

Econ 4905: Lecture 11  
Bank Runs: The Pre-Deposit Game

Karl Shell

Cornell University

Fall 2018

# Updates

- ▶ Mortgage update
- ▶ Reverse mortgages
- ▶ Tax updates
  - ▶ Recent change to itemized deduction
  - ▶ Recent change for SALT
  - ▶ Recent change to charitable giving for IRA
- ▶ My schedule on Wednesday afternoon

## Introduction to Bank Runs

- ▶ Bryant (1980) and Diamond and Dybvig (1983): “bank runs” in the *post-deposit* game
  - ▶ multiple equilibria in the *post-deposit* game
- ▶ One cannot understand bank runs or the optimal contract without the full *pre-deposit* game
- ▶ Peck and Shell (2003): A *sunspot-driven* run can be an equilibrium in the *pre-deposit* game for sufficiently small run probability.
- ▶ We show *how* sunspot-driven run risk affects the optimal contract depending on the parameters.

## The Model: Consumers

- ▶ 2 ex-ante identical vNM consumers and 3 periods: 0, 1 and 2.
- ▶ Endowments:  $y$
- ▶ Preferences:  $u(c^1)$  and  $v(c^1 + c^2)$ :
  - ▶ impatient:  $u(x) = A \frac{(x)^{1-b}}{1-b}$ , where  $A > 0$  and  $b > 1$ .
  - ▶ patient:  $v(x) = \frac{(x)^{1-b}}{1-b}$ .
- ▶ Types are uncorrelated (so we have aggregate uncertainty.):

$p$

# The Model: Technology

- ▶ Storage:

$$\begin{array}{ccc} t = 0 & t = 1 & t = 2 \\ -1 & 1 & \\ & -1 & 1 \end{array}$$

- ▶ More Productive

$$\begin{array}{ccc} t = 0 & t = 1 & t = 2 \\ -1 & 0 & R \end{array}$$

# The Model

- ▶ Sequential service constraint (Wallace (1988))
- ▶ Suspension of convertibility.
- ▶ A depositor visits the bank only when he makes withdrawals.
- ▶ When a depositor makes his withdrawal decision, he does not know his position in the bank queue.
- ▶ If more than one depositor chooses to withdraw, a depositor's position in the queue is random. Positions in the queue are equally probable.
- ▶ Aggregate uncertainty

## Post-Deposit Game: Notation

- ▶  $c \in [0, 2y]$  is any feasible banking contract
- ▶  $\hat{c} \in [0, 2y]$  is the unconstrained optimal banking contract
- ▶  $c^* \in [0, 2y]$  is the constrained optimal banking contract
- ▶ Smaller  $c$  is conservative; larger  $c$  is fragile

## Post-Deposit Game: $c^{early}$

- ▶ A patient depositor chooses early withdrawal when he expects the other depositor to also choose early withdrawal.

$$[v(c) + v(2y - c)]/2 > v[(2y - c)R]$$

- ▶ Let  $c^{early}$  be the value of  $c$  such that the above inequality holds as an equality.



## Post-Deposit Game: $c^{wait}$

- ▶ A patient depositor chooses late withdrawal when he expects the other depositor, if patient, to also choose late withdrawal. (ICC)

$$pv[(2y - c)R] + (1 - p)v(yR) \geq p[v(c) + v(2y - c)]/2 + (1 - p)v(c).$$

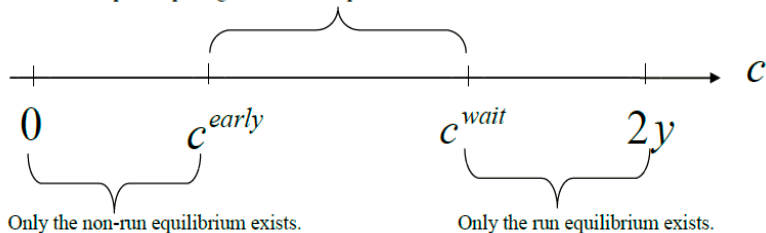
- ▶ Let  $c^{wait}$  be the value of  $c$  such that the above inequality holds as an equality.

## Post-Deposit Game: “usual” values of the parameters

- ▶  $c^{early} < c^{wait}$  if and only if

$$b < \min\{2, 1 + \ln 2 / \ln R\}$$

The post-deposit game has two equilibria: one run and one non-run.



