

# Index

## Symbols

3D phase plot 89  
4D 83

## A

abstraction 244  
action, definition 17, 50  
adaptive neurodynamics 82  
adaptive opponent strategies 306  
ADELFE methodology 235  
African languages 146  
agent, autonomous 4  
agent, concept of 3  
agent, definition 17, 35  
agent, goal-directed 4  
agent, social 4  
agent-based computer models (ABMs) 142  
agent-based model 34  
agent-based modelling (ABM) 57, 110  
agent-based representation 1  
agent-based simulations 305  
agent-interaction rules, specifications 152  
agent-oriented software engineering (AOSE) 227, 229  
agent interactions 234  
agent populations 234  
agents 227, 228  
agents, epistemic decision 178  
agents, internal structure of 19  
agents, memetic decision 177  
agents, pragmatic decision 176  
agents, specifications 150  
agent strategies 1, 9  
agent strategies in economy market 1  
agent technology 36  
alert generation from lab 118  
alert generation from professional networks 118  
American Stock Exchange 259  
applied cellular automata, data requirements 71  
applied cellular automata, mathematical requirements 70  
applied cellular automata, methodology 70  
artificial intelligence (AI) 38  
artificial societies 140  
associated derivative markets 255  
asymmetric threats 278  
attractor analysis 93  
attractor basins 64  
attractor switches 84  
attractor switches, behavior transition 97  
auction market model 7  
auction price market mechanism 8  
automated clearinghouse (ACH) 260  
autonomic computing 230

autonomous agents 18  
 autonomous systems 34  
 autopoietic agents 39  
 autopoietic system 37  
 Axelrod, computational tournaments 10

## B

banking system 255  
 Bank of England/University of Essex  
   model 265  
 Bank of Finland model 264  
 Bantu languages 146  
 basins of attraction 87, 91  
 behavior implicit communications (BICs)  
   240  
 behavior transition 97  
 being-environment interactions 82  
 believed evaluation 175  
 bicameral rules 68  
 bifurcation, definition 90  
 bifurcations 87  
 biological neuron 85  
 brain organization, principles of 96

## C

CA, applications of 72  
 calumny 183  
 calumny strategy 184  
 CA modelling, limitations of 72  
 CA modelling, outcome types 71  
 CA modelling, success of 72  
 CA models of traffic flow 76  
 canonical complex system 56  
 canonical problems 66  
 capital markets 255  
 capital wealth 259  
 CAS-inspired MAS analysis 242  
 CAS dynamics 142  
 CA simulations 57  
 CAs modelling 54  
 CAs modelling of geophysical systems 54  
 CAS theory 277, 290  
 cellular automata (CAs) 54  
 cellular automata theory 55, 59  
 cellular neural networks 69  
 central bank reserves 258

central counterparties (CCPs) 259  
 chaos 87, 89  
 chaotic attractors 88, 89  
 chaotic language 141  
 chaotic orbits 89  
 cheaters strategy 179  
 check clearing 260  
 Chicago Stock Exchange 259  
 child-to-adult ratio 146  
 CHIPS 260  
 classical PD 9  
 Clearing House Inter-bank Payments Sys-  
   tem (CHIPS) 258  
 cognition 83  
 cognitive agents 191  
 cognitive models 229  
 complex adaptive system (CAS) approach  
   140  
 complex adaptive systems (CASs) 173,  
   204, 227, 276  
 complex adaptive systems, building 227  
 complex adaptive systems theory  
   276, 287  
 complex agents, diffusion 127  
 complex dynamic system (CDYS) 34  
 complexity 209  
 complexity perspectives on social systems  
   209  
 complexity view 212  
 complex rules 66  
 complex system dynamics 242  
 complex systems modelling 54  
 computational tournaments 10  
 computation at the edge of chaos 63  
 computer-based simulations 2  
 computer simulations 179, 214  
 conference centre visit, activity diagram  
   116  
 continuous net settlement system (CNS)  
   264  
 control condition 185  
 cooperation agents 36  
 coordination mechanisms 239  
 Corman 114  
 costs of compliance, image 180  
 costs of compliance, reputation 181  
 courtesy strategy 184

credit/debit card systems 260  
 creole language 143  
 creole language emergence 140  
 creoles 141, 143  
 creolization 143  
 critical period hypothesis 144  
 Crown of Thorns starfish 77  
 cyberspace 55

