

**artisoc**

**English Edition**

**User Manual**

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# Chapter 1

## Introduction to the artisoc

## 1.1 Running a Sample Model

We have included sample simulation models in order to give you a feel for how the **artisoc** actually works. When you use model files (\*.model), you will quickly be able to run the simulation after just a minimum amount of set-up.

Now let's get accustomed to using **artisoc** by actually trying it out.

### Preparation

1. Click [Programs] – [artisoc] – [models] – [Words of mouth Model] from “start” menu.

### 1.1.1 Word-of-Mouth Model

— A simulation of information which is spread by word of mouth

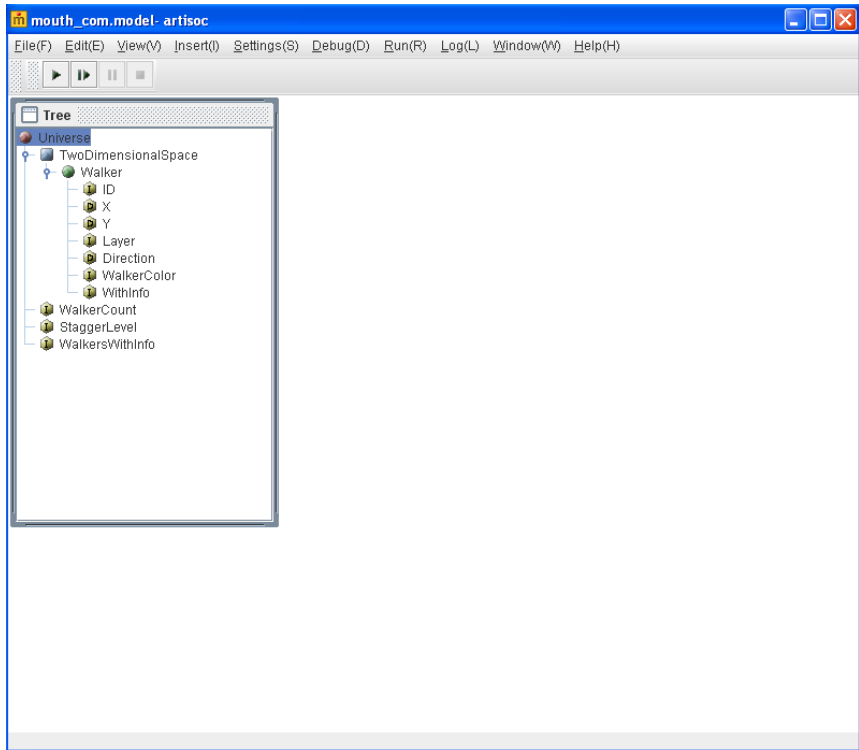
#### (1) About this model

This model simulates the process that a rumor spreads by having a small number of people holding information pass this information by word of mouth. A Walker agent who has the information (red) is wandering around in a “two-dimensional space”. When this agent bumps into an agent who does not have the information (green), the information is conveyed, and the color of the agent which was bumped into changes from green to red. The number of red agents gradually increases, and the rumor spreads.

Of course, you are free to modify the various settings in this model, but first let's try running a simulation as is.

## (2) Running a simulation

When you open the “Words of mouth Model” file, the window such as that shown below will open.



Tree:

Tree window is the most basic screen in the artisoc, which displays the various components in a tree structure,. In the tree, there will always be one Universe. Under this, components such as spaces, agents, and variables can be defined. These will be explained in detail in Chapter 2.

Now let’s try actually running this model. To run it, use the Run Panel, which is under the menu bar. You can float the Run Panel using drag-and-drop.



Start button: Starts the simulation



Single Step button: Runs just one step of the simulation

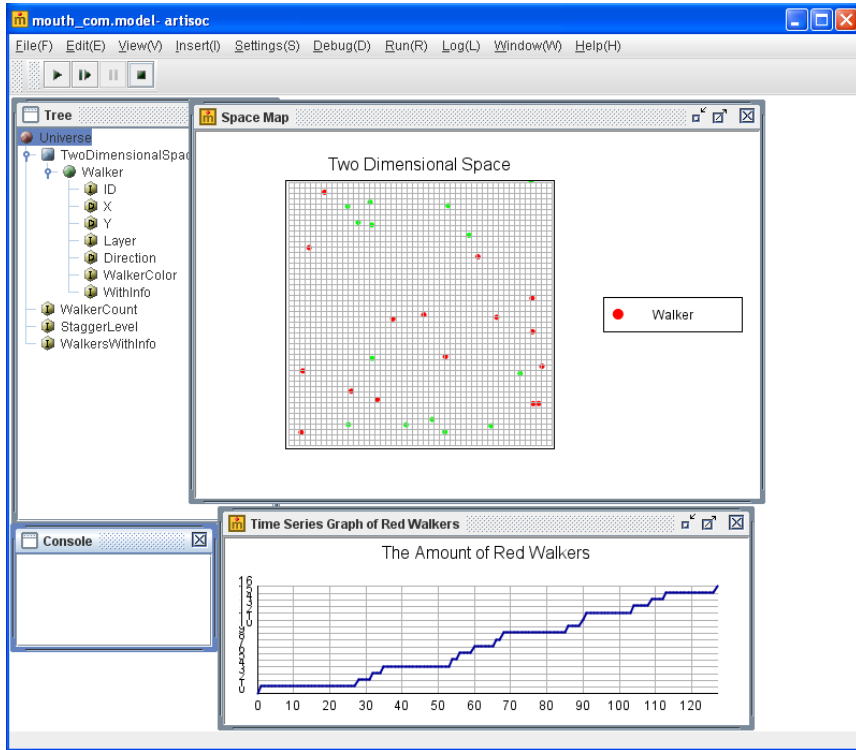


Pause button: Pauses the simulation



Stop button: Stops the simulation

Let's run a simulation. Click the Start button. Was a screen such as the following displayed?



### (3) Simulation results

Four windows — Tree, Time Series Graph of Red Walkers, Space Map and Console Screen, — like those shown above were displayed, right? In these windows, the simulation will continue, and the results will be displayed in real time, until Stop or Pause is pressed, or until the information has been passed to all of Walker agents.

## 1.2 Arranging the Simulation

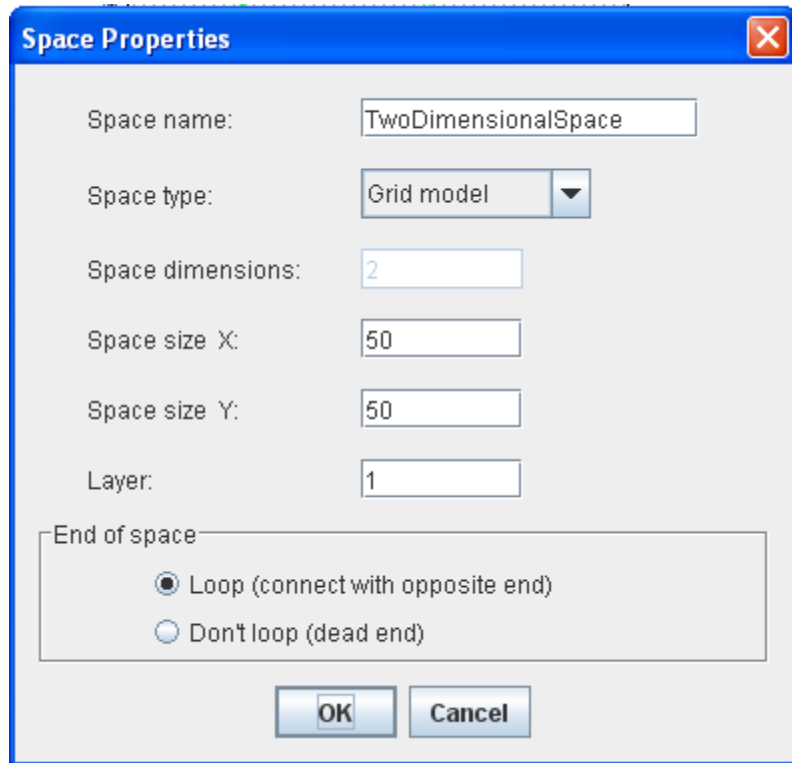
In the previous section we tried actually running a model, and got one result. Now let's try to elicit different results by changing the settings.

### 1.2.1 Reconfiguring Components

— Let's try changing the space size

In the previous simulation, the walkers were moving around on two-dimensional space consisting of a 50×50 square grid. Now let's try changing this to a 100×25 grid. The procedure is as follows.

Select and right-click “TwoDimensionalSpace” in the tree, and select Properties from the menu. The following screen is displayed.



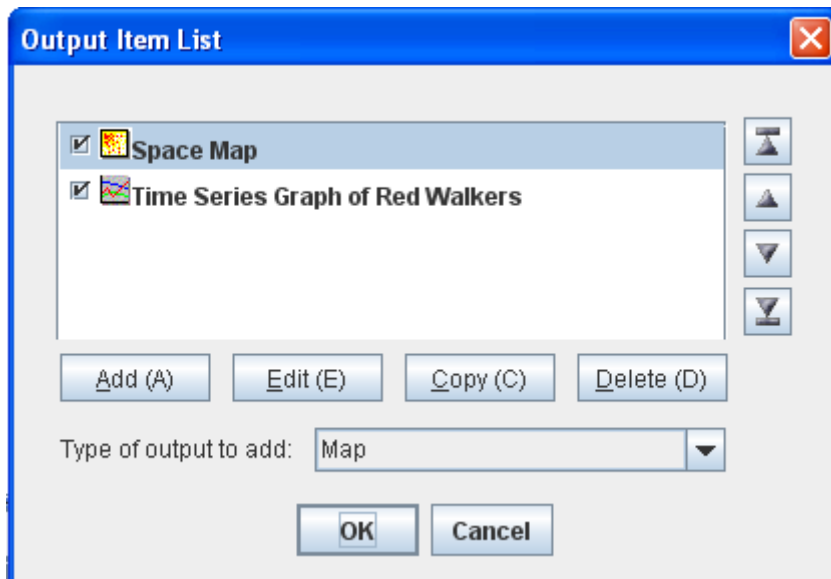
The image shows a dialog box titled "Space Properties" with a blue header and a close button in the top right corner. The dialog contains several input fields and a section for "End of space" options. The fields are: "Space name" with the value "TwoDimensionalSpace", "Space type" with a dropdown menu showing "Grid model", "Space dimensions" with the value "2", "Space size X" with the value "50", "Space size Y" with the value "50", and "Layer" with the value "1". The "End of space" section has two radio button options: "Loop (connect with opposite end)" which is selected, and "Don't loop (dead end)". At the bottom of the dialog are "OK" and "Cancel" buttons.

Change the Space Size X field from 50 to 100 and the Space Size Y field from 50 to 25.

## 1.2.2 Reconfiguring Output

Next, let's try changing two settings for the time series graph. Make the lines thicker, and add markers.

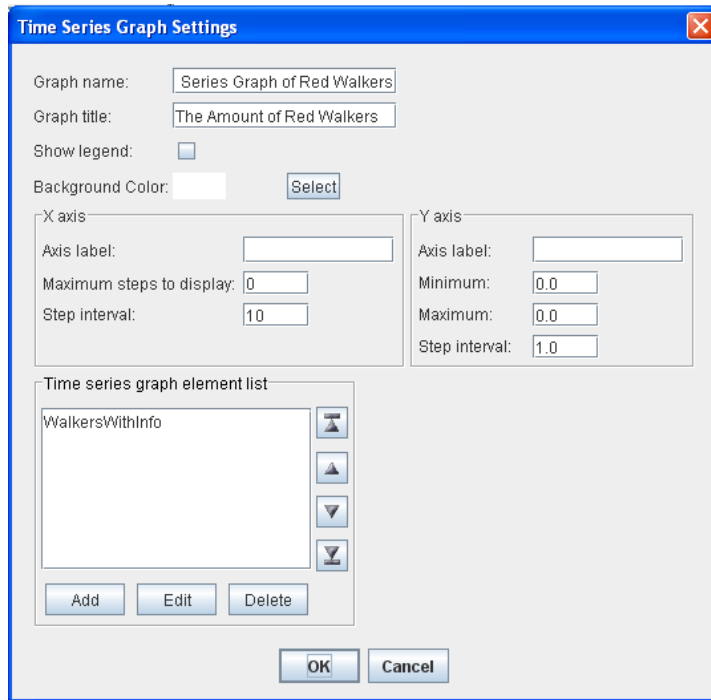
Select Settings > Outputs. The following screen is displayed.



Make the red walker count graph easier to read by adding markers to the vertices of the lines and by making the lines thicker.

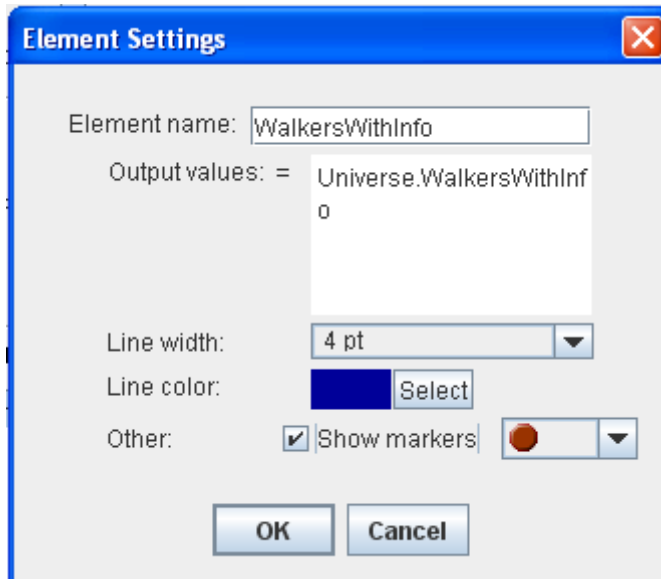
Select Time Series Graph of Red Walkers from the list, and click the Edit button. The following Time Series Graph Settings dialog is displayed.



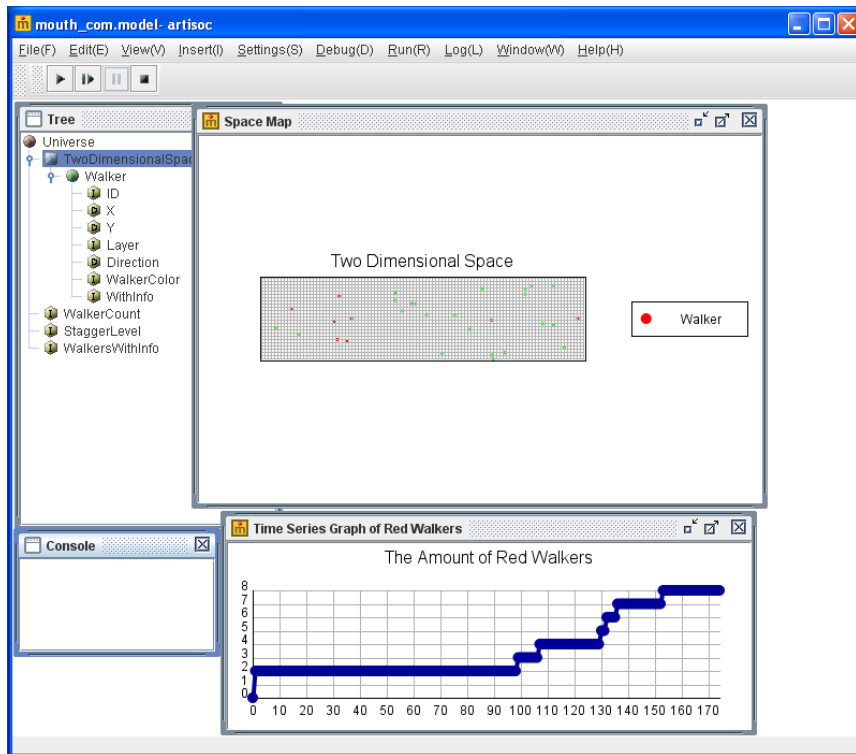


Select “WalkersWithInfo” from “Time Series Graph Element List”, and click the Edit button.

Change Line Width from 2 pt to 4 pt, check Show Markers, and click the OK button.

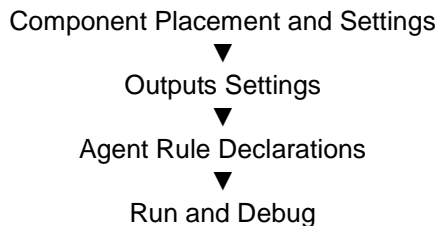


We’re ready once again. Click the Start button in the Run Panel.



### 1.3 Creating a Simple Model

In this section, you will learn the basic elements and procedures for building multi-agent models completely from scratch. Creation process is as follows.



This flow chart will appear many times during the creation process. It is good to have a general understanding of what work you are doing at any given time.

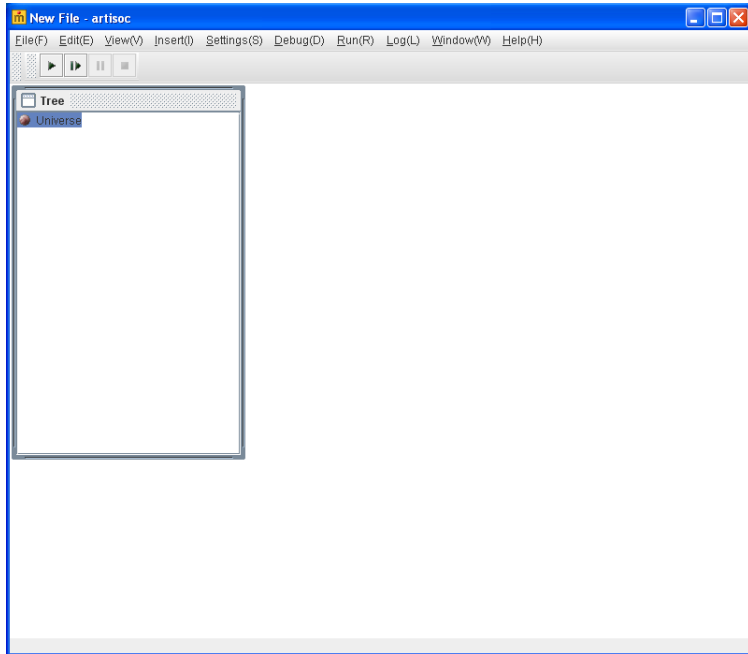
In this section, we will also learn conditional branching (If statements), initial value assignment methods, and debugging, in terms of important programming concepts. Although they are in the early stages as a rule, if you are a beginner you should try to familiarize yourself with the programming's distinctive expression and writing methods. If you are somewhat experienced, you can probably get away with scanning over this section quickly.

Now let's create a model in which a number of turtles move about — Moving Turtle

Model.

### 1.3.1 About the artisoc Programming Environment

Start up artisoc and select File > New. A screen such as the following is displayed.



**Tree:**

In artisoc, the various elements used in simulations are called “components”. The component tree in the Tree window shows hierarchical structure of components in the form of a tree diagram. A single Universe always exists at the top of tree. Spaces, Agents, Variables, etc. will be placed under Universe.

**Universe:**

Only one Universe exists at the highest level of the simulation model. A simulation model is constructed by placing various components under Universe. A space is not necessarily required as it would be in the real universe; abstract models which have no accompanying space can be constructed as well.

**Spaces:**

In a space, agents, variables, etc. are placed. In the current version of artisoc, a three-dimensional space is supported. Normally, Grid models providing a vertical and a horizontal dimension are used, but a Hexagon model can be used as well.

You can connect the end of space to the opposite end by specifying Loop. If you select Loop, then agents which disappear off of the right border will reappear on the left border.

However, since this functionality is only in effect within artisoc’s functions, in programs you have to write the code to loop.

#### Agents:

In simulations, components which move and behave according to specific rules are called “agents”. Agents affect other components and are affected by other components. With artisoc, using simple procedures, you can arrange these sorts of agents and perform simulations involving them.

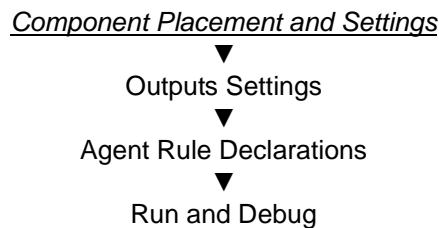
#### Variables:

You can store the information and state (number, character, etc.) associated with each component, in its variables. You can think of these as being roughly synonymous with the  $x$  and  $y$  variables in mathematics.

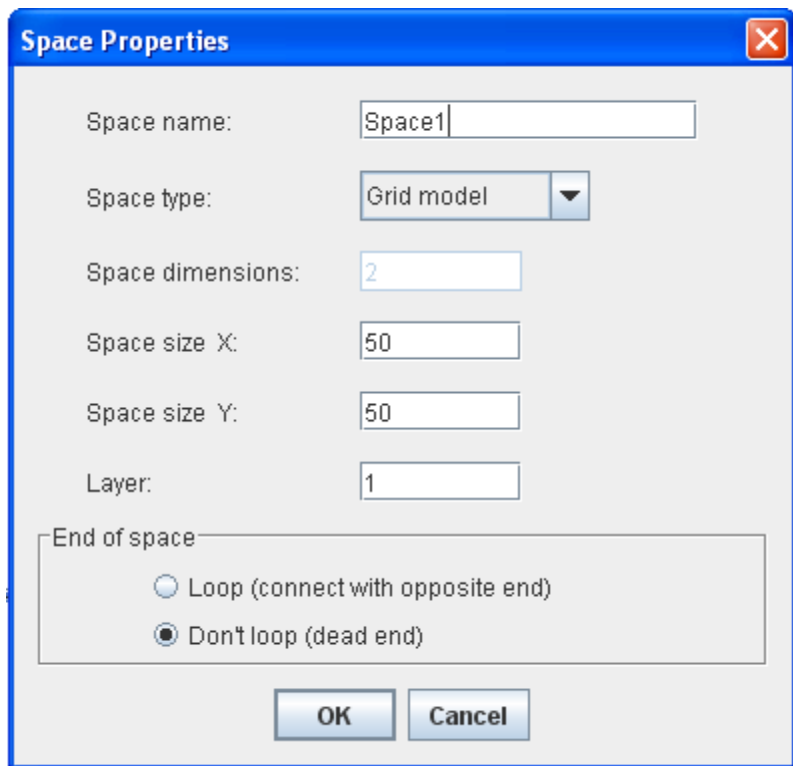
A distinctive characteristic of variables which are handled in computers is that they always have a type (Integer, Double, String, etc.), and what type a variable is going to be must be declared prior to using it. You must always use variables which are appropriate for the type of information stored in them.

