

# Comparative Cheap Talk

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*JET*, forthcoming

# Cheap talk about private information

- Seller knows something about quality of a product
- Professor knows something about prospects of a student
- Analyst knows something about value of a stock
- Auditor knows something about viability of a company
- Ebay knows something about quality of sellers

# Interval cheap talk (Crawford and Sobel, 1982)

- Biased Sender S knows realization of r.v.  $\theta$  distributed uniformly on  $[0,1]$
- Receiver R takes action  $a$

$$U^S = -(a - (\theta + b))^2$$

$$U^R = -(a - \theta)^2$$

- Informed R chooses  $a = \theta$
- But S ideal is  $a = \theta + b$
- For any realization  $\theta$  that S reports, R will believe true  $\theta$  is lower
- So S must exaggerate even more and R compensates even more
- So communication breaks down and R just chooses  $a = E[\theta]$
- S receives expected payoff of only  $E[U^S] = -\text{Var}[\theta] - b^2$
- Which is less than if S told truth!  $E[U^S] = -b^2$

# But some communication is still possible for small $b$

- Consider  $b=1/10$
- $S$  states  $\theta$  in  $[0, 3/10]$  or  $\theta$  in  $(3/10, 1]$
- $S$  ideal action for  $\theta=3/10$  is  $a=4/10$
  
- $E[\theta | \theta \text{ in } [0, 3/10]] = 3/20$
- $E[\theta | \theta \text{ in } (3/10, 1]] = 13/20$
- So  $S$  is indifferent at  $\theta=3/10$  and prefers truth on either side
  
- Smaller  $b$ , more partitions  
 $b > 1/4$  no communication  
 $b < 1/4$  two partitions max  
 $b < 1/12$  three partitions max  
etc.

# If interests are too far apart such cheap talk does not work

- Uncertainty over quality of a good - seller tells buyer it's great
- Uncertainty over prospects for a stock – analyst says it's a sure bet
- Uncertainty over whether a spending program is worthwhile – administrator says it's essential
- Uncertainty over quality of a job applicant – recommender says he's great

Cheap talk is not credible if there is some action the sender always wants the receiver to take (e.g. the maximal action)

# What if there is uncertainty along multiple dimensions?

- Seller has multiple goods – they're all great!
- Analyst recommends multiple stocks – buy them all!
- Lobbyist favors multiple spending programs – they're all necessary!
- Professor has multiple students – they will all win Nobel prizes!

# Can comparative statements be credible?

- Good A is better than B
- Stock A is better than B
- Proposal A is better than B
- Student A is better than B
  
- Comparative statements are positive along one dimension and negative along another dimension at the same time
- Can't exaggerate!
  
- But still might have an incentive to invert the ordering

# The symmetric model

- $\theta = (\theta_1, \dots, \theta_N)$   
(density strictly positive on  $[0, 1]^N$  and different  $\theta_k$  i.i.d.)
- $a = (a_1, \dots, a_N)$   
(each action in  $[0, 1]$ , can choose actions independently)
- Payoffs additive across dimensions:  
$$U^R(a, \theta) = \sum_k u^R(\theta_k, a_k)$$
$$U^S(a, \theta) = \sum_k u^S(\theta_k, a_k)$$
- Complete ordering: rank variables from worst to best
- Partial ordering: categorize variables into groups from worst to best (and don't differentiate within a group)



# Recommendation game

- Professor (S) has N students to recommend to employer (R). Each student hired ( $a_k = 1$ ) or not ( $a_k = 0$ ).

$$u^S = (\theta_k - T^S)a_k$$

$$u^R = (\theta_k - T^R)a_k$$

- Employer hires a student if expected quality  $\theta_k$  above  $T^R$
- Professor wants a student to be hired if  $\theta_k$  above  $T^S$
- “CS” equilibrium in one dimension if  
 $E[\theta_k | \theta_k < T^S] < T^R < E[\theta_k | \theta_k > T^S]$

