



SIMULATION

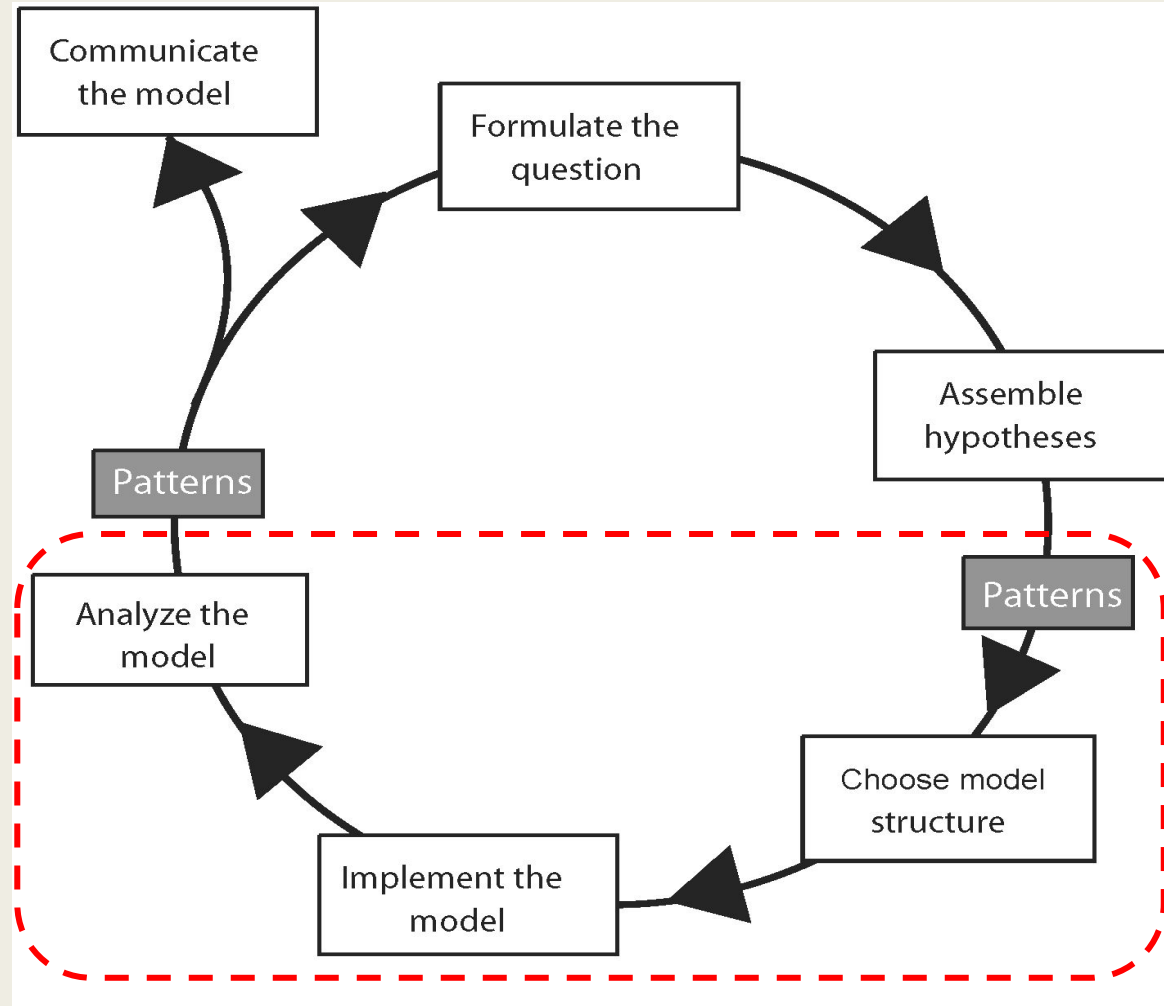
And the modeling cycle



Simulation

- Simulation is a particular type of modelling
- Modeling is a well recognized way of understanding the world:
 - *something we subconsciously do all the time,*
- A model is a simplification – smaller, less detailed, less complex, or all of these together – of some other structure or system.
 - *Gives us the power of prediction*

Doing Science with Models and Simulations



1. Formulate the Question

- We need to start with a very clear research question
- clear question requires a clear focus
- For complex systems, getting focused can be difficult
- Very often, even our **questions are only experimental** and later we might need to **reformulate** the question

