M A S O N

MASON is a fast discrete-event multiagent simulation library core in Java, designed to be the foundation for large custom-purpose Java simulations, and also to provide more than enough functionality for many lightweight simulation needs. MASON contains both a model library and an optional suite of visualization tools in 2D and 3D.

MASON is a joint effort between George Mason University's Evolutionary Computation Laboratory and the GMU Center for Social Complexity, and was designed by **Sean Luke, Gabriel Catalin Balan, Keith Sullivan,** and **Liviu Panait**, with help from **Claudio Cioffi-Revilla, Sean Paus, Keith Sullivan, Daniel Kuebrich, Joey Harrison,** and **Ankur Desai**.

MASON Stands for **M**ulti-**A**gent **S**imulator **O**f **N**eighborhoods... or **N**etworks... or something...

MASON Features

- 100% Java (1.3 or higher)
- Fast, portable, and fairly small
- Models are completely independent from visualization, which can be added, removed, or changed at any time
- Models may be checkpointed and recovered, and dynamically migrated across platforms
- Can produce results that are identical across platforms
- Models are self-contained and can run inside other Java frameworks and applications
- 2D and 3D visualization
- Can generate PNG snapshots, Quicktime movies, charts and graphs, and output data streams

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