Dynamic Games: Numerical Methods and Applications

Mini Course, Tel Aviv University, Day 4 Prof. Ulrich Doraszelski, University of Pennsylvania

Agenda

- Discussion of problem set.
- Computing all equilibria: Homotopy method.
- Computational burden.
- Open questions.

Learning-by-Doing

- Besanko, D., Doraszelski, U., Kryukov, S. & Satterthwaite, M. (2010) "Learning-by-Doing, Organizational Forgetting, and Industry Dynamics."
- Discrete time, infinite horizon.
- Two firms with potentially different stocks of know-how

$$\omega = (\omega_1, \omega_2) \in \{1, \ldots, L\}^2 = \Omega.$$

- In each period, the timing is as follows:
 - Firms choose prices.
 - One buyer enters the market and makes at most one purchase.
 - Learning-by-doing and organizational forgetting occur and the firms' stocks of know-how change accordingly.
- Law of motion:

$$\omega_n' = \omega_n + q_n - f_n,$$

where

- $q_n \in \{0, 1\}$ indicates whether firm n makes a sale with

$$\Pr(q_n = 1) = D_n(p_1, p_2) = \frac{\exp(v - p_n)}{1 + \sum_{k=1}^2 \exp(v - p_k)};$$

- $f_n \in \{0,1\}$ represents organizational forgetting with

$$\Pr(f_n = 1) = \Delta(\omega_n) = 1 - (1 - \delta)^{\omega_n}.$$

Bellman Equation

- Let $V_n(\omega)$ denote the expected NPV to firm n if the current state is ω .
- Firm *n*'s Bellman equation is

$$V_n(\omega) = \max_{p_n} D_n(p_n, p_{-n}(\omega))(p_n - c(\omega_n)) + \beta \sum_{k=0}^2 D_k(p_n, p_{-n}(\omega))W_{nk}(\omega),$$

where

- $p_{-n}(\omega)$ is the price charged by the other firm;
- the marginal cost of production is

$$c(\omega_n) = \begin{cases} \kappa \omega_n^{\eta} & \text{if } 1 \le \omega_n < l, \\ \kappa l^{\eta} & \text{if } l \le \omega_n \le L, \end{cases}$$

with $\eta = \log_2 \rho$ for a progress ratio of ρ ;

- $\beta \in (0, 1)$ is the discount factor;
- $W_{nk}(\omega)$ is the expectation of firm *n*'s value function conditional on buyer purchasing good $k \in \{0, 1, 2\}$ (good 0 is outside good).

Bellman Equation

• Continuation values:

$$W_{n0}(\omega) = \sum_{\omega_1'=1}^{L} \sum_{\omega_2'=1}^{L} V_n(\omega') \Pr(\omega_1'|\omega_1, q_1 = 0) \Pr(\omega_2'|\omega_2, q_2 = 0),$$

$$W_{n1}(\omega) = \sum_{\omega_1'=1}^{L} \sum_{\omega_2'=1}^{L} V_n(\omega') \Pr(\omega_1'|\omega_1, q_1 = 1) \Pr(\omega_2'|\omega_2, q_2 = 0),$$

$$W_{n2}(\omega) = \sum_{\omega_1'=1}^{L} \sum_{\omega_2'=1}^{L} V_n(\omega') \Pr(\omega_1'|\omega_1, q_1 = 0) \Pr(\omega_2'|\omega_2, q_2 = 1),$$

where

$$\Pr(\omega'_{n}|\omega_{n},q_{n}) = \begin{cases} 1 - \Delta(\omega_{n}) & \text{if } \omega'_{n} = \omega_{n} + q_{n}, \\ \Delta(\omega_{n}) & \text{if } \omega'_{n} = \omega_{n} + q_{n} - 1, \end{cases}$$

and $Pr(L|L, q_n = 1) = 1$ and $Pr(1|1, q_n = 0) = 1$.

