Coordination via Delay: Theory and Experiment*

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Abstract

This paper studies the effect of introducing an option of delay in coordination games, that is, of allowing players to wait and then choose between the risk-dominant and payoff-dominant actions. The delay option enables forward-induction reasoning to operate, whereby a player's waiting and not choosing the risk-dominant action right away signals an intention to choose the payoff-dominant action later. If players have ϵ-social preferences – they help other players if at no cost to themselves – then iterated weak dominance yields a unique outcome where everyone waits and then chooses the payoff-dominant action if everyone else waited. Thus, efficient coordination results. Experimental evidence from a binary-action minimum-effort game confirms that adding a delay option can significantly increase the occurrence of efficient outcomes. Moreover, consistent with our theory, the clear majority of subjects in our experiment take the unique iteratedly undominated strategy and not other strategies that are implied by equilibrium analysis.

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1 Introduction

Coordination games are models of the challenge of coordination among economic (or other) players. The coordination challenge consists of two parts. First, there is the challenge of achieving a Nash equilibrium of the game. Consider a simple coordination game as shown in Table 1. In this 2×2

		Player 2	
		A	B
Player 1	A	$4, 4$	$0, x$
	B	$x, 0$	x, x

Table 1: A Simple Coordination Game

game with $x \in (2, 4)$, there are two pure-strategy Nash equilibria – one in which all players choose the safe but inefficient action B and one in which all players choose the risky but efficient action A. However, miscoordination may occur if one player chooses A, while the other chooses B

The (pure-strategy) Nash equilibria can be Pareto-ranked, so that the second challenge is attaining an efficient equilibrium. In this simple example, the payoff-dominant equilibrium (A, A) differs from the risk-dominant equilibrium (B, B) in the sense of Harsanyi and Selten (1988). Carlsson and van Damme (1993) show that the risk-dominant equilibrium (B, B) is uniquely selected if we relax common knowledge of the payoffs (for example, common knowledge of the parameter x). The selection of the risk-dominant equilibrium is also supported by ample experimental evidence (Van Huyck, Battalio and Beil, 1990).

How can the players overcome the challenge of coordination? In reality, coordination games are often played dynamically, and the option of "wait and see" is often available. For instance, in the bank-run game, which is a classic coordination game, each depositor might be able to wait and then make their final withdrawal decision conditional on the information they observe.[1] This paper explores a class of dynamic games that allow each player to exercise such an option to delay choice of the efficient action. We find that the addition of the delay option can help players overcome miscoordination and also achieve the Pareto-dominant outcome.

The delay option, if exercised, enables a player to observe the past history of play by other players. However, more than observability, this paper highlights the idea that exercising the delay option and not taking the inefficient action early enables a player to signal their intention of taking the efficient choice in future play – signaling this to other players who also exercise that option. We show, both theoretically and experimentally, that signaling through exercising the delay option, i.e.,

[1] For other examples of applications of coordination games, see, inter alia, new technology adoption (Farrell and Saloner, 1985; Katz and Shapiro, 1986), team production (Bryant, 1983), search (Diamond, 1982), currency attacks (Morris and Shin, 1998), and debt crises (Corsetti, Guimaraes and Roubini, 2006).

adopting the strategy of waiting and then taking the efficient action if all others wait, can work effectively to overcome the challenges of coordination.

Theoretical Analysis The main result is proved for a multiple-player coordination game in which the efficient outcome is achieved if all players choose action A. For now, we will rely on the simple 2×2 game above to illustrate the intuition. The game unfolds in two periods $t = 0, 1$. At $t = 0$, each player can choose between the irreversible choice B and "wait." A player who chooses to wait observes whether or not the other player chooses B at $t = 0$, and then makes their final choice between A and B at $t = 1$.[2] There is no cost associated with the delay option. A player who does not choose B at $t = 0$ should, in some sense, be signaling that they intend to choose A at $t = 1$. That is, there is a forward-induction flavor to choosing "wait." Intuitively, if a player intends to play B and secure the safe payoff x, then they can do so right away, rather than waiting and doing so later, which does not result in any extra benefit.[3] By contrast, waiting and then playing B regardless of the history can be costly if the player is concerned about others' payoffs. That is because taking this strategy hurts some other players who choose to wait and then play A if no other players choose B earlier. Next, we describe our analysis in more detail.

First, observe that if a player waits and then receives the "B" message (i.e., the other player chooses B at $t = 0$), they will optimally choose B at $t = 1$. Formally, any strategy that involves choosing A after the "B" message is weakly dominated. Next, consider the situation in which a player receives the "no-B" message (i.e., others choose to wait and no one chooses B at $t = 0$). The game then enters a simultaneous-move subgame in which both players make final choices between A and B. A player might decide to choose B in this subgame if they believe that the other player will do so. But then this player chooses B after either message. Compare this with the strategy of choosing B at $t = 0$. The two strategies are equivalent, that is, they yield the same payoff to our player for each strategy profile of the other player. But choosing B after the message "no-B" hurts the other player if they choose A after observing "no-B." Formally, we will assume that each player has a utility function given by their original payoff function plus an infinitesimal weight on the other players' payoff functions. We will refer to such preferences as ϵ-social preferences. Under our assumption, a player will not gratuitously hurt another player, where, by "gratuitously" we mean that one makes a choice that hurts others without helping oneself.

[2] To illustrate this reversibility structure, consider again the case of a bank run. It is reasonable to believe that if an depositor chooses "run," withdrawing money from the bank, they will not return the money to the bank during financial distress. Likewise, one can interpret this reversibility condition in a coordination game of FDI investors, where investors decide whether or not to relocate their investments back to their own country (Mathevet and Steiner, 2013).

[3] The simple idea that any player, if choosing to wait, tends to take different actions based on different observed histories is also in Chamley and Gale (1994) and Gul and Lundholm (1995), who study delay options in a (non-strategic) social learning setup.

Formally, we have just argued that, with ϵ-social preferences, the strategy of waiting and then playing B, regardless of the message received, is weakly dominated – in the second round of elimination – by playing B immediately (at $t = 0$). Once this strategy is eliminated, the strategy of playing B immediately is weakly dominated by waiting and then playing B after the "B" message and A after the "no-B" message. In effect, by choosing "wait," a player signals their intention to follow the message and, in particular, to choose the efficient action A after the "no-B" message. This is the sole strategy that survives iterated weak dominance, and the result is that each player chooses "wait" at $t = 0$, collectively generating the "no-B" message, and then takes action A. In that way, the Pareto-dominant outcome is achieved, even when it is risk-dominated.

There are two key components to this analysis. The first is forward induction. Introduced by Kohlberg and Mertens (1986) as a property of stable sets of equilibria, forward induction has been developed in two different directions. One way is as an equilibrium refinement (Van Damme (1989); Govindan and Wilson (2009)). The other way is as iterated elimination of "bad" strategies. One sub-approach here is extensive-from rationalizability (Pearce (1984); Battigalli (1997)). A second sub-approach, the one employed in this paper, is iterated elimination of weakly dominated strategies (Ben-Porath and Dekel, 1992).[4]

The second key component of our analysis is the inclusion of social preferences. Other-regarding preferences have been identified in various experimental studies (see Fehr and Schmidt (2006) for a survey). We adopt a very weak form of social preference in which there is no trade-off between a player's own payoff and those of other players. In our model, other players' payoff functions are decisive only when the player is choosing between two equivalent strategies. This particular concept should be contrasted with the usual models of altruism, which, in many games, will modify a player's original preferences in more ways than our condition does.

In addition to iterated weak dominance, we analyze the game via symmetric pure-strategy subgame-perfect Nash equilibrium. Unlike iterated weak dominance, this solution concept does not lead to a unique prediction of efficient coordination, even with ϵ-social preferences. To see this, consider our 2×2 example again, and focus on the subgame starting from the "no-B" message. If the other player chooses B at this information set, playing A hurts a player without benefiting the other player. Thus, subgame perfection, together with ϵ-social preferences, does not rule out the Nash equilibrium in which both players wait and choose the inefficient action B regardless of the $t = 0$ outcome.

Experimental Evidence Motivated by this sharp difference in predictions across different solution concepts, we design an experiment by adding a delay option to a binary-action minimum-effort (a.k.a. weakest-link) game, and examine its effectiveness in overcoming the challenges of coordination. The minimum-effort game, first examined experimentally in Van Huyck, Battalio and Beil (1990), is

[4] Brandenburger, Friedenberg and Keisler (2008) provide an epistemic foundation for iterated weak dominance.

a well-studied example of a coordination game with multiple Pareto-ranked equilibria. Subsequent literature has replicated the difficulty in promoting the efficient outcome and proposed various mechanisms to bring about efficient coordination.[5] Our experimental evidence confirms that, while the efficient outcome is hard to achieve in the static version of the game, with the presence of the delay option, waiting can be a meaningful signal of future play of the risky but efficient action A. We adopted the strategy method to elicit the subjects' full plans of play, and find that, conditional on waiting, over 90 percent of the subjects made the efficient choice A at $t = 1$ after receiving the "No-B" message. Consistent with our theory, on average, 75 to 85 percent of the subjects in each round adopted the unique strategy surviving iterated weak dominance – namely, waiting and then choosing A after the "no-B" message and B after the "B" message. Notably, and because of the prevalence of this particular strategy, around 60 percent of the subject groups achieved efficient coordination. By contrast, in the static treatment without the delay option, the efficiency rate was only 14 percent.[6]

We also included a set of treatments in which groups were randomly formed. This alleviates the concern that dynamic issues such as learning and experimentation could arise under the fixed-matching setting in the main treatment, which follows the minimum-effort literature. We conducted further treatments to check the robustness of our main findings by considering a different representation of the "No-B" message and providing finer information (rather than binary information) regarding the first-period outcome. Our results confirm that the efficiency-enhancing effect of the delay option was robust to these variations.

In the random-matching treatments, we added a block after the main experiment to elicit subjects' social preferences. We found that over 90 percent of the subjects held ϵ-social preferences, pointing to the validity of this assumption. Consistent with our theory, subjects' ϵ-social preferences and their beliefs that others hold ϵ-social preferences were positively associated with their adoption of the unique strategy surviving iterated weak dominance in the main experiment.

Related Literature Efficient equilibrium in dynamic coordination games has been well studied in the literature. However, the dynamic setup we consider, involving synchronicity of moves and the irreversibility and observability of actions, appears to be novel. For example, a backward-induction argument predicts efficient coordination when players can move sequentially in an exogenous order (Farrell and Saloner (1985)). A similar argument can be made in the case where players can choose

[5] See, for example, Van Huyck, Battalio and Beil (1993) and Cachon and Camerer (1996) for pre-game auctions, Blume and Ortmann (2007) for costless communication, Weber (2006) for gradually increasing group size, Brandts and Cooper (2006*a*) for changes in incentives, Chen and Chen (2011) for social identify, and Avoyan and Ramos (2019) for asynchronous pre-play revision. See Devetag and Ortmann (2007) for a survey.

[6] The efficiency rate of a round in a certain treatment is defined as the percentage of subject groups in which every group member's realized choice is the efficient action A.

the timing of taking the efficient action A while the inferior choice B is reversible.[7] Furthermore, unlike Calcagno et al. (2014), who investigate a preparation stage in which actions are partially reversible,[8] our approach relies on the fact that the inefficient action B is the only irreversible choice.

Our mechanism in which the players signal their intention to play the efficient action by waiting is distinct from achieving efficient coordination through pre-play communication. The latter is equivalent to a dynamic setting in which both actions are reversible, and taking a particular action in the first period can be viewed as a non-binding message expressing an intent concerning future play.[9] There is ample experimental evidence confirming the effectiveness of costless communication in coordination games (see, among others, Cooper et al. (1992*b*); Charness (2000); and Blume and Ortmann (2007)). To distinguish our mechanism from pre-play communication, we conduct both theoretical and experimental analyses (see Section 2.2 and 4.4, respectively).

The experimental literature on coordination games with pre-play moves largely proceeds via an informal use of forward induction, asserting that the Pareto-dominant outcome is achieved if the players adhere to this logic. An early paper along these lines is Cooper et al. (1992*b*), who find that granting an outside option with an appropriate payoff to one player significantly improves coordination efficiency. Subsequent papers add other forward-induction features such as pre-play auctions (Cachon and Camerer (1996); Van Huyck, Battalio and Beil (1993)) and costly messages (Blume, Kriss and Weber (2017)). The last paper is closest to ours in treating forward-induction reasoning formally, though via the Govindan and Wilson (2009) route rather than iterated weak dominance. Finally, Crawford and Broseta (1998) develop a model of stochastic, history-dependent learning dynamics to separate econometrically the forward-induction effect of the pre-play auction from the selection effect ("optimistic" subjects) in the data of Van Huyck, Battalio and Beil (1993).

By contrast, our paper formalizes the idea of forward induction by iterated weak dominance. Additionally, we find experimental evidence that, in our dynamic coordination setting, iterated weak dominance predicts the subjects' choices better than equilibrium concepts, supporting the

[7] In this case, the players, knowing that their early actions can be observed and expecting others to follow, may take the lead by selecting the efficient action earlier and thereby arrive at the efficient outcome. We also investigate the case in which the efficient action is the only irreversible one. See Section 2.2 for the theoretical analysis and see Section 4.4 for the corresponding experimental results.

