

# Package: villager (via r-universe)

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**Title** A Framework for Designing and Running Agent Based Models

**Version** 2.0.0

**Description** This is a package for creating and running Agent Based Models (ABM). It provides a set of base classes with core functionality to allow bootstrapped models. For more intensive modeling, the supplied classes can be extended to fit researcher needs.

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|       |              |
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| agent | <i>agent</i> |
|-------|--------------|

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## Description

This is an object that represents a villager (agent).

## Details

This class acts as an abstraction for handling villager-level logic. It can take a number of functions that run at each timestep. It also has an associated

## Methods

as\_table() Represents the current state of the agent as a tibble  
 get\_age() Returns age in terms of years  
 get\_gender()  
 get\_days\_sincelast\_birth() Get the number of days since the agent last gave birth  
 initialize() Create a new agent  
 propagate() Runs every day  
 Create a new agent

## Public fields

identifier A unique identifier that can be used to identify and find the agent  
 first\_name The agent's first name  
 last\_name The agent's last name  
 age The agent's age  
 mother\_id The identifier of the agent's mother  
 father\_id The identifier of the agent's father  
 profession The agent's profession  
 partner The identifier of the agent's partner  
 gender The agent's gender  
 alive A boolean flag that represents whether the villager is alive or dead  
 children A list of children identifiers  
 health A percentage value of the agent's current health

**Methods****Public methods:**

- `agent$new()`
- `agent$is_alive()`
- `agent$get_days_since_last_birth()`
- `agent$add_child()`
- `agent$sas_table()`
- `agent$clone()`

**Method** `new()`: Used to created new agent objects.

*Usage:*

```
agent$new(
  identifier = NA,
  first_name = NA,
  last_name = NA,
  age = 0,
  mother_id = NA,
  father_id = NA,
  partner = NA,
  children = vector(mode = "character"),
  gender = NA,
  profession = NA,
  alive = TRUE,
  health = 100
)
```

*Arguments:*

`identifier` The agent's identifier  
`first_name` The agent's first name  
`last_name` The agent's last name  
`age` The age of the agent  
`mother_id` The identifier of the agent's mother  
`father_id` The identifier of the agent' father  
`partner` The identifier of the agent's partner  
`children` An ordered list of of the children from this agent  
`gender` The gender of the agent  
`profession` The agent's profession  
`alive` Boolean whether the agent is alive or not  
`health` A percentage value of the agent's current health

*Returns:* A new agent object A function that returns true or false whether the villager dies This is run each day

**Method** `is_alive()`:

*Usage:*

```
agent$is_alive()
```

*Returns:* A boolean whether the agent is alive (true for yes) Gets the number of days from the last birth. This is also the age of the most recently born agent

**Method** `get_days_since_last_birth()`:

*Usage:*

`agent$get_days_since_last_birth()`

*Returns:* The number of days since last birth Connects a child to the agent. This method ensures that the 'children' vector is ordered.

**Method** `add_child()`:

*Usage:*

`agent$add_child(child)`

*Arguments:*

`child` The agent object representing the child

*Returns:* None Returns a data.frame representation of the agent

**Method** `as_table()`: I hope there's a more scalable way to do this in R; Adding every new attribute to this function isn't practical

*Usage:*

`agent$as_table()`

*Details:* The `village_state` holds a copy of all of the villagers at each timestep; this method is used to turn the agent properties into the object inserted in the `village_state`.

*Returns:* A data.frame representation of the agent

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

`agent$clone(deep = FALSE)`

*Arguments:*

`deep` Whether to make a deep clone.

---

agent\_manager

*agent Manager*

---

## Description

A class that abstracts the management of aggregations of agent classes. Each village should have an instance of a `agent_manager` to interface the agents inside.

**Methods**

`add_agent()` Adds a single agent to the manager.  
`get_average_age()` Returns the average age, in years, of all the agents.  
`get_living_agents()` Gets a list of all the agents that are currently alive.  
`get_states()` Returns a data.frame consisting of all of the managed agents.  
`get_agent()` Retrieves a particular agent from the manager.  
`get_agent_index()` Retrieves the index of a agent.  
`initialize()` Creates a new manager instance.  
`load()` Loads a csv file defining a population of agents and places them in the manager.  
`remove_agent()` Removes a agent from the manager  
Creates a new agent manager instance.

