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Repeated Games

Long Run versus Short Run Player

a fixed simultaneous move *stage game*

Player 1 is long-run with discount factor δ

actions $a^1 \in A^1$ a finite set

utility $u^1(a^1, a^2)$

Player 2 is short-run with discount factor 0

actions $a^2 \in A^2$ a finite set

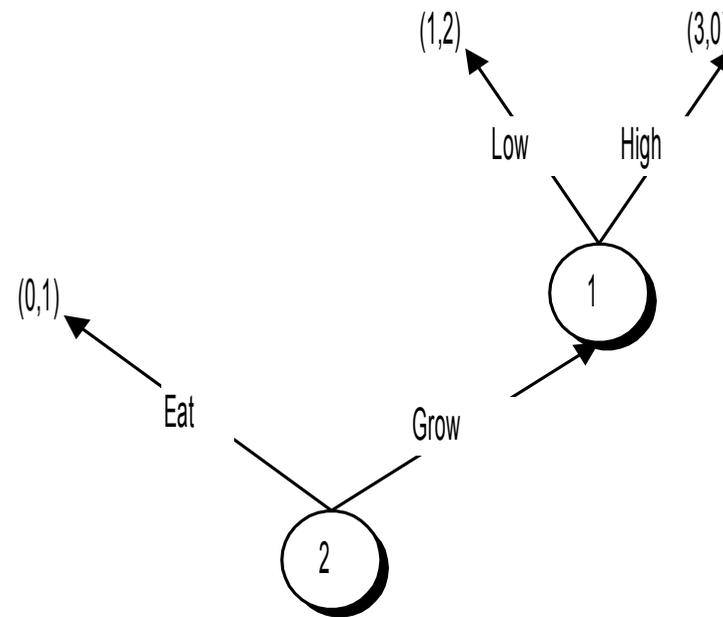
utility $u^2(a^1, a^2)$

What it is about

the “short-run” player may be viewed as a kind of “representative” of many “small” long-run players

- ◆ the “usual” case in macroeconomic/political economy models
- ◆ the “long run” player is the government
- ◆ the “short-run” player is a representative individual

Example 1: Peasant-Dictator



Example 2: Backus-Driffil

	Low	High
Low	0,0	-2,-1
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

Repeated Game

history $h_t = (a_1, a_2, \dots, a_t)$

null history h_0

behavior strategies $\alpha_t^i = \sigma^i(h_{t-1})$

long run player preferences

average discounted utility

$$(1 - \delta) \sum_{t=1}^T \delta^{t-1} u^i(a_t)$$

note that average present value of 1 unit of utility per period is 1

Equilibrium

Nash equilibrium: usual definition – cannot gain by deviating

Subgame perfect equilibrium: usual definition, Nash after each history

Observation: the repeated static equilibrium of the stage game is a subgame perfect equilibrium of the finitely or infinitely repeated game

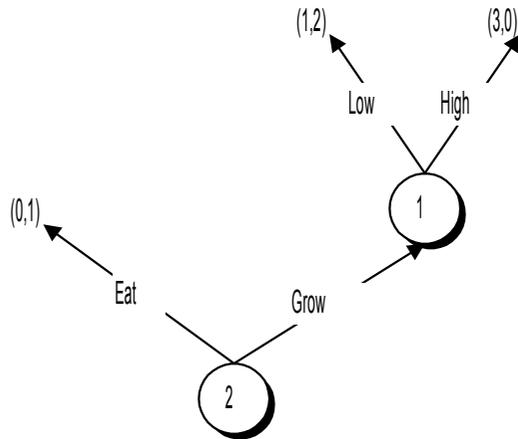
◆ strategies: play the static equilibrium strategy no matter what

