

Market Model with Evolutionary Game Theory : Order Book

(進化ゲーム理論を用いた金融市場モデル : 板情報)

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Past JAEE Congress

13th@Okayama :

- 「Co-evolution and Diversity in Evolutionary Game Theory: Stochastic Environment (進化ゲーム理論における共進化と多様性 – 確率的環境の場合 -)」[【Slide】](#)

12th@Kagoshima:

- 「Evolutionary Game Theory with Spatial Structure (空間構造がある進化ゲーム理論)」[【Slide】](#)

11th@Kyoto :

- 「Emergence of an Asymptotic Stable Equilibrium and its Evolution in Asymmetric Two-Person game (非対称2人ゲームにおける漸近安定な均衡の自発的発生とその変化)」[【Slide】](#)



This Talk (本報告)

- This talk constructs the financial market model with Evolutionary Game Theory. (本報告は進化ゲーム理論を用いて市場のモデルを作った。)

1. **RISK ATTITUDE** (リスクに対する態度).
2. **ANALYZE** the Order Book with Micro-Econometric Method(Multi-Logit Model) (ミクロ計量経済の分析手法を用いて、板情報を分析)
3. **IMPLEMENT** this method to the real time financial market with EXCEL.



OUTLINE

1. Introduction (Motivation)
2. Review
3. Model
4. Extension (Risk Attitude)
5. Empirical Evidence (Multi-Norminal Logit Model) + Implementation
6. Summary (Future works)



1. INTRODUCTION



Motivation (動機)

- For Practical Use (実務への応用を目指して)
More Detail (より具体的で), More Useful (より役に立つ)
→ We construct the market from the **order book**.
(板情報に着目)
- + Use the “Real Data” (実際のデータを取り扱う)

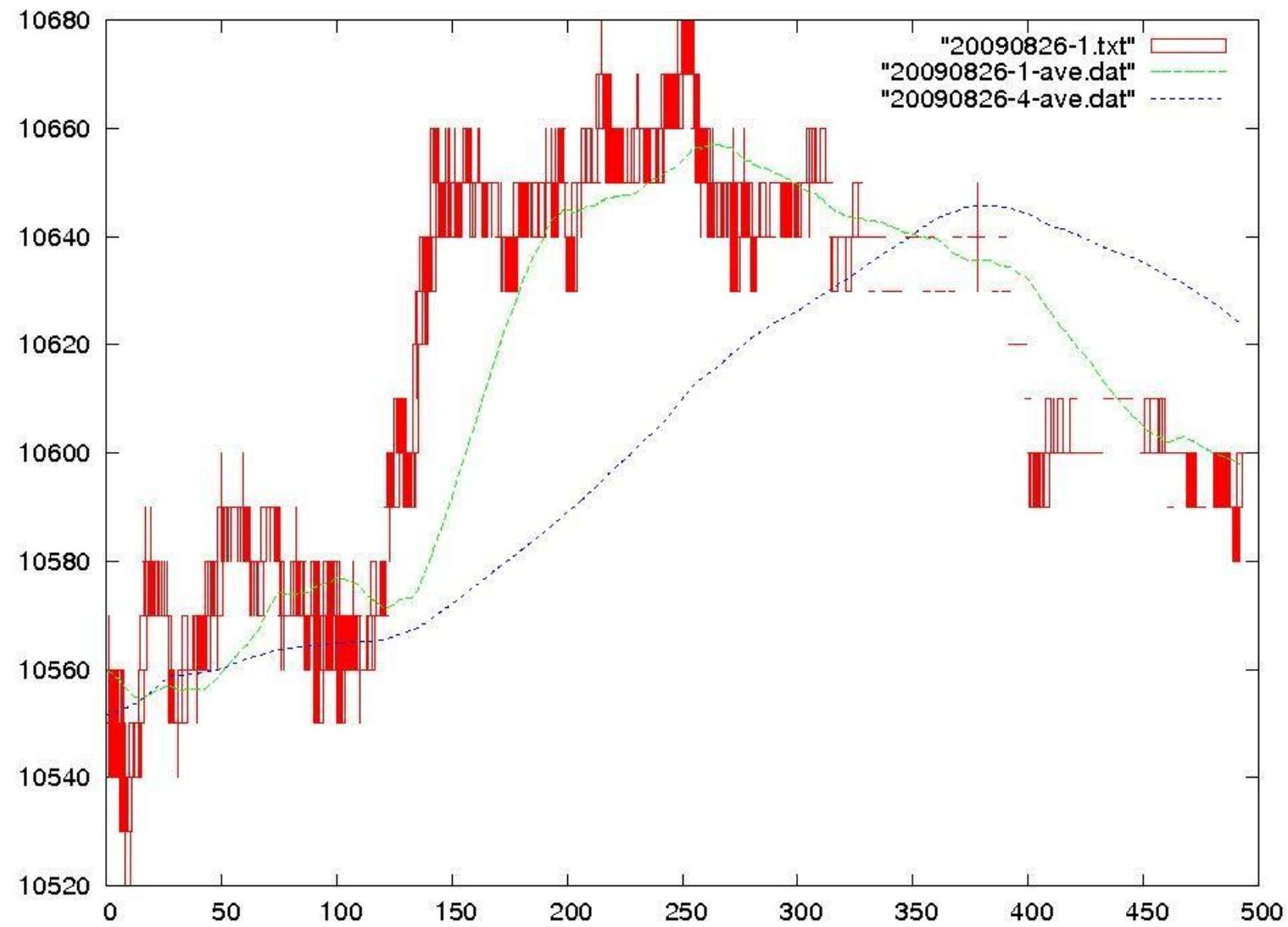


Motivation (動機)

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2. RELATED LITERATURES AND PRELIMINARIES



WHAT IS THE “GAME” ?

(Non-cooperative Game)

There are two interacting players (Player 1, Player 2).

If player 1 chooses strategy 1 and player 2 chooses strategy 1, player 1’s payoff is a , player 2’s payoff is b .

In this situation, which strategy does each player choose ?

(The game is played only once.)

→ This game’s solution is **Nash Equilibrium**.

		player 2	
		S1	S2
player 1	S1	a,b	0,0
	S2	0,0	c,d

Nash equilibrium
depends on the
signs: a,b,c,d .



How are stock prices determined ?

- Stock prices are determined by two methods, the *Itayose*(板寄せ) and *Zaraba*(ザラバ) methods. The *Itayose* method is mainly used to decide opening and closing prices; the *Zaraba* method is used during continuous auction trading for the rest of the trading session.

→ The stock price are determined by Rule.

[Nikkei 225 Future Market(日経225先物)] [1day]



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→ The stock price are determined by **Rule**.

[Nikkei 225 Future Market(日経225先物)] [1day]



Two Principles (2つの原則)

1) Price Priority (価格優先の原則)

means that the lowest sell and highest buy orders take precedence over other orders.

2) Time Priority (時間優先の原則)

means that among orders at the same price, the order placed earliest takes precedence.

Offer(sell)	Price	Bid (buy)
A 3000(5), C 4000(4)	502	early ← → late
D 10000(3), E 9000(2), F 5000(1)	501	
	500	H 80000(1), B 1000(2), J 4000(3)
late←	→ early	499 H 1000(4), B 150000(5)



The Order Book (板情報)

(Offer(sell))	Price	(Bid (buy))
6000	Market orders	4000
8000	502	1000
20000	501	7000
4000	500	10000
2000	499	8000
4000	498	30000

The center column

gives the prices, the second column from the left shows the volume of individual offers (sell). The right hand side of the table represents the bid side (buy).

In this case, opening price is 500 or 501.

Source : [Tokyo Stock Exchange: Guide to TSE Trading Methodology](#)

【MOVIE】



Assume: opening price is 500.

