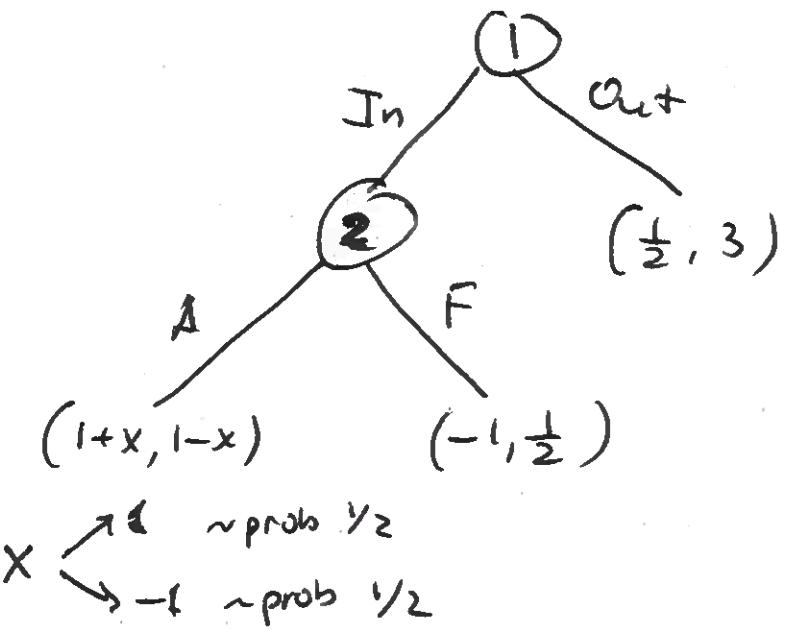


Games of Incomplete Information

Players have uncertainty about:

- payoffs
- game structure
- info of other players
- rationality of others
- players

