

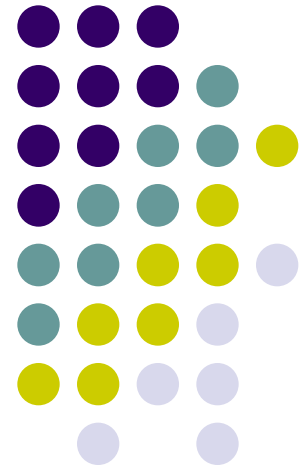
# Theory of Risky Choice

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Joseph Tao-yi Wang

2009/12/18

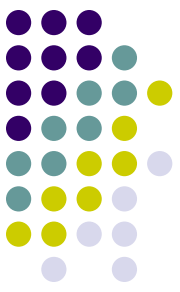
(Lecture 15, Micro Theory I)





# Theory of Risky Choice

- We analyzed preferences, utility and choices
- Apply them to study risk and uncertainty
  - Preference for probabilities
  - Expected Utility
- Discuss Experimental Anomalies
  - Allais paradox and Ellsberg paradox
  - Bayes' Rule paradoxes: Soft vs. Hard probability, Game show paradox (Monty Hall problem)
  - Rabin paradox



# States and Probabilities

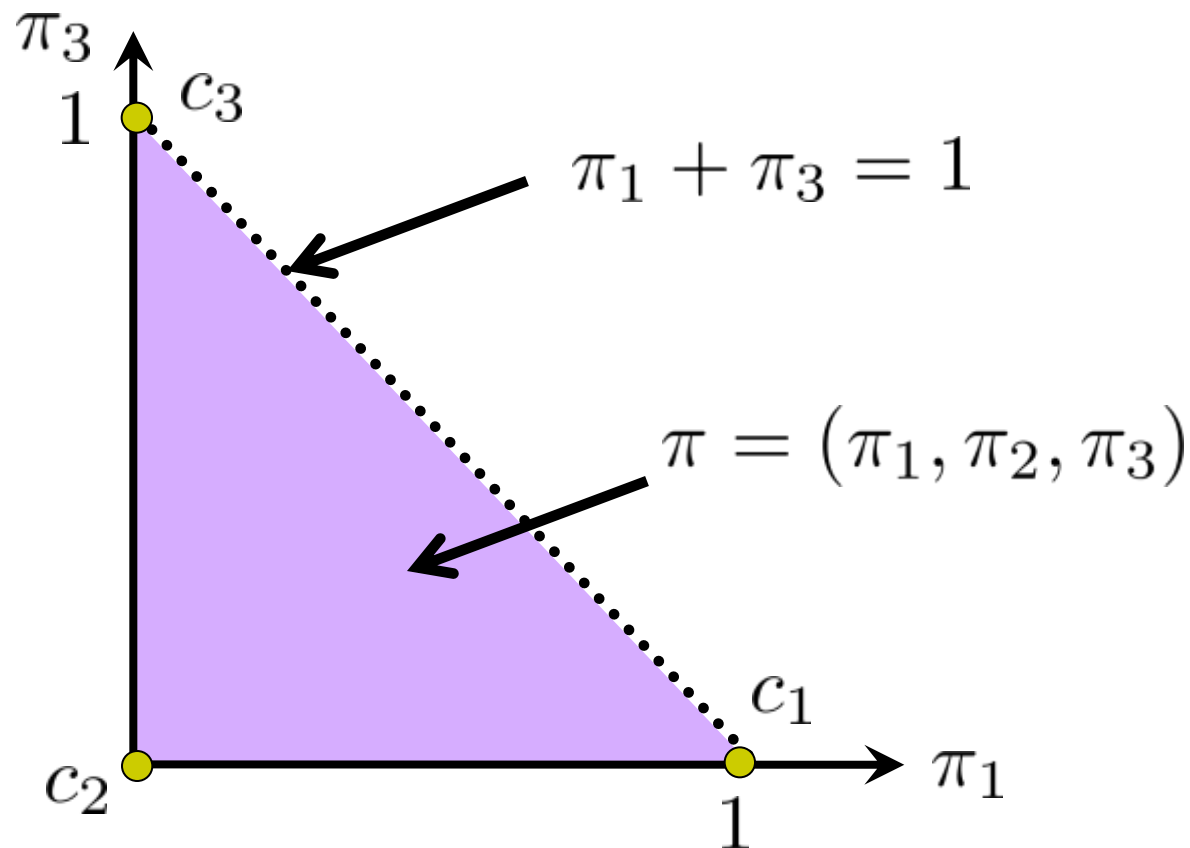
- Consequence  $c_s$  happens in state  $s = 1, \dots, S$
- Assign (subjective) probability  $\pi_s$  to state  $s$
- A prospect  $(\pi; c) = ((\pi_1, \dots, \pi_S); (c_1, \dots, c_S))$ 
  - People have preferences for these prospects
- Under the **Axioms of Consumer Choice**, exists continuous  $U(\pi; c)$  representing these pref.
- If we fix consequences; focus on probabilities