2. Assemble hypotheses

- Agent based modeling directly represent the agents and their behavior
- We create the agents, put them in a virtual environment, and then run the simulation.
- We have to formulate many hypotheses for **what processes and structures** are essential
 - *What factors have strong influence in the phenomenon of interest?*
 - *Are these factors independent or interacting?*
 - *Are they affected by important other factors?*

3. Choose model Structure

■ Scales

- *Distance, time and other relevant units mapped to the simulated world*

■ Entities

- *Agents and environment (you can think of environment as immobile agents)*

■ State variables

- *Variables to capture states of agents and environments*

■ Processes

- *Agent actions for every time-step based on state and parameters*
- *Agent-to-agent interactions based on state and parameters*
- *Agent-to-environment interactions and parameters*

■ Parameters

- *Initial Setup and randomization parameters. Independent/input variables*

4. Implement the model

- **Setup** procedures
- **Agent** procedures
- **World/Observer** procedures
- **Monitors and reporters**
- **Interfaces** – parameters & plots
 - *This is what you will learn this week*

Agent Based Modeling (Recap)

- The idea that the world can be modeled using
 - Agents** – *individuals with specific characteristics: location, behavior, etc.*
 - Environment** – *The simulated world where these agents are deployed*
 - Agent-to-Agent Interaction** - *How agents interact (cooperate/compete/coexist) with other agents*
 - Agent-to-Environment Interaction** – *How agents are affected-by/reacts-to the environment and How the environment is affected by the action(s) of the agent(s)*

Agent Based Modeling Toolkits



Agents.jl



M A S O N

This course will introduce you to
NetLogo



Why NetLogo?

■ Pros

- **Low threshold** – Easy to learn and to start modeling
- **High Ceiling** - Supports Highly complex (Professional/Scientific/Industrial-scale) models
- Successfully used in many domains and scientific publications

■ Cons

- You have to learn a new programming language (But a very simple language)
- Under-the-hood investigation (or improvement) of the platform requires understanding of Scala

The Setup

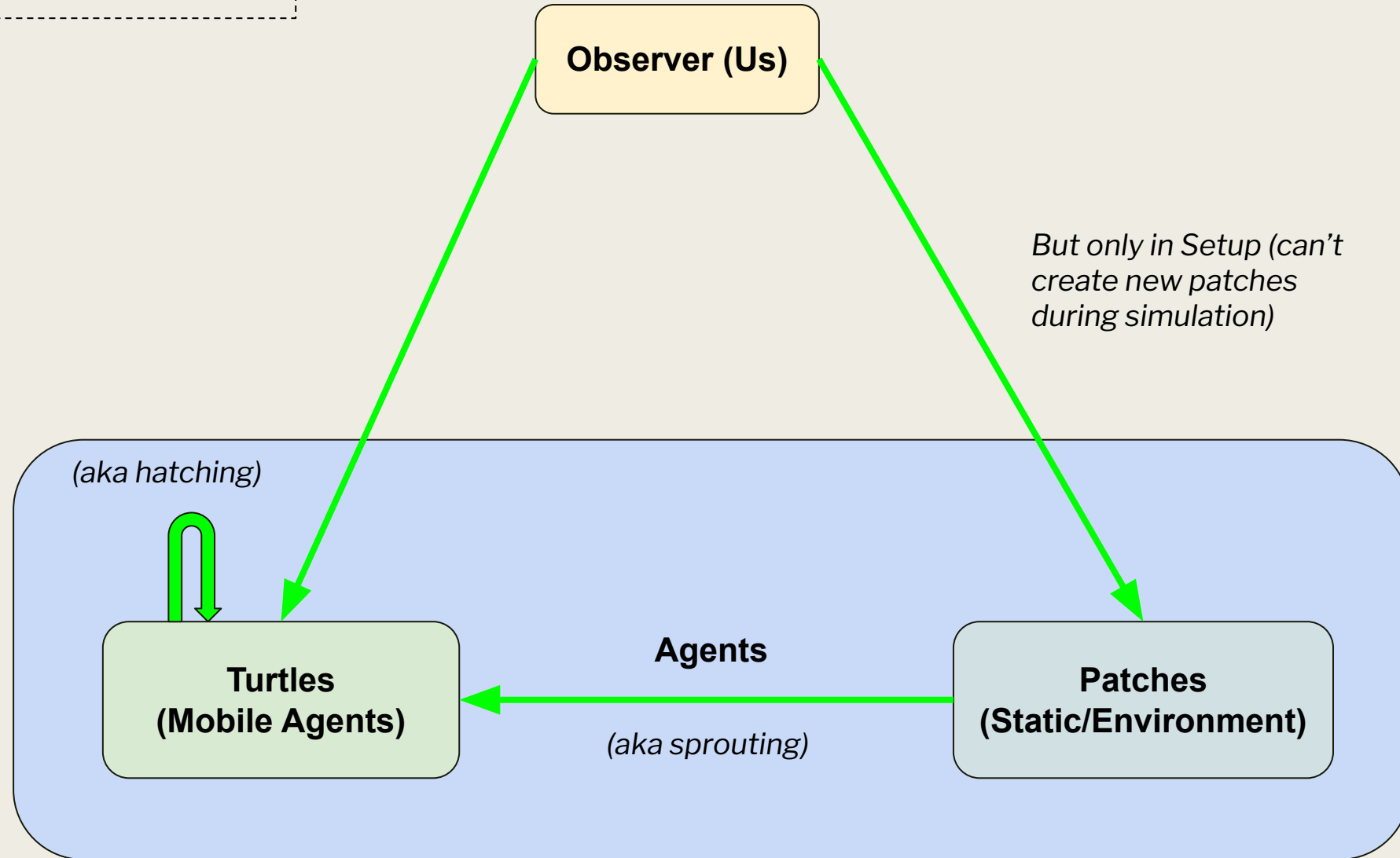
Observer (Us)