You can define the variables in the agent rules (refer to Chapter 3), however, it is convenient to create the variables in the tree if you want to refer it many times. By defining the variables in the tree, you can refer it from any part of the rules. In addition, when you create the agent under space in the tree, the variables ID, X, Y, Laver, Direction will be automatically generated.

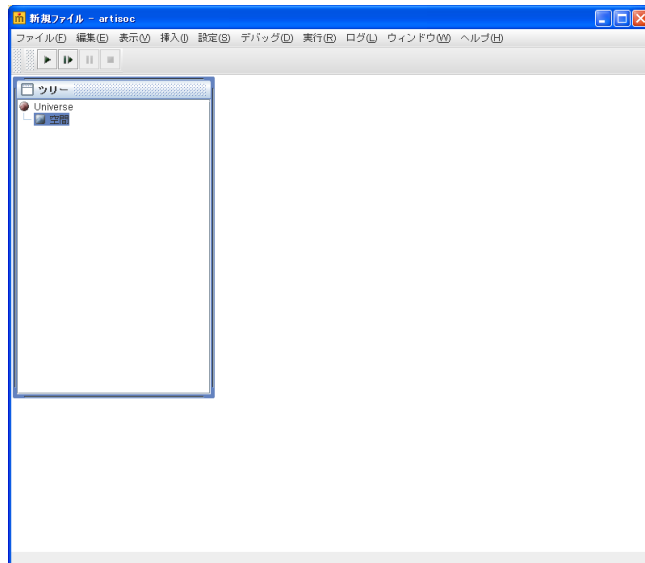
### 1.3.2 Adding a Component (Space)



When you right-click Universe in the component tree, a menu will appear. Select Add Space. Space Properties dialog will appear. Input “Space1” for the Space Name, select Grid Model for the Space Type, input “50” for the Space Size X and Y, input “1” for the Layer, and select Don’t Loop for the End of Space, as the following screenshot. When you have finished, click OK to close the dialog.



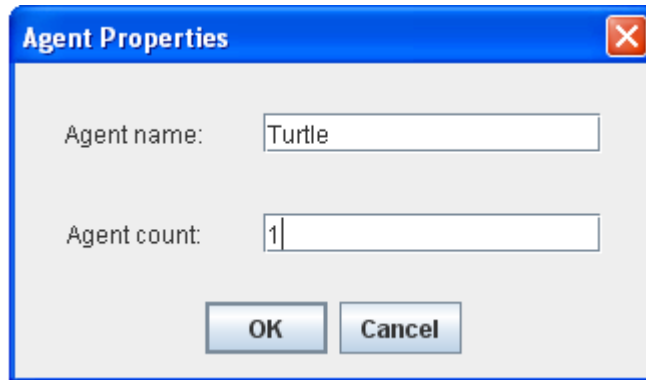
You have now created a two-dimensional space for a grid model in Universe. Verify that “Space1” has appeared under Universe in the tree.




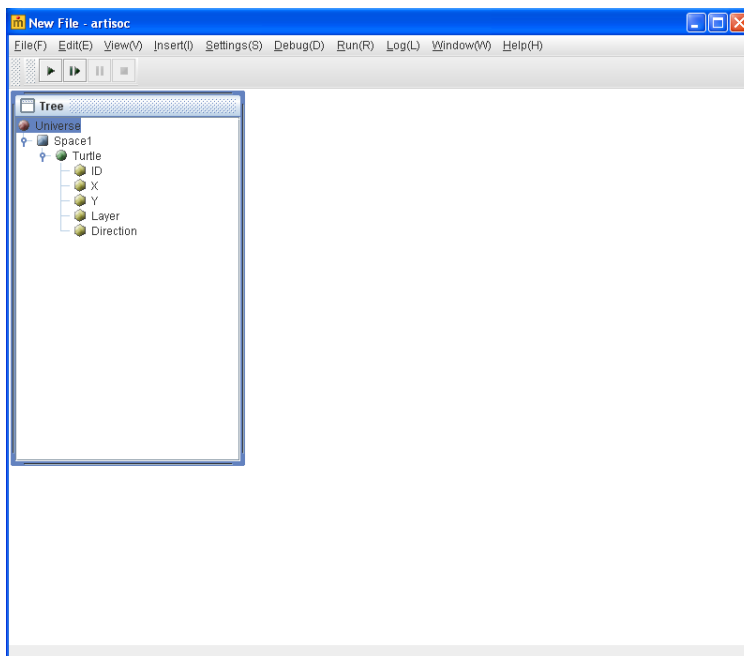
### 1.3.3 Adding a Component (Agent)

Select and right-click “Space1” in the tree, and select Add Agent from the menu. Agent

Properties dialog is displayed. Input “Turtle” for the Agent Name and “1” for the Agent Count, as the following screenshot. When you have finished with these settings, click OK to close the dialog. We have now successfully created a turtle agent directly under the space.

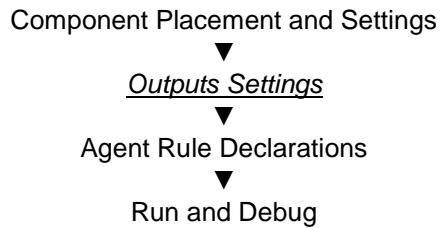


If you click on the  of the “Turtle”, you can see the variables which have been automatically included in that agent.



X and Y indicate the agents’ location coordinates in a two-dimensional space in which (0,0) is taken to be the upper left-hand corner. Layer indicates the agents’ layer in the space. Direction indicates the direction of the agents in frequency, in radians (360°).

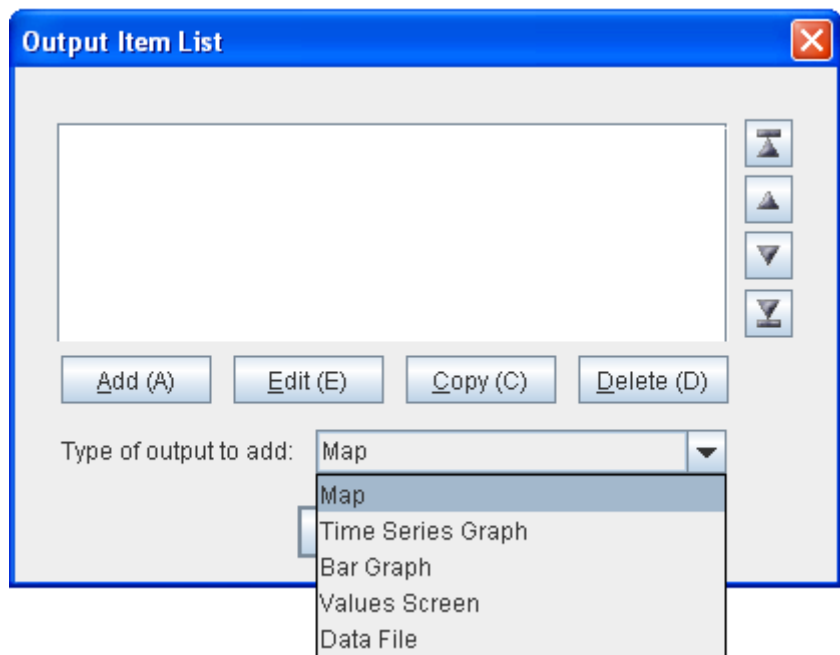
### 1.3.4 Adding Outputs



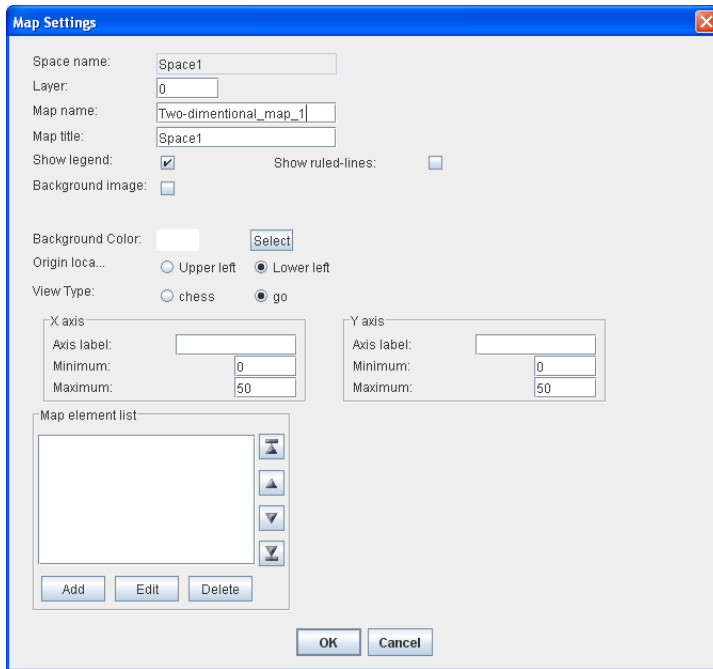
You have now successfully configured a simple model, but at this point, if you click the Start button in the Run Panel, only the Console screen is displayed. To display something while the simulation is running, output settings must be added. If you have clicked Start button, click the Stop button.

To run a simulation, output settings must be added.

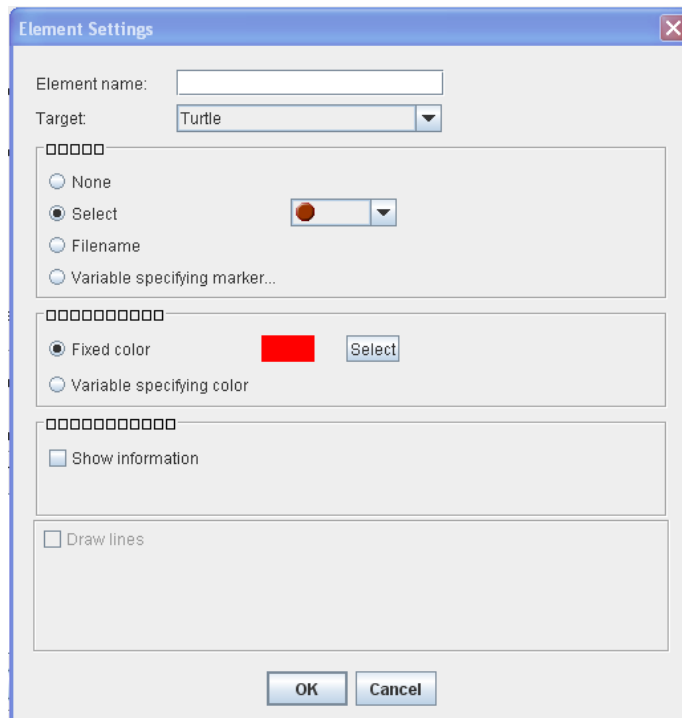
Select Settings > Outputs to open Output Item List. Output options include Map, Time Series Graph, Bar Graph, Values Screen, and Data File.



Select Map from the pulldown menu, and then click the Add button. The Map Settings dialog is displayed. Set the Map Name to “Two-dimensional\_map\_1”, and set the map title to “Space1”.



Click Add in the Map Element List area. The Element Settings dialog is displayed. Input “Turtle” for the Element Name, and click OK to close the dialog. You have now added Turtle to the Map Element List.

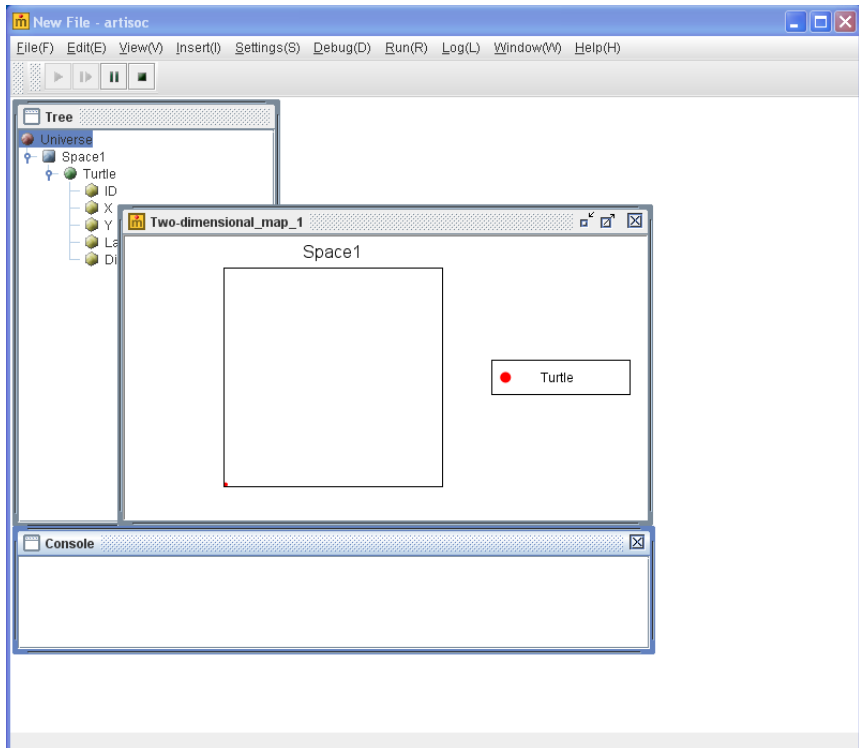




Click OK on the Map Settings dialog to close it. The Two-dimensional\_map\_1 is added to the Output Item List. Click OK to close the dialog.

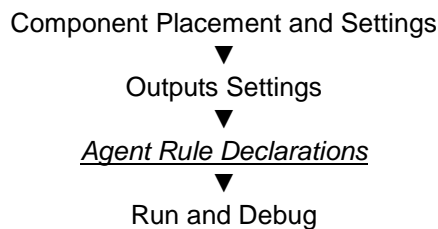
### 1.3.5 Running a Simulation (Do-Nothing Turtle)

Let's try clicking on the Start button in the Run Panel. In this state, the agent does not have any rules yet, so it cannot move from the location at which it was placed. But you have at least built the minimal model for an agent to move around.



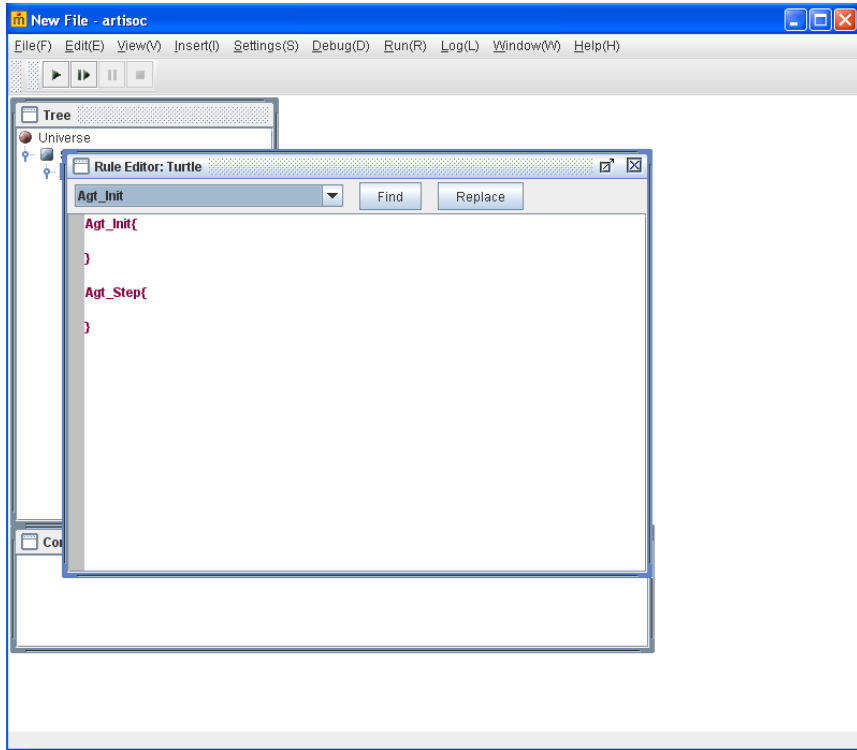
Click the Stop button to stop the simulation. Select File > Save As, and save the model as “prog01.model”.

### 1.3.6 Opening the Rule Editor



The agent cannot move as it is, so let's give the agent a rule. We'll add the new information to prog01.model.

Select and right-click the Turtle in the component tree. Select Rule Editor from the menu. The Rule Editor window for the agent is displayed.



`Agt_Init{ }` and `Agt_Step{ }` are already written. `Agt_Init{ }` is an initial rule which is only executed once, when the agent is first created in the simulation. `Agt_Step{ }` is an execution rule which is executed at every step while running the simulation. Curly braces `{ }` indicate the beginning and end of the rules, with the required declarations written between them.

Agt_Init is an initial rule which is only executed once, when the agent is first created.
---

Agt_Step is an execution rule which is executed at every step during the simulation.
--

### 1.3.7 Writing Our First Rule

Let's try writing our first rule in `Agt_Step{ }`.

`ForwardX()` is a function which moves the agent in the direction of the X axis by the amount specified in the argument.

Prog02.model (Turtle agent rules)

```
Agt_Step{
```

```
        ForwardX (1)
    }
```

**Step:**

artisoc simulations are run in units of time called “steps”. artisoc executes the `Agt_Step{ }` (execution rules) of every agent included under Universe, in random order, and when these end, the step count is increased by one.

### 1.3.8 Running a Simulation (Bullet Turtle)

When you finish writing the rule, try clicking the Start button in the Run Panel. If an error occurs, find and correct errors in the highlighted line.

If the simulation runs properly, the value of the X coordinate of the agent increases by one at every step. So the turtle, which started in the left-hand corner, will move to the right-hand corner and stop moving due to the dead end of the space. The simulation itself appears to be stopped, but the turtle repeats the attempt to move at every step of the simulation.

Click the Stop button to stop the simulation. Select File > Save As on the menu bar, and save the model as “prog02.model”.

### 1.3.9 Creating an Agent which Moves Back and Forth on the Map

#### (1) Add a Variable in the Agent

Let's try modifying the bullet turtle to move back and forth on the two-dimensional map. Think for a moment about how the rule should be changed. Basically, what we want is "If a end of map is reached, change direction", however, with just the agent's X and Y coordinates we cannot ascertain its direction (and here we don't use the Direction variable to control direction).

In light of this, we will add to the turtle agent a new variable, which uses positive and negative values to indicate the direction in which the turtle is advancing. Select the Turtle in the component tree, and right-click to display the context menu. Select Add Variable from the menu to display Variable Properties dialog . Set the Variable Name to "DIRX", Variable Type to Integer, and Dimensions to 0. Click OK.

#### (2) Add a Conditional Branching Rule

Let's try writing out the rules before expressing them in code.

- Initial rule: Set DIRX to 1
- Execution rule:  
If the return value of ForwardX is not -1, consider the turtle agent to reach the dead end and multiply DIRX by -1.

Converting these rules to code results in the following.

#### Prog03.model (Turtle agent rules)

```
Agt_Init{
    My.DIRX = 1
}
Agt_Step{
    If ForwardX(My.DIRX) <> -1 Then
        My.DIRX = My.DIRX * (-1)
    End If
}
```

When you type "My.", variables menu to select X, Y, Direction, etc. is displayed. Here we use DIRX, so select DIRX using the arrow keys and press Enter. This "My." is a special expression which refers to the agent itself. Therefore "My.DIRX" indicates the DIRX variable which is contained in this agent itself.

To make the code easier to read, you should place spaces between variable names and operators such as '=', '+', and '-'.

"My." is a special expression to indicate an agent itself.

“=” in a rule is an assignment operator.

As mentioned above, `Agt_Init{ }` is a rule which is executed once when an agent is created. The new variables are set to 0 as its initial state, so if `DIRX` is not set to 1 or -1 in the initial rule, the turtle will not be able to move.

In the `prog03.model`, a conditional branching rule is newly added. It is written with the following syntax: `If (condition) Then (rule to perform if the condition is true) End If`. Any number of lines can appear between the “Then” and the “End If”. It is common to use `Tab` to indent this portion in order to make the branched structure of the conditional expression easy to read.

In rule declarations, no distinction is made between upper and lower case characters. Consequently, “`my.DIRX`” and “`My.dirx`” are actually both treated identically.

`If (condition) Then (rule for when the condition is true) End If`

In rule declarations, no distinction is made between upper and lower case characters.

### (3) Run a simulation (back-and-forth turtle)

After you finish writing the rule, try clicking the `Start` button in the `Run Panel`. If the simulation runs properly, the turtle will switch direction at the end of the map, and move back and forth between the left end and the right end. Select `File > Save As`, and save the model as “`prog03.model`”.

As a practice exercise, try adding a variable `DIRY` which represents the direction for the `Y` coordinate, and creating an agent which moves diagonally. The correct answer for the agent rules is as follows.

