

Modeling Ambiguity and Probability-Weighting: Chapter 3 and Enke and Graeber 2023

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I. Standard Bayesianism

Outcome spaces; propositions; probability distributions as vectors.

Laundry + Thomas

Constants vs. (random) variables.

2 and x vs. X

Random variables used to specify propositions.

Multiple names for a given proposition

Questions/evidence as partitions; conditioning as wiping mud.

Posterior probability P^+ as a *variable probability function*.

Conditional probability vs. posterior probability.

Stochastic matrices; use P^+ to specify propositions.

Prior probability P also as a *variable probability function*.

Not a constant distribution π

Probability frames (W, α, P, P^+) .

P_α vs P

E.g. Thomas example.

Standard Bayesianism (SB) $\approx P$ is constant and there is a partition \mathcal{Q} such that P^+ is the result of conditioning P on the true answer to \mathcal{Q} .

For all w , $P_w^+(\cdot) = P_w(\cdot | \mathcal{Q}_w)$, where \mathcal{Q}_w is the true member of \mathcal{Q} at w .

These are the models that are used to prove the convergence theorems.

Fact 1. Standard-Bayesian frames are always *clear*:

If $P_w(q) = x$, then $P_w(P(q) = x) = 1$; and

If $P_w^+(q) = x$, then $P_w^+(P^+(q) = x) = 1$.

Also true of *conditional* probabilities.
 $P_\alpha(r|l) = \frac{2}{3}$, and $P_\alpha(P(r|l) = \frac{2}{3}) = 1$.

Why? Because you (1) are sure of what your prior was,¹

(2) are sure of what you learned,² and

(3) are sure that you updated on what you learned by conditioning.³

¹ Since P constant

² Since \mathcal{Q} is partitional

³ Since that's true at all worlds

Fact 2. Standard-Bayesian updates validate the 'Martingale' principle.

- Expectations of a random variable X , $\mathbb{E}_{P_\alpha}(X)$.
- Expectations used to guide decisions.
- Prior P_α can form expectation for posterior P^+ , written $\mathbb{E}_{P_\alpha}(P^+(l))$
- **Martingale:** Your prior expectation for your posterior probability in q must equal your prior probability for q .
- Denying Martingale leads to an important form of confirmation bias and (thereby) convergence failures.

Not what you 'expect'. What P_α is confident average would be in long run.
 $B^1 = \$1$ if did laundry;
 $B^2 = \$2$ if did and Thomas remembers

$\mathbb{E}_{P_\alpha}(P^+(q)) = P_\alpha(q)$
'evidence of evidence is evidence'

$\mathbb{E}_{P_\alpha}(P^+(q)) > P_\alpha(q)$ = investigate in a way that you expect, on average, to increase your credence in q .

II. Ambiguous Bayesianism

P is a variable. So let it vary across the worlds it leave open.

$P_w(u) > 0$ and $P_w(v) > 0$,
but $P_u(q) \neq P_v(q)$.

Unrealistic that your conditional probabilities about Thomas's memory

were clear: even if $P_a(r|l) = \frac{2}{3}$, you're not sure of that.
Suppose we want to let $P(r|l)$ vary. How?

Make sure worlds are specific enough to tell us what $P(r|l)$ is.
Draw frame that lets $P_w(r|l)$ vary across worlds.

Genuine higher-order uncertainty.

Unsure whether $\langle P(r) = 0.33 \rangle$ or $\langle P(r) = 0.17 \rangle$.

Unsure whether $\langle P(r|l) = \frac{2}{3} \rangle$ or $\langle P(r|l) = \frac{1}{3} \rangle$.

Informed probabilities, \hat{P} vs 'uninformed' (subjective) probabilities P .

Factorability: P_w always a weighted average of the possible values of \hat{P} .

Updating: lay down a partition \mathcal{Q} over P , condition on true cell.
(Imagine adding a line to a computer program: 'resample if $\neg \mathcal{Q}_w$ '.)

If time: see glimmers of hindsight bias and confirmation bias.