Turtles
(Mobile Agents)

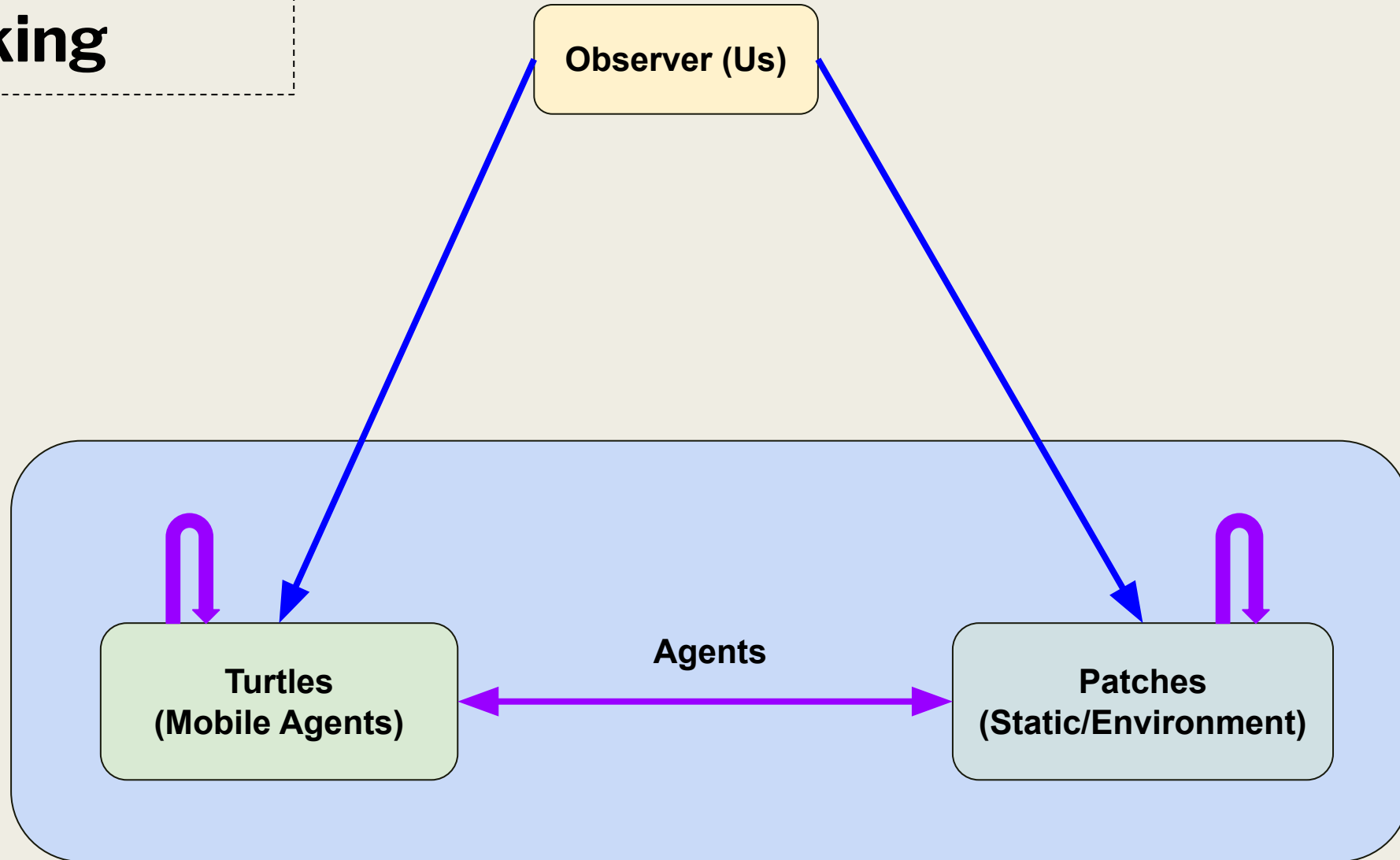
Agents

Patches
(Static/Environment)

Creation



Commanding /Asking



Context

- Every piece of code executed has a “context”
- Put simply: “context” represents “who executes it”
- The default context is the observer context
- You can use ask to switch context
 - *You can also establish context in command-center & directly set context in buttons (But it’s very uncommon)*

Context example

Observer (Us)

```
ask turtles
[
  ask patch-here
  [
    set pcolor white
  ]
]
```

Agents

Turtles
(Mobile Agents)

Patches
(Static/Environment)

Current Context: Observer

Context example

Observer (Us)

```
ask turtles
[
  ask patch-here
  [
    set pcolor white
  ]
]
```

```
ask patch-here
[
  set pcolor white
]
```

Turtles
(Mobile Agents)

Agents

Patches
(Static/Environment)

(Context Switched)
Current Context: **Turtles**

Context example

Observer (Us)

```
ask turtles
[
  ask patch-here
  [
    set pcolor white
  ]
]
```

```
ask patch-here
[
  set pcolor white
]
```

```
set pcolor white
```

Turtles
(Mobile Agents)

Agents

Patches
(Static/Environment)

(Context Switched)
Current Context: **Patches**

Context example

Observer (Us)

```
ask turtles  
[  
  ask patch-here  
  [  
    set pcolor white  
  ]  
]
```

```
ask patch-here  
[  
  set pcolor white  
]
```

