Skewness and Preferences for Non-Instrumental Information

Yusufcan Masatlioglu Yeşim Orhun Collin Raymond

Belief utility

Intrinsic Information Preferences and Skewness

Motivated Optimism and Workplace Risk

Endogenous Information Feedback and Performance

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Policy-driven Inequities in Access

Impact of School Closures on Mental Health Outcomes

Physician Attention, Congruence and Complex Patient Outcomes

Abortion Center Closures and Contraception Usage

- Neoclassical model: Information is valuable to the extent it informs decision-making (instrumental, extrinsic value)
- Information impacts utility also through its impact on expectations (intrinsic value)
 - Anxiety / hope about uncertain future events
 - Disappointment / elation due to realizations vs. beliefs

- Theory literature characterizes intrinsic preference for the amount (timing) of information
 - Preference for early vs late (Kreps and Porteus, 1978; Caplin and Leahy, 2001)
 - Preference for gradual vs one-shot (Dillenberger, 2010; Kőszegi and Rabin, 2009; Ely et al., 2013)
- Experimental work also focuses on this dimension
 - Chew and Ho, 1994; Arai, 1997; Ahlbrecht and Weber, 1997; Lovallo and Kahneman, 2000; Von Gaudecker et al., 2011; Brown and Kim, 2014; Kocher et al., 2014; Falk and Zimmermann, 2014; Zimmermann, 2014; Ganguly and Tassoff, 2017.
- People may avoid information, even when it is useful

- Many information structures in the real world are inherently skewed
 - Positively skewed: Eliminates more uncertainty about a desired outcome if it generates a good signal, but unlikely to generate a good signal (Paul)
 - Negatively skewed: Eliminates more uncertainty about an undesired outcome if it generates a bad signal, but unlikely to generate a bad signal (Niels)
- Medical tests, bosses, news, earnings guidance...

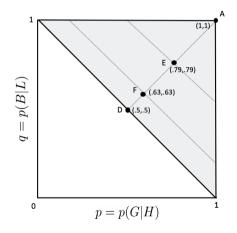
- 1. Whether people prefer negatively or positively skewed information structures, when they are equally informative
- 2. Whether people prefer more or less informative structures
- 3. Whether people tradeoff skewness and informativeness
 - Can providing skewed signals reduce information resistance? (Caplin and Eliaz, 2003; Eliaz and Spiegler, 2006; Schweizer and Szech, 2013; Dillenberger and Segal, 2017)

- We provide two novel results
 - Widespread preference for positive \succ negative skewness
 - Providing positively skewed signals can increase both how many people are willing to acquire information and how much they value it
- We explore the implications of these results for
 - Optimal information design policy when information avoidance is a concern
 - Models of intrinsic information preferences

- Three lab experiments (N=1182) in which subjects choose among information structures that reveal clues about whether they won \$10 in a lottery (to be revealed in 30 minutes)
 - Experiment 1: Between-subject, informational premia
 - Experiment 2: Within-subject, information-skewness tradeoff
 - Experiment 3: Vary priors
- Two field studies (N=1226) in contexts where skewed information not only possible, but also natural
 - Alzheimer's disease
 - Intelligence test feedback

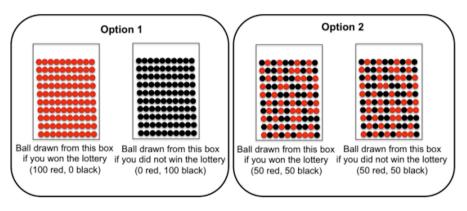
- Binary outcomes with utilities u(H), u(L)
 - Period 0: Prior f on H.
 - Period 1: Receive a signal. Realizations are G (good) or B (bad). Update beliefs.
 - Period 2: Outcome realized (H or L).
- Presume individuals have preferences for information structures (p,q) given the prior f, denoted by \succeq_f .
 - Probability of good signal conditional on high outcome: p = p(G|H)
 - Probability of bad signal conditional on low outcome: q = p(B|L)

WLOG, consider $\mathbb{S} := \{(p,q) | p+q > 1\} \cup (.5,.5)$, minimal set that captures all possible posterior distributions



Representation of information structures

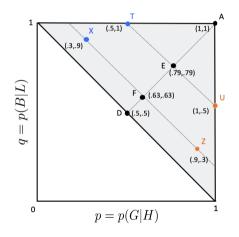
Choice between (1, 1) and (.5, .5)



50% red, 50% black Black: 0% win Red: 100% win 50% red, 50% black Black: 50% win Red: 50% win

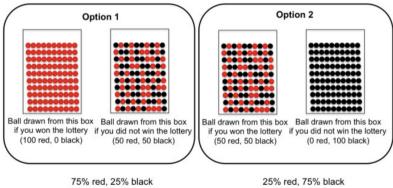
Skewed signals

 $\label{eq:linear} \mbox{Information is negatively skewed if } p > q.$ It is positively skewed if p < q.