III. Probability-Weighting

Risk aversion. Standard: diminishing marginal utility.

But that's *not* how real people behave. Four-fold pattern:

Unlikely gains: With low probabilities of gains, people are *risk seeking*.

Unlikely losses: With low probabilities of losses, people are *risk-averse*.

Likely gains: With high probabilities of gains, people are *risk-averse*.

Likely losses: With high probabilities of losses, people are *risk-seeking*.

Classic explanations: *prospect theory* (Tversky and Kahneman 1992), or *rank-dependent utility theory* (Quiggin 1982; Buchak 2013).

The idea: add *decision-weights* to modify probabilities.

Philosophers (like Buchak) often focus on simple ones like x^2 ; but real people show an *inverse-S curve*. That explains the four-fold pattern.

Enke and Graeber: evidence that distortion in people's elicited subjective probabilities.

Enke and Graeber: explain with *cognitive uncertainty* (CU), i.e. subjective uncertainty over your 'ex ante utility-maximizing decision'.

Measuring CU: certainty equivalents; estimates of optimal guess.

Model of CU:

- Draw n binomial samples from ideal probability $\mathcal{P}(q)$.
- Default (beta) prior δ , with $\delta(q) = \mathbb{E}_\delta(\mathcal{P}(q))$. δ updated on samples to get elicitation, $\delta(q|samples = \frac{m}{n})$.

In fact, $P_a(r) = 0.33$.

In fact, $P_a(r|l) = \frac{2}{3}$.

Analogy(?): unsure if (1) angry at work or (2) angry at Thomas. If learned (2), you'd get *more* angry at Thomas.

Better(?): P dispositional. So learning about P is learning about your dispositions, affecting your dispositions.

→ You're unsure whether you're able to (disposed to) perform a hand-stand. If you learned that you are, you'd be *more* able to (more likely to succeed).

Buying lottery tickets.

Buying fire insurance.

Preferring (i) a sure \$90 to (ii) a bet that's 95%-likely to yield \$100 and 5% likely to yield \$0.

Preferring (i) a 95%-chance to lose \$100 and 5%-chance to lose nothing to (ii) a sure loss of \$90.

Regressive (flat) in middle; sensitive at endpoints

= expectedly-best option, i.e. rational option to take

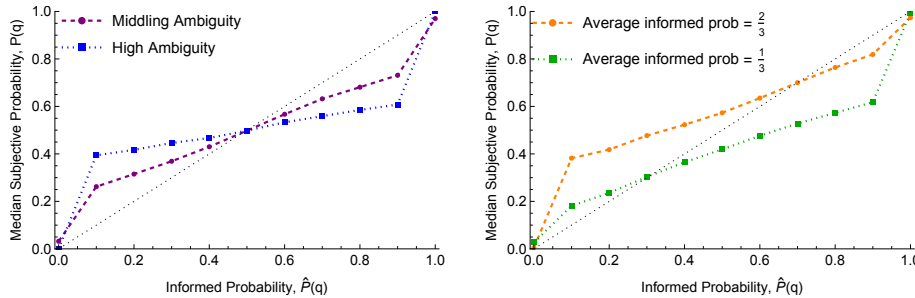
Predicts noise and regressive-ness. (Need to vary n at endpoints to get sensitivity at endpoints.)

IV. Cognitive Uncertainty as Higher-Order Uncertainty

Basic idea: interpret measures of cognitive uncertainty as measuring *higher-order* uncertainty.

- Generate random (factorable) frames and updates;
- Treat (posterior) informed probability $\hat{P}_a(q)$ as objective probability;
- Track (posterior) subjective probability $P_a(q)$.
- Track (some measure of) higher-order uncertainty.

Bin cases by $\hat{P}(q)$ (0, 0.1, 0.2, ...), and plot results:



Simple Ambiguity = $1 - c$, where:
if $P_a(q) = x$, then
 $c := P_a(P(q) = x \pm 0.01)$.

