

# Enhancing Cooperation – New Challenges

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INTERGOVERNMENTAL PANEL ON CLIMATE CHANGE



Working Group III  
Mitigation of Climate Change



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# Overview

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1. What is the structure of the “global warming game”?
2. Changing the rules of the game:
  - a. Rewards
  - b. Punishment
3. Summary and Outlook

# Co-Benefits – an Assurance Game?

		<b>Player 2</b>	
		Abate	Pollute
<b>Player 1</b>	Abate	9 ← 8 9 ↑	5 ↑
	Pollute	5 ← 8 2 ↑	2

- Nash Equilibrium and Social Optimum coincide

- Attempt to create focal point on Social Optimum:
  - ‘Co-Benefits of mitigation so high that unilateral abatement pays, irrespective of others’ decision’
    - A mere issue of proper perception
- Co-Benefits matter, but really large enough to resolve PD automatically?
- The Hartwell-Paper argues the climate policy should be an indirect outcome of achieving co-benefits

# Public Good Provision as a *Prisoners' Dilemma*

- Provision of a global Public Good:
  - (Same) benefits for every one, say e.g. 5 (*per contributing party!*)
  - (Same) costs to contribute, say e.g. 7
- Game Structure of the ***Prisoners' Dilemma***:
  - Individual rationality for players to act selfishly
    - Incentive to *free-ride*
    - *Suboptimal outcome*

		Player 2	
		Abate	Pollute
Player 1	Abate	3, 3 6	5, -2
	Pollute	5, -2	0, 0

- If abating global warming resembles a Public Good, then climate negotiations face a Prisoners' Dilemma

# Public Good Provision as a *Prisoners' Dilemma*

## Assurance Game

### Player 2

Abate Pollute

Player 1	Abate	9, 8
	Pollute	5, 2
	Abate	9, 8
	Pollute	5, 2

Diagram illustrating the Assurance Game. Player 1's strategies are Abate and Pollute. Player 2's strategies are Abate and Pollute. Payoffs are shown in the matrix. The top-left cell (9, 8) is highlighted with a red box, indicating it is the outcome where both players abate. Arrows indicate the best response for each player: Player 1's best response to Player 2's Abate is Abate (9 > 5), and to Player 2's Pollute is Pollute (2 > 5). Player 2's best response to Player 1's Abate is Abate (8 > 2), and to Player 1's Pollute is Pollute (2 > 5).

## Chicken Game

### Player 2

Abate Pollute

Player 1	Abate	3, 5
	Pollute	-2, -4
	Abate	3, 5
	Pollute	-2, -4

Diagram illustrating the Chicken Game. Player 1's strategies are Abate and Pollute. Player 2's strategies are Abate and Pollute. Payoffs are shown in the matrix. The top-left cell (3, 5) is highlighted with a red box, and the bottom-right cell (-2, -4) is highlighted with a blue box. Arrows indicate the best response for each player: Player 1's best response to Player 2's Abate is Abate (3 > -2), and to Player 2's Pollute is Pollute (-4 > -2). Player 2's best response to Player 1's Abate is Pollute (5 > 3), and to Player 1's Pollute is Abate (-2 > -4).

