Cricket:

Aggressive motivation (= tendency to fight): 0.75. Threshold to fight varies – play with.

(if win ++0.05; max at 1 poss sigmoidal). Decay to original level in 20 mins. Decay is:



Physique (size/strength etc) = 1 (assume matched for now)

Accumulated Agonistic Signal (AAS(t)). AAS(0) = 0 max 1; sigmoidal (?)

dAAS/d Interaction = 0.01\*Physique\_opponent

if AAS=1/0, P(flee)= 1/0

Decay in 3 hours: Recovery: loser effect and loser recovery Stevenson Rillich fig 4 plos one 2013 (also in your presentation)

Tendency to flee (if present) = 1 –Aggressive Motivation OR = 0.5

Antennal fencing: Raises aggressive motivation

Fighting: OA is raised in both; Auto stim of the Aggressive Motivation (small boost)

Cercal stimulation: AAS +=0.05

Loser effect: Always flee and it reduces the tendency to flee. BUT they can be aggressive; Does it depress aggressive motivation also?

If blind: start fight, poss also limits dAAS/dInteraction

First sight, initial sight, small aversive signal? Or even just triggers a decision.

Sight of a fleeing individual can boost aggression

Get collective decision making from paul

Start with Chlordimeform; J Neuro