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Hierarchy and Internal Organization

- Huge literature going back to the 1960's
- People are interested in:
 - a] Optimal size of firm
 - b] Span of control - number of layers
 - c] Who is senior to whom
 - d] Wages vs. seniority
 - e] size distribution of firms

Approaches: (in no particular order)

1] Optimal monitoring

- Calvo-Wellisz '79, Alchian-Demsetz
- Mirrlees '76
- Williamson (roughly)
- assumes that only people of the view are productive (but self-interested)
- monitors and monitors of monitors

2] Information and team theory

- Marschak-Radner '72
- Radner '92 JEL
- Bolton-Dewatripont '94 QJE
- Information needs to be collected and processed
 - workers collect information
 - managers process it
- Suppose you have to add 40 numbers
 - 1 person \Rightarrow 40 units of time

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- 2 people \Rightarrow 21 units of time
- 3 people \Rightarrow 15 units of time
- Radner generalizes this. Don't necessarily just want to minimize time.
- The person who adds the subtotal is considered to be senior

3] Management by Exception

- Garicano, 2000 - this seems more a story of specialization
 - endogenous specialization
 - "nothing locks people in."
- Organizations solve problems
- some are harder than others
- Higher-ups don't have any sort of decision rights here
- Of these three, only II is about incentives
- Radner - Hierarchy isn't only about control. There is also a communication aspect.

"I think the glass is a little less half full than you do."

- partial checklist
- Where are the firm boundaries?
 - Is it a theory of the firm or the market?
 - Where are prices?
 - Is there authority around?
 - Are there incentives?

Hart-Moore '05 JPE

- Builds upon Aghion-Tirole. If A has an idea, and B doesn't, A's gets implemented. Symmetrically as well. If A and B have ideas, the idea of whoever is in charge gets implemented

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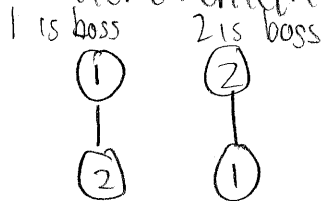
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3

- Agents and assets. Access to assets determined hierarchically.
- Each asset represents a button or a decision
- Agents are engaged in task, defined wrt a subset of the assets
- A task leads with some probability to an "idea"
- To obtain significant value from an idea, need access to all assets corresponding to your task
- Only one of us has access to an asset.
- People can be assigned the same task
- No effort costs, but still have incentives
- Hierarchy is chosen ex ante to maximize expected value.

Two agents, one asset

- Agent 1: prob p_1 of having idea w/private v_1
- Agent 2: prob p_2 of having idea w/private v_2
- Two hierarchical structures



◦ 1 is boss: $V_A = p_1 v_1 + (1-p_1)p_2 v_2$

◦ 2 is boss: $V_B = p_2 v_2 + (1-p_2)p_1 v_1$

◦ $V_A \geq V_B \Leftrightarrow p_1 v_1 + p_2 v_2 - p_1 p_2 v_2 > p_2 v_2 + p_1 v_1 - p_1 p_2 v_1$
 $\Leftrightarrow v_1 > v_2$

◦ hierarchy only matters when we both have ideas, in which case, want higher value idea to be implemented.

◦ also 1 in charge $\Leftrightarrow p_1 \geq p_2$

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- if $p_1 > p_2$ and $v_1 > v_2$. Then, both should be doing task 1. (2 should be reassigned to task 1)
- Suppose have two assets and three people. Symmetric
- Two tasks:
 - thinking about both tasks (coordination)
 - thinking about just one task (specialist)
- Org. structures: (assume 1, 2 specialists, 3 coordinator)

A		B	
3	3	1	2
1	2	3	3

B-specialists are boss
A-coordinator is boss

$$V_A = p_c v_c + (1-p_c)(p_s v_s + p_s v_s)$$

$$V_B = 2p_s v_s + (1-p_s)^2 p_c v_c$$

$$V_A \geq V_B \Leftrightarrow p_c v_c + 2p_s v_s - 2p_c p_s v_s \geq 2p_s v_s + (1-p_s)^2 p_c v_c$$

$$\Leftrightarrow p_c v_c (1 - (1-p_s)^2) \geq 2p_c p_s v_s$$

$$\Leftrightarrow \frac{1 - (1 - 2p_s + p_s^2)}{2p_s - p_s^2}$$

$$v_c (2 - p_s) \geq 2v_s$$

• if this holds, want coordinator to be senior

- $v_c > 2v_s \Rightarrow$ coordinator in charge
- $2v_s > v_c > v_s \Rightarrow$ depends on p_s
- $v_s > v_c \Rightarrow$ specialist in charge

• surprising result is that sometimes we want specialists in charge

• remember: tasks are endogenous. This will rule out structure B whenever $p_s > p_c$

• when deciding who is senior, you only need to look at probabilities