## Prisoners' Dilemma

### Player 2

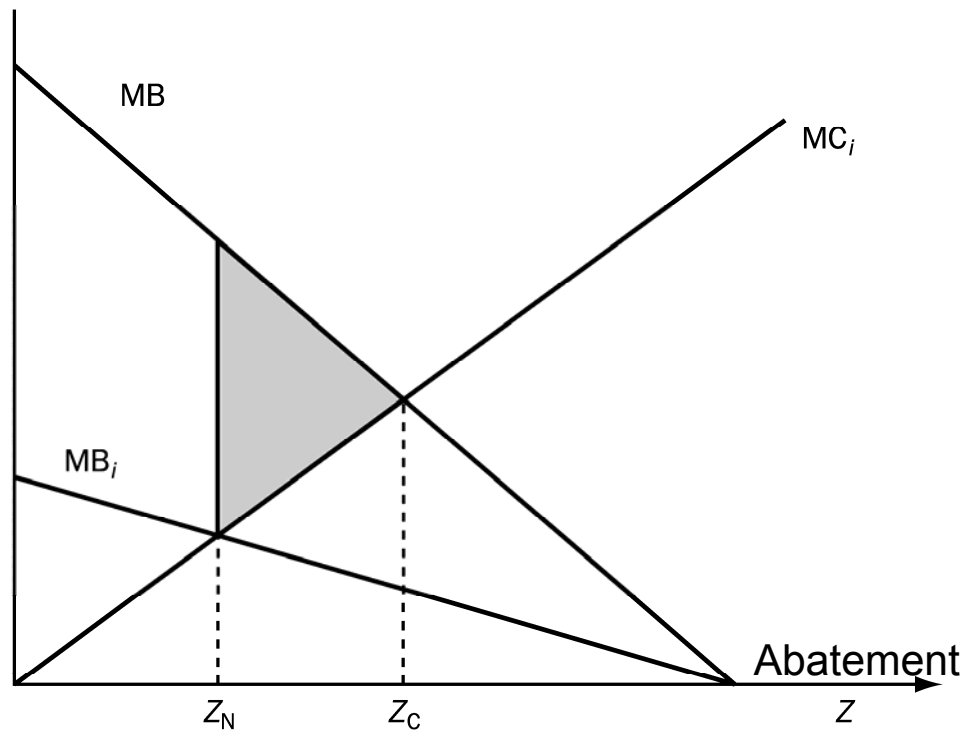
Abate Pollute

Player 1	Abate	3, 5
	Pollute	-2, 0
	Abate	3, 5
	Pollute	-2, 0

Diagram illustrating the Prisoners' Dilemma. Player 1's strategies are Abate and Pollute. Player 2's strategies are Abate and Pollute. Payoffs are shown in the matrix. The top-left cell (3, 5) is highlighted with a red box, and the bottom-right cell (-2, 0) is highlighted with a blue box. Arrows indicate the best response for each player: Player 1's best response to Player 2's Abate is Pollute (5 > 3), and to Player 2's Pollute is Pollute (0 > -2). Player 2's best response to Player 1's Abate is Pollute (5 > 3), and to Player 1's Pollute is Abate (0 > -2).

- *Prisoners' Dilemma (PD)* – IEA → *Chicken Game (CG)*  
(Carraro/Siniscalco 1993, Barrett 1994)
- Chicken Game shows partially cooperative behaviour

# What determines gains from international cooperation?



$MB_i$  : marginal benefits for  $i$

$MC_i$  : marginal costs for  $i$

$MB$  : marginal benefits across all countries

full cooperation exceeds non-cooperative abatement

efficiency gain from full cooperation (shaded triangle)

Figure 10.10 A comparison of the non-cooperative and full cooperative solutions to an environmental public good problem

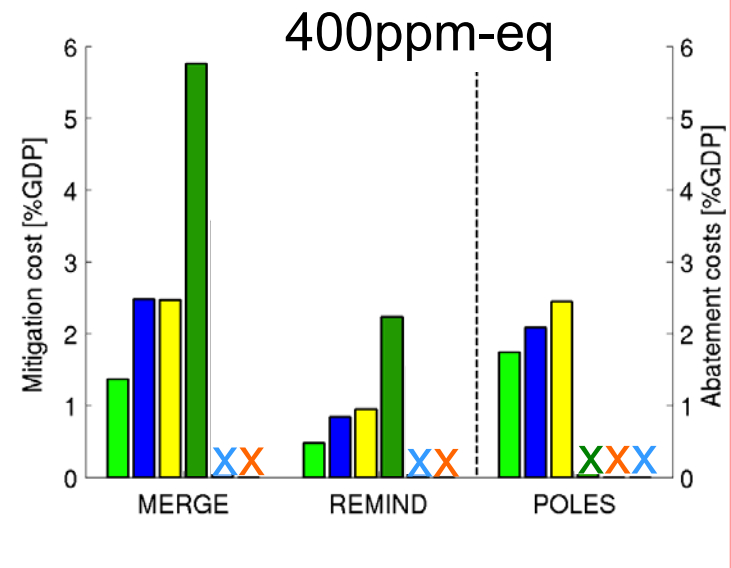
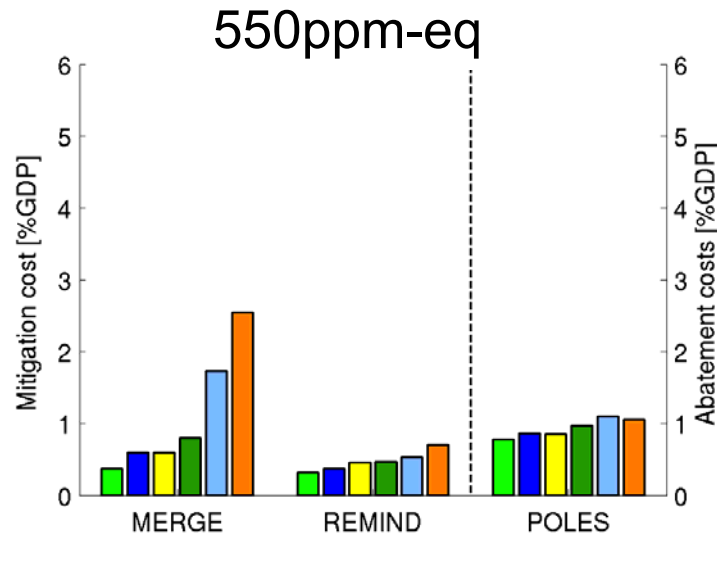
Source: Perman et al. 2003

