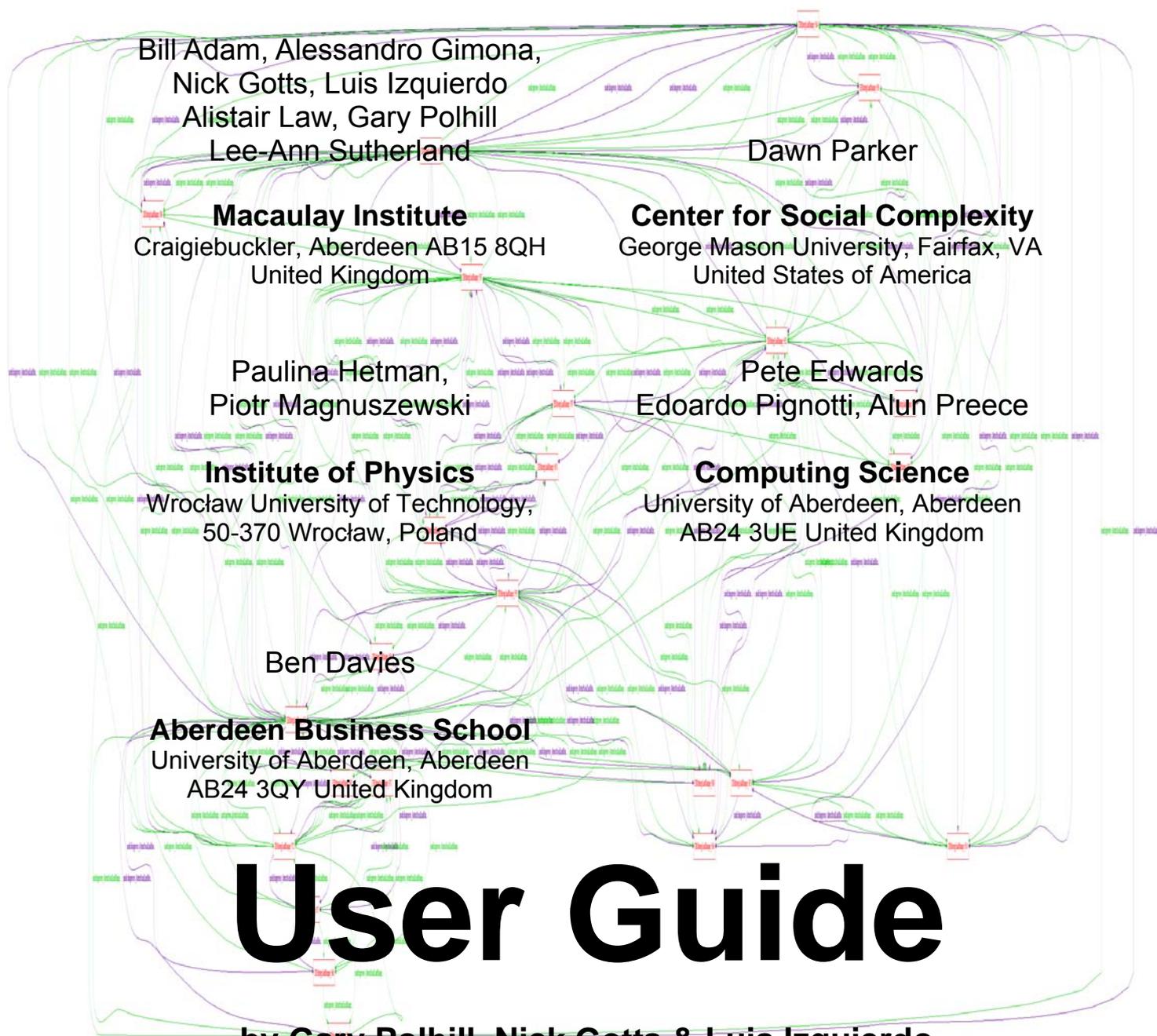


# FEARLUS

## Model 1-1-5



# User Guide

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## 1 Introduction

This document outlines the usage of the FEARLUS model1-1-5 agent-based model of land-use change. FEARLUS was developed at the Macaulay Institute by Nick Gotts, Alistair Law, and Gary Polhill with contributions from Lee-Ann Sutherland, Luis Izquierdo and Bill Adam, whilst ELMM, an additional component to simulate land markets was developed by Nick Gotts and Gary Polhill, together with Dawn Parker from George Mason University. Various government classes were developed in collaboration with Alessandro Gimona at the Macaulay Institute, and Ben Davies at the University of Aberdeen Business School. Ontology features were developed in collaboration with Pete Edwards, Edoardo Pignotti and Alun Preece at the University of Aberdeen. (Alun has since moved to Cardiff University.) Reports on networks, time series and spatial autocorrelation were developed in collaboration with Paulina Hetman and Piotr Magnuszewski from Wroclaw University of Technology. Model 1-1-5 is a discrete-event, spatially explicit agent-based model of land use change, released under the GNU General Public Licence.

Note that the FEARLUS software distribution now comes with an integrated species metapopulation model (Stochastic Patch Occupancy Model, or SPOM), developed independently. This manual does not cover the compilation or use of the SPOM or the integrated FEARLUS+SPOM model.

The code is written in Objective-C, and is known to work with Swarm version 2.2 on a PC running Windows XP or Vista, with Swarm 2.2 on a Sun running Solaris 8, with Paul Johnson's Swarm Linux RPMs on Fedora Core 6, with Swarm CVS extracted on 2006-06-12 configured without the GUI on a Sun running Solaris 8 and a x86\_64 Redhat enterprise Linux box, and using a CVS-extracted version of Swarm on a SUSE Linux x84\_64 box. Compilation on Mac OS-X (Leopard) has also been successfully achieved with a version of Swarm extracted from CVS on 2008-04-09.

## 2 Installation

Before installing FEARLUS, make sure you have an appropriate version of Swarm installed on your platform. Versions 2.2, 2.2.3 and CVS downloads of Swarm have been used. Your shell environment should have the SWARMHOME environment variable set to the location of your Swarm installation (often /usr if you have accepted default installation options for Swarm). You may also find that to avoid some local settings in the Makefile, you need to set the SWARMDATE environment variable (it doesn't particularly matter what). Installation of FEARLUS model 1-1-5 then involves unpacking the gzipped tar file, and compiling the source code therein from a terminal window in Unix, or the Swarm >> Terminal application in Windows:

```
gunzip -c FEARLUS-modell1-1-5.tar.gz | tar xf -
cd modell1-1-5
make fearlus
```

If the file fearlus.verby is not included in the distribution, you can build it with the following command:

```
make -F Makefile-all fearlus.verby
```

The application should compile successfully without error (though some warnings may be created, depending on which version of gcc you are using), creating the executable modell1-1-5 on a Unix platform, or modell1-1-5.exe on Windows.

### 3 Synopsis and command-line options

In the synopsis below, curly brackets { } are used to denote one of a series of options separated by a vertical bar | for an element value, square brackets [ ] are used to denote an optional element, and angle brackets < > to describe some value the user should provide. Greyed out options denote elements that are either deprecated or ignored.

```

fearlus-1.1.5  [-s]  [-S <seed>]  [-X <{seed|TIME|DEFAULT}>]
[-Z <{seed|TIME}>] [-n <RNG class>] [-b] [-m <mode>] [-t] [-v]
[-R <report configuration file> [-r <report output file> [-a]]]
[-D <verbosity specification>] [-o <observer file>]
[-O <ontology file> [-U <ontology URI>] [-C <ontology class>]
[-A]]
[-G <grid URL> -g <grid user ID> -H <grid description> -j <grid
client java path>]
[-p <parameter file>]

fearlus-1.1.5 {--help|-?}
fearlus-1.1.5 -w
fearlus-1.1.5 -c

```

Though the option `-p`, to specify the parameter file, is denoted as optional above, the only cases in which you would not give this option are when running `modell-1-5` with the `-O` and `-C` options to create an ontology of the `modell-1-5` modelling framework, or when using the `—help`, `-w` or `-c` options to get a brief command line synopsis, a statement of (no) warranty, and conditions of use respectively. The other most commonly used flag is the `-b` flag, which is used to specify a batch mode run rather than the default GUI mode run. Batch mode is faster than GUI mode, and suitable for running as a background process, but is typically used in conjunction with the `-R` and `-r` options to obtain some output. If you are using GUI mode, then the `-o` option is strongly recommended, as otherwise a very large number of windows are potentially generated. (If you configured Swarm with the `—disable-gui` option, then for obvious reasons, GUI mode will not be available.)

The other command line options are explained below.

#### 3.1 Controlling the seed and random number generator

A number of options are provided for controlling the seed. Beyond version 2.1.1, the Swarm libraries have the default options `-s` and `-S <seed>` to do this. The option `-X <{<seed>|TIME|DEFAULT}>` applies to FEARLUS models compiled with versions 2.1.1 and earlier of Swarm that did not have the same flexibility in determining the seed. The `-s` option uses the current time to determine the seed value to use. The `-S` option allows the user to specify a 32-bit integer to use as seed. It is recommended that these two options be used rather than `-X` where possible, but on a PC with version 2.1.1 of Swarm, use `-X <seed>` to get the same behaviour as `-S <seed>` in later versions of Swarm.\* Optionally, you can specify a second seed for use after the initialisation schedule has completed (see section 4.4.1) using the `-Z <{<seed>|TIME}>` option. This allows comparison between models with identical initial conditions. The seed specified using the `-X`, `-s`, or `-S` options is used for the initialisation schedule, and the seed specified using `-Z` is used thereafter.

Swarm provides several classes of pseudo-random number generator, and if you want to try using a non-default generator (the default is `MT19937gen`), the `-n` option has been provided for you to specify any of the Swarm library classes conforming to the `SimpleRandomGenerator` protocol. At the time of writing, these classes are `ACGgen`, `C2MRG3gen`, `C2TAUS1gen`, `C2TAUS2gen`, `C2TAUS3gen`, `C3MWCgen`, `LCG1gen`, `LCG2gen`, `LCG3gen`, `MRG5gen`, `MRG6gen`, `MRG7gen`,

---

\* Note that `modell-1-5` has not been tested by the developers with Swarm 2.1.1 on a PC.

MWCAgen, MWCBgen, PMMLCG1gen, PMMLCG2gen, PMMLCG3gen, PMMLCG4gen, PMMLCG5gen, PMMLCG6gen, PMMLCG7gen, PMMLCG8gen, PMMLCG9gen, PSWBgen, RWC2gen, RWC8gen, SCGgen, SWB1gen, SWB2gen, SWB3gen, TT403gen, TT775gen, and TT800gen. Not all of these classes are recommended for use. Consult the Swarm documentation for more information.

In addition to the Swarm random number generator classes, if you have a Quantis™ quantum random number generator device (see <http://www.idquantique.com/products/quantis.htm>), FEARLUS provides the QRNGgen class for you to use. To compile it, you should set your QUANTIS\_HOME environment variable to the directory where header and library files can be found for your device. If the header and library files are in different directories, you can also specify one or both of QUANTIS\_INCLUDE\_HOME and QUANTIS\_LIB\_HOME in your environment. If the library to pick up for your device is not called libquantis-usb.a (or libquantis-usb.so), you should use the QUANTIS\_LIB environment variable to specify the argument to the linker in the -l compilation flag.

## 3.2 Controlling the (text) output

There are three forms of text output that the FEARLUS model can generate: debugging output, ontology output and report output. These output options, which are not mutually exclusive, are discussed in more detail in section 8. (The various displays that the FEARLUS model can generate are discussed in section 7.)

### 3.2.1 Debugging output

The debugging output has been developed using the concept of ‘verbosity level’, which is a number that determines the level of information detail (roughly measured as number of different types of messages) we want to obtain from the model as it runs. There are different types of informative messages that the model can produce, and these are named according to the aspect of the model they refer to (e.g. Climate, Economy, Decision ...). Each of these types of message has a particular verbosity level, which determines the minimum level of verbosity at which they will be printed (Table 1). Thus, when running a simulation, those types of messages with a verbosity level no greater than the verbosity level specified for the run are printed. Hence a high verbosity level in a run means potentially many messages.

More technically, for debugging output use the -D flag. The argument to this flag consists of an optional integer specifying the verbosity level for the run, followed by an optional list of types of messages to include or exclude. The argument can be only an integer, only a list of message types (each of them preceded by + or -), or both, but there must be a non-null argument. The integer, which (if present) must appear before the list of messages, specifies the level of verbosity required in the run. Messages are strings of characters printed to standard output by the model at potentially every time-step, and which refer to some particular aspect of the model (e.g. Climate, Economy, Decision ...) that also gives a name to the message’s type. Each type of message (e.g. Climate, Economy, Decision ...) is assigned a value that determines its particular verbosity level (minimum level of verbosity at which they will be printed). These values are specified in a file named fearlus.verby, which in this way determines the ‘priority hierarchy’ of different types of messages (Table 1).

To include a verbosity message in the debugging output (regardless of its particular verbosity level) give *+message\_name* to the -D flag, and to prevent a verbosity message, give the -D flag *-message\_name*. For example, to include all messages at level 10 (or less) except InitialLandUseAllocations and Clumping, give -D 10-InitialLandUseAllocations-Clumping (make sure there is no space in the argument to the -D flag). The GUI messages will not be included at any verbosity level. To force the inclusion of GUI and GUIKey, for example, use the command line argument -D +GUI+GUIKey.

Verbosity message	Level	Verbosity message	Level
Approval	250	LandManagerChange	50
CaseBase	550	LandManagerCreation	10
CaseBaseDetail	1000	LandManagerCreationDetail	1000
Climate	10	LandManagerDestruction	10
Clumping	10	LandParcelCreation	10
ClumpingDetail	10000	LandUseChange	50
ClumpingMinutiae	100000	LandUseCreation	10
Decision	10	LandUseMatch	100
DecisionAlgorithm	100	LandUseMatchDetail	10000
DecisionAlgorithmDetail	500	Learning	50
Economy	10	LookupTable	75
FarmScaleFixedCosts	10	LookupTableLookups	1000
Government	10	Neighbourhood	1000
GovernmentDetail	1000	NeighbourhoodDetail	10000
GovernmentFines	20	Parameters	1
GovernmentRewards	20	ParcelTransfers	10
GridFile	100	ParcelTransfersDetail	100
GridLayers	1000	Pollution	10
GUI	-	PollutionDetail	100
GUIKey	-	StrategyDetail	1000
GUINeighbourhoodDetail	-	SubpopulationCreation	10
Harvest	10	SubpopulationCreationDetail	500
Imitation	500	Yield	50
InitialLandUseAllocations	10	YieldDetail	500

**Table 1** — List of verbosity messages and their verbosity level (set in `fearlus.verby`). The GUI verbosity messages cannot be enabled using an integer argument to the `-D` option (unless you give them a verbosity level in `fearlus.verby` or your own verbosity file); they must be explicitly and individually specified on the command line (e.g. `-D +GUI+GUIKey`).

The verbosity levels are set by default in a file called `fearlus.verby` in the source directory of the `model1-1-5` executable. You can override these settings by putting a file called `fearlus.verby` with your required settings in the current working directory when you start the program, or you can create a file with your own name, provided you have set an environment variable in your shell called `FEARLUS_VERBOSITY_FILE` that contains the name of the file you created. If none of these files exist, then numeric arguments to the `-D` flag specifying a verbosity level will be ignored, and you should specify the debugging messages you want from Table 1 using a + separated list (e.g. `-D +Approval+Harvest+Pollution`).

### 3.2.2 OWL ontology output

A prototype feature first introduced in model 1-0 is the ability to output an OWL ontology describing the model. There are two main kinds of ontology that can be obtained: a *framework* ontology, describing all the classes in FEARLUS, a *model* ontology describing all the classes used in a particular model, and a *model state* ontology, describing all the classes used in a particular model, and all the instances of those classes.

To get a framework ontology, you should run `model1-1-5`, specifying only the `-O` and `-C` options, with no parameter file. (This is the only time when a parameter file is not required.) The program will create a framework ontology from all descendants of the `-C` option argument, and save it to the file named in the `-O` option argument. For the `-C` option argument, ‘SwarmObject’ is the recommended value. Unfortunately this includes in the ontology several Swarm library classes rather than only FEARLUS classes. You could give ‘FearlusThing’ as the `-C` option argument,

but the ontology will then not include the Environment class. If you want the ontology to have a particular URI (the default is the name of the file), then you can specify this with the `-U` option.

To get a model state ontology and model ontology, give the `-O` (and possibly `-U`) option on the command line, but not the `-C` option. In batch mode, an ontology will be written at the end of the run describing the state of the system, unless you give the `-A` option, in which case an ontology is created each year. In GUI mode, you will see an extra button on the control panel, labelled 'Ontology'. Press this button any time you want an ontology to be saved describing the state of the system. Due to the complexities involved in describing certain data structures, you will find the description is not complete in all cases (e.g. some instance variables are missing, or do not have a value). As indicated above, this is a prototype feature in FEARLUS, and issues such as this are likely to be fixed in a later version.

### 3.2.3 Report output

For specific report output, you need to create a report configuration file (see sections 5.2.1 and 8.1) indicating what reports you want made and when you want them to be run. This file is specified using the `-R` option. Use the `-r` option to specify the file you want the report saved to, which, if not specified, is `fearlus-report.txt` by default. The `-a` option is used if you are running the model several times, and rather than creating lots of different report files, you want the reports for all the runs to be stored in one file. If the `-a` option is given, then the report will be appended to the file specified with the `-r` option if it exists already.

### 3.3 Interaction with the grid

In GUI mode, a button may be added to the ProcCtrl window to allow the parameter files you are using to be uploaded to the grid. Currently this is designed only for interaction with the FEARLUS-G application, which is assumed to be installed on your local machine. The `-j` option is used to specify the path to the java FEARLUS-G client application, and the `-G` option to specify the URL for the grid service. The `-g` and `-H` options are ignored currently, but reserved for future use.

### 3.4 Summary

Command line flag	Status	Effect
-a	Optional	Appends to report file rather than creating a new one if it exists.
-A	Optional	Output an ontology each year
-b	Optional	Run the model in batch rather than GUI mode.
-c	Optional	Show the conditions of use and terminate
-C <class>	Optional	Top-level class for a framework ontology
-D <verbosity>	Optional	Debugging output.
-g <grid user ID>	Ignored	Reserved for future use
-G <grid service URL>	Optional	URL for the FEARLUS-G grid service
-H <model desc>	Ignored	Reserved for future use
-j <java path>	Optional	Path to FEARLUS-G client
-m <mode>	Ignored	This is a Swarm argument.
-n <RNG class>	Optional	Class to use for random number generation
-o <file>	Recommended (Optional)	Specify a file containing a set of observer displays you want in GUI mode.
-O <file>	Optional	Name of a file to save an ontology to
-p <file>	Typically required	Specify a parameter file for the model.
-r <file>	Optional	File name to save report to if -R option specified.
-R <file>	Optional	Specify the report configuration file to generate the desired reports.
-s	Optional	Set the seed from the current system clock.
-S <integer>	Optional	Set the seed from the specified argument.
-t	Ignored	This is a Swarm argument.
-U <URI>	Optional	URI for the ontology
-V	Ignored	This is a Swarm argument.
-w	Optional	Give a statement of (no) warranty and terminate.
-X {integer   TIME   DEFAULT}	Optional (Deprecated)	Legacy way to set the seed — specify an integer, TIME, or DEFAULT.
-Z {integer   TIME}	Optional	Specify a second seed to use after initialisation.
-? —help	Optional	Gives a short help list. Depending on your shell, the -? option is not recommended, as the ? is a wildcard character in many shells, in which case the output when using -? is most likely to be a rather unhelpful 'no match'.

**Table 2** — A list of the command line options that may be given to the `modell-1-5` executable.

## 4 Ontology

FEARLUS `modell-1-5` is an agent-based spatially-explicit modelling system of land use change. It is agent-based in the sense that it contains objects intended to represent human decision-makers in the real world: farmers, or (more generally) land managers, and a government. These decision-makers are explicitly and individually represented in FEARLUS `modell-1-5`. It is spatially-explicit in that it has land parcel objects that are topologically related to each other, decision-making processes that are bounded in their information sources to a spatial neighbourhood, and outcomes that change the pattern of certain spatial features (specifically, land use). FEARLUS `modell-1-5` is a discrete-event simulation model; events in the simulation follow a cycle that is intended to represent a year, and to which we will often refer as one time-step.

Henceforth, entities in the model will be referred to using Title Case to distinguish them from real-world entities (e.g. Land Managers). Parameters will be referred to using **bold Courier New** (e.g. `envXSize`).

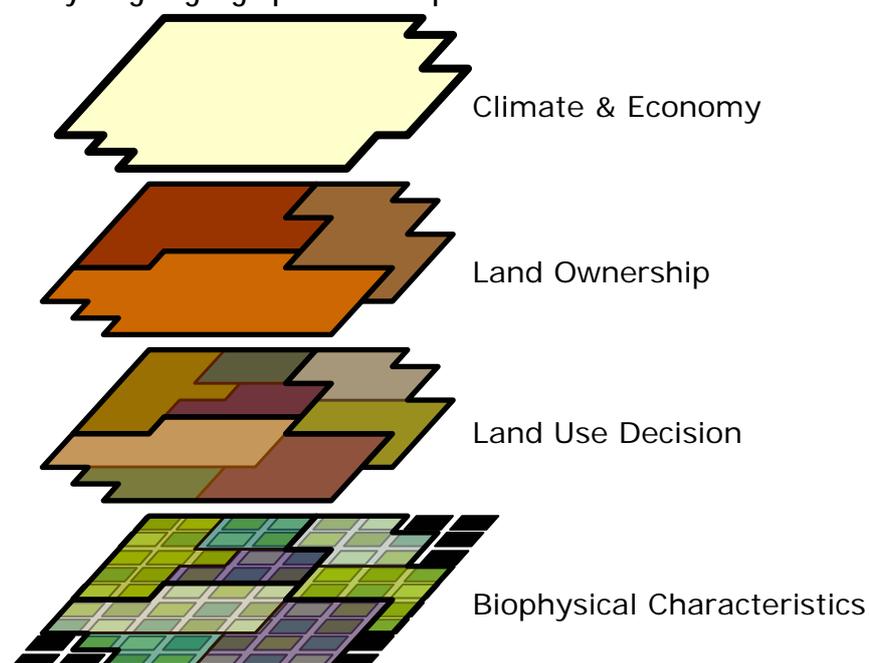
## 4.1 Environment

The Environment consists of a rectangular grid of Land Cells that are grouped into Land Parcels, a Climate, an Economy, and a set of possible Land Uses. We explain each of these in turn.

### 4.1.1 Land Cells and Land Parcels

The two main features of every Land Cell in the Environment are its set of neighbouring Land Cells and its Biophysical Characteristics. Land Cells are also used as a repository for all information contained in a grid file, if this is given in parameter `gridFile`.

#### 4.1.1.1 Layering of geographical concepts in FEARLUS



**Figure 1** — Layering of spatial concepts in FEARLUS.

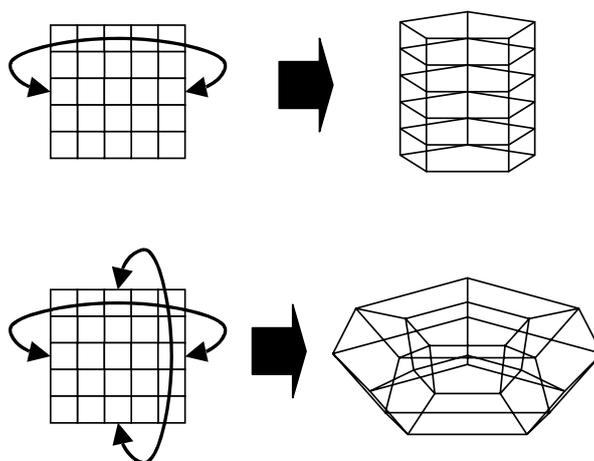
Figure 1 shows how geographical concepts are layered in FEARLUS. At the bottom sit the Land Cells, which are assumed to be the minimum spatial units, and store the Biophysical Characteristics and have an area. Changing the area of the cells allows you to vary the resolution of the spatial representation and biophysical model. At the next level up are the Land Parcels, each consisting of a number of contiguous Land Cells. These are the units of decision making for Land Use, in that each Parcel is assumed to have a single Land Use. At the next level up are the Farms, each consisting of a set of Land Parcels. These are the units of decision-maker: all Land Parcels in one Farm are assumed to have the same Land Manager. The whole farm is sold, but bought as individual land parcels. At the top layer are the Climate and Economy, which do not vary spatially in model 1-1-5.

Note that certain Cells, coloured black in the Biophysical Characteristics layer, can be declared to be blank. Such Cells play no part in the model, and have no Biophysical Characteristics, Land Use, or owning Land Manager.

#### 4.1.1.2 Topology and Neighbourhood Function of the set of Land Cells

Land Cells are arranged on a rectangular grid (**envXSize** × **envYSize**). The Topology of the grid specifies what happens at the edges of the grid, and the Neighbourhood Function specifies more generally the size and shape of Land Cells' neighbourhoods. Topology and Neighbourhood Function together determine which Land Cells in the grid have which other Land Cells as spatial neighbours (**environmentType**).

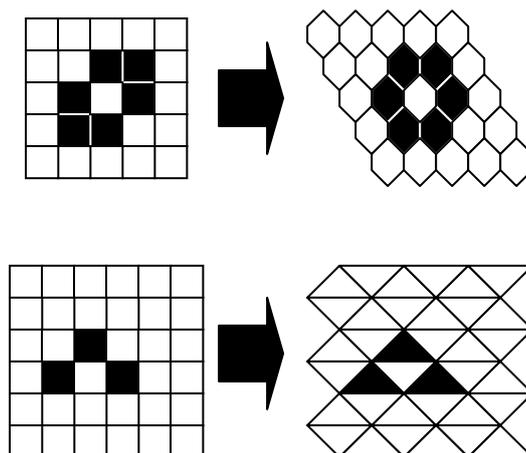
The Topology of the grid may be Planar, Toroidal, or Cylindrical. In a Toroidal Topology, edge cells at the North of the grid 'wrap-around' to those at the South (and vice versa), as do those at the East and West. In a Cylindrical Topology wrap-around occurs only in the North/South direction (HorizontalCylindrical) or only in the East/West direction (VerticalCylindrical). Figure 2 shows the topological effect of wrapping around. In a Planar Topology, no wrap-around of edge Cells takes place.



**Figure 2** — Wrapping around a grid of cells in one dimension to form a cylinder and in two dimensions to form a torus.

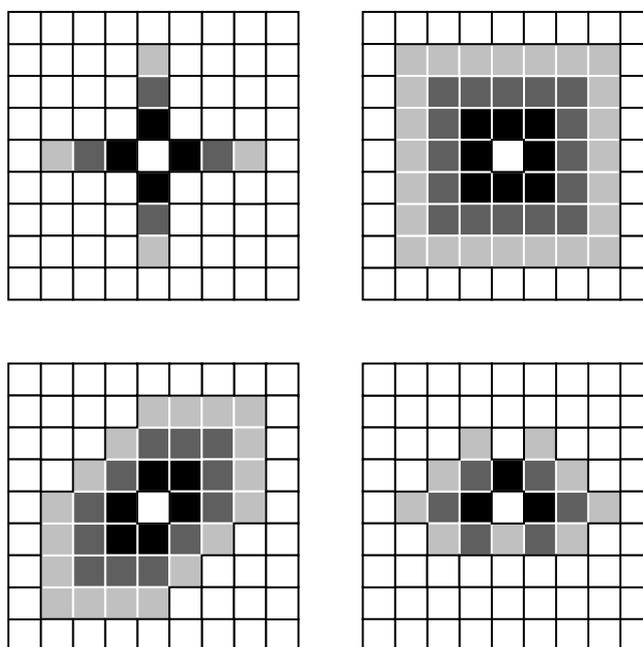
The Neighbourhood Function of the grid may be von Neumann (squares sharing an edge are neighbours) or Moore (squares sharing an edge or a corner are neighbours), the two standard neighbourhoods used in grids of squares, as well as hexagonal or triangular. These last two simulate a tessellation of cells of the appropriate shape using grids of squares, as illustrated in Figure 3. In addition, a global Neighbourhood is provided, in which all cells are neighbours of all other cells.

Note that in wrapped around grids with a triangular Neighbourhood, the number of cells in the wrapped around dimension of the grid must be even, or topological inconsistencies will occur. The software does not check for these inconsistencies, so beware.



**Figure 3** — Simulation of hexagonal and triangular neighbourhoods using grids of squares. In each case the neighbourhood of the third cell up and to the right from the bottom-left corner of the grid is shown.

The neighbourhood of a cell can also be adjusted using the neighbourhood radius (**neighbourhoodRadius**). For all Neighbourhood Functions except global and von Neumann, the neighbourhood radius specifies the number of steps to be taken using the Neighbourhood Function to include all cells in the neighbourhood (i.e. a radius of 2 implies two steps of the Neighbourhood Function, radius 3 three steps, and so on). The neighbourhood radius is irrelevant in the case of the global Neighbourhood, and in the von Neumann, it specifies the number of steps in a North, South, East or West direction. Examples are given in Figure 4.



**Figure 4** — The effect of neighbourhood radius on various different Neighbourhood Functions (clockwise from top left: von Neumann, Moore, triangular, and hexagonal). The outermost cells of the neighbourhood of the centremost cell is shown for a neighbourhood radius of 1 (black), 2 (dark grey) and 3 (light grey).

#### 4.1.1.3 Biophysical Characteristics of individual Land Cells

Each individual Land Cell has certain Biophysical Characteristics, which vary spatially (in that each Land Cell has its own individual Biophysical Characteristics), but not temporally (i.e. the Characteristics remain unchanged during the course of a run). The Biophysical Characteristics are described by a set of symbols that are read in from the Yield symbol tree file, specified by a parameter (**yieldTreeFile**). This file contains collections of symbols for the Climate, the Land Use, and the Biophysical Characteristics concepts. The name of the concept to use for the Biophysical Characteristics is contained in another parameter (**biophysGroupName**). (The parameters are named such that each concept is referred to as a 'group'.)

The Biophysical Characteristics are represented by a *property value list*. Each element of the property value list corresponds to a *property* intended to represent some aspect of the Biophysical Characteristics (e.g. 'Soil' or 'Gradient'), and the element itself takes its value from one of a set of *symbols* belonging to that property (examples in the case of 'Soil' might be 'Clay' or 'Loam'). The number of properties, the name of each property, and the set of symbols belonging to each property are specified in the Yield symbol tree file. A single property can be used to describe the Biophysical Characteristics; for example 'Land\_Capability\_Agriculture' with symbols 'Class\_1', 'Class\_2', 'Class\_3.1', etc.

There are two alternative ways of creating the Land Cell Biophysical Characteristics (specified by **useGridFile**):

- a) Loading them from a file (**gridFile**; see section 5.1.13).
- b) Creating them stochastically at the beginning of the run. The Biophysical Characteristics property value list in each Land Cell is assigned a random symbol for each property with uniform probability. Optionally, a clumping algorithm may be specified, with the purpose of making neighbouring Land Parcels more similar in their Biophysical Characteristics than the random distribution (**clumping**). Model 1-1-5 has two clumping algorithms. One (StateSwappingClumper) swaps property value lists between pairs of randomly selected Land Cells if this increases the total similarity of Cells to their neighbours. (The random selection is unaffected by the number of times a Cell has been selected for swapping symbols previously.) The other clumping algorithm (SymbolSwappingClumper) operates similarly to StateSwappingClumper, but swaps the symbols in each property one at a time between the pairs of randomly selected Land Cells rather than the whole state. Both clumpers have a parameter (**nCycles**), by default 100, which specifies the number of pairs of Land Cells to randomly select. It is not currently possible to clump some symbols whilst leaving others with the random allocation. Biophysical Characteristics loaded from a grid file can also not be clumped.

#### 4.1.1.4 Composition of Land Parcels and georeferencing

The Land Parcels each consist of one or more contiguous Land Cells. You can use the **xCellsPerParcel** and **yCellsPerParcel** parameters to create a regular rectangular grid of Land Parcels from the Land Cells automatically. Alternatively, model 1-1-5 has a facility for writing to and reading from text files with a format that is close to ARC's grid text file format, though not actually readable by ARC without some editing, and some editing would also be required for a file created by ARC to be readable by FEARLUS (see 5.1.13 for more details). You specify the file to use with the **gridFile** parameter, and whether or not to use it with the **useGridFile** parameter. This allows arbitrary groupings of Land Cells into Land Parcels, and a non-rectangular simulated area, by specifying blank Cells using the **nodata\_value** field in the grid file. Grid files can be used to load in various aspects of the initial state of the model. The following details the layers in the grid file that you can specify:

- FEARLUS-LandParcelID: Each cell in the following matrix should contain an integer representing an identifier for the Land Parcel the Land Cell corresponding to the cell in the matrix belongs to.
- FEARLUS-Biophys *property*: Each cell in the following matrix should contain the name of the symbol to set the in specified *property* of the Biophysical Characteristics property value list of the corresponding Land Cell.
- FEARLUS-LandManagerID Initial: Each cell in the following matrix should contain an integer identifier for the Land Manager owning the Land Parcel of the corresponding Land Cell. This allows the specification of how Parcels are grouped into Estates. *Note*: if there are more than one Land Cells in a Parcel, one of the Cells will be taken as the ‘representative’ Cell, and the entry in the corresponding matrix cell will determine the Land Manager of the Parcel. The choice of representative Cell should be considered arbitrary, so it is in your interest to ensure that the same Land Manager identifier is recorded in all matrix cells corresponding to Land Cells that comprise a single Land Parcel.
- FEARLUS-SubPopulationID Initial: As per FEARLUS-LandManagerID, but sets the Subpopulation of the Land Manager. The same note applies.
- FEARLUS-LandUseID Initial: Each cell in the following matrix should contain an integer identifier for the Land Use of the Land Parcel. A similar note applies as for Land Manager ID and SubPopulation ID.

These data can also be saved to a grid file if the grid file specified in the parameter **gridFile** does not exist and its use is stipulated (**useGridFile**). It is also possible to use a GridFileReport to save Yield, Income, Pollution and Account information to the grid file. GridFileReport operates like any other report, allowing these data to be saved for any Year during the run. By default the data are saved to the **gridFile**, but the file to use for any particular report can be specified as an option to the report (section 8.1 has more details). These will be written as floating point numbers.

Land Parcels are neighbours if they have neighbouring Land Cells.

#### 4.1.2 Climate and Economy

Climate and Economy are also represented using property value lists. The symbols for the Climate are specified along with the Biophysical Characteristics in the Yield symbol tree file in a group with name **climateGroupName**, whilst those for the Economy are specified in the Income symbol tree file (**incomeTreeFile**) in a group with name **economyGroupName**. In contrast to the Biophysical Characteristics, the Climate and Economy do not vary spatially, but may change with each cycle of the model. There are two alternative ways in which each of these property value lists can be set (specified by **useClimateFile**; **useEconomyFile**):

- a) Loading them from a file (**climateFile**; **economyFile**) containing the property value lists to use (see section 5.1.9).
- b) Using model parameters to control a stochastic process for setting them. The Climate and Economy property value lists are determined initially at random, with an equal probability for each symbol within a symbol property. The probability of changing each Year for each property is given in a file (**climateChangeProbFile**; **economyChangeProbFile**) (see section 5.1.2). A probability of 0 means no change, 1 a certain change. To get a uniform random probability of any symbol in the property being selected each Year, the probability should be set to  $(n - 1) / n$ , where  $n$  is the number of symbols in the property.

#### 4.1.3 Land Uses

Each Land Use in a simulation is represented using a property value list and four numbers. These do not change temporally, and do not vary spatially either. The symbols and properties for the

Land Uses may be stored in either the Income or the Yield symbol tree files, or both, in a group with name **landUseGroupName**. If the symbols and properties for the Land Uses do not appear in the Yield symbol tree file, then the position where they are expected to appear in the Yield lookup table file (**yieldTableFile**) should be given in the parameter **yieldTreeLUpos**. Similarly, if they do not appear in the Income symbol tree file, then the **incomeTreeLUpos** parameter specifies where they are expected to appear in the Income lookup table file **incomeTableFile**. (See sections 5.1.1, 5.1.11 and 5.1.12 for more information on how lookup tables are described in parameter files.) Of the four numbers, one is a pollution indicator, and the other three parameterise economies of scale for the Land Use. The pollution indicator is used by the Government to fine or reward Land Managers. Economies of scale allow Land Managers using larger areas of the Land Use to have reduced costs. The complete process of Income generation is explained in detail in section 4.2.2.

As with the Biophysical Characteristics, the Climate, and the Economy, Land Uses can be constructed in one of two ways (specified by **useLandUseFile**):

- a) Specifying a file (**landUseFile**) containing the property value lists and numbers to use (see section 5.1.8). This is the only way to set economies of scale for the Land Uses.
- b) Using model parameters to control a stochastic process for setting them. This is based on the **nLandUse** parameter. If this is zero or equal to the maximum number of possible Land Uses (the product of the number of symbols in each property of the Land Use group), then all possible Land Use property value lists will be created. Otherwise, the symbols for each of the **nLandUse** Land Uses are chosen at random at the beginning of the run, with an equal probability for each symbol in its property. (There is no guarantee that each Land Use will have a unique property value list in this case.) The number representing the pollution is drawn from a probability distribution (**pollutionDist**) than can be either uniform (**pollutionMin**, **pollutionMax**) or normal (**pollutionMean**, **pollutionVar**). Economies of scale cannot be set stochastically in model1-1-5; by default there are no economies of scale.

## 4.2 Land Managers

The Environment is inhabited by a population of Land Managers, each of whom owns at least one Land Parcel, but potentially more. The set of Land Parcels owned by one particular Land Manager is called a Farm or Estate. At any particular time, each Land Parcel is owned by one (and only one) Land Manager, who has allocated one (and only one) certain Land Use in the Land Parcel, using a particular decision-making algorithm. Land Managers undertake various activities every time-step (which is intended to represent one Year):

- a) Land Managers decide a Land Use for each of the Land Parcels in their Estate (this activity, called *Land Use decision making*, is explained in section 4.2.1).
- b) At the end of the Year, Land Managers calculate their annual income, which affects their Wealth (this activity, called *Income generation*, is explained in section 4.2.2).
- c) Some classes of Land Managers may approve or disapprove of other Land Managers in their social neighbourhood (this activity, called *Social approval and disapproval*, is explained in section 4.2.3). This social approval or disapproval can affect some Land Managers' decision on what Land Use to select for certain Land Parcels.
- d) Learning. Whether or not this happens depends on the decision making algorithm.
- e) Depending on their Wealth at the end of the Year, Land Managers may decide to buy Land Parcels (this activity, called *Land Parcel transfer*, is explained in section 4.2.4). Land Managers with negative Wealth are bankrupt, and sell all their Land Parcels.

Land Managers are grouped into Subpopulations, which are, by definition, groups of Land Managers that have been created using the same parameter file (the names of the parameter files

for all Subpopulations are given in the file named in the **subPopFile** parameter). The *structure* of such a parameter file is the same for every Subpopulation in a run (and therefore, for every Land Manager in a run), since every Subpopulation in any particular simulation run must be an instance of one single Subpopulation class (**ClassForSubPopulations** in the **subPopFile**). Nevertheless, Land Managers in a simulation run can be very different from each other for two reasons:

1. They can belong to different Subpopulations: The nature of the parameters specified at the Subpopulation level is fundamental, so Land Managers belonging to different Subpopulations can be substantially different. In particular, one parameter specified in the Subpopulation file is the Land Manager class (**landManagerClass**), i.e. Land Managers in different Subpopulations can be instances of different classes, so they can potentially make decisions in different ways.
2. Even when two Land Managers belong to the same Subpopulation (i.e. have been created using the same parameter file), they can be substantially different. This is so because the Subpopulation file may specify *probability distributions* for parameter values, rather than exact values. Thus, the fact that two Land Managers have been created using a common parameter file does not mean that they must necessarily have the same set of parameter values, but only that such parameters have been drawn from the same probability distribution (determined in the Subpopulation's parameter file).

There are various classes of Land Manager and Subpopulation that may be used, each making decisions in slightly different ways. The constraints on the class of Subpopulation that Land Managers of a given class can belong to are summarised in Table 3. Note that all Land Managers in a particular simulation must belong to the same class of Subpopulation.

Land Manager Class	Subpopulation class
LandManager	SubPopulation
PositiveLandManager	SubPopulation
DelayedChangeLandManager	DelayedChangeSubPopulation
CBRSocialLandManager	CBRSocialSubPopulation
CBRSocialParcelLandManager	CBRSocialSubPopulation
CBRStrategyLandManager	CBRStrategySubPopulation
CBRNetApprovalLandManager	CBRStrategySubPopulation
CBRFarmScaleProfitLandManager	CBRStrategySubPopulation
CBRAdviceLandManager	CBRAdviceSubPopulation
CBRDelayedChangeLandManager	CBRDelayedChangeSubPopulation

**Table 3** — Summary of classes of Subpopulation that various classes of Land Manager can belong to.

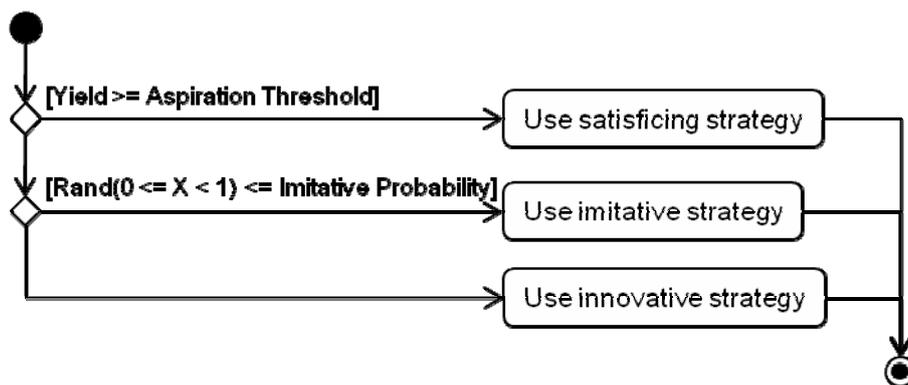
The following sections explain each of the three main activities that Land Managers conduct.

#### 4.2.1 Land Use decision making

Land Managers belonging to the same Land Manager class follow the same decision making algorithm to allocate Land Uses to their Land Parcels, but remember that each Land Manager may have this decision making algorithm parameterised in different ways. The following considers each of the Land Manager classes in turn.

#### 4.2.1.1 Land Manager classes: LandManager and PositiveLandManager

The decision-making process of Land Managers that instantiate the class LandManager or the class PositiveLandManager is sketched in Figure 5. The underlying structure consists of three main elements—three different ways in which the Land Manager might choose a Land Use according to contextual factors—namely satisficing, imitation, and innovation. A fourth element, not shown in the diagram and entirely artefactual, specifies how the Land Use will be decided in the initialisation phase of the model (usually a Random Strategy is used here).



**Figure 5** — UML Activity Diagram of underlying structure of the Land Use Decision Algorithm employed by Land Managers belonging to the SubPopulation class.

