

# SOCIAL INTERACTIONS & ECONOMIC OUTCOMES

PMAP 8141: Economy, Society, and Public Policy

September 5, 2019

*Fill out your reading report  
on iCollege*

# PLAN FOR TODAY

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Measuring stuff correctly

Individuals and society

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Game theory

Stags, hares, and prisoners

Fixing collective action problems

# MEASURING STUFF CORRECTLY

# INFLATION TARGETS

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**“Good” inflation = 2–3%**

My dollar today buys more than my dollar tomorrow

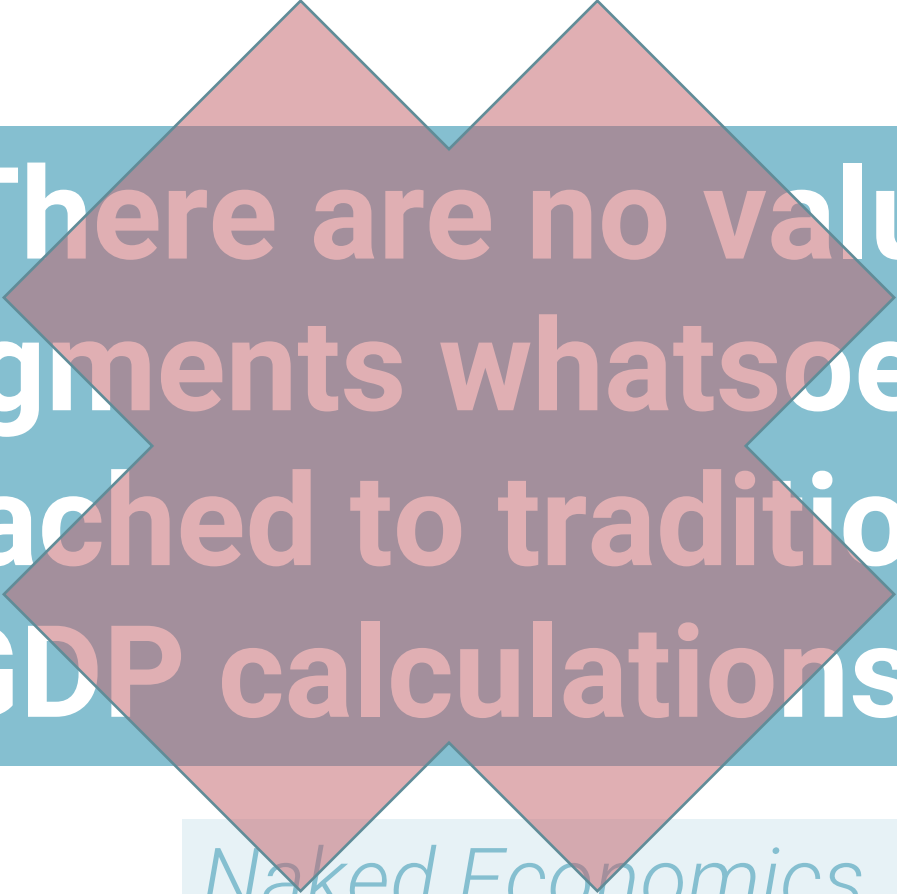
Encourages spending

**Deflation = really bad**

My dollar today buys less than my dollar tomorrow

Encourages saving; discourages spending

**Does GDP measure  
human wellbeing?**



**“There are no value  
judgments whatsoever  
attached to traditional  
GDP calculations”**

*Naked Economics, p. 198*

**“Yet the Gross National Product does not allow for the health of our children, the quality of their education or the joy of their play. It does not include the beauty of our poetry, of the strength of our marriages, the intelligence of our public debate or the integrity of our public officials”**

Robert F. Kennedy

# Human Development Report 2016

## Human Development for Everyone



### Human Development Index (HDI)

#### DIMENSIONS

#### Long and healthy life

#### Knowledge

#### A decent standard of living

#### INDICATORS

Life expectancy at birth

Expected years of schooling

Mean years of schooling

GNI per capita (PPP \$)

