

# Discussion of “Reputation and Product Recalls” by Boyan Jovanovic

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October 7, 2016

University of Chicago  
Conference in Honor of Robert E. Lucas Jr.,  
Phoenix Prize Winner

## The Model:

- ▶ Discrete time simplification of model.
- ▶ McDonald's Drive Through with long (countably infinite) line of customers: Each customer pays for expected number of fries, but by the time he sees how many in bag, too late to do anything about it.
- ▶ In current period, McDonalds can't do anything to affect the number of fries customer expects. That is an equilibrium object.
- ▶ But, if number of fries,  $X = 1$ , probability of public signal that McD's ripped off customer is zero. More generally,  $1 - X$  is probability of public signal that customer was cheated.

## The Model:

- ▶  $X$  fries cost McDonalds  $\frac{X^2}{2}$ , so the marginal fry costs  $X$ .
- ▶ Marginal benefit is that increasing  $X$  linearly lowers probability of the public signal, so optimizing condition is

$$X = \beta(\text{continuation value if signal does not go off} - \text{continuation value if signal does go off}). \quad (1)$$

## Equilibria:

- ▶ This game has lots of equilibria.
- ▶ Boyan uses data to choose among equilibria.
- ▶ Not sure this is Kosher.
- ▶ Everyone expecting  $X = 0$  if the day of the month is a prime number is an equilibrium.
- ▶ Suppose that was also what the data showed. Is it ok at that point to simply declare victory?

## A Suggestion which selects “Ratchet” strategy as the unique Markov Perfect Equilibrium:

- ▶ Borrow from Phelan (JET, 2006)
- ▶ Assume behavioral type which must set  $X = 1$ , with Markov exogenous and hidden type switches.
- ▶  $\epsilon$ : probability that optimizing type becomes behavioral type.
- ▶  $\delta$ : probability that behavioral type becomes optimizing type.
- ▶  $\frac{\epsilon}{\epsilon + \delta}$  long run or stationary probability of behavioral type.

## A Suggestion which selects “Ratchet” equilibrium as the unique Markov Perfect Equilibrium:

- ▶ Boyan’s Ratchet equilibrium misnamed. A better characterization is a Sisyphus equilibrium.
- ▶ Let  $\rho_i$  be equilibrium posterior that firm is behavioral type if it has been  $i$  periods since the public signal observed.
- ▶ Likewise, let  $X_i$  be the equilibrium number of fries and  $V_i$  be the value to the firm.

## A Suggestion which selects “Ratchet” strategy as the unique Markov Perfect Equilibrium:

- ▶ Some equations:

$$\rho_0 = \epsilon.$$

$$V_0 = p(\epsilon + (1 - \epsilon)X_0) - \frac{X_0^2}{2} + \beta(1 - \epsilon)((1 - X_0)V_0 + X_0V_1).$$

$$X_0 = \beta(1 - \epsilon)(V_1 - V_0).$$

...

$$\rho_i = B(\rho_{i-1}, X_{i-1}).$$

$$V_i = p(\rho_i + (1 - \rho_i)X_i) - \frac{X_i^2}{2} + \beta(1 - \epsilon)((1 - X_i)V_0 - X_iV_{i+1}).$$

$$X_i = \beta(1 - \epsilon)(V_{i+1} - V_0).$$

- ▶ If we assume eventually  $\rho_i$ ,  $X_i$ , and  $V_i$  converge (they do), then if you truncate  $i$ , becomes  $N$  (non-linear) equations and  $N$  unknowns.

## A Suggestion which selects “Ratchet” strategy as the unique Markov Perfect Equilibrium:

- ▶ A fixed point equation for  $\rho$ :

$$\rho = B(\rho, X). \quad (2)$$

- ▶ Gives locus of points where if you start at reputation  $\rho$ , have NO public signal when one should have happened with probability  $1 - X$ , then reputation  $\rho$  stays same.
- ▶ Happens when learning about type is exactly offset by drift toward stationary probability.