#### `Prog04.model` (Turtle agent rules)

```
Agt_Init{
  My.DIRX = 1
  My.DIRY = 1
}
Agt_Step{
  If ForwardX(My.DIRX) <> -1 Then
    My.DIRX = My.DIRX * (-1)
  End If
  If ForwardY(My.DIRY) <> -1 Then
    My.DIRY = My.DIRY * (-1)
  End If
}
```

Select `File > Save As`, and save the model as “`prog04.model`”.

### 1.3.10 Increasing the Number of Turtle Agents

#### (1) Create multiple agents

When you have successfully created an agent which moves diagonally, let's next try creating multiple agents. No matter how many of them we create, if they are all initially placed in the same location, they will all move in the same way. We will thus vary the location at which every agent is placed.

Select the Turtle agent in the component tree, and right-click to display the context menu. Select Properties to display Agent Properties dialog. Set the Agent Count to 3, and click OK.

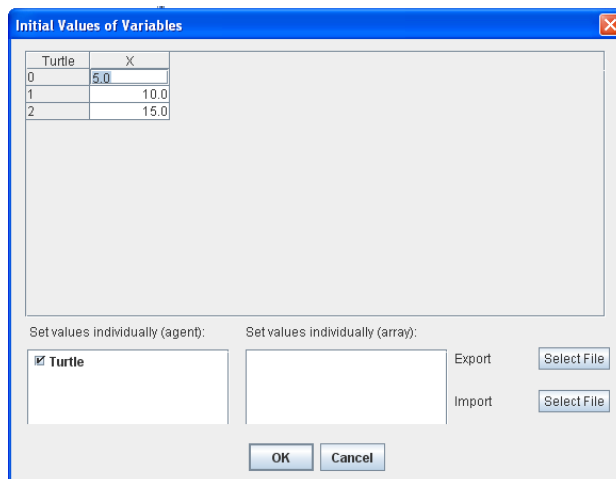
The agent count is set using Agent Properties.

#### (2) Provide agents with initial locations individually

We want to start the respective agents from different locations. What do we need to do in order to provide separate initial values to the X and Y variables representing the agents' locations in the space?

Variables have the ability to have initial values individually, so we will be using this functionality. Select the variable X under the Turtle agent in the component tree, and right-click to display the context menu. Select Initial Values to display Initial Values of Variables dialog.

Three turtle agents — numbers 0, 1, and 2 — are listed. Give these the values 5, 10, and 15, respectively, as shown in the following screenshot. If the numbers are hard to see, drag the right edge of gray column header X to adjust the width of the column. After you have entered these settings, click OK to close the dialog. You will see that, despite the simplicity of the rules, the movements which result are quite interesting.



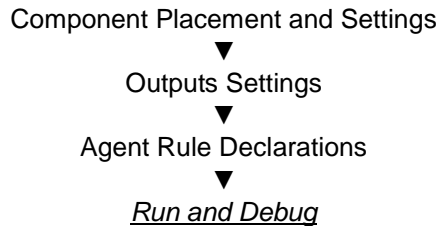
Agents are given initial values individually using Initial Values of Variables dialog.

(3) Provide agents' variables with a single value other than 0 at once

Next, let's say that we want to start all of the agents from a Y coordinate of 5. What can we do to accomplish this? There are two answers to this. One is to right-click the variable Y, select Initial Values, and set the value of Y for all three agents to 5. The other is to add "my.Y = 5" to Agt\_Init{ } in the same manner as was already described for setting DIRX.

Select File > Save As, and save the model as "prog05.model".

### 1.3.11 If the Simulation Does Not Run Properly



The process of tracking down the cause of an error in a program and then fixing the program so that it runs properly is called “debugging”. No matter how carefully your programming may be, the program can hardly run perfectly on the first try. It is safe to say that problems such as a program stopping due to syntax errors, a program exhibiting unexpected behavior, etc. will always occur. No matter how proficient you may be, oversights and slips are a fact of life in programming. Therefore you may ultimately make quicker progress by appropriately solving the problems that inevitably occur, rather than trying to prevent errors beforehand.

In contrast to human beings, who tend to be ambiguous about things, computers all run by logic. Unless something quite unusual happens, exceptions deviating from logic do not occur. As a result, it can be said that a computer error always has a clear cause. If the results of a program are not as you expected, it is because there is some sort of problem on logic, and not because, for example, “the machine is in a bad mood” or “the machine hates me”.

To resolve errors, it is important to first track down and isolate, in accordance with the logic of the computer, the area which has caused the problem. The followings are errors which beginners are especially prone to make.

#### (1) Syntax errors in rules

When a program behaves differently from what was expected, or when a warning appears, the first thing to suspect is syntax errors in the rules. These sorts of errors are experienced often as a result of carelessness, and not only by beginners but by proficient programmers as well.

*Countermeasure 1:* artisoc has a feature in which, when an error is found prior to run, a warning is displayed indicating the line involved. In most cases the cause of the error is a mistake in the code in the highlighted line, so check the followings.

- Spelling errors in variable or function names
- Appropriate spaces not inserted when writing statements, variables, and operators

The space between words in a program has an important significance. If words are strung together they will not be recognized correctly.

*Countermeasure 2:* Check the values of variables using the “PrintLn” built-in



function within rules.

For example, `PrintLn(DIRX)` will display the value of `DIRX` variable on the console screen.

## (2) Mistakes in output settings

In artisoc, if you don't specify output settings then nothing will be displayed when you run the simulation. Also, when two types of output are expected and only one appears, or when a graph or value behaves in an unexpected way, this is often due to errors in the output settings. In many cases, warnings are not displayed for these errors, so finding these errors may be difficult at first.

*Countermeasure:* When you are trying to obtain some sort of result in the simulation, the output settings are indispensable. In the respective output settings, check if the item name and the element name in the element settings are correct. The reason why an output element is missing is often an error in the element name.

## (3) Mistakes in component properties

If nothing in particular is wrong with the rules, but the behavior is nevertheless unusual, you should suspect that there may be an error in the component properties (agent count, initial values, etc.).

*Countermeasure 1:* Check if the respective properties are set properly.

*Countermeasure 2:* There is more than one way to set the initial value of components as follows.

- In Initial Values of Variables dialog, the values of individual components are set separately
- Values can also be assigned using assignment statements in component rules

If you use both of the above methods of specifying initial values, the settings will be prioritized in the following order: component rules, Initial Values of Variables dialog. Try checking if a setting is being overwritten somewhere.

## 1.4 Summary of Section 1.1~1.3

In this section, let's review the things you have learned through Section 1.1 ~ 1.3.

### 1.4.1 Terminology and Methodology

- Component tree
- Universe
- Run Panel
- Space
- Agent
- Variable
- Adding a space under Universe
- Adding an agent
- Setting outputs
- Opening the Rule Editor
- Two types of rules (Agt\_Init{ } and Agt\_Step{ })
- "my." to indicate a component itself
- Conditional branching declarations (If ... Then ... End If)
- Adding an variable to the agent
- Creating multiple agents
- Giving initial values to variables
- Debugging

### 1.4.2 Checklist

- Were you able to understand the basic component elements in the artisoc programming environment?
- Were you able to grasp the basic flow for artisoc programming?

Component Placement and Settings



Outputs Settings



Agent Rule Declarations



Run and Debug

- Did you actually configure the artisoc models while following along with this manual? And did the simulations run as you expected?

## 1.5 Creating a Slightly Complicated Model

In this section, we will further modify the rules for the “back-and-forth turtle” we worked with in Section 1.3, while adding gradually more complicated elements. In terms of programming concepts, we will learn variable declaration, repetition control, random numbers, functions, arrays, etc. Thus far the atmosphere has been somewhat mechanical, but when we incorporate randomness into the rules, the agents will be able to move randomly, which will result in more agent based model-like behavior. In addition, tips for use in artisoc appear in a variety of places, so be careful not to miss them.

### 1.5.1 Resetting the Initial Values for X and Y

In Prog05.model, we have set the initial values of the X and Y variables, so now clear them. Select the variable X from the tree, and right-click to display the context menu. Select Initial Values and return the values to which the X variable has been set (5, 10, and 15) back to 0. Also, return the initial values for the variable Y to 0.

### 1.5.2 Using the Universe

If there are a large number of agents (for instance, 100 or 200), how can we assign them with initial values in an efficient manner? If the agents are to be placed in a regular fashion, it would seem effective to write a rule somewhere. However, in the rules for agents, it is impractical (or, more accurately, is structurally unnatural) to define global information for multiple agents, although local information about such as an agent itself and its surroundings can be set. In such cases, we can use Universe at the top of the tree. Since the Universe is an agent, rules can be declared for it. Rules for Universe are often used to survey the agents under Universe and then perform batch processing on them.

Rules for Universe are often used to perform batch processing on the agents under it.

Now let's consider the case in which the turtle agents are to be placed on every third location along the X axis. What we need in rules for Universe is to know the number of turtle agents created, and to assign values to the X variables of the respective agents. We will write this into the initial rule of Universe.

#### Prog06.model (Universe rules)

```
Univ_Init{
  Dim i As Integer
  For i = 0 To CountAgt(Universe.Space1.Turtle) - 1
    Universe.Space1.Turtle(i).X = i * 3
  Next i
}
```

The statements in this code are explained in the following subsections. Select File >

Save As, and save the model as “prog06.model”.

### 1.5.3 Initially Declaring Variables Used Only Within the Rule

The first item to appear is a “Dim” statement. This is called a declaration statement, and is used to declare name and type of temporary variables which are used only within that rule. When the rule has finished executing, these variables are deleted. These are called local variables, and their use is distinct from that of variables in the component tree, which hold values at all times. Here, an Integer variable “i” is defined in order to specify individual agents.

“Dim” statement is used to declare temporary (local) variables used only within in a rule.

### 1.5.4 Repetition Control

The next item to appear is a “For ... Next” statement called a repetition control statement. This repeats the statements contained in it the specified number of times. The number of times to perform the repetition is defined as follows.

```
For <variable name> = <initial value> To <final value> Step <increment>  
    <items to repeat>  
Next <variable name>
```

Since the repetition statement’s variable “i” is usually increased by 1 each time, if “Step” is omitted, then increment is treated as 1. If the Step value is -1, the variable will be decreased by 1 each time. To make the structure easy to read, indent the items to be repeated by Tab.

### 1.5.5 Determining the Number of Agents Created

To determine the number of agents which have been created, CountAgt(), a function provided in artisoc, is used. Functions are roughly equivalent to those in mathematics. When data is supplied to a function, the function returns a specific return value (result). There are built-in functions pre-defined in artisoc, and original functions can be defined by the user as well. For CountAgt(), if an agent (Turtle) is specified within the parentheses, the number of the agents (copies of Turtle) will be returned as an Integer.

Function are a mechanism in which data is supplied and a specific value is returned.

### 1.5.6 Specifying a Component

In terms of how an agent is specified within the parentheses, the hierarchical relationship with respect to Universe is expressed delimited by periods. The Turtle agent will be “Universe.Space1.Turtle”. This sort of expression is used in a variety of places, so be

sure to remember it.

To specify a component, describe its hierarchical relationship with respect to Universe.
Periods indicate hierarchical relationships.

### 1.5.7 Accessing Individual Agents

A simple technique is necessary to obtain the information held by an individual agent. This sort of expression is used frequently, so be sure to remember how to use it.

First, created agents are allotted array number sequentially starting with 0. The variables in agents are stored as an array, and are called up in the form “variable\_name (array number)”. For example, the X coordinate of the turtle agent with an array number of 4 is represented as “Universe.Space1.Turtle(4).X”. In prog06.model, the variable “i” represents array number by changing its value from 0 to agent count -1, and each respective X coordinate is assigned a value of  $i \times 3$ .

Agent's array number are allotted sequentially starting from 0.
---

Array variable:

When a large amount of data must be handled at one time, giving a name to each item is extremely cumbersome. For example, if you are assigning variables to the test scores of 10 people in 5 subjects, creating a number of variables equal to the product of the number of people and the number of subjects — e.g.,

```
En1, Ma1, Hi1, So1, Sc1
En2, Ma2, Hi2, So2, Sc2
:
```

would be exceedingly inefficient, and moreover, if the number of people were to change, this system would be unable to support the change.

In such situations, array variables are used. Array variables can be handled in the form “variable\_name (array number)” with an array number simply provided in the parentheses. In the example with test scores for 5 subjects, this would be

```
En(1), Ma(1), Hi(1), So(1), Sc(1)
En(2), Ma(2), Hi(2), So(2), Sc(2)
:
```

By employing this method, we can use variable “i” with a repetition statement such as “For ... Next”.

```
En(i), Ma(i), Hi(i), So(i), Sc(i)
```

In *artisoc*, the variables held by agents automatically become array variables. In addition, if variables are added to the space, a grid-shaped three-dimensional array which conforms with the size of the space is created. A three-dimensional array is specified as “variable\_name (X\_coordinate, Y\_coordinate, Layer)”.

### 1.5.8 Running a Simulation (Many Uniformly Arranged Turtles)

Now let’s try running a simulation with an agent count of, let’s say, 6. You will see that the turtle agents line up in a uniformly spaced manner, as specified in `Univ_Init{ }`.

## 1.6 Giving an Agent a Randomness

Based on what you’ve done so far, we trust that you now understand the way of giving variables uniformly varying values. However, this still seems somewhat mechanical and not quite multi-agent-like. In light of this, let’s next try adding a randomness to the initial rule.

### 1.6.1 Randomly Arranging Agents in the Space

It is a relatively simple matter to randomly arrange agents in the space. We will use the agent function `RandomPutAgtSetCell()`, which is already provided in *artisoc*, in `Univ_Init{ }`. In the parentheses, we will set the first argument to be the agent to be placed, the second argument to be either `True` or `False` to indicate whether or not to permit multiple agents to be placed in a single cell. You may assume you should write the assignment statement such as “`i = RandomPutAgtSetCell()`”, because functions by nature have return values. However, in this case only the capability to randomly arrange the agents is important, so the return value is not necessary. When the return value will not be used, the assignment expression is often omitted, as is the case in the rule below.

`RandomPutAgtSetCell()` arranges agents randomly.

#### Prog07.model (Universe rules)

```
Univ_Init{
  Dim TurtleSet As AgtSet
  MakeAgtSet(TurtleSet, Universe.Space1.Turtle)
  RandomPutAgtSetCell(TurtleSet, False)
}
```

A set of turtles in the space is defined as “`TurtleSet`”, and the initial values of `TurtleSet` are obtained using `MakeAgtSet()`. Subsequently obtained agent set (`TurtleSet`) is arranged randomly by `RandomPutAgtSetCell()`.

Select `File > Save As`, and save the model as “`prog07.model`”.

## 1.6.2 Adding Randomness to Variable Values

To assign a random number to a variable, we use the Rnd() function. Rnd() generates a random number which is greater than or equal to 0, and less than 1. A random number which is an integer is often required, so the method below, in which Int() is used to truncate the decimal part, is employed.

```
i = Int(Rnd() * 5)
```

In this case, the value of the variable “i” will be an integer value from 0 to 4. If you want to obtain a value from 1 to a, you can use the following statement.

```
i = Int(Rnd() * a) + 1
```

In the previous example, if RandomPutAgtSetCell() is not used, you can write the Univ\_Init{} as follows.

### Prog08.model (Universe rules)

```
Univ_Init{
  Dim i As Integer
  For i = 0 to CountAgt(Universe.Space1.Turtle) - 1
    Universe.Space1.Turtle(i).X = Int(Rnd()*50)
    Universe.Space1.Turtle(i).Y = Int(Rnd()*50)
  Next i
}
```

Select File > Save As, and save the model as “prog08.model”.

To obtain a random integer from 0 to a:  $i = \text{Int}(\text{Rnd}() * (a + 1))$

In addition to this, let’s also try imparting a random direction to the agents. We will first need to remove the initial rule which has been left in the Turtle agent.

In the following rules, the complicated expression “-1 + (Int(Rnd() \* 2) \* 2)” appears. This is just a simple technique for obtaining a result of either -1 or 1.

### Prog09.model (Universe rules)

```
Univ_Init{
  Dim i As Integer
  For i = 0 to CountAgt(Universe.Space1.Turtle) - 1
    Universe.Space1.Turtle(i).X = Int(Rnd()*50)
    Universe.Space1.Turtle(i).Y = Int(Rnd()*50)
    Universe.Space1.Turtle(i).DIRX = -1 + (Int(Rnd()*2) * 2)
    Universe.Space1.Turtle(i).DIRY = -1 + (Int(Rnd()*2) * 2)
  Next i
}
```

### Prog09.model (Turtle agent rules)

```
Agt_Init{  
}
```

Select File > Save As, and save the model as “prog09.model”.

### 1.6.3 Rewriting Execution Rules of the Agent

We now have a program in which the initial location and direction of agents is provided randomly. Next, as an application of this, let’s try also adding a randomness to the agents’ execution rule (Agt\_Step{ }). Right now an agent’s direction does not change until it reaches the end of space, so let’s instead try changing the direction randomly.

### Prog10.model (Turtle agent rules)

```
Agt_Step{  
  If Int(Rnd()*10) == 0 Then  
    My.DIRX = -1 + Int(Rnd()*3)  
    My.DIRY = -1 + Int(Rnd()*3)  
  End If  
  If My.X <= 0 Then  
    My.DIRX = 1  
  End If  
  If My.X >= 49 Then  
    My.DIRX = -1  
  End If  
  ForwardX (My.DIRX)  
  If My.Y <= 0 Then  
    My.DIRY = 1  
  End If  
  If My.Y >= 49 Then  
    My.DIRY = -1  
  End If  
  ForwardY (My.DIRY)  
}
```

In this Turtle agent’s execution rule, a rule which randomly changes the direction is placed before the determination as to whether the end of space has been reached.

Since changing direction every step would result in a sort of drunken stagger, the “If” statement is set up such that there is a one in ten chance that the direction will be changed. In addition, unlike the previous examples, the “If” statements here obtain a value of -1, 0, or 1. In this way, agents will be seen to occasionally stand still.

To cause a branch with a probability of 1 in A: If Int(Rnd()\*A) == 0 Then ... End if

Select File > Save As, and save the model as “prog10.model”.



## 1.7 Creating a Spacing that Loops

Looped space is a coordinate system which is utilized in LOGO's turtle graphics. The top and bottom of the map, and the right and left of the map, are connected, so that, for example, an agent which disappears off the right side of the map will reappear on the left side. This coordinate system is convenient in that it can represent a pseudo-spherical space, but handling it in artisoc requires a bit of trickery. We will describe the procedure and rules for a looped space.

Thus far in progXX.model, "If" statements have been incorporated in order to change direction when a end on the map has been reached, but now, with the space being configured to loop, this map end processing will be taken out.

### 1.7.1 Configuring Space

First of all, you can select Loop or Don't loop in the Space Properties dialog. To cause looping, Loop must be selected. However, this will only be in effect for space manipulation functions which have already been pre-defined, and therefore the preparations for a looped space are still not sufficient.

To loop the space, Loop setting in the Space Properties dialog is not sufficient.

### 1.7.2 Creating Coordinate Location Correction Functions

We will need to provide rules which correct agents' coordinate locations. However, since the rules themselves have gradually grown larger, and since this correction rules seem to have the potential for reuse elsewhere as well, let's try making use of user-defined functions.

Function and Sub are functions that allow you to freely define the user-defined functions. The use of Function and Sub is differentiated as follows.

- If a return value is required: Function
- If a return value is not required: Sub

#### Function Syntax

```
Function <function name>(<parameter declarations>) As <type of return value>{  
    <variable declarations section>  
    <execution section>  
    Return (<expression>)  
}
```

## Sub Syntax

```
Sub <function name><parameter declarations> {  
    <variable declarations section>  
    <execution section>  
}
```

*Note:* Function names can be freely denominated, but reserved words, previously declared variable names and name definitions cannot be used. Using these can cause confusion in artisoc, so exercise care in this regard.

User-defined function:  
Function <function name><argument> As <argument type> As <return value type> { }

The correction rules will require a return value, so we will use Function. You can write this anywhere in the Rule Editor, but you cannot put them into Agt\_Init{ } or Agt\_Step{ }. So place the function after Agt\_Step{ }. The rules in which the map end processing portion of the execution rule (Agt\_Step{ }) is removed, are as follows.

### Prog11.model (Turtle agent rules)

```
Agt_Init{  
}  
Agt_Step{  
    If Int(Rnd()*5) == 0 Then  
        My.DIRX = -1 + Int(Rnd()*3)  
        My.DIRY = -1 + Int(Rnd()*3)  
    End If  
    My.X = FixX(My.X + My.DIRX)  
    My.Y = FixY(My.Y + My.DIRY)  
}  
Function FixX(iX As Double) as Double{  
    Dim LimX As Double  
    LimX = GetWidthSpace(Universe.Space1)  
    If iX > LimX - 1 Then  
        iX = iX - LimX  
    ElseIf iX < 0 Then  
        iX = iX + LimX  
    End If  
    Return(iX)  
}  
Function FixY(iY As Double) as Double{  
    Dim LimY As Double  
    LimY = GetHeightSpace(Universe.Space1)  
    If iY > LimY - 1 Then  
        iY = iY - LimY  
    ElseIf iY < 0 Then
```

```

        iY = iY + LimY
    End If
    Return(iY)
}

```

Select File > Save As, and save the model as “prog11.model”.

There are functions in “Function FixX” and “Function FixY” with which you are as yet unfamiliar. GetWidthSpace() and GetHeightSpace() are functions used to obtain the width and height, respectively, of the space. Using these will allow us, for example, to change the size of the space at any time without having to change the rules.

