## Endogenous Detection of Collaborative Crime: the Case of Corruption

### I will show...

...what happens if we endogenise detection in a corruption game with asymmetric penalties.

### You will see...

...surprising results of how (not) to deter corruption.





Consider three cases where  $\alpha = 0.5$ : If F > 10, then offend If F = 10, then indifferent If F < 10, then not offend. Therefore: optimal deterrence at min  $\alpha$  and max F.

# An orthodox Becker-type model<sup>2</sup> of corruption.



## An Endogenous Detection Model.





## Thank you!

# Appendix.

- Tsebelis' inspection game
- Other equilibria

# Tsebelis' inspection game<sup>3</sup>.

Payoffs of the inspector: $a \ge b$ , $d \ge c$	Decision	Inspect α	Not inspect $l - \alpha$
$u_I > v_I, u_I > c_I$	Offend $\beta$	$a_I$	$b_{I}$
Payoffs of the offender: $b_I > a_I, c_I > d_I$	Not offend $1 - \beta$	$C_I$	$d_{I}$

#### **Consider a raise in the penalty:**

There is only one equilibrium – a mixed-strategy equilibrium. As F goes up,  $\alpha$  goes down and  $\beta$  remains constant.

Thus, raising F max does not deter anymore.

<sup>3</sup> Tsebelis, G. (1989) "The Abuse of Probability in Political Analysis: The Robinson Crusoe Fallacy". APSR Vol. 83.

For the eager people: 3 types of equilibria.

Whichever is lowest:

- The level of inspection **α** at which the entrepreneur is indifferent.
- The level of inspection  $\boldsymbol{\alpha}$  at which the bureaucrat is indifferent.
- Or α = 1, as the meaningful boundary, since 1 reflects definite detection and any value higher than that is not intelligible.

