Designing and Documenting Models: The ODD Protocol

EES 4760/5760

Agent-Based and Individual-Based Computational Modeling

Jonathan Gilligan

Class #4: Monday, September 02 2024

Housekeeping at Start of Class:

Announcements

- Homework for Wednesday:
  - You will be turning in several files:
    - One or more NetLogo models for each exercise
    - Text files with answers to questions about the models
      - If you prefer to do your homework with pen and paper, snap a photo (preferably .jpg or .png format) and upload that.
  - Preferred method:
    - Make a single Zip file containing all the files you are turning in and turn the Zip file into Brightspace
  - Alternate method:
    - Upload all of the files you are turning in to Brightspace individually

Getting Started:

- Purpose of Today's Class:
  - Learn a structure for designing and documenting a model
- Getting started for today:
  - Download and save the Butterfly model from https://ees4760.jgilligan.org/models/class_04/butterfly_odd.nlogo
    - Or go to the "Downloads" page at https://ees4760.jgilligan.org and click on item 4: "Butterfly Model ODD"
  - Open NetLogo and load "butterfly_odd.nlogo"

Designing and Documenting Models

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ECOLOGICAL MODELLING 198 (2006) 115–126

available at www.sciencedirect.com

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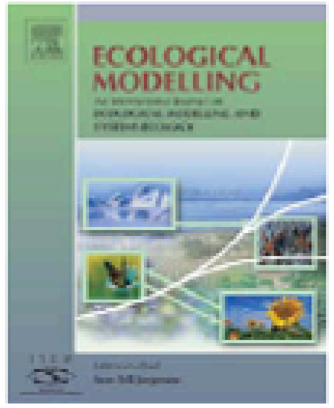

A standard protocol for describing individual-based and agent-based models

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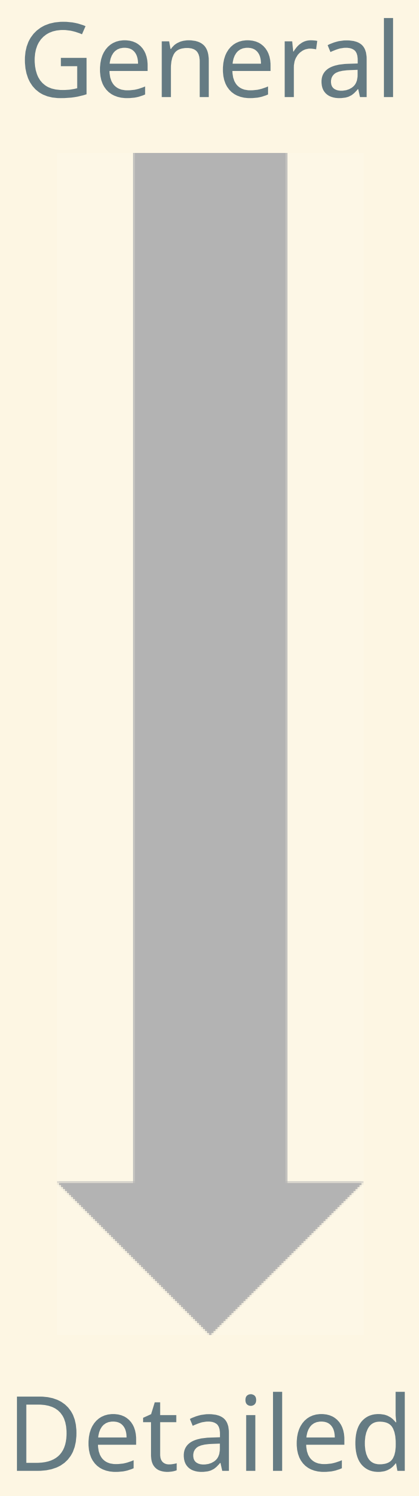
Design

- Don’t start writing code until you know what you’re trying to do.
- Big picture
  - What is the **purpose** of your model?
  - What **things** does your model use?
  - How do those things **behave**?
- Design concepts
  - How do you represent the **things** in your model?
  - How do you implement their **behavior**?
  - How will your **things** and **behaviors** realize your **purpose**?
  - What **data** will you collect from your model?
  - How will you **use that data** to achieve your **purpose**?

