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Advanced model: Environment simulation

Model overview

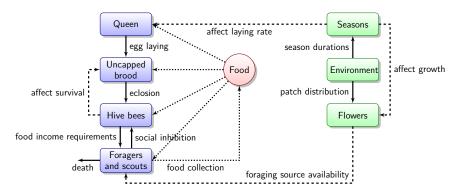


Figure 1: Honey bee social dynamics and environmental influences covered by our advanced model.

Agents: Assigning jobs

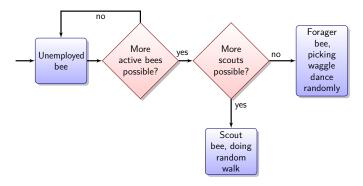


Figure 2: Assigning jobs to unemployed bees. Scouts and foragers are possible.

Foragers' distribution across flower patches

- Bees will focus on newly reported and then on the most profitable food sources
- Driving factors for evaluating a patch (p < q):
 - 1. Patch quality (b_w)
 - 2. Distance from the hive (d_w)
 - 3. Patch size (A_w)
- Relative evaluation based on what other foraging sources are available

Agents: Scout bees

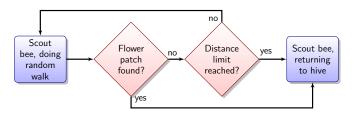


Figure 3: Scouting behaviour until a flower patch is found or the maximum distance is reached.

Scouts' random walk

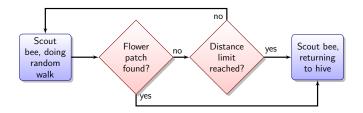


Figure 4: Scouting behaviour until a flower patch is found or the maximum distance is reached.

Agents: Forager bees

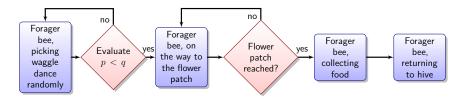


Figure 5: Foraging behaviour.

Path optimization

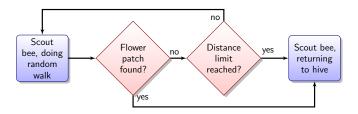


Figure 6: Scouting behaviour until a flower patch is found or the maximum distance is reached.

Agents: Returning to the hive

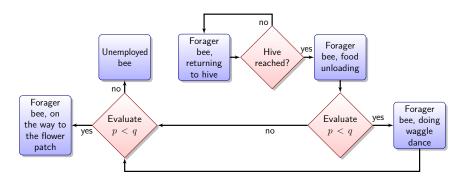


Figure 7: Forager bee, returning from foraging.

Agent based model: recorded sample clips

- Day 158, recorded sample with scouts displayed
- Day 158, recorded sample without scouts displayed
- Two different runs, not the same flower patches are being selected