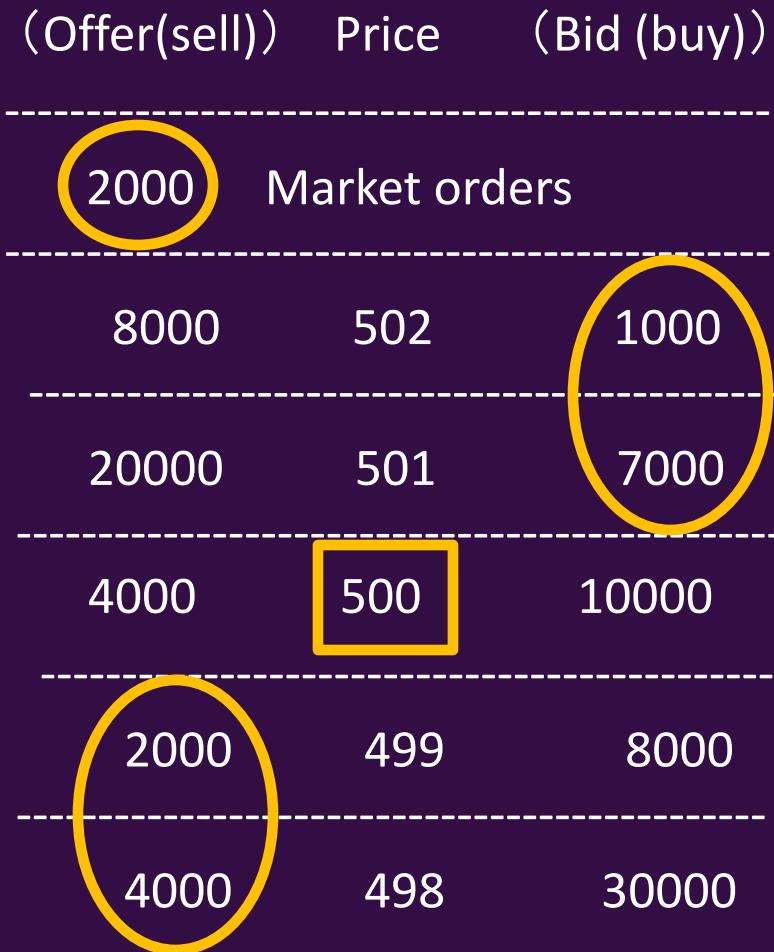
(Offer(sell))	Price	(Bid (buy))
6000	Market orders	4000
8000	502	1000
20000	501	7000
4000	500	10000
2000	499	8000
4000	498	30000

- The market orders of 4000 shares to buy and 6000 shares to sell are matched, leaving sell orders of 2000 shares.

Source : [Tokyo Stock Exchange: Guide to TSE Trading Methodology](#)



Second Step



- The market sell orders of 2000 shares and sell orders 6000 shares at limit prices of 499 or less are matched with the buy orders of 8000 shares at limit prices of 501 or more. Thus far, 12000 shares have been matched in total.

Source : [Tokyo Stock Exchange: Guide to TSE Trading Methodology](#)



Third Step

(Offer(sell))	Price	(Bid (buy))

Market orders		
8000	502	
20000	501	
4000	500	10000
499	8000	
498	30000	

- Finally, the sell orders of 4000 shares at a limit price of 500 are matched with the buy orders of 10000 shares at a limit price of 500. Although this still leaves buy orders of 6000 shares at 500.

Source : [Tokyo Stock Exchange: Guide to TSE Trading Methodology](#)

Fourth Step

(Offer(sell)) Price (Bid (buy))

Market orders		
8000	502	
20000	501	
	500	6000
499		8000

The stock price and the trade depend on the **order book**. (価格や取引の可否は板情報によって決定する。)

- Thus the opening price is determined at 500 and transactions of 16000 shares are completed at 500.



3. MODEL



Model (モデル)

- **Players**... large population : seller and buyer, potentially (大人数の潜在的な売り手と買い手)

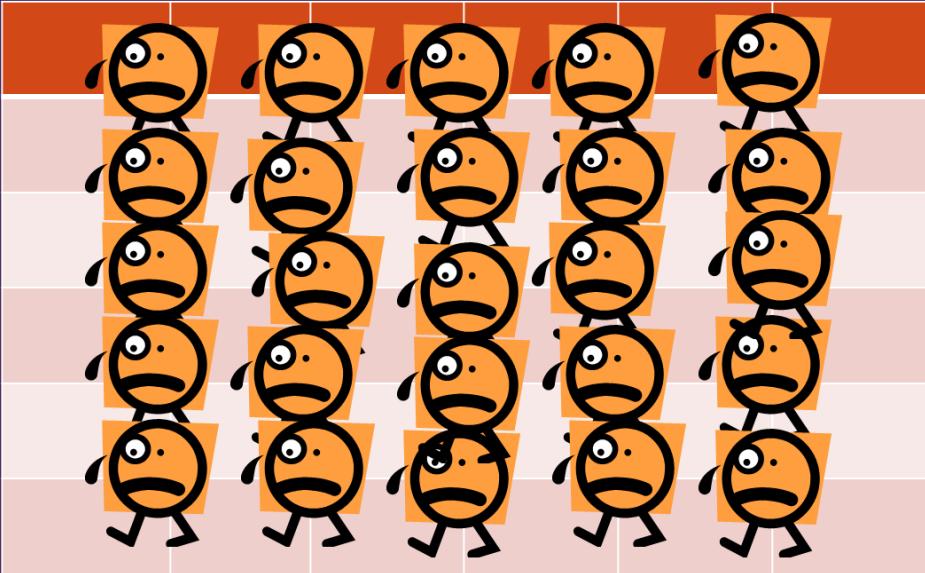
Seller and Buyer trade an asset.

- **Goods (財)** ... 1財
- **Strategy (戦略)**... n ($<\infty$) 個

Here, the strike price : how much do you buy or sell an asset. (ここでは購入、売却価格)

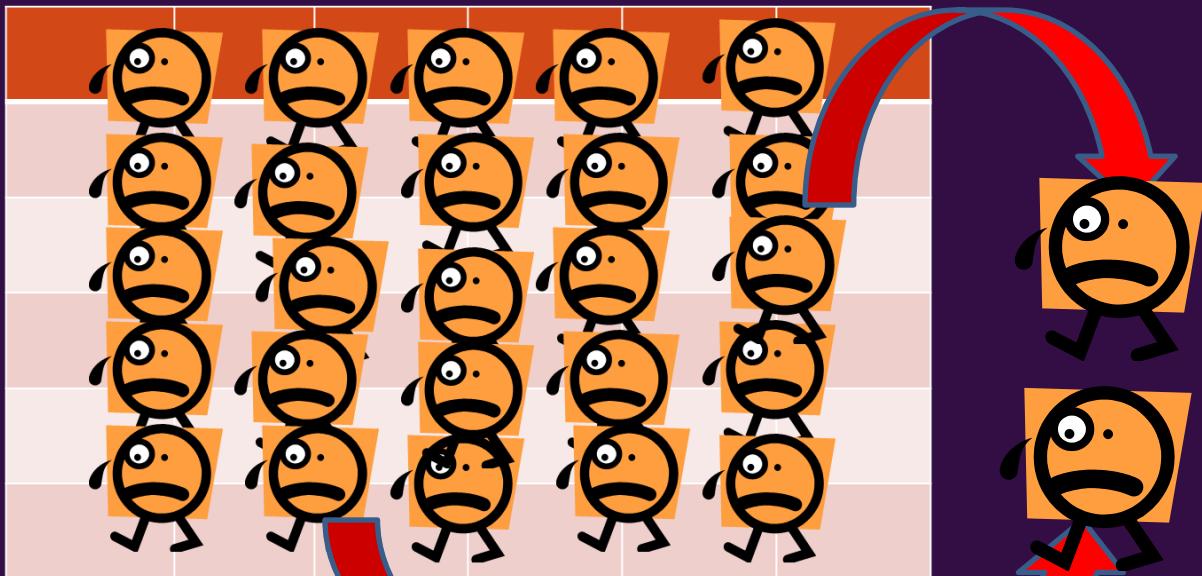


Situation (Traditional Evolutionary Game Theory)



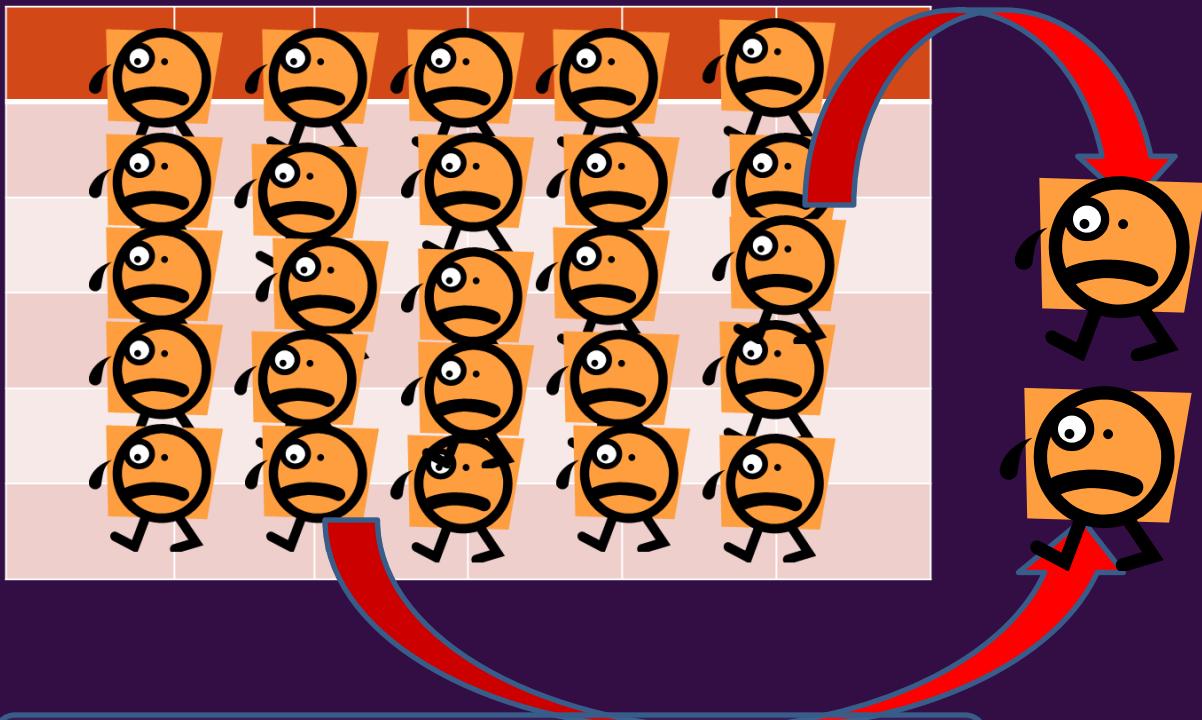
Situation (Traditional Evolutionary Game Theory)