Overview, Design Concepts, and Details

	Elements of the ODD protocol
Overview	1. Purpose and patterns
	2. Entities, state variables, and scales
	3. Process overview and scheduling
Design concepts	4. Design concepts • Basic principles • Emergence • Adaptation • Objectives • Learning • Prediction • Sensing • Interaction • Stochasticity • Collectives • Observation
Details	5. Initialization
	6. Input data
	7. Submodels



ODD in perspective:

- Write overview and major parts of design concepts *first*
- As you write the model code, revisit and revise design concepts.
- Much of the details will emerge in the course of programming.
- When you are finished, write a complete ODD. This will be the major documentation for your model.

ODD Outline

1. Purpose & Patterns

Questions:

- What is the **purpose** of the model?
  - What are you trying to do?
  - ***Suggestion***: What will the *key figure* showing your results look like?
- **Patterns:** What aspects of the world are we modeling?
  - How will you judge whether the model is realistic enough for the purpose?
  - What can you neglect?

2. Entities, State Variables, Scale

- What kinds of **entities** are in the model?
  Agents, collectives, spatial units, global environment, ...
- What attributes (state-variables) characterize the entities?
  Age, sex, wealth, mood, opinion, soil type, land costs, rainfall, market price, ...
  - You only need state-variables if they vary
    - values are different for different entities, change over time, etc.
  - Use the fewest attributes you need
- What are the temporal and spatial resolutions and extents of the model?
  - **Resolution:** how detailed?
  - **Extents:** how big?

3. Process Overview and Scheduling

- How do states change?
- What entities do what, and in what order?
  - Schedule:
    1. Which entities take actions?
    2. What actions do they take?
       - Details of actions often go in **submodels**
    3. In what order do they take them?
    4. Design Concepts

4. Design Concepts

There are **11 design concepts** (see Table 3.1).

Textbook has one chapter for each.

Outline of Design Concepts

1. **Basic Principles:** Basis of model in general concepts and theories
2. **Emergence:** What emerges as the model runs?
   (phenomena not imposed or directly programmed)
3. **Adaptation** How do agents respond to changes in their environment?
   What decisions do they make, and how do they decide?
   Do they seek objectives directly (*deliberately*) or indirectly (*mimic natural behavior*)?

   Note: *Adaptation* means responding to current conditions. It's different from *persistent change* (the way the word is used in *evolution*)

   Seek shelter when it starts to rain.
4. **Objectives (Fitness):** Goals of agents? What determines survival?
   Do objectives change as agent changes?
5. **Learning:** How do individuals change behavior as they gain experience?

   Note: This is where *persistent change* happens. It's often confused with *adaptation*

   After getting rained on several times, start carrying an umbrella when it's cloudy.

Outline of Design Concepts (cont.)

6. **Prediction:** How do agents predict consequences of their decisions? (learning, memory, environmental cues, programmed assumptions)
7. **Sensing:** What do agents know or perceive when making decisions? (Is sensing process itself explicitly modeled, or do they *just know*?)
8. **Interaction:** What forms of interaction among agents are there?
9. **Stochasticity:** Is there randomness in model? *Randomness must be justified!*
10. **Collectives:** Grouping of individuals (Herds, social networks, ...)
11. **Observation:** How do scientists collect data from the model for analysis?

Details

5. Initialization

- What is the initial state of the model world?
  - Time $t = 0$ of a simulation run
- In detail:
  - How many entities, of what type, are there initially?
  - What are the exact values of their state variables?
    (Or how were they set at random?)
  - Is initialization always the same,
    or does it vary from one simulation run to the next?
  - Are initial values chosen arbitrarily, or based on data?
  - References to those data should be provided.

6. Input data

- Does the model use input from external sources to represent processes that change over time?
  - data files, other models, human interaction
- If so, what data?
  - Where did they come from?
  - Provide references, citations.

7. Submodels

If the **process scheduling** step contains a list of processes or actions, explain, in detail what **submodels** represent those processes or actions.

- What are the model parameters?
- How were the submodels designed or chosen?
- How were they tested?

