

Trying to Illustrate the Cool Stuff

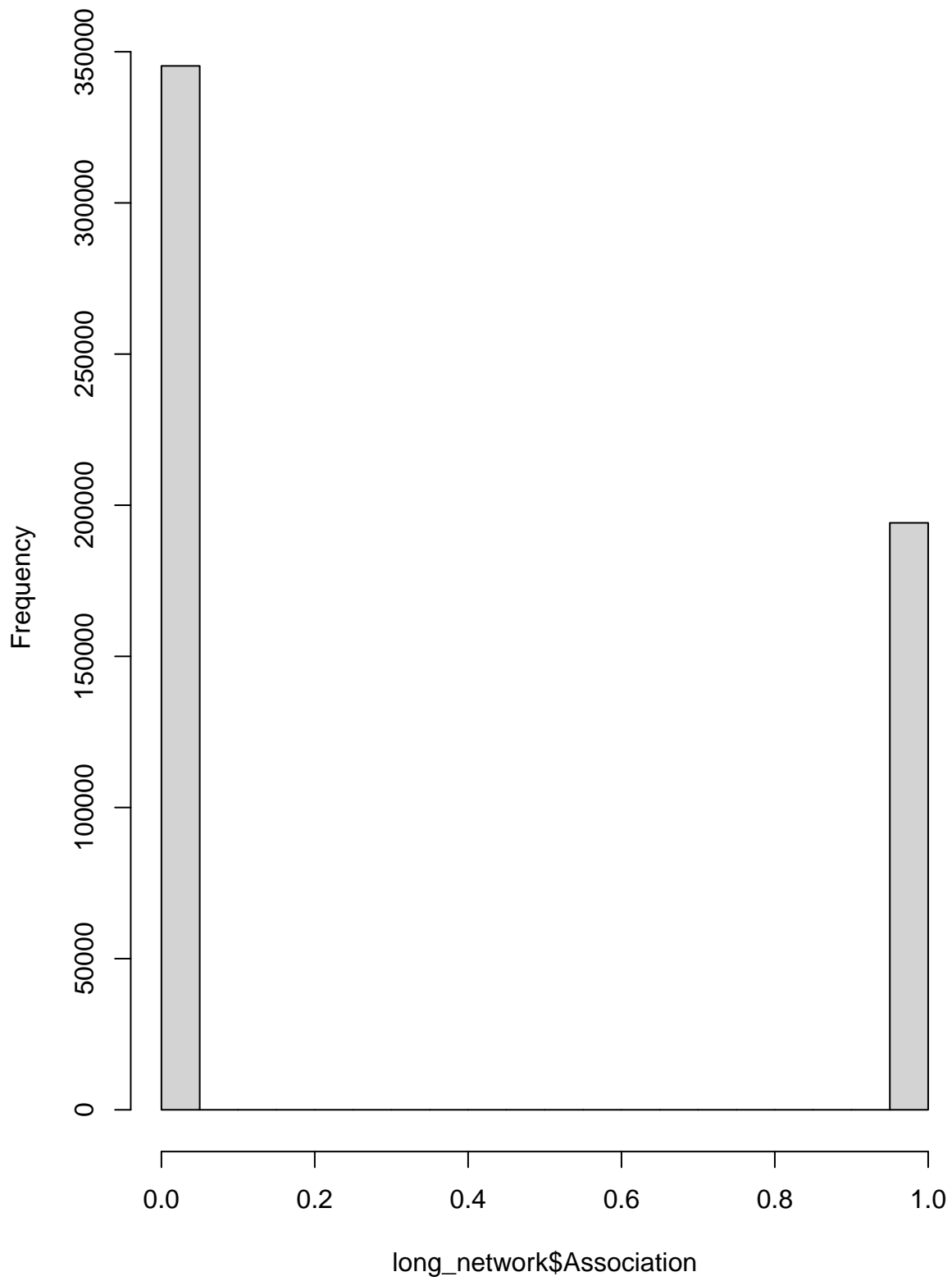
2025-03-11

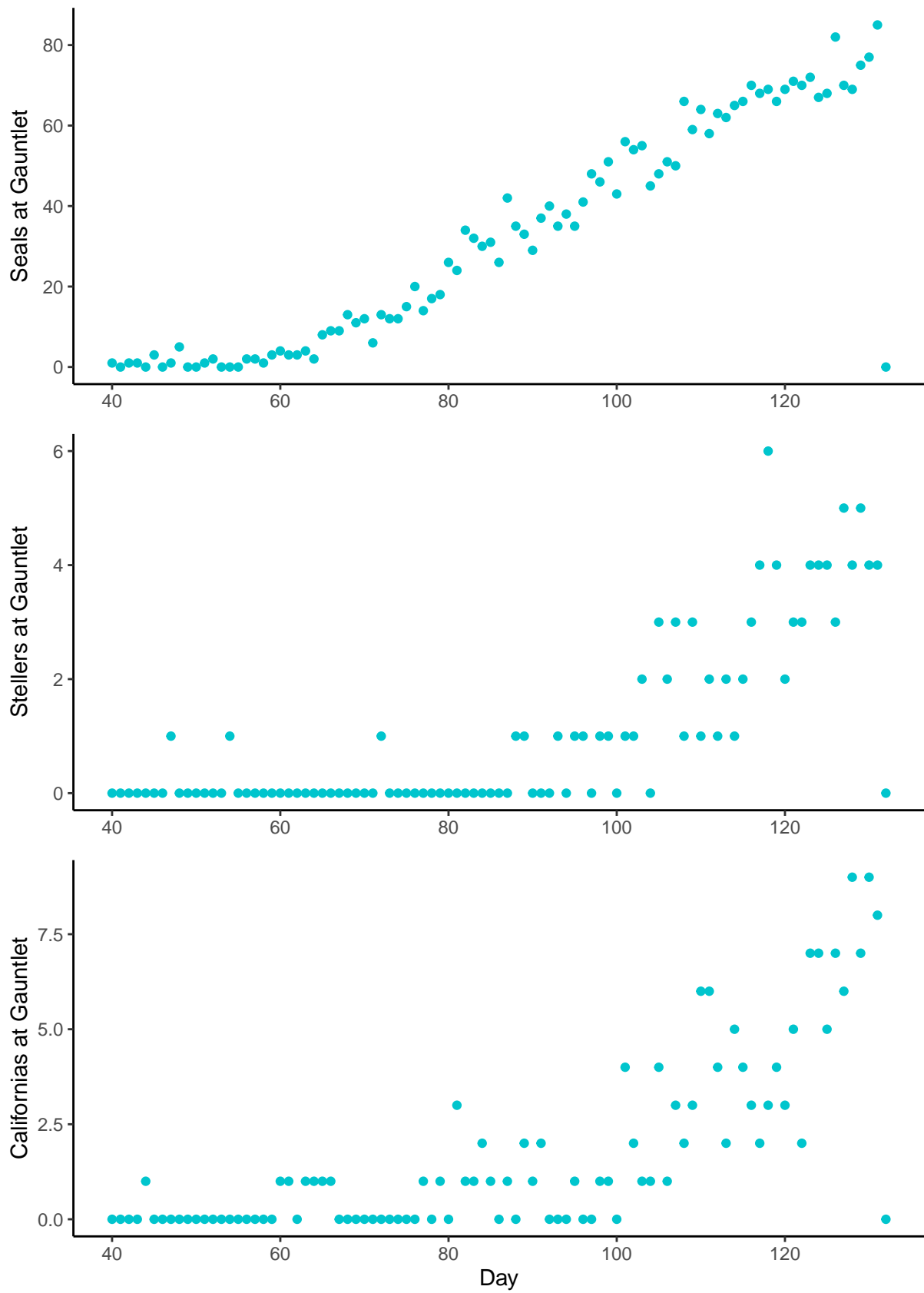
The purpose of this document is to illustrate all the dynamics and functionality of this model that makes it so cool and useful. Chapter 2 will deal with all things specific to pinniped-salmon dynamics, politics, and management. Chapter 1 is just focusing on this sweet-as tool and what it can do.