Setting program up such you use functions to obtain values — even constant values which are supplied once and do not change — which might be changed via properties, will serve to increase the generality of your rules and also decrease errors.

GetWidthSpace() obtains the width of the space.
GetHeightSpace() obtains the height of the space.

As an application of these, try rewriting the code from Subsection 1.6.1 for randomly arranging agents, using GetWidthSpace() and GetHeightSpace().

## 1.8 Summary of Section 1.4~1.7

In this section, let’s review the things you have learned through Section 1.4 ~ 1.7.

### 1.8.1 Terminology and Methodology

- Using Universe rules
- Dim statement
- Repetition control (For ... Next statement)
- Functions
- CountAgt()
- Specifying a component hierarchically
- Agent’s array number
- Array variables
- RandomPutAgt()
- Obtaining random integers from 0 to  $a$
- Branching with a probability of 1 in  $A$
- Looping the end of space
- User-defined functions: Function
- GetWidthSpace()
- GetHeightSpace()

## 1.8.2 Checklist

- Were you able to read and comprehend what sorts of processing will be performed in the above example programs?
- Try changing the value of the variables in the example programs, and consider potential applications of them.

## 1.9 Syntax Differences between artisoc and Visual Basic

The syntax in artisoc basically follows that of Microsoft Visual Basic, but there are some points of difference. These differences are shown below.

Item	artisoc	Visual Basic
Function definitions	Function{...} Sub{...}	Function ... End Function Sub ... End Sub
Function return values	Return(<return value>) Specified as an argument to the Return function	<function name> = <return value> Inputted to function name
Variable declarations	Type is required	If type not specified, Variant
Relational operators	If A==B Then ... EndIf Two '=' characters	If A=B Then ... EndIf One '=' character
For ... Next	For i=0 To 10 Next i Variable is required at the end	For i=0 To 10 Next
Comments	'... //... From /* to */	'...
Special functions	Agt_Init: executed just once upon agents creation Agt_Step: executed at every step	

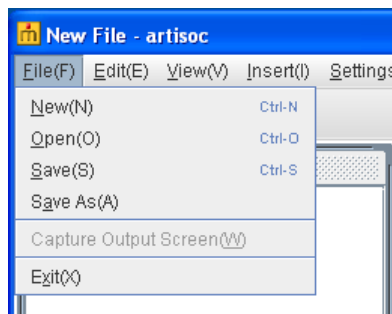
## Chapter 2 Reference

## 2.1 Model Configuration

In this section, we will describe the model configuration capabilities, which are used to configure components such as agents and variables.

### 2.1.1 Model File Input/Output

To perform such tasks as creating new simulation models, loading existing simulation model files, and saving simulation settings which have been created, select a command from the File menu, as shown in the screenshot below. Simulation configuration data is saved as a model file (\*.model).



#### Creating a New Simulation Model

To newly configure a simulation model, select File > New.

#### Loading a Simulation Model

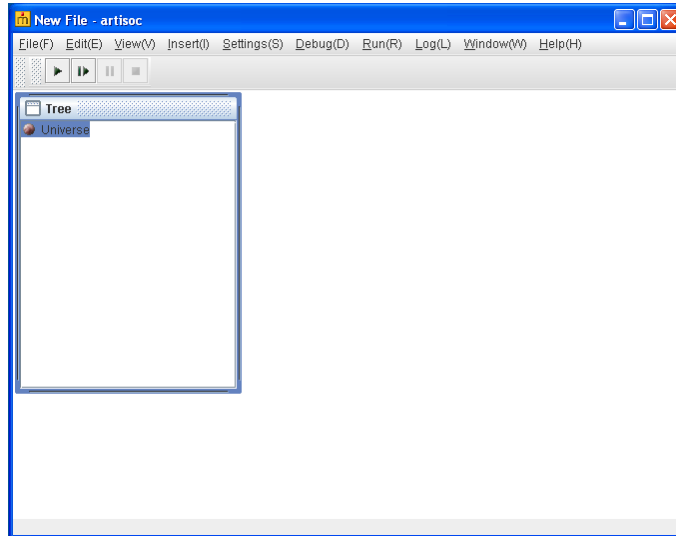
To load a model file, select File > Open.

#### Saving a Simulation Model

To save a configured simulation as a model file, select File > Save or Save As.

## 2.1.2 New Model Creation

When you start up the **artisoc**, or select **File > New**, a screen such as the following is displayed.



### Tree

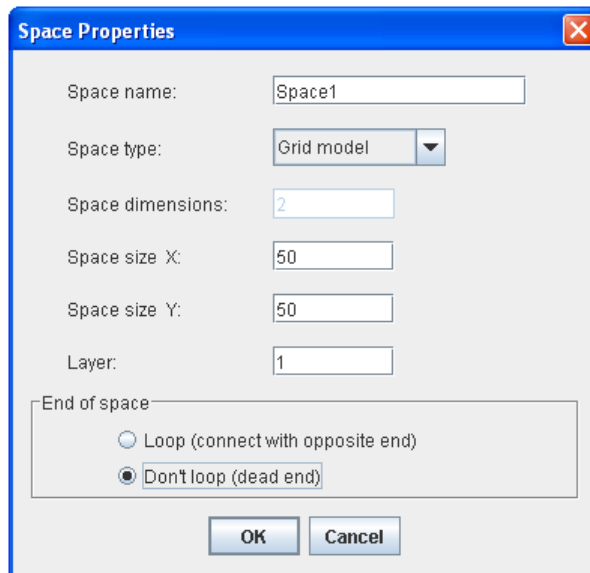
Tree window is the most basic screen in the **artisoc**, which displays the various components in a tree structure. In the tree, there will always be one Universe. The simulation model is configured by placing components such as spaces, agents, and variables under this.

## 2.1.3 New Space Creation

A space is a flat surface. It is created in order to observe agents moving there.

### Procedure

1. Select Universe in the tree.
2. Select **Insert > Add Space**.
3. Space Properties dialog such as the following is displayed.



### ***Space name***

Is the name of this space. You can enter an arbitrary name, for example, “Space1”.

### ***Space type***

Selects a space type. You can select either Grid model or Hexagon model.

### ***Space dimensions***

Is set to 2 to signify two-dimensional space.

### ***Space size, Layer***

Sets the size of the space. Space size can be regarded as the number of cells in the grid on which agents occupy or move. Specify the maximum X (cells in the horizontal direction) and Y (cells in the vertical direction) coordinate, and layer count. The default values are  $50 \times 50 \times 1$ .

### ***End of space***

If Loop is checked, then when a component reaches a end of the space, it will appear on the opposite end. If Don't Loop is checked, the component will stop at the end of the space.

4. Click the OK button. The dialog closes, and the new space appears in the tree.





Thus, we have successfully configured a space directly under Universe.

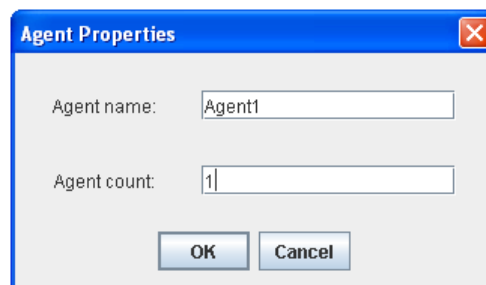
*Note:* A space can only be created directly under Universe. This specification serves to make the environment conceptually easy to understand.

### 2.1.4 New Agent Creation

We will next create a new agent. Unlike spaces, agents can be created under Universe, spaces, or other agents in the tree. The following procedure is an example that the agent is created under the space.

#### Procedure

1. Select a space (here, Space1) in which to create the agent.
2. Select Insert > Add Agent.
3. An Agent Properties dialog such as the following appears.



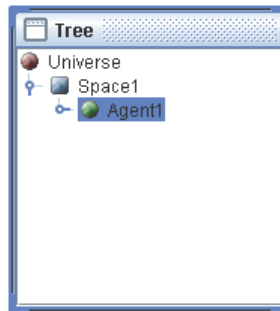
#### *Agent name*

Is the name of this agent. You can enter an arbitrary name, for example, "Agent1".

#### *Agent count*

Is the number of instances of this agent. When you run simulation, the specified number of agents are created, and they behave based on the same rules. Think as "How many copies of this agent should be created?".

4. Click the OK button. The dialog closes, and the new agent appears in the tree.



Thus, we have successfully created a new agent under the space. The process is the same even when creating a new agent directly under Universe, or when creating a new child agent under another agent.

*Note:* When an agent is placed in a space, five variables — ID, X, Y, Layer, and Direction — are automatically placed under the agent, because agents always have coordinate information in the space.

### 2.1.5 Agent Rule Declaration

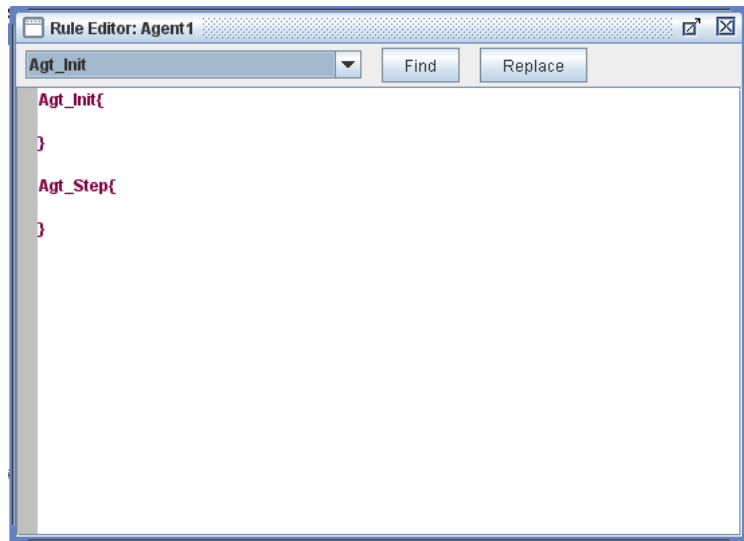
Even after an agent is created, it will not do anything if no rules are written for it. It is necessary to create agent rules for each agent.

#### Procedure

1. Select the agent and open the Rule Editor.

There are two types of Rule Editor window — Rule Editor for Universe in which rules for Universe are written, and Rule Editor for agents in which rules for agents are written.

To open Rule Editor for agents, select the agent and either select View > Rule Editor, or right-click the agent and select Rule Editor. A window such as the following will open.

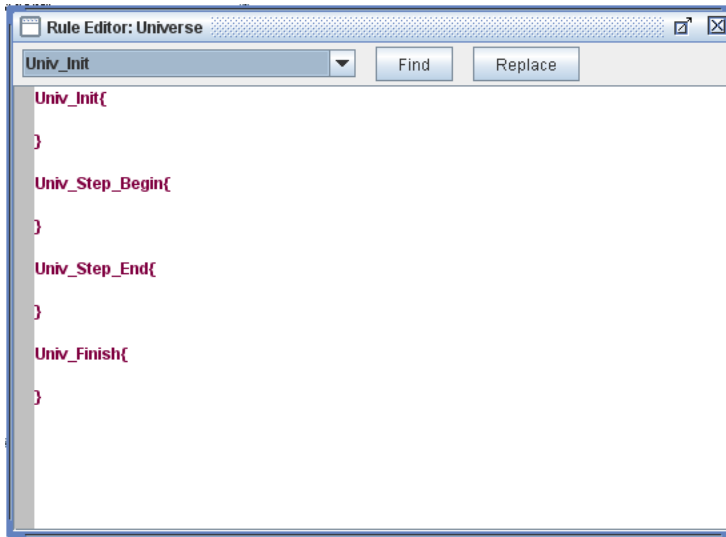


2. Write agent rules within this window.

- Between the { and } of Agt\_Init, write a rule which is to be executed once when the agents are created.
- Between the { and } of Agt\_Step, write a rule which is to be executed at every step in the simulation.

For Universe, four types of special rules can be written.

- Between the { and } of Univ\_Init, write a rule which is to be executed once at the beginning when the simulation starts.
- Between the { and } of Univ\_Step\_Begin, write a rule which is to be executed at the beginning of every step in the simulation.
- Between the { and } of Univ\_Step\_End, write a rule which is to be executed at the end of every step in the simulation.
- Between the { and } of Univ\_Finish, write a rule which is to be executed once at the end when the simulation stops.

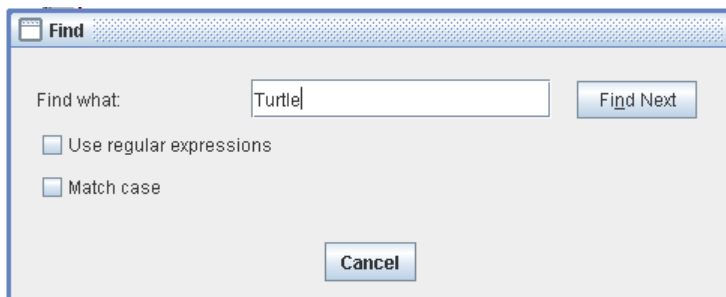


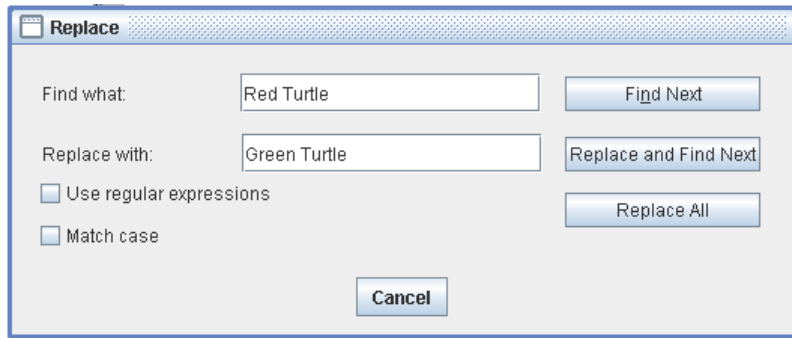
*Note:* Traditionally multi-agent simulators have a drawback that simulations cannot be constructed without first learning an extremely complicated programming environment. **artisoc** was developed with this issue in mind. However in order to create simulation models, programming the rules is inevitable. You can learn more about these rules by referring for instance to the sample models.

The syntax which are used by **artisoc** are similar to that in Microsoft Visual Basic, which is relatively easy to learn. For information on **artisoc** syntax, see Section 1.9 and Chapter 3.

### Find and Replace in Rule Editor

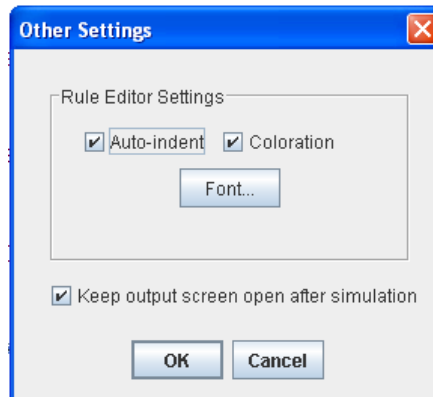
With the Rule Editor open, when Edit > Find or Replace is selected, the Find or Replace dialog opens.





## Rule Editor Configuration

By selecting Settings > Other Settings, settings for the Rule Editor can be changed.



### ***Auto-indent***

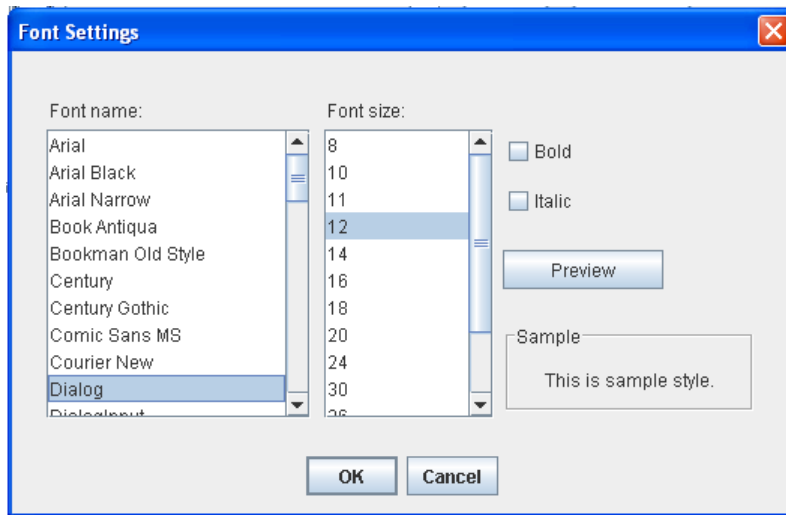
If this item is checked, automatic indentation will be performed when entering rules in the Rule Editor.

### ***Coloration***

If this item is checked, coloration will be performed when entering rules in the Rule Editor. To improve the response of your Rule Editor, uncheck this.

### ***Font***

If you want to change the font settings in Rule Editor, click Font button. The Font Settings dialog is displayed.



***Keep output screen open after simulation***

(This setting is not for the Rule Editor.) If this checkbox is unchecked, the output windows will be deleted when the simulation stops.

The auto-indent, font, etc. which have been specified here are immediately reflected in the display of the Rule Editor.

## 2.1.6 Agent Deletion

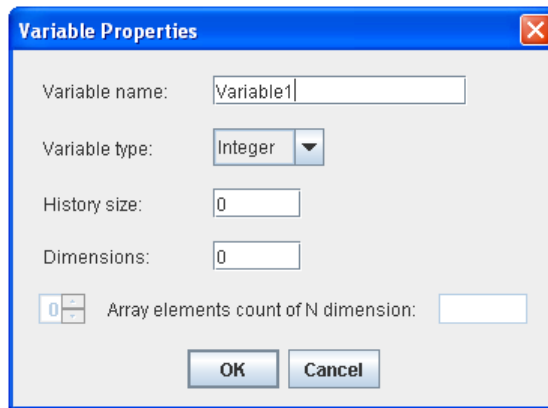
To delete an agent, select the agent that you want to delete and either select Edit > Delete, or right-click the agent and select Delete.

## 2.1.7 New Variable Creation

We will next create a new variable in the agent. Variables can be created anywhere under an agent.

### Procedure

1. Select the agent (here, Agent1) to which to add the variable.
2. Select Insert > Add Variable.
3. Variable Properties dialog such as the following opens.



### ***Variable name***

Is the name of this variable. You can enter an arbitrary name, for example, “Variable1”.

### ***Variable type***

A type must be selected which conforms to the data stored in this variable. The types are as follows.

Type	Type Name	Value Range
Boolean	Boolean	Returns True if true, or False if false
String	String	Character count is 0 to no limit
Integer	Integer	Integer from -2,147,483,648 to 2,147,483,647
Long integer	Long	Integer from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
Real number	Double	If negative: $-1.79769313486232 \times 10^{308} \sim -4.94065645841247 \times 10^{-324}$ If positive: $4.94065645841247 \times 10^{-324} \sim 1.79769313486232 \times 10^{308}$
Space	Space	Name of space defined in model tree (Space height and width: 1 ~ 10,000)
Agent type	AgfType	Type of agent defined in the model tree

Agent	Agt	An agent itself. Actual value of agent
Agent set	AgtSet	Set of agents

Basically, we recommend choosing the String for characters, the Integer for integers, and the Double for values with a decimal part. The Boolean is a somewhat special type, and its values are either True or False.

The Agt is used when you want to use an agent itself as an argument to a function, and the AgtSet is a collection of that agent.

### *History size*

In the **artISOc**, past states (values) of variables can be recorded. Using this field, you can specify the number of steps to be recorded. Past states can be retrieved using the GetHistory function. The maximum history size is 10,000 steps.

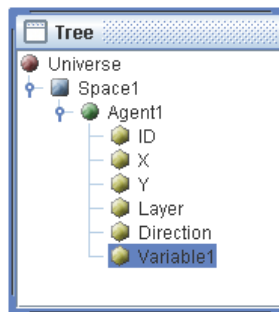
### *Dimensions*

A variable is like a box into which data is placed. As a general rule, only a single value can be placed into a single variable. A newly created variable has 0 dimensions (in other words, it corresponds to a point on a planar surface), and can store one value. However, this makes it inconvenient to handle a large amount of the same type of values. By increasing the number of dimensions, you can increase the number of values which can be stored.

A one-dimensional variable can store  $(n+1)$  values — from 0 to the value  $(n)$  specified for Array Elements Count of N Dimension. A two-dimensional variable with an array elements count of  $m$  for the first dimension and  $n$  for the second dimension can store  $(m+1) \times (n+1)$  values (which is expressed as “variable  $(m, n)$ ”).

The array element starts from 0, so be sure to add one to the elements count. The maximum number of dimensions and maximum array elements count are 10,000.

4. Click the OK button. The dialog closes, and the new variable appears in the tree.



**Note:** When an agent is created in a space, variables ID, X, Y, Layer, and Direction are automatically created. ID variables indicate the number (0 or more) applied to distinguish agent's each one by each agent type. Other variables indicate the coordinates



of the agent and therefore are not created if the agent is not in a space.

We have successfully created the new variable “Variable1” under the agent. The creating process is the same even when creating directly under Universe, or when creating directly under a space.

