

SEMANTIC FORAGING AGENT-BASED MODEL ():

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1 setup world
2 let selected-word = 0
3 while ticks < max-ticks do
4   if ticks = 0 do
5     let selected-word min(words-distance)
6     let word-list-nearby words-in-neighborhood
7     let last-scent = 0
8   if selected-word != 0 do
9     do move-to-selected-word
10    if agent-position = word-position do
11      do report-word
12      do change-search-type
13  else do
14    let word-list-nearby words-in-neighborhood
15    if search-type = "global search" do
16      if word-list-nearby > 0 do
17        let scent-decision scent (word-list-nearby[norm-
18          frequency])
19        let current-scent scent-decision[value]
20        if scent-decision[decision] = "report" do
21          let selected-word RouletteWheelSelection (word-list-
22            nearby[log-frequency])
23          let word-list-nearby list(words-in-neighborhood,
24            ignored-words)
25        else do
26          let ignored-words do ignore-words-in-
27            neighborhood
28          if current-scent > last-scent do
29            do move forward
30            let last-scent current-scent
31          else do
32            do random-walk
33        else do
34          do random-walk
35      else do
36        if word-list-nearby > 0 do
37          let scent-decision RouletteWheelSelection (scent (word-
38            list-nearby[similarity]))
39          if scent-decision[decision] = "report" do
40            let weights word-list-nearby[similarity] * word-list-
41              nearby[log-frequency]
42            let selected-word RouletteWheelSelection (weights)
43          else do
44            let ignored-words do ignore-words-in-
45              neighborhood
46            let selected-word 0
47          else do
48            do change-search-type
```

▷ semantic scent

▷ activate ignored words

▷ local search

▷ semantic scent