

Contents

1 Introduction

1.1	Historical origins	1.1
1.2	Natural and artificial life	1.2
1.3	Methodological issues and basic definitions	1.4
	Bibliography	1.8

2 Pattern formation

2.1	Cellular automata	2.1
2.2	Game of life	2.10
2.3	Lindenmeyer systems	2.12
2.4	Fractals	2.17
2.5	Sea shells	2.19
2.6	Sandpiles	2.22
2.7	Conclusion	2.24
	Bibliography	2.25

3 Distributed intelligence

3.1	A robot experiment: the Swiss robots	3.1
3.2	Collective intelligence: ants and termites	3.4
3.3	The simulation of distributed systems: Starlogo	3.8
3.4	Flocking — the BOIDS	3.8
3.5	Guiding heuristics for decentralized thinking	3.11
3.7	Conclusion	3.14
	Bibliography	3.15

4 Applications of distributed intelligence – Ant Algorithms

4.1	Ant Based Control	4.1
4.2	Ant Algorithms for Optimization Problems	4.3
4.3	Conclusion	4.5
	Bibliography	4.6

5 Agent-based simulations

5.1	The Sugarscape model	5.1
5.2	Emergence of structure in societies of artificial animals	5.17
5.3	Schelling's segregation model	5.19
5.4	Conclusion	5.20
	Bibliography	5.21

6 Artificial Evolution

6.1 Introduction: Basic principles	6.2
6.2 Different approaches (GA, ES, GP)	6.8
6.3 Morphogenesis	6.16
6.4 Evolution of Hardware	6.24
6.5 Conclusion	6.26
Bibliography	6.27

7 Self-Replication

7.1 Introduction to Self-Replication	7.1
7.2 Theoretical aspects	7.2
7.3 SR Cellular Automata and related examples	7.5
7.4 Mechanical Self-Replication	7.11
7.5 Conclusion	7.12
Bibliography	7.13

8 Conclusions

8.1