## Pre-Deposit Game

- ▶ For the rest of the presentation, we focus on the "usual" values of  $b$  and  $R$ .
- ▶ Whether bank runs occur in the *pre-deposit* game depends on whether the optimal contract  $c^*$  belongs to the region of *strategic complementarity* (i.e.,  $c \in (c^{early}, c^{wait}]$ ).
- ▶ To characterize the optimal contract, we divide the problem into three cases depending on  $\hat{c}$ , the contract supporting the *unconstrained efficient allocation*.
  - ▶  $\hat{c} \leq c^{early}$  (Case 1)
  - ▶  $\hat{c} \in (c^{early}, c^{wait}]$  (Case 2)
  - ▶  $\hat{c} > c^{wait}$  (Case 3)

## Impulse parameter A and the 3 cases

- ▶  $\hat{c}$  is the  $c$  in  $[0, 2y]$  that maximizes

$$\widehat{W}(c) = \{ p^2[u(c) + u(2y - c)] + 2p(1 - p)[u(c) + v((2y - c)R)] + 2(1 - p)^2 v(yR) \}.$$



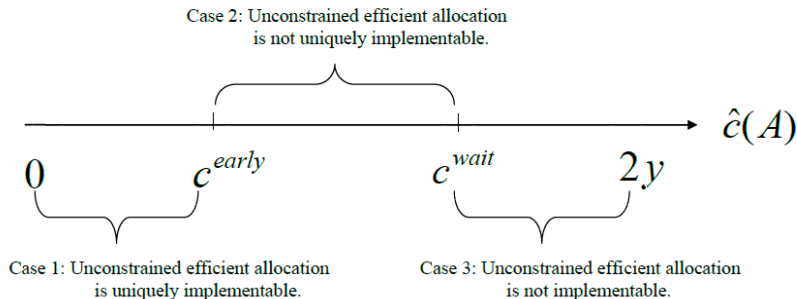
$$\hat{c} = \frac{2y}{\{ p/(2 - p) + 2(1 - p)/[(2 - p)AR^{b-1}] \}^{1/b} + 1}.$$

- ▶  $\hat{c}(A)$  is an increasing function of  $A$ .

## Parameter A and the 3 Cases

- ▶ Neither  $c^{early}$  nor  $c^{wait}$  depends on  $A$

**Figure 2. Three Cases**



## Example

- ▶ The parameters are

$$b = 1.01; p = 0.5; y = 3; R = 1.5$$

- ▶ We see that  $b$  and  $R$  satisfy the condition which makes the set of contracts permitting strategic complementarity non-empty. We have that  $c^{early} = 4.155955$  and  $c^{wait} = 4.280878$ .
- ▶  $A^{early} = 6.217686$  and  $A^{wait} = 10.27799$ .
- ▶ If  $A \leq A^{early}$ , we are in Case 1; If  $A^{early} < A \leq A^{wait}$ , we are in Case 2; If  $A > A^{wait}$ , we are in Case 3.

## The Optimal Contract: Case 1

- ▶ Case 1: The *unconstrained efficient allocation* is DSIC, i.e.,  $\hat{c} \leq c^{early}$ .
- ▶ It is straightforward to see that the optimal contract for the *pre-deposit* game supports the *unconstrained efficient allocation*

$$c^*(s) = \hat{c}.$$

and that the optimal contract doesn't tolerate runs.

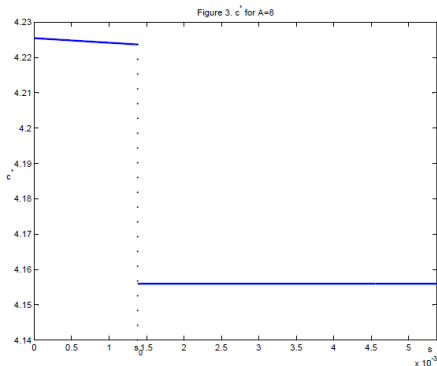
## The Optimal Contract: Case 2

- ▶ Case 2: The *unconstrained efficient allocation* is BIC but not DSIC, i.e.,  $c^{early} < \hat{c} \leq c^{wait}$ .
- ▶ The optimal contract  $c^*(s)$  satisfies: (1) if  $s$  is larger than the threshold probability  $s_0$ , the optimal contract is run-proof and  $c^*(s) = c^{early}$ . (2) if  $s$  is smaller than  $s_0$ , the optimal contract  $c^*(s)$  tolerates runs and it is a strictly decreasing function of  $s$ .



## The Optimal Contract: Case 2

- ▶ Using the same parameters as the previous example. Let  $A = 8$ . (We have seen that we are in Case 2 if  $6.217686 < A \leq 10.27799$ .)
- ▶  $c^*$  switches to the best run-proof contract (i.e.  $c^{early}$ ) when  $s > s_0 = 1.382358 \times 10^{-3}$ .

