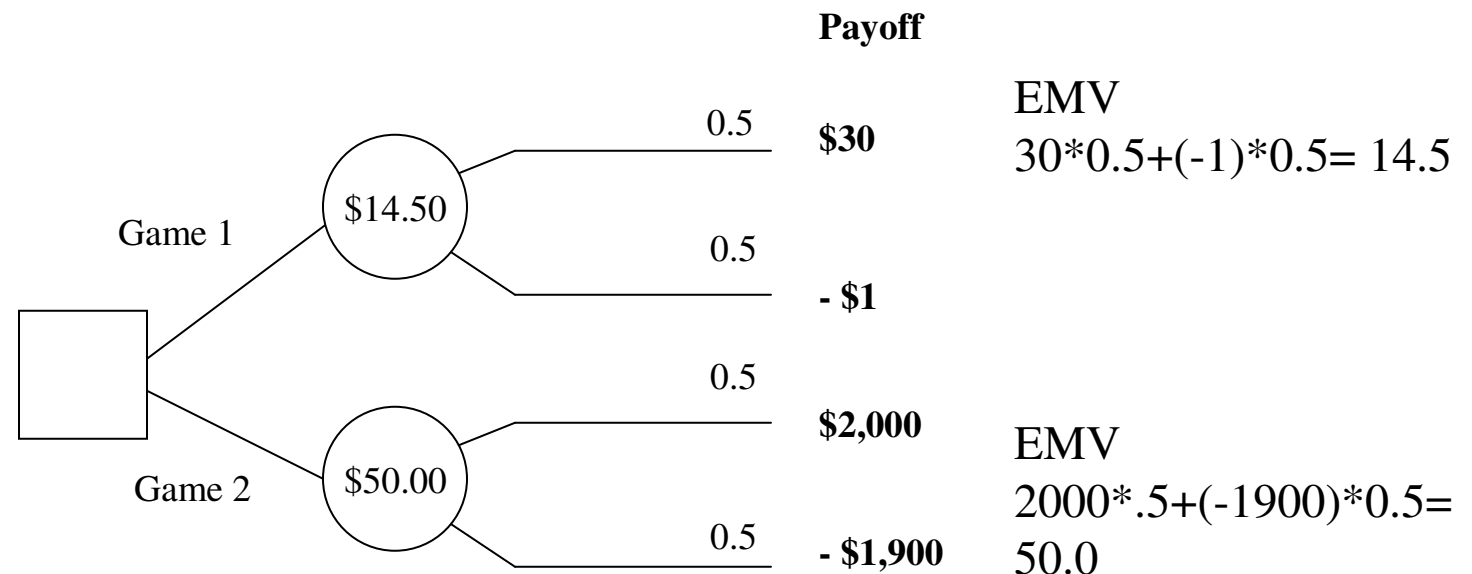


Risk and Utility

Risk - Introduction



Which game will you play?

Which game is risky?

Going by expected monetary value (EMV) or the additive value function Game 2 has Higher EMV but also higher risk

