Specifying models: The ODD protocol

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Contents

eading:

Reading:

Required Reading (everyone):

• Agent-Based and Individual-Based Modeling, Ch. 3.

Reading Notes:

Read carefully through the different design principles. Some of them have meanings that are a bit different from what you might infer from colloquial use.

For instance:

- Adaptation does not mean a persistent change in a turtle's behavior similar to the biological/Darwinian sense
 of adaptation in species. Rather, it means the way an agent changes its behavior in response to its *immediate*conditions. Thus, adaptation in the ODD sense might include behaviors such as eating when you are hungry
 (eating is an adaptation to hunger), putting on warmer clothing when it's cold out (bundling up is an adaptation
 to cold), and running away from a predator.
- The kind of persistent changes that arise over time from experience fall under the ODD design concept of **learning**: If there is more food near a river than on hills, turtles may **learn** to go to rivers when they are hungry.

You can download several useful documents related to the ODD protocol from the class web site:

- The journal article, V. Grimm *et al.* (2010). "The ODD protocol: A review and first update" *Ecological Modeling* **221**, 2760–68.. https://ees4760.jgilligan.org/files/odd/Grimm_2010_ODD_update.pdf
- A Word document that provides a template for writing ODDs: https://ees4760.jgilligan.org/files/odd/Grimm_ 2010_odd_template.docx
- Lists of scientific publications using agent-based and individual-based models that either do or don't use the ODD protocol (this appeared as Appendix 1 of the Grimm *et al.* paper):
 - https://ees4760.jgilligan.org/files/odd/Grimm_2010_appendix_1.pdf,
 - https://ees4760.jgilligan.org/files/odd/ch3 ex1 pubs with no ODD.pdf,
 - https://ees4760.jgilligan.org/files/odd/ch3_ex2_pubs_with_ODD.pdf.