

# Efficient Cheap Talk in Complex Environments

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  - ▶ Division managers over the headquarters (Milgrom and Roberts, 1988),
  - ▶ Realtors over homeowners (Levitt and Syverson, 2008),
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- ▶ “The power position of an expert is always overtowering.” – Weber (1922)

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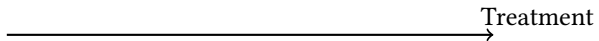
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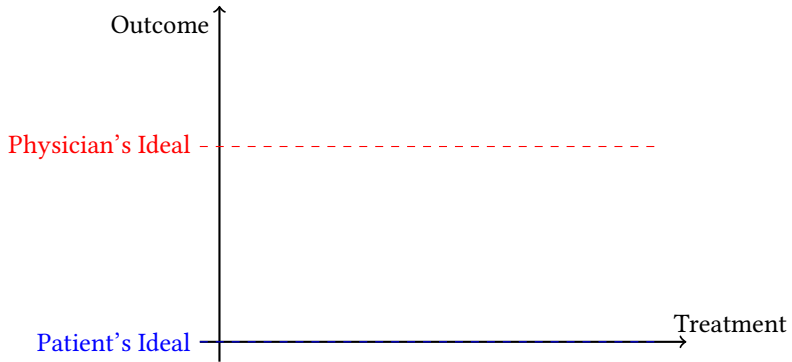


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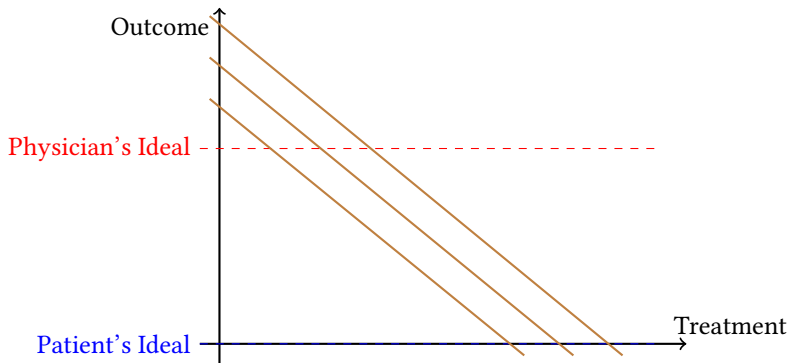
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  - ▶ Mismatch between models and practice – Why?



# Expertise in Models v. Practice

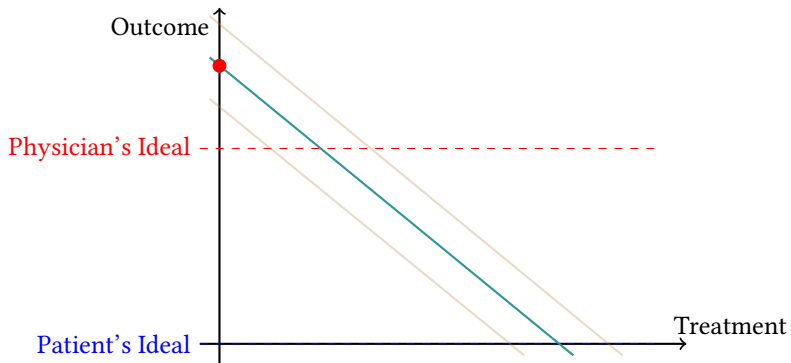


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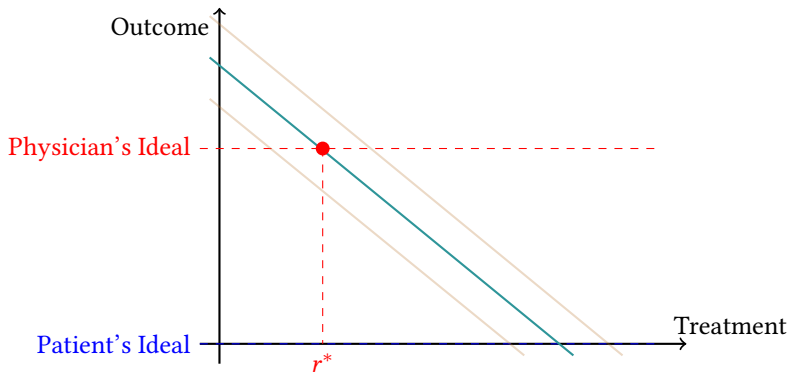
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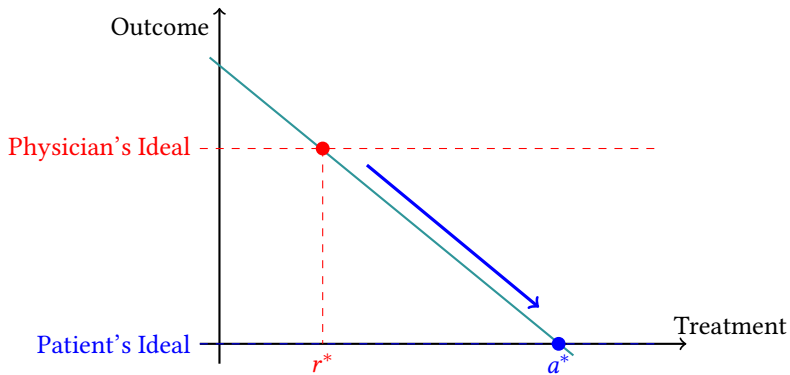
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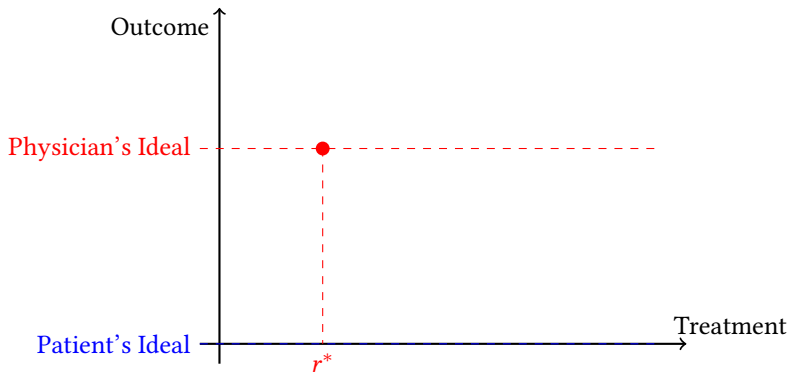
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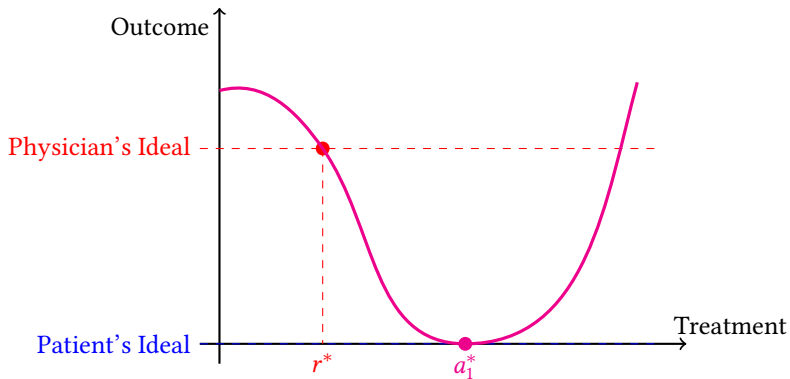
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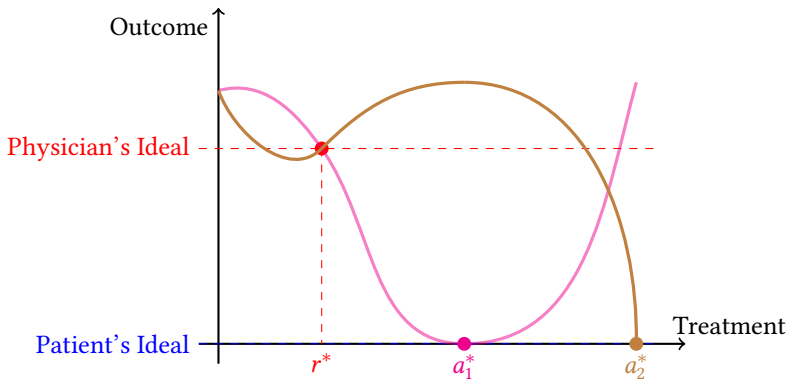


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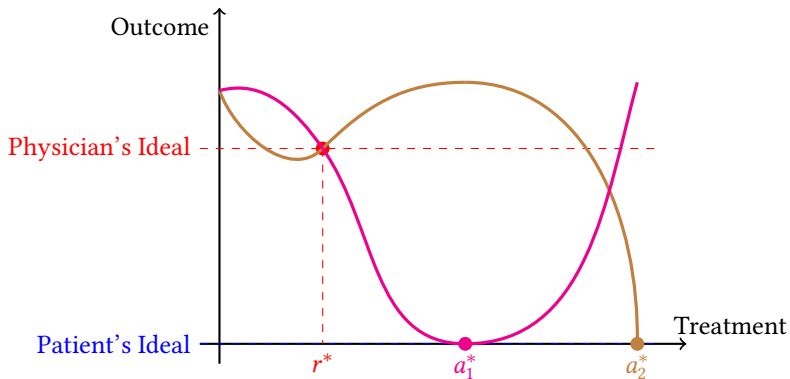
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- ▶ We model the mappings from actions to outcomes as paths of Brownian Motion.
  - ▶ The expert knows the outcome of every action.
  - ▶ The decision maker knows the joint distribution of outcomes for each action.
- ▶ Equilibrium reverses the predictions of C-S:
  1. Communication is Pareto efficient.
  2. The expert has full power — the equilibrium outcome is equivalent to full delegation.

- ▶ We capture the decision making power of the expert.



# Reconciling Theory with Practice

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- ▶ “As a consequence of **the information inequality**, the patient must delegate to the physician much of his freedom of choice.”  
— Kenneth Arrow (1963, p.964)
- ▶ Large information gaps are the source of expert power. (Weber, 1922; French and Raven, 1959).
- ▶ We show how large of an “**information inequality**” supports expert power by itself.

- ▶ Why Brownian Motion?

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  - ▶ Show how much learning is too much learning for supporting expert power.
- ▶ Brownian Motion, and its special features, are not necessary for expert power.
- ▶ We provide examples of other environments and extract the essential ingredient for expert power.
- ▶ A large 'information inequality' is the essential ingredient for expert power.
  - ▶ Expert can reveal her most-preferred action without eliminating all uncertainty.

## 1. Brownian Motion Model.

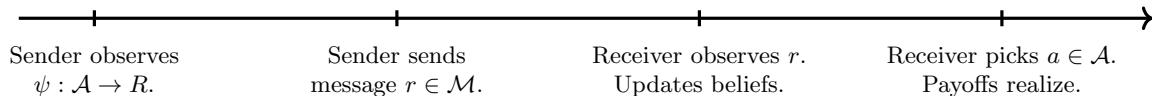
## 2. Results

- ▶ Decision making without the Expert.
- ▶ Main Result: Decision making with the Expert.

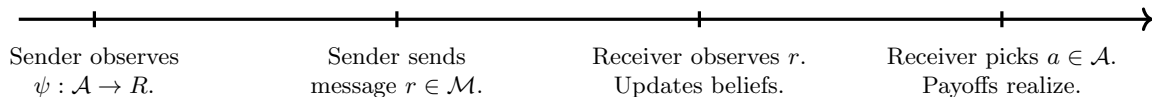
## 3. Extensions: Brownian Motion and Beyond.

- ▶ **Players:** Sender (the expert) and receiver (the decision maker).
- ▶ **Actions and Messages:**  $\mathcal{A} = [0, q]$  for  $q \in \mathbb{R}$  and  $r \in \mathcal{M}$ .
- ▶ **Outcomes:**  $\psi : \mathcal{A} \rightarrow \mathbb{R}$  maps actions to outcomes.
- ▶ **Preferences:**  $u^S(a) = -(\psi(a) - b)^2$  and  $u^R(a) = -\psi(a)^2$ .
  - ▶ Results hold for weakly concave  $u^R(\cdot)$  and any  $u^S(\cdot)$  maximized at  $b$ .

# Timing of the Game



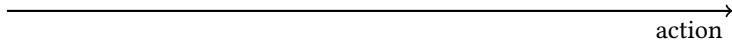
# Timing of the Game



- **Solution Concept:** Perfect Bayesian Equilibrium.

Formal Definitions

# Complex Environments in A Picture

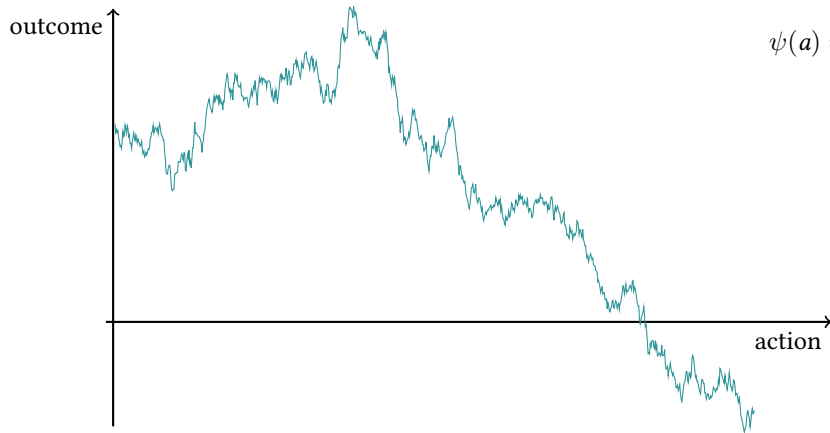




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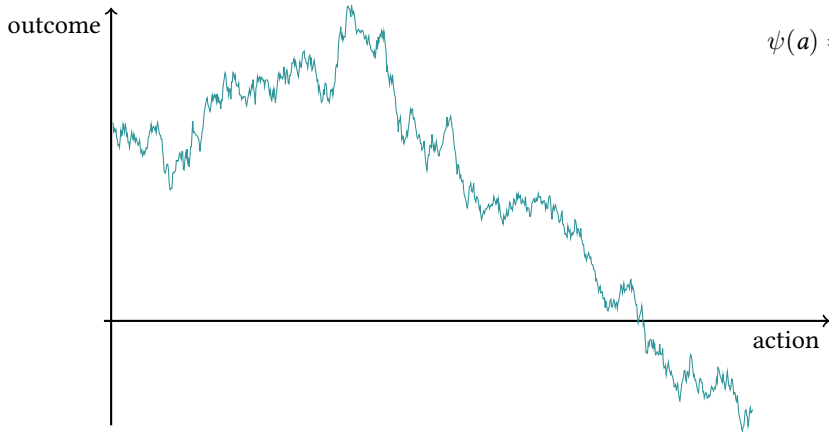


$$\psi(a) = \psi_0 + \mu a + \sigma W(a)$$

- ▶ The mapping  $\psi : \mathcal{A} \rightarrow \mathbb{R}$  is given by the path of a Brownian Motion.

