$\begin{array}{c} PS/Ec~172,~Set~4\\ Due~Friday,~May~5^{^{TH}}~at~11:59pm\\ Resubmission~due~Friday,~May~19^{^{TH}}~at~11:59pm\\ \end{array}$

Collaboration on homework is encouraged, but individually written solutions are required. Also, please name all collaborators and sources of information on each assignment; any such named source may be used.

- Consider the following game played by *n* players who are sitting in a circle. Each player chooses one of two actions: *X* or *Y*. The players make this choice simultaneously. The payoff to a player is 0 if she chooses the same action as the person on her right, and 1 otherwise.
 - (a) 15 points. Let n be even. Find a pure Nash equilibrium or explain why none exist.
 - (b) *15 points*. Let *n* be odd. Find a pure Nash equilibrium or explain why none exist.
 - (c) 15 points. Find a completely mixed Nash equilibrium for those values of *n* for which no pure one exists. What is the expected utility to each player?
 - (d) 15 points. For those values of n for which no pure Nash equilibria exist, find a correlated equilibrium in which the expected utility to every player is 1-1/n.
- (2) 40 points. Construct an example of a knowledge space with two players, a finite set of states of the world, an event A and a state of the world ω such that $\omega \in K_1A$, $\omega \in K_2A$, $\omega \in K_1K_2A$, $\omega \in K_2K_1A$, but $\omega \notin K_1K_2K_1A$. That is, at ω both players know that A has occured, both know that the other knows, but player 1 does not know that player 2 knows that player 1 knows that A has occured.

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