

Common Belief Foundations of Global Games

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Introduction

- Coordination games have multiple equilibria
- Relaxing common knowledge assumptions gives uniqueness

Carlsson & van Damme "Global Games and Equilibrium Selection"
Econometrica 1993

”Regime Change” Game

- Continuum of players ”invest” or ”not invest”
- Payoffs
 - Cost of investing: $c \in (0, 1)$
 - Return to investing
 - * 1 if proportion investing is at least $1 - \theta$
 - * 0 otherwise

Equilibrium

1. Common knowledge of θ
 - Multiple equilibria if $\theta \in (0, 1)$

Equilibrium

1. Common knowledge of θ

- Multiple equilibria if $\theta \in (0, 1)$

2. Lack of common knowledge of θ

- $\theta \sim N\left(y, \frac{1}{\alpha}\right)$, $x_i \sim N\left(\theta, \frac{1}{\beta}\right)$
- unique equilibrium if and only if $\alpha^2 \leq 2\pi\beta$
- each player invests if $x_i > \hat{x}$, does not invest if $x_i < \hat{x}$
- as $\beta \rightarrow \infty$, $\hat{x} \rightarrow 1 - c$.

History of "Regime Change" Example

- "Coordination Risk and Price of Debt"
 - 1999 Working Paper
 - plenary talk at 1999 Santiago de Compostela Econometric Society European Meetings
 - published (eventually) in the *European Economic Review* 2004

"Regime Change" Example

- "Coordination Risk and Price of Debt"
- Static
 - Metz "Private and Public Information in Self-Fulfilling Currency Crises" *JE* 2002
 - Hellwig "Public Information, Private Information and the Multiplicity of Equilibria in Coordination Games" *JET* 2002

"Regime Change" Example Applications

- Dynamic
 - without signalling
 - * Morris & Shin "Coordination Risk and Price of Debt" *EER* 2004
 - * Rochet & Vives "Coordination Failures and Lender of Last Resort" *JEEA* 2004
 - * Dasgupta "Coordination and Delay in Global Games" *JET* forthcoming
 - * Morris & Shin "Liquidity Black Holes" *RF* 2004
 - * Morris & Shin "Catalytic Finance" *JIE* 2006

- Dynamic
 - with signalling
 - * Angeletos, Hellwig & Pavan "Signalling in a Global Game" *JPE* 2006
 - * Angeletos, Hellwig & Pavan "Policy in a Global Coordination Game" *this session*
 - with informational externality only
 - * Angeletos, Hellwig & Pavan "Dynamic Global Games of Regime Change" *Econometrica* 2006
 - * Angeletos & Werning "Crises and Prices" *AER* 2006

"Regime Change" Example

- "Coordination Risk and Price of Debt"
- Static
- Dynamic
- Static Generalizations
 - Corsetti, Dasgupta, Morris & Shin "Does one Soros Make a Difference?" *REStud* 2004
 - Guimaeres & Morris "Risk and Wealth in a Model of Self-Fulfilling Currency Attacks" *this session*

Usefulness of Methodology?

Catchy name, cute model but is it relevant?

1. Robustness to Endogenous Public Information (e.g., Angeletos & Werning 2005 etc...)
2. Relevance of Private Information (e.g., Sims 2006 etc...)
3. What about other ways of relaxing common knowledge assumptions (Weinstein & Yildiz 2006)?

Common belief foundations may help address these questions....

Common Belief Foundations

1. Carlsson & van Damme 1993
2. Morris & Shin "Informational Events that Trigger Currency Attacks"
Philly Fed Working Paper 1995
3. Morris & Shin "Global Games: Theory and Applications" Econometric
Society World Congress 2000
4. Hellwig 2002

Model

1. Background

- Players $\mathcal{I} = \{1, \dots, I\}$
- Finite "payoff states" θ

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- Finite "payoff states" θ

2. Type Space $\mathcal{T} = (T_i, \pi_i)_{i=1}^I$

- i 's types: T_i
- i 's belief: $\pi_i : T_i \rightarrow \Delta(T_{-i} \times \Theta)$

