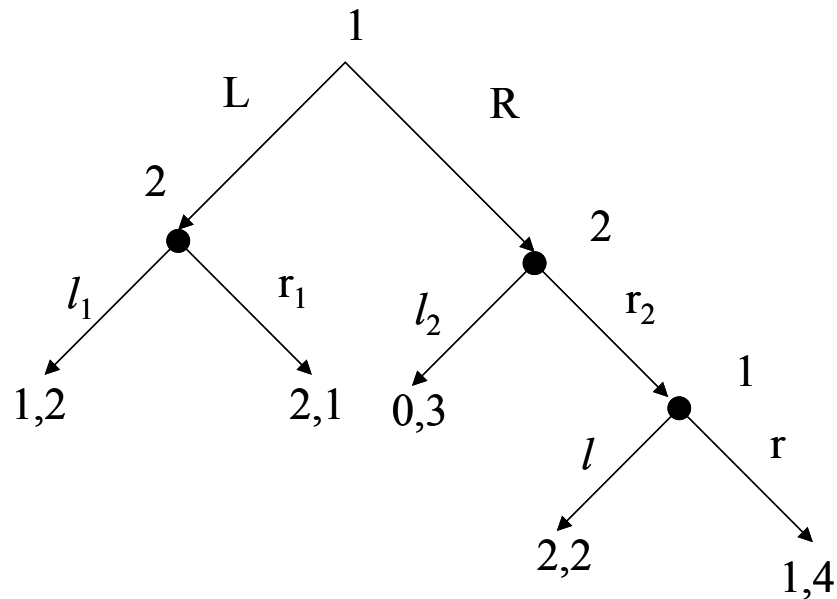


## 14.12 Game Theory – Midterm I

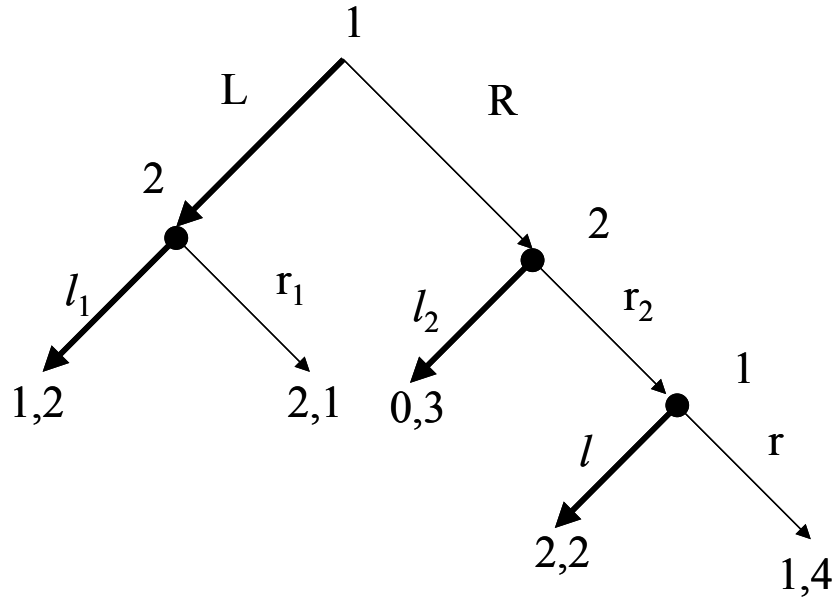
**Instructions.** This is an open book exam; you can use any written material. You have one hour and 20 minutes. Each question is 35 points. Good luck!

1. Consider the following game in extensive form.



- (a) Apply backwards induction in this game. State the rationality/knowledge assumptions necessary for each step in this process.

The backwards induction outcome is as below. We first eliminate action  $r_1$  for player 2, by assuming that *player 2 is sequentially rational* and hence will not play  $r_1$ , which is conditionally dominated by  $l_1$ . We also eliminate action  $r$  for player 1, assuming that *player 1 is sequentially rational*. This is because  $r$  is conditionally dominated by  $l$ . Second, assuming that *player 2 is sequentially rational* and that *player 2 knows that player 1 is sequentially rational*, we eliminate  $r_2$ . This is because, knowing that player 1 is sequentially rational, player 2 would know that 1 will not play  $r$ , and hence  $r_2$  would lead to payoff of 2. Being sequentially rational she must play  $l_2$ . Finally, assuming that (i) *player 1 is sequentially rational*, (ii) *player 1 knows that player 2 is sequentially rational*, and (iii) *player 1 knows that player 2 knows that player 1 is sequentially rational*, we eliminate  $R$ . This is because (ii) and (iii) lead player 1 to conclude that 2 will play  $l_1$  and  $l_2$ , and thus by (i) he plays  $L$ .



(b) Write this game in normal-form.

Each player has 4 strategies (named by the actions to be chosen).

