

# ECONOMIC AGENTS AS IMPERFECT PROBLEM SOLVERS

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# Motivation

- Reasoning is costly – requires thought and introspection
  - ▶ eg. solutions to math problems not immediately obvious, even though objective parameters are well defined and known
- Evidence: quality of decision-making
  - ▶ increases in effort/time spent deliberating (Hohnich et. al. (2017))
  - ▶ decreases in task complexity (Deck and Jahedi (2015))
  - ▶ increases in natural ability (D'Acunto et al. (2019a, 2019b))
- This paper: a tractable model of costly reasoning
  - ▶ Mistakes even when objective state is perfectly observed
  - ▶ Agnostic about particular deliberation process
    - ★ Capture basic trade-off of reasoning effort vs accuracy
    - ★ Information accumulation and spillover to similar situations

# Our paper

- Quadratic tracking problem  $\Rightarrow$  effective action:

$$\min_{\hat{c}_t} V_{cc} \mathbb{E}_t (\hat{c}_t - c^*(y_t))^2$$

- ▶ perfectly observed objective state variable  $y_t \in \mathbb{R}$
- ▶ unknown optimal policy function  $c^*(y)$
- Have access to costly signals about optimal **policy function**  $c^*(.)$ 
  - ▶ signal on  $c^*(y_t)$  at  $y_t$  is partially informative about  $c^*(y)$  at other  $y$
  - ▶ so uncertainty over best action is state and history dependent
- **History** and **state** dependent reasoning choice and effective action  $\hat{c}_t$ 
  - ▶ reason less at usual state realizations (inertial behavior)
  - ▶ but more at unusual state realizations (saliency & non-linearity of  $\hat{c}_t$ )
- **Heterogeneity**, even when controlling for observables
  - ▶ different persistent biases in inertial behavior due to histories
  - ▶ stochastic choice conditional on past

# Workhorse Laboratory: Consumption-Savings problem

- Endogenous state variable: emphasizes important interaction between history dependent reasoning choice and state evolution
- Feedback between beliefs, reasoning and asset (i.e. state) evolution
  - ▶ Agents tend to settle in “learning traps”  $\Rightarrow$  inertia, endogenous habits
  - ▶ High local MPCs across the wealth distribution
  - ▶ Persistent inequality, fat-tailed wealth distribution
- Heterogeneity matters
  - ▶ Aggregate effects – errors do not wash-out (selection & systematic over-reaction)
    - ★ state-dependent effect, no unconditional bias
  - ▶ Amplification – volatility and persistence due to aggregation effects
- Constrained optimal behavior
  - $\Rightarrow$  responds to policy

# Literature

- ① Imperfect actions as outcomes of procedural rationality
  - ▶ general principle: Simon (1976)
  - ▶ decision theory: Arragones et al. (2005), Ergin & Sarver (2010)
- ② Limited attention resources
  - ▶ 'Rational inattention': Sims (1998, 2003), Matejka (2015)
  - ▶ Information choice: Woodford (2003), Reis (2006), Gabaix (2014)
- ③ Bayesian statistics
  - ▶ Gaussian processes in machine learning: Rasmussen & Williams (2006)
- ④ Evidence for reasoning as a friction in a consumption-savings problem
  - ▶ field data: cognitive ability (D'Acunतो et al., 2019)
  - ▶ experimental: inertia and persistent mistakes (Khaw & Zorilla, 2018)
- ⑤ Challenging empirical properties of consumption responses:
  - ▶ Persistence: experience effects (Malmendier & Shen, 2018)
  - ▶ High MPC out of temporary shocks: Parker (2017), Olafsson & Pagel (2018), Ganong & Noel (2018)
  - ▶ Fat-tailed wealth distribution: De Nardi & Fella (2017)

# Outline

- ① General learning framework
- ② Consumption-Savings Application
- ③ 3 period example – analytics
- ④ Ergodic behavior – numerical solutions

