CS-49: Game Theory Amittai Siavava 04/03/2023

Problem 3.

Your utility for owning x is x. (The base of the logarithm doesn't matter; for this problem I recommend the natural logarithm.) You have a and are permitted to make one bet on the flip of a coin that comes up "heads" with probability a which is known to you and greater than a0. If you bet a0 and win, you win a0, otherwise you lose the amount bet. What fraction of a0 should you bet, to maximize your expected utility?

Suppose you bet b which is a fraction b of your total wealth a. Then:

Current utility =
$$\log a$$

Utility if your bet wins = $\log (a+b) = \log ((1+m)a) = \log (1+m) + \log a$
Utility if you bet \$b\$ and lose = $\log (a-b) = \log ((1-m)a) = \log (1-m) + \log a$
Expected utility = $p(\log (1+m) + \log a) + (1-p)(\log (1-m) + \log a)$
= $p\log a + (1-p)\log a + p\log (1+m) + (1-p)\log (1-m)$
= $\log a + p\log (1+m) + (1-p)\log (1-m)$

To improve utility, we want to maximize the change

$$p \log (1+m) + (1-p) \log (1-m)$$
.

Via a little guess-work (see plots), it seems m = 2p - 1 is a good choice to mazimize the change in utility when the probability of a favorable outcome is known to be p.

1



Figure 1. The change in utility with various p and various m.



Figure 2. The change in utility with various p and various m (\log scale).