

## Some Topics and Concepts covered since the Midterm

The following are **some** (but not all) of the ideas and definitions from the second half of the course. You might want to make sure you know something about these.

Game trees: nodes and actions

### **Backward Induction**

First- and second-mover advantages

Incentives

Hold-up problems

Commitment and Credibility

Entry, fighting and reputation (discussed informally only)

Waiting versus pre-empting (especially in duel)

Zermelo's Theorem

Bargaining

Imperfect information

Information sets

Strategies for extensive-form games

Sub-Games and Sub-Game Perfection

Strategic effects (for example, whether to invest before Cournot)

Wars of attrition

Finitely repeated Games

Renegotiation. (discussed informally only)

Infinitely repeated games

Cooperation, rewards, punishments and patience

The Grim Trigger strategies and others.

Information Unraveling

Signaling: separating equilibria

Auctions, types and winners'