## Problem Set 9

**Exercise 1.** Two players use the following procedure to divide a cake. Player 1 divides the cake into two pieces, and then player 2 chooses one of the pieces; player 1 obtains the remaining piece. The cake is continuously divisible (no lumps!), and each player likes all parts of it.

- a. Suppose that the cake is perfectly homogeneous, so that each player cares only about the size of the piece of cake she obtains. How is the cake divided in a subgame perfect equilibrium?
- b. Suppose that the cake is not homogeneous: the players evaluate different parts of it differently. Represent the cake by the set C, so that a piece of the cake is a subset P of C. Assume that if P' is a subset of P not equal to P, then each player prefers P to P'. Assume also that the players' preferences are continuous: if player i prefers P' to P then there is a subset of P' not equal to P' that player i also prefers to P. Let  $(P_1, P_2)$ , where  $P_1$  and  $P_2$  together constitute the whole cake C, be the division chosen by player 1 in a subgame perfect equilibrium of the divide-and-choose game,  $P_2$  being the piece chosen by player 2.
  - a. Is player 2 is indifferent between  $P_1$  and  $P_2$ .
  - b. Is player 1 indifferent between  $P_1$  and  $P_2$ .
- Exercise 2. Consider a T-period version of the Rubinstein alternating offer bargaining game. Player 1 makes offers at odd periods, and player 2 makes offer in even periods. Assume that T is even and  $\delta_1 = \delta_2 = \delta$ .
  - a. Calculate the unique subgame perfect equilibrium.
- b. Show that the subgame perfect equilibrium converges to the solution of the Rubinstein game when  $T \to \infty$ .
- **Exercise 3.** Consider the Rubinstein alternating offer bargaining game, and its unique subgame perfect equilibrium. Assume that  $\delta_1 = \delta_2 = \delta$ .
- a. Describe the Nash bargaining problem and solution defined by this game and subgame perfect equilibrium.
  - b. Which of Nash's four axioms does this bargaining solution satisfy?