

Commitment and Welfare

Frank N. Caliendo and T. Scott Findley
Utah State University

Spring 2015

Motivation

Motivation

- **Unanswered question:** How should we do welfare analysis when individuals have dynamically inconsistent preferences?

Motivation

- **Unanswered question:** How should we do welfare analysis when individuals have dynamically inconsistent preferences?
- In a multiself model, whose preferences should we respect?

Motivation

- **Unanswered question:** How should we do welfare analysis when individuals have dynamically inconsistent preferences?
- In a multiself model, whose preferences should we respect?
- **Standard practice:** welfare = preferences of time-zero self.

Motivation

- **Unanswered question:** How should we do welfare analysis when individuals have dynamically inconsistent preferences?
- In a multiself model, whose preferences should we respect?
- **Standard practice:** welfare = preferences of time-zero self.
- ★ **Our finding:** Pareto rationale for standard approach if the number of selves (decision nodes) *exceeds* a threshold.

Motivation

- **Unanswered question:** How should we do welfare analysis when individuals have dynamically inconsistent preferences?
- In a multiself model, whose preferences should we respect?
- **Standard practice:** welfare = preferences of time-zero self.
- ★ **Our finding:** Pareto rationale for standard approach if the number of selves (decision nodes) *exceeds* a threshold.
Threshold can be very small (as small as 3 selves).

Brief background

Brief background

- Why welfare = time-zero preferences?
 - Based on the idea of helping people reach their goals.
 - Combat self-control problems.
 - Time inconsistency treated as a mistake.

Brief background

- Why welfare = time-zero preferences?
 - Based on the idea of helping people reach their goals.
 - Combat self-control problems.
 - Time inconsistency treated as a mistake.
- What do critics say?
 - “odd.” Gul and Pesendorfer (2004).
 - “arbitrary.” Rubinstein (2006).
 - “no normative foundation.” Brocas et al. (2004).

Brief background

- Why welfare = time-zero preferences?
 - Based on the idea of helping people reach their goals.
 - Combat self-control problems.
 - Time inconsistency treated as a mistake.
- What do critics say?
 - “odd.” Gul and Pesendorfer (2004).
 - “arbitrary.” Rubinstein (2006).
 - “no normative foundation.” Brocas et al. (2004).
- **Essential concern:** *committing* individuals to initial goals forces later selves to do something suboptimal.

Brief background

- Why welfare = time-zero preferences?
 - Based on the idea of helping people reach their goals.
 - Combat self-control problems.
 - Time inconsistency treated as a mistake.
- What do critics say?
 - “odd.” Gul and Pesendorfer (2004).
 - “arbitrary.” Rubinstein (2006).
 - “no normative foundation.” Brocas et al. (2004).
- **Essential concern:** *committing* individuals to initial goals forces later selves to do something suboptimal.
- **But again, we show:** all selves benefit from commitment if $\#\text{selves} > \text{threshold}$.

Intuition on why # selves matters

Intuition on why $\#$ selves matters

- If $\#$ selves is small: a given self has power to significantly influence the equilibrium allocation (i.e., equilibrium may be close to what he wants).

Intuition on why $\#$ selves matters

- If $\#$ selves is small: a given self has power to significantly influence the equilibrium allocation (i.e., equilibrium may be close to what he wants).
- If $\#$ selves is large:
 - Power to influence the equilibrium allocation is diffuse.
 - Equilibrium allocation far from what any one self wants.

Intuition on why $\#$ selves matters

- If $\#$ selves is small: a given self has power to significantly influence the equilibrium allocation (i.e., equilibrium may be close to what he wants).
- If $\#$ selves is large:
 - Power to influence the equilibrium allocation is diffuse.
 - Equilibrium allocation far from what any one self wants.
- ★ When all selves are very unhappy in equilibrium, the door is open for a Pareto improvement (even if they disagree on the ideal allocation).

Roadmap

Roadmap

- Hyperbolic discounting with sophistication.

Roadmap

- Hyperbolic discounting with sophistication.
- Two classic dynamic programming problems.

Roadmap

- Hyperbolic discounting with sophistication.
- Two classic dynamic programming problems.
 - ① **Eating fruit from a tree** (renewable resource).

Roadmap

- Hyperbolic discounting with sophistication.
- Two classic dynamic programming problems.
 - ① Eating fruit from a tree (renewable resource).
 - ② Eating a cake (nonrenewable resource).

