

Week 12 Further Topics in Moral Hazard

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Outline

- 1 Preliminaries
- 2 Product Warranty
- 3 Insurance Game
- 4 Multi-Task Game



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Risk Averse vs. Risk Neutral

Risk averse and **risk neutral** are descriptions of preferences over risky projects.

Given two projects. (A) return monetary payoff \tilde{m} with 100%; (B) a risky project with $\mathbb{E}[Z] = \tilde{m}$.

- Risk averse: always prefer (A)
- Risk neutral: indifferent between (A) and (B)



Utility Functions of Two Preferences

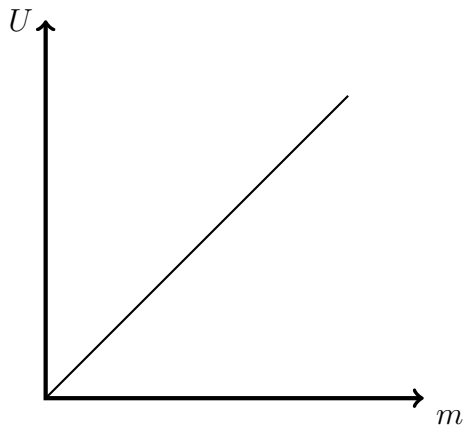


Figure: Risk Neutral

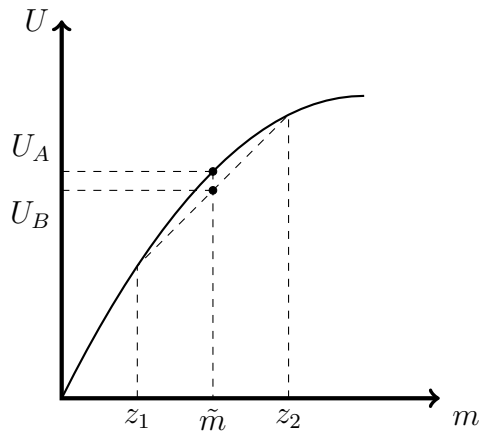


Figure: Risk Averse



Indifference Curves

Definition

A set of bundles that contribute to the same utility level.

Suppose $U(z) = z(28 - z)$, where $z \in [0, 14]$.

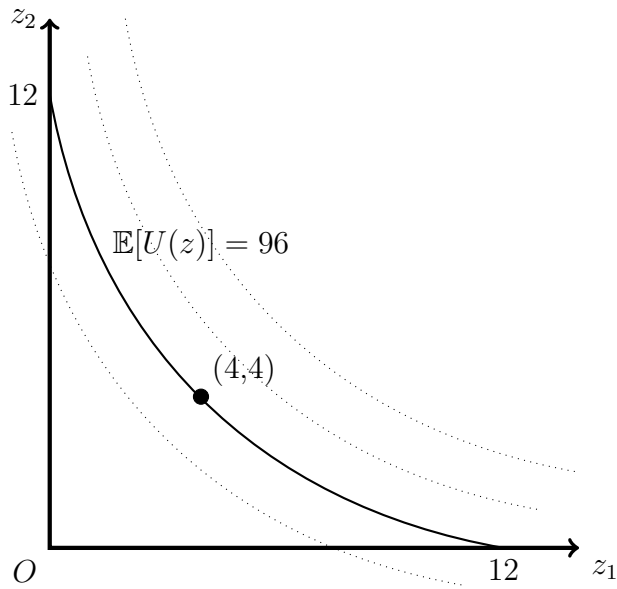
There are two states z_1 and z_2 with probabilities 0.5 and 0.5.

What is the indifference curve for the *expected* utility equal to 96?

$$\mathbb{E}[U(z)] = 0.5U(z_1) + 0.5U(z_2) = 96$$

There are infinite indifference curves in the state space corresponding to different utility levels.





Slope of Indifference Curve

The slope of an indifference curve $\mathbb{E}[U(x, y)] = \bar{U}$ can be calculated by the Implicit Function Theorem.

$$\frac{dy}{dx} = -\frac{\partial U / \partial x}{\partial U / \partial y}$$

For $\mathbb{E}[U(z)] = 96$, at $(4, 4)$:

$$\frac{dz_2}{dz_1} = -\frac{0.5U_x(4)}{0.5U_y(4)} = -1$$



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Double Moral Hazard

Incentive problems on both sides

- Will buyers take care of the product after the purchase?
- Will sellers build in high quality during the production?

