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Lecture 8: Stackelberg game

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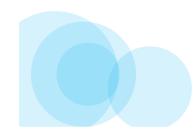
Competition between two firms: Model

- Two firms (N = 2)
- Each firm chooses a quantity $s_n \ge 0$
- Cost of producing $s_n : c_n s_n$
- Demand (or Pricing) curve: Price = $P(s_1 + s_2) = a - b(s_1 + s_2)$
- Payoffs: Profit = $\prod_n (s_1, s_2) = P(s_1 + s_2) s_n - c_n s_n$

Contents

- Example of sequential game with continuous strategy space
- Power of backward induction to find the equilibrium
- Example: Stackelberg competition
 - Sequential version of Cournot dupolog
- Stackelberg game
 - One player (the "leader") moves first, and all other players (the "followers") move after him.

Simultaneous Play: Cournot Competition (We've covered this earlier)



Best response

- Assume $c_1 = c_2 = c$
- *Best response set* for player *n* to s_{-n}:

 $R_n(\mathbf{s}_{-n}) = \arg \max_{s_n \in S_n} \prod_n (s_n, \mathbf{s}_{-n})$

• Note: arg max_{$x \in x$} f(x) is the set of x that maximize f(x)

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Example: Cournot duopoly

- Calculating the best response given s_{-n} : $\max_{s_n \ge 0} [(a - bs_n - bs_{-n})s_n - cs_n] \implies$
- Differentiate and solve:

$$a - c - bs_{-n} - 2bs_n = 0$$

• So the best response function is:

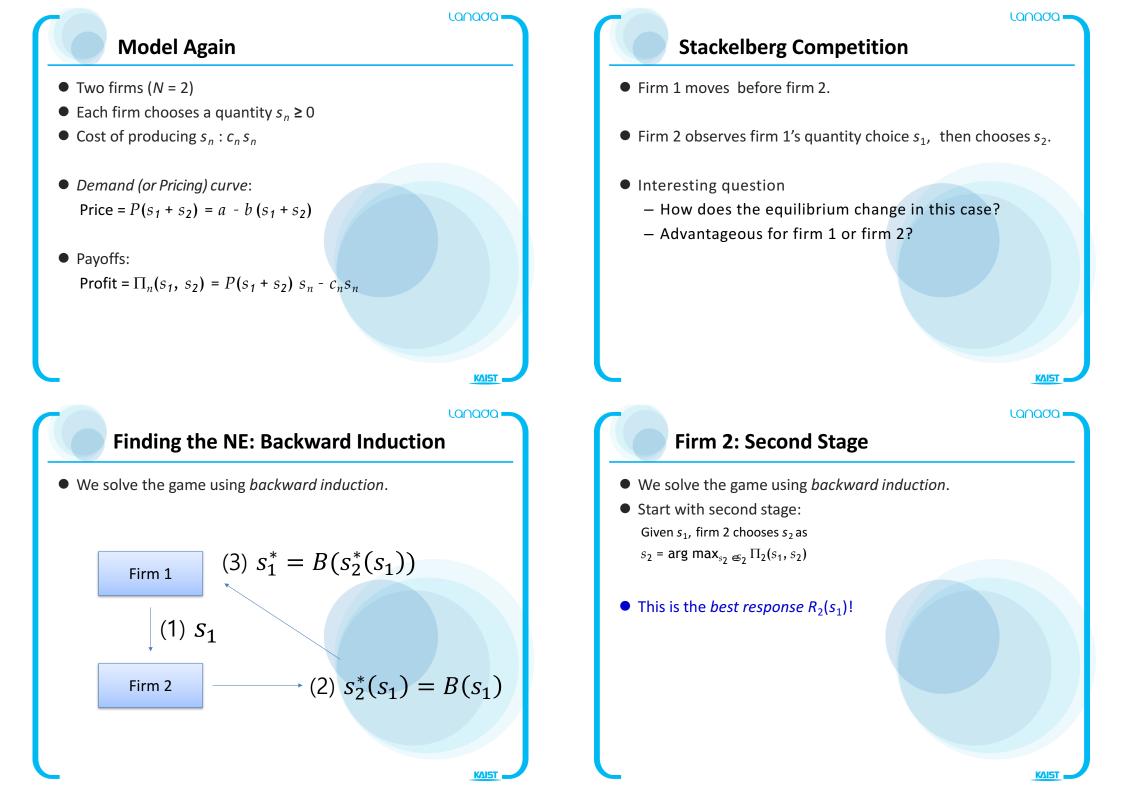
$$R_n(s_{-n}) = \left[\frac{a-c}{2b} - \frac{s_{-n}}{2}\right]^{-1}$$

