
Modelling green innovation decision making with regulatory incentives and firm acquisitions

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INTRODUCTION

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- The need to address climate change is a major global concern and evolving preferences, regulations, and technologies create new market opportunities from green stakeholders, especially consumers.
- Consumers are increasingly aware of the impact that their consumption choices have and are paying more attention to sustainability. Thus, supplying green products is emerging as a firm strategy for reaching these environmentally conscious consumers (especially via vertical differentiation).
- Firms gain and sustain competitive advantage by developing long-term corporate technology strategies for acquiring technological resources. Yet, many firms are hesitant to conduct low-carbon innovation.
- Innovation can also be obtained via acquiring a firm that already owns the technology desired or has relevant know-how/production capabilities.

INTRODUCTION

II

- Relying only on the market is not enough to allow social investment to reach optimal levels, given the multiple externalities of green technological innovation.
- Government incentives and regulations are needed to address market failures and barriers. The government must promote and guide firms to a low-carbon technological innovation path, using its ability to provide firms with optimal incentives to innovate.
- Although different regulations may have different effects on low-carbon technological innovation, the literature makes it clear that regulations can improve clean performance by affecting the costs and benefits of the environmental behavior of firms.

INTRODUCTION

III

- This paper explores green innovation impetus driven by market forces and incentives.
- Due to the multi-agent nature of the problem, game theory is used to assess low-carbon innovation decision-making by a firm and green consumption choices by a consumer. Both players are rational aiming at maximizing their payoffs and are representative of consumers and producers in the society.

METHODOLOGY

MODELS

- The models consist of consumer-firm games. Nash equilibria in both pure and mixed strategies are derived.
- 5 scenarios:
 - i. No government intervention;
 - ii. Government intervention: the consumer that chooses green receives a subsidy;
 - iii. Government intervention: the government applies discriminatory policy to the firm;
 - iv. Firm can acquire a startup in order to obtain the desirable green innovation, instead of investing in R&D and develop the innovation in-house;
 - v. Sequential decision making: one side of the market observes the characteristics of the other side before making its own decision.

METHODOLOGY

BASE MODEL

Table 1 Representation of the strategic form game.

		Firm	
		PG	PNG
Consumer	CG	C_{11}, F_{11}	C_{12}, F_{12}
	CNG	C_{21}, F_{21}	C_{22}, F_{22}

Table 2 Payoffs for the consumer and the firm.

Payoffs	
Consumer	$C_{11} = a$
	$C_{12} = a - x_3$
	$C_{21} = a - x_1$
	$C_{22} = a - x_2$
Firm	$F_{11} = b - y$
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z : revenue loss (due to mismatch between the product offered and the consumer's decision)

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Table 3 Conditions for the payoffs order

Consumer Payoffs

$$C_{11} > C_{21} > C_{22} > C_{12} ; x_1 < x_2 < x_3$$

Firm Payoffs

$$F_{22} > F_{11} > F_{21} > F_{12} ; 0 < y < z_2 - z_1$$

$$F_{22} > F_{11} > F_{12} > F_{21} ; z_2 - z_1 < y < z_2$$

$$F_{22} > F_{12} > F_{11} > F_{21} ; y > z_2$$

a : consumer's base payoff

x : utility loss (due to mismatch decisions & non-green purchase)

b : firm's base payoff

y : cost of innovating in low-carbon technologies

z : revenue loss (due to mismatch between the product offered and the consumer's decision)

RESULTS

MODEL A - NO GOVERNMENT INTERVENTION

Table 4 Representation of the strategic form game with the payoffs of model A.

		Firm	
		PG	PNG
Consumer	CG	$a, b - y$	$a - x_3, b - z_2$
	CNG	$a - x_1, b - y - z_1$	$a - x_2, b$

- Solving the game in pure strategies:
 - No dominant strategy for the consumer;
 - If $y > z_2$, the firm's dominant strategy is to *Produce Non-Green*. The N.E. is (CNG, PNG) ;
 - If $y < z_2$, the firm does not have a dominant strategy and there are two N.E.: (CG, PG) and (CNG, PNG) .
- The N.E. depends on the relationship between y , how much it costs the firm to seek low-carbon innovation, and z_2 , how much the company loses in terms of revenues when selling a non-green product to a consumer that has green behavior.

