

# Having the cards: Aggressive and passive third-party intervention in a rent-seeking conflict

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# 1. Motivation

- Changes in the size of support from the U.S. to Ukraine

## U.S. provides more aid to Ukraine, threatens to step up sanctions on Russia

By Alessandra Prentice

January 29, 2015 7:34 AM GMT+9 · Updated 10 years ago



U.S. Treasury Secretary Jack Lew departs after a Financial Stability Oversight Council open meeting at the Treasury Department in Washington January 21, 2015. REUTERS/Jonathan Ernst [Purchase Licensing Rights](#) [3]

Before 2022

- \$2 billion in financial aid

Source: Reuters, January 29, 2015

## Aid to Ukraine: How much have Kyiv's Western allies provided?

By Reuters

March 4, 2025 8:16 PM GMT+9 · Updated 3 months ago



Ukrainian President Volodymyr Zelenskyy gestures during a meeting with members of the media on the outskirts of London, Britain, March 2, 2025. REUTERS/Carlos Jasso/Photo [Purchase Licensing Rights](#) [3]

After 2022

- \$66.9 billion in military assistance

Source: Reuters, March 4, 2025

- Outside intervention is often full-fledged after the outbreak of the conflict.

# 1. Key assumption in previous research

- ▶ **Implicit assumption:** Ex-ante intervention
- ▶ They construct a two-stage model in which the third parties act as Stackelberg leaders and the combatants are Stackelberg followers.

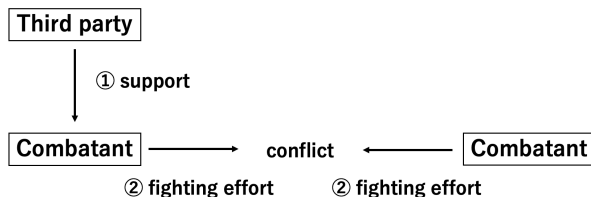


Figure: Ex-ante intervention

# 1. Research Question

- ▶ **Research Question:** How does the *timing* of third-party intervention shape the equilibrium conflict outcome?

# 1. Main findings of this study

- ▶ **Answer:** Passive intervention (ex-post) can effectively reduce fighting efforts compared to aggressive intervention (ex-ante).

$$X^P < X^T < X^A$$

## 2. Model

- ▶ There are two contestants and a third party.
  - ▶ Players 1 (e.g., Ukraine) and 2 (e.g., Russia) engage in a conflict by making a costly fighting effort,  $x_1, x_2$ .
  - ▶ Player 3 (e.g., the United States or some European countries) externally provides military or financial supports,  $M$ , for player 1 (i.e., biased intervention).
- ▶ Following Epstein and Hefeker (2003) and Hentschel (2022), the contest success function (CSF) is assumed as

$$p_1 = \frac{(1 + M)x_1}{(1 + M)x_1 + x_2} \quad \text{and} \quad p_2 = \frac{x_2}{(1 + M)x_1 + x_2}, \quad (1)$$

where  $p_1 + p_2 = 1$ .

- ▶  $M = 0$  reduces to a simple Tullock (1980) form of the CSFs.

## 2. Model

- ▶ Using the standard Tullock contest framework, the expected payoff for player  $i = 1, 2$  is written as

$$U_i = p_i V_i - x_i$$

where  $V_i > 0$  is the valuation to the rents of player  $i$ , and  $p_i$  is given by (1).

- ▶ Following Chang et al. (2007) and Chang and Sanders (2009), the expected payoff for player 3 is given by

$$\begin{aligned} U_3 &= p_1 S_1 + p_2 S_2 - M \\ &= S_2 + p_1 \underbrace{(S_1 - S_2)}_{\equiv S} - M, \end{aligned}$$

where  $S_i$  represents the value that the third party will obtain when faction  $i = 1, 2$  wins the conflict, and we assume  $S_1 > S_2 \geq 0$ .

## 3.1 Passive intervention

- ▶ Two-stage contest model
  - ▶ Stage 1: Players 1 and 2 simultaneously choose non-negative fighting effort,  $x_1$  and  $x_2$ .
  - ▶ Stage 2: Player 3 chooses non-negative support,  $M$ .