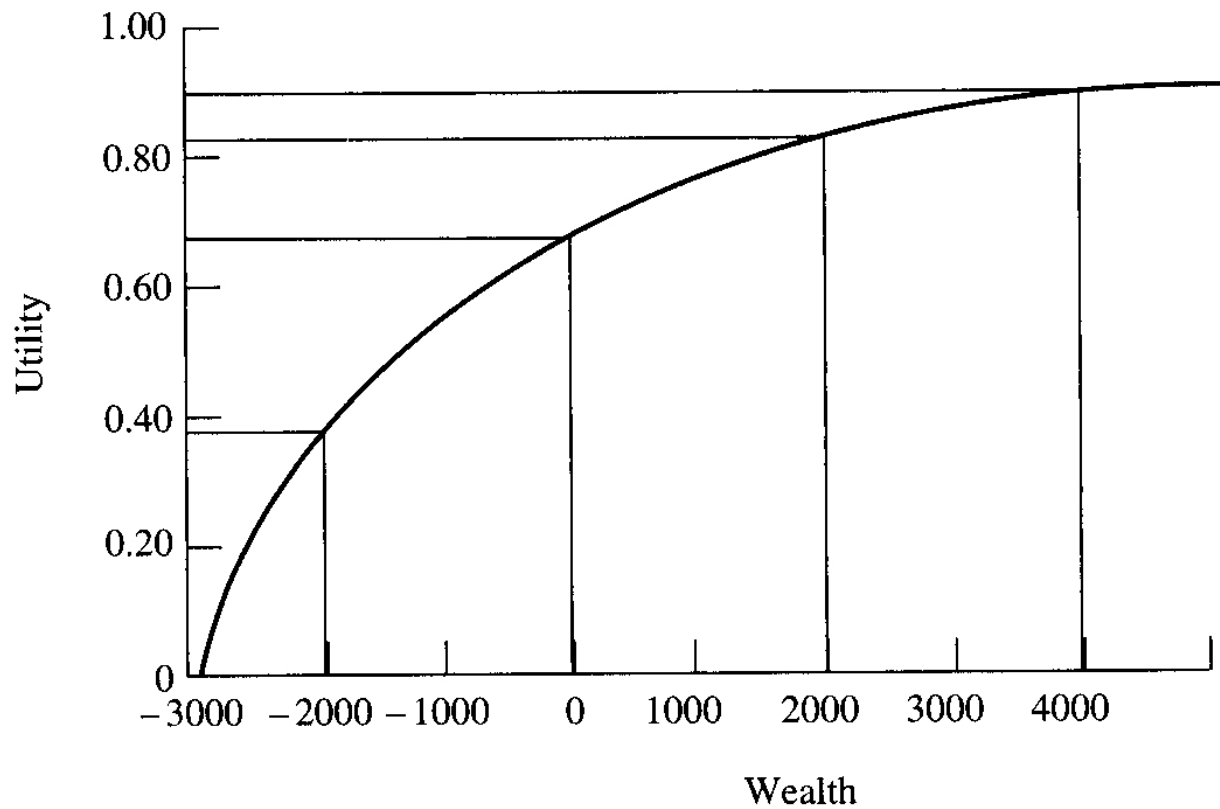
CONCLUSION: EMV alone is not enough for decision making. Risk is very important too

Figure 13.1

What is an Utility function?

- A way to translate dollars into “utility units”
- It should help choose between alternatives by maximizing the expected utility
- Typical shapes of utility function include log, and exponential

