



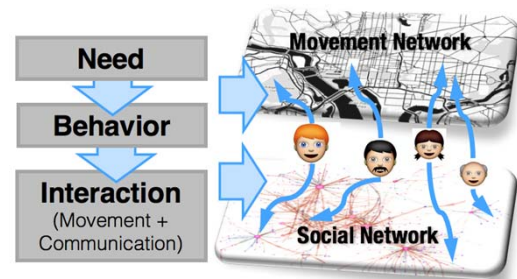
Urban Simulation Three Postdoc Positions



The Department of Geography and Geoinformation Science at George Mason University (GMU) and the Department of Computer Science at Tulane University have a total of three postdoctoral fellow positions available, subject to budgetary approval. These positions will be part of the “**Urban simulation**” **project team** conducting research as part of the **DARPA’s “Ground Truth” program**, a network of DARPA-funded teams across the USA. The team is directed by Andreas Züfle, Dieter Pfoser, and Andrew Crooks at GMU and by Carola Wenk at Tulane.

The project team will **design and implement an agent-based simulation environment for urban areas**. These simulations will be large-scale and will provide observed movement traces, agent communication threads and social networks. The project goal is to provide tools in support of a verifiable and quantitative study of human movement and social behavior.

The three postdoctoral fellows will collaborate in the design and implementation of the simulation framework based on the existing Multiagent Simulation Toolkit (MASON) platform (written in Java).



Positions:

- 1. 2-year postdoctoral fellow at GMU**
Lead the design and implementation of the agent-based simulation environment.
- 2. 2-year postdoctoral fellow at GMU**
Model development and computational social science aspects of the simulation framework.
- 3. 2.5-year postdoctoral fellow at Tulane**
Development of efficient and scalable agent logic and evaluation metrics.

Start date:

Ideally in early Spring 2018.

Contact & Application:

(Flexible deadline December 1, 2017)

- GMU positions: Contact Andreas Züfle, Dieter Pfoser, or Andrew Crooks <[azufle](mailto:azufle@gmu.edu), [dpfoser](mailto:dpfoser@gmu.edu), acrooks2@gmu.edu>
- Tulane position: Contact Carola Wenk <cwenk@tulane.edu>
Apply at apply.interfolio.com/46420