



Behavioral Elements in Simulation Models

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Background

■ Systems analysis laboratory

- Operations research, decision analysis, risk management, investment science
 - » about 15-20 MSc theses and 2-3 dissertations a year
 - » graduate school in systems analysis, decision making and risk management
- Decision models and analysis, evaluation methods, technology foresight
 - » financial engineering, investment science, risk analysis
 - » energy markets, telecommunications sector, theory

■ Example of Theses Work

- Teemu Nyholm: Optimization Algorithm for Securities Settlement (OMHEX Oyj)
 - Taras Beletski: Forecasting the Term Structure of Interest Rates with Stochastic Models (Research Center CAESAR)
 - Tomas Lågland: Stochastic Optimization in Dynamic Asset and Liability Management (Moneybell Ab)
 - Nuutti Kuosa: Market valuation of employee stock options. (HSE)
 - Kai Arte: Bandwidth Derivatives under Network Arbitrage (EigenValue Ltd)
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Outline

- Simulation models
- Agents and systems
- Behavioral modelling
- Analogies
 - energy markets
 - military games
- Possible challenges

Why simulation?

■ Rationales

- Experimentation with the real system impossible or too costly/risky
- System is so complex that 'good' decisions cannot be taken e.g. by intuition
- Changes in the system environment are envisaged

■ Approach

- Build a model which captures the salient features of the system under study
 - » often leads to a learning exercise as such
- Modelling issues
 - » system scope - what are the salient features? time horizon?
 - » validation - does the system really capture these features? (cf. errors of omission)
 - » verification - does the system produce correct results?

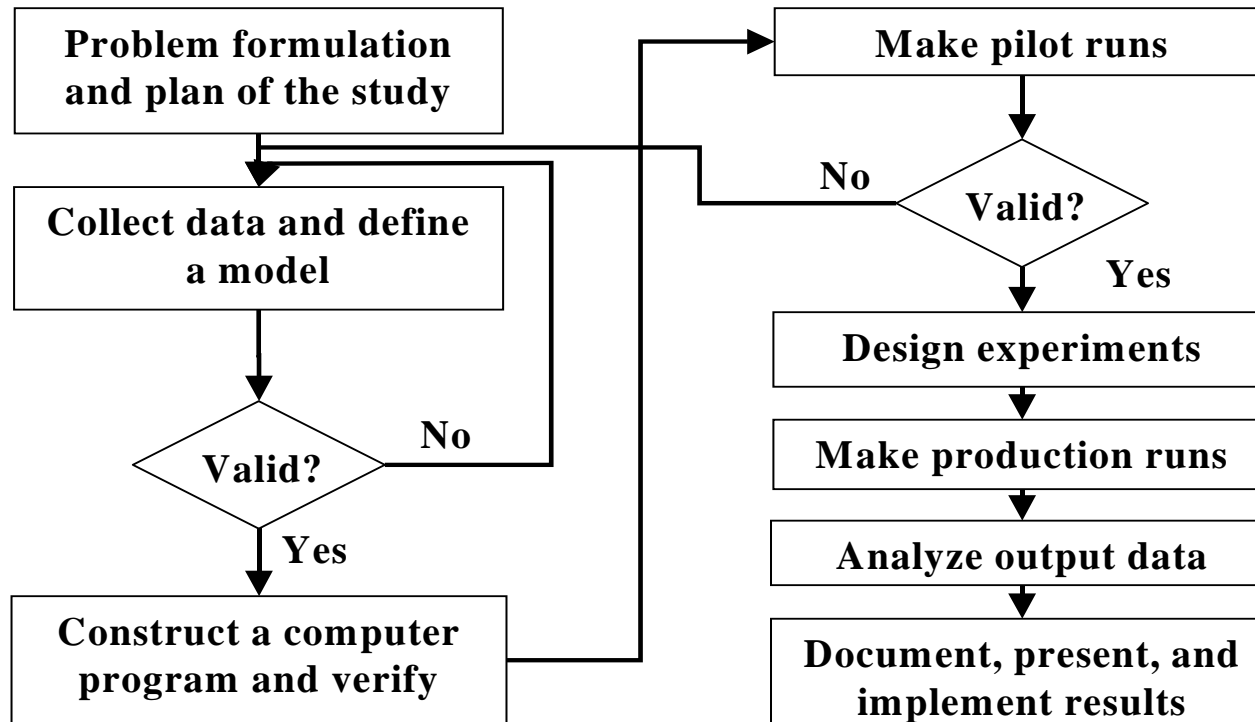
■ Uses

- Gain insights into possibilities for enhanced performance or robustness
- No 'optimal model' - a purposeful model is better than a comprehensive one

System concept

- "A collection of entities that act together toward the accomplishment of some logical end" [Schmidt&Taylor 1970].
- Simulation model
 - A (computer) program describing the system under study
 - The interaction between entities is well defined
 - System environment = external factors which can cause a change in the system
 - System state = collection of variables necessary to describe a system at a particular time
- Typologies
 - Static - Dynamic (e.g., does the system evolve over time?)
 - Continuous - Discrete (e.g., is the system event-driven?)
 - Stochastic - Deterministic (e.g., are the inputs and outputs uncertain?)

