

Racing with a rearview mirror: innovation lag and investment dynamics

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Introduction

Situations where:

- Agents are racing for an innovation under uncertainty, i.e.,
 - they want to be the first to achieve breakthrough with a risky technology;
 - they are uncertain about the feasibility of the breakthrough.
- Outcomes of experimentation effort occur with delay.

Typical example: patent races for new drugs/ vaccines.

→ Strategic experimentation with positive informational externality, negative payoff externality and outcome lag.

The model

- time is continuous, no discounting;
- continuum of “short-lived” players: player t only plays at time t ;
- each player t chooses $k_t \in [0, 1]$ to invest in a risky technology at unit cost α ;
- good news model of experimentation with **delayed outcomes**: the technology can be good ($\theta = 1$) or bad ($\theta = 0$):
 - if $\theta = 0$, the technology never yields any success;
 - if $\theta = 1$, the technology yields a success at every jump of a time-inhomogeneous Poisson process with rate $\lambda k_{t-\Delta} \mathbb{1}_{t \geq \Delta}$, with $0 < \alpha < \lambda$;

$$\text{Probability of a breakthrough before } t: \begin{cases} 0 & \text{if } t \leq \Delta \\ 1 - e^{-\lambda \int_0^{t-\Delta} k_s ds} & \text{if } t > \Delta \end{cases}$$

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- efforts and outcomes are public;
- p_t : common belief at time t that $\theta = 1$ (p_0 : a priori belief):

$$\dot{p}_t = -p_t(1 - p_t)\lambda k_{t-\Delta} \mathbb{1}_{t \geq \Delta} \quad \forall t$$

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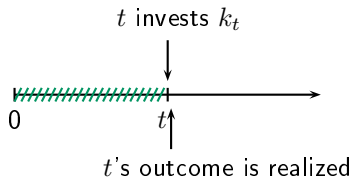
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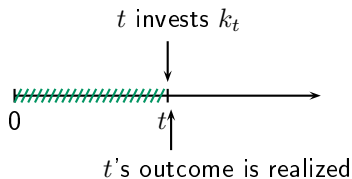
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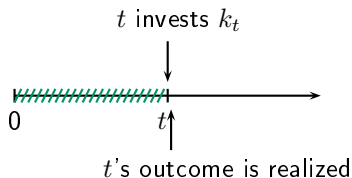
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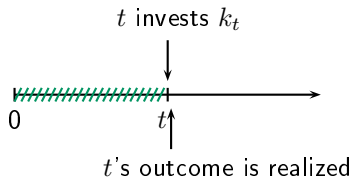
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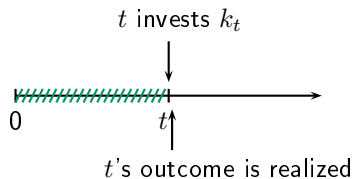
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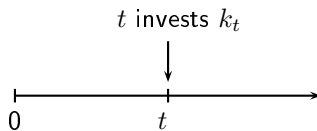
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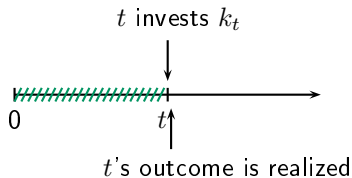
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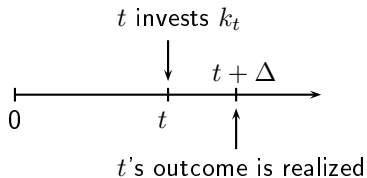
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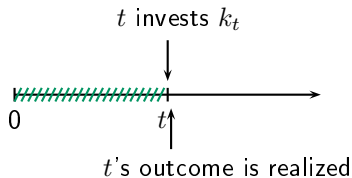
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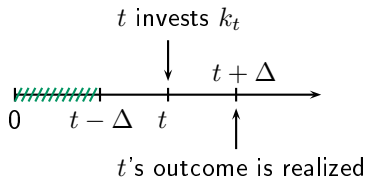
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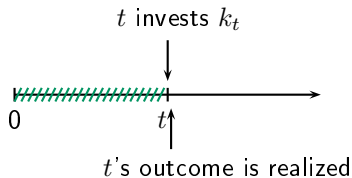
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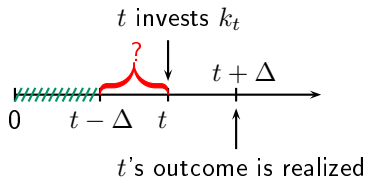
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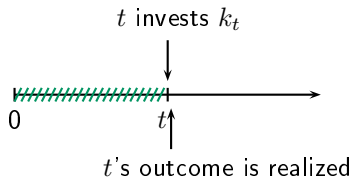
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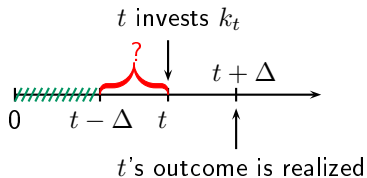
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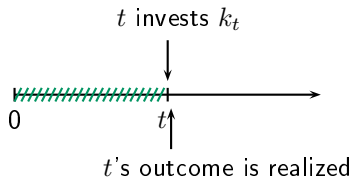
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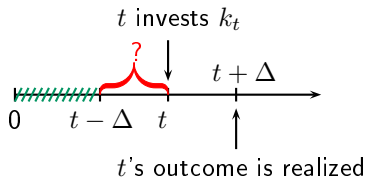
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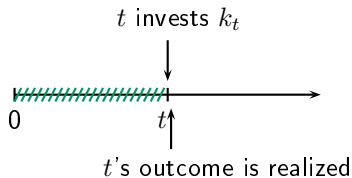
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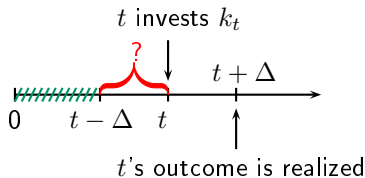
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Equilibrium analysis

