

# Agent-based modeling in finance

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# Historical context for agent-based economics

## Classical and neo-classical building blocks

- Early macroeconomics focuses on coarse aggregates
  - GDP, savings, investment, money supply, etc.
  - Price level, aggregate output, IS-LM
  - Unique Arrow-Debreu price vector
- Rational (homogeneous) behavior
  - Common information sets (e.g., public prices, economic aggregates)
  - Constrained maximization of utility or profits

## Microfoundations of exchange

- Heterogeneity
  - Diversity of beliefs, idiosyncratic information sets
  - Principal-agent problems, networks, distributed control
  - Decentralized markets, diversity of prices, limits to arbitrage
- Alternatives to strictly rational behavior
  - Noise traders, bounded rationality, behavioral economics
  - Game theory, strategic interaction, feedback dynamics

# Origins

## Biology

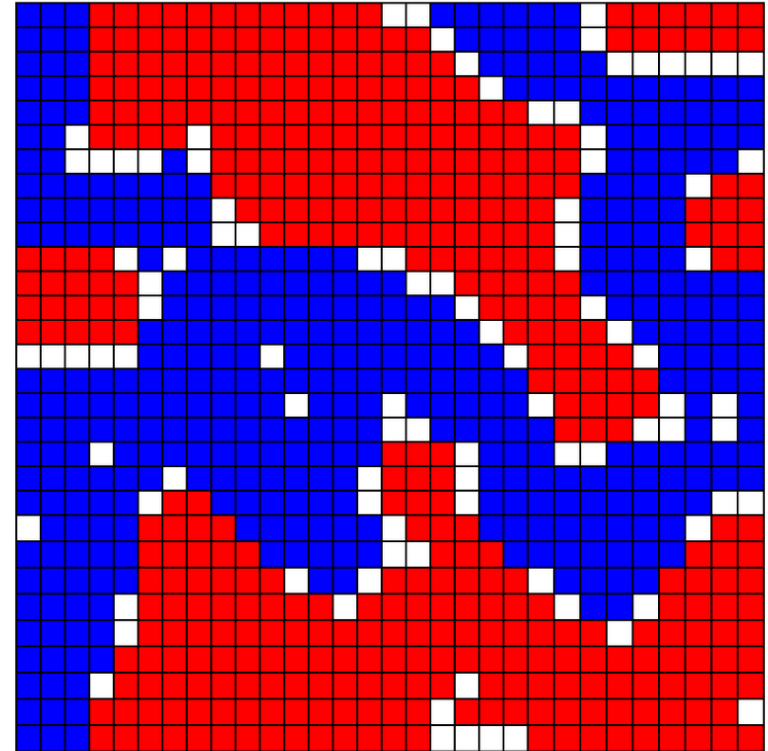
- Self-replicating automata
  - John von Neumann
- Game of Life
  - John Conway

## Economics

- Satisficing decision model
  - Richard Cyert, James March, and Herbert Simon
- Tipping point model
  - Tom Schelling

