

Modelling for teaching and research: A network for ABM of SES in Archaeology

DR. DRIES DAEMS

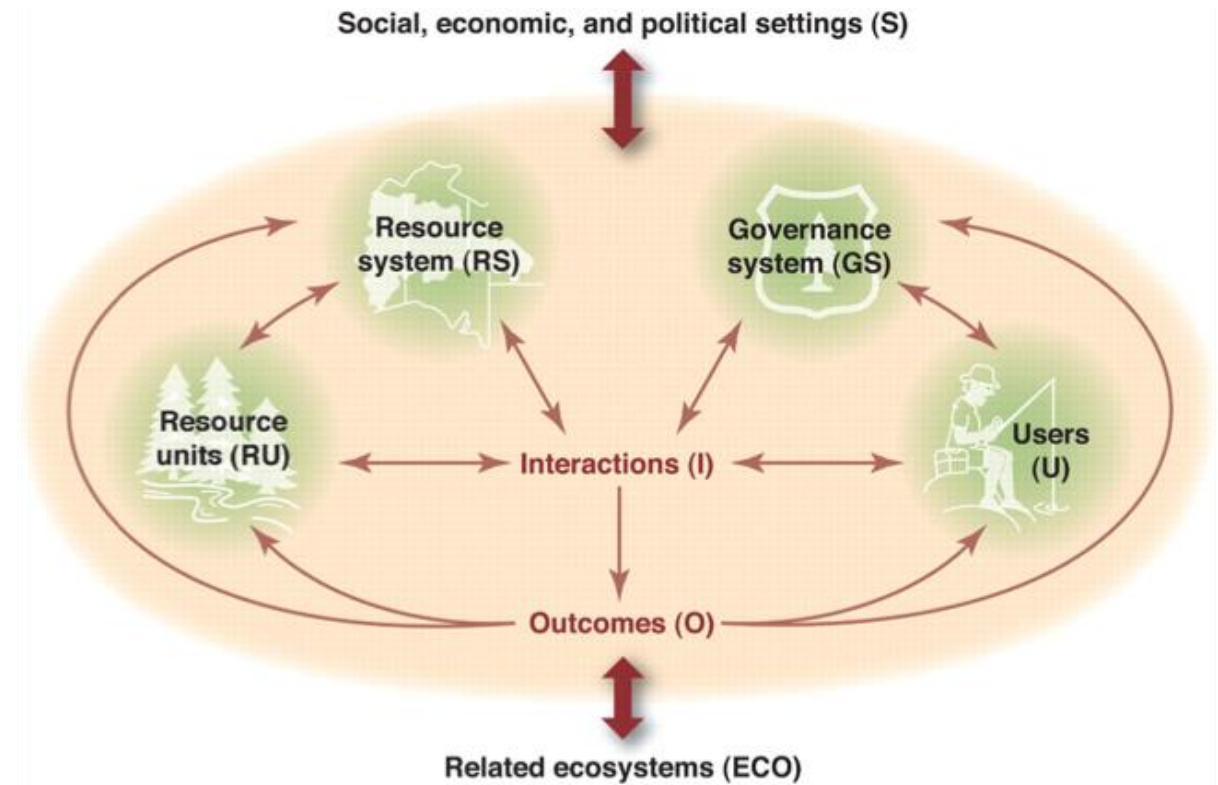
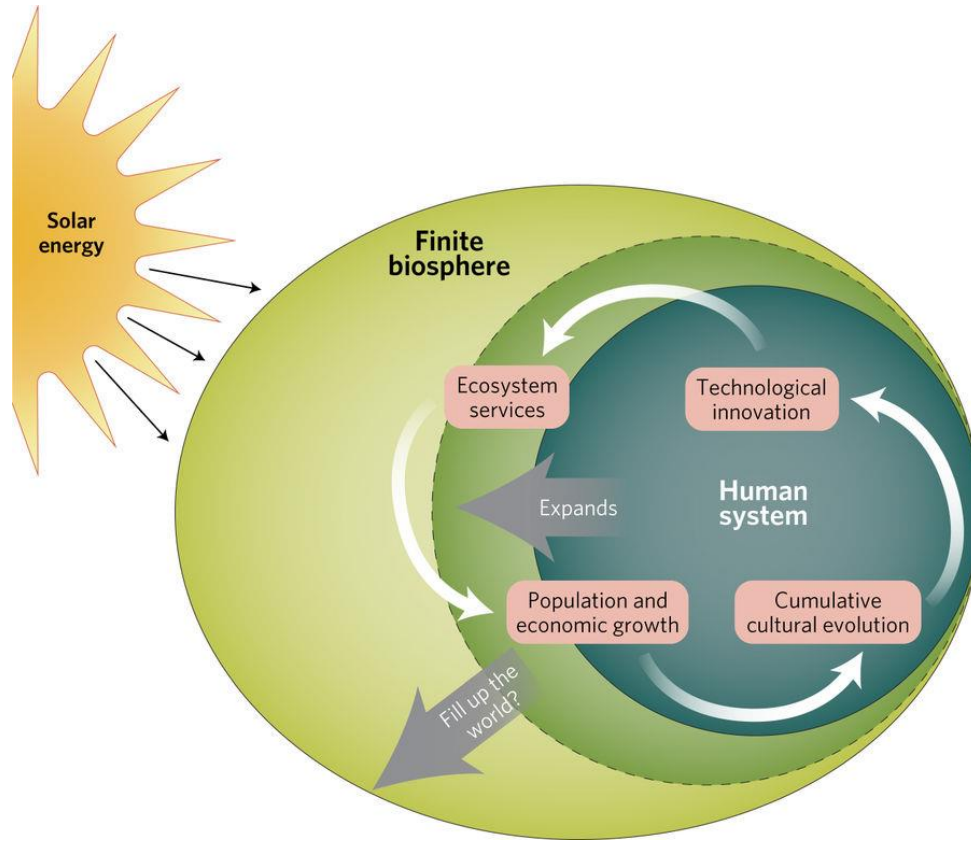