Recall that player t 's expected payoff is:

$$u(k_t; k_{-t}) = k_t \left(-\alpha + \lambda p_t e^{\underbrace{-\lambda \int_{(t-\Delta)1_{t \geq \Delta}}^t k_s ds}_{:= \mu_t}} \right)$$

Equilibrium analysis

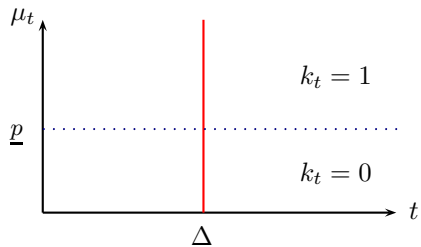
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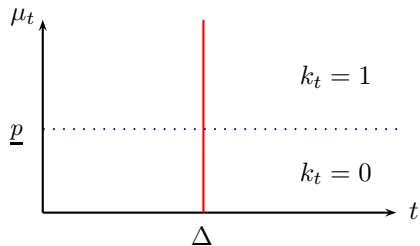
Player t 's best response to k_{-t} :

$$\Rightarrow k_t \begin{cases} = 1 & \text{if } \mu_t > \underline{p} \\ \in [0, 1] & \text{if } \mu_t = \underline{p} \\ = 0 & \text{if } \mu_t < \underline{p} \end{cases}$$

where $\underline{p} = \frac{\alpha}{\lambda}$.



The behavior of μ_t is key to the construction of the equilibrium.

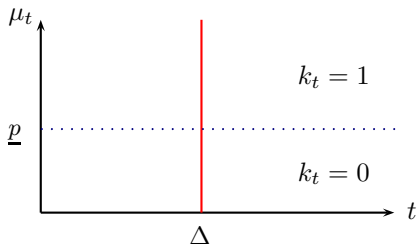


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$$\dot{\mu}_t = -\mu_t \lambda (k_t - p_t k_{t-\Delta} \mathbb{1}_{t \geq \Delta})$$

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\rightarrow investment is less and less attractive on $[0, \Delta]$ and during periods of no (past) competition.

Initial pessimism: $p_0 < \underline{p}$

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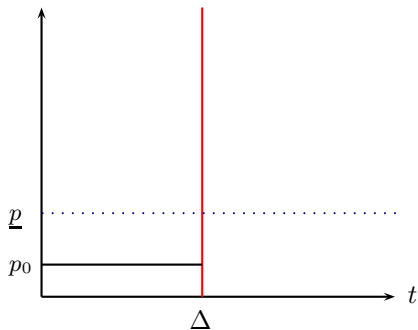
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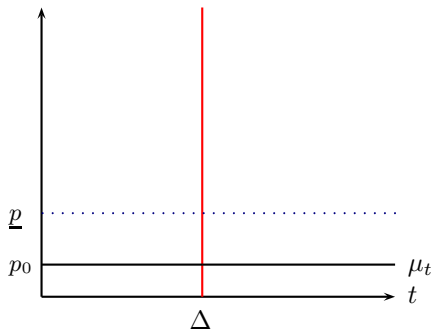
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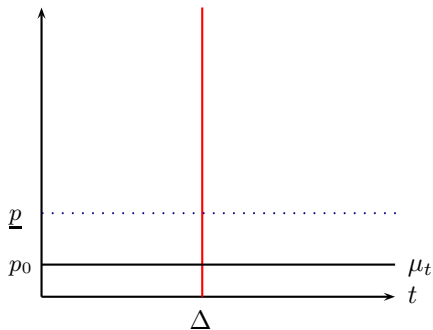
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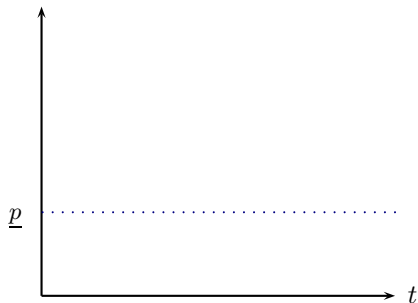
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If $p_0 \leq \underline{p}$, then $k_t = 0$ for all t .

