Adaptation Strategies

EES 4760/5760 Agent-Based and Individual-Based Computational Modeling

Class #13: Wednesday, October 02 2024

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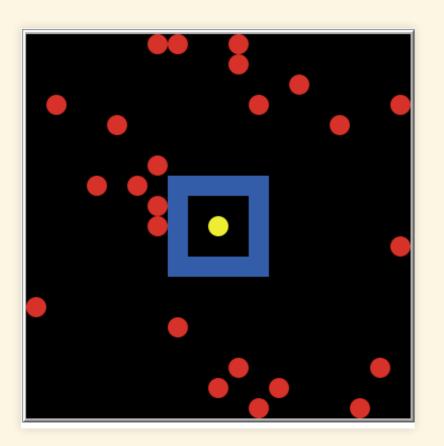
Getting Started

- Sit with your team partners
- Download model:
 - https://ees4760.jonathangilligan.org/models/class_12/business-investor.nlogo

Subsetting

Subsetting

- Open the BusinessInvestor model in NetLogo
- Click setup
- Turn all the turtles red and the patches black
- Turn turtle 5 yellow and move it to patch 0 0
- Ask turtle 5 to identify all the patches that are exactly 2 patches away from the turtle's patch (not a 2-patch radius from turtle-2)



Hints:

- There are many ways to do this. Let's look at a way to do this with the neighbors primitive.
- Hints:
 - Use member? primitive (member <agent> <agent-set>)
 - Use patch-set primitive to turn an list of many patch-sets into a single patch-set
- Suggestion:
 - 1. Start by turning all neighbor patches (patches exactly 1 patch away) blue
 - 2. Next turn all patches within 2 patches blue
 - 3. Now turn all patches black again
 - 4. Now turn all patches within a 2-patch distance blue except the turtle's patch
 - 5. Now turn all patches black again
 - 6. Now turn all patches within a 2-patch distance blue *except* the turtle's patch and the patches 1 patch away.

A solution

```
ask turtle 5 [
  ask (patch-set [neighbors] of [neighbors] of self) with
      [not member? self [(patch-set neighbors patch-here)] of myself]
  [
  set pcolor blue
  ]
]
```

- What does self refer to in patch-set [neighbors] of [neighbors] of self?
 - self refers to turtle 5
 - ask turtle 5 [...] puts the [...] in the context of turtle 5, so self refers to turtle 5
- What does self refer to in not member? self [(patch-set neighbors patch-here)] of myself?
 - self refers to the various patches in the patch-set: (patch-set [neighbors] of [neighbors] of self)
 - x with [...], where x is an agent-set evaluates [...] for each of the agents (patches, turtles, links) in x, so self in the [...] refers, in turn, to each patch in the patch-set
- What does myself refer to in not member? self [(patch-set neighbors patch-here)] of myself?
 - myself refers to turtle 5
 - myself refers to the agent doing the asking

Self vs. Myself

```
to test-self-myself
  ask turtle 5
    ask turtle 7
      print (word "first self = " self)
      print (word "first myself = " myself)
      ask turtle 2
        print (word "second self = " self)
        print (word "second myself = "
myself)
end
```

```
observer> test-self-myself

first self = (turtle 7)
first myself = (turtle 5)
second self = (turtle 2)
second myself = (turtle 7)
```

