

ECO316: Applied game theory

Lecture 2

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Example: Investing in a joint project

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- ▶ So for every person,

invest & project succeeds \succ don't invest \succ invest & project fails

Investing in a joint project

Strategic game

- Players:

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if player chooses *Don't invest*, 0 regardless of others' actions

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- ▶ k people invest?
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- ▶ some other number of people invest?

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Reminder of payoffs:

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Summary

Exactly two Nash equilibria:

- ▶ everyone invests
- ▶ no one invests

Traveler's Dilemma

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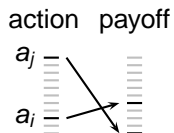
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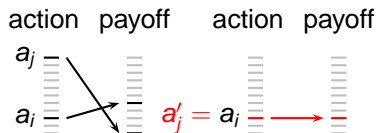
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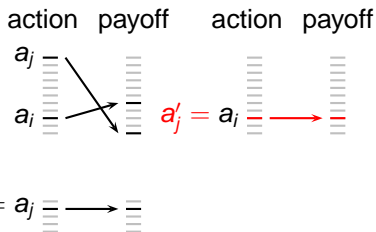
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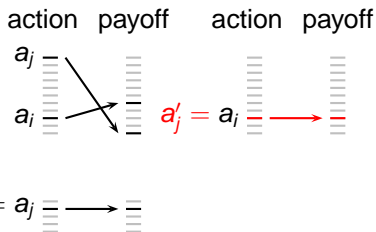
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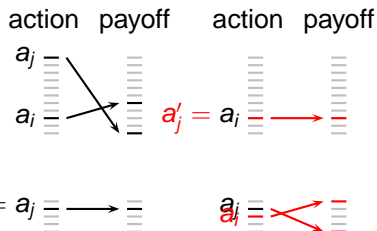
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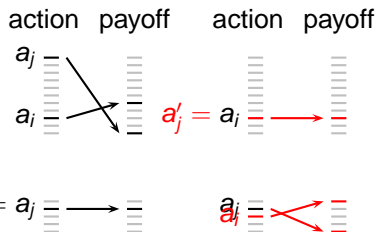
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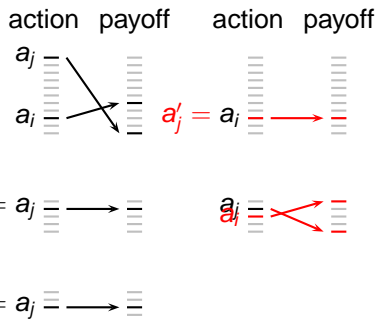
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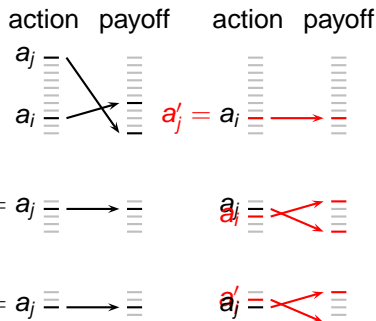
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 - ▶ If $a_i = a_j = 2$, NE! If either player increases amount, payoff = 0



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Traveler's Dilemma

Summary

Unique Nash equilibrium: both travelers name the lowest possible valuation, \$2

Competition between firms

- ▶ Topic at heart of classical economic theory

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- ▶ Can study impact on number of firms on the outcome

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- ▶ Firms producing same good compete for customers
- ▶ Each firm's profit depends on behavior of all firms
- ▶ Model interaction between firms as strategic game
- ▶ What are properties of Nash equilibrium?
- ▶ How is Nash equilibrium related to “competitive” outcome?
How does it depend on number of firms?

Bertrand's model

- Each firm chooses a unit price



Joseph Louis François Bertrand
1822–1900

Bertrand's model

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Strategic game

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- ▶ For each firm
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Example of Bertrand's game

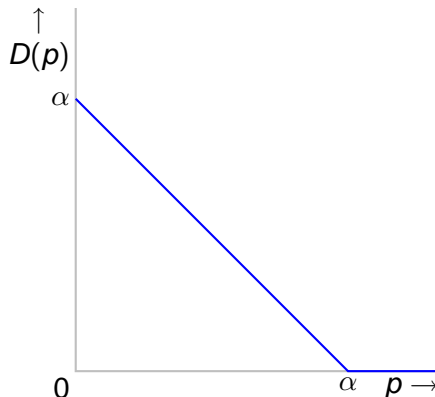
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 $C_i(q_i) = cq_i$ where $c > 0$ and q_i is output of firm i

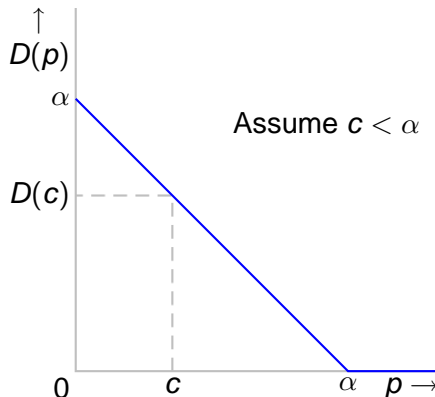
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Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

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Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions:

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
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- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)

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Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

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Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)

Price can be any number—not restricted to multiples of discrete unit (e.g. multiples of a cent)

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

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Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
 - ▶ payoff:

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

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Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
 - ▶ payoff: profit, which is

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
 - ▶ payoff: profit, which is

$$\pi_i(p_1, p_2) = \begin{cases} & \text{if } p_i < p_j \end{cases}$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible (Revenue from selling total demand at price p_i)
 - ▶ payoff: (Revenue from selling total demand at price p_i)

$$\pi_i(p_1, p_2) = \begin{cases} p_i D(p_i) & \text{if } p_i < p_j \end{cases}$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: Cost of producing total demand at price p_i (numbers)
 - ▶ payoff: profit, which is $p_i D(p_i) - cD(p_i)$

$$\pi_i(p_1, p_2) = \begin{cases} p_i D(p_i) - cD(p_i) & \text{if } p_i < p_j \\ \end{cases}$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible action: price p_i (non-negative numbers)
 - ▶ payoff: profit $\pi_i(p_1, p_2)$