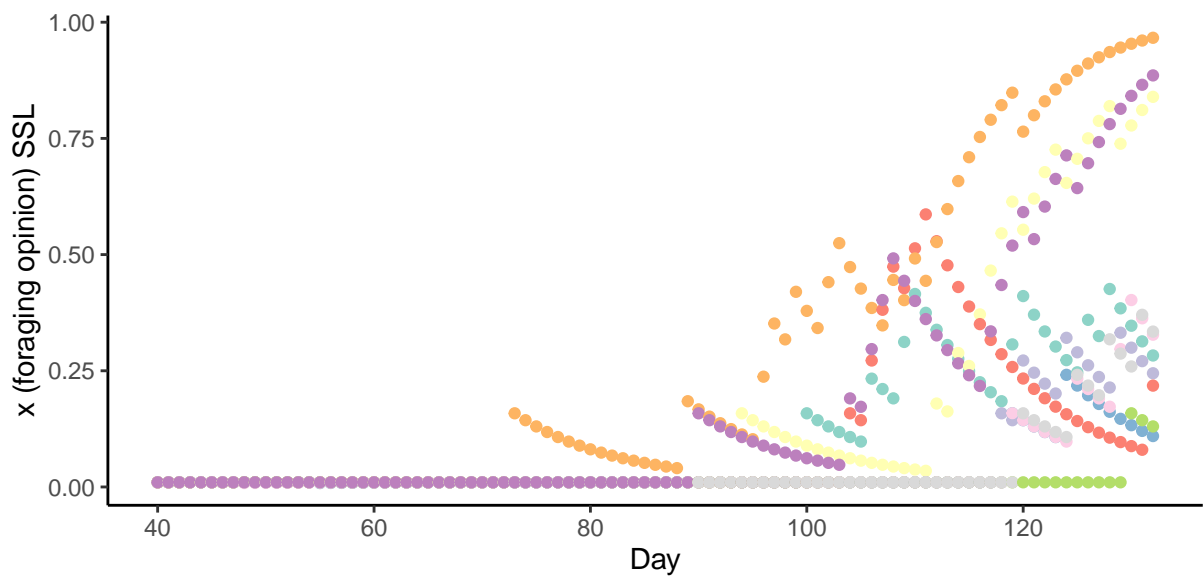
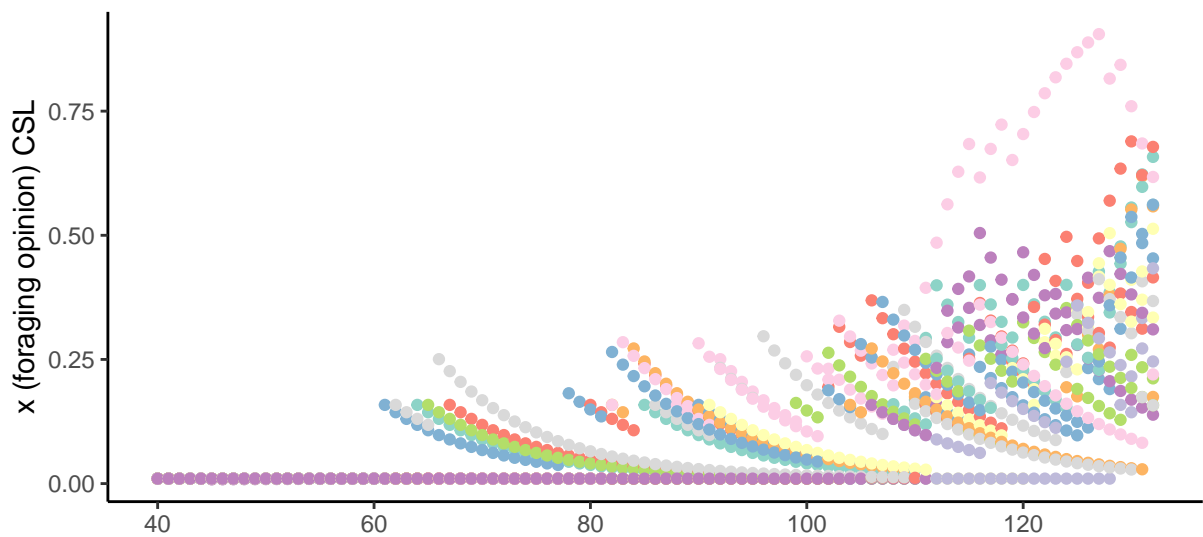
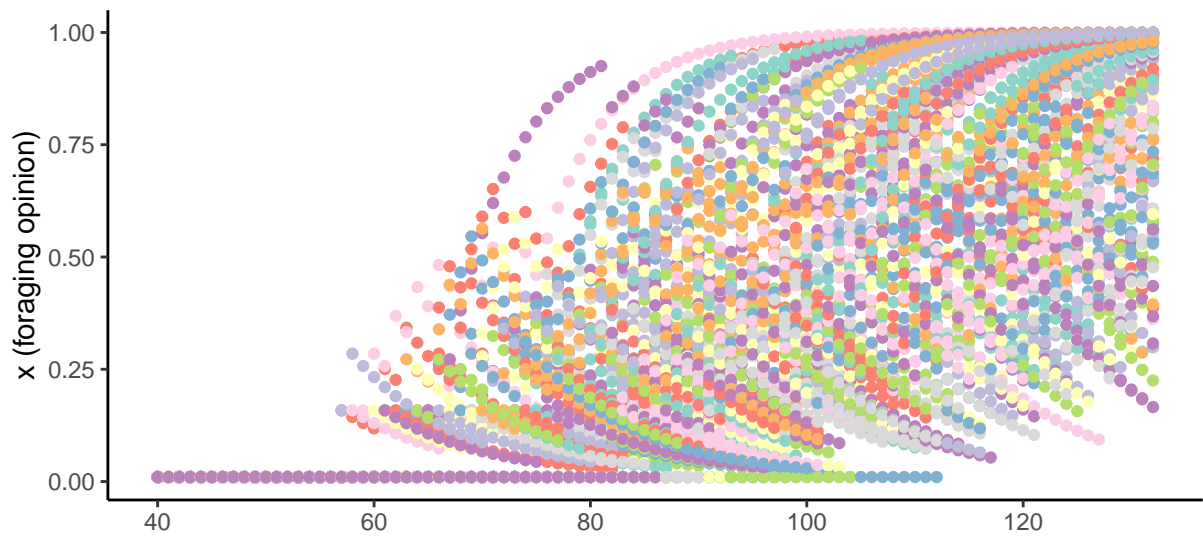
Mayonnaise Version

This version of the model run features no social learning (by setting max receptivity height = 0), and no specialist behaviors (all steps, learning rates = 0.15; all x_{base} = 0.01). Boring.

Histogram of long_network\$Association







In this run, it takes all three species a while to learn about the Gauntlet as a foraging location. The baseline probability that any of them discover the Gauntlet is low (0.01) and they don't learn from each other, so it takes a long time for this behavior to catch on.

Fry Sauce

This version of the model adds specialists to the Harbor seal population and lets the sea lion x_{base} also be larger. Still no social learning though. No pizzazzz.