[8] In a recent study, Avoyan and Ramos (2019) append a stochastic revision mechanism to the minimum-effort game and show, theoretically and experimentally, that this mechanism of partial commitment can help to promote efficient coordination on high effort.

[9] Regarding the credibility of non-binding messages in one-way communication, see Farrell (1988) for the notion of self-commitment and Aumann (1990) for the notion of self-signaling. For follow-up papers on coordination games, see Baliga and Morris (2002), Sobel (2017), and Lo (2020). It is worth noting that, in the case of $N = 2$ (with one sender and one receiver), the message "A" is self-committing in one-way communication (i.e., the sender will take A at $t = 1$ if they expect the receiver to trust the message), and it is self-signaling with the assumed social preferences (i.e., the sender wants the receiver to trust the message if and only if the announcement is credible and they would choose A at $t = 1$). However, in our game, there are multiple players, and each of them can "send messages" to all the other players. In this case, since we need to consider a profile of messages, the notions of self-commitment and self-signaling are not well-defined (see the discussion in Blume and Ortmann (2007)).

forward-induction reasoning. Forward-induction effects have been investigated in other games. Ben-Porath and Dekel (1992), Cooper et al. (1993), Brandts and Holt (1995), Huck and Müller (2005), Brandts, Cabrales and Charness (2007), and Krol and Krol (2020) all study forward induction in Battle-of-the Sexes and entry games. The first and the last three papers follow the route of treating forward induction via iterated weak dominance, as in our paper. Ben-Porath and Dekel (1992), Brandts, Cabrales and Charness (2007), and Krol and Krol (2020) all build in money burning as the specific mechanism to signal intentions. In money burning, only one player has the option to signal, while every player in our model has the option to delay. It follows that the second-period information is also different. In money burning, the first-period choice of just one player is revealed. As we will see, in our game with a delay option, players get to see a message that depends on all the first-period choices made by the players.[10]

Outline The remainder of the paper is organized as follows. Section 2 presents the static benchmark model and the theory of the dynamic protocol. The experimental design and procedure are discussed in Section 3. Section 4 reports the experimental results and Section 5 concludes. Some of the proofs and statistical analyses are relegated to the Appendix.

2 Theory

We start with a static binary-action coordination game. There are $N \geq 2$ players, indexed by $i \in \mathcal{N} = \{1, 2, \ldots, N\}$. Each player i simultaneously makes a decision d_i from $D_i := \{A, B\}$. For any action/strategy profile $d \in \prod D_i$, the monetary payoff of player i is denoted by $\pi_i(d)$. For each player i, the payoff $\pi_i(\cdot)$ satisfies the conditions: (a) if a player chooses $d_i = B$, then $\pi_i(d_i = B; d_{-i}) = b$, regardless of the other players' choice d_{-i}; (b) if a player chooses $d_i = A$, then, $\pi_i(d_i = A; d_{-i}) = c < b$ for any d_{-i} that involves $d_j = B$ for some player $j \neq i$; and (c) $\pi_i(d_i = A; (d_j = A)_{j \neq i}) = a > b$.

In words, B is a safe choice, which yields a payoff of b, regardless of other players' choices, while A is a risky choice, which yields a high payoff a only if coordination is successful – that is, if all players choose A. Otherwise, if any other player chooses B, choosing A yields a low payoff of c. We further assume that each player i has the following utility function:

$$u_i(d) = \pi_i(d) + \epsilon \sum_{j \neq i} \omega_{ij} \pi_j(d), \tag{1}$$

where ϵ is positive and infinitesimal, and the w_{ij} are strictly positive numbers. We say that player i has *ϵ-social preferences*. Under this assumption, player i's preference is lexicographic in the sense

[10] Our theory involves three rounds of iterated weak dominance. The standard money-burning mechanism necessitates more rounds, which likely accounts for a portion of the failure to obtain experimental observations consistent with theoretical predictions.

that there is no tradeoff between i's own monetary payoff and that of any other player j. Sometimes, for the sake of comparison, we will make a different lexicographic assumption, namely, that player i will make a choice that hurts others without helping itself. We will refer to this as the case of "spiteful" (ϵ-social) preferences.

We assume that each player hold ϵ-social preferences and each player believes that all other players likewise hold ϵ-social preferences.

Proposition 1 *In this static binary-action coordination game, the pure-strategy Nash equilibria are $d_i = A$ for all i and $d_i = B$ for all i.*

Clearly, when players are selfish ($\epsilon = 0$), there are two equilibria in this simple static coordination game. Proposition 1 confirms that the set of equilibria is the same with ϵ-social preferences.

Coordinating on the risky choice A yields the highest payoff for all players, regardless of whether or not players have the social preferences as defined in (1). Formally, *efficient coordination* is achieved if and only if $d_i = A$ for all $i \in \mathcal{N}$. As shown in Proposition 1, efficient coordination is not guaranteed, since coordinating on the safe action B constitutes another equilibrium.

Miscoordination occurs if players fail to coordinate on a certain equilibrium – that is, if there are some players who choose A, while some other players choose B. Miscoordination incurs a significant loss to the players who choose A.

Next, we add a dynamic structure to the static coordination game, which enables each player to exercise a delay option so that they can choose between A and B at a later date. We will investigate how this delay option changes the outcome.

2.1 Dynamic Structure with Irreversible Choice of B

There are two periods, $t = 0, 1$. At $t = 0$, each player chooses between B and "wait." The choice of B is irreversible. That is, if a player chooses B at $t = 0$, they cannot make any further changes. However, the players who wait at $t = 0$ get to choose between A and B at $t = 1$. There is no cost associated with waiting. By waiting, players can observe a binary message m that takes the value $m = 0$ if all players choose to wait at $t = 0$ and the value $m = 1$ otherwise.

We denote the set of pure strategies as

$$\mathcal{S} \equiv \{B, WBB, WBA, WAB, WAA\}.$$

The strategy of not waiting and taking B at $t = 0$ is denoted as B. Any strategy involving waiting at $t = 0$ is a plan contingent on the message m. We denote such a strategy as "W, $d_i(m = 1)$, $d_i(m = 0)$," respectively, where $d_i(m)$ is defined as the action chosen conditional on m at $t = 1$.

For example, if a player chooses strategy WAB, they will wait at $t = 0$ and then choose A after observing $m = 1$; otherwise, they will choose B.

For any strategy profile of other players $s_{-i} = (s_j)_{j \in \mathcal{N} \setminus \{i\}}$, if player i chooses to wait, then the total number of B choices at $t = 0$ can be written as

$$n(s_{-i}) = \big|\{j \in \mathcal{N} \setminus \{i\} | s_j = B\}\big|,$$

and, accordingly, the binary message that player i will receive after waiting is

$$m = \mathbb{1}\{n(s_{-i}) \geq 1\}.$$

The cases $m = 0$ and 1 correspond to the "no-B" and "B" messages, respectively.

Proposition 2 *For any $s_i \in \mathcal{S}$, the strategy profile $(s_i)_{i=1}^N$ constitutes a pure-strategy Nash equilibrium. The subgame-perfect equilibria are $(s_i = B)_{i=1}^N, (s_i = WBA)_{i=1}^N$, and $(s_i = WBB)_{i=1}^N$.*

It is easy to see that choosing A in the subgame following the message $m = 1$ (the "B" message) cannot be part of an equilibrium in this subgame. Still, as Proposition 2 demonstrates, subgame perfection does not yield a unique outcome or imply efficient coordination. In the subgame-perfect equilibria in which all players choose $s_i = B$, or in which they all choose $s_i = WBB$, each player ends up choosing B, and, therefore, efficiency does not result.

In the following theorem, we formalize forward induction as iterated simultaneous maximal deletion of weakly dominated strategies, which we henceforth simply call iterated weak dominance. The theorem shows that this procedure yields a unique strategy profile, which achieves efficient coordination.

Theorem 1 *The unique strategy profile that survives iterated weak dominance is $(s_i = WBA)_{i=1}^N$. Under this strategy profile, efficient coordination is achieved.*

The argument involves three rounds of elimination. Here, for the purpose of illustration, we use the payoff matrix of a two-player example (see Table 2) to illustrate the elimination process. We give the main argument for each step of elimination and relegate the complete proof to the Appendix.

First Round (Eliminate WAB and WAA) WAB is weakly dominated by WBB. To see this, note that after the message $m = 0$, these two strategies yield equivalent outcomes. When $m = 1$,

		Player 2				
		B	WBB	WBA	WAB	WAA
	B	b, b	b, b	b, b	b, c	b, c
	WBB	b, b	b, b	b, c	b, b	b, c
Player 1	WBA	b, b	c, b	a, a	c, b	a, a
	WAB	c, b	b, b	b, c	b, b	b, c
	WAA	c, b	c, b	a, a	c, b	a, a

Table 2: 2-Player Payoff Matrix

WAB involves choosing A and yields a private payoff $\pi_i = c$, while WBB yields a private payoff $\pi_i = b > c$. The same argument can be used to show that WAA is weakly dominated by WBA.[11], [12]

Second Round (Eliminate WBB) After the first round of elimination, the remaining pure strategies are B, WBB, and WBA. Regardless of what other players choose, the realized choice under both strategies B and WBB is B. Thus, these two strategies yield the same payoff $\pi_i = b$ to any player i.

Both strategies induce the same payoff to player $j \neq i$ in all but one case, in which all players $j \neq i$ choose to wait at $t = 0$, and at least some $j \neq i$ choose the strategy WBA. In this case, if player i chooses B, a player j who chooses WBA gets payoff $\pi_j = b$ from playing B after seeing $m = 1$. However, player j's payoff is reduced to c if player i chooses WBB because, in this case, player j's realized choice is A, following $m = 0$. Therefore, under the assumption of ϵ-social preferences, B weakly dominates WBB.

Third Round (Eliminate B) Two strategies remain after the second round: B and WBA. Based on the same logic, each player understands that others will either play B or WBA provided that they believe others players hold ϵ-social preferences. If at least one player $j \neq i$ chooses B at $t = 0$, both B and WBA yield the same payoff to player i and to all other players. However, if all $j \neq i$ choose WBA, then WBA yields a strictly higher payoff to i. Thus, B is weakly dominated by WBA.

[11] This round of elimination holds for both $\epsilon = 0$ and $\epsilon > 0$. In fact, both WAB (resp. WAA) and WBB (resp. WBA) yield the same payoff to each of the other players, regardless of any possible strategies they take.

[12] The strategy WBB is not weakly dominated by B in the first round of elimination. To see this, consider the case in which all other players choose WAB. In this case, compared with B, WBB generates strictly higher payoffs to the other players. As such, ϵ-social preferences cannot eliminate WBB before the second round of elimination.

Coordination Outcome Since all players choose the strategy WBA, the realized message is $m = 0$, and, thus, the realized choice is $d_i = A$ for all $i \in \mathcal{N}$. Therefore, efficient coordination is achieved.

2.2 Discussion

We consider a simple binary-action coordination game with $N \geq 2$ players. By incorporating a delay option into the static game, we create a dynamic variant in which the safe but inefficient choice B is the only irreversible action. The players who exercise the delay option can observe a binary message about whether or not all players have taken the delay option. Somewhat surprisingly, there is a unique strategy WBA that survives iterated weak dominance in the resulting dynamic game. Under this strategy, a player, by giving up the safe but inefficient choice and exercising the delay option at $t = 0$, signals their intention to play the risky but efficient choice A (conditional on observing that all other players chose to wait). Under this unique strategy profile, efficient coordination is achieved. This result is built on forward-induction reasoning, which has bite only when players have ϵ-social preferences.

Next, we discuss how our result depends on the extensive form that governs the play, i.e., on the observability of the history of play and the (ir)reversiblity of the actions.

Observability of Past Actions

In our benchmark model, players who choose to wait can observe only a binary message regarding the history of play.

This is a deliberate assumption meant to capture the difficulty of observing the precise history of play in a multiple-player setting. But a delay option per se does not rule out cases in which players can observe more information about the past history.

Here, we consider an environment in which any player i who exercises the delay option can observe the exact number of irreversible choices that occurred at $t = 0$. We denote this number by $n(s_{-i})$ and say that this scenario exhibits *finer information.*[13] With finer information, the strategy of waiting at $t = 0$ and then choosing A at $t = 1$ if and only if $n = 0$ remains the unique strategy profile that survives iterated weak dominance. To reduce the notational burden, in the finer-information setting, we continue to write "WBA" for this strategy.

Proposition 3 *With finer information, the unique strategy profile that survives iterated weak dominance is* $(s_i = WBA)_{i=1}^{N}$. *Under this strategy profile, efficient coordination is achieved.*

[13] Note that "finer information" here is different from perfect information, since the identities of the players who choose B and who choose to wait at $t = 0$ remain unknown.

Note that, efficient coordination cannot be achieved as long as someone chooses B at $t = 0$, that is, $n(s_{-i}) \geq 1$, irrespective of the exact number of B choices. After any information set $n(s_{-i}) \geq 1$, the best response for any player i who waited is to play B at $t = 1$. Therefore, as Proposition 3 states, providing finer information by partitioning the information set of $m = 1$ ("B" message) in the binary-message setting does not change the unique strategy players choose or change the coordination outcome. Our mechanism is robust to finer information because the intention to coordinate efficiently is signaled via an information set that is a singleton ($n = 0$), which is exactly the same as the information set $m = 0$ ("no B" message) in the binary message setting.