## Computer science

- Artificial intelligence (AI)
- Robotics
- Object-oriented programming

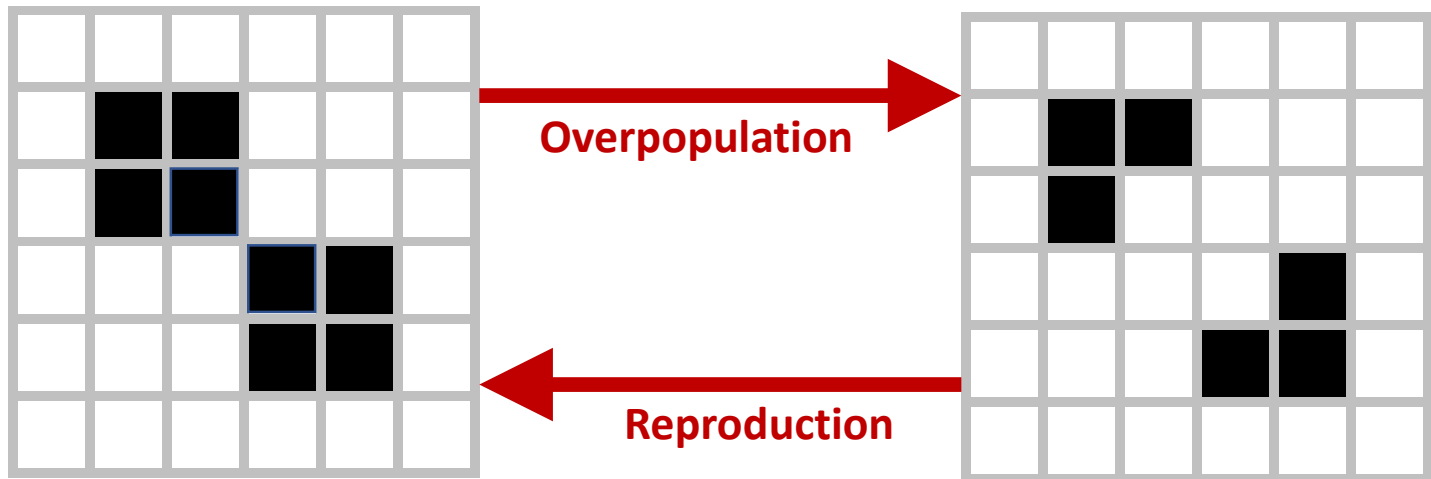


**Schelling's endogenous segregation  
(tipping point model)**

Image source: [bookdown.org](http://bookdown.org)

## Example - Conway's Game of Life

- Dynamics of the “life” state of cells in a grid
- State change depends on the state of neighboring cells
  - **Underpopulation** – Live cell with fewer than 2 live neighbors dies
  - **Survival** – Live cell with 2 or 3 live neighbors survives
  - **Overpopulation** – Live cell with 4+ live neighbors dies
  - **Reproduction** – Dead cell with 3 live neighbors is reborn



**“Beacon” dynamic in the Game of Life**

# What are agent-based models (ABMs)?

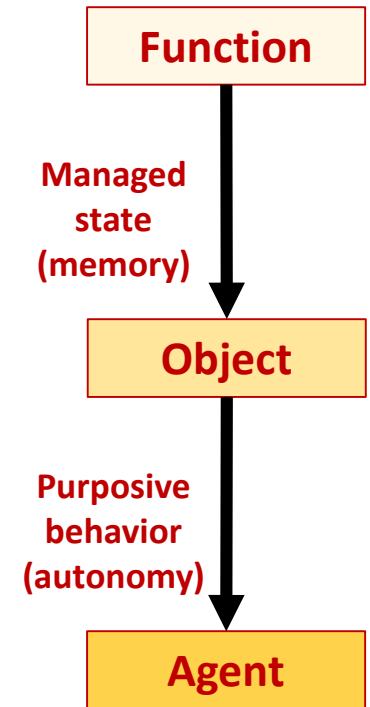
Collection of agents, interacting to generate system behavior

- **Purposive** – preferences, with behavior seeking preferred outcomes
- **(Semi-)autonomous** – internal state and behavioral rules
  - May respond to local or system-wide events and actions
  - **Object-oriented programming**
- **Interactive** – agents respond to one another
  - Also possibly respond to social/environmental stimuli

**Agents' behaviors can range widely**

- **Zero intelligence traders**
  - Budget constraints alone generate meaningful patterns
- **Bounded rationality**
  - Sophisticated strategies can over-adapt to transient state (brittle)
- **Agent learning/adaptive behavior**
  - Genetic programming – e.g., Arifovic (1996); Chen and Yeh (2001)

ABMs are **not** computational economics / finance / game theory



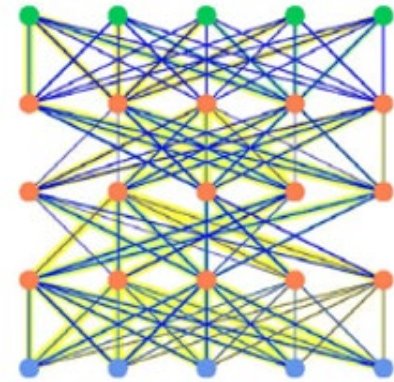
# What are ABMs?

