

The Giving Game: Design Document

The Giving Game

April 2, 2015

University of Amsterdam

Julian Ruger 10352783

Contents

1. Introduction	3
2. The simulation model	3
3. Back-end	4
Code structure	4
Memory management	4
4. Visualisation	5
5. GUI	5

1. Introduction

I decided to create the simulator with Python(<https://www.python.org/>). I will be using the newest version of Python, Python 3.4, because this allows me to make use the full potential of Python. Python is a fairly easy programming language. The syntax allows me to write the program in fewer lines of code. With Python I do not have to specify the type of variables and the memory space is automatically allocated and deallocated. Python is also supported by a lot of different packages and frameworks which can be used to write the code in even fewer lines. For example I will be using the Qt framework for the GUI. Python will save me a lot of time and I only have about six or seven weeks so that is why I have chosen Python. The only problem with Python I might run into is the performance of the simulator. Because Python automatically allocates the memory space it might be less efficient using Python when I need to use a lot of memory space. During the six/seven weeks of programming I will need to pay good attention to this problem to make sure the simulator will not get too slow at executing the tasks.

2. The simulation model

The simulator can be divided into three major parts: the algorithm implementations and the giving game itself (Back-end), the visualisation (results and graphs) and the GUI. The simulator can be seen as the following process:

Picture of the Process here!

The following Input must be given to the simulator in order to get all the results (output):

Input

- Selection rules for example the random rule, the balance rule or goodwill rule.
- Parameters
 - Time, how many transactions should take place. Instead of this parameter I could also implement a start and stop button.
 - N number of agents
 - M number of goods, this parameter is not mandatory, the default number of goods will be 1.
 - The value of the goods and if the value decreases over time.
 - The community effect threshold with values in the range of $[0, 1]$. 0 meaning there is absolutely no community effect and 1 meaning that the transactions only take place in a subgroup. For example if the threshold would be 0.8 we can conclude that there is a community effect if 80/100 transactions take place in a subgroup.
 - The above parameter introduces another parameter. We need to determine the size of a subgroup. The size of a subgroup should be in the range of $[2, x]$. The value of x should be determined during the literature study.

Output

- Results
 - Community effect, depending on the given threshold can the simulator conclude if there is a community effect with a simple yes or no answer.
 - The total number of transactions, balance of every agent, transactions of every agent
 - If a subgroup arose all the information about the agents in this subgroup should be given.

Community effect, number of transactions etc.

- Graphs
 - For the community effect there should be a graph that shows the community effect over time.
 - For every agent pair and good a graph should be given if the user asks for it. This might be difficult to implement, because a lot of information about the agents and goods must be stored into the memory. (Yield curve)
 - For every graph the corresponding function must be given.

During the development of the simulator I must take the following into account:

- Multiple selection rules must already be implemented and if a new selection rule or parameter is introduced it should not be difficult to add this to the existing simulator.
- Every agent should keep track of all his transactions.
- The simulator must be able to handle a large amount of agents ranging from 1000 to a maximum of 10000 agents.
- The results should be shown while the simulation is still running. If this will take too much time I could choose to only show the results if the user presses the stop/pause button.

3. Back-end

Important packages: Numpy,

For every pair of agents (P, Q) we must keep track of the following things: The balance perceived by P and Q, How many times P and Q have given a good and received a good. For every single agent we must keep track of the following things: A list of all its transactions and the position of the agent (assuming an array of some sort will be used to store all the agents). For each good A and each pair of agents (P, Q) we must keep track of the like factors of each good A ranging from $[-1, 0]$ and the value of each good A ranging from $[0, \infty)$. To accomplish the above the following design decisions have been made:

- For the balance of each pair of agents (P, Q) a $N \times N$ matrix, where N is the total number of agents, will be used globally to store all the balance values of each pair.
- Each agent will have to store the following variables.
 - The position of the agent. For example this position is used in the $N \times N$ matrix explained above. This position will be an Integer ranging from $[0, N]$ where N is the total number of agents.
 - A list of all its previous transactions. The transactions will be stored in a Python *list*.
 - A list of the number of goods given and received for every other agent. A Numpy array will be used to store these variables.
- Each good will have to store the following variables.
 - The value of the good. This value is in the range of $[0, \infty)$.
 - If the value of the good decreases over time or not. A simple True or False will be used to determine this.
- For each good A a Python *list* will be used globally to store each good. The size of this list will be determined by the total number of goods.
- For each good A and each agent P a $M \times N$ matrix, where M is the total number of goods and N the total number of agents, will be used globally to store the like factor of every good perceived by every agent.

The pseudocode below shows the decisions made above. I will use an object oriented structure to accomplish the above decisions.

Code structure

Memory management

A dictionary will be used by every node to store the information about other nodes. For example if we have a node P and a node Q the dictionary of P will look like {'Q' : 'balance'}.

4. Visualisation

Important packages: Numpy, matplotlib, pychart

graphs used to plot the results. Results will be saved in a file.

5. GUI

For the GUI I will be using the Qt framework.

Extra': Most traded products