

Platforms for Agent-Based Computational Economics

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Types of Resources

- Standalone systems (high level)
 - Agents: AgentSheets, NetLogo
 - Mathematical: MatLab, Mathematica
- Software *frameworks*
 - Java: Ascape, MASON, RePast
 - Objective C: Swarm
- Programming languages
 - C/C++
 - Java

Code words

- Speed of execution:
 - **Interpreted** => slow
 - **Compiled** => faster
- Java: **object-oriented** language
 - Signifies **multi-platform** capability (Windows, Mac, Unix/Linux, other)
 - signifies **free** availability
- Cost: *nominal*: < \$100; *moderate*: <\$1000; else *expensive*

AgentSheets

- *Simplest* agent modeling system
- Programming: it's own visual language, **interpreted**
- Main use: educational tool, including kids
- Availability: multi-platform, Java compiler (applets), **nominal** cost

NetLogo

- *Simplest* agent modeling system useful to researchers
- Programming: it's own **object-oriented** agent language, **interpreted**, new 3D visuals
- Main use: education + research
- Availability: **multi-platform**, written in Java, **applets**, **free**

MatLab

- Highly capable numerical analysis engine and modeling system
- Programming: it's own language, **object-oriented extensions, compiled**
- Main use: scientists and engineers; can be used for agent models
- Availability: **multi-platform**, moderate cost, **need MatLab engine to run**, **good support**, large user group

Mathematica

- Canonical system for doing symbolic mathematics
- Programming: it's own **interpreted** language, partially **compiled**; **weak object-oriented** extensions; **compact**
- Main use: scientists and engineers; sometimes used for agent models
- Availability: **multi-platform**, **expensive**, **need *Mathematica* to run**

Swarm

- Early agent modeling system, written by C. Langton at Santa Fe
- Programming: Objective C (semi-archaic); difficult to install; Unix/Linux only
- Main use: many early agent models
- Availability: free, open source at Swarm.org

Ascape

- First agent modeling *framework* aimed at social scientists
- Programming: Java
- Main use: *Spatial* social science models (e.g., Sugarscape, Anasazi)
- Availability: multi-platform, applets, version 1.9 free, open source; version 3.0 commercial

RePast->SimPhony

- Agent modeling platform targeted at social scientists
- Programming: Java and .Net C# -> **visual language**; new extensions to GIS systems (GRASS)
- Main use: social science
- Availability: **multi-platforms, applets, free, open source, large user group, good support**

MASON

- Next generation agent modeling system for social scientists and others
- Programming: Java
- Main use: social and computer science; separates simulation engine, visualization and analysis
- Availability: multi-platform, applets, free and open source, good support

Java

- Canonical **object-oriented multi-platform** programming environment
- Programming: **compiled** to machine independent form, **pretty fast**; **social scientists need 1 course to do it well**
- Main use: widely used in all fields
- Availability: **multi-platform, applets, free**, including many good IDEs

C/C++

- Canonical **object-oriented** programming environment
- Programming: **compiled** to machine specific form, *fastest execution time*; social scientists need 1 course to do it safely, often 1 more to do it well
- Main use: widely used in all fields
- Availability: code can be **multi-platform**, binaries **not multi-platform**, free to **expensive**

