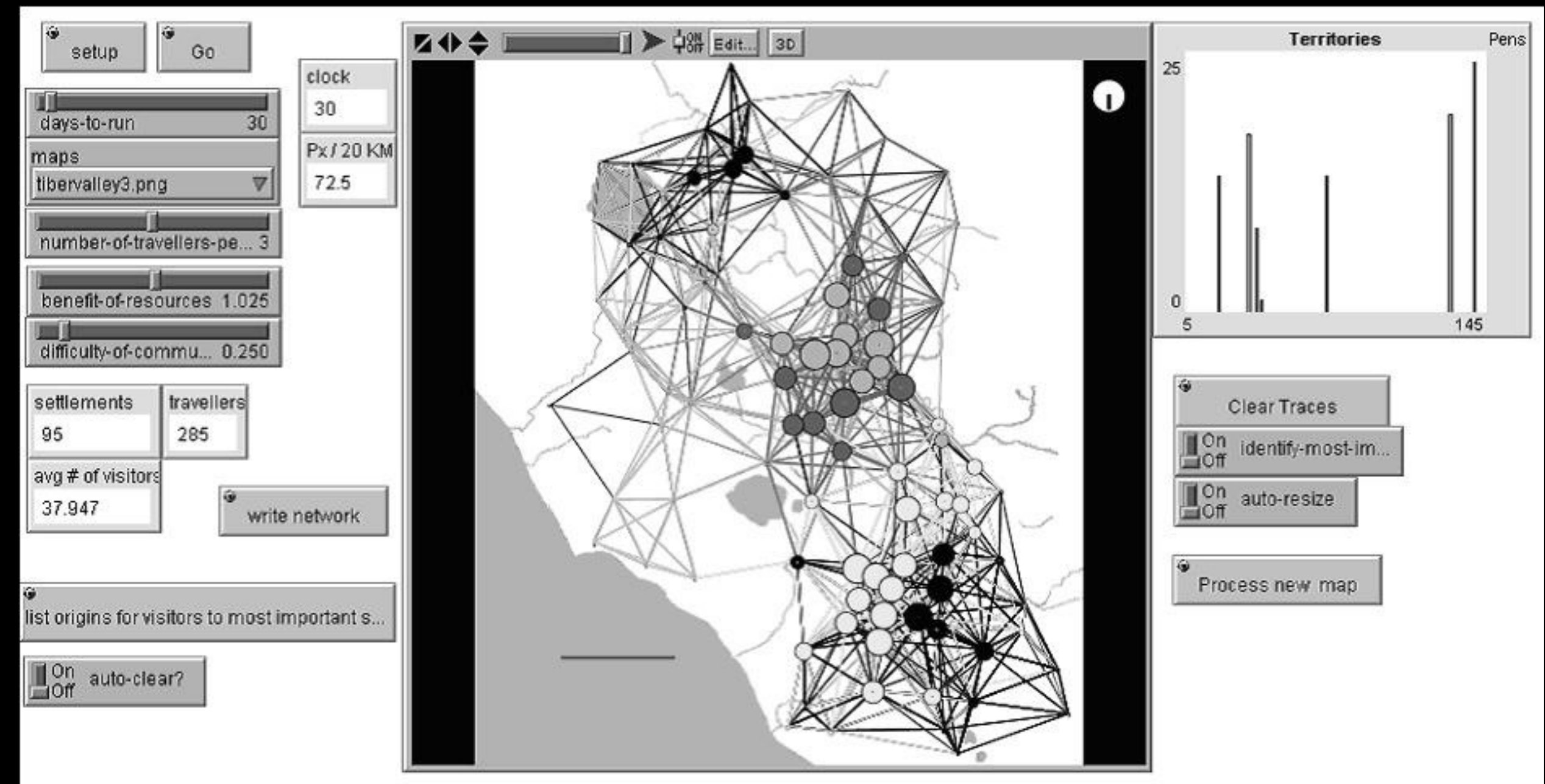


But I can't do that math.

An agent model is specified at the level of the individual. This means I don't exactly need to.

- 3 key elements of agent models:
 - Individual, heterogeneous, and autonomous software units/agents
 - Rules of behaviour specified for those units
 - Explicit spatial or temporal dimensions (often, but not always)



- Interaction with each other, and with the environment, leads to each individual unit interpreting what to do based on local circumstances
 - Leads to *emergence* of population-level patterns (often unpredictable or unknowable from the description of the individuals)
- Interaction unfolds over time
- Emergent dynamics have spatial variability
 - Spatial variability intersects with agent heterogeneity since what-to-do might/often is a condition of where-am-i-at?
- Entities can *learn* and *change their own behaviours* over time.