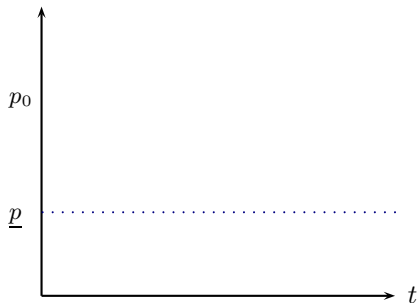
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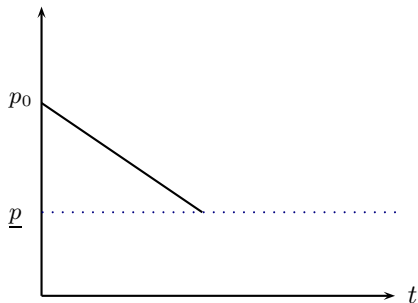
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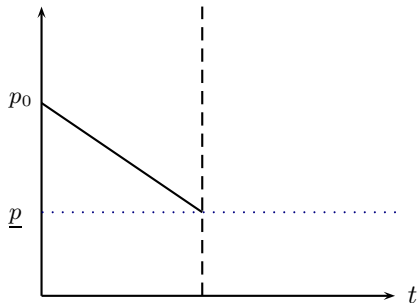
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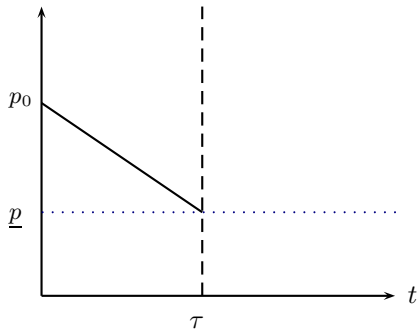
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$$\dot{\mu}_t = -\lambda \mu_t (k_t - p_t k_{t-\Delta} \mathbb{1}_{t \geq \Delta}), \quad \mu_0 = p_0$$



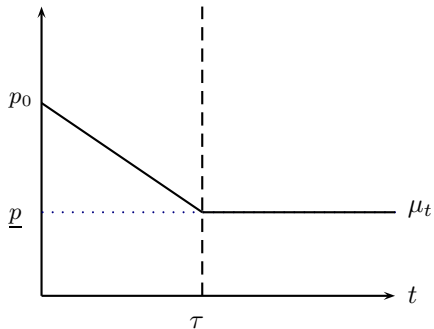
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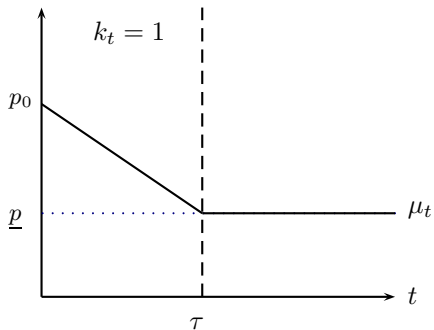
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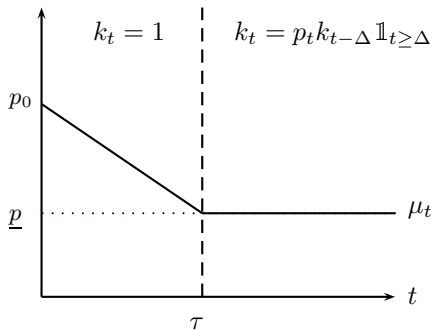
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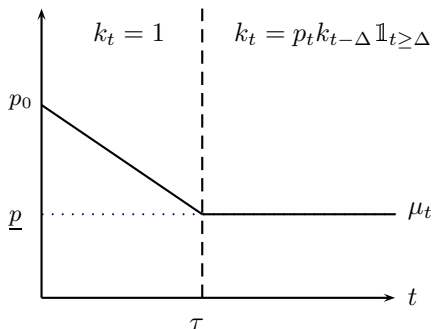
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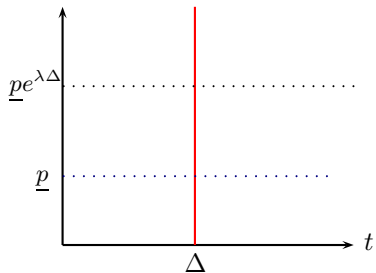


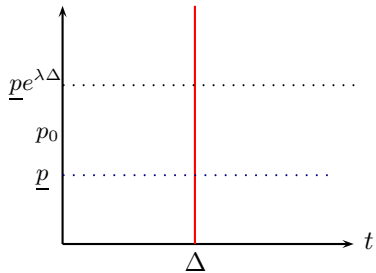
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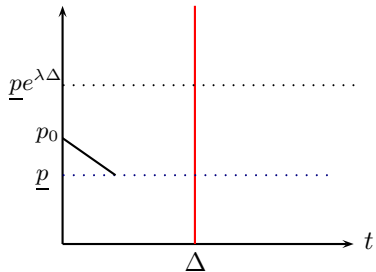
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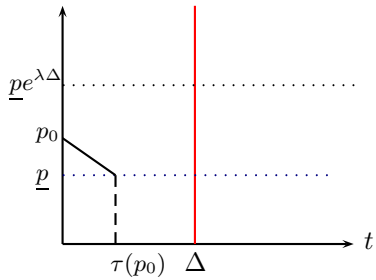


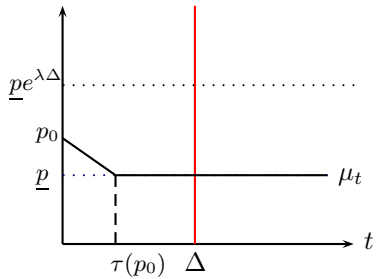
If $p_0 > \underline{p}$, there is $\tau > 0$ such that $k_t = \begin{cases} 1 & \text{for } t < \tau \\ p_t k_{t-\Delta} \mathbb{1}_{t \geq \Delta} & \text{for } t \geq \tau \end{cases}$

