

Module 2: "Static games of complete information"

Lecture 14: "Revision of Static Games with complete information"

The Lecture Contains:

- Normal Form Game(NFG) & Extensive Form Game(EFG)
- Static Games in EFG Representation
- Dynamic Games in NFG representation
- How to solve a game?
- How to find NE for a game with infinite action set
- Economic Applications of static Games
- Mixed Strategies Revision

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Normal Form Game(NFG) & Extensive Form Game(EFG)

- Game can be represented in 2 main ways
 - NFG [use of payoff matrix]
 - EFG [use of game tree]
- NFG usually represents static / simultaneous move games
- EFG usually represents dynamic / sequential move games
- However a static game can also be represented in EFG representation and a dynamic game can also be represented in NFG representation

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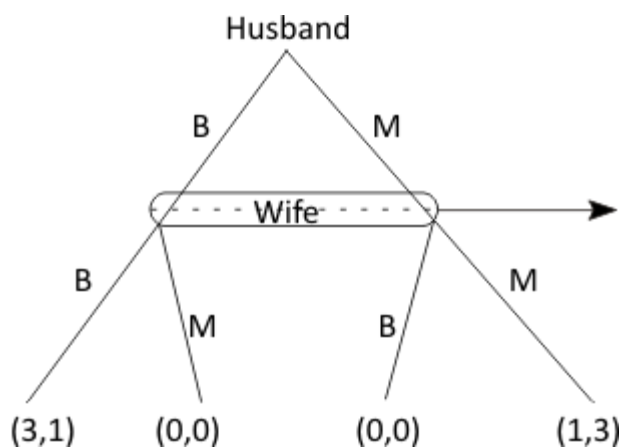
Static Games in EFG Representation

Example:

Battle of Sexes Game

		H	
		B	M
W	B	(3,1)	(0,0)
	M	(0,0)	(1,3)

EFG representation



Note: Wife has an information set as game is played simultaneously

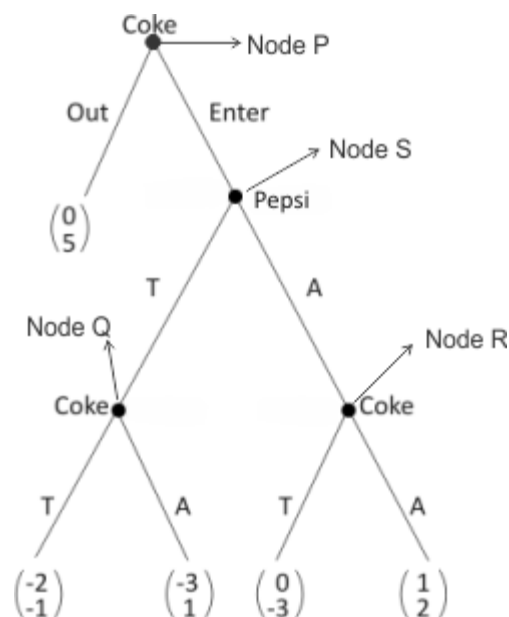
- i.e. wife does not know whether husband has played B or M

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Dynamic Games in NFG representation -Example

- Distinction between action and strategy
 - They are not the same in dynamic game
- Strategy is a complete plan of action
 - Completely describes the action that will be taken in every contingent situation



Pepsi - 2 actions as well as strategies (has only 1 contingent situation at Node S)

-Accommodate(A) & tough(T)

Coke-eight strategies

-ETT, ETA, EAT, EAA, OTT, OTA, OAT, OAA

XYZ

X- refers to what coke does at node P

Y- refers to what coke does at node Q

Z- refers to what coke does at node R

	T	A
ETT	-2,-1	0,-3
ETA	-2,-1	1,2
EAT	-3,1	0,-3
EAA	-3,1	1,2
OTT	0,5	0,5
OTA	0,5	0,5
OAT	0,5	0,5
OAA	0,5	0,5

NFG representation of Pepsi-Coke Game

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How to solve a game?