Risk-Averse Utility Function

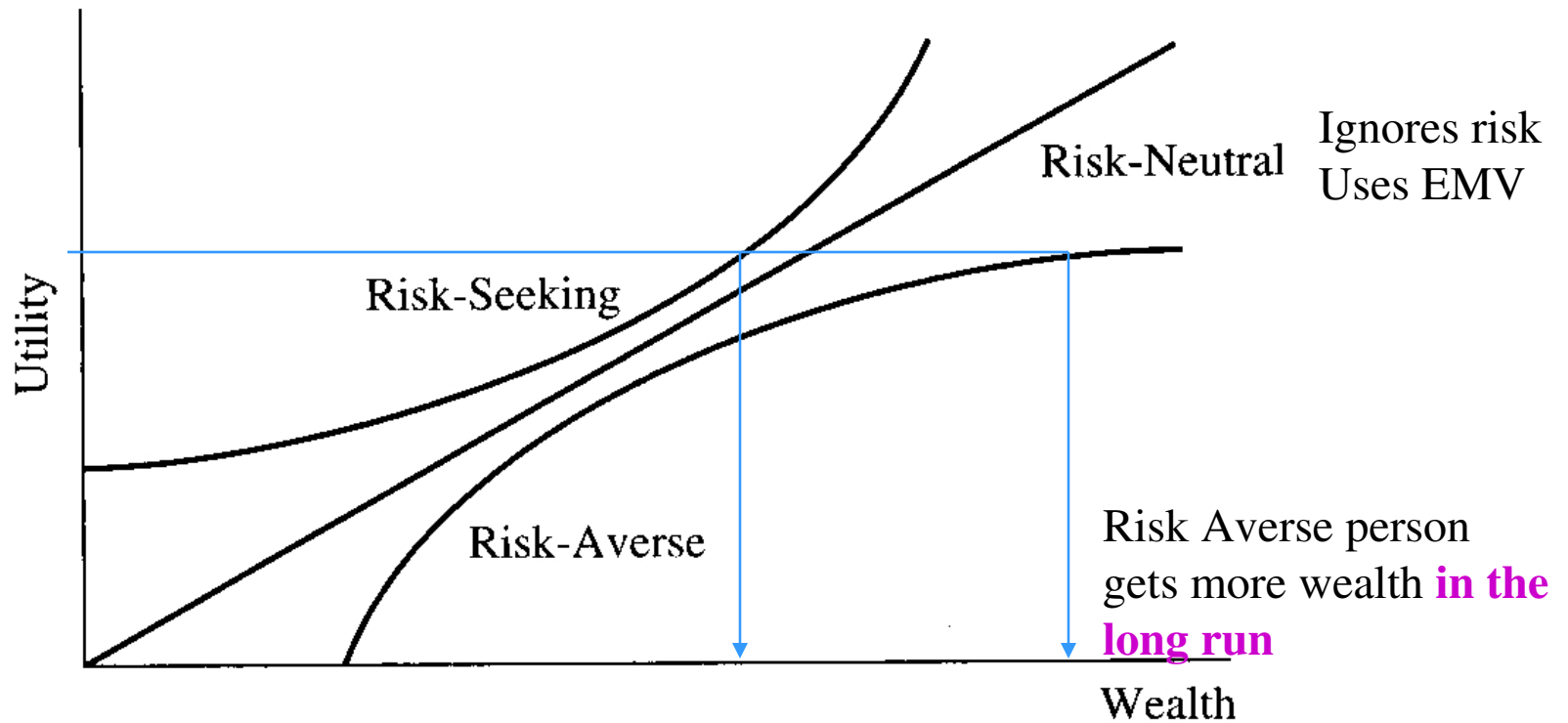


Note the Concave curve - this denotes Risk Averse - typical for most people

Risk averse person

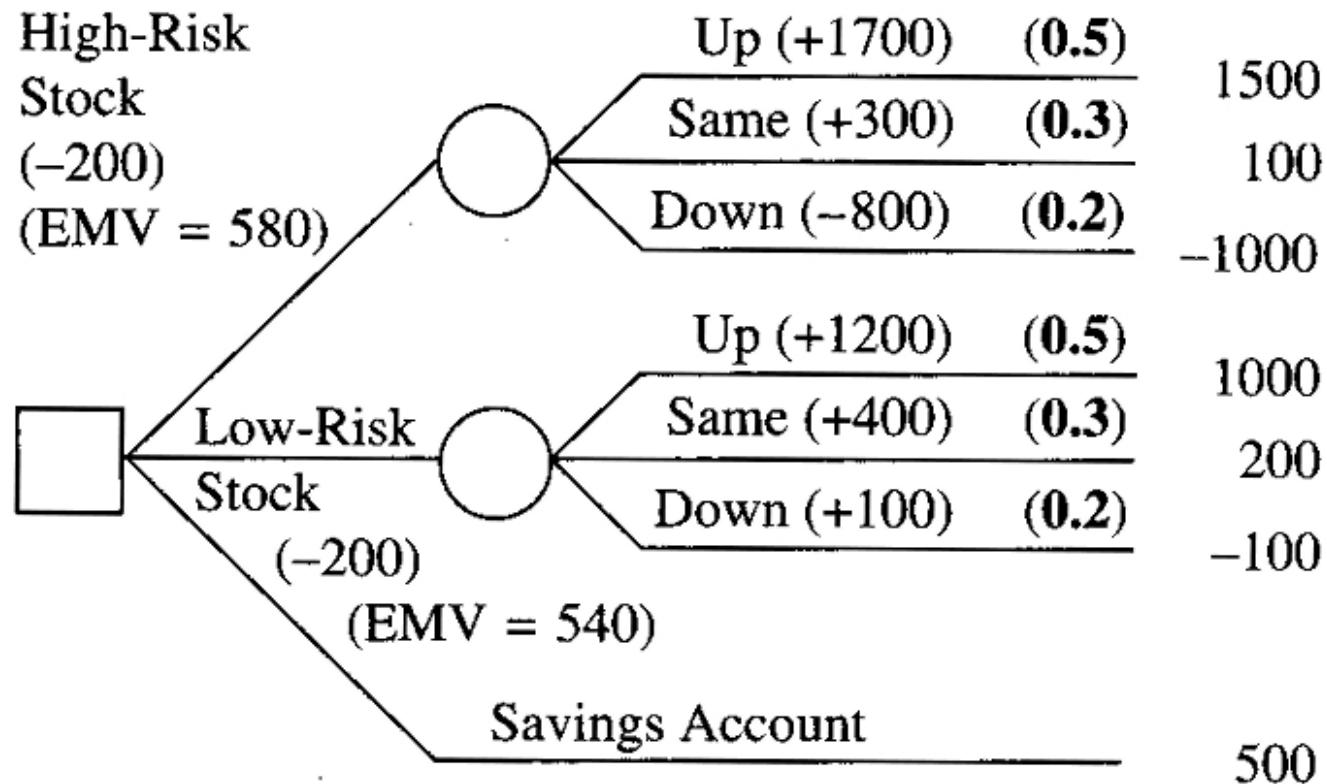
- Imagine that you are gambling and you hit this situation
- Win \$500 with prob 0.5 or lose \$500 with prob 0.5
- A risk-seeking person will play the game but a risk averse person will try to trade in the gamble (try to leave the game) for a small penalty (example: pay \$100 and quit).
- The EMV of the game is \$0 and a risk averse person will trade in the gamble for an amount that is always less than the EMV value. In this case $-\$100 < \0

