From Animations To Science

EES 4760/5760

Agent-Based and Individual-Based Computational Modeling

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Class #6: Monday, September 09 2024

Download files

Download files for Butterfly model

Download the following files from the Download page on the class web site:

- A single ZIP file with all the files in it: https://ees4760.jgilligan.org/models/class_06/class_06.zip
 - Unzip after downloading.
- Or individual files listed on Download page https://ees4760.jgilligan.org/downloads/butterfly_science/
- Start NetLogo and load butterfly_class_06a.nlogo

Projects

Individual Semester Project

- Semester Project:
 - Pick a model that you want to work with
 - Recommendations: use an open-source repository
 - (CoMSES OpenABM)
 - NetLogo "model library"
 - Or a model from the Modeling Social Behavior textbook
 - Or another place
 - Next Monday (Sept. 16) we'll discuss choosing a project model in class.
 - Sept. 23:
 - One-page description of model and thoughts for extending it
 - Oct. 7: Examine ODD and code.
 - Short write-up of how model works and output from running it
 - Fri. Oct. 25: ODD for extending model
 - Mon.–Wed. Dec. 2–4: Presentations on experiments with extended models
 - Fri. Dec. 6: Write-up of research project (around 10 pages)
- Detailed Assignmentss for Individual & Team projects are on the course web site.

Team Project

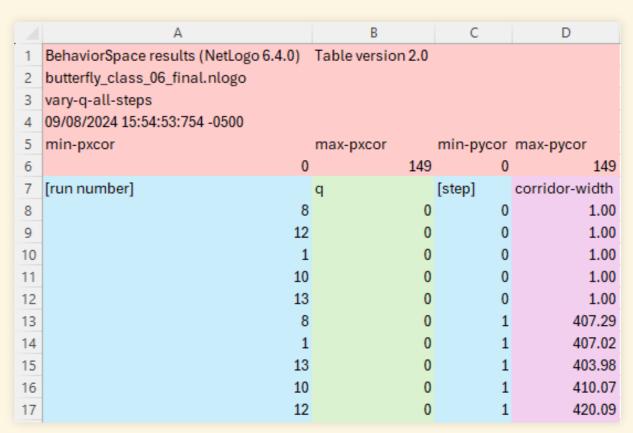
- Team Project:
 - Each team (2–3 students) will code a model from an ODD in the textbook:
 - The Business Investor Model (Ch. 10) studies the adaptive behavior design concept
 - The *Telemarketer Model* (Ch. 13) studies the *interaction* design concept.
 - By Friday Sept. 13, complete the survey on Brightspace to indicate your first choice model.
 - Optionally: If you and 1–2 classmates want to work together as a team say who is on your team.
 - Use model to do exercises from book
 - Make presentation about what you learned (Wed. Oct. 9).
 - Short written report Fri. Oct. 18.
- Detailed Assignmentss for Individual & Team projects are on the course web site.

Behaviorspace

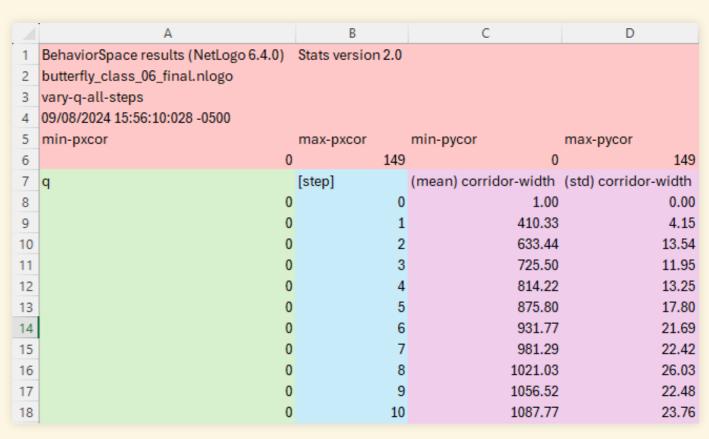
Running Experiments: BehaviorSpace

- Vary any parameter that has a control on the model's interface
- Writes output to .csv spreadsheet file (table and stat output format are the most useful).
- Note: Data written in spreadsheet might be out of order.

