60 nodes, 25 simulation ensemble, δ=10, 600 runs, connected graph
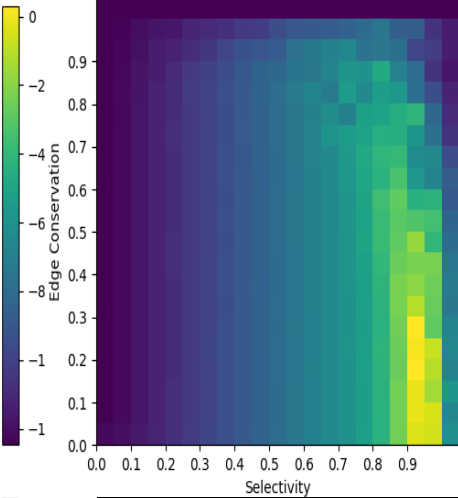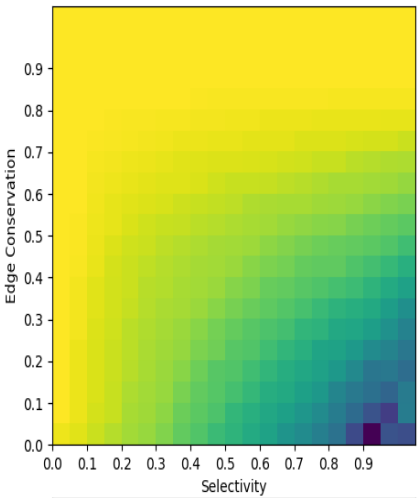
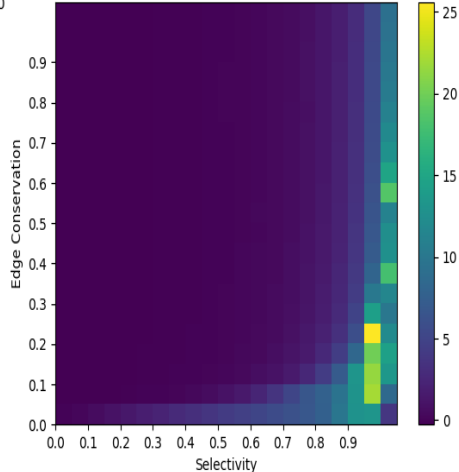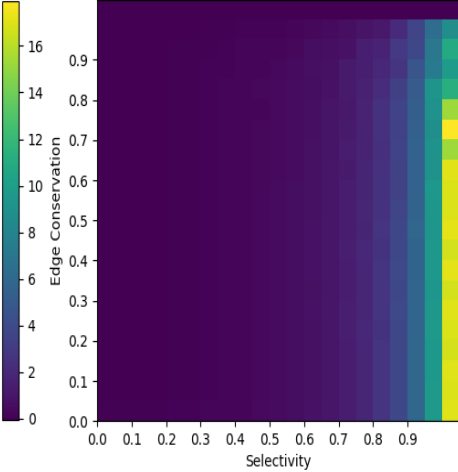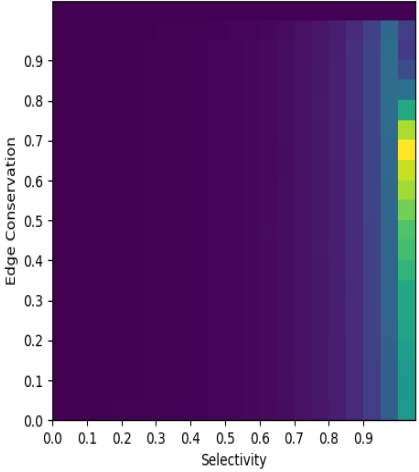