Details of Complex Environments

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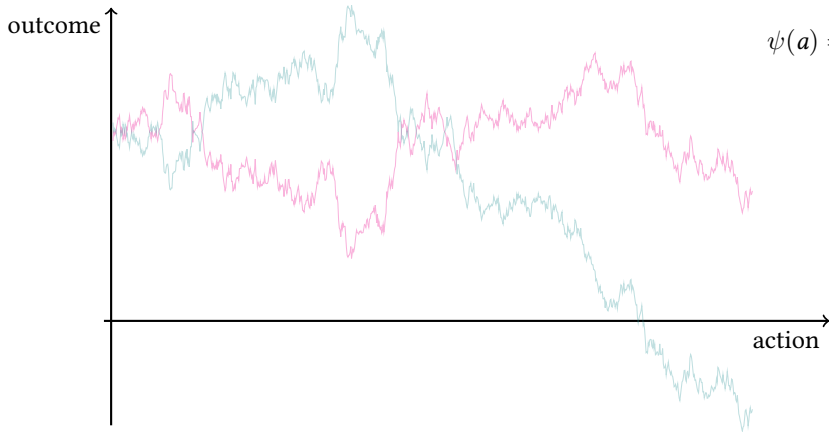


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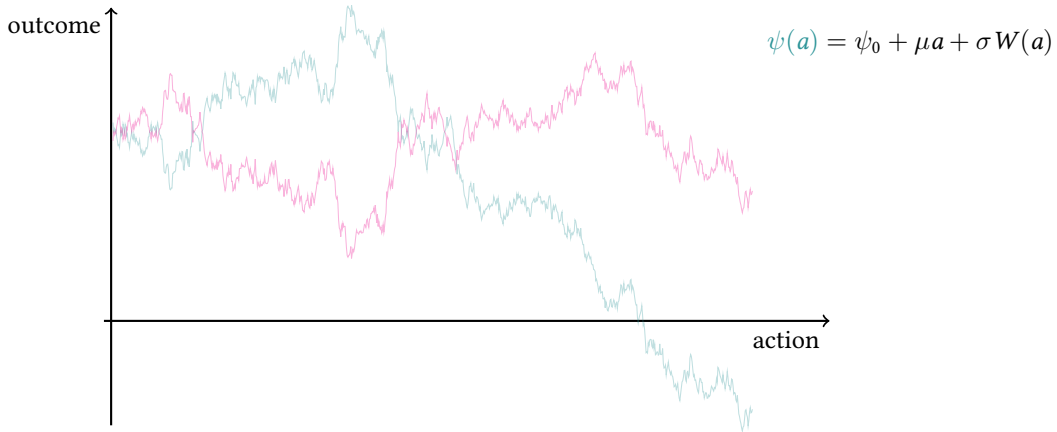


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- ▶ Expert knows the realized mapping. **Receiver does not know the realized mapping.**

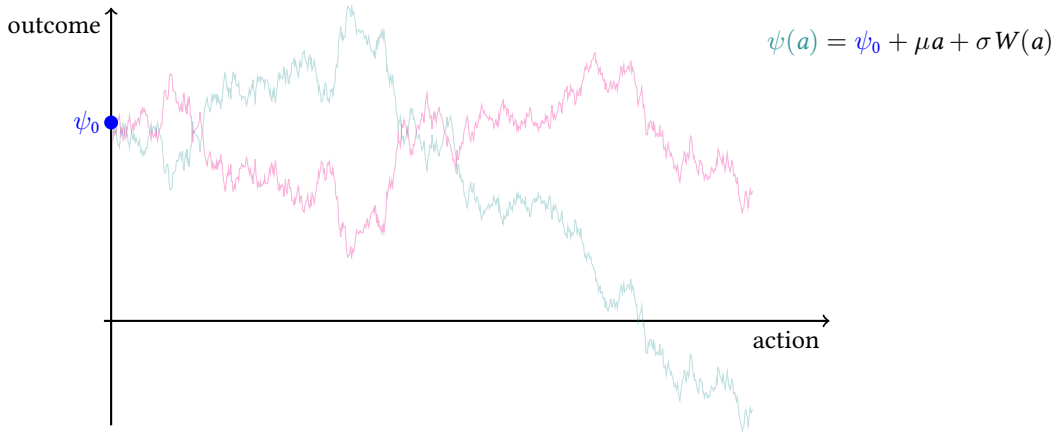
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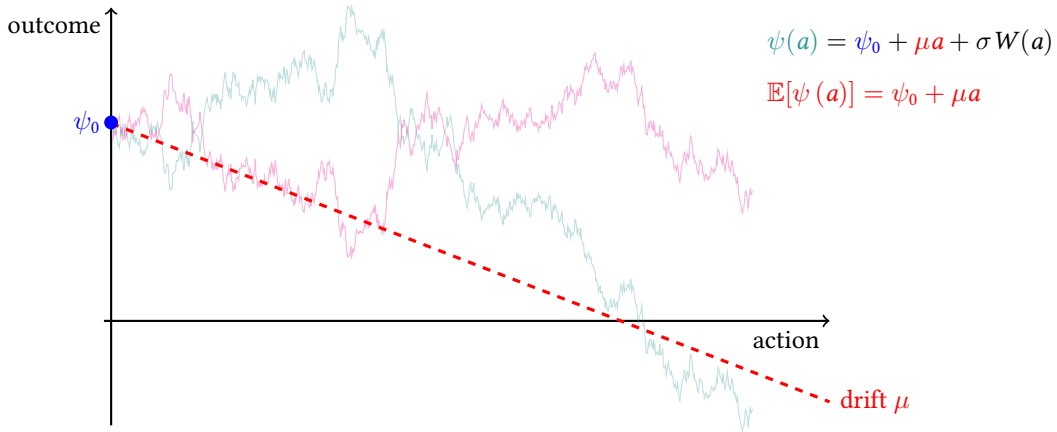
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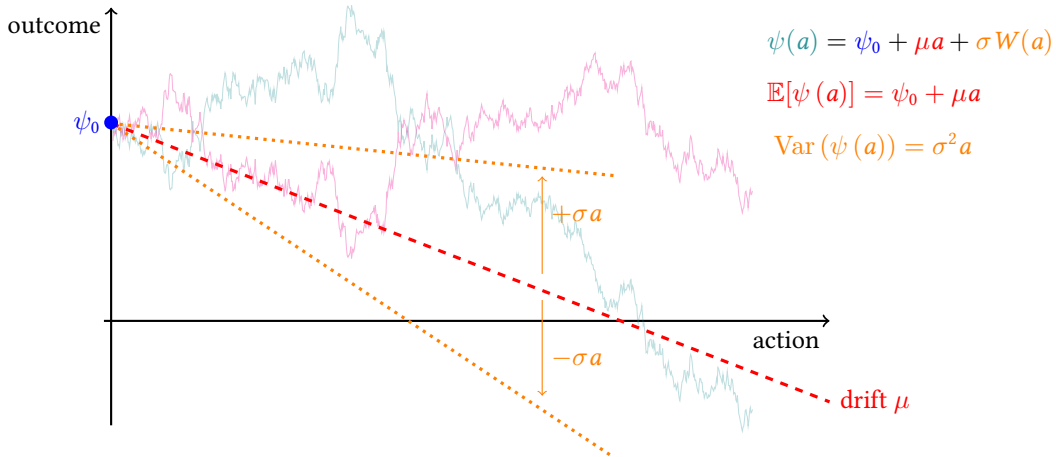
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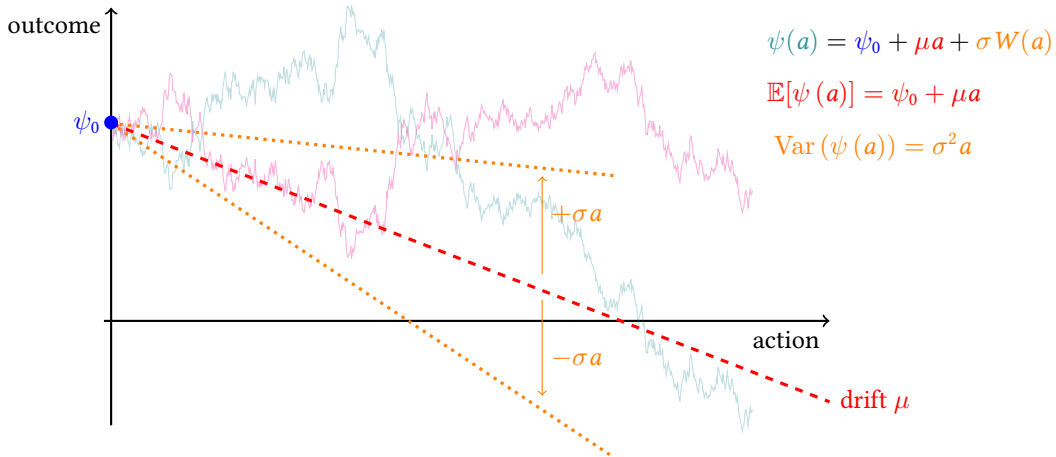
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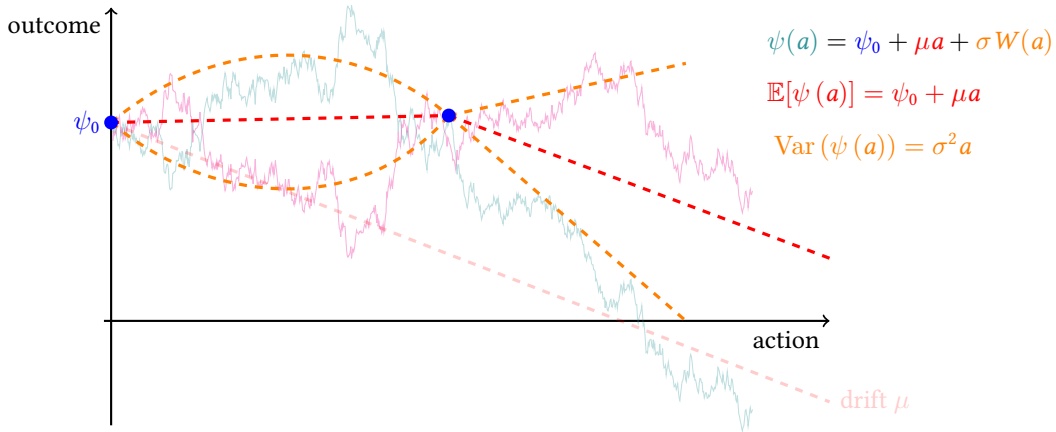


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- ▶ Learning one point in the mapping  $\neq$  Learning the whole mapping.

# Simple v. Complex Environments

- ▶ **Key Difference:** How much the receiver learns from the expert's most preferred action.
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- ▶ **Simple Environments:** Relationship is known and outcomes are perfectly correlated.
  - ▶  $\psi(a) = \theta - a$  where  $\theta \in \mathbb{R}$  is the private information of the expert.

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- ▶ **Complex Environments:** Relationship is unknown and outcomes are imperfectly correlated.

- ▶  $\psi(\cdot)$  is a **Brownian Motion** with parameters  $\mu$  and  $\sigma$ :

$$\psi(a) = b \Rightarrow \psi(a + x) \sim b + \mathcal{N}(\mu x, \sigma^2 x)$$

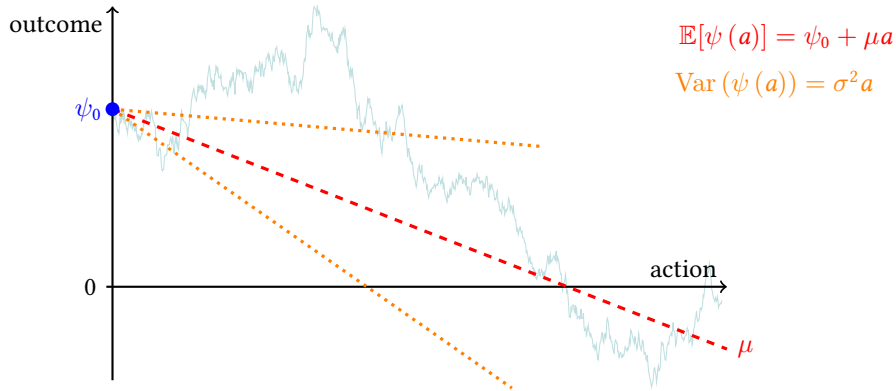
1. Brownian Motion Model.

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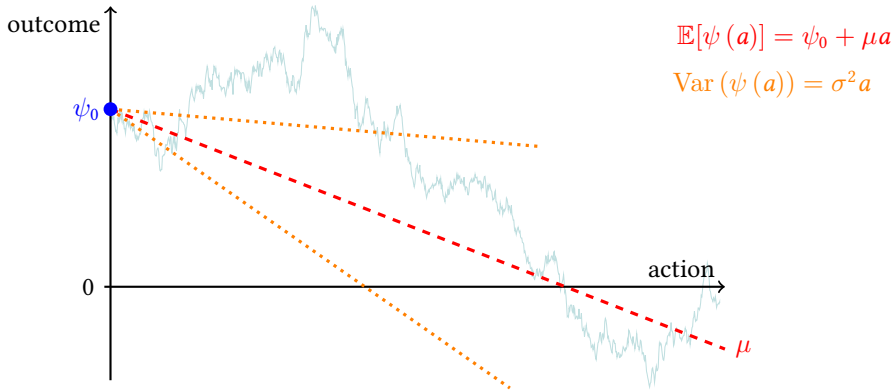
3. Extensions: Brownian Motion and Beyond.

# Decision Making Without the Expert



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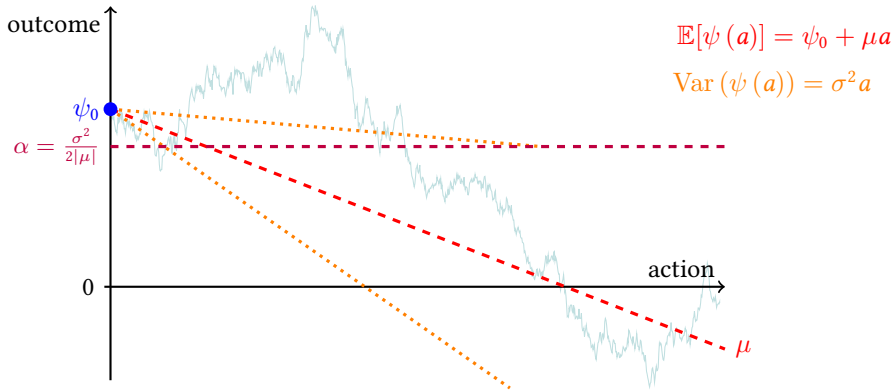
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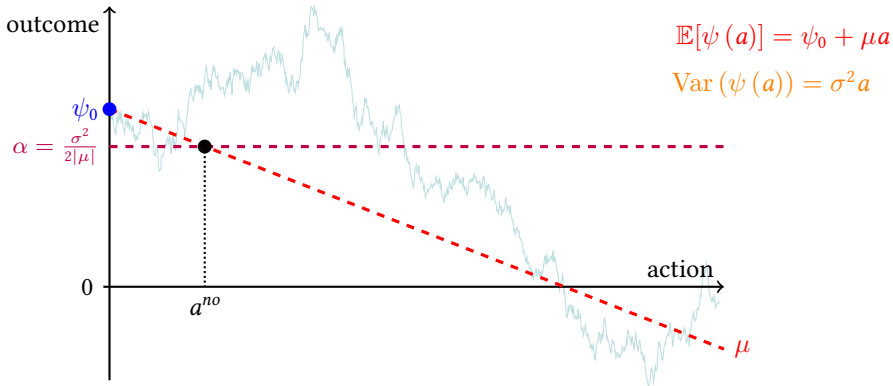


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- ▶  $a > 0$  improves the outcome by  $\mu a$  (up until 0), but increases variance by  $\sigma^2 a$ .
- ▶ We call half of this ratio  $\alpha = \frac{\sigma^2}{2|\mu|}$  as the **risk complexity** of the environment.