Table



Stats



Analyzing Behaviorspace Output

- Behaviorspace *table* and *spreadsheet* output format can annoying
 - Each line is some tick of some run
 - How to organize, and average over runs?
- New stats format helps a lot!
- analyzeBehaviorspace app
 - https://ees4760.jgilligan.org/analyze_behaviorspace
 - Or install on your own computer using R
 - Instructions at https://github.com/jonathan-g/analyzeBehaviorspace
 - After installing:

```
library(analyzeBehaviorspace)
launch abs()
```

Emergence

Emergence

- A tricky concept.
- Joshua Epstein in *Growing Artificial Societies:* "stable macroscopic patterns arising from the local interaction of agents."
- Epstein ten years later: "I have always been uncomfortable with the vagueness and occasional mysticism surrounding this word."
- Epstein now prefers to talk about "Generative Social Science"

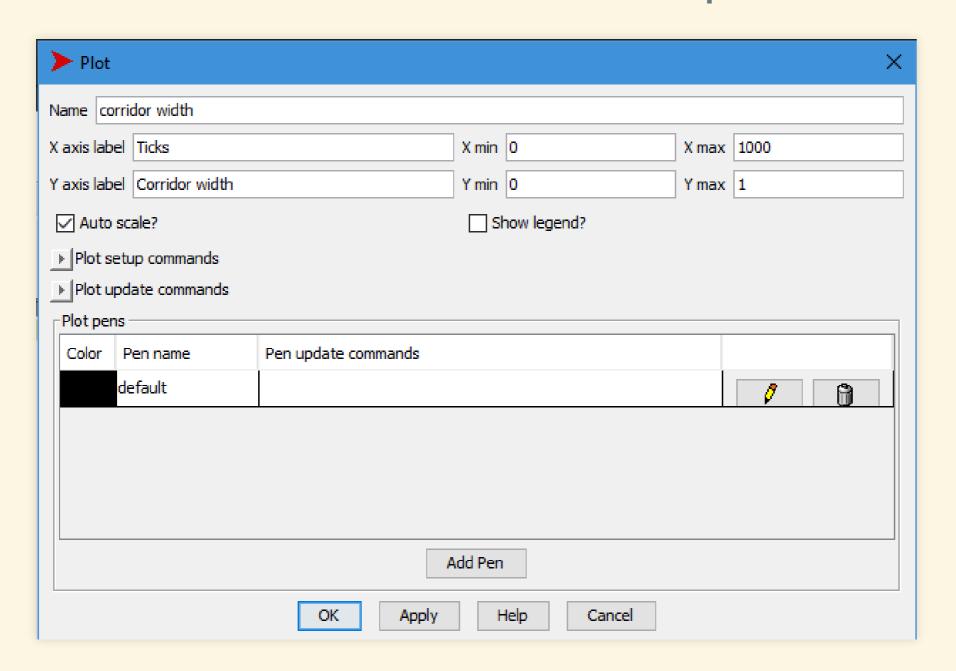
More Experiments with the Butterfly Model

More Experiments with the Butterfly Model

- You should have downloaded:
 - Various versions of NetLogo butterfly models.
 - A digital elevation map of real hills
 https://ees4760.jgilligan.org/models/class_06/ElevationData.txt
- Start NetLogo and load butterfly_class_06a.nlogo

Plot Corridor Width

On the interface tab, add a plot



On the code tab, add a line to go to plot the corridor width

plot corridor-width

Enhance Interface

Add a button to export the plot to a file:

```
export-plot "Corridor-width" (word "corridor-output-for-q-" (precision q 2) ".csv")
```

- precision q 2 rounds q off to two decimal places.
- word combines several different things into a single text string:

```
"corridor-output-for-q-0.40.csv".
```

Parentheses tell NetLogo which things word should apply to:

```
(word a b c d ... q)
```

will combine the values of variables a, b, c, d, ..., q into a single text string.