At Random (infinitely)



Situation (Traditional Evolutionary Game Theory)

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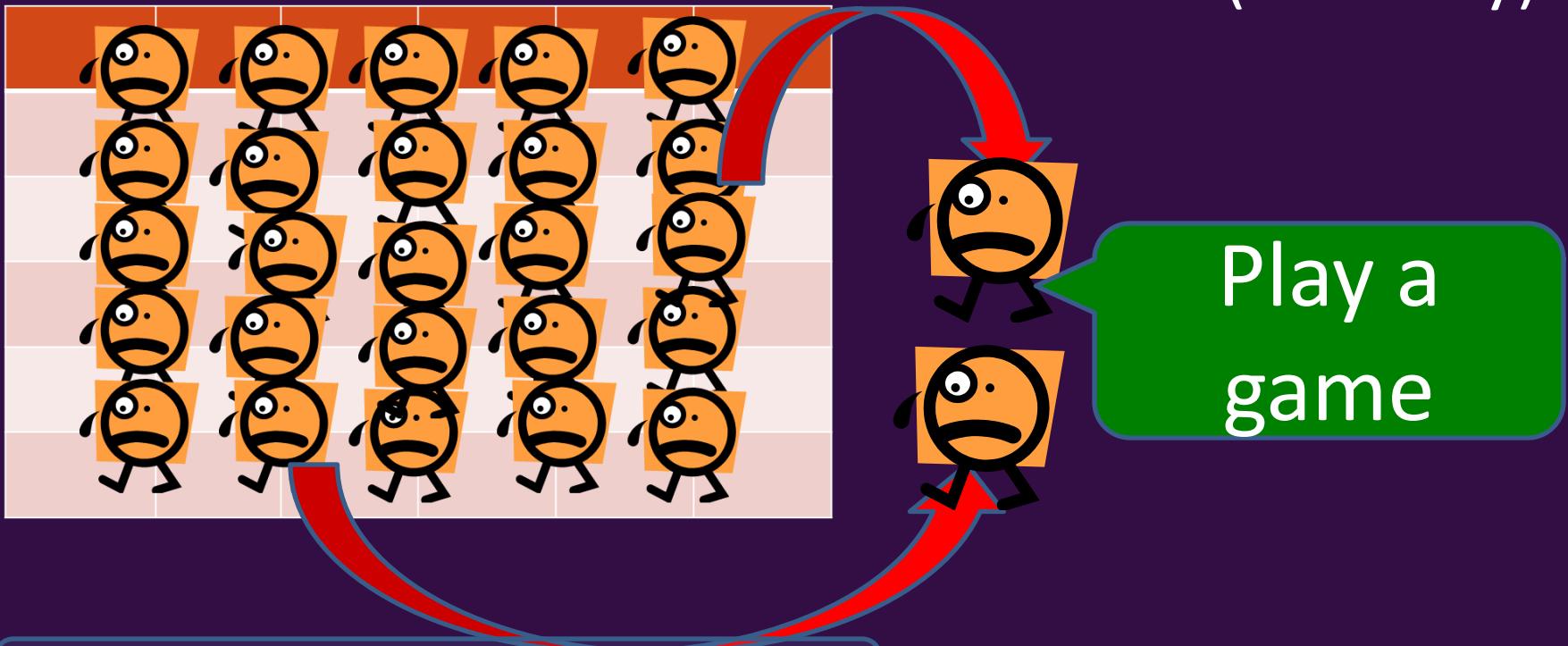


Another players look at the game.



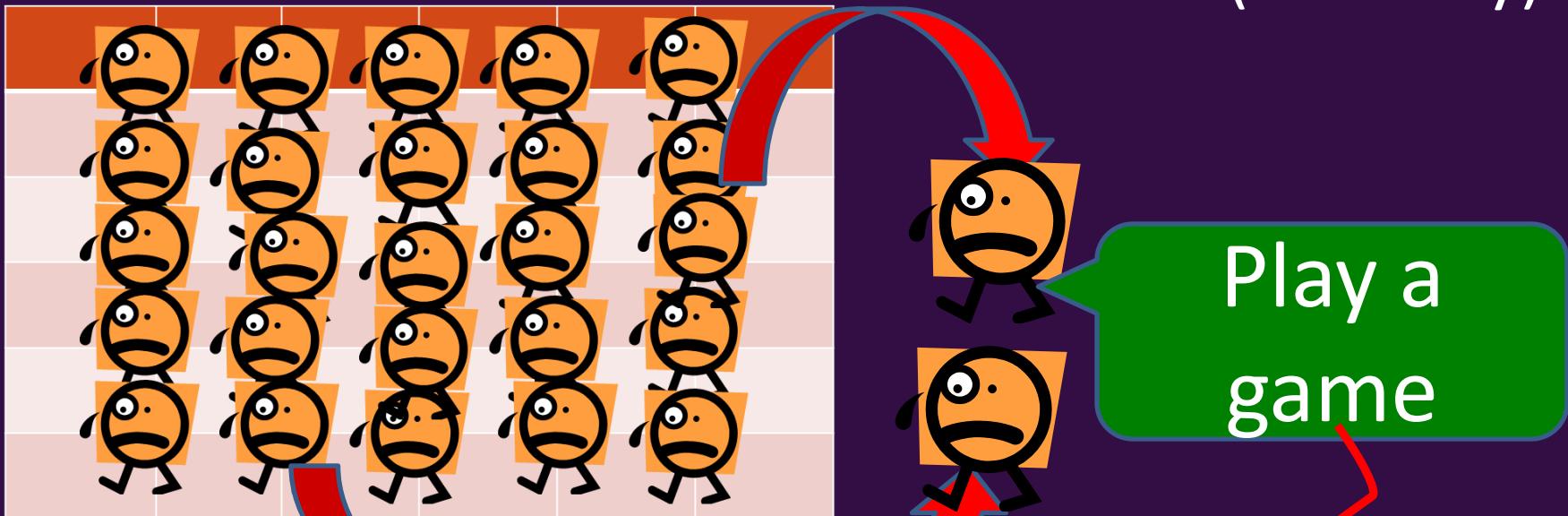
Situation (Traditional Evolutionary Game Theory)

At Random (infinitely)



Situation (Traditional Evolutionary Game Theory)

At Random (infinitely)



Another players look at the game.