Different Subpopulations may specify different ranges of Aspiration Thresholds (**aspirationThresholdDist**) for their Land Managers. These ranges can be specified using either a uniform distribution (with given minimum and maximum Aspiration Thresholds: **aspirationThresholdMin** and **aspirationThresholdMax**), or a normal distribution (with the mean and variance being specified using **aspirationThresholdMean** and **aspirationThresholdVar**). If the Yield of the decision Parcel meets or exceeds the Aspiration Threshold of the Land Manager, then the Manager uses a satisficing strategy. A typical satisficing strategy is the Habit Strategy—just use the Land Use that was used last year on the Land Parcel. Thus, the use of Aspiration Thresholds represents a “satisficing” element to Land Manager behaviour—i.e. the acceptance of a course of action which is “good enough”, as opposed to a (riskier) attempt to find the optimum (Simon, 1955). In this way, Land Manager decision-making behaviour has some basis in established theory. The satisficing element may be eliminated in a Subpopulation by setting the minimum threshold higher than the maximum possible Income.

If the Aspiration Threshold is not met, then Land Managers have an individual propensity to choose a Land Use either by imitation or innovation. This is simulated using a probability (**imitateProbDist**), and Subpopulations specify a range of values (again using either a normal or uniform distribution) that their members have for this probability. An imitative strategy uses only information about Land Parcels belonging to Land Managers in the social neighbourhood of the Land Manager: this may include their Biophysical Characteristics, and recent Land Uses applied and Income generated (though currently no available imitative strategies use Biophysical Characteristics information). This is intended to simulate transfer of information between Land Managers on a social basis. Some imitative strategies available in the model use physical neighbourhoods instead, however. The physical and social neighbourhoods are contrasted in Figure 6.

O	O	M	N	M	M	L	K	K
O	A	M	M	M	E	E	L	L
O	O	M	A	E	E	E	K	J
P	P	A	A	Z	E	J	J	Y
P	O	H	A	Z	Z	F	X	Y
B	Q	Q	H	F	F	F	G	X
B	B	R	S	H	F	G	G	X
C	Z	D	S	T	U	V	G	I
C	C	W	S	T	V	V	I	I

**Figure 6** — The social and physical neighbourhoods contrasted. Each cell in the Environment above is given a letter according to the Land Manager who owns it. The solid line denotes the boundary of the physical neighbourhood of Land Manager Z in an Environment with a von Neumann neighbourhood radius 1. These consist of those Parcels that share a border with one of the Parcels owned by Z. By contrast, the social neighbourhood, shown by a grey shading to the included cells, consists of all Land Parcels owned by Land Managers with Land Parcels in the physical neighbourhood of Z.

Another parameter that imitative strategies may or may not use as part of their algorithm is the Neighbourhood Weighting (**neighbourWeightDist**), for which a range of values for Land Managers is specified at the Subpopulation level. This is intended to represent the degree to which Land Managers weight information from neighbouring Land Parcels as opposed to their own when choosing a Land Use to imitate. At a Neighbourhood Weighting of zero, Land Managers only pay attention to their own Land Parcels, and at a Neighbourhood Weighting of one, Land Managers give equal weight to all information. In general, the Neighbourhood Weighting can be any non-negative floating point number. The one way in which Land Managers' decision-making processes may be changed during a simulation run is a legacy provision for the Neighbourhood Weighting to change (**changeNeighbourWeightDist**). It specifies the amount to add to the Neighbourhood Weighting of a Land Manager for each Land Parcel lost, and to subtract from it for each Land Parcel gained. This addition and subtraction takes place during the learning step in the schedule, though if it leads to a negative Neighbourhood Weighting, it will be set to zero.

The other way in which Land Managers choose a Land Use when their Aspiration Threshold is not met is by innovation (probability = 1 – Imitative Probability). Innovative strategies do not use neighbourhood information, but involve some other principled algorithm for deciding a Land Use to apply from those available.

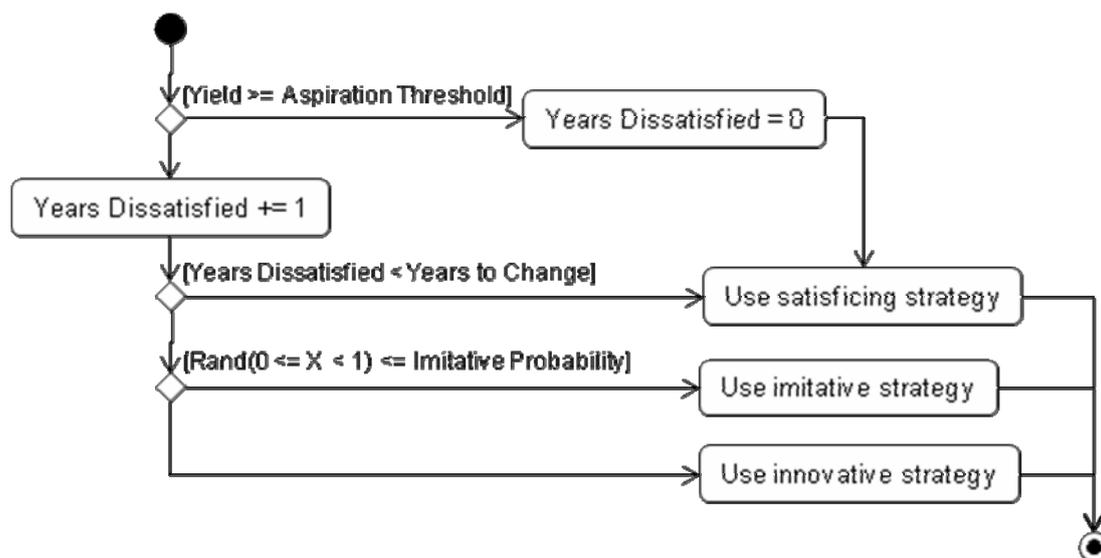
Table 4 compares the list of strategies available for use in model 1-1-5. More detail is given in section 9. Both imitative and innovative strategies may involve examining data from earlier Years. To this end, Subpopulations specify a range of values for the Memory of Land Managers (**memorySizeMin** and **memorySizeMax**) — which specifies the maximum number of Years' Climate, Economy, Land Use and Yield data the Land Manager may examine when choosing the Land Use.

Strategy name	Imitative?	Historical?	Memory?	Phys/Soc	Optimum?	Deterministic?	Nbr wgt?	Land Use scoring basis / description
EccentricSpecialistStrategy	N	Y	N	-	-	-	-	Random LU first time retained thereafter
FickleStrategy	N	N	N	-	-	-	-	Random LU selected to use on all Parcels
GridFileStrategy	N	N	N	-	-	-	-	LU as per grid file with layer for given year
HabitStrategy	N	Y	N	-	-	-	-	Retain LU on Parcel
NoStrategy	-	-	-	-	-	-	-	For when a particular decision algorithm element won't be used
RandomCopyingStrategy	Y	Y	N	S	N	-	Y	Random if alternative exists in neighbourhood
RandomStrategy	N	N	N	-	N	-	-	Random
SimpleCopyingStrategy	Y	Y	N	S	N	-	Y	Times LU appears in neighbourhood
SimplePhysicalCopyingStrategy	Y	Y	N	P	N	-	Y	Times LU appears in neighbourhood
YieldAverageWeightedTemporalCopyingStrategy	Y	Y	Y	S	N	-	Y	Last N years' average income
YieldRandomOptimumTemporalCopyingStrategy	Y	Y	Y	S	Y	N	Y	Last N years' income
YieldWeightedCopyingStrategy	Y	Y	N	S	N	-	Y	Last year's income
YieldWeightedTemporalCopyingStrategy	Y	Y	Y	S	N	-	Y	Last N years' income

**Table 4** — A list of strategies (other than Case-Based Reasoning, described in section 4.2.1.2) available in model1-1-5, their properties and a brief description. LU refers to Land Use. The column headings indicate the following: *'Imitative?'* — Can the strategy be used as an imitative strategy? *'Historical?'* — Does the strategy use any data from previous years? (Meaning it would be unsuitable for an initial strategy) *'Memory?'* — Does the strategy use the Land Manager's memory? *'Soc/Phys'* — Does an imitative strategy use a social or physical neighbourhood? *'Optimum?'* — Does the strategy choose a Land Use with the highest score? (If not, Land Uses are selected at random weighted by their score.) *'Deterministic?'* — Does the optimising strategy deal with two or more equally maximum high scores by choosing consistently (or at random)? *'Nbr wgt?'* — Does an imitative strategy use the Land Manager's neighbourhood weighting property?

#### 4.2.1.2 Land Manager class: DelayedChangeLandManager

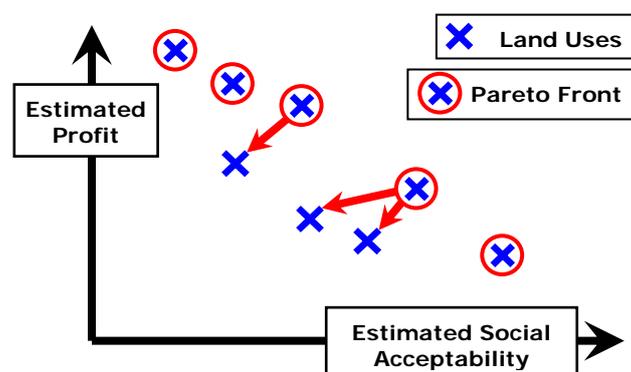
Land Managers belonging to the DelayedChangeLandManager decide Land Uses in much the same way as LandManager and PositiveLandManager, with the exception that Managers will delay changing the Land Use of a Land Parcel if their Aspiration Threshold is not met on that Parcel for a given number of consecutive Years (referred to in Figure 7 as the manager's Years to Change). This number of Years is drawn from a uniform distribution set by parameters (**changeDelayMin**, **changeDelayMax**) from the Subpopulation. Note that the Manager remembers how long each Parcel has had unsatisfactory Yield; Land Use decisions being made on a Parcel by Parcel basis independently.



**Figure 7** — UML Activity Diagram of the decision making algorithm of the DelayedChangeLandManager

#### 4.2.1.3 Land Manager class: CBRSocialLandManager

In this section we explain how Land Managers of the CBRSocialLandManager class make decisions. CBRSocialLandManagers have two top level concerns (or dimensions of utility) that they take into account when selecting Land Uses for their Land Parcels. They are concerned both about profit and about the social acceptability of their actions. Similarly to the Land Manager classes explained in section 4.2.1.1, CBRSocialLandManagers follow a “satisficing approach” in the sense that if they meet both their profit and their social approval aspiration thresholds (**profitAspirationDist** and **approvalAspirationDist**, both set using probability distributions at the Subpopulation level), then they (effectively) use the Habit Strategy for all their Land Parcels—they keep the same Land Use that was used last year on every Land Parcel they own. Note that the profit aspiration threshold is set at the Estate level, and does not change if the Land Managers acquires more Land Parcels—a somewhat unrealistic feature addressed in some of the other CBR Land Manager classes. If they do not meet both aspiration thresholds, they set up a *Decision Process* for each of the Land Parcels they own. The following gives a brief overview of this Decision Process, which is subsequently explained in more detail.

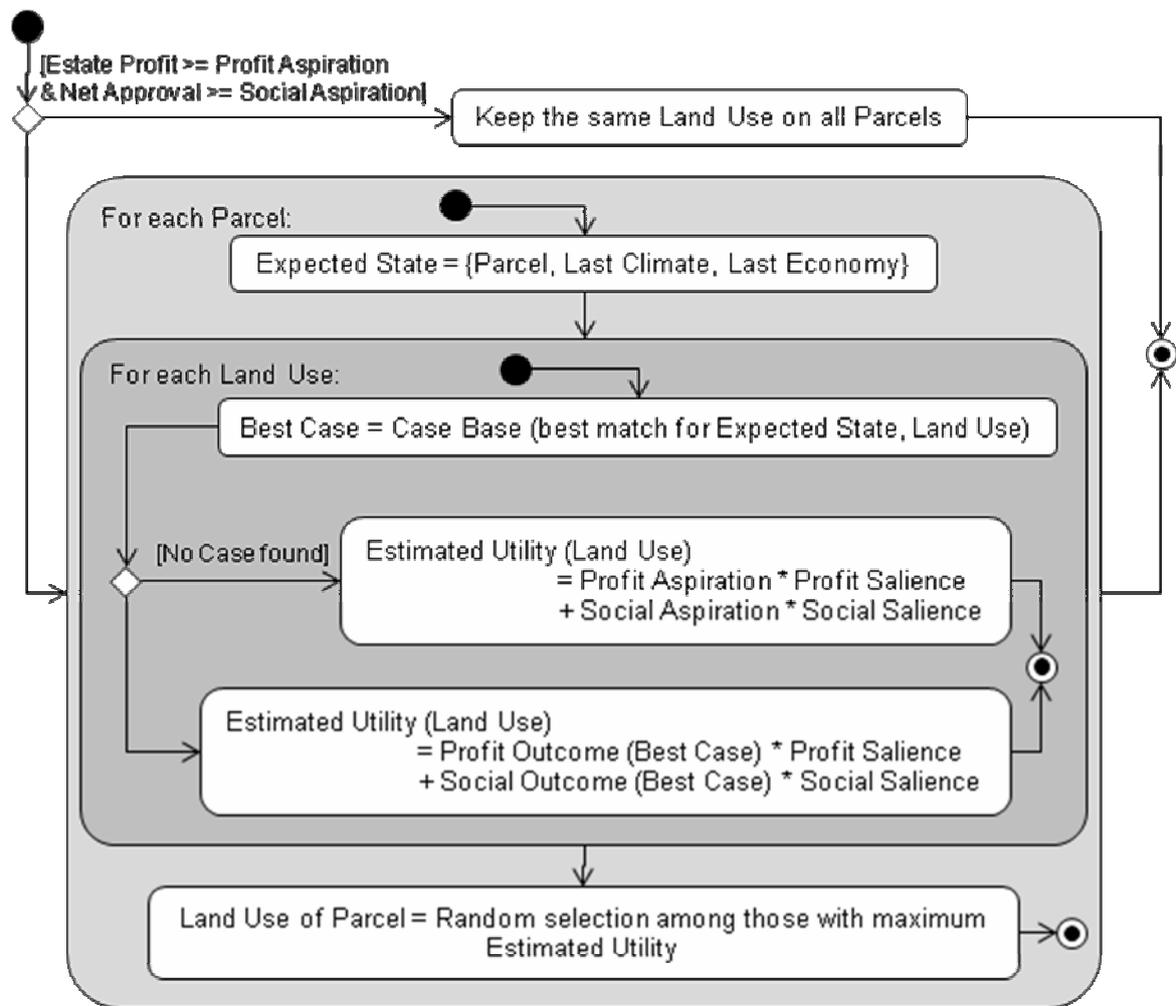


**Figure 8** — Estimation of the social acceptability and the profit that different Land Uses provide in a certain Land Parcel.

The Decision Process begins with an estimation of the social acceptability and the profit that each of the possible Land Uses will give to the Land Manager in the considered Land Parcel. This

estimation process, which is based on the deciding Land Manager's past experience, will produce a map that is sketched in Figure 8.

Once the Land Manager has an estimate of both dimensions of utility for each Land Use in the Land Parcel under consideration, it is time to select one of them. Land Managers would like to maximise both dimensions of utility, but this will not be possible in the general case, so very often they will have to compromise. The following text details the Decision Process, which is also summarised in Figure 9.



**Figure 9** — UML Activity Diagram summarising the decision-making algorithm for CBRSocialLandManagers.

#### 4.2.1.3.1 Estimation of the Social Acceptability and the Profit provided by each Land Use

CBRSocialLandManagers use a simple form of Case-Based Reasoning (CBR) to estimate the Social Acceptability and the Profit provided by a particular Land Use in a certain Land Parcel. CBR basically consists of “solving a problem by remembering a previous similar situation and by reusing information and knowledge of that situation” (Aamodt and Plaza, 1994). The main component of the CBR selection algorithm used here is the Land Manager's Case Base, or Episodic Memory. This Episodic Memory is a set of ordered lists of cases. Each case is a contextualised piece of knowledge representing an experience (Watson, 1997).

CBRSocialLandManagers calculate estimates by retrieving an appropriate case for each Land Use. The following sections explain the representation of cases, their storage, their retaining, their retrieval, and their use to derive estimates.

#### 4.2.1.3.1.1 Representation of cases

One case represents the experience lived by the case-holder at a certain Year *Y* on a certain Land Parcel. Thus, a case comprises:

- The Year *Y* where the experience occurred.
- The perceived state of the world in Year *Y*, which consists of some of the conditions that interacted with the decision (i.e. the particular Land Use applied) in determining the outcome of that decision (i.e. the profit and the social acceptability the Land Manager got). Specifically, the perceived state of the world consists of the following 3 *descriptors*:
  - The Land Parcel
  - The Climate
  - The Economy
- The decision: the Land Use applied to the Land Parcel at Year *Y*.
- The outcome of applying the selected Land Use on the Land Parcel under consideration. This consists of the profit and the net Social Approval (i.e. the overall balance between Social Approval and Disapproval from Neighbours) that the Land Manager got in Year *Y*.

#### 4.2.1.3.1.2 Case storage

The Episodic Memory is organized in different compartments, each of which stores all the cases pertaining to a particular Land Use. The compartments are not arranged in any particular order: they form an unsorted set. In contrast, cases within each compartment are stored in ordered lists, with the first cases in these lists representing the experiences that are most fresh in the Land Manager's memory.

Thus, at the end of a Year, the cases derived from experience of the current Year are stored at the head of the appropriate lists in random order. In each compartment of the Episodic Memory, immediately behind the current Year's cases, there are the other cases corresponding to previous experiences in an order such that the most recently used cases (i.e. those cases that have been the best matching case in earlier decisions) appear first; this ordering sequence is detailed in 4.2.1.3.1.4.

#### 4.2.1.3.1.3 Case retention

The size of the Land Managers' Episodic Memory is unlimited for CBRSocialLandManagers; some other classes have limited Episodic Memory size (see below). Every case experienced by the Land Manager (in every Land Parcel owned) is stored in their Episodic Memory.

#### 4.2.1.3.1.4 Case retrieval

When CBRSocialLandManagers do not meet one of their Aspiration Thresholds, they decide which Land Use to apply in each Land Parcel they own independently. They consider the most recently acquired Land Parcels first. This may be potentially relevant because every time CBRSocialLandManagers set up a Decision Process for a Land Parcel, they retrieve cases from their Episodic Memory, and this retrieval process can modify the order in which cases are kept in their Memory\*. The following describes how Land Managers come up with the map sketched in Figure 8 for a particular Land Parcel.

---

\* In any case, the order in which Land Parcels are considered will never prevent the Land Manager from remembering one of the most appropriate cases for each specific Land Parcel. It may affect only which particular case is selected among a set of cases where all of them are perceived as equally appropriate.

The estimates for each Land Use are taken directly from the most appropriate case for the specific Land Use in the considered Land Parcel given the current perceived state of the world. The two factors that affect which case is most appropriate are recency and similarity between the Land Manager's perception of the current state of the world and that at the time the case occurred. This is intended to (crudely) mimic some features of how human cognition works—that we are most likely to recall cases we thought about recently, and accept or reject them as input to current decisions on the basis of similarity.

The Land Manager's perception about the current state of the world consists of:

- The Land Parcel.
- The most recent Climate (corresponding to the previous Year).
- The most recent Economy (corresponding to the previous Year).

Note that since Land Managers make their Land Use decisions at the beginning of the Year (when the Climate and the Economy for that Year are still unknown) their perceived current state of the world cannot be formed by the set of conditions that will interact with their decision to produce the outcome at the end of the Year. In the representation of cases, however, the state of the world does comprise the factors that affected the outcome which is stored in the same case. Thus, when retrieving a case considering its similarity with the current perceived state of the world and using that case to guesstimate the outcome, there is the implicit assumption that Land Managers believe that the state of the world during the coming Year will be similar to the current state of the world.

The specific retrieval process for a given Land Use *lu* given a perceived current state of the world *st* is detailed in the following text box in grey. This text box contains pseudo-code (aligned to the left), and some comments in blue ink (aligned to the right) that explain the processes that the piece of pseudo-code next to them is meant to represent:

```

Retrieve the list of cases where lu was applied: episodicMemory[lu].
    Land Manager thinks of previous times where he applied lu.

firstCase = Remove first case from episodicMemory[lu]
    The most salient case in memory is remembered
    (this is one of last year's experiences if lu was applied then)

mostAppropriateCase = firstCase
    So far this most salient case is the most appropriate, but it is about to be
    compared with other previous experiences

WHILE (The end of episodicMemory[lu] is not reached) DO
    Land Manager remembers other previous experiences

IF mostAppropriateCase is a perfect match for state of the world st THEN
break loop WHILE-DO
    If the most appropriate case up until now is just perfect,
    then the Land Manager does not look further.
    This is intended to represent a situation in which no other case
    could be more appropriate and (maybe because of that)
    no further cases are remembered

ELSE
aCase = Remove next case from episodicMemory[lu].
comparison = [Compare: aCase with: mostAppropriateCase relativeTo: st ]

IF comparison == moreSimilar
THEN Add mostAppropriateCase to consideredCases
  
```

```

mostAppropriateCase = aCase
    aCase is more similar to st than mostAppropriateCase is,
    so aCase is now the most appropriate.
    The previously mostAppropriateCase is added to
    a list of cases that have been considered

IF comparison == lessSimilar
THEN Add aCase to rejectedCases
    aCase is less similar to st than mostAppropriateCase is,
    so aCase is rejected (this can be understood as if aCase
    did not even come to the Land Manager's mind in the first place)

IF comparison == incomparable
THEN Add aCase to consideredCases
    aCase and mostAppropriateCase are incommensurably close to st.
    This means that aCase is more similar to st than mostAppropriateCase in some respects,
    and less so in others.
    Thus, aCase has been considered, but it does not replace the most appropriate case

IF comparison == equallySimilar
THEN Add aCase to consideredCases
    aCase and mostAppropriateCase are equally close to st.
    Thus, aCase has been considered, but it does not replace the most appropriate case

end of loop WHILE-DO // end of running through episodicMemory[lu]

Randomise rejectedCases and add them at the beginning of episodicMemory[lu]
Randomise consideredCases and add them at the beginning of episodicMemory[lu]
Add mostAppropriateCase at the beginning of episodicMemory[lu]
    The process of remembering some previous experiences and considering them
    has made them more salient, and they will be remembered more easily
    the next time the Land Manager tries to remember a previous experience

```

Understanding the algorithm may be assisted with reference to an example. Imagine the following list is the episodic memory for a particular land use, *before* it is consulted using the above algorithm to find the most appropriate case:

[H, C1, C2, R1, R2, R3, B, C3, C4, C5, C6, R4, C7, R5, R6, ...]

where H is the head of the list before the episodic memory is consulted (and the best case from the last consultation), B is to be the best (i.e. most appropriate) case for this consultation, C1-*n* are to be the 'considered cases' (those which are *not* found to be less similar to the state of the world than the best case found at that time) and R1-*n* are to be the 'rejected cases' (those which *are* found to be less similar to the state of the world than the best case found at that time). The ordering of the episodic memory after consultation is then:

[B, C, R],

where C is a random ordering of the list [H, C1-*n*] and R is a random ordering of the list [R1-*n*]. In terms of the ordering of which case is known to be better than which other case (i.e. using '>' for 'more-similar' and '<' for 'less-similar'), we know that:

```

R1-3 < H
R4-n < B
B > H

```

Either (C1-2 < B and C1-2 > H) or (C1-2 incomparable-to H)  
 Either (C3-n < B) or (C3-n incomparable-to B)

Thus, H represents some kind of a bias to the case base, since B must be comparable-to it relative to the current state of the world. If the state of the world never changes, then all best cases are comparable-to each other relative to that state of the world. If the state of the world does change, then for all time steps,  $t$ ,  $B(t)$  is either equal to  $B(t-1)$  or  $B(t)$  has state more similar to  $S(t-1)$  than  $B(t-1)$  does, where  $S(t)$  is the state of the world at time  $t$ . (Remembering that the decision at time  $t$  is based on the state of the world at time  $t-1$ .)

The situation is slightly different if a state is found that is equal to the current state of the world. Consider the following example episodic memory before consultation:

[H, C1, C2, R1, R2, R3, E, ... ]

where E is the case with the state of the world equal to the current state.

Then the order of the episodic memory after consultation is:

[E, C, R, ...]

Where C is a random ordering of the list [H, C1, C2], R a random ordering of the list [R1, R2, R3] and the ellipsis represents an unchanged order to the remaining list.\* If H has state equal to the current state of the world, then the order of the case base is unchanged.

There is only one thing left to explain in the process detailed above: When is a case more, less, or equally similar to a certain state of the world  $st$  in comparison with another case, and when are two cases incomparable relative to a certain state of the world  $st$ ? Whether these contingencies occur or not depends on a comparison between the states of the world of the two cases relative to  $st$ . Remember that each state of the world is made up of 3 descriptors (Land Parcel, Climate, and Economy). Let  $A$ ,  $B$ , and  $C$  be three states of the world.

- $A$  is MORE similar to  $C$  than  $B$  is if and only if at least one descriptor in  $A$  is more similar to the corresponding descriptor in  $C$  than  $B$ 's corresponding descriptor is, and the rest of the descriptors are equally similar to  $C$  as  $B$ 's.
- $A$  is LESS similar to  $C$  than  $B$  is if and only if  $B$  is MORE similar to  $C$  than  $A$  is.
- $A$  has the SAME similarity to  $C$  as  $B$  if and only if  $A$  is exactly equal to  $B$ .
- $A$  is INCOMPARABLE with  $B$  relative to  $C$  in the rest of the cases. This occurs when  $A$  is MORE similar to  $C$  than  $B$  in some descriptors, and LESS so in others.

Considering the Climate and Economy, let  $u$ ,  $v$ , and  $w$  be three property value lists, the similarity of which is to be compared.

- $u$  is MORE similar to  $w$  than  $v$  is if and only if  
     The properties for which  $v$  has a symbol the same as  $w$  is a proper subset of the properties for which  $u$  does.
- $u$  is LESS similar to  $w$  than  $v$  is if and only if  
      $v$  is MORE similar to  $w$  than  $u$  is.

---

\* For a closer correspondence with the earlier imperfect matching example, R should be a random ordering of the list [R1, R2, R3, ...], since all cases in the ellipsis will be less similar to the state of the world than E, the perfectly matching case.

- $u$  has the SAME similarity to  $w$  as  $v$  if and only if  $u$  is equal to  $v$ .
- $u$  is INCOMPARABLE with  $v$  relative to  $w$  in the rest of the cases.

Relative distance is used as a proxy for Land Parcels' similarity to each other if the parameter **alwaysUseProximity** is set to 1. Thus, for three Land Parcels,  $u$ ,  $v$  and  $w$ ,  $u$  is MORE similar to  $w$  than  $v$  if and only if  $u$  is closer to  $w$  than  $v$  (using Euclidean distance between the coordinates of the *base* Cell of each Parcel), and has the SAME similarity to  $w$  as  $v$  if and only if  $u$  and  $v$  are equidistant to  $w$ . The base Cell of a Parcel is the Cell closest to its centre. If **alwaysUseProximity** is set to 0, and  $u$ ,  $v$  and  $w$  have one Cell each, or each of  $u$ ,  $v$  and  $w$  have uniform Biophysical Characteristics on their Cells, then Parcels are compared using the property value lists of their Biophysical Characteristics, similarly to the Climate and Economy. If **alwaysUseProximity** is 0 and neither of the above conditions on  $u$ ,  $v$  and  $w$ 's Biophysical Characteristics are met, then Euclidean distance is used for similarity.

#### 4.2.1.3.1.5 Calculation of estimates from the most appropriate cases

The only circumstance under which the process described in the previous section will not retrieve a case is when the compartment for Land Use  $lu$  in the Land Manager's Episodic Memory is empty. If that is the case, then the Land Manager will estimate the Profit and the Social Approval for that Land Use in the considered Land Parcel given the current perceived state of the world taking the respective Aspiration Thresholds as estimates for Profit and Social Approval. If, on the other hand, the retrieval process does produce a case, the estimates are exactly those that appear in the case.

#### 4.2.1.3.2 Selection of a specific Land Use in the two-dimensional plane of utilities

This section explains how Land Managers select one Land Use once they have an estimation of Profit and Social Approval for each of them (see Figure 8). In the general case there will not be a Land Use that outperforms the rest in both dimensions of utility, so Land Managers will have to compromise. This is done using a compensatory approach, i.e. assuming that high performance for one dimension of utility may be traded-off against poorer performance for another, to maximise an overall index of worth or utility called Combined Utility. The Combined Utility is calculated using a linear function which guarantees that only Pareto optimal combinations are selected (as long as weights, which may also be referred to as *saliency*, are positive).

$$\text{Combined\_Utility}[lu] = \text{profit}[lu] * \text{profit\_weight} + \text{approval}[lu] * \text{approval\_weight}$$

Once the Combined Utility of every Land Use is calculated, the Land Manager selects one at random among those with equal maximum Combined Utility. Note that this process assumes profit and approval are all stored in cases for the same Land Use across the whole Estate each Year. It is thus appropriate only when each Estate consists of a single Land Parcel, which is currently the only way to ensure that one Land Use is applied across the whole Estate. The **allowEstateGrowth** parameter will, if set to 0, prevent Land Managers from buying new Land Parcels.

The values for each dimension of utility are not standardised; thus, the ratio of the weights functions as an "exchange rate" between the units of the different dimensions of utility (e.g. £50 / *unit\_of\_approval*). Accordingly, this ratio represents the current relative level of concern about the two dimensions. When using this type of weighting, as long as the weights do not change, the marginal rate of substitution between the two dimensions of utility remains constant, i.e. independent of the actual values of *profit[lu]* and *approval[lu]*. Therefore, at the time of making a particular decision, since the weights are constant, the marginal rate of substitution is constant too.

The weights for each of the two dimensions of utility are in general different for each Land Manager, and they can also vary in time for each particular Land Manager depending on the occurrence of certain *Events* (this process is detailed below). Specifically, each Land Manager has a minimum value for each of the two weights (**profitMinSaliencDist** and **approvalMinSaliencDist**), and a certain amount of units of “mobile worry” (**saliencMarginDist**) that they can assign to either dimension of utility to form the actual weights. These three values are specified at the Subpopulation level, using a probability distribution, and they satisfy the following constraint for each Land Manager:

$$\begin{aligned} \text{profitMinSaliencDist} + \text{approvalMinSaliencDist} + \text{saliencMarginDist} &= \\ &= \text{CONSTANT} = \\ &= \text{profit\_weight} + \text{approval\_weight} \end{aligned}$$

The “mobile worry” is initially divided between the two dimensions in the ratio  $\text{profitMinSaliencDist} / \text{approvalMinSaliencDist}$ , so the first values of *profit\_weight* and *approval\_weight* satisfy the following constraint:

$$\text{profit\_weight} / \text{approval\_weight} = \text{profitMinSaliencDist} / \text{approvalMinSaliencDist}$$

From then onwards, particular Events (e.g. a neighbour going bankrupt; making an overall loss in the Year; or an increase in the number of disapproving neighbours) will cause a shift of a certain number of units of mobile worry (**saliencAdjustDist**), provided there are any to be shifted, i.e. provided *profit\_weight* remains no lower than *profitMinSaliencDist*, and *approval\_weight* no lower than *approvalMinSaliencDist*.

What Events cause what reaction in Land Managers is specified at the Subpopulation level using the file **eventFile**. The structure of this file is explained in section 5.1.6, and the set of available events is summarised in Table 5 and detailed in section 10; an example of an event file is given below:

---

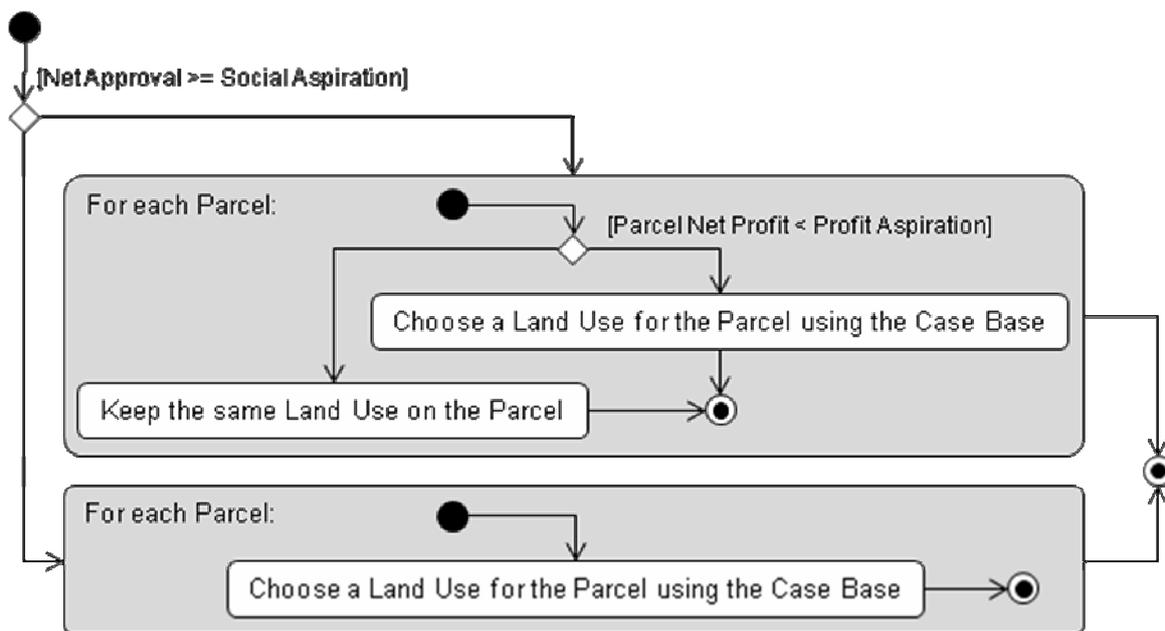
```
BEGIN EVENT BadHarvestEvent
    Response: incProfitSalienc
    MeanHarvestThreshold: 9.0
END
BEGIN EVENT NeighbourDisapprovalEvent
    Response: incApprovalSalienc
END
```

---

Event class	Configuration parameters	Description
BadHarvestEvent	MeanHarvestThreshold	The average Yield from Land Parcels is less than the specified threshold.
DisapprovalProportionEvent	DisapprovalThreshold	The Land Manager has had more than the threshold proportion of their neighbours disapprove of them.
HighWealthEvent	RichThreshold	The Land Manager's Account exceeds the specified threshold.
LandParcelSoldEvent	<i>none</i>	The Land Manager has had to sell a Land Parcel. [Deprecated since in contrast with versions of FEARLUS not featuring ELM, Managers now sell all their Parcels.]
NeighbourDisapprovalEvent	<i>none</i>	A neighbour has disapproved of the Land Manager.
NetLossEvent	<i>none</i>	The Land Manager's Profit this Year is less than zero.
NoRewardEvent	<i>none</i>	The Government has not issued a reward.
ThresholdDisapprovalEvent	DisapprovalThreshold	The Land Manager has had more than the threshold amount of gross disapproval.

**Table 5** — A summary of the Event classes available.

4.2.1.4 Land Manager class: CBRSocialParcelLandManager



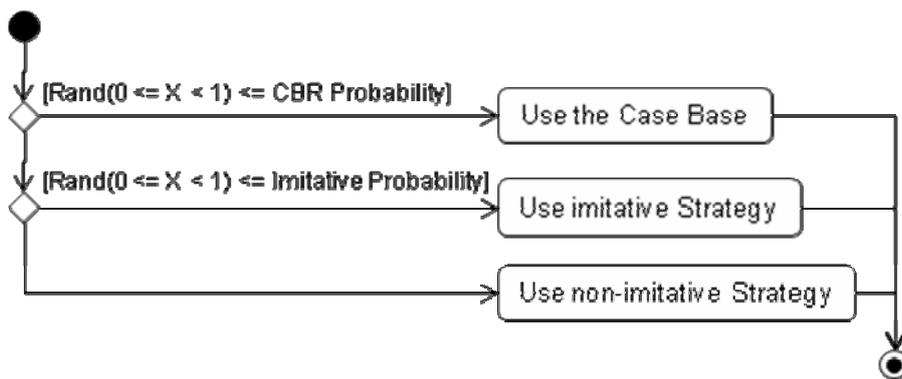
**Figure 10** — UML Activity Diagram showing the decision-making algorithm for the CBRSocialParcelLandManager class. Refer to Figure 9 for more detail on how Land Uses are chosen using the Case Base.

The CBRSocialLandManager class has the issue that the Profit Aspiration is not changed as the Estate size of the Land Manager grows. The CBRSocialParcelLandManager class attempts to

address this by allowing the Profit Aspiration to refer to the Net Profit made by a particular Land Parcel (the Land Parcel's gross Income per unit area less the Break-Even Threshold). A UML Activity Diagram illustrating the changes in the algorithm is provided in Figure 10. One issue with this class is that the Land Parcel Net Profit does not include any Reward or Fines from the Government agent, meaning that Land Managers' decisions will not be affected by this. Another is that it does not address the issue that the amount Approval as well as Profit can be changed by Estate size.

#### 4.2.1.5 Land Manager class: CBRStrategyLandManager

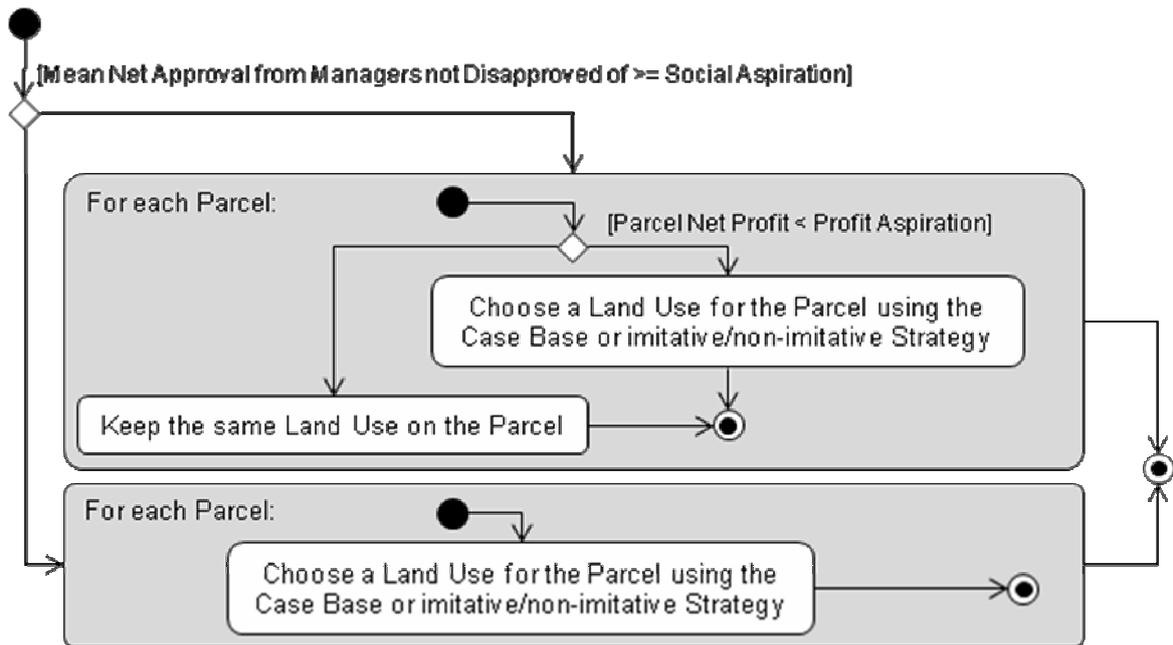
CBRStrategyLandManagers decide as per CBRSocialParcelLandManagers, except that when their Aspiration Thresholds are not reached they have a chance (determined by their individual value drawn from the Subpopulation distribution determined by parameters **pCBRDist**, **pCBRMin**, **pCBRMax**, **pCBRMean** and **pCBRVar**) of using Case Based Reasoning as opposed to a Strategy from Table 4 when choosing a Land Use. When using a Strategy, they have a probability (sampled from Subpopulation parameters **pImitateDist**, **pImitateMin**, **pImitateMax**, **pImitateMean** and **pImitateVar**) of using an imitative rather than a non-imitative Strategy. For those Strategies that work with a Memory, the size of the Memory is determined by sampling from a uniform distribution at Subpopulation level with parameters **memorySizeMin** and **memorySizeMax**. CBRStrategyLandManagers can thus be made to behave in exactly the same way as LandManagers with HabitStrategy as their contentment Strategy (**pCBR** = 0), or in exactly the same way as CBRSocialParcelLandManagers (**pCBR** = 1). Refer to Table 4 for a list of Strategies available.



**Figure 11** — UML Activity Diagram showing part of the decision-making algorithm of Land Managers of the CBRStrategyLandManager class. This algorithm replaces the 'Choose a Land Use for the Parcel using the Case Base' steps in the algorithm shown in Figure 10 for the CBRSocialParcelLandManager class.

#### 4.2.1.6 Land Manager class: CBRNetApprovalLandManager

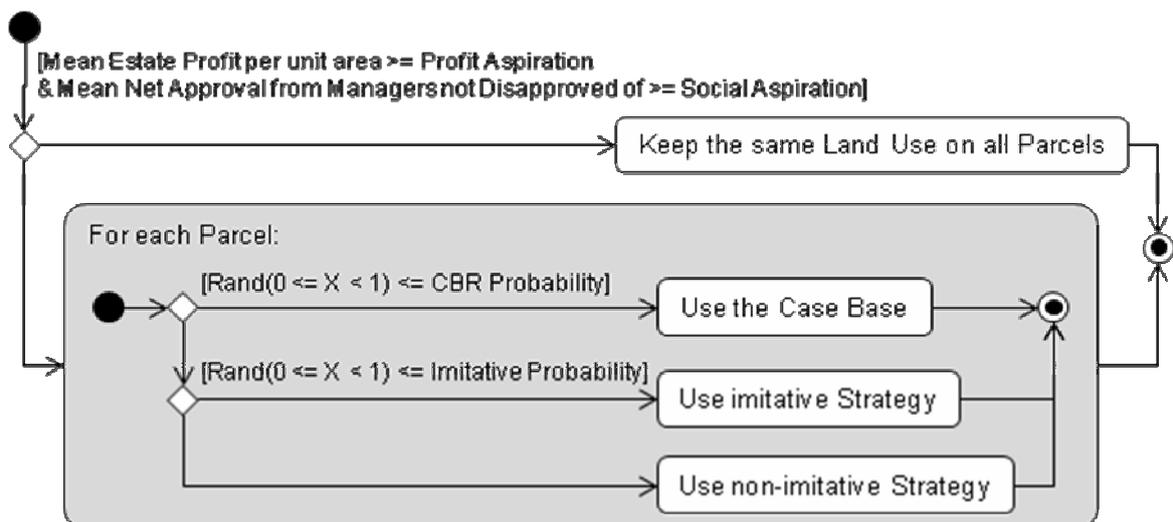
The CBRNetApprovalLandManager class builds on the CBRStrategyLandManager class by dealing with the issue that the amount of possible Approval a Land Manager can get changes with Estate size. Another issue, that Land Managers may not care about the Approval or Disapproval they get from other Managers they Disapprove of is also catered for. When considering whether the Social Aspiration is met, Land Managers of this class compute the mean net Approval (Approval – Disapproval) from the set of Managers they have not Disapproved of. The UML diagram is given below in Figure 12.



**Figure 12** — UML Activity Diagram showing the decision-making algorithm of the CBRNetApprovalLandManager class.

#### 4.2.1.7 Land Manager class: CBRFarmScaleProfitLandManager

The CBRFarmScaleProfitLandManager class returns to much the same algorithm as the CBRSocialLandManager, but using some of the extensions introduced in other classes: The option to use imitative or non-imitative Strategies rather than the Case Base and Mean Net Approval for deciding whether Social Aspiration is met. A UML Diagram of the algorithm is given in Figure 13.

