# Parameterization and Calibration of Models

EES 4760/5760

Agent-Based & Individual-Based Computational Modeling

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#### Download Models and Data

- Zip File: https://ees4760.jgilligan.org/models/class\_22\_models.zip
  - Containing:
    - Wood Hoopoe NetLogo model: Sect20-5\_WoodHoopoes.nlogo
    - R Scripts to analyze behaviorspace output:
      - process\_bs.R
      - analyze\_woodhoopoe.R
    - Behaviorspace output:
      - Sect20-5\_WoodHoopoes Calibration-table.csv
      - Sect20-5\_WoodHoopoes Calibration2-table.csv

#### Vocabulary:

#### • Parameterization:

- For many modelers, this means choosing values for parameters.
  - More parameters = more uncertainty (bad)
  - Value parsimony
- For ABMs, it's different:
  - Many submodels
    - Parameterize and test submodels separately

#### Calibration

- A special kind of parameterization
- Adjust a few important parameters to reproduce patterns observed in real system

# Testing and Calibrating

- Test program: Has it been implemented correctly?
- Test submodels: Are they doing what you think they are doing?
- Verification: Is the model doing what it's supposed to do?
  - Reproduce patterns, data, observations.
- Understanding: What's going on? Why?
- Validation: Can we find new (independent, secondary) patterns in the model that we can test against new observations?

#### Theoretical Models

- No data to calibrate from
- "Guesstimate" parameter values from what you do know.
- Perform sensitivity analysis to see how important it is to "get parameters right"

# Challenge

- Model and system are complex
  - We don't know exactly what model is "supposed to do"
- Any pattern in the output could be a bug or a feature
- Brute-force analysis does not work (you can't try every possible value of each parameter)
- We need a plan!

#### Master plan for analysis Controlled Simulation Experiments

- Controlled = simplify
  - If I kill all individuals, population should be 0
  - If I double mortality rate, population should decrease

#### First experiments

- Explain your model to others
- Ask others to look at your model and code
- Graphical, numerical output of entities and state variables
  - Monitors, graphs, print output, save output to a file
  - Use NetLogo inspect feature (right click on a patch or turtle)
- A step button to execute one step at a time
- See what happens

#### Test submodels separately

- Create a separate testing model
- Make a controlled environment for your submodel
- For research: Document your testing, keep notes and files

#### Patterns

- Low-level debugging (one line of code at a time) is too slow
- To speed things up, focus on patterns
- Analysis means:
  - Tuning parameters,
  - Turning submodels on and off
  - Observe how patterns change.
- Examples:
  - Population after 48 days
  - Total biomass
  - Variance of turtle size
  - Spatial patterns: are turtles bunched up or spread out?
  - etc.

# Categorical vs. Best Fit

- Best-fit: Numerical data, minimize difference.
  - Best when many real world systems always have same values.
- Categorical:
  - True/False, or ranges of values
  - Best when real-world system has a lot of variation

#### Don't panic!

- Finding good patterns to use is hard.
- You might need to test many patterns
- You will need multiple patterns
- It is hard work, but it can be fun
- Just as with real experiments, it is important to think creatively.