Pricing Strategy

• $p_n(\omega)$ is unique solution to FOC:

$$0 = 1 - (1 - D_n(p_n, p_{-n}(\omega))) (p_n - c(\omega_n)) - \beta W_{nn}(\omega)$$
$$+\beta \sum_{k=0}^2 D_k(p_n, p_{-n}(\omega)) W_{nk}(\omega).$$

• No closed-firm solution. Solve numerically.

Equilibrium

- Primitives are symmetric.
- Symmetric Markov perfect equilibrium (MPE):
 - Value function $V_1(\omega_1, \omega_2) = V(\omega_1, \omega_2)$ and $V_2(\omega_1, \omega_2) = V(\omega_2, \omega_1)$.
 - Policy function $p_1(\omega_1, \omega_2) = p(\omega_1, \omega_2)$ and $p_2(\omega_1, \omega_2) = p(\omega_2, \omega_1)$.
- Existence in pure strategies is guaranteed (Doraszelski & Satterthwaite 2010), uniqueness is not.
- The goal is to compute the value and policy functions (or, more precisely, $L \times L$ matrices) V and p.

Multiple Equilibria

Proposition 1 If organizational forgetting is either absent ($\delta = 0$) or certain ($\delta = 1$), then there is a unique equilibrium.

Result 1 If organizational forgetting is neither absent ($\delta = 0$) nor certain ($\delta = 1$), then there may be multiple equilibria.



Number of equilibria.

Homotopy Method

 Besanko, D., Doraszelski, U., Kryukov, S. & Satterthwaite, M. (2010) "Learning-by-Doing, Organizational Forgetting, and Industry Dynamics."

Additional reading:

- Borkovsky, R., Doraszelski, U., & Kryukov, Y. (2010) "A User's Guide to Solving Dynamic Stochastic Games Using the Homotopy Method."
- Show that there are equilibria that the Pakes & McGuire (1994) algorithm cannot compute.
- Propose a homotopy algorithm to trace out the equilibrium correspondence.

Homotopy Method: Learning-by-Doing

• Bellman equation and FOC for state ω are

$$V(\omega) = D_1(\omega) \left(p(\omega) - c(\omega_1) \right) + \beta \sum_{k=0}^2 D_k(\omega) W_k(\omega),$$

$$0 = 1 - \left(1 - D_1(\omega) \right) \left(p(\omega) - c(\omega_1) \right) - \beta W_1(\omega) + \beta \sum_{k=0}^2 D_k(\omega) W_k(\omega),$$

or $D_1(\omega) = D_1(p(\omega), p(\omega, \omega)), k \in \{0, 1, 2\}$

where $D_k(\omega) = D_k(p(\omega), p(\omega_2, \omega_1)), \ k \in \{0, 1, 2\}.$

• The system of $2L^2$ nonlinear equations given by the collection of the above equations for each state $\omega \in \{1, \ldots, L\}^2$ defines a symmetric equilibrium.

Homotopy Method: Learning-by-Doing

• Write the system of $2L^2$ nonlinear equations (Bellman equations and FOCs) as

$$\mathbf{F}(\mathbf{x},\delta)=\mathbf{0},$$

where

$$\mathbf{x} = (V(1, 1), \dots, V(L, L), p(1, 1), \dots, p(L, L)).$$

• The object of interest is the equilibrium correspondence

$$\mathbf{F}^{-1} = \{(\mathbf{x}, \delta) | \mathbf{F}(\mathbf{x}, \delta) = \mathbf{0}\}.$$

• The homotopy algorithm follows a path from the unique equilibrium at $\delta = 0$ to the unique equilibrium at $\delta = 1$.



Equilibrium correspondence \mathbf{F}^{-1} for simple example.