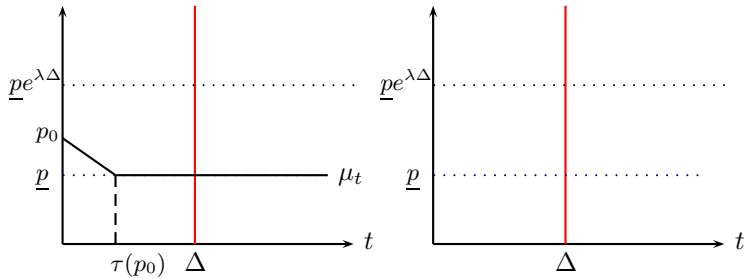


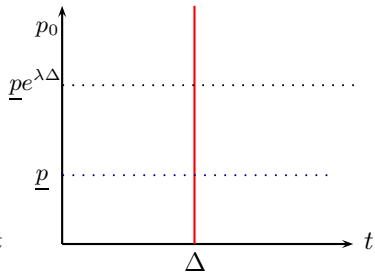
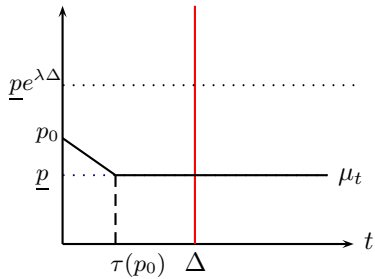


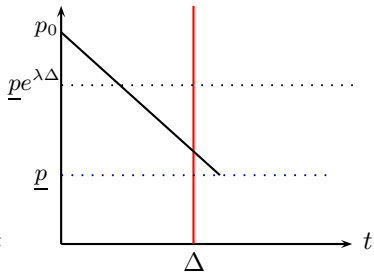
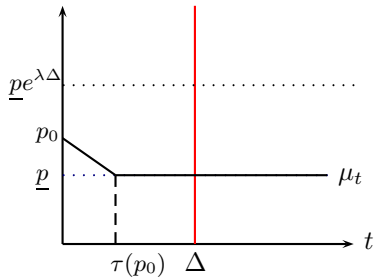


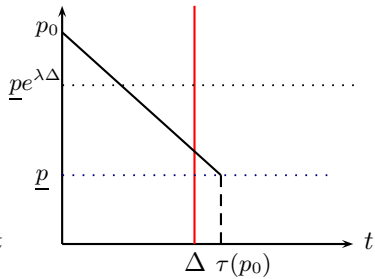
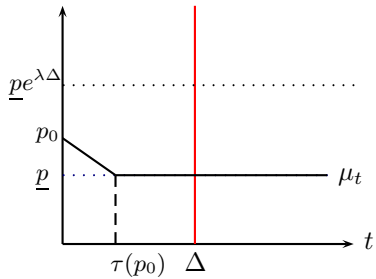


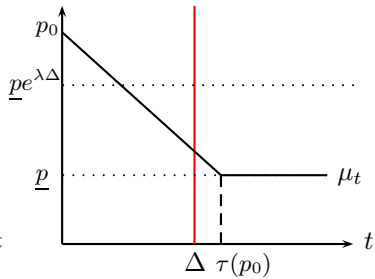
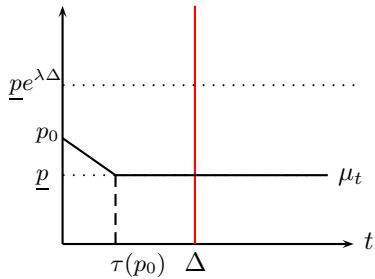