#### DIMENSION INDEX

Life expectancy index

Education index

GNI index

Human Development Index (HDI)





# OTHER MEASURES

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Unemployment rate

Poverty

Size of government

Budget surplus/deficit

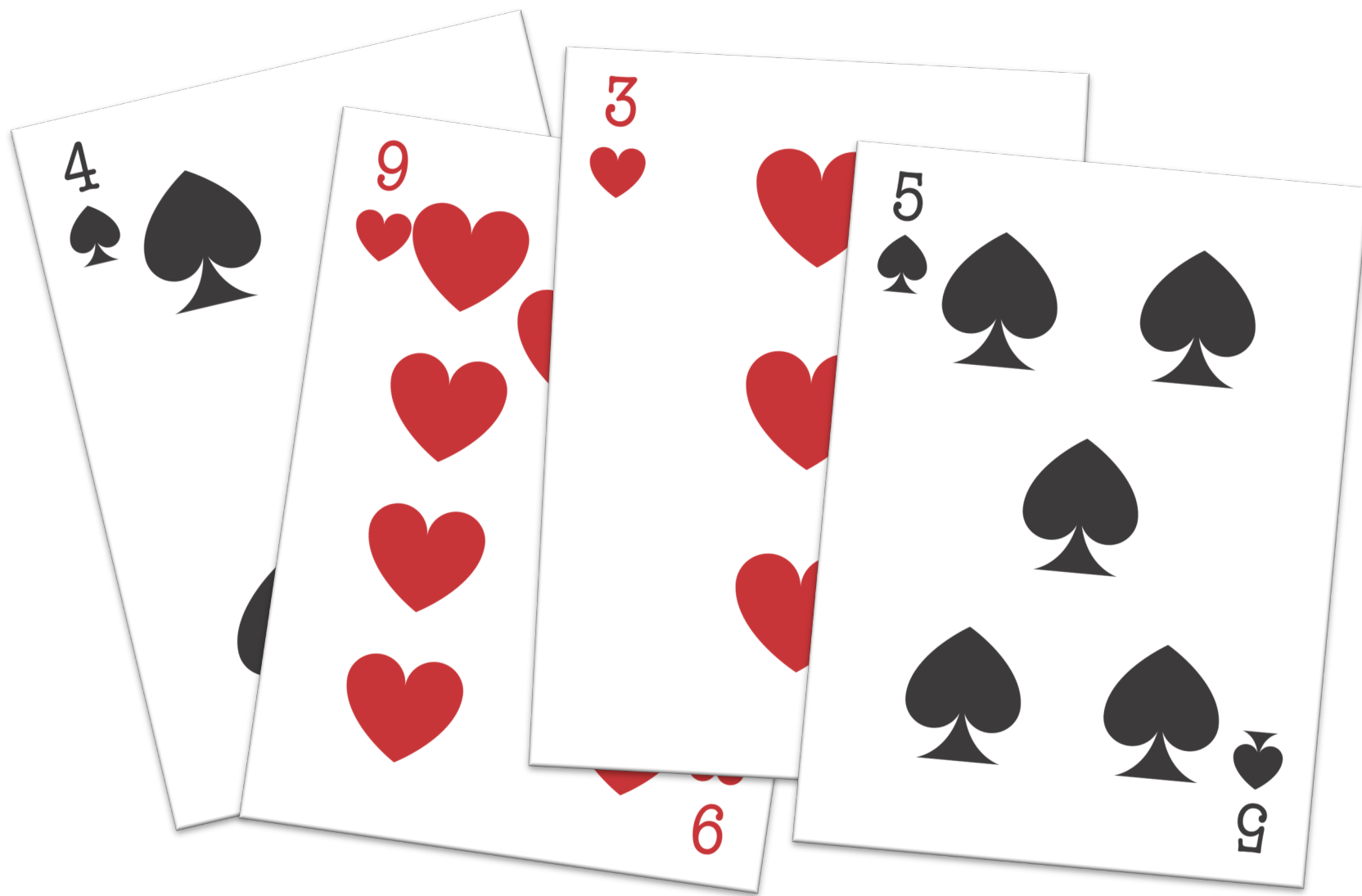
# BEST ALTERNATIVE?