## A theory of global inaction so far?

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- The assurance game assumption has become popular. However, it is not justified due to the fact that it exaggerates the impact of co-benefits.
  - The prisoner's dilemma can be transformed in a chicken game. However, the paradox of IEA is not resolved: The number of signatories to the self-enforcing IEA will be larger the smaller is the total gain to cooperation.
  - Potential candidates: reciprocity, norms, issue linking, credible punishments, heterogeneity of costs and benefits across nation states, firms etc., dynamic evolution of costs and benefits.
- *How well do we know cost, benefit of abatement and the structure of the agreement?*

# More technological options reduce the costs...



- high biomass potential
- with all options
- no nuclear beyond baseline
- low biomass potential
- no CCS
- no renewables beyond baseline

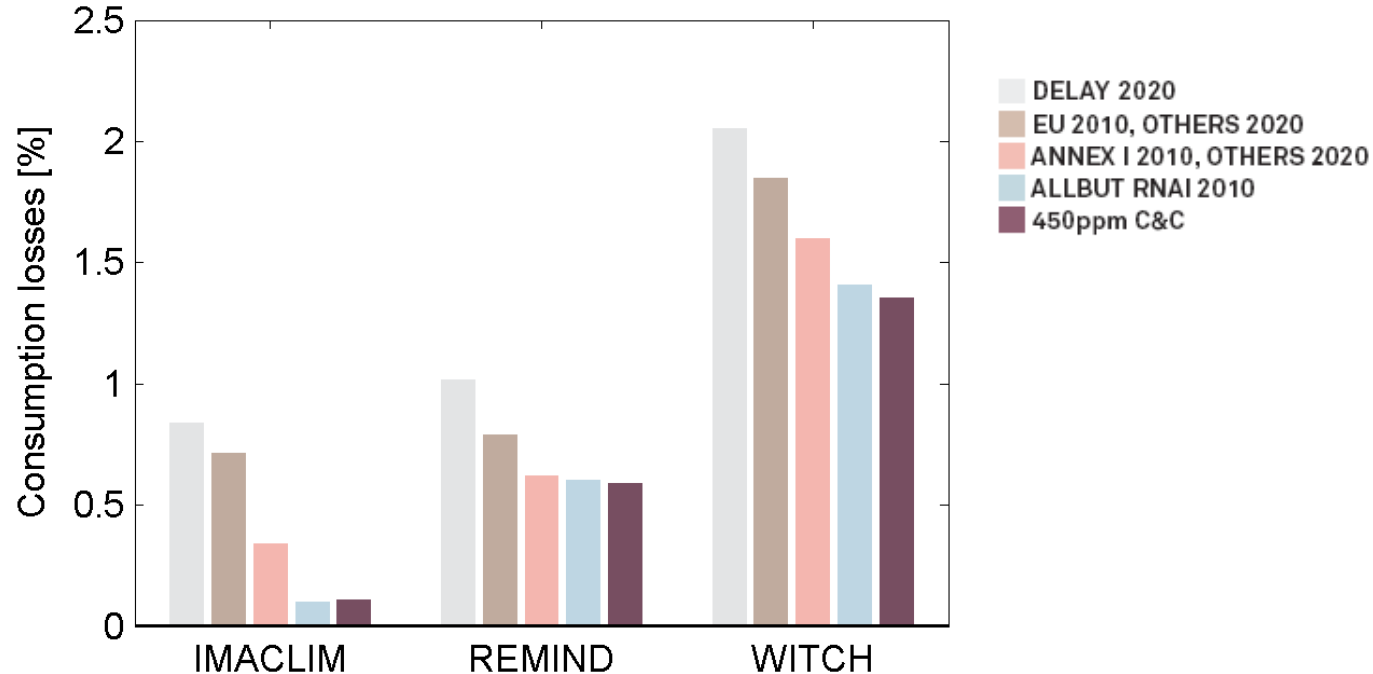
→ Robust ranking of options

