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**MODELING OF ENDOGENOUS FORMATION  
OF INDIVIDUALS' UTILITY FUNCTIONS  
IN SOCIO-ECONOMIC SYSTEMS**

# THREE WAYS TO MAKE A CAT EAT MUSTARD



Forcibly

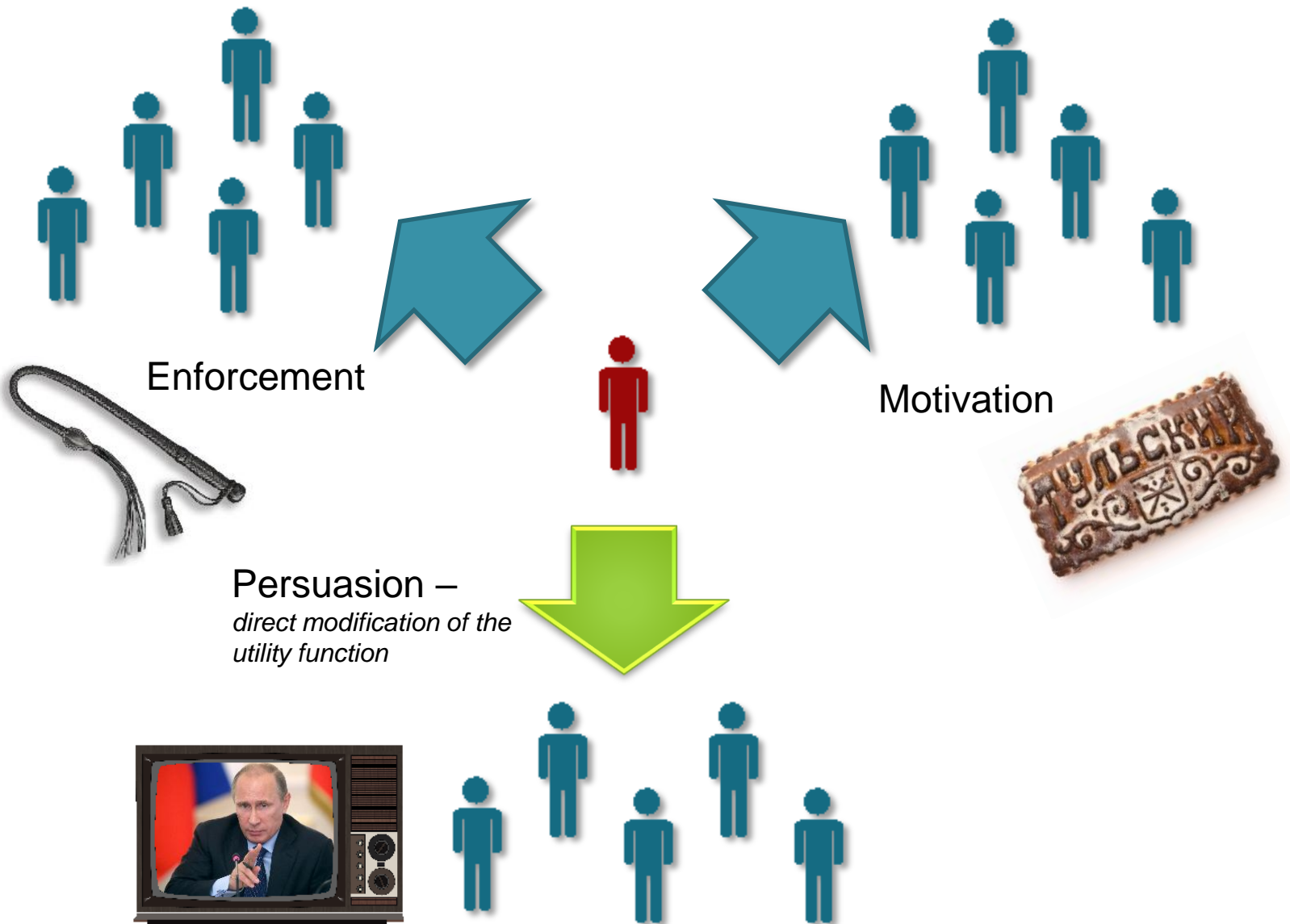


Gently

Voluntarily  
and with a  
song



# HOW TO GET OTHERS TO DO WHAT WE NEED?



# APPLICATIONS OF PERSUASION MECHANISM IN HUMAN SOCIETY

- ❑ Ideology
- ❑ Advertising
- ❑ Traditions
- ❑ Standards of corporate conduct
- ❑ Cults and different kind of addiction

