# Bargaining 議價談判

#### Joseph Tao-yi Wang (王道一) Lecture 6, EE-BGT

#### Bargaining 議價談判

- Bargaining (就是「討價還價」!)
  - Process by which economic agents agree on the terms of a deal (個體間討論條件、達成交易的過程)
- Common even in competitive markets
  - The pit market in NYSE/market experiments (即使在完全競爭市場也很常見,例如紐約股市的交易坑市場)
  - Edgeworth Box (原本是用來研究談判!) was created to show range of possible bargaining outcomes
- Have you ever **bargained** with someone?

- 你有跟別人談判過嗎?

### Bargaining 議價談判

- Nash (1950, 1951):
  - (Cooperative) Nash Bargaining Solution (奈許談判解)
  - (Non-cooperative) Nash Equilibrium (奈許均衡)
- Nash could have won two Nobels...
- Nash Program: Is NBS the NE/SPE of a particular game? (奈許問: NBS是否為某賽局的NE/SPE?)
   Yes: Binmore, Rubinstein and Wolinsky (1986)
- References (參考章節):
  - -BGT, Ch. 4, HEE, Ch. 4, MGS, Ch. 23

### 2 Bargaining Experiments 兩種談判實驗

- Cooperative NBS vs. Non-cooperative NE
  - 對應合作賽局NBS和非合作賽局NE, 也有兩種談判實驗:
- 1. Unstructured Bargaining Experiments
  - Free form procedure determined by players
  - Closer to naturally occurring bargaining
  - 自由談判實驗: 雙方自行決定談判形式過程, 較接近實務上談判
- 2. Structured Bargaining Experiments
  - Procedure specified by experimenter
  - Game theory makes specific predictions
  - 制式談判實驗: 形式過程由實驗者決定, 賽局論能做出明確預測

### Negotiation Research 協商談判研究

- **3.** Negotiation Research in applied psychology – See review of Bazerman et al. (2000)
- Bazerman, Magliozzi and Neale (1985)
  - Negotiate over several issues (ex: price/quantity)
  - Free form communication with fixed deadline
  - Private point schedule (dep. on each issue)
  - 應用心理學研究:雙方各自知道自己的報酬計分方式,在一定時限自由 溝通討論,最後須在價格數量等多層面(連續或類別)上達成協議
- Results: Deals not Pareto-efficient
  - Affected by systematic heuristics and other cognitive variables (unrelated to game)
  - 結果: 達成的協議不都有效率且受到無關的經驗法則與認知因素影響

### Negotiation Research 協商談判研究

- Why not much overlap? (為何沒有交集?)
  - Game theory assumes too much rationality
  - Solvable games are too simplified
  - Hard to apply to Negotiation games
  - 賽局論假設完全理性, 解得出來賽局又太簡單, 很難用在協商研究
- Like 2 traditions of experimental economics

   Game experiments are too simplified
  - Hard to apply to market experiments
  - 正如賽局論實驗太過簡單, 很難用賽局論來預測市場實驗的結果
- But the research questions are the same!
  - 但是兩者的研究問題是一樣的!

- Test: Nash Bargaining Solution (NBS)
  - The point maximizing the product of utility gains (beyond the disagreement point)
     奈許談判解(NBS):與談判破裂相較讓雙方效用增加量的乘積最大的解
- Only point satisfying 4 axioms:
  - 1. Pareto Optimality (效率性、不受額外無關選項影響)
  - 2. Symmetry (對稱、不受效用平移伸縮影響)
  - 3. Independence of Irrelevant Alternatives (IIA)
  - 4. Independence from affine utility transformation

### Nash Bargaining Solution (NBS)

 $S^* = \arg \max_{(x_1, x_2) \in S} (x_1 - d_1)(x_2 - d_2)$ 

=  $\arg \max_{(x_1,x_2)\in S} [u_1(x_1) - u_1(d_1)][u_2(x_2) - u_2(d_2)]$ Satisfies:

- 1. Pareto Optimality (效率性):  $\forall x \in S^*, \nexists y \in S, \underline{y > x} \Leftrightarrow y_i \ge x_i \forall i, y_j > x_j$
- 2. Symmetry (對稱):

$$d_1 = d_2, (x_1, x_2) \in S^* \Rightarrow (x_2, x_1) \in S^*$$

- 3. IIA (Independence of Irrelevant Alternatives; 不受額外無關選項影響)  $S^*$  solves (T, d) if  $S^*$  solves (S, d) and  $S \subset T$
- 4. IAT (Independence from affine utility transformation, 不受效用平 移伸縮影響):  $u_1(x) = Ax + B, u_2(x) = Cx + D$

- Roth and Malouf (Psych Rev 1979)
- Player bargain over 100 lottery tickets
  - Risk neutral if can reduce compound lottery
  - - 雙方談判如何分配100張彩券(每張 = 1%機率贏得獎金)。用彩券可 讓人風險中立地決策(假設人們會把複合機率簡化成單一機率)
- 1 ticket = 1% chance winning a big prize
- Equal (\$1) vs. Unequal Prize (\$1.25/\$3.75)
- Full vs. Partial (know own prize) Info.
- NBS: 50-50 split (NBS預測: 50-50 對分)
   2×2實驗設計:獎金相同/不同,資訊透明/不透明

Inform -ation	Money Prizes	#	of T	% of Dis-					
		20	25	30	35	40	45	50	agreement
Full Info.	1/1	0	0	1	0	1	0	20	0%
	1.25/3.75	1	6	3	2	2	1	4	14%
Part. Info.	1/1	0	0	0	0	0	1	14	6%
	1.25/3.75	0	0	0	0	0	3	13	0%

- Results: Agreements cluster at 50-50
  - Rare Disagreement (很少未達成協議, 大部分 50-50 對分)
  - 14% Disagree when both know inequality
  - Divide tickets or \$\$\$ payoffs equally
  - Sensitive to \$\$\$ payoffs
  - Violate IAT (indep. of affine transformation)
  - 雙方清楚知道獎金不平等時, 有14%未達成協議(彩券 vs. 金錢平分)
  - 結果受金錢多寡影響, 違反「不受效用平移伸縮影響」公設
- "Rawlsian" Bargaining Solution explains this – Followup: Roth & Murnighan (ECMA 1982)

### "Rawlsian" Bargaining Solution

 $S^* = \arg \max_{(x_1, x_2) \in S} (x_1 - d_1)(x_2 - d_2)$ =  $\arg \max_{(x_1, x_2) \in S} [u_1(x_1) - u_1(d_1)][u_2(x_2) - u_2(d_2)]$ Satisfies:

1. Pareto Optimality (效率性):  $\forall x \in S^*, \exists y \in S, y > x$ 

- 2. Symmetry  $(d_1 = d_2, (x_1, x_2) \in S^* \Rightarrow (x_2, x_1) \in S^*$
- 3. IIA ( $S^*$  solves (T, d) if  $S^*$  solves (S, d) and  $S \subset T$ )
- 4. Independence of utility transformation preserving preference order & which player has larger gain  $x_1 - d_1 \ge x_2 - d_2 \Leftrightarrow u_i(x_1 - d_1) \ge u_i(x_2 - d_2)$  $x_i \ge y_i \Leftrightarrow u_i(x_i) \ge u_i(y_i)$

- Review earlier studies to find: (回顧先前實驗發現)
   Murnighan, Roth & Schoumaker (JRU 1988)
- Pairs settle @ final minutes (of 9-12 min)
  - Convey private info (Stubbornness/Delay Cost)?
  - 最後幾分鐘才達成協議 (用以表示自己很堅持/可以負擔延遲成本?)
- Follow-up: Roth & Schoumaker (AER 1983)
   First play against computer that gives you a lot
- Expect & get this from later human players
  - Strong Reputation (如果有人先跟軟弱的電腦談判、被訓練覺得自己 該拿比較多,接下來面對真人態度也會較強硬、並且真的拿比較多)

- Mehta, Starmer and Sugden (bk chp. 1992)
- Nash Demand Game (奈許需求實驗): 2 Players
  - Each state demand (兩人分別列出自己的需求金額)
  - Get their demand If sum  $\leq$  £10, 0 otherwise.
  - 如果總和 <= 10英鎊就會得到所求, 不然都得0

 Results: 被告知四張A合起來值十英鎊,因此要賺錢就得把四張A合 起來並同意如何平分十英鎊。實驗結果居然受此敘述(與報酬無關)影響!!

