

The Minority Game with Heterogenous Agents

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Abstract:

At first, the classical variant of the Minority Game is outlined. It is a canonical model of frustrated evolutionary game which can be classified as a multiple participant decision making problem. It originated in economics as a simple model of bounded sources allocation. Therefore, it concerns with an everyday experience of all human beings - an attempt to bypass traffic jam serves as a good example. In such situation, it is always majority of players who lose in each game round. This fact causes frustration of players. An attempt to improve their behavior in general led to a slightly generalized game variant with heterogenous players. At the end, surprising results of this research are presented.