

Beliefs and Strategies in the Absentminded Driver Problem

Alexandru Marcoci

LSE

Pisa

July 9, 2013

- An *old* problem: The Absentminded Driver.

Summary

- An *old* problem: The Absentminded Driver.
- Philosophical view: focus on beliefs.

- An *old* problem: The Absentminded Driver.
- Philosophical view: focus on beliefs.
- I will offer a new justification for the solution to the Absentminded Driver problem.

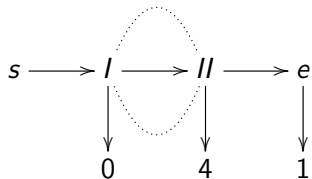
- An *old* problem: The Absentminded Driver.
- Philosophical view: focus on beliefs.
- I will offer a new justification for the solution to the Absentminded Driver problem.
 - What should the driver believe?

- An *old* problem: The Absentminded Driver.
- Philosophical view: focus on beliefs.
- I will offer a new justification for the solution to the Absentminded Driver problem.
 - What should the driver believe?
 - Can we solve the problem while keeping the driver's beliefs fixed? What would that entail?

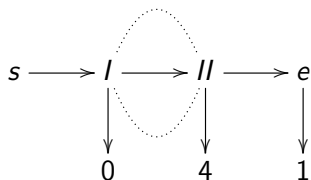
The Absentminded Driver

Having one last beer in the bar a driver is contemplating the road home. From the bar he needs to take the highway and then exit at the second intersection in order to sleep in his own bed. However, the way home is treacherous: if he exits at the first intersection he ends up in a very bad neighbourhood risking his life and if he continues on the highway after the second intersection he will need to sleep in a motel. Knowing he had one too many he realizes that he will not be able to remember passing by an intersection and hence he will not be able to acknowledge reaching the second. Therefore he asks himself what he should do.

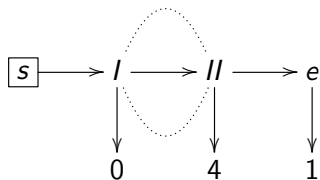
The Absentminded Driver

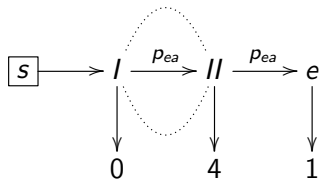


The Absentminded Driver

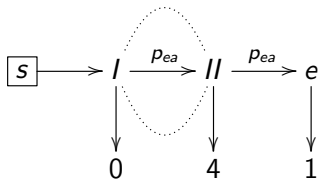


The root represents the bar, nodes I and II represent the first and the second exit, respectively, and the last node stands for the motel. The pay-offs we will be working with are 0 for ending up in the bad neighbourhood, 4 for getting home, and 1 for sleeping in a motel.



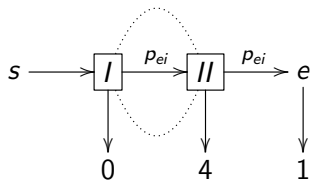


$$EU_{ea}(\text{mixing}) = (1 - p_{ea}) \times 0 + p_{ea} \times (1 - p_{ea}) \times 4 + p_{ea}^2 \times 1$$



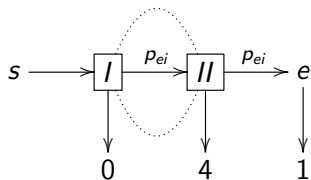
$$EU_{ea}(\text{mixing}) = (1 - p_{ea}) \times 0 + p_{ea} \times (1 - p_{ea}) \times 4 + p_{ea}^2 \times 1$$

$$\text{Maximizing: } p_{ea} = \frac{2}{3}$$

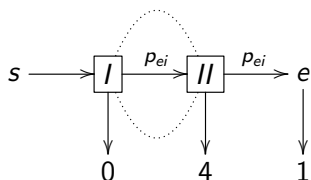


Problem 1 $EU_{ei}(\text{mixing})$

Ex Interim

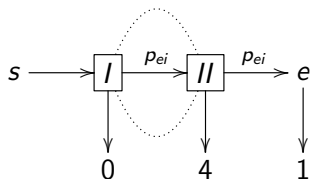


Ex Interim



$$EU_{ei}^{(p_{ei}, a)}(\text{mixing}) = a \times ((1 - p_{ei}) \times 0 + p_{ei}(1 - p_{ei}) \times 4 + p_{ei}^2 \times 1) \\ + (1 - a)((1 - p_{ei}) \times 4 + p_{ei} \times 1)$$

