

# CASA0011: Agent-Based Modelling

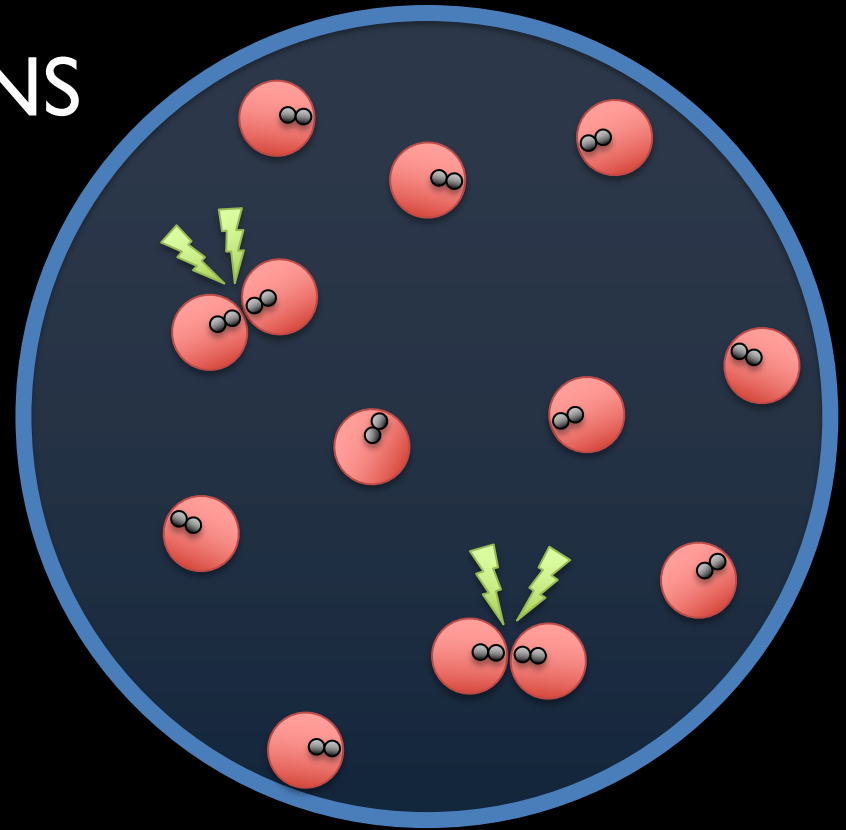
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SugarScape

**PRACTICAL/TUTORIAL!**

**Week 1:** Introduction to ABMs

**Week 2:** Cellular Automata

**Week 3:** ABM Methodology

**Week 4:** **Agent Behaviours**

**Week 5:** ABMs as Research Tools

## **READING WEEK**

**Week 6:** Testing ABMs

**Week 7:** Presenting Results

**Week 8:** Forecasting & Prediction

**Week 9:** Traffic Modelling

**Week 10:** Retail Markets & Gentrification

# The ABM Course

# Feedback

**FROM MOODLE:**

None!

**FROM SLACK:**

Cool models!

# Last Week

- Consider the sort of research questions that are suitable for ABM
- Consider how ABMs can be constructed from a theoretical understanding of local processes.
- Consider different perspectives on ABMs to provide a broad range of ideas for your own projects.
- Learn how to use the ODD Protocol to plan and communicate ABMs

