

Contents

<i>List of Figures</i>	xiii
<i>List of Tables</i>	xv
<i>Preface</i>	xvii
PART I <i>Introduction</i>	1
1 Introduction	3
2 Complexity in Social Worlds	9
2.1 <i>The Standing Ovation Problem</i>	10
2.2 <i>What's the Buzz?</i>	14
2.2.1 <i>Stay Cool</i>	14
2.2.2 <i>Attack of the Killer Bees</i>	15
2.2.3 <i>Averaging Out Average Behavior</i>	16
2.3 <i>A Tale of Two Cities</i>	17
2.3.1 <i>Adding Complexity</i>	20
2.4 <i>New Directions</i>	26
2.5 <i>Complex Social Worlds Redux</i>	27
2.5.1 <i>Questioning Complexity</i>	27
PART II <i>Preliminaries</i>	33
3 Modeling	35
3.1 <i>Models as Maps</i>	36
3.2 <i>A More Formal Approach to Modeling</i>	38
3.3 <i>Modeling Complex Systems</i>	40
3.4 <i>Modeling Modeling</i>	42
4 On Emergence	44
4.1 <i>A Theory of Emergence</i>	46
4.2 <i>Beyond Disorganized Complexity</i>	48
4.2.1 <i>Feedback and Organized Complexity</i>	50
PART III <i>Computational Modeling</i>	55
5 Computation as Theory	57
5.1 <i>Theory versus Tools</i>	59
5.1.1 <i>Physics Envy: A Pseudo-Freudian Analysis</i>	62

5.2	<i>Computation and Theory</i>	64
5.2.1	<i>Computation in Theory</i>	64
5.2.2	<i>Computation as Theory</i>	67
5.3	<i>Objections to Computation as Theory</i>	68
5.3.1	<i>Computations Build in Their Results</i>	69
5.3.2	<i>Computations Lack Discipline</i>	70
5.3.3	<i>Computational Models Are Only Approximations to Specific Circumstances</i>	71
5.3.4	<i>Computational Models Are Brittle</i>	72
5.3.5	<i>Computational Models Are Hard to Test</i>	73
5.3.6	<i>Computational Models Are Hard to Understand</i>	76
5.4	<i>New Directions</i>	76
6	<i>Why Agent-Based Objects?</i>	78
6.1	<i>Flexibility versus Precision</i>	78
6.2	<i>Process Oriented</i>	80
6.3	<i>Adaptive Agents</i>	81
6.4	<i>Inherently Dynamic</i>	83
6.5	<i>Heterogeneous Agents and Asymmetry</i>	84
6.6	<i>Scalability</i>	85
6.7	<i>Repeatable and Recoverable</i>	86
6.8	<i>Constructive</i>	86
6.9	<i>Low Cost</i>	87
6.10	<i>Economic E. coli (E. coli?)</i>	88
PART IV <i>Models of Complex Adaptive Social Systems</i>		91
7	<i>A Basic Framework</i>	93
7.1	<i>The Eightfold Way</i>	93
7.1.1	<i>Right View</i>	94
7.1.2	<i>Right Intention</i>	95
7.1.3	<i>Right Speech</i>	96
7.1.4	<i>Right Action</i>	96
7.1.5	<i>Right Livelihood</i>	97
7.1.6	<i>Right Effort</i>	98
7.1.7	<i>Right Mindfulness</i>	100
7.1.8	<i>Right Concentration</i>	101
7.2	<i>Smoke and Mirrors: The Forest Fire Model</i>	102
7.2.1	<i>A Simple Model of Forest Fires</i>	102
7.2.2	<i>Fixed, Homogeneous Rules</i>	102
7.2.3	<i>Homogeneous Adaptation</i>	104
7.2.4	<i>Heterogeneous Adaptation</i>	105

