

CONTENTS

Series Editor's Introduction	ix
Preface	xi
Acknowledgments	xiii
1. The Idea of Agent-Based Modeling	1
1.1 Agent-Based Modeling	2
1.1.1 A Computational Method	2
1.1.2 Experiments	3
1.1.3 Models	3
1.1.4 Agents	5
1.1.5 The Environment	6
1.2 Some Examples	6
1.2.1 Urban Models	6
1.2.2 Opinion Dynamics	8
1.2.3 Consumer Behavior	9
1.2.4 Industrial Networks	10
1.2.5 Supply Chain Management	11
1.2.6 Electricity Markets	12
1.2.7 Participative and Companion Modeling	13
1.3 The Features of Agent-Based Modeling	14
1.3.1 Ontological Correspondence	14
1.3.2 Heterogeneous Agents	14
1.3.3 Representation of the Environment	15
1.3.4 Agent Interactions	15
1.3.5 Bounded Rationality	15
1.3.6 Learning	16
1.4 Other Related Modeling Approaches	16
1.4.1 Microsimulation	17
1.4.2 System Dynamics	18

2. Agents, Environments, and Timescales	21
2.1 Agents	21
2.1.1 Ad Hoc Programming	22
2.1.2 Production Rule Systems	23
2.1.3 Neural Networks	24
2.2 Environments	26
2.3 Randomness	27
2.4 Time	28
3. Using Agent-Based Models in Social Science Research	30
3.1 An Example of Developing an Agent-Based Model	32
3.1.1 Macro-Level Regularities	33
3.1.2 Micro-Level Behavior	34
3.1.3 Designing a Model	35
3.1.4 Verification	38
3.2 Verification: Getting Rid of the Bugs	38
3.3 Validation	40
3.3.1 Abstract Models	41
3.3.2 Middle Range Models	42
3.3.3 Facsimile Models	43
3.4 Techniques for Validation	44
3.4.1 Comparing Theory and the Model: Sensitivity Analysis	44
3.4.2 Comparing the Model and Empirical Data	45
3.5 Summary	46
4. Designing and Developing Agent-Based Models	46
4.1 Modeling Toolkits, Libraries, Languages, Frameworks, and Environments	46
4.1.1 Repast	48
4.1.2 Mason	48
4.1.3 NetLogo	48
4.1.4 Comparison	49
4.2 Using NetLogo to Build Models	49
4.3 Building the Collectivities Model Step by Step	53
4.3.1 Commentary on the Program	55
4.4 Planning an Agent-Based Modeling Project	64
4.5 Reporting Agent-Based Model Research	65
4.6 Summary	68

5. Advances in Agent-Based Modeling	68
5.1 Geographical Information Systems	68
5.2 Learning	70
5.2.1 Reinforcement Learning	70
5.2.2 Evolutionary Computation	71
5.3 Simulating Language	72
Resources	75
Glossary	77
References	81
Index	91
About the Author	98