Example for seminar.sty

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July 21, 1991

Information overload = "Too much" information

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You have 134 unread messages:
Do you want to read them now?
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1. People cannot process all the information they receive.

2. People *should* receive less information.

- There is information overload in a network if there is some mechanism that, compared to the *status quo*, makes the senders and/or receivers better off by restricting the flow of information.'

- There is information overload in a network if there is some mechanism that, compared to the *status quo*, makes the senders and/or receivers better off by restricting the flow of information.

Questions

- When could there be overload in networks?
- What mechanims make the receivers and senders better off?
- How does the welfare of the senders and receivers depend on the cost of communication?

Being more informed

is always better,

but it's not the same as

receiving more information

A tax τ on communication is said to support $\tilde{\mathcal{X}}(c)$ if $\tilde{\mathcal{X}}(c)$ is an equilibrium for $\Gamma(c+\tau)$.

Proposition 6. *Assume* $\tilde{\mathcal{X}}(c)$ *is not an equilibrium for* $\Gamma(c)$.

1. *If* $supp(\gamma) = [0,1]^n$, *there is no tax that supports* $\tilde{\mathcal{X}}(c)$.
2. *If* $supp(\gamma) = S^{n-1}$, *there is a tax that supports* $\tilde{\mathcal{X}}(c)$ *if and only if* $m = 1$, $p_j > c\,\forall j$, *and*
   (a) $n = 2$; *or*
   (b) $n = 3$ *and* $p_i^{-1} + p_j^{-1} \geq p_k^{-1}$ *for all distinct* i, j, k; *or*
   (c) $n = 4$ *and* $p_1 = p_2 = p_3 = p_4$.

Architecture