## D

deferred net settlement system (DNS) 264  
 design patterns 235  
 determinism 191  
 diffusion, definition 112  
 diffusion, impact on 122  
 diffusion, social networks 112  
 diffusion of innovations 112  
 diffusion with complex agents 127  
 digital literacy 1, 34, 54, 82, 110, 140, 172, 204, 227, 255, 276, 305  
 digital pheromones 233  
 digital physics 62  
 direct agent interactions 241  
 direct interactions 233  
 distributed cognition (DC) 39  
 distributed software systems 227  
 distribution of firms 25  
     with different strategies 25  
 distribution of strategies 26, 27  
 doctors 111  
 DoD 276  
 DST, basic entities 87  
 DST terminology 87  
 dynamical systems theory (DST) 82  
 dynamic context variation 47  
 dynamics 85

## E

economic analysis 17  
 economic evolution 205  
 economics 209  
 economy market 1  
 economy markets, simulation of 5  
 economy model 17  
 economy model, basic elements of 17  
 economy model, description of 18

economy model, implementation of 19  
 edge of chaos 57  
 edge of chaos phenomena 230  
 effects-based approach 280  
 effects-based operations (EBO) 280  
 egoistics 35  
 Electronic Communications Networks (ECNs) 259  
 embodied interactions 39  
 emergence 55  
 emergent phenomena 228  
 employment market 6  
 entropy 70  
 environment, definition 17  
 environment perceptions 40  
 epicellular potentials 86  
 epistemic decision 178  
 epistemological knowledge level 47  
 equilibrium concept, definition 17  
 evolutionary complexity perspective 204  
 evolutionary economics 204  
 evolutionary games 305  
 evolutionary game theory (EGT) 305  
 evolutionary process 210  
 evolutionary robotics (ER) 82, 94  
 evolutionary robotics, internal dynamics 99  
 evolutionary theory 206  
 evolutionary View 209  
 evolution of normative behavior 173  
 evolved networks 82  
 exclusive error 183  
 extended mind (EM) hypothesis 39

## F

false information 182  
 FantasyMarket 186  
 federal funds market 260  
 Fedwire 258, 260  
 financial markets 255, 256  
 financial markets, design of 265  
 financial system, overview 258  
 financial system impacts, crisis scenarios 263  
 financial system interdependencies 255  
 financial system model (FinSim) 256

finite automaton 42  
 finite state machine (FSM) 41, 42  
 FinSim 255  
 FinSim, implementation 265  
 FinSim specification 265  
 first language (L1) source languages 141  
 fixed-strategy market 23  
 fixed-strategy simulation, results of 23  
 fixed points 87  
 fixed points, definition 88  
 fixed price market 5  
 fixed price market mechanisms 6  
 flocking of boids model 70  
 fluid flow simulations 75  
 force-on-force challenges 278  
 foreign-exchange contracts 259  
 foreign exchange markets 260  
 form and control 94  
 functional units 84

## G

game theory 2, 9  
 Gammanym 111  
 Gammanym, agents in 135  
 Gammanym, modelling framework 114  
 Gammanym1 111, 116  
 Gammanym1, agents in 135  
 Gammanym1, complexity in 119  
 Gammanym model 115  
 Garden of Eden (GoE) configurations 64  
 Gbe-cluster 145  
 Gbe-languages 146  
 genetic algorithm (GA) 12  
 geographic modelling 73  
 geological flows 74  
 global financial system 256  
 global power relations 278  
 gossip 174  
 gossip, beneficiaries 176  
 gossip, evaluators 176  
 gossip, gossipers 176  
 gossip, targets 176  
 gossip, world for 176  
 gossipers 176  
 Gradual, principles 15  
 grammar constructions 140

graphical user interface 20  
 graph theory 71  
 Great Barrier Reef 77  
 gridlock 261  
 gridlock resolution 261

