

# Persuasion in Random Networks

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# Introduction

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- Existence of vulnerable network might be the **lesser** of two evils

## Bayesian Persuasion

- Seminal works: Kamenica and Gentzkow (2011)
- Heterogenous unconnected receivers: Innocenti (2021)  
→ *Introduce*: networks
- Homogenous connected receivers:
  - With voting quota: Kerman and Tenev (2021)
  - For general games: Galperti and Perego (2019)→ *Introduce*: polarization & random networks

## Information design

- link with Bayesian persuasion: Bergemann and Morris (2019)  
→ *Introduce*: endogeneity of publicness of signals
- link with network: Egorov and Sonin (2020), Candogan (2019)

# Setup

- Classical Bayesian persuasion:
  - A sender wants to induce receivers to take some *favorable* action
  - N receivers want to match a payoff-relevant state
  - Sender commits to signal structure – conditional rate of success (and correlation)

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## “Classical” Unique Strategy

- SoW  $\omega \in \{0, 1\}$ , common prior  $\Pr(\omega = 1) = \mu$

- Sender sets:

	$\omega = 0$	$\omega = 1$
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- **Key insight:**  $p, q$  such that  $\beta(1) = t \Rightarrow q^* = 1; p^* = \frac{\mu(1-t)}{t(1-\mu)} =: \alpha$

⇒ Persuasion payoff:  $V = \mu + (1 - \mu)\alpha$



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- Add a communication network
  - Exogenous and random (→ degree distribution)
  - Exogenous communication of signals –  $i$  observes his and his neighbor's signals.

# Exploiting the network

## An easy example

Assume:

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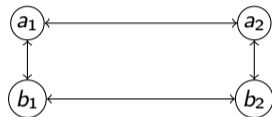
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$$V_{MM} = \mu + (1 - \mu) \left[ p^2 + \frac{a}{2} 2p(1 - p) \right] \approx 13/16$$



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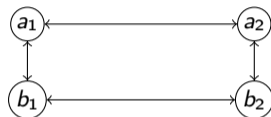
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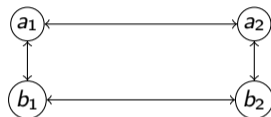
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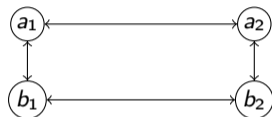
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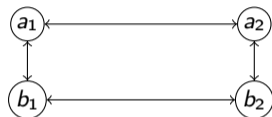
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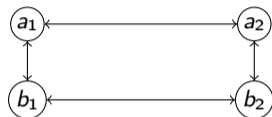
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  - Move towards optimization over space of posteriors?
  - How to link posteriors space of agents with different degrees?



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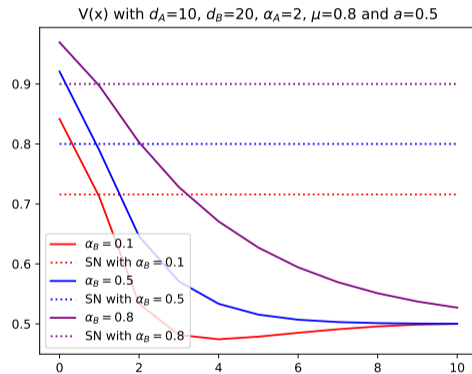
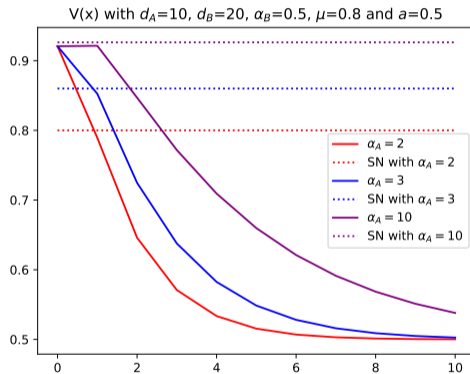
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[m.liporace@tilburguniversity.edu](mailto:m.liporace@tilburguniversity.edu)

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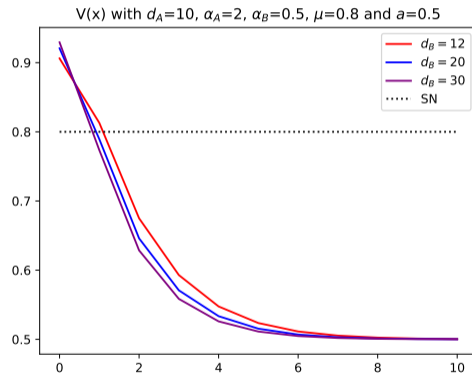
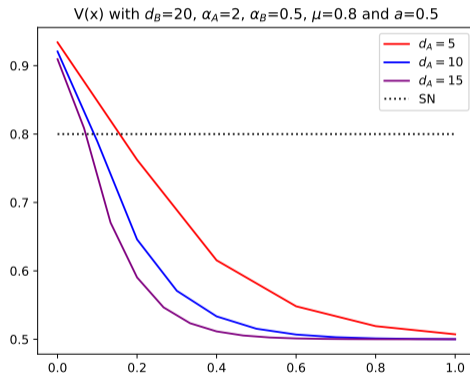
# Shape of $V(x)$ , numerically



◀ Go Back

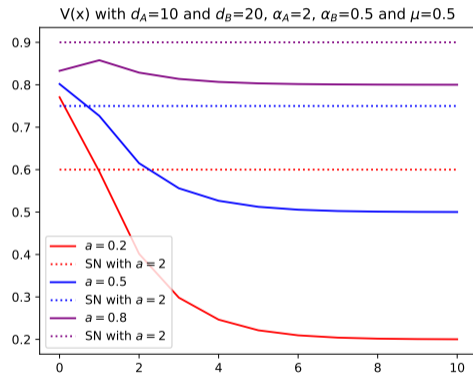
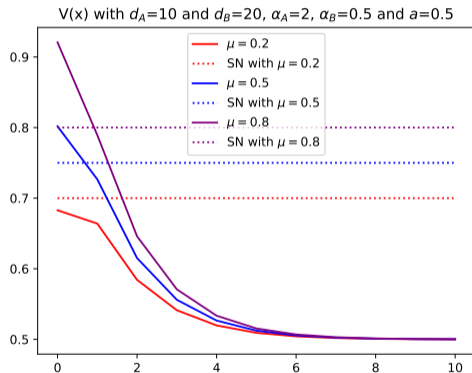


# Shape of $V(x)$ , numerically



◀ Go Back

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◀ Go Back