



Model Thinking

University of Michigan

STUDENT NAME

Vlad Hayrapetyan

GRADE

100.0%

COMPLETION DATE

June 4th 2013

COURSE DETAILS

Instructor: Scott E. Page

Duration of course: 10 weeks

Time commitment: 4-8 hours/week

Description:

We live in a complex world with diverse people, firms, and governments whose behaviors aggregate into political uprisings, market crashes, and a never ending array of social trends. How do we make sense of this? We think with models consistently outperform those who don't. And, moreover people who think with lot of models. Why do models make us better thinkers? Models help us to better organize information - to make sense of the world (a metaphor) available on the Internet. Models improve our abilities to make accurate forecasts. They help us develop effective strategies. They even can improve our ability to design institutions and procedures. In this course, I cover models of tipping points. I move on to cover models explain the wisdom of crowds, models that show how to make decisions and models that help unpack the strategic decisions of firm and politicians. The models covered in this course are from science classes, whether they be in economics, political science, business, or sociology. Mastering these models will help you in life. Here's how the course will work. For each model, I present a short lecture. I'll go deeper. I'll go into the technical details of the model. Those technical lectures won't require calculus. In the lecture, I'll offer some questions and we'll have quizzes and even a final exam. If you decide to do the exam, you'll receive a certificate of completion. If you just decide to follow along for the introductory part, it's free. And it's all here to help make you a better thinker!

Subtitles for all video lectures available in: Chinese (provided by [Yeeyan](#)), English, Ukrainian ([P](#)

Syllabus:

This course will consist of twenty sections. As the course proceeds, I will fill in the descriptions of the

Section 1: Introduction: Why Model?

In these lectures, I describe some of the reasons why a person would want to take a modeling course

1. To be an intelligent citizen of the world
2. To be a clearer thinker
3. To understand and use data
4. To better decide, strategize, and design

There are two readings for this section. These should be read either after the first video or at the completion of the section.

[The Model Thinker: Prologue, Introduction and Chapter 1](#)

[Why Model? by Joshua Epstein](#)

Section 2: Sorting and Peer Effects

We now jump directly into some models. We contrast two types of models that explain a single phenomenon: people who interact with people who look, think, and act like themselves. After an introductory lecture, we cover these phenomena. We follow those with a fun model about standing ovations that I wrote with

In this second section, I show a computational version of Schelling's Segregation Model using NetLogo. I will be using NetLogo several times during the course. It can be downloaded from Northwestern University.

[NetLogo](#)

The Schelling Model that I use can be found by clicking on the "File" tab, then going to "Models Library" and then clicking on the arrow next to the Social Science folder and then scroll down and click on the model called Segregation.

The readings for this section include some brief notes on Schelling's model and then the academic papers. I'm not expecting you to read those papers from start to end, but I strongly encourage you to peruse them to understand and interpret models.

[Notes on Schelling](#)

[Granovetter Model](#)

[Miller and Page Model](#)

Section 3: Aggregation

In this section, we explore the mysteries of aggregation, i.e. adding things up. We start by considering the Central Limit Theorem. We then turn to adding up rules. We consider the Game of Life and one dimensional cellular automata. Simple rules can combine to produce interesting phenomena. Last, we consider aggregating preferences. Individuals may be rational, but the aggregates need not be.

There exist many great places on the web to read more about the Central Limit Theorem, the Binomial Distribution, and so on. I've included some links to get you started. The readings for cellular automata and for diverse systems are *Complex Adaptive Social Systems* and *The Difference Engine* respectively.

[Central Limit Theorem](#)

[Binomial Distribution](#)

[Six Sigma](#)

[Cellular Automata1](#)

[Cellular Automata2](#)

[Diverse Preferences](#)

Section 4: Decision Models

In this section, we study some models of how people make decisions. We start by considering multi-criteria models of decision making and then decision trees. We conclude by looking at the value of information.

The reading for multi-criterion decision making will be my guide for the Michigan Civil Rights Initiative. For spatial voting and decision models, there exist many great power point presentations that are from Arizona State University's Craig Kirkwood.

[Multi Criterion Decision Making Case Study](#)

[Spatial Models](#)

[Decision Theory](#)

Section 5: Models of People: Thinking Electrons

In this section, we study various ways that social scientists model people. We study and contrast the *actor* approach, *behavioral models*, and *rule based models*. These lectures provide context for much reading for these lectures though I mention several books on behavioral economics that you may want to read. At the bottom game interesting just type "Rosemary Nagel Race to the Bottom" into a search engine and you will find introductions to "Zero Intelligence Traders" by typing that in as well.

Here is a link to a brief primer on behavioral economics that has more references.

[Short Primer on Behavioral Economics](#)

Section 6: Linear Models

In this section, we cover linear models. We start by looking at categorical models, in which data get put into a framework to introduce measures like mean, variance, and R-squared. We then turn to linear model regression output (a valuable skill!) and how to fit nonlinear data with linear models. These lectures are used and perhaps to motivate you to take a course on these topics. I conclude this section by having you think about Coefficient thinking and New Reality thinking. The readings for this section consist of two short pieces and several resources on the web on linear models, R-squared, regression, and evidence based thinking.

