

Exercise 1: Stackelberg duopoly

Two firms compete in a market by *sequentially* setting the quantity of a homogeneous good to produce. The game has two *stages*: in stage 1, Firm 1 sets quantity q_1 ; in stage 2, Firm 2 observes q_1 , and then sets q_2 . Each firm has a *constant marginal cost* $c = 2$. Firms face no *fixed cost*. *Inverse market demand* is $P(Q) = 14 - Q$, where Q is the aggregate quantity produced. Payoffs are given by each firm's profits.

Data of the problem

- Marginal cost: $c = 2$.
- Inverse demand: $P(Q) = 14 - Q$ where $Q = q_1 + q_2$.

Answer the following questions and explain your answer in detail.

1. Find the *subgame-perfect Nash equilibrium* of the game. [4 points]
2. Find the market price and the profit that firms obtain in equilibrium. [4 points]
3. Use the concept of *first-mover advantage* to compare the two firms' profits. [3 points]
4. Use the data of the problem to compare:
 - i. industry quantity; and [2 points]
 - ii. industry profits [2 points],

in the Stackelberg and Cournot equilibria (*hint: you are allowed to use the general formula for Cournot quantity and profits*).

Exercise 2: A static game of incomplete information

Consider the following *static game of complete information*.

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

Let us call player 1 (resp. player 2) the row (resp. column) player. That is, player 1's actions are U and D and player 2's actions are L and R .

Answer the following questions and explain your answer in detail.

1. Find all pure-strategy Nash equilibria of this game. *[2 points]*
2. Show that, in fact, each player has a dominant strategy. *[2 points]*
3. Given question 2, what can you say about the existence of mixed-strategy equilibria in this game (*Hint: No computation required*)? *[3 points]*

From now on, assume that there is some *uncertainty* about payoffs. The game of *incomplete information* can be represented as follows.

	L	R		L	R
U	2, 2	1, -3	U	0, 0	1, -3
D	-3, 1	0, 0	D	-3, 1	2, 2
prob. 1/2			prob. 1/2		

Notice that the game on the left is the same as the previous one. Assume that player 2 believes that each matrix occurs with probability one half. Player 1, however, knows which one is played.

4. Assume that player 1 **always** play U , that is, player 1's strategy is UU .
 - (a) Compute player 2's *expected payoffs* when playing L . Same when playing R . Show that player 2 prefers to play L to R . *[3 points]*
 - (b) Show that if player 2 plays L , then UU is actually a best response for player 1. *[3 points]*
 - (c) Conclude whether (UU, L) is a *Bayesian Nash equilibrium*. *[2 points]*