

# Oligopoly: the Making of the Simulation Model

Marco Mazzoli, Matteo Morini, and Pietro Terna

January 9, 2018

# Contents

<b>1</b>	<b>The <i>oligopoly</i> project: the making of the simulation model</b>	<b>5</b>
1.1	The agents and their sets . . . . .	7
1.1.1	Agents and reset action . . . . .	10
1.1.2	Sets of agents . . . . .	10
1.2	Macro scheduling . . . . .	11
1.2.1	The scheduling mechanism at the level of the Observer . . .	11
1.2.1.1	The scheduling mechanism at the level of the Ob- server: using the <i>special action</i> feature to modify the parameters while the model is running . . . . .	14
1.2.2	The scheduling mechanism at the level of the Model . . . . .	14
1.2.3	The detailed scheduling mechanism within the Model (AE- SOP level) . . . . .	16
1.3	Micro scheduling: the AESOP level . . . . .	16
1.3.1	Model versions via the AESOP level in scheduling . . . . .	17
1.3.1.1	Version 0 (GitHub: V0 sub releases tab), prelimi- nary step . . . . .	17
1.3.1.2	Version 1, random production as engine (GitHub: release V1&2) . . . . .	17
1.3.1.3	Version 2 (GitHub: , random production as engine (GitHub: release V1&2) . . . . .	17
1.3.1.4	Version 3 (GitHub: release V3) . . . . .	18
1.3.1.5	Version 4 (GitHub: release V4) . . . . .	18
1.3.1.6	Version 5, 5b, 5bPy3, 5c, 5c_fd (GitHub: versions V5bPy3, V5c, V5bP2_fd, V5c_fd) . . . . .	19
1.3.1.7	Version 6, the hayekian market (Github: this ver- sion will become the release V6, currently is the branch develHayekianMarket @@) . . . . .	20
1.3.2	The items of our AESOP level in scheduling . . . . .	21
1.3.3	Methods used in Version 6 only . . . . .	21
1.3.3.1	adaptProductionPlanV6 . . . . .	21

1.3.3.2	planConsumptionInValueV6 . . . . .	25
1.3.3.3	actOnMarketPlace . . . . .	27
1.3.3.4	evaluateProfitV6 . . . . .	32
1.3.3.5	setMarketPriceV6 . . . . .	36
1.3.4	Methods used in Versions 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c_fd, 6	36
1.3.4.1	makeProductionPlan . . . . .	36
1.3.4.2	hireFireWithProduction . . . . .	37
1.3.5	Methods used in Version 3, 4, 5, 5b, 5bPy3, 5c 5c_fd, 6 . . .	40
1.3.5.1	toEntrepreneurV3 . . . . .	40
1.3.5.2	toWorkerV3 . . . . .	41
1.3.6	Methods used in Version 3, 4, 5, 5b, 5bPy3, 5c 5c_fd . . . .	42
1.3.6.1	adaptProductionPlan until Version 5 . . . . .	42
1.3.6.2	adaptProductionPlan with Version 5b, 5bPy3, 5c, 5c_fd correction . . . . .	43
1.3.6.3	setMarketPriceV3 . . . . .	45
1.3.7	Methods used in Version 4, 5, 5b, 5bPy3, 5c, 5c_fd . . . .	45
1.3.7.1	fullEmploymentEffectOnWages . . . . .	45
1.3.7.2	randomShockToWages . . . . .	45
1.3.7.3	incumbentActionOnWages . . . . .	46
1.3.8	Methods used in Version 5, 5b, 5bPy3, 5c, 5c_fd, 6 . . . .	46
1.3.8.1	workTroubles . . . . .	46
1.3.8.2	produceV5 . . . . .	47
1.3.9	Methods used in Version 5, 5b, 5bPy3, 5c, 5c_fd . . . . .	48
1.3.9.1	planConsumptionInValueV5 . . . . .	48
1.3.9.2	evaluateProfitV5 . . . . .	50
1.3.10	Methods used in Versions 0, 1, 2, 3, 4 . . . . .	53
1.3.10.1	produce . . . . .	53
1.3.11	Methods used in Versions 0, 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c_fd	54
1.3.11.1	fireIfProfit . . . . .	54
1.3.12	Methods used in Versions 1, 2, 3, 4 . . . . .	55
1.3.12.1	evaluateProfit . . . . .	55
1.3.12.2	planConsumptionInValue . . . . .	56
1.3.13	Methods used in Version 2 only . . . . .	58
1.3.13.1	toEntrepreneur . . . . .	58
1.3.13.2	toWorker . . . . .	58
1.3.13.3	setMarketPriceV2 . . . . .	59
1.3.14	Methods used in Version 1 only . . . . .	59
1.3.14.1	setMaketPriceV1 . . . . .	59
1.3.15	Methods used in Version 0 only . . . . .	60
1.3.15.1	evaluateProfitV0 . . . . .	60

1.3.15.2	hireIfProfit . . . . .	60
1.3.16	Other features in scheduling . . . . .	61
1.3.16.1	setMarketPriceV1 as in WorldState, with details . .	62
1.3.16.2	setMarketPriceV2, as in WorldState, with details .	63
1.3.16.3	setMarketPriceV3, as in WorldState, with details .	63
1.3.16.4	setMarketPriceV6, as in WorldState, with details .	65
1.3.16.5	fullEmploymentEffectOnWages, as in WorldState, with details . . . . .	66
1.3.16.6	randomShocksToWages, as in WorldState, with de- tails . . . . .	67
1.3.16.7	incumbentActionOnWages, as in WorldState, with details . . . . .	67
1.3.16.8	Macros . . . . .	68
	<b>Bibliography</b>	<b>69</b>
	<b>Index</b>	<b>70</b>

## List of Figures

1.1	The representation of the schedule . . . . .	8
1.2	Time series generated by the model. version 4 . . . . .	12
1.3	The agents (nodes), with random displacements, and links connecting entrepreneurs and workers . . . . .	12

# Chapter 1

## The *oligopoly* project: the making of the simulation model

The model is published in [Mazzoli \*et al.\* \(2017\)](#). To obtain a perfectly replicate of the results reported there, please use the code version at <https://github.com/terna/oligopoly/releases/tag/V5> or at [https://github.com/terna/oligopoly/releases/tag/V5bP2\\_fd](https://github.com/terna/oligopoly/releases/tag/V5bP2_fd)<sup>1</sup> or download the zip file of <https://github.com/terna/oligopoly/tree/masterP2>, running the project with SLAPP 2.0<sup>2</sup> and controlling that the parameters are those of Table 1 of [Mazzoli \*et al.\* \(2017\)](#).

Using SLAPP<sup>3</sup>, the *oligopoly* project is contained in a stand alone folder, having the same name of the model.

Let us introduce the starting phase in a detailed way.

- We can launch the SLAPP shell in several ways.
  - We can launch SLAPP via the `runShell.py` file that we find in the main folder of SLAPP, from a terminal, with:

---

<sup>1</sup>The same of V5, underlining the use of Python 2 and adding the output of the data of each firm in each cycle; `_fd` as firm data.

<sup>2</sup><https://github.com/terna/SLAPP2>.

<sup>3</sup><https://github.com/terna/SLAPP>; SLAPP has a Reference Handbook at the same address and it is deeply described in Chapters 2–7 in [Boero \*et al.\* \(2015\)](#).

Run *oligopoly* with the Python 3 version of SLAPP.

From its build *20170611* the *oligopoly* project, version *5bPy3*, adopts the PEP8 style. PEP8 contains the Style Guide for Python Code and it is at <https://www.python.org/dev/peps/pep-0008/>.

Due to this adoption, the reader can notice some aesthetic differences between the code reported here and that listed into the files.

```
python runShell.py
```

- Alternatively, we launch SLAPP via the `start.py` file that we find in the folder of SLAPP as a simulation shell, i.e.  
6 `objectSwarmObserverAgents_AESOP_turtleLib_NetworkX`, from a terminal, with:  

```
python start.py
```
- Using IPython (e.g., in a Jupyter notebook) we go to the main folder of SLAPP (or we start Jupyter notebook) from there, and we can launch SLAPP via the `iRunShell.ipynb` file that we find in that main folder, simply clicking on it.

In all cases, we immediately receive the request of choosing a project:  
Project name?

- We can predefining a default project: if we place *in the main SLAPP folder or in the folder* 6 `objectSwarmObserverAgents_AESOP_turtleLib_NetworkX` a file named `project.txt` containing the path to the folder of the project we are working on (`oligopoly` in our case, with `/Users/pt/GitHub/oligopoly`, as an example of location), the initial message of SLAPP is:

```
path and project = /Users/pt/GitHub/oligopoly
do you confirm? ([y]/n):
```

- Resuming the explanation, we continue receiving the messages:

```
running in Python
debug = False
random number seed (1 to get it from the clock)
```

We have to enter an integer number (positive or negative) to trigger the sequence of the random numbers used internally by the simulation code. If we reply 1, the seed—used to start the generation of the random series—comes from the internal value of the clock at that instant of time. So it is different anytime we start a simulation run. This reply is useful to replicate the simulated experiments with different conditions. If we chose a number different from 1, the random sequence would be repeated anytime we will use that seed. This second solution is useful while debugging, when we need to repeat exactly the sequence generating errors, but also to give to the user the possibility of replicating exactly an experiment.

The `running in Python` sentence signals the we are running the program in plain Python. Alternatively, the message could be `running in IPython`. About running SLAPP in IPython have a look the the Handbook, in the SLAPP web site.<sup>4</sup>

- The program sends several messages about the project parameters, as specified into the file `commonVar.py` and managed via the file `parameters.py`, both in the project folder.

One of these messages reports the version of the project.

- The program informs us about the «sigma of the normal distribution used in randomizing the position of the agents/nodes», e.g., 0.7; this value produces uniquely a graphic effect, as in Figure 1.3.
- We introduce now time management, split into several (consistent) levels of scheduling.

The general picture is that of Figure 1.1: in an abstract way we can imagine having a clock opening a series of containers or boxes. Behind the boxes, we have the *action groups*, where we store the information about the actions to be done.<sup>5</sup>

## 1.1 The agents and their sets

We have files containing the agents of the different types. Those files are listed in a file with name `agTypeFile.txt`: in our case, it simply contains the record `entrepreneurs workers`.

- `entrepreneurs.txt` lists the agents of type `entrepreneurs`; it reports the identification numbers (currently from 1 to 10) and the  $x$  and  $y$  positions on the screen. See above the *sigma* value determining random shift from the stated positions; in this way, we can attribute close or equal positions to several entrepreneurs having them anyway visible in the map; if necessary, we can increase *sigma*:

```
1  -10 75
2  -10 65
```

---

<sup>4</sup><https://github.com/terna/SLAPP>.

<sup>5</sup>The structure is highly dynamical because we can associate a probability to an event, or an agent of the simulation can be programmed to add or eliminate one or more events into the boxes.



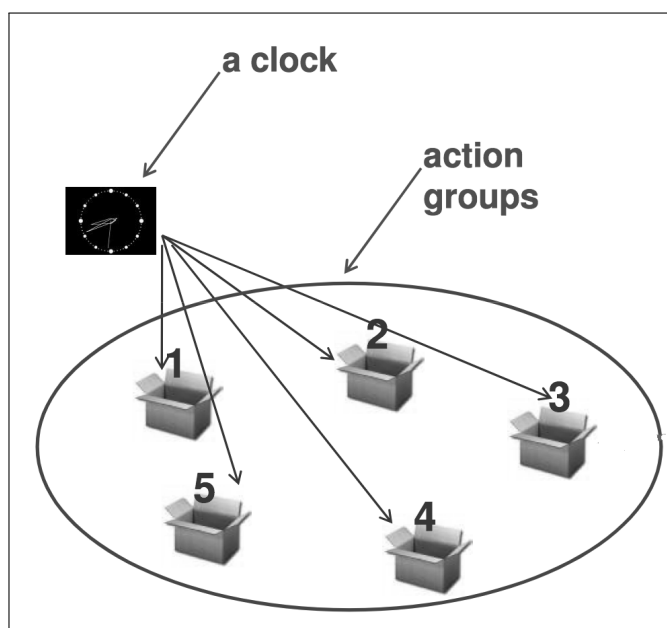


Figure 1.1: The representation of the schedule

```

3  -10 55
4  -10 45
5  -10 35
6  -10 70
7  -10 60
8  -10 50
9  -10 40
10 -10 30

```

- in Versions 0 to 2, "workers.txt" list the agents of type **workers**, *not used here*; it is reporting the identification numbers and the  $x$  and  $y$  positions on the screen; see above the  $\sigma$  value determining random shift from the stated positions; in this way, we can attribute close or equal positions to several entrepreneurs having them anyway visible in the map; if necessary, we can increase  $\sigma$ ;
- the Version 3 of the **oligopoly** project uses the file **workers.txtx** where the extension **.txtx** or **eXtended text**, means that the file is built following the rule described into the Reference Handbook<sup>6</sup>, subsection "The use of files .txtx to define the agents".

---

<sup>6</sup><https://github.com/terna/SLAPP>.

In version 3 the content is:

```
1001@11000    10 &v=10*int((n-1001)/50)+5&
```

that we read in the following way:

- 1001@11000 as the order of creating 10 thousand workers, from number 1001 to number 11,000;
- 10 is the constant value of the  $x$  coordinate of the worker-agents;
- $&v=10*\text{int}((n-1001)/50)+5&$  is a formula calculating the  $y$  coordinate of each agent:
- $\&$  opens and closes the formula;
- $v$  is the result of the calculation, in our case the  $y$  coordinate;
- $n$  is the number of the agent, in the sequence generated in the interval from 1001 to 11,000.
- numbering starts from 1001 for the reasons explained at page 40.

The agents are created by `ModelSwarm.py` (in folder `$$$lapp$$$`) via the specific rules contained into the file `mActions.py`, specific for this project (indeed, the file is into the folder `oligopoly`).

```
def createTheAgent(self, line, num, leftX, rightX, bottomY, topY, agType):
    # explicitly pass self, here we use a function

    # workers
    if agType=="workers":
        anAgent = Agent(num, self.worldStateList[0],
                        float(line.split()[1])+random.gauss(0,common.sigma),
                        float(line.split()[2])+random.gauss(0,common.sigma),
                        agType=agType)
        self.agentList.append(anAgent)
        anAgent.setAgentList(self.agentList)

    # entrepreneurs
    elif agType=="entrepreneurs":
        anAgent = Agent(num, self.worldStateList[0],
                        float(line.split()[1])+random.gauss(0,common.sigma),
                        float(line.split()[2])+random.gauss(0,common.sigma),
                        agType=agType)
        self.agentList.append(anAgent)

    else:
        print "Error in file "+agType+".txt"
        os.sys.exit(1)
```

The following bullets describe how this code works.

- The number identifying the agent is read outside this function, as a mandatory first element in each line into a file containing agent descriptions. The content of the `agType` variable is directly the name of the agent file currently open.
- We check the input file, which has to contain three data per row. We modify the second and the third values with the *sigma* correction.

Each agent is added to the `agentList`.

### 1.1.1 Agents and reset action

The `reset` (see page 15) action, working into the scheduling of the model (Section 1.2.2), activates the method `setNewCycleValues` defined, as an empty step, in the class `SuperAgent` in `agTools` of *SLAPP* (folder `$$$slapp$$`). In the *oligopoly* project, that method is redefined in `Agent.py`. The `reset` action acts once in each simulation cycle, because in our case is related only to common variables of the simulation. The agent executing the cleaning operation is that with the identifier (the variable *number*) equal to 1. If no agent has that identifier, all will be acting, with not useful repetitions of the same task.

As a consequence, in this project pay attention that at least one of the agents has 1 as identifier.

An important application of the `reset` function is in Section 1.3.3.1 and specifically at p. 23.

### 1.1.2 Sets of agents

The files containing the agents are of two families, the second one with two types of files:

- files listing the agents with their characteristics (if any): in folder *oligopoly* we have the files `entrepreneurs.txt` and `workers.txt`;
- files defining groups of agents:
  - the list of the types of agents (mandatory); from this list *SLAPP* searches the file describing the agents; as seen, in folder *oligopoly* we have the file `agTypeFile.txt` (the name of this file is mandatory) containing:

`entrepreneurs workers`

- the list of the operating sets of agents (optional); in folder `oligopoly` this file is missing. Indeed we receive the message

**Warning: operating sets not found.**

In the file `agOperatingSets.txt` (the name of this file is mandatory), with could place names of groups of agents, corresponding to files listing the agents in the group. Project verb "school" can be used as a useful example.

