

## Interdependence and International Policy coordination

Lecture 6  
LIUC 2014

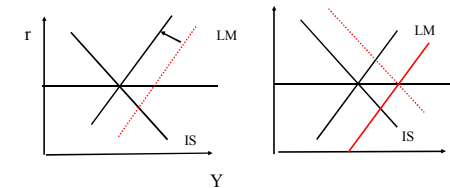
### Is policy coordination desirable?

- Interactions between governments acting independently can give suboptimal outcomes because of the spillover effects of a country's policy on other countries.
- Let's prove this statement by steps

### Monetary and Fiscal policy in a “small” open economy

#### ■ Fixed exchange rate (objective: $\uparrow Y$ )

- M is ineffective
- G is effective

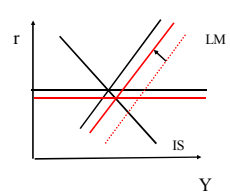


### Monetary and Fiscal policy in a “large” open economy - Interdependence

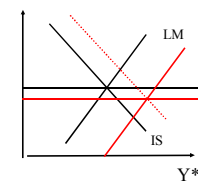
#### ■ Fix exchange rate

–  $M \uparrow$  and  $Y^*$

Country 1 ( $Y$ )



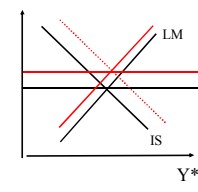
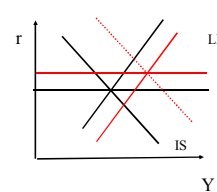
Country 2 ( $Y^*$ )



### Monetary and Fiscal policy in a “large” open economy - Interdependence

#### ■ Fix exchange rate

–  $G \uparrow$  and  $Y^*$

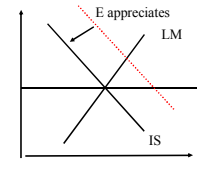
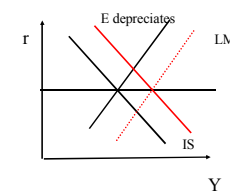


### Monetary and Fiscal policy in a “small” open economy

#### ■ Flex exchange rate (objective: $\hat{Y}$ )

–  $M$  is effective

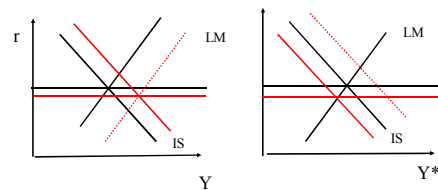
–  $G$  is ineffective



### Monetary and Fiscal policy in a “large” open economy - Interdependence

#### ■ Flex exchange rate

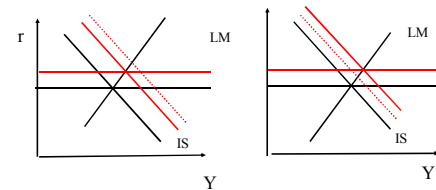
–  $M \uparrow Y$  but  $Y^*$  : negative transmission of M



### Monetary and Fiscal policy in a “large” open economy - Interdependence

#### ■ Flex exchange rate

–  $G \uparrow Y$  and  $Y^*$



### Monetary and Fiscal policy in a “large” open economy with cap mobility-

#### ■ Fixed exchange rate

– Monetary and fiscal policy are transmitted positively to the foreign country

#### ■ Flexible exchange rate

– Fiscal policy is transmitted positively  
– Monetary policy is transmitted negatively

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## Interaction and game theory

Recognition by gov of interdependence can lead to strategic behaviour in setting economic policies as each country considers the effects of own policy on other countries

### Prisoners' Dilemma

		Player 1's strategies	
		Confess	Do not confess
Player 2's strategies	Confess	Payoff player 1: 5 Payoff player 2: -5	Payoff player 1: -10 Payoff player 2: 0
	Do not confess	Payoff player 1: 0 Payoff player 2: -10	Payoff player 1: -2 Payoff player 2: -2

## An application of game theory (Hamada's Diagram)

- $L_i = y_i^2 + \pi_i^2 \quad i = 1, 2, y_i = Y_i - \bar{Y}, \pi_i = \Pi_i - \bar{\Pi}$
- $\pi = \frac{1}{2} (m_1 + m_2)$
- $y_i = \gamma m_i - \mu$
- $L_i = (\gamma m_i - \mu)^2 + \frac{1}{4} (m_1 + m_2)^2$