Steps in simulation



As viewed by Law & Kelton

Advantages and concerns in simulation models

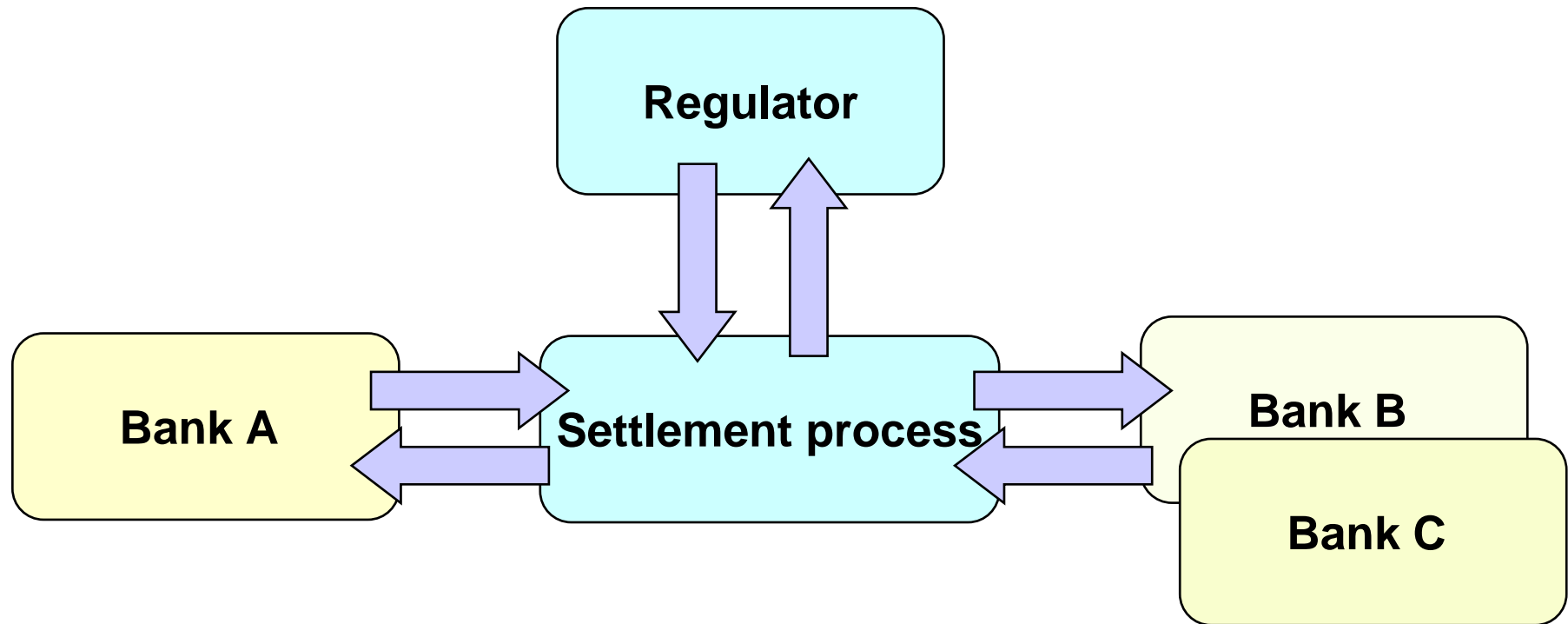
■ Benefits

- Control over experimental conditions
- Possibility to study even non-existent
 - » Compression or expansion of time
 - » Few limitations on problem type or model structure
- Comparisons with other decision support techniques
- Observation and development of diverse performance indicators
- Sensitivity analysis (cf. risk management)
- Dynamic visualisations, educational uses

■ Remaining questions

- Model *validity* - do the results apply to the actual system, too?
- Sufficiency of data (augmented by judgemental)
- Cost of data collection, model construction, experimentation
- Usability and usefulness of results - strategies to improve system behavior?

Trading as a system



Agents

■ Characteristics of agents

- Possess independent decision making capabilities (e.g., actions, trades)
- Pursue their own objectives (e.g., preferences over alternative system states)
- Exert an influence on the system state through their actions

■ Issues in agent modelling

- What is the scope of actions that the agents take?
- What do the agents know when taking their decisions?
- How do the agents map this information onto decisions?
- How does the system state evolve through these decisions and other determinants? ('rules of the game')

■ Possible simplifications

- agents are 'similar' or represents pre-defined cohorts
 - » permits the modelling of large networks
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- what characteristics are resilient as the size of the network changes?