<ul> <li>Aces split 2-2:</li> </ul>	Demand	1A	2A	3A
— Agree 50-50 Split (各兩張A就對分)	£2.50	11	0	0
	£3.00-4.50	5	1	1
• Aces 1-3: (一張/三張)	£5.00	16	40	17
— Half <u>50-50</u> , (一半對分)	£5.50-7.00	0	1	11
– Half <mark>25-75</mark> ; – 22% disagree	£7.50	0	0	4
— ZZ / 0 UISagree (另一半要求25-75 <sup>,</sup> 22%爆掉)	Ν	32	42	33

#### Can BGT Explain This? 行為賽局論解釋?

- Roth (1985) explains as Coordination Game
- Two sides simultaneously propose to split tickets either 50-50 or *h*-(100-*h*)
  - 可用協調賽局解釋: 雙方同時提議分配為 50-50 或 h-(100-h)
- MSE:  $p_1 = \frac{h - 50}{150 - h}$   $p_2 = \frac{h - 50}{h + 50}$ • Disagreement rates  $= \frac{(h - 50)^2}{(150 - h)(50 + h)}$

#### Can BGT Explain This? 行為賽局論解

- Roth (bk chp 1985)
- $(h-50)^2$  Disagreement rates = (150 - h)(50 + h)
- Predicted to be  $0\% \rightarrow 7\% \rightarrow 10\%$ - For h = 50, 75, 80 in pervious experiments
- Data:  $7\% \rightarrow 18\% \rightarrow 25\%$  (Direction is right!)
- Murnighan et al. (JRU 1988) -h = 60, 70, 80, 90 predict 1%, 4%, 10%, 19%
- Actual data not as good: Constant across h

### Can BGT Explain This? 行為賽局論解釋?

- Cause of Disagreement: Self-Serving Bias
  - "What is better for me" = "Fair"
  - 自利偏誤(對我自己有利的才叫公平):加進上述協調賽局可解釋實驗結果
- Add this to the above coordination game

   Can explain higher disagreement rate in data
- Same in Kagel, Kim and Moser (GEB 1996):
  - Ultimatum over 100 tickets (P/R value differently)
    用最後通牒談判分配100張(對兩人價値不同的)彩券
- P private value higher/lower → Propose 45%/30%
  - 對方不知道價值時提議者會在己方價值高(低)時提議55-45(70-30)
  - Knowing P value higher, R rejects 40%, wants >50%
  - 回應者知道對方價值較高時會要求比50-50更好,使拒絕機率上升到40%

#### Babcock et al. (AER 1995, Law&Social Inquiry 1997)

- Self-serving bias Exp: Loewenstein et al. (JLegalStud 93')
- Read 27-page actual legal case 讀27頁卷宗/談判和解
   Motorcyclist sues driver: \$100,000 injury damage
- Bargain for 30 min. to settle it for ?? dollars
  - \$5000 legal fees for every 5-min delay
  - Retired judge imposes award if no agreement
- First Guess what judge would award
  - US\$1 (or 1 Grade Point) for every \$10,000
  - 30分鐘談判和解(訴訟金額\$100,000), 每延遲5分鐘須付\$5000律師費
  - 事先預測和解不成法官會如何判 (實驗中\$10,000 = 一美金或 1 GPA)

#### Gap of E(judgment) Predicts Disagreement

- Baseline: 70% cases settled at period 3-4 (out of 6)
- E(judgment) differ by \$20,000 (20% of \$100,000)
  - 控制組結果: 70%的組在第3-4回合達成和解(總共6回合)
  - 雙方預期判決結果的落差在\$20,000左右(訴訟金額的20%)

Experimental		Settlement Stat.			E(judgment) Gap		
Condition	Ν	%	periods	(s.e.)	mean	(s.e.)	
Control (Babcock 95)	47	72	3.75	(0.28)	\$18,555	(3,787)	
Control (Babcock 97)	26	65	4.08	(0.46)	\$21,783	(3,956)	