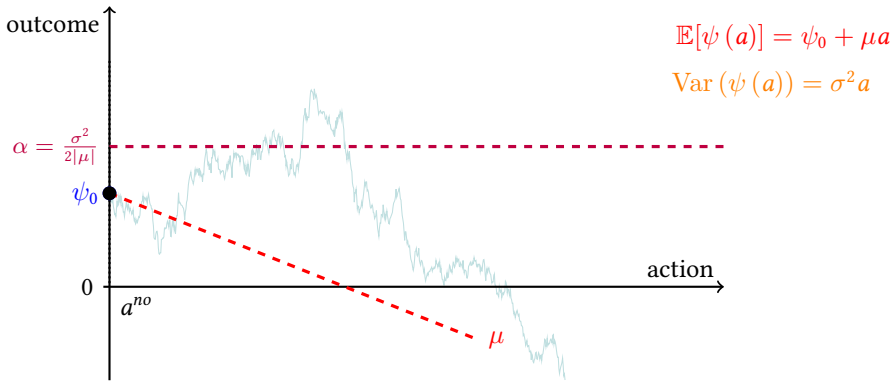
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**Lemma 1:** Without additional information, receiver picks  $a^{no}$  based on the **risk complexity**  $\alpha$  and the **status-quo outcome**  $\psi_0$ :

(i) If  $\alpha < \psi_0$  receiver chooses  $a^{no}$  such that  $\mathbb{E}[\psi(a^{no})] = \alpha$ ,

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- (i) If  $\alpha < \psi_0$  receiver chooses  $a^{no}$  such that  $\mathbb{E}[\psi(a^{no})] = \alpha$ ,
- (ii) If  $\alpha > \psi_0$  then the receiver chooses  $a^{no} = 0$ .

1. The Model: Introducing Complex Environments.

2. Results

- ▶ Decision making without the Expert.
- ▶ Main Result: Decision making with the Expert.

3. Extensions: Brownian Motion and Beyond.

# Decision Making with the Expert

- ▶ We introduce the sender (expert) back into the game.
  - ▶ The sender observes the realized outcomes  $\psi(\cdot)$  and recommends an action  $r \in \mathcal{A}$ .
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  - ▶ The receiver observes the recommendation and makes a choice  $a \in \mathcal{A}$ .
- ▶ How much power does the sender have over the final decision?
  - ▶ Full power if she can reveal her ideal action while keeping the receiver uncertain enough.

# The Sender's Communication Strategy

- ▶ **First-point strategy:** Sender recommends the first of her optimal actions.

$$m^*(\psi) := \min_{a \in [0, q]} \left\{ a : a \in \arg \max_{a' \in \mathcal{A}} u^S(a' \mid \psi) \right\}.$$

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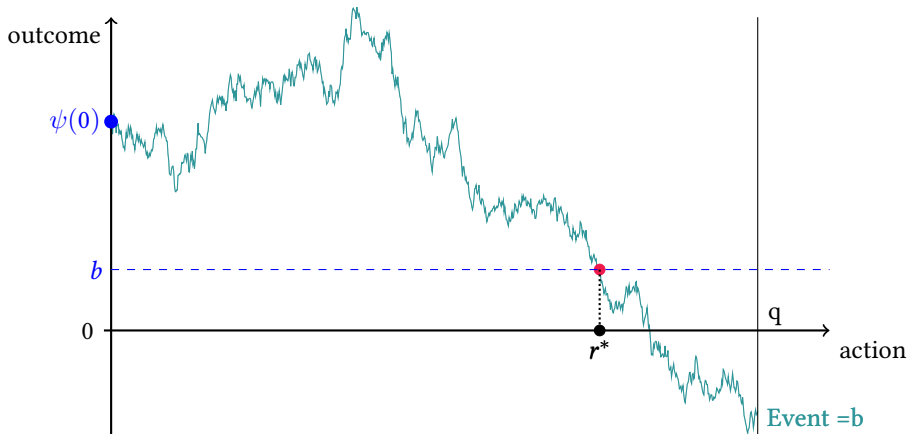
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- ▶ **First-point equilibria:** Sender uses the first-point strategy and the receiver accepts it.
  - ▶ Sender's incentive compatibility is immediate, the receiver's incentive compatibility is subtle...
  - ▶ What does the the receiver learn from the recommendation about the path?

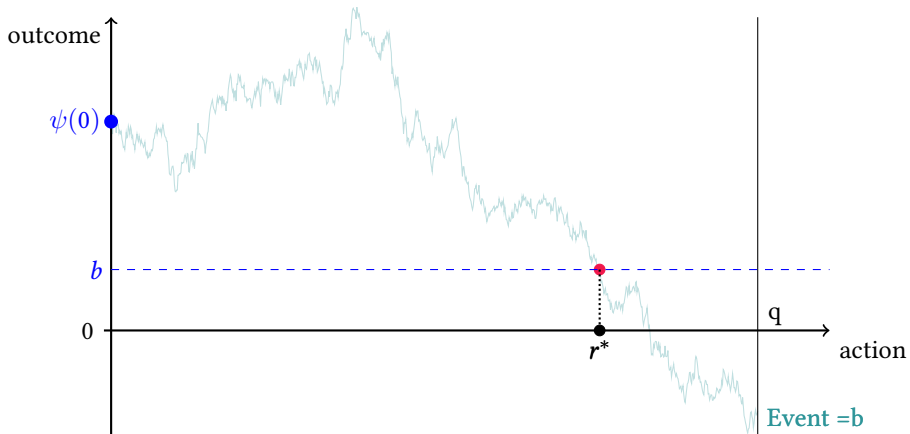
# The Receiver's Inference Problem



1. **Event =  $b$** : Recommendation  $r^*$  has outcome  $\psi(r^*) = b$ .

Details for Event= $b$

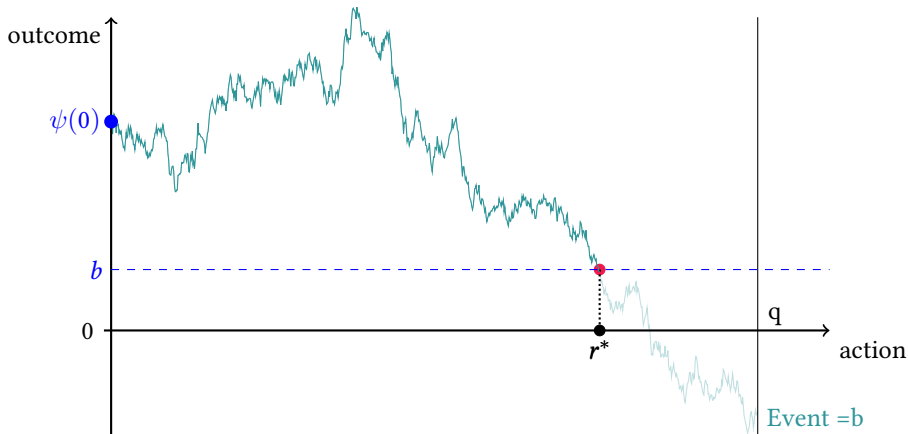
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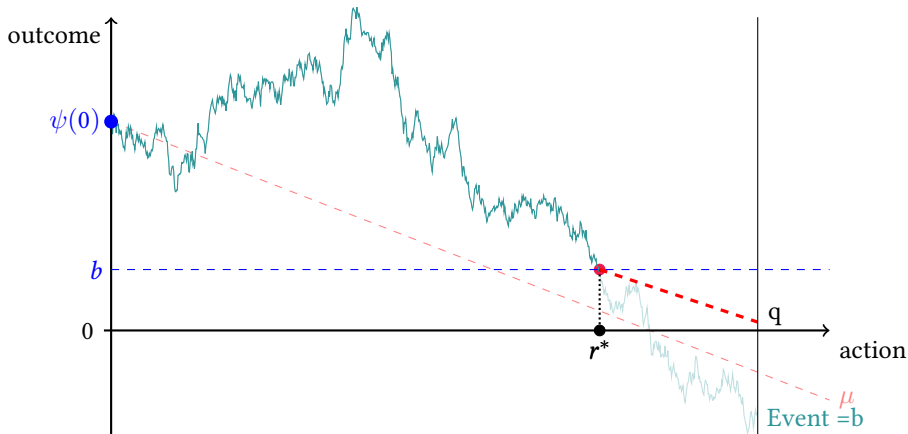


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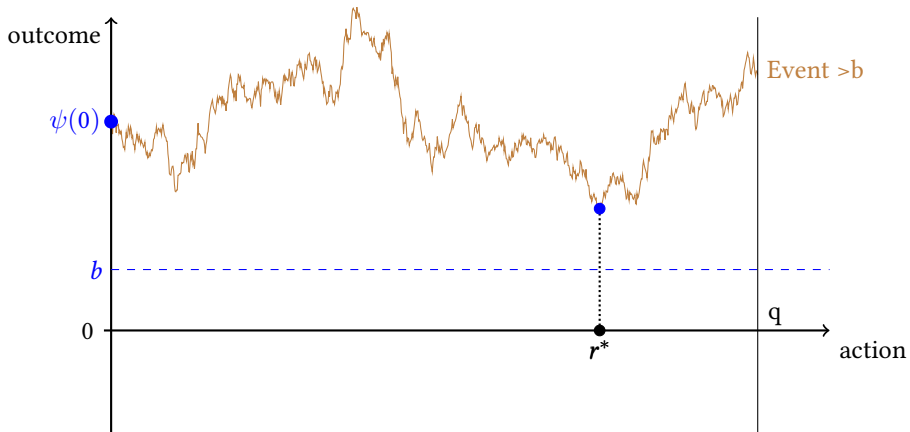
Details for Event= $b$

►  $r^*$  is the first-minimum.

► No informational spillover to the right beyond  $\psi(r^*) = b$  – Beliefs are neutral.

Details for Beliefs

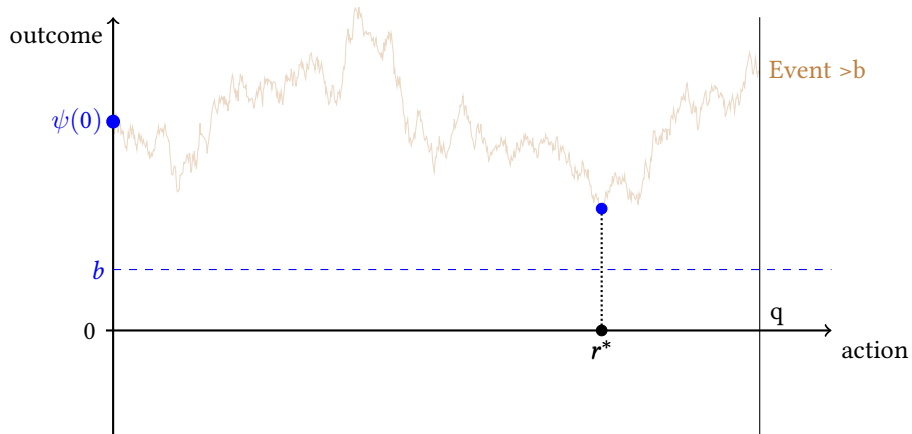
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2. **Event  $> b$ :** Set of paths where  $\psi(r^*) > b$ .

Details for Event  $> b$

# The Receiver's Inference Problem

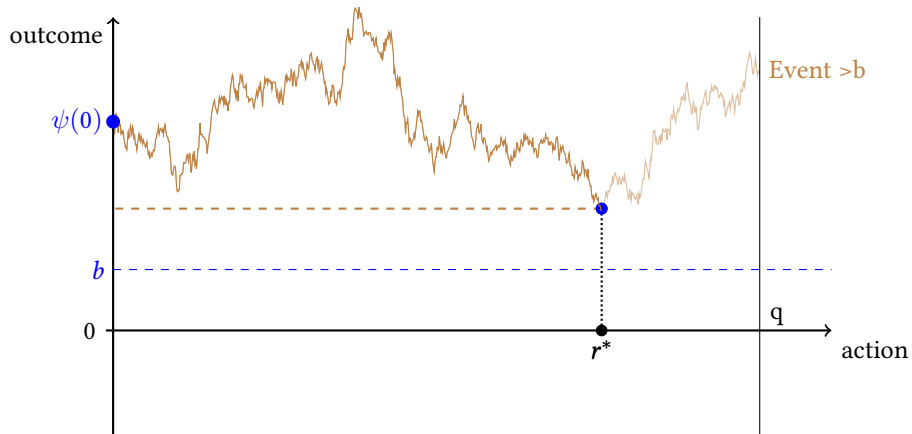


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Details for Event >b



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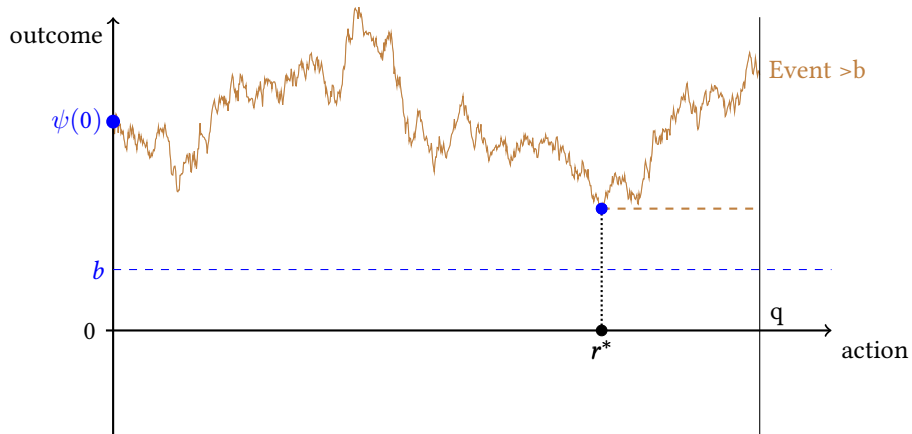


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Details for Event  $> b$

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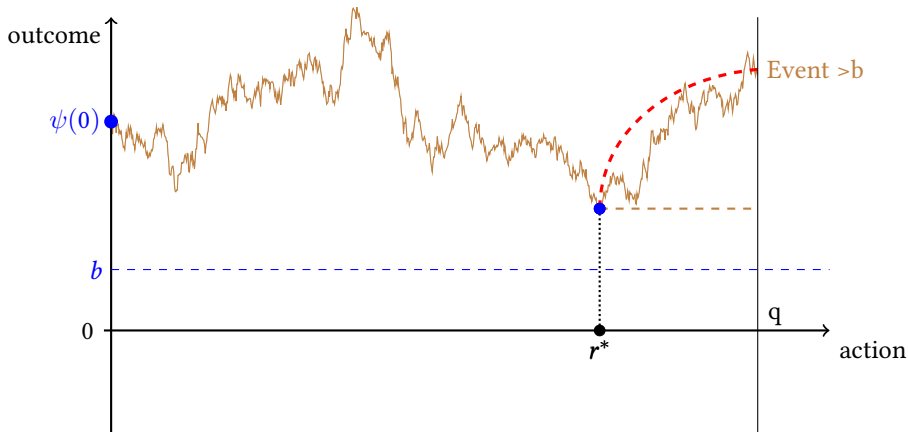


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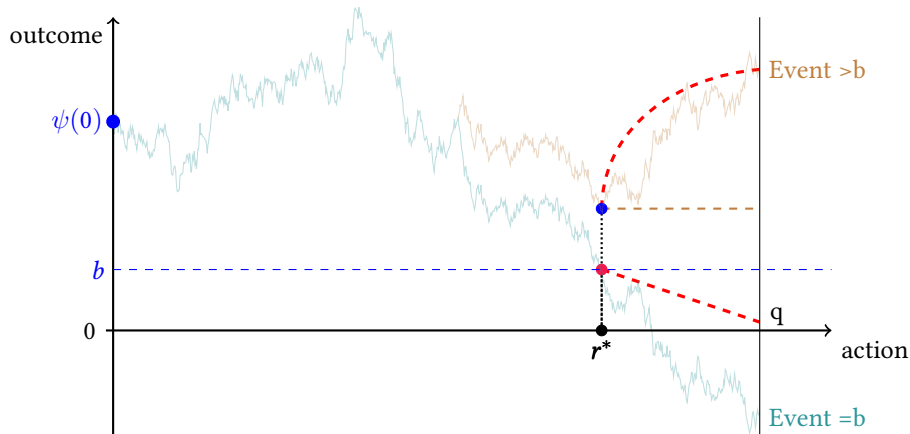
Details for Event >b

►  $r^*$  is the first-minimum. And  $r^*$  is also the last-minimum.

