Adaptive Behavior and Objectives

EES 4760/5760

Agent-Based and Individual-Based Computational Modeling

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Class #12: Tuesday, October 1 2019

Announcements

Announcements

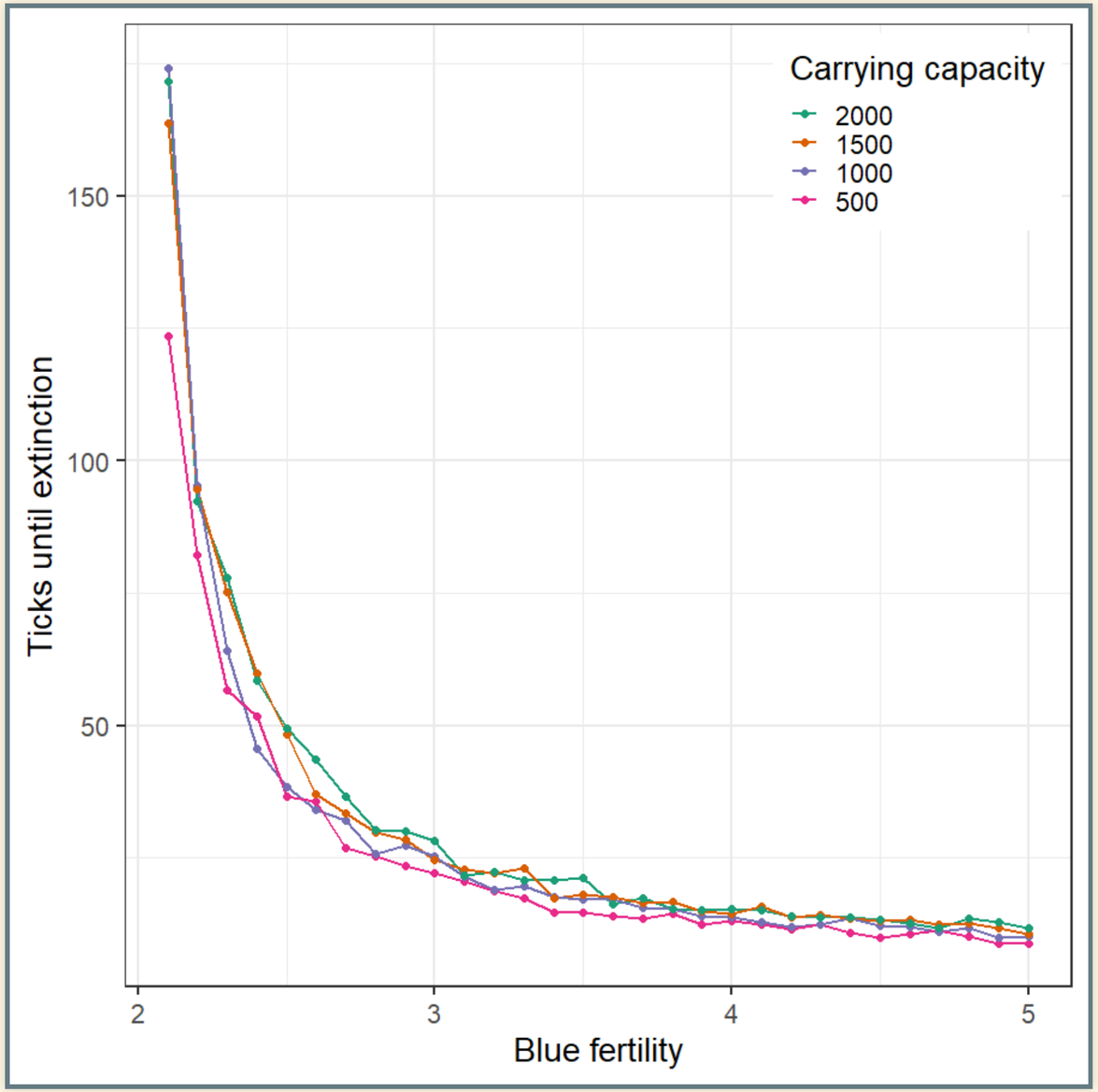
- Homework assigned for Thursday, October 3 is cancelled.
  - From here on, focus on working on your team project and individual project.

