

# Estimation

**CAN YOU  
UNDERESTIMATE**

**YOUR OWN SKILL OF  
ESTIMATION?**

quickmeme.com

# Learning outcomes

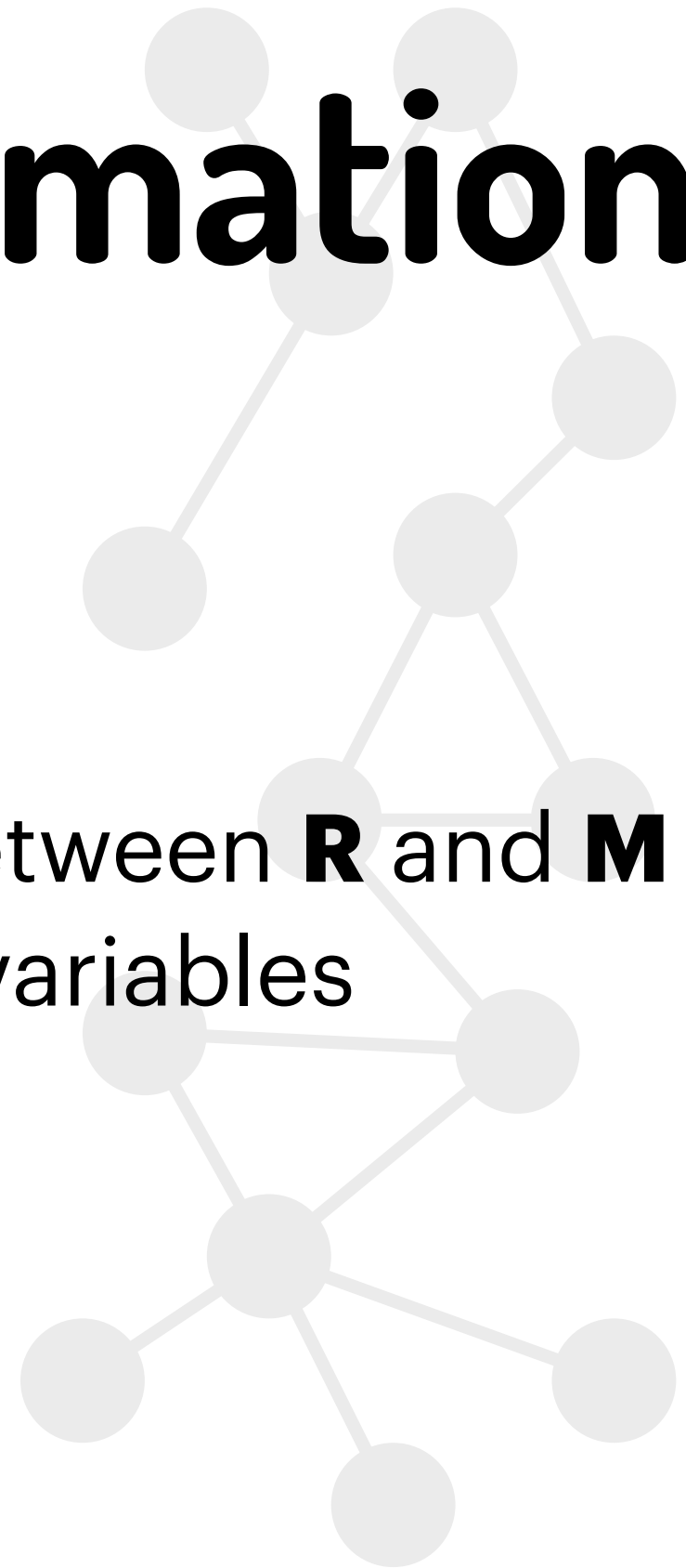
How to choose the **right data** for estimation  
Implications of **ergodicity** on estimation  
Use the **method of simulated moments**



