

# Agent Based Model

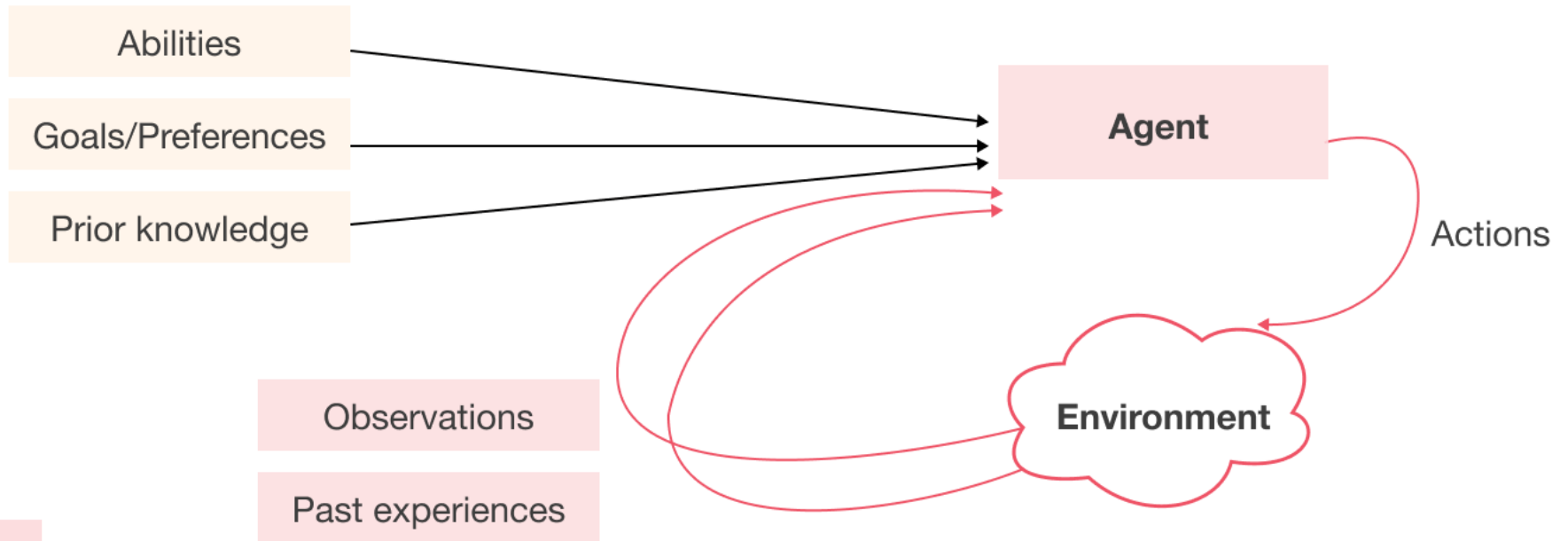
construct a simple simulation of sound change in a population of agents with different personalities (stubborn or flexible learners).

We will try to answer questions like:

- Has one of the variants spread to the entire community?
- Does this depend on the community's size and initial structure?
- How many stubborn people must be present to prevent (or facilitate?) convergence? etc.

1. **Make Agent** - creating an agent that has a vowel and a personality
2. **Make Population** - creating a population of agents using the function
3. **Count** - counting the proportion of agents with the same vowel in the population
4. **Choose Pair** - choosing two agents out of the population
5. **Interact** - implementing the interaction between the two agents

# What is an AI agent?



# What are AI Agents?

## Architecture