# Basic Framework

- Quadratic tracking problem  $\Rightarrow$  optimal action  $c_t$ :

$$c_t = \mathbb{E}(c^*(y_t))$$

- $c^*(y)$  function is unknown – Bayesian non-parametric learning
- Prior is a Gaussian Process distribution: for any  $\mathbf{y} = [y_1, \dots, y_N]'$

$$c^*(\mathbf{y}) \sim N \left( \begin{bmatrix} c_0(y_1) \\ \vdots \\ c_0(y_N) \end{bmatrix}, \begin{bmatrix} \sigma_0(y_1, y_1) & \dots & \sigma_0(y_1, y_N) \\ \vdots & \ddots & \vdots \\ \sigma_0(y_N, y_1) & \dots & \sigma_0(y_N, y_N) \end{bmatrix} \right)$$

- ▶ e.g. prior is centered around the truth, state-by-state:

$$c_0(y) = c^*(y)$$

- ▶ covariance function: decreasing correlation with distance

$$\sigma_0(y, y') = \sigma_c^2 \exp(-\psi(y - y')^2)$$

# Reasoning

- Deliberating about best course of action: obtain signals

$$\eta(y_t) = c^*(y_t) + \varepsilon_t, \quad \varepsilon_t \sim N(0, \sigma_{\eta,t}^2)$$

- ▶ no objective info as observed by econometrician (Arragones et al. 2005)
- Recursive conditional expectation for best action at state  $y$

$$\hat{c}_t(y) = \hat{c}_{t-1}(y) + \frac{\sigma_{t-1}(y, y_t)}{\sigma_{t-1}(y, y_t) + \sigma_{\eta,t}^2} [\eta_t - \hat{c}_{t-1}(y)]$$



# Optimal deliberation

- Myopic trade off

$$\begin{aligned} \min_{\sigma_{\eta,t}^2} V_{cc} \sigma_t^2(y_t) + \kappa \ln \left[ \frac{\hat{\sigma}_{t-1}^2(y_t)}{\hat{\sigma}_t^2(y_t)} \right] \\ \text{s.t. } \sigma_t^2(y_t) \leq \sigma_{t-1}^2(y_t) \end{aligned}$$

- Optimal solution: choose  $\sigma_{\eta,t}^2$  so posterior variance

$$\sigma_t^{*2}(y_t) = \min \left\{ \frac{\kappa}{V_{cc}}, \sigma_{t-1}^2(y_t) \right\}, \forall y_t$$

- Resulting signal-to-noise ratio is state and history dependent

$$\alpha_t^*(y_t; \eta_t, \eta^{t-1}) = \max \left\{ 1 - \frac{\kappa/V_{cc}}{\sigma_{t-1}^2(y_t)}, 0 \right\}$$

- Leading to the effective action

$$\hat{c}_t(y_t) = \hat{c}_{t-1}(y_t) + \alpha_t^*(y_t; \eta_t, \eta^{t-1})(\eta_t - \hat{c}_{t-1}(y_t))$$

# Consumption Savings Application

- State dependent reasoning interacts with *endogenous* state evolution
- Workhorse laboratory: standard consumption savings problem
- Assuming quadratic utility  $u(\cdot)$ ,  $\beta = \frac{1}{1+r}$  and iid income  $w_t$

$$\Rightarrow c^*(w_t, a_t) = \frac{r}{1+r} \underbrace{(a_t + w_t)}_{y_t}$$

- Ex-ante identical continuum of agents with  $a_0^i = 0$ ,  $w_{it} = w_t$ 
  - ▶ Only heterogeneity in idiosyncratic reasoning errors
  - ▶ Ex-ante prior equals truth:  $c_0(y) = c^*(y)$

# Evolution of Beliefs

- Time 1 optimal reasoning choice:

$$\hat{\sigma}_{i1}^2(y_1) = \frac{\kappa}{V_{cc}} \Rightarrow \sigma_{\eta^i,1}^2 = \bar{\sigma}_{\eta,1}^2 = \frac{\kappa\sigma_c^2}{W_{cc}\sigma_c^2 - \kappa}$$