► Beliefs to the right are not neutral – Formally they follow a Brownian Meander process.

Details for Beliefs

# The Receiver's Inference Problem



- ▶ Recommendation reveals precisely the sender's optimal action but imprecisely its outcome.
- ▶ Receiver forms posterior over these events using the Bayes' rule.
- ▶ A new identity: The joint distribution of the hitting time and the location of the minimum.

Details of Bayes Updating

**Theorem 1.** The first-point equilibrium exists if and only if  $q \leq q_b^{\max}$ :

(i) The misalignment is small compared to the risk complexity:

$$\text{If } 0 < b < \frac{\sigma^2}{2|\mu|} = \alpha \text{ then } q_b^{\max} = \infty.$$

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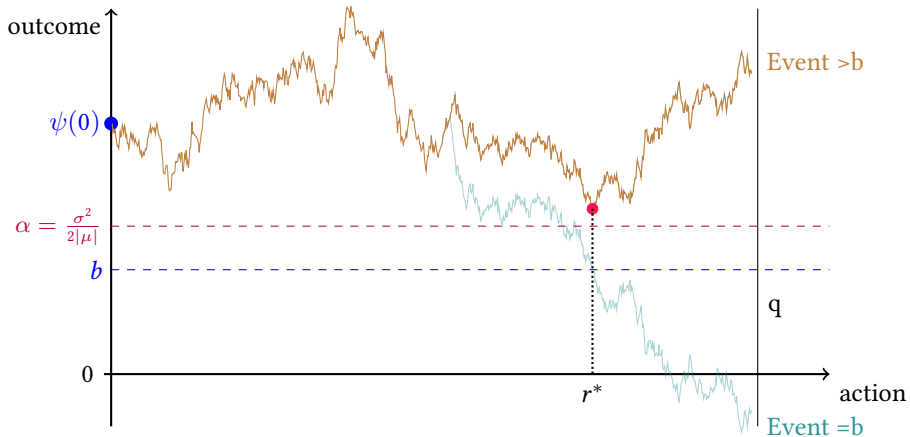
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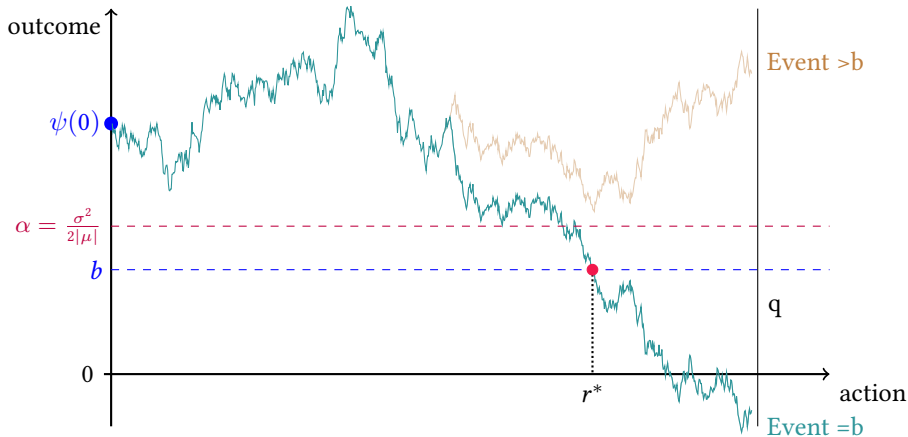
# The Receiver's Optimal Response: $b \leq \alpha$



- Event  $> b \implies$  Receiver and sender have aligned action preferences.

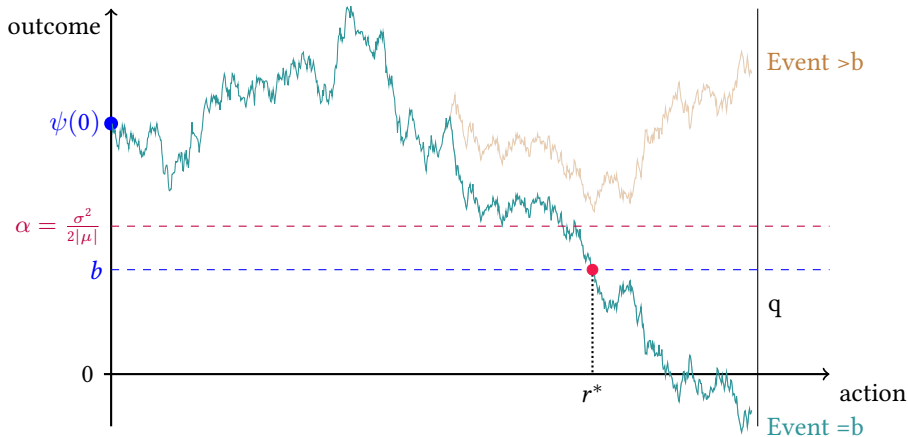


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- ▶ Event  $> b \implies$  Receiver and sender have aligned action preferences.
- ▶ Event  $= b \implies$  Receiver and sender have misaligned action preferences.

# The Receiver's Optimal Response: $b \leq \alpha$



- ▶ Event  $> b \implies$  Receiver and sender have aligned action preferences.
- ▶ Event  $= b \implies$  Receiver and sender have misaligned action preferences.
- ▶ Logic of the 'no expert' result applies for deviations to right of the recommendation.

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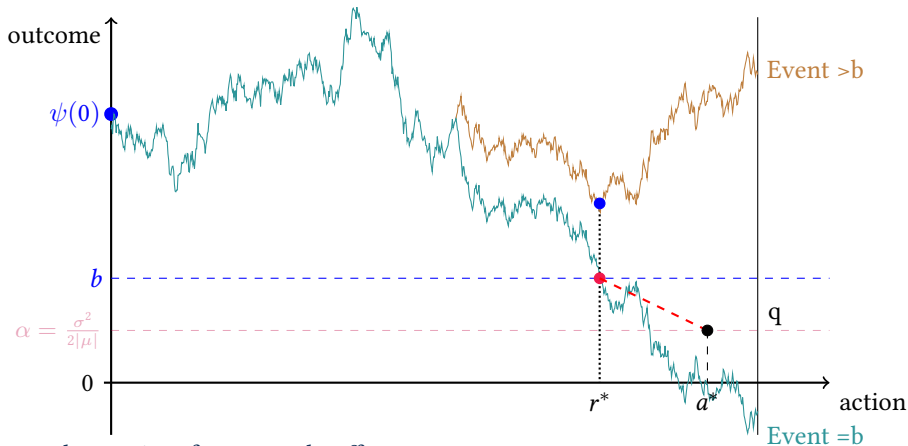
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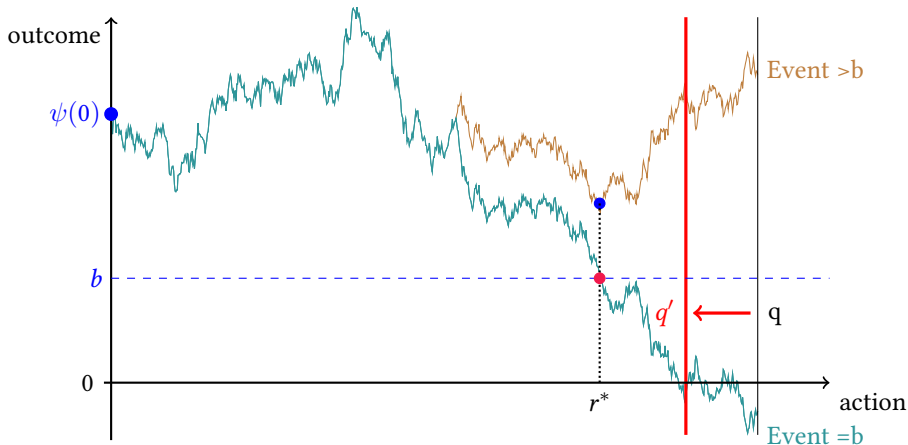
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# The Receiver's Optimal Response: $b > \alpha$



- ▶ For  $b > \alpha$ , the receiver faces a trade-off:
  - ▶ In Event  $>b$  the receiver's best response is  $a = r^*$ .
  - ▶ In Event  $=b$  the receiver's best response is  $a^*$  such that  $\mathbb{E}[\psi(a^*)] = \alpha$ .
- ▶ Efficient cheap talk requires the receiver to choose exactly  $r^*$  and nothing in between.

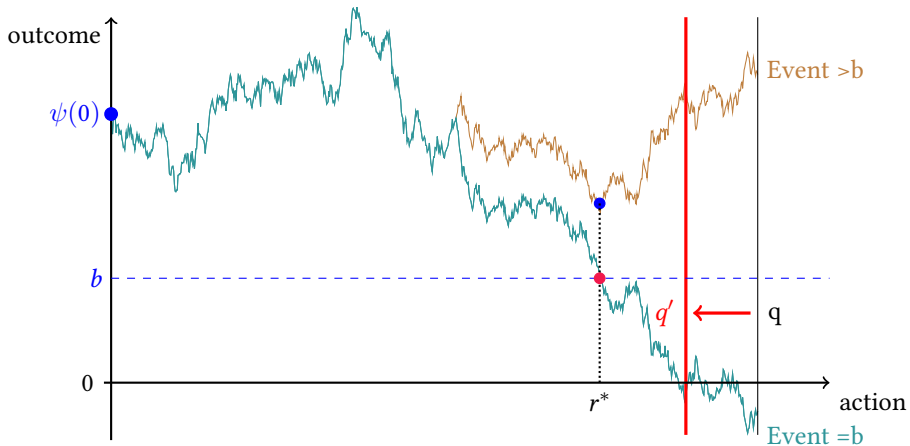
# Equilibrium Dominance



Before showing existence, we first explain how action space influences the receiver's inference problem.

**Lemma 2:** If the first-point equilibrium exists for  $\mathcal{A} = [0, q]$ , then it exists for  $\mathcal{A}' = [0, q']$  whenever  $q' < q$ .

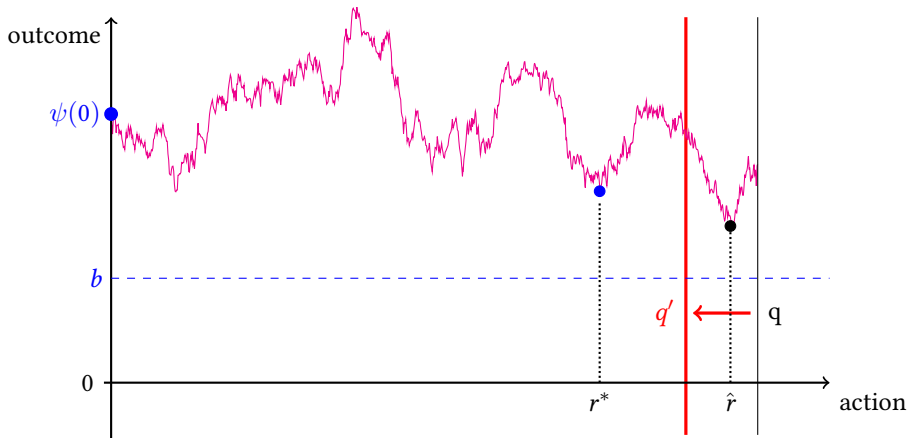
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► Same first-minimum and weaker last-minimum requirement as  $q \rightarrow q'$ .

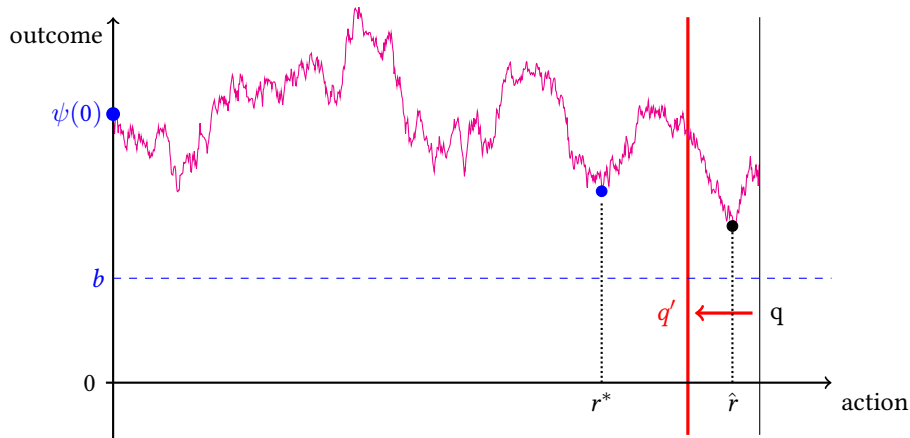
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- ▶ Same first-minimum and weaker last-minimum requirement as  $q \rightarrow q'$ .
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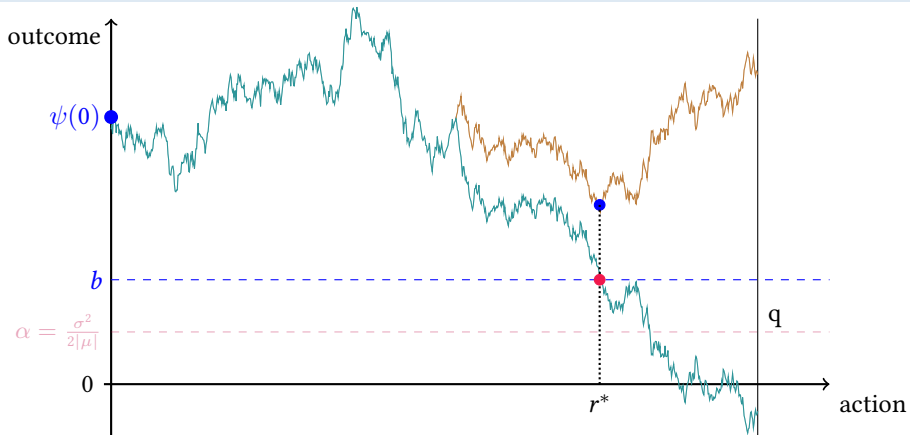


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⇒ Probability of Event  $> b$  is decreasing in  $q$ .

