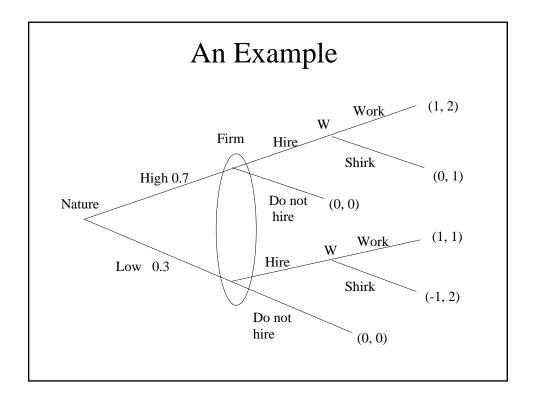
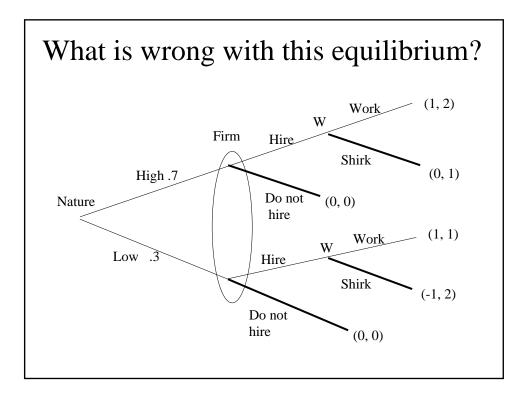
Lectures 18-20 Dynamic Games with Incomplete Information

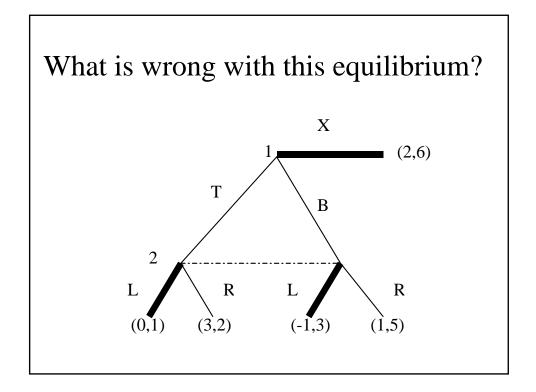
> 14.12 Game Theory Muhamet Yildiz

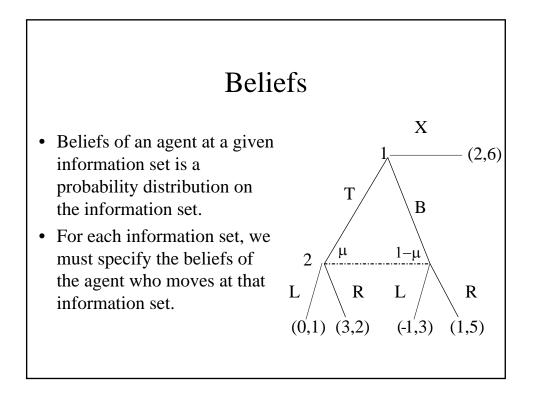
Road Map

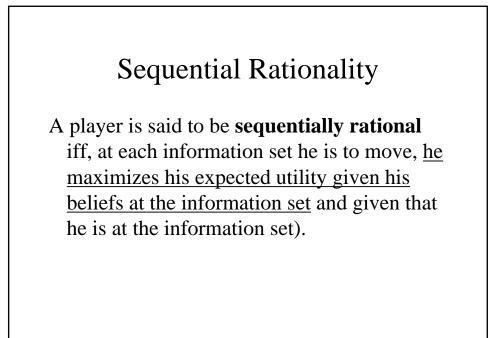
- 1. Double Auction
- 2. Sequential Rationality
- 3. Perfect Bayesian Nash Equilibrium
- 4. Economic Applications
 - 1. Sequential Bargaining with incomplete information
 - 2. Reputation