Replicator Equation

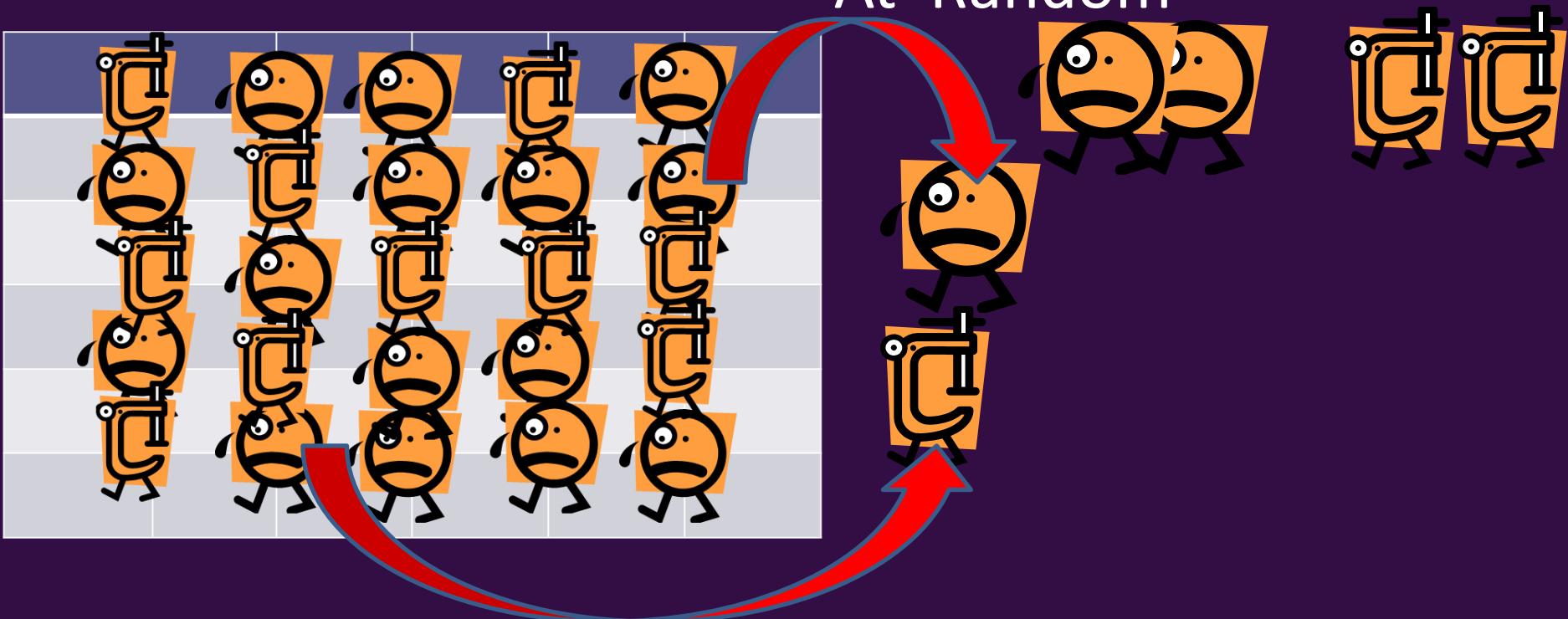


Situation (two types players)