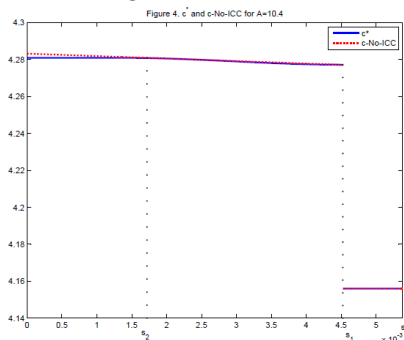


## The Optimal Contract: Case 3

- ▶ Case 3: The *unconstrained efficient allocation* is not BIC, i.e.,  $c^{wait} < \hat{c}$ .
- ▶ The optimal contract  $c^*(s)$  satisfies: (1) If  $s$  is larger than the threshold probability  $s_1$ , we have  $c^*(s) = c^{early}$  and the optimal contract is run-proof. (2) If  $s$  is smaller than  $s_1$ , the optimal contract  $c^*(s)$  tolerates runs and it is a weakly decreasing function of  $s$ . Furthermore, we have  $c^*(s) = c^{wait}$  for at least part of the run tolerating range of  $s$ .

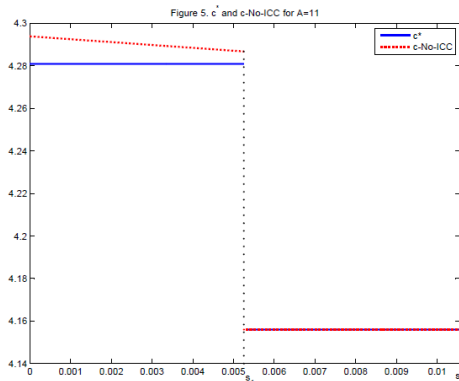
## The Optimal Contract: Case 3

- ▶ Using the same parameters as in the previous example. Let  $A = 10.4$ . (We have seen that we are in Case 2 if  $A > 10.27799$ .)
- ▶  $c^*$  switches to the best run-proof (i.e.  $c^{early}$ ) when  $s > 4.524181 \times 10^{-3}$ .
- ▶ ICC becomes non-binding when  $s \geq s_2 = 1.719643 \times 10^{-3}$ .



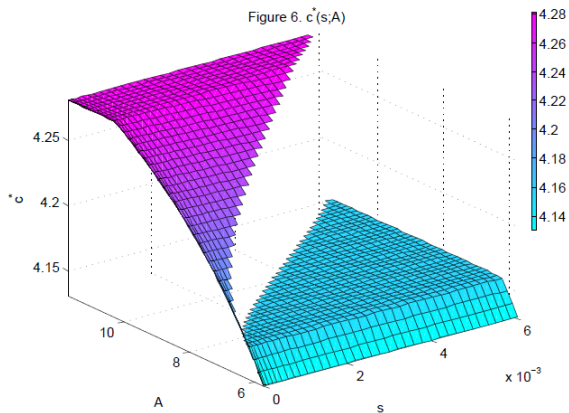
## The Optimal Contract: Case 3

- ▶ Let  $A = 11$ . (PS case)
- ▶  $c^*$  switches to the best run-proof (i.e.  $c^{early}$ ) when  $s > s_1 = 5.281242 \times 10^{-3}$ .



# The Optimal Contract

- ▶  $c^*$  versus  $s$  and  $A$



## Summary and Concluding Remark

- ▶ In Cases 2 and 3, the optimal contract tolerates runs when the run probability is sufficiently small:
- ▶ In Case 2, the optimal contract adjusts continuously and becomes strictly more conservative as the run probabilities increases.
  - ▶ ▶ The optimal allocation is never a mere randomization over the *unconstrained efficient allocation* and the corresponding run allocation from the *post-deposit* game. Hence this is also a contribution to the sunspots literature: another case in which SSE allocations are not mere randomizations over certainty allocations.

## Summary and Concluding Remark

- ▶ In Case 3, the ICC binds for small run-probabilities, which forces the contract to be more conservative than it would have been without the ICC. Hence, for Case 3, the optimal contract does not change with  $s$  until the ICC no longer binds.

## Summary and Concluding Remark

- ▶ In Case 3, the ICC binds for small run-probabilities, which forces the contract to be more conservative than it would have been without the ICC. Hence, for Case 3, the optimal contract does not change with  $s$  until the ICC no longer binds.
  - ▶ ▶ For small  $s$ , the optimal allocation is a randomization over the *constrained efficient allocation* and the corresponding run allocation from the *post-deposit* game.