

# *The Political Economy of Tax Incentives*

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**SciencesPo**

LABORATOIRE INTERDISCIPLINAIRE  
D'ÉVALUATION DES POLITIQUES PUBLIQUES

# *Motivation of the paper*

## **An exemple of method interaction in social science**

Tax incentives: main issue of the “socio-fiscal policies” axis  
Political discourse & economic theory: efficiency of policies  
Deep changes in the way of regulating capitalism  
Quantitative impact evaluation: low efficiency

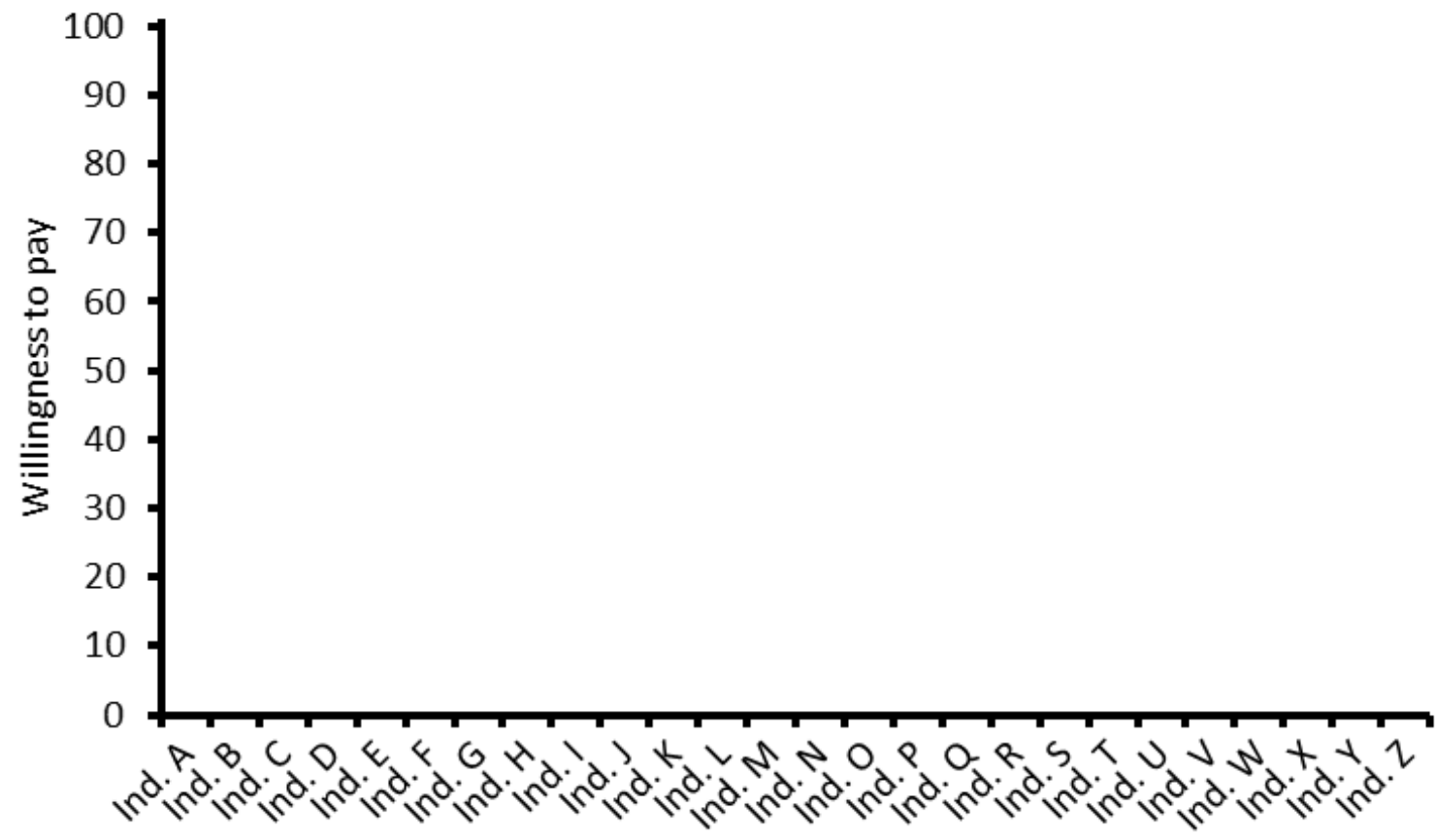
## **Explanations**

True motivation relies in the welfare state changes  
Mistakes about anticipation of actual efficiency

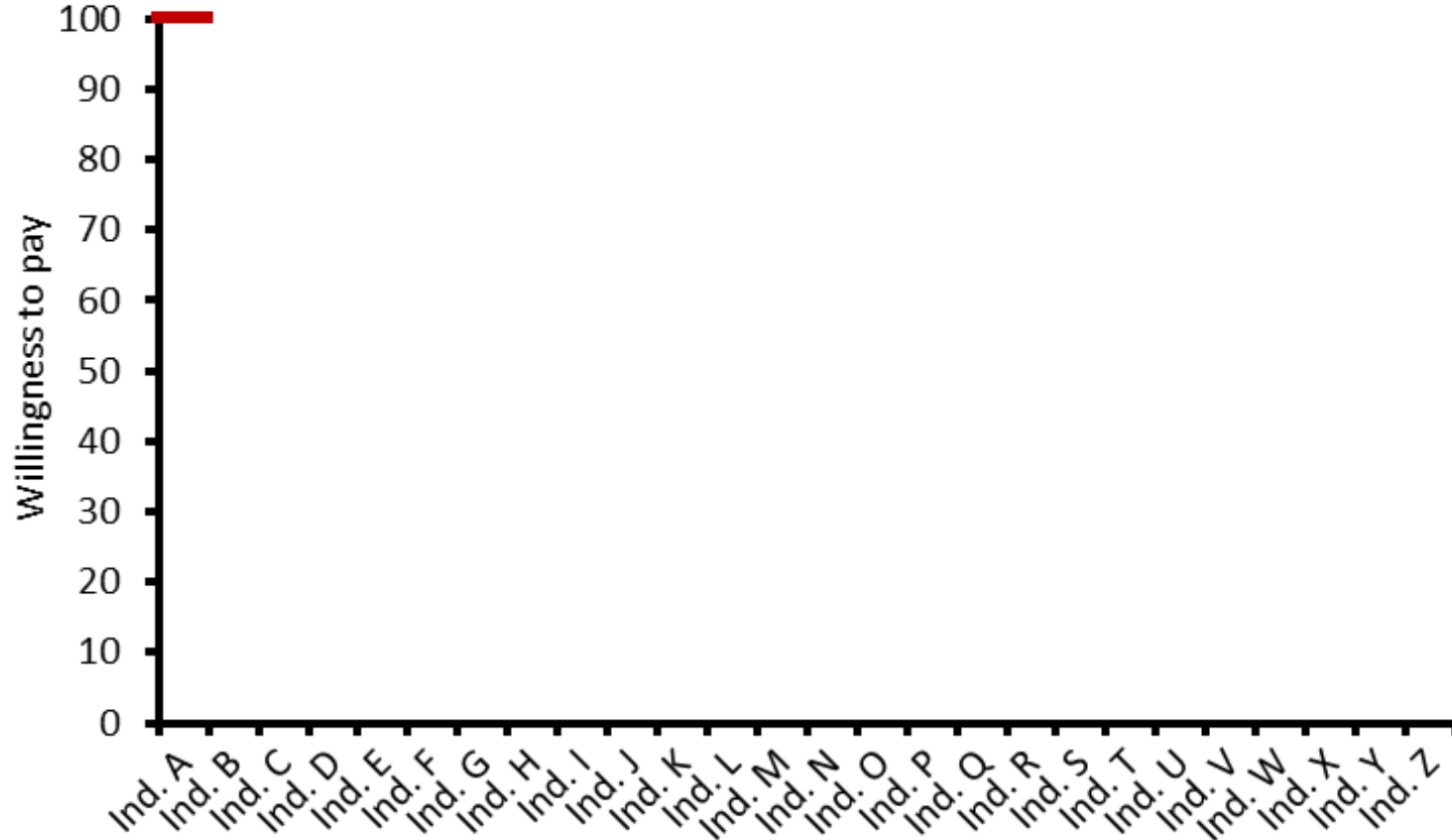
→ *alternative of political economy*

Links btw. political support (intensive & extensive margins)  
and actual efficiency/redistribution of the policies

