

Labor Supply

I. Basic Tools - How to count

A. Definitions

1. Labor Force - number of people who work for pay or profit or wish to at current wages but cannot during the reference week.

$$L = E + U$$

2. Employed - those individuals that work 1 or more hours for wages or salary in a week or persons who work 15 or more hours in a week on a family business or farm

Problem: "does not consider the underemployed"

3. Unemployed - those workers who are 16 years or older that are:

- a. on layoff
- b. looking for work in the 4 weeks prior to the reference week (discourage worker).

4. civilian vs. total labor force - most labor force stats exclude military

a. $P = E + U + O$ example: $100 = 60 + 10 + 30$

b. $LFPR = (L/P) * 100$ example: $(70/100) * 100 = 70\%$

c. $UR = (U/L) * 100$ example: $(10/70) * 100 = 14.28\%$

B. Determinants of Labor Supply

1. Manpower: $M_t = L_t * H_t$

M_t - manpower in the economy at a particular point in time

L_t - number of people in labor force at a particular point in time

H_t - average hours worked per person in time period t

2. Reexpression - divide and multiply by P_t (Population)

$$M_t = P_t * (L_t / P_t) * H_t$$

labor supply depends on:

a. population - changes slowly

b. labor force participation rate - can be changed quickly

c. hours worked - change be changed quickly

WWII analogy

3. Human capital - the quality of the workforce

$$M_t = Q_t \{ P_t * (L_t / P_t) * H_t \}$$

II. Labor Supply of the Individual: Individual's demand for leisure.

A. Zen and the Art of Economics

The Question: How does one achieve happiness?

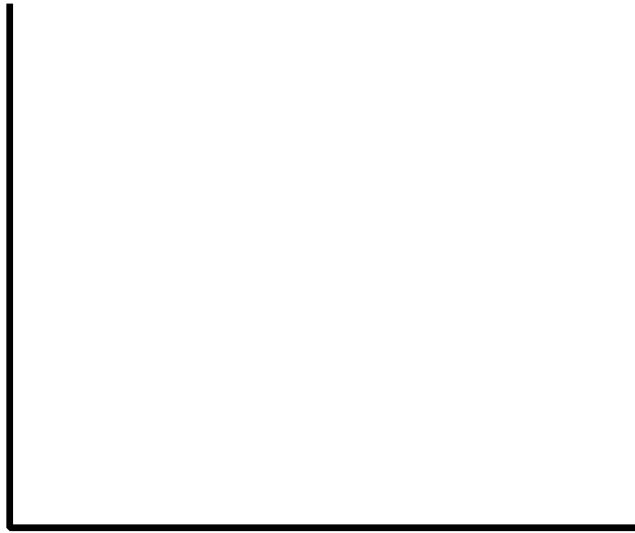
The Problem: "how does an individual choose leisure (and thereby the amount of labor) to be happy?"

The Approach: Economics is a constraint based study: start with the things that limit our happiness that are easier to observe

B. The Constraint: Nontechnical approach

1. w - hourly wage
2. C - consumption
3. V - nonlabor income (i.e., bond, parent subsidy)
4. T - total hours in the day: h - labor or L -leisure

Graph: budget constraint



5. How much consumption if you leisured all day (i.e., $L=T=16$):
 $V=10$ then $C=10$.
6. How much consumption if you worked all day: (i.e., $L=0$); $wT+V$:
If $w=5$ then: $5*16+10=90$.
7. The Slope:

$$\frac{RISE}{RUN} = - \frac{(wT+V) - V}{T} = - \frac{wT}{T} = -w$$

C. The Constraint: Technical Approach:

1. Limited amount of money:

$$C = wh + V$$

2. Limited amount of time:

$$T = h + L$$

3. Substitute (2) into (1): $h = T - L$

- a. $C = w(T-L) + V$

note: price of C is normalized to 1.

- b. $C = wT - wL + V$

- c. $wT+V = C + wL$ (full income = expenditures on consumption + expenditures on leisure)

"the wage is the opportunity cost of time"

