

Piece Rates - Theory

Class 3 - July 13, 2010

Readings: Lazear (13-19), Garibaldi (82-98)

Introduction

- When the agent's effort can be observed
 - The optimal contract satisfies two conditions:
 1. Choice of effort balances costs and benefits
 2. Payment acceptable to both agent and principal
- What if the agent's effort cannot be observed?
 - The contract cannot specify the effort level
 - How can the principal then be sure that the agent will take the right effort level?

Outline

1. Case Study: Economics of Driving Taxi Cabs
2. Problems with Salary Contract
3. Piece Rate Contract
 - a. Model Description
 - b. Optimal Piece Rate Contract
4. Application: Piece Rate Contracts in Sales

1. Case Study: Economics of Driving Taxi Cabs

| | Lease Drivers | Shift Drivers |
|-----------------------|---------------|---------------|
| Own Plate? | No | No |
| Owns Car? | Yes | No |
| Expenses | | |
| <i>Dispatch</i> | Yes | Yes |
| <i>Car Payments</i> | Yes | |
| <i>Insurance</i> | Yes | |
| <i>Maintenance</i> | Yes | |
| <i>Gas</i> | Yes | Yes |
| <i>Lease Fee</i> | Yes | |
| <i>Rental Fee</i> | | Yes |
| Income | | |
| <i>Fares and Tips</i> | Yes | Yes |
| <i>Rental Fee</i> | Yes | |

1. Case Study: Taxi Cabs

Contract between Lease and Shift Drivers

- Contract:
 - Shift driver pays a rental fee to lease driver
 - Shift driver keeps all fares and tips
- Puzzle
 1. Why not a salary contract?
 - E.g. pay shift driver salary for driving 8 hours/day, and lease driver keeps all fares and tips
 2. Why not share fares and tips?
 - E.g. Low or no rental fee, and share fares and tips

2. Salary Contract

- p = average fare per customer $\equiv 1$
- q = number of customers per day
- e = driver's effort

Optimal Salary Contract $[e^*, s^*]$

1. $[e^*]: q'(e^*)=c'(e^*)$ Efficient level of effort
2. $[s^*]: S^* \geq R+c(e^*)$ Participation

2. Salary Contract

Salary Contract and Incentive Problem

1. e cannot be observed, or verified
 \Rightarrow Contract cannot specify e , only s
 2. $\Pi = q(e) - s \Rightarrow \Pi_e > 0, \Pi_s < 0$
 3. $U = s - c(e) \Rightarrow U_e < 0, U_s > 0$
- } Incentive Problem

- Choice of Effort by Shift Driver

$$\text{Max}_e U = s - c(e)$$

$$\Rightarrow \mathbf{e=0!}$$

Examples

- “Well, then, says I, what’s the use you learning to do right when it’s troublesome to do right and ain’t no trouble to do wrong, and the wages is just the same?”

Mark Twain, *Adventures of Huckleberry Finn*

- Denis Rancourt, a tenured physics professor at U of Ottawa, awarded A-pluses to all students in a senior physics course

2. Salary Contract

Problem with Salary Contract

- When effort cannot be observed, the contract must address two problems:
 1. Induce participation
 2. Provide incentives
- Fixed payment (salary) addresses participation only
- We need something else to address incentives, something tied to effort level

3. Piece Rate Contract

Piece Rate Contract: Main Ideas

$$w = a + b \times q$$

where:

- w = income of shift driver
- a = fixed payment, independent of performance (q)
- $b \times q$ = variable payment, depends on performance (q)
- b is known as the piece rate and takes values of $[0, 1]$

| Contract | a | b |
|----------------------------|------|-------------|
| Salary | >0 | 0 |
| Rental Fee, keep all fares | <0 | 1 |
| Rental Fee, share fares | <0 | $0 < b < 1$ |

What is optimal $[a, b]$ when e cannot be observed?