Roadmap

- Hyperbolic discounting with sophistication.
- Two classic dynamic programming problems.
 - ① Eating fruit from a tree (renewable resource).
 - ② Eating a cake (nonrenewable resource).
- These examples span a range of settings in which DI preferences are considered.

Roadmap

- Hyperbolic discounting with sophistication.
- Two classic dynamic programming problems.
 - ① Eating fruit from a tree (renewable resource).
 - ② Eating a cake (nonrenewable resource).
- These examples span a range of settings in which DI preferences are considered.
- Results go through in both settings.

Notation/Definitions

Notation/Definitions

- Time indexed by finite number of selves/nodes $t = 0, 1, \dots, T$.

Notation/Definitions

- Time indexed by finite number of selves/nodes $t = 0, 1, \dots, T$.
- Nothing happens at $t = 0$. No decisions are made (inaction node). It is there simply to allow us to consider what self 0 would like his future selves to do.

Notation/Definitions

- Time indexed by finite number of selves/nodes $t = 0, 1, \dots, T$.
- Nothing happens at $t = 0$. No decisions are made (inaction node). It is there simply to allow us to consider what self 0 would like his future selves to do.
- An **allocation** is a vector of consumption decisions $\mathbf{c} = \{c_1, c_2, \dots, c_T\}$. The set of **feasible allocations** is S .

Notation/Definitions

- Time indexed by finite number of selves/nodes $t = 0, 1, \dots, T$.
- Nothing happens at $t = 0$. No decisions are made (inaction node). It is there simply to allow us to consider what self 0 would like his future selves to do.
- An **allocation** is a vector of consumption decisions $\mathbf{c} = \{c_1, c_2, \dots, c_T\}$. The set of **feasible allocations** is S .
- Following Caplin and Leahy (2004), **lifetime utility** is a mapping $U(t, \mathbf{c}) : \mathbb{R}^T \mapsto \mathbb{R}$ that depends on the vantage point $t \in [0, T]$.

Notation/Definitions

- Time indexed by finite number of selves/nodes $t = 0, 1, \dots, T$.
- Nothing happens at $t = 0$. No decisions are made (inaction node). It is there simply to allow us to consider what self 0 would like his future selves to do.
- An **allocation** is a vector of consumption decisions $\mathbf{c} = \{c_1, c_2, \dots, c_T\}$. The set of **feasible allocations** is S .
- Following Caplin and Leahy (2004), **lifetime utility** is a mapping $U(t, \mathbf{c}) : \mathbb{R}^T \mapsto \mathbb{R}$ that depends on the vantage point $t \in [0, T]$.
- Following the terminology of Bernheim and Rangel (2009), an allocation $\mathbf{c}' \in S$ **multiself Pareto dominates** another allocation $\mathbf{c}'' \in S$ if and only if

$$U(t, \mathbf{c}') > U(t, \mathbf{c}'') \text{ for all } t \in [0, T].$$

- The **commitment allocation** \mathbf{c}^0 is the optimal allocation from the vantage point of self 0,

$$\mathbf{c}^0 = \arg \max_{\mathbf{c} \in S} U(0, \mathbf{c}).$$

- The **commitment allocation** \mathbf{c}^0 is the optimal allocation from the vantage point of self 0,

$$\mathbf{c}^0 = \arg \max_{\mathbf{c} \in S} U(0, \mathbf{c}).$$

- The **equilibrium allocation** \mathbf{c}^* is the allocation that actually materializes from the internal conflict among the many time-dated selves who each have a different view on optimal decision making.

- The **commitment allocation** \mathbf{c}^0 is the optimal allocation from the vantage point of self 0,

$$\mathbf{c}^0 = \arg \max_{\mathbf{c} \in S} U(0, \mathbf{c}).$$

- The **equilibrium allocation** \mathbf{c}^* is the allocation that actually materializes from the internal conflict among the many time-dated selves who each have a different view on optimal decision making.
- **Dynamic inconsistency** is a situation in which $\mathbf{c}^0 \neq \mathbf{c}^*$.

- The **commitment allocation** \mathbf{c}^0 is the optimal allocation from the vantage point of self 0,

$$\mathbf{c}^0 = \arg \max_{\mathbf{c} \in S} U(0, \mathbf{c}).$$

- The **equilibrium allocation** \mathbf{c}^* is the allocation that actually materializes from the internal conflict among the many time-dated selves who each have a different view on optimal decision making.
- **Dynamic inconsistency** is a situation in which $\mathbf{c}^0 \neq \mathbf{c}^*$.
- **Point of our paper**: understand the conditions under which \mathbf{c}^0 multiselv Pareto dominates \mathbf{c}^* .

