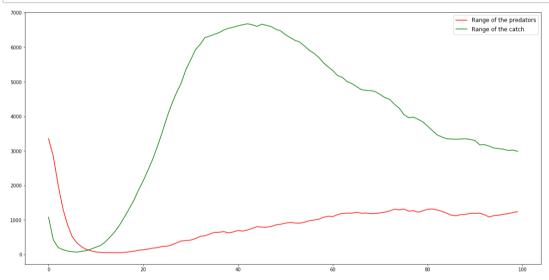
```
In [44]:
        1 import sys
           import random
           import logging
           def constant(f):
        7
               def fset(self, value):
        8
                   raise TypeError
        9
       10
               def fget(self):
       11
                   return f()
       12
               return property(fget, fset)
       13
       14
       15 class cr(object):
               """It is a constant class to define predator,
       16
               prey(let's name catch) and empty sell id.
       17
       18
               If we don't know spicification, it's trouble
       19
       20
               @constant
       21
               def pr():
       22
                   return 1
       23
       24
               @constant
       25
               def c():
       26
                   return 2
       27
       28
               @constant
       29
               def em():
       30
                   return 3
       31
       32
               @constant
       33
               def tr():
       34
                   return -1
       35
       36
           class Creature:
       37
       38
               def __init__(self, death_p=0.2, reproduce_p=0.1, stay_on_sell_p=0.5, i
                   self.p = {'d': death_p, 'r': reproduce_p, 's': stay_on_sell_p, 'k'
       39
       40
       41
               def count_cell(self, position, empty_neib, catch_neib, ocean):
       42
                   if random.random() < self.p['d']:</pre>
       43
                       return None
       44
                   if len(empty_neib) == 0:
       45
                       return position
       46
                   if random.random() < self.p['r']:</pre>
                       child = random.choice(empty_neib)
       47
       48
                       ocean[child] = ocean[position]
       49
                       empty_neib.remove(child)
       50
                   if random.random() < self.p['s'] or len(empty_neib) == 0:</pre>
       51
                       return position
       52
                   new position = random.choice(empty neib)
       53
                   return new position
       54
       55
       56 class Predator(Creature):
                   __init__(self, death_p=0.1, rep_p=0.8, stay_p=0.5, kill_p=0.7, sta
       57
       58
                   super().__init__(death_p, rep_p, stay_p, id=cr.pr)
       59
                   self.p['k'] = kill_p
       60
                   self.p['starv_rate'] = starv_rate
                   self.p['h'] = 0
       61
       62
       63
               def count_cell(self, position, empty_neib, catch_neib, ocean):
       64
                   ++self.p['h']
       65
                   if self.p['h'] > self.p['starv rate']:
       66
                       return None
       67
                   nosition = super() count cell(nosition empty peih catch peih
```

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```
In [45]:
     import numpy
     import matplotlib.pyplot as plt
     %matplotlib inline
     X 1 = []
     X_{2} = []
     Y = range(100)
     for i in Y:
         oc.step()
         pr rate = 0
         catch_rate = 0
         for i in range(oc.n):
             for j in range(oc.m):
                  if (oc.field[j][i].p['id'] == cr.c):
                      catch_rate += 1
                  elif (oc.field[j][i].p['id'] == cr.pr):
                      pr_rate += 1
         X_1.append(pr_rate)
         X 2.append(catch rate)
```

```
In [46]: plt.figure(figsize=(20,10))
plt.plot(Y, X_1, c='r', label = "Range of the predators")
plt.plot(Y, X_2, c='g', label = "Range of the catch")
plt.legend(loc='best', fontsize='large')
plt.show()
```



На основании моделирования гипотеза о цикличности отвергается

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