(Ir)reversibility Structure

We have argued that a delay option can resolve the coordination problem if the inefficient choice B is the only binding choice at $t = 0$. What if both actions A and B are reversible, or, the efficient choice A, instead of B, is the only irreversible choice at $t = 0$? In this subsection, we discuss the essentiality of our reversibility structure to our result.

Neither Choice is Irreversible We first consider the case in which neither A nor B is irreversible at $t = 0$. More precisely, players choose between A and B at $t = 0$, but the first-period choice is not binding. At $t = 1$, they first observe the number of A and B choices at $t = 0$ and then make a final choice between A and B. Since a player's payoff depends only on their action at $t = 1$, their choice at $t = 0$ is payoff-irrelevant.

In fact, we can interpret the play at $t = 0$ as costless pre-play communication and the play at $t = 1$ as the actual coordination game. It is easy to check that neither subgame-perfect equilibrium nor iterated weak dominance generates a unique prediction, even with the assumed ϵ-social preferences. For instance, there is a subgame-perfect equilibrium in which all players choose A at $t = 0$, and then all switch to B at $t = 1$, regardless of the information they observe. In another equilibrium, everyone chooses B at $t = 0$ and makes no change at $t = 1$, regardless of the information observed. These strategy profiles also survive iterated weak dominance and lead to inefficient outcomes.

Action A is Irreversible Now consider the case in which the efficient choice A is the only irreversible choice at $t = 0$. More precisely, players first choose between "wait" and A at $t = 0$. After observing the number of wait and A choices at $t = 0$, players who waited choose between A and B at $t = 1$. This setting has an irreversibility structure that is the opposite of our benchmark setup. The following proposition shows that iterated weak dominance and subgame-perfect equilibrium predict the efficient outcome only in the case of $N = 2$. For $N \geq 3$ players, these theories fail to yield (uniquely) the coordination outcome.

Proposition 4 *In a coordination game, in which A is the only irreversible choice at $t = 0$:*

1. *if $N = 2$, both iterated weak dominance and subgame-perfect equilibrium yield efficient strategy profiles;*

2. *if $N \geq 3$, both iterated weak dominance and subgame-perfect equilibrium allow inefficient strategy profiles.*

As shown in the proof of Proposition 4 in the Appendix, efficient coordination can be achieved under iterated weak dominance as well as subgame-perfect equilibrium in the case of $N = 2$ players. The underlying mechanism, however, is fundamentally different from the one highlighted in this paper. Rather than signaling intention through waiting, the mechanism in this case is based on the fact that each player has a weakly dominant choice of A earlier. This is because (1) if one player takes A early and the other player waits, it is optimal for them to follow by taking A at $t = 1$; and (2) if one player takes A early and the other player also takes A at $t = 0$, efficient coordination has already been achieved at $t = 0$.

However, for $N \geq 3$ players, neither iterated weak dominance nor subgame-perfect equilibrium guarantees efficiency. For example, the strategy profile where all players choose wait at $t = 0$ and choose A at $t = 1$ only if all other players have chosen A at $t = 0$ survives iterated weak dominance, and it constitutes a subgame-perfect equilibrium.[14] Under this strategy profile, each player's final choice is B and, thus, efficient coordination is not achieved.

One might think that, in this setting, efficient coordination is easier to achieve because, now, any player can take the lead by committing to the binding choice A early, at $t = 0$. Intuitively, these early A choices would encourage other players to follow. However, Proposition 4 says that this intuition is false. The only message that ensures that a player will follow and choose A at $t = 1$ is that all other players have chosen A at $t = 0$. When the game is played by $N \geq 3$ players, it is possible that all players who waited would choose B at $t = 1$ if more than one player waited at $t = 0$, since they anticipate that other players will do the same. Efficient coordination cannot be guaranteed.

2.3 Summary

Our main results show that an option to delay facilitates efficient coordination by allowing players to signal their intentions. The above discussion demonstrates, at a theoretical level, that signaling intentions by waiting is different from signaling intentions by non-binding communication (when both actions are reversible) and also different from signaling intentions by taking the efficient action early (when the efficient action A is irreversible). Therefore, although the mechanism we emphasize is robust to the availability of finer information, it relies crucially on the irreversibility of the inefficient choice.

[14]This strategy is, in fact, the most frequently used one in our experiment.

For completeness, we extend the model further to show that the delay mechanism can work in a more general coordination game, in which the successful coordination does not require all players to choose the efficient choice A. We also discuss the case in which both actions are irreversible choices, as well as the case in which delay is costly.[15] Since these extensions are not essential to our theoretical analysis and experimental tests, we relegate them to the Online Appendix.[16]

3 Experimental Design

Our theory demonstrates that the dynamic structure with an irreversible B choice admits a unique prediction of efficient coordination via iterated dominance. However, the inferior outcome still qualifies as a subgame-perfect equilibrium, even with the assumption of ϵ-social preferences. Therefore, we test experimentally the efficacy of this delay structure and check whether participants' choices are consistent with the theoretical prediction based on iterated dominance.

Since the theory speaks to games with multiple players, we do not restrict ourselves to a two-player group but look into four-player coordination games in the experiment. A well-developed literature that studies multi-player coordination is the experiments on the minimum-effort, or the weakest-link games. The coordination game we consider can be interpreted as a binary-action minimum-effort game played by $N \geq 2$ players, with high effort level A and low effort level B, as the group coordination is determined by the lowest choice in the group. In our main treatments, we follow the design of the minimum-effort games literature, which started with Van Huyck, Battalio and Beil (1990), so as to make our experimental findings comparable to those of the existing studies.

Following the standard protocol in the literature of minimum-effort game, subjects played a game for 15 rounds in fixed four-person groups in the main treatments. Subjects' strategies were elicited using the strategy method in the dynamic games. The parameters chosen were $a = 55$, $b = 45$, $c = 5$, and $N = 4$. A more detailed description of the experimental implementation will be given in Section 3.3. In addition, since fixed-matching might invoke learning from the previous rounds of play and other dynamic concerns for future play, we conducted follow-up experiments with randomly matched groups.

[15] In a more general class of coordination games, or when both A and B are irreversible in our benchmark setup, our result is sensitive to the information available to the players who exercise the delay option. Specifically, our result holds in the binary-information setting but does not hold in the finer information-setting. Moreover, although the mechanism of signaling intentions can still work with a costly delay option, this mechanism cannot ensure efficient coordination.

[16] The Online Appendix can be found at www.zhenzhoueconomics.com/research.

3.1 Main Treatments

The main treatments compare the coordination efficiency in static games and the dynamic games with the irreversible B choice.

Static Game ("St-b")

The "St-b" treatment is the static version of the binary-action coordination game with "binary feedback" ("b" for short) – subjects were informed of whether the efficient outcome was achieved at the end of each round. Feedback about only the coordination outcome was the standard protocol in the minimum-effort literature; that is, subjects observed only the minimum effort chosen in the previous rounds.

Dynamic Game with Irreversible B Action ("BI-b")

The main treatment, "BI-b," follows the dynamic structure proposed in Section 2.1 (see Proposition 2 and Theorem 1), where B is the only irreversible action ("BI" for short), and subjects receive binary information ("b" for short) about whether or not B was chosen thus far at the end of each period. Each round of the game consisted of two periods. At $t = 0$, each subject chose between B and the "Wait" option. If a subject chose to wait, they would receive a binary message about whether someone in the group had chosen B in $t = 0$, and then chose between A and B in $t = 1$. At the end of $t = 1$, all subjects were informed of the binary outcome of whether efficient coordination was achieved. Following the protocol in the minimum-effort literature, they did not observe the exact numbers of the irreversible choices.

3.2 Additional Treatments

Additional treatments were implemented to further test the robustness of the efficacy of delay option in promoting efficient coordination and the underlying mechanism, including a treatment with a reversible choice of A in the first period to mitigate the potential framing effect, treatments with finer information, randomly matched groups, and alternative reversibility structures.

Binary Information with Three Options in the First Period ("BI-b-3c")

One potential concern of the dynamic treatment "BI-b" is that, some subjects might interpret B not chosen by anyone in the first period, the "no-B" message, literally (simply following the face value of this massage) as "no one will choose B", rather than "everyone decided to wait and see." It might bias the results in the direction that favors our theory prediction. To mitigate this framing effect, we added one treatment which included A in the first period as an reversible choice. The additional reversible A choice does not affect our theoretical results, but with this additional reversible option, the "Wait" choice at $t = 0$ should not be interpreted literally as a choice that is biased toward the choice of A at $t = 1$. In addition, the binary message after the first period was framed as "nobody (someone) chose B in the first period, and (not) everyone chose 'Wait' or A in the first period." Altogether, these settings stressed the fact that the face value of the "no-B" message is merely "B not chosen in the first period", which helped mitigate the framing effect.

Finer-Information Treatments ("St-f" and "BI-f")

In addition to the main treatments with binary feedback, we also tested the finer-information versions of these two treatments: "St-f" (static, finer information) and "BI-f" (B-irreversible, finer information). In contrast to the binary information setting, all finer-information treatments ("f" for short) enables the subjects to observe the number of B choices at the end of first period (in dynamic treatments) and the number of B as final choices at the end of second period. More precisely, in the "BI-f" treatment, if a subject decided to wait at $t = 0$, they would face four possible situations: everybody waited, or 1, 2, or 3 group members chose B. Therefore, the subject's strategy would be whether to wait at $t = 0$, and, if they waited, a full plan on these four contingencies.

There is mixed evidence about whether providing finer info alters subjects' behavior in the minimum-effort literature. Van Huyck, Battalio and Beil (1990) found that the finer information setting did not affect coordination efficiency, while in the "full feedback" treatment of Brandts and Cooper (2006*b*), efficiency were significantly improved. The finer-information treatments serve as a further test of our theoretical results. Based on Proposition 3, the same efficient outcome could be generated with the delay option in the finer-information treatment, "BI-f."[17] Moreover, since the alternative irreversibility structures are theoretically studied and experimentally tested based on the finer-information setting,[18] examining the finer information ("BI-f") treatment allows for a fair comparison across different irreversibility structures.

Random Matching

The main treatments adopted a fixed matching protocol, following the literature of the coordination games with groups consisting of more than two subjects. One concern about fixed-matching is the learning effect. Subjects' play in the later rounds of the experiments might be affected by what they learned from the previous rounds. Moreover, exploration or experimentation can be another concern. Subjects might adopt a different strategy from what they would play in an one-shot game

[17] In addition, there is a minor concern that relates to the framing effect. In the "BI-b" treatment, subjects may have felt tempted to choose differently for the $m = 0$ and $m = 1$ messages, thereby inducing more choices of WBA and WAB than of WBB and WAA. The finer-information treatment helps avoid this.

[18] For alternative irreversibility structures, it is reasonable to focus our analysis on the finer-information setting. For example, when both actions are reversible, it is natural to allow subjects to observe the number of A and B choices at $t = 0$, as in Blume and Ortmann (2007).

in order to affect the other group mates' choices in the future play. To alleviate these dynamic concerns associated with our main treatment, we ran four additional treatments with groups that were randomly matched round by round. These follow-up sessions included the random-matching counterparts of the main treatments, "BI-b-rand" and "St-b-rand," as well as "BI-b-3c-rand" and "BI-f-rand," which controlled for the framing effect and the information setting, respectively. Each of them are designed in a way identical to the fixed-matching treatments except for the randomly matched groups. In addition, in all of the "BI" treatments with random-matching, the "no-B" message was modified to further alleviate framing effects. In the main treatments, the "no-B" ($m = 0$) message read as "nobody chose B in the first period", while the revised "no-B" message read as "nobody chose B in the first period, and everyone chose 'Wait'."[19]

Alternative Irreversibility Treatments ("NI-f" and "AI-f")

We also tested the two alternative irreversibility structures discussed in Section 2 to distinguish our delay option with other potentially efficiency-enhancing dynamic mechanisms. In the "NI-f" (neither action being irreversible, finer information) treatment, both the choices of A and B at $t = 0$ were reversible. At $t = 0$, subjects chose between A and B. There was no wait option in the first period. Then, at $t = 1$, upon observing the distribution of the choices from $t = 0$, they could freely switch to the other choice at no cost. Under this dynamic setting, a player could still express their intention to play A or B, but in a non-binding way.

In the "AI-f" (A-irreversible, finer information) treatment, only the A choice was binding at $t = 0$. In $t = 0$, subjects chose between A and the wait option. Then, in $t = 1$, those who chose the wait option could decide between A and B after observing the number of A choices at $t = 0$. This delay structure allowed a player to credibly signal their intention to choose the efficient action A. However, as discussed in Section 2.2, there is no unique prediction of efficient coordination by SPNE or weak dominance for a four-person group ($N = 4$). The "AI-f" treatment further helps us understand whether the irreversibility structure is essential for the delay mechanism.

3.3 Experimental Procedure

Main Experiments: Fixed-Matching Sessions

The experiment was implemented by a web-based program and by Otree (Chen, Schonger and Wickens, 2016) in the Smith Lab at Shanghai Jiao Tong University in 2019 and 2021. A total of 396 undergraduate and graduate students participated in 20 sessions. At the beginning of each session,

[19] In the "BI-b-3c-rand" treatments, the message was "nobody chose B in the first period, and everyone chose A or 'Wait'."

each subject arriving at the lab was randomly assigned a seat number. They were then randomly put into groups of four that were fixed throughout the sessions.

