

Agent - env interaction, env - env

- Env. change (dynamic env.) based on

① action of agent

② on their own

③ change in another env.

fire & smoke
- smoke based on
fire
grass & ground water

- ex. Agent - env.

Agent retrieve value from env. to decide which path should it take

- env. can be static → raster that contain value

dynamic → such as smoke developing

* env. affect agent behavior *

L.e.g. agent is trapped by smoke so they need to change path

* agent affect env. value *

L.e.g. sheep eats grass

Agent - Agent interaction

- influence decision making process is also interaction

- type of interaction

①. Agents are in the same location

↳ same cell, within threshold distance,
can see each other, same neighbours

② Agents belong to same group
ex. families, classes in school

③ Broadcast (one-directional commu)
ex. media, television

④ social networks (bi-directional commu)
- no physical contact
- link can be formed bet. agents &
link can be broken as well

Direct vs. indirect interactions

- direct: agents encounter and affect others
- indirect: agent perceive actions of other agent and possible impact on themselves