“perfect equilibrium with public randomization”

may use a public randomization device at the beginning of each period to pick an equilibrium

key implication: set of equilibrium payoffs is convex

Example: Peasant-Dictator



normal form: unique Nash equilibrium **high, eat**

	eat	grow
low	$0^*, 1$	$1, 2^*$
high	$0^*, 1^*$	$3^*, 0$

Static Benchmarks

payoff at static Nash equilibrium to LR player: 0

precommitment or Stackelberg equilibrium

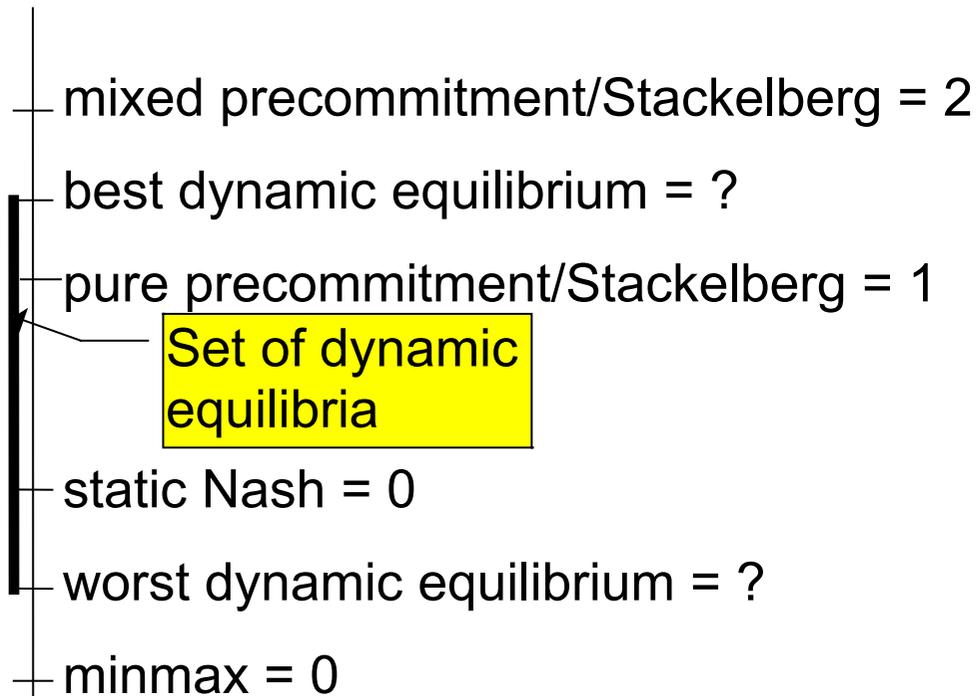
precommit to low get 1

mixed precommitment to 50-50 get 2

minmax payoff to LR player: 0

Payoff Space

utility to long-run player



Repeated Peasant-Dictator

finitely repeated game

final period: high, eat, so same in every period

Do you believe this??

◆ Infinitely repeated game

begin by low, grow

if low, grow has been played in every previous period then play low, grow

otherwise play high, eat (reversion to static Nash)

claim: this is subgame perfect

When is this an equilibrium?

clearly a Nash equilibrium following a history with high or eat
SR play is clearly optimal