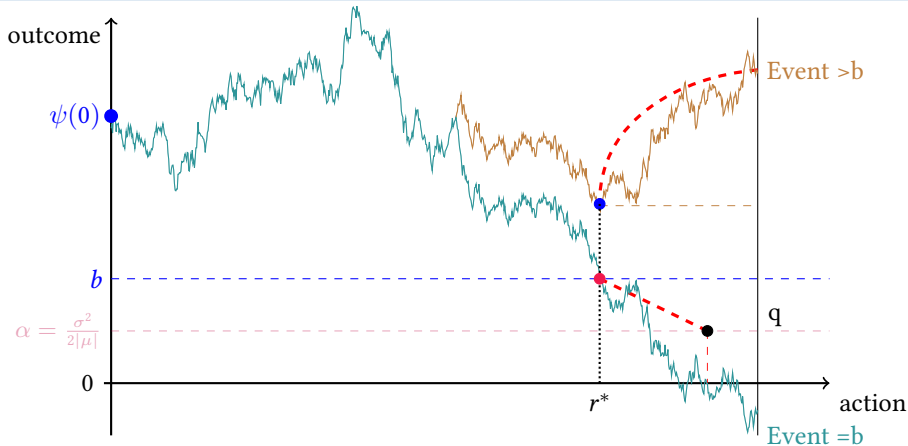


# Equilibrium Existence



- **Lemma 3:** The first-point equilibrium exists for some  $\mathcal{A} = [0, q]$  with  $q > 0$ .

# Equilibrium Existence

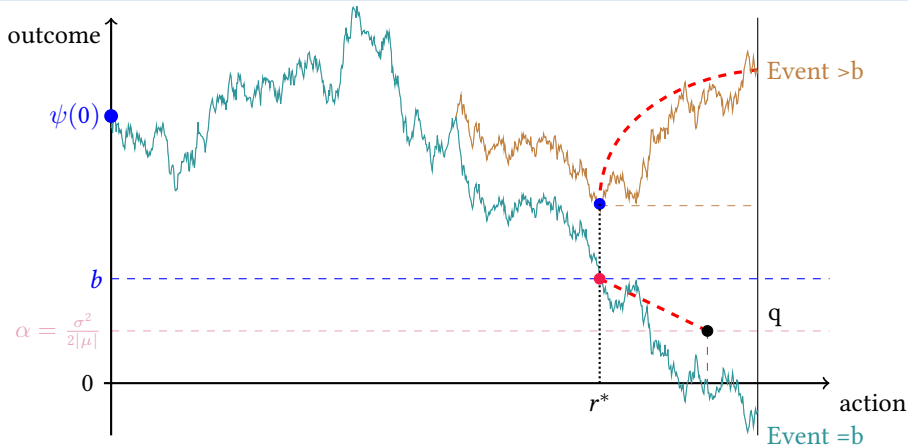


- ▶ If  $q$  is not too large, the probability of Event  $> b$  is greater than Event  $= b$ .
- ▶ Moreover, if  $q$  is not too large the Brownian Meander dominates in expectation.

Outline of the Proof

Moments of Brownian Meander

# Equilibrium Existence



- ▶ If  $q$  is not too large, the probability of Event  $> b$  is greater than Event  $= b$ .
- ▶ Moreover, if  $q$  is not too large the Brownian Meander dominates in expectation.
- ▶ **Equilibrium does not rely on risk aversion, although it makes achieving it easier.**

Outline of the Proof

Moments of Brownian Meander

**Theorem 1.** The first-point equilibrium exists if and only if one of the following holds:

(i) Risk complexity is high and the expert's recommendation is very hard to invert.

$$b \leq \frac{\sigma^2}{2|\mu|}$$

(ii) The action space is not too large and there is sufficient action alignment with the expert.

$$\mathcal{A} = [0, q] \text{ with } q \leq q_b^{\max}.$$

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Increased  $\sigma$  has conflicting effects.

Detailed effect of  $\sigma$

- ▶ Our simulations suggests that  $q_b^{\max}$  is generally increasing in  $\sigma > 0$ .



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## Comparative Statics II

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C5: Expected equilibrium outcome approaches to  $b$  as  $\sigma \rightarrow \infty$ .

- ▶ Very complex issues  $\Rightarrow$  More likely to cross  $b$  & Receiver doesn't override  $\Rightarrow$  Both better off.

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- ▶ Full support action distribution  $\Rightarrow$  Sender recommends own most preferred action.



1. The Model: Introducing Complex Environments.

2. Results

- ▶ Decision making without the Expert.
- ▶ Main Result: Decision making with the Expert.

3. Extensions: Brownian Motion and Beyond.

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- ▶ Receiver can commit to taking actions from  $[0, q_b^{\max}]$  to facilitate efficient communication.
- ▶ But it is better for him to delegate full decision making power.
  - ▶ Restriction to  $[0, q_b^{\max}]$  creates action-alignment by making both players worse off.

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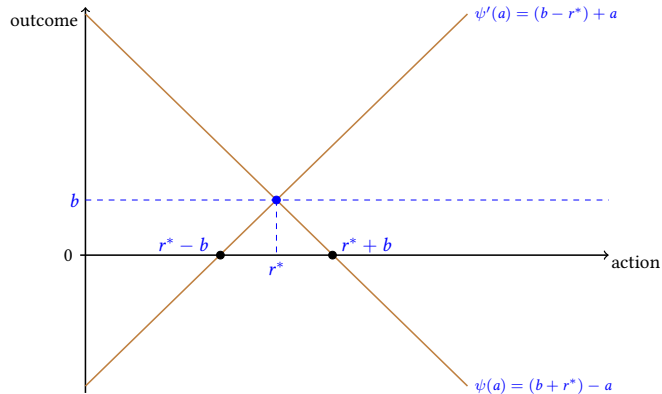
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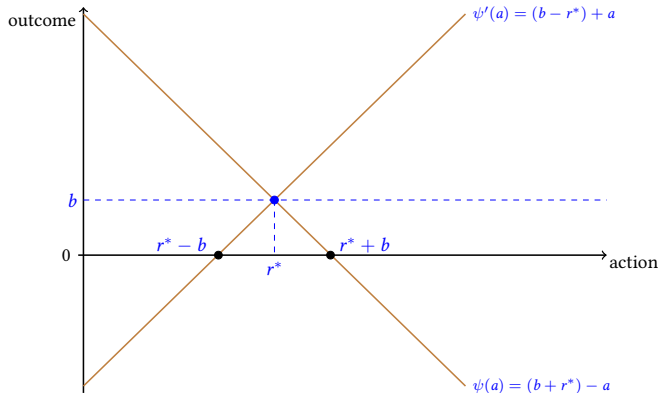
**Expert reveals her own optimal action  $\nrightarrow$  Decision maker learns his optimal action.**

# Minimally Complex Extension of Crawford-Sobel



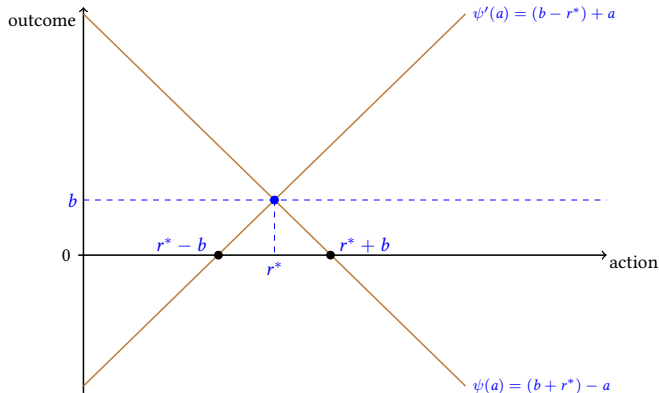
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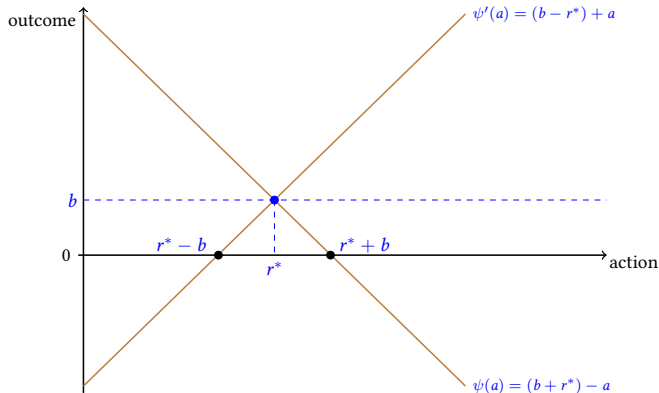
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- ▶ Efficient equilibrium exists if and only if two states are *equally* likely.
- ▶ Players always have different optimal actions. **Receiver faces directional uncertainty.**



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- ▶ Decision maker learns the relationship between actions and outcomes over time.
- ▶ Expert can't use her information efficiently – communicates inefficiently to keep the receiver uncertain.
- ▶ Decision maker's ability to learn can make communication so inefficient that she becomes worse off compared to single-period efficient communication.

- ▶ Cheap Talk (Crawford and Sobel, 1982).
  - ▶ Invertible. Equilibrium: Expert sacrifices power to make recommendations non-invertible.
- ▶ Bayesian Persuasion (Kamenica and Gentzkow, 2011).
  - ▶ Commitment makes recommendation non-invertible. We get sender-optimal without commitment.
- ▶ Unknown bias (Morgan and Stocken, 2003).
  - ▶ Non-invertible, but low residual uncertainty  $\Rightarrow$  Equilibria are generally inefficient.
- ▶ Discrete and Independent Actions (Aghion and Tirole, 1997)
  - ▶ No informational spillover.
- ▶ Brownian Motion (Callander, 2008; Callander, Lambert, Matouschek, 2021; Dall'Ara, 2023).
  - ▶ We study non-invertibility broadly, and how sender can shape information spillover.

# Conclusion

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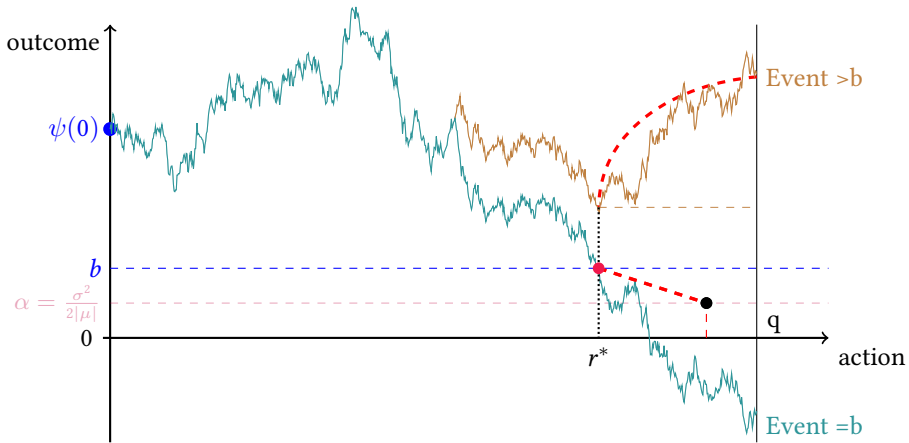
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# Conclusion

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- ▶ When the decision maker faces large “information inequality” the canonical results are reversed:
  1. Experts have full power – they can implement her optimal action in equilibrium.
  2. Communication is efficient.
- ▶ Expert power comes from how much information remains private after the recommendation.



Thank You!

# Extra Slides

# States and Beliefs

Back to the Model

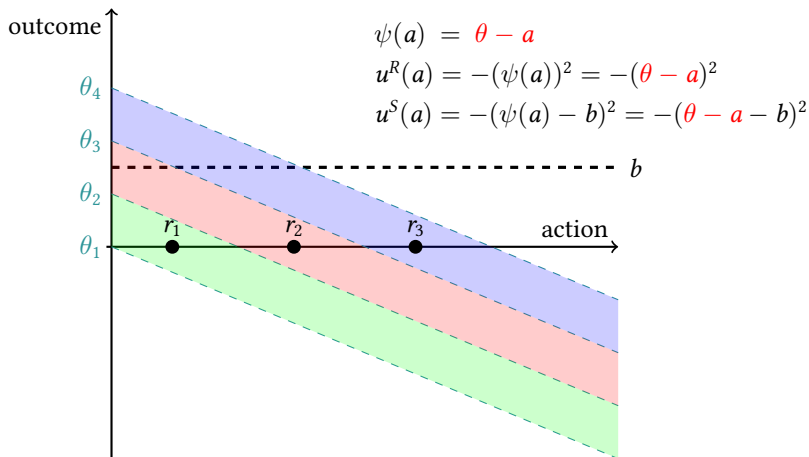
- ▶  $\psi : A \rightarrow \mathbb{R}$  and  $\Psi$  is the set of all  $\psi$ .
- ▶ It can be also thought as if  $\psi(\cdot)$  is a known function of a random variable  $\theta$  (with underlying probability triple  $(\Omega, \mathcal{F}, \omega)$ ) privately observed by the sender.
- ▶ State is  $\theta$  and state space is  $\theta \in \Theta$ .
- ▶ Receiver prior belief:  $\omega(\cdot)$  over  $\Theta$ 
  - ▶ e.g.  $\Theta = [0, 1]$  and  $\omega$  is the uniform distribution.
  - ▶ e.g.  $\theta = C[0, q]$  and  $\omega$  is the Wiener measure.
- ▶ We refer to the induced beliefs about  $\psi(\cdot)$  instead of  $\omega$ .

We call  $\omega(\cdot | \cdot)$ ,  $a(\cdot)$ ,  $m(\cdot)$  a Perfect Bayesian Equilibrium if

1.  $\omega(\psi | r \in m(\psi))$  is obtained via Bayes' rule whenever possible,
2.  $a(r) \in \arg \max_{a' \in \mathcal{A}} \mathbb{E}[u_R(a', \psi) | \omega(\psi | r \in m(\psi))]$  for every  $r \in \mathcal{M}$ ,
3.  $m(\psi) \in \arg \max_{r' \in \mathcal{M}} u_S(a(r'), \psi)$  for every  $\psi \in \Psi$ .

- ▶ Players: Sender and Receiver.
- ▶ Actions:  $\mathcal{A} = \mathbb{R}_+$ .
- ▶ Outcomes:  $\psi(a) = \theta - a$  common knowledge
- ▶ Sender's private information: realized  $\theta$ .
- ▶ Receiver's prior:  $\theta \sim \mathcal{I} \subseteq \mathbb{R}_+$ .
- ▶ Payoffs:  $u^S(a) = -(\psi(a) - b)^2 = -(\theta - a - b)^2$ ,  $u^R(a) = -(\psi(a))^2 = -(\theta - a)^2$ .

# Simple Environments: Equilibrium



- ▶ All equilibria are partitional:  $m^*(\theta) = r_i$  if and only if  $\theta_i \in [\theta_{i-1}, \theta_i]$ .
- ▶ Sender incentive compatibility limits the number of partitions.
- ▶ If partitions are too small, types at the boundary are too close to each other.

[Back to Simple Environments](#)

- ▶ Players: Sender and Receiver.
- ▶ Actions:  $\mathcal{A} = \mathbb{R}_+$ .
- ▶ Outcomes:  $\psi(a) = \psi_0 + \mu a + \sigma W(a)$ .
  - ▶ The parameters  $\psi_0, \mu$  and  $\sigma$  common knowledge.
- ▶ Formally state is  $W(a)$  and state space is  $\mathcal{C}[0, q]$ .
- ▶ Sender's private information: The realized path  $\psi(a)$ .
- ▶ Receiver prior belief:  $\omega(\cdot)$  over  $\mathcal{C}[0, q]$  given by the Wiener measure.
  - ▶ We generally refer to the induced beliefs about  $\psi(\cdot)$  instead of  $W(\cdot)$ .