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**GDP/capita is standard and  
probably will be for a looong time**

**Excel time!**

# INDIVIDUALS AND SOCIETY



# PUBLIC GOODS

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## **Non-excludable**

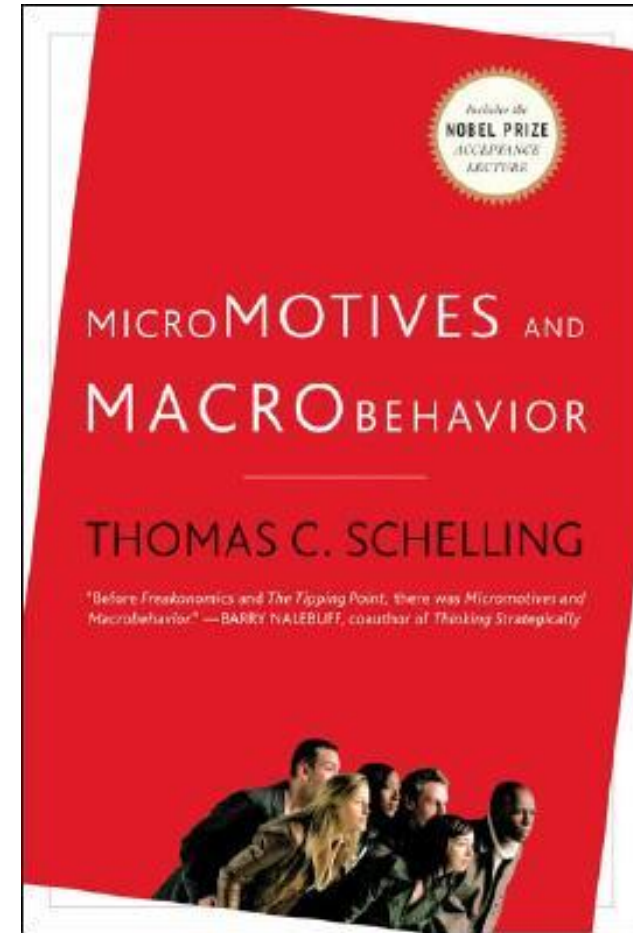
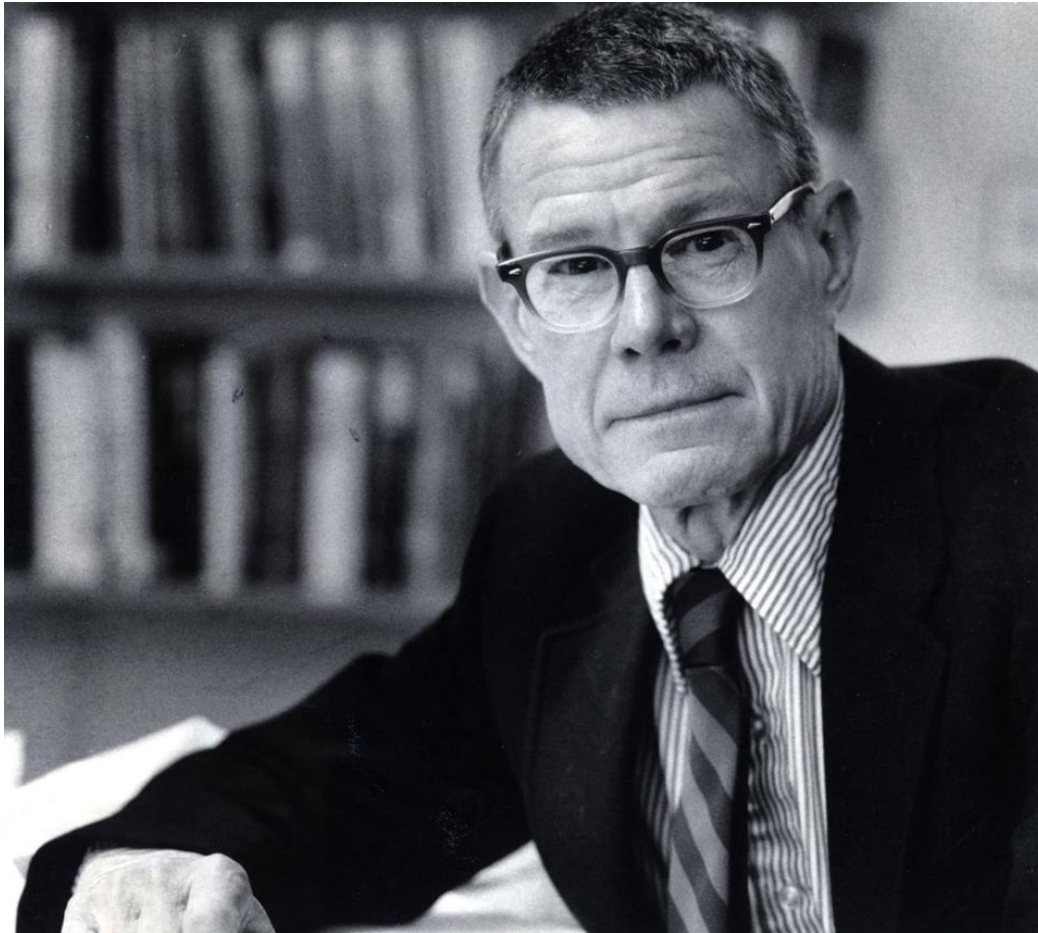
Not possible to stop others from using the good