# Calibration vs estimation

**Calibration:** minimise the difference between **R** and **M**

**Estimation:** find the true values of the variables



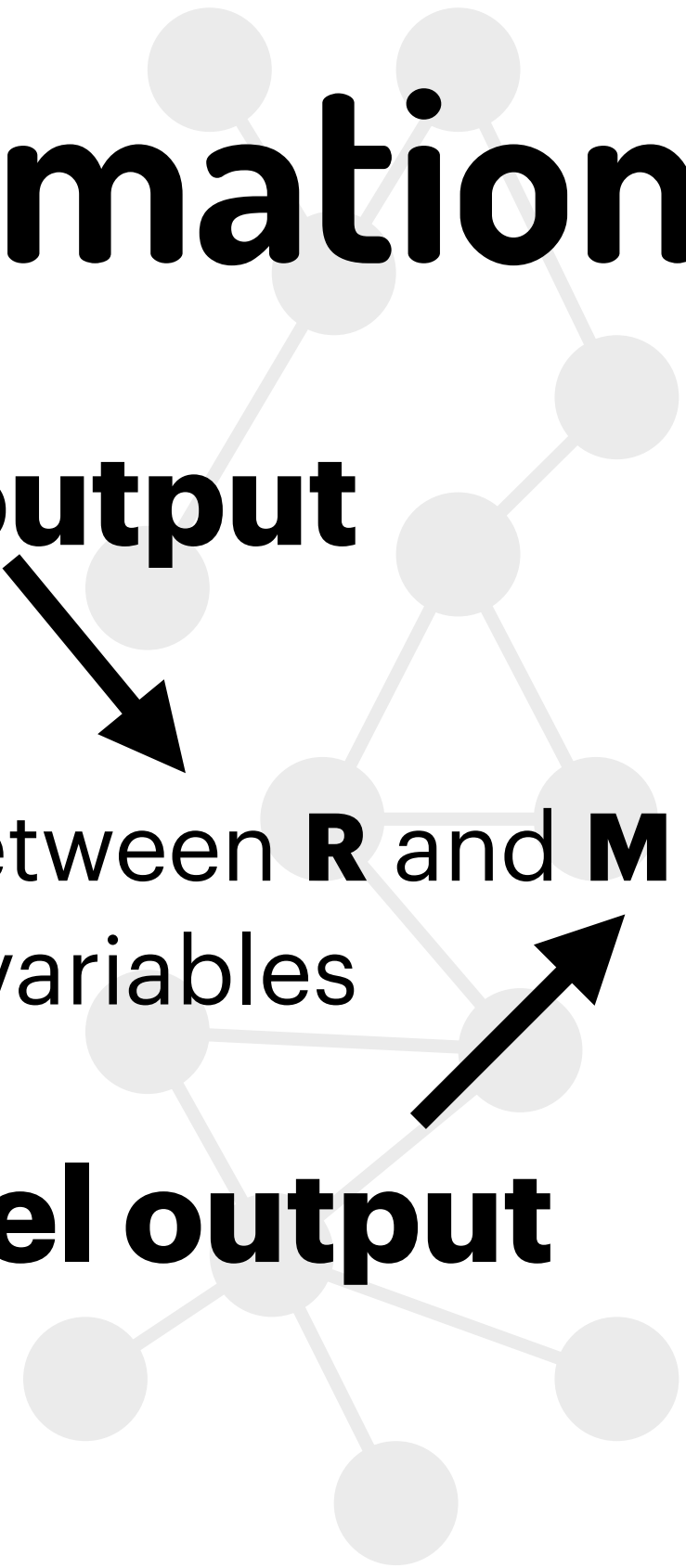
# Calibration vs estimation

**Real world output**

**Calibration:** minimise the difference between **R** and **M**

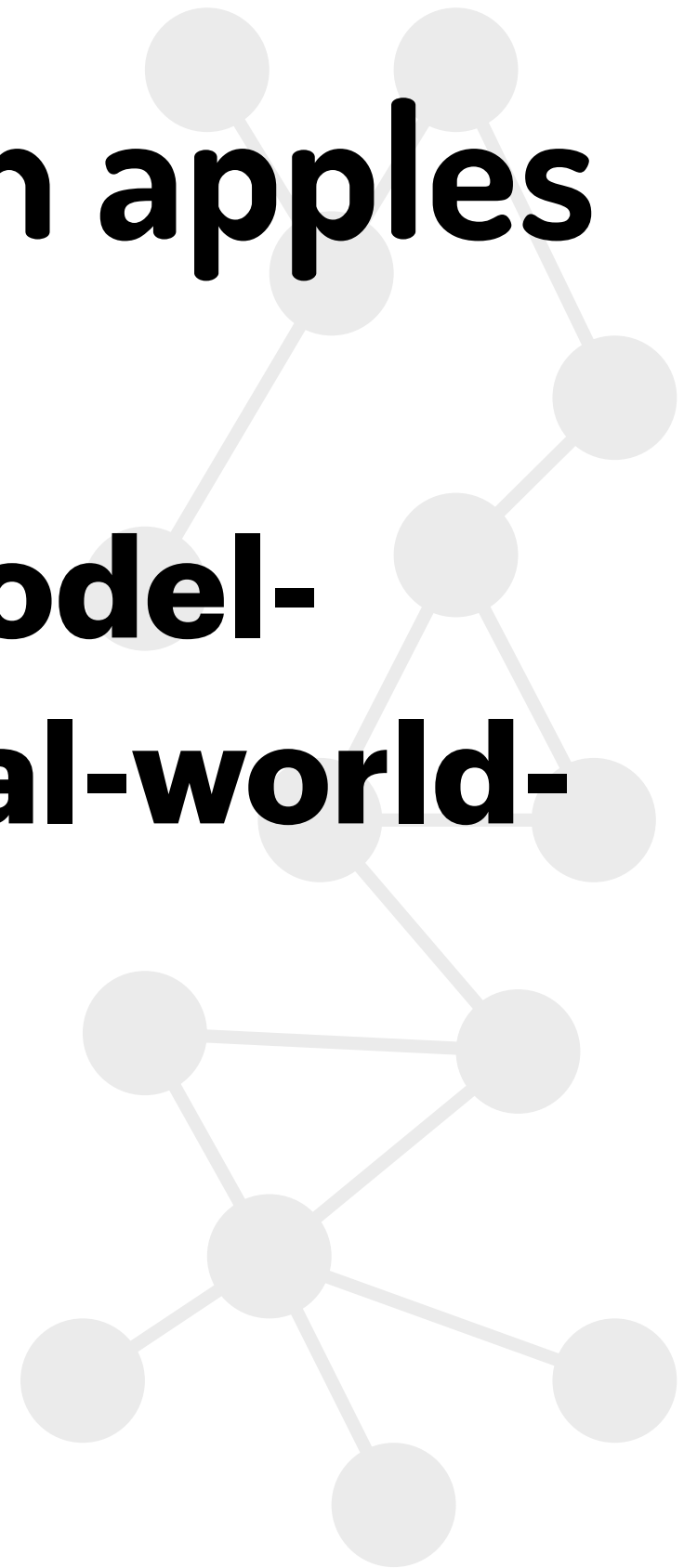
**Estimation:** find the true values of the variables

**Model output**



# Comparing apples with apples

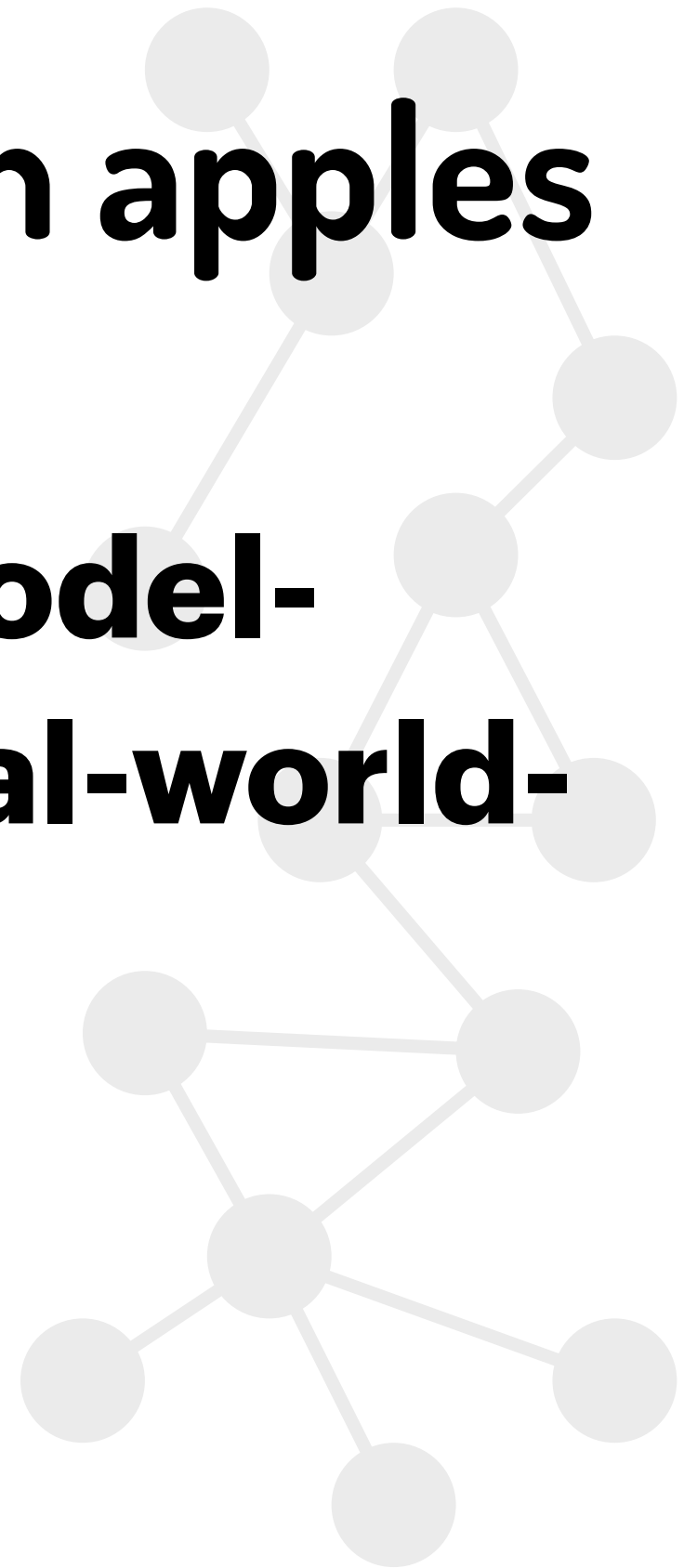
How do we compare the **model-produced data** with the **real-world-produced data**?