## Proof of Lemma 1

By the mean-variance representation of quadratic utility, the receiver's expected utility is:

$$\mathbb{E}[u_R(a)] = -[\psi(0) + \mu a]^2 - \sigma^2 a.$$

The first and second order conditions for optimality are:

$$\begin{aligned}\frac{d\mathbb{E}[u_R(a)]}{da} &= -2\mu[\psi(0) + \mu a] - \sigma^2, \\ \frac{d^2\mathbb{E}[u_R(a)]}{da^2} &= -2\mu^2 \leq 0.\end{aligned}$$

The result follows from the first order condition. ■

- ▶ We get a similar result for other weakly concave utility.
- ▶ But  $\alpha$  is no longer a constant threshold.

[Back to No Expert](#)

# Probabilities of Event = $b$

- ▶ We can define Event =  $b$  using the hitting “action” (time).
- ▶ First hitting action:  $\tau(x) := \inf\{a \in [0, q] \mid \psi(a) = x\}$ .
- ▶ Probability of the path first-hitting  $b < \psi_0$ :

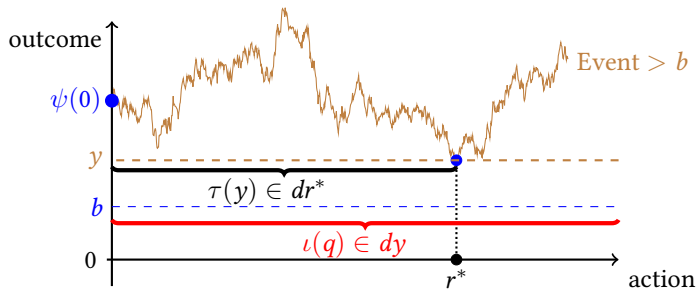
[Back to Event=b](#)

$$\mathbb{P}(\text{Event} = b \text{ at } a) = \mathbb{P}(\tau(b) \in da) = \frac{\psi_0 - b}{\sigma a \sqrt{a}} \phi\left(\frac{\psi_0 - b + \mu a}{\sigma \sqrt{a}}\right) da \quad \forall x \in \mathbb{R}_+.$$

# Probabilities of Event $> b$

Back to Event  $> b$

- ▶ First hitting action:  $\tau(x) := \inf\{a \in [0, q] \mid \psi(a) = x\}$ .
- ▶ Minimum of the path  $\iota(w, x)$ :  $\iota(w, x) = \inf\{\psi(a) \mid a \in [w, x]\}$ .
- ▶  $\mathbb{P}(\text{Event } > b \text{ at } m^*(\psi) = r^*) = \int_b^{\psi_0} \mathbb{P}(\tau(y) \in dr^*, \iota(q) \in dy) dy$ .

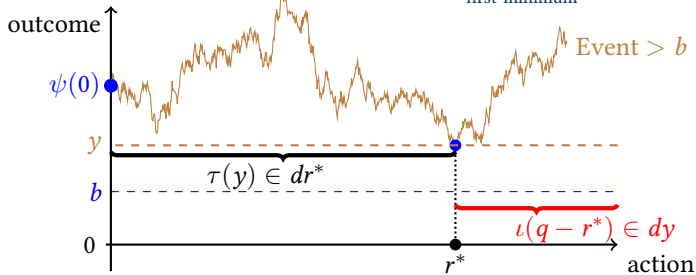


# Probabilities of Event $> b$

Back to Event  $> b$

- ▶ First hitting action:  $\tau(x) := \inf\{a \in [0, q] \mid \psi(a) = x\}$ .
- ▶ Minimum of the path  $\iota(w, x)$ :  $\iota(w, x) = \inf\{\psi(a) \mid a \in [w, x]\}$ .
- ▶  $\mathbb{P}(\text{Event } > b \text{ at } m^*(\psi) = r^*) = \int_b^{\psi_0} \mathbb{P}(\tau(y) \in dr^*, \iota(q) \in dy) dy$ .
- ▶ Using the Strong Markov Property of  $W(a)$ :

$$\mathbb{P}(\text{Event } > b \text{ at } m^*(\psi) = r^*) = \int_b^{\psi_0} \underbrace{\mathbb{P}\{\tau(y) \in dr^*\}}_{\text{first-minimum}} \cdot \underbrace{\mathbb{P}\{\iota(r^*, q) \in dy\}}_{\text{last-minimum}} dy$$



# Bayes Updating

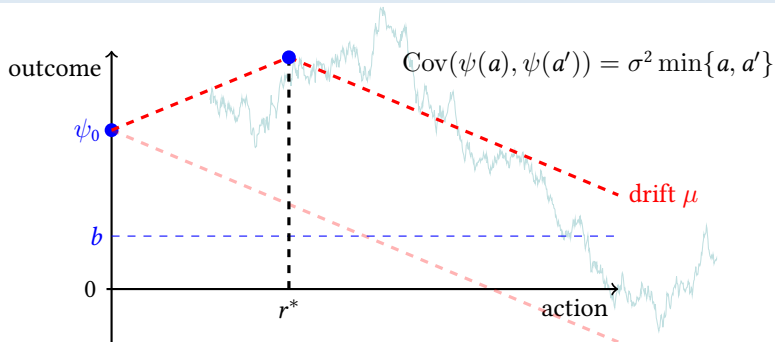
Back to Receiver's Inference

- ▶ We are interested in  $\mathbb{P}(\text{Event} = b \mid m^*(\psi) = r^*)$ .
- ▶ Conditioning event  $m^*(\psi) \in dr^*$  is the (disjoint) union of two events:
  1. Event =b at  $m^*(\psi)$ ,
  2. Event >b at  $m^*(\psi)$ .
- ▶ Regular conditional probability can be obtained as follows:

$$\begin{aligned}\mathbb{P}(\text{Event} = b \mid m^*(\psi) = r^*) &= \frac{\mathbb{P}(\text{Event} = b \text{ at } m^*(\psi) \in dr^*)}{\mathbb{P}(m^*(\psi) = r^*)} \\ &= \frac{\mathbb{P}(\text{Event} = b \text{ at } m^*(\psi) \in dr^*)}{\mathbb{P}(\text{Event} = b \text{ at } m^*(\psi) \in dr^*) + \mathbb{P}(\text{Event} > b \text{ at } m^*(\psi) \in dr^*)} \\ &= \frac{\mathbb{P}(\tau(b) \in dr^*)}{\mathbb{P}(\tau(b) \in dr^*) + \int_b^{\psi_0} \mathbb{P}(\tau(y) \in dr^*) \mathbb{P}(\iota(r^*, q) \in dy) dy}\end{aligned}$$

- ▶ Densities are well defined everywhere  $r^* \in (0, q]$ .

# Brownian Motion: Conditional Beliefs



- The beliefs conditional on  $\psi(r^*) = y$  are:

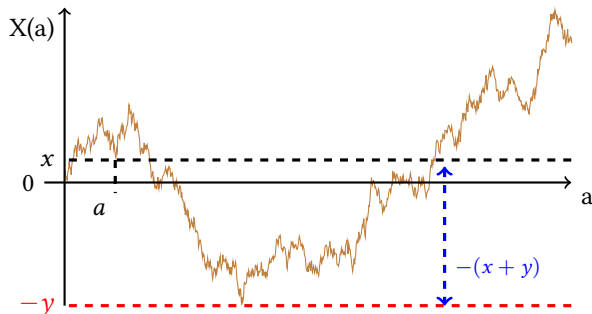
[Back to Complex Environments](#)

[Back to Inference](#)

$$\mathbb{E}[\psi(a) | \psi(r^*) = y] = \begin{cases} \psi_0 + \frac{a}{r^*}(y - \psi_0) & \text{if } a \leq r^* \\ y + \mu a & \text{if } a \geq r^* \end{cases}$$

$$\text{Var}[\psi(a) | \psi(r^*) = y] = \begin{cases} \sigma^2 \frac{a(r^* - a)}{r^*} & \text{if } a \leq r^* \\ \sigma^2 (a - r^*) & \text{if } a \geq r^* \end{cases}$$

# Brownian Meander I



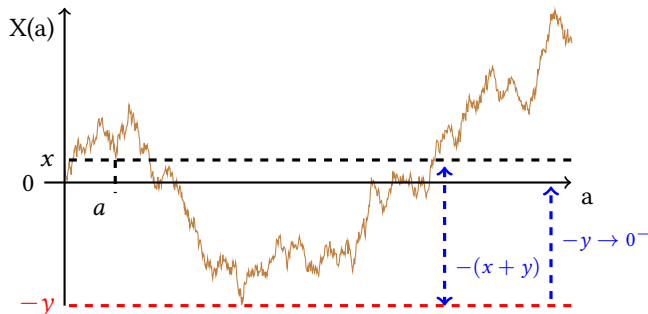
- Rescale such that  $X(a) = \psi(a) - \psi_0 = \mu a + \sigma W(a)$ .

[Back to Inference](#)

[Back to Existence](#)

$$\begin{aligned}\mathbb{P}(X(a) \in dx \mid \iota(q) \geq -y) &= \frac{\mathbb{P}(X(a) \in dx, \iota(q) \geq -y)}{\mathbb{P}(\iota(q) \geq -y)} \\ &= \frac{\mathbb{P}(X(a) \in dx, \iota(a) \geq -y, \iota(q-a) \geq -(x+y))}{\mathbb{P}(\iota(q) \geq -y)} \\ \mathbb{P}(X(a) \in dx \mid \iota(q) \geq -y) &= \frac{\mathbb{P}(X(a) \in dx, \iota(a) \geq -y) \mathbb{P}(\iota(q-a) \geq -(x+y))}{\mathbb{P}(\iota(q) \geq -y)}.\end{aligned}$$

# Brownian Meander II



- ▶ Looking at  $\lim_{-y \rightarrow 0^-} \mathbb{P}(X(a) \in dx \mid \iota(q) \geq -y)$ :

[Back to Inference](#)

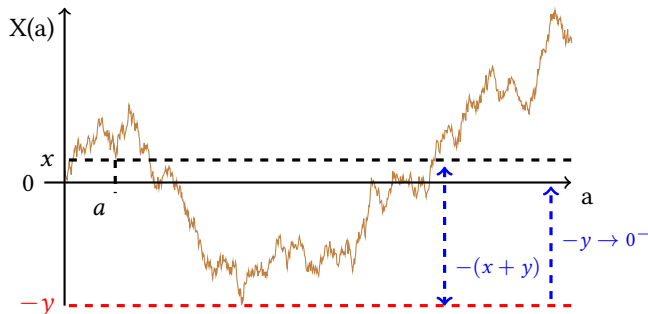
[Back to Existence](#)

$$\mathbb{P}(M(a, q) \in dx) = \frac{\sqrt{q}x}{\sigma a \sqrt{a}} \frac{\exp\left(\frac{\mu^2 q}{2\sigma^2}\right) \phi\left(\frac{\mu a - x}{\sigma \sqrt{a}}\right) \left( \Phi\left(\frac{x + \mu(q-a)}{\sigma \sqrt{q-a}}\right) - \exp\left(-\frac{2\mu x}{\sigma^2}\right) \Phi\left(\frac{-x + \mu(q-a)}{\sigma \sqrt{q-a}}\right) \right)}{\left( \mu \sqrt{q} \exp\left(\frac{\mu^2 q}{2\sigma^2}\right) \Phi\left(\frac{\mu \sqrt{q}}{\sigma}\right) + \frac{\sigma}{\sqrt{2\pi}} \right)} dx.$$

- ▶ Details of the weak convergence follows from standard arguments.
- ▶ See Durrett et al. (1977) and Iafrate and Orsingher (2020) for the details.



# Brownian Meander II



- ▶ Looking at  $\lim_{-y \rightarrow 0^-} \mathbb{P}(X(a) \in dx \mid \iota(q) \geq -y)$ :

[Back to Inference](#)

[Back to Existence](#)

$$\mathbb{P}(M(a, q) \in dx) = \frac{\sqrt{q}x}{\sigma a\sqrt{a}} \frac{\exp\left(\frac{\mu^2 q}{2\sigma^2}\right) \phi\left(\frac{\mu a - x}{\sigma\sqrt{a}}\right) \left(\Phi\left(\frac{x + \mu(q-a)}{\sigma\sqrt{q-a}}\right) - \exp\left(-\frac{2\mu x}{\sigma^2}\right) \Phi\left(\frac{-x + \mu(q-a)}{\sigma\sqrt{q-a}}\right)\right)}{\left(\mu\sqrt{q} \exp\left(\frac{\mu^2 q}{2\sigma^2}\right) \Phi\left(\frac{\mu\sqrt{q}}{\sigma}\right) + \frac{\sigma}{\sqrt{2\pi}}\right)} dx.$$

- ▶ It coincides with equation (1.4) in Iafate and Orsingher (2020) when  $\sigma = 1$ .
- ▶ It coincides with Rayleigh distribution whenever  $\mu = 0$ ,  $\sigma = 1$  and  $a = q$ .

# Moments of Brownian Meander

Back to Existence

- ▶ We characterize the distribution of  $M(a, q)$  given its terminal value.
- ▶ Special case of  $\mu = 0$  and  $\sigma = 1$  is analyzed in Devroye (2010) and Riedel (2021).
- ▶ This is obtained by the limit:  $\lim_{-y \rightarrow 0^-} \mathbb{P}(X(a) \in dx \mid X(q) = c, \iota(q) \geq -y)$ :

$$\mathbb{P}(M(a, q) \in dx \mid M(q, q) = c) = \frac{xq\sqrt{q}}{ca\sqrt{a}\sqrt{q-a}\sigma} \left[ \phi \left( \frac{x - \frac{ca}{q}}{\sqrt{\frac{a}{q}}\sqrt{q-a}\sigma} \right) - \phi \left( \frac{x + \frac{ca}{q}}{\sqrt{\frac{a}{q}}\sqrt{q-a}\sigma} \right) \right] dx$$

$$\mathbb{E}[M(a, q) \mid M(q, q) = c] = \frac{\sigma^2(q-a) + \frac{c^2 a}{q}}{c} \operatorname{erf} \left( \frac{c\sqrt{a}}{\sigma\sqrt{2q(q-a)}} \right) + \exp \left( \frac{-c^2 a}{2q(q-a)\sigma^2} \right) \sqrt{\frac{2a(q-a)}{q\pi}} \sigma$$

$$\mathbb{E}[M^2(a, q) \mid M(q, q) = c] = \frac{3(q-a)a}{q} \sigma^2 + \frac{c^2 a^2}{q^2}$$

- ▶ It follows that that  $\lim_{a \rightarrow 0^+} \frac{\partial}{\partial a} \mathbb{E}[M(a, q) \mid M(q, q) = c] = \infty$ .