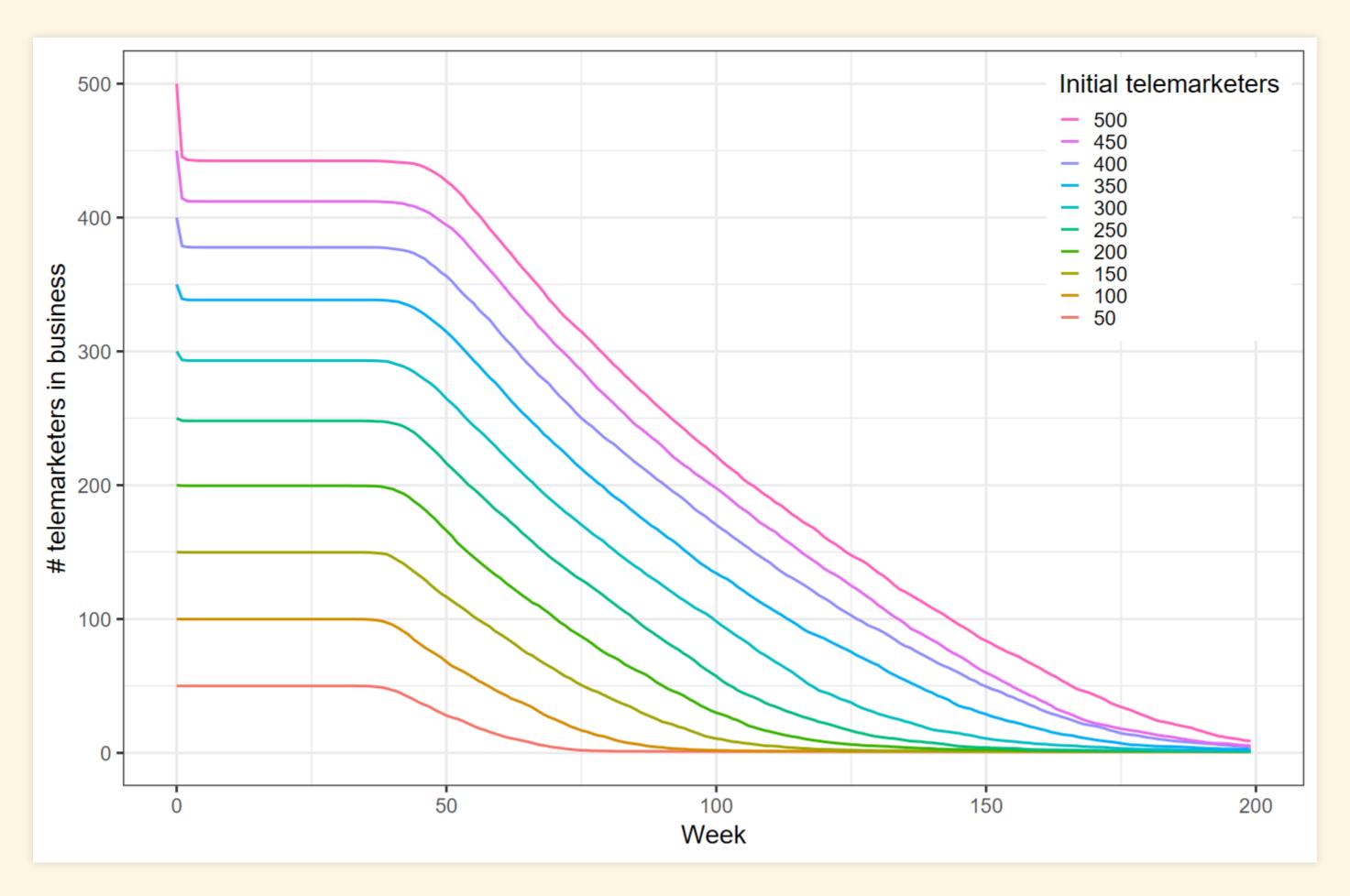
- self refers to the agent being asked.
 myself @feBMra India the double the defeation of the desired the desired of the desired the desired of the desired the desired of the desired of
- First: turtle 5 is asking turtle 7 to do something.
 - self is turtle 7, myself is turtle 5
- Second: turtle 7 is asking turtle 2 to do something.
 - self is turtle 2, myself is turtle 7