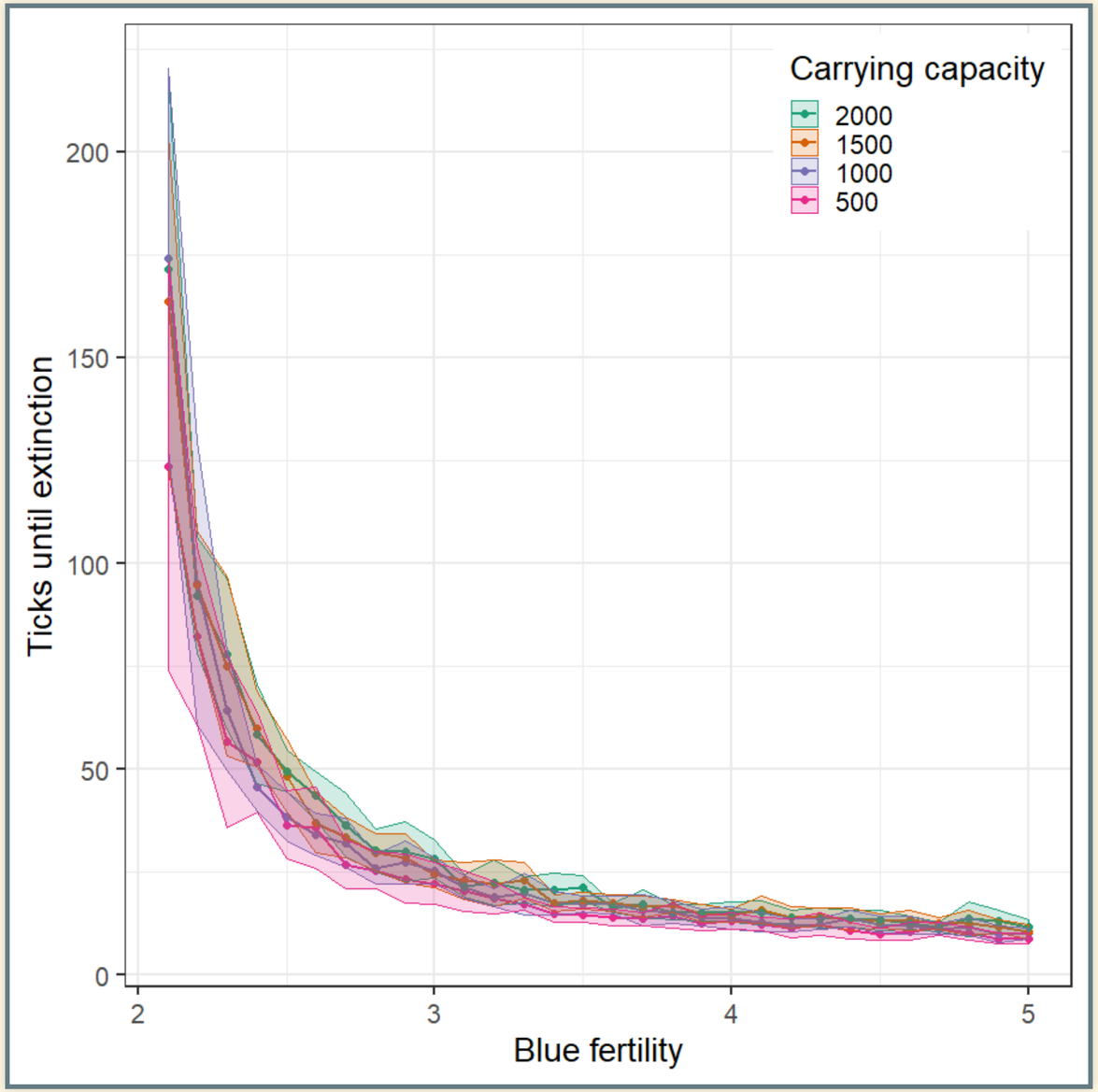
Homework

Reviewing Homeworks

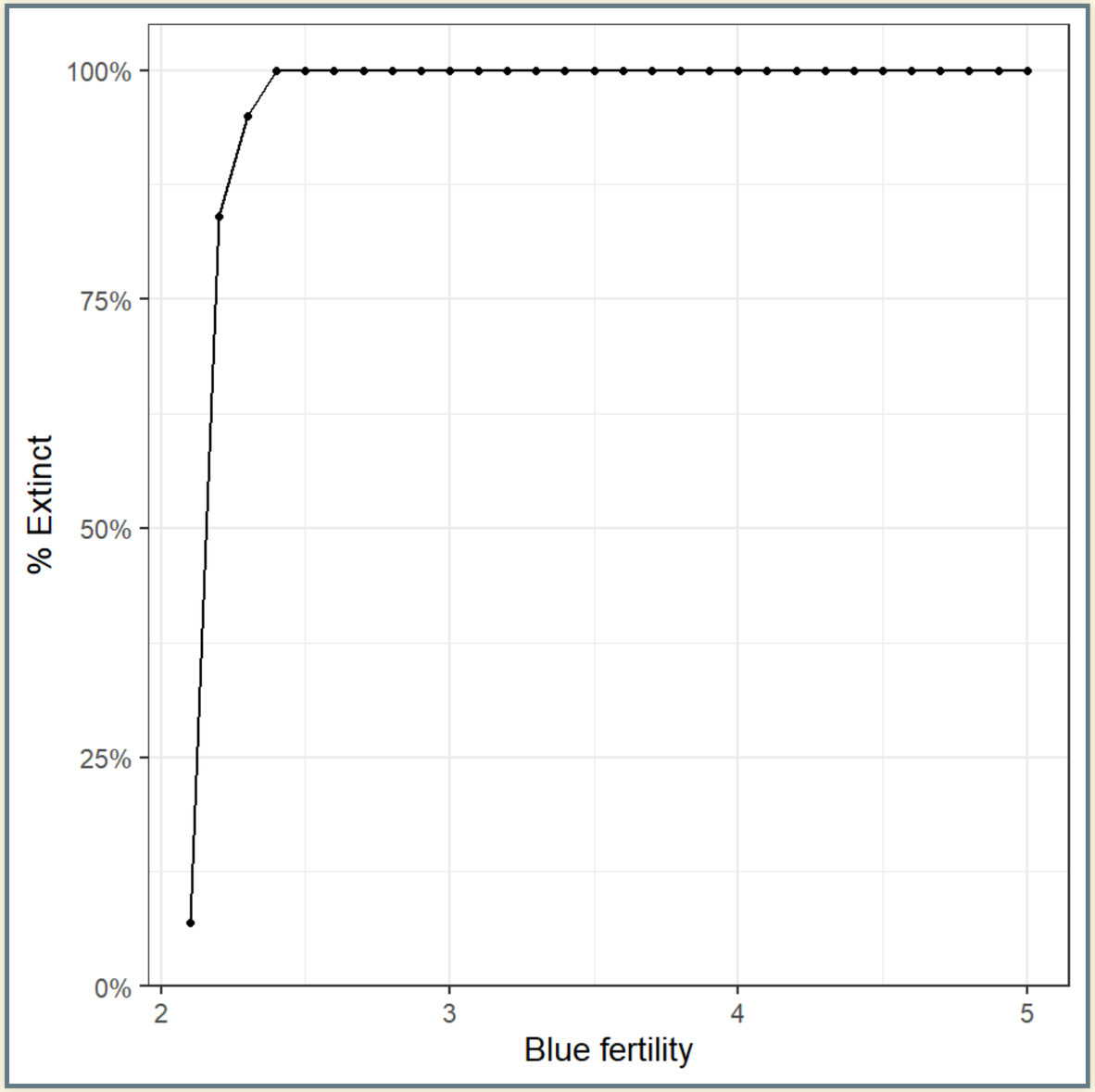
- Homework 8.1, 8.2
  - Vary birth rate and carrying capacity in birth-rate models.

Exercise 8.1


Carrying capacity
2000
1500
1000
500
Ticks until extinction
150
100
50
2
3
4
5
Blue fertility


Carrying capacity
2000
1500
1000
500
Ticks until extinction
200
150
100
50
0
2
3
4
5
Blue fertility

Exercise 8.2



Sensing

Sensing

- Options for sensing:
  - Omnisicence: `max-one-of [ expected-utility ] patches`
  - Neighbors: `max-one-of [ expected-utility ] neighbors`
  - Limited radius: `max-one-of [expected-utility ] patches in-radius 5`
  - Social network: `max-one-of [ expected-utility ] my-social-network`
- Context:
  - NetLogo has **four** types of entities:
    1. Patches
    2. Turtles
    3. Links
    4. The Observer

Social Networks and Links

- Links
  - Connect turtles
  - Directed (`create-link-from`, `create-link-to`) or undirected (`create-link-with`)
  - Can have properties (color, size, etc.)
- Using links:
  - `my-links`, `my-in-links`, `my-out-links` report agent-sets of **links** connected to a turtle
  - `link-neighbors`, `out-link-neighbors`, `in-link-neighbors` report agent-sets of **turtles** connected to a turtle.
  - **Lots** more you can do with links (read NetLogo dictionary)

Adaptation

Adaptation and Objectives

- Making decisions:
  - Perfect rationality:
    - Pick a goal (objective function)
    - List possible actions
    - Calculate how well each will satisfy goal