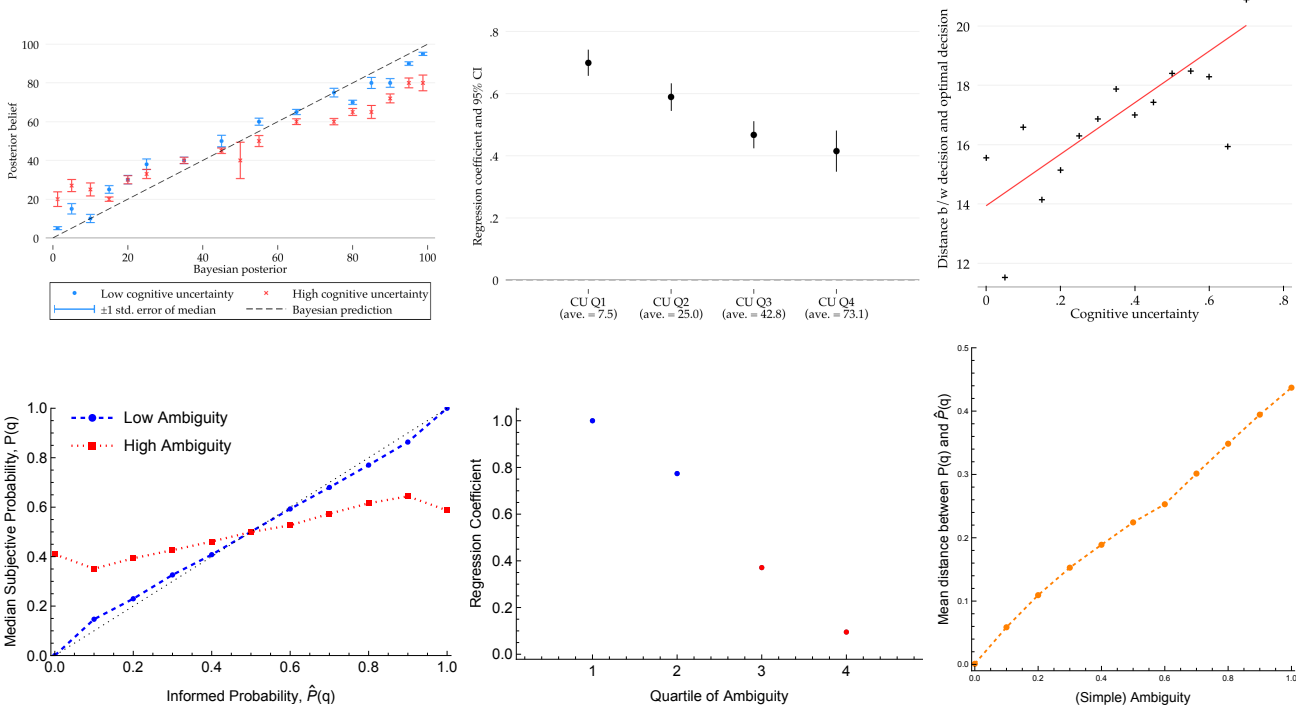
Why?

- *Regressive* because P is a weighted average of both *true* informed probability $\hat{P}_a(q)$ and other $\hat{P}_w(q)$ for other possible w .
→ Whether regressive toward 0.5, or higher or lower, depends on what the average informed probability is.
- *Sensitive at end-points* b/c most-common way to get extreme (0 or 1) informed credence in q is to learn something that *settles* whether q .

