# Introduction

Christoph Schottmüller

#### Outline



#### 2 Economic modeling: Choice under certainty

#### 3 Economic modeling: Choice under uncertainty





## Section 1

Course information

## Course information

- website: https://github.com/schottmueller/ infohealthecon/blob/master/plan.org
  - information
  - plan
  - reading
    - Zweifel, Breyer, Kifmann "Health economics"
  - exercises
- exam
  - date: to be announced on course website later
  - registration via KLIPS

## Goal and content

- introduce basic concepts and models of information economics applied to health care markets
  - asymmetric information
    - own characteristics  $\rightarrow$  "selection" (e.g. is diabetes prevalent in my family?)
    - own actions  $\rightarrow$  "moral hazard" (e.g. am I driving carefully?)
    - state of the environment (e.g. how ill is the patient?)
  - how does asymmetric information impact behavior and market outcomes?
  - how does the institutional environment affect behavior and outcomes?
- tools
  - decision and game theoretic models
  - some empirical evidence testing and illustrating the theory

## Section 2

## Economic modeling: Choice under certainty

#### Choices and trade-offs

- economics is about the allocation of *scarce* ressources (time, capital, slots etc.)
- individuals make economic decisions all the time
  - come to the early lecture or sleep longer
  - what to buy for dinner?
- choices in health care
  - patients: pick up a prescription medicine (and pay your copayment) or not
  - doctors: which test? which treatment?
  - insurers: what to cover? what to charge?
  - politicians and regulators:...

# (Hypothetical) Choice

• primitive of economic modeling: (hypothetical) choice

- what would person *i* choose if he had to choose among alternatives  $x_1, x_2, \ldots, x_n$ ?
- (hypothetically) chosen alternative is *best* (for *i*)

#### Example (Hypothetical choice)

- Should a health care system offer a new treatment that costs 100€ more than the old treatment?
- Would those that can be treated with the new treatment prefer (i) old treatment and a payment of 100€ or (ii) the new treatment?

#### Preference representation

- convenient notation for "person *i* would choose x<sub>1</sub> if he had to choose one among the two alternatives x<sub>1</sub> and x<sub>2</sub>": x<sub>1</sub> ≽<sub>i</sub> x<sub>2</sub> (read: "*i* prefers x<sub>1</sub> to x<sub>2</sub>")
- few choices are observed
  - make assumptions to infer preferences for not observed choices
    - completeness: for each pair of alternatives  $x_1$ ,  $x_2$ , either  $x_1 \succeq_i x_2$  or  $x_2 \succeq_i x_1$
    - transitivity: if  $x_1 \succeq_i x_2$  and  $x_2 \succeq_i x_3$ , then  $x_1 \succeq_i x_3$

#### Utility representation

- even more convenient than preferences
  - can we find a function u<sub>i</sub>(x) such that u<sub>i</sub>(x<sub>1</sub>) ≥ u<sub>i</sub>(x<sub>2</sub>) if and only if x<sub>1</sub> ≿<sub>i</sub> x<sub>2</sub>? (if yes, we say "u<sub>i</sub> represents i's preferences")
  - if yes, person *i*'s choice behavior (in all possible choice situations!) will then be *as if person i maximized the function*  $u_i$  *by his choice*

#### Theorem (Representation)

If the number of alternatives is finite and person i's preferences are complete and transitive, then there exists a function u<sub>i</sub> representing i's preferences.

• utility representation allows us to use mathematical maximization techniques for economic analysis!

## Remarks on utility

- utility has nothing to do with happiness!
- utility (maximization) is not (necessarily) egoistic!
- there are also representation theorems for infinite choice sets
- completeness and transitivity are necessary assumptions for a meaningful analysis but not totally innocent

## Section 3

## Economic modeling: Choice under uncertainty

#### Decision making under uncertainty

• "alternatives" will often be uncertain

#### Example (Uncertainty)

outcome/treatment	treatment $x_1$	treatment $x_2$
healthy	0.4	0.5
ill	0.4	0.25
dead	0.2	0.25

Table gives probability for three outcomes given each treatment. Alternative  $x_1$  is a lottery (0.4, 0.4, 0.2) over the three outcomes. Alternative  $x_2$  is the lottery (0.5, 0.25, 0.25).