# Equilibrium Dominance

Back to Lemma 2

- ▶ First hitting action:  $\tau(x) := \inf\{a \in [0, q] \mid \psi(a) = x\}$ .
- ▶ Minimum of the path  $\iota(w, x)$ :  $\iota(w, x) = \inf\{\psi(a) \mid a \in [w, x]\}$ .
- ▶ We have the probabilities given by:

$$\mathbb{P}(\text{Event} = b \text{ at } r^*) = \mathbb{P}(\tau(b) \in dr^*) = \frac{\psi_0 - b}{\sigma r^* \sqrt{r^*}} \phi\left(\frac{\psi_0 - b + \mu r^*}{\sigma \sqrt{r^*}}\right) dr^* \quad \forall x \in \mathbb{R}_+$$

$$\mathbb{P}(\text{Event} > b \text{ at } r^*) = \int_b^{\psi(0)} \underbrace{\mathbb{P}\{\tau(y) \in dr^*\}}_{\text{first-minimum}} \cdot \underbrace{\mathbb{P}\{\iota(r^*, q) \in dy\}}_{\text{last-minimum}} dy \cdot \mathbb{P}\{\iota(r^*, q) \in dy\}$$

- ▶ As  $q$  gets smaller,  $\tau(b) \in dr^*$  is constant and  $\mathbb{P}\{\iota(r^*, q) \in dy\}$  is increasing.
- ▶ Thus,  $\mathbb{P}(\text{Event} = b \mid m^*(\psi))$  decreasing:

$$\mathbb{P}(\text{Event} = b \mid m^*(\psi) = r^*) = \frac{\mathbb{P}(\text{Event} = b \text{ at } m^*(\psi) \in dr^*)}{\mathbb{P}(\text{Event} = b \text{ at } m^*(\psi) \in dr^*) + \mathbb{P}(\text{Event} > b \text{ at } m^*(\psi) \in dr^*)}.$$

# Equilibrium Existence

Back to Existence

Change in **expected outcome** for a deviation to  $r^* + a'$  is given by:

$$\Delta(a', r^*, q) = \mathbb{P}(\text{Event} = b \mid m^*(\psi) = r^*)(\mu a') + \mathbb{P}(\text{Event} > b \mid m^*(\psi) = r^*)\mathbb{E}[M(a', q - r^*)]$$

1. We showed that  $\mathbb{P}(\text{Event} = b \mid m^*(\psi) = r^*)$  decreasing.
2. Moreover,  $\mathbb{P}(\text{Event} = b \mid m^*(\psi) = r^*) \rightarrow 1$  for every as  $r^* \rightarrow 0$ .
3. We show that  $\lim_{a \rightarrow 0^+} \frac{\partial}{\partial a} \mathbb{E}[M(a, q) \mid M(q, q) = c] = \infty$  for every  $q^*$ .
  - ▶ If  $q \rightarrow 0$ , then  $\max\{a, r^*\} \rightarrow 0$ . So  $\lim_{q \rightarrow 0} \Delta(a', r^*, q) > 0$
  - ▶ Thus, for some  $\bar{q} > 0$  we have that  $\Delta(a', r^*, \bar{q})$  for every  $a', r^*, q < \bar{q}$ .
  - ▶ Note that  $\bar{q} \neq q_{\max}^b$ :  $q_{\max}^b$  is the largest solution  $q$  is the counterpart for **expected payoff**.

# Action Space v. Complexity

[Back to Size of the Action Space](#)

- ▶ We develop our analysis by varying the size of the action space instead of  $\sigma$  or  $\alpha$ .
- ▶ Expert derives power from the complexity of the environment but not in direct proportion to complexity.
- ▶ Increased  $\sigma$  has conflicting effects.
  1. Changes what the receiver infers from the recommendation
    - ▶ Probability of Event =  $b$  is non-monotone, and increasing on average.
    - ▶ Makes it **harder to support the equilibrium**.
  2. Changes the shape of receiver uncertainty about other actions.
    - ▶ Expectations for deviations in Event  $> b$  becomes more steep.
    - ▶ Riskiness of deviations increase in both events.
    - ▶ Makes it **easier to sustain**.
- ▶ Drift  $\mu$  closer to 0 also decreases the probability of Event  $> b$ .
  - ▶ Equilibrium is always easier to support.

# Extensions: Robustness within BM

# Extensions within Brownian Motion

- ▶ **Weakly concave utility with an unique maximum.**

Details for the Extension

- ▶ The  $\alpha$  threshold is not a constant – Everything else goes through.

- ▶ **Very large bias:  $b > \psi_0$ .**

Demonstration of Large Bias

- ▶ Interests are diametrically opposed, only equilibria are babbling.

- ▶ **Negative Bias:  $b < 0$ .**

Demonstration of Negative Bias

- ▶ In event =  $b$ , receiver knows there is an action to the left that gives his ideal.

- ▶ **Actions to the left of the status quo.**

Demonstration of Actions to the Left

- ▶ Recommendations to the left of status quo are easier to implement due to  $\mu < 0$ .

## Sketch of the Idea

Say that the receiver's utility is separable in mean  $\mu(a) = \mathbb{E}[\psi(a)]$  and variance  $\sigma(a) = \text{Var}[\psi(a)]$ :

$$\mathbb{E}[u_R(a)] = v(\mu(a)) - w(\sigma(a)).$$

The first and second order conditions for optimality are:

$$\frac{d\mathbb{E}[u_R(a)]}{da} = \mu'(a)v'(\mu(a)) - \sigma'(a)w(\sigma(a)) = 0$$

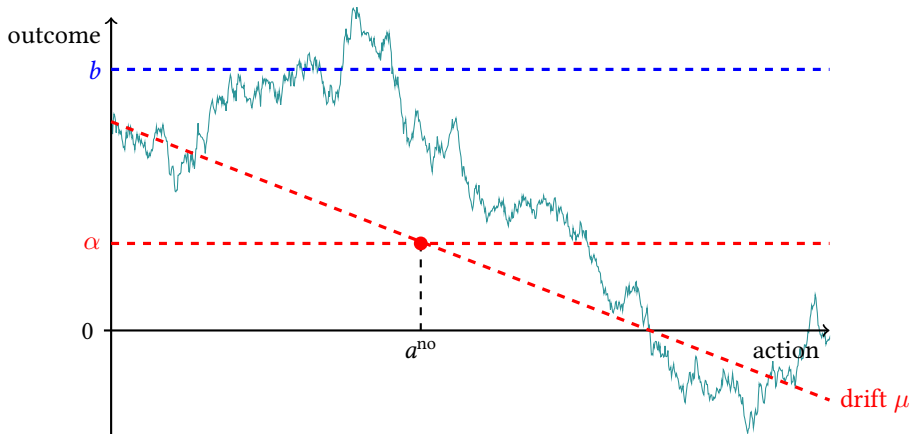
$$\frac{d^2\mathbb{E}[u_R(a)]}{da^2} \mu''(a)v'(\mu(a)) + \mu'(a)^2 v''(\mu(a)) - \sigma''(a)w'(\sigma(a)) - \sigma'(a)^2 w''(\sigma(a)) \leq 0$$

$$a = \mu^{-1} \left( (v')^{-1} \left( \frac{\sigma'(a)v'(\sigma(a))}{\mu'(a)} \right) \right)$$

The result follows from the first order condition under suitable conditions on the curvature of  $\mu(a)$  and  $\sigma(a)$ .  
e.g.  $\mu'(x) < 0$ ,  $\mu''(x) \leq 0$  and  $\sigma'(x) > 0$ ,  $\sigma''(x) > 0$  and  $w''(x), v''(x) \leq 0$  ■



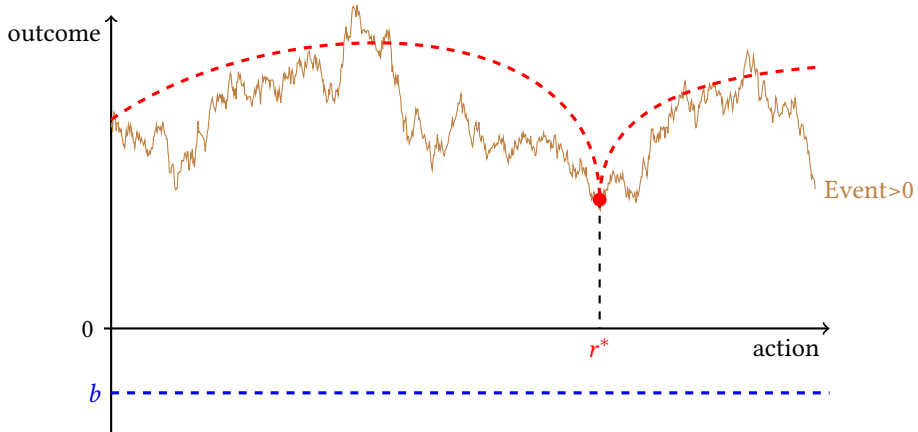
# Very Large Bias



- ▶ Interests are fully misaligned.
  - ▶ If an outcome is better than the status quo for the sender is worse for the receiver.
- ▶ Only equilibria are babbling.

[Back to Extensions](#)

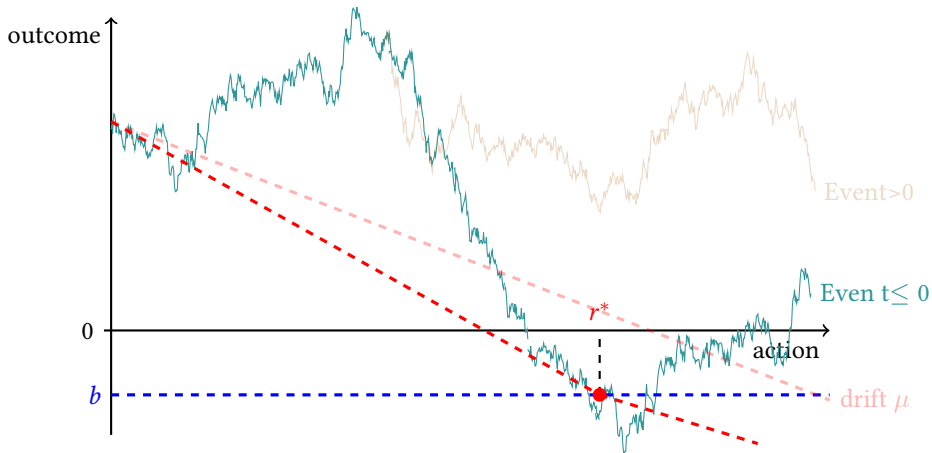
# Negative Bias



- ▶ Event  $> 0$  works the same way.

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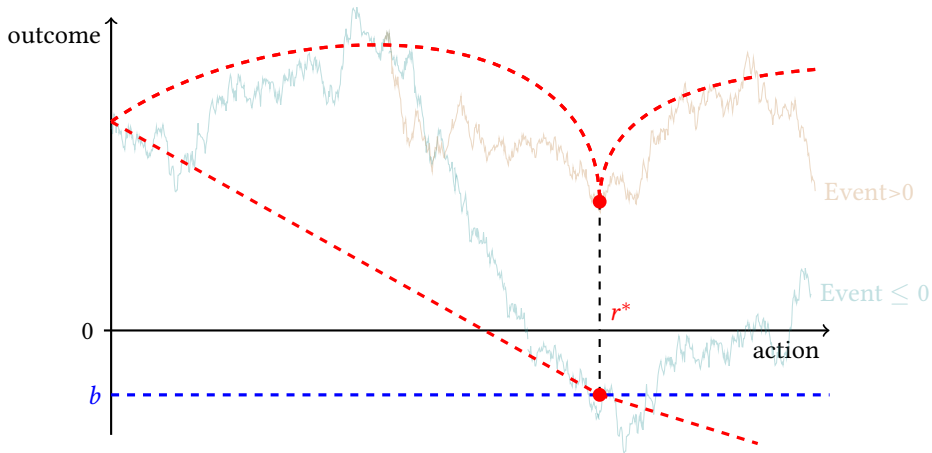
# Negative Bias



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[Back to Extensions](#)

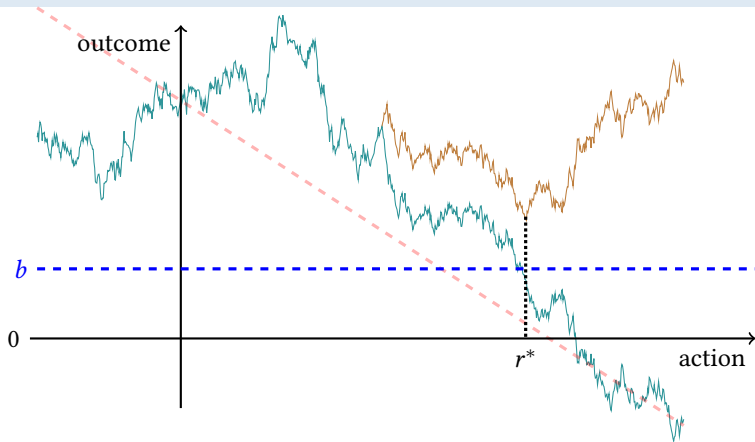
# Negative Bias



- ▶ Event  $> 0$  works the same way.
- ▶ In Event  $\leq 0$ , now there is a profitable deviation is now to the left.
- ▶ A similar upper bound like  $q_{\max}^b$  can be constructed.

[Back to Extensions](#)

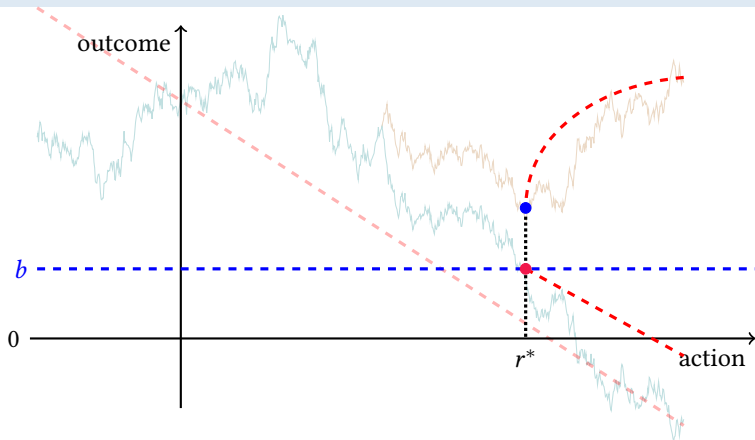
# To the Left of Status quo



- If the recommendation is  $r^* > 0$ :

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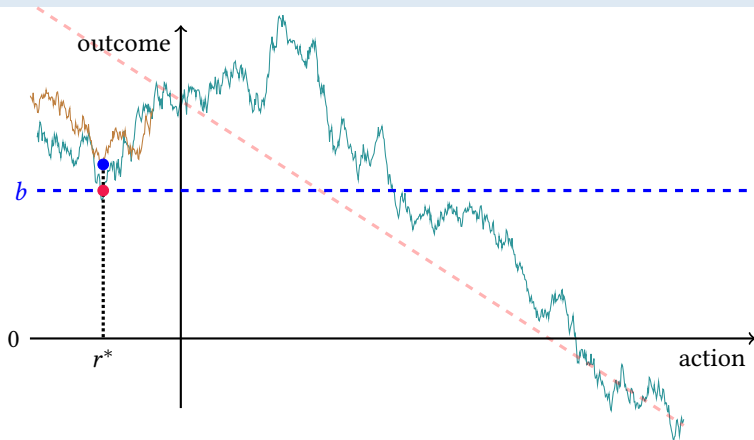
# To the Left of Status quo



- ▶ If the recommendation is  $r^* > 0$ : It is the same problem and  $q_{\max}^b$  works.

[Back to Extensions](#)

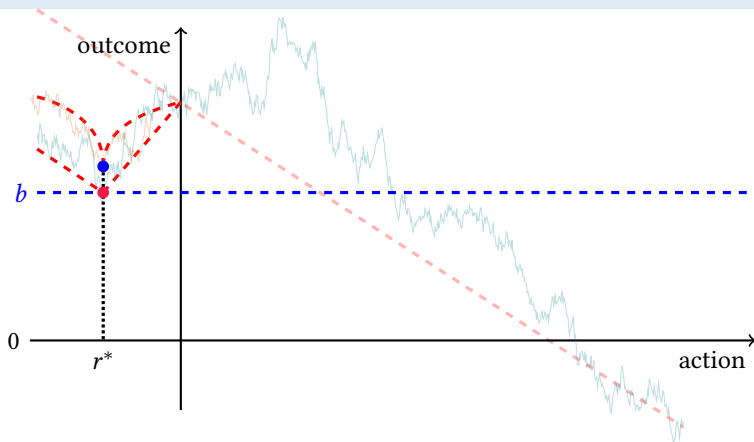
# To the Left of Status quo



- ▶ If the recommendation is  $r^* > 0$ : It is the same problem and  $q_{\max}^b$  works.
- ▶ If the recommendation is  $r^* < 0$ :

[Back to Extensions](#)

# To the Left of Status quo



- ▶ If the recommendation is  $r^* > 0$ : It is the same problem and  $q_{\max}^b$  works.
- ▶ If the recommendation is  $r^* < 0$ :
- ▶ Drift  $\mu$  has the opposite effect and the Receiver IC is always satisfied when  $r^*$ .