# Comparing apples with apples

How do we compare the **model-produced data** with the **real-world-produced data**?

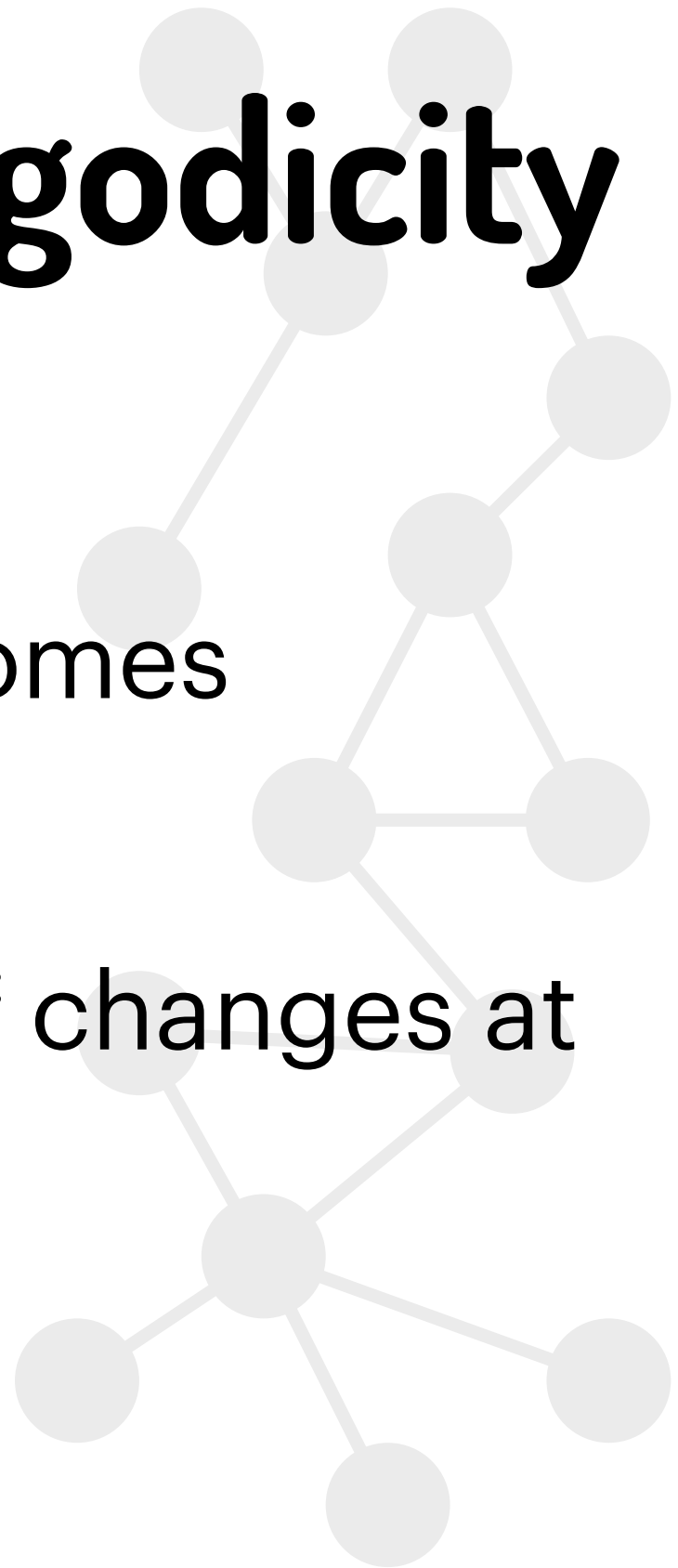
**Look for equilibria!**



# The importance of ergodicity

Our model generates  $y_t$ , which becomes stationary with mean  $\mu^* = r\theta$

Say the model is non-ergodic, so  $\mu^*$  changes at every run, for the same  $\theta$



# The importance of ergodicity

Our model generates  $y_t$ , which

be **We need to understand the properties  
of the model and of the data  
before the estimation phase**

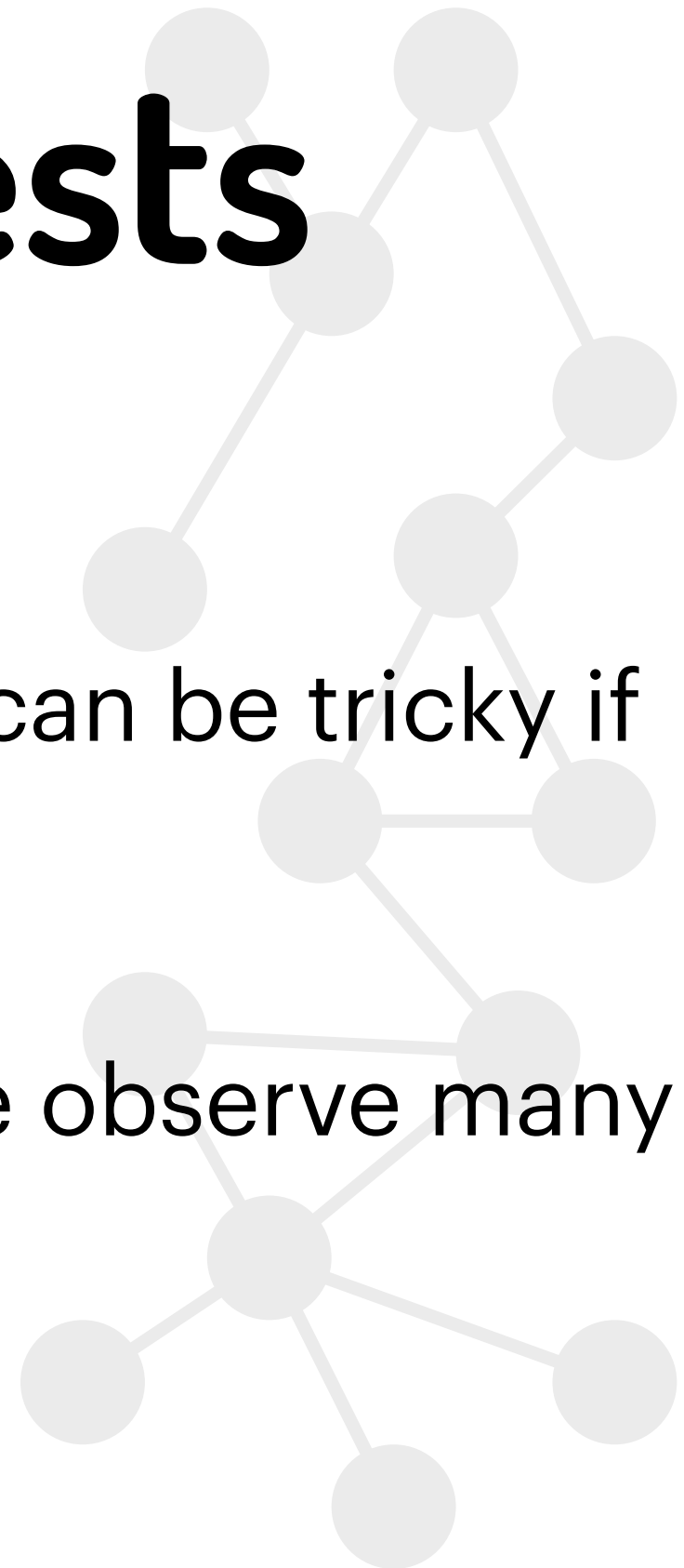
say, the model is not ergodic, so  $\mu^*$   
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# Preliminary tests

