# Intermediate Microeconomics Spring 2025

Week 13: Uncertainty and Risk Aversion

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# How to make decisions under uncertainty?

- ☐ How to model uncertainty?
- □ Random variable
  - $\blacksquare$  X = random variable, x = a realization of X
  - Example: X = outcome of throwing a dice, a realization can be any number between 1 and 6
- □ If a lottery offers n distinct prizes and the probabilities of winning the prizes are  $\pi_i$  (i=1,...,n) then

$$\sum_{i=1}^{n} \pi_i = 1$$

### **Expected Value**

□ For a lottery (X) with prizes  $x_1, x_2, ..., x_n$  and the probabilities of winning  $\pi_1, \pi_2, ..., \pi_n$ , the <u>expected</u> value of the lottery is

$$E(X) = \pi_1 X_1 + \pi_2 X_2 + ... + \pi_n X_n$$
$$E(X) = \sum_{i=1}^{n} \pi_i X_i$$

- The <u>expected value</u> is a weighted sum of the outcomes
  - the weights are the respective probabilities

## Expected value

☐ If X is a continuous random variable,

$$E(x) = \int_{-\infty}^{\infty} x f(x) dx$$

 $\square$  Where f(x) = probability density function of X

### **Expected Value**

□ Games which have an expected value of zero (or cost their expected values) are called <u>actuarially</u> <u>fair games</u>

#### Fair Games

- People are generally unwilling to play fair games
- ☐ There may be a few exceptions
  - when very small amounts of money are at stake
  - when there is utility derived from the actual play of the game
    - □ we will assume that this is not the case

### St. Petersburg Paradox

- □ A coin is flipped until a head appears
- ☐ If a head appears on the  $n^{th}$  flip, the player is paid  $\$2^n$

$$x_1 = \$2, x_2 = \$4, x_3 = \$8, ..., x_n = \$2^n$$

□ The probability of getting a head on the  $i^{th}$  trial is  $(\frac{1}{2})^i$ 

$$\pi_1 = \frac{1}{2}, \ \pi_2 = \frac{1}{4}, \dots, \ \pi_n = \frac{1}{2^n}$$

### St. Petersburg Paradox

☐ The expected value of the St. Petersburg paradox game is infinite

$$E(X) = \sum_{i=1}^{\infty} \pi_i X_i = \sum_{i=1}^{\infty} 2^i \left(\frac{1}{2}\right)^i$$

$$E(X) = 1 + 1 + 1 + ... + 1 = \infty$$

 Because no player would pay a lot to play this game, it is not worth its infinite expected value

# **Expected Utility**

- □ Individuals do not care directly about the dollar values of the prizes
  - they care about the utility that the dollars provide
- ☐ If we assume diminishing marginal utility of wealth, the St. Petersburg game may converge to a finite expected utility value
  - this would measure how much the game is worth to the individual

# Daniel Bernoulli's Solution to St.Petersburg's Paradox

- □ Assume declining marginal utility of income, then the expected utility value ("moral value") of the game may be finite.
- $\square$  For example, consider  $U(x) = \log(x)$ , then

expected utility = 
$$\sum_{i=1}^{\infty} \frac{1}{2^i} \log(2^i) = \sum_{i=1}^{\infty} \frac{i}{2^i} \log 2 = (\log 2) \left( \sum_{i=1}^{\infty} \frac{i}{2^i} \right)$$
  
=  $2 \log 2 = 1.39$ 

□ Therefore, this individual will be willing to offer at most \$M\$ to play the game, i.e.,  $U(M) = \log M = 1.39$ , i.e.,  $M = e^{1.39} = 4.015$ 

### Expected Utility

□ Expected utility can be calculated in the same manner as expected value

$$E(X) = \sum_{i=1}^{n} \pi_i U(x_i)$$

 Because utility may rise less rapidly than the dollar value of the prizes, it is possible that expected utility will be less than the monetary expected value

