Discussion of "Rules and Commitment in Communication"

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Strong test of the theory

- Typically we see:
 - test of a specific theory in a single game, or
 - a horse-race between multiple theories, but again in a singe game;

and

- often behavioral models (psychological motivations and/or bounded rationality) fit better, but also involve more degrees of freedom
- Common theoretical framework for testing several models of communication.
- ► Theory has rich implications → allows for a strong test of various behavioral models.

U100 vs. V100

- The two treatments are isomorphic in terms of monetary payoffs, yet the behavior is different: more info. revealed in V than in U.
- Message spaces are different:
 - ► {*r*, *b*, *n*} vs.
 - $\{r, n\}$ or $\{b, n\}$ dep. on state
- Any relevant psychology or bound. rationality?
 - errors (QRE skip, already done)
 - honesty
 - hierarchical thinking (level-k)

Some data

| | U100 | | Messages | | | | V100 | | Messages | | |
|---|----------|---|----------|-----|-----|--------|---------|---|----------|-----|------|
| _ | | | r | b | n | | | | r | b | n |
| _ | States | R | 100% | 0 | 0 | | Charles | R | 0 | 0 | 100% |
| | | В | 50% | 50% | 0 | States | В | 0 | 50% | 50% | |
| | | | | | | | | | | | |
| | Messages | | | | | | | | Messages | | |
| | | | r | b | n | | | | r | b | n |
| 0 | States | R | 74% | 12% | 14% | States | a | R | 51% | 0 | 49% |
| S | | В | 44% | 39% | 17% | | States | В | 0 | 58% | 42% |

Table 5: Theoretical Predictions and Data: V100 and U100

Honesty

- Honesty:
 - cost of lying (Gneezy 2005, Kartik 2009)
 - guilt (Battigali et al. 2013)
- Evidence: e.g., Blafoutas *et al.* (2013), Castillo *et al.* (2013), Dana *et al.* (2005), Mazar *et al.* (2008)
- Fully honest fringe:
 - $\blacktriangleright\,$ in both U100 and V100 \rightarrow fully reveal the state
 - How much of this in the data?
 - \blacktriangleright Mimicking is not useful \rightarrow would not affect the equilibrium
 - ▶ Honest fringe \rightarrow rel. high freq. $(B, b) \rightarrow$ not quite in the data

Level-k

- Non-equilibrium model of best-reply behavior to simplified models of others, due to, Stahl & Wilson (1994, 1995), Nagel (1995):
 - ▶ level-k player believes the opponent is level-(k − 1), i.e., one-step less sophisticated
 - chooses optimally
 - how does level-0 behave?
 - random? this is too naive...
 - follow the signal (and prior otherwise)? similar Cai & Wang (2006)
- Level-k:
 - Level-1 receiver and level-2 sender should already behave as fully Bayesian actors.
 - Level-1 sender \rightarrow send *r* whenever possible and *n* otherwise;
 - ▶ Rel. high freq (B, r) in U and $(B, n) \rightarrow$ not in the data

A few ad-hoc notes

- What about base-rate neglect? E.g., El-Gamal & Grether (1995) more recently Palfrey & Wang (2012). Does not help in the V tr.
- The theory benchmark anchored is in equilibrium analysis. 25 rounds allows comparison of experienced vs. inexperienced. Would level-k fit the former and eqm. the latter?
- There are multiple equilibria in both U and V conditions.
 - In U100 u can be used in place of r just like in V100 where it has to be that way.

► In V80 another equilibrium that matches that in U80 (ft. #8). Eqm. selection is one of the natural problems to tackle with experiments.