

# Report on issues of AAMAS

*Vinh Dang*

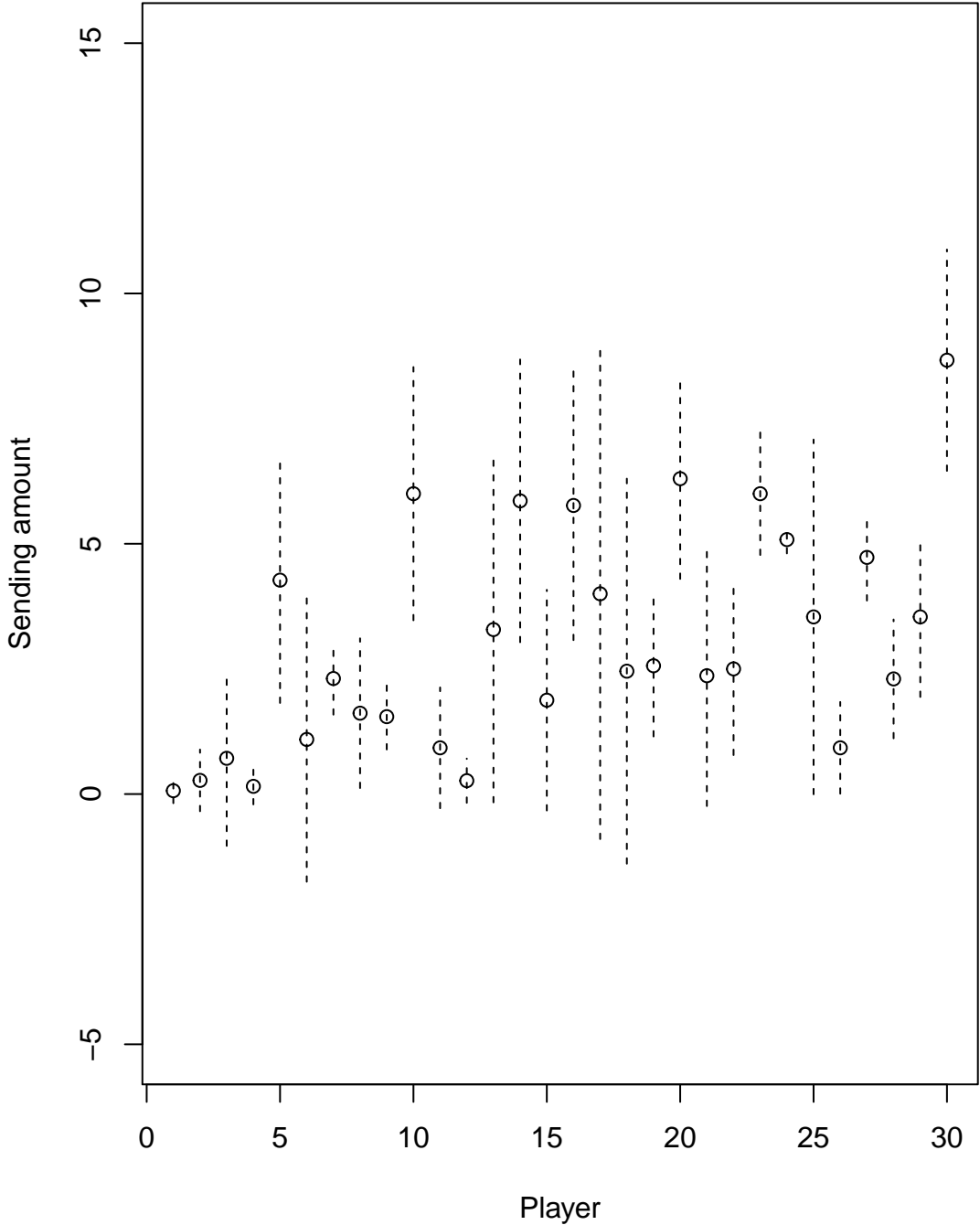
*25 January 2016*

## Issues of AAMAS

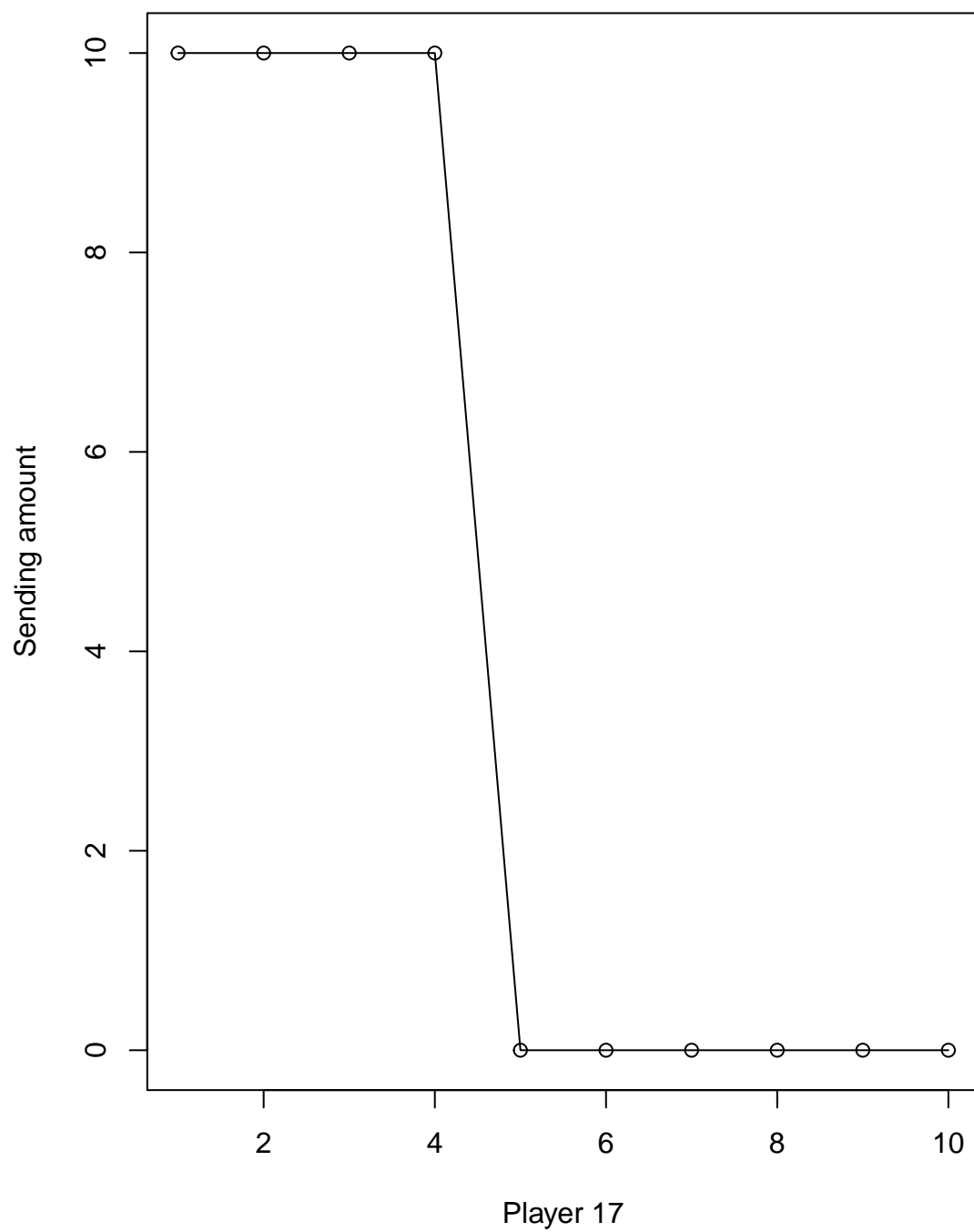
### Showing that there is fluctuating behaviors in games

```
## reading ./all_data/150928_1030.xls ...
## Skipping: schedule summary session
## Doing: globals
## Doing: subjects
## *** ./all_data/151006_1025.xls is file 2 / 5 ***
## reading ./all_data/151006_1025.xls ...
## Skipping: schedule summary session
## Doing: globals
## Doing: subjects
## *** ./all_data/151008_1302.xls is file 3 / 5 ***
## reading ./all_data/151008_1302.xls ...
## Skipping: schedule summary session
## Doing: globals
## Doing: subjects
## *** ./all_data/151009_1246.xls is file 4 / 5 ***
## reading ./all_data/151009_1246.xls ...
## Skipping: schedule summary session
## Doing: globals
## Doing: subjects
## *** ./all_data/151012_1313.xls is file 5 / 5 ***
## reading ./all_data/151012_1313.xls ...
## Skipping: schedule summary session
## Doing: globals
## Doing: subjects
```