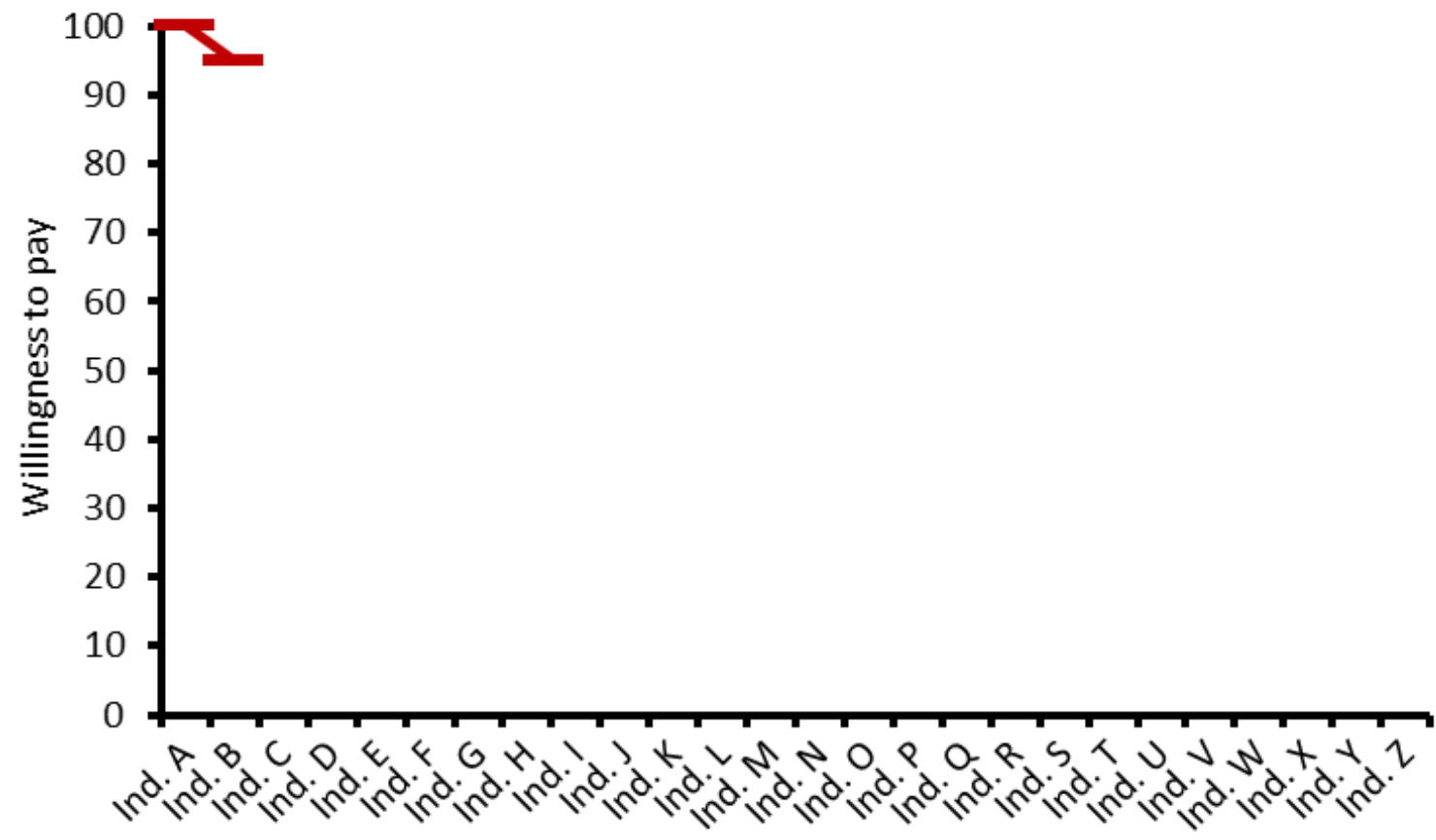
# *Principle of incentives*



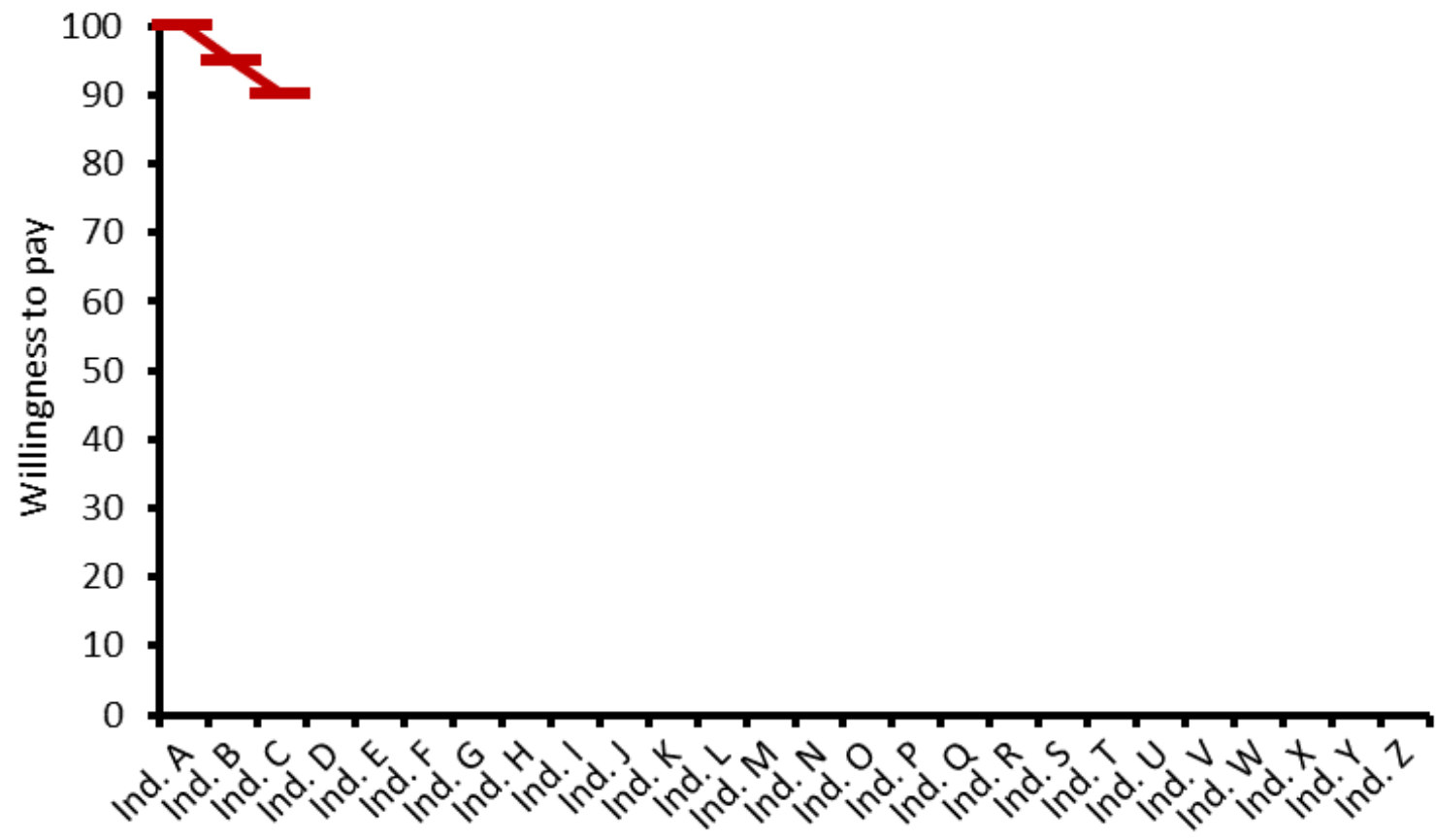
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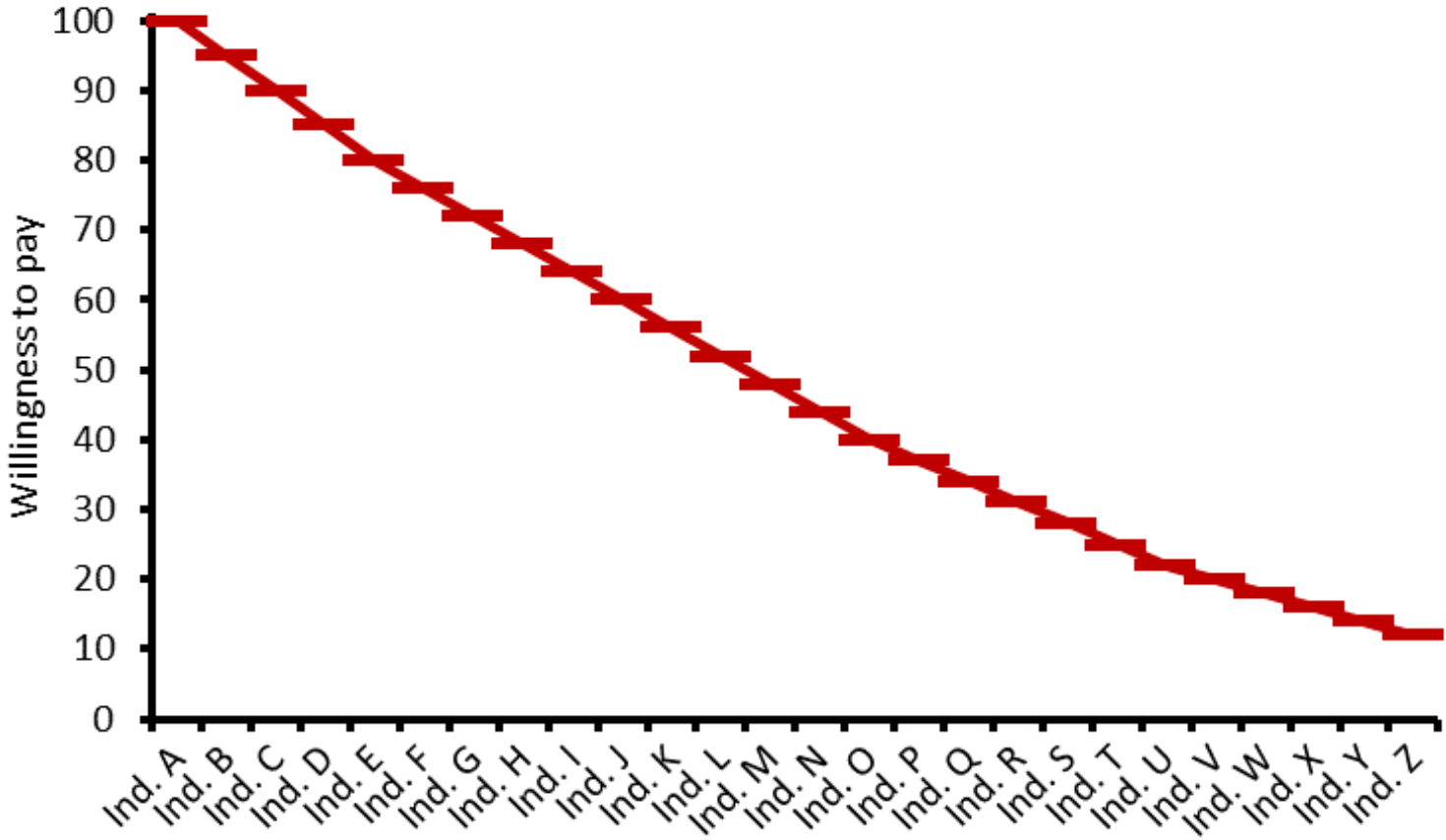