# Recommendation game – comparative cheap talk

- Two students  $k$  and  $k'$ , where  $\theta_k > \theta_{k'}$
- $E[\theta_{j:N}] = j/(N+1)$
- Assume  $T^R = 3/5$  so top student hired, bottom student not hired
- Sender payoff from correct ordering:  $(\theta_k - T^S)1 + (\theta_{k'} - T^S)0$
- Sender payoff from inverted ordering:  $(\theta_k - T^S)0 + (\theta_{k'} - T^S)1$
- So gain from deviation:  $\theta_{k'} - \theta_k < 0$
- True even if  $T^S = 0$  so professor always wants a student to be hired so CS interval cheap talk impossible
- Both employer and professor are happier if a better student is hired than if a worse student is hired – both utility functions supermodular

# Same idea can be applied to standard uniform-quadratic C-S game

For all  $b$ , sender and receiver payoffs are supermodular (“sorting condition”), so any ordering is an equilibrium.

$$u^R = -(a_k - \theta_k)^2 \quad u_{12}^R = 2 > 0$$

$$u^S = -(a_k - (\theta_k + b))^2 \quad u_{12}^S = 2 > 0$$

$$a_{j:N} = E[\theta_{j:N}] = j/(N+1)$$

So for any two  $j > j'$ , and  $\theta_k > \theta_{k'}$ , sender won't deviate if:

$$-(E[\theta_{j':N}] - (\theta' + b))^2 - (E[\theta_{j:N}] - (\theta + b))^2 \geq$$

$$-(E[\theta_{j':N}] - (\theta + b))^2 - (E[\theta_{j:N}] - (\theta' + b))^2$$

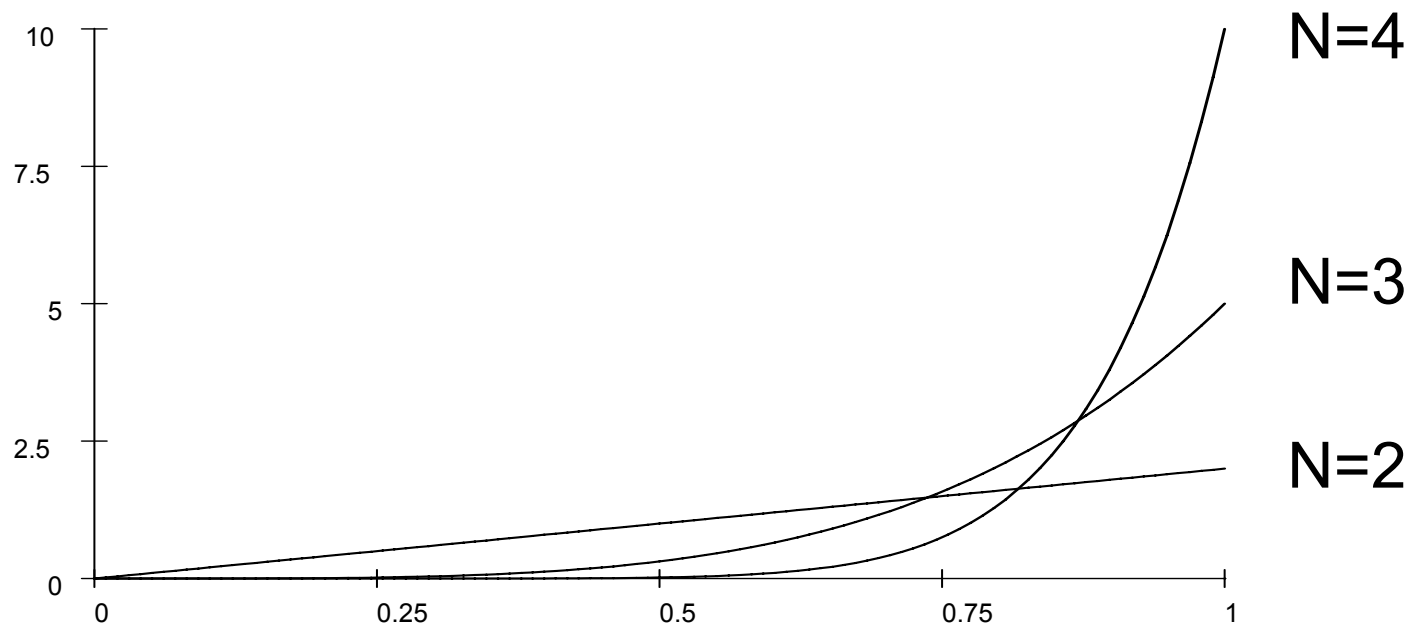
$$\text{or } (E[\theta_{j:N}] - E[\theta_{j':N}])(\theta_k - \theta_{k'}) \geq 0$$