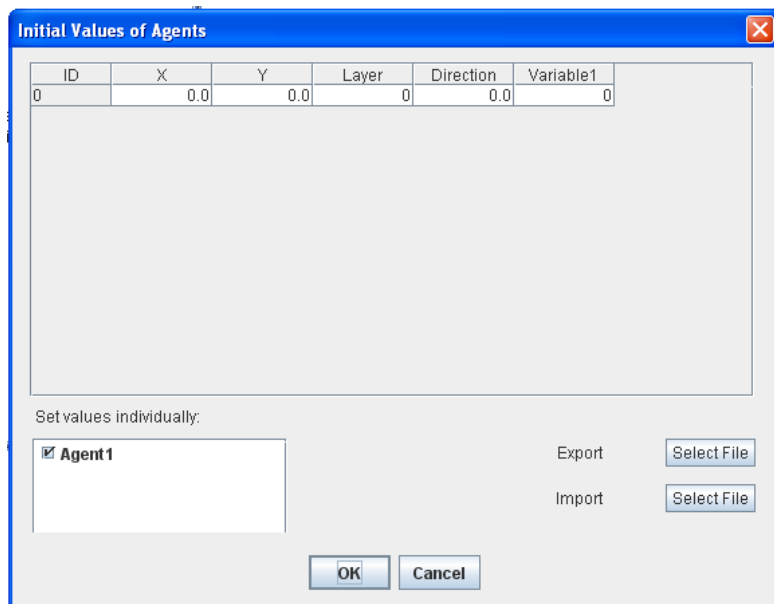
## 2.2 Simulation Configuration

### 2.2.1 Initial Values Dialogs

These dialogs set the initial value of each component. Selecting a component in the tree and then selecting Settings > Initial Values will open the initial values dialog for the component. The dialog will vary depending on the type of component that was selected.

#### Initial Values Dialog for Agents and Variables

If an agent or a variable is selected in the tree, and then Settings > Initial Values is selected, the following dialog (here, Initial Values of Agents dialog) is displayed. In these dialogs, the initial values of the agent or the variable at the beginning of the simulation can be set.



※ In the case that Agent number is 1.

#### *Set values individually*

If the number of agents has been set to more than one, then if this item is checked, the values of the individual agents can be set individually.

### ***Export, Import***

If you click the Select File button, you will be able to save initial value data to a file or load initial value data from an existing file.

## 2.2.2 Space Drawing Dialogs

In the artisoc2.0 Agent Settings, Network Settings and Variables Settings in a space will be simply run by using drawing dialogs. Since a drawing dialogs perform set only, however, a screen output is different.

Select Space component in the tree. Choose “Select Settings”>“Initial Values” then a Drawing Dialogs are displayed.

### **Preparation before starting**

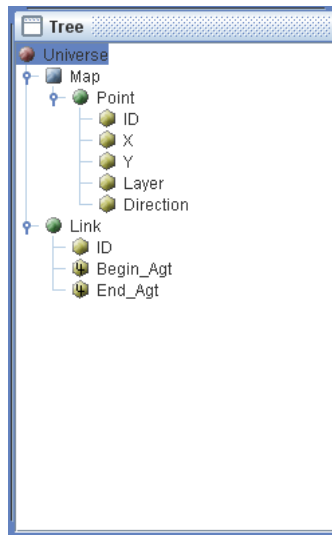
You need to define a Point Agent in the tree if you arrange agent with Drawing Dialogs, and to define a Link Agent in the tree if you connect to link.

#### **Point Agent :**

It's the agent which is placed in the map. All agents that are defined under the Space identify as Point Agent.

#### **Link Agent :**

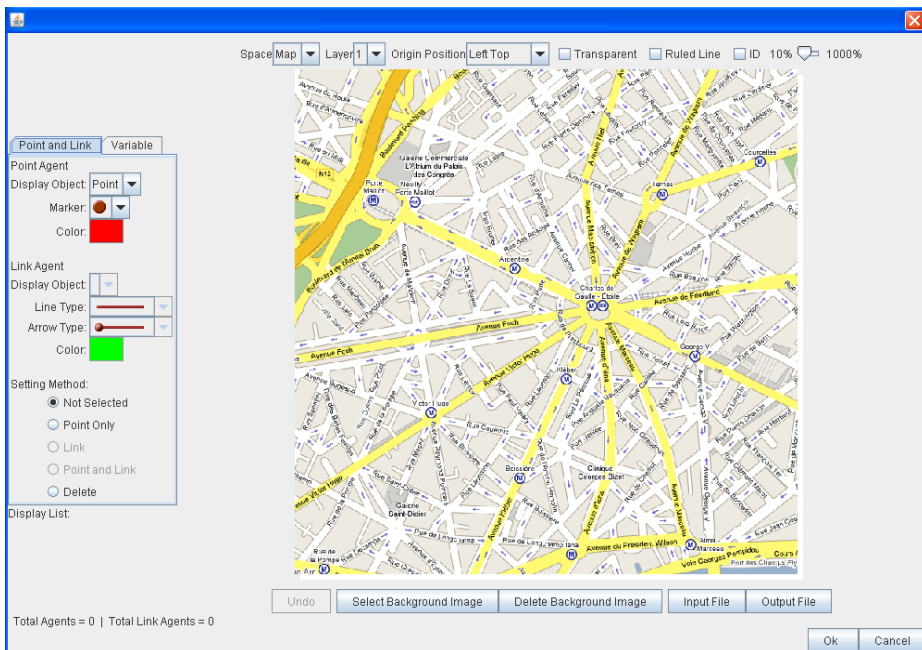
Link Agent store the link information among point agent. Create the Link Agent under the Universe and get two Agent Variables (Begin\_Agt and End\_Agt). When you run the connect set for Link Agent, the Unique ID of Point Agent for begin and end point will be stored in the Agent Variable. Since the Link Agent is available to add the variable except for Begin\_Agt and End\_Agt, it may have the additional information (such as road width and slop).



- Point Agent and Link Agent are voluntarily given.
- Drawing Dialogs can't display if you don't define the 「Begin\_Agt」 「End\_Agt」 as Agent Variables.

### Point Agent • Link Agent Settings

Point Agent and Link Agent are placed by 「Point Link」 tab.



**Tab** : Select Tab and replace an setting object. The standard tab is 「Point Link」 tab.

**Space** : Space name to run the Placement. Available to replace the other space by

pull-down.

**Layer** : Space Layer Number to place. Available to replace the other layer by pull-down.

**Transparent** : If this is checked, placed agent is displayed at other Layer, not current settings Layer.

**Ruled-lines** : If this is checked, it is drawn in accordance with space cell.

**ID** : If this is checked, Agent ID is displayed.

**Ratio** : If you move slide bar, the ratio of display screen is changed.

**Space Display** : Show the space for setting. When you drag in the screen, the screen display is transferred with mouse.

**Point Agent** : Specify the type of Point Agent to arrange, Marker in the display screen and color.

**Link Agent** : Specify the type of Link Agent to use the Point Agent connection, line type in the display screen, arrowed line type and color.

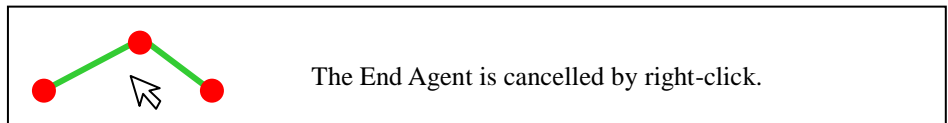
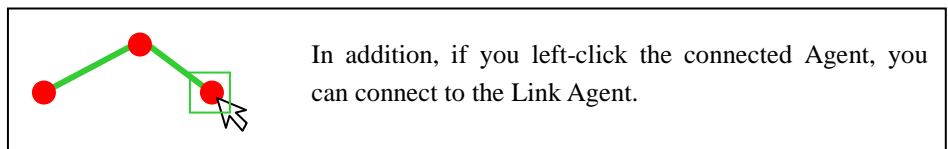
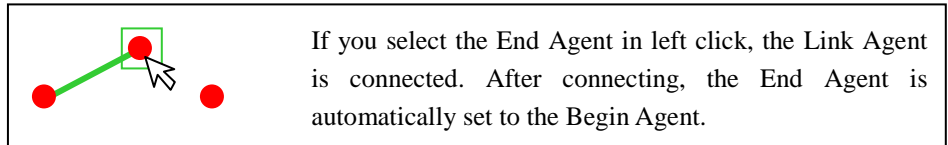
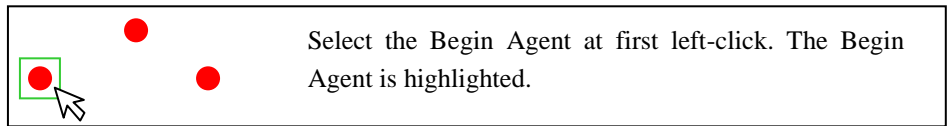
**How to set** : Specify the operation in the display screen. Five settings, 「unselect」 「point only」 「link between point」 「link with point」 「delete」 are available.

**【Unselect】** It doesn't run the Point Agent placement and Link Agent Connection.

**【Point only】** If you left-click in the display screen, the Point Agent which you select is arranged in the clicked screen.

**【Link between Point】** Using the selected Link Agent, you can connect Point Agent.

## Link Agent Connection



### **【Link with Point】**

As same as 「Link between Point」, it connects Point Agent with using Link Agent. If you left-click the point where there are no Point Agent, the Point Agents are arranged. So, you can simultaneously run the placement of Point Agent and Link Agent Connection.

### **【Deletion】**

If you left-click the Agent in a display screen, the data is deleted. If you delete the Point Agent when you connect to Link Agent, the Link Agent is deleted at the same time.

**Display List** : Display only the checked items in the screen.

**X,Y,Total Agent Number, Total Link Agent Number** :

The cursor coordinates are shown in X and Y. The total number of Point Agent and Link Agent are shown in the total number of Agent and Link Agent.

**Undo** : Return to previous action

**Background image** :

Display the background image in a screen. Select the screen which you want to display in the background since the dialog to select files are appeared.

**Delete background image** : Delete background image.

**Input file :**

Load the Point Agent, Link Agent, Variable Data from file. Only use the files which comply with the following format.

**【File Format】**

(example)

Point,Point\_Agt Type Name, ID,X Coordinates, Y Coordinates, Layer No.

Point,Point\_Agt Type Name, ID,X Coordinates, Y Coordinates, Layer No.

Variable, Space Variable Name, Space Width, Space Height

Layer, Layer No.,

Variable Value(1,1), Variable Value(1,2),---, Variable Value(1, x )

.

.

Variable Value( y ,1), Variable Value( y ,2),---, Variable Value( y , x )

Layer, Layer No.

Variable Value(1,1), Variable Value(1,2),---, Variable Value(1, x )

.

.

Variable Value( y ,1), Variable Value( y ,2),---, Variable Value( y , x )

.

.

.

Link,Link\_Agt Type Name, ID, Begin Point\_Agt Type Name, ID of Begin Point\_Agt, End Point\_Agt Type Name, ID of End Point\_Agt

Link, Link\_Agt Type Name, ID, Begin\_Agt Type Name, ID of Begin Point\_Agt, End Point\_Agt Type Name, ID of End Point\_Agt

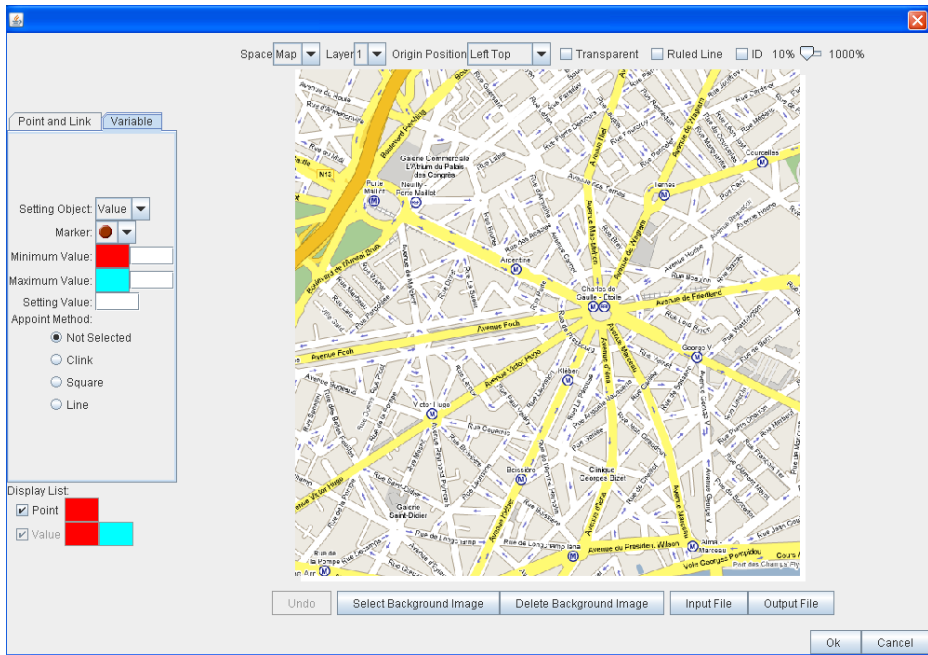
\*Point Agent = Point\_Agt

\*Link Agent = Ling\_Agt

**Output File :**

Output Point Agent, Link Agent, All variables data to file. File is output with complying with format as explained in Input File.

**Settings Space Variable :** Run 「variable」 tab to arrange Space Variable.



**Variable :** Set the Setting Object, Type of Marker, color of minimum value and maximum value.

**Settings Value :** Input the Settings Value in the Space Variables.

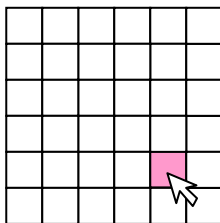
**How to specify :**

Specify the operation in a display screen. Four methods as 「unselect」 「click」 「rectangle」 「line」 are available.

**【unselect】**

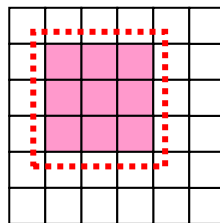
It doesn't run the Point Agent Placement and Link Agent Connection.

**【click】**



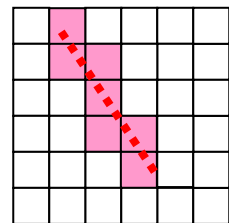
The Settings Value is input in the Space Variables of clicked cell.

**【rectangle】**



The Settings Value is input in the Space Variables of cell in which specify range.

**【line】**

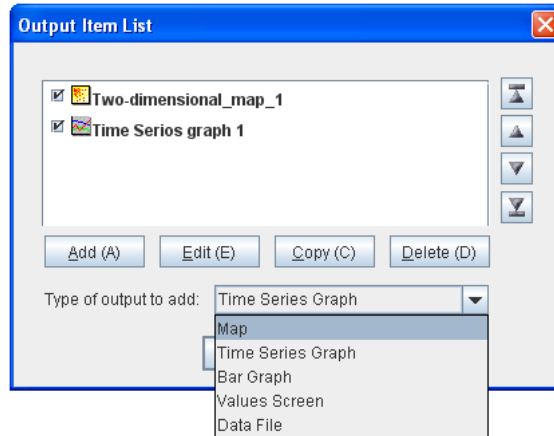


Draw line and the Settings Value is input in the Space Variables of cell included line.

Except for the Variable tab, the methods are as same as Point Agent Placement and Link Agent Connection.

### 2.2.3 Output Setting Dialogs

When Settings > Outputs is selected, the Output Item List dialog is displayed, as shown in the screenshot below.

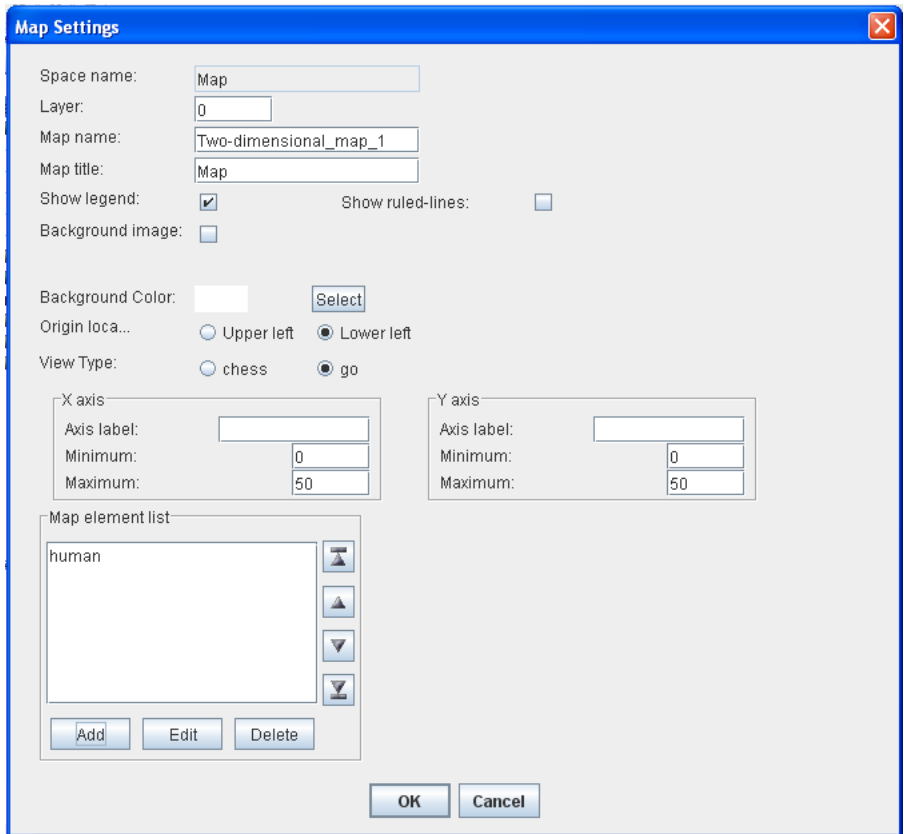


By selecting a type of output to be set from the Type of Output to Add list in this dialog, and then clicking the Add button, the details of the output can be set. If multiple outputs are necessary, repeat this procedure. Using the arrow icons, the output order can be changed. Use checkboxes in the list to display/hide that output.

#### (1) Map Settings

You can display specific agents and variables on a two-dimensional map and observe the agents' movement and increase/decrease. In the Output Item List dialog, select the Map from the Type of Output to Add list, and click the Add button.





***Space name***

Specifies the space to be displayed.

***Layer***

Specifies the layer to be displayed. If the Layer field in the Space Properties dialog has been set to 1, you cannot set to the value other than 0. If the Layer field in the Space Properties dialog has been set to greater than 1, you can set to the value from 0 to that value - 1.

***Map name***

Is the name to reference when calling up this map.

***Map title***

Is displayed in the map window.

***Show legend***

If this is checked, a legend is displayed beside the map.

***Show ruled-lines***

If this is checked, horizontal and vertical lines are drawn on the map.

### ***Background image***

If this is checked, the map is displayed against a background image. Specify the image either by checking **Filename** and entering the path (relative path from the folder in which the model file is placed), or by checking **Variable Specifying Image File** and selecting the variable (string variable immediately under the Universe).

### ***Origin location***

Selects whether to position the origin in the upper left, as is common in computer or information science, or in the lower left, as is common in mathematics.

### ***View type***

Selects whether to place each agent within a cell (Chess type), or on the point of intersection (Go type).

### ***X axis, Y axis***

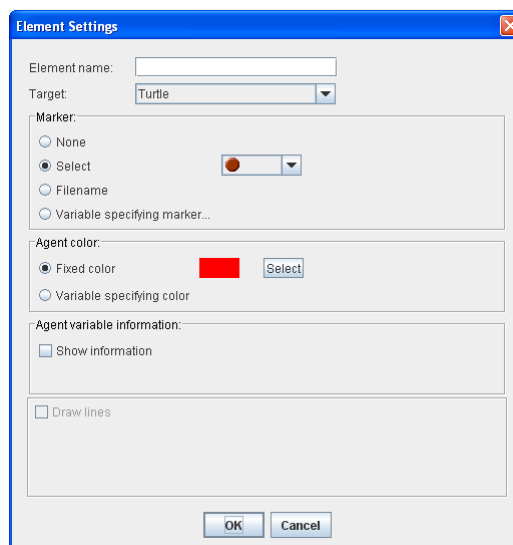
By setting minimum and maximum values, it is possible to display only a specific portion of the space on the map. The default maximum value is the space size.

### ***Map element list***

Lists the agents and variables displayed on the map. When the **Add** button in the Map Element List area is clicked, the following dialog is displayed to set the element of this map.

If you want to display multiple elements on the map, each of them (e.g., Agent1, Agent2, Variable1, etc.) must be added to the Map Element List.

Using the **Edit** button in the Map Element List area, any existing map element can be edited. Also, using the **Delete** button, any existing map element can be deleted.



***Element name***

Is the name of this map element. You can enter an arbitrary name.

***Target***

Selects the element (agent etc.) whose movement you want to watch on this map.

***Marker***

Selects what marker to be displayed for the element on the map. With None, a marker is not displayed. With Select, you can select one of the built-in markers. With Filename, you can select an arbitrary image file (only icon files are currently supported) by entering the path to the file. With Variable Specifying Marker File, you can select a variable immediately under the Universe.

***Agent color***

Selects the color of agents. You can select either Fixed color, which specifies a single arbitrary color, or Variable Specifying Color, which specifies a variable to determine the color. The latter can change the color dynamically. The default agent colors are, in the order added, red → blue → green → purple → light blue → yellow → grey.

***Agent variable information***

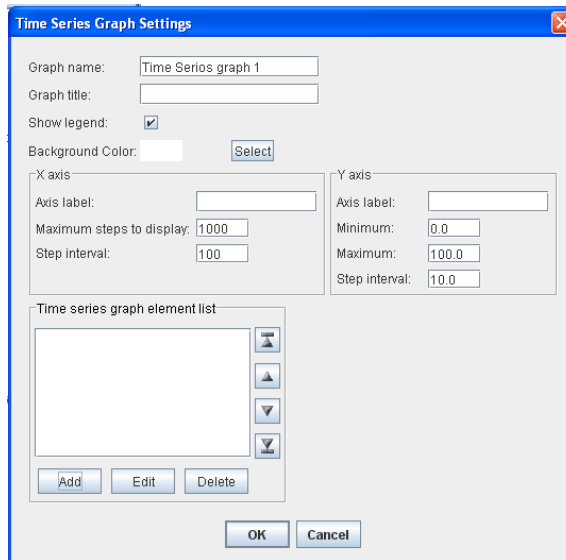
If the Show Information is checked, the value of the specified variable will be displayed over the agent on the map.

