

TJHSST Senior Research Project
Sugarscape: An Application of Agent Based
Modeling
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Abstract

Sugarscape was a complex program created to simulate human culture and society through the interactions of agents that travel around the world (known as a scape) collecting sugar, which they need to survive. Sugarscape allows social scientists to actually set up experiments and test hypotheses, which is normally extremely difficult. Sugarscape is one implementation of agent based modeling, which is the idea that many complex phenomena can be explained by the interactions between rather simpler agents. I am in the process of recreating Sugarscape entirely in the programming language Java and extending it, while allowing for relatively simple modification by others. At this point, my program does not contain any agents. My next version will have simple agents implemented.

1 Background

1.1 Agent Based Modeling

Agent based modeling grew out the idea of *cellular automata*, and may be considered a more complex form of these. A cellular automaton is a grid of cells, each of which can be in one of several states. Which state each cell is in is determined by local rules, which usually rely on what states neighboring

cells are in to determine a given cell's new state. One well known cellular automaton is Conway's Game of Life, where cells have only two states. In agent based models, there are relatively simple rules that govern the behavior of agents; from the interactions of these agents, which may or may not be based on a grid, complex behaviors emerge. One of the earlier agent based models was *Boids*, which simulated the behavior of flocking birds. In general, each agent tries to avoid crowding the other agents, while staying near them and flying in the average direction of nearby agents. From these simple rules, flocks of agents that travel across the "map" arise.

1.2 Sugarscape

Sugarscape is one of the most complex agent based models that has ever been created. It is meant to model simple human societies and make sociology more of a "hard" science, like chemistry or physics. The basic underlying structure of Sugarscape is the scape, which consists in its simplest form of a grid of cells, each of which contains a certain amount of sugar. Agents travel around the map, collecting the sugar that they need to survive and interacting with each other. More complex versions of Sugarscape also include spice, which the agents can trade among themselves. Agents can have children together, fight with each other, and transmit their cultural attributes.

Sugarscape can be extended to study many different aspects of sociology. Flentge, Polani, and Uthmann extended Sugarscape to allow agents to claim plots of land as their own and transmit memes that determine how agents act about the land claims of others. I hope to create a version of Sugarscape that will be easily extensible.

2 Testing

As I recreate piece by piece the work that was done in *Growing Artificial Societies*, my program should have similar results to those in the book. The results will not be exactly the same, because Sugarscape is not entirely deterministic (the order in which the agents move is random), but results will be similar no matter what random movement order is selected.

3 Procedures

3.1 Software

My program will be completely written in Java. Agent based modeling is best implemented in an object oriented programming language, and my program will take full advantage of Java for easy extensibility.

3.2 Rules

These are some of the basic rules that agents and the environment follow.

1. Sugarscape Growback Rule $G(A)$: At each location on the scape, sugar grows back at the rate of A units every unit of time until the amount of sugar is the maximum allowed at that location.
2. Agent Movement Rule M : Each agent looks as far as it can in the four permissible directions: north, south, east and west. The agent then moves to the closest unoccupied location with a maximal amount of sugar and collects the sugar at that location.

4 Expected Results

My program does not have a certain result that should come out of it. I hope to create a program that will be useful to other students and researchers working on problems related to sociology. My first major goal is to recreate the results that were obtained by Epstein and Axtell in *Growing Artificial Societies*. After that, there are no real precedents for what I will be doing; I will have to see what happens.

References

- [1] Epstein, Joshua M. and Axtell, Robert. Growing Artificial Societies. Brookings Institution: Washington, D.C., 1996.
- [2] Flentge, Felix, Daniel Polani, and Thomas Uthmann. "Modelling the Emergence of Possession Norms using Memes."

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