Different Risk Attitudes



Different Risk Attitudes

Investing in the Stock Market



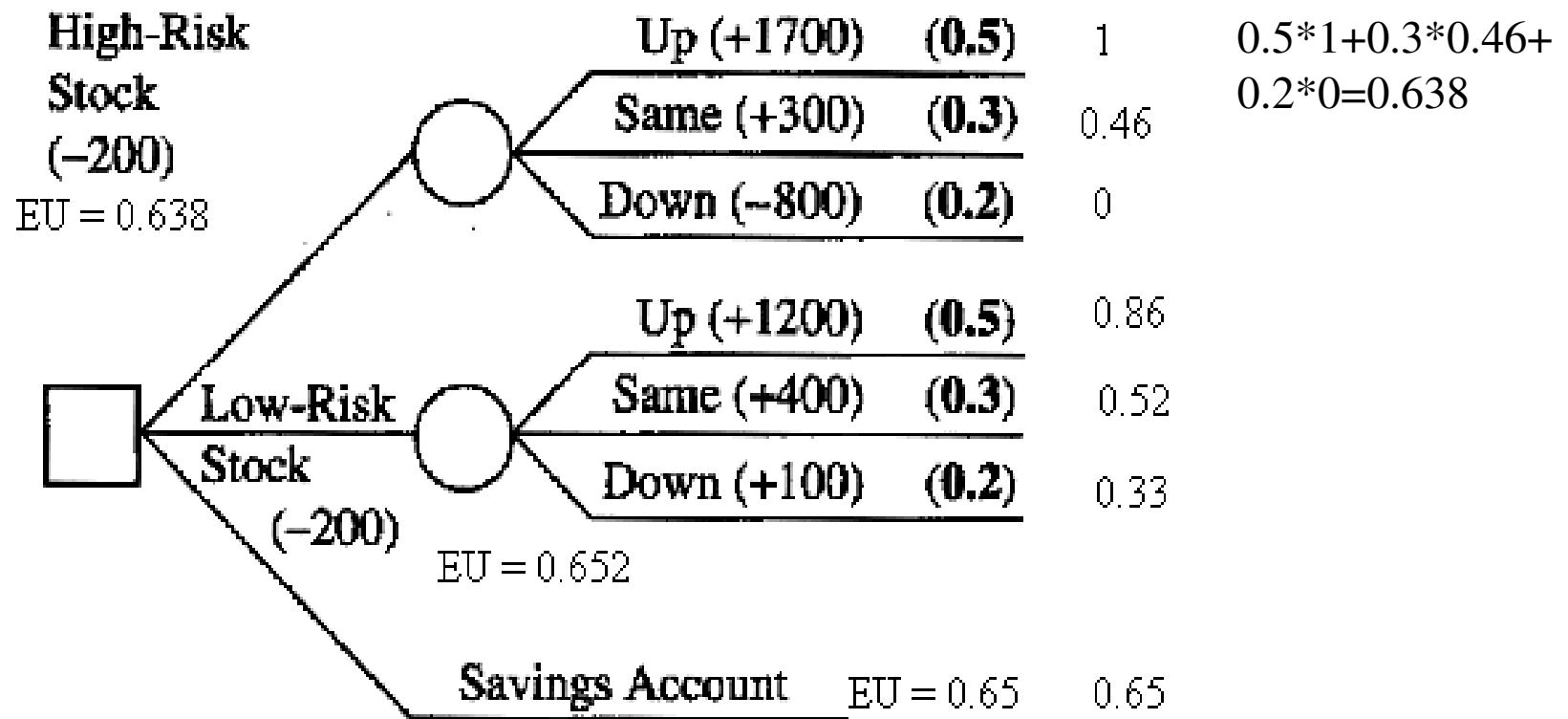
\$200 brokerage fee

Solution to the decision tree is to invest in high-risk stock. Here risk is not incorporated

