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’