

Module 3: "Dynamic games of complete information"

Lecture 19: "Dynamic Game: Application: Stackelberg Model of Duopoly"

The Lecture Contains:

- Stackelberg Model: Basic Structure & solution
- Comparison with Cournot game

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Stackelberg Model: Basic Structure

- Two players - Two firms
- Sequential Move Game
 - a dominant firm (leader) moves first
 - the subordinate firm (follower) moves second
- Actions- Choice of quantities
- Timing of game
 - i. Firm 1 chooses a quantity $q_1 \geq 0$
 - ii. Firm 2 observes and then chooses a quantity $q_2 \geq 0$
- Payoffs: Payoff to firm is given by the profit function $\pi_i(q_i, q_j) = q_i[P(q) - c]$ where $P(Q) = a - Q$, Q : aggregate quantity *i.e.* $Q = q_1 + q_2$, C : marginal cost of production

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Solving the Stakelberg model

- Solve the model by backward induction
- In stage 2, Firm 2's best response to an arbitrary quantity by firm 1 is given by

$$R_2(q_1)$$

$R_2(q_1)$ solves

$$\underset{q_2 \geq 0}{\text{Max}} \pi_2(q_1, q_2) = \underset{q_2 \geq 0}{\text{Max}} q_2[a - q_1 - q_2 - c]$$

$$\Rightarrow R_2(q_1) = \frac{a - q_1 - c}{2} \text{ provided } q_1 < a - c$$

- Note in case of simultaneous move Cournot game, one finds same $R_2(q_1)$ but there is a difference in the concepts
 - $R_2(q_1)$ is really firm 2's reaction to firm 1's observed quantity in Stackelberg case
 - $R_2(q_1)$ is firm 2's best response to a hypothesized quantity which is simultaneously chosen by firm 1, in Cournot case

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Solving the Stackelberg model [Contd...]

- Firm 1 knows firm 2's problem and hence can solve it as well
- Firm 1 therefore can anticipate that following his quantity choice q_1 , the follower will choose q_2 according to $R_2(q_1)$
- Hence in first stage, firm 1 chooses q_1 to solve.

$$\begin{aligned} \text{Max}_{q_1 \geq 0} \quad & [\pi_1(q_1, R_2(q_1))] \end{aligned}$$

$$= \text{Max}_{q_1 \geq 0} \quad [q_1[a - q_1 - R_2(q_1) - c]]$$

$$= \text{Max}_{q_1 \geq 0} \quad \left[q_1 \left(\frac{a - q_1 - c}{2} \right) \right]$$

$$\Rightarrow q_1^* = \frac{a - c}{2}$$

$$\text{SPNE: } q_1^* = \frac{a - c}{2}$$

$$q_2 = R_2(q_1) = \frac{a - q_1 - c}{2}$$

- Note: In this dynamic game for firm 1 both action and strategy meant the same quantity choice. However for firm 2, the strategy is a function- quantity choice of firm 2 as a function of quantity chosen by firm 1
- Backward induction outcome in SPNE:

$$q_1^* = \frac{a - c}{2} \quad \& \quad R_2(q_1^*) = \frac{a - c}{4}$$

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Comparison with cournot game

- Aggregate quantity in backward induction outcome $\frac{3(a-c)}{4}$
- Note, aggregate quantity in NE of Cournot Game: $2\left(\frac{a-c}{3}\right)$
- Aggregate quantity is higher in the Stackelberg game
- Market-clearing price is lower in the Stackelberg game
- Aggregate profits are lower in Stackelberg game
- However leader's profits are higher in Stackelberg game
- This implies that firm 2 or the follower is worse off in Stackelberg than in the Cournot game.

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