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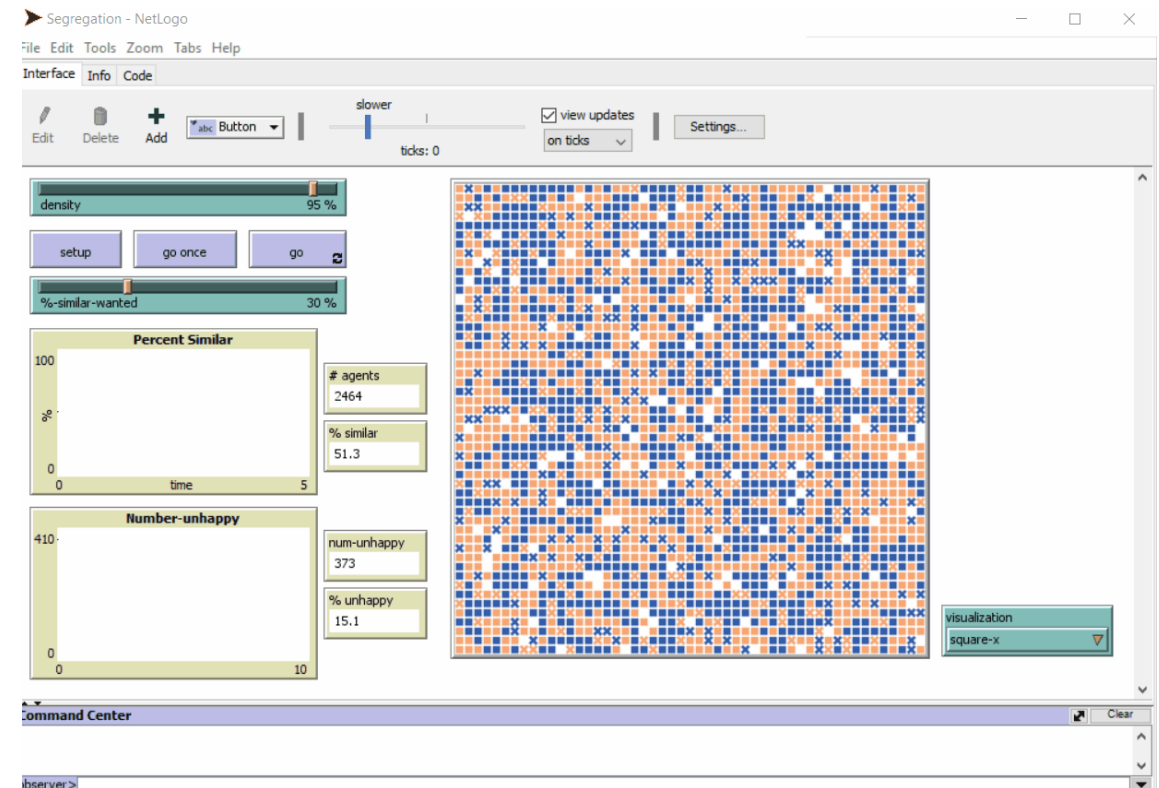
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Socio-Ecological Systems (SES)



What is agent-based modelling (ABM)?

