# Community, state and market:

# understanding historical water governance evolution in Central Asia

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## Historical Central Asian water governance

Pre-colonial – Tsarist – Soviet periods



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Source: "HASAHAR". Irrigation of Uzbekistan cited in Abdullaev & Rakhmatullaev, 2015

## Pre-colonial:

# Election-sanctioning mechanism

#### **Elections:**

Tier 1: Community reps → Mirab-bashi of central authority

Tier 2: Several sublocalities → 1 Ketman → max 4 Aksakal (ketman repr) → Mirab &

Assistant

#### **Remuneration:**

• Kipsen (kapsan) - it depended on the satisfaction level of farmers concerning the irrigation service quality they received

IV. Quaternary/Field Canal

## Tsarist time: transformations in water governance

- Election sanctioning (de jure)
- Appointment & fixed wage (de facto) Kaufman's initiative
- Initial large infrastructure (cotton goal)

#### Correlated with:

- Physical deterioration of irrigation system
- Increased corruption

## Soviet time: transformations in water governance

- Full abolishment of self-governance
  - replacement with a water bureaucracy
- Kolkhozes, sovkhozes
- Diffusion of- large scale irrigation infrastructure
- Omnipresent low water use efficiency
- Aral Sea's irreversible transformation into Aralkum Desert started

## Today: depleted land and water endowment

Inherited from previous regime

- Fundamental water problem of Central Asia:
  - mismanagement and bad governance associated with pseudo self-governance



## Research questions

- Our study goes beyond the established historical insights
- We use game theory
- Model the evolution path of water governance

1. How likely it is that current water management could return to ancient principles of election-sanctioning?

2. Could private property in water management improve irrigation management efficiency today?

## Evolutionary game theory as an analytic narrative

- Tool through which we reiterate the historical events
  - mechanisms at play
  - game changers
  - drifts from one equilibrium into another
- Model water users' interaction in an evolutionary Hawk-Dove game
  - three alternative strategies to share a common good
- Evolutionary game theory
  - a priori programmed players, some strategies earn more than others
  - Successful strategies with higher payoffs are replicated more than unsuccessful ones, hence successful strategies proliferate in the population

## Guide to modelling steps

- The **hawk-dove game** (grab or share) as an analytical narrative of resource conflict. Equilibria involve ongoing wasteful fighting.
- Multiplayer game: equilibrium of both grabbers & sharers
- Introducing a third strategy: <u>punishment</u> by community members
- Evolutionary game: many players, many rounds, updating based on replicator dynamics, identifies Evolutionary Stable Strategies (ESS) that allow to trace governance dynamics over time.
- Historical undermining of punishment leads to evolutionary return to fighting ("Kaufmann drift").
- Introducing a fourth strategy: <u>property rights</u> ("Krivoshein game"), move to punishment or burgeois/share.

## Hawk-Dove-Game: Payoff table in words

	Hawk (Grabber)	Dove (Sharer)
Hawk (Grabber)	Both: fight, incur cost, 50/50 chance to win	Hawk gets all resource
Dove (Sharer)	Hawk gets all resource	Share equally

#### **Solutions**

When fighting is not so costly:

- [Hawk-Hawk] : dominant strategy
- Everyone always fights

When fighting is costly

- [Dove-Hawk]: Nash equilibrium
- [Hawk-Dove]: Nash equilibrium

### Hawk-Dove-Game: Payoff table

Player 2

		Hawk (Grabber)	Dove (Sharer)
Player 1	Hawk (Grabber)	(v-c)/2; (v-c)/2	v; <b>0</b>
	Dove (Sharer)	0; <b>v</b>	v/2; <mark>v/2</mark>

- Two sides are competing over common water resource of value =v
- Each chooses to be a "hawk" or "dove" simultaneously
- Fighting cost = c

#### Waste & institutions to overcome

- The "waste" arises due to the fighting of the Hawks
  - In water use interaction: waste arises from problems as water stealing, and free riding during maintenance of the infrastructure
- Institutions which may overcome this waste and lead to sharing - is what we are interested in
- 1. Punishing (civic) behavior
- 2. Private property Krivoshein game



