

## Bayesian games

$$\langle N, (\Theta_i)_{i \in N}, P, (\Gamma_\theta)_{\theta \in \prod_{i \in N} \Theta_i} \rangle$$

$$\Gamma_\theta = \langle N, (A_i(\theta))_{i \in N}, (u_i(\theta))_{i \in N} \rangle \quad [\text{we assume } A_i(\theta) = A_i, \forall \theta]$$

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Strategy: a plan to map type to action

$$\text{Pure: } s_i : \Theta_i \rightarrow A_i, \text{ Mixed: } \sigma_i : \Theta_i \rightarrow \Delta A_i$$

The player can experience its utility in two stages (depending on the realization of  $\theta_i$ ).

Ex-ante utility: expected utility before observing own type

$$\begin{aligned} u_i(\sigma) &= \sum_{\theta \in \Theta} P(\theta) u_i(\sigma(\theta); \theta) \\ &= \sum_{\theta \in \Theta} P(\theta) \sum_{(a_1, \dots, a_n) \in A} \prod_{j \in N} \sigma_j(\theta_j)[a_j] u_i(a_1, \dots, a_n; \theta_1, \dots, \theta_n) \end{aligned}$$

The belief of player  $i$  over others' types changes after observing her own type  $\theta_i$  according to Bayes rule on  $P$

$$P(\underline{\theta}_{-i} | \theta_i) = \frac{P(\theta_i, \underline{\theta}_{-i})}{\sum_{\tilde{\theta}_{-i} \in \Theta_{-i}} P(\theta_i, \tilde{\theta}_{-i})} \quad ; \text{ positive marginals assumption is crucial}$$

Ex-interim utility: expected utility after observing one's own type

$$u_i(\sigma | \theta_i) = \sum_{\underline{\theta}_{-i} \in \Theta_{-i}} P(\underline{\theta}_{-i} | \theta_i) u_i(\sigma(\theta); \theta)$$

Special case: for independent types, observing  $\theta_i$  does not give any information on  $\underline{\theta}_{-i}$ . Both utilities are same.

## Relationship between these two utilities

$$u_i(\sigma) = \sum_{\theta_i \in \Theta_i} P(\theta_i) u_i(\sigma | \theta_i)$$

Example 1: Two player bargaining game

Player 1: seller, type: price at which he is willing to sell

Player 2: buyer, type: price at which he is willing to buy

$$\Theta_1 = \Theta_2 = \{1, 2, \dots, 100\}, \quad A_1 = A_2 = \{1, 2, \dots, 100\}, \text{ bids}$$

If the bid of the seller is smaller or equal to that of the buyer, trade happens at a price average of the two bids. Else, trade does not happen.

Suppose type generation is independent and uniform over  $\Theta_1, \Theta_2$  resp.

$$P(\theta_2 | \theta_1) = P(\theta_2) = \frac{1}{100} \quad \forall \theta_1, \theta_2.$$

$$P(\theta_1 | \theta_2) = P(\theta_1) = \frac{1}{100}, \quad \forall \theta_1, \theta_2.$$

$$u_1(a_1, a_2; \theta_1, \theta_2) = \begin{cases} \frac{a_1 + a_2}{2} - \theta_1 & \text{if } a_2 \geq a_1 \\ 0 & \text{ow} \end{cases}$$

$$u_2(a_1, a_2; \theta_1, \theta_2) = \begin{cases} \theta_2 - \frac{a_1 + a_2}{2} & \text{if } a_2 \geq a_1 \\ 0 & \text{ow} \end{cases}$$

Common prior  $P(\theta_1, \theta_2) = \frac{1}{10000}, \quad \forall \theta_1, \theta_2$

## Example 2: Sealed bid auction

Two players, both willing to buy an object. Their values and bids lie in  $[0, 1]$

$$\text{allocation function: } O_1(b_1, b_2) = \begin{cases} 1 & \text{if } b_1 \geq b_2 \\ 0 & \text{ow} \end{cases} \quad \bigg| \quad O_2(b_1, b_2) = \begin{cases} 1 & \text{if } b_2 > b_1 \\ 0 & \text{ow} \end{cases}$$

$$\text{beliefs: } f(\theta_2 | \theta_1) = 1, \quad \forall \theta_1, \theta_2 \quad f(\theta_1, \theta_2) = 1, \quad \forall (\theta_1, \theta_2) \in [0, 1]^2 \\ f(\theta_1 | \theta_2) = 1, \quad \forall \theta_1, \theta_2$$

$$u_i(b_1, b_2; \theta_1, \theta_2) = O_i(b_1, b_2) (\theta_i - b_i) \quad [\text{winner pays his bid}]$$