3. Piece Rate Contract

Piece Rate Model: Elements

1. Parties
2. Production Function
3. Payment (Contract)
4. Payoffs
5. Information
6. Timing

3a. Piece Rates – Model Description

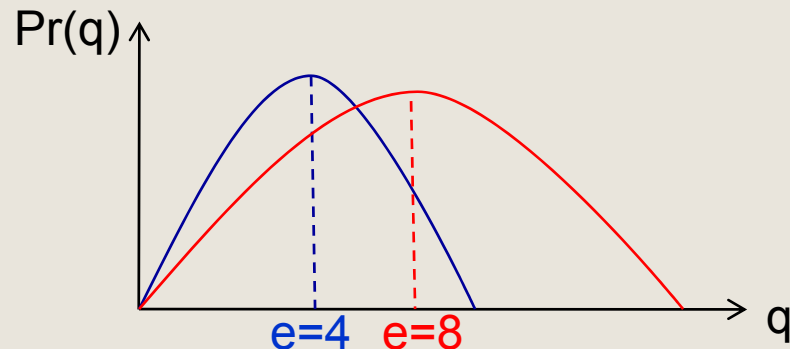
Piece Rate Model: Production Function

(1) $q=e+u$

- u are factors that shift driver cannot control (e.g. weather)
- u is a random variable, with mean of zero and variance V

(2) $E[u]=0$, $\text{Var}[u]=V$

$\Rightarrow E[q]=e$, $\text{Var}[q]=\text{Var}[u]=V$



3a. Piece Rates – Model Description

Piece Rate Model: Payment

- The payment is:

$$(3) w = a + bq$$

- where:

- a = fixed payment (can be positive or negative)
- b = piece rate, ranges between zero and one

- Expected value of payment is:

$$(4) E[w] = a + bE[q] = a + be$$

3a. Piece Rates – Model Description

Piece Rate Model: Payoffs

- Actual payoffs are:

$$(6) \Pi = q - w = q - a - bq = (1 - b)q - a \quad \text{lease driver}$$

$$(7) U = w - c(e) = a + bq - 0.5e^2 \quad \text{shift driver}$$

- Actual payoffs are random because q is random
- Preferences toward risk
 - Risk neutral: care about expected value only
 - Risk-averse: care about both expected value and variance
- Assume both lease and shift drivers are risk-neutral
- Then, their payoffs are:

$$(8) E[\Pi] = (1 - b)E[q] - a = (1 - b)e - a$$

$$(9) E[U] = a + bE[q] - c(e) = a + be - 0.5e^2$$

3a. Piece Rates – Model Description

Piece Rate Model: Information and Timing

Information Structure

- Lease driver cannot observe e , or she cannot verify it to a third party
 - ⇒ The contract cannot stipulate e
 - ⇒ Lease driver can only decide on a and b

Timing

1. Lease driver designs the contract $[a,b]$
2. Shift driver accepts or rejects the contract
3. If the shift driver accepts the contract, he chooses e
4. Production and payoffs

Piece Rate Model– Summary of Elements

| Element | Summary |
|-----------------------|--|
| Parties | Shift driver, Lease driver |
| Production Technology | $q=e+u$, with $E[u]=0$ |
| Contract | Payment: $w=a+bq$ Contract: $[a, b]$ |
| Payoffs | Shift driver: $E[U]=a+be-c(e)$ Lease driver: $E[II]=(1-b)e-a$ |
| Information | Lease driver cannot observe effort |
| Timing | <ol style="list-style-type: none"> 1. Lease driver designs the contract 2. Shift driver accepts or rejects 3. Shift driver chooses effort 4. Payoffs |

3b. Piece Rates – Optimal Contract

Designing Optimal Piece Rate Contract

The Problem

$$\text{Max}_{a,b} E[\Pi] = (1-b)e - a$$

subject to:

$$\text{(PC)} \quad E[U] = a + be - 0.5e^2 \geq R$$

$$\text{(ICC)} \quad e = \text{argmax}_e E[u]$$

- PC = participation constraint
- ICC = incentive compatibility constraint

3b. Piece Rates – Optimal Contract

Solution by Backward Induction

Step 1: Incentive Compatibility Constraint

- For any a and b , choose e to $\text{Max } E[U]=a+be-0.5e^2$
- First-order condition:
(ICC) $e=b$