## System behavior

- We are typically interested in an ill-defined task
  - Example: convert market data to portfolio decisions
- Globally optimal, rational behavior is unclear
  - May require strong assumptions with weak support
- Specify local satisficing behavior instead
  - System behavior may be invariant wrt local behavior

## Emergence

- System properties that are not characteristic of individual agents
  - The whole is not the sum of the parts (**fallacy of composition**)
  - Example: **invisible hand** of market equilibrium
- Population dynamics
  - New generations of agents can descend from ancestors' interactions
- Heterogeneity – *vive la différence*
  - Parameterize (and experiment over) a distribution of beliefs, strategies, etc.
  - Or allow heterogeneity to emerge endogenously



### Formal neighborhood

Defines permissible  
local interactions

# Complexity

## Complex adaptive systems:

- Reproduction including artificial life
- Self-organization and emergence
- Self-organized criticality
- Evolutionary computation



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Image: [Maani \(2018\)](#)

# Advantages

## Rationality is difficult to justify

- Representative agent models overemphasize model tractability
  - Mathematical aggregation requires restrictive (Procrustean) assumptions
  - Model results as point estimates, not distributions
- ABMs use heuristics and bounded rationality instead
  - Resort to simulation in lieu of closed-form solution
- Formal results on learning and rationality
  - Learning to be rational is **computationally NP-hard** and **game-theoretically impossible**
  - Agent automata resolve this through **procedural rationality** (Simons) – **plausible mechanisms** for behavior at the agent level

## ABMs have different emphases from representative-agent models

- Heterogeneous agents
  - Focus on distribution of behavior instead of average behavior
- Local interactions
  - Microfoundations for learning, information propagation, equilibrium formation
- System dynamics
  - Analysis of paths to equilibrium and nonequilibrium processes



# Challenges

## Robustness

- **Artefacts of software implementation**
  - Bugs
  - Dependence on parameters
    - Parameter sweeps → curse of dimensionality
- **Dependence on interaction model**
  - Random versus sequential interaction
  - Network topology for interaction neighborhoods
- **Lack of standards**
  - Code publication and documentation
  - Integration of tools from different software packages / frameworks
  - Publication of results

## Estimation / calibration

- Many calibration techniques available
- Challenge afflicts traditional economic theory too
- Ecological inference – drawing conclusions about individuals from aggregates
  - Manski critique applied to local interactions

# Reduced-form heterogeneous agent models

## General structure of HAMs

- **Heterogeneous agents**
  - Often two behavioral categories (e.g., informed vs. noise, or fundamentalist vs. chartist)
  - Typical distinction is between regressive (fundamentalist) and extrapolative (chartist) beliefs
  - Switching of group membership possible
- **Bounded rationality**
  - Frequently using closed-form mathematical solutions – simulation not required

## Microfoundations for market anomalies

- **Underpinning for stylized facts about financial markets**
  - Discrete-time models of bubbles and crashes – [Brock and Hommes \(1997\)](#)
  - Continuous-time models of market stability – [He and Li \(2012\)](#)
  - Price/return dynamics of multiple risky assets – [Westerhoff \(2004\)](#)
  - Housing price boom-bust cycles – [Bolt, et al. \(2019\)](#)
  - Securities market microstructure – [Chiarella, Iori and Perelló \(2009\)](#)
- **Price specifications are central**
  - Price changes or simple returns are often the sole input
  - Other factors often ignored – e.g., trading volume, order flow

# Chartists and fundamentalists

## Basic framework

$$\Delta P_t = \alpha + \beta_\varphi \varphi_t (P_{t-1} - P_{t-1}^*) + \beta_\chi \chi_t \Delta P_{t-1} + \varepsilon_t$$

- **Fundamentalists are “regressive” – focus on  $(P_{t-1} - P^*)$** 
  - Chartists appear in proportion  $\varphi$
- **Chartists are extrapolative – follow recent price trends  $\Delta P_{t-1}$** 
  - Chartists appear in proportion  $\chi$
- **Switching between types may be possible**
  - Proportions  $\varphi$  and  $\chi$  can vary over time
- **Several parameters control system dynamics**
  - Structural parameters  $\alpha, \beta_\varphi, \beta_\chi$
  - Probability distribution for  $\varepsilon$
  - Additional parameters, for example governing switching

# Example: Destabilizing rational speculation

J. B. DeLong, A. Shleifer, L. Summers and R. Waldmann (1990) "Positive feedback investment strategies and destabilizing rational speculation," J. of Finance, 45(2), 379-395.

