

# report\_TP8

May 6, 2019

## 1 Series 8, Introduction to Computational Finance, Dimitris Proios,

### 1.0.1 Exercise 1 ) Implement a Minority Game.

- Problem description

**Agent** An agent will not make a decision based on other agents but only based on his own history and on the random choice of initial S strategies. At every round he will be choosing the action  $a_{i,S}^{\mu(t)}$  where: - S = strategy chosen - i = index of agent -  $\mu(t)$  = the past record of victories for the specific agent for the given iteration

**Simulation:** In every turn all agent will be called to give a choice based on those the simulation engine will give: - to the minority a win (1) - the majority a loss (-1).

#### Strategy selection:

- strategy selection follows the following pattern initially we select a number of S strategies from the possible  $2^{2^M}$
- in every iteration will throw a roulette calculation and select from the S strategies
- if he won based on some strategy a score is assigned to bias the selection towards that strategy.
- Important note: in the experimentation I also tried strategies totally at totally random, and filter between a set of random strategies.

```
[1]: import random
import numpy as np
import itertools
import copy
import time
import matplotlib.pyplot as plt
import statistics

def getStrategy(M):
    return "".join([str(random.choice([0,1])) for i in range(0,2**M)])

def roulette(choices, weights):
```

```

choices_dict = {}
for index, k in enumerate(choices):
    choices_dict[k]=weights[index]
max = sum(choices_dict.values())
pick = random.uniform(0, max)
current = 0
for key, value in choices_dict.items():
    current += value
    if current > pick:
        return key

class Agent():
    def __init__(self, strategies, possible_history, M):
        # for M = 3, 8 answers for 8 combination
        assert len(strategies[0]) == len(possible_history)
        self.history = [str(random.choice([0,1])) for i in range(0,M)]
        self.history = "".join(self.history)
        self.strategy_scores= [0 for _ in range(S)]
        self.strategies = strategies
        self.current_choice = random.choice([0,1])
        self.chosen_strategy_index = random.choice(range(S))

    def choose(self, iteration_number, possible_historyDict):
        # chosen_strategy_index = random.choice(range(S))
        chosen_strategy_index = roulette(range(S), self.strategy_scores)
        chosen_strategy = self.strategies[self.chosen_strategy_index]
        index = possible_historyDict[self.history]
        a = int(chosen_strategy[index])
        if a == 0:
            a = -1
        self.current_choice = a
        return a

    def set_agent_history(self, A):
        self.history=self.history[1:]
        g =- A * self.current_choice
        # agent lost belongs to majority
        if g > 0:
            self.history += "1"
            self.strategy_scores[self.chosen_strategy_index]+=1
            # agent won belongs to minority
        if g < 0:
            self.history += "0"

class MinorityGame():

```

```

def __init__(
    self,
    N,
    M,
    S,
    possible_history,
    iterations_per_simulation,
    possible_historyDict
):
    self.A = []
    self.agents = []
    for i in range(N):
        # store available strategies per agent
        self.strategies = []
        self.strategies = [getStrategy(M) for _ in range(S)]
        self.agents.append(Agent(self.strategies, possible_history, M))

    for iteration_number in range(0, iterations_per_simulation):
        moves = []
        for agent_index in range(0, N):
            moves.append(self.agents[agent_index].choose(iteration_number,
→possible_historyDict))
        self.A.append(sum(moves))
        # A in the last position contains who lost and who won
        for agent_index in range(0, N):
            self.agents[agent_index].set_agent_history(
                self.A[-1]
            )

    def get_Variance_A(self):
        # !fun fact np.variance is not behaving same as statistics.variance 2_
→hours lost there :D
        # statistics.variance([1, 0, -1]) = 1
        # np.var([1, 0, -1]) = 0,66
        return np.var(self.A)

    def get_A(self):
        return self.A

```

## 1.1 Experiments

### 1.1.1 Exercicse 2)

Draw the curve describing how the variance  $\sigma^2/N$  of the participation A depends on the parameter  $a = 2^M/N$ . Here N denotes the number of agents and the length of the historical window taken into consideration by an agent.

