

# ISyE 8801B Game Theory

Fall 2003

## Assignment 6

Issued: November 17, 2003

Due: November 24, 2003

### Problem 1

Friedman, Section 4.1.1.2, p.118, Lemma 4.1: Consider a stationary multiperiod game  $A$  with  $n$  players. Suppose that the following assumptions hold:

Assumption 1: The feasible sets  $X_i$  are nonempty, compact, and convex for all players  $i \in \{1, \dots, n\}$ .

Assumption 2: Let  $X \equiv \prod_{i=1}^n X_i = X_1 \times \dots \times X_n$ . The single period payoff functions  $g_i : X \times X \mapsto \mathbb{R}$  are bounded and continuous.

Assumption 3: Let  $X_{-i} \equiv \prod_{j \neq i} X_j$ . For any  $(x_{-i}(t-1), x_{-i}(t)) \in X_{-i} \times X_{-i}$ , the conditional single period payoff functions  $g_i(x_{-i}(t-1), x_{-i}(t); \cdot, \cdot) : X_i \times X_i \mapsto \mathbb{R}$  defined by  $g_i(x_{-i}(t-1), x_{-i}(t); x_i(t-1), x_i(t)) \equiv g_i((x_{-i}(t-1); x_i(t-1)), (x_{-i}(t); x_i(t)))$  are concave.

Assumption 4: Discount factors  $\alpha_i \in [0, 1)$  for all players  $i \in \{1, \dots, n\}$ .

Assumption 5: Players know the past decisions of all players.

Assumption 6: Each player  $i$  chooses a policy  $\pi_i$  in an attempt to maximize

$$G_i(\pi) \equiv \sum_{t=1}^{\infty} \alpha_i^t g_i(x(t-1), x(t))$$

where  $\pi = (\pi_1, \dots, \pi_n)$ ,  $x(t) = (x_1(t), \dots, x_n(t))$ ,  $x(0)$  is given, and  $\{x(t)\}_{t=1}^{\infty}$  is the sequence of decisions produced by policy combination  $\pi$ .

Given any pair  $(\bar{x}(t-1), \bar{x}(t+1)) \in X \times X$  of decision combinations, consider a single stage game  $B(\bar{x}(t-1), \bar{x}(t+1))$  with  $n$  players and the same feasible sets  $X_i$  as in game  $A$ . The objective functions  $h_i(\bar{x}(t-1), \cdot, \bar{x}(t+1)) : X \mapsto \mathbb{R}$  of game  $B(\bar{x}(t-1), \bar{x}(t+1))$  are defined by  $h_i(\bar{x}(t-1), x, \bar{x}(t+1)) \equiv g_i(\bar{x}(t-1), x) + \alpha_i g_i(x, \bar{x}(t+1))$ . The result claimed in Lemma 4.1 of Friedman is as follows: Open loop strategy combination  $\pi^* = (x^*(0) = x(0), x^*(1), x^*(2), \dots)$  is an equilibrium point of stationary multiperiod game  $A$  if and only if  $x^*(t)$  is an equilibrium point of single stage game  $B(x^*(t-1), x^*(t+1))$  for all  $t \in \{1, 2, \dots\}$ . Show with a counterexample that the claimed result does not hold.