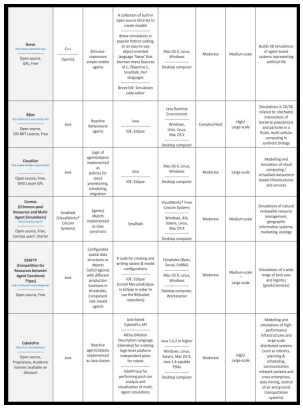
Economic simulations in Swarm - agent-based modelling and object oriented programming

Kluwer Academic - Swarm



Description: -
-
International - General
International - Economics
Business/Economics
Business / Economics / Finance
Business & Economics
Economics
Economic History
Michigan -- Fiction
Large type books
Amateur theater -- Fiction
Nieces -- Fiction
Aunts -- Fiction
Bank robberies -- Fiction
American literature -- 20th century
Beat generation -- Literary collections
Coral reef biology.
Marine plants.
Marine animals.
Coral reef biology -- Juvenile literature.
Marine animals -- Juvenile literature.
Marine biology -- Juvenile literature.
Economics -- Mathematical models
Economics -- Computer simulationEconomic simulations in Swarm - agent-based modelling and object oriented programming
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Advances in computational economics -- v. 14Economic simulations in Swarm - agent-based modelling and object oriented programming
Notes: Includes bibliographical references and index
This edition was published in 2000

Tags: #Agent

JASSS Volume 4, Issue 2. March 2001

SimPack is available with a GPL license.

Swarm

The world wide information technology IT infrastructures are large scale systems with 10 to 10 IT entities consisting of a few hundred types. There is active development with a release in Spring 2010 and a user meeting in June 2010.

Using agent

Centeno-González A Survey of Agent Oriented Methodologies Proc. . This in part uses a gaming heuristic.

CiteSeerX — Citation Query Economic Simulations in Swarm: Agent

The aim is that describing models in MIMOSE should not burden the modeller with a lot of programming and implementation details. The scope of simulation includes the systems, such as computers, networks, routers, filters and monitors, users of these systems, administrators, configuration processes, cyber-security policies and external threat agents. Simply put, this a very useful chapter.

Francesco Luna and Benedikt Stefansson (eds.): Economic Simulations in Swarm: Agent

Design appears to have been driven largely by the objectives of maximising execution speed and assuring complete re-producibility across hardware.

Using agent

Petri nets are particularly good for describing finite state machines, see. Swarm uses its own data structures and memory management to represent model objects.

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