

# Identification and Estimation of Dynamic Games when Players' Belief Are Not in Equilibrium

A Short Review of  
Aguirregabiria and Magesan (2010)

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## Dynamics of the game

- Two players,  $\{i, j\}$
- $T$  periods
- $X_t$  is the vector of state variables
- $Y_{it}$  is player  $i$ 's choice at time  $t$
- $\epsilon_{it}(Y_{it})$  is  $i$ 's private information; it is distributed by  $G$
- $\pi_i(Y_{it}, Y_{jt}, X_t)$  is a real value function of  $i$ 's own action, opponent's action, and state variables; it is the deterministic part of  $i$ 's payoff
- payoff function

$$\Pi_{it}(Y_{it}, Y_{jt}, X_t) = \pi_i(Y_{it}, Y_{jt}, X_t) + \epsilon_i(Y_{it})$$

## State variables and transition functions

- $X_t = (W_t, S_{1t}, S_{2t})$
- $W_t$  are some exogenous, player independent market characteristics
- $S_{it}$  is player  $i$ 's specific characteristics
- $f^W(W_{t+1}|W_t)$  is the transition function of  $W$
- $f^S(S_{t+1}|Y_{it}, S_{it})$  is the transition function of  $S$ ; it does not depend on  $j$ 's action or state

## Strategies, choice probabilities, and beliefs

- $\sigma_{it}(X_t, \epsilon_{it})$  is  $i$ 's strategy at time  $t$
- $b_{jt}^{t_o}(X_t, \epsilon_{jt})$  is player  $i$ 's belief at period  $t_o$  about the strategy of player  $j$  at time  $t$
- $P_{it}(X_t) = Pr(\sigma_{it}(X_t, \epsilon_{it}) = 1|X_t)$  is  $i$ 's choice probability
- $B_{jt}(X_t) = Pr(b_{jt}(X_t, \epsilon_{it}) = 1|X_t)$  is  $i$ 's belief of player  $j$ 's behavior at time  $t$

## Model assumptions

MOD1: Players' strategies depend on state variables

MOD2: Players maximize expected payoffs

MOD3: A player's belief of his own action is consistent with his expectation of his actual actions.

'equil': Players' beliefs about other players' actions are unbiased expectations of the actual actions of other players. That is,

$$B_{jt}(X_t) = P_{jt}(X_t)$$

MOD4: If  $T < \infty$ ,  $B_{jt}^{(t_o)} = B_{jt}$ ; if  $T < \infty$ ,  $B_{jt}^{(t_o)} = B_j$

$i$ 's belief of  $j$ 's behavior is a TxT matrix

<b>Table 1</b> <b>Sequence of Beliefs <math>B_{jt}^{(t_0)}</math></b>						
Period when beliefs are formed ( $t_0$ )	Period of the opponents' behavior ( $t$ )					
	$t = 1$	$t = 2$	$t = 3$	...	$t = T - 1$	$t = T$
$t_0 = 1$	$B_{j1}^{(1)}$	$B_{j2}^{(1)}$	$B_{j3}^{(1)}$	...	$B_{j,T-1}^{(1)}$	$B_{jT}^{(1)}$
$t_0 = 2$	-	$B_{j2}^{(2)}$	$B_{j3}^{(2)}$	...	$B_{j,T-1}^{(2)}$	$B_{jT}^{(2)}$
$t_0 = 3$	-	-	$B_{j3}^{(3)}$	...	$B_{j,T-1}^{(3)}$	$B_{jT}^{(3)}$
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$
$t_0 = T - 1$	-	-	-	...	$B_{j,T-1}^{(T-1)}$	$B_{jT}^{(T-1)}$
$t_0 = T$	-	-	-	...	-	$B_{jT}^{(T)}$

## Best response (1)

- Given a belief  $B_j$ , player  $i$  best responds by maximizing her expected utility payoff
- The key optimization criterion is the Bellman equation

$$V_{it}^B(X_t, \epsilon_{it}) = \max_{Y_{it}} \left( Y_{it} \pi_i^B(X_t - \epsilon_{it}) + \beta \int V_i^B(X_{t+1}, \epsilon_{it+1}) f^B dG \right)$$

where:

$$\pi_i^B(X_t) = B_{jt}(X_t) \pi_i(1, X_t) + (1 - B_{jt}(X_t)) \pi_i(0, X_t)$$

$$\begin{aligned} f_i^B(X_{t+1}) | Y_{it}, X_t &= f_i(X_{it+1} | Y_{it}, X_{it}) * \\ &\quad [B_{jt}(X_t) f_j(X_{jt+1} | 1, X_{jt}) + \\ &\quad (1 - B_{jt}(X_t)) f_j(X_{jt+1} | 0, X_{jt})] \end{aligned}$$

## Best response (2)

- The best response function can be represented by the threshold function

$$\{Y_{it} = 1\} \Leftrightarrow \{\epsilon_{it}(0) - \epsilon_{it}(1) \leq v_{it}^B(1, X_t) - v_{it}^B(0, X_t)\}$$

where:

$$v_{it}^B = \pi_{it}^B(Y_{it}, X_t) + \beta \int_{X', \epsilon'} V_i(X', \epsilon') f_i^B(X' | Y_{it}, X_t) dG(\epsilon')$$

- Denote  $\Lambda$  as the best response function using the explicit distribution function ( $G$ ) of  $\epsilon$ , i.e.

$$Pr(Y_{it} = 1 | X_t) = \Lambda(v_{it}^B(1, X_t) - v_{it}^B(0, X_t))$$



# Data

- There are  $M$  markets. The econometrician observes

$$\{Y_{imt}, Y_{jmt}, X_{mt}\}_{t=1}^T$$

for every market  $m$ .

