

Hybrid Modeling of Agents in Agent-Based Simulation

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- Future Work

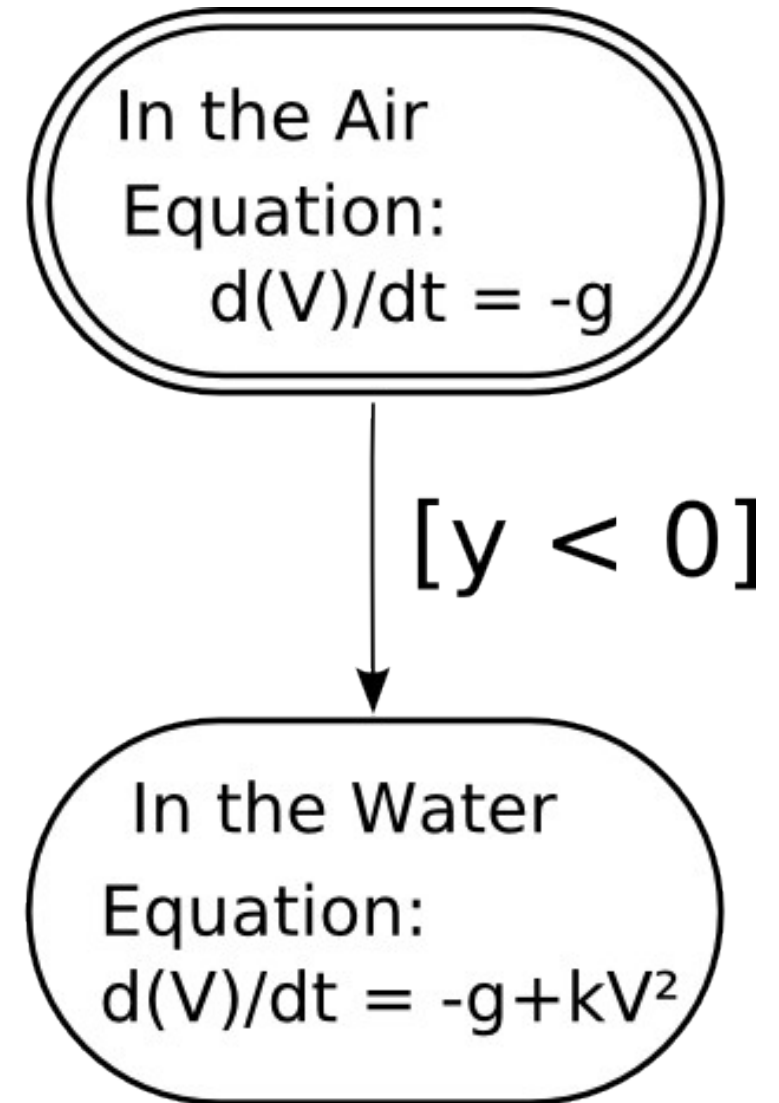
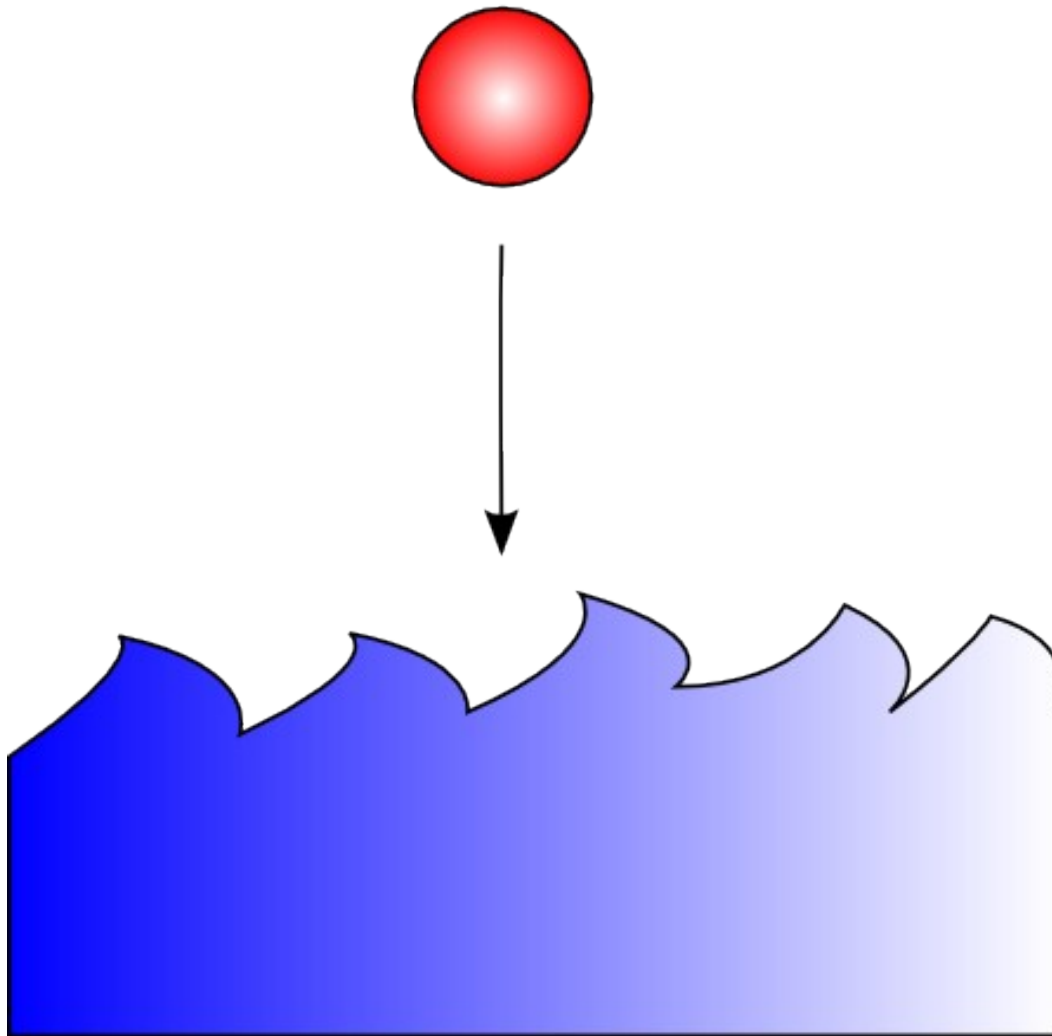
Agent-based Modeling

