Homework day 2

EGT Reading

If you haven't red it, read Nowak, M. A. (2006) Five rules for the evolution of cooperation Science, 314, 1560-1563, uploaded with the material

Modelling with NetLogo

1) Program the „Game of Life", explained on Wikipedia
https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life in Netlogo. Some hints

1) Start with a random or fixed distribution of patches that are alive. If you want to change the patches, you could also do this with the mouse, via "inspect patch"
2) Then, implement the game of life rules for each patch via "ask patches"

2) Bonus task (voluntary, but very instructive)

1. In the ant model, at reproduction, try to include evolution via a random term (mutation) on the step length and observe what happens. What would you expect to happen? What do you see if you look at the model and at the dynamics of step length parameters in the population.

Upload your code (in groups) on ILIAS.