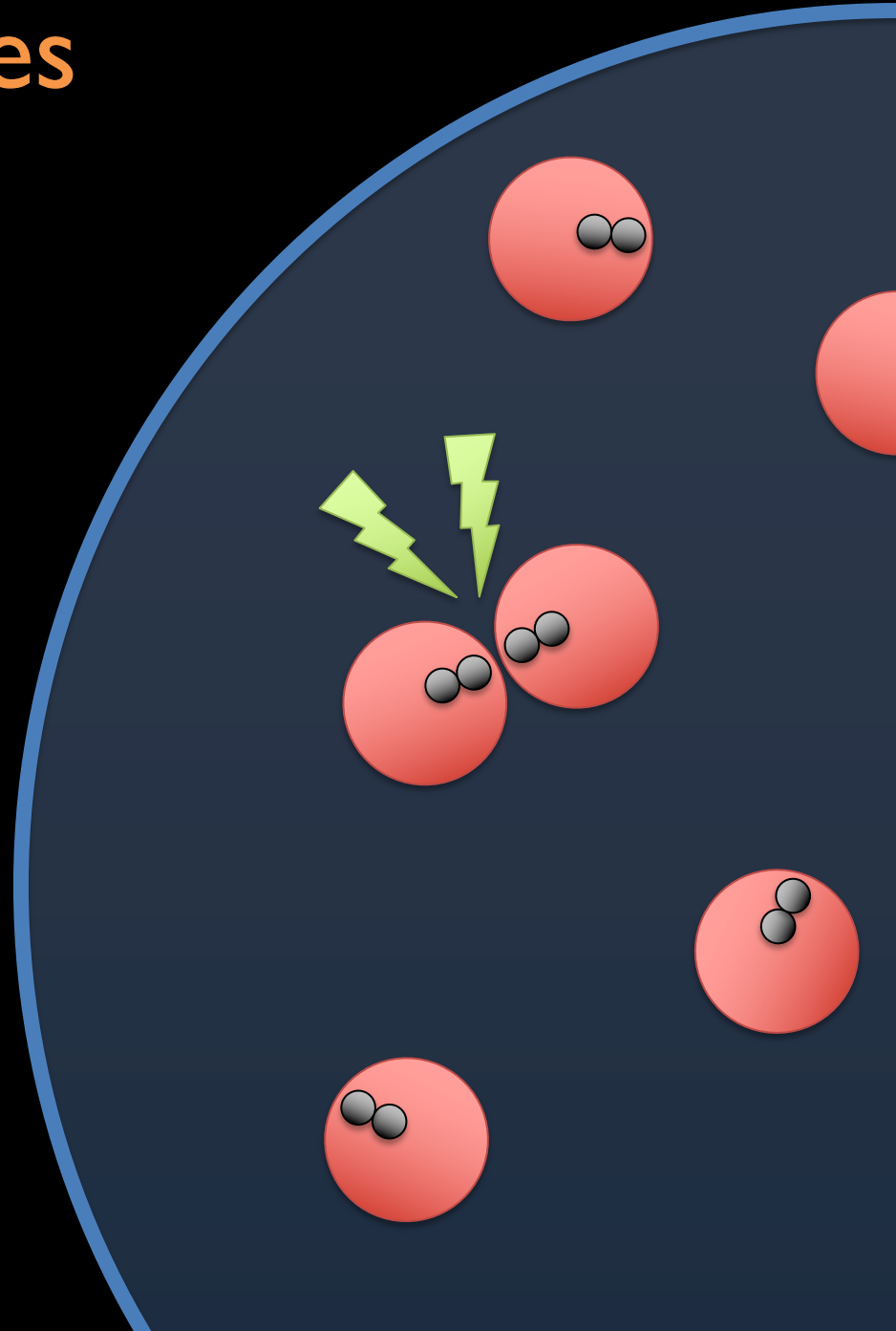
# Session Objectives

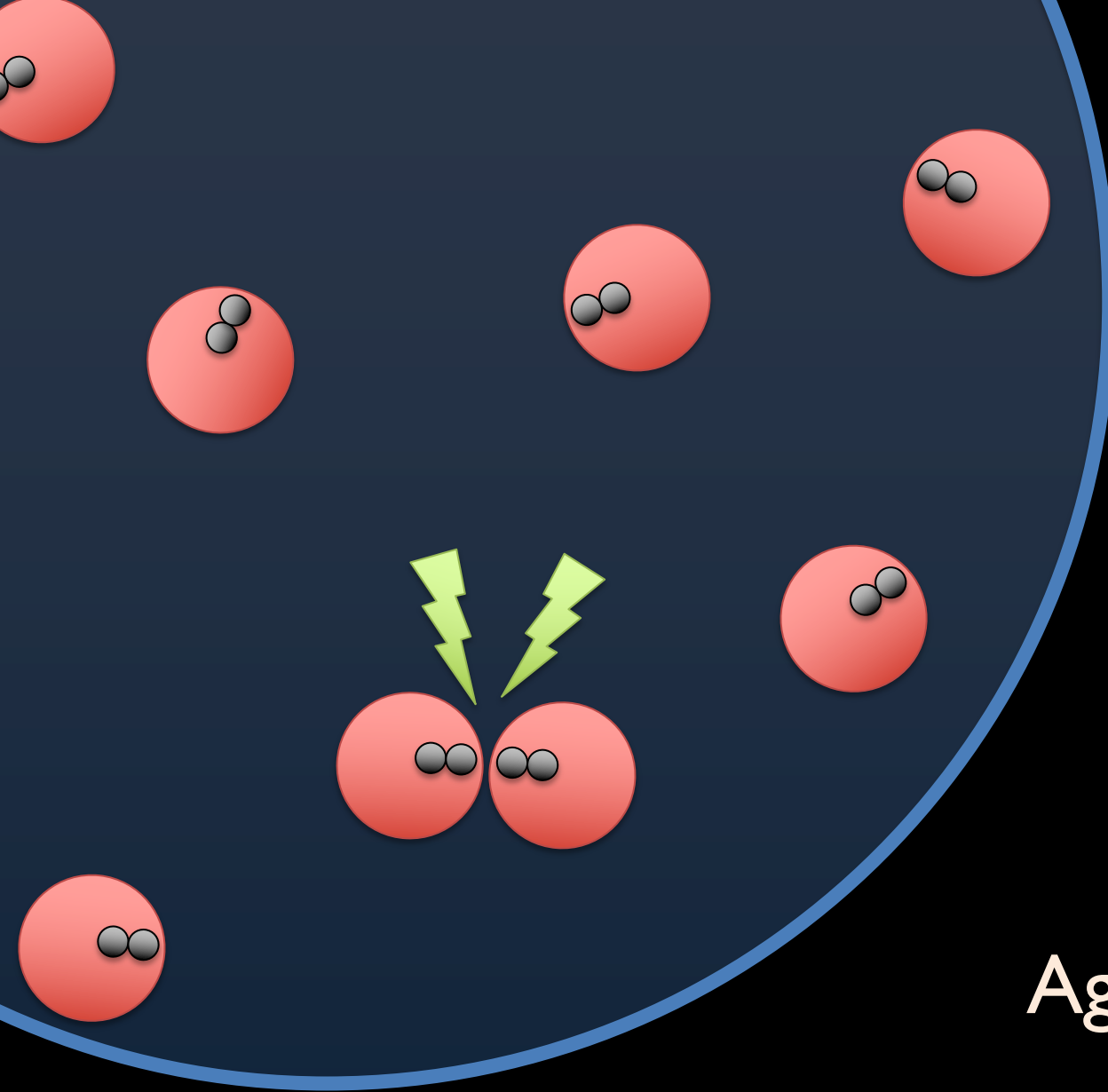
You should be able to...

Describe how learning,  
adaptation, and memory can  
influence agent behaviours

Explain different behavioural  
models

Describe pattern-oriented  
modelling and its use





## LECTURE 4

# Agent Behaviours

# What do we mean by behaviour?

## Actions taken

Coding definition: a method

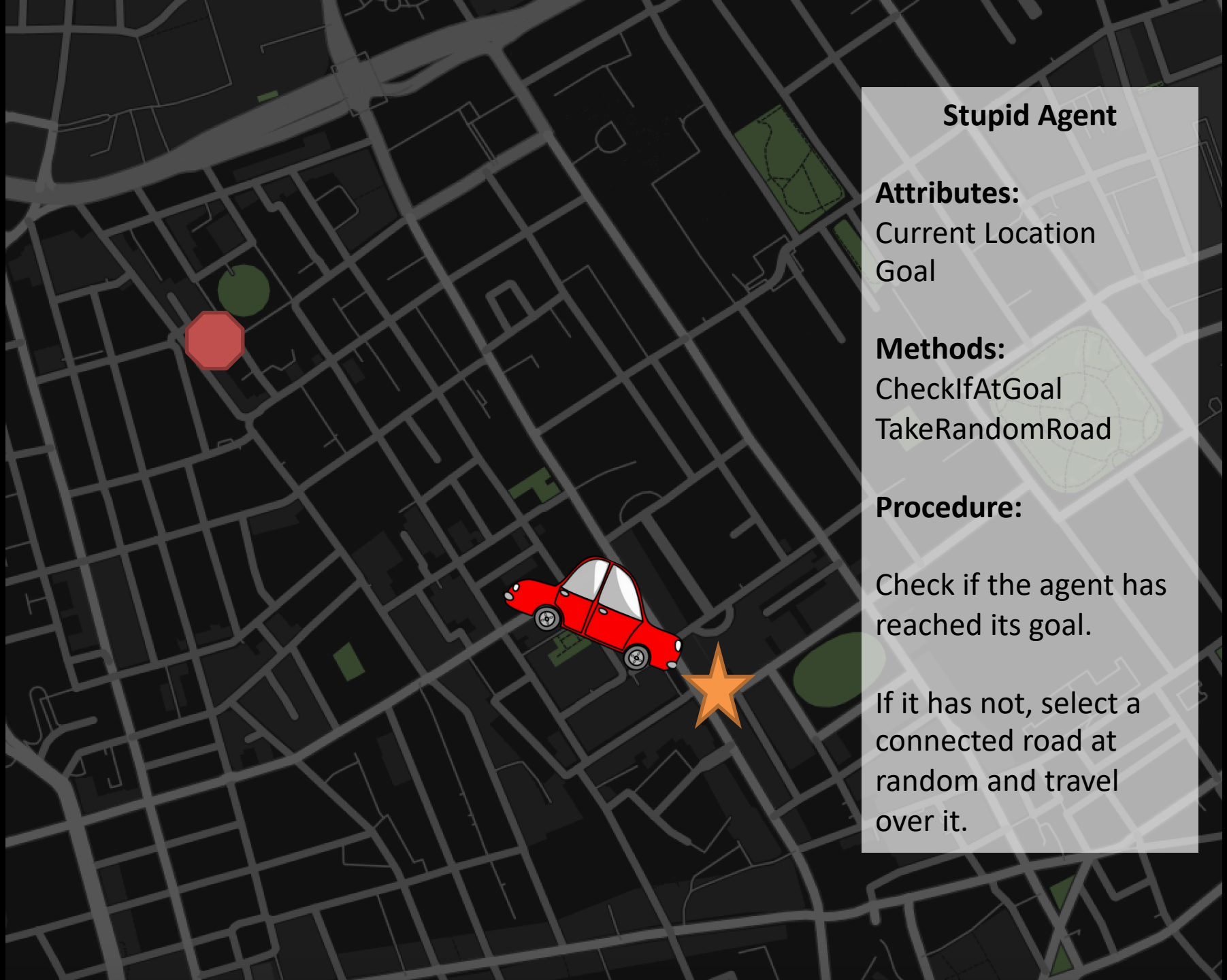
Behaviour implies there is the potential for changes to I + of:

- personal attributes (e.g. wealth, knowledge, speed)
- the environment (e.g. position of agent, amount of resource)
- other agents (knowledge, position)

Things like...

- Optimising/satisficing over some set of parameters
  - heuristics versus optimisation!
- Interaction with the environment (movement!)
- Interaction with other agents
  - through environment or various networks
  - Mixing: uniform? Preferential?
- Learning/adapting





## Stupid Agent

### Attributes:

Current Location  
Goal

### Methods:

CheckIfAtGoal  
TakeRandomRoad

### Procedure:

Check if the agent has reached its goal.

If it has not, select a connected road at random and travel over it.



## Sensing Agent

### Attributes:

Current Location  
Goal

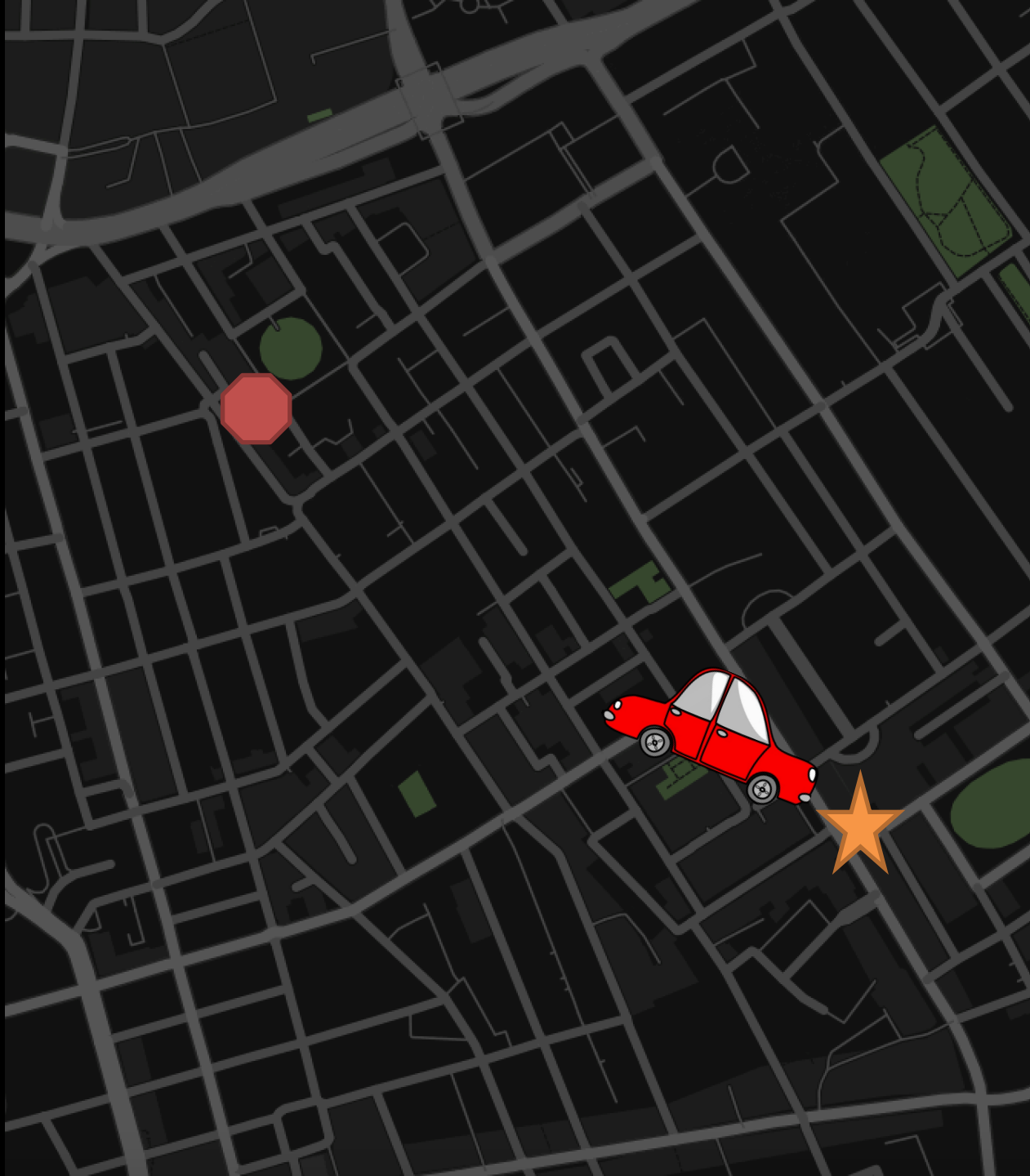
### Methods:

CheckIfAtGoal  
TakeBestRoad

### Procedure:

Check if the agent has reached its goal.