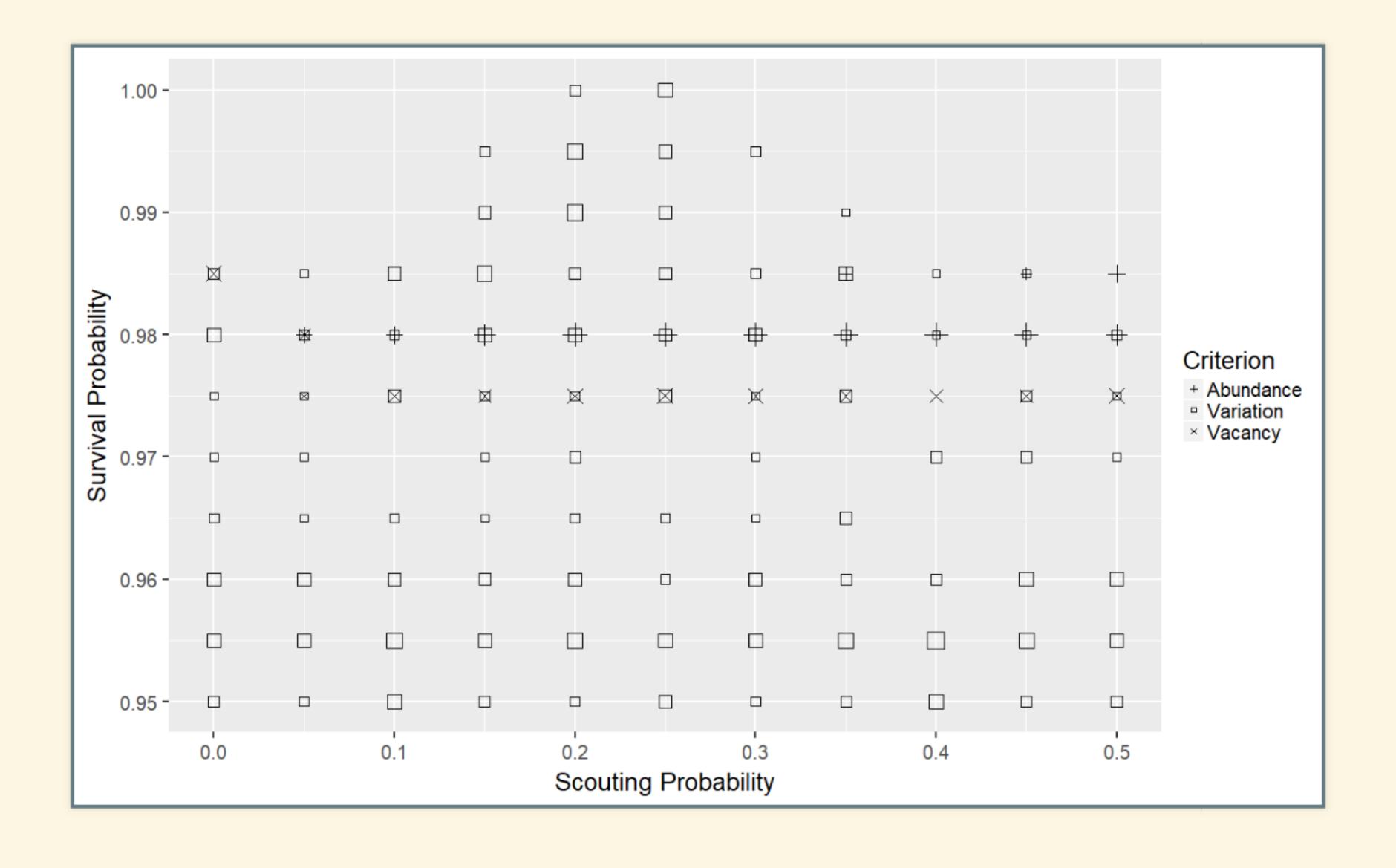
#### Example: Woodhoopoe Model

- Use "random scouting" submodel
- Parameters:
  - Survival probability (mortality)
  - Scouting probability (can't be directly measured in real world)
- Calibration Criteria
  - Variation in real groups, so we're not trying to reproduce a specific value.
    - Categorical calibration
  - Three patterns from field observations:
    - 1. **Abundance:** Total population in range 115–135 (25 patches)
    - 2. **Variation** Standard deviation of population from one year to next in range 10–15
    - 3. **Vacancy** On average, 15–30% of patches missing one or both alphas.