Summary

Performance



Programming 'maturity'/experience

Summary

Performance



AgentSheets

Programming 'maturity'/experience

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Performance



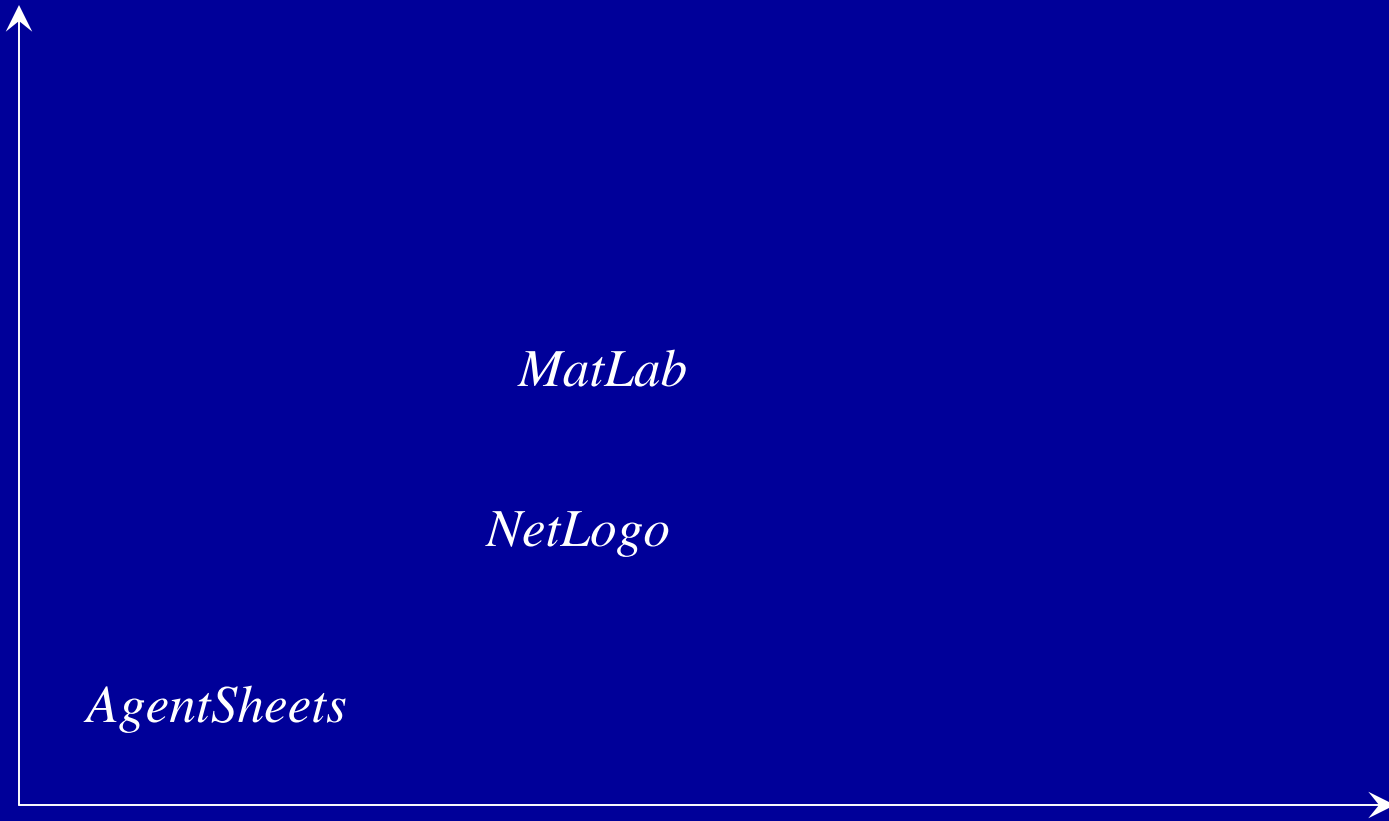
NetLogo

AgentSheets

Programming 'maturity'/experience

Summary