All the names contained in the file are related to other `.txt` or `.txtx` files reporting the identifiers of agents specified in the lists of the previous bullet. The goal of this feature is that of managing clusters of agents, recalling them as names in Col. A in `schedule.xls` file.

## 1.2 Macro scheduling

In SLAPP, we have the following three schedule mechanisms driving the events.

- Two of those mechanisms are operating in a *macro* way: one at the level of the Observer and the other of the Model, with recurrent sequences of actions to be done.<sup>7</sup>
- In our `oligopoly` code, these two sequences are reported in the files `observerActions.txt` and `modelActions.txt` in the folder of the project.

The explanations are in Section 1.2.1 and 1.2.2.

- The third sequence, operating in a *micro* way, is the more detailed one (see Section 1.2.3).

### 1.2.1 The scheduling mechanism at the level of the Observer

- The first schedule mechanism is described in the first file (`observerActions.txt`), having content (unique row, remembering that anyway row changes are not relevant to this group of files):
  - version *without pauses* contained in `observerActions no pause.txt`, to be copied to `observerActions.txt` to run it:

---

<sup>7</sup>The level of the Observer is our level, where the experimenter looks at the model (the level of the Model) while it runs.

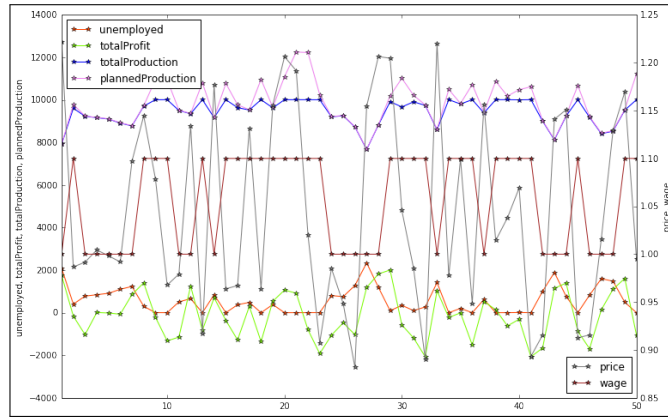


Figure 1.2: Time series generated by the model. version 4

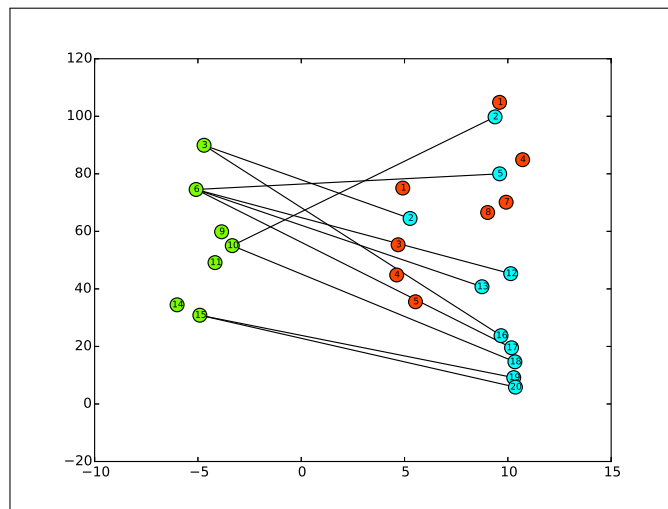



Figure 1.3: The agents (nodes), with random displacements, and links connecting entrepreneurs and workers

```
collectStructuralData modelStep collectTimeSeries  
visualizePlot visualizeNet clock
```

- version *with pauses* contained in **observerActions** with **pause.txt**, to be copied to **observerActions.txt** to run it:

```
collectStructuralData modelStep collectTimeSeries  
visualizePlot visualizeNet pause clock
```

The interpretation is the following.

- First of all, we have to take into consideration that the execution of the content of the file is “with repetition”, until an **end** item will appear (see below).
- **collectStructuralData** collects the number of workers and of entrepreneurs *at the beginning* of each period, both as a basis for internal calculations and for the final output of the model, when two files of data are generated.<sup>8</sup>
- **modelStep** orders to the model to make a step forward in time.
- **collectTimeSeries** collects the data of the outcomes of the simulation *at the end* of each period, both as a basis for the action of **visualizePlot** and for the final output of the model, when two files of data are generated (with extension **.csv** and date and time<sup>9</sup> in their names).<sup>8</sup>
- **visualizePlot** update the plot of the time series generated by the model (Figure 1.2).<sup>10</sup>
- **visualizeNet** update the windows reporting the links connecting entrepreneurs and workers, on a network basis (Figure 1.3).<sup>10</sup>
- **pause**, if any, puts the program in wait until we reply to the message Hit **enter** key to **continue**, hitting the key . This action is useful to examine the graphical outputs (as in Figures 1.2 and 1.3), step by step.
- **clock** asks the clock to increase its counter of one unit. When the count will reach the value we have entered replying to the **How many cycles?** query, the internal scheduler of the Observer will add the **end** item into the sequence of the file **observerActions.txt**. The item is placed

---

<sup>8</sup>*collectTimeSeries*, *visualizePlot* and *saveTimeSeries* are contained in “oActions.py” and are all using *pandas* as dataframe manager (look at <http://pandas.pydata.org>).

<sup>9</sup>Avoiding **:** into the name, for compatibility reasons with Windows

<sup>10</sup>We can use both *visualizePlot* and *visualizeNet*—strictly in this order—or only one of them.

immediately after the `clock` call. The `end` item stops the sequence contained in the file.

- (We can also consider a potential `prune` item, eliminating the links on the basis of their weight (in case, asking for a threshold below which we cut); weights could be introduced to measure the seniority—skill, experience—of the workers).

### 1.2.1.1 The scheduling mechanism at the level of the Observer: using the *special action* feature to modify the parameters while the model is running

We use here the *special action* feature of SLAPP, described in the related Reference Manual (use the Index to find it). In this specific application that feature, we implement the following definition in `commonVar.py`:

```
specialAction = "makeSpecialAction()"
```

with, always in this specific case,

```
file_modPars=False
```

As a consequence, the `specialAction` item in `observerActions.txt` activates the function `makeSpecialAction()` in `oActions.py`.

If a file `modPars.txt` exists, the program asks us in which cycles the modified parameters will be used.

Within the file `modPars.txt` we specify the internal names of the Python variables used as parameters in the model, look for them in `parameters.py`; an example of use is in `specialAction` where the name of the variable is followed by its new value.

`observerActions` with `specialAction.txt` contains the `specialAction` item; to use that file, you have to rename or copy it as `observerActions.txt`.

## 1.2.2 The scheduling mechanism at the level of the Model

- The second file—`modelActions.txt`—quoted above at the beginning of Section 1.2, is related to the second of the schedule mechanisms, i.e., that of the Model. About the Observer/Model dualism, the reference is to note 7.

It contains (unique row, remembering that anyway row changes are not relevant to this group of files):

`reset read_script`

The interpretation is the following.

- Also at the Model level, we have to take into consideration that the execution of the content of the file is “with repetition”, never ending. It is the Observer that stops the experiment, but operating at its level.
- `reset` orders to the agents to make a reset, related to their variables. The order acts via the code in the file `ModelSwarm.py`.<sup>11</sup> `reset` contains the `do0` variable, linking a method that is specified as a function in the file `mActions.py` in the folder of the project. In this way, the application of the basic method `reset` can be flexibly tailored to the specific applications, defining which variables to reset.

In our specific case, the content of the `do0` function in `mActions.py` asks all the agents to execute the method `setNewCycleValues`. The method is defined in an instrumental file (`agTools.py` in `$$slapp$$`) and it is as default doing nothing. We can redefined it in `Agent.py` in the project folder.

Always in our case, as explained in Section 1.1.1, we suppose that the acting agent in resetting step would be that with 1 as identifier.

In our model, we clean the variables:

`totalProductionInA_TimeStep`,  
`totalPlannedConsumptionInValueInA_TimeStep`,  
`totalProfit` and  
`totalPlannedProduction`

at the beginning of each step of the time. The code, in `Agent.py` is:

```
# reset values, redefining the method of agTools.py in $$slapp$$
def setNewCycleValues(self):
    # the if is to save time, given that the order is arriving to
    # all the agents (in principle, to reset local variables)
    if not common.agentlexisting:
        print "At least one of the agents has to have number==1"
        print "Missing that agent, all the agents are resetting common values"

    if self.number==1 or not common.agentlexisting:
        common.totalProductionInA_TimeStep=0
        common.totalPlannedConsumptionInValueInA_TimeStep=0
        common.totalProfit=0
        common.totalPlannedProduction=0
```

- `read_script` orders to the Model to open a new level of scheduling, described in Section 1.2.3. The order acts via the code of the file `ModelSwarm.py`. We have here one of the stable instances of the

---

<sup>11</sup>That is in the `$$slapp$$` folder.



class `ActionGroup` within the `Model`. The `ActionGroup` related to `read_script` item is the `actionGroup100` that contains the `do100` function, used internally within `ModelSwarm.py` to manage the script reported into the `schedule.xls` file (or directly into the `schedule.txt` one).

### 1.2.3 The detailed scheduling mechanism within the Model (AESOP level)

*AESOP* comes from Agents and Emergencies for Simulating Organizations in Python.

- The third scheduling mechanism, as anticipated in Section 1.2, operates at a *micro* scale and it is based on a detailed script system that the `Model` executes while the time is running. The time is managed by the `clock` item in the sequence of the `Observer`.

The script system is activated by the item `read_script` in the sequence of the `Model`.

- This kind of script system does not exist in `Swarm`, so it is a specific feature of `SLAPP`, introduced as implementation of the *AESOP* (Agents and Emergencies for Simulating Organizations in Python) idea: a layer that describes in a fine-grained way the actions of the agents in our simulation models.
- Now we take in exam the timetable of our *Oligopoly* model.
- The file `schedule.xls` can be composed of several sheets, with: (a) the first one with name `schedule`; (b) the other ones with any name (those names are *macro instruction* names). We can recall the macro instructions in any sheet, but not within the sheet that creates the macro (that with the same name of the macro), to avoid infinite loops.

We differentiate the execution sequences in our model via the `schedule.xls` sheet contained in the folder `oligopoly`.

Within the sheet, we have the action containers as introduced above (Figure 1.1), starting with the sign `#`.

## 1.3 Micro scheduling: the AESOP level

From now on we explain the micro level of *AESOP*, i.e., the structure of the implementation of the Agents and Emergencies for Simulating Organizations in

Python for the Oligopoly model,

### 1.3.1 Model versions via the AESOP level in scheduling

We have several versions of the model defined via the sequences of actions. To use one of them, we have to copy its schedule to the basic `schedule.xls` file.

#### 1.3.1.1 Version 0 (GitHub: V0 sub releases tab), preliminary step

In `schedule0.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E and are missing) three columns:

#	1	100
entrepreneurs	produce	
entrepreneurs	evaluateProfitV0	
entrepreneurs	0.5	hireIfProfit
entrepreneurs	0.5	fireIfProfit

#### 1.3.1.2 Version 1, random production as engine (GitHub: release V1&2)

In `schedule1.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E and are missing) three columns:

#	1	100
entrepreneurs	makeProductionPlan	
entrepreneurs	hireFireWithProduction	
entrepreneurs	produce	
WorldState	specialUse	setMarketPriceV1
entrepreneurs	evaluateProfit	
entrepreneurs	0.5	fireIfProfit

#### 1.3.1.3 Version 2 (GitHub: , random production as engine (GitHub: release V1&2)

Here we have (i) random production as engine, (ii) individual demand curves with more realistic price determination, (iii) new entrant firms.

In `schedule2.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E and are missing) three columns:

#	1	100
entrepreneurs	makeProductionPlan	
entrepreneurs	hireFireWithProduction	
entrepreneurs	produce	
entrepreneurs	planConsumptionInValue	
workers	planConsumptionInValue	
WorldState	specialUse	setMarketPriceV2

entrepreneurs	evaluateProfit	
entrepreneurs	0,5	fireIfProfit
workers	toEntrepreneur	
entrepreneurs	toWorker	

### 1.3.1.4 Version 3 (GitHub: release V3)

Here we have (i) random production only at time 1, (ii) adaptation in production plans , (iii) individual demand curves with more realistic price determination, (iv) new entrant firms.

In `schedule3.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E and are missing) three columns:

#	1	100	
entrepreneurs		makeProductionPlan	
entrepreneurs		adaptProductionPlan	
entrepreneurs		hireFireWithProduction	
entrepreneurs		produce	
entrepreneurs		planConsumptionInValue	
workers		planConsumptionInValue	
WorldState		specialUse	setMarketPriceV3
entrepreneurs		evaluateProfit	
entrepreneurs		0.0001	fireIfProfit
workers		toEntrepreneurV3	
entrepreneurs		toWorkerV3	

### 1.3.1.5 Version 4 (GitHub: release V4)

Here we have (i) random production only at time 1, (ii) adaptation in production plans , (iii) individual demand curves with more realistic price determination, (iv) new entrant firms.

In `schedule4.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E) three columns:

#	1	100	
entrepreneurs		makeProductionPlan	
entrepreneurs		adaptProductionPlan	
entrepreneurs		hireFireWithProduction	
entrepreneurs		produce	
entrepreneurs		planConsumptionInValue	
workers		planConsumptionInValue	
WorldState		specialUse	setMarketPriceV3
entrepreneurs		evaluateProfit	
entrepreneurs		0.0001	fireIfProfit
workers		toEntrepreneurV3	
entrepreneurs		toWorkerV3	
			COMMENT: below an experimental step
		WorldState	specialUse randomShockToWages
		Temporary step	
		to check the model	
		sensitivity	
WorldState	specialUse		fullEmploymentEffectOnWages
WorldState	specialUse		incumbentActionOnWages

### 1.3.1.6 Version 5, 5b, 5bPy3, 5c, 5c\_fd (GitHub: versions V5bPy3, V5c, V5bP2\_fd, V5c\_fd)

Version 5c\_fd adds to 5c the saving with the related output file of data of each firm in each period (production and profit). The output file has name `date+hour+_firms.csv`.

The individual data of each firm are elaborated via the iPython program `readingCsvOutput.ipynb`, to obtain mean and standard deviations about production and profits. The results are very close, but the dimensionality, to those obtained via the same program using the aggregated time series. The differences are due to the changes in number of entrepreneurs in each period, so the calculations based on the time series use data not always homogeneous.

Version 5c continues the set of small changes introduced to version 5, now adding the capability of changing the parameters of the simulation while the model is running; this capability is based upon the `specialAction` feature of SLAPP, at the level of the observer. See above, section 1.2.1.1.

Version 5b is related uniquely to a correction in method `adaptProductionPlan`, as in subsection 1.3.6.1, now modified as in subsection ???. The schedule is unchanged from Version 5 to 5b.

Version 5b3P is exactly the same as version 5b, but revised for Python 3 (SLAPP 3.0 or more).

NB NB NBTo replicate results calculated until May 2017, please use version 5b with SLAPP 2.0.

The differences are coming from a significant novelty in random number use.  
12

With version 5b, we added the possibility of work troubles in firms, via the method `entrepreneurs p work troubles`, where  $p$  is a probability.

In `schedule5.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E and are missing) three columns:

#	1	100	
entrepreneurs			<code>makeProductionPlan</code>
entrepreneurs			<code>adaptProductionPlan</code>
entrepreneurs			<code>hireFireWithProduction</code>
entrepreneurs	0.05		<code>workTroubles</code>

---

<sup>12</sup>Working with the example *basic* (via SLAPP) we can verify that a sequence of “`random.random()`” numbers has the same content in Python 2 and in Python 3 if “ $n$ ” in `random.seed(n)` is the same.

Unfortunately, `random.shuffle()` behaves in a different way in the two Python versions, as you can read at <http://stackoverflow.com/questions/38943038/difference-between-python-2-and-3-for-shuffle-with-a-given-seed> and also, after a call to `shuffle` the successive sequence of random realizations will be different in the two Python versions.

Due to this behavior we cannot reproduce in a full detailed way a run of a project in SLAPP working with Python 2 and with Python 3.

entrepreneurs	produceV5	
entrepreneurs	planConsumptionInValueV6	
workers	planConsumptionInValueV6	
WorldState	computationalUse	setMarketPriceV3
entrepreneurs	evaluateProfitV5	
entrepreneurs	0.0001	fireIfProfit
workers	toEntrepreneurV3	
entrepreneurs	toWorkerV3	
WorldState	computationalUse	fullEmploymentEffectOnWages
WorldState	computationalUse	incumbentActionOnWages

### 1.3.1.7 Version 6, the hayekian market (Github: this version will become the release V6, currently is the branch develHayekian-Market @@)

We introduce now experiments with the introduction of a hayekian market inside the *Oligopoly* model, remembering Bowles *et al.* (2017), Boettke (1990) and Lewis (2014) as examples of relevant references to the hayekian market analysis.