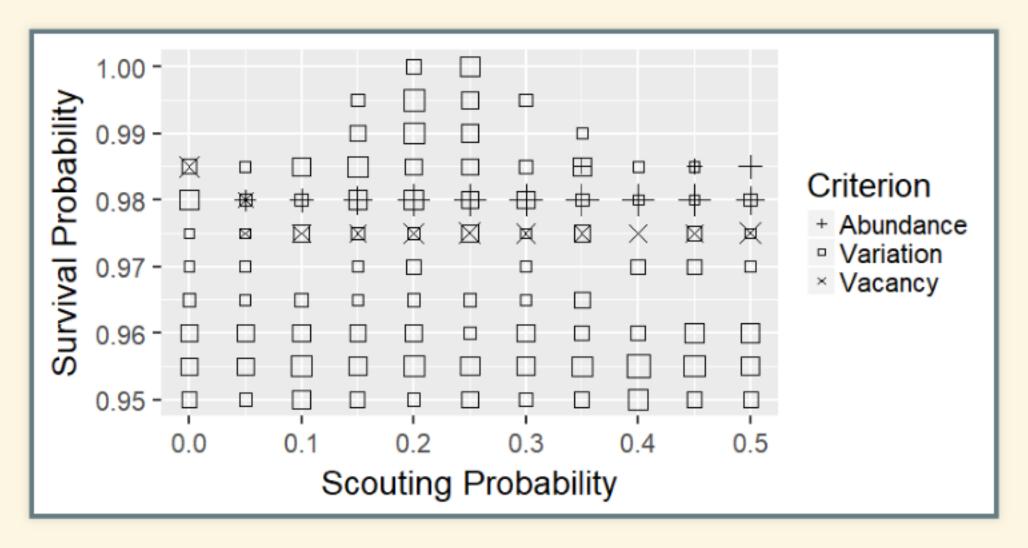
https://ees4760.jgilligan.org/models/class\_22/Sect20-5\_WoodHoopoes.nlogo

#### Behaviorspace Experiment

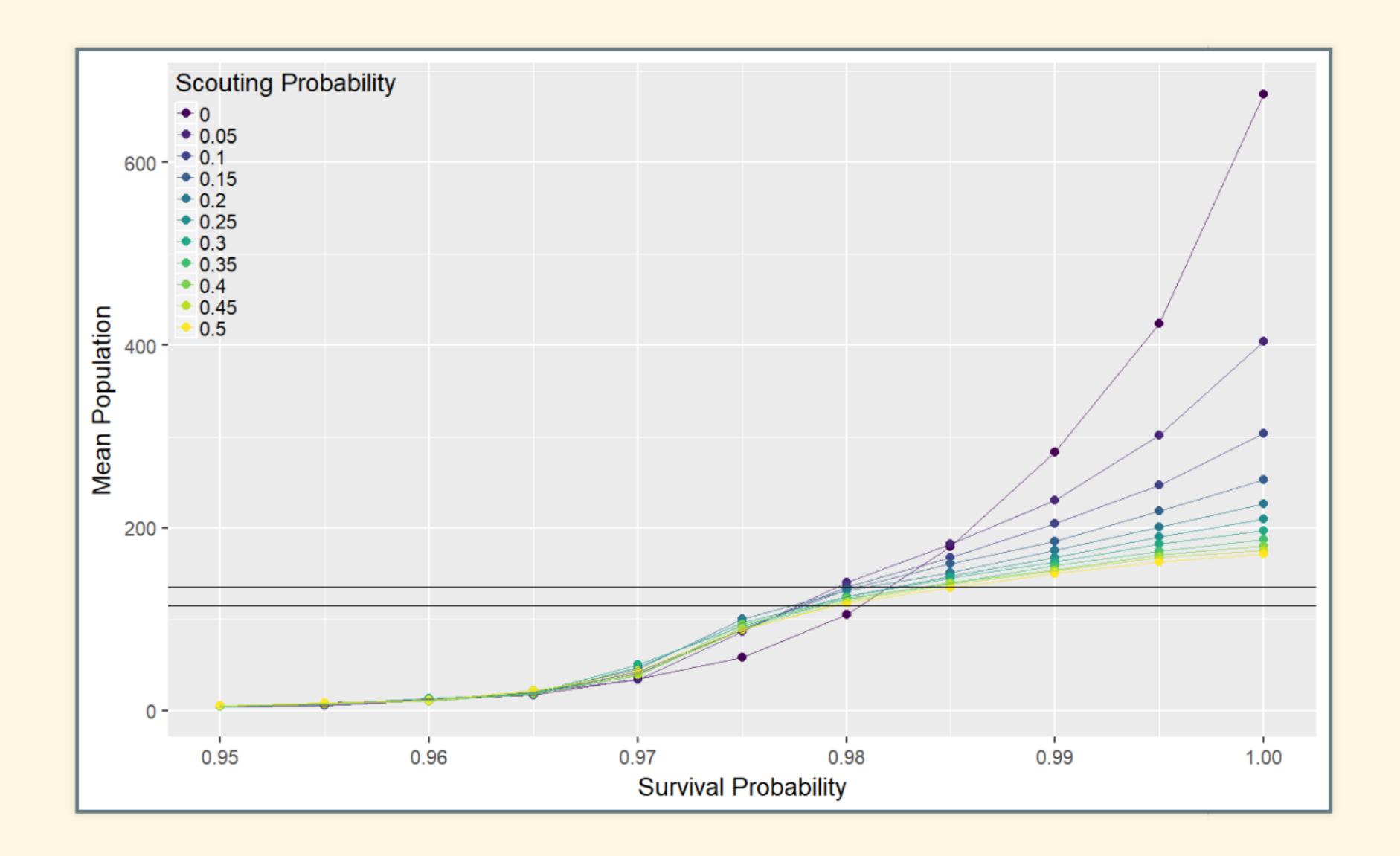
- Monitor count turtles and count patches with [(count turtles-here with [is-alpha?]) < 2]</li>
- Run for 22 years (264 ticks)
- Vary scout.prob from 0.0–0.5 by 0.05
- Vary survival.prob from 0.95-1.00 by 0.005
- 121 combinations
- Analyze behaviorspace output file:
  - Throw away first two years (warm-up)
  - Look at month 11 (November, just before breeding)



