Agents behaviour Part i



Learning outcomes

Introduction to the **four steps** to model an agent **Difference between full vs bounded rationality** Agents with **heterogeneous** beliefs

Modelling agents behaviour

Nature of agents

List of variables describing their state

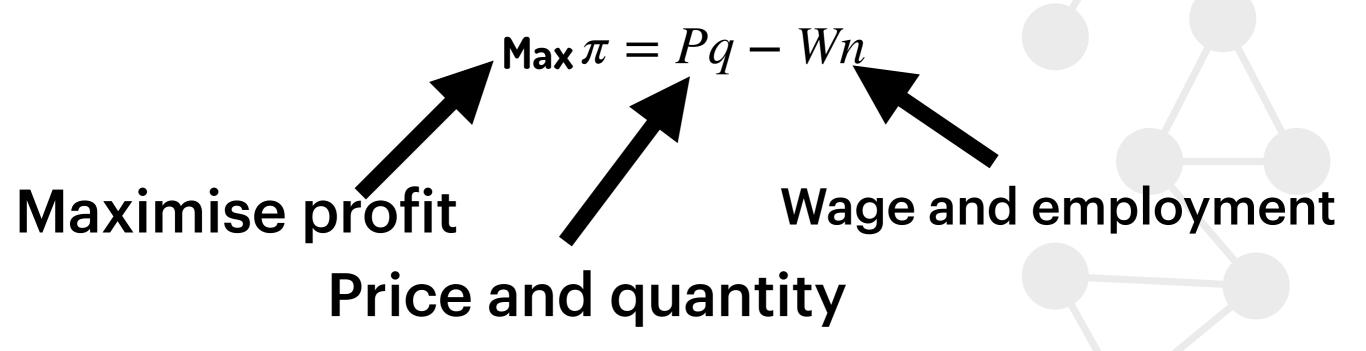
List of actions the agents can perform

Structure of their interaction with other agents

Certainty (full rationality)

Objective utility function Constraints Perfect information Perfect cognitive capabilities

Example - production problem



Example

 $\max \pi = Pq - Wn$ $q = n^{\alpha} \qquad 0 < \alpha < 1$

Production function

Example

$$\begin{aligned} \max \pi &= Pq - Wn \\ q &= n^{\alpha} & 0 < \alpha < 1 \end{aligned}$$

Magic happens, then: $q^* = \left(\frac{\alpha P}{W}\right)^{\frac{\alpha}{1-\alpha}}$

Uncertainty

Some variables may be **unknown** or not computable

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Measurable or tractable uncertainty (risk)

Agents know all possible states Probability distribution

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Untractable uncertainty

True uncertainty Don't know the states or can't compute probability

Risk neutrality

Agents are risk neutral if in presence of measurable uncertainty they **maximise the expected value** of the uncertain payoff

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Agents can still make optimal choice **based on** available information

Agents form expectations

Risk neutrality

Know all the states (eg, two states, low price, high price) Selling price in each state P_h and P_l Probability of each state p_h and p_l expected selling price:

$$E(P) = p_h P_h + p_l P l$$

$$\operatorname{Max} \pi = E(P)q - Wn$$
$$q = n^{\alpha} \qquad 0 < \alpha < 1$$

Magic happens, then: $q^* = \left(\frac{\alpha E(P)}{W}\right)^{\frac{\alpha}{1-\alpha}}$

Rational expectation models

Perfect **information** and **computing** capabilities Agents will learn the **"true model" Representative** agent

Rational expectation models

Clearly not true

Perfect information and computing capabilities Agents will learn the "true model" Representative agent What is the true model?

Are we all the same?