We adopted a between-subject design. In each session, subjects played the game from one treatment for 15 rounds with their group mates. The choices were labeled "1" and "2" instead of "A" and "B." There was no time limit for making the choices.

In the static treatment, subjects simply submitted their choices of "1" or "2" in each round. In the dynamic treatments, subjects' complete strategies were elicited using the strategy method. For example, on the choice page of our main treatment ("BI-b"), subjects were first asked to choose between "1" and "Wait." If their choice was "Wait," then two additional choices would appear, asking them to choose an action for each of the two possible realizations of the message, $m = 0, 1$. Subjects were made aware that only one of the choices would be realized, based on the outcome in the first period. Instead, if any subject's first-period choice was "1," then there would be a notice telling them that they did not need to make any choice for the second period. However, the subject still needed to click a "confirm" button for each possible realization of the binary message to finish this round. With these two "confirm" buttons, the total number of clicks would be the same whether a subject chose to wait or not to wait at $t = 0$. Thus, subjects would not be able to infer others' choices from the number of clicks.

In the finer-information treatments, after choosing "Wait" (or either of the two actions in the "NI-f" treatment), the four possible outcomes from the first period would appear, and the subject needed to choose an action for each of the four contingencies.[20] If a subject chose not to wait, then they needed to click on the four "confirm" buttons.

At the beginning of the experiment, the instructions were first read aloud in the lab. Then, the subjects completed a short comprehension test before the 15-round play of the experiment. After all participants finished the experiment, we gave them unincentivized and anonymous questionnaires about their decision rules. Participants had not been informed about the questionnaires beforehand. At the end of each session, subjects were paid based on their cumulative payoffs from all rounds (1 point was converted into 0.07 RMB). Each session took about 45 minutes, and the average earnings were 55 RMB (or 8.5 USD), including a participation fee of 5 RMB. The numbers of subjects in each session and treatment are summarized in Table 3.

[20]In all treatments with finer information, there were $N = 4$ contingencies that could arrive at the end of $t = 0$ - specifically, all four possible numbers $(0, 1, 2, 3)$ of the irreversible choices made by the other three group members in "BI-f" and "AI-f" treatments. The same held true for the number of B choices in the "NI-f" treatment.

Main Treatments	# Sessions	# 4-player Groups
"St-b" (static, binary info)	5	21
"BI-b" (B irreversible, binary info)	5	21
"St-f" (static, finer info)	2	11
"BI-f" (B irreversible, finer info)	2	12
"BI-b-3c" (B irreversible, binary info, three choices available in the first period)	2	10
"NI-f" (neither irreversible, finer info)	2	12
"AI-f" (A irreversible, finer info)	2	12
Follow-up Treatments	**# Sessions**	**# 8-player Matching cohorts**
"St-b-rand"	3	8
"BI-b-rand"	3	8
"BI-f-rand"	2	6
"BI-b-3c-rand"	2	6

Table 3: Experimental Design

Follow-Up Experiments: Random-Matching Sessions

The follow-up experiments were computerized using Otree (Chen, Schonger and Wickens, 2016) and took place in 2021 in Shanghai Jiao Tong University. A total of 224 undergraduate and graduate students participated in the 10 new sessions.

In the follow-up treatments (Table 3), each matching cohort consisted of eight subjects, and they were randomly matched to play the four-player game within the cohort. We chose this cohort size to generate the largest number of independent observations. To limit the motive of learning and exploration, subjects only played the game for 10 rounds. Though the matching cohort was relatively small, it still served as a comparison with the fixed-group sessions, and provided us with the insight from different matching protocols.

In addition, after the main experiments in the random-matching sessions, an extra block was added to elicit subjects' social preference and the belief in others' social preference. The details will be given in Section 4.3.

At the end of each session, subjects were paid based on their payoffs from two randomly selected rounds and their earnings in the social preference block (1 point was converted into 0.5 RMB). Each session took about 50-60 minutes, and the average earnings were 70 RMB (or 11 USD), including a participation fee of 10 RMB.

4 Experimental Results

4.1 Main Results: Efficiency of the B-Irreversible Structure

We first compare the efficiency rates, defined as the percentages of groups that achieved efficient coordination, between the static treatment ("St-b") and our main dynamic treatment ("BI-b"), followed by a decomposition of the strategies adopted in the "BI-b" treatment.

Result 1 (Group-Level Efficiency) *The efficiency rates were significantly higher in the dynamic treatment ("BI-b") than in the static treatment ("St-b").*

Figure 1 plots the frequencies of efficient outcome in the static and B-irreversible treatments. Efficient coordination was difficult to achieve in the static games "St-b," which replicates the findings in the minimum-effort game literature (see, for example, Brandts and Cooper (2006*a*); Van Huyck, Battalio and Beil (1990)). In this static treatment, only 14 percent of the groups managed to coordinate on the efficient A choice. In sharp contrast, the average efficiency rate over the 15 rounds was significantly higher – over 60 percent – in our main dynamic treatment, "BI-b." This high rate of efficient coordination was sustained overall. The regression results presented in Column 2 of Table 4 suggest that the difference in the efficiency rates is statistically significant.

(a) Fixed matching (b) Random matching

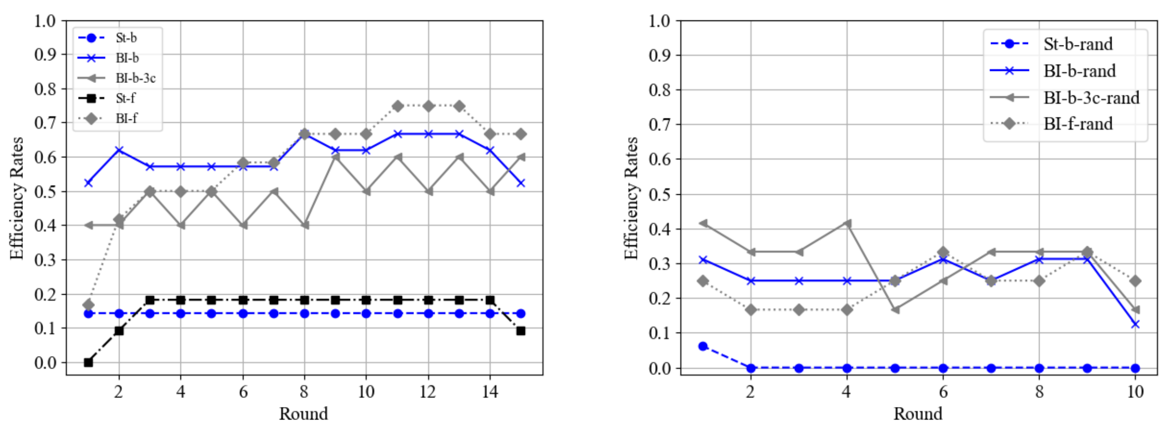

Figure 1: Group Efficiency Rates

In Table 4, we examine other measures of coordination outcomes, namely, frequencies of A as final choices, group average payoff, and rates of coordination.[21] In "BI-b," significantly more subjects made A as their final choices than in "St-b" (Column 1), and the groups coordinated much better

[21] The rate of coordination was calculated as the percentage of groups in which all members made the same choice. Mis-coordination occurs when there is at least one subject whose realized choice is A, while some others choose B.

on either of the choices (Column 4). The higher incidence of efficient coordination in the dynamic setting led to significantly higher individual payoffs (Column 3 of Table 4).[22]

	(1) A_rate	(2) effi_rate	(3) payoff	(4) coor_rate
St-b	-0.283***	-0.460***	-7.238***	-0.200***
	(0.0266)	(0.1246)	(0.7278)	(0.0303)
BI-f	0.0115	-0.0143	-0.941	-0.0333
	(0.0460)	(0.1508)	(1.0871)	(0.0234)
St-f	-0.268***	-0.446***	-7.391***	-0.194***
	(0.0225)	(0.1414)	(0.7392)	(0.0347)
BI-b-3c	-0.0835	-0.110	-0.670	0.0267
	(0.0670)	(0.1674)	(1.2799)	(0.0222)
Constant			49.60***	
			(0.4434)	
R^2			0.121	
Pseudo R^2	0.123	0.152		0.0893
N	1125	1125	1125	1125

Notes: Standard errors clustered at the group level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Reference category is "BI-b." Each observation is a group-average level in a round. Dependent variables (and the regression models used) are (1) percentages of A as final choices (tobit), (2) efficient outcome dummy (probit), (3) group average payoff (OLS), and (4) the dummy for coordination on either action (probit). Marginal effects are reported for tobit and probit regressions.

Table 4: Group-Level Regression Analysis (Fixed-Matching)

Result 2 (Group-Level Efficiency: Robustness) *The efficacy of the delay option was found to be robust to the treatments that introduce an additional reversible choice "A" ("BI-b-3c"), allows subjects to observe finer information ("BI-f"), and implements random matching ("BI-b-rand').*

Framing Effect As shown in Figure 1(a), the efficient rate was slightly lower in "BI-b-3c," as compared with "BI-b." However, regression analyses (Table 4) demonstrate that the differences were not statistically significant in any of the four measures. In addition, a significant improvement in coordination efficiency with respect to "St-b" was still observed in "BI-b-3c" (see Table 14 in the Appendix). Thus, although framing might contribute to the efficacy of delay option observed in the main treatment "BI-b," there is a lack of support that the significant improvement in efficiency rate in "BI-b" was mainly caused by the framing effect.

In addition, as will be discussed below, the results from the random-matching treatments also suggest that the improved efficiency in the "BI" treatment is robust to the presentation of the "no-B" message.

[22] The average payoff in the static games was 42.4 per round, while it was 49.6 per round in the dynamic games. Given the fact that the highest possible payoff (when achieving efficient coordination) was 55, and the B choice secured a payoff of 45, the dynamic structure with the irreversible B choice significantly recovered the efficiency loss in the static games.

Finer Information The results from "BI-f" treatment confirm the theoretical prediction (Proposition 3) that a delay option implements the efficient coordination even with finer information. The efficiency rates from "BI-f" were not significantly different from the binary information treatment "BI-b" (Table 4). Moreover, as shown in Figure 1(a), a significantly large gap in the group-level efficiencies can be observed between "BI-f" and "St-f." The regression results reported in Table 9 show that the difference is significant.

Random Matching Overall, the efficiency rates were relatively lower in all of the random-matching treatments (Figure 1(b)), for both the dynamic treatments and the static one, and the differences were present in the first round.[23] This indicates that the dynamic concerns and the exploration motive might play a role in facilitating coordination in the fixed-matching sessions. More details about these motives will be discussed in Section 4.2, where we examine the decomposition of the adopted strategies.

Despite this, we still observe a significant difference between "St-b-rand" and "BI-b-rand" in the efficiency rates and the frequencies of A as final choices (Table 5). In particular, the higher efficiency rates in "BI-b-rand" could be sustained over the rounds, which is consistent with the pattern found in "BI-b." However, the differences in payoff and coordination rates were not significant, despite being in the right direction. This is probably due to the fact that, in "St-b-rand," with little confidence in coordinating on the efficient action, subjects coordinated very well on B starting from the beginning, leading to high rates of coordination. In "BI-b-rand," although the efficiency rates were higher, mis-coordination occurred more frequently. Hence, more subjects got the extremely low payoff of 5 as compared to the payoff of 45 from an inferior coordination on B. As a result, we do not observe a significant improvement in the average payoffs in "BI-b-rand."

Furthermore, no significant differences were observed between "BI-b-rand" and the other two dynamic treatments (see Table 5), namely, "BI-b-3c-rand" and "BI-f-rand," suggesting that the results in the random-matching sessions were robust after controlling for the framing effect and information setting. Since all the random-matching sessions adopted the new presentation of the "no-B" message to mitigate the framing effect, the results here also suggest that additional framing effects potentially associated with presentation of "no-B" message did not account for the observed improvement in coordination efficiency in the fixed-matching sessions.

4.2 Main Results: Adoption of Strategies

Result 3 (Adopted Strategies) *In all dynamic treatments with an irreversible B choice (i.e. the "BI" treatments), the majority of the subjects took the unique iteratedly undominated strategy WBA.*

[23] Statistical analysis comparing the fixed- and random-matching sessions could be found in Appendix C.1.

	(1) A_rate	(2) effi_rate	(3) payoff	(4) coor_rate
BI-b-3c-rand	0.0103	0.0378	1.146	0.0218
	(0.1456)	(0.1295)	(1.7964)	(0.0438)
BI-f-rand	-0.0217	-0.0166	-0.0208	-0.0137
	(0.1400)	(0.1303)	(2.3104)	(0.0462)
St-b-rand	-0.216**	-0.171**	-1.125	-0.00906
	(0.1026)	(0.0821)	(1.7084)	(0.0650)
Constant			43.69***	
			(1.0857)	
R^2			0.0126	
Pseudo R^2	0.239	0.278		0.0197
N	280	280	280	280

Notes: Standard errors clustered at matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.

Reference category is "BI-b-rand." Each observation is a matching-cohort-average level in a round. Dependent variables (and the regression models used) are (1) percentages of A as final choices (tobit), (2) efficient outcome dummy (probit), (3) group average payoff (OLS), and (4) the dummy for coordination on either action (probit). Marginal effects are reported for tobit and probit regressions.