- IEDS
 - Basis: Extended notion of rationality
 - Drawbacks: Cannot predict anything if none of the players has any dominated strategies to start with.
- NE
 - A broader concept & greater predictability
 - None of the player would have any unilateral incentive to deviate at NE
 - Everybody is playing his/her best response against the rivals

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How to find NE for a game with infinite action set

- **Example revisited**
- Players 1 and 2 are simultaneously bargaining over Re 1
- Each proposing an offer s_i [$0 \leq s_i \leq 1$ $i = 1, 2$]
- if $s_1 + s_2 > 0$, each gets zero
- if $s_1 + s_2 \leq 1$, player 1 gets s_1
player 2 gets s_2
- What is the pure strategy NE?
- Use of BRF
- $R^1(s_2) = 1 - s_2$ if $0 \leq s_2 < 1$
[0,1] $s_2 = 1$ [Indifferent as it gets zero payoff in all cases]

Similarly,

$$R^2(s_1) = 1 - s_1 \quad 0 \leq s_1 < 1$$

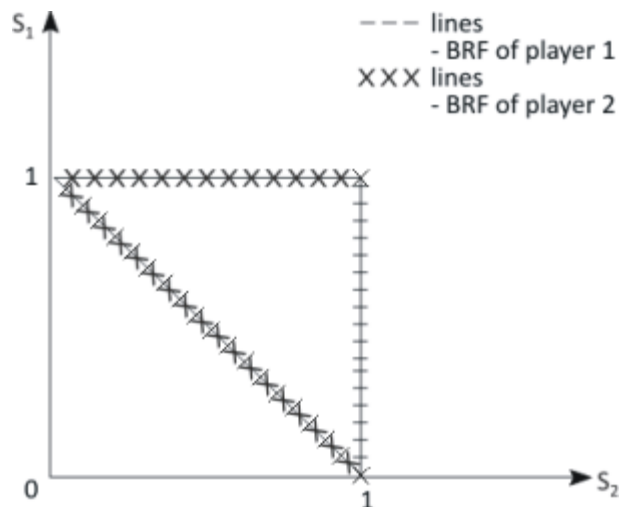
$$[0,1] \quad s_1 = 1$$

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How to find NE for a game with infinite action set [contd.]

- Sketch the BRFs



- Nash Equilibria
 - all on the downward sloping line
 - rupee is divided
 - (1, 1)
 - rupee is not divided; nobody gets anything

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Economic Applications of static Games

- Cournot Model of Quantity Competition
 - Use of best response functions to find NE.
- Cartel
 - Not sustainable in short run
- Bertrand Model of Price Competition
 - Bertrand Paradox

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Mixed Strategies Revision

Battle of Sexes Example

		W	
		B	M
H	B	2,1	0,0
	M	0,0	1,2

- Let $(q, 1-q)$ - mixed strategy of W

$(p, 1-p)$ - mixed strategy of H

Given the strategy $(q, 1-q)$ of W :-

H's expected payoff from playing B

$$= q \cdot 2 + 0(1-q) = 2q$$

H's expected payoff from playing M = $1-q$

- BRF of H:

$$p^H(q) = 1 \text{ if } q > \frac{1}{3}$$

$$0 \text{ if } q < \frac{1}{3}$$

$$[0,1] \text{ if } q = \frac{1}{3}$$

Similarly

- BRF of W:

$$q^W(p) = 1 \text{ if } p > \frac{2}{3}$$

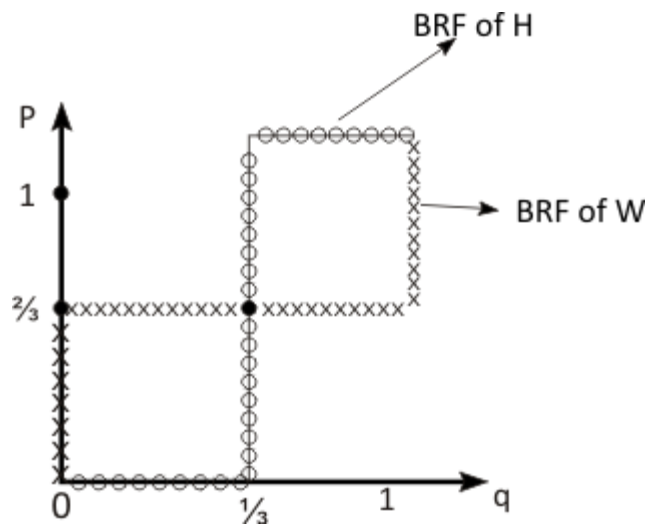
$$0 \text{ if } p < \frac{2}{3}$$

$$[0,1] \text{ if } p = \frac{2}{3}$$

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Mixed strategies: Revision [Contd .]



- Three Nash Equilibria

- At

$q = 0, p = 0$ } Two pure strategy
 $q = 1, p = 1$ } Nash Equilibria

$q = \frac{1}{3}, p = \frac{2}{3}$ } One mixed strategy
 Nash Equilibria