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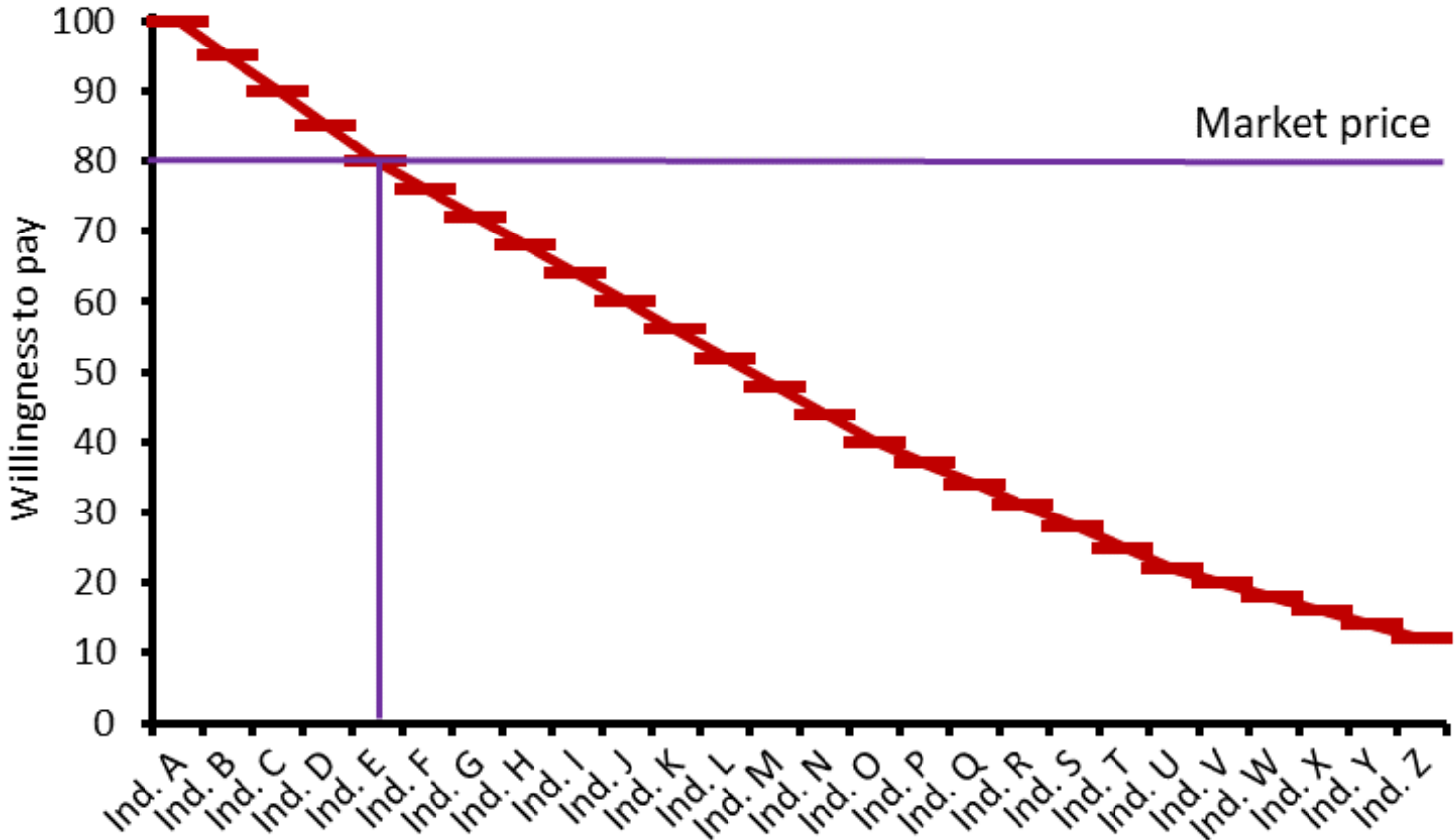
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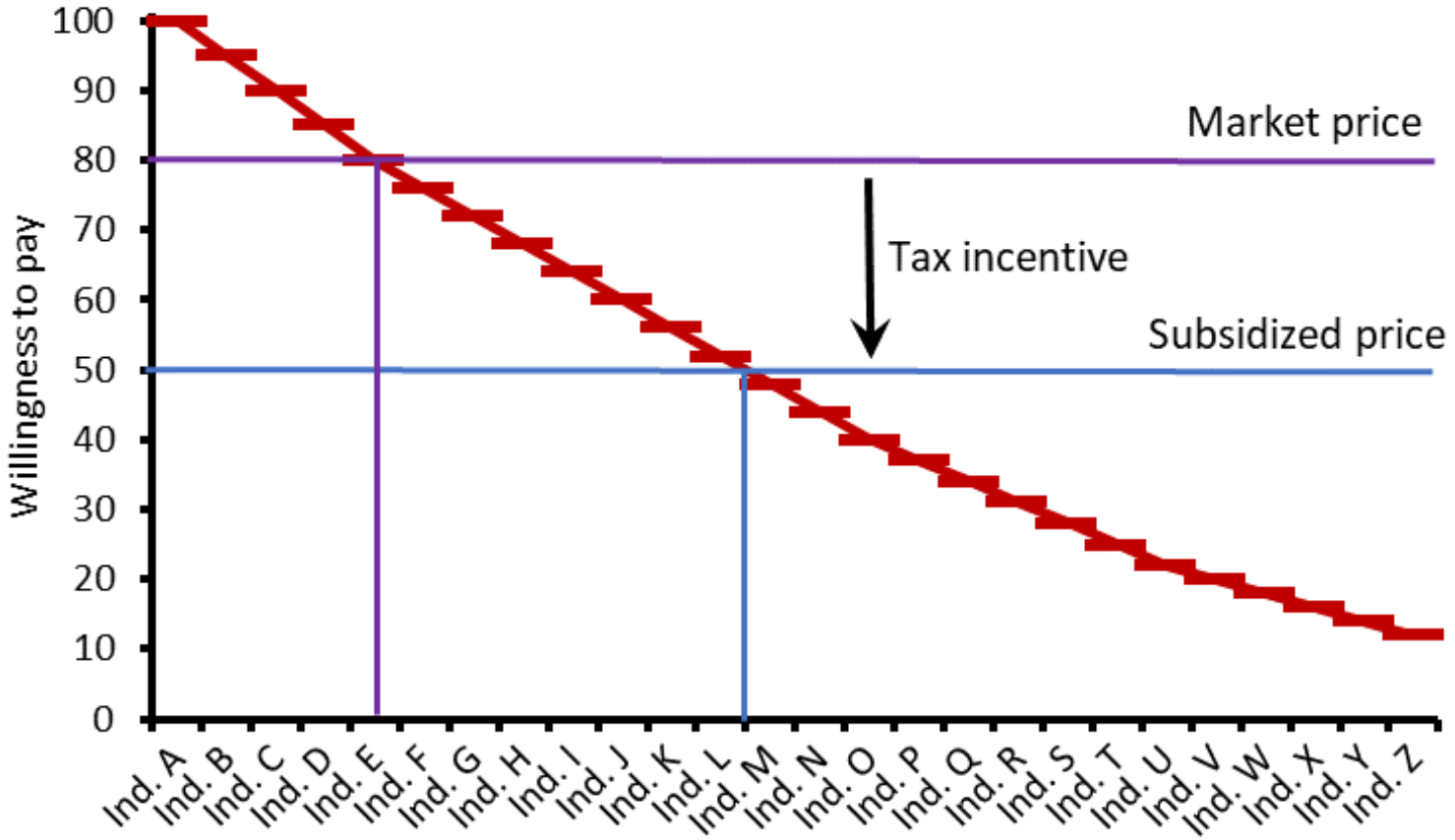