The main reference above those above is Bowles *et al.* (2017), absolutely worth to be considered; from there, we report the Hayek quotation:

[The market is] a system of the utilization of knowledge which nobody can possess as a whole, which ... leads people to aim at the needs of people whom they do not know, make use of facilities about which they have no direct information; all this condensed in abstract signals ... [T]hat our whole modern wealth and production could arise only thanks to this mechanism is, I believe, the basis not only of my economics but also much of my political views (Hayek, 1994, p. 69).

In `schedule6.xls` (to be copied to `schedule.xls` for the use) we have (comments start at column E and are missing) three columns:

#	1	100
entrepreneurs	makeProductionPlan	
entrepreneurs	adaptProductionPlanV6	
entrepreneurs	hireFireWithProduction	
entrepreneurs	0.05	workTroubles
entrepreneurs	produceV5	
entrepreneurs	planConsumptionInValueV5	
workers	planConsumptionInValueV5	
macro	act	
WorldState	computationalUse	setMarketPriceV6
entrepreneurs	evaluateProfitV6	
workers	toEntrepreneurV3	
entrepreneurs	toWorkerV3	
WorldState	computationalUse	fullEmploymentEffectOnWages
WorldState	computationalUse	incumbentActionOnWages

In `schedule6.xls` we have a second sheet named `act` containing:

```
#           1           100
all                actOnMarketPlace
all                actOnMarketPlace
all                actOnMarketPlace
all                actOnMarketPlace
all                actOnMarketPlace
...
```

The number of repetition of the method `actOnMarketPlace` in each cycle is determinate by the number of rows in the macro sheet `act`.

### 1.3.2 The items of our AESOP level in scheduling

We have several items, not all used in each version of the model.

- `# 1 100` fills 100 steps of the time schedule (or any other number of them) with the sequence below it, creating 100 (in this case) time containers. The actual step repetition upon time can be  $\leq 100$ ; if  $> 100$  the steps after the 100<sup>th</sup> will be lacking of activity of the detailed scheduling activity (AESOP layer).

### 1.3.3 Methods used in Version 6 only

#### 1.3.3.1 `adaptProductionPlanV6`

- While we are in the pre hayekian period, i.e., in *the warming up* phase of the run of the model, the method `adaptProductionPlanV6` works as the method described in Section 1.3.6.2.

Indeed, the easier way to start the *Olygopoly* model with a hayekian market inside is that of *warming up* the model with the price setting employed until version 5c\_fd, i.e., comparing the total offer in quantity and the total demand in value and calculating a clearing price.

After  $k - 1$  cycles of *warming*, the last price is used in cycle  $k$ , considering it to be the *previous cycle price* that both the entrepreneurs—as producers—and the entrepreneurs and the workers—as consumers—remember and use in their first step, starting to act in a decentralize market, in the hayekian perspective.

With  $t \geq k$ , the methods is operating in the direction of the hayekian market.

The entrepreneurs evaluate expected production in each period by dividing the total consumption of the previous period, measured in quantity (prices are too heterogeneous in a hayekian situation), by the number of entrepreneurs.

With:

- $\varphi_{i,t}$  as individual firm production in  $t$ ;
- $C_{n_s,t-1}$  as one of the  $n$  buying actions, measured in quantity, of consumer  $s$  at time  $t - 1$ ;
- $N_E$  as the entrepreneur number;
- $u_t$  as a random addendum (drawn from a uniform distribution to have super-fat tails) representing the difficulty of having correct information about all the buy action made into the economic system;

we have:

$$\varphi_{i,t} = \frac{\sum_s \sum_{n_s} C_{n_s,t-1}}{N_E} + u_t \quad (1.1)$$

The code is:

```
# adaptProductionPlanV6
def adaptProductionPlanV6(self):

    # pre hayekian period
    if common.cycle > 1 and common.cycle < common.startHayekianMarket:
        # count of the entrepreneur number
        nEntrepreneurs = 0
        for ag in self.agentList:
            if ag.agType == "entrepreneurs":
                nEntrepreneurs += 1

    # with the scheme of prices until V.5c_fd
    if len(common.ts_df.price.values) == 1:
        previusPrice = common.ts_df.price.values[-1] # t=2
    if len(common.ts_df.price.values) > 1:
        previusPrice = common.ts_df.price.values[-2] # t>2
    # NB adapt acts from t>1

    self.plannedProduction = (common.totalDemandInPrevious_TimeStep /
                              previusPrice) \
        / nEntrepreneurs

    shock = uniform(
        -common.randomComponentOfPlannedProduction,
        common.randomComponentOfPlannedProduction)

    if shock >= 0:
        self.plannedProduction *= (1. + shock)

    if shock < 0:
```

```

        shock *= -1.
        self.plannedProduction /= (1. + shock)
        # print self.number, self.plannedProduction

        common.totalPlannedProduction += self.plannedProduction
        # print "entrepreneur", self.number, "plan", self.plannedProduction,\
        #       "total", common.totalPlannedProduction

# hayekian period
if common.cycle >= common.startHayekianMarket:
    if common.startHayekianMarket <=1:
        print("startHayekianMarket must be > 1")
        os.sys.exit(1) # to stop the execution, in the calling module
                        # we have multiple except, with 'SystemExit' case

nEntrepreneurs = 0
for ag in self.agentList:
    if ag.agType == "entrepreneurs":
        nEntrepreneurs += 1

self.plannedProduction = \
    common.totalConsumptionInQuantityInPrevious_TimeStep \
    / nEntrepreneurs

shock = uniform(
    -common.randomComponentOfPlannedProduction,
    common.randomComponentOfPlannedProduction)

if shock >= 0:
    self.plannedProduction *= (1. + shock)

if shock < 0:
    shock *= -1.
    self.plannedProduction /= (1. + shock)
    # print self.number, self.plannedProduction

common.totalPlannedProduction += self.plannedProduction
# print "entrepreneur", self.number, "plan", self.plannedProduction,\
#       "total", common.totalPlannedProduction

# to record sold production
self.soldProduction=0

```

The internal variable

`common.totalDemandInQuantityInPrevious_TimeStep`  
is updated in the following way:

- the internal variable

`common.totalConsumptionInQuantityInPrevious_TimeStep`  
is set within the `reset` function in `Agent.py` (about `reset`, see Section 1.1.1), saving in it the value of previous step `common.totalConsumptionInQuantityInA_TimeStep`, before resetting it to 0;

the code here is:



```
elif common.cycle > common.startHayekianMarket:
    common.totalConsumptionInQuantityInPrevious_TimeStep = \
        common.totalConsumptionInQuantityInA_TimeStep
```

`common.totalConsumptionInQuantityInA_TimeStep` is determined in `actOnMarketPlace` in Section 1.3.3.3;

- we have a special case when `common.cycle == common.startHayekianMarket` and the previous value does not exist because `actOnMarketPlace` has still to start to operate;  
in this case we use the previous planned amount of consumption in value, `common.totalPlannedConsumptionInValueInA_TimeStep`, transformed in quantity using prices at  $t - 2$  using the scheme of `adaptProductionPlan` (Section 1.3.6.2), i.e.:

```
if len(common.ts_df.price.values) == 1:
    previuosPrice = common.ts_df.price.values[-1] # t=2
if len(common.ts_df.price.values) > 1:
    previuosPrice = common.ts_df.price.values[-2] # t>2
# NB the code above can act only from t>1
```

we underline that `previuosPrice` (as a local variable) can be used in the unique case

`common.cycle == common.startHayekianMarket`.

- The whole specific code is:

```
# introduced with V6
# V6 reset block starts hene
# this part is specific of the first hayekian cycle
# where it replaces the lack of a previous values in
# quantity
if common.cycle == common.startHayekianMarket:
    if len(common.ts_df.price.values) == 1:
        previuosPrice = common.ts_df.price.values[-1] # t=2
    if len(common.ts_df.price.values) > 1:
        previuosPrice = common.ts_df.price.values[-2] # t>2
    # NB the code above can act only from t>1

    common.totalConsumptionInQuantityInPrevious_TimeStep = \
        common.totalPlannedConsumptionInValueInA_TimeStep \
        / previuosPrice

elif common.cycle > common.startHayekianMarket:
    common.totalConsumptionInQuantityInPrevious_TimeStep = \
        common.totalConsumptionInQuantityInA_TimeStep

common.totalConsumptionInQuantityInA_TimeStep = 0
# list of all the transaction prices in a cycle of the
# hayekian market
common.hayekianMarketTransactionPriceList_inACycle=[]
# v6 reset block ends here
```

### 1.3.3.2 planConsumptionInValueV6

- The method (or command) `planConsumptionInValueV6`,<sup>13</sup> sent to `workers` or `entrepreneurs`, produces the following evaluations, using the parameters detailed in `commonVar.py` file.

The method is equal to `planConsumptionInValueV5` one, but the conclusion, where no update of *common* value `totalPlannedConsumptionInValueInA_TimeStep` is made after the conclusion of the *pre-hayekian* period.

Consumption behavior with

$$C_i = a_k + b_k Y_i + u \quad (1.2)$$

with  $u \sim \mathcal{N}(0, \text{common.consumptionRandomComponentSD})$ .

The individual  $i$  can be:

1. an entrepreneur, with  $Y_i = \text{profit}_{i,t-1} + \text{wage}$ ;
2. an employed worker, with  $Y_i = \text{wage}$  and the special <sup>14</sup> case  $Y_i = wc_t^i$ , with  $wc_t^i$  defined in eq.1.21;
3. an unemployed workers<sup>15</sup>, with  $Y_i = \text{socialWelfareCompensation}$ .

The  $a_k$  and  $b_k$  values are set via the file `commonVar.py` and reported in output, when the program starts, via the `parameters.py`.

The code in `Agent.py` is:

```
# consumptions
def planConsumptionInValueV6(self):
    self.consumption = 0
    #case (1)
    # Y1=profit(t-1)+wage NB no negative consumption if profit(t-1) < 0
    # this is an entrepreneur action
    if self.agType == "entrepreneurs":
        self.consumption = common.a1 + \
            common.b1 * (self.profit + common.wage) + \
            gauss(0, common.consumptionRandomComponentSD)
        if self.consumption < 0:
            self.consumption = 0
        # profit, in V2, is at time -1 due to the sequence in schedule2.xls

    #case (2)
    # Y2=wage
```

---

<sup>13</sup>Related to Version 6

<sup>14</sup>Activated if the *common* value *wageCutForWorkTroubles* is *true*

<sup>15</sup>In this case, if the random component exceeds the consumption coming from social welfare compensation, we can have negative consumption; in case, in version 6, consumption are set to 0.

```

if self.agType == "workers" and self.employed:
    # the followin if/else structure is for control reasons because if
    # not common.wageCutForWorkTroubles we do not take in account
    # self.workTroubles also if != 0; if = 0 is non relevant in any
    # case
    if common.wageCutForWorkTroubles:
        self.consumption = common.a2 + \
            common.b2 * common.wage * (1. - self.workTroubles) + \
            gauss(0, common.consumptionRandomComponentSD)
        # print "worker", self.number, "wage x", (1.-self.workTroubles)
    else:
        self.consumption = common.a2 + \
            common.b2 * common.wage + \
            gauss(0, common.consumptionRandomComponentSD)

#case (3)
# Y3=socialWelfareCompensation
if self.agType == "workers" and not self.employed:
    self.consumption = common.a3 + \
        common.b3 * common.socialWelfareCompensation + \
        gauss(0, common.consumptionRandomComponentSD)

if self.consumption < 0:
    #print('*****',self.employed, \
    #      self.consumption)
    self.consumption=0

# max cons. in each step of a cycles of the hayekian phase
self.maxConsumptionInAStep=self.consumption*common.consumptionQuota\

# update totalPlannedConsumptionInValueInA_TimeStep
if common.cycle < common.startHayekianMarket:
    common.totalPlannedConsumptionInValueInA_TimeStep += self.consumption
# print "C sum", common.totalPlannedConsumptionInValueInA_TimeStep

self.consumptionPlanningInCycleNumber=common.cycle

```

Referring to `totalPlannedConsumptionInValueInA_TimeStep`, the method updates that *common* value only until the starting point of the hayekian market; on the contrary, the V5 version of the method updates it always.

In the *hayekian* phase, in each step of a cycle we establish a max quantity of consumptions, via a quota introduced interactively in the starting session of the program. This action mimics the action of the households over time in a period.

When the hayekian market operates, the consumption total amount comes from summing up all the consumption actions in `actOnMarketPlace` method.

### 1.3.3.3 actOnMarketPlace

- The method (or command) `actOnMarketPlace`,<sup>16</sup> operates only in the *hayekian* phase of each run.

In the first execution, only once, both a buy and a sell price are initialized for each agent in a way close to that of the Section 1.3.6.2. Here the previous price to be used is that at  $t - 1$  because we are on the side of the consumers. Instead, in the pre-*hayekian* setting, the producers look at the price used by the consumers to guess quantities in the previous period, so that in  $t - 2$ .

Both the **entrepreneurs** and the **workers** are *buyers*, while the *sellers* are uniquely the **entrepreneurs**.

- Search for sellers. In the first step of each multiple call of `actOnMarketPlace` in each cycle, and for each buyer, a seller is chosen from a temporary list locally generated.
- The method `actOnMarketPlace` is included in a macro, The number of repetitions for each buyer in each cycle (the number of buy attempts) is regulated by the number of repetition into the macro. In each repetition the program shuffles the agents. Each agent has in memory the effect of the action done in the previous repetition within a cycle.
- Sold products are recorded in quantity in `self.soldProduction`, always reset to 0 in any new cycle `adaptProductionPlanV6` step.

The deal between a buyer and a seller is based on the confrontation of the prices. If  $p_{B,i}$ , as buy price of agent  $i$ , is  $\geq$  of  $p_{S,j}$  as sell price of agent  $j$ , the agents exchange, at the seller price, the *min* quantity among the buying capacity of the buyer at that price, its max spending value in each step of a cycle<sup>17</sup> and the actual production (accounting for workers availability) residual quantity.

The revenue of the seller (one of the **entrepreneurs**) is accounted for profit calculations.

- Prices: what price in each action for each agent?
  - The best is *their*, price, i.e., the price at which they have concluded a deal (the last one, if more than a deal was made in a same time

---

<sup>16</sup>Related to Version 6

<sup>17</sup>As stated in Section 1.3.3.2, in each step of a cycle we establish a max quantity of consumptions, via a quota introduced interactively in the starting session of the program.

interval)<sup>18</sup> or that of the last bid (if buyers) or ask (if sellers) they made without concluding a deal. This price is corrected with the rules below.

- at time  $k$ , we use as starting point the price in  $k-1$ , being  $k$  the starting time of the hayekian market.

The code for the starting step (second bullet) is:

```
if not self.priceWarmingDone:
    # setting the price uniquely in the first hayekian step of the
    # first hayekian cycle

    # this operation is close the usual scheme of adaptProductionPlan
    # with the correction introduced from the version 5b, but
    # here the previous price to be used is that at t-1 because
    # we are on the side of the consumers; instead, in the pre-hayekian
    # setting, the producers look at the price used by the consumers
    # to guess quantities in the previous period, so that in t-2.
    if len(common.ts_df.price.values) > 1:
        self.buyPrice = self.sellPrice = \
            common.ts_df.price.values[-1] # the last one
        self.buyPrice *= 1 + \
            uniform(-common.initAsymmetry*common.initShock, \
                (1-common.initAsymmetry)*common.initAsymmetry)
        self.sellPrice *= 1+ \
            uniform(-(1-common.initAsymmetry)*common.initShock, \
                common.initAsymmetry*common.initShock)
        #print("Ag.", self.number, "buying at", self.buyPrice,
        #      "selling at", self.sellPrice)
        #if self.buyPrice >= self.sellPrice:
        #    print ("buyPrice >= sellPrice")
    # NB the code above can act only if t>1

self.priceWarmingDone = True
```

Both `self.buyPrice` and `self.sellPrice` are here in use, because each agent can take turns in doing both the actions.

- \* We add a random correction to both the initial prices, to start with a mixed situation. Let `initShock` the internal variable containing the relative value  $\iota$  as the range of the correction of the individual starting prices in a random uniform way (but asymmetrically, with the internal variable `initAsymmetry` containing the value of  $\nu$  defined in the interval  $[0.5, 1]$  e.g., 0.90.

