

Research Races: Innovation Policy and Technological Change

Juan Cruz Llambias & Matthew J. H. Murphy

University of Pennsylvania

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Innovation Policy and Technological Change: Two Sides of the Same Coin?

Innovation Policy

Technological Change

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Innovation Policy

- R&D subsidies are an effective method for spurring innovation.
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Technological Change

- Technological change shapes the landscape for future innovation.
- In particular, different technologies can make it cheaper to perform future research, or cheaper to bring ideas to market.

How do these changing incentives influence the direction of future research?

Model

Model: Firms

- Time is continuous $t \in [0, \infty)$.
- There are two firms: $i \in \{1, 2\}$ competing to research innovations.
- There are two types of innovations: a “radical” innovation and “incremental” innovations.

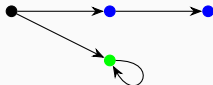
At each moment in time, the firms choose $a_i \in A_i = \mathbb{R}_+ \times [0, 1] \times \{0, 1\}$.

- (i) How much effort to invest in researching $\lambda \in \mathbb{R}_+$;
- (ii) What fraction of their time is spent on the radical innovation $e \in [0, 1]$;
- (iii) Whether to commercialize innovations that they have completed: $p \in \{0, 1\}$.

Model: Researching and Implementation

When a firm invests λ in research during $[t, t + dt)$, it pays a flow cost $\alpha C(\lambda)dt$, and with probability λdt the firm achieves an observable “breakthrough”.

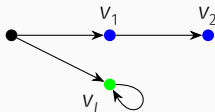
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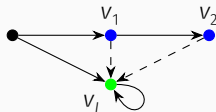
- Incremental innovations are repeatable, and require only one breakthrough.
 - Incremental innovations generate payoff v_I when implemented.
- The radical innovation is unique, and requires two *sequential* breakthroughs.
 - Implementing the first part yields v_1 , the second part v_2 .
 - Implementing the two together yields $v_1 + v_2$.
 - When part one is implemented, both firms can work on part two.



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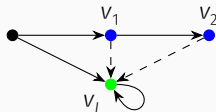
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Assumption

$C : \mathbb{R}_+ \rightarrow \mathbb{R}_+$ is strictly convex, with $C'(0) = 0$ and $C''' \geq 0$.

Model: Payoffs

Firms discount the future at rate r , and aim to maximize their expected discounted payoff from researching and implementing innovations:

$$\int_0^{\infty} e^{-rt} \left(\delta_{\{\text{Implement innovation of value } v_t \text{ at time } t\}} \cdot (v_t - c_p) - \alpha C(\lambda_t) \right) dt$$
$$v_t \in \{v_I, v_1, v_2, v_1 + v_2\}$$

Motivating Examples

- Pharmaceutical innovations: reformulating an existing drug, or identifying a new biological mechanism and then refining scalability and safety.
- News: working on “simple” general interest stories, or deep investigative stories that require multiple steps of finding leads and verifying information.

Equilibrium Characterization

Theorem

There is a unique Markov Perfect Competitive equilibrium that is symmetric and stable. If r is sufficiently small, this is the only stable equilibrium.