$$U(\pi; c) = U(\pi) = U(\pi_1, \pi_2, \pi_3)$$

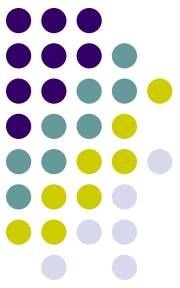


# States and Probabilities

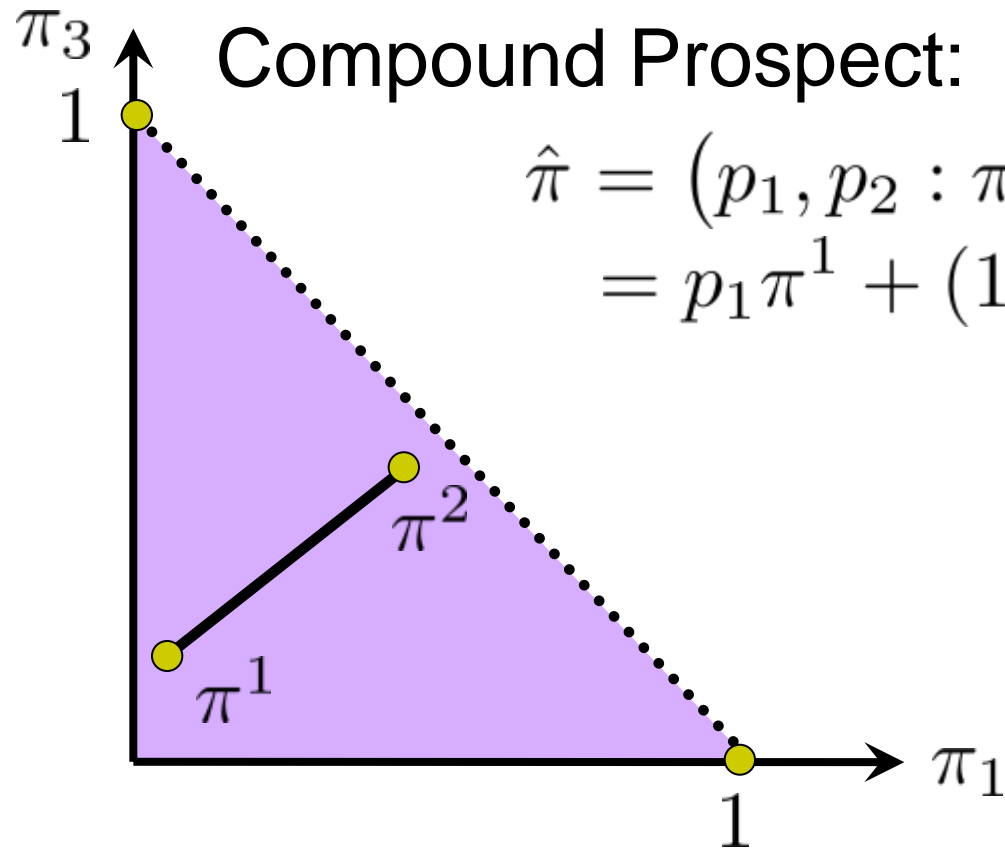
- Assume  $c_1 \succ c_2 \succ c_3$ , show all possible probabilities on 2D:  $\pi = (\pi_1, \pi_2, \pi_3)$