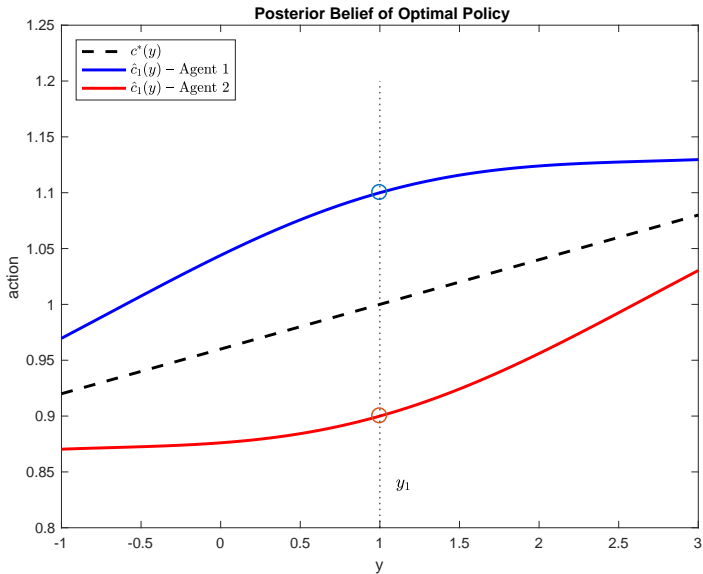
- Heterogeneous reasoning signals due to idiosyncratic error:

$$\eta_{i,1} = \underbrace{\frac{r}{1+r}(a_0 + w_1)}_{=c^*(y_1)} + \varepsilon_{i1}, \quad \varepsilon_{i1} \sim N(0, \sigma_{\eta^i,1}^2)$$

- Time 1 consumption:

$$\hat{c}_{i1} = \frac{r}{1+r}y_1 + \alpha_1\varepsilon_{i1}$$

# $t = 1$ Conditional Beliefs



# Asset Evolution

- Since reasoning errors are iid, no aggregate effect at time 1:

$$\bar{c}_1 = \int \hat{c}_{i1}(y_1) di = c^*(y_1)$$

- But heterogeneity in time 1 action, leads to time 2 wealth dispersion:

$$y_{i2} = y_1 + w_2 - (1 + r)\alpha_1 \varepsilon_{i1}$$

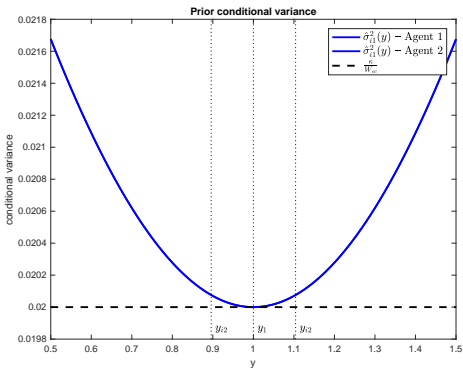
- $\Rightarrow$  agents face different uncertainty:

$$\hat{\sigma}_{i1}^2(y_{i2}) = \sigma_c^2(1 - \alpha_1 \exp(-2\psi(y_{i2} - y_1)^2))$$

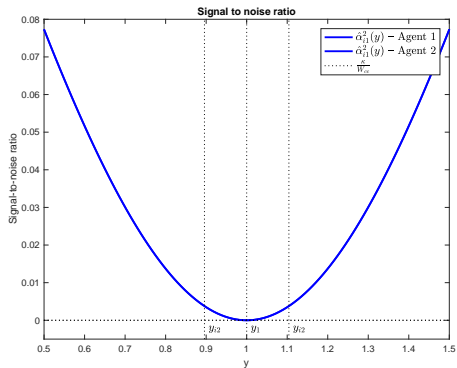
- $\Rightarrow$  different choice of reasoning effort in time 2:

$$\sigma_{\eta^i, 2}^2 = \frac{\kappa \hat{\sigma}_{i1}^2(y_{i2})}{W_{cc} \hat{\sigma}_{i1}^2(y_{i2}) - \kappa} \Rightarrow \alpha_{i2} = 1 - \frac{\kappa / W_{cc}}{\hat{\sigma}_{i1}^2(y_{i2})}$$

