Discussion of: "Agency Business Cycle" by Mike Golosov and Guido Menzio

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Equilibrium unemployment (fluctuations) as a discipline device

- Shapiro and Stiglitz (1984)
 - two levels of effort, $e \in \{0, 1\}$
 - output perfectly correlated with effort
 - observed at Poisson rate $\lambda = 1$
 - disutility of effort: c
 - worker caught shirking is fired
 - flat wage contract, w
- No-shirking condition (NSC):

$$\overbrace{\lambda(W-U)}^{\text{cost if fired}} = \overbrace{c}^{\text{gain from shirking}}$$

 Separation is not costly to the firm: labor market is frictionless



Adding search

- Mortensen (1989): matching, M(u, v), and free-entry of firms.
 - vacancy filling rate: $\eta(\theta)$ where $\theta \equiv v/u$
 - flow cost of creating a vacancy: k
- Now separation is costly to the firm since:

average recruiting cost

Value of a filled job
$$= J = \frac{\sqrt{k}}{\eta(\theta)} > 0$$

Adding bargaining

• Rocheteau (2001,2002): Nash bargaining s.t. NSC:

$$W-U=\max\left\{ egin{array}{c} ext{rent from moral hazard} & ext{rent from bargaining} \ ext{} \ ext{}$$

where firm's bargaining power is γ .

ullet λ chosen by the firm

Layoffs in equilibrium

 GM: productivity as a noisy signal of effort (Holmstrom, 1979):

$$\Pr\left[y=y_H
ight] = q_e \ \Pr\left[y=y_L
ight] = p_e = 1 - q_e$$

- High productivity more likely if high effort, $q_1 > q_0$
- Worker is fired in case if y_L with probability d
- NSC becomes:

high effort: reduced prob from being fired
$$= (p_0 - p_1) d(W - U)$$

• Efficient bargaining over w and d

Employment contract

- Labor contract specifies w, e, d_H, d_L
- d contingent on y but not w
- The contract is renegotiated every period
 - A repeated game: Not obvious the use of an axiomatic solution is appropriate here
 - Mechanisms to avoid inefficient separations (promotions, tournaments...)
 - wage-tenure contracts (Stevens, 2004; Burdett and Coles, 2003)

Unrestricted contracts (risk-neutral workers)

- Add an upfront fee to the contract (Stevens, 2004)
- Pay w = y subsequently
 - Worker gets full productivity: incentives are taken care of.
- Pissarides with "crime on the job" (Eigenlhardt et al, 2008).
- No need for inefficient separations

Sunspot equilibria

- For such equilibria to exist J/(W-U) must be lower in the high-unemployment state
- Make workers risk averse and liquidity constrained:

$$\frac{J}{W-U} = \frac{\gamma}{1-\gamma} \frac{1}{v'(w)}$$

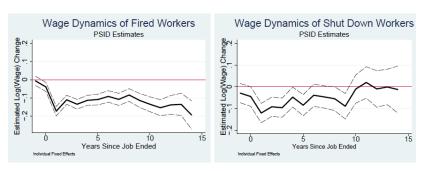
- J/(W-U) is low when w is low
- To get w to depend on unemployment directly, assume M has decreasing returns to scale.

Imperfect capital markets

- Workers are risk-averse and face an idiosyncratic risk
 - incentives to save but are not allowed to
 - they cannot invest by financing firms
- Who owns firms?
 - risk-neutral entrepreneurs
 - have access to perfect capital markets

Firing: A discipline device?

- Model: same wage dynamics for fired workers and shut-down workers
- In the data:



Michaud (2015), "An Information Theory of Worker Flows and Wage Dispersion"

 Employer learning accounts for 63% of displacements to unemployment



Alternative: Ex-ante heterogeneity with undirected search

- Workers' output: $z \times y$
 - $z \in \{z_L, z_H\}$ is an aggregate shock
 - $y \in \{y_L, y_H\}$ is worker specific
- Undirected search
 - y_L workers are employable in good times but unemployable in bad times $(z_L y_L < b)$
- Average productivity:
 - $z_H \mathbb{E}_t[y]$ in good times
 - y_Hz_I in bad times
- If $z_H/z_L \approx y_H/\mathbb{E}_t[y]$ then productivity is acyclical

To sum up

- A novel and clever theory of labor market fluctuations based on an agency problem
- Suggestions:
- 1 THEORY:

Give agents more freedom:

- To agree on better incentive schemes (repeated game vs static Nash bargaining)
- To react (optimally) to their environment (e.g., self-insurance)
- EMPIRICAL SUPPORT:
 - Provide micro evidence for the mechanism at work