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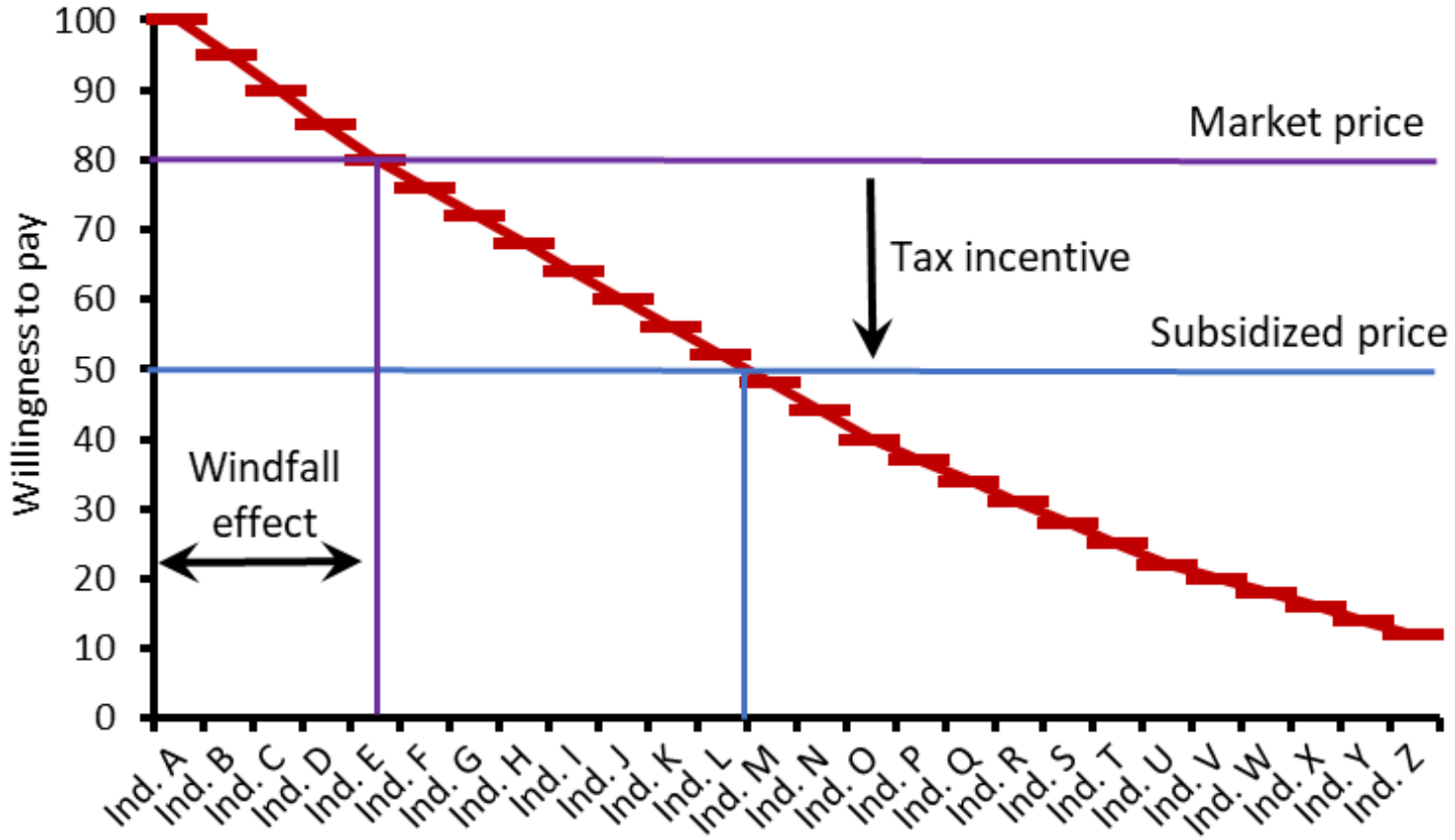




