```
TIMESTEP(O, λ, Φ, N)
1  for each agent in λ
2       do L' ← ATTENTION(O)
3          I ← COGNITIVE-PROCESSING(L')
4          ACTION(I)
5  for each agent in Φ ▷ perception deprived agents
6       do L' ← ()
7          I ← COGNITIVE-PROCESSING(L')
8          ACTION(I)

ATTENTION(O)
1  L' ← MERGE-LISTS(O)
2  L' ← PICK-NEIGHBOURS(N, L')
3  ▷ the appropriate PICK-NEIGHBOURS procedure (below) is called for each scenario
4  return L'

PICK-NEIGHBOURS-RANDOM(N, L')
1  return RANDOM(N, L')

PICK-NEIGHBOURS-NEAREST(N, L')
1  return NEAREST(N, L')
```