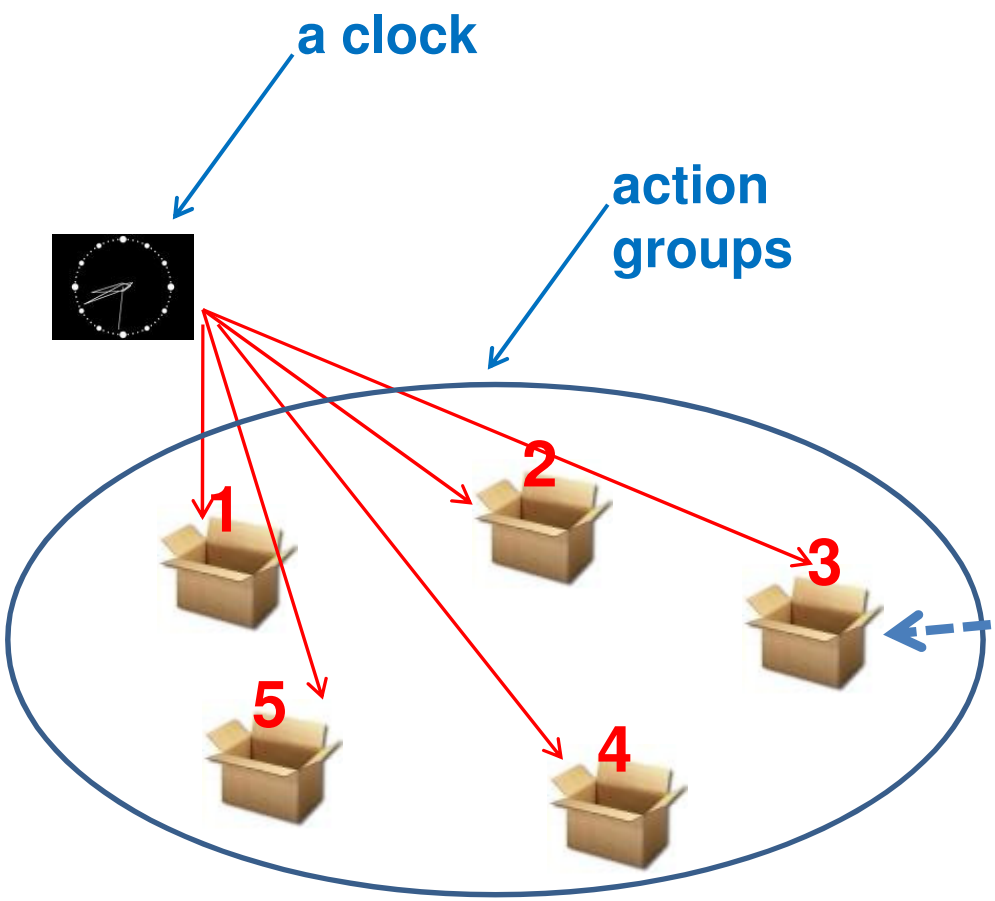
Pietro Terna - DipEco

# 2. Schedule




**What in each box?**

**Tasks to be executed (with p=1 or with p<1)**

**Tasks are included into the code in a static way, or can be added/activated dynamically by other tasks, also via agents' actions**

**Tasks can be read – via a 'read' task schedule element – from an external source (file, web interaction, …)**

**A special type of task to be read from an external source is that of the recipes**

# tasks read from an external archive

a_n – a specific agent (instance of class A)
a_X – a randomly chosen agent (instance of class A)
a_%all – a quota of all the agents (instances) of the class A
a_all – all the agents (instances) of the class A

[agent method]

methods specific of each agent or
inherited
from the basic type ‘agent’

# recipes read from an external archive

Recipes as a whole have an id or name

[ [agent method] [agent method] [agent method] [agent method] [agent method] …]

