Appendix C

Detailed Results for Waiting Model

The main text shows the optimal policy for the postponing models only. Moreover, these figures were simplified: we abstract any specific numeric values, and rounded integers to the nearest multiple of 2. In appendix C we show detailed results for the Waiting model.

Our models included five environmental dimensions (resource harshness, resource unpredictability, extrinsic harshness, extrinsic unpredictability, and interruption rate). In addition, there was one state-depend variable (reserves). It is impossible to provide figures containing all six variables at once. In Section C.1. we show detailed figures that plot the resource harshness (x axis), resource unpredictability (y axis), extrinsic harshness (columns), and extrinsic unpredictability (rows). These figures hold two variables constant within figures: the interruption rates and an agent's reserves. Table C.1. provides table of content for this section. As these figures only show environmental variables, we call this section the "Environmental figures".

In section C.2. (starting at page 186) we show figures that vary the resource harshness (x axis), reserves (y axis), extrinsic harshness (columns), and extrinsic unpredictability (rows). These figures hold the two other variables constant within figures: interruption rate and resource unpredictability. Table C.2. provides a table of content for that section. As these figures include an agent's reserves, we call this section the "State figures".

In section C.3. (starting at page 477) we present several figures that show how extrinsic unpredictability shapes expected delays. Specifically, for every environment, there are 2 other environments that only differ in the level of extrinsic unpredictability. We show the absolute mean difference between these three environments.

C.1. Environmental Figures

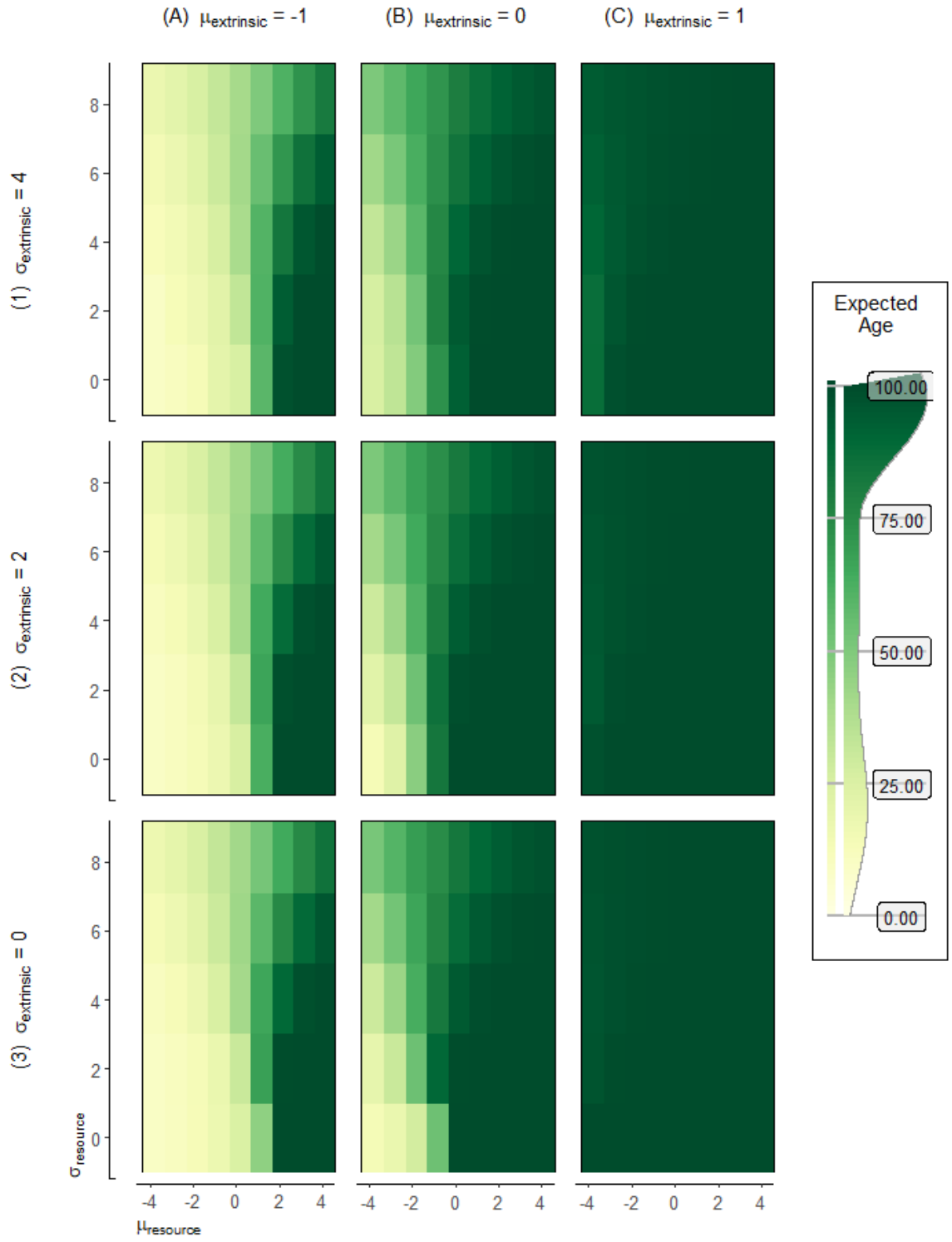
Table C.1. An overview of figures in section C.1.

Figure	Interruption rate	Reserves	Measure	Continuous/ discretized	Color or black-white
1	0%	25	Expected age	-	-
2	0%	50	Expected age	-	-
3	0%	75	Expected age	-	-
4	20%	25	Expected age	-	-
5	20%	50	Expected age	-	-
6	20%	75	Expected age	-	-
7	50%	25	Expected age	-	-
8	50%	50	Expected age	-	-
9	50%	75	Expected age	-	-
10	0%	25	Expected reserves	-	-
11	0%	50	Expected reserves	-	-
12	0%	75	Expected reserves	-	-
13	20%	25	Expected reserves	-	-
14	20%	50	Expected reserves	-	-
15	20%	75	Expected reserves	-	-
16	50%	25	Expected reserves	-	-
17	50%	50	Expected reserves	-	-
18	50%	75	Expected reserves	-	-
19	0%	25	Expected fitness	-	-
20	0%	50	Expected fitness	-	-
21	0%	75	Expected fitness	-	-
22	20%	25	Expected fitness	-	-
23	20%	50	Expected fitness	-	-
24	20%	75	Expected fitness	-	-
25	50%	25	Expected fitness	-	-
26	50%	50	Expected fitness	-	-
27	50%	75	Expected fitness	-	-
28	0%	25	Expected future encounters	-	-
29	0%	50	Expected future encounters	-	-
30	0%	75	Expected future encounters	-	-
31	20%	25	Expected future encounters	-	-
32	20%	50	Expected future encounters	-	-
33	20%	75	Expected future encounters	-	-
34	50%	25	Expected future encounters	-	-
35	50%	50	Expected future encounters	-	-
36	50%	75	Expected future encounters	-	-
37	0%	25	Sensitivity	Continuous	-
38	0%	50	Sensitivity	Continuous	-
39	0%	75	Sensitivity	Continuous	-
40	20%	25	Sensitivity	Continuous	-
41	20%	50	Sensitivity	Continuous	-
42	20%	75	Sensitivity	Continuous	-
43	50%	25	Sensitivity	Continuous	-
44	50%	50	Sensitivity	Continuous	-
45	50%	75	Sensitivity	Continuous	-
46	0%	25	Sensitivity	Log	-

47	0%	50	Sensitivity	Log	-
48	0%	75	Sensitivity	Log	-
49	20%	25	Sensitivity	Log	-
50	20%	50	Sensitivity	Log	-
51	20%	75	Sensitivity	Log	-
52	50%	25	Sensitivity	Log	-
53	50%	50	Sensitivity	Log	-
54	50%	75	Sensitivity	Log	-
55	0%	25	Sensitivity	Categorical	-
56	0%	50	Sensitivity	Categorical	-
57	0%	75	Sensitivity	Categorical	-
58	20%	25	Sensitivity	Categorical	-
59	20%	50	Sensitivity	Categorical	-
60	20%	75	Sensitivity	Categorical	-
61	50%	25	Sensitivity	Categorical	-
62	50%	50	Sensitivity	Categorical	-
63	50%	75	Sensitivity	Categorical	-
64	0%	25	Indifference	Log	-
65	0%	50	Indifference	Log	-
66	0%	75	Indifference	Log	-
67	20%	25	Indifference	Log	-
68	20%	50	Indifference	Log	-
69	20%	75	Indifference	Log	-
70	50%	25	Indifference	Log	-
71	50%	50	Indifference	Log	-
72	50%	75	Indifference	Log	-
73	0%	25	Observed delay first encounter	Continuous	BW
74	0%	25	Observed delay first encounter	Continuous	Color
75	0%	25	Observed delay first encounter	Discrete	BW
76	0%	25	Observed delay first encounter	Discrete	Color
77	0%	50	Observed delay first encounter	Continuous	BW
78	0%	50	Observed delay first encounter	Continuous	Color
79	0%	50	Observed delay first encounter	Discrete	BW
80	0%	50	Observed delay first encounter	Discrete	Color
81	0%	75	Observed delay first encounter	Continuous	BW
82	0%	75	Observed delay first encounter	Continuous	Color
83	0%	75	Observed delay first encounter	Discrete	BW
84	0%	75	Observed delay first encounter	Discrete	Color
85	20%	25	Observed delay first encounter	Continuous	BW
86	20%	25	Observed delay first encounter	Continuous	Color
87	20%	25	Observed delay first encounter	Discrete	BW
88	20%	25	Observed delay first encounter	Discrete	Color
89	20%	50	Observed delay first encounter	Continuous	BW
90	20%	50	Observed delay first encounter	Continuous	Color
91	20%	50	Observed delay first encounter	Discrete	BW
92	20%	50	Observed delay first encounter	Discrete	Color
93	20%	75	Observed delay first encounter	Continuous	BW
94	20%	75	Observed delay first encounter	Continuous	Color
95	20%	75	Observed delay first encounter	Discrete	BW
96	20%	75	Observed delay first encounter	Discrete	Color
97	50%	25	Observed delay first encounter	Continuous	BW
98	50%	25	Observed delay first encounter	Continuous	Color
99	50%	25	Observed delay first encounter	Discrete	BW
100	50%	25	Observed delay first encounter	Discrete	Color

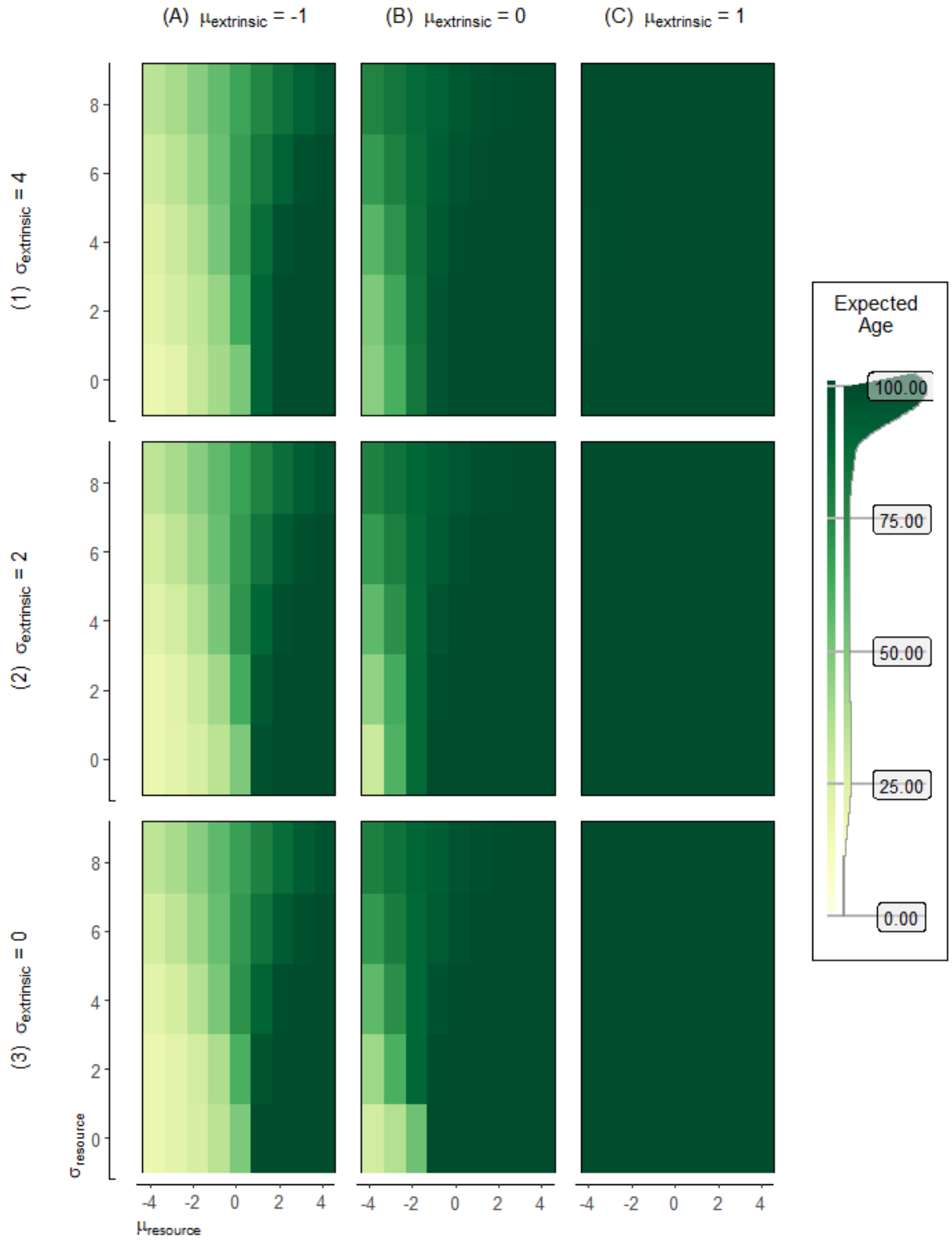
101	50%	50	Observed delay first encounter	Continuous	BW
102	50%	50	Observed delay first encounter	Continuous	Color
103	50%	50	Observed delay first encounter	Discrete	BW
104	50%	50	Observed delay first encounter	Discrete	Color
105	50%	75	Observed delay first encounter	Continuous	BW
106	50%	75	Observed delay first encounter	Continuous	Color
107	50%	75	Observed delay first encounter	Discrete	BW
108	50%	75	Observed delay first encounter	Discrete	Color
109	0%	25	Observed delay lifetime	Continuous	BW
110	0%	25	Observed delay lifetime	Continuous	Color
111	0%	25	Observed delay lifetime	Discrete	BW
112	0%	25	Observed delay lifetime	Discrete	Color
113	0%	50	Observed delay lifetime	Continuous	BW
114	0%	50	Observed delay lifetime	Continuous	Color
115	0%	50	Observed delay lifetime	Discrete	BW
116	0%	50	Observed delay lifetime	Discrete	Color
117	0%	75	Observed delay lifetime	Continuous	BW
118	0%	75	Observed delay lifetime	Continuous	Color
119	0%	75	Observed delay lifetime	Discrete	BW
120	0%	75	Observed delay lifetime	Discrete	Color
121	20%	25	Observed delay lifetime	Continuous	BW
122	20%	25	Observed delay lifetime	Continuous	Color
123	20%	25	Observed delay lifetime	Discrete	BW
124	20%	25	Observed delay lifetime	Discrete	Color
125	20%	50	Observed delay lifetime	Continuous	BW
126	20%	50	Observed delay lifetime	Continuous	Color
127	20%	50	Observed delay lifetime	Discrete	BW
128	20%	50	Observed delay lifetime	Discrete	Color
129	20%	75	Observed delay lifetime	Continuous	BW
130	20%	75	Observed delay lifetime	Continuous	Color
131	20%	75	Observed delay lifetime	Discrete	BW
132	20%	75	Observed delay lifetime	Discrete	Color
133	50%	25	Observed delay lifetime	Continuous	BW
134	50%	25	Observed delay lifetime	Continuous	Color
135	50%	25	Observed delay lifetime	Discrete	BW
136	50%	25	Observed delay lifetime	Discrete	Color
137	50%	50	Observed delay lifetime	Continuous	BW
138	50%	50	Observed delay lifetime	Continuous	Color
139	50%	50	Observed delay lifetime	Discrete	BW
140	50%	50	Observed delay lifetime	Discrete	Color
141	50%	75	Observed delay lifetime	Continuous	BW
142	50%	75	Observed delay lifetime	Continuous	Color
143	50%	75	Observed delay lifetime	Discrete	BW
144	50%	75	Observed delay lifetime	Discrete	Color
145	0%	25	Proportion lifetime observed delay	Continuous	BW
146	0%	25	Proportion lifetime observed delay	Continuous	Color
147	0%	25	Proportion lifetime observed delay	Discrete	BW
148	0%	25	Proportion lifetime observed delay	Discrete	Color
149	0%	50	Proportion lifetime observed delay	Continuous	BW
150	0%	50	Proportion lifetime observed delay	Continuous	Color
151	0%	50	Proportion lifetime observed delay	Discrete	BW
152	0%	50	Proportion lifetime observed delay	Discrete	Color
153	0%	75	Proportion lifetime observed delay	Continuous	BW
154	0%	75	Proportion lifetime observed delay	Continuous	Color

155	0%	75	Proportion lifetime observed delay	Discrete	BW
156	0%	75	Proportion lifetime observed delay	Discrete	Color
157	20%	25	Proportion lifetime observed delay	Continuous	BW
158	20%	25	Proportion lifetime observed delay	Continuous	Color
159	20%	25	Proportion lifetime observed delay	Discrete	BW
160	20%	25	Proportion lifetime observed delay	Discrete	Color
161	20%	50	Proportion lifetime observed delay	Continuous	BW
162	20%	50	Proportion lifetime observed delay	Continuous	Color
163	20%	50	Proportion lifetime observed delay	Discrete	BW
164	20%	50	Proportion lifetime observed delay	Discrete	Color
165	20%	75	Proportion lifetime observed delay	Continuous	BW
166	20%	75	Proportion lifetime observed delay	Continuous	Color
167	20%	75	Proportion lifetime observed delay	Discrete	BW
168	20%	75	Proportion lifetime observed delay	Discrete	Color
169	50%	25	Proportion lifetime observed delay	Continuous	BW
170	50%	25	Proportion lifetime observed delay	Continuous	Color
171	50%	25	Proportion lifetime observed delay	Discrete	BW
172	50%	25	Proportion lifetime observed delay	Discrete	Color
173	50%	50	Proportion lifetime observed delay	Continuous	BW
174	50%	50	Proportion lifetime observed delay	Continuous	Color
175	50%	50	Proportion lifetime observed delay	Discrete	BW
176	50%	50	Proportion lifetime observed delay	Discrete	Color
177	50%	75	Proportion lifetime observed delay	Continuous	BW
178	50%	75	Proportion lifetime observed delay	Continuous	Color
179	50%	75	Proportion lifetime observed delay	Discrete	BW
180	50%	75	Proportion lifetime observed delay	Discrete	Color



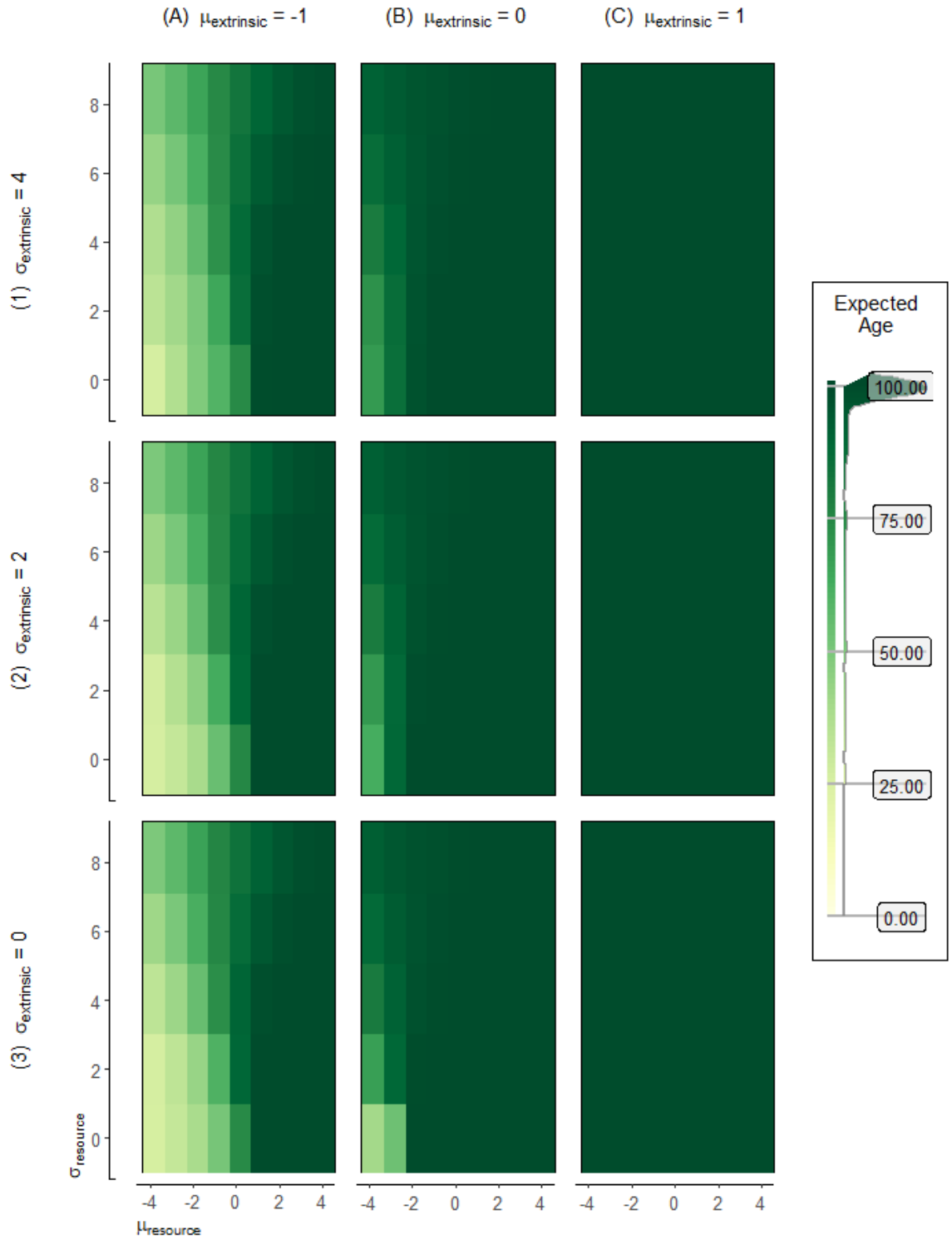
1.1. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



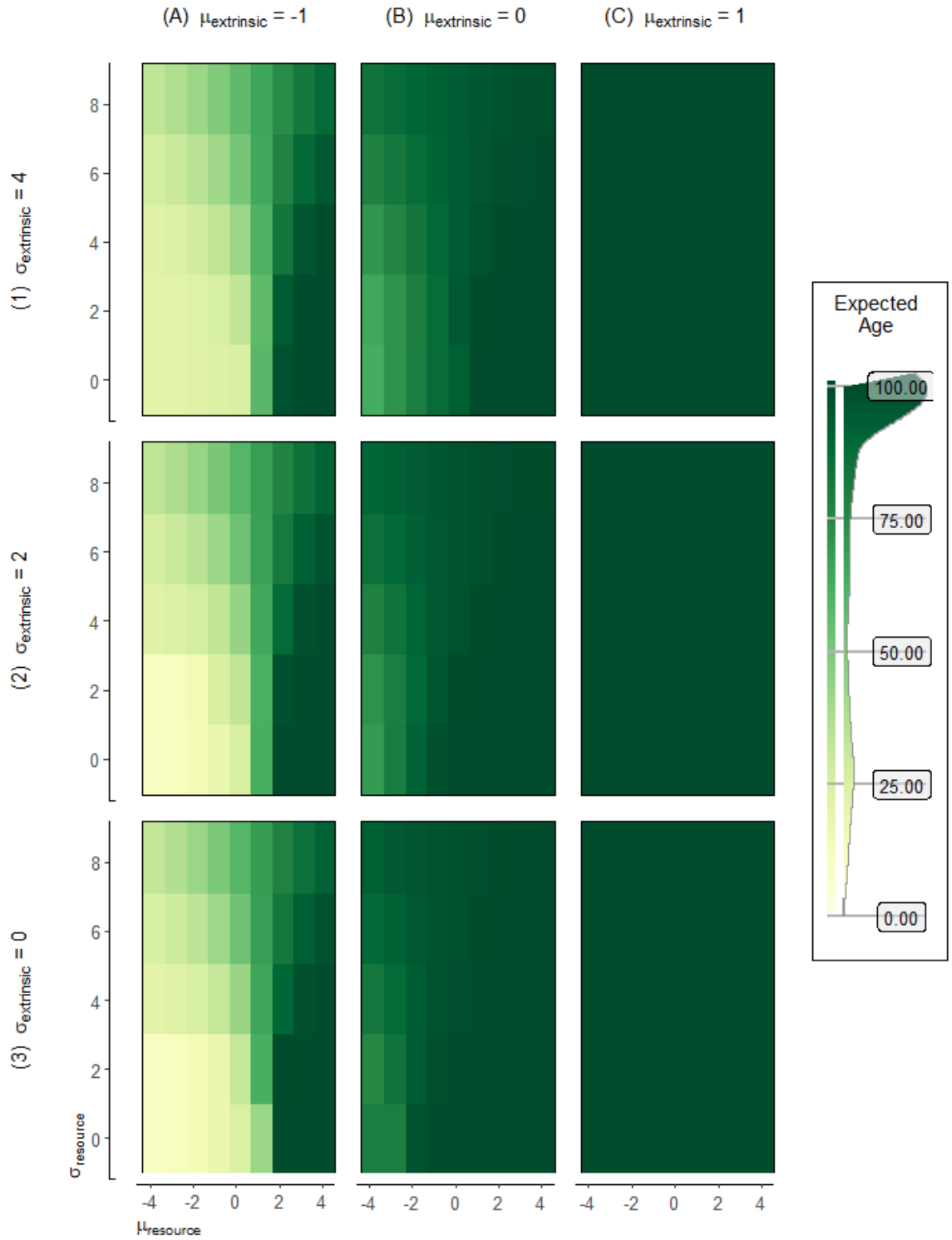
1.2. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



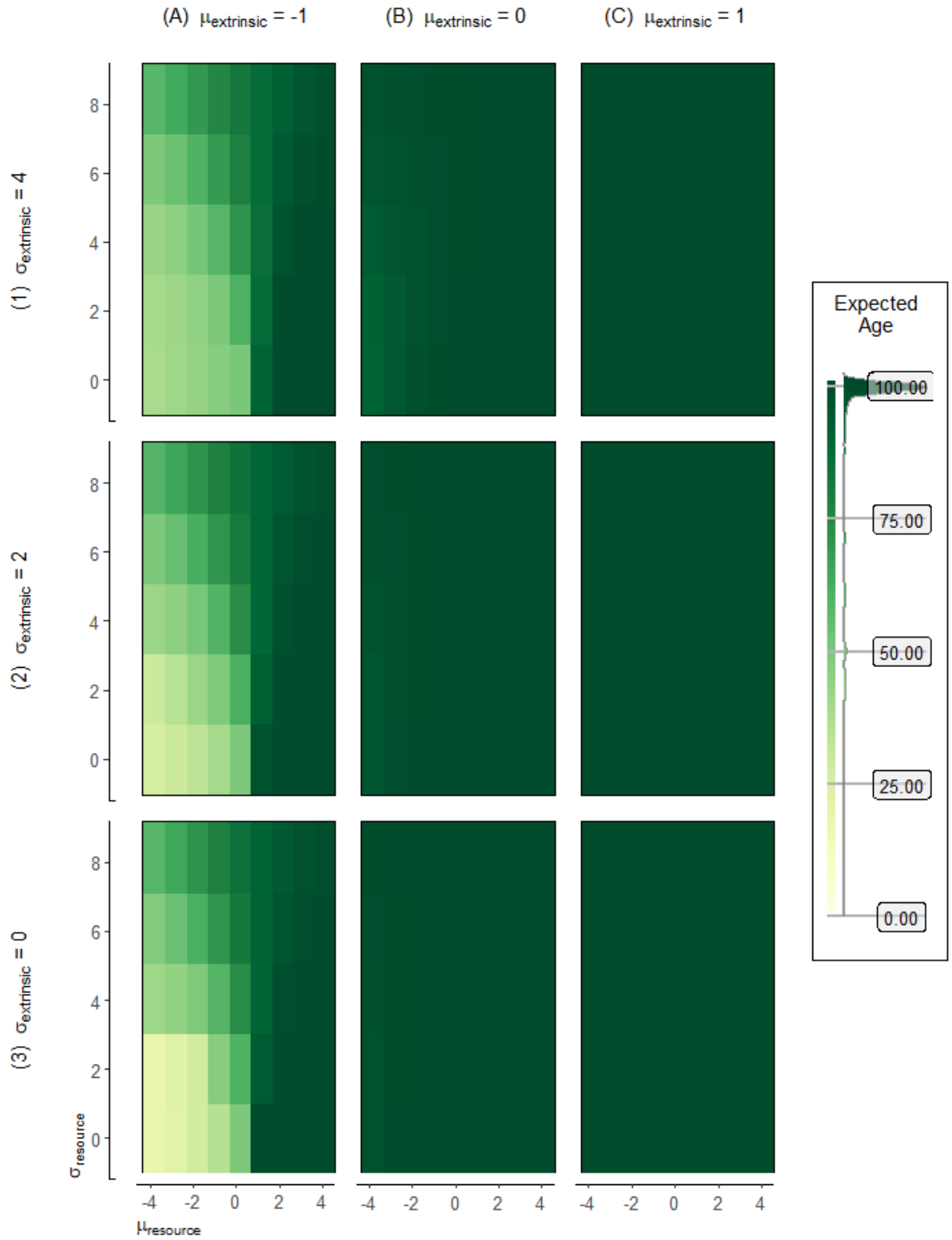
1.3. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



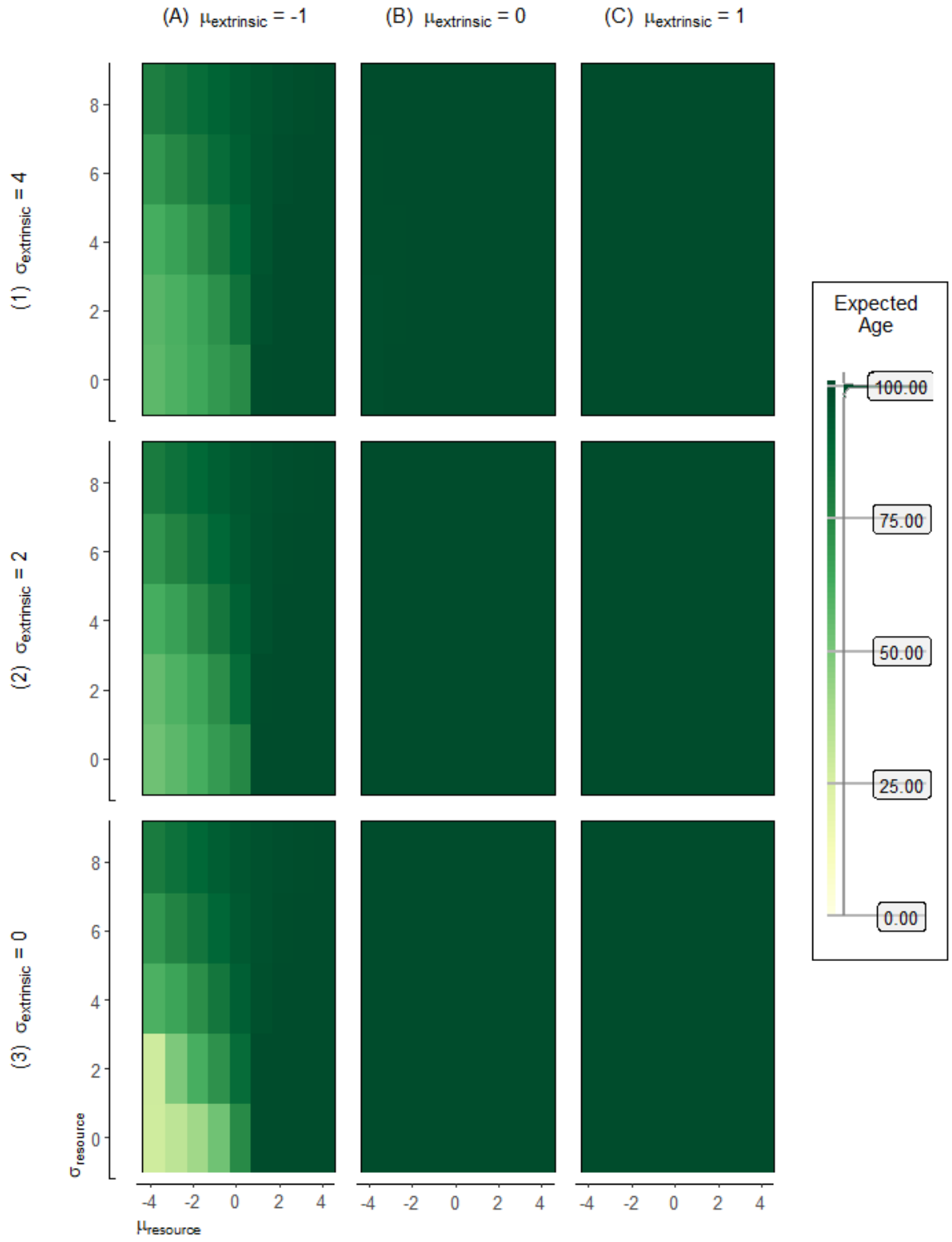
1.4. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



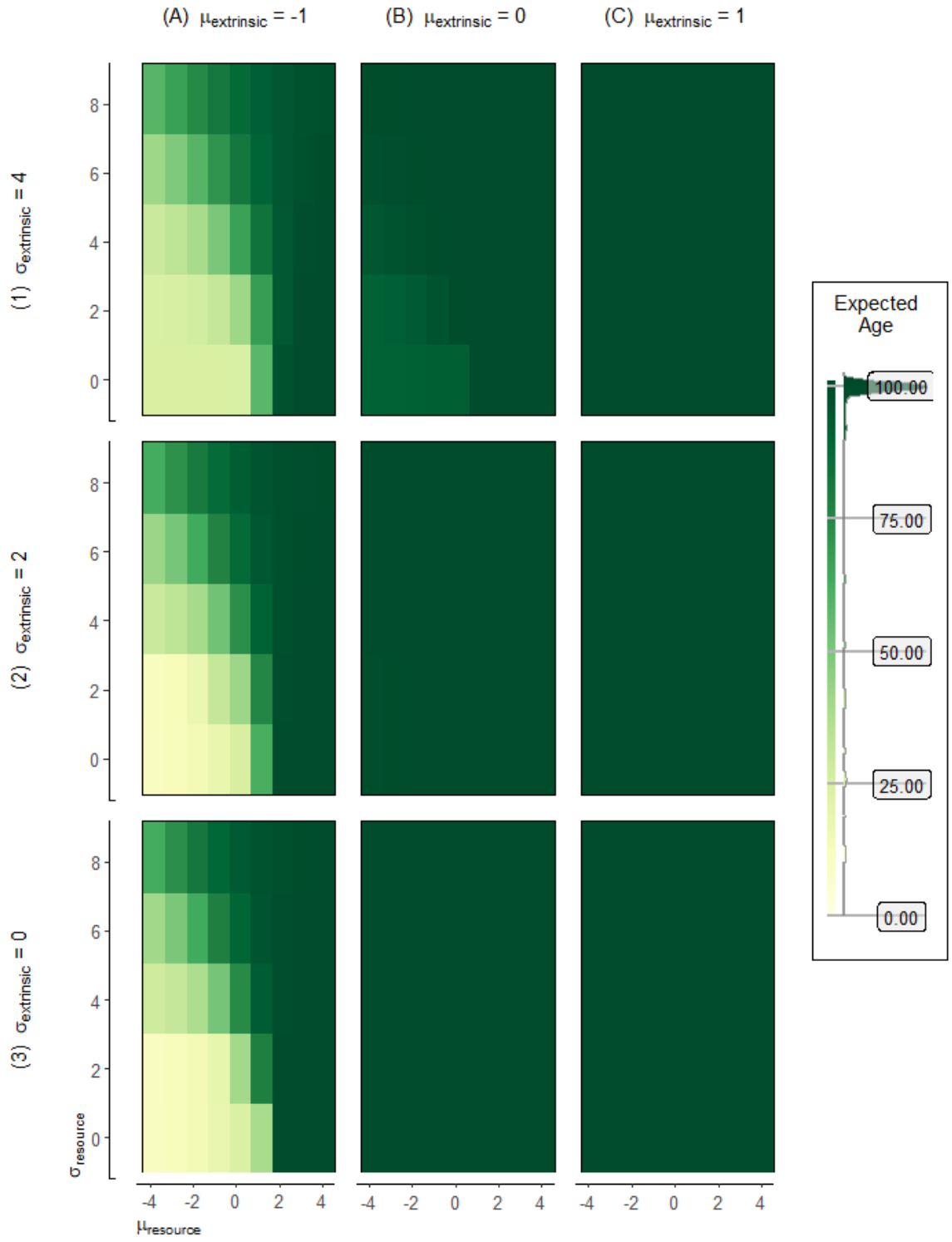
1.5. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



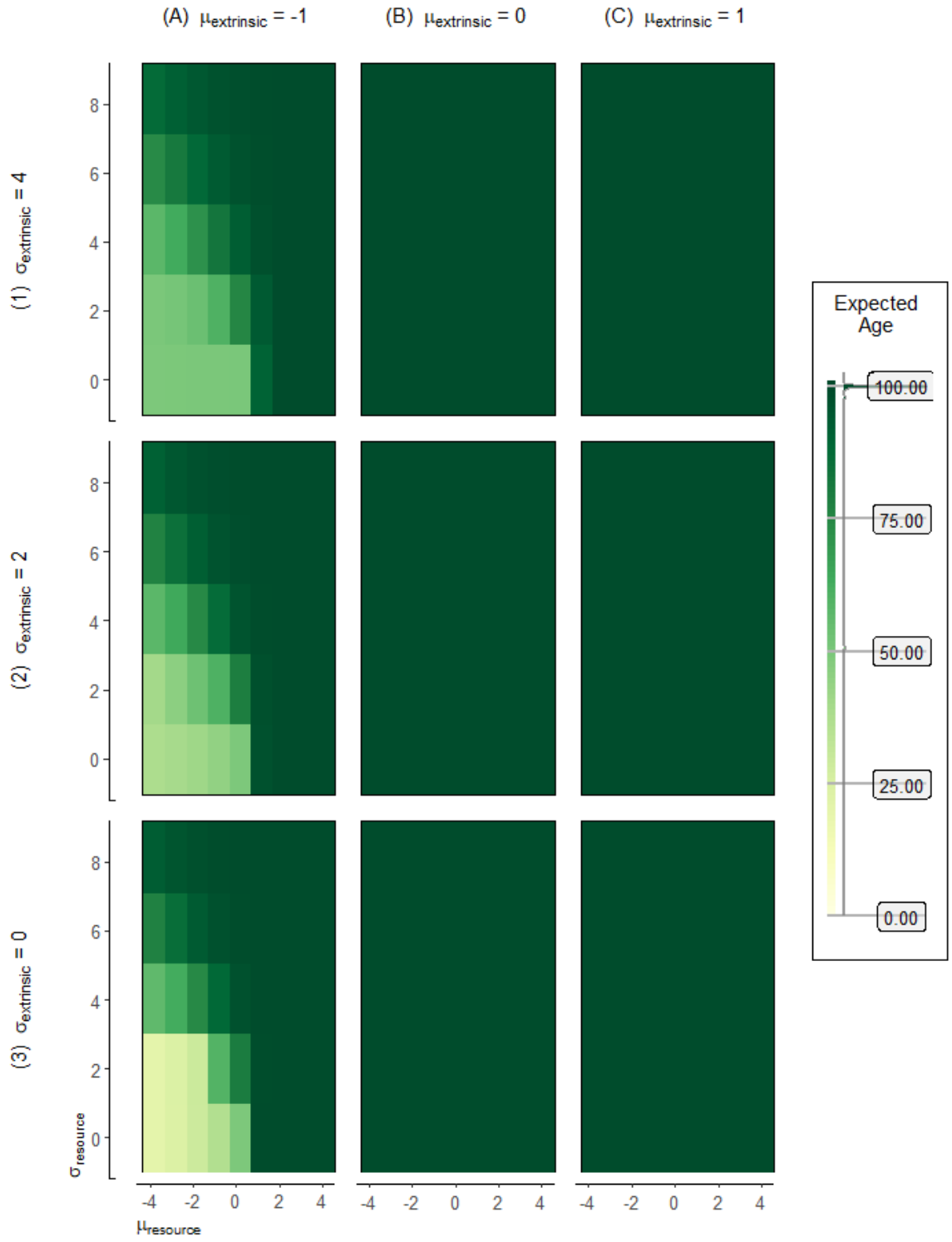
1.6. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



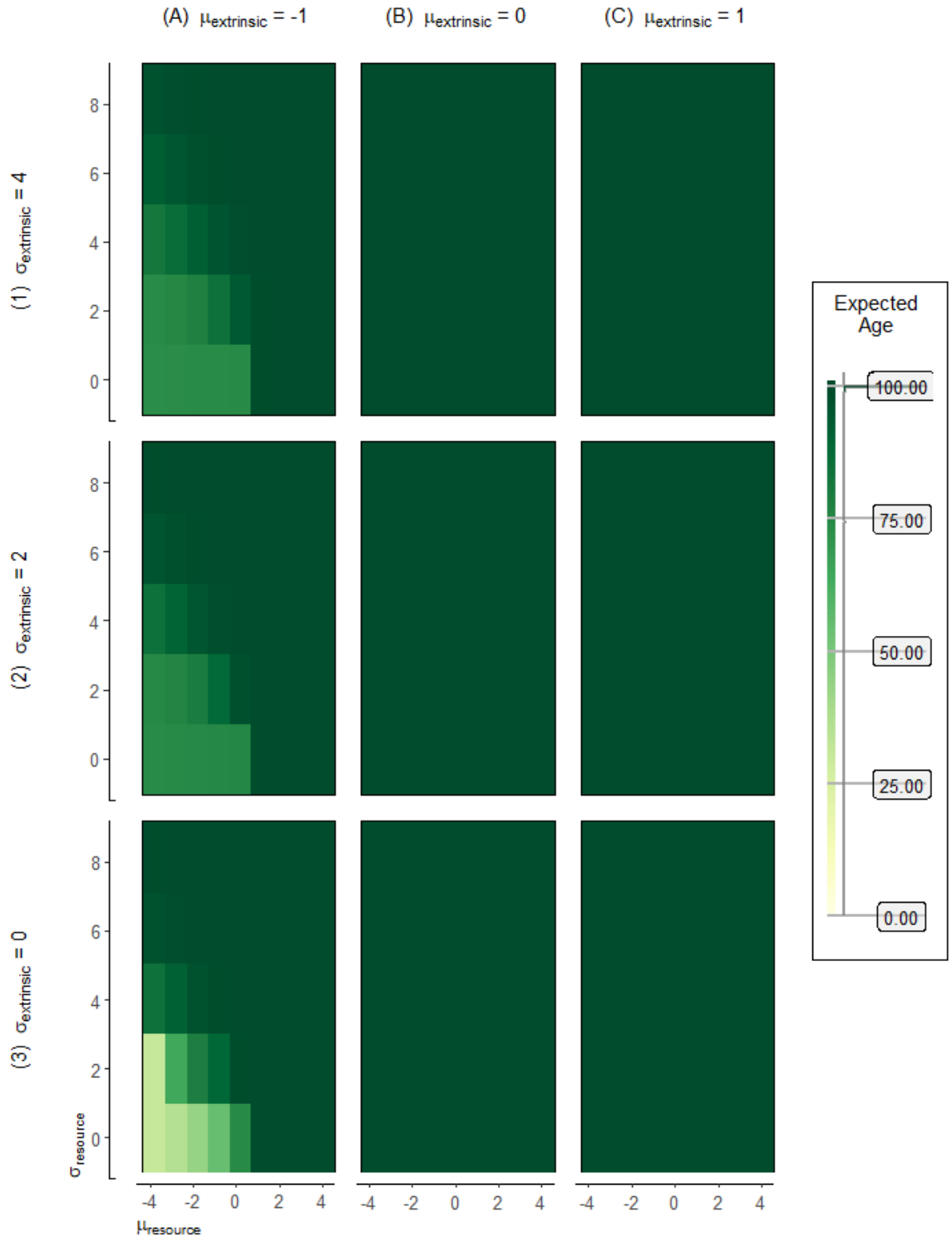
1.7. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



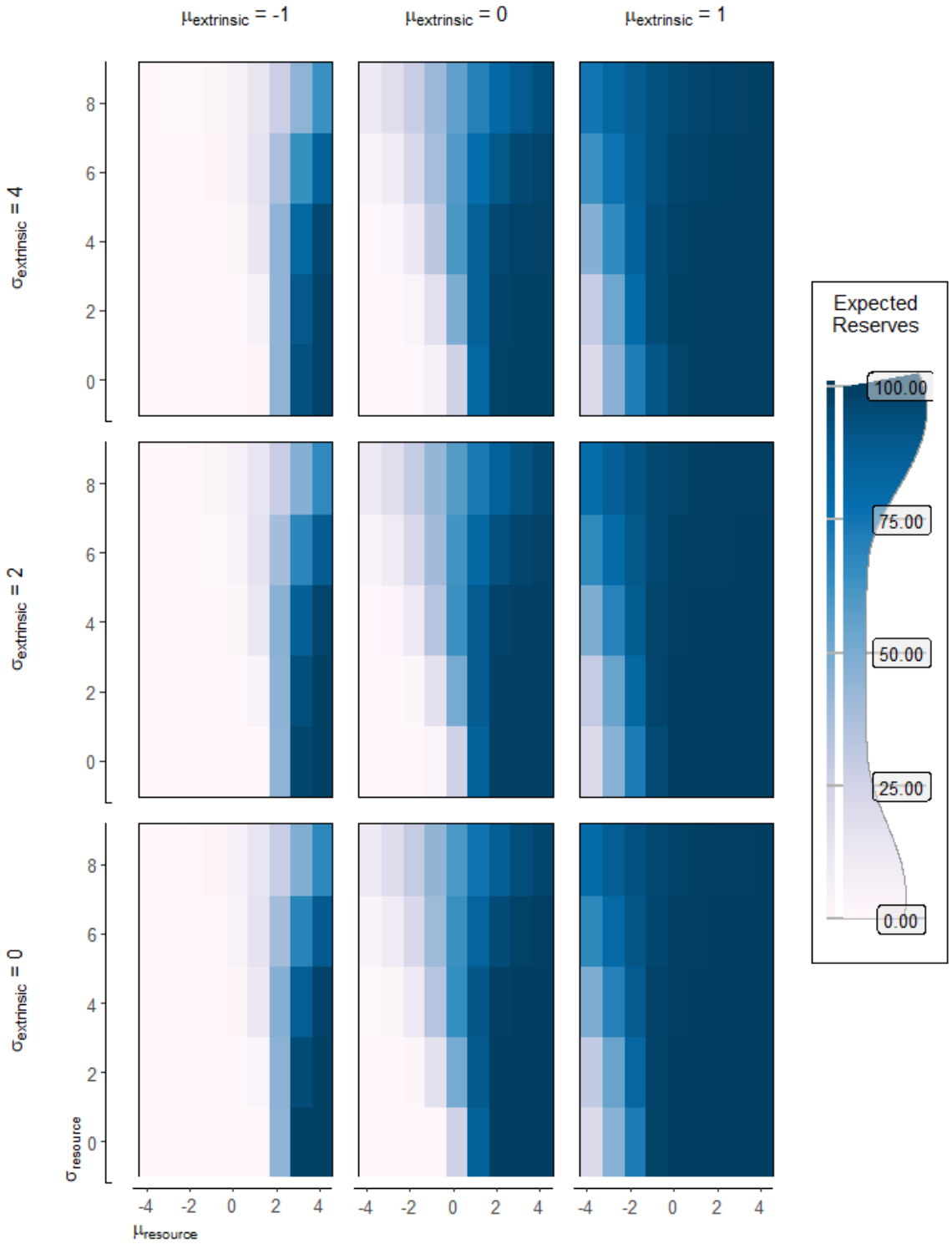
1.8. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



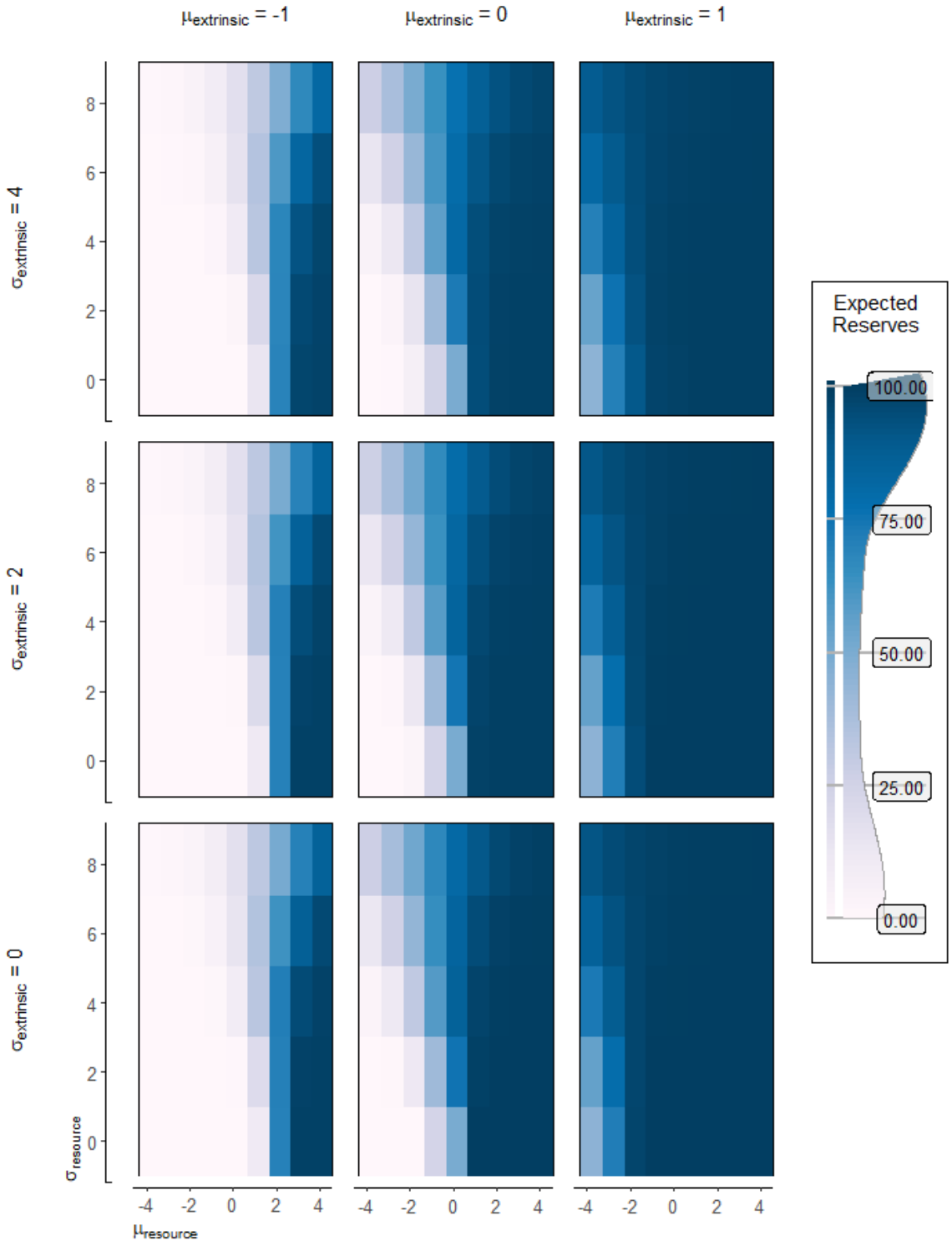
1.9. Expected age

The age an agent expects to die on. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



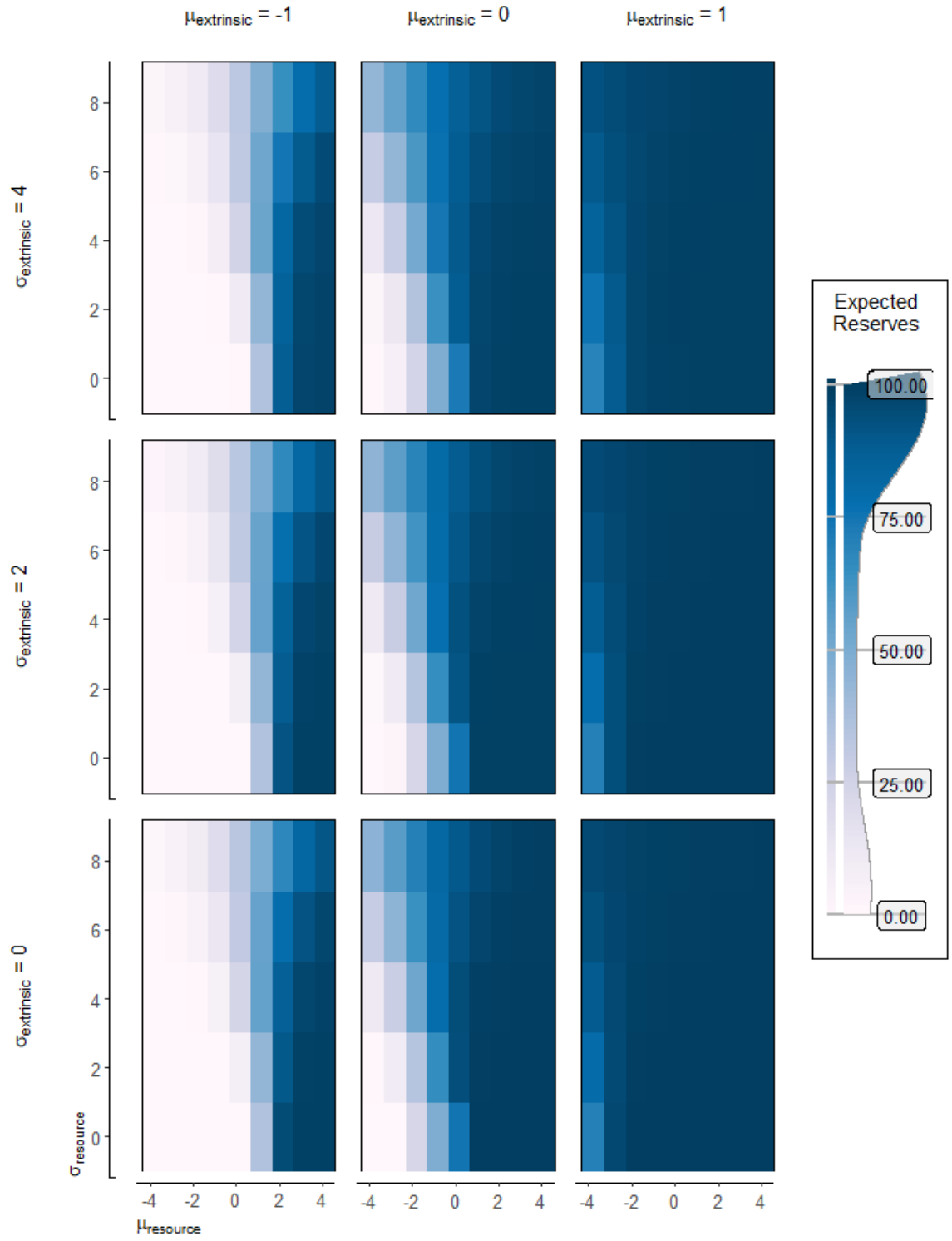
1.10. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



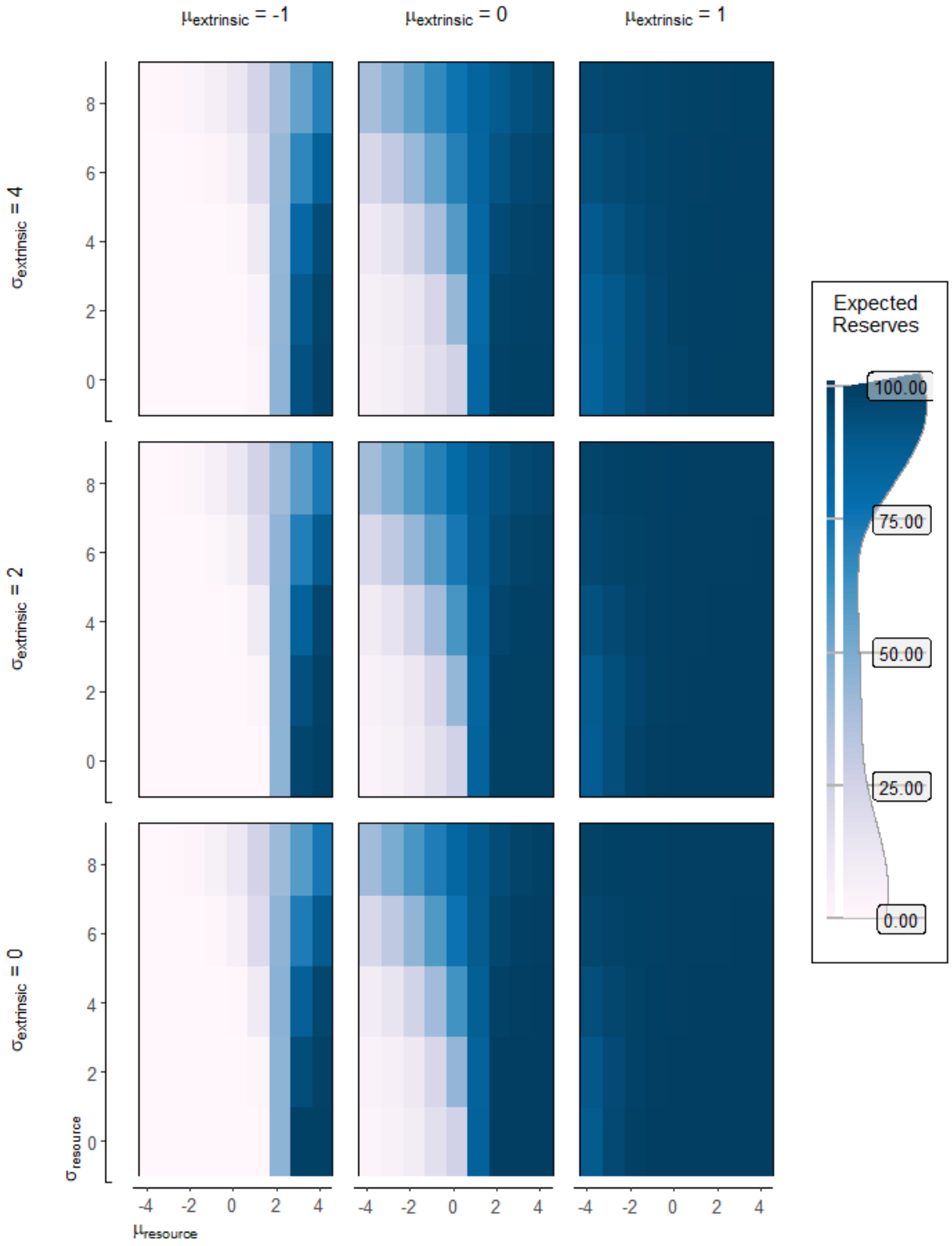
1.11. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



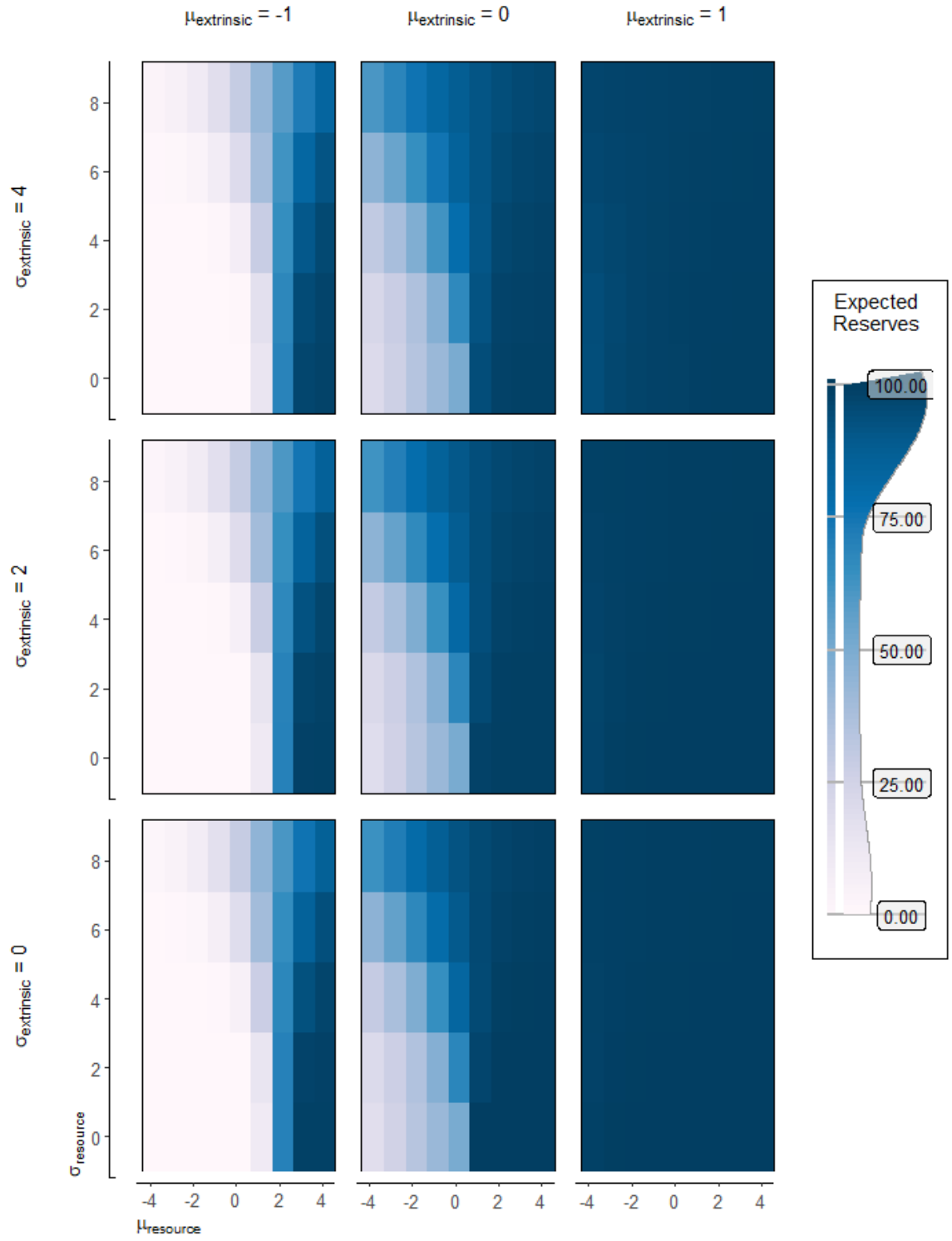
1.12. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



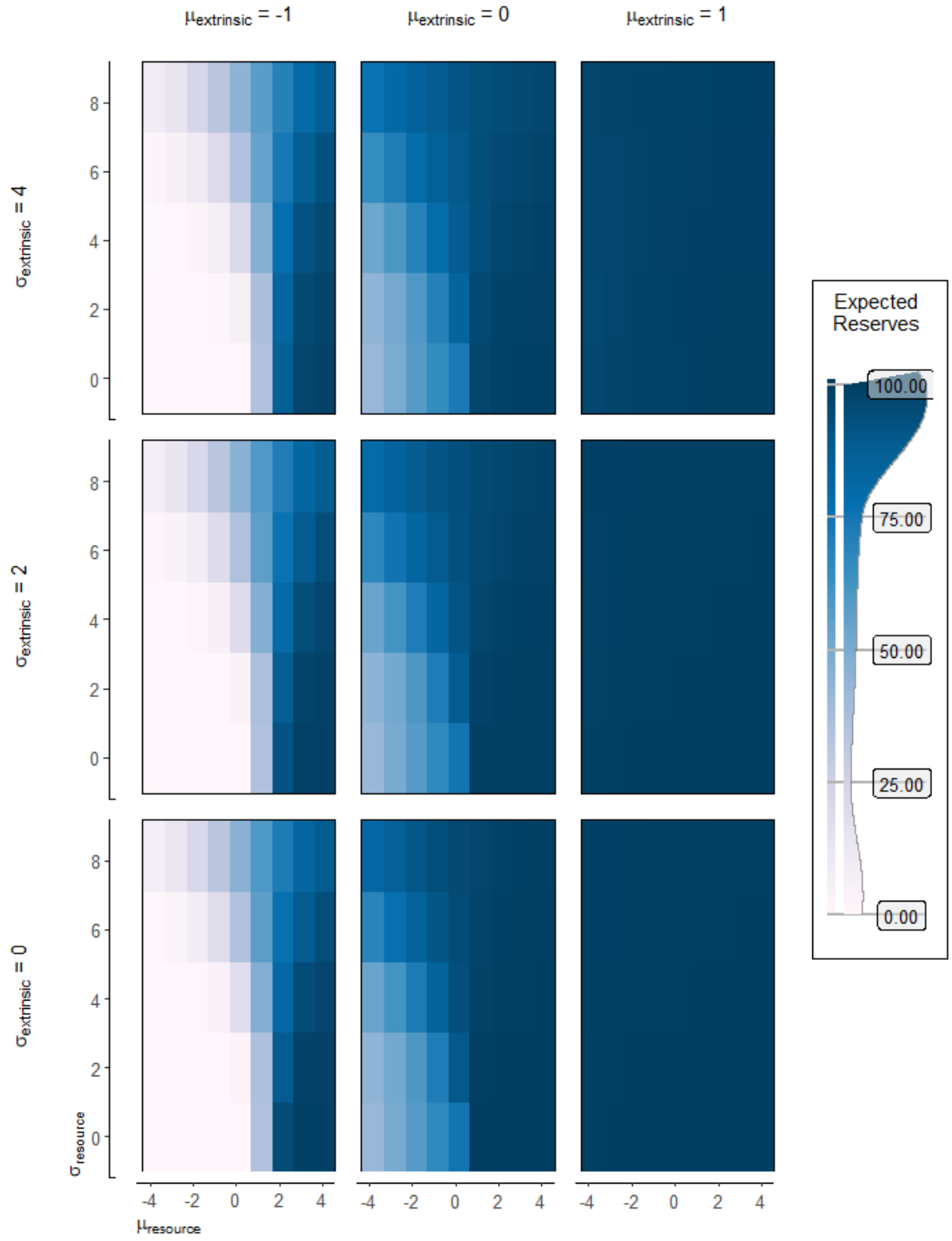
1.13. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



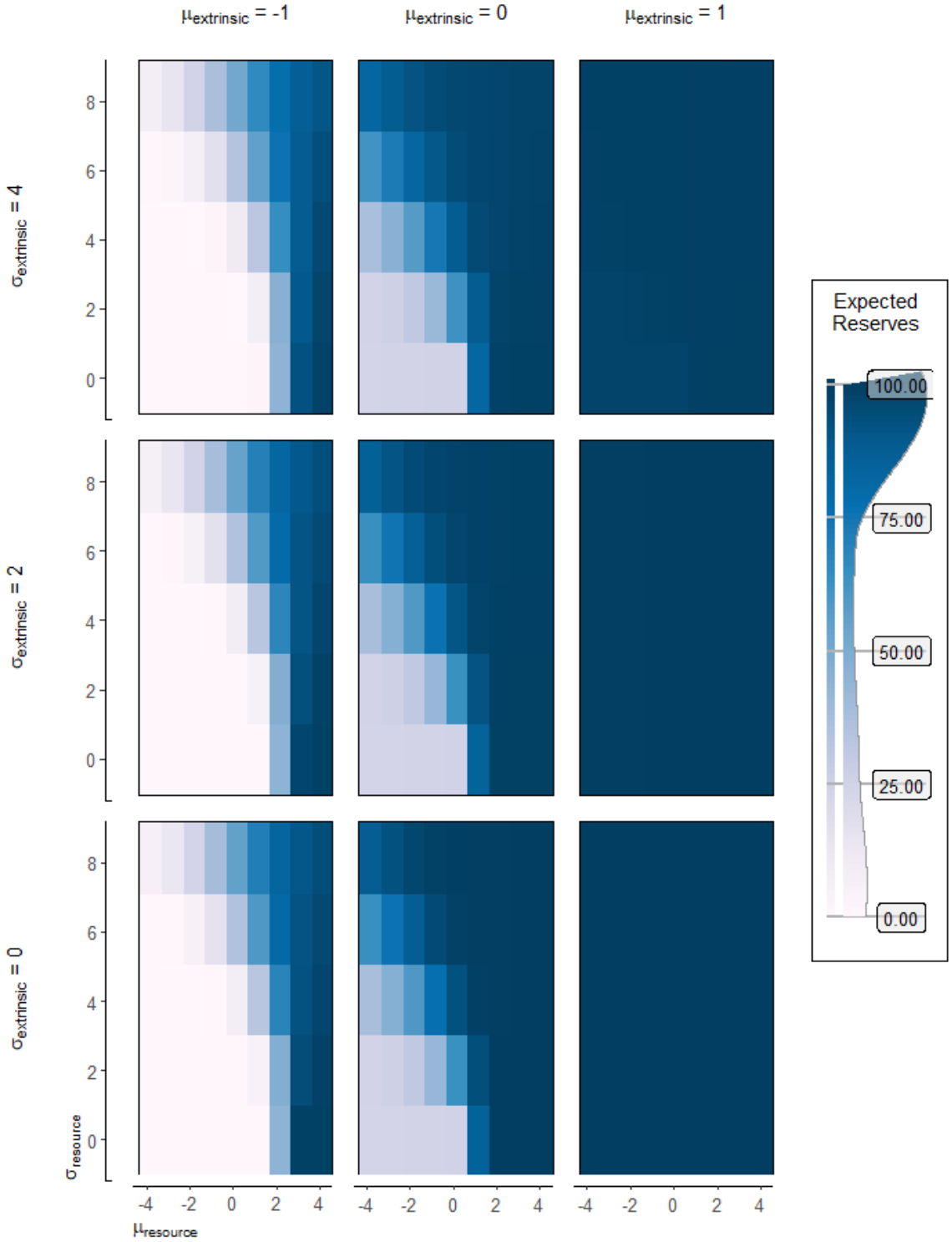
1.14. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



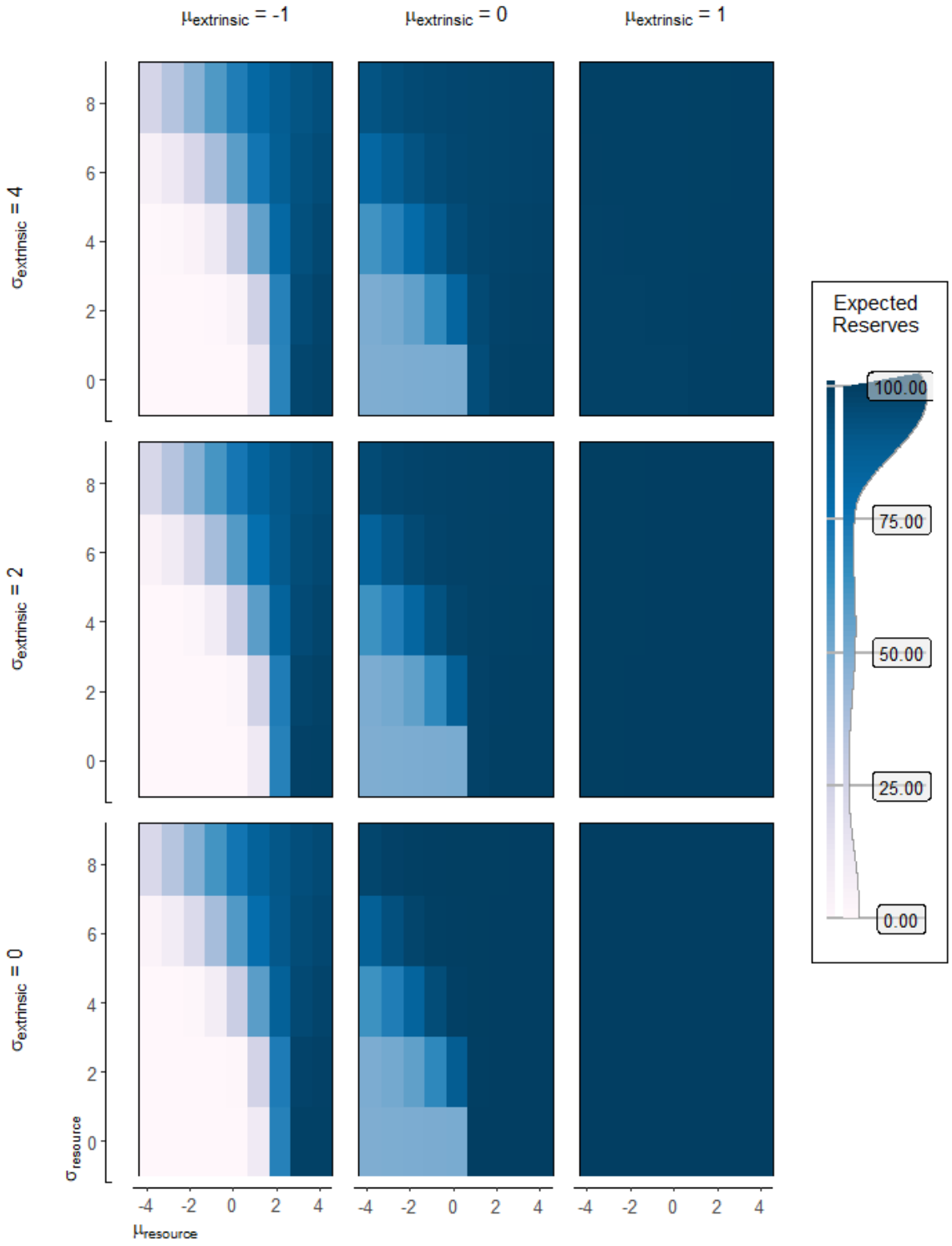
1.15. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



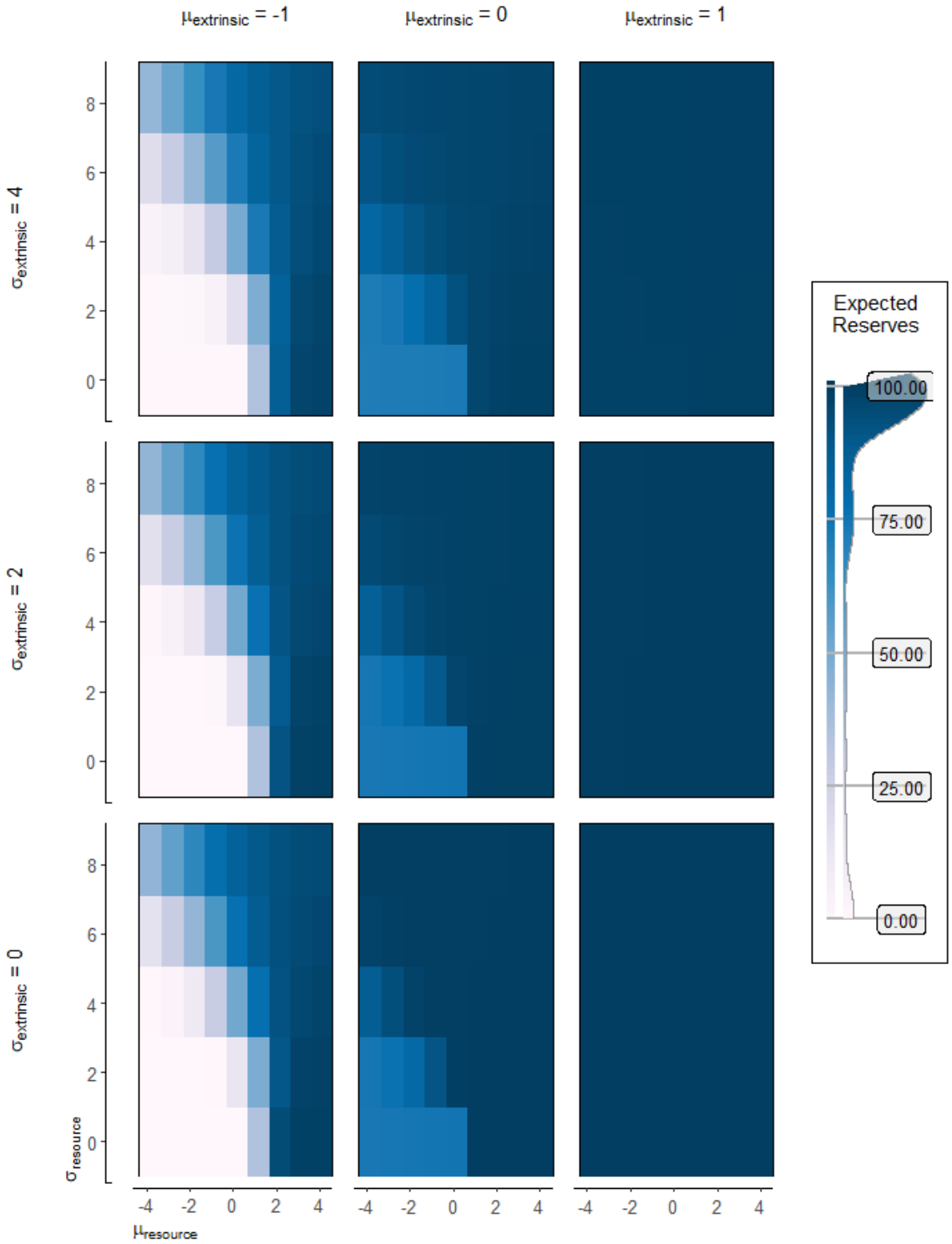
1.16. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



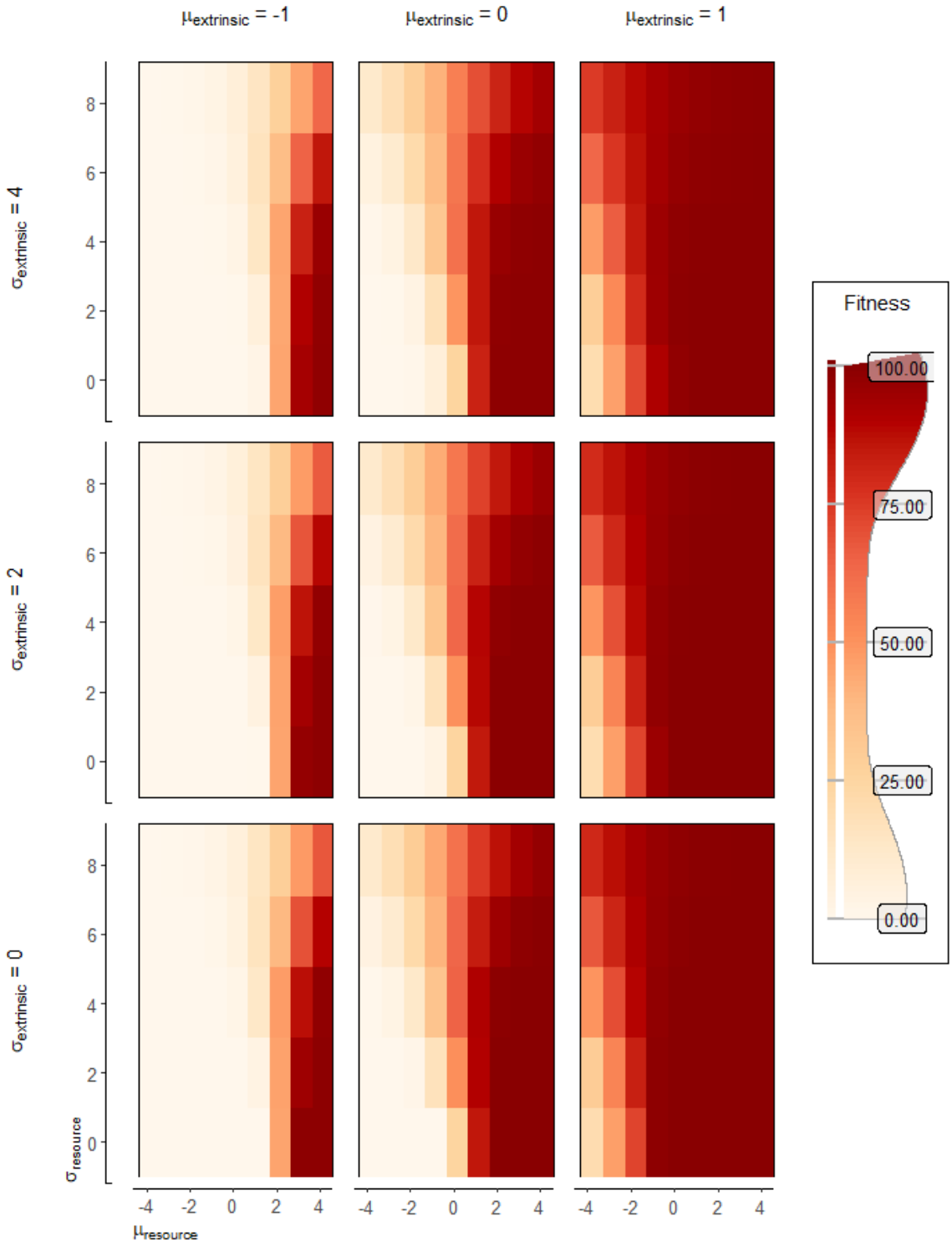
1.17. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



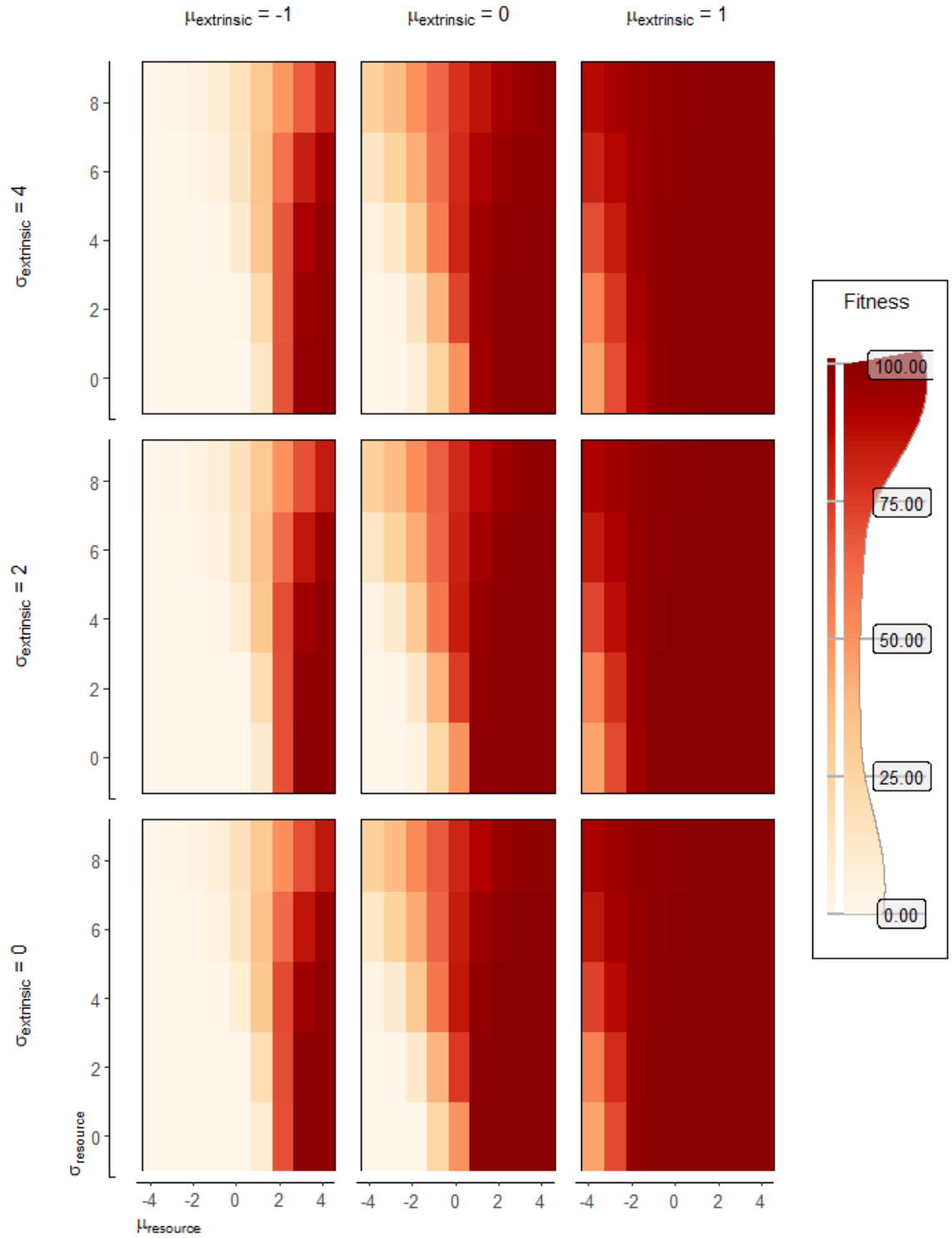
1.18. Expected reserves

The reserves an agent expects at the end of life. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