## H

heterogeneity of adoption 111  
 heterogeneous agents 110, 119  
     innovation diffusion 110  
 hidden agent states 243  
 high-status slave 146  
 holarchies 234  
 holons 234  
 hospital visit, activity diagram 115  
 human agents 276

## I

idempotence 191  
 identity condition 185  
 image 175  
 imperfect L2 hypothesis, experiment 153  
 inclusive error 183  
 index for scientific orientation 120  
 information agents 36  
 information processing units 210  
 informative actions 195  
 innovation diffusion 110  
 innovativeness 119  
 innovativeness, impact of 123  
 input entropy 66  
 integration, impact on 122  
 interactive systems, performance of 36  
 internal dynamics 99  
 interpersonal interactions 111  
 interpersonal relations, dynamics of 111  
 IPD, major strategies 13  
 IPD game 10  
 IPD strategy 1  
 IPD tournaments 11  
 isoperiodic plots 92  
 iterated prisoner's dilemma (IPD) 1

## J

jargon 143  
 journal subscription 120

**K**

Kikongo 146

**L**

language bioprogram hypothesis (LBH) 141, 144  
 language bioprogram hypothesis, experiment 158  
 language change and formation 140  
 language learning processes 140  
 lattice gas cellular automata 75  
 lattice gas methods 75  
 leniency 183  
 linguistic transmissions 140  
 local map 61  
 low-status slave ratio 146

**M**

macroscopic models 243  
 male-to-female slave ratio 146  
 maps 61  
 market-based coordination 241  
 market competition simulation 22  
 MAS, complex system dynamics 230  
 MAS implementations 244  
 master-to-slave ratio 146  
 Mean Field Theory 63  
 medical innovation 113  
 memetic decision 177  
 mesoscopic modeling 228, 243  
 mesoscopic modeling approach 229  
 mesoscopic models 245  
 microscopic modeling 243  
 military operations other-than-war (MOOTW) 292  
 military transformation 276  
 minimisation of the differences 75  
 minority game (MG) 245  
 mixed-strategy market 24  
 modularity 95  
 money markets 255, 260  
 monotonicity 68  
 Moore neighbourhood 61  
 movement rules, specifications 152  
 multi-agent modelling 5

multi-agent models 140  
 multi-agent models, applications of 140  
 multi-agent simulations 2  
 multi-agent systems (MASs) 34, 35, 172, 227  
 multi-agent systems, self-organizing 227  
 multi-level analysis 228  
 multi-modal interaction 34

**N**

NASDAQ 259  
 NDS strategy 280  
 network-centric operations (NCO) 281  
 network-centric warfare (NCW) 277  
 neural network approximation 69  
 neurodynamics 82, 87, 95  
 neuron 85  
 neuron, biological 85  
 neuron, simple 85  
 neuronal group selection, theory of 100  
 neuronal phenomena 86  
 neuron RNNs 90  
 neurons and dynamics 85  
 newborn survival rate 147  
 New York Stock Exchange 259  
 noisy information, strategies for accepting 183  
 non-deterministic symbol systems 47  
 normative behavior 173  
 normative strategy 179

**O**

objective emergent property 175  
 orbit, definition 88  
 orbits 87  
 organic computing 230  
 organizational culture 208  
 outcome, definition 17

**P**

parallel processing market model 7  
 parametrized dynamical systems 90  
 Pavlov strategies 14  
 payment processing, steps 261  
 payment system design 268  
 payment system gridlock 261

payment systems 256, 258, 260  
 payoff, definition 17  
 perception 43  
 period 4 attractor 88  
 periodic attractors 88  
 periodic points, definition 88  
 period k attractors 88  
 pharmaceutical company 111  
 phase transitions 228  
 physics 74  
 pidgin 143  
 pidginization 143  
 player reasoning 309  
 population coding 86  
 population limit rule 146  
 population object 175  
 pragmatic decision 176  
 prisoner's dilemma (PD) 2  
 prisoner's dilemma to economic problems  
     16  
 problem-solving systems 35  
 process algebra 236, 237  
 product market 5  
 product pool 20  
 product string 20  
 property market 6  
 prototypical creole effects 153, 162