Bilateral agreement by buyer and seller

We seek for a warranty contract that disciplines *unobservable* behavior with regard to levels of quality and customer care.



Setup

- One buyer purchases one unit of product from one seller.
- The seller sets up the price p and the warranty ratio $s \in [0, 1]$.
- Product quality q
- Customer care e
- The probability that the product works well is $\Pi(e, q) = \alpha e + \beta q$.
- Seller's cost $C(q) = \frac{1}{2}q^2$ is a convex function.
- Buyer's payoff loss $g(e) = \frac{1}{2}e^2$ is also a convex function.



Two-Stage Game

First Stage

Buyer and Seller forms an agreement with respect to (p, s) , where s specifies the ratio of the compensation that the seller should return to the buyer if the product does not work within a limited amount of time.

Second Stage

Given (p, s) , the buyers and seller chooses their effort level e and quality level q , simultaneously.



Motivations

Buyer's utility

$$U(e, q, p, s) = \Pi z + (1 - \Pi)sz - p - \frac{1}{2}e^2$$

where z is the strength of the product's utility effect.

Seller's expected payoff

$$V(e, q, p, s) = p - (1 - \Pi)sz - \frac{1}{2}q^2$$



First-Best Solution

When buyer and seller are in a cooperative relationship

They choose e and q so as to maximize the joint profit $\max_{e,q} U + V$.

$$\begin{aligned}\hat{e} &= \alpha z \\ \hat{q} &= \beta z\end{aligned}\tag{1}$$



Second-Best Solution

Backward Induction - Stage II

In the second stage, the buyer and seller optimize under the warranty contract (p, s) .

The buyer $\max_e U(e, q, p, s)$, giving rise to

$$e^* = \alpha(1 - s)z \quad (2)$$

The seller $\max_q V(e, q, p, s)$, giving rise to

$$q^* = \beta sz \quad (3)$$

A notable fact is that $e^* < \hat{e}$ and $q^* < \hat{q}$.



Second-Best Solution

Backward Induction - Stage I

The seller chooses the optimal s^* by maximizing the joint profit $\max_s U + V = \Pi z - \frac{1}{2}e^2 - \frac{1}{2}q^2$.

FOC gives that

$$s^* = \frac{\beta^2}{\alpha^2 + \beta^2}$$

Price p is determined by the Participation Constraint

p will be set so that the buyer's expected profit equals her reservation utility, and we skip the details.



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Insurance Game

Players

Smith and an insurance company. Smith has a car with market value 12.

The Order of Play

1. The insurance company offers a contract of form (x, y) , under which Smith pays premium x and receives compensation y if there is a theft.
2. Smith decides whether to accept or reject it.
3. Smith chooses either *Careful* or *Careless*.
4. Nature chooses whether there is a theft, with probability 0.5 if Smith is *Careful* or 0.75 if Smith is *Careless*.



Insurance Game

Payoffs

Smith is risk averse and the insurance company is risk neutral.

If Smith chooses *Careful*,

$$\bar{\pi}_S = 0.5U(12 - x) + 0.5U(y - x)$$

$$\bar{\pi}_I = 0.5x + 0.5(x - y)$$

If Smith chooses *Careless*,

$$\underline{\pi}_S = 0.25U(12 - x) + 0.75U(y - x)$$

$$\underline{\pi}_I = 0.25x + 0.75(x - y)$$

Suppose when Smith is *indifferent*, he will choose *Careful*.



State-space Diagram

We will use a geometric approach to solve the problem, instead of algebraic equations. This approach relies on a **state-space diagram**, a diagram whose axes measure the values of one variable in two different states of the world.

