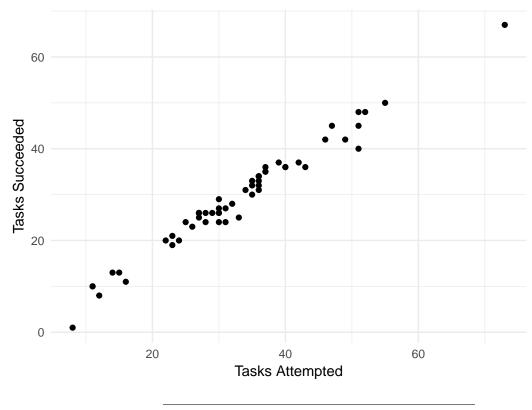
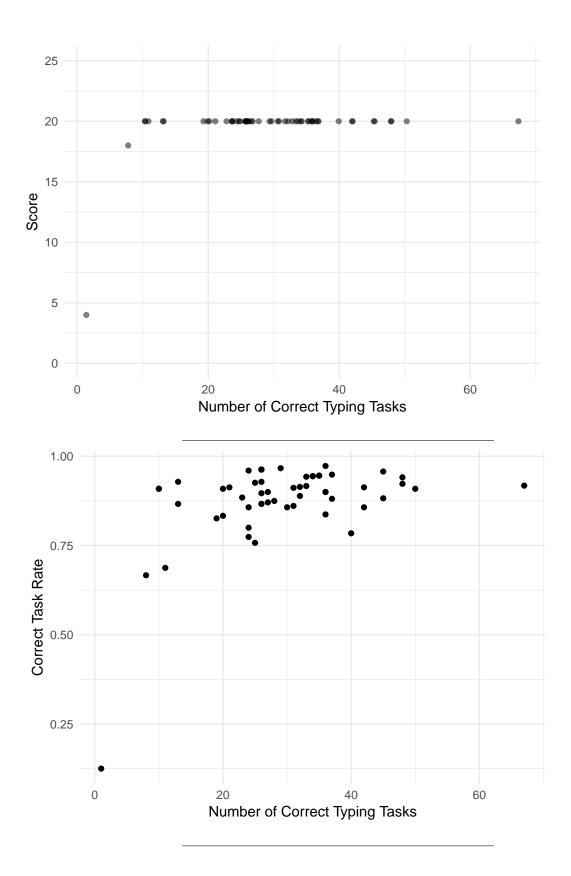
## CSR Initial Analysis

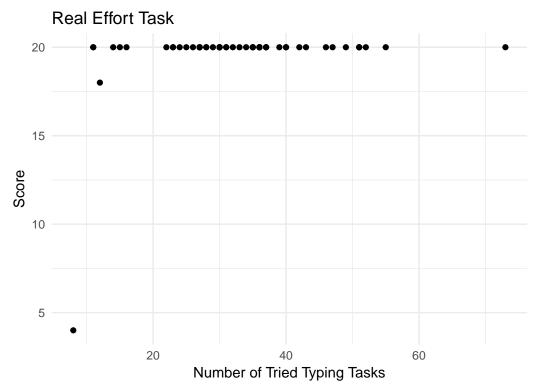
Compiled by Curtis Kephart, curtis.kephart@nyu.edu, with R Markdown Notebook. 2017-07-10 16:07:08 GMT, America/Chicago

#### Real Effort Task

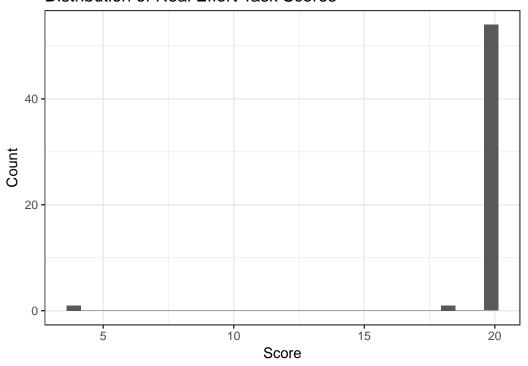
Below, a table of each subject's RET preformance.





