

Real-data

Behavior cloning

LLM-driven

RI



Consumption



➤ Diverse Scenarios < -</p>

Macroeconomic Policy-making (Tax, interest, retirement age)

Investment Capital In/Out Interest income

#### **Economic Dynamics Analysis**





Growth Inflation Working Consumption
Generates dynamic micro- and
macroeconomic indicators for behavioral
analysis, forecasting, and policy
evaluation

#### **Al Policy Optimization**



**Economic Scenarios** 



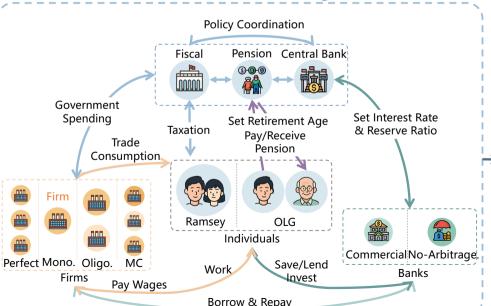


Multi-agent games Optimization Data
Produces multi-agent interaction
trajectories for training, policy
optimization, and data generation.

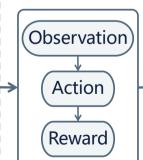
# **Economic Modeling**

**Economic Method** 

**Expert Rules** 



## **Markov Games**



### Single-Scenario Task



Pension & Aging



Fiscal Policy



Monetary Policy



Market Competition



Individual decision

# Cross-Scenario