## Q

qualitative change 90

## R

rational unified process 235  
 real-time gross settlement system (RTGS)  
     264  
 reasoning algorithm 310  
 reconstruction 234  
 recurrent connectivity 87  
 recurrent neural networks (RNNs) 82  
 reference strategy 184  
 relations 84  
 repo markets 260  
 reputation 172, 175  
 reputation, asymmetry of errors 185  
 reputation, study of 174  
 reputation condition 185

resource pool 20  
 resource string 20  
 RNN robot controllers 97  
 RNNs, artificial evolution 94  
 RNNs, dynamics of 87  
 robotics, 83  
 robots, control of 94  
 rumors 172  
 rumors, intelligence of 172

## S

SCIARA model 74  
 scientific orientation 120  
 secondary synapses 86  
 second language (L2) acquisition 141  
 securities markets 258, 260  
 security challenges 276  
 self-organization 230  
 self-organized criticality 230  
 self-organizing MAS 232  
 service market 6  
 simulated market 18, 20  
     graphical representation of 21  
 slave-owners 140  
 slaves 140  
 SLEUTH model 73  
 Slope, Land-use, Exclusion, Urban, Transportation, and Hillshade (SLEUTH)  
     model 73  
 social agents 111  
 social agents, adoption decision 117  
 social agents, doctors 116  
 social agents, labs 117  
 social belief dynamics 172  
 social change, theories of 286  
 social cynicism 183  
 social evaluation 174  
 social networks 112, 305, 307  
 social networks, impact of 309  
 social networks and diffusion 112  
 social networks on evolutionary games  
     305  
 social network type 309  
 social optimism 183  
 social reputation 173  
 social structures 276

social systems 209  
 solution concept, definition 18  
 spatial distribution 115  
 Sranan Tongo 145  
 Sranan Tongo's superstrate language 145  
 state, definition 50  
 state variations 34  
 static constructions 47  
 static ontologies 47  
 stigmergy, 233  
 stigmergy-based coordination 233  
 strategic management 204, 205, 208  
 strategic planning 204  
 strategy, definition 17  
 strategy and organizations 207  
 strategy representation 21  
     with different colours 22  
 string pool 20  
 structure and dynamics 94  
 substrate 143  
 successor configuration 62  
 superstrate 143  
 superstrate vocabulary 153  
 SWARM 146  
 swarm robotic systems 236  
 synaptic plasticities 86  
 synchronicity 65  
 system evolutions 43

## T

tag-based coordination 241  
 task agents 36  
 task environment 36  
 techniques, tactics, and procedures (TTPs) 283  
 tendency, study of 93  
 tetracycline 113  
 theories of social change 286  
 theory of network-centric warfare (NCW) 277  
 theory of neuronal group selection 100  
 theory of reputation 172  
 theory verification 178  
     epistemic decision 190

    memetic decision 185  
     pragmatic decision 178  
 Tit-for-Tat (TFT) 11  
 Tit-for-Tat strategies 131  
 Tit-For-Two-Tat (TFTT) 11  
 tokens 241  
 traffic 76  
 transaction costs 6  
 transformation, challenges to 283  
 transformation, implications 295  
 transformation efforts 281  
 transient, definition 88  
 transients 87  
 transmitter release 86  
 tuple spaces 240  
 Twi 146

## U

U.S. DoD 277  
 U.S. equity markets 259  
 U.S. Federal Reserve 255  
 U.S. Federal Reserve, role of 262  
 U.S. financial system, overview 258  
 U.S. military superiority 278  
 U.S. military transformation 277  
 U.S. National Defense Strategy (NDS) 279  
 U.S. Treasury bills 259  
 universal computation 61  
 urban development, spread of 73  
 utilitarian strategy 179

## V

variation 43  
 VFSM environment 41  
 VFSM method 41  
 virtual conditions 42  
 virtual finite state machine (VFSM) 41  
 virtual input (VI) 42  
 virtual output (VO) 42

## W

Wolfram Classification 60