Simulation of Minority Game

Project Website:

http://seminoritygame.blogspot.com/

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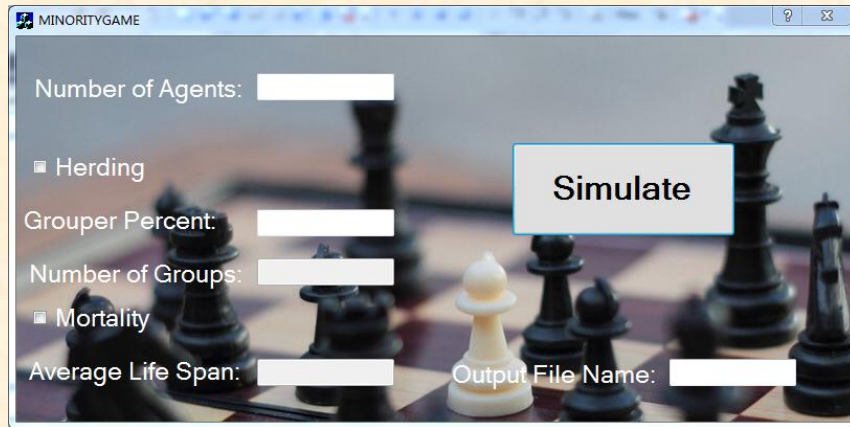Zhan Chen: Johnalwaysyoung@gmail.com
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Herding: Herding is real world phenomenon when lots of people facing the same challenge. Imagine if you want to buy a stock and are not professional enough to make the choice, thus, following what others do is an option for you and it will be better if you can find a top player in this area.

Life Span: We add this feature to let our system mostly realistic. For example, the apple empire is not that splendid as before after Steve Jobs passed away, which means life duration is actually a key factor in many industries.

Memory: When using a strategy, we need to refer to the results of past few rounds. And how will we choose a strategy?