



Comments on

Estimating Policy Functions in Payments Systems Using Reinforcement Learning

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June 2021 – Mexico City

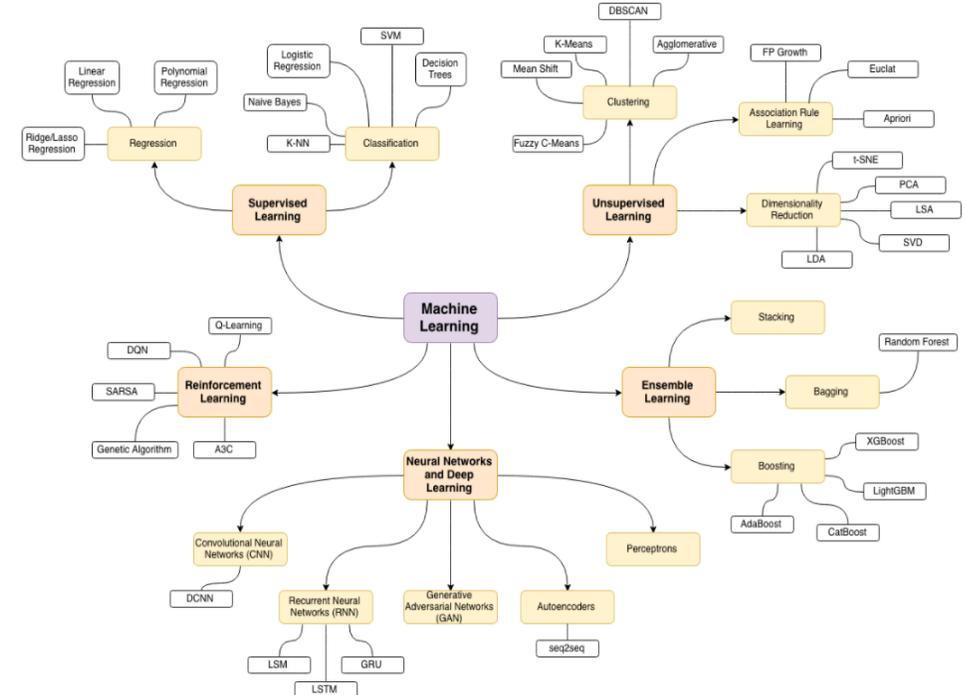
Summary of the paper



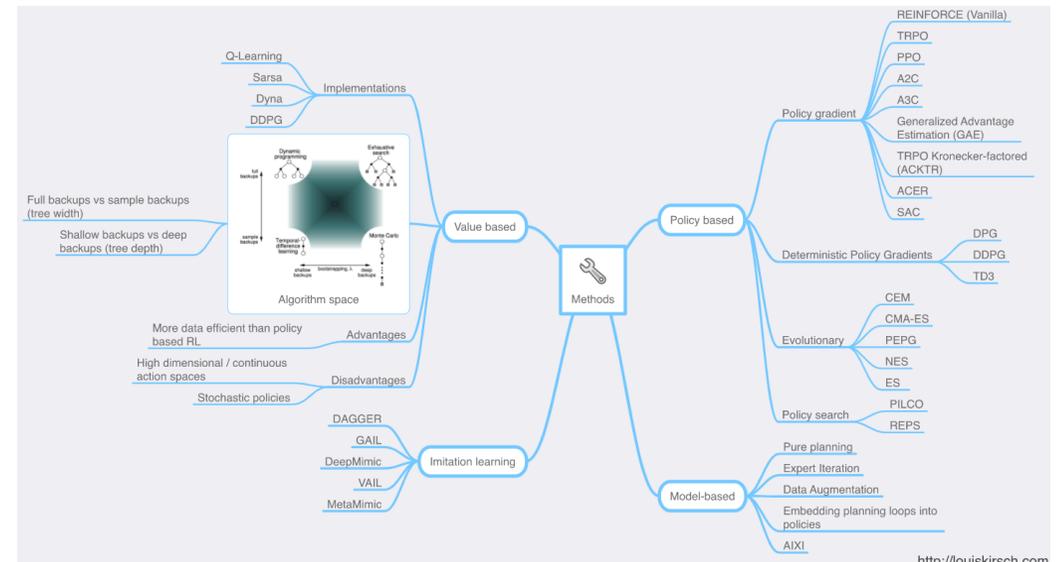
- The paper is very interesting with **innovative methodology**. Reinforcement Learning (RL) could promote the proper functioning of the Payment Systems (PS).
- **Large-value payment systems (LVPS)** generally settle in real-time. Banks choose the amount of **liquidity** provided to the payment systems
 - Given the costs of liquidity, banks and regulators fine tune their policy functions.
- **Authors suggest** a model with **two agents** who **optimize liquidity** using **RL** and learn an **optimal policy**
 - That minimizes the cost of processing their individual payments.
 - Yet, a more realistic LVPS would involve multiple participants and periods.
- **The estimation of a policy function for LVPS using RL** is then **motivated** by:
 - 1) **Assisting policy-makers** and payment system **participants** to define optimal initial liquidity at the lowest cost.
 - 2) **Designing new payment systems**.