Ex Interim



$$EU_{ei}^{(p_{ei}, a)}(\text{mixing}) = a \times ((1 - p_{ei}) \times 0 + p_{ei}(1 - p_{ei}) \times 4 + p_{ei}^2 \times 1) \\ + (1 - a)((1 - p_{ei}) \times 4 + p_{ei} \times 1)$$

$$\text{Maximizing : } p_{ei} = \frac{7a - 3}{6a}$$

The Absentminded Driver Problem

$$p_{ea} = \frac{2}{3}$$
$$p_{ei} = \frac{7a - 3}{6a}$$

Problem 2 If $a \neq 1$, then $p_{ea} \neq p_{ei}$ and the driver has an incentive to switch strategies upon reaching an intersection.

The Absentminded Driver Problem

$$p_{ea} = \frac{2}{3}$$
$$p_{ei} = \frac{7a - 3}{6a}$$

Problem 2 If $a \neq 1$, then $p_{ea} \neq p_{ei}$ and the driver has an incentive to switch strategies upon reaching an intersection.

The Absentminded Driver Problem

$$p_{ea} = \frac{2}{3}$$
$$p_{ei} = \frac{7a - 3}{6a}$$

Problem 2 If $a \neq 1$, then $p_{ea} \neq p_{ei}$ and the driver has an incentive to switch strategies upon reaching an intersection.

Consistency $a = \frac{1}{1+p_{ei}}$

- This corresponds to the belief that you *reach* an intersection.

Consistency $a = \frac{1}{1+p_{ei}}$

- This corresponds to the belief that you *reach* an intersection.
- The probability of reaching intersection I is 1 and the probability of reaching intersection II depends on the strategy played at intersection I , namely p_{ei} .

Consistency $a = \frac{1}{1+p_{ei}}$

- This corresponds to the belief that you *reach* an intersection.
- The probability of reaching intersection I is 1 and the probability of reaching intersection II depends on the strategy played at intersection I , namely p_{ei} .
- Normalizing, $a = \frac{1}{1+p_{ei}}$, while $1 - a = \frac{p_{ei}}{1+p_{ei}}$.

Consistency $a = \frac{1}{1+p_{ei}}$

- This corresponds to the belief that you *reach* an intersection.
- The probability of reaching intersection I is 1 and the probability of reaching intersection II depends on the strategy played at intersection I , namely p_{ei} .
- Normalizing, $a = \frac{1}{1+p_{ei}}$, while $1 - a = \frac{p_{ei}}{1+p_{ei}}$.
- The optimal strategy feeds back into your belief.

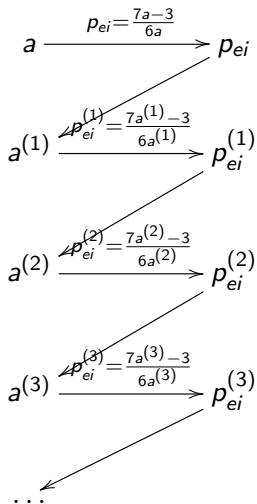
- 1 Start with an arbitrary a .

- 1 Start with an arbitrary a .
- 2 The optimal strategy is $p_{ei} = \frac{7a-3}{6a}$.

- 1 Start with an arbitrary a .
- 2 The optimal strategy is $p_{ei} = \frac{7a-3}{6a}$.
- 3 Rationality, a.k.a. Consistency, says that your belief that you are at the first intersection given your optimal strategy is
$$a^{(1)} = \frac{1}{1+p_{ei}} = \frac{1}{1+\frac{7a-3}{6a}} = \frac{6a}{13a-3}$$

- 1 Start with an arbitrary a .
- 2 The optimal strategy is $p_{ei} = \frac{7a-3}{6a}$.
- 3 Rationality, a.k.a. Consistency, says that your belief that you are at the first intersection given your optimal strategy is
$$a^{(1)} = \frac{1}{1+p_{ei}} = \frac{1}{1+\frac{7a-3}{6a}} = \frac{6a}{13a-3}$$
- 4 But then the optimal strategy must change as well ...

