Algorítmica y Programación

Enero - Mayo 2020



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Programación Orientada a Objetos

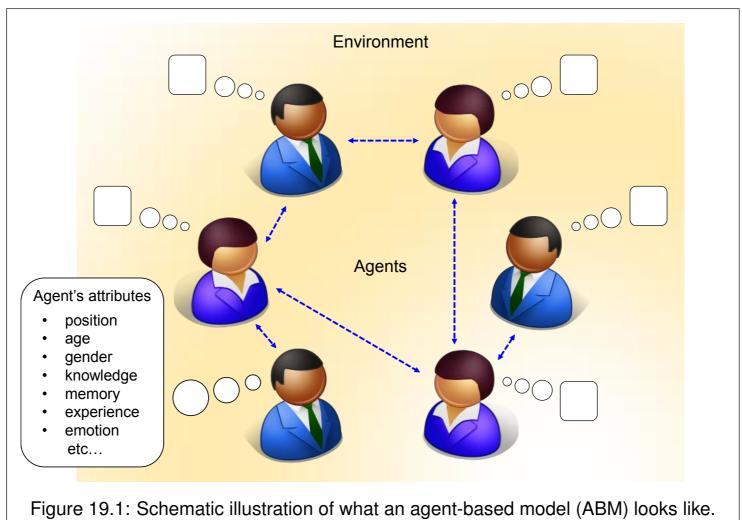


Temas para esta sesión

Ejercicio



Otra forma de modelar sistemas



rigure 19.1. Schematic illustration of what an agent-based model (ABM) looks like

Agent-based models are computational simulation models that involve many discrete agents.



Agent-based models (ABMs)

- ABMs are widely used in a variety of disciplines to simulate dynamical behaviors of systems made of a large number of entities
- Traders' behaviors in a market (in economics)
- Migration of people (in social sciences)
- Interaction among employees and their performance improvement (in organizational science)
- Flocking/schooling behavior of birds/fish (in behavioral ecology)
- Cell growth and morphogenesis (in developmental biology), and
- Collective behavior of granular materials (in physics)

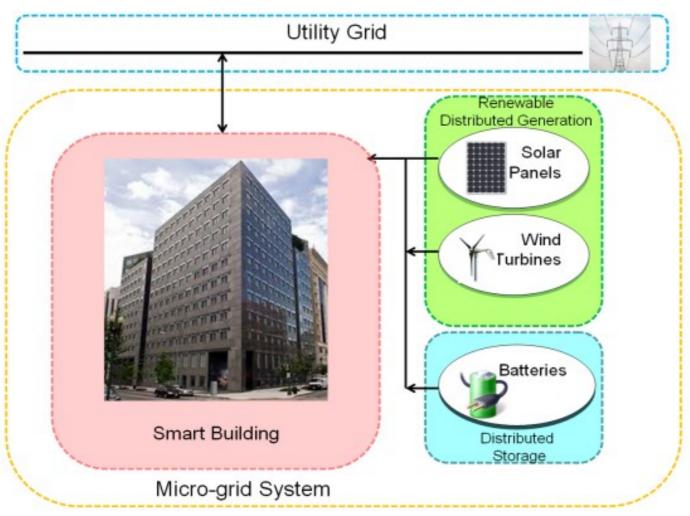


Sistemas basados en agentes - Propiedades

- Agents are discrete entities
- Agents may have internal states
- Agents may perceive and interact with the environment
- Agents may behave based on predefined rules
- Agents may be able to learn and adapt
- Agents may interact with other agents
- ABMs often lack central supervisors/controllers
- · ABMs may produce nontrivial "collective behavior" as a whole



