Lab14: Schelling’s Segregation Model

- Attach a code printout.

- Consider two types of agents arranged in a checkerboard...
  - Delete the four corners.
  - Delete twenty more at random.
  - Add five back in at random.

- Assume each agent wants to neighbor some of its own type...
  - If it has only one or two neighbors, it wants one of them to share its type.
  - For three, four, or five, share types with two.
  - For six, seven, or eight, share types with three.
  - Remember that some of the squares are empty.

- If an agent is not satisfied with its neighbors...
  - Move to an empty square so that it is satisfied.
  - Move to the nearest such square.
  - Or, move to any such square at random.
  - Process agents in row-major order.

- Repeat this process in rounds. Stop when everyone is satisfied or after \( N \) rounds.

- Describe what happens.

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Artificial Intelligence

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