# Compound Prospect (Compound Lottery)



- If I offer you  $\pi^1 = (\pi_1^1, \pi_2^1, \pi_3^1)$  with prob.  $p_1$ , and
- $\pi^2 = (\pi_1^2, \pi_2^2, \pi_3^2)$  with probability  $p_2 = 1 - p_1$

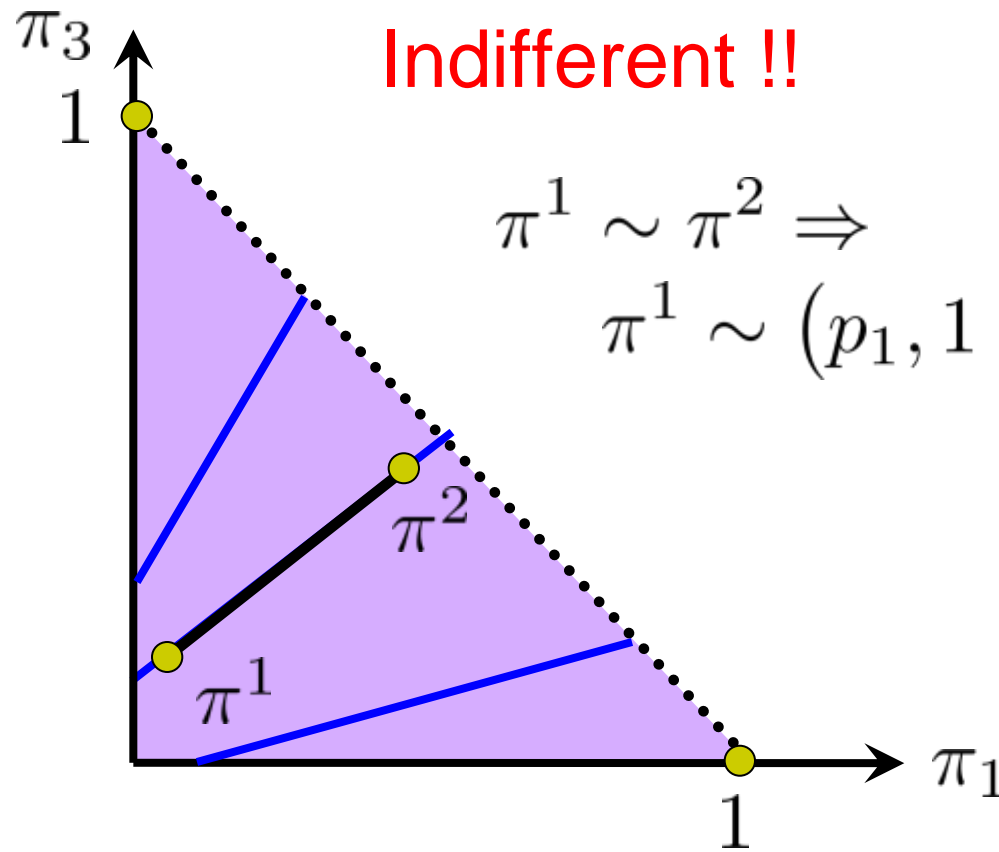


$$\begin{aligned}\hat{\pi} &= (p_1, p_2 : \pi^1, \pi^2) \\ &= p_1 \pi^1 + (1 - p_1) \pi^2\end{aligned}$$

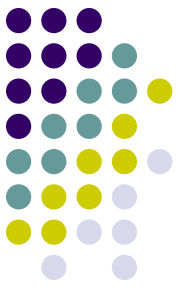


# Linear Indifference Curves

- If you are indifferent between  $\pi^1$  and  $\pi^2$
- How would you feel about randomizing them?