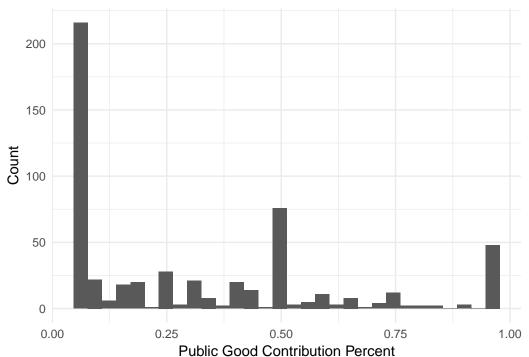


### Distribution of Real Effort Task Scores

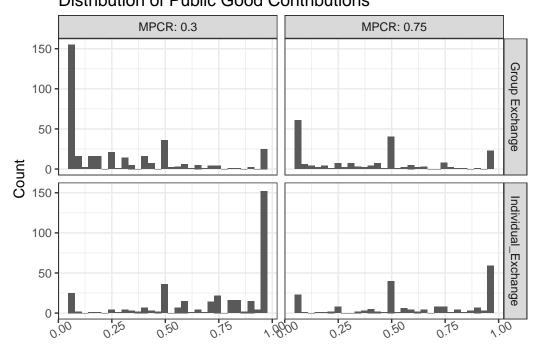


#### Public Good Game

#### Distribution of Public Good Contributions

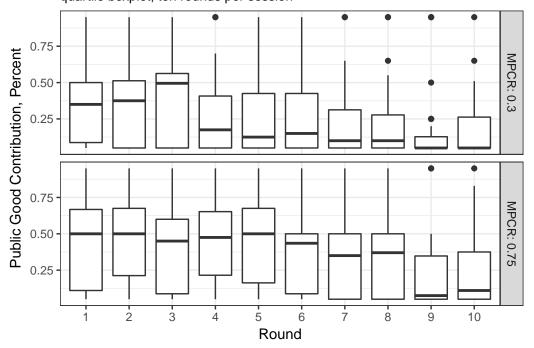


## Distribution of Public Good Contributions

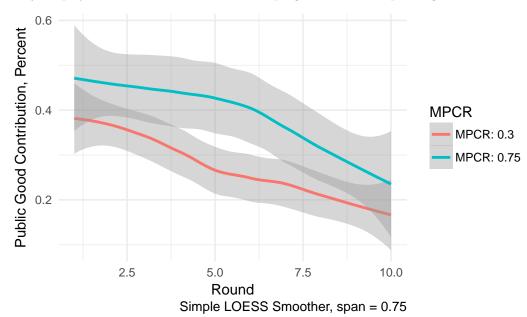


**Public Good Contribution Percent** 

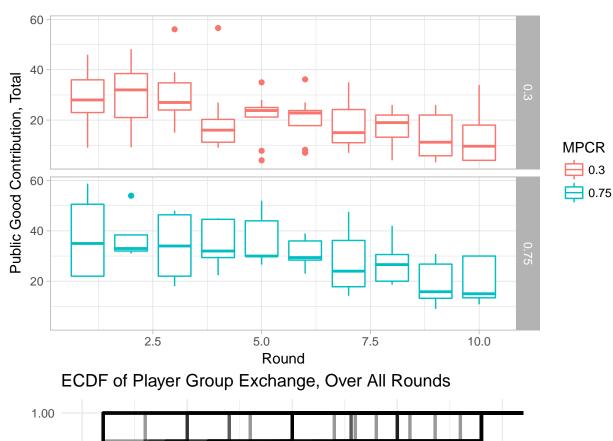
Public Good Contribution Rates Over Session Rounds quartile boxplot, ten rounds per session

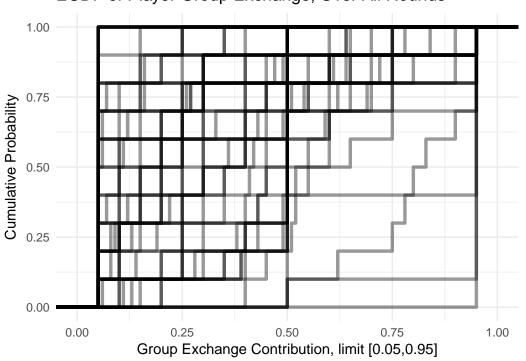


Subjects played ten VCM rounds. As rounds progressed, rates of public goods contribution declined.