## **Non-rivalrous**

One person using the good doesn't prevent anyone else from using it

# MICROMOTIVES & MACROBEHAVIOR

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# MICROMOTIVES & MACROBEHAVIOR

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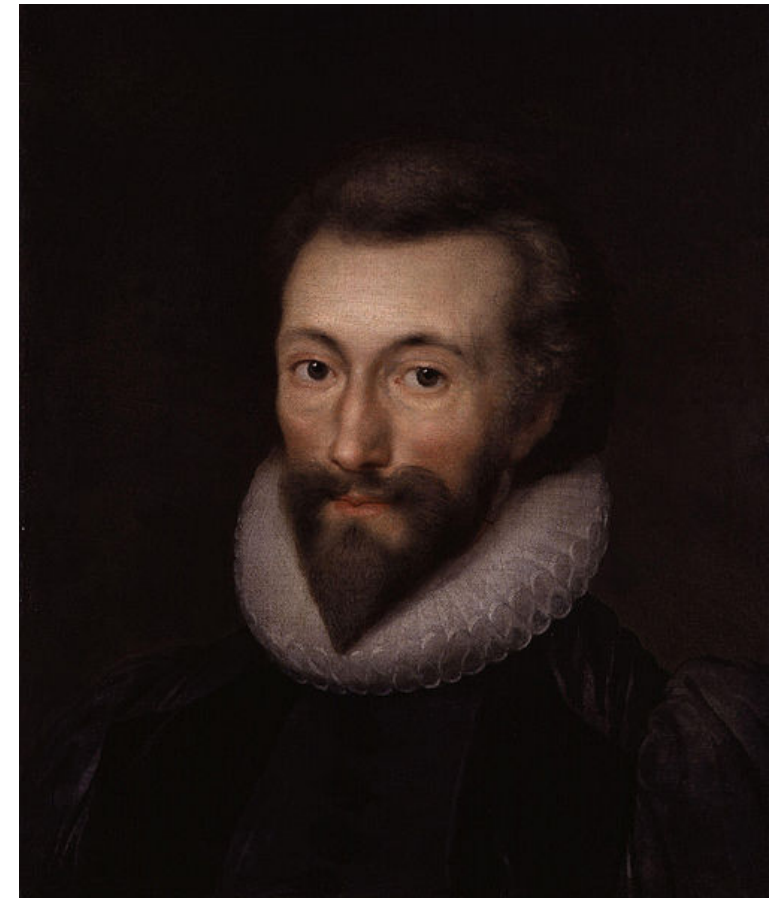
**Perfectly rational  
individual behavior can  
create irrational and  
inferior social outcomes**

Social dilemma

Collective action problem



No man is an island,  
entire of itself;  
every man is a piece of the continent,  
a part of the main.  
If a clod be washed away by the sea,  
Europe is the less,  
as well as if a promontory were.  
as well as if a manor of thy friend's  
or of thine own were.  
Any man's death diminishes me,  
because I am involved in mankind;  
and therefore never send to know for  
whom the bell tolls;  
it tolls for thee.