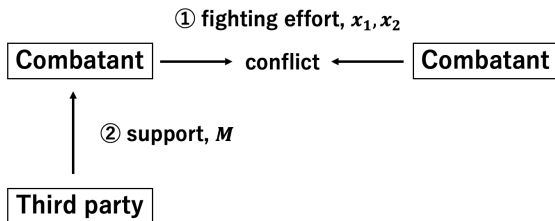


Figure: Passive intervention



## 3.1 Passive intervention (2nd stage)

- ▶ Given any  $(x_1, x_2) \in \mathbb{R}^2$ , the maximization problem for a third party is written as

$$\max_{M \geq 0} U_3 = S_2 + p_1 S - M \quad (2)$$

subject to (1).

- ▶ The Karush-Kuhn-Tucker (KKT) conditions imply

$$\frac{\partial U_3}{\partial M} = \frac{x_1 x_2}{\underbrace{[(1+M)x_1 + x_2]^2}_{= \partial p_1 / \partial M}} S - 1 \leq 0.$$

- ▶ There exist both interior and corner solutions.

## 3.1 Passive intervention (2nd stage)

- Solving the KKT conditions yields

$$M(x_1, x_2) = \sqrt{\frac{x_2 S}{x_1}} - \frac{x_2}{x_1} - 1, \quad (3)$$

if  $S > \frac{(x_1 + x_2)^2}{x_1 x_2}$ , and  $M(x_1, x_2) = 0$  otherwise.<sup>1</sup>

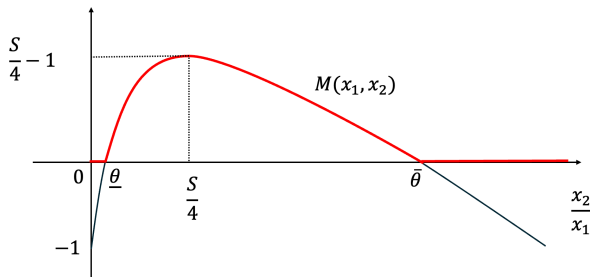


Figure: Best response function of the third party

<sup>1</sup>Note that  $M(x_1, x_2)$  is homogeneous with degree zero.

## 3.1 Passive intervention (2nd stage)

- ▶ When  $0 < S \leq \frac{(x_1+x_2)^2}{x_1x_2}$ , it is optimal for the third player not to intervene in the conflict, i.e.,  $M(x_1, x_2) = 0$ , leading to the standard results of the Tullock contest (see p21).
- ▶ To focus on the analysis where there exists third-party intervention, suppose now that  $S > \frac{(x_1+x_2)^2}{x_1x_2}$ .

## 3.1 Passive intervention (1st stage)

- Substituting (3) into (1), we obtain<sup>2</sup>

$$p_1 = 1 - \sqrt{\frac{x_2}{x_1 S}} \quad \text{and} \quad p_2 = \sqrt{\frac{x_2}{x_1 S}}. \quad (4)$$

- These satisfy the standard properties of the CSFs: (i)  $\partial p_i / \partial x_i > 0$ , (ii)  $\partial p_i / \partial x_j < 0$ , (iii)  $\partial^2 p_i / \partial x_i^2 < 0$ , (iv)  $\sum_i p_i = 1$ .

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<sup>2</sup>Note that  $0 \leq p_i \leq 1$  holds from the assumption of  $S > \frac{(x_1 + x_2)^2}{x_1 x_2}$ .

## 3.1 Passive intervention (1st stage)

- ▶ The maximization problem for player  $i = 1, 2$  is written as

$$\max_{x_i \geq 0} U_i = p_i V_i - x_i, \quad (5)$$

where  $p_i$  is given by (4).

- ▶ The FOCs for players 1 and 2 are<sup>3</sup>

$$\frac{\partial U_1}{\partial x_1} = \underbrace{\frac{1}{2x_1} \sqrt{\frac{x_2}{x_1 S}}}_{= \partial p_1 / \partial x_1} V_1 - 1 = 0, \quad (6)$$

$$\frac{\partial U_2}{\partial x_2} = \underbrace{\frac{1}{2} \sqrt{\frac{1}{x_1 x_2 S}}}_{= \partial p_2 / \partial x_2} V_2 - 1 = 0, \quad (7)$$

respectively.

