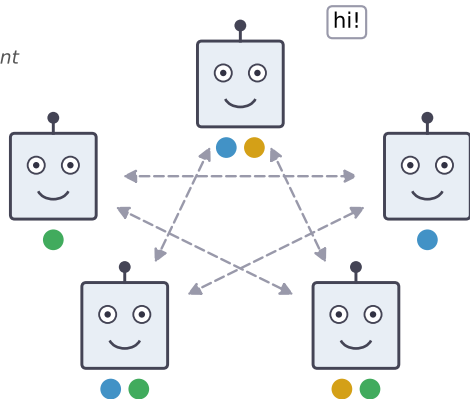
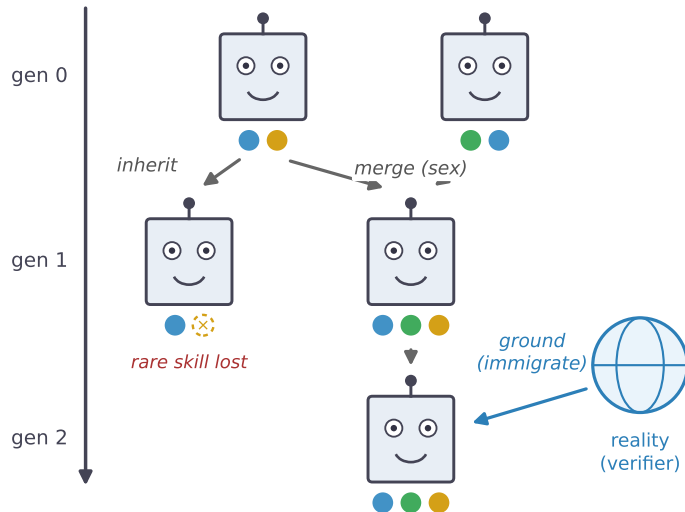


B

a society in space

contemporaries exchanging messages — multi-agent systems, agent economies
information is passed on, but not easily stored: it fades with the conversation

the same ecosystem,
seen along its time axis



a society in time

information is inherited, evolutionarily selected, and passed on again —
from parent model to child model — where population genetics applies