Part I: Eating Fruit from a Tree

- An individual plants a tree at $t = 0$.

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .
- Fruit may be consumed immediately, or left on the tree one period to fully ripen.

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .
- Fruit may be consumed immediately, or left on the tree one period to fully ripen.
- Unripe fruit tastes *good*, but ripe fruit tastes *great*.

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .
- Fruit may be consumed immediately, or left on the tree one period to fully ripen.
- Unripe fruit tastes *good*, but ripe fruit tastes *great*.
- Fruit is totally rotten if left on the tree for two periods.

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .
- Fruit may be consumed immediately, or left on the tree one period to fully ripen.
- Unripe fruit tastes *good*, but ripe fruit tastes *great*.
- Fruit is totally rotten if left on the tree for two periods.
- The last piece of new fruit is produced at $t = T - 1$.

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .
- Fruit may be consumed immediately, or left on the tree one period to fully ripen.
- Unripe fruit tastes *good*, but ripe fruit tastes *great*.
- Fruit is totally rotten if left on the tree for two periods.
- The last piece of new fruit is produced at $t = T - 1$.
- Tree dies and no consumption takes place beyond T .

- An individual plants a tree at $t = 0$.
- Beginning at $t = 1$, tree bears one piece of fruit at each t .
- Fruit may be consumed immediately, or left on the tree one period to fully ripen.
- Unripe fruit tastes *good*, but ripe fruit tastes *great*.
- Fruit is totally rotten if left on the tree for two periods.
- The last piece of new fruit is produced at $t = T - 1$.
- Tree dies and no consumption takes place beyond T .
- We call T the number of **decision nodes**.

- Utility is linear (in the next section utility is concave).

- Utility is linear (in the next section utility is concave).
- Simple choice: take a small amount of utility now c^- or a larger amount c^+ one period later.

- Utility is linear (in the next section utility is concave).
- Simple choice: take a small amount of utility now c^- or a larger amount c^+ one period later.
- The lifetime utility of the individual at age t is

$$U(t, \mathbf{c}) = \begin{cases} \beta \sum_{s=1}^T c_s & t = 0 \\ \gamma \sum_{s=1}^{t-1} c_s + c_t + \beta \sum_{s=t+1}^T c_s & t \in [1, T] \end{cases}$$

Three Allocations

$$\begin{aligned}\mathbf{c}^0 &= (0, c^+, \dots, c^+) \\ \mathbf{c}^* &= (c^-, \dots, c^-, 0) \\ \mathbf{c}^1 &= (c^-, 0, c^+, \dots, c^+).\end{aligned}$$

