

報告論文のタイトル : Patent Infringement Cases with discovery system for Private information

報告者・共著者（大学院生は所属機関の後に（院生）と記入してください。）

報告者氏名 : 柚木孝裕

所属 : 豊田中央研究所

共著者 1 氏名 :

所属 :

共著者 2 氏名 :

所属 :

論文要旨（800 字から 1200 字，英文の場合は 300 から 450 語）

In a patent system, when the patent infringement case arises, after a patentee investigates the fact of oneself infringement and specifies a trespasser, he needs to make it legal dispute. When a patentee faces infringement, it is necessary to decide whether to accept entry to the monopoly market which admitted infringement and was accepted by law, to perform negotiation court outside, or to use dispute in a court. In this article, we apply the model of Crampes and Langinier (2002 RAND), and renegotiation game with two monitoring are set under the civil procedure in patent law. When a potential entry player has private information by a patent infringement case and private information does not become clear completely in early legal proceedings, the conditions as which it is 1) at the lawsuit institution time, and a potential entry player does not choose reconciliation exist, 2) At the lawsuit institution time, dominant strategy does not exist and the thing, 3) a possibility that patent infringement dispute will greet a definitive sentence according to the conditions of the licensing fee in reconciliation exists.