Representation of information structures

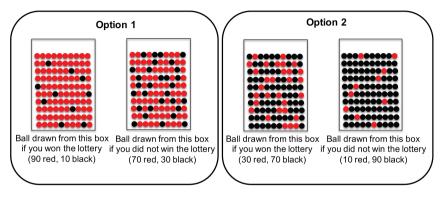
Choice between (1, .5) and (.5, 1)



Black: 0% win Red: 67% win 25% red, 75% black Black: 33% win Red: 100% win

Representation of information structures

Choice between (.9, .3) and (.3, .9)



80% red, 20% black Black: 25% win Red: 56% win 20% red, 80% black Black: 44% win Red: 75% win

- 60 minutes, \$7 participation, computerized lab experiment
- Practice preference elicitation tools (different task)
- <u>Period 0</u>: Receive raffle ticket 50% chance of paying additional \$10. Winning tickets announced at end, but decided at beginning of experiment (die roll, last digit)
- <u>Period 1</u>: Make pairwise choice(s) between information structures regarding whether they have a winning ticket
 - Information structure implemented, subjects observe signal
 - While waiting, answer questions about demographics, complete (hypothetical) preference elicitations, and provide reasons for information choice
- <u>Period 2</u>: Approximately 30 minutes after making choice, observe whether ticket won; receive payment

- Indicate preference intensity: Scale, 0 indifferent between two options, 10 very strong preference for Option 2 (chosen one)
- In Experiment 1, also decide whether for $x \in [0, 50]$ cents, they would accept to see a ball drawn from Option 1 instead of Option 2
- Computer draws a ball from the appropriate option and displays the color on the screen
- After observing signal realization, subjects confirm posteriors

This design addresses important challenges in identifying intrinsic preferences for information

- 1. Presents entirely non-instrumental information
- 2. Exogenously sets common priors
- 3. Separately identifies preferences for skewness, by pairing positively and negatively skewed structures that have the same variance (and absolute value of skewness)
- 4. Eliminates confounds that arise from cognitive constraints or flaws in Bayesian updating, by providing the posteriors they should hold after each type of signal

Treatment	N	Preferences	Percentage	<i>p</i> -value
Early vs. Late				
Τ1	79	$(1,1) \succ (.5,.5)$	70%	.000
Positively Skewed vs. Negatively Skewed				
T2	78	$(.5,1) \succ (1,.5)$	80%	.000
Т3	83	$(.3, .9) \succ (.9, .3)$	67%	.001
Τ4	78	$(.6, .9) \succ (.9, .6)$	74%	.000
Positively Skewed vs. Late				
T5	75	$(.5,1) \succ (.5,.5)$	87%	.000
Т6	68	$(.3, .9) \succ (.5, .5)$	82%	.000
Negatively Skewed vs. Late				
Τ7	57	$(1,.5) \succ (.5,.5)$	72%	.000
Т8	60	$(.9, .3) \succ (.5, .5)$	77%	.000
(Symmetric) Gradual vs. Late				
Т9	63	$(.79, .79) \succ (.5, .5)$	81%	.000
T10	59	$(.63, .63) \succ (.5, .5)$	75%	.000

Across 700 participants in the Ross Behavioral Lab,

- 1. Typical participant prefers positive \succ negative skew (T2-T4)
- 2. Typical participant likes information (T1, T9, T10). But, a substantial minority (30%) avoid fully revealing signals.
- 3. Information avoidance reduces in the aggregate with positive skew: T1 vs. T5 (p = .01) and T1 vs. T6 (p = .07).
 - Not explained by a preference for gradual resolution (T1 vs. T7 or T8 are insignificant).

- Define informational premia given prior f as the minimum amount of money an individual would need to move from (p,q) to (p^\prime,q^\prime)
- This definition corresponds to (and generalizes)
 - Gradual resolution premium in Dillenberger (2010). WTP/WTA to replace the compound lottery with its single-stage counterpart.
- Allows for a simple experimental elicitation (list method, amounts between 1 cent and 50 cents) for each pairwise choice in T1-T10

Paying for 30-minute duration, for a \$5 expected value

- 1. Average premia conditional on choice
 - Generally large averages, over 20 cents for 18 out of 20 cases
 - At least as high for skewness as for full vs. late