**Solution** We run an experiment for  $S = 2$ ,  $M = 1..15$ , iterations = 300 and  $N=101$

```
[2]: def experiment(
    N,
    M,
    S,
    iterations_per_simulation
):
    possible_history = ["".join(seq) for seq in itertools.product("01",
    ↪repeat=M)]
    possible_historyDict=dict(enumerate(possible_history))
    possible_historyDict=dict(map(reversed, possible_historyDict.items()))
    return MinorityGame(
        N,
        M,
        S,
        possible_history,
        iterations_per_simulation,
        possible_historyDict
    )
```

```
[3]: N=101
M=10
S=2
iterations_per_simulation = 500

res = experiment(
    N,
    M,
    S,
    iterations_per_simulation
)
res.get_Variance_A()
```

[3]: 94.323136

## 2 When $S = 2$ ( $S$ being the number of strategies), what is the critical value $c$ for which $\sigma^2/N$ reaches a minimum ?

### 2.0.1 Experiment 1

I create two experiments to answer the question above. In the first we keep  $N$  steady and modify  $M$ . Due to exponential calculation time which we otherwise would have to compensate with exponential storage, I couldn't manage to complete experiments for bigger than  $M = 20$ . That said if we ignore the first iterations we can see that variance converge towards 1 which is expected. I am not sure if the critical a parameter is correct since it is always found in the  $M = 1$  which is weird and not complying to the theory. I suspect some issue with my code and this is verified by the second

experiment where I iterate through N (number of agents) keeping M steady.

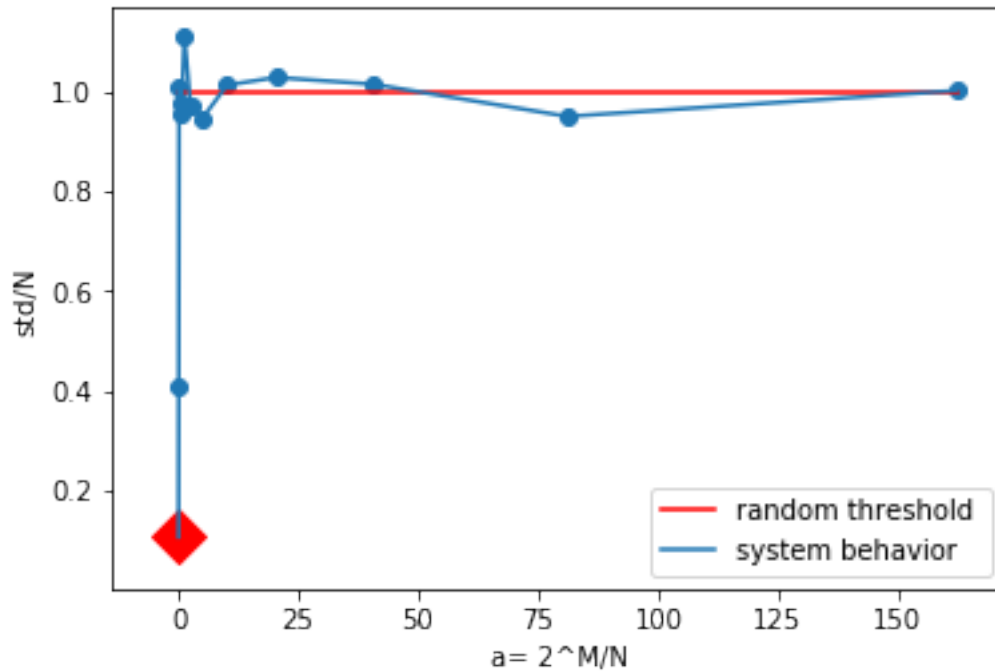
## 2.0.2 Some notes that may facilitate deducting issues with my code.

- initial conditions are random : (The setting of history and the choice of the strategies)
- choice of strategy is based on history, I reward strategies with +1 score and I through weighted probability using roulette algorithm to perform its calculation .
- random choice (ignoring history) and strategy application demonstrate similar behavior.

```
[4]: S=2
simulations_varying_M = []
MS= range(2,15)
N=101
iterations_per_simulation = 300
for M in MS:
    simulations_varying_M.append(
        experiment(
            N,
            M,
            S,
            iterations_per_simulation
        )
    )

sigmasN = np.asarray([s.get_Variance_A() for s in simulations_varying_M]) / float(N)
alpha_list = np.asarray([2**M for M in MS]) / float(N)

plt.plot(alpha_list, [1 for _ in range(0, len(alpha_list))], 'r-')
plt.scatter(alpha_list, sigmasN)
plt.plot(alpha_list, sigmasN)
plt.scatter(x=np.argmin(min(sigmasN)), y=min(sigmasN), c='red', marker='D',
    s=200)
plt.xlabel("a= 2^M/N")
plt.ylabel("std/N")
plt.legend(["random threshold ", "system behavior"])
plt.show()
a_c= min(alpha_list)
print("a_c = ", a_c)
alpha_list, [s.get_Variance_A() for s in simulations_varying_M]
```



