Nature Inspired Search and Optimisation 2017/2018

Lab 3: El Farol Bar Problem[1]

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Weight: 10 % for 06-27819, or 11.25 % for 06-27818 %

You need to implement one program that solves Exercise 1-3 using any programming language. In Exercise 5, you will run a set of experiments and describe the result using plots and a short discussion.

(In the following, replace `abc123` with your username.) You need to submit one zip file with the name `niso3-abc123.zip`. The zip file should contain one directory named `niso3-abc123` containing the following files:

- the source code for your program
- a Dockerfile (instructions will be provided later)
- a PDF file for Exercises 4 and 5

The El Farol Bar problem is a classical game-theoretic problem studied in economics. In Santa Fe, there is a bar called El Farol. Every Thursday night, the bar organises an event which everyone in the town wants to attend. If less than 60 % of the population attends the bar, all have a better time in the bar than staying home. However, if more than 60 % of the population attends the bar, it becomes too crowded, and it would have been better for everyone to stay at home. We assume that everyone decides individually whether to go to the bar without communicating with anyone. However, the attendance in the bar during all past weeks is known to everyone.

We will model the scenario using co-evolution. We will represent the strategies of each player with a state-based representation $S = (p, A, B)$, where $p = (p_1, \ldots, p_h)$ is a vector of "attendance" probabilities, $A = (a_{ij})$ is a state transition matrix in case the bar is crowded, and $B = (b_{ij})$ is a state transition matrix in case the bar is not crowded.

In any week t, the individual is in one of h states. If the individual is in state i in week t, then she goes to the bar with probability p_i that week. If the bar was crowded in week t, then in the following week, she transitions to state j with probability a_{ij}. If the bar was not crowded in week t, then she transitions to state j with probability b_{ij} in week $t + 1$. The individuals in the population all start in state 0, but have different strategies.

This hypothetical problem models many real-world economic scenarios. We are interested in understanding the conditions under which the population can achieve an efficient solution, i.e., a solution where the utilisation of a limited resource (in this case the bar) is as close as possible to its capacity. The problem is interesting, because the population cannot use the resource efficiently if all individuals use the same deterministic strategy.

[1] Revised: Monday 26th February, 2018 at 17:50.

Exercise 1. *(10 % of the marks)*

Implement a routine to sample from a distribution over the integers $\{0, \dots, n-1\}$, where the distribution is represented by a vector of n probabilities.

Input arguments:

- `-prob` *vector of n probabilities*
- `-repetitions` *number of samples*

Output:

- *an element between 0 and $n-1$*

Example:

```
[pkl@phi ocamlec]$ app_niso_lab3 -question 1 -prob "0.25 0.25 0.25 0.25" -repetitions 5
2
1
3
2
0
```

Exercise 2. *(10 % of the marks) Implement a routine which simulates one step of a given strategy. Given the current state of the individual in week t, and whether the bar was crowded or not, you should return the state in week $t+1$ and the decision whether to go to the bar in week $t+1$.*

Input arguments:

- `-strategy` *a representation of a strategy as follows,*

  $$h \; p_0 \; a_{00} \; a_{01} \; \dots \; a_{0h} \; b_{00} \; b_{01} \; \dots \; b_{0h} \; p_1 \; a_{10} \; \cdots,$$

  where h is the number of states in the representation.
- `-state` *the state in week t*
- `-crowded` *1 if the bar is crowded in week t, 0 otherwise*
- `-repetitions` *number of repetitions*

Output:

The output should be one line per repetition, where the following values are shown separated by the tab character

```
d s
```

where

- `d` *is the decision whether to go (1) to the bar or not (0) in week $t+1$*
- `s` *is the next state*

Example:

```
[pkl@phi ocamlec]$ app_niso_lab3 -question 2 \
        -strategy "2 0.1 0.0 1.0 1.0 0.0 1.0 0.9 0.1 0.9 0.1" \
        -state 0 -crowded 1 -repetitions 5
1 1
1 1
1 1
1 1
1 1
[pkl@phi ocamlec]$ app_niso_lab3 -question 2 \
        -strategy "2 0.1 0.0 1.0 1.0 0.0 1.0 0.9 0.1 0.9 0.1" \
        -state 1 -crowded 0 -repetitions 5
0 0
0 0
1 1
0 0
0 0
```

Exercise 3. *(40 % of the marks)*

Design a co-evolutionary algorithm for the El Farol Bar problem. Your algorithm should keep a population of strategies. The strategies should be evaluated via simulation over a fixed number of weeks. For each week, an individual receives payoff 1 if he attends the bar when it is not crowded (i.e., less than 60 % of the population in the bar), or a payoff of 1 if he is at home while the bar is overcrowded, otherwise the payoff is 0. The selection mechanism should favour individuals with higher payoff. You can use any of the standard variation operators, such as mutation and crossover.

Input arguments:

- `-lambda` *the population size*
- `-h` *the number of states in the strategies*
- `-weeks` *the number of weeks to simulate per generation*
- `-time_budget` *the number of seconds to run the algorithm before terminating*

Output:

The output should be one line for each week, where the following values are shown separated by the tab character

```
tw tg b c a1 a2 ... alambda
```

where

- `tw` *is the week number*
- `tg` *is the generation number*
- `b` *is the number of individuals in the bar*
- `c` *is 1 if the bar is crowded and 0 otherwise*
- `ai` *is 1 if individual* $i \in [\lambda]$ *attended the bar and 0 otherwise*

Exercise 4. *(10 % of the marks)*

Describe your algorithm from Exercise 3 in the form of pseudo-code (see Lab 1 for an example). The pseudo-code should be sufficiently detailed to allow an exact re-implementation.

Exercise 5. *(30 % of the marks)*

In this final task, you should try to determine parameter settings of your co-evolutionary algorithm which leads the population to as efficient utilisation of the bar as possible (i.e., close to 60 %), while still not being overcrowded.

Your algorithm is likely to have several parameters, such as the population size, mutation rates, selection mechanism, and other mechanisms components, such as diversity mechanisms.

Choose parameters which you think are essential for the behaviour of your algorithm. Run a set of experiments to determine the impact of these parameters on the efficiency of the population. For each parameter setting, run 100 repetitions, and plot box plots of the average attendance over several weeks. Discuss and explain the results.