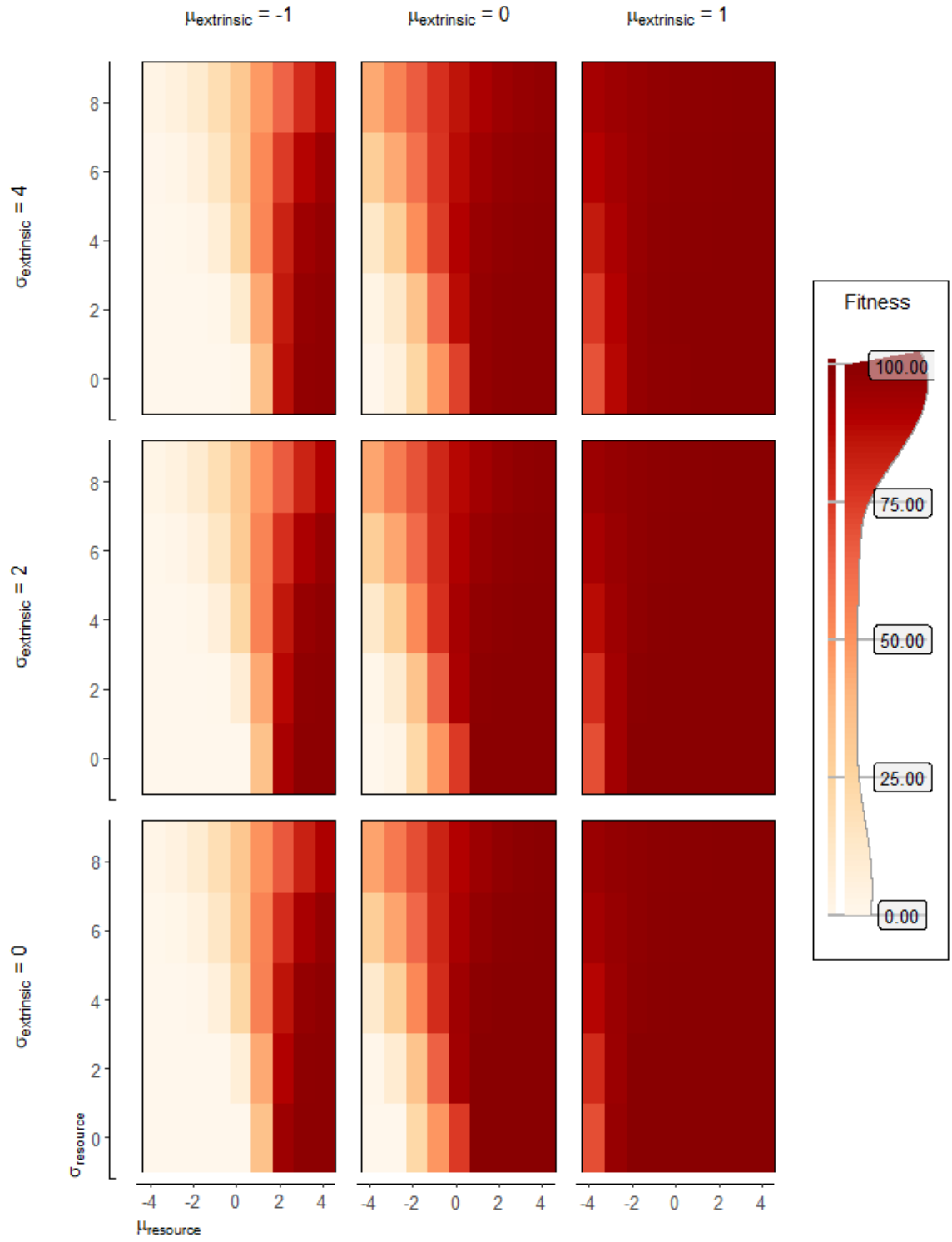
1.19. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



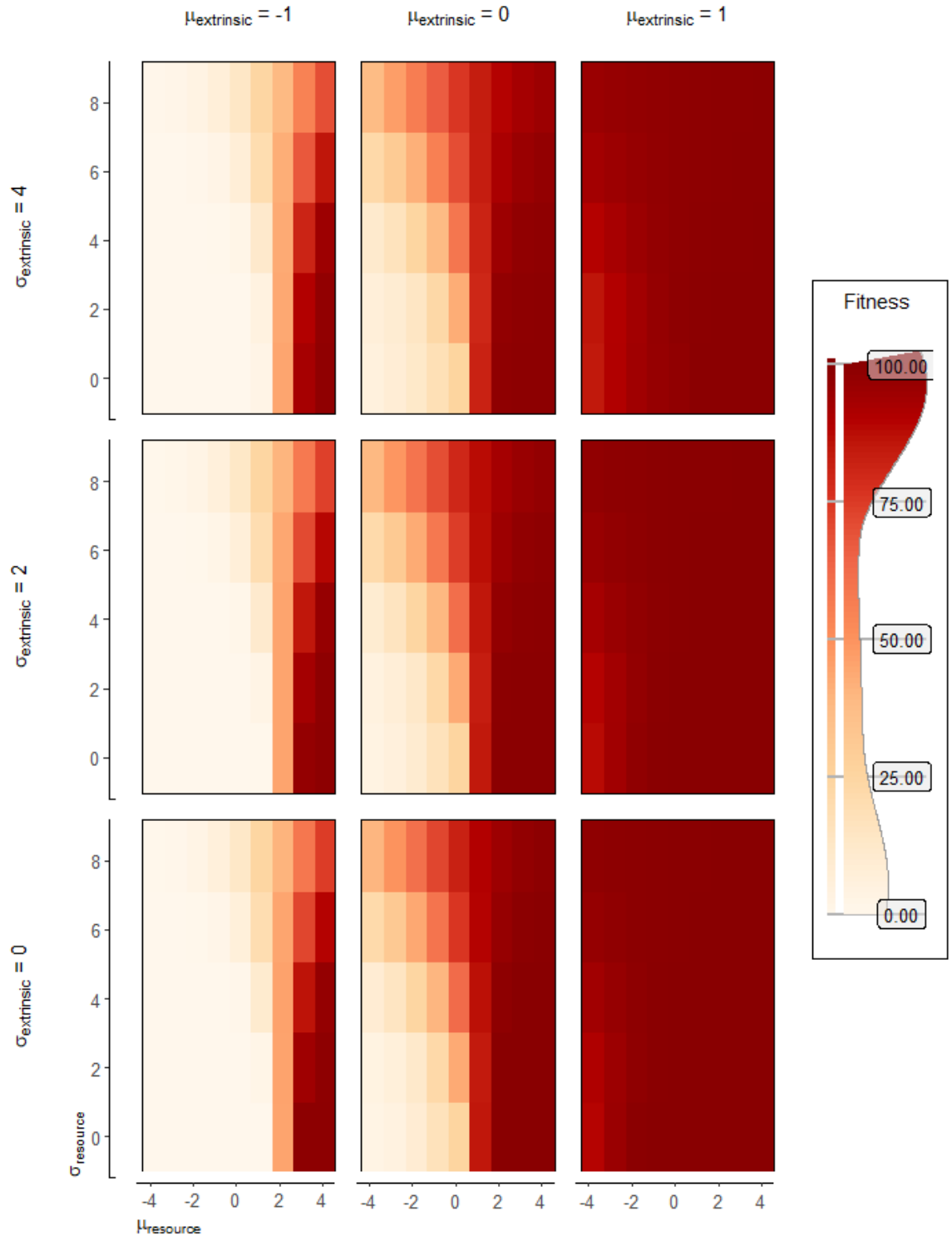
1.20. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



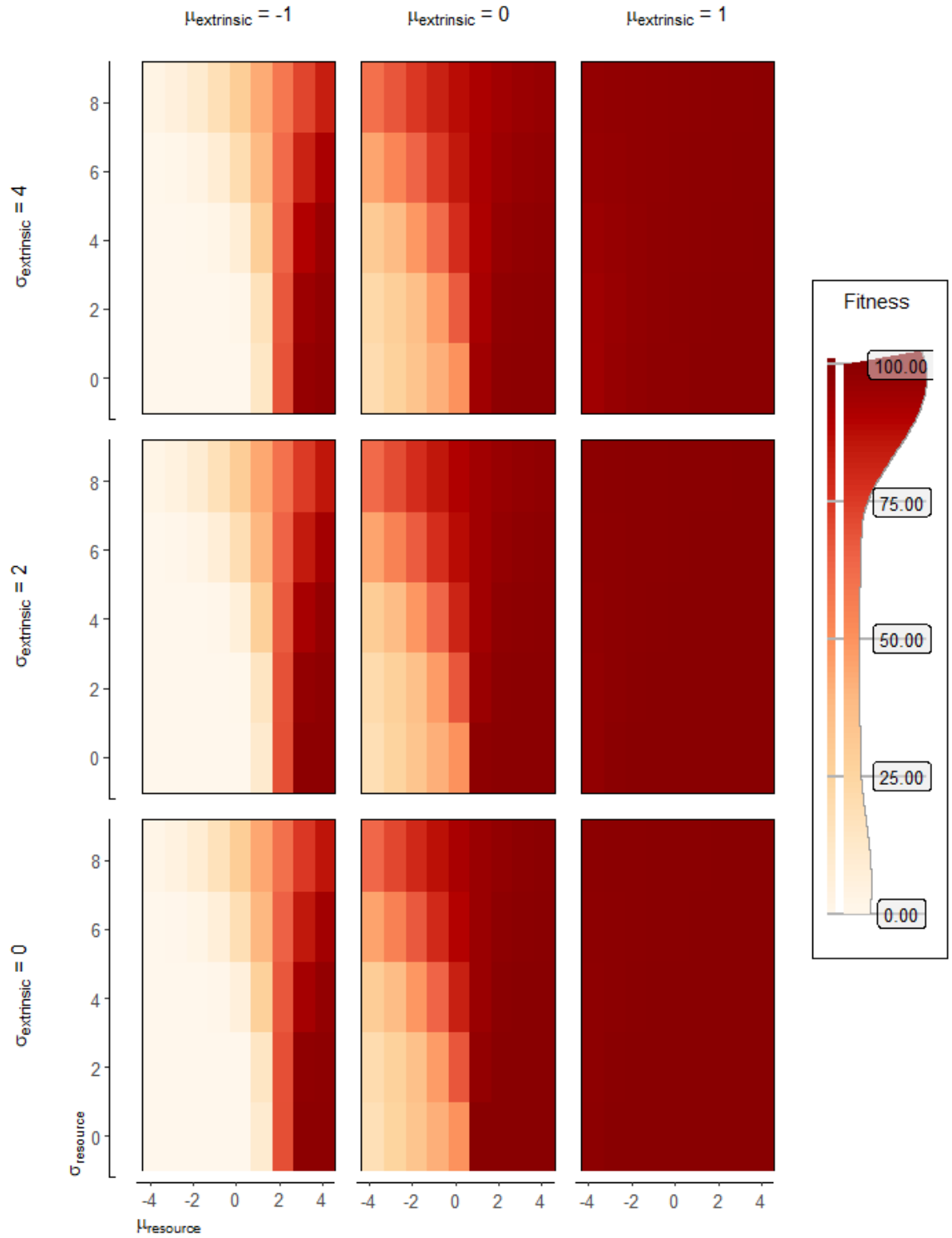
1.21. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



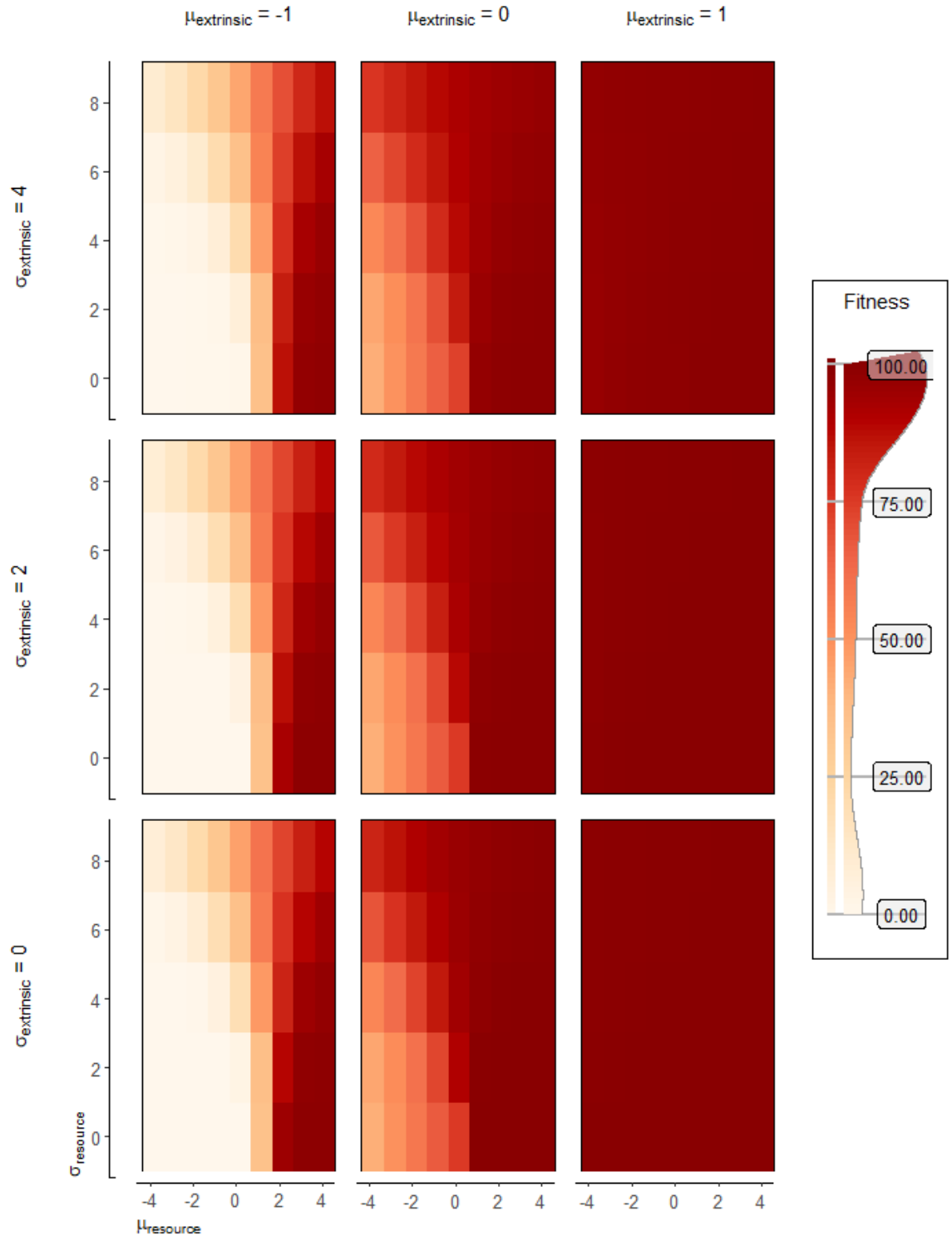
1.22. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



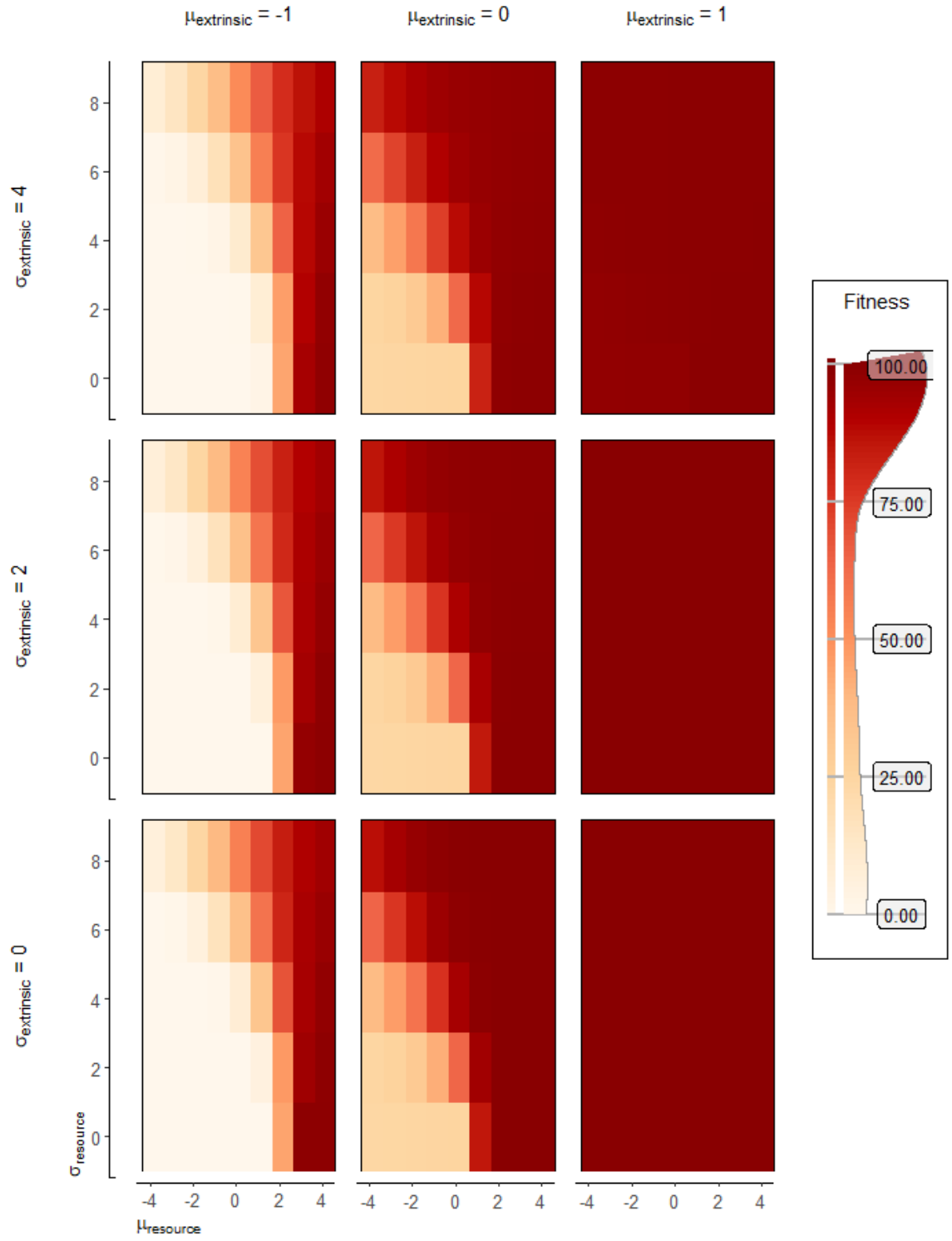
1.23. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



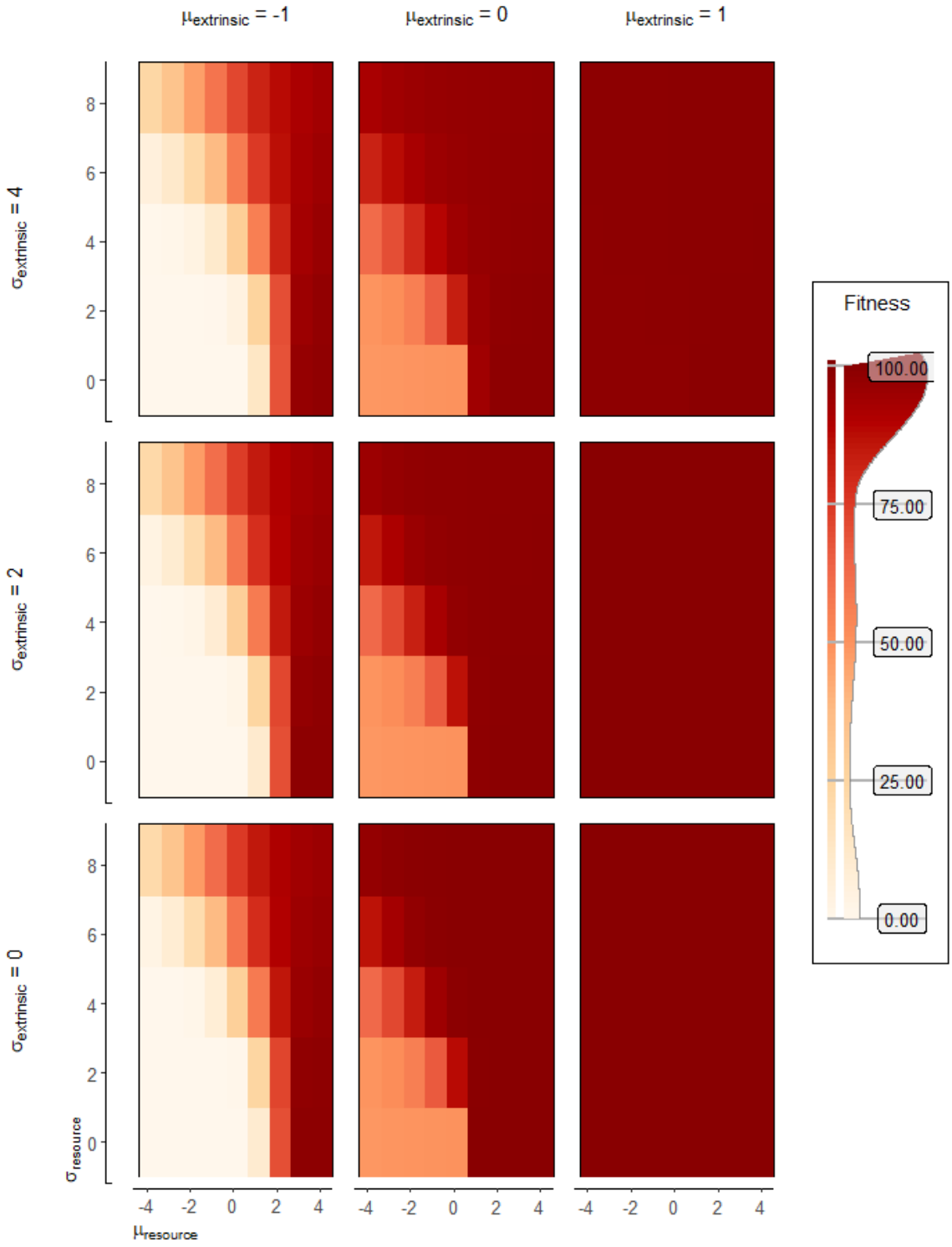
1.24. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



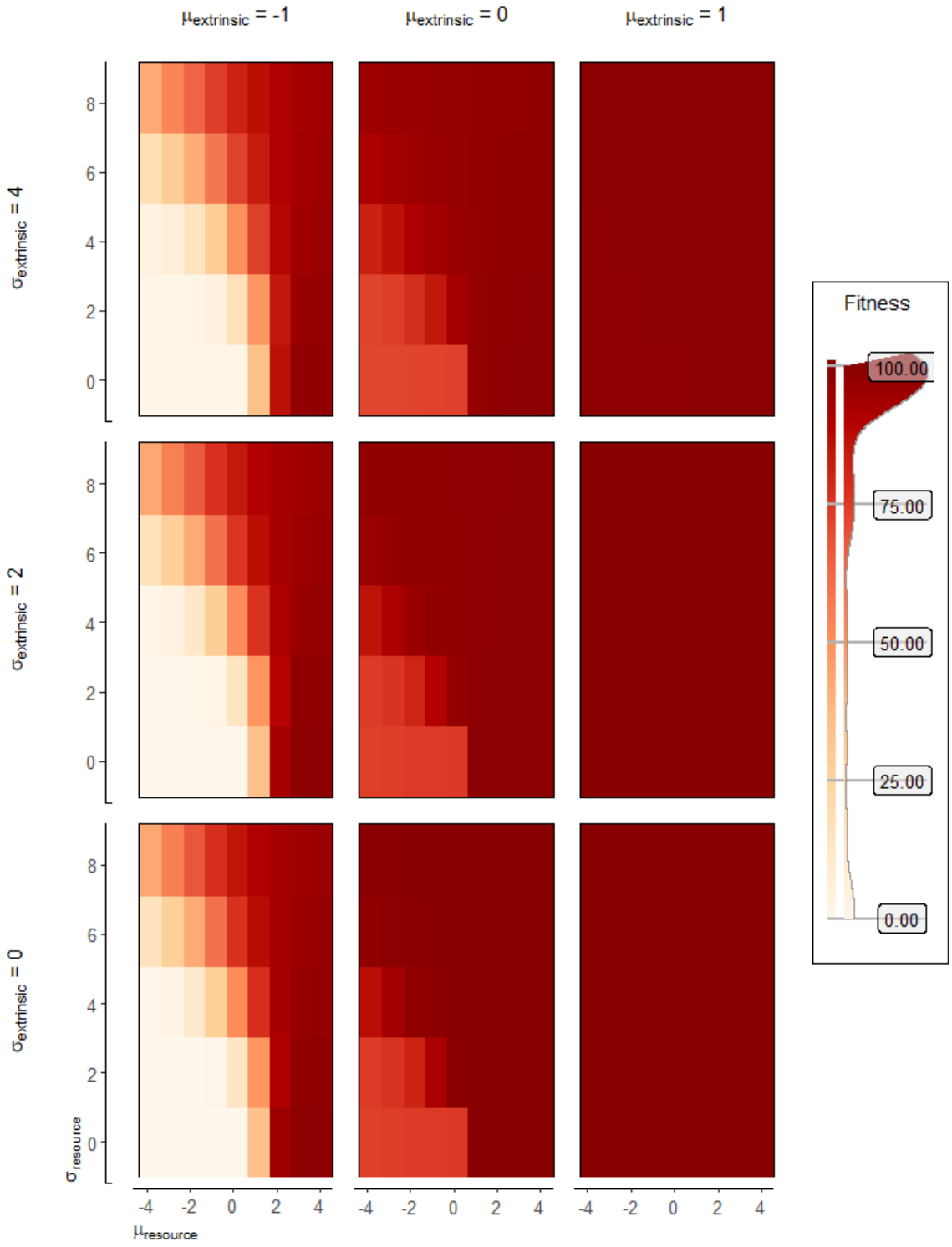
1.25. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



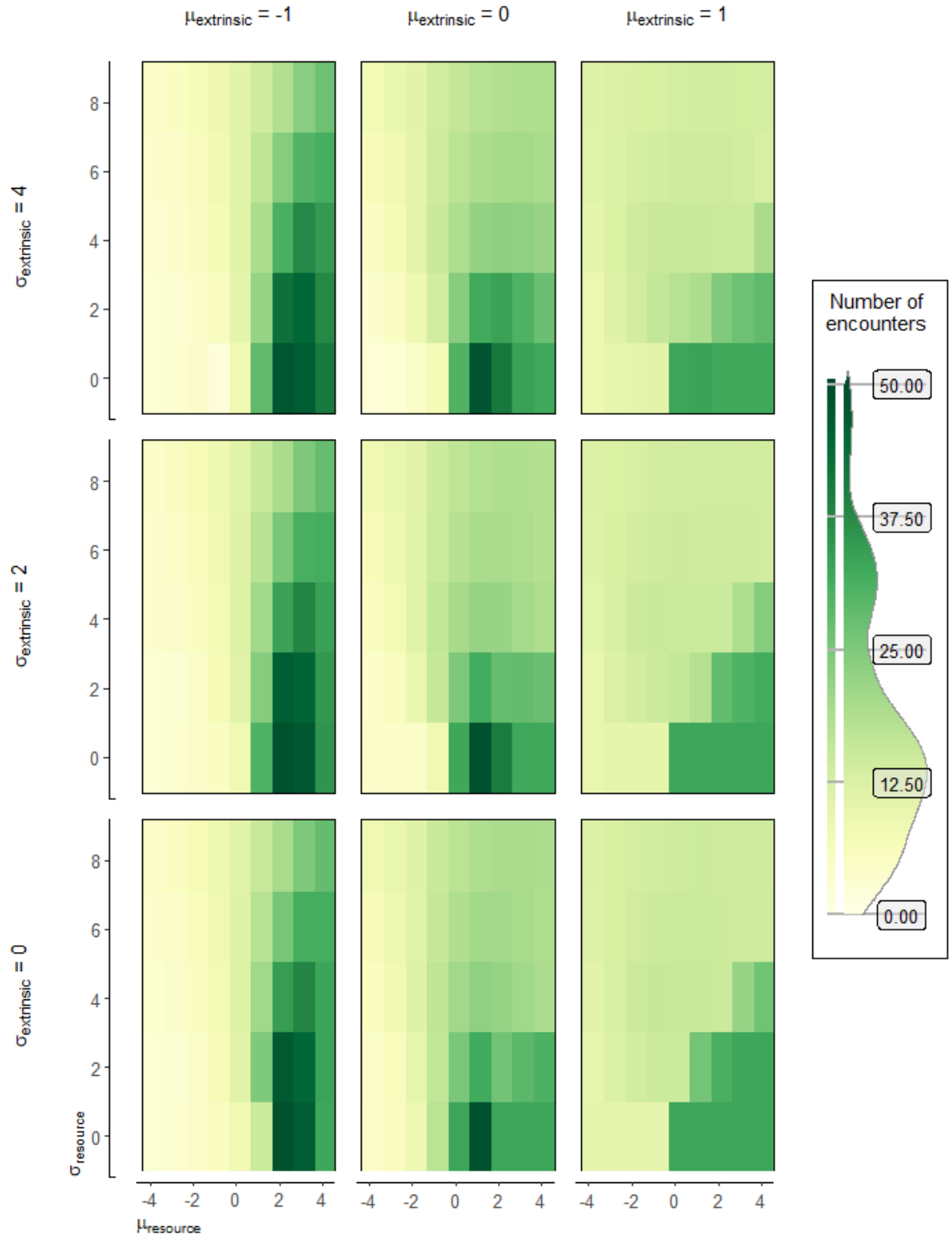
1.26. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



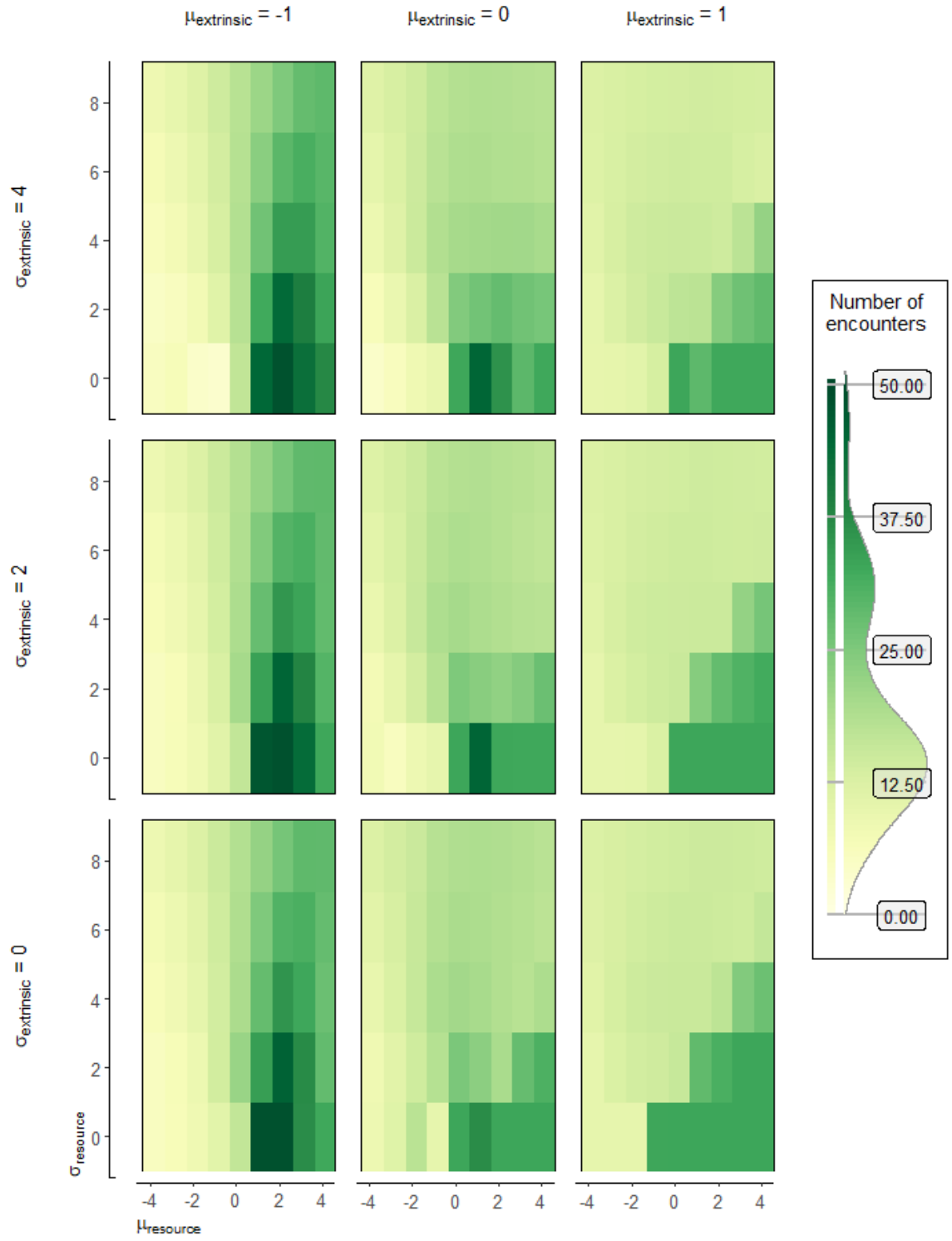
1.27. Expected fitness

The fitness an agent expects, given that it follows the optimal policy. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



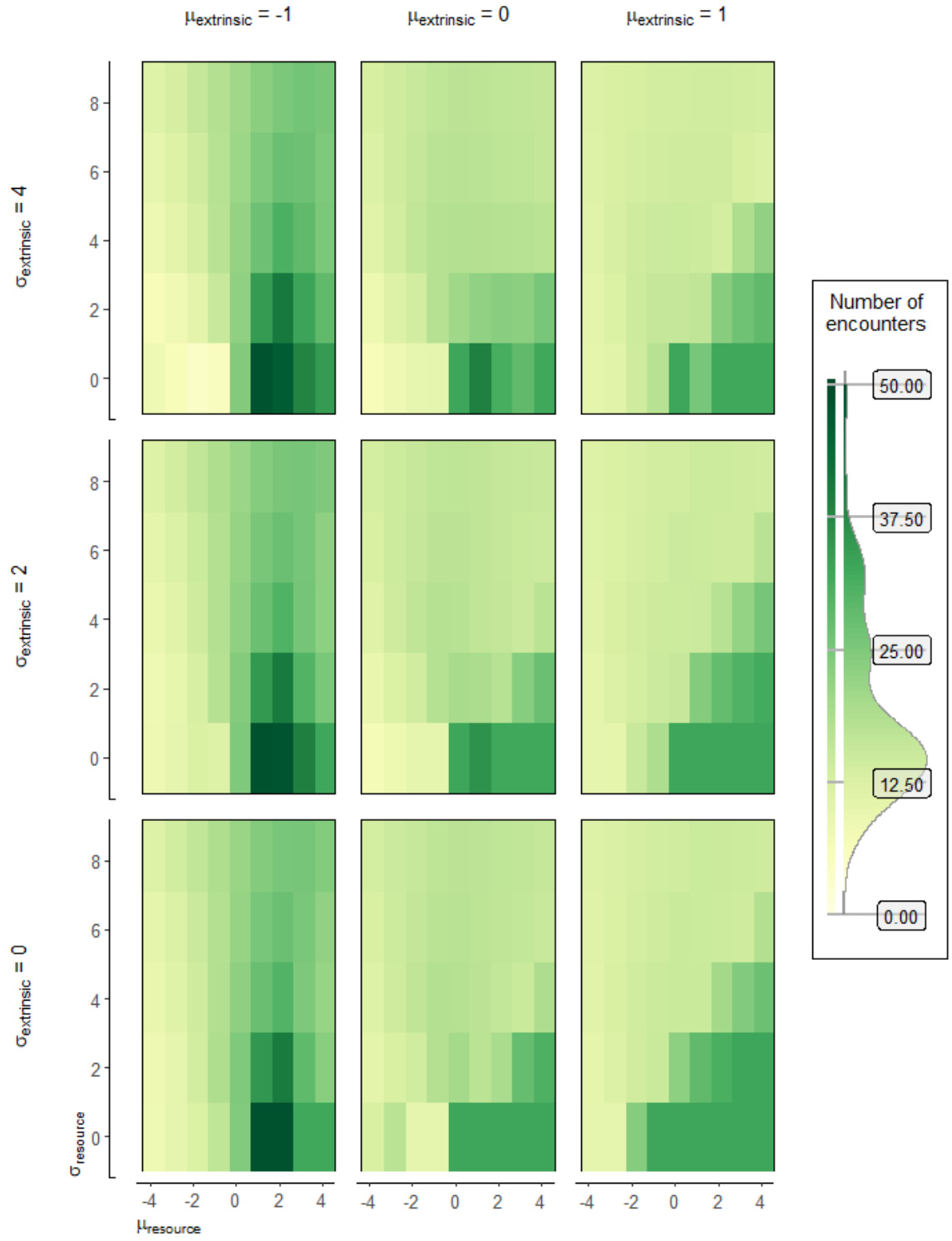
1.28. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



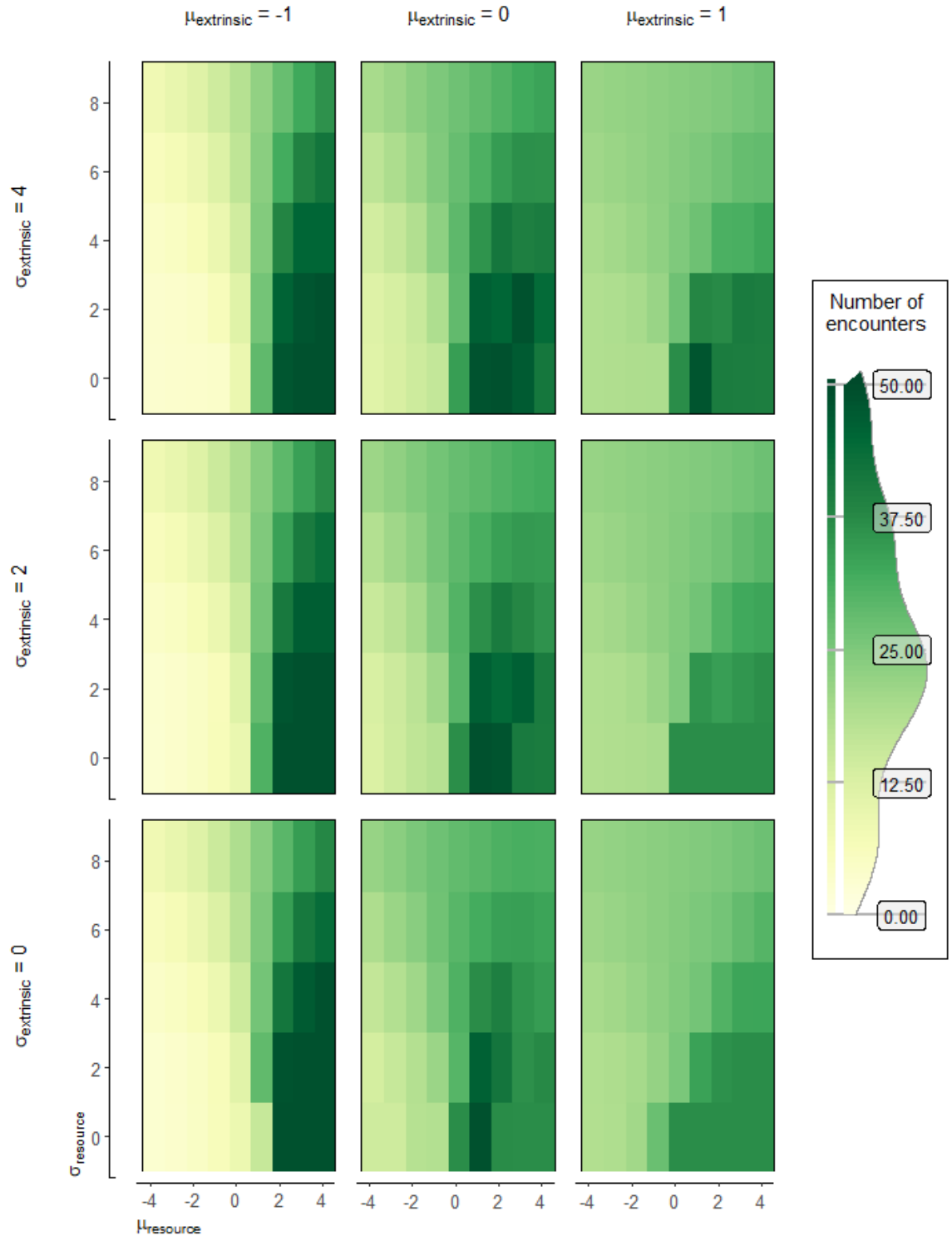
1.29. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



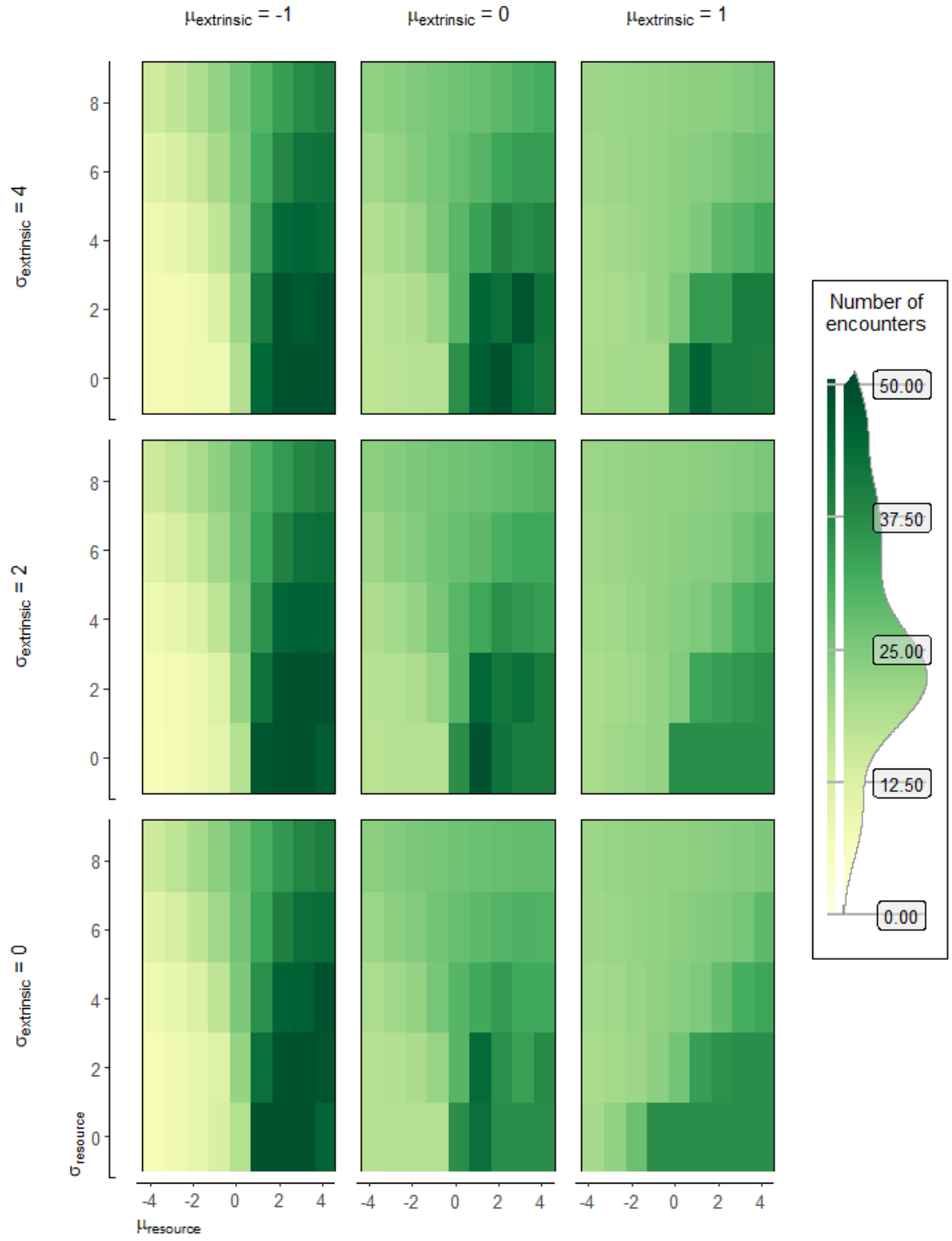
1.30. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



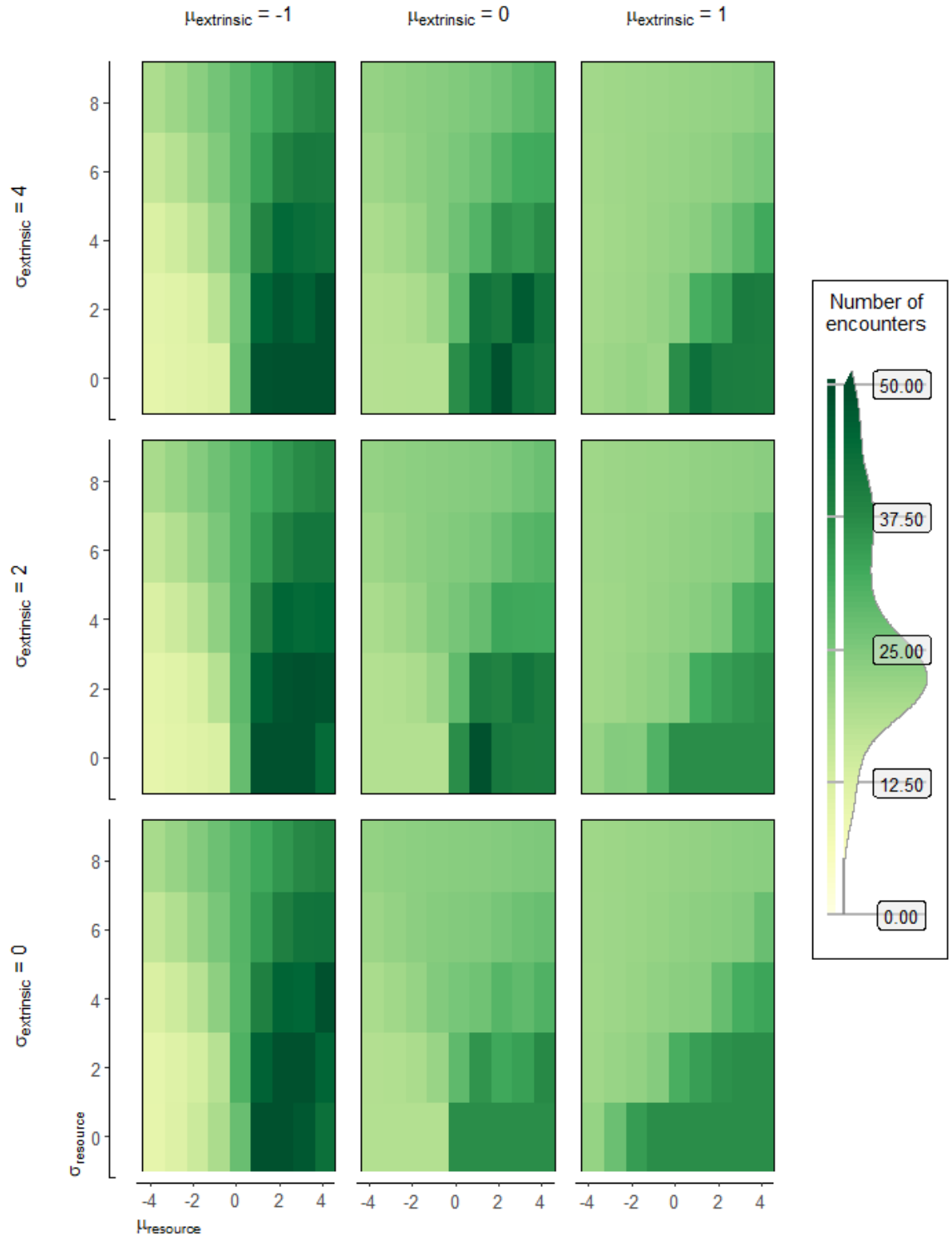
1.31. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



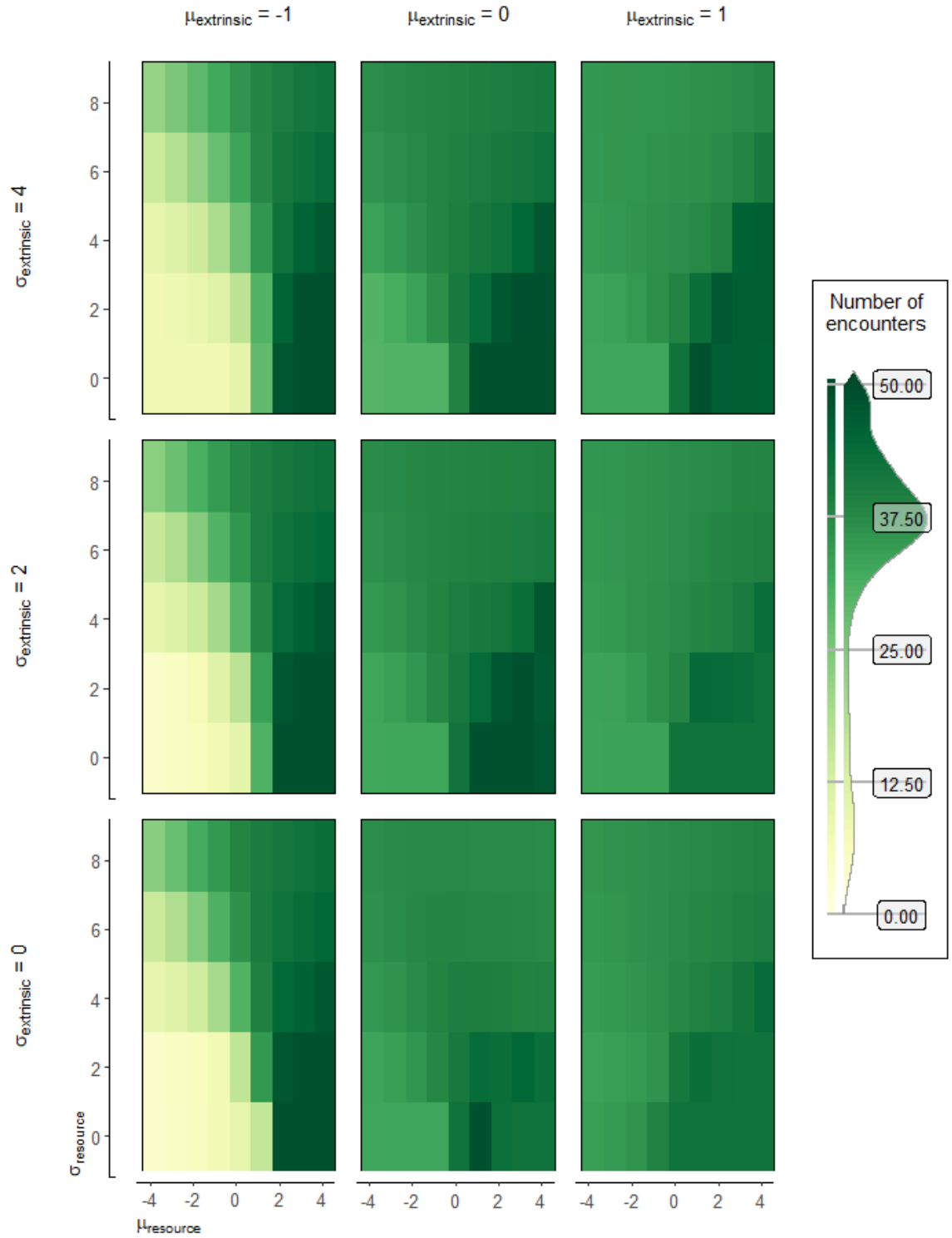
1.32. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



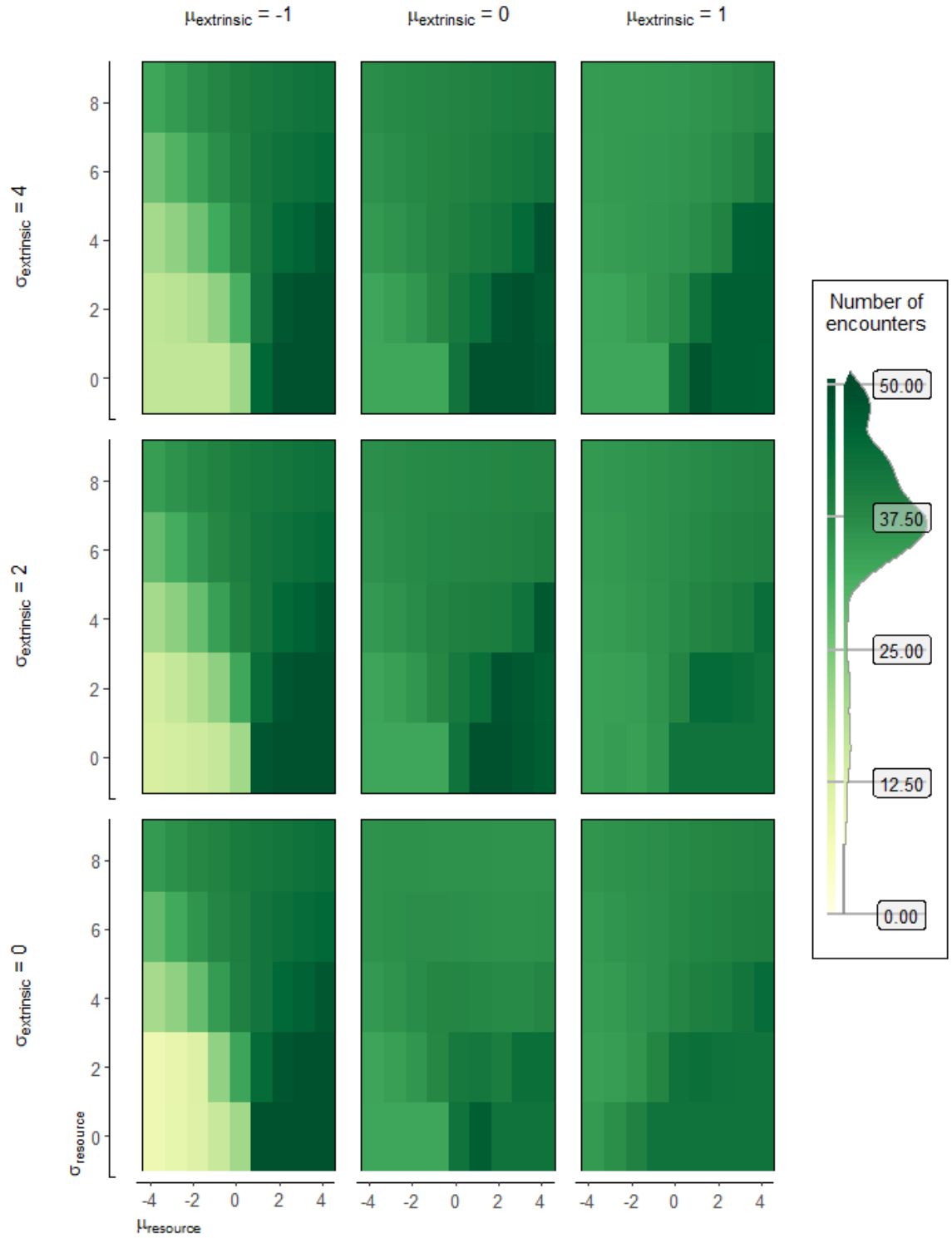
1.33. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



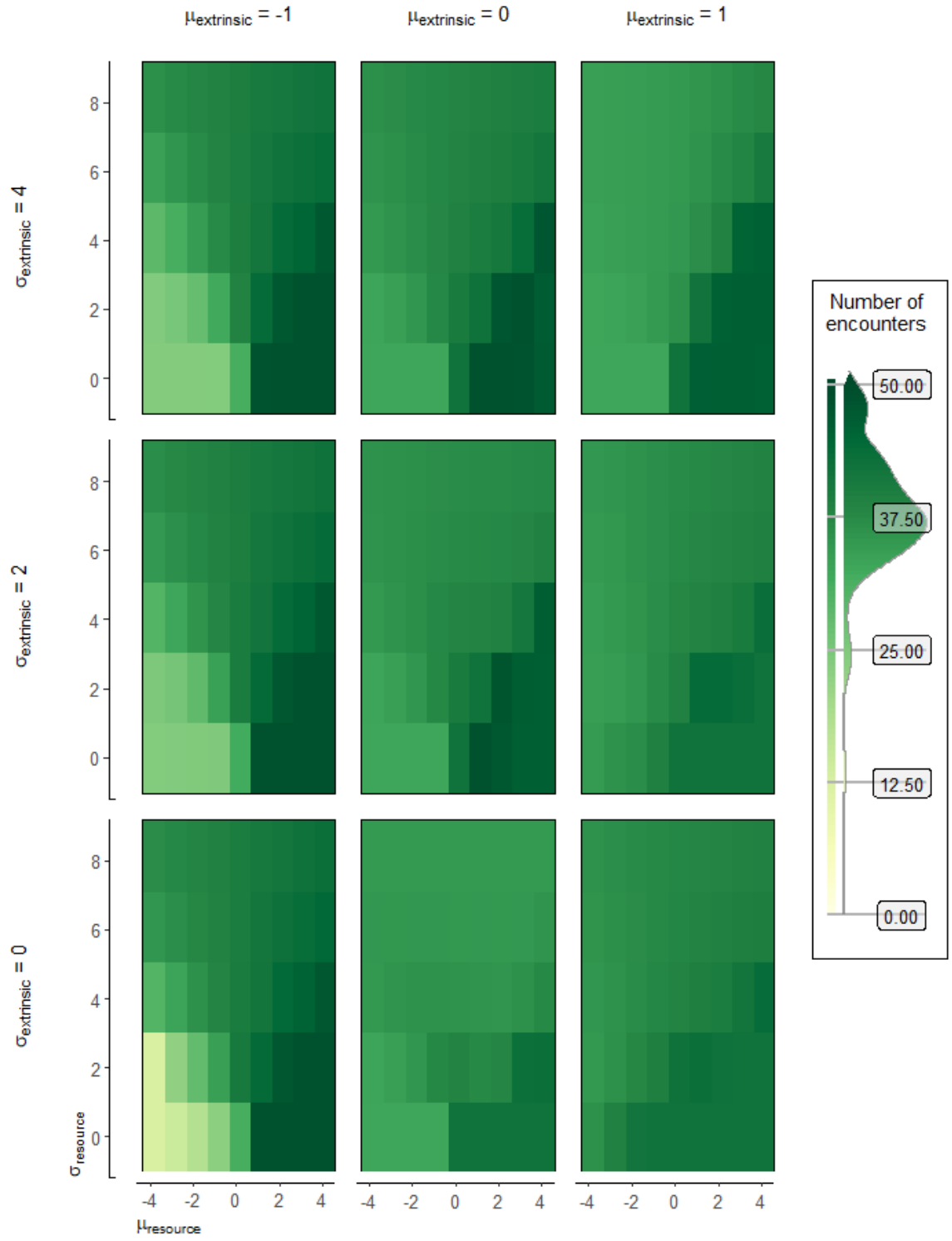
1.34. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



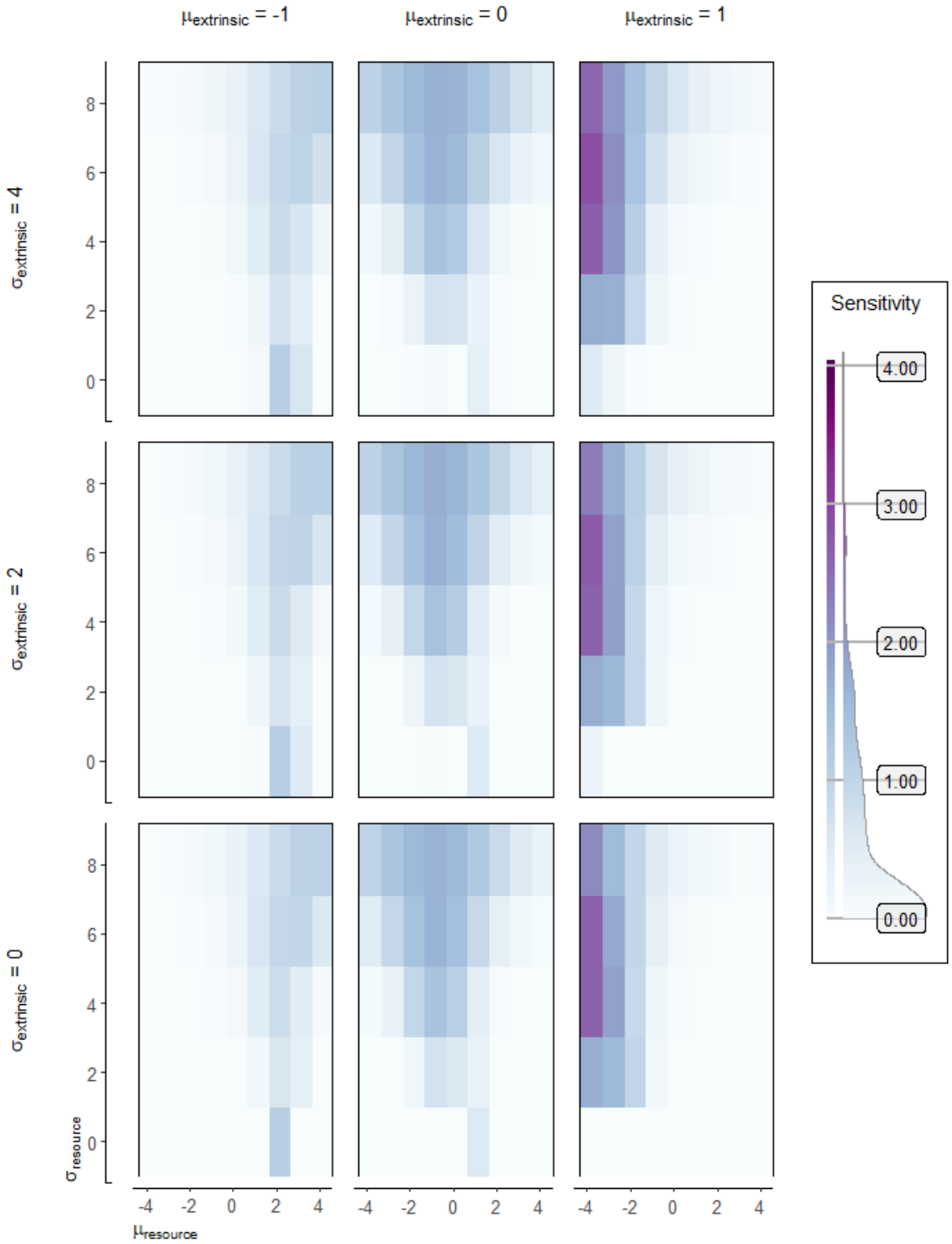
1.35. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



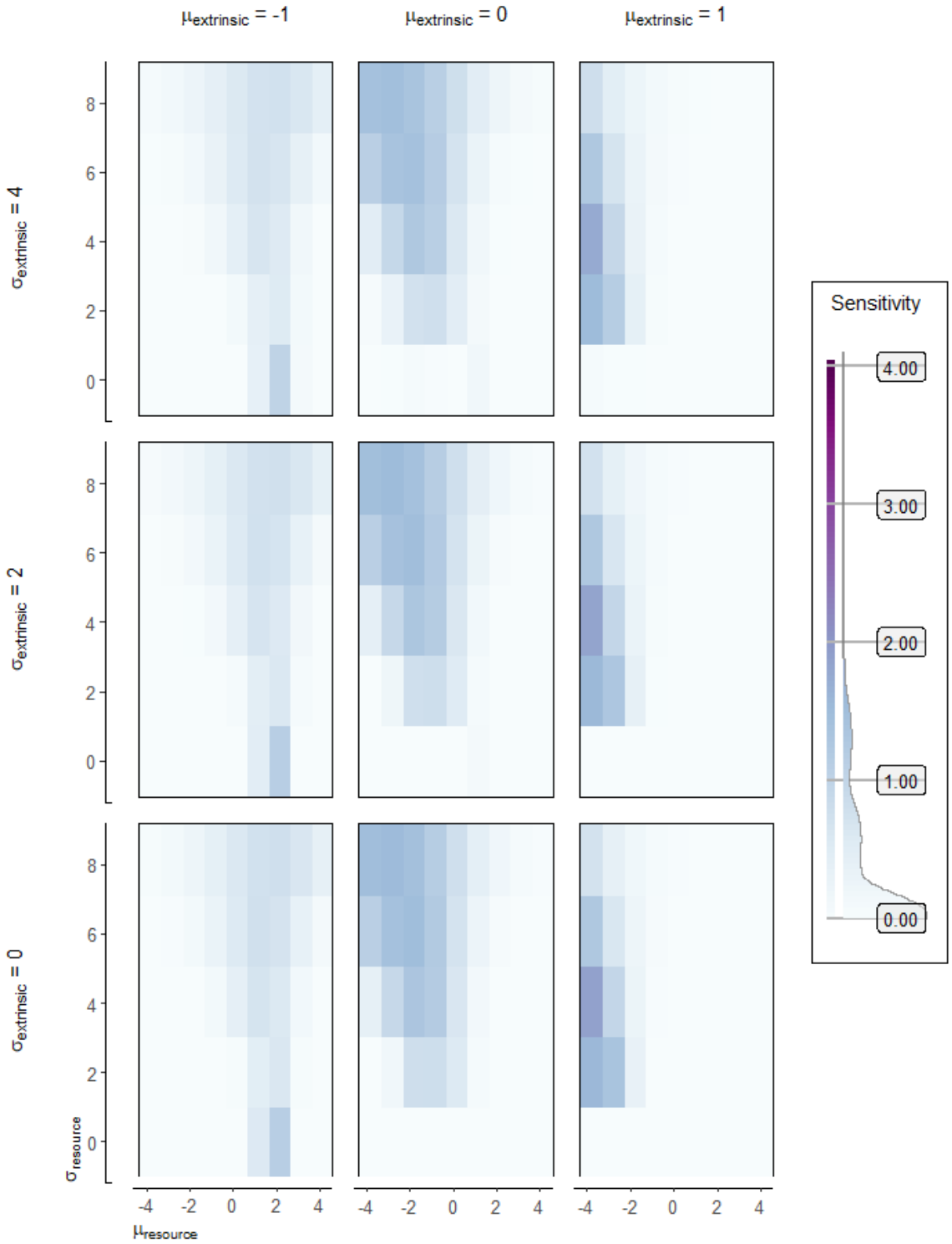
1.36. Number of future encounters

The expected number of future encounters. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value.



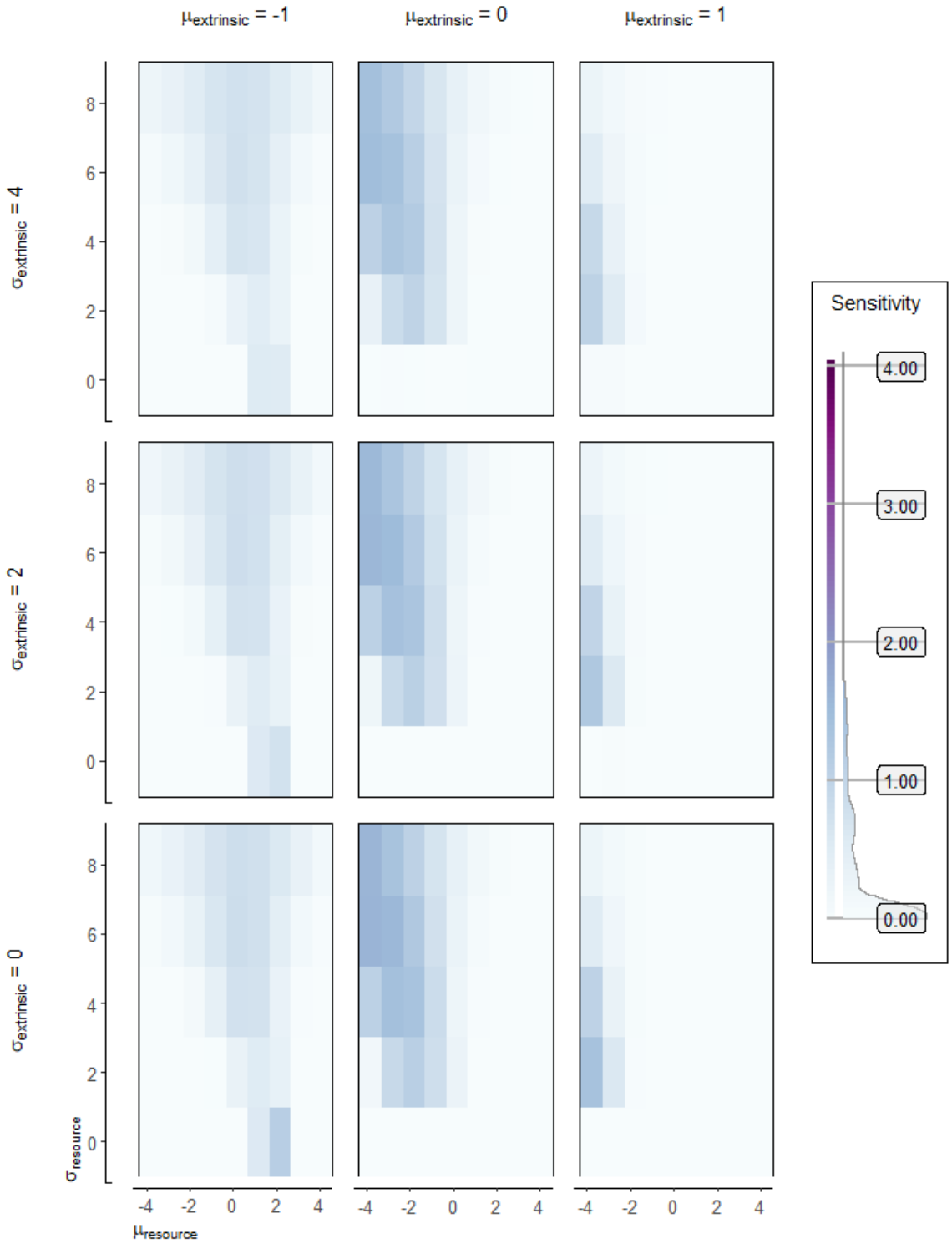
1.37. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



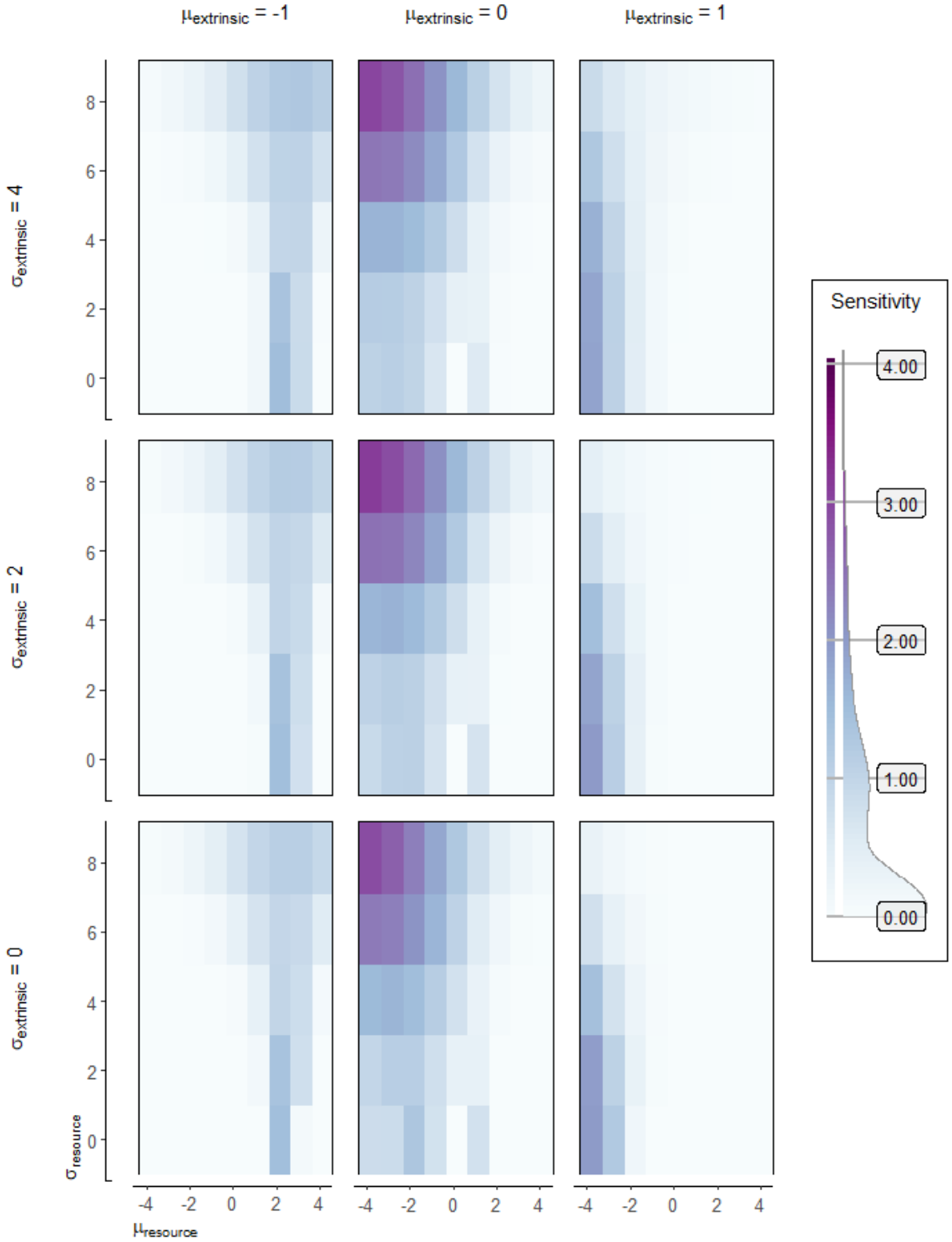
1.38. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



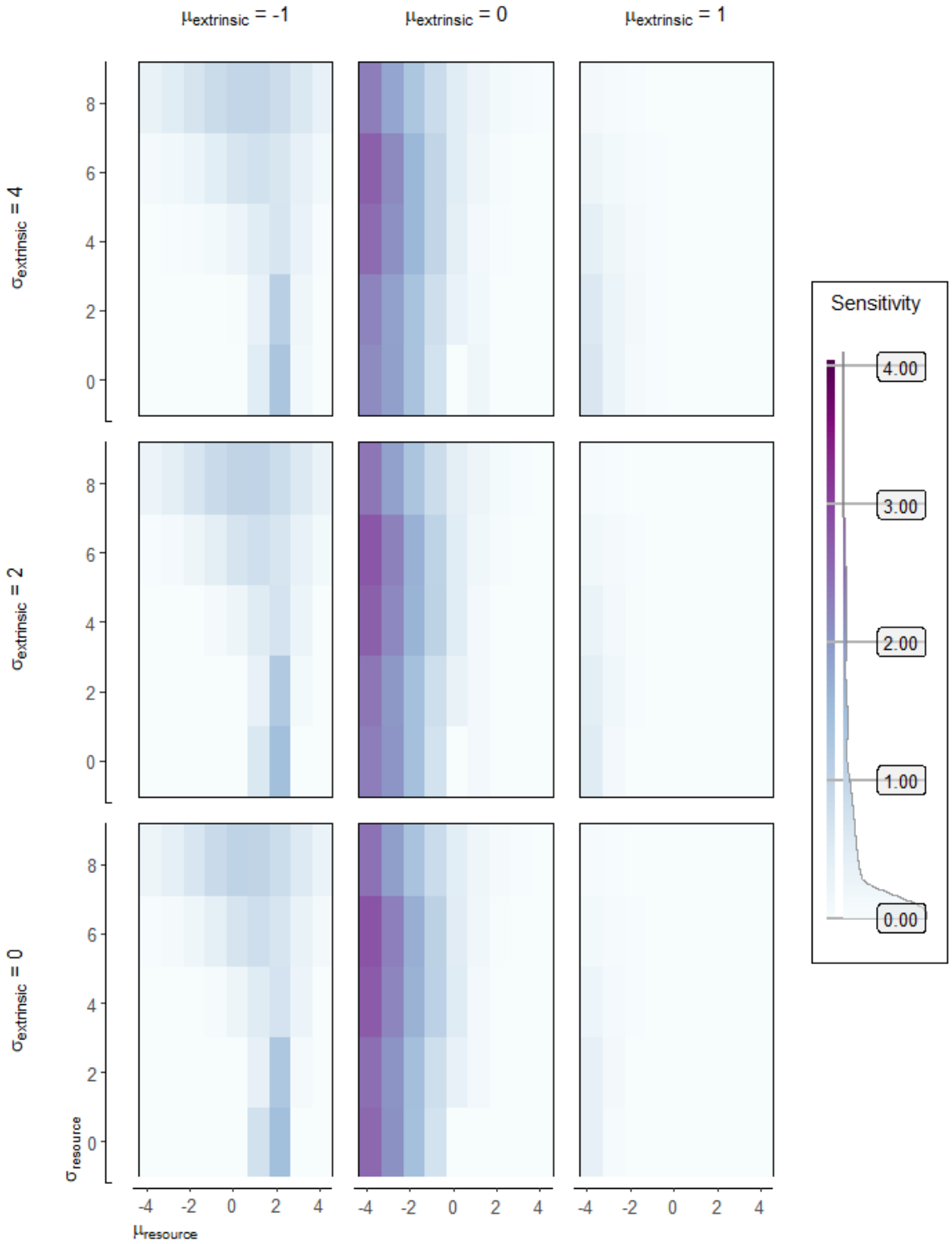
1.39. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



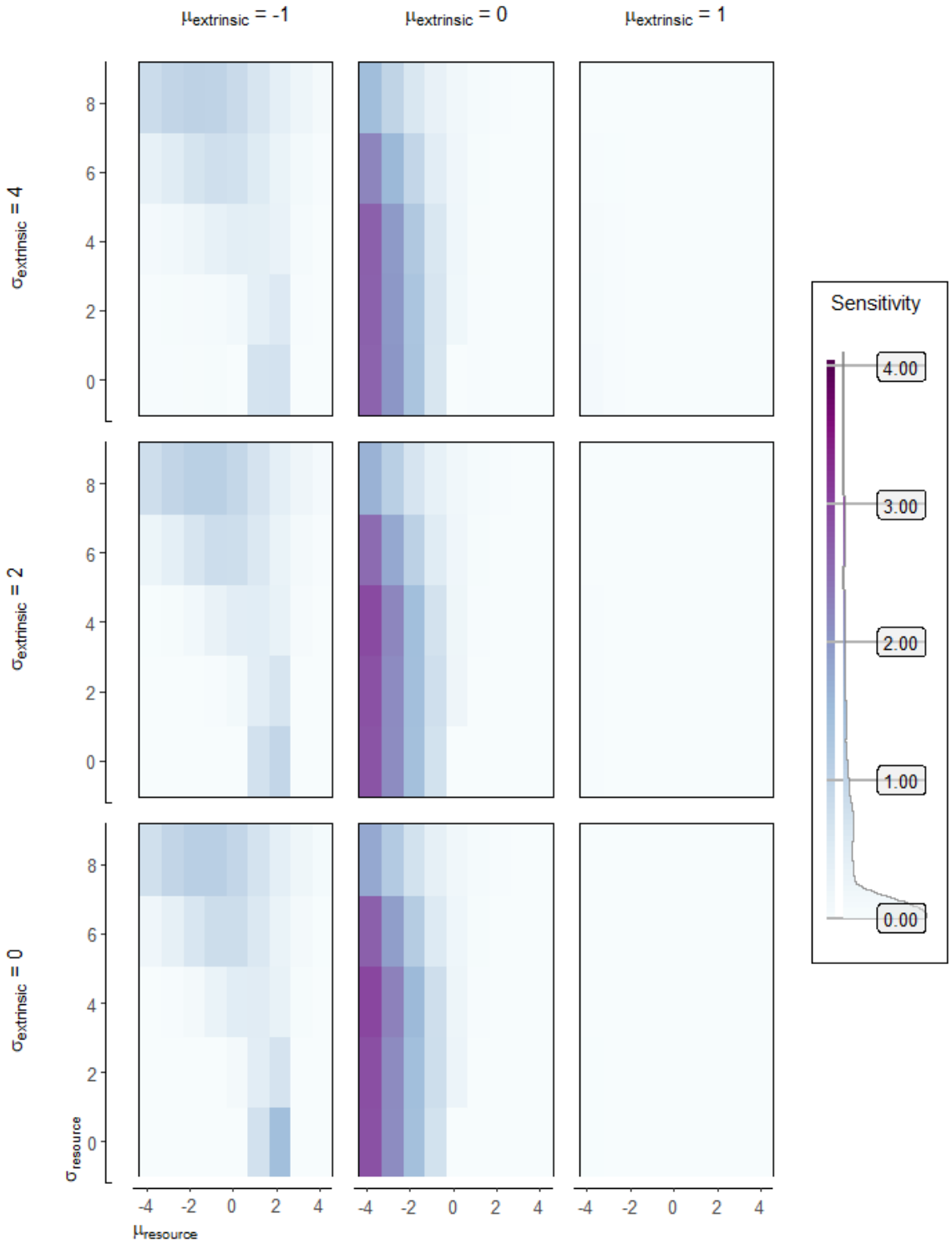
1.40. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



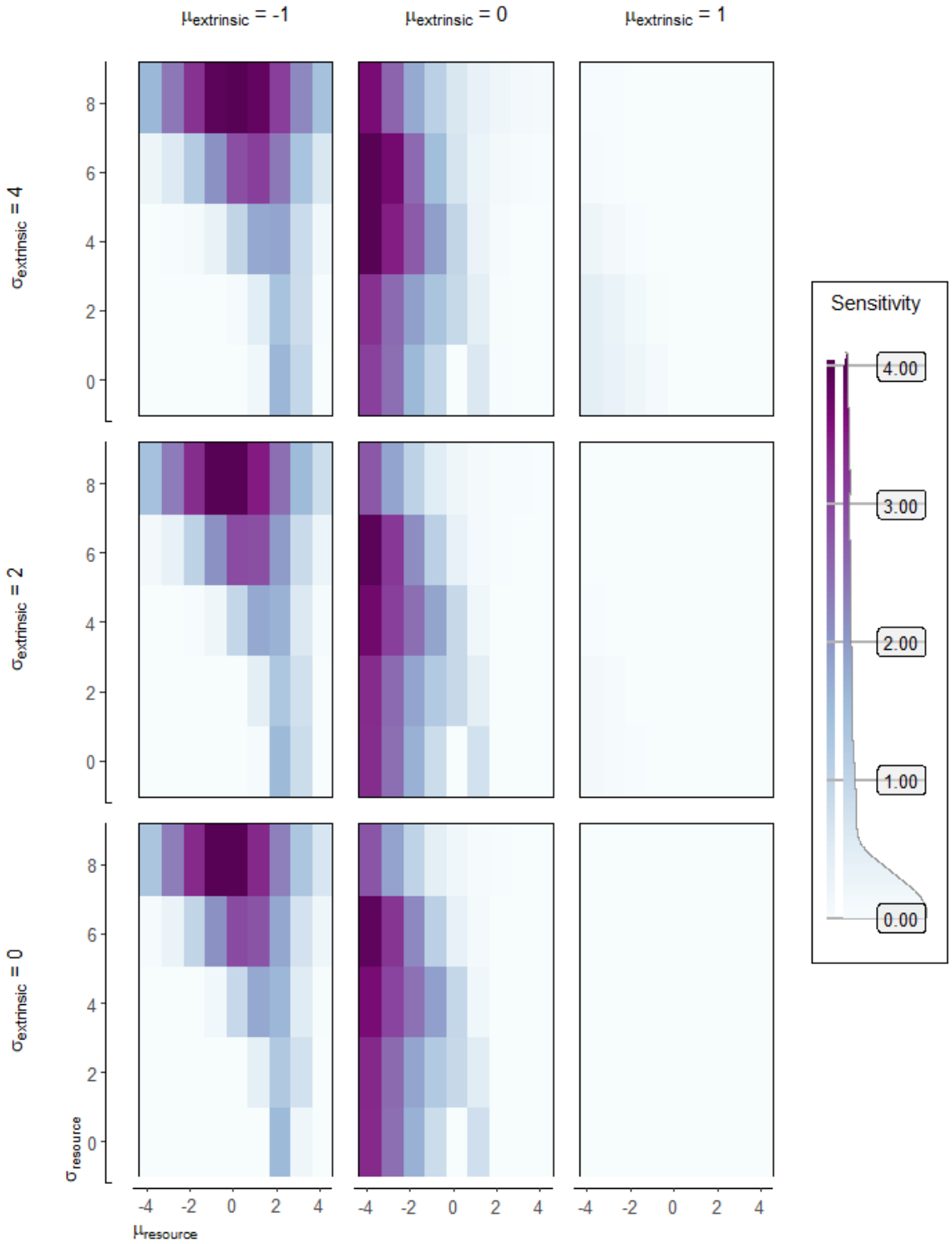
1.41. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