Heterogeneous beliefs

No. Agents often use heuristics

Perfect information and computing capabilities Agents will learn the "true model" Representative agent No true model, agents can switch

Agents have a variety of behaviours and beliefs

Heterogeneous beliefs

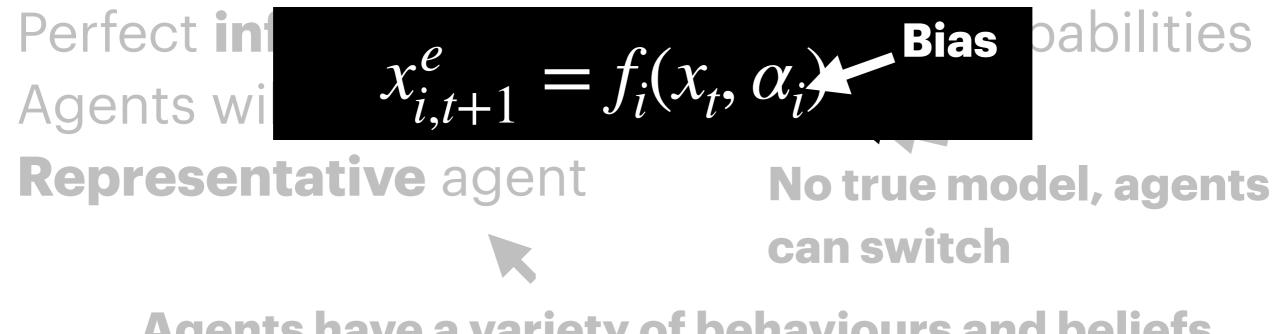
No. Agents often use heuristics

Perfect information and computing capabilities Agents will learn the "true model" Representative agent No true model, agents can switch

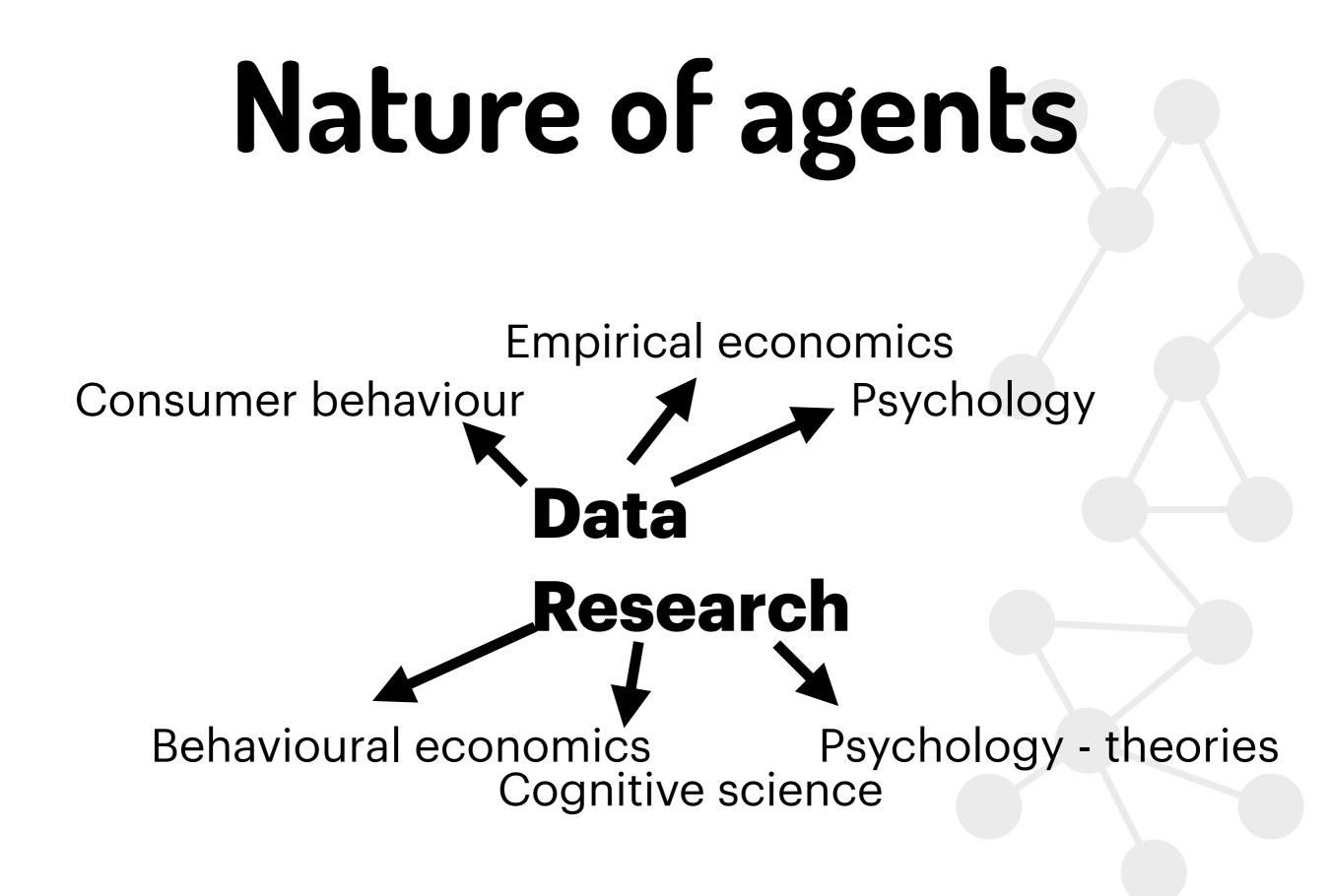
Agents have a variety of behaviours and beliefs

