

Coalitions and Stability

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Introduction

Prisoner's Dilemma

		Country Y	
		Pollute	Abate
Country X	Pollute	0,0	2, -1
	Abate	-1,2	1,1

How to transform the game to make $(Abate, Abate)$ a stable solution?

- binding agreement
- penalties
- altruims
- side payments

Prisoner's Dilemma transformed

Fine of '-2' units for playing unilaterally 'Pollute'

		Country Y	
		Pollute	Abate
Country X	Pollute	0, 0	0, 1
	Abate	1, 0	1, 1

How does the outcome of the game change? Does it deter free-riding? Is cooperation self-enforcing?

Altruism and Side Payments effects

Game 1	Country X	Country Y	
		Pollute	Abate
		Pollute	0,0 -1, -1
Abate	-1, -1 1,1		

Game 2	Country X	Country Y	
		Pollute	Abate
		Pollute	0,0 2, -1
Abate	-1, 2 3, 1		

N-person games. Example

Let $N = 10$ identical countries

Abating effort cost $C = 7$ and confer benefits $B = 7$

N-person games

Let $N \geq 2$

Barrett 1997

Let K be number of cooperators who contribute to public good. Then players' payoffs are

$$\pi_p = a + bK, \text{ if country pollutes}$$

$$\pi_a = c + dK, \text{ if abates}$$

Cooperation size is determined by K

The structure of the payoff is critical in determining whether cooperation can be sustained

N-person games. Example

$$a = 0, b = 5, c = -7, d = 5$$

		Number of abating countries other than i									
		0	1	2	3	4	5	6	7	8	9
Country i	Pollute	0	5	10	15	20	25	30	35	40	45
	Abate	-2	3	8	13	18	23	28	33	38	43

- Prisoner's dilemma revisited
- What is non-cooperative solution?
- Is cooperative solution stable?

N-person games. Example

Find non-cooperative and cooperative solutions to the game if

$$a = 12, b = 3, c = -7, d = 7$$

What is the minimum participation requirement to induce cooperation?

Number of abating countries other than i

		0	1	2	3	4	5	6	7	8	9
Country i	Pollute	12	15	18	21	24	27	30	33	36	39
	Abate	0	7	14	21	28	35	42	49	56	63

N-person games. Example

Find solution to the game if

$$a = 0, b = 5, c = 3, d = 3$$

What is the size of cooperation?

		Number of abating countries other than i									
		0	1	2	3	4	5	6	7	8	9
Country i	Pollute	0	5	10	15	20	25	30	35	40	45
	Abate	6	9	12	15	18	21	24	27	30	33

Basic Game-theoretic conclusions

Two main reason for using game theory

- Positive: Explain some observes real-world behavior
- Normative: How to reach certain desirable outcome

Summary of the simple model of the lecture

- Environmental problems can 'solve themselves' if they are privately beneficial for all the countries
- Environmental problems can be socially optimal but not privately optimal - very hard to solve
- Sometimes there are several equilibria and countries must to coordinate to pick the right ones

IEAs and Games with continuous set of strategies

Static games with continuous set of strategies

Previously: assumption of a simple binary choice decision.

In application to the problem of environmental cooperation it implies that a country need to decide whether 'to participate in an environmental agreement' or 'do not participate in the agreement'. In other words, 'all or nothing'.

Even if decision is 'to participate in the agreement', the country faces a further choice to make: by how much should it agree to participate. Now we generalize our previous discussion by allowing countries to negotiate levels of contribution.

Assume: **Public good** provision - reduction of pollution.

Static games with continuous set of strategies

Previous analysis has shown three types of possible outcomes, regarding possible cooperation:

- non-cooperative
- cooperative
- some cooperate but others do not

Let us start our analysis by considering the first two options

Static games with continuous set of strategies

Consider N identical countries, indexed by $i = 1, \dots, N$.

Each country payoff function.

Each country i maximizes some net benefit (i.e. payoff) function π_i . Let q_i denote pollution reduction by country i , $q_i \in [0, \bar{q}_i]$. Total amount of reduced pollution is $Q = \sum_{i=1}^N q_i$.

$$\pi_i = B(Q) - C(q_i), \quad \text{for } i = 1, \dots, N.$$

Net benefit (payoff) is given as *benefit from total reduction* of pollutant $B(Q)$ minus *individual costs* of reduction $C(q_i)$.

Public good game

Non-cooperative behavior

Non-cooperative behavior means that each country i chooses its level of q_i so that

$$\max_{q_i} \pi_i$$

without regard for the consequences for other countries.

F.O.C.:

$$\frac{\partial B(Q)}{\partial Q} \frac{\partial Q}{\partial q_i} = \frac{\partial C(q_i)}{\partial q_i}.$$

Notice that $\partial Q / \partial q_i = 1$ and given symmetry, we obtain

$$\frac{\partial B(Q^{nc})}{\partial Q} = \frac{\partial C(q^{nc})}{\partial q}, \quad \text{where } Q^{nc} = \sum_{i=1}^N q_i^{nc}.$$

Here subscript nc means 'non-cooperative'.

