

# Behavioral Evolution Rodent Model: Bat Rats<sup>TM</sup>

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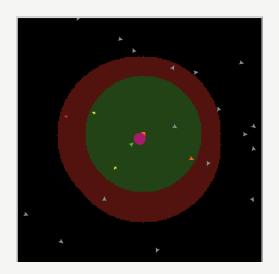
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- To show multiple phases to evolution, especially with behaviour
- The model does not simulate a naturally occurring phenomenon
  - Rats, but with the ability to read signs

# Behavioral Evolution Model



A field of scientific research that uses genetic methods to investigate the nature and origins of individual differences in behavior. This is commonly seen with :

Selective Breeding

- Selective Breeding
- Domestication

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- Natural Selection

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  - ▶ Stealth

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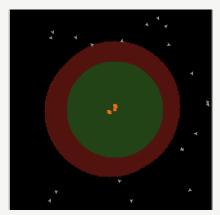
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# Collaborative Traits (Helpful or Foolish)

- Does not guarantee passing on an organism's genes
- Behavior can help other organisms
- Straightforward actions

#### Overview

You begin with 15 rodents, outside a specified radius, with the food huddled in the center



► Likelihood to lie (units : %)

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- ► Likelihood to drop a sign (units : %)

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- Range of possible sign angle error (units: degrees)
- Maximum Random Turning Angle (MRTA) (unit : degrees)
- Energy (not configurable)
- Topology

# Mice Colors → Grey (Searching)

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#### Sign Colors

Yellow (Honest)

#### Mice Colors

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- Orange (Noticed Sign)
- Green (Influenced by Sign)
- White (Ate)

- Yellow (Honest)
- Red (Intentionally Misleading)

#### Plots and Pens

Pen (Visualize a rat's maximum random turning angle)

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- Range's Maximum Turning Angle

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- Probability Range

#### **Observations**

Depending on the inital configurations, the rats pass on certain behaviors

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- More accurate signs or no signs at all
- Having higher or lower maximum turning angle

# Demo

Adding vision

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- Adding probability of following sign

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- User-defined inital energy

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- Adding probability of following sign
- User-defined inital energy
- Pre-defined behaviors as an option