## Asymmetric Dynkin ghost games with consolation

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## Outline

## 2) Our ghost game

## (3) Examples

## Ghost games with preemption

■ Consider a two-player non-zero sum Dynkin game (De Anglis and Ekström, 2020)

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■ Assume that Player 1 stops at $\tau$, Player 2 stops at $\gamma$, their rewards:

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\begin{aligned}
& R_{1}(\tau, \gamma):=\left(g\left(X_{\tau}\right) 1_{\tau \leq \hat{\gamma}}\right) 1_{\tau<\infty}, \\
& R_{2}(\tau, \gamma):=\left(g\left(X_{\gamma}\right) 1_{\gamma<\hat{\tau}}\right) 1_{\gamma<\infty}
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■ where

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\begin{aligned}
& \hat{\gamma}=\gamma 1_{\theta_{1}=1}+\infty 1_{\theta_{1}=0} \\
& \hat{\tau}=\tau 1_{\theta_{2}=1}+\infty 1_{\theta_{2}=0}
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- At the start of the game, each player estimates their probability of competition:

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Then they adjust their belief processes $\Pi_{t}^{i}=\mathbb{P}\left(\theta_{i}=1 \mid \mathscr{F}_{t}^{X}, \hat{\gamma}>t\right)$ by observing:

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■ Note that we can "fool" our competitor,
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This means $\tau, \gamma$ should be randomised stopping times:

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\begin{aligned}
& \tau=\inf \left\{t \geq 0: \Gamma_{t}^{1} \geq U_{1}\right\} \\
& \gamma=\inf \left\{t \geq 0: \Gamma_{t}^{2} \geq U_{2}\right\}
\end{aligned}
$$

where $U_{1}, U_{2} \sim \operatorname{Unif}(0,1)$.

## Ghost games with preemption

Furthermore, $\Pi_{t}^{i}$ is a function of $\Gamma_{t}^{3-i}$ :

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- The pair $\left(\tau^{*}, \gamma^{*}\right)$ is a Nash Equilibrium if

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\begin{aligned}
& J_{1}\left(\tau, \gamma^{*}, p_{1}, x\right) \leq J_{1}\left(\tau^{*}, \gamma^{*}, p_{1}, x\right), \\
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Define the maximised value as

$$
u_{i}\left(p_{i}, x\right):=J_{i}\left(\tau^{*}, \gamma^{*}, p_{1}, x\right) .
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- $u_{1}\left(p_{1}, x\right)=u_{2}\left(p_{2}, x\right)=\left(1-p_{1}\right) V^{g}(x)$,
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How does the process $\left(X, \Pi^{i}\right)$ behave?
■ Getting pushed along the stopping boundary
■ Jump to 0 after the competitor is revealed.


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## (3) Examples

## Our generalisation

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- asymmetry in the immediate payoff $g$,
- possibility of consolation prize for the late stopper.


## Our generalisation

■ Let the underlying $X$ be a continuous strong Markov process,

## Our generalisation

## Introduction

Our ghost game

Examples

■ Let the underlying $X$ be a continuous strong Markov process,
■ Assume $g_{i}, h_{i}: \mathbb{R} \rightarrow[0, \infty), i=1,2$, are given continuous functions with $g_{i} \geq h_{i}$
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## Introduction

Our ghost game

Examples

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- The expected discounted payoff:

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\begin{aligned}
& J_{1}\left(x ; \gamma_{1}, \gamma_{2}\right):=\mathbb{E}_{x}\left[e^{-r \gamma_{1}} g_{1}\left(X_{\gamma_{1}}\right) 1_{\left\{\gamma_{1} \leq \hat{\gamma}_{2}\right\}}+e^{-r \gamma_{2}} V^{h_{1}}\left(X_{\gamma_{2}}\right) 1_{\left\{\gamma_{1}>\hat{\gamma}_{2}\right\}}\right], \\
& J_{2}\left(x ; \gamma_{1}, \gamma_{2}\right):=\mathbb{E}_{x}\left[e^{-r \gamma_{2}} g_{2}\left(X_{\gamma_{2}}\right) 1_{\left\{\gamma_{2}<\hat{\gamma}_{1}\right\}}+e^{-r \gamma_{1}} V^{h_{2}}\left(X_{\gamma_{1}}\right) 1_{\left\{\hat{\gamma}_{1} \leq \gamma_{2}\right\}}\right] .
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Note:
■ Why $V^{h}$ ? Because upon stopping, the game reduces to a single player stopping game.

- $\gamma_{1}, \gamma_{2}$ are randomised.


## Some results

## Introduction

## Proposition

If $\gamma_{2}$ is a $\left(U, \Gamma^{2}\right)$-randomised stopping time and $\tau$ is a stopping time, then

$$
J_{1}\left(x ; \tau, \gamma_{2}\right)=\mathbb{E}_{X}\left[e^{-r \tau} g_{1}\left(X_{\tau}\right)\left(1-p_{1} \Gamma_{\tau}^{2}\right)+p_{1} \int_{[0, \tau)} e^{-r t} V^{h_{1}}\left(X_{t}\right) d \Gamma_{t}^{2}\right] .
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## A verification result

