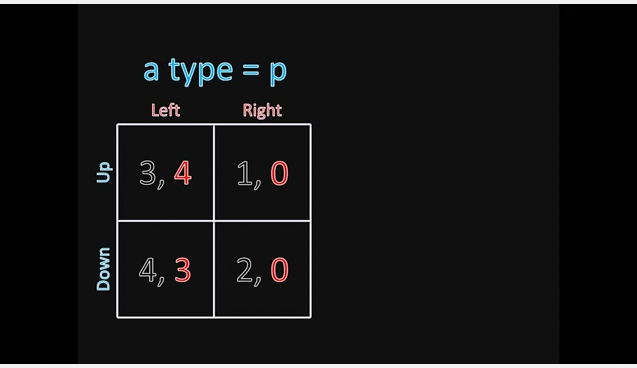
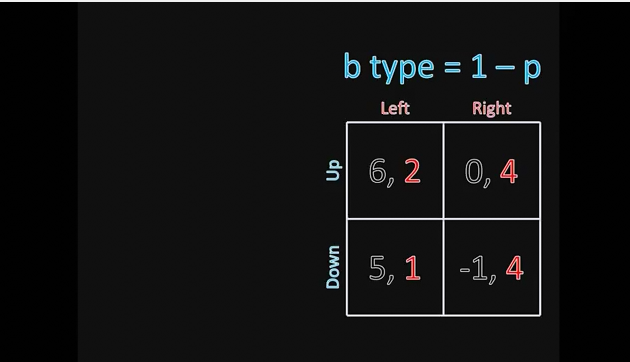
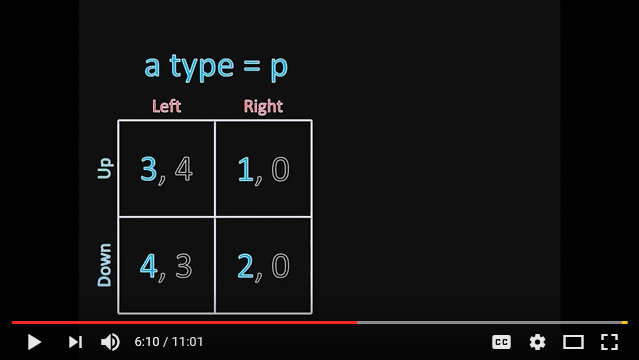
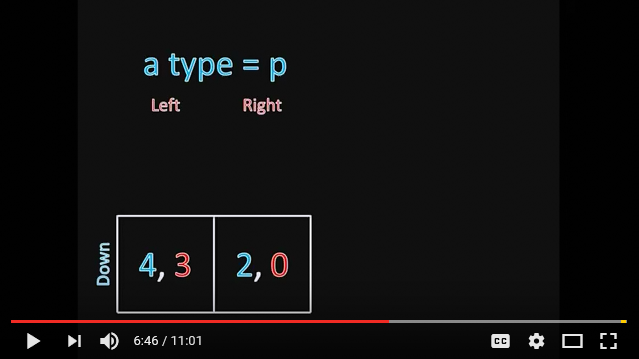


One-sided incomplete information. Player 1 (row player) know’s it’s type but player 2 does not know Player 1’s type. Player 2 has a single type.