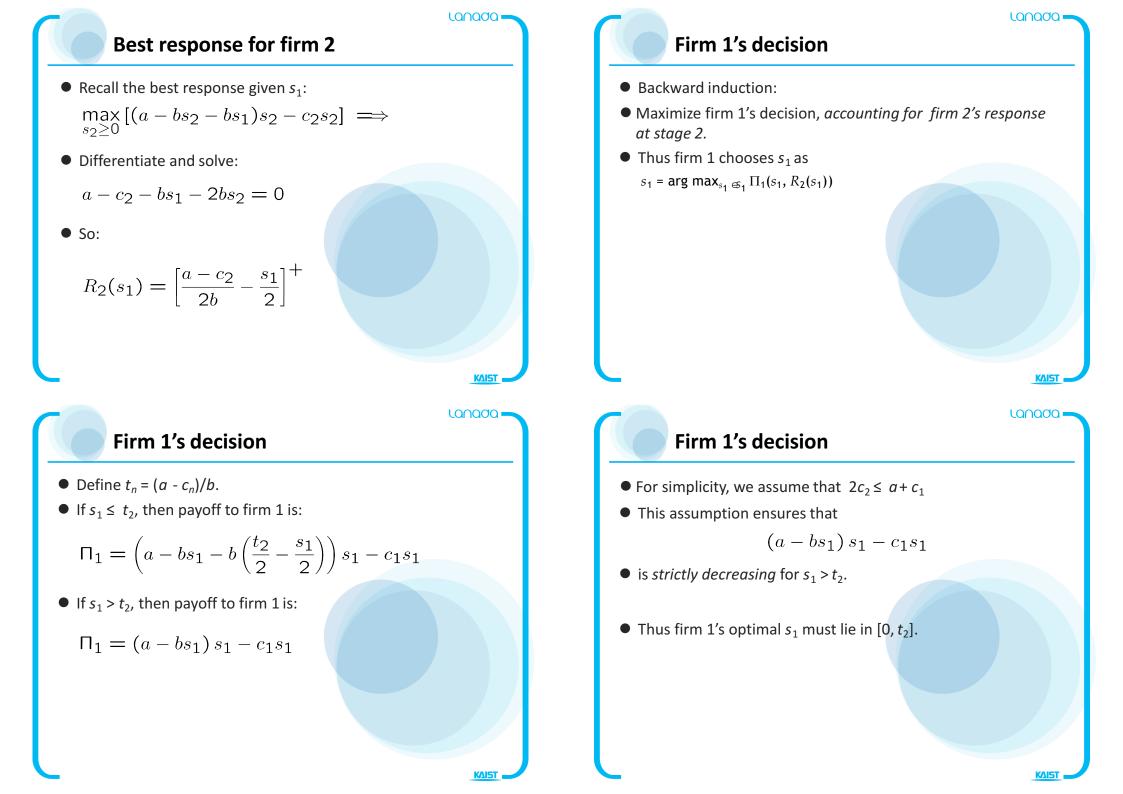


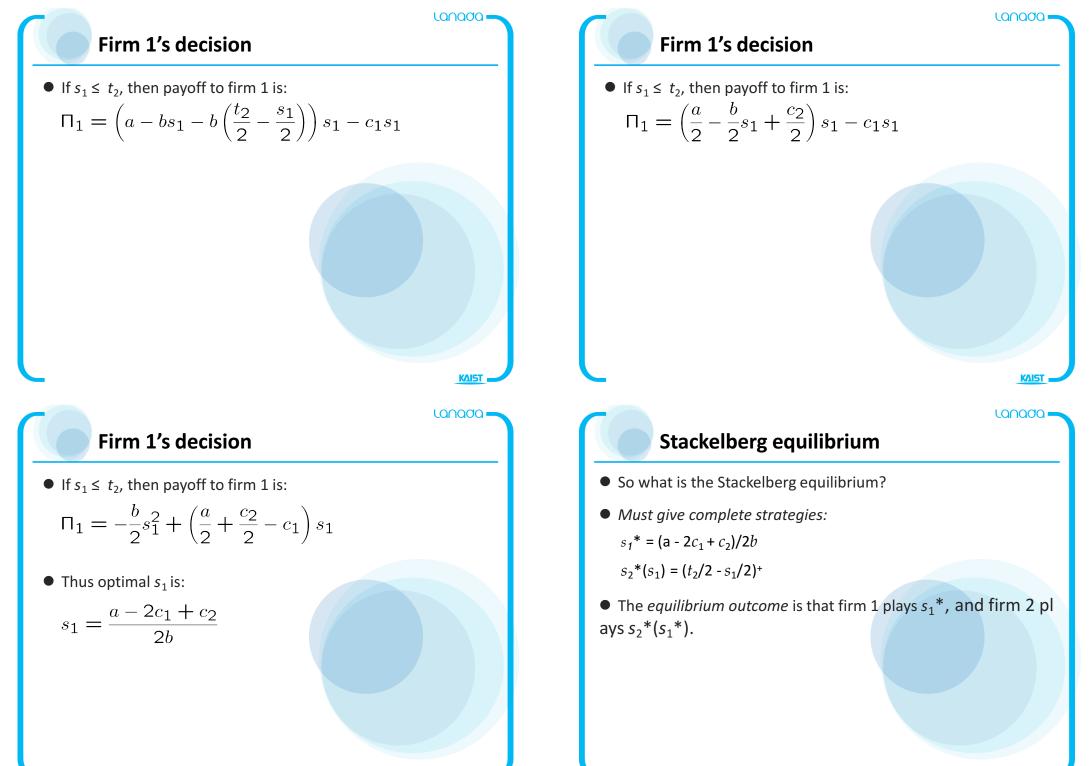
Lanada **Example: Cournot duopoly** • For simplicity, let t = (a - c)/b $R_{1}(s_{2})$ *s*₂ $R_2(s_1)$ 0 0 *s*₁

Sequential Play: Stackelberg Competition









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Comparison: Simultaneous Play vs. Sequential Play

Comparison to Cournot

- So in Stackelberg competition:
- The *leader* has *higher* profits
- The *follower* has *lower* profits
- This is called a *first mover advantage*.

Comparison to Cournot

- Assume $c_1 = c_2 = c$.
- In Cournot equilibrium:

 (1) s₁ = s₂ = t/3.
 (2) Π₁ = Π₂ = (a c)²/(9b).
- In Stackelberg equilibrium:
 (1) s₁ = t/2, s₂ = t/4.
 (2) Π₁ = (a c)²/(8b), Π₂ = (a c)²/(16b)

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Stackelberg competition: moral

• Moral:

Additional information available can lower a player's payoff, if it is common knowledge that the player will have the additional information.

(*Here:* firm 1 takes advantage of knowing firm 2 knows s_1 .)