Table 5: Group-Level Regression Analysis (Random-Matching)

The strategy method allowed us to decompose the strategies adopted in the dynamic treatments. Figure 2 plots the distribution of strategies B, WBB, WBA and the dominated strategies (WAB and WAA) adopted by subjects in the "BI" treatments. Consistent with the theoretical prediction, the vast majority of the subjects adopted the unique iteratedly undominated strategy WBA. In "BI-b," the proportion of WBA choices was above 70% across all rounds.[24]

By contrast, the other two strategies consistent with the SPNE predictions, B and WBB, were adopted much less frequently. In "BI-b," aside from those who chose WBA, 15 percent of the subjects chose B and 10 percent chose WBB, on average, over time.[25]

The prevalence of the WBA strategy could also be found in the "BI-b-3c," "BI-f," and "BI-b-rand" treatments.[26] Across different treatments, although the frequencies vary, the proportions of subjects who took the strategies that could be categorized as WBA were, overall, greater than 60% (see Figure 2). Next, we discuss the decomposition of strategies in these treatments in detail.

[24]Across rounds, the proportion of WBA in the "BI-b" treatment dropped slightly over time and ended up being 71 percent in the last round. Note that subjects could identify whether a WBB choice in the group was the reason for the inferior coordination outcome via the feedback following $t = 0$. They could also learn the presence of WBB choices if they ended up getting a payoff of 5 for that round. This learning could cause them to switch from WBA to WBB or B. An analysis of individual choices (see Appendix B for details) suggests that some participants who started with WBA switched to B or WBB because they were hurt by their group mates who chose WBB.

[25]In particular, there was an increase in the proportion of the subjects who chose B, from 7 percent in the first round to over 15 percent in the later rounds, possibly due to the inferior outcome in the previous rounds. It is not surprising that a small fraction of subjects chose strategies B and WBB. This can be understood with the help of our model. Choosing B over WBB might suggest that the subject had a social preference not to hurt others, but did not believe that group mates had such preferences. For the 10 percent of subjects choosing WBB, one plausible explanation would be the presence of selfish or spiteful social preferences.

[26]Recall that we refer to the following strategy as WBA in the "BI-f" treatment: "wait in the first period; choose A if $n = 0$, and choose B if $n \geq 1$," where n is the number of B choices in $t = 0$. Any strategy involving choosing A after observing $n \geq 1$ is called a dominated strategy.

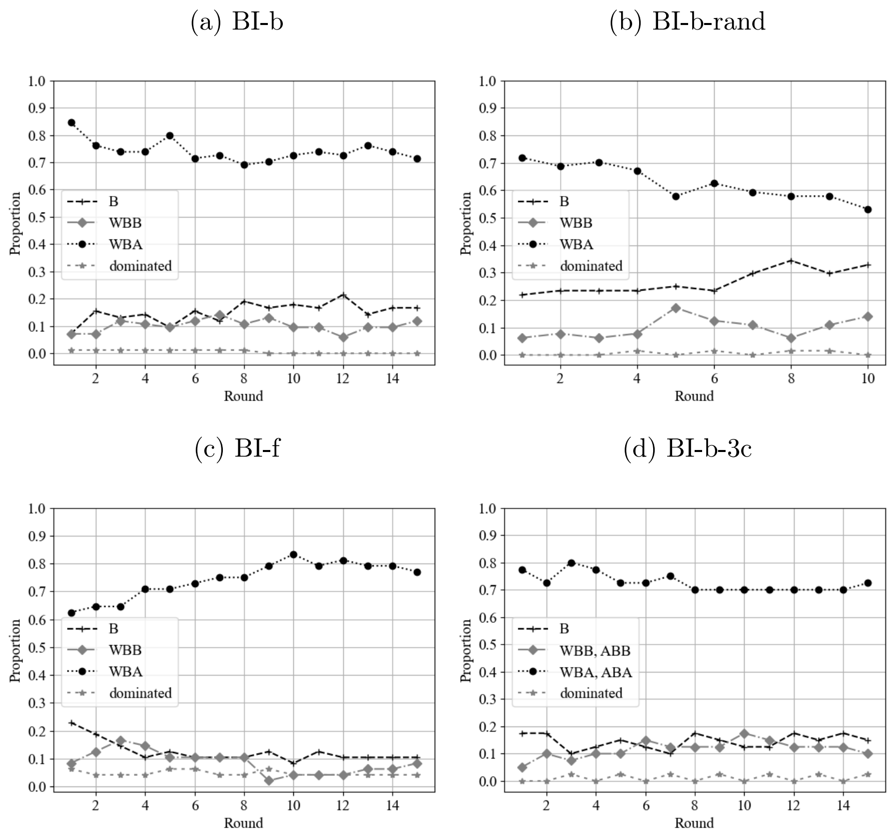

Figure 2: Decomposition of Strategies in the "BI" Treatments

Note: The figure presents the frequency of different strategies chosen by subjects in each round of play in the "BI" treatments. "Dominated strategy" denotes strategies WAB and WAA, which are strictly dominated strategies in the first round of elimination. In "BI-b-3c," the strategies with A or "Wait" as the first period choice, and with the same second period choices are grouped together.

Framing Effect The "BI-b-3c" treatment allows subjects to choose the reversible option A at $t = 0$ and thus, adopt the strategies ABA or ABB. Theoretically, these two strategies are identical to WBA and WBB. They can, however, be different if the name of the reversible action carries some meaning. To test for a framing effect, we compare the frequency of B choices in the first period with the choice of "A" after the "no-B" message in the second period, as between "BI-b-3c" and "BI-b." The results reported in Table 6 indicate no significant differences in the frequencies between these two treatments.

To examine whether the choice of A and "Wait" at $t = 0$ had different implications for the play at $t = 1$, we further decomposed the second-period observations from "BI-b-3c" into two groups based on the first-period choices. Those who chose A in the first period tended to choose A after the "no-B" message more often than those who choose "Wait" (see Column 3 of Table 6). However, the difference was not significant, as reported in Column 4 of Table 6. Therefore, even though we cannot completely rule out the possibility of a framing effect, these findings confirm that it played a very limited role in the main treatment "BI-b." Therefore, the high adoption rate of the WBA strategy was unlikely to have been driven by the framing effect of the binary information.

	reference = BI-b			reference = BI-b-3c: A
	(1)	(2)	(3)	(4)
	B in t0	A after no-B	A after no-B	A after no-B
BI-f	-0.0270	0.0247		
	(0.0576)	(0.0644)		
BI-b_3c	-0.00572	-0.0105		
	(0.0643)	(0.0979)		
BI-b-3c: A			0.0865	
			(0.0562)	
BI-b-3c: Wait			-0.212	-0.300
			(0.1974)	(0.1934)
Pseudo R^2	0.00171	0.00381	0.0691	0.207
N	2580	2214	1583	513

Notes: Standard errors clustered at the group level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Probit regressions. Reference category is "BI-b." Each observation is an individual subject in a round. Dependent variables are choice of B in $t0$ (dummy) and choice of A after the no-B message (dummy). Other control variables include Rounds 1-5 (dummy), Rounds 6-10 (dummy), and Rounds 11-15 (dummy). Marginal effects are reported.

Table 6: Individual Level Regression (Fixed-Matching)

Finer Information We next compared the frequencies of B choices at $t = 0$ and the A choice after the "no-B" message at $t = 1$ between "BI-f" and the main treatment "BI-b." The results, reported in Table 6, indicate no significant difference in these frequencies. However, there was a distinguishable difference in the frequency of WBA between these two treatments in the first two rounds. More subjects chose B and the dominated strategies in "BI-f," which resulted in lower efficiency rates in these early rounds, though the rate rapidly caught up in the later rounds.[27]

One possible explanation is that, under fixed matching, subjects may have an incentive to learn the choices of their team mates.[28] In "BI-b," if a subject chose B at $t = 0$, then the binary information does not allow them to observe whether or not other subjects had chosen B at $t = 0$ in the previous rounds. As a result, the learning motive may incentivize subjects to choose "Wait" at $t = 0$, implemented by either WBA or WBB strategy. By contrast, in the finer-information treatment, subjects learn the number of B choices at $t = 0$ no matter they chose B or "Wait." This

[27] The pattern of increasing efficiency in the first couple of rounds is also present in Avoyan and Ramos (2019) and Brandts and Cooper (2006*b*), in which finer information is available. In the treatments with finer information, subjects could observe the exact number of A and B choices in the previous rounds, which might have facilitated coordination. For example, if a subject realized that they are the only one playing B in one round, they might have wanted to switch from B to A in the next round.

[28] Another possibility is the complexity associated with the finer-information treatment, due to which some subjects were confused by the four contingencies and, therefore, chose the most conservative strategies at the beginning of the experiment. In addition, the challenge from implementing the strategy with four contingencies might have lead to more choices of dominated strategies.

learning motive can be stronger at the beginning of the repeated game, and it may increase the choices of WBA in "BI-b," while it should not influence the adopted strategies when finer information is available. Such a learning motive may help explain the observation that B (WBA) was chosen more (less) frequently in the early rounds of "BI-f," as compared with "BI-b."

Arguably, this learning motive should be significantly weakened in the "BI-b-rand" treatment since groups are randomly shuffled in each round. Therefore, we expect the frequency of WBA to be lower and that of B to be higher in the "BI-b-rand" treatment, as compared with "BI-b." Consistent with this line of reasoning, we observed about 70 percent of WBA choices in the first round of the "BI-b-rand" treatment, significantly lower than that in the "BI-b" treatment.[29] This indicates that, while the learning motive may have influenced waiting decisions, it is unlikely to be the primary reason for the observation that the majority of subjects chose the strategy WBA.

Random-Matching Consistent with our findings in the fixed-matching experiments, WBA was chosen by the majority of subjects in the random-matching treatment "BI-b-rand." However, compared with "BI-b," a higher proportion of subjects chose B in "BI-b-rand," and the difference was present in the first round, though only marginally significant. This suggests that the learning motive and other dynamic concerns might be contributing marginally to the high frequencies of waiting observed in the fixed matching treatments. More statistical analysis is reported in Table 13 in the Appendix.

4.3 Social Preferences and Adoption of Strategies

According to our theory, the strategy of WBA becomes the unique iteratedly undominated strategy when the players have ϵ-social preferences and they believe that other players hold these preferences. To explore the underlying mechanism of the delay option, we conducted additional experiments to examine whether subjects' social preferences and their beliefs about others' preferences were correlated with the adopted strategies.

Result 4 (Social Preferences) *The lack of ϵ-social preferences is positively associated the the choice of WBB. The lack of belief that other players hold ϵ-social preferences is positively asscoaited with the choices of B ans WBB.*

In the follow-up sessions with randomly-matched groups, an additional block was added after the main experiments. The block consisted of two choice problems. The first one asked the subjects

[29] A possibly better metric to examine this learning motive is the frequency of "Wait" at $t = 0$ vs. that of WBA choices. The frequency of waiting choices is 77 percent in the first round of the "BI-f" treatment, which is much lower than the 92 percent in "BI-b" treatment. Interestingly, the frequency is almost identical to that in the "BI-b-rand" treatment (78 percent), under which the learning motive is largely absent. We thank an anonymous referee for suggesting this analysis.

to choose from two allocations of experimental points between oneself and a randomly selected participant. The two options were (15, 15) and (15, 5) in experimental points for oneself and the other participant. Since the choice only affected the payoff of the other participant, a player with ϵ-social preferences would select the first option, while a spiteful subject would select the latter one. We consider the choice of (15,15) to be an indicator of ϵ-social preferences.

The second question elicited subjects' beliefs about the choice of a randomly selected participant in the first decision problem. A correct prediction would yield a payoff of 5 experimental points. Subjects who predicted that a randomly selected participant would choose (15, 15) are assumed to believe that other subjects in the game had ϵ-social preferences.

The social preference block's findings are summarized in Table 7. Over 90 percent of the 160 subjects who participated in the three "BI" treatments of the random-matching sessions made the choices consistent with ϵ-social preferences and also believed that other players have ϵ-social preferences. These findings support our assumption that the ϵ-social preferences and the beliefs in this type of preference were hold by the majority of the subjects. Consistent with our theory, this group exhibited a greater propensity to choose the unique iteratively undominated strategy WBA than other groups.

choice	belief	N	pct	B	WBB	WBA
Y	Y	144	90.0%	0.23	0.072	0.68
				(0.028)	(0.014)	(0.03)
Y	N	6	3.8%	0.72	0.23	0.05
				(0.17)	(0.17)	(0.034)
N	Y	2	1.2%	0.45	0.1	0.45
				(0.35)	(0.1)	(0.45)
N	N	8	5.0%	0.17	0.59	0.23
				(0.073)	(0.1)	(0.08)

Notes: the data is from the "BI-b-rand," "BI-f-rand," and "BI-b-3c-rand" sessions. The "Choice and "Belief" columns represent whether a subject made a choice consistent with the ϵ-social preferences, and whether the subject beliefs in the ϵ-social preferences of other participants. Standard errors are in the parentheses.

