

SIMonkey - Gelada baboons

Modelling social affiliation in gelada baboons

Frank Grossenbacher, Michael Heutschi, Derk Wild, Sofia Zbinden



Introduction - Social structure of gelada baboons



Source: National Geographic, Photo and caption by Brian Shuchuk: A moment captured during a trek in the Simien Mountains National Park, Ethiopia in November 2012.

MSSSM - SiMonkey

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Introduction - Social structure of gelada baboons

Grouping:

- > Reproductive unit (harem)
- > All-male unit

Females:

- > Strong social bonds



Source: <http://en.wikipedia.org/wiki/Gelada> (09.12.14)

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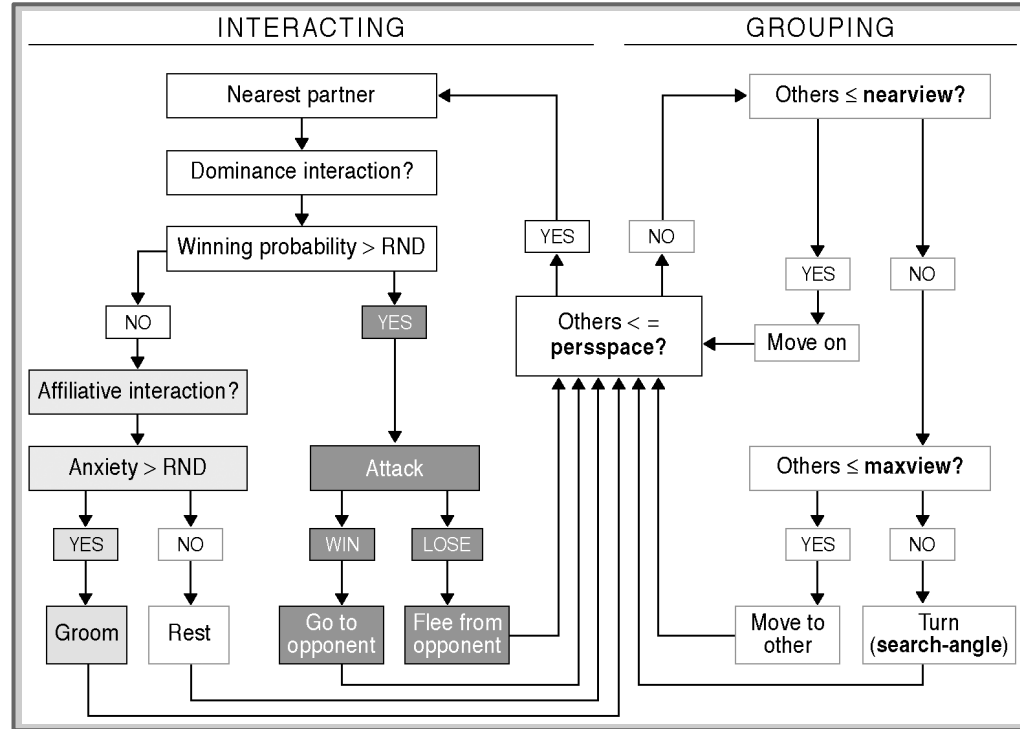
Grooming:

- > Social bonding
- > Reducing anxiety & stress



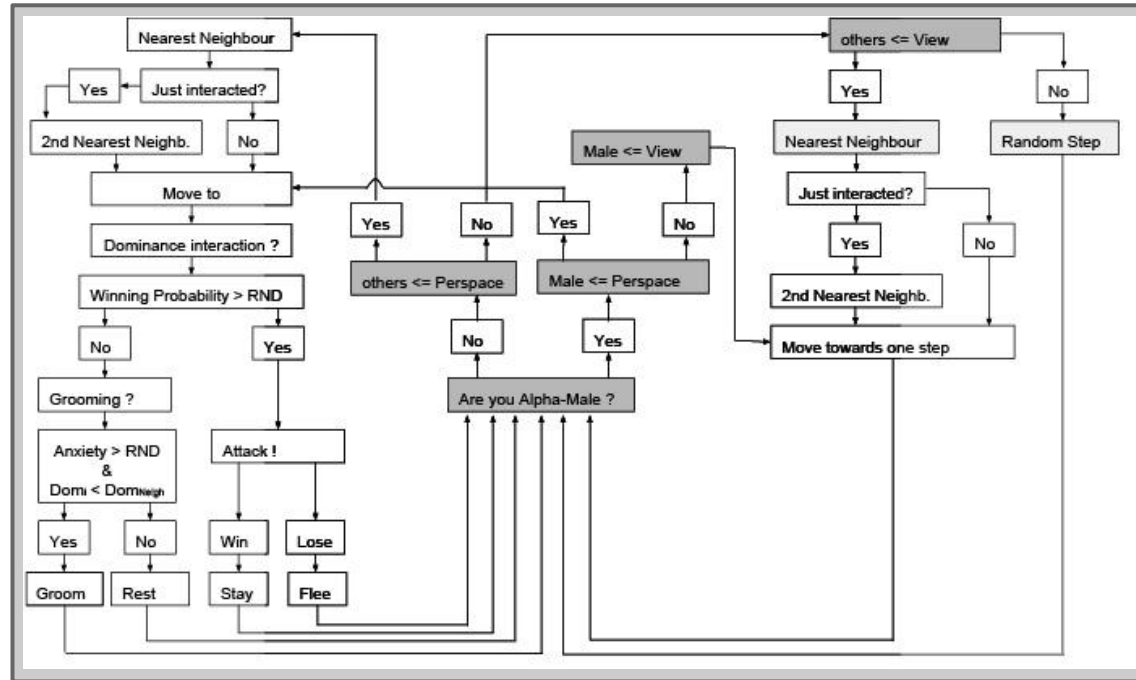
Source: <http://en.wikipedia.org/wiki/Gelada> (09.12.14)

Motivation - Model: GrooFiWorld



Source: Ivan Puga-Gonzalez, Hanno Hildenbrandt, and Charlotte K Hemelrijk. Emergent patterns of social affiliation in primates, a model. PLoS computational biology, 5(12):e1000630, 2009.

Model - SIMonkey



Structure of model SIMonkey illustrated by Derk Wild

Code

```
if (gender(i) == 1 && gender(nearest) == 1 && dom(i)/(dom(i)+dom(nearest)) >= rand) || ...  
    (dom(i)/(dom(i)+dom(nearest)) >= rand && dom(i)/(dom(i)+dom(nearest)) >= rand)  
    %% 6.1.1 fight  
    % Attack  
    % i = winner | nearest = loser  
    if dom(i)/(dom(i)+dom(nearest)) >= rand  
        winner = i;  
        loser = nearest;  
    else  
        winner = nearest;  
        loser = i;  
    end
```

$$w_i = \begin{cases} 1 & , \frac{DOM_i}{DOM_i + DOM_j} > \text{RAND}(0, 1) \\ 0 & , \text{else} \end{cases}$$

Code

$$\text{DOM}_i = \text{DOM}_i + \left(w_i - \frac{\text{DOM}_i}{\text{DOM}_i + \text{DOM}_j}\right) \cdot \text{stepDOM}$$
$$\text{DOM}_j = \text{DOM}_j - \left(w_i - \frac{\text{DOM}_j}{\text{DOM}_i + \text{DOM}_j}\right) \cdot \text{stepDOM}$$