Comments

- What other **Machine Learning (ML)** techniques did you consider to estimate this issue?
- For training you used the REINFORCE algorithm (*policy gradient technique*). There are a variety of **methods to optimize an agent's policy**, even within RL, including:
 - Deterministic Policy Gradients*
 - Evolutionary*
 - Policy search*
 - Model based**
 - Imitation learning**
- Why did you choose RL-REINFORCE?



Source: <https://github.com/trekble/homemade-machine-learning>



<http://louisikirsch.com>

Comments



- Overall comments
 - The **applied game theory** literature is one of their contributions, as it is the starting point for the **RL exercise**. Prior work is the theoretical model of [Bech and Garratt \(2003\)](#).
 - Works related to RL: [Roth and Erev \(1995\)](#), [Fudenberg and Levine \(2016\)](#), among others.
 - The **authors acknowledge** that:
 - **Their model** of the environment abstracts from **two important dimensions of PS**:
 - The **indivisibility of payments** and
 - The **interbank liquidity market**.
- On the methodology
 - The **RL agent learns** about their own environment. RL guides the participant behavior.
 - Limitations of the **RL** models are the *non-analytic solutions*, but a **simulation-based optimization** is provided.
 - It is important to have estimates of the sensitivity of the agent's best responses, at different levels of delay cost.
 - Because delay cost is unobservable to researchers and policy-makers.
 - How cost could be misleading without an interbank market?

Future work

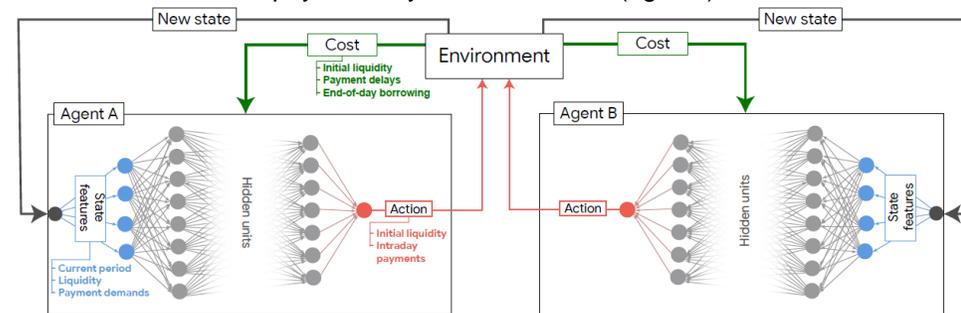
We are curious to see your future work on:

- How would **agents behave** if they were knowing the **initial liquidity** and the **inter-day payment**, at the same time?
- Introduction of **some realistic features** of the payment system
 - Modeling more than two agents, a more **complex scenario**.
 - Non-divisible payments.
 - Considering (cheaper) interbank market liquidity.

Thinking of **hybrid LVPS**, how useful is this approach to design **liquidity policy functions** for (retail) **fast payment systems**? This could be a research extension.

Great and exciting fields to be explored!

Current paper. Figure 2: Reinforcement Learning in the context of a payments system, two banks (agents)



Source: Castro, P. S., Desai, A., Du, H., Garratt, R., & Rivadeneyra, F. (2020). Estimating Policy Functions in Payment Systems using Reinforcement Learning. Available at SSRN.



Thank you!

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