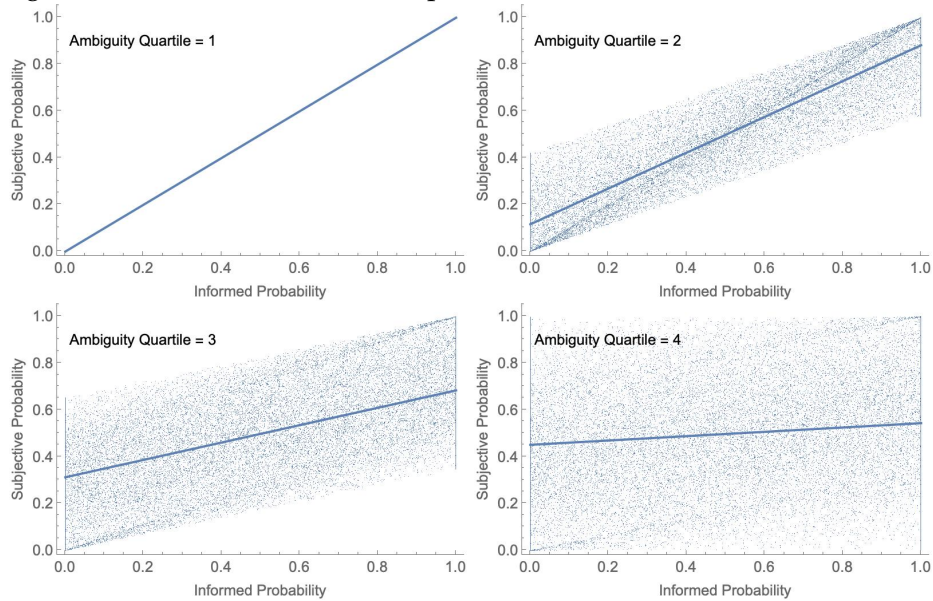
Higher-order doubts skew your probabilities toward the average informed probability

I.e. either $Q_a \subset q$ or $Q_a \subseteq \neg q$

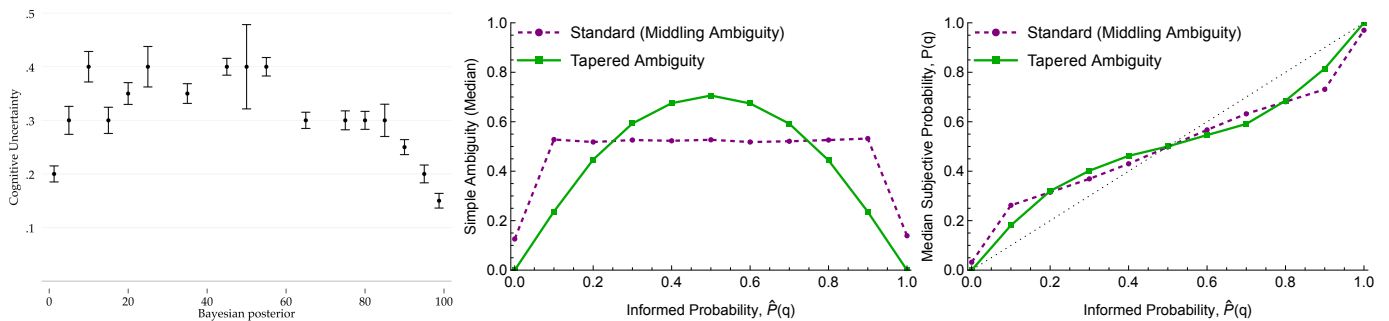
Fits with Enke and Graeber's findings that cognitive uncertainty correlates with regressive-ness:



What do the regression coefficients mean? Slope of the line of best fit:



Simulations also replicate inverse-U shape of cognitive uncertainty against informed probability:



Empirical strategy:

- Use simulations to predict correlations between ambiguity and the target effect (hindsight bias, confirmation bias, polarization, etc.)
- Put real people in analogous experimental conditions.
- Use Enke-and-Graeber-style questions to measure ambiguity (cognitive uncertainty).
- See whether results match (qualitative) predictions.

References

- Buchak, Lara, 2013. *Risk and rationality*. Oxford University Press.
- Quiggin, John, 1982. 'A theory of anticipated utility'. *Journal of Economic Behavior and Organization*, 3(4):323-343.
- Tversky, Amos and Kahneman, Daniel, 1992. 'Advances in prospect theory: Cumulative representation of uncertainty'. *Journal of Risk and uncertainty*, 5:297-323.