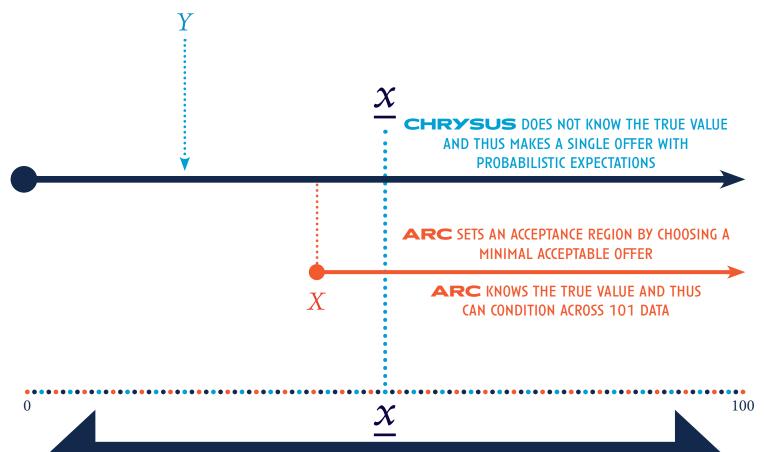


PART 1 THE TRIUMPH OF ARC?





POSSIBLE VALUES OF ARC

You might remember the tension between Arc Industries and its potential buyer, Chrysus. Remember that Arc knows how much they're worth, which we will denote with $\underline{x} \in \{0, \dots, 100\}$. Chrysus, on the other hand, has no idea, and thus make an offer with only their best guess about Arc's true value. The utilities of the game are as follows:

[OFFER REJECTED]

$$u_A(X, Y; \underline{x}) = \underline{x}$$
$$u_C(X, Y; \underline{x}) = 0$$

$$Y \geqslant X$$

[OFFER ACCEPTED]

$$u_A\left(X,\,Y;\underline{x}\right)=\,Y$$

$$u_{C}(X, Y; \underline{x}) = \frac{3}{2}\underline{x} - Y$$

Clearly, we know way better than people putting actual money at stake...right? Maybe?

- 1. Is this a bargaining problem?
- 2. Which offers would Arc accept in case $\underline{x} = 25$?
- 3. More generally, for any true value \underline{x} , what is Arc's best response to an offer from Chrysus Y?
- 4. If Chrysus knew about this best response—which he doesn't, because he doesn't know <u>x</u>—then what would his own best response be?
- 5. But since Chrysus doesn't know the true value, we should be a bit more realistic. What is his expected utility for making a particular offer Y, assuming that he assigns equal probability to each possible true value x?
- 6. Which offer Y maximizes Chrysus's expected utility? How does his skill in improving the firm's value factor into this?
- 7. Using your answer from Question 2, figure out what Arc's best response to this offer is.
- 8. For each true value <u>x</u>, what is Arc's profit? If they fail to make a sale, let's say that they have profit 0.
- 9. For each true value <u>x</u>, what is Chrysus's profit? Again, if deals are rejected, assume profit 0.
- 10. How often does Chrysus report a loss?

PART 2 | THE MORE YOU KNOW?

Now consider this little gadget of a game I dreamt up the other day.

LEFT	CENTER	RIGHT		LEFT	CENTER	RIGHT
$1 \\ 2 \varepsilon$	1 0	$1 \\ 3 \varepsilon$	UP	$\frac{1}{2\varepsilon}$	$1 \\ 3 \varepsilon$	1 0
2 2	0	0 3	DOWN	2 2	0 3	0

1/2

There's no story for me to tell you about this one, but I still think there's a cool lesson lurking underneath its twelve squares and twenty-four numbers. But tastes differ, don't they?

- 1/2
- 1. Suppose first that Column player did not know the state of the world and had the same beliefs about the state of the world as Row player—namely, that both states are equally likely. **SQUISH** the game into a single strategic-form game using the relevant expected utility calculations across states of the world.
- 2. What is/are the pure-strategy Nash equilibria of the **SQUISH**ed game?
- 3. What is/are the associated utilities for the two players at these equilibria?
- 4. Now suppose that Column player knew the state of the world. Write out the best response for each type of Column player, where a "type" is just my way of saying "the state of the world."
- 5. What is Row player's best response?
- 6. What is the Bayesian Nash equilibrium of this game?
- 7. What is/are the associated utilities for the two players at these equilibria.
- 8. Could Column player make a credible promise to Row player to play Left? Why or why not?
- 9. Does more information always help?

ient for another ALMA: in no more than 1000 words, describe What is driving this result, substantively speaking? You might want reddile promise, nart of Question 8, and then think through what R