## Solutions for bidding games

## with two risky assets: general case

Victor DOMANSKY, Victoria KREPS

St.Petersburg Inst. for Econ. & Math., Russian Academy of Sciences

e-mail: doman@emi.nw.ru

In the previous report we give solutions for such games with two and three possible values of vector of liquidation prices. Here we extend these solutions to the games  $G(\mathbf{p})$  with arbitrary distributions  $\mathbf{p} \in \Delta(\mathbb{Z}^2)$ with finite variances.

To define the optimal strategy of Player 1 we construct the symmetric representation of probability distributions  $\mathbf{p} \in \Theta(k, l)$  over the two-dimensional integer lattice with a fixed integer expectation vector (k, l) as convex combinations of extreme points of the set  $\Theta(k, l)$ , i.e. distributions with not more than three-point supports. This is sufficient to give such representation for the set  $\Theta(0, 0)$ . This representation is a straight generalization of the analogous representation for distributions  $\mathbf{p} \in \Theta(k)$  over one-dimensional integer lattice with a fixed integer expectation, exploited in Domansky and Kreps (2009). Consider the set

$$\Theta(0) = \{ \mathbf{p} \in \Delta(\mathbb{Z}^1) : \mathbf{E}_{\mathbf{p}}[u] = 0 \}.$$

The extreme points of the set  $\Theta(0)$  are: 1) The degenerate distribution  $e^0$  with onepoint support  $\{0\}$ ;

2) distributions  $\mathbf{p}_{k,l}^0 \in \Theta(0)$  with two-point supports  $\{-l,k\}$ ,

$$p_{k,l}^{0}(-l) = \frac{k}{k+l}, \quad p_{k,l}^{0}(k) = \frac{l}{k+l}.$$

Any distribution  $\mathbf{p} \in \Theta(0)$  has the following symmetric representation:

$$\mathbf{p} = p(\mathbf{0}) \cdot \mathbf{e}^{\mathbf{0}} + \sum_{k=1}^{\infty} \sum_{l=1}^{\infty} \alpha_{k,l}(\mathbf{p}) \cdot \mathbf{p}_{k,l}^{\mathbf{0}}$$

with the coefficients

$$\alpha_{k,l}(\mathbf{p}) = \frac{k+l}{\sum_{t=1}^{\infty} t \cdot p(t)} p(-l)p(k).$$

Here we give an analogous symmetric representation of probability distributions  $\mathbf{p} \in \Theta(0,0)$ , where

 $\Theta(0,0) = \{ \mathbf{p} \in \Delta(\mathbb{Z}^2) : \mathbf{E}_{\mathbf{p}}[u] = 0, \mathbf{E}_{\mathbf{p}}[v] = 0 \},\$ as convex combinations of extreme points of the set  $\Theta(0,0)$ , i.e. one-, two-, and three-point distributions.

a) Put  $\mathbf{p}^1 = p(0,0)\mathbf{e}^0$ , where  $\mathbf{e}^0 \in \Theta(0,0)$ is the degenerate distribution. This is onepoint part of distribution  $\mathbf{p} \in \Theta(0,0)$ .

b) The support of two-point distribution  $\mathbf{p} \in \Theta(0,0)$  is situated over a straight line passing through (0,0). Such line is uniquely defined with a point  $w = (u,v) \in \mathbb{Z}^2, v \ge 0$  on it, with (u,v) being relatively prime. Let  $W \subset \mathbb{Z}^2$  be the set of such points (including (1,0) but not (-1,0)).

Let  $\mathbf{p}_{wk,-wl}^{0} \in \Theta(0,0)$ , k,l = 1,2,..., be the distribution with the two-point support  $\{-l \cdot w, k \cdot w\}$ .

Put 
$$m^{-}(\mathbf{p}_w) = \sum_{k=1}^{\infty} k \cdot p(-k \cdot w)$$
,  
 $m^{+}(\mathbf{p}_w) = \sum_{k=1}^{\infty} k \cdot p(k \cdot w)$ .

Here  $m(\mathbf{p}_w) = -m^-(\mathbf{p}_w) + m^+(\mathbf{p}_w)$  is the central moment of the part  $\mathbf{p}_w$  of distribution  $\mathbf{p} \in \Theta(0,0)$ , lying on the straight line passing through (0,0) and w.