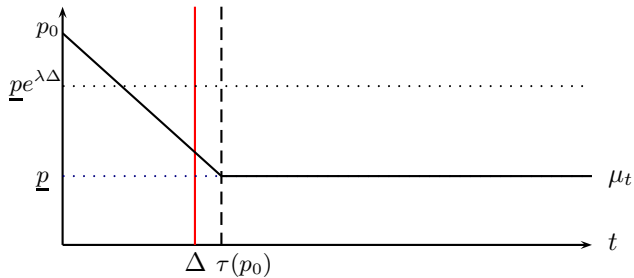




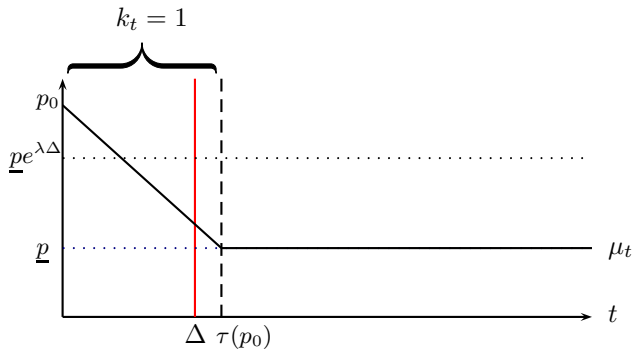




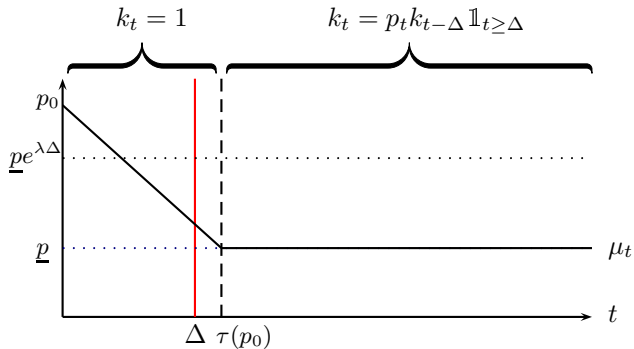
$$p_0 > \underline{p}e^{\lambda\Delta}$$



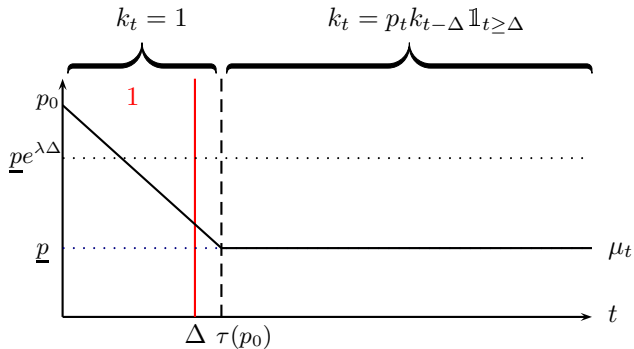
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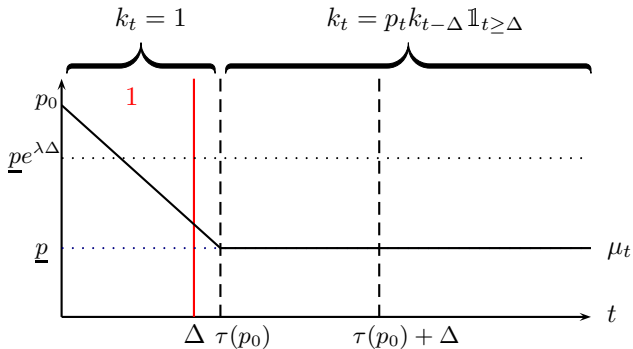
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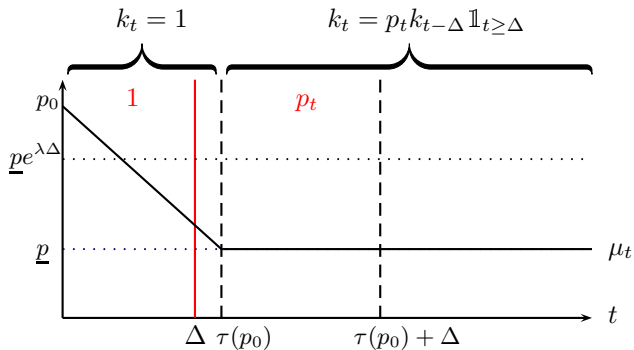
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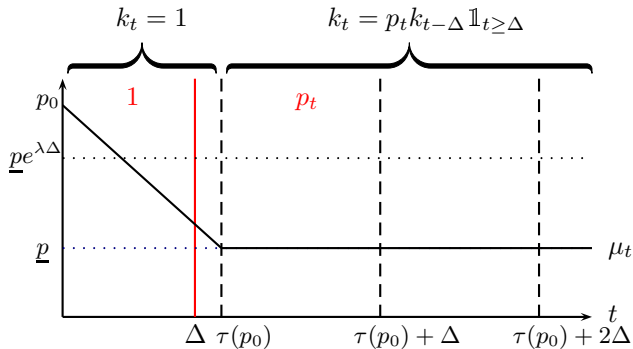
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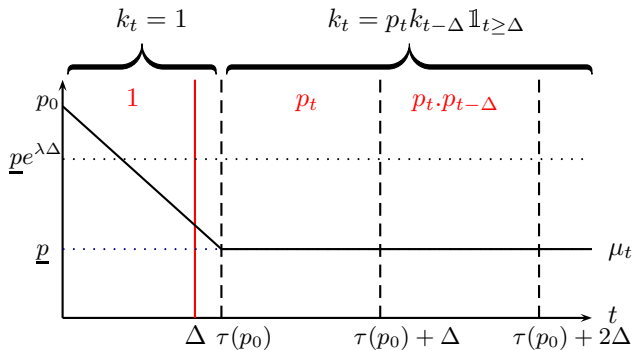
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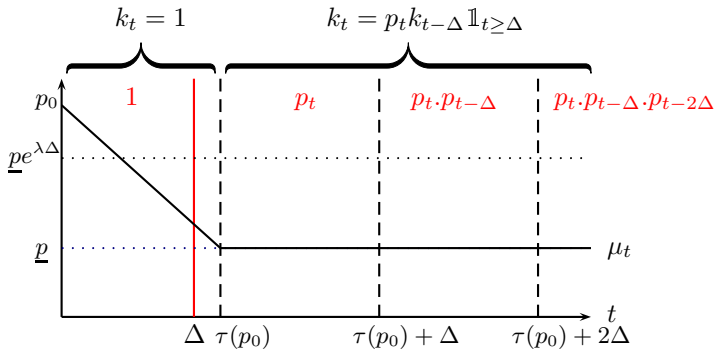
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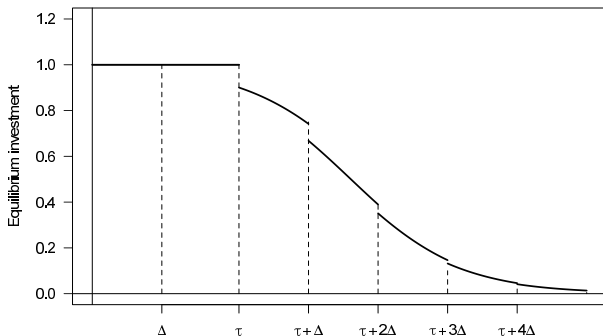
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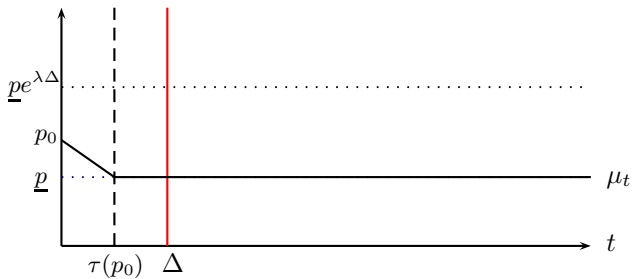
Proposition At the unique Nash equilibrium, if $p_0 > \underline{p}e^\Delta$, then