Two states in this example:

- Smith's payment when *Safe*, π_S^{safe}
- Smith's payment when *Theft*, π_S^{theft}



Mapping From $(\pi_S^{safe}, \pi_S^{theft})$ to (x, y)

Each combination $(\pi_S^{safe}, \pi_S^{theft})$ represents a certain contract such that

- $x = 12 - \pi_S^{safe}$
- $y = \pi_S^{theft} + x = 12 + \pi_S^{theft} - \pi_S^{safe}$

Translation of Utility Functions

$$\bar{\pi}_S = 0.5U(\pi_S^{safe}) + 0.5U(\pi_S^{theft})$$

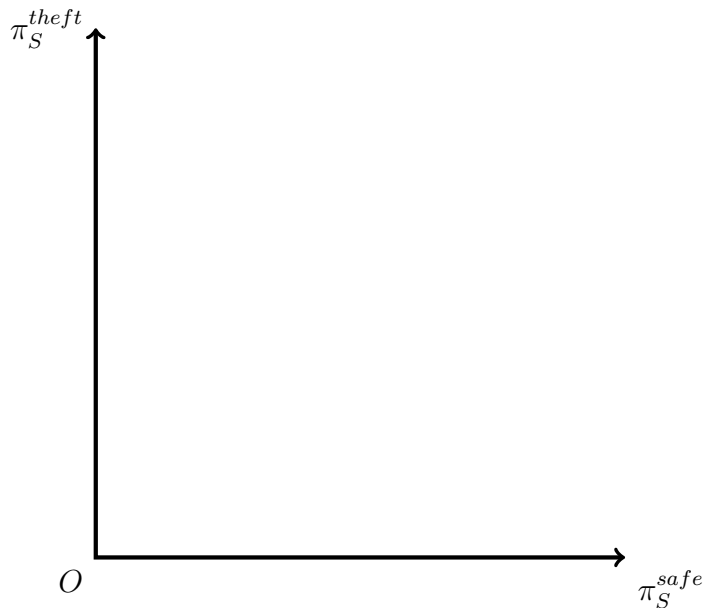
$$\bar{\pi}_I = 6 - 0.5\pi_S^{safe} - 0.5\pi_S^{theft}$$

$$\underline{\pi}_S = 0.25U(\pi_S^{safe}) + 0.75U(\pi_S^{theft})$$

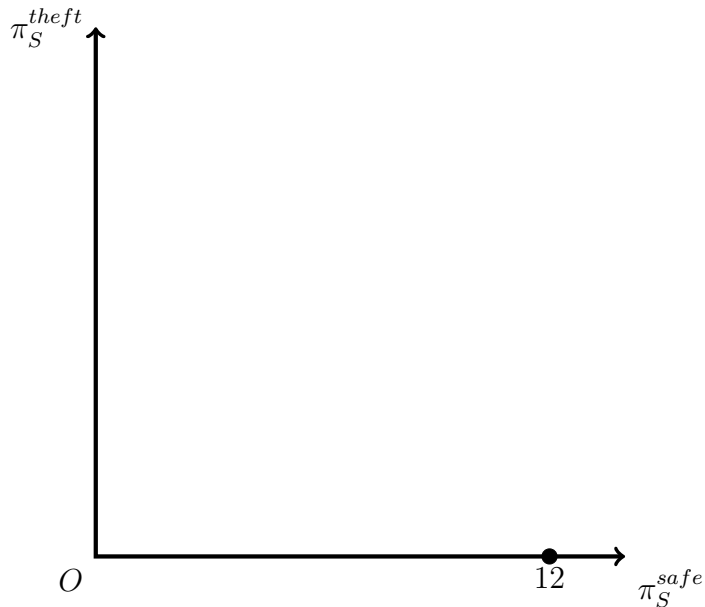
$$\underline{\pi}_I = 3 - 0.25\pi_S^{safe} - 0.75\pi_S^{theft}$$