# The von Neumann-Morgenstern Theorem

- □ Suppose that there are n possible prizes that an individual might win  $(x_1,...,x_n)$  arranged in ascending order of desirability
  - $\blacksquare x_1 = \text{least preferred prize} \Rightarrow U(x_1) = 0 \text{ (arbitrary)}$
  - $\blacksquare x_n = \text{most preferred prize} \Rightarrow U(x_n) = 1$
- ☐ The point of the von Neumann-Morgenstern theorem is to show that there is a reasonable way to assign specific utility numbers to the other prizes available

# The von Neumann-Morgenstern Theorem

- Consider the following experiment.
- $\square$  Ask the individual to state the probability  $\pi_i$ ,
- $\square$  at which he or she would be indifferent between  $x_i$  with certainty,
- $\square$  and a gamble offering prizes of  $x_n$  with probability  $\pi_i$  and  $x_1$  with probability  $1 \pi_i$ .
- The von Neumann-Morgenstern method is to define the utility of  $x_i$  as the expected utility of the gamble that the individual considers equally desirable to  $x_i$

$$U(x_i) = \pi_i \cdot U(x_n) + (1 - \pi_i) \cdot U(x_1)$$

## The von Neumann-Morgenstern Theorem

□ Since 
$$U(x_n) = 1$$
 and  $U(x_1) = 0$ 

$$U(x_i) = \pi_i \cdot 1 + (1 - \pi_i) \cdot 0 = \pi_i$$

- □ The utility number attached to any other prize is simply the probability of winning it
- □ Note that this choice of utility numbers is arbitrary

- A rational individual will choose among gambles based on their expected utilities (the expected values of the von Neumann-Morgenstern utility index)
- □ Expected utility function = von Neumann-Morgenstern utility function

# Martingale/Double-up Gambling Strategy

- □ A gambler bets B and will win B if a coin comes up head and loses it if it comes up tail.
- ☐ The martingale or double-up strategy is that the gambler doubles his bet after every loss, therefore the first win will recover all previous losses plus a profit that is equal to the initial bet.
- Let B = initial bet,  $x_i$  = profit when the first head appears on the i<sup>th</sup> flip and  $\pi_i$  = probability that the first head appears on the i<sup>th</sup> flip.

# Martingale/Double-up Gambling Strategy

$$x_1 = B$$

$$x_2 = 2B - B = B$$

$$x_3 = 2(2B) - (B + 2B) = B$$

$$x_4 = 2(2(2B)) - (B + 2B + 2(2B)) = B$$

$$\vdots$$

$$x_n = 2^{n-1}B - (1 + 2 + 2^2 + 2^3 + \dots + 2^{n-3} + 2^{n-2})B = 2^{n-1}B - (2^{n-1} - 1)B = B$$
and  $\pi_1 = \frac{1}{2}$ ,  $\pi_2 = \frac{1}{4}$ ,  $\pi_3 = \frac{1}{8}$ ,  $\pi_4 = \frac{1}{16}$ , ...,  $\pi_n = \frac{1}{2^n}$ . Thus,
$$E(X) = \sum_{i=1}^{\infty} \pi_i x_i = \sum_{i=1}^{\infty} \frac{1}{2^i} B = B \sum_{i=1}^{\infty} \frac{1}{2^i} = B.$$

This strategy generates a finite expected value, which equals the initial bet.

$$EU(X) = \sum_{i=1}^{\infty} \pi_i U(x_i) = \sum_{i=1}^{\infty} \frac{1}{2^i} U(B) = U(B) \sum_{i=1}^{\infty} \frac{1}{2^i} = U(B).$$

• Question: Is the martingale strategy a winning strategy?