    - Choose action that will best accomplish goal
  - Imperfect rationality:
    - Goal may be unclear or inconsistent
    - May not list all possible actions
    - May not calculate results of actions
    - May not act on best option
- Real-life agents may not act rationally

Bounded Rationality

- Perfect rationality and chess …
  - Evaluating all possible moves may not be possible
    - Limited time, memory, computing power
  - Cost of rationality
    - Getting, processing information
    - It may be more rational to be slightly irrational

Satisficing

- Define goal (objective function)
- Define criteria for *good enough* result
- Evaluate possible actions until the first one that is *good enough*.
  - Do that action.

More on Objective Functions

- Decisions under uncertainty
  - If you are gambling, what would you try to do?
    - Take a chance to get a very big win?
    - Try to avoid losing money?
    - Balance wins and losses finish with the most money on average?
- Behavioral economics
  - Most economists say rational people will try to get the greatest *expected* wealth
  - Actual people may be…
    - *risk seeking* (take greater chances for big wins)
    - *risk averse* (avoid taking chances)
    - *loss averse* (focus on changes instead of absolute wealth)
    - *regret averse* (try to avoid the feeling that you wish you'd made a different choice)
- Different goals may lead to very different behavior
  - Policy-makers may want to test their policies under different assumptions about people's goals and behavior