If it has not, select the road whose *endpoint is nearest* the Goal point and travel over it.



## Smarter Agent

### Attributes:

Current Location  
RemainingPath  
Goal

### Methods:

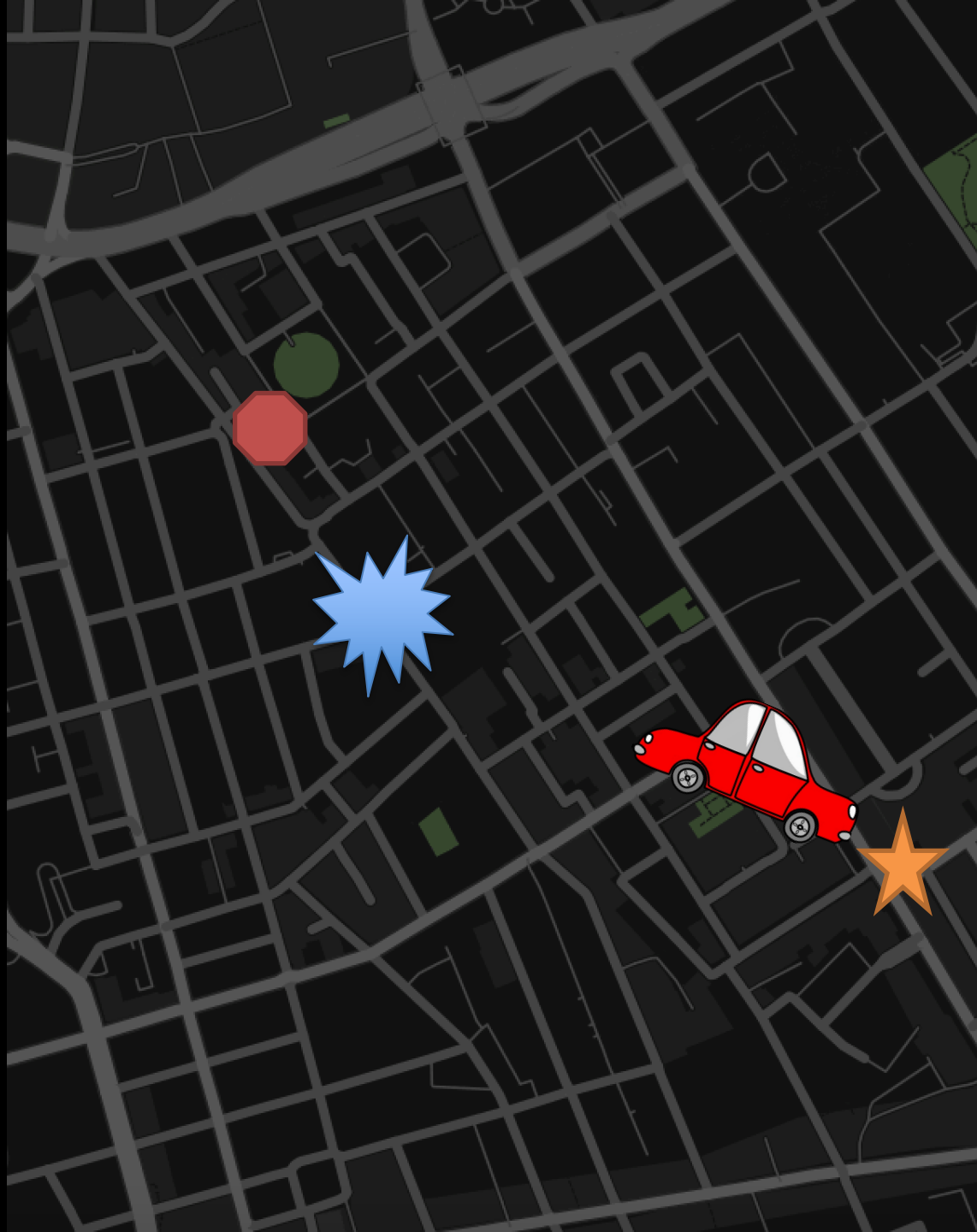
CalculatePathToGoal  
CheckIfAtGoal  
Move

### Procedure:

Check if the agent has reached its goal.

If not, if the remaining path has a road in it, take that road.

Otherwise, if the remaining path is empty, calculate a path.



## Roadblock Agent

### Attributes:

Current Location  
RemainingPath  
KnownBlockages  
Goal

### Methods:

CalculatePathToGoal  
CheckIfAtGoal  
Move (returns false if blocked)

### Procedure:

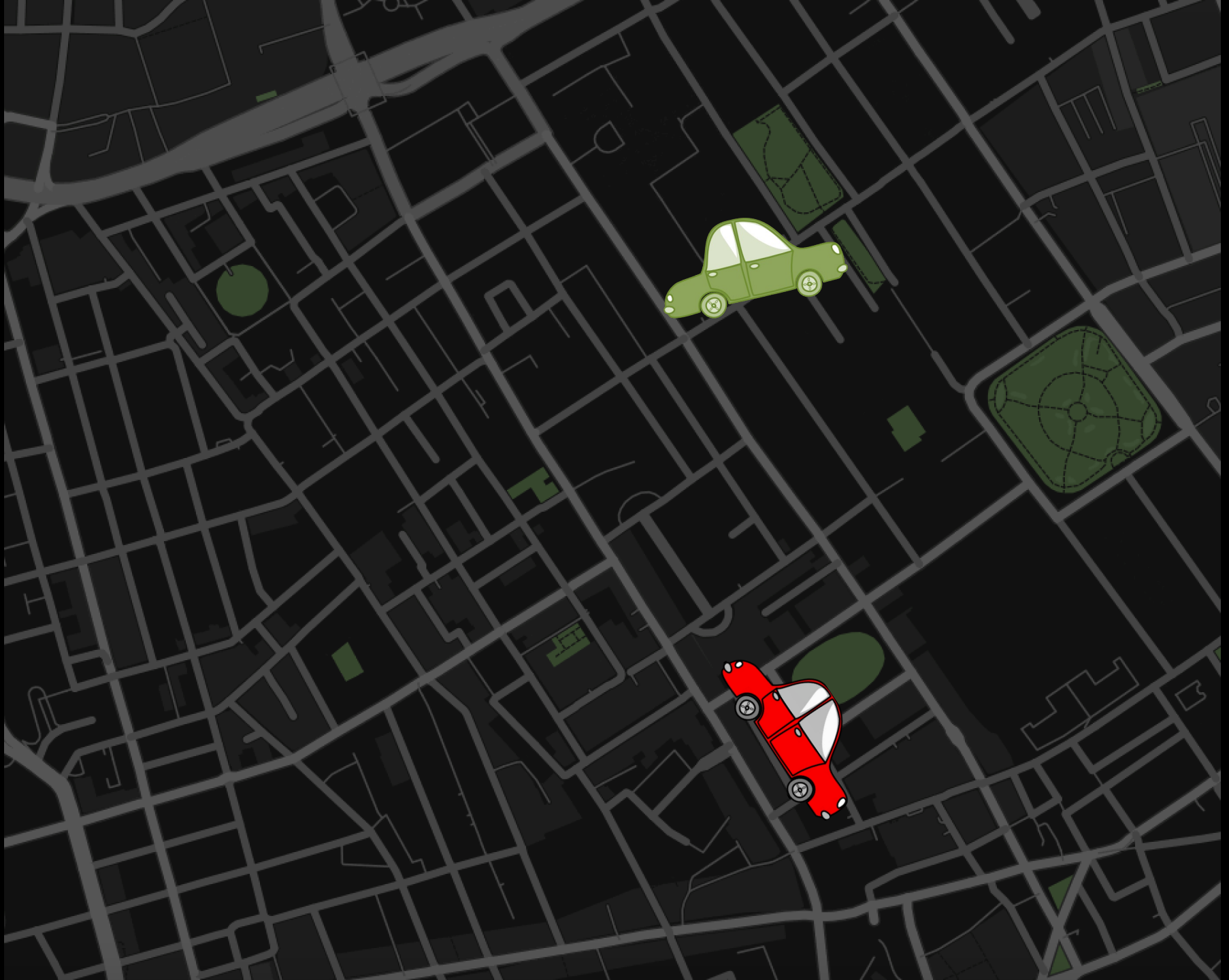
Check if the agent has reached the goal.

