

• Risk Aversion

→ Setup:

- * Focus on monetary prizes/outcomes

$X = [0, M] \subseteq \mathbb{R}$ i.e. any amount between 0 and M .

- * How to represent a lottery:

(i) If only finitely many outcomes have positive probability we can label them as $x_1, x_2, \dots, x_n \in [0, M]$ and write

$$p = (p_1, x_1; p_2, x_2; \dots; p_n, x_n)$$

→ Expected Utility Function:

- * Bernoulli utility function $u(\cdot)$ over outcomes x
- * Assume $u(\cdot)$ is increasing, continuous, and twice differentiable.

- * Expected utility function $U(\cdot)$ over prospects F

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$$U(F) = \int_{x \in [0, M]} u(x) dF(x)$$

- * Can also write using $f(x) = dF(x)/dx$ as

$$U(F) = \int_{x \in [0, M]} u(x) f(x) dx$$

→ Definition 1: δ_x = degenerate lottery that gives the monetary prize x w/ probability 1.

→ Definition 1a: A decision-maker (DM) is (strict) risk averse if, for all non-degenerate lotteries F w/ expected value

$$E_F = \int_{x \in [0, M]} x dF(x)$$

$$x \in [0, M]$$

the DM prefers δ_{E_F} over F (the DM would prefer the expected value for sure over the lottery).