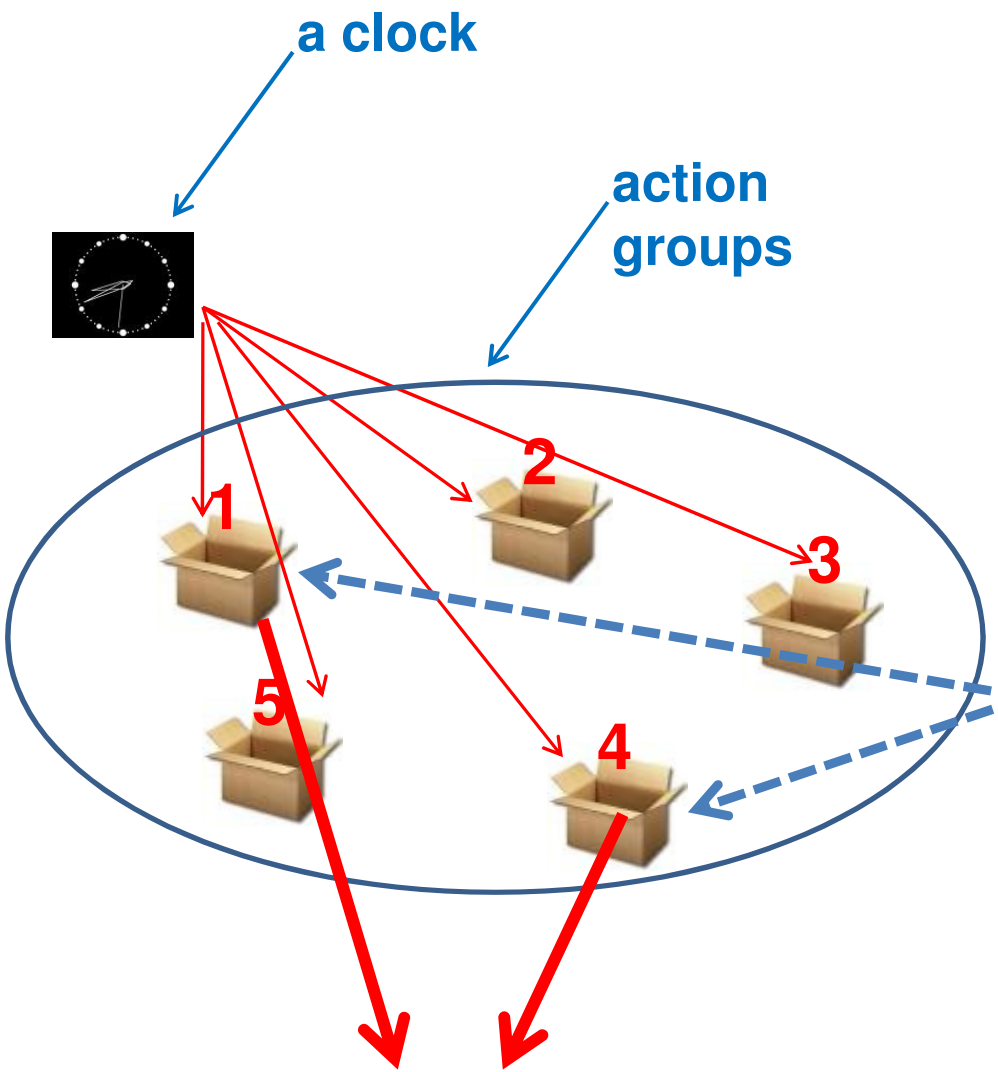
→ to be executed in a sequential way by a given thread of agents (static or dynamic)

[ [agent method] **[**[agent method] [agent method] [agent method]**]** [agent method] …]

with segments to be executed in a parallel way

[ [agent method] [agent method] **N**[agent method] [agent method] [agent method] …]
[ ::::::::::::::::::::::::::::::::::::  :: [agent method] :::::::::::::::::::::::::::::::::::::::::::: …]
[ :::::::::::::::::::::::::::::::::::: ::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::: …]
[ ::::::::::::::::::::::::::::::::::::::::::::::::::: [agent method] :::::::::::::::::::::::::::::::::::::::::::: …]