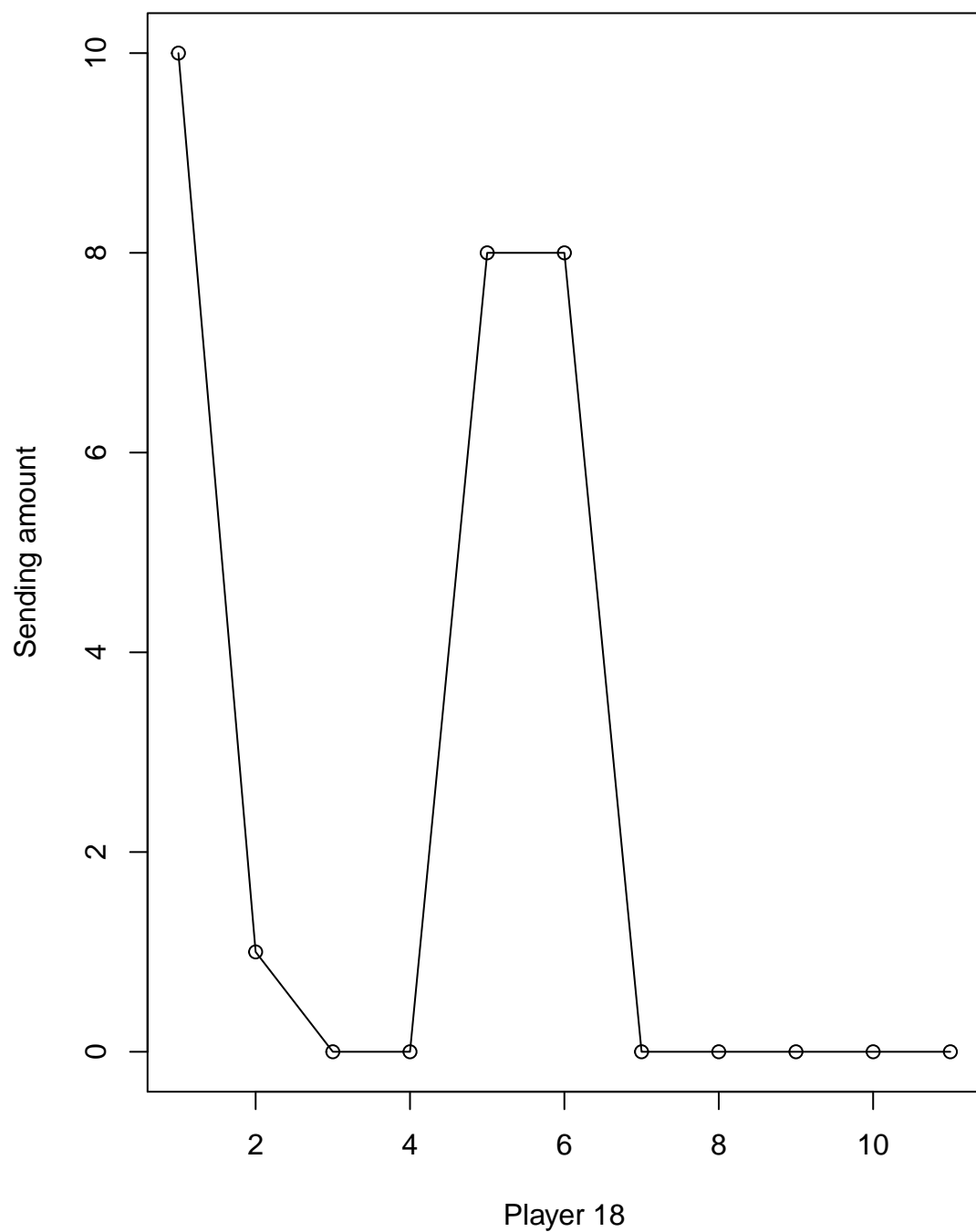
Average and standard deviation of sending amount of sender:



### An example of fluctuating user



## An example of fluctuating user



## Comparison with other predicting models

### Null model

Null model is the model who predicts that the sending behavior of round  $n$  is equal with sending behavior of round  $(n-1)$

We calculate the average R-squared of null model from round 5 to round 10

```
## [1] "Average adj.R.squared of null model: 0.419162067775165"
```

### **Naive model**

Naive model is to predict the behavior based on average of previous behavior.

```
## [1] "Average adj.R.squared of naive model: 0.430376072102862"
```

### **Trust function model**

```
## [1] "Average adj.R.squared of our trust model: 0.548014051851462"
```

### **For receivers**

```
## [1] "Average adj.R.squared of null model: 0.100404133178402"
```

```
## [1] "Average adj.R.squared of naive model: 0.23418966403083"
```

```
## [1] "Average adj.R.squared of our trust model: 0.121521894381378"
```