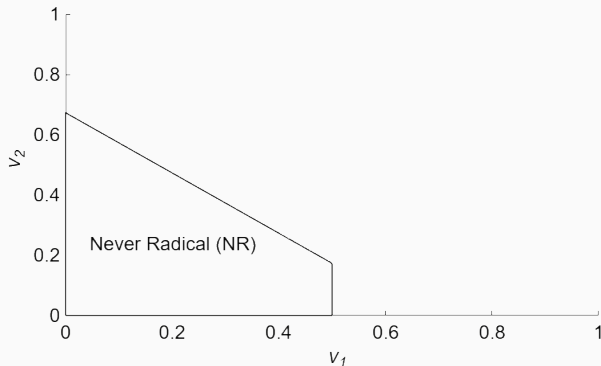
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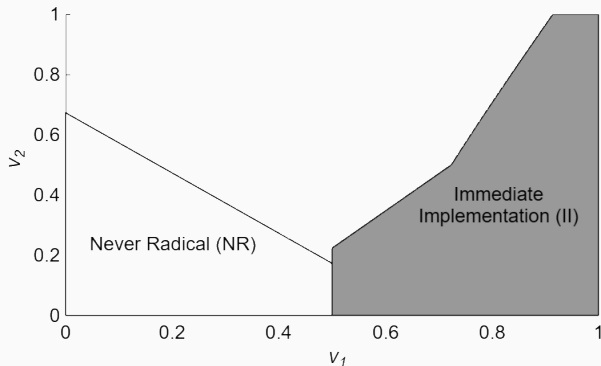
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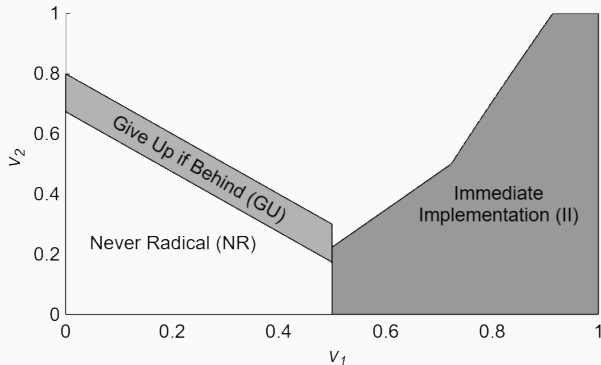
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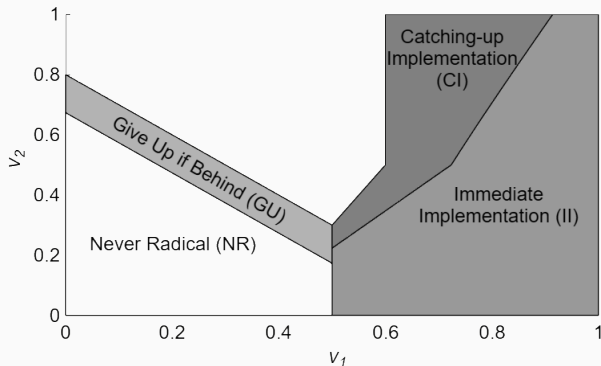
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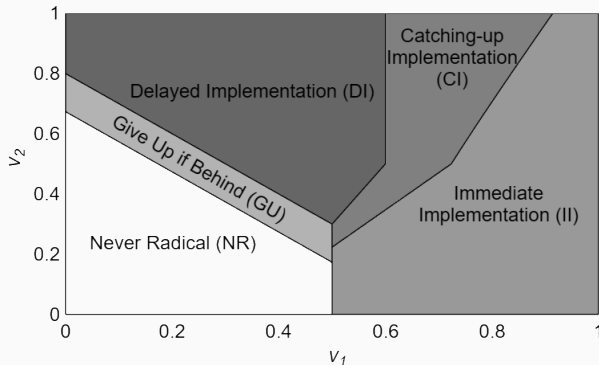
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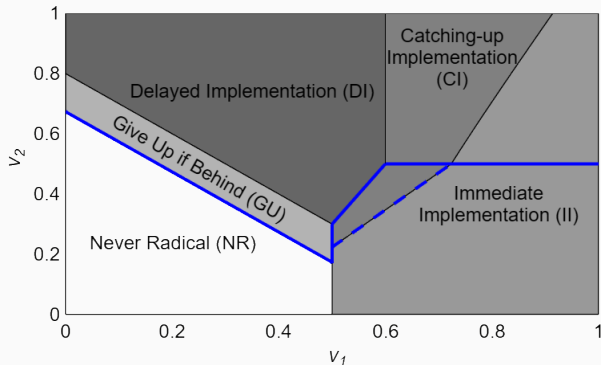
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Policy and Technological Change

Key Parameters: research and implementation costs

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Technological Change

- Both α and c_p decrease when technology evolves: research and implementation both become easier; however
- Some technologies primarily affect the research process, while others ease the implementation of completed ideas.

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 - (ii) *increase focus on the radical innovation* if the region *NR* shrinks.
 - (iii) *encourage continuation* if region *II* shrinks and region *DI* expands.
- It *places emphasis on the radical innovation* if both (ii) and (iii) hold.