Profit from selling total demand at price p_i

$$\pi_i(p_1, p_2) = \begin{cases} p_i D(p_i) - cD(p_i) & \text{if } p_i < p_j \\ 0 & \text{if } p_i \geq p_j \end{cases}$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
 - ▶ payoff: price Simplify expression

$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)D(p_i) & \text{if } p_i < p_j \\ 0 & \text{otherwise} \end{cases}$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
 - ▶ payoff: p_i Substitute $\alpha - p_i$ for $D(p_i)$ (for $p_i \leq \alpha$)

$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ 0 & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \left(\begin{array}{l} \text{assuming} \\ p_i \leq \alpha \end{array} \right)$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
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$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha) \end{matrix}$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

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- ▶ Players: two firms
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$$\pi_i(p_1, p_2) = \begin{cases} \alpha - p_i & \text{if } p_i < p_j \\ 0 & \text{if } p_i > p_j \\ \alpha - p_i & \text{if } p_i = p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_j \leq \alpha \end{matrix}$$

High price \Rightarrow
no customers

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

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- ▶ Players: two firms
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$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ (p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \left(\begin{array}{l} \text{assuming} \\ p_i \leq \alpha \end{array} \right)$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
 - ▶ possible actions: prices (nonnegative numbers)
 - ▶ payoff: profit, which is

Equal prices \Rightarrow
demand split equally

$$\pi_i(p_1, p_2) = \begin{cases} 0 & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \left(\begin{array}{l} \text{assuming} \\ p_i \leq \alpha \end{array} \right)$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Total demand when price is p : $D(p) = \alpha - p$ (for $p \leq \alpha$)

Strategic game

- ▶ Players: two firms
- ▶ For each firm i ,
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$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \left(\begin{array}{l} \text{assuming} \\ p_i \leq \alpha \end{array} \right)$$

where j is the other firm ($j = 2$ if $i = 1$, and $j = 1$ if $i = 2$).

Example of Bertrand's game

Exploration of payoffs:

$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$

Example of Bertrand's game

Exploration of payoffs:

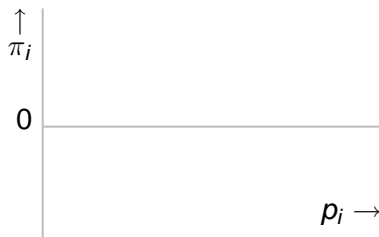
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$



Example of Bertrand's game

Exploration of payoffs:

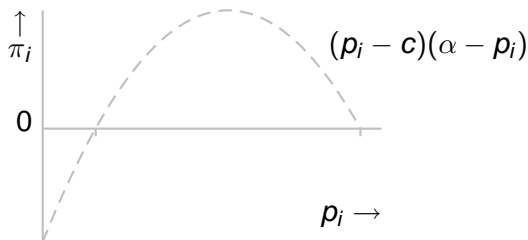
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$



Example of Bertrand's game

Exploration of payoffs:

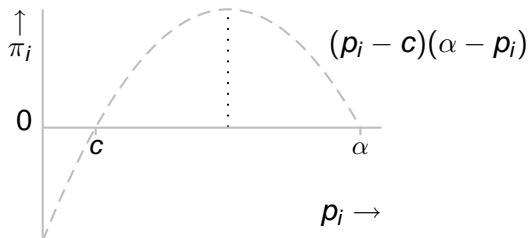
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$



Example of Bertrand's game

Exploration of payoffs:

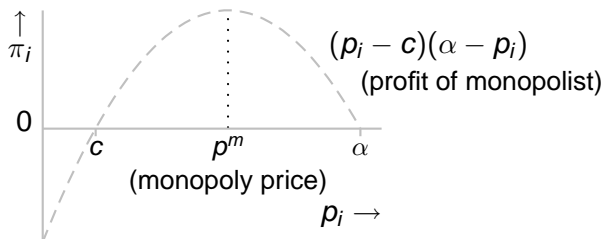
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Example of Bertrand's game

Exploration of payoffs:

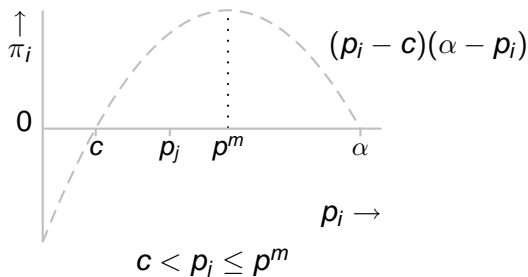
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$



Example of Bertrand's game

Exploration of payoffs:

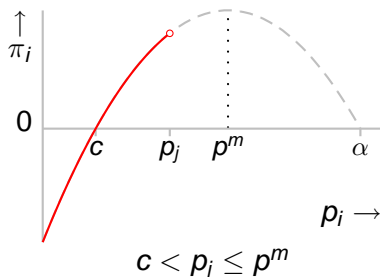
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Example of Bertrand's game

Exploration of payoffs:

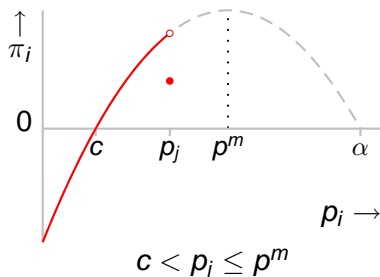
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad (\text{assuming } p_i \leq \alpha)$$



Example of Bertrand's game

Exploration of payoffs:

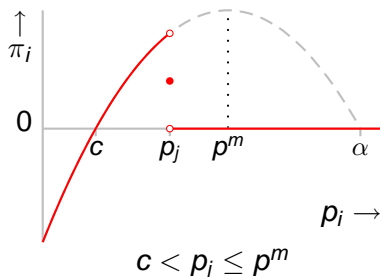
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$



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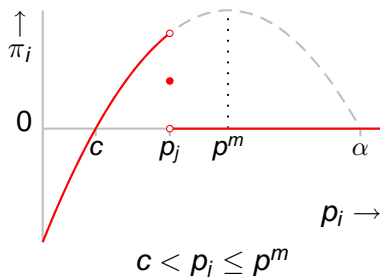
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Example of Bertrand's game

Exploration of payoffs:

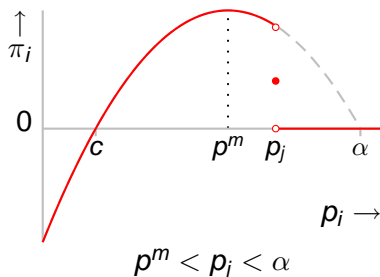
$$\pi_i(p_1, p_2) = \begin{cases} (p_i - c)(\alpha - p_i) & \text{if } p_i < p_j \\ \frac{1}{2}(p_i - c)(\alpha - p_i) & \text{if } p_i = p_j \\ 0 & \text{if } p_i > p_j \end{cases} \quad \begin{matrix} \text{(assuming} \\ p_i \leq \alpha \end{matrix}$$



Example of Bertrand's game

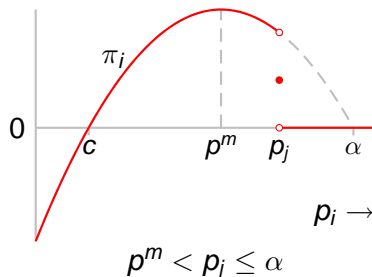
Exploration of payoffs:

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Example of Bertrand's game

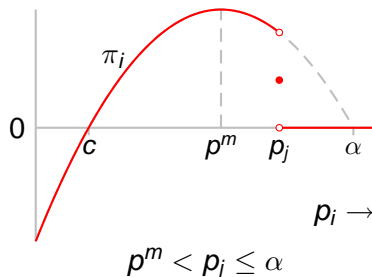
Best value of p_i given p_j ?



- If $p_j > p^m$, firm i 's best price is

Example of Bertrand's game

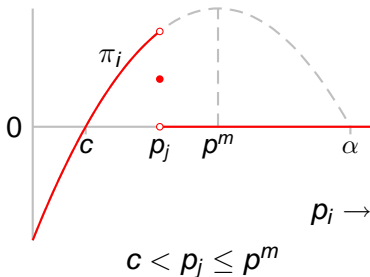
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Example of Bertrand's game

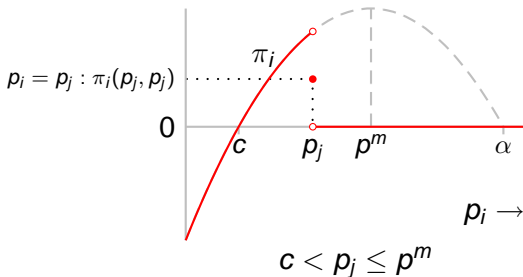
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- ▶ If $p_j > p^m$, firm i 's best price is p^m
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Example of Bertrand's game

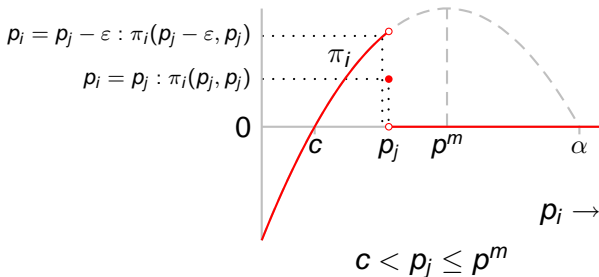
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Example of Bertrand's game

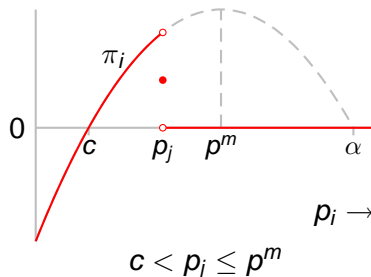
Best value of p_i given p_j ?



- ▶ If $p_j > p^m$, firm i 's best price is p^m
- ▶ If $p_j < p^m$, firm i can almost double its profit by charging a bit less than p_j

Example of Bertrand's game

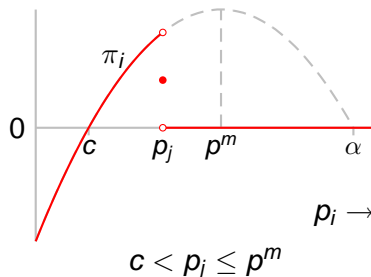
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- ⇒ incentive to “undercut” other firm's price

Example of Bertrand's game

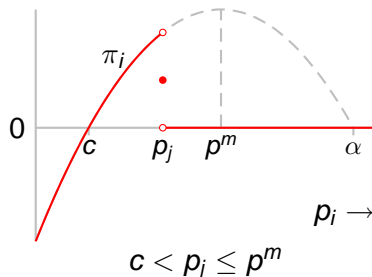
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- ⇒ incentive to “undercut” other firm's price
- ▶ Prices less than c yield losses

Example of Bertrand's game

Best value of p_i given p_j ?



- ▶ If $p_j > p^m$, firm i 's best price is p^m
 - ▶ If $p_j < p^m$, firm i can almost double its profit by charging a bit less than p_j
- ⇒ incentive to “undercut” other firm's price
- ▶ Prices less than c yield losses
 - ▶ So perhaps (c, c) is only equilibrium?

