

	Elements of the ODD protocol
Overview	1. Purpose and patterns
	2. Entities, state variables, and scales
	3. Process overview and scheduling
Design concepts	4. Design concepts <ul style="list-style-type: none"> • Basic principles • Emergence • Adaptation • Objectives • Learning • Prediction • Sensing • Interaction • Stochasticity • Collectives • Observation
Details	5. Initialization
	6. Input data
	7. Submodels