

Contract Negotiation between Principal and Agent.

Arleta Mietek

Institute of Statistics and Operations Research, University of Graz

April 16, 2010



Experimental Economics

- Why laboratory experiments?
 - Test of economic theories
 - Real subjects in a controlled environment (information conditions)
 - Real incentives: monetary payment depends on subjects' choices
 - Repeatability
 - Costs and validity
- Current experimental topics at our department
 - Principal-Agent Conflict
 - Capital Market Simulation
 - Time Series (Eye Tracker Experiments)
 - ...



Experimental Economics

- Why laboratory experiments?
 - Test of economic theories
 - Real subjects in a controlled environment (information conditions)
 - Real incentives: monetary payment depends on subjects' choices
 - Repeatability
 - Costs and validity
- Current experimental topics at our department
 - Principal-Agent Conflict
 - Capital Market Simulation
 - Time Series (Eye Tracker Experiments)
 - ...



Agenda

- Motivation
- Agency Theory
- The Experiment
- Theoretical Solution
- Hypotheses
- Results

Motivation

Whitford, A. B. , Miller, G. B. and Bottom, W. H.

Negotiated Compliance: Social Solution to the 'Principal's Problem' (2005)

- Principal Agent Problem and its Solution: Are strong incentives the only possibility to motivate high performance?
- How does outcome-based compensation (such as bonuses or commission) influence agents' effort?
- Incentives vs. social solution of the problem.



Agency Theory

An **Agency Relationship** represents a hierarchical relationship and it arises between two or more parties when one, designated as the **agent**, acts on behalf of the other, designated as the **principal**.

- Conflict of interests
- Information Asymmetry
- Moral Hazard

The Experiment

- Programmed with z-Tree (Zurich Toolbox for Ready-made Economic Experiments).
- Conducted in the Max Jung Laboratory in the 'Institute of Statistic and Operations Research.
- Participants: undergraduate, graduate and post-graduate students of the Karl-Franzens-University of Graz.



The general Procedure of the Experiment (1)

- The experiment is a finite game and it consists of 4 sessions.
- Each session represents a simple principal-agent relationship:
 - Company's owner (principal) is soliciting a new order. He/she delegates this task to an employee (agent) by offering him/her a labour contract.
 - Agent can either accept or decline. If the employee accepts the contract, he/she can further choose between two levels of effort: high effort and low (routine) effort.



The general Procedure of the Experiment (1)

- The experiment is a finite game and it consists of 4 sessions.
- Each session represents a simple principal-agent relationship:
 - Company's owner (principal) is soliciting a new order. He/she delegates this task to an employee (agent) by offering him/her a labour contract.
 - Agent can either accept or decline. If the employee accepts the contract, he/she can further choose between two levels of effort: high effort and low (routine) effort.
- The success of the the new order is influenced by two factors:
 - The agent's effort level



The general Procedure of the Experiment (1)

- The experiment is a finite game and it consists of 4 sessions.
- Each session represents a simple principal-agent relationship:
 - Company's owner (principal) is soliciting a new order. He/she delegates this task to an employee (agent) by offering him/her a labour contract.
 - Agent can either accept or decline. If the employee accepts the contract, he/she can further choose between two levels of effort: high effort and low (routine) effort.
- The success of the the new order is influenced by two factors:
 - The agent's effort level
 - An external economic factor



The general Procedure of the Experiment (1)

- The experiment is a finite game and it consists of 4 sessions.
- Each session represents a simple principal-agent relationship:
 - Company's owner (principal) is soliciting a new order. He/she delegates this task to an employee (agent) by offering him/her a labour contract.
 - Agent can either accept or decline. If the employee accepts the contract, he/she can further choose between two levels of effort: high effort and low (routine) effort.
- The success of the the new order is influenced by two factors:
 - The agent's effort level
 - An external economic factor