Model

1. Background

2. Type Space $\mathcal{T} = (T_i, \pi_i)_{i=1}^I$

3. Binary Action Game with Strategic Complementarities $\lambda = (\lambda_i)_{i=1}^I$

- i chooses $a_i \in \{0, 1\}$
- $\lambda_i(Z, \theta)$ is payoff gain to action 1 over 0 in state θ if Z is the set of opponents choosing 1, i.e.

$$u_i(1, a_{-i}, \theta) - u_i(0, a_{-i}, \theta) = \lambda_i(\{j \neq i | a_j = 1\}, \theta)$$

- $\lambda_i : 2^{\mathcal{I}/\{i\}} \times \Theta \rightarrow \mathbb{R}$, increasing in Z

Question

What joint restriction on higher order beliefs (\mathcal{T}) and payoffs (λ) gives uniqueness rationalizable outcomes?

Generalized Belief Operators I

- "Simple" event

- $F = \prod_{i=1, I} F_i$

- each $F_i \subseteq T_i$

- F is an event in $T = \prod_{i=1, I} T_i$

Generalized Belief Operators II

- Belief Operator

$$B_i^{\lambda_i}(F) = \left\{ t_i \left| \sum_{t_{-i}, \theta} \pi_i(t_{-i}, \theta) \lambda_i(\{j \neq i \mid t_j \in F_j\}, \theta) \geq 0 \right. \right\}$$

- $t_i \in B_i^{\lambda_i}(F)$ means that type t_i thinks it likely that $t_j \in F_j$ for many $j \neq i$
- monotonic: $F \subseteq F' \Rightarrow B_i^{\lambda_i}(F) \subseteq B_i^{\lambda_i}(F')$
- $B^\lambda(F) = \times_{i=1, I} B_i^{\lambda_i}(F)$

Generalized Common Belief

DEFINITION: There is *common λ -belief* of F at t if

$$t \in C^\lambda(F) \equiv \bigcap_{k \geq 1} [B^\lambda]^k(F).$$

DEFINITION: Event F is *λ -evident* if

$$F \subseteq B^\lambda(F).$$

PROPOSITION (cf, Aumann 1976, Monderer and Samet 1989): Event F is common λ -belief at t ($t \in C^\lambda(F)$) if and only if there exists a λ -evident event F' such that $t \in F' \subseteq F$.

Generalized Common Belief

- Fix $X \subseteq \Theta$ and let

$$\lambda_i^{X,p}(Z, \theta) = \begin{cases} 1 - p, & \text{if } Z = \mathcal{I} / \{i\} \text{ and } \theta \in X \\ -p, & \text{otherwise} \end{cases}$$

- Now $C^\lambda(T)$ is the event that
 1. everyone believes X with probability at least p
 2. everyone believes with probability at least p that everyone believes X with probability at least p
 3. et cetera....

Rationalizability

DEFINITION: Action a_i is rationalizable for type t_i if $a_i \in R_i^*(\boldsymbol{\lambda}, t_i)$, where

$$\begin{aligned}
 R_i^0(\boldsymbol{\lambda}, t_i) &= \{0, 1\} \\
 R_i^{k+1}(\boldsymbol{\lambda}, t_i) &= \left\{ a_i \left| \begin{array}{l} \text{there exists } \mu_i \in \Delta(T_{-i} \times \Theta \times \{0, 1\}) \text{ such that} \\ (1) \mu_i(t_{-i}, \theta, a_{-i}) > 0 \Rightarrow a_j \in R_j^k(\boldsymbol{\lambda}, t_j) \text{ for all } j \neq i \\ (2) \sum_{a_{-i}} \mu_i(t_{-i}, \theta, a_{-i}) = \pi_i(t_{-i}, \theta | t_i) \\ (3) a_i \in \arg \max_{a'_i} \sum_{t_{-i}, \theta, a_{-i}} \mu_i(t_{-i}, \theta, a_{-i}) u_i((a'_i, a_{-i}), \theta) \end{array} \right. \right\} \\
 R_i^*(\boldsymbol{\lambda}, t_i) &= \bigcap_{k \geq 1} R_i^k(\boldsymbol{\lambda}, t_i)
 \end{aligned}$$

Characterization

PROPOSITION: Action 1 is rationalizable for type t_i if and only if $t_i \in B_i^{\lambda_i}(C^\lambda(T))$.

