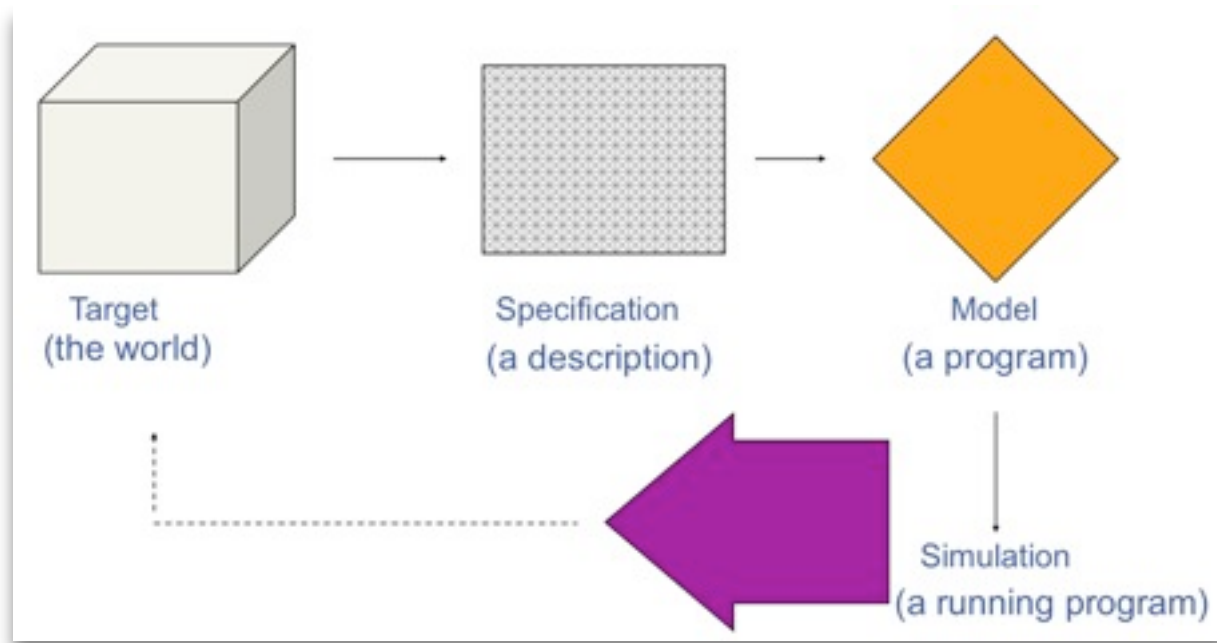




Simulation methodology

Lecture 3



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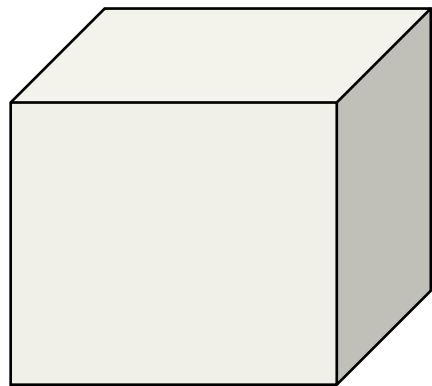
Outline

- The logic of simulation
- Research steps
- Practical issues in doing simulation research

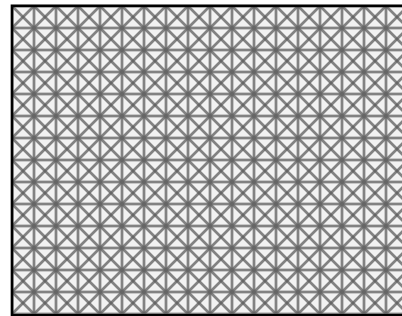
Simulation research in context

- Begin by thinking about simulation as “just another research method” you could choose
- Don’t try to predict a straight line
- Don’t try to predict “the causes of WWII”
- Don’t try to learn everything at once
- Don’t choose your topic without regard to available data

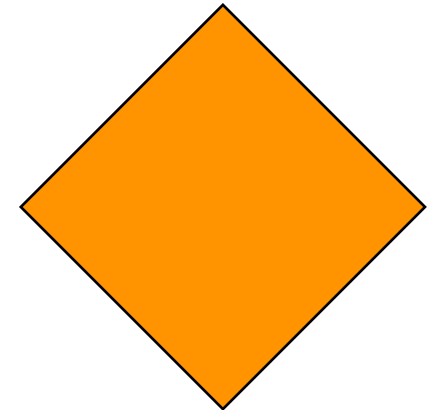
Terminology



“Target”
(the world)