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

► $\pi_1(c, c) =$

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

► $\pi_1(c, c) = 0$

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

- ▶ $\pi_1(c, c) = 0$
- ▶ If $p_1 < c$, then $\pi_1(p_1, c)$

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

- ▶ $\pi_1(c, c) = 0$
- ▶ If $p_1 < c$, then $\pi_1(p_1, c) < 0$

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

- ▶ $\pi_1(c, c) = 0$
- ▶ If $p_1 < c$, then $\pi_1(p_1, c) < 0$
- ▶ if $p_1 > c$, then $\pi_1(p_1, c)$

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

- ▶ $\pi_1(c, c) = 0$
- ▶ If $p_1 < c$, then $\pi_1(p_1, c) < 0$
- ▶ if $p_1 > c$, then $\pi_1(p_1, c) = 0$

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

- ▶ $\pi_1(c, c) = 0$
- ▶ If $p_1 < c$, then $\pi_1(p_1, c) < 0$
- ▶ if $p_1 > c$, then $\pi_1(p_1, c) = 0$

So

$$\pi_1(c, c) \geq \pi_1(p_1, c) \text{ for all } p_1$$

and similarly for firm 2.

Example of Bertrand's game

Proof that (c, c) is a Nash equilibrium

- ▶ $\pi_1(c, c) = 0$
- ▶ If $p_1 < c$, then $\pi_1(p_1, c) < 0$
- ▶ if $p_1 > c$, then $\pi_1(p_1, c) = 0$

So

$$\pi_1(c, c) \geq \pi_1(p_1, c) \text{ for all } p_1$$

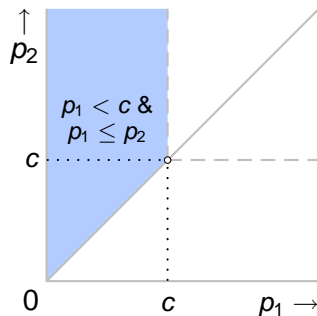
and similarly for firm 2.

Hence (c, c) is a Nash equilibrium.

Example of Bertrand's game

Proof that no pair $(p_1, p_2) \neq (c, c)$ is Nash equilibrium

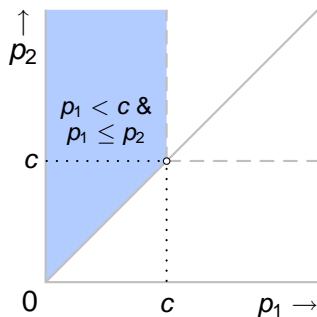
- $p_1 < c$ and $p_1 \leq p_2$?



Example of Bertrand's game

Proof that no pair $(p_1, p_2) \neq (c, c)$ is Nash equilibrium

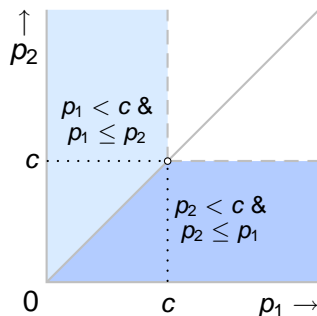
- $p_1 < c$ and $p_1 \leq p_2$? No: $\pi_1(p_1, p_2) < 0$
and $\pi_1(c, p_2) = 0$, so firm 1 can
increase its payoff by deviating to c



Example of Bertrand's game

Proof that no pair $(p_1, p_2) \neq (c, c)$ is Nash equilibrium

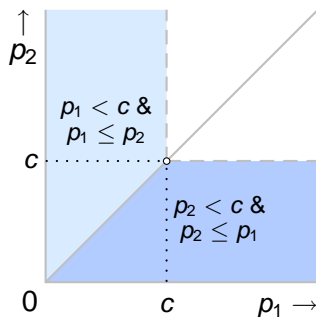
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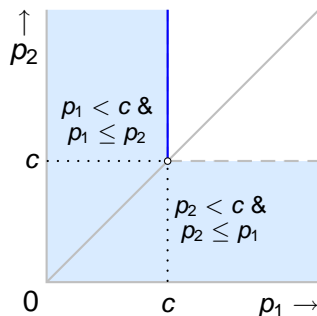
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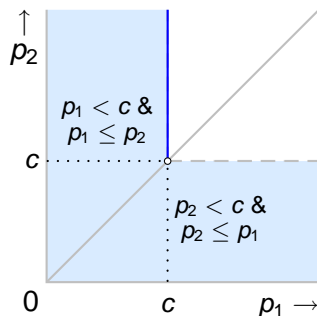
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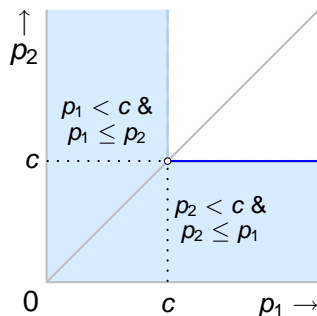
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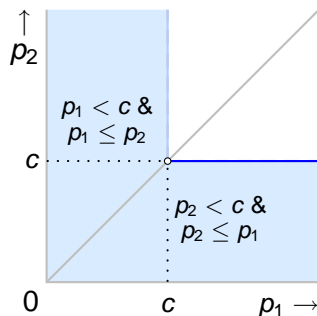
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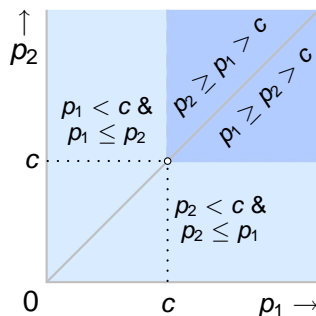
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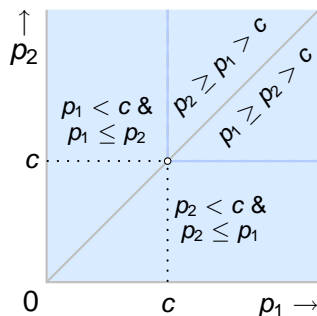
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Cournot's model

