Simulating Human Agropastoral Activities Using Hybrid Agent-Landscape Modeling: A Multidisciplinary Approach

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Mediterranean Landscape Dynamics Project (MEDLAND)

Objectives:

- · Studies the effects of agropastoral activities on landscapes and societies from the Neolithic through the Bronze Age in the Mediterranean Basin.
- · International, interdisciplinary team: researchers from the United States, Spain, and Jordan in the disciplines of Anthropology, Geology, Geography, and Computer Science and Engineering are collaboratively studying the long-term dynamics of human land use in the Mediterranean Basin.
- Investigate three primary themes of human landuse: 1. The effects of growth in agropastoral economies on biodiversity,
 - 2. Subsequent land use intensification and diversification and its impacts on landscape vulnerability and resilience, and
 - 3. Studying the sustainability of human-maintained ecosystems.



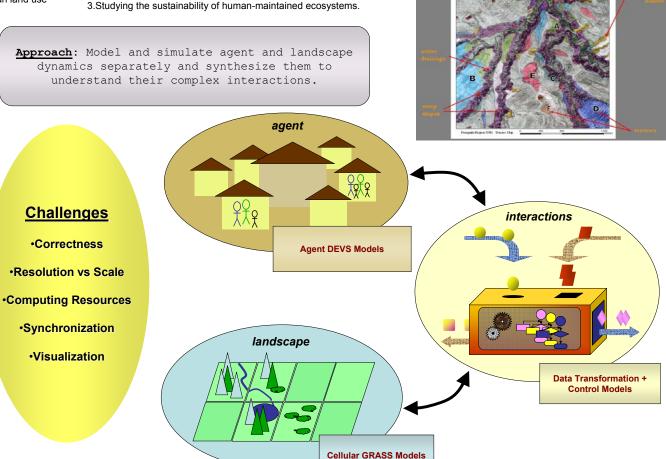
- A human household is represented as an agent
- Households are grouped into villages
- Households have goals, requirements based upon population, and the ability to manage some resources
- Household actions impact the surrounding landscape (e.g., deforesting to plant crop increases soil erosion)

Interaction Model

- Relations between agents and landscape dynamics are represented in a rigorous and flexible fashion
- Connects agent and landscape models from both the formalism and software viewpoints
- Unified user interface for simulation control and data display

Environment Model

- Landscape and climate elements (e.g., soil, slope, and precipitation data)
- Landscape / climate dynamics
- Changing environment impacts the agents (e.g., decreased soil quality produces a reduced crop yield)



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