

Contents

Introduction	1
1.1 What Is Computational Social Science?	1
1.2 A Computational Paradigm of Society	2
1.3 CSS as an Instrument-Enabled Science	3
1.4 Examples of CSS Investigations: Pure Scientific Research vs. Applied Policy Analysis	4
1.5 Society as a Complex Adaptive System	7
1.5.1 What Is a CAS in CSS?	7
1.5.2 Tripartite Ontology of Natural, Human, and Artificial Systems	8
1.5.3 Simon's Theory of Artifacts: Explaining Basic Social Complexity	9
1.5.4 Civilization, Complexity, and Quality of Life: Role of Artificial Systems	11
1.6 Main Areas of CSS: An Overview	12
1.6.1 Automated Social Information Extraction	12
1.6.2 Social Networks	13
1.6.3 Social Complexity	14
1.6.4 Social Simulation Modeling	15
1.7 A Brief History of CSS	17
1.8 Main Learning Objectives	19
Recommended Readings	20
Computation and Social Science	23
2.1 Introduction and Motivation	23
2.2 History and First Pioneers	24
2.3 Computers and Programs	25
2.3.1 Structure and Functioning of a Computer	25
2.3.2 Compilers and Interpreters	27
2.4 Computer Languages	28
2.5 Operators, Statements, and Control Flow	32

2.6	Coding Style	34
2.7	Abstraction, Representation, and Notation	35
2.8	Objects, Classes, and Dynamics in Unified Modeling Language (UML)	39
2.8.1	Ontology	40
2.8.2	The Unified Modeling Language (UML)	44
2.8.3	Attributes	55
2.8.4	Operations	57
2.9	Data Structures	60
2.10	Modules and Modularization	62
2.11	Computability and Complexity	63
2.12	Algorithms	64
	Recommended Readings	66
3	Automated Information Extraction	67
3.1	Introduction and Motivation	67
3.2	History and First Pioneers	67
3.3	Linguistics and Principles of Content Analysis: Semantics and Syntax	71
3.4	Semantic Dimensions of Meaning: From Osgood to Heise	72
3.4.1	EPA-Space and the Structure of Human Information Processing and Meaning	73
3.4.2	Cross-Cultural Universality of Meaning	74
3.5	Data Mining: Overview	76
3.6	Data Mining: Methodological Process	77
3.6.1	Research Questions	78
3.6.2	Source Data: Selection and Procurement	79
3.6.3	Preprocessing Preparations	80
3.6.4	Analysis	80
3.6.5	Communication	87
	Recommended Readings	87
4	Social Networks	89
4.1	Introduction and Motivation	89
4.2	History and First Pioneers	90
4.3	Definition of a Network	94
4.3.1	A Social Network as a Class Object	95
4.3.2	Relational Types of Social Networks	96
4.3.3	Level of Analysis	97
4.3.4	Dynamic Networks	99
4.4	Elementary Social Network Structures	99
4.5	The Network Matrix	102
4.6	Quantitative Measures of a Social Network	103
4.6.1	Nodal Measures: Micro Level	103
4.6.2	Network Measures: Macro Level	104
4.7	Dynamic (Actually, Kinetic) Networks as Ternary Associations .	105

4.8	Applications	106
4.8.1	Human Cognition and Belief Systems	106
4.8.2	Decision-Making Models	109
4.8.3	Organizations and Meta-Models	110
4.8.4	Supply Chains	110
4.8.5	The Social Structure of Small Worlds	113
4.8.6	International Relations	114
4.9	Software for SNA	115
	Recommended Readings	117
5	Social Complexity I: Origins and Measurement	119
5.1	Introduction and Motivation	119
5.2	History and First Pioneers	119
5.3	Origins and Evolution of Social Complexity	121
5.3.1	Sociogenesis: The “Big Four” Primary Polity Networks	122
5.3.2	Social Complexity Elsewhere: Secondary Polity Networks	127
5.3.3	Contemporary Social Complexity: Globalization	127
5.3.4	Future Social Complexity	129
5.4	Conceptual Foundations	130
5.4.1	What Is Social Complexity?	131
5.4.2	Defining Features of Social Complexity	131
5.5	Measurement of Social Complexity	135
5.5.1	Qualitative Indicators: Lines of Evidence	135
5.5.2	Quantitative Indicators	137
	Recommended Readings	144
6	Social Complexity II: Laws	145
6.1	Introduction and Motivation	145
6.2	History and First Pioneers	145
6.3	Laws of Social Complexity: Descriptions	147
6.3.1	Structural Laws: Serial, Parallel, and Hybrid Complexity	147
6.3.2	Distributional Laws: Scaling and Non-equilibrium Complexity	152
6.4	Power Law Analysis	161
6.4.1	Empirical Analysis: Estimation and Assessing Goodness of Fit	161
6.4.2	Theoretical Analysis: Deriving Implications	164
6.5	Universality in Laws of Social Complexity	168
	Recommended Readings	169
7	Social Complexity III: Theories	171
7.1	Introduction and Motivation	171
7.2	History and First Pioneers	171
7.3	Theories of Social Complexity: Elements of Explanation	174
7.3.1	Sequentiality: Modeling Processes. Forward Logic	175
7.3.2	Conditionality: Modeling Causes. Backward Logic	179