**Stationarity** is easy to test but things can be tricky if the data is not stationary

**Ergodicity** cannot be tested unless we observe many realisations of the same process



# Example

**JVC - vhs**



**Sony - betamax**



# Conclusion

If we, somehow, get to be fairly positive about the ergodicity of the system, then we can use that for estimation.

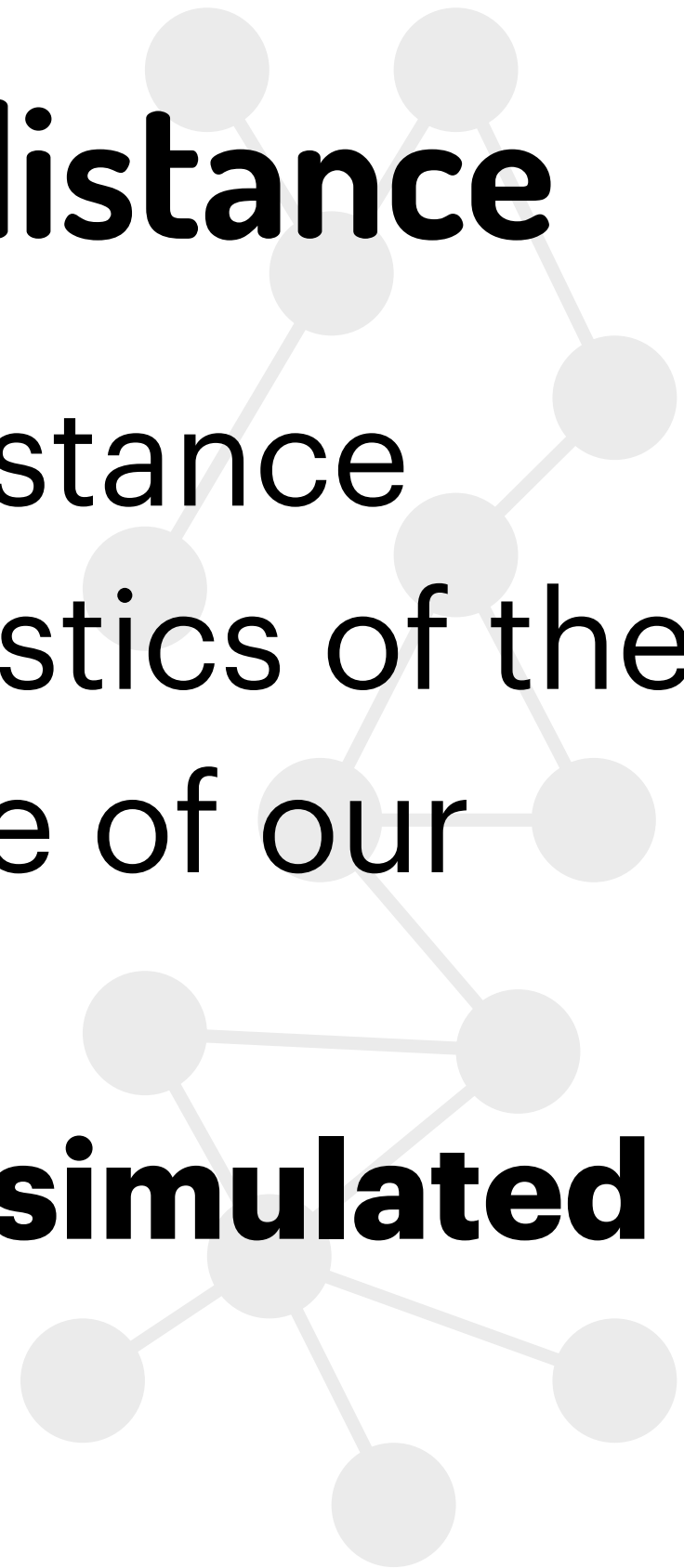
Otherwise there are other methods to deal with estimation (just wait a few slides)



# Simulated minimum distance

We want to minimise the distance between the summary statistics of the real-world system and those of our model