- Can be considered decentralized, individual-centric approach to modeling.
- Individual participants each have their own behavior and are known as agent.
- The agents are store inside an environment, where they may or may not communicate with each other.
- The combined behavior of the agents create a system level behavior.

Decision Process

Physical Behavior

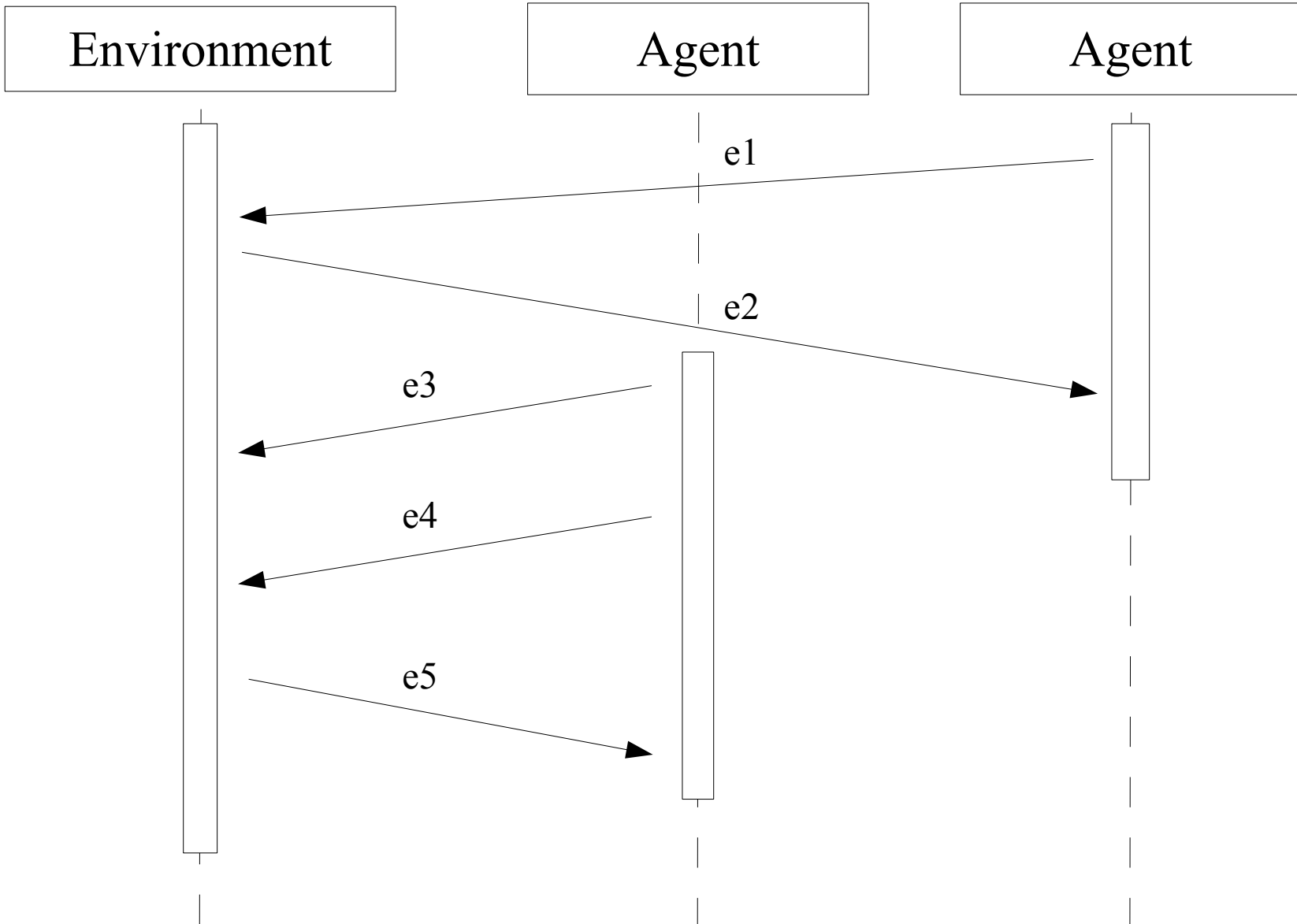
Proposed Formalism



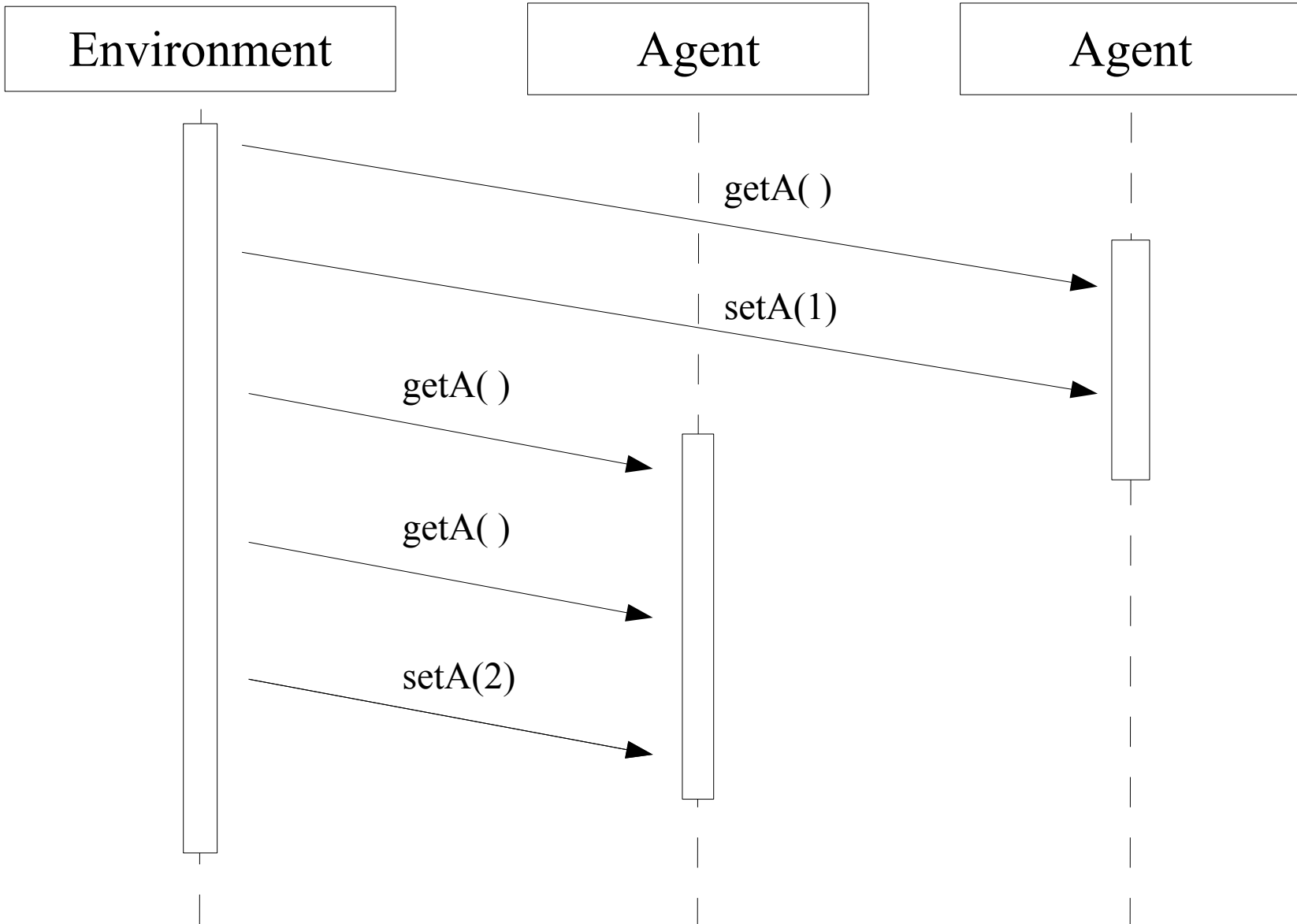
Communication

In Agent-Based Simulations, agents do not communicate with each other. Rather, they communicate with the environment, which in turn, can send back information about their peers.

