Social efficiency vs. social equity

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Consider an agent *i* evaluating a set of payoffs among people involving herself and others: $\{x_1, \ldots, x_N\}$, where $i \in \{1, \ldots, N\}$. Suppose the agent considers her own payoff x_i ; the social mean, $\bar{x} = \frac{1}{N} \sum_j x_j$; and the social dispersion, $\sigma = \sqrt{\frac{1}{N} \sum (x_j - \bar{x})^2}$. Suppose her preferences are parameterized by,

$$u_{i}(x_{i}, \bar{x}, \sigma | \boldsymbol{\alpha}, \boldsymbol{\omega}) = (1 - \alpha_{i})x_{i} + \alpha_{i}N\bar{x} - \omega_{a,1i}\mathbb{1}\{x_{i} \ge \bar{x}_{-i}\}\sigma - \omega_{a,2i}\mathbb{1}\{x_{i} \ge \bar{x}_{-i}\}\sigma^{2} - \omega_{b,1i}\mathbb{1}\{x_{i} < \bar{x}_{-i}\}\sigma - \omega_{b,2i}\mathbb{1}\{x_{i} < \bar{x}_{-i}\}\sigma^{2},$$

where α_i represents *i*'s preference weight on "efficiency" and ω_i on "equity."¹ This specification nests Bellemare et al (2008) and Fehr and Schmidt (1999) as special cases.

Suppose now we ask agent *i* to choose allocations between herself and *j* in one game; and among herself, *j* and *k* in another two games. For example, let $\alpha_i = 0.75$, $\omega_i = \omega_{p,2i} = \omega_{r,2i} = 0.5$, and $\omega_{p,1i} = \omega_{r,1i} = 0$. Consider the following three sets of allocations and associated decision utilities:

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	x_i	x_j	\Rightarrow	u_i	u_j
	10	0		-2.5	-5
	9	1		1.75	-0.25
	8	2		5	3.5
	$\overline{7}$	3		7.25	6.25
	6	4		8.5	8
	5	5		8.75	8.75
	4	6		8	8.5
	3	7		6.25	7.25
	2	8		3.5	5
	1	9		-0.25	1.75
	0	10		-5	-2.5

Table 1: Two-person game: allocations and utilities

In the two-person game, *i* solves: $\max_{x_i}(1-\alpha_i)x_i + 10\alpha_i - \frac{\omega_i}{4}(2x_i-10)^2$; with solution x^* : $1-\alpha_i = \omega_i(2x_i^*-10)$.

In the three-person game with a positive externality, *i* solves: $\max_{x_i}(1-\alpha_i)x_i + \alpha_i(20-x_i) - \frac{2\omega_i}{9}(2x_i-10)^2$; with solution x^{\dagger} : $1 - 2\alpha_i = \frac{8\omega_i}{9}(2x_i^{\dagger}-10)$.

In the three-person game with a negative externality, *i* solves: $\max_{x_i}(1-\alpha_i)x_i + \alpha_i(10+x_i) - \frac{2\omega_i}{9}(2x_i-10)^2$; with solution x^{\ddagger} : $1 = \frac{8\omega_i}{9}(2x_i^{\ddagger}-10)$.

The discrete solutions can be read directly from the three tables above (the value of x_i that generates the highest u_i). As can be seen, identification of parameters is straightforward.

¹These concepts are simplified, here, for tractability, boiled down from a general social preference *i* given a community of *N* individuals, $u_i(x_1, \ldots, x_N)$.

x_i	x_j	x_k	\Rightarrow	u_i	u_j
0	10	10	-	3.89	10.17
1	9	9		7.39	11.81
2	8	8		10.00	12.86
3	7	7		11.72	13.33
4	6	6		12.56	13.21
5	5	5		12.50	12.50
6	4	4		11.56	11.21
7	3	3		9.72	9.33
8	2	2		7.00	6.86
9	1	1		3.39	3.81
10	0	0		-1.11	0.17

Table 2: Three-person game with a positive externality $x_i \quad x_i \quad x_k \Rightarrow u_i \quad u_i$

x_i	x_j	x_k	\Rightarrow	u_i	u_j
0	10	0		-3.61	-1.11
1	9	1		1.39	3.39
2	8	2		5.50	7.00
3	7	3		8.72	9.72
4	6	4		11.06	11.56
5	5	5		12.50	12.50
6	4	6		13.06	12.56
7	3	7		12.72	11.72
8	2	8		11.50	10.00
9	1	9		9.39	7.39
10	0	10		6.39	3.89

Table 3: Three-person game with a negative externality

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