

Contents

<i>List of Figures</i>	xiii
<i>List of Tables</i>	xv
<i>Preface</i>	xvii
PART I Introduction	1
1 Introduction	3
2 Complexity in Social Worlds	9
2.1 <i>The Standing Ovation Problem</i>	10
2.2 <i>What's the Buzz?</i>	14
2.2.1 <i>Stay Cool</i>	14
2.2.2 <i>Attack of the Killer Bees</i>	15
2.2.3 <i>Averaging Out Average Behavior</i>	16
2.3 <i>A Tale of Two Cities</i>	17
2.3.1 <i>Adding Complexity</i>	20
2.4 <i>New Directions</i>	26
2.5 <i>Complex Social Worlds Redux</i>	27
2.5.1 <i>Questioning Complexity</i>	27
PART II Preliminaries	33
3 Modeling	35
3.1 <i>Models as Maps</i>	36
3.2 <i>A More Formal Approach to Modeling</i>	38
3.3 <i>Modeling Complex Systems</i>	40
3.4 <i>Modeling Modeling</i>	42
4 On Emergence	44
4.1 <i>A Theory of Emergence</i>	46
4.2 <i>Beyond Disorganized Complexity</i>	48
4.2.1 <i>Feedback and Organized Complexity</i>	50
PART III Computational Modeling	55
5 Computation as Theory	57
5.1 <i>Theory versus Tools</i>	59
5.1.1 <i>Physics Envy: A Pseudo-Freudian Analysis</i>	62

5.2	<i>Computation and Theory</i>	64
5.2.1	<i>Computation in Theory</i>	64
5.2.2	<i>Computation as Theory</i>	67
5.3	<i>Objections to Computation as Theory</i>	68
5.3.1	<i>Computations Build in Their Results</i>	69
5.3.2	<i>Computations Lack Discipline</i>	70
5.3.3	<i>Computational Models Are Only Approximations to Specific Circumstances</i>	71
5.3.4	<i>Computational Models Are Brittle</i>	72
5.3.5	<i>Computational Models Are Hard to Test</i>	73
5.3.6	<i>Computational Models Are Hard to Understand</i>	76
5.4	<i>New Directions</i>	76
6	<i>Why Agent-Based Objects?</i>	78
6.1	<i>Flexibility versus Precision</i>	78
6.2	<i>Process Oriented</i>	80
6.3	<i>Adaptive Agents</i>	81
6.4	<i>Inherently Dynamic</i>	83
6.5	<i>Heterogeneous Agents and Asymmetry</i>	84
6.6	<i>Scalability</i>	85
6.7	<i>Repeatable and Recoverable</i>	86
6.8	<i>Constructive</i>	86
6.9	<i>Low Cost</i>	87
6.10	<i>Economic E. coli (E. coli?)</i>	88
PART IV Models of Complex Adaptive Social Systems		91
7	<i>A Basic Framework</i>	93
7.1	<i>The Eightfold Way</i>	93
7.1.1	<i>Right View</i>	94
7.1.2	<i>Right Intention</i>	95
7.1.3	<i>Right Speech</i>	96
7.1.4	<i>Right Action</i>	96
7.1.5	<i>Right Livelihood</i>	97
7.1.6	<i>Right Effort</i>	98
7.1.7	<i>Right Mindfulness</i>	100
7.1.8	<i>Right Concentration</i>	101
7.2	<i>Smoke and Mirrors: The Forest Fire Model</i>	102
7.2.1	<i>A Simple Model of Forest Fires</i>	102
7.2.2	<i>Fixed, Homogeneous Rules</i>	102
7.2.3	<i>Homogeneous Adaptation</i>	104
7.2.4	<i>Heterogeneous Adaptation</i>	105