- Method of computer simulation
- Bottom-up approach: Agents as autonomous and heterogeneous entities
- Individual/group-based rulesets that govern actions and interactions
- ABM = simulation of agents, environment and their interactions under a set of rules
 - Traces aggregate characteristics of a system that emerge from the behaviour of its parts



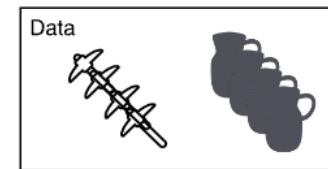
Schelling, T. (1978). *Micromotives and Macrobehavior*. New York: Norton.

Agent-based modelling in Archaeology

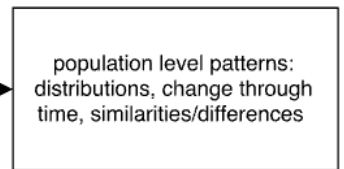
ABM as “cultural laboratories”

- Enforcing conceptual clarity
- Understand underlying mechanisms of change
- Infer past dynamic behaviour from static archaeological record
- Rigorous hypothesis testing

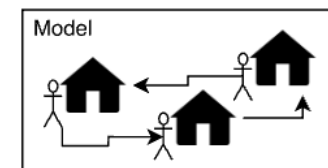
Data Analysis



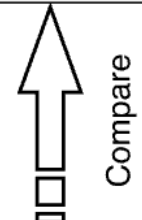
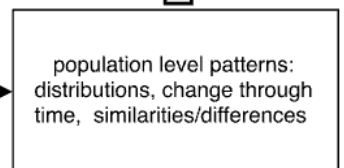
Description
Typology, Statistics, Spatial Analysis



Simulation



Causality
Models of Past Interaction



Romanowska (2015) So you think you can model?

ABM: Science & creativity

SCIENCE

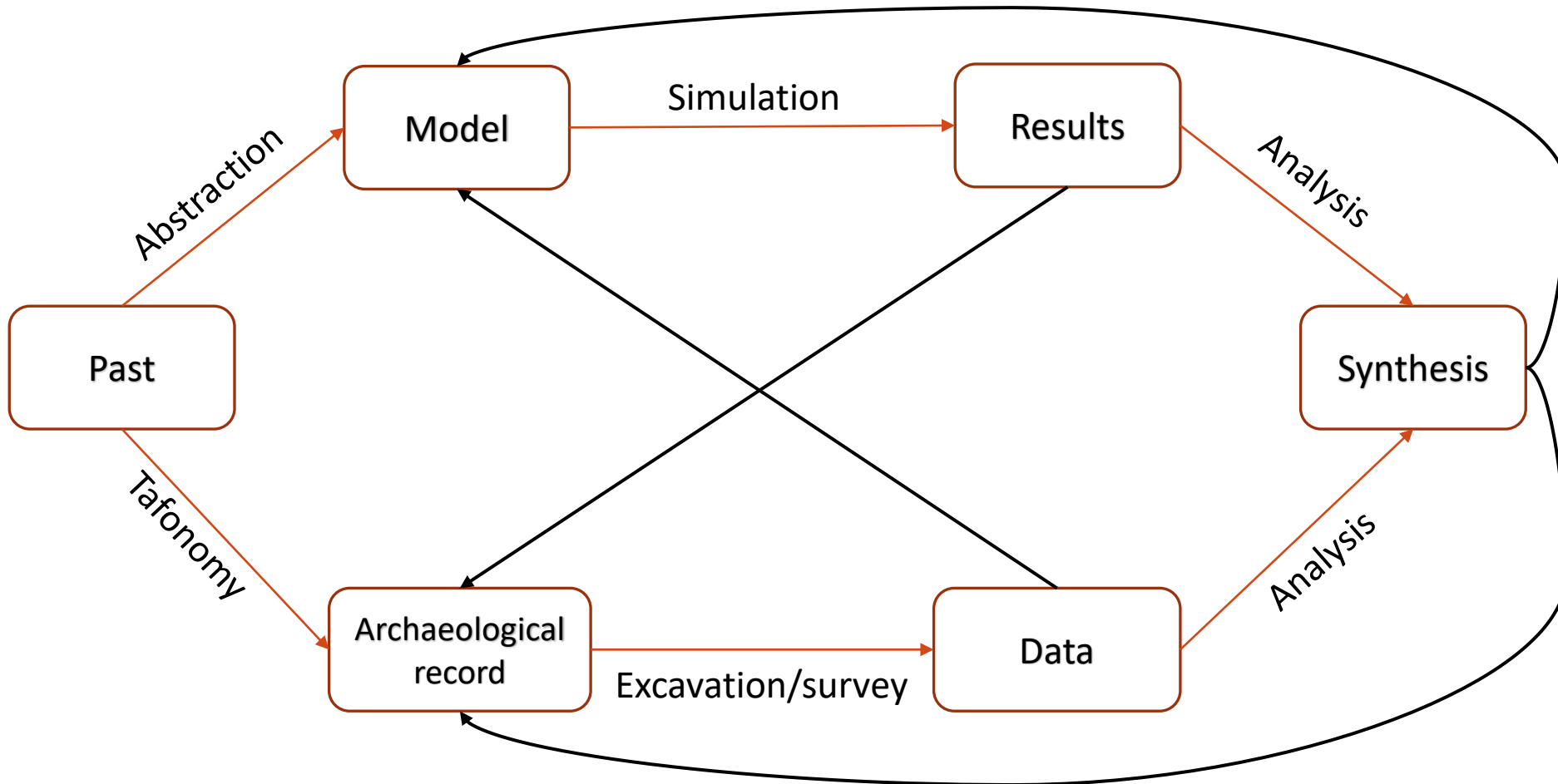
- Bottom-up
 - Emergence from constituent interactions
- Formal approach
 - Conceptual clarity & transparency
 - Hypothesis testing
- Emergence
- Cultural laboratories