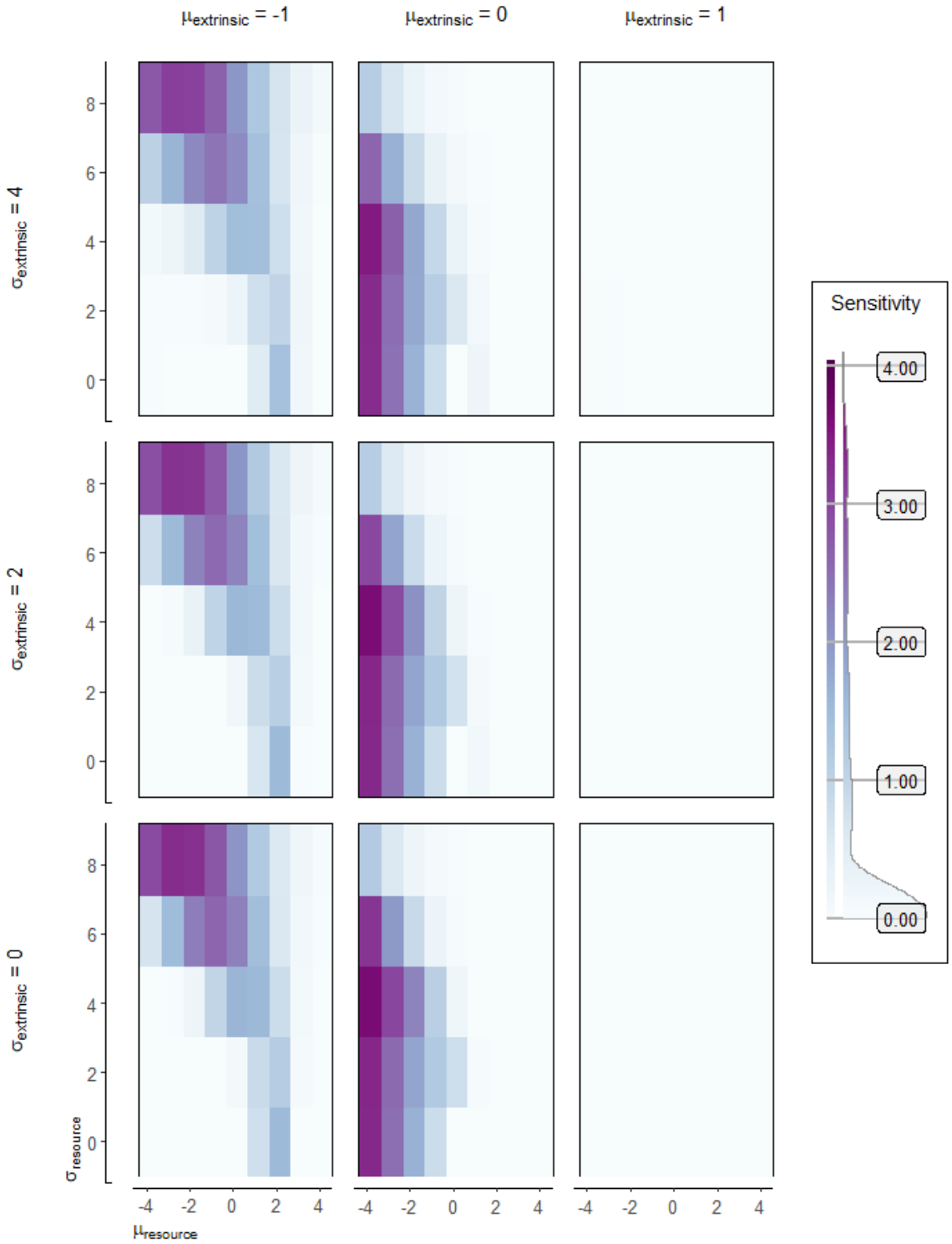
1.42. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



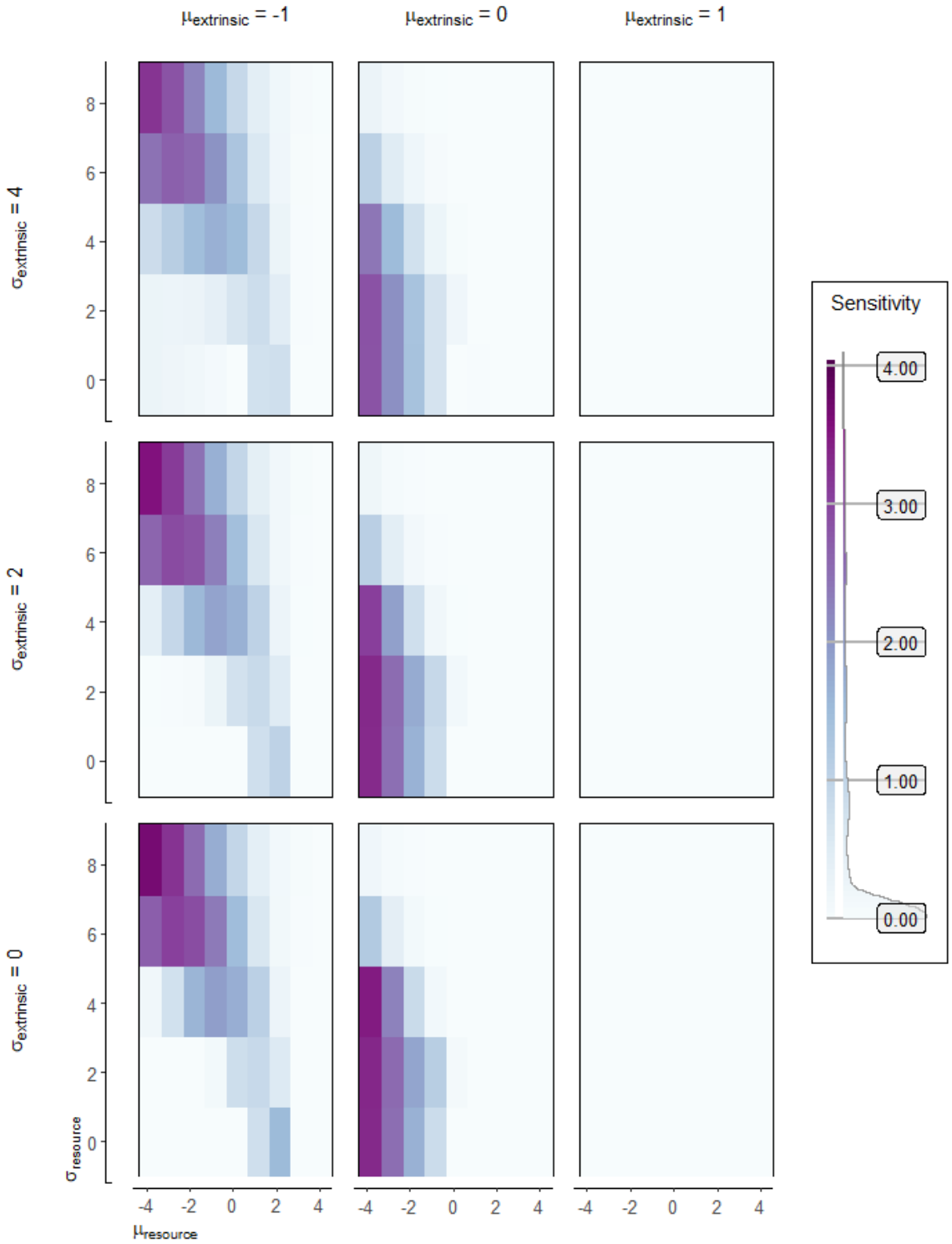
1.43. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



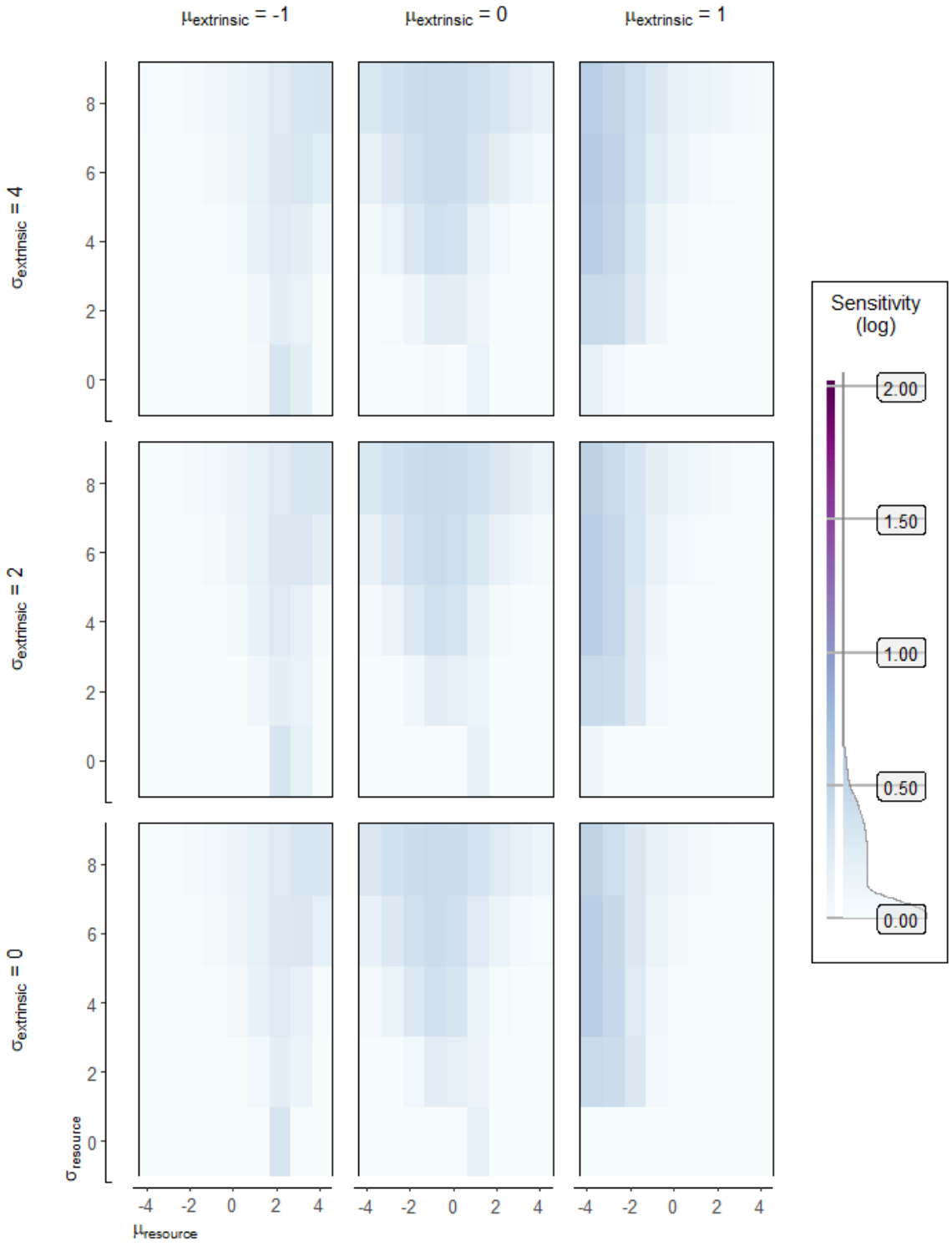
1.44. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



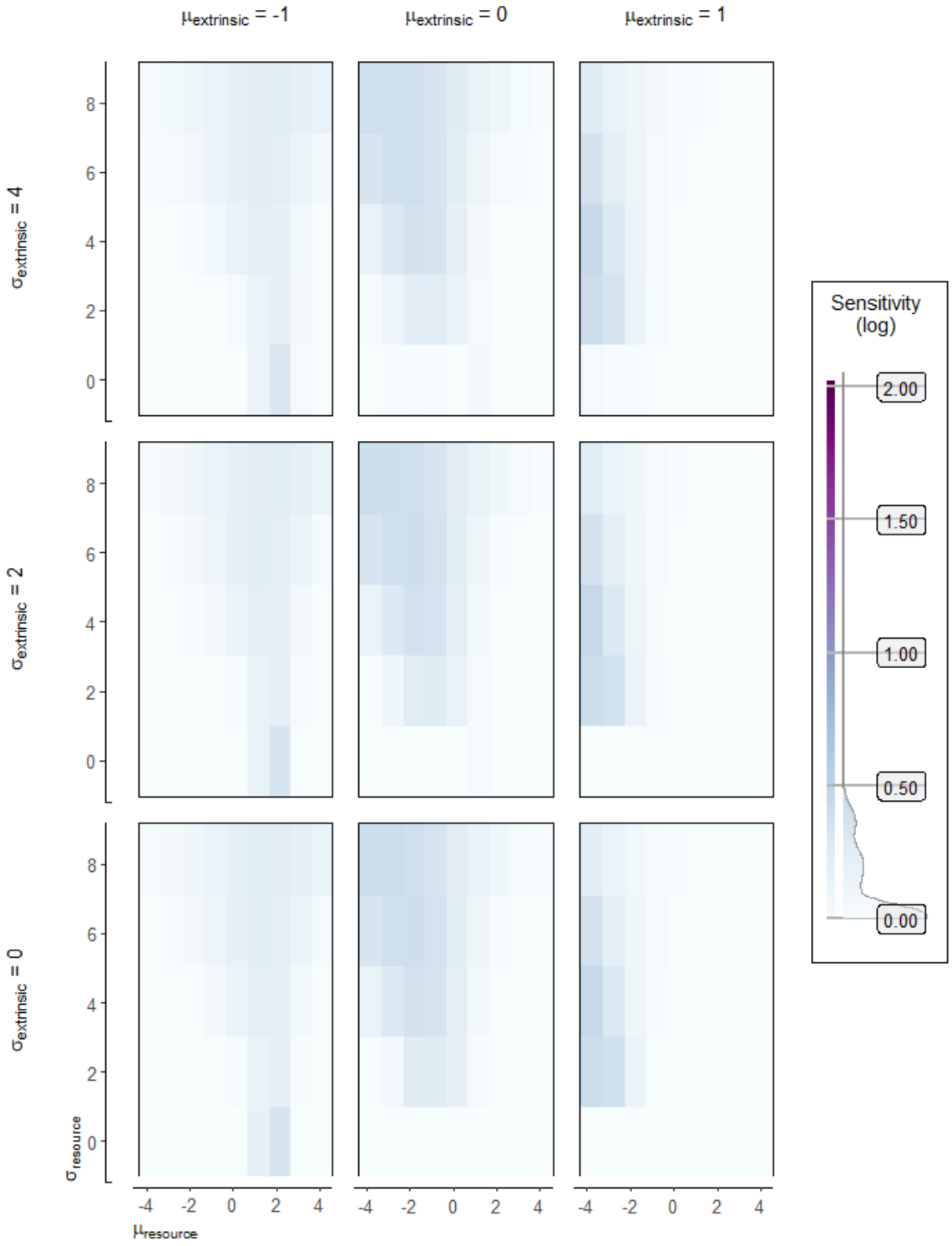
1.45. Sensivity

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? Capped at 4. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1 (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



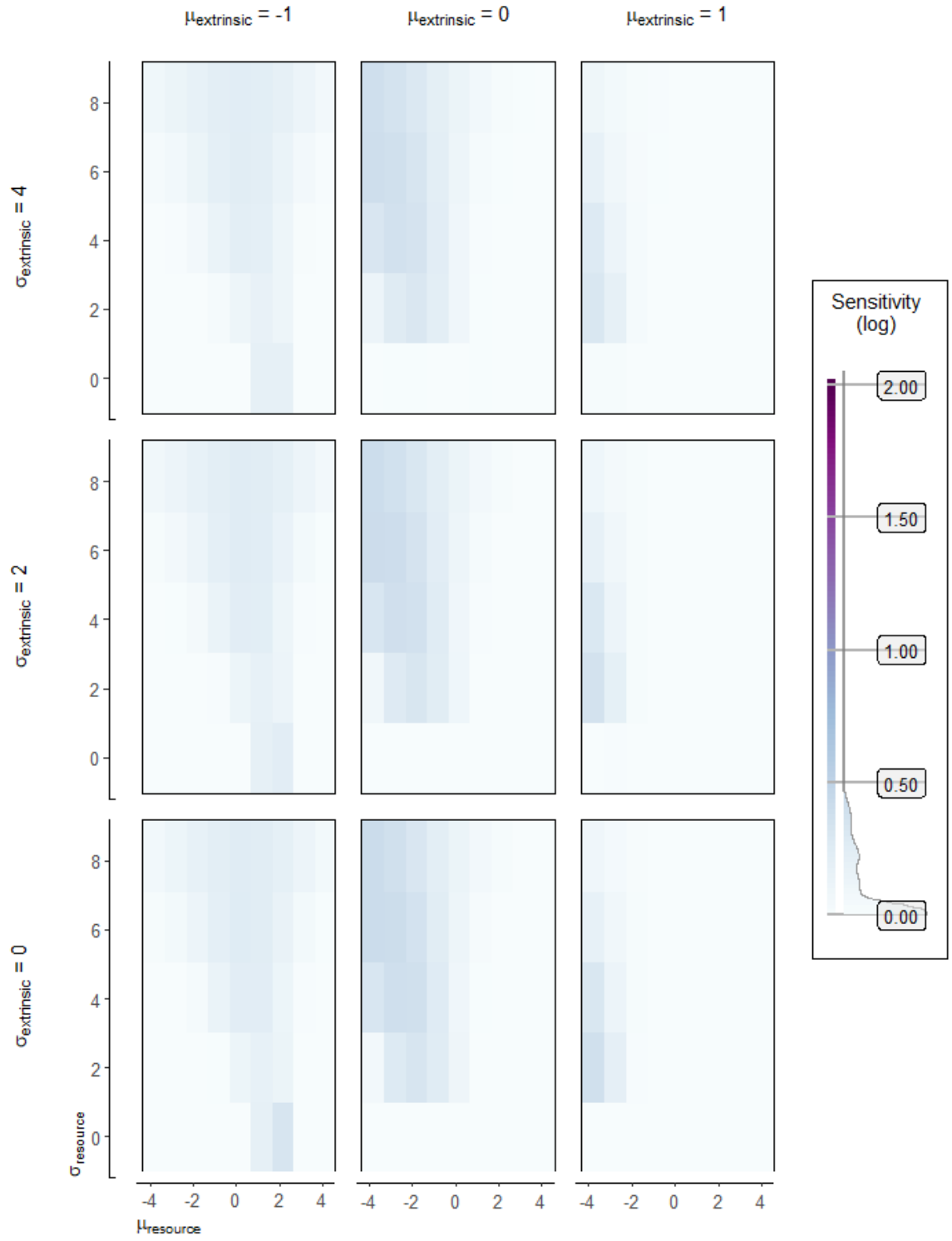
1.46. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



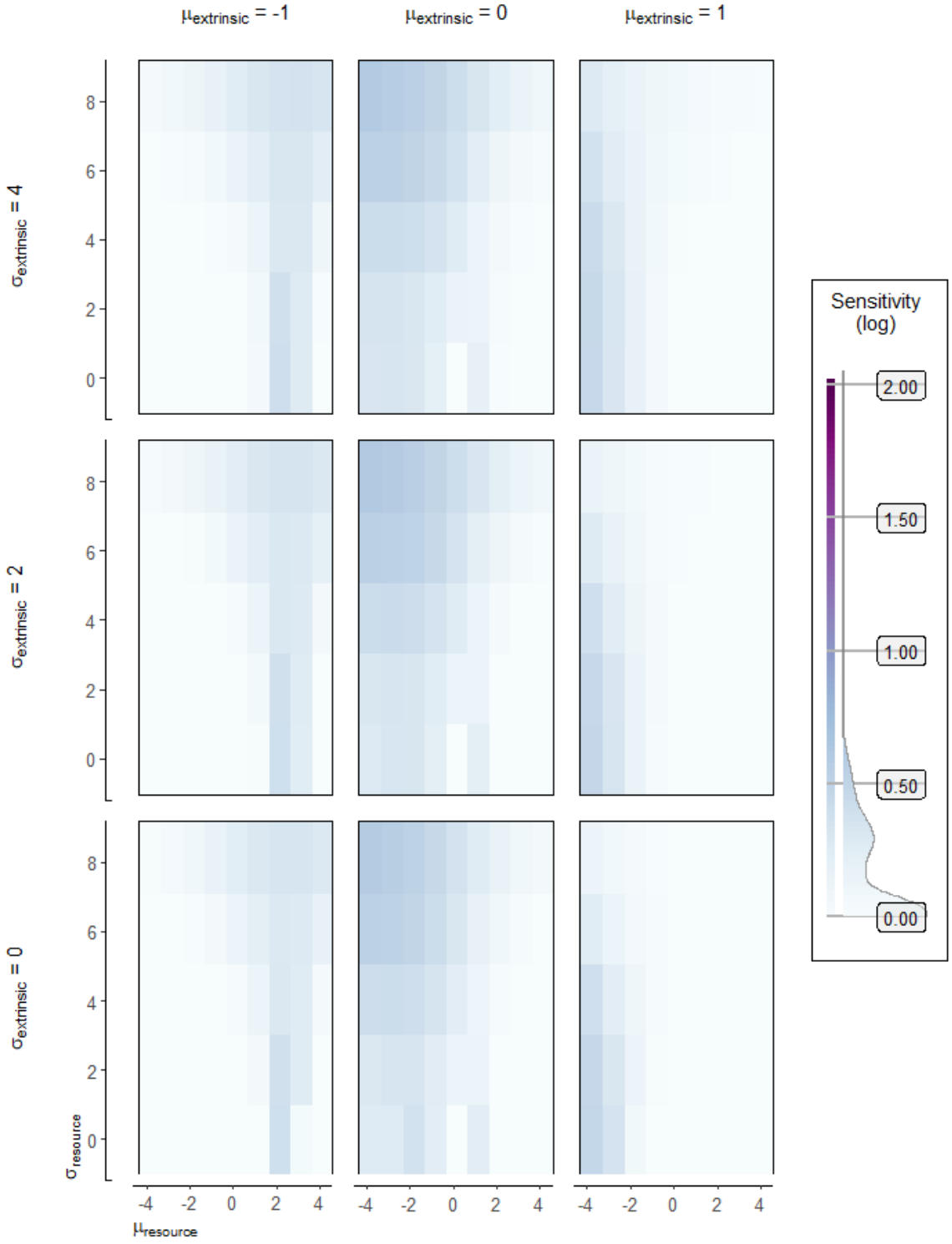
1.47. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



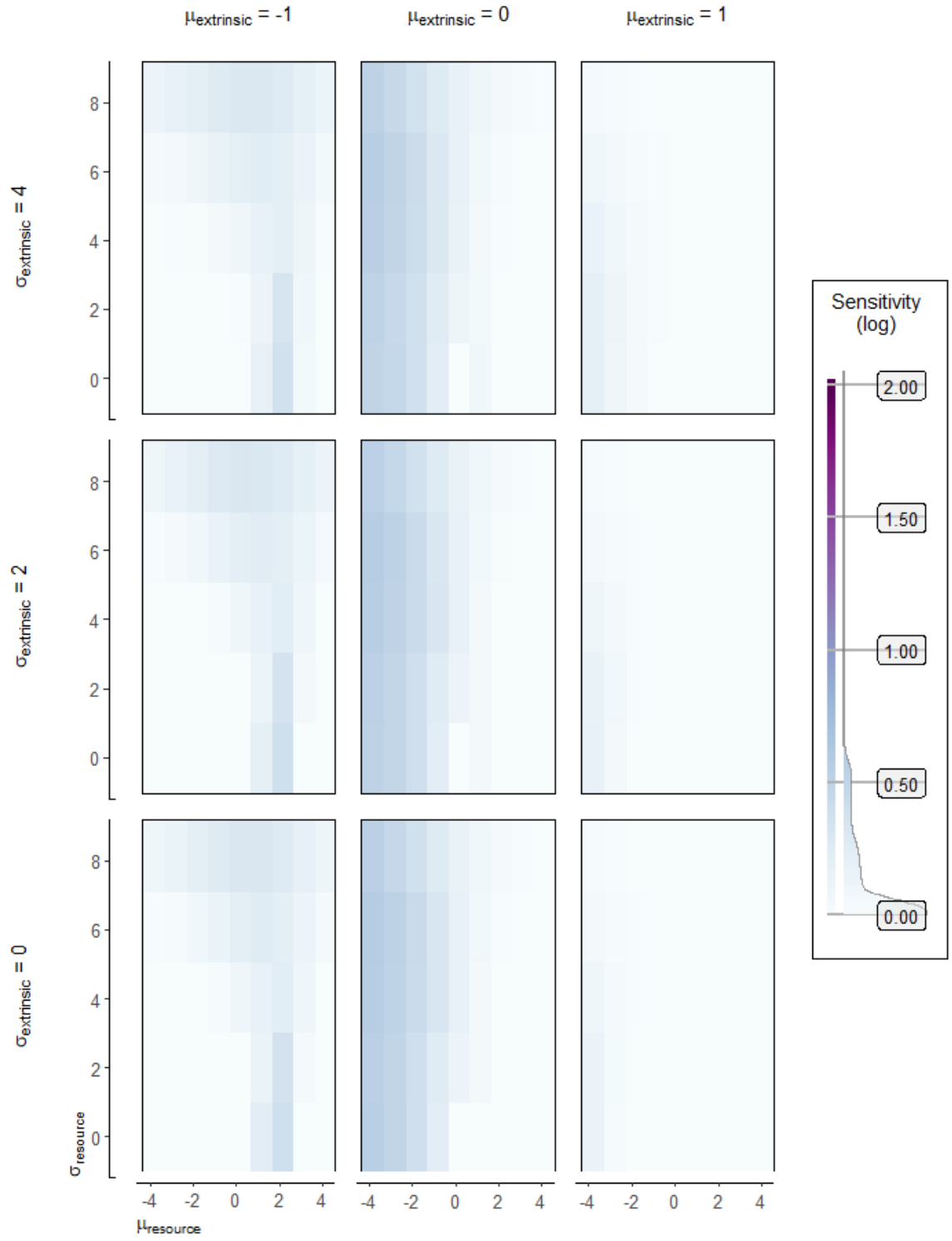
1.48. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



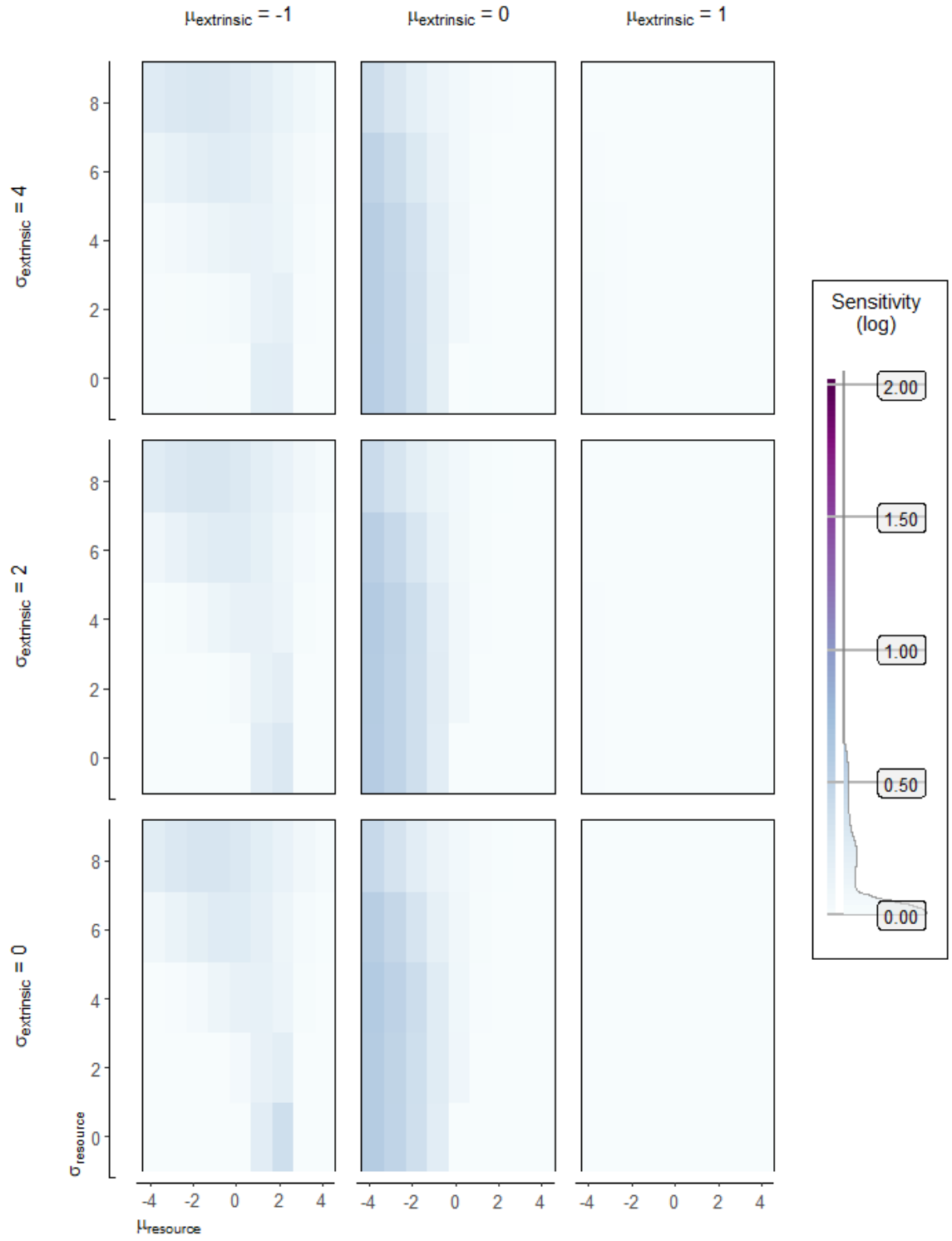
1.49. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



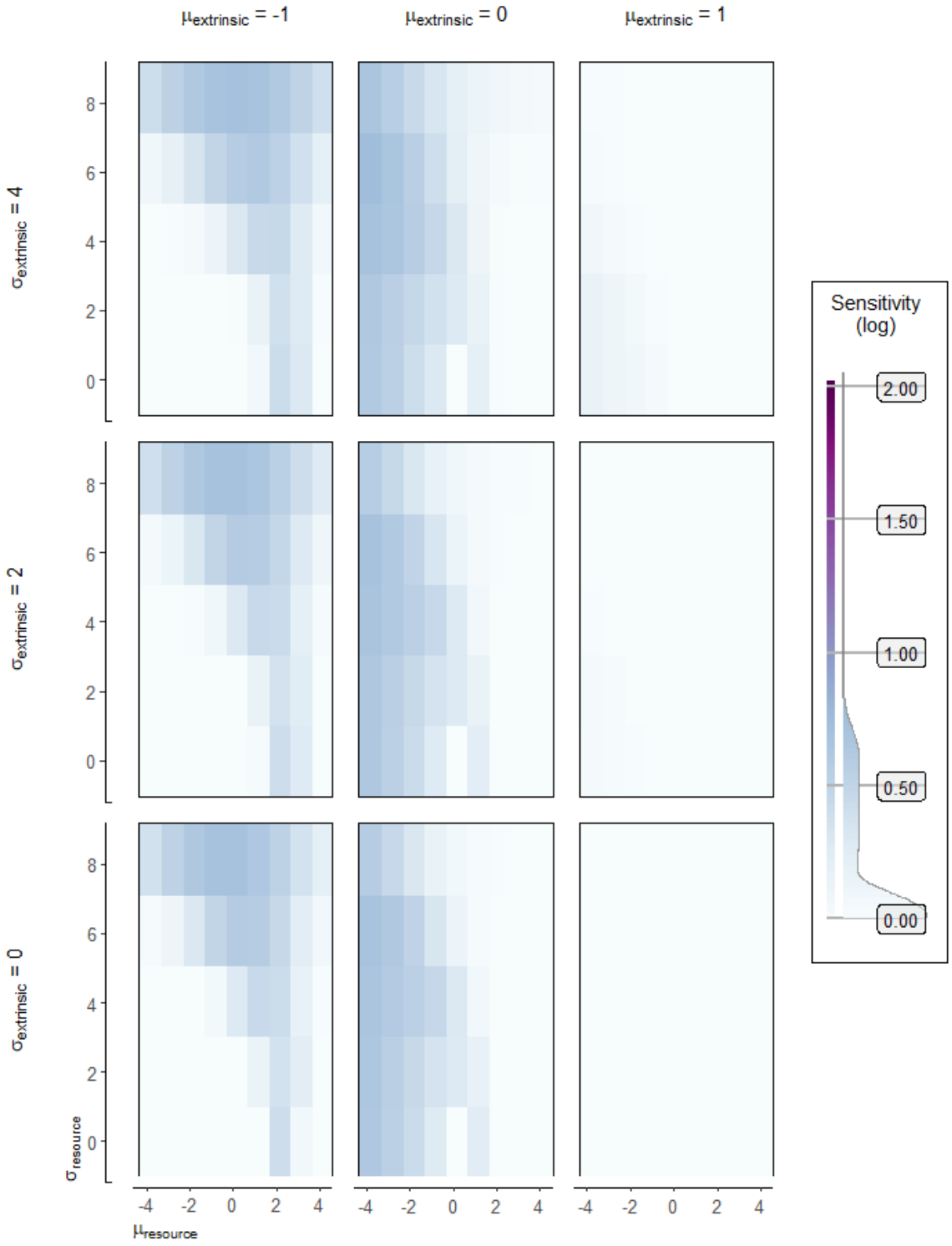
1.50. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



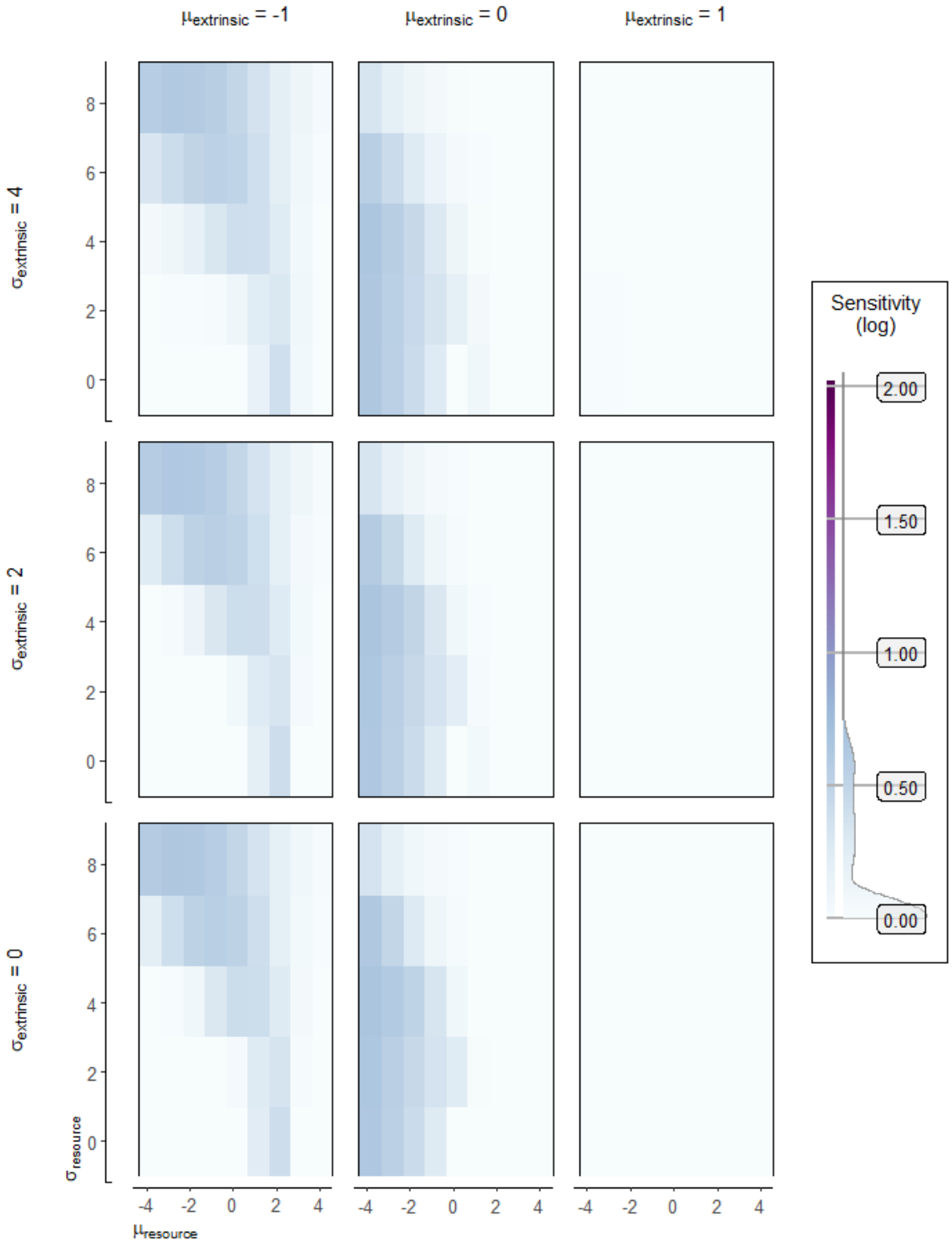
1.51. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



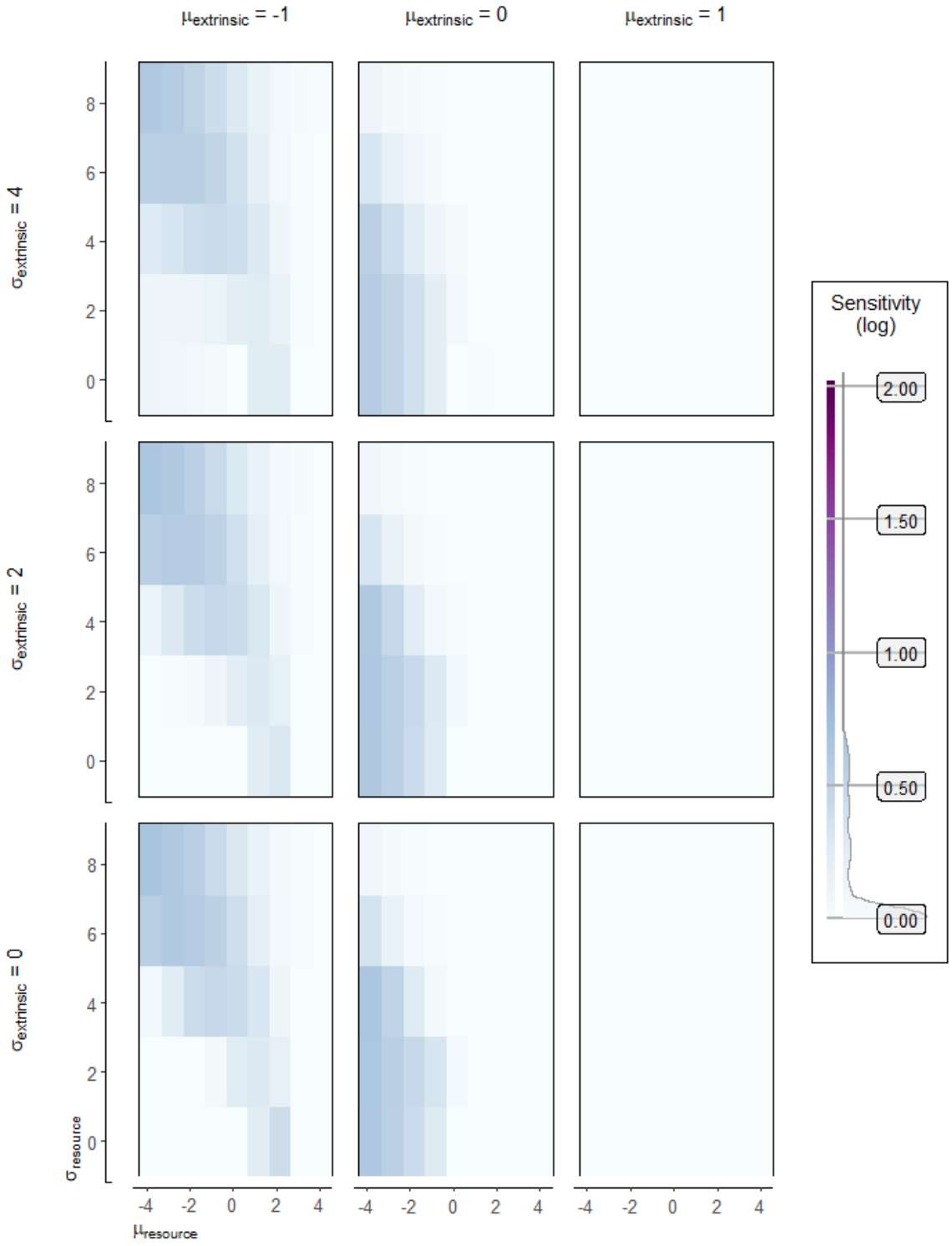
1.52. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



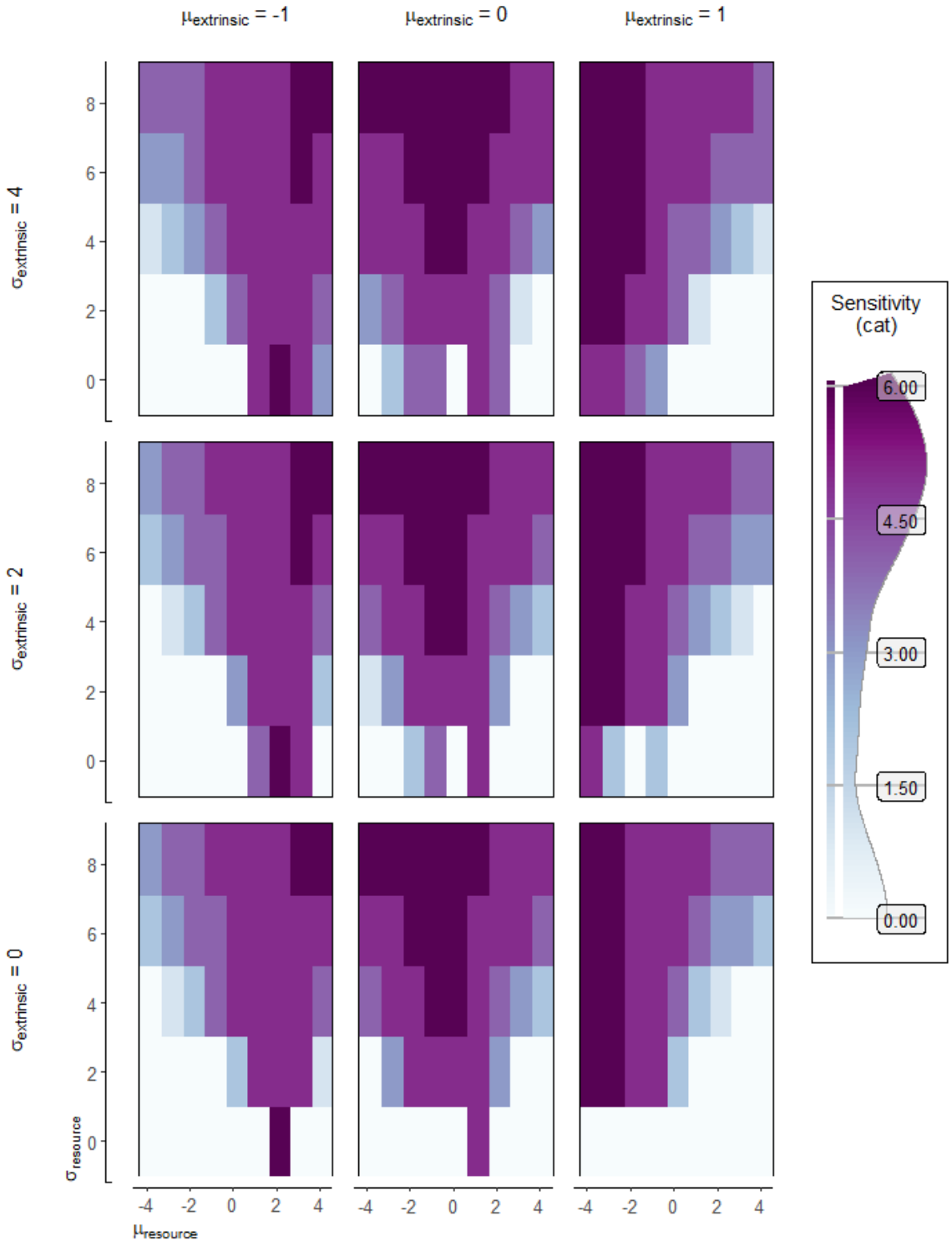
1.53. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



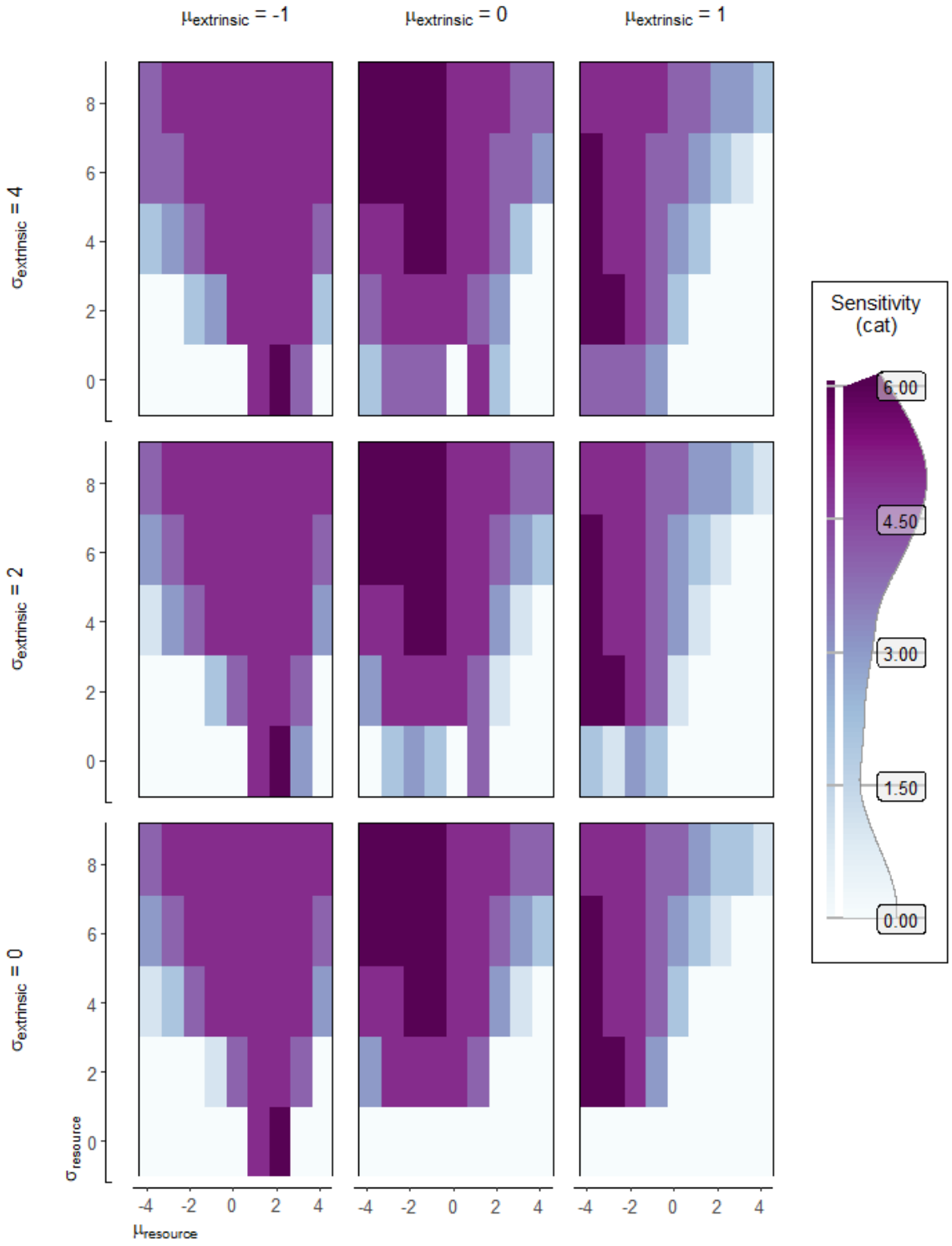
1.54. Sensitivity (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



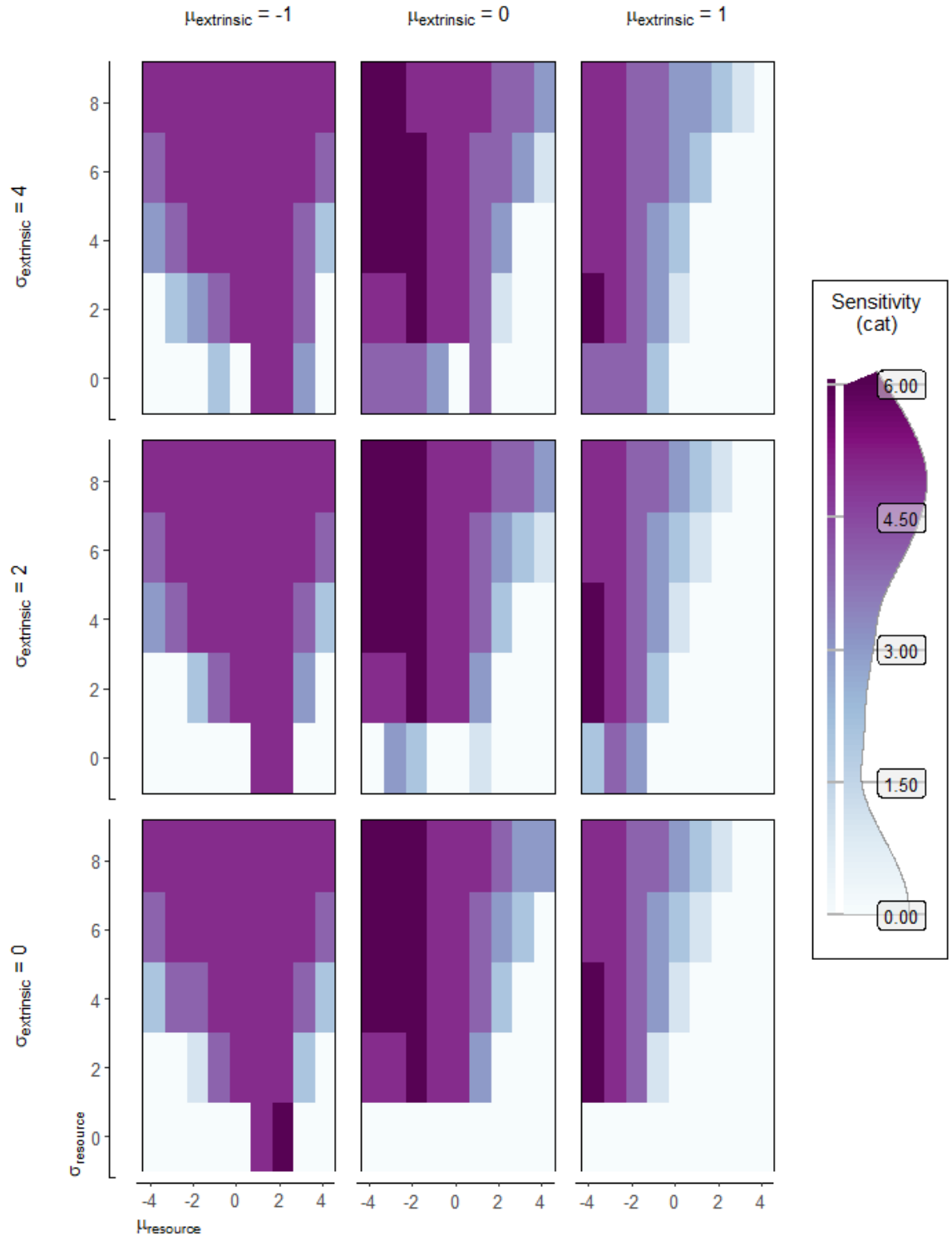
1.55. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



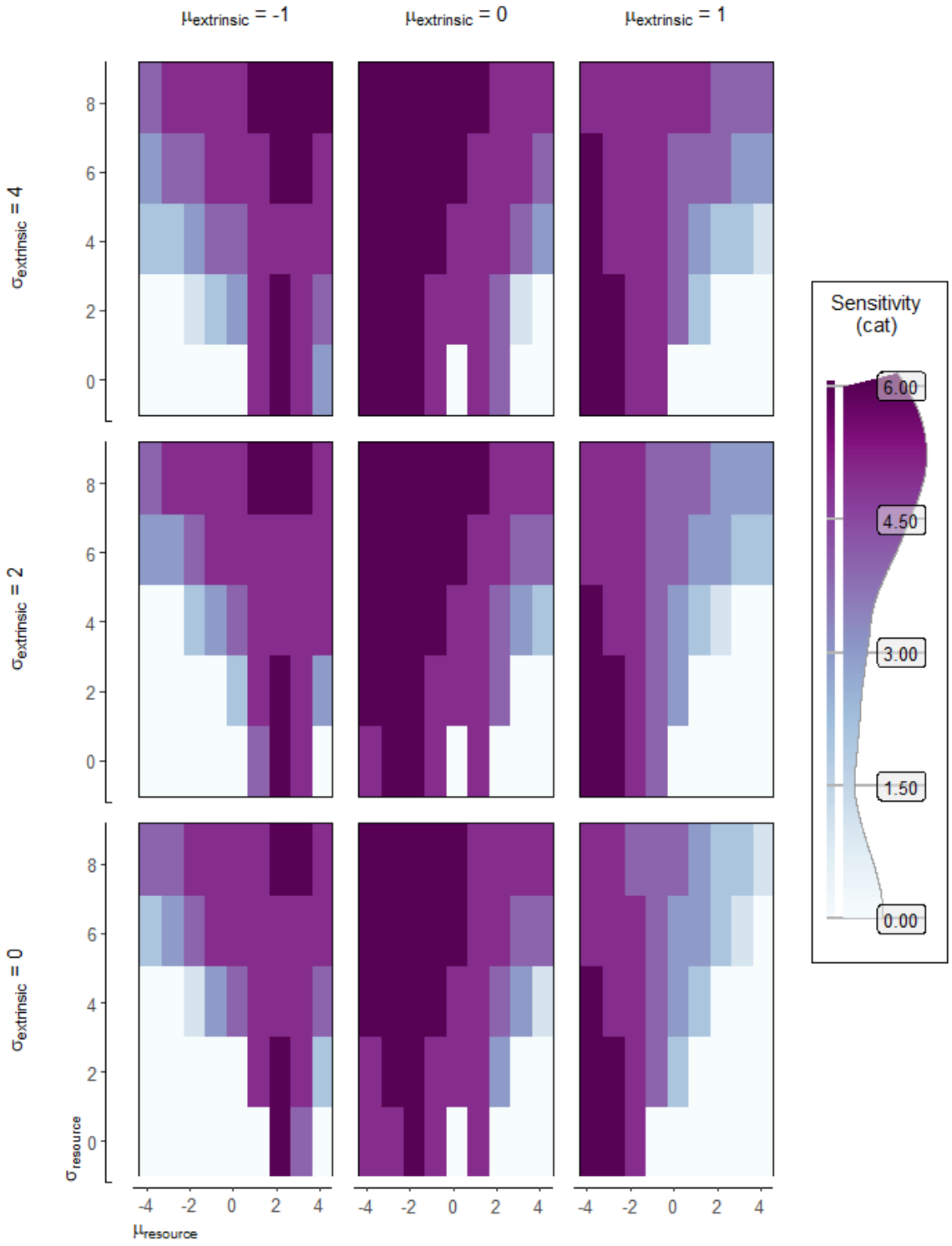
1.56. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



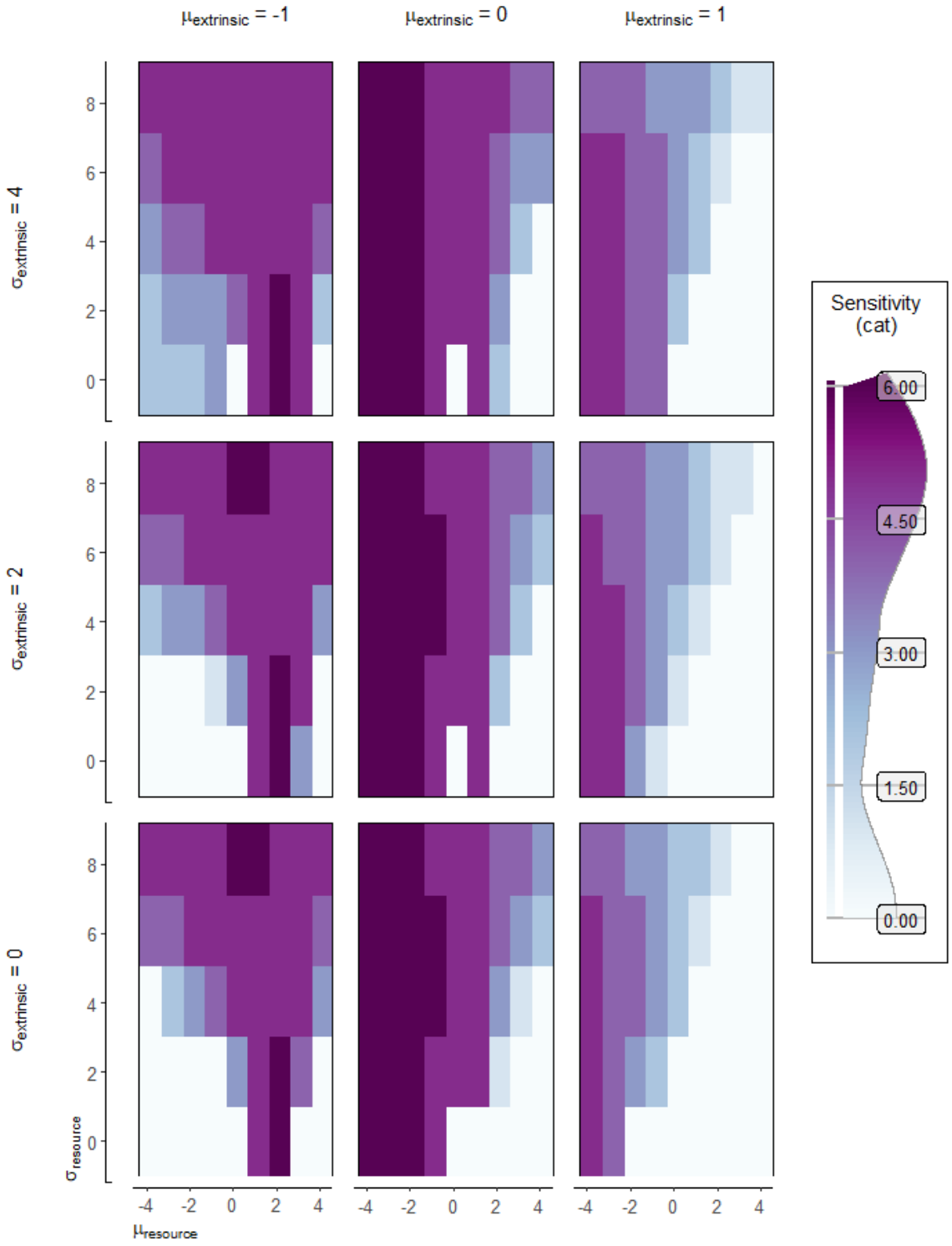
1.57. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



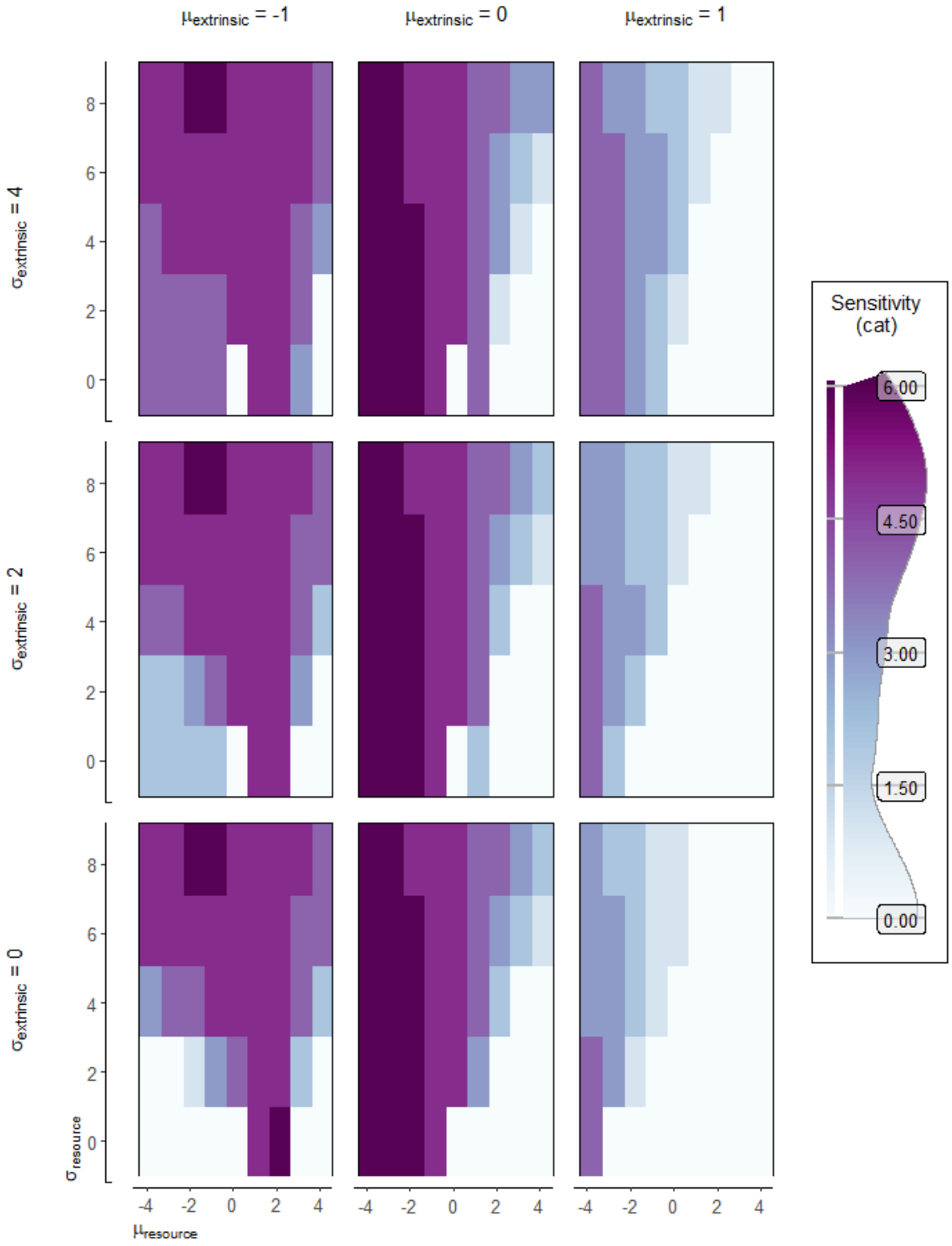
1.58. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



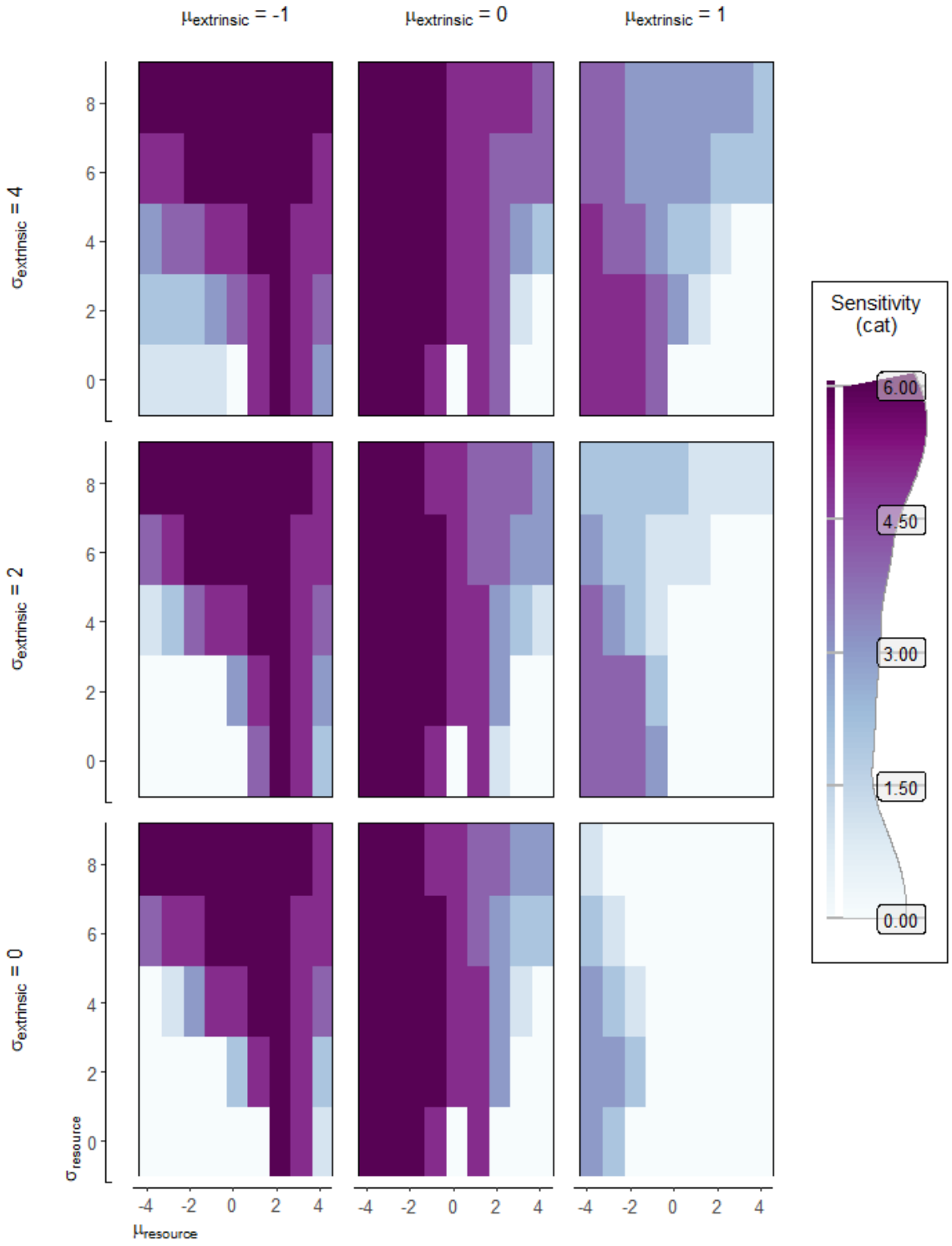
1.59. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



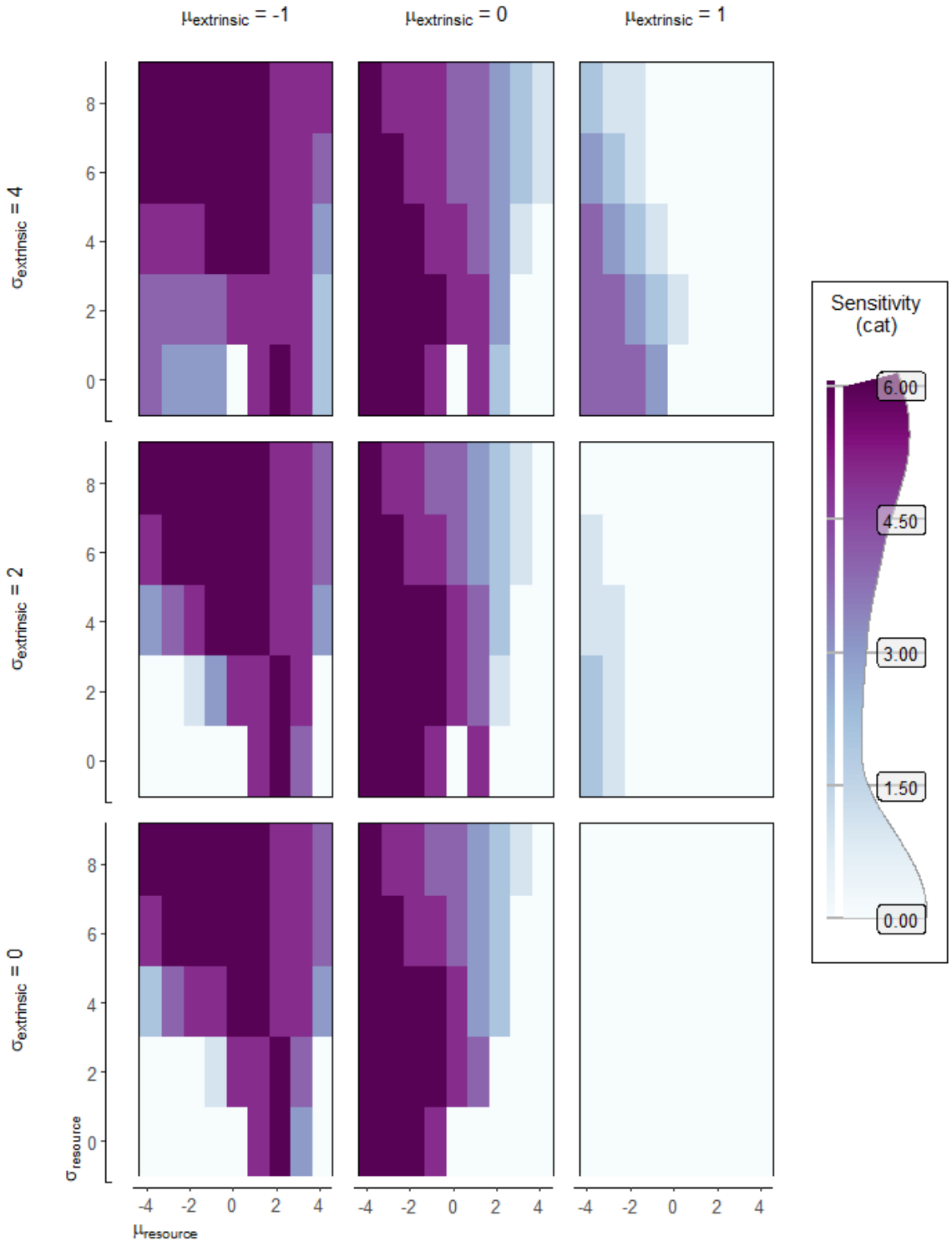
1.60. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



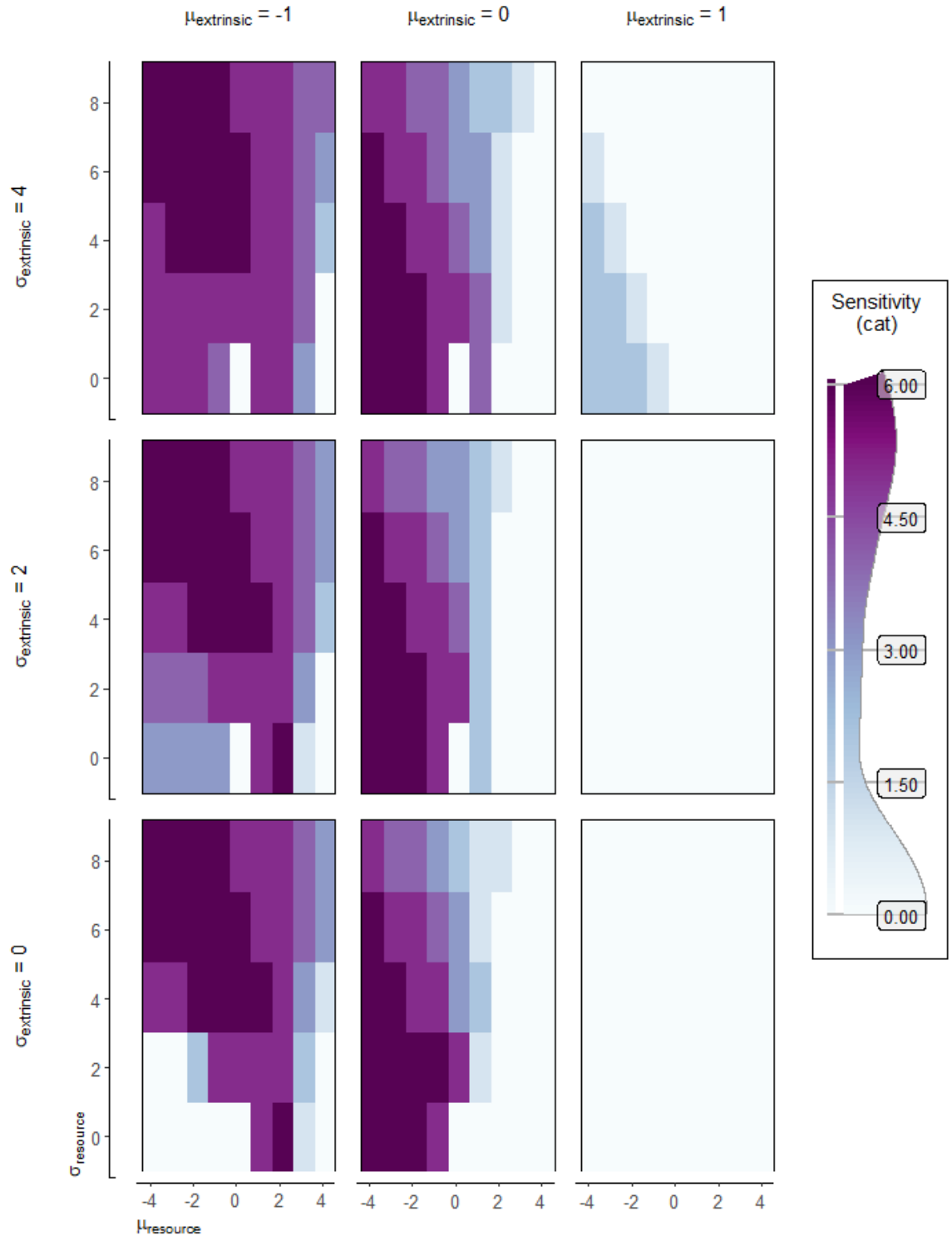
1.61. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



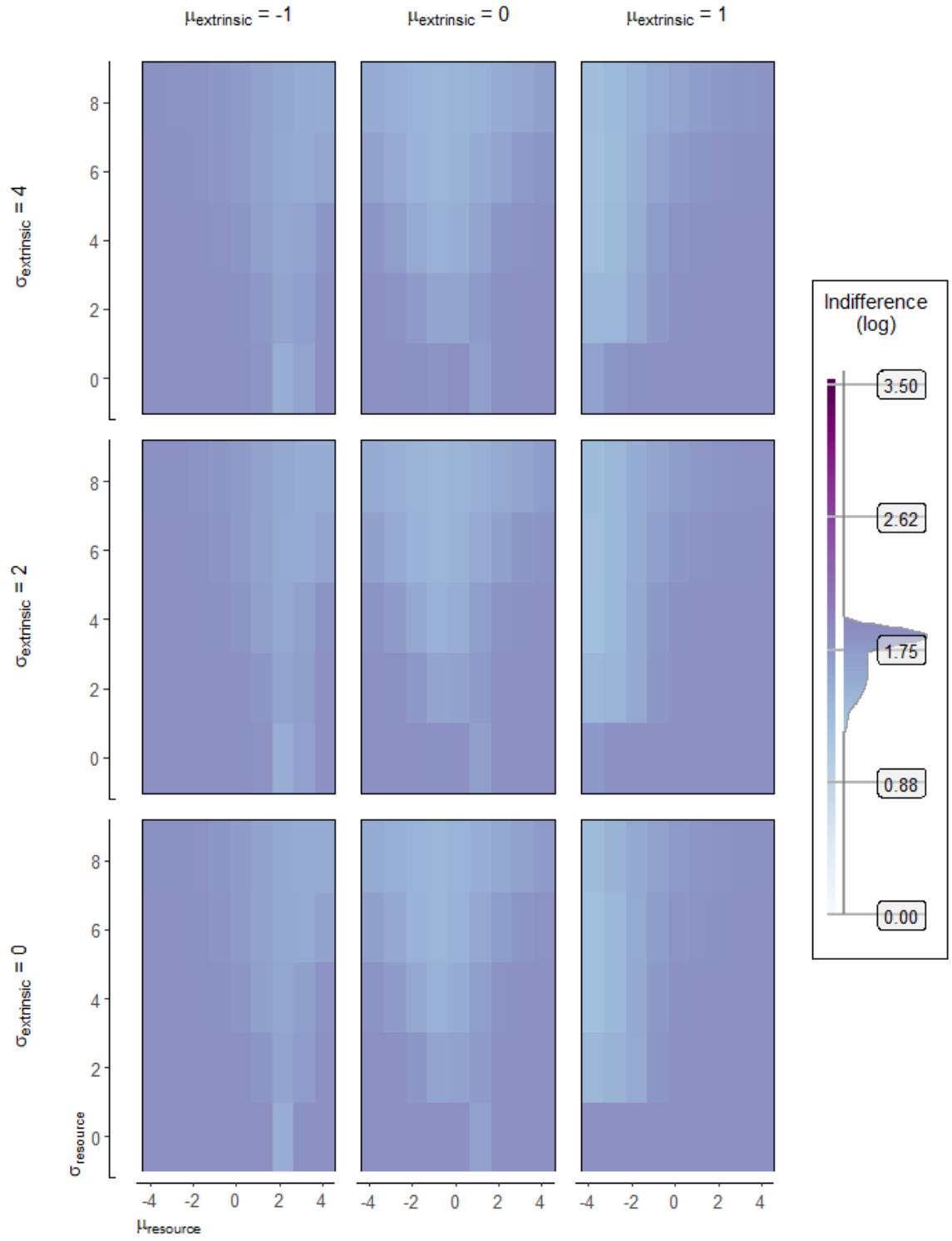
1.62. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



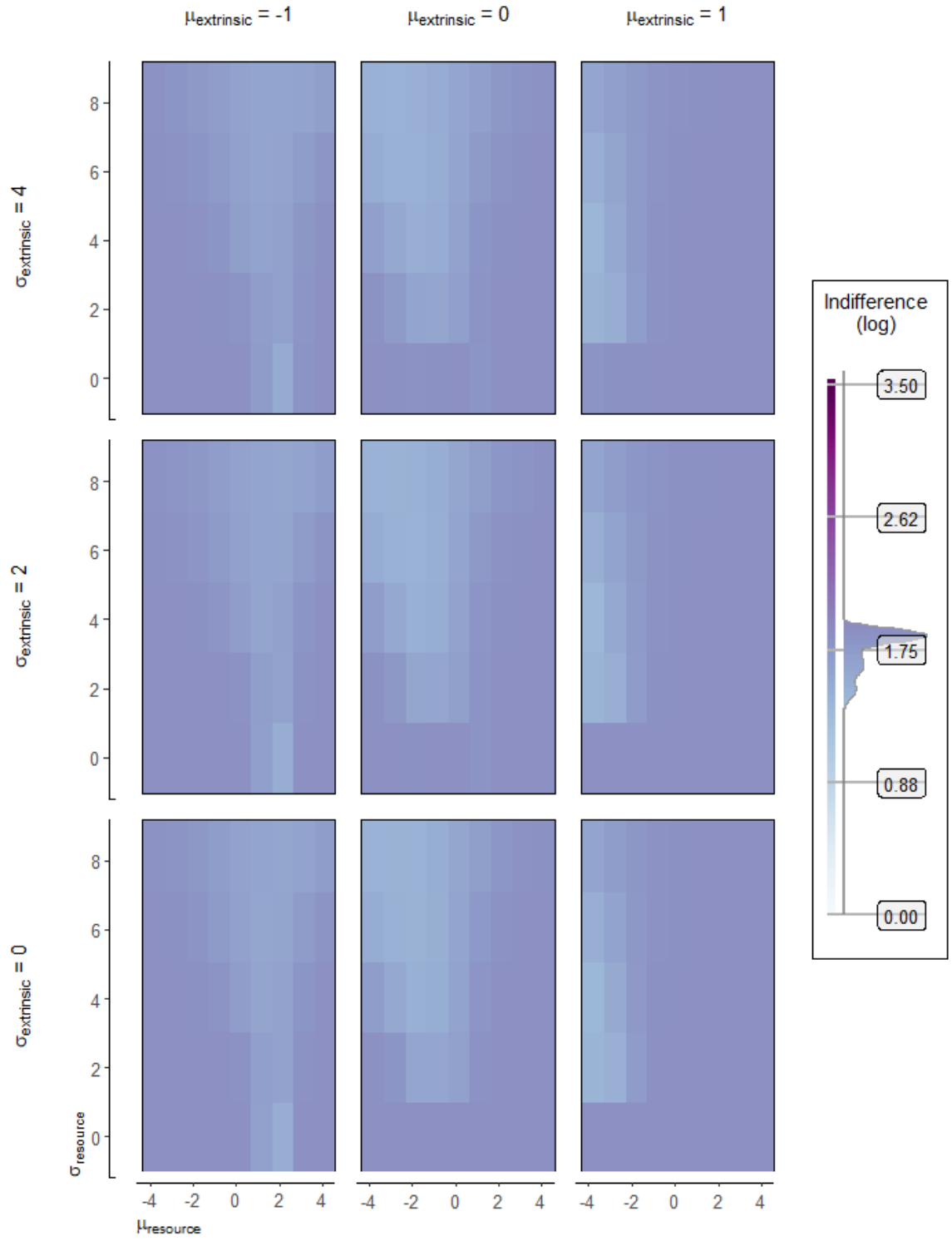
1.63. Sensivity (categorical)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (Log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



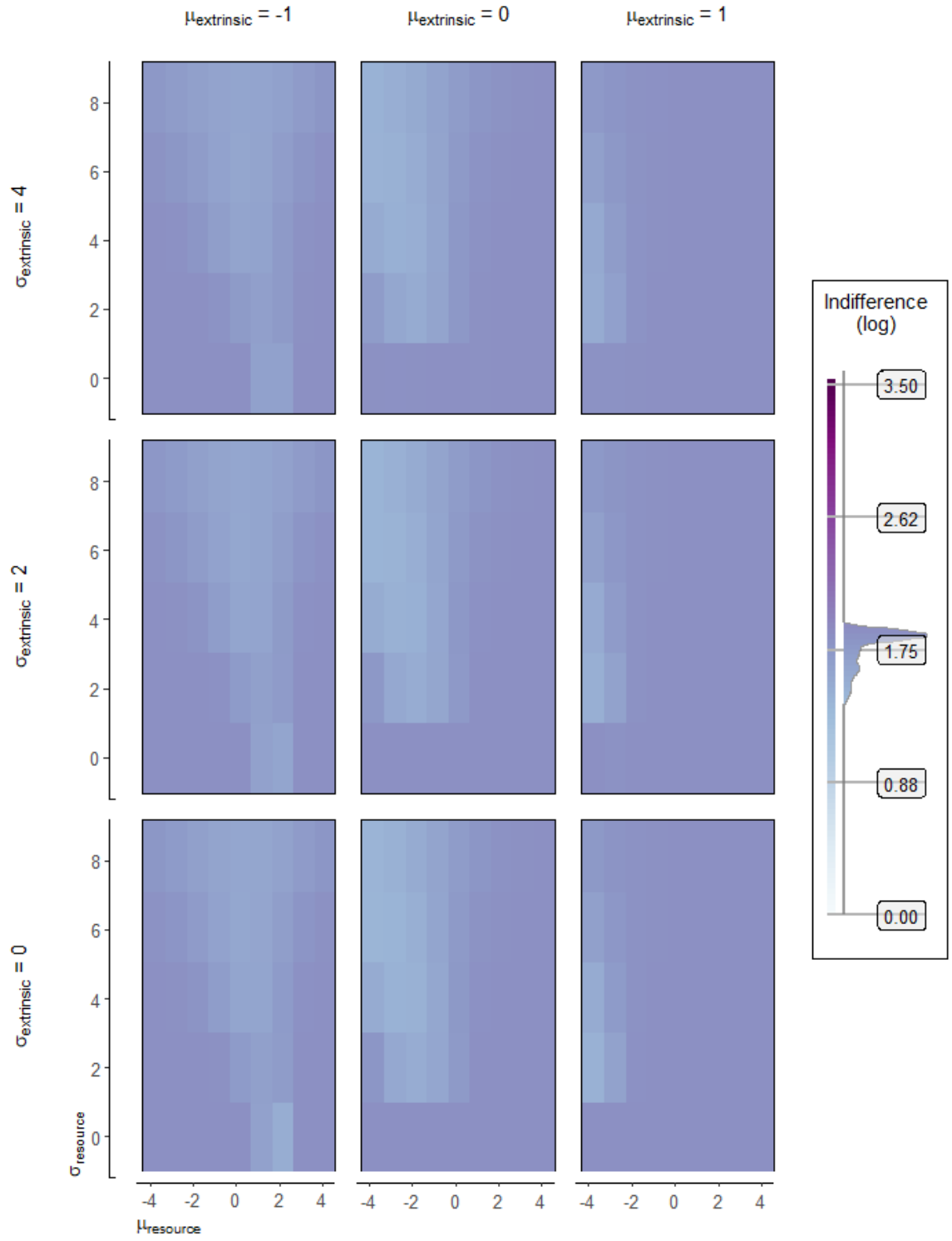
1.64. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