Example

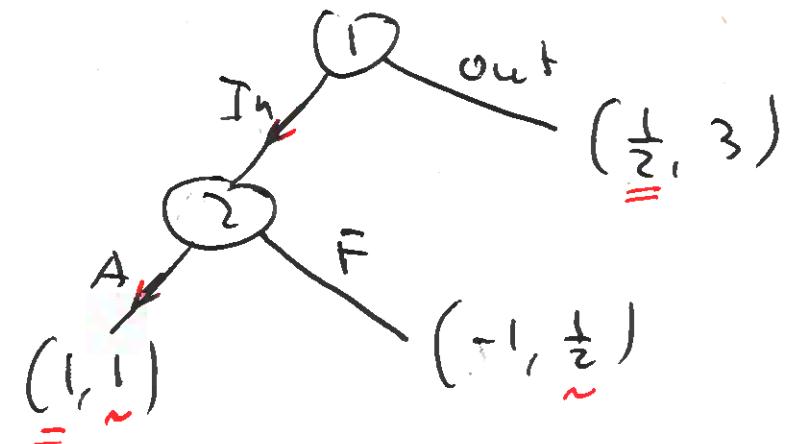


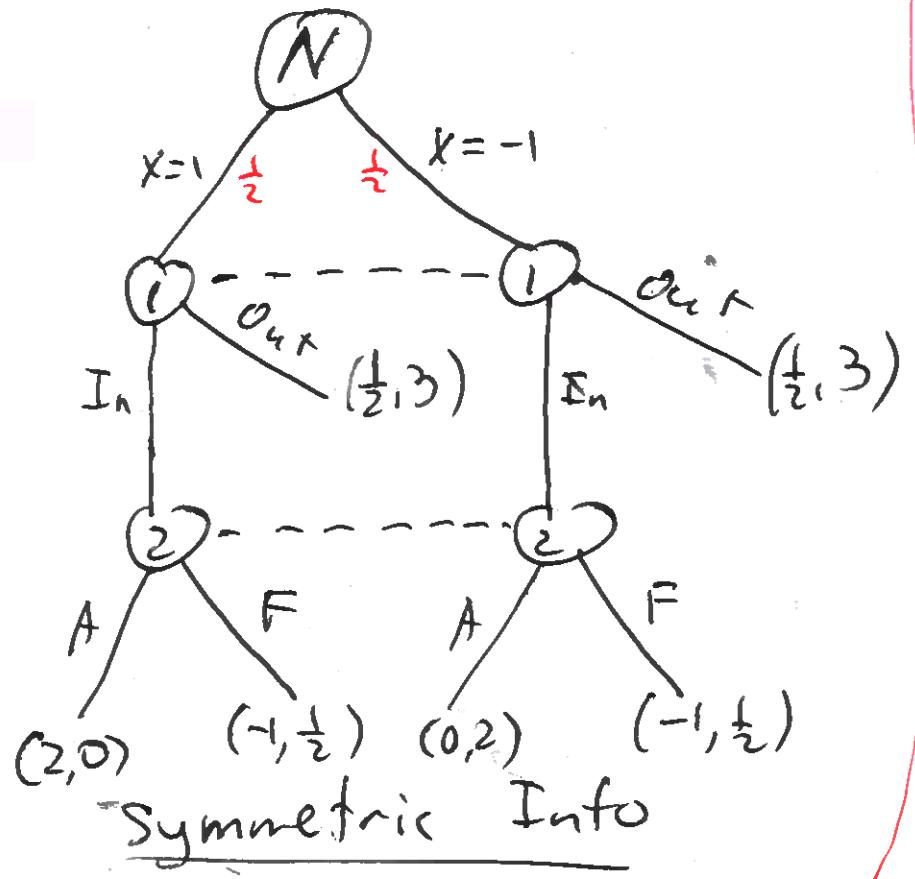
Case 1: x unknown to both players.

→ "Symmetric information"
