

Some models I have built

- Travellersim: a model where individuals say, 'hey, is that a nice place to visit?' Agents are settlements *and* individuals. World is early iron age Italy. The settlements keep track of how many visitors have arrived, and set their attractiveness as a function of that. Visitors decide to visit based on that attractiveness / knowledge of the world. Result is a network of connected sites. Under what conditions can a *known* network of sites emerge or areas-of-similar connectivity?
- Antonine Itineraries: a model of Roman connectivity. Agents wander along these paths. One has a 'message'; encounters lead to message transmission. What does that info-transmission curve look like in different geographic regions?

- The Roman Bazaar: here, we built a model that operationalized the just-so stories told by Roman economic historians about the past. One such story is the ‘bazaar’, a kind of economic exchange mechanism predicated on social connections and trade where maximum profit is not the goal, but good-enough profit and social capital creation are.
- Built a model that generated social networks under various conditions. Measured the networks against known archaeological networks.
- Found that some elements of the ‘bazaar’ model are not fully understood *or made explicit*. You can fudge a lot of things, in text. But not in code.