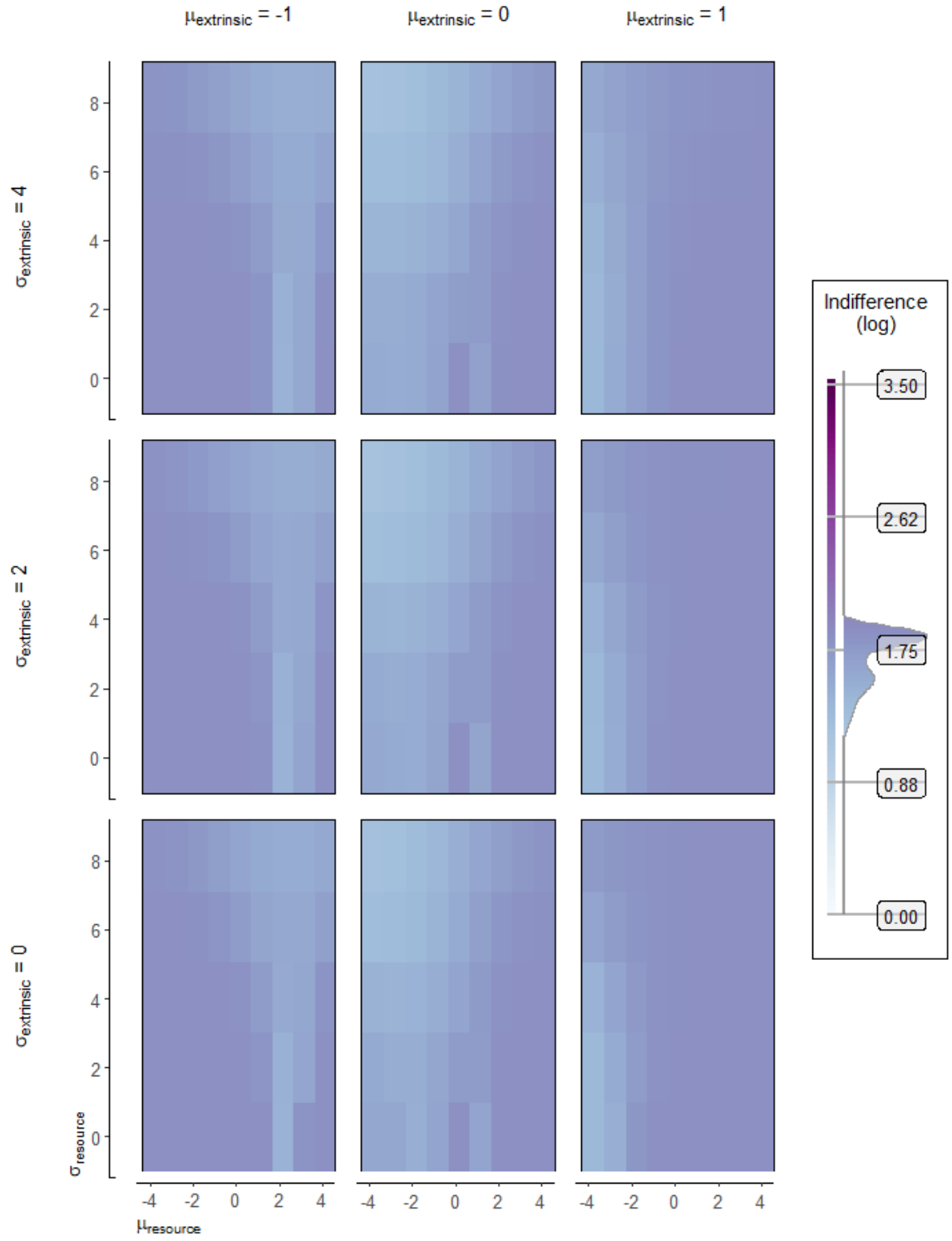
1.65. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



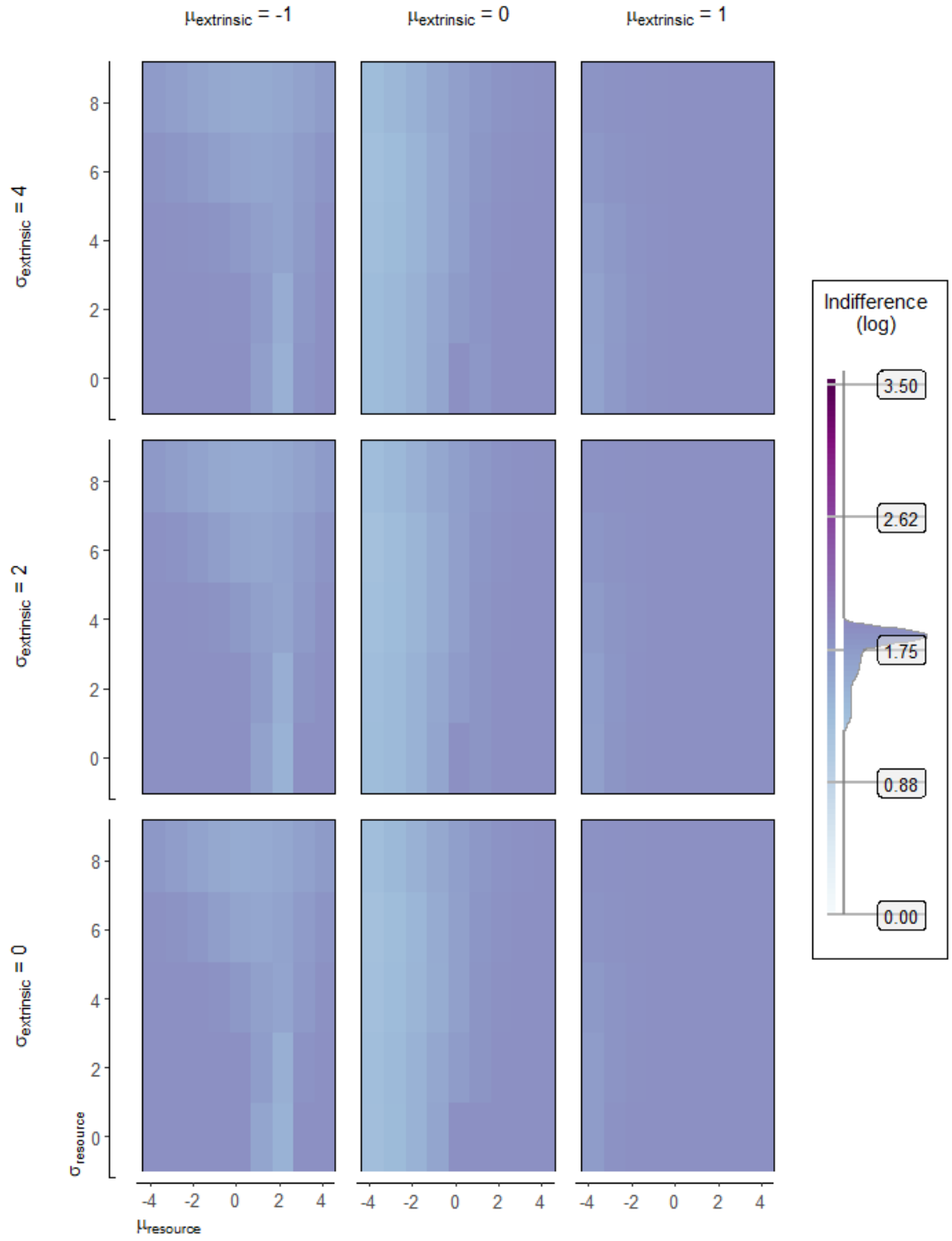
1.66. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



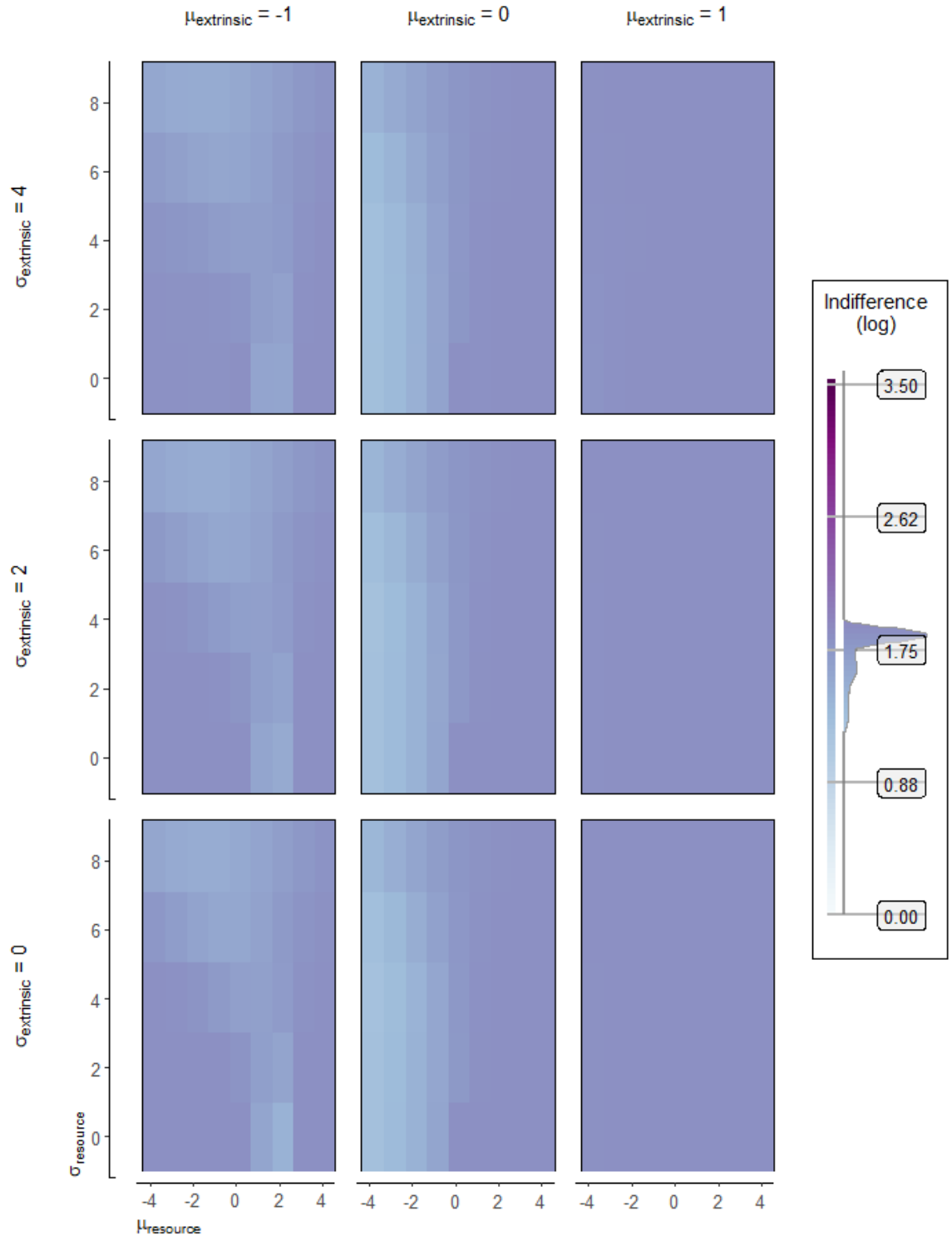
1.67. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



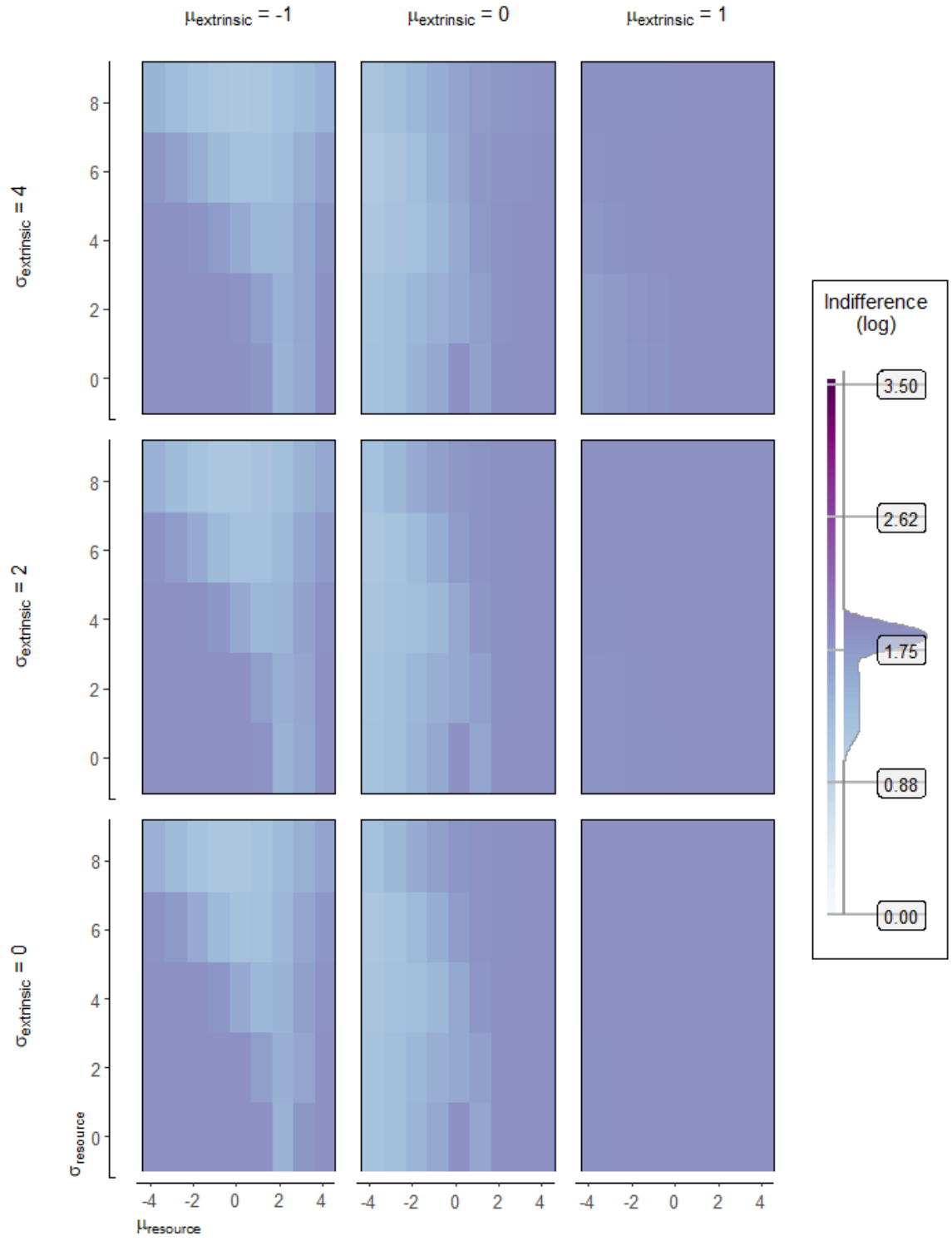
1.68. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



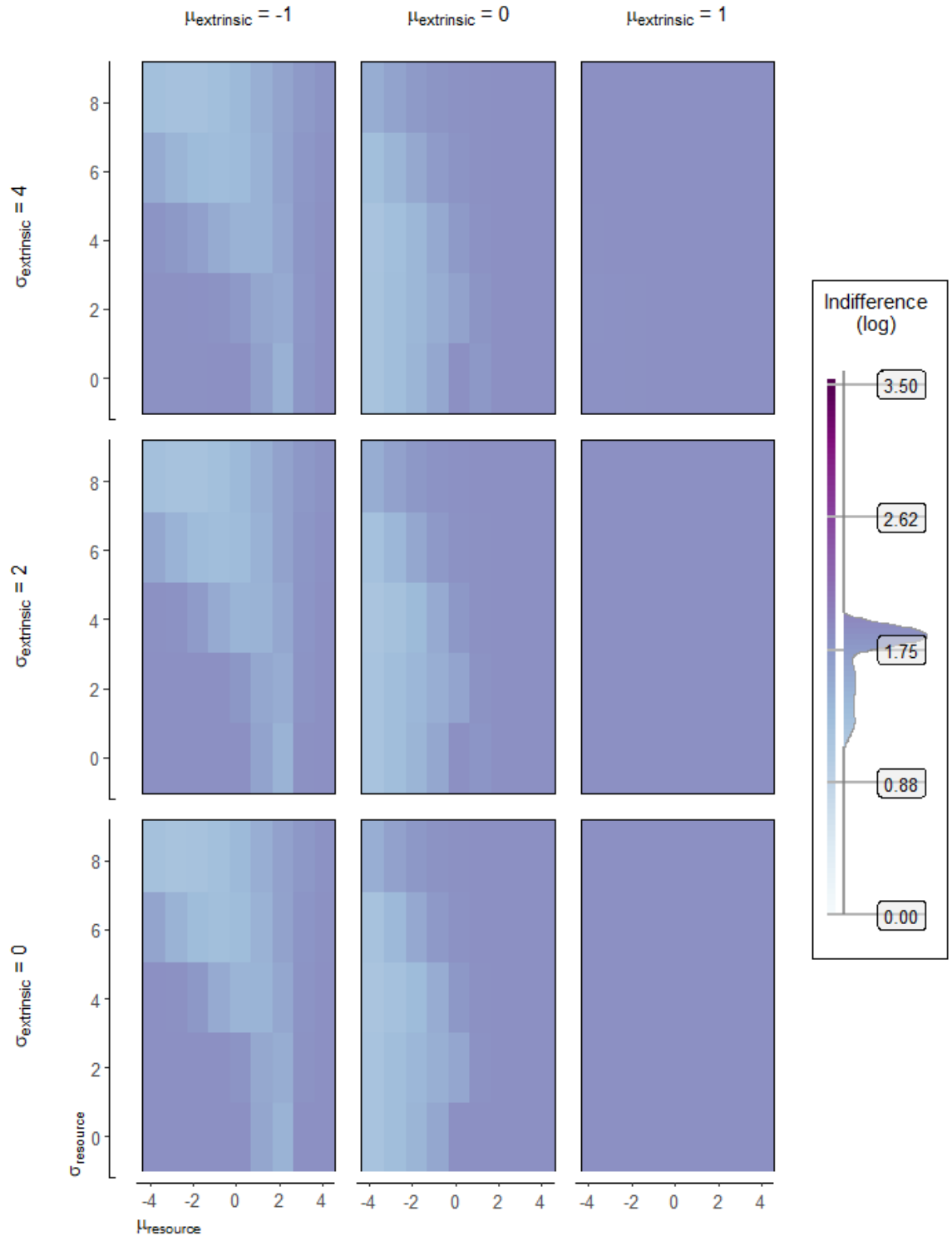
1.69. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



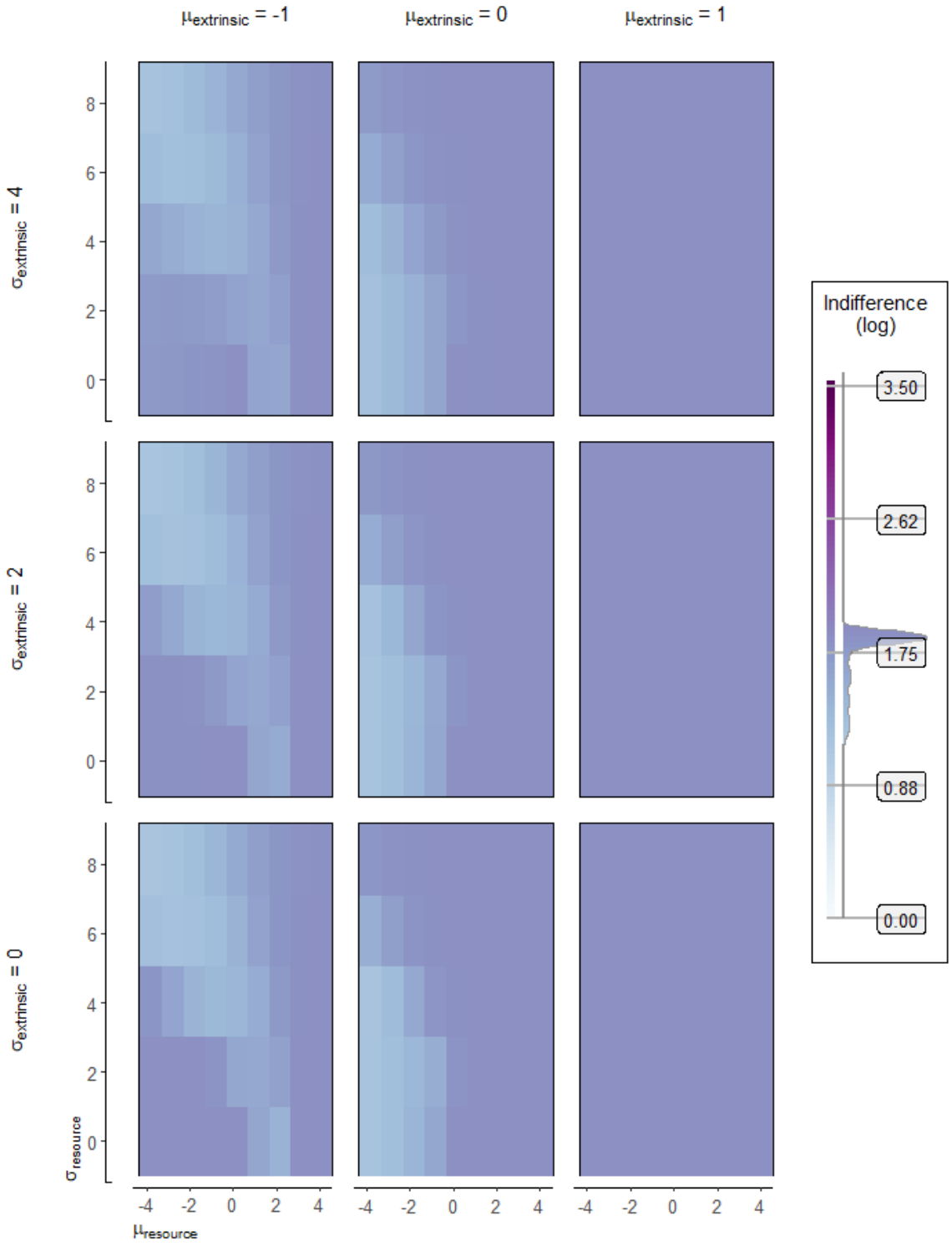
1.70. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



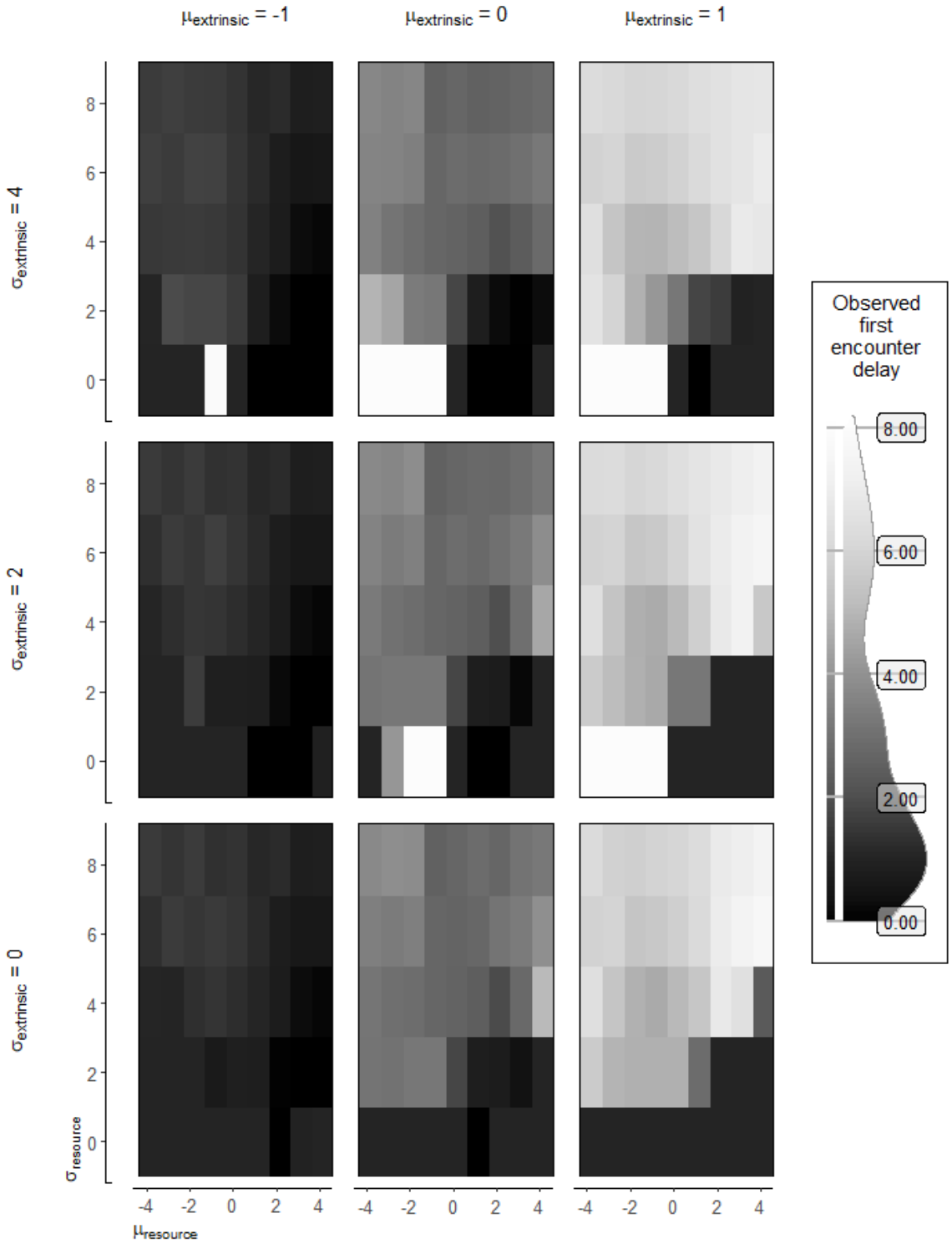
1.71. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



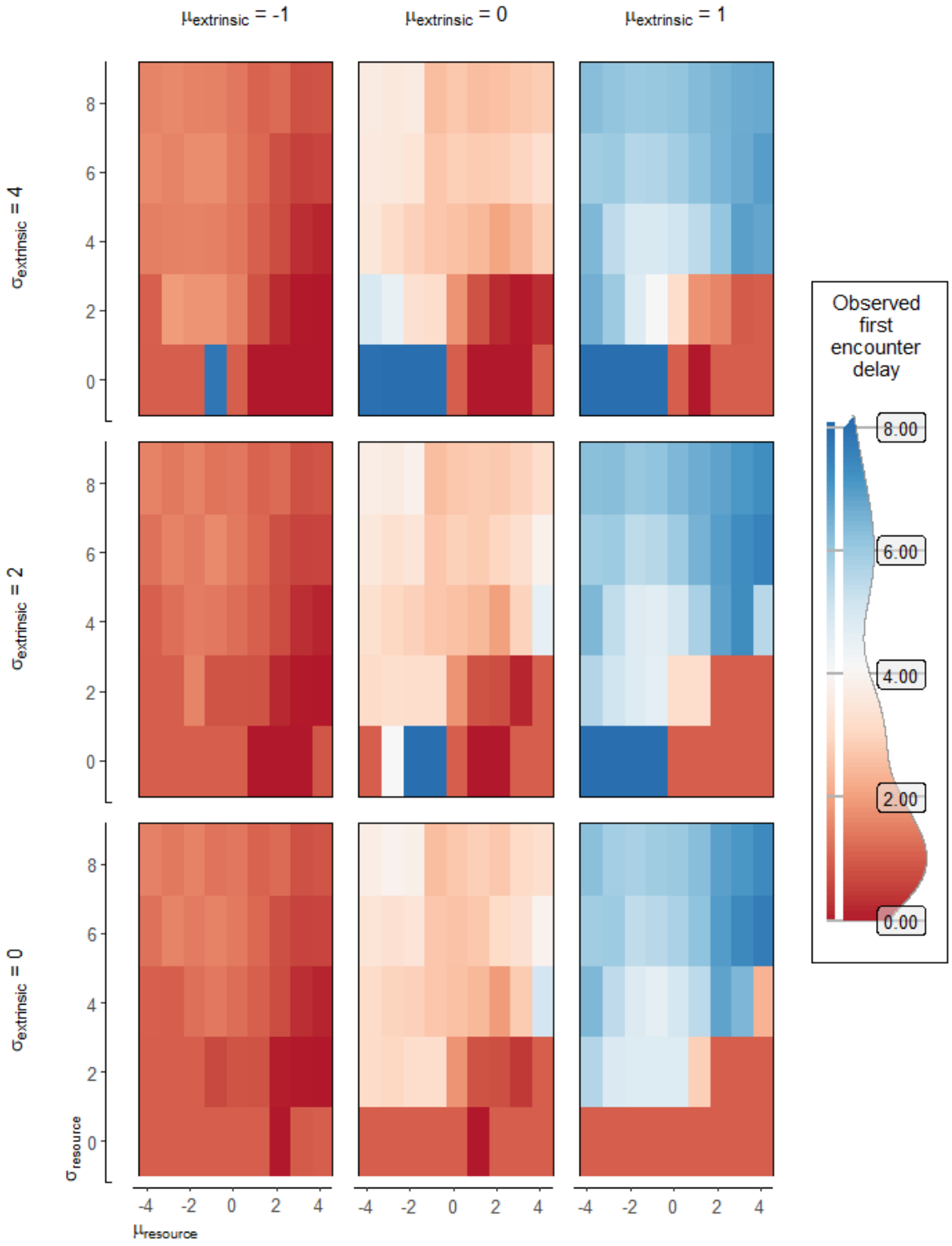
1.72. Indifference (log scale)

How much do actions differ in expected fitness? Or, what is the benefit of following the optimal policy? (log, capped at 2). Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



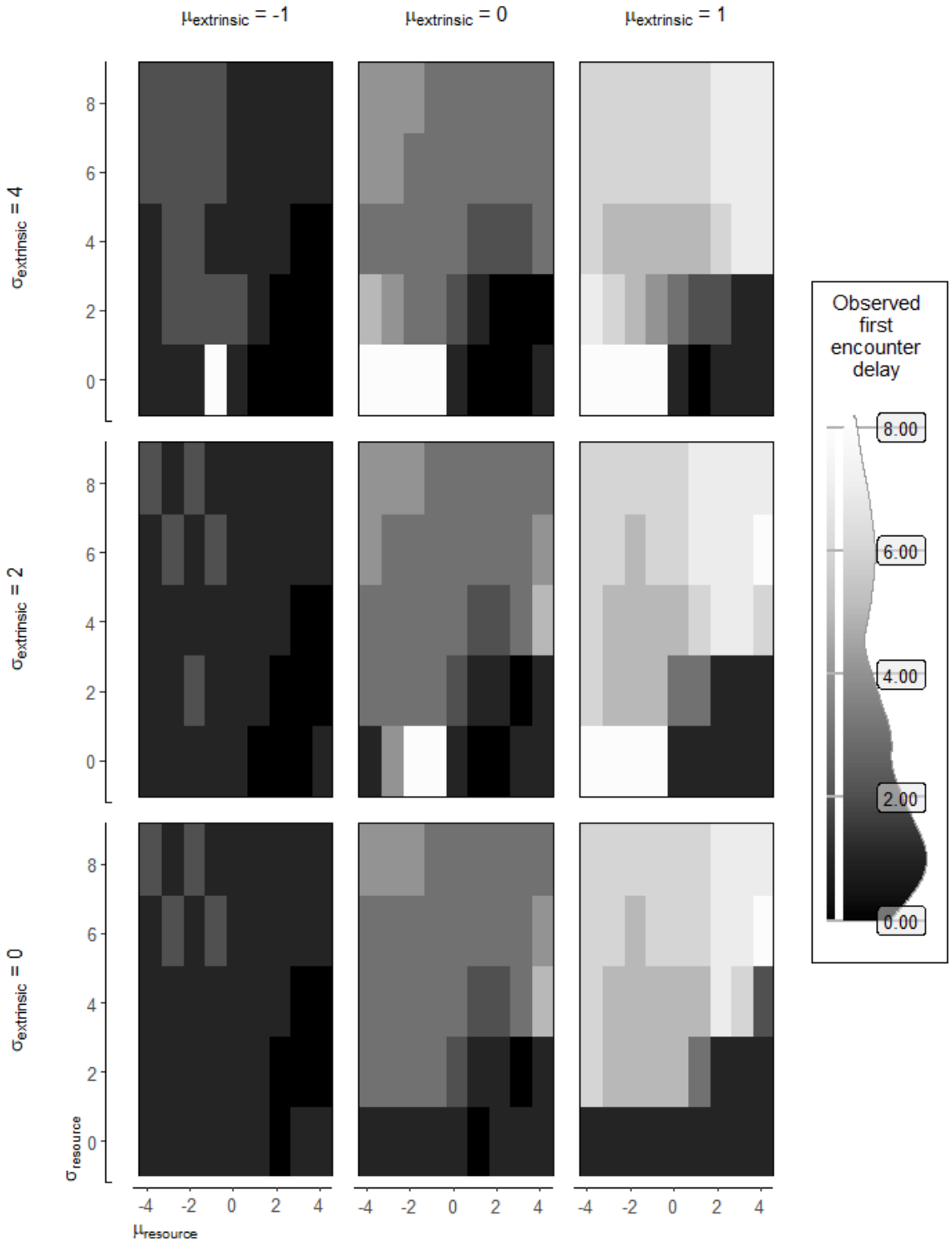
1.73. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



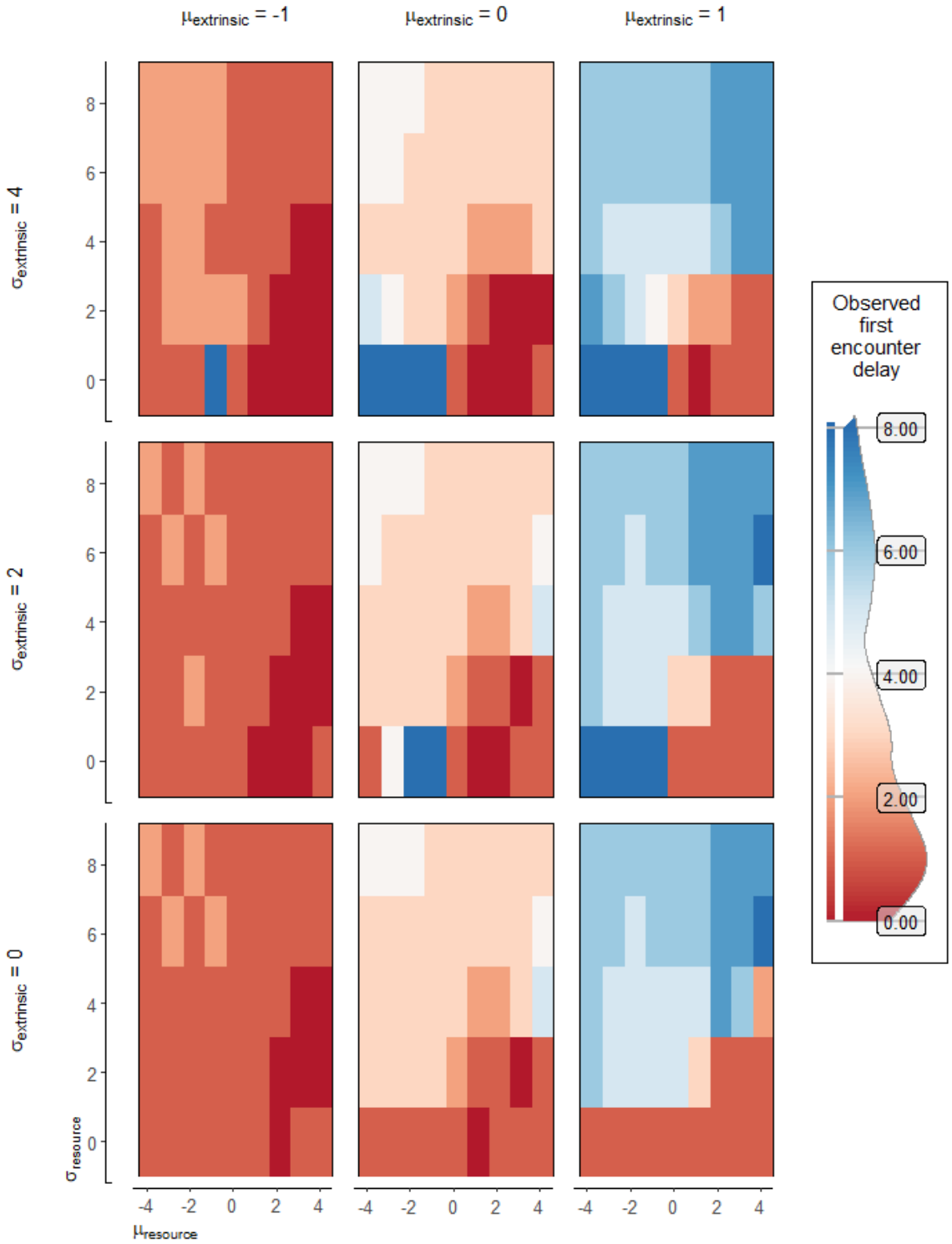
1.74. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



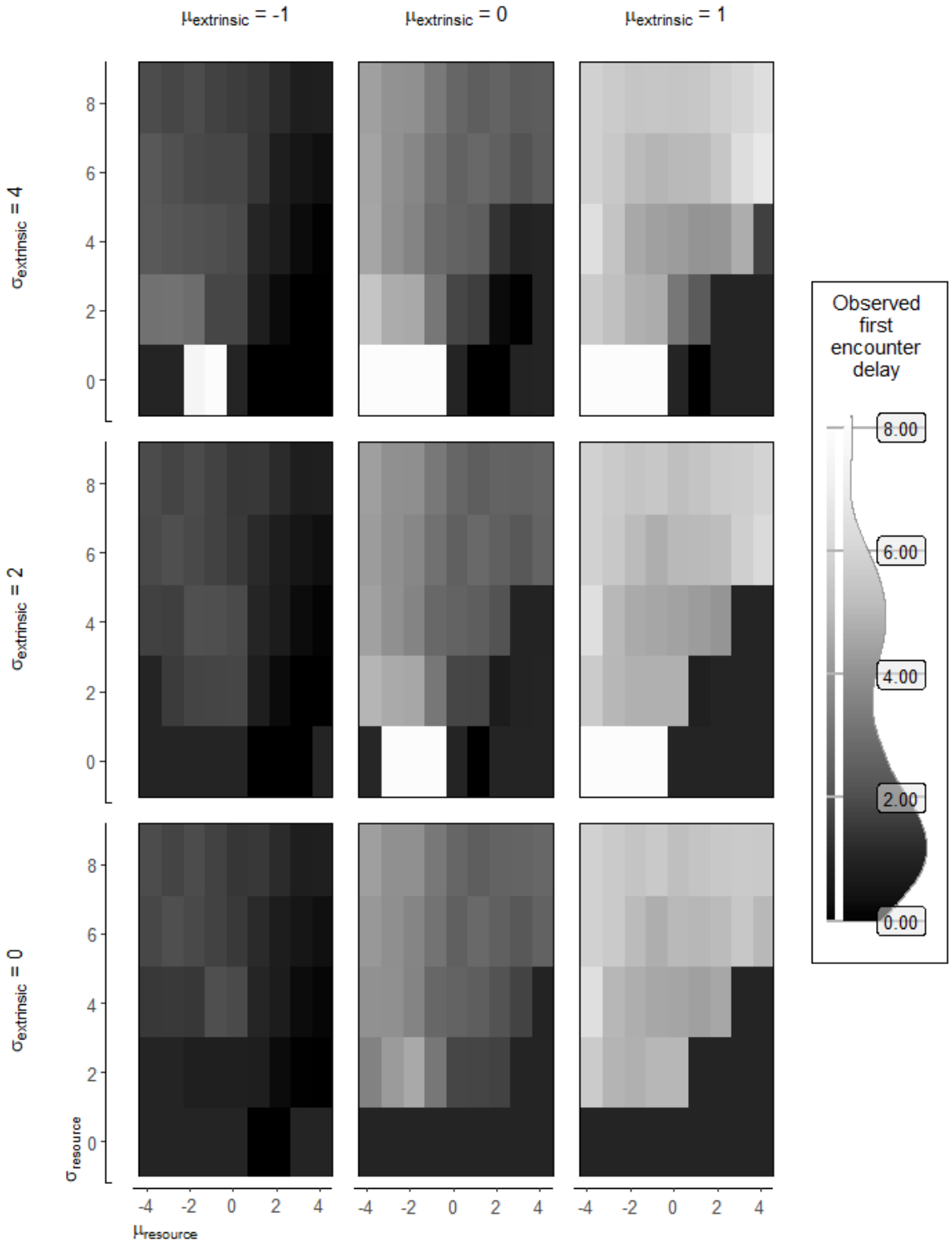
1.75. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



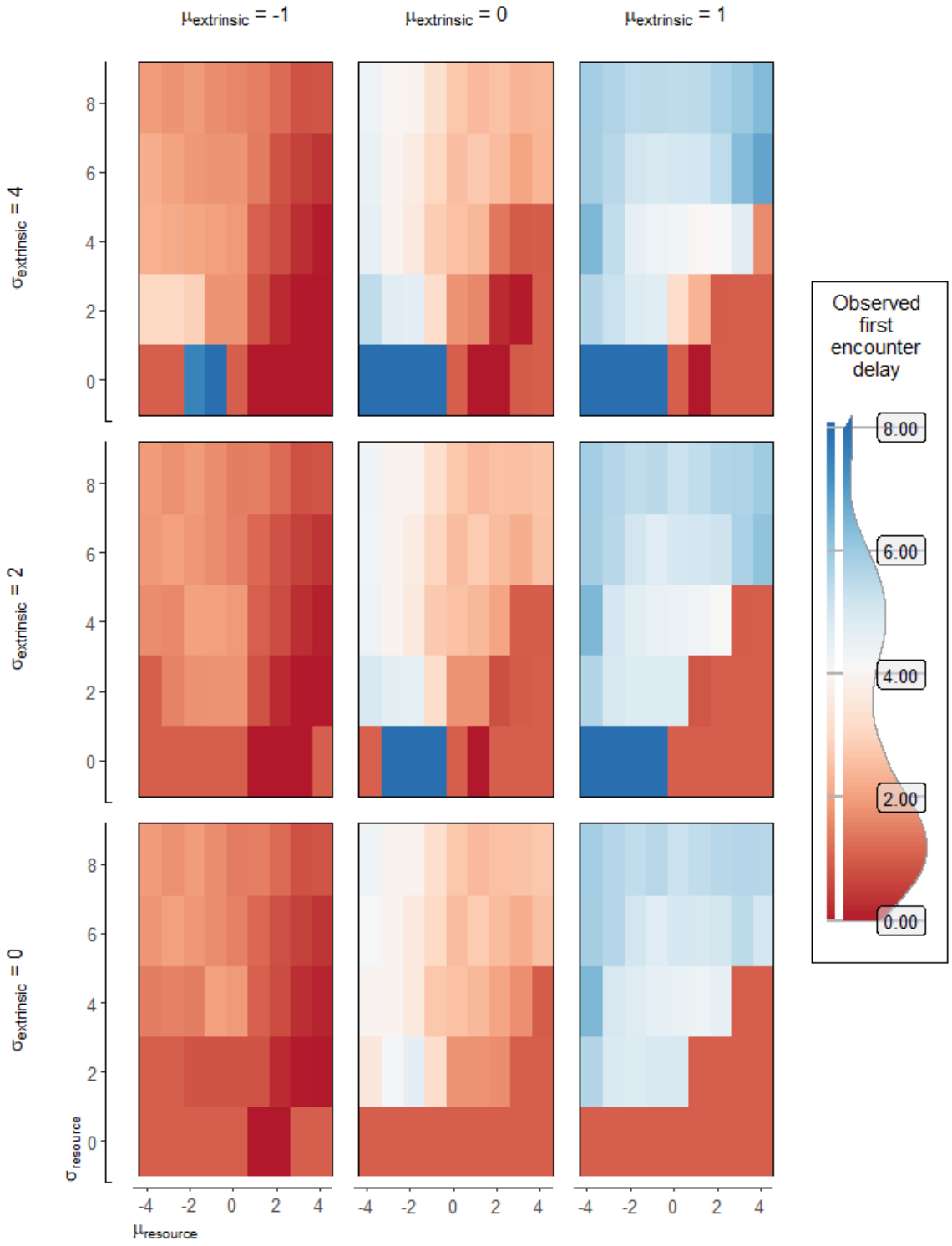
1.76. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



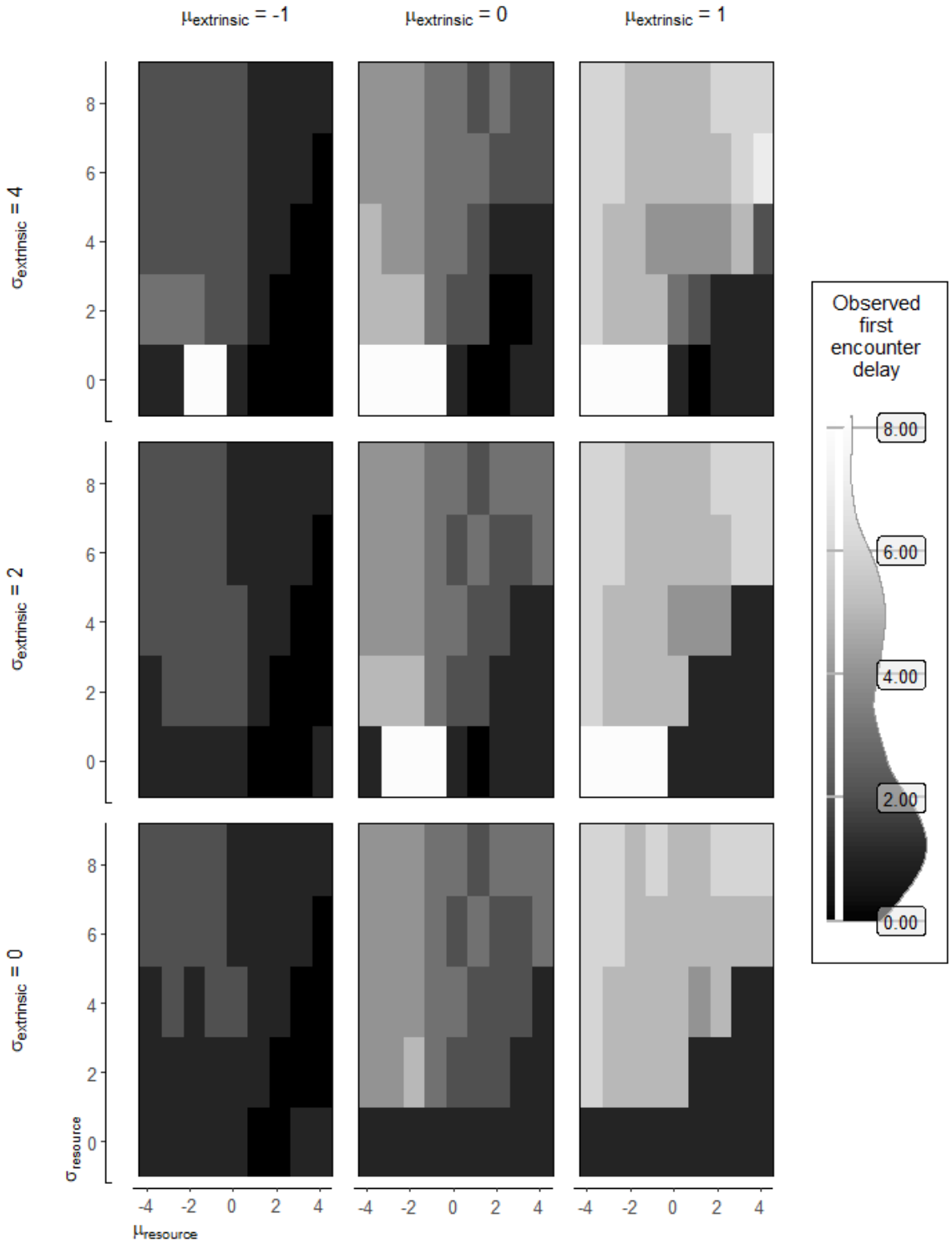
1.77. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



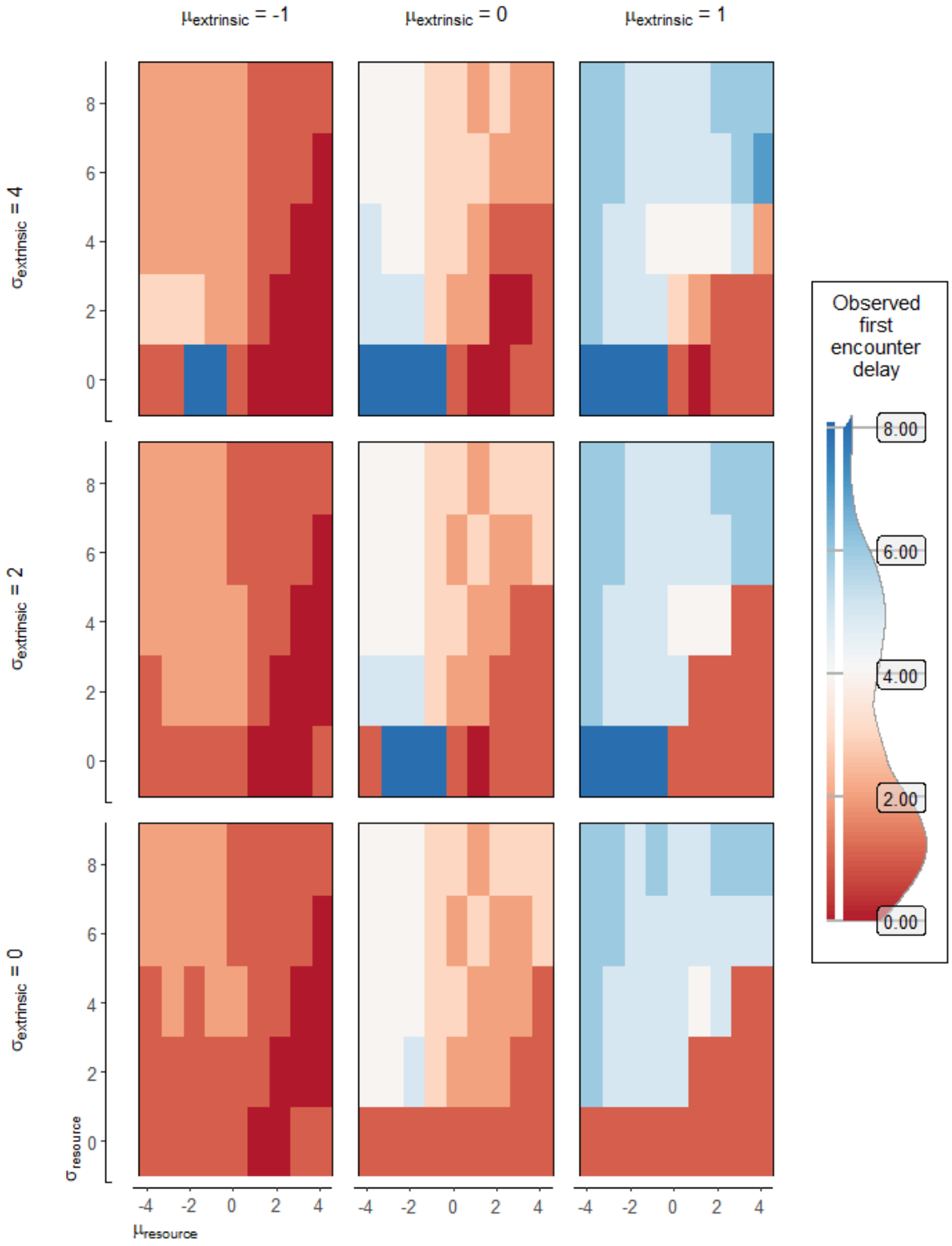
1.78. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



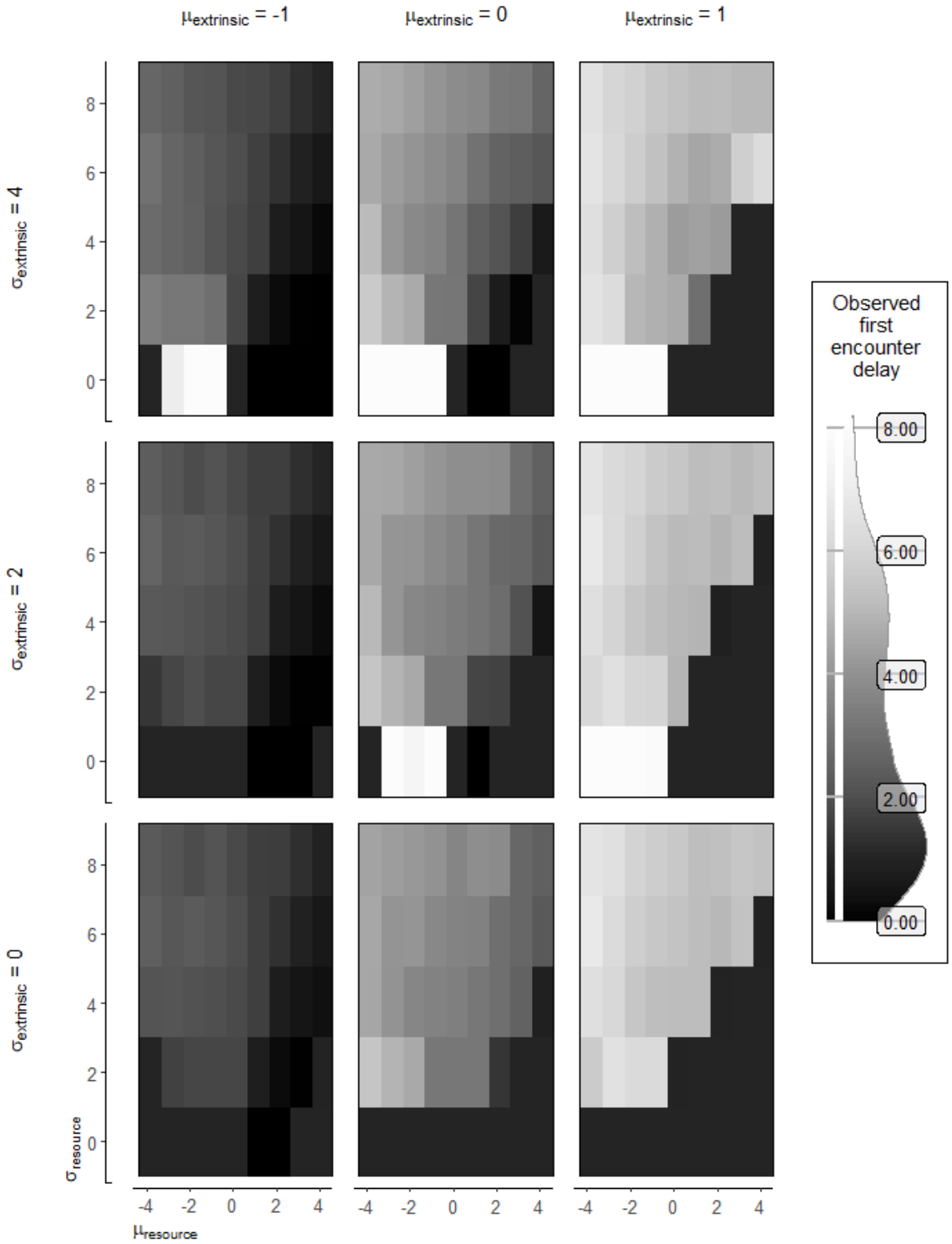
1.79. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



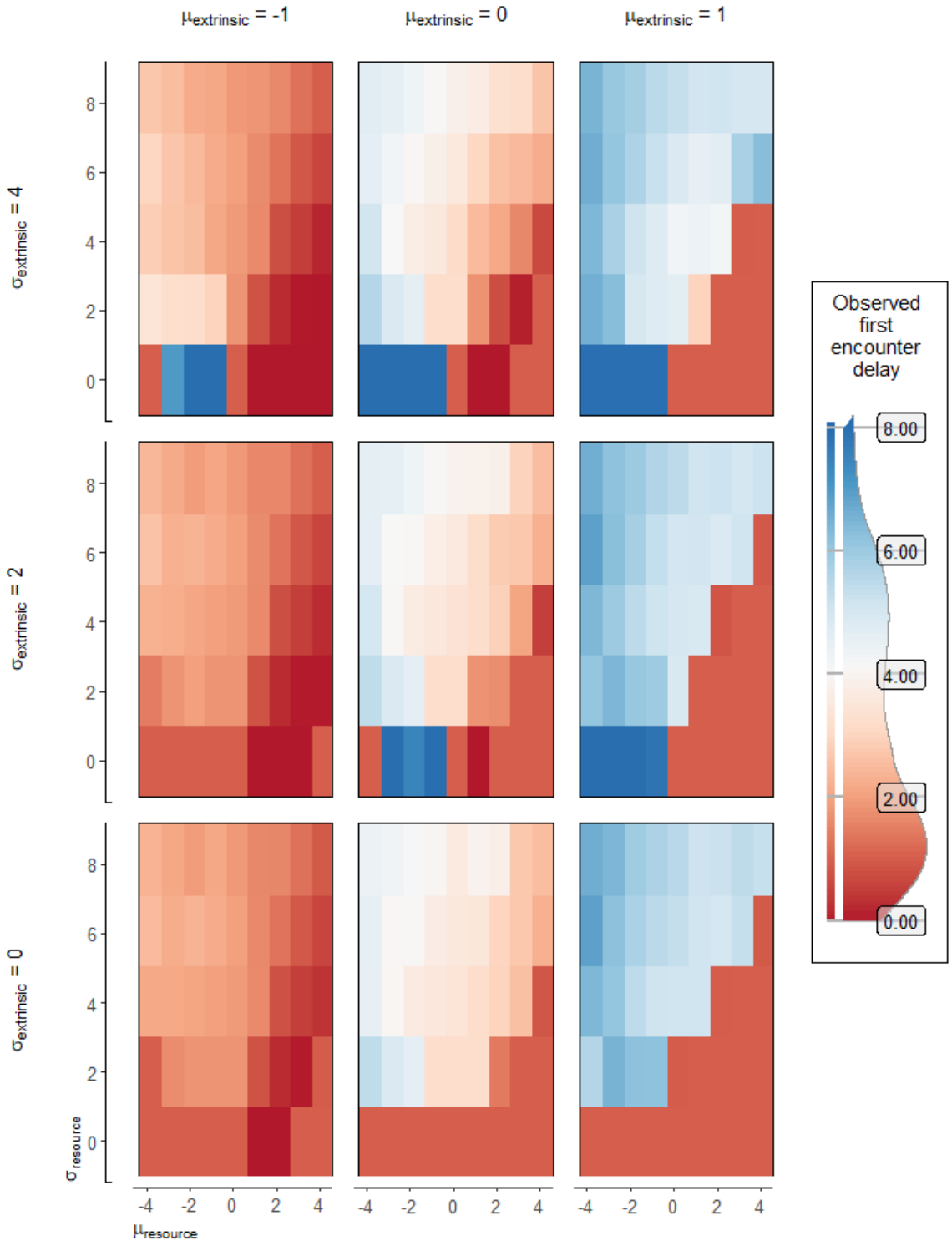
1.80. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



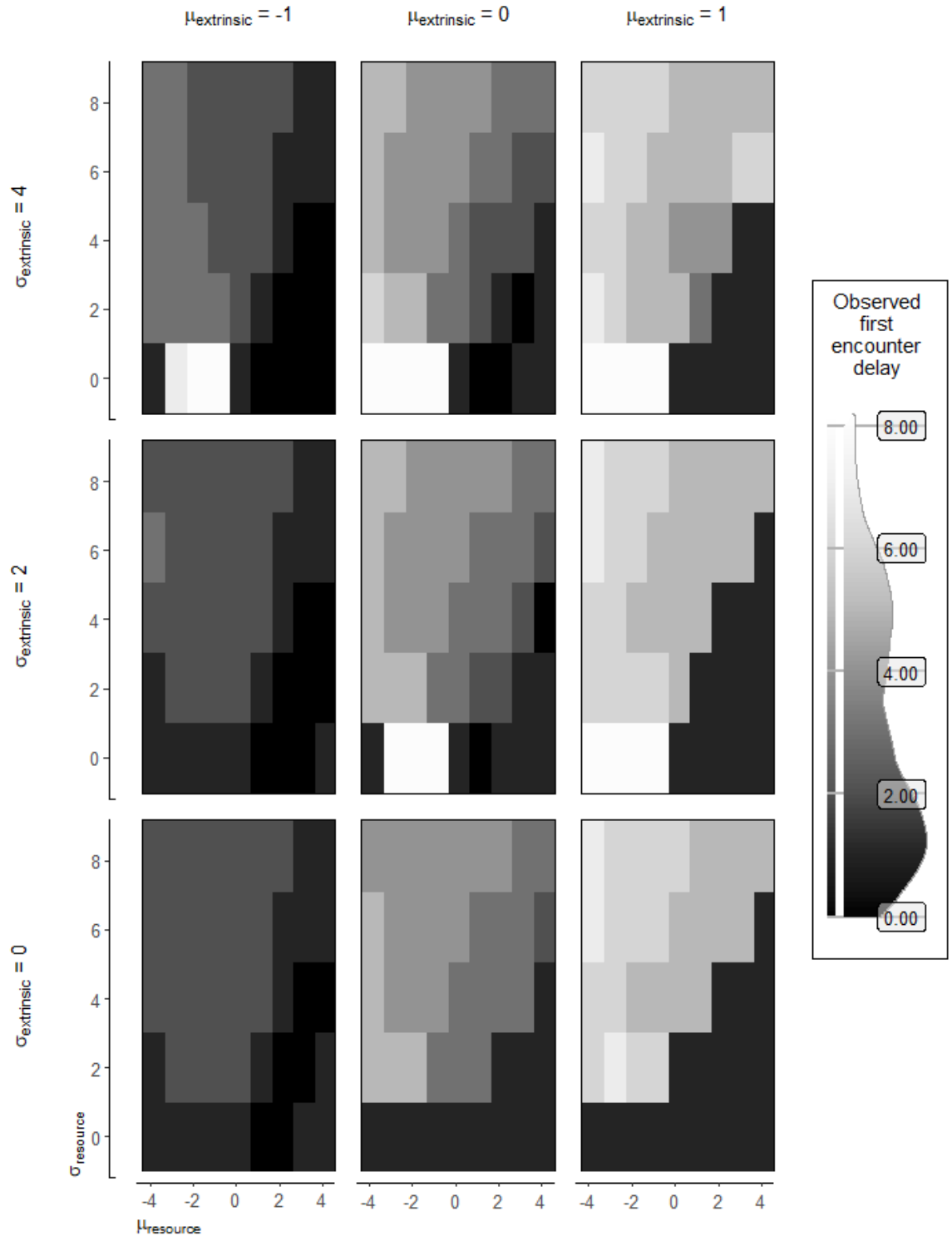
1.81. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



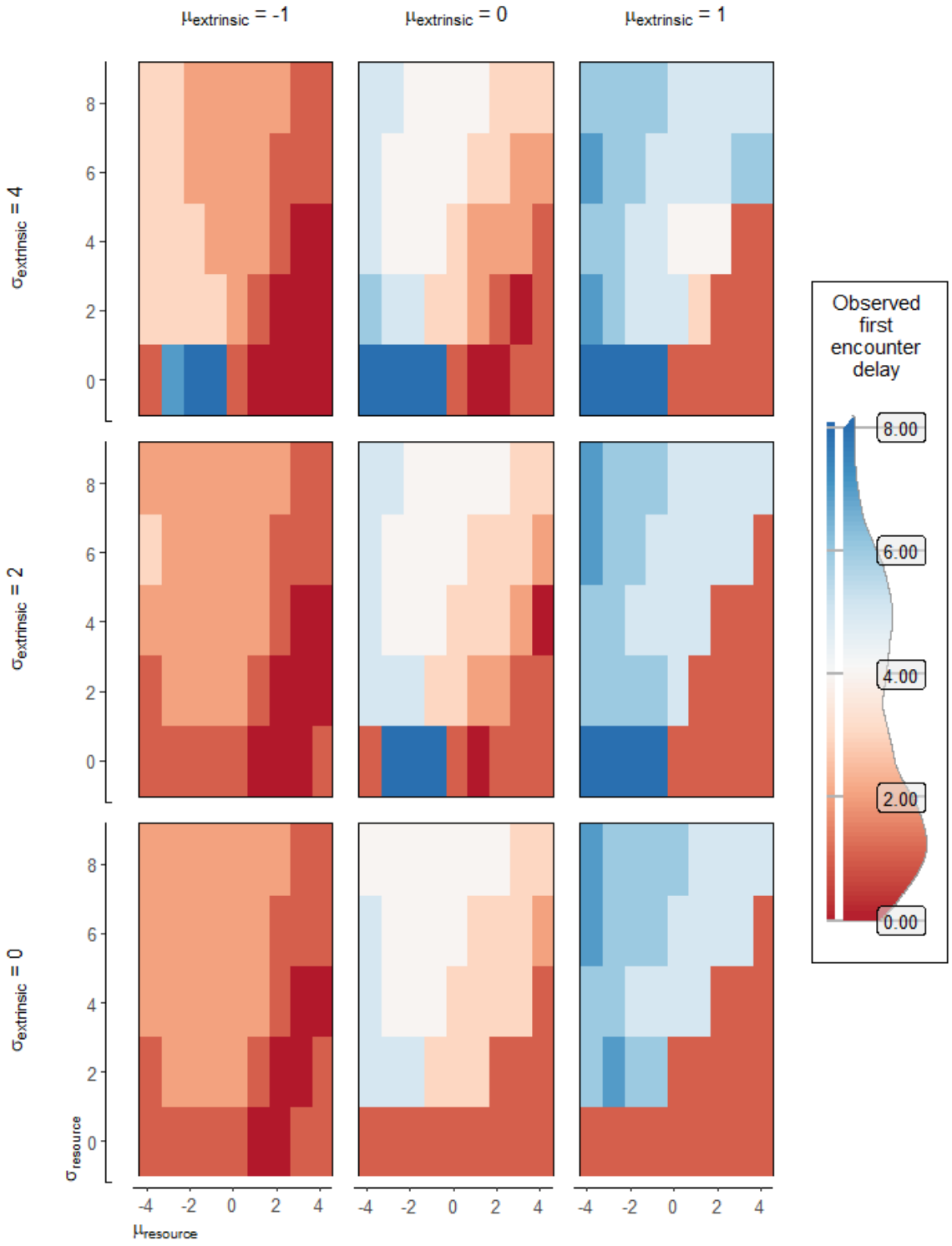
1.82. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



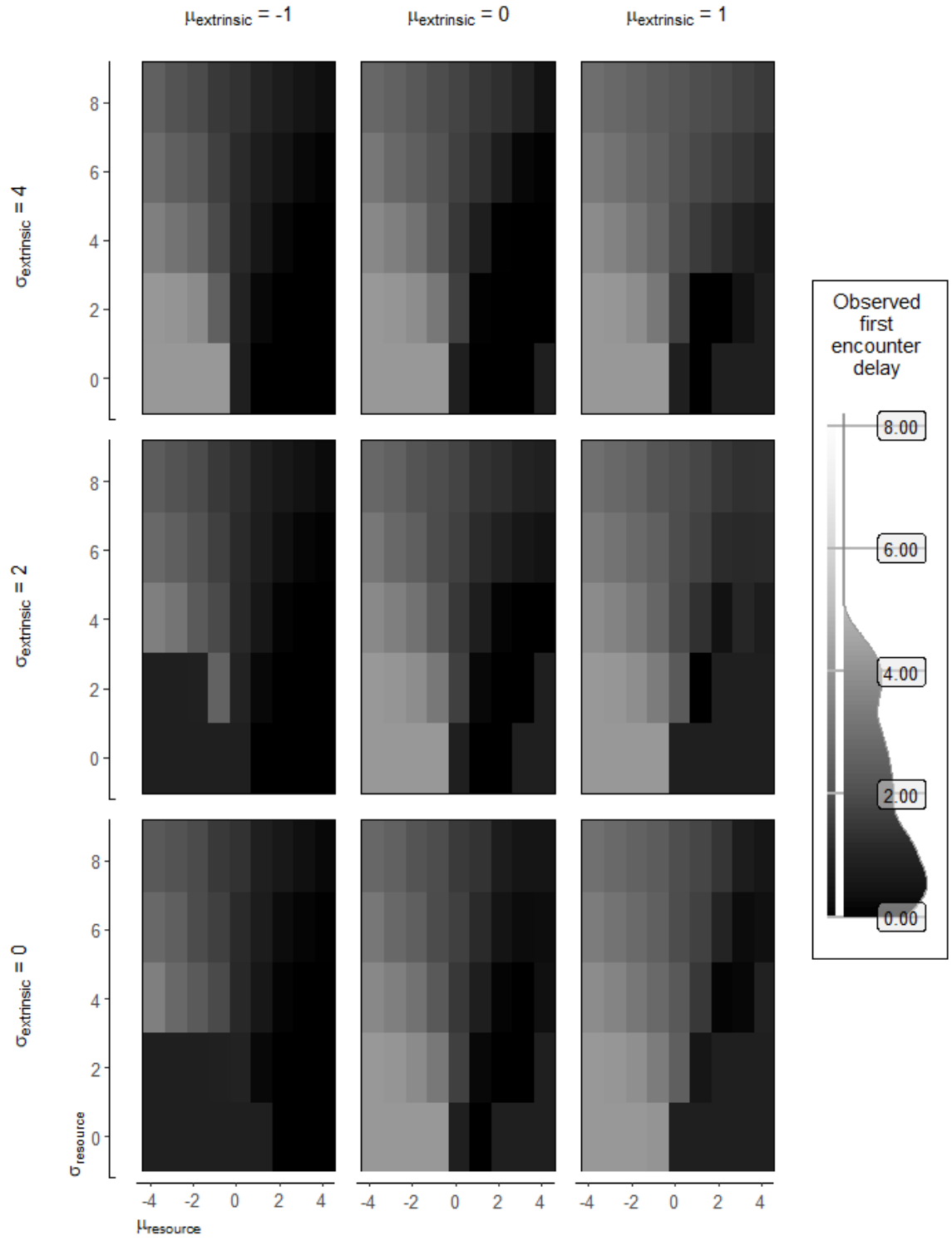
1.83. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



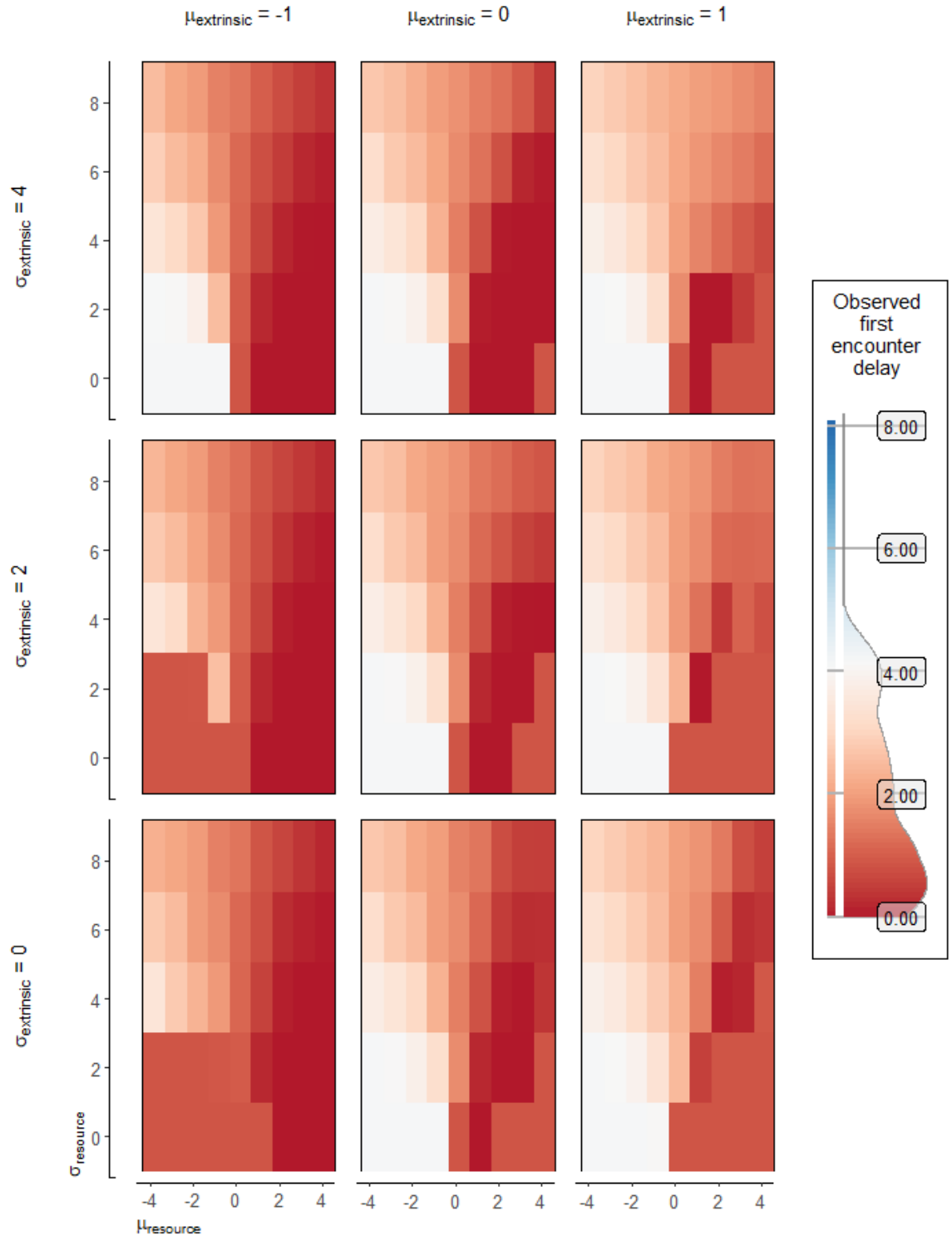
1.84. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



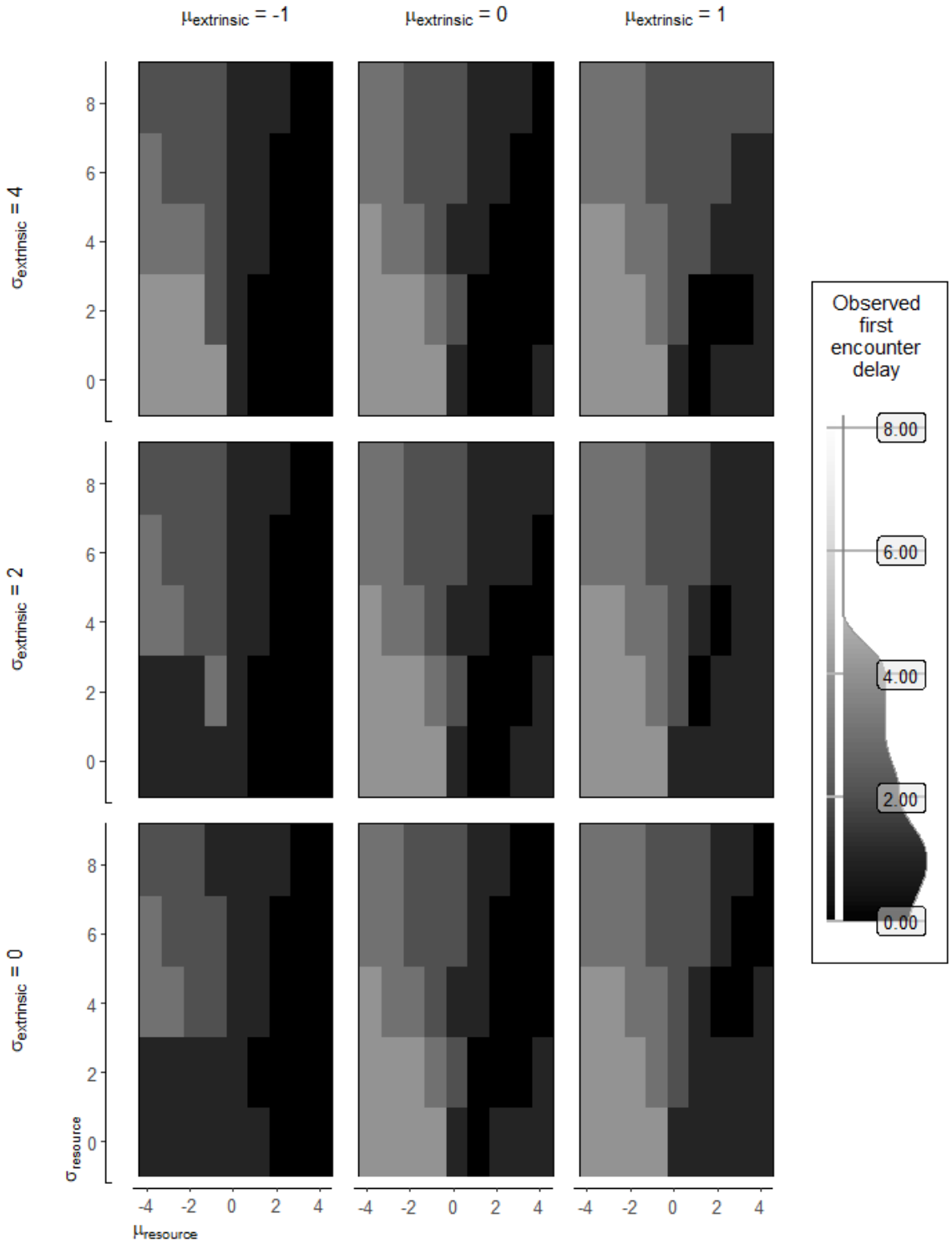
1.85. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



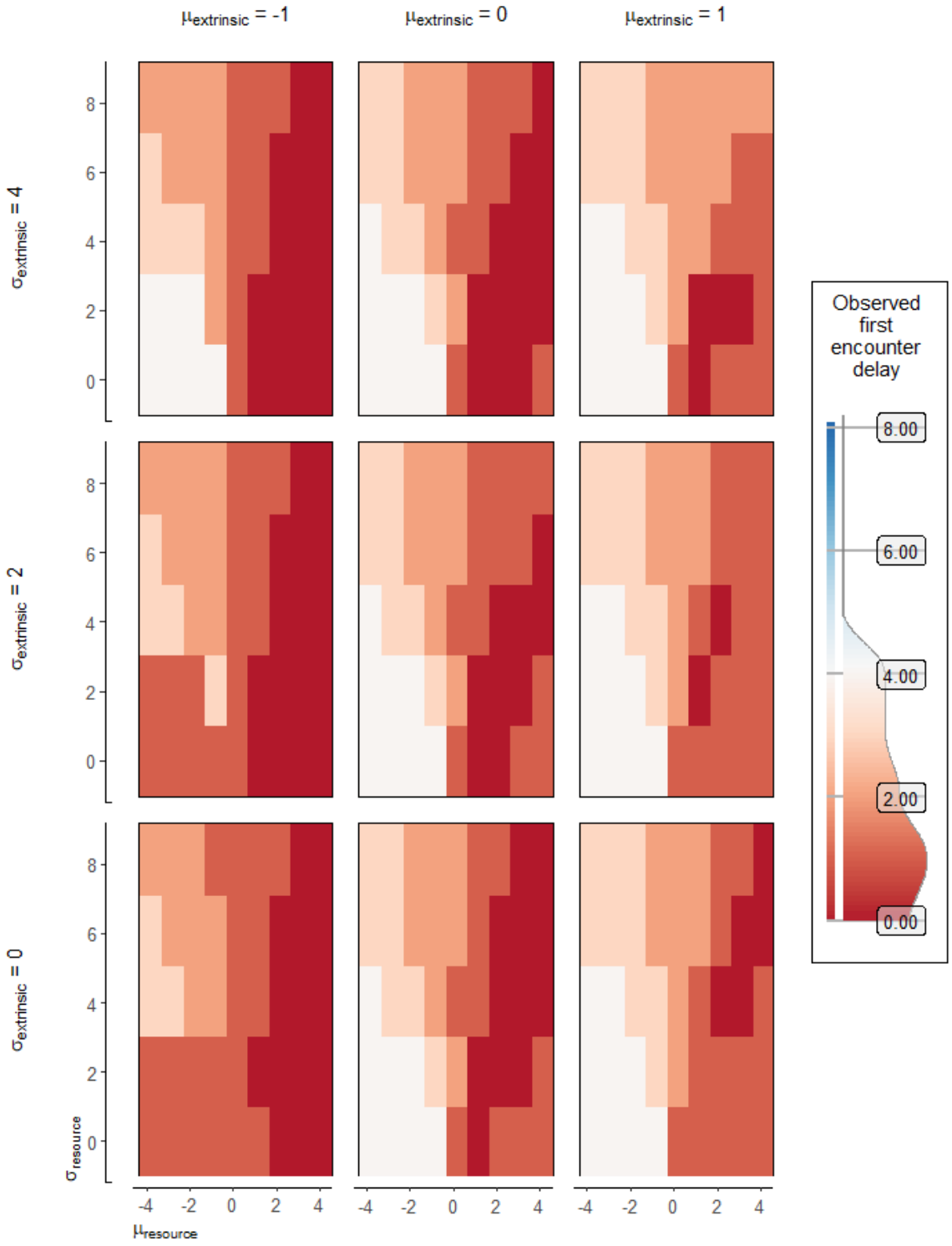
1.86. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



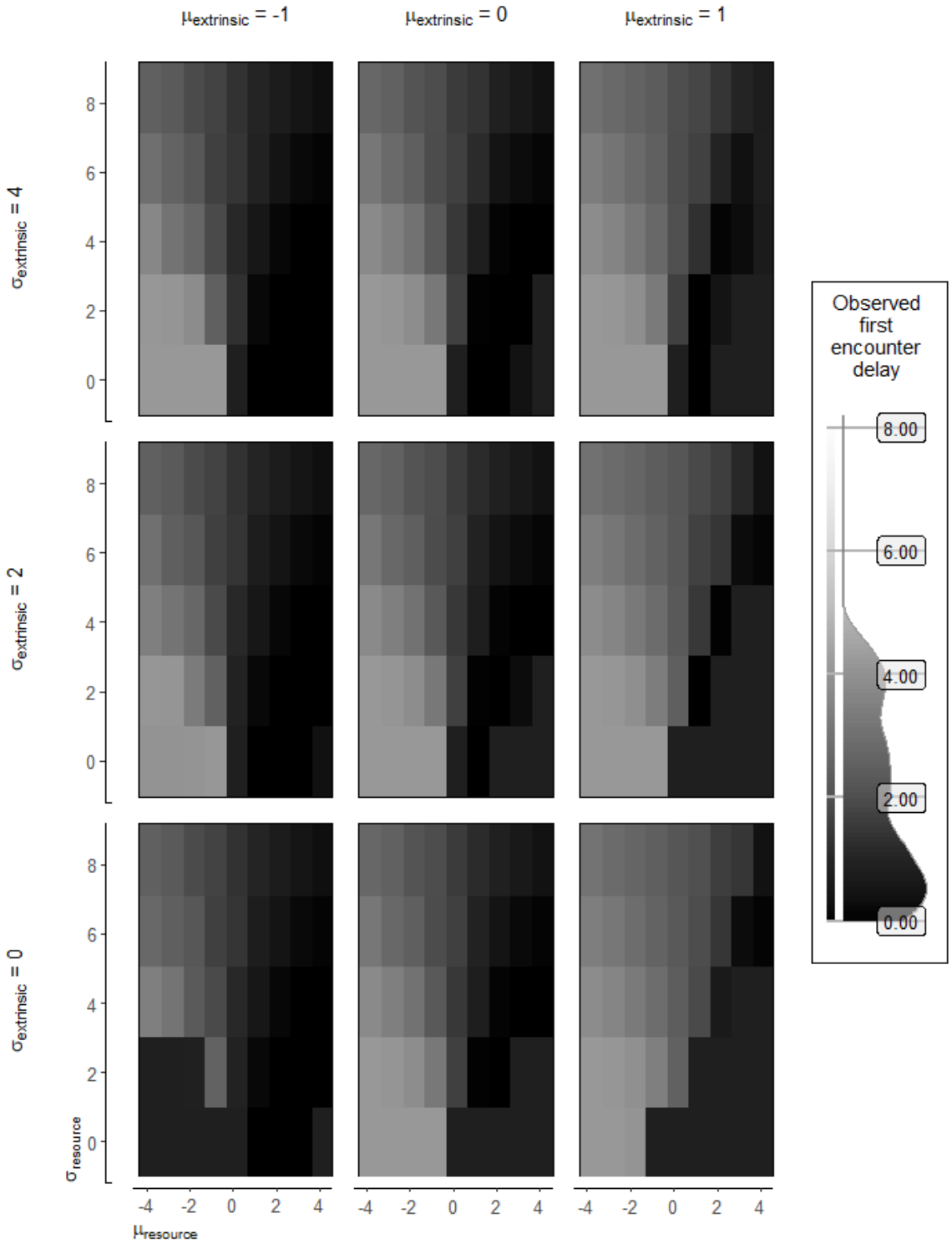
1.87. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