a\_c = 0.039603960396039604

```
[4]: (array([3.96039604e-02, 7.92079208e-02, 1.58415842e-01, 3.16831683e-01,
            6.33663366e-01, 1.26732673e+00, 2.53465347e+00, 5.06930693e+00,
            1.01386139e+01, 2.02772277e+01, 4.05544554e+01, 8.11089109e+01,
            1.62217822e+02]),
      [10.868622222222221,
       41.54222222222222,
       101.64493333333331,
       98.78555555555555,
       96.27,
       112.35128888888889,
       98.24782222222224,
       95.5404,
       102.18039999999999,
       103.74648888888888,
       102.38306666666666,
       95.87128888888889,
       101.09382222222223])
```

I also tried to keep M steady and loop through N

```
[5]: S=2
      simulations_M_stead_N_varying = []
      N_LIST = [x for x in range(101,2101, 100)]
      M=5
```

```

iterations_per_simulation = 1000
for N in N_LIST:
    simulations_M_stead_N_varying.append(
        experiment(
            N,
            M,
            S,
            iterations_per_simulation
        )
    )

```

### 2.0.3 Experiment 2

Although the first experiment has some bad characteristics the second one behaves more weird. Theoretically they should behave similarly instead it is like like the  $f(x) = 1/x$ , without converging to variance = 1 as it should.

```

[6]: def visualize_S2(M, N_LIST, simulations_M_stead_N_varying):

    alpha_list = np.asarray([(2**M)/N for N in N_LIST])
    sigmasN = np.asarray([s.get_Variance_A() for s in
→simulations_M_stead_N_varying]) / N

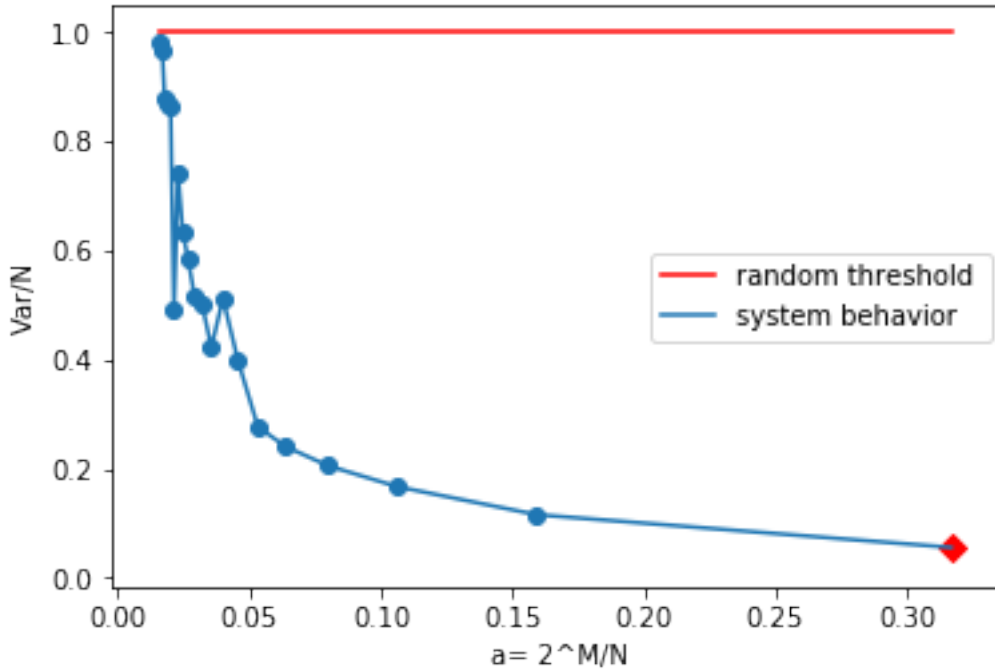
    # draw line of threshold at variance value 1
    plt.plot(alpha_list, [1 for _ in range(0, len(alpha_list))], 'r-')

    # draw data points and lines
    plt.scatter(alpha_list, sigmasN); plt.plot(alpha_list, sigmasN)

    # draw minimum point
    plt.scatter(x=alpha_list[np.argmin(min(sigmasN))], y=min(sigmasN), c='red',
→marker='D', s=50)
    plt.xlabel("a= 2^M/N"); plt.ylabel("Var/N"); plt.legend(["random",
→threshold ", "system behavior"])
    plt.show()

visualize_S2(M, N_LIST, simulations_M_stead_N_varying)
# M, NS, simulations_M_stead_N_varying