For any  $k \in \mathbb{N}, w \in W$ , put

$$p^{2}(-k \cdot w) = \frac{p(-k \cdot w) \cdot m^{+}(\mathbf{p}_{w})}{m^{-}(\mathbf{p}_{w}) \vee m^{+}(\mathbf{p}_{w})},$$

$$p^{2}(k \cdot w) = \frac{p(k \cdot w) \cdot m^{-}(\mathbf{p}_{w})}{m^{-}(\mathbf{p}_{w}) \vee m^{+}(\mathbf{p}_{w})},$$

where  $m_w^-(\mathbf{p}) \lor m_w^+(\mathbf{p}) = \max(m_w^-(\mathbf{p}), m_w^+(\mathbf{p})).$ 

The substochastic distribution  $p^2 \in P^2$ , where  $P^2$  is the class of distributions, such that the moment on any straight line passing through (0,0) is equal to zero. They are represented as combinations of two-point distributions. **Proposition 1.** The part  $p^2$  of distribution  $p \in \Theta(0,0)$  has the following representation as a combination of two-point distributions:

$$\mathbf{p}^2 = \sum_{w \in W} \sum_{k,l=1}^{\infty} \alpha_{wk,-wl}(\mathbf{p}) \cdot \mathbf{p}_{wk,-wl}^{\mathbf{0}}$$

with the coefficients

$$\alpha_{wk,-wl}(\mathbf{p}) = \frac{k+l}{\sum_{t=1}^{\infty} t \cdot p^2(t \cdot w)} p^2(-l \cdot w) p^2(k \cdot w)$$
$$= \frac{k+l}{m_w^-(\mathbf{p}) \vee m_w^+(\mathbf{p})} p(-l \cdot w) p(k \cdot w).$$

c) The substochastic distribution

$$\mathbf{p}^3 = \mathbf{p} - \mathbf{p}^1 - \mathbf{p}^2 \in P^3,$$

where  $P^3$  is the class of distributions, such that, for any straight line passing through (0,0), they have only one loaded half-line. They are represented as combinations of three-point distributions.

Let three points  $z_1 = (x_1, y_1)$ ,  $z_2 = (x_2, y_2)$ ,  $z_3 = (x_3, y_3)$  can be enumerated so that

$$\det[z_i, z_{i+1}] > 0, \quad i = 1, 2, 3, \quad (1)$$

where det $[z_i, z_{i+1}] = x_i \cdot y_{i+1} - y_i \cdot x_{i+1}$ . All arithmetical operations with subscripts are fulfilled modulo 3. Then there is a unique distribution  $\mathbf{p}_{z_1, z_2, z_3}^0 \in \Theta^3(0, 0)$  with threepoint support  $(z_1, z_2, z_3)$ , namely

$$p_{z_1, z_2, z_3}^{0}(z_i) = \frac{\det[z_{i+1}, z_{i+2}]}{\sum_{j=1}^{3} \det[z_j, z_{j+1}]}.$$

Let  $\Delta^0$  be the set of three-point sets  $(z_1, z_2, z_3)$  satisfying (1).

Let  $\Delta^0(z)$  be the set of ordered pairs  $(z_2, z_3)$ , such that det $[z_2, z_3] > 0$  and the set  $(z, z_2, z_3)$ belongs to  $\Delta^0$ ,

**Lemma.** For any distribution  $\mathbf{p} \in P^3$ 

 $\sum_{(z_2,z_3)\in\Delta^0(z)} p(z_2)p(z_3) \det[z_2,z_3] = \Phi(\mathbf{p}),$ 

does not depend on z, i.e. this is an invariant of the distribution  $\mathbf{p}$ .

This is a two-dimensional analog of the fact that for  $\mathbf{p} \in \Theta(0) \subset \Delta(\mathbb{Z}^1)$  the equality  $\sum_{t=1}^{\infty} t \cdot p(t) = \sum_{t=1}^{\infty} t \cdot p(-t)$  holds.