- □ Consider two gambles:
  - first gamble offers  $x_2$  with probability q and  $x_3$  with probability (1-q)

expected utility (1) = 
$$q \cdot U(x_2) + (1-q) \cdot U(x_3)$$

second gamble offers  $x_5$  with probability t and  $x_6$  with probability (1-t)

expected utility (2) = 
$$t \cdot U(x_5) + (1-t) \cdot U(x_6)$$

☐ Substituting the utility index numbers gives

expected utility (1) = 
$$q \cdot \pi_2 + (1-q) \cdot \pi_3$$
  
expected utility (2) =  $t \cdot \pi_5 + (1-t) \cdot \pi_6$ 

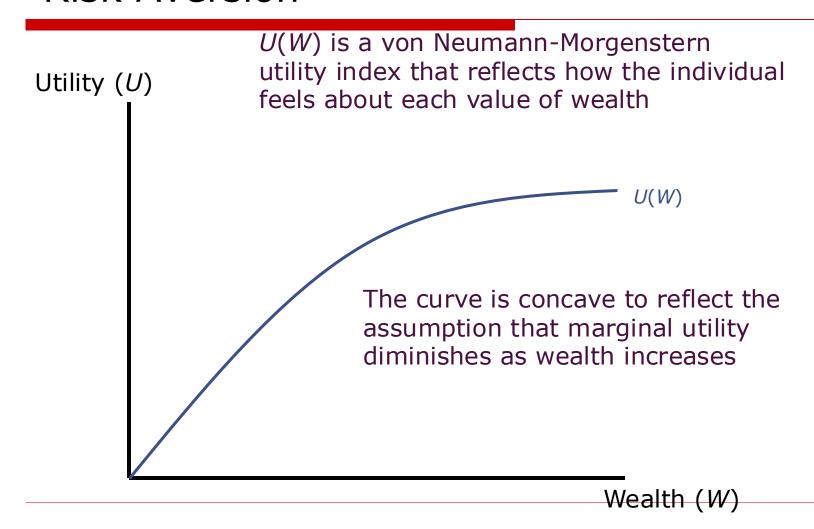
□ The individual will prefer gamble 1 to gamble 2 if and only if

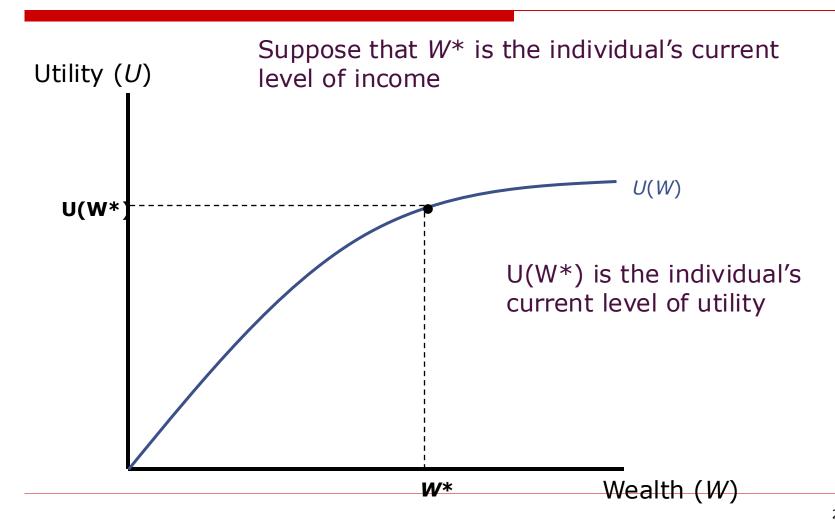
$$q \cdot \pi_2 + (1-q) \cdot \pi_3 > t \cdot \pi_5 + (1-t) \cdot \pi_6$$

☐ If individuals obey the von Neumann-Morgenstern axioms of behavior in uncertain situations, they will act as if they choose the option that maximizes the expected value of their von Neumann-Morgenstern utility index

- □ Two lotteries may have the same expected value but differ in their riskiness
  - flip a coin for \$1 versus \$1,000
- □ Risk refers to the variability of the outcomes of some uncertain activity
- When faced with two gambles with the same expected value, individuals will usually choose the one with lower risk