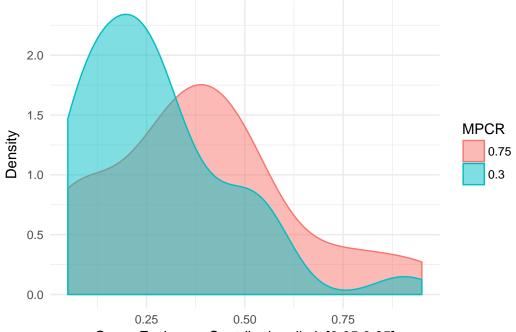


Comparing between MPCRs, the higher rates generally had approximately 10% higher public good contribution rates on average.



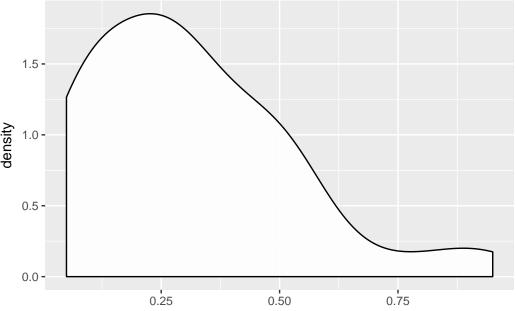


### Distribution of Group Exchange Contributions



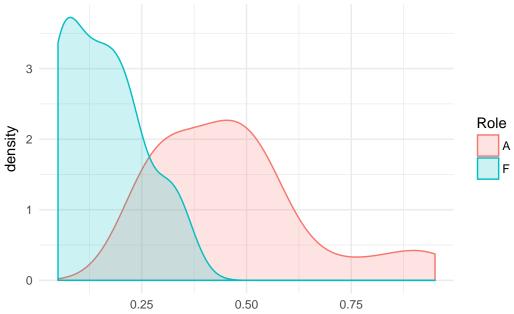
Group Exchange Contribution, limit [0.05,0.95]

# Distribution of Public Good Contributions, by Percent of Endowment

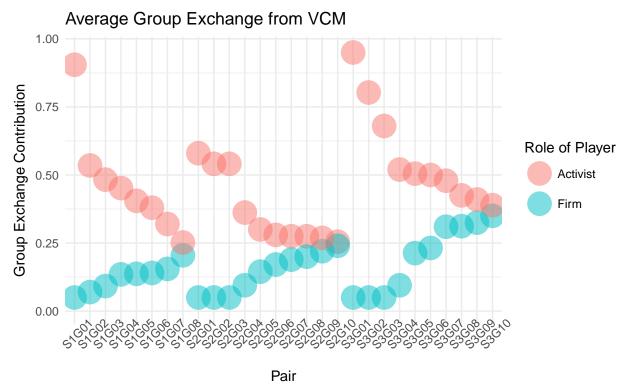


Group Exchange Contribution as Percent of Endowment

## Distribution of Public Good Contributions, by Percent of Endowment, by Role



Group Exchange Contribution as Percent of Endowment



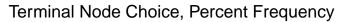
#### Stage Game

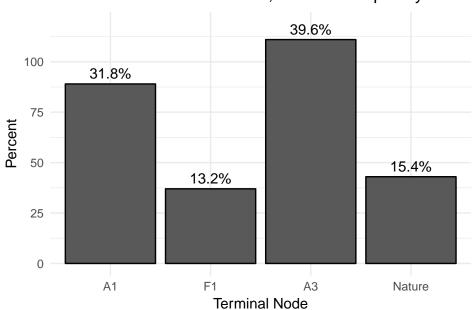
Treatment subject summary tables

Below, reports the overall percent each terminal node choice was selected by stage game groups. Number of

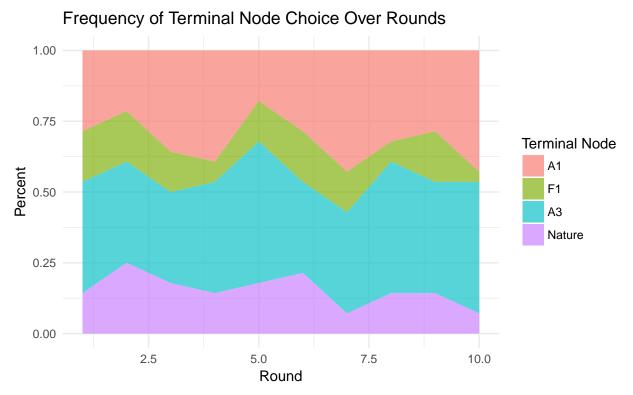
groups are the numbers below divided by two.