**Public fields**

`agents` A list of agents objects that the agent manager manages.  
`agent_class` A class describing agents. This is usually the default villager supplied 'agent' class

**Methods****Public methods:**

- `agent_manager$new()`
- `agent_manager$get_agent()`
- `agent_manager$get_living_agents()`
- `agent_manager$add_agent()`
- `agent_manager$remove_agent()`
- `agent_manager$get_states()`
- `agent_manager$get_agent_index()`
- `agent_manager$connect_agents()`
- `agent_manager$get_living_population()`
- `agent_manager$get_average_age()`
- `agent_manager$add_children()`
- `agent_manager$load()`
- `agent_manager$clone()`

**Method new():**

*Usage:*

```
agent_manager$new(agent_class = villager::agent)
```

*Arguments:*

`agent_class` The class that's being used to represent agents being managed Given the identifier of a agent, sort through all of the managed agents and return it if it exists.

**Method get\_agent():** Return the R6 instance of a agent with identifier 'agent\_identifier'.

*Usage:*

```
agent_manager$get_agent(agent_identifier)
```

*Arguments:*

agent\_identifier The identifier of the requested agent.

*Returns:* An R6 agent object Returns a list of all the agents that are currently alive.

**Method** get\_living\_agents():

*Usage:*

```
agent_manager$get_living_agents()
```

*Returns:* A list of living agents Adds a agent to the manager.

**Method** add\_agent():

*Usage:*

```
agent_manager$add_agent(...)
```

*Arguments:*

... One or more agents

*Returns:* None Removes a agent from the manager

**Method** remove\_agent():

*Usage:*

```
agent_manager$remove_agent(agent_identifier)
```

*Arguments:*

agent\_identifier The identifier of the agent being removed

*Returns:* None Returns a data.frame of agents

**Method** get\_states():

*Usage:*

```
agent_manager$get_states()
```

*Details:* Each row of the data.frame represents a agent object

*Returns:* A single data.frame of all agents Returns the index of a agent in the internal agent list

**Method** get\_agent\_index():

*Usage:*

```
agent_manager$get_agent_index(agent_identifier)
```

*Arguments:*

agent\_identifier The identifier of the agent being located

*Returns:* The index in the list, or R's default return value Connects two agents together as mates

**Method** connect\_agents():

*Usage:*

```
agent_manager$connect_agents(agent_a, agent_b)
```

*Arguments:*

agent\_a A agent that will be connected to agent\_b

agent\_b A agent that will be connected to agent\_a Returns the total number of agents that are alive

**Method** get\_living\_population():*Usage:*

agent\_manager\$get\_living\_population()

*Returns:* The number of living agents Returns the average age, in years, of all of the agents

**Method** get\_average\_age():*Usage:*

agent\_manager\$get\_average\_age()

*Details:* This is an *example* of the kind of logic that the manager might handle. In this case, the manager is performing calculations about its aggregation (agents). Note that the 364 days needs to work better

*Returns:* The average age in years Takes all of the agents in the manager and reconstructs the children

**Method** add\_children():*Usage:*

agent\_manager\$add\_children()

*Details:* This is typically called when loading agents from disk for the first time. When children are created during the simulation, the family connections are made through the agent class and added to the manager via add\_agent.

*Returns:* None Loads agents from disk.

**Method** load():*Usage:*

agent\_manager\$load(file\_name)

*Arguments:*

file\_name The location of the file holding the agents.

*Details:* Populates the agent manager with a set of agents defined in a csv file.

*Returns:* None

**Method** clone(): The objects of this class are cloneable with this method.*Usage:*

agent\_manager\$clone(deep = FALSE)

*Arguments:*

deep Whether to make a deep clone.

---

 data\_writer

*Data Writer*


---

## Description

A class responsible for the simulation data to disk.

## Details

This class can be subclasses to provide advanced data writing to other data sources. This should also be subclassed if the agent and resource classes are subclasses, to write any additional fields to the data source.

## Methods

`write()` Writes the agent and resources to disk.

Create a new data writer.

## Public fields

`results_directory` The folder where the simulation results are written to

`agent_filename` The location where the agents are written to

`resource_filename` The location where the resources are written to

## Methods

### Public methods:

- `data_writer$new()`
- `data_writer$write()`
- `data_writer$clone()`

**Method** `new()`: Creates a new data writer object that has optional paths for data files.

*Usage:*

```
data_writer$new(
  results_directory = "results",
  agent_filename = "agents.csv",
  resource_filename = "resources.csv"
)
```

*Arguments:*

`results_directory` The directory where the results file is written to

`agent_filename` The name of the file for the agent data

`resource_filename` The name of the file for the resource data

*Returns:* A new agent object Writes a village's state to disk.



**Method** write(): Takes a state and the name of a village and writes the agents and resources to disk

*Usage:*

```
data_writer$write(state, village_name)
```

*Arguments:*

state The village's village\_state that's being written

village\_name The name of the village. This is used to create the data directory

*Returns:* None

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

```
data_writer$clone(deep = FALSE)
```

*Arguments:*

deep Whether to make a deep clone.