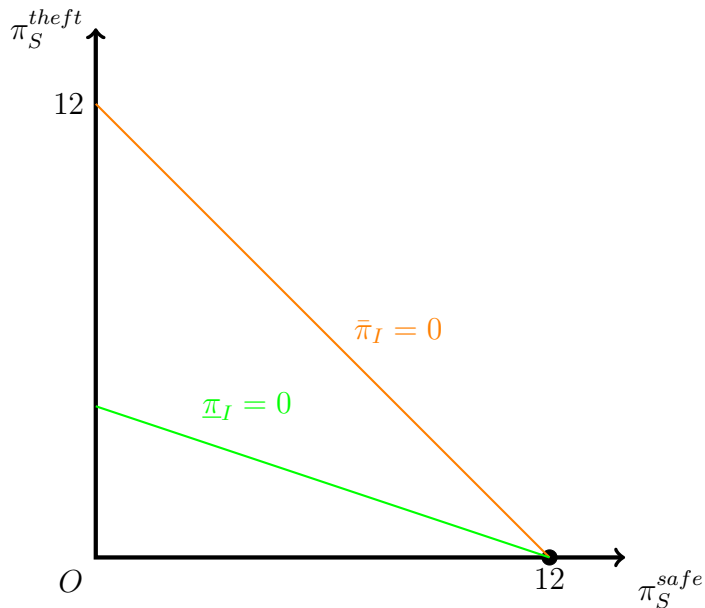
Smith's Reservation Utility



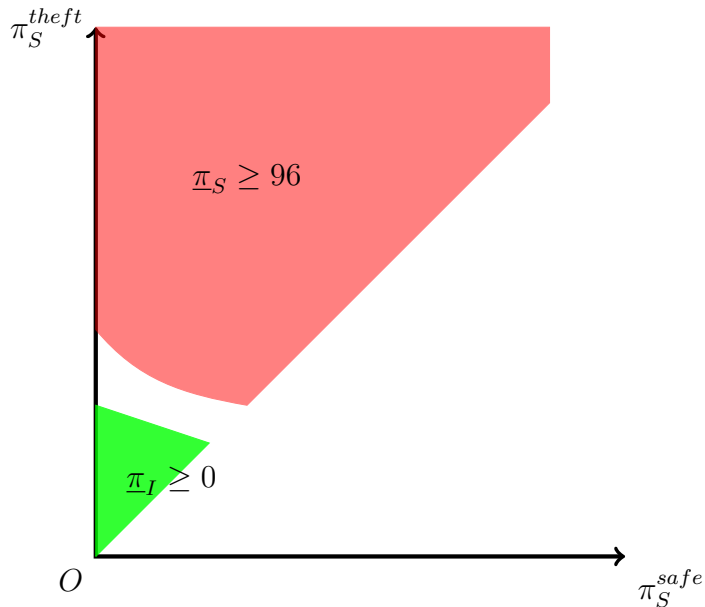
Insurance Company's Zero-Profit Curves



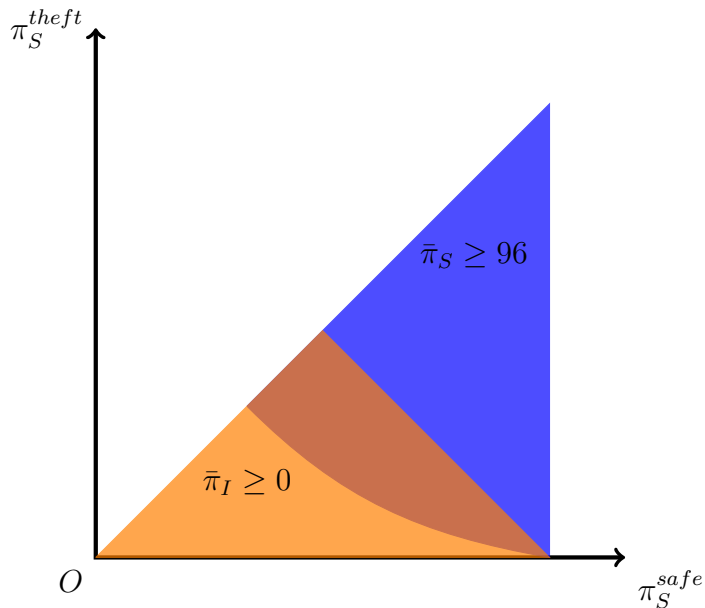
Insurance Company's Zero-Profit Curves



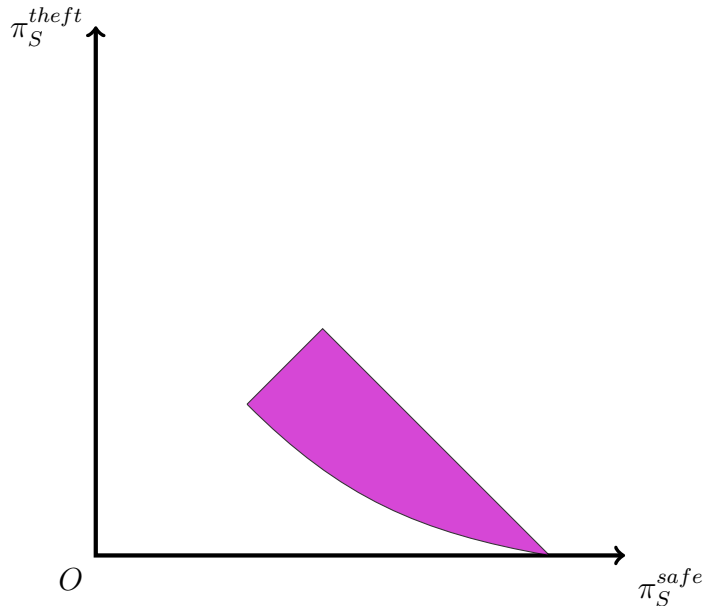
If Smith Chooses *Careless*



If Smith Chooses *Careful*



Contracts Both Can Agree to



Optimal Contract

It can be checked that the slope of the indifference curve for $\bar{\pi}_I$ equals the derivatives of the indifference curve for $\bar{\pi}_S$ at (4,4). So that the optimal contract for the insurance company is represented by (4,4) in the state-space diagram.

Under the optimal contract, Smith pays the premium at the price of 8, while the insurance company pays Smith 12 if his car is stolen. In such a case, when Smith gets equal payoffs in both states, we say Smith is **fully insured**.

What is the insurance company's profit under the optimal contract?



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Allocation of Effort

Holmstrom & Milgrom (1991) point out one place that has been ignored by the standard principal-agent problems — sometimes P wants A to split his time onto different tasks.

If some task is NOT *observable*, and therefore NOT **contractible**, then A has no incentive to spend any time on it.

Examples

- Faculty: research, teaching, service
- Salesman: sales, attitude to customers, customary network



Multi-Task Game

Players

Principal and Agent.

The Order of Play

- 1 P wants A to carry out Task 1 and Task 2. The outputs are q_1 and q_2 . Only q_1 is observable.
- 2 P provides a contract $w(q_1)$ as a function of q_1 .