MPCR	N Subjects
0.30	36
0.75	20

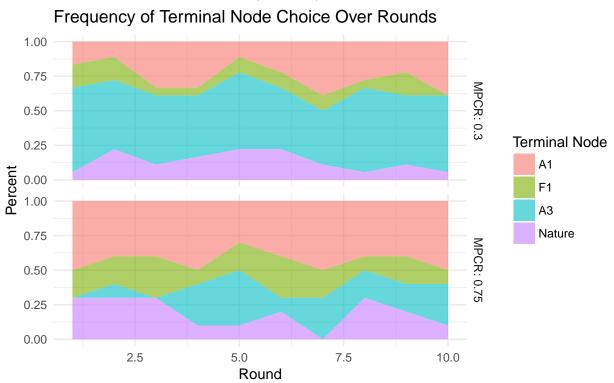




Below, reports how terminal node choices evolved as the session progressed over each of ten rounds. Groups in the stage game were fixed.



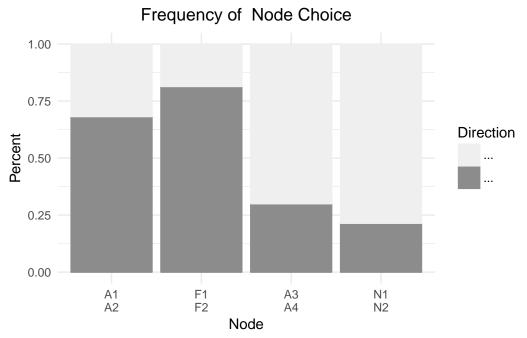
Below, breaks down terminal node choice dynamics by MPCR treatment.



Selections were elicited via the strategy method. For example, even if A1 was selected by the role A player, Role F would still be asked what they would choose if A  $had\ chosen\ A2$  previously. At the end of each round, the terminal node and payoffs were revealed to both players. And the next round begins with the strategy method again.

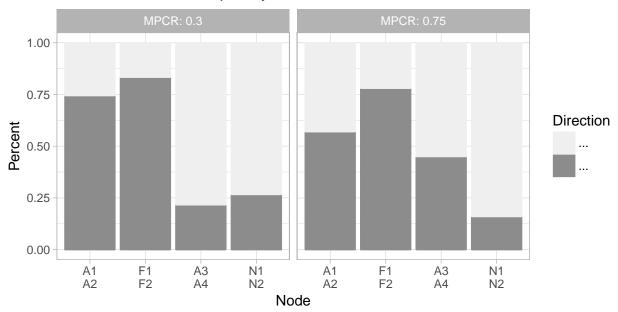
Below reports the percent of time each choice was selected at each decision.

Nature was selected by a random number generated via the experiment software, with probability of N1 = 0.75.



The plot below breaks the above plot down by MPCR treatment.

#### Frequency of Node Choice



Below, the table shows the average rates at which each MPCR treatment groups reached each possible terminal node.

These groups were composed of two-players in ten repeated rounds. We find the average number of times each group reached each possible terminal node. There were 18 such groups in the MPCR = 0.3 treatment, and 10 such groups in the MPCR = 0.75 treatment regime.

The table is arranged to make it easy to compare terminal node rates between MPCR regimes.

```
terminal node
                   Α1
                             A1
                                      F1
                                               F1
                                                        A3
                                                                  A3
                                                                         Nature
                                                                                   Nature
                                                        0.30
                   0.30
                            0.75
                                     0.30
                                              0.75
                                                                 0.75
                                                                           0.30
                                                                                     0.75
mpcr
average
                  0.256
                           0.430
                                     0.100
                                              0.190
                                                       0.511
                                                                 0.190
                                                                          0.133
                                                                                    0.190
                  0.0149
                                    0.0071
                                             0.0307
                                                                0.0238
                                                                         0.0076
                                                                                   0.0242
                           0.0422
                                                       0.0166
                    18
                             10
                                      18
                                               10
                                                         18
                                                                  10
                                                                            18
                                                                                      10
n
```