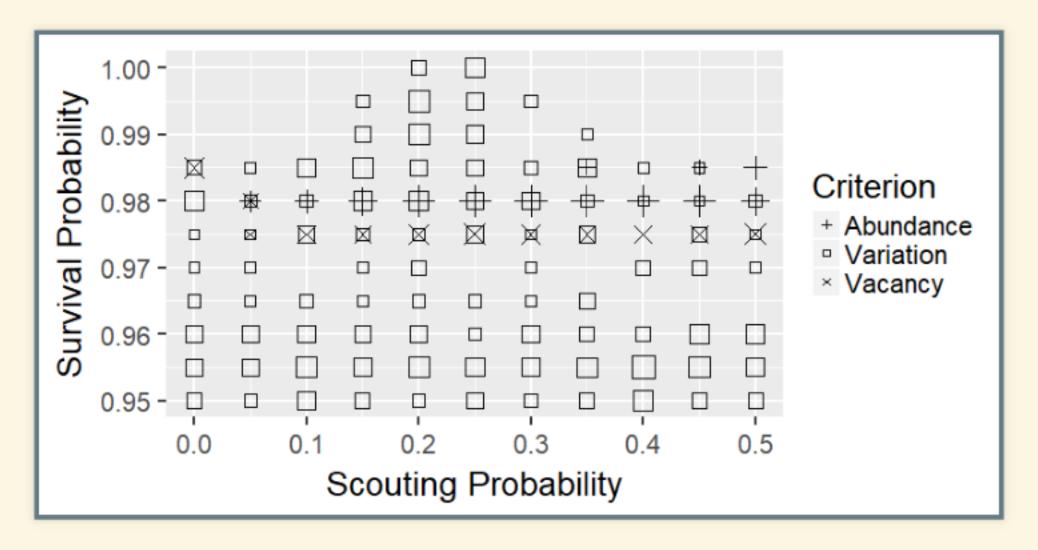
# Interpreting results



- A few combinations reproduce all three patterns.
- Abundance pattern only for survival.prob = 0.975-0.985
- Vacancy pattern only for survival.prob = 0.975-0.990

