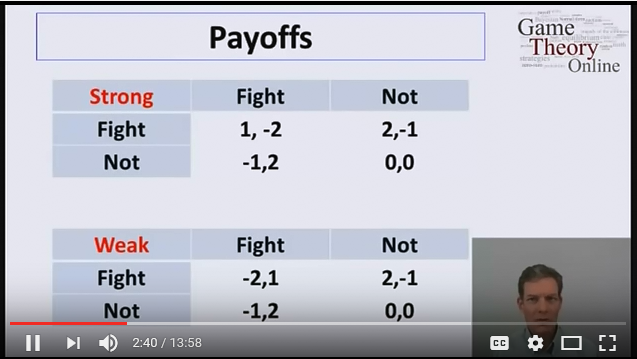
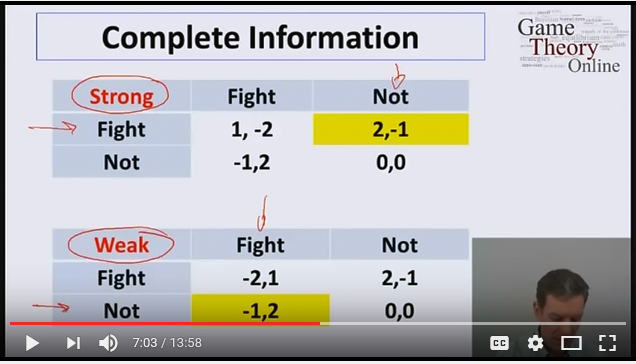


6 - 1 - Conflict Example -Game Theory-Matthew O. Jackson & Yoav Shoham

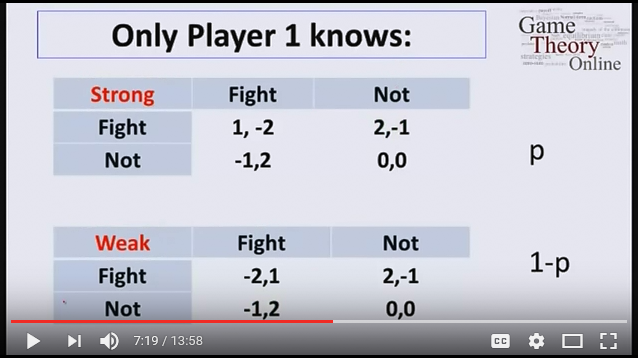




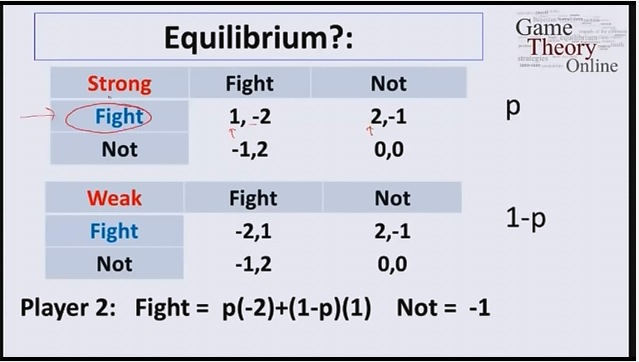
Player 1 comes in two forms: Strong or Weak.

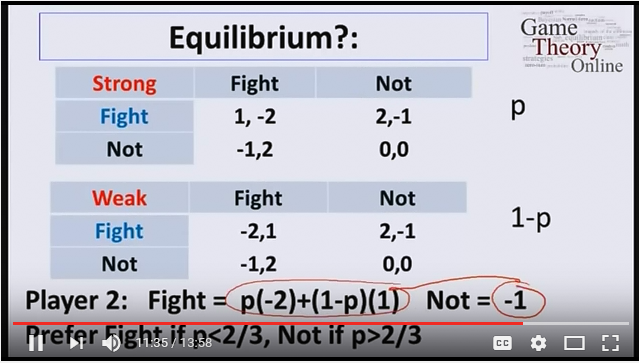


If both players have complete information than it is easy to analyze. But what if only Player 1 knows his type but Player 2 does not.

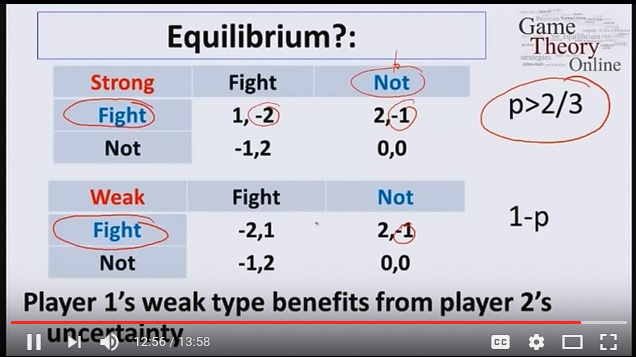








Player 2’s best response depends on prob. P



WE have a different Equilibrium than that of a complete information game.