

Multiagent Systems and NetLogo

Multiagent Systems

What are Multiagent systems

- Consisting of multiple units
- No central Control unit
- Every agent follows own targets
- Relatively simple targets for every agents can lead to very complex Systems

What are Multiagent systems used for

- They are common in real life
- Can be used for simulations
- Can be used as approach for dynamic infrastructure
 - Example: the Internet

Pros and cons

By following its own relatively simple Targets while communicating with other agents, a multiagent system can get very complex

+ Simple

It doesn't have to contain any very powerful agent so it isn't fatal when a single agent drops out

+ Fail safe

It can be expanded very easily by adding more agents (depends on the system)

+ Modular

No central control unit checks the optimal usage of all resources at once and monitors it as a whole

- inefficient

NetLogo

- Multi-Agent modelling environment
- Open Source
- Available as App or via Web-Interface

The World

- Rectangular world
 - Consisting of fixed agents "patches"
- Mobile agents called "Turtles"
- Communication between Turtles via "Links"
- External control via "Observer"

NetLogo (Language)

Command	Explanation
<code>create-turtles number</code> <code>create-<breeds> number</code>	Creates the defined number of turtles, they will all look in random directions
<code>forward number</code> <code>backward number</code>	Let the selected turtles make number steps for- or backwards
<code>left number</code> <code>right number</code>	Let the addressed Turtle turn number degrees left or right
<code>pen-down</code> <code>pen-erase</code> <code>pen-up</code>	Defines if the Turtles shall draw a line (in their color) erase other lines or shall do neither
<code>die</code>	The turtle will be deleted
<code>ask agent [commands]</code>	Selects all agents (turtles, patches, etc.) and let them execute the commands in the brackets
<code>breed [plural singular]</code>	Defines groups of turtles
<code>to functionName</code> ... <code>end</code>	Declares a funktion
<code>Let x 20</code> <code>Set x x+1</code>	Declares a variable Increases a variable

Further Information

User guide/tutorial, provided by the developer:

<https://ccl.northwestern.edu/netlogo/docs/tutorial1.html>

Dictionary with full command list

<https://ccl.northwestern.edu/netlogo/docs/dictionary.html#>