Table 7: Social Preferences and Use of Strategies

According to our theory, if a player has ϵ-social preferences but does not believe other players hold ϵ-social preferences, both WBA and B survive iterated weak dominance. Without ϵ-social preferences, regardless of players' beliefs about other players' preferences, all three strategies, WBA, WBB, and B, survive iterated weak dominance. The regression results in Table 8 substantiate our theory. The absence of ϵ-social preferences was significantly associated with the choice of WBB, but negatively predicts the choice of WBA. Additionally, not believing that ther players hold ϵ-social preferences resulted in an increase in both B and WBB, and a decrease in WBA.

A caveat to our measure of ϵ-social preferences is that, since the social preference block was added after the main experiment, it is possible that the experience in the experiment both affected subjects' choices in the later rounds and the choices in the social-preference block. To test this possibility, we looked at whether players' choices in this block depended on their negative experiences in the coordination games. The negative experience is measured by the percentage of rounds in which they received the payoff of 5, which could only happen if the subject decided to cooperate by playing A after the "no-B" message but someone else in the group played B following the "no-B" message. As shown in Table 15 in the Appendix, this negative experience could not predict their social-preference choices. This suggests that the social-preference measures were derived primarily from the subjects' innate preferences rather than their experience during the experiment.

	(1)	(2)
Independent var.	no ϵ-SP	no belief in ϵ-SP
B_predict	-0.0310	0.171**
	(0.0765)	(0.0809)
WBB_predict	0.437***	0.366***
	(0.1126)	(0.0696)
WBA_predict	-0.406***	-0.537***
	(0.1023)	(0.0744)
Pseudo R^2	0.0441	0.0700
N	1581	1581

Notes: Standard errors clustered at the matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Multinomial logit regressions. Each observation is an individual subject in a round from the "BI" treatments with random-matching (excluding the observations in which dominated strategies were chosen). Dependent variable is the adopted strategy. Independent variables are the measured social preferences and the belief in social preferences. ϵ-SP stands for the ϵ-social preferences. Control variables are the dummies for the three "BI" treatments. Marginal effects are reported.

Table 8: Social Preferences and Individual Choices

4.4 Alternative Irreversibility Structures

Our theory relies on the specific irreversibility structure, under which the efficient choice A is the only reversible choice at an earlier date. However, other reversibility structures may also improve efficient coordination, thanks to mechanisms different from signaling intention by waiting. For example, experimental evidence has shown that when both choices are reversible, multi-sided costless pre-play communication in common-interest coordination games (Blume and Ortmann, 2007; Charness, 2000; Cooper et al., 1992*a*) can help to facilitate efficient coordination. We examine experimentally the effect of alternative irreversibliliy structures, and compare these with the mechanism of our delay option with the irreversible B choice.

Result 5 (Alternative Irreversibility) *Both "NI-f" and "AI-f" improved the efficient coordination to some extent. However, that improvement was lower than under "BI-f" and relied on a different mechanism.*

"NI-f" Treatment We find evidence that "BI-f" is more effective at facilitating efficient coordination than "NI-f." First of all, according to the estimation results (Column 6 of Table 9), similar to "BI-f," "NI-f" increased efficiency rates in comparison to "St-f;" but, different from "BI-f," the difference was not statistically significant. Moreover, comparing "NI-f" with "BI-f", the efficiency rates in "NI-f" were lower than those in "BI-f," although the differences were not statistically significant (Column 2 of Table 9). Moreover, the frequencies of the realized A choices, the group average payoffs, and the coordination rates were found to be significantly lower in "NI-f" than in "BI-f."

	reference = BI-f				reference = St-f			
	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
	A_rate	effi_rate	payoff	coor_rate	A_rate	effi_rate	payoff	coor_rate
St-f	-0.279***	-0.431***	-6.450***	-0.161***				
	(0.0449)	(0.1539)	(1.1605)	(0.0368)				
NI-f	-0.135***	-0.189	-2.274*	-0.0722**	0.146***	0.242	4.177***	0.0884**
	(0.0465)	(0.1682)	(1.1598)	(0.0297)	(0.0209)	(0.1604)	(0.8421)	(0.0394)
AI-f	-0.199***	-0.333**	-6.051***	-0.189***	0.0812***	0.0980	0.399	-0.0283
	(0.0530)	(0.1605)	(1.7731)	(0.0583)	(0.0307)	(0.1522)	(1.5877)	(0.0639)
Constant			48.66***				42.21***	
			(0.9969)				(0.5962)	
R^2			0.0653				0.0336	
Pseudo R^2	0.0772	0.0899		0.0360	0.0310	0.0425		0.0130
N	705	705	705	705	525	525	525	525

Notes: Standard errors clustered at the group level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Reference category is "BI-f" (1-4) or "St-f" (5-8). Each observation is a group-average level in a round. Dependent variables (and the regression models used) are (1 & 5) percentages of A as final choices (tobit), (2 & 6) efficient outcome dummy (probit), (3 & 7) group average payoff (OLS), and (4 & 8) the dummy for coordination on either action (probit). Marginal effects are reported for tobit and probit regressions.

Table 9: Group-Level Regressions (Fixed-Matching)

Next, we make a detailed comparison between the two mechanisms, signaling intention by waiting and expressing intention via costless pre-play communication, which is also found to improve coordination efficiency to some extent. Based on our theory, the choice of "Wait" signals the intention to play A at $t = 1$ (if all others choose to wait). From this perspective, the "Wait" choice in "BI-f" (or "BI-b") is comparable to the non-binding A choice in the "NI-f" treatment.

To distinguish these two mechanisms, we first compare the proportion of A choices (among subjects who chose to wait at $t = 0$) following the "no-B" message in "BI-f" with that of subjects who chose A at $t = 0$ after the "all-A" message (i.e. everyone else in the group chose A in the first period) in "NI-f." As shown in Column 3 of Table 10, these two proportions do not differ significantly.

Recall that the "no-B" message in "BI-f" simply means that no one has taken a binding choice. In fact, all messages in the "NI-f" setting have that meaning since all actions are reversible. However, the "all-A" message in "NI-f," on its face value, says that "all subjects intend to choose A." If the face value of messages can, indeed, affect players' beliefs and their subsequent moves (not in a strategic sense but in a linguistic sense), it is striking that the "no-B" message in "BI-f" can be as effective as the "all-A" message in "NI-f." Indeed, our theory implies that, under the unique iteratedly undominated strategy profile, all subjects would take A following the "no-B" message in "BI-f."

	(1) B in t0	(2) A after no-B or all-A	(3) A after no-B or all-A
NI-f	0.118*	-0.147*	
	(0.0713)	(0.0790)	
NI-f-A			0.00838
			(0.0595)
NI-f-B			-0.635***
			(0.1019)
Pseudo R^2	0.0309	0.0411	0.251
N	1440	1351	1351

Notes: Standard errors clustered at the group level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Probit regressions. Reference category is "BI-f." Each observation is an individual subject in a round. Dependent variables are choice of B in $t0$ (dummy) and choice of A after the no-B message (dummy). Other control variables include Rounds 1-5 (dummy), Rounds 6-10 (dummy), and Rounds 11-15 (dummy). Marginal effects are reported.

Table 10: Individual-Level Regression (Fixed-Matching)

In addition, among the subjects who chose B in "NI-f", the proportion of A choices following the "no-B" message was significantly lower than those who chose to wait at "BI-b" (Column 3 of Table 10). Therefore, combining both reversible choices, the "all-A" message in "NI-f" was no longer as effective as in "BI-f" (Column 2 of Table 10). Additionally, as can be seen from Column 1 of Table 10, for the $t = 0$ choices, the frequency of the irreversible B choices in "NI-f" was much higher than that of the reversible B choices in "BI-f," showing that the irreversiblity structure made a difference. The "no-B" message was generated more frequently in "BI-f," as compared with the "all-A" message in "NI-f," thereby inducing a higher frequency of A as final choices and a higher rate of efficient coordination in "BI-b."

"AI-f" Treatment When A is the only binding choice at $t = 0$ as discussed in Section 2.2, neither subgame-perfect Nash equilibrium nor iterated weak dominance can provide a clear prediction about efficient coordination for any multiple-player group ($N \geq 3$). Although choosing A early may serve as a signal to induce the players who have waited to follow, it is, indeed, a risky choice because all the subjects who waited still faced a coordination problem at $t = 1$. The experimental evidence shows that the "AI-f" protocol raised the frequency of A as final choices, but overall, it did not significantly promote efficient coordination or improved the average payoffs and coordination rates, compared with the static benchmark (Table 9).

Overall, the results provide some evidence that our delay mechanism is more effective than the alternative ones, and that the delay structures do make a difference in promoting efficient coordination.

5 Conclusion

This paper highlights a distinctive function of a delay option in strategic interactions that can be modeled as coordination games. The option enables forward-induction reasoning to operate, and, in this way, each player, by delaying their choice, can signal their intention to take the risky and efficient action. We show that this mechanism of signaling intentions via delay can work to achieve the efficient outcome. This idea is formalized via iterated weak dominance, when players have ϵ-social preferences.

We also provide experimental evidence to support our theoretical analysis regarding use of the strategy that survives iterated weak dominance and the resulting coordination outcome. The results are robust to the presentation of first-period outcomes and to randomly matched groups. Additionally, iterated weak dominance relies on an assumption that the players hold ϵ-social preferences, and it was found in the experiment that subjects' ϵ-social preferences and their beliefs that other players hold such preferences were positively related to the choices of the unique surviving iterative undominated strategy.

The unique strategy surviving iterated weak dominance – waiting and then taking the efficient action if and only if none of the other players took the inefficient action earlier – can be interpreted as "no first use (of the inefficient action)." Obviously, if everyone commits to such a strategy that can lead to the efficient outcome, and this way of achieving efficiency becomes possible only if each player is granted the option to delay. We believe that this simple idea should be applicable to more complex coordination settings.[30] We leave this direction to future work.

[30] For example, Basak and Zhou (2021) apply a similar idea to design information disclosure policy in a dynamic regime change game with irreversible attacks in an incomplete-information environment.

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Appendix A Proofs

Proof of Proposition 1 Consider player $i \in \mathcal{N}$. When all other players take $d_j = B$, their monetary payoffs will be $\pi_j = b$ (for all $j \in \mathcal{N} \setminus \{i\}$), which is independent of player i's choice. For player i, choosing B yields $\pi_i = b$, while choosing A yields $\pi_i = c$. Since $b > c$, $u_i(d_i = B, (d_j = B)_{j\in\mathcal{N}\setminus\{i\}}) > u_i(d_i = A, (d_j = B)_{j\in\mathcal{N}\setminus\{i\}})$, and, thus, $\{d_i = B\}_{i=1}^N$ is a Nash equilibrium.

Similarly, when all others are taking $d_j = A$, choosing $d_i = A$ yields the same monetary payoff a for player i and all other players, while choosing $d_i = B$ yields $\pi_i = b$ for player i and $\pi_j = c$ for all $j \in \mathcal{N} \setminus \{i\}$. Hence, $u_i(d_i = A, (d_j = A)_{j\in\mathcal{N}\setminus\{i\}}) > u_i(d_i = B, (e_j = A)_{j\in\mathcal{N}\setminus\{i\}})$, and, thus, $\{d_i = A\}_{i=1}^N$ is a Nash equilibrium. □

Proof of Proposition 2 First, consider the case in which all other players take $s_j = B$. In this case, $m = 1$, and, $\pi_j = b$ for all $j \in \mathcal{N} \setminus \{i\}$ independent of s_i. For player i, the private payoff from choosing $s_i = B$ is b, while deviating to other strategies never strictly increases this private payoff but possibly strictly decreases it to c (for example, deviating to WAB). Hence, $(s_i = B)_{i=1}^N$ is a Nash equilibrium.

Next, consider the case in which all other players choose WAA. In this case, WAA is a best response because (1) choosing WAA yields $\pi_i = a$ and $\pi_j = a$ for all $j \in \mathcal{N} \setminus \{i\}$; (2) deviating to B yields $\pi_i = b < a$ (and $\pi_j = c < a$); (3) deviating to WBB or WAB yields $\pi_i = b < a$ (and $\pi_j = c < a$); and (4) deviating to WBA yields the same π_i and π_j as choosing WAA. Hence, $(s_i = WAA)_{i=1}^N$ is a Nash equilibrium. Following similar arguments, we can show that $(s_i = WBA)_{i=1}^N$ is a Nash equilibrium.

Let us further consider the case in which all other players choose WAB. Given that, WAB is a best response because (1) choosing WAB yields $\pi_i = b$ and $\pi_j = b$ for all $j \in \mathcal{N} \setminus \{i\}$; (2) deviating to B yields $\pi_i = b$ and $\pi_j = c < b$; (3) deviating to WAA or WBA yields $\pi_i = c < b$ (and $\pi_j = b$); and (4) deviating to WBB yields the same π_i and π_j as choosing WAB. Hence, $(s_i = WAB)_{i=1}^N$ is a Nash equilibrium. Following similar arguments, we can show that $(s_i = WBB)_{i=1}^N$ is a Nash equilibrium.