## Two types of traders

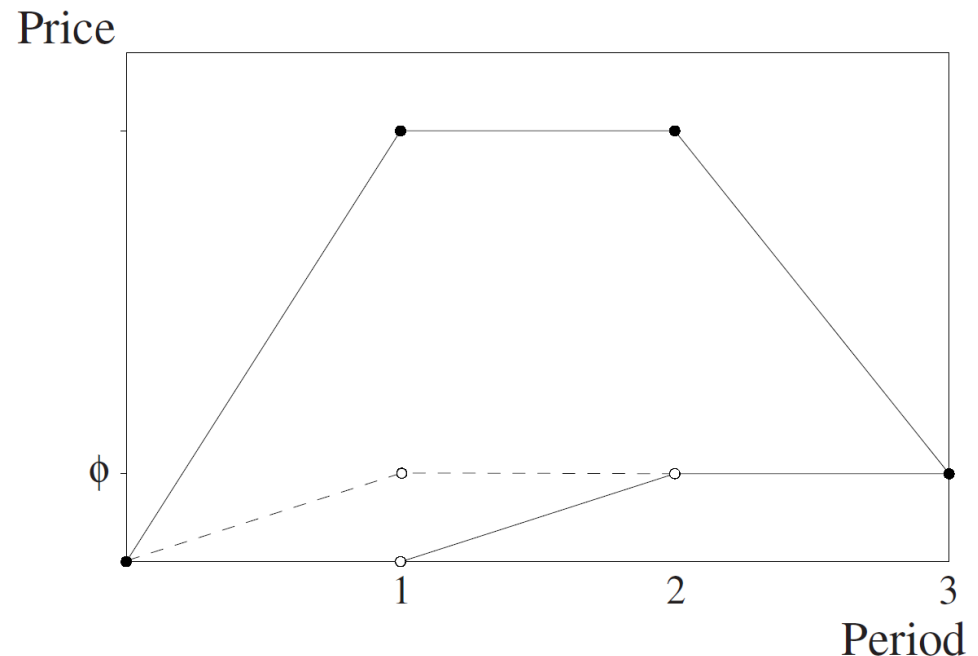
- **Rational informed investors**
  - Receive a signal in  $\{-\varphi, 0, +\varphi\}$
  - Signal may be noisy
- **Positive feedback traders**
  - No signal
  - Follow the trend

## What is "rationality"?

- Should rational investors adapt to the behavior of trend followers?
- If so, their behavior magnifies the positive feedback

Image: [DeLong, et al. \(1990\)](#)

## Equilibrium prices and expectations rationality



# Example: Volatility clustering

A. Kirman (1991), “Epidemics of opinion and speculative bubbles in financial markets,” In M. Taylor (ed.), Money and Financial Markets, Blackwell.

## Foreign exchange market

- Heterogeneous traders
  - Optimists expect appreciation
  - Pessimists expect depreciation
- Traders meet at random
  - Probability  $(1-\delta)$  that trader A converts the beliefs of trader B

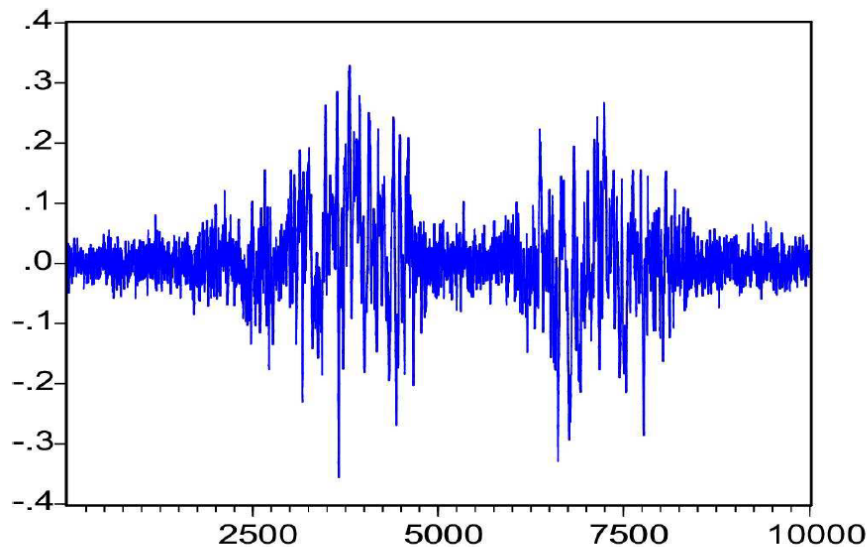
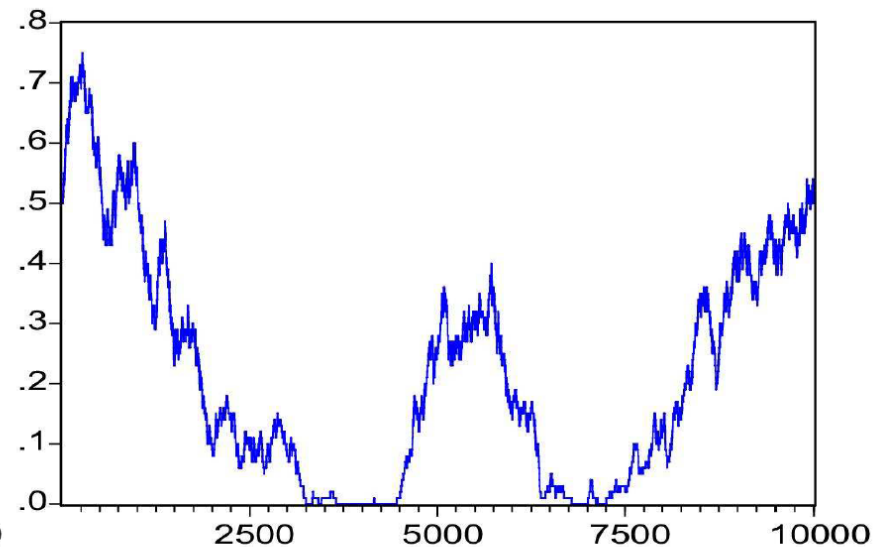