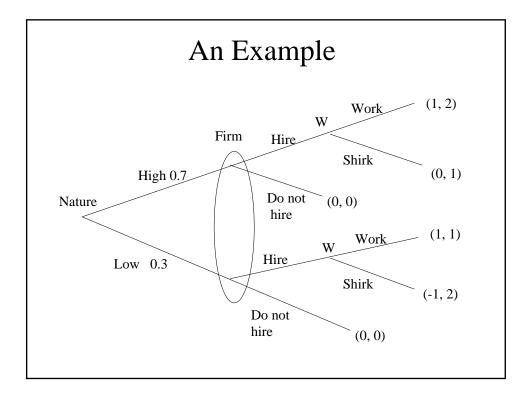


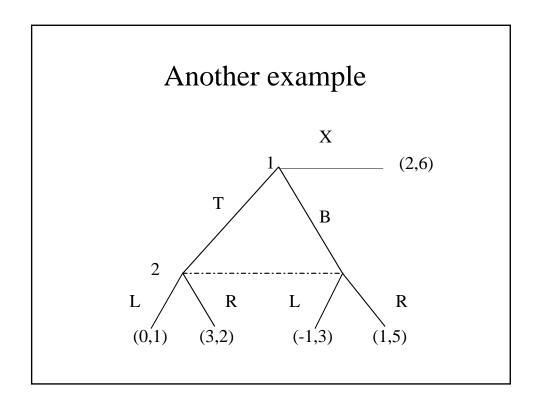


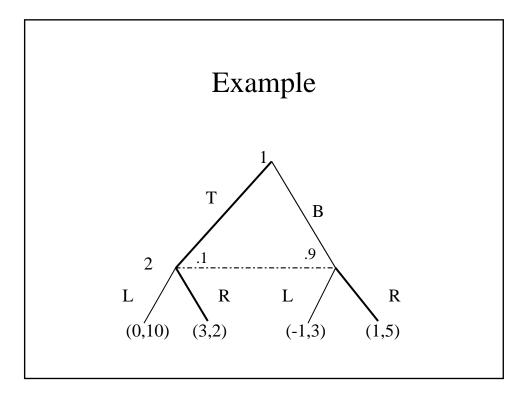


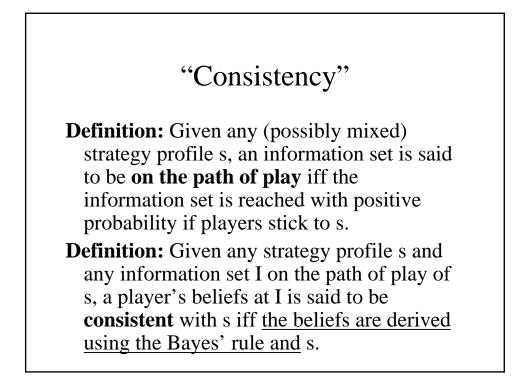


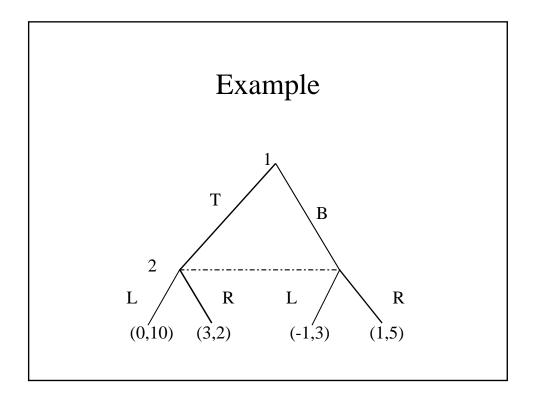


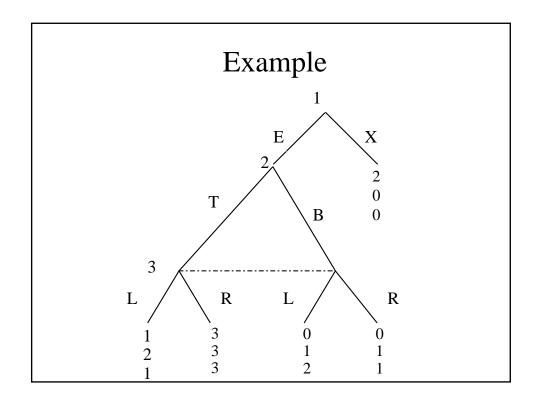


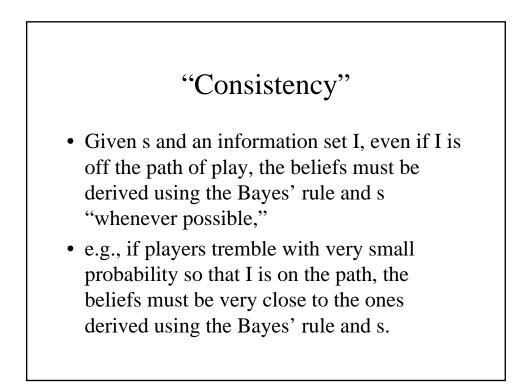


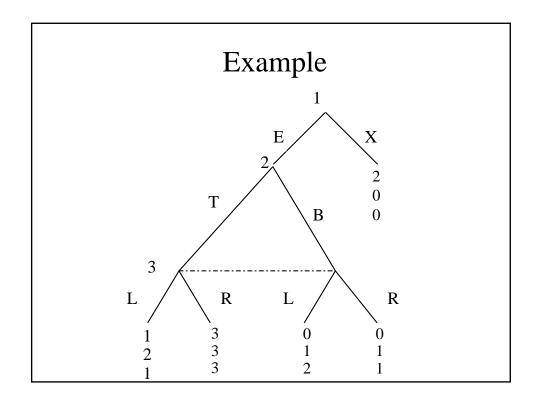


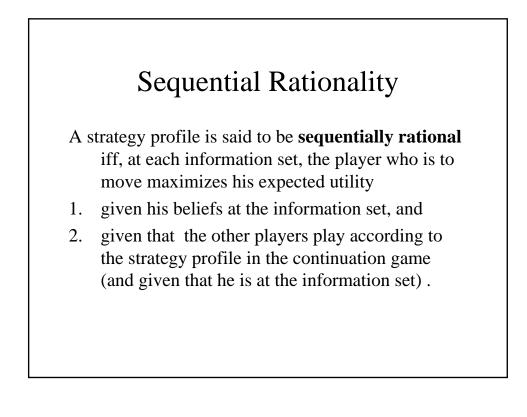


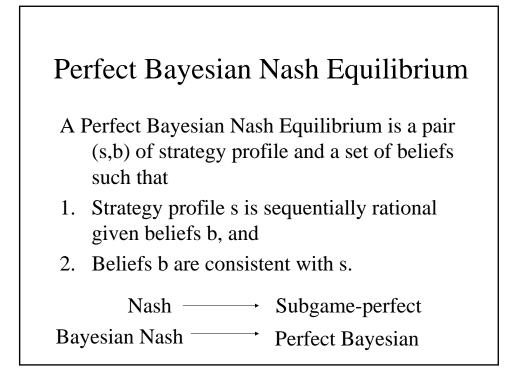