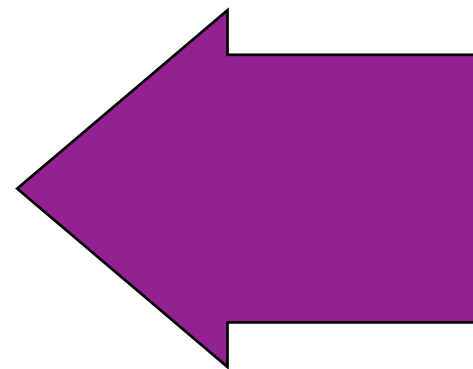
Specification
(a description)



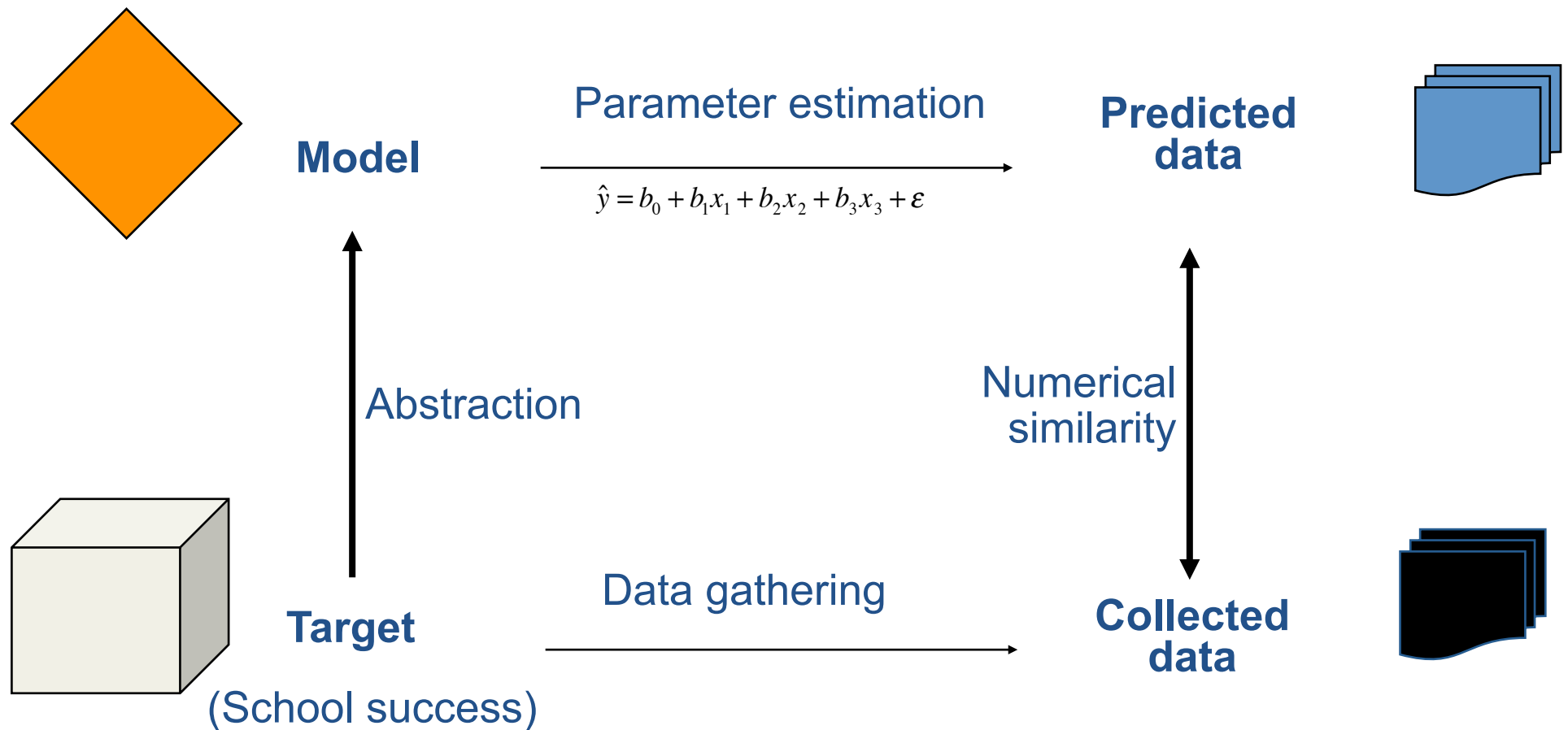
Model
(a program)