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<sup>3</sup>Note that  $x_i = 0$  does not satisfy the KKT conditions.

### 3.1 Passive intervention (1st stage)

- The FOCs give the following best reply functions.

$$x_1(x_2) = \left[ \frac{V_1^2 x_2}{4S} \right]^{\frac{1}{3}} \quad \text{and} \quad x_2(x_1) = \frac{V_2^2}{4S x_1}. \quad (8)$$

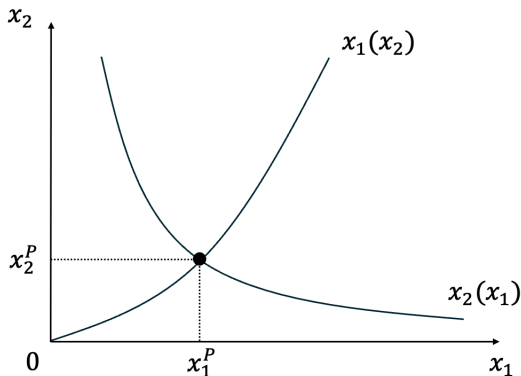


Figure: Best reply functions of the two combatants

## 3.1 Passive intervention (1st stage)

- ▶ Observing (8), we can see that the game has both strategic substitutes and complements.
- ▶ **Intuition:** Asymmetry in payoff structures
  - ▶ Player 1 has an incentive to increase  $x_1$  against an increase in  $x_2$  in order to defend his/her own share,  $p_1$  (strategic complements).
  - ▶ Player 2, on the other hand, has an incentive to decrease  $x_2$  against an increase in  $x_1$  in order to make his/her own effort efficient (strategic substitutes).

## 3.1 Passive intervention (Equilibrium)

- ▶ Solving (8), the equilibrium conflict level under passive third-party intervention is determined as

$$x_1^P = \frac{V_1}{2} \sqrt{\frac{V_2}{V_1 S}} \quad \text{and} \quad x_2^P = \frac{V_2}{2} \sqrt{\frac{V_2}{V_1 S}}. \quad (9)$$

### Assumption 1

*In order for the stability condition,  $|x'_i(x_j)| < 1$ , to be satisfied, we assume  $V_2 < V_1 < 3V_2$ .*

- ▶ Comparing (9), we have

$$x_1^P - x_2^P = \frac{V_1 - V_2}{2} \sqrt{\frac{V_2}{V_1 S}},$$

which implies  $x_1^P > x_2^P$  from Assumption 1.

- ▶ This is a common feature that the stronger player (i.e, player with higher valuation) expends more resources into the conflict.



## 3.1 Passive intervention (Equilibrium)

- ▶ Substituting (9) into (3), the equilibrium support level can be expressed as

$$M^P = \sqrt{\frac{V_2 S}{V_1}} - \frac{V_2}{V_1} - 1, \quad (10)$$

if  $S > \frac{(V_1 + V_2)^2}{V_1 V_2} \equiv \Theta(V_1, V_2)$ , and  $M^P = 0$  otherwise.

### Assumption 2

*In order for passive intervention to emerge as an equilibrium, we assume  $S > \Theta(V_1, V_2)$ .*

### Proposition 1

*Passive third-party intervention emerges in equilibrium when there are strong ties between alliances, i.e., a large  $S$ , or the strength of the disputants is balanced, i.e.,  $V_2/V_1$  lies between the interval of  $[\underline{\theta}, \bar{\theta}]$ .*

- ▶ **Implication:** The basic Tullock formulation without outside intervention is only valid when the two contestants are of heterogeneous natures.

## 3.1 Passive intervention (Equilibrium)

- ▶ From (9) and (10), the equilibrium conflict intensity under passive third-party intervention is defined as

$$\begin{aligned} X^P &\equiv (1 + \lambda M^P)x_1^P + x_2^P \\ &= \lambda \frac{V_2}{2} + (1 - \lambda) \frac{V_1 + V_2}{2} \sqrt{\frac{V_2}{V_1 S}}, \end{aligned} \quad (11)$$

where  $\lambda \in \{0, 1\}$  is a binary parameter.

