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CS 24

1. What is modeling and what are models? Why do we build models?

Answer: Modelling or modeling is tied in with building portrayals of things in this present reality and opening plans to be explored, it is integral to all exercises in the process for building or making an antiquity of some form or other. A model is a reflection, which enables individuals to focus on the basics of an unpredictable issue by keeping out unwanted points of interest that is not really help full. A PC based model is a PC program that is intended to recreate what may or what happened in any circumstance.

1. Discuss the modeling cycle. The iterative process of designing, implementing, and analyzing models and using them to solve scientific problem?

Answer: Modeling cycle is cut down to two stages, there are two general classes of modeling activities namely the model development and the model deployment. model development cover the searching and invention stages of the learning cycle, while model deployment keeps in contact to the discovery stage.

1. What agent- based models are? How ABMs different from other kinds of model, and why would you use them?

Answer: Agent-based model is a category of computational models for imitating the working and dealings of the agents both individual or collective entities such as organizations or groups with a view to imposing their impact to the system as a one.

References

http://www.open.edu/openlearn/science-maths-technology/computing-and-ict/models-and-modelling/content-section-2.1