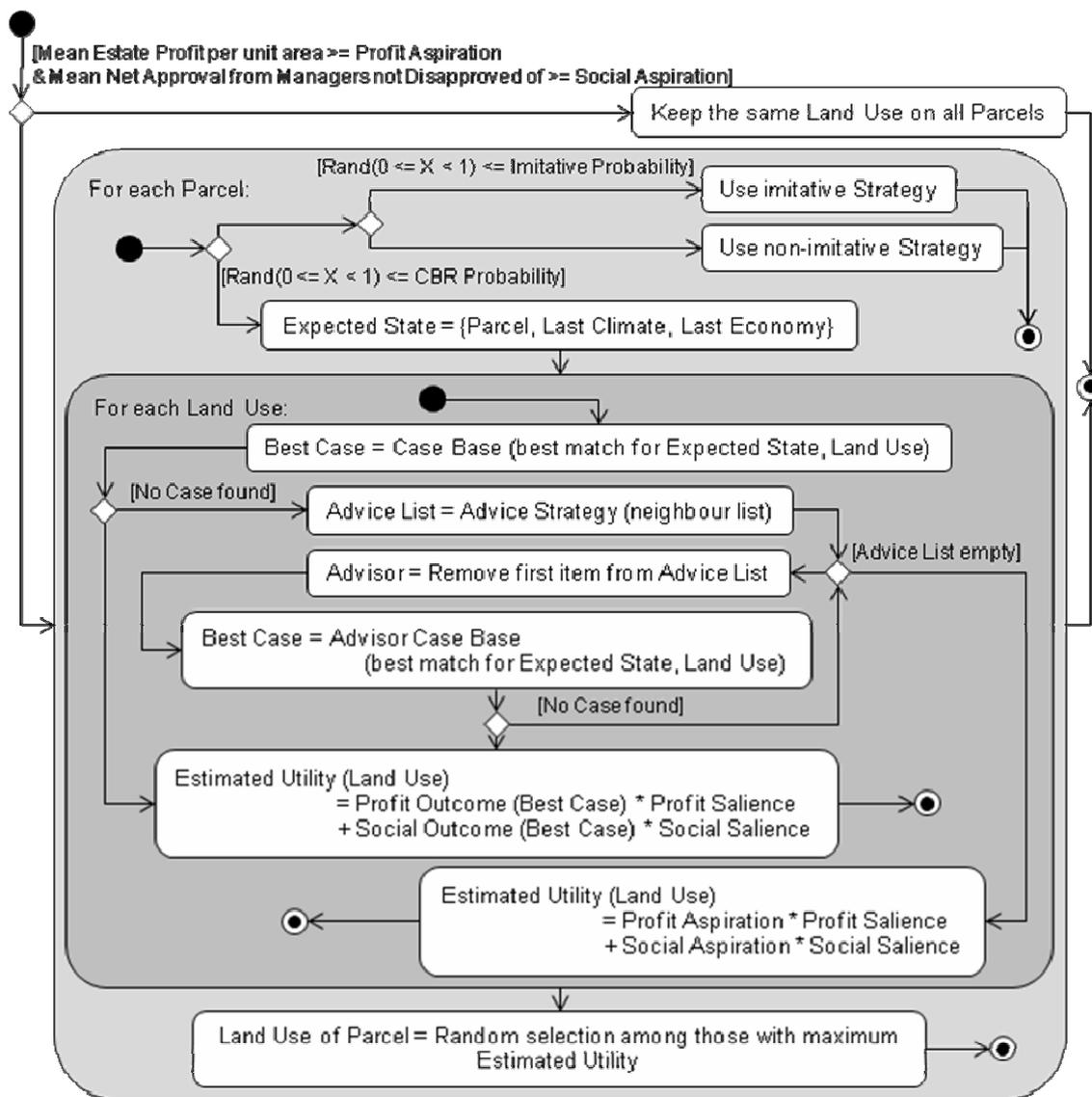


**Figure 13** — UML Activity Diagram showing the decision-making algorithm of the CBRFarmScaleProfitLandManager.

#### 4.2.1.8 Land Manager class: CBRAdviceLandManager

Land Managers of the CBRAdviceLandManager class use much the same algorithm as CBRFarmScaleProfitLandManager, except that when the Land Manager cannot find a Case in their Episodic Memory, they may ask for Advice from other neighbouring Land Managers. This

is done using an *Advice Strategy* to sort neighbouring Land Managers in the order in which they are to be consulted for Advice. Land Managers will offer Advice to any Land Manager of whom they have not Disapproved and who have not Disapproved of them. Advice is given by returning the best matching Case from the Case Base for the Land Use and state of the world supplied by the Land Manager asking for Advice. The algorithm is given in Figure 14. Various Advice Strategies are available, and these are listed in Table 6. Land Managers are assigned their Advice Strategy from the Subpopulation they belong to, using the **adviceStrategy** parameter.



**Figure 14** — UML Activity Diagram depicting the decision algorithm of CBRAdviceLandManagers.

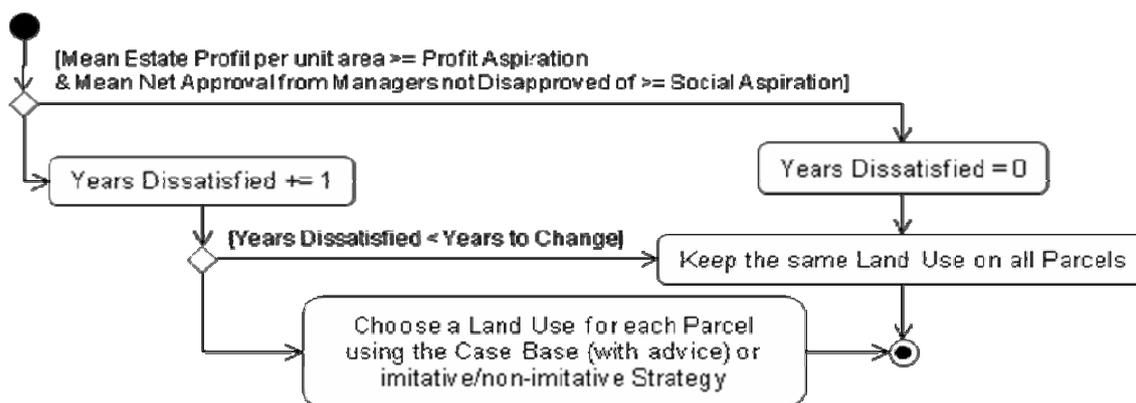
Another feature introduced for the CBRAdviceLandManager class is limitations on the Case Base size. Two limits can be imposed on the Case Base. One is the amount of time a Case will be stored in the Case Base, and another is a limit on the number of Cases that can be stored in the Case Base. These limits can be used together, or independently. These limitations are assigned to Land Managers using parameters in the Subpopulation, which specify a uniform distribution for the time limit on Cases (**CBTimeLimitMin**, **CBTimeLimitMax**), and for the size limit on the Case Base as a whole (**CBSizeLimitMin**, **CBSizeLimitMax**). In either case, Land Managers assigned a size or time limit of zero have no corresponding limit.

Advice Strategy class	Description
NoAdviceStrategy	For use if you want to ensure Land Managers of this class do not seek any Advice. An empty list of Advisors is returned.
NoDisapproverAdviceStrategy	The Advice list is a randomly ordered list of neighbours with whom there has been no Disapproval.
ProfitMakerAdviceStrategy	The Advice list is a list of neighbours sorted in descending order of Profit.
SameSubPopulationAdviceStrategy	The Advice list is a randomly ordered list of neighbours belonging to the same Subpopulation as the Manager seeking Advice.

**Table 6** — The Advice Strategy classes available for CBRAdviceLandManagers to use.

#### 4.2.1.9 Land Manager class: CBRDelayedChangeLandManager

CBRDelayedChangeLandManagers use the same algorithm as CBRAdviceLandManager, with the exception that Land Uses are not changed until a number of consecutive Years of Aspirations not being met have gone by. The number of consecutive Years to use ('Years to Change' in the UML diagram in Figure 15) is set from a uniform distribution in the Subpopulation, using the parameters **changeDelayMin** and **changeDelayMax**.



**Figure 15** — UML Activity Diagram showing the decision making algorithm of the CBRDelayedChangeLandManager.

## 4.2.2 Income generation

Land Managers in model1-1-5 survive by generating sufficient Income to prevent them from becoming bankrupt. Every Land Manager starts the simulation with a certain amount of Wealth in their account, for which a range of values is specified at the Subpopulation level (**initialAccountDist**). From then on, in general, there are three potential sources of Income:

a) Land Managers can obtain income from harvesting each of their Land Parcels and selling the crop in the market. The amount of Yield obtained in a Land Parcel for a particular crop in model1-1-5 depends on two factors: the (local) Biophysical Characteristics of the Land Parcel, and the (global) Climatic conditions. Yield is then transformed in the (global) market into more or less money depending on the (global) Economic conditions and running costs. The following explains this process in detail.

From version 0-8-3 onwards, lookup tables have replaced earlier-used bitstrings as the means by which economic returns from Land Use decisions are calculated. There are two lookup tables in

FEARLUS. One determines how much Yield is obtained from a particular Land Use decision, which is predictably enough termed the ‘Yield lookup table’, the other is the ‘Gross Income lookup table’, which determines the price received per unit Yield for each Land Use and state of the Economy. The Yield lookup table provides the Yield per unit area for each combination of Land Use, Climate and Biophysical Characteristics states. The set of symbols determining these states is supplied in the filenames given in the **yieldTreeFile** and **incomeTreeFile** parameters, and the names of the files containing the tables themselves in the **yieldTableFile** and **incomeTableFile** parameters. The factors determining Yield and Income are thus now completely under user control; these factors being set by the (arbitrary) properties and symbols for each of the Biophysical Characteristics, Climate, Economy and Land Use property value lists. Note, however, that the more such factors are included, the greater the combinatorial demand for data.

Since Biophysical Characteristics vary at Cell level, the Yield lookup table is consulted in turn for each Cell in the Parcel. The Yield for the Parcel is the sum of the Cell Yields. The Gross Income for the Parcel is then the Parcel Yield multiplied by the appropriate entry in the Gross Income lookup table. From the Parcel Gross Income, a value is subtracted for Parcel-scale costs, to give the Parcel Net Income. This value is given by the product of the **breakEvenThreshold** parameter (which represents a Parcel-scale break-even threshold per unit area, assuming no Land Use Economy-of-Scale), the area of the Land Parcel, and the Economy-of-Scale of the Land Use. The Economy-of-Scale is a factor in the range 0-1, determined by the Land Manager’s total area allocated to a particular Land Use. If the Economy-of-Scale is 1, then there is no Economy-of-Scale. Once the Parcel Net Income has been calculated for each Parcel owned by a Land Manager, the Farm Scale Fixed Costs are subtracted from the total Parcel Net Income to give the amount to increment the Land Manager’s Account by. This is summarised in the formula:

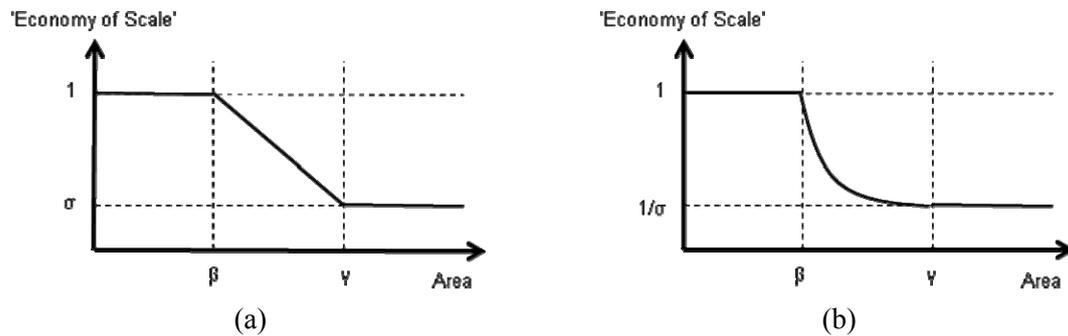
$$\Delta A_m = \left[ \sum_{p \in P_m} g(E, U_p) \cdot \left( \sum_{c \in C_p} a \cdot y(B_c, C, U_p) \right) - b \cdot a_p \cdot s(U_p, z(U_p, m)) \right] - f$$

where  $A_m$  is the Account of Land Manager  $m$ ,  $P_m$  is the set of Land Parcels owned by Land Manager  $m$ ,  $E$  is the current state of the Economy,  $U_p$  is the Land Use applied to Parcel  $p$ ,  $g()$  returns the Gross Income per unit Yield from the Gross Income lookup table,  $C_p$  is the set of Land Cells belonging to Parcel  $p$ ,  $a$  is the area of each cell (**cellArea** parameter),  $B_c$  is the Biophysical Characteristics of Cell  $c$ ,  $C$  is the current state of the Climate,  $y()$  returns the Yield per unit area from the Yield lookup table,  $b$  is the Break Even Threshold per unit area (**breakEvenThreshold** parameter),  $a_p$  is the area of Parcel  $p$  (equal to  $a$  times the number of cells  $p$  contains),  $z()$  returns the area currently allocated by Manager  $m$  to a particular Land Use,  $f$  are the Farm Scale Fixed Costs (**farmScaleFixedCosts** parameter), and  $s()$  returns the Economy-of-Scale due to an area  $\alpha$  allocated by one Land Manager to a Land Use  $U$  as follows:

$$s(U, \alpha) = \begin{cases} 1 & \sigma_U = 1; \alpha \leq \beta_U \\ \sigma_U & \alpha \geq \gamma_U, \sigma_U < 1 \\ \frac{1}{\sigma_U} & \alpha \geq \gamma_U, \sigma_U > 1 \\ \sigma_U + (1 - \sigma_U) \frac{\gamma_U - \alpha}{\gamma_U - \beta_U} & \beta_U < \alpha < \gamma_U, \sigma_U < 1 \\ \frac{1}{1 + (\sigma_U - 1) \frac{\alpha - \beta_U}{\gamma_U - \beta_U}} & \beta_U < \alpha < \gamma_U, \sigma_U > 1 \end{cases}$$

where  $\beta_U$ ,  $\gamma_U$  and  $\sigma_U$  parameterise the Economy-of-Scale function for Land Use  $U$ . If  $\sigma_U < 1$ , then the Economy-of-Scale decreases linearly from 1 to  $\sigma_U$  as the area increases from  $\beta_U$  to  $\gamma_U$ . If

$\sigma_U > 1$ , then the Economy-of-Scale decreases as an inverse function of  $\sigma_U$  as the area increases from  $\beta_U$  to  $\gamma_U$ , from 1 to  $1/\sigma_U$ .\*



**Figure 16** — Sketches of the Economy-of-Scale curve. (a)  $\sigma_U < 1$ .  
(b)  $\sigma_U > 1$ .

The Farm Scale Fixed Costs can be a constant, or they can be loaded from a file (**farmScaleFixedCostsFile** parameter). If both the **farmScaleFixedCosts** and **farmScaleFixedCostsFile** parameters are specified, then the values loaded from the file will over-ride the **farmScaleFixedCosts** parameter. If the file contains fewer Farm Scale Fixed Cost values than the number of Years in the simulation, a warning will be issued and the value will remain constant at whatever the last value read from the file is once the end of the file is reached.

b) Off-farm Income. This is determined by a normal distribution (truncated to have a minimum of zero) for each Land Manager, with mean and variance each taken from uniform distributions at Subpopulation level, in parameters **offFarmIncomeMeanMin**, **offFarmIncomeMeanMax**, **offFarmIncomeVarMin** and **offFarmIncomeVarMax**.

c) The third potential source of Income for the Land Managers is the Government Agent (**governmentClass**; **governmentFile**) in the model. Government Agents issue fines or rewards to Land Managers according to policy goals. See section 4.3.

### 4.2.3 Social approval and disapproval

The social approval model in FEARLUS allows modelling Land Managers who are motivated by more than financial reward. All classes of Land Manager except LandManager, PositiveLandManager and DelayedChangeLandManager provide this functionality. The social approval model in FEARLUS comprises a list of Triggers for each Land Manager, which are rules that determine when and how much a Land Manager will Approve or Disapprove of another Land Manager. Land Managers may only Approve or Disapprove of other Land Managers in their social neighbourhood. The Trigger classes available in model 1-1-5 are explained in more detail in section 11, and listed in Table 7. Each Trigger rule has as parameters the amount of Approval or Disapproval the Land Manager will apply, according to whether the appropriate conditions are met. These amounts can be set to zero where, for example, a rule that possibly issues both Approval and Disapproval is required only to issue one of them; indeed, in many cases it would be nonsense to do otherwise.

\* The Economy-of-Scale is thus unfortunately somewhat misnamed; from its name one would expect it to *increase* with area, but since it is a multiplier of the Parcel's Break-Even Threshold, it functions to reduce fixed costs as a factor, which is how one would expect economies of scale to operate in general. If  $\sigma_U > 1$ , then it is at least true that a larger  $\sigma_U$  means a larger economy of scale.

Trigger class	Configuration parameters	Description
AllLowPollutionTrigger	PollutionThreshold	Approve of Land Managers whose Parcels all have a pollution less than the specified threshold.
LandUseGroupTrigger	LandUseSymbols	Approve or disapprove of any aspect of the Land Use applied by a Land Manager on a Land Parcel. The LandUseSymbols parameter is a comma-separated list of property/symbol pairs belonging to the Land Use symbol group, which, if they co-occur on a Parcel, will activate the trigger. Combining several instances of this Trigger allows for disjunction, and potentially quite sophisticated approval and disapproval rules for Land Use.
NeighbourPollutionTrigger*	<i>none</i>	Approve of neighbours whose mean pollution is less than the Land Manager, and disapprove of those whose mean pollution is more.
ThresholdPollutionTrigger	PollutionThreshold	Disapprove of a Land Manager if the pollution exceeds the specified threshold on any of their Land Parcels.
WorseLUThanMeTrigger*	<i>none</i>	Find the most polluting Land Use used by the Land Manager. Each neighbour using a more polluting Land Use will be disapproved of, and all other neighbours will be approved of.

**Table 7** — A summary of the Trigger classes available. Starred classes could consistently have non-zero settings for both approval and disapproval.

#### 4.2.4 Land Parcel transfer: ELMM0-2

If and only if the parameter **allowEstateGrowth** is equal to 1, Land Managers can own multi-Parcel Estates. When this is allowed, the transfer of Land Parcels between Land Managers is done using ELMM. ELMM stands for Endogenised Land Market Model. ELMM0-1 is discussed in a paper to ESSA 2005 (Polhill, Parker & Gotts 2005). ELMM0-2 consists of a minor upgrade to that model. In ELMM, rather than exchanging Land Parcels using a fixed price as in FEARLUS, Land Managers bid for their Land Parcels in an auction.

Land Managers are divided into Subpopulations according to their decision-making processes. Each Subpopulation is defined by a set of parameters that determine how its member Land Managers will decide a Land Use for each Land Parcel (see section 4.2.1) and how they will make decisions about acquiring Land Parcels. This section pertains to the latter.

The rules for transfer of Land Parcels depend in part on which class of Land Manager is being used by a Subpopulation. The PositiveLandManager class has a slight difference from all of the other classes. Land Managers from the PositiveLandManager class who have non-positive accrued Wealth are regarded as being bankrupt, and must sell off all their Land Parcels; whilst those from all the other classes must sell off their Land Parcels if they have negative Wealth.\* Land Managers may also sell up with a certain probability, even if they do not have negative Wealth, determined using a distribution in the Subpopulation (**pSellUpDist**, **pSellUpMin**, **pSellUpMax**, **pSellUpMean**, **pSellUpVar**). Since these are the only restrictions on the

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\* The PositiveLandManager class was created to explore whether any of the issues raised in Edmonds and Hales (2003) applied to FEARLUS.

length of time a Land Manager may spend in the simulation, a Land Manager is better thought of as representing a farming business or family, than an individual farmer.

Bidding Strategy class	Configuration options	Description
DiscountingBiddingStrategy	rateDist, rateMin, rateMax, rateMean, rateVar, windowMin, windowMax, lpwgtMin, lpwgtMax	The bid price, $b_{mp}$ , of Land Manager $m$ for Parcel $p$ is given by the following formula:  $b_{mp} = \frac{(1 - w_m)P_m - w_m(y_p - T)}{r_m}$ where $lpwgtMin \leq w_m \leq lpwgtMax$ represents how much Manager $m$ is concerned with the Parcel's Yield or their own profit when making bids, $y_p$ is the Yield of Parcel $p$ , $T$ is the Break Even Threshold, $r_m$ is the Land Manager's 'interest rate' or perceived risk, sampled from rateDist ('normal' or 'uniform'), and $P_m$ is the mean profit the Manager has made over the last $n_m$ Years, where $windowMin \leq n_m \leq windowMax$
FixedPriceBiddingStrategy	priceDist, priceMin, priceMax, priceMean, priceVar	The bid price is a fixed price. Each Land Manager has their own fixed, constant price offered, taken from the Subpopulation distribution priceDist ('normal' or 'uniform')
WealthMultipleBiddingStrategy	wealthcDist, wealthcMin, wealthcMax, wealthcMean, wealthcVar	The bid price is a constant multiple of the Land Manager's account. The coefficient is taken from the Subpopulation distribution wealthcDist ('normal' or 'uniform')
YieldMultipleBiddingStrategy	yieldcDist, yieldcMin, yieldcMax, yieldcMean, yieldcVar	The bid price is a constant multiple of the most recent Yield of the Land Parcel for sale. The coefficient is taken from the Subpopulation distribution yieldcDist ('normal' or 'uniform')

**Table 8** — The Bidding Strategies available and their configuration parameters.

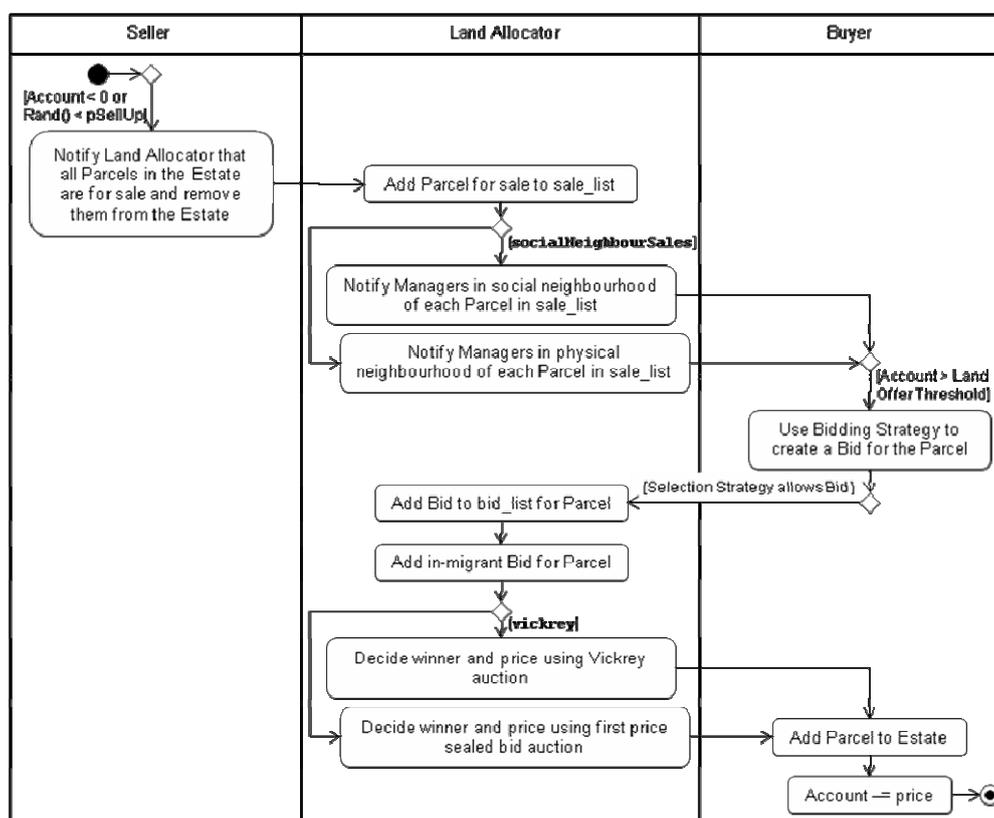
All Land Managers in the neighbourhood of a Land Parcel being put up for sale are notified of the availability of the Land Parcel. If the **socialNeighbourSales** parameter is 1, then the social neighbourhood is used, otherwise the physical neighbourhood is used. Each Land Manager has an individual Land Offer Threshold, which specifies the amount of Wealth they must have before they will consider putting in a bid for a Land Parcel. Assuming the Land Offer Threshold is exceeded, Land Managers then proceed to make a bid price for the Land Parcel using a Bidding Strategy. If the bid price is negative, the potential bid is ignored. From this set of potential bids, a Land Parcel Selection Strategy is then used to choose which bids will actually be made. The total of all bids made must ensure the Land Offer Threshold is still in the Land Manager's Account. The Land Allocator is then notified of all the bids made. If a bid is negative or zero, the Land Allocator ignores it.

The Bidding and Selection Strategies available are listed in Table 8 and Table 9. Note that the configuration options for the Bidding Strategies apply at the Subpopulation level, defining

distributions for parameters of member Land Managers that, once set for an individual Land Manager, do not change.

Selection Strategy class	Description
BuyCheapestSelectionStrategy	Intended to represent an acquisitive strategy for accumulation of Land, Managers using this strategy bid for the Parcels they give the least value to. This is a bit odd, however, as presumably the bids will not be particularly competitive, and if the Manager did win, the Parcels themselves are not estimated by the Manager to have much value.
BuyDearestSelectionStrategy	Managers using this strategy bid for the Parcels they value most highly first.
RandomSelectionStrategy	A random selection of bids is made. Note that some Bidding Strategies (such as Wealth Multiple) do not discriminate among Land Parcels.

**Table 9** — The Land Parcel Selection Strategies available.



**Figure 17** — UML Activity Diagram summarising some of the transactions and parameters involved in the transfer of a Land Parcel from one Land Manager to another.

Once the Land Allocator has received all the bids from existing Land Managers for a Land Parcel, it generates an in-migrant bid from a randomly chosen Subpopulation, using that Subpopulation's In-migrant Offer Price Distribution. Note that if a large Estate is for sale, and the **socialNeighbourSales** parameter is 0, then all Parcels in the middle of the Estate (i.e. those not physically neighbouring a Parcel owned by another Land Manager) will be sold to in-migrant Land Managers. The winning bid is then the largest bid made (or if two or more bids have equal maximum offer price, then a uniform random choice is made among them). The Land

Manager making the winning bid is then the new owner of the Land Parcel. If a Vickrey auction has been specified, then the price of the exchange is that of the second-highest bidder. If only one bid is made in a Vickrey auction, or if a first price sealed bid auction is specified (by setting the **vickrey** parameter to 0), then the winning bid price is the price of the exchange. The process is summarised in Figure 17, though this is not a comprehensive depiction.

### 4.3 The Government Agent

The Government Agent offers the possibility of implementing policies designed to influence Land Managers' Land Use decisions. There is no direct communication between Land Managers and the Government during the decision-making process to find out what actions they can take to increase their chance of obtaining an award or reduce their chance of being fined. Despite this, the Government can still influence behaviour in those Land Manager classes where Financial Aspirations are based on Profit rather than returns from individual Land Parcels. The Government Agent classes (**governmentClass**; **governmentFile**) implemented in model1-1-5 are listed in what follows, and summarised in Table 10.

Government class	Description
BudgetClusterActivityGovernment	As per ClusterActivityGovernment, but rewards are given as a share of a fixed Budget.
BudgetRewardActivityGovernment	As per RewardActivityGovernment, but rewards are given as a share of a fixed Budget.
BudgetTargetActivityGovernment	As per TargetActivityGovernment, but rewards are given as a share of a fixed Budget.
BudgetTargetClusterActivityGovernment	As per TargetClusterActivityGovernment, but rewards are given as a share of a fixed Budget.
CappedBudgetClusterActivityGovernment	As per BudgetClusterActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedBudgetRewardActivityGovernment	As per BudgetRewardActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedBudgetTargetActivityGovernment	As per BudgetTargetActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedBudgetTargetClusterActivityGovernment	As per BudgetTargetClusterActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedClusterActivityGovernment	As per ClusterActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedRewardActivityGovernment	As per RewardActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedTargetActivityGovernment	As per TargetActivityGovernment, but with a Cap on the reward a Manager can receive.
CappedTargetClusterActivityGovernment	As per TargetClusterActivityGovernment, but with a Cap on the reward a Manager can receive.
ClusterActivityGovernment	A reward is issued for using an awardable Land Use, with extra if neighbours have the same Use.
NbrSubsetActivityGovernment	A limited number of awards are made to Managers where a minimum number of contiguous Parcels have the same Land Use.
ParcelRewardingGovernment	A reward is issued to every Land Manager for each Parcel they own if the Pollution is less than a threshold.
RewardActivityGovernment	A reward is issued for each Land Parcel using an awardable Land Use.
RewardingGovernment	A reward is issued to every Land Manager if the total Pollution is less than a threshold.
SortNbrSubsetActivityGovernment	As per NbrSubsetActivityGovernment, with awards

Government class	Description
	made in descending order of the number of awards Managers would have received without the limit.
SortSubsetActivityGovernment	As per SubsetActivityGovernment, but the limited awards are made to Managers in descending order of number of awards they would have received without the limit.
SubsetActivityGovernment	As per RewardActivityGovernment, but with a limit on the number of awards that will be made.
TargetActivityGovernment	As per RewardActivityGovernment, but rewards are issued for a Land Use until a target coverage is reached.
TargetClusterActivityGovernment	As per ClusterActivityGovernment, but rewards are issued for a Land Use until a target coverage is reached.

**Table 10** — The Government classes available.

Many of the classes allow the policy (rewards or fines) to be issued within a restricted zone. The Zone parameter provides various ways for this to be specified; for details, refer to section 5.1.14.

### 4.3.1 Government classes implementing a reward for Land Uses

The following classes of Government offer various ways of issuing rewards to Land Managers for using particular Land Uses. Some of the classes may also be configured to fine Managers for using particular Land Uses.

#### 4.3.1.1 Government class: RewardActivityGovernment

<b>Description</b>	Issues a specified reward to Land Managers based on the Land Uses they apply.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue a reward (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, a reward per unit area should be specified. Negative rewards are treated as fines.

#### 4.3.1.2 Government class: BudgetRewardActivityGovernment

<b>Description</b>	Issues rewards as a share of a fixed budget, which must be spent (unless no-one is awardable).
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies a weight per unit area of the budget the Land Manager will get. Negative rewards are treated as fines, implemented as specified.
Budget: <i>budget</i>	<p>The budget to use. A Land Manager (<math>m</math>)'s reward <math>r(m, p)</math> for the use of Land Use <math>u(p)</math> on land parcel <math>p</math> is given by:</p> $r(m, p) = a_p r_{u(p)} \frac{b}{\sum_q a_q r_{u(q)}}$ <p>where <math>a_p</math> is the area of <math>p</math>, <math>r_{u(p)}</math> is the reward weight for Land Use <math>u(p)</math> specified by the <i>reward</i> parameter associated with the Land Use (default 0), <math>b</math> is the budget, and <math>q</math> iterates over all awarded Land Parcels in the policy zone to get the total reward weight.</p>

#### 4.3.1.3 Government class: CappedRewardActivityGovernment

<b>Description</b>	Issues rewards, but with a cap on the total amount any one Land Manager may receive.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies the reward the Land Manager will get (subject to a cap). Negative rewards are treated as fines, implemented as specified.
Cap: <i>cap</i>	Specify the maximum amount any Land Manager will receive.

#### 4.3.1.4 Government class: CappedBudgetRewardActivityGovernment

<b>Description</b>	Issues rewards as shares of a fixed budget (see 4.3.1.2), but with a cap on the total amount any one Land Manager may receive.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies a weight per unit area of the budget the Land Manager will get. Negative rewards are treated as fines, implemented as specified.
Budget: <i>budget</i>	Specify the budget the Government has to spend
Cap: <i>cap</i>	Specify the maximum amount any Land Manager will receive.

### 4.3.2 Government classes issuing limited rewards for Land Uses

The following classes reward certain Land Uses where they are applied to Land Parcels, but with a limit on the number of rewards that will be made. With these classes, therefore, Land Managers' can affect each others' potential for being rewarded for their Land Use decisions. In the NbrSubsetActivityGovernment and SortNbrSubsetActivityGovernment classes, there is the further potential in that rewards are not given unless a Parcel is part of a contiguous set of at least a specified number of Parcels using the same Land Use.

#### 4.3.2.1 Government class: SubsetActivityGovernment

<b>Description</b>	Issues rewards as specified for each Land Use, but only a (random) set of $n$ rewards will be issued.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies the reward per unit area to give, if the reward is chosen to be given. Negative rewards are treated as fines, implemented as specified.
MaxNRewards: <i>max</i>	Specify the number of rewards to be given.

#### 4.3.2.2 Government class: SortSubsetActivityGovernment

<b>Description</b>	Issues rewards as specified for each Land Use, but a subset of rewards will be made, in descending order of number of awards per Land Manager.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies the reward per unit area to give, if the reward is chosen to be given. Negative rewards are treated as fines, implemented as specified.
MaxNRewards: <i>max</i>	Specify the number of rewards to be given.

#### 4.3.2.3 Government class: NbrSubsetActivityGovernment

<b>Description</b>	Issues rewards as specified for each Land Use on those Parcels with at
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	least $n$ neighbours having the same Land Use. There is a limit on the number of awards that can be made. Rewards are selected randomly.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies the reward per unit area to give, if the reward is chosen to be given. Negative rewards are treated as fines, implemented as specified.
MaxNRewards: <i>max</i>	Specify the number of rewards to be given.
MinNNeighbours: <i>min</i>	The minimum number of neighbouring Parcels required having the same Land Use before the reward will be given.

#### 4.3.2.4 Government class: SortNbrSubsetActivityGovernment

<b>Description</b>	Issues rewards as specified for each Land Use on those Parcels with at least $n$ neighbours having the same Land Use. There is a limit on the number of awards that can be made. Rewards are made in descending order of number of neighbours having the same Land Use.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label reward</i>	For each awardable Land Use, the associated reward parameter specifies the reward per unit area to give, if the reward is chosen to be given. Negative rewards are treated as fines, implemented as specified.
MaxNRewards: <i>max</i>	Specify the number of rewards to be given.
MinNNeighbours: <i>min</i>	The minimum number of neighbouring Parcels required to have the same Land Use before the reward will be given.

### 4.3.3 Reward for Land Uses with a target coverage

The Government classes in this section issue rewards to Land Managers to achieve a target coverage for certain Land Uses. Rewards are issued only when the target coverage for an awardable Land Use is not achieved.

#### 4.3.3.1 Government class: TargetActivityGovernment

<b>Description</b>	Issues a fixed reward for any Land Use the coverage of which in the policy zone is less than a target
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	For each awardable Land Use, gives the target coverage.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use when the coverage is less than the target.

#### 4.3.3.2 Government class: BudgetTargetActivityGovernment

<b>Description</b>	Issues a fixed reward for any Land Use the coverage of which in the policy zone is less than a target, with a fixed budget that must get spent.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	For each awardable Land Use, gives the target coverage.
Reward: <i>reward</i>	The reward share per unit area to be given for any awardable Land Use when the coverage is less than the target. (In fact, this parameter is irrelevant. Since the rewards are the same for each Land Use, all that matters is the number of rewards and the area of the Parcel.)
Budget: <i>budget</i>	The budget to use for the awards.

#### 4.3.3.3 Government class: CappedTargetActivityGovernment

<b>Description</b>	Issues a fixed reward for any Land Use the coverage of which in the policy zone is less than a target, with cap on the reward that a Land Manager can receive in a Year.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	For each awardable Land Use, gives the target coverage.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use when the coverage is less than the target, subject to the cap.
Cap: <i>cap</i>	The upper limit on any one Land Manager's total reward for the Year.

#### 4.3.3.4 Government class: CappedBudgetTargetActivityGovernment

<b>Description</b>	Issues a fixed reward for any Land Use the coverage of which in the policy zone is less than a target, with a fixed budget that must get spent, subject to a cap.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	For each awardable Land Use, gives the target coverage.
Reward: <i>reward</i>	The reward share per unit area to be given for any awardable Land Use when the coverage is less than the target. (In fact, this parameter is irrelevant. Since the rewards are the same for each Land Use, all that matters is the number of rewards and the area of the Parcel.)
Budget: <i>budget</i>	The budget to use for the awards.
Cap: <i>cap</i>	The cap on the total reward a Land Manager can receive in a Year.

### 4.3.4 Reward Land Uses in a contiguous cluster

The following is a series of Government classes that encourage clusters of contiguous areas of Land Uses, but in a slightly different manner to the NbrSubsetActivityGovernment and SortNbrSubsetActivityGovernment classes. Here, Managers are given an award even if an awardable Land Use is not part of a contiguous cluster of Parcels having the same Land Use. However, encouragement for Land Uses in a contiguous area is given through offering an extra award for neighbouring Parcels having the same Land Use.

#### 4.3.4.1 Government class: ClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.

#### 4.3.4.2 Government class: BudgetClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on
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	Parcels where this will contribute to increasing the contiguous area devoted to a Land Use. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. Rewards are made as shares of a fixed budget that must be spent if any reward is made.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward share per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward share per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.
Budget: <i>budget</i>	The budget

#### 4.3.4.3 Government class: CappedClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. There is a cap on the total reward any one Land Manager may receive in a Year.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.
Cap: <i>cap</i>	The maximum reward a Manager may receive per Year.

#### 4.3.4.4 Government class: BudgetClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. Rewards are made as shares of a fixed budget that must be spent if any reward is made, with the exception that there is a cap on the total reward a Land Manager may receive per Year.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward share per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward share per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.
Budget: <i>budget</i>	The budget
Cap: <i>cap</i>	The cap

### 4.3.5 Reward Land Uses in a cluster with a target coverage

These classes of Government combine a target coverage for certain Land Uses with a preference for these Land Uses to be in a contiguous cluster. To encourage the target coverage of the Land Uses to be maintained once achieved, rewards to Managers made before the target was achieved are maintained.

#### 4.3.5.1 Government class: TargetClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use until a target coverage of the Land Use is reached. Land Managers are given a reward for using an awardable Land Use on any parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. However, the Government has a target coverage for each Land Use, which if exceeded, means that any Land Manager not awarded for that Land Use in the previous year cannot be awarded for the Land Use in this Year (even if Managers awarded in the previous Year have changed activity).
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.

#### 4.3.5.2 Government class: BudgetTargetClusterActivityGovernment

<b>Description</b>	Land Managers are rewarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use until a target coverage of the Land Use is reached. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. However, the Government has a target coverage for each Land Use, which if exceeded, means that any Land Manager not awarded for that Land Use in the previous Year cannot be awarded for the Land Use in this Year (even if Managers awarded in the previous Year have changed activity). Rewards are divided as shares of a fixed budget.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.
Budget: <i>budget</i>	The budget

#### 4.3.5.3 Government class: CappedTargetClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use until a target coverage of the Land Use is
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	reached. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. However, the Government has a target coverage for each Land Use, which if exceeded, means that any Land Manager not awarded for that Land Use in the previous Year cannot be awarded for the Land Use in this Year (even if Managers awarded in the previous Year have changed activity). There is a maximum total reward a Manager can receive per Year.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.
Cap: <i>cap</i>	The cap

#### 4.3.5.4 Government class: CappedBudgetTargetClusterActivityGovernment

<b>Description</b>	Land Managers are awarded for putting awardable Land Uses on Parcels where this will contribute to increasing the contiguous area devoted to a Land Use until a target coverage of the Land Use is reached. Land Managers are given a reward for using an awardable Land Use on any Parcel they own, and then extra if the awardable Land Use is used by a neighbouring Manager on a neighbouring Parcel. However, the Government has a target coverage for each Land Use, which if exceeded, means that any Land Manager not awarded for that Land Use in the previous Year cannot be awarded for the Land Use in this Year (even if Managers awarded in the previous Year have changed activity). Rewards are divided as shares of a fixed budget, subject to a cap.
<b>Parameter</b>	<b>Parameter description</b>
Zone:...	The zone in which to issue rewards (default everywhere).
LandUse: <i>label target%</i>	List of awardable Land Uses.
Reward: <i>reward</i>	The reward per unit area to be given for any awardable Land Use on a Parcel owned by the Manager.
NbrReward: <i>nbr</i>	The reward per unit area to be given for any awardable Land Use on a neighbouring Parcel using the same Land Use as the Manager's.
Budget: <i>budget</i>	The budget
Cap: <i>cap</i>	The cap

#### 4.3.6 Government classes aimed at controlling pollution

These Government classes all work on a similar basis: issuing a reward if total pollution is below a threshold. This can create a social dilemma, since Land Managers individually might have incentives to ignore the pollution created by applying certain Land Uses (since their Land Use decisions are not likely to determine whether they are going to get the reward or not), but if they all do so, they might not get the reward at all, and consequently they may end up worse off than if they had chosen more environmentally friendly Land Uses (and had got the reward). Rewards per Land Parcel, rather than per Land Manager, would be more in line with current environmental schemes (e.g. CAP reform).

#### 4.3.6.1 Government class: RewardingGovernment

<b>Description</b>	The reward is issued to all Land Managers if the total pollution from the Land Uses applied to the Environment is less than the pollution threshold.
<b>Parameter</b>	<b>Parameter description</b>
Reward: <i>reward</i>	The reward to be given to each Manager if the pollution threshold is met.
PollutionThreshold: <i>pt</i>	The threshold below which the reward will be given.

#### 4.3.6.2 Government class: ParcelRewardingGovernment

<b>Description</b>	The reward is issued to all Land Managers for each Land Parcel they own if the total pollution from the Land Uses applied to the Environment is less than the pollution threshold.
<b>Parameter</b>	<b>Parameter description</b>
Reward: <i>reward</i>	The reward per Parcel to be given to each Manager if the pollution threshold is met.
PollutionThreshold: <i>pt</i>	The threshold below which the reward will be given.

## 4.4 Schedule

The model contains two schedules, one to run during initialisation, the other to run thereafter. The main difference between the two (apart from the creation of various objects) is that Land Managers do not accrue Wealth or exchange Land Parcels during the initialisation schedule, and they use a different strategy to decide the Land Use. Before starting the initial schedule, the following actions are undertaken to build the simulation:

- Create the Environment.
- Create the Land Allocator.
- Create the Land Cells and Land Parcels. If a grid file is specified, exists, and contains the FEARLUS-LandParcelID layer, then allocate Cells to Parcels as per this layer. Otherwise use the parameters to allocate Cells to Parcels. If a grid file was specified, exists and contains a FEARLUS-Biophys *X* layer (where *X* is a Biophysical Characteristics symbol property name) then allocate Biophysical Characteristics as per that layer. Otherwise, or for all Biophysical Characteristics not specified in the grid file, assign each Cell random initial Biophysical Characteristics, with each symbol within a property having equal probability of being selected for each Cell. If a grid file has not been specified, then use the clumper if specified. If a grid file is specified but does not exist, then write the Land Parcel IDs and Biophysical Characteristics to the grid file.
- Create the Land Uses. If a Land Use file has been specified and it exists, then load the Land Use property value lists, and their associated pollution and economy of scale from the Land Use file. If the **nLandUse** parameter is 0 or equal to the number of possible Land Uses given the symbols in each property, then create all the possible Land Uses from the set of symbols in each property assigned to the Land Use concept. Otherwise, create the specified Land Uses using random choices of symbols for each property. Assign the Land Uses a random pollution from a normal distribution specified by the **pollutionMean** and **pollutionVar** parameters, and no economy of scale.
- Create the Government.