Telemarketer Model

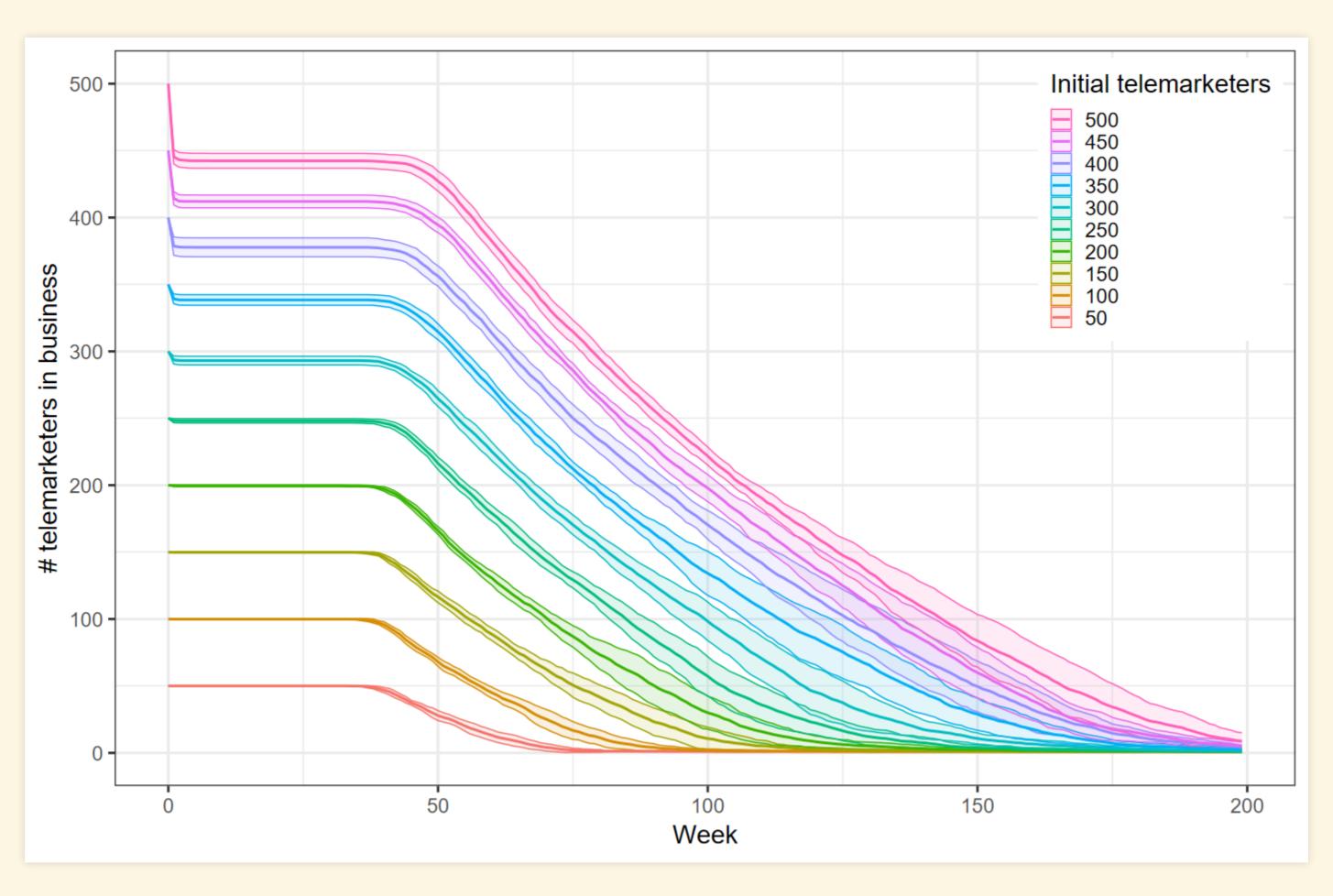
- Telemarketing firms interact
 - Telemarketer calls patches
 - If patch has received a previous call that tick, it hangs up
 - If patch has not received a previous call that tick, it buys something
 - Interaction is indirect, mediated by patches
- Accounting:
 - Net profit = 2 × sales 50 × size
 - If balance < 0, firm goes bankrupt
- Growth
 - If balance > growth threshold, firm increases size proportional to excess balance