	$l_1l_2$	$l_1r_2$	$r_1l_2$	$r_1r_2$
Ll	1,2	1,2	2,1	2,1
Lr	1,2	1,2	2,1	2,1
Rl	0,3	2,2	0,3	2,2
Rr	0,3	1,4	0,3	1,4

(c) Find all the rationalizable strategies in this game —use the normal form. State the rationality/knowledge assumptions necessary for each elimination.

First, Rr is strictly dominated by the mixed strategy that puts probability .5 on each of Ll and Rl. Assuming that *player 1 is rational*, we conclude that he would not play Rr. We eliminate Rr, so the game is reduced to

	$l_1l_2$	$l_1r_2$	$r_1l_2$	$r_1r_2$
Ll	1,2	1,2	2,1	2,1
Lr	1,2	1,2	2,1	2,1
Rl	0,3	2,2	0,3	2,2

Now  $r_1r_2$  is strictly dominated by  $l_1l_2$ . Hence, assuming that (i) *player 2 is rational*, and that (ii) *player 2 knows that player 1 is rational*, we eliminate  $r_1r_2$ . This is because, by (ii), 2 knows that 1 will not play Rr, and hence by (i) she would not play  $r_1r_2$ . The game is reduced to

	$l_1l_2$	$l_1r_2$	$r_1l_2$
Ll	1,2	1,2	2,1
Lr	1,2	1,2	2,1
Rl	0,3	2,2	0,3

There is no strictly dominated strategy in the remaining game. Therefore, the all the remaining strategies are rationalizable.

- (d) Comparing your answers to parts (a) and (c), briefly discuss whether or how the rationality assumptions for backwards induction and rationalizability differ.

Backwards induction gives us a much sharper prediction compared to that of rationalizability. This is because the notion of sequential rationality is much stronger than rationality itself.

- (e) Find all the Nash equilibria in this game.

The only Nash equilibria are the strategy profiles in which player 1 mixes between the strategies  $Ll$  and  $Lr$ , and 2 mixes between  $l_1l_2$  and  $l_1r_2$ , playing  $l_1l_2$  with higher probability:

$$NE = \{(\sigma_1, \sigma_2) \mid \sigma_1(Ll) + \sigma_1(Lr) = 1, \sigma_2(l_1l_2) + \sigma_2(l_1r_2) = 1, \sigma_2(l_1r_2) \leq 1/2\}.$$

(If you found the pure strategy equilibria (namely,  $(Ll, l_1l_2)$  and  $(Lr, l_1l_2)$ ), you will get most of the points.)

2. Consider two players A and B, who own a firm and want to dissolve their partnership. Each owns half of the firm. The value of the firm for players A and B are  $v_A$  and  $v_B$ , respectively, where  $v_A > v_B > 0$ . Player A sets a price  $p$  for half of the firm. Player B then decides whether to sell his share or to buy A's share at this price,  $p$ . If B decides to sell his share, then A owns the firm and pays  $p$  to B, yielding payoffs  $v_A - p$  and  $p$  for players A and B, respectively. If B decides to buy, then B owns the firm and pays  $p$  to A, yielding payoffs  $p$  and  $v_B - p$  for players A and B, respectively. All these are common knowledge. Find the subgame-perfect equilibrium of this game.

Given any price  $p$ , the best response of B will be

$$\begin{cases} \text{buy} & \text{if } v_B - p > p, \text{ i.e., if } p < v_B/2; \\ \text{sell} & \text{if } p > v_B/2; \\ \{\text{buy, sell}\} & \text{if } p = v_B/2. \end{cases}$$

In equilibrium, B must be selling at price  $p = v_B/2$ . This is because, if he were buying, then the payoff of A as a function of  $p$  would be

$$\begin{cases} p & \text{if } p \leq v_B/2; \\ v_A - p & \text{if } p > v_B/2, \end{cases}$$

which can be depicted as in Figure 1. Then, no price could maximize the payoff of A, inconsistent with equilibrium (where A maximizes his payoff given what he anticipates). Hence, the equilibrium strategy of B must be

$$\begin{cases} \text{buy} & \text{if } p < v_B/2; \\ \text{sell} & \text{if } p \geq v_B/2. \end{cases}$$

In that case, the payoff of A as a function of  $p$  would be

$$\begin{cases} p & \text{if } p < v_B/2; \\ v_A - p & \text{if } p \geq v_B/2, \end{cases}$$

which can be depicted as in Figure 2.