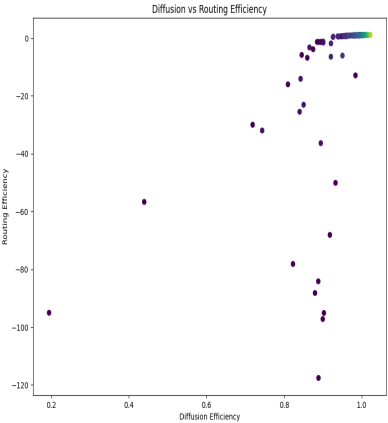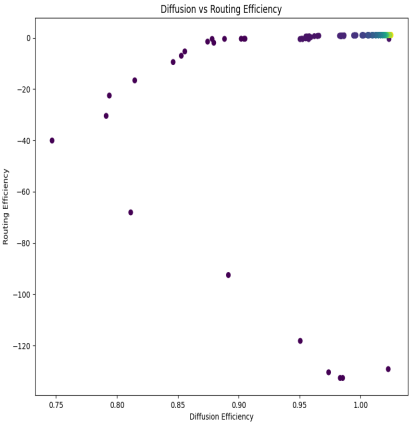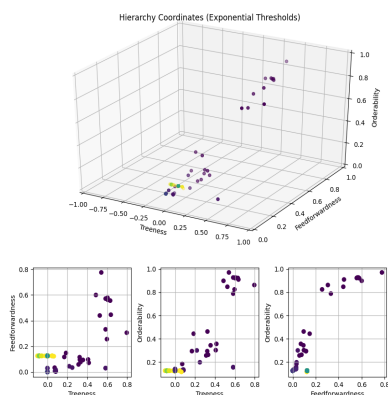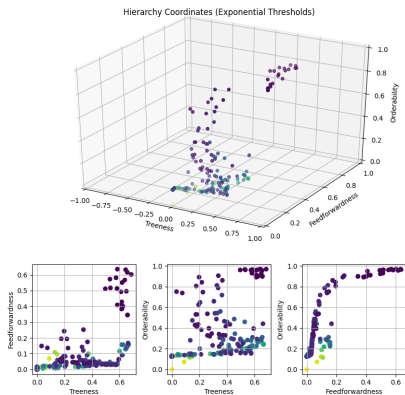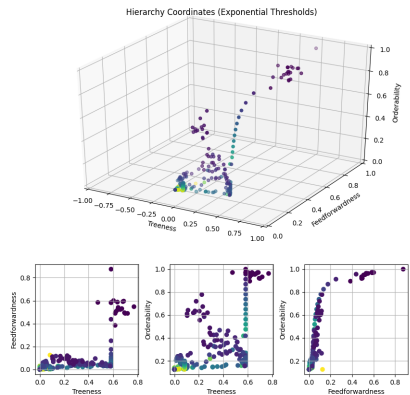|	Constant Seeding	Random Seeding	Null Behavior
Effective Distance to Source			Not Applicable

