Equifinality
….a related issue.

- Any set of observations about the past we see can be the result of any number of potential sequences of cause-and-effect.

- Deciding which *one* gave rise to the history/archaeology we do observe is confounded by this problem of equifinality.

- And unlike in physical sciences we cannot really experiment on people to see what happens.

- …at least, not ethically.

Agent based modeling
A method for exploring equifinality *in silicon*

- Simulation is a 'middle range' suite of theory/tools

  - Middle range: addressing the gap between the evidence and the story we want to tell

- Emerges out of complex-systems science, complex adaptive systems.

- Consider this film: https://youtu.be/JXISHasXpJQ

  - How could we possibly model this?