### 4.4.1 Initial schedule

- Determine the initial Climate, which may involve it being loaded from a file if a file name was given and the file exists. If a file name was given but the file does not exist, the Climate property value lists will be saved to that file each cycle.

- Determine the initial Economy, which may involve it being loaded from a file if a file name was given and the file exists. If a file name was given but the file does not exist, the Economy property value lists will be saved to that file each cycle.
- Create the Land Managers and assign them to the Land Parcels and Subpopulations. If a grid file is specified, exists, and contains the FEARLUS-SubPopulationID Initial or FEARLUS-LandManagerID Initial layers, then this information will be used in the assignment. Otherwise, parameters exist that allow Land Managers to be initially assigned more than one Land Parcel. Essentially they specify the size of a rectangle of Land Parcels to give to each Land Manager. A whole number of these rectangles must fit into the Environment grid. If the grid file is specified but did not exist when the simulation started, then the initial assignments of Land Managers to Land Parcels and Subpopulations will be saved.
- Each Land Manager then determines the initial Land Use of the Land Parcel(s) they own.
- Determine the Pollution from each Land Parcel.
- Calculate the Yield from each Land Parcel.
- If a Government agent has been specified, then it undertakes its actions here.
- Land Managers calculate the profit they would have made in the initialisation Year, in case it is needed, but the profit is not accumulated to their Account.
- If the user has requested a second seed to use after the initialisation schedule (with the *-Z* option) then set the random generator to use that seed.
- Activate the main schedule.

#### 4.4.2 Main schedule

- Increment the Year counter. (Each cycle in the model is intended to represent one year.)
- The Land Allocator updates the Subpopulation probabilities if a sequence of Subpopulation probabilities has been specified in a file.
- Land Managers each choose a Land Use for the Land Parcels they own.
- Determine the Climate (and save it to a file if this was specified).
- Determine the Economy (and save it to a file if this was specified).
- Determine the Pollution from each Land Parcel.
- Calculate the Yield from each Land Parcel.
- Conduct Government actions, if specified.
- Land Managers accrue Wealth from their Land Parcels and Off-farm Income.
- If the Land Managers belong to a class that implements the approval model, then determine Approvals and Disapprovals.
- Land Managers learn from their experience (e.g. CBR Managers update their Case Base).
- Land Managers with negative Wealth (or in the case of PositiveLandManagers, non-positive Wealth) put all their Land Parcels up for sale by informing the Land Allocator.
- The Land Allocator notifies Land Managers neighbouring each Land Parcel for sale.
- Neighbouring Land Managers generate any bids they wish to make for each Land Parcel they have been notified of.
- The Land Allocator conducts an auction, assigning a (possibly in-migrant) new Land Manager to the Land Parcels.
- Land Managers who sold all their Land Parcels are removed from the schedule.

## 5 Parameter files

In the following section, a ***Courier*** font is used to indicate text that must appear in the file as is, whilst an *Times* font is used for text that should be replaced by some appropriate value. Comments are in a **red Arial Narrow** font and should not appear in the file.

## 5.1 Model parameters

Many model parameters take double precision floating point values. Floating point arithmetic is a means of doing calculations with non-integers and large numbers whilst using a finite number of bits. In the case of double precision, this is typically an 8-byte word, or 64 bits. Clearly, using this finite number of bits means that not all numbers between  $-1.7976931348623157E+308$  and  $+1.7976931348623157E+308$  (see `/usr/include/float.h`) can be represented accurately. Trivially, in fact, only  $2^{64}$  or just over  $10^{19}$  such numbers can maximally be represented. Inevitably, therefore, floating point arithmetic involves a degree of approximation. Whilst this may be acceptable for most intents and purposes (double precision giving 15 significant figures of accuracy), there are some quite simple cases where inaccuracies can occur (try comparing  $0.4 + 0.4 + 0.4 - 0.4 - 0.4 - 0.4$  with zero, for example). In non-linear applications, such as FEARLUS, where decisions depend critically on such things as comparisons of floating point numbers with zero, even slight inaccuracies can have unexpected emergent effects (Polhill, Izquierdo and Gotts 2006). These inaccuracies can occur simply because the number in question has a recurring fraction in binary notation (e.g.  $0.4 = 0.0110\ 0110\ \dots$ ), or because a small number is added to a large number (e.g.  $134217728 + 0.00000001 = 134217728$ ). FEARLUS model 1-1-5 does not currently deal effectively with such problems. In general they should be avoidable by ensuring that any floating point parameters set to non-integral values use decimals that are sums of negative powers of two — e.g.  $0.5 (2^{-1})$ ,  $0.75 (2^{-1} + 2^{-2})$ ,  $0.1875 (2^{-3} + 2^{-4})$ , and that the model is not left running for a huge number of Years (which makes the sum of large and small numbers more likely to be an issue).

### 5.1.1 Model file

The model file is the main parameter file, and it is this that should be supplied as argument to the `-p` flag on the command line. The ‘environmentType’ parameter needs a little explanation. The value given is a string consisting of a Topology and Neighbourhood Function, separated by a minus sign. The Topology may be one of ‘Global’, ‘Planar’, ‘HorizontalCylindrical’, ‘VerticalCylindrical’, or ‘Toroidal’. The Neighbourhood Function may be one of ‘TriangularVonNeumann’, ‘VonNeumann’, ‘HexagonalParallelogram’, ‘Moore’, or ‘Global’. Thus examples for this parameter value are such strings as ‘Planar-VonNeumann’, ‘Toroidal-HexagonalParallelogram’, or ‘HorizontalCylindrical-Moore’. The ‘Global’ Topology and ‘Global’ Neighbourhood are intended to be used exclusively together, in the environment type ‘Global-Global’. Combining the Global Topology or Neighbourhood with any other Neighbourhood or Topology is an error, but will not cause the model to fail.

The ‘clumping’ parameter also needs some explanation. The value to use for this parameter is a string in which the type of clumper and any parameters it needs are given. The format of this string is `clumper:param1=value1;param2=value2;...;paramN=valueN`. Two clumpers are available in model1-1-5: ‘SymbolSwappingClumper’, and ‘StateSwappingClumper’, described earlier in this document. Both have one optional parameter ‘nCycles’ specifying how many times to do a swap (by default 100). Examples of settings for the ‘clumping’ parameter are ‘StateSwappingClumper:Cycles=500’, or ‘SymbolSwappingClumper’. If no clumping is required, then the string ‘None’ should be used.

The model file format is given below:

<b>@begin</b>	
<b>environmentType</b>	<i>Environment type string, as described in the main text</i>
<b>neighbourhoodRadius</b>	<i>Neighbourhood radius (integer)</i> The neighbourhoodRadius must be less than half of both envXSize and envYSize. This is not validated, but violating this constraint will result in invalid neighbourhoods being computed.
<b>yieldTreeLUpos</b>	<i>Position of Land Use group in Yield Tree (integer)</i> If the Land Use group is only described in the Income symbol tree

<b>incomeTreeLUpos</b>	file, this says which group in the Yield lookup table file pertains to Land Use symbols. <i>Position of Land Use group in Income Tree (integer)</i> If the Land Use group is only described in the Yield symbol tree file, this says which group in the Income lookup table file pertains to Land Use symbols.
<b>climateGroupName</b>	<i>Name of the group in the Yield symbol tree representing the Climate.</i>
<b>economyGroupName</b>	<i>Name of the group in the Income symbol tree representing the Economy.</i>
<b>landUseGroupName</b>	<i>Name of the group in the Yield and Income symbol trees representing the Land Use.</i> The Land Use group need only appear in one of the Yield and Income symbol trees (though it must always appear in both lookup tables). If absent from a symbol tree file, then the yieldTreeLUpos or incomeTreeLUpos parameter should be used.
<b>biophysGroupName</b>	<i>Name of the group in the Yield lookup table tree representing the Biophysical Characteristics.</i>
<b>yieldTreeFile</b>	<i>File name of the Yield symbol tree.</i>
<b>yieldTableFile</b>	<i>File name of the Yield lookup table.</i>
<b>incomeTreeFile</b>	<i>File name of the Income symbol tree.</i>
<b>incomeTableFile</b>	<i>File name of the Income lookup table.</i>
<b>alwaysUseProximity</b>	<i>Whether or not to use Euclidean distance to judge the similarity of Parcels', rather than Biophysical Characteristics, even if the Parcels being compared all have one Cell each, or each use the same Biophysical Characteristics on all their Cells.</i>
<b>clumping</b>	<i>Clumping algorithm to use and any parameter settings as described in the main text</i>
<b>envXSize</b>	<i>Number of horizontal cells to use in the Environment grid (Integer)</i>
<b>envYSize</b>	<i>Number of vertical cells to use in the Environment grid (Integer)</i>
<b>nLandUse</b>	<i>Number of Land Uses (integer)</i> If zero or equal to the number of possible Land Use property value lists, then all combinations of Land Use property symbols will be available as Land Use options. Otherwise the specified number of random Land Use property value lists will be generated.
<b>landUseFile</b>	<i>File to use to load (or save) Land Uses from</i>
<b>useLandUseFile</b>	<i>Flag indicating whether or not to use the landUseFile</i> The useLandUseFile and landUseFile parameters are used to either load or save the Land Uses to. If useLandUseFile is 0, the Land Uses are not loaded or saved, regardless of the value of landUseFile. Otherwise, if landUseFile exists, the Land Uses are loaded from the file, and if not, the Land Uses are saved.
<b>economyFile</b>	<i>File to use to load (or save) Economy property value lists from</i> If the file contains fewer Years' worth of Economy property value lists than are used in the model run, then once those in the file are used up random property value lists are generated using the probabilities in economyChangeProbFile.
<b>useEconomyFile</b>	<i>Flag indicating whether or not to use the economyFile</i>

<b>economyChangeProbFile</b>	<p>Again, the file won't be used unless the corresponding 'use...' parameter = 1, and the load/save behaviour is the same.</p> <p><i>File to load the Economy property value list change probabilities from.</i></p> <p>Unfortunately the economyChangeProbFile must exist and have a valid format even if an existent economyFile has enough Years of property value lists.</p>
<b>climateFile</b>	<i>File to use to load (or save) Climate property value lists from</i>
<b>useClimateFile</b>	<i>Flag indicating whether or not to use the climateFile</i>
<b>climateChangeProbFile</b>	<p><i>climateFile behaviour is just the same as economyFile behaviour.</i></p> <p><i>File to load the Climate property value list change probabilities from.</i></p> <p>Unfortunately the climateChangeProbFile must exist and have a valid format even if an existent climateFile has enough Years of property value lists.</p>
<b>maxYear</b>	<p><i>Number of iterations of annual cycle</i></p> <p>Essential for batch runs! The number entered here should actually be one more than the maximum Year you want reported.</p>
<b>infiniteTime</b>	<p><i>Flag indicating whether or not to run indefinitely (1 to run indefinitely, 0 to use maxYear)</i></p> <p>Must be 0 for batch runs!</p>
<b>pollutionDist</b>	<p><i>Distribution from which to set the pollution of each Land Use</i></p> <p>This parameter should either be 'normal', 'uniform' or 'none'.</p>
<b>pollutionMin</b>	<i>Minimum pollution (floating point)</i>
<b>pollutionMax</b>	<p>This parameter should only appear if 'pollutionDist' is 'uniform'.</p> <p><i>Maximum pollution (floating point)</i></p>
<b>pollutionMean</b>	<p>This parameter should only appear if 'pollutionDist' is 'uniform'.</p> <p><i>Mean pollution (floating point)</i></p>
<b>pollutionVar</b>	<p>This parameter should only appear if 'pollutionDist' is 'normal'.</p> <p><i>Pollution account variance (floating point)</i></p>
<b>subPopFile</b>	<p>This parameter should only appear if 'pollutionDist' is 'normal'.</p> <p><i>File to load Subpopulation contest data from</i></p> <p>The number of Subpopulations is taken from this file.</p>
<b>breakEvenThreshold</b>	<i>Amount to subtract from Yield to get Wealth accrued to Land Manager per unit area (floating point)</i>
<b>farmScaleFixedCosts</b>	<i>Fixed costs to apply at the farm scale (floating point)</i>
<b>farmScaleFixedCostsFile</b>	<i>File to load farm-scale fixed costs from</i>
<b>vickrey</b>	<i>Whether or not to hold a Vickrey rather than a first-price sealed bid auction for Land Parcels (Boolean)</i>
<b>allowEstateGrowth</b>	<i>Whether or not to allow Land Managers to own multiple Land Parcels (Boolean)</i>
<b>socialNeighbourSales</b>	<i>Whether or not to use social rather than physical neighbourhood of Parcels for sell when notifying potential buyers (Boolean)</i>
<b>nInitXParcels</b>	<p><i>Number of initial horizontal Land Parcels to endow the Land Managers created at the beginning of the run with (integer)</i></p> <p>envXSize must be an integer multiple of this parameter value. The parameter is ignored if a grid file is being used in read mode (i.e. to load any data at all).</p>
<b>nInitYParcels</b>	<i>Number of initial vertical Land Parcels to endow the Land</i>

	<i>Managers created at the beginning of the run with (integer)</i>
<b>cellArea</b>	<i>envYSize must be an integer multiple of this parameter value. The parameter is ignored if a grid file is being used in read mode and contains the FEARLUS-LandParcelID layer.</i>
<b>xCellsPerParcel</b>	<i>Area of a Land Cell (floating point)</i> <i>If Land Cells are not loaded from a grid file, the number of horizontal Cells per Parcel (integer)</i>
<b>yCellsPerParcel</b>	<i>envYSize must be an integer multiple of this parameter value. The parameter is ignored if a grid file is being used in read mode and contains the FEARLUS-LandParcelID layer.</i> <i>If Land Cells are not loaded from a grid file, the number of vertical Cells per Parcel (integer)</i>
<b>xllcorner</b>	<i>envYSize must be an integer multiple of this parameter value. The parameter is ignored if a grid file is being used in read mode (i.e. to load any data at all).</i> <i>Georeference for lower left X co-ordinate of the space (floating point)</i>
<b>yllcorner</b>	<i>This parameter is ignored by FEARLUS, but is used when saving grid files.</i> <i>Georeference for lower left Y co-ordinate of the space (floating point)</i>
<b>gridFile</b>	<i>This parameter is ignored by FEARLUS, but is used when saving grid files.</i> <i>Name of a grid file to load or save spatial data to/from</i>
<b>useGridFile</b>	<i>If useGridFile=1 and the file does not exist, it will be created.</i>
<b>governmentClass</b>	<i>Whether or not to use the gridFile specified (Boolean)</i>
<b>governmentFile</b>	<i>Name of the class to use for the Government</i> <i>Use NoGovernment if you don't want a Government</i>
<b>@end</b>	<i>File from which to load Government configuration parameters</i>

### 5.1.2 Climate and Economy change probability files

The Climate and Economy change probability files both have the same format. They are used to specify the probability of changing the Symbol in each Property. The format is given below:

<b>NumberOfElements:</b>	<i>Number of properties (integer)</i> <i>The number entered here is the number of properties of the relevant (Climate or Economy) group.</i>
<b>d</b>	<i>Probability this property will change to a different symbol each Year (floating point)</i> <i>The above line should appear the number of times indicated by the NumberOfElements entry. Probabilities should be zero for any property with only one symbol.</i>

In earlier versions of FEARLUS it was possible to not have the Climate or Economy affect Yield or Income by having zero length bitstrings. A similar effect can be achieved here in two ways. One is to use a wildcard for all Climate or Economy properties in the appropriate lookup table file. The other is to use a Climate or Economy with one property containing a single symbol.

### 5.1.3 Subpopulation contest file

The Subpopulation contest file specifies which Subpopulations will be competing for land ownership in this run of the model. There are two slightly different formats for this file, depending on whether you want to use a file of Subpopulation in-migrant probabilities with varying values Year-on-Year, or whether the probabilities are to remain constant.

#### 5.1.3.1 Subpopulation contest file format with constant in-migrant probabilities

**NumberOfSubPopulations:** *Number of Subpopulations in the contest (integer)*  
**ClassForSubPopulations:** *Subpopulation class name*  
*One of the Subpopulation classes in Table 1.*  
**SubPopulationFile** *SP file no (int): SP file name* **Probability:** *SP prob (float)*  
*The above line should appear the number of times indicated by the NumberOfSubPopulations entry. The Subpopulation file number (SP file no) should start at 1 on the first SubPopulationFile line and increase in steps of 1. SP prob is the probability of choosing a new (in-migrant or initial) Land Manager from that Subpopulation. The probabilities must sum to 1.*

#### 5.1.3.2 Subpopulation contest file format with variable in-migrant probabilities

**NumberOfSubPopulations:** *Number of Subpopulations in the contest (integer)*  
**ClassForSubPopulations:** *Subpopulation class name*  
*One of the Subpopulation classes in Table 1.*  
**SubPopulationProbabilityFile:** *Subpopulation probability file name*  
*File to load in-migrant Subpopulation probabilities from.*  
**SubPopulationFile** *SP file no (int): SP file name*  
*The above line should appear the number of times indicated by the NumberOfSubPopulations entry. The Subpopulation file number (SP file no) should start at 1 on the first SubPopulationFile line and increase in steps of 1.*

The format of the Subpopulation probability file is a CSV format file with the following layout:

**Year**, *Subpopulation 1 label, Subpopulation 2 label, ... etc. for each Subpopulation*  
**0**, *Subpopulation 1 Year 0 probability, Subpopulation 2 Year 0 probability, ... etc.*  
*Year 0 is the initialisation Year.*  
**1**, *Subpopulation 1 Year 1 probability, Subpopulation 2 Year 1 probability, ... etc.*  
**2**, *Subpopulation 1 Year 2 probability, Subpopulation 2 Year 2 probability, ... etc.*  
**3**, *Subpopulation 1 Year 3 probability, Subpopulation 2 Year 3 probability, ... etc.*  
*An entry for each Year is expected, even if the probabilities do not change.*  
*... etc.*  
*If there are fewer Years of data in the file than the number of Years in the simulation, then a warning will be issued, and the values from the last Year in the file will be used for all further Years.*

### 5.1.4 Subpopulation file

The Subpopulation file contains details of the ranges of parameters that will be assigned to Land Managers belonging to this Subpopulation. Some ranges of parameters can be specified using a normal or a uniform distribution. In each of these cases, there will be a parameter called ‘...Dist’ that specifies which to use (the value for which should be either ‘normal’, ‘truncated-normal’ or ‘uniform’). If the ‘...Dist’ parameter is ‘uniform’, then the range of values is specified using the corresponding ‘...Min’ and ‘...Max’ parameters, for ‘normal’ ‘...Dist’ parameter setting, the ‘...Mean’ and ‘...Var’ parameters should be used. The ‘truncated-normal’ distribution takes a sample from a normal distribution using the ‘...Mean’ and ‘...Var’ parameters, but samples less than a stipulated minimum are truncated to ‘...Min’, and greater than a stipulated maximum are truncated to ‘...Max’.

Different Subpopulation classes require different parameters. The overall file format and common parameters are described below, with additional parameters specific to each class in subsections to follow.

<b>@begin</b>	
<b>label</b>	<i>String containing a unique name for this Subpopulation</i> The label is optional — a label will be generated automatically if none is specified. The label is of most use in GUI mode to tell the Subpopulations apart on the graphs.
<b>colour</b>	<i>A colour to use for this Subpopulation (integer)</i> The colour is also optional, and only relevant in GUI mode. Colours are preset in a colourmap, and they are indexed by this integer, which should be a positive integer. Colours will be automatically assigned to Subpopulations if not specified here. The only reason to specify the colour is for consistency across a number of runs.
<b>landManagerClass</b>	<i>Which class to use to represent the Land Managers.</i> This parameter depends on the class of Subpopulation to use.
<b>initialAccountDist</b>	<i>Distribution from which to set the initial account of member Land Managers</i> This parameter should either be ‘normal’, ‘truncated-normal’, or ‘uniform’.
<b>initialAccountMin</b>	<i>Minimum initial account (floating point)</i> This parameter should only appear if ‘initialAccountDist’ is ‘uniform’ or ‘truncated-normal’.
<b>initialAccountMax</b>	<i>Maximum initial account (floating point)</i> This parameter should only appear if ‘initialAccountDist’ is ‘uniform’ or ‘truncated-normal’.
<b>initialAccountMean</b>	<i>Mean initial account (floating point)</i> This parameter should only appear if ‘initialAccountDist’ is ‘normal’ or ‘truncated-normal’.
<b>initialAccountVar</b>	<i>Initial account variance (floating point)</i> This parameter should only appear if ‘initialAccountDist’ is ‘normal’ or ‘truncated-normal’.
<b>biddingStrategyClass</b>	<i>Class to use for the Bidding Strategy of member Land Managers</i> Refer to Table 8.
<b>biddingStrategyConfig</b>	<i>Configuration string for the Bidding Strategy</i> Refer to Table 8.
<b>selectionStrategyClass</b>	<i>Class to use for the Land Parcel Selection Strategy of member Land Managers</i>

<b>incomerPriceDist</b>	Refer to Table 9. <i>Distribution from which to set the in-migrant Land Parcel Offer Price of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal', or 'uniform'.
<b>incomerPriceMin</b>	<i>Minimum in-migrant Land Parcel Offer Price (floating point)</i> This parameter should only appear if 'incomerPriceDist' is 'uniform' or 'truncated-normal'.
<b>incomerPriceMax</b>	<i>Maximum in-migrant Land Parcel Offer Price (floating point)</i> This parameter should only appear if 'incomerPriceDist' is 'uniform' or 'truncated-normal'.
<b>incomerPriceMean</b>	<i>Mean in-migrant Land Parcel Offer Price (floating point)</i> This parameter should only appear if 'incomerPriceDist' is 'normal' or 'truncated-normal'.
<b>incomerPriceVar</b>	<i>In-migrant Land Parcel Offer Price variance (floating point)</i> This parameter should only appear if 'incomerPriceDist' is 'normal' or 'truncated-normal'.
<b>landOfferDist</b>	<i>Distribution from which to set the Land Offer Threshold of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>landOfferMin</b>	<i>Minimum Land Offer Threshold (floating point)</i> This parameter should only appear if 'landOfferDist' is 'uniform' or 'truncated-normal'.
<b>landOfferMax</b>	<i>Maximum Land Offer Threshold (floating point)</i> This parameter should only appear if 'landOfferDist' is 'uniform' or 'truncated-normal'.
<b>landOfferMean</b>	<i>Mean Land Offer Threshold (floating point)</i> This parameter should only appear if 'landOfferDist' is 'normal' or 'truncated-normal'.
<b>landOfferVar</b>	<i>Land Offer Threshold variance (floating point)</i> This parameter should only appear if 'landOfferDist' is 'normal' or 'truncated-normal'.
<b>offFarmIncomeMeanMin</b>	<i>Minimum mean Off Farm Income (floating point)</i>
<b>offFarmIncomeMeanMax</b>	<i>Maximum mean Off Farm Income (floating point)</i>
<b>offFarmIncomeVarMin</b>	<i>Minimum Off Farm Income variance (floating point)</i>
<b>offFarmIncomeVarMax</b>	<i>Maximum Off Farm Income variance (floating point)</i>
<b>pSellUpDist</b>	<i>Land Managers' Off Farm Income distribution is normal, with constant mean and variance sampled from the above uniform distributions at the time they are created.</i> <i>Distribution from which to set the sell-up probability of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>pSellUpMin</b>	<i>Minimum sell-up probability (floating point)</i> This parameter should only appear if 'landOfferDist' is 'uniform' or 'truncated-normal'.
<b>pSellUpMax</b>	<i>Maximum sell-up probability (floating point)</i> This parameter should only appear if 'landOfferDist' is 'uniform' or 'truncated-normal'.

<b>pSellUpMean</b>	<i>Mean sell-up probability (floating point)</i> This parameter should only appear if 'landOfferDist' is 'normal' or 'truncated-normal'.
<b>pSellUpVar</b>	<i>Sell-up probability variance (floating point)</i> This parameter should only appear if 'landOfferDist' is 'normal' or 'truncated-normal'.
You should now add parameters for the class of Subpopulation you wish to use, as per the subsections below.	
<b>@end</b>	

#### 5.1.4.1 SubPopulation and DelayedChangeSubPopulation classes

Defines Subpopulation parameters for LandManager, PositiveLandManager and DelayedChangeLandManager classes. For the DelayedChangeSubPopulation class, additional parameters should be specified, as detailed in section 5.1.4.2.

<b>strategySelectorFile</b>	<i>The name of a file to get the strategies for this Subpopulation from</i> The strategy selector file format is given later.
<b>memorySizeMin</b>	<i>The minimum number of Years a member of this Subpopulation will be able to recall Climate, Economy, Yield and Land Use data for.</i>
<b>memorySizeMax</b>	<i>The maximum number of Years...</i>
<b>neighbourWeightDist</b>	<i>Distribution from which to set the neighbourhood weighting of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal', or 'uniform'.
<b>neighbourWeightMin</b>	<i>Minimum neighbourhood weighting (floating point)</i> This parameter should only appear if 'neighbourWeightDist' is 'uniform' or 'truncated-normal'.
<b>neighbourWeightMax</b>	<i>Maximum neighbourhood weighting (floating point)</i> This parameter should only appear if 'neighbourWeightDist' is 'uniform' or 'truncated-normal'.
<b>neighbourWeightMean</b>	<i>Mean neighbourhood weighting (floating point)</i> This parameter should only appear if 'neighbourWeightDist' is 'normal' or 'truncated-normal'.
<b>neighbourWeightVar</b>	<i>Neighbourhood weighting variance (floating point)</i> This parameter should only appear if 'neighbourWeightDist' is 'normal' or 'truncated-normal'.
<b>imitateProbDist</b>	<i>Distribution from which to set the probability of imitation of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal', or 'uniform'.
<b>imitateProbMin</b>	<i>Minimum imitation probability (floating point)</i> This parameter should only appear if 'imitateProbDist' is 'uniform' or 'truncated-normal'.
<b>imitateProbMax</b>	<i>Maximum imitation probability (floating point)</i> This parameter should only appear if 'imitateProbDist' is 'uniform' or 'truncated-normal'.
<b>imitateProbMean</b>	<i>Mean imitation probability (floating point)</i> This parameter should only appear if 'imitateProbDist' is 'normal' or 'truncated-normal'.
<b>imitateProbVar</b>	<i>Imitation probability variance (floating point)</i> This parameter should only appear if 'imitateProbDist' is 'normal'

<b>aspirationThresholdDist</b>	<p>or 'truncated-normal'.</p> <p><i>Distribution from which to set the aspiration threshold of member Land Managers</i></p> <p>This parameter should either be 'normal', 'truncated-normal', or 'uniform'.</p>
<b>aspirationThresholdMin</b>	<p><i>Minimum aspiration threshold (floating point)</i></p> <p>This parameter should only appear if 'aspirationThresholdDist' is 'uniform' or 'truncated-normal'.</p>
<b>aspirationThresholdMax</b>	<p><i>Maximum aspiration threshold (floating point)</i></p> <p>This parameter should only appear if 'aspirationThresholdDist' is 'uniform' or 'truncated-normal'.</p>
<b>aspirationThresholdMean</b>	<p><i>Mean aspiration threshold (floating point)</i></p> <p>This parameter should only appear if 'aspirationThresholdDist' is 'normal' or 'truncated-normal'.</p>
<b>aspirationThresholdVar</b>	<p><i>Aspiration threshold variance (floating point)</i></p> <p>This parameter should only appear if 'aspirationThresholdDist' is 'normal' or 'truncated-normal'.</p>
<b>neighbourNoiseDist</b>	<p><i>Distribution from which to set the neighbourhood noise of member Land Managers</i></p> <p>This parameter should either be 'normal', 'truncated-normal' or 'uniform'.</p>
<b>neighbourNoiseMin</b>	<p><i>Minimum neighbourhood noise (floating point)</i></p> <p>This parameter should only appear if 'neighbourNoiseDist' is 'uniform' or 'truncated-normal'.</p>
<b>neighbourNoiseMax</b>	<p><i>Maximum neighbourhood noise (floating point)</i></p> <p>This parameter should only appear if 'neighbourNoiseDist' is 'uniform' or 'truncated-normal'.</p>
<b>neighbourNoiseMean</b>	<p><i>Mean neighbourhood noise (floating point)</i></p> <p>This parameter should only appear if 'neighbourNoiseDist' is 'normal' or 'truncated-normal'.</p>
<b>neighbourNoiseVar</b>	<p><i>Neighbourhood noise variance (floating point)</i></p> <p>This parameter should only appear if 'neighbourNoiseDist' is 'normal' or 'truncated-normal'.</p>
<b>changeNeighbourWeightDist</b>	<p><i>Distribution from which to set the change neighbourhood weighting of member Land Managers</i></p> <p>This parameter should either be 'normal', 'truncated-normal' or 'uniform'.</p>
<b>changeNeighbourWeightMin</b>	<p><i>Minimum change neighbourhood weighting (floating point)</i></p> <p>This parameter should only appear if 'changeNeighbourhoodWeightDist' is 'uniform' or 'truncated-normal'.</p>
<b>changeNeighbourWeightMax</b>	<p><i>Maximum change neighbourhood weighting (floating point)</i></p> <p>This parameter should only appear if 'changeNeighbourhoodWeightDist' is 'uniform' or 'truncated-normal'.</p>
<b>changeNeighbourWeightMean</b>	<p><i>Mean change neighbourhood weighting (floating point)</i></p> <p>This parameter should only appear if 'changeNeighbourhoodWeightDist' is 'normal' or 'truncated-normal'.</p>
<b>changeNeighbourWeightVar</b>	<p><i>Change neighbourhood weighting variance (floating point)</i></p> <p>This parameter should only appear if 'changeNeighbourhoodWeightDist' is 'normal' or 'truncated-normal'.</p>

### 5.1.4.2 DelayedChangeSubPopulation class

The change delay is taken from a uniform distribution. DelayedChangeSubPopulations will also use parameters in section 5.1.4.1.

<b>changeDelayMin</b>	<i>Minimum number of Years a Manager will wait before changing Land Use (integer)</i>
<b>changeDelayMax</b>	<i>Maximum number of Years a Manager will wait before changing Land Use (integer)</i>

### 5.1.4.3 CBRSocialSubPopulation, CBRStrategySubPopulation, CBRAdviceSubPopulation and CBRDelayedChangeSubPopulation classes

Defines Subpopulation parameters for CBRSocialLandManager, CBRSocialParcelLandManager, CBRStrategyLandManager, CBRNetApprovalLandManager, CBRFarmScaleProfitLandManager, CBRAdviceLandManager and CBRDelayedChangeLandManager classes. For CBRStrategySubPopulation, CBRAdviceSubPopulation and CBRDelayedChangeSubPopulation, additional parameters are required, detailed in section 5.1.4.4. CBRAdviceSubPopulation and CBRDelayedChangeSubPopulation require further parameters outlined in section 5.1.4.5. CBRDelayedChangeSubPopulation has yet further parameters, in section 0.

<b>triggerFile</b>	<i>Location of a file containing the Triggers for this Subpopulation</i> The trigger file format is given later.
<b>eventFile</b>	<i>Location of a file containing the Events for this Subpopulation</i> The event file format is given later.
<b>profitMinSalienceDist</b>	<i>Distribution from which to set the profit minimum salienc of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>profitMinSalienceMin</b>	<i>Minimum profit minimum salienc (floating point)</i> This parameter should only appear if 'profitMinSaliencDist' is 'uniform' or 'truncated-normal'.
<b>profitMinSalienceMax</b>	<i>Maximum profit minimum salienc (floating point)</i> This parameter should only appear if 'profitMinSaliencDist' is 'uniform' or 'truncated-normal'.
<b>profitMinSalienceMean</b>	<i>Mean profit minimum salienc (floating point)</i> This parameter should only appear if 'profitMinSaliencDist' is 'normal' or 'truncated-normal'.
<b>profitMinSalienceVar</b>	<i>Profit minimum salienc variance (floating point)</i> This parameter should only appear if 'profitMinSaliencDist' is 'normal' or 'truncated-normal'.
<b>approvalMinSaliencDist</b>	<i>Distribution from which to set the approval minimum salienc of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>approvalMinSaliencMin</b>	<i>Minimum approval minimum salienc (floating point)</i> This parameter should only appear if 'approvalMinSaliencDist' is 'uniform' or 'truncated-normal'.
<b>approvalMinSaliencMax</b>	<i>Maximum approval minimum salienc (floating point)</i> This parameter should only appear if 'approvalMinSaliencDist' is 'uniform' or 'truncated-normal'.

<b>approvalMinSaliencMean</b>	<i>Mean approval minimum salience (floating point)</i> This parameter should only appear if 'approvalMinSaliencDist' is 'normal' or 'truncated-normal'.
<b>approvalMinSaliencVar</b>	<i>Approval minimum salience variance (floating point)</i> This parameter should only appear if 'approvalMinSaliencDist' is 'normal' or 'truncated-normal'.
<b>saliencMarginDist</b>	<i>Distribution from which to set the salience margin of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>saliencMarginMin</b>	<i>Minimum salience margin (floating point)</i> This parameter should only appear if 'saliencMarginDist' is 'uniform' or 'truncated-normal'.
<b>saliencMarginMax</b>	<i>Maximum salience margin (floating point)</i> This parameter should only appear if 'saliencMarginDist' is 'uniform' or 'truncated-normal'.
<b>saliencMarginMean</b>	<i>Mean salience margin (floating point)</i> This parameter should only appear if 'saliencMarginDist' is 'normal' or 'truncated-normal'.
<b>saliencMarginVar</b>	<i>Salienc margin variance (floating point)</i> This parameter should only appear if 'saliencMarginDist' is 'normal' or 'truncated-normal'.
<b>saliencAdjustDist</b>	<i>Distribution from which to set the salience adjustment of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>saliencAdjustMin</b>	<i>Minimum salience adjustment (floating point)</i> This parameter should only appear if 'saliencAdjustDist' is 'uniform' or 'truncated-normal'.
<b>saliencAdjustMax</b>	<i>Maximum salience adjustment (floating point)</i> This parameter should only appear if 'saliencAdjustDist' is 'uniform' or 'truncated-normal'.
<b>saliencAdjustMean</b>	<i>Mean salience adjustment (floating point)</i> This parameter should only appear if 'saliencAdjustDist' is 'normal' or 'truncated-normal'.
<b>saliencAdjustVar</b>	<i>Salienc adjustment variance (floating point)</i> This parameter should only appear if 'saliencAdjustDist' is 'normal' or 'truncated-normal'.
<b>profitAspirationDist</b>	<i>Distribution from which to set the profit aspiration of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>profitAspirationMin</b>	<i>Minimum profit aspiration (floating point)</i> This parameter should only appear if 'profitAspirationDist' is 'uniform' or 'truncated-normal'.
<b>profitAspirationMax</b>	<i>Maximum profit aspiration (floating point)</i> This parameter should only appear if 'profitAspirationDist' is 'uniform' or 'truncated-normal'.
<b>profitAspirationMean</b>	<i>Mean profit aspiration (floating point)</i> This parameter should only appear if 'profitAspirationDist' is 'normal' or 'truncated-normal'.
<b>profitAspirationVar</b>	<i>Profit aspiration variance (floating point)</i> This parameter should only appear if 'profitAspirationDist' is

<b>approvalAspirationDist</b>	'normal' or 'truncated-normal'. <i>Distribution from which to set the approval aspiration of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>approvalAspirationMin</b>	<i>Minimum approval aspiration (floating point)</i> This parameter should only appear if 'approvalAspirationDist' is 'uniform' or 'truncated-normal'.
<b>approvalAspirationMax</b>	<i>Maximum approval aspiration (floating point)</i> This parameter should only appear if 'approvalAspirationDist' is 'uniform' or 'truncated-normal'.
<b>approvalAspirationMean</b>	<i>Mean approval aspiration (floating point)</i> This parameter should only appear if 'approvalAspirationDist' is 'normal' or 'truncated-normal'.
<b>approvalAspirationVar</b>	<i>Approval aspiration variance (floating point)</i> This parameter should only appear if 'approvalAspirationDist' is 'normal' or 'truncated-normal'.

#### 5.1.4.4 CBRStrategySubPopulation class

Defines Subpopulation parameters for CBRStrategyLandManager, CBRNetApprovalLandManager, CBRFarmScaleProfitLandManager, CBRAdviceLandManager and CBRDelayedChangeLandManager classes in addition to those specified in section 5.1.4.3.

<b>pCBRDist</b>	<i>Distribution from which to set the probability of using Case Based Reasoning when the Aspiration of member Land Managers is not met</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>pCBRMin</b>	<i>Minimum probability of using Case Based Reasoning when the Aspiration is not met (floating point)</i> This parameter should only appear if 'pCBRDist' is 'uniform' or 'truncated-normal'.
<b>pCBRMax</b>	<i>Maximum probability of using Case Based Reasoning when the Aspiration is not met (floating point)</i> This parameter should only appear if 'pCBRDist' is 'uniform' or 'truncated-normal'.
<b>pCBRMean</b>	<i>Mean probability of using Case Based Reasoning when the Aspiration is not met (floating point)</i> This parameter should only appear if 'pCBRDist' is 'normal' or 'truncated-normal'.
<b>pCBRVar</b>	<i>Probability of using Case Based Reasoning when the Aspiration is not met variance (floating point)</i> This parameter should only appear if 'pCBRDist' is 'normal' or 'truncated-normal'.
<b>pImitateDist</b>	<i>Distribution from which to set the probability of using the Imitative Strategy of member Land Managers</i> This parameter should either be 'normal', 'truncated-normal' or 'uniform'.
<b>pImitateMin</b>	<i>Minimum probability of using the Imitative Strategy (floating point)</i> This parameter should only appear if 'pImitateDist' is 'uniform' or 'truncated-normal'.
<b>pImitateMax</b>	<i>Maximum probability of using the Imitative Strategy</i>

<b>pImitateMean</b>	<p><i>(floating point)</i>  This parameter should only appear if 'plimitateDist' is 'uniform' or 'truncated-normal'.  Mean probability of using the Imitative Strategy <i>(floating point)</i></p>
<b>pImitateVar</b>	<p>This parameter should only appear if 'plimitateDist' is 'normal' or 'truncated-normal'.  Probability of using the Imitative Strategy variance <i>(floating point)</i></p>
<b>memorySizeMin</b>	<p>This parameter should only appear if 'plimitateDist' is 'normal' or 'truncated-normal'.  Minimum memory size for Imitative and Experimentation Strategies <i>(integer)</i></p>
<b>memorySizeMax</b>	<p>Maximum memory size for Imitative and Experimentation Strategies <i>(integer)</i></p>
<b>imitativeStrategy</b>	<p>Name of Imitative Strategy class to use  See Table 4, Strategies with a Y in the Imitative? column. Use 'NoStrategy' if plimitate is 0 or pCBR is 1 for all member Land Managers.</p>
<b>experimentationStrategy</b>	<p>Name of Experimentation Strategy class to use  See Table 4, Strategies with an N in the Imitative? column. Use 'NoStrategy' if plimitate is 1 or pCBR is 1 for all member Land Managers.</p>

#### 5.1.4.5 CBRAAdviceSubPopulation class

The CBRAAdviceSubPopulation class provides parameters for CBRAAdviceLandManager and CBRDelayedChangeLandManager classes in addition to those in sections 5.1.4.3 and 5.1.4.4. These parameters define the limits on the case base and the strategy for seeking Advice. The case base limits use uniform distributions to specify limits on the number of cases that can be stored in the case base, and the number of Years cases will be remembered for. The limits can be set to 0 to indicate no constraint. A somewhat counter-intuitive (and not recommended) option is to set the minimum of the limit to zero and the maximum to something else. In such a case, the uniform distribution of limited case bases will be from 1 to the maximum limit; with an unlimited case base given to some Land Managers with probability  $1/(L + 1)$ , where  $L$  is the limit.

<b>CBTimeLimitMin</b>	<p>Minimum number of Years Land Managers may store cases for <i>(integer)</i>  Use 0 for an unlimited case base time limit.</p>
<b>CBTimeLimitMax</b>	<p>Maximum number of Years Land Managers may store cases for <i>(integer)</i>  This can be non-zero if CBTimeLimitMin is 0, though this is not recommended practice.</p>
<b>CBSizeLimitMin</b>	<p>Minimum size of the case base <i>(integer)</i>  Use 0 for an unlimited case base size.</p>
<b>CBSizeLimitMax</b>	<p>Maximum size of the case base <i>(integer)</i>  This can be non-zero if CBSizeLimitMin is 0, though this is not recommended practice.</p>
<b>adviceStrategy</b>	<p>The name of the Advice Strategy class that will be used to decide who to seek Advice from  See Table 6 for a list of options.</p>

#### 5.1.4.6 CBRDelayedChangeSubPopulation class

The CBRDelayedChangeSubPopulation class gives parameters for the CBRDelayedChangeLandManager class in addition to those in sections 5.1.4.3, 5.1.4.4 and 5.1.4.5. The change delay is taken from a uniform distribution.

<b>changeDelayMin</b>	<i>Minimum number of Years a Manager will wait before changing Land Use (integer)</i>
<b>changeDelayMax</b>	<i>Maximum number of Years a Manager will wait before changing Land Use (integer)</i>

#### 5.1.5 Strategy selector file

The strategy selector file contains a list of strategies for Land Managers in the LandManager and PositiveLandManager classes to use for each element in the Land Manager Decision Algorithm, and the probability that the strategy will be selected. This allows, if required, Subpopulations to consist of Land Managers using different strategies for different elements in the Decision Algorithm.

<b>NumberOfStrategyClasses:</b> <i>Number of strategies appearing in this file (integer)</i>	
<b>Class AboveThresholdProbability \</b>	
<b>BelowThresholdNonImitativeProbability \</b>	
<b>BelowThresholdImitativeProbability InitialProbability</b>	
<i>Name of strategy</i>	<i>Probability1 Probability2 Probability3 Probability4</i>
	<i>The above headings should all appear on one line. The file is designed to be readable in a spreadsheet package, so separating the headings with tabs is a good idea, though not necessary.</i>
	<i>The strategy names are given in Table 4. The first probability is the probability the strategy will be assigned as the contentment strategy of a Land Manager. The second probability is the probability it will be assigned as the innovative strategy. The third is for the imitative strategy, and the fourth the initial strategy (typically 'RandomStrategy'). Where the distributions of parameters in the corresponding Subpopulation file have been appropriately set, 'NoStrategy' should be used with probability 1 to generate an error message if the Land Manager attempts to use it. Thus, for example, if the minimum aspiration threshold is greater than the maximum possible yield, then NoStrategy should have probability 1.0 in the Probability1 column. The number of strategy lines in the file should correspond to the number entered for 'NumberOfStrategyClasses' above.</i>

#### 5.1.6 Events file

The events file is used by Subpopulations belonging to the CBRSocialSubPopulation and CBRStrategySubPopulation classes. It consists of one or more events, each formatted as follows:

<b>BEGIN EVENT</b> <i>Event class name</i>	The event class names are given in Table 5.
<b>Response:</b> <i>Event response</i>	Event responses are one of 'incProfitSaliency', 'incApprovalSaliency', 'decProfitSaliency' or 'decApprovalSaliency'.
<b>Event parameter:</b> <i>Event parameter value</i>	There may be zero or more of these lines, depending on whether the event takes any parameters.
<b>END</b>	

### 5.1.7 Trigger file

The trigger file is used by Subpopulations belonging to the CBRSocialSubPopulation and CBRStrategySubPopulation classes. It consists of one or more triggers, each formatted as follows:

**BEGIN TRIGGER** *Trigger class name*  
The trigger class names are given in Table 7.  
**Approval:** *Amount of approval to give if trigger activated (floating point)*  
**Disapproval:** *Amount of disapproval to give if trigger activated (floating point)*  
*Trigger parameter:* *Trigger parameter value*  
There may be zero or more of these lines, depending on whether the event takes any parameters.  
**END**

One or other of the approval or disapproval amounts would normally be expected to be zero, though for certain classes of Trigger, it could make sense for both to be non-zero.