Effective Distance to Source

All to All Effective Distance

Hierarchy Morphospace (Colored via selectivity)

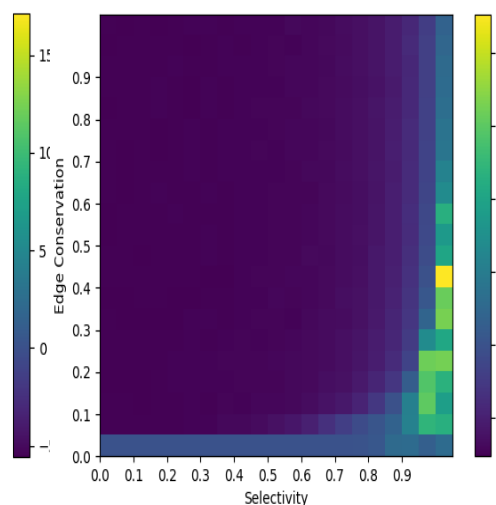Hierarchy Coordinates (Exponential Thresholds)
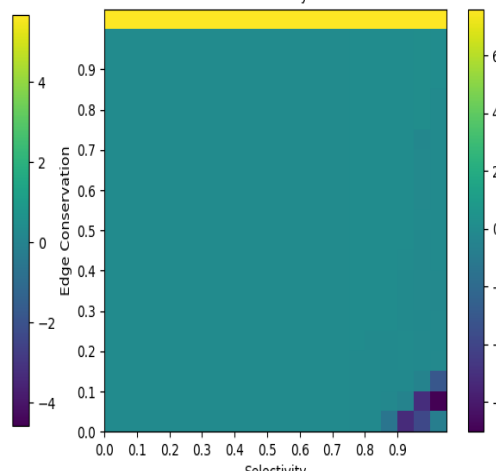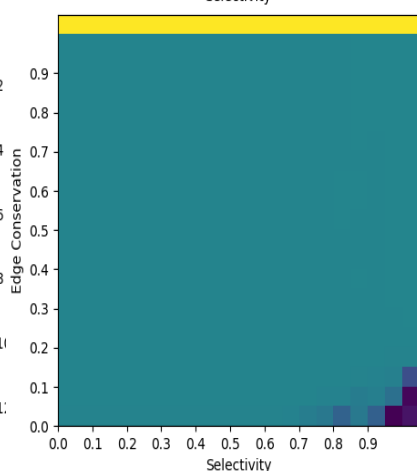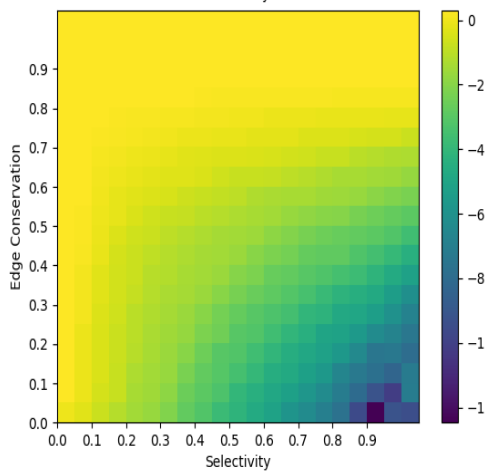
Efficiency Morphospace

