

## GAME THEORY - SYLLABUS 2024

Class timing: Monday and Wednesday 11:30 AM to 1 PM.

Instructor: **Debasis Mishra**; Teaching assistant: **Varun Bansal**

Course material: <http://www.isid.ac.in/~dmishra/game1.html>

The focus of the lectures will be to familiarize students on some of the fundamental ideas of game theory.

The following is a broad set of topics will be covered in the course:

1. Strategic-form games.
  - (a) Dominance
  - (b) Nash equilibrium
  - (c) Existence: (i) convex strategy sets (ii) mixed extension; computation
  - (d) Two player zero-sum games
  - (e) Correlated rationalizability and iterated elimination of dominated strategies
  - (f) Correlated equilibrium
2. Bayesian games
  - (a) Types and Bayes-Nash equilibrium
  - (b) First-price auction
  - (c) Bilateral trading
3. Repeated Games
  - (a) Infinitely repeated games
  - (b) Nash Folk theorem
  - (c) Subgame perfect equilibrium and perfect Folk theorem (reversion to Nash)
  - (d) One-shot deviation principle
  - (e) Tacit collusion

4. Extensive form games: perfect information
  - (a) Game trees and extensive forms
  - (b) Reduced form and Nash equilibrium
  - (c) Backward induction and subgame perfect equilibrium
  - (d) Mixed and behavior strategies
  - (e) Alternating offers bargaining
  
5. Extensive form games: incomplete information
  - (a) Perfect Bayesian equilibrium
  - (b) Sequential equilibrium

Tutorial sessions will be held by the teaching assistant on Wednesday 4 PM. Tutorials will cover assignments and other problems.

**EVALUATION.** There will be **assignments**, a midterm exam, and a final exam. Each assignment will be given a week to turn in. You will be asked to submit the assignments individually.

This is an approximate distribution of weights.

1. Assignments: 20%
2. Midterm: 30%
3. Finals: 50%

**TEXTBOOK:** Classnotes will be provided. Following books are good references.

- *A Course in Game Theory* by **Martin J. Osborne and Ariel Rubinstein.**
- *Game Theory* by **Michael Maschler, Eilon Solan, and Shmuel Zamir.**