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MODELING THE BEHAVIOR OF VIRTUAL SYSTEMS WITH ENDOGENOUSLY SHAPING PURPOSES

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The problem of constructing a choice model of an agent endogenously shaping purposes of his evolution is under debate. It is demonstrated that its solution requires the development of well-known methods of decision-making while taking into account the relation of action mode motivation to an agent's ambition to implement subjectively understood interests and the environment state. The latter is submitted for consideration as a purposeful state situation model that exists only in the mind of an agent. It is the situation that is a basis for getting an insight into the agent's ideas on the possible selected action mode results. The agent's ambition to build his confidence in the feasibility of the action mode and the possibility of achieving the desired state requires him to use the procedures of forming a model-representation based on the measured values of the environment state. This leads to the gaming approach for the choice problem and its solution can be obtained on a set of trade-off alternatives.

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