Introduction
Our ghost game

Examples

## Theorem

Let two continuous functions $u^{1}, u^{2}: \mathbb{R} \times[0,1]^{2} \rightarrow[0, \infty)$ and a pair $\left(\Gamma^{1}, \Gamma^{2}\right)$ be given. Define two processes

$$
\begin{aligned}
& M_{t}^{1}:=e^{-r t}\left(1-p_{1} \Gamma_{t}^{2}\right) u^{1}\left(X_{t}, \Pi_{t}^{1}, \Pi_{t}^{2}\right)+p_{1} \int_{[0, t]} e^{-r s} V^{h_{1}}\left(X_{s}\right) d \Gamma_{s}^{2}, \\
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## Introduction

Our ghost game

Examples

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Assume that for $i=1,2$,
(i) $M^{i}$ is a supermartingale, $M^{1}$ is a martingale for $t \leq \tau_{g_{1}}$, and $M^{2}$ is a martingale for $t<\tau_{g_{2}}$;

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## Introduction

Our ghost game

Examples

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## Introduction

Our ghost game

Examples

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(iii) $\Gamma_{t}^{i}=\int_{0}^{t} 1_{\left\{u^{i}\left(X_{s}, \Pi_{s}^{1}, \Pi_{s}^{2}\right)=g^{i}\left(X_{s}\right)\right\}} d \Gamma_{s}^{i}$.

Then $\left(\Gamma^{1}, \Gamma^{2}\right)$ is a Nash equilibrium, and the equilibrium values are given by $u^{1}\left(x, p_{1}, p_{2}\right)$ and $u^{2}\left(x, p_{1}, p_{2}\right)$, respectively.

## Outline

(3) Examples

## Example 1. Symmetric case with no consolation

Introduction
Our ghost game

Examples

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$\square$ In this case, $M_{t}^{i}=\left(1-p_{i}\right) e^{-r t} V^{g}\left(X_{t}\right)$, martingales. UNIVERSITET

## Example 2. Symmetric case with consolation (special case)

Introduction
Our ghost game

Examples

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Introduction

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Introduction

## Our ghost

 gameExamples

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Introduction

## Our ghost

 gameExamples

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- $b(x):=\frac{V^{g}(x)-g(x)}{V^{g}(x)-V^{n}(x)} \wedge 1$

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## Example 3. Asymmetric case with no consolation

- We assume that $g_{i}(x)=\left(x-K_{i}\right)^{+}, \quad h_{i}(x)=0$, where $0<K_{2}<K_{1}<b_{2}<b_{1}$.
- The players observe a GBM


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These suggest an ansatz for player 1 :

$$
u^{1}\left(x, p_{1}, p_{2}\right)=\left(1-p_{1}\right) V^{g_{1}}(x) .
$$

## Example 3. Asymmetric case with no consolation

- The stopping boundary for player 1 :

$$
p_{1}=b(x)=\left\{\begin{array}{l}
1-\left(\frac{g_{1}}{V g_{1}}\right)(x), x<b_{2}, \\
0, x \geq b_{2} .
\end{array}\right.
$$

- $b(x)$ is non-increasing.
- Define $\hat{p}=1-\left(\frac{g_{1}}{V g_{1}}\right)\left(b_{2}\right)$ UNIVERSITET


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If $\tau^{g}$ 's are not ordered: complicated!

## Example 4. Symmetric case with consolation

In this case $g_{1}=g_{2}=g, h_{1}=h_{2}=h . e^{-r t} V^{h}\left(X_{t}\right)$ is not necessarily a m.g.

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R_{t}:=e^{-r t}\left(\Pi_{t}\left(1-\Gamma_{t}\right) u\left(X_{t}, \Pi_{t}\right)+\Pi_{t} \Gamma_{t} V^{h}\left(X_{t}\right)+\left(1-\Pi_{t}\right) u\left(X_{t}, \Pi_{t}\right)\right)
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which gives us

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u(x, p)+(1-p) u_{p}(x, p)=v^{h}(x) .
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## Example 4. Symmetric case with consolation

When the boundary is one-sided: solve this ODE:

Introduction
Our ghost game

Examples

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## Theorem

Assume that $\left\{V^{g}>g\right\} \cap\left\{V^{h}<g\right\}=\left(x_{1}, x_{0}\right)$, where $x_{1}, x_{0}$ are the unique roots of $\left(V^{h}-g\right)(x)=0$ and $\left(V^{g}-g\right)(x)=0$, respectively. Assume further that $\frac{g}{\psi}$ is strictly increasing in $x$ on the interval $\left(x_{1}, x_{0}\right)$. Then the
stopping boundary $b$ is monotonically decreasing on $\left(x_{1}, x_{0}\right)$.
Furthermore, $b$ has the following explicit expression:

$$
b(x)=1-\exp \left(\int_{x}^{x_{0}} \frac{\left(\frac{g}{\psi}\right)_{x} \psi}{V^{h}-g}(y) d y\right)
$$

Furthermore, the equilibrium u has the following expression:

$$
u(x, p)=\frac{g\left(b^{-1}(p)\right)}{\psi\left(b^{-1}(p)\right)} \psi(x) .
$$

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■ Two-sided? Solve an ODE system, checking $u>g$ !

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Solvability? We don't know.

## Summary

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- In the presence of asymmetry and consolation, in general, we don't have explicit solutions.
■ In some cases (when?), we can hope for explicit solutions for one of the players
- The stopping boundary is a surface $f\left(x, p_{1}, p_{2}\right)=0$.
- How to construct?
- Solvability of variational inequality
- Fixed-point approach?



## Thank you!