- Theorem 1: If  $u^R$  and  $u^S$  are supermodular in  $(\theta_k, a_k)$  then the complete ordering and every partial ordering are equilibrium orderings.
- S states ordering, worst to best
- R chooses action  $a_{j:N}$  for  $j$ th worst issue
- Sender won't lie if for any  $j > j'$  and  $\theta_k > \theta_{k'}$ :

$$u^S(\theta, a_{j:N}) + u^S(\theta', a_{j':N}) \geq u^S(\theta', a_{j:N}) + u^S(\theta, a_{j':N})$$

- But if  $a_{j:N} > a_{j':N}$  this is just supermodularity
- So when does receiver take higher action for higher ranked issue?
- Receiver takes action to maximize utility. If knew  $\theta$  for certain then supermodularity good enough – but only knows ranking of  $\theta$ .
- Ranking implies  $\theta_{j:N} >_{\text{FOSD}} \theta_{j':N}$ .
- FOSD plus supermodularity implies that action is higher for higher ranked variables

# Rankings become more informative as number of issues increases



Distribution of top-ranked issue

- Theorem 2: Under the complete ordering, expected sender and receiver payoffs asymptotically approach the full information case as the number of issues  $N$  increases.

- Application to uniform-quadratic game:

- Sender payoffs are concave:

$$u^R = -(a_k - \theta_k)^2$$

$$u^S = -(a_k - (\theta_k + b))^2$$

- Babbling per-issue payoff:

$$E[u^R] = -\text{Var}[\theta_k]$$

$$E[u^S] = -\text{Var}[\theta_k] - b^2$$

- Complete ordering payoff for issue  $j$ :

$$E[u^R] = -\text{Var}[\theta_{j:N}]$$

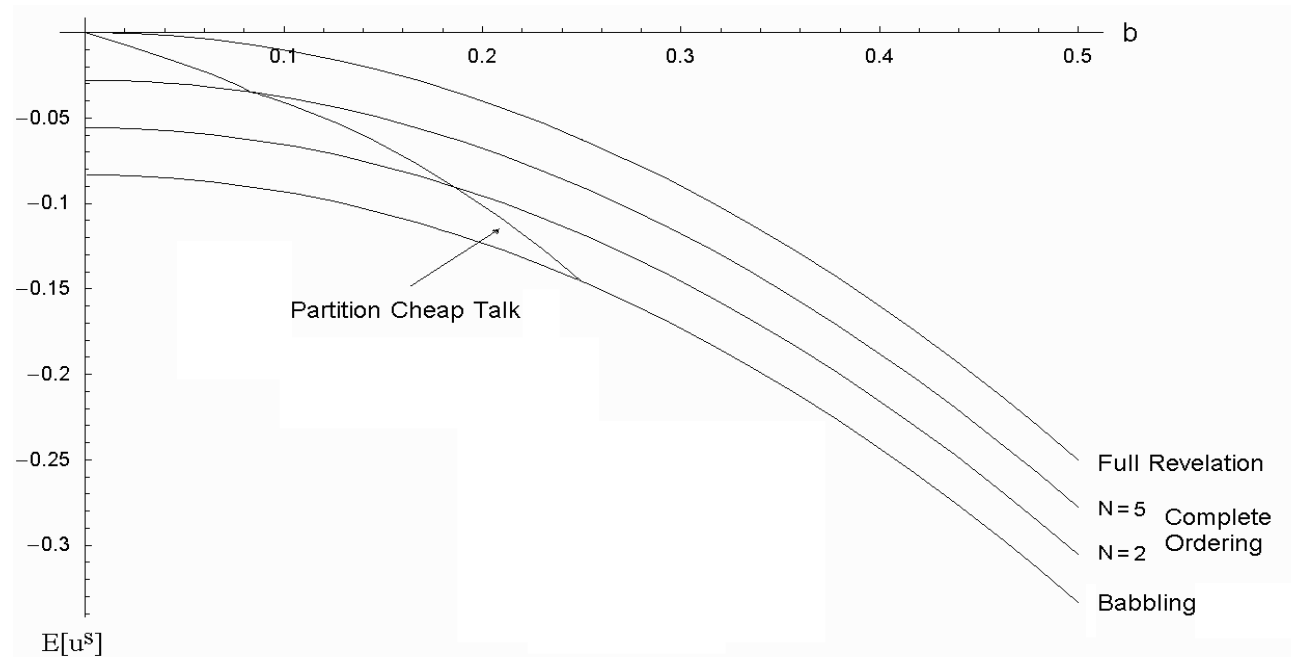
$$E[u^S] = -\text{Var}[\theta_{j:N}] - b^2$$