John Donne  
Meditation XVII  
*Devotions upon Emergent Occasions*  
1623

# GAME THEORY

# WHY DO THESE UN-FUN GAMES?

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“Economics is the study of how people interact with each other... in providing for their livelihoods”

**We need formal language +  
an analytical framework  
for looking at those interactions**

# KEY VOCABULARY

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**Game**

Model of strategic interaction

**Zero-sum**

Only one winner

**Non-zero-sum**

Both players can win;  
requires cooperation

**Pareto efficiency**

Outcome can't be improved  
without hurting another player

# STRATEGIES

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**Nash equilibrium**

Choice where no player has incentive to change

**Dominant**

Choice where you gain no matter what the other player does

**Pure**

Choice you make every time

**Mixed**

You gain or lose based on probabilities of other player's choices

# INVISIBLE HAND

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		Bala	
		Rice	Cassava
Anil	Rice	1, 3	2, 2
	Cassava	4, 4	3, 1

Non-zero-sum

One dominant equilibrium

# BACH OR STRAVINSKY

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		Friend 2	
		Chinese	Italian
Friend 1	Chinese	2, 1	0, 0
	Italian	0, 0	1, 2

Non-zero-sum

Two equilibria

Mixed strategy

# CHICKEN

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		Racer 2	
		Keep going	Swerve
Racer 1	Keep going	<b>-100, -100</b>	<b>5, -5</b>
	Swerve	<b>-5, 5</b>	<b>0, 0</b>

Non-zero-sum

Two equilibria

Mixed strategy



# PRISONER'S DILEMMA

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		Bala	
		Magic bugs	Poison
Anil	Magic bugs	3, 3	1, 4
	Poison	4, 1	2, 2

Non-zero-sum

One dominant equilibrium

Not socially optimal!

# STAGS, HARES, AND PRISONERS

# COOPERATION IN PD LAND

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**Repetition + iteration**

One-shot vs. repeated

**Infinitization**

Defect at  $t - 1$

**PD games underpredict  
voluntary cooperation**

People cooperate even though the dominant strategy is always defect







# STAG HUNT

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		Bala	
		Hunt stag	Hunt hare
Anil	Hunt stag	10, 10	0, 2
	Hunt hare	2, 0	2, 2

Non-zero-sum

Two pure equilibria

Mixed strategy

Not socially optimal!

# COOPERATION IN STAG HUNT LAND

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**The payoffs for cooperation  
are greater than the payoffs  
for defection**

**There's still an  
incentive to defect**

# BETTER MODEL OF SOCIAL DILEMMAS

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**Climate change**

**Arriving on time**

**Points in soccer tournaments**

**Negative political campaigns**

# FIXING COLLECTIVE ACTION PROBLEMS



**Perfectly rational  
individual behavior can  
create irrational and  
inferior social outcomes**

# WHAT STOPS US FROM COOPERATING?

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**Uneven payoffs**

**Lack of assurance**

**Dishonesty**

**Selfishness**

These are all rational things that  
utility-maximizing people do!

# HOW DO WE FIX THIS?

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**Altruism**

**Repetition and iteration**

**Infinetization**

**Punishment**

**Norms**

**Institutions**

**Public policy**







# TRAGEDY OF THE COMMONS

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		Farmer 2	
		Use water normally	Double water use
Farmer 1	Use water normally	6, 6	2, 8
	Double water use	8, 2	3, 3

# INSTITUTIONAL FIXES

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**Change payoffs so that normal water use is more valuable**

**Make water common property**

**Privatize the water and let one person control it**