

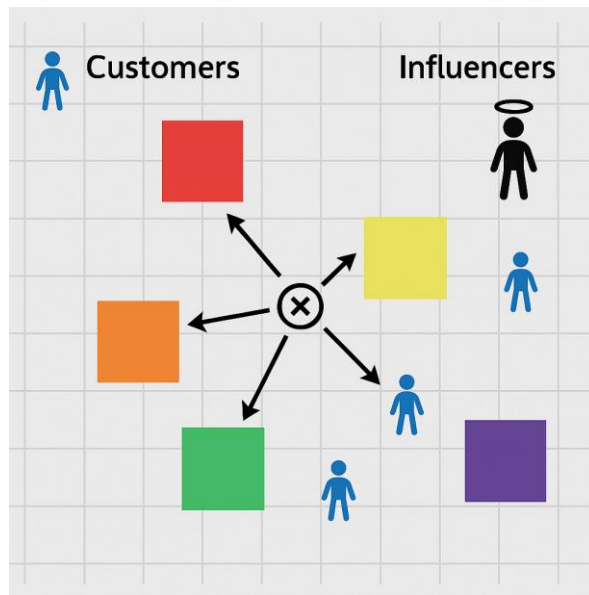


Restaurant Recommendation Ecosystem

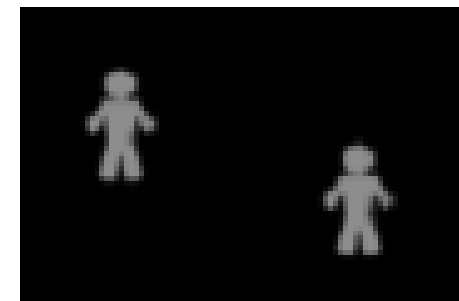
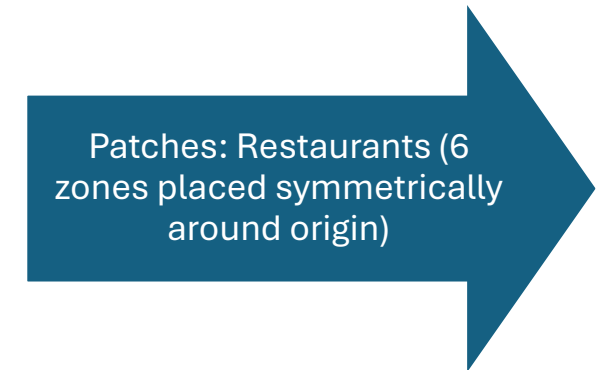
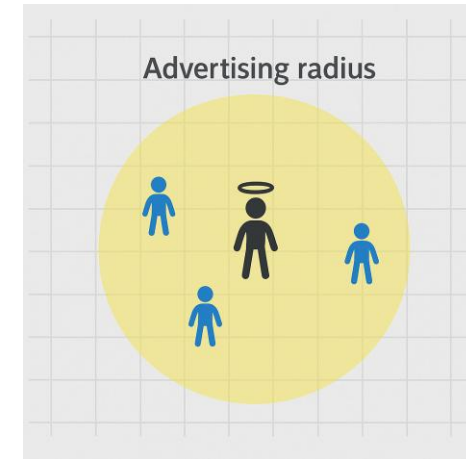
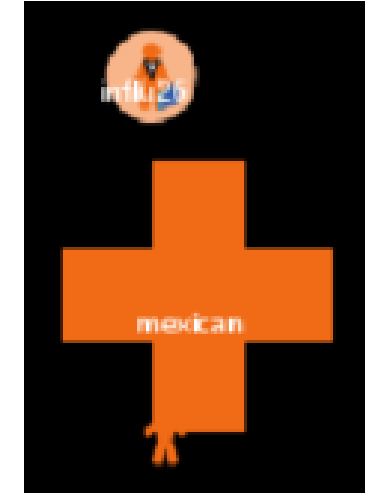
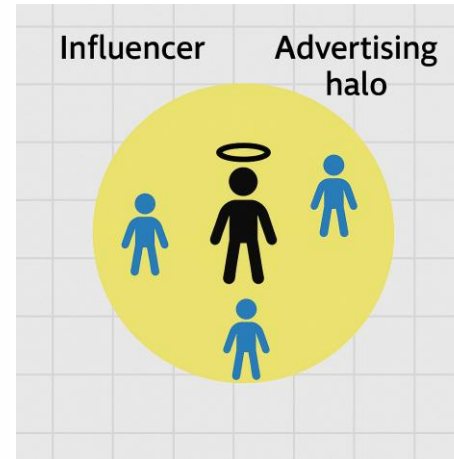
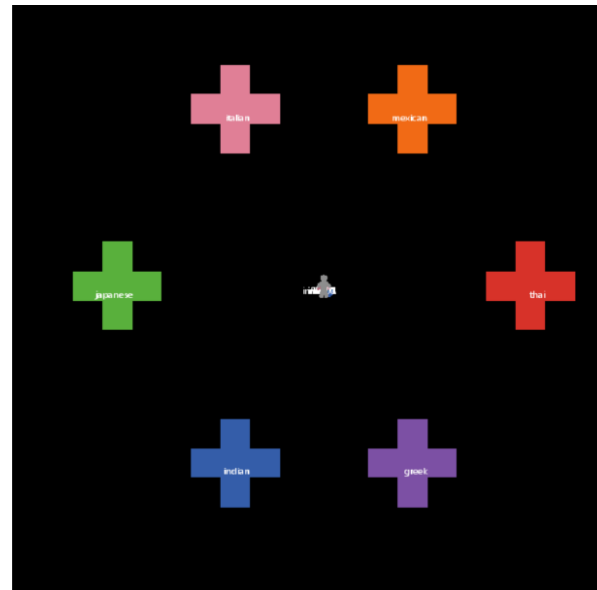
An Agent-Based Simulation of Social Influence on Restaurant Choice

