



Session 5:

The Economics of Ideas

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Outline: The Economics of Ideas

- Objects and Ideas
- The Idea Diagram
 - Ideas
 - Nonrivalry
 - Increasing Returns
 - Problems with Pure Competition
- How does the nonrivalry of ideas change how we think about economics?

Solow and Romer

- Robert Solow (1950s)
 - Capital versus Labor
 - Cannot sustain long-run growth
 - Nobel prize, 1987
- Paul Romer (1990s)
 - Objects versus Ideas
 - Sustains long-run growth
 - Wide-ranging implications for intellectual property, antitrust policy, international trade, the limits to growth, sources of “catch-up” growth
 - Nobel prize, 2018

Objects versus Ideas

Objects versus Ideas

- Objects
 - Most goods: iPads, houses, oil, computers, capital, labor
 - The economics of objects underlies Adam Smith's invisible hand theorem
- Ideas
 - Instructions or recipes — designs for making/using objects
 - Sand: from beaches/glass to computer chips
 - Other examples: design of iPad, architectural plan for a house, method for turning oil into plastic, management techniques of Walmart, oral rehydration therapy

The Idea Diagram



Ideas

Reading: Paul Romer, “Economic Growth”

- Objects = raw materials (atoms), Ideas = instructions
- How many potential ideas are there?
 - Chemical exploratory synthesis
 - Romer's “ideal chemical refinery”

Ideas (continued)

- The amount of raw material available — oil, sand, atoms of carbon, oxygen, and so on — is finite
- But the number of ways of arranging these raw materials is virtually infinite

Romer's insight: Economic growth is sustained by discovering better and better ways to use the finite resources available to us

Nonrivalry

Nonrivalry

- Objects (most goods) are **rivalrous**
 - Your use of a container ship to deliver Lenovo laptops means I cannot use that same container ship to deliver microwave ovens
 - Gives rise to scarcity, a central focus of economics
- Ideas are **nonrivalrous** = infinitely usable
 - One architect's use of the Pythagorean Theorem in designing a building does not reduce the "amount" of the theorem available to anyone else
 - The PCR (polymerase chain reaction) technique for replicating strands of DNA can be used by 1 lab, 10 labs, or 1000 labs simultaneously

Example: Cross-docking

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- By studying logistics carefully and experimenting with different alternatives, Walmart concludes that cross-docking will cut costs by 2% (for example)
 - This idea can then be applied to one distribution center, or two distribution centers, or 100 distribution centers
 - It does not get “depleted” by using it multiple times
 - Only needs to be “invented” once
 - In fact, Walmart’s use of the cross-docking technique doesn’t reduce the “amount” of cross-docking that Target can do

Excludability

Excludability

- The extent to which someone has property rights over a good and can legally restrict its use
- Nonrivalry says ideas **can** be used by many people simultaneously. But society may provide property rights that lead to legal restrictions on this
- Nonrivalry vs. Excludability
 - Nonrivalry is an **intrinsic** characteristic — from nature
 - Excludability (the extent of property rights) is a feature of the institutions chosen by society

Are ideas scarce in the same way that objects are?

Increasing Returns

Increasing Returns

- Suppose Asthma Inc. is developing a new drug for treating asthma (affects about 10% of the population)
 - Coming up with the successful, new chemical formula is the hard part — rough estimates suggest an average cost of \$2 billion to develop a new drug
 - Once developed, just an object, subject to standard CRS production
 - Example: \$2 billion R&D cost, then \$1 per dose in manufacturing costs
- Constant returns **after** invention implies increasing returns **including** invention
 - \$2 billion dollars → 1 dose
 - \$4 billion dollars → about 2 billion doses!
 - Doubling inputs far more than doubles output!

Revisit our standard Production Function

- Familiar notation, but now let A_t denote the “stock of knowledge” (i.e. the cookbook of recipes)

$$Y_t = F(K_t, L_t, A_t) = A_t K_t^{1/3} L_t^{2/3}$$

- Constant returns to scale in K and L holding knowledge fixed. Why?

$$F(2K, 2L, A) = 2 \times F(K, L, A)$$

- But therefore **increasing returns** in K , L , and A together!

$$F(2K, 2L, 2A) > F(2K, 2L, A)$$

- Economics is quite straightforward:
 - Replication argument + Nonrivalry \rightarrow CRS to objects
 - Therefore there must be IRS to objects and ideas

Problems with Perfect Competition

- Adam Smith's fundamental **Invisible Hand** result
- Why do increasing returns pose a problem?
 - What if Asthma Inc. charges marginal cost?
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Covers the variable cost but not the fixed cost of R&D
→ negative profits → no research
 - What if Asthma Inc. charges \$100 per dose?

Many people who would purchase the drug at marginal cost (\$1) will not purchase at the higher price → inefficiency (deadweight loss)

Problems with Perfect Competition (continued)

There must be a wedge between price and marginal cost so firms can recover the fixed cost of inventing new ideas

A single price cannot simultaneously provide the appropriate incentives for research **and** allocate scarce resources efficiently

We no longer live in the Best of All Possible Worlds —
there is an important role for institutions beyond free markets

How to Address Problems with Perfect Competition?