Our goal here is that of initializing (i) buyer prices mostly *above* the starting price and (ii) seller prices mostly *below* the starting price, to facilitate initial exchanges. So we search a quite small overlapping of the price correction (never too rational, with someone moving in the wrong direction). With  $p_{B,i}$  as buy price of agent

---

<sup>18</sup>The event is possible if the agents buy or sell only fractions of their programmed buying or selling quantities, so repeating their actions

$i$  and  $p_{S,i}$  as sell price of agent  $i$ , we have eqs.:

$$p_{B,i} = p_{t-1}(1 + \varepsilon_{B,i}) \quad (1.3)$$

with  $\varepsilon_{B,i} \sim \mathcal{U}(-(1 - \nu)\iota, \nu\iota)$   
and

$$p_{S,i} = p_{t-1}(1 + \varepsilon_{S,i}) \quad (1.4)$$

with  $\varepsilon_{S,i} \sim \mathcal{U}(-\nu\iota, (1 - \nu)\iota)$ .

We adopt  $\nu = 0.90$  and  $\iota = 0.30$  as values for the initial experiment. Starting corrections will be uniformly distributed between  $-0.03$  and  $0.27$  for the buyers and between  $-0.27$  and  $0.03$  for the sellers.

- \* The continuous process of correction of the individual prices, applied to each transaction within each cycle, works in the following way: we modify the buy price (a random correction) if the last agent negotiation, also if unsuccessful, was on the buy side and the same on the sell price. Let **runningShock** be the internal variable containing the relative value  $\tilde{t}$  (e.g., 0.10) as the range of the correction or the individual running prices in a random uniform way (but asymmetrically, with the internal variable **runningAsymmetry** containing the value of  $\tilde{\nu}$  defined in the interval  $[0.5, 1]$  e.g., 0.90, as a very low superimposition), with  $p_{B,i}$  as buy price of agent  $i$  and  $p_{S,i}$  as sell price of agent  $i$ .

The equations are the same as 1.3 and 1.4, with  $\tilde{\nu}$  substituting  $\nu$  and  $\tilde{t}$  substituting  $\iota$ .

- After the starting cycle of the *hayekian* phase, each agent uses two *status* variable (technically: **self.statusB** and **self.statusS**), initialized to 0 and reporting its short term history both as a buyer (worker or entrepreneur) and as a seller (entrepreneur). Conventions:

- \* **self.statusB**

- 0 means never used;
- 1 if previous action was a successful buy attempt;
- -1 if previous action was an unsuccessful buy attempt;

- \* **self.statusS**

- 0 means never used;
- 1 if previous action was a successful sell attempt;
- -1 if previous action was an unsuccessful sell attempt.

- \* Using the variables introduced above, we adopt  $\tilde{\nu} = 0.90$  and  $\tilde{t} = 0.05$  as values for the initial experiment.

\* *Buyer* case:

- if the last transaction succeeded (*statusB* is 1):

$$p_{B,i_t} = p_{B,i_{t-1}}(1 + \varepsilon_{B^{down},i}) \quad (1.5)$$

with  $\varepsilon_{B^{down},i} \sim \mathcal{U}(-\tilde{\nu} \tilde{l}, (1 - \tilde{\nu}) \tilde{l})$ , so mostly negative (the agent tries to decrease its reservation price);

- if the last transaction failed (*statusB* is -1):

$$p_{B,i_t} = p_{B,i_{t-1}}(1 + \varepsilon_{B^{up},i}) \quad (1.6)$$

with  $\varepsilon_{B^{up},i} \sim \mathcal{U}(-(1 - \tilde{\nu}) \tilde{l}, \tilde{\nu} \tilde{l})$ , so mostly positive (the agent tries to increase its reservation price).

\* *Seller* case:

- if the last transaction succeeded (*statusS* is 1):

$$p_{S,i_t} = p_{S,i_{t-1}}(1 + \varepsilon_{S^{up},i}) \quad (1.7)$$

with  $\varepsilon_{S^{up},i} \sim \mathcal{U}(-(1 - \tilde{\nu}) \tilde{l}, \tilde{\nu} \tilde{l})$ , so mostly positive (the agent tries to increase its reservation price);

- if the last transaction failed (*statusS* is -1):

$$p_{S,i_t} = p_{S,i_{t-1}}(1 + \varepsilon_{S^{down},i}) \quad (1.8)$$

with  $\varepsilon_{S^{down},i} \sim \mathcal{U}(-\tilde{\nu} \tilde{l}, (1 - \tilde{\nu}) \tilde{l})$ , so mostly negative (the agent tries to decrease its reservation price).

- The resulting code of the whole method is:

```
# all acting as consumers on the market place
def actOnMarketPlace(self):
    if common.cycle < common.startHayekianMarket: return

    if not self.priceWarmingDone:
        # setting the price uniquely in the first hayekian step of the
        # first hayekian cycle

        # this operation is close the usual scheme of adaptProductionPlan
        # with the correction introduced from the version 5b, but
        # here the previous price to be used is that at t-1 because
        # we are on the side of the consumers; instead, in the pre-hayekian
        # setting, the producers look at the price used by the consumers
        # to guess quantities in the previous period, so that in t-2.
    if len(common.ts_df.price.values) > 1:
        self.buyPrice = self.sellPrice = \
            common.ts_df.price.values[-1] # the last one
        self.buyPrice *= 1 + \
            uniform(-(1-common.initAsymmetry)*common.initShock, \
                    common.initAsymmetry*common.initShock)
```

```

self.sellPrice *= 1+ \
    uniform(-common.initAsymmetry*common.initShock, \
            (1-common.initAsymmetry)*common.initAsymmetry)
#print("Ag.", self.number,"buying at", self.buyPrice,
#      "selling at",self.sellPrice)
#if self.buyPrice >= self.sellPrice:
#    print ("buyPrice >= sellPrice")
# NB the code above can act only if t>1

self.priceWarmingDone = True

# first call in each cycle, prepearing action (only once per cycle)
if self.currentCycle != common.cycle:
    self.currentCycle = common.cycle

# we check that the planning of the consumption has been
# made for the current cycle
if self.consumptionPlanningInCycleNumber != common.cycle:
    print('Attempt of using actOnMarketPlace method before'+\
          ' consumption planning')
    os.sys.exit(1) # to stop the execution, in the calling module
                  # we have multiple except, with 'SystemExit' case

# create a tmp list of sellers
self.sellerList=[]
for anAg in self.agentList:
    if anAg.getType() == "entrepreneurs":
        self.sellerList.append(anAg)

# acting (NB self.consumption comes from planConsumptionInValueV6)
# if buying action is possible
#print("cycle",common.cycle,"ag",self.number,"cons val",self.consumption)
if self.consumption > 0 and self.sellerList != []:
    # chose a seller
    mySeller=self.sellerList[randint(0,len(self.sellerList)-1)]
    sellerQ=mySeller.production - mySeller.soldProduction>0
    if sellerQ>0:
        # try a deal
        if self.buyPrice < mySeller.sellPrice:
            self.statusB=self.statusS=-1
        if self.buyPrice >= mySeller.sellPrice:
            self.statusB=self.statusS= 1
        # NB production can be < plannedProduction due to lack of workers

        # consumption in value cannot exceed self.maxConsumptionInAStep
        buyerQ=min(self.consumption/mySeller.sellPrice, sellerQ,\
                    self.maxConsumptionInAStep/mySeller.sellPrice)

        mySeller.soldProduction+=buyerQ
        mySeller.revenue+=buyerQ*mySeller.sellPrice
        self.consumption-=buyerQ*mySeller.sellPrice
        #print("cycle",common.cycle,"ag",self.number,"deal: cons val",\
        #      buyerQ*mySeller.sellPrice,"price",mySeller.sellPrice)
        # saving the price of the transaction
        common.hayekianMarketTransactionPriceList_inACycle.\
            append(mySeller.sellPrice)

        common.totalConsumptionInQuantityInA_TimeStep += buyerQ

```



```

# correct running prices

# if the status is != 0 the agent has already been acting

if self.statusB == 1: # buyer case (statusB 1, successful buy attempt,
    # acting mostly to decrease the reservation price)
    self.buyPrice *= 1 + uniform(-common.runningAsymmetry* \
        common.runningShock, \
        (1-common.runningAsymmetry)* \
        common.runningShock)

if self.statusB == -1: # buyer case (statusB -1, unsuccessful buy attempt,
    # acting mostly to increase the reservation price)
    self.buyPrice *= 1 + uniform(-(1-common.runningAsymmetry)* \
        common.runningShock, \
        common.runningAsymmetry* \
        common.runningShock)

if self.statusS == 1: # seller case (statusS 2, successful sell attempt,
    # acting mostly to increase the reservation price)
    self.sellPrice *= 1 + uniform(-(1-common.runningAsymmetry)* \
        common.runningShock, \
        common.runningAsymmetry* \
        common.runningShock)

if self.statusS == -1: # seller case (statusS -2, unsuccess. s. attempt,
    # acting mostly to decrease the reservation price)
    self.sellPrice *= 1 + uniform(-common.runningAsymmetry* \
        common.runningShock, \
        (1-common.runningAsymmetry)* \
        common.runningShock)

#print("ag.", self.number, "new prices", self.buyPrice, self.sellPrice)

# cleaning the situation
self.statusB=self.statusA=0

```

#### 1.3.3.4 evaluateProfitV6

- The method (or command) `evaluateProfitV6`,<sup>19</sup> sent to the **entrepreneurs**, orders them to calculate their profit. Being  $P_t^i$  the production and the labor force  $L_t^i$  measured via the network connecting the entrepreneur to her workers plus 1 to take in account the entrepreneur herself.

The use of  $P_t^i$ , the actual production of the entrepreneurs, accounts both for the production plan decided with `adaptProductionPlan`, page 42, and for the limits in hiring, if any, as in `hireFireWithProduction`, page 37. The sum of all the actual productions of each entrepreneur is used, as at page 63, in `setMarketPriceV3`.

---

<sup>19</sup>Related to Version 6.

The method has been improved in version 2, to manage extra costs for the new entrant firms, but keeping safe the backward compatibility of the method.

$p_t$  is the **price**, clearing the market at time  $t$  and it is calculated by the abstract item `WorldState` via the method `setMarketPrice`, as explained in Section 1.3.16.

$w$  is the **wage** per employee and time unit, set to 1.0 in `common` variable space, not changing with  $t$ , but the case of the important events of:

- wage rise due both to full employment (Subsection 1.3.7.1) and
- to the creation of barriers against new entrants (Subsection 1.3.7.3).

$C$  are extra costs for new entrant firms. They are calibrated to assure the effectiveness of the action described in Subsection 1.3.7.3, but in a non deterministic way, thanks to the movements in prices.

If the `common` variable `wageCutForWorkTroubles` is set to `True` the costs determination takes in account the reduction in the wages (but the wage of the entrepreneur, not changing).

Considering the presence of work troubles (see subsection 1.3.8.1) the determination of the clearing price, as at page 63, can signal an increase in the equilibrium price, due to the lacking production.

The (relative) shock  $\psi_{i,t} > 0$  due to work troubles is defined in subsection 1.3.8.1.

In presence of work troubles the firm has to accept a reduction of its price, to compensate its customers for having undermined the confidence in the implicit commitment of producing a given quantity (the production plan, specified in subsection 1.3.4.1).

That penalty value, as a relative measure, is in `common` as `penaltyValue` and here shortly as  $pv$ . Locally,  $pv_t^i$ , for the firm  $i$  at time  $t$ , is set to  $pv$  if  $\psi_{i,t} > 0$ ; otherwise ( $\psi_{i,t} = 0$ ) is set to 0.

Here we have the difference with V5. Eqs. 1.9 and 1.10 are used in the pre-*hakyeon* phase, while eqs. 1.11 and 1.12 work in the *hayekian* one.

The profit evaluation, if `wageCutForWorkTroubles` is set to `True`, is:

$$\Pi_t^i = p_t(1 - pv_t^1)P_t^i - (w - \psi_{i,t})(L_t^i - 1) - 1w - C \quad (1.9)$$

being  $1w$  the wage of the entrepreneur.

If `wageCutForWorkTroubles` is set to *False*, the result is:

$$\Pi_t^i = p_t(1 - pv_t^i)P_t^i - wL_t^i - C \quad (1.10)$$

In the *hayekian* phase we have, with  $REV_t^i$  reporting the revenue of firm  $i$  at time  $t$ :

The profit evaluation, if `wageCutForWorkTroubles` is set to *True*, is:

$$\Pi_t^i = REV_t^i - (w - \psi_{i,t})(L_t^i - 1) - 1w - C \quad (1.11)$$

being  $1w$  the wage of the entrepreneur.

If `wageCutForWorkTroubles` is set to *False*, the result is:

$$\Pi_t^i = REV_t^i - wL_t^i - C \quad (1.12)$$

The experiments run in April 2017 (with V5 of this method) for the final version for the Italian economic journal have the penalty value  $pv_t^i$  set to 0.

The new entrant firms have extra costs  $C$  to be supported, retrieved in `XC` variables, but only for  $k$  periods, as stated in `commonVar.py` and activated by method `toEntrepreneur`.

The code is:

```
# calculateProfit
def evaluateProfitV6(self):

    # this is an entrepreneur action
    if self.agType == "workers":
        return

    # backward compatibly to version 1
    try:
        XC = common.newEntrantExtraCosts
    except BaseException:
        XC = 0

    try:
        k = self.extraCostsResidualDuration
    except BaseException:
        k = 0

    if k == 0:
        XC = 0
    if k > 0:
        self.extraCostsResidualDuration -= 1

    # the number of producing workers is obtained indirectly via
    # production/laborProductivity
    # print self.production/common.laborProductivity

    # how many workers, not via productivity due to possible troubles
    # in production
```

```
laborForce = gvf.nx.degree(common.g, nbunch=self) + \
    1 # +1 to account for the entrepreneur herself

# the followin if/else structure is for control reasons because if
# not common.wageCutForWorkTroubles we do not take in account
# self.workTroubles also if != 0; if = 0 is non relevant in any case
if common.wageCutForWorkTroubles:
    self.costs = (common.wage - self.hasTroubles) \
        * (laborForce - 1) \
        + common.wage * 1 + \
        XC
    # above, common.wage * 1 is for the entrepreneur herself
else:
    self.costs = common.wage * laborForce + \
        XC
# print "I'm entrepreneur", self.number, "costs are",self.costs

# penalty Value
pv = 0
if self.hasTroubles > 0:
    pv = common.penaltyValue

# V6 - before hayekian phase
if common.cycle < common.startHayekianMarket:
    # the entrepreneur sells her production, which is contributing - via
    # totalActualProductionInA_TimeStep, to price formation
    self.profit = common.price * (1. - pv) * self.production - self.costs
    print("I'm entrepreneur", self.number, "my price is ",
        common.price * (1. - pv))

# V6 - into the hayekian phase
else:
    self.profit = self.revenue - self.costs
    print("I'm entrepreneur", self.number, "my individual price is ",
        self.sellPrice)

# individual data collection
# creating the dataframe
try:
    common.dataCounter
except BaseException:
    common.dataCounter=-1

try:
    common.firm_df
except BaseException:
    common.firm_df = pd.DataFrame(
        columns=[
            'production',
            'profit'])
    print("\nCreation of the dataframe of the firms (individual data)\n")

common.dataCounter+=1
common.firm_df.set_value(common.dataCounter,\
    'production',self.production)
common.firm_df.set_value(common.dataCounter,\
    'profit',self.profit)
```

```
common.totalProfit += self.profit
```

### 1.3.3.5 setMarketPriceV6

- The method (or command) `setMarketPriceV6`,<sup>20</sup> sent to the `WorldState`, orders it to evaluate the market clearing prices in the pre-*hayekian* phase and successively to record the mean and the standard deviation to the *hayekian* prices in each cycle. See below Section 1.3.16 and specifically Section 1.3.16.4.

## 1.3.4 Methods used in Versions 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 6

### 1.3.4.1 makeProductionPlan

- The method (or command) `makeProductionPlan`,<sup>21</sup> sent to the `entrepreneurs`, orders them to guess their production for the current period. The production plan  $\hat{P}_t^i$  is determined in a random way, using a Poisson distribution, with  $\nu = 10$  as mean (suggested value kept in the *common* space).

As a definition, the production plan is:

$$\hat{P}_t^i \sim \text{Pois}(\nu) \quad (1.13)$$

We suggest temporary a value of 5 for  $\nu$ , with (in Versions 1 and 2) the quantities: entrepreneurs 5, workers 20 + the 5 entrepreneurs, labor productivity 1. Always in Versions 1 and 2, the value of  $\nu$  can be modified in the prologue of the run).

