

Political Favors / Trade Agreements

Pork-barrel spending: the wasteful earmarking of public funds to the benefit of a politician's own constituents in return for their political support.

Logrolling: the trading of favors — for example in the form of voting. The you scratch my back, I'll scratch yours.

Period t 2 legislators A & B vote to allocate spending S where $S=1$

• A spending bill $S = (x, y_A, y_B)$

— earmarked spending for both districts $y_i \geq 0$

— General purpose funds x

— Any bill must satisfy the budget constraint: $x + y_A + y_B = 1$

• y_i can either equal 0 or y where $y < 1/2$

B: Favor A's earmark

A: Favor B's earmark	No	No	Yes
	No	1, 1	$1-y, 1-y$
	Yes	$1-y, y$	$1-2y, 1-2y$

NE: (N_0, N_0)

Why vote for earmarks?

• Impact on a lawmaker's electoral vulnerability.

• Legislator has a baseline probability $\pi > 0$ of being re-elected

• Earmarked spending $y > 0$ guarantees re-election

• Both legislators discount the future at the same rate $\delta \in (0, 1)$

- Obtaining "lock" in any period t increases a lawmaker's discount factor

Can we find SPNE w/ Grim Trigger?

- A trigger strategy reduces the chance of re-election and therefore lowers the discount factor of all future payoffs from δ to $\delta\pi$.

→ Loop through logging V_C :

$$V_C = 1 - 2y + \delta(1 - 2y) + \delta^2(1 - 2y) + \dots = \frac{1 - 2y}{1 - \delta} = \frac{1 - 2y}{1 - \delta}$$

→ Voting for V_V :

$$V_V = 1 + \delta\pi + (\delta\pi)^2 + \dots = \frac{1}{1 - \delta\pi} = \frac{1}{1 - \delta\pi}$$

For any $\delta > \delta^*(\pi, y) = \frac{2}{1 - \pi(1 - 2y)}$, it is the case that $V_C > V_V$

Deviations from cooperative strategy.

- Deviation payoff stream V_D :

$$V_D = 1 - y + \delta[1 + \delta\pi + (\delta\pi)^2 + \dots] = 1 - y + \delta V_V = 1 - y + \frac{\delta}{1 - \delta\pi}$$

- No legislator will want to deviate if $V_C > V_D$. The

critical level of patience $\delta^*(\pi, y)$ solves

$$\delta^2(1 - \pi(1 - y)) - \delta(y(1 - \pi)) - y = 0$$

→ There is always such a $\delta^*(\pi, y) < 1$

We must check that the legislators do not wish to deviate during the punishment phase, once triggered.

- A deviation in punishment phase implies a legislator votes in favor of another's earmark.

... leading to a lower payoff without improving re-election prospects, followed by voters ever after
• Which means that no profitable deviation from repeating the NE in the stage game exists.

For any $\delta > \delta^*(\pi, y)$ the proposed grim trigger strategies constitute a SPNE.

1. $\delta^*(\pi, y)$ is increasing in π .

↳ re-election factor

2. $\delta^*(\pi, y)$ is increasing in y .

↳ the amount of pork we give & receive to others

When Bygones are Bygones (Renegotiation after the grim trigger strategy has been activated)

- Ex post means renegotiation after deviation → a good idea but it could destroy credibility of grim trigger.

- Ex ante, setting the precedence of renegotiation before deviation → not sustainable.

Renegotiation Proofness:

A SPE strategy σ is (weakly) renegotiation proof if there are no two continuation equilibrium strategies $\hat{\sigma}$ and $\tilde{\sigma}$ of σ such that all players have a higher payoff stream in $\tilde{\sigma}$ compared to $\hat{\sigma}$.

$\hat{\sigma}$ → payoff from continuing to play the strategy

$\tilde{\sigma}$ → payoff stream from switching to a different

continuation equilibrium strategy.

Example: Simple strategy σ

→ for a high enough discount factor, σ supports punishment spending as a renegotiation proof SPE. σ has 3 phases.

1. C is coop phase (Yes, Yes)

2. I_A is punishment phase of legislator A: play (Yes, no) after which play (Yes, Yes) forever

3. I_B is the punishment phase of legislator B: play (No, Yes) after which play (Yes, Yes) forever

→ "penance strategy": when someone defects, it calls for reparation of the damage done before cooperation is back on the table.

1. V_C payoff

$$V_C = \frac{1-2y}{1-\delta}$$

2. V_P : payoff of i being punished in P_i :

$$V_P = 1-y + \delta \pi V_C = 1-y + \delta \pi \frac{1-2y}{1-\delta}$$

3. V_R : payoff of i being rewarded in P_i :

$$V_R = 1-y + \delta V_C = 1-y + \delta \frac{1-2y}{1-\delta}$$

* We need to see, is...

$$\bullet V_R > V_P \quad \bullet V_R > V_C \quad \bullet V_P < V_C$$

$$\text{or } V_R > V_C > V_P$$

$$V_R > V_P$$

$$V_R = 1-y + \delta V_C > V_P = 1-y + \delta \pi V_C$$

$$V_R > V_C$$

When would $V_C > V_P$

$$V_C \geq V_P = 1 - \gamma + \delta \pi V_C$$

• which is = to

$$\delta(1 - \gamma - \pi(1 - 2\gamma)) - \gamma \stackrel{?}{\geq} 0$$

$$\delta > \delta^{RP}(\pi, \gamma) = \frac{\gamma}{1 - \gamma - \pi(1 - 2\gamma)} < 1$$

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For any δ larger than $\delta^{RP}(\pi, \gamma) = \gamma / (1 - \gamma - \pi(1 - 2\gamma))$

the "penance" strategy is a renegotiation proof