Event-based Communication



Direct-Access Communication

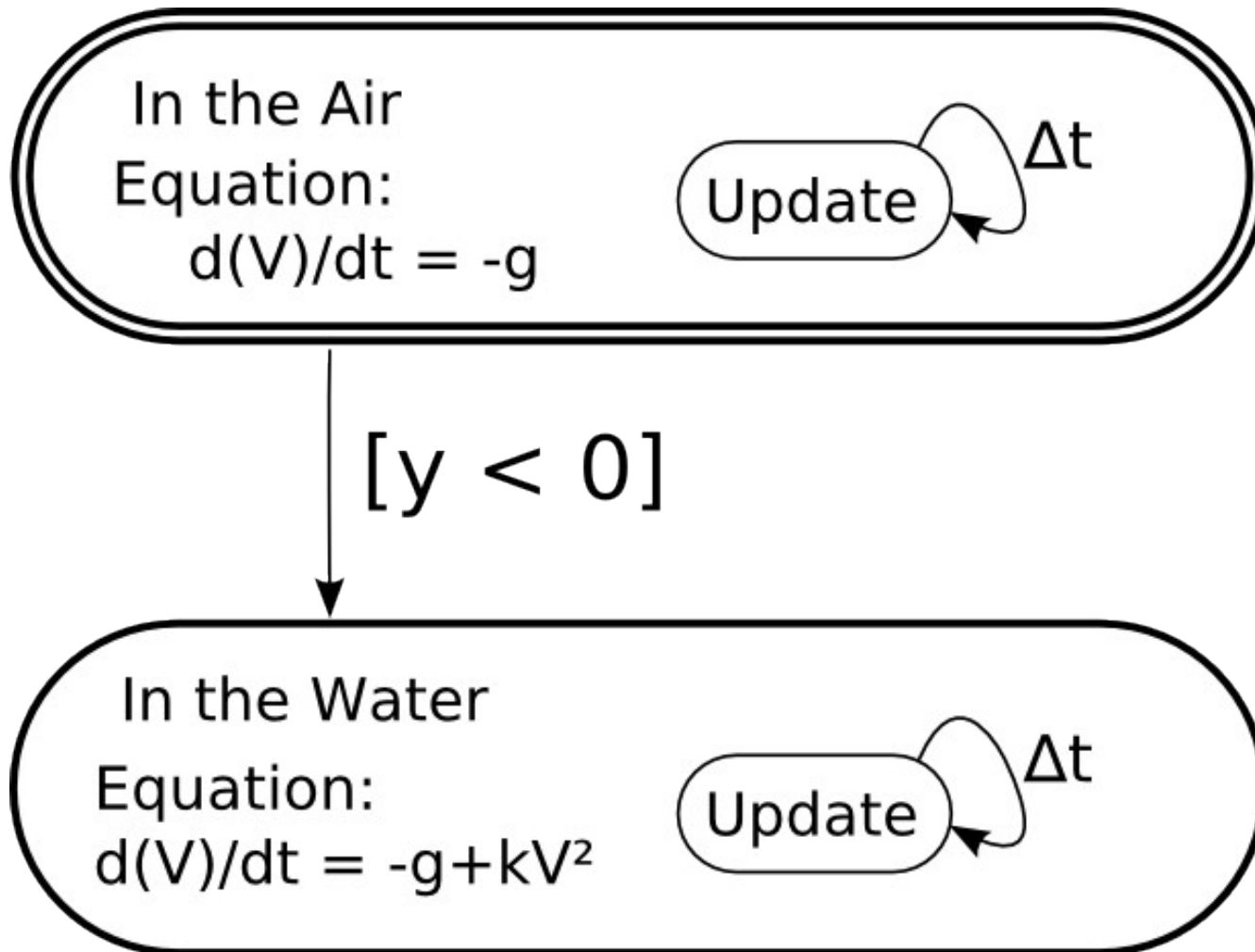


Evaluation

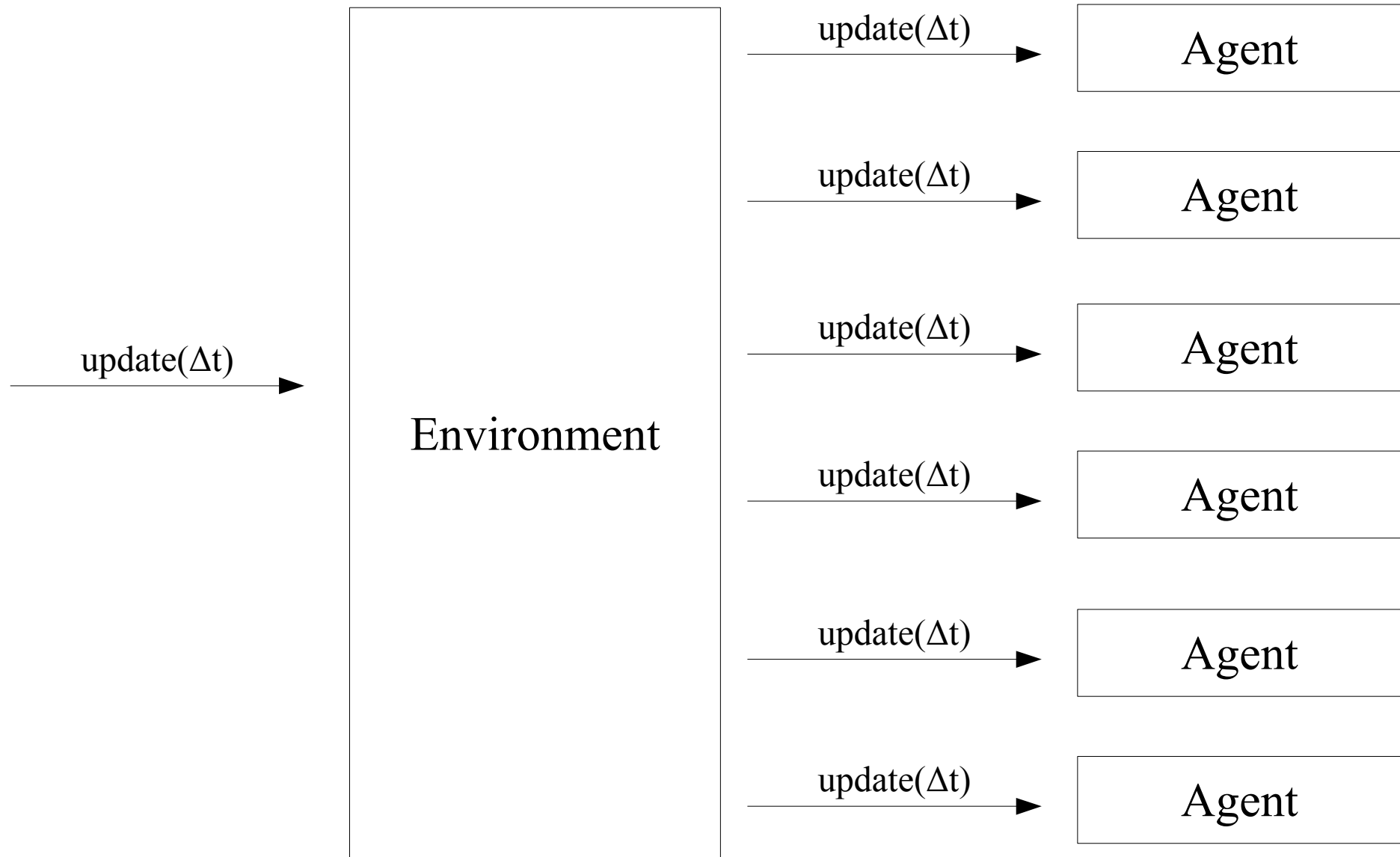
Although the proposed hybrid model is controlled by a discrete formalism, it contains continuous time components, and as such must be evaluated in a continuous fashion.