7.2.5	<i>Adding More Intelligence: Internal Models</i>	107
7.2.6	<i>Omniscient Closure</i>	108
7.2.7	<i>Banks</i>	109
7.3	<i>Eight Folding into One</i>	110
7.4	<i>Conclusion</i>	113
8	Complex Adaptive Social Systems in One Dimension	114
8.1	<i>Cellular Automata</i>	115
8.2	<i>Social Cellular Automata</i>	119
8.2.1	<i>Socially Acceptable Rules</i>	120
8.3	<i>Majority Rules</i>	124
8.3.1	<i>The Zen of Mistakes in Majority Rule</i>	128
8.4	<i>The Edge of Chaos</i>	129
8.4.1	<i>Is There an Edge?</i>	130
8.4.2	<i>Computation at the Edge of Chaos</i>	137
8.4.3	<i>The Edge of Robustness</i>	139
9	Social Dynamics	141
9.1	<i>A Roving Agent</i>	141
9.2	<i>Segregation</i>	143
9.3	<i>The Beach Problem</i>	146
9.4	<i>City Formation</i>	151
9.5	<i>Networks</i>	154
9.5.1	<i>Majority Rule and Network Structures</i>	158
9.5.2	<i>Schelling's Segregation Model and Network Structures</i>	163
9.6	<i>Self-Organized Criticality and Power Laws</i>	165
9.6.1	<i>The Sand Pile Model</i>	167
9.6.2	<i>A Minimalist Sand Pile</i>	169
9.6.3	<i>Fat-Tailed Avalanches</i>	171
9.6.4	<i>Purposive Agents</i>	175
9.6.5	<i>The Forest Fire Model Redux</i>	176
9.6.6	<i>Criticality in Social Systems</i>	177
10	Evolving Automata	178
10.1	<i>Agent Behavior</i>	178
10.2	<i>Adaptation</i>	180
10.3	<i>A Taxonomy of 2×2 Games</i>	185
10.3.1	<i>Methodology</i>	187
10.3.2	<i>Results</i>	189
10.4	<i>Games Theory: One Agent, Many Games</i>	191
10.5	<i>Evolving Communication</i>	192
10.5.1	<i>Results</i>	194
10.5.2	<i>Furthering Communication</i>	197
10.6	<i>The Full Monty</i>	198

11	Some Fundamentals of Organizational Decision Making	200
11.1	<i>Organizations and Boolean Functions</i>	201
11.2	<i>Some Results</i>	203
11.3	<i>Do Organizations Just Find Solvable Problems?</i>	206
11.3.1	<i>Imperfection</i>	207
11.4	<i>Future Directions</i>	210
PART V Conclusions		211
12	Social Science in Between	213
12.1	<i>Some Contributions</i>	214
12.2	<i>The Interest in Between</i>	218
12.2.1	<i>In between Simple and Strategic Behavior</i>	219
12.2.2	<i>In between Pairs and Infinities of Agents</i>	221
12.2.3	<i>In between Equilibrium and Chaos</i>	222
12.2.4	<i>In between Richness and Rigor</i>	223
12.2.5	<i>In between Anarchy and Control</i>	225
12.3	<i>Here Be Dragons</i>	225
Epilogue		227
	<i>The Interest in Between</i>	227
	<i>Social Complexity</i>	228
	<i>The Faraway Nearby</i>	230
APPENDIXES		
A	An Open Agenda For Complex Adaptive Social Systems	231
A.1	<i>Whither Complexity</i>	231
A.2	<i>What Does it Take for a System to Exhibit Complex Behavior?</i>	233
A.3	<i>Is There an Objective Basis for Recognizing Emergence and Complexity?</i>	233
A.4	<i>Is There a Mathematics of Complex Adaptive Social Systems?</i>	234
A.5	<i>What Mechanisms Exist for Tuning the Performance of Complex Systems?</i>	235
A.6	<i>Do Productive Complex Systems Have Unusual Properties?</i>	235
A.7	<i>Do Social Systems Become More Complex over Time</i>	236
A.8	<i>What Makes a System Robust?</i>	236
A.9	<i>Causality in Complex Systems?</i>	237
A.10	<i>When Does Coevolution Work?</i>	237
A.11	<i>When Does Updating Matter?</i>	238
A.12	<i>When Does Heterogeneity Matter?</i>	238

A.13	<i>How Sophisticated Must Agents Be Before They Are Interesting?</i>	239
A.14	<i>What Are the Equivalence Classes of Adaptive Behavior?</i>	240
A.15	<i>When Does Adaptation Lead to Optimization and Equilibrium?</i>	241
A.16	<i>How Important Is Communication to Complex Adaptive Social Systems?</i>	242
A.17	<i>How Do Decentralized Markets Equilibrate?</i>	243
A.18	<i>When Do Organizations Arise?</i>	243
A.19	<i>What Are the Origins of Social Life?</i>	244
B	Practices for Computational Modeling	245
B.1	<i>Keep the Model Simple</i>	246
B.2	<i>Focus on the Science, Not the Computer</i>	246
B.3	<i>The Old Computer Test</i>	247
B.4	<i>Avoid Black Boxes</i>	247
B.5	<i>Nest Your Models</i>	248
B.6	<i>Have Tunable Dials</i>	248
B.7	<i>Construct Flexible Frameworks</i>	249
B.8	<i>Create Multiple Implementations</i>	249
B.9	<i>Check the Parameters</i>	250
B.10	<i>Document Code</i>	250
B.11	<i>Know the Source of Random Numbers</i>	251
B.12	<i>Beware of Debugging Bias</i>	251
B.13	<i>Write Good Code</i>	251
B.14	<i>Avoid False Precision</i>	252
B.15	<i>Distribute Your Code</i>	253
B.16	<i>Keep a Lab Notebook</i>	253
B.17	<i>Prove Your Results</i>	253
B.18	<i>Reward the Right Things</i>	254
	<i>Bibliography</i>	255
	<i>Index</i>	261