no player has an informational advantage.

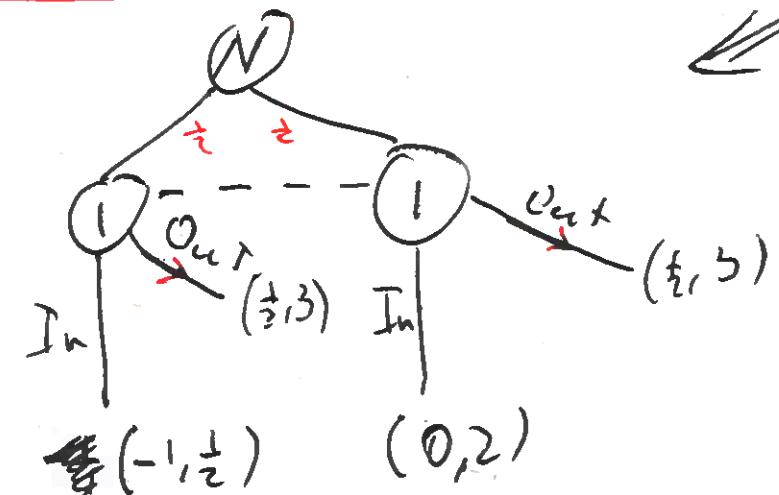
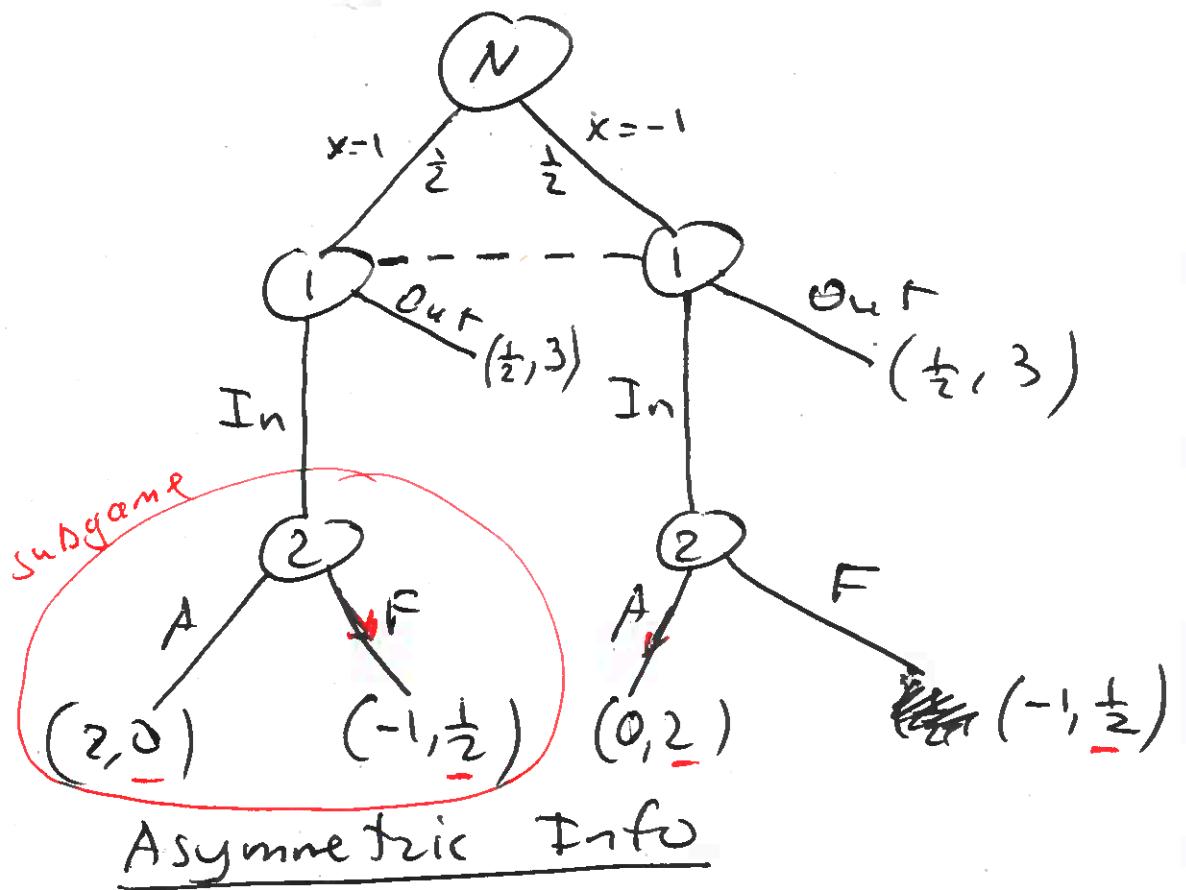
Solution → Replace uncertain payoffs by their expected payoffs.

