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## Reputation

Extensive Form Examples


Chain Store Game


Quality Game

## Simultaneous Move Examples

Modified Chain Store
fight
give in

| out <br> $2-\varepsilon, 0$ $-1,-1$ <br> 2,0 $1,1^{* *}$\begin{tabular}{l}
\hline
\end{tabular} |
| :--- |

## Inflation Game

|  | Low | High |
| :--- | :--- | :--- |
| Low | 0,0 $-2,-1$ <br> High $1,-1$ | $-1,0$ |

Inflation Game: LR=government, SR=consumers consumer preferences are whether or not they guess right

|  | Low | High |
| :--- | :--- | :--- |
| Low | 0,0 | $0,-1$ |
| High | $-1,-1$ | $-1,0$ |

with a hard-nosed government

## The Model

multiple types of long-run player $\omega \in \Omega$
$\Omega$ is a countable set of types
type is fixed forever (does not change from period to period)
$u^{1}(a, \omega)$ utility depends on type
strategy $\sigma^{1}(h, \omega)$ depends on type
types are privately known to long-run player, not known to short run player
strategy $\sigma^{2}(h)$ does not depend on type
$\mu$ probability distribution over $\Omega$ commonly known short-run player prior over types

## Truly Committed Types

type $\omega\left(a^{1}\right)$ has a dominant strategy to play $a^{1}$ in the repeated game:
$u^{1}\left(\tilde{a}^{1}, a^{2}, \omega\left(a^{1}\right)\right)= \begin{cases}1 & \tilde{a}^{1}=a^{1} \\ 0 & \tilde{a}^{1} \neq a^{1}\end{cases}$
for example
A truly committed type "can't be bargained with...can't be reasoned with...doesn't feel pity, or remorse, or fear."

Let $n(\omega)$ be the least utility received by a type $\omega$ in any Nash equilibrium
Fix a type $\omega_{0}$ : let $a^{1 *}$ be a pure strategy Stackelberg strategy for that type with corresponding committed type $\omega^{*} \equiv \omega\left(a^{1 *}\right)$ and utility
$u^{1 *}=\max _{\alpha^{1}} \min _{\alpha^{2} \in B R\left(\alpha^{1}\right)} u^{1}\left(\alpha^{1}, \alpha^{2}, \omega_{0}\right)$
Note the use of min rather than max in the second spot let $\underline{u}^{1}$ be the least possible utility for type $\omega_{0}$

Theorem: Suppose $\mu\left(\omega_{0}\right)>0$ and $\mu^{*} \equiv \mu\left(\omega^{*}\right)>0$. Then there is a constant $k\left(\mu^{*}\right)$ otherwise independent of $\mu, \Omega$ and $\delta$ such that

$$
n(\omega) \geq \delta^{k\left(\mu^{*}\right)} u^{1 *}+\left(1-\delta^{k\left(\mu^{*}\right)}\right) \underline{u}^{1}
$$

## Proof

define $\pi_{t} *$ to be the probability at the beginning of period $t$ by the short-run player that the long-run player will play $a^{1 *}$

Let $N\left(\pi_{t}{ }^{*} \leq \bar{\pi}\right)$ be the number of times $\pi_{t}{ }^{*} \leq \bar{\pi}$

Lemma 1: There is $\bar{\pi}<1$ such that if $\pi_{t}^{*}>\bar{\pi}$ the SR player plays a best response to $a^{1} *$

- Why?

Lemma 2: Suppose that LR plays $a^{1 *}$ always. Then for any history $h$ that has positive probability

$$
p r\left(N\left(\pi_{t}^{*} \leq \bar{\pi}\right)>\log \mu^{*} / \log \bar{\pi} \mid h\right)=0
$$

- Why do the Lemmas imply the Theorem?


## Proof of Lemma 1

## Bayes Law

$\pi\left(\omega^{*} \mid h_{t}\right)=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right) \pi\left(h_{t} \mid \omega^{*}, h_{t-1}\right)}{\pi\left(h_{t} \mid h_{t-1}\right)}$
given $h_{t-1}$ player 1 and 2 play independently
$\pi\left(\omega^{*} \mid h_{t}\right)=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right) \pi\left(h_{t} \mid \omega^{*}, h_{t-1}\right)}{\pi\left(h_{t}^{1} \mid h_{t-1}\right) \pi\left(h_{t}^{2} \mid h_{t-1}\right)}$
repeating from the previous page

