Exercise 2

R Programming

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URPP Social Networks





Material

- Models, you can use:
 - Threshold.
 - Dissemination of culture.
 - Tribute model.



Material

If you want to use it, then

- Open R
- Run the following commands:
 - library(shiny)
 - runUrl("https://github.com/abelgabel/threshold_models/ archive/master.tar.gz")
- Other models:
 - runUrl("https: //github.com/abelgabel/tribute_game/archive/master.tar.gz")
 - runUrl("https://github.com/abelgabel/dissemination_of_ culture/archive/master.tar.gz")

Exercise | 1. Material

Problems:

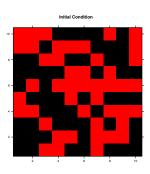
- 1. Create a set of agents living in a two dimensional lattice.
- 2. Each agent has an opinion (-1,1): randomise initial opinions.
- 3. At each period of time, choose an agent at random (A).
- 4. Select one of its neighbours (B).
- 5. If they have different opinion, then with probability $\frac{1}{2}$ agent A switches its opinion to the one agent B has.
- 6. If they share the same opinion, there is no updating of opinions.

Exercise | 2. Exercise 2

Parameters

6

- Size of the lattice: 10×10 .
- Number of period 1000.
- \blacksquare Do agents reach a consensus? What if you decrease the size of the lattice, e.g. 5×5 ?



Simulations

Click video

- Define a matrix (agents0)
 - First column represents agents' opinion.
 - Second and third columns represent agent position in the lattice, (x-axis, y-axis).
- Choose an agent at random.
 - Use function sample().

Hints for point 4 and 5

- Select a neighbour
 - Use function abs() and compare coordinates.
- Compare elements with <=, == and >=

What does the command agent0[agent0[,1]==1,] do? How would you change the command to use it in point 4? install package "lattice".

Use the function: levelplot().

Simulations

- Simulate 1000 periods
- Plot each period that is equal to 1 modulus 100.

Github 1

https://github.com/abelgabel/voter_model

Exercise | 2. Exercise 2

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