



Predator-Prey Reinforcement Intelligent Model Engine

Model Simulation Report

Model Name: model_015

Date: 2025-01-24

Environment

Grid Side: Defines the size of one side of the grid, making it a square.

20

Episodes: Total number of episodes to be executed in the simulation.

10

Steps per Episode: Number of steps allowed in each simulation episode.

20

Population

Initial Count: Specifies the initial number of agents at the start of the simulation.

Predator: 10

Prey: 20

Max Count: Defines the maximum number of agents allowed in the simulation.

Predator: 1000

Prey: 1000

Spawn Rate: Percentage chance of agent reproduction.

Predator: 30%

Prey: 80%

Step Decay: Amount of life points lost by agents for each step taken.

Predator: 50%

Prey: 60%

Neural Network

Learning Model: Specifies the type of learning model used by predator and prey agents in the simulation

Predator: DOUBLE

Prey: DOUBLE

Advanced Layer: Specifies any additional layers or network modifications used to enhance agent learning.

Predator: RADAR

Prey: RADAR

Quantitative Population Data

Predator Stats			
	Reward	Done	Step
Mean	-2399.3831	21.6	19.0
Median	-2141.54150000000003	22.5	19.0
SD	1431.4035542280485	5.96992462263972	0.0
Max	-254.833	32	19
Min	-5309.333	11	19
Variance	2048916.1350566898	35.64	0.0
Range	5054.5	21	0
IRQ	1666.93725	5.5	0.0

Prey Stats			
	Reward	Done	Step
Mean	-420.15	4.5	19.0
Median	-390.916500000000004	4.0	19.0
SD	230.32890685582652	2.80178514522438	0.0
Max	-130.0	9	19
Min	-841.667	0	19
Variance	53051.405333400005	7.85	0.0
Range	711.667	9	0
IRQ	404.54125	3.25	0.0

Behavior Data

Predator Behavior Stats		Prey Behavior Stats	
Prey Captured:	216	Predator Escape:	45
Nearby Prey:	1413	Nearby Predator:	2166
Exploring Map:	324	Exploring Map:	379

Population Charts