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	CNG	$a - x_1, b - y - z_1$	$a - x_2, b$

- Solving the game in mixed strategies:
 - Consumers adopt a green attitude with probability $p = \frac{y+z_1}{z_1+z_2}$ and firms produce green with probability $q = \frac{x_3-x_2}{x_3-x_2+x_1}$;
- The likelihood of consumers adopting a green attitude is increasing in y and in z_1 and decreasing in z_2 . The likelihood of firms producing green is increasing in x_3 and decreasing in x_1 and x_2 .

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Table 5 Sum of payoffs.

	Sum of payoffs
$(CG; PG)$	$a + b - y$
$(CG; PNG)$	$a - x_3 + b - z_2$
$(CNG; PG)$	$a - x_1 + b - y - z_1$
$(CNG; PNG)$	$a - x_2 + b$

- The best outcome for the two sides of the market is when both parties, consumers and producers, are aligned towards the same goal:
 - Welfare $(CNG, PNG) > \text{Welfare } (CG, PNG) \mid \text{Welfare } (CG, PG) > \text{Welfare } (CNG, PG)$
- Total welfare when both players are green is higher than total welfare when both players are non-green if and only if $y < x_2$.

RESULTS

MODEL B1 - GOVERNMENT INTERVENTION: CONSUMER SUBSIDY POLICY

Table 6 Representation of the strategic form game with the payoffs of model B1.

		Firm	
		PG	PNG
Consumer	CG	$a + s_C, b - y$	$a - x_2, b - z_2$
	CNG	$a + s_C - x_1, b - y - z_1$	$a - x_2, b$

- Now the payoffs of the consumer also include the subsidy parameter (s_C).
- The pure strategies solution for this game is the same as in model A and the mixed strategies solution for this game is also the same as in model A, showing that giving a subsidy to the consumption of green goods does not affect the consumer's and firm's decisions.

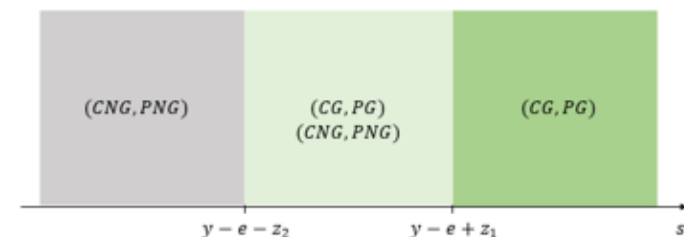
RESULTS

MODEL B2 - GOVERNMENT INTERVENTION: FIRM SUBSIDY POLICY (DISCRIMINATORY POLICY)

Table 7 Representation of the strategic form game with the payoffs of model B2.

		Firm	
		PG	PNG
Consumer	CG	$a, b - y + s_p$	$a - x_2, b - z_2 - e$
	CNG	$a - x_1, b - y - z_1 + s_p$	$a - x_2, b - e$

- Solving the game in pure strategies:
 - No dominant strategy for the consumer;
 - If $s_p > y - e + z_1$ (and thus $s_p > y - e - z_2$), the firm has a dominant strategy – *Produce Green* – and the Nash equilibrium is (CG, PG) ;
 - If $s_p < y - e - z_2$, the firm has as dominant strategy *Produce Non-Green* and the Nash equilibrium is (CNG, PNG) .
 - When $y - e - z_2 < s_p < y - e + z_1$ there is no dominant strategy for the firm, but there are two Nash equilibria, (CG, PG) and (CNG, PNG) .



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MODEL B2 - GOVERNMENT INTERVENTION: FIRM SUBSIDY POLICY (DISCRIMINATORY POLICY)

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		Firm	
		PG	PNG
Consumer	CG	$a, b - y + s_p$	$a - x_3, b - z_2 - e$
	CNG	$a - x_1, b - y - z_1 + s_p$	$a - x_2, b - e$

- Solving the game in mixed strategies:
 - Consumers adopt a green attitude with probability $p = \frac{y+z_1-e-s_p}{z_1+z_2}$ and firms produce green with probability $q = \frac{x_3-x_2}{x_3-x_2+x_1}$;
 - Notice that q is not affected by the discriminatory policy, p is.
 - Under this policy intervention, the value of p is lower than in the scenario with no policy $\left(\frac{y+z_1-e-s_p}{z_1+z_2} < \frac{y+z_1}{z_1+z_2}\right)$. Measures that act to reduce the opportunity cost of investing in low-carbon strategies contribute to diminish probability p .