Heterogeneous beliefs

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Agents have a variety of behaviours and beliefs



Case study I: Favouritelongshot bias

What is the FLB?

Outcomes with **high** probability are **underpriced** Outcomes with **low** probability are **overpriced**

Why agents?

Problem studied since the 1940s Economic theories only No perfect rationality but still representative agents

"Insider" trading Misperception of probabilities Risk-love

"Insider" trading

Two types of agents. Random and insiders.

Insiders know the real probability.

Misperception of probabilities

High values are underestimated low values are overestimated

Risk attitudes

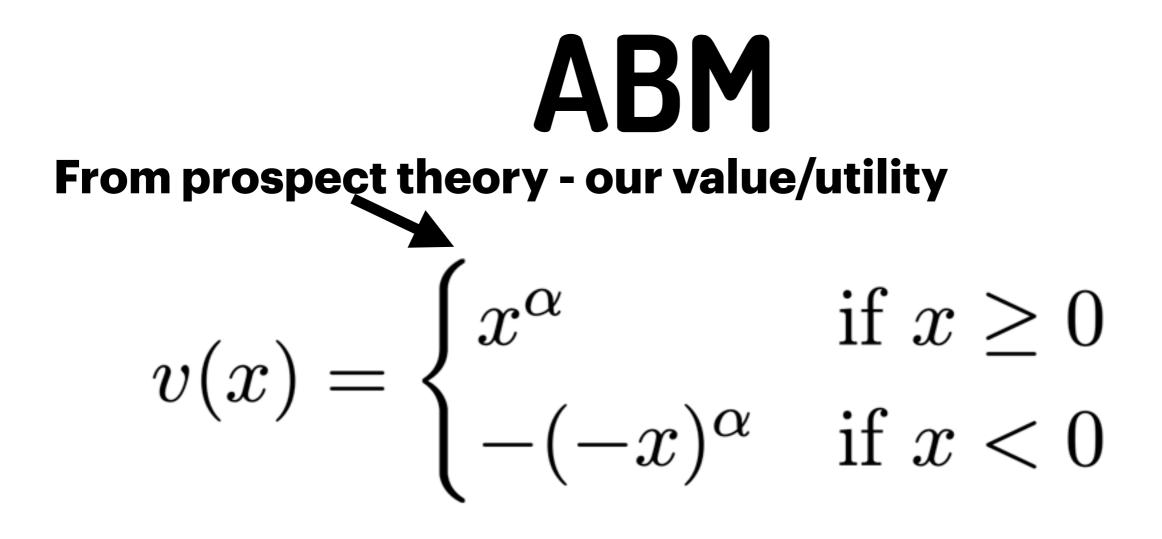
Some people are averse to risk Some people seek risk