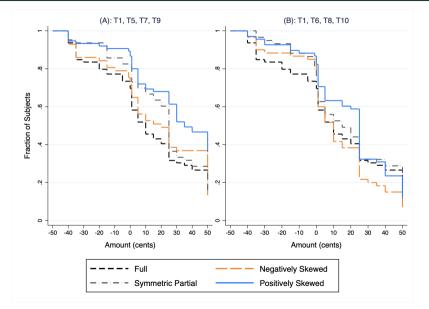
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 - Premia for positively skewed options vs. (.5, .5) is 2x 3x as large as (1, 1) vs. (.5, .5)
 - Premia ordering reflects choice ordering among equivariant signals: pos skew \succ symmetric \succ neg skew

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- 3. Inverse demand curves
 - Maximum info price for 1/2 of population to acquire information: 5c for full info, 30c for positively skewed info
 - At 0c, 72% vs 88% willing to get full vs. positively skewed info, at a price of 50c, it is 15% vs. 36%

Inverse Demand Curves of (p, q) vs (.5, .5)

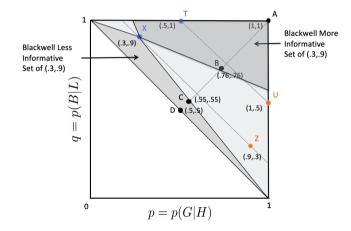


- Strong preference for positive skew vs. negative skew
- Monotonicity in preferences for skewness. Conditional on the variance, subjects prefer more positively skewed structures more (reflected in choice % and in informational premia)
- Suggestive of a tradeoff between skewness and informativeness (non-monotonicity in informativeness)
- Open-ended reasons for choice: desire to preserve hope as the main motivator

- Each subjects made 5 pairwise choices (one randomly chosen, order varied)
- Repeats treatments from Experiment 1 for Q1-Q3
- Design tested whether preferences for skewness interact with preferences for timing (within-person)

Informativeness versus Skewness

Intuitively, posteriors under BW more-informative structures are mean preserving spread of those under BW less-informative ones



				-	
Cond. 1	Cond. 2	N	Preferences	Percentage	p-value
Early vs. Late					
Q1	Q1	250	$(1,1) \succ (.5,.5)$	78%	.000
Positively Skewed vs. Negatively Skewed					
Q2	Q2	250	$(.5,1) \succ (1,.5)$	67%	.000
Q3	Q5a	183	$(.3, .9) \succ (.9, .3)$	81%	.000
Q5a	Q3	196	$(.6, .9) \succ (.9, .6)$	74%	.000
(Symmetric) Gradual vs. Positively Skewed					
Q4a		92	$(.76, .76) \succ (.3, .9)$	71%	.000
	Q4a	104	$(.67, .67) \succ (.1, .95)$	64%	.002
Q4b		27	$(.55, .55) \succ (.3, .9)$	33%	.061
	Q4b	27	$(.66, .66) \succ (.5, 1)$	56%	.701
(Symmetric) Gradual vs. Late					
Q5b	Q5b	121	$(.55, .55) \succ (.5, .5)$	75%	.000

- A large proportion of subjects prefer positively to negatively skewed information, and preferences for skewness tend to be monotonic
- Those who prefer early to late resolution tend to monotonically prefer more informative structures, and tend not to trade off skewness and informativeness.
- Those who prefer full late resolution to full early resolution are sometimes willing to take positively skewed information.

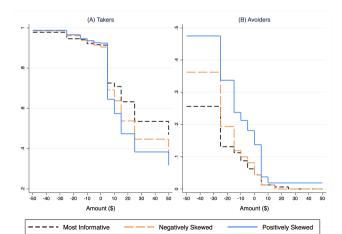
Context choices guided by:

- Can provide simple information structures that are natural: (1) no information, (2) very
 informative signal, (3) positively skewed and less informative signal, (4) negatively skewed and less
 informative signal
- Minimize confounding preferences for skewness vs. informativess that arise in the field due to lack
 of control over exact properties of information structures (prior, variance, instrumentality)
- Prior information avoidance documented as a concern, evaluating policies is of interest (medical: Oster et al 2013; Ganguly and Tasoff, 2017, intelligence: Eil and Rao, 2011; Mobius et al, 2022)

- 626 MTurkers, 40 years or older (avg. 53 yo)
- APOE gene pairs (exogenous, common priors)
 - Neutral variant (APOE3): 70% of population, Protective variant (APOE2): 5-10% of population, Risky variant (APOE4): 20-25% of population
 - People with APOE2/APOE2 have lowest risk, APOE4/APOE4 have highest risk, others are in between
- Natural context for partially informative skewed signals
 - Neg. Skew: Carry (at least one copy of) APOE4
 - Pos. Skew: Carry (at least one copy of) APOE2
 - Most Info: Exact combination of genes
- Willingness to pay \$X, X ranging -50 and 50