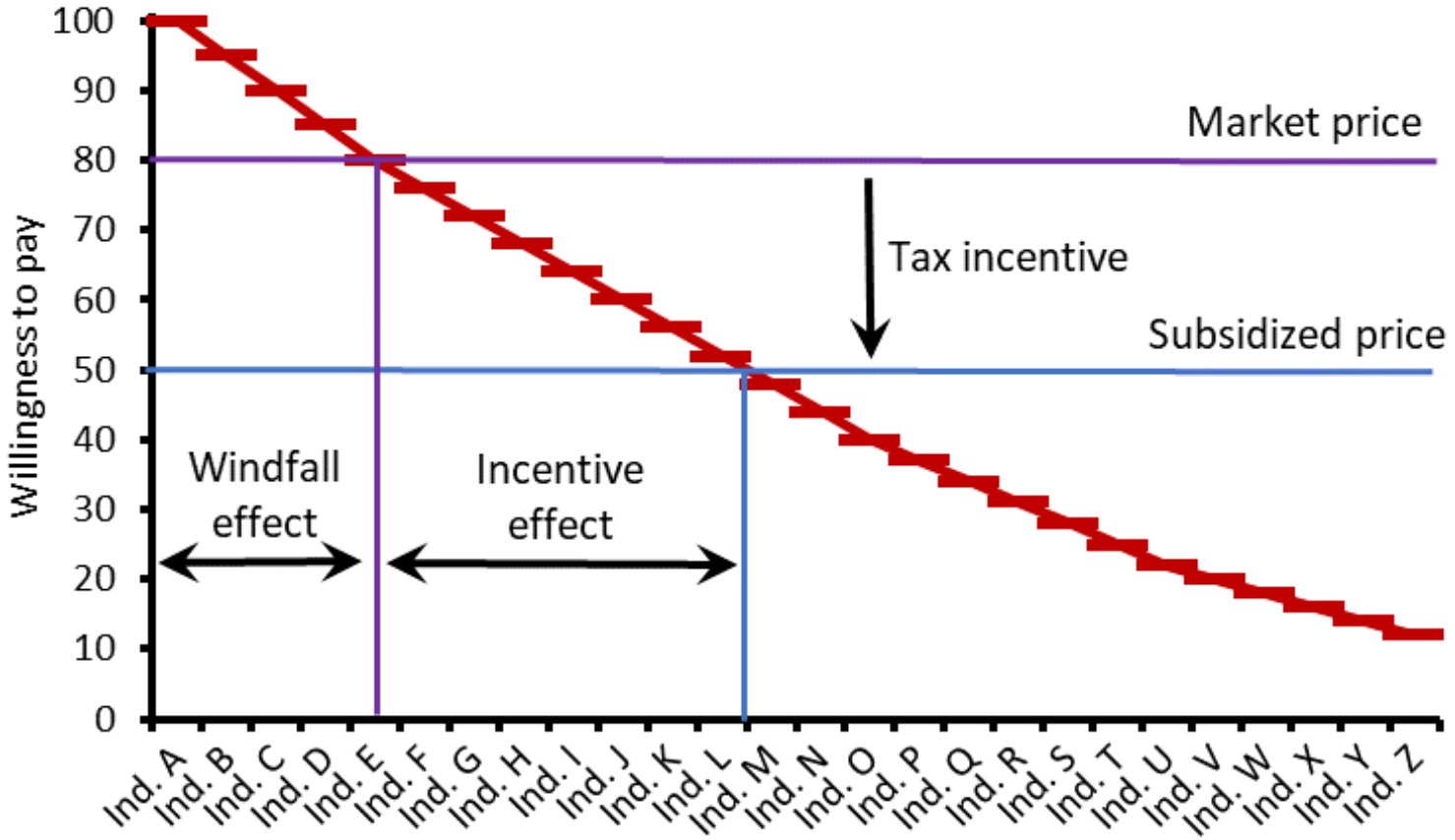
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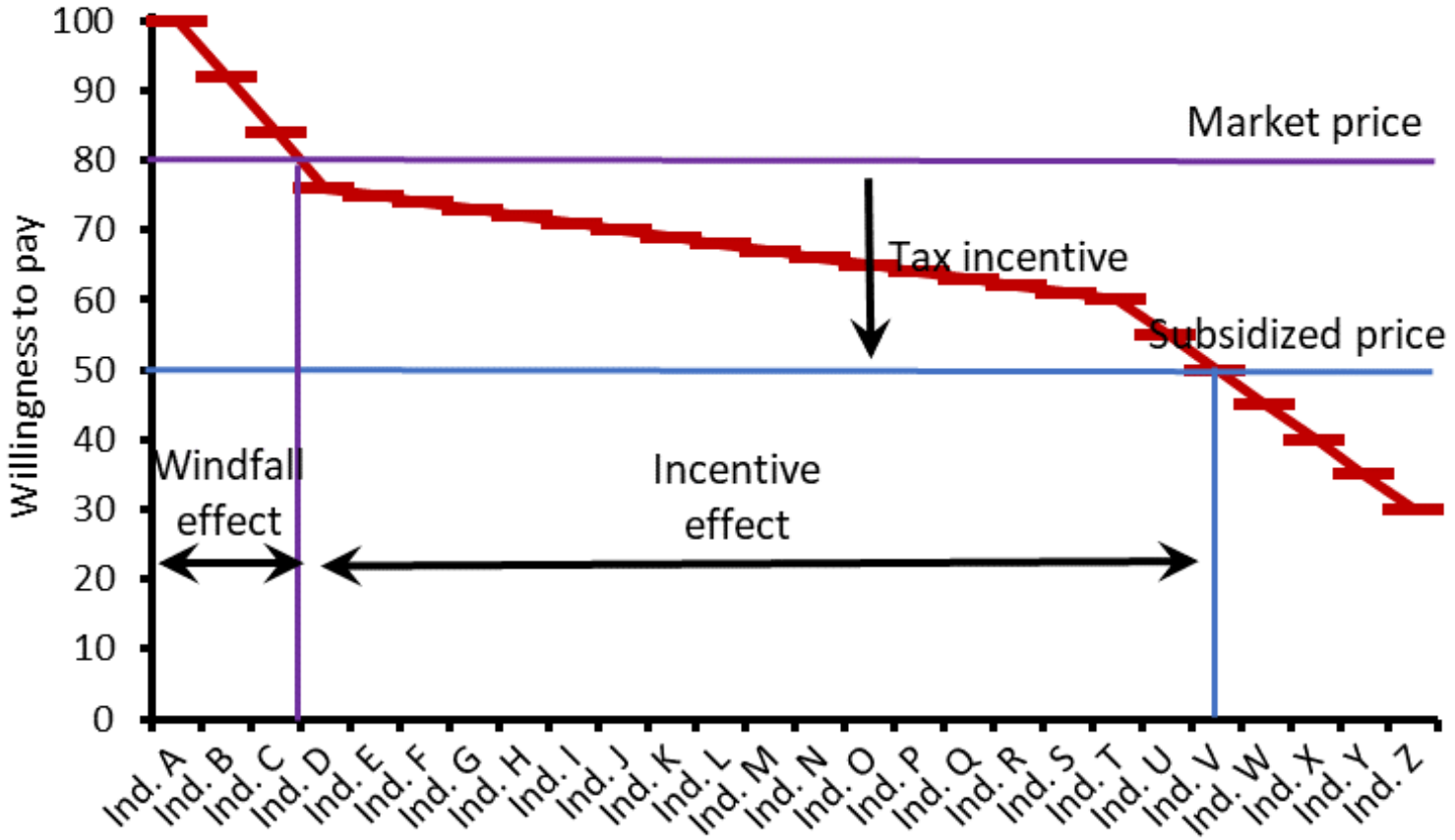
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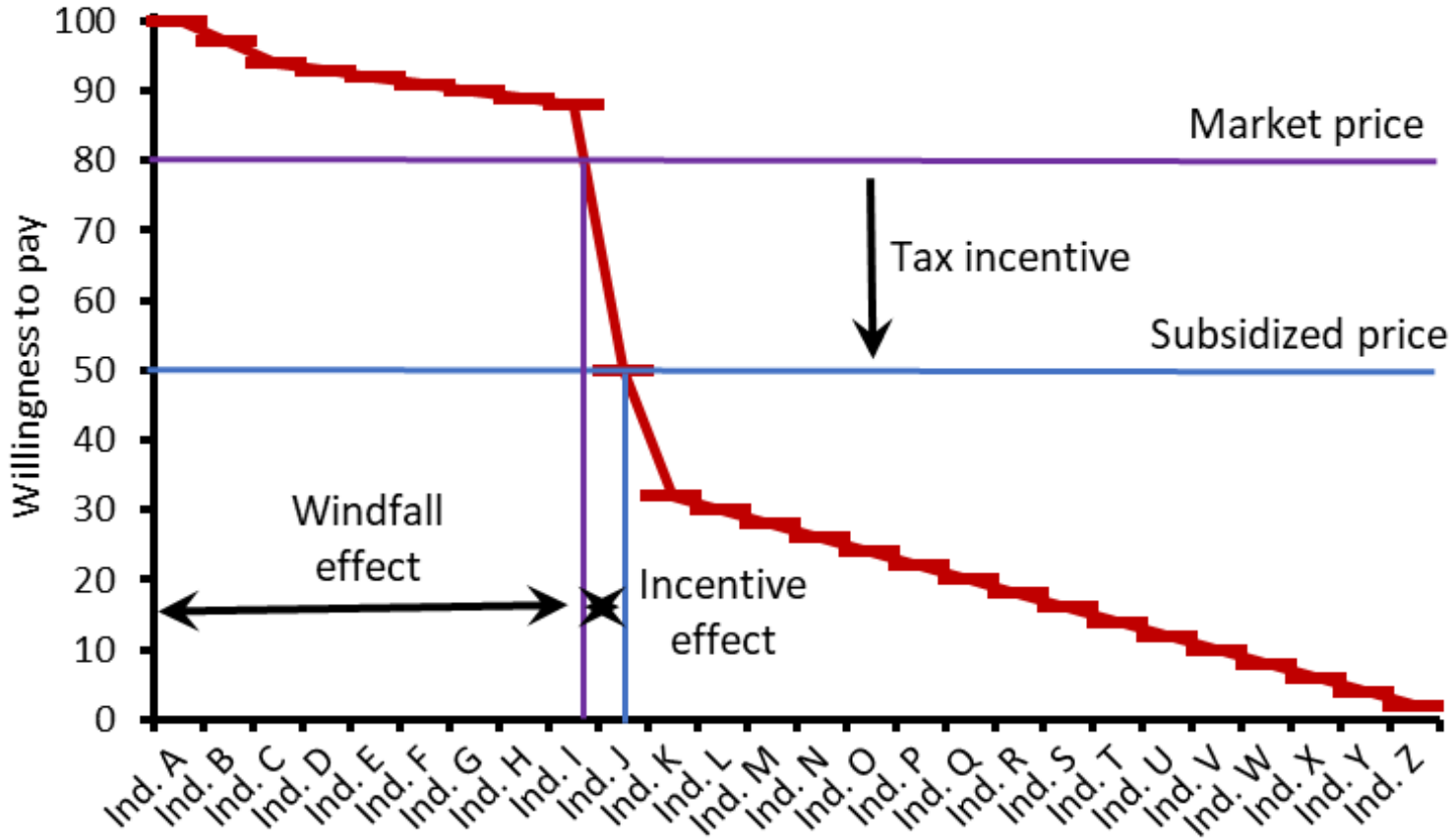
# Principle of incentives



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# ***The principle of the model***

## **Defining gains from a reform setting tax incentive**

Based on preference (given distribution of preference)

Based on income (given distribution of income)