Situation

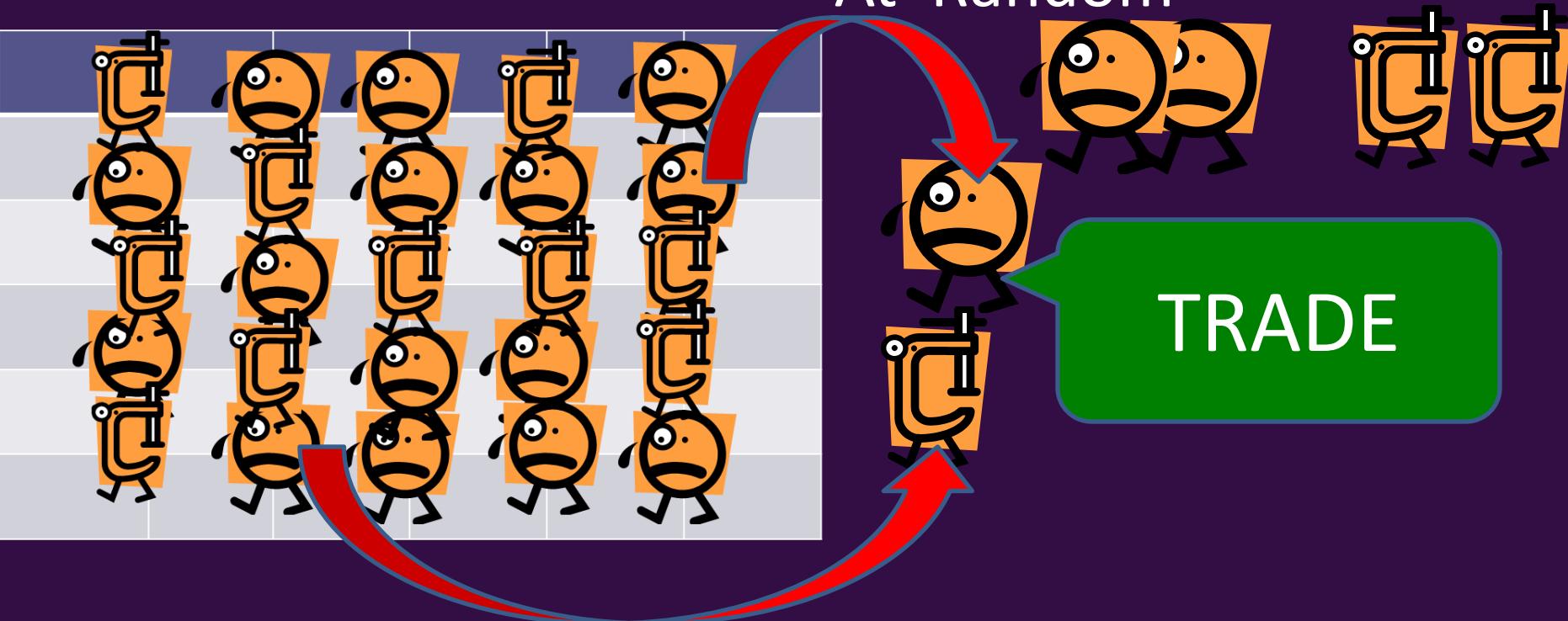
At Random



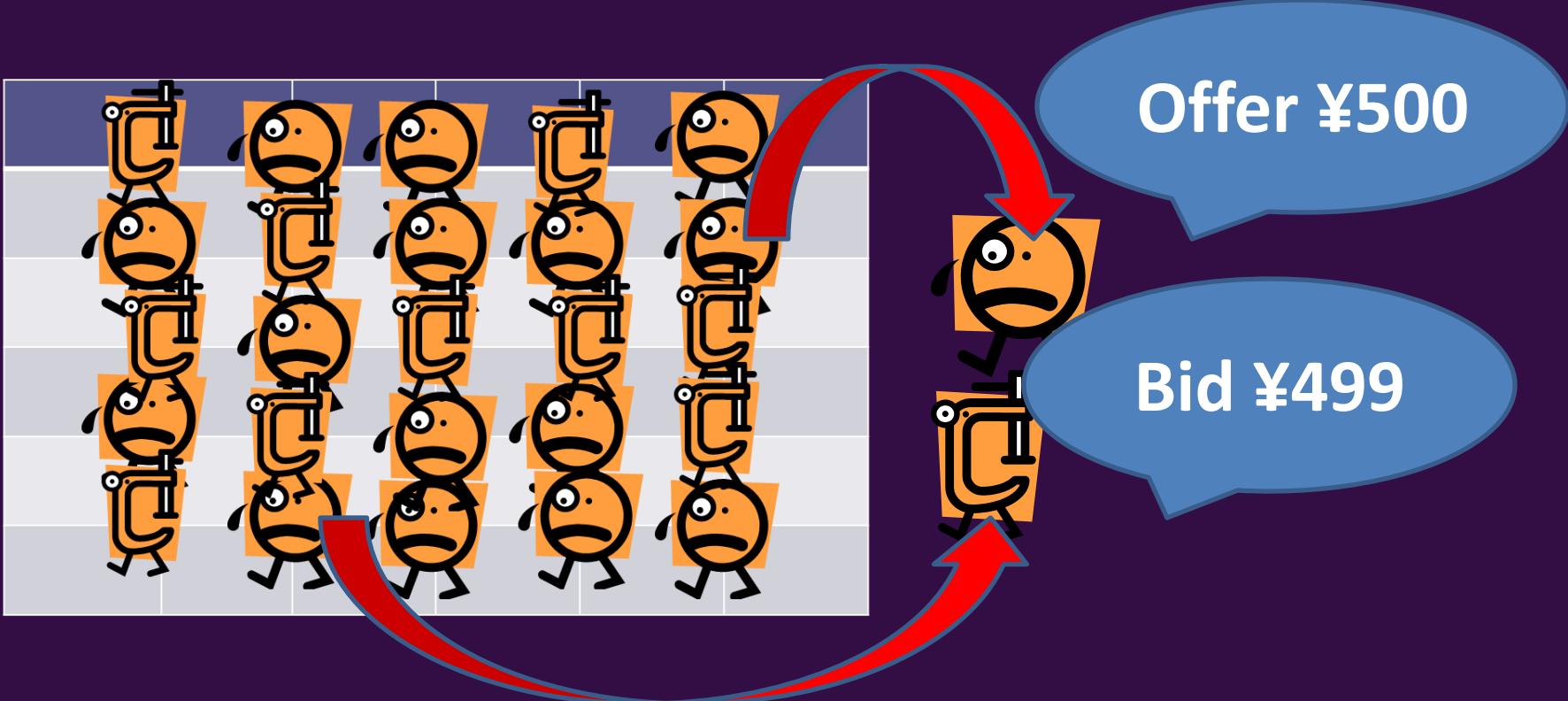
Situation

No Trade

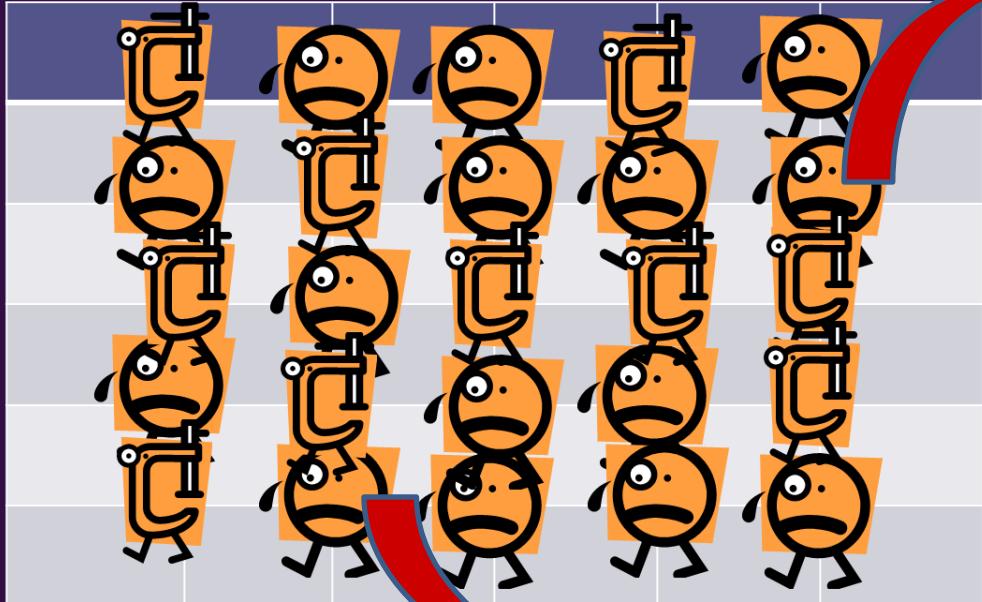
At Random



Situation



Situation



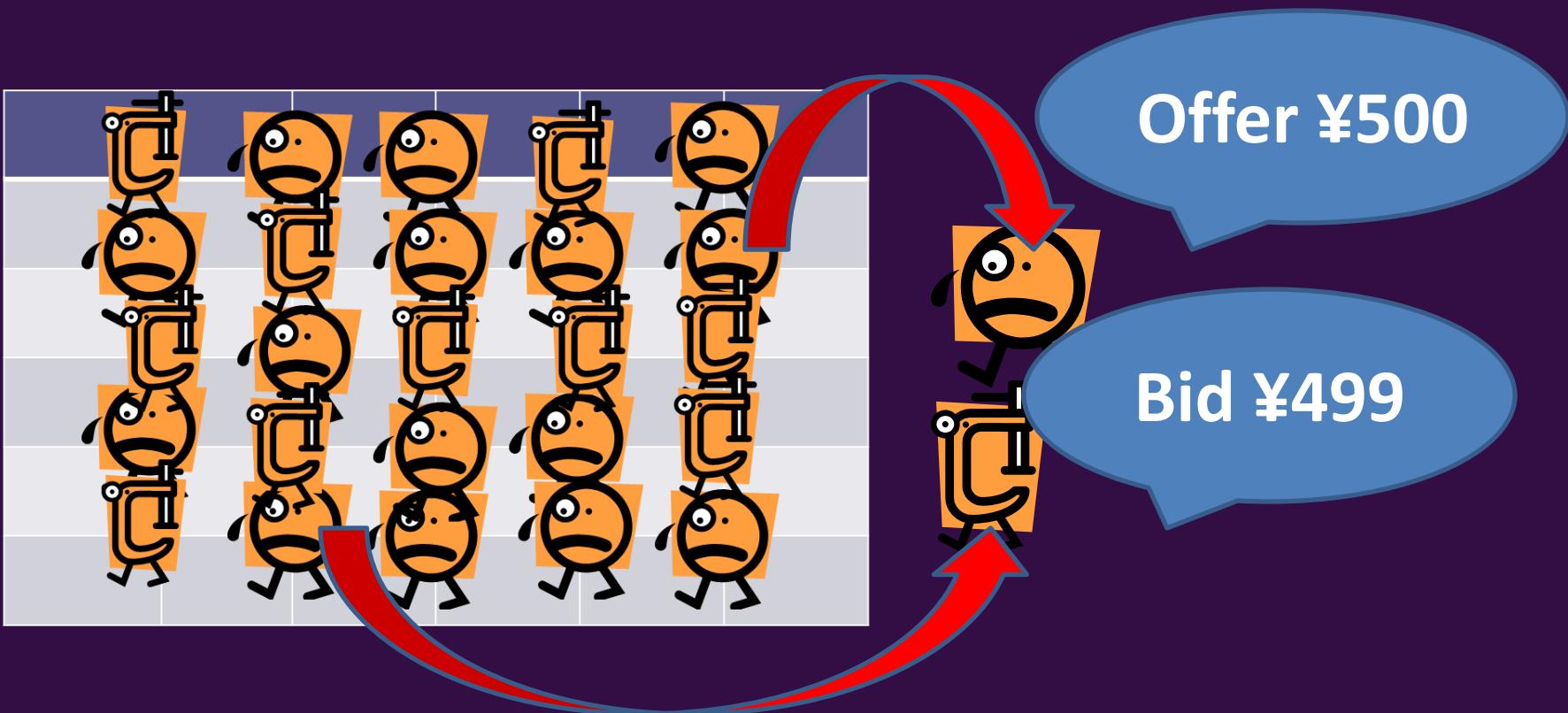
Offer ¥500

Bid ¥499

Stock Exchange which take account
of the order book decides the trade's
contract. (取引所が板情報をもとに、
売買契約を決定する)



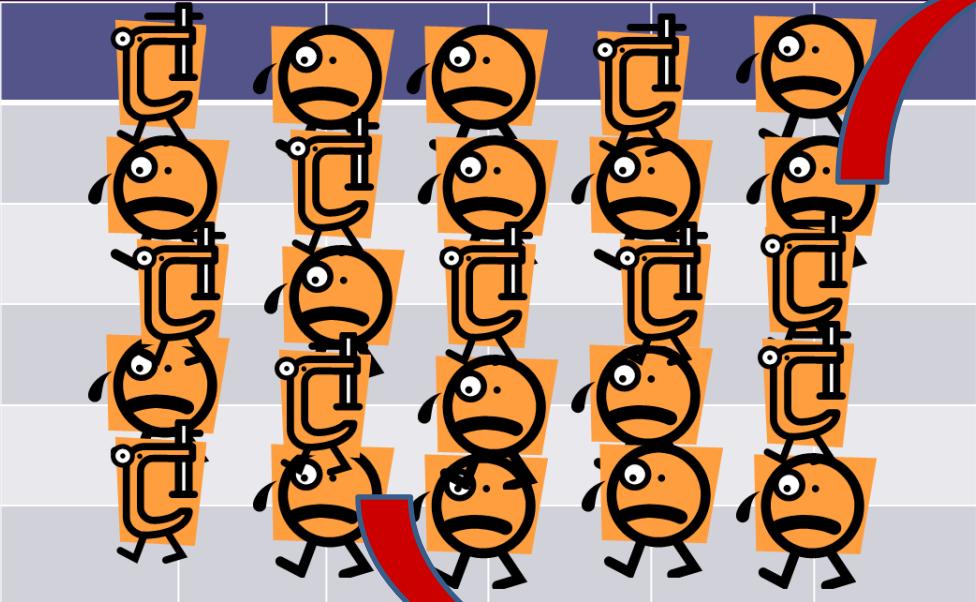
Situation



Another players look at the order book (他のプレイヤーは板情報を見ている).



Situation



Offer ¥500

Bid ¥499

Another players look at the order book (他のプレイヤーは板情報を見ている).

Which strategy is Nash Equilibrium,
if this game is played at infinite ?

(このゲームを無限回仮想的に行うと、どの戦略が均衡となるのか？)

Model (モデル)

- Payoff (利得) ... Buyer : $S(t)-K$, Seller : $K-S(t)$

where $S(t)$: current stock price, Brownian Motion, K : strike price (行使価格)

- Replicator Equation

$$\frac{dx_i(t)}{dt} = x_i(t)(g_i(t) - \bar{g}(t))$$
$$\frac{dy_i(t)}{dt} = y_i(t)(h_i(t) - \bar{h}(t))$$

where x_i, y_i : the probability of choosing the strategy 1 for each player. g_i, h_i : the payoff when each player chooses the strategy 1.

