

A stack of four smooth, dark stones is balanced on a beach. The stones are stacked vertically, with the largest at the bottom and the smallest at the top. The background is a soft-focus sunset over the ocean, with the sun low on the horizon, creating a warm, golden glow. The foreground is filled with many other smooth, dark stones on the beach.

# Risk Preferences

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PROSPECT THEORY II: VALUE FUNCTION

EE416 SEM1/2020

# Recap: Optimal sin tax

Actual  $x^*(t)$  satisfies  $v_x(x^*(t); \rho) - \beta c_x(x^*(t); \gamma) - (1 + t) = 0$

$$v_x(x^*; \rho) - \beta c_x(x^*; \gamma) - 1 - t + \beta c_x(x^*; \gamma) - \beta c_x(x^*; \gamma) - c_x(x^*; \gamma) + c_x(x^*; \gamma) = 0$$

$$v_x(x^*; \rho) - 1 - t - \beta c_x(x^*; \gamma) - c_x(x^*; \gamma) + c_x(x^*; \gamma) = 0$$

$$v_x(x^*; \rho) - c_x(x^*; \gamma) - 1 - t - \beta c_x(x^*; \gamma) + c_x(x^*; \gamma) = 0$$

$$v_x(x^*; \rho) - c_x(x^*; \gamma) - 1 - t + (1 - \beta)c_x(x^*; \gamma) = 0$$

$$\therefore -t + (1 - \beta)c_x(x^{**}; \gamma) = 0$$

$$\therefore t^{**} = (1 - \beta)c_x(x^{**}; \gamma)$$

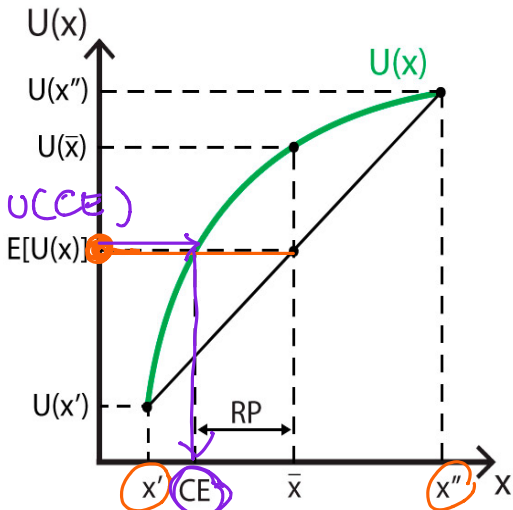
Ideal behavior  $x^{**}$  satisfies  $v_x(x^{**}; \rho) - c_x(x^{**}; \gamma) - 1 = 0$

# Recap: Risk aversion & Certainty equivalent

$$U(CE) = E[U(x)]$$

The **certainty equivalent** is an amount of money that provides equal utility to the random payoff of the gamble.

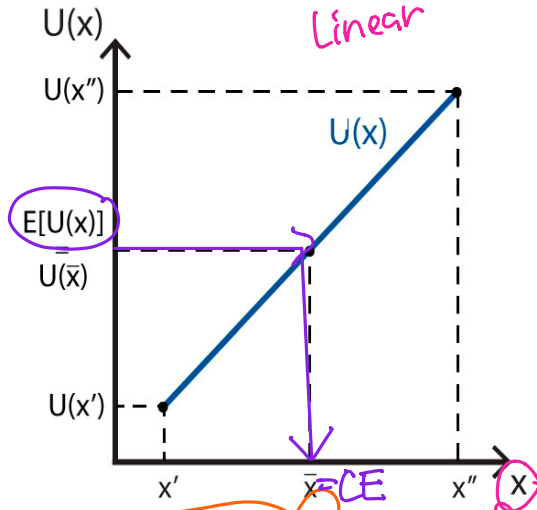
The certainty equivalent is labeled  $CE$  in the figure. Note that  $CE$  is less than the expected outcome, if the person is risk averse. This is because risk-averse individuals prefer the expected outcome to the risky outcome.