CREATIVITY

- Playfulness
- Experimentation
- Imagination

“What I end up simulating is not the past but the story I am telling about the past” (Graham 2020, p.12)

Agent-based modelling in Archaeology



Agent-based modelling in Archaeology

- Demography (Axtell et al. 2002; Verhagen et al. 2019)
- Information transmission and cultural evolution (Fort et al. 2016; Premo 2014)
- Cultural and economic transmission (Carrignon et al. 2020)
- Trade networks (Brughmans and Poblome 2016; Chliaoutakis and Chalkiadakis 2020)
- Land use (Verhagen et al. 2021)
- Foraging (Sikk and Caruso 2020)
- Resource use (Coco et al. 2020)
- Taphonomy (Carney and Davies 2020)
- Social complexity and resilience (Angourakis et al. 2020; Cioffi-Revilla et al. 2007; White 2013)
- Environmental stress and social network formation (Shultz and Costopoulos 2019)
- Least-cost analysis and spatial diffusion (Gravel-Miguel and Wren 2018)
- Human mobility and technological innovation (Conrad et al. 2018)
- Population diffusion (Isern et al. 2017)
- Polity formation (Crabtree et al. 2017)
- Raw material procurement (Oestmo et al. 2016)
- Resource distribution (Jassen and Hill 2016)
- Cultural diversity (del Castillo et al. 2014)
- Societal transformation and decline (Heckbert 2013; Janssen 2009)
- Settlement patterns and political consolidation (Griffin and Stanish 2007)

AND MANY MORE...

Agent-based modelling in Archaeology: Where next?

Current state of the field:

- Isolated efforts
- Idiosyncratic
- KISS ~ toy models

Solutions:

- Cumulative efforts
- Integrated approaches
- Collaboration and academic networks



Network for Agent-based Modelling of Socio-Ecological Systems (NAS²A)

Goals:

- 1) Compile an openly available model library for ABM elements (modules, techniques, implementations, etc.).
- 2) Collect and develop best practices and modelling guidelines.
- 3) Develop tools for interoperability following the FAIR principles.
- 4) Disseminate ABM approaches in archaeology through teaching
- 5) Create a structure for international collaboration and stimulus



ABM and research: Models Library

- Set standards
 - Common ontology and metadata
- Produce content
 - Models, algorithms, modules, ...
- Ensure integration and interoperability
 - Linking model elements
 - Tagging
 - Categories
- Build infrastructure
 - Interface
 - Online access