- ▶ Each firm chooses an output



Antoine Augustin Cournot
1801–1877

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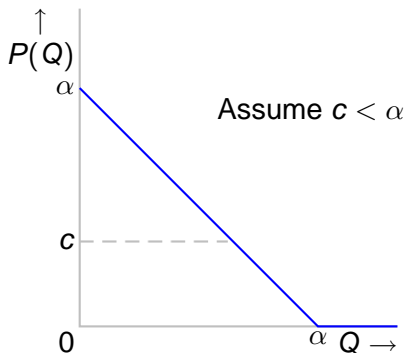
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Example of Cournot's game

Cost of firm i 's producing q_i units: $C_i(q_i) = cq_i$

Price when supply is Q : $P(Q) = \alpha - Q$ (for $Q \leq \alpha$)

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Output can be any number—not restricted to multiples of discrete unit

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$$\pi_i(q_1, q_2) = \text{revenue} - \text{cost}$$

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for $i = 1, 2$

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- ▶ We want to find a pair (q_1^*, q_2^*) of outputs such that

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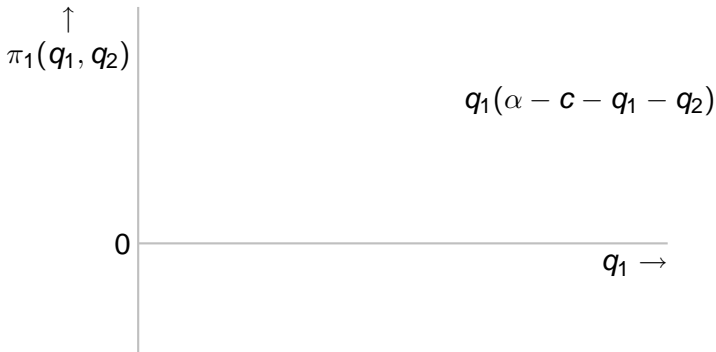
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\Rightarrow solution of $\max_{q_1} q_1(\alpha - c - q_1 - q_2)$

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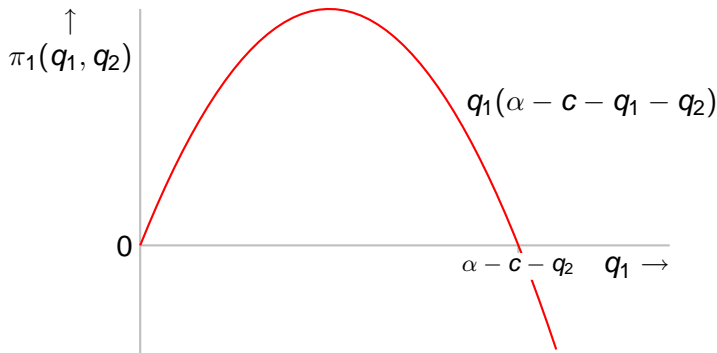
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Firm 1's payoff as a function of q_1 , given q_2

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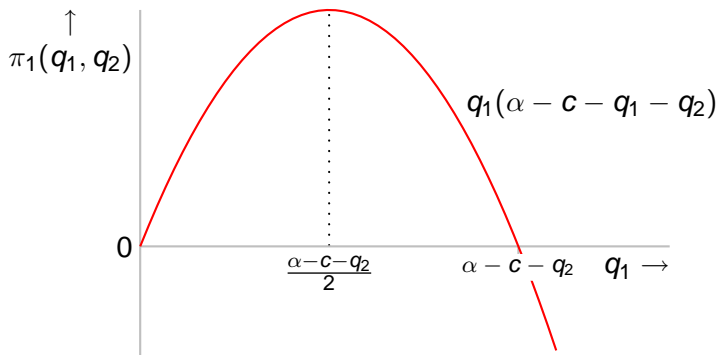
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Firm 1's payoff as a function of q_1 , given q_2

Example of Cournot's game

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Firm 1's payoff as a function of q_1 , given q_2
 \Rightarrow optimal q_1 given q_2 is $\frac{1}{2}(\alpha - c - q_2)$

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$$b_1(q_2) = \frac{1}{2}(\alpha - c - q_2)$$

→ *best response* of firm 1 to firm 2's output

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or

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$$q_1^* = \frac{1}{2}(\alpha - c - q_2^*) (= b_1(q_2^*))$$

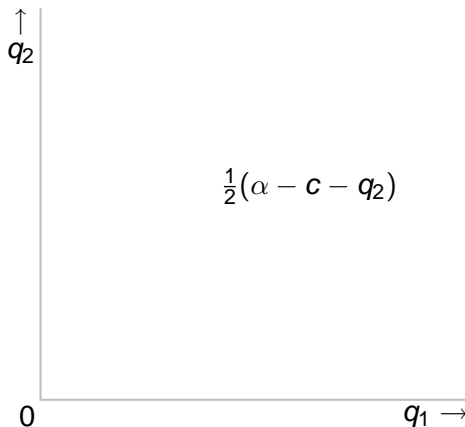
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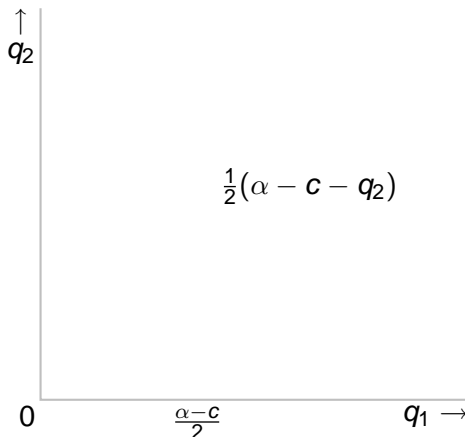


