Contents

Preface xi Acknowledgments xvii

Part I Agent-Based Modeling and NetLogo Basics 1

1 Models, Agent-Based Models, and the Modeling Cycle 3

- 1.1 Introduction, Motivation, and Objectives 3
- 1.2 What Is a Model? 4
- 1.3 The Modeling Cycle 7
- 1.4 What Is Agent-Based Modeling? How Is It Different? 9
- 1.5 Summary and Conclusions 11
- 1.6 Exercises 12

2 Getting Started with NetLogo 15

- 2.1 Introduction and Objectives 15
- 2.2 A Quick Tour of NetLogo 16
- 2.3 A Demonstration Program: Mushroom Hunt 18
- 2.4 Summary and Conclusions 29
- 2.5 Exercises 32

3 Describing and Formulating ABMs: The ODD Protocol 35

- 3.1 Introduction and Objectives 35
- 3.2 What Is ODD and Why Use It? 36
- 3.3 The ODD Protocol 37
- 3.4 Our First Example: Virtual Corridors of Butterflies 42
- 3.5 Summary and Conclusions 44
- 3.6 Exercises 45

4 Implementing a First Agent-Based Model 47

- 4.1 Introduction and Objectives 47
- 4.2 ODD and NetLogo 47

- 4.3 Butterfly Hilltopping: From ODD to NetLogo 48
- 4.4 Comments and the Full Program 55
- 4.5 Summary and Conclusions 58
- 4.6 Exercises 59

5 From Animations to Science 61

- 5.1 Introduction and Objectives 61
- 5.2 Observation of Corridors 62
- 5.3 Analyzing the Model 67
- 5.4 Time-Series Results: Adding Plots and File Output 67
- 5.5 A Real Landscape 69
- 5.6 Summary and Conclusions 72
- 5.7 Exercises 72
- 6 Testing Your Program 75
 - 6.1 Introduction and Objectives 75
 - 6.2 Common Kinds of Errors 76
 - 6.3 Techniques for Debugging and Testing NetLogo Programs 79
 - 6.4 Documentation of Tests 89
 - 6.5 An Example and Exercise: The Marriage Model 90
 - 6.6 Summary and Conclusions 92
 - 6.7 Exercises 94

Part II Model Design Concepts 95

- 7 Introduction to Part II 97
 - 7.1 Objectives of Part II 97
 - 7.2 Overview 98
- 8 Emergence 101
 - 8.1 Introduction and Objectives 101
 - 8.2 A Model with Less-Emergent Dynamics 102
 - 8.3 Simulation Experiments and BehaviorSpace 103
 - 8.4 A Model with Complex Emergent Dynamics 108
 - 8.5 Summary and Conclusions 113
 - 8.6 Exercises 114

9 Observation 115

- 9.1 Introduction and Objectives 115
- 9.2 Observing the Model via NetLogo's View 116
- 9.3 Other Interface Displays 119
- 9.4 File Output 120
- 9.5 BehaviorSpace as an Output Writer 123
- 9.6 Export Primitives and Menu Commands 124
- 9.7 Summary and Conclusions 124
- 9.8 Exercises 125
- 10 Sensing 127
 - 10.1 Introduction and Objectives 127
 - 10.2 Who Knows What: The Scope of Variables 128
 - 10.3 Using Variables of Other Objects 131
 - 10.4 Putting Sensing to Work: The Business Investor Model 132

- 10.5 Summary and Conclusions 140
- 10.6 Exercises 141

11 Adaptive Behavior and Objectives 143

- 11.1 Introduction and Objectives 143
- 11.2 Identifying and Optimizing Alternatives in NetLogo 144
- 11.3 Adaptive Behavior in the Business Investor Model 148
- 11.4 Non-optimizing Adaptive Traits: A Satisficing Example 149
- 11.5 The Objective Function 152
- 11.6 Summary and Conclusions 153
- 11.7 Exercises 154