With Version 3, the `makeProductionPlan` method works uniquely with  $t = 1$  being  $t$  internally `common.cycle` created and set to 1 by `ObserverSwarm` when starts.

Version 3 calculates the initial value  $\nu$  (used uniquely in the first step) as:

$$\nu = \rho \frac{(N_{workers} + N_{entrepreneurs})}{N_{entrepreneurs}} \quad (1.14)$$

In this way about a  $\rho$  ratio of the agents is producing in the beginning. Internally, the total numbers of the agents  $N_{workers} + N_{entrepreneurs}$  can be

---

<sup>20</sup>Related to Version 6, jumping from 3 to 6 in numbering the method.

<sup>21</sup>Related to Versions 1, 2; in the 3, 4, 5, 5b, 5bPy3 and 5c, 5c\_fd and 6 cases, only at time=1

obtained as the length of the `agentList`; the number of entrepreneurs is calculated from the same list considering only the entrepreneurs.

The code is:

```
# makeProductionPlan
def makeProductionPlan(self):

    # this is an entrepreneur action
    if self.agType == "workers": return

    if common.projectVersion >= 3 and common.cycle==1:
        nEntrepreneurs = 0
        for ag in self.agentList:
            if ag.agType=="entrepreneurs":
                nEntrepreneurs+=1
        #print nEntrepreneurs
        nWorkersPlus_nEntrepreneurs=len(self.agentList)
        #print nWorkersPlus_nEntrepreneurs
        common.nu=(common.rho*nWorkersPlus_nEntrepreneurs)/nEntrepreneurs
        #print common.rho, common.nu

    if (common.projectVersion >= 3 and common.cycle==1) or \
        common.projectVersion < 3:
        self.plannedProduction=npr.poisson(common.nu,1)[0] # 1 is the number
        # of element of the returned matrix (vector)
        #print self.plannedProduction

    common.totalPlannedProduction+=self.plannedProduction
```

#### 1.3.4.2 hireFireWithProduction

- The method (or command) `hireFireWithProduction`,<sup>22</sup> sent to the `entrepreneurs`, orders them to hire or fire comparing the labor forces required for the production plan  $\hat{P}_t^i$  and the labor productivity  $\pi$ ; we have the required labor force ( $L_t^i$  is the current one):

$$\hat{L}_t^i = \hat{P}_t^i / \pi \quad (1.15)$$

Now:

1. if  $\hat{L}_t^i = L_t^i$  nothing has to be done;
2. if  $\hat{L}_t^i > L_t^i$ , the entrepreneur is hiring with the limit of the number of unemployed workers;
3. if  $\hat{L}_t^i < L_t^i$ , the entrepreneur is firing the workers in excess.

The code is:

---

<sup>22</sup>Related to Versions 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 6.

```
def hireFireWithProduction(self):

    # workers do not hire/fire
    if self.agType == "workers": return

    # to decide to hire/fire we need to know the number of employees
    # the value is calculated on the fly, to be sure of accounting for
    # modifications coming from outside
    # (nbunch : iterable container, optional (default=all nodes)
    # A container of nodes. The container will be iterated through once.)

    laborForce0=gvf.nx.degree(common.g, nbunch=self) + \
        1 # +1 to account for the entrepreneur itself

    # required labor force
    laborForceRequired=int(
        self.plannedProduction/common.laborProductivity)

    # no action
    if laborForce0 == laborForceRequired: return

    # hire
    if laborForce0 < laborForceRequired:
        n = laborForceRequired - laborForce0
        tmpList=[]
        for ag in self.agentList:
            if ag != self:
                if ag.agType=="workers" and not ag.employed:
                    tmpList.append(ag)

        if len(tmpList) > 0:
            k = min(n, len(tmpList))
            shuffle(tmpList)
            for i in range(k):
                hired=tmpList[i]
                hired.employed=True
                gvf.colors[hired]="Aqua"
                gvf.createEdge(self, hired)
                #self, here, is the hiring firm

        # count edges (workers) of the firm, after hiring (the values is
        # recorded, but not used directly)
        self.numOfWorkers=gvf.nx.degree(common.g, nbunch=self)
        # nbunch : iterable container, optional (default=all nodes)
        # A container of nodes. The container will be iterated through once.
        print "entrepreneur", self.number, "has", \
            self.numOfWorkers, "edge/s after hiring"

    # fire
    if laborForce0 > laborForceRequired:
        n = laborForce0 - laborForceRequired

        # the list of the employees of the firm
        entrepreneurWorkers=gvf.nx.neighbors(common.g,self)
        #print "entrepreneur", self.number, "could fire", entrepreneurWorkers

        #the list returns by nx is unstable as order
        entrepreneurWorkers = mySort(entrepreneurWorkers)

        if len(entrepreneurWorkers) > 0: # has to be, but ...
            shuffle(entrepreneurWorkers)
            for i in range(n):
```

```

fired=entrepreneurWorkers[i]

gvf.colors[fired]="OrangeRed"
fired.employed=False

common.g_edge_labels.pop((self,fired))
common.g.remove_edge(self, fired)

# count edges (workers) after firing (recorded, but not used
# directly)
self.numOfWorkers=gvf.nx.degree(common.g, nbunch=self)
# nbunch : iterable container, optional (default=all nodes)
# A container of nodes. The container will be iterated through once.
print "entrepreneur", self.number, "has", \
      self.numOfWorkers, "edge/s after firing"

```

An important technical detail is the use of the function `mySort` to avoid inconsistencies in the order of the agents returned by the graph of the networks as workers of the entrepreneur. Different orders would produce different sets of fired workers, becoming different sets of potential entrepreneurs and producing different sequences of events in the simulation.

Why the differences in the order of the list of the agents? The graph is managed by `networkX`, which is using internally a dictionary structure, whose order is neither defined in any way in Python, nor constant from execution to execution<sup>23</sup>. The list, in our case, contains the addresses of the instances of the agents. A simple sort of this list does not give us a stable order, due to the fact that the addresses and their order can change from a run to another.

For these reasons we use here a custom function to sort the list, using the internal `number` of the agents, to reorder them.<sup>24</sup>

As a related consequence, we have to keep in mind to avoid duplicated num-

---

<sup>23</sup> With version 3.6, as we can see at <https://docs.python.org/3.6/whatsnew/3.6.html#new-dict-implementation>, within the “CPython implementation improvements”, the *dict* type has been reimplemented. Specifically, at least in CPython (which is the more diffused Python implementation):

The order-preserving aspect of this new implementation is considered an implementation detail and should not be relied upon (this may change in the future, but it is desired to have this new dict implementation in the language for a few releases before changing the language spec to mandate order-preserving semantics for all current and future Python implementations; this also helps preserve backwards-compatibility with older versions of the language where random iteration order is still in effect, e.g. Python 3.5).

So *dict* structures, with Python 3.6 are order-preserving, but *this new implementation is considered an implementation detail and should not be relied upon*.

<sup>24</sup>A related marginal problem, not eliminated, is the order in plotting the nodes in the graph plot: in the area where the nodes are superimposed, we can see the nodes exactly in the same position in every run, but differently placed as layer in the foreground/background sequence.



bers: in the *Oligopoly* model the entrepreneurs can switch to workers and vice versa, so the numbers assigned to the entrepreneurs start from 1 and those assigned to the workers from 1001 (see the file `workers.txtx`).

The code of the function `mySort` is:

```
def mySort(ag):
    if ag==[]: return []
    numAg=[]
    for a in ag:
        numAg.append((a.number,a))
    numAg.sort()
    agSorted=[]
    for i in range(len(numAg)):
        agSorted.append(numAg[i][1])
    return agSorted
```

### 1.3.5 Methods used in Version 3, 4, 5, 5b, 5bPy3, 5c 5c\_fd, 6

#### 1.3.5.1 toEntrepreneurV3

- With the method (or command) `toEntrepreneurV3`,<sup>25</sup> sent to `workers`, the agent, being a worker, decides to become an entrepreneur at time  $t$ , if its employer has a relative profit (reported to the total of the costs)  $\geq$  a given *threshold* at time  $t - 1$ . The threshold is retrieved from the variable `thresholdToEntrepreneur`.

The decision is a quite rare one, so we have to pass a higher level threshold, that we define as `absoluteBarrierToBecomeEntrepreneur`; the value is defined in `commonVar.py` and shown via `parameters.py` file.

This parameter represents a *potential max number of new entrepreneurs* in each cycle.

Internally, it works in the following way: given an absolute value as number workers actually became entrepreneur, we transform that value in a probability, dividing it by the total number of the agents, used as an adaptive scale factor.

The agent changes its internal type, position (not completely at the left as the original entrepreneurs, but if it was an entrepreneur moved to worker and coming back, it goes completely at the left) and color and it deletes the previous edge to the entrepreneur/employer. Finally, it starts counting the  $k$  periods of extra costs (to  $k$  is assigned the value `common.ExtraCostsDuration`, in the measure stated in `common.newEntrantExtraCosts`).

---

<sup>25</sup>Related to Version 3, 4, 5, 6.

The code in `Agent.py` is:

```
#to entrepreneurV3
def toEntrepreneurV3(self):
    if self.agType != "workers" or not self.employed: return

    if random() <= common.absoluteBarrierToBecomeEntrepreneur:
        myEntrepreneur=gvf.nx.neighbors(common.g, self)[0]
        myEntrepreneurProfit=myEntrepreneur.profit
        myEntrepreneurCosts=myEntrepreneur.costs
        if myEntrepreneurProfit/myEntrepreneurCosts >= \
            common.thresholdToEntrepreneur:
            print "Worker %2.0f is now an entrepreneur (previous firm relative profit %4.2f)" %\
                (self.number, myEntrepreneurProfit/myEntrepreneurCosts)
            common.g.remove_edge(myEntrepreneur, self)

            #originally, it was a worker
            if self.xPos>0:gvf.pos[self]=(self.xPos-15,self.yPos)
            #originally, it was an entrepreneur
            else:gvf.pos[self]=(self.xPos,self.yPos)
            # colors at http://www.w3schools.com/html/html_colornames.asp
            gvf.colors[self]="LawnGreen"
            self.agType="entrepreneurs"
            self.employed=True
            self.extraCostsResidualDuration=common.extraCostsDuration
```

### 1.3.5.2 toWorkerV3

- With the method (or command) `toWorkerV3`,<sup>26</sup> an entrepreneur moves to be an unemployed worker if its a relative profit (reported to the total of the costs) at time  $t$  is  $\leq$  a given *threshold* in  $t$ . The threshold is retrieved from the variable `thresholdToWorker`.

The agent changes its internal type, position (not completely at the right as the original workers, but if it was a worker moved to entrepreneur and coming back, it goes completely at the right) and color and it deletes the previous edge to the workers/employee if any.

The code in `Agent.py` is:

```
#to workersV3
def toWorkerV3(self):
    if self.agType != "entrepreneurs": return

    #check for newborn firms
    try:
        self.costs
    except:
        return

    if self.profit/self.costs <= common.thresholdToWorker:
        print "I'm entrepreneur %2.0f and my relative profit is %4.2f" %\
            (self.number, self.profit/self.costs)
```

---

<sup>26</sup>Related to Version 3, 4, 5, 6.

```
# the list of the employees of the firm, IF ANY
entrepreneurWorkers=gvf.nx.neighbors(common.g,self)
print "entrepreneur", self.number, "has", len(entrepreneurWorkers),\
    "workers to be fired"

if len(entrepreneurWorkers) > 0:
    for aWorker in entrepreneurWorkers:
        gvf.colors[aWorker]="OrangeRed"
        aWorker.employed=False

        common.g.remove_edge(self, aWorker)

self.numOfWorkers=0

#originally, it was an entrepreneur
if self.xPos<0:gvf.pos[self]=(self.xPos+15,self.yPos)
#originally, it was a worker
else:gvf.pos[self]=(self.xPos,self.yPos)
# colors at http://www.w3schools.com/html/html_colornames.asp
gvf.colors[self]="OrangeRed"
self.agType="workers"
self.employed=False
```

### 1.3.6 Methods used in Version 3, 4, 5, 5b, 5bPy3, 5c 5c\_fd

#### 1.3.6.1 adaptProductionPlan until Version 5

- The method (or command) `adaptProductionPlan`,<sup>27</sup> sent to `entrepreneurs`, orders to the  $i^{th}$  firm to set its production plan for the current period to their (equal, being  $i$  here not relevant) fraction of the total demand of the previous period, corrected with a random uniform relative correction in the interval  $-k$  to  $+k$ , reported in the prologue as:

Random component of planned production.

This method works for time  $> 1$ .

Being  $\hat{P}_t^i$  the planned production of firm  $i$ , we have:

– if  $u_t^i \geq 0$

$$\hat{P}_t^i = \frac{D_{t-1}}{N_{entrepreneurs}}(1 + u_t^i) \quad (1.16)$$

– if  $u_t^i < 0$

$$\hat{P}_t^i = \frac{D_{t-1}}{N_{entrepreneurs}}/(1 + |u_t^i|) \quad (1.17)$$

---

<sup>27</sup>Related to Version 3, 4, 5.

with  $u_t^i \sim \mathcal{U}(-k, k)$

The code in `Agent.py` until Version 5 is:

```
# adaptProductionPlan
def adaptProductionPlan(self):
    if common.cycle > 1:
        nEntrepreneurs = 0
        for ag in self.agentList:
            if ag.agType=="entrepreneurs":
                nEntrepreneurs+=1

        self.plannedProduction = common.totalDemandInPrevious_TimeStep \
            / nEntrepreneurs

        #self.plannedProduction += gauss(0,self.plannedProduction/10)

        shock= uniform( \
            -common.randomComponentOfPlannedProduction,\
            common.randomComponentOfPlannedProduction)

        if shock >= 0:
            self.plannedProduction *= (1.+shock)

        if shock < 0:
            shock *= -1.
            self.plannedProduction /= (1.+shock)
        #print self.number, self.plannedProduction

        common.totalPlannedProduction+=self.plannedProduction
```

### 1.3.6.2 adaptProductionPlan with Version 5b, 5bPy3, 5c, 5c\_fd correction

- The method (or command) `adaptProductionPlan`,<sup>28</sup> sent to `entrepreneurs`, orders to the  $i^{th}$  firm to set its production plan for the current period to their (equal, being  $i$  here not relevant) fraction of the total demand—transformed from its nominal value to the real one (i.e., in quantity)<sup>29</sup>—of the previous period, corrected with a random uniform relative correction in the interval  $-v$  to  $v$ , reported in the prologue as:

Random component of planned production.

This method works for time  $> 1$ .

Being  $\hat{P}_t^i$  the planned production of firm  $i$ , we have:

---

<sup>28</sup>Related to Version 5b, 5bPy3 and 5c, 5c\_fd.

<sup>29</sup>The missing part until Version 5b/5bPy3/5c/5c\_fd was this transformation; as a consequence, the result was partially biased, anyway with limited effects being our prices always around the unity; I have to thank Enrico Minardi, a student of mine, for discovering the missing operation.



```
common.randomComponentOfPlannedProduction)

if shock >= 0:
    self.plannedProduction *= (1.+shock)

if shock < 0:
    shock *= -1.
    self.plannedProduction /= (1.+shock)
#print self.number, self.plannedProduction

common.totalPlannedProduction+=self.plannedProduction
#print "entrepreneur", self.number, "plan", self.plannedProduction,\
#      "total", common.totalPlannedProduction
```

### 1.3.6.3 setMarketPriceV3

- The method (or command) `setMarketPriceV3`,<sup>31</sup> sent to the `WorldState`, orders it to evaluate the market clearing price. See below Section 1.3.16 and specifically Section 1.3.16.3.

## 1.3.7 Methods used in Version 4, 5, 5b, 5bPy3, 5c, 5c\_fd

### 1.3.7.1 fullEmploymentEffectOnWages

The method (or command) `fullEmploymentEffectOnWages`,<sup>32</sup> sent to the `WorldState`, orders it to modify wages accordingly to full employment situation, in a reversible way. See below Section 1.3.16 and specifically Section 1.3.16.5.

### 1.3.7.2 randomShockToWages

The method (or command) `randomShockToWages`,<sup>33</sup> sent to the `WorldState`, orders it to randomly modify wages. See below Section 1.3.16 and specifically Section 1.3.16.6.

This method is only used in model building, to verify the sensitivity of the model to changes in wages.

---

<sup>31</sup>Related to Version 3, 4, 5.

<sup>32</sup>Related to Version 4, 5, 6.

<sup>33</sup>Related to Version 4, 5, 6.

