

## Agents and Space in a Urban Model

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It is reported efforts towards the construction of a model for urban spatial dynamics simulation, based on multi-agents and space. The underlying idea is to have urban space producers and consumers operating in a two-layer, two-circuit model. The first one holds urban space and its successive transformations; one second layer contains agents related to space; one first circuit simulates space production, and a second one simulates space consumption. Relationship between layers is represented as objective spatial features that agents are submitted to and subjective meanings agents attach to each spatial feature. While space works always in the same way, meanings vary according to each agent's background and context. Relationship between circuits are represented by means of a market game in which producers try to maximize their profits by gambling with their risks, whereas consumers try to foresee the spatial distribution of local externalities that maximizes their utilities and investments.