4. Draw the graph -

1. write (3) in slope intercept form

$$C = (wT+V) - wL$$

2. pick some numbers: $T=16, V=100, w=10$

$$C = (10(16) + 100) - 10L = 260 - 10L$$

3. Question: suppose $L=8$, What is h - show on graph.



D. Measuring Happiness: Utility

1. Utility function: depends on consumption and leisure (i.e., no work)

$$U = U(C,L) = \text{number of utils}$$

2. Example: Preference and Indifference

$$U(3,10) = 15$$

$$U(3,11) = 20$$

$$U(3,11) > U(3,10) \text{ preference}$$

or

$$U(3,10) = 15 = U(5,7) \text{ indifference}$$

3. Indifference curve:



4. MRS - marginal rate of substitution -

$$MRS = \left| \frac{\Delta C}{\Delta L} \right|$$

5. Aside: MU_C and MU_L

$$MU_C = \frac{\Delta U}{\Delta C} \Big|_{\bar{L}}$$

$$MU_L = \frac{\Delta U}{\Delta L} \Big|_{\bar{C}}$$

6. The slope of the indifference curve

$$SLOPE = - \frac{MU_L}{MU_C} =$$

graph: slope of indifference curve



7. Other properties

a. downward sloping - tradeoff

b. indifference curves cannot intersect

c. convex w.r.t. the origin -
diminishing marginal rate of substitution

d. indifference curves increase to the north east

E. Utility maximization - interior solution

1. 1st of 2 conditions: spend all your money

2. 2nd of 2 conditions: at a tangency

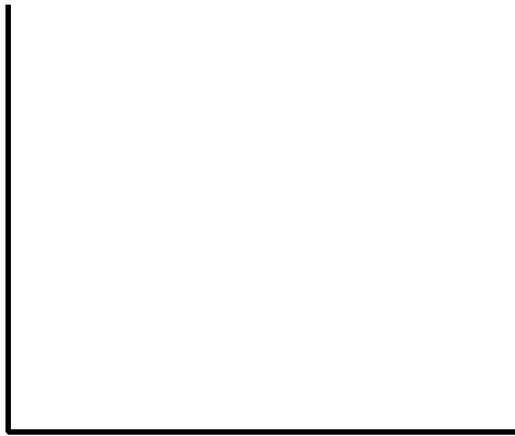
$$\frac{\Delta C}{\Delta L} = - \frac{MU_L}{MU_C} = - w$$

$$\frac{MU_L}{w} = MU_C$$

recall that $P=1$

3. graphical representation

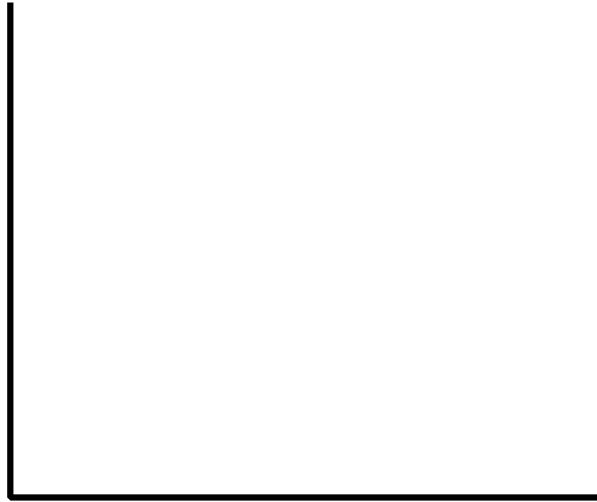
graph: utility maximization



F. Utility maximization: corner solution -

1. "people choose not to work: $L=T$ "

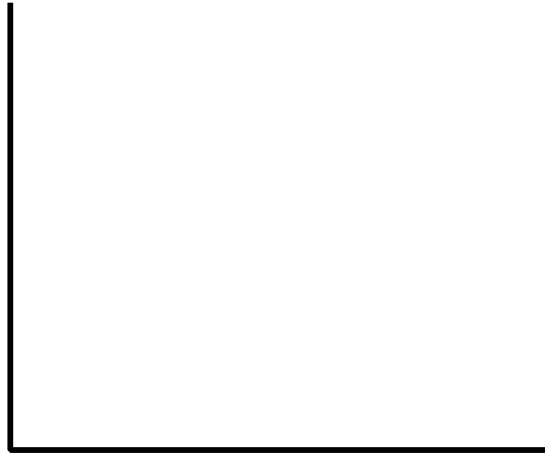
graph 1: slope of indifference curve exceeds slope of constraint



$$MU_L/MU_C > w \text{ or } MU_L/w > MU_C$$

2. The reservation wage - the wage such that any wage above it induces the individual to work.

graph 2: slope of indifference curve equals slope of constraint



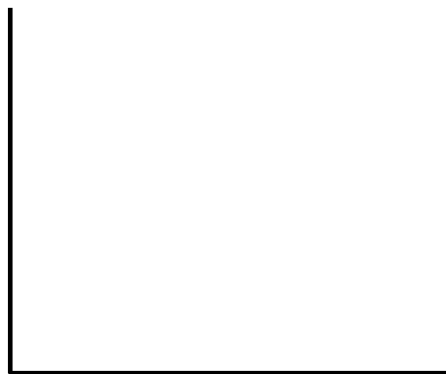
slope of indifference curve when $L=T$

$$w_{RESERVATION} = \frac{MU_L}{MU_C} \Big|_{L=T}$$

example: previous example: reservation wage = (10/16)

