

## Module 2: "Static games of complete information"

### Lecture 8: "NE: Case study & infinite Action set"

#### The Lecture Contains:

- NE: Case Study & Infinite Action Set
- NE: An application
- NE for infinite Strategy Set
- Infinite Action Set : Use of BRF: Examples

◀◀ Previous   Next ▶▶

## Module 2: "Static games of complete information"

## Lecture 8: "NE: Case study &amp; infinite Action set"

**NE: Case Study from animal kingdom**

## NE: An application to biology

- Animal Kingdom
  - Let us take spiders
- Spiders compete for scarce resources
  - fight over on existing web
- Two stylized facts
  1. Fighting between spiders is likely when stakes are higher
  2. Most of conflicts settled without fighting; winner of the conflict is endowed differently than the losers
- Can NE help to explain any of these stylized facts?
- consider the following case of conflict between 2 spiders
  - value of having web =10
  - if one spider fights and the other concedes, then one who fights gets the web.
  - if neither fight, both have a 50:50 chance to get the web

## Module 2: "Static games of complete information"

## Lecture 8: "NE: Case study &amp; infinite Action set"

## NE: An application [contd.]

- If both fight, then again there is a 50-50 chance that either gets the web
  - Likelihood however that spider will be harmed by fighting

Payoff =  $x$  if Physical costs  $\leq$  expected value of web  
 Payoff = 0 if Physical costs  $>$  value of web

	Concede	Fight
Concede	(5,5)	(0,10)
Fight	(10,0)	(x,x)

$x > 0 \Rightarrow$  stakes to fighting are higher

$\Rightarrow$  NE  $\rightarrow$  (F,F)

- Stylized Fact 1  
Fighting likely as stakes are higher

$x < 0$

$\Rightarrow$  2 NE  $\Rightarrow$  (Fight, concede), (concede, fight)

- Conflict settled without fighting

Suppose now, payoff to (F,F)  $(x, y)$

Suppose  $x < 0 < y$

spider 2 is heavier/more powerful than spider 1

NE (C, F).

Winner endowed with higher attribute gets the web without fighting. [Stylized Fact 2]

◀ Previous Next ▶

## Module 2: "Static games of complete information"

## Lecture 8: "NE: Case study &amp; infinite Action set"

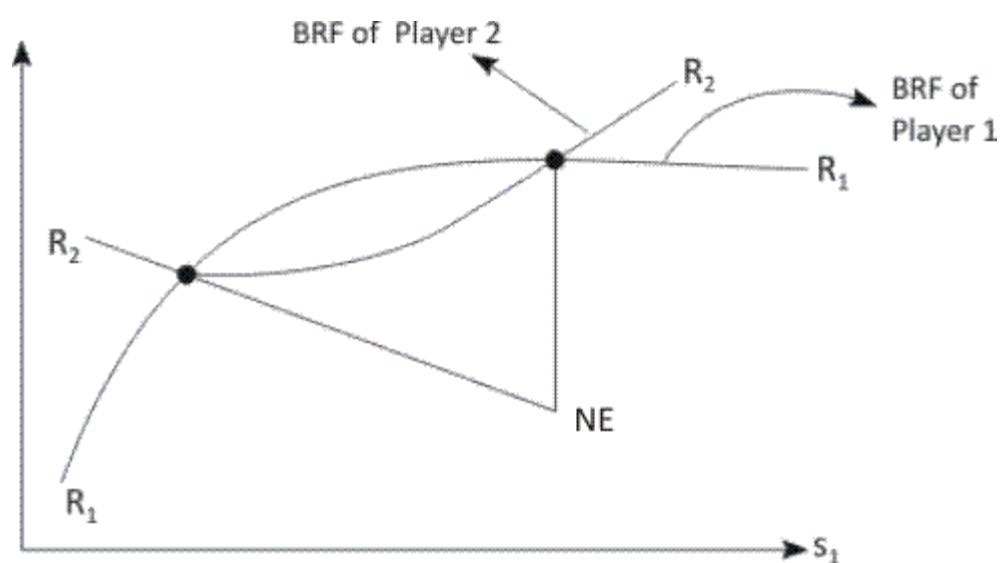
## NE for infinite Strategy Set

- Use of best response functions
- Formal definition of best response function:
  - In a N- player game for any player i, the BRF  $R^i(s^{-i})$  is such that for any given strategy profile  $s^{-i}$  chosen by all the players other than i,

$s_i^* = R^i(s^{-i})$  maximizes player i's payoff  $\pi^i(s^i, s^{-i})$

If an outcome  $\hat{s} = (\hat{s}_1, \hat{s}_2, \dots, \hat{s}_n)$  is a NE outcome, then for each player i,  $\hat{s}_i = R^i(\hat{s}^{-i})$  should hold

One can plot the BRFs and intersection of BRFs gives the NE.



## Module 2: "Static games of complete information"

### Lecture 8: "NE: Case study & infinite Action set"

#### Infinite Action Set : Use of BRF: An example

- Consider a line segment of unit length
- Population of voters uniformly distributed across this line set
- 2 candidates seeking an election to same office
- Candidate with majority of votes wins
- Voter prefers to vote for the candidate whose campaign platform is closer to voter's residence
- Candidates simultaneously choose their campaign platforms
- What campaign platforms should candidates choose ?

 [Previous](#)   [Next](#) 

## Module 2: "Static games of complete information"

## Lecture 8: "NE: Case study &amp; infinite Action set"

## Infinite Action Set: example [contd.]

BRF of player 1:  $R^1(s^2)$ If player 2 chooses any platform to left of mid-point i.e. , if  $s_2 < 0.5$ 

then player 1's best response is to choose slightly to the right of player 2's platform

[ Get's majority of votes &amp; wins ]

$$s_2 < 0.5$$

Similarly

$$R^1(s^2) = s_2 - \varepsilon \quad s_2 > 0.5$$

$$R^1(s^2) = s_2 \quad s^2 = 0.5$$

cannot improve payoff by choosing anywhere other than  $s^2 = 0.5$ 


Likewise

$$R^2(s^1) = \begin{cases} s_1 + \varepsilon & \text{if } s_1 < 0.5 \\ 0.5 & s_1 = 0.5 \\ s_1 - \varepsilon & s_1 > 0.5 \end{cases}$$

BRFs meet at ( 0.5, 0.5)

NE  $\Rightarrow (0.5, 0.5)$ 

None of the candidates have any incentive to deviate from this outcome

 Previous    Next 

## Module 2: "Static games of complete information"

## Lecture 8: "NE: Case study &amp; infinite Action set"

**Infinite Action Set: Another Example**

- Players 1 & 2 are bargaining over Re 1
- Each player  $i$  simultaneously proposes a share  $(s_i)$  to an arbitrator
- Rules
  - If  $s_1 + s_2 \leq 1$ , then each player gets his/ her share

i.e.  $\pi_1 = s_1, \pi_2 = s_2$

- if  $s_1 + s_2 > 1$ , then arbitrator takes away the money i.e.  $\pi_1 = 0, \pi_2 = 0$
- Sketch the BRFs & find the NE.

◀ Previous   Next ▶