

Behavioral Economics

Topic 1: Choice under Uncertainty
Lecture 3: Expected Utility, concluded;
the Evidence Against It begins

Professor Bushong



Taking Stock



Last class:

- Introduction to choice under uncertainty
- Expected value, expected utility, and the calculus toolkit

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- Wrap up the standard model: applications – insurance and financial assets
- Then: **the evidence against the standard model begins**

Logistics:

- Problem Set 1 is posted – due Tuesday, September 15
 - **Tip: start early – don't wait until the last minute**
 - You should be ready for most problems after today's class

Expected Utility Theory, Continued

What's Missing from EV? → “Risk Aversion”



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Note:

- Risk neutral person always picks the lottery with highest EV
- Risk averse person faces a trade-off: they like higher EV but dislike variance

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Reminders:

- We'll implicitly assume “more is better”
- An EU maximizer never chooses a “dominated” lottery
- Integration with existing wealth: Proper way to write the definition above is to account for existing wealth — if person starts with wealth w , then the expected utility from $\mathbf{x}$ is

$$EU(\mathbf{x}) \equiv \sum_{i=1}^n p_i u(w + x_i)$$

An Important Functional Form, Revisited



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- For $\rho = 0$, equivalent to $u(x) = x$, or risk neutrality.
- $\rho > 0$ implies risk aversion
- Example: suppose wealth $w = 100$ and consider $x = (40, \frac{1}{2}; 0, \frac{1}{2})$ vs $y = (120, \frac{1}{3}; -30, \frac{2}{3})$
 - Which will person pick if risk neutral (i.e., an expected value maximizer)?
 - Which will person pick if EU maximizer with CRRA utility and $\rho = \frac{1}{2}$? (Note: answering by computing EU of each is fine, but can actually figure out answer without doing so in this special case!)

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Result: Under expected-utility theory, a person is risk-loving if and only if her utility function is convex ($u''(x) > 0$ — slope is getting steeper as x gets bigger)

Brief Calculus Refresher

Application: Demand for Financial Assets



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- If do well, final wealth $= (1000 - y)(1.00) + y(1.50) = 1000 + (.50)y$.
- If do poorly, final wealth $= (1000 - y)(1.00) + y(0.60) = 1000 - (.40)y$.

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- If $u(x) = \log(x)$, then what is the optimal choice of y ?
- **How to solve:** (i) take derivative of expression for EU with respect to y ; (ii) set the derivative equal to 0 and then solve equation for y

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- **How to solve:** (i) take derivative of expression for EU with respect to y ; (ii) set the derivative equal to 0 and then solve equation for y
- **Answer:** Optimal choice is $y^* = 250$

Application: Demand for Insurance



Recall insurance example from last class:

You have wealth \$1000, and there's a 10% chance that you'll suffer a loss of \$250.

- Hence, you face the lottery (1000, .9 ; 750, .1).

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- Implication: If buy insurance, you face the lottery ($1000 - p$, 1).

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What is your willingness to pay for full insurance?

- Answer: It's the p^* such that

$$(1000 - p^*, 1) \sim (1000, .9 ; 750, .1)$$

$$\Rightarrow u(1000 - p^*) = (.9) u(1000) + (.1) u(750).$$

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- Step 2: Calculate expected utility as a function of α .
- Step 3: Use calculus to solve for the optimal α .

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As a function of the α you choose, final lottery is:

$$\mathbf{x}(\alpha) = (1000 - p\alpha, .9; 750 + (250 - p)\alpha, .1).$$

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- Here, actuarially fair insurance means $p = (.10)(250) = \$25$.

Side Note:

- In general,, actuarially fair price is the highest amount a risk-neutral person (i.e., EV maximizer) is willing to pay for any insurance
- A risk averse person would be willing to pay more to avoid the risk

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$$EU(\mathbf{x}(\alpha)) = (.9)u(1000 - 25\alpha) + (.1)u(750 + 225\alpha).$$

Now we need to do some calculus!

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... but first let's use our brains a bit more.

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And likewise:

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Notice anything?

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(A slightly different approach) Recall from... some math class you took:

Definition: Function f is concave if for any x, y and any $\alpha \in [0, 1]$

$$f((1 - \alpha)x + \alpha y) \geq (1 - \alpha)f(x) + \alpha f(y)$$

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Four More Features/Issues of Expected Utility



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■ Answer: Sure. Consider $b = -1000000$.

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- Answer: Sure. Consider $b = -1000000$.
- Point: The level of utility doesn't matter, only the comparisons.

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- If they have perfect negative correlation, the reduced lottery is

$$(15, 1/2; 5, 1/2).$$

Four More Features/Issues of Expected Utility



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Question: How to formalize "more risk averse"?

Definition: The *coefficient of risk aversion* at wealth w is

$$r(w) = \frac{-u''(w)}{u'(w)}.$$

Suppose w_A is person A 's wealth and w_B is person B 's wealth. If $r(w_A) > r(w_B)$ then person A is less likely than person B to accept a risky gamble.

Four More Features/Issues of Expected Utility



Note: A person's risk aversion depends on both her utility function and her wealth.

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How is one's willingness to accept a gamble likely to depend on my wealth?