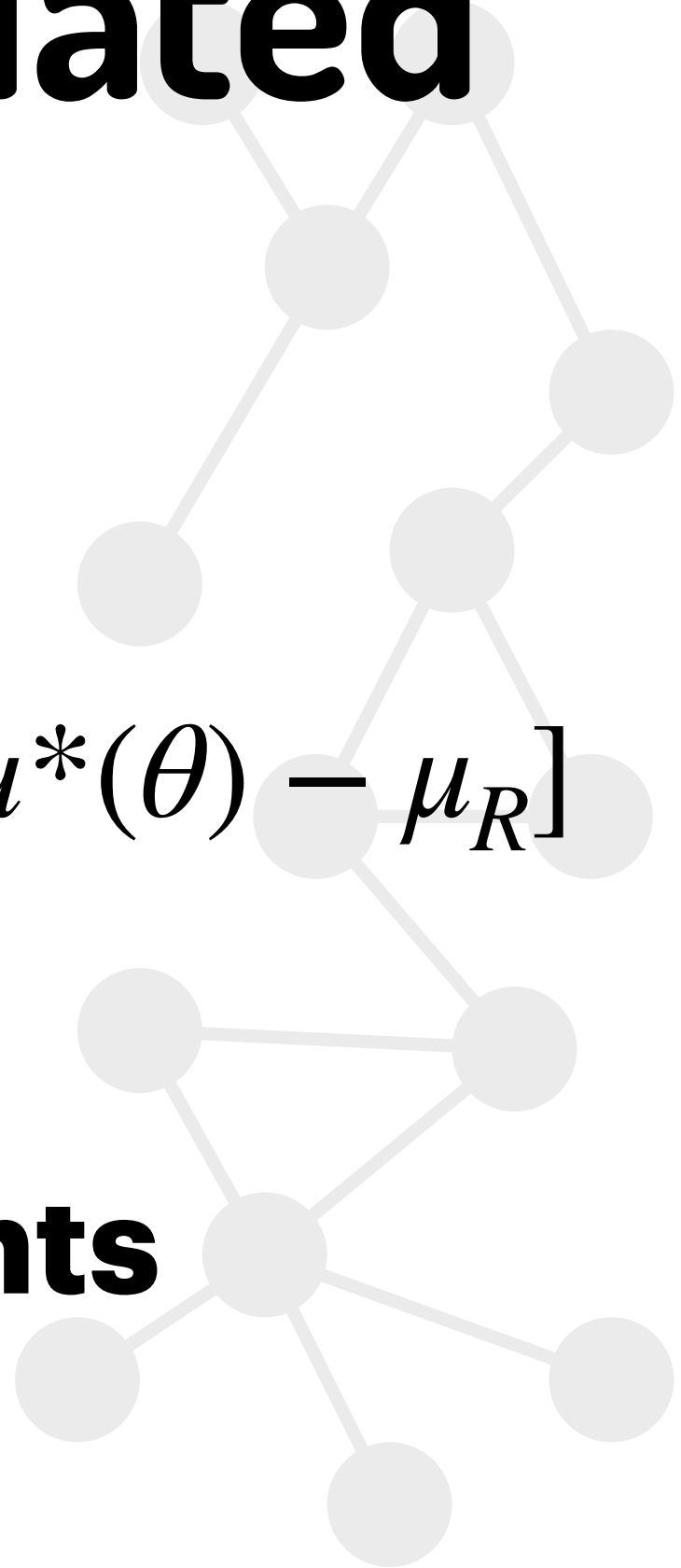
**We can use the method of simulated moments**



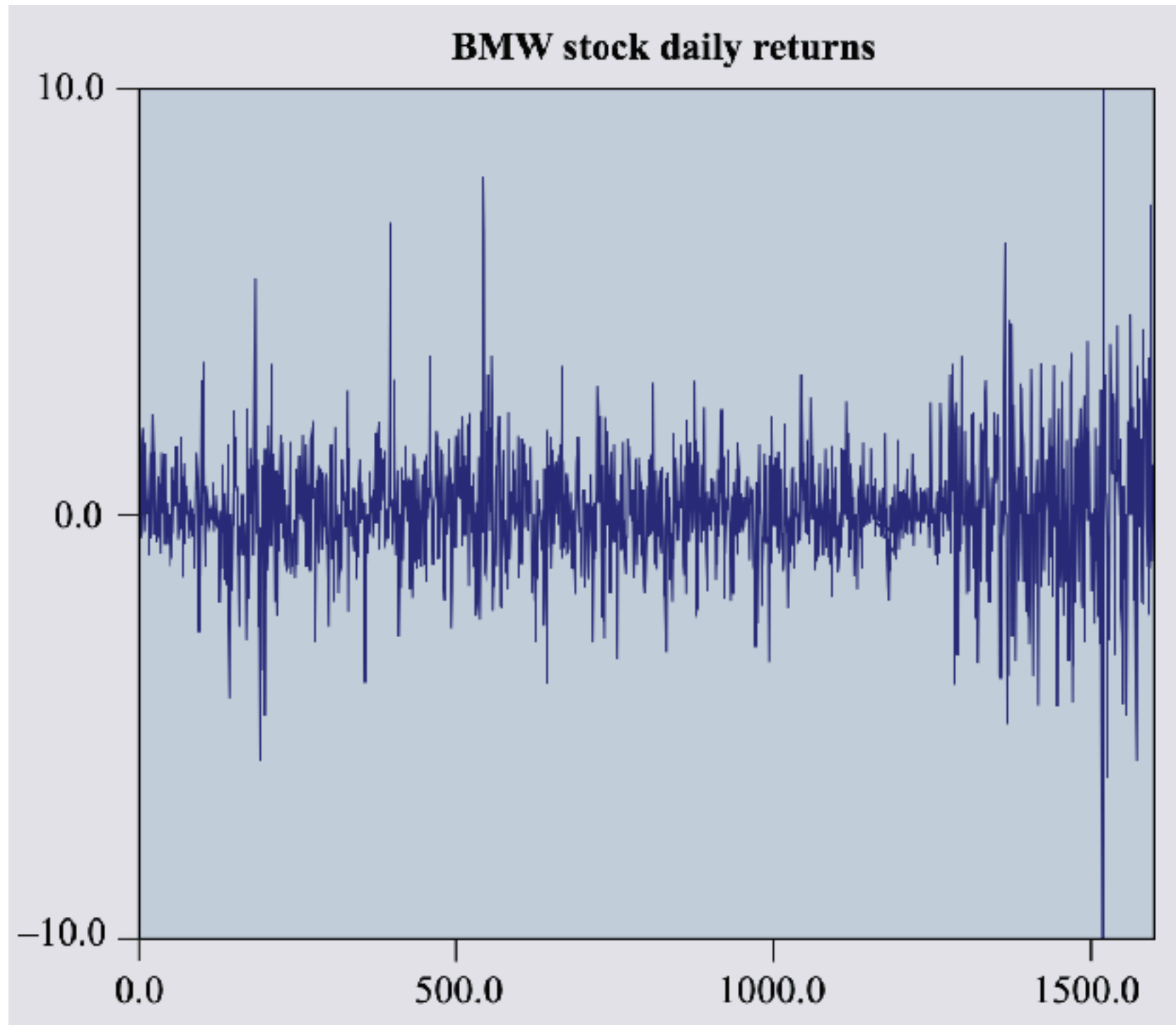
# Method of simulated moments

$$\hat{\theta} = \operatorname{argmin}_{\theta} [\mu^*(\theta) - \mu_R]' W^{-1} [\mu^*(\theta) - \mu_R]$$