$$(1+x\frac{1}{2}, 1-x) \xrightarrow{\text{replaced}} (1, 1)$$





Case 2: Player 1 does not observe x , but player 2 does.



$$Out \rightarrow \frac{1}{2}$$

$$In \rightarrow (-1) \cdot \frac{1}{2} + 0 \cdot \frac{1}{2} = -\frac{1}{2}$$

Equilibrium: (Out, O_{out}, F, A)
 (Out, F, A)

Let x be decision node in player i 's info. set h .

Then $\mu_i(x|h)$ is the probability of being in node x conditional on being in info. set h .

belief

$$0 \leq \mu_i(x|h) \leq 1, \quad \sum_{x \in h} \mu_i(x|h) = 1$$

Def. An assessment is a behavior strategy profile σ and beliefs μ where $\mu: X \rightarrow [0,1]$, and $\mu(\cdot|h)$ specifies beliefs at each info. set h .

Assessment = strategies + beliefs

Def. An assessment (σ, μ) is sequentially rational if playing σ_i maximizes the expected utility of player i , given that player's beliefs, at each info. set where that player moves for each player i .

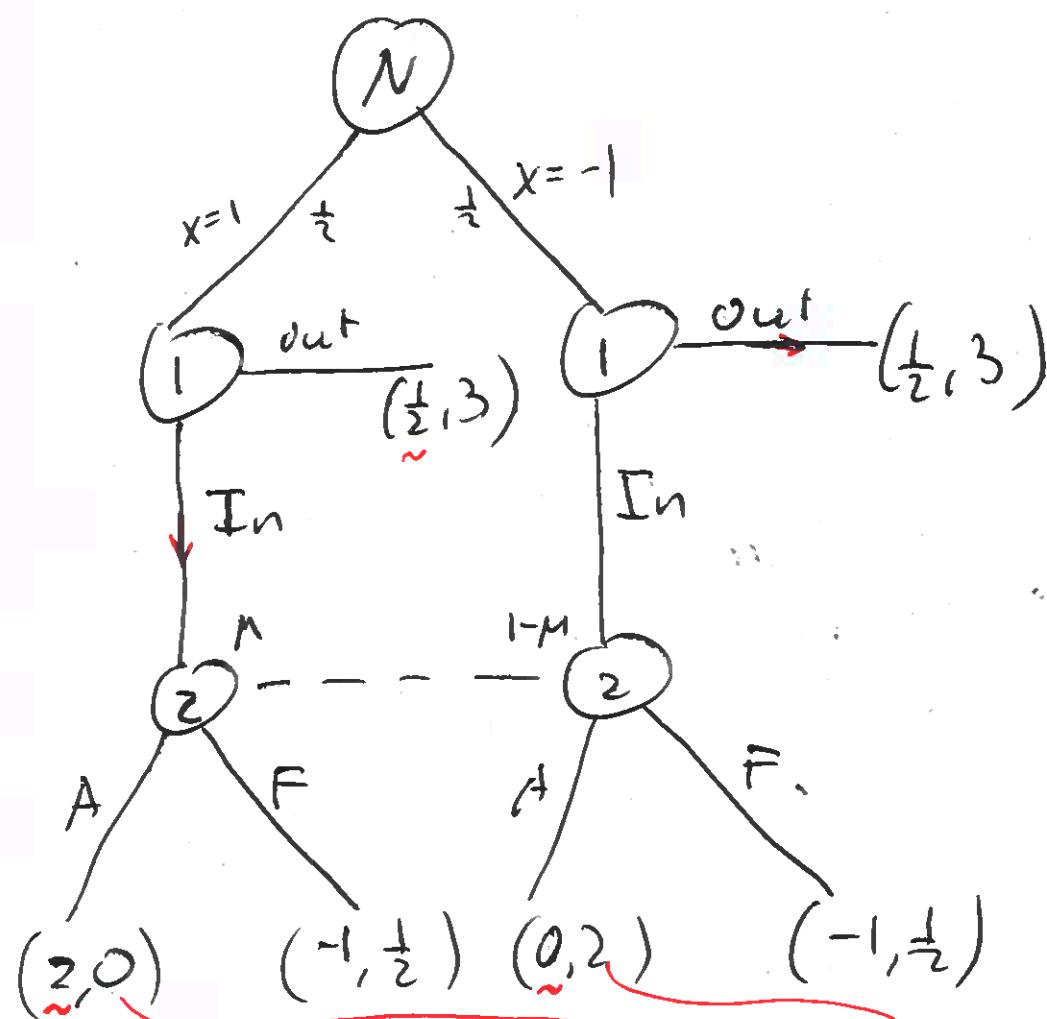
$\Rightarrow \sigma_i$ is a best response of i given μ .

Def. Beliefs μ are consistent under σ if they satisfy Bayes' rule whenever possible. (that is, for every info. set that is reached with positive probability).
consistent = correspond to what really happens.

Def. An assessment (σ, μ) is a perfect Bayesian equilibrium (PBE) if

- (σ, μ) is sequentially rational
- μ is consistent under σ .

Asymmetric Info.: Player 1 knows x but Player 2 does not.



$$\text{Player 2: } A \rightarrow \mu \cdot 0 + (1-\mu) \cdot 2 = 2 - 2\mu$$

$$F \rightarrow \mu \cdot \frac{1}{2} + (1-\mu) \cdot \frac{1}{2} = \frac{1}{2}$$

$$2 - 2\mu = \frac{1}{2} \Rightarrow \mu = \frac{3}{4}$$

$$BR_2(\mu) = \begin{cases} F, & \mu > \frac{3}{4} \\ \text{Any action, if } \mu = \frac{3}{4} \\ A, & \text{if } \mu < \frac{3}{4} \end{cases}$$

Case 1: $\sigma_2 = A$

Player 1: $\begin{cases} \text{Out} \rightarrow \frac{1}{2}, \text{In} \rightarrow 2 \\ \text{Out} \rightarrow \frac{1}{2}, \text{In} \rightarrow 0 \end{cases}$

$(\text{In}, \text{Out}^+)$

\Rightarrow Consistent belief. $\mu = 1$

$\Rightarrow A$ is not BR for player 2!

