

# botex: Using LLMs as Experimental Participants in oTree

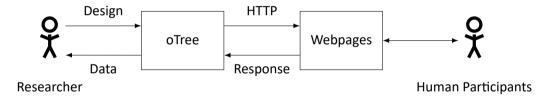
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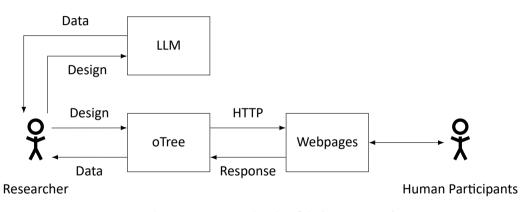
#### Motivation

- Designing experiments is hard and small differences in experimental materials can have significant impact on experimental findings. Wouldn't it be great to have a "cheap" way to pretest experimental designs without bothering humans?
- Understanding how LLMs act in behavioral experiments on their own and interacting with humans - is an emergent and rapidly evolving research field. Providing an infrastructure to run such experiments should be beneficial for the profession.
- 3 Applied experimental work often uses context framing in their experimental designs without explicitly hypothesizing and assessing its effect on findings. LLM based experiments might inform priors in that regard.

## Traditional oTree Setup

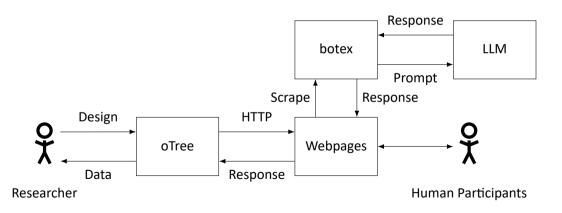


### oTree + Alter Ego



Engel, Grossmann and Ockenfels (2024, SSRN)

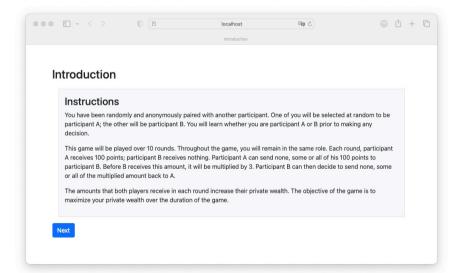
#### oTree + botex



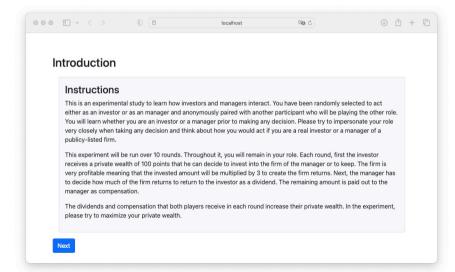
#### A First Example

- As a first sniff test, I study whether an investor/manager framing in a classic multi-round investment trust game (Berg, Dickhaut and McCabe, Games and Econ Behav 1995) affects the observed outcome.
- Prior work has shown that the investment trust game is subject to context framing effects (e.g., Al-Ubaydli, Houser, Nye, Paganelli, and Pan, PLOS One 2013; Cronk and Wasielewski, J of Evolutionary Psychology 2008)
- Can similar framing effects also be observed for LLMs?

#### The Neutral Frame



#### The Investor/Manager Frame



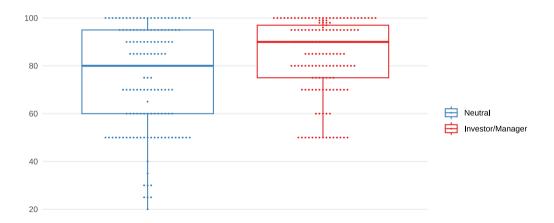
# Sample Composition

	Sender	Receiver
Neutral Framing	15	15
Investor/Management Framing	15	15
Total	30	30

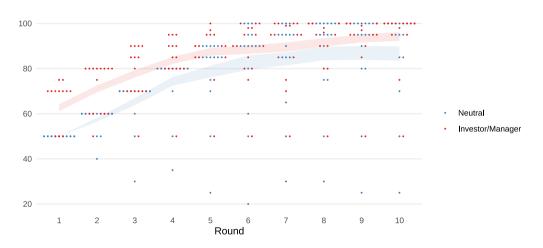
# **Descriptive Statistics by Framing**

	Neutral Framing		Investor/Management Framing					
	N	Mean	S.D.	Median	N	Mean	S.D.	Median
Amount sent	150	75.30	21.06	80.00	150	83.96	15.66	90.00
Amount returned	150	114.44	29.80	120.00	150	128.98	26.61	135.00
% returned	150	0.51	0.05	0.50	150	0.51	0.04	0.50

## Sent Amount by Framing



## Sent Amount by Round



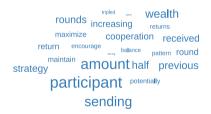
# Regression Results

	(1)	
(Intercept)	52.689***	
(intercept)	(2.693)	
Round	4.111***	
	(0.434)	
Investor/Management	13.644***	
	(3.809)	
Round × Investor/Management	-0.906	
	(0.614)	
Num.Obs.	300	
R2 Adj.	0.356	
* p < 0.1, ** p < 0.05, *** p < 0.01		

#### Some Verbal Response

#### **Neutral Framing**

Investor/Management Framing



```
rounds investing investor investor investments manager firm' round sinvest ments investments investments round maximize previous strategy investor investor investor dividend pattern investment increasing maintain returns previous
```

# Manipulation Checks ;-)

		Neutral	Inv/Manag
Answers comprehension question correctly	Yes	30	30
	No	0	0
Remembers role	Yes	29	27
	No	1	3
Characterizes as	Human	25	21
	Bot	5	9

# A Very Preliminary Second Example (Gneezy, AER 2005)

	Neutral Framing		Accountant/HQ Framing		
	N	Mean	N	Mean	
% lied	60	0.62	60	0.92	
% followed	60	1.00	60	1.00	

Chi-Square: 13.463\*\*\*

#### Summary and Next Steps

#### It works (at least for a very simple albeit repeated game):

- Context framing as investor/manager setting increases willingness of the sender to send money, and leaves strategy of the receiver unaffected
- Costs: ~30 US-\$ for 60 participants, duration: ~4 hours (fully scriptable)

#### Next steps

- Make framework portable
- Other games?
- Identify seminal accounting study to compare to its "neutral" alternative
- Alternatively: replicate Liberman, Samuels and Ross (2014) study on "Community" vs. "Wallstreet" framing for prisoner's dilmma (but: likelihood that results are in LLM training material...)
- Compare findings with results for human participants