

Contents

Preface *xi*
Acknowledgments *xvii*

Part I Agent-Based Modeling and NetLogo Basics 1

- 1 Models, Agent-Based Models, and the Modeling Cycle 3**
 - 1.1 Introduction, Motivation, and Objectives 3
 - 1.2 What Is a Model? 4
 - 1.3 What Does the Modeling Cycle Involve? 7
 - 1.4 What Is Agent-Based Modeling? How Is It Different? 10
 - 1.5 Summary and Conclusions 12
 - 1.6 Exercises 13

- 2 Getting Started with NetLogo 15**
 - 2.1 Introduction and Objectives 15
 - 2.2 A Quick Tour of NetLogo 16
 - 2.3 A Demonstration Program: Mushroom Hunt 18
 - 2.4 Summary and Conclusions 29
 - 2.5 Exercises 32

- 3 Describing and Formulating ABMs: The ODD Protocol 35**
 - 3.1 Introduction and Objectives 35
 - 3.2 What Is ODD and Why Use It? 36
 - 3.3 The ODD Protocol 37
 - 3.4 Our First Example: Virtual Corridors of Butterflies 43
 - 3.5 Summary and Conclusions 46
 - 3.6 Exercises 47

- 4 Implementing a First Agent-Based Model 49**
 - 4.1 Introduction and Objectives 49
 - 4.2 ODD and NetLogo 49

4.3	Butterfly Hilltopping: From ODD to NetLogo	50
4.4	Comments and the Full Program	57
4.5	Summary and Conclusions	60
4.6	Exercises	61
5	From Animations to Science	63
5.1	Introduction and Objectives	63
5.2	Observation of Corridors	64
5.3	Analyzing the Model	69
5.4	Time-Series Results: Adding Plots and File Output	69
5.5	A Real Landscape	71
5.6	Summary and Conclusions	74
5.7	Exercises	75
6	Testing Your Program	77
6.1	Introduction and Objectives	77
6.2	Common Kinds of Errors	78
6.3	Techniques for Debugging and Testing NetLogo Programs	81
6.4	Documentation of Tests	91
6.5	An Example and Exercise: The Culture Dissemination Model	92
6.6	Summary and Conclusions	94
6.7	Exercises	95
Part II	Model Design Concepts	97
7	Introduction to Part II	99
7.1	Objectives of Part II	99
7.2	Overview of Part II	100
8	Emergence	103
8.1	Introduction and Objectives	103
8.2	A Model with Less Emergent Dynamics	104
8.3	Simulation Experiments and BehaviorSpace	105
8.4	A Model with Complex Emergent Dynamics	111
8.5	Summary and Conclusions	116
8.6	Exercises	116
9	Observation	119
9.1	Introduction and Objectives	119
9.2	Observing the Model via NetLogo's View	120
9.3	Other Interface Displays	123
9.4	File Output	124
9.5	BehaviorSpace as an Output Writer	128
9.6	Export Primitives and Menu Commands	128
9.7	Summary and Conclusions	129
9.8	Exercises	129
10	Sensing	131
10.1	Introduction and Objectives	131
10.2	Who Knows What: The Scope of Variables	132
10.3	Using Variables of Other Objects	135
10.4	Putting Sensing to Work: The Business Investor Model	136