Image: [Hommes \(2006\)](#)

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# Example: Bank fire sales

R. Cifuentes, G. Ferrucci and H. S. Shin (2005), "[Liquidity risk and contagion](#)," *J. of the European Economic Association*, 3(2-3), 556-566.

## Interbank lending market

- Many banks with default risk
  - Interbank loans
  - Other marketable assets
- Contagion
  - Default propagation
  - Fire sales of other assets
- Equilibrium
  - Limited liability of equityholders
  - Meet capital requirement or fail
  - Price impact of asset sales
- Structure
  - Interconnections – interbank loans
  - Initial default
  - Iterative propagation

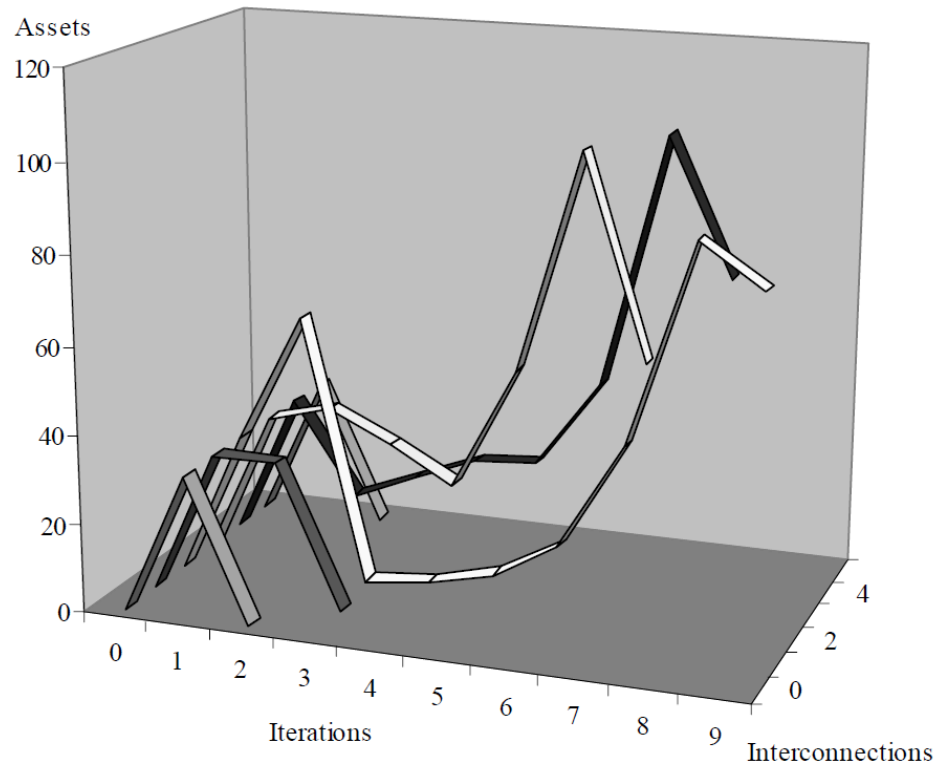


Image: [Cifuentes, Ferrucci and Shin \(2005\)](#)