With potential positive externality of consumption

## **Analyse in comparative statics**

What would be the relative political support

With a marginal change in preference/income distribution

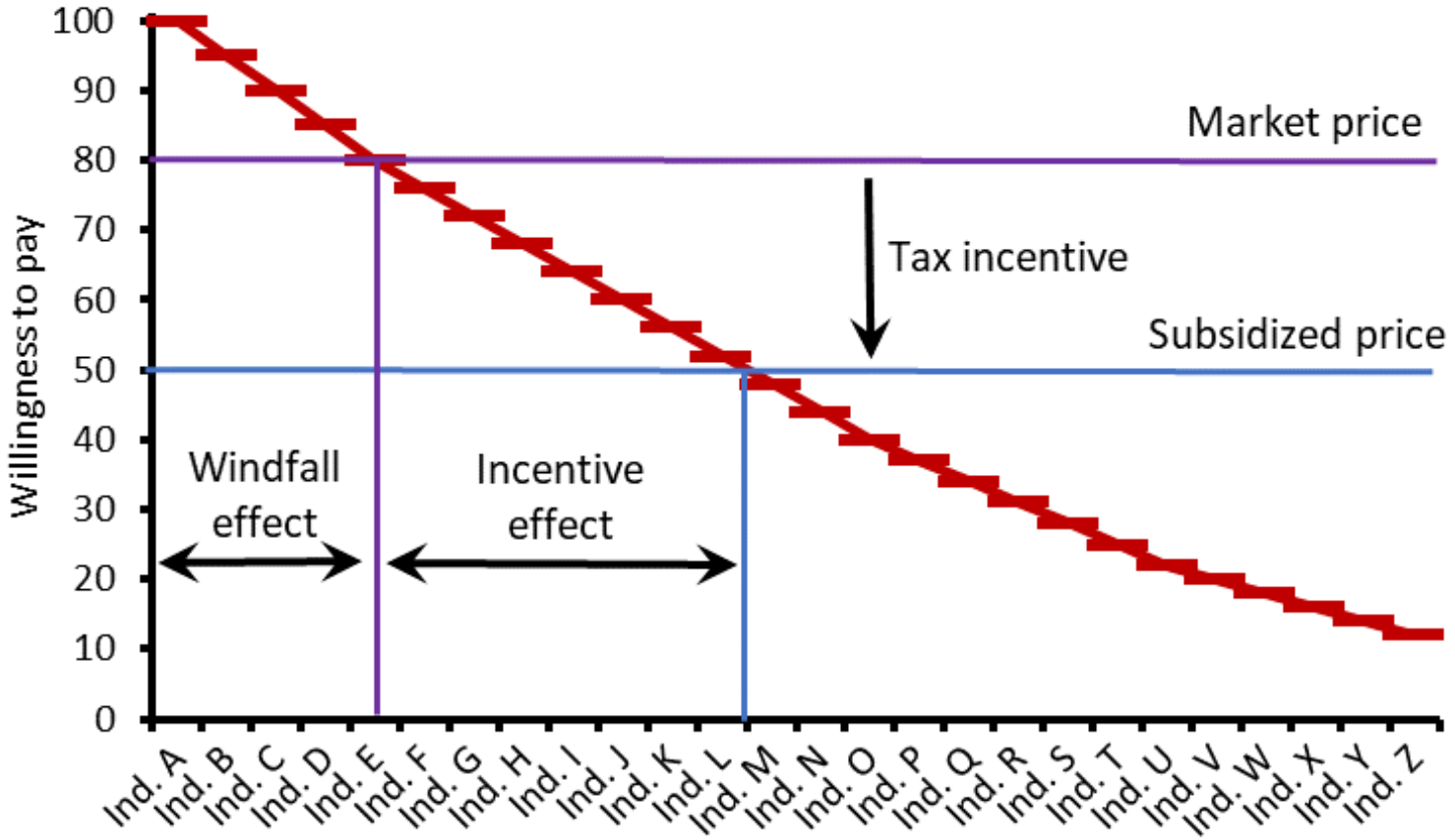
## **Marginal distribution changes**

Less windfall (aristocratic distribution change)

More incentivized (democratic distribution change)

Lego composition of aristocratic/democratic (monotonous)

# Principle of incentives



# *Political support*

## **Not the main issue of coalition creation**

More marginal support, or clientelist proposals  
Share of benefitters (extensive); utility gain (intensive)

## **Windfall benefitters**

Always benefitters (except with very progressive tax)  
Benefit less when consumers are more numerous

## **Non-incentivized households**

Always losers (except with very high externality)  
Lose more when consumers are more numerous

## **Incentivized households**

May be benefitters or loser  
Lose more or benefit less when consumers more numerous



# *The case of incentivized households*

## **A prisoner's dilemma mechanism**

Individual decision of consumption based on net price  
Given the public funding of incentive (added tax)  
But gain depends on full payment: price + tax

## **The extreme case of 100% incentivized**

0% households consume without incentive:  $price > utility$   
100% households consume with incentive

Given the tax paid whatever the choice:  $price - subsidy < utility$

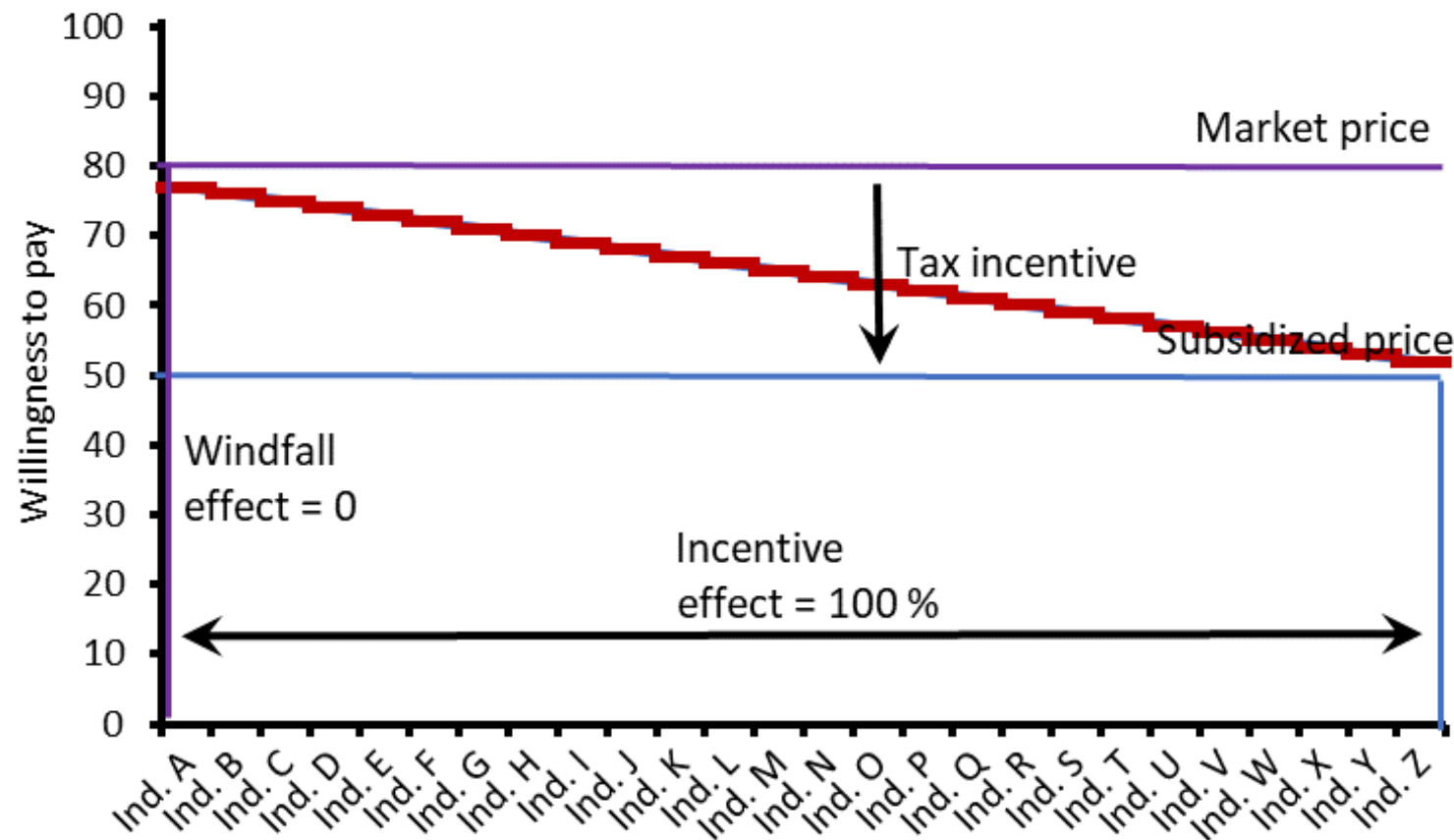
Final situation: actual  $payment = price - subsidy + tax$

$tax = consumer * subsidy / tax\ payers$

Here  $tax = subsidy$

**→  $payment = price > utility$**

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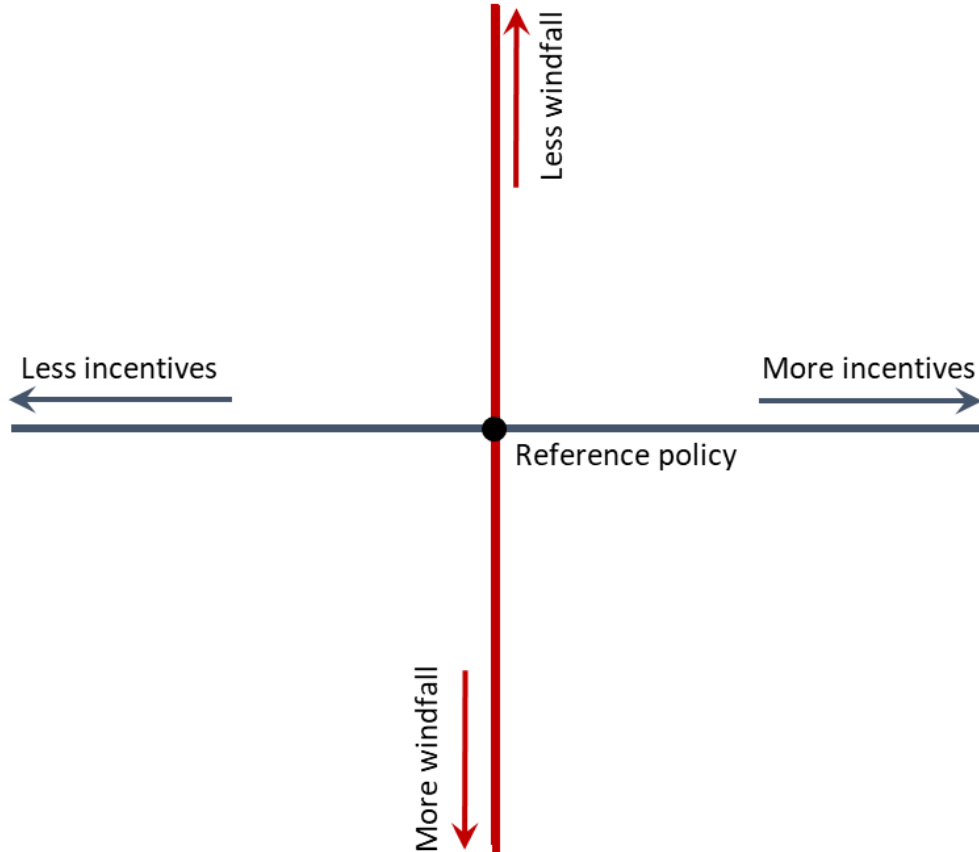
**→  $payment = price > utility$**