**Proposition 2.** The part  $p^3$  of distribution  $p \in \Theta(0,0)$  has the following representation as a combination of three-point distributions:

$$\mathbf{p}^3 = \sum_{\Delta^0} \alpha_{z_1, z_2, z_3}(\mathbf{p}) \cdot \mathbf{p}^0_{z_1, z_2, z_3}$$

with the coefficients

$$\alpha_{z_1, z_2, z_3}(\mathbf{p}) = \frac{\sum_{j=1}^3 \det[z_j, z_{j+1}]}{\Phi(\mathbf{p}^3)} p^3(z_1) p^3(z_2) p^3(z_3).$$

**Corollary.** Any linear function f over the set  $\Theta(0,0)$  has the following representation as a convex combination of its values over the extreme points of  $\Theta(0,0)$ :

$$f(\mathbf{p}) = p(0,0)f(\mathbf{e}^{\mathbf{0}}) + \sum_{w \in W} \sum_{k,l=1}^{\infty} \alpha_{wk,-wl}(\mathbf{p}) \cdot f(\mathbf{p}_{wk,-wl}^{\mathbf{0}})$$

+ 
$$\sum_{(z_1, z_2, z_3) \in \Delta^0} \alpha_{z_1, z_2, z_3}(\mathbf{p}) \cdot f(\mathbf{p}_{z_1, z_2, z_3}^0)$$

with the coefficients  $\alpha_{wk,-wl}(\mathbf{p})$  and  $\alpha_{z_1,z_2,z_3}(\mathbf{p})$  given by Propositions 1 and 2.

Now we construct optimal strategies for Player 1 making use of the constructed decomposition for the initial distribution  $\mathbf{p}$ .

a) If the state chosen by chance move is (0,0), then Player 1 stops the game.

Let the state chosen by chance move be  $z = k \cdot w$ , where  $k \in \mathbb{Z}$ ,  $k \neq 0$ , and  $w \in W$ . For definiteness let be k > 0.

b) If  $m^+(\mathbf{p}_w) \leq m^-(\mathbf{p}_w)$ , then the state zbelongs to the support of the distribution  $\mathbf{p}^2$  and does not belong to the support of the distribution  $\mathbf{p}^3$ . Player 1 chooses a point  $z_2 = -l \cdot w$  by means of lottery with probabilities

$$q(-l \cdot w) = \frac{l \cdot p(-l \cdot w)}{m^{-}(\mathbf{p}_w)},$$

and plays the optimal strategy  $\sigma^*(\cdot|z)$  for the state z in the two-point game  $G(\mathbf{p}_{wk,-wl}^0)$ . c) Otherwise, if  $m^+(\mathbf{p}_w) > m^-(\mathbf{p}_w)$ , then the state z belongs to the support of the both distributions  $\mathbf{p}^2$  and  $\mathbf{p}^3$  with probabilities

$$\frac{m^-(\mathbf{p}_w)}{m^+(\mathbf{p}_w)}$$
 and  $1 - \frac{m^-(\mathbf{p}_w)}{m^+(\mathbf{p}_w)}$ 

correspondingly. Player 1 chooses a distributions  $\mathbf{p}^2$  or  $\mathbf{p}^3$  by means of lottery with these probabilities.

d) If the distribution  $p^2$  is chosen, then further Player 1 acts as in the point b).

e) If the distribution  $\mathbf{p}^3$  is chosen, then Player 1 chooses a pair  $(z_2, z_3) \in \Delta^0(w)$ by means of lottery with probabilities

$$q(z_2, z_3) = \frac{p^3(z_2)p^3(z_3) \cdot \det[z_2, z_3]}{\Phi(p^3)},$$

and plays the optimal strategy  $\sigma^*(\cdot|z)$  for the state z in the three-point game  $G(\mathbf{p}_{z,z_2,z_3}^0)$ . As the optimal strategies  $\sigma^*$  ensure Player 1 the gains equal to one half of the sum of component variances  $\mathbf{D}_{\mathbf{p}}[u] + \mathbf{D}_{\mathbf{p}}[v]$  in the two and three-point games and as the sum of component variances is a linear function over  $\Theta(0,0) \cap M^2$ , where  $M^2$  is the class of distributions with finite second moment, we obtain the following result:

**Theorem.** For any distribution  $\mathbf{p} \in M^2$  the compound strategy depicted above ensures Player 1 the gain  $1/2 \cdot (\mathbf{D}_{\mathbf{p}}[u] + \mathbf{D}_{\mathbf{p}}[v])$  in the game  $G(\mathbf{p})$ .