

Tuning to make sure this actually works?

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This doc is to record all the things I try while trying to get the pinniped attendance at the Gauntlet at the right level given all the new dynamics we've added/adjusted/trashed.

Describing the State of Things

X and Y both range from 0 to 1 but are governed by different processes that represent two separate axes of behavior. X governs learning associated with the fitness of food patch options, and Y tracks the learning associated with fear of predation (or harvest in this case).

Whatever I'll come back here later...

Tuning Pinniped Attendance at the Gauntlet

Pv	Zc	Ej
100	20	0