Utility function for investment

- | Dollar value | utility value |
|--------------|---------------|
| 1500 | 1 |
| 1000 | 0.86 |
| 500 | 0.65 |
| 200 | 0.52 |
| 100 | 0.46 |
| -100 | 0.33 |
| -1000 | 0.00 |

Investing in the Stock Market



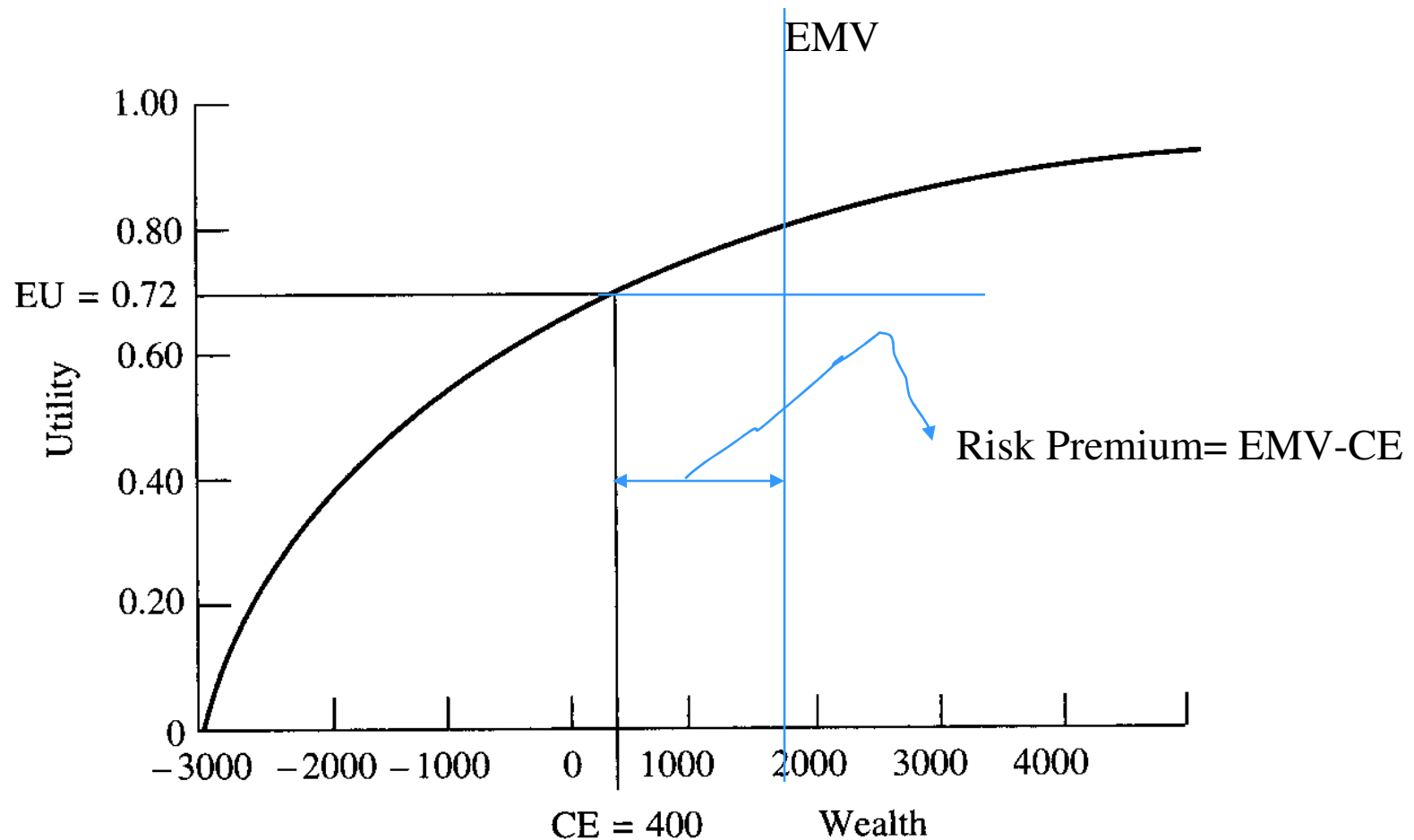
\$200 brokerage fee

Solution to the decision tree is to invest in low-risk stock. Here risk is incorporated via utility function