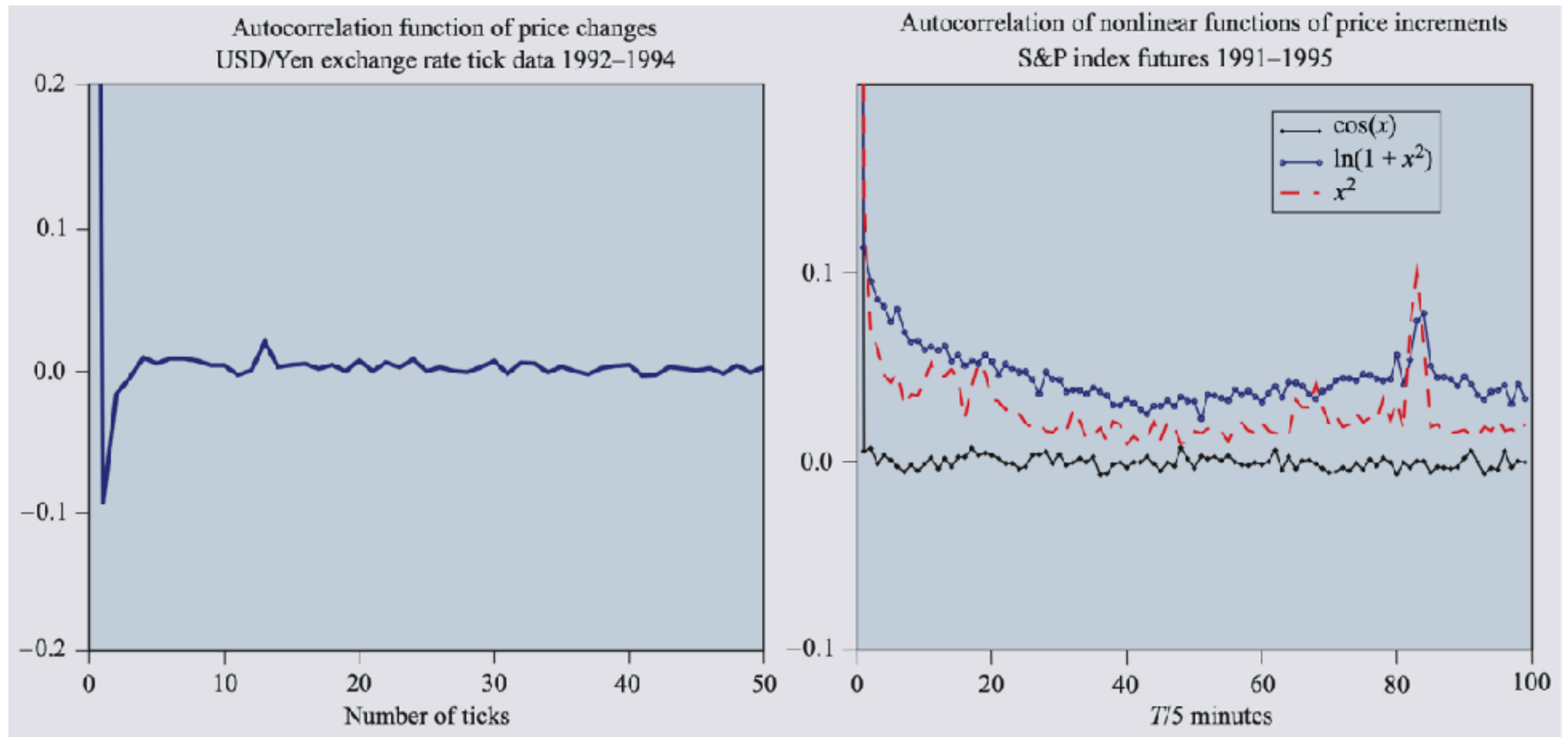
**Weights**



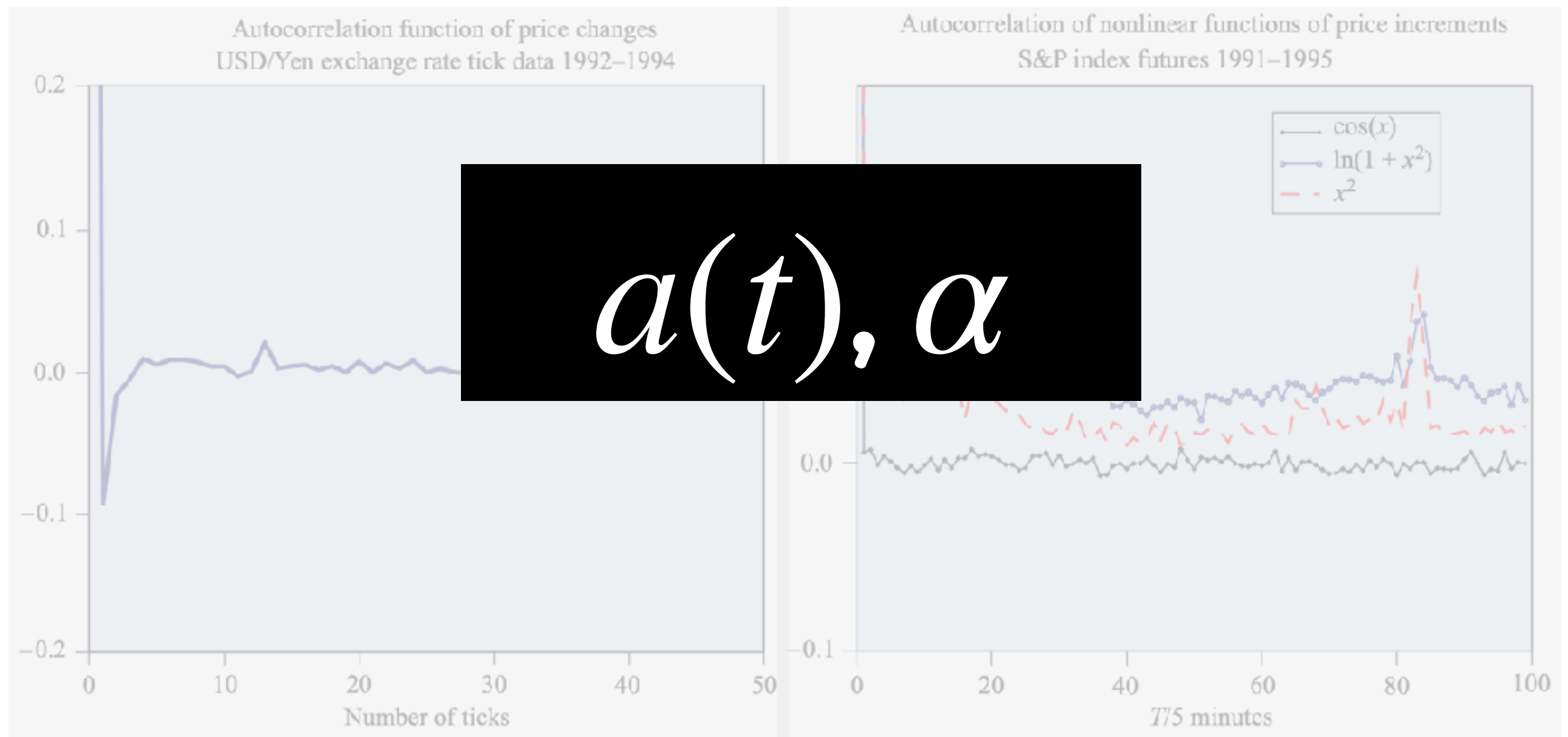
# Back to finance



# Back to finance