$$k_t^* = \begin{cases} 1 & \text{for } t < \tau \text{ and, } \forall n \in \mathbb{N}, \\ \prod_{m=0}^n p_{t-m\Delta} & \text{for } t \in [\tau + n\Delta, \tau + (n+1)\Delta) \end{cases}$$

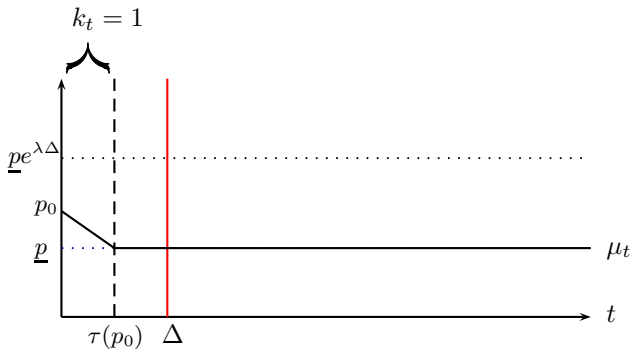
→ investment is monotonically decreasing, with downward jumps at τ , $\tau + \Delta$, $\tau + 2\Delta$, ...



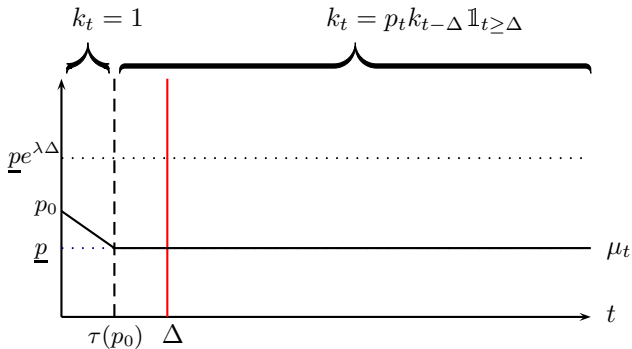
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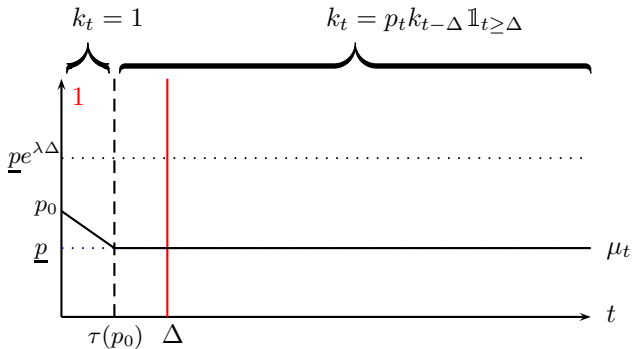
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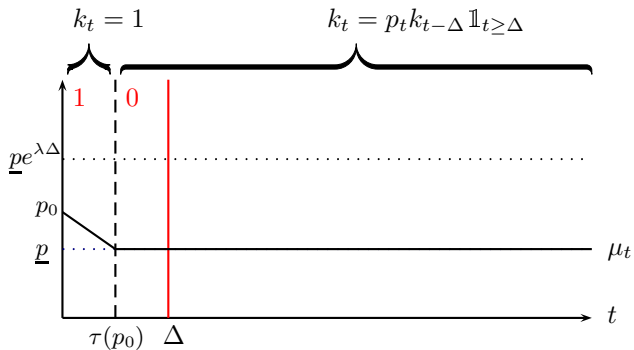
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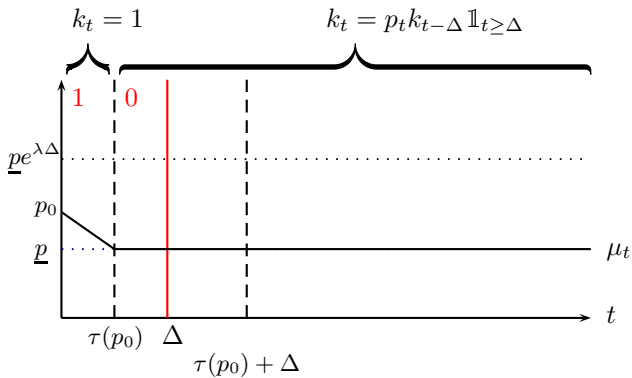
