

△ Error last time:

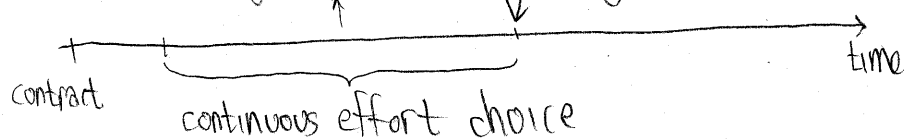
$$\begin{aligned} \text{Loss} &\leq \frac{1}{M} \int_{-\infty}^q [u(k) - u(w^*)] f_a(q|a^*) dq \\ &= \frac{1}{M} \left[ \underbrace{\int_{-\infty}^{+\infty} u(w^*) f_a(q|a^*) dq}_{\text{finite}} + \Psi(a^*) \right] \rightarrow 0 \text{ as } M \rightarrow +\infty \end{aligned}$$

Next week:

- Johannes on Thursday
- Mathias on Friday
- No class on Tuesday !!

Holmstrom - Milgrom (EMA '87)

- When are linear contracts optimal?



- at each moment in time, the agent must choose an effort intensity level.

- assume instantaneous effort cost  $\Psi(e_t)$  is convex
  - want to induce constant level of effort in this interval.
- With constant absolute risk aversion, linear incentives are optimal.

Multi-agent moral hazard (Holmstrom - Moral Hazard in Teams)

Two ways of looking at this:

- 1] Only aggregate output is observable
- 2] Individual outputs are observable

In the  $\Pi$  case, having multiple agents hurts. In the  $\Sigma$  case, having multiple agents helps. (Relative performance evaluation)

Case  $\Pi$ :

◦  $q = q[a_1, a_2, \dots, a_n]$

◦ First best: choose  $a^*$  s.t.  $\frac{\partial q(a^*)}{\partial a_i} = \psi_i'(a_i^*) \quad \forall i$

◦ (Can a "partnership" deliver this?)

◦  $\sum_{j=1}^n w_j(q) = q \quad \forall q \Rightarrow \sum_{j=1}^n \frac{dw_j(q)}{dq} = 1$

◦ For first best, need  $\frac{\partial w_i(q)}{\partial q} \frac{\partial q(a)}{\partial a_i} = \psi_i'(a_i)$

with  $\frac{dw_i(q)}{dq} = 1 \quad \forall i$ .

◦ Partnership provides underprovision of effort

◦ one idea: bring in a "budget breaker"

◦ to have 1<sup>st</sup> best, need  $\frac{dw_{BB}(q)}{dq} = -(n-1)$

◦ Then, can have  $\frac{dw_j(q)}{dq} = 1 \quad \forall j=1, \dots, n$  and

$$\sum_{j=1}^n \frac{dw_j(q)}{dq} + \frac{dw_{BB}(q)}{dq} = n - (n-1) = 1$$

Case 2] with normal noise and CARA utility will be covered in recitation.

- $q_1 = a_1 + \varepsilon_1 + \beta \varepsilon_2$     ◦  $E[\varepsilon_1 \varepsilon_2] = 0$

- $q_2 = a_2 + \varepsilon_2 + \beta \varepsilon_1$     ◦  $\beta$  is common knowledge

- when  $\beta > 0$ , want to reward individual  $i$  not only for a high  $q_i$ , but also for a low  $q_j$ .  
(relative performance evaluation)

- Want to give you more credit when you do "better" than the other person. This helps filter out the common shock.

- This is consistent with the Holmstrom result on the use of additional information.

## Tournaments

- Get a fixed wage  $z$  plus a "prize"  $w$  if your output is the highest.  
◦ e.g. internal promotion

- Lazear-Rosen: risk neutrality and no common shocks

- $q_i = a_i + \varepsilon_i$      $i \in \{1, 2, 3\}$ ,  $\Psi(\cdot)$  convex cost of effort

- $\varepsilon_i \sim F(0, \sigma^2)$  independent across  $i$

- First-best:  $\Psi'(a_i) = 1$

- one way to reach the first best is

a piece rate:  $w_i = z_i + q_i$   
 • another way is a tournament: each agent obtains  $z_i + \underbrace{P}_{\text{prize}} w - \psi(a_i)$ , where  $P = \Pr[q_i > q_j]$

$$\Rightarrow P = \Pr[a_i - a_j > \varepsilon_j - \varepsilon_i] \equiv \underbrace{H(a_i - a_j)}_{\text{cdf of } \varepsilon_j - \varepsilon_i}$$

•  $\varepsilon_j - \varepsilon_i$  has mean 0 and variance  $2\sigma^2$

• it is riskier, but we have risk neutrality.

agent:  $\max_{a_i} z_i + H(a_i - a_j) w - \psi(a_i)$

$$(a_i): \frac{dH(a_i - a_j)}{da_i} \cdot w = \psi'(a_i)$$

$$\Leftrightarrow h(a_i^* - a_j) \cdot w = \psi'(a_i^*)$$

• assuming symmetry ( $\psi_i = \psi$ ) this FOC becomes:

$$\psi'(a_i^*) = h(0) \cdot w$$

• Recall: FB:  $\psi'(a_i^*) = 1$

$\Rightarrow$  If we let  $w = \frac{1}{h(0)}$ , we can achieve FB

For next Friday, have a look at Green-Stokey

• take Lazear-Rosen, add risk aversion and common shock.

When is relative performance better? When are tournaments better?

• Tournaments with many agents can do very well.  
 • can approximate second-best.