# When Would Indifference Curves Become Parallel?



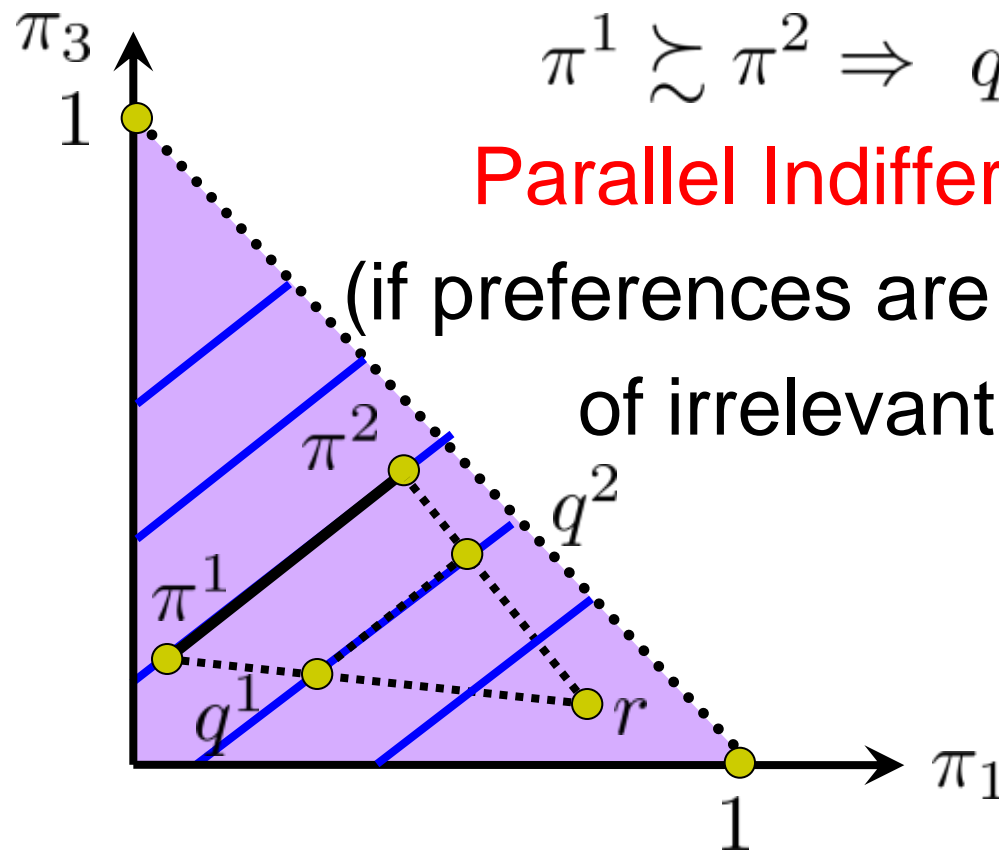
- For  $q^1 = (1 - \lambda, \lambda : \pi^1, r)$ ,  $q^2 = (1 - \lambda, \lambda : \pi^2, r)$
- Then,

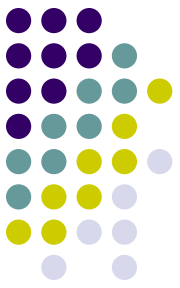
$$\pi^1 \sim \pi^2 \Rightarrow q^1 \sim q^2$$

$$\pi^1 \succsim \pi^2 \Rightarrow q^1 \succsim q^2$$

**Parallel Indifference Curves**

(if preferences are independent of irrelevant alternatives)