- Add a button to increment q by 0.1
- Add a switch concentrate-turtles and edit to setup to change the code for crt 500 to include this:

```
ifelse concentrate-turtles
[
   setxy x0 + random 10 - 5 y0 + random 10 - 5
]
[
   setxy random-pxcor random-pycor
]
```

BehaviorSpace

- If your model is having problems, compare it to butterfly_class_06b.nlogo
- Open BehaviorSpace and create an experiment
 - Call it experiment
 - Vary real-terrain between false and true
 - Vary q from 0 to 1 in steps of 0.2
 - set concentrate-turtles to true
 - Run 20 repetitions for each value of q.
 - Measure corridor—width and mean—elevation at the last tick only
 - Set time limit to 0 to let model run until it stops
- Run BehaviorSpace experiment
 - Save "table" output
 - Speed things up by unchecking "Update view" and "Update plots and monitors"
- Open the analyzeBehaviorspace app at https://ees4760.jgilligan.org/analyze_behaviorspace and use it to compare the relationship between corridor width and q for each terrain

BehaviorSpace

> Experiment	×
Welcome to the new BehaviorSpace experiment editor! We added some new features to this window. If you would like to learn more about them, you can hover over the labels or click the "Help" button at the bottom of the window to read our updated documentation.	
Experiment name terrrain-experiment	
Vary variables as follows (note brackets and quotation marks):	
["q" [0 0.2 1]] ["real-terrain" false true] ["concentrate-turtles" true]	^
	~
Repetitions 20	
Execute combinations in sequential order	
Measure runs using these reporters as metrics:	
corridor-width mean [elevation] of turtles	^
	٧
Run metrics every step	
Run metrics when	
Rui incires wich	
▶ Pre experiment commands:	
Setup commands: Go commands:	
setup	^
▽	v
► Stop condition: ► Post run commands:	
Post experiment commands	
Time limit 0	
OK Help Cancel	

Practice

Practice

- Work together with a partner
- Add a button to erase the tracks of the turtles (Exercise 5.2)
- Using the realistic terrain, play with *q* and see what values do best at helping butterflies find mates near hilltops.

Testing

Leaving trails

Turtles leave trails with the pen (because you told them pen-down when you created them in to-setup). The pens are the same color as the turtles, so it's hard to tell the difference between turtles and trails.

It would be nice to color patches they visited yellow so you could erase the pen trails and see the red turtles contrasting with the yellow trails of visited patches.

- Open the original "butterfly_class_06a.nlogo"
- Add code to color patches yellow when a turtle visits them:
 - At the end of to move, add

```
set pcolor yellow
```

- Add a button to the interface to erase the pen trails:
 - Give the button the command clear-drawing and the display name "erase trails"

Testing Models

- Using monitors
- Testing for consistency
 - Open the original butterfly_class_06c.nlogo
 - In to go, after the turtles move add:

```
if (count patches with [visited?]) != (count patches with [pcolor =
yellow])
[ print "# visited patches does not match # yellow patches." ]
```

NetLogo output

- Four commands to output to *Command Center*:
 - show Indicates which turtle or patch used it. Ends the line after the command.
 - print Ends the line after the command.
 - type Does not end the line.
 - write Does not end the line. Text strings are quoted.
- Similar commands output to the Output area
 - output-show
 - output-print
 - output-type
 - output-write
- See the "Output section of the Programming Guide in the NetLogo User Manual.

More testing

• In to move replace the ifelse block with this:

```
ifelse random-float 1 < q
[
    ; move uphill
    let current-elevation elevation
    move-to max-one-of neighbors [elevation]
    if elevation < current-elevation
    [ show "Turtle is moving downhill." ]
]
[ move-to one-of neighbors ] ; move randomly</pre>
```

 Why does the turtle sometimes move downhill when it should be moving uphill?