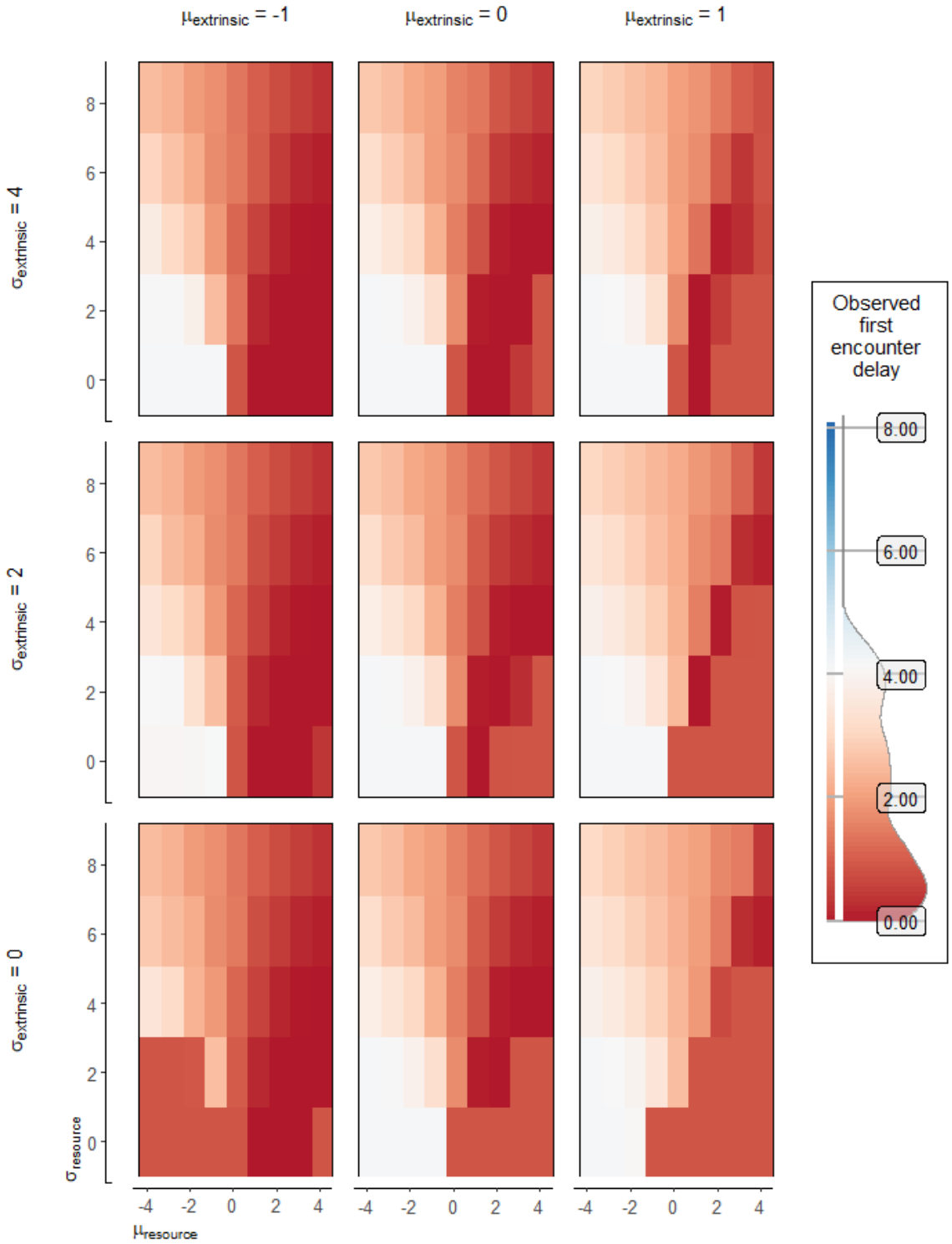
1.88. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



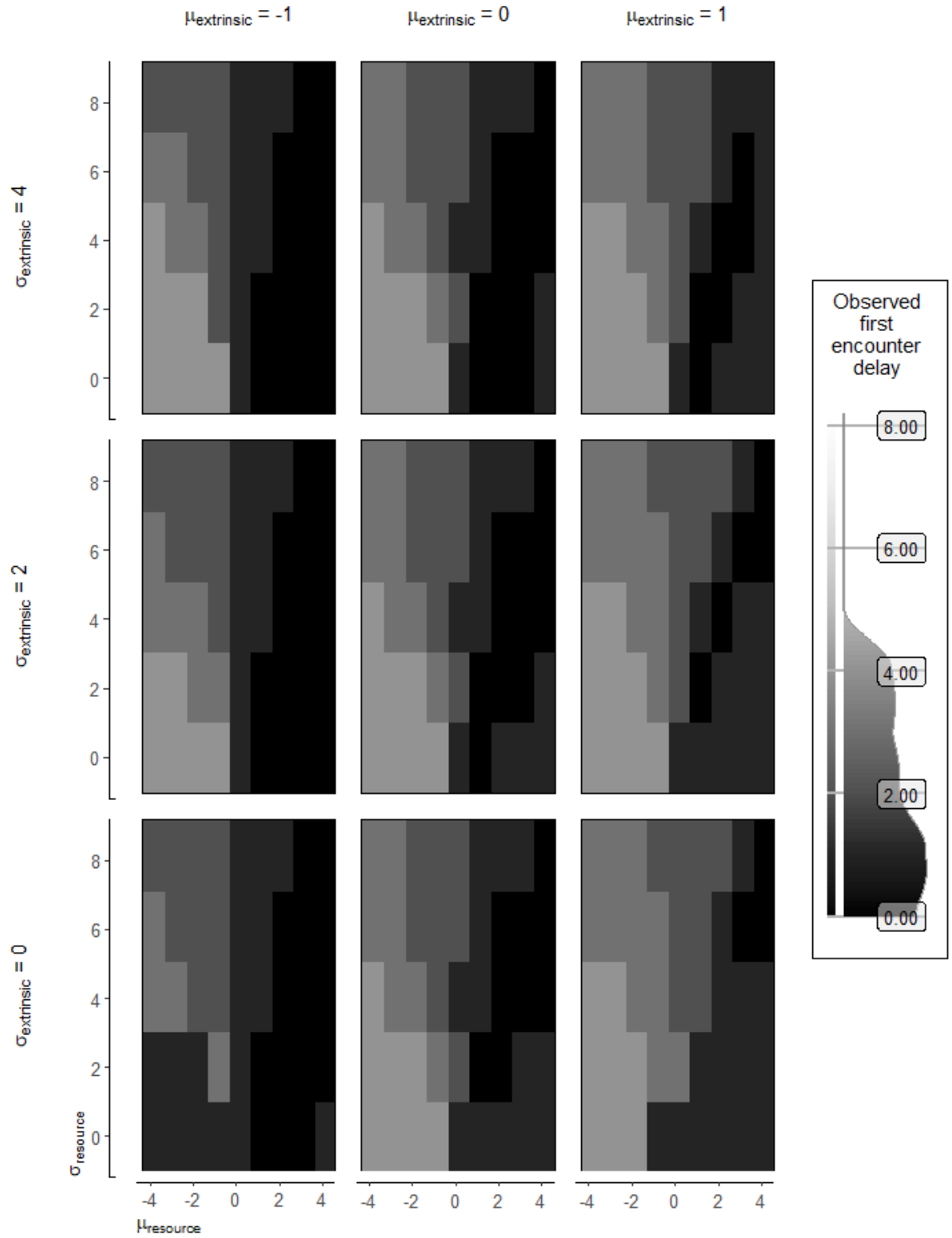
1.89. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



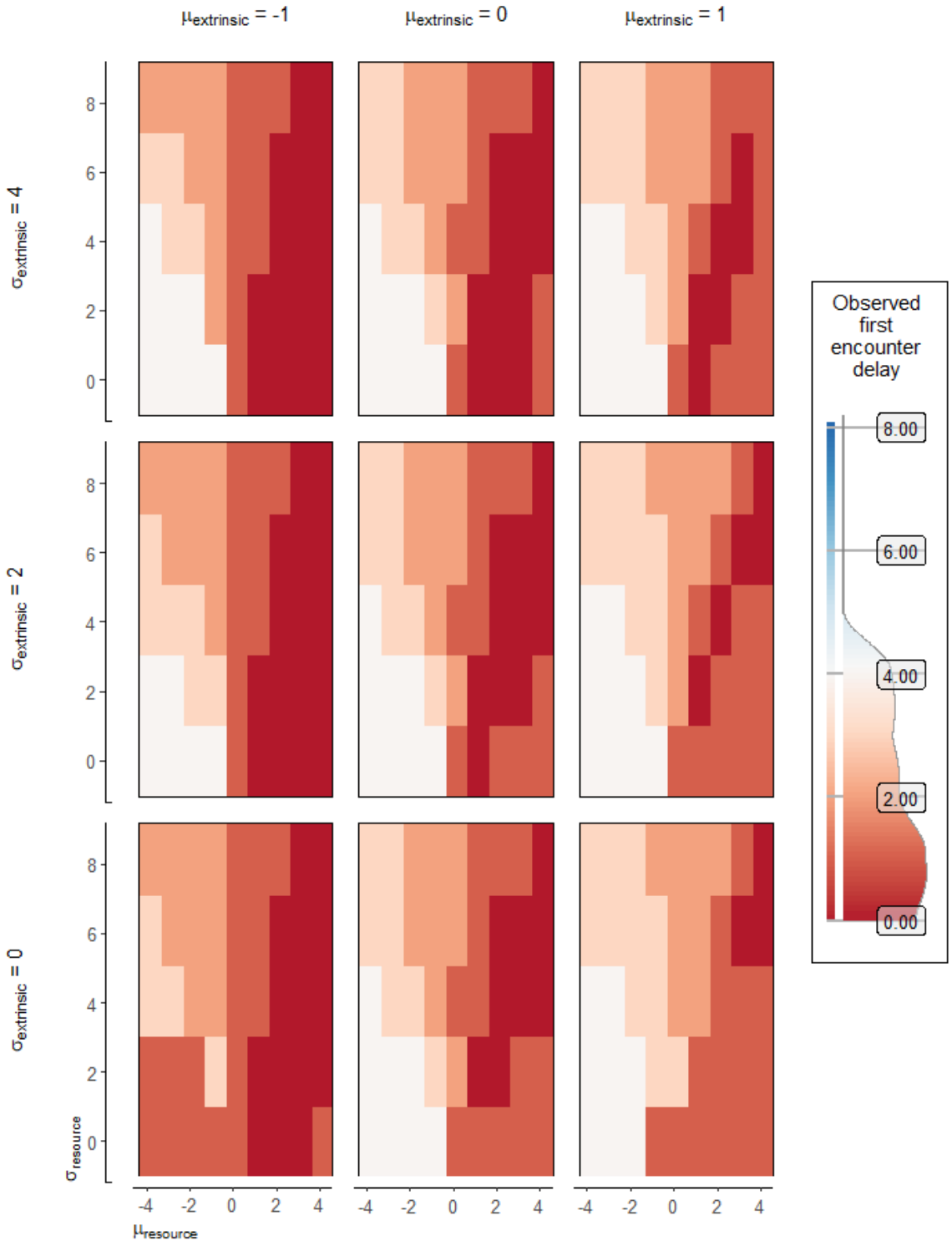
1.90. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



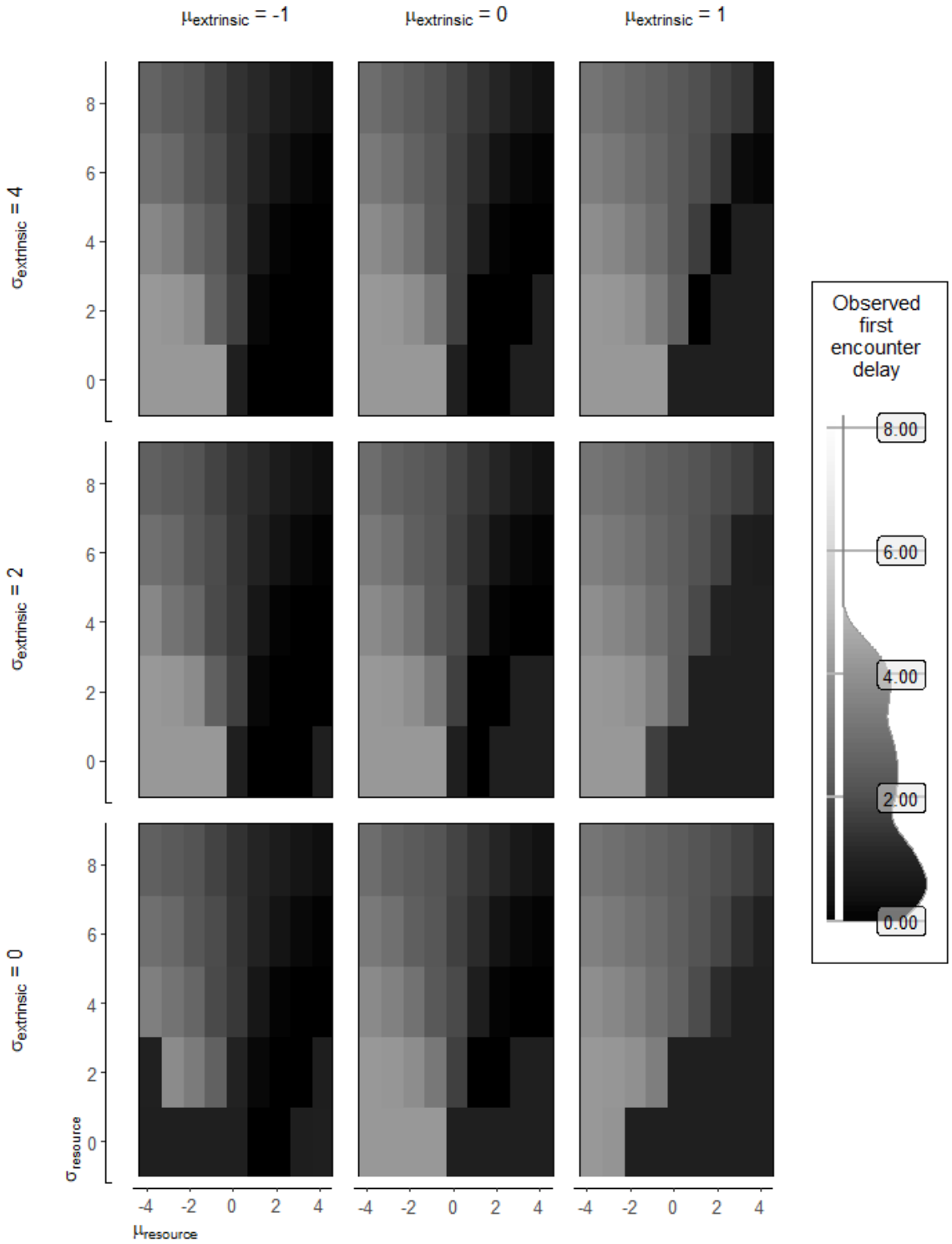
1.91. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



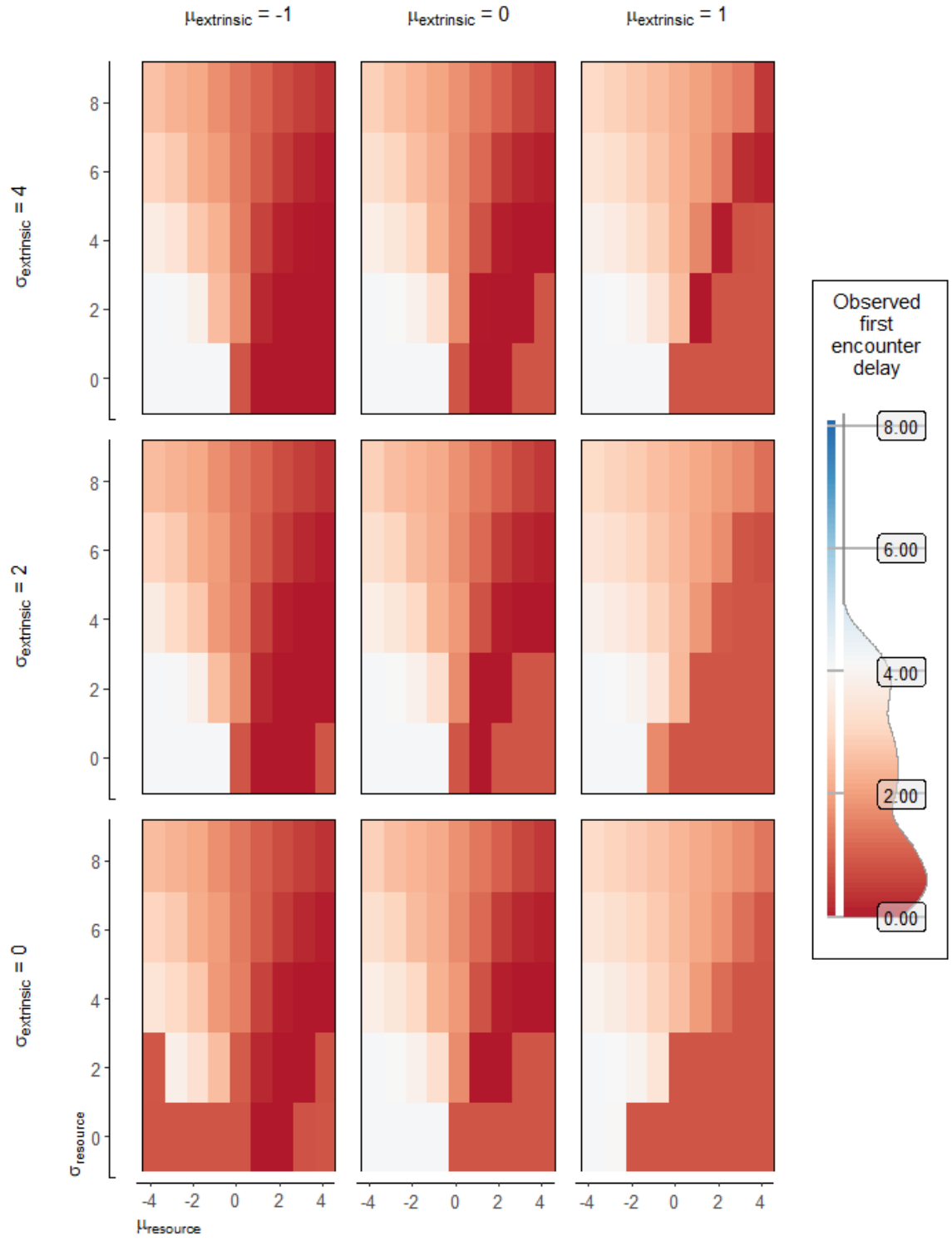
1.92. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



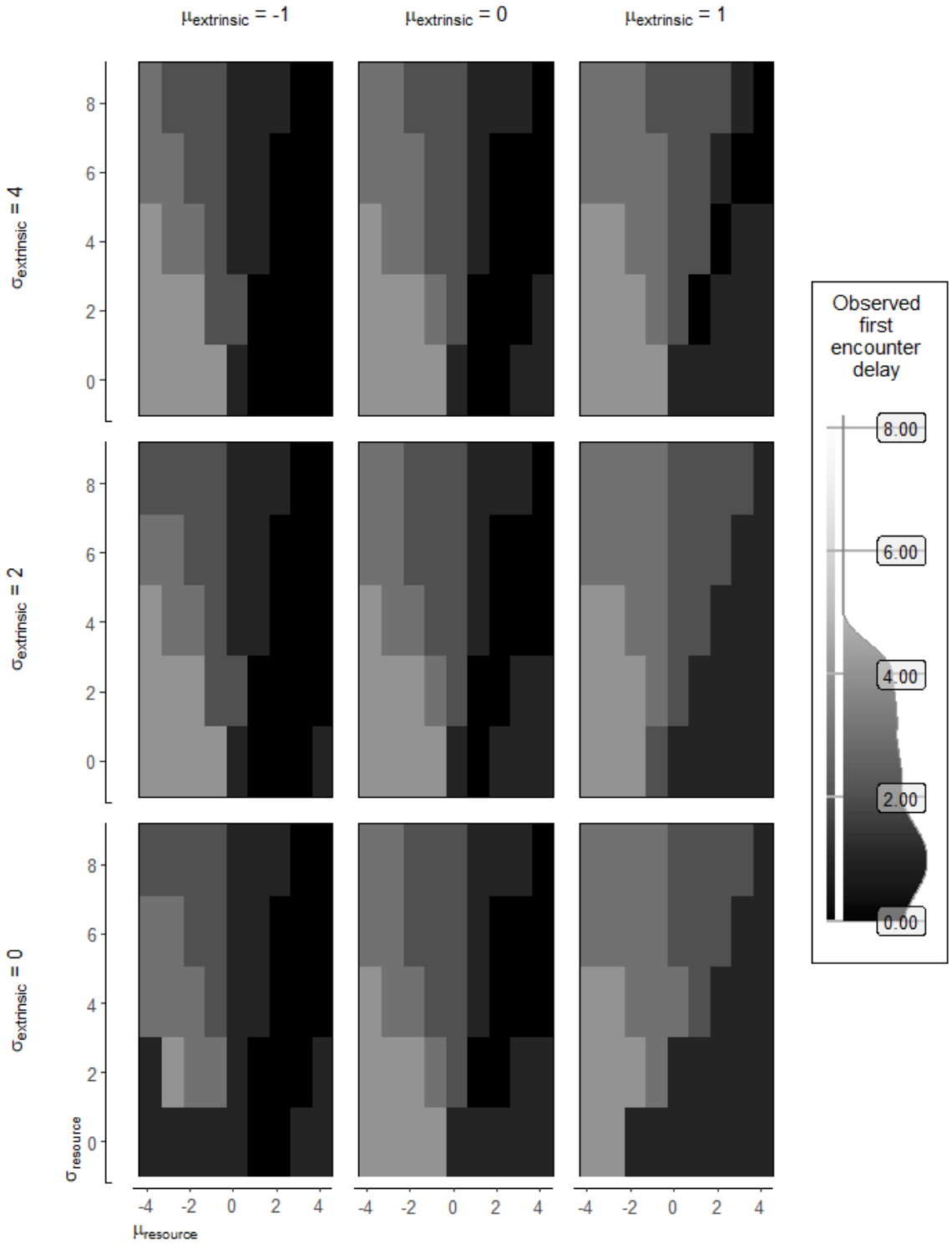
1.93. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



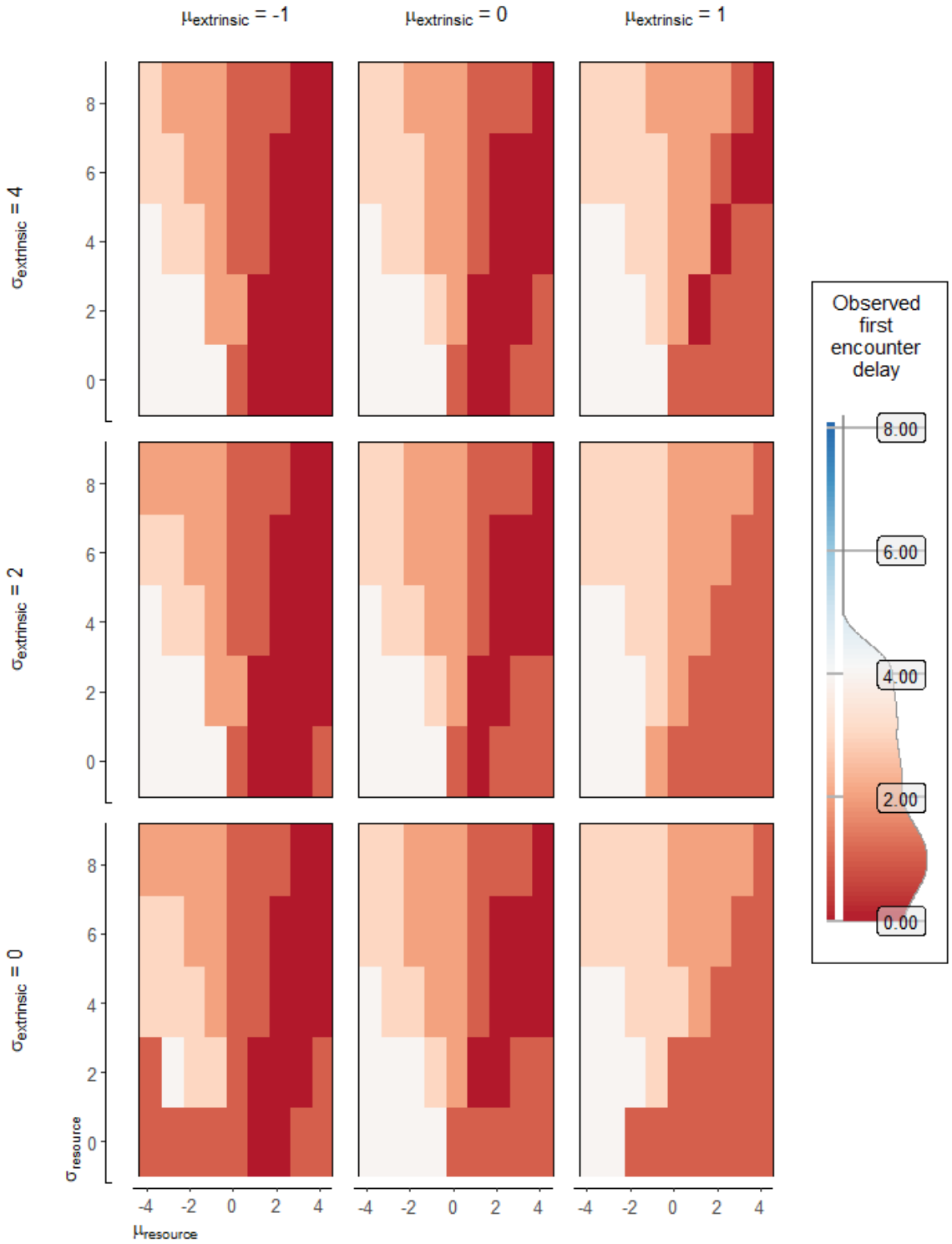
1.94. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



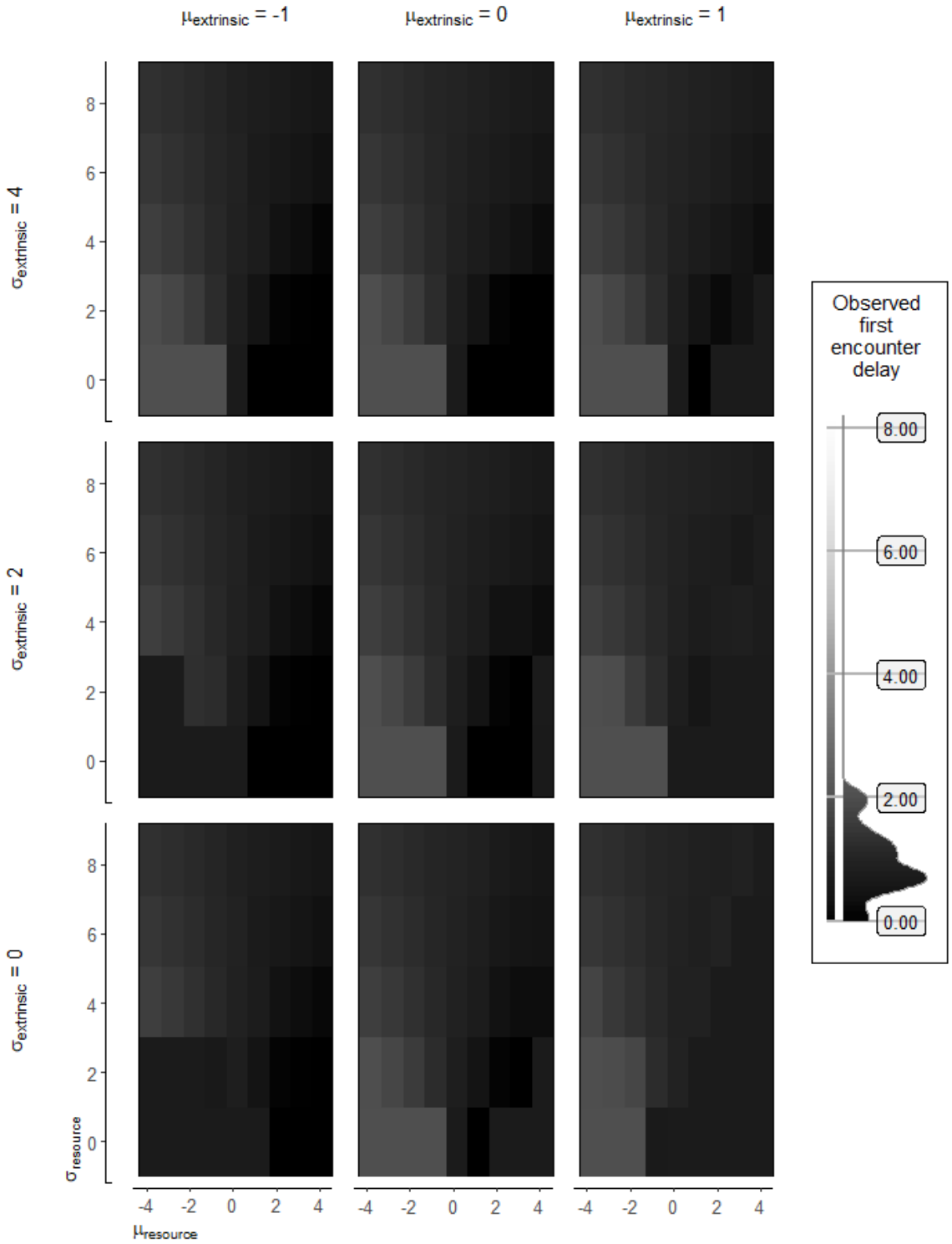
1.95. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



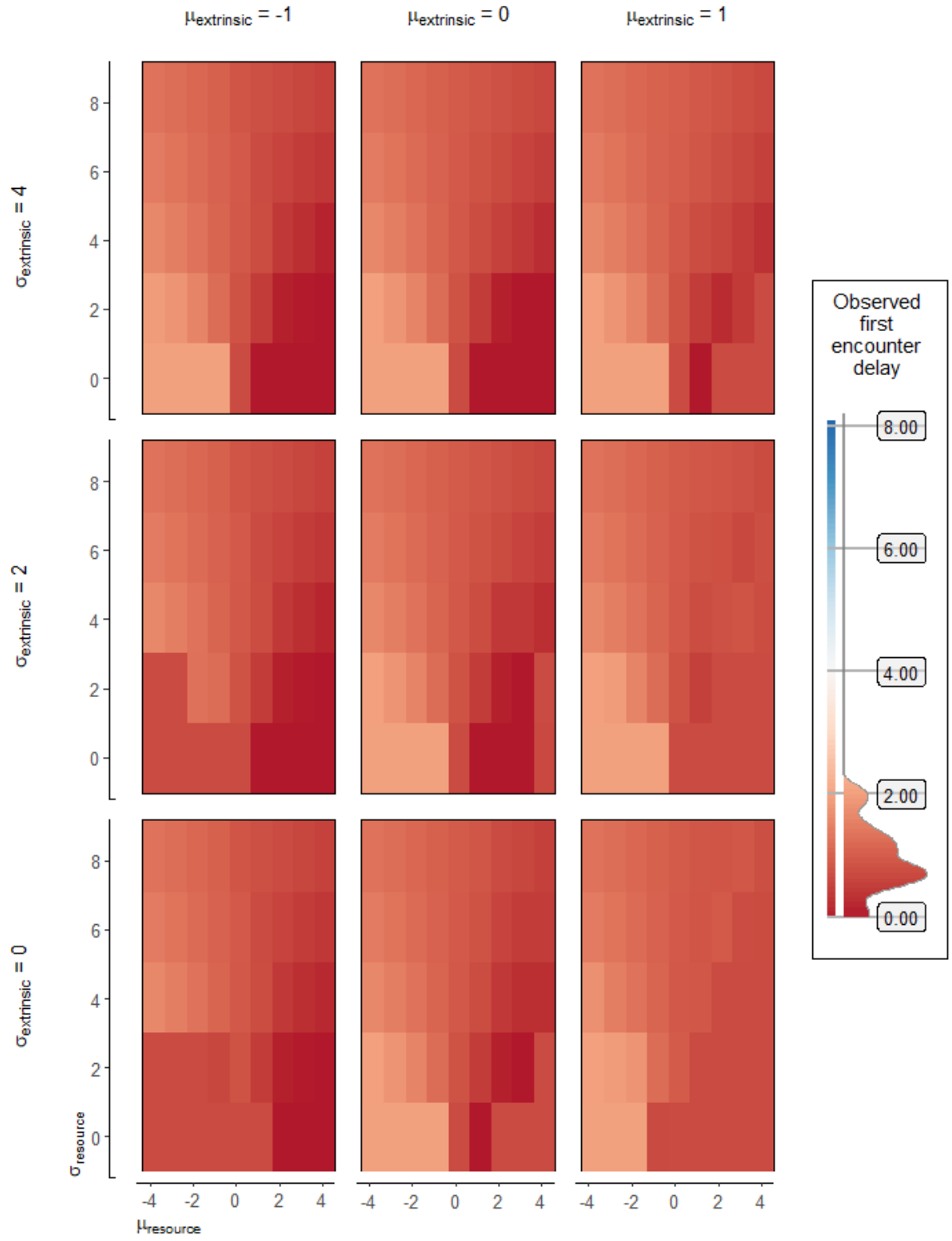
1.96. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



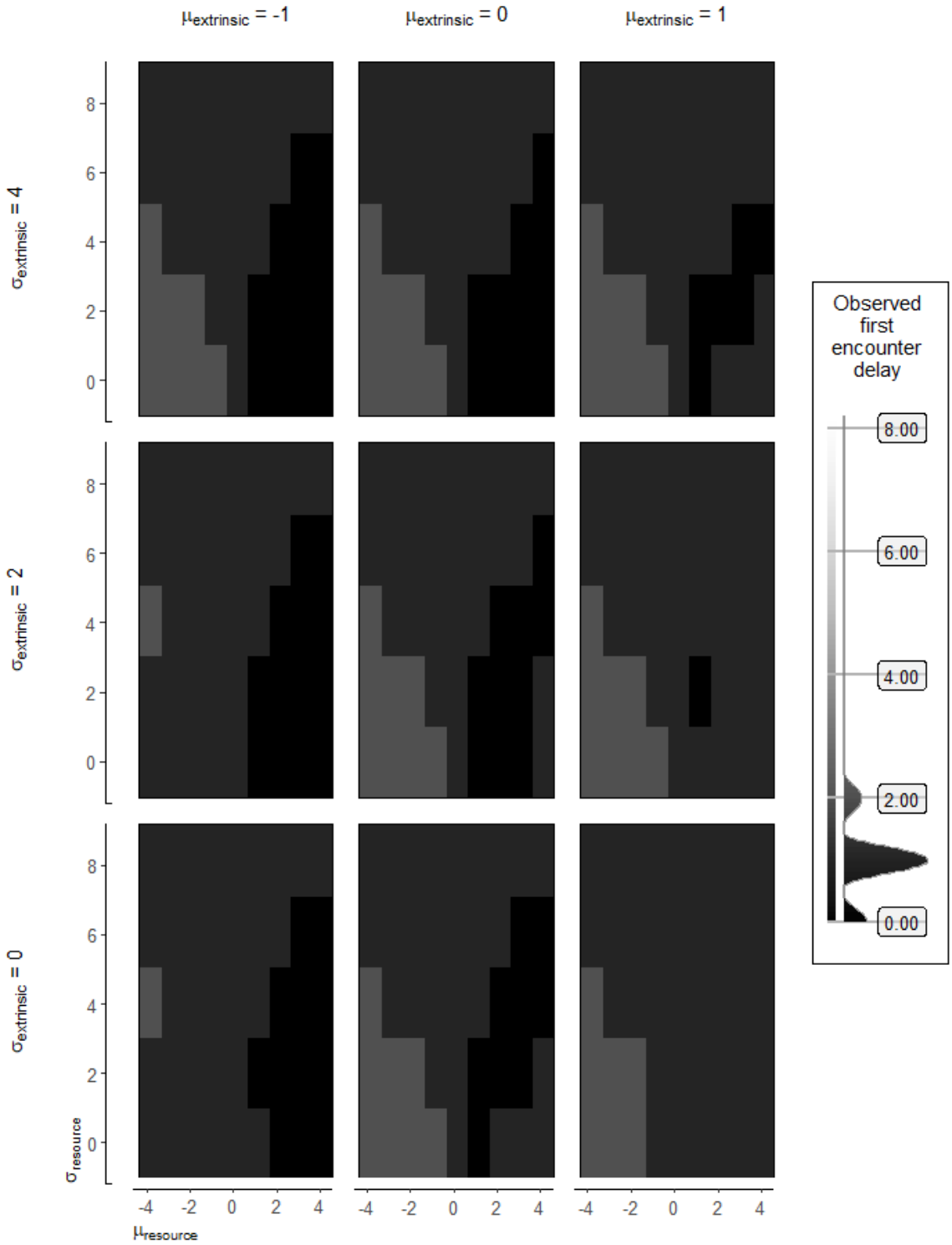
1.97. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



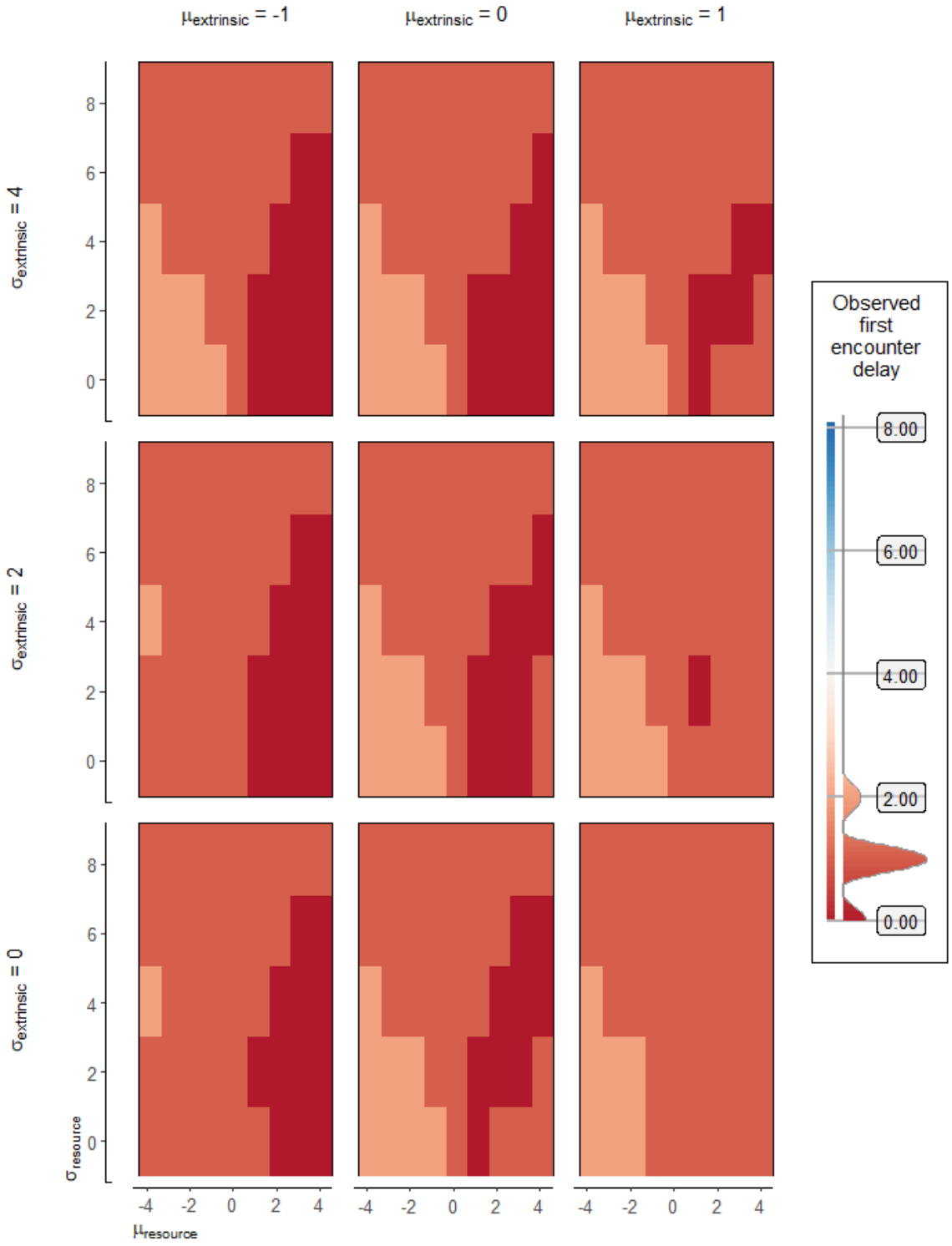
1.98. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



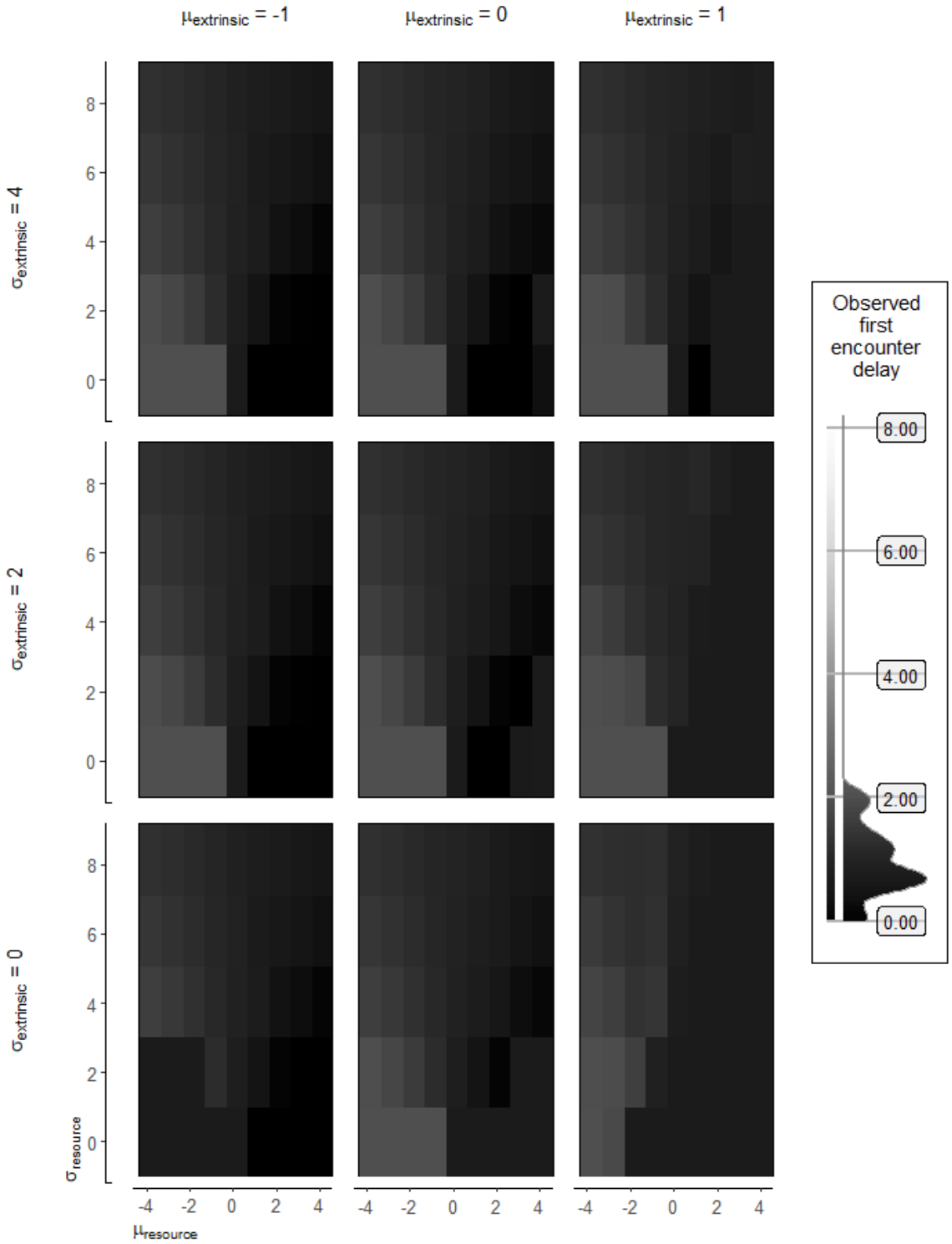
1.99. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



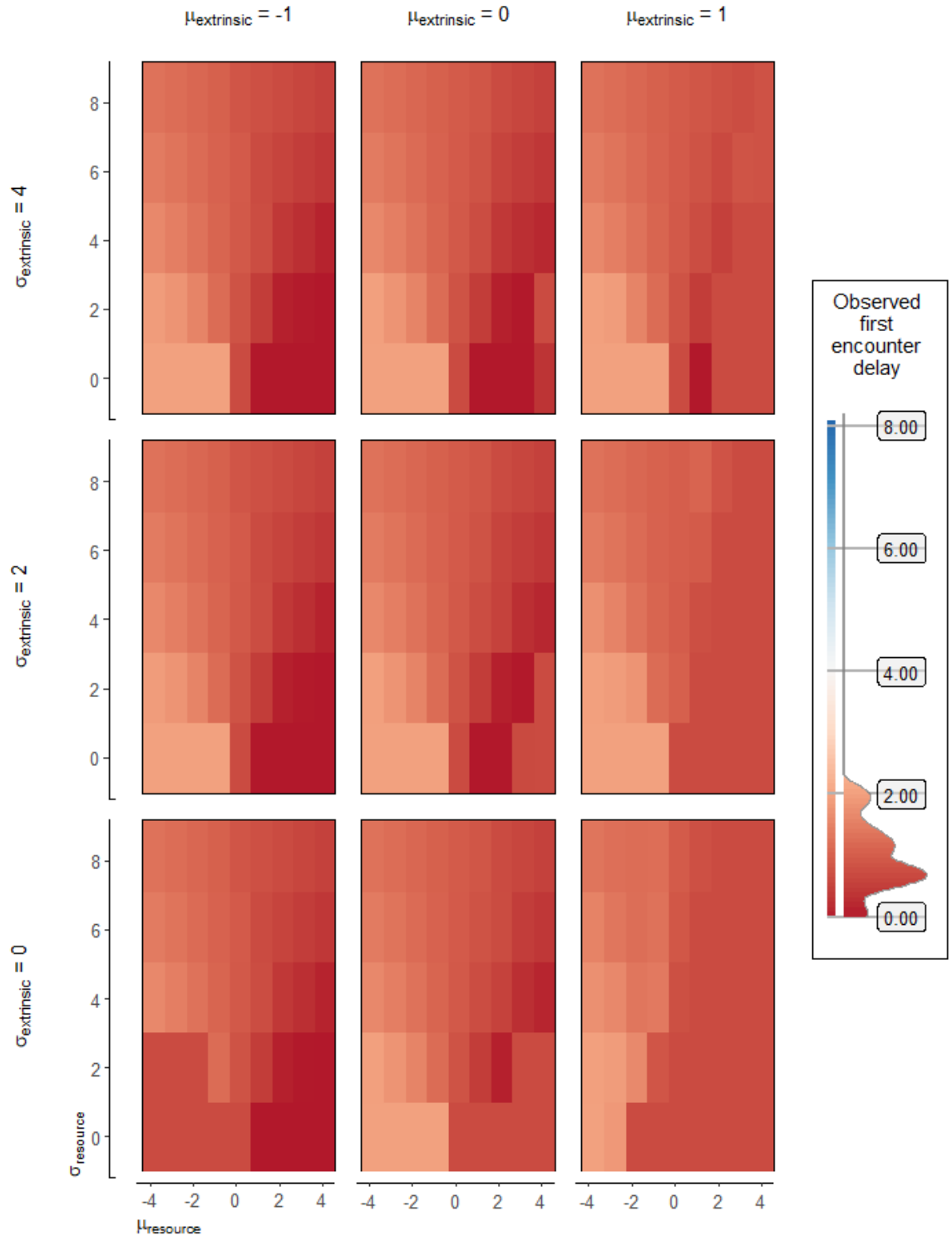
1.100. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



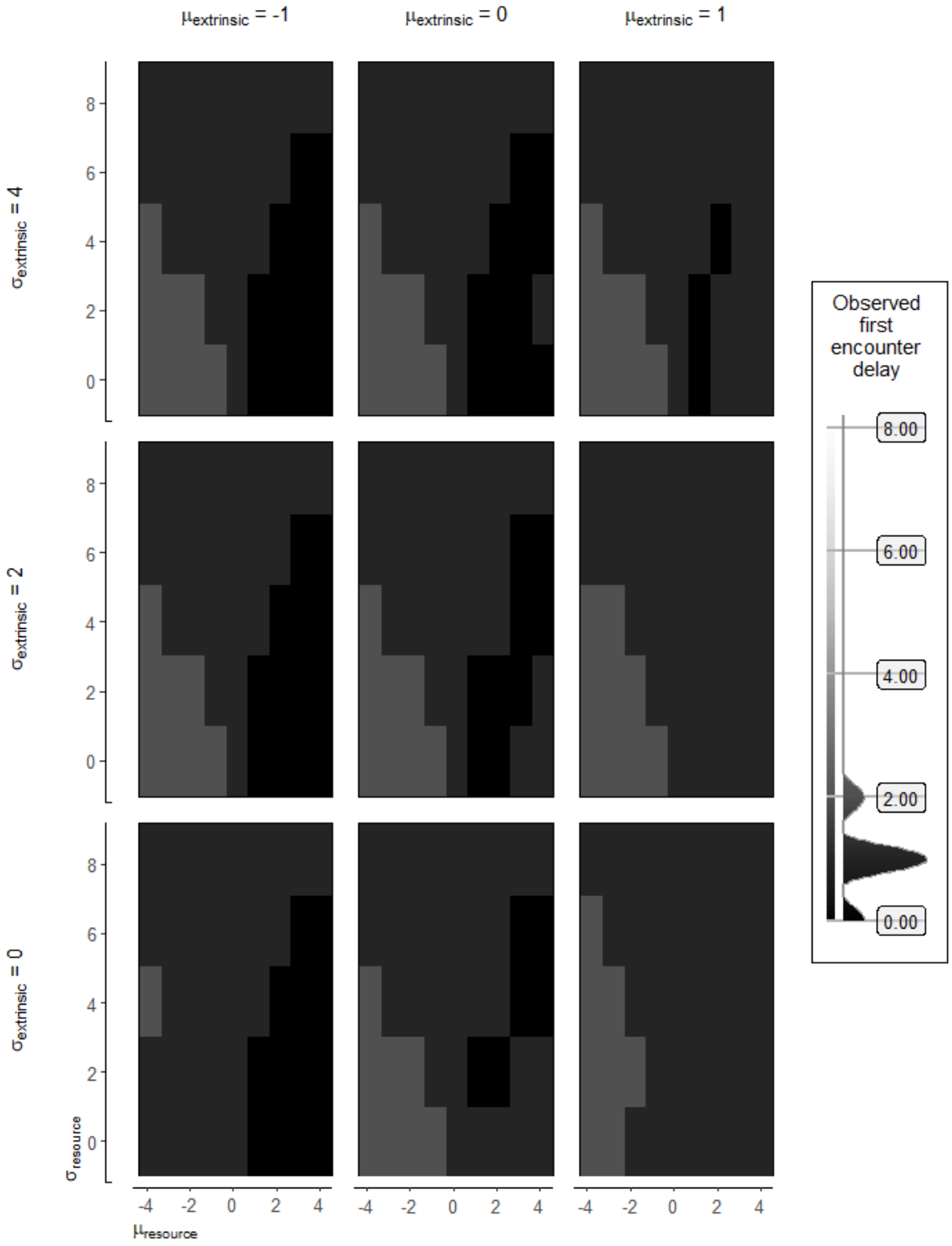
1.101. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



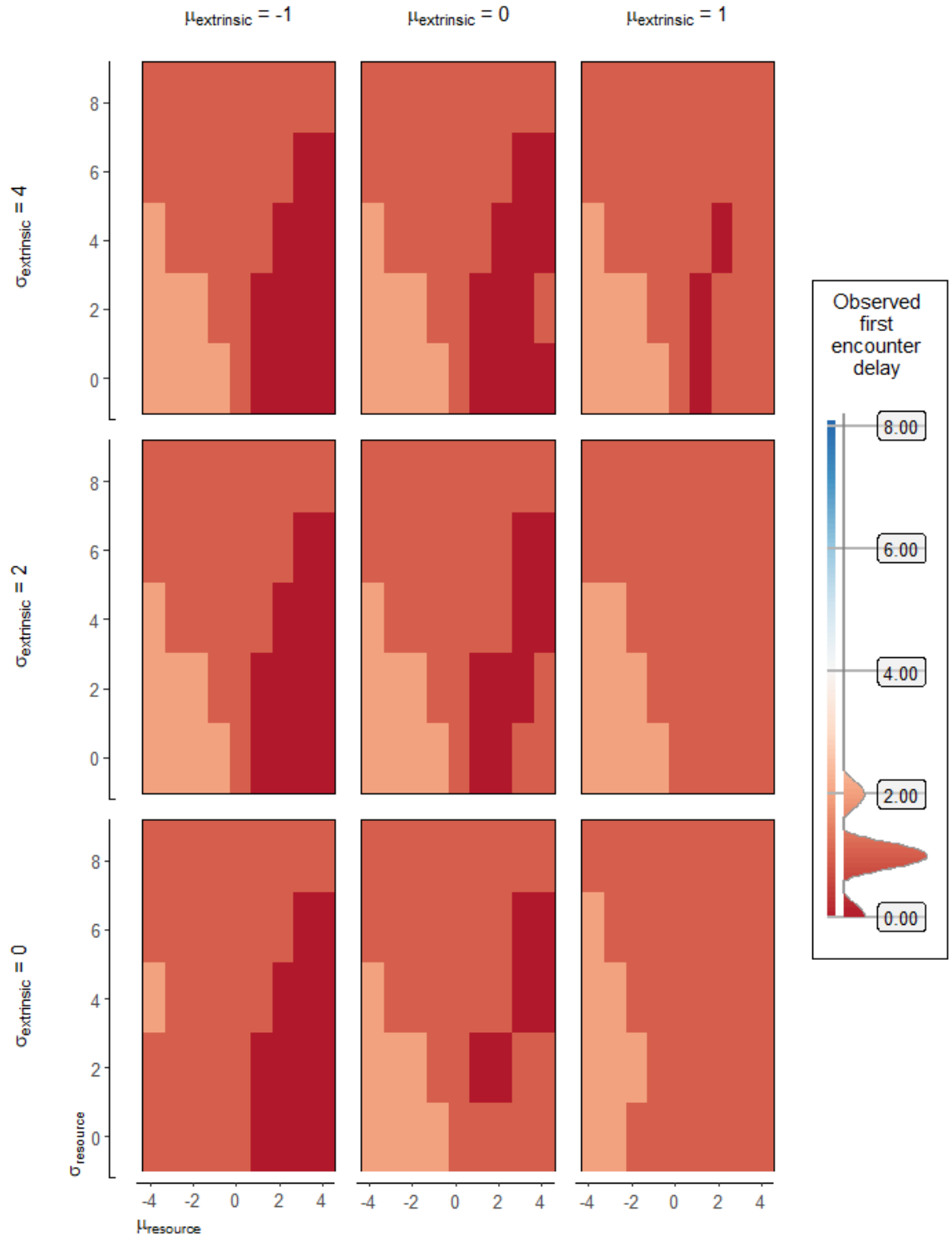
1.102. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



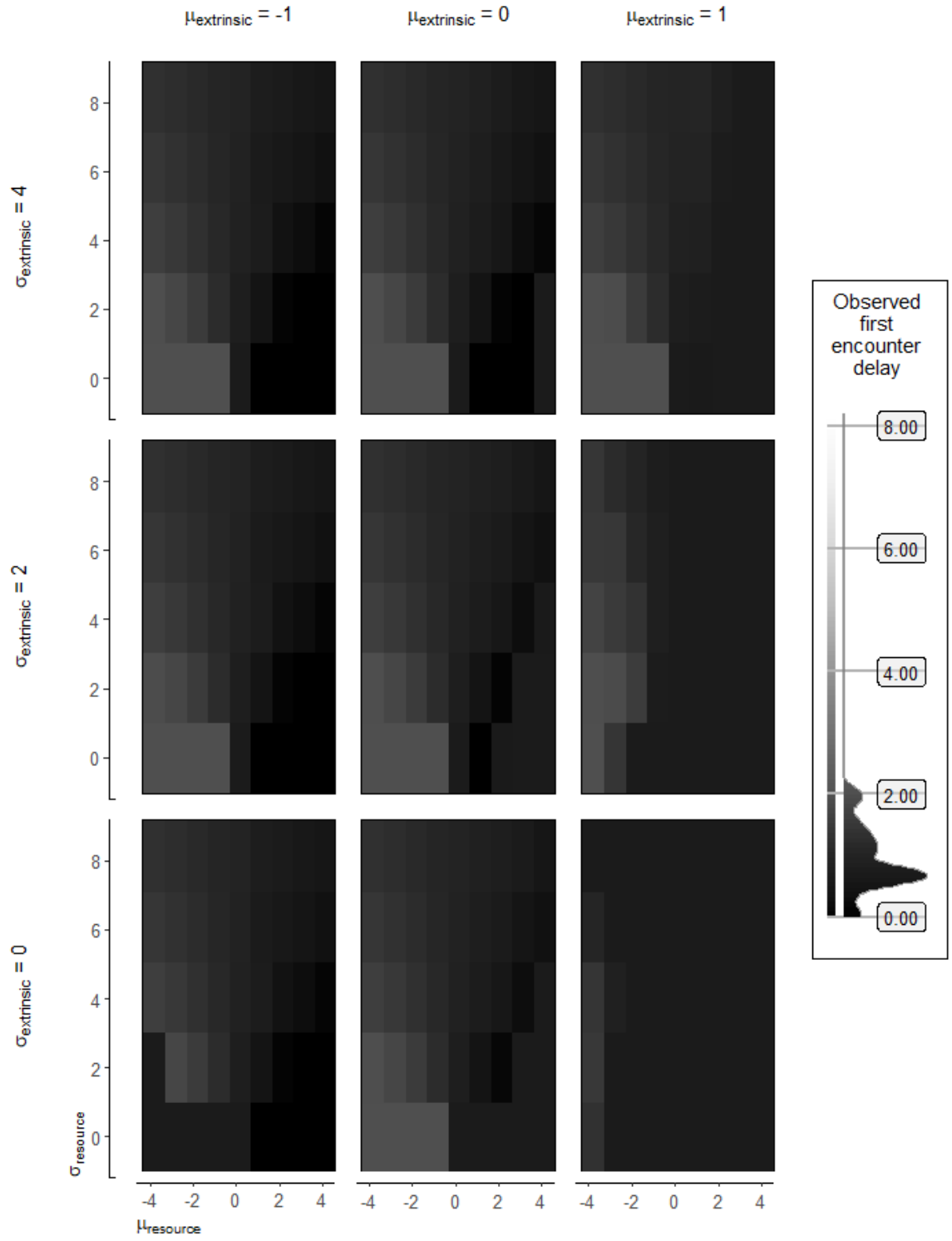
1.103. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



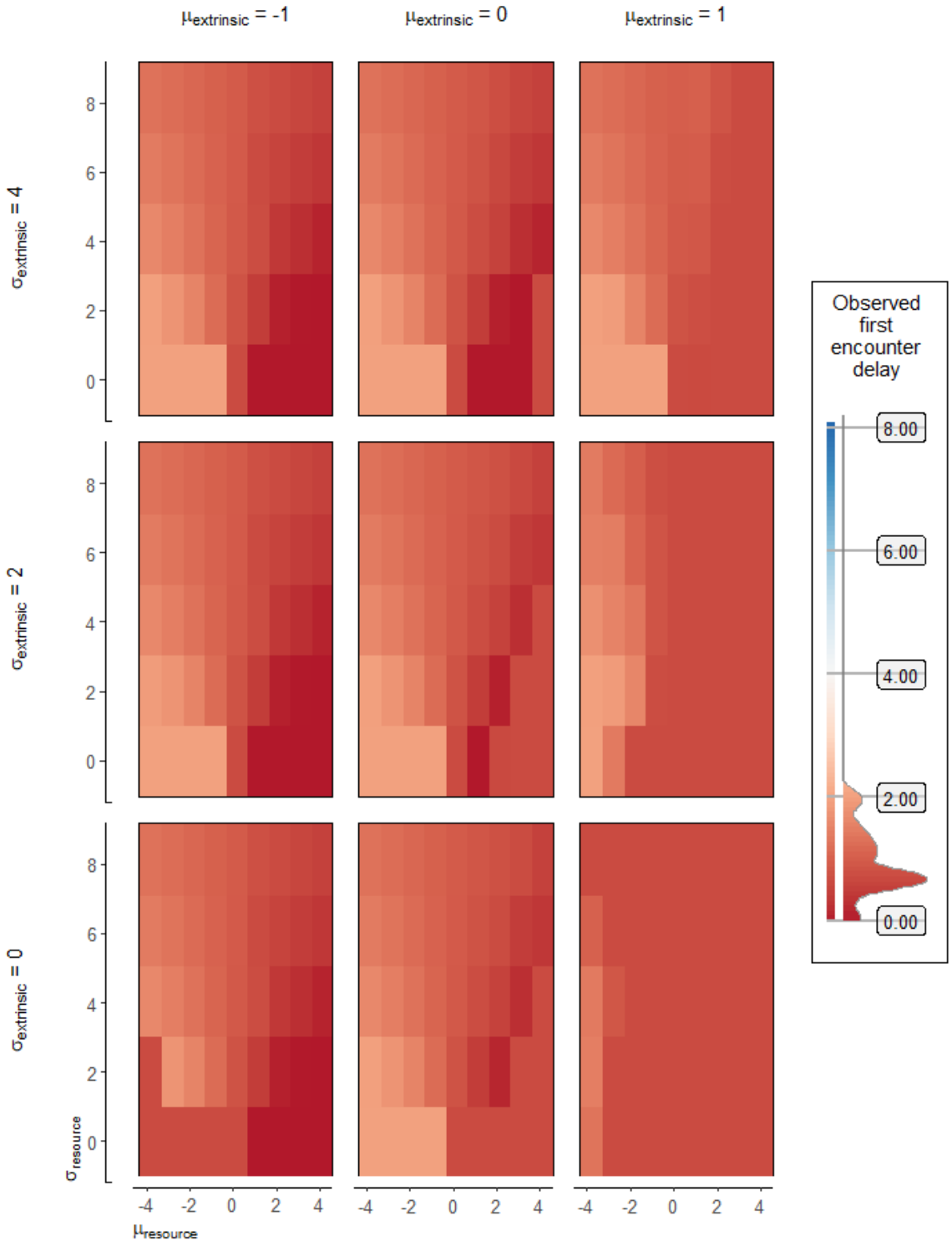
1.104. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



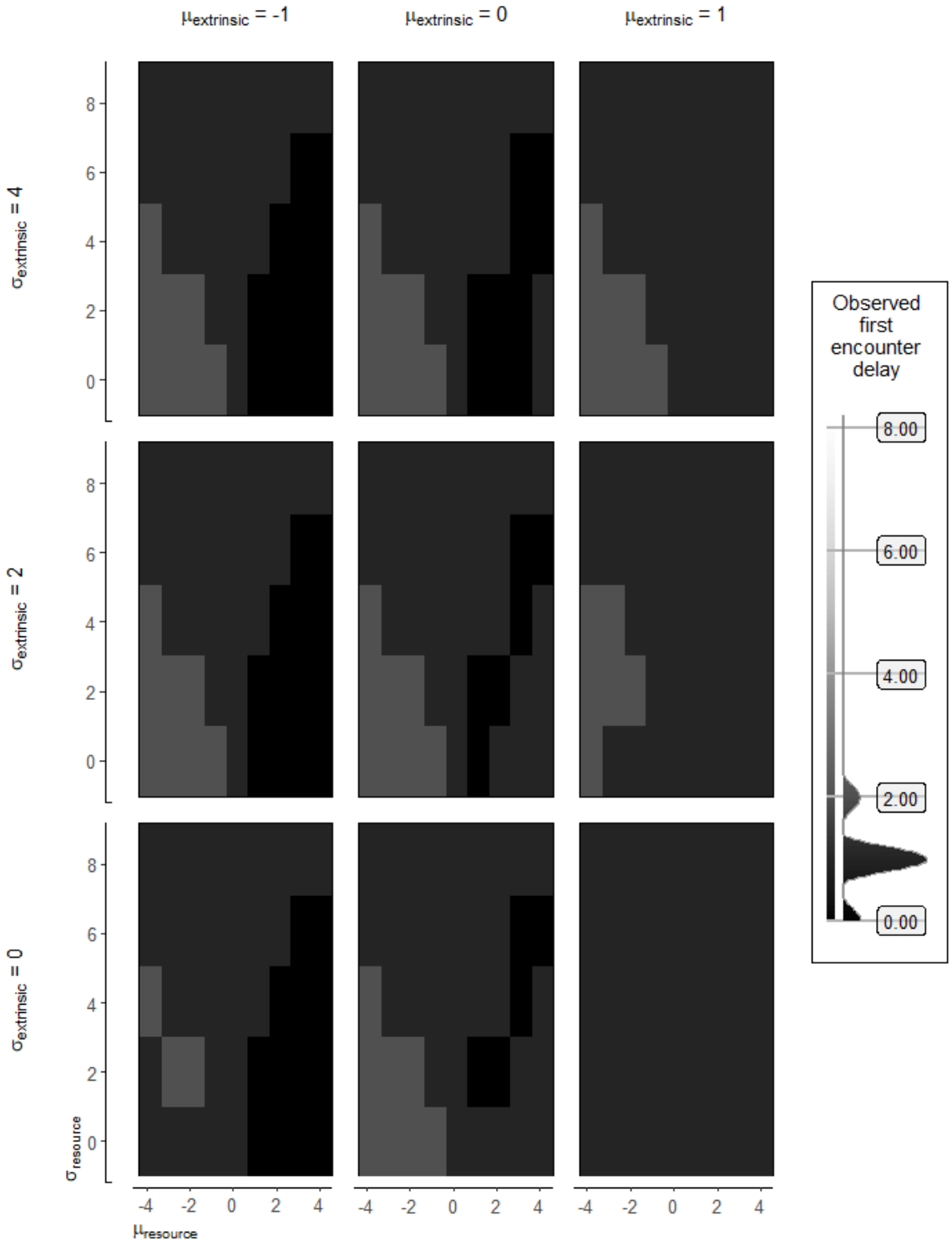
1.105. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



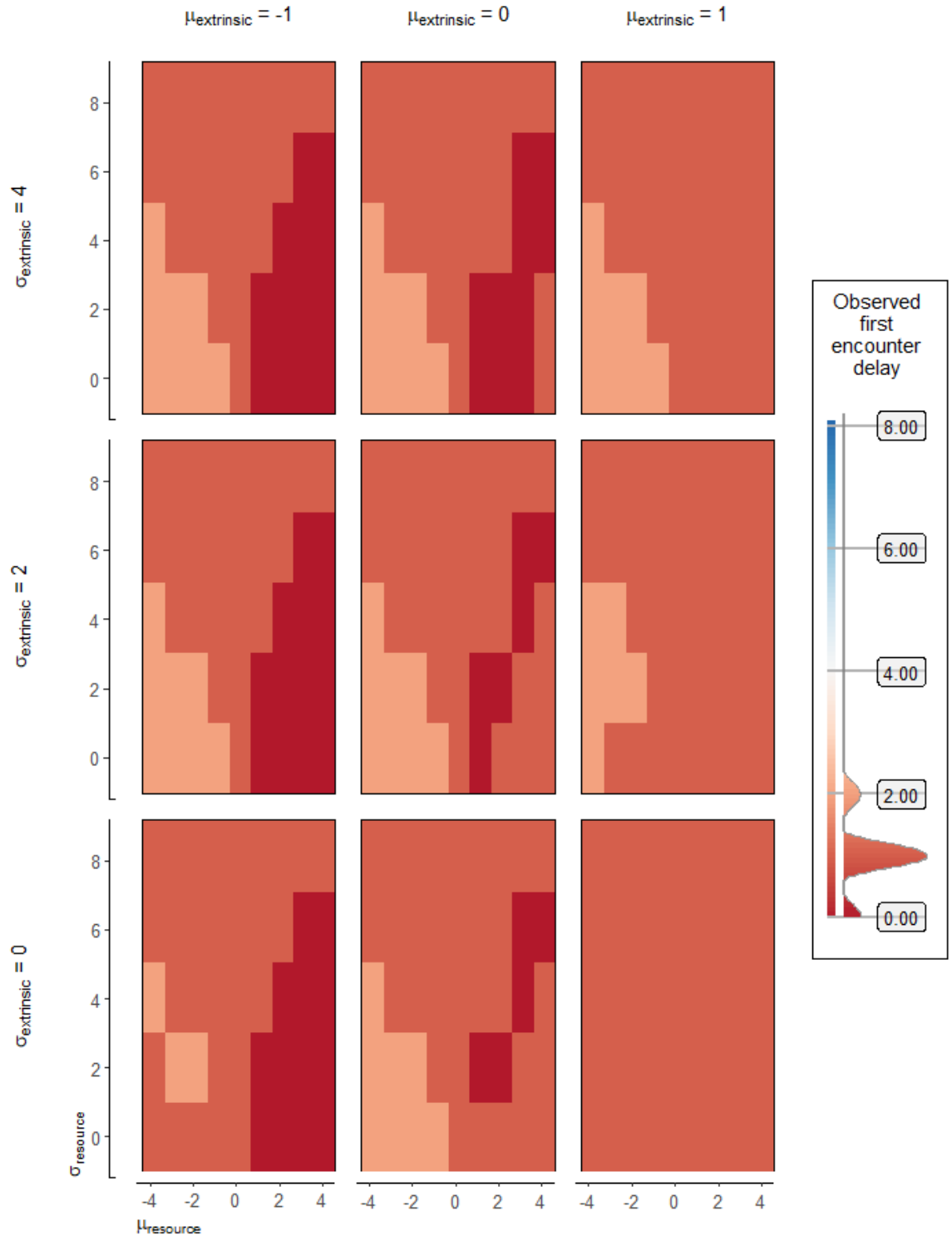
1.106. Observed delay first encounter (continuous)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



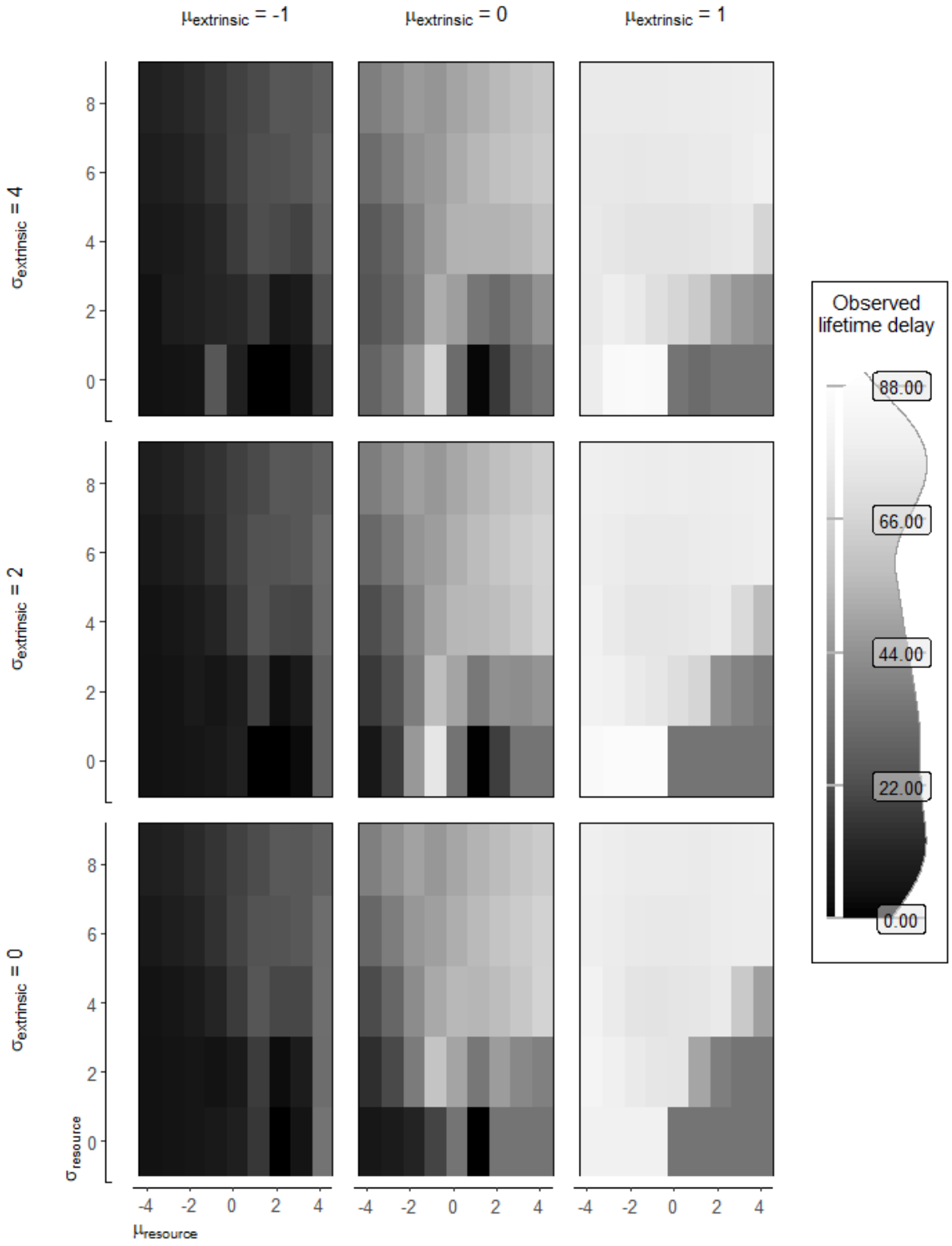
1.107. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) −3 or 1, (B1) −2 or 2, (C1) −1 or 3, (A2) −2 or 0, (B2) −1 or 1, (C2) 0 or 2, (A3) always −1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



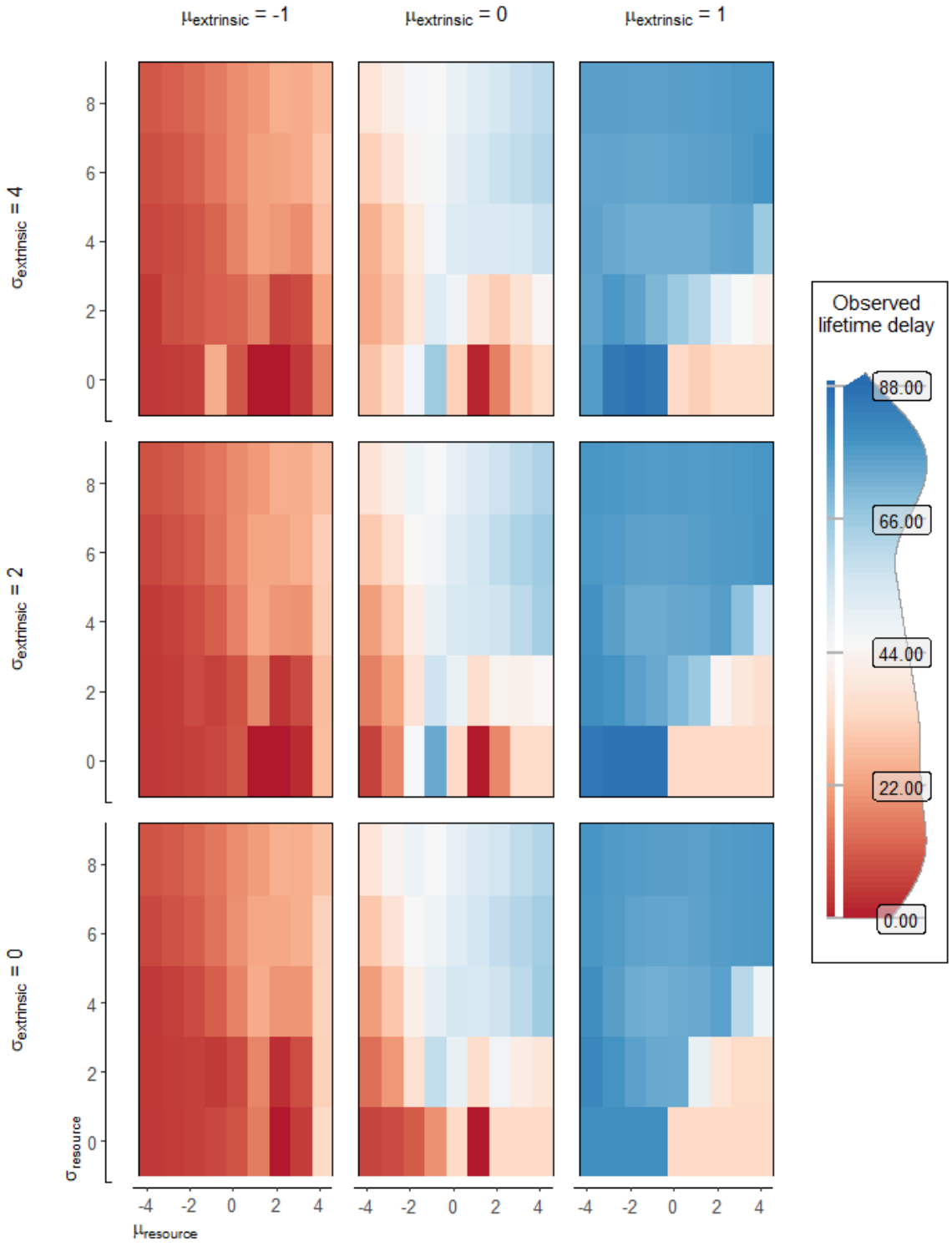
1.108. Observed delay first encounter (discrete)

How long does an agent expect to delay at the first time step? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



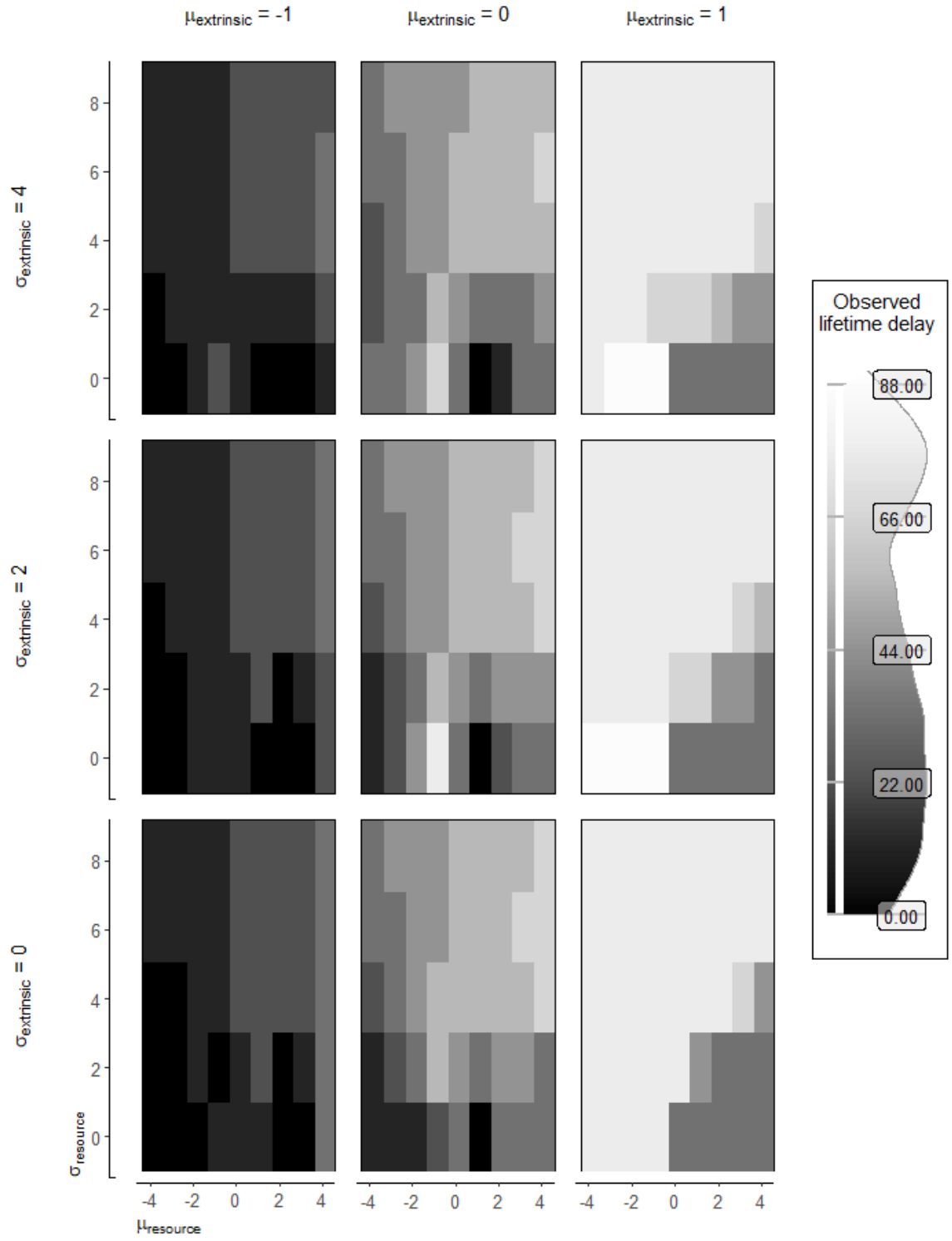
1.109. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