Results

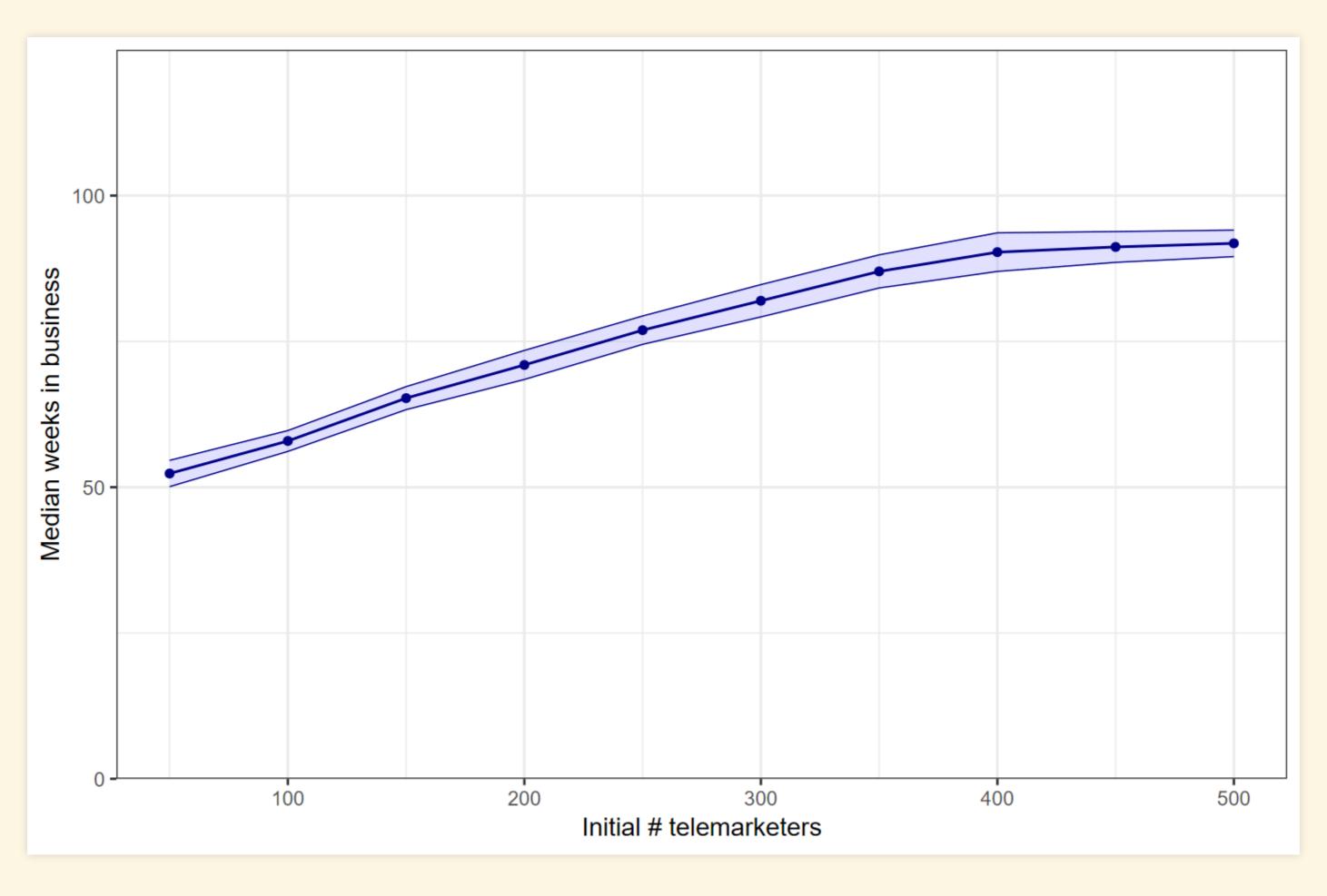
Results



Variation

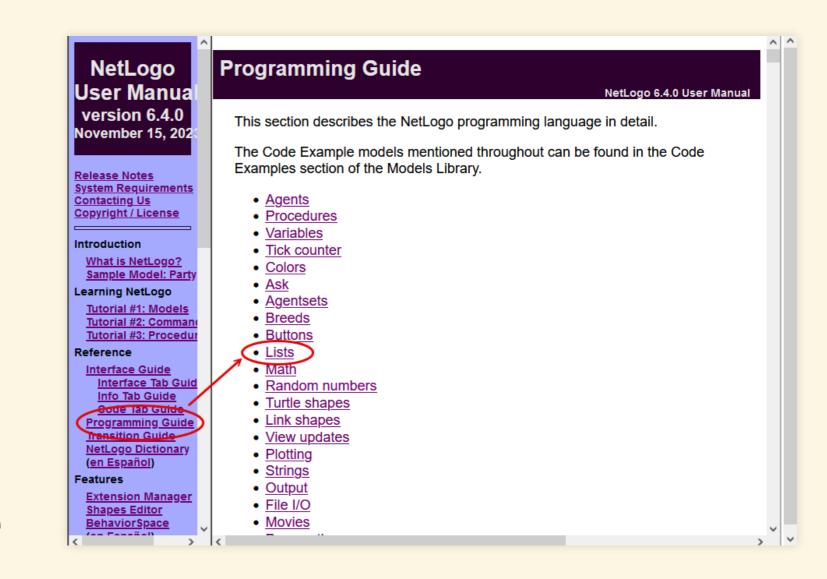


Median Weeks in Business



How to Calculate Median Weeks in Business?