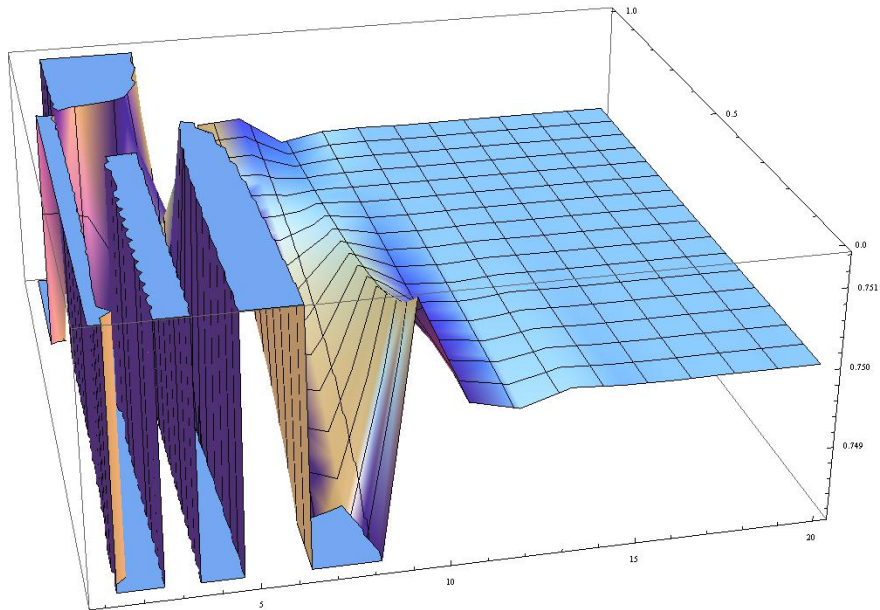
From Strategies back to Beliefs



For any initial belief, a , the above sequence of beliefs $a, a^{(1)}, a^{(2)}, \dots$ converges to $\frac{9}{13}$.

For any initial belief, a , the above sequence of beliefs $a, a^{(1)}, a^{(2)}, \dots$ converges to $\frac{9}{13}$.

By the feedback mechanism, the equilibrium between your beliefs and your strategies is reached when the driver believes he is at the first intersection with probability $\frac{9}{13}$ and he continues with probability $\frac{4}{9}$.



Stability The beliefs have to be in equilibrium with the optimal strategies: $a^{(1)} = a$

- The only Stable belief is $\frac{9}{13}$.

Stability The beliefs have to be in equilibrium with the optimal strategies: $a^{(1)} = a$

- The only Stable belief is $\frac{9}{13}$.
- Why should Rationality demand Stability? Because otherwise you never get to action.

Problem 2

- So, we rephrased the problem thus: by Rationality (Consistency construed as an update rule and Stability) the ex interim optimal strategy differs from the ex ante one.

Problem 2

- So, we rephrased the problem thus: by Rationality (Consistency construed as an update rule and Stability) the ex interim optimal strategy differs from the ex ante one.
- This differs from the usual way of presenting which simply says that a should not be 1. I offer a justification for this: a has to be Rational (in the above sense). 1 is not.

Problem 2

- So, we rephrased the problem thus: by Rationality (Consistency construed as an update rule and Stability) the ex interim optimal strategy differs from the ex ante one.
- This differs from the usual way of presenting which simply says that a should not be 1. I offer a justification for this: a has to be Rational (in the above sense). 1 is not.
- However, this does not solve Problem 2: $p_{ei} = \frac{4}{9}$ and $p_{ea} = \frac{2}{3}$.

The Solution to the AMD Problem

Split the driver into two different agents each acting at one intersection.

The Solution to the AMD Problem

Split the driver into two different agents each acting at one intersection.

The driver continues at the intersection at which we are performing the evaluation with p and the driver at the *other* intersection is continuing with probability q .

The Solution to the AMD Problem

Split the driver into two different agents each acting at one intersection.