• it would be very convenient if preferences over lotteries could be represented by a utility function *u<sub>i</sub>* that can be written as

$$u_i((\alpha,\beta,\gamma)) = \alpha u_i^{healthy} + \beta u_i^{ill} + \gamma u_i^{dead}$$

 preferences over all kind of treatments/lotteries could then be described by just 3 numbers: u<sub>i</sub><sup>healthy</sup>, u<sub>i</sub><sup>ill</sup>, u<sub>i</sub><sup>dead</sup>

#### von Neumann - Morgenstern expected utility theorem

- von Neumann and Morgenstern have proven that such an "expected utility" representation is possible under one additional assumption called "independence"
- independence (roughly):
  - take our two lotteries  $x_1 = (0.4, 0.4, 0.2)$  and  $x_2 = (0.5, 0.25, 0.25)$
  - suppose  $x_1 \succeq_i x_2$
  - take some other (hypothetical) treatment  $x_3$  and consider the 2 options
    - 1 toss a coin, if heads take treatment  $x_1$  if tails take  $x_3$
    - 2 toss a coin, if heads take treatment  $x_2$  if tails take  $x_3$
  - independence states that *i* must prefer the first over the second option

#### von Neumann - Morgenstern expected utility theorem

- von Neumann and Morgenstern have proven that such an "expected utility" representation is possible under one additional assumption called "independence"
- independence (roughly):
  - take our two lotteries  $x_1 = (0.4, 0.4, 0.2)$  and  $x_2 = (0.5, 0.25, 0.25)$
  - suppose  $x_1 \succeq_i x_2$
  - take some other (hypothetical) treatment  $x_3$  and consider the 2 options
    - 1 toss a coin, if heads take treatment  $x_1$  if tails take  $x_3$
    - 2 toss a coin, if heads take treatment  $x_2$  if tails take  $x_3$
  - independence states that *i* must prefer the first over the second option
- we will assume throughout the course that the choices of the players in our models are such that transitivity, completeness and independence are satisfied, i.e. players choose as if they maximized a utility function in expected utility form

## Section 4

# Economic modeling: Welfare

## Welfare

- what is good for a group of people/society?
- choices of society can be represented by a utility function called *welfare function* if they satisfy the same assumptions as before
- minimum standard for good societal decisions:
  - if all people prefer x<sub>1</sub> to x<sub>2</sub> (and someone does so strictly), then society as a whole should prefer x<sub>1</sub> to x<sub>2</sub> (Pareto criterion)
    - we say: " $x_1$  Pareto dominates  $x_2$ " or " $x_1$  is Pareto superior to  $x_2$ " or " $x_2$  is Pareto inferior to  $x_1$ "
  - all alternatives that are not Pareto inferior to some other alternative are called Pareto efficient
    - usually there are a lot of Pareto efficient alternatives
  - good societal choices should be Pareto efficient!

#### Example (Splitting a euro)

2 people, who like more money better, have to split  $1 \\lefthinspace{-1.5ex}$ . Each cent has to be given either to one of them or be destroyed. What are the feasible alternatives? Which are Pareto efficient?

Interpersonal utility comparison and willingness to pay

- which of many Pareto efficient allocations should society choose?
  - (simple) utilitarian approach:  $\max_x \sum_i u_i(x)$ 
    - why is this potentially problematic?
- willingness to pay
  - consider two alternatives: good treatment but you have to pay *t*, bad treatment and you have to pay nothing
  - for which value of t are you indifferent betwen the two options?
- $\bullet$  willingness to pay is in euros  $\rightarrow$  can be aggregated
  - developing the new treatment costs *c* (the treatment itself is then costless), when is it worthwhile to invest *c* and develop the treatment?

# Section 5 Economic modeling: Why mathematical models?

#### Maps and Models

- stylized representation of reality
- abstract from most of reality ("unrealistic on purpose")
- depending on your needs/problems, different maps/models of the same reality are useful
- if you know how to use it, immensely helpful

## Mathematical models

- explicitly stated assumptions
- logical reasoning leads to conclusion/result
- goals depend on context, e.g.
  - clarify a logic/mechanism (minimal ingredients)
  - produce testable predictions
  - explore implications of some (additional) feature
  - get rough forecasts (when the model is paired with data)

#### Example (The need for models)

- Why are people at a high health risk overrepresented among the uninsured in the US?
- How will physician's prescription behavior change if the number of physicians increases?
- Who will benefit (or be harmed) from the availability of genetic tests?
- An insurance considers offering a supplementary insurance package (e.g. covering all dental care) and wonders what premium to charge for this package.