Concerns in behavioral modelling

- Game theory and mainstream economic modelling
 - Assumptions
 - » Agents are rational and have similar expectations ('theory of rational expectations')
 - » Well-defined objectives captured by von Neumann-Morgenstern utility functions
 - These are partly unrealistic
 - » 'bounded rationality' (Herbert Simon)
 - » empirical evidence on the use of 'rules of thumb'

- Agent modelling
 - Develop simple mapping which convert observations into actions
 - » e.g., technical trading rules ('sell if the price falls below 10€')
 - Applications in literatures on
 - » (distributed) artificial intelligence - emergence in the late 1980's
 - » decentralized automation and control (robust systems)
 - » regulatory design and performance assessment
 - Learning often a key challenge

Possibilities in behavioural modelling

- Data-based pattern matching
 - Behavioural patterns are assumed to be reflected in available data
 - These patterns stable enough and can be discovered with suitable techniques
 - Agents exhibit similar behavioural patterns in the future, too
- Validation
 - Selection of sample data for estimation purposes
 - Validation through application to out-of-sample test data
 - » To what extent are agents forward-looking?
 - » Impact of delays (observation, reflection upon information, execution of actions?)
- Examples of methodological approaches
 - Neural networks
 - Linear judgemental models
 - Rule-based simulation
 - Parametric fitting

Methodological approaches (1/3)

■ Neural networks

- Non-linear multi-layered models which map input onto outputs
- Features
 - » are able to capture non-linear and complex behavior
 - » not easy to see 'why' the agents behave as they do - a 'black box' approach
 - » require a (very) large set of training data
 - » may exhibit unstable behaviour under extreme conditions - did not replace traders

■ Linear judgemental models

- Simple linear regressors where current, past and predicted informational cues combined as a weighted sum into a real-valued variable
 - » cf. predictive control
 - Features
 - » conceptual validity can be readily assessed
 - » do not usually pose significant computational problems (apart from multicollinearity)
 - » do not capture interactions arising from interactions among variables
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Methodological approaches (2/3)

■ Rule-based simulation

- Short conditional statements about characteristic behaviour
 - » may be qualitative (e.g, 'take an umbrella if it is raining')
 - » widely employed in the field of artificial intelligence
- Features
 - » the logic of rules may be difficult to elicit and/or justify
 - 'what rules do I apply when playing Chess?'
 - » combinations of multiple rules may be difficult to foresee - stability is not guaranteed

■ Variable parametric fitting

- Behaviour assumed to obey parametric structures some patterns
 - » e.g., trades arrive according to an exponential process
- Features
 - » parameters estimated and revised based on past data
 - » incremental learning can be modeled (within the confines of model structure)
 - » vulnerable to the selection of an inadequate structural model

Methodological approaches (3/3)

■ Bayesian variable selection

- Incorporate several models simultaneously
 - » associate probabilities with each model (its 'correctness')
 - » revised these probabilities upon the arrival of new evidence
 - » generate outputs from each model
 - » revise model probabilisties accordingly
- Features
 - » little ex ante guidance on the selection of models
 - » may involve an inordinate computational effort

■ Combinations of all the above & yet others

- most of the above do not even seek to model agent's objectives
 - » implicitly contained in the data
- cf. conjoint modelling in marketing research
 - » products exhibit characteristics, customers respond to these

Simulation models in regulatory risk management

■ Systemic risk

- The possibility of system 'collapse' is a major concern
- Although extremely unlikely, it cannot be excluded from consideration
- Analogies to the assessment of high-impact low-probability risks
 - » cf. nuclear accidents, catastrophic consequences due to natural phenomena (e.g., dam breakdowns due to floods)
 - » meticulous examination of past accidents, subsequent adaptation of regulatory measures

■ Concerns

- If past data is based on 'normal conditions', how much information will it convey about how the agents would behave under 'abnormal conditions'?
- How to imagine the 'unimagineable'?
 - » creative backcasting - start from the 'worst case scenario' - infer what would have had to have happened before such a scenario?
 - » deliberate stratification in the simulation studies - focus on unfavourable drives etc.

Analogies

■ Energy markets

- energy is being traded at an exchange in the Nordic energy market
- modelling issues
 - » energy utilities modelled as profit maximizers with known production capacities
 - » their actions consists of bids and offers for the delivery of electricity
 - » prices influenced by a host of factors (demand, rainfall, temperature)
 - » results of interest to regulators, too

■ Military games

- long tradition in the application of game theory in the military sector
 - » e.g., pursuit-evasion games between missiles and fighter planes
 - » team theory - agents share same objectives but act upon different information
- formulations tend to become intractable in multi-agent multi-period settings
- currently a 'hot' topic

Concluding remarks

- Behavioral modelling must be driven by objectives
 - Do we wish to
 - » explain 'normal' behavior?
 - » explore the limits of the system?
 - » identify extreme risks?

- Challenges in robust regulation
 - Analogies to the assessment of high-impact low-probability risks
 - » cf. nuclear risks; judgemental complements to data-driven modelling
 - » cautious and defensible use of expert judgements

- Scoping of behavioral modelling
 - Parametric modelling of past data & extended variability of inputs?
 - Identification of context-sensitive behavioural patterns?
 - Impact of structural changes in the system? (e.g., larger networks)