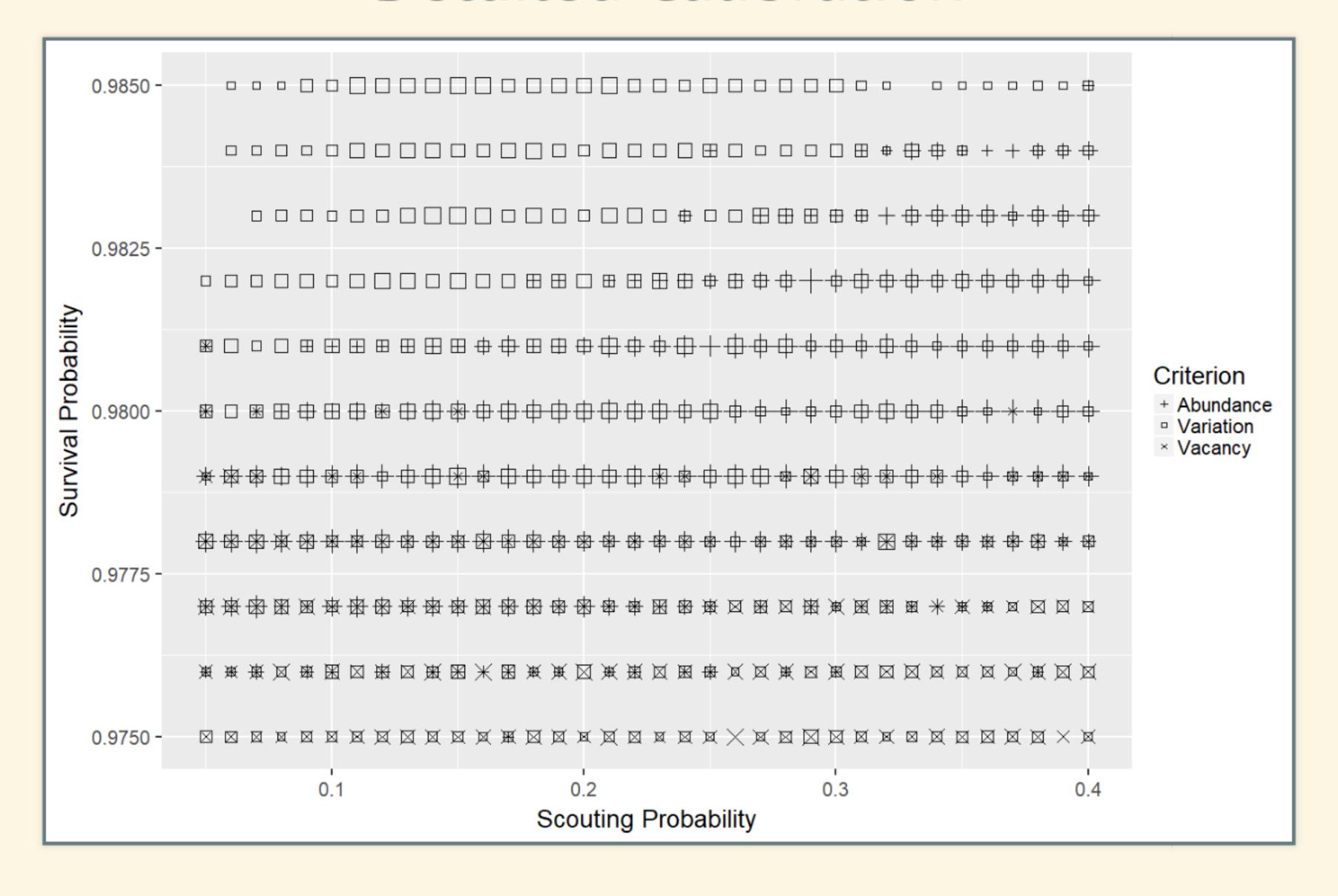


# Next steps



- Explore region near survival.prob  $\sim 0.975 \text{--} 0.985$  and scout.prob  $\sim 0.05 \text{--} 0.40$
- Try changing scouting submodel.

#### Detailed Calibration



# Satisfying All Three Criteria