### 5.1.8 Land Use file

The landUseFile parameter in the main parameter file may specify a file name. If the file does not exist, and the useLandUseFile parameter is set to 1, this will cause the model to save the Land Use Property value lists and other information in a file of that name. These Land Uses can then be loaded in to a run with the same nLandUse parameter value, and Land Use Symbols. The useLandUseFile parameter should be set to 1, and the landUseFile contain the name of the file saved from the earlier run.

**NumberOfLandUses:** *Number of Land Uses (integer)*  
When loading in Land Uses, the 'NumberOfLandUses' value given here must equal the nLandUse parameter in the main model file.  
**LU** ( { *Land Use Property value lists* } *Pollution (floating point)*  
*Minimum area for economies of scale,  $\beta$  (floating point)*  
*Maximum area for economies of scale,  $\gamma$  (floating point)*  
*Maximum economy of scale,  $\sigma$  (floating point)*  
The line above is repeated for each Land Use. For an explanation of parameters  $\beta$ ,  $\gamma$ , and  $\sigma$  see section 4.2.2.

### 5.1.9 Climate and Economy files

The Climate and Economy files both have exactly the same format. The Economy will be saved to a file for each Year the model runs if the economyFile parameter in the main parameter file names a file that does not yet exist, and the useEconomyFile flag is set to 1. The Economy will be loaded in if the economyFile parameter contains the name of an existing file and the useEconomyFile flag is set to 1. The same applies to the Climate, and the climateFile and useClimateFile parameters.

The format of the file is simple: one line per Year, with each line having the required property value list. If the run is loading in property value lists from a file, and the file ends before the run's termination Year, then subsequent Climates/Economies will be generated using the change probabilities. Note that these probabilities *must* be set, even if it is not expected they will be needed.

### 5.1.10 Farm Scale Fixed Cost file

The farm scale fixed cost file consists simply of a series of floating point numbers separated by white space (a new line is recommended), to be used in consecutive Years as the farmScaleFixedCosts parameter. If the simulation continues beyond the end of the farm scale fixed cost file, then the farmScaleFixedCosts parameter will remain constant at the last value loaded. The Farm Scale Fixed Cost value to use during initialisation would be the farmScaleFixedCosts parameter value. Note, however, that since no harvest takes place during initialisation, this value would not have any influence on the model. The first farmScaleFixedCosts value loaded from the farm scale fixed cost file will therefore be that to use in Year 1.

### 5.1.11 Yield and Income symbol tree files

Symbol tree files define the organisation of symbols that may collectively describe the state of various aspects of the system. In the case of the Yield symbol tree file, the aspects of the system to describe are the Biophysical Characteristics of the Land Cells, the Climate and the Land Uses. In the case of the Income symbol tree file, the aspects of the system to describe are the Land Uses and the Economy. Each of these aspects is called a ‘concept’, and each concept may have an arbitrary number of properties into which the symbols describing the state of the concept are organised. Each property may be thought of as a dimension of the concept. Within each property, an arbitrary number of symbols may be defined, which exhaustively specify the values that the concept may have in that dimension. Property names for Climate, Economy, Biophysical Characteristics and Land Uses should not overlap. The format of the file is sensitive to white space characters. The name of each concept is passed to FEARLUS in the model file as one of the parameters landUseGroupName, biophysGroupName, climateGroupName or economyGroupName.

<i>Name of Concept 1</i>	Names of concepts, properties and symbols should not contain white space, and should start with an alphabetic character (upper or lower case).
<i>tab Name of Property 1 of Concept 1</i>	This is expected to start on the next line after the name of the concept.
<i>tab tab Symbol1.1.1 Symbol1.1.2 Symbol1.1.3 ...</i>	Again, starts on the next line, and so on for the rest of the file. Symbols are separated by white space.
<i>tab Name of Property 2 of Concept 1</i>	
<i>tab tab Symbol1.2.1 Symbol1.2.2 Symbol1.2.3 ...</i>	
<i>tab ...</i>	Continue for all properties of concept 1.
<i>Name of Concept 2</i>	
<i>tab Name of Property 1 of Concept 2</i>	
<i>tab tab Symbol2.1.1 Symbol2.1.2 Symbol2.1.3 ...</i>	
<i>tab Name of Property 2 of Concept 2</i>	
<i>tab tab Symbol1.2.1 Symbol1.2.2 Symbol1.2.3 ...</i>	
<i>tab ...</i>	Continue for all properties of concept 2.
<i>...</i>	Continue for all concepts.

The following is an example file:

---

```
Climate
  Temperature
    Cold Warm Hot
  Rainfall
```

```

    Drought Average Flood
  Variability
    Predictable Unpredictable
BiophysicalCharacteristics
  LCAClass
    ClassI ClassII ClassIII ClassIV ClassV ClassVI
LandUse
  Crop
    Arable Livestock
  Management
    Intensive Extensive

```

---

### 5.1.12 Yield and Income lookup table files

The lookup table files contain the data that provide the consequences for each combination of property value lists in the groups concerned. The first line of the file contains the names of the properties in the order that they appear in the corresponding symbol tree file, separated by white space. Thereafter, each line consists of one symbol for each property (again, separated by white space) followed by a floating point number that is the outcome (Yield per unit area or Income per unit Yield, according to which table the file is for) for the given sequence of states. A wildcard character ('\*') can be used in place of the name of a symbol name to represent that all symbols in that property have the same outcome, when combined with the other combination of symbols in that row. A specific sequence of states may be matched more than once in the table file when wildcards are used; in this case the last match is the one used. This suggests a general to specific ordering of entries, where entry X is more general than (or equal to) entry Y iff all wildcards in Y are also wildcards in X. If an entry is not made, then the default value is zero. (An alternative default value can be specified with a row consisting entirely of wildcards for all properties, with the preferred value as the outcome.) The content of the file is read until the first empty line is encountered, with all subsequent content ignored.

<i>Property1.1</i>	<i>Property1.2</i>	...	<i>Property2.1</i>	...	
<i>symbol/*</i>	<i>symbol/*</i>	...	<i>symbol/*</i>	...	<i>outcome (float)</i>
<i>symbol/*</i>	<i>symbol/*</i>	...	<i>symbol/*</i>	...	<i>outcome (float)</i>
...					

The following is an example file, corresponding to the example symbol tree file given earlier:

---

```

Temperature Rainfall Variability LCAClass Crop Management
* * * * * * 5.0
Cold * Predictable * Arable Extensive 3.0
* Drought * * * * 2.0
Warm Average Predictable ClassI Arable Intensive 20.0

```

---

### 5.1.13 Grid file

The grid file format loosely follows the ARC .grd file format. The chief difference between this file format and that of ARC is that more than one allocation of cell values can be made to the same georeference in a series of layers, each layer covering one allocation of cell values under the same layer heading.

The data in the cells, unlike ARC .grd file format, can be any string not containing whitespace. FEARLUS stores in memory all layers read in from the file, even those it does not recognise. This creates the possibility, for example, of creating new strategies or reports that use layer data not currently used by FEARLUS. The layers recognised or generated by FEARLUS are shown in Table 11. Where a layer is marked 'Input or Output' in this table, the direction of data flow depends on whether or not the grid file exists.

Layer name	Input/Output	Description
FEARLUS-Biophys Property	Input or Output	Use this to pass in the Biophysical Characteristics of Land Cells in the specified Biophysical Characteristics Property. These should be given as the name of the Symbol to use.
FEARLUS-LandManagerID Initial	Input or Output	Use this to pass in initial allocations of Land Parcels to Land Managers
FEARLUS-LandManagerID Year x	Output	Generated by LandManagerGridFileReport
FEARLUS-LandParcelID	Input or Output	Use this to pass in the allocations of Land Cells to Land Parcels
FEARLUS-LandUseID Initial	Input or Output	Use this to pass in the initial allocations of Land Uses to Land Parcels
FEARLUS-LandUseID Year x	Output	Generated by LandUseGridFileReport
FEARLUS-PolicyZone	Input or Output	Use this to pass in the required Zone in which the Government is to implement its policy, if the Government is of a class that offers this functionality. Use 1 for a cell in the Zone, and 0 for a cell outside.
FEARLUS-Pollution Year x	Output	Generated by PollutionGridFileReport
FEARLUS-SubPopulationID Initial	Input or Output	Use this to pass in the initial allocations of Land Managers to Subpopulations
FEARLUS-SubPopulationID Year x	Output	Generated by SubPopulationGridFileReport
FEARLUS-Wealth Year x	Output	Generated by WealthGridFileReport
FEARLUS-Yield Year x	Output	Generated by YieldGridFileReport

**Table 11** — A list of grid file layers used in FEARLUS.

The file format for the grid data file is given below. To create ARC .grd files for reading in to a GIS, one file should be created for each layer, containing the header (everything from nrows down to NODATA\_value) followed by the layer data (i.e. no layer name).

<b>nrows</b>	<i>Number of rows of cells in the grid (integer)</i>
<b>ncols</b>	<i>Number of columns of cells in the grid (integer)</i>
	These should correspond to envYSize and envXSize respectively.
<b>xllcorner</b>	<i>Georeference of the lower-left corner of the grid on the X-axis (floating point)</i>
<b>yllcorner</b>	<i>Georeference of the lower-left corner of the grid on the Y-axis (floating point)</i>
	FEARLUS ignores these values.
<b>cellsize</b>	<i>Length of one side of the cell (floating point)</i>
	This is used to compute the area of each cell.
<b>NODATA_value</b>	<i>Value appearing in grid data to indicate blank cells (integer)</i>
	This line is optional.
<i>Layer 1 name</i>	The layer name may contain white space, and is terminated at the end of the line

<p><i>Layer 1 data...</i></p> <p><i>Layer 2 name</i></p> <p><i>Layer 2 data...</i></p> <p>... and so on for all layers to be specified in the file. At least one layer must be specified.</p>	<p>Layer data is written for all cells in the grid, starting at the top, separate by white space. By convention, each row is put on one line.</p>
---	---

### 5.1.14 Government file

The Government file contains parameter settings for the Government class. The format is case sensitive, and specified with one parameter per line thus:

<b>Government parameter:</b> <i>Government parameter value</i>
--

The Government parameters used by different classes are detailed in section 4.3. Some parameters merit further explanation, and these are detailed below.

#### 5.1.14.1 Government file: Zone parameter

Many Government classes use the 'Zone' parameter to specify the cells that appear in the Zone. (A Parcel is in the Zone if any of its Cells are in the Zone.) The Zone parameter can be specified in a number of ways, depending on the Zone required.

To stipulate that all Cells are in the Policy Zone, use the following:

<b>Zone:</b> <b>all</b>
-------------------------

The above is the default option, so Government classes using the Zone parameter needn't specify it. However, it is probably better to be explicit.

To select a random proportion of Cells for the Policy Zone, use:

<b>Zone:</b> <i>Proportion percentage%</i>
--

To use a rectangle of Cells for the Policy Zone, do:

<b>Zone:</b> [ <i>xll,yll</i>   <i>xur,yur</i> ]
--

where (*xll, yll*) is the co-ordinate of the lower-left cell of the rectangle, and (*xur, yur*) is that of the upper right; co-ordinates starting at (0, 0) and ending at (**envXSize** - 1, **envYSize** - 1).

A specific list of Cells can be specified using a series of Zone parameters, with the following format:

<b>Zone:</b> ( <i>xcell1,ycell1</i> )
<b>Zone:</b> ( <i>xcell2,ycell2</i> )
<b>Zone:</b> ( <i>xcell3,ycell3</i> )
... and so on for all cells to be included in the Policy Zone.

To use the grid file (specified using the **gridFile** parameter in the main model file) to load in the Policy Zone from a layer entitled FEARLUS-PolicyZone, use:

<b>Zone:</b> <b>grid</b>
--------------------------

These five different ways of specifying a Policy Zone cannot be mixed, except that a Policy Zone specified using one of the first four methods can be saved to the grid file by using the **Zone: grid** parameter setting after the other method has been specified. For example, to create a random proportion of Cells in the Policy Zone which are then saved to the grid file, do:

```
Zone: Proportion percentage%
Zone: grid
```

A later run could then use the same Policy Zone by reading the grid file saved and using **Zone: grid** on its own to pick up the Cells randomly selected.

#### 5.1.14.2 Government file: LandUse parameter

The LandUse parameter occurs in a number of classes, and is used to specify a set of Land Uses the Government is concerned with, and possibly to associated a value with each. The LandUse parameter is applied repeatedly for each Land Use the Government is to be concerned with. The following illustrates the format for a class in which a simple list of Land Uses is required, with no value to associate with each.

```
LandUse: Land Use label 1
LandUse: Land Use label 2
LandUse: Land Use label 3
... and so on for all Land Uses the Government is concerned with.
```

The Land Use label is the property value list of the Land Use, with each symbol (or property value) separated by a space. Where the Government class requires a value to be associated with each Land Use (e.g. a target or a reward), this value is simply separated from the Land Use label with a space; the class simply expects the last word on the line to be the value to associate with the Land Use:

```
LandUse: Land Use label 1 value 1
LandUse: Land Use label 2 value 2
LandUse: Land Use label 3 value 3
... and so on for all Land Uses and associated values the Government is concerned with.
```

Typically, there is no need to provide information for all Land Uses. Land Uses not specified using the LandUse parameter are ignored by the Government.

## 5.2 Observation parameters

### 5.2.1 Report configuration file

The report configuration file is used to specify the reports that are required as output from the model, any options for those reports, and in what Years the reports are to be made. Reports are discussed in more detail in section 8.1, where a list of currently available reports is also to be found in subsections.

The format of this file is a series of statements in a simple language separated by white space. Every report configuration file must finish with the word “End”. The simplest configuration file consists solely of this word, and will call every report each Year. Optionally, the first statement in the file can be one saying “**DefaultYearsToReport:** *Year list*” (without the quotes). A Year list is a comma-separated list of terms, where each term may be one of the following:

- *integer1*

- *integer2-integer3*
- **Every** *integer4*

Here, *integer1* is greater than or equal to 0, and specifies a fixed Year in which the report will be made. Next, *integer2* is also greater than or equal to 0, and *integer3* is greater than *integer2*, and they together specify an inclusive fixed range of Years in which to report. Finally, *integer4* is a repeat interval. The report will be called in Year 0 (the initialisation Year), and then in intervals of *integer4* thereafter. There must be no white space between a term and a comma following it.

For example: “DefaultYearsToReport: 7, 9, Every 20, 70-80, Every 99, 199” would, in a run with the maxYear parameter set to 200, stipulate the default that reports would be called in Years 0, 7, 9, 20, 40, 60, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 99, 100, 120, 140, 160, 180, 198, and 199. Note that Year 200 is not reported on; the maxYear parameter specifies the Year before which to stop the simulation, and reports are never issued for that Year.

The next simplest report configuration file besides that consisting only of the word “End” is one consisting of a DefaultYearsToReport statement followed by the word “End”. For example, a file containing “DefaultYearsToReport: 200 End” would specify (in a run with maxYear more than or equal to 201) that all reports were to be written in Year 200.

More typically, however, only a few of the available reports listed in section 8.1 will be required. Following the optional DefaultYearsToReport statement, a series of statements should be specified for each report required. Each such statement consists of the name of the report class (as given in the subsection headings in section 8.1), followed (if required) by a list of options, followed (if DefaultYearsToReport have not been specified and the report is not required every Year, or the defaults are to be over-ridden for this report) by a Year list. An option list is preceded by the term “Options:” if it appears, and a Year list by the term “YearsToReport:”.

Report configuration file	What it does
End	Every report, every Year.
DefaultYearsToReport: Every 10 End	Every report, every 10 Years.
ParcelSubPopReport YearsToReport: 200 End	ParcelSubPopReport in Year 200 only.
DefaultYearsToReport: Every 1 ClimateStateReport EconomyStateReport ClumpinessReport Options: Histo YearsToReport: 0 TimeSeriesReport Options: TimeSeries=Expenditure, NoSingleRowSeries, ShowThisYear End	ClimateStateReport and EconomyStateReport every Year, ClumpinessReport showing a histogram in Year 0 only, and TimeSeriesReport showing the Expenditure time series, without single row, with this Year.

**Table 12** — Some example report configuration files. Note that spacing in the file is irrelevant so long as white space of some kind appears where it appears in the example — the layout shown here is to improve readability.

An option list is a comma-separated list of option terms specifying the value of each option. Options come in two forms, *variables* and *flags*. The following shows the format for setting them:

- *variable1=value*
- *flag1*
- **No***flag2*

Here, *variable1* is set to the specified *value*, *flag1* is set to “True” and *flag2* is set to “False”. When specifying a list of options, there must be no white space between an option term and any following comma, but there should be a white space after the comma. Any report having options will have default values for them. In model1-1-5 the only report with any option is the ClumpinessReport, which has a Histo flag. Some examples are given in Table 12.

## 5.2.2 Observer file

The observer file specifies which displays are required when the model is being run in GUI mode. The default is to show all displays, which, unless you have an unusually large screen, is likely to lead to rather a lot of clutter. Examples of each of the displays are given in section 7 which discusses GUI mode in more detail. The format of the observer file is given below:

<b>@begin</b>	
<b>showStrategyColourKey</b>	<i>boolean</i> The Strategy raster shows a colour on each Land Parcel for the Strategy used to determine its Land Use. This display shows the key to those colours. The value 1 means the raster should be shown, the value 0 that it should not. For CBRSocialSubPopulations, the 'Strategy' corresponds to the mode of decision making (e.g. case base with perfect match, case base with imperfect match, experimentation).
<b>showUseRaster</b>	<i>boolean</i> Show the Land Parcels coloured by their current Land Use.
<b>showSuitabilityRaster</b>	<i>boolean</i> Show the Land Parcels coloured by the most suitable Land Use. (That is, the Land Use best matching the local Biophysical Characteristics and global Climate.) A cross is drawn through Cells where there is more than one Land Use with equal best match.
<b>showProfitabilityRaster</b>	<i>boolean</i> Show the Land Parcels coloured by the most profitable Land Use.
<b>showBiophysRaster</b>	<i>boolean</i> Show the spatial distribution of the Biophysical Characteristics symbols, one property at a time. Click on the raster to advance the property displayed.
<b>showManagerRaster</b>	<i>boolean</i> Show the Land Parcels coloured by the Land Managers owning them.
<b>showSubPopRaster</b>	<i>boolean</i> Show the Land Parcels coloured by the Subpopulation of the Land Managers owning them.
<b>showStrategyRaster</b>	<i>boolean</i> Show the Land Parcels coloured by the Strategy or decision mode used to choose their Land Use.
<b>showUseChangeRaster</b>	<i>boolean</i> Show the Land Parcels in shades of grey according to the relative number of times their Land Uses have been changed (black = least, white = most).
<b>showManagerChangeRaster</b>	<i>boolean</i>

<b>showPriceRankRaster</b>	<p>Show the Land Parcels in shades of grey according to the relative number of times their Land Managers have been changed (black = least, white = most).</p> <p><i>boolean</i></p>
<b>showAveragePriceRankRaster</b>	<p>Show the Land Parcels in shades of grey according to the relative most recent price (black = cheapest, white = most expensive, yellow = not sold yet).</p> <p><i>boolean</i></p>
<b>showTotalPriceRankRaster</b>	<p>Show the Land Parcels in shades of grey according to the relative average price at which they have been sold (black = cheapest, white = most expensive, yellow = not sold yet).</p> <p><i>boolean</i></p>
<b>showParcelBoundaries</b>	<p>Show the Land Parcels in shades of grey according to the relative total price of all times they have been sold (black = cheapest, white = most expensive).</p> <p><i>boolean</i></p>
<b>showManagerBoundaries</b>	<p>Show the boundaries between the Land Parcels.</p> <p><i>boolean</i></p>
<b>showStrategyGraph</b>	<p>Show the boundaries between the Land Parcels owned by different Land Managers.</p> <p><i>boolean</i></p>
<b>showPollutionGraph</b>	<p>Show a time series graph of the number of times each decision mode has been used.</p> <p><i>boolean</i></p>
<b>showUseMarketGraph</b>	<p>Show a time series graph of the total Pollution.</p> <p><i>boolean</i></p>
<b>showParcelsOwnedGraph</b>	<p>Show a time series graph of the price per unit Yield of each Land Use.</p> <p><i>boolean</i></p>
<b>showYieldGraph</b>	<p>Show a time series graph of the total number of Land Parcels owned by members of each Subpopulation. If there is only one Subpopulation, show the mean, minimum and maximum over all Land Managers.</p> <p><i>boolean</i></p>
<b>showPopulationGraph</b>	<p>Show a time series graph of the mean, minimum and maximum Yield from the Land Parcels.</p> <p><i>boolean</i></p>
<b>showUseGraph</b>	<p>Show a time series graph of the number of Land Managers in each Subpopulation.</p> <p><i>boolean</i></p>
<b>showProfitabilityGraph</b>	<p>Show a time series graph of the number of Land Parcels assigned to each Land Use.</p> <p><i>boolean</i></p>
<b>showSuitabilityGraph</b>	<p>Show a time series graph of the number of Land Parcels for which each Land Use is the most profitable.</p> <p><i>boolean</i></p>
<b>showWealthGraph</b>	<p>Show a time series graph of the number of Land Parcels for which each Land Use is the most suitable.</p> <p><i>boolean</i></p>
	<p>Show a time series graph of the mean Wealth accumulated by members of each Subpopulation. If there is only one Subpopulation, show the mean, minimum and maximum over all Land Managers.</p>

<b>showDeathGraph</b>	<i>boolean</i> Show a time series graph of the number of bankruptcies from each Subpopulation.
<b>showAgeGraph</b>	<i>boolean</i> Show a time series graph of the mean Age (in Years) of members of each Subpopulation. If there is only one Subpopulation, show the mean, minimum and maximum over all Land Managers.
<b>showUtilityGraph</b>	<i>boolean</i> Show a time series graph for each CBRSocialSubPopulation or CBRStrategySubPopulation of the utility of its members.
<b>showSalienceGraph</b>	<i>boolean</i> Show a time series graph for each CBRSocialSubPopulation or CBRStrategySubPopulation of the mean log (profit salience / approval salience) of its members. (Hence negative values show more approval salience, positive values more profit salience.)
<b>showApprovedGraph</b>	<i>boolean</i> Show a time series graph for each CBRSocialSubPopulation or CBRStrategySubPopulation of the number of times its members have been approved and disapproved.
<b>showApprovingGraph</b>	<i>boolean</i> Show a time series graph for each CBRSocialSubPopulation or CBRStrategySubPopulation of the number of times its members have approved or disapproved of another Land Manager.
<b>showPriceGraph</b>	<i>boolean</i> Show a time series graph of the mean, minimum and maximum price at which Land Parcels have been sold.
<b>showNewBidGraph</b>	<i>boolean</i> Show a time series graph of the mean bids offered by in-migrant members of each Subpopulation for each Land Parcel.
<b>showBidGraph</b>	<i>boolean</i> Show a time series graph of the mean bids offered by non-in-migrant members of each Subpopulation for each Land Parcel.
<b>showSalienceDist</b>	<i>boolean</i> Show a distribution of the current mean log (profit salience / approval salience) for each CBRSocialSubPopulation or CBRStrategySubPopulation. (Hence negative values show more approval salience, positive values more profit salience.)
<b>showManagersDist</b>	<i>boolean</i> Show a distribution of the Estate size of Land Managers.
<b>showNWeightDist</b>	<i>boolean</i> Show (if appropriate) a distribution of the Neighbourhood Weighting over members of each Subpopulation — so, one graph for each Subpopulation with parameters set to allow this to vary.
<b>showThresholdDist</b>	<i>boolean</i> As showNWeightDist, but for the Aspiration Threshold.
<b>showImitProbDist</b>	<i>boolean</i> As showNWeightDist, but for the Imitation Probability.
<b>nHistogramBins</b>	<i>integer</i> Number of bins to use in the distribution graphs. (So, all graphs have the same number of bins...)
<b>zoomSize</b>	<i>integer</i> How many units of 250 pixels to make the rasters. This multiple of 250 pixels will determine the number of pixels to use for the

	larger dimension of the Environment. So, if the zoomSize is 2 and the Environment has 10 horizontal Land Parcels and 4 vertical, then all raster displays will be 500 pixels across by 200 pixels down.
<b>displayFrequency</b>	<i>integer</i> How often to update the display of all rasters and graphs.
The following are provided for debugging purposes:	
<b>showZoneGraph</b>	<i>boolean</i> Show a time series graph of the size (in terms of number of allocated pointers) of various zones (a Swarm term for areas of computer memory). The zones to display depend on the setting of the following parameters.
<b>showObserverZone</b>	<i>boolean</i> Show the ObserverSwarm zone in the zone graph.
<b>showModelZone</b>	<i>boolean</i> Show the ModelSwarm zone in the zone graph.
<b>showScratchZone</b>	<i>boolean</i> Show scratchZone in the zone graph. This is particularly useful for trapping memory leaks!
<b>showManagerZone</b>	<i>boolean</i> Show a zone containing all the Land managers in the zone graph.
<b>showCaseZone</b>	<i>boolean</i> Show a zone containing all the case bases in the zone graph.
<b>showObserverZoneDetail</b>	<i>boolean</i> Show the numbers of members of each class in the ObserverSwarm zone, in a table to stdout.
<b>showModelZoneDetail</b>	<i>boolean</i> Does for ModelSwarm zone what showObserverSwarmDetail does for ObserverSwarm zone...
<b>showScratchZoneDetail</b>	<i>boolean</i> ...as does this for scratchZone...
<b>showManagerZoneDetail</b>	<i>boolean</i> ...this for a zone containing all Land Managers...
<b>showCaseZoneDetail</b>	<i>boolean</i> ...and this for a zone containing all case bases.
<b>@end</b>	

## 6 Batch mode

As mentioned in section 3, to run FEARLUS in batch mode, give the `-b` flag to the command line. Any debugging output specified with the `-D` flag will be sent to stdout, along with standard messages that can't be optionally made to disappear showing (among other things) when each Year is started. You should give the `-D`, or the `-R` and `-r` flags to get some output from the model, otherwise there is little point in running it. If you are not giving the `-D` flag, then stdout should be redirected to `/dev/null` to discard it, particularly if you are running the process in the background (this works on both Unix and Cygwin—see below for an example command). Successful termination is indicated by a 0 exit status. More on the output options can be found in section 8. The `-p` flag should also be used to specify the model parameters for the run, and unless the run is being used to test the model, the `-s` flag should be given to specify an arbitrary seed (or `-S` with a specific seed).

Bear in mind that using the `-s` flag to vary the seed could result in duplicate seeds being used (though this is not very likely), as the `-s` flag generates a seed from the system clock and process ID. There are two ways of approaching this: either check the output (all the output options give the seed used) and discard duplicates, or prepare a list of unique seeds in advance for each sequence of runs, and cycle through them using the `-S` option. The latter option would require some sort of script to start off each run.

Another point to note for series of runs is that the `-a` flag will append any reports specified with the `-R` option to the file specified with the `-r` option. For large numbers of runs, this can prevent directories being cluttered with large numbers of report files.

A typical command to run the model in batch mode would look like this:

```
/full/path/to/modell-1-5 -p MyParams.model -R MyReports.cfg -r
MyReportOutputFile -s -a > /dev/null
```

One point to note from this example is that the model is being run from the directory containing all the parameter files. If this is not done, then all filenames in parameter files should use full paths. This latter approach could be useful in maintaining a database of parameter file settings using the filesystem, but would impact the portability of the parameter files.

## 7 GUI mode

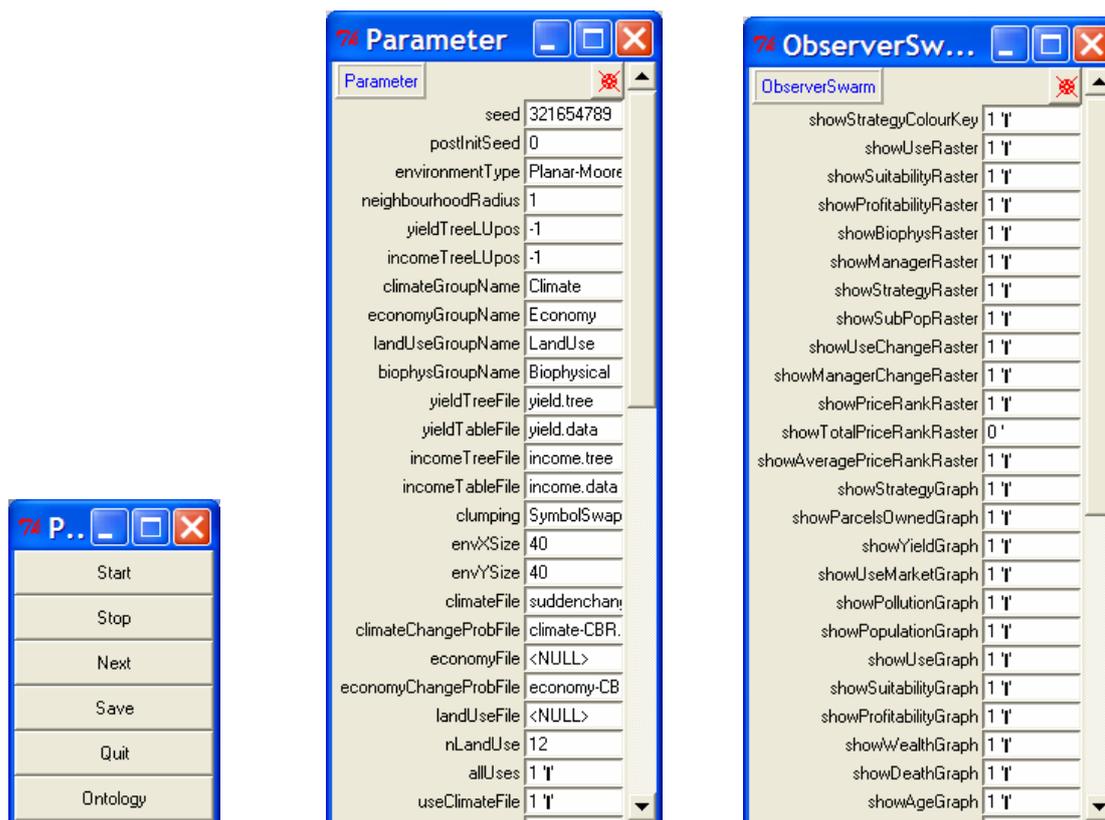
GUI mode is typically used for exploratory runs of the model, and for generating pictures for diagrams. A large number of displays are possible in GUI mode, and it is suggested that an observer file (section 5.2.2) be used to select the displays required. These, and any options for setting them, are all illustrated in the ensuing subsections. Note that if the executable version of FEARLUS has been compiled against a non-GUI version of Swarm, then GUI mode will, as you might expect, not be available.

In earlier versions of FEARLUS, the GUI could be used to enter parameters for the model. Though some parameters (chiefly those in the main model file) can be adjusted from the GUI, you are now expected to supply an argument to the `-p` command line option.\* The GUI can still be used to decide which displays to use, though probably most of the runs you will want to do will use the same displays, and since it gets tiresome to enter the displays all the time, you are recommended to create an observer file and give it as argument to the `-o` command line option.

When the model is first started, three windows appear much as per Figure 18. You can use the GUI to make changes to the observer displays and to the parameters shown if you want to. You can also enter values for the seed for the run, and, if required, the seed to use after initialisation. You cannot change the observer settings or parameters once the run has started. If you do decide to change any parameter or observer settings, make sure you hit return after each modification in the text box.

---

\* So, it's not really an 'option'...

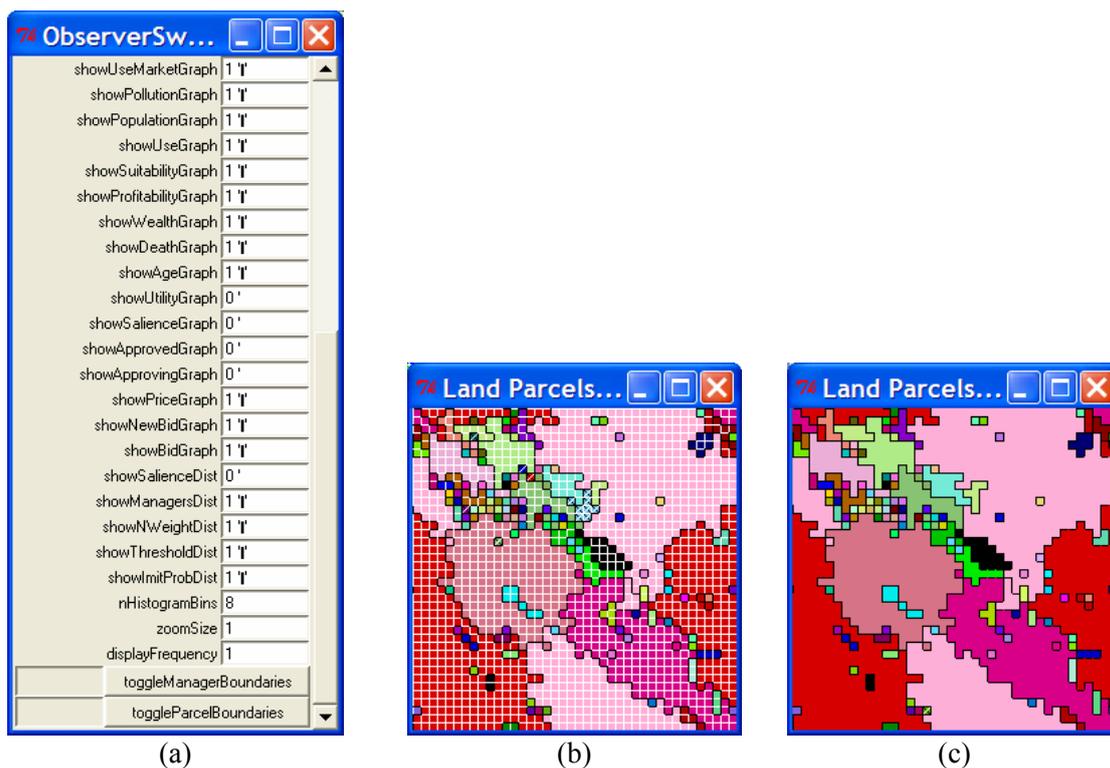


**Figure 18** — The three windows that pop up on starting modell-1-5. Note that the Ontology button only appears on the ProcCtrl window (leftmost shown) if the `-O` command-line option is given.

When you are happy with the settings, click the ‘Start’ or ‘Next’ buttons on the ProcCtrl display to start the simulation. The ‘Stop’ button on the ProcCtrl display temporarily stops the simulation. You can then start it again with the ‘Start’ or ‘Next’ button (the latter advancing one time step and then stopping), or exit the application with the ‘Quit’ button. The ‘Save’ button saves the position of some of the displays on the screen, which can be useful to save you having to move the displays all the time. The saved window positions should be automatically restored the next time you run FEARLUS, though this functionality seems to have varied degrees of reliability on different platforms.

One other point worth mentioning about GUI mode is that the `maxYear` parameter behaves differently in GUI mode than it does in batch mode. In batch mode, `maxYear` is necessary to specify when the simulation should terminate. In GUI mode, however, this is not required, as the ‘Quit’ button is there for you to exit at any time. If the `infiniteTime` parameter is 0, then the simulation will pause at `maxYear`. You can then click ‘Next’ or ‘Start’ to keep running, or ‘Quit’ to exit. (Beware of this facility, especially for large simulations. Note that between time steps the GUIs are not redrawn, e.g. if a window is moved in front of them. This is a useful way of telling whether the GUI is waiting for input from you.)

Note that if you scroll the ObserverSwarm probe window, you are given two buttons, which toggle the display of the Parcel and Manager boundaries (Figure 19). If you click them while the simulation is stopped (i.e. prior to first clicking the ‘Start’ or ‘Next’ button, after clicking the ‘Stop’ button, or when the `maxYear` time step is reached if `infiniteTime` is 0), you have to click the ‘Next’ or ‘Start’ buttons to see the effect.

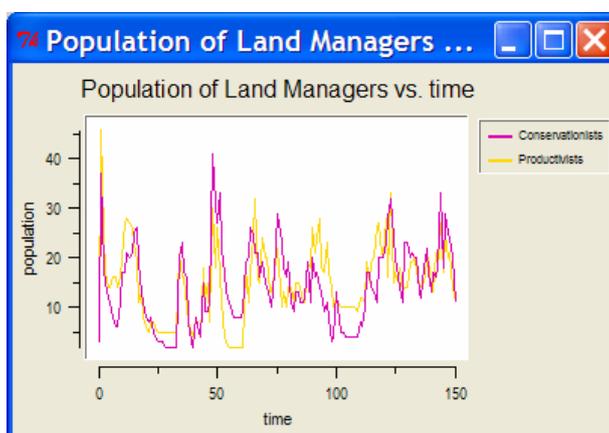


**Figure 19** — The boundary display toggle buttons on the ObserverSwarm probe map (a), and the effect of pressing the ‘toggleParcelBoundaries’ button on the display provided when showManagerRaster is 1: (b) before clicking ‘Next’ on ProcCtrl to see the effect; (c) after.

## 7.1 Social system displays

### 7.1.1 Subpopulation displays

Various displays are available to compare Subpopulations, with some specific to the class of Subpopulation. The following displays are available for all Subpopulation classes. Subsequent subsections show those displays specific to certain classes of Subpopulation.



**Figure 20** — showPopulationGraph = 1.

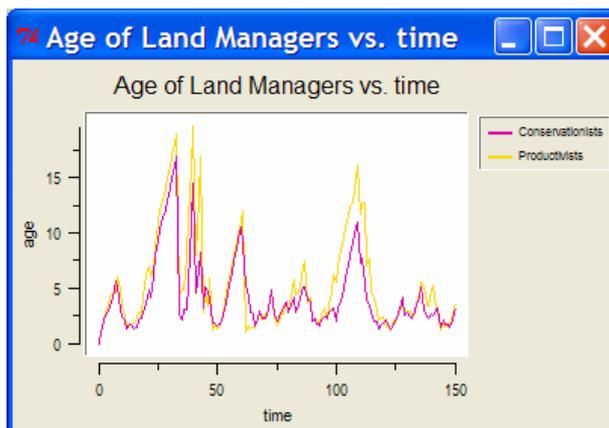


Figure 21 — showAgeGraph = 1.

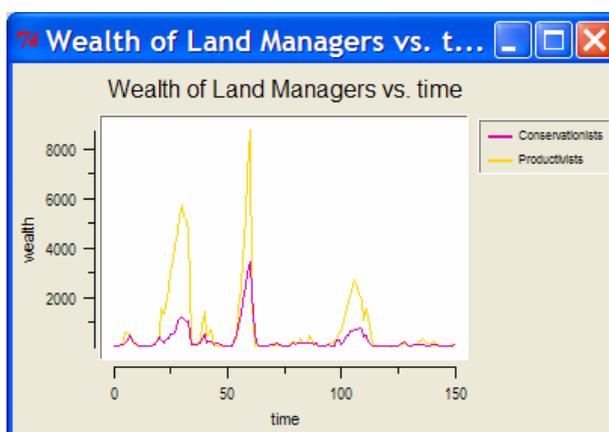


Figure 22 — showWealthGraph = 1.

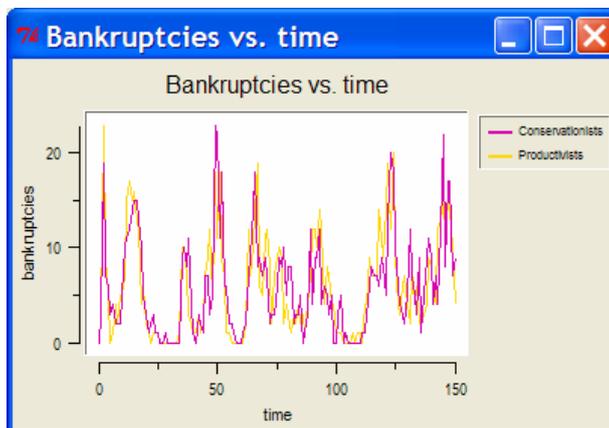


Figure 23 — showDeathGraph = 1.

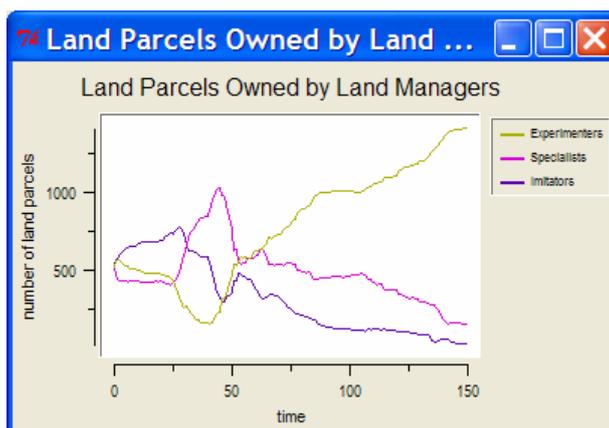


Figure 24 — showParcelsOwnedGraph = 1.

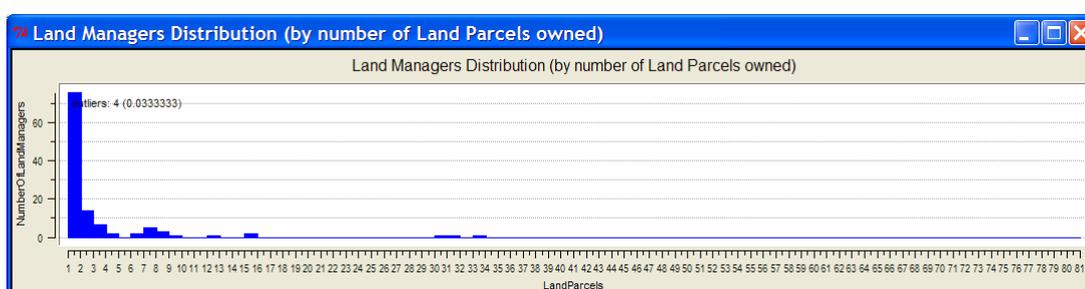


Figure 25 — showManagersDist = 1.