- What do firms do to address these issues with perfect competition?
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 - Trade secrets to keep monopoly and sell at markup
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 - Price discrimination (e.g., by country, by income of customer)
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 - Patents grant monopoly profits for a time to allow firm to recoup initial investment
 - How long to grant monopoly? Innovation vs. restricted supply
 - R&D subsidies and public-private joint ventures
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- How do these issues differ for poor vs. rich countries



Questions for Discussion

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- What are “meta-ideas” and why are they important?
- Natural resources, climate change, and ideas — how do they interact?
- Data is also nonrival — what are the implications?

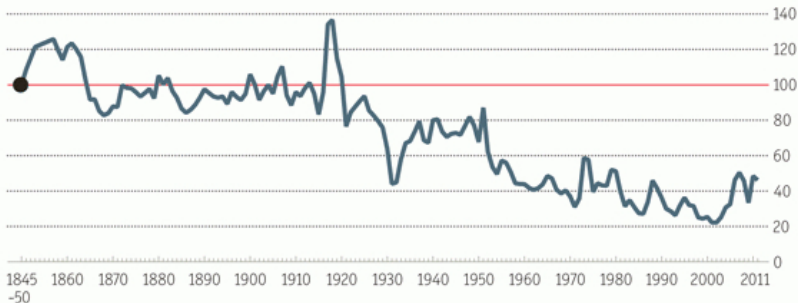
Meta-Ideas

- Meta-Ideas: Ideas for shaping the creation of new ideas
- Institutions are themselves **ideas** — invented and evolving
 - The free market
 - The patent system
 - The National Science Foundation and National Institutes of Health
 - Research prizes — Longitude, Lindbergh, X Prize, Kremer
- What other meta-idea does Paul Romer suggest? Why does he think this might be useful?
- Better institutions lead to
 - \downarrow Misallocation $\Rightarrow \uparrow$ TFP (last class)
 - \uparrow Innovation $\Rightarrow \uparrow$ TFP (next class)

Natural Resources and Economic Growth

Metal detector

The Economist industrial commodity-price index, real* \$ terms, 1845-50=100



Source: *Economist*, "Resource prices" Oct 14th 2011.

Climate Change and Ideas

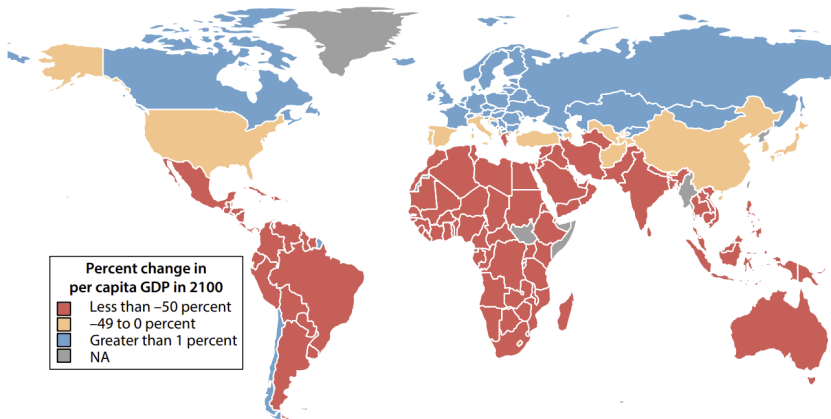
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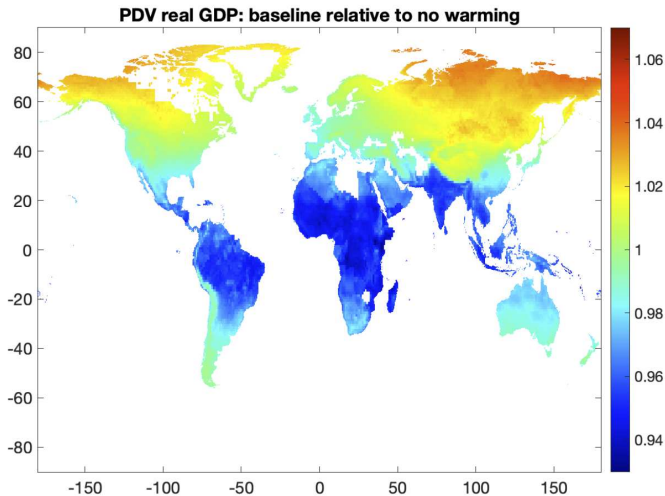
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- Takeaways?
 - A global problem: all regions contributing now: U.S./Europe more historically, China more today
 - Economic damages could be very large, highly uncertain
 - Poor countries are likely to be hardest hit
 - Carbon tax!

Potentially Huge Effects on Levels of GDP by 2100



Alternative Estimate — very different!



Cruz and Rossi-Hansberg, 2021

The Nonrivalry of Data (WSJ)

Reading: “Should Consumers Be Able to Sell Their Own Personal Data?”

The Nonrivalry of Data (WSJ)

Reading: “Should Consumers Be Able to Sell Their Own Personal Data?”

- Just like ideas, data is nonrival
- Data is used in the production of ideas (ML algorithm for detecting cancer)
- Firms may have incentives to hoard data to protect market share
- Consumers can balance privacy concerns with social gains from broad use

Questions for Review

- What is the key distinction between objects and ideas, and why is this distinction important?
- What is nonrivalry, and how does it lead to increasing returns?
- Why is there a tension between increasing returns and perfect competition?
- How does a careful consideration of the economics of ideas lead to a failure of Adam Smith's invisible hand result?
- What are meta-ideas and why are they important?