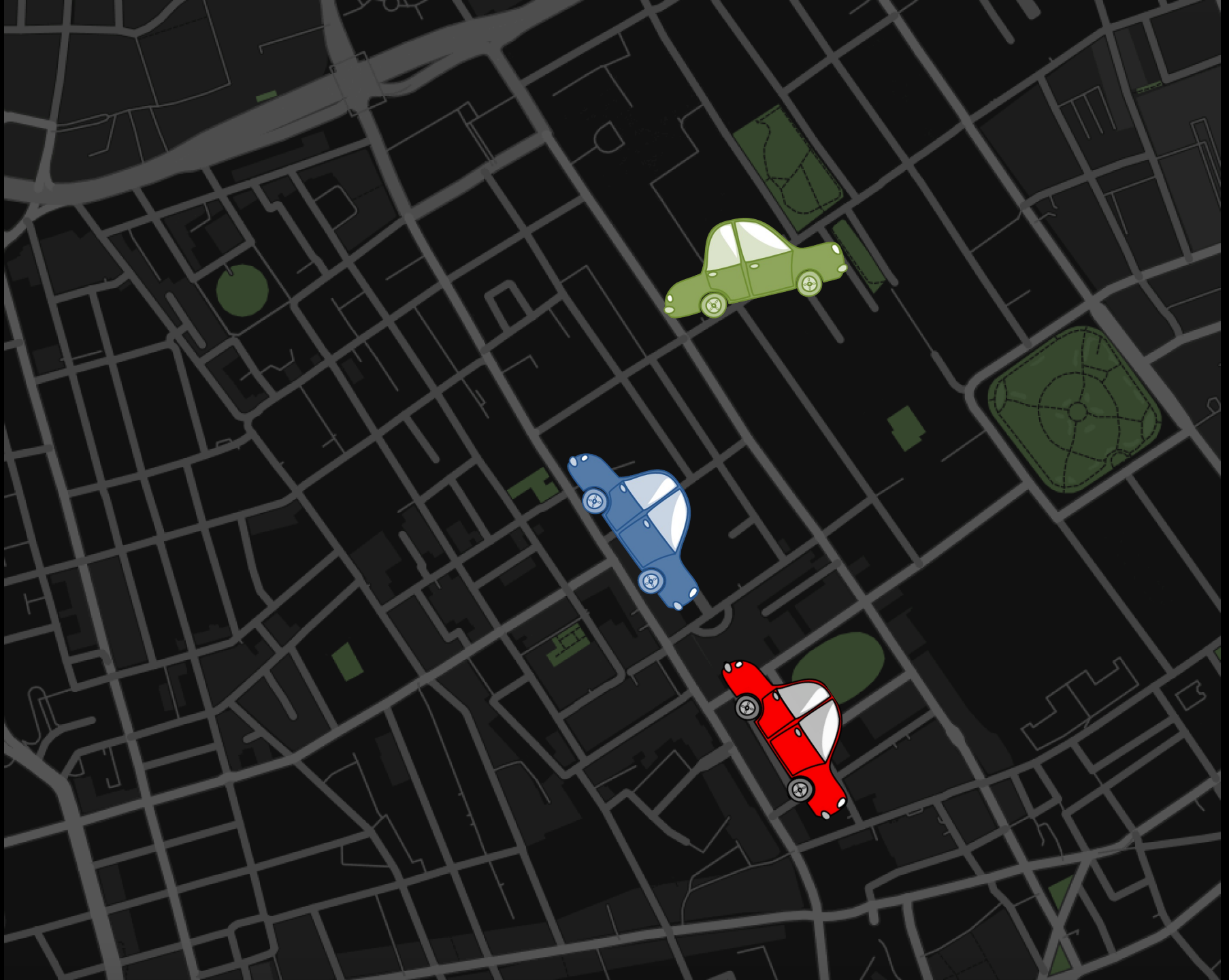
If not, if the remaining path has a road in it, take that road.

If the road is blocked, stop moving, record the blockage, and set the path to empty.