### 1.3.7.3 `incumbentActionOnWages`

The method (or command) `incumbentActionOnWages`,<sup>34</sup> sent to the `WorldState`, orders it to modify wages for one period, accordingly to the attempt of creating an entry barrier when new firms are observed into the market.

As a consequence, wage measure contains a variable addendum, set to 0 as regular value and modified temporary by this method.

See below Section 1.3.16 and specifically Section 1.3.16.7.

## 1.3.8 Methods used in Version 5, 5b, 5bPy3, 5c, 5c\_fd, 6

### 1.3.8.1 `workTroubles`

- 
- The method (or command) `workTroubles`,<sup>35</sup> is sent to the `entrepreneurs`. For each entrepreneur at time  $t$ , so for each firm  $i$ , we generate a shock  $\psi_{i,t} > 0$  due to work troubles, with probability  $p_\psi$  (set for all the entrepreneurs via the `schedule.txt` file)<sup>36</sup> and value uniformly distributed between  $V_\Psi/2$  and  $V_\Psi$ . The shock reduces the production of firm  $i$  in a relative way, as in:

$$Pc_t^i = P_t^i(1 - \psi_{i,t}) \quad (1.20)$$

where  $Pc$  means *corrected production*.

If the global logical value `wageCutForWorkTroubles` is *true*, also wages are cut in the same proportion that the production is suffering. With  $w$  indicating the constant basic wage level,  $cw_t^i$  is the corrected value at time  $t$  and for firm  $i$ ; the correction is superimposed to the other possible corrections (due to full employment or to artificial barrier creation).

$$cw_t^i = w(1 - \psi_{i,t}) \quad (1.21)$$

The firm variable `hasTroubles` takes note—via  $\psi_{i,t}$  assuming a value  $> 0$ , being 0 otherwise—if the firm has work problems in the current time step

---

<sup>34</sup>Related to Version 4, 5, 6.

<sup>35</sup>Related to Version 5, 6.

<sup>36</sup>SLAPP displays—in its text output—a dictionary with the method probabilities, if at least one method is linked to a probability.

and the worker variable `workTroubles` takes note of the same amount for all the workers of that specific firm.

Both the variable are set again to 0 in the `reset` step at the beginning of each model cycle.

The code in `Agent.py` is:

```
#work troubles
def workTroubles(self):

    # NB this method acts with the probability set in the schedule.txt
    # file
    if self.agType != "entrepreneurs": return

    # production shock due to work troubles

    psiShock=uniform(common.productionCorrectionPsi/2,
                     common.productionCorrectionPsi)
    self.hasTroubles=psiShock
    print "Entrepreneur", self.number, "is suffering a reduction of "\
          "production of", psiShock*100, "%, due to work troubles"

    if common.wageCutForWorkTroubles:
        # the list of the employees of the firm
        entrepreneurWorkers=gvf.nx.neighbors(common.g,self)
        for aWorker in entrepreneurWorkers:
            #avoiding the entrepreneur herself, as we are refering to her
            # network of workers
            aWorker.workTroubles=psiShock
            print "Worker ", aWorker.number, "is suffering a reduction of "\
                  "wage of", psiShock*100, "%, due to work troubles"
```

### 1.3.8.2 produceV5

- The method (or command) `produceV5`,<sup>37</sup> sent to the `entrepreneurs`, orders them—in a deterministic way, in each unit of time—to produce proportionally to their labour force, obtaining profit  $\Pi_t^i$ , where  $i$  identifies the firm and  $t$  the time.

$L_t^i$  is the number of workers of firm  $i$  at time  $t$ , and also the number of its links. We add 1 to  $L_t^i$ , to account for the entrepreneur as a worker.  $\pi$  is the `laborProductivity`, with its value set to 1 in `common` variable space, currently not changing with  $t$ .  $P_t^i$  is the production of firm  $i$  at time  $t$ .

The production is:

$$P_t^i = \pi(L_t^i + 1) \quad (1.22)$$

The production is corrected for work troubles (as in section 1.3.8.1) calculating the corrected value  $Pc_t^i$  with:

---

<sup>37</sup>Related to Version 5, 6.



The production is:

$$Pc_t^i = P_t^i(1 - \psi_{i,t}) \quad (1.23)$$

The production (corrected or not) of the  $i^{\text{th}}$  firm is added to the total production of the time step, in the variable `totalProductionInA_TimeStep` of the *common* space.

The code is:

```
# produce
def produce(self):

    # this is an entrepreneur action
    if self.agType == "workers": return

    # to produce we need to know the number of employees
    # the value is calculated on the fly, to be sure of accounting for
    # modifications coming from outside
    # (nbunch : iterable container, optional (default=all nodes)
    # A container of nodes. The container will be iterated through once.)

    laborForce=gvf.nx.degree(common.g, nbunch=self) + \
        1 # +1 to account for the entrepreneur itself

    # productivity is set to 1 in the beginning
    self.production = common.laborProductivity * \
        laborForce

    # totalProductionInA_TimeStep
    common.totalProductionInA_TimeStep += self.production
```

We calculate the `laborForce`, i.e.  $L_t^i$ , counting the number of links or edges from the firm to the workers. We prefer this ‘on the fly’ evaluation to the internal variable `self.numOfWorkers`, to be absolutely sure of accessing the last datum in case of modifications coming from other procedures. E.g., a random subtraction or addition of workers to firms coming simulating some kind of shock ...

### 1.3.9 Methods used in Version 5, 5b, 5bPy3, 5c, 5c\_fd

#### 1.3.9.1 planConsumptionInValueV5

- The method (or command) `planConsumptionInValueV5`,<sup>38</sup> sent to entrepreneurs or workers, produces the following evaluations, detailed in `commonVar.py` file.

---

<sup>38</sup>Related to Version 5

Consumption behavior with

$$C_i = a_k + b_k Y_i + u \quad (1.24)$$

with  $u \sim \mathcal{N}(0, common.consumptionRandomComponentSD)$ .

The individual  $i$  can be:

1. an entrepreneur, with  $Y_i = profit_{i,t-1} + wage$ ;
2. an employed worker, with  $Y_i = wage$  and the special <sup>39</sup> case  $Y_i = wc_t^i$ , with  $wc_t^i$  defined in eq.1.21;
3. an unemployed workers, with  $Y_i = socialWelfareCompensation$ .

The  $a_k$  and  $b_k$  values are set via the file `commonVar.py` and reported in output, when the program starts, via the `parameters.py`.

The code in `Agent.py` is:

```
# compensation
def planConsumptionInValueV5(self):
    self.consumption=0
    #case (1)
    #Y1=profit(t-1)+wage NB no negative consumption if profit(t-1) < 0
    # this is an entrepreneur action
    if self.agType == "entrepreneurs":
        self.consumption = common.a1 + \
            common.b1 * (self.profit + common.wage) + \
            gauss(0,common.consumptionRandomComponentSD)
        if self.consumption < 0: self.consumption=0
        #profit, in V2, is at time -1 due to the sequence in schedule2.xls

    #case (2)
    #Y2=wage
    if self.agType == "workers" and self.employed:
        # the followin if/else structure is for control reasons because if
        # not common.wageCutForWorkTroubles we do not take in account
        # self.workTroubles also if != 0; if = 0 is non relevant in any case
        if common.wageCutForWorkTroubles:
            self.consumption = common.a2 + \
                common.b2 * common.wage*(1.-self.workTroubles) + \
                gauss(0,common.consumptionRandomComponentSD)
            #print "worker", self.number, "wage x", (1.-self.workTroubles)
        else:
            self.consumption = common.a2 + \
                common.b2 * common.wage + \
                gauss(0,common.consumptionRandomComponentSD)

    #case (3)
    #Y3=socialWelfareCompensation
    if self.agType == "workers" and not self.employed:
        self.consumption = common.a3 + \
            common.b3 * common.socialWelfareCompensation + \
```

---

<sup>39</sup>Activated if the *common* value *wageCutForWorkTroubles* is *true*

```

gauss(0, common.consumptionRandomComponentSD)

#update totalPlannedConsumptionInValueInA_TimeStep
common.totalPlannedConsumptionInValueInA_TimeStep+=self.consumption
#print "C sum", common.totalPlannedConsumptionInValueInA_TimeStep

self.consumptionPlanningInCycleNumber=common.cycle

```

The conclusion updates the *common* value `totalPlannedConsumptionInValueInA_TimeStep`, cleaned at each reset, i.e., at each time step in `modelActions.txt`.

The `totalPlannedConsumptionInValueInA_TimeStep` measure will be then randomly corrected within the `setMarketPriceV3` method of the *WorldState* meta-agent, see page 63.

### 1.3.9.2 evaluateProfitV5

- The method (or command) `evaluateProfitV5`,<sup>40</sup> sent to the **entrepreneurs**, orders them to calculate their profit. Being  $P_t^i$  the production and the labor force  $L_t^i$  measured via the network connecting the entrepreneur to her workers plus 1 to take in account the entrepreneur herself.

The use of  $P_t^i$ , the actual production of the entrepreneurs, accounts both for the production plan decided with `adaptProductionPlan`, page 42, and for the limits in hiring, if any, as in `hireFireWithProduction`, page 37. The sum of all the actual productions of each entrepreneur is used, as at page 63, in `setMarketPriceV3`.

The method has been improved in version 2, to manage extra costs for the new entrant firms, but keeping safe the backward compatibility of the method.

$p_t$  is the **price**, clearing the market at time  $t$  and it is calculated by the abstract item *WorldState* via the method `setMarketPrice`, as explained in Section 1.3.16.

$w$  is the **wage** per employee and time unit, set to 1.0 in *common* variable space, not changing with  $t$ , but the case of the important events of:

- wage rise due both to full employment (Subsection 1.3.7.1) and
- to the creation of barriers against new entrants (Subsection 1.3.7.3).

---

<sup>40</sup>Related to Version 5.

$C$  are extra costs for new entrant firms. They are calibrated to assure the effectiveness of the action described in Subsection 1.3.7.3, but in a non deterministic way, thanks to the movements in prices.

If the *common* variable `wageCutForWorkTroubles` is set to *True* the costs determination takes in account the reduction in the wages (but the wage of the entrepreneur, not changing).

Considering the presence of work troubles (see subsection 1.3.8.1) the determination of the clearing price, as at page 63, can signal an increase in the equilibrium price, due to the lacking production.

The (relative) shock  $\psi_{i,t} > 0$  due to work troubles is defined in subsection 1.3.8.1.

In presence of work troubles the firm has to accept a reduction of its price, to compensate its customers for having undermined the confidence in the implicit commitment of producing a given quantity (the production plan, specified in subsection 1.3.4.1).

That penalty value, as a relative measure, is in *common* as `penaltyValue` and here shortly as  $pv$ . Locally,  $pv_t^i$ , for the firm  $i$  at time  $t$ , is set to  $pv$  if  $\psi_{i,t} > 0$ ; otherwise ( $\psi_{i,t} = 0$ ) is set to 0.

The profit evaluation, if `wageCutForWorkTroubles` is set to *True*, is:

$$\Pi_t^i = p_t(1 - pv_t^1)P_t^i - (w - \psi_{i,t})(L_t^i - 1) - 1w - C \quad (1.25)$$

being  $1w$  the wage of the entrepreneur.

If `wageCutForWorkTroubles` is set to *False*, the result is:

$$\Pi_t^i = p_t(1 - pv_t^i)P_t^i - wL_t^i - C \quad (1.26)$$

The experiments run in April 2017 for the final version for the Italian economic journal have the penalty value  $pv_t^i$  set to 0.

The new entrant firms have extra costs  $C$  to be supported, retrieved in `XC` variables, but only for  $k$  periods, as stated in `commonVar.py` and activated by method `toEntrepreneur`.

The code is:

```
def evaluateProfitV5(self):
    # this is an entrepreneur action
    if self.agType == "workers":
        return

    # backward compatibly to version 1
```

```

try:
    XC = common.newEntrantExtraCosts
except BaseException:
    XC = 0
try:
    k = self.extraCostsResidualDuration
except BaseException:
    k = 0

if k == 0:
    XC = 0
if k > 0:
    self.extraCostsResidualDuration -= 1

# the number of producing workers is obtained indirectly via
# production/laborProductivity
# print self.production/common.laborProductivity

# how many workers, not via productivity due to possible troubles
# in production

laborForce = gvf.nx.degree(common.g, nbunch=self) + \
    1 # +1 to account for the entrepreneur herself

# the followin if/else structure is for control reasons because if
# not common.wageCutForWorkTroubles we do not take in account
# self.workTroubles also if != 0; if = 0 is non relevant in any case
if common.wageCutForWorkTroubles:
    self.costs = (common.wage - self.hasTroubles) \
        * (laborForce - 1) \
        + common.wage * 1 + \
        XC
    # above, common.wage * 1 is for the entrepreneur herself
else:
    self.costs = common.wage * laborForce + \
        XC
# print "I'm entrepreneur", self.number, "costs are",self.costs

# penalty Value
pv = 0
if self.hasTroubles > 0:
    pv = common.penaltyValue

# the entrepreneur sells her production, which is contributing - via
# totalActualProductionInA_TimeStep, to price formation
self.profit = common.price * (1. - pv) * self.production - self.costs
print("I'm entrepreneur", self.number, "my price is ",
    common.price * (1. - pv))

# individual data collection
# creating the dataframe
try:
    common.dataCounter
except BaseException:
    common.dataCounter=-1

try:
    common.firm_df
except BaseException:
    common.firm_df = pd.DataFrame(

```

```

        columns=[
            'production',
            'profit'])
    print("\nCreation of the dataframe of the firms (individual data)\n")

    common.dataCounter+=1
    common.firm_df.set_value(common.dataCounter,\
                             'production',self.production)
    common.firm_df.set_value(common.dataCounter,\
                             'profit',self.profit)

    common.totalProfit += self.profit

```

### 1.3.10 Methods used in Versions 0, 1, 2, 3, 4

#### 1.3.10.1 produce

- The method (or command) `produce`,<sup>41</sup> sent to the `entrepreneurs`, orders them—in a deterministic way, in each unit of time—to produce proportionally to their labour force, obtaining profit  $\Pi_t^i$ , where  $i$  identifies the firm and  $t$  the time.

$L_t^i$  is the number of workers of firm  $i$  at time  $t$ , and also the number of its links. We add 1 to  $L_t^i$ , to account for the entrepreneur as a worker.  $\pi$  is the `laborProductivity`, with its value set to 1 in `common` variable space, currently not changing with  $t$ .  $P_t^i$  is the production of firm  $i$  at time  $t$ .

The production is:

$$P_t^i = \pi(L_t^i + 1) \quad (1.27)$$

The production of the  $i^{\text{th}}$  firm is added to the total production of the time step, in the variable `totalProductionInA_TimeStep` of the `common` space.

The code is:

```

# produce
def produce(self):

    # this is an entrepreneur action
    if self.agType == "workers": return

    # to produce we need to know the number of employees
    # the value is calculated on the fly, to be sure of accounting for
    # modifications coming from outside
    # (nbunch : iterable container, optional (default=all nodes)
    # A container of nodes. The container will be iterated through once.)

    laborForce=gvf.nx.degree(common.g, nbunch=self) + \
        1 # +1 to account for the entrepreneur itself

```

---

<sup>41</sup>Related to Versions 0, 1, 2, 3, 4, 5

```
# productivity is set to 1 in the beginning
self.production = common.laborProductivity * \
    laborForce

# totalProductionInA_TimeStep
common.totalProductionInA_TimeStep += self.production
```

We calculate the `laborForce`, i.e.  $L_t^i$ , counting the number of links or edges from the firm to the workers. We prefer this ‘on the fly’ evaluation to the internal variable `self.numOfWorkers`, to be absolutely sure of accessing the last datum in case of modifications coming from other procedures. E.g., a random subtraction or addition of workers to firms coming simulating some kind of shock ...

### 1.3.11 Methods used in Versions 0, 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd

#### 1.3.11.1 fireIfProfit

- The method (or command) `fireIfProfit`,<sup>42</sup> sent to the `entrepreneurs`, orders them—in a probabilistic way (50% of probability in versions 0, 1, 2; in version 3 and 4, considering that the probability is set directly in the `schedule.xls` file, we eliminate the effect of this command setting the probability to 0.01<sup>43</sup>), in each unit of time—to fire a worker (choosing her/him randomly in the list of the employees of the firm) if the profit (last calculation, i.e., current period as shown in the sequence contained in `schedule.xls`) is less than the value `firingThreshold` (temporary: 0):

$$\Pi_t^i < firingThreshold \rightarrow fire \quad (1.28)$$

```
# fireIfProfit
def fireIfProfit(self):

    # workers do not fire
    if self.agType == "workers": return

    if self.profit >= common.firingThreshold: return

    # the list of the employees of the firm
    entrepreneurWorkers = gvf.nx.neighbors(common.g, self)
    #print "entrepreneur", self.number, "could fire", entrepreneurWorkers

    #the list returns by nx is unstable as order
```

---

<sup>42</sup>Used in Versions 0, 1, 2, (temporary) 3, 4 and 5, 5b, 5bPy3, 5c, 5c\_fd.