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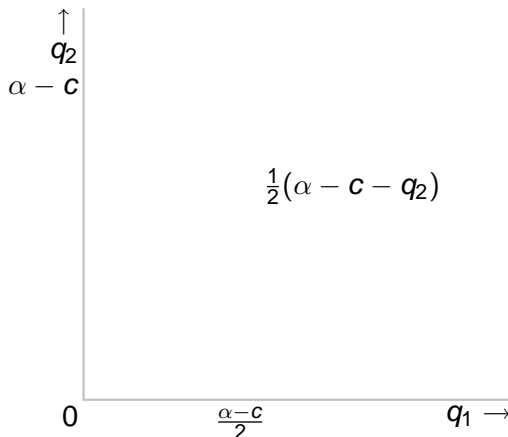


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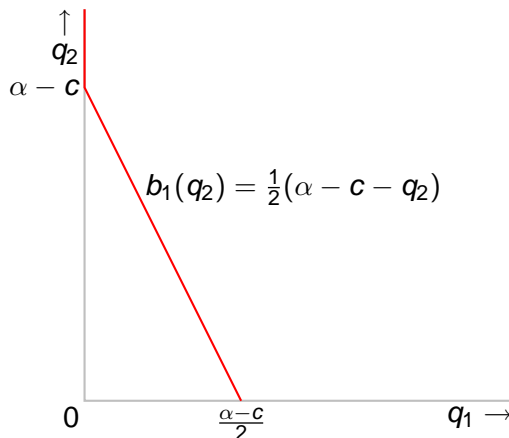


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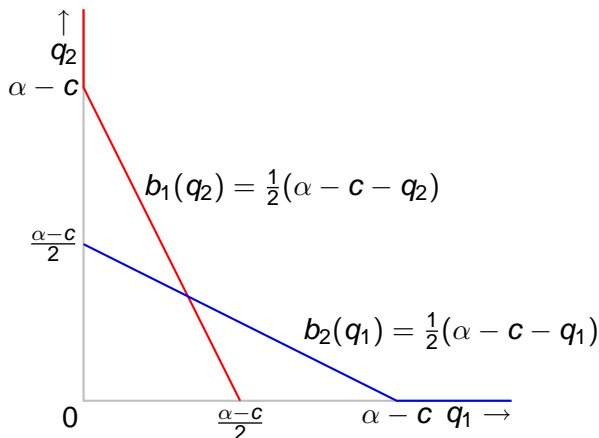


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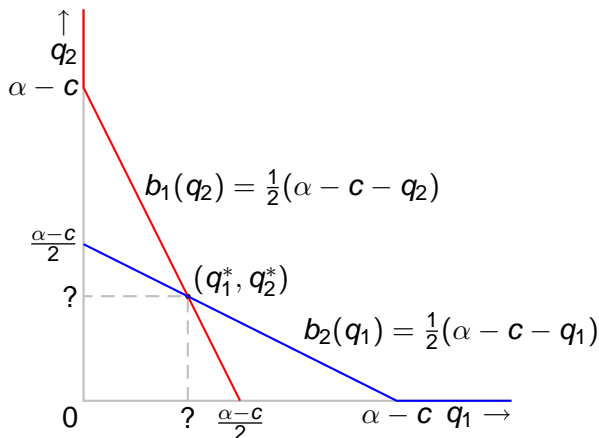


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Example of Cournot's game

Nash equilibrium

$$q_1^* = \frac{1}{2}(\alpha - c - q_2^*)$$

$$q_2^* = \frac{1}{2}(\alpha - c - q_1^*)$$

\Rightarrow

$$q_1^* = \frac{1}{2}(\alpha - c - \frac{1}{2}(\alpha - c - q_1^*))$$

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$$q_1^* = \frac{1}{3}(\alpha - c)$$

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$$q_1^* = \frac{1}{4}(\alpha - c) + \frac{1}{4}q_1^*$$

$$\frac{3}{4}q_1^* = \frac{1}{4}(\alpha - c)$$

$$q_1^* = \frac{1}{3}(\alpha - c)$$

Substitute back to get $q_2^* = \frac{1}{2}(\alpha - c - \frac{1}{3}(\alpha - c)) = \frac{1}{3}(\alpha - c)$

Example of Cournot's game

Nash equilibrium

Conclusion: Unique Nash equilibrium,

$$(q_1^*, q_2^*) = \left(\frac{1}{3}(\alpha - c), \frac{1}{3}(\alpha - c)\right)$$

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Properties of Nash equilibrium

How is the price in the equilibrium related to unit cost, c ?

Total output =

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How is the price in the equilibrium related to unit cost, c ?

$$\text{Total output} = q_1^* + q_2^*$$

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How is the price in the equilibrium related to unit cost, c ?

$$\text{Total output} = q_1^* + q_2^* = \frac{1}{3}(\alpha - c) + \frac{1}{3}(\alpha - c)$$

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How is the price in the equilibrium related to unit cost, c ?

$$\text{Total output} = q_1^* + q_2^* = \frac{1}{3}(\alpha - c) + \frac{1}{3}(\alpha - c) = \frac{2}{3}(\alpha - c)$$

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$$\Rightarrow \text{price} =$$

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$$\begin{aligned}\text{Total output} &= q_1^* + q_2^* = \frac{1}{3}(\alpha - c) + \frac{1}{3}(\alpha - c) = \frac{2}{3}(\alpha - c) \\ \Rightarrow \text{price} &= P\left(\frac{2}{3}(\alpha - c)\right)\end{aligned}$$

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$$\Rightarrow \text{price} = P\left(\frac{2}{3}(\alpha - c)\right) = \alpha - \frac{2}{3}(\alpha - c) = \frac{1}{3}(\alpha + 2c)$$

We have $\alpha > c$, so price $> c$

Example of Cournot's game

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How is the equilibrium related to the monopoly outcome?