# Independence Axiom(s)

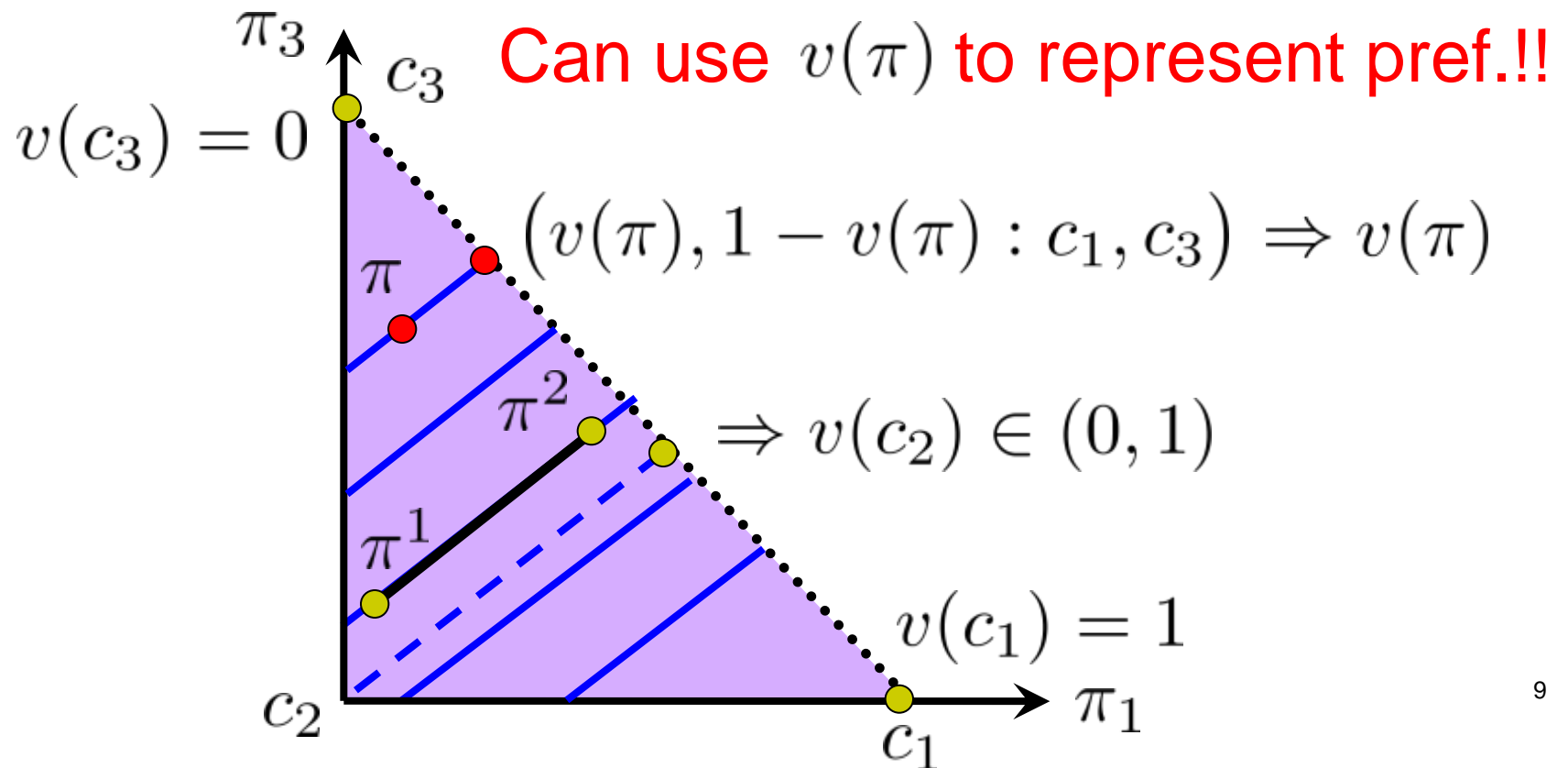
- (IA) If  $\pi^1 \succsim \pi^2$ , then for any prospect  $r$  and probabilities  $p_1, p_2 > 0, p_1 + p_2 = 1$   
$$q^1 = (p_1, p_2 : \pi^1, r) \succsim (p_1, p_2 : \pi^2, r) = q^2$$
- (IA') If  $\pi^m \succsim \hat{\pi}^m, m = 1, \dots, M$ , then for any probability vector  $p = (p_1, \dots, p_M)$   
$$(p_1, \dots, p_M : \pi^1, \dots, \pi^M) \succsim (p_1, \dots, p_M : \hat{\pi}^1, \dots, \hat{\pi}^M)$$





# Expected Utility

- For any prospect  $\pi$ , consider (on  $\pi_1 + \pi_3 = 1$ ):
- Extreme lottery  $(v(\pi), 0, 1 - v(\pi)) \sim \pi$