#### More Pairs Settled (and More Rapidly) if...

- Don't know role @ reading: 94% (in 2.51 pds)
   Or, before bargaining, 1<sup>st</sup> tell about bias &
- List Weakness of own case: 96% (in 2.39 pds)

Experimental		Settlement Stat.			E(judgment) Gap		
Condition	Ν	%	periods	(s.e.)	mean	(s.e.)	
Control (Babcock 95) Didn't know roles	47	-72	<b>3</b> .75	(0.28)	-\$18,555	(3,787)	
Didn't know roles	47 <b>4</b>	94	2.51	(0.21)	-\$6,275	<b>.04</b> ,179)	
Control (Babcock 97) 1 <sup>st</sup> List weakness	26	-65	<b>4</b> .08	(0.46)	\$21,783	(3,956)	
1 <sup>st</sup> List weakness	23	96	2.39	(0.34)	\$4,676	<b>€0</b> ,091)	

### Summary for Unstructured Bargaining

- Focal points affect bargaining outcome
- Chip value affect bargaining outcome

   Violate IAT Axiom of NBS
- BGT Explanation: Bargainers try to coordinate under multiple focal points
- Self-serving bias predict costly delay/settle
  - "Outcome favoring me is more likely/fair"
  - Caused by knowing my role when reading case

- Finite Alternating-Offer Game (有限回交互提案)
- Binmore, Shaked & Sutton (1985): 2 period
- 1 offers a division of 100p to 2
- If 2 rejects, makes counteroffer dividing 25p
   成員甲提議如何分配100p,成員乙回應。若拒絶則由他提議分配25p
- SPE: Offer 25-75 (子賽局完全均衡: 成員甲提議25-75)
- Experimental Results: mode at 50-50, some 25-75 and others in between
  - 實驗結果: 提議分配的衆數在50-50, 有些在25-75, 其他在兩者之間

- Neelin, Sonnenschein and Spiegel (1988)
  - Economics undergrads yield different results
- Are they taught backward induction? Also,
   經濟系大學部學生實驗結果不同,因為學過倒推法? 還是實驗說明?
- Binmore "YOU WOULD BE DOING US A FAVOR IF YOU SIMPLY SET OUT TO MAXIMIZE YOUR WINNINGS."
- Neelin "You would be discussing the theory this experiment is designed to test in class."

- Social Preference or Limited Strategic Thinking? (是因為人們有社會偏好,還是理性思考有限制?)
- Johnson, Camerer, Sen & Rymon (2002), "<u>Detecting Failures of Backward</u> <u>Induction: Monitoring Information Search</u> <u>in Sequential Bargaining</u>," *Journal of Economic Theory*,104 (1), 16-47.
- Some do not even look at the last stage payoffs in 3-stage bargaining games!
   三回合談判,有人「不看」最後一回合

- Random Termination vs. Discounting
- Zwick, Rapoport and Howard (ToD 1992)
- Divide \$30 with random termination
- Continuation probabilities 0.90, 0.67, 0.17
- SPE: 14.21, 12, 4.29

   Accepted final offers: 14.97, 14.76, 13.92
- Close to discounting results (50-50 & SPE) - 14.90, 14.64, 13.57

### Structured Bargaining

- Fixed Delay Cost in Bargaining – Lost wages, profits, etc.
- SPE: Strong side (lower delay cost) gets all
- Rapoport, Weg and Felsenthal (ToD 1990)
   Divide 30 shekels (pseudo-infinite horizon)
   Fixed Cost: 0.10 vs. 2.50 or 0.20 vs. 3.00
- Strong support for SPE: In the 1<sup>st</sup> round,
  - Strong P offer 4.4-7.9, weak R accept 60-80%
  - Weak P offer low, strong R accept 30%, but later quickly settle in 2<sup>nd</sup> (35%) or 3<sup>rd</sup>-4<sup>th</sup> (22%)

### **Outside Option and Threat Points**

- Binmore, Shaked and Sutton (QJE 1989)
  - Two players bargain over £7, discount  $\delta=0.9$
  - Player 2 has outside option of  $\pounds 0$ ,  $\pounds 2$ , or  $\pounds 4$
- Split-the-difference (NBS): 47%, 64%, 76%
   Divide surplus beyond the threat points
- Deal-me-out (SPE): 47%, 47%, 57% (=4/7) – Options matter <u>only if is credible</u>; ignore if  $< \frac{\delta}{1-\delta}$
- BGT, Figure 4.4: Deal-me-out wins
   £0, £2: spike around 50% / £4: cluster @ 57%