\Rightarrow No + PBE

Case 2: $\sigma_2 = F$

Player 1: $\begin{cases} \text{Out} \rightarrow \frac{1}{2}, \text{In} \rightarrow -1 \\ \text{Out} \rightarrow \frac{1}{2}, \text{In} \rightarrow -1 \end{cases}$

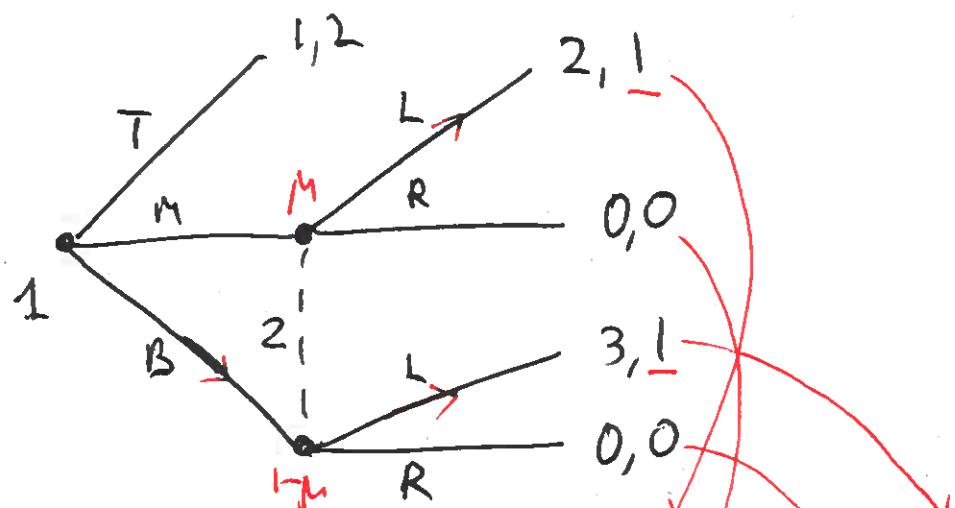
$(\text{Out}, \text{Out}^+)$
 \Rightarrow Every belief $\mu \in [0, 1]$ is consistent

\Rightarrow Assume $\mu > \frac{3}{4}$

$\Rightarrow \sigma_2 = F$ is BR for player 2
 \Rightarrow PBE

PBE: $((\text{Out}, \text{Out}^+),$
 $(F, \mu \geq \frac{3}{4}))$

Example



	L	R
T	1, 2*	1, 2*
M	2, 1*	0, 0
B	3, 1*	0, 0

NE = SPE

But R is
strictly dominated
by L!

Player 2

$$L \rightarrow \mu \cdot (1) + (1-\mu) \cdot (1) = 1$$

$$R \rightarrow \mu \cdot (0) + (1-\mu) \cdot (0) = 0$$

$$BR_2(\mu) = L \quad \text{for all } \mu \in [0, 1].$$

Player 1

$$\begin{aligned} T &\rightarrow 1 \\ M &\rightarrow 2 \\ B &\rightarrow 3 \end{aligned}$$