RESULTS

MODEL C - ACQUISITION AS AN INNOVATION STRATEGY

Table 8 Model C: Representation of the strategic form game with the payoffs of model C.

		Firm		
		PG	PNG	BG
Consumer	CG	$a, b - y$	$a - x_3, b - z_2$	$a - x_4, b - k$
	CNG	$a - x_1, b - y - z_1$	$a - x_2, b$	$a - x_1 - x_4, b - z_1 - k$

- We explore the possibility of the firm acquiring an innovative startup as a means of developing the green product, assuming there is no government intervention;
- The difference between this model and the previous models is the firm's extra strategy (*Buy Green*) and the parameters x_4 , the utility loss that results from a more concentrated market (less options available for the consumer), and k , the acquisition cost;
- If the acquisition goes forward, the firm has to pay the acquisition cost k but saves the innovation cost y .

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MODEL C - ACQUISITION AS AN INNOVATION STRATEGY

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		Firm		
		PG	PNG	BG
Consumer	CG	$a, b - y$	$a - x_3, b - z_2$	$a - x_4, b - k$
	CNG	$a - x_1, b - y - z_1$	$a - x_2, b$	$a - x_1 - x_4, b - z_1 - k$

- Regarding pure strategies:

- k can be higher or lower than z_2 (the revenue lost when selling a non-green product to a consumer with a green attitude). Depending on the parameters' combinations, we can have a single Nash equilibrium (non-green) or two (one green and the other non-green);
- N.E. (CG, BG) is only obtainable if $k < z_2$. The undesirable N.E. (CNG, PNG) is always an equilibrium regardless of the relationship between k and z_2 .

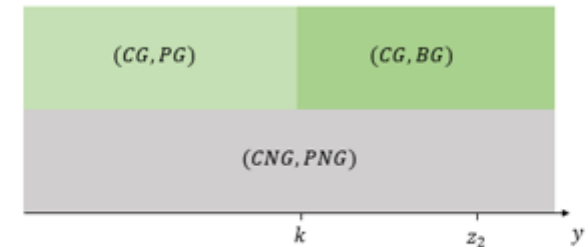


Figure 2 - Nash equilibria in pure strategies as a function of y , when $k < z_2$.

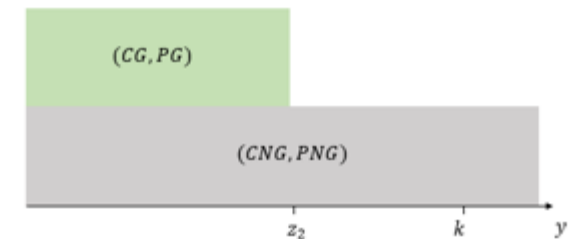


Figure 3 - Nash equilibria in pure strategies as a function of y , when $k > z_2$.

RESULTS

MODEL C - ACQUISITION AS AN INNOVATION STRATEGY

Table 8 Model C: Representation of the strategic form game with the payoffs of model C.

		Firm		
		PG	PNG	BG
Consumer	CG	$a, b - y$	$a - x_3, b - z_2$	$a - x_4, b - k$
	CNG	$a - x_1, b - y - z_1$	$a - x_2, b$	$a - x_1 - x_4, b - z_1 - k$

- Solving the game in mixed strategies:
 - The probability of the firm offering a green alternative is $q + r = \frac{x_3 - x_2}{x_1 + x_3 - x_2}$, where q is the probability of the firm investing in innovation in-house and r the probability of the firm choosing an acquisition;
 - If $k > z_2$ or if $y < k < z_2$ the firm always prefers to invest in the innovation in-house. The probability of the consumer choosing a green product is $p = \frac{y + z_1}{z_1 + z_2}$ (like in model A);
 - If $k < z_2$ and $k < y$ the firm always chooses acquisition. The probability of the consumer choosing a green product is $s = \frac{k + z_1}{z_1 + z_2}$.