As with all Continuous Time Systems, continuous valuation is tricky, given the discreet nature of computers.

Agent Self-Evaluation

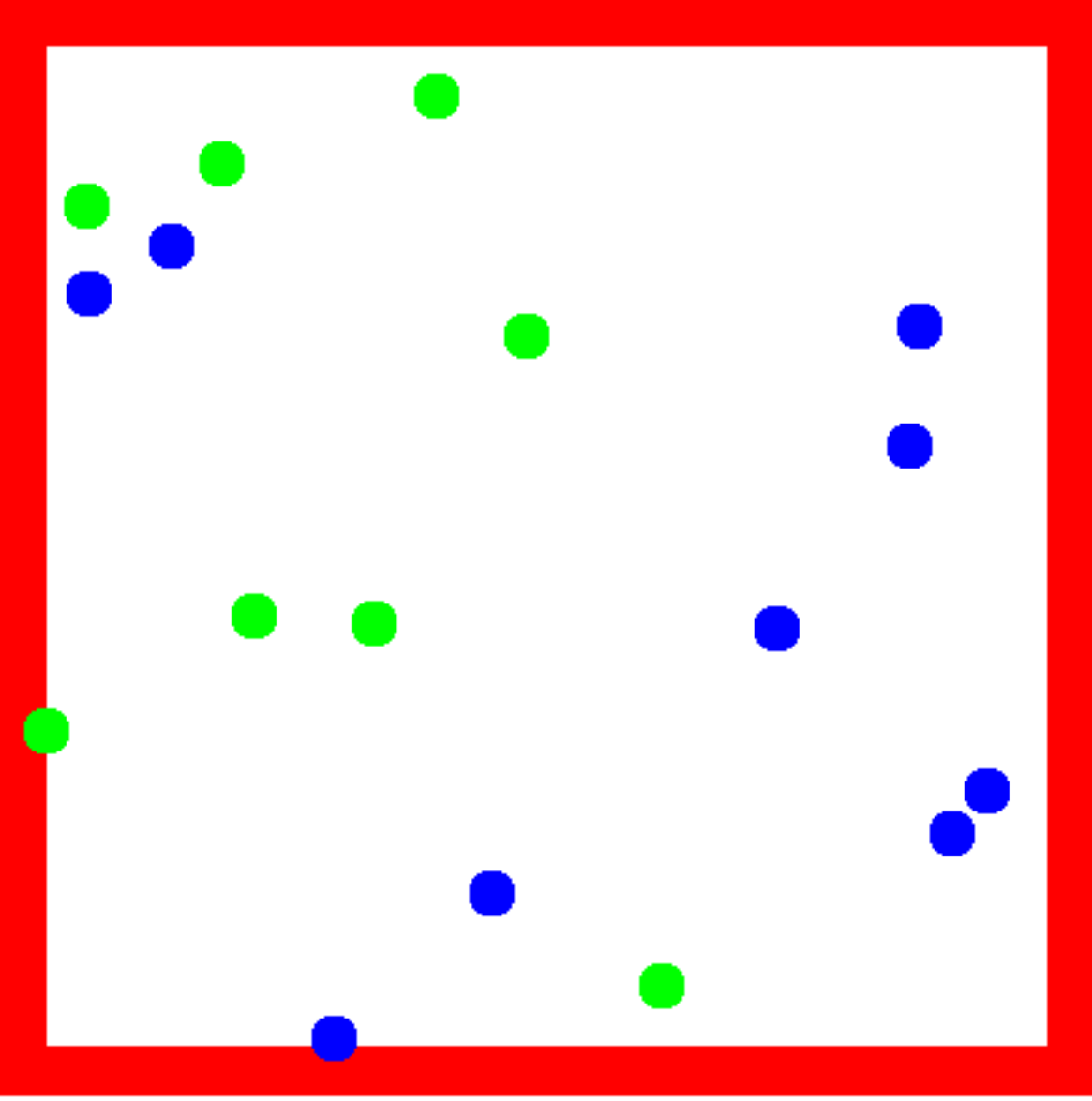


