### **ELICITING AWARENESS**

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Society for the Advancement of Economic Theory

July 2023

<b>\ \</b>	A decision maker must choose a 'plan-of-action;' what action to take
	provided the future resolution of uncertainty

♦ He is unaware of some relevant contingencies and *knows this is possible* 

♦ He can seek the council of an expert who is more aware than himself

## Why is the interesting?

- When preferences are not aligned, the expert might strategically conceal her awareness
- Can the dm do anything to incentivize revelation?
- Importantly, even with full/complete contracting, the dm cannot articulate what he wants
- A(n unaware) designer may not be able to solve the problem, if mechanisms depend on the unknowns

- A politician (the decision maker) is trying to write environmental legislation that
  - can be contingent on the future realized environmental state-of-affairs, but
  - can depend only on those contingencies he is aware of.

 He can enlist the help of an environmental scientist (the expert) who may reveal what she is aware of

 $\diamond$  The true state-space is  $\Omega = \{\omega, \nu\}$ ; equally likely

 $\diamond$  Set of actions  $\mathcal{A} = \{a, b, c\}$ 

 $\diamond$  The politician must choose legislation  $\mathfrak{c}:\Omega \to \mathcal{A}$ 

The expert can tell distinguish the states, but the politician cannot.

$$\mathcal{P}_{\mathbf{e}} = \big\{ \{\omega\}, \{\nu\} \big\} \qquad \qquad \mathcal{P}_{d} = \big\{ \{\omega, \nu\} \big\}$$

How does the politician view payoffs in coarse states?
♦ Assume it is aggregated via expectations
⋄ As if he correctly assesses randomness, but cannot explain what causes it

$$u_{d} = \begin{cases} \begin{array}{c|c|c|c} a & b & c \\ \hline \omega & 4 & 0 & 2 \\ \hline \nu & 0 & 6 & 0 \end{array} & u_{e} = \begin{cases} \begin{array}{c|c|c} a & b & c \\ \hline \omega & 0 & 2 & 4 \\ \hline \nu & 0 & 2 & 4 \end{array} \\ \\ u_{d} = \begin{cases} \begin{array}{c|c|c} a & b & c \\ \hline \omega, \nu \} & 2 & 3 & 1 \end{array} & u_{e} = \begin{cases} \begin{array}{c|c|c} a & b & c \\ \hline \omega, \nu \} & 0 & 2 & 4 \end{array} \end{cases}$$

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- Without revelation c = b
- $\bullet \mathbb{E}[u_d] = 3, \mathbb{E}[u_e] = 2$

What would the politician implement:

$$\diamond$$
 With revelation:  $\mathfrak{c}': \left\{ egin{array}{l} \omega \mapsto a \\ \nu \mapsto b \end{array} \right.$ 

$$\bullet \mathbb{E}[u_d] = 5, \mathbb{E}[u_e] = 1$$
; So the expert won't reveal.

$$\diamond \; \mathsf{But}, \mathfrak{c}^\star : \left\{ egin{array}{l} \omega \mapsto c \\ \nu \mapsto b \end{array} 
ight. ext{is a Pareto improvement over no revelation} 
ight.$$

$$\diamond \mathbb{E}[u_d] = 4, \mathbb{E}[u_e] = 3$$

- ♦ The Pareto improvement c\*, requires revelation
- But revealing allows the politician to exploit the expert
- What is the politician could commit:
  - ⋄ Propose  $\mathfrak{c} = \mathfrak{b}$  (his outside option)
  - $\diamond$  After the expert reveals, propose some other contract  $\mathfrak{c}^{\dagger}$
  - $\diamond$   $c^{\dagger}$  only get implemented if the expert agrees

Internalizing this, the politician solves:

$$\max_{\mathfrak{c}^\dagger:\Omega\to\mathcal{A}}\mathbb{E}[u_d(\mathfrak{c}^\dagger)] \hspace{1cm} \text{subject to} \hspace{1cm} \mathbb{E}[u_{\pmb{e}}(\mathfrak{c}^\dagger)] \geq \mathbb{E}[u_{\pmb{e}}(\mathfrak{c})] \hspace{1cm} \text{(IC)}$$

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 The solution is  $\mathfrak{c}^{\star}: \left\{ \begin{array}{l} \omega \mapsto c \\ \nu \mapsto b \end{array} \right.$ 



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♦ an efficient contract

So a two stage game with commitment to never revoke prior proposals resulted in

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Does this always work?