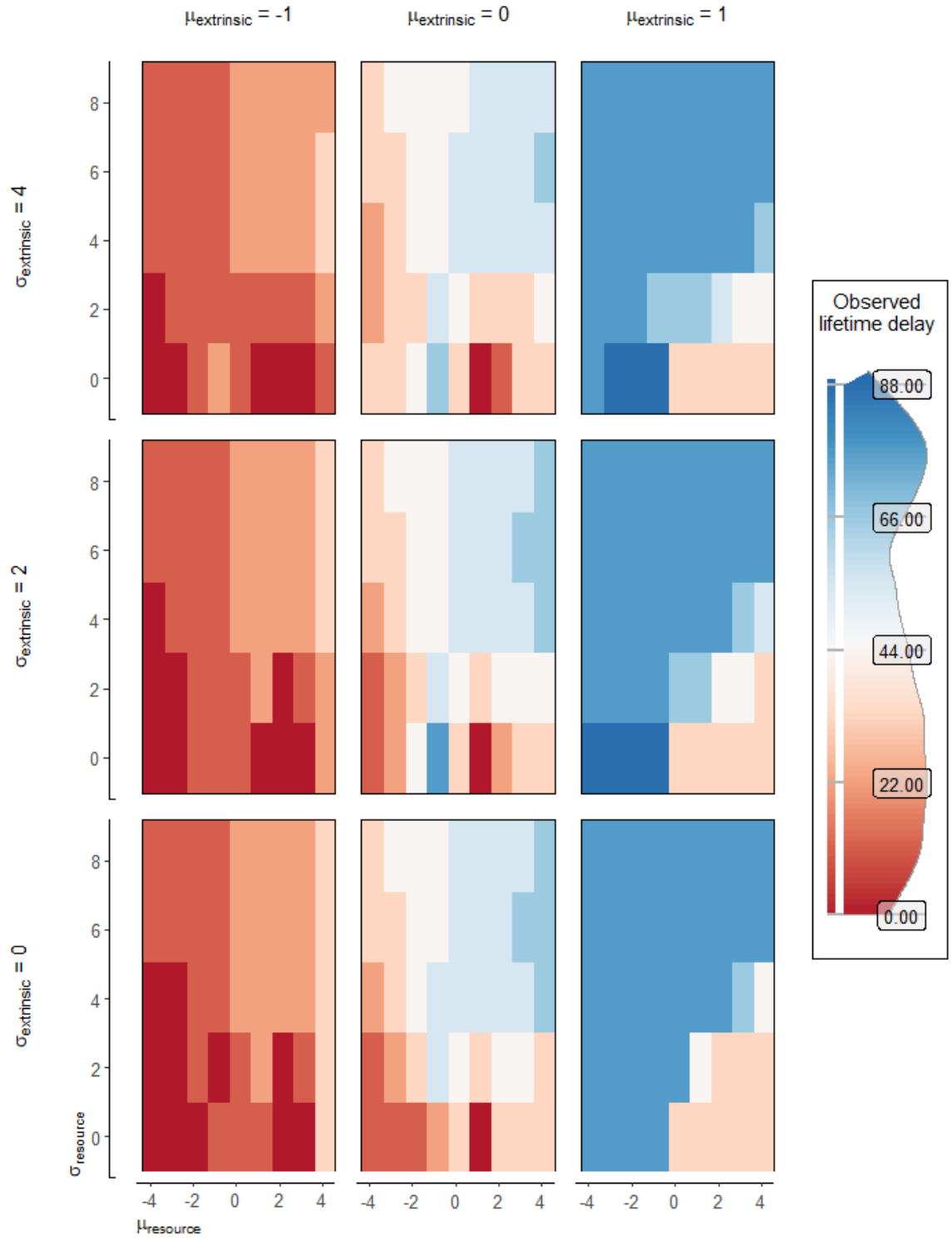
1.110. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



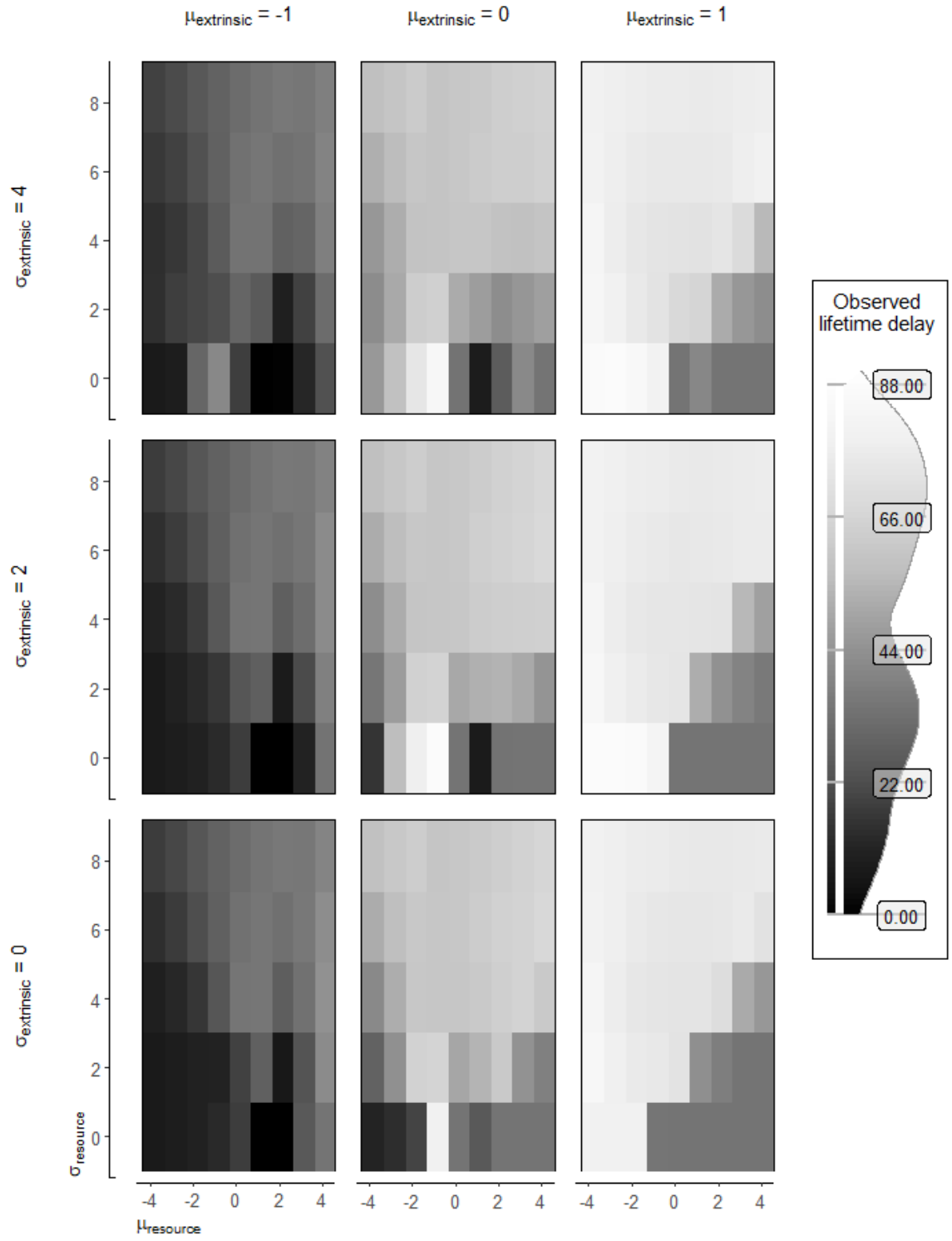
1.111. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



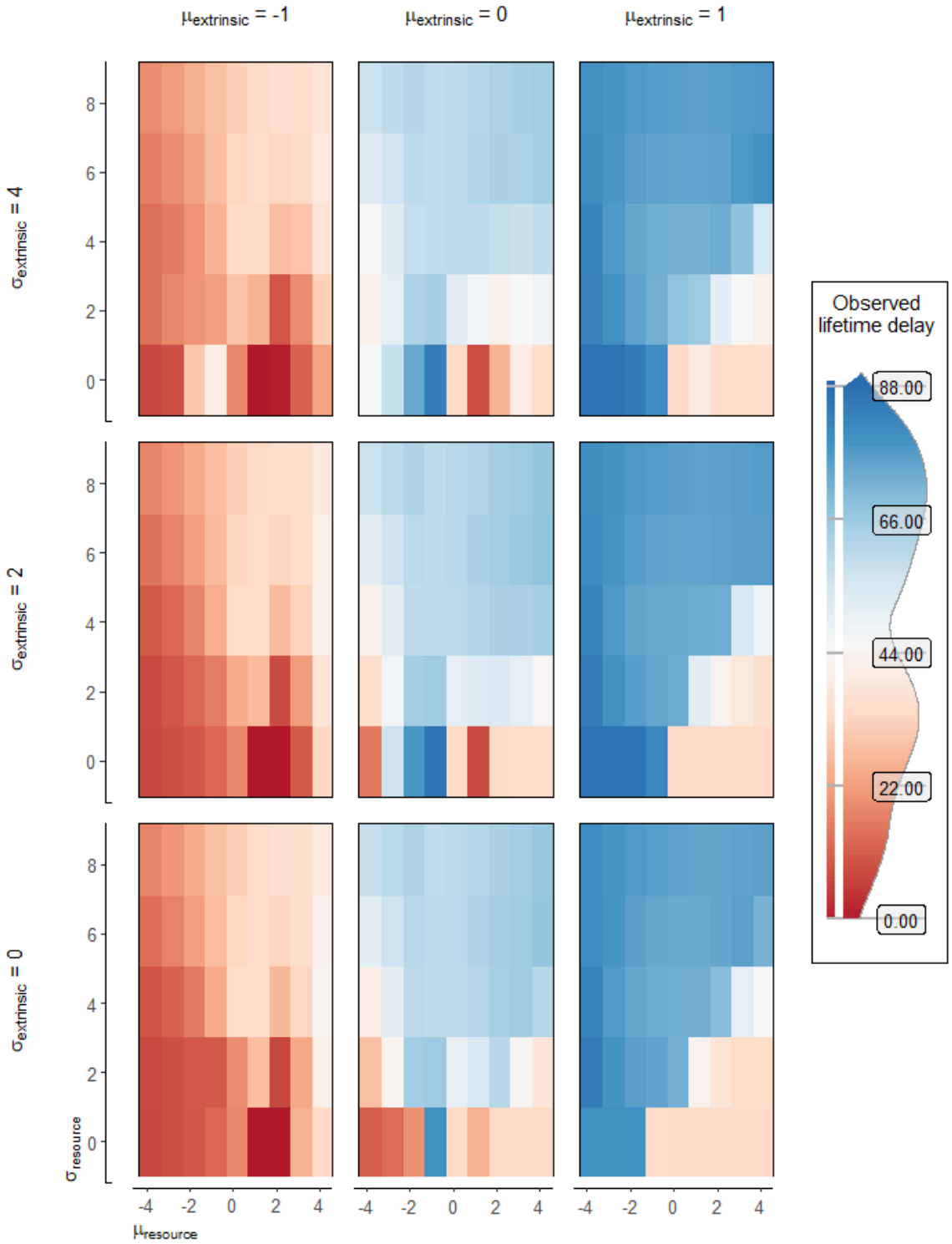
1.112. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



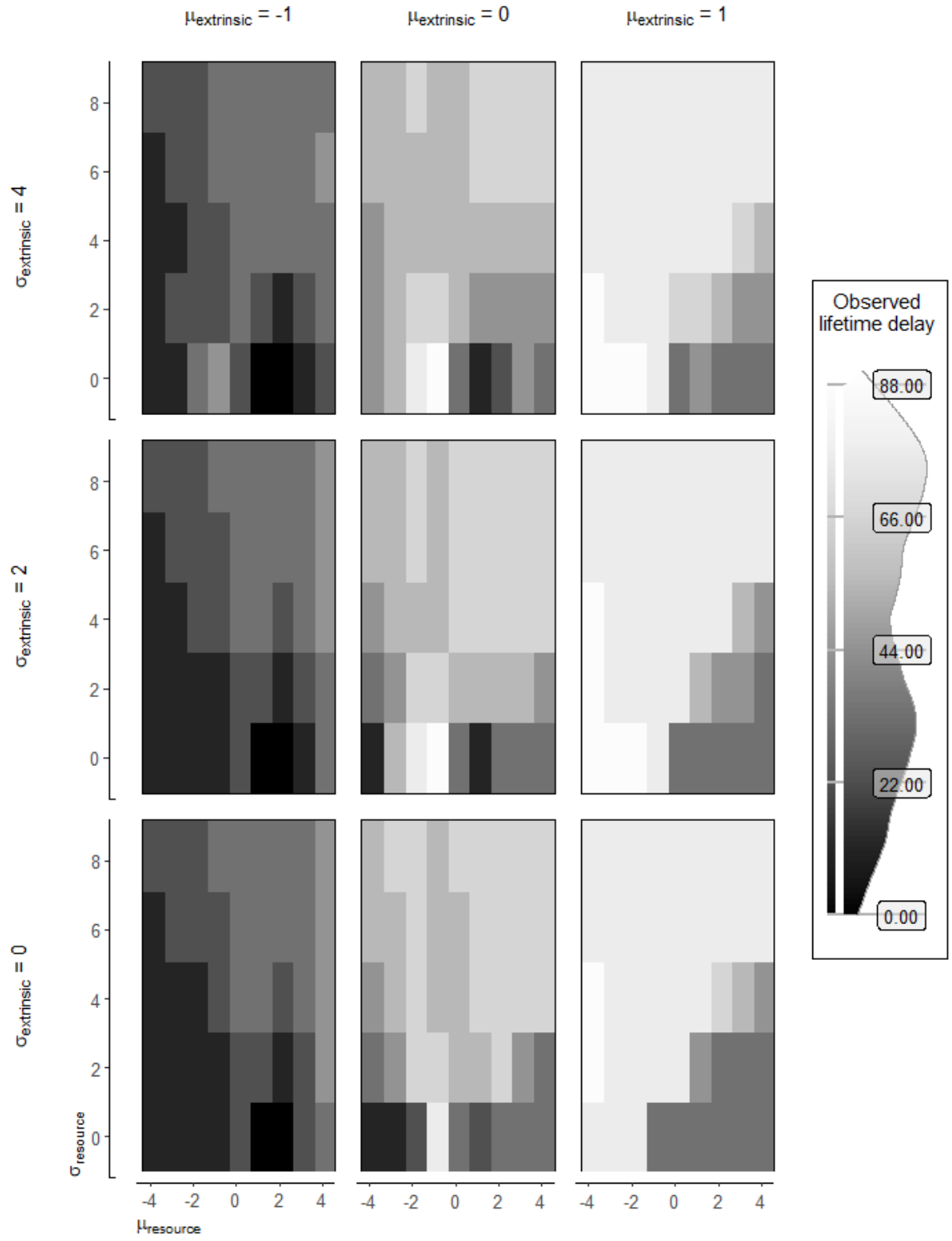
1.113. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



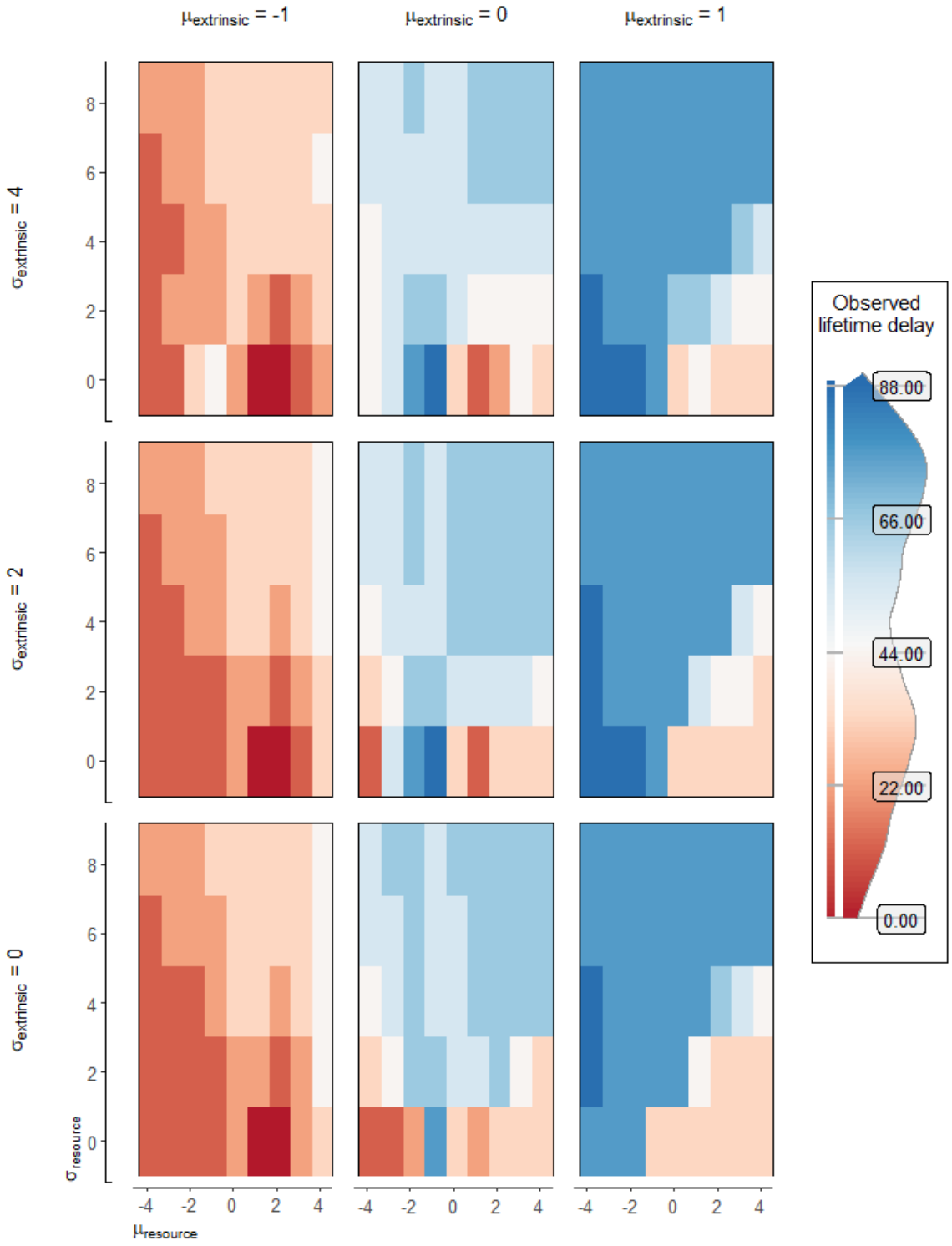
1.114. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



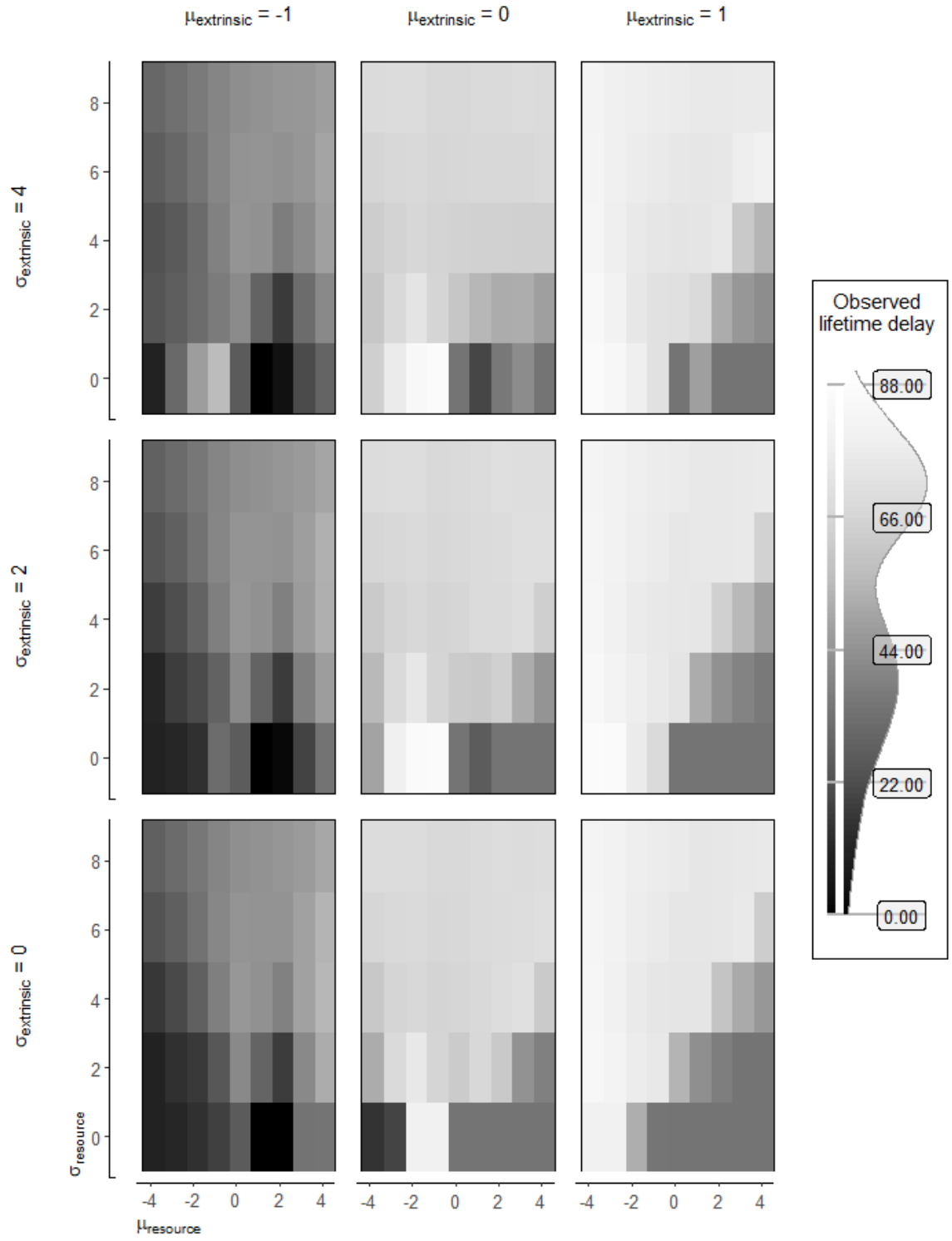
1.115. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



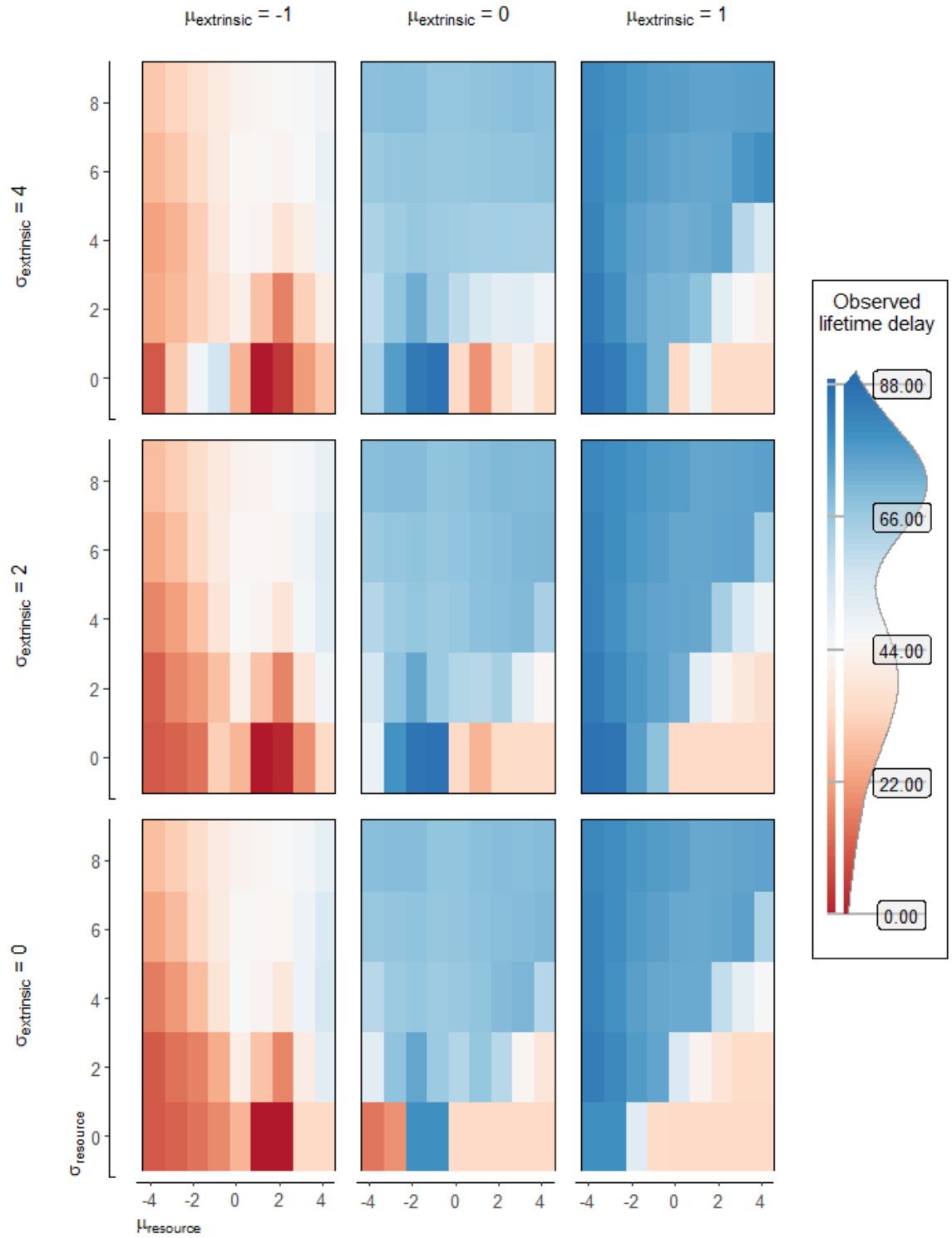
1.116. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



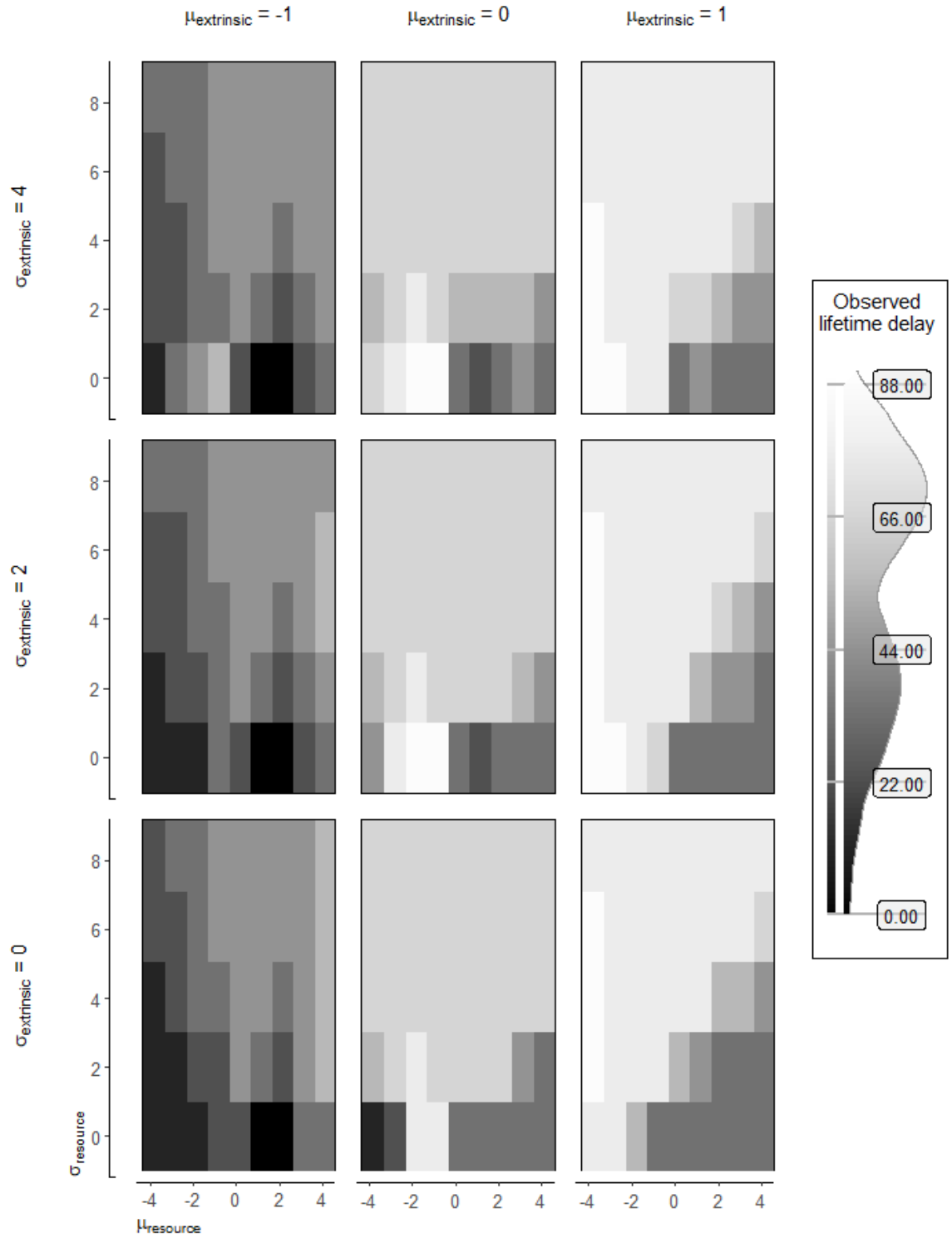
1.117. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



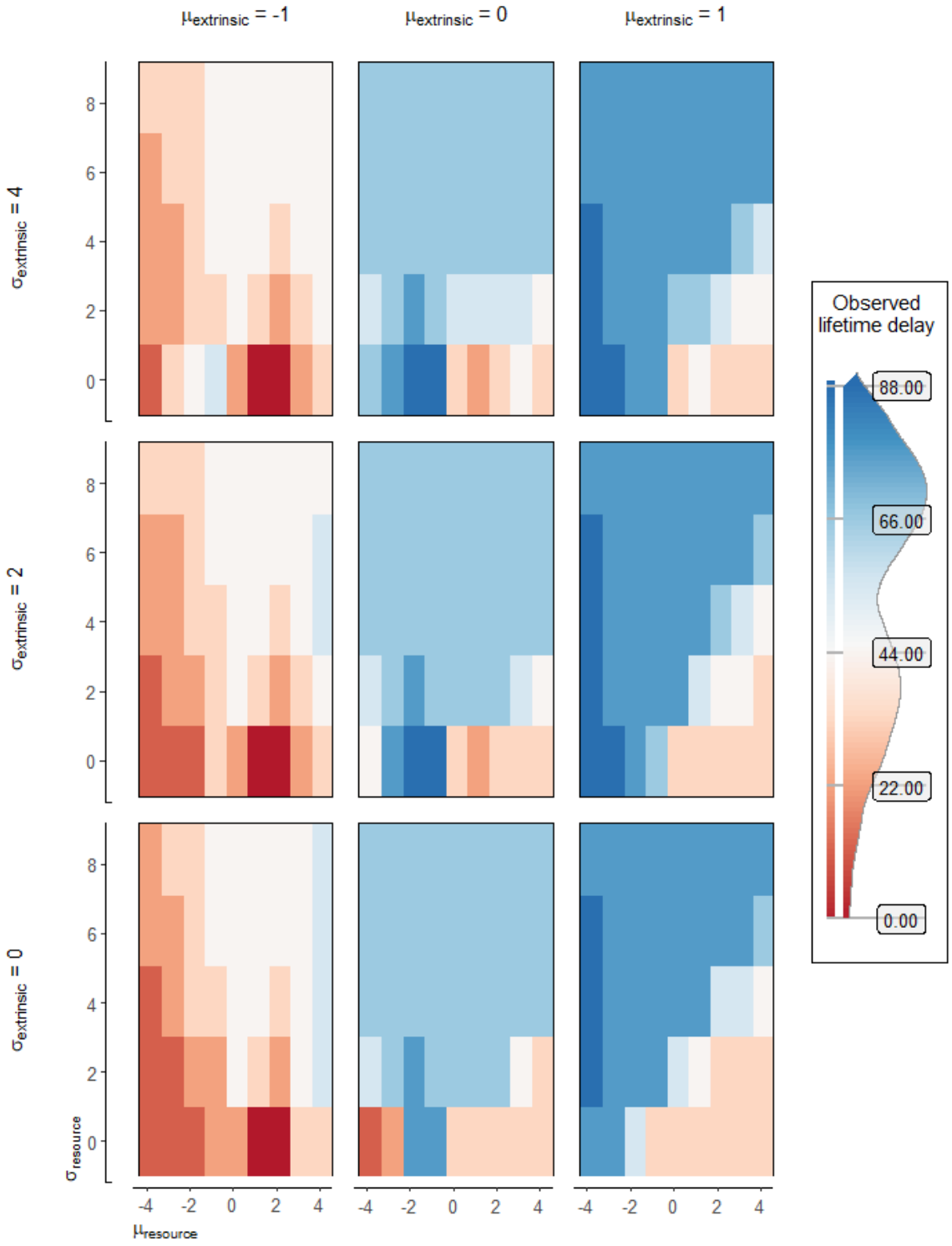
1.118. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



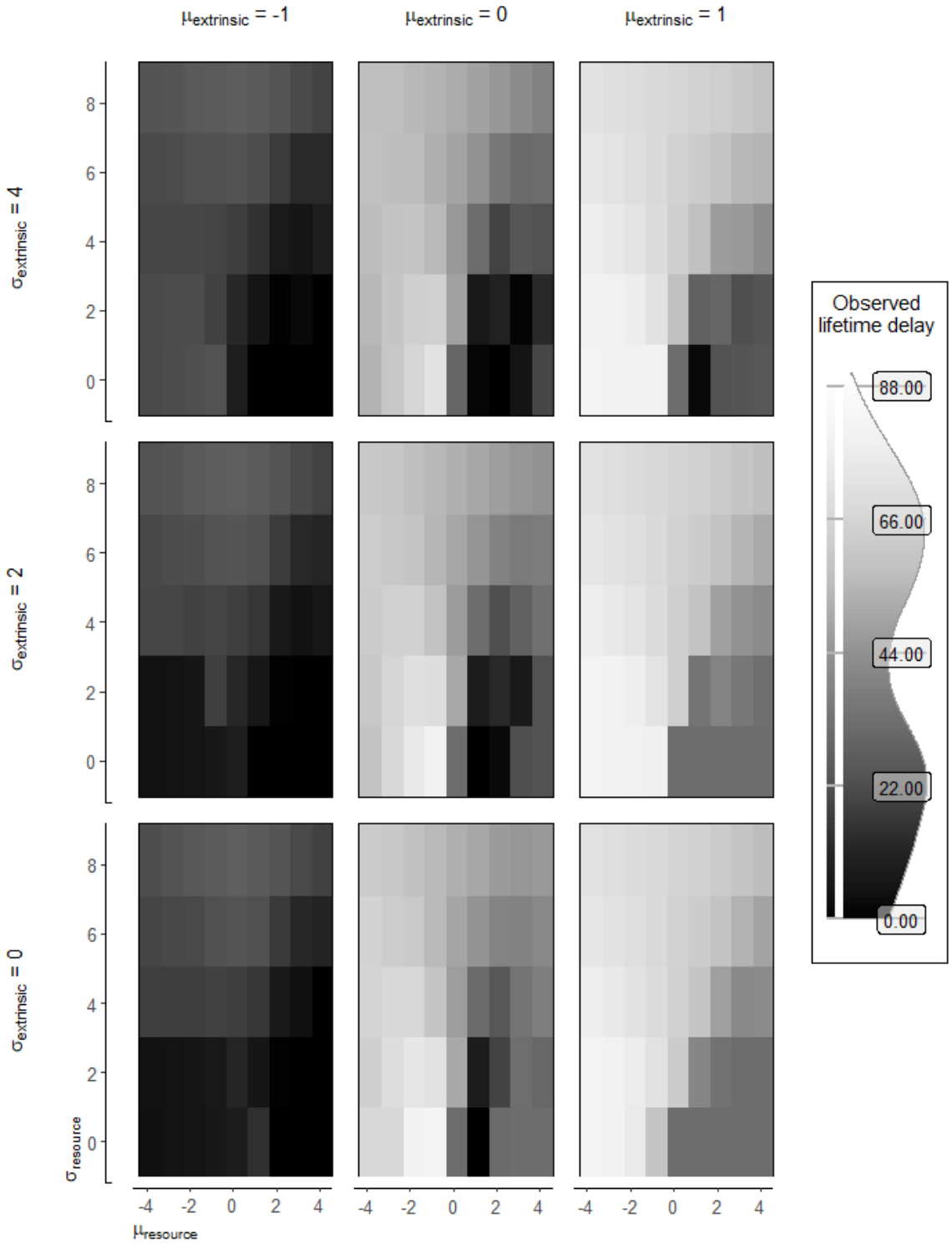
1.119. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



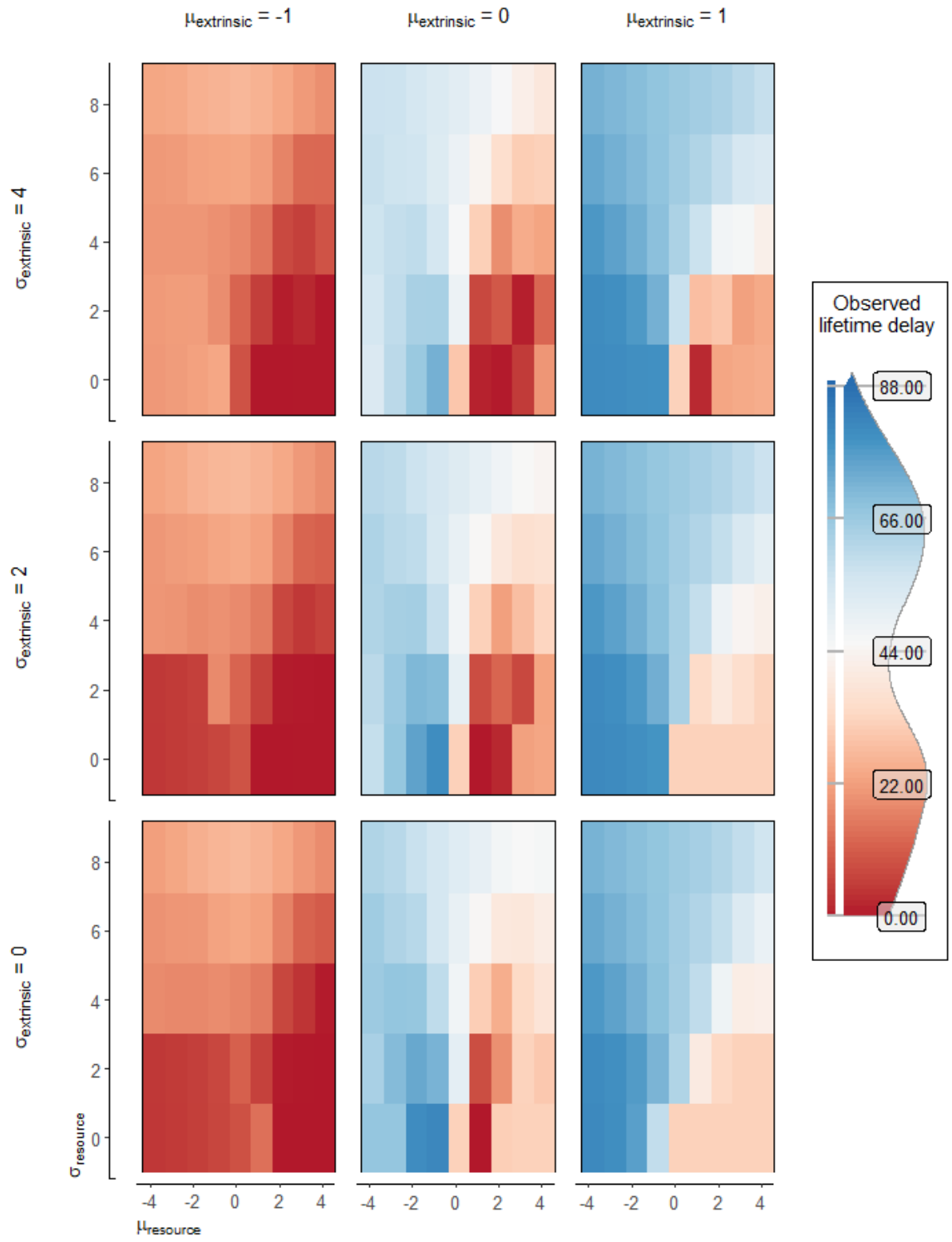
1.120. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



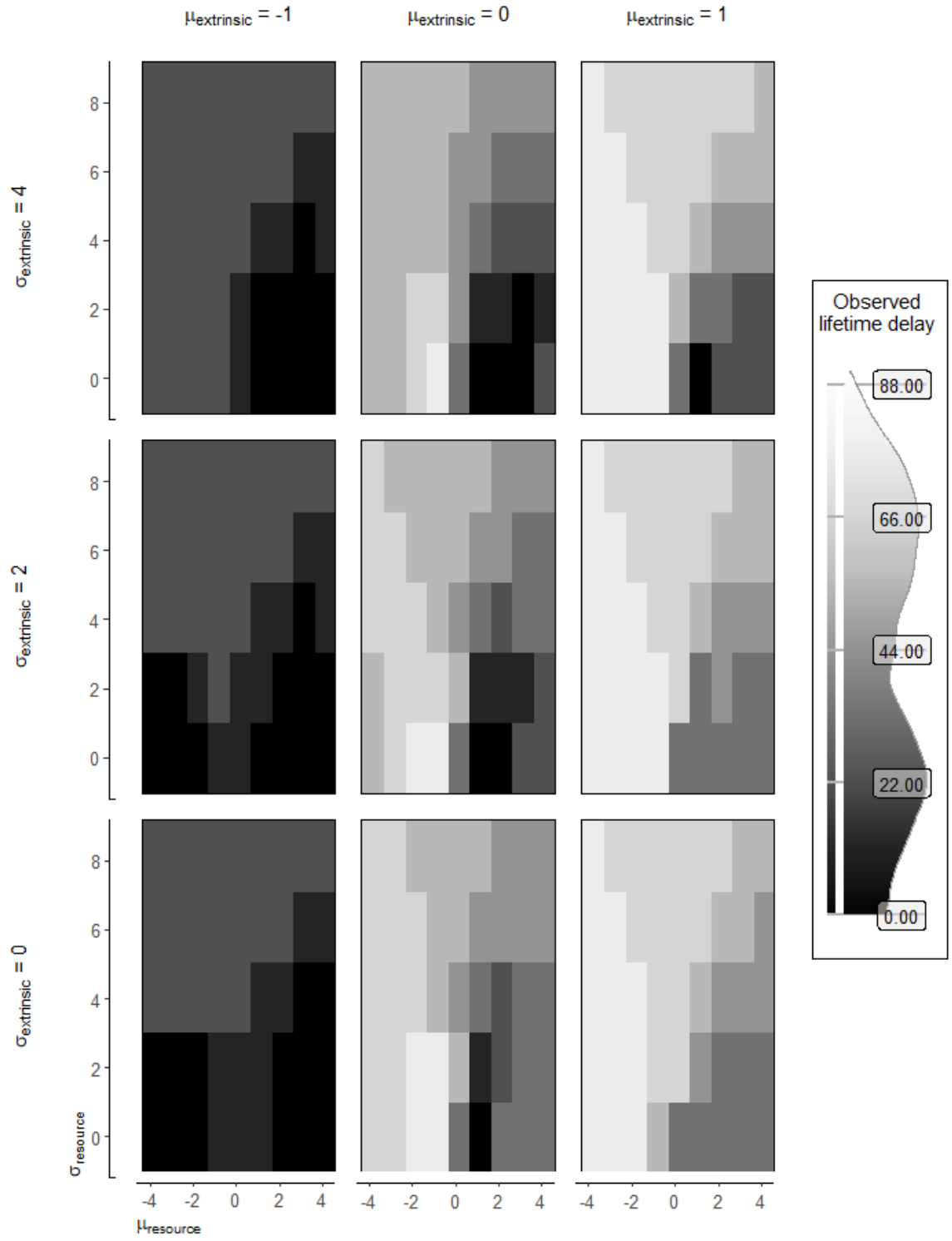
1.121. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



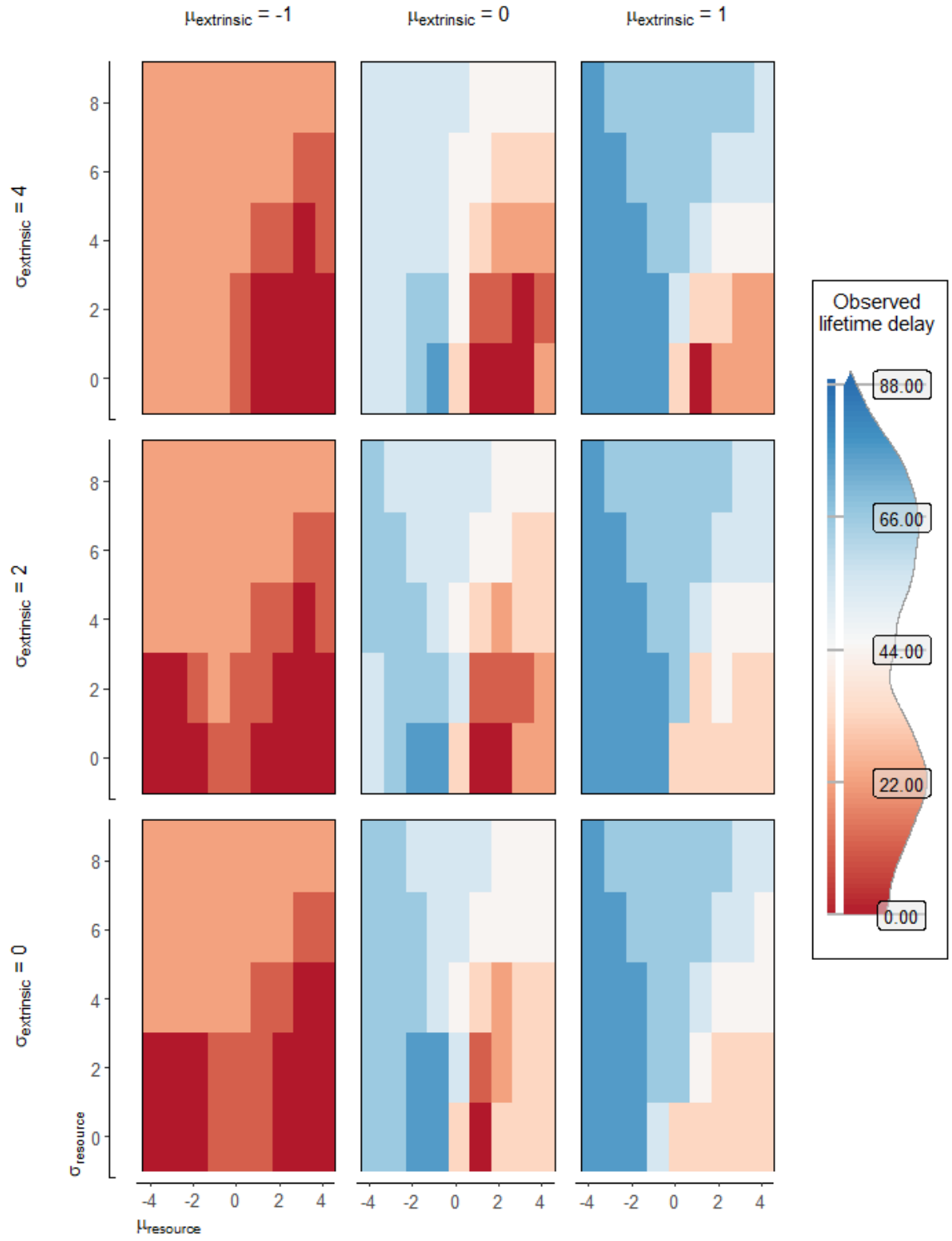
1.122. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



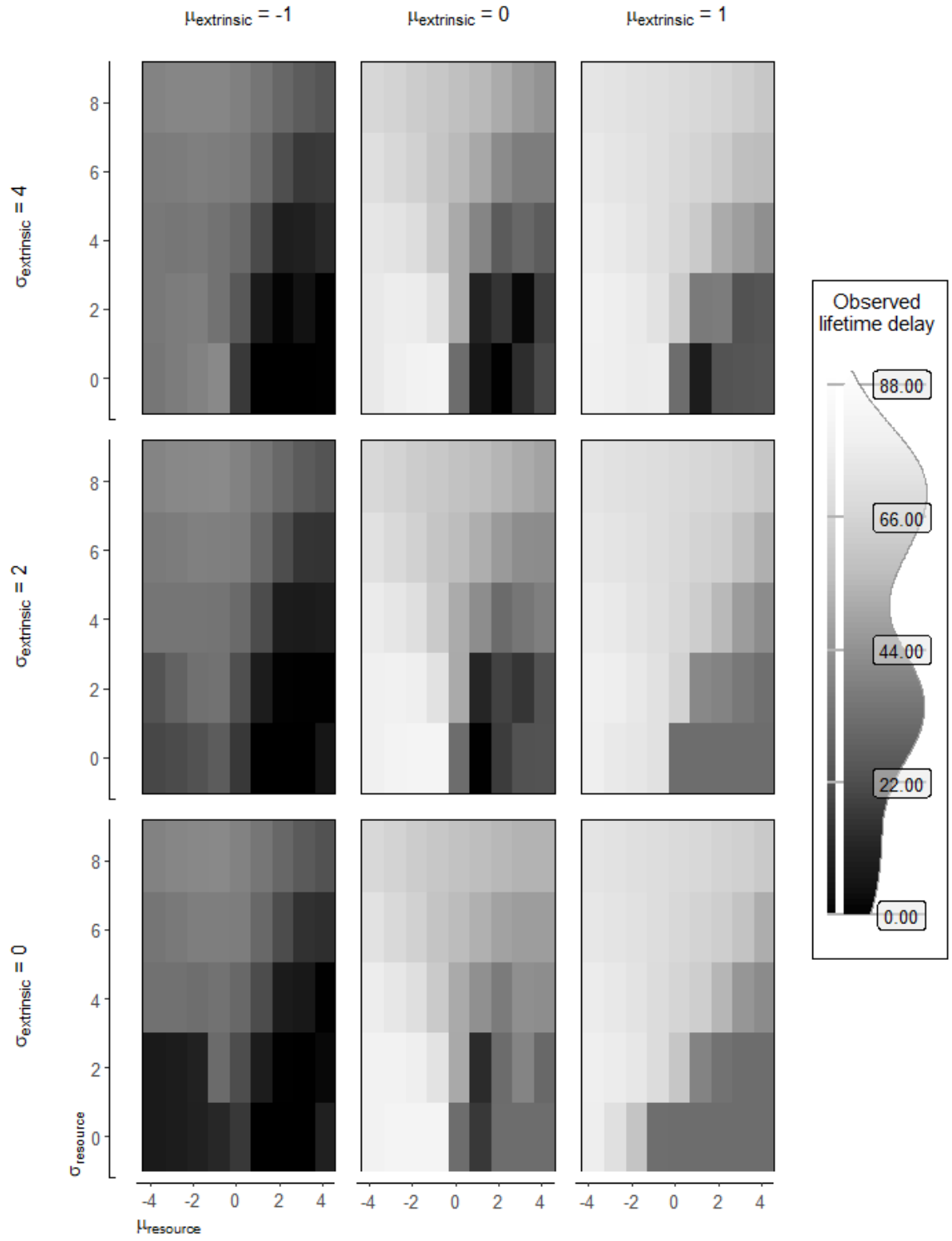
1.123. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



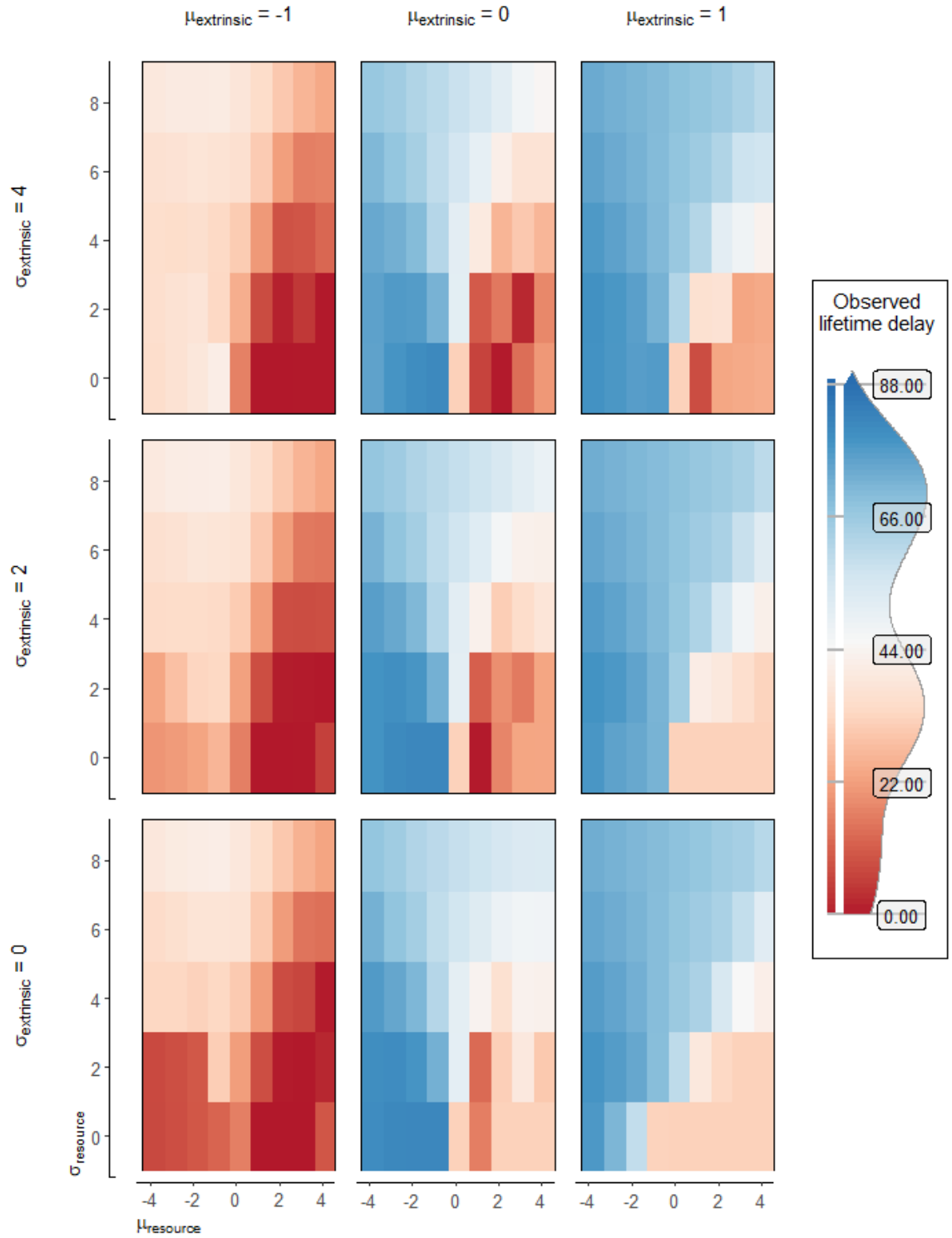
1.124. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



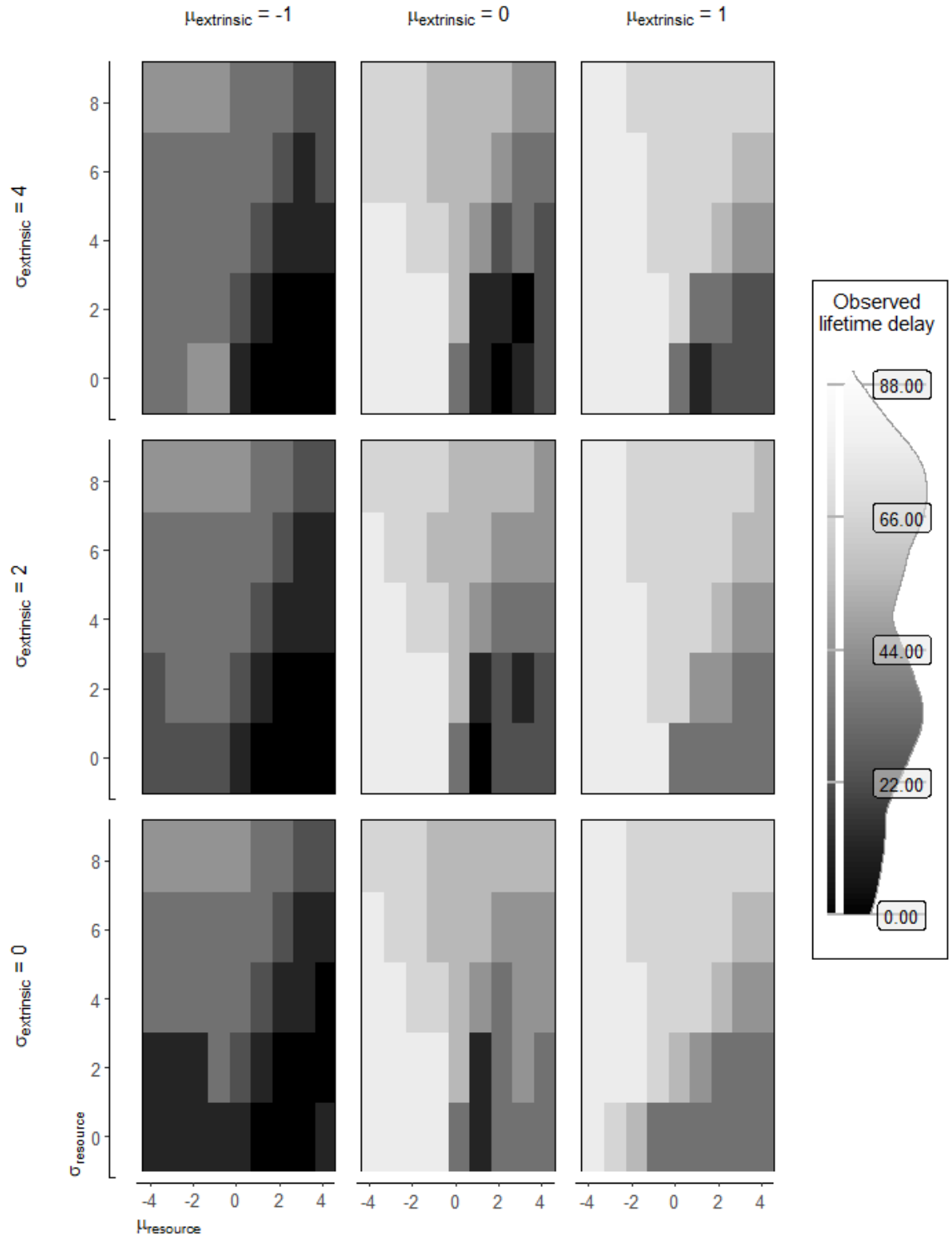
1.125. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



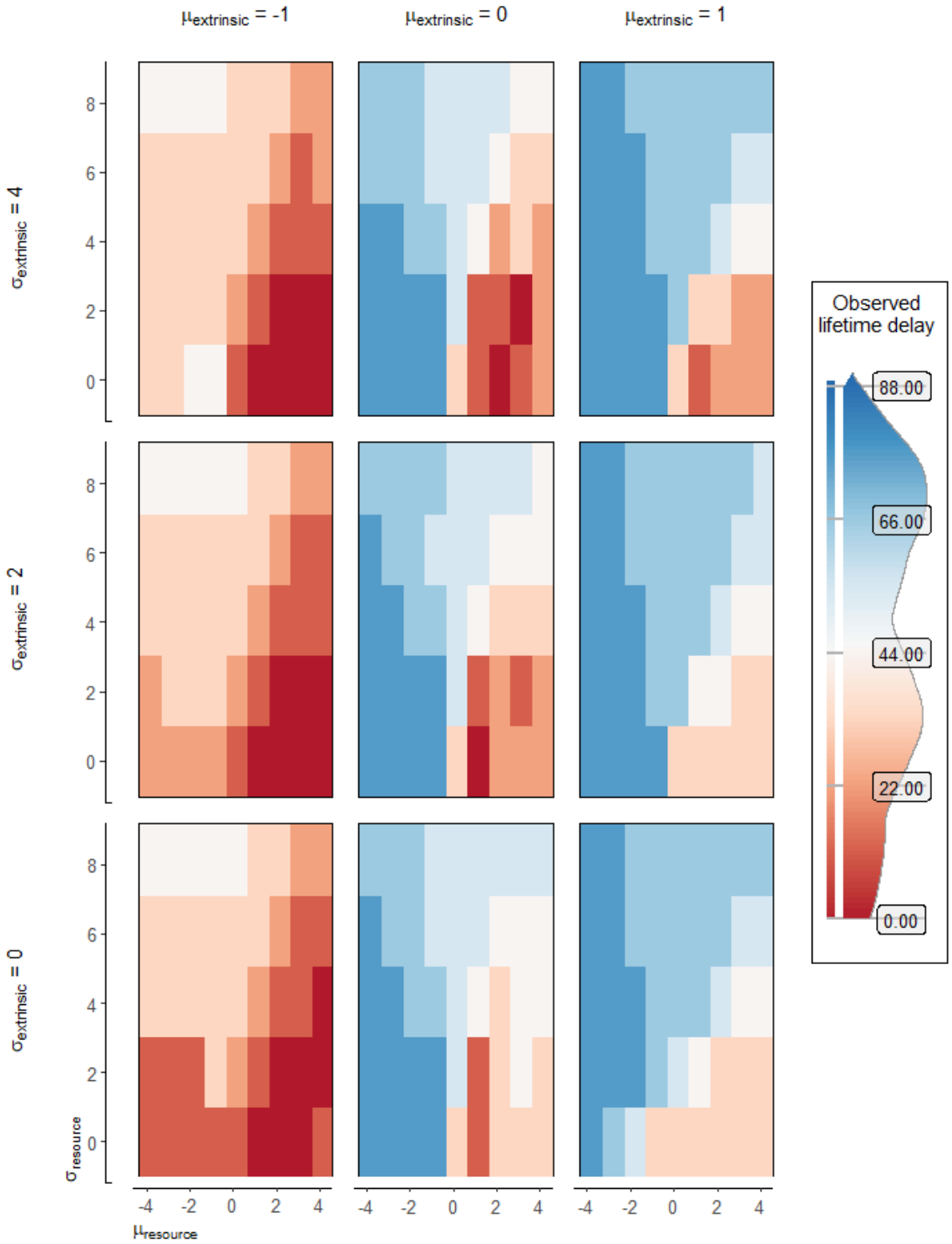
1.126. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



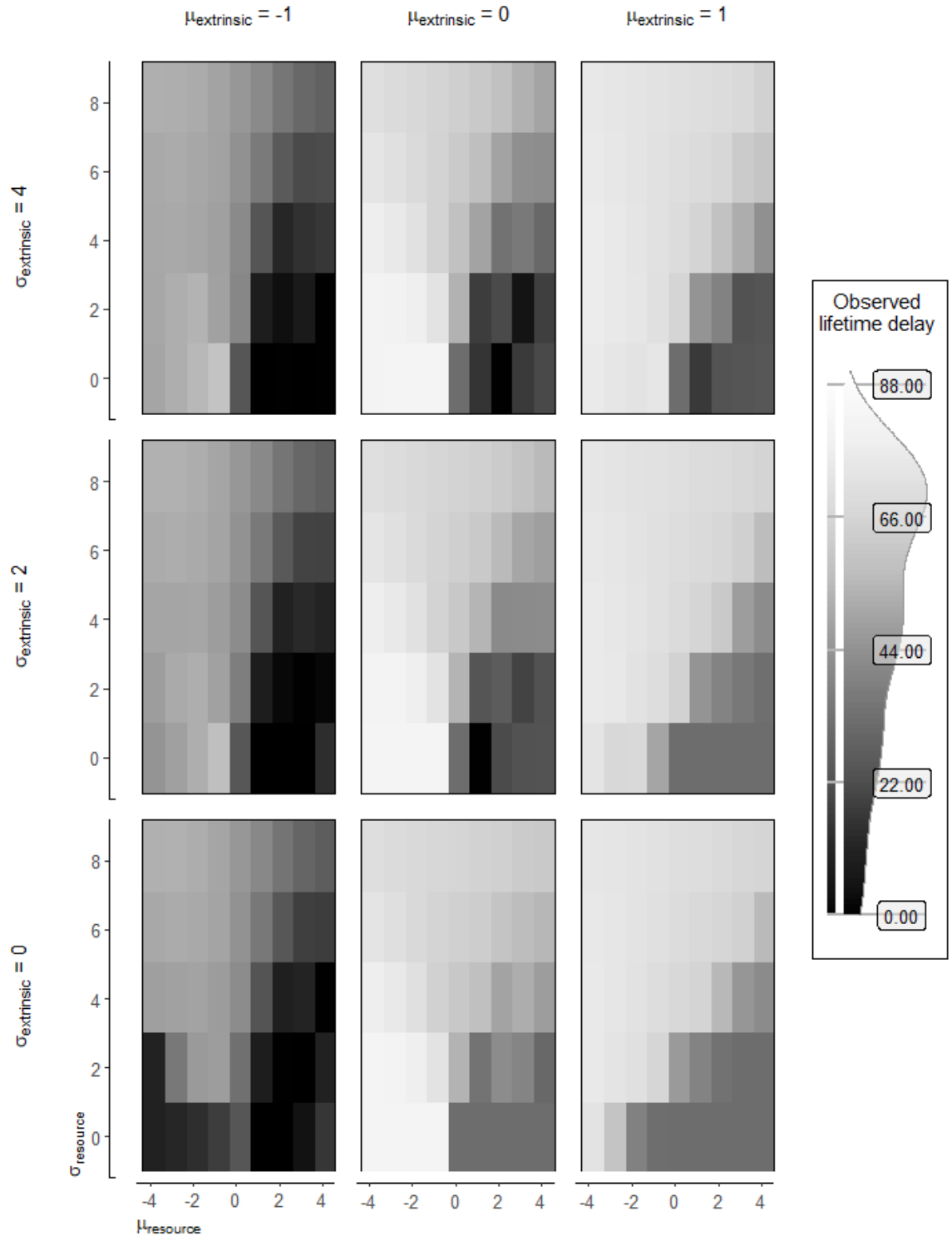
1.127. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



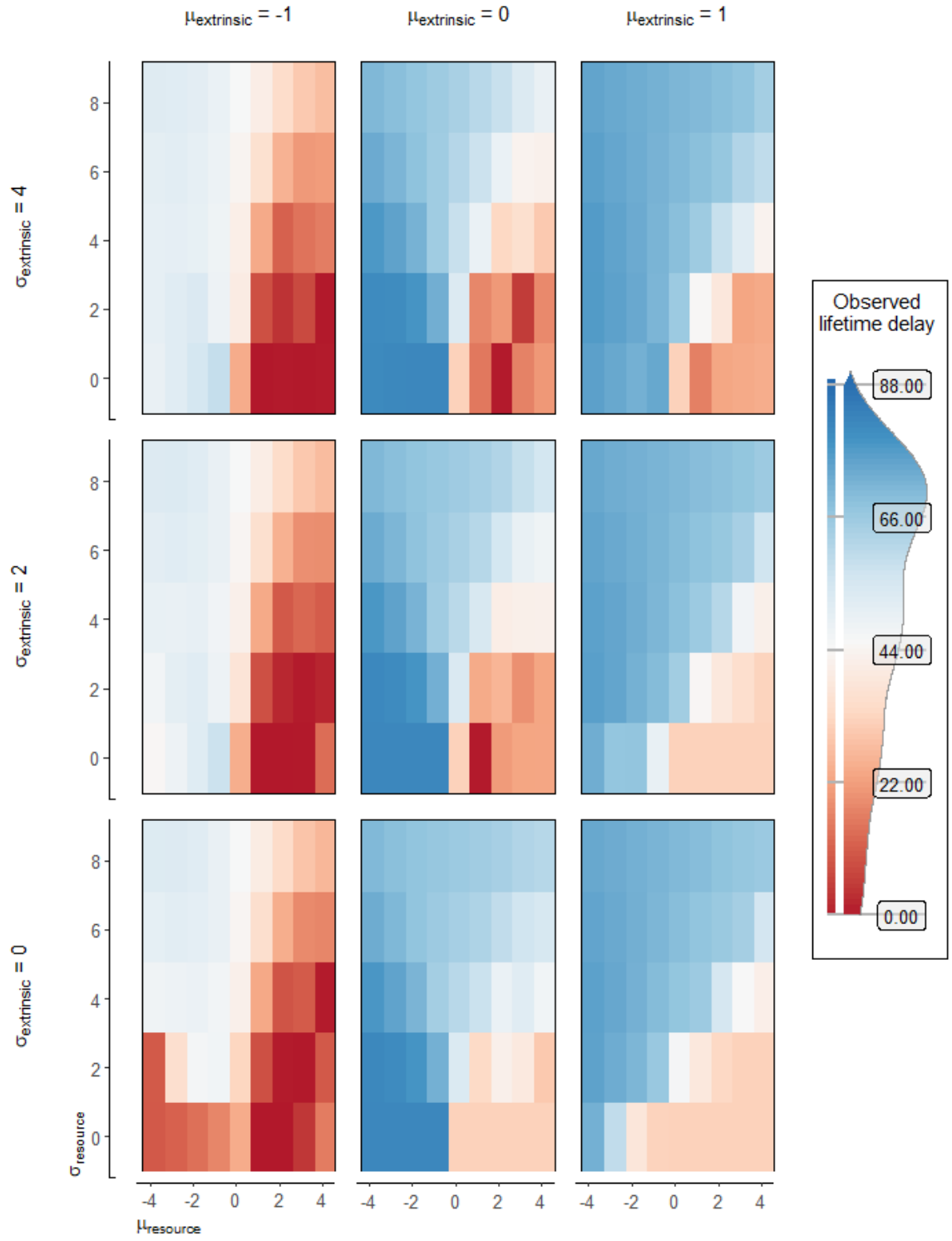
1.128. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



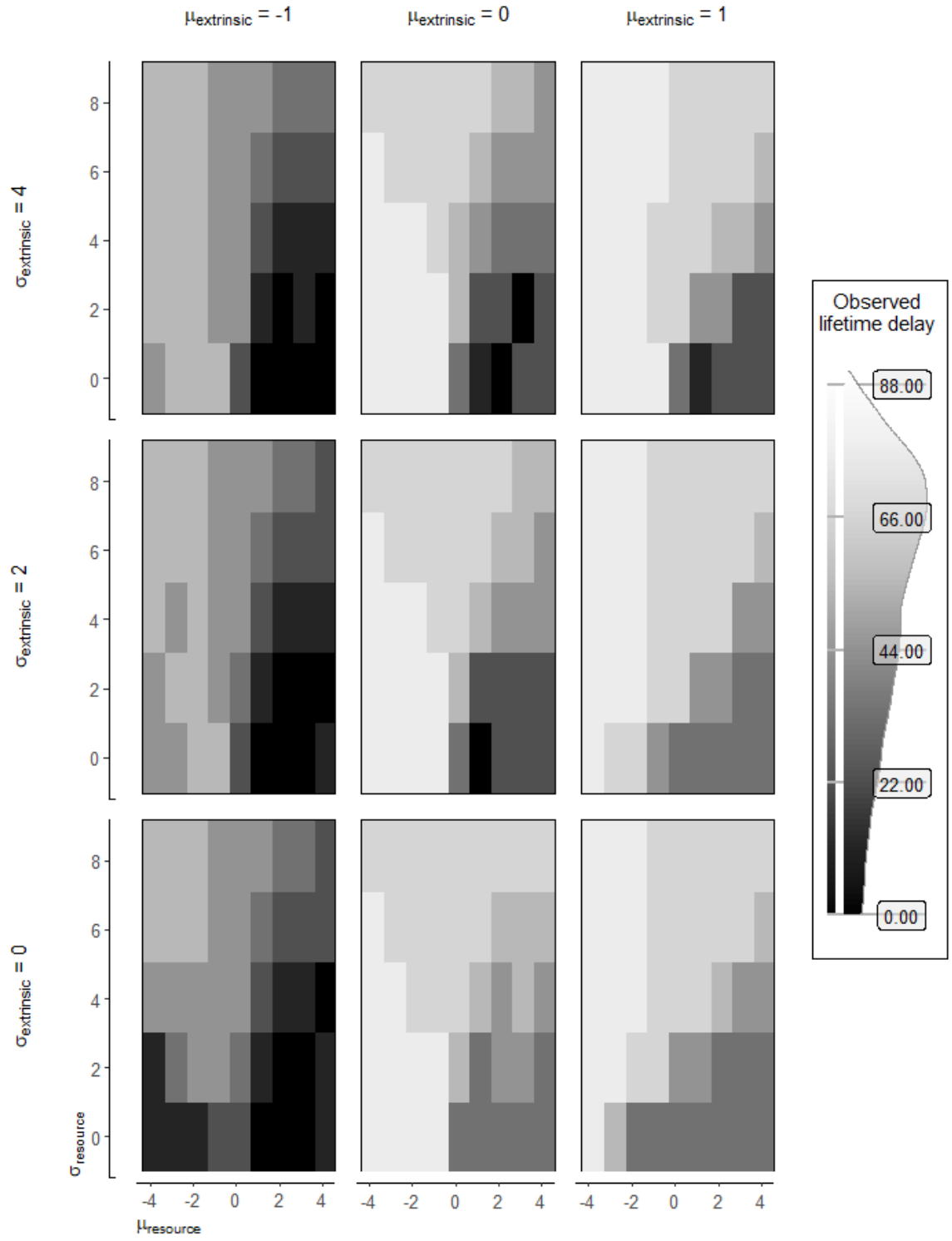
1.129. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



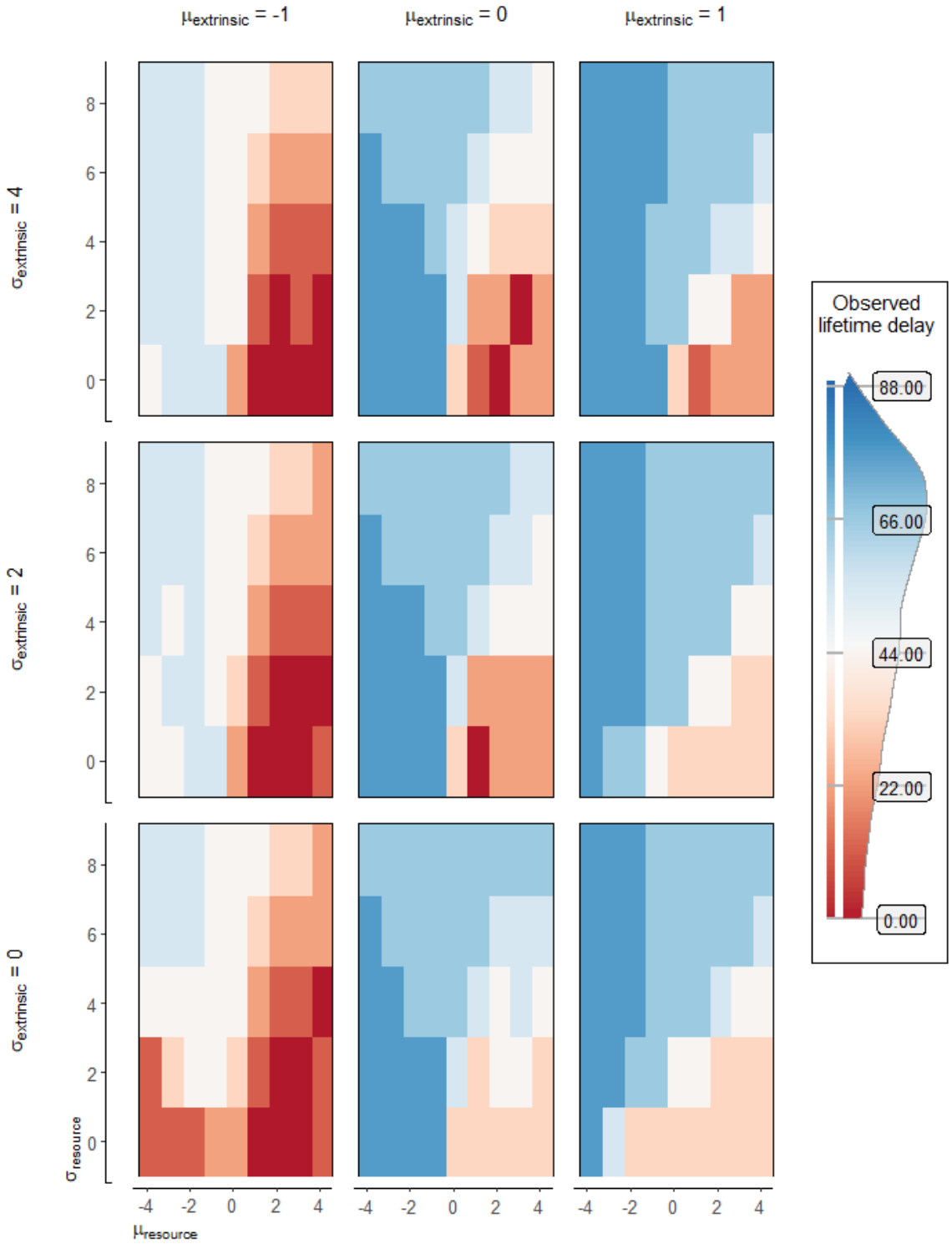
1.130. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



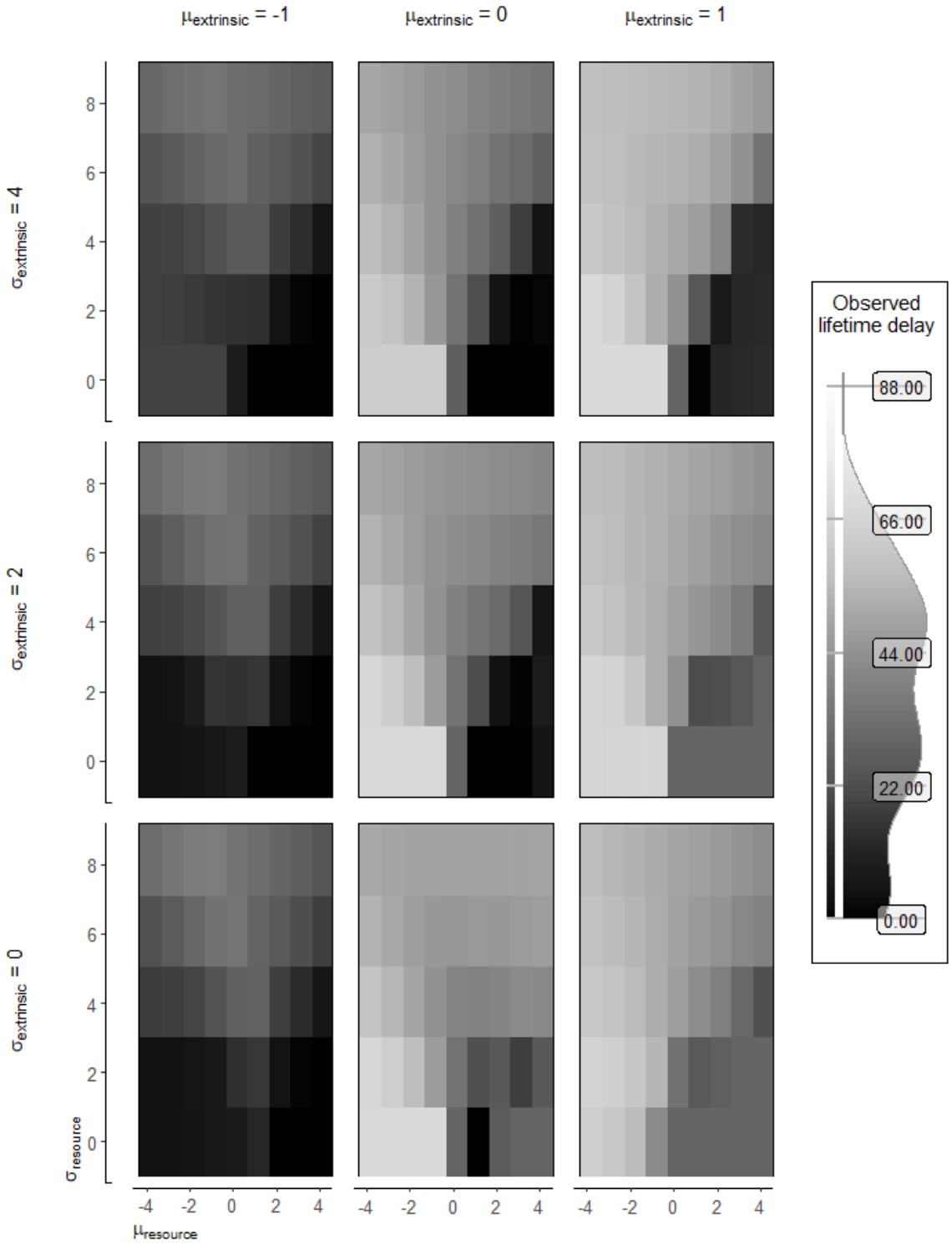
1.131. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



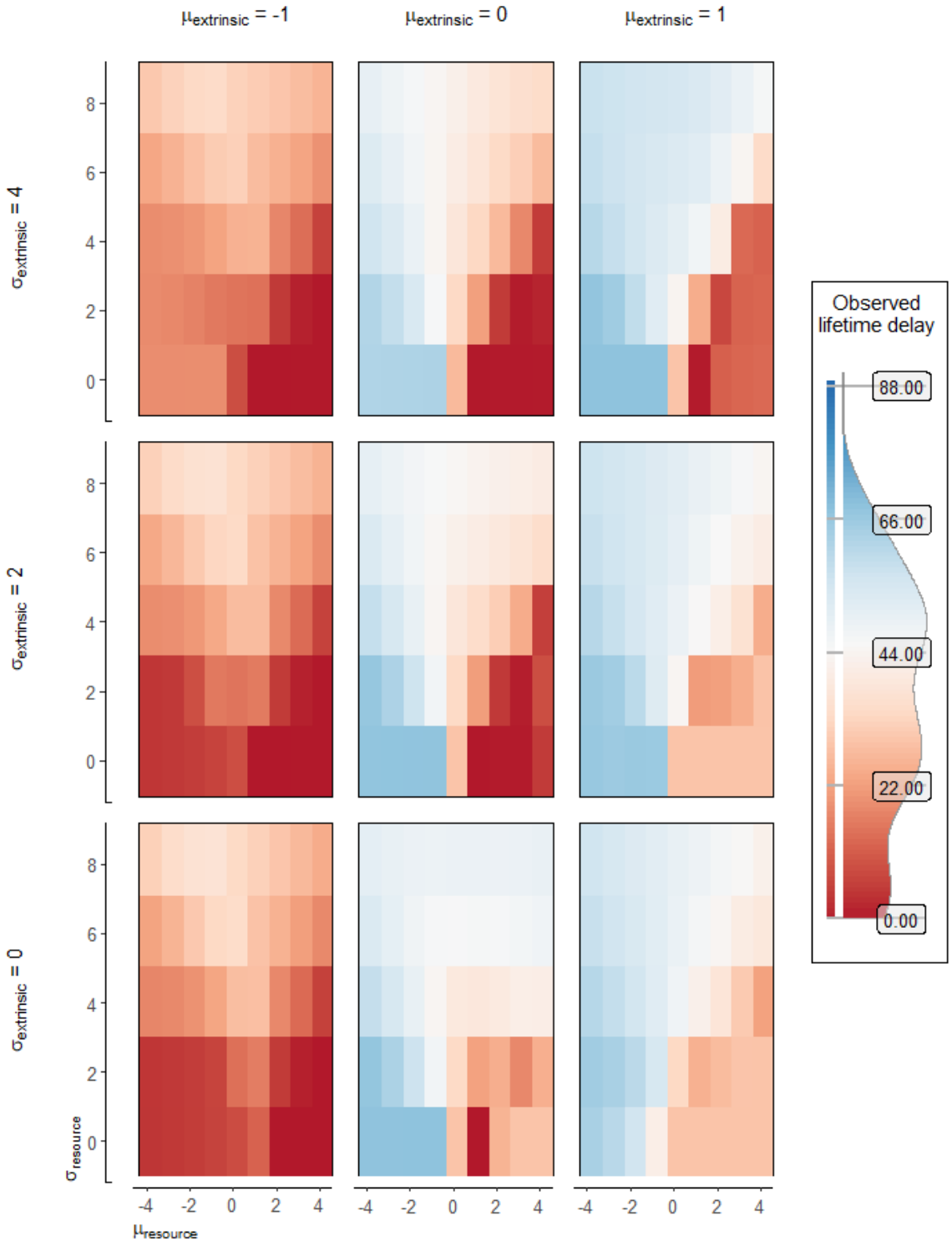
1.132. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