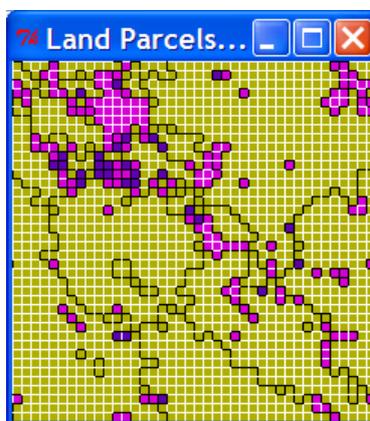
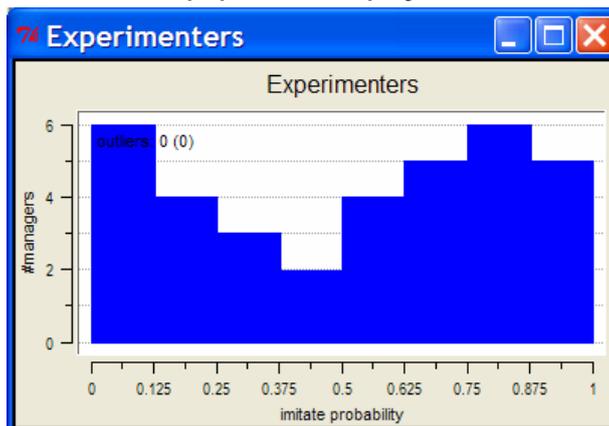
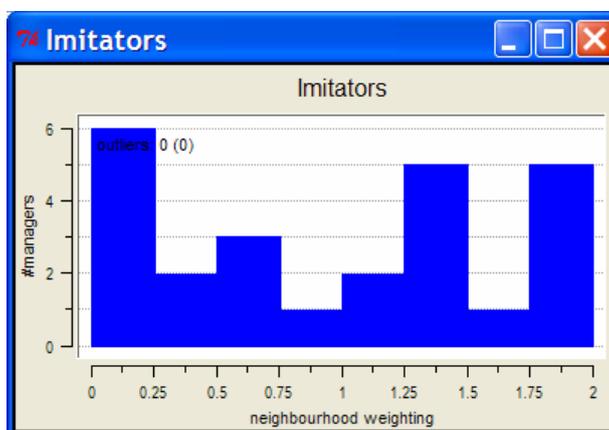


Figure 26 — showSubPopRaster = 1. Black lines are drawn between Parcels owned by different Land Managers, white lines between Land Cells belonging to different Land Parcels.

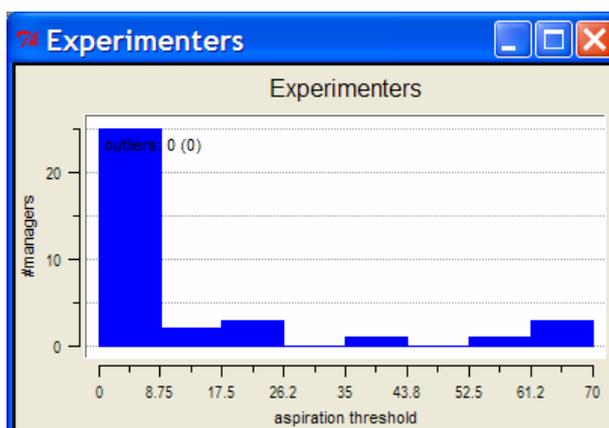
### 7.1.1.1 SubPopulation class Subpopulation displays



**Figure 27** — showImitProbDist = 1 with nHistogramBins = 8.



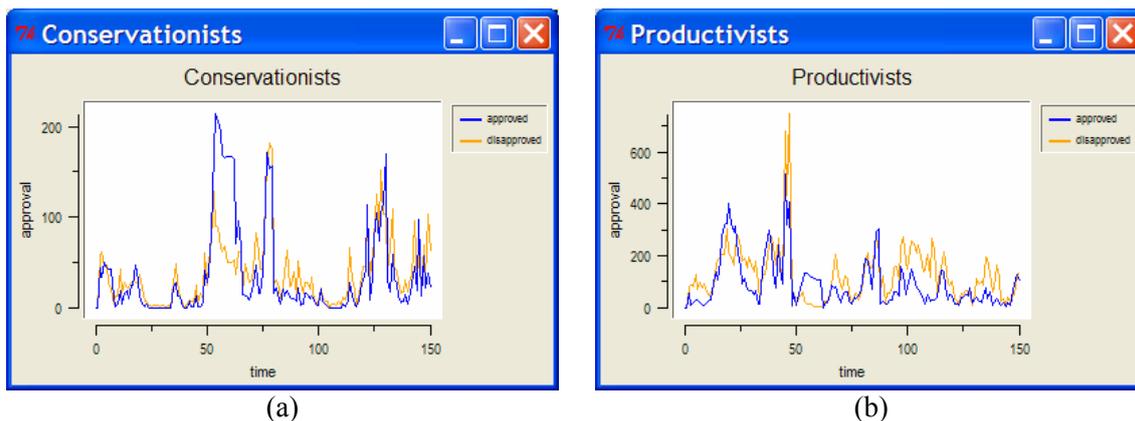
**Figure 28** — showNWeightDist = 1 with nHistogramBins = 8.



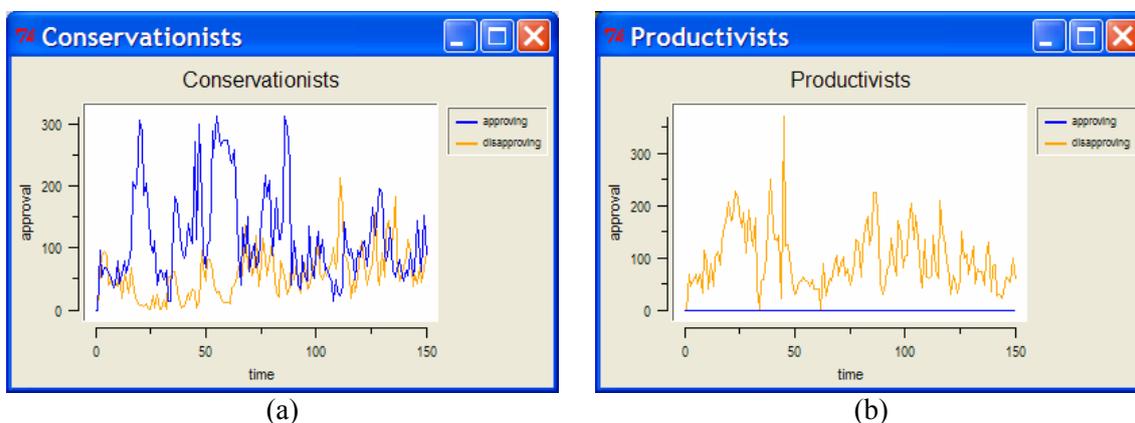
**Figure 29** — showThresholdDist = 1 with nHistogramBins = 8.

### 7.1.1.2 CBRSocialSubPopulation, CBRStrategySubPopulation, CBRAdviceSubPopulation and CBRDelayedChangeSubPopulation class Subpopulation displays

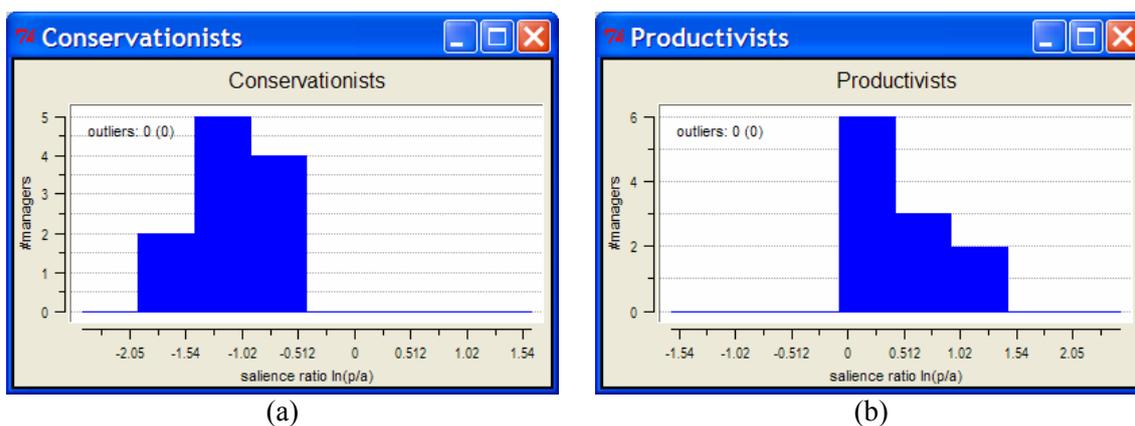
These classes of Subpopulation all have social Approval and Disapproval operating among member Land Managers. Various displays are provided to show some of the behaviour.



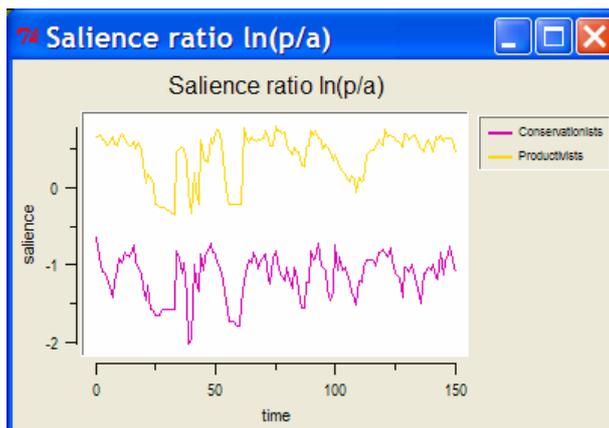
**Figure 30** —  $\text{showApprovedGraph} = 1$ . One graph is shown for each Subpopulation, as illustrated.



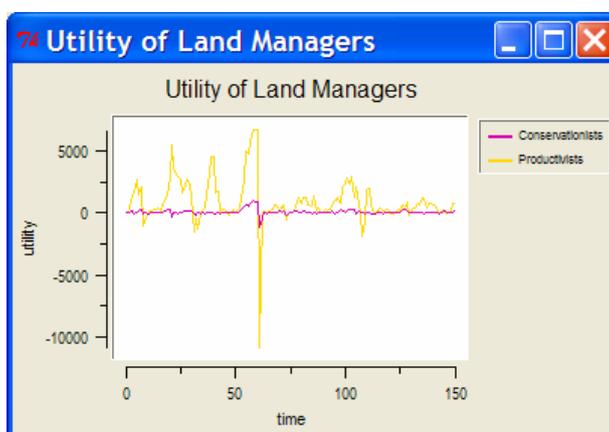
**Figure 31** —  $\text{showApprovingGraph} = 1$ . One graph is shown for each Subpopulation as shown.



**Figure 32** —  $\text{showSalienceDist} = 1$  with  $\text{nHistogramBins} = 8$ . One graph is created for each Subpopulation.



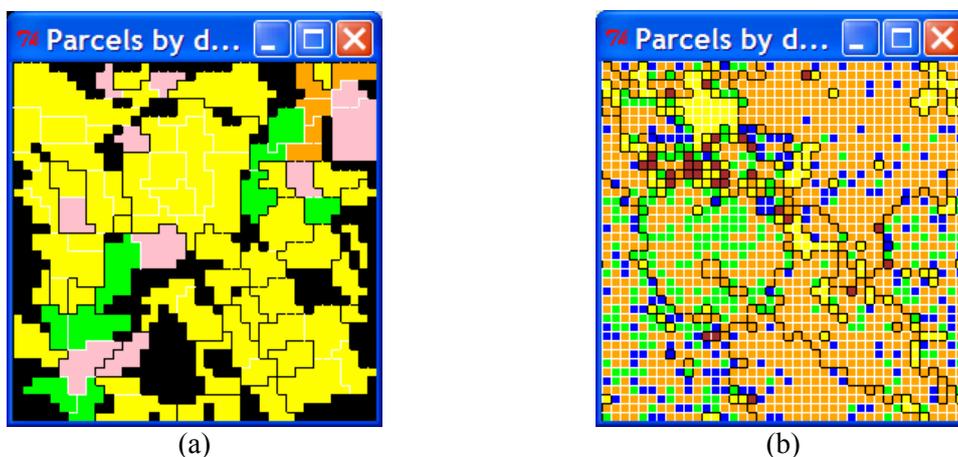
**Figure 33** — showSalienceGraph = 1.



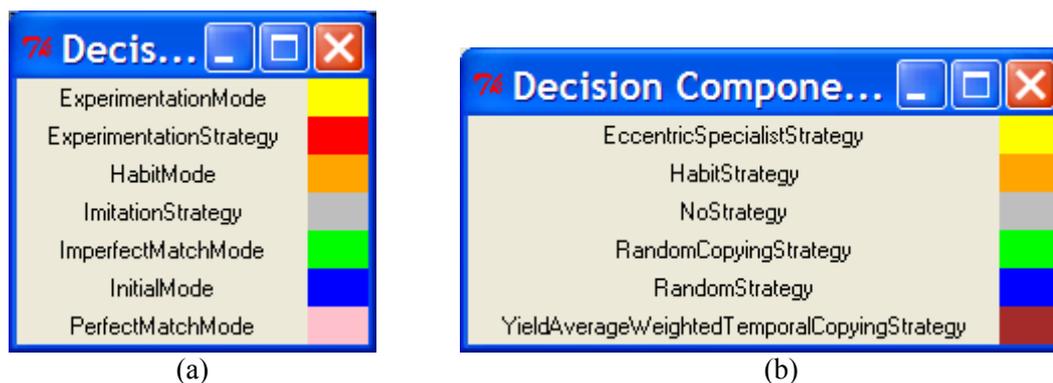
**Figure 34** — showUtilityGraph = 1. The utility of a Land Manager is given by:  $\text{profit salience} \times \text{profit} + \text{approval salience} \times \text{approval}$ .

### 7.1.2 Land Manager displays

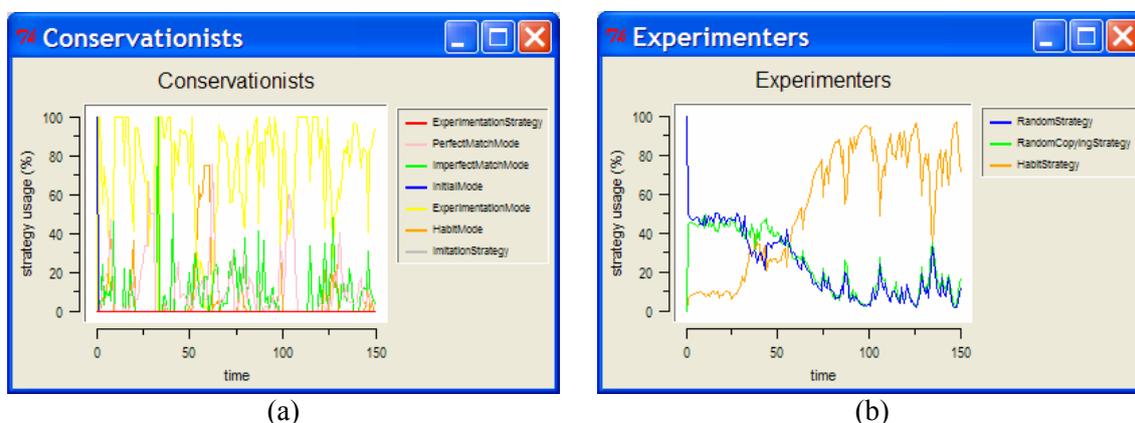
Note that probes, a powerful facility in Swarm, allow you to explore and change the settings of instance variables in objects. Probes are accessed from the Land Manager raster shown in Figure 38. See Figure 39.



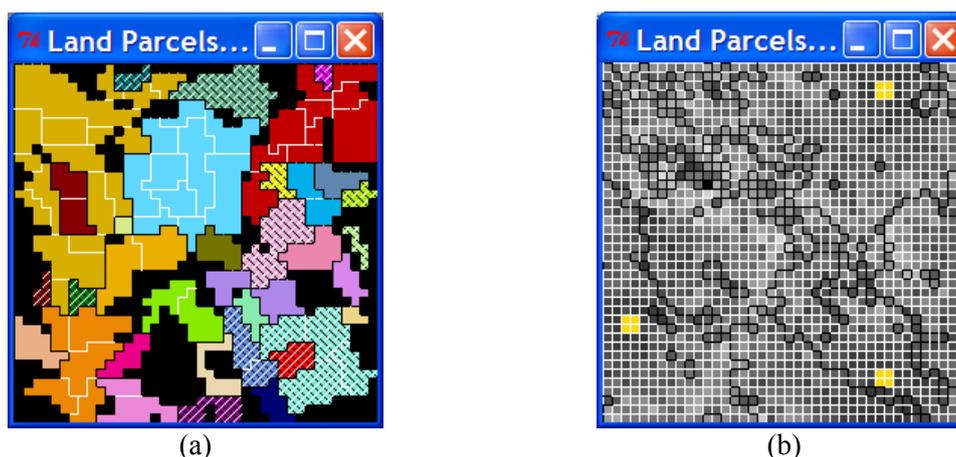
**Figure 35** — showStrategyRaster = 1. (a) CBRSocialSubPopulation class (b) SubPopulation class.



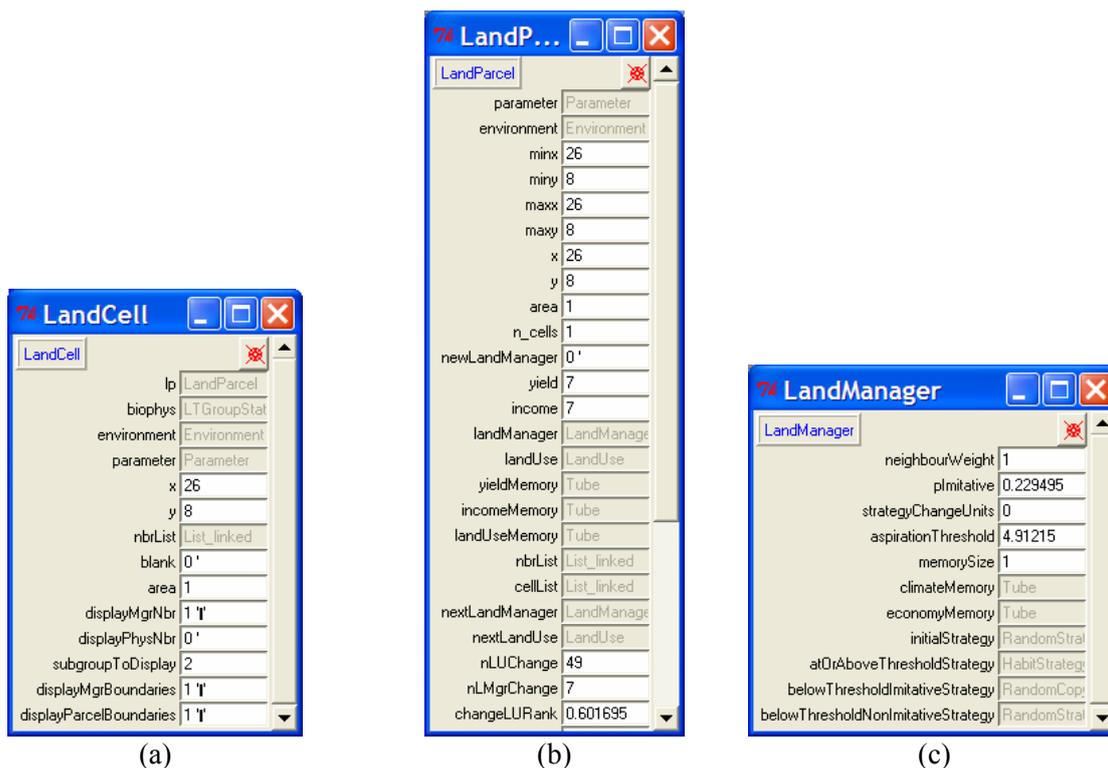
**Figure 36** — showStrategyColourKey = 1. (a) For Subpopulation class CBRSocialSubPopulation, (b) For SubPopulation—here only those strategies used by any of the SubPopulation classes are displayed.



**Figure 37** — showStrategyGraph = 1. One graph is drawn for each Subpopulation. (a) An example from a CBRStrategySubPopulation. (b) An example from a SubPopulation.



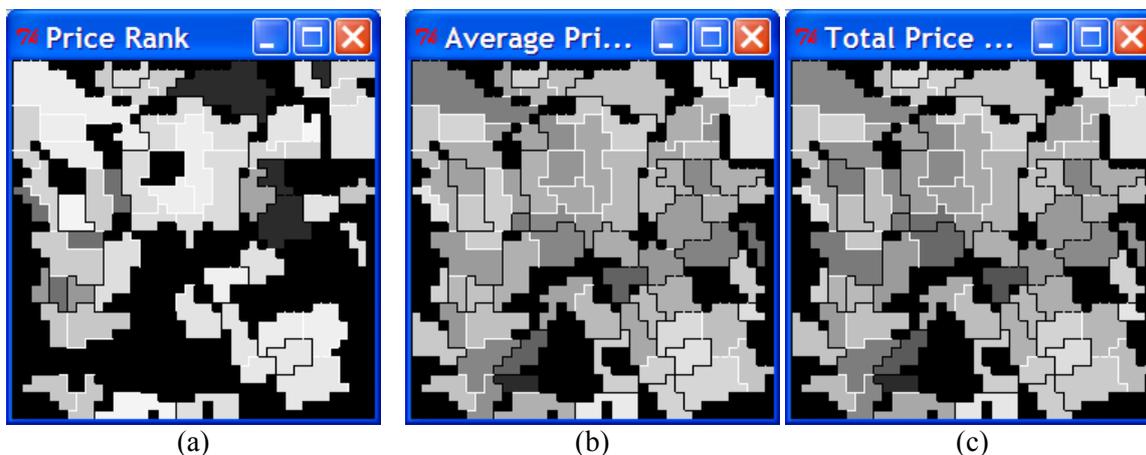
**Figure 38** — (a) showManagerRaster = 1. A black boundary is drawn between Parcels owned by different Land Managers, and a white boundary between Cells belonging to different Parcels. Diagonal black and white lines through the Cells indicate a bankruptcy. (b) showManagerChangeRaster = 1. (Not from the same model run as (a).) Lighter shades of grey indicate more changes of Land Manager. Yellow Parcels indicate no change of Manager.



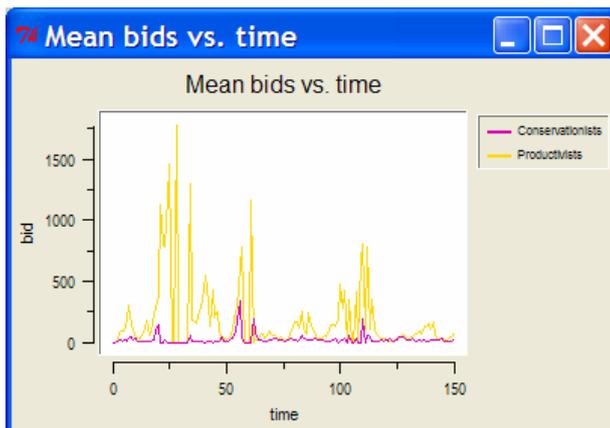
**Figure 39** — Using the Swarm probes. (a) The Land Cell probe window obtained by right-clicking on a Cell in the Land Manager raster. (b) The Land Parcel probe window obtained by right-clicking the light grey LandParcel value of the `lp` instance variable of the LandCell instance in (a). (c) Land Manager probe window obtained by right-clicking the light grey LandManager value of the `landManager` instance variable of the LandParcel instance in (b).

### 7.1.3 Land Market displays

Figure 40 shows the displays given when the (a) `showPriceRankRaster`, (b) `showAveragePriceRankRaster`, and (c) `showTotalPriceRankRaster` parameters are set to 1 in the ObserverSwarm. Figure 41 shows that for the `showBidGraph`, Figure 42 for `showNewBidGraph`, and Figure 43 for `showPriceGraph`.



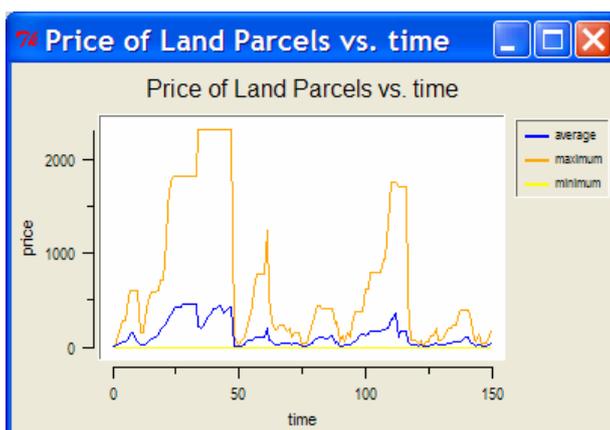
**Figure 40** — ELMM rasters: (a) `showPriceRankRaster` = 1, (b) `showAveragePriceRankRaster` = 1, (c) `showTotalPriceRankRaster` = 1.



**Figure 41** — Time series graph of bids made by various Subpopulations over time.



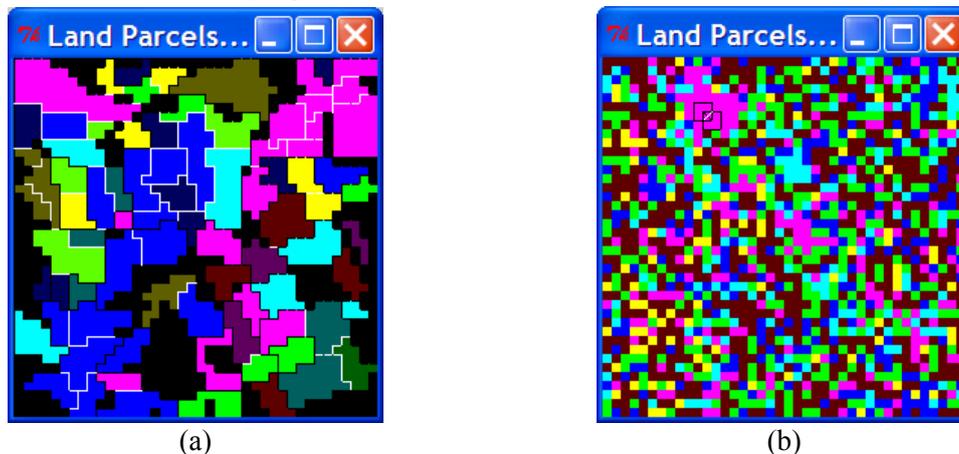
**Figure 42** — Time series graph of bids made by in-migrant Land Managers from each Subpopulation.



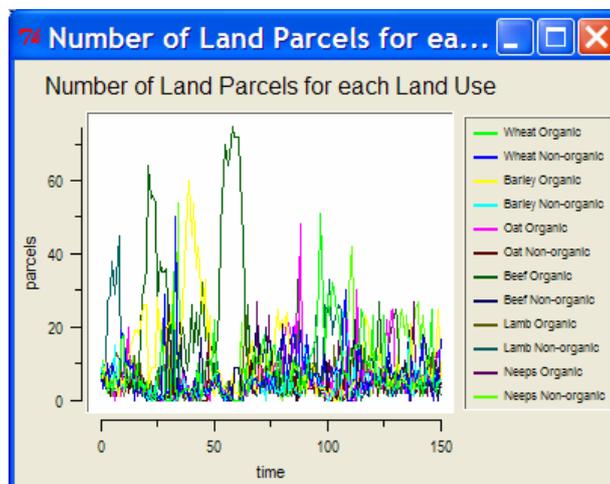
**Figure 43** — Time series graph of most recent prices offered for Land Parcels.

## 7.2 Environment displays

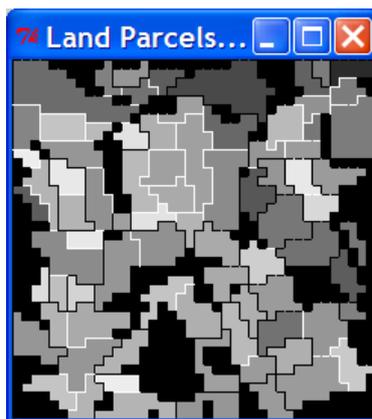
### 7.2.1 Land Use displays



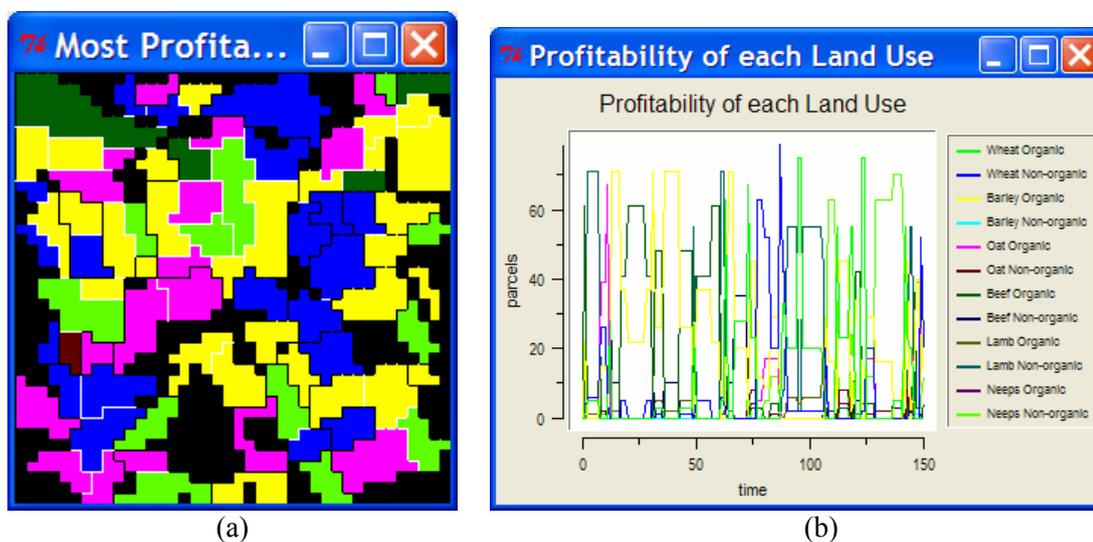
**Figure 44** — `showUseRaster = 1` from two different simulations: (a) multi-Cell Land Parcels loaded from a grid file, (b) single-Cell Land Parcels (with Parcel and Manager boundaries switched off from the `ObserverSwarm` probe). You can left-click on a Land Cell to see its neighbourhood. This is shown with a black border in (b) for a Cell (with diagonal lines through it) in the top left quadrant in a large contiguous area of the Land Use represented in pink. This run used a hexagonal neighbourhood of radius 1.



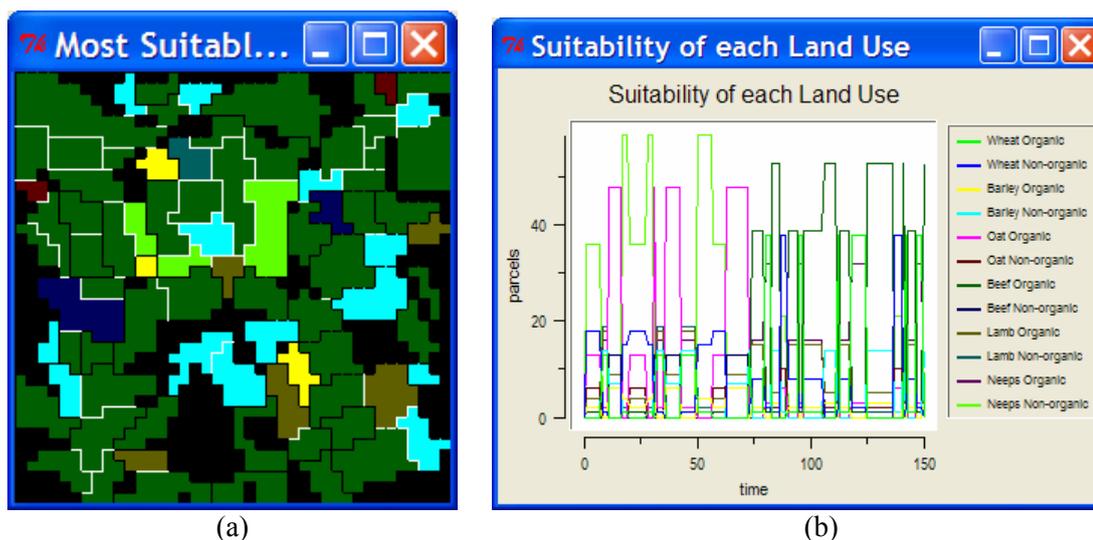
**Figure 45** — `showUseGraph = 1`.



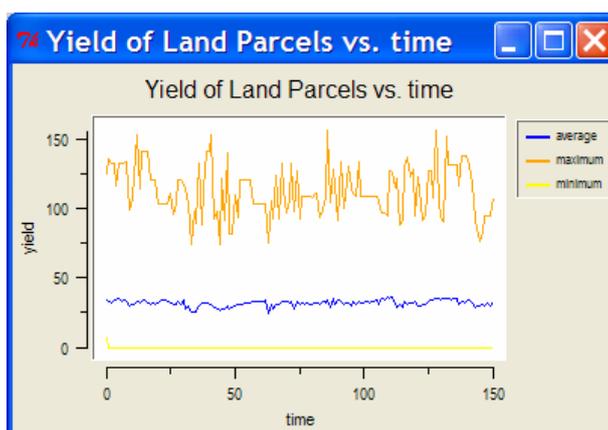
**Figure 46** — showUseChangeRaster = 1. Lighter shades of grey mean more changes of Land Use. Yellow means none (not applicable here).



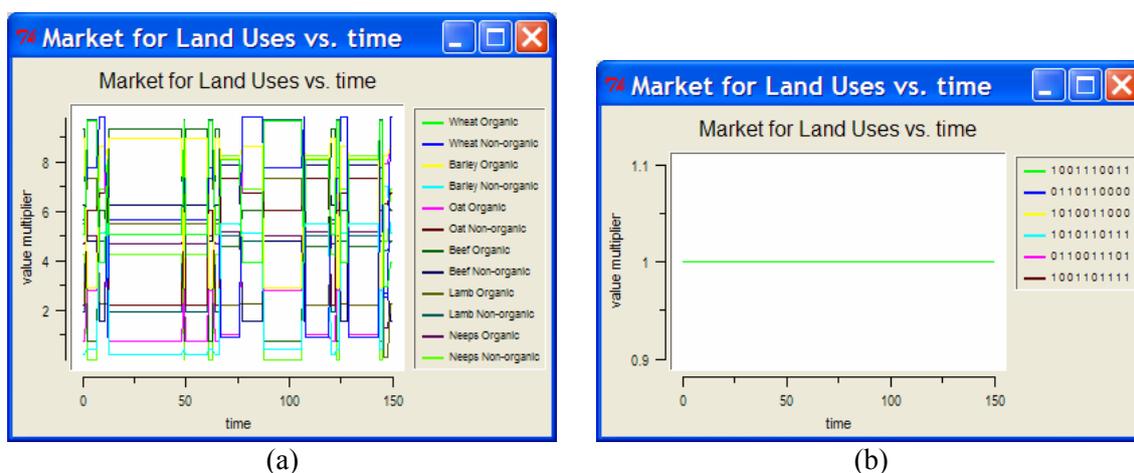
**Figure 47** — (a) showProfitabilityRaster = 1. The most profitable Land Use is shown. Diagonal lines indicate more than one equally maximally profitable Land Use. (Not applicable in this case.) (b) showProfitabilityGraph = 1.



**Figure 48** — (a) showSuitabilityRaster = 1. The most suitable Land Use (highest Yield) is displayed on the raster. Diagonal lines through Cells indicate there is more than one such Land Use (not applicable here). (b) showSuitabilityGraph = 1.

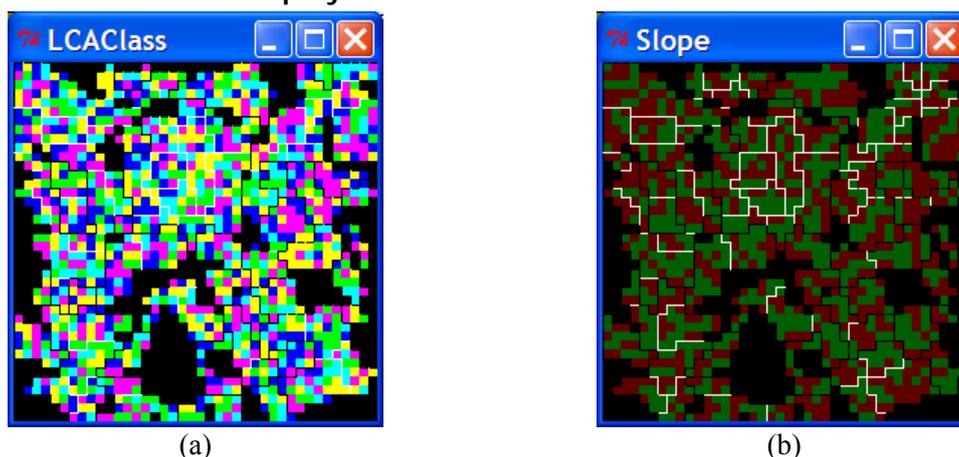


**Figure 49** — showYieldGraph = 1.

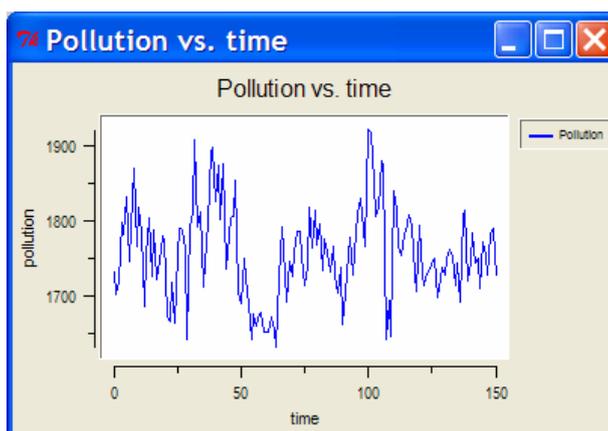


**Figure 50** — showUseMarketGraph = 1: (a) with many possible property value lists for the Economy, (b) with only one possible property value list for the Economy (akin to zero bits in the bitstring in earlier versions).

## 7.2.2 Land Parcel display



**Figure 51** — showBiophysRaster parameter = 1. This shows the spatial distribution of one symbol group of the Biophysical Characteristics at a time. Use the left and right mouse buttons to cycle from one symbol group to the next. The group displayed is shown in the title bar of the window. The run shown in (a) and (b) has two groups.

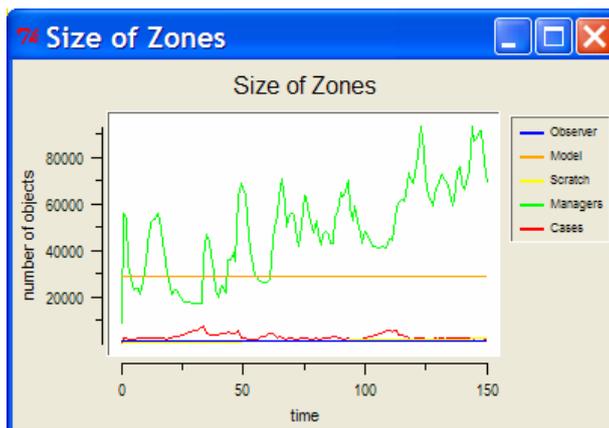


**Figure 52** — showPollutionGraph = 1.

## 7.3 Debugging displays

Various options in the Observer file allow the display of information about memory usage in FEARLUS, which uses Swarm zones to store objects. The showXxxZoneDetail options give more detailed information, breaking down the contents of the zone by class. Some example output for showCaseZoneDetail = 1 follows:

```
AssocArray: 201
List_linked: 3485
Array_c: 201
Tuple: 269
CBRCASE: 678
CBRState: 678
LTGroupState: 1356
CBROutcome: 678
```



**Figure 53** — `showZoneGraph = 1` with `showObserverZone = 1`, `showModelZone = 1`, `showScratchZone = 1`, `showManagerZone = 1` and `showCaseZone = 1`.

## 8 Output

There are three forms of output the model can be made to generate. With the `-D` option, various debugging ‘verbosity’ messages will be written to `stdout`, which can be useful for checking the inner workings of a number of key methods in the model. The debugging output is not overly well structured, however, making it difficult to reproduce what went on in the model automatically. Report outputs are designed to provide a flexible programming environment that allows reports to be created with structured output focussed on the particular information required. The downside, of course, is that you have to program them yourself if none of the existing reports provide the information required. Ontology output is a prototype feature allowing a description of the model and its current state to be automatically created.

### 8.1 Reports

The report software environment was created to provide a flexible infrastructure for users to create their own reports — generating an efficient set of outputs in the sense that the output generated is only that which is required. The list of reports compiled in with `modell1-1-5` is given in subsections to this section.

To get report output, you need to create a report configuration file, the format of which is described in section 5.2.1. You then need to specify the configuration file on the command line using the `-R` option, and a name for report files with the `-r` option. The name of the file actually created may differ from the argument to the `-r` command-line option:

1. If the filename does not end with `.txt`, then add this string to the end of the filename.
2. If the file exists, then insert a 5 digit number between the terminating `.txt` and the rest of the name, starting at 00001 and incrementing in steps of 1 until a non-existing file name is found.

The `-a` flag can be specified to cause the reports to be appended to an existing file rather than using step 2 above.

The report output is designed to be highly structured, making it easy to parse using appropriately written software. It is also intended to be readable with spreadsheet applications (using a tab delimiter). The output consists of two sections — the parameters and the report itself. The parameters section begins with the line `‘BEGIN<tab>Parameters’`, and includes the following information:

- The version of the model (in this case `modell1-1-5`).

- The path used to the executable command.
- The version of Swarm.
- The real and effective user IDs.
- The name, operating system, and CPU architecture of the machine running the model.
- The date the model was run.
- The seed(s) for the simulation.
- Full details of the parameter settings, including the model, Subpopulations, and Climate and Economy change probabilities.

The parameter section then ends with the line ‘END<tab>Parameters’.

Following the parameter section, the output from reports is given for each Year in which the configuration file specified a report to be made. The format of the output for each Year is as detailed below:

```

BEGIN<tab>Report for end of year:<tab>Year of report
BEGIN<tab>Report class name
                                     Report output goes here
END<tab>Report class name
BEGIN<tab>Another report class name
                                     Another report output goes here
END<tab>Another report class name
                                     Any other reports for this Year are similarly delimited by BEGIN
                                     and END sections
END<tab>Report for end of year:<tab>Year of report

```

### 8.1.1 ApprovalNetworkReport

Shows for each Land Manager a list of Land Managers that approved of them.

### 8.1.2 ApprovalReport

Shows for each Land Manager the total approval or disapproval they awarded other Land Managers, and the total approval or disapproval received from other Land Managers.

### 8.1.3 ClimateStateReport

Shows the Climate property value list.

### 8.1.4 ClumpinessReport

For each Land Cell, a randomly selected Moore neighbour is compared with a randomly chosen Cell a specified number of times. This information is used to compute the mean distance at which a neighbour is more similar in its Biophysical Characteristics to a Land Cell than a randomly chosen Cell. This provides an indication of the degree to which Cells’ Biophysical Characteristics are similar.

*Options:*

- Samples: Number of randomly chosen Land Cells to select (default 10).

### 8.1.5 DisapprovalNetworkReport

Shows for each Land Manager a list of Land Managers that disapproved of them.

### 8.1.6 EconomyStateReport

Shows the Economy property value list.

### 8.1.7 GovernmentExpenditureReport

Shows the amount the Government spent rewarding Land Managers in the reporting Year.

### 8.1.8 LandManagerGridFileReport

Saves the Land Manager owning each Land Cell to the grid file.

*Options:*

- GridFile: The name of a grid file to save the report to (default is the gridFile parameter).
- NoData: The no-data value to use in the grid file (default -9999).

### 8.1.9 LandUseGridFileReport

Saves the Land Use applied to each Land Cell to the grid file.

*Options:*

- GridFile: The name of a grid file to save the report to (default is the gridFile parameter).
- NoData: The no-data value to use in the grid file (default -9999).

### 8.1.10 LandUseReport

Shows the number of Land Parcels using each Land Use.

### 8.1.11 LandUseStateReport

Shows all Land Use property value lists.

### 8.1.12 LockInReport

If there has been a change in the truth of the statement “All Land Parcels are using the same Land Use” this Year, then give a message to that effect.