Step 2: Participation Constraint

- (PC) $E[U]= a+be-0.5e^2=R$
 $\Rightarrow a=R+0.5e^2-be$

3b. Piece Rates – Optimal Contract

Step 3: Objective Function

$$E[\Pi] = (1-b)e - a$$

- Substitute for **a** from PC

$$\Rightarrow E[\Pi] = (1-b)e - R - 0.5e^2 + be$$

$$\Rightarrow E[\Pi] = e - 0.5e^2 - R$$

- Substitute for **e** from ICC ($e=b$)

$$\Rightarrow E[\Pi] = b - 0.5b^2 - R$$

3b. Piece Rates – Optimal Contract

Step 4: Maximize $E[\Pi]$

$$\text{Max}_b E[\Pi] = b - 0.5b^2 - R$$

- First-order condition:

$$1 - b^* = 0 \Rightarrow b^* = 1$$

- From ICC, we have:

$$\Rightarrow e^* = b^* = 1$$

- Substitute for a from PC:

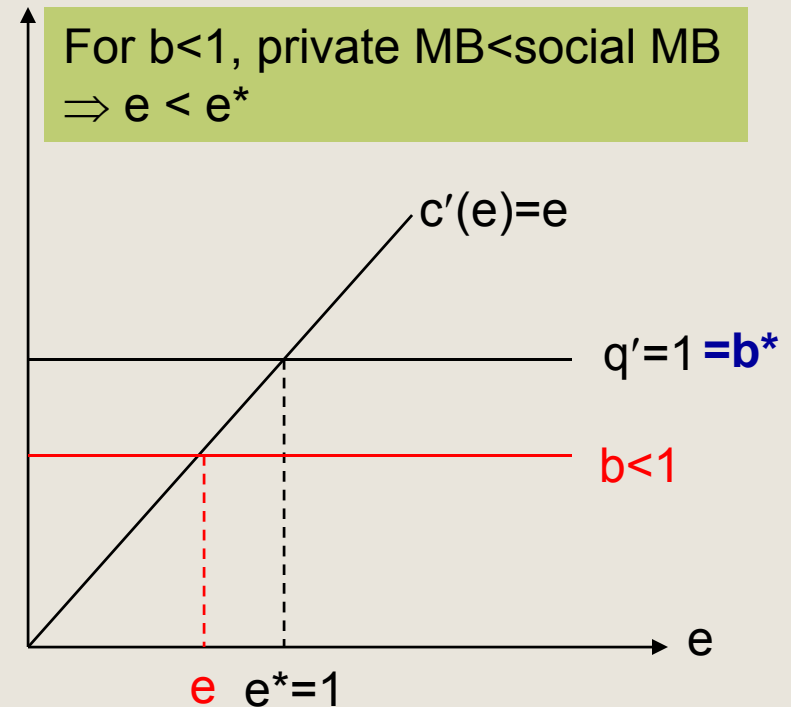
$$\Rightarrow a^* = R + 0.5e^{*2} - b^*e^* = R - 0.5$$

3b. Piece Rates – Optimal Contract

What does this mean?

Optimal piece rate

- $b^*=1 \Rightarrow e^*=1$
 - In general, the optimal effort:
 $q'(e^*)=c'(e^*)$
 - Given $E[q]=e$ and $c(e)=0.5e^2$,
 $q'(e)=1$ and $c'(e)=e$
 - Therefore, $e^*=1$.
- \Rightarrow **Piece rate of $b^*=1$ induces efficient level of effort!**



3b. Piece Rates – Optimal Contract

Optimal fixed payment

- $a = R + 0.5e^2 - be = R + c(e) - bE[q]$
- $-a^* = E[q^*] - c(e^*) - R$

- This is equal to social surplus
 - the net benefit the drivers earn in the relationship $[E[q^*] - c(e^*)]$ relative to their outside options $[R + 0]$
 - Lease driver extract all social surplus

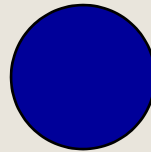
3b. Piece Rates – Optimal Contract

Piece rate contract - intuition

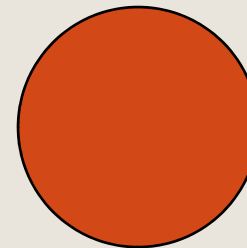
Which b ?
(Incentives)



