

# Updated Walras model

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## Abstract

Walras theory is well known and widely used in models of market economy [3]. Various iterative methods are developed to search for the equilibrium conditions. In this paper a search for the Nash equilibrium [2] is defined as a stochastic global optimization problem. The improved version of web-based optimization software is presented. The specific property is simulation of stochastic customer arrivals and stochastic service times and application of Bayesian Approach to optimization [1].

## 1 Problem formulation

Denote service price  $y = (y_i, i = 1, \dots, m)$ , server resource  $p = (p_i, i = 1, \dots, m)$ , amount of resource  $x = (x_{ij}, i, j = 1, \dots, m)$ . Here  $x_{ii}$  are local resources,  $x_{ij}$  are server  $j$  resources used by  $i$ . Profit of server  $i$

$$u_i(y, p, x) = a_i y_i + p_i \sum_{i \neq j} x_{ji} - \sum_{i \neq j} p_j x_{ij} \quad (1)$$

Customer expenses

$$h_i = y_i + \gamma_i, \gamma_i = \frac{n_i}{w_i}, w_i = c_{0i}(1 - e^{-c_{ii}x_{ii} - c_{ij}x_{ij}}) \quad (2)$$

where  $w_i$  is capacity of server  $i$ ,  $b_i$  is resource of server  $i$ ,  $c_{ij}$  defines efficiency of resources, here local resources  $x_{ii}$  are defined by balance condition:

$$x_{ii} + \sum_j x_{ij} = b_i, i = 1, \dots, m \quad (3)$$

In two server case denote the contract resources as  $x_{12}^-$  and  $x_{21}^-$ . Then “no-contract” resources:

$$x_{12}^{\bar{\bar{}}} (y, p) = \arg \max_{x_{12}} u_1(y, p, x_{12}, x_{21}^-) \quad (4)$$

$$x_{21}^{\bar{\bar{}}} (y, p) = \arg \max_{x_{21}} u_1(y, p, x_{21}, x_{12}^-) \quad (5)$$

Denote

$$f_x(y, p, x_{12}^-, x_{21}^-) = u_1(y, p, x_{12}^{\bar{\bar{}}}, x_{21}^-) - u_1(y, p, x_{12}^-, x_{21}^-) + u_2(y, p, x_{21}^{\bar{\bar{}}}, x_{12}^-) - u_2(y, p, x_{21}^-, x_{12}^-) \quad (6)$$

Contract  $(x_{12}^-(y, p), x_{21}^-(y, p))$  is stable if

$$\min_{x_{12}^-, x_{21}^-} f_x(y, p, x_{12}^-, x_{21}^-) = 0 \quad (7)$$

Optimal resources:  $x_{12}^* = x_{12}(y, p)$  and  $x_{21}^* = x_{21}(y, p)$ .

Denote the contract prices  $(y_1^-, p_1^-, y_2^-, p_2^-)$ . Then the “no-contract” prices:

$$(y_1^-, p_1^-) = \arg \max_{(y_1, p_1)} u_1(y_1, y_2^-, p_1, p_2^-, x_{12}(y_2^-, p_2^-), x_{21}(y_1, p_1)) \quad (8)$$

$$(y_2^-, p_2^-) = \arg \max_{(y_2, p_2)} u_2(y_2, y_1^-, p_2, p_1^-, x_{12}(y_2, p_2), x_{21}(y_1^-, p_1^-)) \quad (9)$$

$$\min_{y_1^-, p_1^-, y_2^-, p_2^-} f(y_1^-, p_1^-, y_2^-, p_2^-) = 0 \quad (10)$$

$$\begin{aligned} f(y_1^-, p_1^-, y_2^-, p_2^-) = & u_1(y_1^-, y_2^-, p_1^-, p_2^-, x_{12}(y_2^-, p_2^-), x_{21}(y_1^-, p_1^-)) - \\ & u_1(y_1^-, y_2^-, p_1^-, p_2^-, x_{12}(y_2^-, p_2^-), x_{21}(y_1^-, p_1^-)) + \\ & u_2(y_2^-, y_1^-, p_2^-, p_1^-, x_{12}(y_2^-, p_2^-), x_{21}(y_1^-, p_1^-)) - \\ & u_2(y_2^-, y_1^-, p_2^-, p_1^-, x_{12}(y_2^-, p_2^-), x_{21}(y_1^-, p_1^-)) \end{aligned} \quad (11)$$

## 2 Software

The software is designed as a tool for web-based graduate studies and scientific cooperation:  
<http://soften.ktu.lt/~mockus>.

The difference from the software developed by P. Treigys [1] is improved prediction of competitors response to changes in resource and service prices. Figure 1 illustrates that.

## 3 Conclusions

The results show possibility to simulate competitive behavior by simple optimization model. The large amount of computation limits the number. of objects. Thus, the multi-processor implementation is planned.

## References

- [1] J.Mockus: Walras competition model, an example of global optimization. Informatica **15**, 525–550 (2004)
- [2] Nash, J.: Equilibrium points in n-person games. Proc. Nat. Acad. Sci. USA **36**, 48–49 (1950)
- [3] Rosenmuller, J.: The Theory of Games and Markets. North-Holand, Amsterdam (1981)

Figure 1: First server profit  $u_1$  and resource sale  $x_{21}$  as function of service and resource prices  $y_1, p_1$