---

model\_data

*Model Data*

---

## Description

R6 Class representing data that's external from resources and agents

It contains a single variable, 'events' for when the data holds a list of events

## Public fields

events Any events that need to be tracked

## Methods

### Public methods:

- [model\\_data\\$new\(\)](#)
- [model\\_data\\$clone\(\)](#)

**Method** new(): Creates a new model\_data object

*Usage:*

```
model_data$new()
```

*Returns:* A new model data object

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

```
model_data$clone(deep = FALSE)
```

*Arguments:*

deep Whether to make a deep clone.

---

 resource

*Resource*


---

### Description

This is an object that represents a single resource.

### Methods

`initialize()` Create a new resource

`as_table()` Represents the current state of the resource as a tibble

Creates a new resource.

### Public fields

`name` The name of the resource

`quantity` The quantity of the resource that exists

### Methods

#### Public methods:

- [resource\\$new\(\)](#)
- [resource\\$as\\_table\(\)](#)
- [resource\\$clone\(\)](#)

**Method** `new()`: Creates a new resource object

*Usage:*

```
resource$new(name = NA, quantity = 0)
```

*Arguments:*

`name` The name of the resource

`quantity` The quantity present Returns a data.frame representation of the resource

**Method** `as_table()`:

*Usage:*

```
resource$as_table()
```

*Returns:* A data.frame of resources

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

```
resource$clone(deep = FALSE)
```

*Arguments:*

`deep` Whether to make a deep clone.

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|                  |                         |
|------------------|-------------------------|
| resource_manager | <i>Resource Manager</i> |
|------------------|-------------------------|

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## Description

This object manages all of the resources in a village.

## Methods

`initialize()` Creates a new manager  
`get_resources()` Gets all of the resources that the manager has  
`get_resource()` Retrieves a resource from the manager  
`add_resource()` Adds a resource to the manager  
`remove_resource()` Removes a resource from the manager  
`get_resource_index()` Retrieves the index of the resource  
`get_states()` Returns a list of states  
`load()` Loads a csv file of resources and adds them to the manager.

## Public fields

`resources` A list of resource objects  
`resource_class` The class used to represent resources Creates a new , empty, resource manager for a village.

## Methods

### Public methods:

- `resource_manager$new()`
- `resource_manager$get_resources()`
- `resource_manager$get_resource()`
- `resource_manager$add_resource()`
- `resource_manager$remove_resource()`
- `resource_manager$get_resource_index()`
- `resource_manager$get_states()`
- `resource_manager$load()`
- `resource_manager$clone()`

**Method** `new()`: Get a new instance of a resource\_manager

*Usage:*

```
resource_manager$new(resource_class = villager::resource)
```

*Arguments:*

`resource_class` The class being used to describe the resources being managed Gets all of the managed resources

**Method** get\_resources():*Usage:*

resource\_manager\$get\_resources()

*Returns:* A list of resources Gets a resource given a resource name**Method** get\_resource():*Usage:*

resource\_manager\$get\_resource(name)

*Arguments:*

name The name of the requested resource

*Returns:* A resource object Adds a resource to the manager.**Method** add\_resource():*Usage:*

resource\_manager\$add\_resource(...)

*Arguments:*

... The resources to add

*Returns:* None Removes a resource from the manager**Method** remove\_resource():*Usage:*

resource\_manager\$remove\_resource(name)

*Arguments:*

name The name of the resource being removed

*Returns:* None Returns the index of a resource in the internal resource list**Method** get\_resource\_index():*Usage:*

resource\_manager\$get\_resource\_index(name)

*Arguments:*

name The name of the resource being located

*Returns:* The index in the list, or R's default return value Returns a data.frame where each row is a resource.**Method** get\_states():*Usage:*

resource\_manager\$get\_states()

*Details:* Subclasses should not have to override this method because it takes all member variables into account*Returns:* A single data.frame Loads a csv file of resources into the manager**Method** load():

*Usage:*

```
resource_manager$load(file_name)
```

*Arguments:*

file\_name The path to the csv file

*Returns:* None

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

```
resource_manager$clone(deep = FALSE)
```

*Arguments:*

deep Whether to make a deep clone.

---

 simulation

*simulation*


---

**Description**

Advances one or more villages through time

**Methods**

run\_model() Runs the simulation

Creates a new Simulation instance

**Public fields**

length The total number of time steps that the simulation runs for

villages A list of villages that the simulator will run

writer An instance of a data\_writer class for writing village data to disk

**Methods****Public methods:**

- [simulation\\$new\(\)](#)
- [simulation\\$run\\_model\(\)](#)
- [simulation\\$clone\(\)](#)

**Method** new(): Creates a new simulation object to control the experiment

*Usage:*

```
simulation$new(length, villages, writer = villager::data_writer$new())
```

*Arguments:*

length The number of steps the simulation takes

villages A list of villages that will be simulated

writer The data writer to be used with the villages Runs the simulation

**Method** run\_model():

*Usage:*

simulation\$run\_model()

*Returns:* None

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

simulation\$clone(deep = FALSE)

*Arguments:*

deep Whether to make a deep clone.

