



# spm 9550: Adaptivity

Dr. ir. Igor Nikolic

12-03-10

# Lecture goals

- Understand adaptiveness as learning at
  - system level
  - individual level
- and how these two are related
- Understand the role of the environment
- Understand the difference of characteristic system times.

# Adaptation happen over time

- Duh !
- But
  - There may be many different timescales involved !
    - Agent time scales
      - Individual life cycles
    - System time scales
      - Generations
    - Environment
  - Think Politics vs Global Warming (4 years vs 200 years)
- This is all related to the speed of information processing

# Agent level adaptation

- Agents can learn and adapt by adding/removing/modifying
  - Rules
  - States (e.g. memory)
  - Actions

# Link to novelty (innovation)

- Adaptation in models is always limited within some boundaries
- True novelty/innovation is VERY difficult to model.
- Computers are not creative (yet)

**Models Library**

- Sample Models
  - Art
  - Biology
  - Chemistry & Physics
  - Computer Science
  - Earth Science
  - Games
  - Mathematics
  - Networks
  - Social Science
    - AIDS
    - Altruism
    - Cooperation
    - El Farol**
    - Ethnocentrism
    - Party
    - Rebellion
    - Rumor Mill
    - Scatter
    - Segregation
    - Simple Birth Rates
    - Sugarscape
    - Team Assembly
    - Traffic Basic
    - Traffic Grid
    - Voting
    - Wealth Distribution
    - (unverified)
    - System Dynamics
  - Perspective Demos
  - Curricular Models

Clear

Go to User Community Models web page

Open Cancel

**El Farol**

El Farol is a bar in Santa Fe, New Mexico. The bar is popular -- especially on Thursday nights when they offer Irish music -- but sometimes becomes overcrowded and unpleasant. In fact, if the patrons of the bar think it will be overcrowded they stay home; otherwise they go enjoy themselves at El Farol. This model explores what happens to the overall attendance at the bar on these popular Thursday evenings, as the patrons use different strategies for determining how crowded they think the bar will be.

# System level adaptation

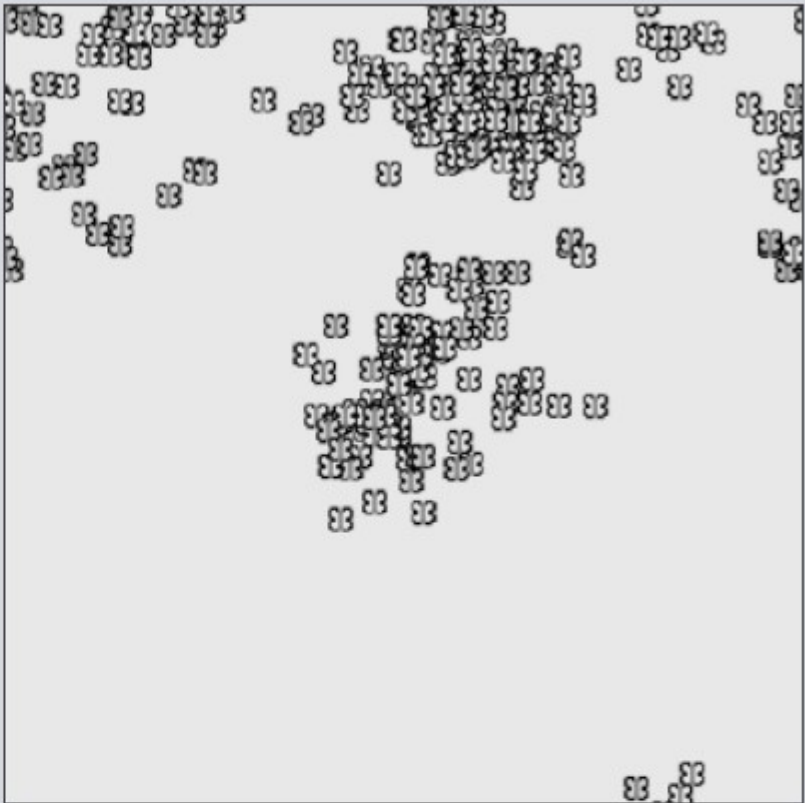
- Elephant and moth populations learn from environment, individual elephants or moths do not
- Elephants can learn, but not how to grow smaller tusks.
- Populations adapt and “learn”