If the remaining path is empty, calculate a path. **If that path is null, return an error!**







# Some Other Factors to Consider

- Knowledge and its representation
  - bounded rationality
  - memory/history
  - how complex do you want to go?
- Impact of individual attributes on behaviours
  - heterogeneity
  - agent roles?
- Activation order

# BEHAVIOURAL MODELS



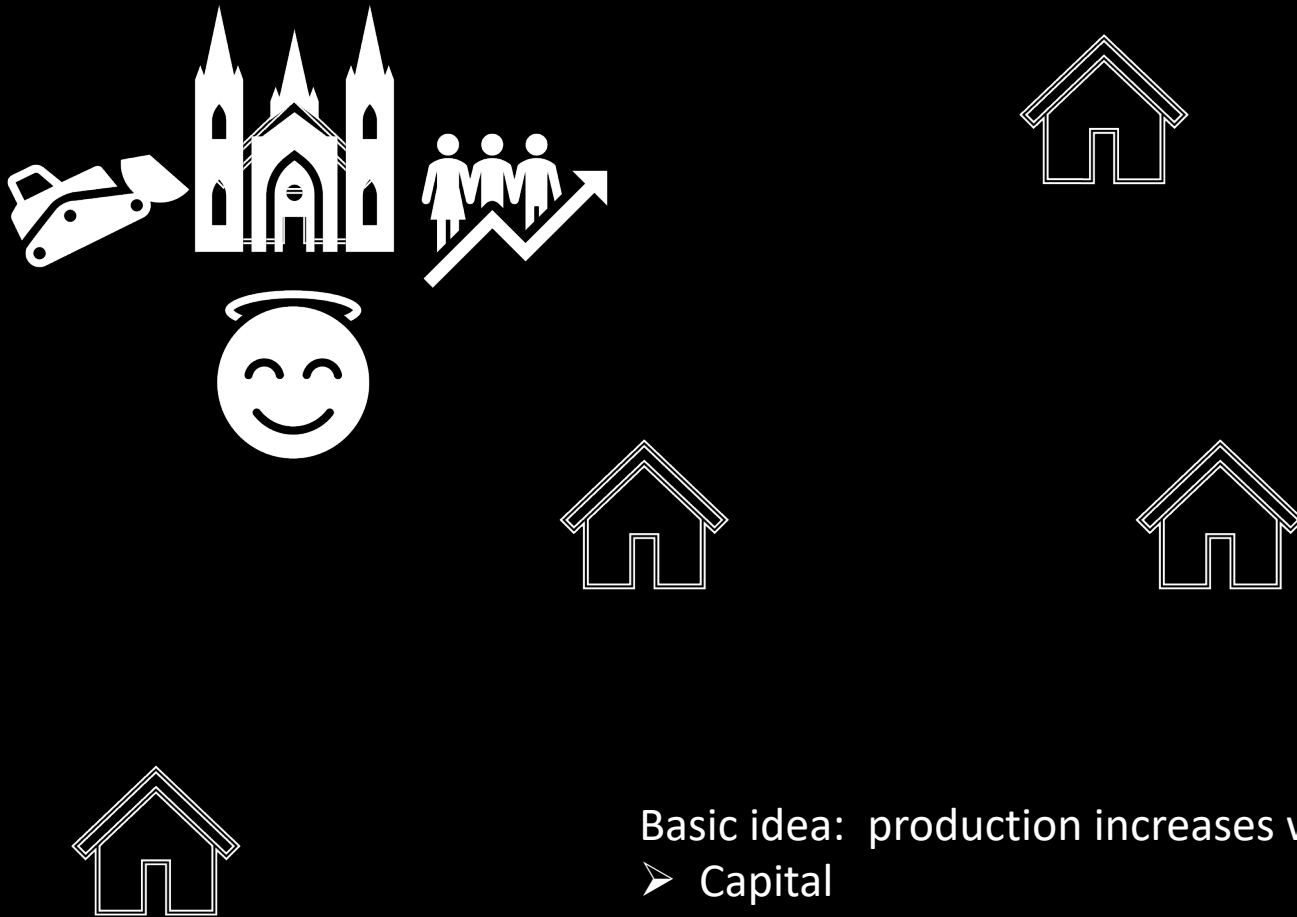
# How Do We Model Behaviour?

Three approaches: mathematical, cognitive frameworks, and cognitive architectures

Kennedy, 2012

- **Mathematical:** simple but brittle; low-level
  - Granovetter's Thresholding (1978)
  - Gode and Sunder (1993) randomly choose a behaviour
- **Cognitive Frameworks:** conceptual way to structure your work
  - Belief, Desires, and Intentions (BDI) - Rao & Georgeff (1991) possible worlds model
  - Physical, Emotional, Cognitive, and Social factors (PECS) – Schmidt (2002) model of self and environment, memory, motives
  - Fast and Frugal - Gigerenzer & Goldstein (1996) heuristics based on data
- **Cognitive Architectures:** modelling cognitive functioning
  - Google DeepMind (<https://www.deepmind.com/>)
  - ACT-R: all memory is declarative or procedural (<https://act-r.psy.cmu.edu/>)
  - Soar: fixed computational building blocks (<https://soar.eecs.umich.edu/>)

# Example of Mathematical: Utility Functions



Basic idea: production increases with

- Capital
- Labour

# Example of Mathematical: Utility Functions



The bandits **take** resources, based on how big their group is and how far they have to travel.

Attacks also decrease labour!