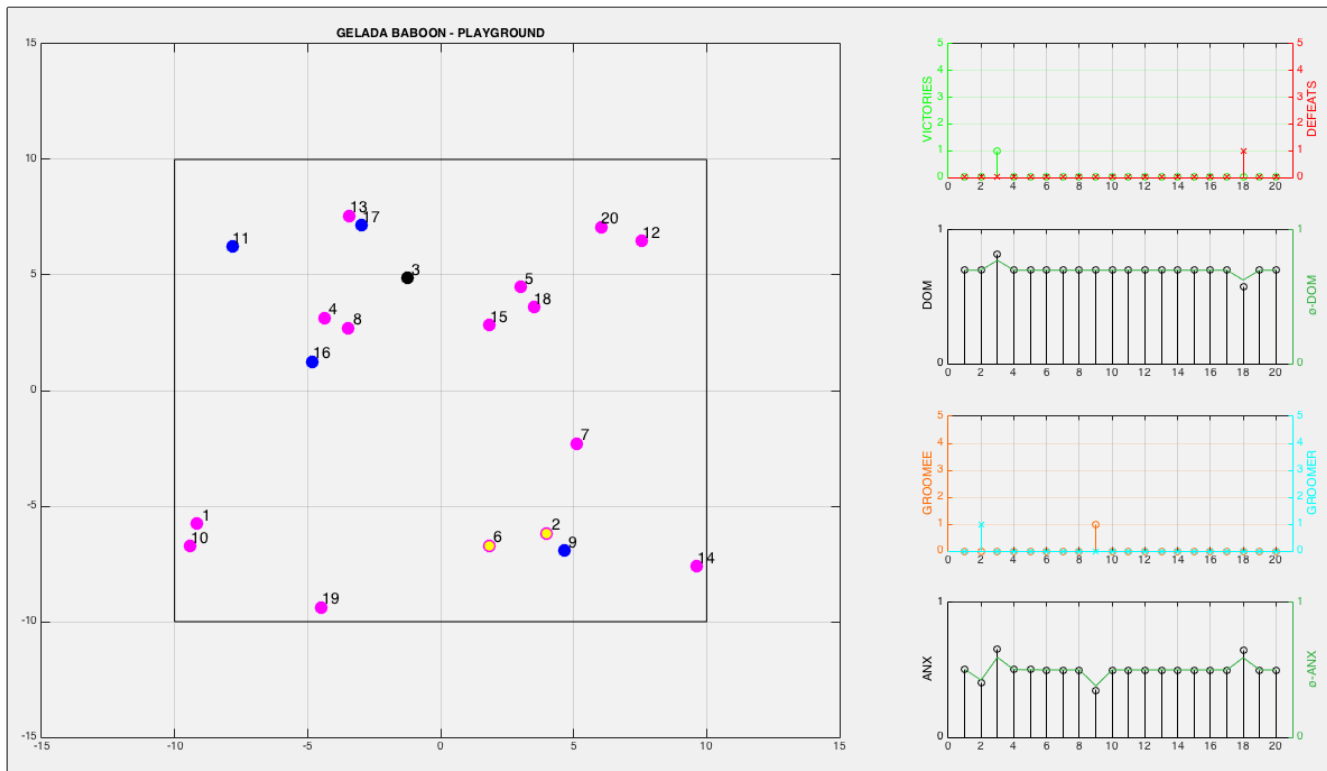
```
% Write new dominances
% represents intensity of interaction
dom_step = rand;
% dominance changes for the same amount
dom_t = (outcome(winner)-(dom(winner)/(dom(winner)+dom(loser))))*dom_step;
dom(winner) = dom(winner)+dom_t;
dom(loser) = dom(loser)-dom_t;
% anxiety grows anyway because of the fight
anx(winner) = anx(winner)+anx_inc_fight;
anx(loser) = anx(loser)+anx_inc_fight;
```


Code

```
% winner stays
rnd_direction = rand;
% loser of male-male fight flees
if gender(winner) == 1 && gender(loser) == 1
    xpos(loser) = move(xpos(winner),flee_dist,cos(2*pi*rnd_direction));
    ypos(loser) = move(ypos(winner),flee_dist,sin(2*pi*rnd_direction));
% loser of other fights flee
else
    xpos(loser) = move(xpos(winner),flee_dist*dom_step,cos(2*pi*rnd_direction));
    ypos(loser) = move(ypos(winner),flee_dist*dom_step,sin(2*pi*rnd_direction));
end

% gelada i remembers with whom he just interacted
just_interacted(i) = nearest;
```