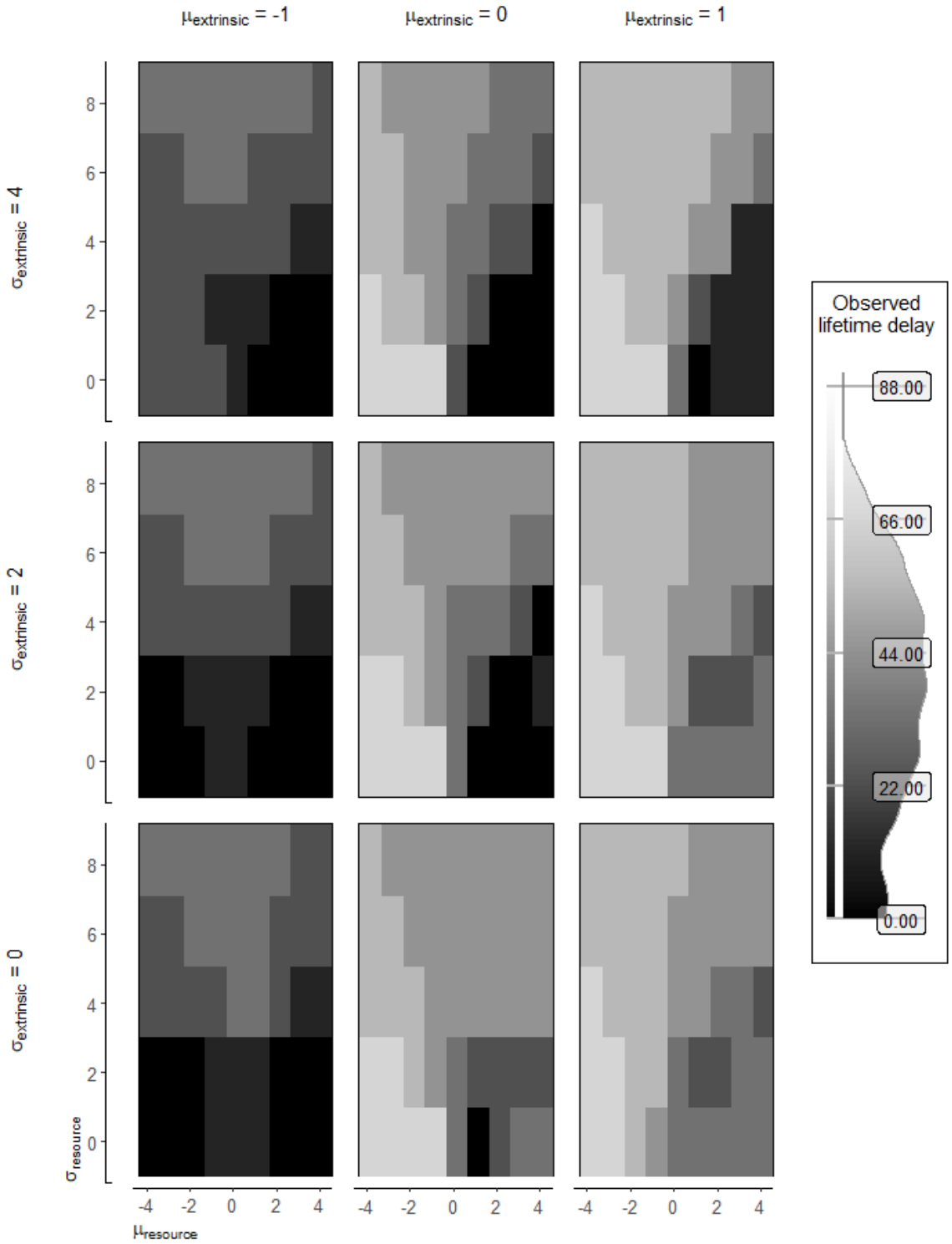
1.133. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



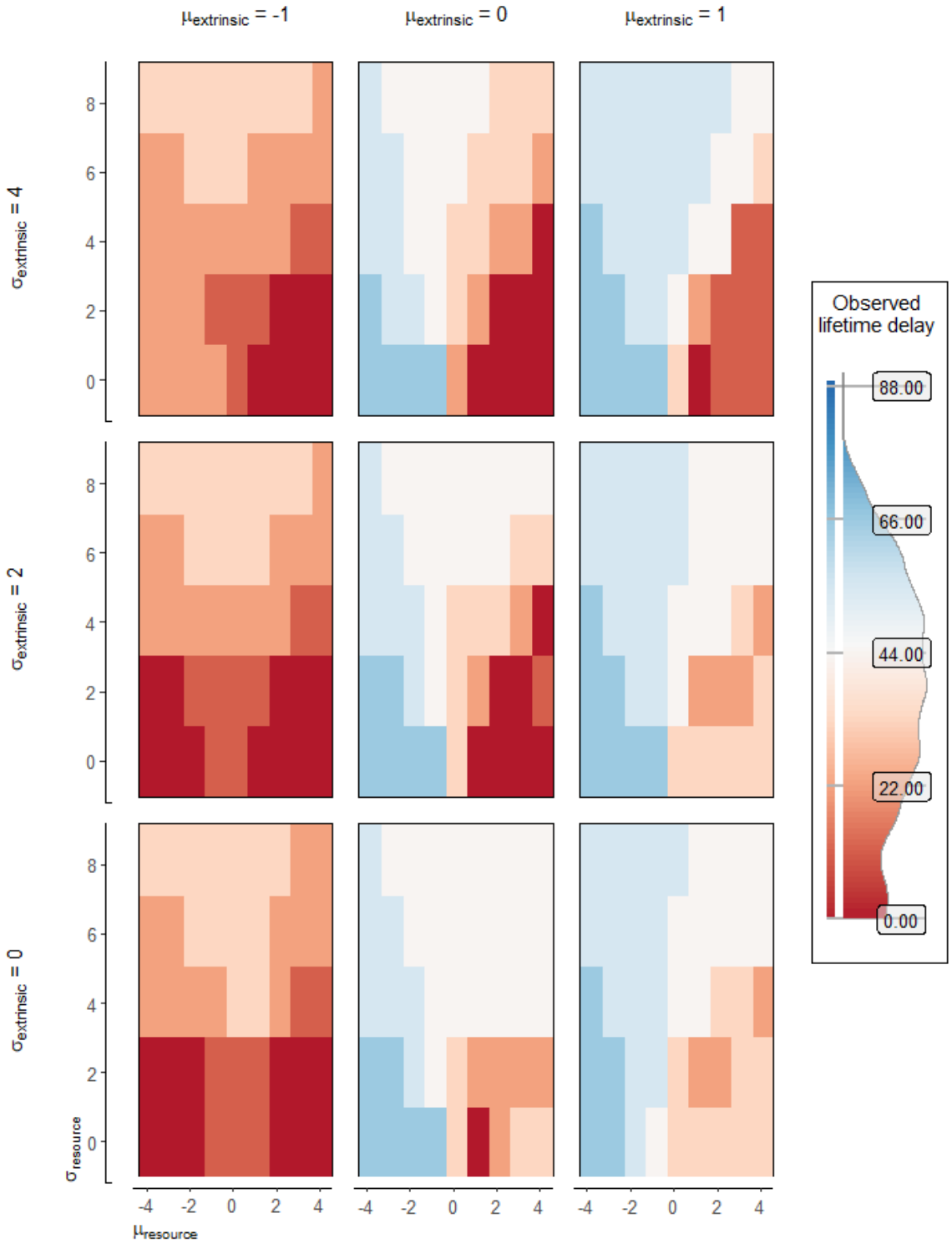
1.134. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



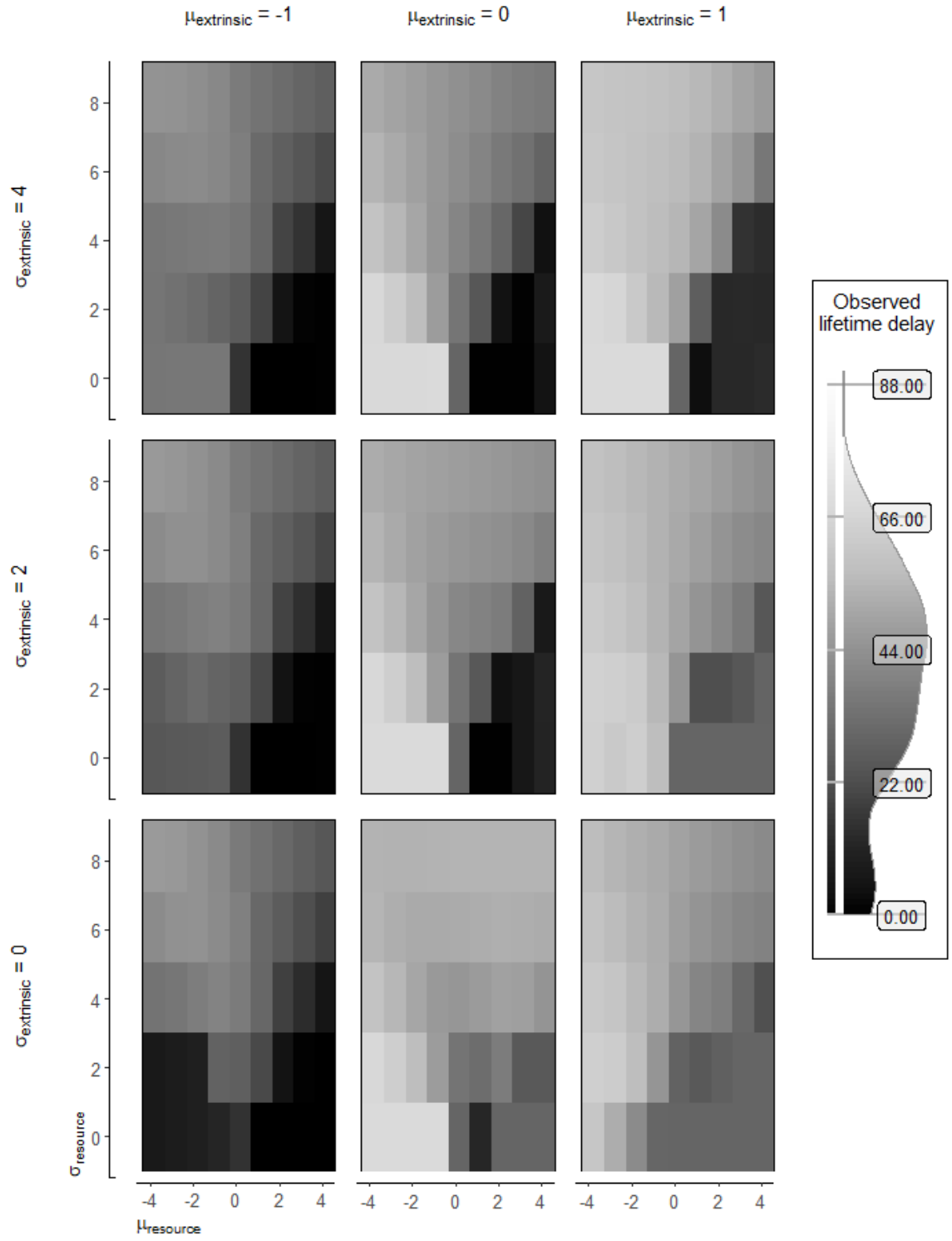
1.135. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



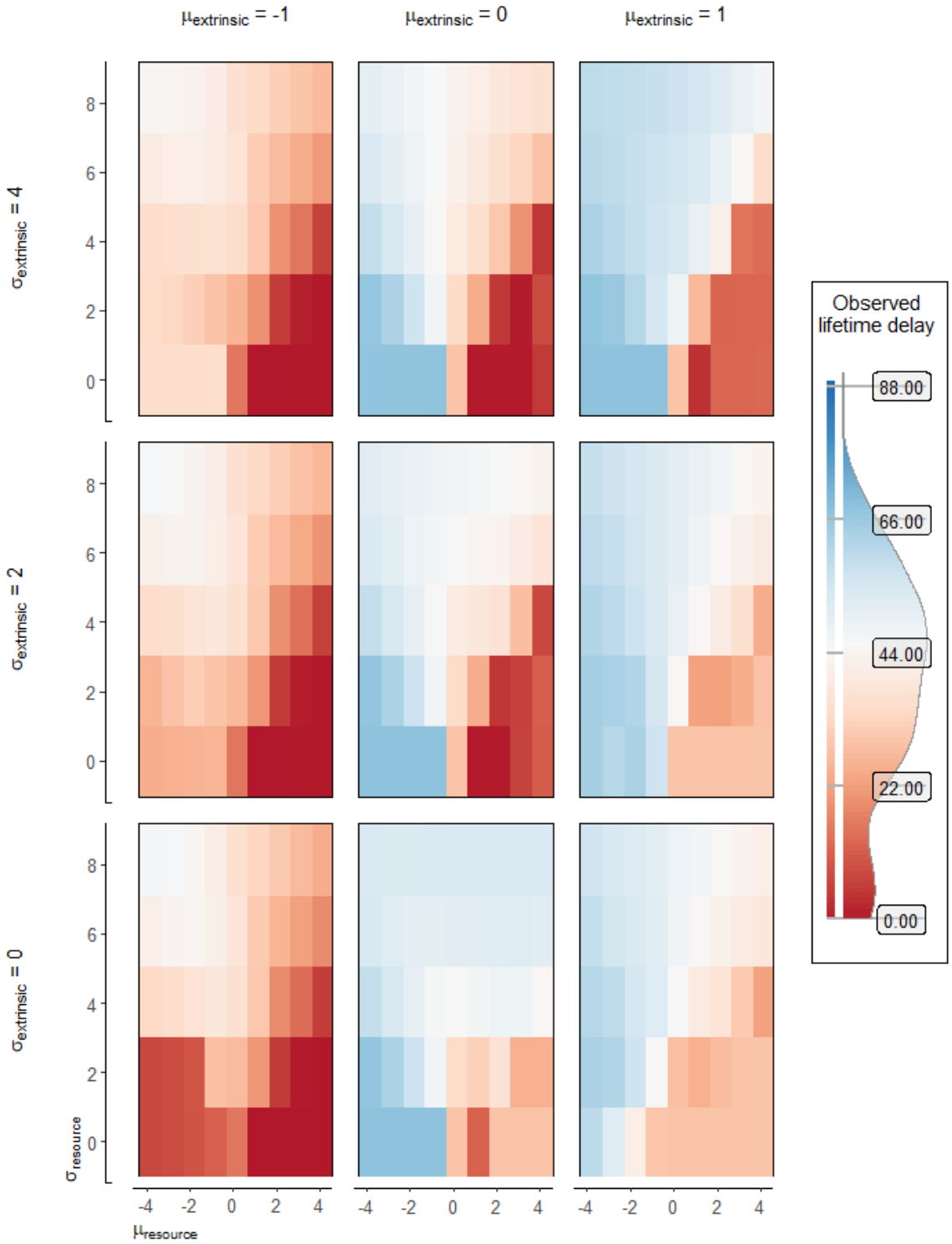
1.136. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



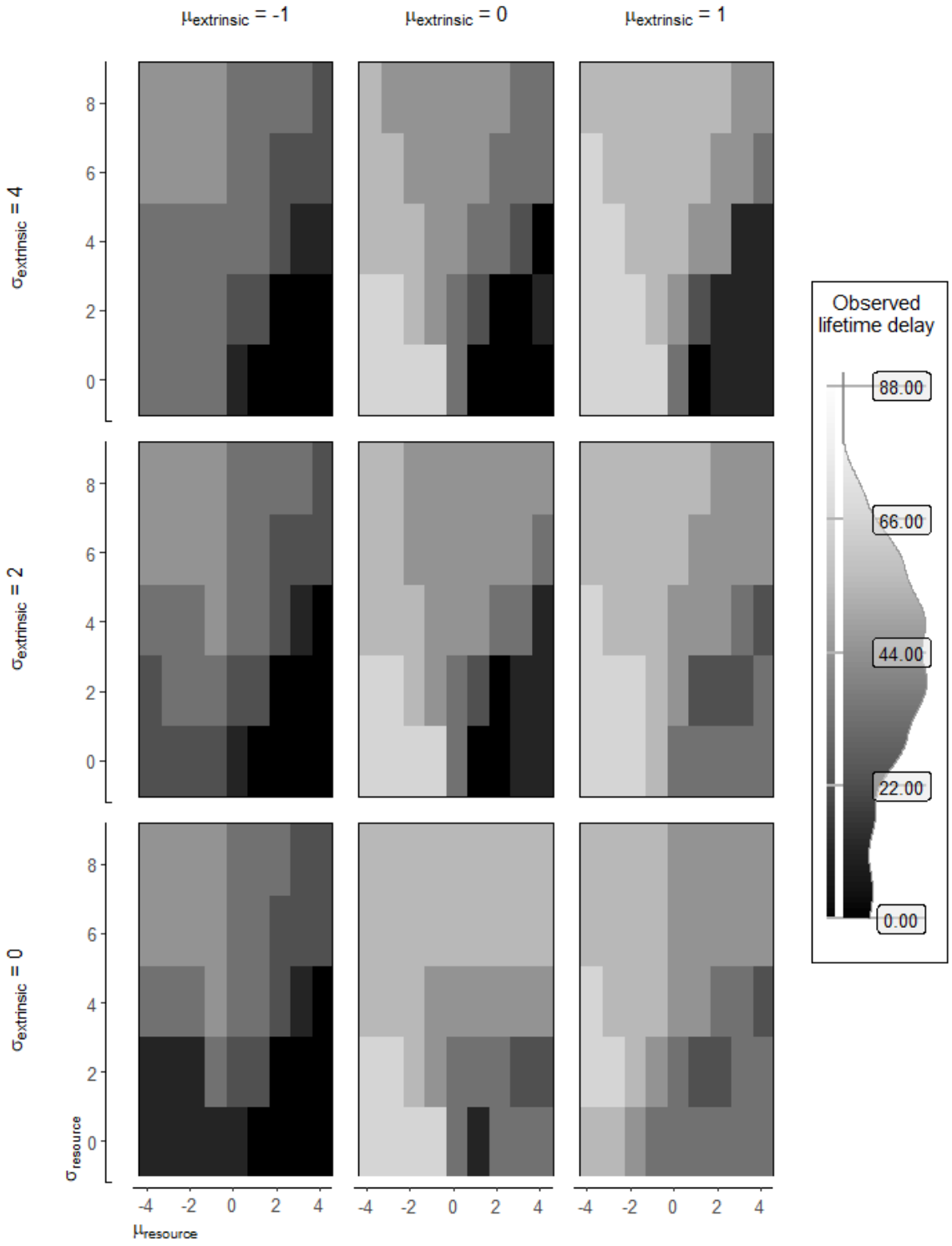
1.137. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



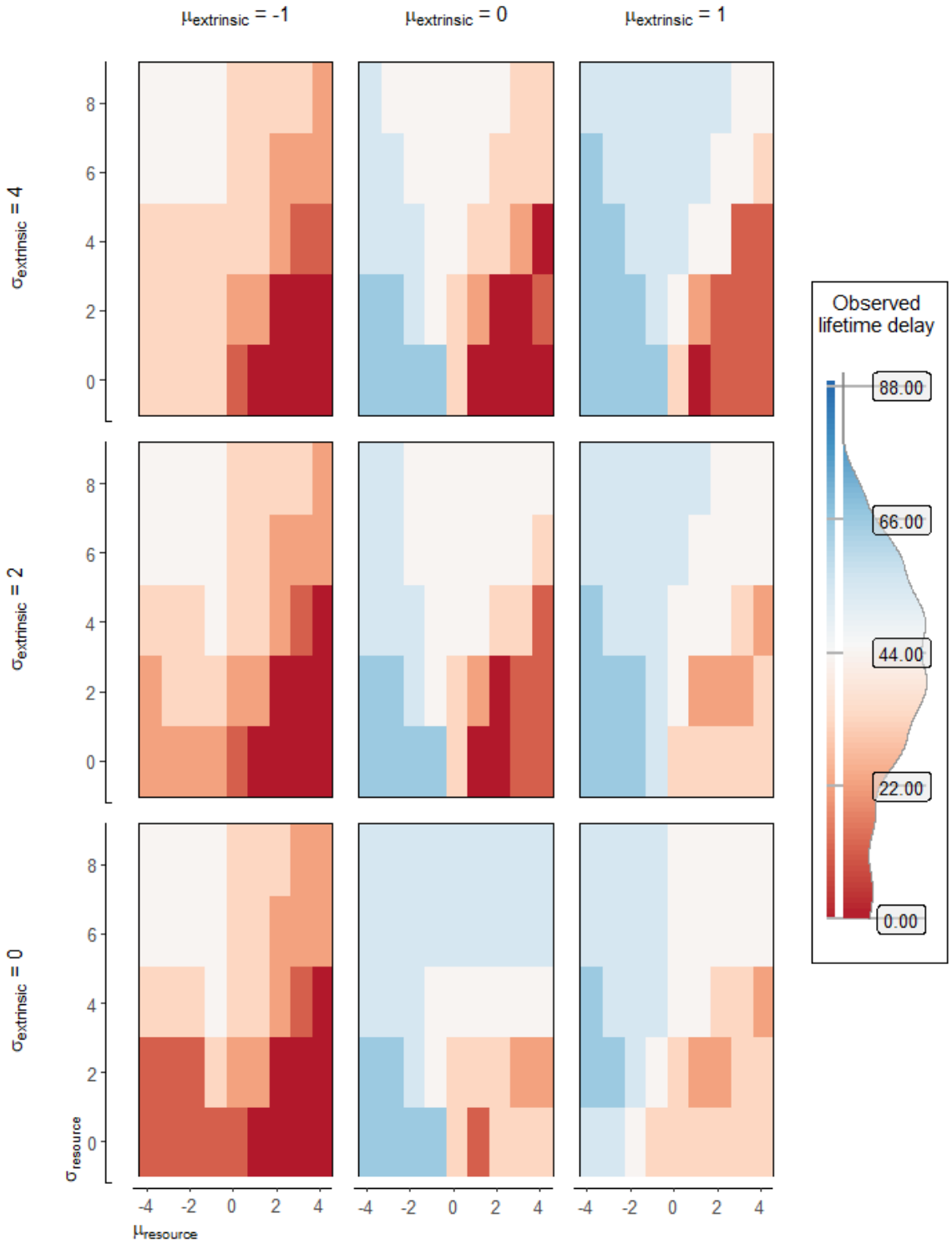
1.138. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



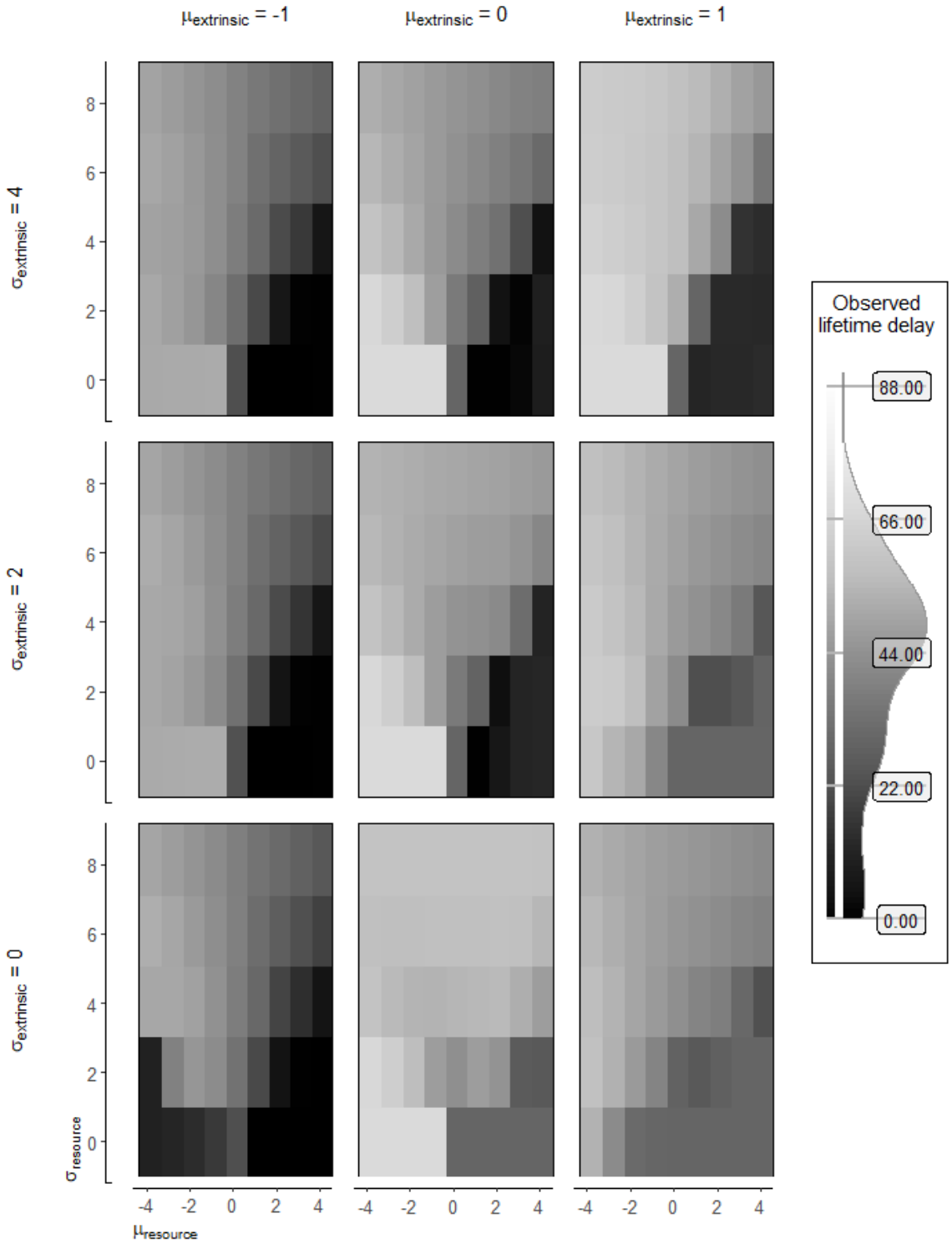
1.139. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



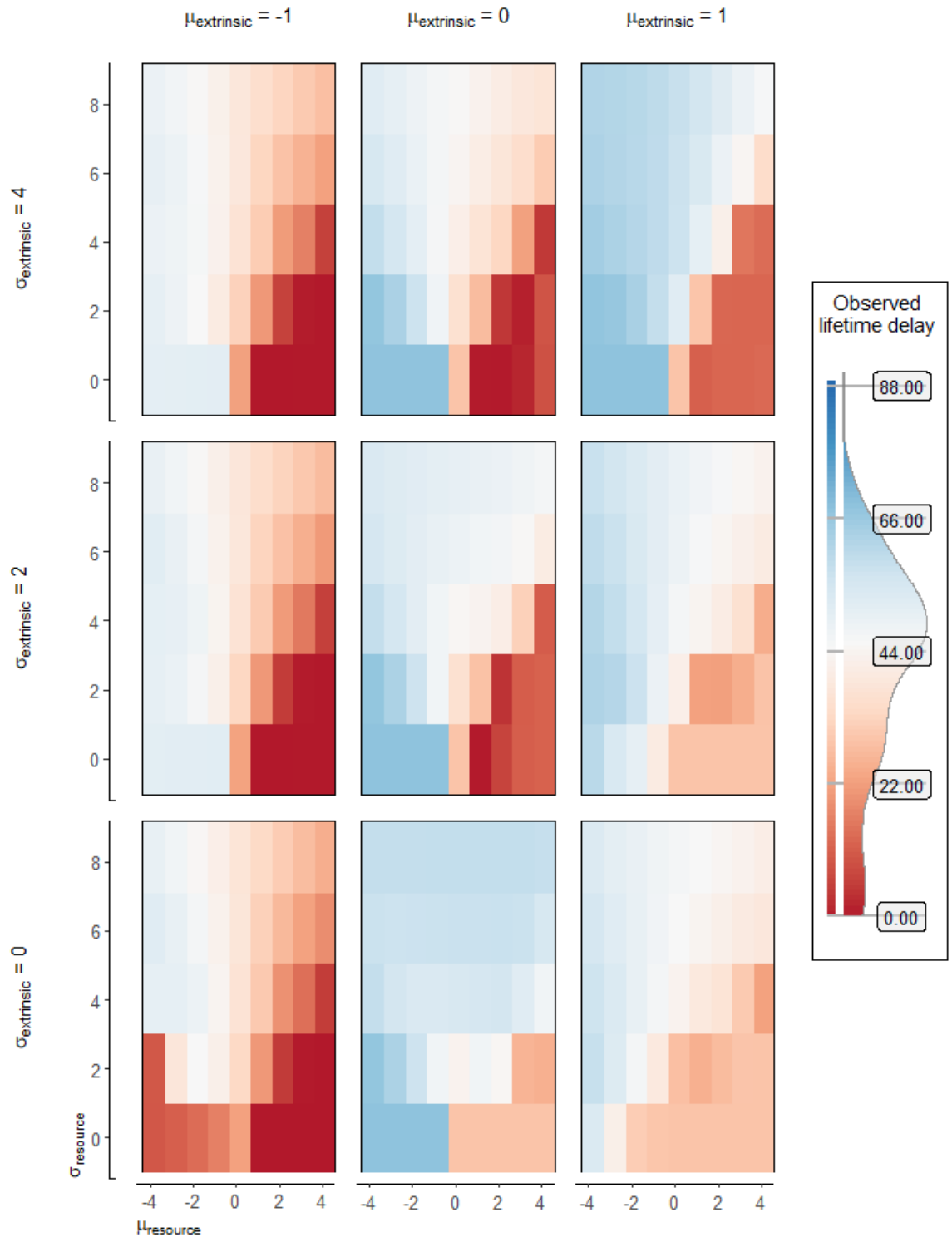
1.140. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



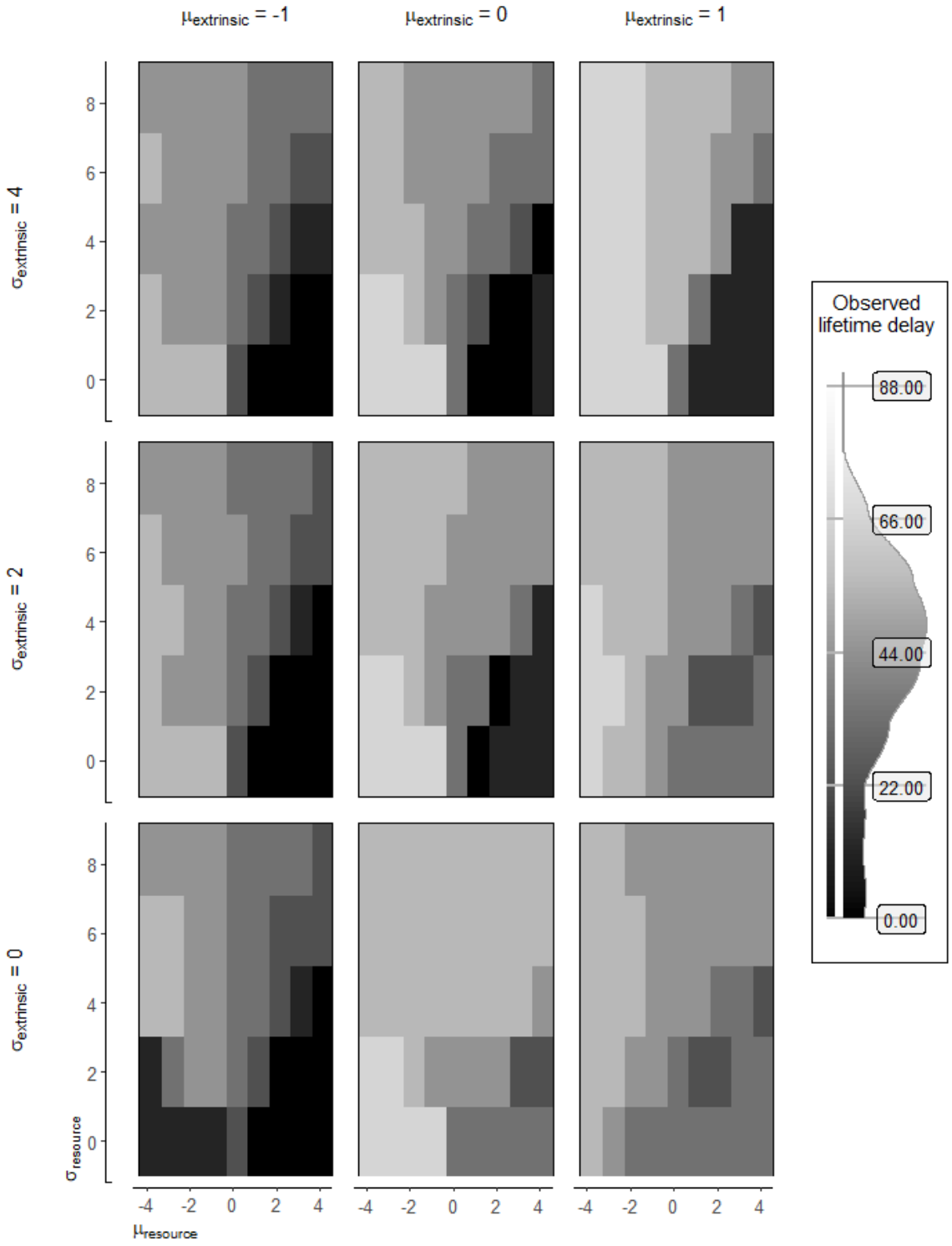
1.141. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



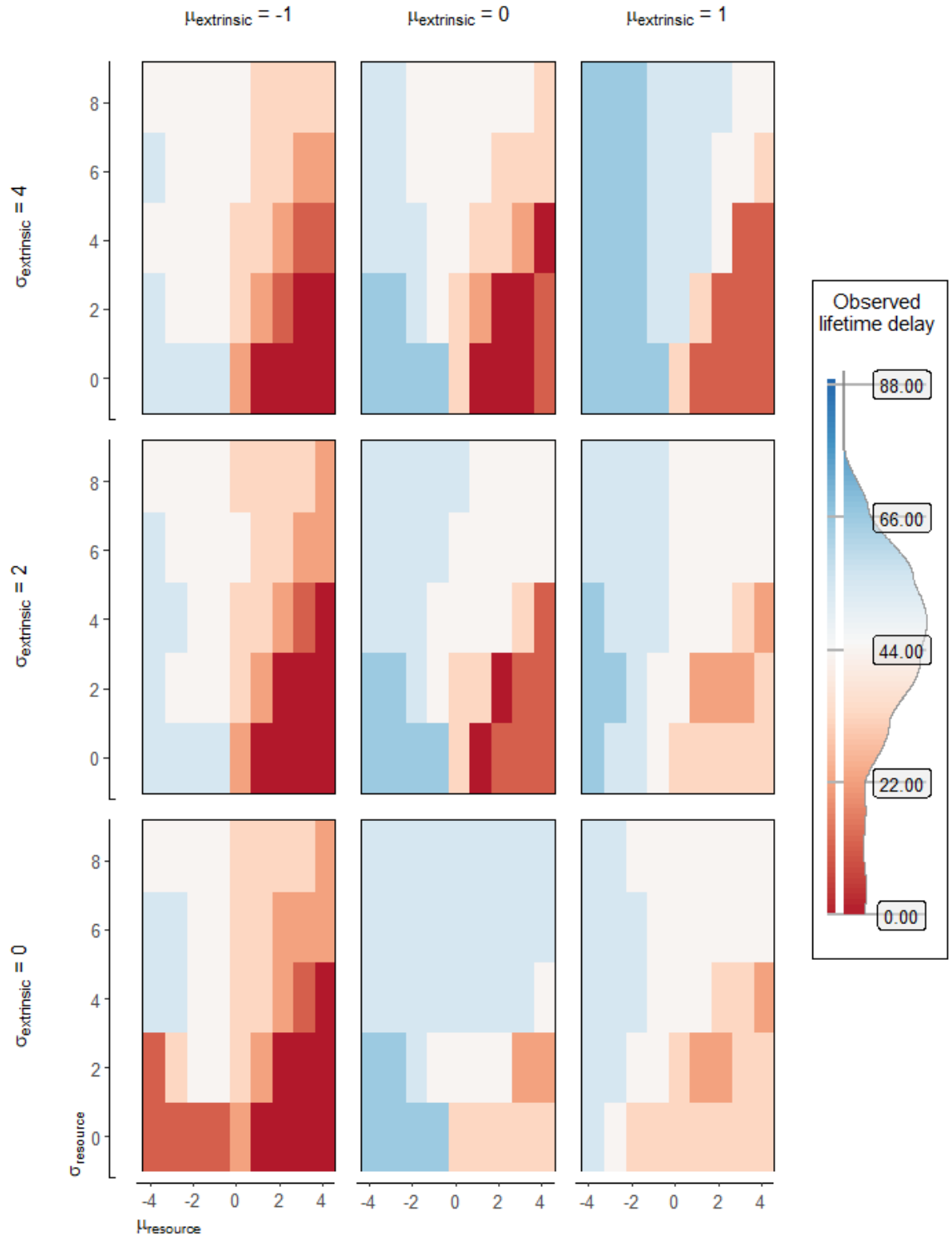
1.142. Observed lifetime delay (continuous)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



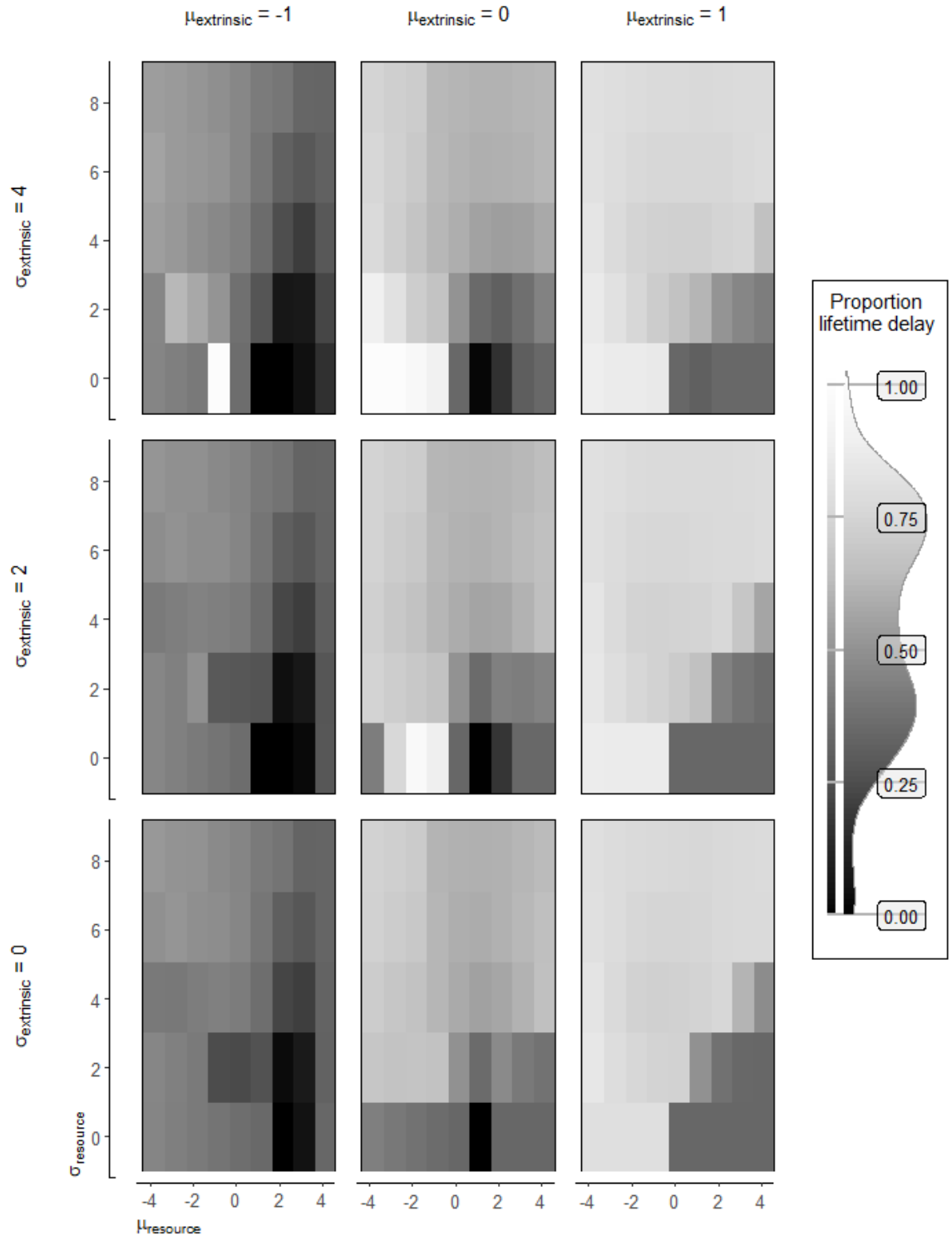
1.143. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



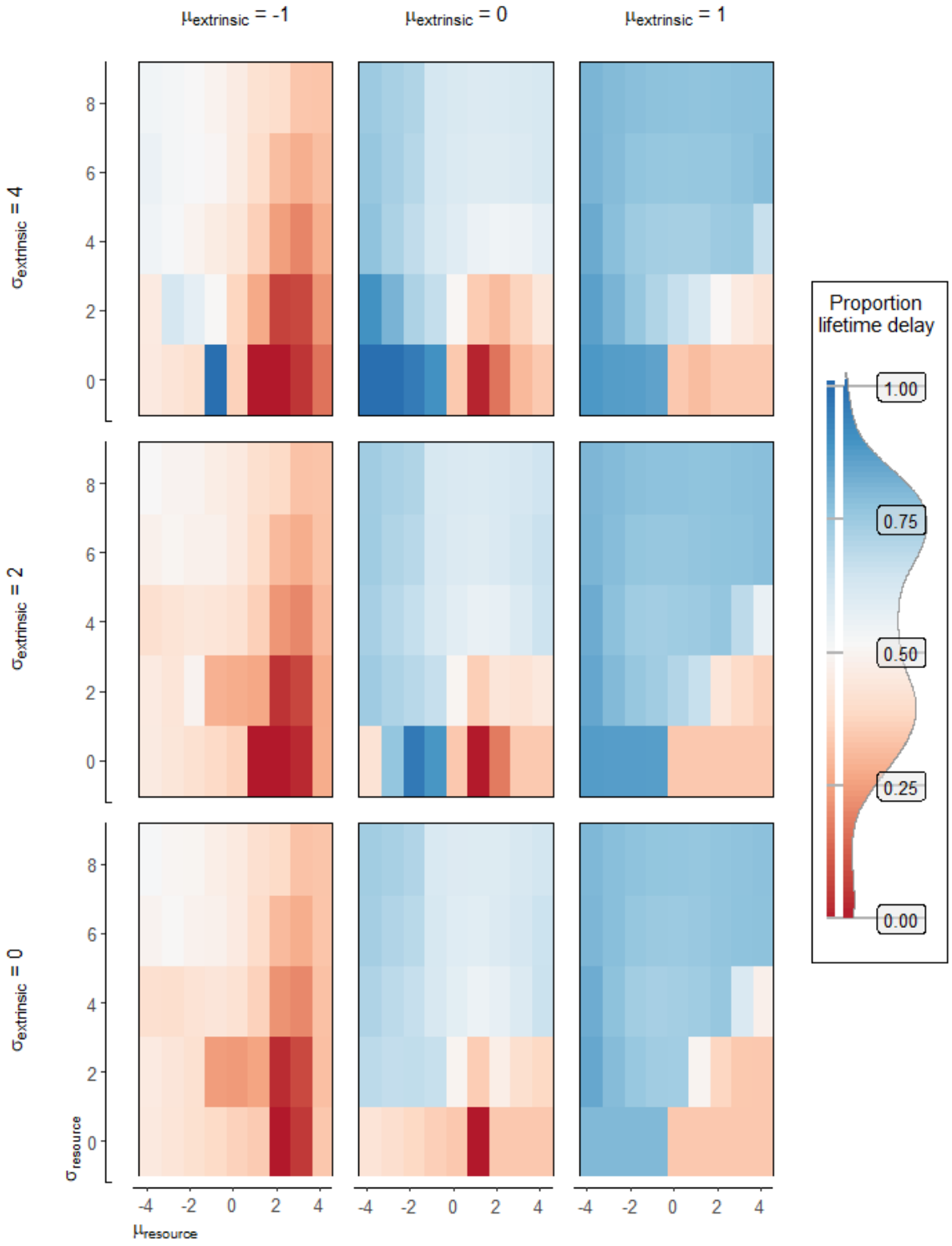
1.144. Observed lifetime delay (discrete)

How long does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



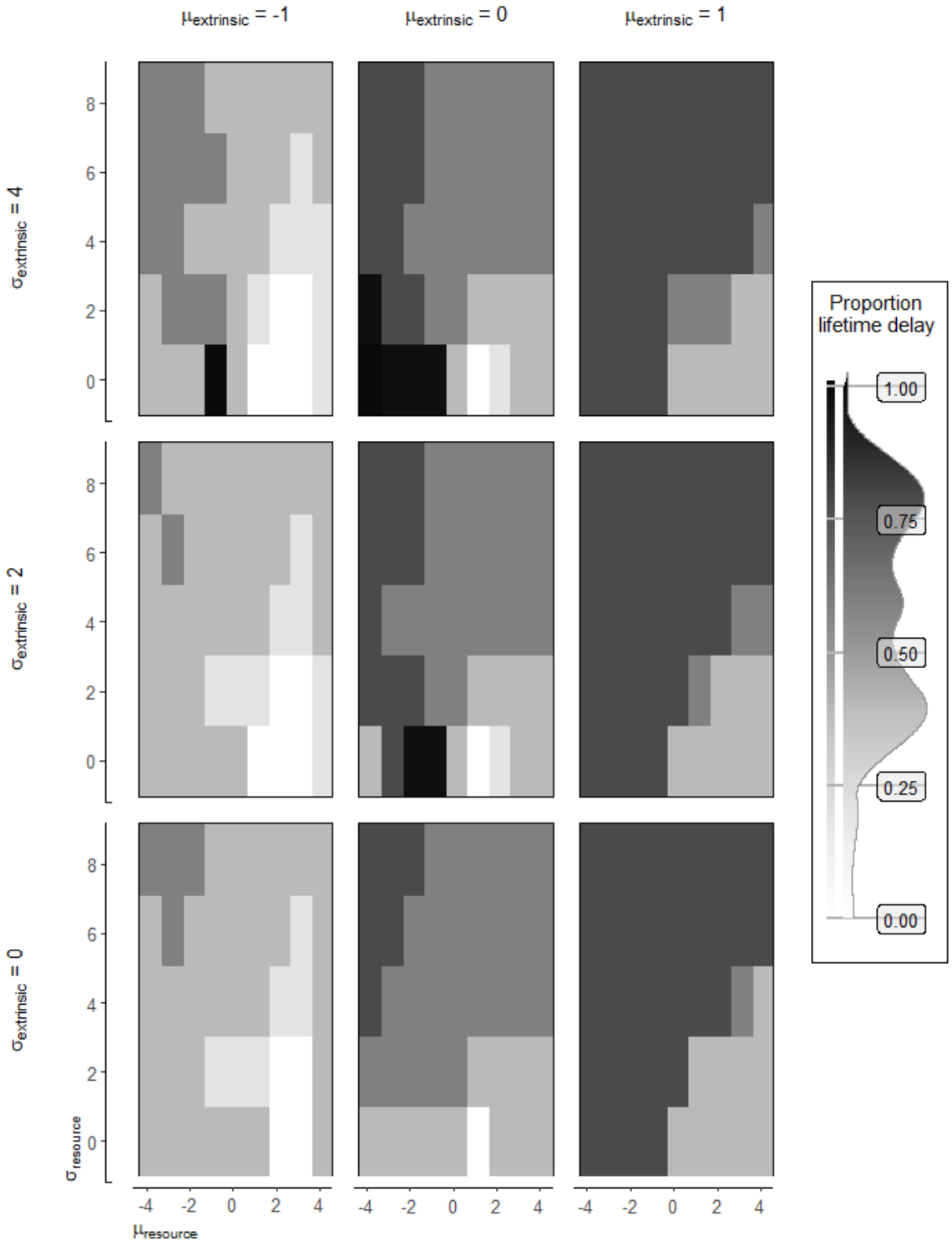
1.145. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



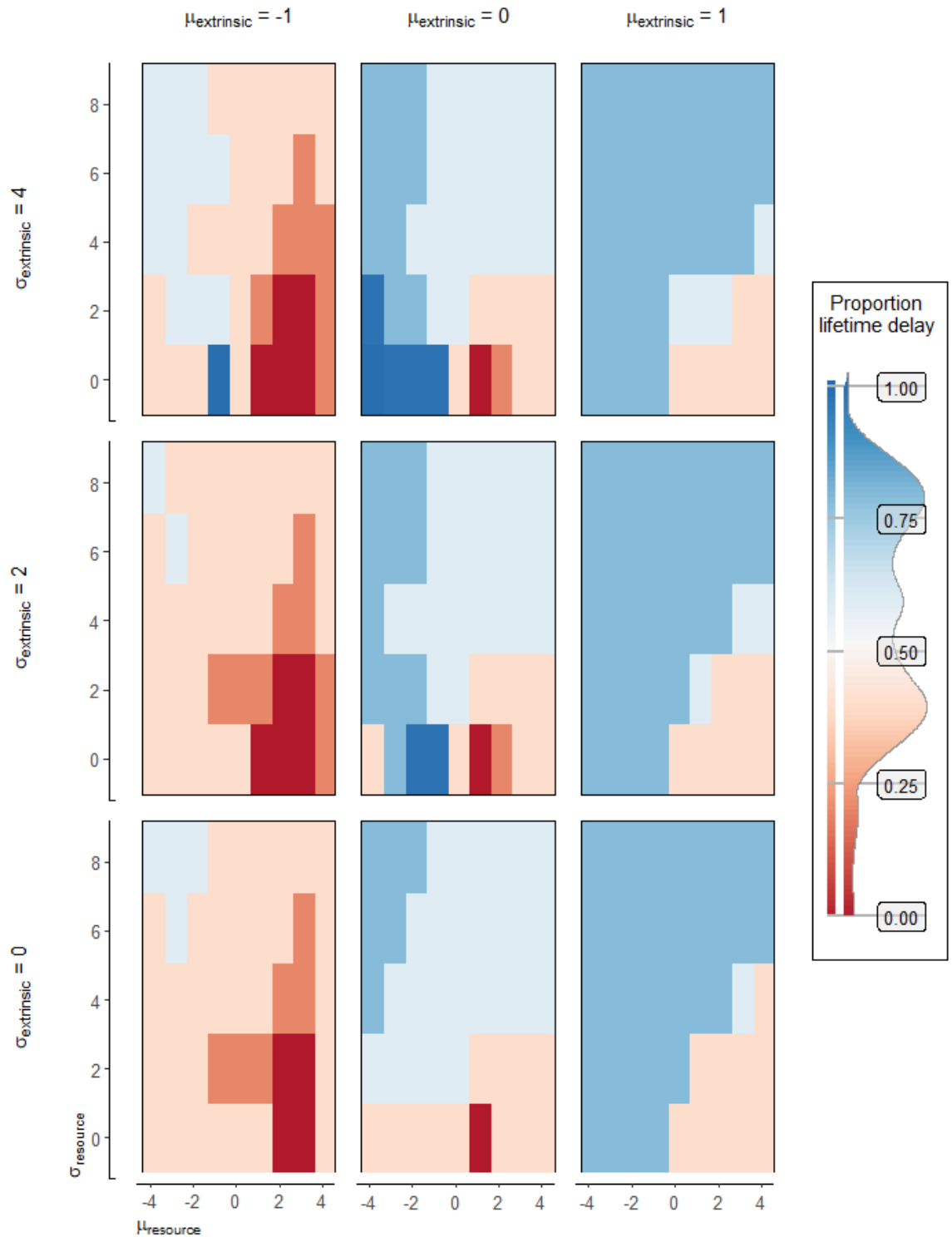
1.146. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



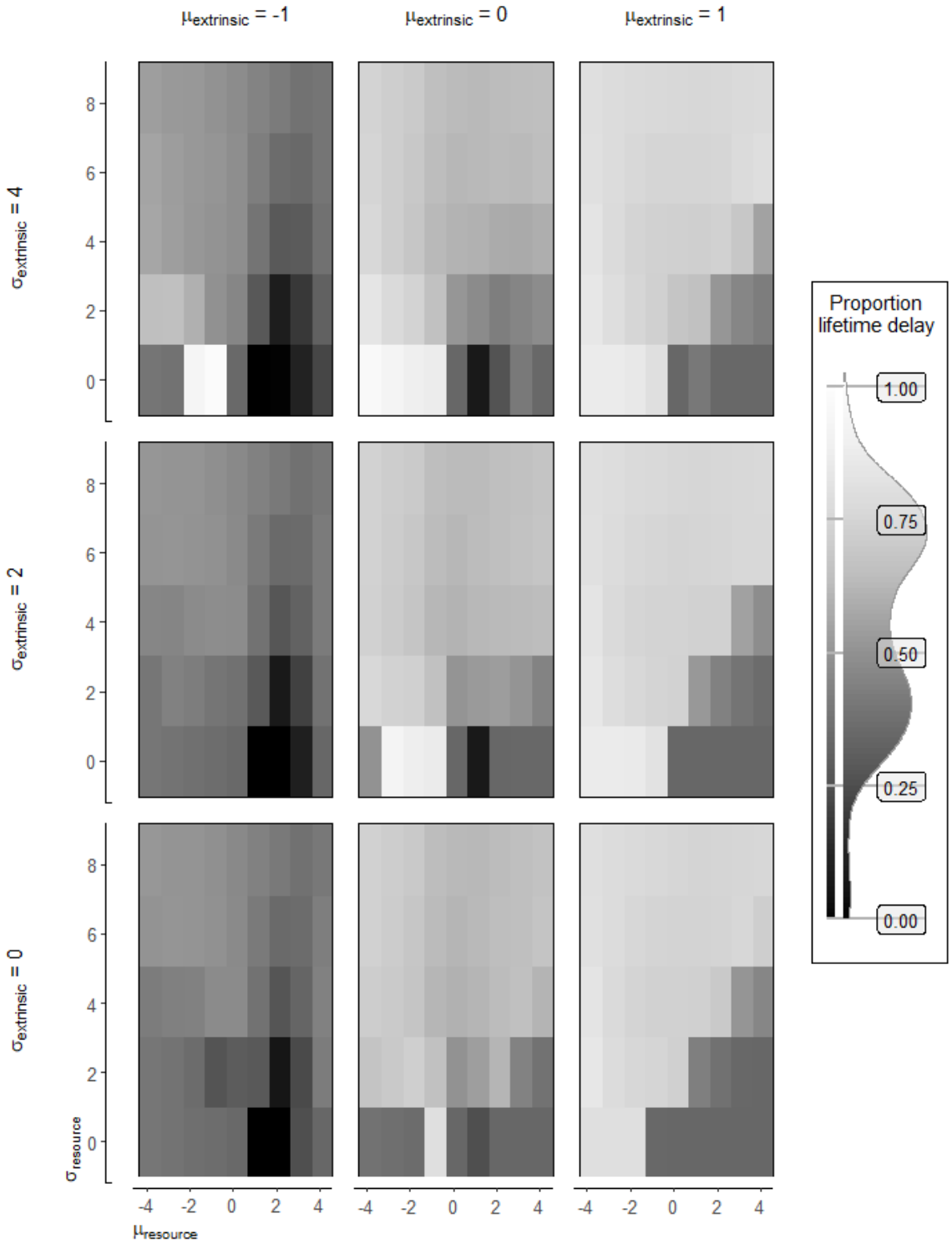
1.147. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



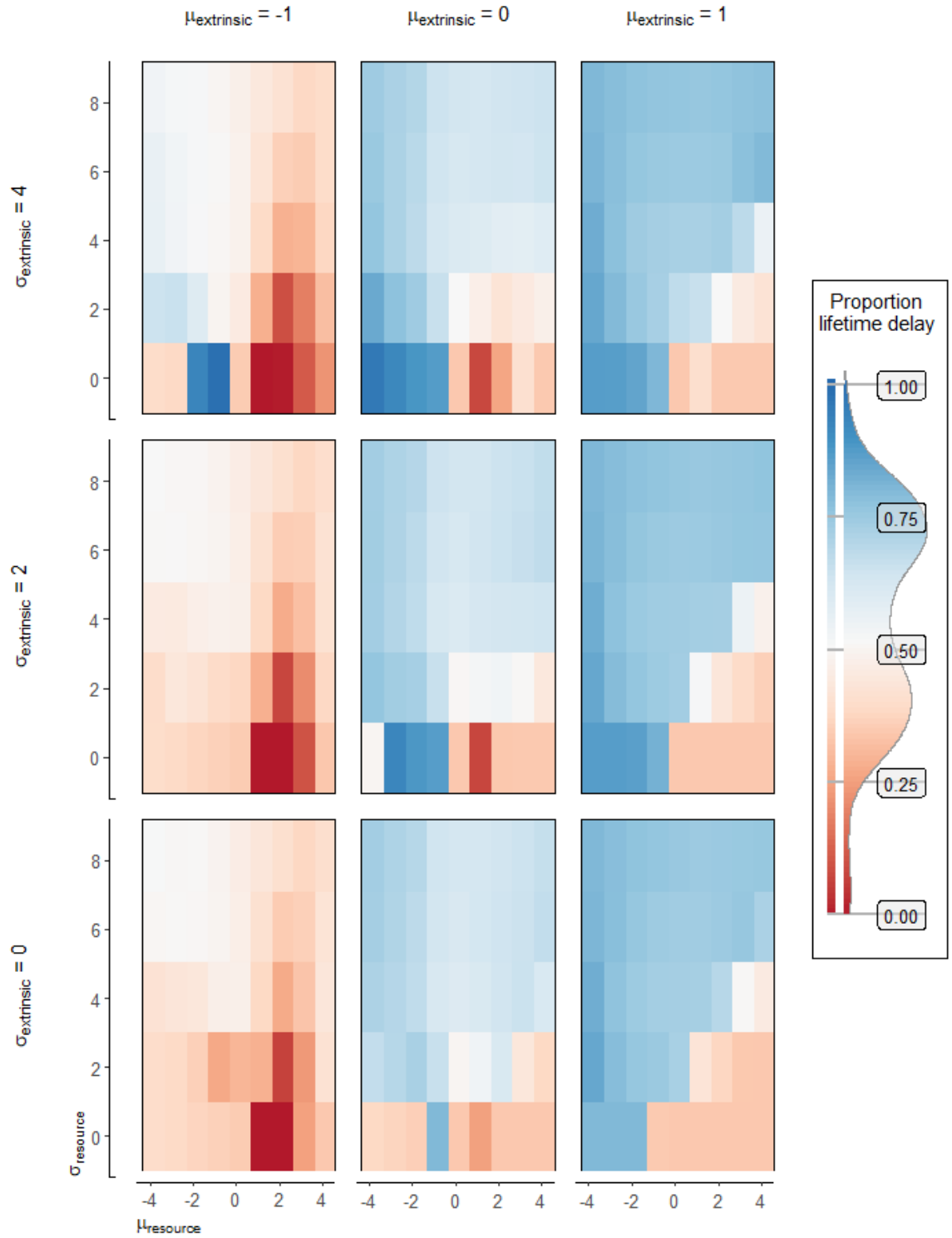
1.148. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 0.



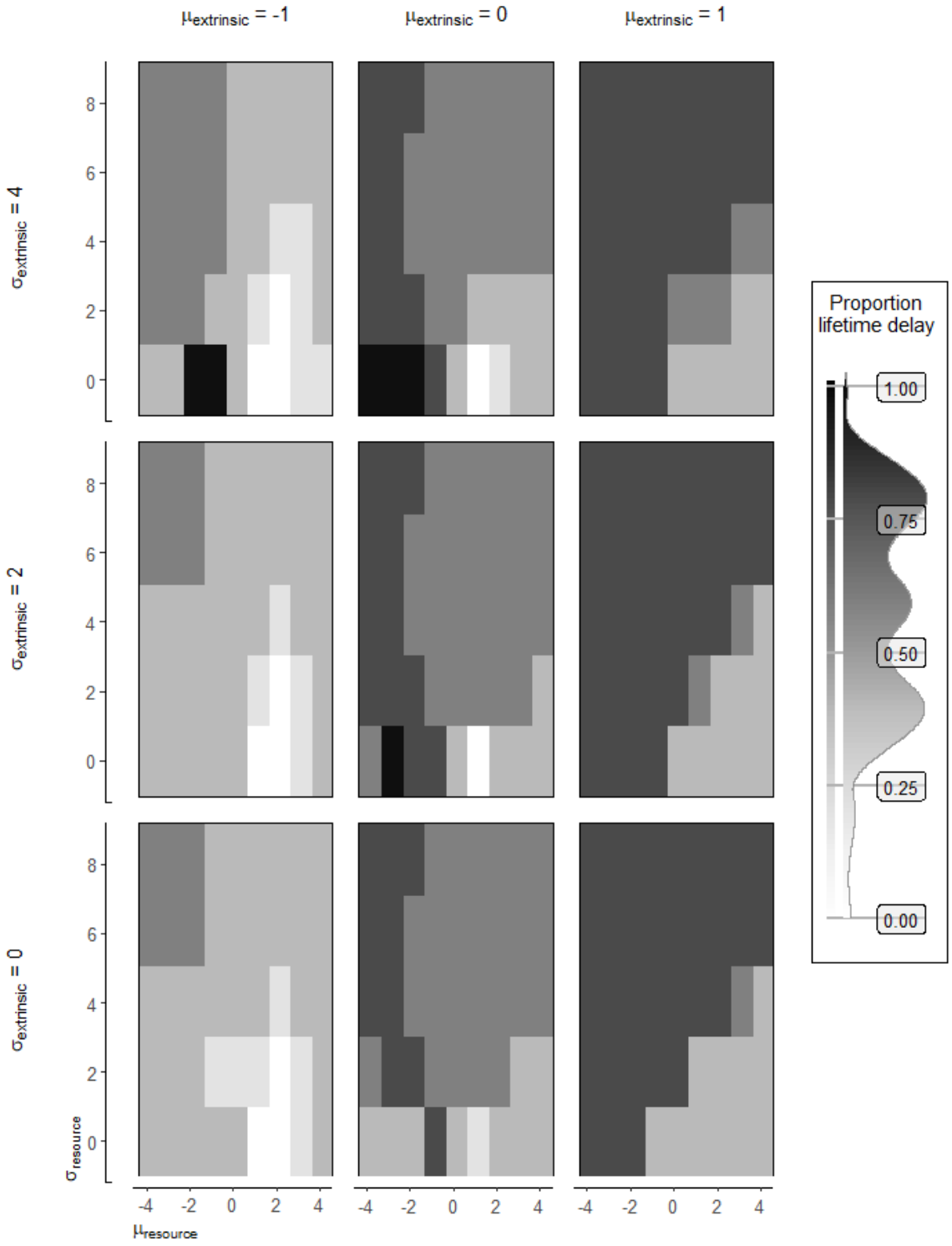
1.149. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



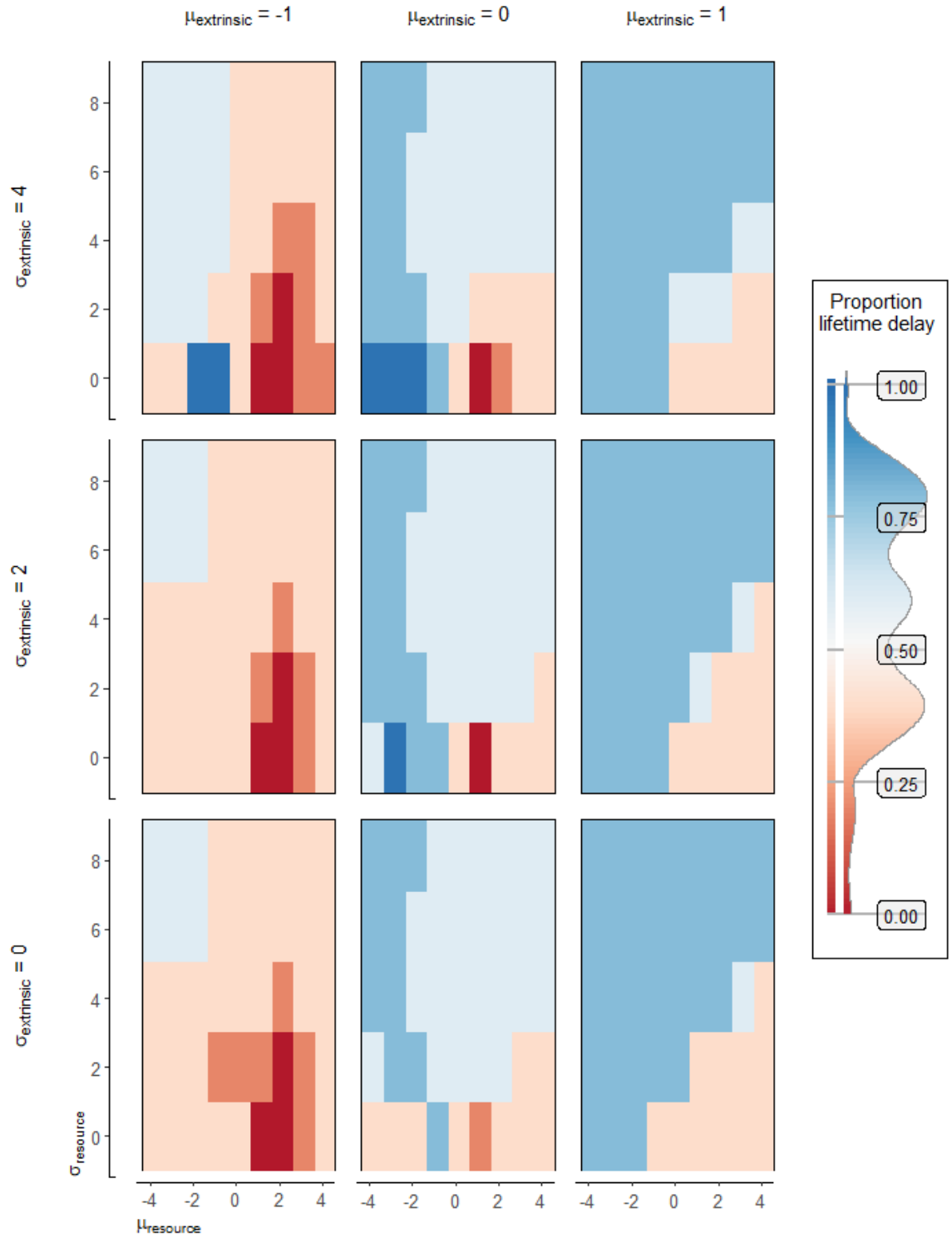
1.150. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



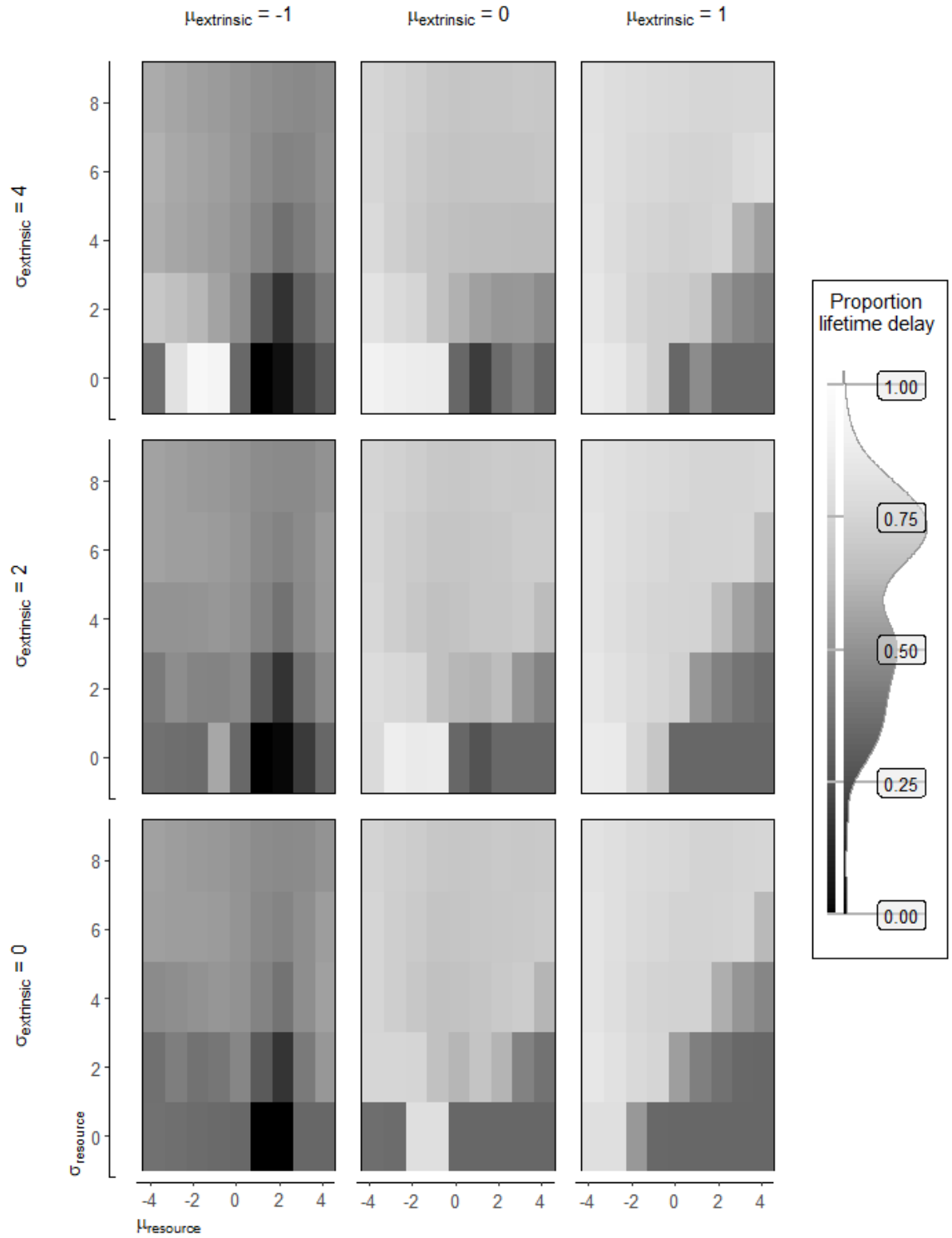
1.151. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



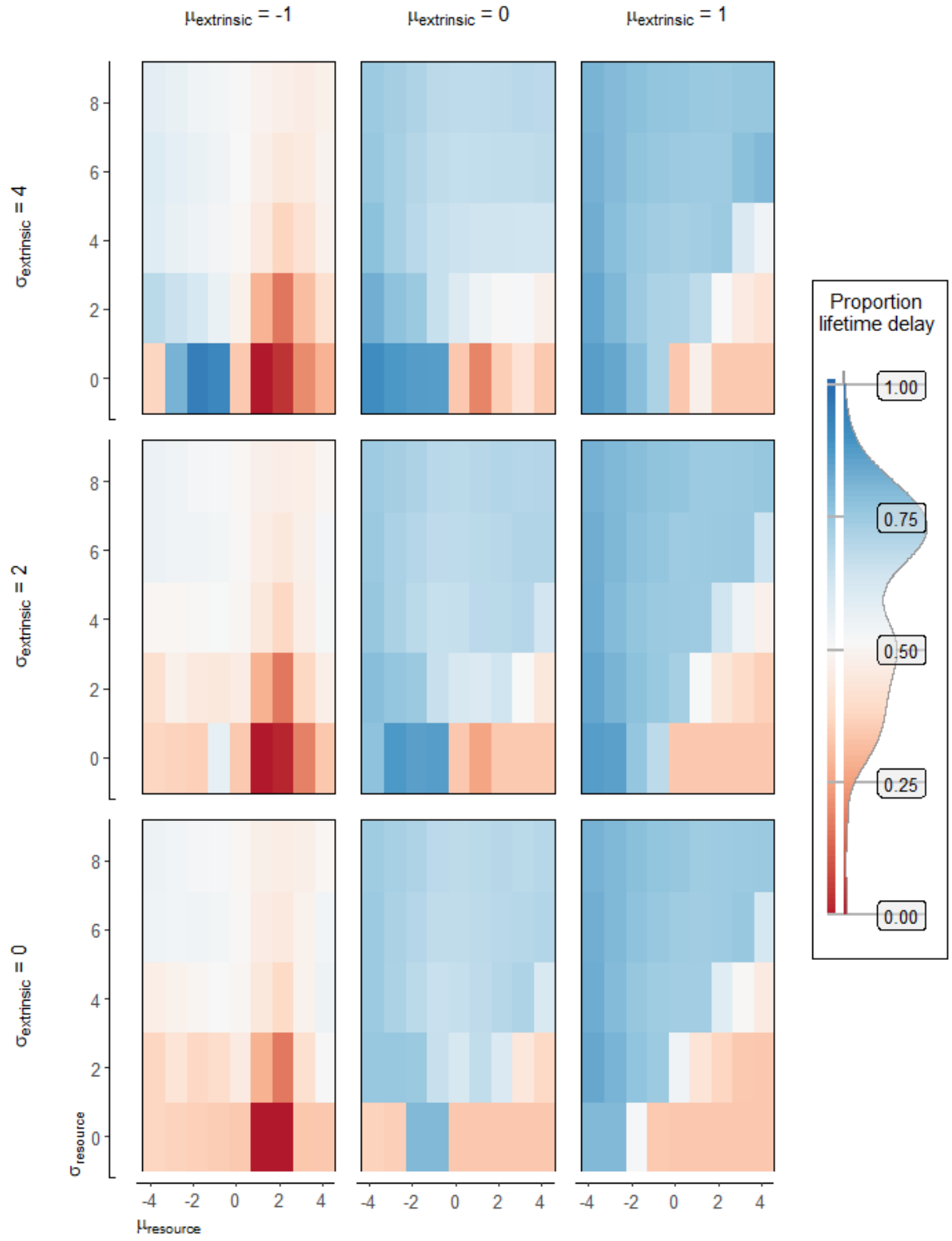
1.152. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 0.



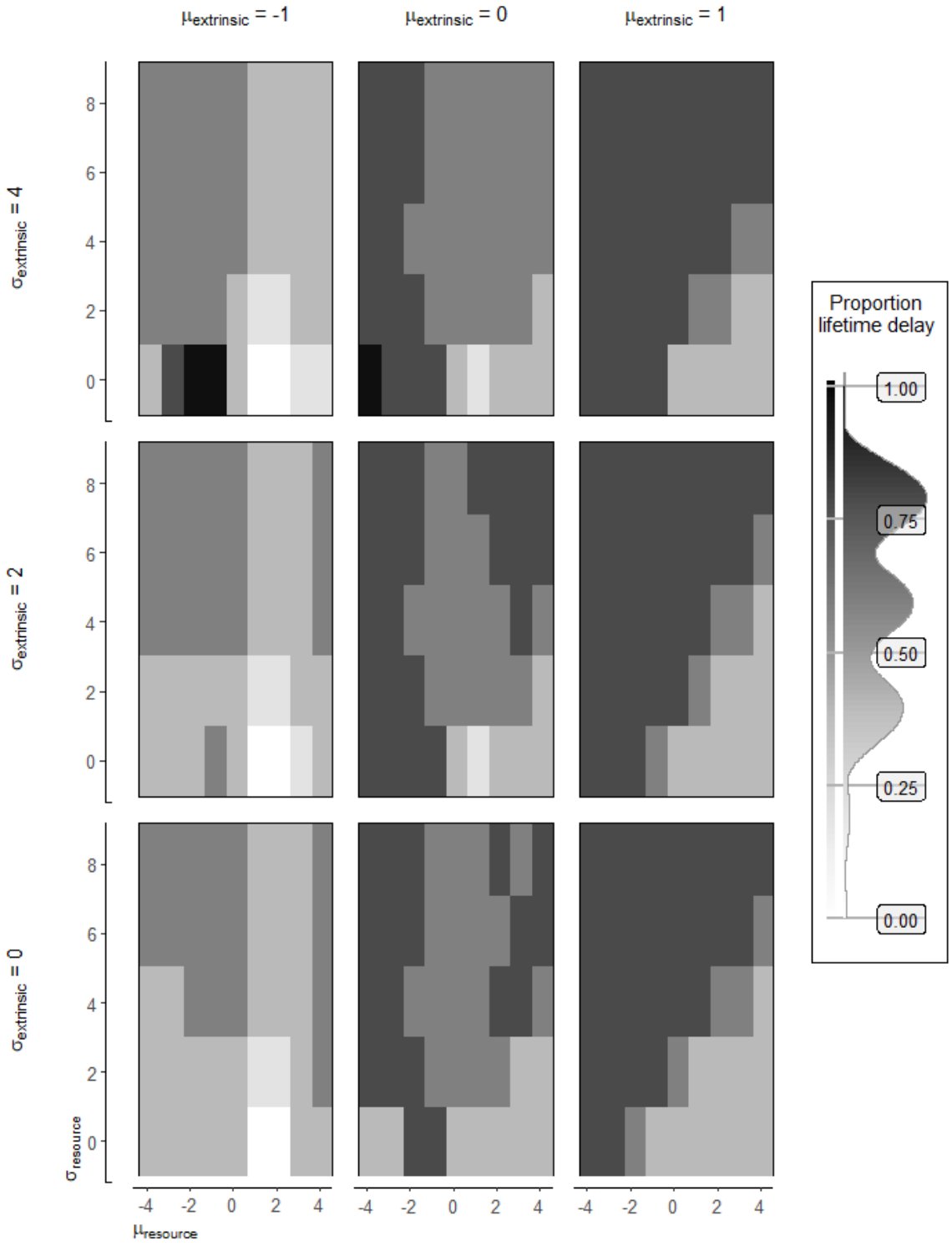
1.153. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



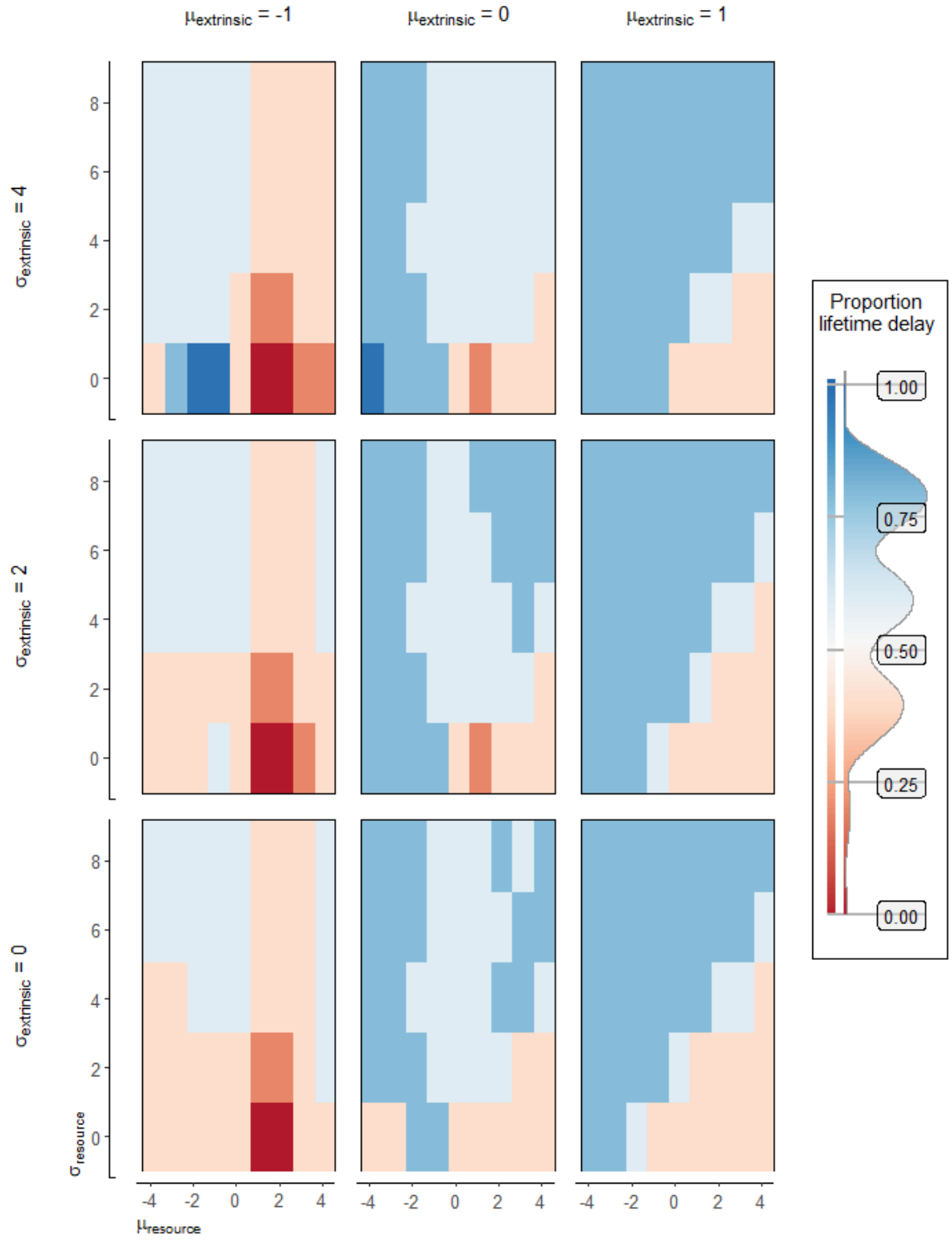
1.154. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



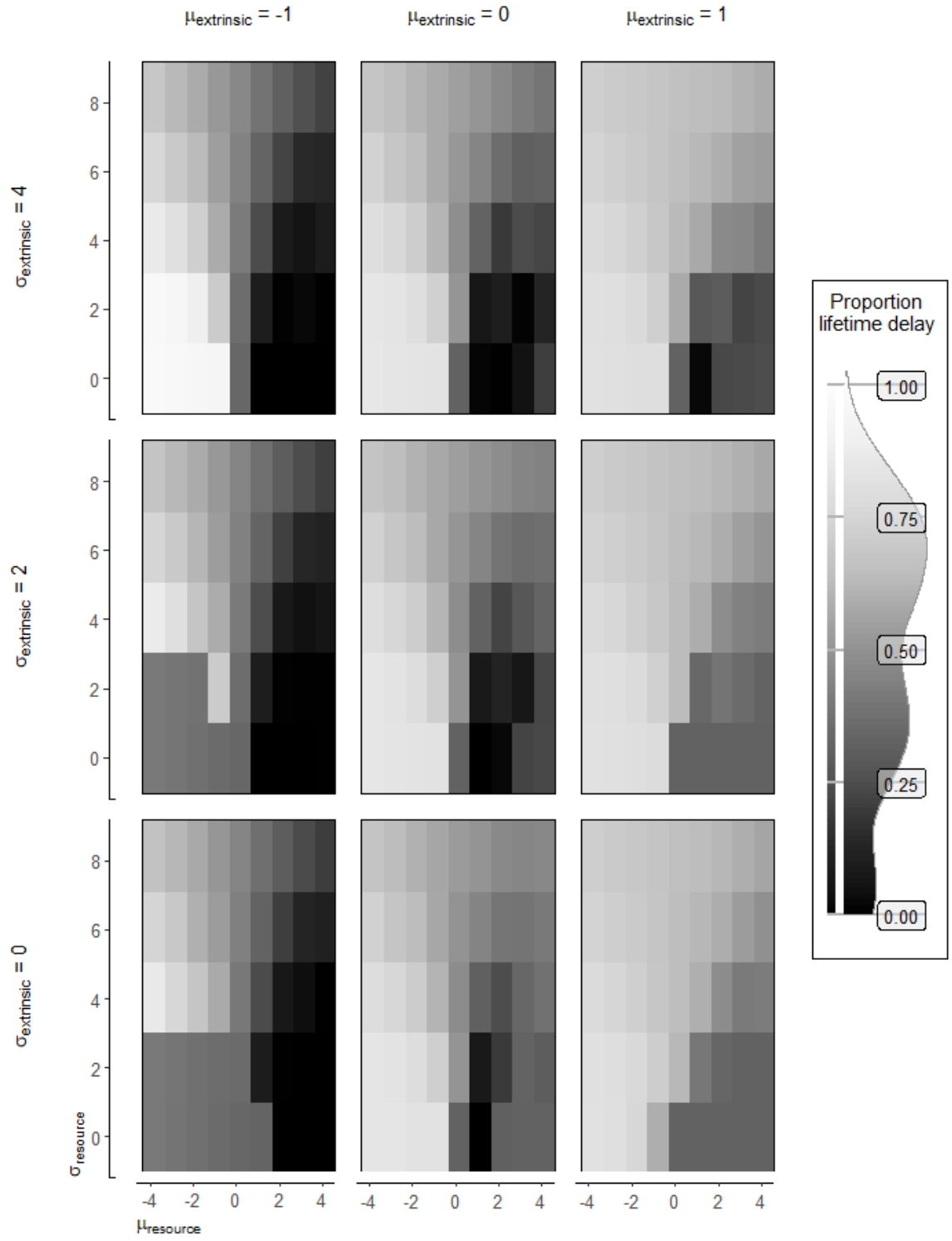
1.155. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



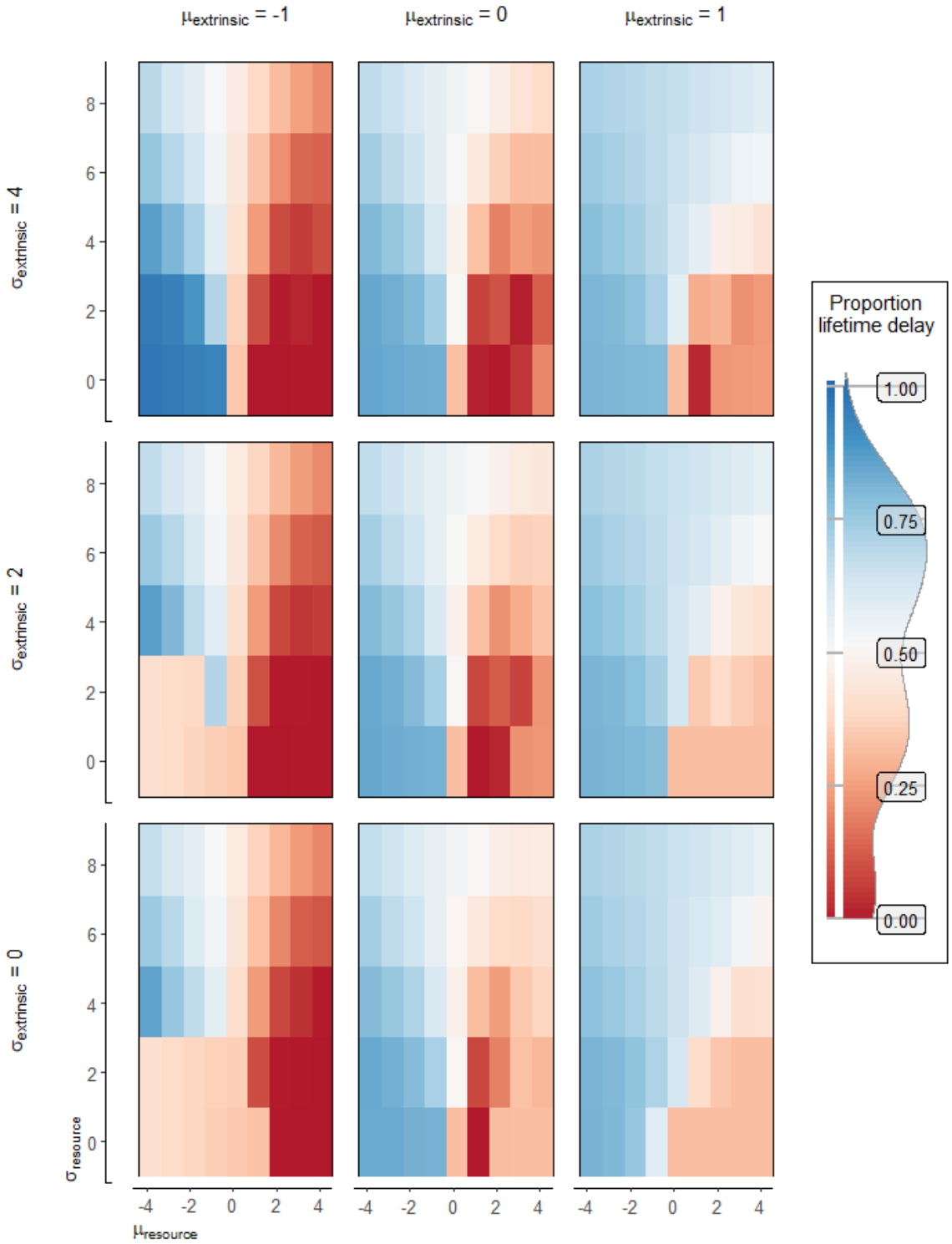
1.156. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 0.



