

## 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 0.10.20.30.40.50.60.70.80.9 1

Inversive玩家S/N/B(以漲為例，跌則相反)

0 0.7 0.9 1  
0 0.10.20.30.40.50.60.70.80.9 1

對方不動作時降低行動比率

0 0.70.85  
0 0.10.20.30.40.50.60.70.8

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

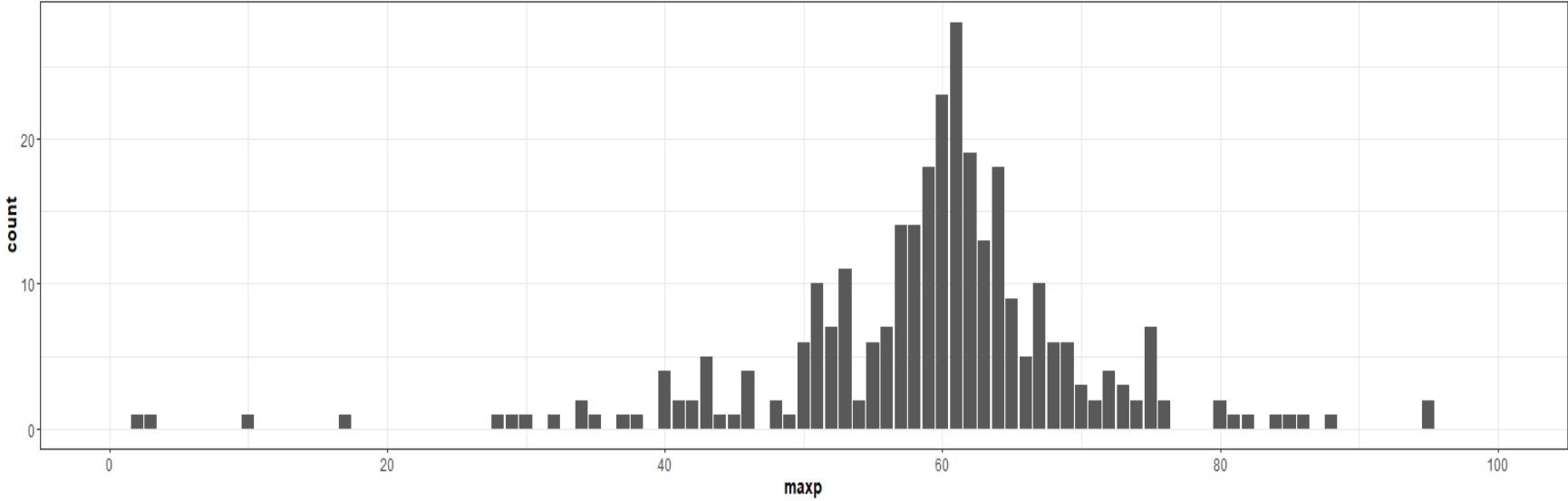
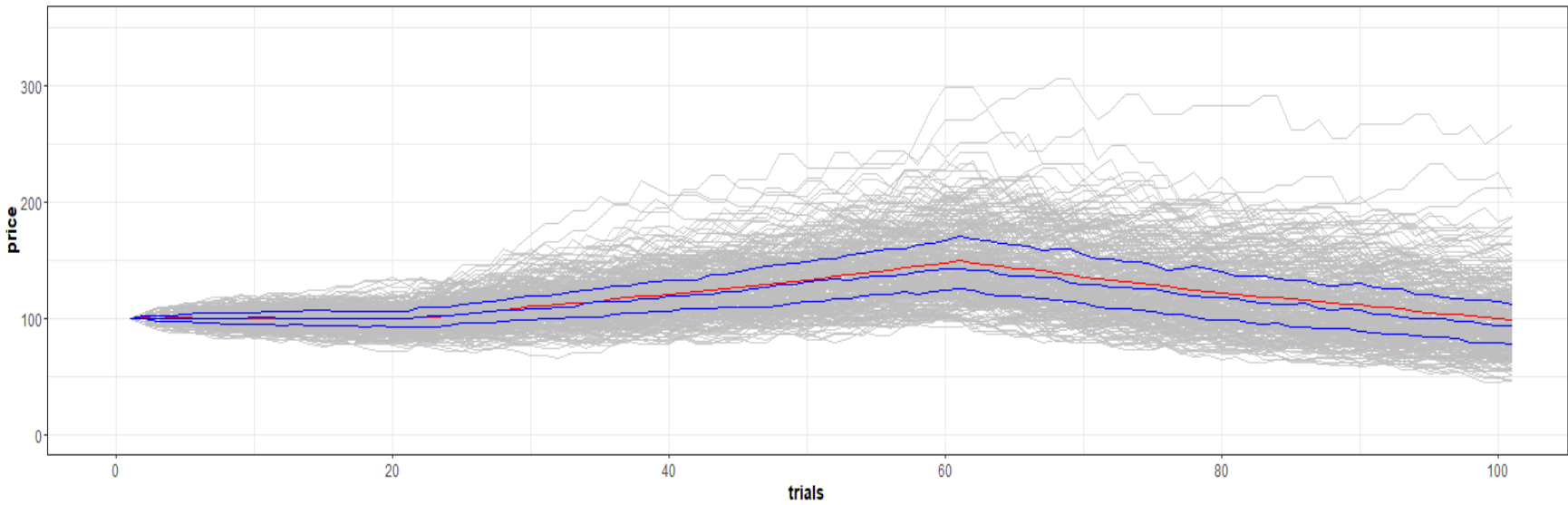
1 101  
1 11 21 31 41 51 61 71 81 91 101

更新表格

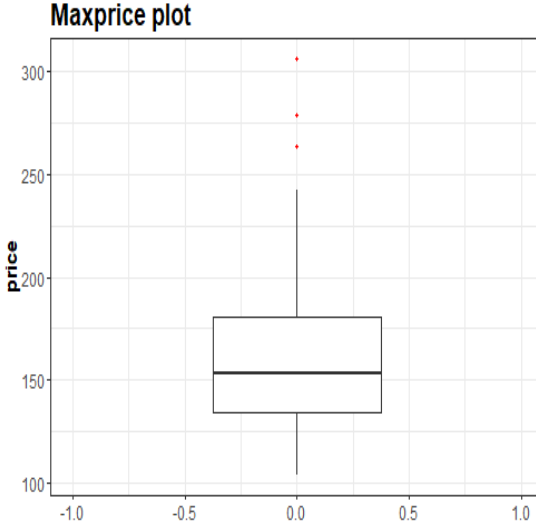
## player: Herd(probability) VS Inversive(probability)

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

anchoring: p1(TRUE), p2(TRUE)



Quartile					
quartile	1~20	21~40	41~60	61~80	81~100
q1	95	99	115	112	89
q2	100	109	131	130	105
q3	105	120	150	154	127
mean	100	110	134	135	111



delta_cash = p1_cash - p2_cash					
p1_win	p1_tie	p1_loss	p1_Rate	mean	sd
164	0	136	55%	-47	1222

Contingency table of B/N/S				
player1.2	Buy	NoTrade	Sell	Total
Buy	9.2	9.3	16.9	35.4
NoTrade	11.2	8.4	9.1	28.7
Sell	16.8	9.0	10.1	35.9
Total	37.2	26.7	36.0	100.0