- ▶ When  $\lambda = 0$ ,  $X^P$  is a simple sum of the fighting effort made by the two contestants.
- ▶ When  $\lambda = 1$ ,  $X^P$  is the sum of the “effective” fighting effort, which includes the effects of military assistance provided by the third party.

## 3.1 Passive intervention (Equilibrium)

- ▶ Substituting (9) into (4), the equilibrium winning probability under passive intervention is calculated as<sup>4</sup>

$$p_1^P = 1 - \sqrt{\frac{V_2}{V_1 S}} \quad \text{and} \quad p_2^P = \sqrt{\frac{V_2}{V_1 S}}. \quad (12)$$

- ▶ Under Assumptions 1 and 2,  $p_1^P > p_2^P$  holds.
- ▶ The equilibrium payoffs of players 1 and 2 are

$$U_1^P = V_1 - \frac{3V_1}{2} \sqrt{\frac{V_2}{V_1 S}} \quad \text{and} \quad U_2^P = \frac{V_2}{2} \sqrt{\frac{V_2}{V_1 S}}. \quad (13)$$

- ▶ Under Assumption 2,  $U_1^P > U_2^P$  holds.
- ▶ The equilibrium payoff of the third party is

$$U_3^P = S_1 + \frac{V_2}{V_1} - 2\sqrt{\frac{V_2 S}{V_1}} + 1. \quad (14)$$

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<sup>4</sup>Note that  $0 \leq p_i^P \leq 1$  holds under Assumption 2.

## 3.2 Passive intervention vs. No intervention

- To evaluate the effect of passive intervention, recall that the equilibrium of the Tullock contest is described as<sup>5</sup>

$$x_1^T = \frac{V_1^2 V_2}{(V_1 + V_2)^2} \quad \text{and} \quad x_2^T = \frac{V_1 V_2^2}{(V_1 + V_2)^2}, \quad (15)$$

$$X^T \equiv x_1^T + x_2^T = \frac{V_1 V_2}{V_1 + V_2}, \quad (16)$$

$$p_1^T = \frac{V_1}{V_1 + V_2} \quad \text{and} \quad p_2^T = \frac{V_2}{V_1 + V_2}, \quad (17)$$

$$U_1^T = \frac{V_1^3}{(V_1 + V_2)^2} \quad \text{and} \quad U_2^T = \frac{V_2^3}{(V_1 + V_2)^2}. \quad (18)$$

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<sup>5</sup>See Konrad (2009).

## 3.2 Passive intervention vs. No intervention

### Lemma 1

*Suppose that Assumptions 1 and 2 hold. Then, passive third-party intervention mitigates the individual fighting effort of each combatant,  $x_i^P < x_i^T$ . Furthermore, passive intervention can effectively reduce the aggregate conflict intensity, i.e.,  $X^P < X^T$ , for both  $\lambda = 0$  and  $\lambda = 1$ .*

### Proof.

See Appendix A.



## 3.2 Passive intervention vs. No intervention

### Lemma 2

*Suppose that Assumptions 1 and 2 hold. Then, passive third-party intervention increases the winning probability of its ally and decreases that of its enemy, i.e.,  $p_1^P > p_1^T$  and  $p_2^P < p_2^T$ . Moreover, passive intervention increases the expected payoff of its ally and decreases that of its enemy, i.e.,  $U_1^P > U_1^T$  and  $U_2^P < U_2^T$ .*

### Proof.

See Appendix B.



## 4.1 Aggressive intervention

- ▶ Two-stage contest model
  - ▶ Stage 1: Player 3 chooses non-negative support,  $M$ .
  - ▶ Stage 2: Players 1 and 2 simultaneously choose non-negative fighting effort,  $x_1$  and  $x_2$ .