Definitions: Certainty Equivalents and Utility

- A *Certainty Equivalent* is the amount of money you think is equal to a situation that involves risk.
- The *Expected (Monetary) Value - EMV* - is the expected value (in dollars) of the risky proposition
- A Risk Premium is defined as:
$$\text{Risk Premium} = \text{EMV} - \text{Certainty Equivalent}$$
- The *Expected Utility (EU)* of a risky proposition is equal to the expected value of the risks in terms of utilities, and $EU(\text{Risk}) = \text{Utility}(\text{Certainty Equivalent})$

Finding a Certainty Equivalent given utility curve

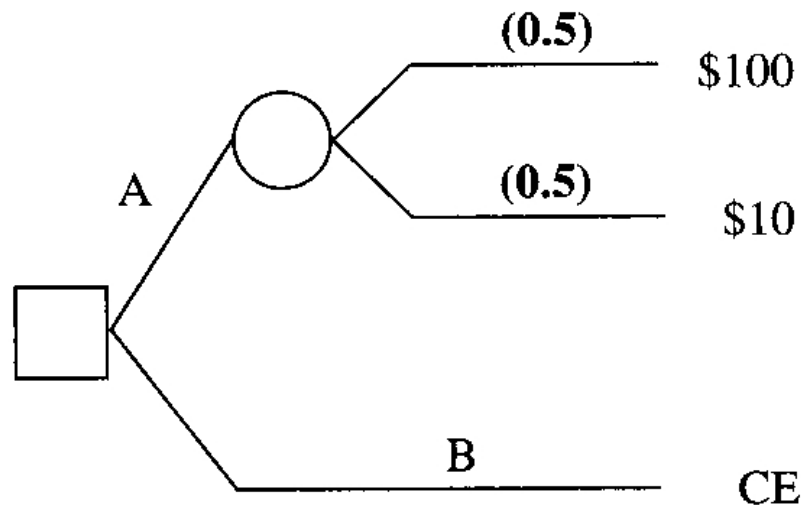


How to find the utility curve?

- Using Certainty Equivalent

Assessing Utility Using Certainty Equivalents

Lottery Example

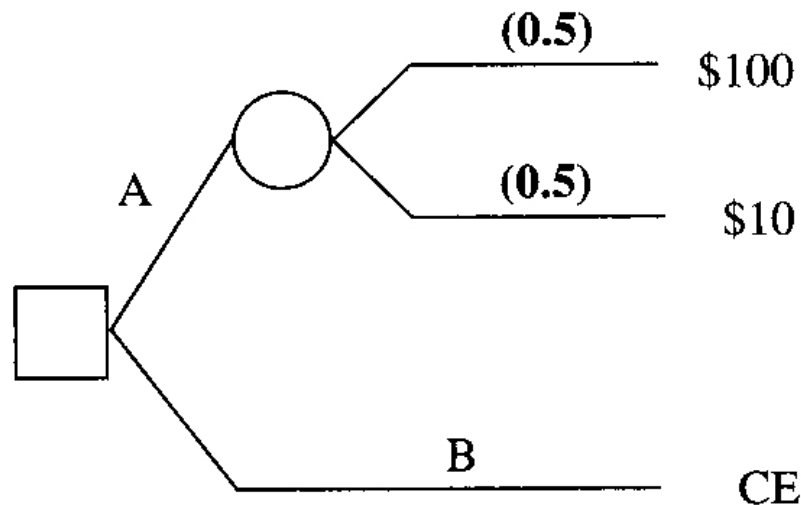


In a Reference Lottery, you can:

- Vary the probabilities
- Vary the payoffs associated with the risk
- Vary the Certainty Equivalent

In all cases, you must set all of the other values to find the one you want

Assessing Utility Using Certainty Equivalents

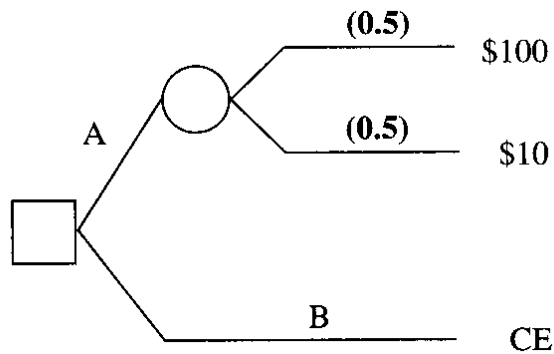


Let utility for \$100 be 1 and for \$10 be 0
The EMV is \$55.