$$
\pi\left(\omega^{*} \mid h_{t}\right)=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right) \pi\left(h_{t} \mid \omega^{*}, h_{t-1}\right)}{\pi\left(h_{t}^{1} \mid h_{t-1}\right) \pi\left(h_{t}^{2} \mid h_{t-1}\right)}
$$

since player 1's type isn't known to player 2 rewrite denominator

$$
\pi\left(\omega^{*} \mid h_{t}\right)=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right) \pi\left(h_{t} \mid \omega^{*}, h_{t-1}\right)}{\pi\left(h_{t}^{1} \mid h_{t-1}\right) \pi\left(h_{t}^{2} \mid \omega^{*}, h_{t-1}\right)}
$$

player 1 's strategy is to always play $a^{1 *}$ so $\pi\left(h_{t}^{1} \mid \omega^{*}, h_{t-1}\right)=1$

$$
\begin{gathered}
\pi\left(\omega^{*} \mid h_{t}\right)=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right) \pi\left(h_{t}^{2} \mid \omega^{*}, h_{t-1}\right)}{\pi\left(h_{t}^{1} \mid h_{t-1}\right) \pi\left(h_{t}^{2} \mid \omega^{*}, h_{t-1}\right)} \\
\quad=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right)}{\pi\left(h_{t}^{1} \mid h_{t-1}\right)}=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right)}{\pi_{t}^{*}}
\end{gathered}
$$

the conclusion reiterated:

$$
\pi\left(\omega^{*} \mid h_{t}\right)=\frac{\pi\left(\omega^{*} \mid h_{t-1}\right)}{\pi_{t}^{*}}
$$

- what does this say?
the Lemma now derives from the fact that $\pi\left(\omega^{*} \mid h_{t}\right) \leq 1$


## Observational Equivalence

$\rho(y \mid \alpha)$ outcome function
$\alpha^{2} \in W\left(\alpha^{1}\right)$ if there exists $\tilde{\alpha}^{1}$ such that $\rho\left(\cdot \mid \tilde{\alpha}^{1}, \alpha^{2}\right)=\rho\left(\cdot \mid \alpha^{1}, \alpha^{2}\right)$ and $\alpha^{2} \in B R\left(\tilde{\alpha}^{1}\right)$
$u^{1 *}=\max _{\alpha^{1}} \min _{\alpha^{2} \in W\left(\alpha^{1}\right)} u^{1}\left(\alpha^{1}, \alpha^{2}, \omega_{0}\right)$
here the min can have real bite


Chain Store Game
strategies that are observationally equivalent

|  | out | in | mixed |
| :--- | :--- | :--- | :--- |
| fight <br> give <br> mixed | all | fight | fight |
|  | all | give | give |
|  | all | mixed | mixed |

weak best responses
fight: out
give: in, out
mixed: in, out?
Best case fight:out so $u^{1 *}=2$


Quality Game
strategies that are observationally equivalent

|  | out | buy | mixed |
| :--- | :--- | :--- | :--- |
| hi | all | hi | hi |
| lo | all | lo | lo |
| mixed | all | mixed | mixed |

weak best responses
hi: in, out
lo: out
mixed: in?, out
in every case out is a weak best response so $u^{1 *}=0$

## Moral Hazard and Mixed Commitments

$\rho(y \mid \alpha)$ outcome function
expand space of types to include types committed to mixed strategies: leads to technical complications because it requires a continuum of types
$p\left(h_{t-1}\right)$ probability distribution over outcomes conditional on the history (a vector)
$p^{+}\left(h_{t-1}\right)$ probability distribution over outcomes conditional on the history and the type being in $\Omega^{+}$

Theorem: for every $\varepsilon>0, \Delta_{0}>0$ and set of types $\Omega^{+}$with $\mu\left(\Omega^{+}\right)>0$ there is a $K$ such that if $\Omega^{+}$is true there is probability less than $\varepsilon$ that there are more than $K$ periods with

$$
\left\|p^{+}\left(h_{t-1}\right)-p\left(h_{t-1}\right)\right\|>\Delta_{0}
$$

look for tight bounds
let $\underline{n}, \bar{n}$ be best and worst Nash payoffs to LR
try to get
$\liminf \hat{\delta}_{\delta \rightarrow 1} \underline{n}(\omega)=\limsup \mathcal{X}_{\delta \rightarrow 1} \bar{n}(\omega)=\max _{\alpha^{2} \in B R\left(\alpha^{1}\right)} u^{1}(\alpha)$
game is non-degenerate if there is no undominated pure action $a^{2}$ such that for some $\alpha^{2} \neq a^{2}$