Example:
Virtual Corridors for Conservation Management

Example: Virtual Corridors for Conservation Management

Research Notes

Virtual Corridors for Conservation Management

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Abstract: *Corridors are usually perceived as clearly visible, linear landscape elements embedded in a hostile environment that connect two or more larger blocks of habitat. Animal response to certain aspects of landscape heterogeneity, however, can channel their movements into specific routes that may appear similar to their surroundings. These routes can be described as "virtual corridors" (VCs). Here we contribute to the foundation of the concept of VCs and highlight their implications for conservation management. We used an individual-based model to analyze the formation of VCs in the case of hilltopping in butterflies—where males and virgin females ascend to hilltops and mate. We simulated butterfly movements in two different topographically heterogeneous landscapes. We analyzed the movement patterns with respect to one parameter, the intensity of response to topography. Virtual corridor structure depended on the behavioral parameter, landscape, and location of the source patch. Within a realistic range of the behavioral parameter and in a realistic landscape, VC structures may be complex and require individual-based models for their elucidation.*

Key Words: habitat gradients, hilltopping, individual-based model, landscape heterogeneity, landscape management, nonrandom dispersal, topography

Pe'er, G., D. Saltz, & K. Frank, "Virtual corridors for conservation management," *Conservation Biology* **19**, 1997 (2005).

Butterfly Model in NetLogo

Open NetLogo and load “butterfly_odd.nlogo”

- Code section is blank, but ODD is filled in on “Info” tab.
  - You will fill in the code based on ODD while reading Chapter 4
- Click on “Edit” (pencil icon) to see what Info tab looks like when you edit it.
  - For details on editing “Info” tab, open NetLogo User Guide from the NetLogo Help menu and go to “Info Tab Guide” in the “Reference Section”

Purpose

- Ecologists observe that as butterflies move uphill, they concentrate into narrow and well-definied *virtual corridors* rather than following any old path to the top of the hill.
- Explore the concept of *virtual corridors:*

  Can concentrations of migrating animals emerge spontaneously from movement behavior and topography, instead of being a special habitat?
- Specifically, How does the concentration of hill-topping butterflies emerge from:
  - The way butterflies move uphill
  - The topography of the landscape

Entities, State Variables, and Scales

- **Landscape:**,
  - Square grid cells (patches) with one *state variable*: **elevation**.
- **Butterflies:**
  - Have one *state variable*: **location**
    (discrete: which cell they're in)

Entities, State Variables, and Scales

- **Spatial Scale:**
  - 150 × 150 cells (patches)
  - Two modes:
    - Generic mode: No specific size for a patch
    - Mapping mode: Each patch corresponds to 25 × 25 meters in the real landscape
- **Time Scale:**
  - Simulations last 1000 ticks
  - Tick length is unspecified (time for a butterfly to move one cell).

