Modeling Trades in the Life Market as Nash Bargaining Problems

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Outline

Background and Motivation

The trade

The Two-Player Nash Bargaining Game

Summary

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Existing pricing methods for mortality-linked securities

No arbitrage approaches

- Cairns et al. (2006), Chen and Cox (2009), Li and Ng (2011)
- require market prices of other products
- need a criterion to select a unique risk-neutral measure

Other approaches

- Zhou et al. (2010, 2011)
 - a gradual calibration of supply and demand
 - assume a competitive market
- Bonnen et al. (2011)
 - model risk redistribution between life insurers and pension funds by a bargaining game
 - assume that trade is fully customized

Our objectives

Model a trade by a Nash bargaining game

- Model a trade between a mortality/longevity risk hedger and an investor
- Participants negotiate price and quantity of mortality-linked securities
- Apply two-player Nash bargaining solution to the trade

Features

- Avoid the difficulties of no-arbitrage approaches
- No requirement for competitiveness
- Fixed structure of the hedging instrument
- Easy to implement

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A Multi-Period Mortality-Linked Security



- A: hedger with life contingent liabilities
- B: investor

Notations

- Payments occur at t = 1, ..., T, where T is maturity time
- f_t: Life contingent liabilities at time t
- g_t: Payouts from each unit of the mortality-linked security at time t
- θ : trading quantity
- P: trading price
- ω^A and ω^B : the initial wealths of Players A and B
- r: continuously compounding risk-free interest rate
- U^A and U^B : utility functions for Players A and B

Assumptions

- Trading is only permitted at time 0
- Two investment choices
 - the mortality-linked security
 - Iend/borrow at the same risk-free interest rate r
- Homogeneous believes on the future mortality dynamics

Wealth Process

Player A
$$W_0^A = \omega^A + \theta P$$

 $W_1^A = W_0^A e^r - \theta g_1 - f_1$
 $W_t^A = W_{t-1}^A e^r - \theta g_t - f_t$

Player B
$$W_0^B = \omega^B - \theta P$$

 $W_1^B = W_0^B e^r + \theta g_1$
 $W_t^B = W_{t-1}^B e^r + \theta g_t$

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Terminal Wealth

$$W_T^A = (\omega^A + P\theta)e^{rT} - \theta \sum_{t=1}^T g_t e^{r(T-t)} - \sum_{t=1}^T f_t e^{r(T-t)}$$
$$= (\omega^A + P\theta)e^{rT} - \theta G - F$$

$$W_T^B = (\omega^B - P\theta)e^{rT} + \theta \sum_{t=1}^T g_t e^{r(T-t)}$$
$$= (\omega^B - P\theta)e^{rT} + \theta G$$

• Terminal utility payoffs: $U^A(W^A_T)$ and $U^B(W^B_T)$

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Two-player Nash bargaining (Nash, 1950)

- Model a two-player bargaining game by a pair (S, d)
- S: the set of feasible expected utility payoffs to the players
- s: a typical element in S, and $s = (s_1, s_2)$
- $d = (d_1, d_2)$: the disagreement payoff, and $d \in S$
- Results of bargaining:
 - agree on a point $y = (y_1, y_2)$ in *S*: resulting utility payoffs to the two players are y_1 and y_2
 - no agreement: the players receive d₁ and d₂, respectively

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Nash bargaining solution

A solution intended to model bargaining among rational players should possess the following properties:

- 1. Pareto optimality
- 2. Symmetry
- 3. Independence of irrelevant alternatives
- 4. Independence of equivalent utility representatives

Nash bargaining solution

- Assume that S contains at least one point s such that s > d.
- There exists a unique solution which possesses Properties 1-4.
- This solution is the same with that solves the problem

$$\max_{\substack{(y_1,y_2)}} (y_1 - d_1)(y_2 - d_2)$$

subject to $(y_1,y_2) \in S$ and $(y_1,y_2) \ge (d_1,d_2)$

Bargaining power

$$\max_{\substack{(y_1,y_2) \ }} (y_1-d_1)^a(y_2-d_2)^{(1-a)}$$

subject to $(y_1,y_2)\in S$ and $(y_1,y_2)\geq (d_1,d_2)$

- Equal bargaining power: a = 0.5
- Player 1 has greater bargaining power: a > 0.5

Application to mortality-linked security pricing

- A trading contract: (P, θ)
- $W_T^A(P,\theta)$ denotes value of W_T^A given price P and quantity θ
- $d_1 = E \left[U^A (W^A_T(0,0)) \right]$
- $\bullet d_2 = E\left[U^B(W^B_T(0,0))\right]$
- For a trading contract (P, θ) ,
 - $\flat y_1 = E\left[U^A(W^A_T(P,\theta))\right]$
 - $y_2 = E\left[U^B(W^B_T(P,\theta))\right]$
- Each allocation of expected utility payoffs, (y₁, y₂), corresponds to some trading contract (P, θ)

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 Each allocation of expected utility payoffs, (y₁, y₂), corresponds to some trading contract (P, θ) The Nash bargaining solution can be expressed as

$$\max_{(P,\theta)} \left\{ E \left[U^{A}(W_{T}^{A}(P,\theta)) \right] - E \left[U^{A}(W_{T}^{A}(0,0)) \right] \right\} \\ \times \left\{ E \left[U^{B}(W_{T}^{B}(P,\theta)) \right] - E \left[U^{B}(W_{T}^{B}(0,0)) \right] \right\}$$

subject to

$$E\left[U^{A}(W_{T}^{A}(P,\theta))\right] - E\left[U^{A}(W_{T}^{A}(0,0))\right] \ge 0$$
$$E\left[U^{B}(W_{T}^{B}(P,\theta))\right] - E\left[U^{B}(W_{T}^{B}(0,0))\right] \ge 0$$
$$\theta \ge 0$$
$$P > 0$$

Findings

Assuming exponential utility functions for both players, there exists *s* in *S* such that s > d, if and only if $corr(e^{k^{A}F}, G) < 0$.

- ► $F = \sum_{t=1}^{T} f_t e^{r(T-t)}$, accumulated value of life contingent liabilities
- $G = \sum_{t=1}^{T} g_t e^{r(T-t)}$, accumulated value of security payouts.
- k^A is the risk aversion parameter for Player A, and $k^A > 0$

- The Two-Player Nash Bargaining Game



Pareto Optimality

Suppose both players have exponential utility functions. When $corr(e^{k^{A_{F}}}, G) \ge 0$, the trading contract, (P, θ) , is pareto optimal if and only if $\theta = 0$.

Findings

When corr(e^{k^AF}, G) < 0, the trading contract, (P, θ), is pareto optimal if and only if

$$\frac{E[e^{k^{A}\theta G + k^{A}F}G]}{E[e^{k^{A}\theta G + k^{A}F}]} - \frac{E[e^{-k^{B}\theta G}G]}{E[e^{-k^{B}\theta G}]} = 0.$$
(1)

• Equation (1) has a unique solution when $corr(e^{k^{A}F}, G) < 0$.

Conclusion

- Model the trade between a mortality/longevity risk hedger and an investor by a two-player Nash bargaining game
- Provide a unique pair of price and quantity for the trade
- Allowing negotiation fits current market
- Can be used to price standardized hedging instrument

Future Research Plans

Pricing mortality-linked securities

- Multi-player Nash Bargaining game
- Noncooperative bargaining processes and realistic features, such as information asymmetry

Thanks!

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