## Incomplete Information

- Add Asymmetric Information to bargaining
- More realistic, but
  - Hard to bargain for a bigger share AND convey information at the same time
- Might need to turn down an offer to signal patience or a better outside option

- Rapoport, Erve, and Zwick (MS 1995)
- Seller: Own item (worthless to herself)
- Buyer: Private reservation price is unif.[0,1]
- Seller makes an offer each period
- Common discount factor  $\boldsymbol{\delta}$

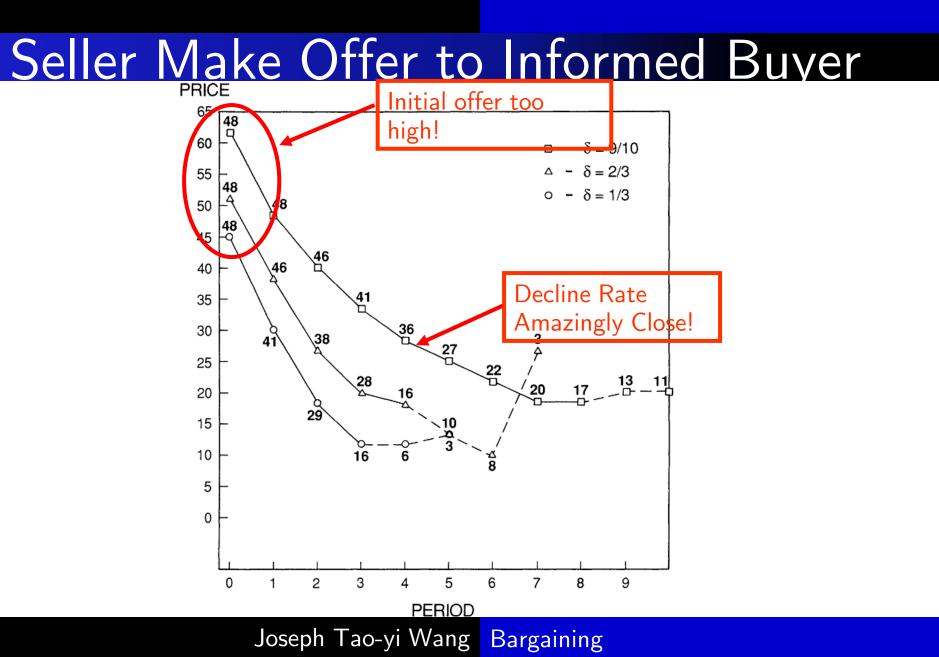
- Unique Sequential Equilibrium:
- Seller Offer:

$$p_0 = \gamma \cdot \frac{1 - \delta}{1 - \gamma \cdot \delta}, \quad \gamma = \frac{1 - \sqrt{1 - \delta}}{\delta}$$

• Subsequently:  $p_t = p_0 \cdot \gamma^{\iota}$ 

• Buyer Accepts if  $p_t \leq v \cdot \frac{1-\delta}{1-\gamma \cdot \delta}$ 

- Complicate Strategy: Depend on  $\delta$ 
  - Price discriminate high/low-value buyers
  - Price declines slow enough so high-value buyers will not want to wait
- Can subjects get these in experiments?
   Different δ : H (0.90), M (0.67), L (0.33)
   Opening p<sub>0</sub>: H (0.24), M (0.36), L (0.45)
  - -Discount y : H (0.76), M (0.68), L (0.55)



- Can subjects get these in experiments?
  Different δ: H (0.90), M (0.67), L (0.33)
  Opening p<sub>0</sub>: H (0.24), M (0.36), L (0.45)
  Discount γ: H (0.76), M (0.68), L (0.55)
- Buyers accept the  $1^{\rm st}$  or  $2^{\rm nd}$  offer below v Accept offers too soon
- Sellers ask for higher prices (than equil.)
   But discount γ : Η (0.81), Μ (0.68), L (0.55)

### Strikes and 1-Sided Information

- Forsythe, Kennan and Sopher (AER 1991)
- Only Informed bargainer I sees pie size – Either large (  $\pi_{g}$ ) or small (  $\pi_{b}$ )
- Free-form bargaining
- Uninformed U can strike to shrink pie by  $\gamma$
- Can we predict what happens?