The driver continues at the intersection at which we are performing the evaluation with p and the driver at the *other* intersection is continuing with probability q .

$$\begin{aligned} EU_{ei}^{(p,q)}(\textit{mixing}) &= \frac{1}{1+q}((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ &\quad + \frac{q}{1+q}((1-p) \times 4 + p \times 1) \end{aligned}$$

The Solution to the AMD Problem

Split the driver into two different agents each acting at one intersection.

The driver continues at the intersection at which we are performing the evaluation with p and the driver at the *other* intersection is continuing with probability q .

$$EU_{ei}^{(p,q)}(\text{mixing}) = \frac{1}{1+q}((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + \frac{q}{1+q}((1-p) \times 4 + p \times 1)$$

maximising over p yields that the optimal strategy for the *other* driver is to continue with $q = \frac{2}{3}$ and that the driver at the evaluation point can choose whichever strategy he wants. In particular, he can choose $\frac{2}{3}$.

The Solution to the AMD Problem

Split the driver into two different agents each acting at one intersection.

The driver continues at the intersection at which we are performing the evaluation with p and the driver at the *other* intersection is continuing with probability q .

$$EU_{ei}^{(p,q)}(\text{mixing}) = \frac{1}{1+q}((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + \frac{q}{1+q}((1-p) \times 4 + p \times 1)$$

maximising over p yields that the optimal strategy for the *other* driver is to continue with $q = \frac{2}{3}$ and that the driver at the evaluation point can choose whichever strategy he wants. In particular, he can choose $\frac{2}{3}$.

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\textit{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.
- The driver at the current intersection continues with $p = q = \frac{7a-3}{3a}$.

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.
- The driver at the current intersection continues with $p = q = \frac{7a-3}{3a}$.
- By Consistency, $a^{(1)} = \frac{1}{1 + \frac{7a-3}{3a}}$.

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.
- The driver at the current intersection continues with $p = q = \frac{7a-3}{3a}$.
- By Consistency, $a^{(1)} = \frac{1}{1 + \frac{7a-3}{3a}}$.
- By Stability, $a^{(1)} = a$

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.
- The driver at the current intersection continues with $p = q = \frac{7a-3}{3a}$.
- By Consistency, $a^{(1)} = \frac{1}{1 + \frac{7a-3}{3a}}$.
- By Stability, $a^{(1)} = a$
- There is only one Consistent and Stable belief: $a = \frac{3}{5}$.

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.
- The driver at the current intersection continues with $p = q = \frac{7a-3}{3a}$.
- By Consistency, $a^{(1)} = \frac{1}{1 + \frac{7a-3}{3a}}$.
- By Stability, $a^{(1)} = a$
- There is only one Consistent and Stable belief: $a = \frac{3}{5}$.
- Then, the optimal ex interim strategy is to continue with $\frac{2}{3}$, and hence $p_{ea} = p_{ei}$.

The Solution to the AMD Problem

$$EU_{ei}^{(p,q,a)}(\text{mixing}) = a((1-p) \times 0 + p(1-q) \times 4 + pq \times 1) \\ + (1-a)((1-p) \times 4 + p \times 1)$$

- The maximum is reached when the driver at the other intersection continues with $q = \frac{7a-3}{3a}$.
- The driver at the current intersection continues with $p = q = \frac{7a-3}{3a}$.
- By Consistency, $a^{(1)} = \frac{1}{1 + \frac{7a-3}{3a}}$.
- By Stability, $a^{(1)} = a$
- There is only one Consistent and Stable belief: $a = \frac{3}{5}$.
- Then, the optimal ex interim strategy is to continue with $\frac{2}{3}$, and hence $p_{ea} = p_{ei}$.
- Consistency and Stability come apart. By updating according to Consistency the driver does not always reach a Stable belief.

- We separated beliefs from strategies. We kept the beliefs fixed under maximisation but updated them on the result of the maximisation.

- We separated beliefs from strategies. We kept the beliefs fixed under maximisation but updated them on the result of the maximisation.
- The justification for continuing with $\frac{2}{3}$ comes from the fact that ex interim, the only rational belief (Consistent and Stable) is $\frac{3}{5}$.