for LR player

may high and get $(1 - \delta)3 + \delta 0$

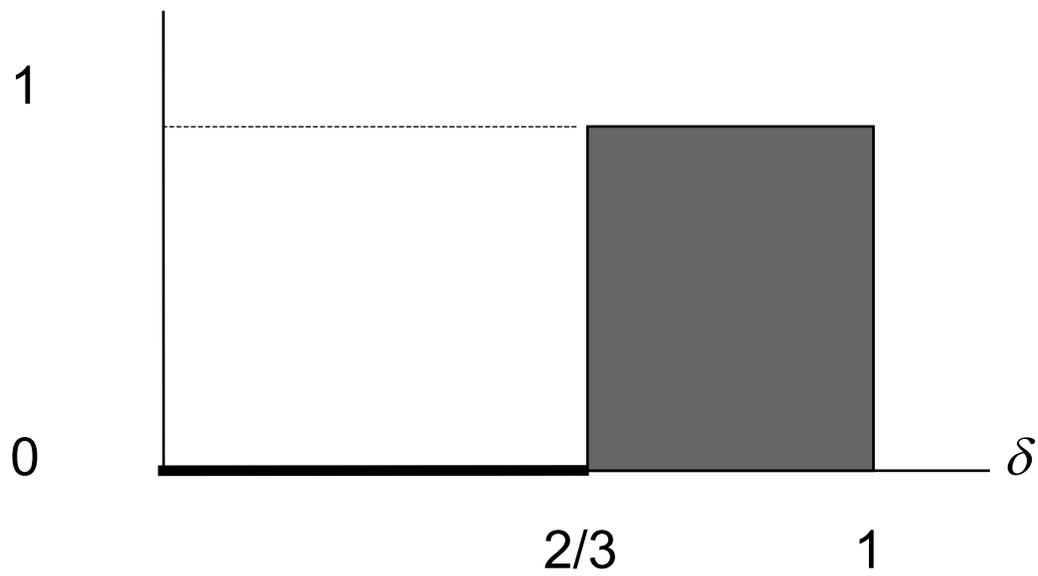
or low and get 1

so condition for subgame perfection

$$(1 - \delta)3 \leq 1, \delta \geq 2/3$$

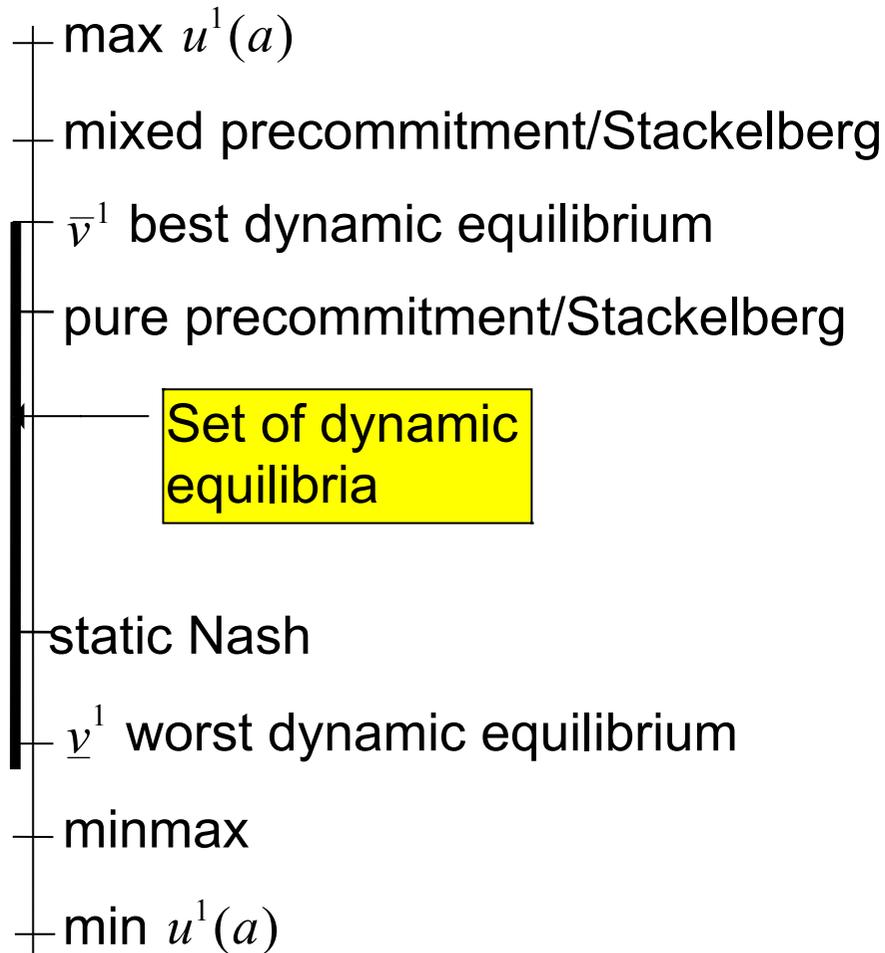
Equilibrium Utility

equilibrium utility for LR



General Deterministic Case

Fudenberg, Kreps and Maskin



Characterization of Equilibrium Payoff

$\alpha = (\alpha^1, \alpha^2)$ where α^2 is a b.r. to α^1

α represent play in the first period of the equilibrium

$w^1(a^1)$ represents the equilibrium payoff beginning in the next period

$$v^1 \geq (1 - \delta)u^1(a^1, \alpha^2) + \delta w^1(a^1)$$

$$v^1 = (1 - \delta)u^1(a^1, \alpha^2) + \delta w^1(a^1), \alpha^1(a^1) > 0$$

$$\underline{v}^1 \leq w^1(a^1) \leq \bar{v}^1$$

Simplified Approach

impose stronger constraint using n static Nash payoff

for best equilibrium $n \leq w^1(a^1) \leq \bar{v}^1$

for worst equilibrium $\underline{v}^1 \leq w^1(a^1) \leq n$

avoids problem of best depending on worst

remark: if we have static Nash = minmax then no computation is needed for the worst, and the best calculation is exact.

max problem

fix $\alpha = (\alpha^1, \alpha^2)$ where α^2 is a b.r. to α^1

$$\bar{v}^1 \geq (1 - \delta)u^1(a^1, \alpha^2) + \delta w^1(a^1)$$

$$\bar{v}^1 = (1 - \delta)u^1(a^1, \alpha^2) + \delta w^1(a^1), \alpha^1(a^1) > 0$$

$$n^1 \leq w^1(a^1) \leq \bar{v}^1$$

how big can $w^1(a^1)$ be in = case?