# $t = 2$ Uncertainty

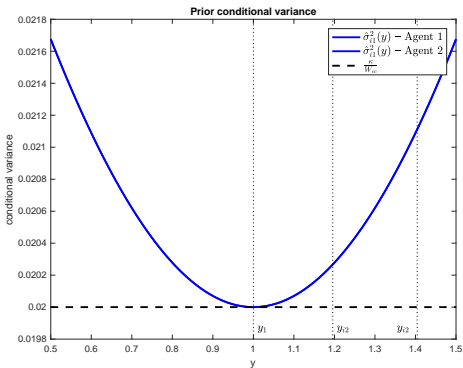


(a) Prior Conditional Variance

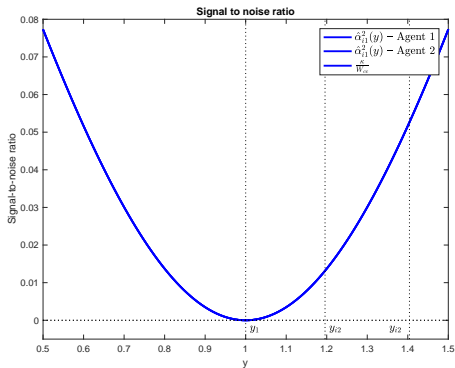


(b) Optimal Signal-to-Noise ratio

# $t = 2$ Uncertainty



(c) Prior Conditional Variance



(d) Optimal Signal-to-Noise ratio

## $t = 2$ Conditional Belief

- Conditional Belief

$$\hat{c}_{i2}(y_{i2}) = (1 - \alpha_{i2})\hat{c}_{i1}(y_{i2}) + \alpha_{i2}\left(\frac{r}{1+r}y_{i2} + \varepsilon_{i2}\right)$$

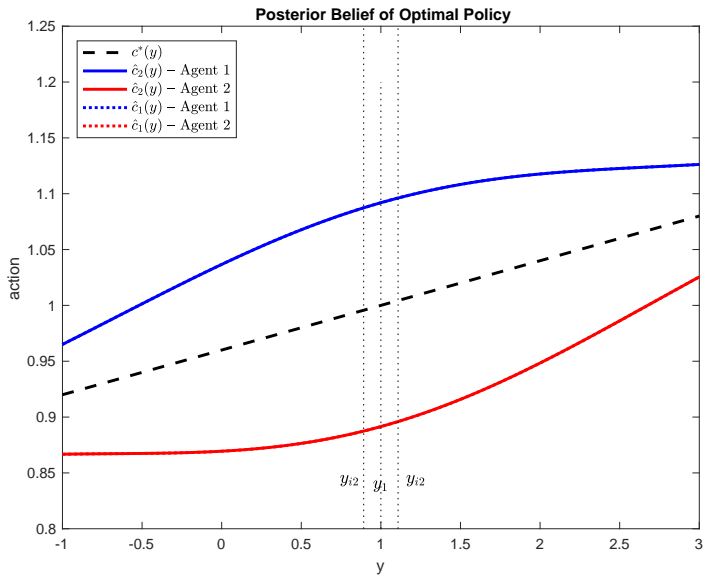
- ▶ Different reasoning efforts  $\Rightarrow$  different  $\sigma_{\eta^i}^2$
- ▶ But also different weights put on previous signals  $\eta_{i1}$

- Aggregate effect of reasoning errors:

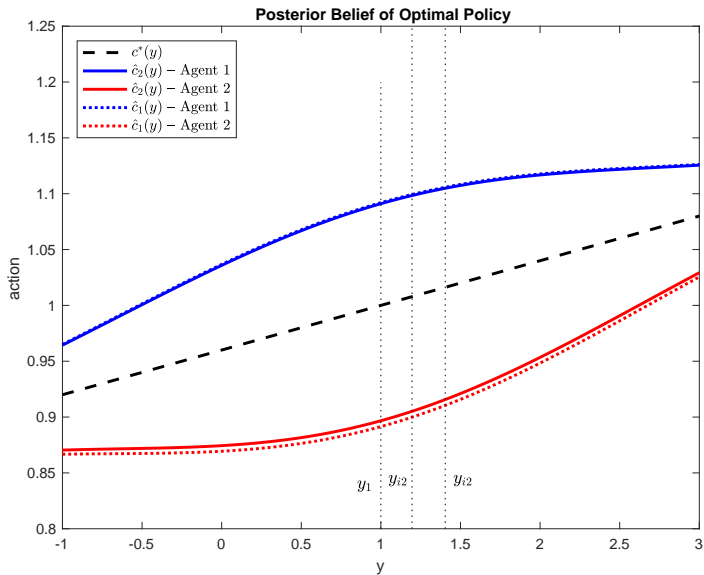
$$\bar{c}_2 = c^*\left(\int y_{i2} di\right) + \underbrace{\int (1 - \alpha_{i2})\alpha_1 \exp(-\psi(w_2 - (1+r)\alpha_1\varepsilon_{i1})^2)\varepsilon_{i1} di}_{>0 \iff w_2 > 0} + \underbrace{\int \alpha_{i2}\varepsilon_{i2} di}_{=0}$$