Conclusion: each country abates up to the point where its own marginal benefit equals to marginal costs of pollution reduction.

Public good game

Full cooperative behavior

Full cooperative behavior means that all N countries *jointly* choose levels of q_i , $i = 1, \dots$ so that maximize their collective payoff

$$\max \Pi = N \cdot B(Q) - \sum_{i=1}^N C(q_i).$$

All countries act as one player!

Public good game

Full cooperative behavior

F.O.C.:

$$N \frac{\partial B(Q)}{\partial Q} \frac{\partial Q}{\partial q_i} = \frac{\partial C(q_i)}{\partial q_i} \quad \text{for all } i.$$

Notice that $\partial Q / \partial q_i = 1$ and given symmetry, we obtain (c means 'cooperative')

$$N \frac{\partial B(Q^c)}{\partial Q} = \frac{\partial C(q^c)}{\partial q}, \quad \text{where } Q^c = \sum_{i=1}^N q_i^c.$$

Condition for efficient provision of public good: each country marginal costs of emission reduction equals to the sum of marginal benefits over all recipients of the public good.

Non-cooperative VS. Full cooperative behavior

- non-cooperative solution (Nash equilibrium) is individually rational
- full cooperative solution is collectively rational
- full cooperative solution is Social optimum (doing the best for the whole society)
- full cooperation requires existence of supranational organization

Non-cooperative VS. Full cooperative behavior

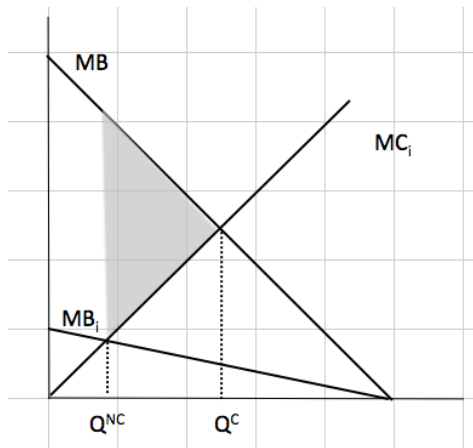


Figure: A comparison of the non-cooperative and full cooperative solutions to an environmental public good problem

Non-cooperative VS. Full cooperative behavior

It shows

- the amount by which full cooperation abatement exceeds non-cooperative abatement ($Q^c - Q^{nc}$)
- magnitude of efficiency gain from full cooperation (the shaded triangle area in the figure)

It depends

- the relative slopes of the MB_i and MC_i curves
- the number of competing countries N (determines the relative slopes of the MB_i and MB curves)

Example. Public good game

Assume the world consists of two countries X which is poor and Y which is rich.

The total benefits (B) and costs (C) of emissions abatement (q) are given by the functions

$$B_X = 8(q_X + q_Y), \quad B_Y = 5(q_X + q_Y),$$

$$C_X = 10 - 2q_X + 0.5q_Y^2,$$

$$C_Y = 10 - 2q_Y + 0.5q_X^2$$

Obtain

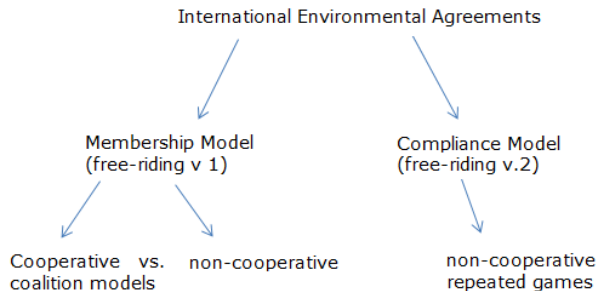
- non-cooperative equilibrium levels for both countries X and Y (Nash equilibrium)
- cooperative levels (social optimum)
- the payoff levels for X and Y in both cases
- does the cooperative solution deliver Pareto-improvements for each country? Or, would one have to give side-payments to the other to obtain Pareto improvements for each with cooperation?

Partial cooperation

IEA Structure

Main Features	Sub Features	Characteristics	
Time	Framework Horizon Interval	Implicit dyn	Explicit Dyn Finite or Infinite Discrete or continuous
Payoff	Structural Relations Arguments Transfers	Independent (flow pollution) only material pfs No	Dependent (stock pollution) also non-material pfs Yes
Equilibria	Sanctions Deviations	different degree Single	of harshness and credibility Multiple
Number of issues		Single	Many
Rules of Coalition Formation	sequence of coalition formation number of coalition membership consensus	simultaneous single open different degree of	sequential multiple exclusive consensus wrt membership

IEA modeling



Membership game. Conjectural variation model

International environmental agreements (IEA) as **conjectural variation models**

d'Aspremont and Gabszewicz (1986), d'Aspremont et al. (1983), Barrett (1991,1992), Carraro and Siniscalco (1991), Barrett (1994), Bauer (1992), Hoel (1992)

Stage game (two or three stages)

Membership game. Conjectural variation model

1st stage: players decide on participation (binary choice: participate or not)

- ▶ coalition S is unique by model assumption, $|S| = K$, $K \leq N$
- ▶ 'signatories': agree to reduce pollution by negotiated amounts
- ▶ 'free-riders': act independently, doing the best they can given what the cooperators have agreed.

