Fast prototyping solutions to issues with MASON simulations

Lecturers
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Workshop description
Team of experienced modelers and software engineers will dissect and fast prototype software solutions to computational problems brought forward by workshop participants.

Any agent based model qualifies, as long as it is written in Mason. We will consider questions on other modeling frameworks on a case-by-case basis. Sample problems we will tackle include:

- Prepare a model and associated infrastructure for large-scale parameter sweeps?
- Incorporate networks and GIS data layers into a model?
- Speed up model run when it becomes clunky.
- Design experiments and process results to prove X by a simulation model.
- Make agents smarter?
- Incorporate elements of mathematical models or narratives in journal articles into a social simulation model.

You can participate either by submitting a problem along with a zip file containing model code and initialization files to one of the organizers by email at the latest a week before the workshop or simply by showing up and following solutions to other people's problems. We encourage both kinds of participation. However, the number of problems we will consider is limited by time.