# $t = 2$ Conditional Beliefs



# $t = 2$ Conditional Beliefs

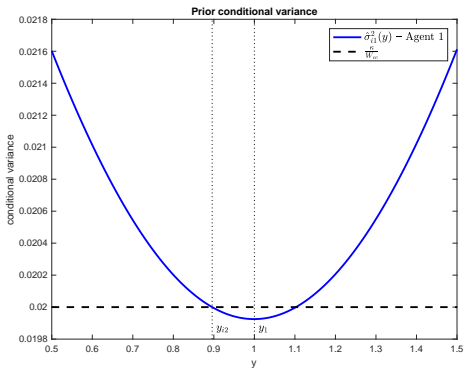


# Stochastic Choice

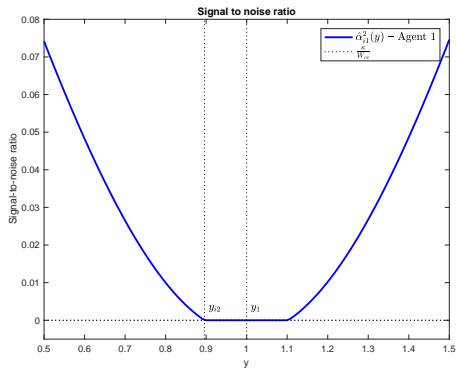
$$\hat{c}_{i2}(y_{i2}) = (1 - \alpha_{i2})\hat{c}_{i2}(y_{i2}) + \alpha_{i2}\left(\frac{r}{1+r}y_{i2} + \varepsilon_{i2}\right)$$

- Two key sources of choice heterogeneity
  - ▶ **Current** period reasoning errors  $\Rightarrow$  stochastic choice
    - ★ iid hence wash out in aggregate
  - ▶ **History** of reasoning choices and errors  $\Rightarrow$  systematic behavioral differences
    - ★ experience effects, habits
    - ★ Aggregate effects due to selection in learning/weight on previous errors
- Additionally, state variables would also differ endogenously leading to different actions even under optimality