***Draw lines***

If the output target agent has an agent set variable then the output target agent and the respective elements in the agent set can be connected with a line. The line type, arrow, etc. for the line can be selected.

**(2) Time Series Graph Settings**

You can display specific components in a time series line graph. In the Output Item List dialog, select the Time Series Graph from the Type of Output to Add list, and click the Add button.



***Graph name***

Is the name to reference when calling up this graph.

***Graph title***

Is displayed in the graph window.

***Show legend***

If this is checked, a legend is displayed beside the graph.

***Axis label (for X axis and Y axis)***

Is displayed as the label for the axis.

***Maximum steps to display (for X axis)***

As the steps of the simulation progress, the time series graph is horizontally compressed, because the graph window width does not change. If a step count is set here, then only this number of steps will be displayed at any given time. In other words, old data will progressively fall off of the left edge and be discarded.

***Minimum, Maximum (for Y axis), Step interval (for X axis and Y axis)***

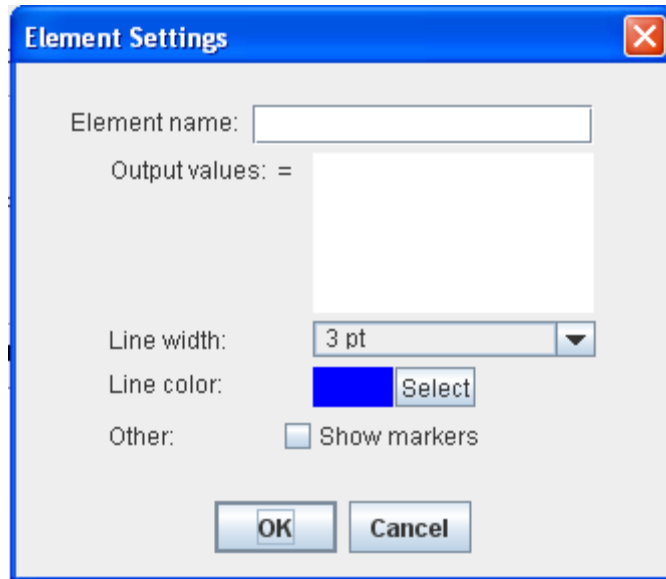
Specifies the minimum value of the Y axis, maximum value of the Y axis, and graduation step interval.

***Time series graph element list***

Lists the target elements. When the Add button in the Time Series Graph Element List area is clicked, the following dialog is displayed to set the element of this graph.

If you want to display multiple elements on the graph, each of them (e.g., Agent1, Agent2, Variable1, etc.) must be added to the Time Series Graph Element List.

Using the Edit button in the Time Series Graph Element List area, any existing graph element can be edited. Also, using the Delete button, any existing graph element can be deleted.



***Element name***

Is the name of this graph element. You can enter an arbitrary name.

***Output values***

Specifies the elements (variable etc.) whose progression you want to watch in this graph.

***Line width, Line color***

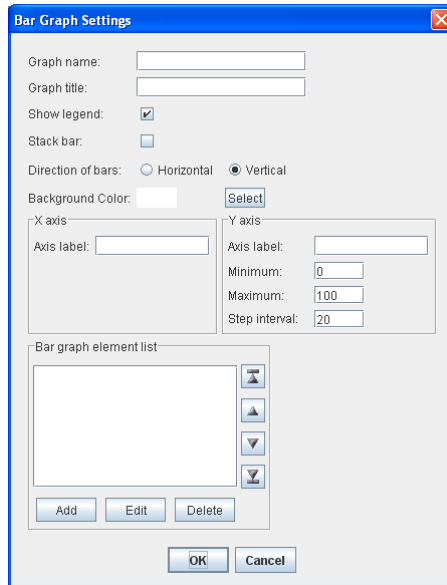
Sets the width and color of the line. The default line colors are, in the order added, red → blue → green → purple → light blue → yellow → grey.

***Show markers***

If this is checked, markers will be displayed on the graph.

**(3) Bar Graph Settings**

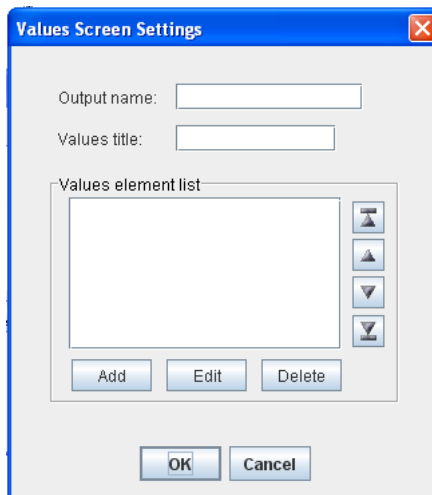
You can display specific components in a bar graph. In the Output Item List dialog, select the Bar Graph from the Type of Output to Add list, and click the Add button.



The settings are basically the same as those for the time series graph.

#### (4) Values Screen Settings

You can display the values of the specified components in a window. In the Output Item List dialog, select the Values Screen from the Type of Output to Add list, and click the Add button.



#### *Output name*

Is the name to reference when calling up this output.

### ***Values title***

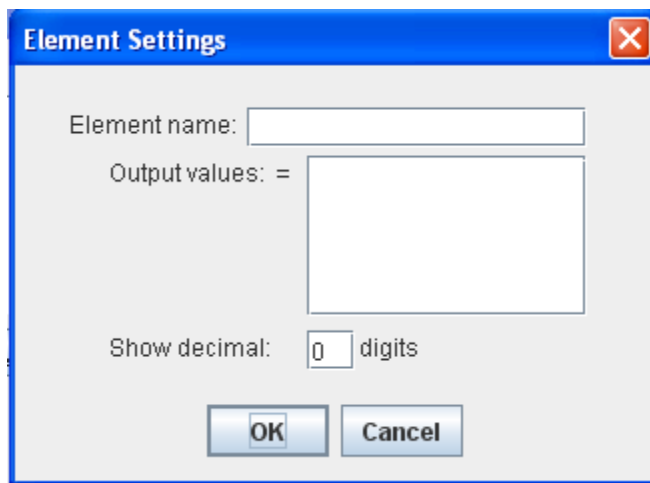
Is displayed in the values window.

### ***Values element list***

Lists the target elements. When the Add button in the Values Element List area is clicked, the following dialog is displayed to set the element of this output.

If you want to display multiple elements on the screen, each of them (e.g., Agent1, Agent2, Variable1, etc.) must be added to the Values Element List.

Using the Edit button in the Values Element List area, any existing element can be edited. Also, using the Delete button, any existing element can be deleted.



### ***Element name***

Is the name of this output element. You can enter an arbitrary name.

### ***Output values***

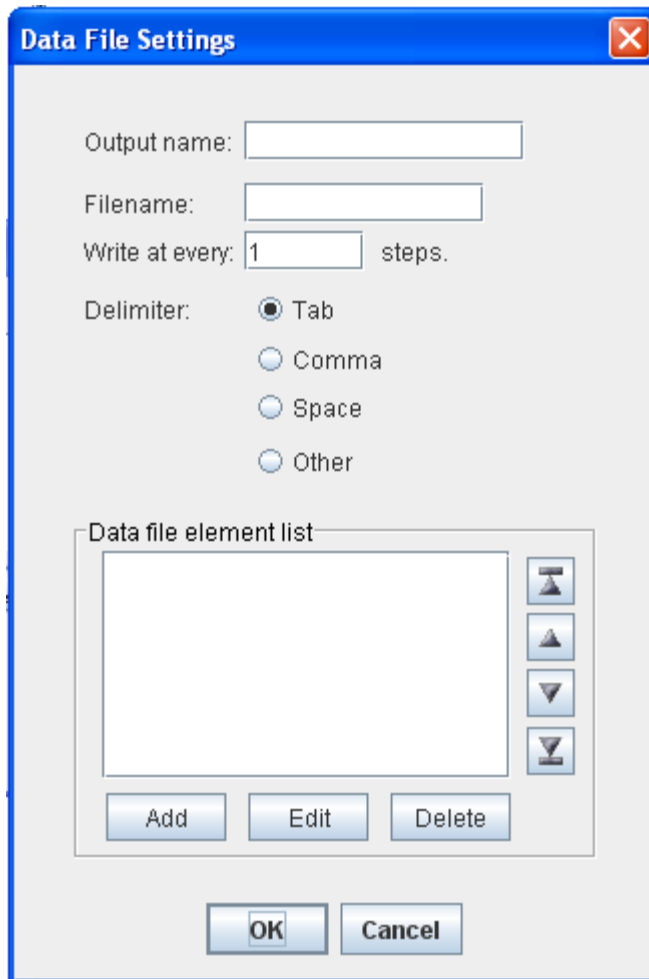
Specifies the elements (variables, formulas, etc.) that you want to watch.

### ***Show decimal ... digits***

Specifies the number of digits after the decimal point.

## **(5) Data File Settings**

You can extract the simulation data of the specified components to a file. In the Output Item List dialog, select the Data File from the Type of Output to Add list, and click the Add button.



***Output name***

Is the name to reference when calling up this output.

***Filename***

Specifies the name of the file to which to output.

***Write at every ... steps***

Specifies the simulation step interval to output.

***Delimiter***

Selects the delimiter character for the output data.

***Data file element list***

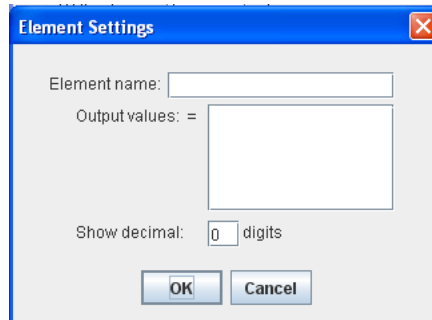
Lists the target elements. When the Add button in the Data File Element List is clicked, the following dialog is displayed to set the element of this output.

If you want to extract the data of multiple elements to the file, each of them (e.g., Agent1,



Agent2, Variable1, etc.) must be added to the Data File Element List.

Using the Edit button in the Data File Element List area, any existing element can be edited. Also, using the Delete button, any existing element can be deleted.



***Element name***

Is the name of this output element. You can enter an arbitrary name.

***Output values***

Specifies the variables that you want to extract.

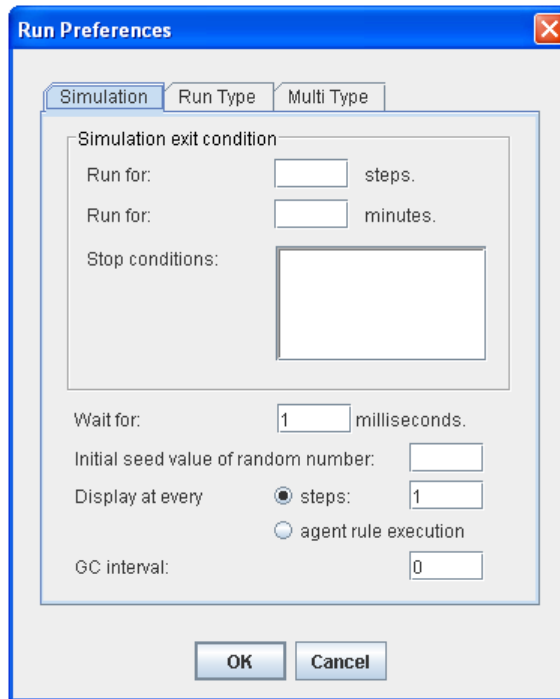
***Show decimal ... digits***

Specifies the number of digits after the decimal point.

## 2.2.4 Run Preferences Dialog

In this dialog, the various settings for running a simulation are defined. Select Settings > Run Preferences to display the Run Preferences dialog. There are two tabs — Simulation tab, Rule Execution tab and Multi Execution tab — in this dialog.

### (1) Simulation Tab



#### ***Run for ... steps***

Specifies the number of steps for which **artisoc** runs before it stops the simulation. You can stop the simulation by clicking the Stop button in the Run Panel, before the number of executed steps reaches this value.

#### ***Run for ... minutes***

Specifies the number of minutes for which **artisoc** runs before it stops the simulation. You can stop the simulation by clicking the Stop button in the Run Panel, before the amount of time reaches this value.

#### ***Stop conditions***

Specifies the conditions that **artisoc** stops the simulation. You can stop the simulation by clicking the Stop button in the Run Panel, before this conditions are satisfied.

### ***Wait for ... milliseconds***

When a step has ended, processing stops and waits for the amount of time specified by this value. Enter a suitable value here if, for example, the simulation speed is too fast on a high-performance machine.

### ***Initial seed value of random number***

Specifies the seed value in order to generate the fixed sequence of random numbers.

### ***Display at every ...***

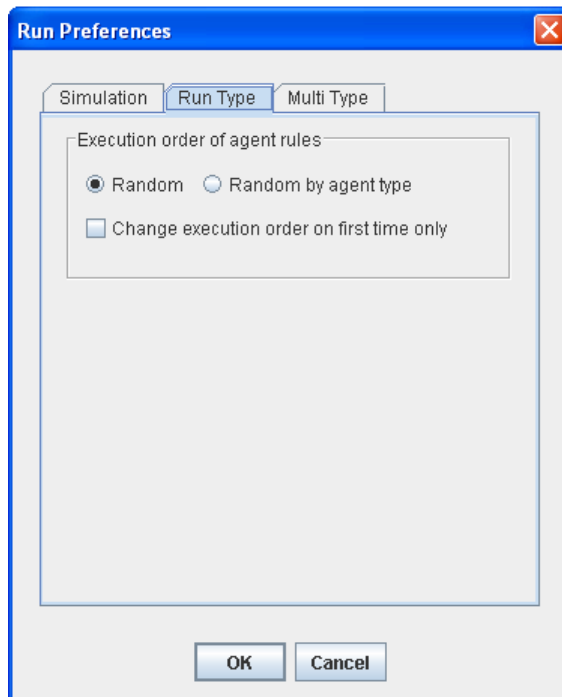
Specifies the timing of the output to the screen. If Steps is selected, the screen will be redrawn at every specified steps. If Agent Rule Execution is selected, the screen will be redrawn every time an agent executes rules.

### ***GC interval***

Specifies the timing of Java garbage collection so that screen output will be performed smoothly. By default this is set to 10, meaning that GC will be performed at every 10 steps.

If 0 is specified, garbage collection will not be performed explicitly, so the simulation will proceed at maximum speed.

## (2) Rule Execution Tab

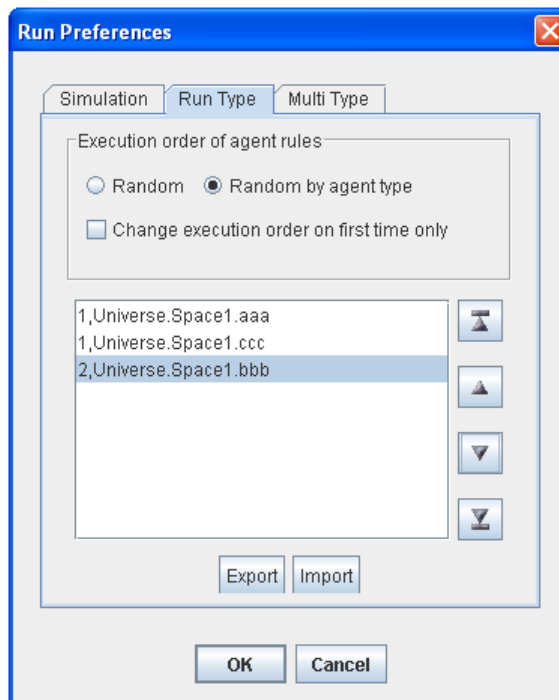


### *Execution order of agent rules*

For Universe, Univ\_Step\_Begin{ } is executed at the beginning of a step, and Univ\_Step\_End{ } is executed at the end of a step, but for agents execution order can be changed by these settings.

If the Execution Order of Agent Rule is Random, the order of agent executing the rules will be changed randomly at every step. In addition, if the Change Execution Order on First Time Only is checked, the execution order is rearranged just once, when the simulation starts.

### (3) Rule Execution Tab (when Random By Agent Type is selected)

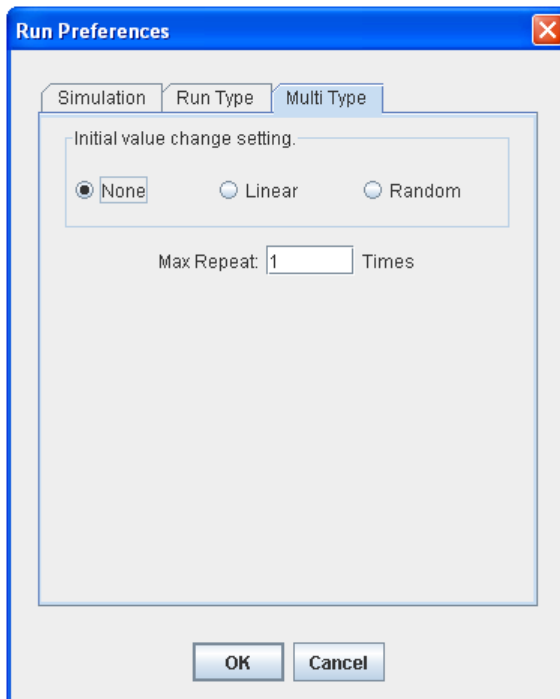


### *Execution order of agent rule*

If the Random By Agent Type is selected, the random order of agent executing the rules at each step will be restricted by agent type.

Setting the priority to 1 for all of the agent type, is equivalent to choosing the Random option above-mentioned. If only one agent type (here, “bbb”) is set to priority of 2 and the others is set to priority of 1, the agents belonging to bbb type execute their rules after the other agents have executed. The execution order of the agents with the same priority level is rearranged at random at every step. In addition, if the Change Execution Order on First Time Only is checked, the execution order is rearranged just once, when the simulation starts.

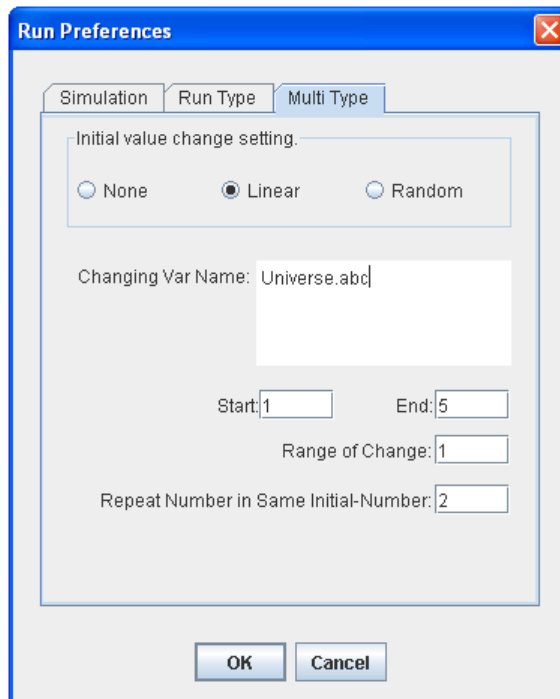
(4) Run Continuously Tab (When Initial Values Change Setting Is Set to None)



***Maximum Number of Executions***

The simulation is repeated the number of times entered, unless you quit the simulation.

(5) Run Continuously Tab (When Initial Values Change Setting is Set to Linear)



***Initial Value Change Variable Name***

When you want to perform a simulation with the initial value of a particular variable changed in a stepwise manner, then enter the variable name here.

For instance, if you want to execute a total of 10 types of simulations with the initial value of a particular variable varied from 1 to 5 in steps of 1, ordinarily you would have to redo the setting of the initial value ten times and run a simulation for each one. By using this setting, however, you can make the setting once and perform simulations while varying the initial value automatically until the conditions are fulfilled.

***Start Value***

***End Value***

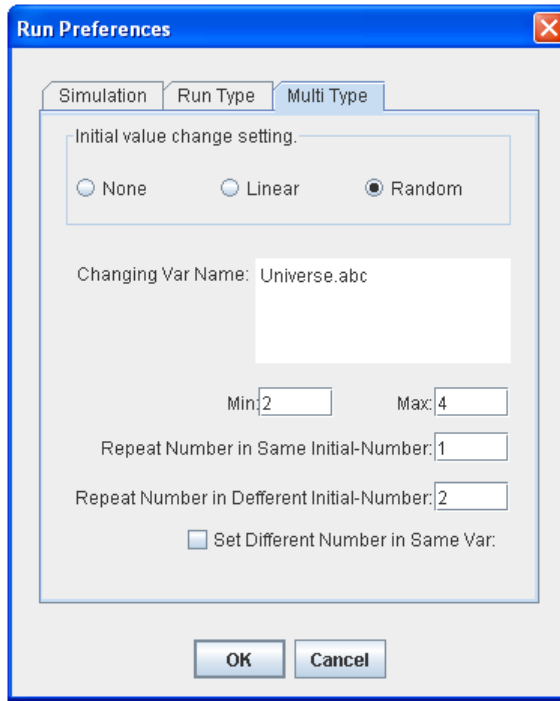
***Range of Change***

These set the start value, end value, and range of change for the variable to be changed.

***Number of Executions with Same Initial Value***

This sets the number of times to execute the same simulation before changing the initial value.