Ejercicio



Journals & Magazines > IEEE Transactions on Smart Grid > Volume: 4 Issue: 2

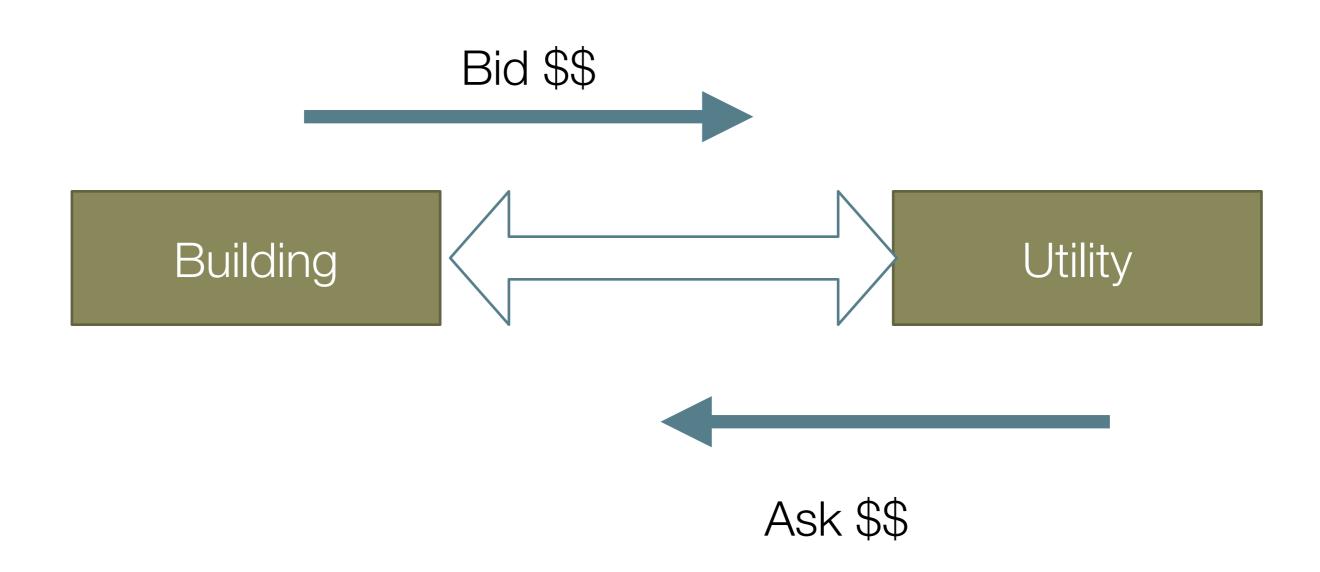
Adaptive Negotiation Agent for Facilitating Bi-Directional Energy Trading Between Smart Building and Utility Grid

Publisher: IEEE Cite This PDF

2 Author(s) Zhu Wang; Lingfeng Wang All Authors



Ejercicio





Ejercicio - ¿Cómo calcular Bid y Ask?

Reglas del mercado

OA is the outstanding ask, which is the lowest ask in the current market;

OB is the outstanding bid, which is the highest bid in the current market;

Phl is the high limit, which is the highest acceptable price in the market, which can be obtained from the historical data;

Pll is the low limit, which is the lowest acceptable price in the market, which can be obtained from the historic data;



Ejercicio - ¿Cómo calcular Bid y Ask?

Atributos de los agentes

C is the reservation price of the seller calculated from the utility function;

D is the reservation price of the buyer calculated from the utility function;

Pb is the basic price, which gives a starting profit to the trader to start from;

Pt is the target price, which gives a target profit to the trader to move towards;

 γ is a small positive number to adjust the size of the negotiation step.



On-Peak hour:
$$OA = C + \lambda_1^1 \times (Phl - C); \lambda_1^1 \in rand[0.85,1]$$
 (9)

Off-Peak hour:
$$OA = C + \lambda_1^2 \times (Phl - C); \lambda_1^2 \in rand[0.5, 0.85]$$
 (10)

The seller needs to compute their basic price Pb and target price Pt. According to the reservation price, the basic price will give the seller some profit instinctively. The current bid price from the buyer serves as the target price and the equations are described as follows:

$$Pb = C * \lambda_2, \lambda_2 \in rand[1, 1.5] \tag{11}$$

$$Pt = OB_{current} \tag{12}$$

The basic price and the target price are the start profit and the destination for the seller, respectively. The seller calculates the ask price according to the time pressure and the eagerness value to maximize its profit. The size of the step derived from [21] is calculated as follows:

$$Step = \begin{cases} (Pt - Pb) * \gamma * T, if & Pt > Pb \\ (\max(Pt, C) - Pb) * \gamma * (1 - T), if & Pt < Pb \end{cases}$$
(13)

The ask price for the next round can be obtained from the following equation:



$$OA_{next} = Pb + Step (14)$$

```
import numpy as np
import matplotlib.pyplot as plt
class Agente:
    ID
    __gamma = 0
    EA = 0 \# np.random.uniform(low=0.1, high=2.0)
    Ask = 0
     Bid = 0
   def computeAsk(self):
       return self.__Ask
   def computeBid(self):
       return self.__Bid
```



```
class Utility(Agente):

def __init__(self,v1):
    self.__ID = 1
    self.__EA = np.random.uniform(low=0.1, high=2.0)
    self.__Ask = 0
    self.__lambda1 = np.random.uniform(low=0.85, high=1.0) # rand[0.85,1] - On-peak
    self.__lambda2 = np.random.uniform(low=0.75, high=1.25)
    self.__gamma = np.random.uniform(low=0.1, high=0.25)
    self.__C = v1
```



```
def computeAsk(self, OBid, Phl):
                    # Reglas para calcular Ask
                     Pb = 0
                     Pt = 0
                     Step = 0
                      if self.__EA < 2.0:
                                          self.\_EA += self.\_EA * (self.\_EA / 10)
                     else:
                                          self.__EA = np.random.uniform(low=0.1, high=2.0)
                      if (OBid == 0):
                                          self.\_Ask = self.\_C + (self.\_lambda1 * (Phl - self.\_C))
                     else:
                                          Pb = self._C * self._lambda2
                                          Pt = OBid
                                          if (Pt > Pb):
                                                              Step = (Pt -Pb) * self_gamma 
                                          else:
                                                              Step = (\max(Pt, self, C) - Pb) * (1 - self, EA)
                                          self.__Ask = Pb + Step
                      return self.__Ask, Pb, Pt, Step
```