Three Allocations

$$\mathbf{c}^0 = (0, c^+, \dots, c^+)$$

$$\mathbf{c}^* = (c^-, \dots, c^-, 0)$$

$$\mathbf{c}^1 = (c^-, 0, c^+, \dots, c^+).$$

Three Allocations

$$\mathbf{c}^0 = (0, c^+, \dots, c^+)$$

$$\mathbf{c}^* = (c^-, \dots, c^-, 0)$$

$$\mathbf{c}^1 = (c^-, 0, c^+, \dots, c^+).$$

Three Allocations

$$\mathbf{c}^0 = (0, c^+, \dots, c^+)$$

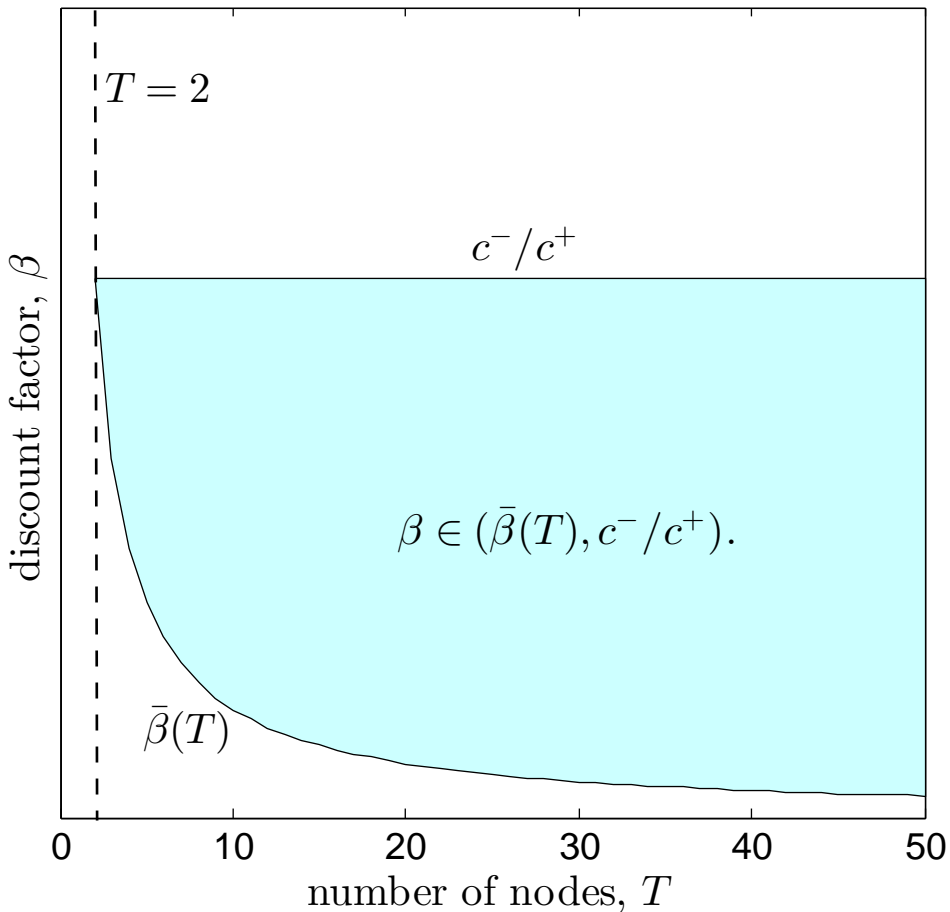
$$\mathbf{c}^* = (c^-, \dots, c^-, 0)$$

$$\mathbf{c}^1 = (c^-, 0, c^+, \dots, c^+).$$

Examples

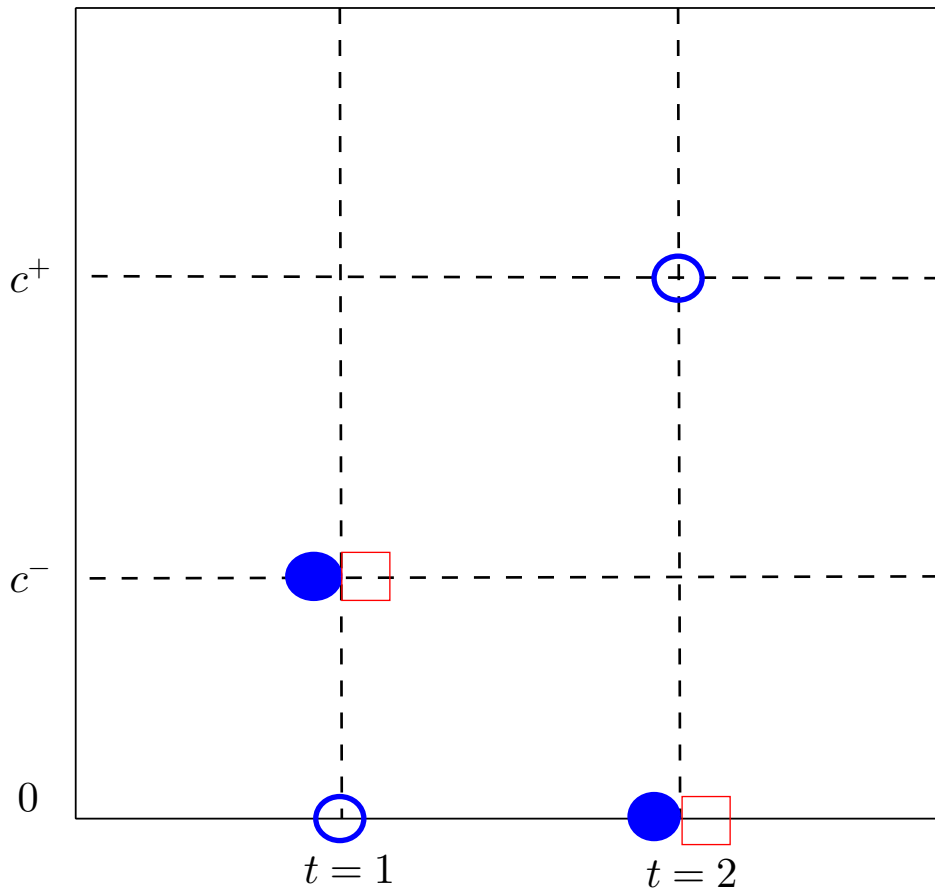
- $c^+/c^- = 2$ and $\beta = 0.4 \implies$ all selves eat unripe fruit in equilibrium.
- If $T = 2$, commitment doesn't make everyone happy.
- If $T > 2$, then all selves like commitment over equilibrium (for any γ).
- Note the surprise: adding more selves (more conflicting points of view) makes commitment a Pareto move!