As a risk averse person you will not play the game and accept a value less than \$55. Let that be \$30 (this is a subjective value and can differ from person to person)

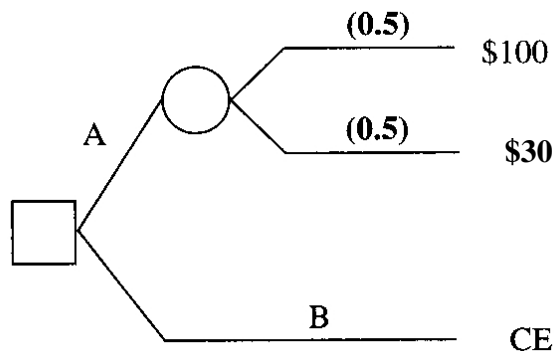
Make the
Expected Utility (EU) of option A = EU of option B
That is the options are indifferent in terms of EU

Eliciting a Utility Curve



CE = \$30;
 $U(\$100) = 1$ and $U(\$10) = 0$;
 therefore,
 $U(\$30) = 1 * 0.5 + 0 * 0.5 = 0.5$

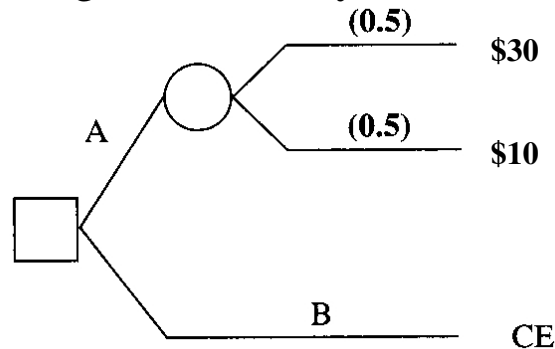
Replace dollar \$10 with \$30 and play a new gamble. Now the EMV is $100 * .5 + 30 * .5 = 65$
 For what dollar value will you trade this gamble? Say \$50 (again this is subjective)



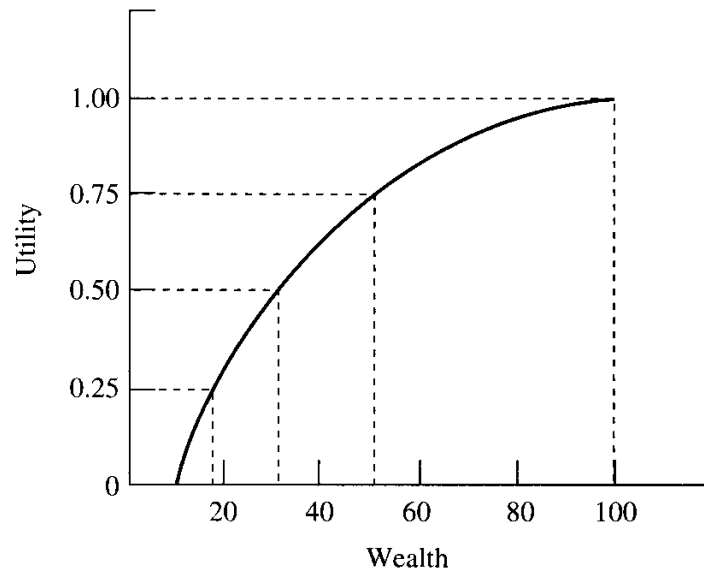
Make $EU(A) = EU(B)$
 CE = \$50;
 $U(\$100) = 1$ and $U(\$30) = 0.5$;
 therefore,
 $U(\$50) = 0.5(1) + 0.5(.5) = 0.75$

Eliciting a Utility Curve (Cont.)

Repeat the process another time, say with \$10 and \$30. Find EMV. This is now \$20.
Trade in the gamble for say \$18.



CE = \$18;
 $U(\$30) = 0.5$ and $U(\$10) = 0$;
 therefore,
 $U(\$18) = 0.5(.5) = 0.25$



Plot Utility curve

Utility function matching the two assumed bounds (\$10 and \$100) and the three points that were elicited (the 25th, 50th, and 75th percentiles)