$$
u^{i}\left(\cdot a^{2}\right)=u^{i}\left(\cdot, \alpha^{2}\right)
$$

counterexample: player 2 gets zero always, player 1 gets either zero or one depending only on player 2's action
game is identified if for all $\alpha^{2}$ that are not weakly dominated $\rho\left(\cdot \mid \alpha^{1}, \alpha^{2}\right)=\rho\left(\cdot \mid \tilde{\alpha}^{1}, \alpha^{2}\right)$ implies $\alpha^{1}=\tilde{\alpha}^{1}$
$\rho\left(\cdot \mid \alpha^{1}, \alpha^{2}\right)=\alpha^{1} R\left(\alpha^{2}\right)$
condition for identification $R\left(\alpha^{2}\right)$ has full row rank for all $\alpha^{2}$

## Patient Short Run Players: Schmidt

short run preferences \(\left[\begin{array}{cc}10 \& 0<br>0 \& 1\end{array}\right]\)

## long run preferences

$$
\begin{aligned}
& \mu^{0}=0.1 \quad\left[\begin{array}{cc}
10 & 0 \\
0 & 1
\end{array}\right] \quad \text { pure coordination } \\
& \mu^{*}=0.01\left[\begin{array}{cc}
10 & 10 \\
0 & 1
\end{array}\right] \quad \text { commitment type } \\
& \mu^{i}=0.89\left[\begin{array}{ll}
1 & 1 \\
1 & 1
\end{array}\right] \quad \text { indifferent type }
\end{aligned}
$$

strategies:
normal: play U except if you previously did $D$, then switch to $D$
commitment: always play $U$
indifferent type: U until deviation then D

SR: play $L$ then alternate between $R$ and $L$ (on path)
if 1 deviated to $D$ switch to $R$ forever
if 2 deviated play $L$; if 1 reacts with $U$ continue with $L$ reacts with D continue with $R$
$\delta_{1} \geq .15, \delta_{2} \geq .75$ then this is a subgame perfect equilibrium

- interesting deviation for SR when supposed to do $R$ deviate to $L$; but then indifferent type switches to D forever
- for the normal type to prove he's not type "i" he must play D revealing he is not the commitment type


## Suppose that LR can minmax SR in a pure strategy $\underline{a}^{1}$

Theorem: LR gets at least $\min _{\alpha^{2} \in B R^{2}\left(\underline{a^{1}}\right)} u^{1}\left(\underline{a}^{1}, \alpha^{2}\right)$
let $\underline{u}^{2}$ be SR minmax
let $\tilde{u}^{2}$ be second best against $\underline{a}^{1}$
$N=\frac{\ln \left(1-\delta_{2}\right)+\ln \left(\underline{u}^{2}-\tilde{u}^{2}\right)-\ln \left(\bar{u}^{2}-\tilde{u}^{2}\right)}{\ln \delta_{2}}$
$\varepsilon=\frac{\left(1-\delta_{2}\right)^{2}\left(\underline{u}^{2}-\tilde{u}^{2}\right)}{\left(\bar{u}^{2}-\tilde{u}^{2}\right)}-\delta_{2}^{N}\left(1-\delta_{2}\right)$
commit to $\underline{a}^{1}$

Lemma: suppose $a_{2}^{t+1} \notin B R\left(\underline{a}^{1}\right)$ with positive probability, then SR must believe that in $t+1, \ldots, t+N$ there is a probability of at least $\varepsilon$ of not having $\underline{a}^{1}$

- why is this sufficient?


## Proof of Lemma:

2 can get at least $\underline{u}^{2}$ so
$\left(1-\delta_{2}\right) u\left(\alpha^{1}, a_{2}^{t+1}\right)+\delta_{2} V \geq \underline{u}^{2}$
if $p r\left(\underline{a}^{1}\right)>1-\varepsilon$ in $t+1, \ldots, t+N$
suppose the optimum is not a br; consider deviating to a br gain at least $\underline{u}^{2}-\tilde{u}^{2}$ at $t+1$; starting at $t+2$ earn no less than $\underline{u}^{2}$ if you hadn't deviated, starting at $t+2$ would have earned at most
$\left(1-\delta_{2}\right) \sum_{t=1}^{N} \delta_{2}^{t}\left(\underline{u}^{2}(1-\varepsilon)+\varepsilon \bar{u}^{2}\right)+\delta_{2}^{N+1} \bar{u}^{2}$
but we chose $N$ and $\varepsilon$ so that the loss exceeds the gain