(6) Run Continuously Tab (When Initial Values Change Setting Is Set to Random)



***Initial Value Change Variable Name***

When you want to perform a simulation with the initial value of a particular variable changed randomly, then enter the variable name here.

For instance, if you want to execute a total of 6 types of simulations with random numbers in the range of 2 to 4 used as the initial value of a particular variable, ordinarily you would have to redo the setting of the initial value ten times and run a simulation for each one. By using this setting, however, you can make the setting once and perform simulations while varying the initial value automatically until the conditions are fulfilled.

***Minimum Value***

***Maximum Value***

These set the minimum and maximum values of the range of random numbers for the variable to be changed.

***Number of Executions with Same Initial Value***

This sets the number of times to execute the same simulation before changing the initial value.

### *Number of Executions with Different Initial Value*

This sets the number of times to execute the simulation with the initial value varied randomly.

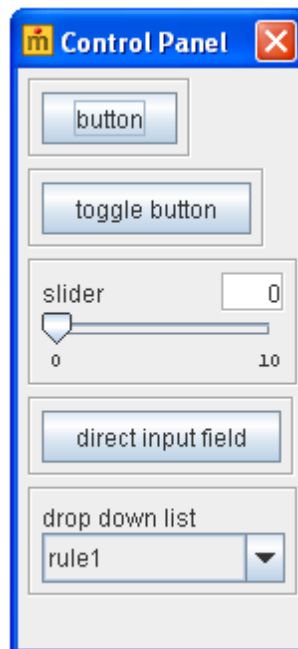
### *Set Different Values for Same level Variables*

Select this check box when you want to apply the different random number to identical variables of the same agent (for example, turtle(0), turtle(1), turtle(2),...).

## 2.2.5 Control Panel

Using the Control Panel, the variables which are directly under Universe can be modified in real time during the simulation. In addition, a specific rule can also be executed using the mouse or keyboard.

Selecting View > Control Panel will display a window such as the following. (This Control Panel is a sample to illustrate control interface. Every control name (“button”, “toggle button”, etc.) should be replaced with other name to represent its control purpose.)



### ***button***

After the button is pressed, it will be “on”.



***toggle button***

When the button is pressed it becomes “on”, when it is pressed again it becomes “off”, and so on.

***slider***

Changes the value of the target variable by dragging, within the range which has been defined in the Control Panel setting.

***direct input field***

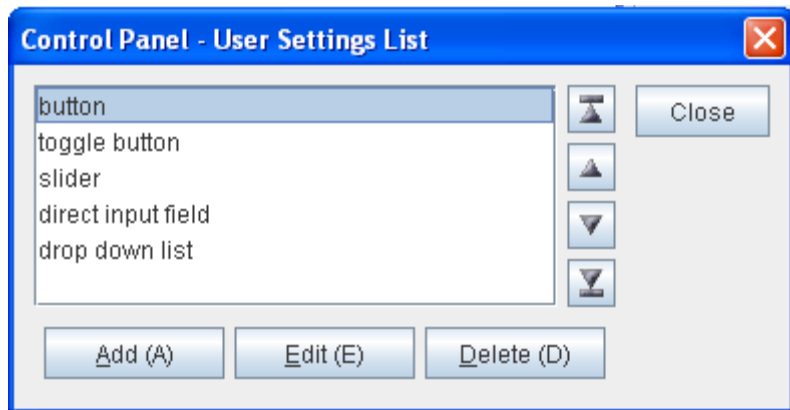
Changes the value of the target variable, by clicking this field and directly entering with the keyboard.

***drop down list***

Changes the value of the target variable, by selecting this drop down list.

**Configuring the Control Panel**

To configure the Control Panel, select Settings > Control Panel. The following dialog appears.



***Add***

Adds a control item to be displayed in the Control Panel.

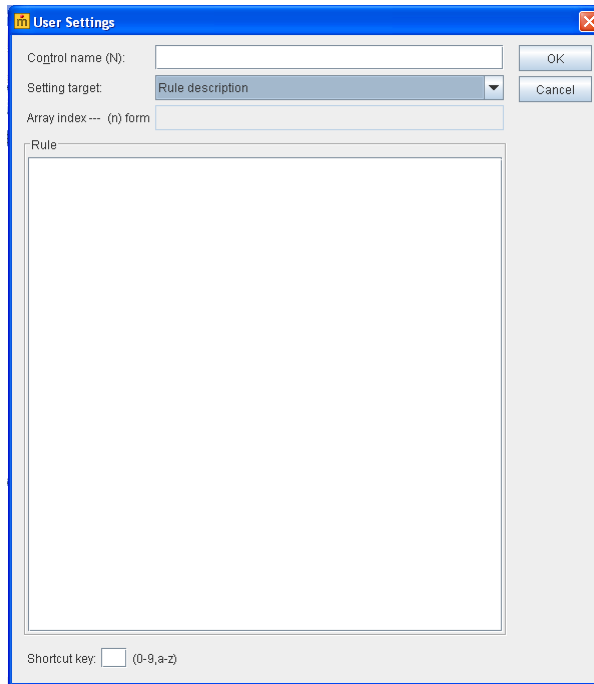
***Edit***

Edits a control item which is already displayed in the Control Panel.

***Delete***

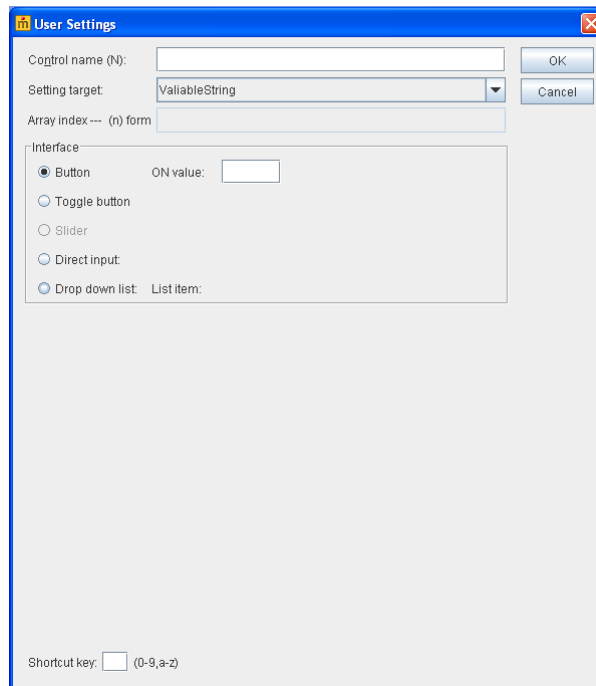
Deletes a control item which is already displayed in the Control Panel.

When the Add or Edit is clicked, the User Settings dialog such as that below appears.



If the Rule Description is selected as the setting target, a button is added to the Control Panel. When this button is pressed, the rule which has been defined will be executed. If a shortcut key has been specified then this particular rule will be executed in response to keyboard input, without pressing the button on the Control Panel.

The User Settings dialog for button, toggle button, slider, direct input is as follows.



### ***Control name***

Is the name of this control. You can enter any easy-to-understand name.

### ***Setting target***

Selects the variable which you want to manipulated from the Control Panel. You can, however, only select variables which are directly under Universe.

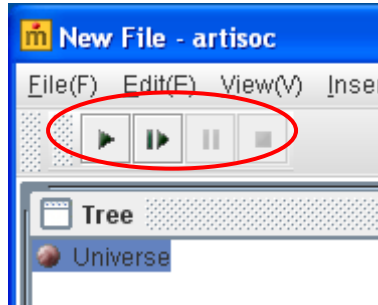
### ***Interface***

Selects the type of this control.

- Button — Select this when you want to assign some arbitrary value only when this is on (i.e., clicked).
- Toggle Button — Select this when you want to assign separate arbitrary values when this is on and when it is off.
- Slider — Select this when you want to intermittently change a value within some range by dragging a slider to the left and right.
- Direct Input — Select this when you want to directly enter the value to assign to a variable.
- Drop Down List — Select this when you want to choice from drop down list. Delimit list item by the comma.

## 2.3 Run Panel

Run Panel is used to start simulation, run only one step, pause simulation, and stop simulation by clicking a button.



By dragging the shaded region, the Run Panel can be made into an independent panel.



***Start***

Starts the simulation.



***Single step***

Runs the simulation by one step and then pauses the simulation, each time it is clicked.



***Pause***

Pauses the simulation.



***Stop***

Stops the simulation. The simulation will also stop if the ESC key is pressed.

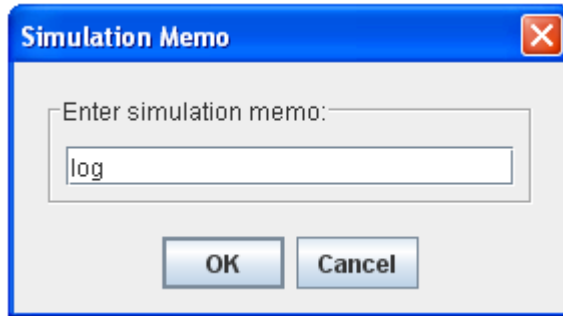
## 2.4 Replaying a Simulation

When you want to display a simulation for a presentation, replaying a simulation which has already been ran will enable drawing on the screen proceed more smoothly than running the simulation right then and there. In addition, the state at a specific step can be

displayed, and reverse replay can be performed. In order to use these capabilities, you must run and record the simulation in advance.

### 2.4.1 Saving a Log

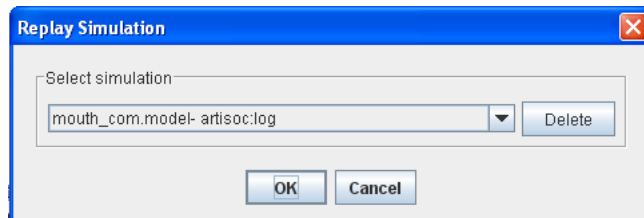
When you select Run > Run and Save Simulation, the Simulation Memo dialog appears.



When you enter a memo to identify the simulation to be replayed and click OK, the simulation runs and is saved to a file. When you click the Stop button in the Run Panel, the simulation will end, and the saving of the simulation will be concluded.

### 2.4.2 Log Playback and Deletion

When you select Log > Start Replay, the Replay Simulation dialog appears.



The simulation is recorded under the name “<model\_file\_name> - artisoc: <simulation\_memo>”. When you select the simulation you want to replay from the pulldown menu and click OK, the simulation becomes replayable.

If you want to delete a recorded simulation, select that simulation and click Delete.

#### Replay Panel

Once you have finished selecting the simulation that you want to replay, the Replay Panel appears under the menu bar. It is comprised of buttons which closely resemble those on the Run Panel, a slider, and a Current Step field. The following screenshot is the Replay Panel floated by dragging the shaded region.



***Start replay reversely***

Replays continuously the simulation while rewinding from the end. It is the same as Log > Start Replay Reversely menu.



***Start replay***

Replays continuously the simulation until it reaches the end. It is the same as Log > Start Replay menu.



***Single step***

Replays the simulation by one step each time it is clicked. It is the same as Log > Single Step menu.



***Pause***

If this button is clicked during replay, replay will be paused. It is the same as Log > Pause menu.



***Stop***

Stops replay. It is the same as Log > Stop Replay menu.



***slider***

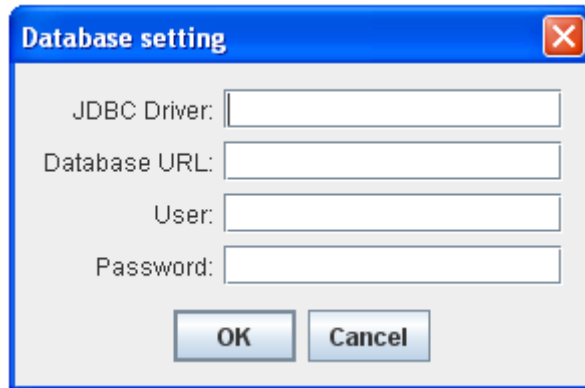
By dragging, the step to be displayed can be freely moved.

***Current step***

Displays the step which is being outputted to the screen. By entering a value directly into this field, you can output the state at the specified step to the screen.

### 2.4.3 Database Settings

You can change the database to save log files to the other database from the artisoc's database as standard equipment. The acceptable databases are PostgreSQL 8.1/8.2, SQL Server 2000/2005.



The image shows a standard Windows-style dialog box titled "Database setting". It has a blue title bar with a close button (X) in the top right corner. The main area is light gray and contains four text input fields stacked vertically, each with a label to its left: "JDBC Driver:", "Database URL:", "User:", and "Password:". At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

### 2.5 Window Arrangement

#### ***Cascade***

By selecting Window > Cascade, you can arrange the windows being displayed in a cascaded (overlapping) fashion.

#### ***Tile***

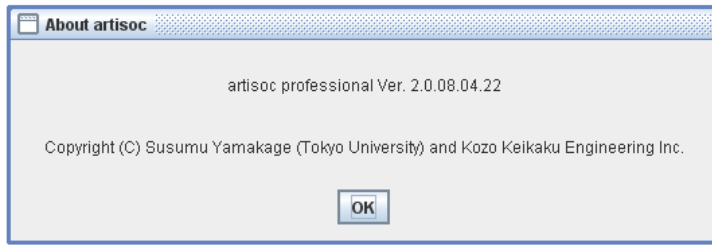
By selecting Window > Tile, you can arrange the windows being displayed in a tiled fashion.

## 2.6 Help Function

Show Help Functions.

### 2.6.1 Display Version Information

When you select Help > Version Information, the program's version information is displayed



### 2.6.2 Changing over Ver1.0 Menu

If you select 「Help」 > 「Changing over Ver1.0 Menu」, the function and menu display for artisoc are appeared Ver 1.0.

The artisoc Ver 2.0 include the function and menu display for the artisoc Ver 1.0, however, please refer to manual of artisoc Ver 1.0 for details.

## 2.7 Console Screen

By placing Print or PrintLn functions within a rule, you can output values to the console screen. The difference between Print and PrintLn lies in whether or not a linefeed is sent.

Format

**PrintLn (<argument>)**

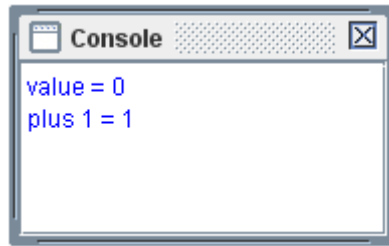
\* If the argument is a string, place it inside “”.

Example

```
Agt_Init{
  Dim X as Integer
  X = 0
  PrintLn ("value = " & X)
  X = X + 1
  PrintLn ("plus 1 = " & X)
```



}

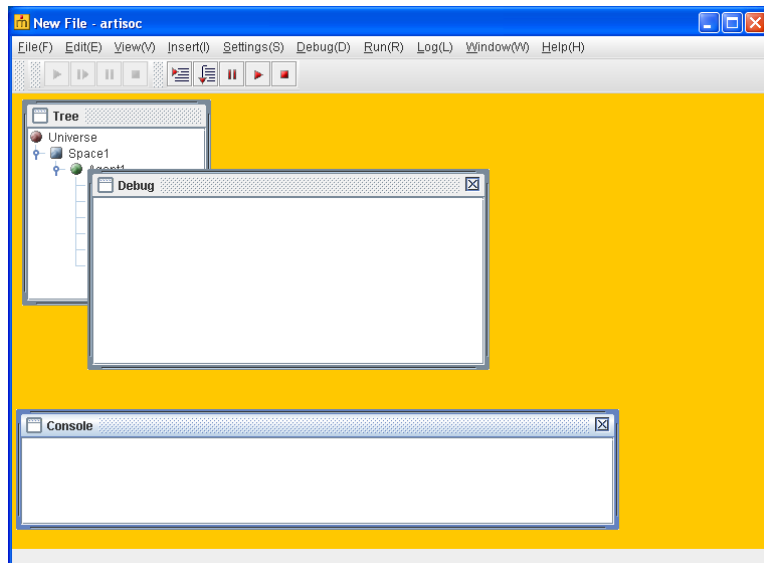


## 2.8 Debugging

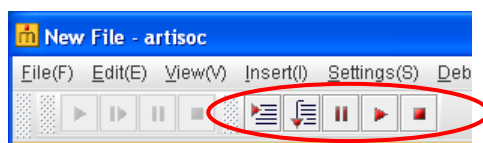
Debugging capabilities are used to find errors in your agent rules, or display the assigned variables. In the debug mode, also, you can execute your rules line by line.

### 2.8.1 Debug Mode

To enter the debug mode, select Debug > Run Debugger. The **artisoc** window will change as follows.



The Debug Panel is used to debug.



The following screenshot is the Replay Panel floated by dragging the shaded region.



***Step in***

Is used to debug next line. Using this button you can debug each line within functions.



***Step over***

Is used to debug next line, however lines within functions are executed without stopping.



***Pause***

Pauses the simulation running.



***Continue***

Runs the simulation until the next breakpoint is encountered.

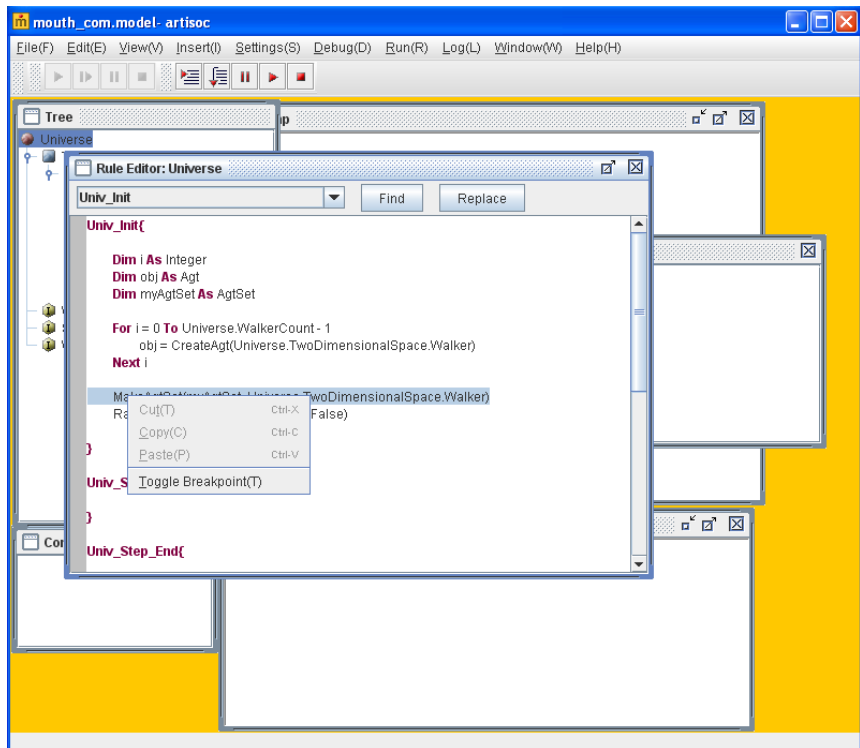


***Exit debugger***

Exits the debug mode.

## 2.8.2 Breakpoint

When you want to pause the simulation at a specific line in the rules, you can use breakpoint. Open the Rule Editor, right-click a target line to display the context menu, and select Toggle Breakpoint.



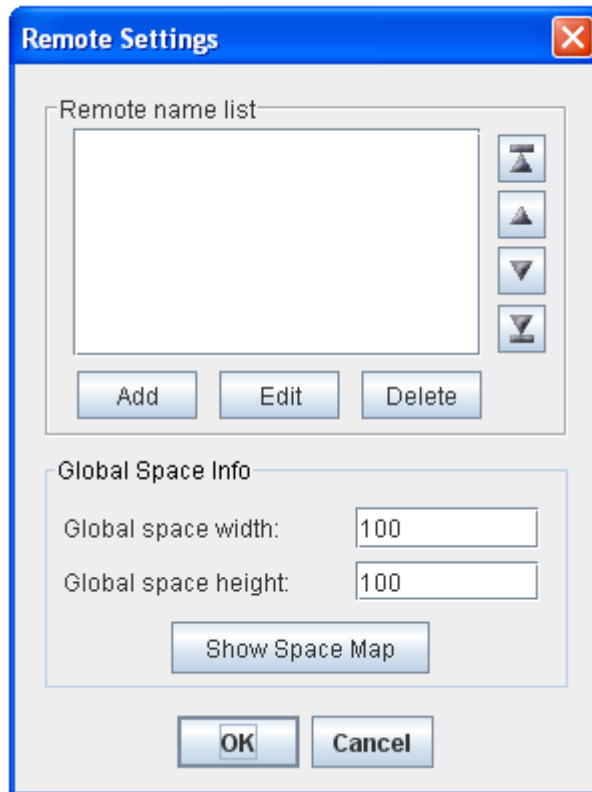
To cancel a breakpoint which has been defined, right-click the line and select Toggle Breakpoint again.

## 2.9 Synchronized Remote Simulation

You can run synchronously multiple **artisoc** models. Select one of models to be synchronized as a server, and define remote settings on it. This server model will synchronize simulation step of every other model. In each model to be synchronized by the server, remote identification name must be defined using the RemoteName function in advance of running synchronized simulation.

### 2.9.1 Remote Settings

When you select Settings > Remote Settings, the following dialog appears.



***Add***

Adds a remote identification name.

***Edit***

Edits a remote identification name which has been defined.

***Delete***

Deletes a remote identification name which has been defined.

**Global Space Information**

When you want to create a transfer model which represents one spacious space incorporating multiple **artisoC** models, you must set the fields in Global Space Info area.