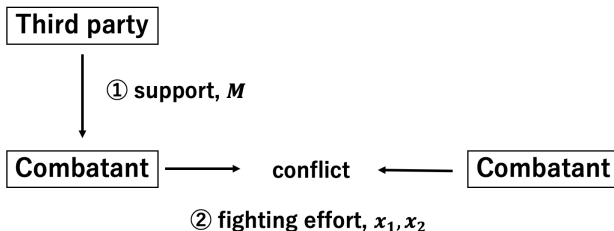


Figure: Aggressive intervention

## 4.1 Aggressive intervention (2nd stage)

- Given any  $(M, x_j) \in \mathbb{R}^2$ , the maximization problem for player  $i = 1, 2$  is written as

$$\max_{x_i \geq 0} U_i = p_i V_i - x_i,$$

subject to (1).

- The KKT conditions for players 1 and 2 are

$$\frac{\partial U_1}{\partial x_1} = \underbrace{\frac{(1+M)x_2}{[(1+M)x_1 + x_2]^2}}_{\partial p_1 / \partial x_1} V_1 - 1 \leq 0, \quad (19)$$

$$\frac{\partial U_2}{\partial x_2} = \underbrace{\frac{(1+M)x_1}{[(1+M)x_1 + x_2]^2}}_{\partial p_2 / \partial x_2} V_2 - 1 \leq 0, \quad (20)$$

respectively.



## 4.1 Aggressive intervention (2nd stage)

- The KKT conditions imply the following best response functions:

$$x_1(x_2, M) = \sqrt{\frac{x_2}{1+M} V_1} - \frac{x_2}{1+M} \quad (21)$$

if  $x_2 \leq (1+M)V_1$  and  $x_1(M, x_2) = 0$  otherwise, and

$$x_2(x_1, M) = \sqrt{(1+M)x_1 V_2} - (1+M)x_1 \quad (22)$$

if  $x_1 \leq \frac{V_2}{1+M}$  and  $x_2(M, x_1) = 0$  otherwise.

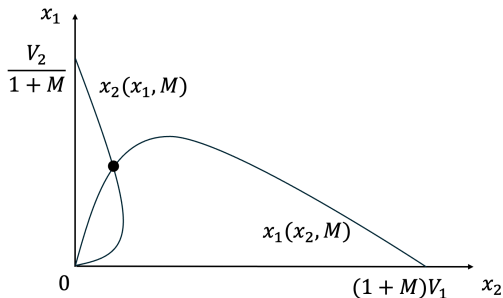


Figure: Best response functions of the two combatants.

## 4.1 Aggressive intervention (2nd stage)

- Solving the FOCs, we obtain

$$x_1(M) = \frac{(1+M)V_1^2V_2}{\{(1+M)V_1 + V_2\}^2}, \quad (23)$$

$$x_2(M) = \frac{(1+M)V_1V_2^2}{\{(1+M)V_1 + V_2\}^2}. \quad (24)$$

- From (23) and (24), the winning probability of player  $i = 1, 2$  is given by<sup>6</sup>

$$p_1 = \frac{(1+M)V_1}{(1+M)V_1 + V_2} \quad \text{and} \quad p_2 = \frac{V_2}{(1+M)V_1 + V_2}. \quad (25)$$

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<sup>6</sup>Note that for all  $M \geq 0$ ,  $0 \leq p_i \leq 1$  holds.

## 4.1 Aggressive intervention (1st stage)

- ▶ The maximization problem for a third party is formulated as

$$\max_{M \geq 0} U_3 = S_2 + p_1 S - M,$$

where  $p_1$  is given by (25).

- ▶ The KKT conditions imply

$$\frac{\partial U_3}{\partial M} = \underbrace{\frac{V_1 V_2}{[(1+M)V_1 + V_2]^2}}_{\partial p_1 / \partial M} S - 1 \leq 0. \quad (26)$$

## 4.1 Aggressive intervention (1st stage)

- ▶ Solving KKT conditions, the equilibrium aggressive support level can be derived as

$$M^A = \sqrt{\frac{V_2 S}{V_1}} - \frac{V_2}{V_1} - 1, \quad (27)$$

if  $S > \Theta(V_1, V_2)$ , and  $M^A = 0$  otherwise.