12 Prediction 157

- 12.1 Introduction and Objectives 157
- 12.2 Example Effects of Prediction: The Business Investor Model's Time Horizon 158
- 12.3 Implementing and Analyzing Submodels 159
- 12.4 Analyzing the Investor Utility Function 163
- 12.5 Modeling Prediction Explicitly 165
- 12.6 Summary and Conclusions 166
- 12.7 Exercises 167

13 Interaction 169

- 13.1 Introduction and Objectives 169
- 13.2 Programming Interaction in NetLogo 170
- 13.3 The Telemarketer Model 171
- 13.4 The March of Progress: Global Interaction 175
- 13.5 Direct Interaction: Mergers in the Telemarketer Model 176
- 13.6 The Customers Fight Back: Remembering Who Called 179
- 13.7 Summary and Conclusions 181
- 13.8 Exercises 181

14 Scheduling 183

- 14.1 Introduction and Objectives 183
- 14.2 Modeling Time in NetLogo 184
- 14.3 Summary and Conclusions 192
- 14.4 Exercises 193

15 Stochasticity 195

- 15.1 Introduction and Objectives 195
- 15.2 Stochasticity in ABMs 196
- 15.3 Pseudorandom Number Generation in NetLogo 198
- 15.4 An Example Stochastic Process: Empirical Model of Behavior 203
- 15.5 Summary and Conclusions 205
- 15.6 Exercises 206

16 Collectives 209

- 16.1 Introduction and Objectives 209
- 16.2 What Are Collectives? 209
- 16.3 Modeling Collectives in NetLogo 210
- 16.4 Example: A Wild Dog Model with Packs 212
- 16.5 Summary and Conclusions 221
- 16.6 Exercises 222

Part III Pattern-Oriented Modeling 225

17 Introduction to Part III 227

- 17.1 Toward Structurally Realistic Models 227
- 17.2 Single and Multiple, Strong and Weak Patterns 228
- 17.3 Overview of Part III 230

18 Patterns for Model Structure 233

- 18.1 Introduction 233
- 18.2 Steps in POM to Design Model Structure 234
- 18.3 Example: Modeling European Beech Forests 235
- 18.4 Example: Management Accounting and Collusion 239
- 18.5 Summary and Conclusions 240
- 18.6 Exercises 241

19 Theory Development 243

- 19.1 Introduction 243
- 19.2 Theory Development and Strong Inference in the Virtual Laboratory 244
- 19.3 Examples of Theory Development for ABMs 246
- 19.4 Exercise Example: Stay or Leave? 249
- 19.5 Summary and Conclusions 253
- 19.6 Exercises 254

20 Parameterization and Calibration 255

- 20.1 Introduction and Objectives 255
- 20.2 Parameterization of ABMs Is Different 256
- 20.3 Parameterizing Submodels 257
- 20.4 Calibration Concepts and Strategies 258
- 20.5 Example: Calibration of the Woodhoopoe Model 264
- 20.6 Summary and Conclusions 267
- 20.7 Exercises 268

Part IV Model Analysis 271

- 21 Introduction to Part IV 273
 - 21.1 Objectives of Part IV 273
 - 21.2 Overview of Part IV 274

22 Analyzing and Understanding ABMs 277

- 22.1 Introduction 277
- 22.2 Example Analysis: The Segregation Model 278
- 22.3 Additional Heuristics for Understanding ABMs 283
- 22.4 Statistics for Understanding 287
- 22.5 Summary and Conclusions 288
- 22.6 Exercises 288

23 Sensitivity, Uncertainty, and Robustness Analysis 291

- 23.1 Introduction and Objectives 291
- 23.2 Sensitivity Analysis 293
- 23.3 Uncertainty Analysis 297
- 23.4 Robustness Analysis 302

- 23.5 Summary and Conclusions 306
- 23.6 Exercises 307

24 Where to Go from Here 309

24.1 Introduction 309
24.2 Keeping Your Momentum: Reimplementation 310
24.3 Your First Model from Scratch 310
24.4 Modeling Agent Behavior 311
24.5 ABM Gadgets 312
24.6 Coping with NetLogo's Limitations 313
24.7 Beyond NetLogo 315
24.8 An Odd Farewell 316
References 317

Index 323 Index of Programming Notes 329