7.2.5	<i>Adding More Intelligence: Internal Models</i>	107
7.2.6	<i>Omniscient Closure</i>	108
7.2.7	<i>Banks</i>	109
7.3	<i>Eight Folding into One</i>	110
7.4	<i>Conclusion</i>	113
8	Complex Adaptive Social Systems in One Dimension	114
8.1	<i>Cellular Automata</i>	115
8.2	<i>Social Cellular Automata</i>	119
	8.2.1 <i>Socially Acceptable Rules</i>	120
8.3	<i>Majority Rules</i>	124
	8.3.1 <i>The Zen of Mistakes in Majority Rule</i>	128
8.4	<i>The Edge of Chaos</i>	129
	8.4.1 <i>Is There an Edge?</i>	130
	8.4.2 <i>Computation at the Edge of Chaos</i>	137
	8.4.3 <i>The Edge of Robustness</i>	139
9	Social Dynamics	141
9.1	<i>A Roving Agent</i>	141
9.2	<i>Segregation</i>	143
9.3	<i>The Beach Problem</i>	146
9.4	<i>City Formation</i>	151
9.5	<i>Networks</i>	154
	9.5.1 <i>Majority Rule and Network Structures</i>	158
	9.5.2 <i>Schelling's Segregation Model and Network Structures</i>	163
9.6	<i>Self-Organized Criticality and Power Laws</i>	165
	9.6.1 <i>The Sand Pile Model</i>	167
	9.6.2 <i>A Minimalist Sand Pile</i>	169
	9.6.3 <i>Fat-Tailed Avalanches</i>	171
	9.6.4 <i>Purposive Agents</i>	175
	9.6.5 <i>The Forest Fire Model Redux</i>	176
	9.6.6 <i>Criticality in Social Systems</i>	177
10	Evolving Automata	178
10.1	<i>Agent Behavior</i>	178
10.2	<i>Adaptation</i>	180
10.3	<i>A Taxonomy of 2×2 Games</i>	185
	10.3.1 <i>Methodology</i>	187
	10.3.2 <i>Results</i>	189
10.4	<i>Games Theory: One Agent, Many Games</i>	191
10.5	<i>Evolving Communication</i>	192
	10.5.1 <i>Results</i>	194
	10.5.2 <i>Furthering Communication</i>	197
10.6	<i>The Full Monty</i>	198

11	Some Fundamentals of Organizational Decision Making	200
11.1	<i>Organizations and Boolean Functions</i>	201
11.2	<i>Some Results</i>	203
11.3	<i>Do Organizations Just Find Solvable Problems?</i>	206
11.3.1	<i>Imperfection</i>	207
11.4	<i>Future Directions</i>	210
PART V Conclusions		211
12	Social Science in Between	213
12.1	<i>Some Contributions</i>	214
12.2	<i>The Interest in Between</i>	218
12.2.1	<i>In between Simple and Strategic Behavior</i>	219
12.2.2	<i>In between Pairs and Infinities of Agents</i>	221
12.2.3	<i>In between Equilibrium and Chaos</i>	222
12.2.4	<i>In between Richness and Rigor</i>	223
12.2.5	<i>In between Anarchy and Control</i>	225
12.3	<i>Here Be Dragons</i>	225
Epilogue		227
	<i>The Interest in Between</i>	227
	<i>Social Complexity</i>	228
	<i>The Faraway Nearby</i>	230
APPENDIXES		
A	An Open Agenda For Complex Adaptive Social Systems	231
A.1	<i>Whither Complexity</i>	231
A.2	<i>What Does it Take for a System to Exhibit Complex Behavior?</i>	233
A.3	<i>Is There an Objective Basis for Recognizing Emergence and Complexity?</i>	233
A.4	<i>Is There a Mathematics of Complex Adaptive Social Systems?</i>	234
A.5	<i>What Mechanisms Exist for Tuning the Performance of Complex Systems?</i>	235
A.6	<i>Do Productive Complex Systems Have Unusual Properties?</i>	235
A.7	<i>Do Social Systems Become More Complex over Time</i>	236
A.8	<i>What Makes a System Robust?</i>	236
A.9	<i>Causality in Complex Systems?</i>	237
A.10	<i>When Does Coevolution Work?</i>	237
A.11	<i>When Does Updating Matter?</i>	238
A.12	<i>When Does Heterogeneity Matter?</i>	238