Process Overview and Scheduling

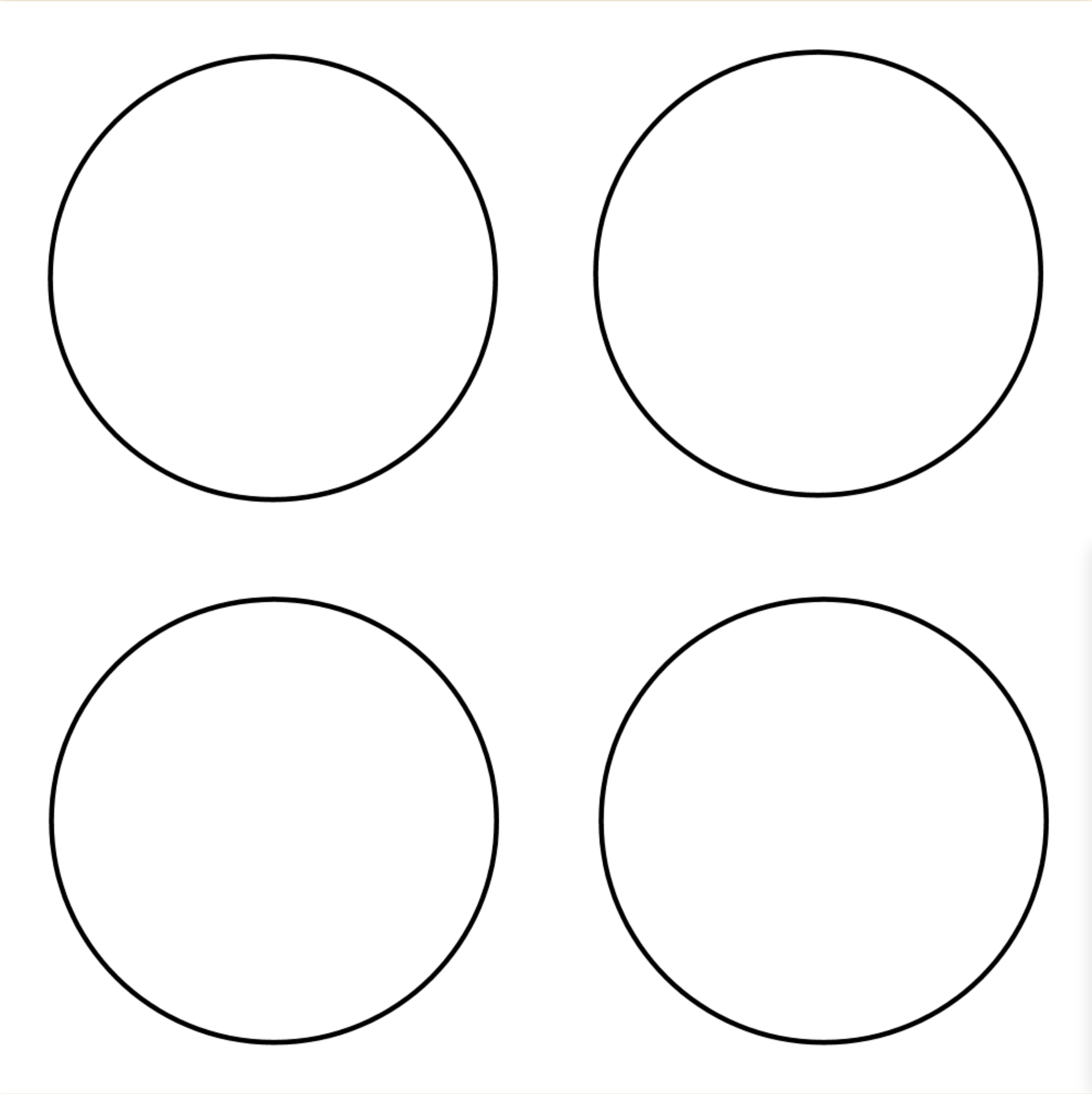
- **Only one process:** butterfly movement
  - On each tick, each butterfly moves once
  - The order in which butterflies move is not important because they don't interact

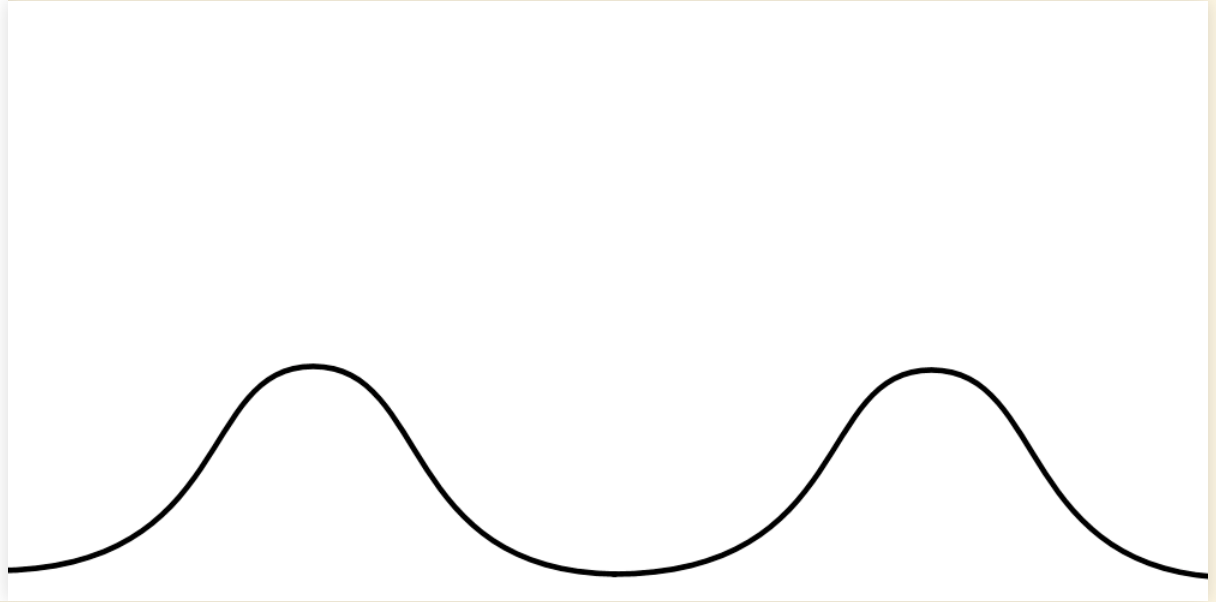
Design concepts (important ones)