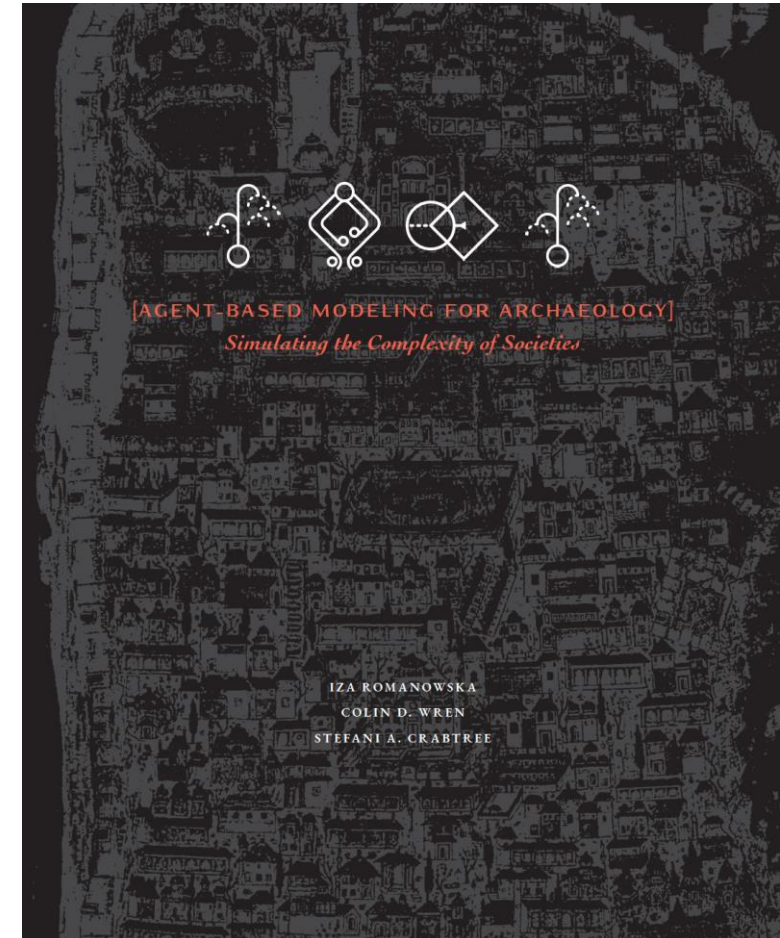
ABM and teaching

Recent textbook:

Romanowska, I., Wren, C.D. and Crabtree, S.A., 2021.
Agent-Based Modeling for Archaeology: Simulating the Complexity of Societies. Santa Fe: Santa Fe Institute Press.

Future: Workshops, summer schools, tutorials, ...