Figure 1. Parameter Space where $U(t, \mathbf{c}^0) > U(t, \mathbf{c}^*)$ for all t



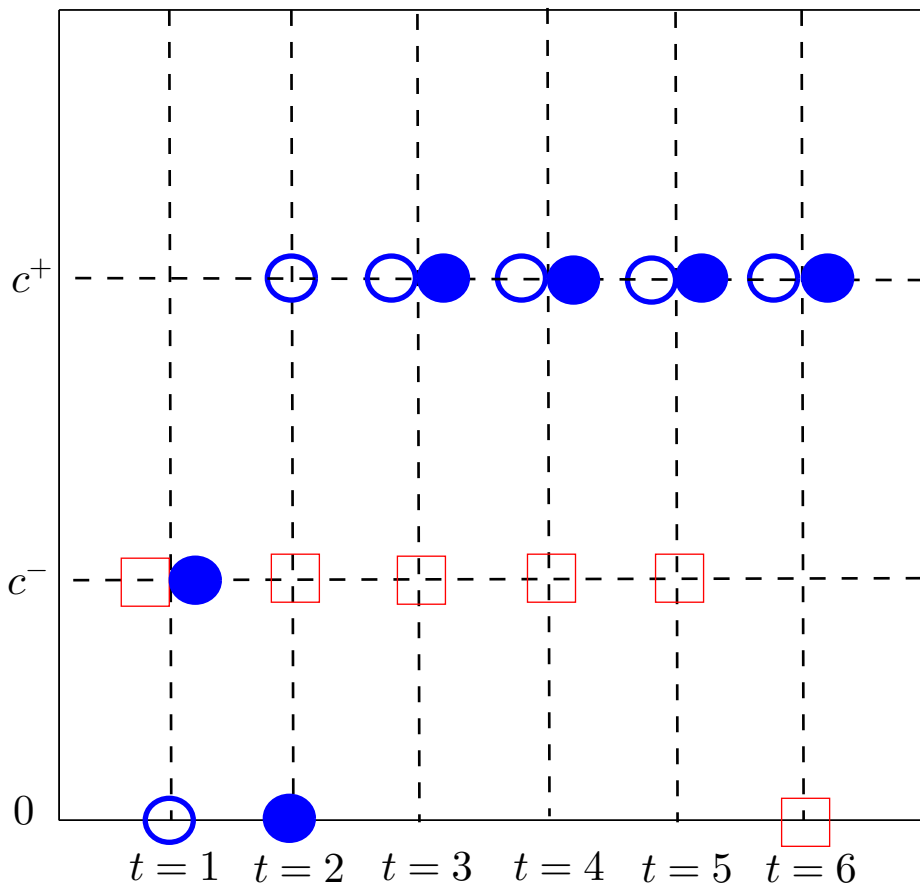
Note: $U(t, \mathbf{c}^0) > U(t, \mathbf{c}^*)$ for all t , if $\beta \in (\bar{\beta}(T), c^-/c^+)$.

Figure 2. 3 Allocations and 2 Decision Nodes ($T = 2$)



- $\bigcirc = \mathbf{c}^0$, commitment allocation
- $\bullet = \mathbf{c}^1$, ideal allocation of self 1 (holdup self)
- $\square = \mathbf{c}^*$, equilibrium allocation

Figure 3. 3 Allocations and 6 Decision Nodes ($T = 6$)



○ = \mathbf{c}^0 , commitment allocation

● = \mathbf{c}^1 , ideal allocation of self 1 (holdup self)

□ = \mathbf{c}^* , equilibrium allocation

Part II: Eating a Cake

- At $t = 0$, individual orders a cake that will arrive at $t = 1$.

- At $t = 0$, individual orders a cake that will arrive at $t = 1$.
- T decision nodes or opportunities to eat from the cake.

- At $t = 0$, individual orders a cake that will arrive at $t = 1$.
- T decision nodes or opportunities to eat from the cake.
- Cake doesn't spoil or grow.

