# **Credibility Dynamics and Disinflation Plans**

Rumen Kostadinov McMaster Francisco Roldán IMF

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#### Main question: How are announcements of future policy able to affect beliefs?

- Models
  - Commitment
  - Discretion
  - Hybrids
- This paper: rational-expectations theory of government credibility
  - · Insights from reputation
- Application: Inflation Targeting, disinflation plans
  - Model: stubborn types committed to inflation targets
  - Planner (very likely to not be stubborn) announces targets
  - · Anticipates reputation dynamics once plan in place, weighs against plan itself

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- · Does not depend on inertia or 'real' effects, only incentive:
- · High credibility  $\neq$  high reputation
- Story
  - $\cdot$  CB values your belief that it follows the plan  $\implies$  has incentive to "keep the fiction alive"
  - Incentive does not require reputation to be high
  - Strength of the incentive depends on the entire plan
- · (Technical but critical) **Imperfect control**, means  $p \in (0, 1)$  continuously
  - Makes some plans more credible than others

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  - · Makes some plans more credible than others  $\implies$  gradualism

# Model

#### Framework

- A government dislikes inflation and output away from a target  $y^\star>0$ 

$$\mathcal{L}_t = \mathbb{E}_t \left[ \sum_{s=0}^{\infty} eta^s \left( (\mathbf{y}^\star - \mathbf{y}_{t+s})^2 + \gamma \pi_{t+s}^2 
ight) 
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· A Phillips curve relates output to current and expected future inflation

$$\pi_t = \kappa \mathbf{y}_t + \beta \mathbb{E}_t \left[ \pi_{t+1} \right]$$

- The government controls inflation only imperfectly (through  $g_t$ )

$$\pi_t = \mathbf{g}_t + \epsilon_t$$

with  $\epsilon_{\mathsf{t}} \stackrel{\mathsf{iid}}{\sim} \mathsf{F}_{\epsilon}$ 

## Behavioral/Stubborn types

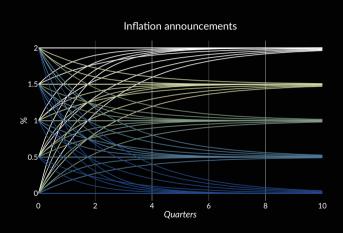
- What is the set C?
  - $\cdots$  and associated possible  $\phi_c$  functions
- Consider  $\{a_t\}_t$  paths characterized by
  - Starting point a<sub>0</sub>
  - Decay rate  $\omega$
  - · Asymptote  $\chi$

$$a_t = \chi + (a_0 - \chi)e^{-\omega t}$$
$$\phi(a) = \chi + e^{-\omega}(a - \chi)$$

# Behavioral/Stubborn types

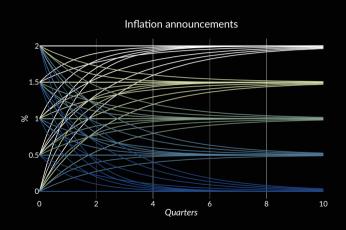
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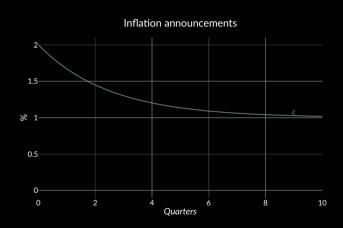
### Gameplay

- At t = 0, inflation targets are announced
  - Type  $\mathbf{c} \in \mathcal{C}$  says  $\mathbf{c}$
  - Rational type strategizes announces r possibly  $\in \mathcal{C}$
- At time  $t \ge 0$ , the governmen sets inflation
  - Behavioral type  $c \in \mathcal{C}$  implements  $g_t = a_t^c$  Rational type acts
    - strategically
    - chooses  $g_t \leqslant a_t^c$



### Gameplay

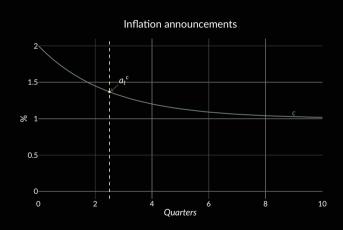
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    - chooses  $g_t \leqslant a_t^2$

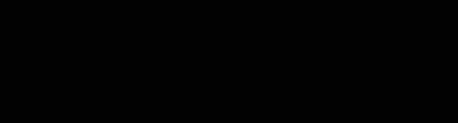


### **Gameplay**

- At t = 0, inflation targets are announced
  - Type  $\mathbf{c} \in \mathcal{C}$  says  $\mathbf{c}$
  - Rational type strategizes announces r possibly  $\in \mathcal{C}$
- At time t > 0, the government sets inflation
  - Behavioral type  $\mathbf{c} \in \mathcal{C}$ implements  $g_t = a_t^c$
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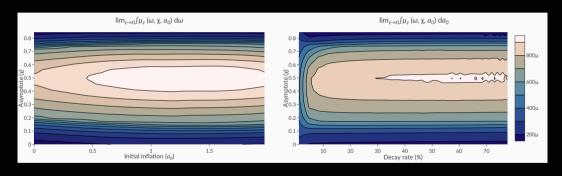
Equilibrium

# **Equilibrium distribution of announcements**

Model solution yields a distribution of announcements

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#### Model solution yields a distribution of announcements



- Gradualism:  $\mathbb{P}(a_0 > \chi) = 71.3\%$ .  $\mathbb{P}(a_0 > 5\chi) = 18\%$ .  $\mathbb{P}(\text{decay} \le 10\%) = 6.17\%$ .
- · Imperfect credibility:  $\mathbb{P}(\chi = 0) = 0.73\%$ .

· Model of reputation + imperfect control creates incentives for a gradual disinflation

#### Questions

- 1. Real sources of inertia how do they interact with gradualist incentives?
- 2. Fiscal policy, seignorage two-sided reputation
- Quantitative version(s):
  - Consumption and nominal rates
  - Open economy: carry-trade and REER
  - Investment and costs of monetary contraction
- 4. Flexible announcements: liftoff
- 5. Empirical validation of (1) + (2)

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