- ▶ This is equivalent to (10).
- ▶ To consider the case where there exists aggressive intervention (i.e.,  $M^A > 0$ ), suppose that Assumption 2 holds in the following.

## 4.1 Aggressive intervention (Equilibrium)

- ▶ Substituting (27) into (23) and (24), the equilibrium conflict level under aggressive intervention is determined as<sup>7</sup>

$$x_1^A = V_1 \left( \sqrt{\frac{V_2}{V_1 S}} - \frac{V_2}{V_1 S} \right) \text{ and } x_2^A = V_2 \left( \sqrt{\frac{V_2}{V_1 S}} - \frac{V_2}{V_1 S} \right). \quad (28)$$

### Assumption 3

*In order for the stability condition,  $|x'_i(x_j)| < 1$ , to be satisfied, we assume  $1/2 < V_2 < V_1$  and  $\Theta < S < 4\Theta$ .*

- ▶ Comparing (28),

$$x_1^A - x_2^A = (V_1 - V_2) \left( \sqrt{\frac{V_2}{V_1 S}} - \frac{V_2}{V_1 S} \right),$$

which implies that  $x_1^A > x_2^A$  from Assumption 3.

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<sup>7</sup>Note that  $x_i^A > 0$  holds under Assumption 2.

## 4.1 Aggressive intervention (Equilibrium)

- From (27) and (28), the equilibrium conflict intensity under aggressive intervention is defined as

$$\begin{aligned} X^A &\equiv (1 + \lambda M^A)x_1^A + x_2^A \\ &= \lambda \left[ V_2 \left( 1 - \sqrt{\frac{V_2}{V_1 S}} \right) \right] + (1 - \lambda) \left[ (V_1 + V_2) \left( \sqrt{\frac{V_2}{V_1 S}} - \frac{V_2}{V_1 S} \right) \right]. \quad (29) \end{aligned}$$

## 4.1 Aggressive intervention (Equilibrium)

- ▶ Substituting (27) into (25), the equilibrium winning probability is given by<sup>8</sup>

$$p_1^A = 1 - \sqrt{\frac{V_2}{V_1 S}} \quad \text{and} \quad p_2^A = \sqrt{\frac{V_2}{V_1 S}}, \quad (30)$$

which are equivalent to (12). From Assumptions 2 and 3,  $p_1^A > p_2^A$ .

- ▶ The equilibrium payoffs of players 1 and 2 are

$$U_1^A = V_1 \left( 1 - \sqrt{\frac{V_2}{V_1 S}} \right)^2 \quad \text{and} \quad U_2^A = \frac{V_2^2}{V_1 S}. \quad (31)$$

- ▶ Since  $p_1^A > p_2^A$  and  $V_1 > V_2$  from Assumptions 2 and 3,  $U_1^A > U_2^A$ .

- ▶ The equilibrium payoff of the third party is

$$U_3^A = S_1 + \frac{V_2}{V_1} - 2\sqrt{\frac{V_2 S}{V_1}} + 1, \quad (32)$$

which is equivalent to (14).

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<sup>8</sup>Note that  $0 \leq p_i^A \leq 1$  holds under Assumption 2.

## 4.2 Aggressive intervention vs. No intervention

### Lemma 3

*Suppose that Assumption 2 holds. Then, aggressive third-party intervention reduces the individual fighting effort,  $x_i^A < x_i^T$ . Furthermore, while aggressive intervention can weaken the total fighting effort, it may intensify the effective total fighting effort, i.e.,  $X^A < X^T$  if  $\lambda = 0$  and  $X^A > X^T$  if  $\lambda = 1$ .*

### Proof.

See Appendix C.





## 4.2 Aggressive intervention vs. No intervention

### Lemma 4

*Suppose that Assumption 2 holds. Then, aggressive third-party intervention increases the probability of winning for its ally and decreases that for its enemy,  $p_1^A > p_1^T$  and  $p_2^A < p_2^T$ . Moreover, aggressive intervention increases the expected payoff of its ally and decreases that of its enemy,  $U_1^A > U_1^T$  and  $U_2^A < U_2^T$ .*

### Proof.

See Appendix D.