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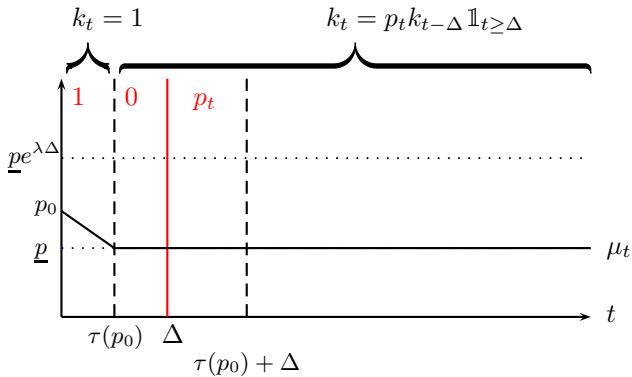
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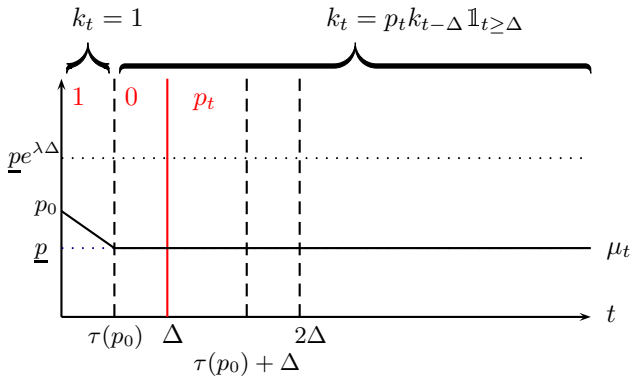
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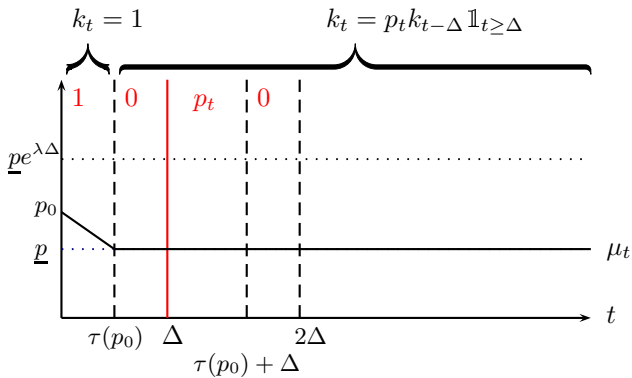
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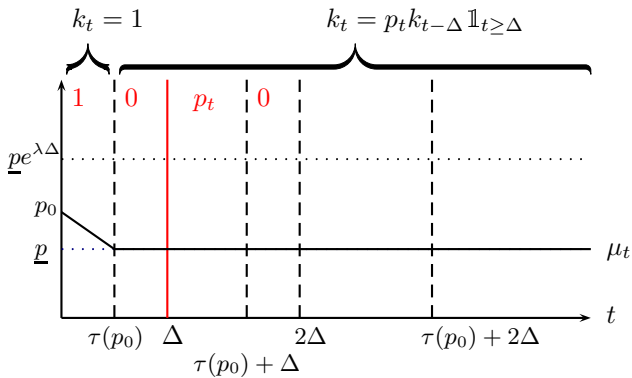
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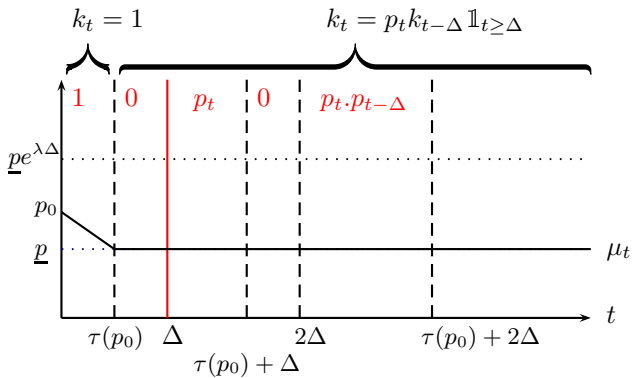
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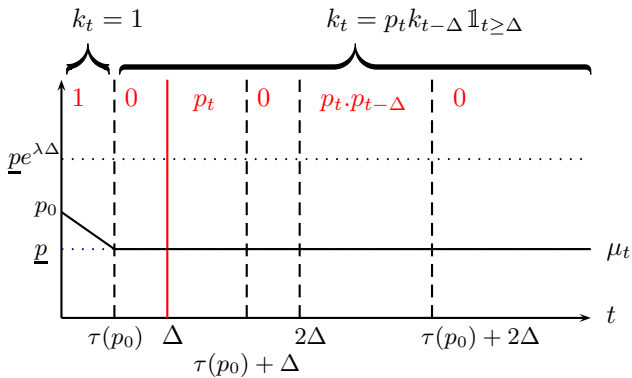
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Proposition At the unique Nash equilibrium, if $\underline{p} < p_0 < \underline{p}e^{\Delta}$, then