Monopolist:

$$q^m \text{ solves } \max_q q(\alpha - q) - cq$$

Example of Cournot's game

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$$\Rightarrow \text{total output in duopoly} > \text{monopoly output}$$

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\Rightarrow total output in duopoly $>$ monopoly output

\Rightarrow price in duopoly $<$ monopoly price

Example of Cournot's game: many firms

- Suppose number of firms is n , arbitrary number

Example of Cournot's game: many firms

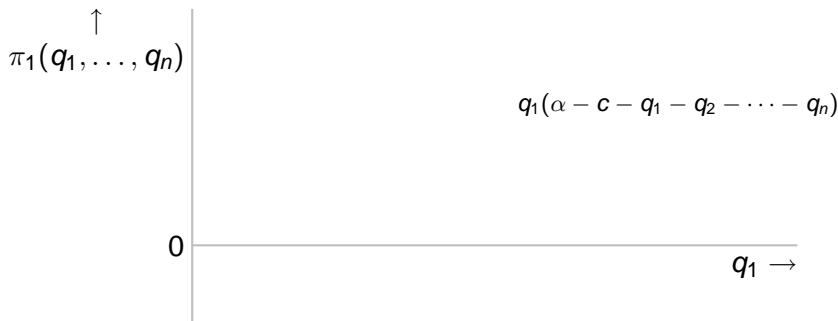
- ▶ Suppose number of firms is n , arbitrary number
- ▶ Firm 1's payoff function:

$$q_1(\alpha - c - q_1 - q_2 - \cdots - q_n) \quad (\text{if } q_1 + \cdots + q_n \leq \alpha)$$

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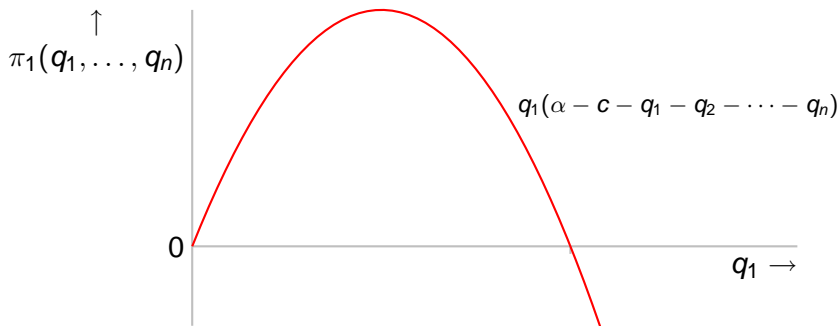


Firm 1's payoff as a function of q_1 , given q_2, \dots, q_n

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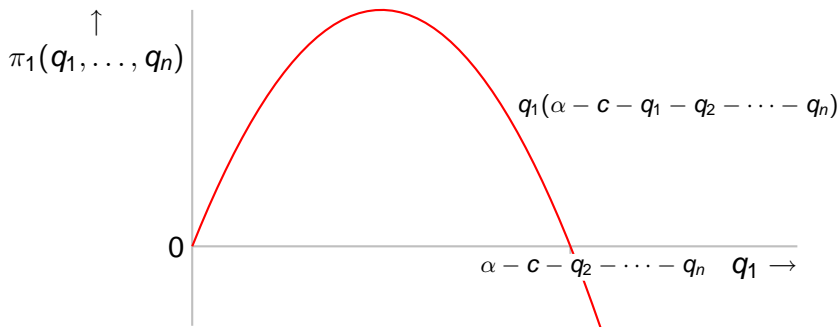


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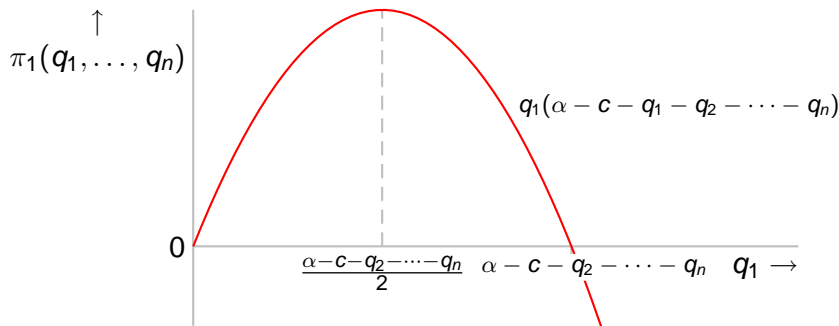


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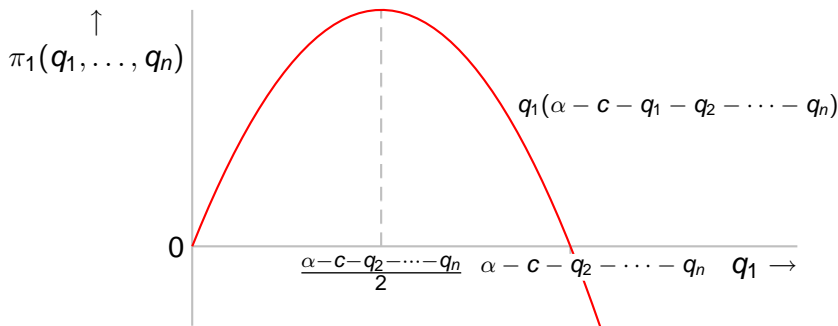


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Firm 1's payoff as a function of q_1 , given q_2, \dots, q_n
 \Rightarrow optimal q_1 given q_2, \dots, q_n is $\frac{1}{2}(\alpha - c - q_2 - \dots - q_n)$

Example of Cournot's game: many firms

- ▶ Best response function of firm 1 is

$$b_1(q_{-1}) = \frac{1}{2} (\alpha - c - q_2 - \cdots - q_n) \quad (\text{if } q_2 + \cdots + q_n \leq \alpha - c)$$

where q_{-1} stands for (q_2, \dots, q_n)

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Example of Cournot's game: many firms

