



| | <i>Deterministic</i> | <i>Stochastic</i> |
|--------------------------------|--|--|
| <i>Collective Mechanisms</i> | game theory combinatorial sink transaction costs feedback | risk aversion phase transition percolation random walk Polya urn |
| <i>Phenomenological Models</i> | lags in time and space segmentation classification rules phase transition friction | metastability |