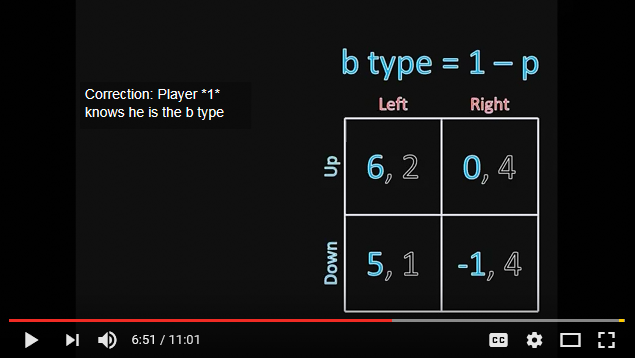


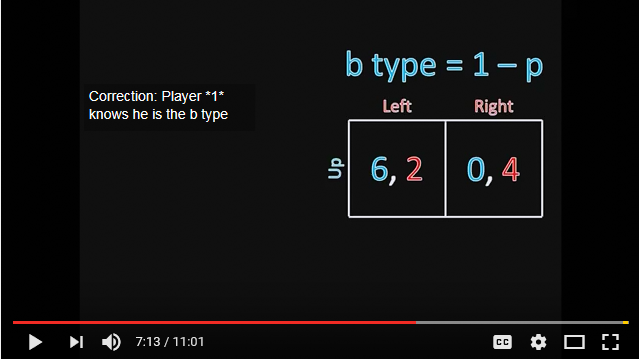


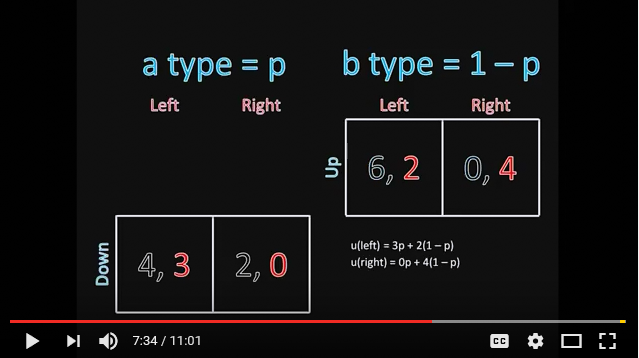




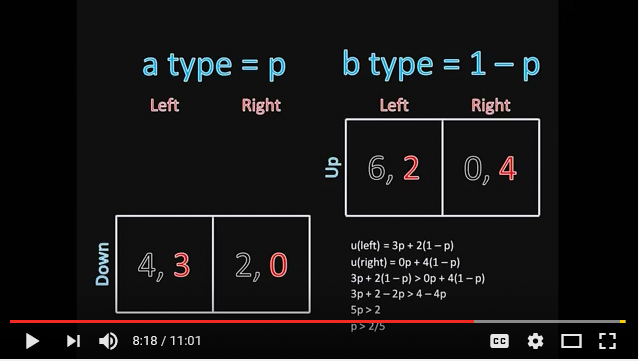
In any Nash Eq. Player 1 (knowing he is a type) would’nt play Up.



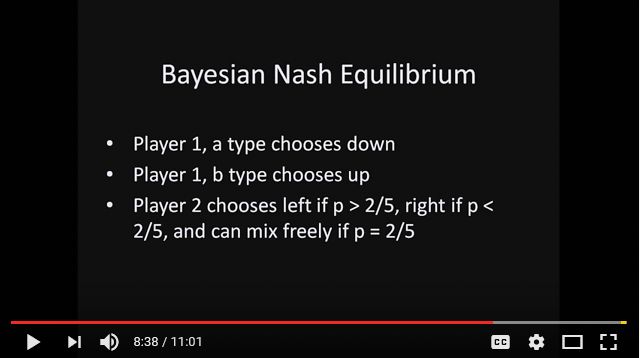


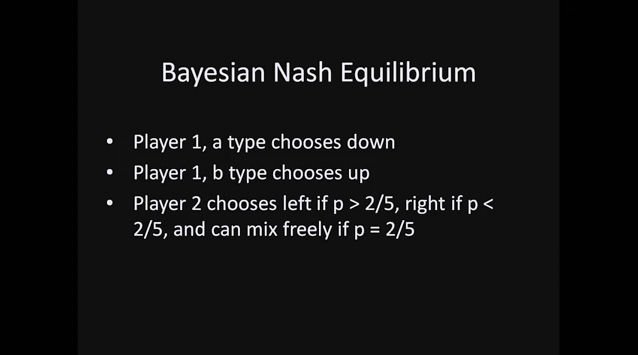


Let’s play expected utility for Player 2.



Here p is the prior belief that player 1 is a type and (1-p) is the prior belief (of Player 2) that player 1 is b type.





Player 1 two types thus two strategies. If we had more uncertainity (e.g. two-sided incomplete information / two sided private info) there would be more strategies to compute.