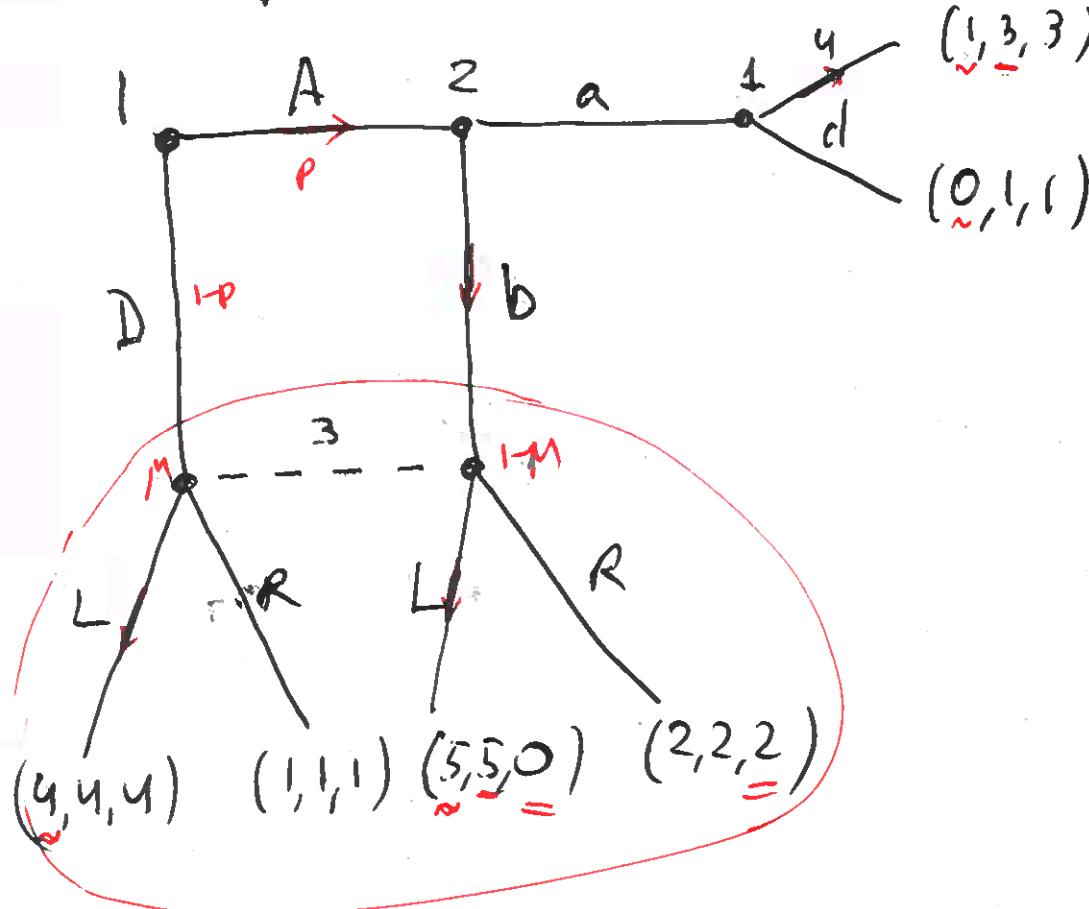
\Rightarrow Choose B.

PBE: (B, (L, M=0))

Proposition If (σ, μ) is a PBE, then σ is an SPE.
 PBE \subseteq SPE \subseteq NE

$$\Rightarrow \mu = 0$$

Example: Seltzer's Horse



$$\text{Player 3: } L \rightarrow \mu \cdot 4 + (1-\mu) \cdot 0 = 4\mu$$

$$R \rightarrow \mu \cdot 1 + (1-\mu) \cdot 2 = 2 - \mu$$

$$BR_3(\mu) = \begin{cases} L, & \mu > \frac{3}{5} \\ \text{Any}, & \mu = \frac{3}{5} \\ R, & \mu < \frac{3}{5} \end{cases}$$

PBE: $(A_u, a, (R, \mu \leq \frac{2}{5}))$.

Case 1: $\sigma_3 = L$

$$\Rightarrow \sigma_2 = b$$

$$\Rightarrow \sigma_1 = A_u$$

$$\Rightarrow \mu = 0$$

$\Rightarrow \sigma_3 = L$ not BR!
 \Rightarrow not PBE.

Case 2: $\sigma_3 = R$

$$\Rightarrow \sigma_2 = a$$

\Rightarrow Player 1 indifferent between D and A

\rightarrow Case 2.1: ~~Player 1 $\rightarrow D$~~

$$\Rightarrow \mu = 1$$

$\Rightarrow \sigma_3 = R$ is not BR!

\Rightarrow not PBE

\rightarrow Case 2.2: ~~Player 1 $\rightarrow A$~~

$\Rightarrow \mu$ is any,

$\Rightarrow \sigma_3 = R$ is BR when

$$\mu \leq \frac{2}{5}$$