Prediction markets

 π_i Price of ticket to bet on i

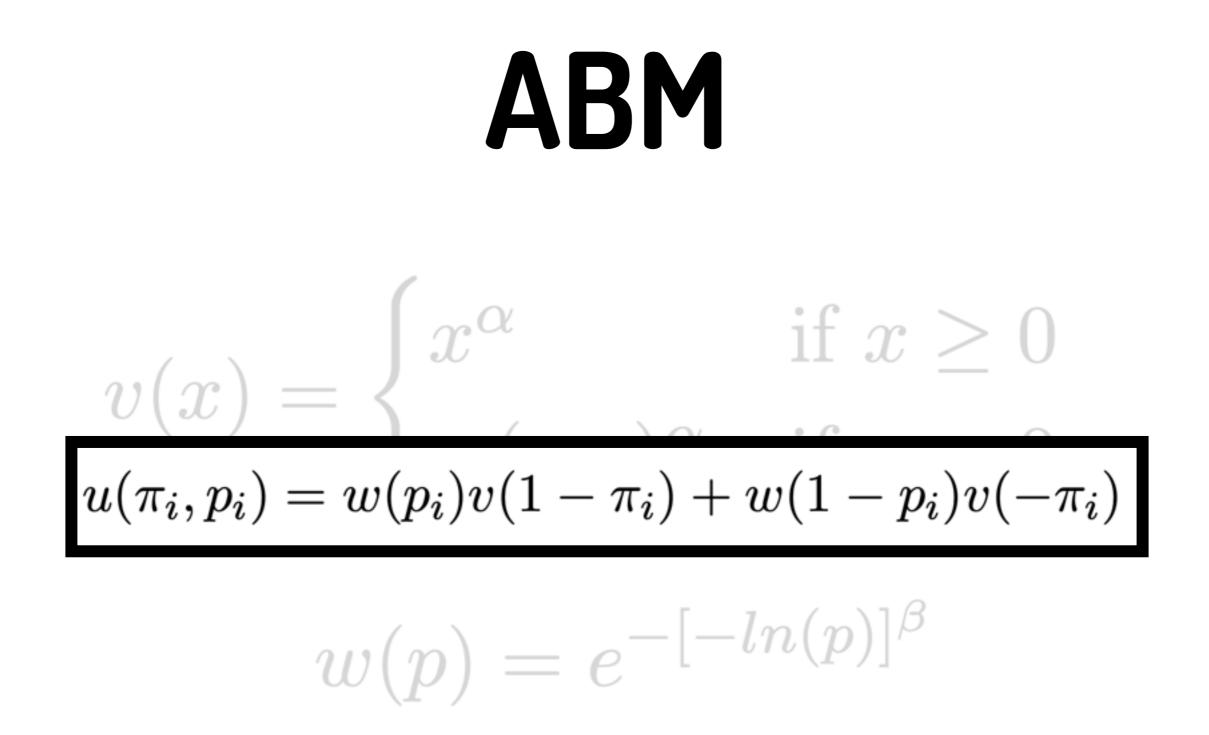
 P_i True Probability of i happening

Pays 1 if i occurs, 0 if it doesn't So you can win $1 - \pi_i$ or lose π_i



$$w(p) = e^{-[-ln(p)]^{\beta}}$$

From research on probability misperception - our expected probability



ABM

Random No "function", bet on a or b randomly (50/50 chance)

