Social Interactions, Tipping, and Segregation David Card, UC Berkeley **Introduction**

Many choices and behaviors are affected by what other people do:

-choice of Mac vs PC

-smoke, drink, attend a party

-live in a neighborhood

An interesting and important feature of choice models with "social interactions" is that there can be:

-multiple equilibria

-"tipping" – unstable or knife-edge equilibria

In contrast, in conventional situations where each person makes a decision independent of what her peers do:

- -there is a unique "equilibrium"
- -the equilbrium changes smoothly

In this lecture we will discuss simple models of:

-social interactions in individual choice -social interactions in a "market" setting

We will then look at some data on neighborhood segregation in major cities, and ask whether we see evidence of a particular kind of "tipping." (The data are drawn from a recent paper by D.Card, A. Mas, and J. Rothstein).

I will argue that in most cities there is a critical threshold – "the tipping point" – such that if the minority share in a neighborhood exceeds this level, nearly all the whites leave.

I. Individual Choice

Consider the choice of a Mac or a PC. Assume they cost the same, and that everyone has to have either one or the other. Person i will get utility

 $u_i(0) = \varepsilon_i$

from owning a Mac. She will get utility

$$u_i(1) = \alpha + \beta p$$

from owning a PC, where p is the fraction of her friends that have a PC, and β >0 reflects the social interaction effect.

She buys a PC if $u_i(1) > u_i(0)$, or if $\varepsilon_i < \alpha + \beta p$.

If a fraction p of people already own a PC, then everyone with $\varepsilon_i < \alpha + \beta p$ will buy a PC. The rest buy a Mac.

If no one else has a PC, the cut-off is

 $\epsilon_i < \alpha$

Suppose that the lowest value of ε_i is ε_{Low} . If $\alpha < \varepsilon_{Low}$ then when p=0, there is no one in the entire population who would buy a PC. But if p>0, there will be some who want to get a PC.

So the fraction of people who want a PC depends on how many people already have a PC. This can lead to multiple equilibria.

Call F(ε) the "distribution function" of ε_i . For any value ε

 $F(\varepsilon)$ = fraction with $\varepsilon_i \leq \varepsilon$.

We'll assume F is "S-shaped" as it is if the distribution of ε_i is "bell shaped".

At an equilibrium:

 $p = F(\alpha + \beta p) = fraction of people with \epsilon_i < \alpha + \beta p$

Think of p as the fraction of people who have a PC, and F(α + β p) as the fraction who want a PC, given p.

The next slides give examples assuming F is S-shaped.

Determination of Equilibrium for p=Fraction of PC Buyers



Determination of Equilibrium for p=Fraction of PC Buyers



II. Market Choice

Now we'll look at a market version of social interactions. Assume we have a neighborhood with 100 houses, all identical (Levittown), and two groups of buyers: W and M

If we want to sell a fraction $N^{w}/100$ of the houses to W's, the price has to be

 $p = b^{w}(N^{w}/100)$

This is W's "inverse demand" function giving p as a function of the fraction of homes sold to W's. b^w is negatively sloped.

There is also a function for the price if we want to sell a fraction $N^m/100$ houses to M's, $b^m(N^m/100)$, that is negatively sloped in $N^m/100$.

In an equilibrium, W and M pay the same price and

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N^{w}/100 + N^{m}/100 = 1.
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So we can write $N^{w}/100 = 1 - m$, where $m=N^{m}/100$ is the "minority share" in the neighborhood. At a neighborhood equilibrium we must have

 $b^{w}(1 - m) = b^{m}(m)$

The graph is shown on the next slide. We graph b^m as a function of m, reading from left (m=0) to right (m=1) this is downward sloping. For W's we read from left (m=1, so no W's in the neighborhood) to right.

Market Equilibrium (no social interactions)



Now lets introduce a social interaction effect. Suppose that the price that W's will pay depends on how many units they buy, and on the m-share:

 $p = b^{w}(N^{w}/100, m)$

Again, $\partial b^{w}/\partial N^{w} < 0$ if you have to lower the price (holding constant m) to get W's to fill all the houses. Call this the "demand effect".

The effect of m is the "social interaction" and depends on W's preferences. Enlightened W's might prefer a neighborhood with higher m, at least up to a point. But eventually, we might expect that b^w will fall if m becomes "too big".

Again, in equilibrium we have to fill all the houses, so

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N^{w}/100 = 1 - m.
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Thus we can write:

 $p = b^{w}(1 - m, m)$.

As we increase m we get 2 effects. First, the "demand" effect says b^w will rise, because now <u>fewer</u> houses are sold to W's. But the "social interaction" effect adds a second dimension.

We could have a picture like the next slide:

White Demand for Homes with Demand Effect and Social Interaction Effect



Now lets look at the equilibrium, where W's and M's pay the same price and all homes are occupied:

 $p = b^{w}(1 - m, m) = b^{m}(m).$

The next slides shows that this can have multiple solutions (or solutions at m=0 or m=1 only). The reason is that now b^w is highly non-linear, first rising with m, then falling.

Equilibrium with Social Interaction in White Demand



Equilibrium with Social Interaction in White Demand



Now lets consider a "dynamic" city, where M's are gradually becoming richer. This will cause the b^m function to shift vertically. Starting from an in initial 100% W situation, eventually M's will start to move in. At first this is stable, but eventually the b^m function "pulls away" and once this happens, all the W's leave.





What are the implications?

If the tipping point m^{*} is (roughly) constant for all the neighborhoods in a city, then we will see some stable neighborhoods with m<m^{*}. We may see a few with m "close to m^{*}. But once a neighborhood gets too close, it changes rapidly to 100% m-share.

Data: Decennial Censuses

-each city divided into "tracts"

-track tracts over time, looking at how white population change from one census to the next (10 years later) varies with initial m-share

-look for "discontinuity" at some (relatively low) share



