Diffusion vs Routing Efficiency

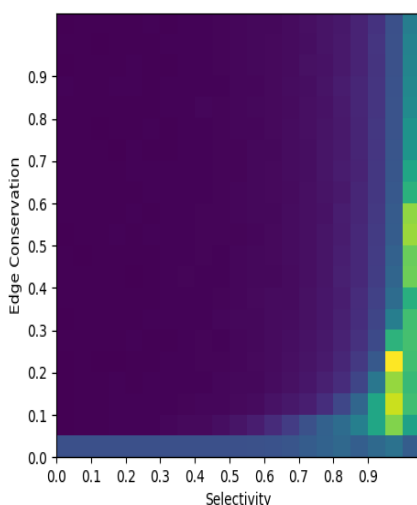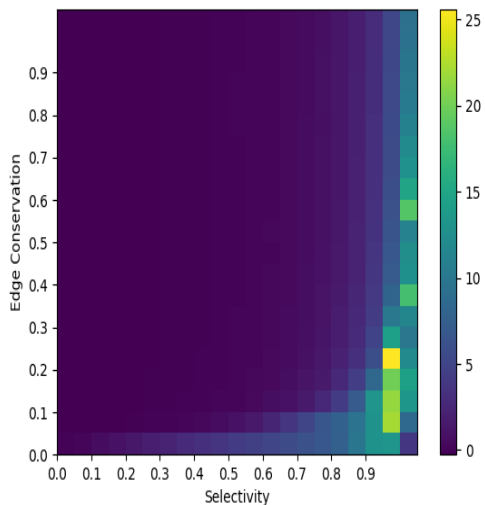# Null Simulation Results Compilation
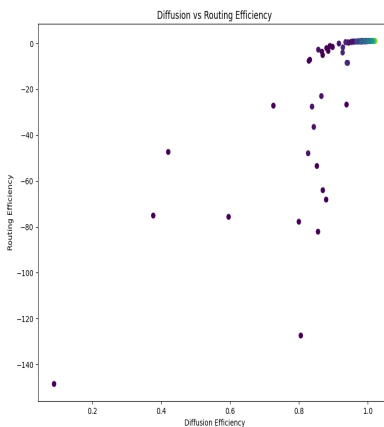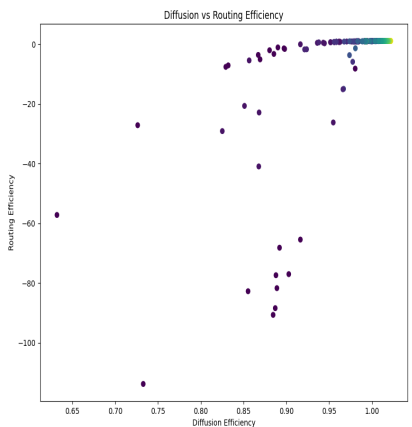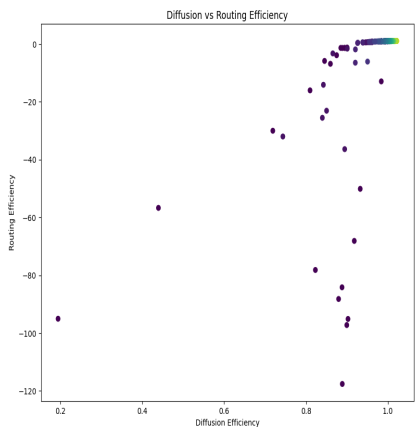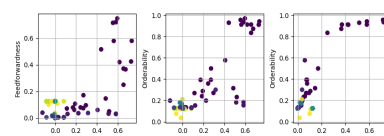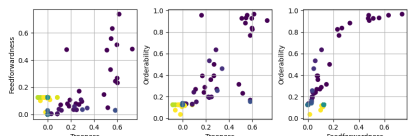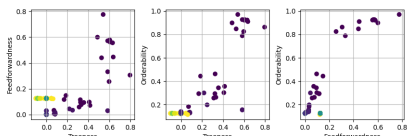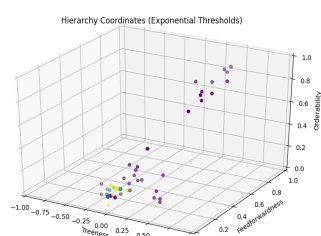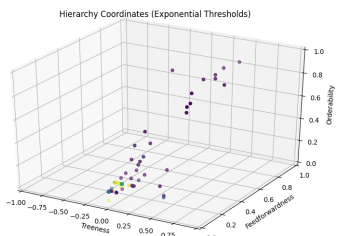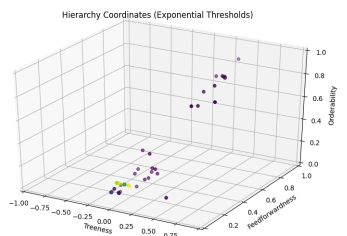
Network Evolution

For Random edge initialization, Constant Seeding, 50 Nodes, Source Reward = 2.6, δ = 1

Edge Conservation: 0.9, *Selectivity:* 0.05:

As nearly all edges are rewarded according to existent values, the system remains as it was, which by virtue of the high inter connectivity of uniform random edge initialization yields an effectively low global effective distance

Edge Conservation: 0.95, Selectivity: 1:

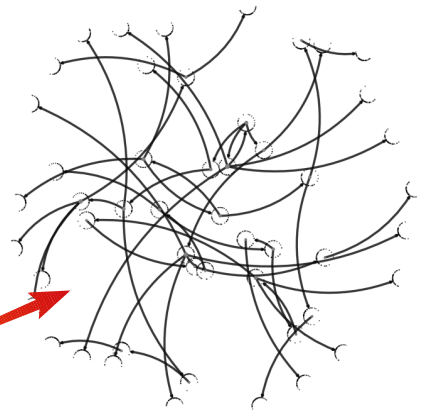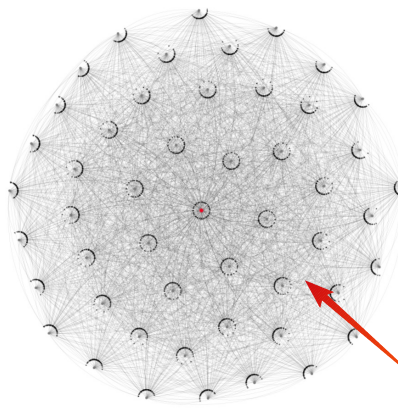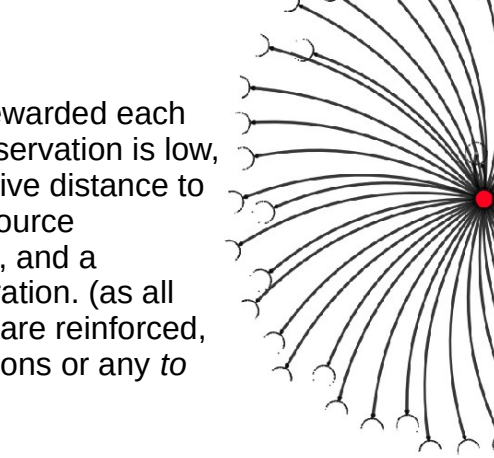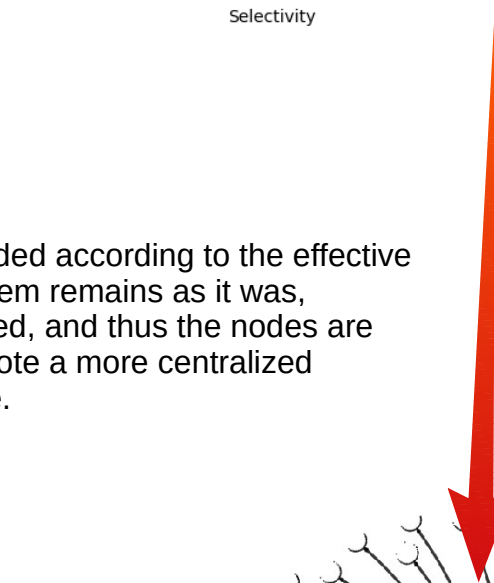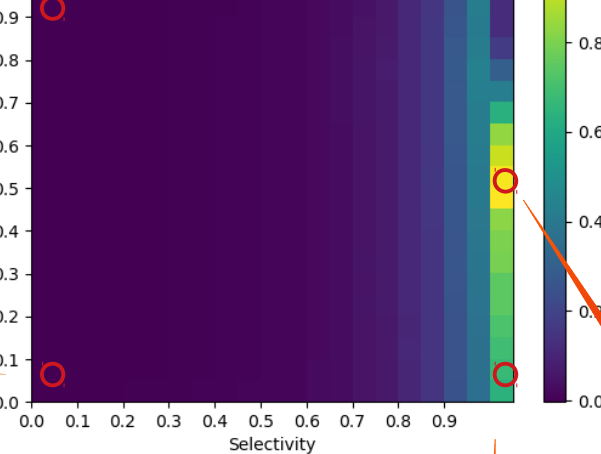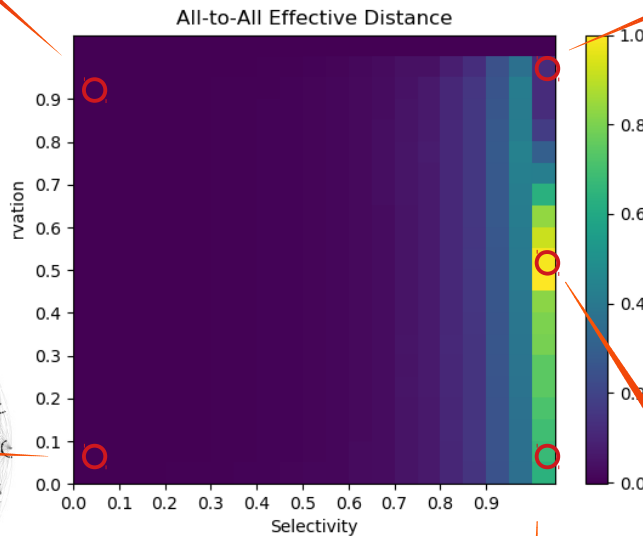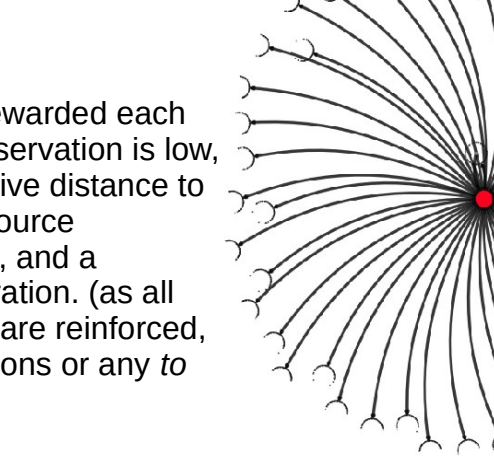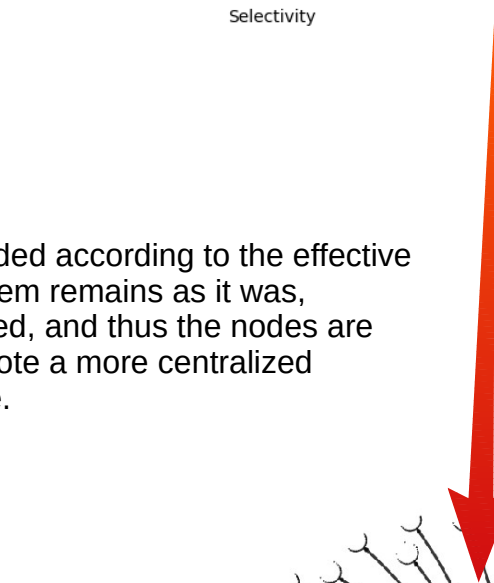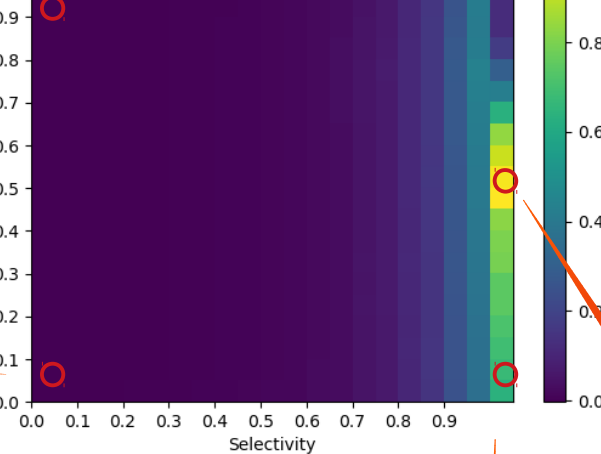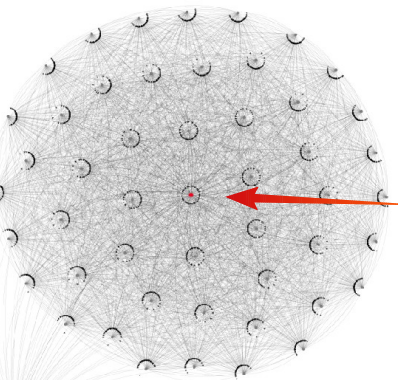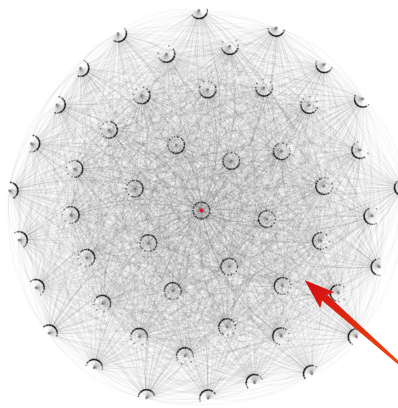Only one edge per node is rewarded each round, leading to continued reinforcement of whatever the initial edge value was