$b=0.2$



$b=0.5$



$b=1.0$

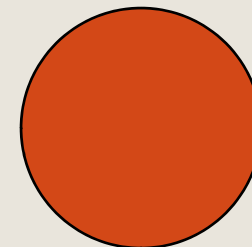
} Social
Surplus

Which a ?
(Participation)

Shift Driver



Lease Driver



3b. Piece Rates – Optimal Contract

Application: Optimal Contract for Taxi Cabs

- Suppose:
 - $p = \$8$
 - $q = 2e + u$, $E[u] = 0$
 - $c(e) = \$e^2$
 - $R = \$6$
- What is the optimal effort and piece rate contract?
- $e^* = 8$: $pE[q'(e^*)] = c'(e^*) \rightarrow 8 \cdot 2 = 2e^* \rightarrow e^* = 8$ hours
- $b^* = 1$
- $a^* = -58$: $a^* = R + c(e) - pE[q] = \$6 + \$8^2 - 8 \cdot 2 \cdot 8 = -\58

4. Piece Rate Contracts in Sales

- Common to pay salesmen by commission:
 - Finance: e.g. mutual fund brokers
 - Insurance: e.g. life insurance policy brokers
 - Retail: e.g. percent of sales
- Two apparent difficulties with $b^*=1$ and $a^*<0$:
 1. Commission rate is rarely 100 percent
 2. Salesmen rarely pay a fixed amount to companies

4. Piece Rates in Sales

Piece Rates and Commission Rates

- The commission rate is a percent on gross revenue, i.e. before fixed costs are paid off
- 10% on gross revenue can be close to 100% on net revenue
 - Gross revenue = $pq(e,k)$, where k is capital
 - Net revenue = $pq(e,k) - rk$, where r is price of capital
- Then, $1.0 \times \text{net revenue} = \text{commission} \times \text{gross revenue}$
 $\Rightarrow \text{commission} = \text{net revenue} / \text{gross revenue}$

4. Piece Rates in Sales

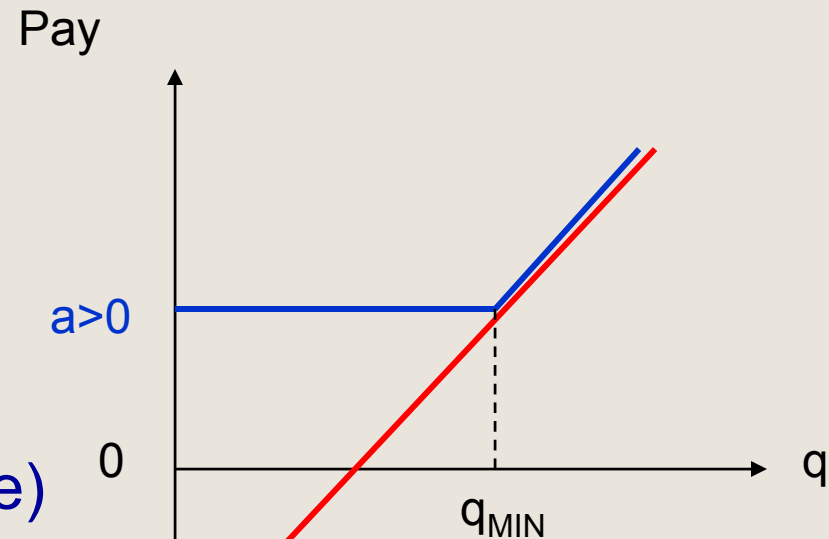
Negative Payment and Commissions

Piece Rates

- $b^*=1, a^*<0$

Commission Pay

- $b^*=1$
- $a>0$ (pay guarantee)
- Dismissal if q consistently below some level q_{MIN}



For $q > q_{\text{MIN}}$, piece rate with $a^* < 0$ and $b^* = 1$ is equivalent to commission rate with guarantee pay.

Optimal Piece Rate Contract with Unobservable Effort

- Suppose:
 - The principal cannot observe or verify the agent's effort;
 - The agent and principal are risk neutral.
- Then, the optimal piece rate contract $[a^*, b^*]$ is such that:
 1. $b^*=1$
 2. $a^* < 0$ satisfies the agent's participation constraint.
- This contract induces the efficient level of effort e^* , defined by $pE[q'(e^*)]=c'(e^*)$.