Lastly, choosing A on the information set $m = 1$ is not subgame-perfect. That is because, in the subgame starting at $t = 1$ following $m = 1$ – i.e., after someone has already taken B at $t = 0$ deviating from A to B increases one's payoff from c to b (without changing others' payoffs). □

Proof of Theorem 1

First round of elimination Consider any player i and any strategy profile $s_{-i} = (s_j)_{j\in\mathcal{N}\setminus\{i\}}$. We want to show that WAB (WAA) is weakly dominated by WBB (WBA). Consider two mutually exclusive and collectively exhaustive cases. In the first case, the other players adopt the strategy profile $s_{-i} = (s_j)_{j\in\mathcal{N}\setminus\{i\}}$, which satisfies $\left|\{j \in \mathcal{N}\setminus\{i\}|s_j = B\}\right| \geq 1$; that is, some other players choose B at $t = 0$ (or $m = 1$, regardless of s_i). Given s_{-i}, $\pi_i(s_i = WBB, s_{-i}) = b > \pi_i(s_i = WAB, s_{-i}) = c$, whereas $\pi_j(s_i = WBB, s_{-i}) = \pi_j(s_i = WAB, s_{-i})$ for any s_j and any $j \in \mathcal{N} \setminus \{i\}$. In the other case, $s_{-i} = (s_j)_{j\in\mathcal{N}\setminus\{i\}}$ satisfies $\left|\{j \in \mathcal{N} \setminus \{i\}|s_j = B\}\right| = 0$, meaning that $m = 0$, regardless of s_i. Given this s_{-i}, $\pi_i(s_i = WBB, s_{-i}) = \pi_i(s_i = WAB, s_{-i}) = b$ and $\pi_j(s_i = WBB, s_{-i}) = \pi_j(s_i = WAB, s_{-i})$ for any s_j and any $j \in \mathcal{N} \setminus \{i\}$. Hence, based on the utility function u_i defined in (1), WAB is weakly dominated by WBB. The same argument can be applied to show that WAA is weakly dominated by WBA.

To see why WBA, WBB, and B cannot be eliminated in this round, consider any mixed strategy that might dominate any of these three strategies. If such a mixed strategy exists, and if it assigns positive probabilities to WAA or WAB (or both), then we can reassign those probabilities to WBA or WBB (or both), respectively, to generate another strategy that still satisfies the weak dominance relationship (since WAA and WAB are weakly dominated by WBA and WBB, respectively). So, we need only consider the mixtures of WBA, WBB, and B.

First, note that any mixed strategy consisting of B and WBB cannot dominate WBA because WBA is the best response to $s_{-i} = (s_j = WBA)_{j\in\mathcal{N}\setminus\{i\}}$.

Now, suppose that B can be weakly dominated by $s^0 = p_0 \cdot WBB \oplus (1 - p_0) \cdot WBA$ for some $p_0 \in [0, 1]$. Consider the case in which the other players' strategy profile is $s_{-i} = (s_j = WBB)_{j\in\mathcal{N}\setminus\{i\}}$. Then, $\pi_i(s_i = B, s_{-i}) = b$, $\pi_i(s_i = s^0, s_{-i}) = p_0 b+(1-p_0)c$, while $\pi_j(s_i = B, s_{-i}) = \pi_j(s_i = s^0, s_{-i}) = b$. So, weak dominance requires $p_0 = 1$, which means that B can be dominated only by the pure strategy WBB. Next, fix $p_0 = 1$ in s^0 and consider the other case in which $s'_{-i} = (s_j = WBA)_{j\in\mathcal{N}\setminus\{i\}}$. Then, $\pi_i(s_i = B, s'_{-i}) = \pi_i(s_i = s^0, s'_{-i}) = b$, while $\pi_j(s_i = B, s'_{-i}) = b > \pi_j(s_i = s^0, s'_{-i}) = c$, which means that B is preferred to WBB in this case. Therefore, no such $p_0 \in [0, 1]$ exists, and B cannot be weakly dominated by any mixed strategy.

To see that WBB cannot be weakly dominated either, suppose that a mixed strategy $s^1 = p_1 \cdot B \oplus (1 - p_1) \cdot WBA$ for some $p_1 \in [0, 1]$ weakly dominates WBB. Consider the case in which the other players' strategy profile is $s_{-i} = (s_j = WBB)_{j\in\mathcal{N}\setminus\{i\}}$. Then, $\pi_i(s_i = WBB, s_{-i}) = b$, $\pi_i(s_i = s^1, s_{-i}) = p_1 b + (1 - p_1)c$, while $\pi_j(s_i = WBB, s_{-i}) = \pi_j(s_i = s^1, s_{-i}) = b$. So, weak dominance requires $p_1 = 1$, which means that WBB could only be dominated by the pure strategy B. Next, consider the other case, in which $s'_{-i} = (s_j = WAB)_{j\in\mathcal{N}\setminus\{i\}}$. Then, $\pi_i(s_i = WBB, s'_{-i}) = \pi_i(s_i = B, s'_{-i}) = b$, while $\pi_j(s_i = WBB, s'_{-i}) = b > \pi_j(s_i = B, s'_{-i}) = c$, which means that WBB is preferred to B in this case. Therefore, no such $p_1 \in [0, 1]$ exists, and WBB cannot be weakly dominated by any mixed strategy.

Second round of elimination The remaining strategies are B, WBB and WBA. For player i, given any s_{-i}, $\pi_i(s_i = WBB, s_{-i}) = \pi_i(s_i = B, s_{-i}) = b$. If $n(s_{-i}) \geq 1$, then $m = 1$ regardless of s_i, and, therefore, $\pi_j(s_i = B, s_{-i}) = \pi_j(s_i = WBB, s_{-i})$ for all $j \in \mathcal{N} \setminus \{i\}$. This means that player i is indifferent between B and WBB. The indifference also holds when $s_j = WBB$ for all j. However, if, among other players, no one chooses B and some players choose WBA – i.e., $n(s_{-i}) = 0$ and $\big|\{j \in \mathcal{N} \setminus \{i\}|s_j = WBA\}\big| \geq 1$ – then $\pi_{j'}(s_i = B, s_{-i}) = b > \pi_{j'}(s_i = WBB, s_{-i}) = c$ for all $j' \in \{j \in \mathcal{N} \setminus \{i\}|s_j = WBA\}$, and $\pi_j(s_i = B, s_{-i}) = \pi_j(s_i = WBB, s_{-i}) = b$ for all $j \in \{j \in \mathcal{N} \setminus \{i\}|s_j = WBB\}$. Hence, under the $\epsilon-$social preferences assumption, WBB is weakly dominated by B.

No other strategies can be eliminated in this round. WBA is the unique best response if all others take WBA. When all others choose WBB, compared with strategy WBA, choosing B yields a strictly higher payoff to player i but the same payoffs to other players. Therefore, B cannot be dominated by WBA. Since we have already shown that B weakly dominates WBB, B cannot be eliminated in this round.

Third round of elimination The remaining strategies are B and WBA. Again, consider two mutually exclusive and collectively exhaustive cases regarding s_{-i}. First, suppose that s_{-i} satisfies $\big|\{j \in \mathcal{N} \setminus \{i\}|s_j = B\}\big| \geq 1$, which means $m = 1$, regardless of s_i. Then, player i is indifferent between B and WBA. Second, suppose that s_{-i} satisfies that $\big|\{j \in \mathcal{N} \setminus \{i\}|s_j = B\}\big| = 0$ – i.e., all other players choose WBA; then, $\pi_i(s_i = WBA, s_{-i}) = a > \pi_i(s_i = B, s_{-i}) = b$, and $\pi_j(s_i = WBA, s_{-i}) = a > \pi_j(s_i = B, s_{-i}) = b$ for all $j \in \mathcal{N} \setminus \{i\}$. Hence, B is weakly dominated by WBA. □

Proof of Proposition 3 As in the proof of Theorem 1, in the first round of elimination, we can eliminate any strategies that involve waiting and taking A following any message that indicates $n(s_{-i}) \geq 1$; that is, someone else has already chosen B at $t = 0$. Then, the proofs of second-round and third-round elimination follow immediately from that of Theorem 1. □

Proof of Proposition 4 For the $N = 2$ case, waiting and then taking B after observing that the other player chose A at $t = 0$ is dominated by waiting and then taking A based on this history. Given that, choosing A at $t = 0$ weakly dominates waiting and then choosing A after observing that the other player chose A, and choosing B (or A) after observing that the other player chose to wait. The symmetric subgame-perfect equilibria are (1) A at $t = 0$ and (2) wait and always choose A. It is worth mentioning that the strategy "waiting and choosing A if the other player chooses A; otherwise, choosing B" cannot constitute a symmetric equilibrium, as each player would profit from deviating to choosing A at $t = 0$.

In this proof for player sets with $N \geq 3$, we consider a simple case with $N = 3$, and we find all symmetric strategy profiles that are consistent with iterated weak dominance. The result can easily be generalized to cases with $N > 3$.

In the three-player case, we can write the strategies as A, $WBBB$, $WBBA$, $WBAB$, $WABB$, $WAAB$, $WABA$, $WBAA$, and $WAAA$. The strategy of choosing A at $t = 0$ is denoted by A. For any strategy profile s_{-i} of the other players, let $n^A(s_{-i}) := \left|j \in \mathcal{N} \setminus \{i\} | s_j = A\right|$ denote the number of the irreversible A choices at $t = 0$. Then, we denote any player i's strategy associated with waiting at $t = 0$ as follows. "W" stands for waiting at $t = 0$. The first letter after "W" is for the choice of action when no one chose A at $t = 0$ ($n^A = 0$), and the second (third) letter is for the choice of action when $n^A = 1$ ($n^A = 2$).

At $t = 1$, it is strictly better to choose A after observing $n^A = 2$. Therefore, we can eliminate $WBBB$ (by $WBBA$), $WBAB$ (by $WBAA$), $WAAB$ (by $WAAA$), and $WABB$ (by $WABA$). The remaining strategies are A, $WBBA$, $WABA$, $WBAA$ and $WAAA$.

We will show that none of the other strategies can be eliminated in this round. Consider the case in which the second player chooses $WBBA$ and the third player chooses a mixed strategy $p \cdot A \oplus (1-p) \cdot WBBA$ with $p \in (0, \frac{b-c}{a-c})$. As can be seen from the table below, $WBBA$ and $WBBB$ are the only two strategies that serve as best responses. They both generate the highest (expected) payoff π_i. Also, they both generate the same payoff to other players (since n^A obtains a value of 0 or 1, but these two strategies differ only when $n^A = 2$.)

Strategy	Payoff π_i
A	$pa + (1-p)c$
$WBBA$ (or $WBBB$)	b
$WBAA$ (or $WBAB$)	$pc + (1-p)b$
$WABA$ (or $WABB$)	$pb + (1-p)c$
$WAAA$ (or $WAAB$)	c

Therefore, $WBBA$ can be weakly dominated only by a mixture of $WBBA$ and $WBBB$. This is not possible, since $WBBA$ weakly dominates $WBBB$. Thus, we have shown that $WBBA$ cannot be weakly dominated.

Similarly, $WABA$ and $WABB$ are the only best responses when the second player chooses $WABA$ and the third player chooses $p \cdot A \oplus (1-p) \cdot WABA$ with $p \in (0, \frac{a-c}{2a-b-c})$. Moreover, $WBAA$ and $WBAB$ are the only best responses when the second player chooses the mixed strategy $p \cdot A \oplus (1-p) \cdot WBBA$ with $p \in (0, 1)$ and the third player chooses $WBAA$. Lastly, $WAAA$ and $WAAB$ are the only best responses when the second player chooses $WAAA$ and the third player chooses a mixed strategy $p \cdot A \oplus (1-p) \cdot WABA$ with $p \in (0, 1)$. Following this logic, we can show that $WABA$, $WBAA$, and $WAAA$ cannot be weakly dominated. In addition, A is the unique best response when all other players choose $WBAA$.

Therefore, in the first round of elimination, we can remove any strategy that involves choosing B after seeing all other players choose A ($n^A = N - 1$) at $t = 0$. However, the strategy of not waiting (i.e., A), and strategies that involves waiting and then choosing either B or A after any $n^A < N - 1$ (i.e., $WBBA$, $WABA$, $WBAA$ and $WAAA$), cannot be eliminated.

After eliminating $WBBB$, $WBAB$, $WABB$, and $WAAB$, by repeating the same arguments for why other strategies cannot be eliminated in the first round, we can show that each strategy that survives the first round of elimination is, in fact, a unique best response to some strategies chosen by the other players. Thus, none of them can be eliminated later.

To summarize, the strategy profiles consistent with iterated weak dominance are: (1) all players choose A at $t = 0$; and (2) all players wait and choose A or B when $n^A < N - 1$ but choose A when $n^A = N - 1$.

The subgame-perfect equilibria take the following forms. All players choose A at $t = 0$. In all other cases, all players choose "wait" at $t = 0$, choose A when $n^A = N - 1$, and choose A or B if $n^A = 2, ..., N - 2$. There are multiple possibilities for $m^A = 0, 1$. In one case, all players also choose A following $n^A = 0, 1$. In another case, all players choose B following $n^A = 0, 1$. In the third case, all players choose A following $n^A = 0$ and choose B following $n^A = 1$.