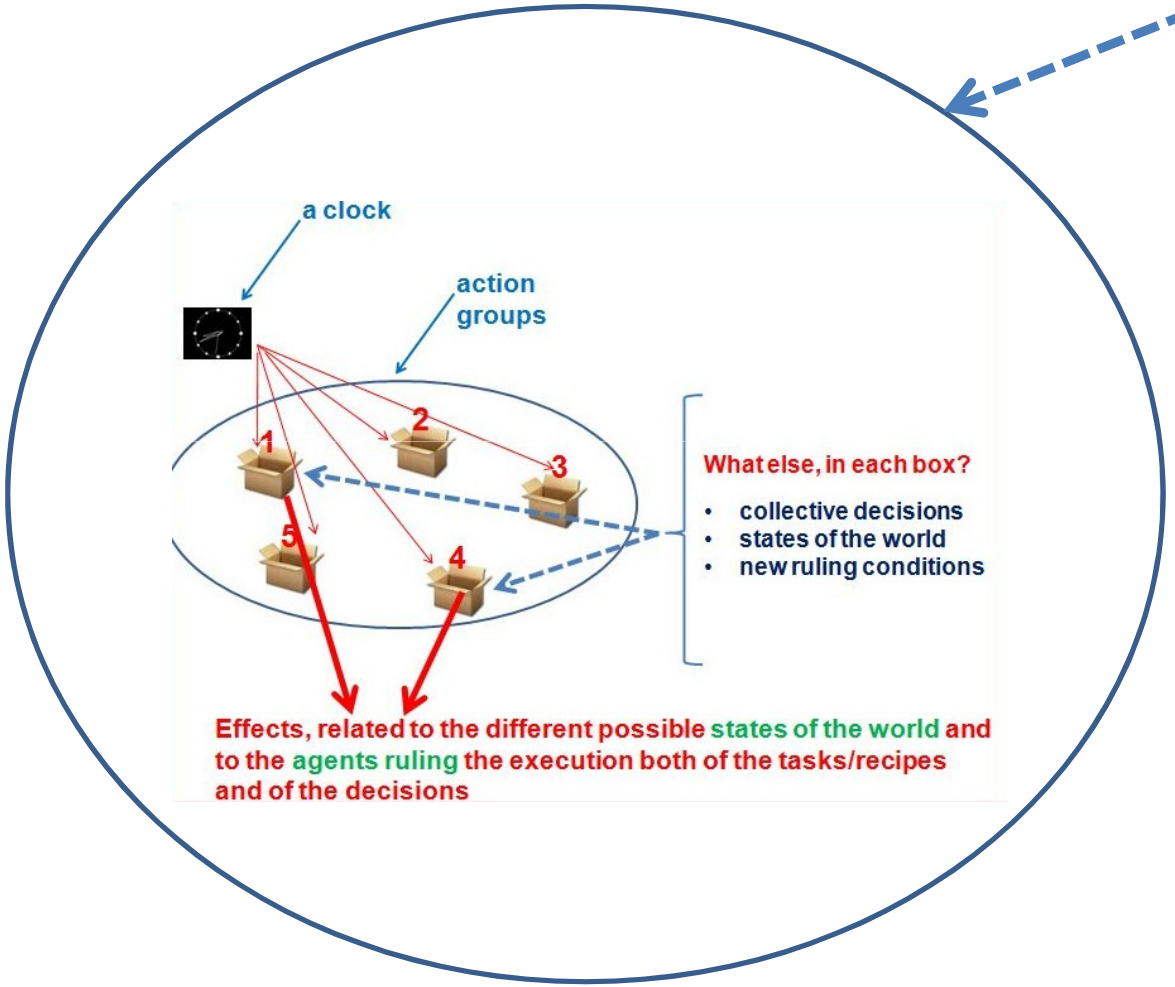
with components belonging to different recipes to be executed as a whole