# Example of Mathematical: Utility Functions



# Example of Mathematical: Utility Functions

## Bandits

choose where/whether to plunder/tax

$s$  = size of group

$d$  = distance to village

$R$  = resources of village,

$r_e$  = rate of plundering efficiency

$r_t$  = rate of taxation

**Cost of movement:**  $C_m = f(s, d)$

**Cost of attacking:**  $C_{att} = f(r_e, R)$

**Cost of taxation:**  $C_{tax} = f(r_t, R)$

## Village

produce based on resources

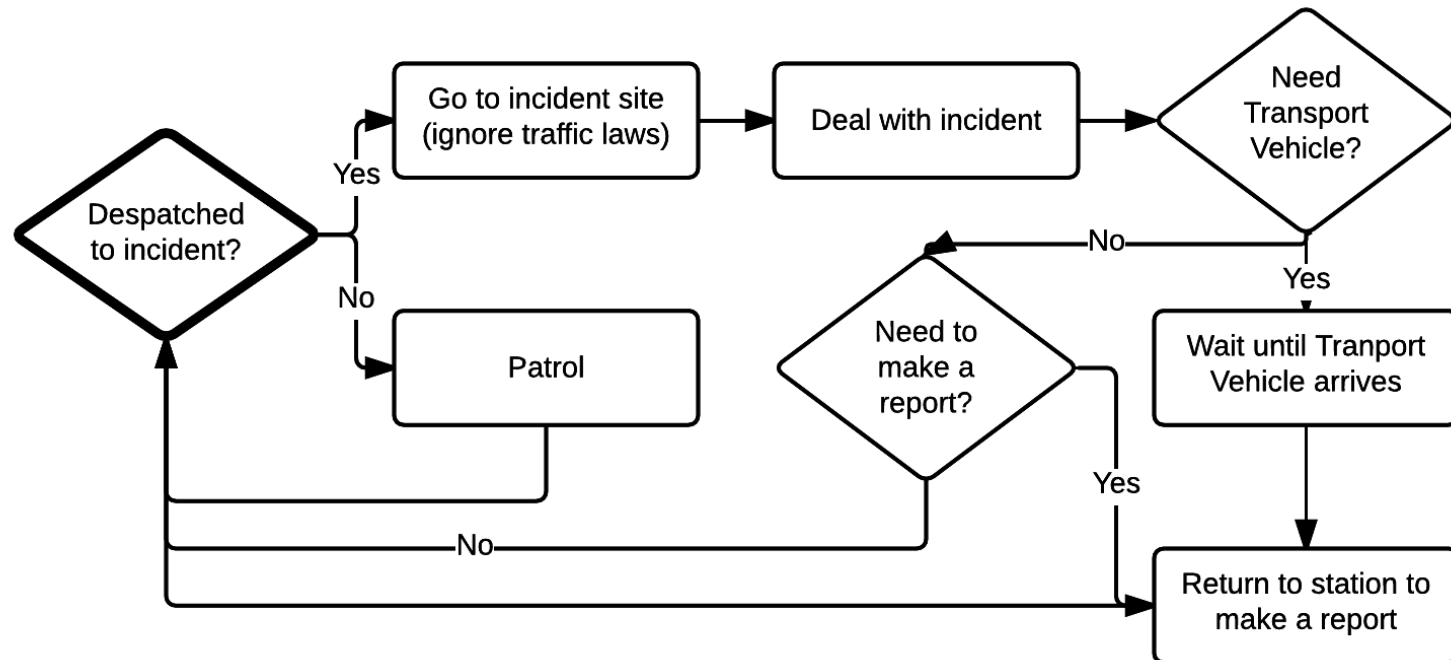
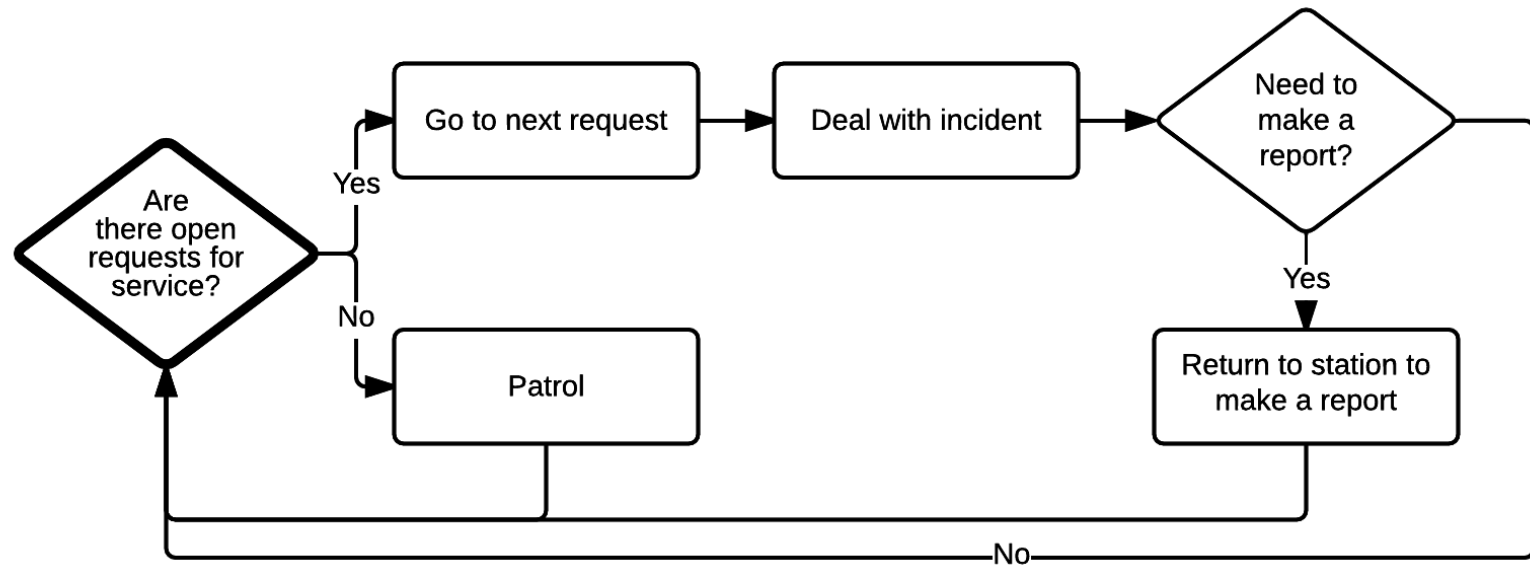
$K$  = capital