7.3.3	Hybrid Bimodal Social Complexity: Several-Among-Some Causes	183
7.4	Explaining Initial Social Complexity	184
7.4.1	Emergence of Chiefdoms	190
7.4.2	Emergence of States	199
7.5	General Theories of Social Complexity	207
7.5.1	Theory of Collective Action	207
7.5.2	Simon's Theory of Adaptation Via Artifacts	210
7.5.3	Canonical Theory as a Unified Framework	214
	Recommended Readings	220
8	Simulations I: Methodology	223
8.1	Introduction and Motivation	223
8.2	History and First Pioneers	223
8.3	Purpose of Simulation: Investigating Social Complexity Via Virtual Worlds	225
8.4	Basic Simulation Terminology	226
8.5	Fidelity of Representation and Implications	229
8.6	Types of Social Simulation: From System Dynamics to Agent-Based Models	231
8.7	Development Methodology of Social Simulations	232
8.7.1	Motivation: What Are the Research Questions Addressed by a Given Model?	232
8.7.2	Conceptual Design: What Does the Abstraction Look Like?	233
8.7.3	Implementation: How Is the Abstracted Model Written in Code?	234
8.7.4	Verification: Does the Simulation Perform as Intended?	235
8.7.5	Validation: Can We Trust the Results?	236
8.7.6	Virtual Experiments and Scenario Analyses: What New Information Does the Simulation Generate?	237
8.8	Assessing the Quality of a Social Simulation	238
8.8.1	General Principles for Social Modeling Assessment	238
8.8.2	Dimensions of Quality in Social Simulation Models	240
8.9	Methodology of Complex Social Simulations	243
8.10	Comparing Simulations: How Are Computational Models Compared?	245
	Recommended Readings	246
9	Simulations II: Variable-Oriented Models	249
9.1	Introduction and Motivation	249
9.2	History and First Pioneers	249
9.3	System Dynamics Models	251
9.3.1	Motivation: Research Questions	253
9.3.2	Design: Abstracting Conceptual and Formal Models	253
9.3.3	Implementation: System Dynamics Software	258
9.3.4	Verification	259

9.3.5	Validation	260
9.3.6	Analysis	261
9.4	Queueing Models	262
9.4.1	Motivation: Research Questions	262
9.4.2	Design: Abstracting Conceptual and Formal Models	265
9.4.3	Implementation: Queueing Systems Software	268
9.4.4	Verification	269
9.4.5	Validation	269
9.4.6	Analysis	270
	Recommended Readings	270
	On System Dynamics (and Dynamical Systems)	270
	On Queueing Systems	271
10	Simulations III: Object-Oriented Models	273
10.1	Introduction and Motivation	273
10.2	History and First Pioneers	273
10.3	Cellular Automata Models	277
10.3.1	Motivation: Research Questions	279
10.3.2	Design: Abstracting Conceptual and Formal Models	281
10.3.3	Implementation: Cellular Automata Software	283
10.3.4	Verification	284
10.3.5	Validation	284
10.3.6	Analysis	286
10.4	Agent-Based Models	287
10.4.1	Motivation: Research Questions	290
10.4.2	Design: Abstracting Conceptual and Formal Models	293
10.4.3	Implementation: Agent-Based Simulation Systems	295
10.4.4	Verification	297
10.4.5	Validation	297
10.4.6	Analysis	299
	Recommended Readings	300
	On Cellular Automata	300
	On Agent-Based Models	301
	References	305
	Index	313