### Strikes and 1-Sided Information

- Myerson (1979): Revelation Principle
  - I announces true state
  - U strikes to shrink pie by  $\gamma_g$  or  $\gamma_b$
  - I gives U (based on true state)  $x_{\rm g}$  or  $x_{\rm b}$
- IC requires:

$$(\gamma_g - \gamma_b)\pi_b \le x_g - x_b \le (\gamma_g - \gamma_b)\pi_g$$

## Strikes and 1-Sided Information

• Interim Incentive Efficiency requires:

$$\gamma_g = 1, x_g - x_b = (1 - \gamma_b)\pi_g$$

- Strike (  $_{V_b}<\!\!\!\!1$  ) if and only if  $p\pi_g>\pi_b$
- Deriving this is complicated...
- Could ANY subject get close to this?

## Strikes and 1-Sided Information

- Random Dictator (RD) Axiom:
  - Agree fair mix between each being dictator to propose mechanism
- Then:

$$\gamma_g = 1, x_g = \frac{\pi_g}{2}, \gamma_b = \frac{1}{2}, x_b = 0 \text{ if } p\pi_g > \pi_b$$
  
 $\gamma_g = 1, x_g = \frac{\pi_b}{2}, \gamma_b = 1, x_b = \frac{\pi_b}{2} \text{ if } p\pi_g < \pi_b$ 

## Strikes and 1-Sided Information

- This is a win-win experiment:
  - Success if theory predictions are close
  - If not, will point to which assumption fails
- Forsythe et al. (AER 1995):
  - 10 minute sessions; written messages
- Is Myerson (1979) confirmed?
   Surprisingly yes, though not perfect
  - Surprisingly yes, though not perfect...

						$p\pi_g < \pi_b$				
S	Strike Condition Off									
	Game	p	State	π	$\pi_{\mathrm{U}}$	$\pi_{\mathrm{I}}$	total	%Strike		
			b	2.80						
		ΟΕ	Ъ	4.20				6.0 0.0		
		0.5	aver.	2 50	1.50	1.80	3.29			
			pred.	3.50	1.40	2.10	3.50	0.0		
	IV		b	2.40						
			bD	6.80						
		0.25	aver.	2 50	1.21	2.04	3.24	7.4		
			pred.	3.50	1.20	2.30	3.50	0.0		

						$p\pi_g > \pi_b$			
S	Strike Condition On								
	Game	p	State	π	$oldsymbol{\pi}$ $_{\mathrm{U}}$	$oldsymbol{\pi}_{\mathrm{I}}$	total	%Strike	
	I		b	1.00					
		0.5	g	6.00					
		0.5	aver.	3.50	1.05	2.00	3.05	%Strike 13.0 7.1 9.3	
			pred.		1.50	1.75	3.25	7.1	
	II		b	2.30					
		0.75	g	3.90					
		0.75	aver.		1.41	1.76	3.18	9.3	
			pred.	3.50	1.46	1.75	3.21	8.3	

- Both buyers and sellers have private information
- Sealed-Bid Mechanism
  - Both write down a price
  - Trade at the average if  $p_b\!>p_s$
  - Call Market: Many buyers vs. many sellers
- Two-Person Sealed-Bid Mechanism
   One form of bilateral bargaining

- Two-Person Sealed-Bid Mechanism
- Buyer V ~ unif.[0,100]; Seller C ~ unif.[0,100]
- Piecewise-linear equilibrium: (not unique)
  - Chatterjee and Samuelson (1983)
  - Max. ex ante gains (Myerson & Satterthwaite 83)  $p_b = \begin{cases} V & \text{if } V < 25 \\ \frac{25}{3} + \frac{2}{3}V & \text{if } V \ge 25 \\ p_s = \begin{cases} 25 + \frac{2}{3}C & \text{if } C < 75 \\ C & \text{if } C > 75 \end{cases}$

