

# Contents

- Wojtek Dorabialski:
  - Choice Under Uncertainty
  - Game Theory
- Olga Kiuila
  - Advanced Consumer & Producer Theory
  - General Equilibrium Theory

# How to complete successfully

- Attend classes
- Read lecture notes at:  
[www.wne.uw.edu.pl/kiuila/am](http://www.wne.uw.edu.pl/kiuila/am)
- Read textbooks
- Solve problem sets
- Ask for help (office hours)
- Prepare for and pass both parts of the final exam

# Expected Utility Theory

- Toolkit for analyzing choice under uncertainty
- There is a finite set  $C$  of possible outcomes, indexed by  $n = 1, \dots, N$ .
- Probabilities of various outcomes are **objectively known**
- A **simple lottery (L)** is a list of probabilities of each outcome:  $L = (p_1, \dots, p_N)$ ,  $p_n \geq 0$  for all  $n$  and

$$p_1 + \dots + p_N = 1$$

# Compound lotteries

- Given  $k$  simple lotteries,  $L_k$ , and probabilities  $\alpha_k \geq 0$  with  $\alpha_1 + \dots + \alpha_N = 1$ , the compound lottery  $(L_1, \dots, L_k; \alpha_1, \dots, \alpha_k)$  is a risky alternative (lottery) which yields the simple lottery  $L_k$  with probability  $\alpha_k$  for  $k = 1, \dots, K$

- For any compound lottery, we can calculate a corresponding **reduced lottery**, which generates the same distribution of outcomes,

$$L_R = \alpha_1 L_1 + \dots + \alpha_K L_K$$

- The probabilities in the reduced lottery can be calculated as follows:

$$p_n = \alpha_1 p_n^1 + \dots + \alpha_K p_n^K = 1$$

Example: What is the reduced lottery?

CL:  $(1/3, 1/3, 1/3)$  over  $(1, 0, 0); (1/4, 3/8, 3/8); (1/4, 3/8, 3/8)$

CL:  $(1/2, 1/2)$  over  $(1/2, 1/2, 0); (1/2, 0, 1/2)$

# Preferences over lotteries

## ■ Continuity Assumption:

- The preference relation  $\succ$  on the space of simple lotteries  $\Lambda$  is *continuous* if for any

$L, L', L'' \in \Lambda$  the sets

$$\{\alpha \in [0,1] : \alpha L + (1 - \alpha)L' \succ L''\} \subset [0,1]$$

- and

$$\{\alpha \in [0,1] : \alpha L + (1 - \alpha)L' \triangleleft L''\} \subset [0,1]$$

- are closed

- This excludes lexicographic preferences over outcomes

# Preferences

- Independence Assumption:

- The preference relation  $\triangleright$  on the space of simple lotteries  $\Lambda$  satisfies *independence* if for any

- $L, L', L'' \in \Lambda$  we have  $L \triangleright L'$  iff

$$\alpha L + (1 - \alpha)L'' \triangleright \alpha L' + (1 - \alpha)L''$$

- This makes perfect sense: a preference between two lotteries should not depend on any alternative outcome (or lottery) that may occur instead

# Expected Utility

- A utility function, which represents preferences over lotteries, has an *expected utility (von Neumann-Morgenstern) form* if there is an assignment of numbers  $(u_1, \dots, u_N)$  to the outcomes such that for every simple lottery  $L$

$$U(L) = u_1 p_1 + \dots + u_N p_N.$$

- Properties of v.N-M utility function

- linearity: 
$$U\left(\sum_{k=1}^K \alpha_k L_k\right) = \sum_{k=1}^K \alpha_k U(L_k)$$

- invariance to affine transformations, the function:

$$\tilde{U}(L) = \beta U(L) + \gamma$$

represents the same preferences as the function  $U(L)$ , as long as  $\beta > 0$  and  $\gamma$  are scalars

# Expected Utility Theorem

- If preferences satisfy continuity and independence, then they can be represented by a v.N-M utility function.
- Graphical explanation:
  - v.N-M representation means that indifference curves are straight and parallel lines
  - If independence is violated, indifference curves will not be straight or will not be parallel

# Pros and Cons of Expected Utility

## ■ Pros:

- convenient, difficult to do without
- people who have v.N-M preferences can use extrapolation to assess risky alternatives

## ■ Cons:

- Allais paradox
- Machina's paradox

# An experiment

- Which monetary lottery would you choose?
- A

2 500 000	500 000	0
0	1	0

- or B

2 500 000	500 000	0
0.10	0.89	0.01

# An experiment cntd

- Which monetary lottery would you choose?
- C

2 500 000	500 000	0
0	0.11	0.89

- or D

2 500 000	500 000	0
0.10	0	0.90

# Allais Paradox

- If you have chosen A and D, your preferences do not satisfy independence (cannot be represented by a v.N-M utility function)

- Proof: the choice of A over B implies

$$u_{0.5} > (0.1)u_{25} + (0.89)u_{0.5} + (0.01)u_0$$

adding  $(0.89)u_0 - (0.89)u_{0.5}$  to both sides yields

$$(0.11)u_{0.5} + (0.89)u_0 > (0.1)u_{25} + (0.90)u_0$$

hence an individual who also chose D over C cannot have a v.N-M utility function

# Reactions to Allais paradox

- Ignore it, people are rarely faced with such extreme choices
- Regret theory: the possibility of getting zero instead of an assured nice outcome scares people away (they want to avoid regret). There isn't such threat in the second choice.
- Replace independence assumption with something weaker

# Machina's Paradox

- Suppose there are 3 outcomes:
  - A: a trip to Venice
  - B: seeing an excellent movie about Venice in the cinema
  - C: staying at home
- Typically people prefer A to B and B to C
- Which lottery would you choose?

A	B	C
0.99	0.01	0

or

A	B	C
0.99	0	0.01

explanation: disappointment aversion