G. Income and Wage effects

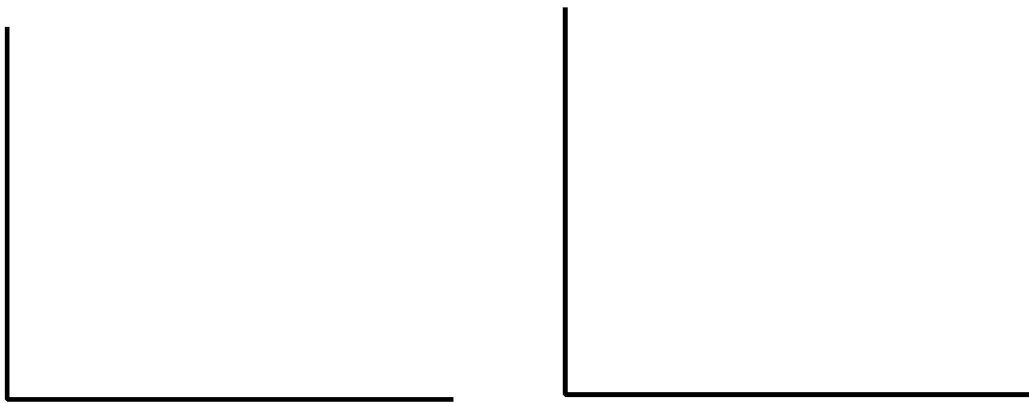
1. Income effect - budget constraint shifts parallel



2. Wage effects



G.Backward-Bending Labor Supply Curve



III. Income and Substitution Effects

A. Intuitive approach

1. substitution effect - substitute towards good that has become relatively cheaper

$\uparrow w \rightarrow \downarrow L \rightarrow \uparrow h$ (positively sloped labor supply)

2. income effect - wage change changes real income

Two parts

i. if leisure is normal

$\uparrow w \rightarrow \uparrow I \rightarrow \uparrow L \rightarrow \downarrow h$ (negatively sloped labor supply)

ii. leisure is inferior (macaroni and cheese)

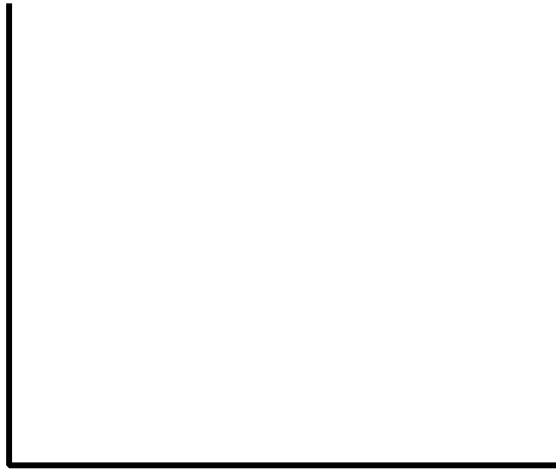
$\uparrow w \rightarrow \uparrow I \rightarrow \downarrow L \rightarrow \uparrow h$ (positively sloped labor supply)

B. Implication for labor supply:



C. Technical Approach

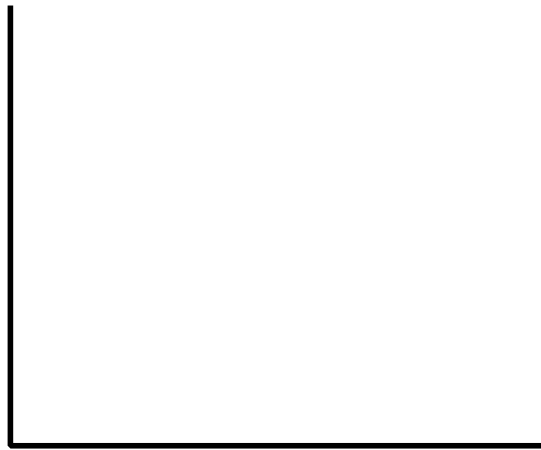
1. graph of sub and inc effect for normal good.



four rules -

- i. draw artificial b.c. tangent to new level of utility at old prices
- ii. income effect is always a movement between indifference curves
- iii. substitution effect is always a movement along the new level of utility.
- iv. substitution and income effect move in opposite directions if leisure is normal - move in same direction if inferior

2. leisure is an inferior good



3. trick of the trade

- i. draw both budget constraints
- ii. draw artificial b.c. - this defines substitution effect
- iii. defines 3 regions