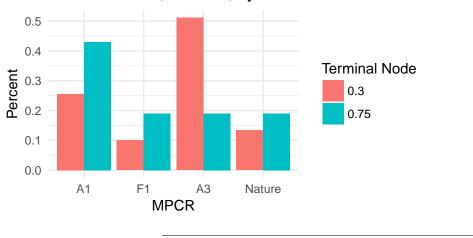
```
## Do groups in MPCR 0.3 and 0.75 reach A1 at the same rates?
##
  Wilcoxon rank sum test with continuity correction
##
##
## data: (df tab %>% filter(mpcr == 0.3 & terminal node == "A1"))$percent and (df tab %>% filter(mpcr =
## W = 71, p-value = 0.3594
\#\# alternative hypothesis: true location shift is not equal to 0
## [1] "Do groups in MPCR 0.3 and 0.75 reach F1 at the same rates?"
##
  Wilcoxon rank sum test with continuity correction
##
##
## data: (df_tab %>% filter(mpcr == 0.3 & terminal_node == "F1"))$percent and (df_tab %>% filter(mpcr =
## W = 89, p-value = 0.9791
## alternative hypothesis: true location shift is not equal to 0
## [1] "Do groups in MPCR 0.3 and 0.75 reach A3 at the same rates?"
##
  Wilcoxon rank sum test with continuity correction
##
##
## data: (df_tab %>% filter(mpcr == 0.3 & terminal_node == "A3"))$percent and (df_tab %>% filter(mpcr =
## W = 143.5, p-value = 0.01032
## alternative hypothesis: true location shift is not equal to 0
## [1] "Do groups in MPCR 0.3 and 0.75 reach Nature at the same rates?"
##
##
  Wilcoxon rank sum test with continuity correction
##
## data: (df_tab %>% filter(mpcr == 0.3 & terminal_node == "Nature"))$percent and (df_tab %>% filter(m
```

We only see a significant difference between groups' inclination to reach terminal node A3.

## alternative hypothesis: true location shift is not equal to 0

## W = 82.5, p-value = 0.7284

#### Terminal Node, Percent, by MPCR Treatment



#### **Inequality Aversion**

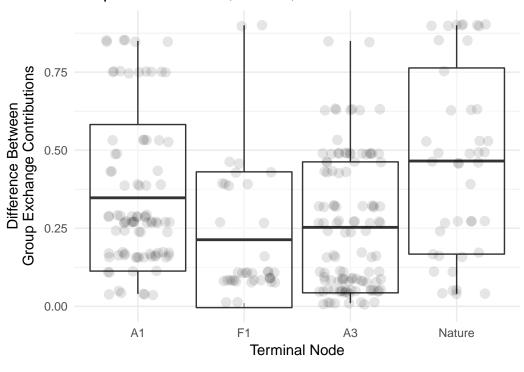
Below we consider the effect of varying public good contributions on the terminal nodes selected by players in the stage game.

The stage game was played by two-players. Each player had some average public good contribution from their ten rounds of the VCM game.

In the plot below, we see the distribution of these two-player-group differences in public good contributions for each terminal node selected. A large difference implies one player contributed a lot more to the public good relative to the other, while a small difference means the two players contributed at similar rates. The plot above labeled "Average Group Exchange from VCM" shows the public good contributions of each group in the stage game.

The plot shows that F1 tended to be selected where public good contribution differences were the smallest within groups. While players tended to reach the nature node where differences in group exchange contributions were the highest.

#### Boxplot with median, 95%CI, min. & max.



#### Reaching Nature

$$N_g = \beta_0 + \beta_1 \cdot \delta MPCR_g + \beta_3 \cdot ln(GEdiff_g) + \epsilon_g$$

- Where  $N_g$  is the percent of the time group g reached nature as their terminal node,
- $\delta MPCR_g$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- $GEdiff_g$  is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
## lm(formula = Nature_percent ~ MPCR_0.30 + log(GE_diff), data = df_group)
##
  Residuals:
##
##
                  1Q
                       Median
                                             Max
   -0.22744 -0.10023 -0.03750
                               0.05252
                                        0.52020
##
##
## Coefficients:
##
                Estimate Std. Error t value Pr(>|t|)
                 0.28716
                            0.06909
                                       4.156 0.000331 ***
## (Intercept)
## MPCR_0.30
                -0.03623
                            0.06712
                                      -0.540 0.594134
## log(GE_diff)
                                       2.210 0.036468 *
                 0.06979
                            0.03157
## Signif. codes:
                     '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
## Residual standard error: 0.1685 on 25 degrees of freedom
## Multiple R-squared: 0.1833, Adjusted R-squared: 0.118
```