# Expected Utility

- In general, for any prospect  $p = (p_1, \dots, p_S)$
- The consumer is indifferent between  $p$  and playing the extreme lottery

$$\left( \sum_{s=1}^S p_s v(c_s), 0, \dots, 0, 1 - \sum_{s=1}^S p_s v(c_s) \right)$$

- Hence, we can represent her preferences with the above expected win probabilities
  - **Expected Utility!!**



# Expected Utility Rule

- Assume (IA'), then
- Preferences over prospects

$$(p; c) = (p_1, \dots, p_S; c_1, \dots, c_S)$$

- Can be represented by the Von Neumann-Morgenstern utility function

$$u(p, c) = \sum_{s=1}^S p_s v(c_s)$$

- Proof:



# Expected Utility Rule

- Proof:  $S$  consequences, best is  $c^*$ , worse is  $c_*$
- Can assign probability for extreme lotteries:

$$e^s \equiv (v(c_s), 1 - v(c_s) : c^*, c_*) \sim c_s$$

- (IA') implies  $(p; c) \sim (p_1, \dots, p_S : e_1, \dots, e_S)$   
 $\sim (u(p, c), 1 - u(p, c) : c^*, c_*)$

$$\text{where } u(p, c) = \sum_{s=1}^S p_s v(c_s)$$

- (by reducing compound prospects)



# Experimental Anomalies

- Allais Paradox
- Ellsberg Paradox
- Bayes' Rule Paradoxes
  - Soft vs. Hard Probabilities
  - Game Show Paradox
- Rabin Paradox



# Allais Paradox

- Consider four prospects:
  - A. \$1 million for sure
  - B. 90% chance \$5 million (& 10% chance zero)
  - C. 10% chance \$1 million (& 90% chance zero)
  - D. 9% chance \$5 million (& 91% chance zero)
- Among A and B, you choose...
- Among C and D, you choose...
- Is this consistent with Expected Utility???



# Allais Paradox

- state 1: \$5 million; state 2: \$1 million; state 3: zero
- The four prospects become:
  - A. \$1 million for sure – ( 0, 1, 0 )
  - B. 90% chance \$5 million – (0.90, 0, 0.10)
  - C. 10% chance \$1 million – ( 0, 0.10, 0.90)
  - D. 9% chance \$5 million – (0.09, 0, 0.91)
- (IA) suggests you should order “A and B” the same as “C and D”. Did you?



# Allais Paradox \* 1,000

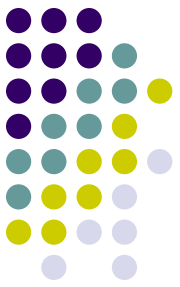
- A. \$1 billion for sure
  - B. 90% chance \$5 billion (& 10% chance zero)
  - C. 10% chance \$1 billion (& 90% chance zero)
  - D. 9% chance \$5 billion (& 91% chance zero)
- Among A and B, you choose...
  - Among C and D, you choose...
  - Are your answers (still) consistent with Expected Utility? Why or why not?





# Ellsberg Paradox

- One urn: 30 Black balls, and 60 “other balls”
  - Other balls could be either Red or Green
- 1. One ball is drawn. You win \$100 if the ball is (a) Black or (b) Green. You pick...?
- 2. Now you win \$50 if the ball is “either Red or another color you choose.” Would you choose (a) Black or (b) Green?
- What did you choose? Did it violate EU?



# Ellsberg Paradox

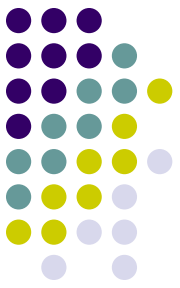
1. One ball is drawn. You win \$100 if the ball is (a) Black or (b) **Green**.
  - Picking Black = Believe  $<30$  **Green** balls
2. Now you win if “either **Red** or another color.” You choose (a) Black or (b) **Green**?
  - Picking **Green** = Believe  $>30$  **Green** balls
  - Since it is the same urn, this is inconsistent!
    - Can this be due to hedging (risk aversion)?
    - Maybe, but can fix this by paying only 1 round...