RESULTS

SEQUENTIAL GAMES - FIRM DECIDES FIRST

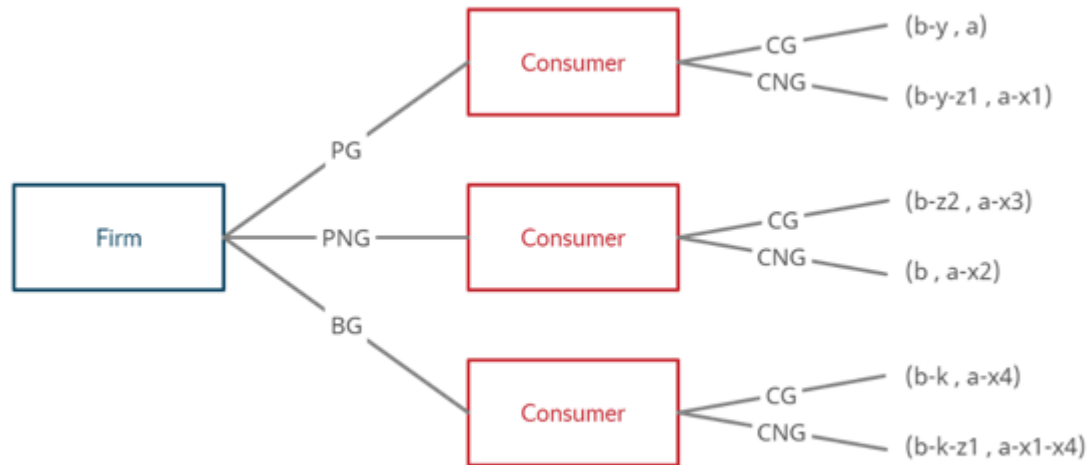


Figure 4 - Representation of sequential game in which the firm decides first.

- The subgame perfect Nash equilibrium is (CNG, PNG) .

RESULTS

SEQUENTIAL GAMES - CONSUMER DECIDES FIRST

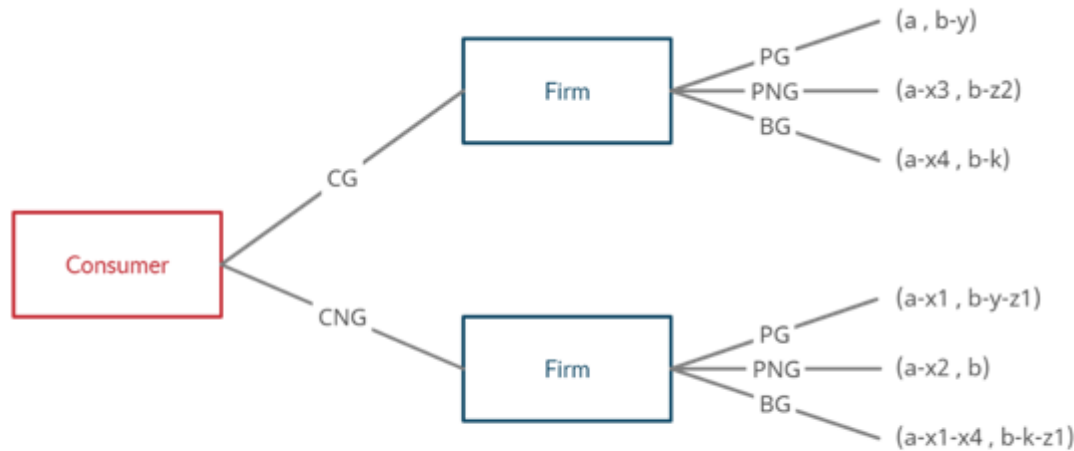


Figure 4 - Representation of sequential game in which the consumer decides first.

A sequential game in which the players could make a second round of decisions was also solved but the Subgame Perfect Nash Equilibrium possibilities are the same as in the sequential game with just one round.

- If the consumer chooses *Consume Non-Green* the subgame perfect Nash equilibrium will inevitably be (CNG, PNG) .
- If the consumer chooses *Consume Green* several subgame perfect Nash equilibria arise from the different possible relationships between parameters y , k and z_2 :

Table 9 - Subgame perfect Nash equilibria when the consumer decides first.

Min $\{z_2, y, k\}$	Subgame Perf. NE
z_2	(CNG, PNG)
y	(CG, PG)
k	(CG, BG)

CONCLUSIONS

I

- The best outcome (in terms of welfare) for the two sides of the market is when both parties, consumers and producers, are aligned towards the same goal;
- An outcome in which both firms and consumers prefer to have a green attitude is obtainable but, either there is government intervention or consumers take a leadership position and dictate the rules of the market;
- Under firm discriminatory policy the proportion of consumers with a green attitude required for the firm to opt to innovate in low-carbon strategies is reduced (the firm is more likely to innovate and offer green products);
- A green outcome via acquisition is only obtainable if the acquisition cost is lower than the revenue lost due to the mismatch between demand and supply.

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