Surprises & Paradoxes III

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- If people maximize expected value, they should be willing to pay any finite amount to play

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• This amounts to E $U(X) \approx \$1.39$, explaining why people would only pay a small amount

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The agent prefers the r.v. X to r.v. Y if and only if E U(X) > E U(Y), where $U : \mathbb{R} \mapsto \mathbb{R}$ is the agent's utility function.

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- \bullet For power utility, $\gamma=1$ corresponds to logarithmic utility (by L'Hôpital's rule)

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 - A risk-averse person would pay to avoid this gamble
 - The **risk premium** π is the maximum amount they would pay:

$$U(w-\pi) = \mathsf{E}\,U(w+\widetilde{X})\tag{1}$$

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• Substitute into the risk premium formula (1) $U(w-\pi)=\mathsf{E}\,U(w+\widetilde{X})$,

$$U(w) - \pi U'(w) = U(w) + \frac{1}{2}U''(w)\operatorname{var}\widetilde{X} \implies \pi = \frac{1}{2}\left(-\frac{U''(w)}{U'(w)}\right)\operatorname{var}\widetilde{X}$$

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 - This axiom is violated in several famous paradoxes

Game A

$$X = \begin{cases} 101 & \text{prob. } 0.33 \\ 100 & \text{prob. } 0.66 \\ 0 & \text{prob. } 0.01 \end{cases} Y = 100 \text{ with prob. } 1$$

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$$\frac{2}{3} \cdot U(100) + \frac{1}{3} \cdot U(0) > (1 - p) \cdot U(100) + p \cdot U(0)$$

$$\implies (\frac{1}{3} - p) \cdot U(0) > (\frac{1}{3} - p) \cdot U(100) \quad (5)$$

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- Won the Nobel Prize in Economics in 2002 (Kahneman; Tversky had passed away)

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- Mathematical representation:

$$V(\mathsf{prospect}) = \sum_i \pi(p_i) \cdot v(x_i)$$

where v(x) is the value function and $\pi(p)$ is the probability weighting function

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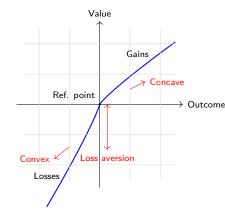
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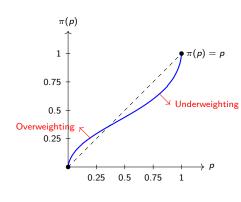
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- Asian Disease Problem (Tversky & Kahneman, 1981)
 - One of the most famous demonstrations of framing effects
 - Scenario: "Imagine the U.S. is preparing for an outbreak of an unusual Asian disease expected to kill 600 people. Two alternative programs to combat the disease have been proposed."
 - Gain frame (first group of participants):
 - Program A: "200 people will be saved" (certainty)
 - Program B: "1/3 probability 600 people will be saved, and 2/3 probability no people will be saved" (risk)
 - Result: 72% chose Program A (risk-averse preference)
 - Loss frame (second group of participants):
 - Program C: "400 people will die" (certainty)
 - Program D: "1/3 probability nobody will die, and 2/3 probability 600 people will die" (risk)
 - Result: 78% chose Program D (risk-seeking preference)
 - Programs A and C are identical in outcomes, as are B and D
 - The shift in preferences demonstrates that people are risk-averse for gains (saving lives) but risk-seeking for losses (avoiding deaths)

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A: (4,000,0.80) vs. B: (3,000,1.00)

Result: 20% chose A, 80% chose B (risk aversion)

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• Problem 3' (N=95):

C: (-4,000,0.80) vs. D: (-3,000,1.00)

Result: 92% chose C, 8% chose D (risk seeking)

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Result: 83% chose C, 17% chose D

• Inconsistency: $B \succ A$, but $C \succ D$

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- Mathematical violation of independence: If B > A, then B' > A' for any mixture

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A: (6,000,0.45) vs. B: (3,000,0.90)

Result: 14% chose A, 86% chose B

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C: (6,000,0.001) vs. D: (3,000,0.002)

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C: (6,000,0.001) vs. D: (3,000,0.002)

Result: 73% chose C, 27% chose D

• Both problems have identical ratios of probabilities (0.45/0.90 = 0.001/0.002 = 1/2)

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 - People pay significant premium for "peace of mind" (certainty)

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 - Median buying price: \$2.87
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Experimental Evidence: The Endowment Effect II

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 - Not found in cultures with limited private ownership (Apicella et al., 2014)

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