Simulation setting

Player1 type: (類型)

Herd

Player1 setting: (模式)

probability

☐ Player1 anchoring (合理價格)

Player2 type: (類型)

Inversive

Player2 setting: (模式)

probability

☐ Player2 anchoring (合理價格)

Simulation times (模擬次數)

10 300

10 40 70 100 130 160 190 220 250 280 300

Cash amount (現金)

10,000 50,000

5,000 15,000 25,000 35,000 45,000

Stock amount (股票)

0 10 100

0 10 20 30 40 50 60 70 80 90 100

Herd玩家B/N/S(以漲為例，跌則相反)

0 0.7 0.9 1

0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1

Inversive玩家S/N/B(以漲為例，跌則相反)

0 0.7 0.9 1

0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1

對方不動作時降低行動比率

0 0.7 0.85

0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8

N期後降低買股比率

0 60 100

0 10 20 30 40 50 60 70 80 90 100

1-20期市場條件

Balance

21-60期市場條件

Bubble

61-100期市場條件

Burst

模擬計算

Result

Trial range

1 101

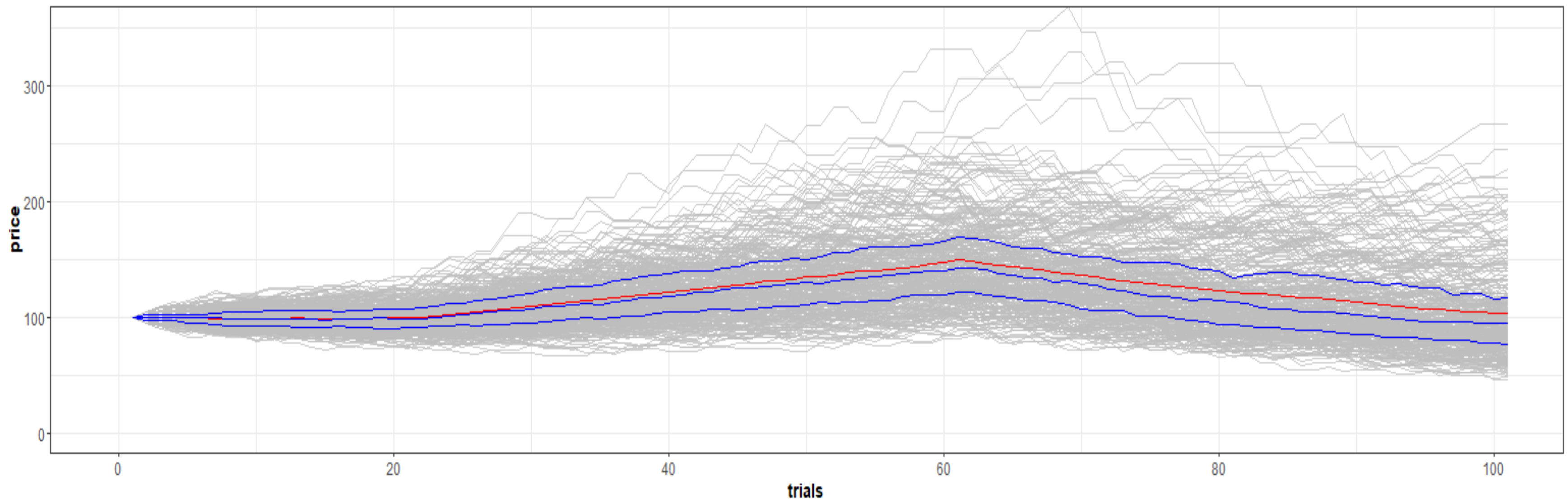
1 11 21 31 41 51 61 71 81 91 101

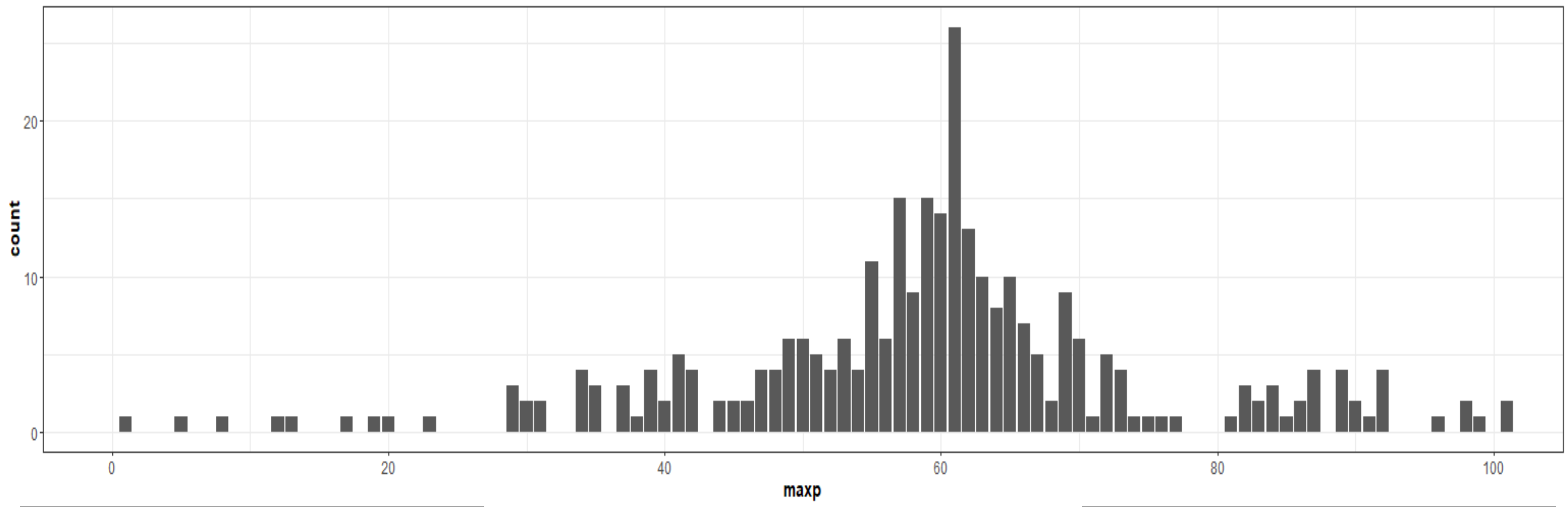
更新表格

player: Herd(probability) VS Inversive(probability)

simulation times: 300, Cash: 10000, stock: 10

anchoring: p1(FALSE), p2(FALSE)

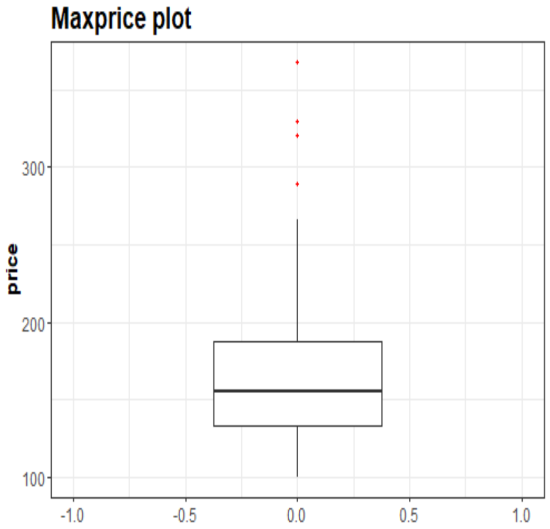




Quartile

quartile	1~20	21~40	41~60	61~80	81~100
q1	94	97	112	108	85
q2	99	108	130	128	102
q3	105	122	153	154	130
mean	99	110	135	136	113

Maxprice plot



delta_cash = p1_cash - p2_cash

p1_win	p1_tie	p1_loss	p1_Rate	mean	sd
120	0	180	40%	-648	1599

Contingency table of B/N/S

player1.2	Buy	NoTrade	Sell	Total
Buy	8.8	9.6	18.6	37.0
NoTrade	9.7	8.5	9.9	28.1
Sell	17.6	8.9	8.4	34.9
Total	36.1	27.0	36.9	100.0