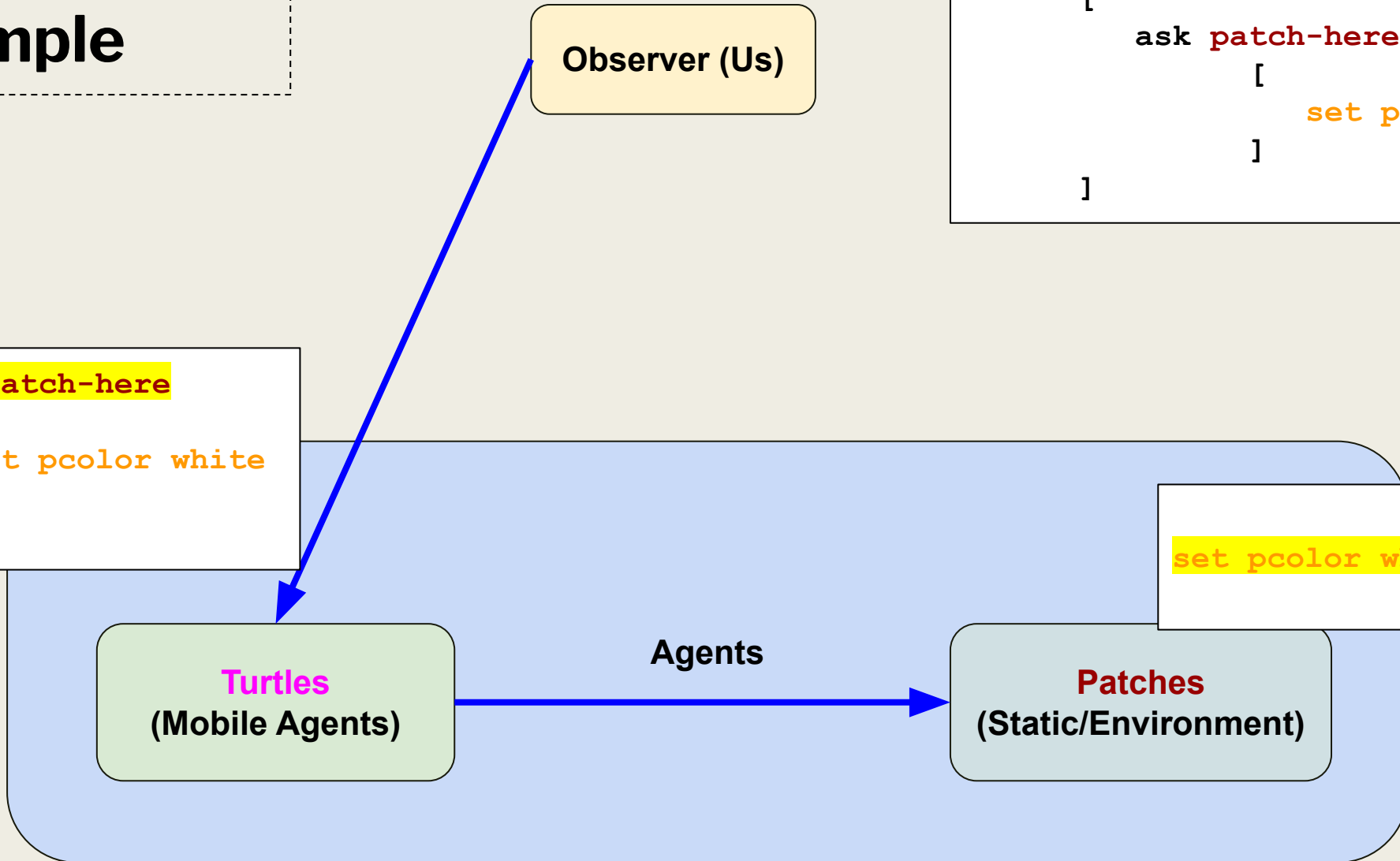
Turtles
(Mobile Agents)

Agents

Patches
(Static/Environment)

```
set pcolor white
```

Command executed in **Patches** context



Context example

Observer (Us)

```
ask turtles
[
  ask patch-here
  [
    set pcolor white
  ]
]
```

```
ask patch-here
[
  set pcolor white
]
```

Turtles
(Mobile Agents)

Agents

Patches
(Static/Environment)

Execution completed - pcolor is now white

Context example

Observer (Us)

```
ask turtles  
  [  
    ask patch-here  
      [  
        set pcolor white  
      ]  
  ]
```

```
ask patch-here  
  [  
    set pcolor white  
  ]
```

Turtles
(Mobile Agents)

Agents

Patches
(Static/Environment)

Execution completed - turtle command is completed

Context example

Observer (Us)

```
ask turtles
[
  ask patch-here
  [
    set pcolor white
  ]
]
```

Agents

Turtles
(Mobile Agents)

Patches
(Static/Environment)

Execution completed - turtle command is
completed

Context example

Observer (Us)

Agents

Turtles
(Mobile Agents)

Patches
(Static/Environment)

Execution completed - observer command is
now completed

NetLogo Commands, Reporters and Procedures

1. Commands

- a. *directives given to an agent: turtle(s)/patch(es)/link(s)*

2. Reporters

- a. *queries (request for report) given to an agent/observer, which in turn returns the answer for the query*

3. Procedures (user defined)

- a. **command-procedure**: A sequence of commands

starts with **to** and concludes with **end**

- b. **reporter-procedure**: A sequence of computation which returns a value

starts with **to-report** and concludes with **end**

Lets see a demo!

5. Analyze the model

- Subcomponent or model validation
 - *Isolated sub-models to test specific behavior*
- Experimental runs and interrupts to catch extreme behavior
- Revise the model as necessary
- If satisfied, run the experiments and capture results

6. Communicate the model and the results

- **Info tab** should explain each element of the interface and what happens underneath
- Document the model (using **ODD** or other formulation)
 - *Detailed enough for replicating the model*
- Make the model available for other researchers
 - *To scrutinize*
 - *To expand*