|  |
| --- |
| activity.py |
| *Activities a user can take on a video* |
| click() |
| thumbs\_up() |
| thumbs\_down() |
| watch() |

|  |
| --- |
| agent.py |
| *Attributes describing an agent* |
| agent\_id: int |
| current\_state: string? |
| log: array? |
| random\_seed: int |

|  |
| --- |
| video.py |
| *Attributes describing a video* |
| views: int *(minutes)* |
| vid\_id: int |
| length: int *(minutes)* |
| category: string |
| thumbs\_up: int |
| suggestion\_relation(vid\_id): boolean |

|  |
| --- |
| behavior\_reference.py |
| *Parameters describing behavior of agent archetypes* |
| longest\_vid\_threshold: int *(minutes)* |
| yt\_time\_threshold: int *(minutes)* |
| political\_affiliation: string |
| video\_extremity: double *(0 to 1)* |
| popularity\_threshold: int *(views)* |
| prefers\_algorithm: boolean |

What attributes should agents have?

    def initialize\_agent(

        self,

        behavior\_archetype\_distribution,

        exp\_ability, #autopopulated from distributions I guess

        exp\_wait\_threshold,

        exp\_limit,

        agent\_id,

        attraction\_names,

        activity\_names

    ):

        """ Takes a dictionary of the agent behavior distributions, the agents unique id, a list of all attractions, and

        a list of all activities (non-attraction things to do at park). Initializes the agents characteristics, current state

        and their log. """

This is what they have in ShapeLand.

* Archetype
* Agent id

What states does an agent have?

* Watching a video (true/false)

What attributes does a video have?

* views: int,
* vid\_id: int,
* length: int (minutes),
* extremeness\_rating: double (0 is very left, 1 is very right),
* thumbs\_up: int (count),
* suggestion\_relation(v\_id): boolean