Knopf, Edenhofer et al. (2009)



# Delayed participation increases costs...

## RECIPE



- ➔ Global costs below 2.5% GDP losses for low stabilisation
- ➔ Costs of Delay (2030 Infeasible)
- ➔ Uncertainty: Refine Modeling + Need for real world experiments

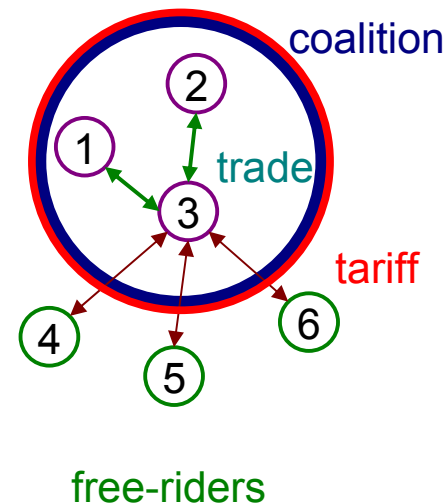
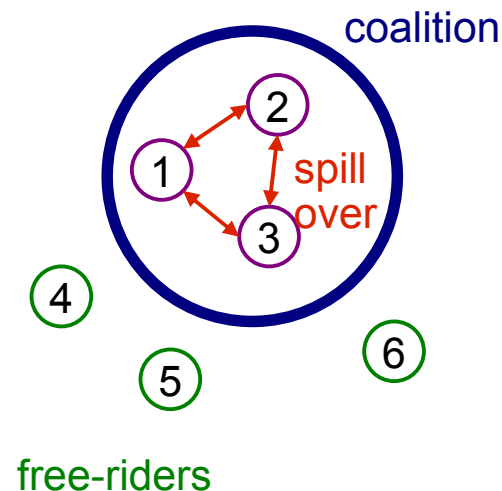
# Concluding Remarks

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- The impact of the risk of climate damages with potential threshold effects has to be taken into account
- The impact of technological change and delayed participation on the pay-off matrix is unclear. These aspects are not well-explored in the literature.
- The structure and the evolution of the agreement.
- A dynamic framework is needed because the impact of increasing damages and change costs due to technological change and delayed participation on the gains of cooperation are unclear!

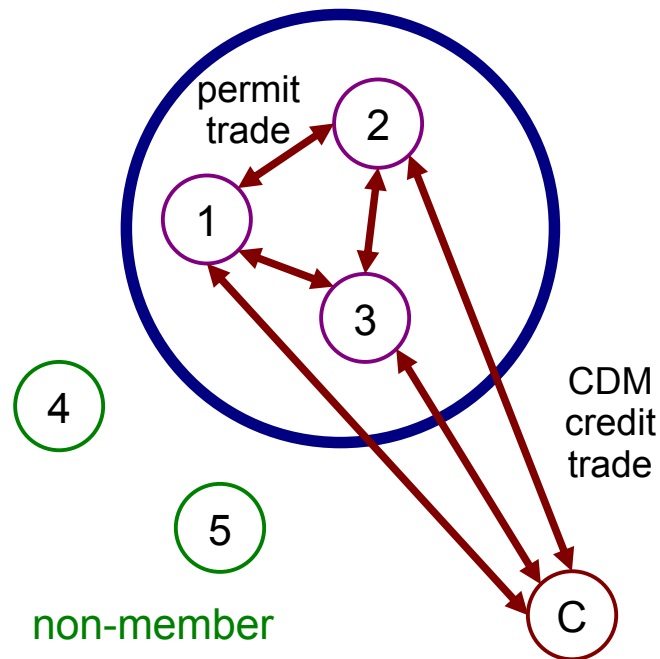
# Reward: Technology Cooperation and Punishment: Import Tariffs

