MetaABS
Recursive Agent-Based Simulation

Jonathan THALER

March 20, 2017

Abstract

We show that alone by looking at the implementation
we can raise interesting philosophical questions.

1   Introduction

The 'meaning' of MetaABS is not really clear: how
can it be interpreted? It is not so much about the
dynamics but more on the philosophical questions it
raises. But also we wanted to check if the same hap-
pens as in the recursive simulation paper [1]: deter-
ministic vs. non-deterministic AND one-agent recur-
sion or all-agents recursion
we are spanning up 3 dimensions: recursion-depth,
replications, and time-steps
the agent who is initiating the recursion can be seen
as 'knowing' that it is running inside a simulation,
but the other agents are not able to distinguish be-
tween them running on the base level of the simula-
tion or on a recursive level

References

[1] GILMER, JR., J. B., AND SULLIVAN, F. J. Re-
    cursive Simulation to Aid Models of Decision
    Making. In *Proceedings of the 32Nd Conference
    on Winter Simulation* (San Diego, CA, USA,
    2000), WSC '00, Society for Computer Simula-
    tion International, pp. 958–963.