Risk averse individual

$$E[U(x)] < U(\bar{x})$$

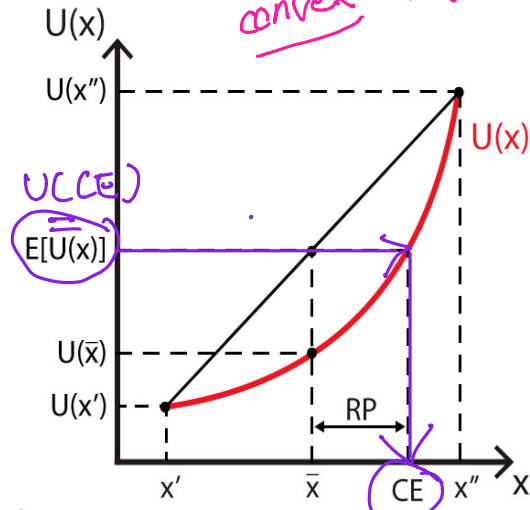
$$CE < \bar{x}$$



Risk neutral individual

$$E[U(x)] = U(\bar{x})$$

$$CE = \bar{x}$$



Risk loving individual

$$E[U(x)] > U(\bar{x})$$

$$CE > \bar{x}$$

# Recap

Suppose you have initial wealth  $w$

Consider lotteries  $X = (x, p, 0, 1-p)$ , i.e.  $X = (x, p)$

How will you evaluate lottery  $X$ ?

→ Expected Value Theory

$$EV = \underline{p(w+x) + (1-p)(w+0)} = \underbrace{w}_{\text{final wealth}} + \overbrace{px}^{\text{EV of the gamble}}$$

EV after taking  
into account the gamble

Expected Utility Theory

$$EU = \underline{p U(w+x) + (1-p) U(w)}$$

Prospect theory

$$V(X, p) = \underline{\pi(p)v(x) + \pi(1-p)v(0)}$$

at the reference point is usually normalized to 0.

*normally is 0 from  $v(0)=0$*



# Recap

Suppose you have initial wealth  $w$ ,

Consider two lotteries  $X = (x, p; 0, 1 - p)$  and  $Y = (y, q; 0, 1 - q)$

You will prefer lottery  $X$  over lottery  $Y$  IF....

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Expected Value Theory

$$p(w + x) > q(w + y)$$

Expected Utility Theory

$$pU(w + x) + (1 - p)U(w) > qU(w + y) + (1 - q)U(w)$$

Prospect theory

$$\pi(p)v(x) > \pi(q)v(y)$$

# Prospect Theory: Editing Stage

organize & reformulate the problem

more complicated / unsimplified gambles

What is going on in editing stage? Taking an objective prospect  $(\hat{x}_1, \hat{p}_1; \dots; \hat{x}_m, \hat{p}_m)$  and transforming it into an object for evaluation  $(x_1, p_1; \dots; x_n, p_n)$  by:

- Coding: code outcomes as gains & losses relative to reference point.
- Combination: e.g.,  $(100, .5; 100, .5)$  replaced with  $(100, 1)$
- Segregation: e.g.,  $(100, .5; 200, .5)$  replaced with  $(100, 1)$  plus  $(100, 0.5; 0, 0.5)$
- Cancellation: discard shared components.
- Simplification: rounding of probabilities. 9.999% to win \$100 → 10% to win \$100
- Eliminating dominated alternatives: ⇒ eliminating inferior choice

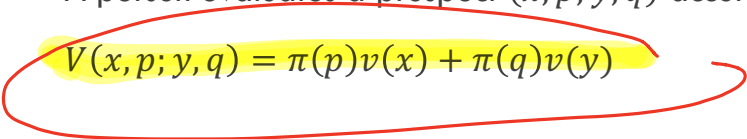
# Prospect theory: Evaluation stage

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A prospect can be written as  $(x, p; y, q)$  with  $p + q \leq 1$ .

Note:  $p + q < 1$  implies prospect yields 0 with probability  $1 - p - q$ .

A person evaluates a prospect  $(x, p; y, q)$  according to the functional


$$V(x, p; y, q) = \pi(p)v(x) + \pi(q)v(y)$$

Note: Nowadays, it might be best to take Prospect theory as a theory for simple prospects with at most two non-zero outcomes.

