# **Rabbit Population ABM**

Release 1

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## CHAPTER 1

## agent-based-modelling

## 1.1 agentframework module

```
class agentframework.Agent (env, agents, x, y)
     Bases: object
     An Agent takes a random walk through a two-dimensional environment.
     environment
          The environment in which the Agent is moving. A list of equal-length lists of integers.
     env_height
          The height of the environment.
     env width
          The width of the environment.
     У
          Integer. The Agent's y-coordinate within the environment.
     x
          Integer. The Agent's x-coordinate within the environment.
     distance_between (agent)
          Find Euclidean distance between this Agent and another Agent.
              Parameters agent – Another Agent.
     eat()
          Define an agent's eating of resource from environment.
          Move agent with random unit-sized step in each of two dimensions.
class agentframework.Environment(file)
     Bases: object
```

Transforms a CSV file into a 2-d environment with which an agent can interact.

```
env
           A list of equal-length lists of integers representing grass in a field.
class agent framework. Fox (env, agents, x, y)
     Bases: agentframework. Agent
     TODO: A Fox is an Agent that hunts rabbits and eats them.
class agentframework.Rabbit (env, agents, x, y, lifespan)
     Bases: agentframework. Agent
     A Rabbit is an Agent that eats grass, reproduces, ages, and dies.
           When a Rabbit dies, it is removed from the list of living Rabbits.
     eat()
           A Rabbit eats just like an Agent, but dies if it runs out of energy.
     get_older()
           Rabbits age; and when their age exceeds their lifespan, they die.
     mate (range)
           Mature female rabbits become pregnant whenever male is in range, and then give birth after ten steps.
               Parameters range – Integer. Distance within which Rabbits mate.
     move()
           Rabbit moves just like an Agent, but uses energy to do so.
```

### 1.2 gui module

```
gui.run()
Runs the Graphical User Interface.
gui.update(frame_number)
Updates the visualization for matplotlib.
```

## 1.3 read cmd module

This module reads parameters for the model from the command line, and defines the default parameters if none are specified.

```
read_cmd.parameters (cmd_line_input)

Read parameters defined from command line or retu
```

Read parameters defined from command line, or return with defaults if no explicit parameters set.

**Parameters** cmd\_line\_input – List of strings read from command line by sys.argv.

Return: Tuple (num\_of\_agents, lifespan, neighbourhood, num\_of\_iterations, animate)

## 1.4 run model module

An agent-based model demonstrating population dynamics of mating rabbits.

This file is intended to be the main script run from the command line.

run\_model.create\_rabbits (environment, num\_of\_rabbits, coordinates, lifespan)
Make new Rabbits, and return them in a list.

#### **Parameters**

- environment A list of equal-length lists of integers representing quantities of grass in a field.
- num\_of\_rabbits An integer specifying how many rabbits will be created.
- coordinates A list of dicts including "x" and "y" values.
- lifespan An integer specifying at what age these new rabbits will die.

Return: A list of Rabbits.

```
run_model.my_timer(process)
```

Decorator function to time the process.

```
run_model.rabbits_interact (rabbits, neighbourhood=10)
```

Shuffle the rabbits and then make them interact.

#### **Parameters**

- rabbits List of Rabbits.
- neighbourhood Integer representing distance at which Rabbits will mate.

```
run_model.run_model()
```

```
run_model.save_data(environment, rabbits)
```

Saves data generated by running the model.

Write environment to CSV file, and Agent data to text file, and test data to CSV file.

#### **Parameters**

- environment A list of equal-length lists of integers representing quantities of grass in a field.
- rabbits List of Rabbits.

#### 1.5 visualize module

visualize.show\_plot (environment, rabbits, neighbourhood, num\_of\_iterations)
Shows animated plot of rabbits' movements.

#### **Parameters**

- **environment** A list of equal-length lists of integers representing quantities of grass in a field.
- rabbits List of Rabbits.
- neighbourhood Integer representing distance at which Rabbits will mate.
- num\_of\_iterations Integer. Maximum repetitions of agent interactions.

## 1.6 web\_scraper module

```
web_scraper.scrape(src)
```

Scrape x and y values from online table found online.

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Parameters src – String representing URL.

# CHAPTER 2

# Indices and tables

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