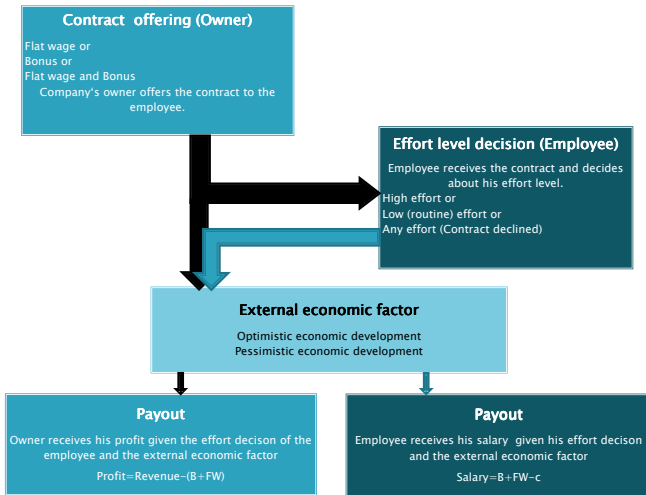
The general Procedure of the Experiment (2)

	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	$x_H = 30$	$x_L = 10$	
	Probabilities		
High effort (e_H)	p	$1 - p$	c_H
Low effort (e_L)	q	$1 - q$	c_L

$$c_H > c_L$$

$$p > q$$

The Design of the Experiment





Two Phases of the Experiment

- The **negotiation phase** - face-to-face; it lasts around 20 minutes; participants have all necessarily data for all four sessions and they have to act out the four contracts
- The **decision phase** - on the computer; participants have to make a final decision for each session; the verbal agreement, made during the face-to-face negotiation phase, is not binding for the participants.



Two Phases of the Experiment

- The **negotiation phase** - face-to-face; it lasts around 20 minutes; participants have all necessarily data for all four sessions and they have to act out the four contracts
- The **decision phase** - on the computer; participants have to make a final decision for each session; the verbal agreement, made during the face-to-face negotiation phase, is not binding for the participants.
- Participants know their partners
- Real negotiation included



Two Phases of the Experiment

- The **negotiation phase** - face-to-face; it lasts around 20 minutes; participants have all necessarily data for all four sessions and they have to act out the four contracts
- The **decision phase** - on the computer; participants have to make a final decision for each session; the verbal agreement, made during the face-to-face negotiation phase, is not binding for the participants.
- Participants know their partners
- Real negotiation included



Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.

Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.
- The revenue ($x = f(e, \Theta)$) from the new order: generally observable and verifiable.

Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.
- The revenue ($x = f(e, \Theta)$) from the new order: generally observable and verifiable.
- Components of the contract: flat wage (S) - state and effort independent; bonus (b) is only paid if the revenue is high ($x = x_H$)

Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.
- The revenue ($x = f(e, \Theta)$) from the new order: generally observable and verifiable.
- Components of the contract: flat wage (S) - state and effort independent; bonus (b) is only paid if the revenue is high ($x = x_H$)
- Limited-liability contracts: $S, b \geq 0$

Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.
- The revenue ($x = f(e, \Theta)$) from the new order: generally observable and verifiable.
- Components of the contract: flat wage (S) - state and effort independent; bonus (b) is only paid if the revenue is high ($x = x_H$)
- Limited-liability contracts: $S, b \geq 0$
- Higher effort leads, on average, to higher revenues for the principal and higher opportunity costs for the agent:
 - $x_H > x_L$ · $c_H > c_L$ · $p > q$

Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.
- The revenue ($x = f(e, \Theta)$) from the new order: generally observable and verifiable.
- Components of the contract: flat wage (S) - state and effort independent; bonus (b) is only paid if the revenue is high ($x = x_H$)
- Limited-liability contracts: $S, b \geq 0$
- Higher effort leads, on average, to higher revenues for the principal and higher opportunity costs for the agent:
 - $x_H > x_L$ · $c_H > c_L$ · $p > q$
- Reservation utility (\underline{U}): Agent's utility from her next-best opportunity ($\underline{U} = 0$).