$L$  = labour

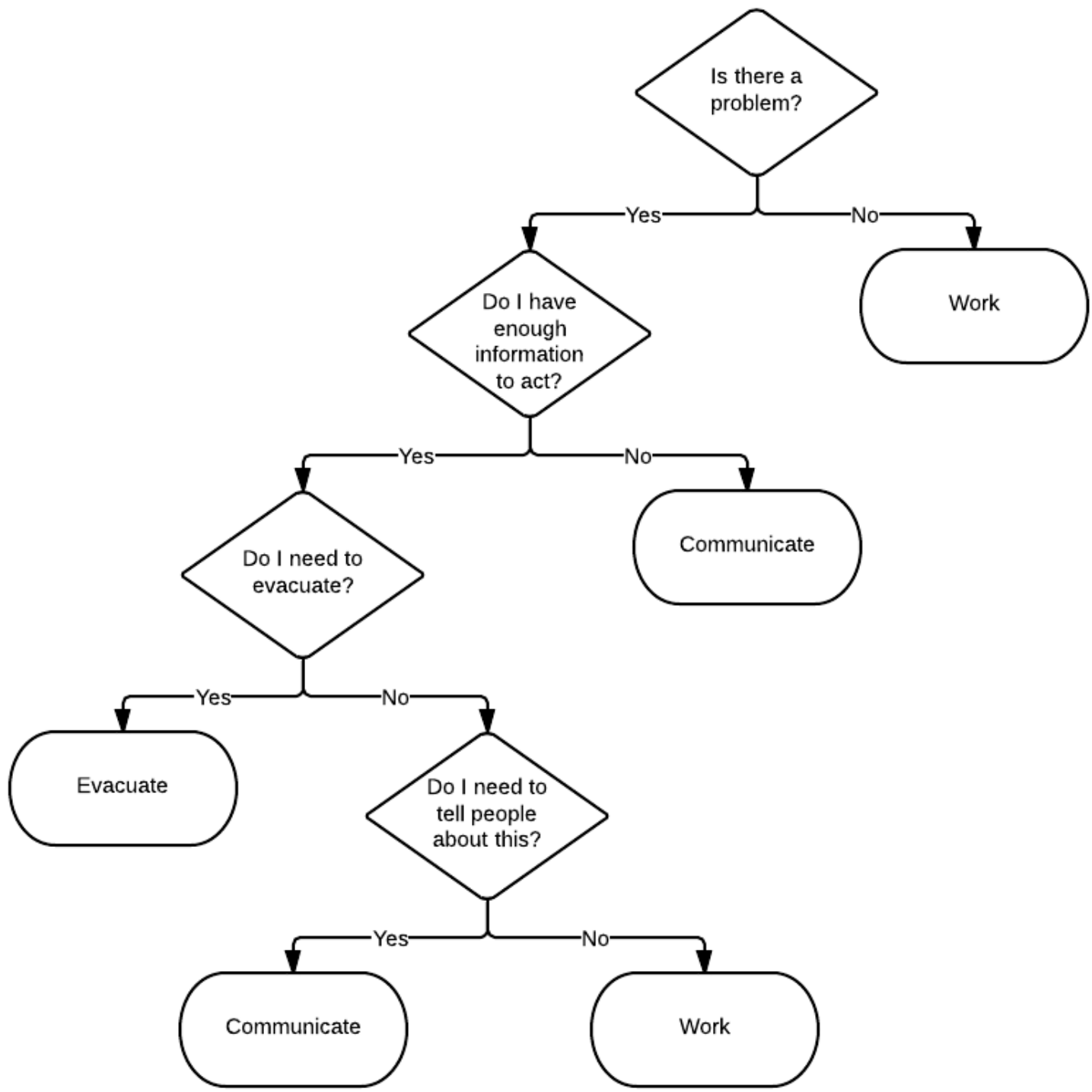
$\alpha$  = weighting of importance

Production  $P = K^\alpha L^{1-\alpha}$

# Flowchart



# Fast and Frugal



# **PATTERN-ORIENTED MODELLING**



# What is Pattern-Oriented Modelling?

Researchers can "use multiple patterns as indicators of a system's internal organisation"

- Railsback & Grimm, p 228

Using “patterns” to:

- design the model's structure
- develop and test theory for agent behaviour
- find good parameter values

In essence: making sure a system works across a range of different dimensions!

# Defining Patterns

A pattern is “**anything beyond random variation**”

R&G, p 228

"**stylised facts** are broad...generalisation of empirical observations and **describe essential characteristics** of a phenomenon"

R&G citing Heine et al. 2007, who are in turn citing Kaldor 1961

- strong vs weak patterns - e.g. distinct cut-off versus parameters staying within a range as system responds in characteristic ways
- The hard part: **definition** of criteria for when a pattern is matched!

- Formulate model: minimally necessary entities, state variables, and processes. (Should "seem too simple to possibly be useful")
- Identify set of observed patterns you believe to characterise system **relative to the problem at hand**
  - 3-4 normally, 2-6 at extremes
  - maximise **independence** of patterns
  - rank patterns by **importance of characterising** the system
- Define pattern-matching **criteria**
- Review draft model to ensure it's possible for characteristic patterns to emerge from it. Confirm:
  - any processes driven by things not in the model?
  - new variables, outputs needed to observe whether patterns are reproduced?
- Build and calibrate model - THEN test matching of patterns!!

discipline: system	question	patterns used	use of patterns	major insights
behavioural ecology: goose foraging in farm fields [23]	how is the decision to forage in groups affected by the foragers' information on habitat quality and on group benefits?	seasonal difference in flock size increasing number of geese foraging on wheat from mid-April seasonal changes in differences between roost and foraging sites higher exploitation of rice fields that are farther away from the roost seasonal pattern in the rate of fat deposition	model selection (four alternative submodels for decision making)	the submodel assuming incompletely informed foragers with benefits of group foraging best reproduced all five patterns
landscape ecology: elk foraging and habitat selection [24]	what are the effects of roads on the distribution and foraging movement of elk?	proportion of elk observations occurring within 11 road proximity intervals and six general classes of vegetation	model selection (four alternative movement models)	elk responses to growing road networks are nonlinear, exposing thresholds for road density effects
microbiology: cyanobacteria in laboratory cultures [25]	what are the biochemical mechanisms driving the circadian clock of a unicellular cyanobacterium, and how does the clock affect fitness?	time series of the concentration of 20 different types of molecules, under a variety of growth conditions	parametrization (manually and by visual inspection)	unrealistic model output led to the identification of a missing process
population ecology: European eel populations [26]	how can watershed management increase the biomass of spawning eels?	silver eel production in a watershed is not unlimited decreased recruitment leads to changes in sex ratios, favouring females eel abundance in rivers decreases exponentially with distance from the sea sex ratio changes in favour of females with distance from the sea sex ratio changes with increasing recruitment, from purely female to purely male (related to second pattern)	model design model selection parametrization	recommendation for management to concentrate mitigation efforts on the downstream part of the watershed
plant ecology: treelines (ecotones) [27]	does the array of processes underlying tree line formation vary among sites, or do local heterogeneities and site idiosyncrasies dominate over prevailing mechanisms?	density of seedlings, adults and krummholz individuals mean height of individuals (excluding krummholz) at different locations along the treeline transect (data from field studies on four sites)	parametrization (using summary statistics, likelihood functions and Monte Carlo Markov Chain methods) model selection (based on Akaike Information Criterion)	variation in tree line physiognomy observed at four sites reflects changes in the relative importance of certain nonlinear responses
community ecology: stream fish communities [28]	how do patterns of fish diversity emerge in river networks?	local species richness (LSR) in different geographical regions which directly drain to a group of streams (mean LSR as a function of topological distance to outlet; frequency distribution of LSR)	model design model selection (dispersal kernel) parametrization	neutral theory, implemented via meta-community models, can reproduce biodiversity patterns of stream fish in dendritic river networks (if appropriate dispersal kernel and local capacities are assumed)



(Continued.)



QUESTION: how can watershed management increase the biomass of spawning eel?

1. silver eel production in a watershed is not unlimited
2. decreased recruitment [i.e. # of new eels arriving in the watershed] leads to changes in sex ratios, favouring females
3. eel abundance in rivers decreases exponentially with distance from the sea
4. sex ratio changes in favour of females with distance from the sea
5. sex ratio changes with increasing recruitment, from purely female to purely male (related to #2)

# Why Bother?

R&G's argument: **weak and qualitative** patterns can be taken from a **diverse** spread of model outputs and used to confirm that the system is being captured, when the data from a **strong** pattern would be **impossible to obtain**

- Gathering data is **hard**, and might be **limited** by cost, privacy, time, logistics, inaccessibility in space or time, etc.
- By focusing on the subsystems, we ensure that the model fits at every level, at least to some level – no inbuilt false assumptions!
- Marriage of verification and validation