- We are going to suppress  $m$  for our discussion of how to estimate the model.

## Identification assumptions

ID1:  $X_{mt} = X_t$ ,  $B_{jmt}(X) = B_{jt}(X)$

ID2: Normalization of the payoff function  $\pi(\cdot)$

ID3: There are two values of player  $i$ 's opponent's state,  $S_j^L$  and  $S_j^H$ , at which player  $i$ 's beliefs are in equilibrium; that is,

$$B_{jt}(W_t, S_i, S_j^L) = P_{jt}(W_t, S_i, S_j^L)$$

$$B_{jt}(W_t, S_i, S_j^H) = P_{jt}(W_t, S_i, S_j^H)$$

## Estimation with the assumption 'equil'

Suppose  $T = \infty$ ,

1. Observe the data  $(Y_{it}, Y_{jt}, X_t)$ ; do not observe  $\epsilon_{it}$
2. Assume that  $G$  (hence  $\Lambda$ ) and  $\beta$  are known
3. Estimate  $(\widehat{f}_t^S, \widehat{f}_t^S, \widehat{P}_{it}, \widehat{P}_{jt})$  non-parametrically
4. Inverts  $\Lambda$  to obtain  $\tilde{v}_{it}$
5. Solve the Bellman equation to obtain  $\tilde{V}$  and  $\tilde{\pi}$

$$V_{it}^B(X_t, \epsilon_{it}) = \max_{Y_{it}} \{v_{it}^B(Y_{it}, X_t) + \epsilon_{it}(Y_{it})\}$$

$$v_{it}^B(Y_{it}, X_t) = \pi_{it}^B(Y_{it}, X_t) + \beta \int V_{it+1}^B(X_{t+1}, \epsilon_{it+1}) f_{it}^B dG$$

note:

$$B_{it}(X_t) = \Lambda(v_{it}^B(1, X_t) - v_{it}^B(0, X_t))$$

$$B = P$$

## Estimation using backward induction

Same as the last slide, but suppose  $T < \infty$

- Define player  $i$ 's continuation payoff at time  $t - 1$

$$d_{it-1} = \beta \sum_{X'} \bar{V}_{it}^B(X') f_{t-1}(X' | Y_i, Y_j, X)$$

- Let  $\tilde{d}_{iT} = 0$
- Solve for  $\tilde{\pi}_{iT-1}$  and  $\tilde{\bar{V}}_{iT-1}^B$
- Calculate  $\tilde{d}_{iT-1}$
- Repeat

## Identification assumptions without the assumption 'equil'

- Instead of the assumption 'equil', we assume MOD4 and ID3, which states that there are two values of opponent's state variable,  $S_j^L$  and  $S_j^H$ , at which player  $i$ 's beliefs are in equilibrium.
- Proposition 2 states that these are sufficient conditions to non-parametrically estimate player  $i$ 's belief function and payoff function.

## Estimation without the assumption 'equil'

1. Let  $\tilde{d}_{iT} = 0$
2. Calculate  $\hat{B}_{jt}$  by formula (30) in the paper
3. Calculate  $\hat{V}_{iT}^B$  by formula (31)
4. Calculate  $\tilde{d}_{iT-1}$  of the previous period
5. Repeat

## Testing unbiased beliefs (1)

Under the assumptions MOD1, MOD2, MOD3, MOD4, ID1, and ID2, we can test the null of unbiased belief, i.e. player  $i$ 's belief of  $j$ 's behavior is consistent with the  $j$ 's actual behavior at time  $t$ ,  $B_{jt}(X_t) = P_{jt}(X_t)$ .

- Define

$$q_{it}(X) = \Lambda^{-1}(P_{it}(X))$$

- Pick  $X^a, X^b, X^c, X^d$  s.t. each value has the same value in the component of  $(S_i, W)$ , but different values of  $S_j$ .

## Testing unbiased beliefs (2)

- Define

$$\delta = \left\{ \frac{q_{it}(X_a) - q_{it}(X_b)}{q_{it}(X_c) - q_{it}(X_d)} - \frac{P_{jt}(X_a) - P_{jt}(X_b)}{P_{jt}(X_c) - P_{jt}(X_d)} \right\}$$

- Further define

$$D = \sum_{h=1}^H \left( \frac{\bar{\delta}_i^h}{se(\bar{\delta})} \right)^2$$

where  $\bar{\delta}$  is the sample mean, then  $D$  is asymptotically distributed as Chi-square with  $H$  degrees of freedom.  $H$  is the number of all possible combinations of four different values of  $S_j$  with  $S_j^a \neq S_j^b$  and  $S_j^d \neq S_j^c$ .



# Empirically testing the null of unbiased belief

**Table 8**  
**Estimated Bias in BK Beliefs**  
**Difference Between  $B_{MD}$  and  $P_{MD}$**

	Stores of BK	
	0	1
Stores of MD		
1	-0.17 (0.04)	-0.10 (0.06)
2	-0.08 (0.07)	-0.06 (0.10)

# Empirically testing the null of unbiased belief

**Estimated Bias in MD Beliefs**  
**Difference Between  $B_{BK}$  and  $P_{BK}$**

	Stores of MD	
	0	1
Stores of BK		
1	-0.03 (0.05)	0.02 (0.04)
2	0.03 (0.10)	0.04 (0.12)