Biggest when $u^1(a^1, \alpha^2)$ is smallest, in which case

$$w^1(a^1) = \bar{v}^1$$

$$\bar{v}^1 = (1 - \delta)u^1(a^1, \alpha^2) + \delta \bar{v}^1$$

Summary

conclusion for fixed α

$$\min_{a^1 | \alpha(a^1) > 0} u^1(a^1, \alpha^2)$$

i.e. worst in support

$$\bar{v}^1 = \max_{\alpha^2 \in BR^2(\alpha^1)} \min_{a^1 | \alpha(a^1) > 0} u^1(a^1, \alpha^2)$$

observe:

mixed precommitment $\geq \bar{v}^1 \geq$ pure precommitment

Peasant-Dictator Example

	eat	grow
low	$0^*, 1$	$1, 2^*$
high	$0^*, 1^*$	$3^*, 0$

$p(\text{low})$	BR	worst in support
1	grow	1
$\frac{1}{2} < p < 1$	grow	1
$p = \frac{1}{2}$	any mixture	$\leq 1(\text{low})$
$0 < p < \frac{1}{2}$	eat	0
$p = 0$	eat	0

Check the constraints

$$w^1(a^1) = \frac{\bar{v}^1 - (1 - \delta)u^1(a^1, \alpha^2)}{\delta} \geq n^1$$

as $\delta \rightarrow 1$ then $w^1(a^1) \rightarrow \bar{v}^1 \geq n^1$

min problem

fix $\alpha = (\alpha^1, \alpha^2)$ where α^2 is a b.r. to α^1

$$\underline{v}^1 \geq (1 - \delta)u^1(a^1, \alpha^2) + \delta w^1(a^1)$$

$$\underline{v}^1 \leq w^1(a^1) \leq n^1$$

Biggest $u^1(a^1, \alpha^2)$ must have smallest $w^1(a^1) = \underline{v}^1$

$$\underline{v}^1 = (1 - \delta)u^1(a^1, \alpha^2) + \delta \underline{v}^1$$

conclusion

$$\underline{v}^1 = \max u^1(a^1, \alpha^2)$$

or

$$\underline{v}^1 = \min_{\alpha^2 \in BR^2(\alpha^1)} \max u^1(a^1, \alpha^2), \text{ that is, constrained minmax}$$

