Introduction to Financial Models Lecture 03: 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 The parameter γ reflects the degree of risk aversion
- \bullet For power utility, $\gamma=1$ corresponds to logarithmic utility (by L'Hôpital's rule)

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 - 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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 - Transitivity: If $L_1 \succeq L_2$ and $L_2 \succeq L_3$, then $L_1 \succeq L_3$
 - Continuity: If $L_1 \succeq L_2 \succeq L_3$, then there exists a probability $p \in [0,1]$ such that $L_2 \sim pL_1 + (1-p)L_3$
 - Independence: For any lotteries L_1 , L_2 , L_3 and any probability $p \in (0,1]$, $L_1 \succeq L_2$ if and only if $pL_1 + (1-p)L_3 \succeq pL_2 + (1-p)L_3$
- These axioms lead to the expected utility representation:

$$L_1 \succeq L_2 \iff \mathsf{E}_{L_1}[U(x)] \geq \mathsf{E}_{L_2}[U(x)]$$

- The independence axiom is particularly important and controversial
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- The independence axiom is particularly important and controversial
 - It states that preferences between lotteries should not be affected by mixing them with a third lottery
 - This axiom is violated in several famous paradoxes

Allais Paradox

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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 $\implies 0.34 \cdot U(100) > 0.33 \cdot U(101) + 0.01 \cdot U(0)$ (2)

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Mostly prefer Y to X: from the Expected Utility Hypothesis

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Game B

$$X = \begin{cases} 100 & \text{prob. } 0.34 \\ 0 & \text{prob. } 0.66 \end{cases} \qquad Y = \begin{cases} 101 & \text{prob. } 0.33 \\ 0 & \text{prob. } 0.67 \end{cases}$$

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$$0.33 \cdot U(101) + 0.67 \cdot U(0) > 0.34 \cdot U(100) + 0.66 \cdot U(0)$$

$$\implies 0.33 \cdot U(101) + 0.01 \cdot U(0) > 0.34 \cdot U(100) \quad (3)$$

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- There are 10 red balls; total 20 yellow / black balls, but the number of each type unknown
- \bullet The agent estimates the probability of drawing yellow as p where 0 < p < $\frac{2}{3}$
- A single ball is drawn from the urn

Game A

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

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Game B

$$X = \begin{cases} 100 & \text{if red or black} \\ 0 & \text{if yellow} \end{cases} Y = \begin{cases} 100 & \text{if yellow or black} \\ 0 & \text{if red} \end{cases}$$

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

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