```



#### 2.0.4 Attendance plots

I created some attendance plots to observe the behavior for every  $N$  in correlation with the attendance  $A$ . This way we can observe separately the behavior for every different value of  $M$ . It is strange that variance has an increasing tendency.

```
[7]: def showPlots(plots, titles):
    # TODO I tried to apply padding among figures but couldn't manage it :/
    plt.tight_layout(pad=2., w_pad=1., h_pad=2.0)
    fig=plt.figure(figsize=(15, 15))
    columns = 4
    rows = 8
    k=1
    for i in range(1, len(plots)):
        fig.add_subplot(rows, columns, i)
        plt.plot(*plots[k-1])
        plt.xlabel("iteration # ")
        plt.ylabel("Attendance A ")

        plt.title(titles[k-1])
        k+= 1
    plt.show()

Attendances = np.asarray([s.get_A() for s in simulations_M_stead_N_varying])
plots=[]
```

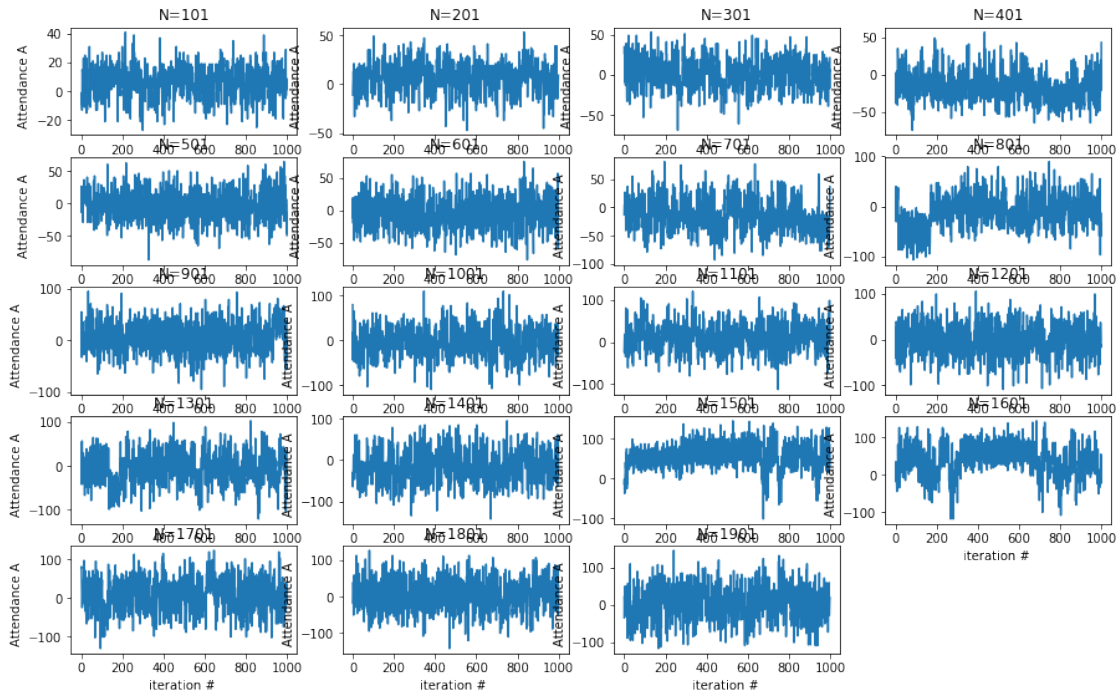


```

titles = []
for A in range(len(Attendances)):
    titles.append("N="+ str(N_LIST[A]))
    Iterations = np.asarray([x for x in
        range(0,iterations_per_simulation)])
    plots.append((Iterations, Attendances[A]))
showPlots(plots[:31], titles[:31])
len(plots), len(titles)