InsidersRisk averse $\alpha = \beta = 1$ $\alpha = 0.5 \quad \beta = 1$

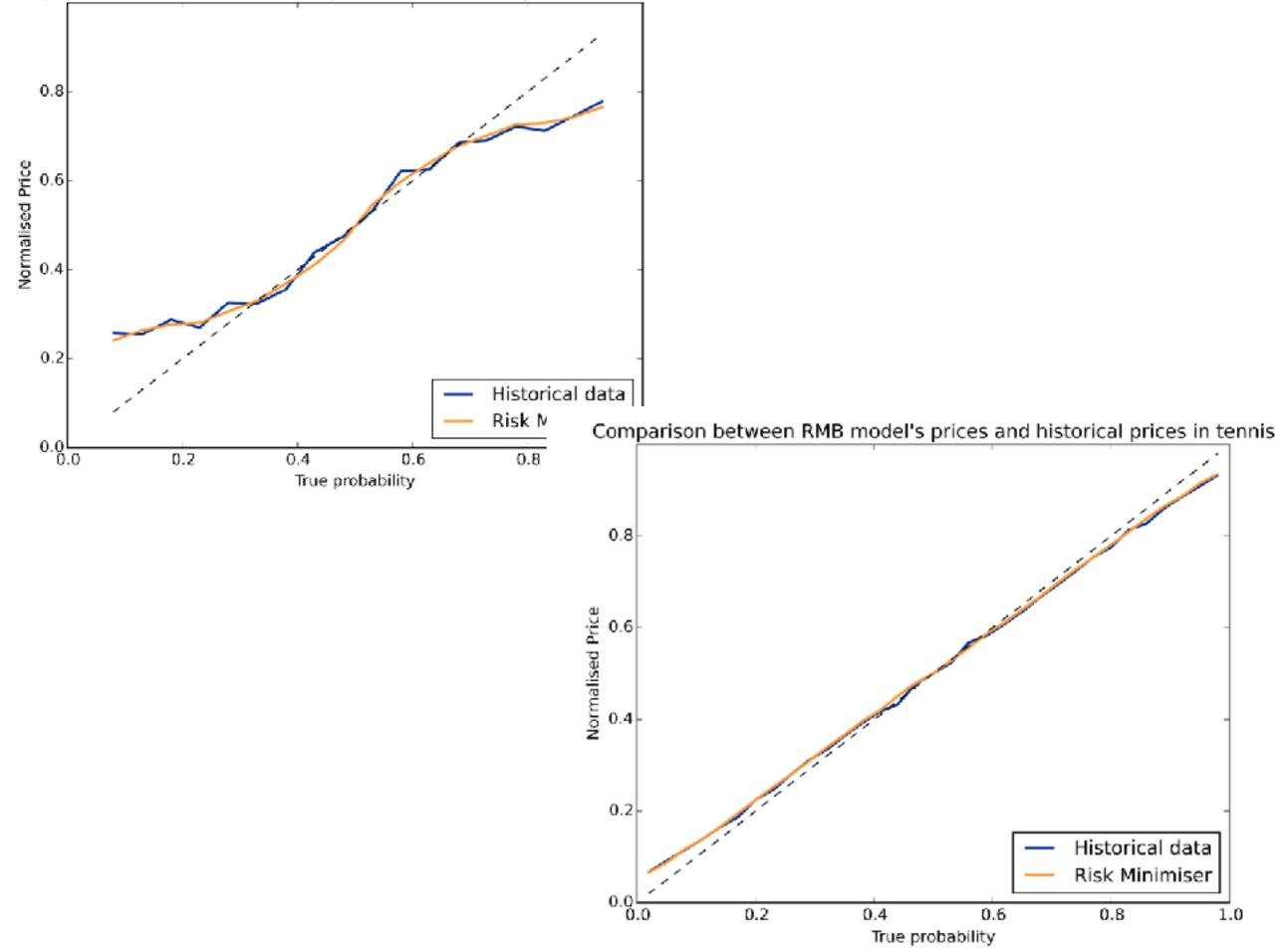
Misperceiving agentsRisk lovers $\alpha = 1$ $\beta = 0.928$ $\alpha = 2$ $\beta = 1$