# Prospect Theory: Value Function

Three key features of the value function  $v(\cdot)$ :

➤ The carriers of value are changes in wealth ( $v(\cdot) = 0$ ).

➤ Diminishing sensitivity to the magnitude of changes:

$v(x)$  is concave in the gain domain  
 $v''(x) < 0$  for  $x > 0$  ,  $v''(x) > 0$  for  $x < 0$   
 $v(x)$  is convex in the loss domain

➤ Loss aversion: losses loom larger than gains.

$v'(x)$  when  $x < 0$

$v'(x)$  when  $x > 0$

$> 1$

if  $0 < y < x$

$(y, 0.5 ; -y, 0.5)$

ex  $y = 1,000 \$$  ,  $x = 2,000 \$$

$(x, 0.5 ; -x, 0.5)$

Observation A  
 confirm this with the part

$$\frac{\Delta v}{\Delta x}$$

marginal pain from loss  
 marginal pleasure from gain  
 of equal size  $> 1$

linear values

# Prospect Theory: Value Function

Two common functional forms for the value function:

Tversky & Kahneman (1992)

$$v(x) = \begin{cases} x^\alpha & \text{if } x > 0 \\ -\lambda(-x)^\beta & \text{if } x < 0 \end{cases}$$

diminishing sensitivity  
 & loss aversion

, where  $\alpha, \beta \in (0, 1]$  and  $\lambda \geq 1$

Two-part linear

assume no diminishing sensitivity

, have loss aversion

$$v(x) = \begin{cases} x & \text{if } x \geq 0 \\ \lambda x & \text{if } x < 0 \end{cases} \quad \lambda > 1$$

$\lambda$  is the coefficient of loss aversion

# Rabin's calibration

Small stake risk aversion

(Rabin, Econometrica 2000)

People tend to dislike risky prospects even when they involve an expected gain.

E.g. A 50-50 gamble of losing \$100 vs. gaining \$105.

Standard explanation:

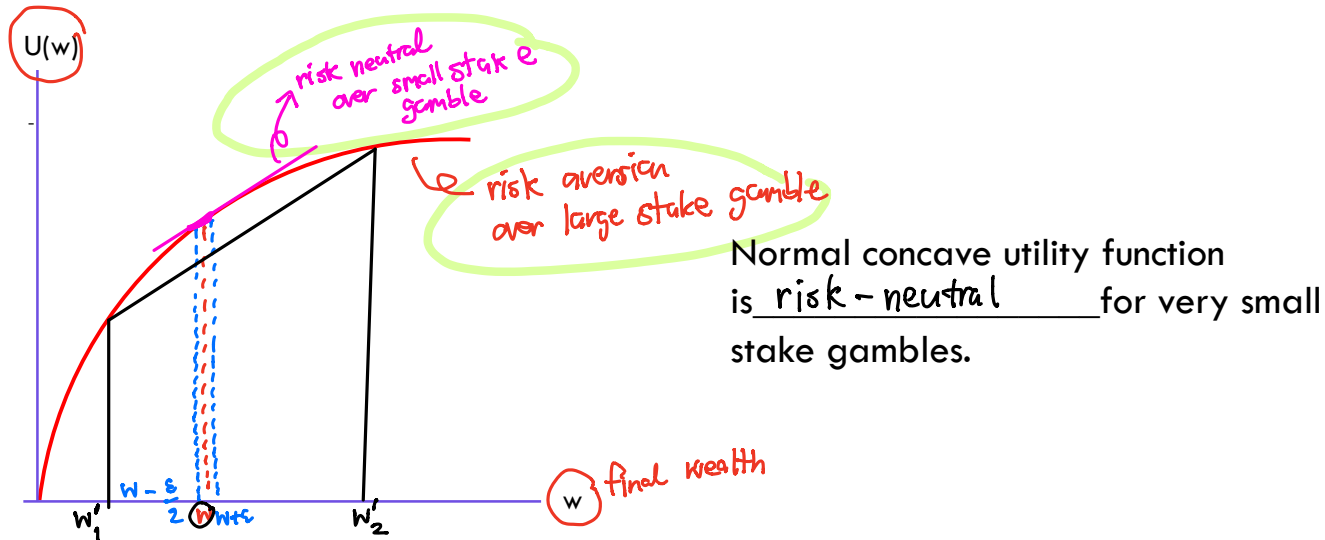
(\$105, 50%; -\$100, 50%)

EU theory with a concave utility function.