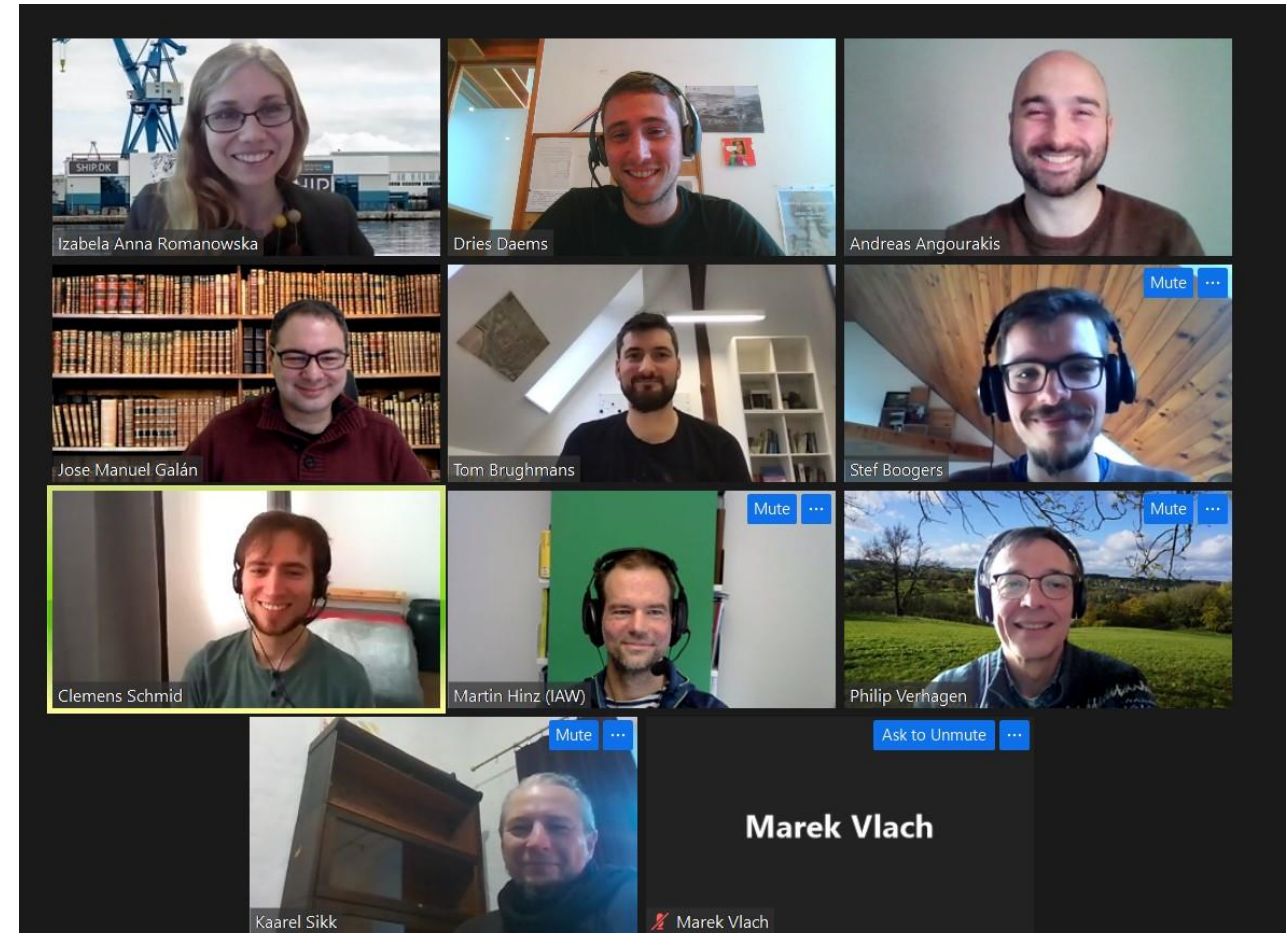
- Soon: Leuven 2022



Who are we?

Research units currently active in NASA are:

- Sagalassos Archaeological Research Project (SARP), University of Leuven
- Roman Mediterranean Archaeology Research Unit, Ghent University
- Ghent Centre for Digital Humanities (GhentCDH), Ghent University
- CLUE+, Vrije Universiteit Amsterdam
- Research Centre for the Roman Period and the Migration Period, Institute of Archaeology of the Czech Academy of Sciences, Brno
- Cultures and Environments. Prehistory, Antiquity and Middle Ages (CEPAM), French National Centre for Scientific Research (CNRS), University Côte d'Azur
- Computational and Digital Archaeology Laboratory (CDAL), McDonald Institute for Archaeological Research-Department of Archaeology, University of Cambridge
- Classical Archaeology and Centre for Urban Network Evolutions (UrbNet), Aarhus University
- Aarhus Institute of Advanced Studies (AIAS), Aarhus University
- Analytical Sociology and Institutional Design (GSADI Group), Autònoma University of Barcelona
- Institute for Archaeological Sciences, Departement for Prehistoric Archaeology, Bern University
- Science, The Santa Fe Institute (SFI)
- Institute of Archaeology (IoA), University College London
- GIO - Grupo de Ingeniería de Organización, Universidad de Burgos
- Computational Research on the Ancient Near East (CRANE) Project, University of Toronto
- Water Resources / CEG (WRM Group), Delft University of Technology
- School of Culture and Society and CLIOARCH, Aarhus University
- Faculté des Sciences Humaines, des Sciences de l'Éducation et des Sciences Sociales, University of Luxembourg



Join us!

Website: <https://archaeology-abm.github.io/NASA/>

Contact executive committee:

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Think along: join meetings

Contribute!



NETWORK FOR
AGENT-BASED MODELLING OF
SOCIO-ECOLOGICAL SYSTEMS
IN ARCHAEOLOGY

Slides available here: <https://github.com/driesdaems10/CAA-NL-FL-2021>



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