Abm

Risk averse^{$$\pi^s(p) = \frac{p - \sqrt{p - p^2}}{2p - 1}$$}

$$\mathbf{Risk\,lovers}^s(p) = \frac{p^2}{1-2p+2p^2}$$

Comparison between RMB model's prices and historical prices in under-over





Design a simple agent for financial markets

Case study ii: Financial markets

Basic financial abm

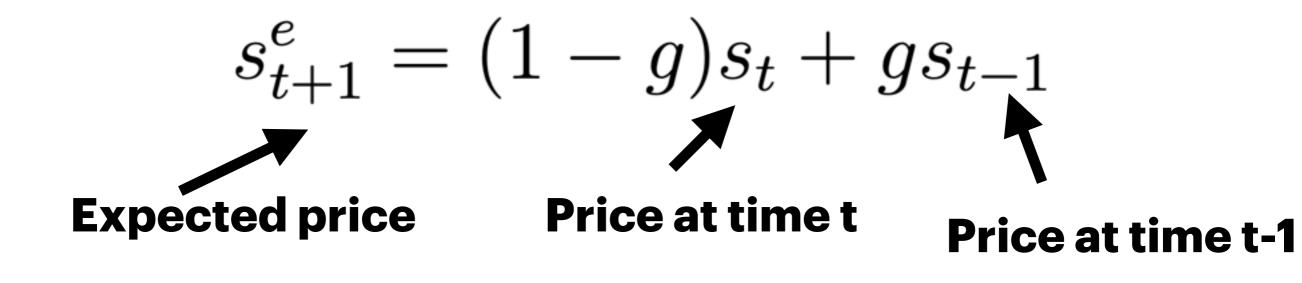
Chartists Fundamentalists

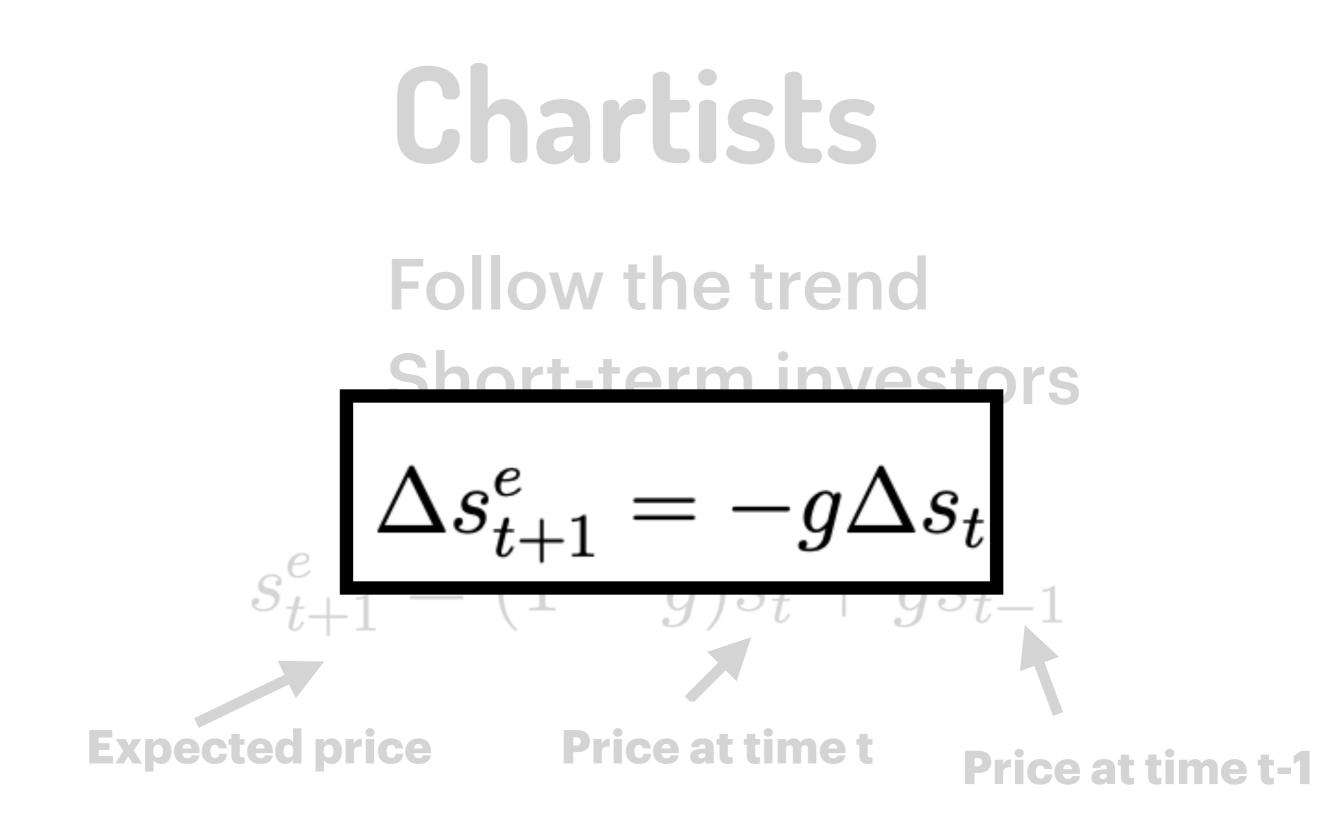
Basic financial abm

- Introduced by Frankel and Froot
- Based on surveys with professionals
- They found traders had **different expectations** especially with respect to long/short-term trades