- □ In general, we assume that the marginal utility of wealth falls as wealth gets larger
  - for example, few people would choose to take a \$10,000 bet on the outcome of a coin flip, even though the average payoff is 0. The reason is that the gamble's money prizes do not completely reflect the utility provided by the prizes.
  - a flip of a coin for \$1,000 promises a small gain in utility if you win, but a large loss in utility if you lose
  - a flip of a coin for \$1 is inconsequential as the gain in utility from a win is not much different as the drop in utility from a loss



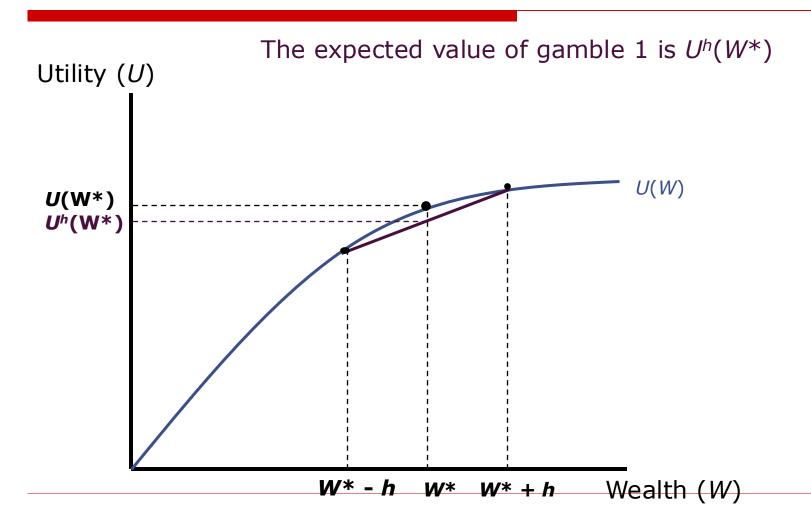


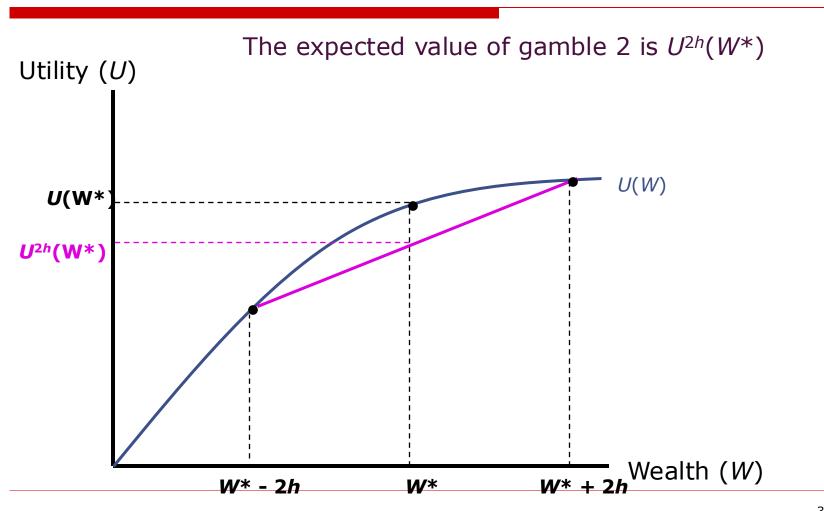
- □ Suppose that the person is offered two fair gambles:
  - a 50-50 chance of winning or losing \$h

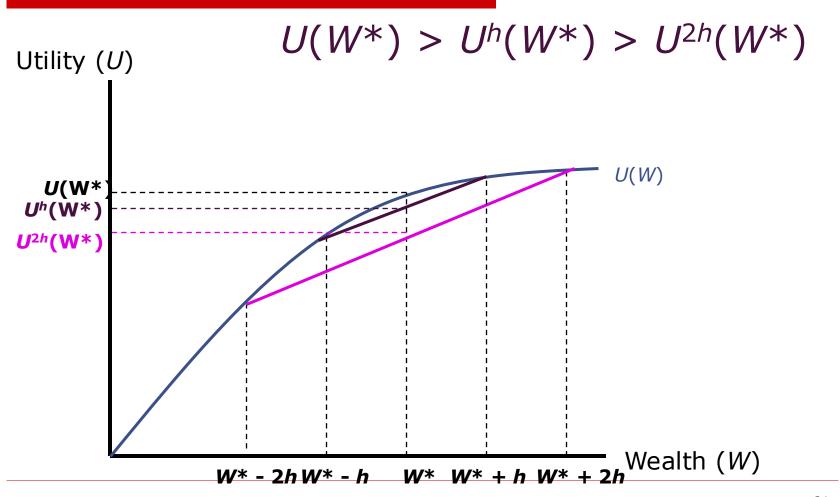
$$U^h(W^*) = \frac{1}{2} U(W^* + h) + \frac{1}{2} U(W^* - h)$$