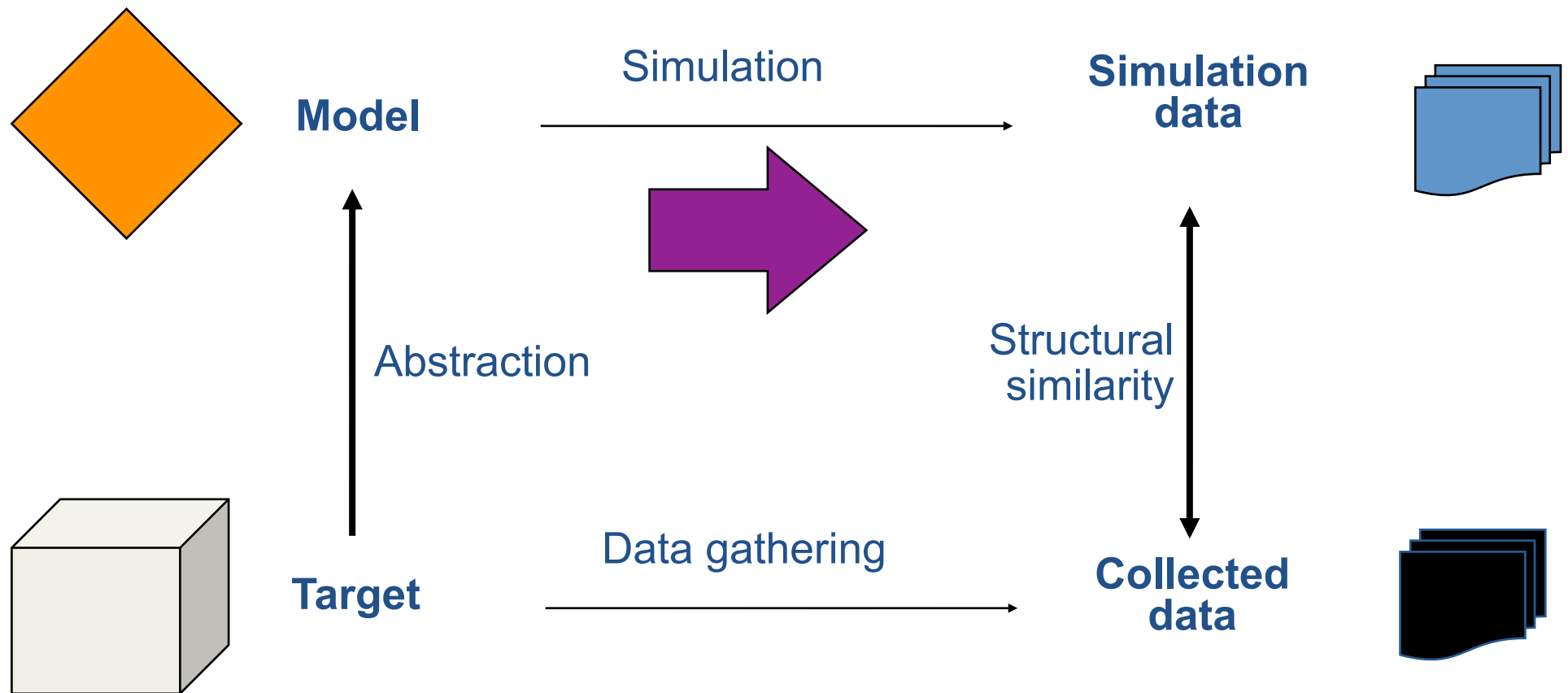
Simulation
(a running program)



The logic of statistical modelling



The logic of simulation



Not “just another” method

- Astronomy built bigger and bigger lenses until they sagged under their own weight. Then they had to try something else
- If you think you need lots of “variables” to explain, this places a requirement on the data you need and you still don’t know *why*
- If you think “detail” is important, you must still show how it fits together to test that claim
- Quantitative research struggles to access process from pattern and qualitative research vice versa. (But there are other methods.)