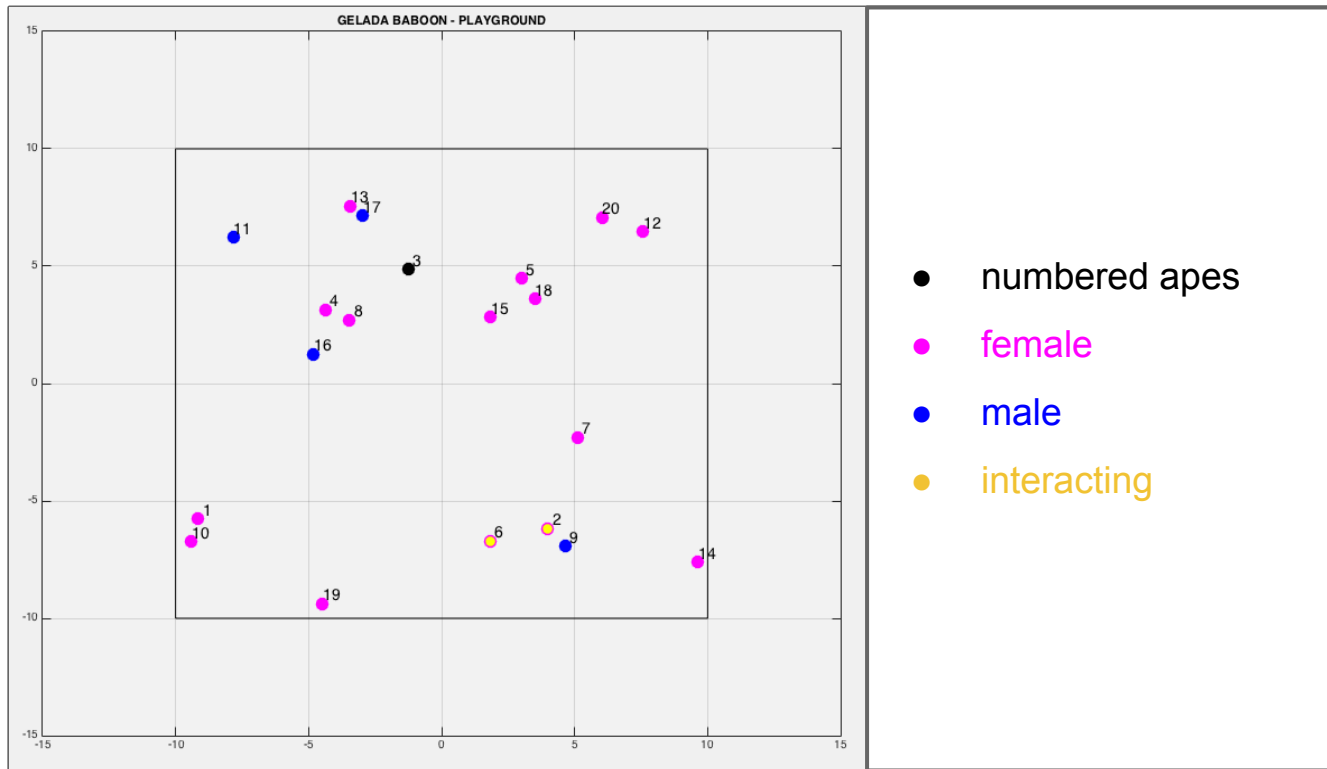
Plot - SiMonkey



MSSSM - SiMonkey