```

<Figure size 432x288 with 0 Axes>



[7]: (20, 20)

## 2.1 Multiple strategies experimentations

Finally I experiment with : - various agents number - for sizes of history M - with a prefixed set of strategies per agent and on which every agent will be choosing one at every iteration - with the meta-strategy (how who choose strategies)

```

[8]: N = 11
S_num = range(2,6)
iterations_per_simulation=300
MS= range(1,12)

for S in S_num:

```

```

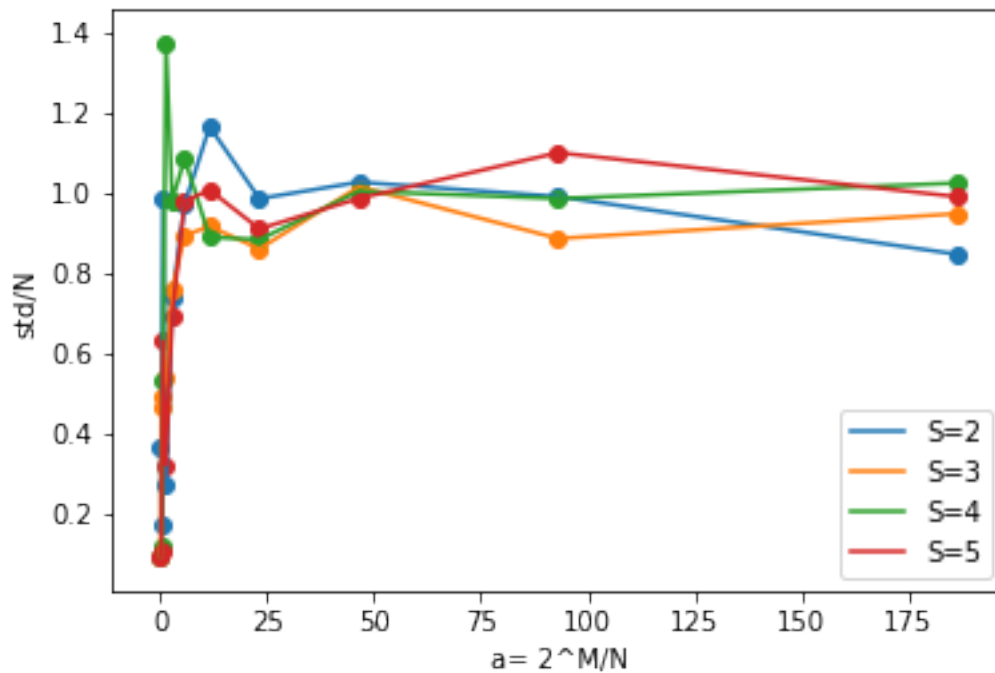
simulations_S = []

for M in MS:
    simulations_S.append(
        experiment(
            N,
            M,
            S,
            iterations_per_simulation
        )
    )

simulations_S = [s.get_Variance_A() for s in simulations_S]
sigmas = simulations_S
sigmasN = np.asarray(sigmas) / N
aN = np.asarray([2**M for M in MS]) / N

plt.plot(aN, sigmasN)
plt.scatter(aN, sigmasN)
plt.legend(["S="+str(s) for s in S_num])
plt.xlabel("a= 2^M/N")
plt.ylabel("std/N")
plt.show()

```



Again we notice the convergence of the variance towards 1 in the asymmetric phase (after  $a_c$ ) but the symmetric phase is not clear. The influence of strategy is minimal and doesn't change the overall behavior of the graph which is correct.

### 3 Conclusions

Although at first glance a simple problem, I quickly got problems with calculation times of M. I tried to try to approach metaheuristically having studied some papers about the behavior of the problem. The behavior of the system should be strongly correlated in M and N parameters and although the ideal correlation was not derived an influence is visible.

The  $a_c$  although doubtfully appearing on the  $M=1$  it correctly converges towards variance 1.