[Back to Extensions](#)



# Extensions: Examples Beyond BM

# Conditions for Expert Power I

Suppose that the sender uses  $m : \psi \rightarrow \mathcal{A}$  that *precisely reveals* his optimal action.

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$$\bigcap_{\psi' \in m^{-1}(r)} \arg \max_{a \in \mathcal{A}} u^R(a, \psi') = \emptyset \quad \forall r \in \mathcal{A}$$

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3. **Recommendation Acceptance:** Receiver's incentive compatibility is satisfied.

$$r \in \arg \max_{a \in \mathcal{A}} \mathbb{E}[u^R(a, \psi) \mid \psi \in m^{-1}(r)] \quad \forall r \in m^{-1}(\Psi)$$

## Conditions for Expert Power II

1. **Partial Invertibility:** Multiple states are consistent with recommendation.
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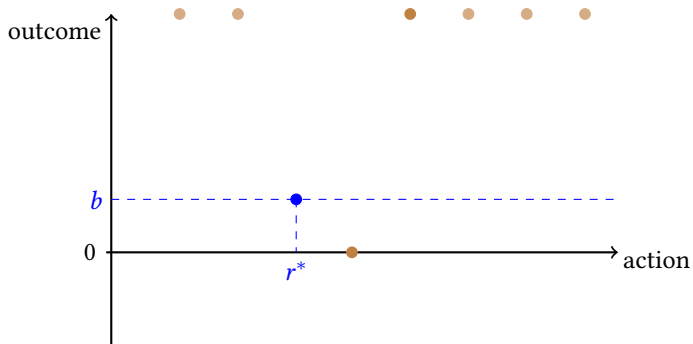
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  - ▶ **Efficient strategies** in canonical cheap talk fail (1).

# Conditions for Expert Power II

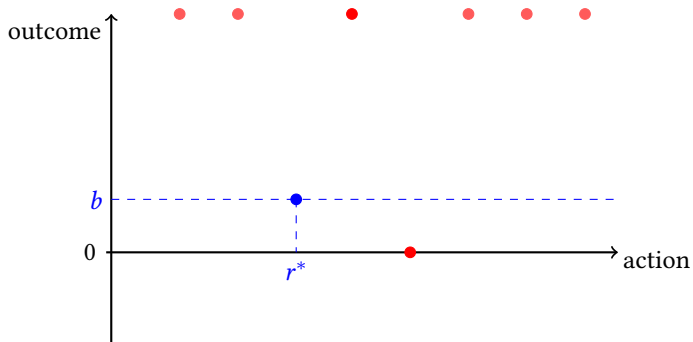
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  3. **Recommendation Acceptance:** Receiver's incentive compatibility is satisfied.
- ▶ **First-point strategy** in Brownian Motion environment satisfies (1) and (2).
  - ▶ **First-point strategy** also satisfies (3) if action space is narrow ( $q < q_{\max}^b$ ).
  - ▶ **Efficient strategies** in unknown bias models satisfy (1) and (2) but fail (3).
  - ▶ **Efficient strategies** in canonical cheap talk fail (1).
  - ▶ **Partition strategies** in canonical cheap talk satisfy (1) and (2).
  - ▶ **Partition strategies** also satisfy (3) if partitions are large enough.

# Misalignment Without Directional Uncertainty



- ▶ For each  $a \in \mathcal{A} = \mathbb{Z}$ , there are two states  $\psi$  and  $\psi'$ :
  - ▶  $\psi(a) = b, \psi(a+1) = 0$  and  $\psi(a') = 100b \forall a' \in \mathcal{A} \setminus \{a, a+1\}$ .

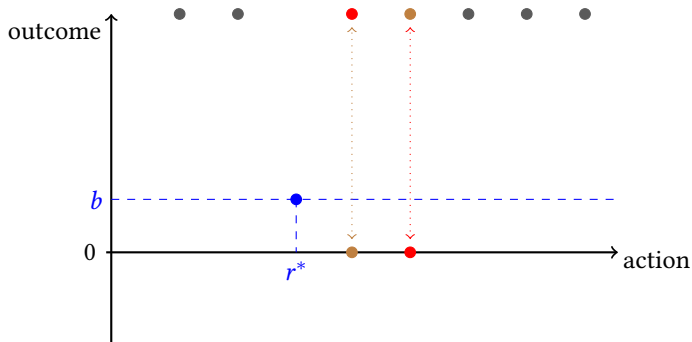
# Misalignment Without Directional Uncertainty



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  - ▶  $\psi'(a) = b, \psi'(a+2) = 0$  and  $\psi'(a') = 100b \forall a' \in \mathcal{A} \setminus \{a, a+2\}$ .

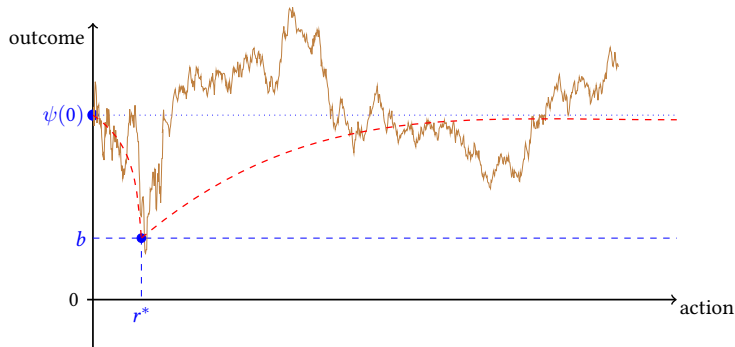


# Misalignment Without Directional Uncertainty



- ▶ For each  $a \in \mathcal{A} = \mathbb{Z}$ , there are two states  $\psi$  and  $\psi'$ :
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  - ▶  $\psi'(a) = b, \psi'(a+2) = 0$  and  $\psi'(a') = 100b \forall a' \in \mathcal{A} \setminus \{a, a+2\}$ .
- ▶ Efficient equilibrium exists if neither states dominate for any action.
- ▶ Receiver is never aligned with the sender *and* has no directional uncertainty.

# Orstein-Uhlenbeck: Mean-Reversion



- ▶ The mapping is Ornstein-Uhlenbeck mean-reverting to  $\psi(0)$ .
- ▶ Expected outcome always points toward  $\psi(0)$ .
- ▶ **First-point equilibrium exists  $\forall b \in [0, \psi(0))$  and  $\forall q \in \mathbb{R}$ .**

Details of OU process

# Wiener State Space: Mean Reversion

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- ▶  $\psi(a)$  is the solution to the stochastic differential equation:

$$d\psi(a) = -\kappa(\psi(0) - \psi(a)) da + \sigma dW(a)$$

- ▶  $\kappa$  is the mean-reversion coefficient, and  $\sigma$  is the volatility term.
- ▶ Environment has the same state space as the Brownian environment.
- ▶ Differs in how the states are translated into outcomes via the outcome mappings.
- ▶ Deviations to  $a < r^*$  are worse for the receiver by the continuity of OU process.
- ▶ For deviations  $a > r^*$ :

$$\mathbb{E}[\psi(a) \mid m^*(\psi) = r^*] = \underbrace{\psi(0) - (\psi(0) - \psi(r^*))}_{>\psi(r^*)} \underbrace{\exp(-\kappa(a - r^*))}_{<1}$$

$$\text{Var}(\psi(a) \mid m^*(\psi) = r^*) = \frac{\sigma^2}{2\kappa} (1 - \exp[-2\kappa(a - r^*)])$$

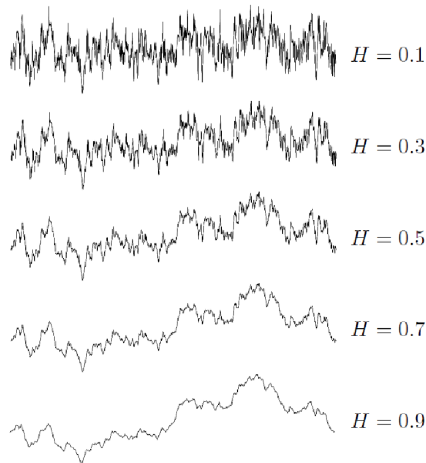
# Wiener State Space: Non-Markovian

Back

- ▶ We can think of fractional BM as keeping the drift same and redefining the Cov ( $\psi(a), \psi(a')$ ) by:

$$\sigma^2 \frac{1}{2} (|a|^{2H} + |a'|^{2H} - |a - a'|^{2H})$$

- ▶ H is the Hurst index describes the raggedness of the resultant motion:
  - ▶ If  $H = 0.5$  then the state is Wiener process;
  - ▶ If  $H > 0.5$  then the increments of the process are positively correlated;
  - ▶ If  $H < 0.5$  then the increments of the process are negatively correlated.
- ▶ H changes the shape of the variance: Linear, Convex or Concave.



# Wiener State Space: Non-Gaussian

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- ▶  $\psi(a)$  is geometric Brownian Motion, which is the solution to the differential equation:

$$d\psi(a) = \mu\psi(a)dt + \sigma\psi(a)dW(a).$$

- ▶ The solution is given by:

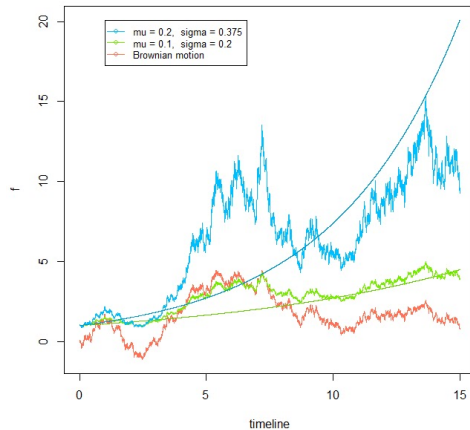
$$\psi(a) = \psi_0 \exp\left(\left(\mu - \frac{\sigma^2}{2}\right)t + \sigma W(a)\right).$$

- ▶  $\psi(a)$  is log-normally distributed with:

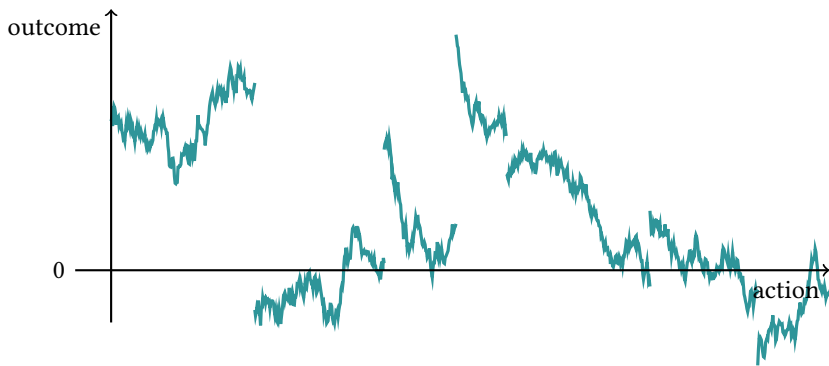
$$\mathbb{E}[\psi(a)] = [\psi_0 \exp(\mu a)]$$

$$\text{Var}(\psi(a)) = \psi_0^2 \exp(2\mu a) (\exp(\sigma^2 a) - 1).$$

**Geometric Brownian Motion trajectories**



# Wiener State Space: Discontinuous



- ▶  $\psi(a) =$  Wiener process  $W(a)$  + compound Poisson process  $Y(a)$ :

$$\psi(a) = \mu t + \sigma W(a) + Y(a)$$

- ▶ If  $Y(a) \geq 0$ , then our techniques based on first hitting times directly apply.

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# Wiener State Space: Higher Dimensions

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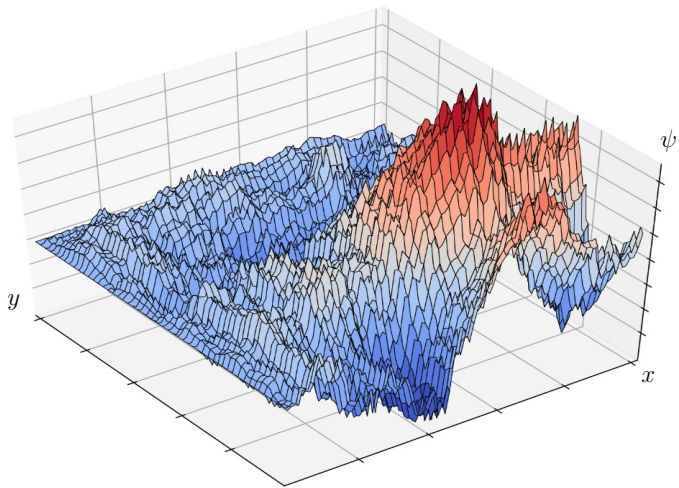
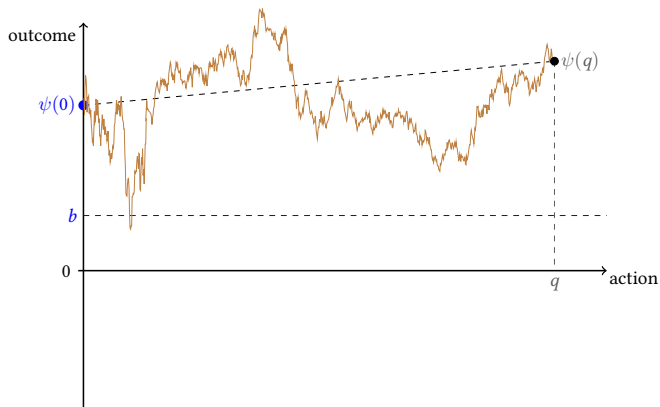


Figure: Brownian Sheet  $\psi : X \times Y \rightarrow \mathbb{R}$ .

# Wiener State Space: More Knowledge

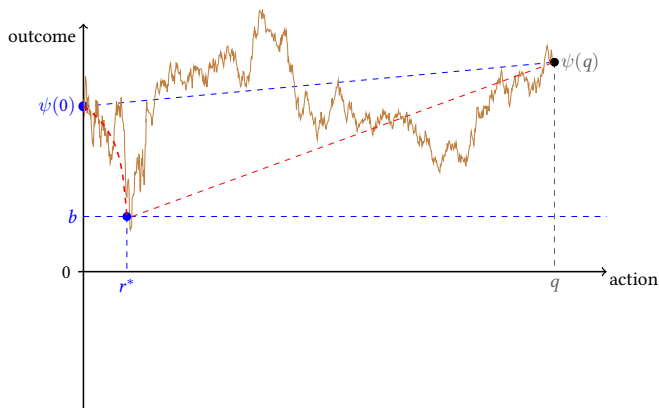


- ▶ Consider the Brownian Motion environment.
- ▶ But, the receiver begins knowing a second point action  $q$  where  $\psi(q) \geq \psi(0)$ .

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# Wiener State Space: More Knowledge



- ▶ Consider the Brownian Motion environment.
- ▶ But, the receiver begins knowing a second point action  $q$  where  $\psi(q) \geq \psi(0)$ .
- ▶ Similar to the OU process
- ▶ Easy to satisfy the first-point equilibrium.

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