# *Results in a graph*

Start for reference situation:  
Given market/population  
Given windfall/incentive

● Reference policy

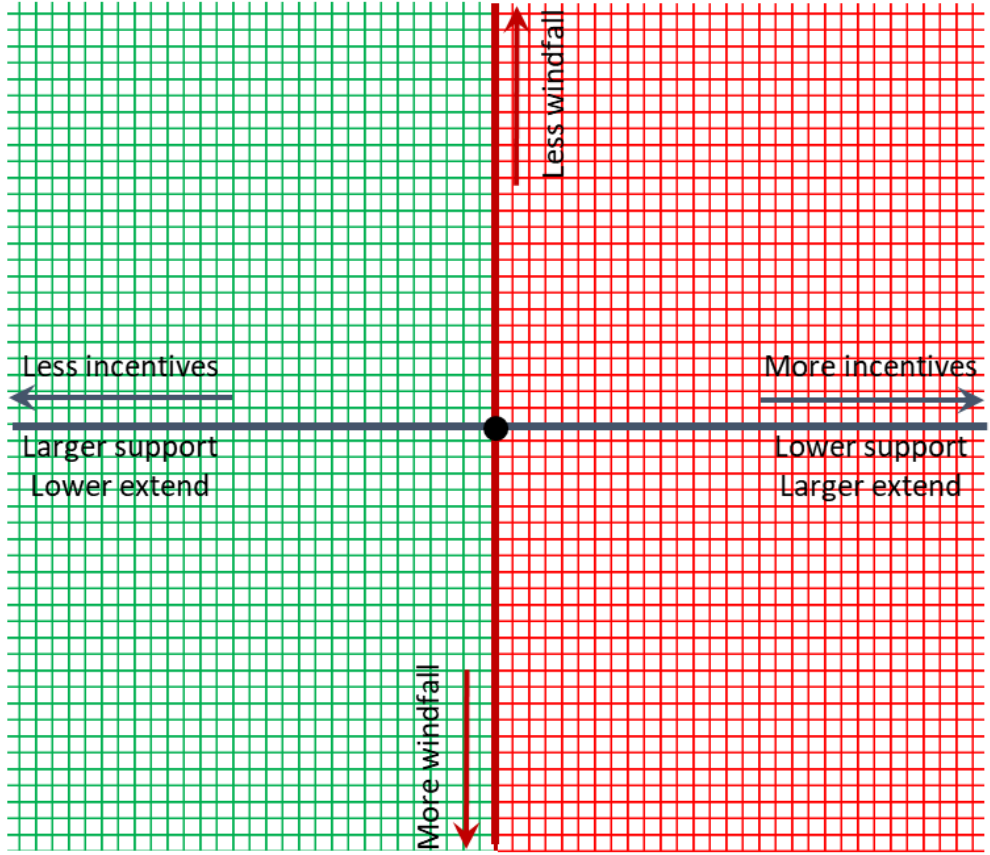
# Results in a graph



Start for reference situation:  
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Given windfall/incentive

Legs of efficiency changes

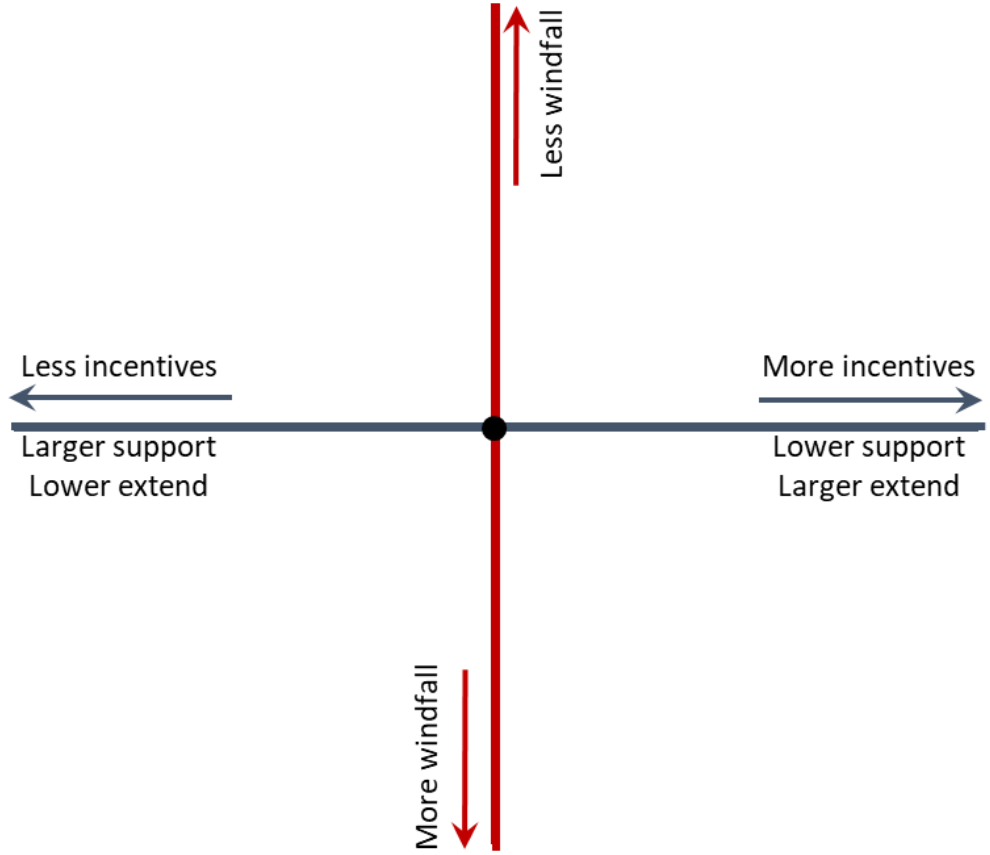
# Results in a graph



Start for reference situation:  
Given market/population  
Given windfall/incentive

Legs of efficiency changes  
Support depends only on x-axis  
Extend depends only on x-axis

# Results in a graph

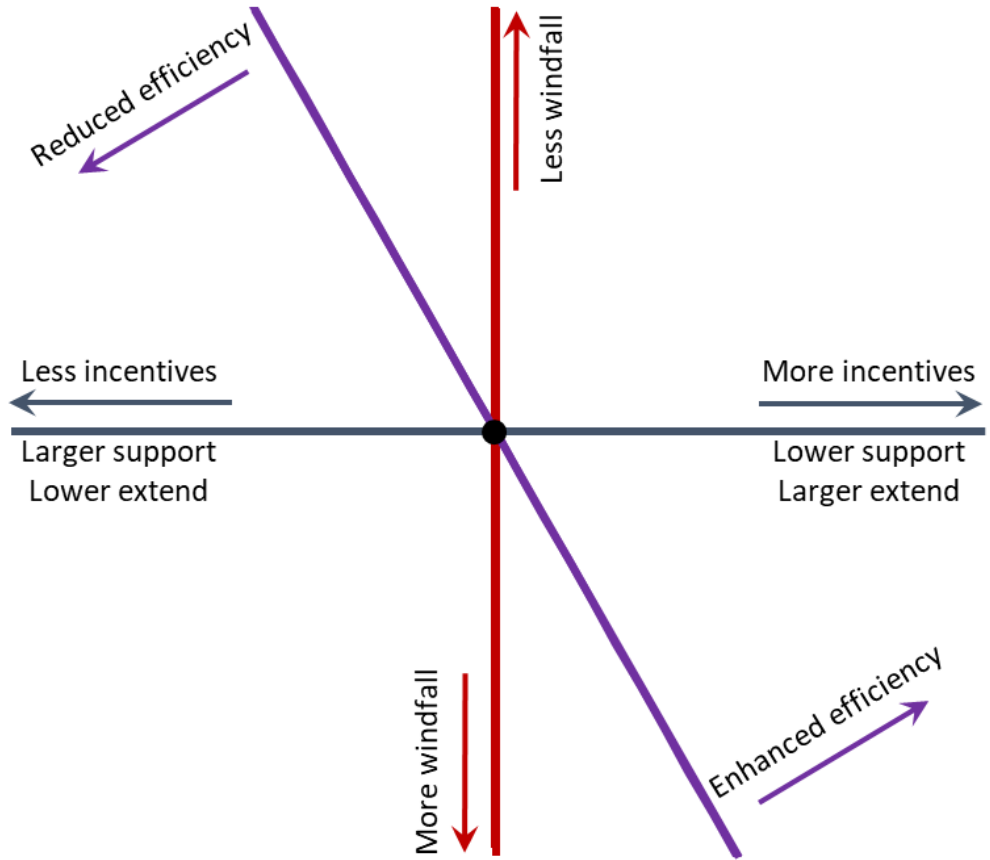


Start for reference situation:  
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Which efficient composition?