# BEHAVIOR MODIFICATION OUTSIDE OF HUMAN SOCIETY



*Lomechusa strumosa*



*Ophiocordyceps unilateralis*



*Toxoplasma gondii*

# MODELING INDIVIDUALS' BEHAVIOR WITH SUPRA-INDIVIDUAL UTILITY

**Germeyer-Vatel Model** (1974) – description of the behavior of agents with common interests in the utility functions:

$$g_j(B_j, \mathbf{c}) = \Psi(u_j(B_j), F(\mathbf{c}))$$

**Dawkins R.** (1976) – the concept of meme as a modifier of individual behavior. Evolutionary approach to the memes development.

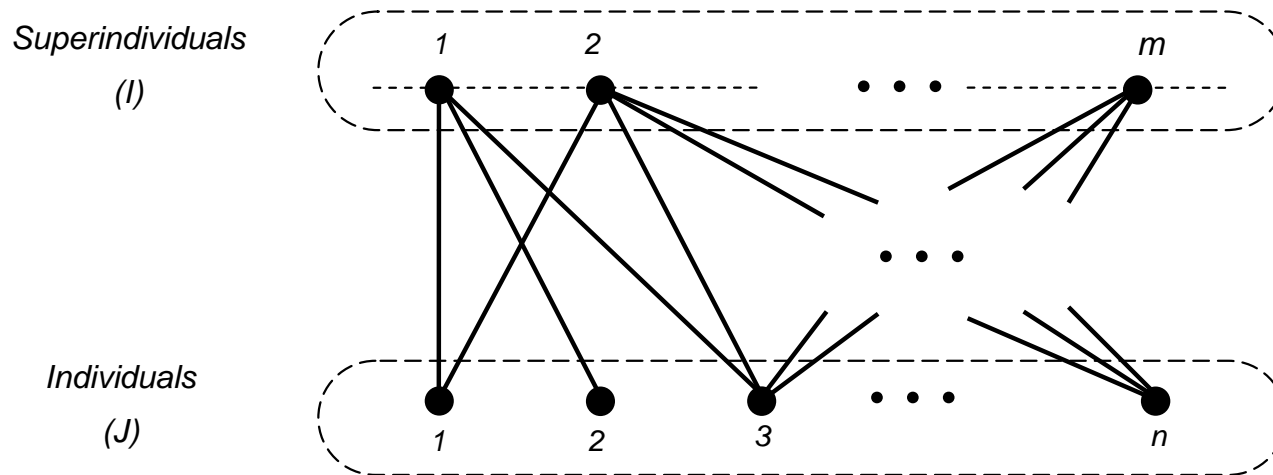
**Vasin A.A.** (2010) – description of a supra-individual component of utility function based on the interests of superindividuals involving the subject:

$$g_j(B_j, \mathbf{c}) = u_j(B_j) + \sum_{i \in S} F_i(c_{ij})$$

$B_j$  – personal consumption;  
 $\mathbf{c}$  – vector of public costs.

# HIERARCHICAL SYSTEM

## «SUPERINDIVIDUALS – INDIVIDUALS»



- Each individual  $j \in J$  has an amount  $r_j$  of certain resource which is allocated among personal consumption and support of superindividuals :

$$r_j = B_j + \sum_{i \in I} c_{ij},$$

- The utility function includes personal consumption and the superindividual component:

$$g_j(\mathbf{c}_j, \mathbf{w}) = u_j(r_j - \sum_{i \in I} c_{ij}) + \sum_{i \in I} \lambda_{ij}(\mathbf{w}) v_{ij}(c_{ij})$$