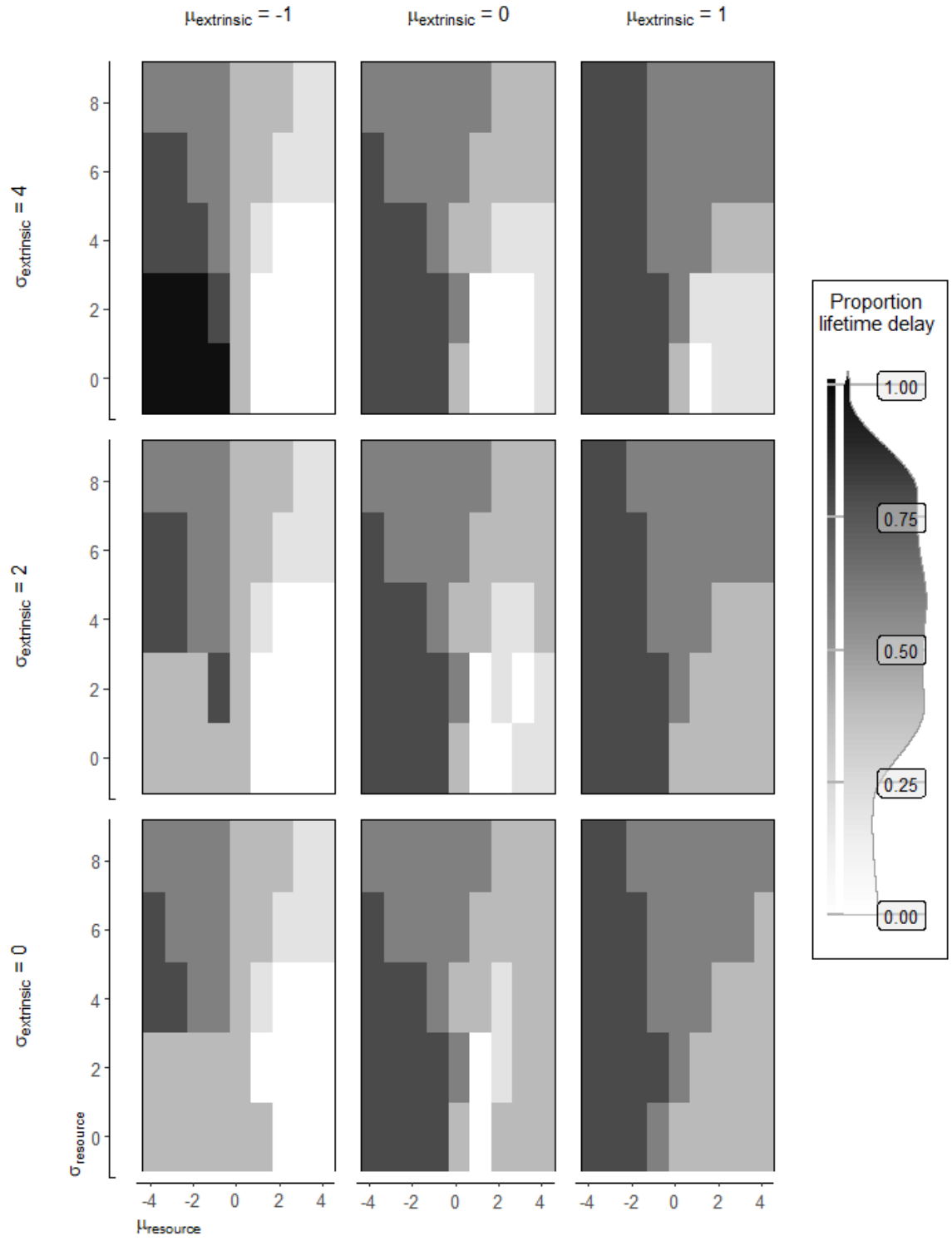
1.157. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



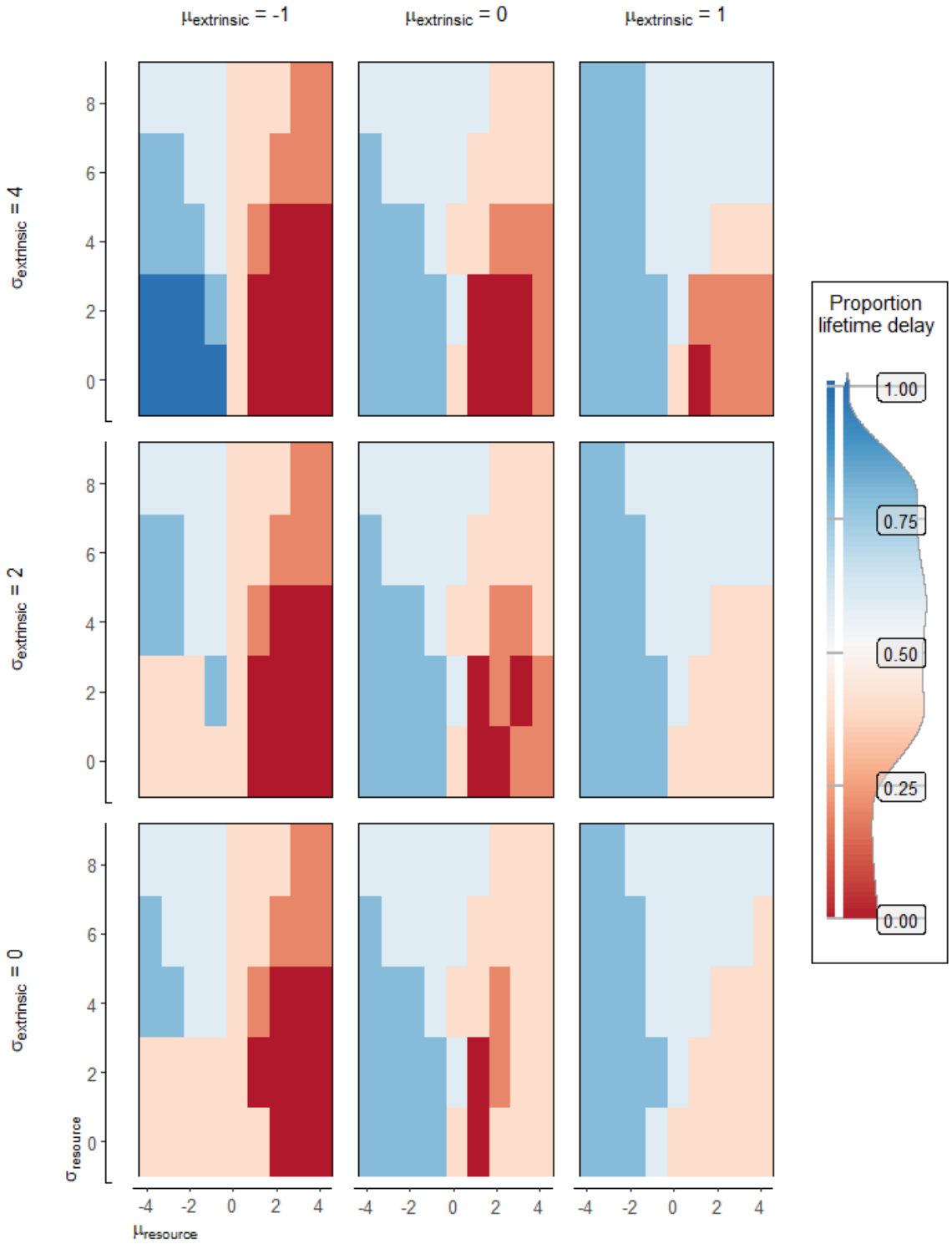
1.158. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



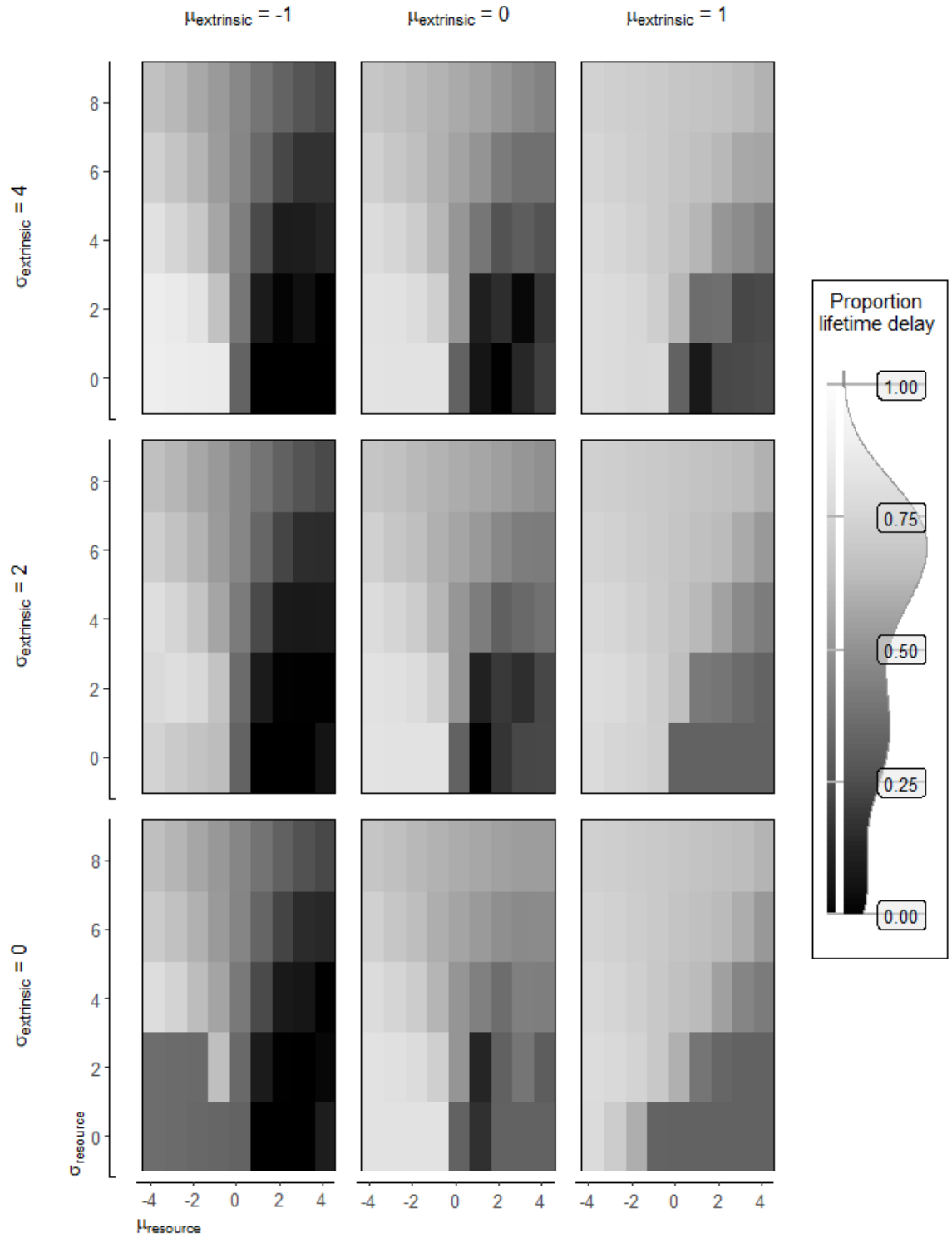
1.159. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



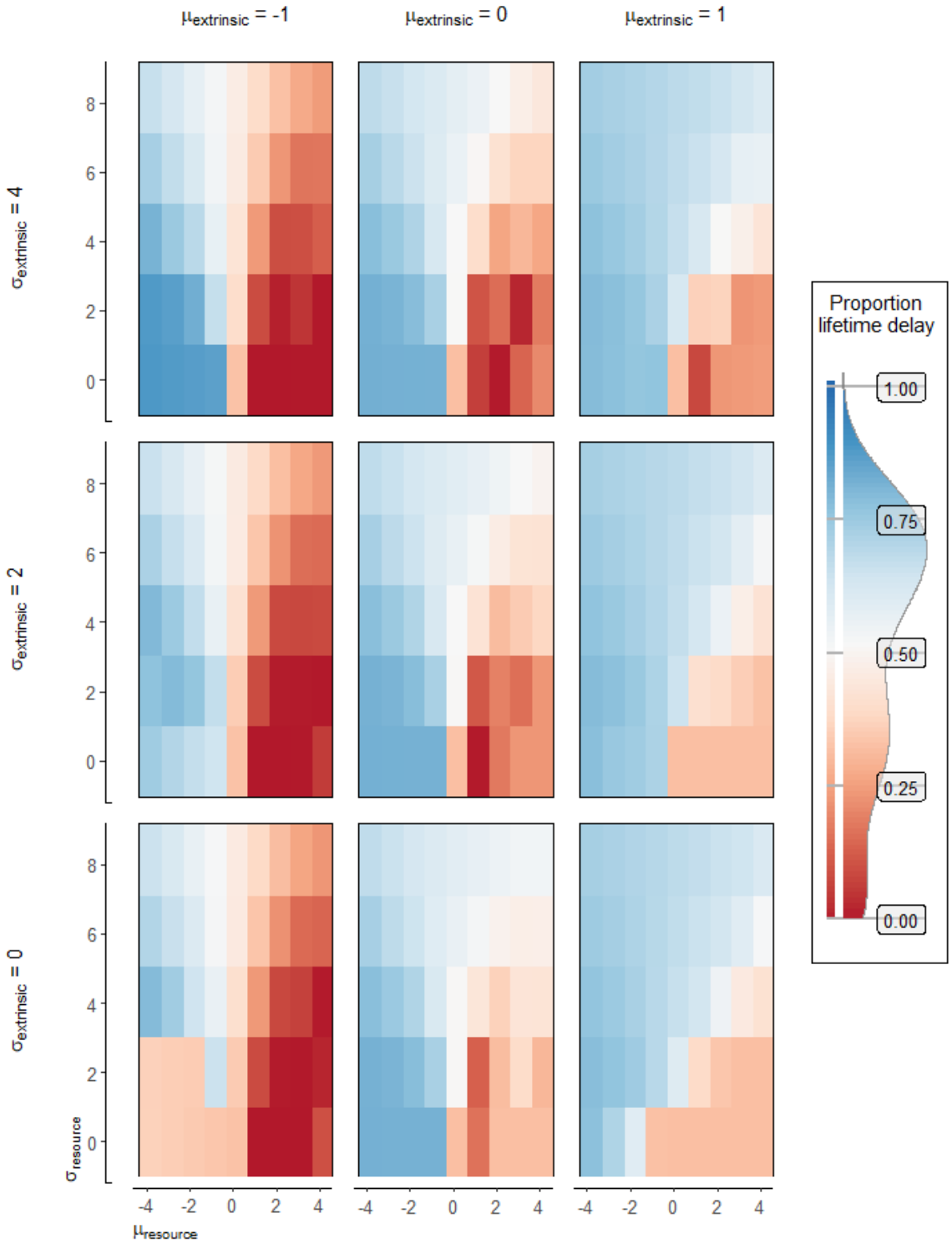
1.160. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 20.



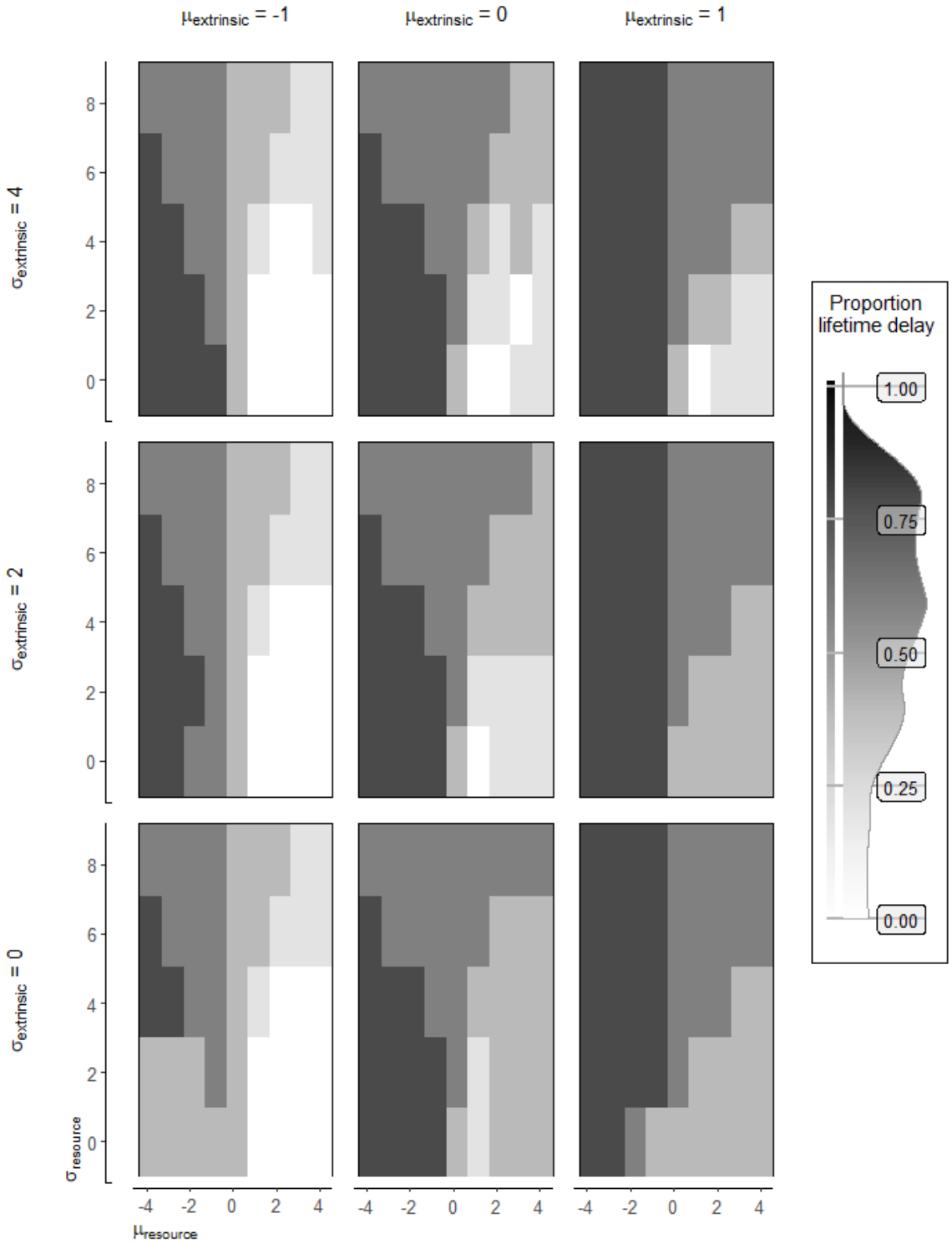
1.161. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



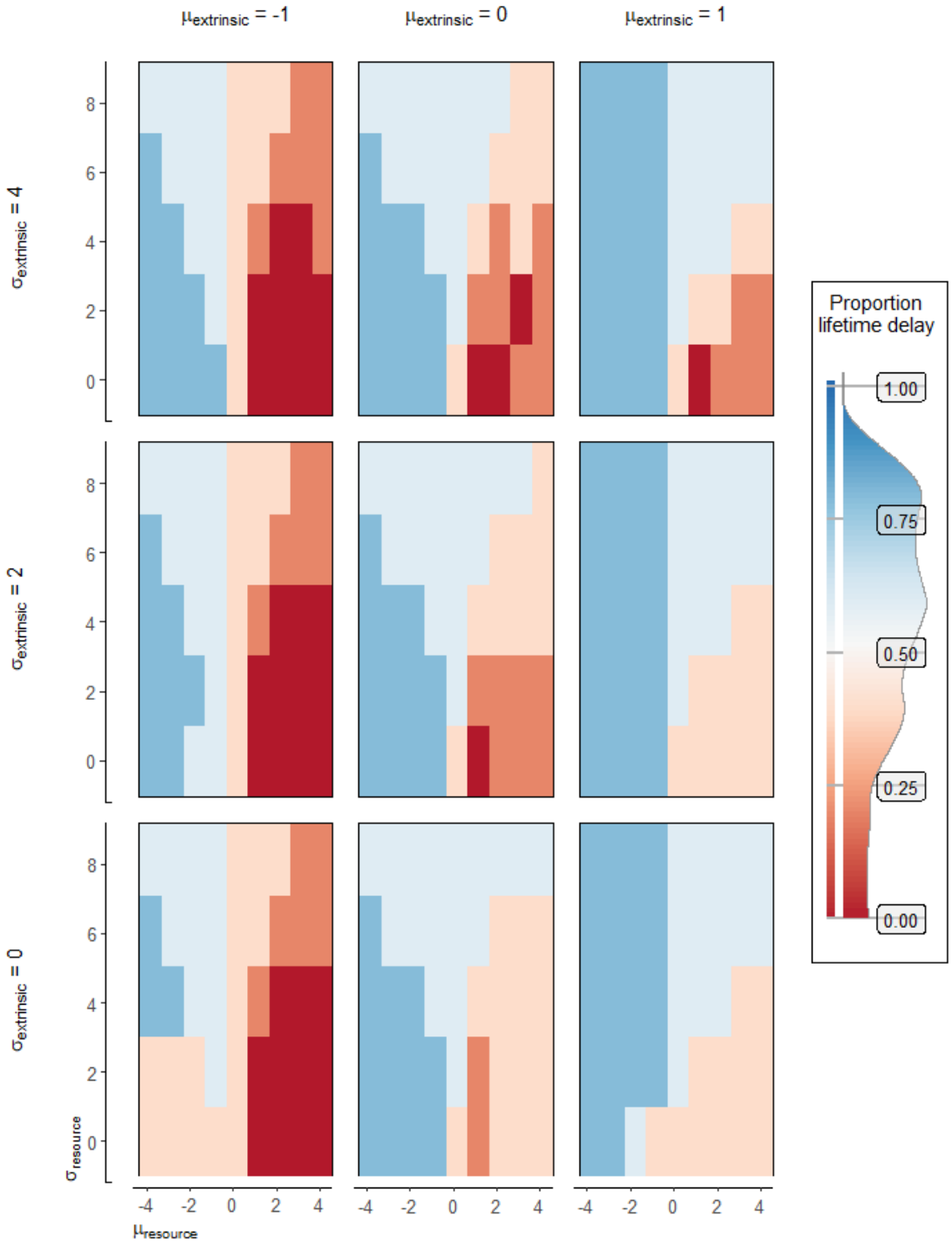
1.162. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



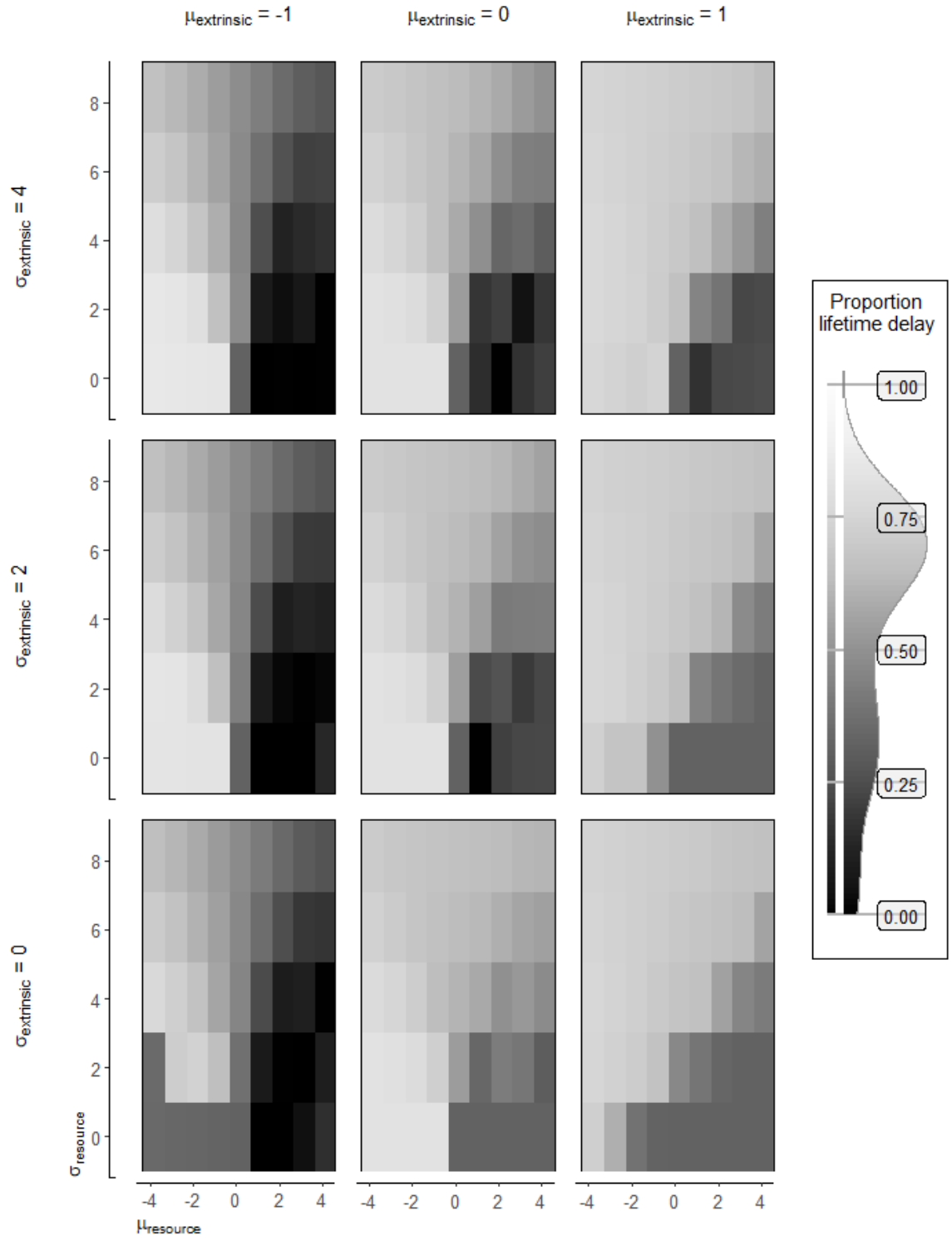
1.163. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



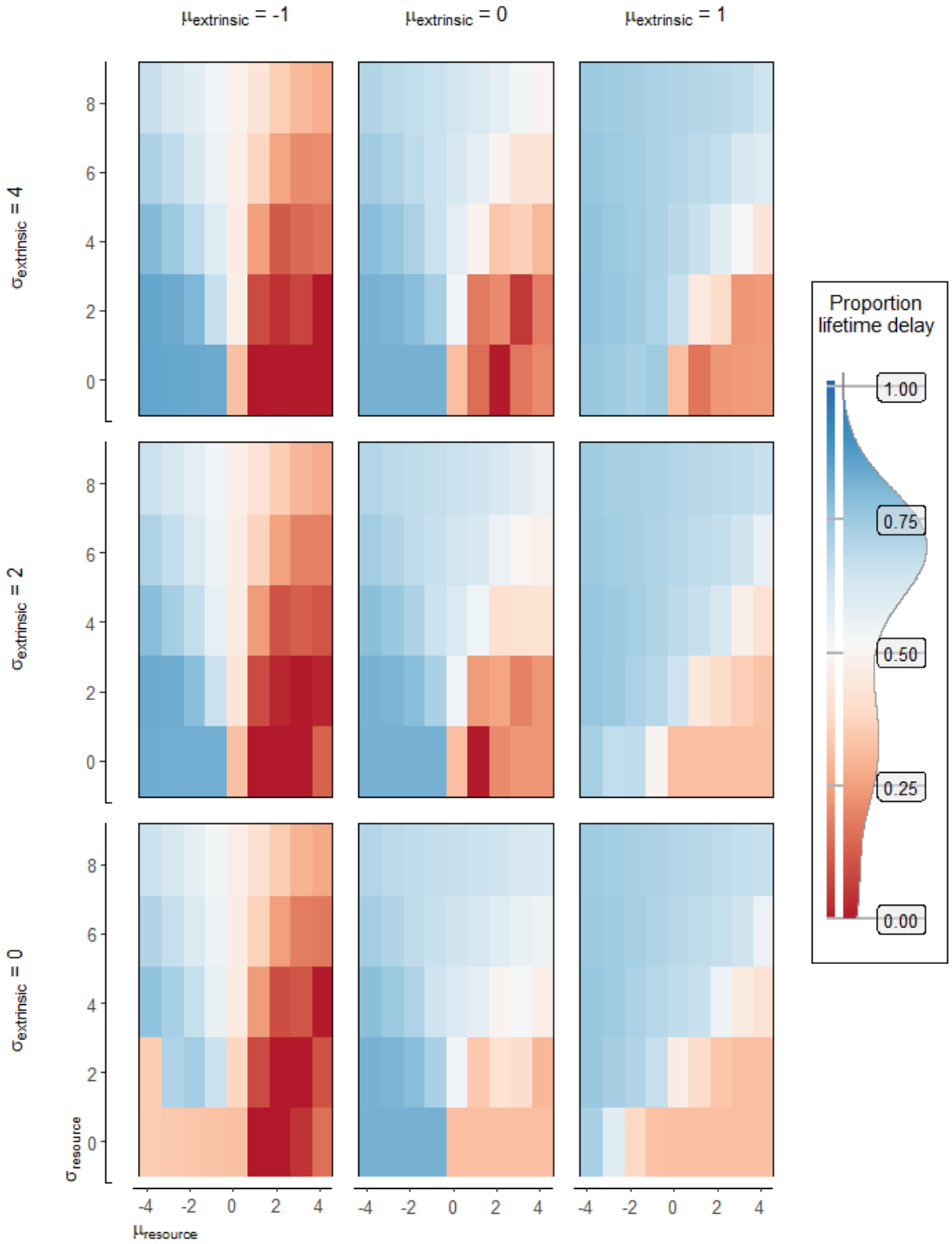
1.164. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 20.



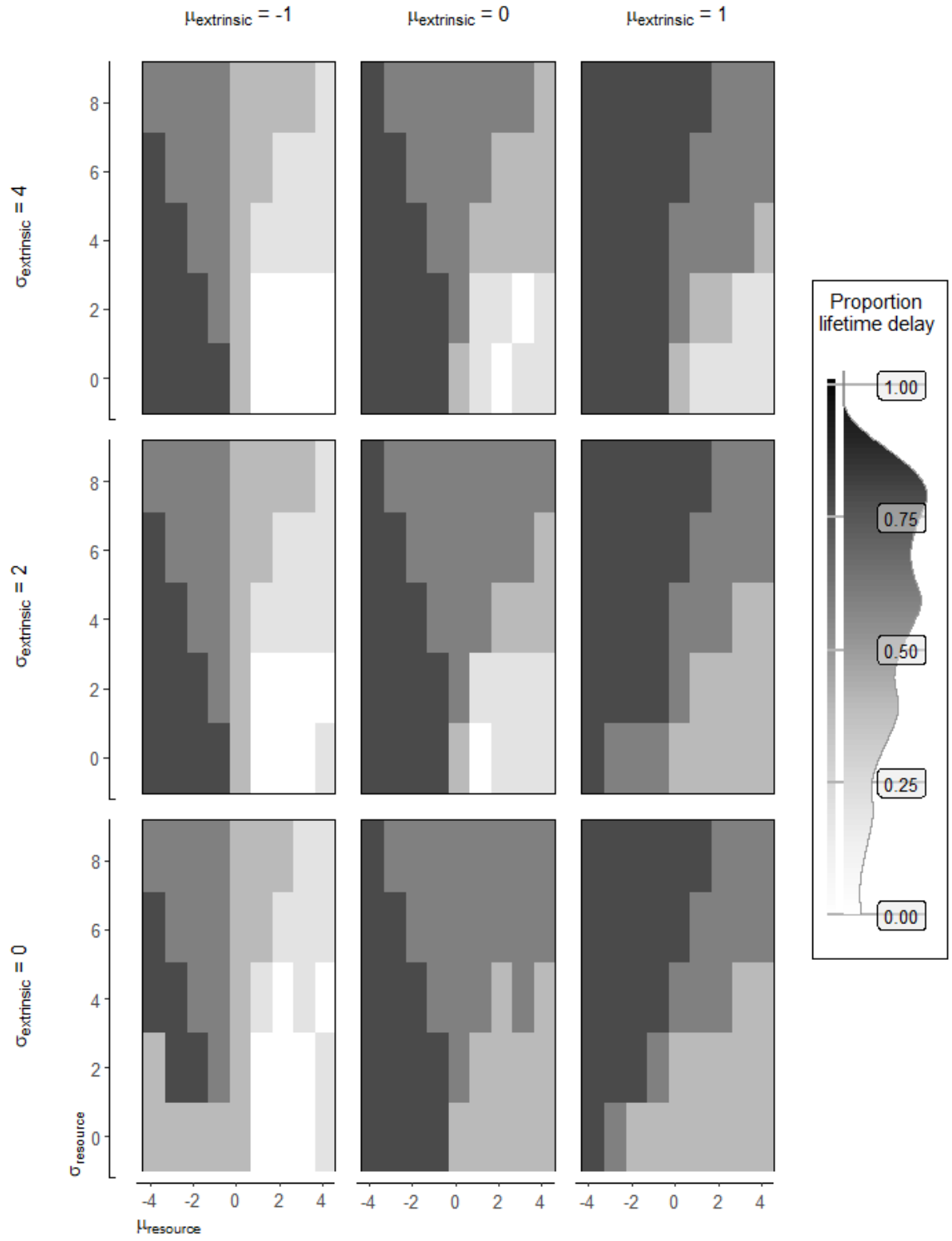
1.165. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



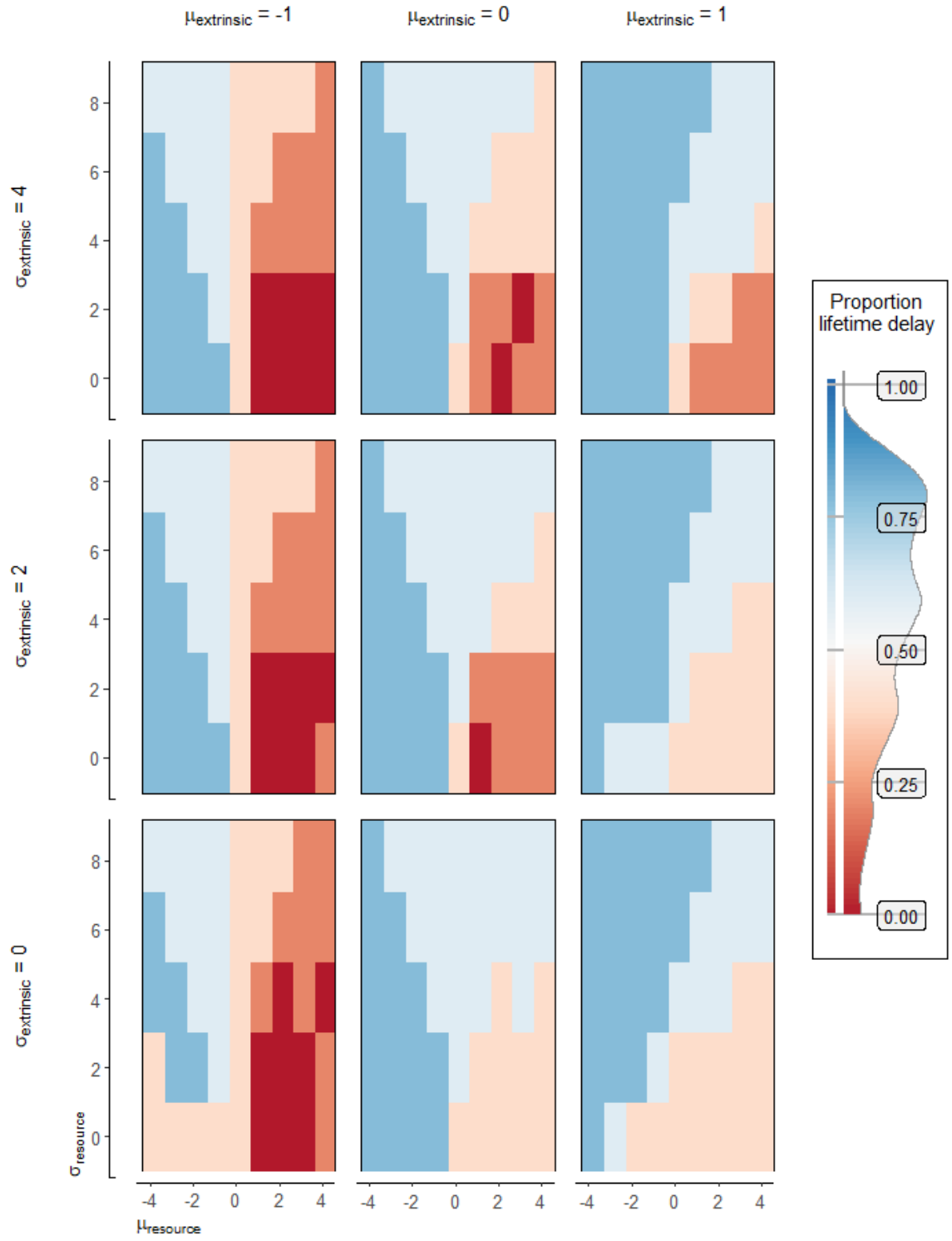
1.166. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



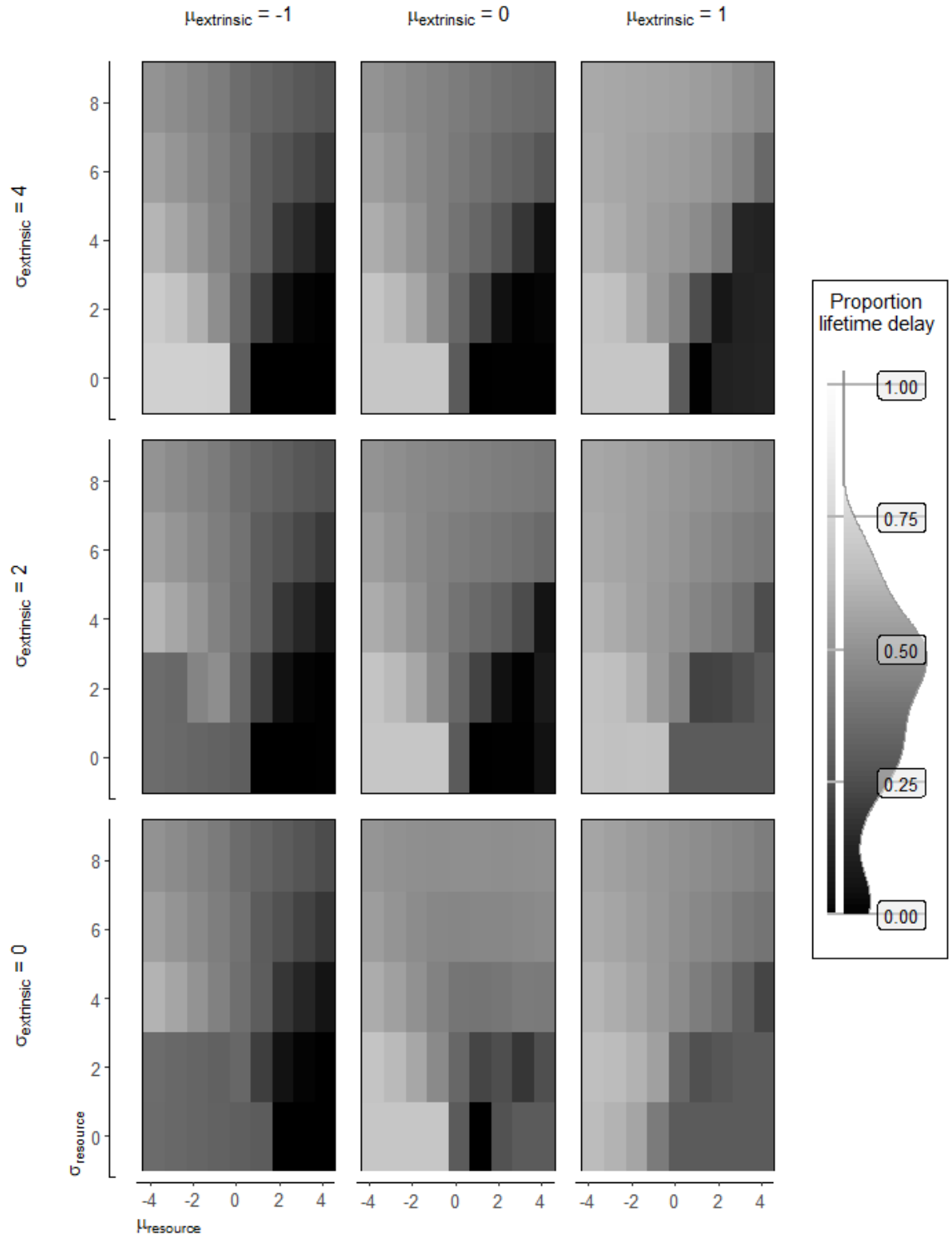
1.167. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



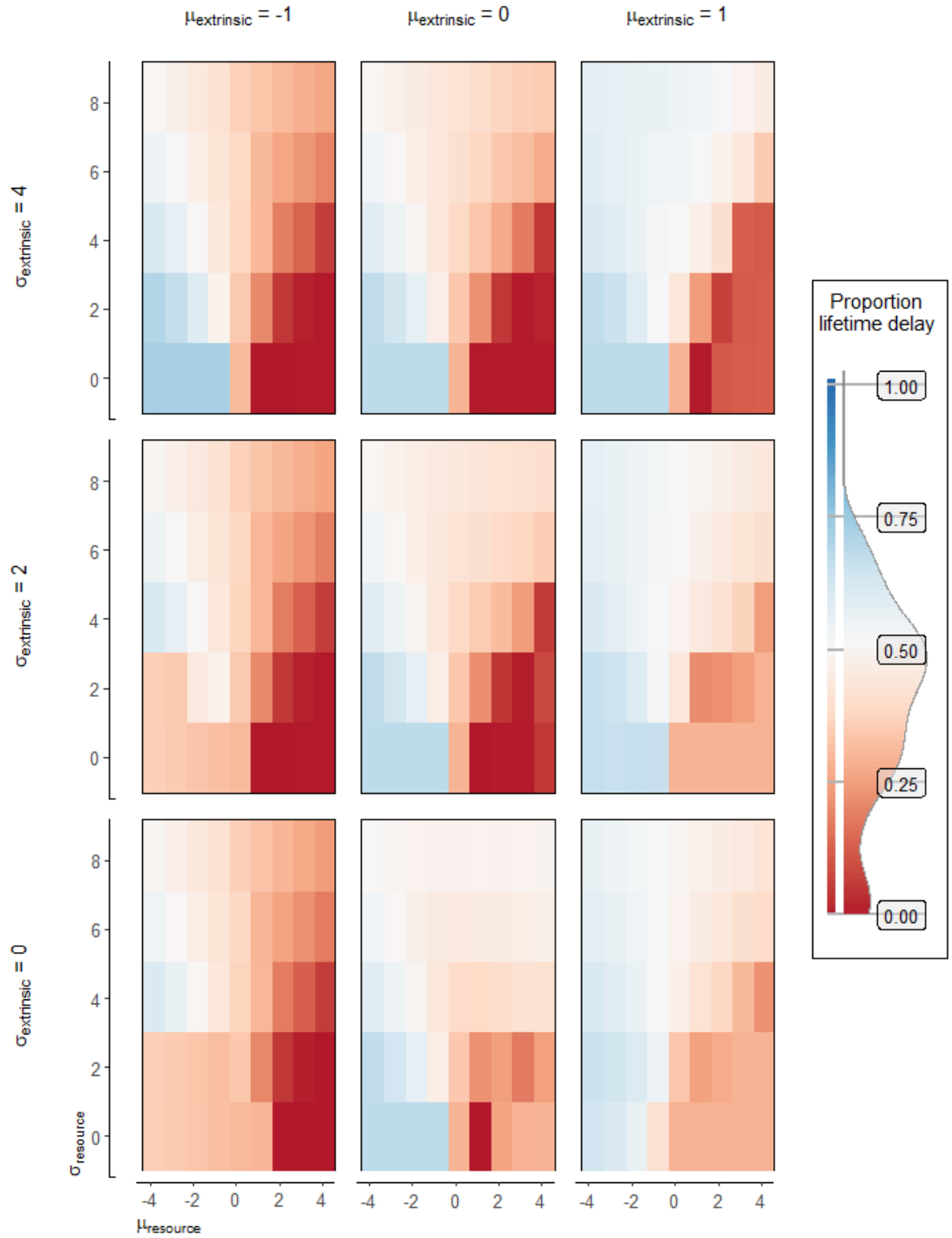
1.168. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 20.



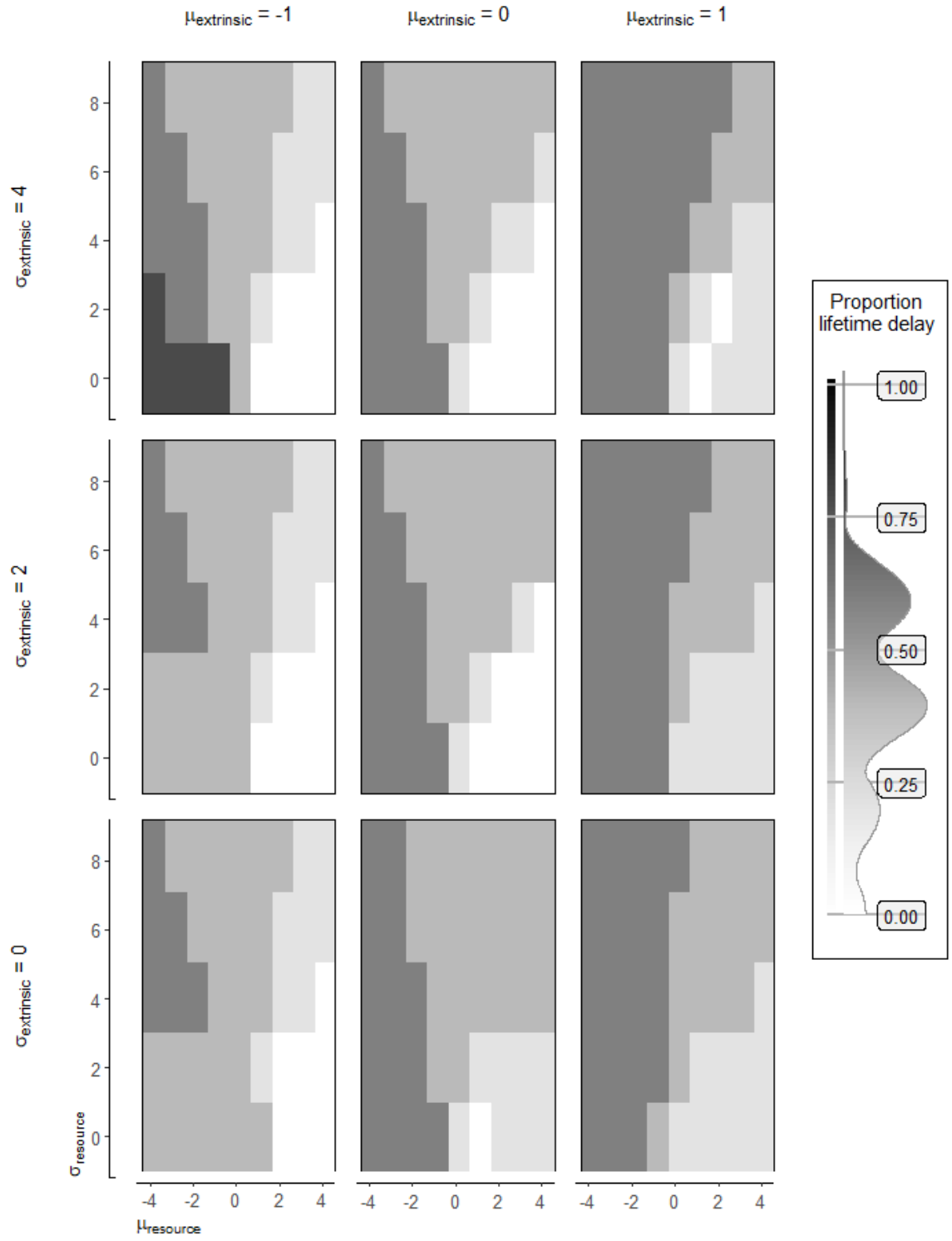
1.169. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



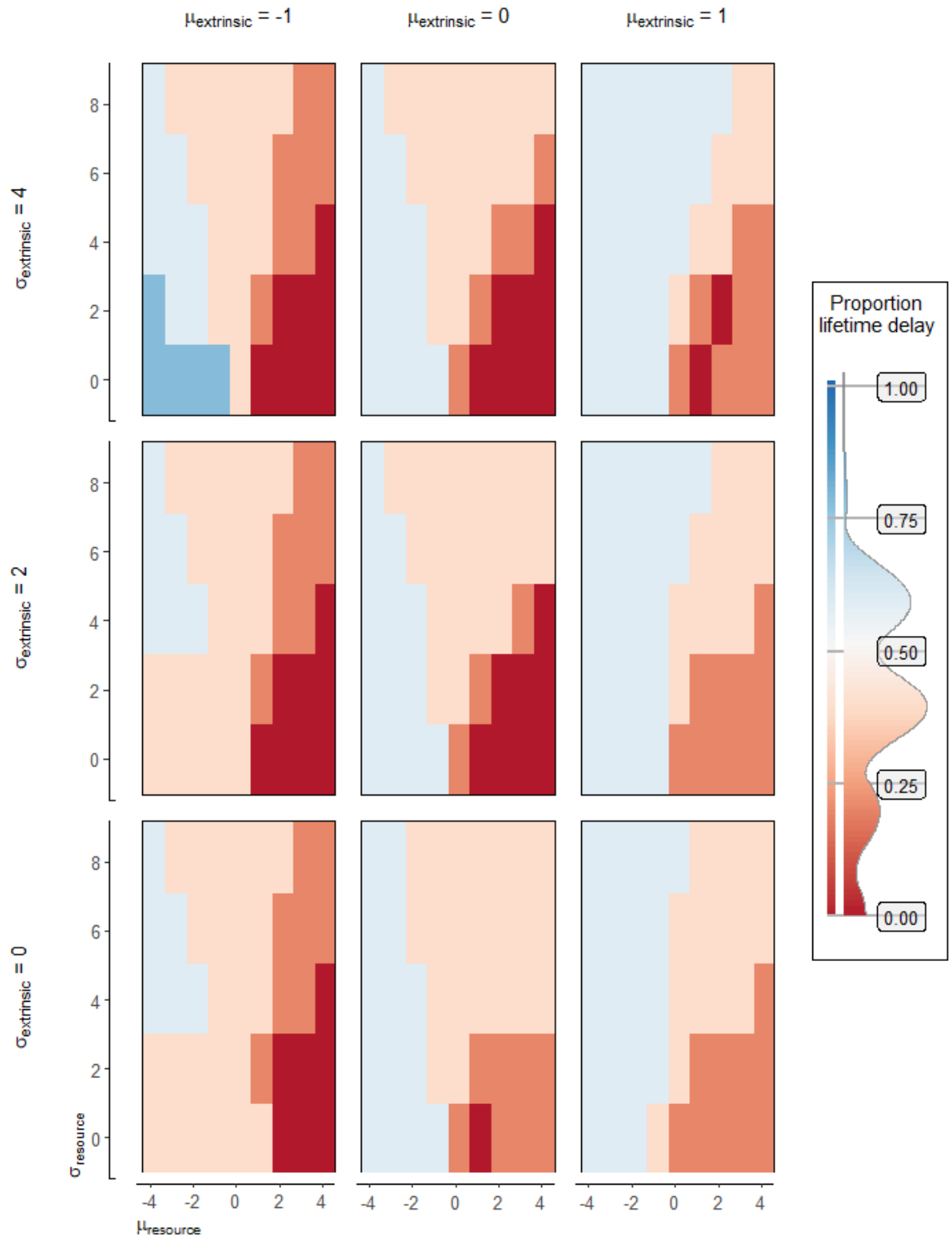
1.170. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



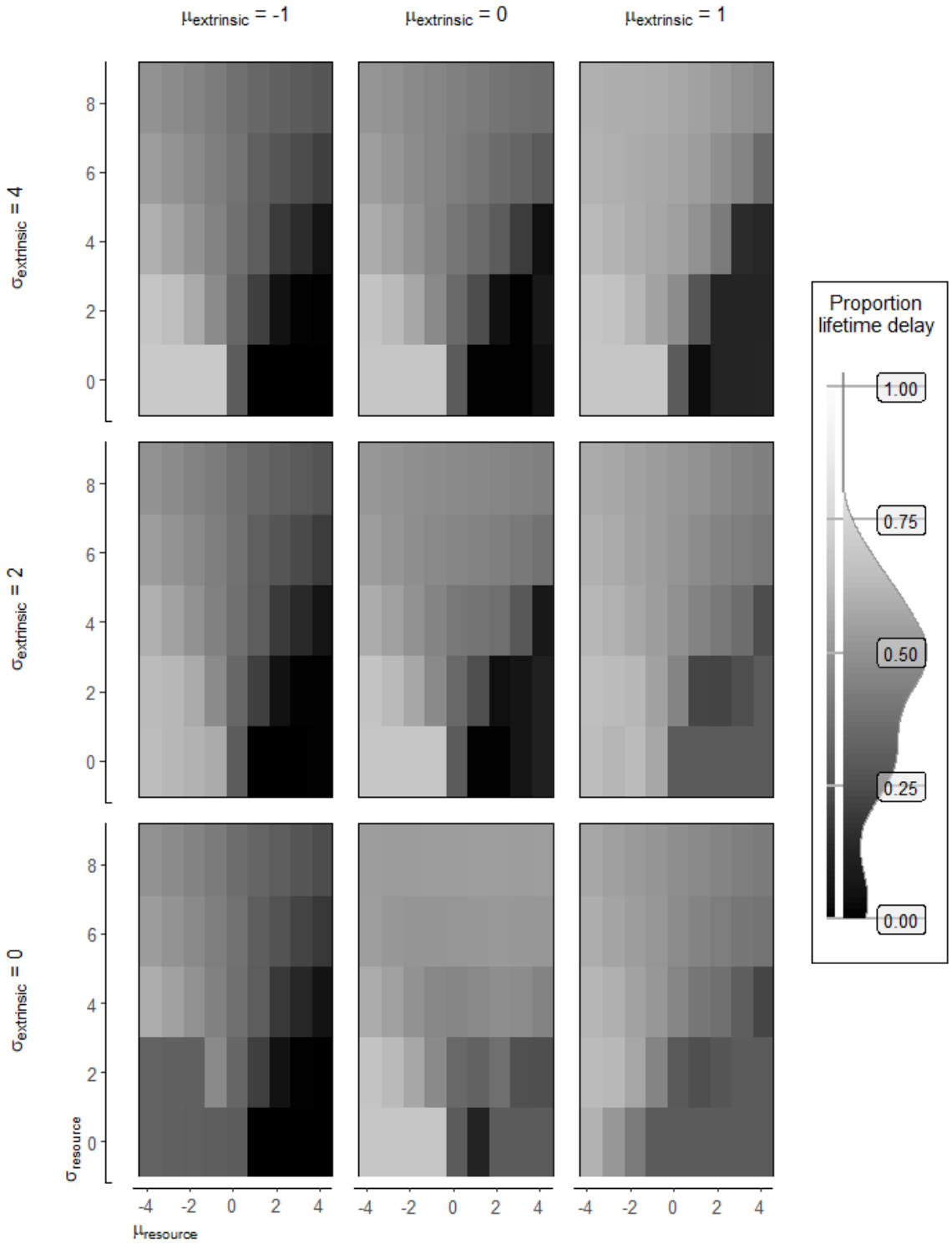
1.171. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



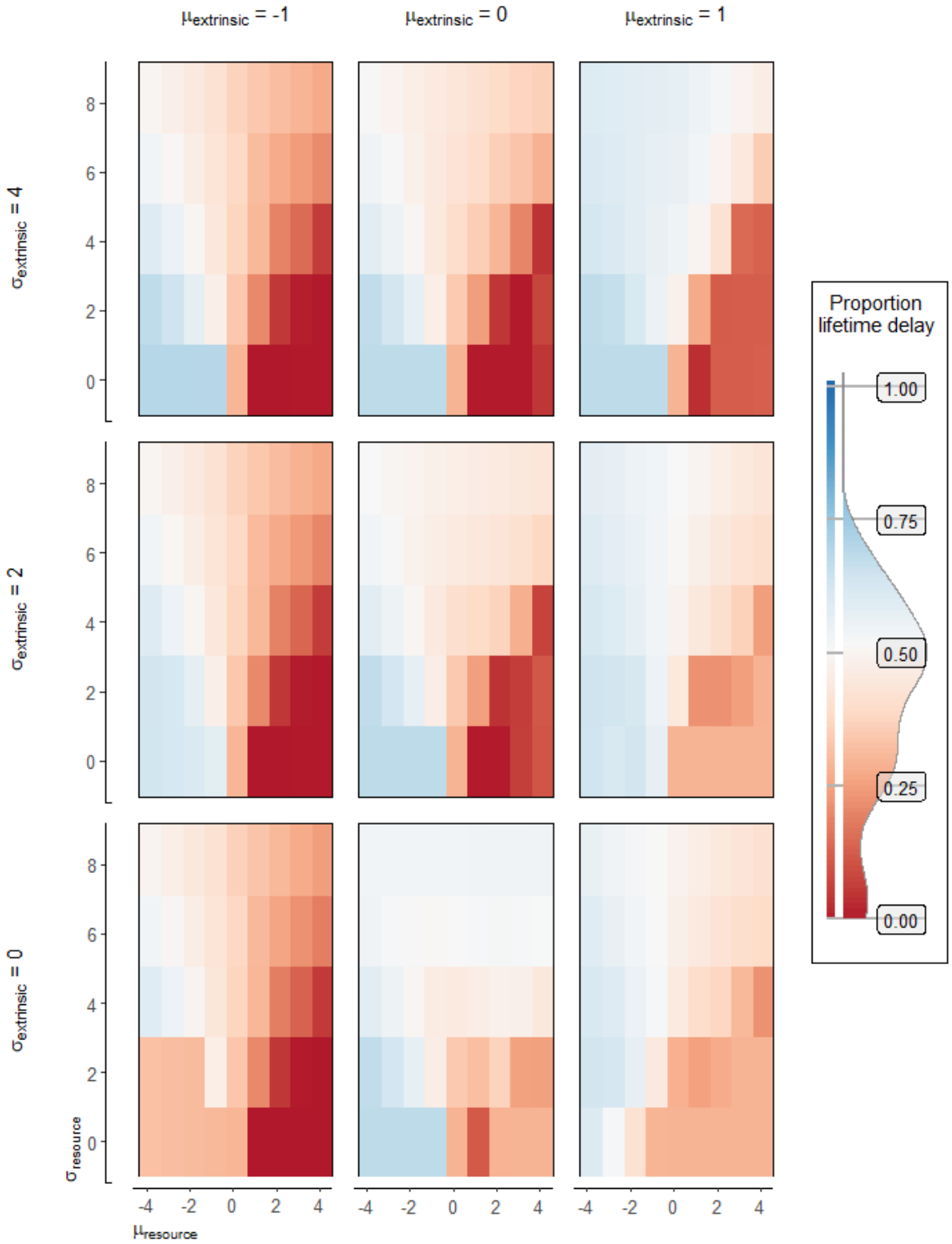
1.172. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 25, and an interruption percentage chance of 50.



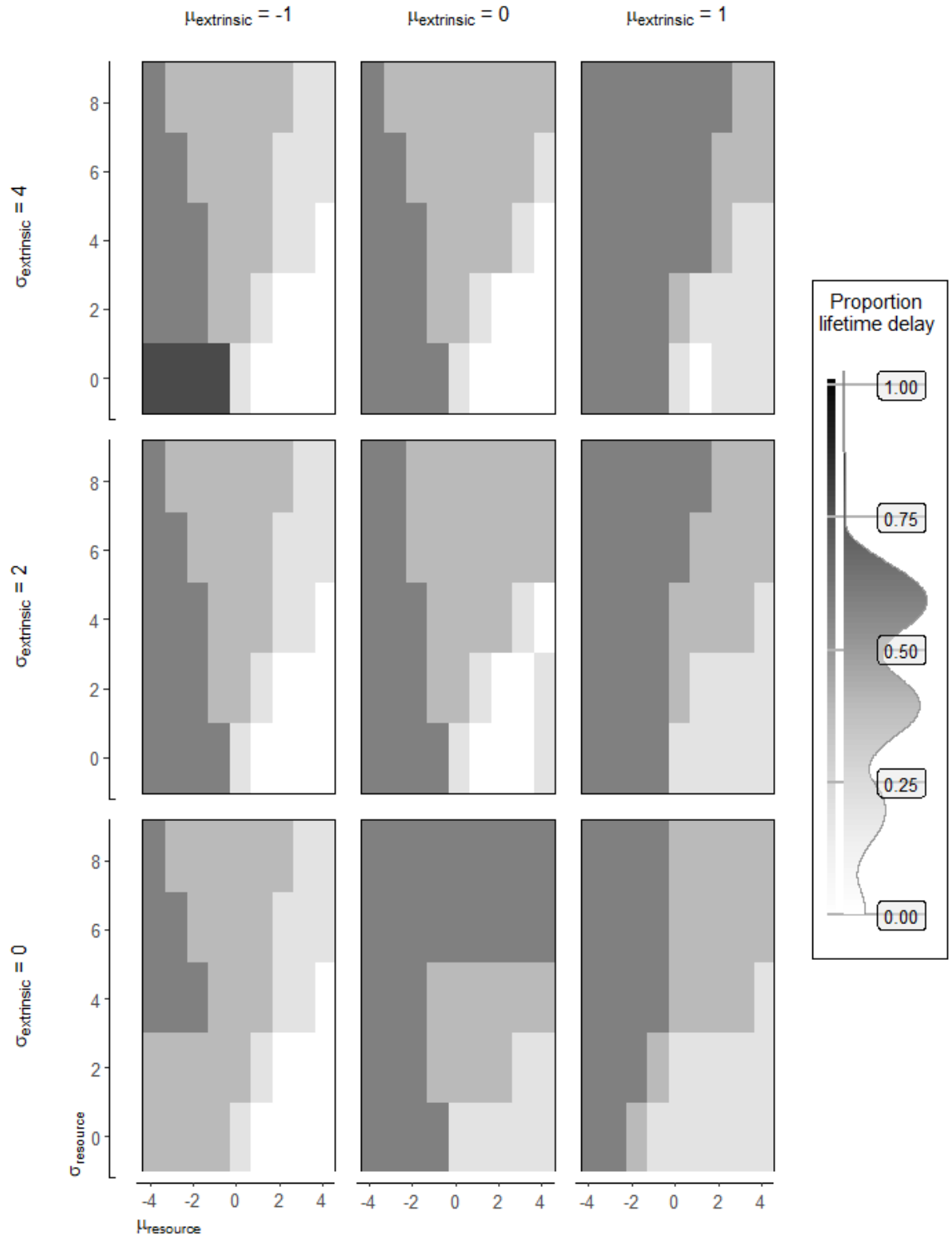
1.173. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



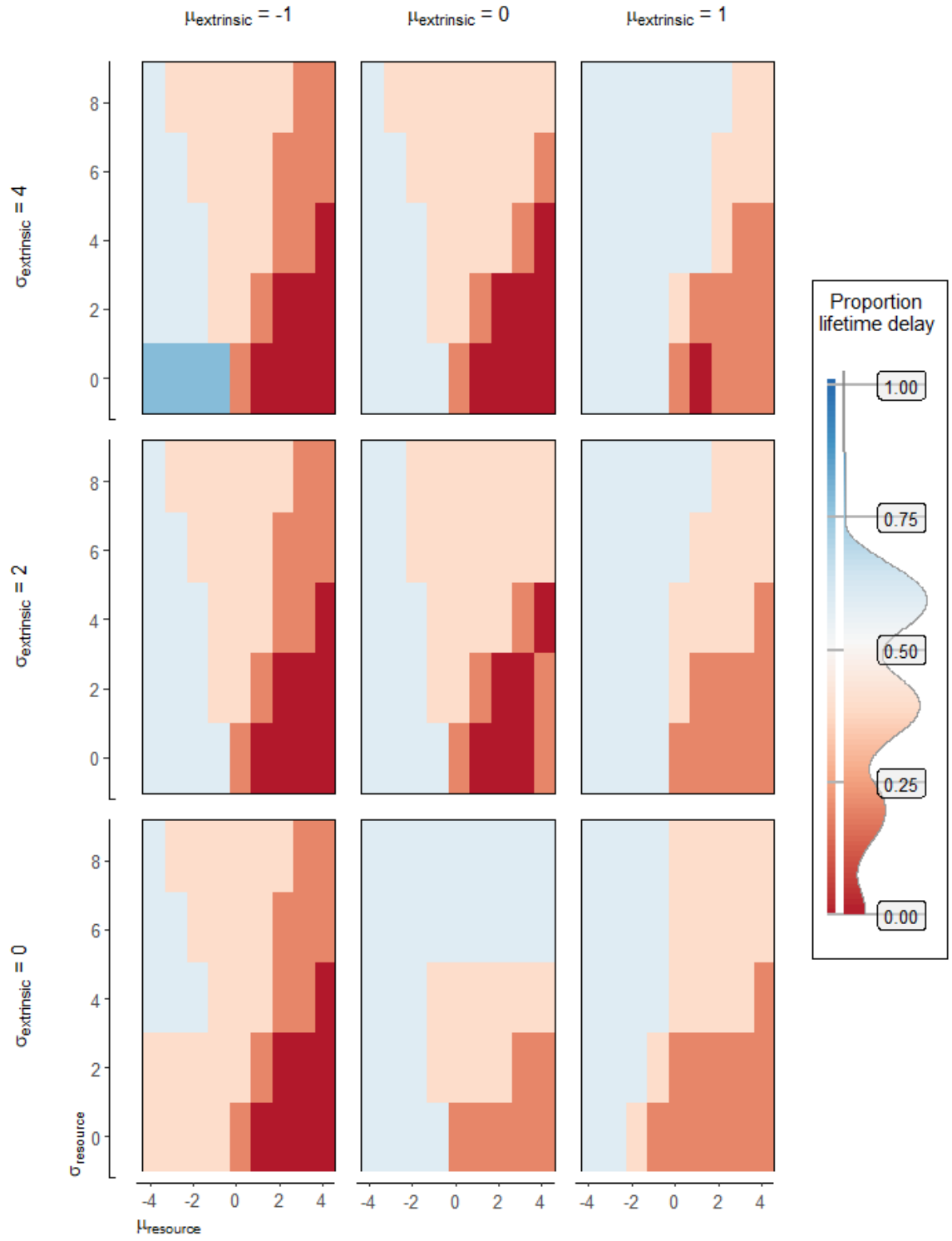
1.174. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



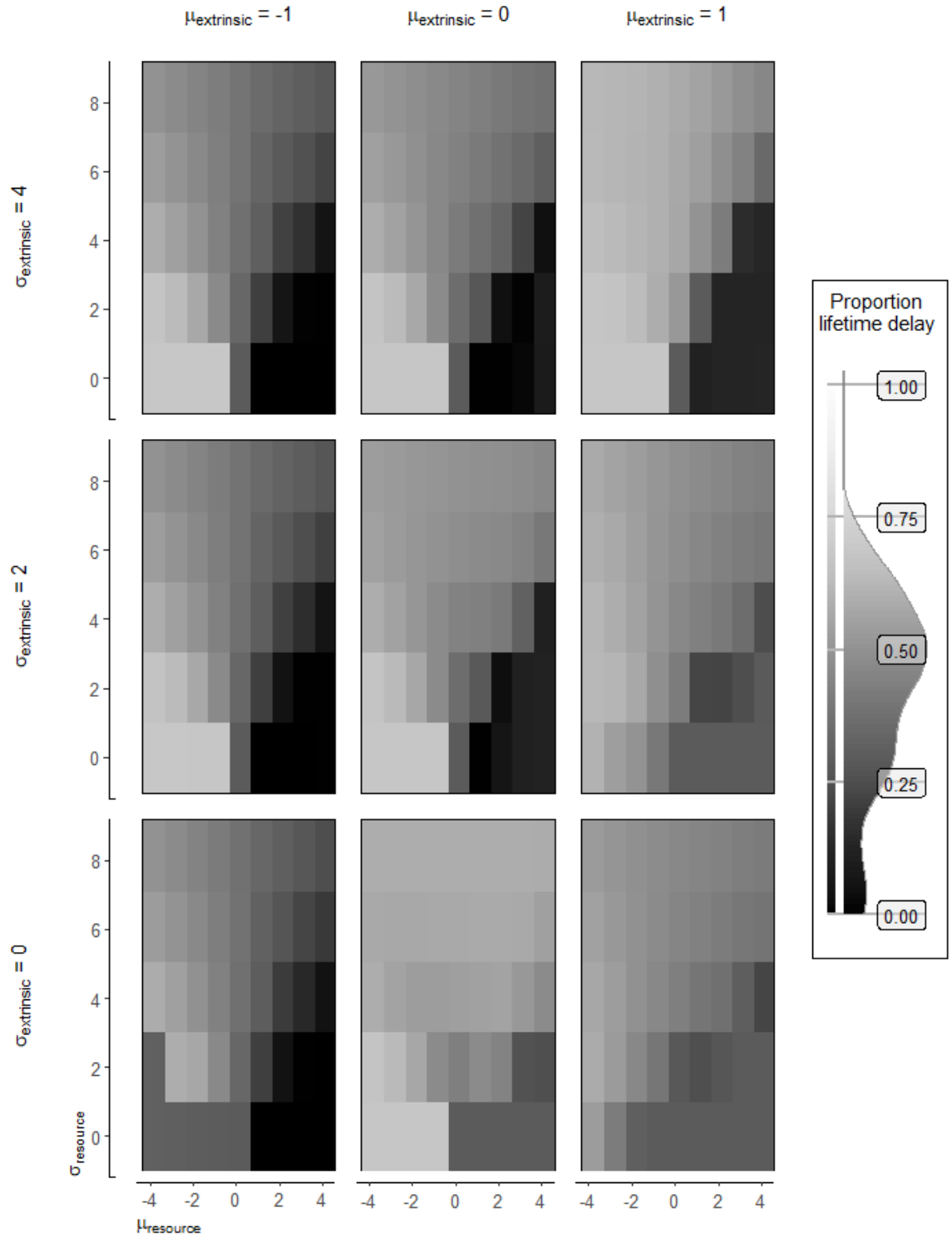
1.175. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



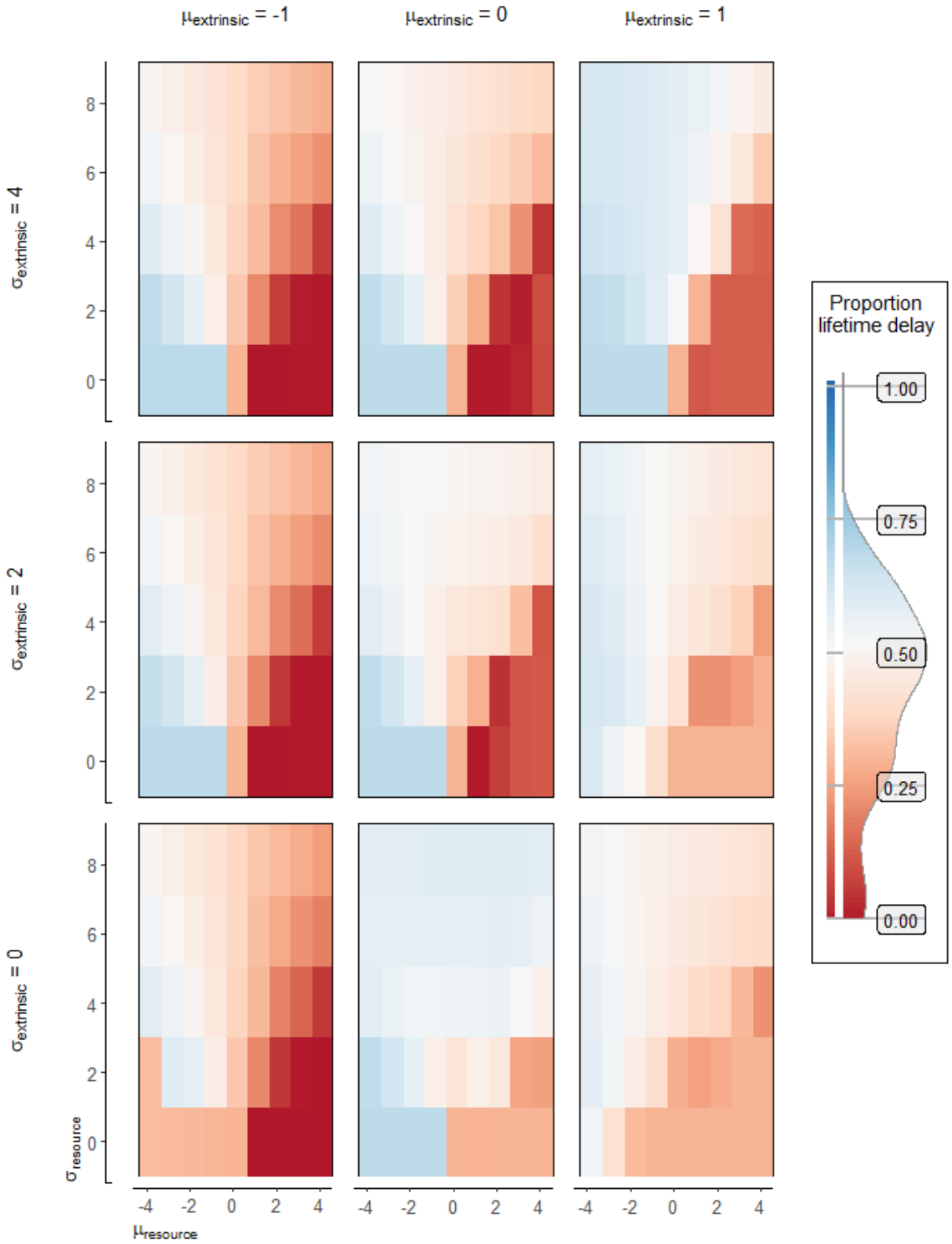
1.176. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 50, and an interruption percentage chance of 50.



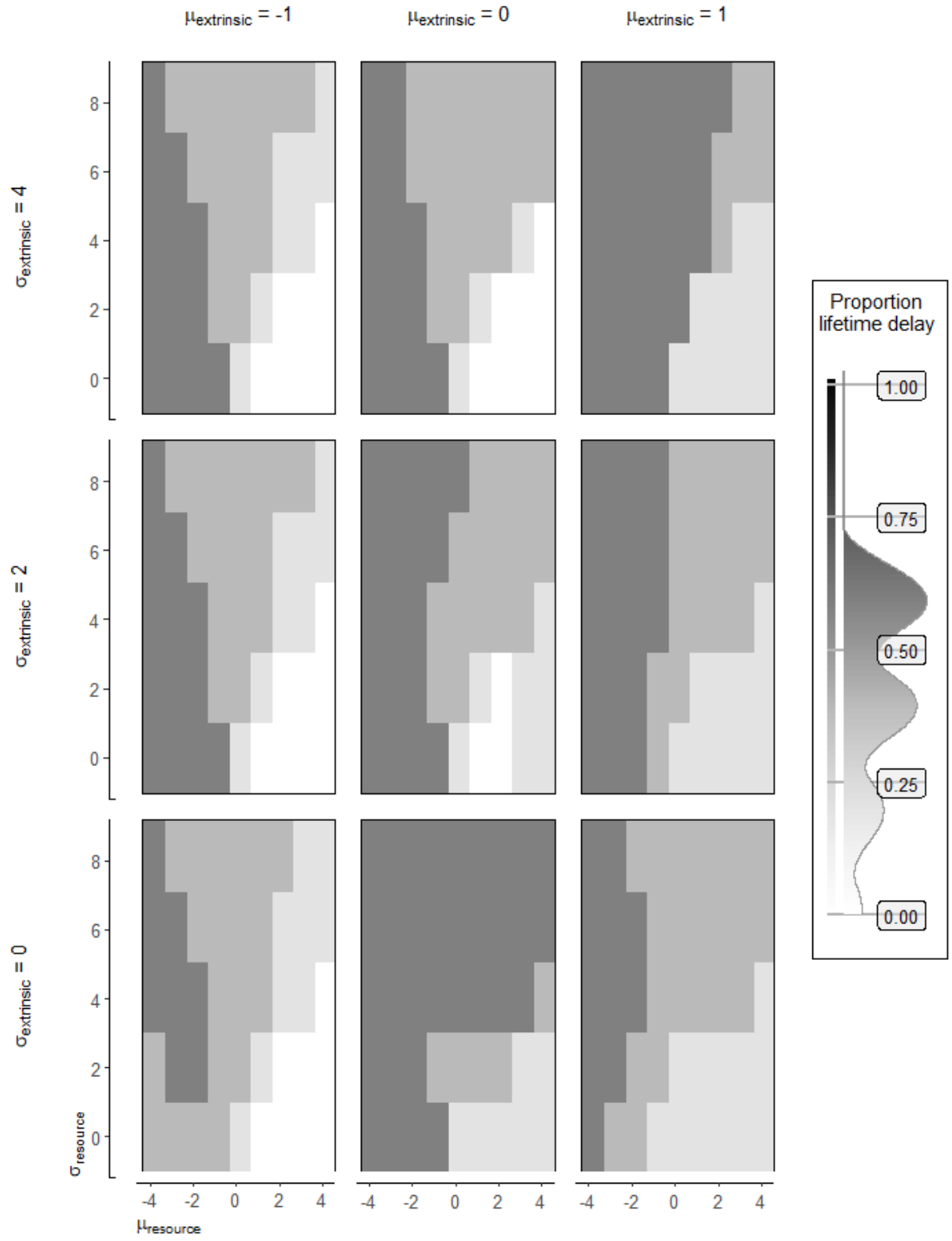
1.177. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



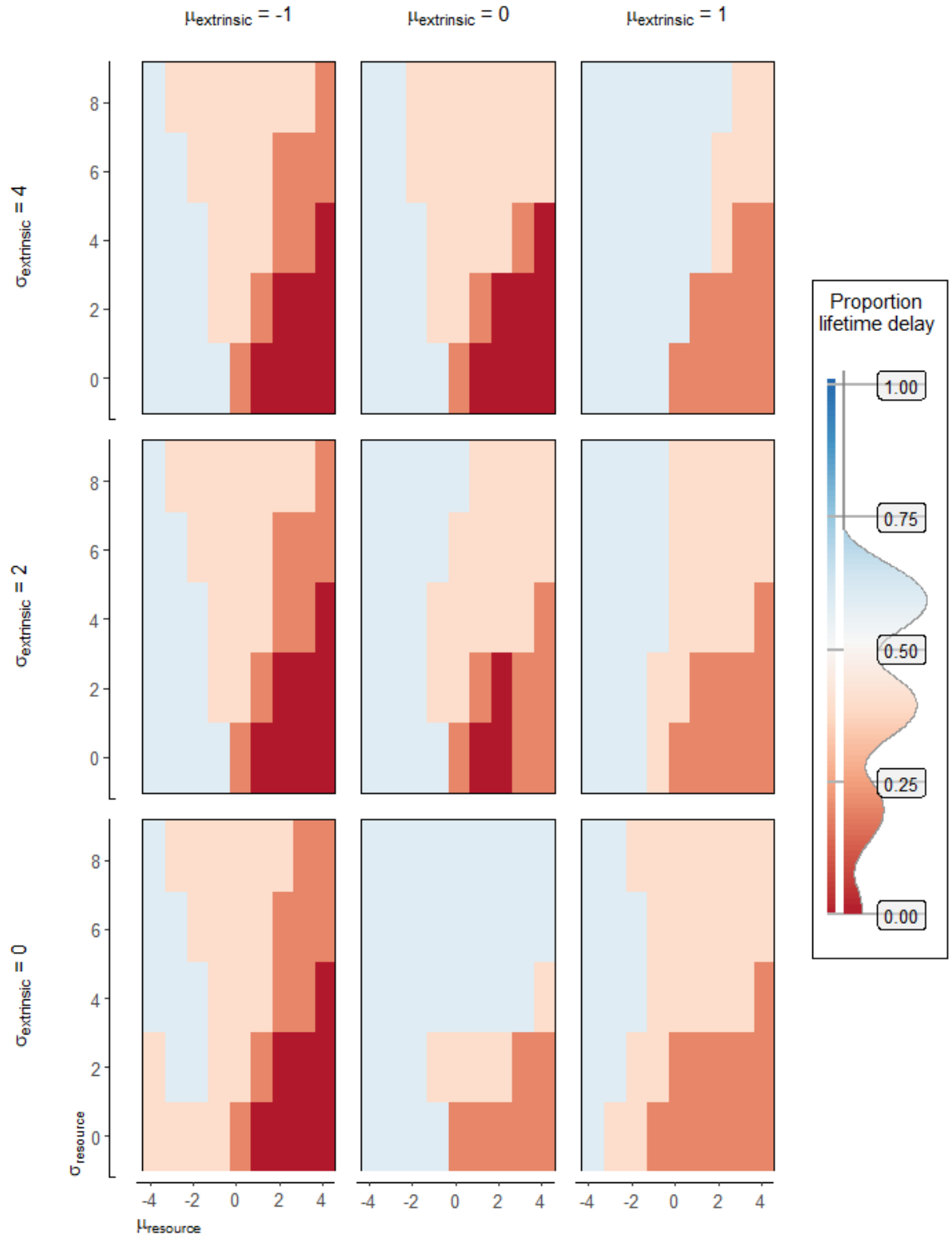
1.178. Proportion lifetime delay (continuous)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



1.179. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.



1.180. Proportion lifetime delay (discrete)

What proportion does an agent expect to delay during its life? This is a measure of observed behavior, not intended behavior. Data for the Waiting model. Each pixel represents a unique environments. The distribution of extrinsic events varies between panels. Extrinsic events are sampled from an uniform distribution, ranging between (A1) -3 or 1, (B1) -2 or 2, (C1) -1 or 3, (A2) -2 or 0, (B2) -1 or 1, (C2) 0 or 2, (A3) always -1, (B3) always 0, (C3) always 1. Each time step, a resource increases with 20 percent of its initial value. Showing results for an agent with a reserve of 75, and an interruption percentage chance of 50.