# Results in a graph



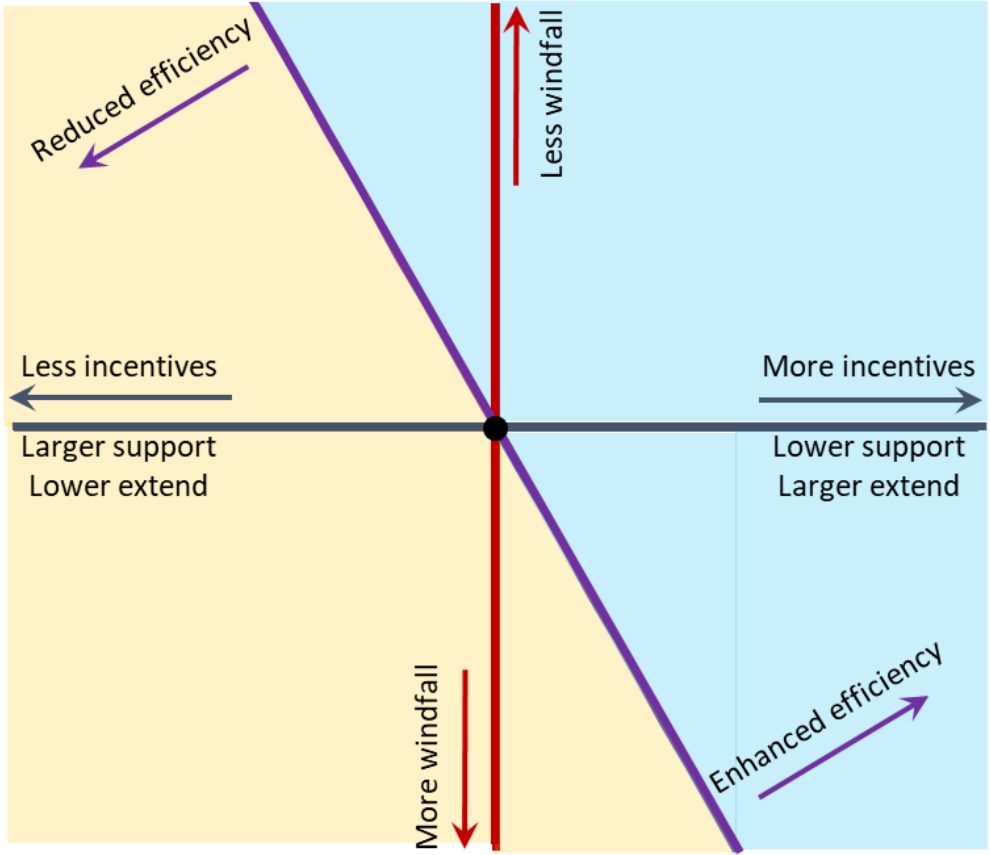
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Given market/population  
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Which efficient composition?  
Less windfall, more incentives  
And partial compensation



# Results in a graph

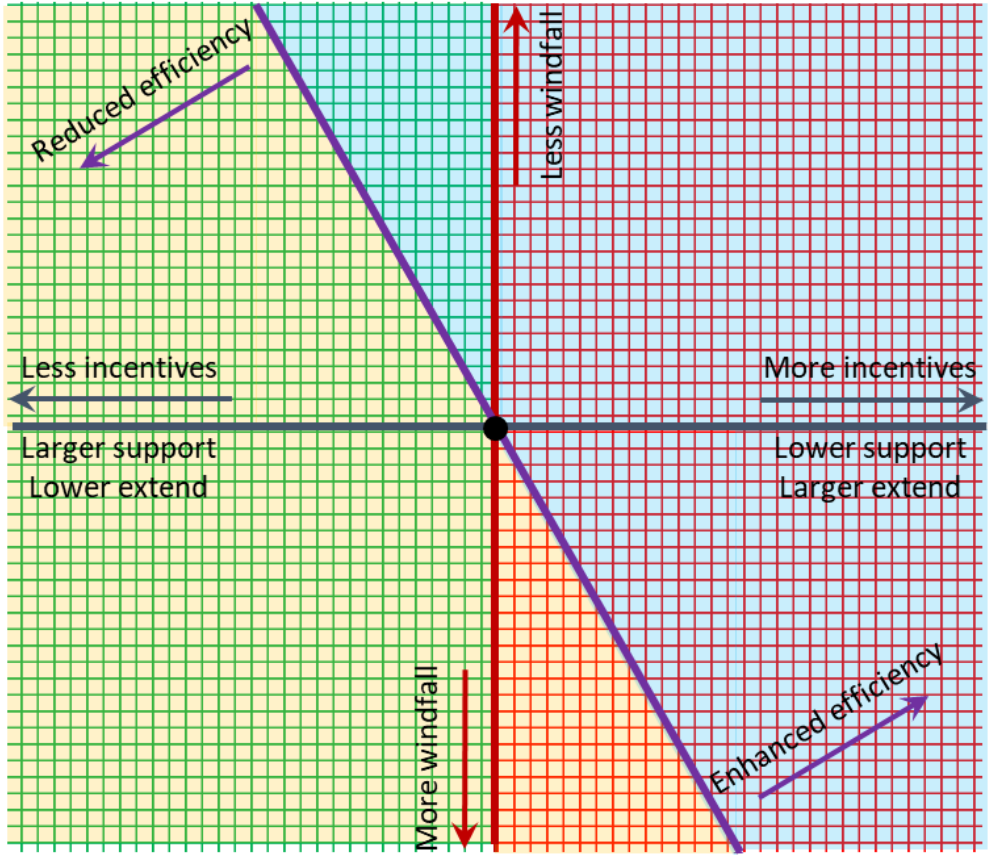


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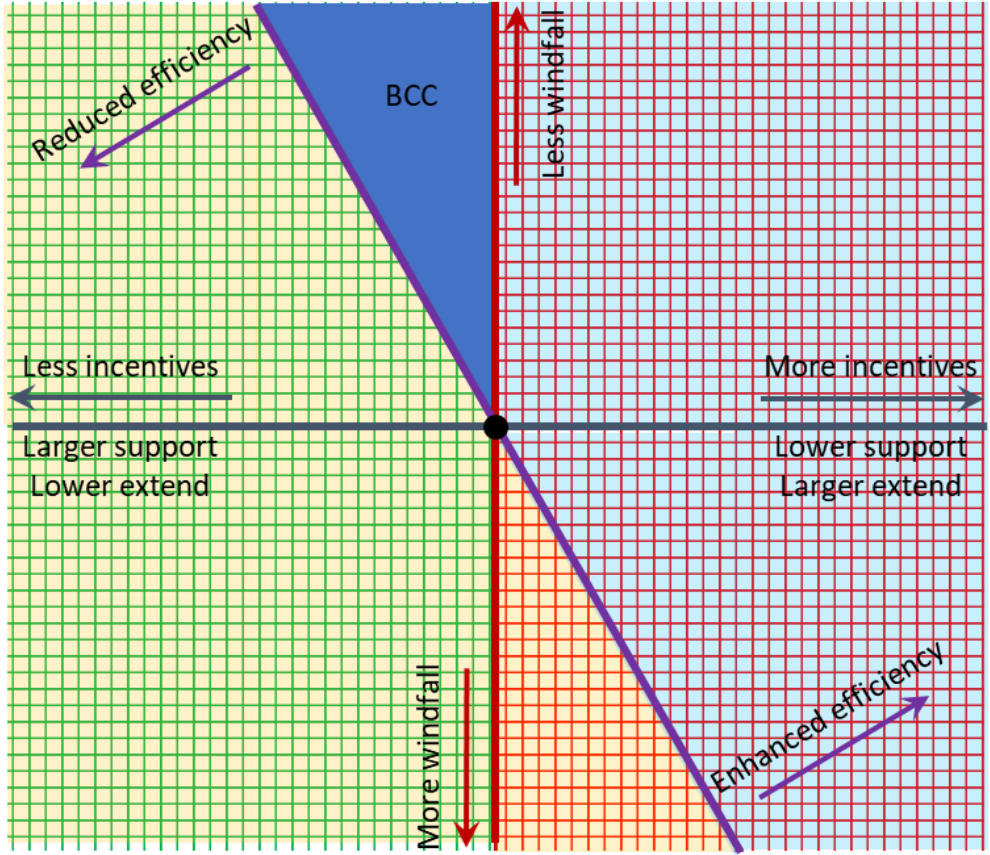
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Efficiency and support  
Mainly negative relation

# Results in a graph



Start for reference situation:  
 Given market/population  
 Given windfall/incentive

Lego of efficiency changes  
 Support depends only on x-axis  
 Extend depends only on x-axis

Wich composition improve?  
 Less windfall, more incentives  
 And partial compensation

Efficiency and support  
 Mainly negative relation  
 Only positive → lower extend

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