<sup>43</sup>Being 0 not allowed, see the Reference Handbook, subsection *The detailed scheduling mechanism within the Model (AESOP level)*

```

entrepreneurWorkers = mySort(entrepreneurWorkers)

if len(entrepreneurWorkers) > 0:
    fired=entrepreneurWorkers[randint(0,len(entrepreneurWorkers)-1)]

    gvfn.colors[fired]="OrangeRed"
    fired.employed=False

    common.g_edge_labels.pop((self,fired))
    common.g.remove_edge(self, fired)

    # count edges (workers) after firing (recorded, but not used
    # directly)
    self.numOfWorkers=gvfn.degree(common.g, nbunch=self)
    # nbunch : iterable container, optional (default=all nodes)
    # A container of nodes. The container will be iterated through once.
    print "entrepreneur", self.number, "has", \
          self.numOfWorkers, "edge/s after firing"

```

See page 39 for the technical detail of the function `mySort`.

### 1.3.12 Methods used in Versions 1, 2, 3, 4

#### 1.3.12.1 `evaluateProfit`

- The method (or command) `evaluateProfit`,<sup>44</sup> sent to the `entrepreneurs`, orders them to calculate their profit. Being  $P_t^i$  the production and  $\pi$  the labor productivity, we have the labor force  $L_t^i = P_t^i / \pi$

The use of  $P_t^i$ , the actual production of the entrepreneurs, accounts both for the production plan decided with `adaptProductionPlan`, page 42, and for the limits in hiring, if any, as in `hireFireWithProduction`, page 37. The sum of all the actual productions of each entrepreneur is used, as at page 63, in `setMarketPriceV3`.

The method has been improved in version 2, to manage extra costs for the new entrant firms, but keeping safe the backward compatibility of the method.

$p_t$  is the **price**, clearing the market at time  $t$  and it calculated by the abstract item `WorldState` via the method `setMarketPrice`, as explained in Section 1.3.16.

$w$  is the **wage** per employee and time unit, set to 1.0 in `common` variable space, not changing with  $t$ .  $C$  are extra costs for new entrant firms.

---

<sup>44</sup>Related to Versions 1, 2, 3, 4.



The profit evaluation is:

$$\Pi_t^i = p_t P_t^i - w L_t^i - C \quad (1.29)$$

The new entrant firms have extra costs to be supported, retrieved in `XC` variables, but only for  $k$  periods, as stated in `commonVar.py` and activated by method to `toEntrepreneur`.

The code is:

```
# calculateProfit
def evaluateProfit(self):

    # this is an entrepreneur action
    if self.agType == "workers": return

    # backward compatibily to version 1
    try: XC=common.newEntrantExtraCosts
    except: XC=0
    try: k=self.extraCostsResidualDuration
    except: k=0

    if k==0: XC=0
    if k>0: self.extraCostsResidualDuration-=1

    # the number of producing workers is obtained indirectly via
    # production/laborProductivity
    #print self.production/common.laborProductivity
    self.costs=common.wage * (self.production/common.laborProductivity) + \
        XC

    # the entrepreneur sells her production, which is contributing - via
    # totalActualProductionInA_TimeStep, to price formation
    self.profit=common.price * self.production - self.costs

    common.totalProfit+=self.profit
```

### 1.3.12.2 planConsumptionInValue

- The method (or command) `planConsumptionInValue`,<sup>45</sup> sent to `entrepreneurs` or `workers`, produces the following evaluations, detailed in `commonVar.py` file.

The method (or command) `planConsumptionInValue` operates both with the `entrepreneurs` and the `workers`, producing the following evaluations, using the parameters reported, as an example, into Table 1 of [Mazzoli \*et al.\* \(2017\)](#). The description below is unique for both the cases.

The resulting consumption behavior if the agent  $i$  at time  $t$  is:

$$C_t^i = a_j + b_j Y_t^i + u \quad (1.30)$$

---

<sup>45</sup>Related to Version 2, 3, 4

with  $u \sim \mathcal{N}(0, common.consumptionRandomComponentSD)$ .

Considering  $w$  as wage, as above, and  $P$  for profit, the individual  $i$  can be :

- case  $j = 1$ : an entrepreneur, with  $Y_t^i = P_{t-1}^i + w_t$ ;
- case  $j = 2$ : an employed worker at time  $t$ , with  $Y_t^i = w$  and the special <sup>46</sup> case  $Y_t^i = wc_t^i$ , with  $wc_t^i$  defined in eq. 1.21;
- case  $j = 3$ : an unemployed worker at time  $t$ , with  $Y_t^i = sw$  ( $sw$  = social wage, as a welfare intervention).

The  $a_j$  and  $b_j$  values are reported in the initial output of each run; we set them via the `parameters.py`.

The code in `Agent.py` is:

```
# compensation
def planConsumptionInValue(self):
    self.consumption=0
    #case (1)
    #Y1=profit(t-1)+wage NB no negative consumption if profit(t-1) < 0
    # this is an entrepreneur action
    if self.agType == "entrepreneurs":
        self.consumption = common.a1 + \
            common.b1 * (self.profit + common.wage) + \
            gauss(0,common.consumptionRandomComponentSD)
        if self.consumption < 0: self.consumption=0
        #profit, in V2, is at time -1 due to the sequence in schedule2.xls

    #case (2)
    #Y2=wage
    if self.agType == "workers" and self.employed:
        self.consumption = common.a2 + \
            common.b2 * common.wage + \
            gauss(0,common.consumptionRandomComponentSD)

    #case (3)
    #Y3=socialWelfareCompensation
    if self.agType == "workers" and not self.employed:
        self.consumption = common.a3 + \
            common.b3 * common.socialWelfareCompensation + \
            gauss(0,common.consumptionRandomComponentSD)

    #update totalPlannedConsumptionInValueInA_TimeStep
    common.totalPlannedConsumptionInValueInA_TimeStep+=self.consumption
    #print "C sum", common.totalPlannedConsumptionInValueInA_TimeStep
```

The individual  $C_t^i$  updates `totalPlannedConsumptionInValueInA_TimeStep` (a *common* value), cleaned at each reset, i.e., at each new time step.

The `totalPlannedConsumptionInValueInA_TimeStep` measure will be then randomly corrected within the `setMarketPriceV3` method of the *WorldState* meta-agent, see page 63.

---

<sup>46</sup>Activated if the parameter *cut also the wages* is set to *yes*

### 1.3.13 Methods used in Version 2 only

#### 1.3.13.1 toEntrepreneur

- With the method (or command) `toEntrepreneur`,<sup>47</sup> sent to `workers`, the agent, being a worker, decides if to became an entrepreneur at time  $t$ , if its employer has a profit  $\geq$  a given *threshold* in  $t$ . The threshold is retrieved from the variable `thresholdToEntrepreneur`.

The agent changes its internal type, position (not completely at the left as the original entrepreneurs, but if it was an entrepreneur moved to worker and coming back, it goes completely at the left) and color and it deletes the previous edge to the entrepreneur/employer. Finally, it starts counting the  $k$  periods of extra costs (to  $k$  is assigned the value `common.ExtraCostsDuration`, in the measure stated in `common.newEntrantExtraCosts`).

The code in `Agent.py` is:

```
myEntrepreneur=gvf.nx.neighbors(common.g, self)[0]
myEntrepreneurProfit=myEntrepreneur.profit
if myEntrepreneurProfit >= common.thresholdToEntrepreneur:
    print "I'm %2.0f and myEntrepreneurProfit is %4.2f" %\
        (self.number, myEntrepreneurProfit)
    common.g.remove_edge(myEntrepreneur, self)
    self.xPos-=15
    gvf.pos[self]=(self.xPos,self.yPos)
    # colors at http://www.w3schools.com/html/html_colornames.asp
    gvf.colors[self]="LawnGreen"
    self.agType="entrepreneurs"
    self.employed=True
    self.extraCostsResidualDuration=common.extraCostsDuration
```

#### 1.3.13.2 toWorker

- With the method (or command) `toWorker`,<sup>48</sup> an entrepreneur moves to be an unemployed worker if its profit at time  $t$  is  $\leq$  a given *threshold* in  $t$ . The threshold is retrieved from the variable `thresholdToWorker`.

The agent changes its internal type, position (not completely at the right as the original workers, but if it was a worker moved to entrepreneur and coming back, it goes completely at the right) and color and it deletes the previous edge to the workers/employee if any.

The code in `Agent.py` is:

---

<sup>47</sup>Related to Version 2.

<sup>48</sup>Related to Version 2.

```

if self.profit <= common.thresholdToWorker:
    print "I'm entrepreneur %2.0f and my profit is %4.2f" %\
        (self.number, self.profit)

# the list of the employees of the firm, IF ANY
entrepreneurWorkers=gvf.nx.neighbors(common.g,self)
print "entrepreneur", self.number, "has", len(entrepreneurWorkers),\
    "workers to be fired"

if len(entrepreneurWorkers) > 0:
    for aWorker in entrepreneurWorkers:
        gvf.colors[aWorker]="OrangeRed"
        aWorker.employed=False

        common.g.remove_edge(self, aWorker)

self.numOfWorkers=0

#originally, it was an entrepreneur
if self.xPos<0:gvf.pos[self]=(self.xPos+15,self.yPos)
#originally, it was a worker
else:gvf.pos[self]=(self.xPos,self.yPos)
# colors at http://www.w3schools.com/html/html_colornames.asp
gvf.colors[self]="OrangeRed"
self.agType="workers"
self.employed=False

```

### 1.3.13.3 setMarketPriceV2

- The method (or command) `setMarketPriceV2`,<sup>49</sup> sent to the `WorldState`, orders it to evaluate the market clearing price. This method uses two common variables:
  - `totalProductionInA\_TimeStep`, generated by the agents (*entrepreneurs*), via `produce`;
  - `totalPlannedConsumptionInValueInA\_TimeStep`, generated by the agents (*entrepreneurs* and *workers*) via `planConsumptionInValue`.

See below the Section 1.3.16 and specifically Section 1.3.16.2.

## 1.3.14 Methods used in Version 1 only

### 1.3.14.1 setMaketPriceV1

- The method (or command) `setMarketPriceV1`,<sup>50</sup> sent to the `WorldState`, orders it to evaluate the market clearing price. See below Section 1.3.16 and

---

<sup>49</sup>Related to Version 2.

<sup>50</sup>Related to Version 1.

specifically Section 1.3.16.1.

### 1.3.15 Methods used in Version 0 only

#### 1.3.15.1 evaluateProfitV0

- The method (or command) `evaluateProfitV0`,<sup>51</sup> sent to the **entrepreneurs**, orders them to calculate their profit. Being  $P_t^i$  the production and  $\pi$  the labor productivity, we have the labor force  $L_t^i = P_t^i/\pi$

$R$  is `revenuesOfSalesForEachWorker`, set to 1.005 in **common** variable space, not changing with  $t$ ;  $w$  is the **wage** per employee and time unit, set to 1.0 in **common** variable space, not changing with  $t$ .  $u_t^i \sim \mathcal{N}(0, 0.05)$  is a random normal addendum.

The profit evaluation is:

$$\Pi_t^i = L_t^i(R - w) + u_t^i \quad (1.31)$$

The code is:

```
# calculateProfit
def evaluateProfitV0(self):

    # this is an entrepreneur action
    if self.agType == "workers": return

    # the number of producing workers is obtained indirectly via
    # production/laborProductivity
    #print self.production/common.laborProductivity
    self.profit=(self.production/common.laborProductivity) * \
        (common.revenuesOfSalesForEachWorker - \
         common.wage) + gauss(0,0.05)
```

#### 1.3.15.2 hireIfProfit

- The method (or command) `hireIfProfit`,<sup>52</sup> sent to the **entrepreneurs**, orders them—in a probabilistic way (50% of probability in Version 0 case), in each unit of time—to hire a worker (random choosing her/him in a temporary list of unemployed people) if the profit (last calculation, i.e., current period as shown in the sequence contained in `schedule.xls`) is a than the value `hiringThreshold` (temporary: 0):

$$\Pi_t^i > \text{hiringThreshold} \rightarrow \text{hire} \quad (1.32)$$

---

<sup>51</sup>Related to Version 0.

<sup>52</sup>Used in Version 0.

As first attempt the `hiringThreshold` is 0 (in `commonVar.py`). We can modify this internal value, as others, while the simulation is running, via the *WorldState* feature, introduced below.

The code of the `hireIfProfit` method is:

```
# hireIfProfit
def hireIfProfit(self):

    # workers do not hire
    if self.agType == "workers": return

    if self.profit<=common.hiringThreshold: return

    tmpList=[]
    for ag in self.agentList:
        if ag != self:
            if ag.agType=="workers" and not ag.employed:
                tmpList.append(ag)

    if len(tmpList) > 0:
        hired=tmpList[randint(0,len(tmpList)-1)]

        hired.employed=True
        gvf.colors[hired]="Aqua"
        gvf.createEdge(self, hired) #self, here, is the hiring firm

    # count edges (workers) of the firm, after hiring (the values is
    # recorded, but not used directly)
    self.numOfWorkers=gvf.nx.degree(common.g, nbunch=self)
    # nbunch : iterable container, optional (default=all nodes)
    # A container of nodes. The container will be iterated through once.
    print "entrepreneur", self.number, "has", \
        self.numOfWorkers, "edge/s after hiring"
```

### 1.3.16 Other features in scheduling

We also have two more sophisticated structures: the *WorldState* feature and the *macros*.

- Running a project—if we define the `WorldState.py` file—at the beginning of the output, we read:

```
World state has been created.
```

What does it mean?

The `WorldState` class interacts with the agents; we use a unique instance of the class.

The variables managed via `WorldState` have to be added, with their methods, within the instance of class, with set/get methods for each variable.

In `Agent.py` we can ask to the `WorldState`, via `get`, for the values of the variables.

With the `oligopoly` project we made a step ahead, asking to the `WorldState` to make a specific calculations about the whole state of the world. This capability has been incorporated in `SLAPP` since version 1.11 and has been definitively set with the reengineering of `WorldState` in version 1.33 of `SLAPP`.

The normal use has in Col. B a value and in Col. C the method used to set that value into the `WorldState`; it will be retrieved by the agents using a symmetric `get` method.<sup>53</sup>

If in Col. B we have the expression `computationalUse`<sup>54</sup>, the content of Col. C is a special method making *world calculations*.

A few examples, with their code, are below.

#### 1.3.16.1 `setMarketPriceV1` as in `WorldState`, with details

- The method (or command) `setMarketPriceV1`,<sup>55</sup> sent to the `WorldState`, orders it to evaluate the market clearing price.

Setting the aggregate-demand  $D_t$  as equal to the production:

$$D_t = \sum_i P_t^i \quad (1.33)$$

We have the *demand function*, with  $p_t$  as price:

$$p_t = a + bD_t \quad (1.34)$$

With the planned production coming from a Poisson distribution as in Eq. 1.13, considering  $\nu$  set to 4, we can set two consistent points  $(p, D)$  as  $(1, 20)$  and  $(0.8, 30)$  obtaining:

$$p_t = 1.4 - 0.02D_t \quad (1.35)$$

The resulting code in `WorldState.py` is:

```
# set market price
def setMarketPriceV1(self):
    # to have a price around 1
    common.price= 1.4 - 0.02 * common.totalProductionInA_TimeStep
    print "Set market price to ", common.price
    common.price10=common.price*10 #to plot
```

---

<sup>53</sup>These methods have to be implemented by the user, see the example in the *basic* project.

<sup>54</sup>the expression *specialUse* is still working, but it is deprecated.

<sup>55</sup>Introduced above as related to Version 1 only.

### 1.3.16.2 setMarketPriceV2, as in WorldState, with details

- The method (or command) `setMarketPriceV2`,<sup>56</sup> sent to the `WorldState`, orders it to evaluate the market clearing price considering each agent behavior.

Having:

$$p_t = D_t / O_t \quad (1.36)$$

with  $p_t$  clearing market price at time  $t$ ;  $D_t$  demand in value at time  $t$ ;  $O_t$  offer in quantity (the production) at time  $t$ .