- **Basic Principles:** The concept of *virtual corridors*
- **Emergence:** results (concentration of butterflies in corridors) emerge from movement rule and topography
- **Sensing:** Butterflies can sense elevation in current and 8 surrounding patches
- **Interaction:** None
- **Stochasticity:** Used to represent reasons why butterflies do not move straight uphill
- **Observation:** We need a way to measure of butterfly concentration

Initialization

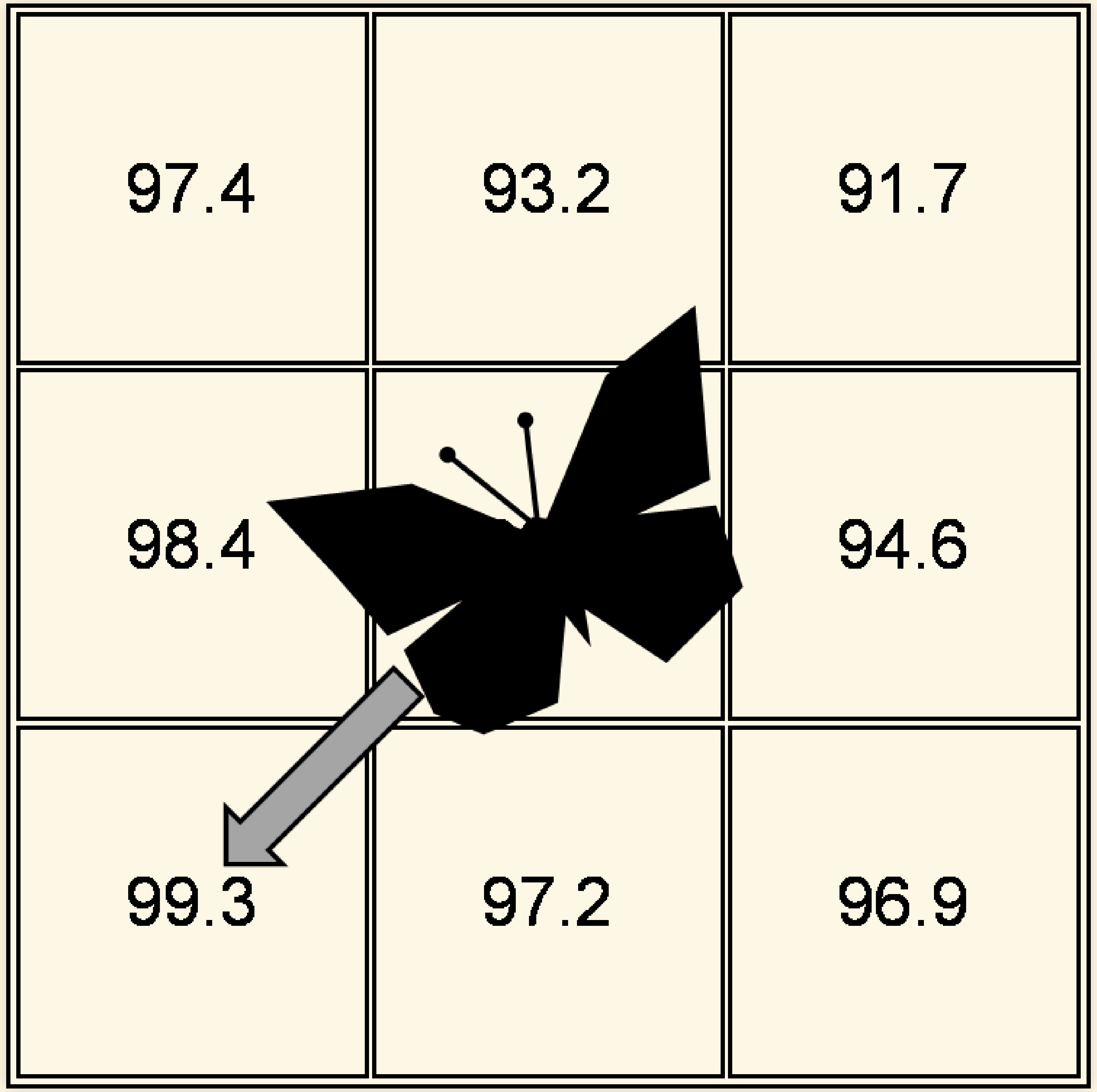
- **Landscape:** cell elevations set to a flat landscape with four hills
- **Butterflies:** 500 are created and placed in one patch