- Radner and Schotter (JET 1989): 8 sessions
- 1, 2, 8: Baseline as above
- 3: Trade at price (v + c + 50) / 3 if v>c+25
  Should bid their values v =V, c = C
- 4: Price = v, (Buyers should bid v = V/2)
- 5,6: Alternative distribution for more learning – Distribution w/ more trade (for learning): m=0.438
- 7: Face-to-face bargaining

Estima	ated	Buyer	<b>Bid</b> Fi	unctic	n Slo	pe
		Below cut			ve cutoff	
Session	β	<b>β</b> hat	T-stat	β	$\beta$ hat	T-stat
1	1	1.00	(0.01)	0.67	0.85*	(4.14)
2	1	0.91	(-0.52)	0.67	1.06	(1.28)
8	1	0.91	(-0.14)	0.67	0.80*	(2.32)
3	1	0.92	(-0.08)	1	0.73*	(-2.64)
4	0.5	0.55	(0.66)	0.5	0.58*	(2.32)
5	1	0.80*	(-4.17)	0.438	0.50	(1.12)
6(-20)	1	0.85	(-1.40)	0.438	0.40	(-0.56)
6(21-)	1	1.11	(0.70)	0.438	0.32	(-1.55)

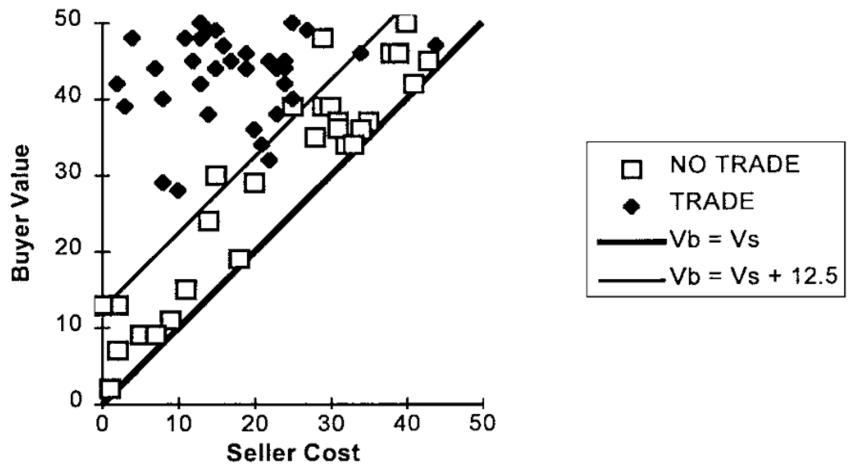
Estimated Seller Bid Function Slope							
	Be	elow cut	off	Above cutoff			
Session	ר <b>β</b>	<b>β</b> _hat	T-stat	β	$\beta_hat$	T-stat	
1	0.67	0.58	(-1.38)	1	0.97	(-0.32)	
2	0.67	0.74	(1.28)	1	1.07	(0.14)	
8	0.67	0.75	(1.65)	1	1.07	(0.17)	
3	1	1.06	(1.04)	1	0.67	(-0.58)	
5	0.438	0.48	(0.87)	1	1.00	(0.60)	
6(-20)	0.438	0.57*	(2.16)	1	0.97	(-0.79)	
6(21-)	0.438	0.52	(1.20)	1	0.95	(-0.69)	

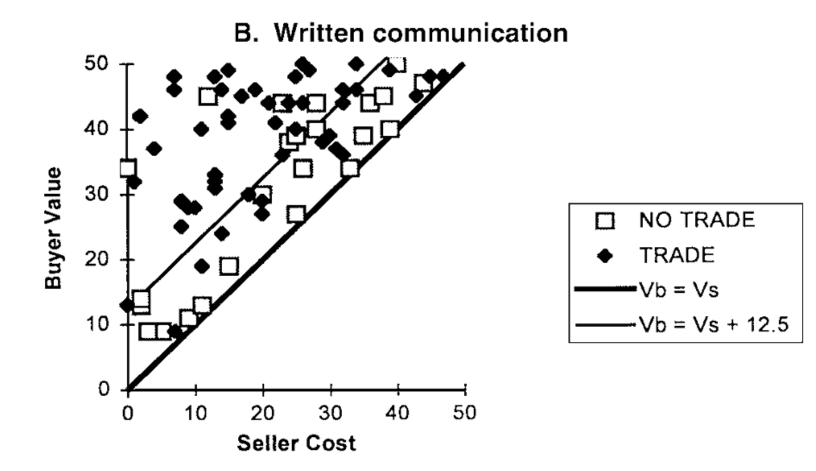
- Face-to-face yields efficiency 110%
  - Some truthfully reveal; others do not
- Radner and Schotter (1989, p.210):
  - The success of the face-to-face mechanism, if replicated, might lead to a halt in the search for better ways to structure bargaining in situations of incomplete information.
  - It would create, however, a need for a theory of such structured bargaining in order to enable us to understand why the mechanism is so successful.

