

Seven 25 Euro Problems for the Acid Rain Game

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Abstract

The purpose of this talk is to show that we still do not understand the characteristics of the static ACID RAIN GAME.

The heroes

- Karl-Göran Mäler.

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 - ★ There are rules.
 - ★ Countries are rational and intelligent.
- Implicit assumptions due to fact that model is a game in strategic form:
 - ★ Static model with simultaneous strategys.
 - ★ Complete information.
 - ★ Isolated model.

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- The transboundary pollution process is represented by means of a $N \times N$ transport matrix T with elements T_{ij} . The 'portion' $T_{ij}x^j$ of country j 's emission level x^j is deposited in country i . This implies that for the emission vector (x^1, \dots, x^N) the deposition in country j is $Q^j = \sum_{l=1}^N T_{jl}x^l$.
- Associated with the deposition Q^j in a country j is a damage cost $\mathcal{D}^j(Q^j)$.

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- Combining the above functions gives the above net benefits function f^j .

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- in the sense that his payoff functions are the sum of damage costs and abatement costs.
- in the sense that his strategy spaces are unbounded (which is more unrealistic).

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with all $T_{jl} \geq 0$, $\theta^j : [0, M^j] \rightarrow \mathbb{R}$ and $\mathcal{D}^j : [0, r^j] \rightarrow \mathbb{R}$ where $r^j := \sum_{l=1}^N T_{jl}M^l$;

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 $r^j := \sum_{l=1}^N T_{jl}M^l$;
3. $T_{jj} > 0$;
4. \mathcal{D}^j and θ^j are continuous;
5. \mathcal{D}^j is strictly increasing and convex;

Setting (continued)

6. θ^j is strictly increasing and strictly concave.

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Moreover:

7. the $N \times N$ -matrix $T := (T_{kl})$ is not diagonal.

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- We speak of GLOBAL TRANSBOUNDARY POLLUTION if each transport matrix coefficient is 1.
- We call for an emission vector $\mathbf{x} = (x^1, \dots, x^N)$ the number $Q^j(\mathbf{x}) := \sum_{l=1}^N T_{jl}x^l$ the DEPOSITION (LEVEL) in \mathbf{x} of country j .

Easy facts

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- smoothness conditions (SMOOTH ftpg) guarantee that one can differential calculus methods.

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- IV. The total emission level in the full cooperative emission vector is less than that in a given Nash equilibrium.
- V. For each country the deposition level in the full cooperative emission vector is less than that in a given Nash equilibrium.

Note: a ftpg is a prisoners' dilemma game is not a characteristic result, because???

Truth-table

| Class / Characteristic | I | II | III | IV | V |
|---------------------------------------|---|----|-----|----|---|
| Super-smooth, regular and global ftpg | + | + | + | + | + |
| Super-smooth and regular ftpg | ? | + | + | - | ? |
| Super-smooth ftpg | - | ? | ? | - | ? |
| Regular ftpg | ? | ? | + | - | ? |
| Global ftpg | - | + | ? | + | + |
| Ftpg | - | ? | ? | - | ? |

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Conclusion:

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Conclusion:

May be all characteristics are not valid for the class of ftpgs, that is an ‘everything is possible theorem’ in the style of Sonnenschein-Mantel-Debreu may exist for the class of ftpgs.

Motivation

1. Vermoeden van Birch en Swinnerton-Dyer.
2. Vermoeden van Hodge.
3. Mathematische theorie voor de vergelijkingen van Navier-Stokes.
4. Het P- versus NP-probleem.
5. Het vermoeden van Poincaré.
6. De hypothese van Riemann.
7. Verdere ontwikkeling van de Yang-Mills theorie

Zie <http://www.claymath.org> voor precieze formuleringen en voor de regels.

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- Is each Nash equilibrium of an ftpg with a transport matrix for which no coefficient is 0 strongly Pareto inefficient?
- Does there exist an ftpg with a Nash equilibrium that is strongly Pareto inefficient but not weakly Pareto inefficient?

References

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<http://www.amath.washington.edu/~medlock/presentation.html>
- K. Mäler, The acid rain game. In: Valuation Methods and Policy Making in Environmental Economics, pages 231–252. Editors: H. Folmer and E. van Ierland. Elsevier, Amsterdam, 1989.
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- P. v. Mouche (2003), Formal transboundary pollution games, in preparation.
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<http://www.amath.washington.edu/~medlock/presentation.html>

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- Strongly Pareto efficient multi-strategy: (players are not lazy and) each proposal to switch to another multi-strategy (with a different payoff vector) will obtain a veto of at least one player.

Child garden of games in strategic form (continued)

- Weakly Pareto efficient multi-strategy: (players are “lazy” and) each proposal to switch to another multi-strategy will obtain a veto of at least one player.

Child garden of games in strategic form (continued)

- Weakly Pareto efficient multi-strategy: (players are “lazy” and) each proposal to switch to another multi-strategy will obtain a veto of at least one player. Example: in the bi-matrix game

$$\left(\begin{array}{cc} \underline{1; 2} & 2; 1 \\ \underline{1; 3} & \boxed{3, 2} \end{array} \right)$$

the underlined multi-strategies are weakly Pareto efficient and the boxed one is strongly Pareto efficient.

- Full cooperative multi-strategy: a multi-strategy where the sum of the payoffs is maximal.

Child garden of games in strategic form (continued)

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- Full cooperative multi-strategy: a multi-strategy where the sum of the payoffs is maximal.
- Social welfare loss of a Nash equilibrium: the total payoff in a full cooperative multi-strategy minus that in the Nash equilibrium.

Child garden of games in strategic form (continued)

- Weakly Pareto efficient multi-strategy: (players are “lazy” and) each proposal to switch to another multi-strategy will obtain a veto of at least one player. Example: in the bi-matrix game

$$\left(\begin{array}{cc} \underline{1; 2} & 2; 1 \\ \underline{1; 3} & \boxed{3, 2} \end{array} \right)$$

the underlined multi-strategies are weakly Pareto efficient and the boxed one is strongly Pareto efficient.

- Full cooperative multi-strategy: a multi-strategy where the sum of the payoffs is maximal.
- Social welfare loss of a Nash equilibrium: the total payoff in a full cooperative multi-strategy minus that in the Nash equilibrium.
- Prisoners’ dilemma game: a game in strategic form where each player

possesses a strictly dominant strategy such that the strictly dominant equilibrium is weakly Pareto inefficient.

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Note:

- A dominant equilibrium is a Nash equilibrium.

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Note:

- A dominant equilibrium is a Nash equilibrium.
- A full cooperative multi-strategy is strongly Pareto efficient.
- There are in general no relations between Nash equilibria and full cooperative multi-strategies.
- The Nash equilibrium of a prisoners' dilemma game has a positive social welfare loss, but an ftpg with a unique Nash equilibrium that has a positive social welfare loss is of course not necessarily a prisoners' dilemma.

Hero 2



Hero 2



Hero 3