It is easy to check that any of the strategies A, $WAAA$, $WBBA$, and $WABA$ can constitute a subgame-perfect equilibrium. To see why each player choosing the strategy $WBAA$ is not such an equilibrium, consider the case in which the other two players choose $WBAA$. Then, a player would choose A and receive a (monetary) payoff a rather than choose the strategy $WBAA$ and receive a (monetary) payoff of b. □

Appendix B Choice Dynamics Analysis

The experiments in this study consisted of the fixed-matching sessions that follow the design in the minimum-effort literature, and of the follow-up sessions with random matching, which, hypothetically, would be less influenced by the learning and exploration motives, as well as other dynamic concerns. Though our theory provides no basis for understanding how various types of dynamic concerns affect subjects' choices and group coordination over time, in this section, we analyze empirically how the coordination outcome in previous rounds, in particular the most recent round, affected subjects' choices, controlling for their initial choices.

We first categorize subjects, based on their choices of undominated strategies B, WBA, and WBB in the most recent round, into three categories. We then investigate how the following three types of observable coordination outcomes in the most recent round and in all the past rounds influenced their next round choice of strategy. In each round, the outcomes could be classified as:

- Outcome h_1: Efficient coordination was achieved.
- Outcome h_2: Efficient outcome was not achieved, and it was observed that someone chose B in the first period.

- Outcome h_3: Efficient outcome was not achieved, but no one chose B in the first period. This suggests that at least one player chose WBB (or WAB).

Table 11 presents the multinomial regressions of subjects' choices on the histories of the three types of outcomes. History enters the regressions in two ways. First, there are two dummy variables on whether h_2 or h_3 was observed in the latest round. Second, we include two variables of the percentages of h_2 and h_3 in the past rounds (excluding the latest round). That is, we assume that the outcome from the latest round has a higher weight in the history.

	(1) fix_WBA	(2) fix_B	(3) fix_WBB	(4) rand_WBA	(5) rand_B	(6) rand_WBB
Outcome h_2						
B_predict	0.0952***			0.0294*		
	(0.0298)			(0.0168)		
WBB_predict	-0.00546			0.00333		
	(0.0139)			(0.0223)		
WBA_predict	-0.0897***			-0.0328		
	(0.0319)			(0.0321)		
Outcome h_3						
B_predict	0.334***		-0.00244	0.173***		0.0406
	(0.0944)		(0.0857)	(0.0422)		(0.0786)
WBB_predict	0.0981***		-0.208*	0.0524*		-0.205*
	(0.0374)		(0.1117)	(0.0268)		(0.1121)
WBA_predict	-0.432***		0.210**	-0.225***		0.164*
	(0.1014)		(0.0999)	(0.0502)		(0.0882)
%_Outcome h_2						
B_predict	-0.00163	0.190**	0.0246	0.0286	0.250***	0.246
	(0.0123)	(0.0940)	(0.1088)	(0.0218)	(0.0746)	(0.2214)
WBB_predict	0.00497	-0.0598	-0.0408	0.0578*	-0.0124	-0.180
	(0.0176)	(0.0762)	(0.1275)	(0.0339)	(0.0717)	(0.1688)
WBA_predict	-0.00334	-0.130	0.0162	-0.0863**	-0.237***	-0.0654
	(0.0184)	(0.0810)	(0.0649)	(0.0419)	(0.0582)	(0.1265)
%_Outcome h_3						
B_predict	0.0341	-0.0555	0.127	-0.0256	0.443**	0.188
	(0.0368)	(0.1508)	(0.1160)	(0.0555)	(0.1832)	(0.3255)
WBB_predict	0.0353	0.247**	-0.111	0.155**	-0.0280	0.127
	(0.0216)	(0.1008)	(0.1370)	(0.0667)	(0.1165)	(0.3145)
WBA_predict	-0.0694	-0.191*	-0.0163	-0.129*	-0.415***	-0.314
	(0.0451)	(0.1089)	(0.0562)	(0.0710)	(0.1303)	(0.2631)
Pseudo R^2	0.341	0.104	0.114	0.125	0.131	0.133
N	1775	332	242	915	352	147

Notes: Standard errors clustered at the group or matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$. Multinomial logit regressions. Each observation is an individual subject in a round who adopted the strategies WBA, B, or WBB in the previous round. Dependent variable is the adopted strategy. Explanatory variables include the percentage of h_2 and h_3 in the previous rounds, and the dummy variables of h_2 or h_3 occurred in the last round. Other control variables include Rounds 2-5 (dummy), Rounds 6-10 (dummy), Rounds 11-15 (dummy), choice in the first round, and treatments. Marginal effects are reported.

Table 11: Choices and Learning ("BI" Treatments)

The WBA choosers (Columns 1 and 4 in Table 11) were mostly affected by the occurrence of h_3 in the latest round, which greatly reduced the probability of continuing with the WBA choice in the next round. Among these subjects, the occurrence of h_3 significantly increases the frequency of B choices in the next round, while a smaller fraction of them switched to WBB, which can be explained by the motive of retaliation.[31] The impacts of the observation h_3 is much smaller in the random matching treatments (Column 4 in Table 11), possibly due to a weakened retaliation motive when groups are randomly matched.

For WBB choosers (Columns 3 and 6), only h_2 or h_3 are possible outcomes. Interestingly, if h_3 was observed, which occurred as a result of these subjects' and possibly other players' simultaneous choice of WBB, these subjects tended to avoid using the same strategy and were more likely to adopt WBA in the next round, suggesting that some choices of WBB might be due to confusion or other reasons associated with dynamic learning or retaliation,[32] rather than spitefulness.

If a subject chose B in the most recent round (Columns 2 and 5), the only outcome they could observe would be h_2. Therefore, the variables of interest are only the two percentages of outcomes. Higher occurrences of h_2 or h_3 in the history, which indicates that efficient coordination failed more frequently in the previous rounds, reduced the likelihood that players switched to WBA in the next period, while it increased the likelihood that they continued to player B or switched to WBB.

Appendix C Additional Analysis

C.1 Comparing Fixed- and Random-Matching Treatments

In Section 4.2, we discussed that, similar to the pattern found in the fixed-matching treatments, the efficiency rates and the frequency of realized A choices were both significantly higher in "BI-b-rand", as compared with "St-b-rand." Here, instead of the difference between the dynamic treatments and the static ones, we focus on the comparison between the random-matching sessions and their fixed-matching counterparts.

In Table 12 and Table 13, we compare the coordination efficiency and individual choices between the two matching protocols. The efficiency rates and the frequency of realized A choices were both significantly lower in the static and dynamic games with random matching (Table 12), though there was still a significant improvement in "BI-b-rand" with respect to "St-b-rand" (Section 4.2).

"St-b-rand" is not significantly different from "St-b" in terms of group average payoff and coordination rates. As mentioned in Section 4.1, this is probably due to the fact that subjects

[31] We collected subjects' self-reported motives for choosing a certain strategy from the survey after the experiment. The survey was unincentivized and anonymous and served only as anecdotal evidence. The results from the subjects who self-reported having chosen WBB showed that most of them, indeed, had spiteful social preferences, but that some of them were also confused and failed to realize that adopting WBB could have hurt others (compared with strategy B). Some participants explicitly mentioned that they chose WBB to hurt other subjects or to retaliate against the teammate who chose WBB, which suggests negative reciprocity and/or spitefulness.

[32] One learning motive that can possibly incentivize subjects to choose WBB has been discussed in Section 4.2 and also in Footnote 29.

coordinated very well on B starting from the very beginning in "St-b-rand," leading to high coordination rates. In this case, their payoffs might not be lower, because very few players got the lowest payoff owing to coordination failure.

Table 13 reports the regressions on the adopted strategies in "BI-b" and "BI-b-rand" (first three columns) and in all dynamic "BI" treatments (last three columns). The choices of B in $t = 0$ were found to be more frequent in the random-matching sessions when combining the data from all dynamic treatments (Column 4). This might be due to the learning and exploration motives or dynamic concerns[33] in the fixed-matching case, for which we will discuss in more detail below. However, there is no significant difference in the frequencies of A choices after the "no-B" message, nor in the frequencies of the WBA choices.

	reference = BI-b				reference = St-b			
	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
	A_rate	effi_rate	payoff	coor_rate	A_Rate	effi_rate	payoff	coor_rate
BI-b-rand	-0.195**	-0.239**	-5.916***	-0.0602**				
	(0.0880)	(0.1039)	(1.1698)	(0.0305)				
St-b-rand					-0.118***	-0.0808*	0.197	0.0651
					(0.0292)	(0.0491)	(1.4364)	(0.0542)
Constant			49.60***				42.37***	
			(0.4480)				(0.5831)	
R^2			0.0717				0.0000855	
Pseudo R^2	0.0422	0.0599		0.280	0.0666	0.0551		0.00778
N	395	395	395	395	395	395	395	395

Notes: Standard errors clustered at the group or matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$. Reference category is "BI-b" (1-4) or "St-b" (5-8). Each observation is a group- or matching-cohort-average level in a round. Dependent variables (and the regression models used) are (1 & 5) percentages of A as final choices (tobit), (2 & 6) efficient outcome dummy (probit), (3 & 7) group average payoff (OLS), and (4 & 8) the dummy for coordination on either action (probit). Marginal effects are reported for tobit and probit regressions.

Table 12: Group-Level Regressions (Fixed- vs. Random-Matching)

Therefore, the differences between the efficiency rates could be largely attributed to the differences in B or waiting choices. Since the difference in the frequencies of waiting between the two matching protocols arose in the first round,[34] which could not be due to learning, this suggests that exploration motives and other dynamic concerns might have contributed to the higher frequencies of waiting in the fixed-matching sessions in the initial rounds. Additionally, the overall differences in the waiting frequencies might also be due to learning from previous experiences in the later rounds. According to the dynamic analysis in Appendix B, subjects were more likely to switch to the strategy B after being hurt by someone choosing WBB in the group. Given that around 10% of the subjects chose

[33] For example, subjects might cooperate more during the initial rounds of repeated play in order to influence their group mates' subsequent moves. It might lead to a high frequency of WBA choices in the initial rounds in the fixed-matching games. Treatments with random matching significantly weaken this pattern.

[34] Reported in Table 16, using first-round data, the difference was significant for the regressions on "BI-b" and "BI-b-rand," but was not significant for the comparison between all "BI" treatments in fixed- and random-matching sessions.

	reference = BI-b			reference = all BI		
	(1)	(2)	(3)	(4)	(5)	(6)
	B in t0	A after no-B	WBA	B in t0	A after no-B	WBA
BI-b-rand	0.116	-0.0121	-0.115			
	(0.0818)	(0.0623)	(0.1096)			
all BI-rand				0.119**	-0.0255	-0.116
				(0.0531)	(0.0475)	(0.0738)
Pseudo R^2	0.0195	0.000354	0.0113	0.0207	0.00147	0.0109
N	1900	1540	1900	3700	3044	3700

Notes: Standard errors clustered at group or matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Probit regressions. Reference category is "BI-b" or all of the BI treatments with fixed-matching. Each observation is an individual subject in a round. Dependent variables are choice of B in $t0$ (dummy) and choice of A after the no-B message (dummy). Marginal effects are reported.

Table 13: Individual-Level Regression (Fixed- vs. Random-Matching)

WBB in both fixed- and random-matching sessions, when groups are randomly formed, the chance to meet such a group mate at least once was greatly increased.

C.2 More Regression Results

	(1)	(2)	(3)	(4)
	A_rate	effi_rate	payoff	coor_rate
BI-f	0.298***	0.446***	6.297***	0.167***
	(0.0485)	(0.1387)	(1.1537)	(0.0327)
BI-b-3c	0.202***	0.350**	6.568***	0.227***
	(0.0679)	(0.1567)	(1.3386)	(0.0318)
Constant			42.37***	
			(0.5799)	
R^2			0.109	
Pseudo R^2	0.127	0.149		0.0859
N	645	645	645	645

Notes: Standard errors clustered at the group level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Reference category is "St-b." Each observation is a group-average level in a round. Dependent variables (and the regression models used) are (1) percentages of A as final choices (tobit), (2) efficient outcome dummy (probit), (3) group average payoff (OLS), and (4) the dummy for coordination on either action (probit). Marginal effects are reported for tobit and probit regressions.

Table 14: Group-Level Regression Analysis (Fixed-Matching)

	(1)	(2)
	no ϵ-SP	no belief in ϵ-SP
pay5	-0.174	-0.555
	(0.1790)	(0.3478)
Pseudo R^2	0.0456	0.0620
N	160	160

Notes: Standard errors clustered at the matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.
Probit regressions. Each observation is an individual subject. Control variable: treatments. Marginal effects are reported.

Table 15: Social Preferences and Experience in the Coordination Games

	reference = BI-b			reference = all BI		
	(1)	(2)	(3)	(4)	(5)	(6)
	B in t0	A after no-B	WBA	B in t0	A after no-B	WBA
BI-b-rand	0.147*	0.00974	-0.126			
	(0.0803)	(0.0399)	(0.0827)			
all BI-rand				0.0926	-0.0149	-0.0978
				(0.0666)	(0.0356)	(0.0679)
Pseudo R^2	0.0576	0.000495	0.0229	0.0149	0.000791	0.00978
N	148	128	148	284	234	284

Notes: Standard errors clustered at the group or matching cohort level are in parentheses; * $p < 0.10$, ** $p < 0.05$, *** $p < 0.01$.

Probit regressions. Reference category is "BI-b" or all of the BI treatments with fixed-matching. Each observation is an individual subject in a round. Dependent variables are choice of B in $t0$ (dummy) and choice of A after the no-B message (dummy). Marginal effects are reported.

Table 16: First-Round Differences (Fixed- vs. Random-Matching)