$$k_t^* = \begin{cases} 1 & \text{for } t < \tau \text{ and, } \forall n \in \mathbb{N}, \\ 0 & \text{for } t \in [\tau + n\Delta, (n+1)\Delta) \\ \prod_{m=0}^n p_{t-m\Delta} & \text{for } t \in [(n+1)\Delta, \tau + (n+1)\Delta) \end{cases}$$

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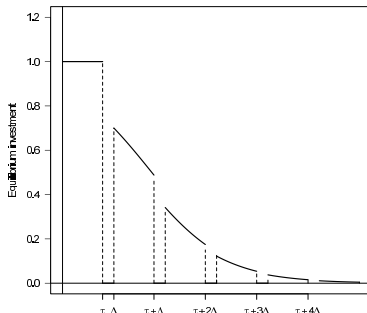
→ Investment is non-monotonic: jumps down at times $\tau + n\Delta$, jumps up at times $n\Delta$.

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→ Investment is non-monotonic: jumps down at times $\tau + n\Delta$, jumps up at times $n\Delta$.

⇒ more pessimistic generations may experiment more, because they fear less to be preempted



Asymptotics

- Investment converges to 0: $\lim_{t \rightarrow \infty} k_t^* = 0$ for any $p_0 < 1$;
- Same amount of experimentation as cooperative players:

$$\int_0^{\infty} k_t^* dt = \hat{K} \text{ for any } p_0 > \underline{p};$$

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Welfare analysis

The aggregate payoff in equilibrium is

$$W(k^*) = \begin{cases} 0 & \text{if } p_0 \leq \underline{p} \\ p_0 - \underline{p} + \underline{p} \ln\left(\frac{\underline{p}}{p_0}\right) & \text{if } p_0 \in [\underline{p}, \underline{p}e^{\lambda\Delta}] \\ -\alpha\Delta + p_0 - \underline{p} + \underline{p}(1 - p_0) \ln\left(\frac{\Omega(\underline{p}e^{\lambda\Delta})}{\Omega(p_0)}\right) & \text{if } p_0 \geq \underline{p}e^{\lambda\Delta} \end{cases}$$

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→ increases with p_0 ; either does not depend on, or decreases with Δ .

Proposition The equilibrium is inefficient, i.e., $W(k^*) < W(\hat{k})$ if $p_0 > \underline{p}$.

Argument: the cutoff strategy $\tilde{k}_t = \mathbb{1}_{t \leq \tau}$ replicates the equilibrium payoff. Yet for any cutoff strategy, the social planner can improve the total payoff by postponing the last “period” of experimentation after the cutoff.

Source of inefficiency: intermediate investment.

Thank you!

Concluding remarks

The outcome lag is a source of inefficiency because players are afraid to be preempted, thus do not fully experiment.

⇒ is it possible to improve the aggregate payoff with another mechanism/reward scheme?

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The outcome lag is a source of inefficiency because players are afraid to be preempted, thus do not fully experiment.

⇒ is it possible to improve the aggregate payoff with another mechanism/reward scheme?

The family of *Hidden outcomes mechanisms* work as follows:

- Principal observes the outcomes but keeps them secret until some deadline T .
- If there has been at least one success between 0 and T , then the payoff 1 is shared among all those players who obtained a success according to **some reward scheme** (equal sharing, first takes all, etc...)

Aggregate payoff under a hidden mechanism: If $\int_0^\infty k_t dt < +\infty$,

$$W^H(k) =$$

Aggregate payoff under a hidden mechanism: If $\int_0^\infty k_t dt < +\infty$,

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Interpretation

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Interpretation

- at the best hidden outcomes mechanism, there is under experimentation;

- $\max_k W^H(k) \begin{cases} = W(k^*) \text{ if } p_0 \in [\underline{p}, \underline{p}e^\Delta] \\ < W(k^*) \text{ if } p_0 \geq \underline{p}e^\Delta \end{cases}$

A hidden outcomes mechanism cannot improve the aggregate payoff.

Related literature

- Strategic experimentation
 - Bolton & Harris (1999) Keller, Rady, Cripps (2005), Keller & Rady (2010), Klein & Rady (2011), Keller & Rady (2015),...
 - Bonatti & Hörner (2011, 2017), Heidhues, Rady, Strack (2015), Marlats & Ménager (2021),...
 - Rosenberg, Solan, Vieille (2007), Murto & Välimäki (2011), Rosenberg, Salomon, Vieille (2013), Renault, Solan, Vieille (2022),...
- Experimentation with a competition component (payoff externality)
 - Moscarini & Squintani (2010), Das & Klein (2022),...
- Contest Design
 - Halac, Kartik, Liu (2017), Bimpikis, Ehsani, Mostagir (2019),...
- Observation lags
 - Gordon, Marlats, Ménager (2021)