Homotopy Method

- Define a parametric path to be a set of functions $(\mathbf{x}(s), \delta(s))$ such that $(\mathbf{x}(s), \delta(s)) \in \mathbf{F}^{-1}$.
- The conditions that are required to remain "on path" are found by differentiating

$$\mathbf{F}(\mathbf{x}(s), \delta(s)) = \mathbf{0}$$

with respect to s:

$$\sum_{i=1}^{2L^2} \frac{\partial \mathbf{F}(\mathbf{x}(s), \delta(s))}{\partial x_i} x_i'(s) + \frac{\partial \mathbf{F}(\mathbf{x}(s), \delta(s))}{\partial \delta} \delta'(s) = 0.$$

- While there are many solutions, all of them describe the same path.
- One solution obeys the so-called basic differential equations (BDE)

$$y'_i(s) = (-1)^{i+1} \det\left(\left(\frac{\partial \mathbf{F}(\mathbf{y}(s))}{\partial \mathbf{y}}\right)_{-i}\right), \quad i = 1, \dots, 2L^2 + 1,$$
(1)

where $\mathbf{y}(s) = (\mathbf{x}(s), \delta(s))$ and the notation $(\cdot)_{-i}$ is used to indicate that the *i*th column is removed from the $(2L^2 \times 2L^2 + 1)$ Jacobian $\frac{\partial F(\mathbf{y}(s))}{\partial \mathbf{y}}$.

• The BDE reduce the task of tracing out the equilibrium correspondence to solving a system of differential equations.

Homotopy Method: Simple Example

• Consider

$$F(x,\delta) = -15.289 - \frac{\delta}{1+\delta^4} + 67.500x - 96.923x^2 + 46.154x^3$$

with

$$\frac{\partial F(x,\delta)}{\partial (x,\delta)} = \left(\begin{array}{cc} 67.500 - 2 \cdot 96.923x + 3 \cdot 46.154x^2 & -\frac{1-3\delta^4}{(1+\delta^4)^2} \end{array} \right).$$

• Basic differential equations:

$$\begin{pmatrix} \frac{dx}{ds} \\ \frac{d\delta}{ds} \end{pmatrix} = \begin{pmatrix} \frac{\partial F(x,\delta)}{\partial \delta} \\ -\frac{\partial F(x,\delta)}{\partial x} \end{pmatrix} = \begin{pmatrix} -\frac{1-3\delta^4}{(1+\delta^4)^2} \\ -67.500 + 2 \cdot 96.923x - 3 \cdot 46.154x^2 \end{pmatrix}$$

with initial condition x(0) = 0.5 and $\delta(0) = 0$.

• Solve with e.g. finite-difference methods.



Homotopy Method

• The homotopy F is regular iff $\frac{\partial F(y)}{\partial y}$ has full rank at all points in $F^{-1}.$



 \mathbf{F}^{-1} if \mathbf{F} is regular (left panel) and irregular (right panel).

Equilibrium Correspondence: Learning-by-Doing

Result 2 The equilibrium correspondence \mathbf{F}^{-1} contains a unique path that connects the equilibrium at $\delta = 0$ with the equilibrium at $\delta = 1$. In addition, \mathbf{F}^{-1} may contain (one or more) loops that are disjoint from this "main path" and from each other.



Limiting expected Herfindahl index H^{∞} . Equilibria with $\rho\left(\frac{\partial \mathbf{G}(\mathbf{x}(s))}{\partial \mathbf{x}}\Big|_{\delta(s)}\right) < 1$ (solid line) and equilibria with $\rho\left(\frac{\partial \mathbf{G}(\mathbf{x}(s))}{\partial \mathbf{x}}\Big|_{\delta(s)}\right) \geq 1$ (dotted line).

Pakes & McGuire (1994) Algorithm

• Executes the iteration

$$\mathbf{x}^{l+1} = \mathbf{G}(\mathbf{x}^l), \quad l = 0, 1, 2, \dots,$$

where, for each state $\omega \in \{1, \ldots, L\}^2$, old guesses for the value and policy of firm 1 are mapped into new guesses as follows:

$$p^{l+1}(\omega) = \arg \max_{p_1} D_1(p_1, p^l(\omega_2, \omega_1)) (p_1 - c(\omega_1)) + \beta \sum_{k=0}^2 D_k(p_1, p^l(\omega_2, \omega_1)) W_k^l(\omega), V^{l+1}(\omega) = D_1(p^{l+1}(\omega), p^l(\omega_2, \omega_1)) (p^{l+1}(\omega) - c(\omega_1)) + \beta \sum_{k=0}^2 D_k(p^{l+1}(\omega), p^l(\omega_2, \omega_1)) W_k^l(\omega).$$

• Let A be an arbitrary matrix and $\rho(A)$ its spectral radius. Local convergence depends on $\rho\left(\frac{\partial G(x^*)}{\partial x}\right)$ at the fixed point $x^* = G(x^*)$.