Inverse operator:

$$\tilde{\lambda}_i(Z, \theta) = -\lambda_i(\mathcal{I}/Z, \theta)$$

PROPOSITION: Action 0 is rationalizable for type t_i if and only if $t_i \in B_i^{\tilde{\lambda}_i}(C^{\tilde{\lambda}}(T))$.

Two Player Linear Example

	Invest	Not Invest
Invest	θ, θ	$\theta - 1, 0$
Not Invest	$0, \theta - 1$	$0, 0$

$$\lambda_i(Z, \theta) = \left\{ \begin{array}{l} \theta, \text{ if } Z = \{3 - i\} \\ \theta - 1, \text{ if } Z = \emptyset \end{array} \right\}$$

Two Player Linear Example

Action 1 is rationalizable for player 1 only if

1. Player 1's expectation of θ is at least 0....

- $E_1(\theta) \geq 0$

2. Player 1's expectation of θ is at least 1 minus player 1's probability that player 2's expectation of θ is at least 0...

- $E_1(\theta) \geq 1 - \Pr_1(E_2(\theta) \geq 0)$

3. Player 1's expectation of θ is at least 1 minus player 1's probability that player 2's probability that player 1's expectation of θ is at least 0....

- $E_1(\theta) \geq 1 - \Pr_1(E_2(\theta) \geq 1 - \Pr_2(E_1(\theta) \geq 0))$

4. Et Cetera.....

Regime Change Example

- Each player invests or not invests
- Cost of investing: $c \in (0, 1)$
- Return to investing: 1 if proportion investing is at least $1 - \theta$, 0 otherwise

$$\lambda_i(Z, \theta) = \begin{cases} 1 - c, & \text{if } \frac{\#Z}{I-1} \geq 1 - \theta \\ -c, & \text{otherwise} \end{cases}$$

Regime Change Example

Action 1 is rationalizable for player 1 only if

1. Player 1's probability that $\theta \geq 0$ is at least c

- $\Pr_1(\theta \geq 0) \geq c$

2. Player 1's probability that [the proportion of other players with probability that $\theta \geq 0$ is at least c] is at least c

- $\Pr_1 \left(\frac{\#\{j \neq 1 \mid \Pr_j(\theta \geq 0) \geq c\}}{I-1} \geq 1 - \theta \right) \geq c$

3. Et Cetera.....

A Uniqueness Condition

PROPOSITION: Game λ is dominance solvable if $C^\lambda(T) \cap C^{\tilde{\lambda}}(T) = \emptyset$.

Sufficient Condition for Uniqueness

Let $t_i \equiv \left(E_i(\theta|t_i), \tilde{\psi}_i(t_i) \right) \in \mathbb{R} \times \Psi_i$

DEFINITION: i 's beliefs in differences, $\xi_i : T_i \rightarrow \Delta(\mathbb{R}^{I-1} \times \Psi_{-i})$, are

$$\xi_i(t_i) [\delta_{-i} \times \psi_{-i}] = \sum_{\theta \in \Theta} \pi_i(t_i) \left[\left(E_i(\theta|t_i) + \delta_j, \psi_j \right)_{j \neq i}, \theta \right]$$

DEFINITION: No λ -ties holds at t if for all F .

$$\sum_{t_{-i}, \theta} \pi_i(t_{-i}, \theta) \lambda_i(\{j \neq i | t_j \in F_j\}, \theta) \neq 0$$

Sufficient Condition for Uniqueness

PROPOSITION: If there is common knowledge of beliefs about differences, $\xi = (\xi_i)_{i=1}^I$, and no λ -ties, then λ is dominance solvable.

Announcement

The Stony Brook Game Theory Festival of the Game Theory Society

July 9-20, 2007

<http://www.gtcenter.org/>

Workshop on Global Games

July 18 - 20, 2007

Organizers: **Stephen Morris** (Princeton University)

Amil Dasgupta (London School of Economics)

Alessandro Pavan (Northwestern University)