- There are 50–500 telemarketers (turtles)
- What happens when a telemarketer goes out of business?
- What do you need, to calculate a median?
- We need a list of how long each turtle survives
- Use NetLogo 1ist primitive in a global variable
- How do you figure out the age of a turtle in this model?
- How might we update the list? (Hint: consult the NetLogo dictionary)
 - You may want to use the replace-item primitive
 - See the "Lists" section in the NetLogo
 Programming Guide in the User Manual for more guidance on how to update lists.

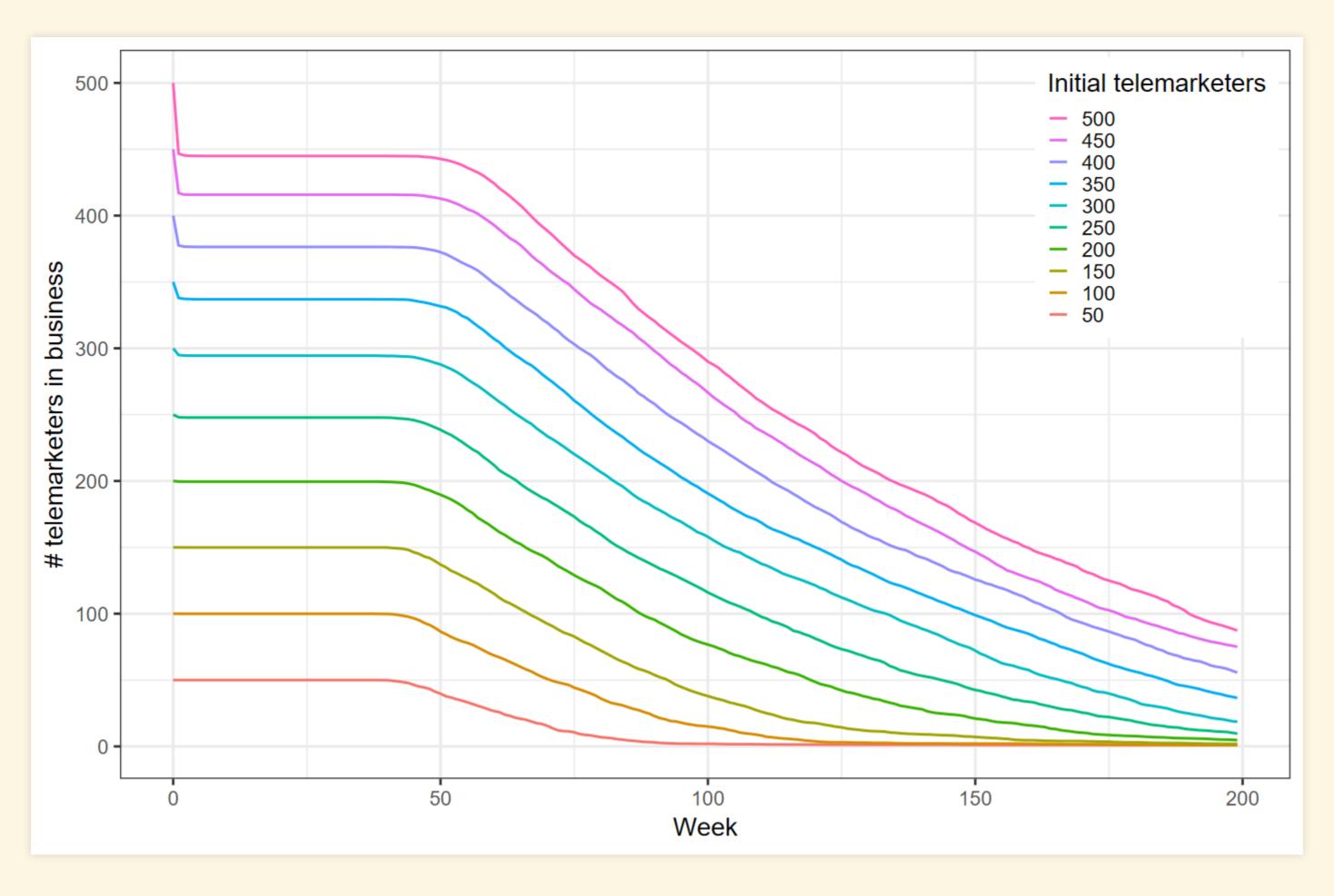


Mergers

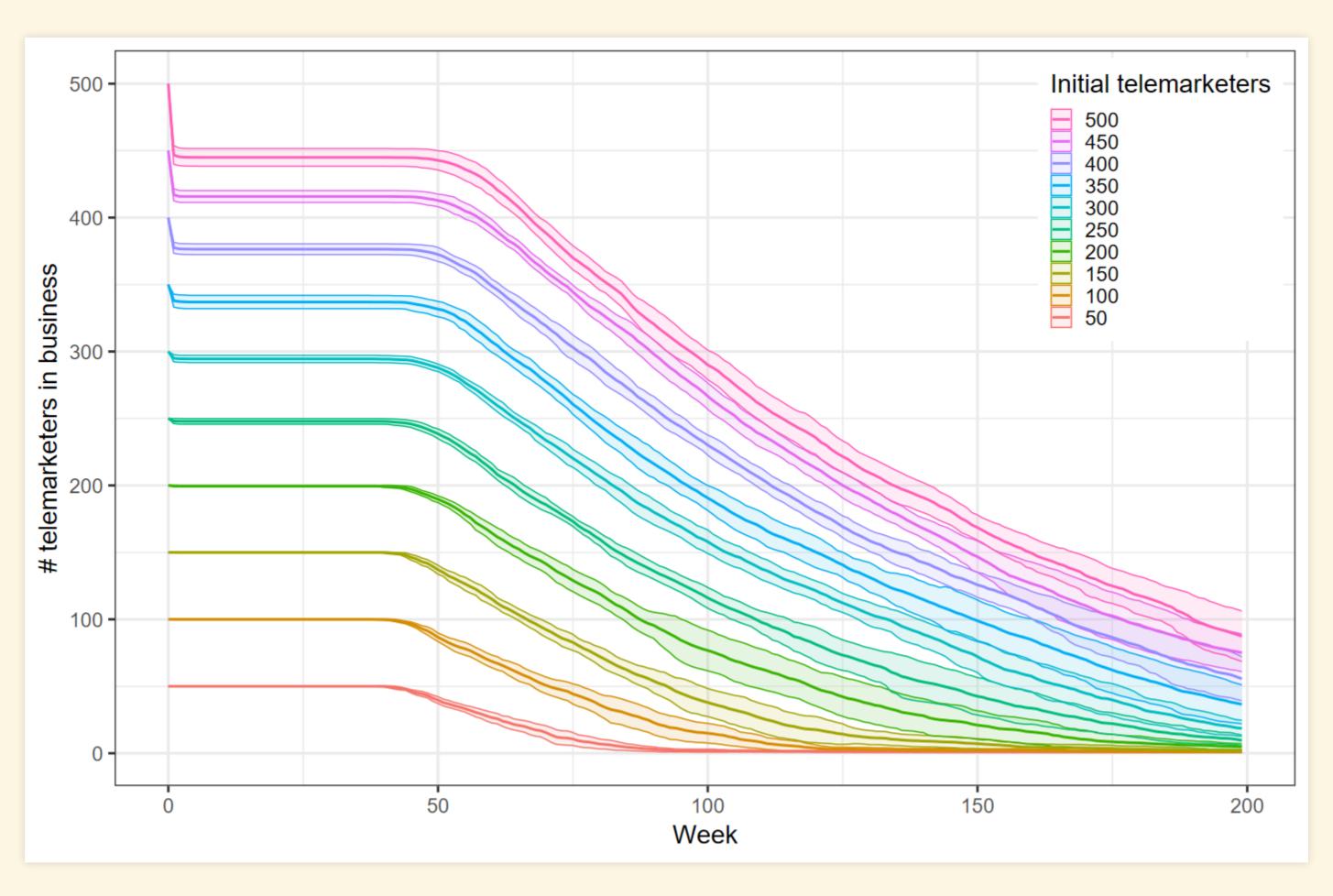
Mergers

- Instead of going bankrupt when the bank balance drops below 0, firms look for acquisition partner
 - Find a company that's bigger and has enough money to pay off deficit.
 - If it finds a parent, parent pays off deficit (child firm ends up with 0 balance)
 - In future turns, child pays parent 50% of its net profits.
 - In future, if child's balance becomes negative:
 - If parent has enough money, it pays child's deficit
 - If parent does not have enough money, child dies.

