## 7 Action

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## 7.1. Revealed Preference

DEFINITION 7.1.1. Let X be a set of outcomes. Then the *choice rule C*, which maps each *availability* set A (a subset of X) into a set of chosen elements of that subset, satisfies the *weak axiom of revealed* preference iff for all  $A \subseteq X$  and  $A' \subseteq X$ , if  $x, y \in A$ ,  $x, y \in A'$ ,  $x \in C(A)$ , and  $y \in C(A')$ , then  $x \in C(A')$ .

The weak axiom stipulates that if x is ever chosen when y is also available, then there can be no availability set in which y is chosen but x is not.

We can define revealed preference in terms of 7.1.1.

DEFINITIION 7.1.2. P is a revealed preference relation for a choice rule C on a set of outcomes X iff P is a preference relation on X and for all  $x,y \in X$ , xPy iff there is some availability set  $A \subseteq X$  such that  $x,y \in A$ ,  $x \in C(A)$ , and  $y \notin C(A)$ .

## 7.2 Expected Utility Theory

DEFINITION 7.2.1.  $P \subseteq X \times X$  is a von Neumann-Morgenstern preference relation on X iff for all  $x,y,z,w \in X$ , and  $p,q \in (0,1)$ :

- (a) Closure.  $(x,p,y) \in S$ .
- (b) Weak ordering.
  - *xPIy* (*Reflexivity*)
  - *xPIy* or *yPIx* (Connectivity)
  - xPIy and yPIz implies xPIz (Transitivity)
- (c) Reducibility. [(x,p,y),q,y] I(x,pq,y).
- (d) *Independence*. If (x,p,z) I(y,p,z), then (x,p,w) I(y,p,w).
- (e) Betweenness. If xPy then x P(x,p,y) P y.
- (f) Solvability. If x P y P z, then there exists p such that y I(x,p,z).

THEOREM 7.2.2. (J. von Neumann & O. Morgenstern, 1944).

If *P* is a von Neumann-Morgenstern preference relation on *X*, then there exists a real-valued utility function *u* defined on *X*, such that

- (a) xPy if and only if u(x) > u(y), and xIy if and only if u(x) = u(y);
- (b) u(x,p,y) = pu(x) + (1-p)u(y);
- (c) u is an interval scale, that is, if v is any other function satisfying 1 and 2, then there exist real

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numbers b, and a>0, such that v(x) = au(x)+b.

Gamble 2: \$7500 with probability .10

The proof of 7.2.2 is beyond the level of this course.

EXAMPLE 7.2.3. Paradox: (M. Allais, *Econometrica*, 21:503-546, 1953) [updated version]. Compare the following two situations:

Situation 1 Situation 2

Choose between: Choose between:

Gamble 1: \$5000 with probability 1 Gamble 3: \$5000 with probability .11

\$0 with probability .89

\$5000 with probability .89 Gamble 4: \$7500 with probability .10 \$0 with probability .01 \$0 with probability .90

Most people prefer gamble 1 to gamble 2, but prefer Gamble 4 to Gamble 3, even though this pattern is inconsistent with the independence axiom. In particular,

gamble 1 P gamble 2 can be rewritten as (\$5000,.11,\$5000) P [(0,1/11,\$7500),.11,\$5000]; and gamble 4 P gamble 3 can be rewritten as [(0,1/11,\$7500),.11,\$0] P (\$5000,.11,\$0) (cf axiom 4). Since expected utility theory requires an ordering consistent with the interval function of utility, this pattern of preferences cannot be accommodated. In particular, the preference for gamble 1 over gamble 2 implies that u(gamble 1) > u(gamble 2), and hence that u(\$5000) > .10u(\$7500)+.89u(\$5000)+.01u(0), so .11u(\$5000) > .10u(\$7500)+.01u(\$0). But the preference in situation 2 implies that u(gamble 4) > u(gamble 3); hence .10u(\$7500)+.90u(\$0) > .11u(\$5000)+.89u(\$0), implying .10u(\$7500)+.01u(\$0) > .11u(\$5000), contradicting the inequality derived from the most common preference in situation 1.