

Power Consolidation in Groups

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Introduction

Research Question: What allows – or indeed prevents – *power* and *resources* from falling into the hands of a few?

Motivation: Inequality has been rising globally – especially in large countries – yet its underlying dynamics are not fully understood.

▶ **Key reason:** The role played by **power** has been underexplored.

Motivation

As inequality continues to rise in the US, so have economists' concerns that it is drifting towards **oligarchy**.

- ▶ Piketty (2014, 2015), Stiglitz (2011, 2016), Krugman (2020), World Bank (2006, 2017), UN (2020), Callander et al. (2022), Deaton (2024), and Acemoglu (2012, 2024).

Not exceptionally American: rising inequality has also been observed in

- ▶ other OECD countries (OECD 2008, 2011, 2012, 2015, 2021)
- ▶ other major economies such as Russia, China, and India
 - ▶ *World Inequality Report* (2022); Brookings Institution (2023).

Other global trends causing concern:

- ▶ Expanding authoritarian rule (Freedom House, 2022; UN, 2023; *Reuters*, 2023)
- ▶ Democratic backsliding (Freedom House 2020, 2024; Thureau, 2024)

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Understanding how *political inequality* evolves is critical for understanding how *economic inequality* evolves.

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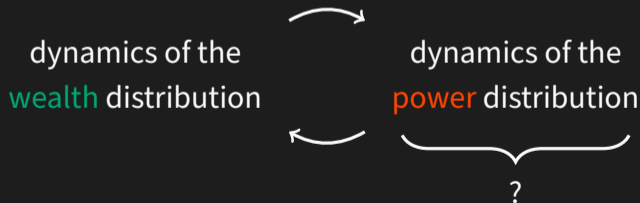


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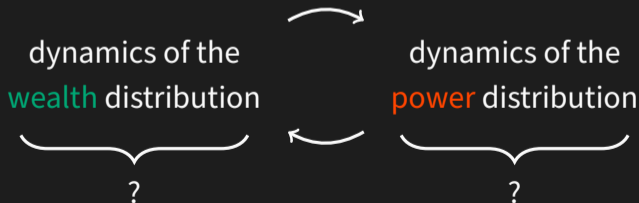


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I construct a theory of how a society's **distribution of political power evolves**.

Key elements of the model:

- ▶ (Lineages of) players compete by accumulating and passing along *power*.
- ▶ **Power** is modeled as an asset that increases the probability of winning conflicts over public resources endowed each period.

Two standard assumptions play a central role.

[▶ Details](#)

1. Convex power accumulation costs.
2. Difference-form contest success function (CSF).

Unique predictions for whether a society is headed towards an **inclusive**, **oligarchic**, or **dictatorial** regime.

- ▶ Where power is equally shared among **all players**, a **subset of players**, or held by just **one player**.

Three Player Dynamics – Paths to Dictatorship

Player i outmatches the rest

- ▶ Weak power accum. incentives
- ▶ Convex costs prevent weaker players from catching up.

Player i accumulates power faster than the rest.

Three Player Dynamics – Paths to **Inclusivity**

All players closely matched

- ▶ Similar, strong incentives to accumulate power
- ▶ Convex costs prevent any player from outrunning the rest

All accumulate power at similar rates



Three Player Dynamics – Paths to Oligarchy

Players i and j start closely matched, but each outmatch player ℓ .

- ▶ Players i and j *compete* like the players in the **inclusive** case.
- ▶ Players i and j *outrun* player ℓ like in the **dictatorial** case.

Power and resources **inevitably** fall into the hands of a few in large societies, in the absence of external intervention.

- ▶ Only **dictatorships** and **sufficiently concentrated oligarchies** are stable when the number of players is above a certain threshold.

Intuition: players' power accumulation incentives are strongest when they are evenly matched with their *aggregate* competitors.

- ▶ **Strong** incentives when facing a **few** closely-matched competitors.
- ▶ **Weak** incentives when facing **many** closely-matched competitors.

The Iron Law: a Century-Old Open Question

Michels' (1915) Iron Law of Oligarchy: power and resources inevitably fall into the hands of a few in large groups, regardless of democratic norms.

- ▶ Still considered an **empirical puzzle** (Diefenbach (2019); Leach (2005, 2015))
- ▶ I provide a rigorous explanation based on standard economic assumptions.

Implication: Michels had good reason to worry.

- ▶ The trends taking place around the world today will *not* self-correct.

Note that this result is quite robust to economic growth.

- ▶ Details found in Online Appendix C.