As defined above (p. 59), the method uses two common variables:

- `totalProductionInA_TimeStep`, generated by the agents (*entrepreneurs*), via `produce`;
- `totalPlannedConsumptionInValueInA\_TimeStep`, generated by the agents (*entrepreneurs* and *workers*) via `planConsumptionInValue`.

The resulting code in `WorldState.py` is:

```
# set market price V2
def setMarketPriceV2(self):
    common.price= common.totalPlannedConsumptionInValueInA_TimeStep / \
                  common.totalProductionInA_TimeStep
    print "Set market price to ", common.price
    common.price10=common.price*10 #to plot
```

### 1.3.16.3 setMarketPriceV3, as in WorldState, with details

- The method (or command) `setMarketPriceV3`,<sup>57</sup> sent to the `WorldState`, orders it to evaluate the market clearing price considering each agent behavior and *an external shock, potentially large*.

We introduce a shock  $\Xi$  uniformly distributed between  $-L$  and  $+L$  where  $L$  is a rate on base 1, e.g., 0.10. To keep the effect as symmetric, we have the following equations determining the clearing price:

If the shock  $\Xi$  is ( $\geq 0$ ):

$$p_t = \frac{D_t(1 + \Xi)}{O_t} \quad (1.37)$$

---

<sup>56</sup>Introduced above as related to Version 2 only.

<sup>57</sup>Introduced above as related to Version 3, 4 and 5.



if the shock  $\Xi$  is ( $< 0$ ):

$$p_t = \frac{D_t/(1 + \Xi)}{O_t} \quad (1.38)$$

with  $p_t$  clearing market price at time  $t$ ;  $D_t$  demand in value at time  $t$ ;  $O_t$  offer in quantity (the production) at time  $t$ .

The  $\Xi$  parameter is reported in the prologue of the execution as *Total demand relative random shock, uniformly distributed between  $-\Xi\%$  and  $+\Xi\%$ .*

As defined above (p. 59), the method uses two common variables:

- `totalProductionInA_TimeStep`, generated by the agents (*entrepreneurs*), via `produce`;
- `totalPlannedConsumptionInValueInA_TimeStep`, generated by the agents (*entrepreneurs* and *workers*) via `planConsumptionInValue`.

The resulting code in `WorldState.py` is:

```
# set market price V3
def setMarketPriceV3(self):
    shock0=random.uniform(-common.maxDemandRelativeRandomShock, \
                           common.maxDemandRelativeRandomShock)

    shock=shock0

    print "\n-----"

    if shock >= 0:
        common.totalDemandInPrevious_TimeStep = \
            common.totalPlannedConsumptionInValueInA_TimeStep * \
            (1 + shock)
        common.price= (common.totalPlannedConsumptionInValueInA_TimeStep * \
                       (1 + shock)) \
                       / common.totalProductionInA_TimeStep
        print "Relative shock (symmetric) ", shock0
        print "Set market price to ", common.price

    if shock < 0:
        shock *=-1. #always positive, being added to the denominator
        common.totalDemandInPrevious_TimeStep = \
            common.totalPlannedConsumptionInValueInA_TimeStep / \
            (1 + shock)
        common.price= (common.totalPlannedConsumptionInValueInA_TimeStep / \
                       (1 + shock)) \
                       / common.totalProductionInA_TimeStep
        print "Relative shock (symmetric) ", shock0
        print "Set market price to ", common.price

    print "-----\n"
```

### 1.3.16.4 setMarketPriceV6, as in WorldState, with details

- The method (or command) `setMarketPriceV6`,<sup>58</sup> sent to the `WorldState`, orders it to evaluate the market clearing price considering each agent behavior and *an external shock, potentially large* in the pre-hayekian phase and successively to record the mean and the standard deviation to the *hayekian* prices in each cycle.

About the pre-hayekian phase look at Section 1.3.16.3. In the code reported here, the new part uses the function coded as:

```
def checkHayekianPrices(a):
    # list a not empty
    if a!=[]: m = statistics.mean(a)
    else: m = -100 # -100 will not appear in graphs
    # and with at least one element
    if len(a)>1: sd = statistics.stdev(a)
    else: sd=-100 # -100 will not appear in graphs
    return (m,sd)
```

strictly related to the code of the method `actOnMarketPlace` of `agent.py`.

The resulting code in `WorldState.py` is:

```
# set market price V6
def setMarketPriceV6(self):

    print("\n-----")

    if common.cycle < common.startHayekianMarket:

        shock0 = random.uniform(-common.maxDemandRelativeRandomShock,
                                common.maxDemandRelativeRandomShock)
        shock = shock0

        if shock >= 0:
            common.totalDemandInPrevious_TimeStep = \
                common.totalPlannedConsumptionInValueInA_TimeStep * \
                (1 + shock)
            common.price=(common.totalPlannedConsumptionInValueInA_TimeStep\
                           *(1 + shock)) \
                           / common.totalProductionInA_TimeStep
            print("Relative shock (symmetric) ", shock0)
            print("Set market price to ", common.price)

        if shock < 0:
            shock *= -1. # always positive, being added to the denominator
            common.totalDemandInPrevious_TimeStep = \
                common.totalPlannedConsumptionInValueInA_TimeStep / \
                (1 + shock)
            common.price=(common.totalPlannedConsumptionInValueInA_TimeStep \
                           /(1 + shock)) \
                           / common.totalProductionInA_TimeStep
            print("Relative shock (symmetric) ", shock0)
```

---

<sup>58</sup>Introduced above as related to Version 6, jumping in numbering from 3 to 6.

```

        print("Set market price to ", common.price)

    else:
        (common.price, common.hPriceSd)=checkHayekianPrices(\
            common.hayekianMarketTransactionPriceList_inACycle)

        print("Hayekian phase (NA as not available values)")
        if common.price != -100:    print("Mean price ", common.price)
        else:                      print("Mean price NA")
        if common.hPriceSd != -100: print("Mean price s.d.", common.hPriceSd)
        else:                      print("Mean price s.d. NA")

    print("-----\n")

```

### 1.3.16.5 fullEmploymentEffectOnWages, as in WorldState, with details

Being  $U_t$  the unemployment rate at time  $t$ ,  $\zeta$  the unemployment threshold to recognize the *full employment* situation,  $s$  the proportional increase step (reversible) of the wage level and  $w_t$  the wage level at time  $t$  (being  $w_0$  the initial level), we have:

$$\begin{cases} w_t = w_0(1 + s) & \text{if } U_t \leq \zeta \\ w_t = w_0 & \text{if } U_t > \zeta \end{cases} \quad (1.39)$$

The code in `WorldState.py` is:

```

# shock to wages (full employment case)
def fullEmploymentEffectOnWages(self):

    # wages: reset incumbent action if any
    if common.wageAddendum > 0:
        common.wage -= common.wageAddendum
        common.wageAddendum = 0

    # employed people
    peopleList=common.g.nodes()
    totalPeople=len(peopleList)
    totalEmployed=0
    for p in peopleList:
        if p.employed: totalEmployed+=1
    #print totalPeople, totalEmployed
    unemploymentRate=1. - float(totalEmployed)/ \
        float(totalPeople)
    if not common.fullEmploymentStatus and \
        unemploymentRate <= common.fullEmploymentThreshold:
        common.wage*=(1 + common.wageStepInFullEmployment)
        common.fullEmploymentStatus=True

    if common.fullEmploymentStatus and \
        unemploymentRate > common.fullEmploymentThreshold:
        common.wage/=(1 + common.wageStepInFullEmployment)
        common.fullEmploymentStatus=False

```

### 1.3.16.6 randomShocksToWages, as in WorldState, with details

- The method is used only in the model building phase, to verify the sensitivity of the model to changes in wages.

Being  $w$  the wage per employee defined in the setup, so  $w_1$ , from  $t = 2$  we have:

$$\begin{aligned} - \text{ if } u_t \geq 0 \\ w_t = w_{t-1}(1 + u_t) \end{aligned} \tag{1.40}$$

$$\begin{aligned} - \text{ if } u_t < 0 \\ w_t = w_{t-1}/(1 + |u_t|) \end{aligned} \tag{1.41}$$

with  $u_t \sim \mathcal{U}(-k, k)$  and  $k$  tentatively set to 0.10 or 10%.

The code in `WorldState.py` is:

```
# random shock to wages (temporary method to experiment with wages)
def randomShockToWages(self):
    k=0.10
    shock= uniform(-k,k)

    if shock >= 0:
        common.wage *= (1.+shock)

    if shock < 0:
        shock *= -1.
        common.wage /= (1.+shock)
```

### 1.3.16.7 incumbentActionOnWages, as in WorldState, with details

The current number of entrepreneurs  $H_t$  is calculated from the network and the previous one  $H_{t-1}$  is extracted from the structural dataframe (see `collectStructuralData` at page 13).

The wage level has two components, mutually exclusive:

1. the effects of full employment on wages, as in Section 1.3.16.5;
2. the effect described in this Section about incumbent oligopolists strategically increasing wages to create an artificial barrier against new entrants; the new entrepreneurs suffer temporary extra costs, so for them the wage increment can generate so relevant losses to produce their bankruptcy.

We have here two levels:  $K$  as the (relative) threshold of entrepreneur presence to determine the reaction on wages and  $k$  as the relative increment of wages.

Formally, in case 2 above:

$$\begin{cases} w_t = w_0(1 + k) & \text{if } \frac{H_t}{H_{t-1}} - 1 > K \\ w_t = w_0 & \text{if } \frac{H_t}{H_{t-1}} - 1 \leq K \end{cases} \quad (1.42)$$

The code in `WorldState.py` is:

```
# incumbents rising wages as na entry barrier
def incumbentActionOnWages(self):

    # current number of entrepreneurs
    peopleList=common.g.nodes()
    nEntrepreneurs=0
    for p in peopleList:
        if p.agType=="entrepreneurs": nEntrepreneurs+=1
    nEntrepreneurs=float(nEntrepreneurs)

    # previous number of entrepreneurs
    nEntrepreneurs0=common.str_df.iloc[-1,0] # indexes Python style

    #print nEntrepreneurs, nEntrepreneurs0

    # wages: reset incumbent action if any
    if common.wageAddendum > 0:
        common.wage -= common.wageAddendum
        common.wageAddendum = 0

    # wages: set
    if nEntrepreneurs > 1:
        if nEntrepreneurs / nEntrepreneurs0 - 1 > \
            common.maxAcceptableOligopolistRelativeIncrement:
            common.wageAddendum = common.wage * \
                common.temporaryRelativeWageIncrementAsBarrier
            common.wage += common.wageAddendum
```

### 1.3.16.8 Macros

- *Just a memo:* we also have the possibility of using *macros* contained in separated sheets of the `schedule.xls` file (not used presently here).

To know more, use the *SLAPP (Swarm-Like Protocol in Python) Reference Handbook* on line at <https://github.com/terna/SLAPP>, looking for the item *macros* within the Index.

# Bibliography

Boero, R., Morini, M., Sonnessa, M. and Terna, P. (2015). *Agent-based Models of the Economy Agent-based Models of the Economy – From Theories to Applications*. Palgrave Macmillan, Houndmills.

URL <http://www.palgrave.com/page/detail/agentbased-models-of-the-economy-/?K=9781137339805>

Boettke, P. J. (1990). *The theory of spontaneous order and cultural evolution in the social theory of FA Hayek*. In «Cultural Dynamics», vol. 3(1), pp. 61–83.

Bowles, S., Kirman, A. and Sethi, R. (2017). *Retrospectives: Friedrich Hayek and the Market Algorithm*. In «Journal of Economic Perspectives», vol. 31(3), pp. 215–30.

URL <http://www.aeaweb.org/articles?id=10.1257/jep.31.3.215>

Hayek, F. A. (1994). *Hayek on Hayek: an autobiographical dialogue*, vol. edited by Stephen Kresge and Leif Wenar. University of Chicago Press:.

Lewis, P. (2014). *Hayek: from Economics as Equilibrium Analysis to Economics as Social Theory*. In R. Garrison and N. Barry, eds., *Elgar Companion to Hayekian Economics*. Edward Elgar Publishing, pp. 195–223.

URL <https://ssrn.com/abstract=2546259>

Mazzoli, M., Morini, M. and Terna, P. (2017). *Business Cycle in a Macromodel with Oligopoly and Agents' Heterogeneity: An Agent-Based Approach*. In «Italian Economic Journal», pp. 1–29.

URL <http://rdcu.be/tlE6>

# Index

- .txtx, 8
- action container, 16
- actOnMarketPlace, 27
- adapting the production plan, 42, 44
- adaptProductionPlan, 42
- adaptProductionPlan Version 5b, 5bPy3, 5c, 5c\_fd, 43
- adaptProductionPlanV6, 21
- AESOP, 16
- agent creation, 9
- agent number 1, 10
- Agents and reset action, 10
- collectStructuralData, 13
- collectTimeSeries, 13
- computationalUse in world state, 62
- correcting production due to work problems, 46
- correcting wage level due to work problems, 46
- demand, 62
- demand function with numeric coefficients, 62
- demand functionV1, 62
- demand functionV2, 63
- demand functionV3 with a negative shock, 64
- demand functionV3 with a positive shock, 63
- evaluateProfit, 55
- evaluateProfitV0, 60
- evaluateProfitV5, 50
- evaluateProfitV6, 32
- extension .txtx, 8
- fireIfProfit, 54
- full employment, 66
- fullEmploymentEffectOnWages, 45
- hayekian market, 20
- hireFireWithProduction, 37
- hireIfProfit, 60
- incumbentActionOnWages, 46, 67
- initialBuyPriceCorrection, 29
- initialSellPriceCorrection, 29
- initialSellPriceUpCorrection, 30
- macros, 61, 68
- makeProductionPlan, 36
- marketPriceV2, 59
- Methods used in Version 0, 60
- Methods used in Version 1 only, 59
- Methods used in Version 2 only, 58
- Methods used in Version 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 42
- Methods used in Version 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 6, 40
- Methods used in Version 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 6, 45
- Methods used in Version 5, 5b, 5bPy3, 5c, 5c\_fd, 48
- Methods used in Version 5, 5b, 5bPy3, 5c, 5c\_fd, 6, 46
- Methods used in Version 6 only, 21
- Methods used in Versions 0, 1, 2, 3, 4, 53

Methods used in Versions 0, 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 54  
 Methods used in Versions 1, 2, 3, 4, 55  
 Methods used in Versions 1, 2, 3, 4, 5, 5b, 5bPy3, 5c, 5c\_fd, 6, 36  
 Model, 11  
 modelStep, 13  
 mySort, function, 39, 55  
 negative consumption, 25  
 Nu calculation in V.3, 36  
 Observer, 11  
 operating sets of agents, 11  
 pandas, 13  
 parameter modification, 14  
 penalty value, 33, 51  
 planConsumptionInValue, 56  
 planConsumptionInValueV5, 48  
 planConsumptionInValueV6, 25  
 planned consumption random correction, 50, 57, 63  
 planned consumptions, 25, 49, 56  
 predefining a default project, 6  
 price corrections in the *hayekian* phase, 29  
 produce, 53  
 produceV5 for 5, 6 versions, 47  
 production plan, 36  
 production version 0, 47, 48, 53  
 profit version 0, 60  
 profit version 1, 56  
 profit version 5, 33, 34, 51  
 profit version 6, 34  
 random number use and Python 2 vs. 3, 19  
 randomCorrectionToWages, 67  
 randomShockToWages, 45  
 required labor force, 37  
 reset, 15  
 result replication, 5, 19  
 runningBuyPriceDownCorrection, 30  
 runningBuyPriceUpCorrection, 30  
 runningSellPriceDownCorrection, 30  
 schedule, 11, 14  
 scheduling (micro way) the model, 16  
 scheduling the model, 16  
 scheduling the observer, 11  
 set of agents, 10  
 setMarketPriceV1, 59, 62  
 setMarketPriceV2, 63  
 setMarketPriceV3, 45, 63  
 setMarketPriceV6, 36, 65  
 special action use, 14  
 specialUse in world state, 62  
 Swarm, 16  
 toEntrepreneur, 58  
 toEntrepreneurV3, 40  
 toWorker, 58  
 toWorkerV3, 41  
 types of agents, 10  
 V0, 17  
 V1, 17  
 V2, 17  
 V3, 18  
 V4, 18  
 V5, V5b, V5bPy3, V5c, V5c\_fd, 19  
 V6, 20  
 visualizeNet, 13  
 visualizePlot, 13  
 work troubles, 46  
 workTroubles for 5, 6 versions, 46  
 world state, 61  
 WorldState, 61