Evaluation from Environment



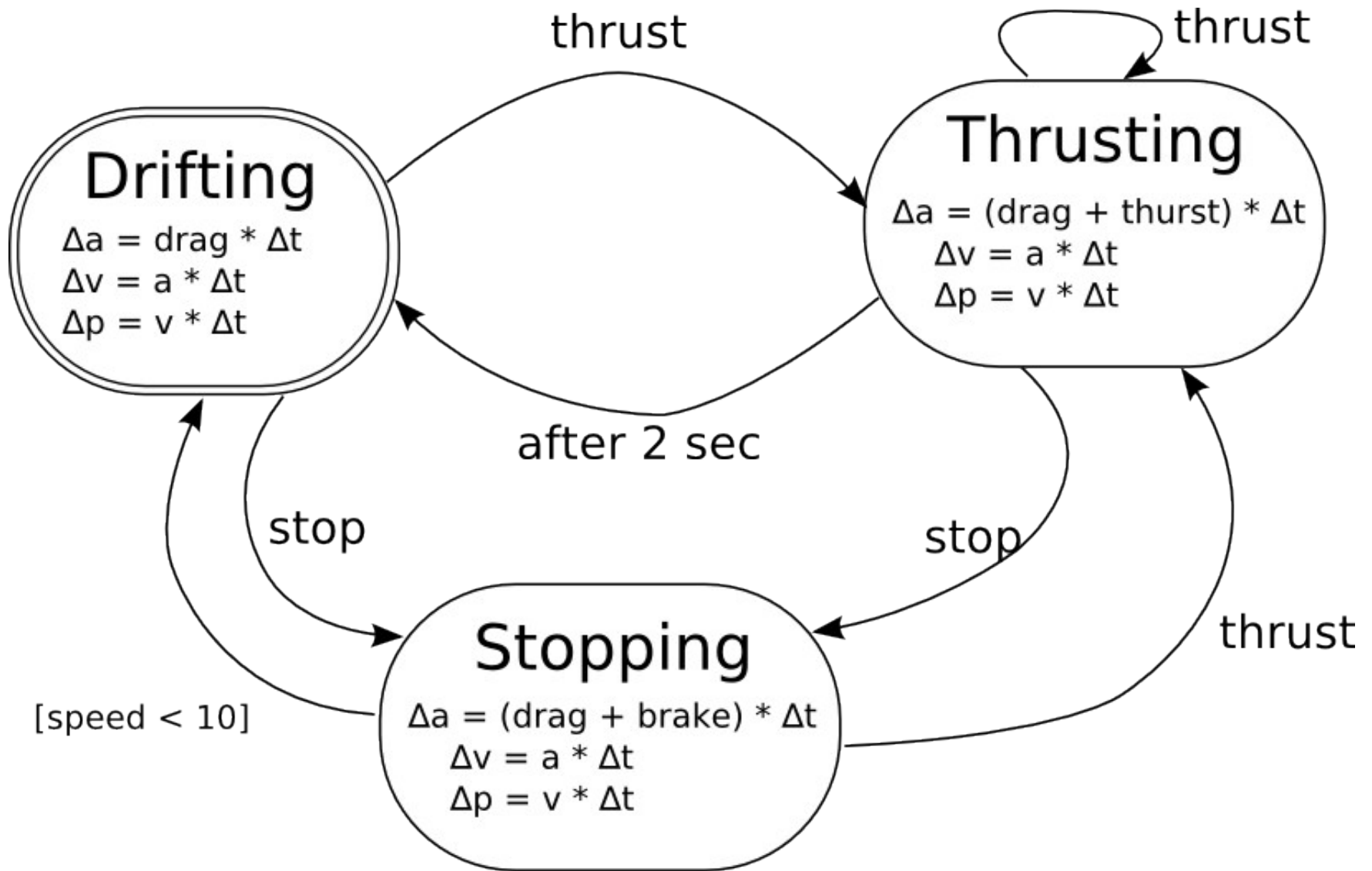
DiscWars

Minueto



Disc Wars

Player 0	65
Player 1	83
Player 2	73
Player 3	78
Player 4	86
Player 5	69
Player 6	103
Player 7	85