Two Strategies Case (戦略の数が2つ) :

- Replicator equation (see next slide)

$$\begin{aligned}\dot{x} &= x(1-x)\{-b(t) + (a(t) + b(t))y\}, \\ \dot{y} &= y(1-y)\{b(t) - (a(t) + b(t))x\},\end{aligned}$$

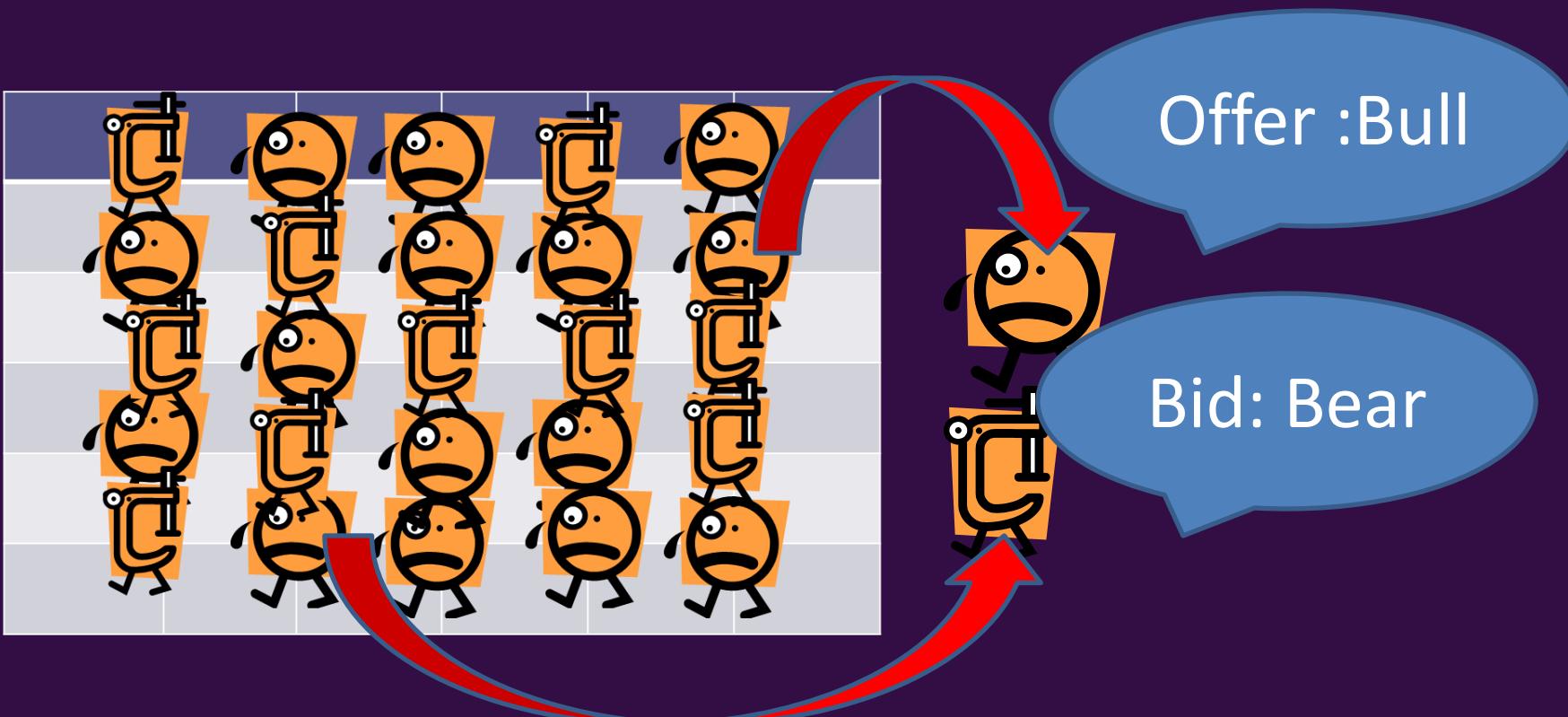
where x, y is the probability of choosing the strategy 1, 2 for each player.

Player 2

	S1	S2
S1	$a(t), -a(t)$	0, 0
S2	0, 0	$b(t), -b(t)$



Situation



Prediction (予測)

- Replicator equation divided by $xy(1-x)(1-y)$:

$$\dot{x} = -\frac{b(t)}{y} + \frac{a(t)}{1-y}, \quad \dot{y} = \frac{b(t)}{x} - \frac{a(t)}{1-x}.$$

- Discrete the above equations:

$$x(t + \varepsilon) = x(t) - \left(\frac{b(t)}{y} + \frac{a(t)}{1-y} \right) \varepsilon,$$

$$y(t + \varepsilon) = y(t) + \left(\frac{b(t)}{x} - \frac{a(t)}{1-x} \right) \varepsilon.$$

Payoff Matrix (利得表)

i) \uparrow (UP)

N.E. (s_2, s_2)

Seller

		Buyer
		S 1(BEAR) S 2(BULL)
Seller	S 1(BULL)	+,- 0,0
	S 2(BEAR)	0,0 +,+

ii) \downarrow (Down)

N.E. (s_1, s_1)

		S 1(BEAR) S 2(BULL)
		S 1(BEAR) S 2(BULL)
Seller	S 1(BULL)	+,+ 0,0
	S 2(BEAR)	0,0 -,+

iii) \rightarrow (No change)

N.E. Mixed Strategy.

		S 1(BEAR) S 2(BULL)
		S 1(BEAR) S 2(BULL)
Seller	S 1(BULL)	-,+ 0,0
	S 2(BEAR)	0,0 -,+

Payoff Matrix (利)

i) ↑ (UP)

N.E. (s_2, s_2)

Seller

	S 1(BULL)	+	-	0,0
S 2(BEAR)	0,0	+	-	+
	S 1(BULL)	+	-	0,0
S 2(BEAR)	0,0	+	-	+

価格上昇時、売り手は
約定価格よりも強気に
高い売り、買い手は弱
気で高い価格で購入

ii) ↓ (Down)

N.E. (s_1, s_1)

	S 1(BULL)	+	-	0,0
S 1(BULL)	0,0	+	+	+
	S 1(BULL)	+	-	0,0
S 2(BEAR)	0,0	+	-	+

価格下落時、売り手は
約定価格よりも弱気に
安く売り、買い手は強
気で安い価格で購入

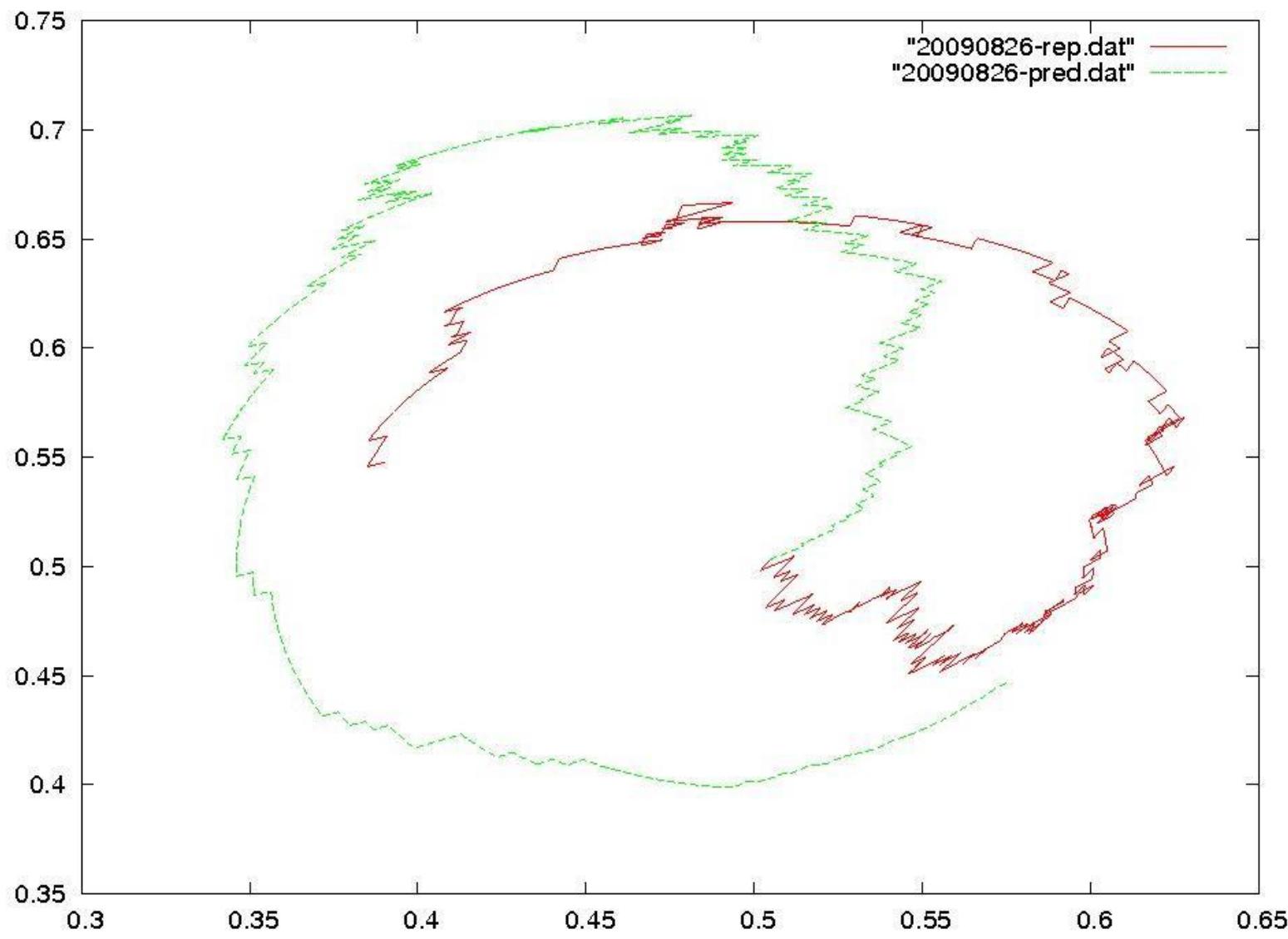
iii) → (No change)

N.E. Mixed Strategy.