# Model calibration / estimation

## Importance of calibration

- **ABMs tend to be heavily parameterized**
  - Many degrees of freedom = Ability to generate many outcomes
- **With great power comes great responsibility**
  - Calibration constrains the model to be realistic
  - A statement of how the world works, not how you think about the problem

## Estimation methods

- **Maximum likelihood estimation (MLE)**
- **Method of moments**
  - Generalized method of moments (GMM)
  - Simulated method of moments (SMM)
- **Latent variables**
  - State space models
  - Particle filtering
- **Bayesian methods**
  - Markov Chain Monte Carlo (MCMC)
  - Metropolis-Hastings

# Implementation

## Object-oriented programming

- **Classes (e.g., chartists) with each instance an agent**
  - **Methods defining behavior**
  - **Instance variables for agent state and parameters**
  - **Population of agents as a separate object**
- **Interaction framework – more classes and objects**
  - **Neighborhood topology**
  - **Interaction mechanism (e.g., search, preferential, random)**
  - **Agent activation and reproduction**
- **Housekeeping**
  - **Logging**
  - **Storing result ensembles**
  - **User display**



# Implementation

## Agent-based modeling and simulation tools

- Swarm (Objective C, Java)
- NetLogo and StarLogo
- Repast (Java)
- MASON (Java)
- AScape
- MESA (Python)
- HARK (Python)

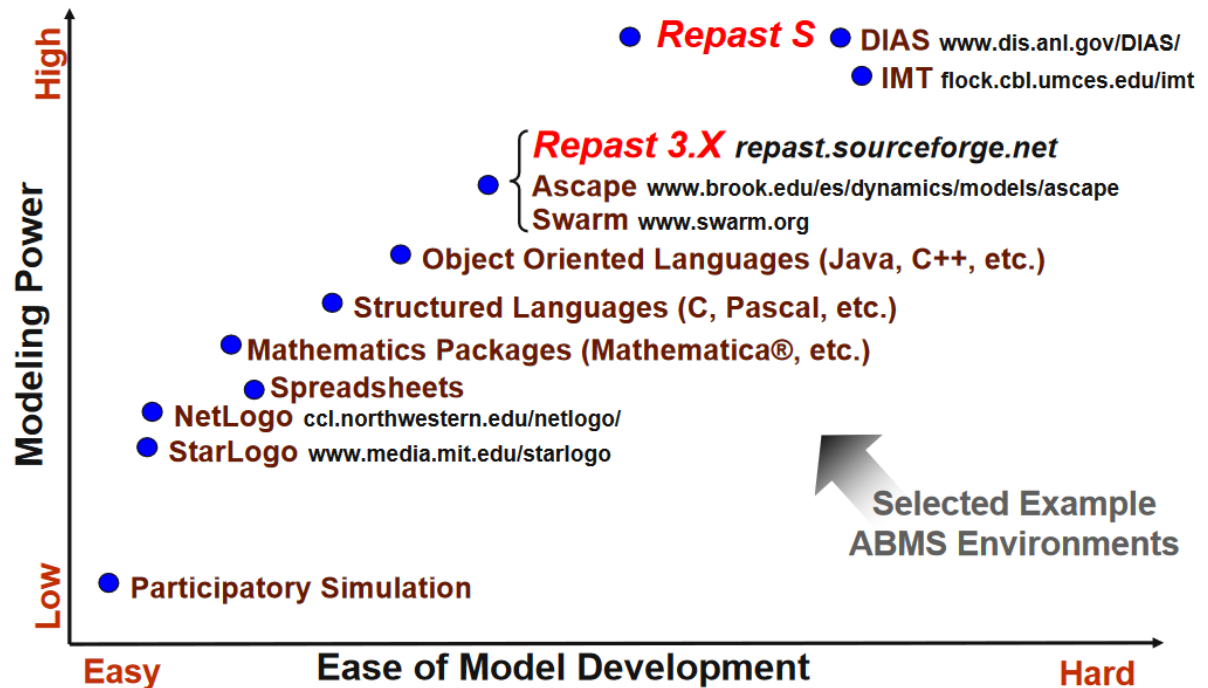


Image: [Macal and North \(2006\)](#)

# Reading Suggestions

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**Thanks!**