Submodel: Butterfly movement

- Global parameter *q* is probability that butterfly moves straight uphill, vs. moving to random neighbor cell.



Next Steps

Next Steps

For Wednesday, you will follow the book and write code to implement the butterfly model.

More about Agent-Based Models

Agent-based models

- Agents/Individuals are discrete, unique, and autonomous entities.
  - Discrete entities: Important at low densities
  - Unique: Individuals, even of same age and species, can be **different**
  - Individuals have a **life history**
- Interactions among individuals are usually **local**, not global
- Individuals make decisions, which can be **adaptive**
- Ecology or society **emerges** from individual behavior (bottom-up)

Example: flocks of starlings

- Thousands of individuals
  - unique and different
  - interact locally
  - show adaptive behavior

Behavioral Ecology
doi:10.1093/beheco/arq149

Self-organized aerial displays of thousands of starlings: a model

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Through combining theoretical models and empirical data, complexity science has increased our understanding of social behavior of animals, in particular of social insects, primates, and fish. What are missing are studies of collective behavior of huge swarms of birds. Recently detailed empirical data have been collected of the swarming maneuvers of large flocks of thousands of starlings (*Sturnus vulgaris*) at their communal sleeping site (roost). Their flocking maneuvers are of dazzling

Starling murmuration

By Liberty Smith & Sophie Windsor Clive, Islands and Rivers, https://vimeo.com/31158841

