

The New Best Practice for Agent-Based Simulations?

Modelling Agents with Social Practices

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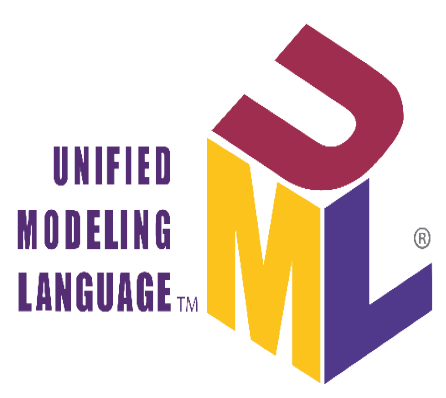
How did you commute to work this morning? And why?

Zooming Out

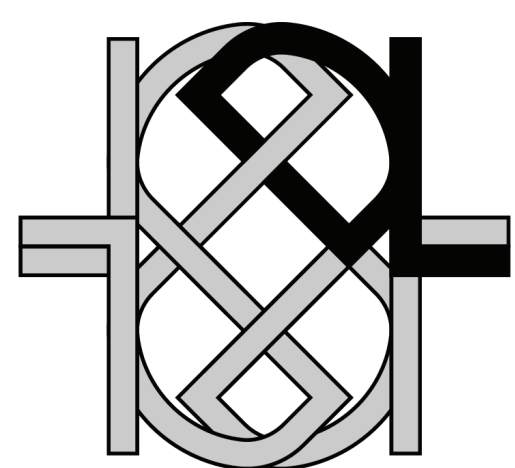


To what extent can we improve the explanations of agent-based simulations by endowing agents with social practices?

Tools



- Clear Communication
- Translateable into software implementation



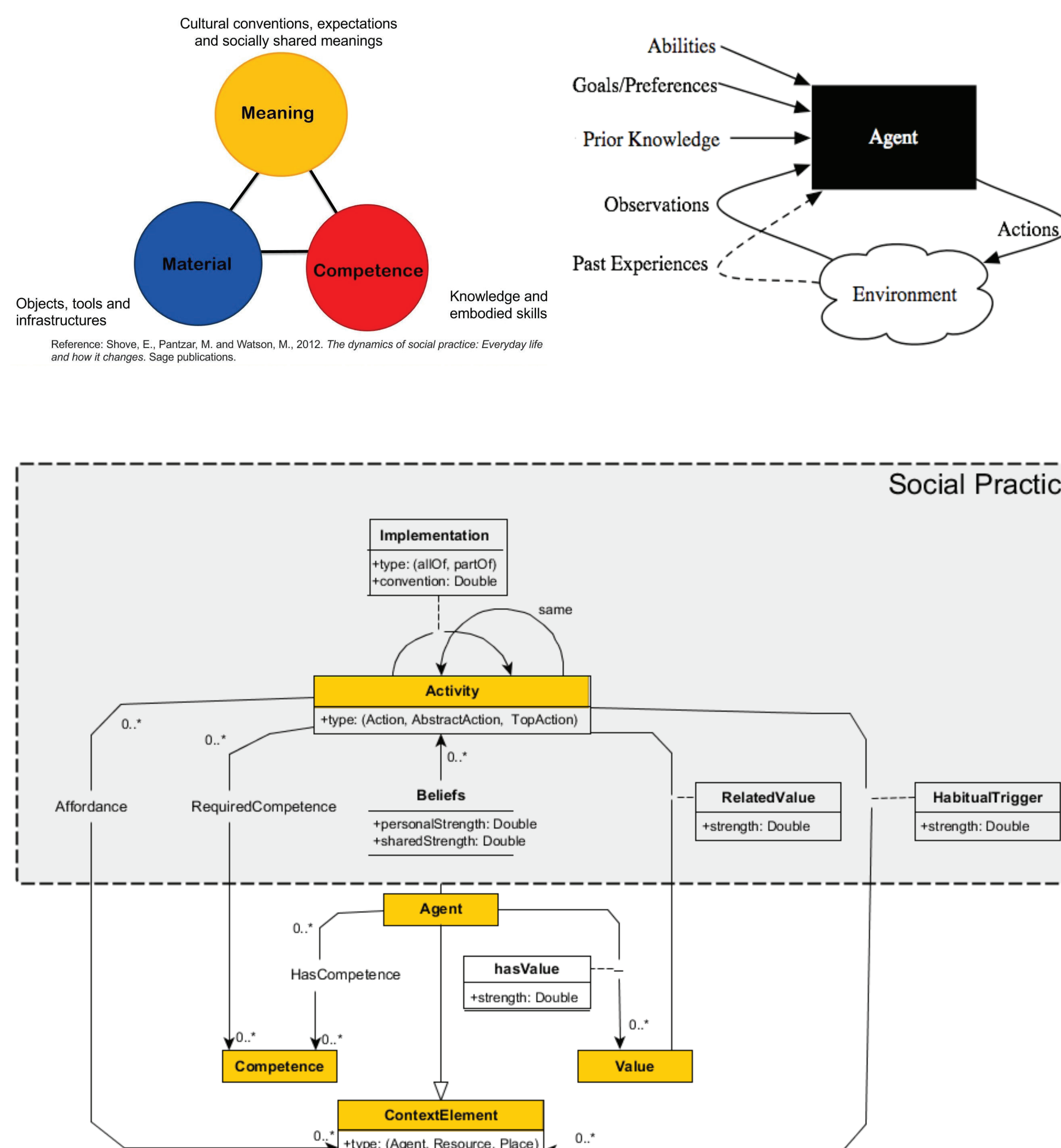
- Unambiguous and precise semantics
- Allows automated inferences with reasoner