A.13	<i>How Sophisticated Must Agents Be Before They Are Interesting?</i>	239
A.14	<i>What Are the Equivalence Classes of Adaptive Behavior?</i>	240
A.15	<i>When Does Adaptation Lead to Optimization and Equilibrium?</i>	241
A.16	<i>How Important Is Communication to Complex Adaptive Social Systems?</i>	242
A.17	<i>How Do Decentralized Markets Equilibrate?</i>	243
A.18	<i>When Do Organizations Arise?</i>	243
A.19	<i>What Are the Origins of Social Life?</i>	244
B	Practices for Computational Modeling	245
B.1	<i>Keep the Model Simple</i>	246
B.2	<i>Focus on the Science, Not the Computer</i>	246
B.3	<i>The Old Computer Test</i>	247
B.4	<i>Avoid Black Boxes</i>	247
B.5	<i>Nest Your Models</i>	248
B.6	<i>Have Tunable Dials</i>	248
B.7	<i>Construct Flexible Frameworks</i>	249
B.8	<i>Create Multiple Implementations</i>	249
B.9	<i>Check the Parameters</i>	250
B.10	<i>Document Code</i>	250
B.11	<i>Know the Source of Random Numbers</i>	251
B.12	<i>Beware of Debugging Bias</i>	251
B.13	<i>Write Good Code</i>	251
B.14	<i>Avoid False Precision</i>	252
B.15	<i>Distribute Your Code</i>	253
B.16	<i>Keep a Lab Notebook</i>	253
B.17	<i>Prove Your Results</i>	253
B.18	<i>Reward the Right Things</i>	254
	<i>Bibliography</i>	255
	<i>Index</i>	261

Figures

1.1. Wealth of Nations	5
2.1. Standing ovations	13
2.2. A symmetric Tiebout world	18
2.3. Broken symmetry in the Tiebout world	19
2.4. Results of a computational Tiebout model	23
3.1. Maps as models	37
3.2. A formal model of models	38
3.3. Modeling complex systems	41
4.1. Emergence from a mosaic	45
4.2. Central Limit Theorem	47
4.3. Beyond disorganized complexity	49
4.4. Gliders in the Game of Life	52
5.1. Modeling and simulation	68
5.2. Active Nonlinear Testing (ANTs)	73
7.1. Tree production with homogeneous, fixed rules	103
7.2. Mean growth rate with heterogeneous adaptation	106
9.1. A Loop network	156
9.2. Dynamics of a Loop network	157
9.3. A Pack network	158
9.4. Two-Pack dynamics	160
9.5. Graphical representation of resulting avalanche size	173
10.1. Two sample automata	179
10.2. The "theory of evolution"	181
10.3. A genetic algorithm	182
10.4. Representing a face	183
10.5. Evolving communication	194
10.6. Cyclic cooperation under communication	195
10.7. Predicted cooperative epochs	196
10.8. A strategic ecology	197
11.1. A simple organization	203
12.1. Simple trading strategies dominated the tournament	215
12.2. Rugged landscapes	216
12.3. Political landscapes and platform search	218
12.4. Coevolution and learning	219

Tables

5.1. Computation as theory	67
6.1. Modeling potential	79
7.1. The Eightfold Way	94
7.2. A simple Forest Fire model	103
7.3. Heterogeneous adaptation	106
7.4. Optimal growth rate distribution	108
7.5. A simple cellular automaton	111
8.1. A simple behavioral rule	116
8.2. Dynamics of Rule 22	117
8.3. Copy-left rule under different initial conditions	119
8.4. Social symmetries in rule tables	121
8.5. Symmetry constrained social rules	122
8.6. A nearest-neighbor majority rule	124
8.7. Majority rule ($k = 3$) with synchronous updating	125
8.8. Majority rule ($k = 3$) equilibria versus updating	126
8.9. Average number of equilibrium blocks	126
8.10. Majority rule ($k = 3$) with mistakes	129
8.11. Rule 110	131
8.12. Neighbors of Rule 110	131
8.13. λ -Distribution over chaotic rules	133
8.14. $\hat{\lambda}$ -Distribution over chaotic rules	133
8.15. Relevant rule table for Rule 46	134
8.16. Classes and behavior	136
9.1. Rover dynamics for $N = 10$	142
9.2. Equilibrium cycle length for a single, roving agent	143
9.3. Results from a one-dimensional tipping model	145
9.4. Initial attendance patterns	149
9.5. Altered attendance patterns	150
9.6. Equilibrium conformity across networks	159
9.7. Segregation across networks	164
9.8. Tipping across networks	164
9.9. Richardson's (1960) data on deaths in warfare, 1820–1945	166
9.10. Self-organized criticality with $T = 6$ and $k = 2$	168
9.11. Self-organized criticality with $T = 4$ and $k = 1$	169
9.12. An avalanche with $T = 2$ and $k = 1$	171
9.13. Avalanche size given landing spot and configuration	173

9.14. Theoretical and experimental avalanche distribution	174
10.1. A sample payoff matrix	186
11.1. A sample rule table (Boolean function)	202
11.2. Problem solving for $3n2bH$ organizations	206
11.3. Problem distribution for $3n2bH$ organizations	208
11.4. Problem accuracy on four-bit inputs	209