```
## F-statistic: 2.806 on 2 and 25 DF, p-value: 0.07955
```

```
N_{gt} = \beta_0 + \beta_1 \cdot \delta MPCR_g + \beta_3 \cdot ln(GEdiff_g) + \epsilon_{gt}
```

- Where  $N_{qt}$  is 1 if group g eached nature as terminal node in round t and 0 otherwise,
- $\delta MPCR_q$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- GEdiff<sub>g</sub> is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
  lm(formula = Nature ~ MPCR_0.30 + log(GE_diff), data = df_per)
## Residuals:
##
        Min
                  1Q
                      Median
                                            Max
   -0.27980 -0.19749 -0.13500 -0.04046
##
  Coefficients:
##
##
                Estimate Std. Error t value Pr(>|t|)
## (Intercept)
                 0.28716
                            0.04595
                                      6.250 1.54e-09
## MPCR_0.30
                -0.03623
                            0.04463
                                    -0.812 0.41769
## log(GE_diff) 0.06979
                            0.02100
                                      3.324 0.00101 **
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## Residual standard error: 0.3545 on 277 degrees of freedom
## Multiple R-squared: 0.0438, Adjusted R-squared: 0.0369
## F-statistic: 6.344 on 2 and 277 DF, p-value: 0.002023
```

#### Reaching F1

```
F1_q = \beta_0 + \beta_1 \cdot \delta MPCR_q + \beta_3 \cdot ln(GEdiff_q) + \epsilon_q
```

- Where  $F1_q$  is the percent of the time group g reached F1 as their terminal node,
- $\delta MPCR_g$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- $GEdiff_g$  is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
## lm(formula = F1_percent ~ MPCR_0.30 + log(GE_diff), data = df_group)
##
## Residuals:
##
        Min
                  1Q
                        Median
                                     3Q
##
   -0.29176 -0.13154 -0.04023 0.04979
##
## Coefficients:
##
                Estimate Std. Error t value Pr(>|t|)
                             0.08372
                                       1.356
## (Intercept)
                 0.11350
                                                 0.187
## MPCR 0.30
                -0.10609
                             0.08133
                                      -1.304
                                                 0.204
## log(GE_diff) -0.05495
                             0.03826
                                      -1.436
                                                 0.163
## Residual standard error: 0.2043 on 25 degrees of freedom
```

```
## Multiple R-squared: 0.1169, Adjusted R-squared: 0.04629 ## F-statistic: 1.655 on 2 and 25 DF, p-value: 0.2113
```

```
F1_{gt} = \beta_0 + \beta_1 \cdot \delta MPCR_g + \beta_3 \cdot ln(GEdiff_g) + \epsilon_{gt}
```

- Where  $F1_{qt}$  is 1 if group g eached F1 as terminal node in round t and 0 otherwise,
- $\delta MPCR_q$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- GEdiff<sub>g</sub> is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
## lm(formula = F1 ~ MPCR_0.30 + log(GE_diff), data = df_per)
##
## Residuals:
                 1Q
                      Median
                                   3Q
##
       Min
## -0.29176 -0.17313 -0.10985 -0.04649 0.95052
## Coefficients:
##
               Estimate Std. Error t value Pr(>|t|)
## (Intercept)
                0.11350
                           0.04317
                                     2.629 0.00904 **
## MPCR 0.30
                           0.04194 -2.530 0.01198 *
                -0.10609
                           0.01973 -2.785 0.00572 **
## log(GE_diff) -0.05495
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## Residual standard error: 0.3331 on 277 degrees of freedom
## Multiple R-squared: 0.04301,
                                   Adjusted R-squared:
## F-statistic: 6.225 on 2 and 277 DF, p-value: 0.002268
```