- Tuning incentives in MICA by treaty design:
  - Positive incentive: *Research Cooperation*
    - R&D spill-over within coalition
    - Participation rises with spill-over intensity
    - Improving *productivity* by R&D shown to be a stronger incentive than improving *abatement*
  - Negative incentive: *Import Tariffs*
    - Coalition levies tariffs on imports from free-riders
    - Tariffs induce up to full cooperation
    - Tariffs are individually + socially rational
- Examples, where IEA design changed the game from a dilemma to an assurance game
- For details see
  - Lessmann et al. (2009), Economic Modelling
  - Lessmann and Edenhofer (2010), Resource and Energy Economics



# Reward: Emission Trading outside Coalition (I)

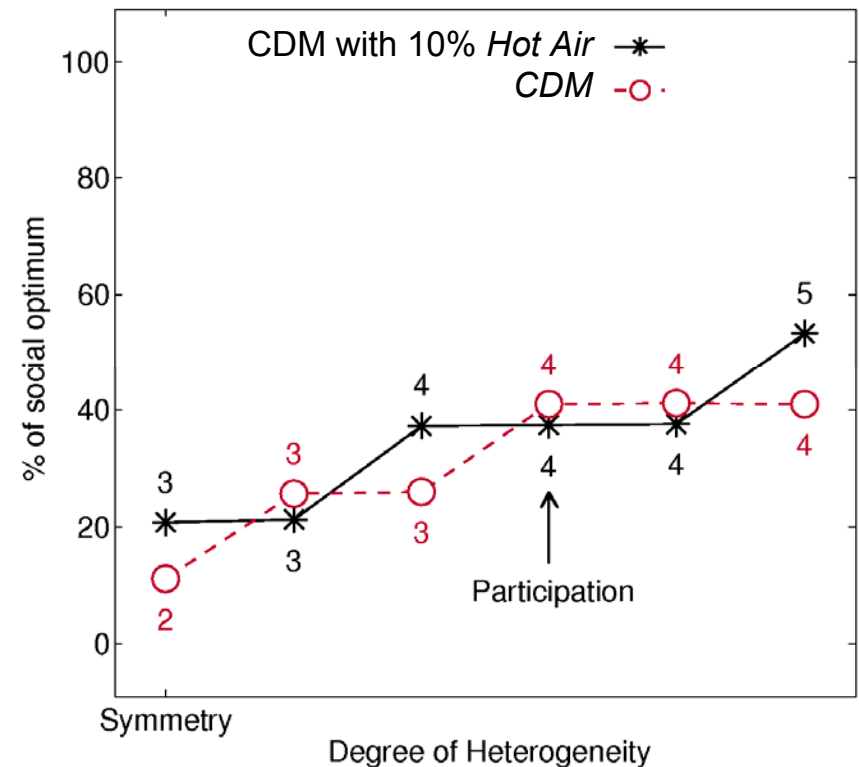
- Coalition Design enables permit trade with uncapped regions (“improved CDM”)



# Reward: Emission Trading outside Coalition (II)

## Preliminary results:

- When CDM negotiated *together* with abatement targets
  - more stringent targets result
  - stronger incentive to free-ride
  - smaller stable coalitions
- When CDM is negotiated *ex-post*:
  - Positive effect on coalition stability
  - *Increase in participation*, when volume of traded CDM rises due to heterogeneity between players
  - Hot air (here: 10 percent)
    - Raises participation
    - Sacrifices some environmental effectiveness



Source: own calc., Lessmann/Marschinski/Finus/Edenhofer

# Summary and outlook

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- The fundamental structure of the game: A Prisoners Dilemma or Chicken Game, despite attempts to create new focal points
- But: Social Dilemma payoff might be changed by a variety of strategies:
  - Rewards, e.g. research partnership, offsetting mechanisms, ...
  - Punishment, e.g. tariffs, border tax adjustments, ...
- Important Research Questions:
  1. How to enhance Cooperation after Copenhagen?
  2. What is the appropriate formulation and quantitative specification of the payoff matrix and structure of negotiations?
    - (Dynamic game, uncertainty on costs and benefits)
  3. The empirical design, institutional feasibility and transaction costs of rewards and punishments