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# Outline

A DEVS  
Model of an  
Ecosystem

Daigle  
Akhlaghi

# Biological Simulation

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## Intention

Biological systems are usually modeled in Agent based systems. Having independent actors creating a natural feedback loop is in keeping with complexity theory and observation.

Can we present a DEVS model that realistically models a biological system, without using an agent-oriented model?

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- **Model of Bone Marrow**
  - 20 species of cell
  - Very Complex life cycles
  - Too many models
- **Ecosystem Model**
  - Can be make arbitrarily simple
  - Builds on previous work

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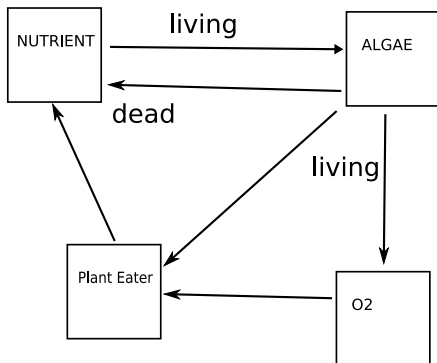
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- Automated Life Ecosystem Simulator
- Agent Based
- Unpredictable behavior

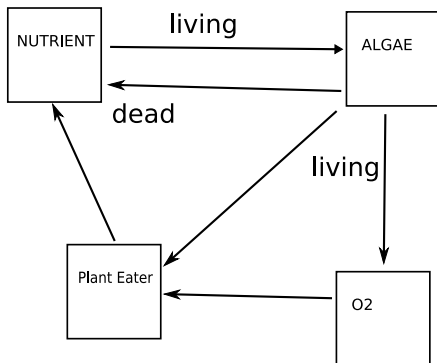


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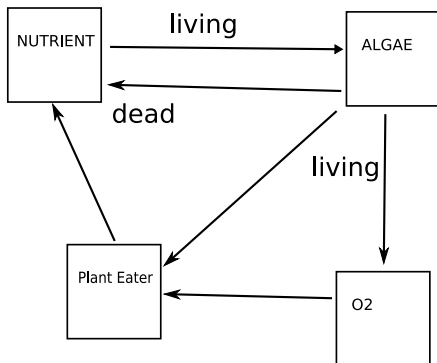


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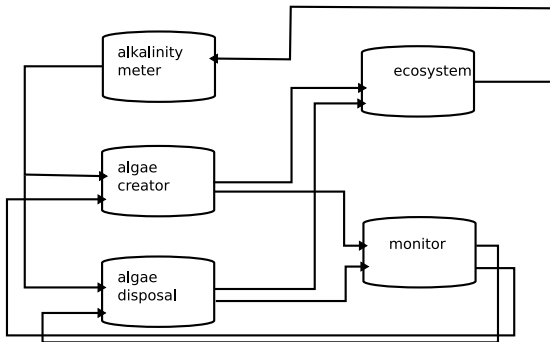
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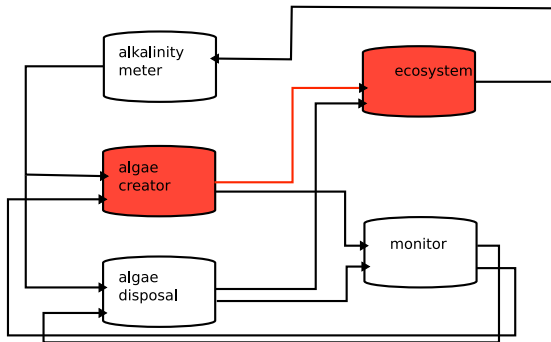
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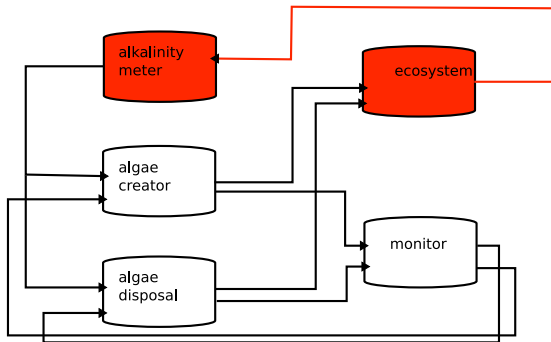
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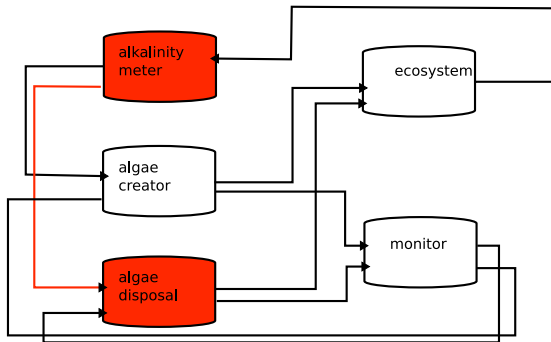
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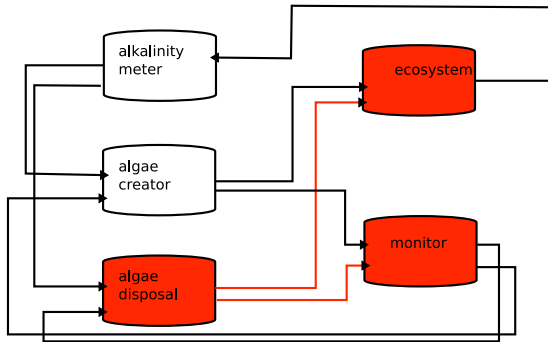
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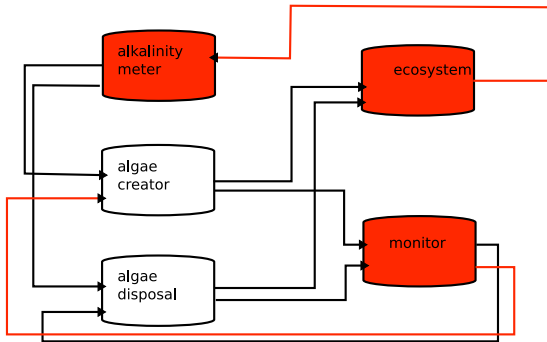
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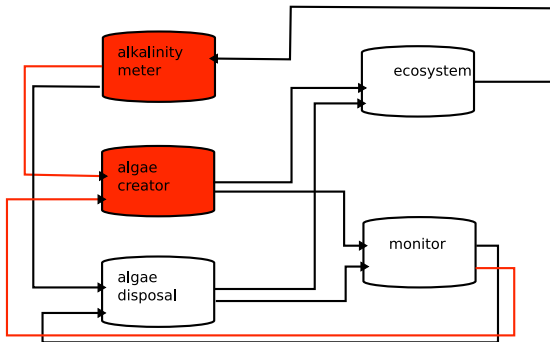
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