- 3 A decides whether to accept the contract or reject it.
- 4 If accept, A chooses his effort levels for two projects e_1 and e_2 , where $e_1 + e_2 = 1$.
- 5 Outputs are $q_1(e_1)$ and $q_2(e_2)$, where $q_1(e) = q_2(e) = 2e - e^2$.



Multi-Task Game

Payoffs

If A rejects, both P and A have payoff 0.

If A accepts, then

$$\begin{aligned}\pi_P &= q_1 + \beta q_2 - w \\ \pi_A &= w - e_1^2 - e_2^2\end{aligned}$$

$\beta \in (0, 1)$ measures the importance of Task 2.

Solve for the optimal linear contract $w(q_1) = a + bq_1$.



Incentive Compatibility

Effort induced by linear contract

$$\max a + bq_1(e_1) - e_1^2 - e_2^2$$

FOC given that $e_2 = 1 - e_1$

$$\begin{aligned} e_1^* &= 1 - \frac{1}{2+b} \\ e_2^* &= \frac{1}{2+b} \end{aligned} \quad (4)$$

- e_1^* is increasing in b .
- How much effort A puts in is only related with b (marginal return) but not a (fixed wage).



Optimal b

FOC to $\max \pi_P$

$$2 - 2e_1 + \beta(2 - 2e_2)(-1) - b(2 - 2e_1) = 0$$

Solve for e_1^*

$$e_1^* = 1 - \frac{\beta}{1 + \beta - b} \quad (5)$$

Combining Eq. (1)(2)

$$b = \frac{1 - \beta}{1 + \beta}$$

Note that b is decreasing in β . It means that the more important the unobservable task is, the less incentive the principal should provide for the observable task.

Participation

After we solve for b , e_1^* , e_2^* , P picks a so that A 's utility equals 0. That is

$$a + bq(e_1^*) - (e_1^*)^2 - (e_2^*)^2 = 0 \quad (6)$$

a^* is the solution to Eq.(3).



Vocabulary

incentive

动机

insurance game

保险博弈

premium

保费

state-space diagram

状态空间图

fully insured

全保险

multi-task game

多任务博弈