# Asset Evolution: $t = 3$ Uncertainty

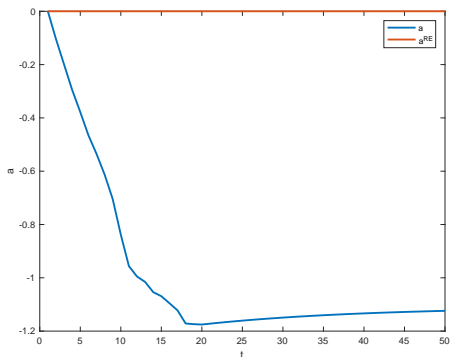


(e) Prior Conditional Variance

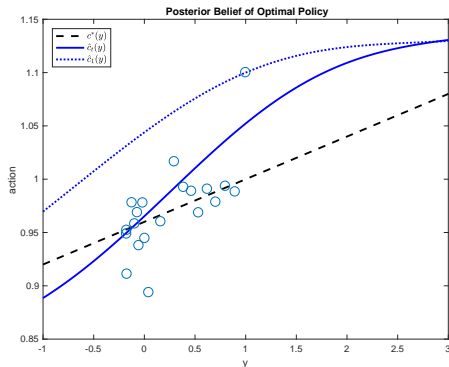


(f) Optimal Signal-to-Noise ratio

# Evolution of Assets and Beliefs



(g) Prior Conditional Variance

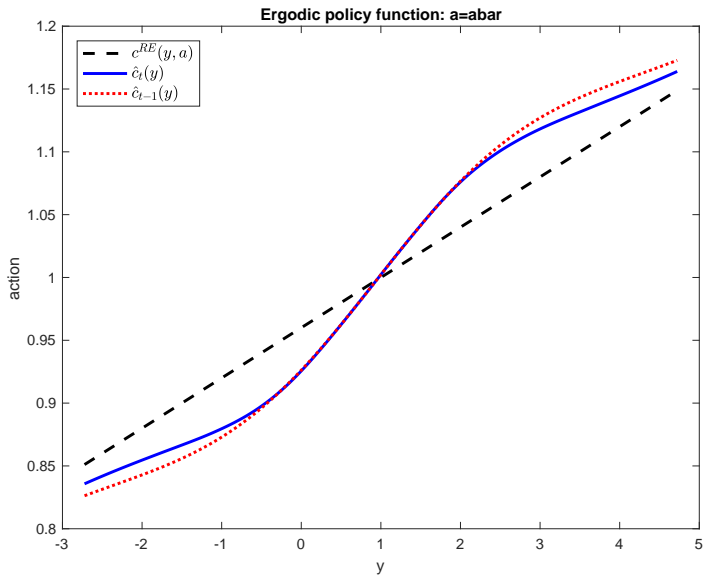


(h) Optimal Signal-to-Noise ratio

# Learning Traps

- Agents eventually settle in learning trap situations where no more reasoning occurs
- Learning stops before converging to truth
  - ▶ finite number of signals + non-random incidence
  - ▶ Initial reasoning errors do not average out
- Wealth steady state is defined by upward crossing of perceived optimal and true optimal
  - ▶ This creates a stable root in dynamics of wealth
  - ▶ Since the state (i.e. wealth) does not move around much, agent perceives no more need to keep actively learning
- Implications
  - 1 Persistent inequality with fat-tailed wealth distribution
  - 2 High local MPCs
    - ⇒ over-reaction is the norm
  - 3 Endogenous habit – past action dependence

# Ergodic Mean Policy Function



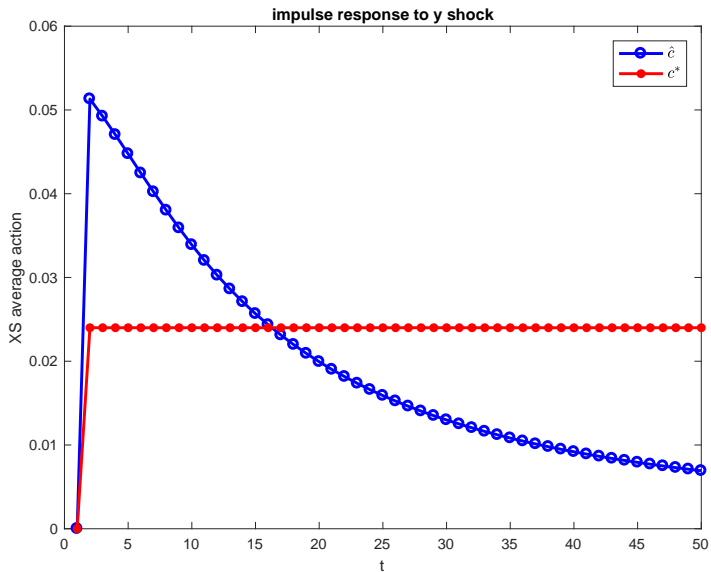
# Ergodic Moments

Moments	Mean	Std	Kurt	10 <sup>th</sup>	50 <sup>th</sup>	90 <sup>th</sup>
Consumption ( $C_t$ )	1.01	0.09	5.10	0.86	-0.02	1.14
Wealth ( $Y_t$ )	1	2.27	5.75	-1.3	-0.29	3
MPC ( $\frac{\partial C_t}{\partial Y_t}$ )	0.082	0.065	7.07	0.016	0.082	0.15
Reasoning Effort ( $\mathbb{1}(\alpha > 0)$ )	0.23	0.39	4.75	0	0.05	0.85

- In full information economy  $MPC = 0.04$



# Impulse Response



# Conclusion

- State and history dependent reasoning choices and actions
  - ▶ individual level: inertia, over-reaction, stochastic choice, biases
  - ▶ aggregate time series: shock amplification
- Study feedback between reasoning choice and endogenous states
  - ▶ reasoning signal determines state evolution (eg. consumption-savings)
  - ▶ observed state affects reasoning choice
  - ▶ future work: general equilibrium effects
- Policy implications
  - ▶ procedural rationality: patterns of errors respond to environment
  - ▶ state-dependent policy effects
- Experimental work
  - ▶ testable implications for state and history dependent reasoning errors