Ejercicio - Calculando Bid

2. Bidding strategy for the buyer

Similar to the bidding strategy for the seller, the buyer submits its original bid price according to its reservation price and the price range. The equations (15) and (16) illustrate the original prices for on-peak hour and off-peak hour, respectively.

On-peak hour:
$$OB = D - \lambda_3 \times (D - Pll); \lambda_3 \in rand[0.5, 0.85]$$
 (15)

Off-peak hour:
$$OB = D - \lambda_3 \times (D - Pll); \lambda_3 \in rand[0.85,1]$$
 (16)

The basic price, the target price and the size of step are described as follows [21]:

$$Pb = D * \lambda_4, \lambda_4 \in rand[0.5,1] \tag{17}$$

$$Pt = OA_{current} \tag{18}$$

$$Step = \begin{cases} (Pt - Pb) * \gamma * T, if & Pt \le Pb \\ (\min(Pt, D) - Pb) * \gamma * (1 - T), if & Pt > Pb \end{cases}$$
(19)

So the bid price for the next round can be calculated by (20):

$$OB_{next} = Pb + Step (20)$$



Ejercicio - Calculando Bid

```
class Building(Agente):

def __init__(self,v1):
    self.__ID = 2
    self.__EA = np.random.uniform(low=0.1, high=1.0)
    self.__Bid = 0
    self.__lambda3 = np.random.uniform(low=0.5, high=0.85) # rand[0.5,0.85] - On-peak
    self.__lambda4 = np.random.uniform(low=0.5, high=1.0)
    self.__gamma = np.random.uniform(low=0.1, high=0.25)
    self.__D = v1
```



Ejercicio - Calculando Bid

```
def computeBid(self, OAsk, Pll):
    # Reglas para calcular Bid
    Pb = 0
    Pt = 0
    Step = 0
    if self.__EA < 2.0:
        self.__EA += self.__EA * (self.__EA / 10)
    else:
        self.__EA = np.random.uniform(low=0.1, high=2.0)
    if (0Ask == 0):
        self._Bid = self._D - (self._lambda3 * (self._D - Pll))
    else:
        Pb = self_{-}D * self_{-}lambda4
        Pt = 0Ask
        if (Pt <= Pb):
            Step = ((Pt - Pb) * self_{\underline{gamma}}) * self_{\underline{gamma}}
        else:
            Step = (\min(Pt, self._D) - Pb) * self._gamma * (1 - self._EA)
        self.__Bid = Pb + Step
    return self.__Bid, Pb, Pt, Step
```