Chartists

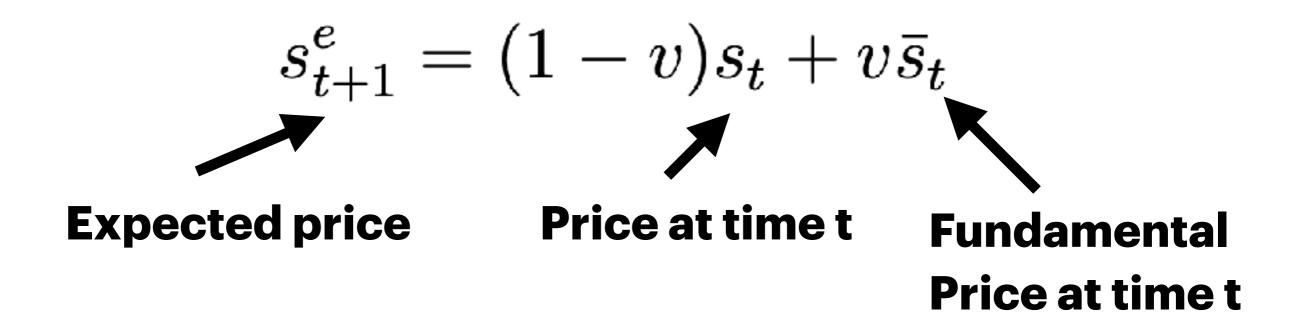
Follow the trend Short-term investors





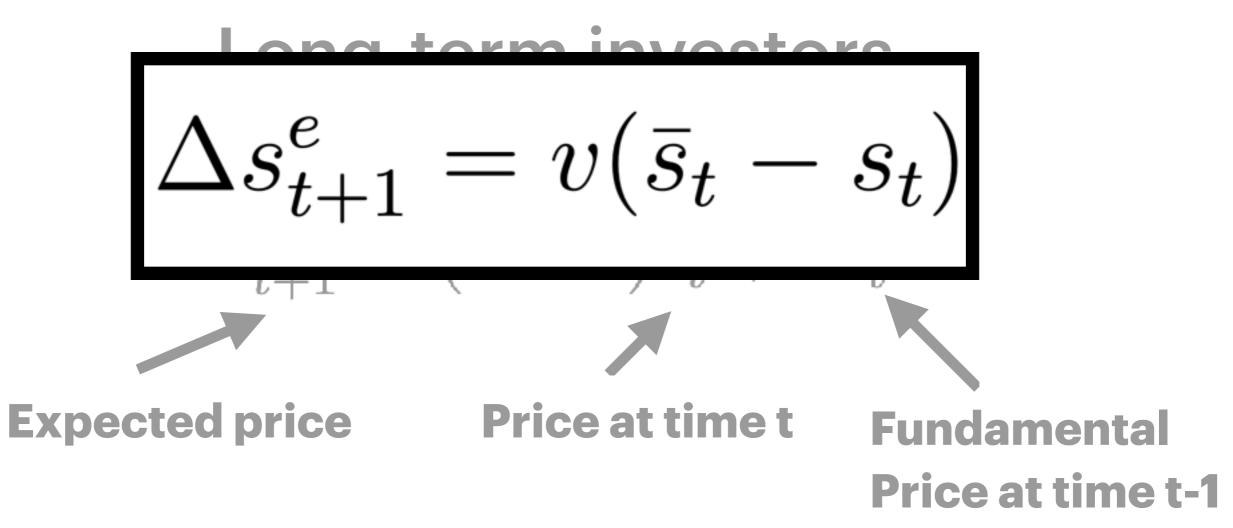
Fundamentalists

Derive the "fundamental" price Long-term investors



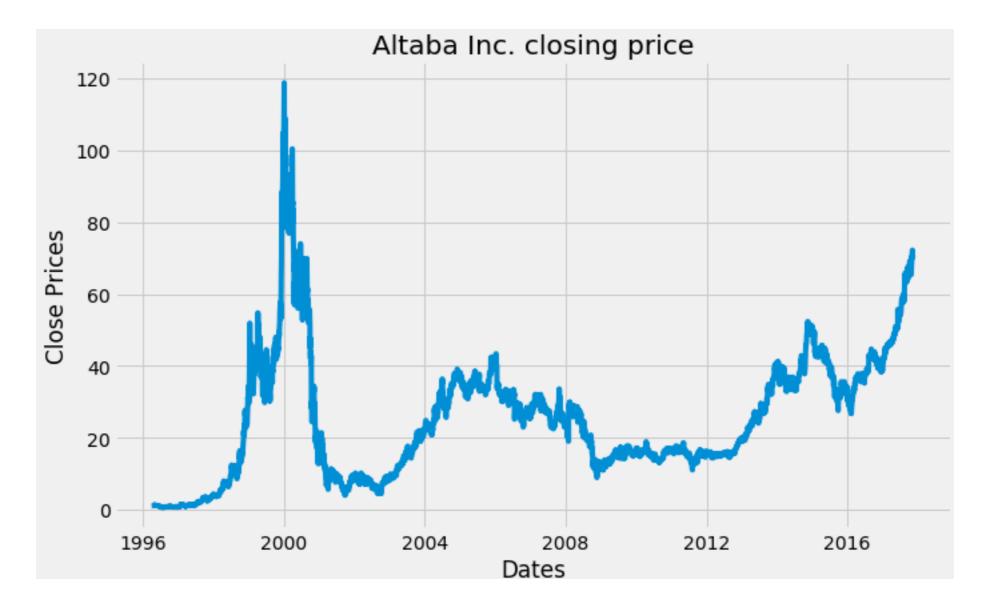
Fundamentalists