Alzheimer's Disease: Results

- Those who want to learn about exact combination of genes do not tradeoff information and skewness
- Among avoiders, 19% indicate demand for APOE2 test (only 4% do so for APOE4) and 9.25% would even pay for it



- 600 MTurkers first take a test (fluid intelligence: verbal and visual reasoning)
- We elicit individual priors μ regarding their rank among 100 randomly chosen participants
- Personalized information structures, with $topcut_{\mu} = \mu \delta_{\mu}$ and $bottomcut_{\mu} = \mu + \delta_{\mu}$ where $\delta_{\mu} = \frac{1}{4}min\{\mu, 100 \mu\}$

NoInfo Receive no information about how your score ranks you relative to other people

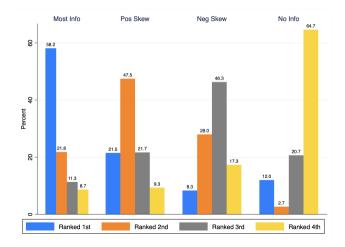
- MostInfo Learn whether your score ranked topcut or better, ranked between topcut + 1 and bottomcut 1, or ranked bottomcut or worse
- PosSkew Learn whether your score ranked topcut or better
- NegSkew Learn whether your score ranked bottomcut or worse

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 - If expect to rank 20th: topcut is 15, bottomcut is 25
 - If expect to rank 40th: topcut 30, bottomcut is 50

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- Elicit (incentivized) ranking of information structures
 - 1st ranked 60%, 2nd ranked 30%, 3rd ranked 10%, 4th ranked 0% chance of being implemented

IQ Test: Ranking of Information Structures

- 82% most info \succ no info, 81% pos. skew \succ no info (insig.)
- 75% neg. skew \succ no info (vs. pos, p < .001)



	Avoiders	Takers
Most Info. Ranked 1st	0%	70.8%
Pos. Skew Ranked 1st	24.3%	20.9%
Neg. Skew Ranked 1st	8.4%	8.3%
No Info. Ranked 1st	67.3%	0%

Avoiders (N=107) / Takers (N=493) refer to the group of people who rank no information better/worse than the most informative option.

 Positively skewed option is more likely to be ranked first than the negatively skewed option, by both groups

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- Among 32.7% of avoiders who do not rank no info as 1st choice, big majority (74%) ranks pos. skew 1st
- Providing pos. skew in addition to the most info. one would increase information uptake from 82.2% to 86.5%

Aggregating over all possible rankings for each group, preference for positively skewed information is still stronger

	Avoiders	Takers
Pos. Skew \succ Neg. Skew	67.3%	68.6%
Pos. Skew \succ Most Info	71.0%	23.9%
Neg. Skew \succ Most Info	56.1%	12.6%

Avoiders (N=107) / Takers (N=493) refer to the group of people who rank no information better/worse than the most informative option.

- Typical individual prefers more information to less and (even more so) positive skew to negative skew
 - Local utility functions convex, and their first derivatives convex
 - Consistent with well-known parameterizations of Epstein-Zin-Weil preferences

- Typical individual prefers more information to less and (even more so) positive skew to negative skew
 - Local utility functions convex, and their first derivatives convex
 - Consistent with well-known parameterizations of Epstein-Zin-Weil preferences
- Providing positively skewed information may decrease information resistance, as some individuals take positively skewed information but avoid more informative signals (symmetric or neg. skewed)
 - Local utility functions goes from concave below the prior to convex above.
 - Implies increasing preference for information as prior increases, which we also confirm in Experiment 3
 - Consistent with Kreps-Porteus preferences where $u_1 \circ u_2^{-1}$ is inverse S-shaped

- 1. When accuracy is achieved at a cost, maximize positive skew for any given level of accuracy
- 2. When multiple signals can be offered, adding a positively skewed information structure to a fully revealing option increases number of individuals acquiring information

- 1. When accuracy is achieved at a cost, maximize positive skew for any given level of accuracy
- 2. When multiple signals can be offered, adding a positively skewed information structure to a fully revealing option increases number of individuals acquiring information
 - Nuance: Cannibalization from most informative option to the (less informative) positively skewed option can occur
 - Solution 1: Sequential provision by intermediary, if consumers are unaware of all options (doctors)
 - Solution 2: Pricing positively skewed option higher

- Information premia very large for 30 minutes, consistent with arguments of Epstein et al.(2014).
 Not much empirical evidence out there.
 - More nuanced estimation of informational premia across a wider set of contexts is needed
- Experiments use binary state binary signal realization. Simplest domain. Definition of skewness more involved when space of posteriors has dimensionality larger than 2.
 - Trinary lotteries: How does the preference for skewness depend on probability mass changes across different subsets of the support
 - Sharper test of models of non-expected utility
- Future field work on optimal information provision for policy-guidance in particular contexts