Concluding remarks

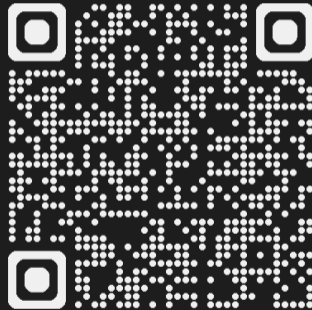
I develop a portable economic model of how a society's distribution of power and resources evolves over time.

1. Emergence of **inclusive**, **oligarchic**, and **dictatorial** regimes.
 - ▶ Unified framework, unique predictions.
 - ▶ Sufficiently large inequalities do not self-correct.
2. Power and resources inevitably fall into the hands of a few in large societies in the absence of external intervention.

Lots of exciting future work to do in this area; please come and chat!

- ▶ Or send me an email (freddie.papazyan@ttu.edu).

Thank You!



QR Code to the full paper.

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Time, Players, and Resources

[◀ Return](#)[▶ Timing](#)

Time: $t \in \{0, \Delta, 2\Delta, \dots\}$ (Period Length = Δ)

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- ▶ i_t = **generation- t** player from **lineage i** .

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Resources are endowed to society $\{1_t, 2_t, \dots, N_t\}$ every period.

- ▶ Players engage in *conflict* over resources every period.




③ **Inheritance:** player i_t replaces $i_{t-\Delta}$ and inherits power $x_{i,t-\Delta}$












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Investment: player i_t chooses investment *rate* l_{it} at *flow* cost $C(l_{it}, x_{i,t-\Delta})$

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-  **Investment:** player i_t chooses investment *rate* l_{it} at *flow* cost $C(l_{it}, x_{i,t-\Delta})$
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-  **Endowment:** society endows a *lump sum* unit of resources.

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-  **Endowment:** society endows a *lump sum* unit of resources.
-  **Conflict:** players engage in a winner-takes-all conflict over resources
$$H(x_{it}, \mathbf{x}_{-i,t}) = \mathbb{P} \{ \text{player } i_t \text{ wins conflict} \mid x_{it}, \mathbf{x}_{-i,t} \} \quad \mathbf{x}_{-i,t} \equiv (x_{jt})_{j \neq i}$$

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-  **Payoffs:** player i_t earns expected payoff $H(x_{it}, \mathbf{x}_{-i,t}) - \Delta \cdot C(l_{it}, x_{i,t-\Delta})$

Players compete over these resources through a winner-takes-all **conflict** whose victor is randomly determined according to

$$H(x_{it}, \mathbf{x}_{-i,t}) \equiv \text{Prob} \left\{ \text{Player } i_t \text{ wins entire unit of resources} \mid x_{it}, \mathbf{x}_{-i,t} \right\}$$

Player i_t 's victory probability depends on **how much power they hold** relative to other players.

Benefit of Power Accumulation (H)

[Return](#)[Timing](#)

Assumption

$$H(x_i, \mathbf{x}_{-i}) \equiv \frac{e^{\lambda x_i}}{\sum_{j=1}^N e^{\lambda x_j}} = \frac{1}{1 + \sum_{j \neq i} e^{-\lambda(x_i - x_j)}}, \quad (\lambda \geq 0)$$

This is known as the **difference-form contest success function**, which is commonly used in contest theory (Hirshleifer (1989); Skaperdas (1996))

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- ▶ Assuming this functional form is equivalent to assuming that H only depends on **power differences** and 5 other mild axioms (Skaperdas 1996, Thm. 3)

Main Implication: marginal benefit $h(x_i, \mathbf{x}_{-i}) \equiv \frac{\partial}{\partial x_i} H(x_i, \mathbf{x}_{-i})$ is increasing in how *closely-matched* player i is with their *aggregate competition*.

Cost of Power Accumulation (C)

[◀ Return](#)[◀ Timing](#)

$C(l_{it}, x_{i,t-\Delta})$ = cost of accumulating power at rate l_{it} given inherited power $x_{i,t-\Delta}$.

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[← Return](#)[← Timing](#)

$C(l_{it}, x_{i,t-\Delta})$ = cost of accumulating power at rate l_{it} given inherited power $x_{i,t-\Delta}$.

▶ $C_l(l_{it}, x_{i,t-\Delta}) \equiv \frac{\partial}{\partial l_{it}} C(l_{it}, x_{i,t-\Delta})$ is the **marginal cost** of power accumulation.

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1. C is **strictly increasing and strictly convex** in l_{it} , given any $x_{i,t-\Delta}$ (standard)

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3. C is twice continuously differentiable (for tractability)