

Simulation of History: Demographics Simulation of Ancient Japanese Agricultural Society

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Abstract: In any ancient society whose economy is mainly driven by agriculture, the production of foods, such as wheat, potato and rice is an essential factor in defining its economics as well as demographics. We are now trying to simulate the demographics and economics of the Japanese ancient agricultural society during 0-1850 A.D., from the primitive era (Yayoi) to the last part of Edo era, when the general was still governing this country. At that time, the society depended heavily on the rice production along river areas. The multi-agent and cell automaton simulation is performed over Japanese islands, and the distribution of rice field and population density is evaluated for each area.