

# Facing Unequal Barriers to Recover: Exploring Redistribution Preferences in the Face of Lending Discrimination

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- 1 Summary
- 2 Literature
- 3 Theoretical Framework
- 4 Overview of Experimental Design
- 5 Estimation Strategy

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- (Forward-looking) participants vote for future redistribution

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  - White neighborhoods received roughly twice as much per person in small-business loans compared with Black neighborhoods (Delis, Fringuellotti and Ongena, 2021)

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- Perception of agency and procedural equality crowd out the demand for redistribution (Akbaş, Ariely and Yuksel, 2019)

- **Lending Discrimination**

- Lack of agency
- Effort levels vs. Efficiency
- Support for redistribution by society formation
- Poor privileged vs. Rich underprivileged

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  - observe their own social class  $s_i$  and the social class of the other players  $s_{-i}$  (society formation)
  - receive a private signal about their ability  $\theta_i$  Given these parameters,
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  - vote about redistribution, supply effort (labor) in exchange for income, and allocate money to charity.

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- Assumptions:
  - $F(\theta_i, s_h)$  first-order stochastically dominates  $F(\theta_i, s_l)$
  - $F(\theta_i, s_i)$  is increasing in  $\theta_i$ .

The game timing is:

- 1 Agents observe  $s_i$  and  $s_{-i}$  and receive a private signal  $a_i$  about their ability. They update  $\theta_i$
- 2 Agents vote and choose the level of redistribution in society
- 3 Agents exert effort and receive income
- 4 Agents decide whether to allocate money to charity or not

- The financial payoff of each agent before the charity is given by:

$$\Pi_i^{Before} = (1 - \tau)\pi_i + \frac{\tau \sum_{i=1}^3 \pi_i}{3}$$

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- Furthermore, the financial payoff of each agent after the charity is given by:

$$\Pi_i^{After} = \begin{cases} \Pi_i^{Before} - \kappa_i & \text{if } \min(\Pi_j) \neq \Pi_i \\ \Pi_i^{Before} + \sum \kappa_{-i} & \text{if } \min(\Pi_j) = \Pi_i \end{cases}$$

- $\kappa_i$  is a charity transfer from agent  $i$  to the poorest agent
- $\kappa_{-i}$  is a charity transfer from agents  $-i$  to the poorest agent  $i$

- Each agent also faces a fairness disutility rising from income disparity among the whole society and within its social group as defined by its status:

$$\psi_i = -\alpha_i(\Pi_i^{After} - \min_{s_j=s_i}(\Pi_j^{After}))^2 - \beta_i(\Pi_i^{After} - \min(\Pi_j)^{After})^2$$

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- **Backward Induction**

- In Phase 4, each agent maximizes their utility by setting  $\kappa_i$ .
  - In a society where each individual has positive  $\alpha$  and  $\beta$ , the charity will flow from the affluent members of society to the least advantaged, leading to the following theoretical predictions:

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**H1A:** *Agents with higher income donate to charity.*

**H1B:** *Agents with higher income donate more to charity if the poorest individual is a member of their own group.*

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- In Phase 3, the action of agents is non-strategic; they always exert a unit of effort and receive their income

**H2:** *Agents exert effort regardless of their types, the society formation, and the chosen redistribution policy.*

# Expectations and Hypotheses

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  - Agents do not observe  $\mu$
  - Given their type ( $s_i$ ) and beliefs about their ability ( $\theta_i$ ), agent  $i$  will form beliefs about their future earnings
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**H3B:** *Agents with high-status type vote for the less redistribution.*  
**H3C:** *When others have low-status types, agents vote for the less redistribution.*

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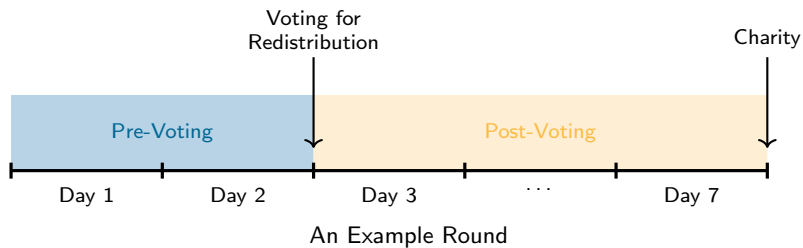
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- **Round Structure.** A round is composed of 7 experimental working days (we will call it "day")
  - After the first two days with real effort tasks, players will hold a forward-looking vote on redistribution schemes
  - Players will complete real-effort tasks for five more days under the new redistribution scheme.
  - Players will decide whether they would like to give charity to the poorest player anonymously