Worst Equilibrium Example

	L	M	R
U	0,-3	1,2	0,3
D	0,3*	2,2	0,0

static Nash gives 0

minmax gives 0

worst payoff in fact is 0

pure precommitment also 0

mixed precommitment

p is probability of up

to get more than 0 must get SR to play M

$$-3p + (1-p)3 \leq 2 \quad \text{and} \quad 3p \leq 2$$

first one

$$-3p + (1-p)3 \leq 2$$

$$-3p - 3p \leq -1$$

$$p \geq 1/6$$

second one

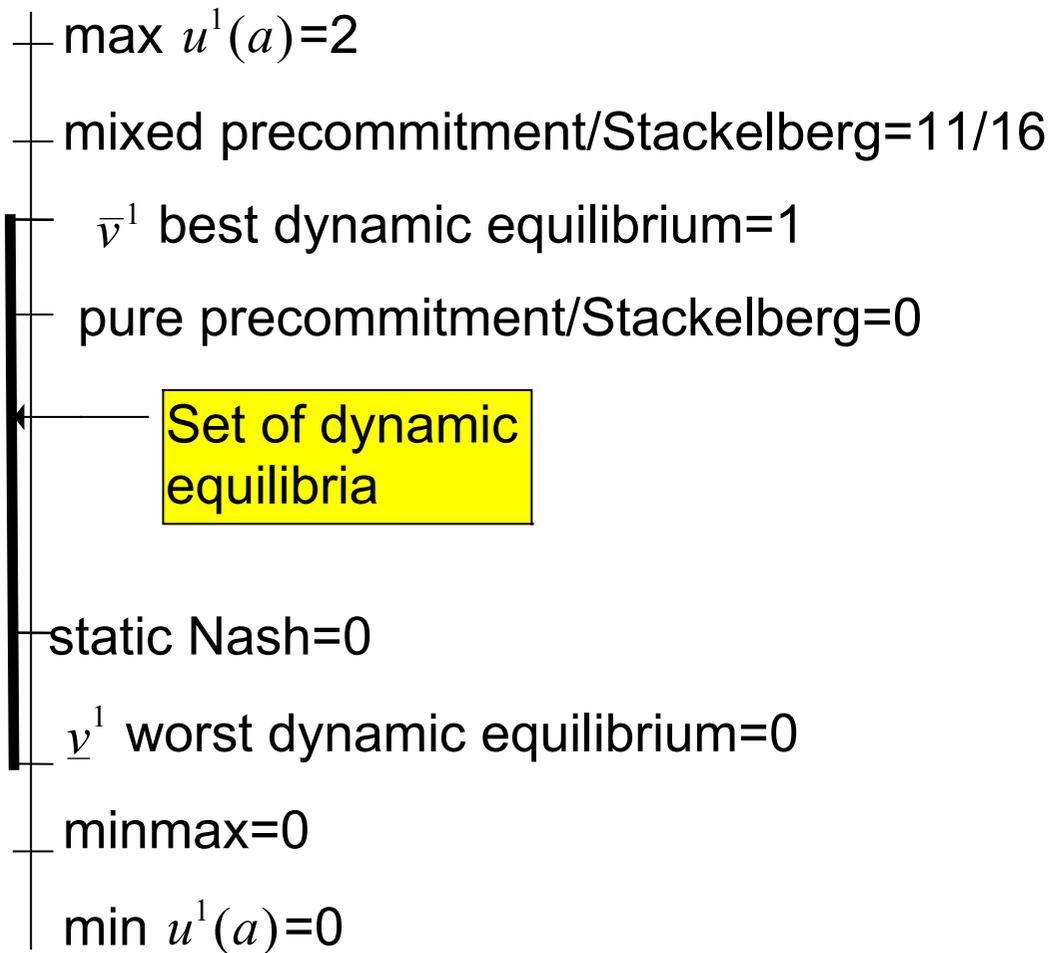
$$3p \leq 2$$

$$p \leq 2/3$$

want to play D so take $p = 1/6$

$$\text{get } 1/6 + 10/6 = 11/6$$

Utility to long-run player



calculation of best dynamic equilibrium payoff

p is probability of up

p	BR^2	worst in support
$<1/6$	L	0
$1/6 < p < 5/6$	M	1
$p > 5/6$	R	0

so best dynamic payoff is 1