Economics 316

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Problem Set 11

1. Find the range of values of the discount factor δ (in terms of *a* and *b*) for which the strategy pair in which both players use the strategy *Unrelenting punishment* is a Nash equilibrium of the following *Prisoner's Dilemma*, where a > b > 1.

	С	D
С	<i>b, b</i>	0, a
D	<i>a</i> ,0	1,1

How does the range change as *a* increases?

2. Suppose that each player uses the strategy *tit-for-tat* in the infinitely repeated game in which the stage game is the *Prisoner's Dilemma* with payoffs as in the previous question.

Consider the condition on δ under which this strategy pair is a Nash equilibrium of the repeated game.

- (a) Suppose that player 1 deviates to *D* in period 1 and then returns to choosing *C* in every subsequent period. Find the condition on δ under which this deviation is not profitable.
- (b) Suppose that player 1 deviates to *D* in every period. Find the condition on δ under which this deviation is not profitable.
- (c) If player 1 has a profitable deviation, then either the deviation in (a) is profitable or the deviation in (b) is profitable (or both). Thus find the condition on δ for the strategy pair to be a Nash equilibrium. Is it the case that for any values of *a* and *b* the strategy pair is a Nash equilibrium when the players are sufficiently patient?
- 3. For the *Prisoner's Dilemma* in question 1, suppose that each player uses the following strategy: in every odd period following a history in which the other player chose *C* in every odd period and *D* in every even period, choose *C*; in every odd period following some other history, and in every even period, choose *D*.

Find the range of values of the discount factor δ under which this strategy pair is a Nash equilibrium of the infinitely repeated game.

- 4. In the standard model, each player observes the other player's action in period *t* in the following period, t + 1. Suppose instead that each player does not learn the other player's action in period *t* until period t + k, where $k \ge 2$. For the *Prisoner's Dilemma* in question 1, find the values of δ for which the strategy pair in which each player use the following strategy is a Nash equilibrium: chooses *C* until she detects that the other player has chosen *D*, when she switches permanently to *D*.
- 5. Consider a generalization of Bertrand's duopoly game in which there are $n \ge 2$ firms, rather than two. Assume that if all firms charge the monopoly price p^m , the demand is split equally, so that each firm's profit is Π^m/n . Find the conditions on the discount factor δ such that the strategy pair in which each firm uses the following strategy is a Nash equilibrium: charge the price p^m after any history in which every other firm charged p^m in every previous period, and charge *c* after any other history. How does the condition depend on *n*?
- 6. If the *Prisoner's Dilemma* is played a fixed finite number of times, then every Nash equilibrium yields the outcome (D, D) every period. (An argument is on pp. 424–425 of the book.) But for some other games a similar result does not hold. Consider the following game.

	Α	В	С
Α	4,4	0,0	0,5
В	0,0	1,1	0,0
С	5,0	0,0	3,3

- (a) Find the Nash equilibria of this game.
- (b) Suppose that the game is played twice, and the players' payoffs are the sums of their payoffs in the two periods. (There is no discounting.) Find a Nash equilibrium of the two-period game in which the outcome is (*A*, *A*) in the first period and (*C*, *C*) in the second period.