

# Report on Bachelor Thesis

Institute of Economic Studies, Faculty of Social Sciences, Charles University in Prague

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<b>Title of the thesis:</b>	Fish Wars: Dynamic Externality in Fishing

## **OVERALL ASSESSMENT** (provided in English, Czech, or Slovak):

This thesis applies dynamic game theory to the common resource problems (mostly fishing on high seas), with the aim to discuss classic two-person results in N-person settings. It is a technically superior thesis which demonstrates the author's ability to dwell even into non-trivial dynamic issues. The author is actually not so far from the current research frontier which analyzes the institutional and social determinants of overfishing. This literature is just a step-away extension to the author's stylized setups. I also appreciate section-long reflection of the model predictions in the context of experimental work and empirical evidence from international fishing.

In my reading, there are only a few minor shortcomings:

- It would be reasonable to explain how inconsistency relates to particular definitions of the strategy sets. For instance, inconsistency of an open-loop strategy is delivered by the fact that truncating the game delivers a brand *new* information to the player (i.e., the new realization of the state variable), whereas inconsistency under a full information pattern cannot stem from this information revelation, as the best-response strategy is already fully history-dependent.
- On p. 12-13, the author argues that extending the strategy set from an open-loop strategies must preserve the equilibrium, and explains this by non-stochasticity. However, what changes with an introduction of new strategies is actually the structure of information sets (extending strategy set implies also splitting uninformative information sets). This may render the original best-responses to be dominated by strategies that exploit an improved precision in the information sets. Thus, we need other mechanism to prove the property.
- In characterizing efficiency of open-loop equilibrium, I would reflect the thesis title and focused explicitly on the flow of dynamic externalities. The intuition for this equilibrium is that a deviation of the player imposes dynamic externality only upon his future extraction potential, hence he or she fully internalizes the dynamic externality.
- On p. 22, it is not quite clear how a player plays a trigger strategy against  $N - 1 \gg 2$  players if a change in the state variable has to motivate a trigger-response harming all counter-players, even those who have not deviated.
- Typos: see Abstract in Czech, exclusive not exclude on p. 1, commas on several places

## **SUMMARY OF POINTS AWARDED** (for details, see below):

<b>CATEGORY</b>	<b>POINTS</b>
<i>Literature</i> (max. 20 points)	20
<i>Methods</i> (max. 30 points)	30
<i>Contribution</i> (max. 30 points)	23
<i>Manuscript Form</i> (max. 20 points)	18
<b>TOTAL POINTS</b> (max. 100 points)	<b>91</b>
<b>GRADE</b> (1 – 2 – 3 – 4)	<b>1</b>

**NAME OF THE REFEREE:** Dr. Martin Gregor

**DATE OF EVALUATION:** 7. 6. 2010

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**Referee Signature**