a 50-50 chance of winning or losing \$2h

$$U^{2h}(W^*) = \frac{1}{2} U(W^* + 2h) + \frac{1}{2} U(W^* - 2h)$$







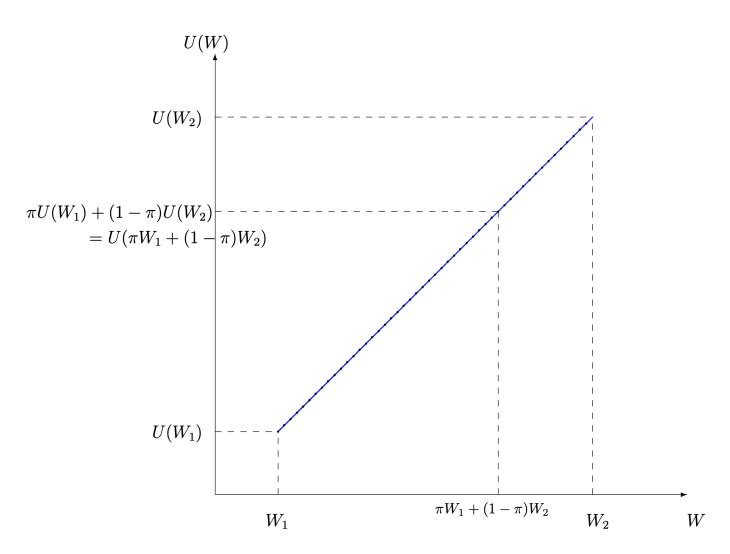
- ☐ The person will prefer current wealth to that wealth combined with a fair gamble
- □ The person will also prefer a small gamble over a large one

Risk Averse:  $\pi U(W_1) + (1-\pi)U(W_2) < U(\pi W_1 + (1-\pi)W_2)$ reject a fair gamble

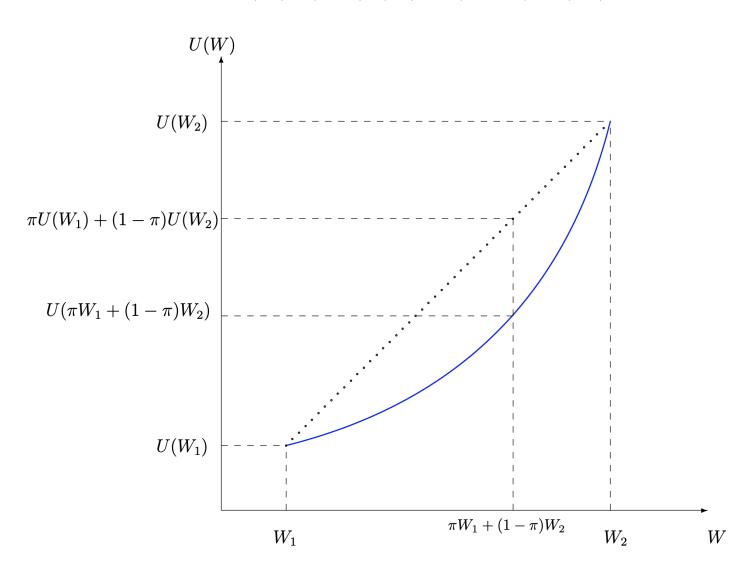
Risk Loving:  $\pi U(W_1) + (1-\pi)U(W_2) > U(\pi W_1 + (1-\pi)W_2)$ accept a fair gamble