**Rabin's Point:**

This explanation doesn't work, because according to EU theory, anything but virtual risk neutrality over modest stakes implies manifestly unrealistic risk aversion over large stakes.

# Rabin's calibration (Rabin, Econometrica 2000)



We can use 'loss aversion' to explain risk averse behavior in small stake gamble.

In mixed gambles  $L = (x, p; y, q)$ ,  $x > 0, y < 0$  where both a gain and a loss are possible, loss aversion causes extremely risk-averse choices in small stake gambles.

# Risk aversion over gain & Risk seeking over loss

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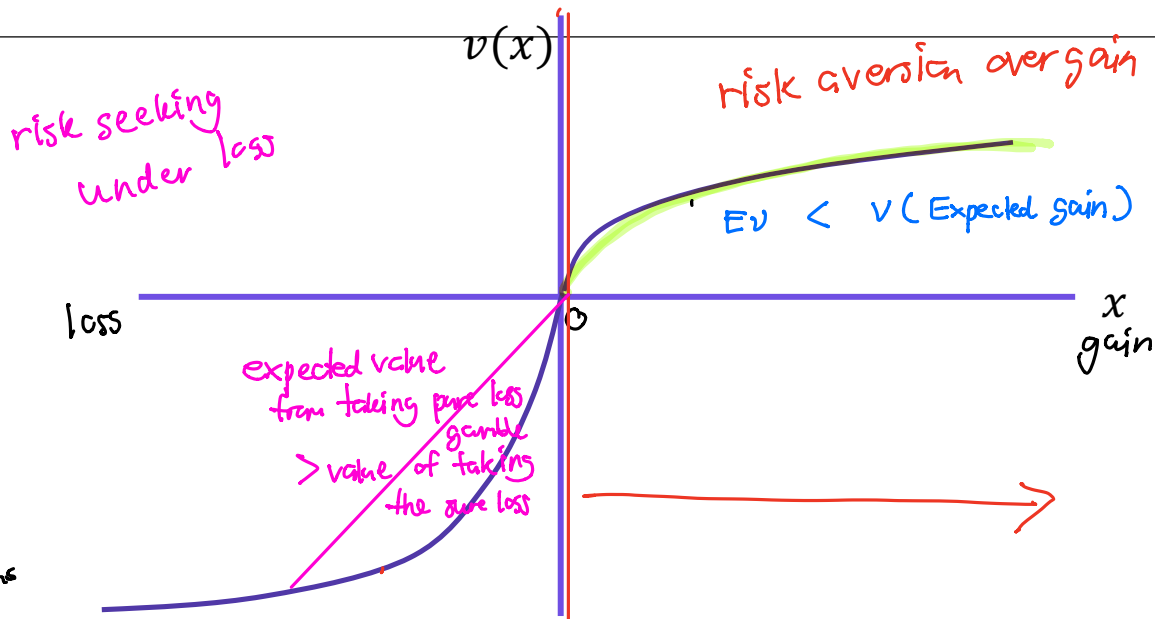
In a situation where a \_\_\_\_\_ is compared to a gamble with (highly) probable larger loss, diminishing sensitivity cause risk\_\_\_\_\_.

In a situation where a \_\_\_\_\_ is compared to a gamble with (highly) probable larger gain, diminishing sensitivity cause risk\_\_\_\_\_.

At the same level of wealth, an individual can both be risk averse and risk seeking.



