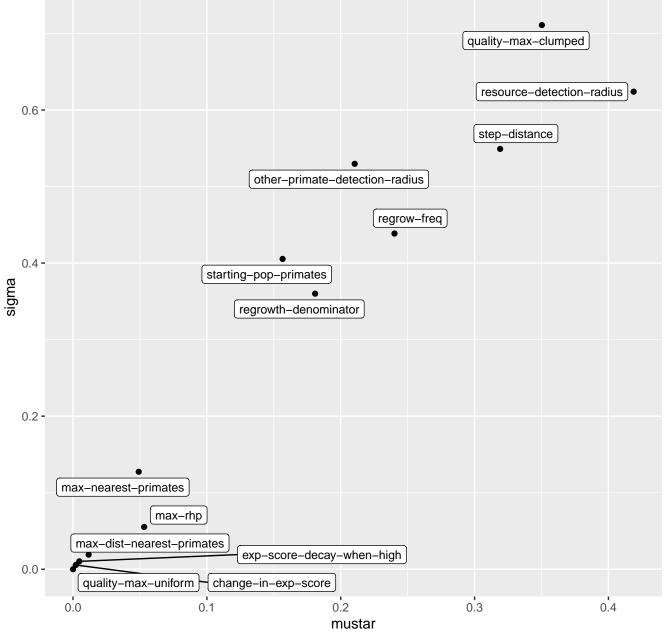
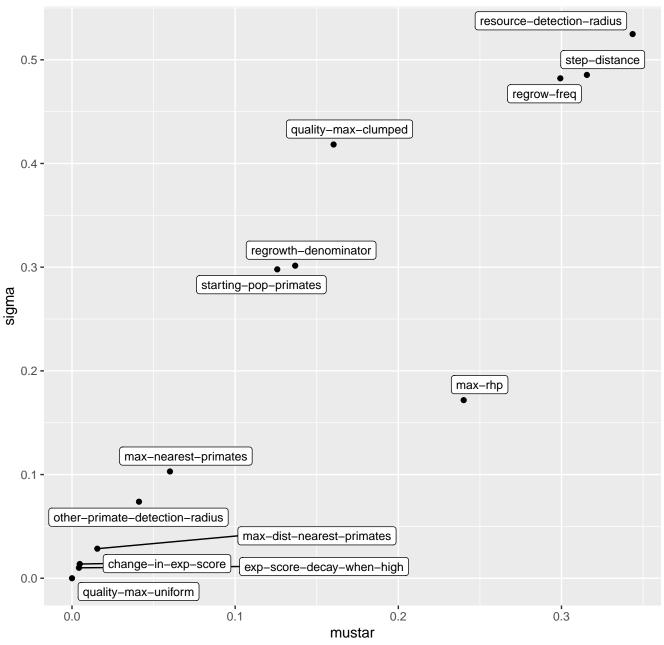
MEE, RHP Clumped Init dir-cons-index-attacks_mean



MEE, RHP Clumped Init dir-cons-index-avoids_mean



MEE, RHP Clumped Init dir-cons-index-wins_mean quality-max-clumped resource-detection-radius • 0.6 step-distance other-primate-detection-radius regrow-freq starting-pop-primates 0.4 regrowth-denominator 0.2 max-nearest-primates max-rhp max-dist-nearest-primates exp-score-decay-when-high 0.0 change-in-exp-score quality-max-uniform 0.3 0.0 0.1 0.2 0.4

mustar

MEE, RHP Clumped Init foraging-efficiency-time_mean step-distance • 0.4 resource-detection-radius 0.3 starting-pop-primates 0.2 regrow-freq regrowth-denominator 0.1 quality-max-clumped max-nearest-primates 0.0 -0.1 0.0 0.2 0.3 mustar

sigma

MEE, RHP Clumped Init n-interactions_mean step-distance 15000 regrow-freq starting-pop-primates 10000 resource-detection-radius 5000 regrowth-denominator quality-max-clumped 5000 10000 mustar

MEE, RHP Clumped Init proportion-attacking_mean step-distance other-primate-detection-radius 0.3 regrow-freq quality-max-clumped 0.2 resource-detection-radius regrowth-denominator 0.1 starting-pop-primates max-rhp max-dist-nearest-primates max-nearest-primates change-in-exp-score 0.0 quality-max-uniform exp-score-decay-when-high 0.2 0.0 0.1 0.3

mustar