**What else, in each box?**

- **collective decisions**
- **states of the world**
- **new ruling conditions**

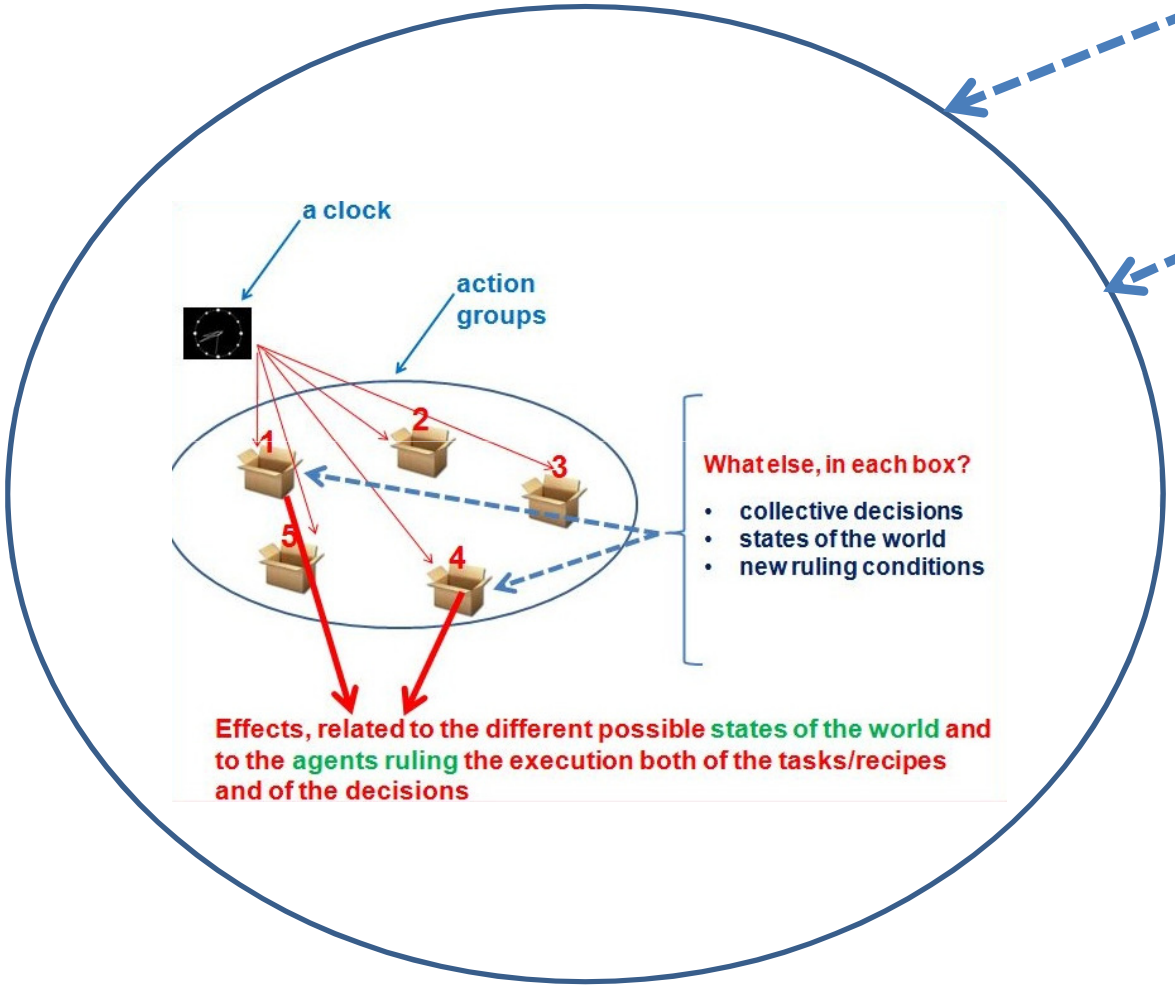
**Effects, related to the different possible states of the world and to the agents ruling the execution both of the tasks/recipes and of the decisions**




**repeated** *trial and error* processes with

reinforcement learning and NN to memorize and apply the outcomes

NN directly trained via a trial and error process (guessing actions and effects)




Will **valid rules** emerge?

Will **anarchists*** help to improve that kind of emergence?

(*) randomly acting agents