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Session 1

Semestre 2

Master 1 Economics, Econometrics & Statistics

Epreuve: Advanced Microeconomics

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Final exam

- Q1 True or False. No need to explain your answer.
 - 1. In a second-price auction with (pure) common value, it is an equilibrium that every bidder bids exactly his valuation.
 - 2. In a supply-function competition, an equilibrium outcome typically achieves a strictly lower expected social welfare than the team-efficient solution, because the condition for the optimal use of *private* information does not coincide with the condition for the socially efficient use of *private* information.
 - 3. A sequential equilibrium requires that a belief system is consistent.
 - 4. In a sequential equilibrium, every information set must be reached with a strictly positive probability.
 - 5. Fix any Bayesian Nash equilibrium σ , and fix any belief system μ that is on-path consistent given σ . The combination (σ, μ) is a perfect Bayesian equilibrium.
- Q2 Consider a private-value auction environment with n bidders. Each bidder i's valuation for the good $v_i \in [0, 1]$ follows a distribution with density $2v_i$. $v = (v_1, \ldots, v_n)$ is mutually independent.
 - 1. Obtain the expected revenue for the seller in a second-price auction.
 - 2. Consider the following auction rule (called an "all-pay" auction). Every bidder i simultaneously chooses $b_i \geq 0$; the highest bidder wins (in case of multiple highest bidders, each of them wins equally likely); and every bidder i pays b_i , regardless of whether he wins or not. That is, i's payoff is $v_i b_i$ if he wins, and $-b_i$ if he loses. Assuming that there is an equilibrium where every bidder uses the same bidding strategy that

is strictly increasing, obtain the expected revenue for the seller in this auction.

3. Obtain a Bayesian Nash equilibrium of this game.

Q3 A seller of a used car knows its quality $\theta_1 \in \Theta_1 = \{10, 20, ..., 100\}$ as his private information. A buyer does not know it, but he believes that each θ_1 occurs equally likely. The timing of the game is as follows: at t = 0, Nature chooses θ_1 ; at t = 1, (without knowing θ_1) the buyer offers a price $a_2 \in \{11, 21, ..., 101\}$; at t = 2, (knowing a_2) the seller decides whether to sell it $(a_1 = 1)$ or not $(a_1 = 0)$.

For each θ_1 , the seller's (opportunity) cost of selling the car is $v_1(\theta_1) = \theta_1$, and the buyer's valuation for the car is $v_2(\theta_1) = \theta_1 + 2$. Hence, the seller's payoff is $u_1(a_1, a_2, \theta_1) = a_1(a_2 - v_1(\theta_1))$ and the buyer's payoff is $u_2(a_1, a_2, \theta_1) = a_1(v_2(\theta_1) - a_2)$.

- 1. Prove that there is no pure PBE where the buyer offers $a_2 > 11$.
- 2. Obtain one PBE in this game.
- 3. Now change the timing slightly. Between t=0 and t=1, there is an additional stage t=0.5, where the seller can send a *cheap-talk* message $m_1 \in M_1 = \Theta_1$. All the other parts of the game stay the same. Can the seller do better in some pure PBE? Explain.
- 4. Consider the same situation as in the last question with a cheap-talk message, but now assume that m_1 is a hard-evidence signaling. That is, the seller's payoff is

$$u_1(m_1, a_1, a_2, \theta_1) = \begin{cases} a_1(a_2 - v_1(\theta_1)) & \text{if } m_1 \leq \theta_1, \\ -1 & \text{if } m_1 > \theta_1, \end{cases}$$

while the buyer's payoff stays the same as before.

(a) Prove that there exists a separating PBE.

- (b) Prove that there exists a pooling PBE.
- (c) What is the refinement concept that eliminate this pooling PBE? Explain.