# Overview of Experimental Design



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- Lastly both KLEEs and KANDINSKYs will have a group-level quiz with group chat to strengthen the social identity

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- Underprivileged agents will face a costlier loan if they fail to meet the daily required budget at the end of the day

$$\$0 < k_i^P < k_i^U < \$1$$

- the cost of loans ( $k_i$ ) for participant  $i$
- the cost of loans for privileged members ( $k_i^P$ )
- the cost of loans for underprivileged participants ( $k_i^U$ ):

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- If failure to meet the required budget  $\rightarrow$  FAILURE  $\rightarrow$  0 earnings for that round and must take a loan to meet their required budget:

$$\pi_{i,t} = 0 \mid \text{I}[\text{Failure}_{i,t} = 1]$$



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- Participants will be asked their incentivized guesses about average income and other players' strategies
- A simple majority will choose the tax scheme, and the chosen scheme will be public information



- At the end of the seventh day, players will be told their net earnings before charity ( $\pi_i^{Before}$ ).

$$\pi_i^{Before} = \underbrace{\left( \sum_{t=1}^2 \pi_{i,t} \right)}_{\text{Pre-Voting Earnings}} + \underbrace{(1 - \tau) \left( \sum_{t=3}^7 \pi_{i,t} \right) + \left( (\tau/3) \sum_{i=1}^3 \sum_{t=3}^7 \pi_{i,t} \right)}_{\text{Post-Voting Earnings}}$$

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- Players will be also given the option to allocate their earnings to the poorest participant as they wish:
- Furthermore, the financial payoff of each agent after the charity is given by:

$$\underbrace{\pi_i^{After}}_{\text{After Charity Earnings}} = \begin{cases} \pi_i^{Before} - \kappa_i & \text{if } \min(\pi_j) \neq \pi_i \\ \pi_i^{Before} + \sum \kappa_{-i} & \text{if } \min(\pi_j) = \pi_i \end{cases}$$

- 1 Summary
- 2 Literature
- 3 Theoretical Framework
- 4 Overview of Experimental Design
- 5 Estimation Strategy**

- Hypotheses (H1A and H1B), we will use the ordinary least squares with the following model:

$$\sum_j^{j \neq i} \kappa_{i,j} = \beta_0 + \beta_1 \cdot \sum_j^3 (\Pi_i - \Pi_j)^2 + \alpha_1 \cdot \sum_j^{s_j = s_i} (\Pi_i - \Pi_j)^2 + e_i$$

where the nulls are  $H_{2A}^0 : \beta_1 \leq 0$  and  $H_{2B}^0 : \alpha_1 \leq 0$  and alternative hypotheses are  $H_{2A}^1 : \beta_1 > 0$  and  $H_{2B}^1 : \alpha > 0$ .

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- Hypotheses (H3A) pose a methodological challenge since elicited beliefs about expected utility above the mean at the end ( $\gamma_i$ ) will depend on individual ability and effort, where the former is unobserved
- A two-stage least squares (2SLS) regression analysis with block randomized task difficulty to overcome this challenge

$$\gamma_i = b_0 + b_1 \sum_{r=1}^R \mathbb{I}[\text{task}_r = \text{Difficult}] + b_2 \sum_{t=1}^2 \pi_{i,t} + b_3 \left( \mathbb{I}[s_i = s_H] \right) + \nu_i$$

- Exploiting the random variation in difficulty, we will instrument for ability. After fitting  $\hat{\gamma}_i$  for individual  $i$ , we will conduct the following second stages:

$$\mathbb{I}[\tau_i = 0.4] = c_0 + c_1 \hat{\gamma}_i + c_2 \sum_{t=1}^2 \pi_{i,t} + c_3 \left( \mathbb{I}[s_i = s_H] \right) + \epsilon_i$$

where the null is  $H_{3A}^0 : c_1 \geq 0$  and alternative hypothesis are  $H_{3A}^1 : c_1 < 0$

Thank you for your attention!

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