- In complete ordering  $\text{Var}[\theta_{j:N}]$  goes to 0 in limit:

$$E[u^R] = 0$$

$$E[u^S] = -b^2$$

# Effect on expected sender payoffs



For given  $N$ , partition cheap talk outperforms ordinal cheap talk for small enough bias  $b$

For given  $b$ , ordinal cheap talk outperforms partition cheap talk for large enough  $N$

# What if asymmetric preferences, distributions?

- Theorem 3 (roughly): For  $N=2$  comparative cheap talk is generically robust to small asymmetries.
  - Have to take rankings with “a grain of salt” and adjust for sender bias
  - Large enough asymmetries then cheap talk can break down
  - But in some cases still works for arbitrary asymmetries in preferences
  - Information loss from asymmetries
- Theorem 4 (roughly): For large enough  $N$  there are always some issues similar enough to be compared.



As before let  $a_{j:N}$  be R's best action for issue ranked  $j$ th from the bottom. And let  $a(\theta_k)$  be R's best action when  $\theta_k$  is known. For each  $q \in (0,1)$ , by the Glivenko-Cantelli Theorem

$$\lim_{N \rightarrow \infty} \theta_{[qN]:N} = F^{-1}(q) \text{ a.s.}$$

where  $F(\theta_k)$  is distribution of each  $\theta_k$ .

Therefore for  $i=S,R$ ,

$$\lim_{N \rightarrow \infty} (1/N) \sum_j E[u^i(a_{j:N}, \theta_{j:N})] = E[u^i(a(\theta_k), \theta_k)]$$

So in the limit as the number of issues increases, the sender reveals **all** information and sender and receiver payoffs are equivalent

# Is complete order always better than partial order?

Recommendation game as before,  $T^R=3/5$ ,  $T^S=0$

Babbling/No Information:

- $E[\theta_k]=1/2$  so no one is hired

Complete ordering:

- $N=2$ :  $E[\theta_{1:2}]=1/3$ ,  $E[\theta_{2:2}]=2/3$
- $N=3$ :  $E[\theta_{1:3}]=1/4$ ,  $E[\theta_{2:3}]=2/4$ ,  $E[\theta_{3:3}]=3/4$
- $N=4$ :  $E[\theta_{1:4}]=1/5$ ,  $E[\theta_{2:4}]=2/5$ ,  $E[\theta_{3:4}]=3/5$ ,  $E[\theta_{4:4}]=4/5$
- $N=5$ :  $E[\theta_{1:5}]=1/6$ ,  $E[\theta_{2:5}]=2/6$ ,  $E[\theta_{3:5}]=3/6$ ,  $E[\theta_{4:5}]=4/6$ ,  $E[\theta_{5:5}]=5/6$

Partial ordering:

- $N=3$ :  $E[\theta_{1:3}]=1/4$ ,  $E[\theta_{\{2,3\}:3}]=5/8$ ,
- $N=4$ :  $E[\theta_{\{1,2\}:4}]=3/10$ ,  $E[\theta_{\{3,4\}:4}]=7/10$
- $N=5$ :  $E[\theta_{\{1,2\}:5}]=1/4$ ,  $E[\theta_{\{3,4,5\}:5}]=2/3$

# Conclusion

- Multiple dimensions increase the scope for communication
- Simple rankings are often credible when other forms of cheap talk are not
- These rankings can be surprisingly informative
- Sometimes sender prefers a partial ordering
- And sometimes only a partial ordering is credible
- Asymmetries, private receiver info reduce scope for communication but often still possible

# Extensions

- Interdependent actions
  - Can only hire one person
  - Must buy goods in bundle
- Sender and receiver take actions, e.g. bargaining
- Private receiver information, e.g. auctions
- Non-additive payoffs
- Reputation