### 8.1.13 MeanSubPopParamParcelReport

Displays the mean value of the Neighbourhood Weighting, the Imitation Probability, the Aspiration Threshold and the Memory Size of the Land Managers owning each Land Parcel. This mean is over the Land Parcels, so Land Managers owning  $n$  Land Parcels will be counted  $n$  times.

### 8.1.14 NetworkDistributionReport

For each requested social network, the report provides a histogram of the number of links against the number of Land Managers.

*Options:*

- Network: The network that information is required for (default all available). This can be one of ‘Vendors’ (who sold a Parcel to whom), ‘Neighbours’ (who is a social neighbour of whom), ‘Approvers’ (who are the approvers of whom), ‘Disapprovers’ (who are the disapprovers of whom), ‘Approved’ (who approved of whom), ‘Disapproved’ (who disapproved of whom), ‘Advisors’ (who are the advisors of whom), ‘Advisees’ (who was advised by whom) or ‘All’ to explicitly request all of the above.

### 8.1.15 NetworkMatrixReport

For each requested social network, in each requested Year to report, a CSV file is created containing the network matrix. This matrix has one row and one column for each Land Manager, with a 1 entered in each element where the row Land Manager is connected to the column Land Manager and a zero otherwise.

*Options:*

- Network: As per NetworkDistributionReport.
- Prefix: Allows a prefix (possibly including a full path) to be put in front of the default file name for each matrix produced.

### 8.1.16 NetworkStatisticsReport

Provides a number of statistics\* for each requested network. Where the network is not fully connected (i.e. where there exist Land Managers between which there is no path), the statistics are computed for fully connected subsets of Land Managers. The statistics include the diameter, mean path length, assortativity, density, and clustering coefficient. For undirected networks, the closeness centrality and centralisation index are also computed.

*Options:*

- Network: As per NetworkDistributionReport.
- NotConnected: Set the number to use in the geodesic distance matrix for nodes in the network that are not connected. (Default infinity.)

### 8.1.17 ParcelLandManagerReport

Shows a distribution of the Estate size of the Land Managers (the number of Land Managers owning each number of Land Parcels).

*Options:*

- Sorted (flag — default True): Sort in ascending order of number of Land Parcels owned

### 8.1.18 ParcelStateReport

Shows all Land Parcel Biophysical Characteristics property value lists.

### 8.1.19 ParcelSubPopReport

Shows the number of Land Parcels owned by Land Managers of each Subpopulation

### 8.1.20 PollutionGridFileReport

Saves the Pollution of the Land Use in each Land Cell to the grid file. *Warning:* The Pollution is per Land Parcel, and if two or more Cells belong to a Parcel, then there will seem to be more Pollution than there is.\*\*

*Options:*

---

\* These statistics, and the means of computing them, were supplied in a document circulated in the CAVES (Complexity, Agents, Volatility, Evidence and Scale) EU FP6 NEST Pathfinder project on Tackling Complexity in Science. (Document title: ‘CAVES Generalization Framework’; by Paulina Hetman and Piotr Magnuszewski.)

\*\* This is arguably a bug since the Pollution should probably be per unit area rather than per Land Parcel.

- GridFile: The name of a grid file to save the report to (default is the gridFile parameter).
- NoData: The no-data value to use in the grid file (default -9999).

### 8.1.21 PollutionReport

Shows the total amount of Pollution.

### 8.1.22 SpatialAutocorrelationReport

Computes the autocorrelation index and p-value (using non-free sampling, of a specified number of samples) of the requested spatial data.\*

*Options:*

- SpatialData: The spatial data to report on (default all of them), which can be one of: 'Price' (the most recent Price of Land Parcels), 'LandUse' (the Land Use applied to Land Parcels), 'OwnerChange' (the number of times the Parcels have changed owner), 'LandUseChange' (the number of times the Parcels have changed Land Use), 'Yield' (the most recent Yield of the Land Parcels), 'Income' (the most recent Income of the Land Parcels), or use 'All' to explicitly request all of them.
- NSamples: The number of samples (i.e. random distributions of the data) to use for computing the p-value (default 1000).

### 8.1.23 SubPopDeathReport

Shows the number of Land Managers from each Subpopulation that have lost all their Land Parcels this Year.

### 8.1.24 SubPopulationGridFileReport

Saves the Subpopulation of the Land Manager owning each Land Cell to the grid file.

*Options:*

- GridFile: The name of a grid file to save the report to (default is the gridFile parameter).
- NoData: The no-data value to use in the grid file (default -9999).

### 8.1.25 TimeSeriesReport

Computes the kurtosis, tail exponent and autocorrelation function for the requested time series.\*\* Numerous time series are available. The default (somewhat mislabelled 'All') is to show: 'Pollution' (the total Pollution in the Environment), 'Population' (the number of Land Managers), 'LandUse' (for each Land Use, the number of Land Parcels to which it is applied), 'Suitability' (for each Land Use, the number of Land Parcels for which it is (one of) the most suitable; i.e. maximally Yield generating), 'Profitability' (for each Land Use, the number of Parcels for which it is (one of) the most profitable; i.e. maximally Wealth generating), 'LandUseMarket' (for each Land Use its current Market Value; i.e. the amount returned from the Income lookup table given the current state of the Economy), 'SubPopBids' (for each Subpopulation, the average amount bid by member Land Managers for Land Parcels), 'SubPopCount' (for each Subpopulation, the number of member Land Managers), 'SubPopParcels' (for each Subpopulation, the number of Parcels owned by its members), 'SubPopBankruptcies' (for each Subpopulation, the number of

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\* These statistics, and the means of computing them, were supplied in a document circulated in the CAVES (Complexity, Agents, Volatility, Evidence and Scale) EU FP6 NEST Pathfinder project on Tackling Complexity in Science. (Document title: 'CAVES Generalization Framework'; by Paulina Hetman and Piotr Magnuszewski.)

\*\* As were these.

bankruptcies this Year), ‘EstateSize’ (the distribution of size of Estate of all Land Managers), ‘Account’ (the distribution of Account of all Land Managers), ‘Profit’ (the distribution of Profit earned this Year by all Land Managers), ‘Age’ (the distribution of Age of all Land Managers), ‘LandUseChange’ (the distribution of number of Land Use changes on all Land Parcels), ‘LandManagerChange’ (the distribution of number of changes of owner on all Land Parcels), ‘Price’ (the distribution of most recent Price of all Land Parcels). Those series listed as being “for each  $x$ ” will create a separate time series for each  $x$ . Those listed as being “the distribution of  $x$ ” will use the CollectiveSource parameter setting to determine the time series data from the distribution.

The following time series are available where a Government agent is configured, but are not included in the ‘All’ option: ‘Expenditure’ (the amount spent by the Government this Year), ‘Fines’ (for classes of Government issuing Fines only, the total amount of Fines received this Year), ‘ManagerRewards’ (the distribution of rewards for all Land Managers), ‘ManagerFines’ (the distribution of fines for all Land Managers).

The following time series are available where Land Managers are of a class issuing Approval and Disapproval, but are not included in the ‘All’ option: ‘Approval’ (the distribution of Approval received by all Land Managers), ‘Disapproval’ (the distribution of Disapproval received by all Land Managers), ‘Approving’ (the distribution of Approval given by all Land Managers), ‘Disapproving’ (the distribution of Disapproval given by all Land Managers).

*Options:*

- TimeSeries: The time series to use (see above for those available). Default is ‘All’.
- ACFLength: The length of the autocorrelation function (back from the reporting time step) to show (default 20).
- CollectiveSource: For time series derived from a collection (e.g. all Land Parcels or Land Managers), specify the statistic to use to create the time series. This can be one of ‘Minimum’, ‘Maximum’, ‘Mean’ (the default), ‘Variance’, ‘Median’ or ‘Total’.
- RelativeChange (flag — default False): Compute the statistics on the relative change time series  $x_t = |y_t - y_{t-1}| / y_{t-1}$  as opposed to the original time series  $y_t$ .
- ShowTimeSeries (flag — default False): Write out the whole time series.
- ShowThisYear (flag — default False): Write out this Year’s data for the time series.
- SingleRowSeries (flag — default True): Separate the ACF and time series data (if written) by column. If this flag is set to False, each element in the time series (if written) and ACF will be on its own row.

### 8.1.26 WealthGridFileReport

Saves the Account of the Land Manager owning each Land Cell to the grid file. *Warning:* The Account belongs to the Land Manager, so if you add up all the numbers in the Land Cells, particularly if there are multi-Cell Parcels, the total Account in the grid file will exceed the total wealth of the Land Managers.

*Options:*

- GridFile: The name of a grid file to save the report to (default is the gridFile parameter).
- NoData: The no-data value to use in the grid file (default -9999).

### 8.1.27 YieldGridFileReport

Saves the Yield of the Land Parcel to which each Land Cell belongs to the grid file. *Warning:* The Yield is a Land Parcel property, and if there are multi-Cell Parcels, there will seem to be more Yield in the grid file than was actually generated.

*Options:*

- GridFile: The name of a grid file to save the report to (default is the gridFile parameter).
- NoData: The no-data value to use in the grid file (default -9999).

## 8.2 Verbosity

Verbosity output is explained in some detail earlier in this document. The set of available verbosity messages is shown in Table 1 together with their verbosity levels. The default verbosity levels are created in the FEARLUS executable directory during compilation when you make fearlus.verby. If you want to define your own verbosity file you can do so in one of two ways. When FEARLUS first starts it checks for a verbosity file in the environment variable FEARLUS\_VERBOSITY\_FILE. If that variable is not defined, or the file it contains does not exist, it looks in the current working directory for fearlus.verby before using fearlus.verby in the FEARLUS executable directory. If none of these files exist, then there are no verbosity levels defined, and if you want to obtain verbosity messages you have to specifically state which ones you want using the *+verbosity1+verbosity2...* argument to the *-D* command-line option (see section 3.2.1 for more information on this command-line option). The format of the verbosity file consists of one verbosity message from Table 1 followed by a verbosity level on each line of the file. Any verbosity message not specified in the file will not have a verbosity level, and if you want these messages you will have to ask for them specifically using the *+verbosity* argument to the *-D* command-line option.

Verbosity messages are formatted with the Year they are generated first, then the name of the verbosity message, then the output generated by that message.

### 8.2.1 Approval

Reports all approval and disapprovals exchanged between Land Managers. Examples:

```
00006:Approval: Manager 604 disapproves of manager 510 amount 1 due to LandUseGroupTrigger
00006:Approval: Land manager 510 accepts disapproval 1 from manager 604
00006:Approval: Manager 604 neither approves nor disapproves of manager 469 due to
LandUseGroupTrigger
00006:Approval: Manager 604 disapproves of manager 492 amount 1 due to LandUseGroupTrigger
00006:Approval: Land manager 492 accepts disapproval 1 from manager 604
```

### 8.2.2 CaseBase

Reports on case base lookups. Example output:

```
00002:CaseBase: The first case was the best case when looking up land use 12
00002:CaseBase: Re-ordering episodic memory for land use 12
00002:CaseBase: The best case was other than the first case when looking up land use 1
00002:CaseBase: Re-ordering episodic memory for land use 1
00002:CaseBase: The best case was other than the first case when looking up land use 3
00002:CaseBase: Re-ordering episodic memory for land use 3
00002:CaseBase: The best case was other than the first case when looking up land use 1
00002:CaseBase: Re-ordering episodic memory for land use 1
00002:CaseBase: The first case was the best case when looking up land use 3
00002:CaseBase: Re-ordering episodic memory for land use 3
```

### 8.2.3 CaseBaseDetail

Detail on cases added to and removed from the case base of each Land Manager. Vast amounts of output generated. This verbosity should possibly be used in conjunction with the Learning verbosity output so you can see the Land Manager the case base additions apply to. The following illustrates:

```
00002:CaseBaseDetail: Adding case:
```

```

CASE:
  Time: 2
  STATE:
    Biophysical Characteristics: (land parcel 14, 24)
    Climate: {LowVar Cold}
    Economy: {Bear HighXch}
  DECISION:
    Land Use ID: 11
  OUTCOME:
    Profit: -1.91596
    Approval: 14
00002:Learning: Land Manager 37 added the following case to their case base:
  CASE:
    Time: 2
    STATE:
      Biophysical Characteristics: (land parcel 14, 24)
      Climate: {LowVar Cold}
      Economy: {Bear HighXch}
    DECISION:
      Land Use ID: 11
    OUTCOME:
      Profit: -1.91596
      Approval: 14
00002:Learning: Event NeighbourDisapprovalEvent has happened to land manager 37
00002:Learning: Land manager 37 increased approval salience by 0.447726 to 7.13571

```

## 8.2.4 Climate

Shows the Climate state each Year. Examples:

```

00151:Climate: New climate:
  {LowVar Cool} From file: suddenchange150.clim
00152:Climate: New climate:
  {HighVar Warm}

```

## 8.2.5 Clumping

Shows the Biophysical Characteristics symbols states after clumping is completed:

```

00000:Clumping: New biophysical characteristics for land cells:
  LandCell at (0, 0): {LCA-IV Flat}
  LandCell at (0, 1): {LCA-II Steep}
  LandCell at (0, 2): {LCA-V Flat}
  LandCell at (0, 3): {LCA-I Steep}
  LandCell at (0, 4): {LCA-V Steep}
  LandCell at (0, 5): {LCA-V Steep}
  LandCell at (0, 6): {LCA-III Flat}
...etc.

```

## 8.2.6 ClumpingDetail

Though available as a verbosity message, none of the currently implemented clumping classes issue any of these messages.

## 8.2.7 ClumpingMinutiae

Though available as a verbosity message, none of the currently implemented clumping classes issue any of these messages.

## 8.2.8 Decision

Shows (for SubPopulation class members) the decision each Land Manager made.

```

00007:Decision: Land manager 191 selected land use 5 (Barley Organic) for land parcel 741
at (18, 20) using method EccentricSpecialistStrategy
00007:Decision: Land manager 201 selected land use 5 (Barley Organic) for land parcel 718
at (17, 37) using method HabitStrategy
00007:Decision: Land manager 201 selected land use 4 (Beef Non-organic) for land parcel
839 at (20, 38) using method HabitStrategy

```

00007:Decision: Land manager 202 selected land use 1 (Oat Non-organic) for land parcel 723 at (18, 2) using method RandomCopyingStrategy

## 8.2.9 DecisionAlgorithm

Explains how the Land Use decision is made. Information displayed depends on Land Manager class. The following is for the LandManager class:

00008:DecisionAlgorithm: Allocation method selected for land parcel 1528 at (38, 7): HabitStrategy by land manager 1775 because the income per unit area 47.7381 is at or above the threshold 6.27957  
 00008:DecisionAlgorithm: Allocation method selected for land parcel 714 at (17, 33): EccentricSpecialistStrategy by land manager 1785 because land parcel's income per unit area 74.4769 is below threshold 99 and choice 0.033238 made to use non-imitative strategy (probability 1)  
 00008:DecisionAlgorithm: Allocation method selected for land parcel 832 at (20, 31): YieldAverageWeightedTemporalCopyingStrategy by land manager 1799 because land parcel's income per unit area 3.44321 is below threshold 31.5377 and choice 0.23301 made to use imitative strategy (probability 1)  
 00008:DecisionAlgorithm: Allocation method selected for land parcel 873 at (21, 32): HabitStrategy by land manager 1799 because the income per unit area 38.5537 is at or above the threshold 31.5377

## 8.2.10 DecisionAlgorithmDetail

More details on the decision algorithm process. The message displayed depends on the Strategy and the class of Land Manager. (Note that 'Yield' in what follows is in fact Parcel gross Income'.)

00001:DecisionAlgorithmDetail: Using yield average weighted copying strategy of land manager 119 to determine land use for land parcel 438 at (10, 37)  
 00001:DecisionAlgorithmDetail: Yield of land parcel 478 at (11, 37) with land use 3 = 6.52427 (0 years ago)  
 00001:DecisionAlgorithmDetail: Yield of land parcel 477 at (11, 36) with land use 3 = 7.31036 (0 years ago)  
 00001:DecisionAlgorithmDetail: Yield of land parcel 438 at (10, 37) with land use 5 = 21.5991 (0 years ago)  
 00001:DecisionAlgorithmDetail: Yield of land parcel 437 at (10, 36) with land use 5 = 11.0888 (0 years ago)  
 00001:DecisionAlgorithmDetail: Adding scores for yield of land parcels belonging to land manager 120  
 00001:DecisionAlgorithmDetail: Yield of land parcel 480 at (11, 39) with land use 2 = 0.996947 (0 years ago). Score of land use incremented by 1.49685  
 00001:DecisionAlgorithmDetail: Yield of land parcel 479 at (11, 38) with land use 6 = 4.70202 (0 years ago). Score of land use incremented by 7.05975  
 00001:DecisionAlgorithmDetail: Yield of land parcel 440 at (10, 39) with land use 2 = 1.60527 (0 years ago). Score of land use incremented by 2.4102  
 00001:DecisionAlgorithmDetail: Yield of land parcel 439 at (10, 38) with land use 1 = 10.4426 (0 years ago). Score of land use incremented by 15.6788  
 00001:DecisionAlgorithmDetail: Adding scores for yield of land parcels belonging to land manager 139  
 00001:DecisionAlgorithmDetail: Yield of land parcel 558 at (13, 37) with land use 6 = 11.0115 (0 years ago). Score of land use incremented by 16.533  
 00001:DecisionAlgorithmDetail: Yield of land parcel 557 at (13, 36) with land use 3 = 4.984 (0 years ago). Score of land use incremented by 7.48312  
 00001:DecisionAlgorithmDetail: Yield of land parcel 518 at (12, 37) with land use 2 = 0.932038 (0 years ago). Score of land use incremented by 1.39939  
 00001:DecisionAlgorithmDetail: Yield of land parcel 517 at (12, 36) with land use 5 = 23.4248 (0 years ago). Score of land use incremented by 35.1707  
 00001:DecisionAlgorithmDetail: Adding scores for yield of land parcels belonging to land manager 140  
 00001:DecisionAlgorithmDetail: Yield of land parcel 560 at (13, 39) with land use 5 = 85.5547 (0 years ago). Score of land use incremented by 128.454  
 00001:DecisionAlgorithmDetail: Yield of land parcel 559 at (13, 38) with land use 4 = 11.4882 (0 years ago). Score of land use incremented by 17.2487  
 00001:DecisionAlgorithmDetail: Yield of land parcel 520 at (12, 39) with land use 6 = 21.0123 (0 years ago). Score of land use incremented by 31.5485  
 00001:DecisionAlgorithmDetail: Yield of land parcel 519 at (12, 38) with land use 1 = 11.4743 (0 years ago). Score of land use incremented by 17.2279  
 00001:DecisionAlgorithmDetail: Adding scores for yield of land parcels belonging to land manager 118  
 00001:DecisionAlgorithmDetail: Yield of land parcel 476 at (11, 35) with land use 4 = 28.6623 (0 years ago). Score of land use incremented by 43.0344  
 00001:DecisionAlgorithmDetail: Yield of land parcel 475 at (11, 34) with land use 3 = 0.203348 (0 years ago). Score of land use incremented by 0.305313  
 00001:DecisionAlgorithmDetail: Yield of land parcel 436 at (10, 35) with land use 6 = 10.4426 (0 years ago). Score of land use incremented by 15.6788  
 00001:DecisionAlgorithmDetail: Yield of land parcel 435 at (10, 34) with land use 1 = 7.91554 (0 years ago). Score of land use incremented by 11.8846  
 00001:DecisionAlgorithmDetail: Adding scores for yield of land parcels belonging to land manager 99  
 00001:DecisionAlgorithmDetail: Yield of land parcel 398 at (9, 37) with land use 5 = 25.1875 (0 years ago). Score of land use incremented by 37.8173

```

00001:DecisionAlgorithmDetail: Yield of land parcel 397 at (9, 36) with land use 6 = 11.4743 (0 years ago). Score of land use incremented by 17.2279
00001:DecisionAlgorithmDetail: Yield of land parcel 358 at (8, 37) with land use 3 = 7.31036 (0 years ago). Score of land use incremented by 10.976
00001:DecisionAlgorithmDetail: Yield of land parcel 357 at (8, 36) with land use 3 = 2.09965 (0 years ago). Score of land use incremented by 3.15247
00001:DecisionAlgorithmDetail: Adding scores for yield of land parcels belonging to land manager 98
00001:DecisionAlgorithmDetail: Yield of land parcel 396 at (9, 35) with land use 4 = 11.4882 (0 years ago). Score of land use incremented by 17.2487
00001:DecisionAlgorithmDetail: Yield of land parcel 395 at (9, 34) with land use 3 = 7.43436 (0 years ago). Score of land use incremented by 11.1622
00001:DecisionAlgorithmDetail: Yield of land parcel 356 at (8, 35) with land use 5 = 21.5991 (0 years ago). Score of land use incremented by 32.4295
00001:DecisionAlgorithmDetail: Yield of land parcel 355 at (8, 34) with land use 4 = 28.6623 (0 years ago). Score of land use incremented by 43.0344
00001:DecisionAlgorithmDetail: Choice of land use made as follows
      Land Use      Score      Cumulative score range for choice
      1      14.9305      0 <= choice < 14.9305
      2      1.76881     14.9305 <= choice < 16.6993
      3      6.70196     16.6993 <= choice < 23.4012
      4      30.1416     23.4012 <= choice < 53.5428
      5      44.4266     53.5428 <= choice < 97.9694 <-- choice = 59.4225
      6      17.6096     97.9694 <= choice < 115.579

```

## 8.2.11 Economy

Much as for the Climate verbosity, this shows the state of the Economy each Year:

```

00003:Economy: New economy:
      {Bull LowXch}

```

## 8.2.12 FarmScaleFixedCosts

If a Farm Scale Fixed Cost file is used, then each Year the value read from the file will be shown. The messages are not shown if the Farm Scale Fixed Costs are/become constant. Example:

```

00008:FarmScaleFixedCosts: Farm scale fixed costs set to 67
00009:FarmScaleFixedCosts: Farm scale fixed costs set to 43
Warning: Failed to read next farm scale fixed costs from file manual-CBR.fsfc. Closing
file. Farm scale fixed costs will remain constant at 43.
00010:FarmScaleFixedCosts: Farm scale fixed costs set to 43

```

## 8.2.13 Government

Messages will depend on the class of Government used. The following are examples from ParcelRewardingGovernment:

```

00010:Government: Not issuing reward because environment pollution 1587.12 is more than or
equal to threshold 1550
00011:Government: Issuing reward to all land managers as environment pollution 1513.5 is
less than threshold 1550
00012:Government: Not issuing reward because environment pollution 1695.67 is more than or
equal to threshold 1550

```

## 8.2.14 GovernmentDetail

More detailed messages about the Government, that again will be class specific. The following might be seen in a particular Year with ParcelRewardingGovernment.

```

00043:GovernmentDetail: Issuing reward 100 to land manager 4
00043:GovernmentDetail: Issuing reward 130 to land manager 5
00043:GovernmentDetail: Issuing reward 110 to land manager 2
00043:GovernmentDetail: Issuing reward 90 to land manager 6
00043:GovernmentDetail: Issuing reward 160 to land manager 3
00043:GovernmentDetail: Issuing reward 120 to land manager 1
00043:GovernmentDetail: Issuing reward 10 to land manager 8
00043:GovernmentDetail: Issuing reward 10 to land manager 10
00043:GovernmentDetail: Issuing reward 10 to land manager 12
00043:GovernmentDetail: Issuing reward 10 to land manager 14
00043:GovernmentDetail: Issuing reward 20 to land manager 22
00043:GovernmentDetail: Issuing reward 10 to land manager 36
00043:GovernmentDetail: Issuing reward 10 to land manager 38
00043:GovernmentDetail: Issuing reward 10 to land manager 39

```

```
00043:GovernmentDetail: Issuing reward 10 to land manager 40
00043:GovernmentDetail: Issuing reward 10 to land manager 41
00043:GovernmentDetail: Issuing reward 10 to land manager 42
```

## 8.2.15 GovernmentFines/GovernmentRewards

If the Government class issues fines or rewards to Land Managers, these messages will confirm their receipt:

```
00036:GovernmentRewards: Land Manager 56 accepts reward of 150. Account now 11094.7
00036:GovernmentRewards: Land Manager 45 accepts reward of 70. Account now 2720.75
00036:GovernmentRewards: Land Manager 65 accepts reward of 90. Account now 4362.25
00036:GovernmentRewards: Land Manager 67 accepts reward of 150. Account now 3827.2
00036:GovernmentRewards: Land Manager 36 accepts reward of 110. Account now 2596.51
00036:GovernmentRewards: Land Manager 44 accepts reward of 40. Account now 1121.95
00036:GovernmentRewards: Land Manager 75 accepts reward of 130. Account now 3708.75
00036:GovernmentRewards: Land Manager 78 accepts reward of 180. Account now 9086.38
00036:GovernmentRewards: Land Manager 25 accepts reward of 70. Account now 4456.16
00036:GovernmentRewards: Land Manager 23 accepts reward of 90. Account now 5135.51
00036:GovernmentRewards: Land Manager 33 accepts reward of 40. Account now 3661.63
00036:GovernmentRewards: Land Manager 43 accepts reward of 110. Account now 4828.92
00036:GovernmentRewards: Land Manager 53 accepts reward of 170. Account now 8407.78
00036:GovernmentRewards: Land Manager 83 accepts reward of 140. Account now 5847.26
00036:GovernmentRewards: Land Manager 86 accepts reward of 70. Account now 4232.01
00036:GovernmentRewards: Land Manager 69 accepts reward of 40. Account now 4135.57
00036:GovernmentRewards: Land Manager 59 accepts reward of 60. Account now 2919.23
00036:GovernmentRewards: Land Manager 49 accepts reward of 280. Account now 14511.8
00036:GovernmentRewards: Land Manager 32 accepts reward of 70. Account now 4643.78
00036:GovernmentRewards: Land Manager 42 accepts reward of 50. Account now 2072.99
00036:GovernmentRewards: Land Manager 52 accepts reward of 50. Account now 2616.09
00036:GovernmentRewards: Land Manager 93 accepts reward of 200. Account now 14233.1
00036:GovernmentRewards: Land Manager 96 accepts reward of 130. Account now 8265.42
00036:GovernmentRewards: Land Manager 90 accepts reward of 190. Account now 5765.25
00036:GovernmentRewards: Land Manager 70 accepts reward of 90. Account now 3391.25
00036:GovernmentRewards: Land Manager 50 accepts reward of 60. Account now 1328.23
00036:GovernmentRewards: Land Manager 10 accepts reward of 40. Account now 3968.21
00036:GovernmentRewards: Land Manager 9 accepts reward of 200. Account now 6628.59
00036:GovernmentRewards: Land Manager 8 accepts reward of 80. Account now 5422.55
00036:GovernmentRewards: Land Manager 7 accepts reward of 150. Account now 9438.95
00036:GovernmentRewards: Land Manager 5 accepts reward of 120. Account now 11263.9
00036:GovernmentRewards: Land Manager 4 accepts reward of 110. Account now 3328.22
00036:GovernmentRewards: Land Manager 2 accepts reward of 90. Account now 4065.76
00036:GovernmentRewards: Land Manager 21 accepts reward of 160. Account now 3753.18
00036:GovernmentRewards: Land Manager 41 accepts reward of 50. Account now 1619.19
00036:GovernmentRewards: Land Manager 51 accepts reward of 50. Account now 2720.01
00036:GovernmentRewards: Land Manager 71 accepts reward of 110. Account now 5739.12
00036:GovernmentRewards: Land Manager 109 accepts reward of 10. Account now 202.538
```

## 8.2.16 GridFile

Messages confirming loading/saving of layers from/to the grid file, if specified:

```
00000:GridFile: Created new grid file manual.grd
00000:GridFile: Appended layer *FEARLUS-LandParcelID to grid file manual.grd
00000:GridFile: Appended layer *FEARLUS-Biophys LCAClass to grid file manual.grd
00000:GridFile: Appended layer *FEARLUS-Biophys Slope to grid file manual.grd
00000:GridFile: Appended layer *FEARLUS-SubPopulationID Initial to grid file manual.grd
00000:GridFile: Appended layer *FEARLUS-LandManagerID Initial to grid file manual.grd
00000:GridFile: Appended layer *FEARLUS-LandUseID Initial to grid file manual.grd

00000:GridFile: Loaded layer FEARLUS-LandParcelID from grid file manual.grd
00000:GridFile: Loaded layer FEARLUS-Biophys LCAClass from grid file manual.grd
00000:GridFile: Loaded layer FEARLUS-Biophys Slope from grid file manual.grd
00000:GridFile: Loaded layer FEARLUS-SubPopulationID Initial from grid file manual.grd
00000:GridFile: Loaded layer FEARLUS-LandManagerID Initial from grid file manual.grd
00000:GridFile: Loaded layer FEARLUS-LandUseID Initial from grid file manual.grd
```

## 8.2.17 GridLayers

Detailed messages on setting and accessing information in the grid. Some examples follow:

```

00000:GridLayers: Setting layer FEARLUS-LandParcelID to value 1 in cell (0, 0)
00000:GridLayers: Setting layer FEARLUS-LandParcelID to value 1 in cell (1, 0)

00000:GridLayers: Setting layer FEARLUS-Biophys LCAClass to value LCA-V in cell (5, 4)
00000:GridLayers: Setting layer FEARLUS-Biophys LCAClass to value LCA-V in cell (6, 4)

00000:GridLayers: Setting layer FEARLUS-LandUseID Initial to value 7 in cell (4, 14)
00000:GridLayers: Setting layer FEARLUS-LandUseID Initial to value 7 in cell (5, 14)

00000:GridLayers: Accessing layer FEARLUS-LandManagerID Initial with value 60 in cell
(22, 36)
00000:GridLayers: Accessing layer FEARLUS-SubPopulationID Initial with value 1 in cell
(20, 36)

```

## 8.2.18 GUI

Indication of colourmap information:

```
00000:GUI: Allocated 240 colours
```

## 8.2.19 GUIKey

Details of additions to the decision component key. The following is an example for CBRSocialSubPopulation classes:

```

00000:GUIKey: Adding decision component ExperimentationMode to key
00000:GUIKey: Adding decision component ExperimentationStrategy to key
00000:GUIKey: Adding decision component HabitMode to key
00000:GUIKey: Adding decision component ImitationStrategy to key
00000:GUIKey: Adding decision component ImperfectAdviceMode to key
00000:GUIKey: Adding decision component ImperfectMatchMode to key
00000:GUIKey: Adding decision component InitialMode to key
00000:GUIKey: Adding decision component PerfectAdviceMode to key
00000:GUIKey: Adding decision component PerfectMatchMode to key

```

## 8.2.20 GUINeighbourhoodDetail

Details of the process used when a Cell is left-clicked in the Land Use raster to decide where to draw boundaries between neighbours and non-neighbours of the clicked cell (see Figure 44(b)). A brief excerpt of the kind of output obtained follows:

```

00013:GUINeighbourhoodDetail: Land Parcel 316 at (31, 31) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 316 at (30, 31) is not a neighbour of 316 at (30, 30)...
...drawing a line between 316 and 316 at (31, 31)
00013:GUINeighbourhoodDetail: Land Parcel 316 at (31, 30) is not a neighbour of 316 at (30, 30)...
...drawing a line between 316 and 316 at (31, 31)
00013:GUINeighbourhoodDetail: Land Parcel 317 at (31, 32) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 317 at (31, 32) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 317 at (30, 32) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 317 at (30, 32) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 297 at (29, 32) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 297 at (29, 32) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 297 at (28, 32) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 297 at (28, 32) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 277 at (27, 32) is not a neighbour of 316 at (30, 30)...
...drawing a line between 277 and 297 at (28, 32)
00013:GUINeighbourhoodDetail: Land Parcel 296 at (28, 31) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 296 at (28, 31) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 276 at (27, 31) is not a neighbour of 316 at (30, 30)...
...drawing a line between 276 and 296 at (28, 31)
00013:GUINeighbourhoodDetail: Land Parcel 296 at (28, 30) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 296 at (28, 30) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 276 at (27, 30) is not a neighbour of 316 at (30, 30)...
...drawing a line between 276 and 296 at (28, 30)
00013:GUINeighbourhoodDetail: Land Parcel 295 at (28, 29) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 295 at (28, 29) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 275 at (27, 29) is not a neighbour of 316 at (30, 30)...
...drawing a line between 275 and 295 at (28, 29)
00013:GUINeighbourhoodDetail: Land Parcel 295 at (28, 28) is a neighbour of 316 at (30, 30)...

```

```

00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 295 at (28, 28) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 275 at (27, 28) is not a neighbour of 316 at (30, 30)...
...drawing a line between 275 and 295 at (28, 28)
00013:GUINeighbourhoodDetail: Land Parcel 294 at (28, 27) is not a neighbour of 316 at (30, 30)...
...drawing a line between 294 and 295 at (28, 28)
00013:GUINeighbourhoodDetail: Land Parcel 295 at (28, 29) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...but it has already been visited
00013:GUINeighbourhoodDetail: Land Parcel 295 at (29, 28) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already
00013:GUINeighbourhoodDetail: Land Parcel 295 at (29, 28) drawing neighbours of 316 at (30, 30)
00013:GUINeighbourhoodDetail: Land Parcel 295 at (28, 28) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...but it has already been visited
00013:GUINeighbourhoodDetail: Land Parcel 294 at (29, 27) is not a neighbour of 316 at (30, 30)...
...drawing a line between 294 and 295 at (29, 28)
00013:GUINeighbourhoodDetail: Land Parcel 295 at (29, 29) is a neighbour of 316 at (30, 30)...
00013:GUINeighbourhoodDetail: ...and not visited already

```

## 8.2.21 Harvest

Details of the harvest process each Year, including all information on how income is generated from the Parcels. The following shows the messages that might be generated for one Land Manager.

```

00093:Harvest: Economy of scale for land use 3 (Barley Organic) on land parcel 242 at (24, 2) used by land manager 71 with total area 10.4 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (12.9431) with income (127.329) from land parcel 242 at (24, 2) with break-even threshold 78. Account 19532.4 will be incremented by 49.3294 to 19581.8
00093:Harvest: Economy of scale for land use 3 (Barley Organic) on land parcel 262 at (26, 2) used by land manager 71 with total area 10.4 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (11.4706) with income (112.844) from land parcel 262 at (26, 2) with break-even threshold 78. Account 19581.8 will be incremented by 34.8438 to 19616.6
00093:Harvest: Economy of scale for land use 3 (Barley Organic) on land parcel 261 at (26, 0) used by land manager 71 with total area 10.4 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (18.5459) with income (182.448) from land parcel 261 at (26, 0) with break-even threshold 78. Account 19616.6 will be incremented by 104.448 to 19721.1
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 322 at (32, 2) used by land manager 71 with total area 18.2 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (9.84443) with income (98.3511) from land parcel 322 at (32, 2) with break-even threshold 78. Account 19721.1 will be incremented by 20.3511 to 19741.4
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 263 at (26, 4) used by land manager 71 with total area 18.2 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (7.25756) with income (72.5069) from land parcel 263 at (26, 4) with break-even threshold 78. Account 19741.4 will be incremented by -5.49313 to 19735.9
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 283 at (28, 4) used by land manager 71 with total area 18.2 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (10.6) with income (105.9) from land parcel 283 at (28, 4) with break-even threshold 78. Account 19735.9 will be incremented by 27.8996 to 19763.8
00093:Harvest: Economy of scale for land use 3 (Barley Organic) on land parcel 303 at (30, 4) used by land manager 71 with total area 10.4 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (10.8089) with income (106.334) from land parcel 303 at (30, 4) with break-even threshold 78. Account 19763.8 will be incremented by 28.3338 to 19792.1
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 301 at (30, 0) used by land manager 71 with total area 18.2 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (8.45528) with income (84.4728) from land parcel 301 at (30, 0) with break-even threshold 78. Account 19792.1 will be incremented by 6.47278 to 19798.6
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 281 at (28, 0) used by land manager 71 with total area 18.2 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (10.5645) with income (105.545) from land parcel 281 at (28, 0) with break-even threshold 78. Account 19798.6 will be incremented by 27.5449 to 19826.2
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 302 at (30, 2) used by land manager 71 with total area 18.2 for this land use: 1
00093:Harvest: Land manager 71 harvesting yield (8.45389) with income (84.4589) from land parcel 302 at (30, 2) with break-even threshold 78. Account 19826.2 will be incremented by 6.45891 to 19832.6
00093:Harvest: Economy of scale for land use 8 (Beef Non-organic) on land parcel 282 at (28, 2) used by land manager 71 with total area 18.2 for this land use: 1

```



```

00000:InitialLandUseAllocations: Allocation method selected for land parcel 1598 at (39,
37): RandomStrategy by land manager 399 because it is year 0
00000:InitialLandUseAllocations: Land manager 399 selected initial land use 3 (Oat
Organic) for land parcel 1598 at (39, 37) using method RandomStrategy
00000:InitialLandUseAllocations: Allocation method selected for land parcel 1597 at (39,
36): RandomStrategy by land manager 399 because it is year 0
00000:InitialLandUseAllocations: Land manager 399 selected initial land use 1 (Oat Non-
organic) for land parcel 1597 at (39, 36) using method RandomStrategy
00000:InitialLandUseAllocations: Allocation method selected for land parcel 1558 at (38,
37): RandomStrategy by land manager 399 because it is year 0
00000:InitialLandUseAllocations: Land manager 399 selected initial land use 1 (Oat Non-
organic) for land parcel 1558 at (38, 37) using method RandomStrategy
00000:InitialLandUseAllocations: Allocation method selected for land parcel 1557 at (38,
36): RandomStrategy by land manager 399 because it is year 0
00000:InitialLandUseAllocations: Land manager 399 selected initial land use 4 (Beef Non-
organic) for land parcel 1557 at (38, 36) using method RandomStrategy
00000:InitialLandUseAllocations: Allocation method selected for land parcel 1600 at (39,
39): RandomStrategy by land manager 400 because it is year 0
00000:InitialLandUseAllocations: Land manager 400 selected initial land use 6 (Oat Non-
organic) for land parcel 1600 at (39, 39) using method RandomStrategy

```

## 8.2.24 LandManagerChange

Shows the update of Land Managers owning each Land Parcel each Year. Note that ownership of all Land Parcels is shown, not just those with a change of Land Manager. The following is an excerpt of output for one Year.

```

00005:LandManagerChange: Updated land manager of parcel 1576 at (39, 15) from 388 to 388
00005:LandManagerChange: Updated land manager of parcel 1577 at (39, 16) from 917 to 1705
00005:LandManagerChange: Updated land manager of parcel 1578 at (39, 17) from 917 to 1707
00005:LandManagerChange: Updated land manager of parcel 1579 at (39, 18) from 921 to 1708
00005:LandManagerChange: Updated land manager of parcel 1580 at (39, 19) from 922 to 12
00005:LandManagerChange: Updated land manager of parcel 1581 at (39, 20) from 12 to 12

```

## 8.2.25 LandManagerCreation

Details of new Land Managers created during initialisation and the Parcels they have been assigned to:

```

00000:LandManagerCreation: Initial subpopulation for land parcel 261 at (26, 0) taken from
grid file manual.grd cell (26, 0)
00000:LandManagerCreation: Initial land manager ID for land parcel 261 at (26, 0) taken
from grid file manual.grd cell (26, 0)
00000:LandManagerCreation: Assigned land parcel 261 at (26, 0) to land manager ID 61 of
subpopulation ID 1

```

The above shows output when a grid file is used. Below, when assignment is done without a grid file.

```

00000:LandManagerCreation: Created land manager ID 95
00000:LandManagerCreation: Assigned land parcel 369 at (36, 16) to land manager ID 95
00000:LandManagerCreation: Assigned land parcel 370 at (36, 17) to land manager ID 95
00000:LandManagerCreation: Assigned land parcel 389 at (37, 16) to land manager ID 95
00000:LandManagerCreation: Assigned land parcel 390 at (37, 17) to land manager ID 95

```

## 8.2.26 LandManagerCreationDetail

More information on the creation of each Land Manager showing how the Subpopulation they belong to was selected. The following is an example for one Land Manager:

```

00008:LandManagerCreationDetail: Sub-population of a new land manager selected as follows:
Sub-pop Probability (Cumulative)
  1          0.5 (0.5)
  2          0.5 (1) <-- choice = 0.771853

```

## 8.2.27 LandManagerDestruction

Brief information on the ID of each bankrupt Land Manager each Year.

```

00004:LandManagerDestruction: Killing land manager 55
00004:LandManagerDestruction: Killing land manager 85
00004:LandManagerDestruction: Killing land manager 89
00004:LandManagerDestruction: Killing land manager 12
00004:LandManagerDestruction: Killing land manager 94
00004:LandManagerDestruction: Killing land manager 126
00004:LandManagerDestruction: Killing land manager 133
00004:LandManagerDestruction: Killing land manager 139

```

## 8.2.28 LandParcelCreation

Details during model initialisation of all Land Parcels and Land Cells created. The following is an excerpt of the output generated:

```

00000:LandParcelCreation: Created land cell at (32, 0)
00000:LandParcelCreation: Created land cell at (33, 0)
00000:LandParcelCreation: Created land cell at (34, 0)
00000:LandParcelCreation: Created land cell at (35, 0)
00000:LandParcelCreation: Created land cell at (36, 0)
00000:LandParcelCreation: Created land cell at (37, 0)
00000:LandParcelCreation: Created land cell at (38, 0)
00000:LandParcelCreation: Created land cell at (39, 0)
00000:LandParcelCreation: Added land cell at (20, 20) to land parcel ID 51
00000:LandParcelCreation: Added land cell at (21, 20) to land parcel ID 51
00000:LandParcelCreation: Added land cell at (21, 21) to land parcel ID 51
00000:LandParcelCreation: Added land cell at (20, 21) to land parcel ID 51
00000:LandParcelCreation: Cell at (19, 21) is a blank cell

```

## 8.2.29 LandUseChange

Shows the update of Land Uses for each Land Parcel each Year. Note that information is shown even if the Land Use does not change. The following is an example excerpt from one Year's output:

```

00021:LandUseChange: Updated land use of parcel 234 at (22, 26) from 2 to 3
00021:LandUseChange: Updated land use of parcel 214 at (20, 26) from 2 to 3
00021:LandUseChange: Updated land use of parcel 194 at (18, 26) from 3 to 9
00021:LandUseChange: Updated land use of parcel 174 at (16, 26) from 3 to 9
00021:LandUseChange: Updated land use of parcel 154 at (14, 26) from 8 to 7
00021:LandUseChange: Updated land use of parcel 134 at (12, 26) from 7 to 12
00021:LandUseChange: Updated land use of parcel 133 at (12, 24) from 7 to 7
00021:LandUseChange: Updated land use of parcel 132 at (12, 22) from 7 to 7

```

## 8.2.30 LandUseCreation

Messages pertaining to the creation of Land Uses. e.g.:

```

00000:LandUseCreation: Created land use 1 (Wheat Organic):
LU({Wheat Organic} 1.569747051519291e+01 0.0000000000000000e+00 0.0000000000000000e+00
1.0000000000000000e+00)

```

## 8.2.31 LandUseMatch

This is a legacy verbosity message that is no longer issued.

## 8.2.32 LandUseMatchDetail

This is a legacy verbosity message that is no longer issued.