Theoretical Considerations

Assumptions:

- Agent's effort (e): unobservable for the Principal.
- External economic factor (Θ): unobservable and uncontrollable.
- The revenue ($x = f(e, \Theta)$) from the new order: generally observable and verifiable.
- Components of the contract: flat wage (S) - state and effort independent; bonus (b) is only paid if the revenue is high ($x = x_H$)
- Limited-liability contracts: $S, b \geq 0$
- Higher effort leads, on average, to higher revenues for the principal and higher opportunity costs for the agent:
 - $x_H > x_L$ · $c_H > c_L$ · $p > q$
- Reservation utility (\underline{U}): Agent's utility from her next-best opportunity ($\underline{U} = 0$).

Theoretical Solution

■ The Model:

$$\max_{S,b} p \cdot x_H + (1 - p) \cdot x_L - (S + p \cdot b) \iff \min_{S,b} S + p \cdot b$$

$$S + p \cdot b - c_H \geq \underline{U} \quad (\text{PC})$$

$$S + p \cdot b - c_H \geq S + q \cdot b - c_L \quad (\text{ICC})$$

$$S, b \geq 0 \quad (\text{NNC})$$

$$\Rightarrow b = \frac{c_H - c_L}{p - q}$$

Theoretical Solution

■ The Model:

$$\max_{S,b} p \cdot x_H + (1 - p) \cdot x_L - (S + p \cdot b) \iff \min_{S,b} S + p \cdot b$$

$$S + p \cdot b - c_H \geq \underline{U} \quad (\text{PC})$$

$$S + p \cdot b - c_H \geq S + q \cdot b - c_L \quad (\text{ICC})$$

$$S, b \geq 0 \quad (\text{NNC})$$

$$\Rightarrow b = \frac{c_H - c_L}{p - q}$$

■ The bonus as a ratio of two terms:

- $c_H - c_L$ - the marginal cost of effort

Theoretical Solution

■ The Model:

$$\max_{S,b} p \cdot x_H + (1 - p) \cdot x_L - (S + p \cdot b) \iff \min_{S,b} S + p \cdot b$$

$$S + p \cdot b - c_H \geq \underline{U} \quad (\text{PC})$$

$$S + p \cdot b - c_H \geq S + q \cdot b - c_L \quad (\text{ICC})$$

$$S, b \geq 0 \quad (\text{NNC})$$

$$\Rightarrow b = \frac{c_H - c_L}{p - q}$$

■ The bonus as a ratio of two terms:

- $c_H - c_L$ - the marginal cost of effort
- $p - q$ - the marginal efficiency of agent

Theoretical Solution

■ The Model:

$$\max_{S,b} p \cdot x_H + (1 - p) \cdot x_L - (S + p \cdot b) \iff \min_{S,b} S + p \cdot b$$

$$S + p \cdot b - c_H \geq \underline{U} \quad (\text{PC})$$

$$S + p \cdot b - c_H \geq S + q \cdot b - c_L \quad (\text{ICC})$$

$$S, b \geq 0 \quad (\text{NNC})$$

$$\Rightarrow b = \frac{c_H - c_L}{p - q}$$

■ The bonus as a ratio of two terms:

- $c_H - c_L$ - the marginal cost of effort
- $p - q$ - the marginal efficiency of agent

Session 1	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,5	0,5	5,0 MU

Session 2	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,5	0,5	3,5 MU



Session 1	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,5	0,5	5,0 MU

Session 2	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,5	0,5	3,5 MU

Session 3	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,6	0,4	5,0 MU



Session 1	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,5	0,5	5,0 MU

Session 2	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,5	0,5	3,5 MU

Session 3	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,6	0,4	5,0 MU

Session 4	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0,8	0,2	8,5 MU
Low effort (e_L)	0,6	0,4	3,5 MU



Session 1	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0, 8	0, 2	8, 5 MU
Low effort (e_L)	0, 5	0, 5	5, 0 MU

Session 2	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0, 8	0, 2	8, 5 MU
Low effort (e_L)	0, 5	0, 5	3,5 MU

Session 3	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0, 8	0, 2	8, 5 MU
Low effort (e_L)	0,6	0,4	5, 0 MU