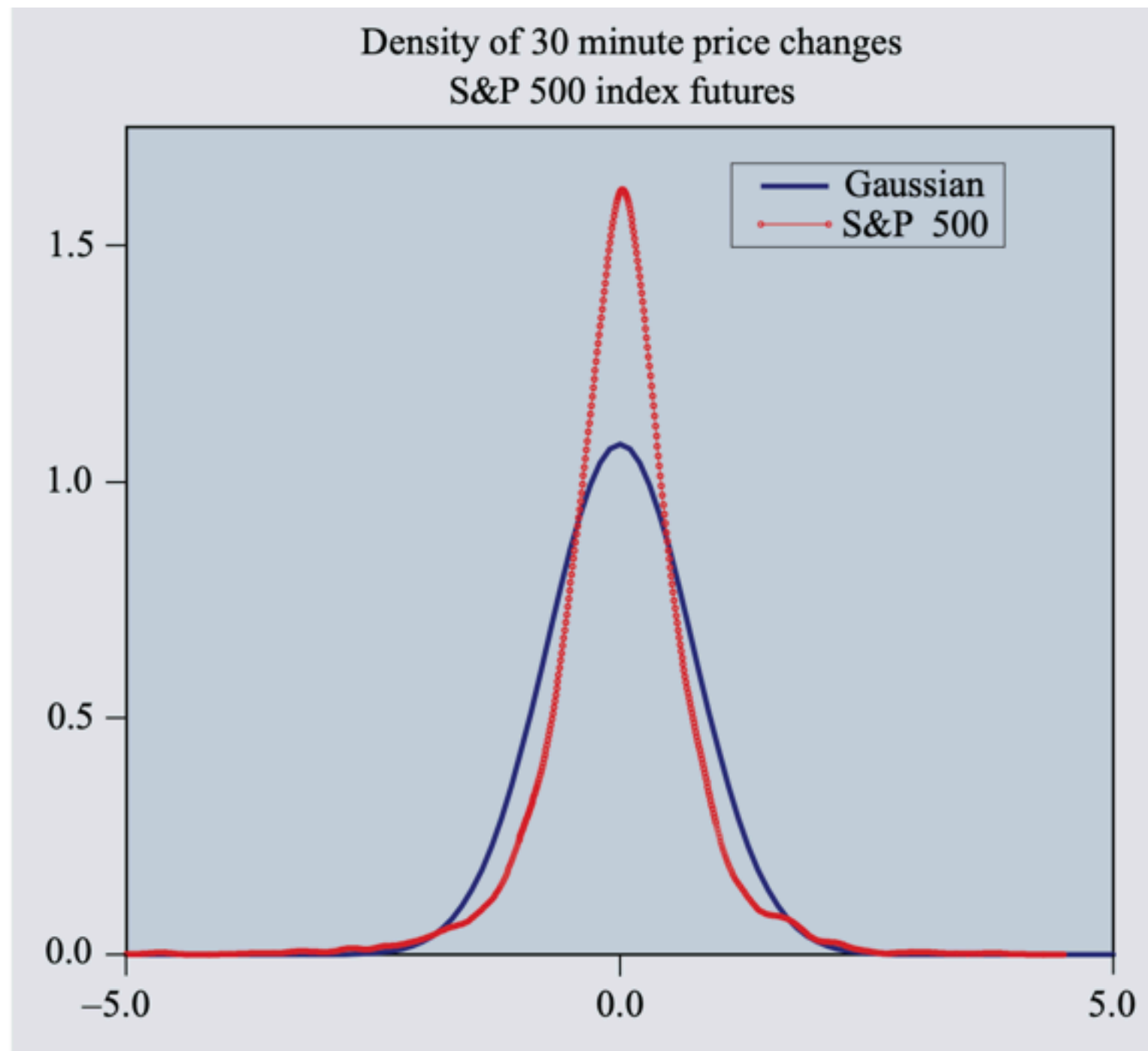


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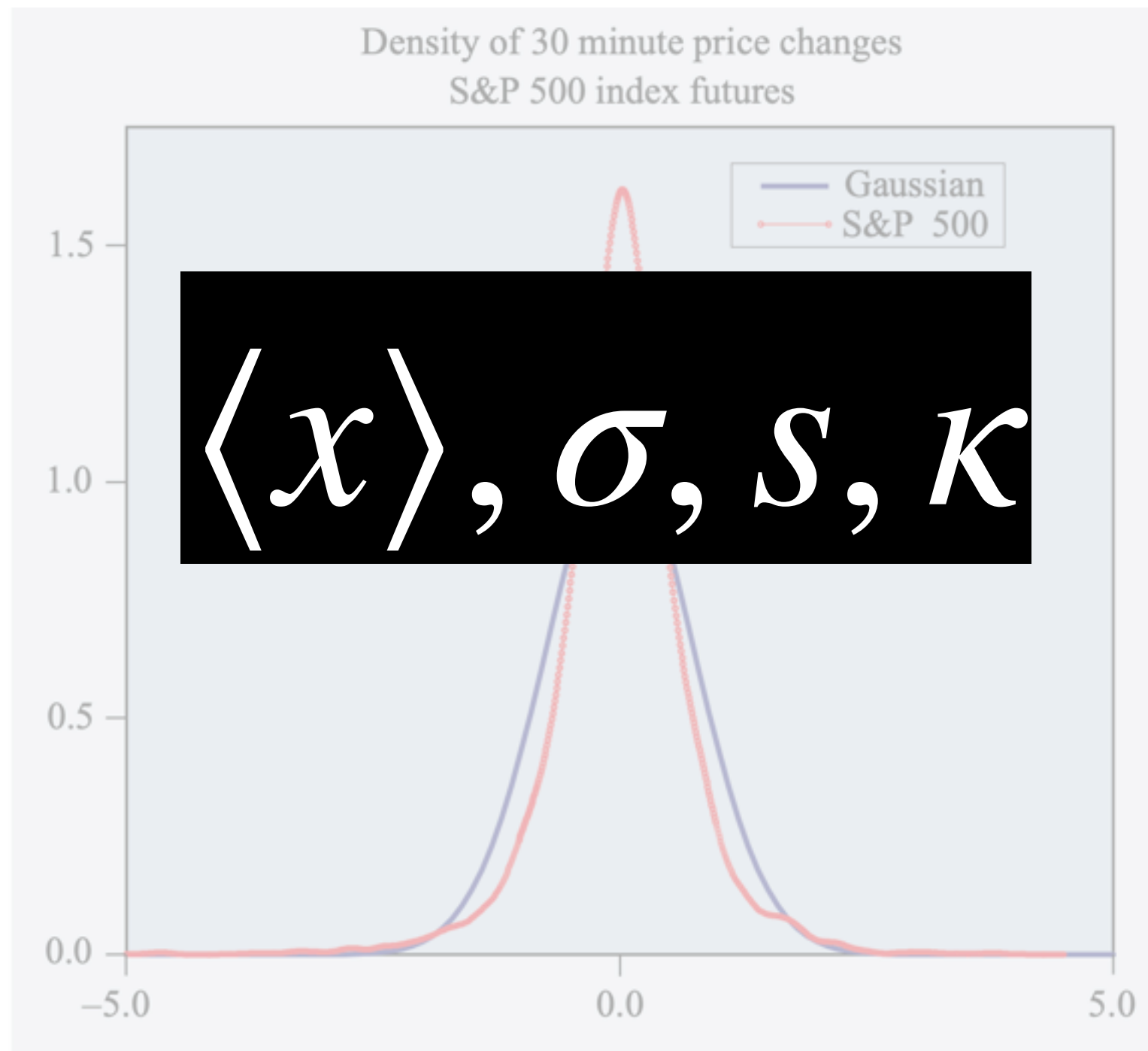