initially strongest, regardless of effective distance to source, due to high edge conservation value.
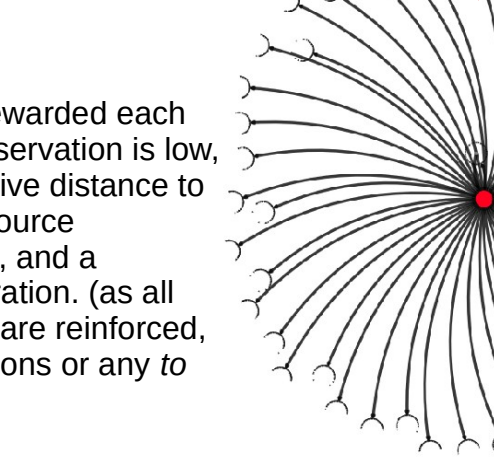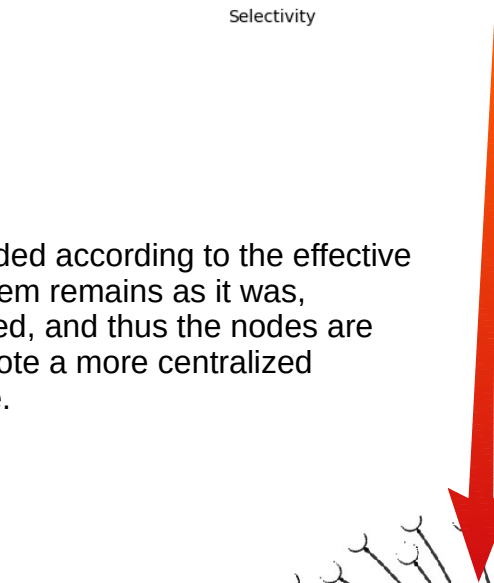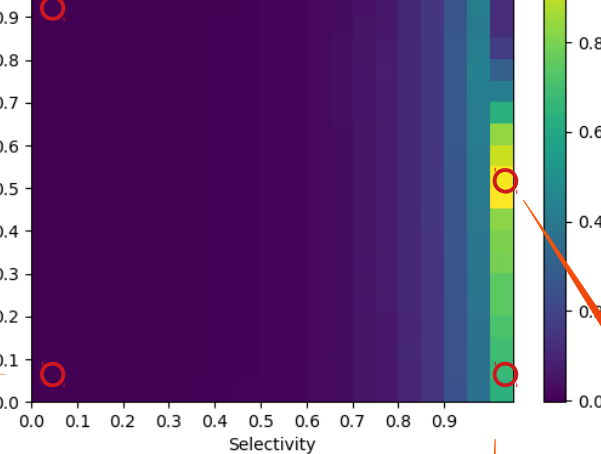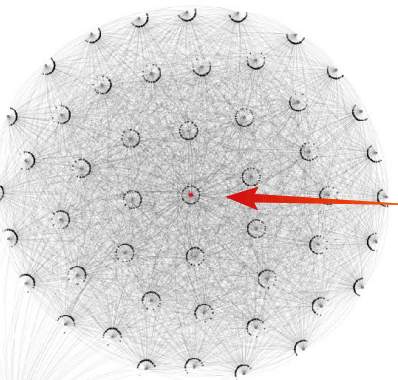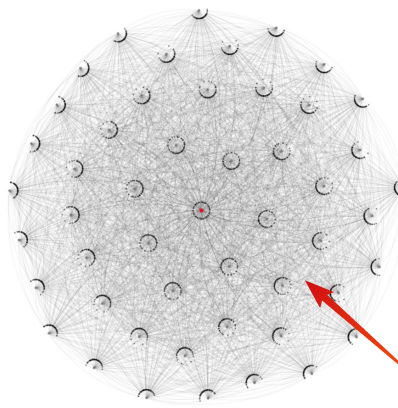
Edge Conservation: 0.05, Selectivity: 0.05:

Despite all edges being rewarded according to the effective distance from source, the system remains as it was, because all edges are rewarded, and thus the nodes are insufficiently selective to promote a more centralized configuration about the source.

Edge Conservation: 0.05, Selectivity: 1:

Only one edge per node is rewarded each round, however as edge conservation is low, the reward is based on effective distance to source, leading to all direct source connections being reinforced, and a resultantly inefficient configuration. (as all connections from the source are reinforced, but not intermediate connections or any *to* the source.

Edge Conservation: 0.5, Selectivity: 0.9:

Resting between extremes above and below, the resultant configuration is maximally inefficient.