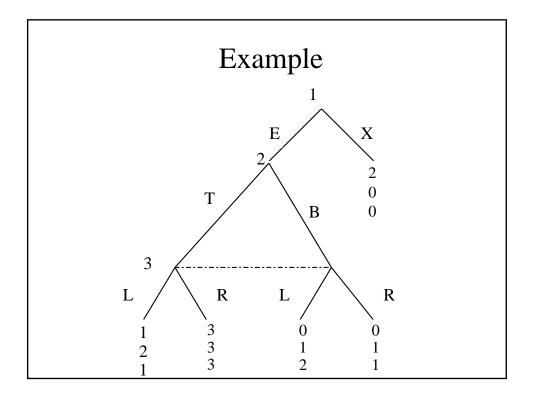


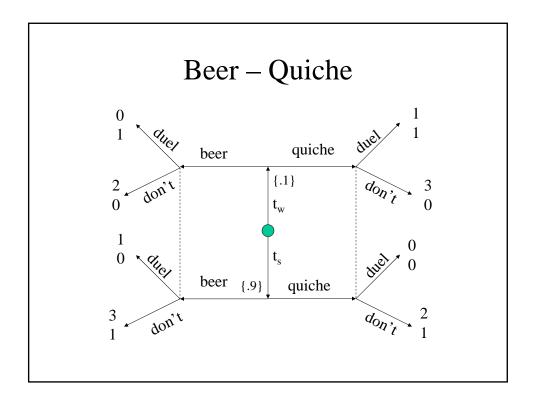


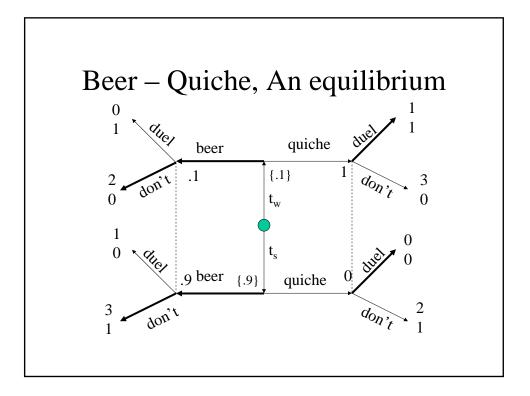


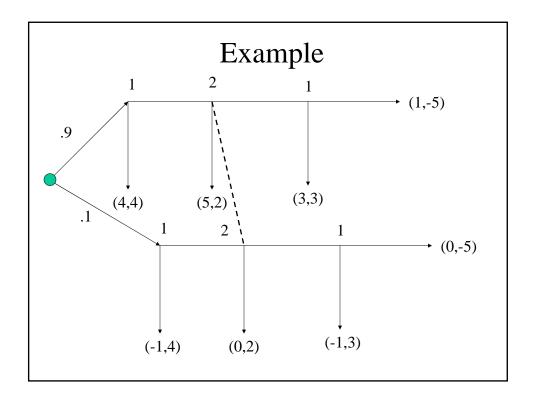


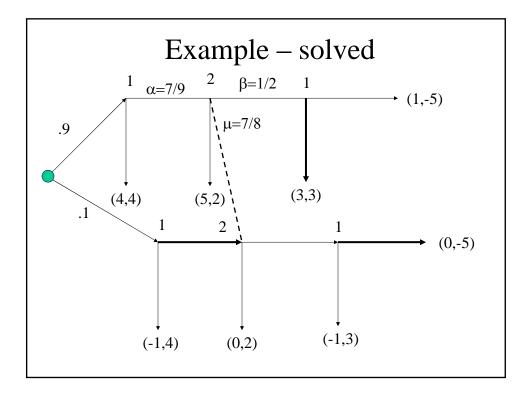






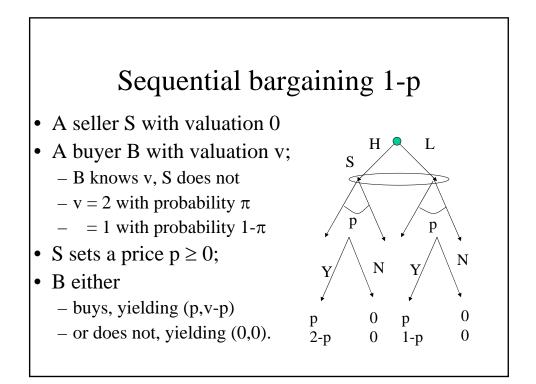


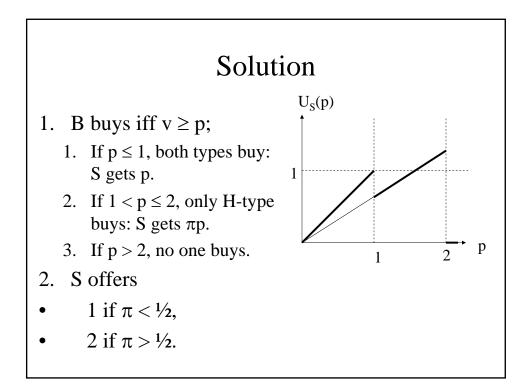


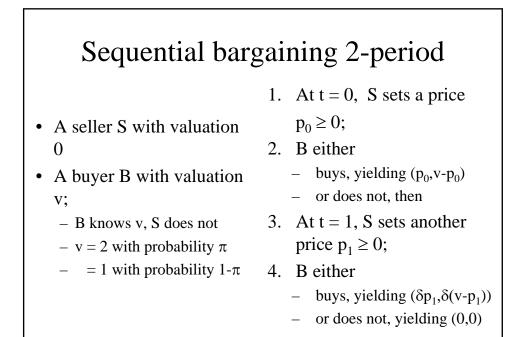


Sequential Bargaining

- 1. 1-period bargaining 2 types
- 2. 2-period bargaining -2 types
- 3. 1-period bargaining continuum
- 4. 2-period bargaining continuum







Solution, 2-period

- 1. Let $\mu = \Pr(v = 2 | \text{history at } t=1)$.
- 2. At t = 1, buy iff $v \ge p$;
- 3. If $\mu > \frac{1}{2}$, $p_1 = 2$
- 4. If $\mu < \frac{1}{2}$, $p_1 = 1$.
- 5. If $\mu = \frac{1}{2}$, mix between 1 and 2.
- 6. B with v=1 buys at t=0 if $p_0 \le 1$.
- 7. If $p_0 > 1$, $\mu = Pr(v = 2|p_0, t=1) \le \pi$.