Prepared by:

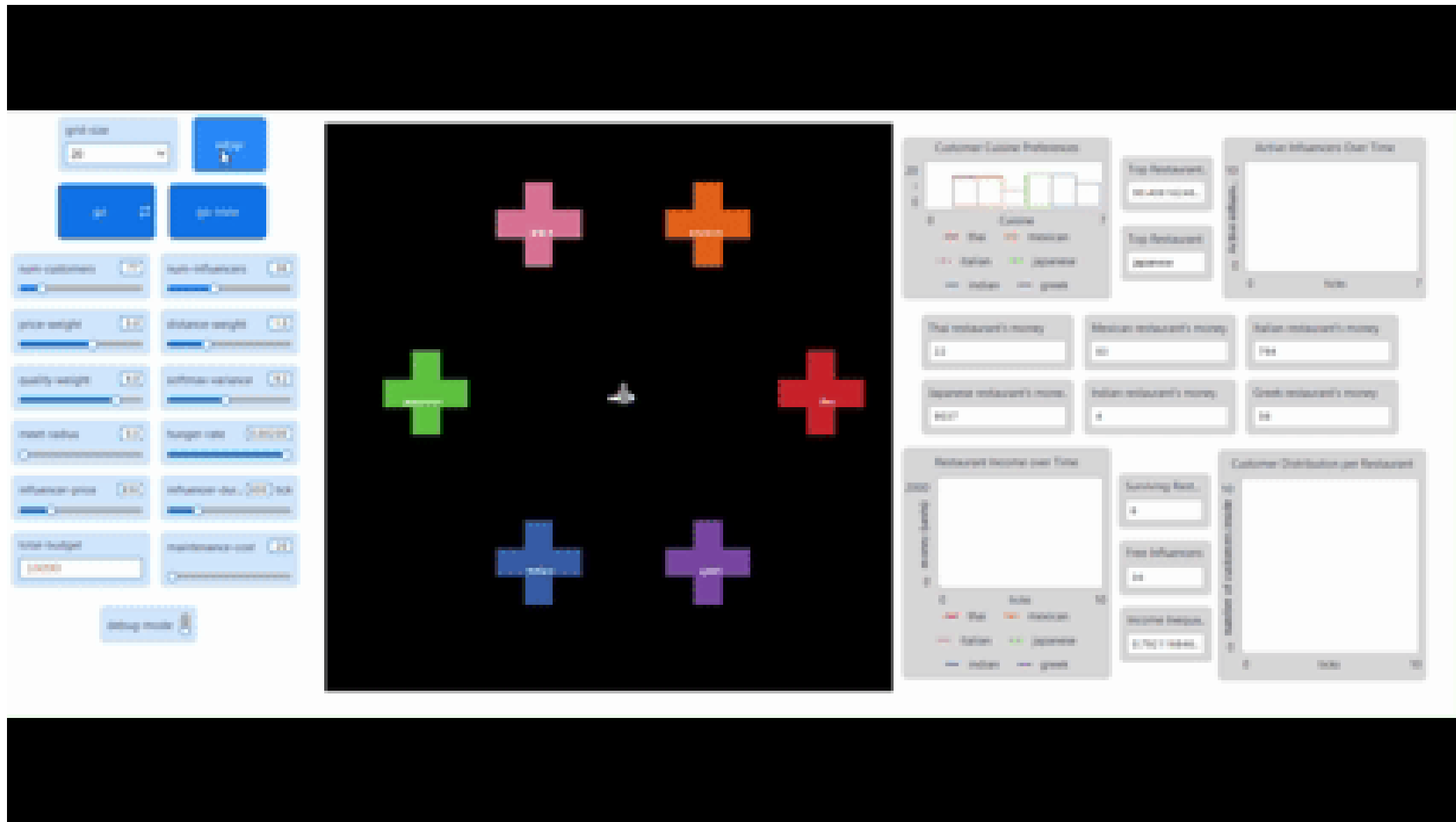
Máté Kovács
U5BKY4



Model Overview

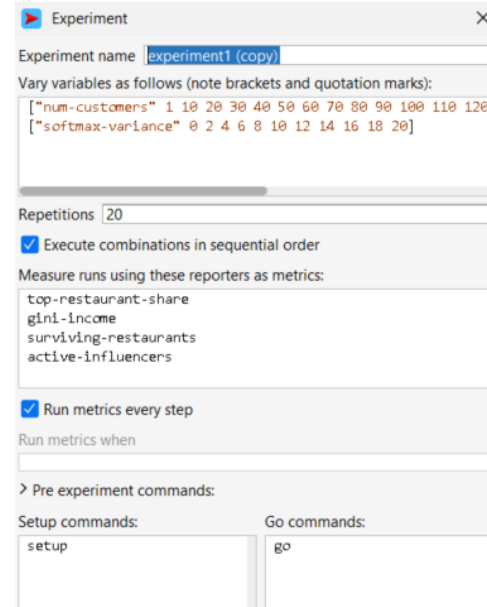


Demonstration

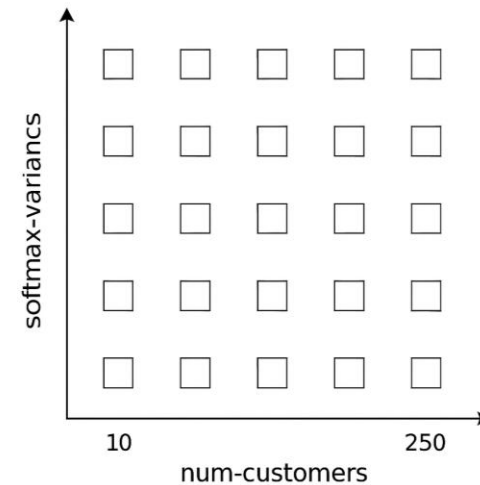
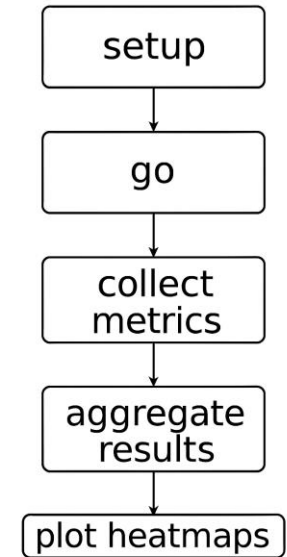