Flock of thousands of starlings

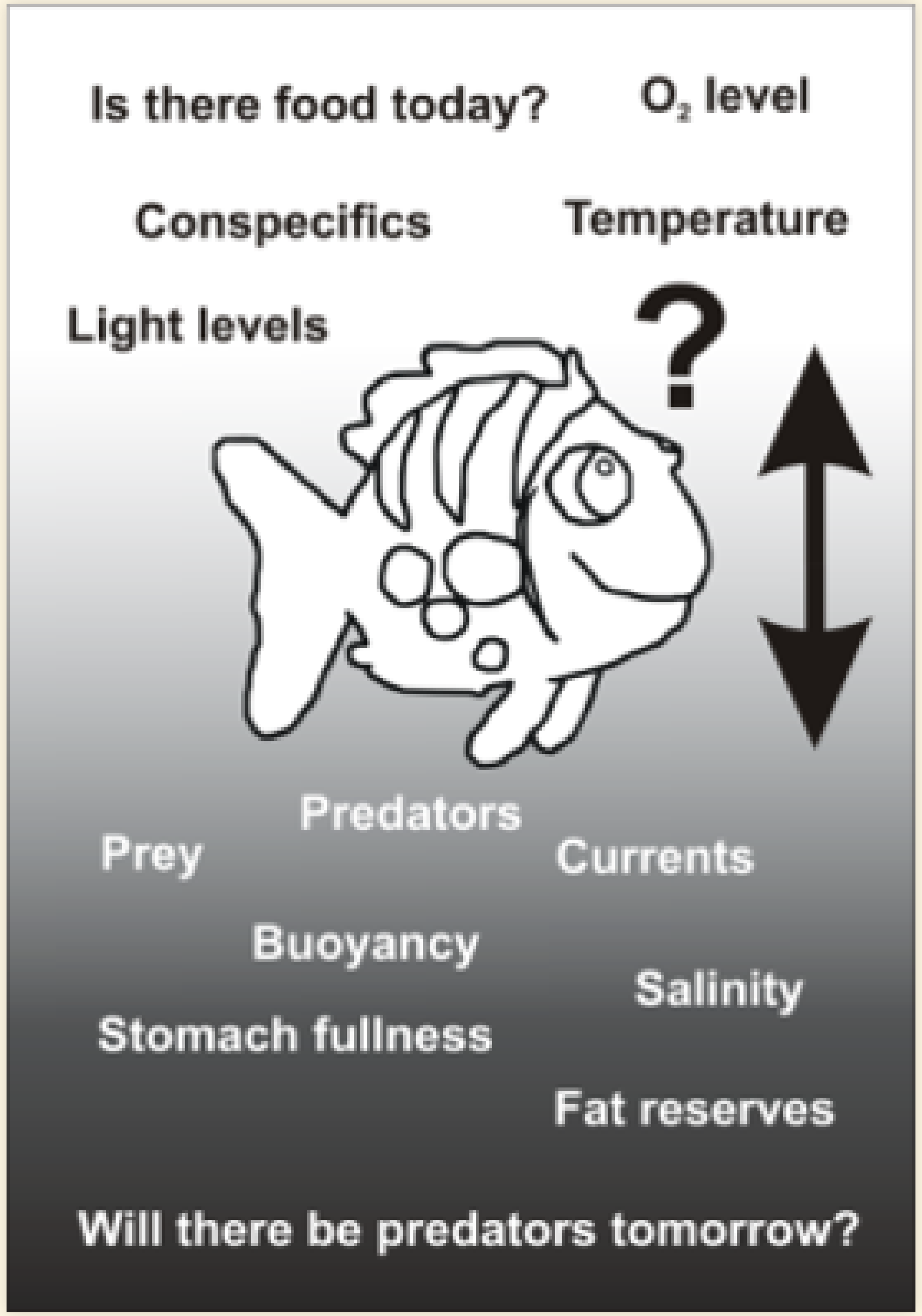
Simulated flock of thousands of starlings

Simulated flock of thousands of starlings

Why agent-based models?

1. Individuals/agents are unique and different from one another
2. Individuals/agents interact locally
3. Individuals/agents show adaptive behavior

Adaptive behavior



Adaptive behavior:
Characteristic patterns in trout habitat selection

Adaptive behavior:
Characteristic patterns in trout habitat selection

- Habitat:
  - Use shallow habitat when small
    - Avoid aquatic predators
  - Use deep habitat when big
    - Avoid terrestrial predators
  - Shift when predators, larger competitors are introduced
- Hierarchical feeding: big fish get the best spots
- Move to margins during floods
- Seek slower, quieter habitat when water is turbid
- Seek slower flow when water is cold

Source: S.F. Railsback & B.C. Harvey. 2002. *Ecology* **83**, 1817–1830. doi: 10.1890/0012-9658(2002)083[1817:AOHSRU]2.0.CO;2

Catching up

Catching up from Wednesday

- Two pieces of NetLogo I didn't get to.
  - Controls (slider)
  - Monitoring (graphs)
- Download the model from Wednesday: https://ees4760.jgilligan.org/static/model/class_03/class_03_example.nlogo or go to the Downloads page of the course web site.

Interacting with a Model

On the “interface” tab:

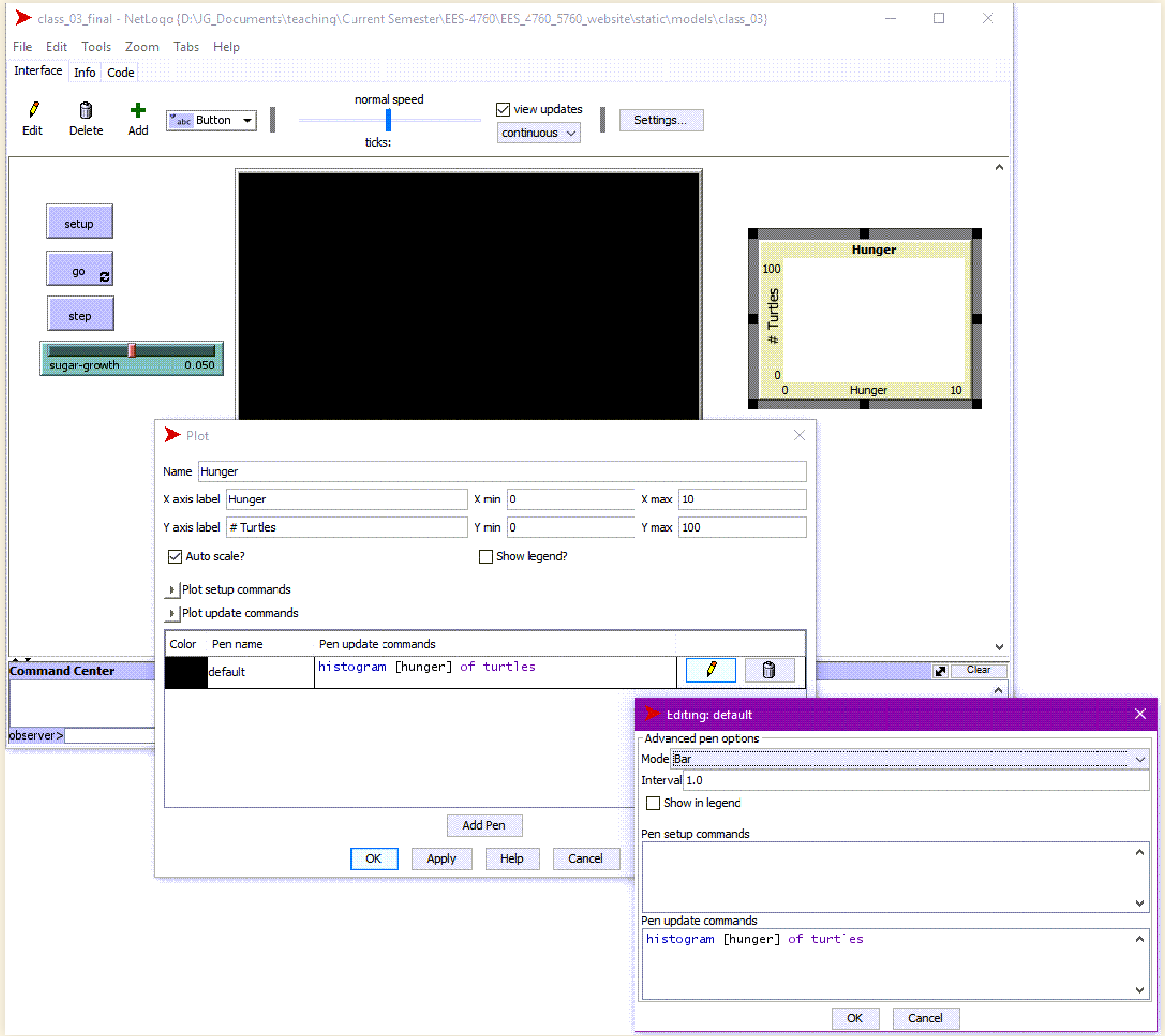
- Right click and add a Slider
  - Type “sugar-growth” into “Global Variable”
  - Set minimum to 0, increment to 0.005, maximum to 0.1, and value to 0.050
- Open the code tab and comment out definition and initialization of `sugar-growth`

```
globals
[
  max-sugar
  ; sugar-growth
]
...
to setup
  clear-all
  ; set sugar-growth 0.050
  ...
```

Monitoring a Model

On the “interface” tab:

- Right click and add a Plot
  - Name the plot “Hunger”
  - Set X max to 10 and Y max to 100
  - Type “Hunger” for “X axis label” and “# Turtles” for “Y axis label”
  - Click on the pencil icon next to “default” pen
    - Choose “Bar” for “Mode”
    - In “Pen update commands” type `histogram [hunger] of turtles`
  - Press “OK”



Play with the model

- Do interesting things happen for different values of `sugar-growth`?
- It might be fun to comment out the line in `to go` that stops the model after 2000 ticks

```
; if ticks > 2000 [ stop ]
```