***Global space width***

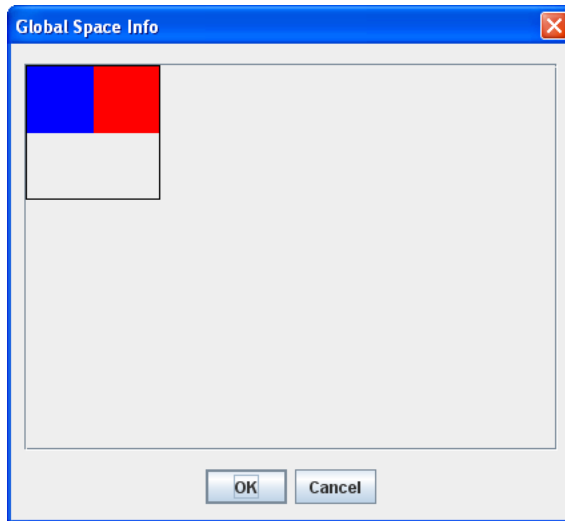
Defines the width of the global space.

***Global space height***

Defines the height of the global space.

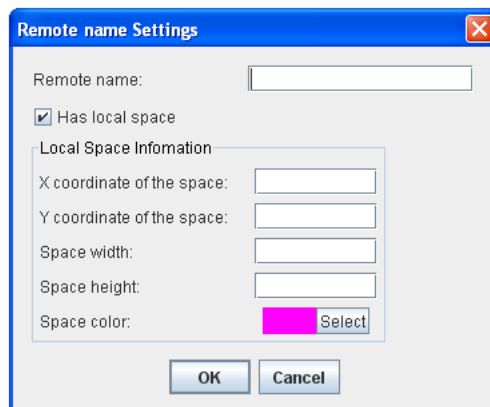
***Show space map***

Opens the Global Space Info window, and displays space map.



### Remote Name Settings

When you click Add or Edit in the Remote Name List area, the Remote Name Settings dialog appears.



#### ***Remote name***

Defines the remote identification name in the format of “//<IP address>/<identification name>” such as //10.94.42.135/A\_Client and //localhost/B\_Client.

#### ***Has local space***

Allows you to define local space information. If you want to create a transfer model on the global space, check this option.

#### ***X coordinate of the space***

Specifies the X coordinate of the upper left point on the local space.

***Y coordinate of the space***

Specifies the Y coordinate of the upper left point on the local space.

***Space width***

Defines the width of the local space.

***Space height***

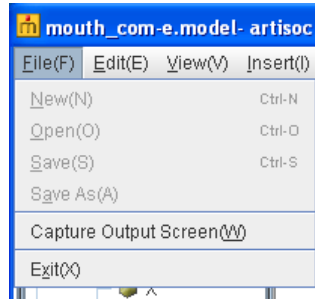
Defines the height of the local space.

***Space color***

Defines the color of the local space. When you click the Show Space Map in the Remote Settings dialog, the space in this color will be displayed in the Global Space Info dialog.

## 2.10 Capturing Output Screen

You can get the screenshot of a specific output screen. Stop the simulation if running, activate the target output screen, and select File > Capture Output Screen.



The screenshot is copied in the clipboard. You can paste it on your application software such as Word and Power Point.

# Chapter 3 Agent Rule Syntax



This chapter presents the specifications for the language in which agent rules are expressed in the artisoc. If you have no programming experience, the learning may be a bit steep, but try studying this in conjunction with a commercially available book on syntax. The syntax in artisoc basically follows that of Microsoft Visual Basic.

### 3.1 Overall Structure of Agent Rules

Agent rules for every agent are written as follows. A rule is a collection of functions.

```
Agt_Init{
    <local declaration section>
    <execution section>
}
Agt_step{
    <local declaration section>
    <execution section>
}
<user-defined function>{
}
```

*Note:* User-defined functions are not necessarily required.

For Universe, rather than Agt\_Init{} and Agt\_Step{}, Univ\_Init{}, Univ\_Step\_Begin{}, Univ\_Step\_End{}, and Univ\_Finish{} are used.

### 3.2 Special Functions

#### Agt\_Init

This function is executed just once, when the simulation starts and agents are created. The name Agt\_Init has a special significance, and is a reserved word which cannot be used for any other purpose.

It is expressed in the following format.

```
Agt_Init{
    <variable declarations section>
    <execution section>
}
```

#### Agt\_Step

This function is executed at every step until the simulation ends. The name Agt\_Step has a special significance, and is a reserved word which cannot be used for any other purpose.

It is expressed in the following format.

```
Agt_Step{
    <variable declarations section>
    <execution section>
}
```

## Univ\_Init

This function is used in rules for Universe, and is executed just once, at the beginning of the simulation. The name Univ\_Init has a special significance, and is a reserved word which cannot be used for any other purpose.

It is expressed in the following format.

```
Univ_Init{
    <variable declarations section>
    <execution section>
}
```

## Univ\_Step\_Begin

This function is used in rules for Universe, and is executed at every step until the simulation ends. At each step, it is executed before all other rules. The name Univ\_Step\_Begin has a special significance, and is a reserved word which cannot be used for any other purpose.

It is expressed in the following format.

```
Univ_Step_Begin{
    <variable declarations section>
    <execution section>
}
```

## Univ\_Step\_End

This function is used in rules for Universe, and is executed every step until the simulation ends. At each step, it is executed after all other rules. The name Univ\_Step\_End has a special significance, and is a reserved word which cannot be used for any other purpose.

It is expressed in the following format.

```
Univ_Step_End{
    <variable declarations section>
    <execution section>
}
```

## Univ\_Finish

This function is used in rules for Universe, and is executed just once, at the end of the simulation. The name Univ\_Finish has a special significance, and is a reserved word which cannot be used for any other purpose.

It is expressed in the following format.

```
Univ_Finish{
    <variable declarations section>
    <execution section>
}
```

### 3.3 User-Defined Functions

User-defined functions are functions which can be freely defined by the user. You can call them from `Agt_Init{}`, `Agt_Step{}`, and other user-defined functions, in the same manner as for name constants which are declared in the variable declarations section. The call statement must be in the same agent rules. You cannot call them from the agent rules of other agents.

#### User-Defined Function Syntax

```
Function <function name>( <parameter declarations> ) As <type of return
value>{
    <variable declarations section>
    <execution section>
    Return(<expression>)
}
```

#### ***Function***

Declares that a user-defined function is defined thereafter.

#### ***<function name>***

Is the name of this user-defined function. You can enter an arbitrary name. However, reserved words, previously declared variable names and name constants, etc. cannot be used, because this will confuse the artisoc.

#### ***<parameter declarations>***

If there are parameters to be passed to the function, they are declared in the following format.

```
<variable specifier 1> As <variable type>, ...,
<variable specifier n> As <variable type>
```

For example,

```
Function function1(a As Integer, b As Integer, c As Double) As Integer{
}
```

#### ***As <type of return value>***

This is expressed when a function needs to return a value. If it is omitted, the function will not be able to return a value. For the `<type of return value>`, specify the type of the value which this function returns. This is specified in the same manner as for

the variable type.

### User-Defined Sub Syntax

```
Sub <function name>(<parameter declarations>){  
    <variable declarations section>  
    <execution section>  
}
```

#### **Sub**

Declares that a user-defined function is defined thereafter.

#### **<function name>**

Is the name of this user-defined function. You can enter an arbitrary name. However, reserved words, previously declared variable names and name constants, etc. cannot be used, because this will confuse the artisoc.

#### **<parameter declarations>**

If there are parameters to be passed to the function, they are declared in the following format.

```
<variable specifier 1> As <variable type>, ...,  
<variable specifier n> As <variable type>
```

For example,

```
Sub sub1(a As Integer, b As Integer, c As Double){  
}
```

### Differences between Function and Sub

If, after execution of a user-defined function, you want to use its resulting value (return value) in the execution statement, use Function; otherwise, use Sub. For example, consider the following rules.

```
1 Agent_Step{  
2     Dim a As Integer  
3     a = Function1 (5,3)  
4 }  
5 Function function1(b As Integer, c As Integer) As Integer{  
6     Dim answer1 As Integer  
7     answer1 = b + c  
8     Return (answer1)  
9 }
```

In `Agent_Step{}`, the Integer variable “a” is declared in line 2. Next, in line 3, the values 5 and 3 are passed to the user-defined function “function1” for calculation, and the result of the “function1” is assigned to “a”.

In the definition of the user-defined function starting at line 5, an Integer variable “answer1” is declared (line 6), the results of the calculation of “b+c” (in this rule, 5+3) is

assigned to “answer1” (line 7), and then the value of “answer1” is returned to the location of the “function1” call in Agt\_Step {} (line 8).

In other words, in this rule the following is described: Assign the answer to the calculation “5+3” to the variable “a”. However, if it is not necessary to assign the calculation result to the variable “a”, then there will be no need for the user-defined function to return a value, in which case you should use Sub rather than Function.

## 3.4 Naming Conventions

The following rules must be followed for variable names and function names within agent rules.

- The first character of a name must be an English letter or ‘\_’ (underscore).
- Each character starting from the second character must be an English letter, a number, or ‘\_’ (underscore).
- Names must be 256 characters or less.
- Reserved words (see Section 3.8) must not be used as names.

*Note:* No distinction is made between upper and lower case letters.

### Examples

The following names are all treated identically: SUM, Sum, sum

Examples of valid names: Sum, sum\_x, sum100

Examples of invalid names:

- 1x — A number is used as the first character.
- x\$ — Special characters is used as the second character.
- next — This is one of the reserved words.

## 3.5 Variable Declaration Section

In the variable declaration section, variables which are only used in that function are declared. These variables must always be declared before they are used. Using a variable without declaring it will result in an undefined variable error in the interpreting stage.

Variables declared here are called local variables, and can only be referenced and modified from within the function in which they are declared. Local variables are initialized when execution of the function begins, and are discarded when the execution of the function ends.

When they are initialized, String variables are cleared to the null string (“”), and all

other variables are cleared to 0.

### 3.5.1 Variable Declarations

The variable declarations are expressed in the following format. They are not required if local variables will not be used.

```
Dim <variable specifier 1> As <variable type 1>  
    [, ..., <variable specifier n> As <variable type n>]
```

#### Examples

```
Dim x As Integer
```

```
Dim x1 As Double, x2(10) As Double, x3(10, 20, 30) As Double
```

#### *Dim*

Is a reserved word indicating the beginning of variable declarations.

<*variable specifier*>

This is expressed in the following format.

- For simple (zero-dimensional) variables

```
<variable name>
```

- For array variables — These are declared in the following format.

```
Dim <variable name 1> (m1,...,mn) As <variable type>, ...,  
    <variable name 2> (m1,...,mn) As <variable type>
```

here,     m1: number of array elements in 1<sup>st</sup> dimension – 1  
          mn: number of array elements in n<sup>th</sup> dimension – 1

There is no limit on the number of dimensions.

For example, to declare a one-dimensional array “dx” with 11 Integer type elements, from dx(0) to dx(10):

```
Dim dx(10) As Integer
```

To declare a two-dimensional array “ds” with 3×4 String type elements,

```
ds(0, 0), ds(0, 1), ds(0, 2), ds(0, 3)  
ds(1, 0), ds(1, 1), ds(1, 2), ds(1, 3)  
ds(2, 0), ds(2, 1), ds(2, 2), ds(2, 3) :
```

```
Dim ds(2, 3) As String
```

#### *As*

Is a reserved word indicating that a variable type follows thereafter.

## 3.5.2 Variable Type Declarations

Variables have the following types.

Type	Type Name	Value Range
Boolean	Boolean	Returns True if true, or False if false
String	String	Character count is 0 to no limit
Integer	Integer	Integer from -2,147,483,648 to 2,147,483,647
Long integer	Long	Integer from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
Real number	Double	If negative: $-1.79769313486232 \times 10^{308} \sim -4.94065645841247 \times 10^{-324}$ If positive: $4.94065645841247 \times 10^{-324} \sim 1.79769313486232 \times 10^{308}$
Agent type	AgtType	Type of agent defined in the model tree
Agent	Agt	An agent itself. Actual value of agent
Agent set	AgtSet	Set of agents
Space	Space	Name of space defined in the model tree (Space height and width: 1 ~ 10,000)

## 3.6 Execution Section

The execution section is comprised of a sequence of execution statements called a block, and describes the behavior of an agent. A block is a sequence of 0 or more consecutive execution statements.

Types of execution statements include empty statements, assignment statements, conditional statements, iteration statements, and jump statements.

### 3.6.1 Empty Statements

These are statements which do not execute anything. They are used to make programs easier to read.

#### Example

```
If x == 1 And y == 1 Then
Else
    Z = 0
End If
```

The above is equivalent to the following:

```
If x <> 1 Or y <> 1 Then
    z = 0
```

End If

### 3.6.2 Assignment Statements

These are statements for setting variables with values.

**<variable specifier> = <expression>**

*<variable specifier>*

Is either a variable which has been declared within an agent rule, or an agent variable which has been set using the GUI.

These are expressed in the following format.

#### (1) For variables declared within an agent rule

- For simple (zero-dimensional) variables

**<variable name>**

For example,

x

- For array variables

**<variable name>**

**(<expression representing element number in first dimension>,**

**...**

**<expression representing element number in n<sup>th</sup> dimension>)**

For example,

x(0) // For one-dimensional array

y(i) // For one-dimensional array

z(i,j) // For two-dimensional array

#### (2) For agent variables

**<agent specifier>.<variable specifier>**

*<agent specifier>*

Specifies the path name of the agent in question. For example,

- An agent which is an array

Universe.agent\_a(i).Agent\_b

- Specifying an agent starting from Universe

Universe.Agent\_a.agent\_b(i)

- Specifying the current agent

My.



### *<variable specifier>*

The expression format is the same as that for variables which are declared in agent rules.

Assignment statement examples:

```
a = 0
a = b + Function_a(c)
a(i) = b
Universe.a = 0
Universe.a(i) = b + c(i)
Universe.Agent_a(i).b = c
My.a = 1
```

## 3.6.3 Expressions

Expressions either are linear expressions or are the combination of linear expressions using operators.

- Arithmetic expression

```
x * y + Rnd() / 10
```

- Relational expression

```
If x > y Then
```

- Logical expression

```
If x > y And x > z Then
```

- Character expression

```
"multi_agent" = "multi_" & "agent"
```

Linear expressions are one of the following.

- Numeric constant
- String constant
- Variable specifier (same as variable specifiers in assignment statements)
- Function call
- - <linear expression>
- Not <linear expression> (Not: bit operator)
- (<expression>)

Examples of linear expressions

```
0                // Constant
x                // Variable specifier
x(i)            // Variable specifier
Function_a(a,b) // Function call
```

```

-x                // - <linear expression>
-Function_a(a,b) // - <linear expression>
Not a             // Not <linear expression>
(a + b)          // (<expression>)
-(-a + b)        // - <linear expression>

```

The following is a summary of the operators which can be used in expressions, along with their order of precedence.

Type	Operator	Order of Precedence	Meaning
Other	()	1	Expression enclosed in ()
	Function	2	Function call
Arithmetic operators (used in arithmetic expressions)	^	3	Power: $x^n$
	-	4	Minus sign: $-x$
	*	5	Multiplication: $x * y$
	/	5	Real division (result is real number): $x / y$
	\	6	Integer division (result is integer): $x \setminus y$
	Mod	7	Remainder in integer division: $x \text{ Mod } y$
	+	8	Addition: $x + y$
-	8	Subtraction: $x - y$	
String operators	&	9	String concatenation ("ab" & "cde" → "abcde")
Relational operators (used in relational expressions)	==	10	Equal to (note: differs from "≡")
	<>	10	Not equal to (same as "!=")
	!=	10	Not equal to (same as "<>")
	<	10	Less than
	<=	10	Less than or equal to
	>	10	Greater than
	>=	10	Greater than or equal to
Logical operators (used in logical expressions)	Not	10	Negation
	And	11	And
	Or	12	Or
	Xor	13	Exclusive Or
Assignment operators	=	14	Assignment (assign result of expression): <variable specifier> = <expression>

### 3.6.4 Function Calls

Syntactically, function calls are linear expressions. They are either used within arithmetic expressions, relational expressions, and logical expressions, or used as stand-alone statements. Functions which are defined as not returning a return value can only be used as stand-alone statements.

They are expressed in the following format.

**<function name> (<argument 1>, <argument2> ...)**

**<argument>**

The number of arguments and the type of each argument must match those which have been defined. Only variable specifiers can be specified as arguments.

### 3.6.5 Conditional Statements

These are statements used to branch processing based on conditions.

- If the value of the expression is true, the block statement will be executed.

```
If <expression> Then  
  <block>  
End If
```

- If the value of the expression is true then the block 1 will be executed, if it is false then the block 2 will be executed.

```
If <expression> Then  
  <block 1>  
Else  
  <block 2>  
End If
```

- If the value of an expression is true, the corresponding block will be executed. If the values of the expressions are all false, block n will be executed.

```
If <expression 1> Then  
  <block 1>  
ElseIf <expression 2> Then  
  <block 2>  
ElseIf <expression 3> Then  
  <block 3>  
  :  
  :  
Else  
  <block n>  
End If
```

### 3.6.6 Iteration Statements

These are statements for performing processing repeatedly.

- (1) For ... To ... Next, For Each ... In ... Next

This is used to perform processing a specific number of times.

```
For <loop variable> = <initial value> To <final value>  
  [Step <step value>] (1 If omitted)  
  <block>
```

```
Next <loop variable>
```

For example,

```
total = 0
For i=1 To 10 Step 1
    total = total + i
Next i
```

To perform the same operations on each agent in an agent set, the following syntax can also be used.

```
For Each <loop agent> In <agent set>
    <block>
Next <loop agent>
```

For example,

```
For Each TmpAgt In TurtleSet
    TmpAgt.X = 25.0
Next TmpAgt
```

## (2) Do While

This is used to repeat while the value of an expression is true.

```
Do While <expression>
    <block>
Loop
```

## (3) Do Until

This is used to repeat while the value of an expression is false (i.e., until it becomes true).

```
Do Until <expression>
    <block>
Loop
```

### 3.6.7 Jump Statements

These statements are used to change the flow of control.

#### (1) Goto

This is used to jump to the specified location.

```
Goto <jump target label name>
    ⋮
<jump target label name>:
    ⋮
```

For example,

```
Do While x > 0
    :
    If err_flag == True Then
        Goto error_handling //Jump to specified label
    End If
Loop
error_handling:
    :
```

## (2) Break

This is used to exit a loop. For example,

- While loop

```
Do While <conditional expression>
    Do While <conditional expression>
        :
        If <exit condition expression> Then
            Break // Exit one level
        End If
    Loop
Loop
```

- For loop

```
For i=0 To 10 Step 1
    For j=0 To 10 Step 1
        :
        If <exit condition expression> Then
            Break // Exit one level
        End If
    Next j
Next i
```

## 3.6.8 Include Statements

These statements are used to load functions which have been defined in external files (include files). If functions which are used frequently are placed into an include file, these functions can be called from multiple agents. Normally, this is expressed in the following format, in the top lines of the Rule Editor.

```
include "<external filename 1>.inc"
include "<external filename 2>.inc"
```

*Note:* When using multiple include files, write them as one file per line.

### 3.6.9 Other Statements

#### Return

This ends execution of a function, and returns execution control to the caller. At that point, if the function was defined as one which returns a value, then it can return a value. It is expressed in the following format.

**Return(<expression>)**

*Note:* Any number of Return statements can be placed in a function.

*Note:* In the following situations, an interpreter error will result.

- If the function was defined as one which returns a value, but the expression is omitted
- If the function was defined as one which returns a value, but the type of the return value and the type of the expression are different
- If the function was defined as one which does not return a value, but an expression is written

## 3.7 Built-In Functions

The artisoc has predefined functions called built-in functions. These functions can be called from within any function.

For details concerning built-in functions, see the help file (help.pdf).

## 3.8 Reserved Words

When creating agent rules, reserved words cannot be used as variable names, user-defined function names, etc. The names of built-in functions also cannot be used.

For details concerning built-in functions, see the help file (help.pdf).

## 3.9 Comments

Comments can be placed in agent rules. Anything can be written in a comment because artisoc ignores comment sections. We recommend that you insert as many comments as possible, because rule statements with no comments can become a confusing jumble which is hard for a human being to understand at a glance. Comments make agent rules easier to understand when you or others revisit them later on. Comments can be placed anywhere that blank space can be placed.

The following describes how to express comments.

(1) '

The area from the ' until the end of the line will be treated as a comment. For example,

```
sum = 0 ' Initialize sum
```

In this case, the "sum = 0" portion is interpreted as a rule.

(2) //

The area from the // until the end of the line will be treated as a comment. For example,

```
// Determine the direction, and then move  
direction = Rnd(360)
```

(3) /\* ... \*/

The area from /\* to \*/ is treated as a comment. Comment area can span multiple lines. For example,

```
/*  
*****  
* Turtle Rules  
* Consider Schelling's Segregation Model  
*****  
*/
```

### 3.10 Error Prevention Measures

If a syntactically incorrect rule is entered in the Rule Editor, an error will be displayed at the bottom of the window. Correct the erroneous rule, taking the error message as a hint.

Moreover, you can start simulation line by line by using the debugging function.

When the value of the variable under debugging describes Print and the PrintLn function on the debug-screen while a step-in and step-over are being started, and inputs the Return key, the value can be displayed on the console-screen.

For instance, on the debug-screen when you want to display the value of the variable value of "Universe.abc" under debugging

**PrintLn(Universe.abc)**

The value can be confirmed by making it on the console-screen.

Moreover,

**Universe.abc = 100**

Then, it is possible to update it for the variable.

In addition, the value can be confirmed by defining an arbitrary variable value by the value-screen-output of the output setting, and debugging it.