R&D subsidies: decreasing investment costs

Proposition

Fix v_I , c_p , and r . A decrease in research costs from α to α'

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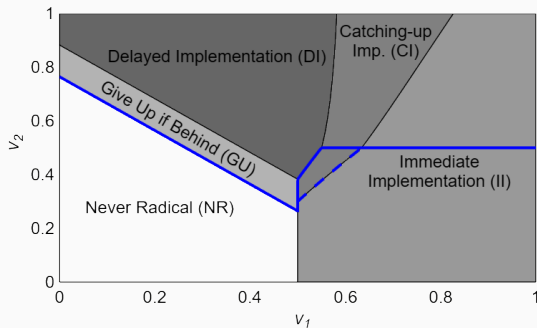
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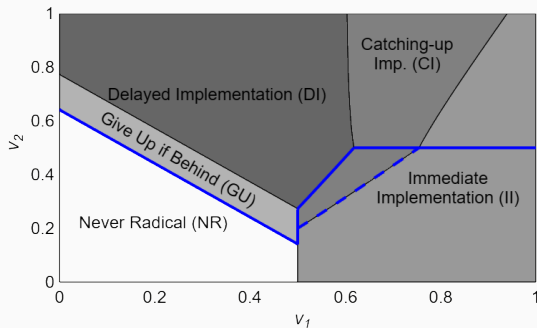
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(a) $\alpha = 0.5$

Decreasing research costs is unambiguously beneficial.

- R&D subsidies and research-side technological changes push firms to work harder on projects, and to pursue longer, more complicated research.

Proposition

Fix v_1, r . Let $T(c_p, \alpha; v_1, v_2)$ denote the expected time to the implementation of the full radical innovation.

- The value of α that minimizes expected time is zero:
$$\operatorname{arginf}_{\alpha \geq 0} T(c_p, \alpha; v_1, v_2) = 0.$$

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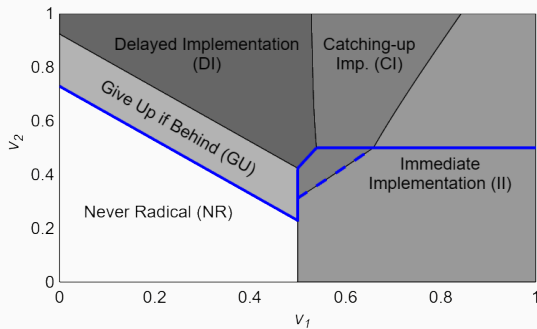
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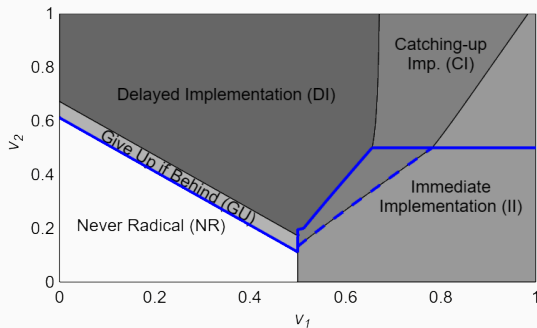
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(a) $c_p = 0.45$

Optimal Policy: Implementation Costs

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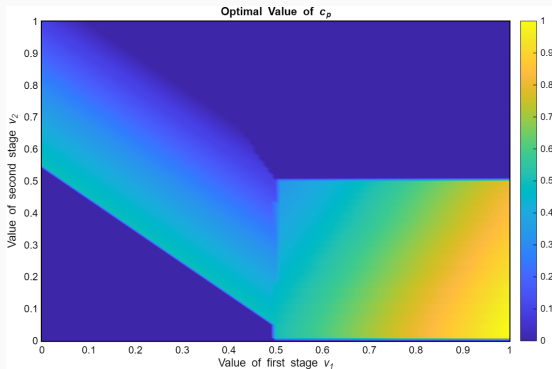
The value of implementation costs c_p that minimizes expected time is not always zero: there exist (v_1, v_2) such that $\operatorname{argmin}_{c_p \geq 0} T(c_p, \alpha; v_1, v_2) > 0$. Moreover,

- For v_2 sufficiently low, $\operatorname{argmin}_{c_p \geq 0} T(c_p, \alpha; v_1, v_2)$ is decreasing in v_1 for low v_1 and increasing in v_1 for large v_1 .
- For v_2 sufficiently high, $\operatorname{argmin}_{c_p \geq 0} T(c_p, \alpha; v_1, v_2) \equiv 0$ for all $v_1 > 0$.

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What changes when firms' breakthroughs are unobservable?

- Characterize the unique Markov equilibrium: results qualitatively do not change.

Innovation Policy

- R&D subsidies both increase research and redirect it.
- Higher commercialization costs redirect research, but decrease it.
 - This is especially valuable when firms would halt inefficiently early.

Given fiscal constraints, more creative policy should consider these trade-offs, as opposed to deferring to solely R&D subsidies.

Technological Change

- Technologies that make research easier are unambiguously good.
- Technologies that make it easier to bring products to market may undermine the research process by redirecting efforts.