

## Test 2 Answer

① a)

		$q$	$1-q$
		$w$	$e$
$p$	$w$	(2, 2)	(2, 3)
	$e$	(3, 2)	(0, 0)

$$2q + 2(1-q) = 3q + 0(1-q)$$

$$2 = 3q$$

$$q = \frac{2}{3}$$

$$\text{Similarly, } p = \frac{2}{3}$$

Both watch with prob.  $\frac{2}{3}$ , eat with prob.  $\frac{1}{3}$

b) Let  $\sigma = p w + (1-p)e$  with  $p = \frac{2}{3}$ .

Let  $c = q w + (1-q)e$

$\Pi_{\sigma\sigma} = \Pi_{cc}$  for free  $c$ .

$$\begin{aligned}\Pi_{\sigma\sigma} - \Pi_{cc} &= pq \cdot 2 + p(1-q) \cdot 2 + (1-p)q \cdot 3 + (1-p)(1-q) \cdot 0 \\ &\quad - [q q \cdot 2 + q(1-q) \cdot 2 + (1-q)q \cdot 3 + (1-q)(1-q) \cdot 0]\end{aligned}$$

$$= (p-q)(2q + 2(1-q) - 3q)$$

$$= (p-q)(2-3q) = 3(p-q)\left(\frac{2}{3}-q\right) = 3\left(\frac{2}{3}-q\right)^2 > 0$$

for  $q \neq \frac{2}{3}$ .

Therefore  $\sigma$  is evolutionarily stable.

	$q_1$	$q_2$	$q_3$	
$p_1$	w	$(1,1)$	$(0,2)$	$(0,2)$
$p_2$	e	$(2,0)$	$(-1,-1)$	$(2,0)$
$p_3$	m	$(2,0)$	$(0,2)$	$(-1,-1)$

The following are equal:

$$\left\{ \begin{array}{l} q_1 \cdot 1 + q_2 \cdot 0 + q_3 \cdot 0 \\ q_1 \cdot 2 + q_2 \cdot -1 + q_3 \cdot 2 \\ q_1 \cdot 2 + q_2 \cdot 0 + q_3 \cdot -1 \end{array} \right.$$

$$\Rightarrow \left\{ \begin{array}{l} q_1 = 2q_1 - q_2 + 2q_3 \\ q_1 = 2q_1 - q_3 \end{array} \right. \Rightarrow \left\{ \begin{array}{l} q_1 - q_2 + 2q_3 = 0 \\ q_1 - q_3 = 0 \end{array} \right.$$

Also:  $q_1 + q_2 + q_3 = 1$

$$\Rightarrow q_1 = q_3 = \frac{1}{3}, q_2 = \frac{2}{3}$$

Both birds use w and m  $\frac{1}{3}$  of the time, e  $\frac{2}{3}$  of the time.

	$q$	$t-2$		
$p$	w	$(1,1)$	$(0,2)$	$(0,2)$
$t-p$	e	$(2,0)$	$(-1,-1)$	$(2,0)$
m		$(2,p)$	$(0,2)$	$(-1,-1)$

$$q \cdot -1 + (1-q) \cdot 2 = q \cdot 0 + (1-q) \cdot -1$$

$$-q + 2 - 2q = -1 + q$$

$$3 = 4q$$

$$q = \frac{3}{4}$$

Both birds use  $\sigma = \frac{3}{4}e + \frac{1}{4}m$

$$\Pi_1(e, \sigma) = \Pi_1(m, \sigma) = -\frac{1}{4}$$

$$\Pi_1(w, \sigma) = 0$$

Since  $0 > -\frac{1}{4}$ ,  $(\sigma, \sigma)$  is not a Nash equilibrium.

③  $\tau^*$  = Worker's trigger strategy

$\tau^*$  = Boss's trigger strategy

Let  $\sigma$  be another strategy for Worker.

(1) If Worker always works hard, payoffs are unchanged.

(2) If Worker first slacks off in round  $k$ ,

$$\text{Worker's payoff from round } k \text{ on} \left\{ \begin{array}{l} 5S^k + 3S^{k+1} + 3S^{k+2} + \dots \\ (\text{at most}) \end{array} \right\} = 5S^k + 3S^{k+1} \frac{1}{1-S}$$

$$\text{If Worker had continued to use } \tau^*, \left\{ \begin{array}{l} \text{payoff from round } k \text{ on would be} \\ 4S^k + 4S^{k+1} + \dots \\ = 4S^k \cdot \frac{1}{1-S} \end{array} \right.$$

$$4S^k \cdot \frac{1}{1-s} \geq 5S^k + 3S^{k+1} \cdot \frac{1}{1-s} \Leftrightarrow$$

$$\frac{4}{1-s} \geq 5 + 3S \cdot \frac{1}{1-s} \Leftrightarrow 4 \geq 5(1-s) + 3S \Leftrightarrow$$

$$2S \geq 1 \Leftrightarrow S \geq \frac{1}{2}$$

Let  $\tau$  be another strategy for Boss.

(1) If Boss always pays H, payoffs are unchanged

(2) If Boss first pays L in round k,

$$\text{Boss's payoff from round } k \text{ on} \left. \begin{array}{l} \\ \end{array} \right\} \quad \left. \begin{array}{l} 4S^k + 0S^{k+1} + 0S^{k+2} + \dots \\ = 4S^k \end{array} \right\}$$

is at most

$$\text{If Boss had continued to use } \tau^*, \left. \begin{array}{l} 2S^k + 2S^{k+1} + \dots \\ = 2S^k \cdot \frac{1}{1-s} \end{array} \right\}$$

payoff from round k on would be

$$2S^k \cdot \frac{1}{1-s} \geq 4S^k \Leftrightarrow \frac{2}{1-s} \geq 4 \Leftrightarrow S \geq \frac{1}{2}.$$

So  $(\sigma^*, \tau^*)$  is a Nash equilibrium for  $S \geq \frac{1}{2}$ .

④ a) Tough Guy always gets payoff of 2 from Steak and -2 from Quiche.

b) Wimp's payoffs:

	HH	HL	LH	LL	
Wimp	S	-8	-8	-2	-2
	Q	-4	2	-4	2

(\*)

Bully encounters Tough Guy  $\frac{1}{2}$  the time. His payoffs are

	HH	HL	LH	LL	
Wimp	S	-2	-2	0	0
	Q	-2	-2	0	0

(Reason: In this case, Wimp's strategy is irrelevant, and Tough Guy always eats steak.)

Bully encounters Wimp  $\frac{1}{2}$  the time. His payoffs are

	HH	HL	LH	LL	
Wimp	S	2	2	0	0
	Q	2	0	2	0

Bully's payoffs are  $\frac{1}{2}$  first matrix +  $\frac{1}{2}$  second matrix:

	HH	HL	LH	LL	
Wimp	S	0	0	0	0
	Q	0	-1	1	0

(xx)

Answer from (x) and (xx):

	HH	HL	LH	LL	
Wimp	S	(-8, 0)	(-8, 0)	(-2, 0)	(-2, 0)
	Q	(-4, 0)	(2, -1)	(-4, 1)	(2, 0)