	S 1(BULL)	+	-	0,0
S 1(BULL)	0,0	-	+	-
	S 1(BULL)	+	-	0,0
S 2(BEAR)	0,0	-	+	-

価格変化しない時、売
り手は約定価格よりも
弱気に安く売り、買
い手は強気で安い価格
で購入

EX: 20090826



4. EXTENSION: RISK ATTITUDE



RISK ATTITUDE

- We assume that the own utility is linear function.(今まで主体の効用は線形であると仮定してきた。)
- Each player has the non-linear utility.(そこで非線形の場合をも考慮に入れる。)



- Utility function : $g(x)$, z : payoff
- Taylor Expansion:
- $g(x+z)-g(x)=g'(x)z+0.5g''(x)z^2+O(z^3) \dots (*)$

Def. Given a (twice-differentiable) Bernoulli utility function $u(\cdot)$ for money, the ***Arrow-Pratt coefficient of absolute risk aversion*** at x is defined as $r_A(x)=-u''(x)/u'(x)$.

- (*) $g(x+z)-g(x) = zg'(x)(1-0.5zr_A(x))$
- (In economics, we assume $g'(x)>0, g''(x)<0$)

Payoff Matrix (利得表)

i) \uparrow (UP)

N.E. (s_2, s_2)

	S 1	S 2
S 1	-, -	0,0
S 2	0,0	+, +

ii) \downarrow (Down)

N.E. (s_1, s_1)

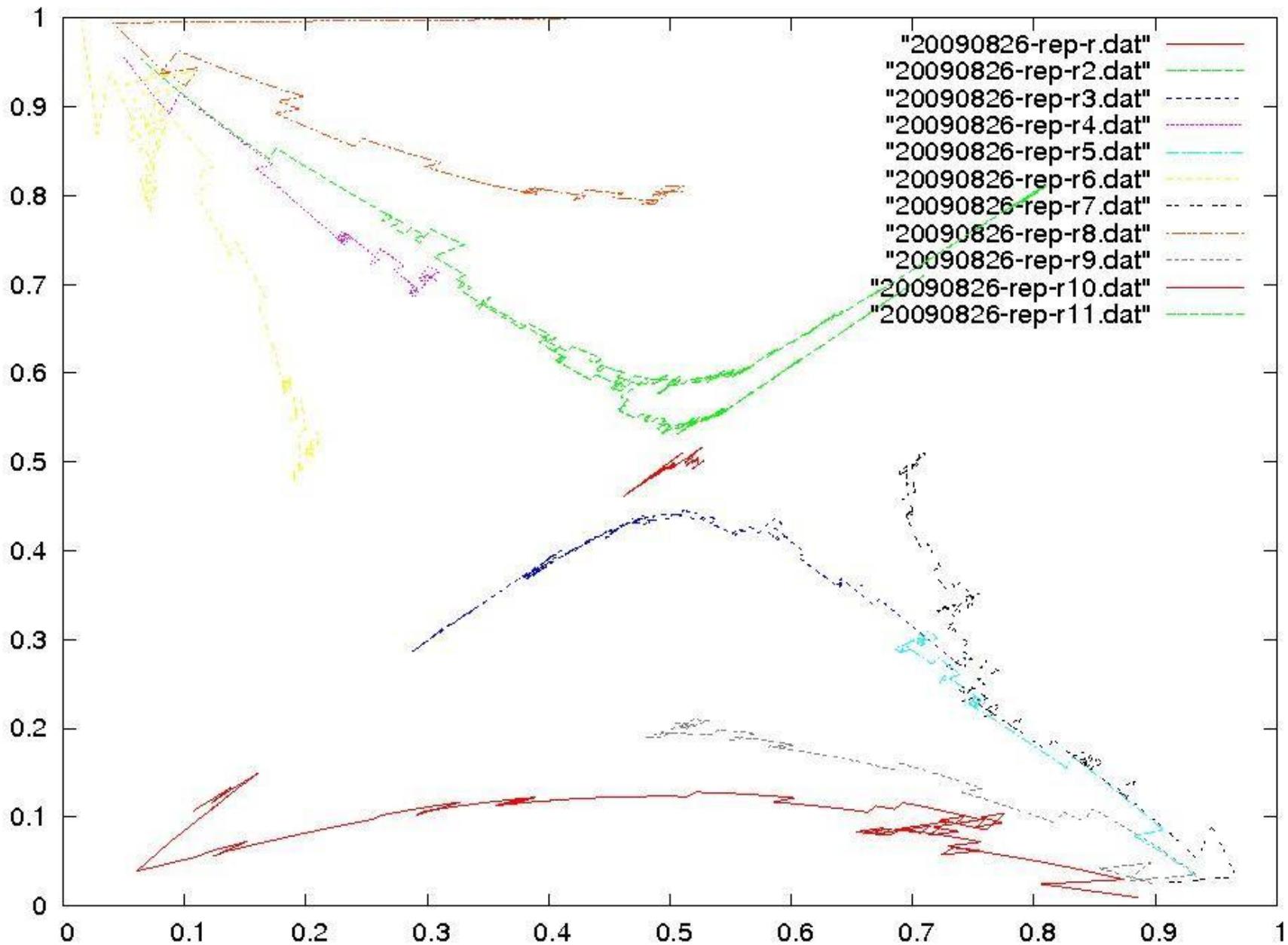
	S 1	S 2
S 1	+, +	0,0
S 2	0,0	-,-

iii) \rightarrow (No change)

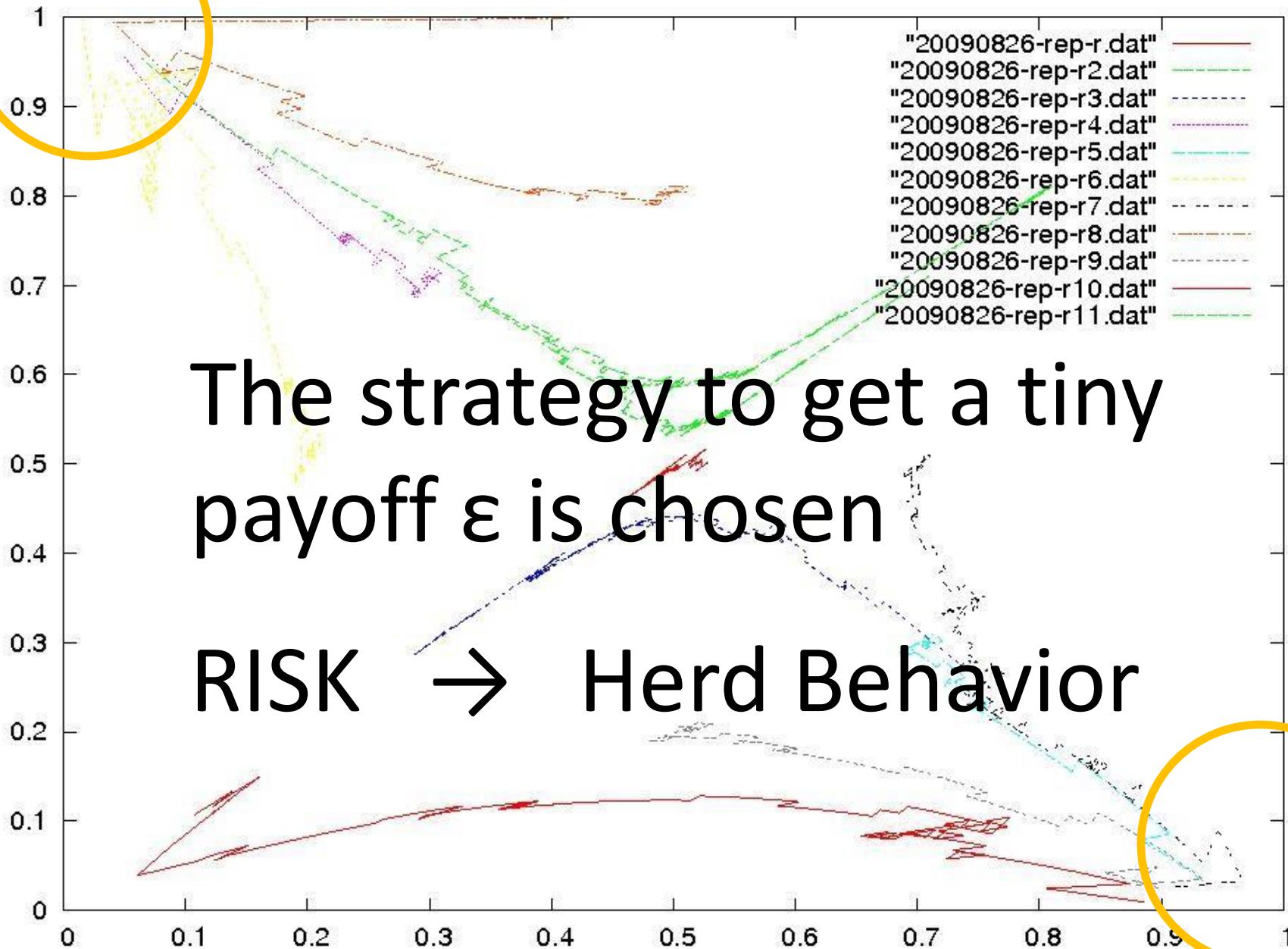
N.E. Mixed Strategy.