## Grab-Share-Punish-Game: Payoff Table in words

	Grab	Share	Punish
Grab	Both: fight, incur cost, 50/50 chance to win		
Share	Nothing; All resource	Share equally	
Punisher	*wins: punishing water users share the water among themselves; *lose: the punisher bears the cost of fight with the hawk	Share equally	Share equally

(Bowles, 2004, 382)

## Grab-Share-Punish-Game: Payoff Table

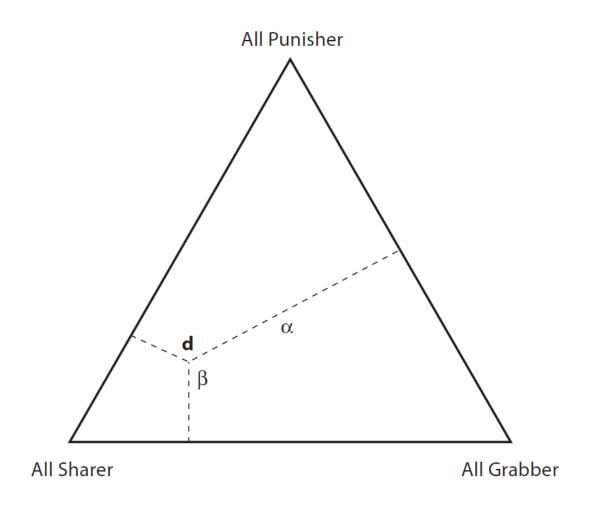
	Grab	Share	Punisher
Grab	(v-c)/2; (v-c)/2	v; <b>0</b>	$(1-\beta)v-\beta c; v/n-(1-\beta)c$
Share	0; <b>v</b>	v/2; v/2	v/2; v/2
Punisher	$v/n-(1-\beta)c$ ; $(1-\beta)v-\beta c$	v/2; v/2	v/2; v/2

 $\beta$  Share of punishers in population.

#### Grab-Share-Punisher-Game

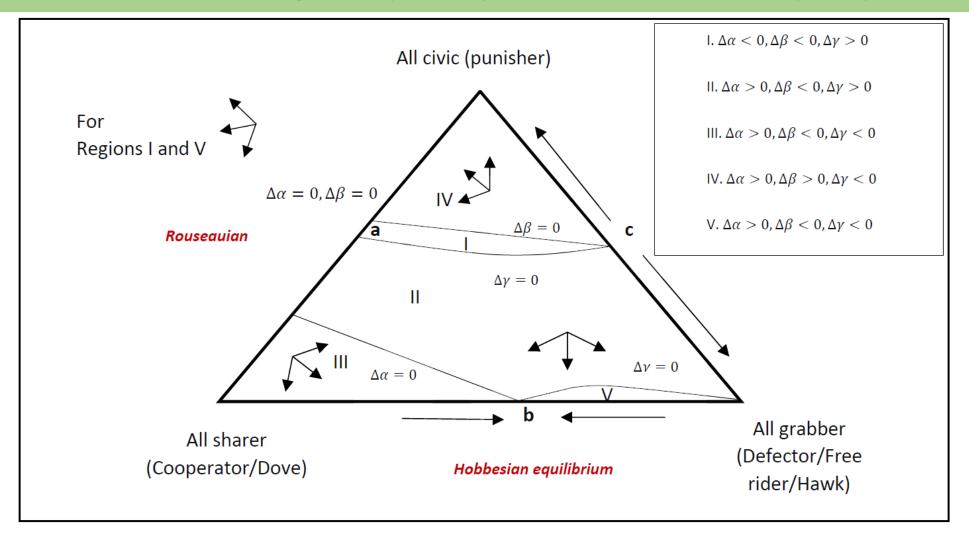
- There are two equilibria: Grab-Grab; Punish-Punish
- Pre-Tsarist water governance resembled: Punish-Punish equilibrium
  - Election sanctioning mechanism: which we consider as a punishing strategy in the game
  - Mahalla & waqf further nurtured the punishing & sharing behavior