10.5	Summary and Conclusions	145
10.6	Exercises	146
11	Adaptive Behavior and Objectives	149
11.1	Introduction and Objectives	149
11.2	Identifying and Optimizing Alternatives in NetLogo	150
11.3	Adaptive Behavior in the Business Investor Model	154
11.4	Nonoptimizing Adaptive Behavior: A Satisficing Example	155
11.5	The Objective Function	158
11.6	Summary and Conclusions	159
11.7	Exercises	160
12	Prediction	161
12.1	Introduction and Objectives	161
12.2	Example Effects of Prediction: The Business Investor Model's Time Horizon	162
12.3	Implementing and Analyzing Submodels	164
12.4	Analyzing the Investor Utility Function	167
12.5	Modeling Prediction Explicitly	169
12.6	Summary and Conclusions	170
12.7	Exercises	171
13	Interaction	173
13.1	Introduction and Objectives	173
13.2	Programming Interaction in NetLogo	174
13.3	The Telemarketer Model	175
13.4	The March of Progress: Global Interaction	180
13.5	Direct Interaction: Mergers in the Telemarketer Model	180
13.6	The Customers Fight Back: Remembering Who Called	182
13.7	Summary and Conclusions	185
13.8	Exercises	186
14	Scheduling	189
14.1	Introduction and Objectives	189
14.2	Modeling Time in NetLogo	190
14.3	Summary and Conclusions	198
14.4	Exercises	199
15	Stochasticity	201
15.1	Introduction and Objectives	201
15.2	Stochasticity in ABMs	202
15.3	Pseudorandom Number Generation in NetLogo	204
15.4	An Example Stochastic Process: Empirical Model of Behavior	210
15.5	Summary and Conclusions	211
15.6	Exercises	213
16	Collectives	215
16.1	Introduction and Objectives	215
16.2	What Are Collectives?	216
16.3	Modeling Collectives in NetLogo	216
16.4	Example: A Wild Dog Model with Packs	218
16.5	Summary and Conclusions	228
16.6	Exercises	229

Part III Pattern-Oriented Modeling 231

17 Introduction to Part III 233

- 17.1 Toward Structurally Realistic Models 233
- 17.2 Single and Multiple, Strong and Weak Patterns 234
- 17.3 Overview of Part III 236

18 Patterns for Model Structure 239

- 18.1 Introduction and Objectives 239
- 18.2 Steps in POM to Design Model Structure 240
- 18.3 Example: Modeling European Beech Forests 241
- 18.4 Example: Management Accounting and Collusion 245
- 18.5 Summary and Conclusions 246
- 18.6 Exercises 247

19 Theory Development 249

- 19.1 Introduction and Objectives 249
- 19.2 Theory Development and Strong Inference in the Virtual Laboratory 250
- 19.3 Examples of Theory Development for ABMs 252
- 19.4 Exercise Example: Stay or Leave? 255
- 19.5 Summary and Conclusions 259
- 19.6 Exercises 260

20 Parameterization and Calibration 263

- 20.1 Introduction and Objectives 263
- 20.2 Parameterization of ABMs Is Different 264
- 20.3 Parameterizing Submodels 265
- 20.4 Calibration Concepts and Strategies 266
- 20.5 Example: Calibration of the Woodhoopoe Model 272
- 20.6 Summary and Conclusions 275
- 20.7 Exercises 276

Part IV Model Analysis 279

21 Introduction to Part IV 281

- 21.1 Objectives of Part IV 281
- 21.2 Overview of Part IV 282

22 Analyzing and Understanding ABMs 285

- 22.1 Introduction and Objectives 285
- 22.2 Example Analysis: The Segregation Model 286
- 22.3 Additional Heuristics for Understanding ABMs 291
- 22.4 Statistics for Understanding 295
- 22.5 Summary and Conclusions 296
- 22.6 Exercises 297

23 Sensitivity, Uncertainty, and Robustness Analysis 299

- 23.1 Introduction and Objectives 299
- 23.2 Sensitivity Analysis 301
- 23.3 Uncertainty Analysis 307
- 23.4 Robustness Analysis 312

23.5	Summary and Conclusions	313
23.6	Exercises	314
24	Where to Go from Here	317
24.1	Introduction and Objectives	317
24.2	Keeping Your Momentum: Reimplementation	318
24.3	Your First Model from Scratch	318
24.4	Modeling Agent Behavior	319
24.5	ABM Gadgets	320
24.6	NetLogo as a Platform for Large Models	321
24.7	An Odd Farewell	323
	References	325
	Index	333
	Index of Programming Notes	339