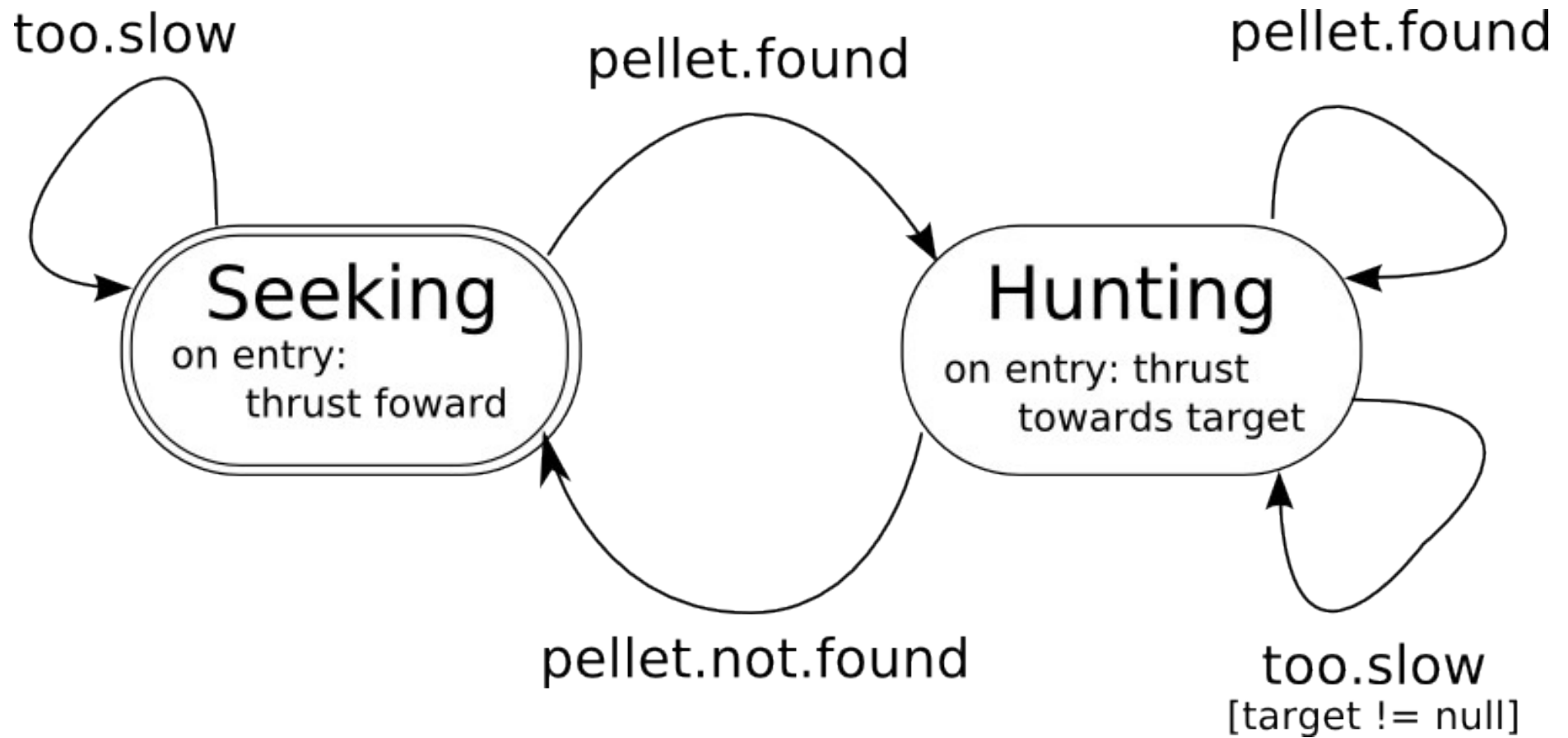


*The arena is the environment for this agent-based simulation.
It has two responsibilities:*

Detecting/resolving any collisions that might occur in the arena.

Executing the time step function in all the agents.

Decision Process



Demonstration

To the demo!

Future work

However, more works is required to properly understand ...

... how this formalism should interact with the environment.

... how this formalism should act in a hierarchy of other hybrid systems.

Any Questions?

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Decision Process (2)

