TimeIncrement()

Assuming arguments $\{x, dx, tprev, tcur, dt\} \in \mathbb{R}$, calculate x'—the number to which x should be updated given time changes:

$\Delta t \coloneqq tcur - tprev$

$\frac{dx}{dt} = \frac{\Delta x}{\Delta t} \Rightarrow \Delta x = \Delta t \frac{dx}{dt}$

$x' = x + \Delta x$ *ensuring* $x' \in [0, 1]$

EnviroUnityToNN()

Assuming a vertical stretch factor $a \in [0, 1]$, calculate $\mathrm{d_{NN}}$, the enviro tensor distance for a param, given $\mathrm{d_{unity}}$, the walking distance between the agent and the nearest stimulus of that param type in Unity:

$d_{\mathrm{NN}} \coloneqq 1 - exp(-d_{\mathrm{unity}}\ a)$