Risk Neutral:  $\pi U(W_1) + (1 - \pi)U(W_2) = U(\pi W_1 + (1 - \pi)W_2)$ indifferent to rejecting or accepting a fair gamble

Risk Neutral 
$$\pi U(W_1) + (1-\pi)U(W_2) = U(\pi W_1 + (1-\pi)W_2)$$



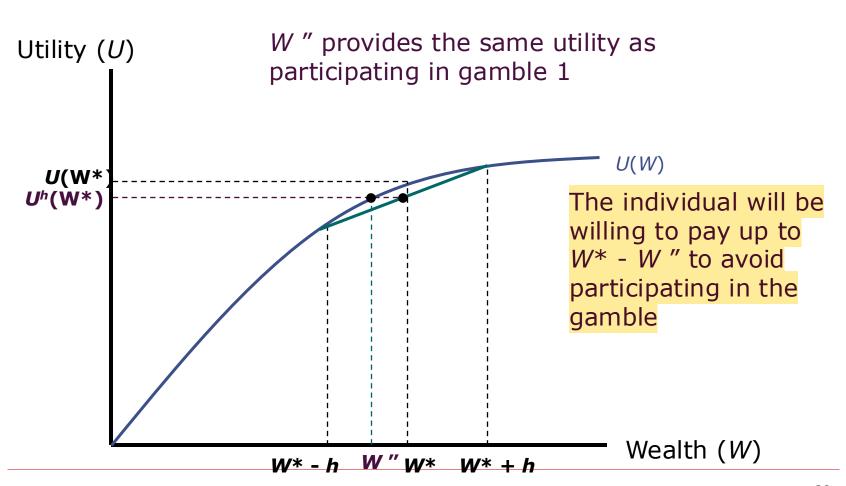
Risk Loving 
$$\pi U(W_1) + (1 - \pi)U(W_2) > U(\pi W_1 + (1 - \pi)W_2)$$



#### Risk Aversion and Insurance

- ☐ The person might be willing to pay some amount to avoid participating in a gamble
- ☐ This helps to explain why some individuals purchase insurance

#### Risk Aversion and insurance



## Willingness to Pay for Insurance

- □ Consider a person with a current wealth of \$100,000 who faces a 25% chance of losing his automobile worth \$20,000
- □ Suppose also that the person's von Neumann-Morgenstern utility index is

$$U(W) = In(W)$$

## Willingness to Pay for Insurance

☐ The person's expected utility will be

$$E(U) = 0.75U(100,000) + 0.25U(80,000)$$

$$E(U) = 0.75 \ln(100,000) + 0.25 \ln(80,000)$$

$$E(U) = 11.45714$$

□ In this situation, a fair insurance premium would be \$5,000 (25% of \$20,000)

# Willingness to Pay for Insurance

☐ The individual will likely be willing to pay more than \$5,000 to avoid the gamble. How much will he pay?

$$E(U) = U(100,000 - x) = ln(100,000 - x) = 11.45714$$
$$100,000 - x = e^{11.45714}$$
$$x = 5,426$$

□ The maximum premium is \$5,426

☐ The most commonly used risk aversion measure was developed by J.W.Pratt in the 1960s.

$$r(W) = -\frac{U''(W)}{U'(W)}$$

- For risk averse individuals, U"(W) < 0</li>
  - r(W) will be positive for risk averse individuals
  - r(W) is invariant with respect to linear transformations of the utility function.

