

# Game Theory, Oligopoly, and Collusion

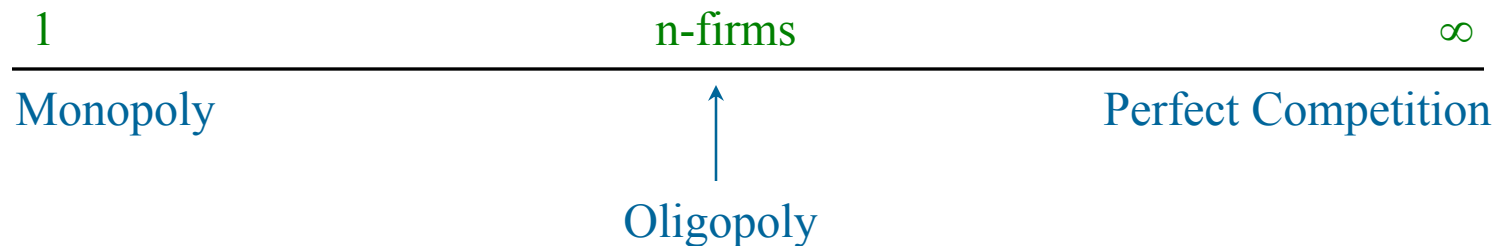
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# Outline

- Motivation.
- Prisoner's Dilemma.
  - Pareto dominant outcomes.
  - Dominant Strategies.
  - Nash Equilibrium.
- Battle of the Sexes.
  - Equilibrium selection:
    - Focal points.
    - Commitment.
    - Government intervention.
- Repeated Games: Collusion.

# Motivation

- **Strategic interaction.** Firms know that their decisions will affect competitors. Thus, rational firms should react to and account for their competitors' actions.
- **Tool.** Game Theory:
  - Cooperative.
  - Non-cooperative.



$$P(q_1 + q_2) * q_i - cq_i$$

# Prisoner's Dilemma: Description

- Two players (prisoners).
  - Actions:  $a_i \in A_i = \{C, NC\}$ .
  - Payoffs:  $u_i = u_i(a_i, a_j)$ .
- Features:
  - There is a Pareto dominant outcome.
  - Each player has a dominant strategy.
  - There is a unique (pure-strategy) Nash Equilibrium
- Nash Equilibrium.
  - Players choose actions that are mutual best response.
  - There is no incentive to deviate from the equilibrium outcome.
  - This is the only self-enforcing agreement possible.

# Prisoner's Dilemma: Normal Form

|   |    |         |         |
|---|----|---------|---------|
|   |    | 2       |         |
|   |    | NC      | C       |
| 1 | NC | -1 , -1 | -15 , 0 |
|   | C  | 0 , -15 | -6 , -6 |

# Prisoner's Dilemma: Pareto Dominance

|    | NC            | C      |
|----|---------------|--------|
| NC | <u>-1, -1</u> | -15, 0 |
| C  | 0, -15        | -6, -6 |

# Prisoner's Dilemma: Dominant Strategies

|    | NC      | C       |
|----|---------|---------|
| NC | -1 , -1 | -15 , 0 |
| C  | 0 , -15 | -6 , -6 |

# Prisoner's Dilemma: Nash Equilibrium

|    | NC      | C              |
|----|---------|----------------|
| NC | -1 , -1 | -15 , 0        |
| C  | 0 , -15 | <u>-6 , -6</u> |

# Prisoner's Dilemma: Collusion

|    | Hi               | Lo             |
|----|------------------|----------------|
| Hi | <u>100</u> , 100 | 20 , 140       |
| Lo | 140 , 20         | <u>70</u> , 70 |

## M.Q. 5: Cigarette Advertising

This page has been left blank on purpose. Read the motivating question above and address it before coming to class. We will discuss them and I will post the solutions after the lecture.

# Battle of the Sexes: Description

- Two players (husband and wife for instance).
  - Actions:  $a_i \in A_i = \{BK, LT\}$ .
  - Payoffs:  $u_i = u_i(a_i, a_j)$ .
- Features:
  - There is no Pareto dominant outcome.
  - Players do not have dominant strategies.
  - There are more than one pure-strategy Nash Equilibrium.