2nd stage: players decide on emission levels

- ▶ signatories choose their emissions cooperatively by maximizing aggregate welfare
- ▶ signatories act non-cooperatively towards free-riders
- ▶ free-riders act as singletons and choose their emission levels non-cooperatively doing the best they can given what the cooperators have agreed

3rd stage: allocation of welfare gains

- ▶ happens if players are asymmetric
- ▶ allocation rules

Structure of Membership Game on Public Good

Assumptions in IEA modeling: in bold assumptions used further in the slides!

1. Stage: Participation strategies

Sequence Agreements Membership Min. participation clause	Simultaneous Single Open Yes	Sequential Multiple Exclusive (majority/unanimity) No
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2. Stage: Emission decision

Emission Abatement Payoffs Parameter Values Other Strategies Other Payoff Components	efficient static/dynamic known geoengineering, additional benefits	bargaining or consensus tipping points unknown adaptation etc. or effects
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Allocation of the coalition gain through *Transfers*

Membership Model. Conjectural variation model

Sequence of moves in the first two stages

- *Nash-Cournot assumption*: players choose their moves simultaneously in both stages (Carraro and Siniscalco 1991, Bauer 1992)
- *Stackelberg assumption*: players choose their participation strategies simultaneously but emission levels sequentially (Barrett 1991, 1992)

Strictly speaking, *Stackelberg* assumption means that the second stage consists of two sub-stages

Usually, coalition (or its member, signatories) act as *Stackelberg* leader

Membership Model

A **self-enforcing agreement** is such an agreement if it creates incentives for all the parties (both cooperating countries and free-riders) to adhere to the agreement once it has come into effect.

- no incentives to renegotiate
- payoffs must be such that cheating is deterred
- penalties to countries other than i , should not be a disincentive for a country i
- penalties to country i should not encourage to renegotiate

Membership Model. Conjectural variation model

Three conditions of conjectural variation models

C1 profitability

C2 internal stability

C3 external stability

Membership Model

Let S be coalition of signatories of size $K \leq N$

Denote π_i^S payoff of signatory $i \in S$ and π_j^F payoff of free-rider $j \notin S$

Self-enforcing agreement

Coalition S is self-enforcing if

- 1 no signatory can gain by unilaterally withdrawing from the agreement

$$\pi_i^S \geq \pi_i^{F \cup i}, \quad \forall i \in S,$$

- 2 no signatory can gain by unilaterally acceding the agreement

$$\pi_j^F \geq \pi_j^{S \cup i}, \quad \forall j \notin S.$$

Membership Model

General description of a self-enforcing agreement

A self-enforcing international environmental agreement

is an equilibrium outcome to a negotiated environmental problem that has the following properties:

- there are N countries in total, of which K choose to cooperate and so $N - K$ do not cooperate
- each cooperating country selects an abatement level that maximizes the aggregate payoff of all countries that cooperate
- each free-rider country pursues its individually rational unilateral policy.

Public good game. Membership Model

Main results of the research for **symmetric players**

- free-riders and signatories are both better off if all countries cooperate (property of Prisoner's dilemma)
- free-riders do better than signatories (property of Chicken game)
- full cooperation is not stable
- when N is large, cooperation can achieve very little, no matter how many signatories there are

Public good game. Effectiveness

Effectiveness:

- effectiveness is measured as a difference between Nash and cooperative outcome
- effectiveness of real IEAs is limited
- codifying actions that countries are already doing or would be doing without an agreement (e.g. Montreal protocol, Biodiversity Convention)

Public good game. Enhancing cooperation

Concept of self-enforcement proves to be a useful way of thinking

On the other hand, it creates a degree of pessimism

Is there a way to achieve larger benefits from cooperation?

- role of commitment
- transfers and side payments
- linkage of benefits and costs and reciprocity
- repeated games
- etc.

Conclusion

- if number of countries involved into environmental problem is small, then cooperative bargaining agreements are relatively easy to obtain
- if number of countries involved into environmental problem is large, then successful cooperation is harder to achieve
- difficulties are lessened if there are large nation-specific gains, and/or influential nations are willing to act as leaders

Classroom work

A.J. de Zeeuw (2015) International Environmental Agreements, Annual Review of Resource Economics, Vol. 7, Issue 1, pp. 151-168, 2015 (either link below or attached pdf)

<http://www.annualreviews.org/doi/pdf/10.1146/annurev-resource-100814-124943>