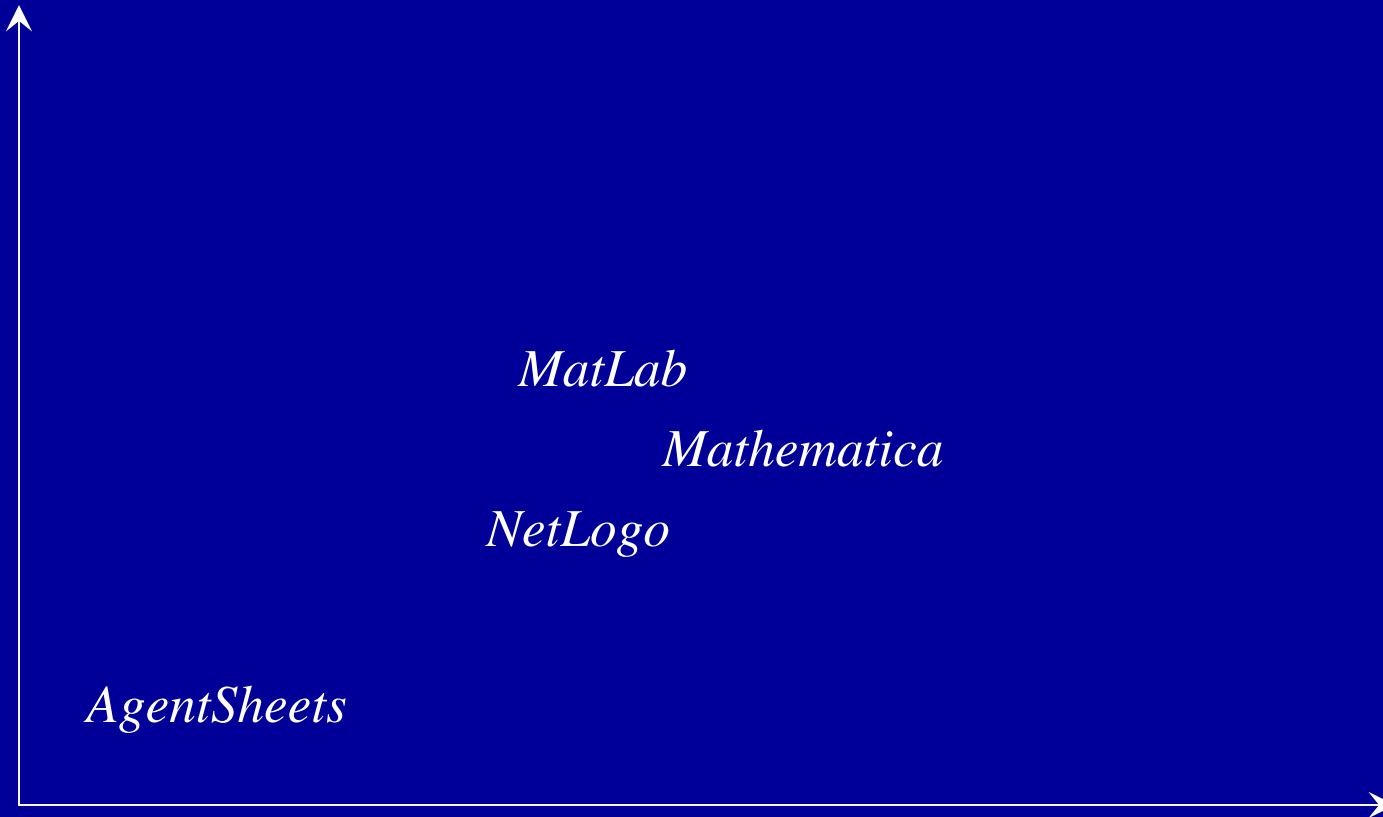
Performance



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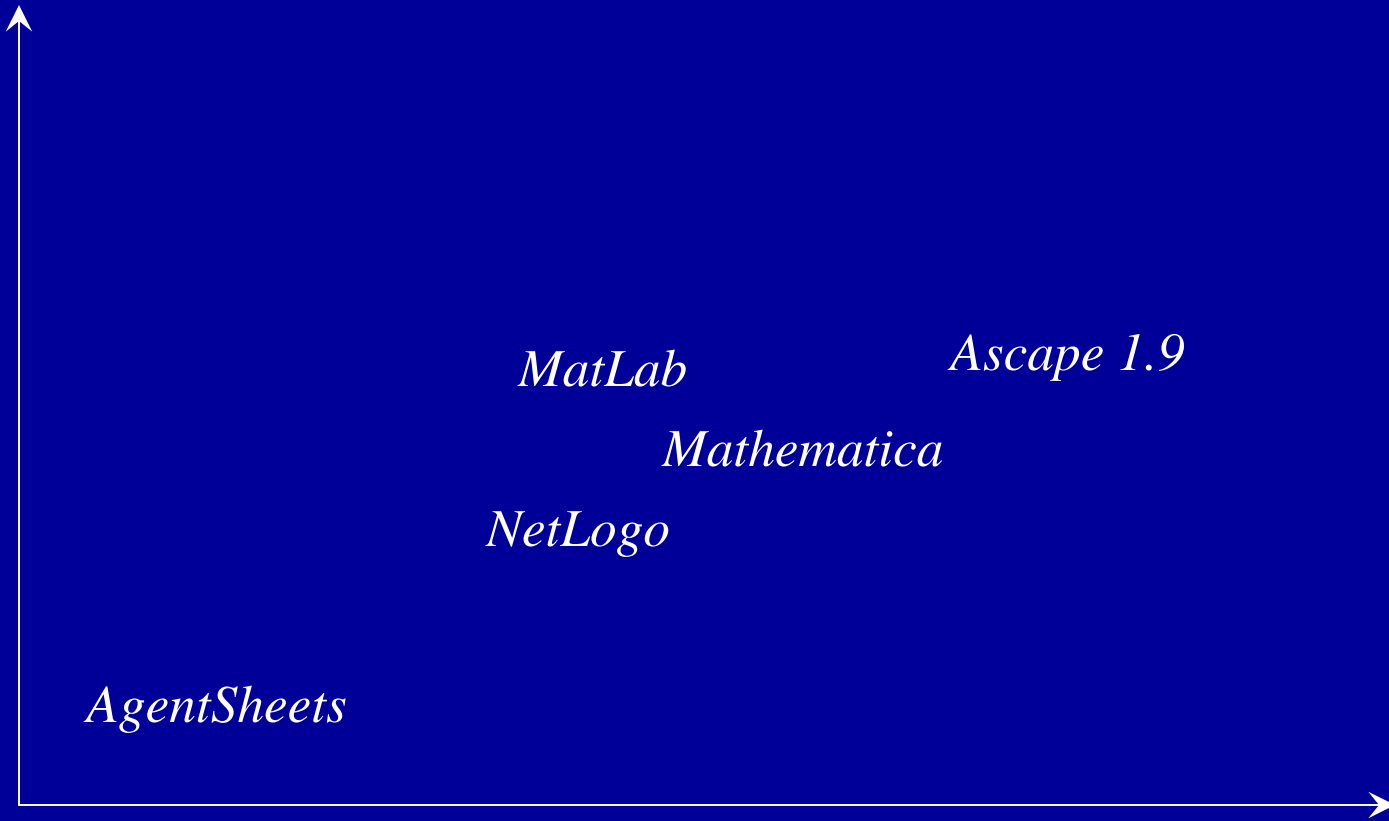
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C/C++

Java

MASON

Ascape 3.0

RePast

Ascape 1.9

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