Session 4	Optimistic Scenario	Pessimistic Scenario	Opportunity Costs
Revenue (x)	30 MU	30 MU	
	Probabilities		
High effort (e_H)	0, 8	0, 2	8, 5 MU
Low effort (e_L)	0,6	0,4	3,5 MU

Theoretical Solution - Four Sessions

		Marginal Cost of Effort of Agent	
		Low ($c_H - c_L = 3, 5$)	High ($c_H - c_L = 5, 0$)
Marginal efficiency of Agent	High ($p - q = 0, 3$)	Session 1 $b = 11, (6); S = 0$	Session 2 $b = 16, (6); S = 0$
	Low ($p - q = 0, 2$)	Session 3 $b = 17, 5; S = 0$	Session 4 $b = 25, 0; S = 0$

Hypotheses

- 1** High effort can be induced with a compensation package that is significantly different from the theoretical compensation, which means that the agent can also be motivated to supply high effort with a fixed salary and the bonus lower than the critical bonus suggested by the principal-agent theory.
- 2** No significant discrepancies can be detected in the compensation packages offered in the four sessions of the experiment.

Hypotheses

- 1** High effort can be induced with a compensation package that is significantly different from the theoretical compensation, which means that the agent can also be motivated to supply high effort with a fixed salary and the bonus lower than the critical bonus suggested by the principal-agent theory.
- 2** No significant discrepancies can be detected in the compensation packages offered in the four sessions of the experiment.
- 3** The participants (principals as well as the agents) deviate from the verbal agreement very rarely, and if any deviations occur, they are not significant.

Hypotheses

- 1** High effort can be induced with a compensation package that is significantly different from the theoretical compensation, which means that the agent can also be motivated to supply high effort with a fixed salary and the bonus lower than the critical bonus suggested by the principal-agent theory.
- 2** No significant discrepancies can be detected in the compensation packages offered in the four sessions of the experiment.
- 3** The participants (principals as well as the agents) deviate from the verbal agreement very rarely, and if any deviations occur, they are not significant.

Results: Hypothesis 1

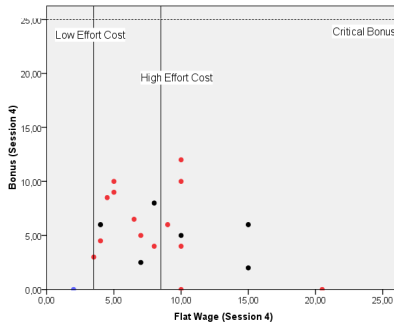
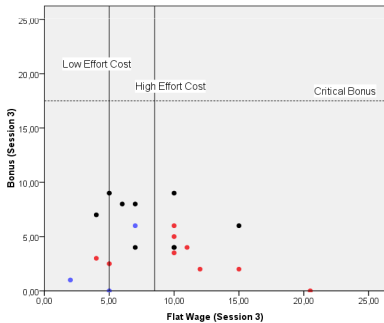
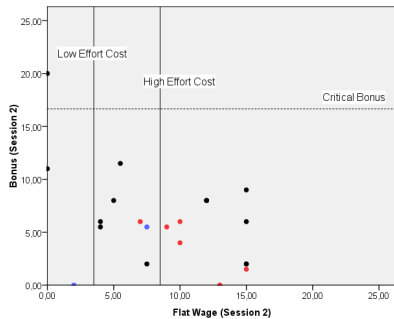
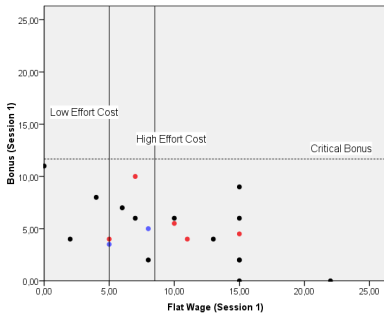
Extended Version		Observed	Bonus			Flat Wage		
			Theoretical	Sig.	Observed	Theoretical	Sig.	
Session 1	Mean	4,93	11,67	0,000	9,91	0,00	0,000	
	Median	4,50			10,00			
Session 2	Mean	6,07	16,67	0,000	8,74	0,00	0,000	
	Median	6,00			9,00			
Session 3	Mean	4,48	17,50	0,000	8,83	0,00	0,000	
	Median	4,00			10,00			
Session 4	Mean	5,33	25,00	0,000	8,29	0,00	0,000	
	Median	5,00			8,00			

- The bonus and the flat wage offered in the experiment are significantly different to the bonus and the fixed salary predicted by the theory (T-test).