[Categorical Models](#)

[Linear Models](#)

Section 7: Tipping Points

In this section, we cover tipping points. We focus on two models. A percolation model from physics and a model of diseases. The disease model is more complicated so I break that into two parts. The first part focuses on the disease model and the second part focuses on the percolation model. The readings for this section consist of two excerpts from the book I'm writing on models. One covers the disease model and the other covers the percolation model. I wrote it with PJ Lamberson and it will be published in *Science*. I've included this to provide you a glimpse of what technical social science papers look like and to recommend the introduction. It also contains a wonderful reference list.

[Tipping Points](#)

[Diffusion and SIS](#)

Section 13: Path Dependence

In this set of lectures, we cover path dependence. We do so using some very simple urn models. These models are very simple but they enable us to unpack the logic of what makes a process path increasing returns and to tipping points. The reading for this lecture is a paper that I wrote that is pu

[Path Dependence](#)

Section 14: Networks

In this section, we cover networks. We discuss how networks form, their structure -- in particular so function. Often, networks exhibit functions that emerge, but that we mean that no one intended for t the network. The reading for this section is a short article by Steven Strogatz.

[Strogatz](#)

Section 15: Randomness and Random Walks

In this section, we first discuss randomness and its various sources. We then discuss how performance modeled as randomness. We then learn a basic random walk model, which we apply to the Efficient contain all relevant information so that what's left is randomness. We conclude by discussing finite model competition. The reading for this section is a paper on distinguishing skill from luck by Micha

[Mauboussin: Skill vs Luck](#)

Section 16: The Colonel Blotto Game

In this section, we cover the Colonel Blotto Game. This game was originally developed to study war from sports to law to terrorism. We will discuss the basics of Colonel Blotto, move on to some more skill luck model from the previous section. The readings for this section are an excerpt from my boo *Russell Golman of Carnegie Mellon*. You need only read the first four pages of the Golman paper.

[Blotto from *The Difference*](#)

[Golman Page: General Blotto](#)

Section 17: The Prisoners' Dilemma and Collective Action

In this section, we cover the Prisoners' Dilemma, Collective Action Problems and Common Pool Resources. Prisoners' Dilemma and showing how individual incentives can produce undesirable social outcomes cooperation. Five of these will be covered in the paper by Nowak and Sigmund listed below. We cover common pool resource problems and how they require deep careful thinking to solve. There's a wonderful winner Elinor Ostrom

[The Prisoners' Dilemma in the *Stanford Encyclopedia of Philosophy*](#)

[Nowak and Sigmund: Five Ways to Cooperate](#)

[Ostrom: Going Beyond Panaceas](#)

Section 18: Mechanism Design: Auctions

In this section, we cover mechanism design. We begin with some of the basics: how to overcome problems then turn to the more applied question of how to design auctions. We conclude by discussing how to public projects. The readings for this section consist of a piece by the Eric Maskin who won a Nobel prize slides on auctions by V.S. Subrahmanian. The Maskin article can be tough sledding near the end. E

everything. Focus on the big picture that he describes.

[Maskin: Mechanism Design](#)

[V.S. Subrahmanian's auction slides](#)

Section 19: Learning: Replicator Dynamics

In this section, we cover replicator dynamics and Fisher's fundamental theorem. Replicator dynamic evolution. Fisher's theorem demonstrates how the rate of adaptation increases with the amount of variation. In this sense of both Fisher's theorem and our results on six sigma and variation reduction. The readings for Fisher's theorem is rather technical. Both are excerpts from *Diversity and Complexity*

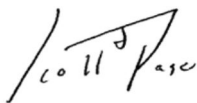
[The Replicator Equation](#)

[Fisher's Theorem](#)

Section 20: The Many Model Thinker: Diversity and Prediction

In our final section, we cover the value of ability and diversity to create wise crowds when making predictions. We cover linear models and how they can be used to make predictions. We then cover the Diversity Prediction Theorem. We conclude by talking about the value of having lots of models. We give an explanation of the diversity prediction theorem.

[Diversity Prediction Theorem](#)



SCOTT PAGE

LEONID HUWICZ COLLEGIATE PROFESSOR
OF COMPLEX SYSTEMS, POLITICAL
SCIENCE, AND ECONOMICS UNIVERSITY OF
MICHIGAN

This Course Record Represents...

IDENTITY VERIFICATION WITH SIGNATURE TRACK

While enrolled in this course, this student voluntarily participated in identity verification measures that required providing photo identification and created a keystroke profile at the time of course registration, and completed a keystroke analysis when submitting graded work. Coursera has verified the identity of the student as Scott Page.

[Learn more about Signature Track and Identity Verification.](#) →

COMPANY

FRIENDS

Coursera empowers people to improve their lives, the lives of their families, and the communities they live in with education.

[About](#)
[People](#)
[Leadership](#)
[Partners](#)
[Community](#)
[Programs](#)
[Careers](#)
[Developers](#)
[Translate](#)

© 2014 Coursera Inc. All rights reserved.

[Google+](#)
[Twitter](#)
[Facebook](#)
[Blog](#)
[Tech Blog](#)

[Terms](#)
[Privacy](#)
[Help](#)
[Press](#)
[Contact](#)