Reactive Agents:
Functional Reactive Programming and ABM/S

Jonathan THALER

January 22, 2017

Abstract

In our previous work on update-strategies in Agent-Based Modelling & Simulation (ABM/S) we showed that Haskell is a very attractive alternative to existing object-oriented approaches but our presented approach was too limited and we hypothesized that embedding it within a functional reactive framework like Yampa would leverage it to be able to build much more complex models. In this paper we investigate whether this hypothesis is true by testing if our approach can easily be transferred to Yampa, what we really gain from it and if more complex models can become reality.

1 Introduction

2 Related Research

3 Problem

4 FRP and Yampa

2 Pages

5 Results

5 Pages

6 Conclusion

7 Further Research