Results: Hypothesis 1

		Bonus		
		< Critical Bonus	≥ Critical Bonus	
Effort	High	41 97,60%	1 2,4%	42
	Low	34 100,00%	0 0,00%	34
	Exit	8 100,00%	0 0,00%	8
		83	1	84
		98,80%	1,20%	

- The majority of principals offered a bonus less than the bonus necessary for inducing high effort (the bonus predicted by the model).



● High Effort

● Low Effort

● Exit

Results: Hypothesis 1

- In our experiment we could observe that principals offered lower bonuses than the critical bonus and additionally they used risk-free compensation in the form of a flat wage.
- The majority of principals offered flat wages higher than the flat wage predicted by the theory, and even higher than c_L and c_H .



Results: Hypothesis 1

- In our experiment we could observe that principals offered lower bonuses than the critical bonus and additionally they used risk-free compensation in the form of a flat wage.
- The majority of principals offered flat wages higher than the flat wage predicted by the theory, and even higher than c_L and c_H .
- It is possible to induce high effort even if the components of the offered compensation package are different from the elements of compensation predicted by the principal-agent model.

Results: Hypothesis 1

- In our experiment we could observe that principals offered lower bonuses than the critical bonus and additionally they used risk-free compensation in the form of a flat wage.
- The majority of principals offered flat wages higher than the flat wage predicted by the theory, and even higher than c_L and c_H .
- It is possible to induce high effort even if the components of the offered compensation package are different from the elements of compensation predicted by the principal-agent model.
- The first hypothesis can be thus corroborated.

Results: Hypothesis 1

- In our experiment we could observe that principals offered lower bonuses than the critical bonus and additionally they used risk-free compensation in the form of a flat wage.
- The majority of principals offered flat wages higher than the flat wage predicted by the theory, and even higher than c_L and c_H .
- It is possible to induce high effort even if the components of the offered compensation package are different from the elements of compensation predicted by the principal-agent model.
- The first hypothesis can be thus corroborated.

Results: Hypothesis 2

	Mean Rank
Bonus & Flat Wage (Session 1)	2,62
Bonus & Flat Wage (Session 2)	2,69
Bonus & Flat Wage (Session 3)	2,45
Bonus & Flat Wage (Session 4)	2,24

	Test Statistics ^a
N	21
Chi-Square	1,957
df	3
Asymp. Sig.	0,581

a. Friedman Test

- Compensation packages offered in four sessions do not differ significantly from each other.
- The second hypothesis can be thus corroborated.

Results: Hypothesis 3

Principal's Deviations

	Bonus	Flat Wage	Bonus and Flat Wage
No Deviation	66 78,58%	75 89,29%	67 79,76%
Positive Deviation	9 10,71%	9 10,71%	12 14,29%
Negative Deviation	9 10,71%	0 0,00%	5 5,95%
	84 100,00%	84 100,00%	84 100,00%

Agent's Deviations

	Effort
No Deviation	65 77,38%
Negative Deviation	19 22,62%
	84 100,00%

Conclusions

- The outcomes in our experiment are not consistent with the theoretical solution.
 - Bonuses equal to or higher than the theoretical bonus are very rare.
 - Nevertheless, we observe high effort in many cases.
 - There are no significant differences between the compensation packages offered in 4 sessions.
- Both principals and agents mostly abide by the agreements made in the negotiation phase.

Conclusions

- The outcomes in our experiment are not consistent with the theoretical solution.
 - Bonuses equal to or higher than the theoretical bonus are very rare.
 - Nevertheless, we observe high effort in many cases.
 - There are no significant differences between the compensation packages offered in 4 sessions.
- Both principals and agents mostly abide by the agreements made in the negotiation phase.



Thank you for your
attention!