#### Reaching A1

```
A1_q = \beta_0 + \beta_1 \cdot \delta MPCR_q + \beta_3 \cdot ln(GEdiff_q) + \epsilon_q
```

- Where  $A1_q$  is the percent of the time group g reached A1 as their terminal node,
- $\delta MPCR_q$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- $GEdiff_g$  is this group's difference between player average public good contribution rates in the VCM game.

```
##
## lm(formula = A1_percent ~ MPCR_0.30 + log(GE_diff), data = df_group)
##
## Residuals:
                  1Q
                       Median
## -0.52391 -0.22329 -0.06372 0.22744 0.55824
##
## Coefficients:
                Estimate Std. Error t value Pr(>|t|)
## (Intercept)
                0.53160
                            0.13405
                                      3.966 0.000541 ***
## MPCR 0.30
                -0.15307
                            0.13022 -1.175 0.250892
## log(GE_diff) 0.07298
                            0.06126
                                     1.191 0.244734
```

```
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## Residual standard error: 0.327 on 25 degrees of freedom
## Multiple R-squared: 0.115, Adjusted R-squared: 0.04419
## F-statistic: 1.624 on 2 and 25 DF, p-value: 0.2172
```

```
A1_{gt} = \beta_0 + \beta_1 \cdot \delta MPCR_g + \beta_3 \cdot ln(GEdiff_g) + \epsilon_{gt}
```

- Where  $A1_{gt}$  is 1 if group g eached A1 as terminal node in round t and 0 otherwise,
- $\delta MPCR_q$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- $GEdiff_g$  is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
## lm(formula = A1 ~ MPCR_0.30 + log(GE_diff), data = df_per)
## Residuals:
##
      Min
               1Q Median
                               3Q
## -0.5239 -0.3266 -0.2168 0.5582 0.8446
##
## Coefficients:
##
               Estimate Std. Error t value Pr(>|t|)
## (Intercept)
                0.53160
                           0.05892
                                     9.022 < 2e-16 ***
## MPCR 0.30
               -0.15307
                           0.05724
                                    -2.674 0.00794 **
## log(GE_diff) 0.07298
                           0.02693
                                     2.710 0.00714 **
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## Residual standard error: 0.4546 on 277 degrees of freedom
## Multiple R-squared: 0.05722,
                                   Adjusted R-squared: 0.05041
## F-statistic: 8.406 on 2 and 277 DF, p-value: 0.0002856
```

#### Reaching A3

$$A3_q = \beta_0 + \beta_1 \cdot \delta MPCR_q + \beta_3 \cdot ln(GEdiff_q) + \epsilon_q$$

- Where  $A3_g$  is the percent of the time group g reached A3 as their terminal node,
  - $\delta MPCR_g$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
  - $GEdiff_g$  is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
## lm(formula = A3_percent ~ MPCR_0.30 + log(GE_diff), data = df_group)
##
## Residuals:
## Min    1Q Median    3Q Max
## -0.44560 -0.15392 -0.07804    0.11240    0.59169
##
## Coefficients:
```

```
##
               Estimate Std. Error t value Pr(>|t|)
                           0.11020
## (Intercept)
                                     0.615
                0.06774
                                             0.5443
## MPCR 0.30
                           0.10706
                0.29539
                                     2.759
                                             0.0107 *
## log(GE_diff) -0.08782
                           0.05036
                                   -1.744
                                             0.0935 .
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## Residual standard error: 0.2689 on 25 degrees of freedom
## Multiple R-squared: 0.3282, Adjusted R-squared: 0.2744
## F-statistic: 6.106 on 2 and 25 DF, p-value: 0.006932
```

```
A3_{qt} = \beta_0 + \beta_1 \cdot \delta MPCR_q + \beta_3 \cdot ln(GEdiff_q) + \epsilon_{qt}
```

- Where  $A3_{gt}$  is 1 if group g eached A3 as terminal node in round t and 0 otherwise,
- $\delta MPCR_q$  is 1 if this group faced a MPCR of 0.3 and 0 otherwise,
- $GEdiff_g$  is this group's difference between player average public good contribution rates in the VCM game.

```
##
## Call:
## lm(formula = A3 ~ MPCR_0.30 + log(GE_diff), data = df_per)
## Residuals:
##
      Min
               1Q Median
                               30
                                      Max
## -0.7319 -0.4256 -0.1758 0.4422 0.8917
## Coefficients:
##
               Estimate Std. Error t value Pr(>|t|)
                0.06774
                           0.05940
## (Intercept)
                                    1.140 0.25511
## MPCR_0.30
                0.29539
                           0.05771
                                     5.119 5.76e-07 ***
## log(GE_diff) -0.08782
                           0.02715 -3.235 0.00136 **
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## Residual standard error: 0.4583 on 277 degrees of freedom
## Multiple R-squared: 0.1317, Adjusted R-squared: 0.1255
## F-statistic: 21.01 on 2 and 277 DF, p-value: 3.183e-09
```

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