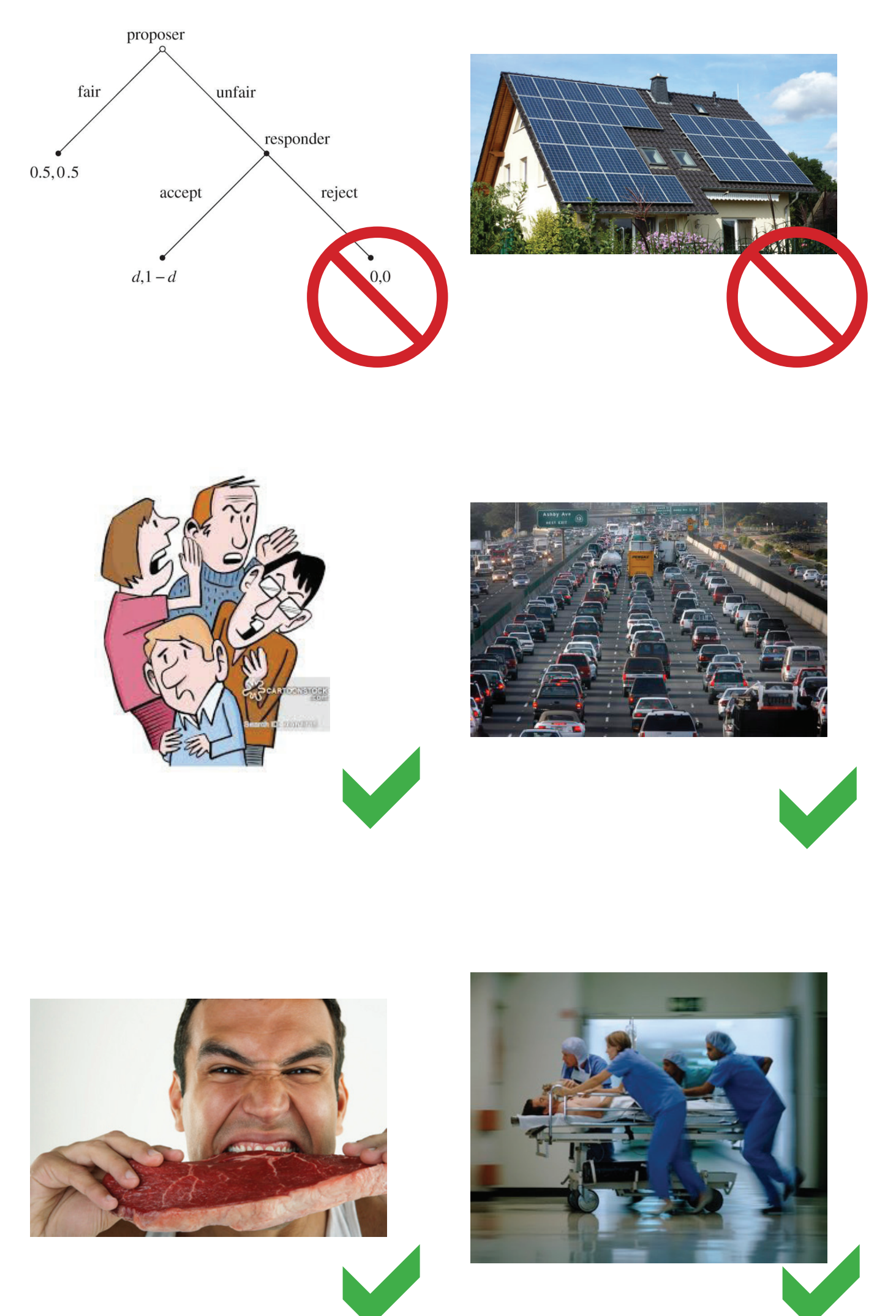
- Allows modelling temporal relations and loops
- Cross-Validation: comparing empirical to micro and macro



