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12nd August 2020.

CONSUMPTION AND ECONOMIC SYSTEM DESIGN

DRAFT VERSION

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ECONOMIC SYSTEM DESIGN

What is Consumption

To initiate this subject, we need to first define consumption.

Consumption is getting people to **spend**

- their **money** or
- their **time** or
- their **attention**

for something you offer them.

Consumption decides production

In an economic system, only those things gets produced that gets consumed. Any production that will not be consumed is a waste.

Initial definition of economic system

So that gives us a bare bones definition of an economic system.

An economic system decides:

- What gets **consumed**.
- Who gets to **produce**.
- What are the **rules of interaction** between consumers and producers.

Consumption is the origin of value

Because **consumers decide** what gets produced, the consumers are the **originators of value** in an economic system.

Source of all value in an economic system are consumers.

What is value in economic system

Value has different meanings in different contexts.

In context of economic system design, we define value as **the gains accrued as a result of operation of the system**

Since **consumers** are the **source of all value** in an economic system, it is the consumers that **provide incentives needed to be distributed** to all other participants in the system.

So in our bare bones economic system,
consumers **initiate the value**, and producers
try to **capture the value** released by consumers.

An economic system is efficient if value needed to incentivize **producers to produce** goods or services for per unit of **consumption desired by consumers** is least.

Value definition of economic system

Now we are in position to give a value definition of our basic economic system with just two entities: Consumers and Producers

An economic system is **flow of value from consumers to producers.**

Assuming consumers read online news articles in some article generation system, then we can denote every **article-view as a basic unit of consumption.**

In such a system, 1000 article-views will originate more value than 10 article-views.

If we were to assign **one token to represent one article-view**, then consumption of 1000 article-views will originate 1000 tokens as value.

These 1000 **tokens** are then **available to be distributed to authors** who constitute the producers.

As consumption is the source of all value,
consumption is valuation.

More consumption is more valuation.

If a unit of that consumption is assigned
a token, those tokens could be traded
in open markets to discover its market valuation.

Fundamentally, markets **assign valuation only to consumption.**

Stock, Commodities and Crypto markets are assigning value only to either present or future value of that consumption.

So, in our article generation system, **open markets will assign some market valuation** to 1000 tokens of consumption value.

This market valuation of consumption tokens is the **real incentives to the producers.**

So we have now completed the flow of our basic economic system:

1. **Consumers** originate value due to the process of consumption.
2. **Rules of economic system** transfers the consumption value to producers.
3. **Open markets** discover the monetary value attached to consumption value.

Stability of economic system

Assuming the allocation of consumption value to producers is termed as cost of production, then:

If the costs of production is **higher** than consumption value, then its an **unstable** system.

If the costs of production is **lower** than consumption value, then its a **stable** system.

Introducing currency

We will now introduce the notion of a currency in an economic system.

Currency is a **common platform where consumers, producers, investors and facilitators agree what constitutes value.**

It provides a **common base for value transfers, and value flows** in the system.

A common currency is very important to have **low transaction costs** in the system.

How an economic system gets a start

Consumers Initiation:

Consumers select what they want first, and then producers compete among each other to produce.

That initiates the economic system.

Producers Initiation:

Producers create new kinds of products and services, and offer it to consumers.

If consumers develop a fancy for the new offering, it initiates the economic system.

Introducing a new role: Investors

In both consumer initiated as well as producer initiated economic systems, the initial value for producers to be able to produce is provided by a role called investors.

The role of investors is to **provide for the shortfall of consumption value to producers till the consumers are ready to assume full costs.**

First expansion of economic system definition

So we will now expand our basic definition of economic system to include investors as well.

An economic system decides:

- What gets **consumed**
- Who gets to **produce**
- Who gets to **invest**
- What is the **currency** of the system
- What are the **rules of interaction** between consumers, producers, and investors.

And we will define **3 phases of economic system**

INITIAL phase->TRANSITIONAL phase->STABLE phase

Initial Phase: Source of value is provided by the investor. No consumers exist in the system at this point.

Transitional Phase: Source of value transitions from investors to consumers in transitional phase. Consumers start building in transition phase.

Stable Phase: Source of value is provided by the consumers. Consumers have stabilized in stable phase.

So **economic system design** will have:

Rules of value transfer from investors to producers in initial phase.

Rules of value transfer from investors-consumers to producers in transitional phase.

Rules of value transfer from consumers to investors and producers in stable phase.

Introducing facilitators:

In a real world economic system, we often need more entities like marketers, designers, propagators, and auditors. We will call them facilitators

So we get our final definition of the economic system

An economic system decides

- What gets **consumed**.
- Who gets to **produce**.
- Who gets to **invest**.
- Who are the **facilitators**.
- What is the **currency**.
- What are the **rules of interaction** between consumers, producers, investors and facilitators.

Updated definition of currency

Currency is a **common platform** where consumers, producers, investors and facilitators **agree what constitutes value.**

Currency also simplifies in that economic system what is meaning of **increase in value**, and what **defines decrease in value.**

It provides the most efficient way to **facilitate transfer of value.**

Every economic system needs a currency.

Steps to design an economic system:

Define Consumption-> **Assign** a unit of value-> **Specify contributions** of producers, investors facilitators in terms of that unit-> Create value **exchange flows**-> **Create a system** where consumption keeps on growing-> **Trade the unit of value** in open markets so that every one knows how much his value share is worth.

Suppose an economic system consists of many sub-systems.

You can **design economic systems** for different subprocess independently.

Assume unity for every unit of consumption.

Later **do a swap** for all different consumption units in some swap ratio, and unite different subprocesses.

That's how we can build the whole economic system one sub-system at a time.

Participants in the economic system (except consumers) are interested in either their immediate value share be **at least equal** market wages (Producers). Or their value shares should **increase over time** (Investors).

Consumers are interested in **consumption by itself**, and that sources value to every other participant.

Role of Data Integrity

Data integrity is very important in creation of economic system.

Every participant must be able to trust consumption value metrics.

It should be ensured that consumption data is **fraud proof, and spam proof.**

Fundamentally, we are just measuring consumption and denoting other participant share in terms of that unit of consumption.

Then **markets will assign a monetary value** to that unit of consumption.

And then **everyone knows how much is his value share in the system transparently.**

If you can initiate consumption, and then keep the system costs lower than the consumption value of the system, a **stable economic system will be established.**

If all participants grow their total value in the system over time, then **the system will be interlocked to perpetual growth.**

If consumers originate value directly by paying for it, then its a **direct consumption system**.

If consumers originate value indirectly by giving attention or time, then conversion of time-attention value to money needs to take place by indirect means like advertisement or token appreciations. This is **indirect consumption system**.

Indirect consumption systems have generated more value than direct consumption systems.

Create Consumption

Grow Consumption

Do it sustainably
