### PS 2703 Practice Problems October 26, 2007

## Bayes' Rule

Suppose that the state of the world is  $\omega \in \{A,B\}$  and that the probability of  $\omega = A$  is 3/4. There are two types of politicians. *Skilled* politicians correctly choose a policy corresponding to the state of the world. *Unskilled* politicians are not as competent and choose the correct policy with probability 2/3. Assume that 3/5 of all politicians are skilled. If, as a voter, you observe that the true state is A and the policy choice is B, what is the (posterior) probability that the politician is skilled? What if the true state is A and the policy choice is A?

## Bayesian Nash Equilibrium (Two Voter Jury)

Assume:

$N = \{1, 2\}$	Jury votes by unanimity rule				
p = 3⁄4	(	0	if	correct	
$\pi = 2/3$	$u_i(a, s_{-i}, \theta_i) = \begin{cases} \\ \end{cases}$	- <i>z</i>	if	innocent convicted	ļ
		z – 1	if	guilty acquitted	

Find conditions for z such that there is a sincere Bayesian Nash equilibrium.

# Extensive Form Games (Simple Tic-Tac-Toe)

Consider a very simplified version of tic-tac-toe played with a 2x2 grid instead of a 3x3 grid:



Suppose that Player 1 (X) moves first and that Player 2 (O) moves second. Use a valid game tree to represent this game (including payoffs).

# Extensive Form Game of Imperfect Information

Suppose that there are two countries, U and S. Suppose that country S first decides whether to secretly build a nuclear submarine. Later, country U chooses one of three possible actions: threaten while secretly positioning its own nuclear submarine, threaten without positioning the submarine, and not threatening. In either case where U threatens, S can respond with a pre-emptive strike or not. Formulate appropriate payoffs for U and S and represent this situation as an extensive form game.