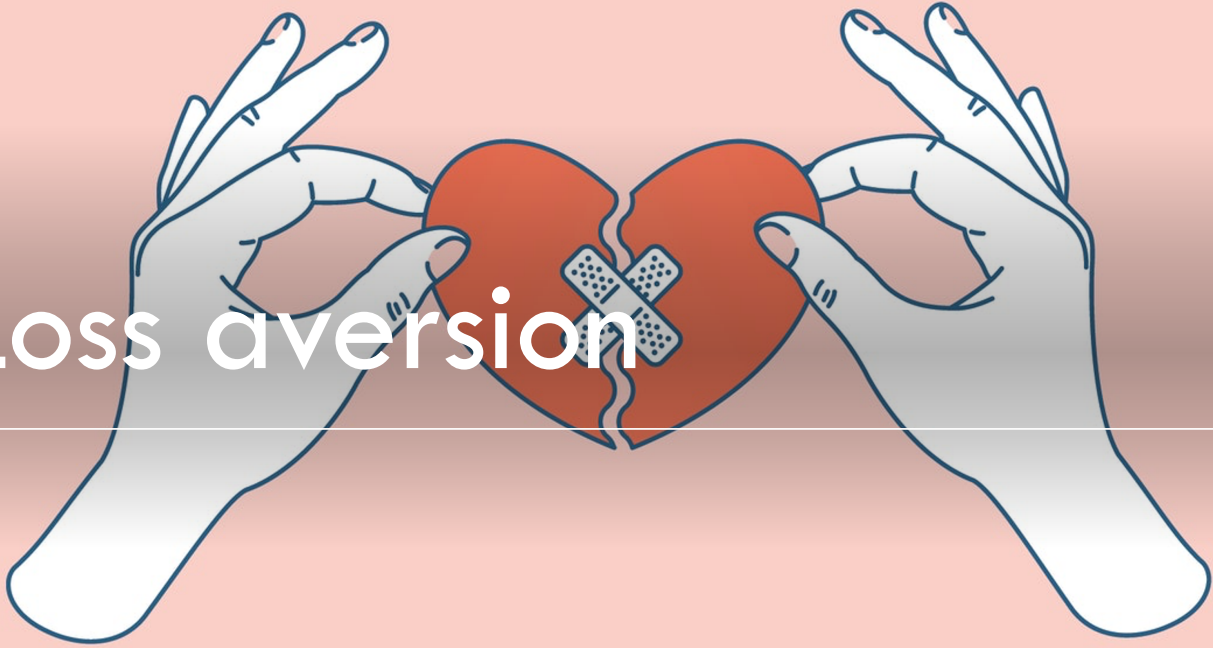
# Value function



turning down  
job applications

# Loss aversion

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# Prospect Theory: Value Function

## Measuring Loss Aversion

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How loss averse is the average person?

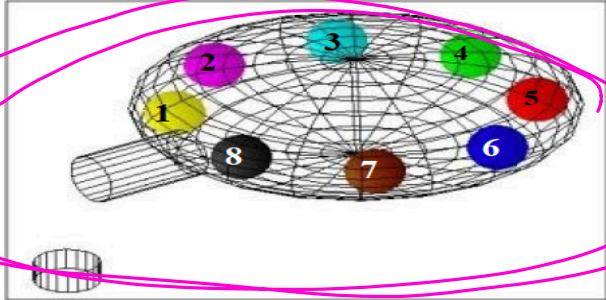
Would you accept the following bet? A coin toss where:

If tails, lose \$100, heads win \$150?

If tails, lose \$100, heads win \$160?

If tails, lose \$100, heads win \$170? ...

asked until a person accept the coin toss



**Win € 20** if one of the following balls is extracted:



If one of the following balls is extracted, then:



|           |                       |                       |              |       |
|-----------|-----------------------|-----------------------|--------------|-------|
| Lose € 20 | <input type="radio"/> | <input type="radio"/> | € 0 for sure | row 1 |
| Lose € 19 | <input type="radio"/> | <input type="radio"/> | € 0 for sure | row 2 |
| Lose € 18 | <input type="radio"/> | <input type="radio"/> | € 0 for sure | row 3 |
| Lose € 17 | <input type="radio"/> | <input type="radio"/> | € 0 for sure | }     |
| Lose € 16 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |
| Lose € 15 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |
| Lose € 14 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |
| Lose € 13 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |
| Lose € 12 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |
| Lose € 11 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |
| Lose € 10 | <input type="radio"/> | <input type="radio"/> | € 0 for sure |       |

Choose the gamble  
 reject the gamble.