## 5. Aggressive intervention vs. Passive intervention

### Proposition 2

*Suppose that Assumptions 1 and 2 hold. Then, passive intervention can more effectively mitigate the individual fighting effort than aggressive intervention,  $x_i^P < x_i^A (< x_i^T)$ . Furthermore, passive intervention can achieve a lower aggregate conflict intensity than aggressive intervention, i.e.,  $X^P < X^A (< X^T)$  if  $\lambda = 0$  and  $X^P (< X^T) < X^A$  if  $\lambda = 1$ .*

### Proof.

See Appendix E.



## 5. Aggressive intervention vs. Passive intervention

### Proposition 3

*Suppose that Assumptions 1 and 2 hold. Then, the two combatants obtain higher expected payoffs from passive intervention than aggressive intervention, i.e.,  $(U_1^T <) U_1^A < U_1^P$  and  $U_2^A < U_2^P (< U_2^T)$ .*

*Furthermore, the third party is indifferent with respect to either aggressive or passive intervention, i.e.,  $U_3^P = U_3^A$ .*

### Proof.

Noting that  $p_i^P = p_i^A$  and  $x_i^P < x_i^A$  for  $i = 1, 2$ , we have  $U_i^P = p_i^P V_i - x_i^P > p_i^A V_i - x_i^A = U_i^A$  for  $i = 1, 2$ . In addition, (14) and (32) directly show that  $U_3^P = U_3^A$ . □

## 6. Summary

- ▶ **What I did:**

To present a comprehensive model of both ex-ante and ex-post third-party intervention in a rent-seeking conflict model

- ▶ **What I found:**

Compared to aggressive intervention, passive intervention can more effectively mitigate the intensity of conflict

- ▶ **Contribution:**

To provide another perspective on “passive” third-party intervention and examines its potential effects on conflict outcomes

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## Appendix A

- ▶ Comparing (9) and (15), we have

$$x_i^P \begin{matrix} \geq \\ \leq \end{matrix} x_i^T \iff S \begin{matrix} \leq \\ \geq \end{matrix} \frac{(V_1 + V_2)^4}{4V_1^3V_2} \equiv \Omega(V_1, V_2)$$

Then, we have

$$\Theta(V_1, V_2) - \Omega(V_1, V_2) = \frac{(V_1 + V_2)^2(3V_1 + V_2)(V_1 - V_2)}{4V_1^3V_2}.$$

Since  $V_1 > V_2$  from Assumption 1,  $\Theta(V_1, V_2) > \Omega(V_1, V_2)$  holds. Thus, we have  $S > \Omega(V_1, V_2)$ , which shows  $x_i^P < x_i^T$ .

## Appendix A

- ▶ Comparing (11) with  $\lambda = 0$  and (16), we obtain

$$X^P|_{\lambda=0} - X^T = \frac{V_1 + V_2}{2} \sqrt{\frac{V_2}{V_1 S}} - \frac{V_1 V_2}{V_1 + V_2},$$

which implies that  $X^P \gtrless X^T \iff S \gtrless \Omega(V_1, V_2)$ . Since  $S > \Omega(V_1, V_2)$ , we have  $X^P < X^T$ .

- ▶ Comparing (11) with  $\lambda = 1$  and (16), we obtain

$$X^P|_{\lambda=1} - X^T = \frac{V_2}{2} - \frac{V_1 V_2}{V_1 + V_2} = \frac{V_2(V_2 - V_1)}{2(V_1 + V_2)}.$$

Since  $V_1 > V_2$  from Assumption 1, we have  $X^P < X^T$ .



## Appendix B

- Comparing (12) and (17), we have

$$p_1^P \gtrless p_1^T \text{ and } p_2^P \lesseqgtr p_2^T \iff S \gtrless \Theta(V_1, V_2).$$

Since  $S > \Theta(V_1, V_2)$  from Assumption 2, we obtain  $p_1^P > p_1^T$  and  $p_2^P < p_2^T$ .