# Battle of the Sexes: Pure Strategies

|    |    | She         |             |
|----|----|-------------|-------------|
|    |    | BK          | LT          |
| Me | BK | <u>5, 2</u> | 1, 1        |
|    | LT | 1, 1        | <u>2, 5</u> |

## Battle of the Sexes: Focal Points

- How to solve the multiplicity of equilibria problem?
- Example: Make two groups of five cities among the following capitals:
  - Amsterdam, Algiers, Cairo, London, Oslo, Paris, Rabat, Rome, Tripoli, and Tunis.
  - There are 252 different ways to form these two groups.
  - However, most people will probably suggested this solution:
    - Algiers, Cairo, Rabat, Tripoli, Tunis.
    - Amsterdam, London, Oslo, Paris, Rome.
- There might be important issues not explicitly considered in the description of the games!

# The value of Commitment

|    |    | She         |             |
|----|----|-------------|-------------|
|    |    | BK          | LT          |
| Me | BK | <u>5, 2</u> | 1, 1        |
|    | LT | 1, 1        | <u>2, 5</u> |

Note on the refrigerator: "I'll wait for you at BK. Signed, Me." (*Sequential Game*).


# Airbus vs. Boeing (Super-Jumbo)

|   |    | B              |                |
|---|----|----------------|----------------|
|   |    | In             | No             |
| A | In | -10 , -10      | <u>100 , 0</u> |
|   | No | <u>0 , 100</u> | 0 , 0          |

What if the EU decides to subsidize Airbus by 20 if it carries out the project?

# Airbus vs. Boeing (Super-Jumbo)

|   |    | B                     |                    |
|---|----|-----------------------|--------------------|
|   |    | In                    | No                 |
| A | In | -10 , -10<br>10 , -10 | 100 , 0<br>120 , 0 |
|   | No | 0 , 100               | 0 , 0              |



Would the subsidy be necessary in the end?

# Collusion: Repeated vs. One-Shot Games

|    | Hi               | Lo             |
|----|------------------|----------------|
| Hi | <u>100 , 100</u> | 20 , 140       |
| Lo | 140 , 20         | <u>70 , 70</u> |

# Infinitely Repeated Games

- How can we think of infinite horizons?
  - Long lived agents.
  - Uncertainty about the end of the game.
- What is a trigger strategy?
- How do we compute the payoffs of repeated games?
  - Present value of the trigger strategy.
  - Meaning of the discount value  $\delta$ .

## Present value of the collusion strategy

$$PV_1^c = \Pi_0 + \delta^1 \Pi_1 + \delta^2 \Pi_2 + \delta^3 \Pi_3 + \dots = \sum_{t=0}^n \delta^t \Pi_t$$

$$\Pi_t = \Pi$$

$$n \rightarrow \infty$$

$$PV_1^c = \frac{\Pi}{1 - \delta}$$

## Present value of the cheating strategy

$$PV_1^d = \Pi^d + \frac{\delta}{1 - \delta} \Pi^N = 140 + \frac{\delta}{1 - \delta} 70$$

## Equilibrium condition for collusion

$$\frac{\Pi^c}{1 - \delta} = PV_1^c \geq PV_1^d = \Pi^d + \frac{\delta}{1 - \delta} \Pi^N$$

$$\Pi^c \geq (1 - \delta) \Pi^d + \delta \Pi^N$$

$$(\Pi^d - \Pi^N) \delta \geq \Pi^d - \Pi^c$$

$$\delta \geq \frac{\Pi^d - \Pi^c}{\Pi^d - \Pi^N}$$

## Condition for collusion (example)

$$\frac{100}{1 - \delta} = PV_1^c \geq PV_1^d = 140 + \frac{\delta}{1 - \delta} 70$$

$$100 \geq (1 - \delta)140 + \delta 70$$

$$(140 - 70)\delta \geq 140 - 100$$

$$\delta \geq \frac{140 - 100}{140 - 70} = \frac{4}{7}$$

$$\frac{1}{1 + r} \geq \frac{4}{7}$$

$$r \leq 0.75$$