

Generalized Bilateral Exchange

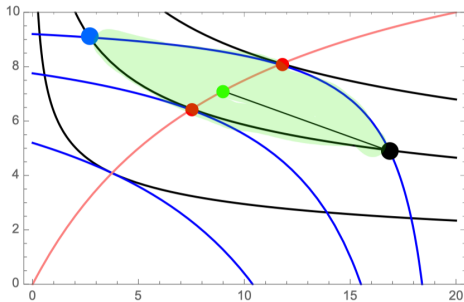
John Wong

Agenda

1. Motivation
2. Demonstration
3. Psuedo-code
4. Shuffling
5. Extensions
6. More visualizations

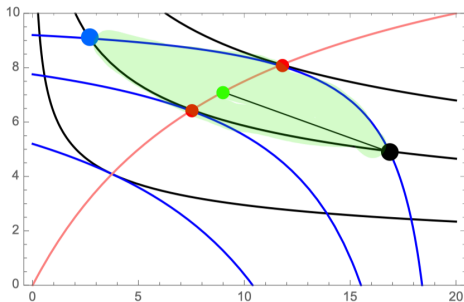
Motivation

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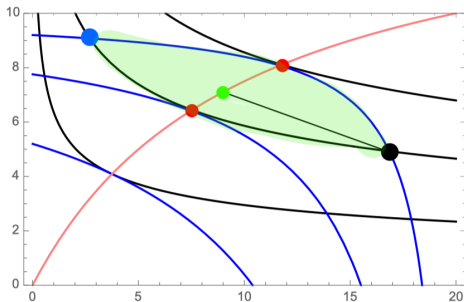
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Or any arbitrary A ?

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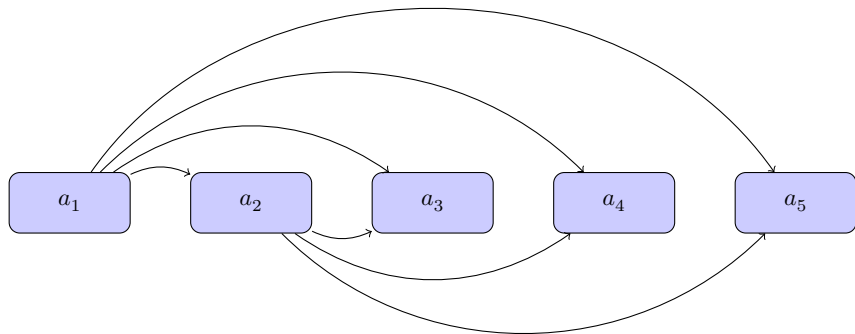
- ▶ Two agents trading two goods is already pretty gnarly to solve.



- ▶ What if we increase the number of agents to three? Or four?
Or any arbitrary A ?
- ▶ Or what if we increase the number of goods to N ?

Demonstration

Uniform activation of pairwise combinations ($A=5$)



Shuffling

1. Agents are stored in a list of agents that is never shuffled.

$$[a_1 \quad a_2 \quad a_3 \quad a_4 \quad a_5 \quad a_6 \quad a_7 \quad a_8 \quad a_9 \quad a_{10}]$$

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4. Retrieve agent (a_4, a_9) , then (a_4, a_6) , and so forth.

Extensions: random strategies

```
execute exchange(days = 1, threshold = 0.5):  
  shuffle agents list and goods list  
  FOR a in 1:(A-1):  
    FOR p in 1:(A-a):  
      pair agent a with agent a+p  
      FOR n in 1:(N-1):  
        FOR q in 1:(N-n):  
          agent with higher MRS(n, n+q) offers good n  
          other agent offers good n+q  
          WHILE trade increases both agents' utilities:  
            draw u from U[0,1]  
            IF u < threshold:  
              break  
          trade one good n for one good n+q
```

Extensions: networks

```
initialize Market(..., friends = 3):  
    ...  
    create Phonebook  
    for 1:A:  
        sample agents list for 3 friends  
        store friends' indices in dictionary  
        append dictionary to Phonebook  
execute exchange(days = 1):  
    shuffle agents list and goods list  
    FOR a in 1:A:  
        FOR p in Phonebook[a]:  
            FOR n in 1:N  
                FOR q in 1:(N-n):  
                    agent with higher  $MRS(n, n+q)$  offers good n  
                    other agent offers good n+q  
                WHILE ...
```

More visualizations!

1. Inventory over time
2. Utilities over time
3. Multilateral Edgeworth box