D. Empirical Application:

1. Labor Supply Elasticity - measure of responsiveness of hours of work to changes in the wage rate

$$\Theta = \frac{\% \Delta h}{\% \Delta w} = \frac{\Delta h}{\Delta w} * \frac{w}{h}$$

a. $\Theta > 0$ if sub > inc

b. $\Theta < 0$ if inc > sub

2. Estimates of Labor Supply Elasticity: Our theoretical model implies

$$h_i = \alpha + \beta w_i + \gamma V_i + \text{other variables}$$

a. $\beta = \Delta h / \Delta w$:

i. see you can calculate elasticity for given w and h

ii. $\beta < 0$ if inc > sub or labor supply has negative slope

iii. $\beta > 0$ if sub > inc or labor supply has positive slope

b. $\gamma < 0$ implies L is normal

c. "consensus" estimates for men $\Theta < 0$ (-.1)

i. inc > sub

ii. much variation in estimates

iii. value of "good" studies is small responsiveness (i.e., labor supply is inelastic)

d. Sample Selection: one (of many) problems with estimates:

i. do not observe wages of those people who do not work

ii. those people that do not work have higher reservation wages or lower wages than those that do - in other words they are not selected randomly

iii. estimates of hours work equation with only those workers that work will give biased estimates of the parameters

IV. Welfare: An Application of Substitution Effects

A. Two key attributes

1. an upfront payment.
2. a tax on earned income.

B. Two distinct periods

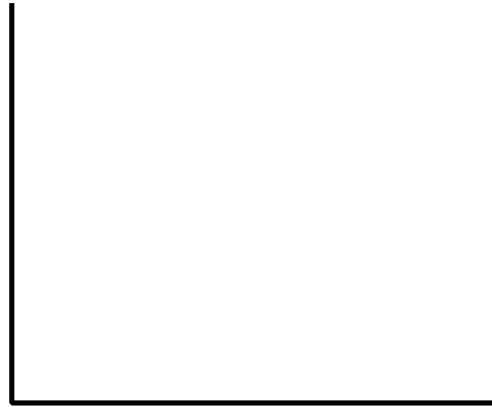
1. prior to 1967: 100 percent tax
2. after 1967: less than a 100 percent tax (67%)
3. may be entering a third period

C. Welfare prior to 1967:

1. suppose $w=3$; $T=16$; $V=0$



graph of participant and non-participant in welfare



2. calculate amount have to work to pay off upfront payment

$$t \cdot w \cdot h = 16$$

$$1 \cdot 3 \cdot h = 16 \rightarrow h = 5.333$$

3. tax revenue = 0 under 100% tax because person does not work

4. creates 2 disincentives to work

i. income effect - upfront payment is like a gift of nonlabor income: if leisure is normal $\uparrow V \rightarrow \uparrow L \rightarrow \downarrow h$

ii. substitution effect - tax rate lowers the real wage to 0: substitute away from good that has become relatively more expensive $\downarrow w \rightarrow \uparrow L \rightarrow \downarrow h$

E. Welfare after 1967:

1. reduce disincentive to work - hoped to lower cost of program

i. keep upfront payment

ii. lower tax rate to 2/3's

graph of welfare program under lower tax

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2. calculate number of hours worked before payoff upfront payment

$$t \cdot w \cdot h = 16$$

$$\left(\frac{2}{3}\right) \cdot 3 \cdot h = 16 \rightarrow h = 8$$

3. calculate cost of program:

$$\text{tax revenue: } \left(\frac{2}{3}\right) \cdot 3 \cdot h = \left(\frac{2}{3}\right) \cdot 3 \cdot 5 = 10$$

$$\text{cost: } 16 - t \cdot w \cdot h = 16 - 10 = 6$$

F. Welfare cost under an even lower tax rate.

1. hoped to lower cost of program still further

- i. keep upfront payment
- ii. lower tax rate to 1/3's

graph of welfare program under lower tax



2. calculate number of hours worked before payoff upfront payment

$$t*w*h=16$$

$$(1/3)*3*h=16 \rightarrow h=16$$

3. calculate cost of program:

$$\text{tax revenue: } (1/3)*3*h = (1/3)*3*6=6$$

$$\text{cost: } 16 - t*w*h = 16 - 6 = 10$$

V. Supply to an Occupation

graph of short-run and long-run labor supply for computer programmers



A. Short-run labor supply - upward sloping because persons with the skills to enter occupation (but are not in occupation) enter occupation

B. Long-run labor supply - upward sloping because persons who do not have the skills to enter the occupation can acquire the skills in the long run

C. Long run supply is more elastic - more responsive