# Bayes' Rule Paradoxes: Soft vs. Hard Probabilities



- Two urns, each contain 100 balls.
  1. Urn 1 has 60 **Yellow** balls.
  2. Urn 2 has 75 or 25 **Yellow** balls with equal chance.
- You win a prize if you draw a **Yellow** ball.
- A ball is drawn from Urn 2 and it is **Yellow**.
- Which Urn should you choose?
- Did you do Bayesian updating correctly?

# Bayes' Rule Paradoxes: Soft vs. Hard Probabilities



- Prior to draw,  $\Pr(\text{draw a } Y) = 0.5$ . After:
- $\Pr(Y \mid 75\text{-}Y) = 0.75$ ,  $\Pr(Y \mid 25\text{-}Y) = 0.25$ .
- $\Pr(75\text{-}Y \mid Y) = 0.5 * 0.75 / 0.5 = 0.75$
- $\Pr(25\text{-}Y \mid Y) = 1 - 0.75 = 0.25$
- $\Pr(\text{draw another } Y \mid Y) =$   
 $\Pr(75\text{-}Y \mid Y) * \Pr(Y \mid 75\text{-}Y) +$   
 $\Pr(25\text{-}Y \mid Y) * \Pr(Y \mid 25\text{-}Y)$   
 $= 0.75 * 0.75 + 0.25 * 0.25 = 0.625 > 0.6$
- So you should pick Urn 2!! (Did you do that?)

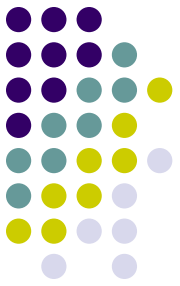
# Bayes' Rule Paradoxes: Game Show Paradox



**One door hides the prize (a car).  
Remaining two doors hides a goat (non-prize).**

**Suppose you choose door number 1...**

# Game Show Paradox (Monty Hall Problem)



**Door 3 is opened for you...**

**Obviously the car is not behind door 3...**

**Would you want to switch to door 2?**

# Depends on how door is opened...

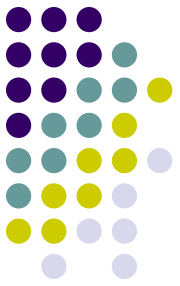


- **Rule to open one door:**

The Host must open one “other” door without the prize. If he has a choice between more than one door, he will **randomly** open one of the possible (goat) doors.

- The Game Show Paradox is also known as the **Monty Hall Problem**, named after the name of the TV show host “Monty Hall”

# Game Show Paradox Plus: The (Generalized) Monty Hall Problem



One door hides the prize (a car).  
Remaining two doors hides a goat (non-prize).  
**Door 3 is transparent (and you see the goat)**  
Suppose you choose door number 1...



# Game Show Paradox Plus: The (Generalized) Monty Hall Problem



**Door 3 is opened for you...**

**Obviously the car is not behind door 3 (and  
you knew that already)...**

**Would you want to switch to door 2?**

# If You Picked the Right Door (50%)

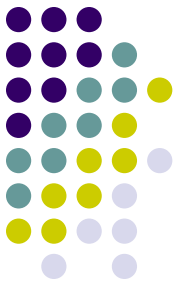


Host randomizes between door 2 and 3 (50-50)

If host opens door 2... (Prob.=50%\*50%)

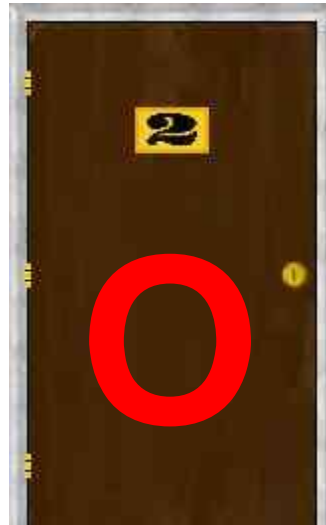
**You should definitely not switch!**

# If You Picked the Right Door (50%)



Host randomizes between door 2 and 3  
If host opens door 3... (Prob=50%\*50%)  
**You should still not switch (but you don't know)**

