

# Practice Exam

## 1. Game tree (20 points)

See the game tree in Figure 1.

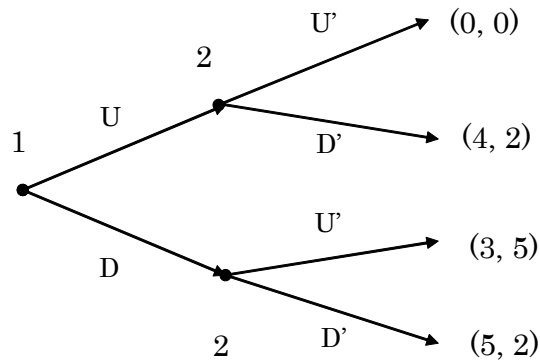


Figure 1

- Solve this game by backward induction.
- Translate this game into strategic-form (normal-form) and draw the payoff matrix.
- Find all Nash equilibria.

## 2. Subgame perfect Nash equilibrium (20 points)

See the game tree in Figure 2.

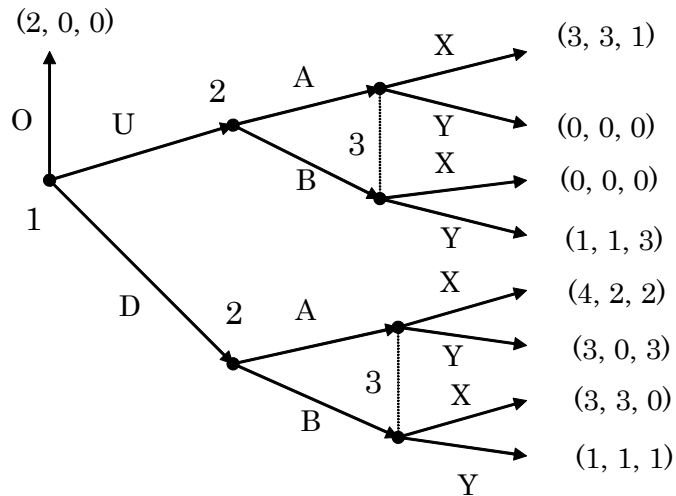


Figure 2

- How many information sets are there (including the one with the initial node)?
- How many subgames are there (including the entire game)?
- Find all subgame perfect equilibria.

### 3. Alternative bargaining (20 points)

Players 1 and 2 are bargaining over how to split the ice-cream of size 1. In the first stage, player 1 proposes a share  $(x, 1 - x)$  to player 2 where  $0 \leq x \leq 1$ . If player 2 accepts the player 1's offer, then the game finishes and the players get their shares. If player 2 rejects, the game moves to the second stage, in which the size of the ice-cream becomes half due to melting. In the second stage, player 2 proposes a share  $(y, 1/2 - y)$  to player 1 where  $0 \leq y \leq 1/2$ . If player 1 accepts the offer, then the game finishes and the players get their shares. If player 1 rejects, the game moves to the third stage, in which the size of the ice-cream becomes  $1/4$  of the original size. In the third stage, each player randomly gets the ice-cream with probability half by flipping a coin, then game finishes.

Suppose each player maximizes expected size of the ice-cream she can get. Solve this game by backward induction, and derive a subgame perfect Nash equilibrium.

**4. Repeated games (20 points)**

Consider the repeated play of a prisoner's dilemma game, whose payoffs are given in the following payoff matrix.

1\2	C	D
C	3, 3	0, 5
D	5, 0	2, 2

- (a) Suppose the game is played only three times. Then, how many subgames (including the entire game) do we have, and what is a subgame perfect equilibrium?
- (b) Suppose the game is played indefinitely and players discount future payoffs with a common discount factor  $\delta$ . Find the range of a discount factor which can sustain cooperation, i.e., repeated play of (C,C), by employing the trigger strategies.

**5. Auction (20 points)**

Consider the following first-price, sealed bid auction. There are three bidders, labeled  $i = 1, 2, 3$ . Bidder  $i$  has a valuation  $v_i$  for the good, and the bidders' valuations are independently and uniformly distributed on  $[0, 1]$ . The bidders simultaneously submit their bids  $b_i, i = 1, 2, 3$ .

Compute the Bayesian Nash equilibrium. To do so, you can assume that 1) an equilibrium is symmetric and 2) an equilibrium strategy is a linear function, i.e.,  $b_i = a + cv_i$  for some  $a$  and  $c$ .

**6. Signaling game (20 points)**

See the game tree in Figure 3. Note that "Nature" first draws a type of player 1 either  $a$  or  $b$  with equal probability, and player 2 cannot observe player 1's true type.

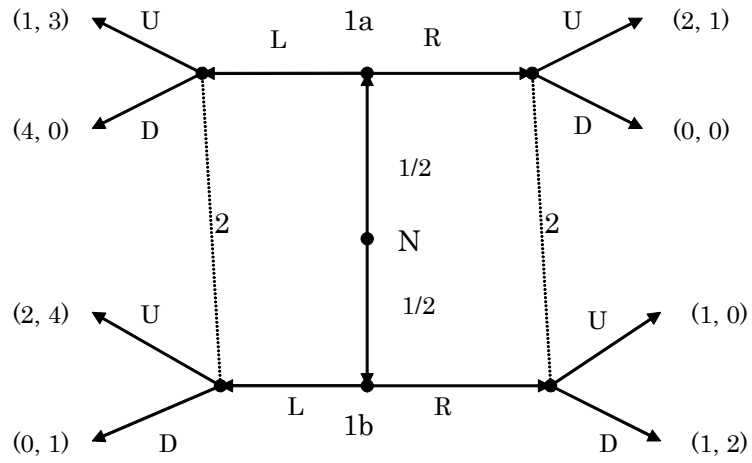


Figure 3

Find all perfect Bayesian Nash equilibria of this game.