- **Define research question from literature**
- Specify hypothesis (some data must be intended for validation as well as calibration)
- List assumptions (calibration knowledge)
- **Design and build model**
- Verify model
- Validate model or fail and repeat steps (but don't "use up" all validation data)
- Draw conclusions

Research questions

- Possible questions

What happened?

Model a past process: Why do societies collapse?

What might happen?

Predict the future: What effects does resource exhaustion have?

What are the sufficient conditions for it to happen?

Explain a process: Can segregation arise without xenophobia?

- Be focussed and specific. Make sure your system has a clear “inside” and “outside”
- Think about what processes are involved and which actors. (The one sentence research question.)

Which model?

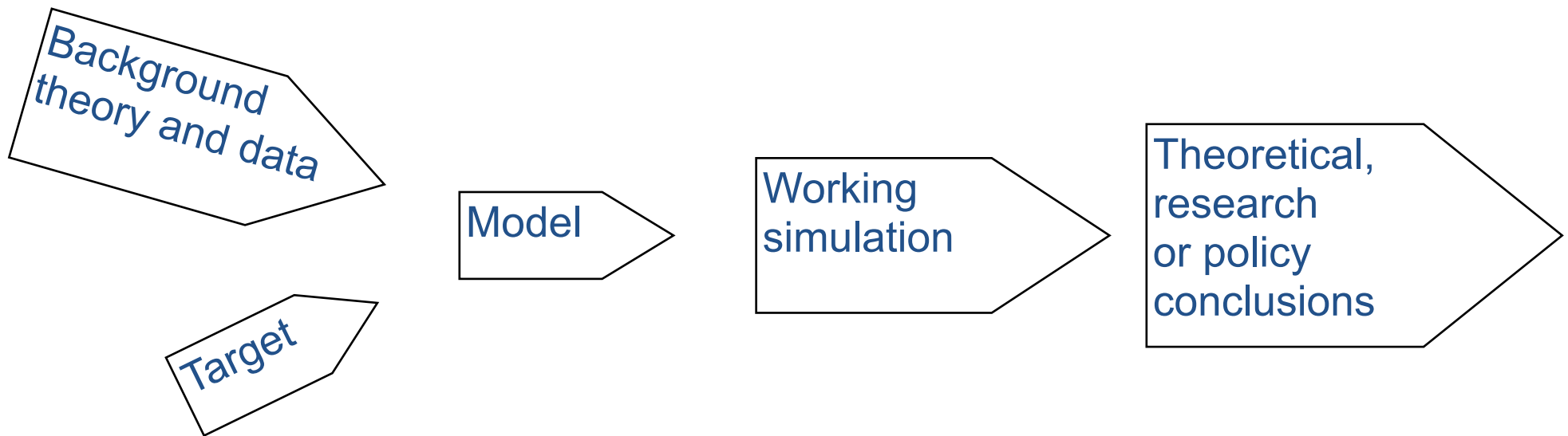
- There are many possible models of a given target. Therefore think about comparison of real and simulated data right from the start. (Schelling “problem”.)
- All models abstract from (ignore) some features of the target. Therefore start from “what is known” in the literature as a justifiable beginning
- The more complex the model, the closer it is to the target (as long as the model is not so big and lacking calibration that it can explain anything)
- But the more complex the model, the harder it is to build and perhaps validate. (Validation advantage of simulation as “complex object”.)

Building models: decisions

- **Type of model**
 - modelling approach (Caution!)
 - degree of abstraction (ideal for beginners is specific model but in new class)
- **Size of simulation**
 - number/nature of parameters and their relation to data
 - number/nature of agents/units/individuals
- **Availability of data (“falsifiability” issue)**
- **Tools**
 - programming experience and effort

Interpretation

A working simulation is *not* the end of the research



What should a journal article include? (Translation issue)

- The theoretical, empirical and policy background
- The assumptions of the model (distinguish behaviour from code)
- The “hypotheses” to be tested (strict churches are *not* strong)
- Justification for the choice of type of model
- Outline of model, without implementation detail, but enough to replicate
- Results, usually as graphs
- Sensitivity analysis
- Conclusions
 - Relate back to hypotheses
 - Draw out theoretical and/or policy implications
- Optional Appendices
 - Model description
 - Link to program code
 - Tables of results

Judge how well I followed my own advice in “Using simulation to develop testable functionalist explanations: a case study of church survival”, *British Journal of Sociology*, **57**(3).