# THE FORMATION OF A SUPRA-INDIVIDUAL UTILITY

- $\lambda_{ij}$  – significance coefficient of superindividual  $i \in I$  in the utility function of individual  $j \in J$  – is determined by the amount of resource spent on the utility function modification  $w_i$ :

$$\lambda_i(\mathbf{w}) = \frac{w_i}{1 + \sum_{k=1}^m w_k}$$

- The utility function of the subject's participation in a superindividual  $v_{ij}(\mathbf{c})$  depends on the «credibility» of the superindividual determined by the amount of collected funds, as well as individual's «involvement» determined by the amount of resource spent personally:

$$v_{ij}(\mathbf{c}) = \ln C_i + \ln c_{ij}$$



# SUPERINDIVIDUAL UTILITY FUNCTION FORMATION

- Each superindividual  $i \in I$  is controlled by an individual (manager), which distributes the collected resources:

$$R_j = r_j + \sum_{i \in I_j} C_i$$

- The manager allocates part of the resources for the activity of individuals' utility functions modification, and the remaining part is spent on personal consumption:

$$B_j = R_j - \sum_{i \in I_j} w_i$$



**Manager's opportunistic behavior losses**

# ACTION SEQUENCE

- Managers  $j \in J^*$  choose the values  $w_i$  for the superindividuals controlled  $i \in I_j$ , solving the problem:

$$g_j^*(\mathbf{w}) = g_j(\mathbf{c}_j^*(\mathbf{w}), \mathbf{w}) \rightarrow \max_{\mathbf{w}}.$$

The choice

$$w_i > \sum_{l \in J \setminus \{j\}} c_{il}$$

corresponds to the case when the manager spends own resources to support superindividual  $i$ , the reverse inequality – the use of funds allocated by other individuals to support superindividual  $i$ , to increase personal consumption.

- All individuals  $j \in J$  choose the amount of resources they are willing to spend on supporting superindividuals they do not manage, solving the problem for a fixed  $\mathbf{w}$  :

$$g_j(\mathbf{c}_j, \mathbf{w}) \rightarrow \max_{\mathbf{c}_j}.$$

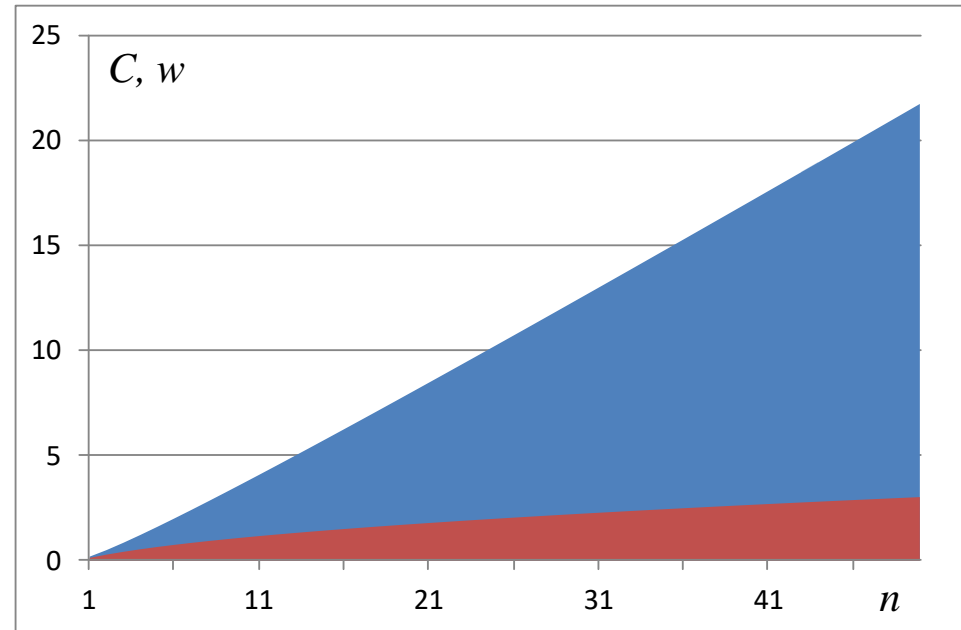
# EQUILIBRIUM STRATEGIES IN THE SYSTEM

- Case  $m = 1$
- Personal consumption utility:

$$u_j(\mathbf{c}) = \ln(1 - c_j)$$

- The optimal amount of resources allocated to support superindividual:

$$c_j^*(w) = \frac{(n+1)w}{w(2n+1) + n}$$

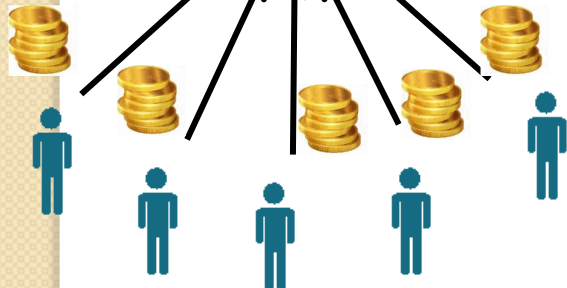
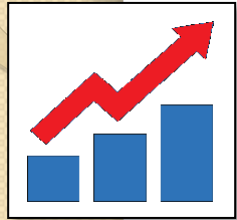


- Resources allocated by manager to expand the influence of superindividual:

$$w^* = \frac{n(\sqrt{n+1} - 1)}{2n+1}$$

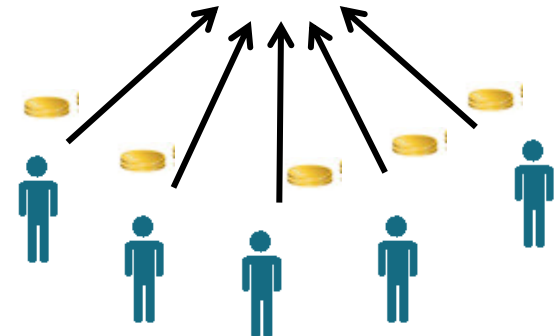
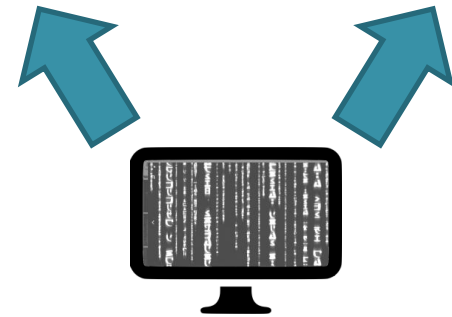
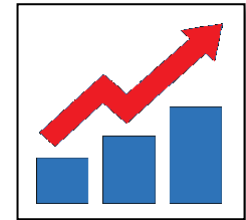
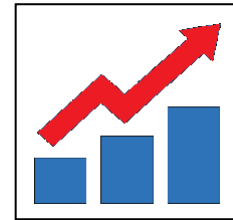
# CENTRALIZED vs. DECENTRALIZED FINANCING MECHANISMS

Centralized



Manager's opportunistic behavior losses

Decentralized



Free-rider problem

# SUPERINDIVIDUAL DECENTRALIZED FINANCING PROBLEM

- Each individual  $j \in J$  allocates resource  $c_{ij}$  on the support of superindividual  $i \in I$ .
- Resources are fully spent in accordance with a certain algorithm of decentralized financing:

$$w = \sum_{s \in J} c_s$$

- The amount of funds allocated is defined as an equilibrium in the public good financing game:

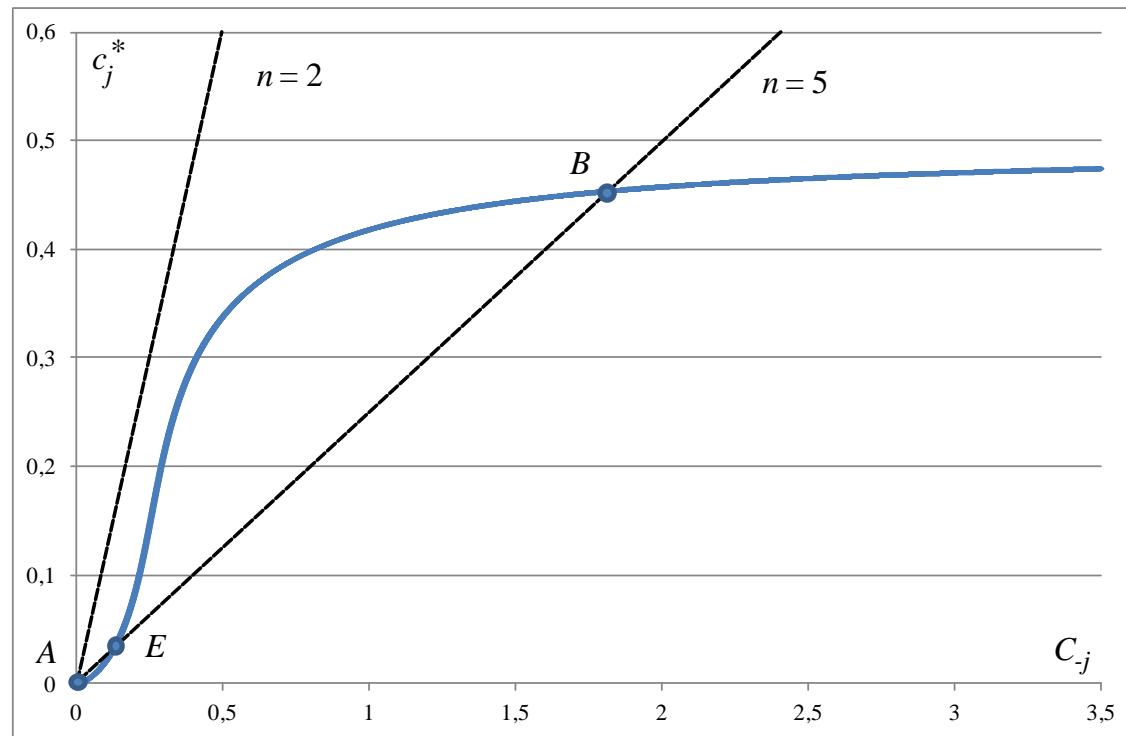
$$g_j(\mathbf{c}_j, \mathbf{w}) \rightarrow \max_{\mathbf{c}_j}$$



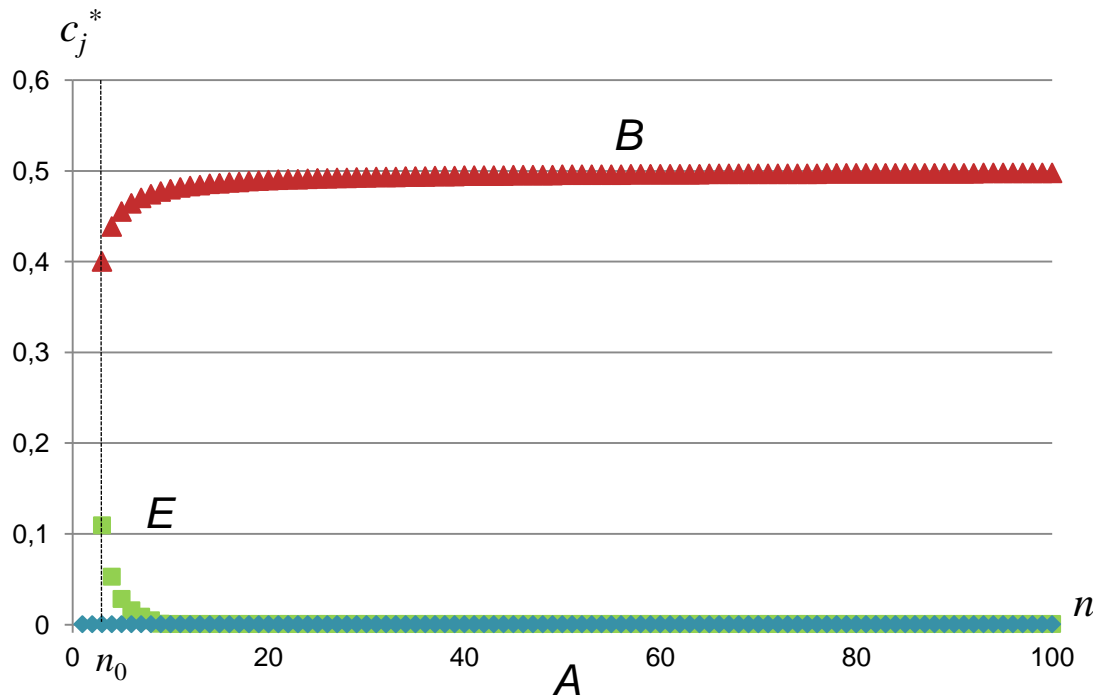
**Free-rider problem**

# BEST RESPONSE IN THE SUPERINDIVIDUAL DECENTRALIZED FINANCING PROBLEM

$$c_j^*(C_{-j}) = \arg \max_{c_j} \{g_j(\mathbf{c}, w)\}, \quad C_{-j} = \sum_{k \neq j} c_k$$