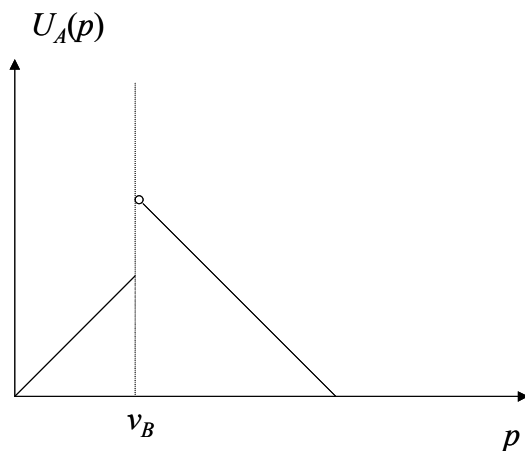
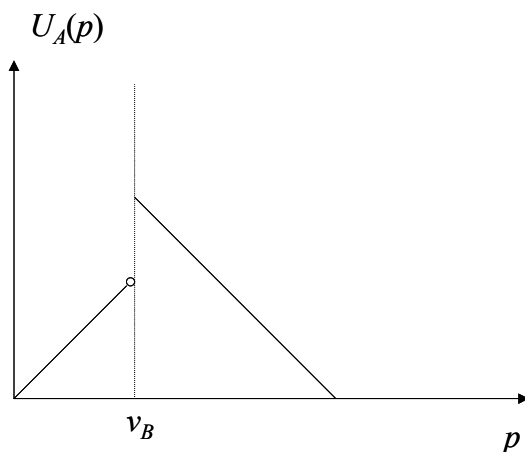


Figure 1:



This function is maximized at  $p = v_B/2$ . A sets the price as  $p = v_B/2$ .

3. Two start ups are competing for leadership in a software market. The leader wins, and the other loses. Each firm can invest some  $x \in [0.001, 1]$  unit for research and development by paying cost of  $x/4$ . If a firm invests  $x$  units and the other firm invests  $y$  units, the former wins with probability  $x/(x+y)$ . Therefore, the payoff of the former start up will be

$$\frac{x}{x+y} - x/4.$$

All these are common knowledge.

- (a) Compute all pure strategy Nash equilibria.

Call them as Firm 1 and Firm 2. Firm 1 maximizes

$$\frac{x}{x+y} - x/4$$

over  $x$ , and Firm 2 maximizes

$$\frac{y}{x+y} - y/4$$

over  $y$ . The best response function of Firm 1 as a function of  $y$  is given by

$$\begin{aligned} 0 &= \frac{\partial}{\partial x} \left( \frac{x}{x+y} - x/4 \right) = \frac{\partial}{\partial x} \left( 1 - \frac{y}{x+y} - x/4 \right) \\ &= \frac{y}{(x+y)^2} - 1/4, \end{aligned}$$

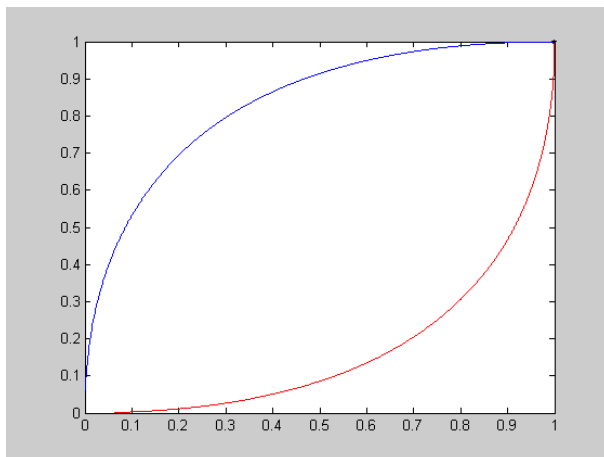
i.e.,

$$x^*(y) = 2\sqrt{y} - y.$$

Similarly, the best response function of Firm 2 is

$$y^*(x) = 2\sqrt{x} - x.$$

Note that  $x^*(y) > y$  whenever  $y < 1$ . Therefore, the graphs of  $x^*$  and  $y^*$  intersect each other only at  $x = y = 1$  — as shown in the figure below. Therefore, (1,1) is the only Nash equilibrium.



(b) Compute all rationalizable strategies.

(1,1) is the only rationalizable strategy profile. Since  $y \geq y_0 \equiv 0.001$ , then any strategy  $x < x^*(y_0)$  is strictly dominated by  $x_1 = x^*(y_0)$ , and therefore eliminated. Write also  $x_0 = y_0$  and  $x_1 = y_1$ . Now, the remaining strategy space of each player is  $[x_1, 1]$ . Note that  $x_1 = x^*(.001) > 0.001 = x_0$ . Now, similarly, we can eliminate any strategy  $x < x_2 \equiv x^*(y_1)$ . Applying this iteratively, after  $n$ th elimination we are left with a strategy space  $[x_n, 1]$  where

$$x_n = 2\sqrt{x_{n-1}} - x_{n-1}$$

and  $x_0 = .001$ . It is clear from the figure that  $x_n \rightarrow 1$  as  $n \rightarrow \infty$ . Hence in the limit we are left with strategy space  $\{1\}$ .

*You do not need to do this:* More formally,

$$x_n = 2\sqrt{x_{n-1}} - x_{n-1} > \sqrt{x_{n-1}} = x_{n-1}^{1/2}.$$

Hence,

$$1 > x_n > x_0^{(1/2)^{n-1}}.$$

Of course, as  $n \rightarrow \infty$ ,  $(1/2)^{n-1} \rightarrow 0$ , and hence  $x_0^{(1/2)^{n-1}} \rightarrow 1$ . Therefore,  $x_n \rightarrow 1$ .