# Back to finance



# Back to finance



# Method of simulated moments

$$\hat{\theta} = \operatorname{argmin}_{\theta} [w_1(\hat{\kappa} - \kappa) + w_2(\hat{a}(0) - a(0)) + w_3(\hat{x} - \langle x \rangle)]$$

# Method of simulated moments

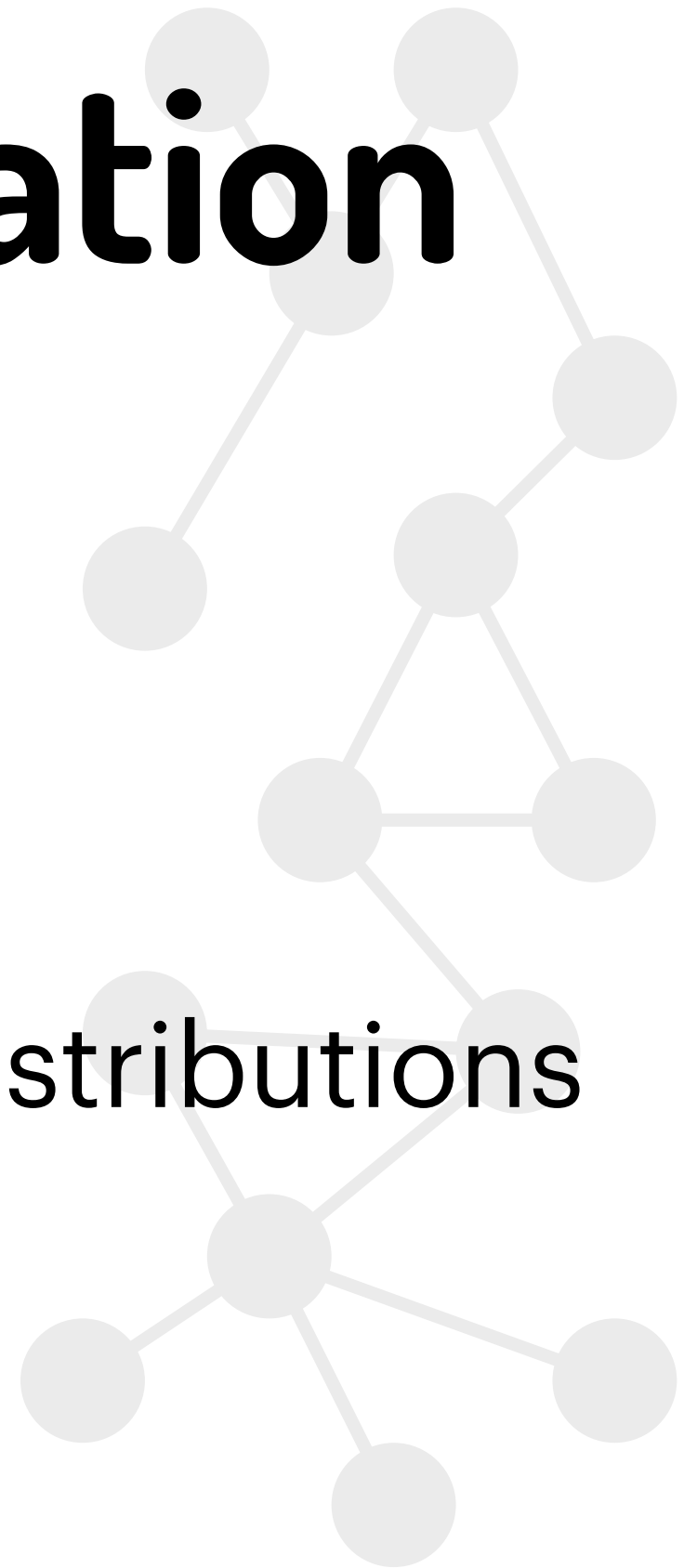
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# Bayesian estimation

More appropriate when:

- inference is needed
- there are prior and posterior distributions



# Tesco example - Recap

**Two types of customer agents with heterogeneous variables\***

**One type of worker agent**

**Variables: time spent in store, expenditure, bias on deals, etc.**

**Actions: buy, recommend (last year people also suggested “steal”)**

**Interactions: recommend products to others, interact with store**



**What parameters do you want to  
calibrate/estimate?**



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**What summary statistics would you use for estimation/calibration?**

# How to build abms cheat sheet

Nature of agents

List of variables describing their state

List of actions the agents can perform

Structure of their interaction with other agents

**Agent design**

Definition of output variables of interest

Appropriate experimental design

Analysis of equilibria

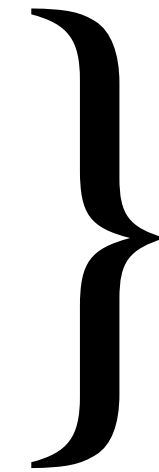
Sensitivity analysis

**Experiment**



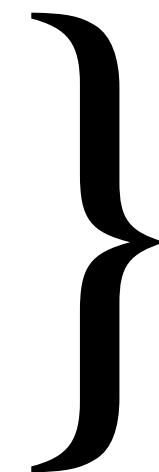
# How to build abms cheat sheet

Select the appropriate data  
Input validation  
Output validation



**Validation**

Select the appropriate data  
Test for stationarity and ergodicity  
Methods of simulated distances



**Estimation**

**Congratulations!**

**Now you know how to  
build an agent-based  
model**



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