# If You Picked the Wrong Door (50%)

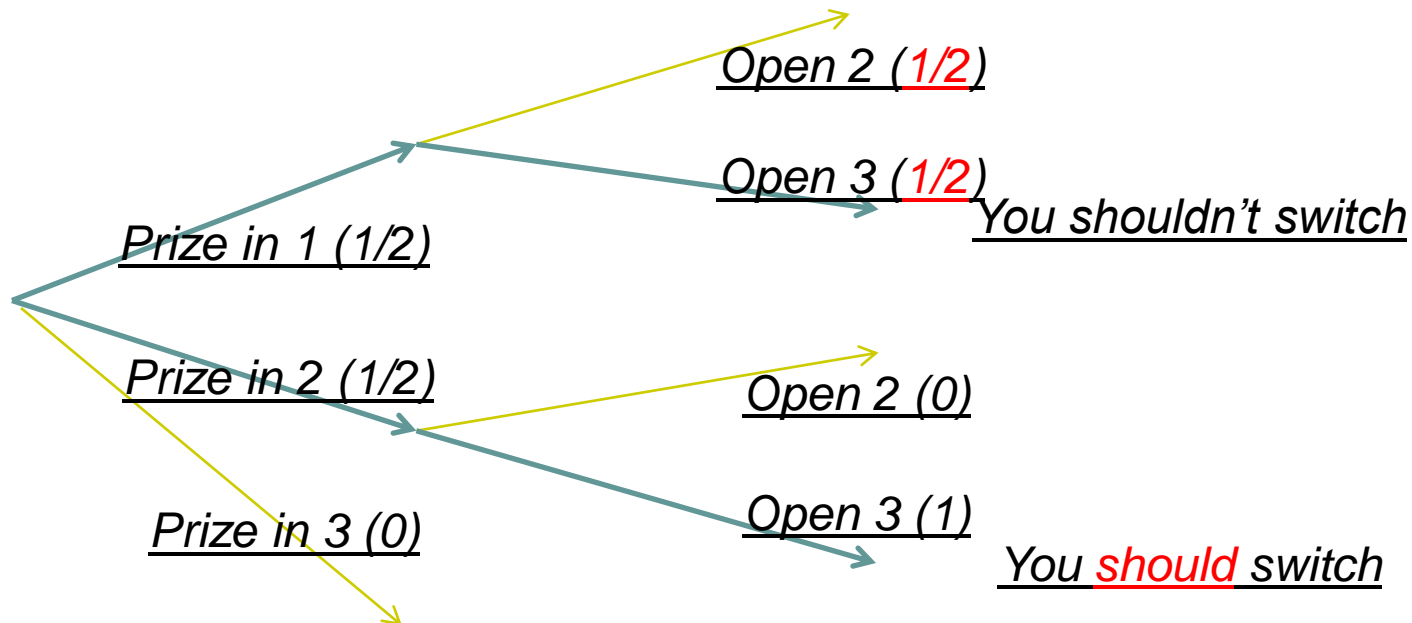


Host cannot open door 2 (contains car)  
See host opening door 3... (Prob.=50%\*100%)  
**You should switch (but you don't know)**



# Bayesian Solution (GMHP)

Door #3 is transparent...



$$P(\text{Winning if you choose to switch}) = \frac{\frac{1}{2} \times 1}{\frac{1}{2} \times 1 + \frac{1}{2} \times \frac{1}{2}}$$

# Rabin Paradox: Which Cells Will You Accept?



Payoff if Green Ball	Number of Green Balls (out of 100)					Payoff if Red Ball
100	52	55	60	66	70	-100
1000	13	20	33	46	57	-100
5000	7	18	33	46	57	-100
25000	7	18	33	46	57	-100



# Summary of 7.1

- Preferences over prospects
- Indifference Curves
  - Linear: “Reduction of Compound Lotteries”
  - Parallel: “Independent of Irrelevant Alternatives”
- Expected Utility
- Anomalies: Allais paradox, Ellsberg paradox, Bayes’ Rule paradoxes (Soft vs. Hard prob. and Monty Hall Problem) and Rabin paradox
- Homework: Riley - Exercise 7.1-2~4