	S 1	S 2
S 1	-,-	0,0
S 2	0,0	-,-

EX: 20090826 (RISK)



EX: 20090826 (RISK)



5. Empirical Evidence: **MICRO ECONOMETRICS**



Kikkawa (2009) (related : Logit model)

- **Many players** play the game simultaneously.
- Kikkawa (2009) formulates this situation with statistical mechanics (統計力学).

Prop. We obtain the probability distribution of actions, $\{S_i\}$, $i=1,\dots,N$, and the player's payoff from the outcome is f ,

$$P(\{S_i\}) = Z^{-1} \exp(\gamma f),$$

$\{S_i\}$: a player i 's action, γ : non-negative constant, f : the player's payoff from outcome $\{S_i\}$, Z : normalization parameter.

- Kikkawa (2009) is similar to **Quantal Response Equilibrium**. (McKelvey and Palfrey (1995, 1996))



EXAMPLE: The Order Book (板情報)

(Offer(sell))	Price	(Bid (buy))
0	Market orders	0
492	9840	---
506	9830	---
444	9820	---
530	9810	---
784	9800	---
---	9790	197
---	9780	734
---	9770	640
---	9760	643
---	9750	598

This order book is on Nikkei Future Market(9:03, 5th, November, 2009.)

The center column gives the prices, the second column from the left shows the volume of individual offers (sell). The right hand side of the table represents the bid side (buy).



Multinomial Logit Model

- From Kikkawa (2009), we can know the probability of choosing the strategy for each player.

+

- Data (the probability of choosing the strategy for each player)

- Regression analysis(回帰分析)

$$Y_i = \alpha + \gamma f + u, \quad u : \text{logistic distribution.}$$

- We can estimate optimal parameters in this model with **Least Squares Method** (最小2乗法)



How to analyze the order book

Step 1) Logit Model (Derive the probability of choosing the strategy and transform this into log function.)

Step 2) Regression analysis.

Step 3) Derive the Demand and Supply function.

$$Y=583.93-146.27X, Y=-237.14+59.57X$$

Step 4) In equilibrium, we know that the quantity demanded is equal to the quantity supplied.

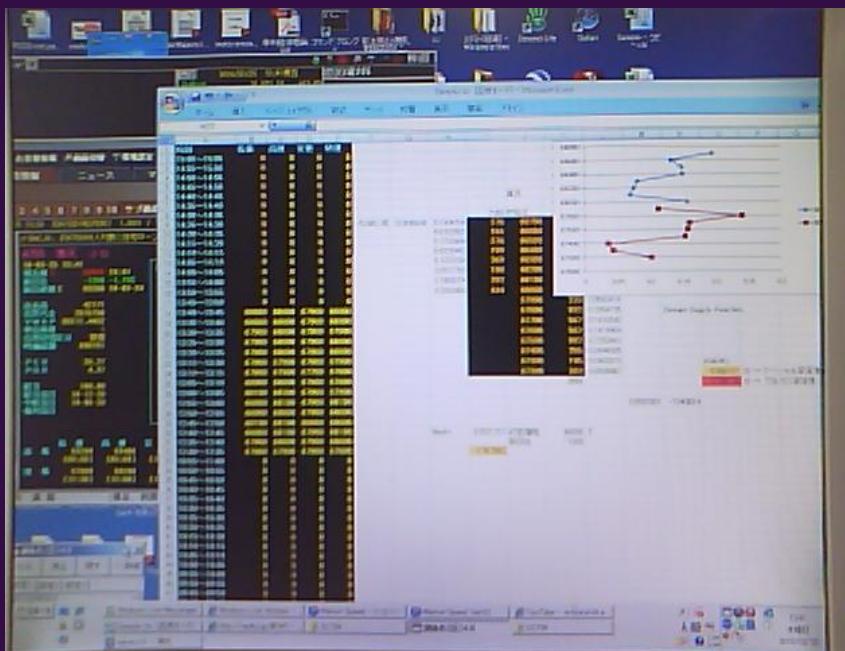
Step 5) Derive the Nash equilibrium.

$$X^*=9740.$$



Implementation

- Excel
- Realtime Spread Sheet (provided by Rakuten Securities, Inc. (楽天証券))
- [MOVIE]



6. SUMMARY AND FUTURE WORKS



Summary

- **MODELING** the Financial Market.(金融市場をモデリングした)
- **ANALYZING** the impact of each player's Risk Attitude.(各主体にリスクに対する態度がある場合を考察した)
- **ANALYZING** the Order book with Multi-Logit Model and **DERIVING** how to forecast the next step's price.(板情報を多項ロジットモデルを用いて分析し、次の約定価格を予想する新たな手法を導いた)

Future Works

- TIME SERIES ANALYSIS (時系列)
: Particle Filter (粒子フィルタ)
- HARMOIZE Theory and Empirical Analysis
(理論と実証の融合)
- Auction Theory (オークション理論)
: Buyer and Seller choose a strategy (bid, ask)



PANEL ANALYSIS(パネル分析):

- TIME SERIES(時系列): PARTICLE FILTER(粒子フィルタ) (Kikkawa[4]の動学に対応)
- State Space Model (状態空間モデル)
- System model: UTILITY (ex. $Y_i = \alpha + \beta X_i + u_i$)
- Observation model:
$$\pi_{ij} = \frac{\exp(x'_i \beta_j)}{\sum_{r=i}^J \exp(x'_i \beta_j)} \quad j = 1, \dots, J.$$
- We examine empirical evidence : why the player chooses this strategy. (なぜこの戦略を採用したのか？を時系列に実証分析)



Thank You For Your Attention

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This File is available at

<http://kikkawa.cyber-ninja.jp/>

NEXT MY TALK 3/29 @Tokyo



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- [4] Kikkawa, Mitsuru : "Statistical Mechanics of Games — Evolutionary Game Theory —," Progress of Theoretical Physics Supplement, No. 179 (2009), pp.216-226. [\[HP\]](#)
- [5] 吉川 満:「オプションの戦略的な価格付け : Black-Sholes 方程式の周辺」, 北海道大学数学講究録, #140, pp. 142-146 (2009) [\[HP\]](#)
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- [7] 吉川 満:「進化ゲーム理論を用いたオプション市場分析」, 人工知能学会研究会資料, SIG-FIN-003, pp. 23-28 (2009) [\[HP\]](#)
- [8] 西岡寛兼, 鳥海不二夫, 石井健一郎「板情報を用いた市場変化の分析」, 人工知能学会研究会資料, SIG-FIN-007, pp. 58-63 (2009) [\[HP\]](#)

APPENDIX



- 本研究の一部は、平成20年度採択、文部科学省 グローバルCOEプログラム「現象数理学の形成と発展」現象数理若手プロジェクト「人間特有の現象に対する学習の影響 - 進化ゲーム理論による分析 -」に関する研究拠点形成費の助成を受けて行われた。 (This research was supported in part by Meiji University Global COE Program (Formation and Development of Mathematical Sciences Based on Modeling and Analysis) of the Japan Society for the Promotion of Science.)