Experiments

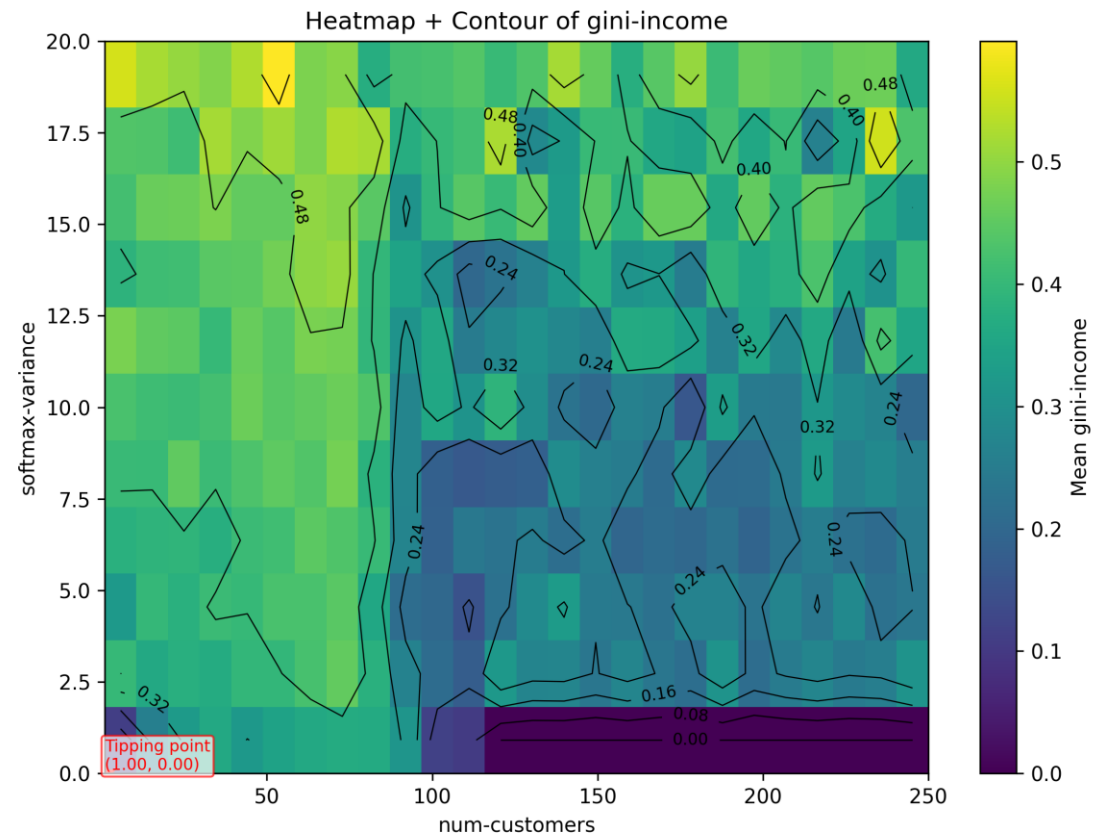
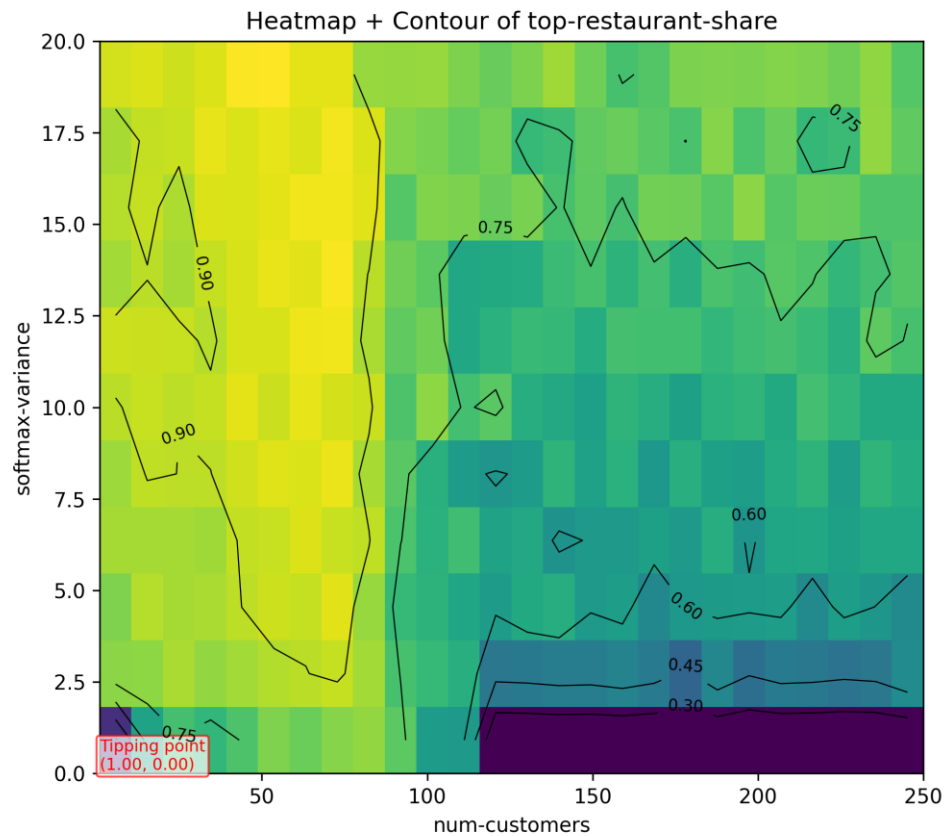
- Factors: softmax-variance (0–20, step 2), num-customers (10–250, step 10).
- 20 repetitions per configuration, 10,000 tick limit.
- Metrics: gini-income, top-restaurant-share, surviving-restaurants, active-influencers.
- Expected transition around softmax-variance $\approx 5-7$.



The screenshot shows the 'Experiment' configuration window. The 'Experiment name' is 'experiment1 (copy)'. The 'Vary variables as follows' section contains two lists: 'num-customers' with values [1 10 20 30 40 50 60 70 80 90 100 110 120] and 'softmax-variance' with values [0 2 4 6 8 10 12 14 16 18 20]. The 'Repetitions' are set to 20. The 'Execute combinations in sequential order' checkbox is checked. The 'Measure runs using these reporters as metrics' section lists 'top-restaurant-share', 'gini-income', 'surviving-restaurants', and 'active-influencers'. The 'Run metrics every step' checkbox is checked. The 'Run metrics when' section is empty. The 'Pre experiment commands' section is empty. The 'Setup commands' section contains 'setup' and the 'Go commands' section contains 'go'.



Heatmaps of Market Inequality



Representative Time Series for Different softmax-variance Regimes