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- Economists often assume risk aversion decreases with wealth:

$$\uparrow w \implies \downarrow r(w).$$

An Important Functional Form



Definition: The *CRRA utility function* is

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Expected Utility and Revealed Preferences



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- (1) Preferences are complete and transitive.
- (2) Preferences are continuous.
- (3) Independence axiom: If $\mathbf{x} \succsim \mathbf{y}$, then for any lottery $\mathbf{z}$,
 $(1 - \alpha)\mathbf{x} + \alpha\mathbf{z} \succsim (1 - \alpha)\mathbf{y} + \alpha\mathbf{z}$ for any $0 < \alpha < 1$.

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Theorem: A person's behavior can be described by expected utility theory if and only if her choices over lotteries are complete, transitive, continuous, and satisfy the independence axiom.

Expected Utility – A Final Thought



EU might be a desirable normative theory. You can decide.

Expected Utility – A Final Thought



EU might be a desirable normative theory. You can decide.

However, *EU* seems to fail as a positive (descriptive) theory (i.e., a way that people *actually* behave). That's where we'll go next....

Evidence That Contradicts the Standard Model

Allais Paradox (Allais 1953)



Question 1:

	<u>Option (A)</u>
\$1 million	with prob. 1

	<u>Option (B)</u>
\$1 million	with prob. 0.89
\$5 million	with prob. 0.10
\$0	with prob. 0.01

Question 2:

	<u>Option (C)</u>
\$1 million	with prob. 0.11
\$0	with prob. 0.89

	<u>Option (D)</u>
\$5 million	with prob. 0.10
\$0	with prob. 0.90

- The Paradox: The combination of choosing A over B and choosing D over C violates expected utility.

Allais Paradox (Revealed)



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Ellsberg Paradox (Ellsberg 1961)



Suppose an urn contains 90 balls.

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- The other 60 balls are black or yellow, in unknown proportions.

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Question 1:

Option A: You win \$100 if the ball is red.
black.

Option B: You win \$100 if the ball is

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Question 1:

Option A: You win \$100 if the ball is red.

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Question 2:

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Question 2:

Option C: You win \$100 if the ball is either red or yellow.

Option D: You win \$100 if the ball is either black or yellow.

- The Paradox: The combination of choosing A over B and choosing D over C violates expected utility — in particular, violates that people form stable subjective beliefs.

Evidence from Kahneman & Tversky (1979)



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[illegible]

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Problem 4: $\frac{\text{Option (C)}}{(4000, .2)}$ vs. $\frac{\text{Option (D)}}{(3000, .25)}$
 $[N = 95]$

“Subproportionality”



From these and similar examples, Kahneman & Tversky conclude that preferences exhibit “subproportionality”:

- When comparing a larger/less-likely reward to a smaller/more-likely reward, if we scale down the probabilities proportionally, the person becomes more and more likely to choose the larger/less-likely reward.

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- When comparing a larger/less-likely reward to a smaller/more-likely reward, if we scale down the probabilities proportionally, the person becomes more and more likely to choose the larger/less-likely reward.
- Formally: If $(y, pq) \sim (x, p)$ then $(y, pqr) \succ (x, pr)$.
[where $y > x > 0$ and $p, q, r \in (0, 1)$].

Problem 7: $\frac{\text{Option (A)}}{(6000, .45)}$ vs. $\frac{\text{Option (B)}}{(3000, .90)}$
 $[N = 66]$

[illegible]

[illegible]

Problem 7': Option (C) vs. Option (D)
 $[N = 66]$ $(-6000, .45)$ $(-3000, .90)$

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“Isolation Effect”



Problem 10: Consider the following two-stage game. In the first stage, there is a probability of .75 to end the game without winning anything, and a probability of .25 to move into the second stage. If you reach the second stage you have a choice between

$(4000, .80)$ and $(3000, 1)$.

Your choice must be made before the game starts, i.e., before the outcome of the first stage is known.

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Note: we can collapse this to

Problem 10: $(4000, .2)$ $(3000, .25)$
[$N = 141$]

“Isolation Effect”



Problem 10:

[$N = 141$]

(4000, .2)

[22%]

(3000, .25)

[78%]*

[illegible]

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 [22%] [78%]*
 [N = 141]

[illegible]

Problem 3: $(4000, .8) \succ (3000, 1)$
 $[N = 95] \quad [20\%] \quad [80\%]^*$

Problem 4: $(4000, .2) \succ (3000, .25)$
 $[N = 95] \quad [65\%]^* \quad [35\%]$

“Isolation Effect”



Problem 11: You get 1000 for sure. In addition, choose between
[$N = 70$]

(1000, .5) vs. (500, 1)

“Isolation Effect”



Problem 11: You get 1000 for sure. In addition, choose between
[$N = 70$]

$(1000, .5)$ vs. $(500, 1)$

Problem 12: You get 2000 for sure. In addition, choose between
[$N = 68$]

$(-1000, .5)$ vs. $(-500, 1)$

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Brief aside: There is now a large literature on “framing effects” — two ways of presenting the **exact same problem** elicit different choices.

The isolation effect is a natural interpretation of some framing effects — because for some ways of framing a problem, certain information can seem extraneous.

Today: Finished EU and started looking at evidence contradicting that model

Next class: More evidence that contradicts the standard model – and a first look at where the fix will come from

Remember:

- Problem Set 1 is due Tuesday, September 15
- Problem Set 2 posts Thursday – it is long *by design*, so start early