Self 0 would like his future selves to obey

$$\max : \sum_{t=1}^T F(t) \ln c_t, \quad \text{s.t.} \quad \sum_{t=1}^T c_t = C,$$

which has the following solution (commitment allocation)

$$c_t = \frac{CF(t)}{\sum_{s=1}^T F(s)}, \quad \text{for all } t > 0.$$

However, equilibrium allocation satisfies the following recursion

$$c_{t+1} = c_t \left(\frac{\sum_{s=1}^{T-t} F(s)}{1 + \sum_{s=1}^{T-t-1} F(s)} \right) < c_t.$$

Table 1. $U(t, \mathbf{c}^0) > U(t, \mathbf{c}^*)$ for all t iff:

| | $\beta = 0.2$ | $\beta = 0.4$ | $\beta = 0.6$ | $\beta = 0.8$ |
|------------------|---------------|---------------|---------------|---------------|
| $\gamma = 1$ | $T \geq 9$ | $T \geq 8$ | $T \geq 8$ | $T \geq 8$ |
| $\gamma = \beta$ | $T \geq 6$ | $T \geq 5$ | $T \geq 4$ | $T \geq 4$ |
| $\gamma = 0$ | $T \geq 6$ | $T \geq 5$ | $T \geq 4$ | $T \geq 4$ |

β is the forward disc. factor, γ is the backward disc. factor.

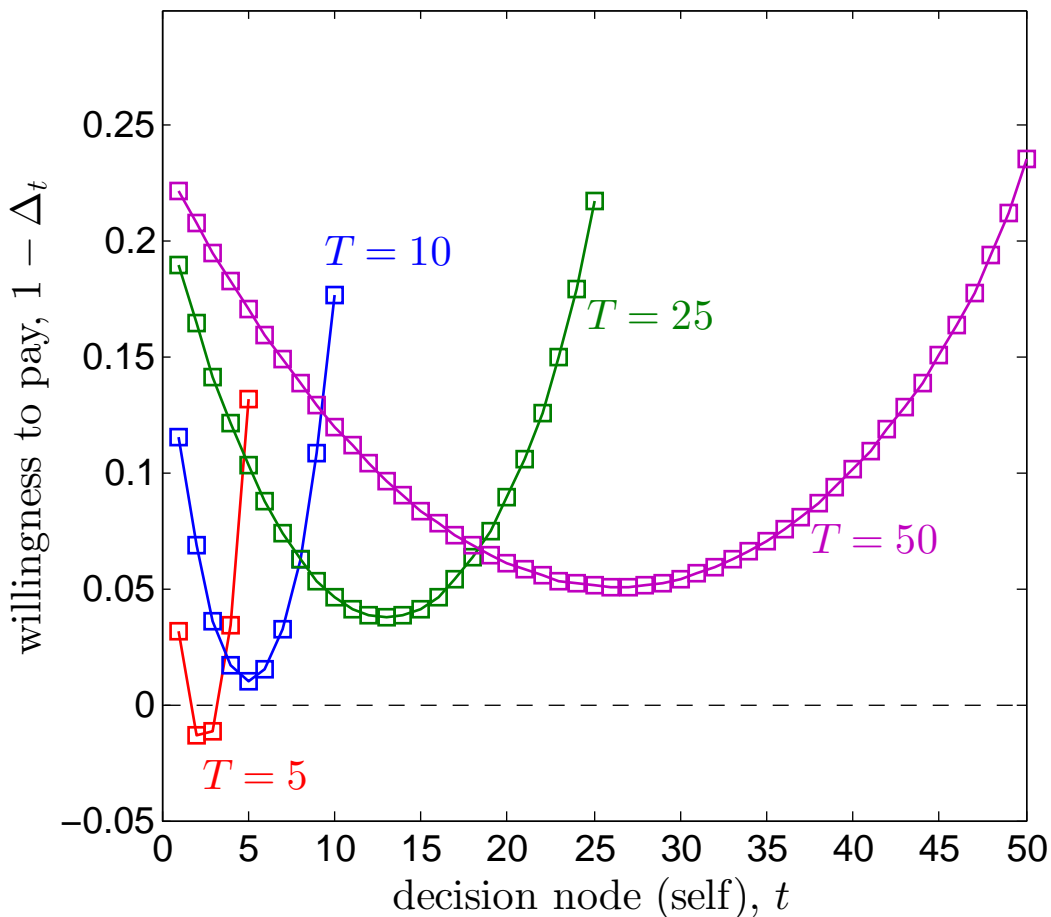
How big are the gains from commitment?

