Overview	Loss Aversion	Diminishing Sensitivity	Non-linear Probability Weighting	Modeling Reference-dependent Utility

Introduction to Prospect Theory

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Introduction to Prospect Theory

- Social scientists look for parsimonious models that predict human behavior
- Prospect Theory (KT, 1979) is a descriptive model
- One of the most widely cited and influential social science papers ever published

		Non-linear Probability Weighting	Modeling Reference-dependent Utility 0000
Over	view		

• Today:

- Features of PT
- Motivate/examine evidence
- Begin modeling approach
- Tuesday:
 - Modeling reference-dependent preferences

- Examples
- Calibrating risk attitudes
- Weaknesses



- Reference-dependent preferences: $u(c_t|r_t)$, not $u(c_t)$; r_t is some reference level. (For now: status quo ante)
 - Loss aversion
 - Diminishing sensitivity
- Non-linear probability weighting
 - EU: probabilities enter linearly
 - $\bullet\,$ PT: enter as "decision weights" via weighting function π

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Loss Aversion: Losses & Gains Matter

Summary of evidence

- Endowment effects
- Surveys/experiments on risk
- DMU(w) cannot explain risk aversion

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Loss	Aversio	า		

Endowment effect: KKT

- Distribute mugs \longrightarrow owners & non-owners
- Immediately elicit buying/selling/choosing prices
- Buying (+ choosing) price \approx \$3.50
- $\bullet~$ Selling price \approx \$7.00

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Loss	Aversio	n		

Endowment effect:Knetsch (1995)randomly givenoffered to exchange for% kept% keptMugPen+\$.0588%12%PenMug+\$.0590%10%

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Loss	Aversio	n		

Would you accept a 50/50 lose \$500 or gain \$700 bet?

- Aversion to modest scale risk cannot come from DMU(w).
- The strongest such aversion arises for risks that involve gains and losses to the status quo.

Dimi	nishing	Sensitivity		
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• Choose between

- 1 A 45% chance of winning \$6000
- 2 A 90% chance of winning \$3000
- \Rightarrow 14% choose option 1, i.e. exhibit risk aversion
- Replace "winning" with "losing" \implies 92% choose 1.

In the Gains domain, people are risk averse, but not in the Losses domain.



- A: 200 people will be saved
- B: (1/3, 600 saved; 2/3, 0 saved)

Which of the two programs would you favor?



- A: 200 people will be saved (72%)
- B: (1/3,600 saved; 2/3,0 saved) (28%)

Which of the two programs would you favor?



- C: 400 people will die
- D: (1/3,0 die; 2/3,600 die)

Which of the two programs would you favor?

Losses and gains depend upon the framing of the question.



- C: 400 people will die (22%)
- D: (1/3,0 die; 2/3,600 die) (78%)

Which of the two programs would you favor?

Losses and gains depend upon the framing of the question.



• In addition to whatever you own, you have been given \$1000. You are now asked to choose between:

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- A: 50% chance of gaining \$1000
- B: a certain gain of \$500



• In addition to whatever you own, you have been given \$1000. You are now asked to choose between:

- A: 50% chance of gaining \$1000 (16%)
- B: a certain gain of \$500 (84%)



- In addition to whatever you own, you have been given \$1000. You are now asked to choose between:
 - A: 50% chance of gaining \$1000 (16%)
 - B: a certain gain of \$500 (84%)
- In addition to whatever you own, you have been given \$2000. You are now asked to choose between:

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- A: 50% chance of losing \$1000
- B: a certain loss of \$500



- In addition to whatever you own, you have been given \$1000. You are now asked to choose between:
 - A: 50% chance of gaining \$1000 (16%)
 - B: a certain gain of \$500 (84%)
- In addition to whatever you own, you have been given \$2000. You are now asked to choose between:

A: 50% chance of losing \$1000 (69%) B: a certain loss of \$500 (31%)

Which feels like a bigger difference?
gaining \$100 vs \$101gaining \$0 vs \$1losing \$101 vs \$100losing \$2 vs \$1101' away vs 100' away1' away vs 0' awaysaving \$10 on a \$1000 itemvs.carrying suitcase 21 blocks vs 20carrying suitcase 2 vs 1 block

Across domains, we tend to perceive, judge and choose based upon proportional thinking.

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Non-linear Probability Weighting

Certainty Effect:

• Choose one of the following two lotteries:

A: 80% chance of winning \$4000

B: 100% chance of winning \$3000

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Certainty Effect:

- Choose one of the following two lotteries:
 - A: 80% chance of winning \$4000 (28%)
 - B: 100% chance of winning \$3000 (72%)

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Non-linear Probability Weighting

Certainty Effect:

- Choose one of the following two lotteries:
 - A: 80% chance of winning \$4000 (28%)
 - B: 100% chance of winning \$3000 (72%)
- Choose one of the following two lotteries:
 - A: 20% chance of winning \$4000
 - B: 25% chance of winning \$3000

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Non-linear Probability Weighting

Certainty Effect:

- Choose one of the following two lotteries:
 - A: 80% chance of winning \$4000 (28%)
 - B: 100% chance of winning \$3000 (72%)
- Choose one of the following two lotteries:
 - A: 20% chance of winning \$4000 (59%) B: 25% chance of winning \$3000 (41%)

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Non-linear Probability Weighting

More evidence of certainty effect:

- Russian Roulette: 4 to 3 bullets vs. 1 to 0
- Non-monetary evidence: vacation preference survey

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Prospect theory accommodates all these anomalies

- Value function carries
 - Risk aversion
 - Loss aversion
 - Diminishing sensitivity
- Probability-weighting function
 - Overweights small probabilities
 - Features certainty premium

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How does it do this? Summary:

- Editing phase
 - Bracketing: Organize options into relevant values, reference points, probabilities
- Evaluation phase
 - $\bullet\,$ Map real probabilities of bracketed prospect to subjective decision weights vis $\pi\,$

- Map objective values into value function defined over gains/losses w.r.t. reference point
- Choose prospect of highest value

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Pros	pect The	eory		

- Let L be a lottery: (y, p; z, 1-p)
- Utility of prospect L: $\pi(p)v(y-r) + \pi(1-p)v(z-r)$

• Utility defined over departures from reference point, r

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Graphical Illustration of Value Function and Probability-weighting function.

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