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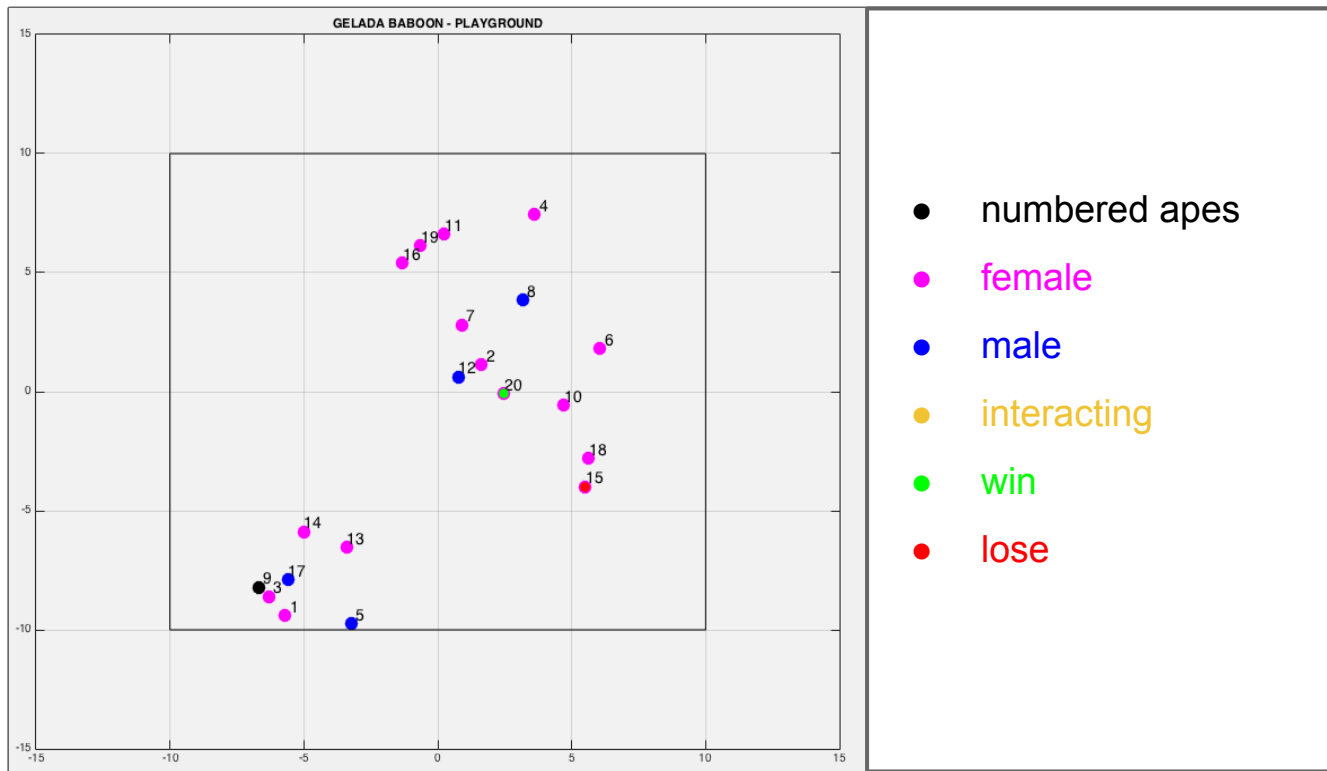
Plot - Playground