- Follow-up Studies:
- Schotter, Snyder and Zheng (GEB 2000)
   Add agents
- Rapoport and Fuller (1995)
   Strategy method; asymmetric value dist.
- Daniel, Seale and Rapoport (1998)
   Asymmetric value distribution (20 vs. 200)
- Rapoport, Daniel and Seale (1998)
   Flip buyer-seller asymmetry; fixed pairing

- Valley et al. (GEB 2002): Communication
- Buyer/Seller Values/Costs ~ uniform[0, \$50]
   Bargain by stating bids; 7 periods; no rematch
   Half had no feedback
- No communication: Sealed-bid in 2 minutes
- Written communication: Exchange messages for 13 minutes before final bid
- Face-to-face: Pre-game communication

A. No communication





C. Face-to-face communication 50 40 NO TRADE **Buyer Value** 30 TRADE Vb = Vs 20 Vb = Vs + 12.5 10 0 50 20 30 40 10 0 Seller Cost

- Empirical bid function slope = 0.7 (~0.67)
- Why are there "gains of communication"?
- Slope of buyer bids against seller bids=0.6
- Buyers bid higher when seller bids higher
  - Mutual bidding of values (common in students)
  - Mutual revelation of values (com. in students)
  - Coordinating on a price (40% written; 70% face)

- Coordinating on a price
   Happens 40% in written, 70% in face-to-face
- Not truth-telling (only 1/3)
   TT not coordinated (4% written, 8% face)
- Feel each other out; give enough surplus
   Modal equal split of surplus
- Variance of surplus doubles (by mismatch)

# Conclusion

- Unstructured Bargaining
  - Focal divisions; competing focal points
  - Self-serving bias (erased by veil of ignorance or stating weakness of own case)
- Structured Bargaining
  - Deviate toward equal splits
  - Social preference models could explain this
  - But Johnson et al. (JET 2002) suggest limited look-ahead as reason for such deviations

## Conclusion

- Outside options affect bargaining divisions only if threats are credible
   – Lower fixed cost player gets everything
- Information Asymmetry: One-Sided
  - Revelation Principle + Random Dictator: Good
  - Bazaar mechanism:
  - Offers decline as theory predicts, but start too high and respond to  $\,\delta\,$  wrongly
  - Buyers accept too early

## Conclusion

- Bilateral Bargaining: Two-Sided
  - Sealed-bid mechanism: between truthful revelation and piecewise-linear equilibrium
- Players over-reveal values in face-to-face
   Too honest, but "more efficient"
- Communication  $\rightarrow$  agree on a single price
- Why theory does better in sealed-bid than alternative-offer bargaining?
  - Is sealed-bid cognitively more transparent?



感謝 Management Science還有以下三位教授讓我們在第47張 投影片使用下述論文的圖片:

Amnon Rapoport & Ido Erev & Rami Zwick, 1995. "An Experimental Study of Buyer-Seller Negotiation with One-Sided Incomplete Information and Time Discounting," Management Science, INFORMS, vol. 41(3), pages 377-394, March.

感謝Games and Economic Behavior 還有以下四位教授讓我們 在77、78、79 這三張投影片中,使用以下文章的一張圖表: Kathleen Valley<sup>a</sup>, Leigh Thompson<sup>b</sup>, Robert Gibbons<sup>c</sup>, Max H. Bazerman<sup>d</sup> "How Communication Improves Efficiency in Bargaining Games," Games and Economic Behavior, Volume 38, Issue 1, January 2002, Pages 127–155