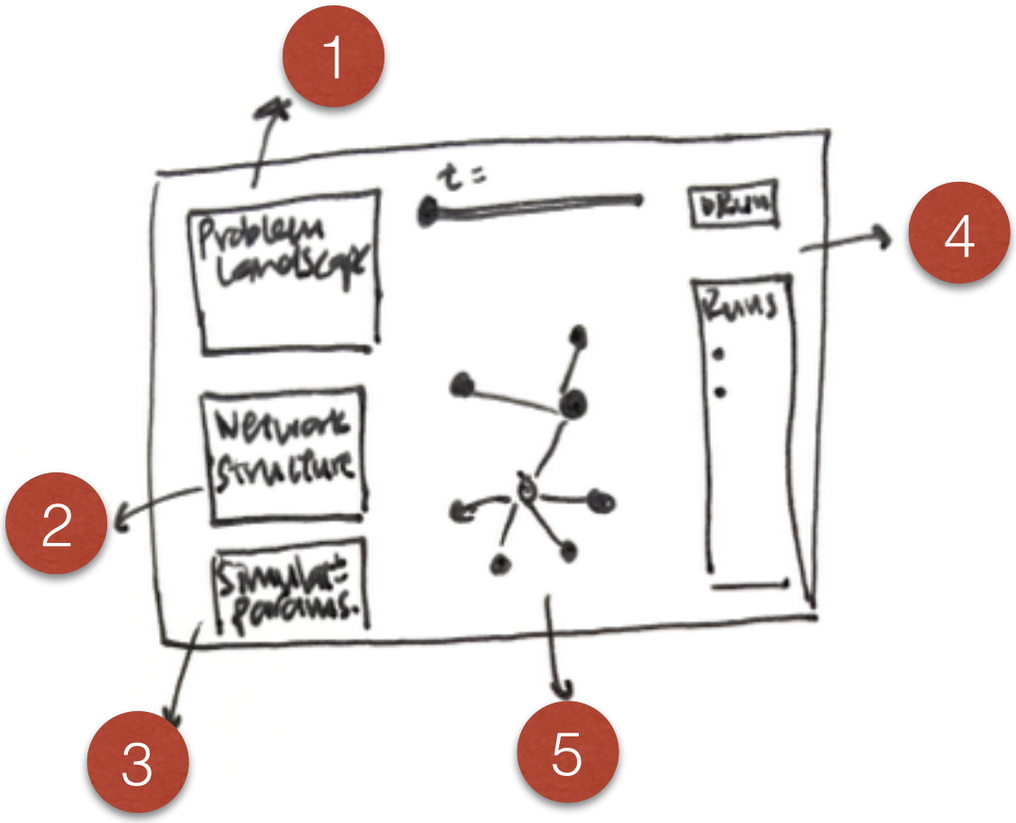
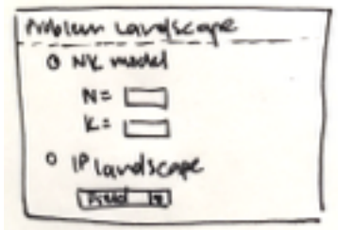
Main page



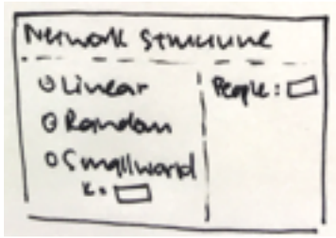
Input Panels

1



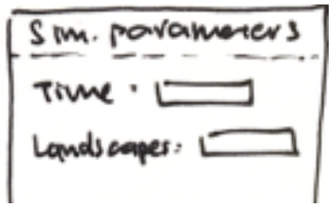
User puts in simulation parameters for what the “problem landscape” is. This is the landscape that a network will search over. In (very) brief, different nodes explore potential positions on the network, and they share the value of these positions with others in the network, to differing degrees.

2



User inputs the kind of network structure that is being simulated. They input parameters depending on their choice of a network that is linear (i.e. everyone is connected in series), random, or small world (i.e. clusters of connections)

3



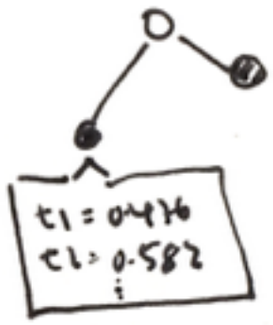
User inputs the run time for each simulation, and the number of problem landscapes that will be averaged over

Output

4

Users click “Run” to run the simulation, and can access all their previous runs which are automatically saved.

5



Nodes on the graph will be coloured according to the value that they find in the problem space. The slider bar on top will be used to drag the simulation back and forth, so you can see how different nodes adopt solutions over time.