Models Library

- Sample Models
  - Art
  - Biology
    - AIDS
    - Ant Lines
    - Ants
    - Autumn
    - Daisyworld
    - Disease Solo
    - Evolution
      - Altruism
      - Bug Hunt Camouflage
      - Bug Hunt Speeds
      - Cooperation
      - Echo
      - Genetic Drift
      - Mimicry
      - Peppered Moths**
      - Sunflower Biomorphs
    - (unverified)
    - Fireflies
    - Flocking
    - Fur
    - Heatbugs
    - Moths
    - Muscle Development
    - Rabbits Grass Weeds
    - Shepherds
    - Simple Birth Rates
    - Slime
    - Sunflower

Clear



### Peppered Moths

This project models a classic example of natural selection - the peppered moths of Manchester, England. The peppered moths use their coloration as camouflage from the birds that would eat them. (Note that in this model, the birds act invisibly.) Historically, light-colored moths predominated because they blended in well against the white bark of the trees they rested on.

Go to User Community Models web page

Open Cancel

# Role of the environment

- Context of the system that steers/shapes adaptation
- Has its own timescales
- Environment is normally considered not to adapt to its content
- At the extreme level however, Lovelock and Gaia theory may suggest otherwise.

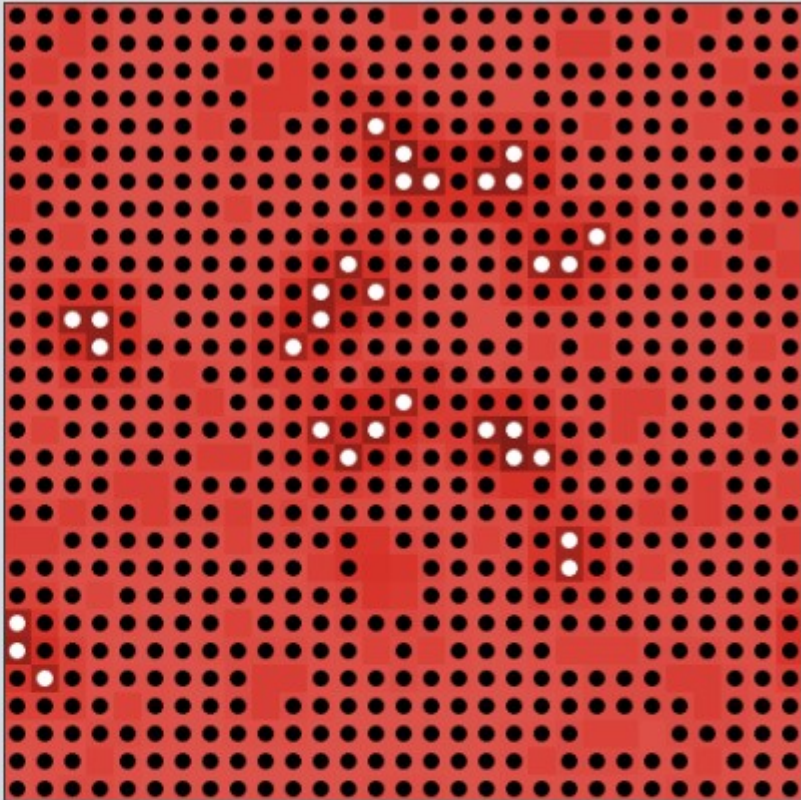
Models Library

- Sample Models
  - Art
  - Biology
    - AIDS
    - Ant Lines
    - Ants
    - Autumn
    - Daisyworld**
    - Disease Solo
    - Evolution
    - Fireflies
    - Flocking
    - Fur
    - Heatbugs
    - Moths
    - Muscle Development
    - Rabbits Grass Weeds
    - Shepherds
    - Simple Birth Rates
    - Slime
    - Sunflower
    - Sunflower Emergent
    - Termites
    - Tumor
    - Virus
    - Wolf Sheep Predation
  - (unverified)
  - Chemistry & Physics
  - Computer Science
  - Earth Science
  - Games

Clear

Go to User Community Models web page

Open Cancel



### Daisyworld

This model explores the "Gaia hypothesis", which considers the Earth as a single, self-regulating system including both living and non-living parts. In particular, this model explores how living organisms both alter and are altered by climate, which is non-living. The example organisms are daisies and the climatic factor considered is temperature.