



# Mathematics of Games

## Exercise Session 5

Exercise Session 5 due on 02.06.2014, by 12:15pm, N24-H14.

Total : 20 Points

Hand-in IN PAIRS!

1. Consider a variant of Rubinstein's infinite-horizon bargaining game where partitions  $(x_1, x_2)$ , with  $x_1 + x_2 = 1$ , are restricted to be integer multiples of 0.01, that is,  $x_i$  can be 0, 0.01, 0.02,  $\dots$ , 0.99, or 1 for  $i = 1, 2$ . There is a common discount factor  $\delta$ . Prove that, if  $\delta > 0.99$ , all partitions can be supported as a subgame-perfect NE.

*Hint:* If player  $i$  always offers  $(x_i, x_j)$ , which would be the threshold value  $t$  for  $i$  to accept an offer  $(y_i, y_j)$  from  $j$ ? Can player  $i$  gain by making an offer with a value lower or higher than  $x_i$  for its partition? Can player  $i$  lose by accepting any offer from  $j$  of at least  $t$  or by rejecting any offer from  $j$  less than  $t$ ?

[5 Points]

2. Consider the static Bertrand duopoly model (with homogeneous products): The two firms name prices simultaneously; demand for firm  $i$ 's product is  $a - p_i$  if  $p_i < p_j$ , is 0 if  $p_i > p_j$ , and is  $(a - p_i)/2$  if  $p_i = p_j$ ; marginal costs are  $c < a$ . Consider the infinitely repeated game based on this stage game. Assume that both players play the following strategy:

“Play price  $\frac{a+c}{2}$  in the first period. In the  $t^{\text{th}}$  period, play price  $\frac{a+c}{2}$  if both played  $\frac{a+c}{2}$  in each of the  $t - 1$  previous periods, otherwise, play price  $c$ .”

Show that the above strategy for both firms is a subgame-perfect Nash equilibrium if and only if  $\delta \geq 1/2$ .

[ 5 Points]

3. Prove the following theorem.

**Theorem 1 (Friedman 1971)** *Let  $\sigma^*$  be a static equilibrium (an equilibrium of the stage game) with payoffs  $e$ . Then for any  $v \in V$  with  $v_i > e_i$  for all players  $i$ , there is a  $\underline{\delta}$  such that for all  $\delta > \underline{\delta}$  there is a subgame-perfect equilibrium of  $G(\delta)$  with payoffs  $v$ .*

*Hint:* Assume initially  $\exists a', u(a') = v$ , and profile  $s$  where each player plays  $a'_i$  in period 0. What happens if a player deviates?

Friedman's result shows that patient and identical Cournot duopolists can implicitly collude by each producing half of the monopoly output, with any deviation triggering a switch to the Cournot outcome forever after. The collusion is implicit: Each firm is deterred from breaking the agreement by the (credible) fear of provoking Cournot's competition.

[5 Points]

4. Prove the following theorem.

**Theorem 2 (Abreu 1998)** *If the stage game is finite, any distribution over infinite histories that can be generated by some subgame-perfect equilibrium  $\sigma$  can be generated with a strategy profile  $\sigma^*$  that specifies that play switches to the worst equilibrium  $\underline{w}(i)$  for player  $i$  if player  $i$  is the first to play an action to which  $\sigma$  assigns probability 0.*

*Hint:* Construct a profile  $\sigma^*$  such that  $\sigma^*(h^t) = \sigma(h^t)$  as long as  $\sigma$  gives the history  $h^t$  positive probability. If  $\sigma$  gives positive probability to  $h^{t'}$  for all  $t' < t$ , and player  $i$  is the only player to play an action with probability 0 in  $\sigma(h^t)$  at period  $t$ , then play switches to the worst subgame-perfect equilibrium for player  $i$ , which is  $\underline{w}(i)$ . So then  $\sigma^*(h^{t+1}) = \underline{w}(i)(h^0)$  and  $\sigma^*((h^{t+1}, a^{t+1})) = \underline{w}(i)(a^{t+1})$ , and so on.

[5 Points]