Derive the "fundamental" price



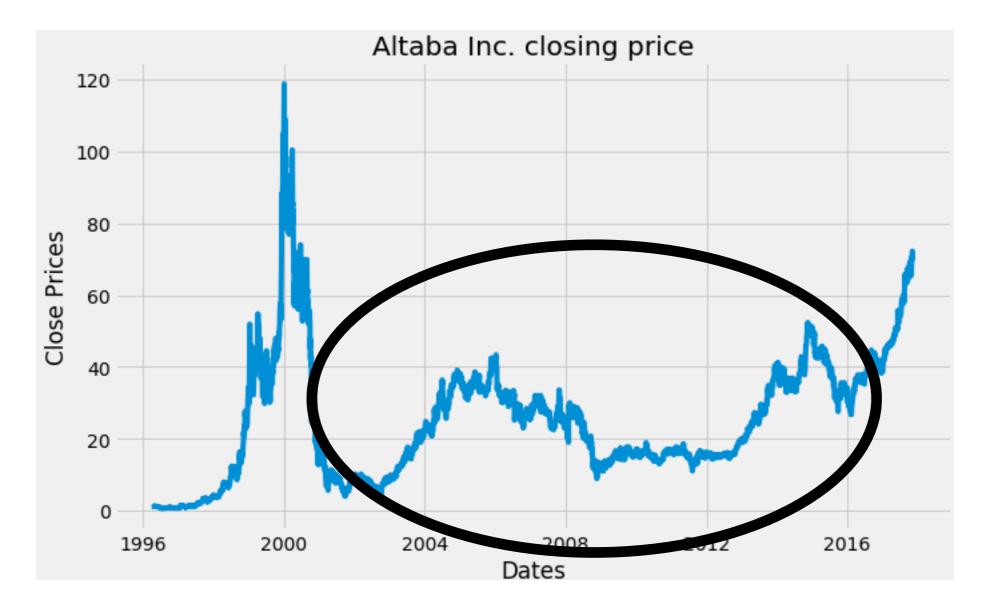
Switching behaviour

Agents can compare different heuristics and choose Agents can change their behaviour











Summary

Introduction to agents behaviour Four steps to design agents Real-world examples