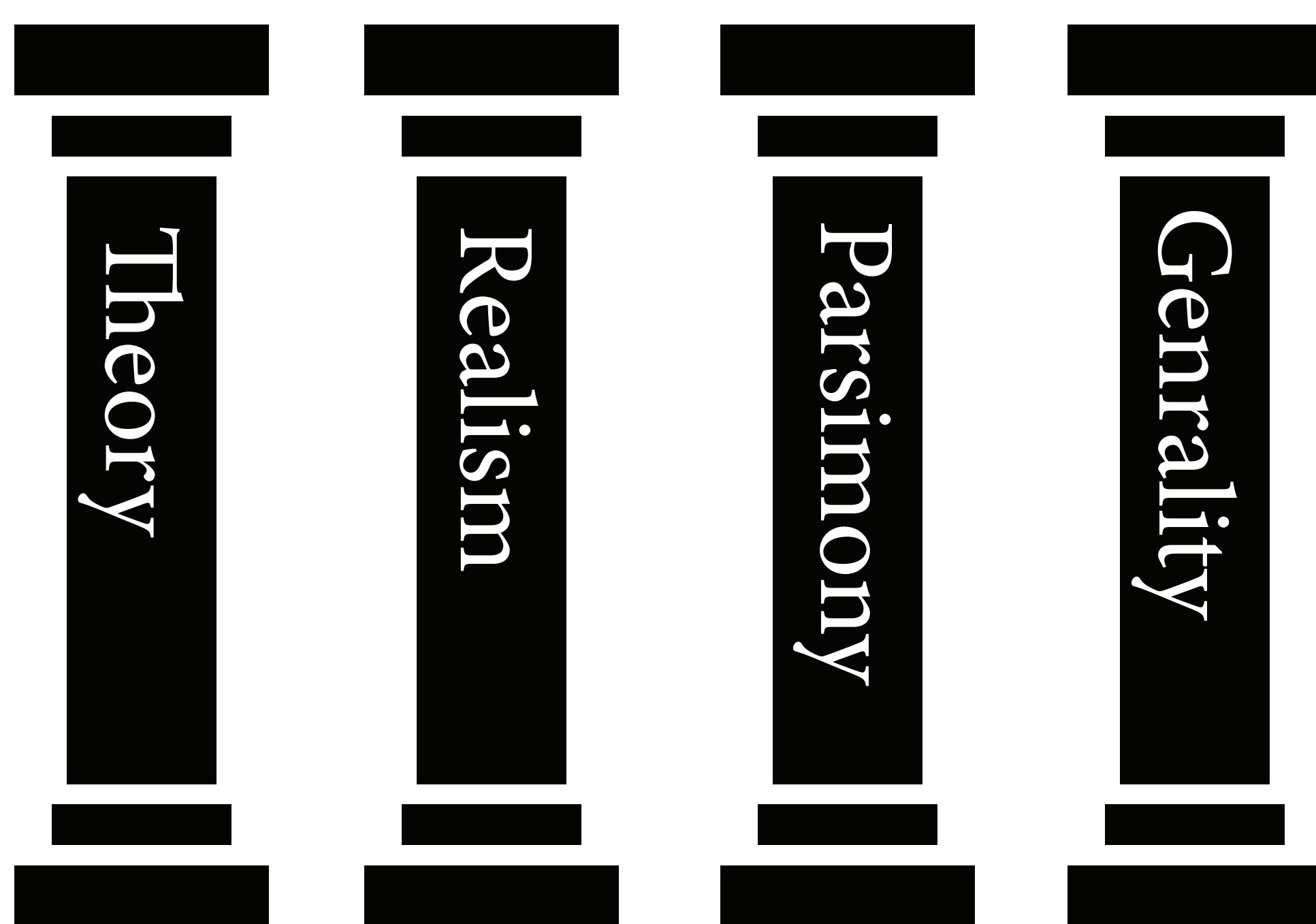
SoPrA: Social Practice Agent



Domains



Evaluation



Results & Future Work

- **Compared** a value, value-norm and the SoPrA model in the Ultimatum Game to get more **insight** in the scope of the different models
- **Modelled**, formalized and programmed the **static part** of SoPrA based on the evaluation criteria
- **Tested** the static part of SoPrA to **three domains**: hospital, rumourmongering & commuting
- Next step: Model the **dynamic part**, apply to the domains and **evalutate on th criteria**