Define Δ_t as the solution to

$$U(t, \mathbf{c}^0(C\Delta_t)) = U(t, \mathbf{c}^*(C)).$$

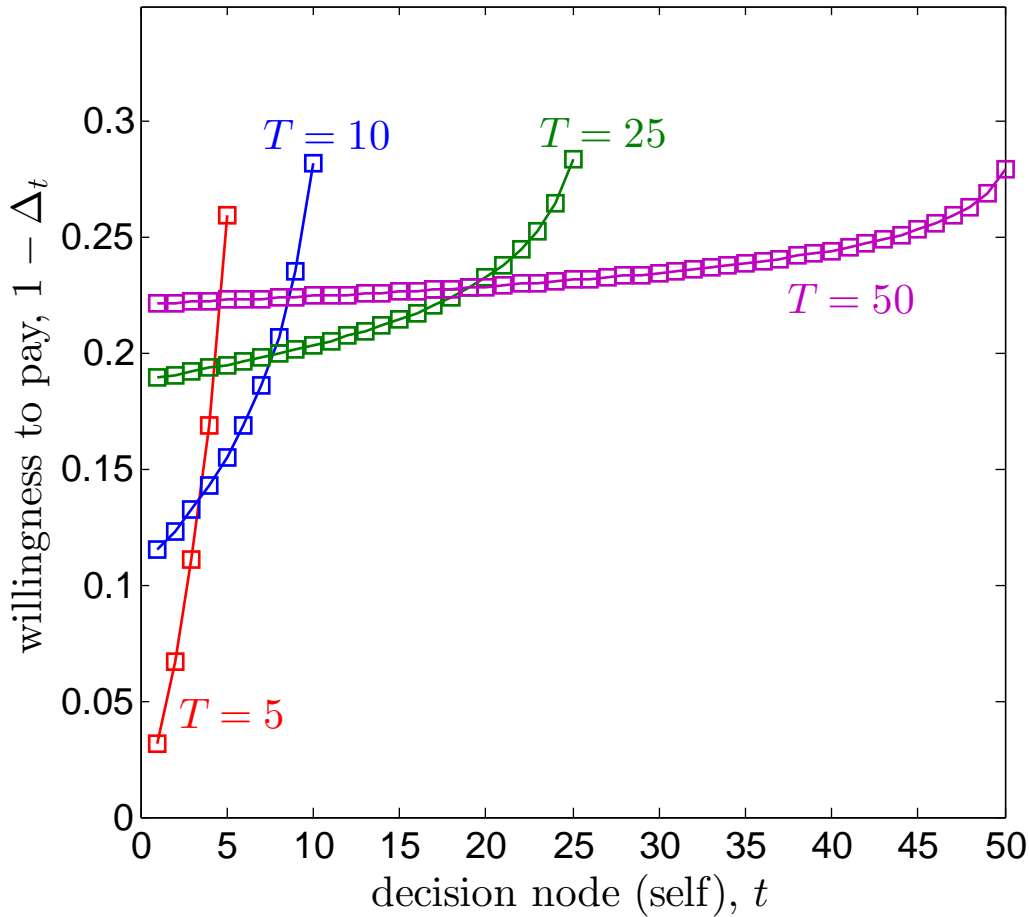
The function $1 - \Delta_t$ is the fraction of cake self t would give up to commit to $\mathbf{c}^0(C\Delta_t)$.

Figure 4. Willingness to Pay for Commitment: The Case of $\beta = 0.5$, $\gamma = 1$