# Prospect Theory: Value Function

## Measuring Loss Aversion

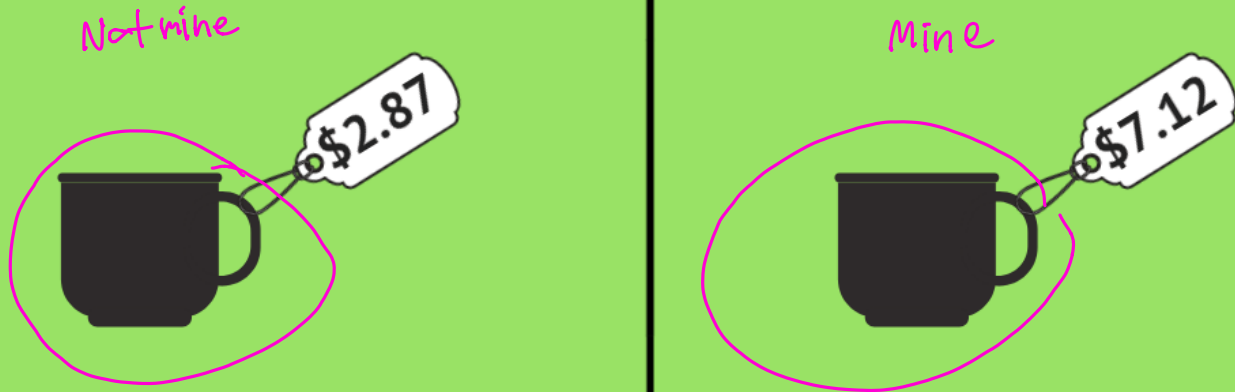
The coefficient of loss aversion is  $\lambda$  the ratio of the amount

you'd need to win (to accept the bet) and the amount you could potentially lose

For coin toss above, typical response is to be indifferent at gain = \$200

Loss aversion coefficient or ratio is generally found in range 1.5 to 2.5.

# The Endowment Effect



Around the same time Kahneman and Tversky were working on their model of Prospect Theory, economist Richard Thaler was noticing (and writing about) some of his own "anomalies".

**RICHARD THALER**

# Willingness to Pay (WTP) vs. Willingness to Accept (WTA)

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- Standard economic theory says that an individual has a single value (i.e. some price  $p$ ) that she associates with any good
- If she is given the opportunity to buy the good at (or below) that price, she will pay it. The price is her Willingness to pay (WTP)
- Similarly, if someone offers to buy the good from her at (or above) that price, she will accept it. The price is her Willingness to accept (WTA)
- Standard economic theory says that  $WTP = WTA$

# Willingness to Pay(WTP) vs. Willingness to Accept(WTA)

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In reality, we often observe behavior that suggests otherwise...

*Example 1:* Thaler's professor was a wine collector who frequently shopped at wine auctions

- He never paid more than \$35 for a bottle (“willingness to pay”)
- ...but he never sold them for less than \$100 (“willingness to accept”)



# Willingness to Pay(WTP) vs. Willingness to Accept(WTA)

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*Example 2:* You buy a ticket to see Chelsea at Stamford Bridge, and you pay the face value (\$300) for your ticket

- You would have actually paid up to \$500 (WTP)
- ...but you wouldn't sell the ticket online for less than \$1000 (WTA)

# The Endowment Effect

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**Why** is there the gap between willingness to pay and willingness to accept?

Thaler (1980) attributes gap to what he coined **the endowment effect**.

"People tend to value an object more highly when they own it than when they do not."

# The Endowment Effect

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- Originally modeled as an extra utility gain from having/owning an object (rather than getting/receiving an object) – individuals value an object more when they own it
- Related to loss aversion – the disutility from giving up an item is larger than the utility from receiving that same item

# Endowment Effect: Mug Experiment

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Kahneman, Knetsch, and Thaler (1990) test these ideas in their famous “mug experiments” at Cornell University.