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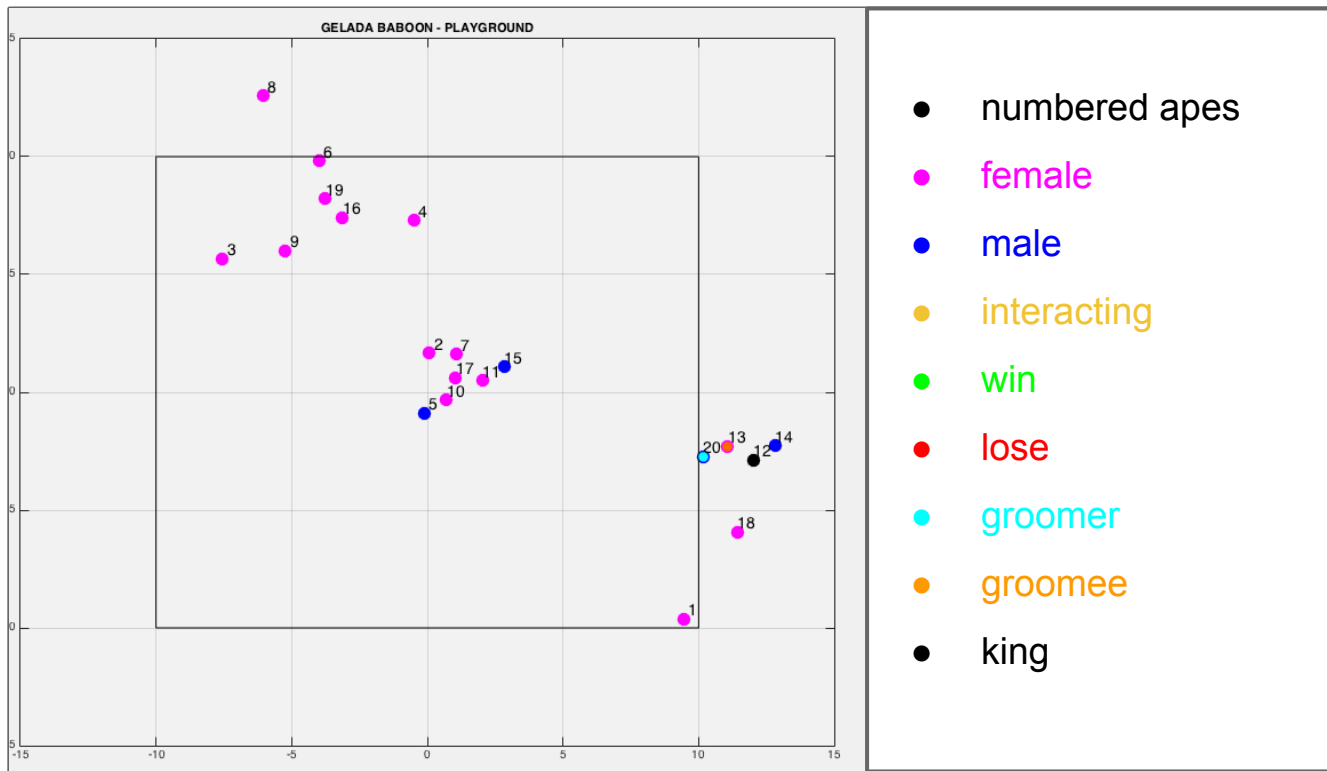
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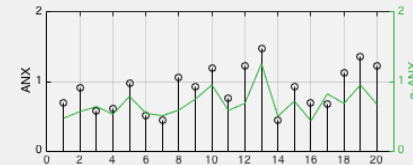
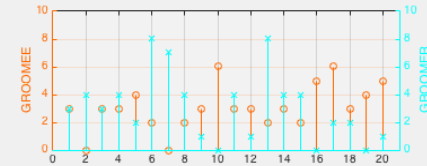
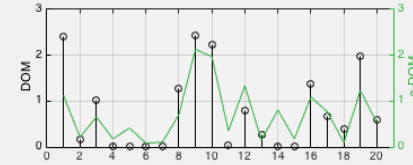
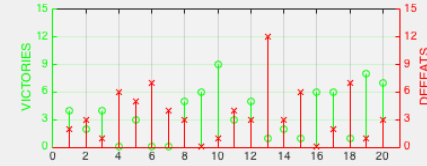
Plot - Statistics

- calculate number of victories
- calculate number of defeats

- present dominance
- average dominance

- calculate number of groomee
- calculate number of groomer

- present anxiety
- average anxiety



SIMonkey - live Plot

