



The Multi-Agent Design of a Diabetes Simulation System

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Abstract

Keywords: Diabetes; Simulation; Multi-Agent System

Introduction

Diabetes is a chronic disease that affects millions of people worldwide. It is caused by a combination of genetic and environmental factors, leading to high blood sugar levels. The simulation system designed in this paper aims to model the complex interactions between various agents in the human body, such as insulin, glucose, and beta cells, to better understand the disease's progression and potential treatments.

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Methods and Materials

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Mathematical model

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Data sources

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Software platforms

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Simulation scenarios

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Validation and calibration

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User interface and interactivity

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Evaluation and feedback

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Results and Discussion

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System performance and accuracy

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User experience and usability

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Personalization and individualized simulations

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Citation:

Acknowledgement

Conflict of Interest

References