Typical Experiment: Class of 50 - 75 economics students.

After students sit down, half of them are given a coffee mug.

# Endowment Effect: Mug Experiment Design

|                                                                                   |                                                                                     |
|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|  |  |
| Potential "Sellers"                                                               | Potential Buyers                                                                    |
| How much willing to accept for the mug?                                           | How much willing to pay for the mug?                                                |
| Each seller were given a coffee mug.                                              | Each buyer were shown a coffee mug.                                                 |

If there is a  $WTP > WTA$  in the group, they trade.

# Endowment Effect: Mug Experiment

## Prediction

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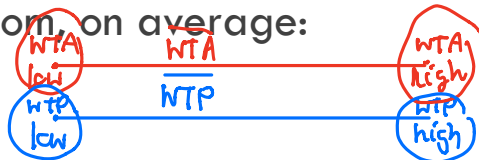
What does standard economic theory predict? How many will trade?

When markets clear, mugs will be owned by those who value them the most

Since mugs were assigned at random, on average:

➤  $\overline{WTP} = \overline{WTA}$

sellers  
buyers



➤ If roughly half of “mug lovers” was given mugs, and half was, then about half of the mugs should trade. <sup>not</sup>

# Endowment Effect: Mug Experiment

## Result

- Cornell bookstore price is \$6.00 for the mug

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- Students might value the mug more or less than this price, but standard theory says that, on average, we should find  $WTP = WTA$
- Results:

**Buyers:** (median)  $WTP = \$2.25$

**Sellers:** (median)  $WTA = \$5.75$

This result is even for goods they just received (and didn't necessarily want).

This result was claimed as an endowment effect.

# Endowment Effect: Mug Experiment

## Result

- Add a "Chooser" group: elicit the amount of money at which they would be indifferent between receiving a mug and receiving the money

**Sellers** (were given mugs and have a choice to sell a mug) :  
if price \$5

Sellers' choice: (mug, \$0) vs. (no mug, money from selling) <sup>+\$5</sup>

**Buyers** (were not given mugs and have a choice to buy a mug):

Buyers' choice (mug, -money paid for mug) vs. (no mug, \$0) <sup>-\$5</sup>

**Choosers** (have a choice to choose between a mug or money):

Choosers' choice: (mug, \$0) vs. (no mug, \$5)

- But sellers and choosers have the EXACT same choice



# Endowment Effect: Mug Experiment Design

Elicit people's reservation values (or reservation prices):

A buyer's WTP is the maximum amount she is willing to pay to obtain the object.

A seller's WTA is the minimum amount she is willing to accept to part with the object.

If there is a  $WTP > WTA$  in the group, they trade.

**Sellers**

**[Buyers]**

I will sell

**[I will buy]**

I will keep mug

**[I will not buy]**

|                         |  |  |
|-------------------------|--|--|
| If the price is \$0.00: |  |  |
| If the price is \$0.50: |  |  |
| ...                     |  |  |
| If the price is \$9.00: |  |  |
| If the price is \$9.50: |  |  |

**Choosers:** indicate for each price whether they want the mug or the money.

# Endowment Effect: Mug Experiment Result

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Results:

Sellers: \$7.12

Buyers: \$2.87

Choosers: \$3.12

WTA to sell the mug

WTP to buy the mug

I value the mug at \$3.12



# Coefficient of Loss Aversion Measurement

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- Earlier, we measured the coefficient of loss aversion from answers to whether you would accept a bet with a 50% chance to win  $X$ , and a 50% chance to lose  $Y$ , where:

Coefficient of Loss Aversion =  $\frac{X}{Y}$  for the smallest  $X$  given a fixed  $Y$ , OR for the largest  $Y$  given a fixed  $X$

- We can also measure the coefficient of loss aversion using the endowment effect experiment:

Coefficient of Loss Aversion =  $\frac{WTA}{WTP}$

Using data from the experiments above  $= 5.75 / 2.25 = 2.6$