So a two stage game with commitment to never revoke prior proposals resulted in

- ♦ full revelation
- ♦ an efficient contract

Does this always work? No

- ♦ Take  $\Omega = \{\omega, \nu, \upsilon\}$ ; equally likely
- $\diamond$  Set of actions  $\mathcal{A} = \{a, b, c, d\}$
- ♦ The expert can tell distinguish the states, but the decision maker cannot.

$$\mathscr{P}_{e} = \big\{\{\omega\}, \{\nu\}, \{v\}\big\} \qquad \qquad \mathscr{P}_{d} = \big\{\{\omega, \nu, v\}\big\}$$

$$u_d = \left\{ egin{array}{c|ccccc} a & b & c & c \\ \hline \omega & 2 & 0 & 0 & c \\ \hline 
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$$\diamond$$
 Without revelation  $\mathfrak{c} = a$ 

$$\diamond$$
  $\mathbb{E}[u_d] = \frac{6}{3}, \mathbb{E}[u_e] = \frac{3}{3}$ 

$$\diamond$$
 With full revelation:  $\mathbf{c}': egin{cases} \omega \mapsto a \\ \nu \mapsto b \\ v \mapsto c \end{cases}$ 

$$\bullet \ \mathbb{E}[u_d] = \frac{9}{3}, \mathbb{E}[u_e] = \frac{4}{3}$$

$$\diamond \ \ \mathsf{Revealing} \ \big\{ \{\omega\}, \{\nu, \upsilon\} \big\} : \mathbf{c''} : \left\{ \begin{array}{ll} \omega & \mapsto a \\ \{\nu, \upsilon\} \mapsto b \end{array} \right.$$

$$\bullet \ \mathbb{E}[u_d] = \frac{7}{3}, \mathbb{E}[u_e] = \frac{5}{3}$$

So, even with commitment, the expert does not fully reveal

$$\diamond$$
 Again, this is inefficient:  $\mathfrak{c}^\star: \left\{ egin{array}{l} \omega \mapsto a \\ \nu \mapsto b \\ \upsilon \mapsto d \end{array} \right.$ 

$$\bullet \ \mathbb{E}[u_d] = \frac{8}{3}, \mathbb{E}[u_e] = \frac{6}{3}$$



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⋄ c\* is the solution

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- More remarkably: any strategic procedure yielding full revelation is outcome equivalent to this one
- ⋄ dm does not need to optimize each round ⇒ full revelation, not necessarily efficient

The can be seen as an impossibility result:	
<ul> <li>Without commitment to leave proposed contracts on the table, full revelation cannot be obtained.</li> </ul>	

# The Designers Problem

More generally, often awareness is decentralized:

- A designer wants the decision maker to take some action
- The designer does not know the dm's or the expert's awareness
- ♦ A mechanism elicits awareness and returns an action recommendation

## Types

## **Hypothetical State-Space**

Call  $h = (W, (v_d, v_e), p)$  a hypothetical states-space,

- $\diamond$  W is a finite set
- $\diamond \ v_i: W \times \mathcal{A} 
  ightarrow \mathbb{R}$ , for  $i \in \{\mathit{d}, \mathit{e}\}$ , and,
- $\diamond \ p \in \Delta(W)$

Let  $\mathscr{H}$  collect all hss;  $\mathscr{H}$  are the possible types

Talk: that  $h^e$  refines (is more expressive than)  $h^d$ .

### Mechanism

A mechanism is a mapping from pairs of types into contracts:

$$\mathcal{M}:(h^d,h^{\color{red}e})\mapsto \mathcal{M}(h^d,h^{\color{red}e})$$

where  $\mathcal{M}(h^d, h^e): W^e \to \mathcal{A}$ 

### Desiderata:

INDIVIDUAL RATIONALITY: the dm can not do better alone (there is no constraint for the expert)

INCENTIVE COMPATIBILITY: i prefers to report  $h^i$  than any  $h \prec h^i$ 

PARETO OPTIMALITY: there is no feasible contract that dominates the outcome of the mechanism

These are all **ex-post** restrictions — they must hold for all type realizations

Consider the mechanism,  $\mathcal{M}^*$ , that enforces round-by-round commitment then implements the game described above.

### Theorem

The mechanism  $\mathcal{M}^*$ 

- ⋄ is individually rational, incentive compatible, and Pareto optimal, and,
- $\diamond$   $\mathbb{E}(v_d)$ -dominates any other such mechanism (point-wise over the typespace)

- ⋄ there is a 'dual' mechanism that is expert-optimal:
- it reverses the proposer and acceptor roles.
- requires only one round