## Distribution of strategies in a multi-player game

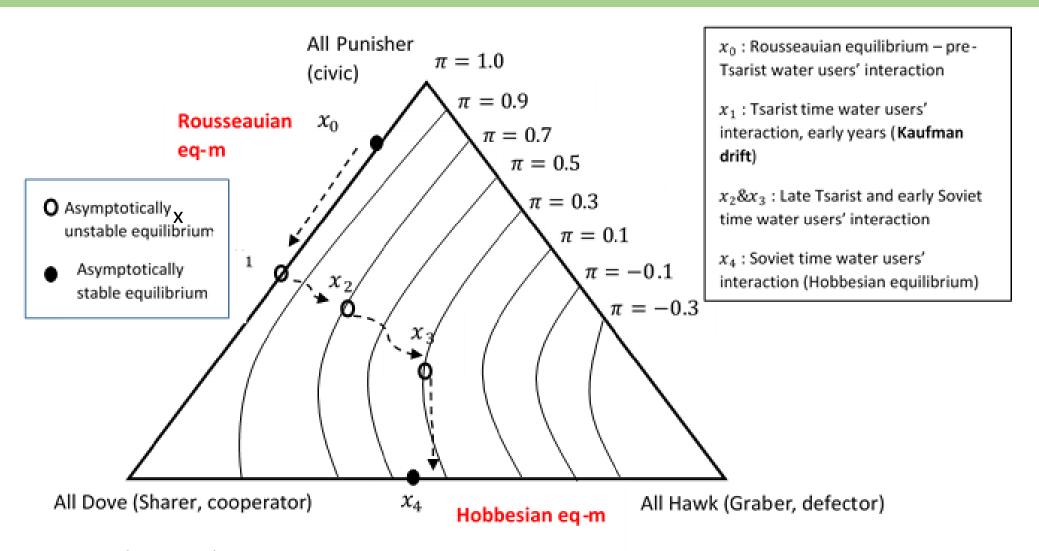


Bowles 2004

## Within groups dynamics multi-player



#### Effects of undermining the punishment mechanism



# Krivoshein's privatization goal



- Privatization law as a solution to corrupted traditional Central Asian water governance
- It would legalize the water trade that was already taking place in Fergana valley
- But Tsarist Russia dismantled shortly after this law proposal was submitted to the Duma
- Hard to guess the possible consequence
- But we can imagine one possible consequence with stylized games

#### Krivoshein Game

- Adopt a new strategy: "Bourgeois" strategy to Grab-Share-Punish game
- Bourgeois peasant:
  - if he owns the (water) resource, then he will behave like a Hawk
  - If he is not the owner of the resource, he would share the water resource with the interacting party (behave like Dove)
- We assume:
- ½ time the Bourgeois player is the resource possessor
  - hence claims for it
- ½ of the time he is a non-possessing Bourgeois
  - hence does not claim the water

## Krivoshein Game: Payoff Table

	Bourgeois	Share	Punish (Civic)
Bourgeois	v/2; v/2	3v/4; v/4	$\frac{1}{2}[(1-\beta)v-\beta c];$
			$\frac{1}{2}[v/n-(1-\beta)c]$
Share	v/4; $3v/4$	v/2; v/2	v/2; v/2
Punish (Civic)	$\frac{1}{2}[v/n-(1-\beta)c];$	v/2; v/2	v/2; v/2
	$\frac{1}{2}[(1-\beta)v-\beta c]$		

- The stationary and stable states (solutions) are:
- 1. All-Civic (Punisher) group of water users (Max Aggregate payoff &egalitarian)
- 2. Combinations of Bourgeois with Doves (Max Aggregate payoff & non-egalitarian)

## Relevance for today

- Hobbesian equilibrium with non-civic players is still prevailing in Central Asia
- Reformers do not displace it easily, due to its positive feedback mechanism
- There are two ways out:
- 1. Private property regime in irrigation water
  - All merits of the private property
  - Unobservable incomplete information, a weak institutional setting, prone to corruption, complicate private property regime enforcement over water
- 2. Restoring the election-sanctioning element to the WUAs
  - Nourish civic-mindedness
  - Handle the market failures associated with incomplete contracting and high transaction costs

# Thank you

#### Research highlights

Ancient water governance was more efficient than Tsarist and Soviet periods

The traditional arrangement linked irrigation duties with benefits

The de-facto appointing irrigation staff corrupted the traditional water governance

Community & Privatization are still viable solution for the issues in irrigation governance today