Pakes & McGuire (1994) Algorithm

• "Inbetween" two equilibria that can be computed using the Pakes & McGuire (1994) algorithm, there is one equilibrium that cannot:

Proposition 2 If
$$\delta'(s) \leq 0$$
, then $\rho\left(\frac{\partial G(x(s))}{\partial x}\Big|_{\delta(s)}\right) \geq 1$.

• Let I denote the $(2L^2 \times 2L^2)$ identity matrix. Then

$$\frac{\partial \mathbf{G}(\mathbf{x}(s))}{\partial \mathbf{x}}\Big|_{\delta(s)} = \frac{\partial \mathbf{F}(\mathbf{x}(s), \delta(s))}{\partial \mathbf{x}} + I.$$
 (2)

• The BDE (1) imply

$$\delta'(s) = \det\left(\frac{\partial \mathbf{F}(\mathbf{x}(s), \delta(s))}{\partial \mathbf{x}}\right).$$

- Since the determinant of $\frac{\partial F(x(s),\delta(s))}{\partial x}$ is the product of $2L^2$ eigenvalues, if $\delta'(s) \leq 0$, then there exists at least one real nonnegative eigenvalue.
- Let A be an arbitrary matrix and $\varsigma(A)$ its spectrum. Then $\varsigma(A + I) = \varsigma(A) + 1$.
- It follows from equation (2) that $\frac{\partial G(x(s))}{\partial x}\Big|_{\delta(s)}$ has at least one real eigenvalue equal to or bigger than unity.

Equilibrium Correspondence: Learning-by-Doing

Result 3 The equilibrium correspondence \mathbf{F}^{-1} contains a unique path that connects the equilibrium at $\delta = 0$ with the equilibrium at $\delta = 1$. In addition, \mathbf{F}^{-1} may contain (one or more) loops that are disjoint from this "main path" and from each other.



Limiting expected Herfindahl index H^{∞} . Equilibria with $\rho\left(\frac{\partial \mathbf{G}(\mathbf{x}(s))}{\partial \mathbf{x}}\Big|_{\delta(s)}\right) < 1$ (solid line) and equilibria with $\rho\left(\frac{\partial \mathbf{G}(\mathbf{x}(s))}{\partial \mathbf{x}}\Big|_{\delta(s)}\right) \geq 1$ (dotted line).

Alternative Approaches to Computing all Equilibria

- If the system of equations is polynomial, then...
 - Judd, K., Renner, P. & Schmedders, K. (2012) "Finding all Pure-Strategy Equilibria in Games with Continuous Strategies."
 - Kubler, F, Schmedders, K. & Renner, P. (2013) "Computing all Solutions to Polynomial Equations in Economics."
- If movements through the state space are undirectional, then...
 - Judd, K. & Schmedders, K. (2004) "A Computational Approach to Proving Uniqueness in Dynamic Games."
 - Judd, K., Schmedders, K. & Yeltekin, S. (2012) "Optimal Rules for Patent Races."
 - Iskhakov, F., Rust, J. & Schjerning, B. (2016) "Recursive Lexicographical Search: Finding all Markov Perfect Equilibria of Finite State Directional Dynamic Games."
 - Iskhakov, F., Rust, J. & Schjerning, B. (2014) "The Dynamics of Bertrand Price Competition with Cost-Reducing Investments."

