Cognitive Architecture Lite
for Social Simulation

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Plans

- Cognition in social simulations currently hand coded
- Current cognitive architectures too heavy
  - Soar, ACT-R, & others focus on 1 to a few agents.
  - Social simulations deal with 1Ks to 1Ms agents simulating months to years to centuries of decision-making.
- Need: cognitive architecture *lite*
  - A basic architecture implementing rule set(s?)
    - Limited numbers and types of variables involved
    - Activation-based memory with threshold for forgetting
    - Reinforcement learning
  - Individual cog parameters, sensory input, & memory
  - Fast & small

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