

Equity: Own output/Own input = Other(s) output/Other(s) input

Relative deprivation:

Background determinants	Cognitive antecedent conditions	Emotion	Moderators	Behavior
<ul style="list-style-type: none"> • Personality • Personal past • Attributional style • Other “schema” • Environment • Societal dictates • Survival 	<ol style="list-style-type: none"> 1. Want X 2. See others with X 3. Deserve X 4. Feasible to get X 5. Not my fault don't have X 	<p style="text-align: center;">Resentment</p>	<ul style="list-style-type: none"> • Intrapunitive/Extrapunitive • H/L control • Opportunities 	<ul style="list-style-type: none"> • Stress • Self-improvement (Constructive) • social change • Violence