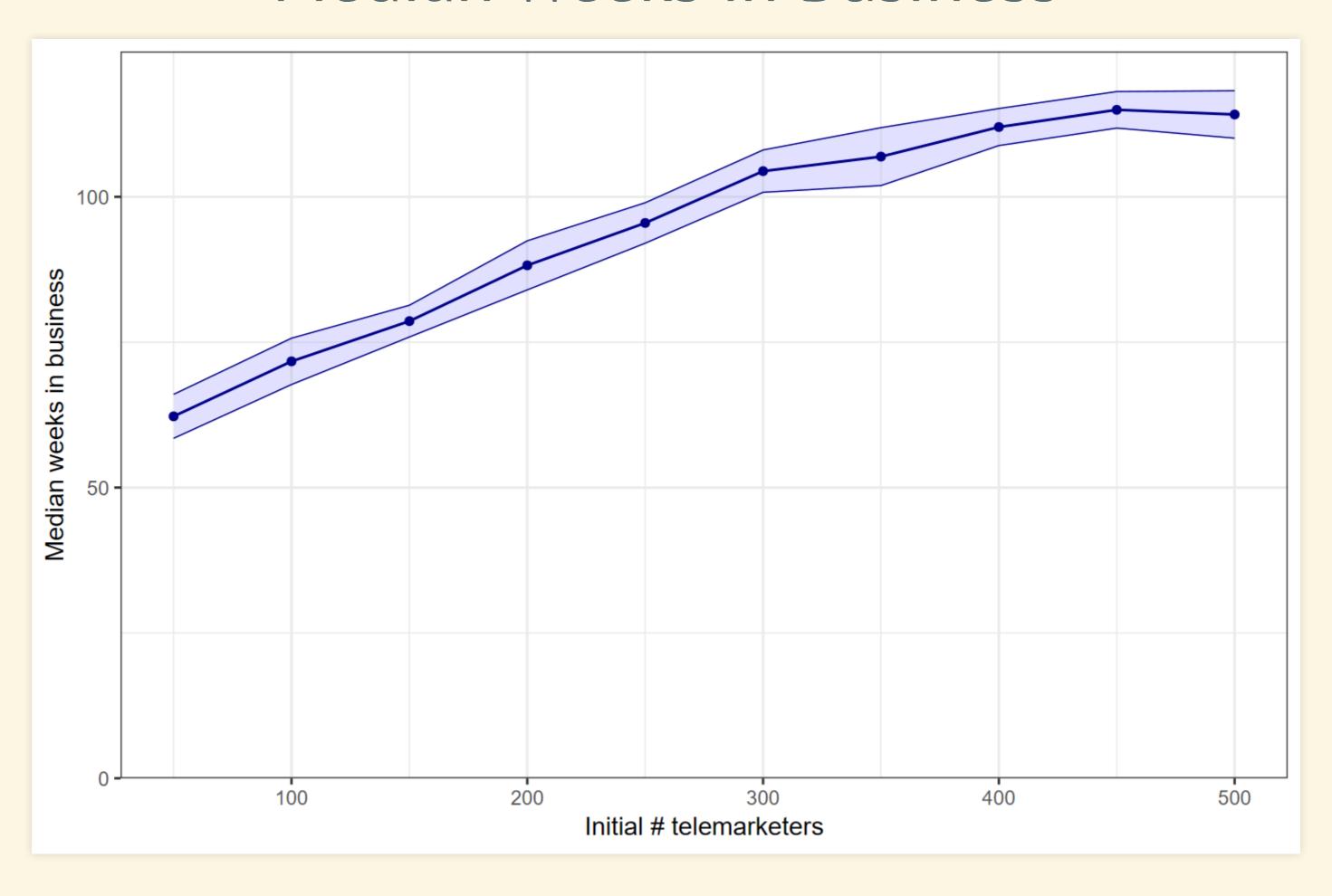
Results



Variation



Median Weeks in Business



Work With Partners on Team Projects