

Introduction to Agent-Based Modeling for Social Scientists

Day 5

A Practical Guide to Building Models

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A Practical Guide to Building Models in Netlogo

Demonstration of Setting Up a Model

- Create Buttons for **setup**, **step** and **go**
- Create Methods for **setup** and **go**
- Create Turtles (**cct # []**) in **setup**, Move Forward (**fd #**) in **go**
- Too Many Turtles - Clear Turtles (**ca**) in **setup**
- Let Turtles Wiggle (**rt**) and Trace their Trajectory (**pd**)
- Too Few Turtles - Add **population** Slider
- Change Shape, Size, Color, Heading, etc. at Creation
- Add Time, Ticker, and Monitor; Add Breeds and Populations
- Add Eating Behavior with Color and Size Change
- Add Poisonous Butterfly
- What Else Would Be Cool?

EVERYTHING CLEAR?

I PITY THE FOOL
WHO DON'T ASK
QUESTIONS



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Altering the Segregation Model

- Open the Segregation Model from the Model Library.
- Add another kind (**color**) of agent in the easiest way imaginable.
- What is (potentially) wrong with that technique?
- To fix it, add a **monitor** to check the number of each color of agent, set **number** to 2100 and fix the ratios.
- Change the **percent-wanted** to **50%** and find colors that make the display look like **camouflage**
- The best camo (by the end of class) wins a **PRIZE**

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Altering the Segregation Model