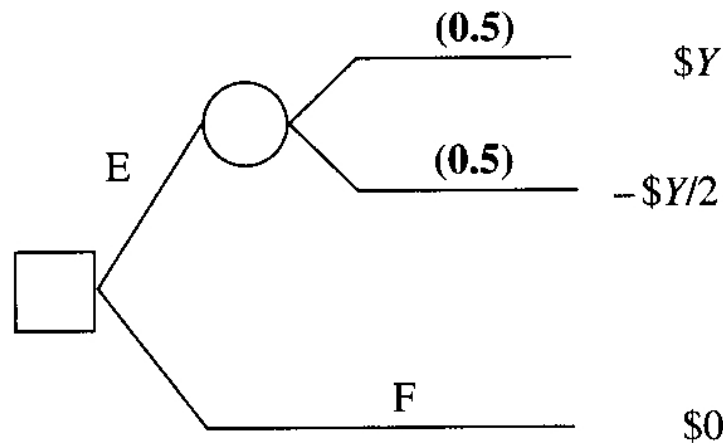
The Exponential Utility Function

- We assume the utility function can match an exponential curve

$$U(x) = 1 - e^{-x/R}$$

- R will affect the shape of the exponential curve, making it more or less concave \Rightarrow more or less risk averse, thus
- R is the *risk tolerance*
- There is an approximation that can be used to estimate the risk tolerance

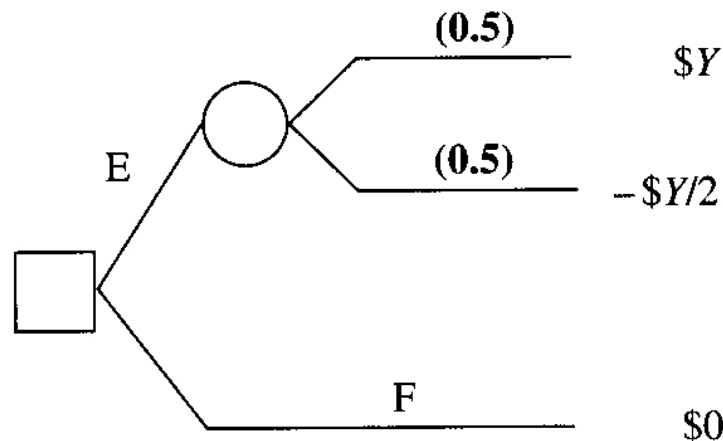
The Risk Assessment Lottery



$$U(x) = 1 - e^{-x/R}$$

- For what value of Y will you play the game? Or at what Y does the game become risky?
- The highest value of Y at which you are willing to take the lottery (bet) [instead of remaining with \$0 loss or gain] is approximately equal to R

The Risk Assessment Lottery



$$U(x) = 1 - e^{-x/R}$$

- Choose Y to be \$900 (again subjective)
- The highest value of Y at which you are willing to take the lottery (bet) [instead of remaining with \$0 loss or gain] is approximately equal to R . Hence $R = Y = 900$

The Risk Assessment Lottery

- Choose Y to be \$900 (again subjective)
- The highest value of Y at which you are willing to take the lottery (bet) [instead of remaining with \$0 loss or gain] is approximately equal to R . Hence $R = Y = 900$
- *Using the above data find EU and CE for this game*
 - Win \$2000 with prob 0.4
 - Win \$1000 with prob 0.4
 - Win \$500 with prob 0.2

Plug in $R=900$ in $U(x) = 1 - e^{-x/R}$

Find $U(x)$ for $x = 2000, 1000, \text{ and } 500$

The Risk Assessment Lottery

- *Using the above data find EU and CE for this game*
 - Win \$2000 with prob 0.4
 - Win \$1000 with prob 0.4
 - Win \$500 with prob 0.2
- Plug in $R=900$ in $U(x) = 1 - e^{-x/R}$

Find $U(x)$ for $x = 2000, 1000,$ and 500

$$EU = 0.4 U(2000) + 0.4U(1000) + 0.2 U(500) = 0.7102$$

To find CE $0.7012 = 1 - e^{(-x/900)}$. $CE := - R \cdot (\ln(1 - .7102))$

Solve for x , which is \$1114.71

Summary: This CE is calculated using exponential Utility Function

Alternate CE Calculations using Expected value and Variance of Payoffs.

From page 544 of Clemens, we have a lottery with payoffs $x := \begin{bmatrix} 2000 \\ 1000 \\ 500 \end{bmatrix}$
and probabilities $p := \begin{bmatrix} .4 \\ .4 \\ .2 \end{bmatrix}$. The Risk Tolerance R is assumed to be \$ 900.

Using either method, you must compute $\mu = \sum_i p_i \cdot x_i = 1300$ and

$\text{Var} := \sum_i p_i \cdot (x_i - \mu)^2$ to get $\sigma = 600$ So we have alternative calculations:

$$\text{CE} := 1300 - \frac{0.5 \cdot \text{Var}}{R} \quad \text{or} \quad \text{CE} = 1100$$

With calculators that have ln functions or Excel, I think that the more precise answer is about as easy to calculate.