## Appendix B

- From (13) and (18), for player 1, we have

$$U_1^P \gtrless U_1^T \iff S \gtrless \frac{9(V_1 + V_2)^4}{4V_1V_2(2V_1 + V_2)^2} \equiv \Upsilon(V_1, V_2).$$

Then, we have

$$\Theta(V_1, V_2) - \Upsilon(V_1, V_2) = \frac{(V_1 + V_2)^2(7V_1 + 5V_2)(V_1 - V_2)}{4V_1V_2(2V_1 + V_2)^2}.$$

Since  $V_1 > V_2$  from Assumption 1, we obtain  $U_1^P > U_1^T$ .

- Similarly for player 2, we have

$$U_2^P \gtrless U_2^T \iff S \lessgtr \Omega(V_1, V_2).$$

Since  $S > \Omega(V_1, V_2)$ , we have  $U_2^P < U_2^T$ .

## Appendix C

- Comparing (28) and (15), we have

$$x_i^A - x_i^T = V_i \underbrace{\left( \sqrt{\frac{V_2}{V_1 S}} - \frac{V_2}{V_1 S} - \frac{V_1 V_2}{(V_1 + V_2)^2} \right)}_{\equiv g(S; V_1, V_2)}$$

Since  $g(S)$  is decreasing in the range of  $S > \Theta(V_1, V_2)$  with  $g|_{S=\Theta} = 0$ ,  $g(S) < 0$  holds under Assumption 2. Hence,  $x_i^A < x_i^T$ .

## Appendix C

- ▶ Noting that  $x_i^A < x_i^T$  holds for  $i = 1, 2$ , it suggests that  $X^A < X^T$  holds for  $\lambda = 0$ .
- ▶ Comparing (29) with  $\lambda = 1$  and (16), we have

$$X^A|_{\lambda=1} - X^T = V_2 \left( \frac{V_2}{V_1 + V_2} - \sqrt{\frac{V_2}{V_1 S}} \right),$$

which implies that  $X^A \gtrless X^T \iff S \gtrless \Theta(V_1, V_2)$ . Since  $S > \Theta(V_1, V_2)$  from Assumption 2, we have  $X^A > X^T$ .

## Appendix D

- ▶ Noting that  $p_i^P = p_i^A$  for  $i = 1, 2$ , we obtain  $p_1^A > p_1^T$  and  $p_2^A < p_2^T$ .
- ▶ From (31) and (18), for player 1 we have

$$U_1^A - U_1^T = V_1 \left[ \left( 1 - \sqrt{\frac{V_2}{V_1 S}} \right)^2 - \left( \frac{V_1}{V_1 + V_2} \right)^2 \right],$$

which implies that  $U_1^A \gtrless U_1^T \iff S \gtrless \Theta(V_1, V_2)$ . Since  $S > \Theta(V_1, V_2)$  from Assumption 2, we have  $U_1^A > U_1^T$ .

- ▶ Similarly for player 2, we have

$$U_2^A - U_2^T = V_2^2 \cdot \frac{(V_1 + V_2)^2 - V_1 V_2 S}{V_1 S (V_1 + V_2)^2},$$

which implies that  $U_2^A \gtrless U_2^T \iff S \gtrless \Theta(V_1, V_2)$ . Since  $S > \Theta(V_1, V_2)$  from Assumption 2, we have  $U_2^A < U_2^T$ .

## Appendix E

- ▶ Comparing (9) and (28), we can see that

$$x_i^P - x_i^A = V_i \cdot \frac{\sqrt{V_2}(2\sqrt{V_2} - \sqrt{V_1 S})}{2V_1 S},$$

which implies that  $x_i^P \geq x_i^A \iff S \leq \Lambda(V_1, V_2)$ . Since  $\Theta(V_1, V_2) > \Lambda(V_1, V_2)$ ,  $S > \Lambda(V_1, V_2)$  holds, which shows  $x_i^P < x_i^A$ .

- ▶ Since  $x_i^P < x_i^A$  holds for  $i = 1, 2$ , we immediately reach the result that  $X^P < X^A$  for  $\lambda = 0$ .
- ▶ In addition, when  $\lambda = 1$ , we have already proven that  $X^P < X^T$  and  $X^T < X^A$ , which implies  $X^P < X^A$ .