Sources of Computational Burden

- State space:
 - Suppose that each of N players can be at one of L states.
 - State space has L^N elements.
 - Symmetry reduces exponential to polynomial growth.
- Successor states:
 - Suppose that each of N players can move to one of K states from one period to the next.
 - Expectation over successor states involves K^N terms.

Alleviating the Computational Burden

System of equations:

• Ferris, M., Judd, K. & Schmedders, K. (2007) "Solving Dynamic Games with Newton's Method."

Ergodic set:

- Pakes, A. & McGuire, P. (2001) "Stochastic Algorithms, Symmetric Markov Perfect Equilibrium, and the 'Curse' of Dimensionality."
- Judd, K., Maliar, L. & Maliar, S. (2012) "Merging Simulation and Projection Approaches to Solve High-Dimensional Problems."

State aggregation and interpolation methods:

- Farias, V., Saure, D. & Weintraub, G. (2012) "An Approximate Dynamic Programming Algorithm to Solving Dynamic Oligopoly Models"
- Santos, C. (2012) "An Aggregation Method to Solve Dynamic Games"
- Arcidiacono, P., Bayer, P., Bugni, F. & James, J. (2011) "Sieve Value Function Iteration for Large State Space Dynamic Games."
- Aguirregabiria, V. and Vincentini, G. (2012) "Dynamic Spatial Competition Between Multi-Store Firms."

Alleviating the Computational Burden

Oblivious equilibrium and its extensions:

- Weintraub, G., Benkard, L. & Van Roy, B. (2008) "Markov Perfect Industry Dynamics with Many Firms."
- Weintraub, G., Benkard, L. & Van Roy, B. (2010) "Computational Methods for Oblivious Equilibrium."
- Weintraub, G., Benkard, L. Jeziorski, P. & Van Roy, B. (2008) "Nonstationary Oblivious Equilibrium."
- Benkard, L., Jeziorski, P. & Weintraub, G., (2015) "Oblivious Equilibrium for Concentrated Industries."
- Ifrach, B. and Weintraub, G. (2016) "A Framework for Dynamic Oligopoly in Concentrated Industries."

Alleviating the Computational Burden

Continuous-time stochastic games:

- Doraszelski, U. & Judd, K. (2011) "Avoiding the Curse of Dimensionality in Dynamic Stochastic Games."
- Arcidiacono, P. Bayer, P. Blevins, J. & Ellickson (2016) "Estimation of Dynamic Discrete Choice Models in Continuous Time with an Application to Retail Competition."

Discrete-time stochastic games with alternating moves:

- Doraszelski, U. & Judd, K. (2007) "Dynamic Stochastic Games with Sequential State-to-State Transitions."
- Doraszelski, U. & Escobar, J. (2016) "Protocol Invariance and the Timing of Decisions in Dynamic Games."

Open Questions

What do we know about the general properties of the set of equilibria?

 Doraszelski, U. & Escobar, J. (2010) "A Theory of Regular Markov Perfect Equilibria in Dynamic Stochastic Games: Genericity, Stability, and Purification."

What types of behaviors can arise?

- Besanko, D., Doraszelski, U., Kryukov, Y. & Satterthwaite, M. (2010) "Learning-by-Doing, Organizational Forgetting, and Industry Dynamics."
- Yeltekin, S, Chai, Y. & Judd, K. (2016) "Computing Equilibria of Dynamic Games."
- Doraszelski, U. & Escobar, J. (2012) "Restricted Feedback in Long Term Relationships."
- Balbus, L., Reffett, K. & Wozny, L. (2010) "A Constructive Study of Markov Equilibria in Stochastic Games with Strategic Complementarities."

Open Questions

How can we deal with persistent asymmetric information?

- Fershtman, C. & Pakes, A. (2012) "Dynamic Games With Asymmetric Information: A Framework For Empirical Work."
- Asker, J., Fershtman, C., Jeon, J. & Pakes, A. (2016) "The Competitive Effects of Information Sharing."
- Bernhardt, D. & Taub, B. (2012) "Oligopoly Learning Dynamics."