---

village

*Village*

---

## Description

This is an object that represents the state of a village at a particular time.

## Details

This class acts as a type of record that holds the values of the different village variables. This class can be subclassed to include more variables that aren't present.

## Methods

initialize() Creates a new village

propagate() Advances the village a single time step

set\_initial\_state() Initializes the initial state of the village

## Public fields

name An optional name for the village

initial\_condition A function that sets the initial state of the village

current\_state The village's current state

previous\_state The village's previous state

models A list of functions or a single function that should be run at each timestep

model\_data Optional data that models may need

agent\_mgr The manager that handles all of the agents

resource\_mgr The manager that handles all of the resources Initializes a village

**Methods****Public methods:**

- `village$new()`
- `village$propagate()`
- `village$set_initial_state()`
- `village$clone()`

**Method** `new()`: This method is meant to set the variables that are needed for a village to propagate through time.

*Usage:*

```
village$new(
  name,
  initial_condition,
  models = list(),
  agent_class = villager::agent,
  resource_class = villager::resource
)
```

*Arguments:*

`name` An optional name for the village

`initial_condition` A function that gets called on the first time step

`models` A list of functions or a single function that should be run at each time step

`agent_class` The class that's being used to represent agents

`resource_class` The class being used to describe the resources Propagates the village a single time step

**Method** `propagate()`:

*Usage:*

```
village$propagate(current_step, village_mgr)
```

*Arguments:*

`current_step` The current time step

*Details:* This method is used to advance the village a single time step. It should NOT be used to set initial conditions. See the `set_initial_state` method.

*Returns:* None Runs the user defined function that sets the initial state of the village

**Method** `set_initial_state()`: Runs the initial condition model

*Usage:*

```
village$set_initial_state()
```

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

```
village$clone(deep = FALSE)
```

*Arguments:*

`deep` Whether to make a deep clone.

---

|                 |                        |
|-----------------|------------------------|
| village_manager | <i>Village Manager</i> |
|-----------------|------------------------|

---

## Description

This object manages all of the villages. It acts as an interface to them

## Methods

`initialize()` Creates a new manager  
`get_villages()` Gets all of the villages that the manager has  
`get_village()` Retrieves a specific village from the manager, by name  
`add_village()` Adds a village to the manager

## Public fields

`villages` A list of village objects Creates a new, village manager

## Methods

### Public methods:

- `village_manager$new()`
- `village_manager$get_villages()`
- `village_manager$get_village()`
- `village_manager$add_resource()`
- `village_manager$clone()`

**Method** `new()`: Get a new instance of a village\_manager Gets all of the managed villages

*Usage:*

```
village_manager$new(villages)
```

**Method** `get_villages()`:

*Usage:*

```
village_manager$get_villages()
```

*Returns:* A list of resources Gets a village given a village name

**Method** `get_village()`:

*Usage:*

```
village_manager$get_village(name)
```

*Arguments:*

`name` The name of the requested village

*Returns:* A village object Adds a village to the manager.



**Method** `add_resource()`:

*Usage:*

`village_manager$add_resource(...)`

*Arguments:*

... The villages to add

*Returns:* None

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

`village_manager$clone(deep = FALSE)`

*Arguments:*

`deep` Whether to make a deep clone.

---

village\_state

*village\_state*

---

## Description

This is an object that represents the state of a village at a particular time.

## Details

This class acts as a type of record that holds the values of the different village variables. This class can be subclassed to include more variables that aren't present.

## Methods

Creates a new State

## Public fields

`step` The time step that the state is relevant to

`agent_states` A list of agent states

`resource_states` A list of resource states

## Methods

### Public methods:

- [village\\_state\\$new\(\)](#)
- [village\\_state\\$clone\(\)](#)

**Method** `new()`: Initializes all of the properties in the state to the ones passed in. This should be called by subclasses during initialization.

*Usage:*

```
village_state$new(  
  step = 0,  
  agent_states = vector(),  
  resource_states = vector()  
)
```

*Arguments:*

*step* The time step that the state is relevant to

*agent\_states* A vector of tibbles representing the states of the agents

*resource\_states* A vector of tibbles representing the states of the resources

*Details:* When adding a new property, make sure to add it to the tibble representation.

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

```
village_state$clone(deep = FALSE)
```

*Arguments:*

*deep* Whether to make a deep clone.

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