

# AI "Hope" Simulation Report

Generated: 2025-04-10 04:02:10

## Simulation Configuration

Simulation Name: HopeSim\_Colab\_Run

Total Generations Run: 10000

Reward Probability: 0.03571 (approx 1 reward per 28.0 steps)

Agent Type: SimpleAgent

Agent Initial Threshold: 50

Max Steps Per Generation: 10000

Output Directory: simulation\_results\_colab/HopeSim\_Colab\_Run\_SimpleAgent\_Thresh50\_20250410\_040156

## Overall Results

Total Generations Analyzed: 10000

Total Environment Steps Across All Generations: 1423284

Agent Lifespan Statistics:

- Average: 142.33 steps
- Median: 109.00 steps
- Min: 50 steps
- Max: 1057 steps
- Std Dev: 105.71 steps

Overall Event Counts (Agent Perspective):

- Total Rewards Received: 50519
- Total Punishments Received: 1372765

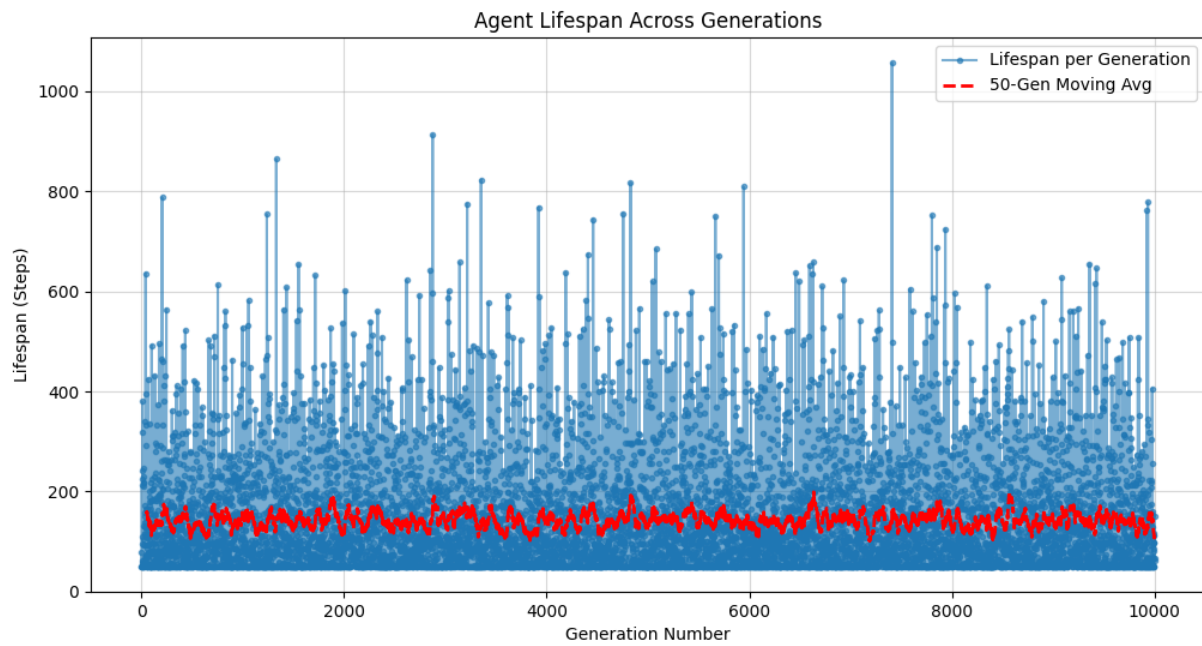
Environment Stats:

- Total Rewards Given: 50519
- Total Punishments Given: 1372765
- Environment Actual Reward Rate: 0.03549

## Lifespan Trend Analysis

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## Lifespan Distribution