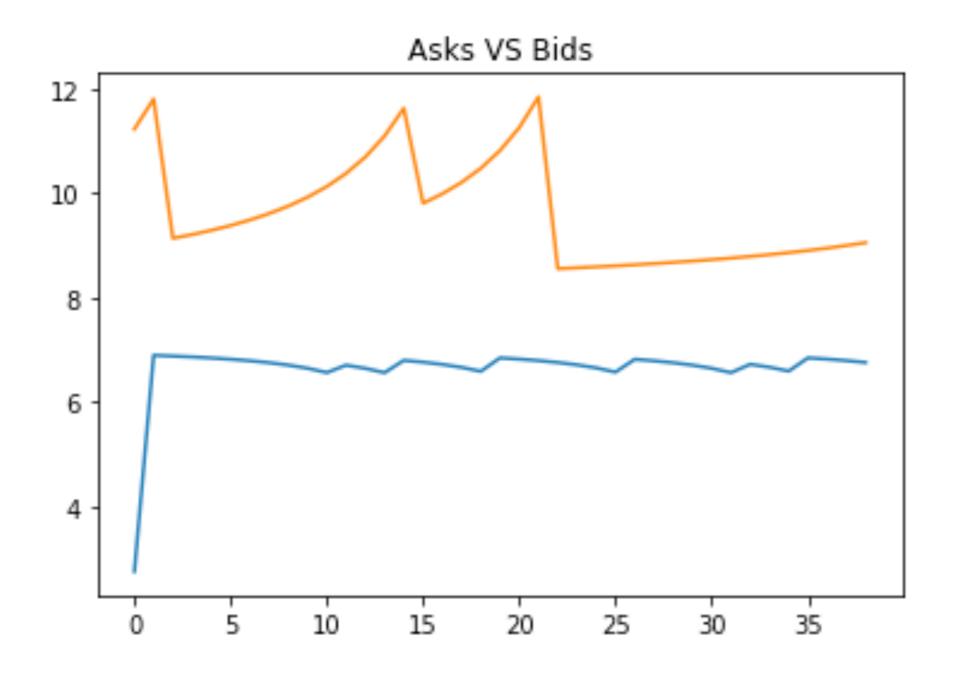


```
#### Mercado ####
#### Valores estaticos
Phl = 10 #Phl is the high limit, which is the highest acceptable price in the market
Pll = 1 #Pll is the low limit, which is the lowest acceptable price in the market
### Valores dinámicos
OA = 0 #OA is the outstanding ask, which is the lowest ask in the current market;
OB = 0 #OB is the outstanding bid, which is the highest bid in the current market;
rondas = 40
a1 = Utility(8)
a2 = Building(8)
lab = []
log = []
for rondaActual in range(1, rondas):#
    print("Ronda ", rondaActual)
    OB, PbB, PtB, StepB = a2.computeBid(OA,Pll)
    OA, PbU, PtU, StepU = a1.computeAsk(OB,Phl)
    log.append([OB, PbB, PtB, StepB,OA, PbU, PtU, StepU])
    lAB.append([0B,0A])
    if(OB >= OA):
        print("Matching done")
        break
```

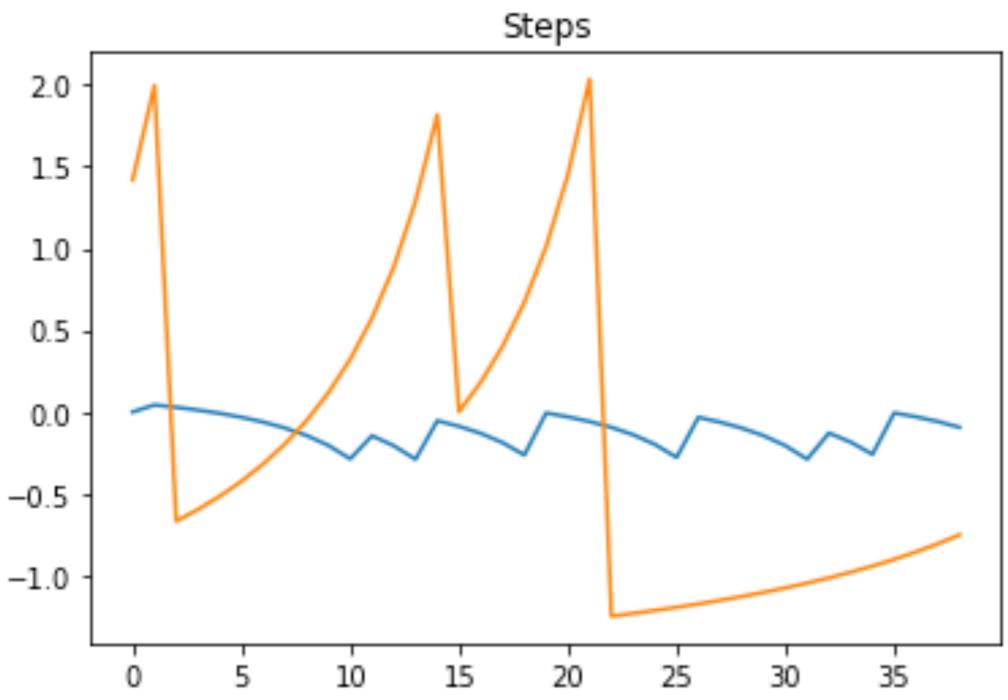


```
arrayAB = np.asarray(lAB)
arrayLog = np.asarray(log)
plt.plot(arrayAB)
plt.title("Asks VS Bids")
plt.show()
plt.plot(arrayLog[:,3])
plt.plot(arrayLog[:,7])
plt.title("Steps")
plt.show()
```











Ejercicio - Zero Intelligence

```
def computeBid(self,Phl):
    # Zero intelligence Bid
    self.__Bid = np.random.uniform(low=0.1, high=Phl)
    return self.__Bid, 0, 0, 0
```



Ejercicio

