# Capitalism in an Age of Robots 

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Bangalore, 2 October 2017

## Potential to automate by sector

\% of time automatable with current technology


## The standard paradigm

Starting Point


## New position

50 farmers produce 100 units of food

50 workers produce 100
units of cars, washing machines, televisions, etc.

Measured total economy productivity doubles

## Endlessly repeatable progress?



## The Baumol Effect

## 100 farmers produce

 100 units of food

50 farmers produce 100 units of food

50 domestic servants paid $1 / 2$ as much produce 50 units of value

- Agricultural productivity doubles
- Total economy productivity increased 50\%
- The actual pattern in the first Agricultural Revolution?


## Asymptotic rather than endlessly repeatable progress



## The Baumol Effect with high paid artists

## 100 farmers produce

 100 units of food

# Determinants of intensity of Baumol effect 

> Automation potential in newly emerging economic activities
> Impact of productivity increase on income distribution

- in part determined by asset ownership
$>$ Consumption choices of winners from initial productivity increase

Twenty first century technology London


## The Hi-Tech Hi-Touch Paradox

The more rapidly technological progress enables automation of existing activities...
...the more hi-touch jobs grow in activities which at least for now cannot be automated, or where wages are low enough to make automation uneconomic

## Zero-sum activities in the simple model



## Zero-sum activities in the modern economy


$>$ Cyber criminals and large number of high skilled cyber experts within companies
> Bad selling practices, financial regulators, compliance officers and compensation lawyers
$>$ All legal services?
> Much financial trading and complex financial innovation
$>$ Servicing the purchase and sale of existing real estate
> Some educational services - zero-sum job market signalling competition?
> Politics, elections, lobby groups, think-tanks... and even academic economists!

## Automation and the zero-sum Paradox

Rapid technological progress could eventually
automate away almost all the activities which are truly
essential for human welfare

... $\quad$| while supporting increased intensity of |
| :--- |
| zero- |
| status competition for relative income and |

\[\)|  so that zero sum activities account for  |
| ---: |
|  increasing \% of employment and  |
|  measured  |

\]

## Baumol type and zero-sum activities: finding things to do

> Keynes: "Economic Possibilities for our Grandchildren" (1929)

- 15 hour work week "a hundred years hence"
>Hypothesis for advanced economies
- If people had a higher leisure preference
- And if the distribution of income enabled everyone to enjoy a good standard of living with 15 hour work
- We would produce the vast majority of all goods and services essential for our "standard of living" with far fewer work hours... and a much higher productivity growth rate
- But we "find things to do" because of
i. Status consideration and positional goods
ii. Individual adequate minimum income requirements
iii.Work as social activity


## Underestimated productivity and real income growth?

$>$ New drugs
$>$ Mobile phones and tablets
> Streamed films and music
$>$ Computer games
> Social networks

Rapid productivity improvement

Falling prices and increasing quality
Inadequately captured in measures of real GDP and thus productivity growth

> "The result is that the increase in real incomes is underestimated, and that the common concern about what a appears to be the low growth of average household incomes is misplaced" [since] "these low growth estimates fail to reflect the innovations in everything from healthcare to internet services to video entertainment which have made life better during these years"

## A caveat on the Feldstein analysis:

## Two separate questions

1
Do low productivity growth estimates fail to reflect super rapid productivity growth, falling prices, increasing quality and innovation in specific products and entertainment?


Almost certainly yes - and perhaps by quite a large amount

2
Does this mean that human welfare improvement has been understated?


Certainly if health improvements undervalued

But not so clear that "always on" mobile devices and ever better computer games "made life better during these years"?

## The end point: 2100 - Does The Economy even exist?

- Economics is about allocation of scarce resources in consumption and production

If robots do all the work, is there scarcity?

- Hypothesis: income measures of GDP
will be dominated by
- Real property ownership values and rents
- Intellectual property rents
- Substantive brand values and rents
- The very high incomes of very small number of people skilled or lucky in IT, subjective value creation, or zero-sum competition

This income distribution will determine the distribution of consumption of scarce positional or status goods

## New issues for economics

## Neo-classical focus

Increasing productivity in a two-factor (L+K) competitive model

## Required future focus

- Real property, rents and urban geography (back to a three-factor model)
- Environmental and congestion externalities
- Intellectual property rents, network externalities and returns to monopoly
- Debt, positional goods, financial instability and inequality
- Development challenges: job creation: new structural economics?
- Income distribution; UBI?; public good provision


## The long-term challenge

ee Thus for the first time since his creation, man will be faced with his real, his permanent problem - how to use his freedom from pressing economic cares, how to occupy the leisure, which science and compound interest will have won him, to live wisely and agreeably and well 99

John Maynard Keynes
Economic Possibilities for our Grandchildren (1930)