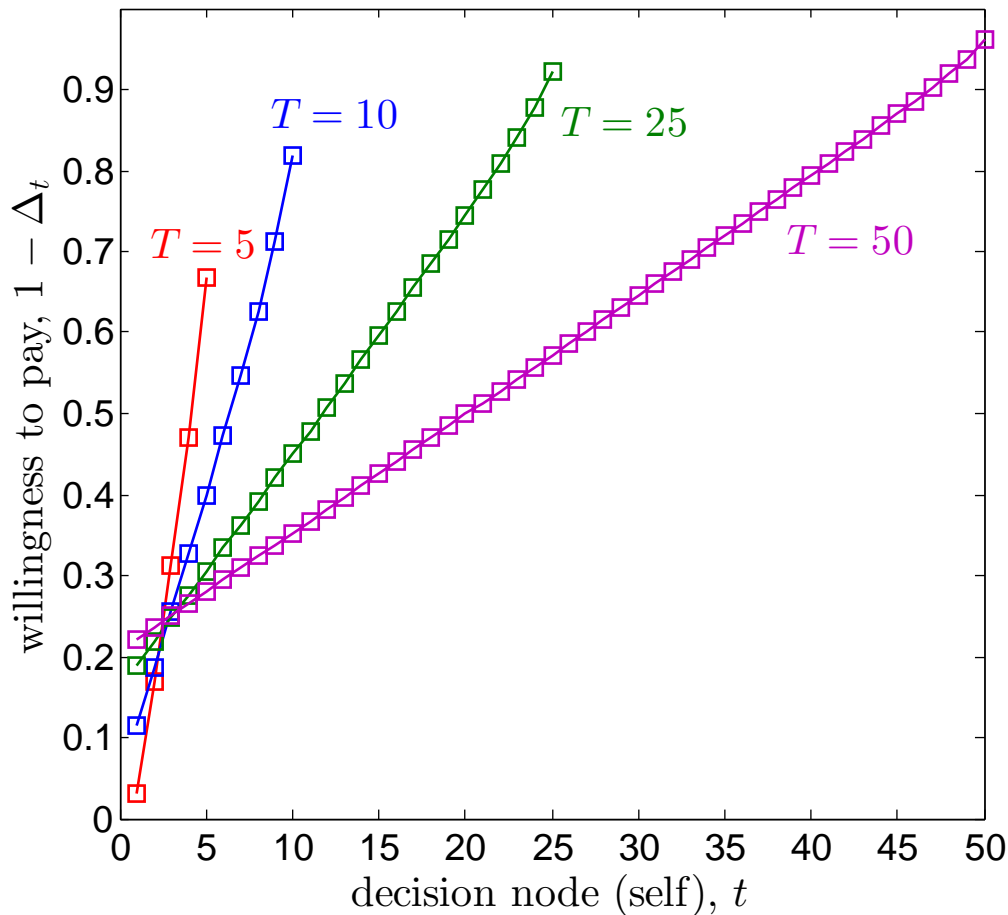
Note: $1 - \Delta_t$ is the fraction of cake self t would give up; β and γ are the forward and backward discount factors.

Figure 5. Willingness to Pay for Commitment: The Case of $\beta = \gamma = 0.5$



Note: $1 - \Delta_t$ is the fraction of cake self t would give up; β and γ are the forward and backward discount factors.

Figure 6. Willingness to Pay for Commitment: The Case of $\beta = 0.5$, $\gamma = 0$



Note: $1 - \Delta_t$ is the fraction of cake self t would give up;
 β and γ are the forward and backward discount factors.

Others have quantified gains from commitment...

- Laibson (1996): analytical proof that commitment Pareto dominates equilibrium (∞ horizon setting).
- Laibson, Repetto, and Tobacman (1998): compute welfare gains from commitment.

Others have quantified gains from commitment...

- Laibson (1996): analytical proof that commitment Pareto dominates equilibrium (∞ horizon setting).
- Laibson, Repetto, and Tobacman (1998): compute welfare gains from commitment.

What's new in our paper?

Others have quantified gains from commitment...

- Laibson (1996): analytical proof that commitment Pareto dominates equilibrium (∞ horizon setting).
- Laibson, Repetto, and Tobacman (1998): compute welfare gains from commitment.

What's new in our paper?

★ We uncover the fundamental connection between the number of decision nodes and the appropriateness of the time-zero welfare criterion.

Summary

Summary

- Critics of behavioral economics say welfare analysis is hopeless under DI preferences.

Summary

- Critics of behavioral economics say welfare analysis is hopeless under DI preferences.
- But just because selves disagree on the *ideal* doesn't mean they can't all agree on *something*.

Summary

- Critics of behavioral economics say welfare analysis is hopeless under DI preferences.
- But just because selves disagree on the *ideal* doesn't mean they can't all agree on *something*.
- **Our point:** as the # of decision nodes (intra-temporal selves) increases, it becomes easier to reach the unanimous agreement that commitment beats the equilibrium.

Summary

- Critics of behavioral economics say welfare analysis is hopeless under DI preferences.
- But just because selves disagree on the *ideal* doesn't mean they can't all agree on *something*.
- **Our point:** as the # of decision nodes (intra-temporal selves) increases, it becomes easier to reach the unanimous agreement that commitment beats the equilibrium.
- In some cases, as few as 3 nodes will do the trick.

Thank You!