#### Review For Exam 2

Exam 2 covers Chapter 5, Chapter 6, Chapter 7, Chapter 8, Chapter 9, and Chapter 10.

#### Review For Exam 2

There are 6 short answers, one longer answer, and 2 long answers. You only need to complete one long answer.

- best-response curve
- continuous strategy
- refinement
- rationalizability

- credibility
- information set
- off-equilibrium path
- off-equilibrium subgame
- subgame
- subgame-perfect equilibrium

- expected payoff
- opponent's indifference property

- Adverse selection
- babbling equilibrium
- Cheap talk equilibrium
- incentive-compatibility condition (constraint)
- moral hazard
- negatively correlated

- Negatively correlated
- Partially revealing equilibrium
- Participation condition
- Pooling equilibrium
- Positively correlated
- Screening

- Self-selection
- Semiseparating equilibrium
- Separating equilibrium
- Signal
- Signal jamming
- type

- deterrence
- commitment
- compellence
- doomsday device
- irreversible action
- observable action

- promise/threat
- rational irrationality
- reputation
- response rule
- salami tactics
- strategic moves

- compound interest
- contingent strategy
- discount factor
- effective rate of return
- grim strategy
- infinite horizon

- trigger strategy
- tit-for-tat (TFT)
- repeated play
- punishment
- present value (PV)
- penalty
- leadership

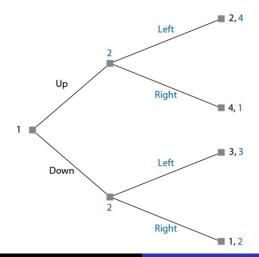


### Combining Sequential and Simultaneous Moves

For more practice on Combining Sequential and Simultaneous Moves, try S3, S8, S10.

## Combining Sequential and Simultaneous Moves

Redraw the following game as a game matrix.



# Combining Sequential and Simultaneous Moves

		Player 2			
		LL LR RL RR			
	U	2, 4	2, 4	<u>4,</u> 1	<u>4,</u> 1
Player 1	D	<u>3, 3</u>	1, 2	3, 3	1, 2

## Mixed Strategy

Find the mixed strategy equilibrium.

		COLIN	
		Left	Right
ROWENA	Up	1, 16	4,6
	Down	2,20	3,40

## Mixed Strategy

$$p = 2/3, q = 1/2$$

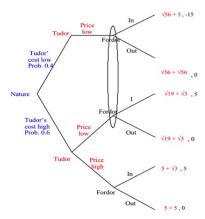
		COLIN	
		Left	Right
ROWENA	Up	1, 16	4,6
	Down	2,20	3,40

## Mixed Strategy

For more practice on Mixed Strategy, try S8, S9, S10, S13.

### Uncertainty and Information

Draw the following using a game matrix. Is the equilibrium pooling or separating?



Cohle

## Uncertainty and Information

The unique Nash equilibrium is (Bluff, Conditional).

		Fordor		
		Regardless (II) Conditional (OI)		
Tudor	Bluff (LL)	$(\sqrt{56} + 5) \cdot 0.4 + (\sqrt{19} + \sqrt{3}) \cdot 0.6 =$ 8.6479, (-15) \cdot 0.4 + 5 \cdot 0.6 = -3	$2\sqrt{56} \cdot 0.4 + (\sqrt{19+5}) \cdot 0.6 =$ $11.6020, 0$	
	Honest (LH)	$(\sqrt{56} + 5) \cdot 0.4 + (5 + \sqrt{3}) \cdot 0.6 = 9.0326,$ $(-15) \cdot 0.4 + 5 \cdot 0.6 = -3$	$2\sqrt{56} \cdot 0.4 + (5 + \sqrt{3}) \cdot 0.6 =$ $10.0259, 0$	

## Uncertainty and Information

For more practice on Uncertainty, try S7, S8, S9.

Can any player benefit from using a strategic move?

(i)

		COLUMN	
		Left	Right
ROW	Up	0,0	2,1
	Down	1,2	0,0

If Row commits to Up, he ensures himself a payoff of 2. Similarly, if Column commits to Left, he ensures himself a payoff of 2.

(ii)

	10	COLUMN	
		Left	Right
ROW	Up	4,3	3,4
	Down	2,1	1,2

Row can achieve his best payoff of 4 by using the threat Down if Right.

(iii)

		COLUMN	
		Left	Right
ROW	Up	4,1	2,2
	Down	3,3	1,4

Either player can make a promise that moves the game to (Down, Left) and payoffs of (3, 3). Row can promise Down if Left; Column can promise Left if Down.

For more practice on Strategic Moves, try S3, S4.

## Repeated Games

Suppose this game is played for five years. What is the subgame perfect equilibrium?

		Clearsmooth	
		Advertise	Don't
Glassworks	Advertise	2, 2	7, 0
	Don't	0, 7	5, 5

### Repeated Games

- Now suppose that the game is repeated infinitely and each player plays grim trigger.
- The interest rate is 20 percent per round. For either firm the benefit of playing advertising in a given round is 7-5=2, while in every subsequent round the cost is 5-2=3.
- The present value of the cost incurred in all future rounds is 3/(0.2) = 15.
- Since 2 < 15, the benefits of advertising in any given round do not outweigh the present value of the costs in all future rounds, so neither firm would want to advertise.

## Repeated Games

For more practice on Repeated Games, try S2, S3, S5, S6.