- So for Nash equilibrium

$$q_1^* = \frac{1}{2}(\alpha - c - q_2^* - q_3^* - \dots - q_n^*)$$

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$$\vdots$$

$$q_n^* = \frac{1}{2}(\alpha - c - q_1^* - q_2^* - \dots - q_{n-1}^*)$$

Example of Cournot's game: many firms

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$$\vdots$$

$$q_n^* = \frac{1}{2}(\alpha - c - q_1^* - q_2^* - \dots - q_{n-1}^*)$$

- Multiply each equation by 2:

$$2q_1^* = \alpha - c - q_2^* - q_3^* - \dots - q_n^*$$

$$2q_2^* = \alpha - c - q_1^* - q_3^* - \dots - q_n^*$$

$$\vdots$$

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Example of Cournot's game: many firms

- From previous slide:

$$2q_1^* = \alpha - c - q_2^* - q_3^* - \cdots - q_n^*$$

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- Subtract q_i^* from both sides of each equation i :

$$q_1^* = \alpha - c - q_1^* - q_2^* - q_3^* - \cdots - q_n^*$$

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$$\vdots$$

$$q_n^* = \alpha - c - q_1^* - q_2^* - q_3^* - \cdots - q_n^*$$

- Right-hand side of every equation is the same! So

$$q_1^* = q_2^* = \cdots = q_n^*$$

Example of Cournot's game: many firms

- ▶ Let $q_1^* = q_2^* = q_3^* = q_4^* = \dots = q_n^* = q^*$

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- ▶ So

$$q^* = \frac{\alpha - c}{n+1}$$

Example of Cournot's game: many firms

Conclusion

- ▶ Game has unique Nash equilibrium, in which output of every firm i is

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- ▶ Price is $\alpha - n(\alpha - c)/(n + 1)$, or

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- ▶ As n increases, this price decreases to c
- ▶ As number of firms increases, equilibrium outcome approaches competitive outcome

Comparison of Bertrand's and Cournot's games

Bertrand

- ▶ strategic variable is price

Cournot

Comparison of Bertrand's and Cournot's games

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- ▶ strategic variable is price
- ▶ firm changes behavior if profit \uparrow assuming other prices don't change (output adjusts)

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- ▶ Outcome \rightarrow competitive as number of firms increases

Finding Nash equilibrium using best response functions

Technique used to find Nash equilibrium in example of Cournot's game can be used in other games

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Technique used to find Nash equilibrium in example of Cournot's game can be used in other games

1. Find the best response function b_i of each player i (optimization problem)

Finding Nash equilibrium using best response functions

Technique used to find Nash equilibrium in example of Cournot's game can be used in other games

1. Find the best response function b_i of each player i (optimization problem)
2. Find profiles a^* of actions for which

$$a_1^* = b_1(a_{-1}^*)$$

$$\vdots$$

$$a_n^* = b_n(a_{-n}^*)$$

where a_{-i}^* is the list of actions of the players other than i (typically n equations in n unknowns)

Finding Nash equilibrium using best responses

Example

Finding Nash equilibrium using best responses

Example

Players Two people

Finding Nash equilibrium using best responses

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Actions Each player can choose any nonnegative number

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$$a_1^* = b_1(a_2^*)$$

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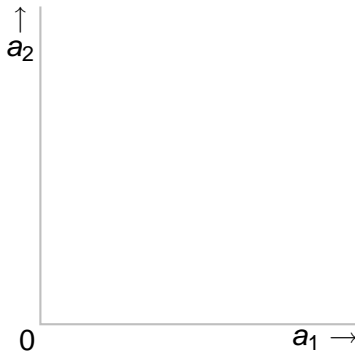
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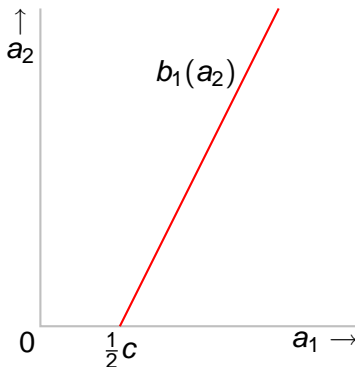


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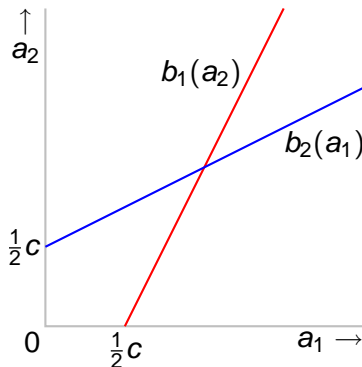


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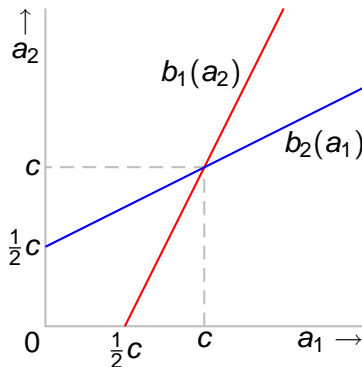


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Unique Nash equilibrium: $(a_1^*, a_2^*) = (c, c)$

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Algebraically:

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$$\begin{aligned}a_1^* &= \frac{1}{2}(c + a_2^*) \\ &= \frac{1}{2}(c + \frac{1}{2}(c + a_1^*))\end{aligned}$$

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$$\begin{aligned}a_1^* &= \frac{1}{2}(c + a_2^*) \\&= \frac{1}{2}(c + \frac{1}{2}(c + a_1^*)) \\&= \frac{3}{4}c + \frac{1}{4}a_1^*\end{aligned}$$

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 - ▶ Find best response function b_i of each player i (optimization problem)
 - ▶ Find profiles a^* of actions for which

$$a_i^* = b_i(a_{-i}^*) \text{ for every player } i$$

where a_{-i}^* is list of actions of other players (typically n equations in n unknowns)

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 - ▶ Useful for games in which best response functions are easy to compute
 - ▶ Can in principle be used for any game, but computing complete best response functions may be difficult and unnecessary (as for Bertrand's game)