## 8.2.33 Learning

Output obtained here depends on Land Manager class. The following is an example for the CBRSocialParcelLandManager class, providing details of case base update and processing of Events:

```

00002:Learning: Land Manager 412 added the following case to their case base:
CASE:
    Time: 2

```

```

STATE:
    Biophysical Characteristics: (land parcel 32, 0)
    Climate: {LowVar Cold}
    Economy: {Bear LowXch}
DECISION:
    Land Use ID: 12
OUTCOME:
    Profit: -28.655
    Approval: -7
00002:Learning: Event ThresholdDisapprovalEvent has happened to land manager 412
00002:Learning: Land manager 412 increased approval salience by 0.135393 to 3.62844
00002:Learning: Event NoRewardEvent has happened to land manager 412
00002:Learning: Land manager 412 increased approval salience by 0.135393 to 3.76384
00002:Learning: Event LandParcelSoldEvent has not happened to land manager 412
00002:Learning: Event BadHarvestEvent has happened to land manager 412
00002:Learning: Land manager 412 increased profit salience by 0.135393 to 6.79688

```

## 8.2.34 LookupTable

Confirms locations of lookup tables read (note that five dashes replace the Year of the verbosity message because at this stage the Environment has not been created):

```

-----:LookupTable: Loading lookup table tree from file yield.tree
-----:LookupTable: Loading lookup table tree from file income.tree
-----:LookupTable: Populating lookup table from file yield.data
-----:LookupTable: Lookup table file yield.data contains names
-----:LookupTable: Populating lookup table from file income.data
-----:LookupTable: Lookup table file income.data contains names

```

## 8.2.35 LookupTableLookups

Information on values set and accessed in the Lookup Tables. This generates a large amount of output. Note that the names of symbols are converted to numeric references during lookups, and unfortunately the latter are rather unhelpfully shown as demonstrated in the excerpts below:

```

-----:LookupTableLookups: Setting the value for a lookup table:
    {LowVar,Cool,LCA-V,Steep,Lamb,Organic} position 1196: value 8.40118
00001:LookupTableLookups: Looking up the value for a lookup table:
    [3,4,10,14,18,22] position 1027: value 9.44183

```

## 8.2.36 Neighbourhood

Shows how neighbourhoods are calculated for each Cell. Output is arranged such that toroidal topology influences are also shown virtually (areas bordered by +), with the main Environment in the middle (area bordered by #).

```

00000:Neighbourhood: Adding (1, 15) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (2, 15) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (3, 15) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (1, 16) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (2, 16) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (3, 16) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (1, 17) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (2, 17) to list of neighbours of (2, 16)
00000:Neighbourhood: Adding (3, 17) to list of neighbours of (2, 16)
00000:Neighbourhood: MooreNeighbourhood PlanarTopology neighbourhood of (2, 16) with radius 1:
    012345678901234567890123456789 012345678901234567890123456789 012345678901234567890123456789
    +-----+
0+          +          +
1+          +          +
2+          +          +
3+          +          +
4+          +          +
5+          +          +
6+          +          +
7+          +          +
8+          +          +
9+          +          +
0+          +          +
1+          +          +
2+          +          +
3+          +          +
4+          +          +
5+          +          +
6+          +          +
7+          +          +
8+          +          +
9+          +          +
0+          +          +
1+          +          +
2+          +          +
3+          +          +
4+          +          +
5+          +          +

```

```

6+          +          +          +
7+          +          +          +
8+          +          +          +
9+          +          +          +
0+          +          +          +
1+          +          +          +
2+          +          +          +
3+          +          +          +
4+          +          +          +
5+          +          +          +
6+          +          +          +
7+          +          +          +
8+          +          +          +
9+          +          +          +
+-----+-----+-----+-----+
0+          #          #          +
1+          #          #          +
2+          #          #          +
3+          #          #          +
4+          #          #          +
5+          #          #          +
6+          #          #          +
7+          #          #          +
8+          #          #          +
9+          #          #          +
0+          #          #          +
1+          #          #          +
2+          #          #          +
3+          #          #          +
4+          #          #          +
5+          #          #          +
6+          #          #          +
7+          #          #          +
8+          #          #          +
9+          #          #          +
0+          #          #          +
1+          #          #          +
2+          #          #          +
3+          #          #          +
4+          #          #          +
5+          #          #          +
6+          #          #          +
7+          #          #          +
8+          #          #          +
9+          #          #          +
+-----+-----+-----+-----+
0+          +          +          +
1+          +          +          +
2+          +          +          +
3+          +          +          +
4+          +          +          +
5+          +          +          +
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7+          +          +          +
8+          +          +          +
9+          +          +          +
0+          +          +          +
1+          +          +          +
2+          +          +          +
3+          +          +          +
4+          +          +          +
5+          +          +          +
6+          +          +          +
7+          +          +          +
8+          +          +          +
9+          +          +          +
0+          +          +          +
1+          +          +          +
2+          +          +          +
3+          +          +          +
4+          +          +          +
5+          +          +          +
6+          +          +          +
7+          +          +          +
8+          +          +          +
9+          +          +          +
+-----+-----+-----+-----+
Key:  [#]-Env      [+]-WrapEnv  [-]-NotSearch
      [.] -Nbr    [!]-WrapNbr  [:-]Nbr&WrapN
      [*]-SrcH   [?]-WrapSrcH

```

### 8.2.37 NeighbourhoodDetail

Step-by-step detail of the creation of neighbour lists for each Cell.

```

00000:NeighbourhoodDetail: Cell at (36, 31) added to neighbour list of cell at (37, 32)
00000:NeighbourhoodDetail: Next search co-ordinate: (37, 31)
00000:NeighbourhoodDetail: Next search co-ordinate: (38, 31)
00000:NeighbourhoodDetail: Next search co-ordinate: (36, 32)
00000:NeighbourhoodDetail: Cell at (36, 32) added to neighbour list of cell at (37, 32)
00000:NeighbourhoodDetail: Next search co-ordinate: (37, 32)
00000:NeighbourhoodDetail: Cell at (37, 32) already belongs to neighbour list of cell at
(37, 32) or they are one and the same parcel -- not added

```

```

00000:NeighbourhoodDetail: Next search co-ordinate: (38, 32)
00000:NeighbourhoodDetail: Next search co-ordinate: (36, 33)
00000:NeighbourhoodDetail: Cell at (36, 33) added to neighbour list of cell at (37, 32)
00000:NeighbourhoodDetail: Next search co-ordinate: (37, 33)
00000:NeighbourhoodDetail: Cell at (37, 33) added to neighbour list of cell at (37, 32)
00000:NeighbourhoodDetail: Next search co-ordinate: (38, 33)
00000:NeighbourhoodDetail: Next search co-ordinate: (36, 34)

```

## 8.2.38 Parameters

Details of the parameters of the run, and some metadata. The format is designed to be readable by spreadsheet software.

```

00000:Parameters: Model being built using the following parameters:
Version:          modell-1-5
Path:            /example/fearlus/modell-1-5/modell-1-5
Swarm:           /example/swarm-2.2/
User:            Real:   eg      Effective:   eg
Machine:         Name:   example OS:   SunOS 5.8 Generic_117350-38   Architecture: sun4u
Date:            2007/05/18 17:47:37
Run ID:          83090CD5/464DD8A8/00001B0A
Seed for simulation: 321654789      <Swarm>
Separate seed for use after initialisation: <Not Used>
Random Number Generator: MT19937gen
Termination year: 151
Unbounded time: NO
Environment type: Planar-Moore
Neighbourhood radius: 1
Number of land uses: 12      (ALL)
Clumping of biophysical properties: SymbolSwappingClumper:nCycles=100
Number of horizontal cells in the Environment: 40
Number of vertical cells in the Environment: 40
Area of one cell: 0.65
Georeference:    xllcorner: 0      yllcorner: 0
Number of horizontal cells in one Parcel: 2
Number of vertical cells in one Parcel: 2
Break even yield threshold: 35
Farm scale fixed costs: 5
Farm scale fixed costs file: manual-CBR.fsfc
Allow Estate Growth: YES
Always use proximity in CBR biophysical comparisons: NO
Auction:         First price sealed bid
Number of X initial Parcels for Managers: 2
Number of Y initial Parcels for Managers: 2
Land use pollution distribution: normal
Land use pollution mean: 20      variance: 10
Yield lookup table: Structure file: yield.tree      Biophysical group: Biophysical      Climate group: Climate
Land Use group: LandUse Position: Not used
Table data file: yield.data
Economic return lookup table: Structure file: income.tree      Economy group: Economy      Land Use group: LandUse
Position:        Not used
Table data file: income.data
Grid file:       manual.grd
Land Use file:   Not used
Climate file:    suddenchange150.clim      ?
Economy file:    Not used
Climate change probabilities: 0.0625 0.0625
Economy change probabilities: 0.09375 0.09375
Subpopulation super class: CBRSocialSubPopulation
Begin Subpopulations
Sub-population ID: 1      Label: Conservationists
Probability of land manager belonging to this sub-population: 0.5
Land Manager class: CBRSocialParcelLandManager
Initial account distribution: normal Mean: 50      Variance: 10
Probability of selling up distribution: uniform Minimum: 0      Maximum:0
Incomer offer price distribution: uniform Minimum: 5      Maximum:5
Land offer threshold distribution: uniform Minimum: 10      Maximum:10
Bidding strategy class: WealthMultipleBiddingStrategy
Bidding strategy configuration string: wealhcDist=uniform;wealhcMin=0.1;wealhcMax=0.1
Selection strategy class: RandomSelectionStrategy
Off-farm income mean distribution: uniform Minimum: 7      Maximum:7
Off-farm income variance distribution: uniform Minimum: 2      Maximum:2
Trigger list:
Trigger class: NeighbourPollutionTrigger
Approval: 1      Disapproval: 1
Trigger class: LandUseGroupTrigger
Approval: 0      Disapproval: 1
Land use symbols Management/Non-organic
Trigger class: LandUseGroupTrigger
Approval: 1      Disapproval: 0
Land use symbols Management/Organic
End of triggers
Minimum profit salience distribution: uniform Minimum: 1      Maximum:2
Minimum approval salience distribution: uniform Minimum: 2      Maximum:4
Salience margin distribution: uniform Minimum: 4      Maximum: 8
Salience adjustment distribution: uniform Minimum: 0.125      Maximum:0.5
Profit aspiration threshold distribution: uniform Minimum: 5      Maximum: 5
Approval aspiration threshold distribution: uniform Minimum: 3      Maximum: 3
Event list:
Event class: NeighbourDisapprovalEvent
Event action: incApprovalSalience
Event class: NoRewardEvent
Event action: decProfitSalience
Event class: LandParcelSoldEvent
Event action: incProfitSalience
End of events

```

```

Sub-population ID:      2      Label: Productivists
Probability of land manager belonging to this sub-population: 0.5
Land Manager class:    CBRSocialParcelLandManager
Initial account distribution: normal Mean: 50      Variance: 10
Probability of selling up distribution: uniform Minimum: 0      Maximum:0
Incomer offer price distribution: uniform Minimum: 5      Maximum:5
Land offer threshold distribution: uniform Minimum: 10      Maximum:10
Bidding strategy class: WealthMultipleBiddingStrategy
Bidding strategy configuration string: wealthcDist=uniform/wealthcMin=0.2/wealthcMax=0.2
Selection strategy class: RandomSelectionStrategy
Off-farm income mean distribution: uniform Minimum: 0      Maximum:0
Off-farm income variance distribution: uniform Minimum: 0      Maximum:0
Trigger list:
Trigger class: LandUseGroupTrigger
Approval: 0      Disapproval: 1
Land use symbols      Management/Organic
End of triggers
Minimum profit salience distribution: uniform Minimum: 2      Maximum:4
Minimum approval salience distribution: uniform Minimum: 1      Maximum:2
Salience margin distribution: uniform Minimum: 4      Maximum: 8
Salience adjustment distribution: uniform Minimum: 0.125      Maximum:0.5
Profit aspiration threshold distribution: uniform Minimum: 10      Maximum: 10
Approval aspiration threshold distribution: uniform Minimum: 0      Maximum: 0
Event list:
Event class: ThresholdDisapprovalEvent
Event action: incApprovalSalience
Disapproval threshold: 3
Event class: NoRewardEvent
Event action: decProfitSalience
Event class: LandParcelSoldEvent
Event action: incProfitSalience
Event class: BadHarvestEvent
Event action: incProfitSalience
Mean Harvest Threshold: 30
End of events
End of Subpopulations
Government class: ParcelRewardingGovernment
Pollution threshold 1550
Low pollution reward per land manager 10

```

## 8.2.39 ParcelTransfers

Information on transfers of Land Parcels:

00005:ParcelTransfers: Land manager 41 has negative account -44.174, so puts all their parcels up for sale

00005:ParcelTransfers: Land manager 41 puts parcel 141 at (14, 0) up for sale

00005:ParcelTransfers: Land manager 41 puts parcel 181 at (18, 0) up for sale

00005:ParcelTransfers: Land manager 41 puts parcel 161 at (16, 0) up for sale

00005:ParcelTransfers: Land manager 41 puts parcel 182 at (18, 2) up for sale

00005:ParcelTransfers: Land manager 41 puts parcel 162 at (16, 2) up for sale

...

00005:ParcelTransfers: Land manager 105 loses no land parcels this year since account 114.874 >= 0

00005:ParcelTransfers: Land manager 169 loses no land parcels this year since account 43.2032 >= 0

...

00005:ParcelTransfers: Transferred land parcel 212 at (20, 22) from land manager 56 to land manager 45 at price 15.8997

00005:ParcelTransfers: Adding land parcel 212 at 20, 22 to land mgr 45 at price 15.8997

00005:ParcelTransfers: Winning bidder is new land manager 299 from subpopulation

Productivists

00005:ParcelTransfers: Transferred land parcel 232 at (22, 22) from land manager 56 to land manager 299 at price 5

00005:ParcelTransfers: Adding land parcel 232 at 22, 22 to land mgr 299 at price 5

00005:ParcelTransfers: Transferred land parcel 231 at (22, 20) from land manager 56 to land manager 55 at price 10.1058

00005:ParcelTransfers: Adding land parcel 231 at 22, 20 to land mgr 55 at price 10.1058

00005:ParcelTransfers: Transferred land parcel 211 at (20, 20) from land manager 56 to land manager 45 at price 15.8997

00005:ParcelTransfers: Adding land parcel 211 at 20, 20 to land mgr 45 at price 15.8997

00005:ParcelTransfers: Winning bidder is new land manager 300 from subpopulation

Conservationists

## 8.2.40 ParcelTransfersDetail

Information on the bids made for each Land Parcel:

```

00006:ParcelTransfersDetail: List of bids for land parcel 259 at (24, 36):
    Land manager 334 bid 1.98978
    Land manager 331 bid 2.84026
    New land manager from subpopulation CBRSocialSubPopulation bid 5
00006:ParcelTransfersDetail: List of bids for land parcel 239 at (22, 36):
    New land manager from subpopulation CBRSocialSubPopulation bid 5
    Land manager 330 bid 5.84422
00006:ParcelTransfersDetail: List of bids for land parcel 240 at (22, 38):
    New land manager from subpopulation CBRSocialSubPopulation bid 5
00006:ParcelTransfersDetail: List of bids for land parcel 339 at (32, 36):
    New land manager from subpopulation CBRSocialSubPopulation bid 5
    Land manager 366 bid 6.88196
    Land manager 371 bid 16.353
00006:ParcelTransfersDetail: List of bids for land parcel 340 at (32, 38):
    New land manager from subpopulation CBRSocialSubPopulation bid 5
00006:ParcelTransfersDetail: List of bids for land parcel 338 at (32, 34):
    Land manager 453 bid 1.90922
    Land manager 328 bid 2.10052
    New land manager from subpopulation CBRSocialSubPopulation bid 5
    Land manager 366 bid 6.88196
    Land manager 371 bid 16.353

```

## 8.2.41 Pollution

Statement of the total Pollution each Year:

```
00004:Pollution: Total pollution for this year is 1340.5
```

## 8.2.42 PollutionDetail

Details on the Pollution from each Parcel each Year:

```

00003:PollutionDetail: Pollution from land parcel 12 at (0, 22) with land manager 7 is 2.63081
00003:PollutionDetail: Pollution from land parcel 11 at (0, 20) with land manager 5 is 2.63942
00003:PollutionDetail: Pollution from land parcel 10 at (0, 18) with land manager 5 is 4.95538
... etc.

```

## 8.2.43 StrategyDetail

Shows, for those Strategies using a scoring mechanism for Land Uses, details of how the scores are calculated as the Strategy progresses:

```

00001:StrategyDetail: Score of Land Use 1 (Oat Non-organic) incremented by 10.4426.
Average was 0 / 0 = NaN and is now 10.4426 / 1 = 10.4426
00001:StrategyDetail: Score of Land Use 1 (Oat Non-organic) incremented by 7.91554.
Average was 10.4426 / 1 = 10.4426 and is now 18.3581 / 2 = 9.17907
00001:StrategyDetail: Score of Land Use 1 (Oat Non-organic) incremented by 7.91554.
Average was 18.3581 / 2 = 9.17907 and is now 26.2737 / 3 = 8.75789
00001:StrategyDetail: Score of Land Use 1 (Oat Non-organic) incremented by 7.91554.
Average was 26.2737 / 3 = 8.75789 and is now 34.1892 / 4 = 8.54731
00001:StrategyDetail: Score of Land Use 6 (Oat Non-organic) incremented by 40.6713.
Average was 0 / 0 = NaN and is now 40.6713 / 1 = 40.6713
00001:StrategyDetail: Score of Land Use 2 (Barley Non-organic) incremented by 0.722105.
Average was 0 / 0 = NaN and is now 0.722105 / 1 = 0.722105
00001:StrategyDetail: Score of Land Use 4 (Beef Non-organic) incremented by 6.66468.
Average was 0 / 0 = NaN and is now 6.66468 / 1 = 6.66468
00001:StrategyDetail: Score of Land Use 4 (Beef Non-organic) incremented by 22.2365.
Average was 6.66468 / 1 = 6.66468 and is now 28.9012 / 2 = 14.4506

```

## 8.2.44 SubpopulationCreation and SubpopulationCreationDetail

Information on the Subpopulations as they are loaded from a file. The following is an example from a run using the SubPopulation class:

```

-----:SubpopulationCreation: Loading strategy type probabilities from file: Experimenters.ss
-----:SubpopulationCreationDetail: RandomStrategy -- aboveP: 0, belowNonImitP: 1, belowImitP: 0, initialP: 1
-----:SubpopulationCreationDetail: RandomCopyingStrategy -- aboveP: 0, belowNonImitP: 0, belowImitP: 1, initialP: 0
-----:SubpopulationCreationDetail: HabitStrategy -- aboveP: 1, belowNonImitP: 0, belowImitP: 0, initialP: 0
-----:SubpopulationCreation: Loading strategy type probabilities from file: Specialists.ss
-----:SubpopulationCreationDetail: RandomStrategy -- aboveP: 0, belowNonImitP: 0, belowImitP: 0, initialP: 1

```

```

-----:SubpopulationCreationDetail: EccentricSpecialistStrategy -- aboveP: 0, belowNonImitP: 1, belowImitP: 0, initialP:
0
-----:SubpopulationCreationDetail: NoStrategy -- aboveP: 1, belowNonImitP: 0, belowImitP: 1, initialP: 0
-----:SubpopulationCreation: Loading strategy type probabilities from file: Imitators.ss
-----:SubpopulationCreationDetail: HabitStrategy -- aboveP: 1, belowNonImitP: 0, belowImitP: 0, initialP: 0
-----:SubpopulationCreationDetail: NoStrategy -- aboveP: 0, belowNonImitP: 1, belowImitP: 0, initialP: 0
-----:SubpopulationCreationDetail: YieldAverageWeightedTemporalCopyingStrategy -- aboveP: 0, belowNonImitP: 0,
belowImitP: 1, initialP: 0
-----:SubpopulationCreationDetail: RandomStrategy -- aboveP: 0, belowNonImitP: 0, belowImitP: 0, initialP: 1

```

## 8.2.45 Yield

Yield and Income information for each Land Parcel each Year:

```

00011:Yield: New yield for Land Parcel 1425 at (35, 24): 9.64783; income 86.665
00011:Yield: New yield for Land Parcel 1426 at (35, 25): 9.64783; income 86.665
00011:Yield: New yield for Land Parcel 1427 at (35, 26): 5.5722; income 50.0543
00011:Yield: New yield for Land Parcel 1428 at (35, 27): 0.299377; income 1.86928
... etc.

```

## 8.2.46 YieldDetail

Detailed information on the Yield and Income:

```

00002:YieldDetail: Lookup of yield for situation:
    {LowVar Cold}{LCA-I Steep}LU({Beef Non-organic} 0.000000000000000e+00
0.000000000000000e+00 0.000000000000000e+00 1.000000000000000e+00) = 7.645569
00002:YieldDetail: Lookup of income for situation:
    LU({Beef Non-organic} 0.000000000000000e+00 0.000000000000000e+00
0.000000000000000e+00 1.000000000000000e+00){Bull LowXch} = 4.777527
00002:YieldDetail: Lookup of yield for situation:
    {LowVar Cold}{LCA-III Flat}LU({Oat Non-organic} 0.000000000000000e+00
0.000000000000000e+00 0.000000000000000e+00 1.000000000000000e+00) = 9.434509
00002:YieldDetail: Lookup of income for situation:
    LU({Oat Non-organic} 0.000000000000000e+00 0.000000000000000e+00
0.000000000000000e+00 1.000000000000000e+00){Bull LowXch} = 6.048279
00002:YieldDetail: Lookup of yield for situation:
    {LowVar Cold}{LCA-II Flat}LU({Barley Organic} 0.000000000000000e+00
0.000000000000000e+00 0.000000000000000e+00 1.000000000000000e+00) = 8.291016

```

## 8.3 Ontology

There are three different kinds of ontology that can be created:

- Framework ontology. This contains all classes in the software that are subclasses of a specified root class (by default, SwarmObject, which results in a number of irrelevant Swarm library classes being included).
- Model ontology. This contains all classes contained in the Parameter, Environment, LandAllocator (which contains the Land Managers), and Government object instance variables, as well as the classes of these objects themselves. That is, it is intended that this ontology contain the classes of any instance of any object in the model.
- Model state ontology. This contains, in addition to the model ontology (possibly by importing the model ontology), all instances of the classes in the model ontology at the time the model state ontology is created.

Ontology output is requested by giving the `-O` command-line option. By default, it has the ‘unnamed OWL’ URI, as per Protégé: <http://www.owl-ontologies.com/unnamed.owl>. To use a different URI, give the URI as argument to the `-U` command-line option. You will not really notice a practical difference except in the case of the model state ontology, where imports are used.

If no model file is given (i.e. no `-p` command-line option), then a framework ontology will be created. To create a framework ontology from a non-default root class (e.g. FearlusThing, which unfortunately doesn’t have the Environment as a subclass), give an argument to the `-C` command-line option.

If a model file is given, then the behaviour depends on whether the program is running batch mode or GUI mode. In batch mode, a model state ontology containing a model ontology will be created after the schedule has stopped in the specified Year. In GUI mode if the `-O` command-line option is given, an extra button is added to the ProcCtrl window, labelled ‘Ontology’. If you push this button before the simulation has started (i.e. before pushing ‘Start’ or ‘Next’ for the first time), a framework ontology is created, using the `SwarmObject` class as the root class. Thereafter, a model ontology is created along with a separate model state ontology that imports the model ontology. (It is suggested if this feature is used that you supply an appropriate URI to the model ontology—e.g. `file:/full/path/to/the/ontology.owl`, where the file the path points to is the name of the file given as argument to the `-O` command-line option, and the path is the path you would use in Protégé to open the ontology.) This allows you to create several model state ontologies during the course of one simulation. The model state ontologies will have a slightly different name than the `-O` command-line option argument to reflect the Year in which they were created.

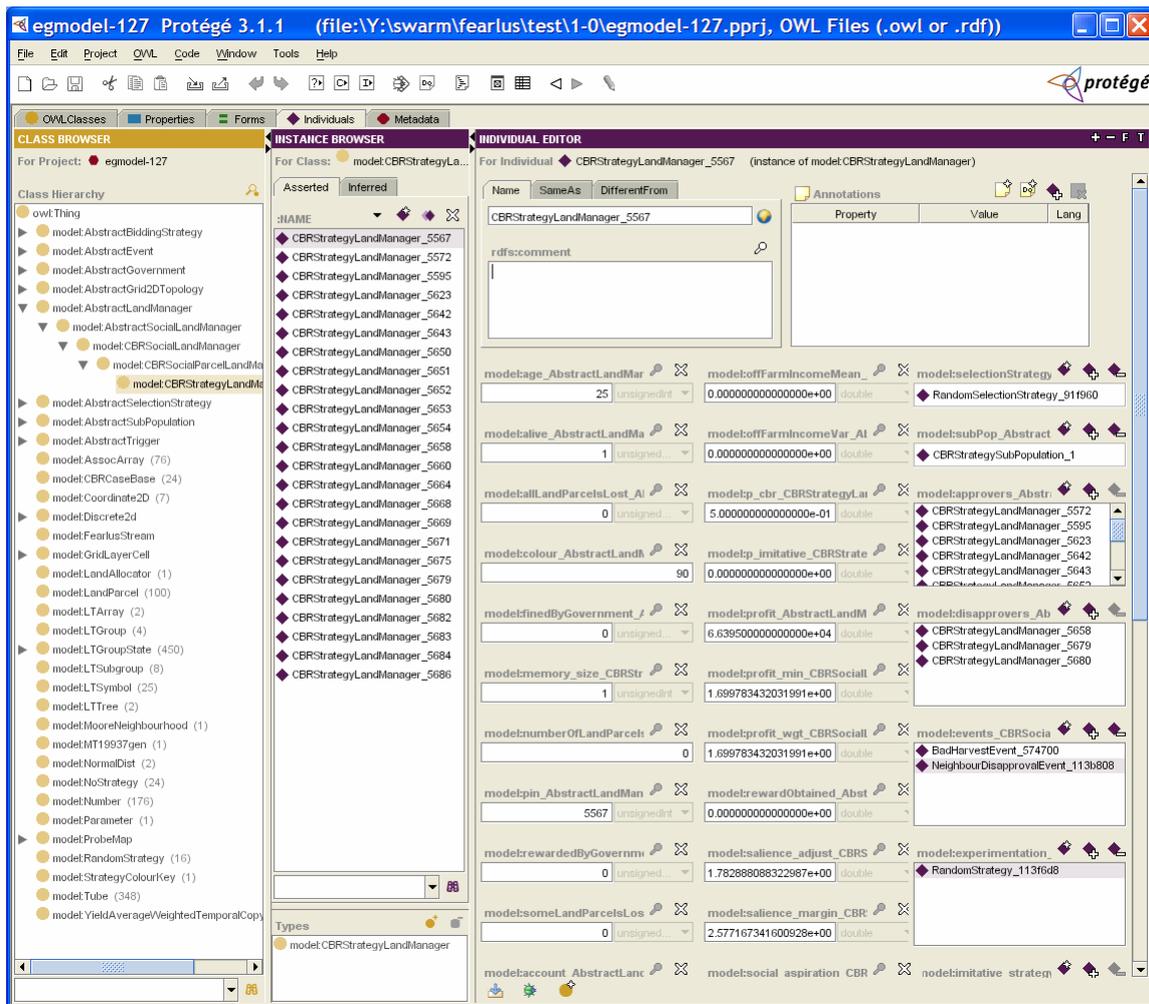
The ontology generation process uses Obj-C’s rather rudimentary reflection functionality to convert the objects and classes in the simulation to individuals and concepts in the ontology. Since OO programming languages and description logics are formalisms with different semantics and purposes, naturally the translation process is not trivial. Some objects and classes in the model are at least intended to represent ontologically significant entities, but this prototype ontology generation feature rather too rigidly translates the OO structure into the ontology.

In particular, the OO inheritance hierarchy cannot be relied on, as it is in this prototype feature, to reflect the concept hierarchy in the ontology. In some cases, it works quite well. For example, `ThresholdDisapprovalEvent` is a subclass of `NeighbourDisapprovalEvent`, and since all instances of `ThresholdDisapprovalEvents` could, *by their definition*, also be instances of a `NeighbourDisapprovalEvent`, it would be correct to say that `ThresholdDisapprovalEvent` is a subconcept of `NeighbourDisapprovalEvent`. In other cases, however, the OO hierarchy can be utterly misleading. For example, `CBRStrategyLandManager` is a subclass of `CBRSocialParcelLandManager` in the OO hierarchy, because it adds extra functionality to the latter. However, since setting `pCBR` of a `CBRStrategyLandManager` to 1.0 means it behaves in exactly the same way as a `CBRSocialParcelLandManager`, the former is a more general concept than the latter. Thus in the ontology, we could define `CBRSocialParcelLandManager` as a subconcept of `CBRStrategyLandManager` with the restriction that `pCBR = 1.0`.

A second problem is that of data structures. Associative arrays are used in several places in FEARLUS, but you will find that in the ontology they are not given a proper treatment. Some other issues mean that not all data about instances are captured.

The other issue with this feature is the relationship between instance variables in OO and properties in the ontology. Properties enjoy a more independent relationship with concepts in an ontology than instance variables do with classes. The approach of this prototype ontology generation process is to create properties by joining the name of the instance variable with the class, so that properties only belong to one concept.

Many of the above issues can be resolved by adopting coding conventions to highlight the ontologically significant aspects of the software. Whilst this will have to wait for future versions of FEARLUS, the existing approach still has its uses in being able to summarise the state of the system at any one time. (The diagram at the front of the manual is a network of approval and disapproval between Land Managers created using `OntoViz` from a model state ontology.)



**Figure 54** — A model ontology viewed in the Individuals tab in Protégé, allowing the settings for a particular instance of CBRStrategyLandManager to be viewed.

## 9 Strategies

This section gives more detail on the algorithms used to select a Land Parcel by various Strategies, than was given in Table 4. Note that many of the imitative Strategies do a little more than their name implies — the score calculated is often affected by the number of times each Land Use appears in the social neighbourhood. Thus, a Land Use with a low score in each individual Parcel could end up being chosen simply because it appears more often in the neighbourhood than one with a high individual-Parcel score. Such imitative Strategies therefore make an implicit assumption that their neighbours are choosing good Land Uses.

### 9.1 Strategies following the ImitativeStrategy Protocol

#### 9.1.1 Habit

Retain the same Land Use on the Land Parcel as was used the previous Year.

#### 9.1.2 Random Copying

Choose a new Land Use (i.e. one not currently applied to the Land Parcel) at random from the set of Land Uses appearing in the social neighbourhood. If all Land Uses in the social neighbourhood are the same, keep the same Land Use. If the neighbourhood weighting is zero, then choose a

Land Use at random from the set of Land Uses currently being used on the Land Manager's own Land Parcels.

### 9.1.3 Simple Copying

Choose a Land Use at random, weighted by a score calculated as follows:

- Initialise scores for all Land Uses to 0.
- Loop through each Land Parcel LPS owned by the Land Manager LM making the decision.
  - Get the Land Use LU of LPS.
  - Add 1.0 to the score for LU.
- Loop through all Land Parcels LPN in the social neighbourhood of LM.
  - Get the Land Use LU of LPN.
  - Add Neighbourhood Weighting to the score for LU.

### 9.1.4 Simple Physical Copying

The Simple Physical Copying Strategy chooses a Land Use in the same way as the Simple Copying Strategy, but the physical rather than the social neighbourhood is used. That is, the set of Land Parcels examined are those belonging to the Land Manager and the physical neighbours of these Parcels.

### 9.1.5 Yield Average Weighted Temporal Copying

Choose a Land Use at random, weighted by a score calculated as follows:

- Initialise scores for all Land Uses to 0.
- Initialise counters for all Land Uses to 0.
- Loop  $i$  through the last  $T$  Years of data according to the Land Manager's memory.
  - Loop through each Land Parcel LPS owned by the Land Manager LM making the decision.
    - Get the Income per unit area  $^* Y$  and Land Use LU of LPS for Year  $i$ .
    - Add  $Y$  to the score for LU.
    - Increment the counter for LU.
  - Loop through all Land Parcels LPN in the social neighbourhood of LM.
    - Get the Income per unit area  $Y$  and Land Use LU of LPN for Year  $i$ .
    - Add  $Y \times$  Neighbourhood Weighting to the score for LU.
    - Increment the counter for LU.
- For each Land Use, divide its score by its counter.

This Strategy is similar to Yield Weighted Temporal Copying Strategy, but it averages out the scores according to the number of times the Land Use appears in the social neighbourhood during the period of time examined.

### 9.1.6 Yield Random Optimum Temporal Copying

Choose a Land Use at random from those with equal maximum score as calculated for the Yield Average Weighted Temporal Copying Strategy above.

### 9.1.7 Yield Weighted Copying

Choose a Land Use at random, weighted by a score calculated as follows:

---

\* So this, and the other Yield... strategy classes should really be named Income... instead. This is a legacy of earlier versions of FEARLUS (retained for backward compatibility) where the ontological differences between Yield and Income were not so pronounced.

- Initialise scores for all Land Uses to 0.
- Loop through each Land Parcel LPS owned by the Land Manager LM making the decision.
  - Get the last Income Y and Land Use LU of LPS.
  - Add Y to the score for LU.
- Loop through all Land Parcels LPN in the social neighbourhood of LM.
  - Get the last Income Y and Land Use LU of LPN.
  - Add  $Y \times \text{Neighbourhood Weighting}$  to the score for LU.

### 9.1.8 Yield Weighted Temporal Copying

Choose a Land Use at random, weighted by a score calculated as follows:

- Initialise scores for all Land Uses to 0.
- Loop i through the last T Years of data according to the Land Manager's memory.
  - Loop through each Land Parcel LPS owned by the Land Manager LM making the decision.
    - Get the Income Y and Land Use LU of LPS for Year i.
    - Add Y to the score for LU.
  - Loop through all Land Parcels LPN in the social neighbourhood of LM.
    - Get the Income Y and Land Use LU of LPN for Year i.
    - Add  $Y \times \text{Neighbourhood Weighting}$  to the score for LU.

This Strategy is the Yield Weighted Copying Strategy, but looks back over a longer period of time than just the last Year.

## 9.2 Strategies following the NonimitativeStrategy Protocol

### 9.2.1 Eccentric Specialist

The algorithm for choosing the Land Use is as follows:

- The first time this Strategy is asked for a Land Use, choose one at random from all Land Uses, remember that chosen, and return it as the Land Use selected.
- Thereafter, return the Land Use chosen the first time.

Land Managers using this Strategy have a favourite Land Use chosen at random when they first decide a Land Use, which they always use thereafter.

### 9.2.2 Fickle

The algorithm for choosing the Land Use is as follows:

- The first time this Strategy is asked for a Land Use this Year, choose one at random, remember it, and return it as the Land Use selected.
- For all other Parcels on which the Land Manager has to decide a Land Use using this Strategy this Year, return the remembered Land Use.

Land Managers using this Strategy use the same Land Use chosen at random on all Land Parcels they own (whose context means they use this Strategy) each Year.

### 9.2.3 Grid File

Use the Land Use specified as being allocated to the Land Parcel in the grid file passed in to FEARLUS with layer name 'FEARLUS-LandUseID Year yyy', where yyy is the current Year. If

no such layer exists containing data for the Land Parcel's representative Land Cell, then the simulation will abort.

## 9.2.4 Random

Choose a Land Use at random.

## 10 Events

This section provides details on how the occurrence of each class of Event is determined.

### 10.1 BadHarvestEvent

- Compute the sum of the Yield per unit area over all Land Parcels owned
- Compute the average Yield per unit area by dividing the sum by the number of Land Parcels owned.
- If the average computed is greater than the specified threshold, then the Event has occurred.

### 10.2 DisapprovalProportionEvent

- Compute the number of neighbours
- Compute the total amount of disapproval received from neighbours. (Note that this is gross disapproval, not disapproval – approval.)
- If the total divided by the number of neighbours (i.e. the proportion of neighbours disapproving) is more than or equal to the threshold, then the Event has occurred.

### 10.3 HighWealthEvent

- If the Account of the Land Manager is more than or equal to the specified threshold, then the Event has occurred.

### 10.4 LandParcelSoldEvent

This is a legacy from earlier versions of FEARLUS. Now that ELMM controls the Land Parcel transfer mechanism, Land Managers have to sell all their Land Parcels at once, rather than one at a time. Such Land Managers are bankrupt, so any adjustment of salience that occurs will be irrelevant.

- If the Land Manager has sold any Land Parcels this Year, then the Event has occurred.

### 10.5 NeighbourDisapprovalEvent

- If the total disapproval this Land Manager has received this Year is more than zero, then the Event has occurred.

### 10.6 NetLossEvent

- If the Profit of the Land Manager is less than zero, then the Event has occurred.

### 10.7 NoRewardEvent

- If the Land Manager has not received any financial reward from the Government (no matter what its value, including zero and event negative numbers!), then the event has occurred.

## 10.8 ThresholdDisapprovalEvent

- If the total disapproval this Land Manager has received this Year is more than the specified threshold, then the Event has occurred.

## 11 Triggers

### 11.1 AllLowPollutionTrigger

This trigger will only trigger approval of a Land Manager.

- Set the approval of the Land Manager to the specified amount in the Trigger file.
- Loop through the Land Parcels owned by the Land Manager to potentially be approved of.
  - If any Land Parcel has pollution greater than the specified threshold, set the approval to zero.
- Give the Land Manager the computed amount of approval.

### 11.2 LandUseGroupTrigger

This trigger may approve or disapprove (or even both!) of a Land Manager.

- Loop through the Land Parcels owned by the Land Manager
  - If any Land Parcel has a Land Use matching the property/symbol pair list given as parameter, then issue the Land Manager the specified amounts of approval and disapproval.

### 11.3 NeighbourPollutionTrigger

This trigger may approve or disapprove (but not both) of a Land Manager.

- Loop through the Land Parcels owned by this Land Manager and determine the mean pollution.
- Loop through the Land Parcels owned by the Land Manager to potentially be approved or disapproved of, and determine the mean pollution.
- If the mean pollution of this Land Manager is greater than the Land Manager to potentially be approved or disapproved of, then give the Land Manager the specified amount of approval.
- If the mean pollution of this Land Manager is less than the Land Manager to potentially be approved or disapproved of, then give the Land Manager the specified amount of disapproval.

### 11.4 ThresholdPollutionTrigger

This trigger will only disapprove of a Land Manager.

- Loop through the Land Parcels owned by the Land Manager to potentially be disapproved of.
  - If any Land Parcel has a Land Use with a Pollution amount greater than the specified threshold, then give the Land Manager the specified amount of disapproval.

### 11.5 WorseLUThanMeTrigger

This trigger will approve or disapprove (but not both) of a Land Manager.

- Find the pollution generated by the most polluting Land Use applied by this Land Manager.

- Find the pollution generated by the most polluting Land Use applied by the neighbouring Land Manager.
- Disapprove of the neighbour if the most polluting Land Use is more polluting than that of this Land Manager.
- Otherwise, approve of the neighbour.

## 12 Bibliography

This section covers papers referred to in the manual, and further supplies a comprehensive set of references to FEARLUS work.

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## Appendix 1: Troubleshooting

Error messages in FEARLUS are not always very helpful, particularly when they originate in Swarm library method calls. Here a few common problems are given, with their corresponding messages:

Problem	Example message
Invalid entry in a parameter file of the @begin ... @end style. In this case, the offending parameter is <b>envXSizeTypo</b> (emboldened) in a model file. See section 5.1.1.	<pre>*** event raised for error: LoadError *** function: loadAborted(), file: ../../../../src/20060612/swarm/src/simtools/ObjectLoader.m, line: 32 Could not initialize class loader for Parameter [../../../../src/20060612/swarm/src/simtools/ObjectLoader.m,209] (<b>envXSizeTypo</b>) *** execution terminating due to error ../../../../src/20060612/swarm/src/defobj/Symbol.m:187 - [Error(c) _raiseEvent:] Abort</pre>
No @end in a parameter file of the @begin ... @end style	<pre>*** event raised for error: LoadError *** function: loadAborted(), file: ../../../../src/20060612/swarm/src/simtools/ObjectLoader.m, line: 32 Could not initialize class loader for Parameter [../../../../src/20060612/swarm/src/simtools/ObjectLoader.m,167] (getChar2) *** execution terminating due to error ../../../../src/20060612/swarm/src/defobj/Symbol.m:187 - [Error(c) _raiseEvent:] Abort</pre>
No @begin in a parameter file of the @begin ... @end style	<pre>*** event raised for error: LoadError *** function: loadAborted(), file: ../../../../src/20060612/swarm/src/simtools/ObjectLoader.m, line: 32 Could not initialize class loader for Parameter [../../../../src/20060612/swarm/src/simtools/ObjectLoader.m,147] (getWord) *** execution terminating due to error ../../../../src/20060612/swarm/src/defobj/Symbol.m:187 - [Error(c) _raiseEvent:] Abort</pre>
String entry for numeric parameter in a parameter file of the @begin ... @end style	<pre>*** event raised for warning: WarningMessage *** function: -[VarProbe setData:ToString:]() , file: ../../../../src/20060612/swarm/src/objectbase/VarProbe.m, line: 1376 Error scanning for value in string n *** execution continuing... *** event raised for error: LoadError *** function: loadAborted(), file: ../../../../src/20060612/swarm/src/simtools/ObjectLoader.m, line: 32 Could not initialize class loader for Parameter [../../../../src/20060612/swarm/src/simtools/ObjectLoader.m,215] (n) *** execution terminating due to error ../../../../src/20060612/swarm/src/defobj/Symbol.m:187 - [Error(c) _raiseEvent:] Abort</pre>

## Appendix 2: Swarm Installation Notes

Swarm is notoriously difficult to install, unfortunately, and the purpose of this section is to keep a record of its installation on various machines.

Platform	Installation notes
Cygwin	This works pretty much out of the box. You should make sure that you install the X libraries when choosing which packages to select during the setup process.
Cygwin/Vista	On Vista, it was necessary to include the rebase package when installing Cygwin, which is not included by default in the setup process. You should make sure this package is included. When building FEARLUS using make, various error messages were generated concerning fork, which were addressed by entering the rebaseall command to the bash prompt.
Linux	Paul Johnson has RPMs for various versions of Linux, which worked fine once all prerequisite RPMs were installed. You should make sure when installing Linux that all the development packages are installed to get needed header files.
Linux/x86_64	<p>Non-GUI versions of Swarm are much simpler to compile from source, as less prerequisite software is needed (oddly the XPM libraries were still needed). In some cases it may be necessary to build a new version of gcc if the version supplied is old (&lt;4.0) or does not include Obj-C.</p> <p>GUI versions proved more challenging on 64 bit machines, as some of the prerequisite software does not compile successfully on 64 bit machines. To get round this, pass the <code>-m32</code> flag to gcc.</p> <p>If you are building a version of Swarm to include javaswarm, then you must use shared libraries.</p>
Solaris	Compiling Swarm on Solaris requires much more in the way of prerequisite software than other platforms. Mostly this is to ensure that GNU versions of tools are available. In addition to the prerequisite software stated on the Swarm website, you should install binutils, fileutils, gcc, make, gperf, sed, tar, and for CVS versions of Swarm, you will also need autotools.

### Appendix 3: Known Bugs and Issues

1. On Cygwin, closing some of the graphs causes Tcl/Tk errors (specifically, those graphs, e.g. approving, approver, that are given per subpopulation).
2. Ontologies using FearlusThing as the top level class do not include the Environment (which is a subclass of Discrete2d).
3. Model state ontologies include the Number class spuriously.
4. Pollution is not normalised by area in all cases.
5. The `-C` command-line option is ignored when creating a framework ontology in GUI mode.
6. If a framework ontology is created in GUI mode, then subsequent requests for an ontology will result in the framework ontology being over-written.
7. The default URI for the model ontology does not work particularly well when model state ontologies import it.
8. The Climate and Economy toggle probability array sizes are not checked against the number of relevant symbol groups.