# DECENTRALIZED FINANCING EQUILIBRIA

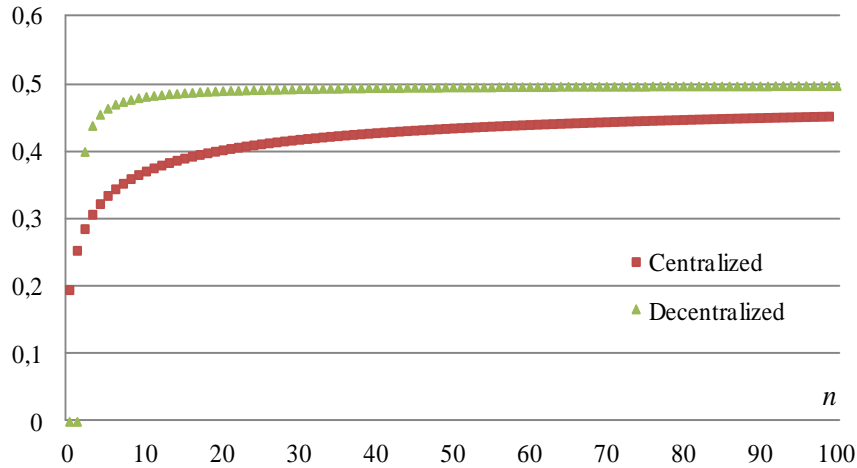


$m$	$n_0$
1	3
2 – 5	4
6 – 16	5
17 – 59	6
60 – 254	7

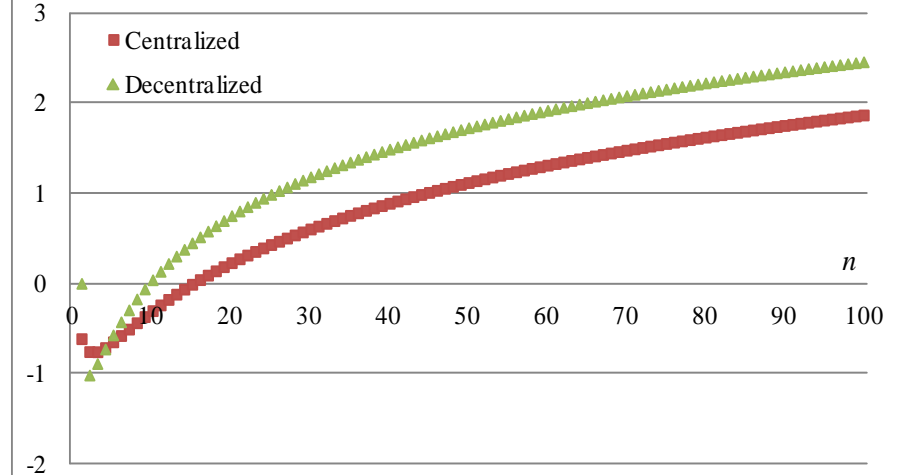
- **A** – a degenerate equilibrium in which resources are not allocated to superindividuals by anyone;
- **B** – internal equilibrium with strictly positive superindividuals financing;
- **E** – unstable internal equilibrium.

# COMPARATIVE ANALYSIS OF THE MECHANISMS

## Individual Contributions



## Individual Utility



- Centralized financing is more effective from the point of view of maximizing the individuals' welfare only when  $n$  is sufficiently small (in our case  $n < 4$ ).
- For larger systems, the manager's opportunistic behavior leads to inefficient equilibria, where social losses exceed the costs associated with the "free-rider problem" in decentralized financing.



## FURTHER DEVELOPMENT

- Study of the strategies for modification of utility functions used in modern society (ideology, fashion, advertising, etc.).
- Analysis of “non-economic” behavior of subjects caused by supra-individual components in the utility function (addictions, cults, etc.).
- Investigation of the mechanisms of evolution of superindividuals in a competitive environment.