□ The Pratt measure of risk aversion is proportional to the amount an individual will pay to avoid a fair gamble

 $\square$  Suppose the winnings from such a fair bet are denoted by the random variable h (which takes on both positive and negative values).

$$E(h) = 0$$

□ Let *p* be the size of the insurance premium that would make the individual exactly indifferent between taking the fair bet *h* and paying *p* with certainty to avoid the gamble

$$E[U(W+h)] = U(W-p)$$

- We now expand both sides of the equation using Taylor's series
- □ Because p is a fixed amount, we can use a simple linear approximation to the right-hand side

$$U(W - p) = U(W) - pU'(W) + \text{higher order terms}$$

□ For the left-hand side, we need to use a quadratic approximation to allow for the variability of the gamble (h)

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E[U(W + h)] = E[U(W) + hU'(W) + h^2/2 U''(W) + higher order terms]
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$$= U(W) + E(h)U'(W) + E(h^2)/2 U''(W)$$
+ higher order terms

 $\square$  Remembering that E(h)=0, dropping the higher order terms, and substituting k for  $E(h^2)/2$ , we get

$$U(W) - pU'(W) \cong U(W) + kU''(W)$$

$$p \cong -\frac{kU''(W)}{U'(W)} = kr(W)$$

□ the amount that a risk-averse individual is willing to pay to avoid a fair bet is approximately proportional to Pratt's risk aversion measure.

- □ Because insurance premiums paid are observable in the real world, these are often used to estimate individuals' risk aversion coefficients or to compare such coefficients among groups of individuals.
- ☐ Therefore, it is possible to use market information to learn a bit about attitudes toward risky situations.

- □ An important question is whether risk aversion increases or decreases with wealth.
- ☐ It is not necessarily true that risk aversion declines as wealth increases
  - diminishing marginal utility would make potential losses less serious for high-wealth individuals
  - however, diminishing marginal utility also makes the gains from winning gambles less attractive
  - the net result depends on the shape of the utility function

# Risk Aversion and Wealth: examples

☐ If utility is quadratic in wealth

$$U(W) = a + bW + cW^{2}$$
 where  $b > 0$  and  $c < 0$ 

- What is Pratt's risk aversion measure?
- Does risk aversion increase or decrease as wealth increases?

### Risk Aversion and Wealth: examples

☐ If utility is quadratic in wealth

$$U(W) = a + bW + cW^{2}$$
 where  $b > 0$  and  $c < 0$ 

Pratt's risk aversion measure is

$$r(W) = -\frac{U''(W)}{U(W)} = \frac{-2c}{b+2cW}$$

□ Risk aversion increases as wealth increases

☐ If utility is logarithmic in wealth

$$U(W) = In(W)$$

where W > 0

- What is Pratt's risk aversion measure?
- □ Does risk aversion increase or decrease as wealth increases?

☐ If utility is logarithmic in wealth

$$U(W) = ln (W)$$

where W > 0

□ Pratt's risk aversion measure is

$$r(W) = -\frac{U''(W)}{U(W)} = \frac{1}{W}$$

☐ Risk aversion decreases as wealth increases

decrease

☐ If utility is exponential

$$U(W) = -e^{-AW}$$

where A is a positive constant

- What is Pratt's risk aversion measure?
- □ Does risk aversion increase or decrease as wealth increases?

☐ If utility is exponential

$$U(W) = -e^{-AW}$$

where A is a positive constant

Pratt's risk aversion measure is

$$r(W) = -\frac{U''(W)}{U(W)} = \frac{A^2 e^{-AW}}{A e^{-AW}} = A$$

Risk aversion is constant as wealth increases

constant 所以,risk averse measure与wealth的关系取决于utility function的形式

#### Relative Risk Aversion

☐ The relative risk aversion formula is

$$rr(W) = Wr(W) = -W \frac{U''(W)}{U'(W)}$$

#### Relative Risk Aversion

☐ The power utility function

$$U(W,R) = \begin{cases} W^R/R & \text{for } R < 1, R \neq 0 \\ \ln W & \text{for } R = 0 \end{cases}$$

exhibits diminishing absolute risk aversion

$$r(W) = -\frac{U''(W)}{U'(W)} = -\frac{(R-1)W^{R-2}}{W^{R-1}} = -\frac{(R-1)}{W}$$

but constant relative risk aversion

$$rr(W) = Wr(W) = -(R-1) = 1-R$$