Final Assignment

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In agent based modeling you can have two design decision methods to follow: phenomena-based and exploratory model. In this assignment I will be extending the wolf-sheep predation example model present on Netlogo. Because of this my model can be considered a phenomena-based one. As I'm extending the existing model I'll be working with a top-down approach. I start with the components that already exists on the example and add another one.

The wolf-sheep predation shows how the wolf agents depends on the number of sheep agents to be alive. It also shows how the sheep needs the grass to be able to reproduce more than the wolves predates thus keeping the specie alive. Starting from there I'll add an awareness factor on the wolves to make them reproduce less when there are less sheep.

To make this model I'll be using two agents. One is the wolf and the other is the sheep. Below is a table showing all the properties of each agent:

Sheep	Wolf
Energy	Energy
Shape=sheep	Shape=wolf
Color=white	Color=black
Size=1.5	Size=2

These agents can have actions or behaviors. Below is a table showing the behavior each agent can have:

Sheep	Wolf
Move	Move
Eat	Eat
Death	Death
Reproduce	Reproduce

They can also interact with each other or with the environment. Below there are two tables showing how and with who each agent can interact:

Sheep	Interact with
Reproduce	Sheep
Eat	Grass

Wolf	Interact with
Reproduce	Wolf
Eat	Sheep

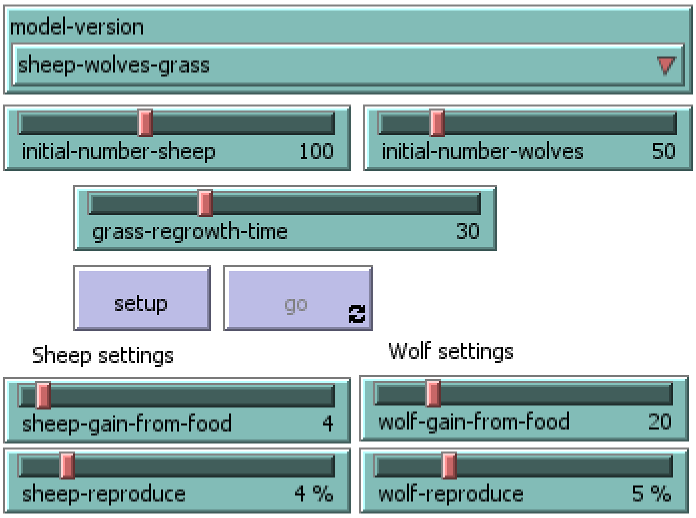
These agents will be living in a flat land. Below its foot will be either dirt or grass. The grass is an environmental agent. It will define how much the sheep reproduce and will reproduce itself over time.

In each time step the order of action would be first the grass, then the sheep and then the wolf. Firstly, if the floor has been dirt for more than two steps it would become grass again. Secondly comes the sheep, they would choose what action they would take based on their situation. Then the wolves would do the same.

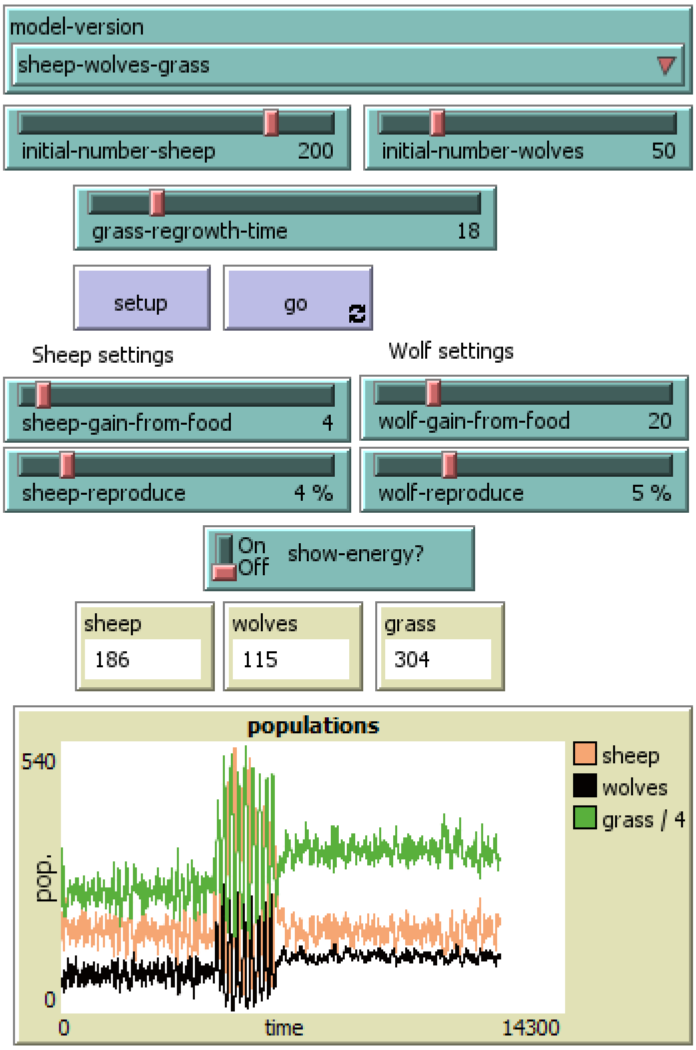
With the proposed extension to the model, I hope to observe the wolves starting to choose exactly how much they will reproduce and the environment getting stabilized no matter what condition you put it in. If there is grass, there will be sheep. If there is sheep, there will be wolves.

Analyzing the model's comportment

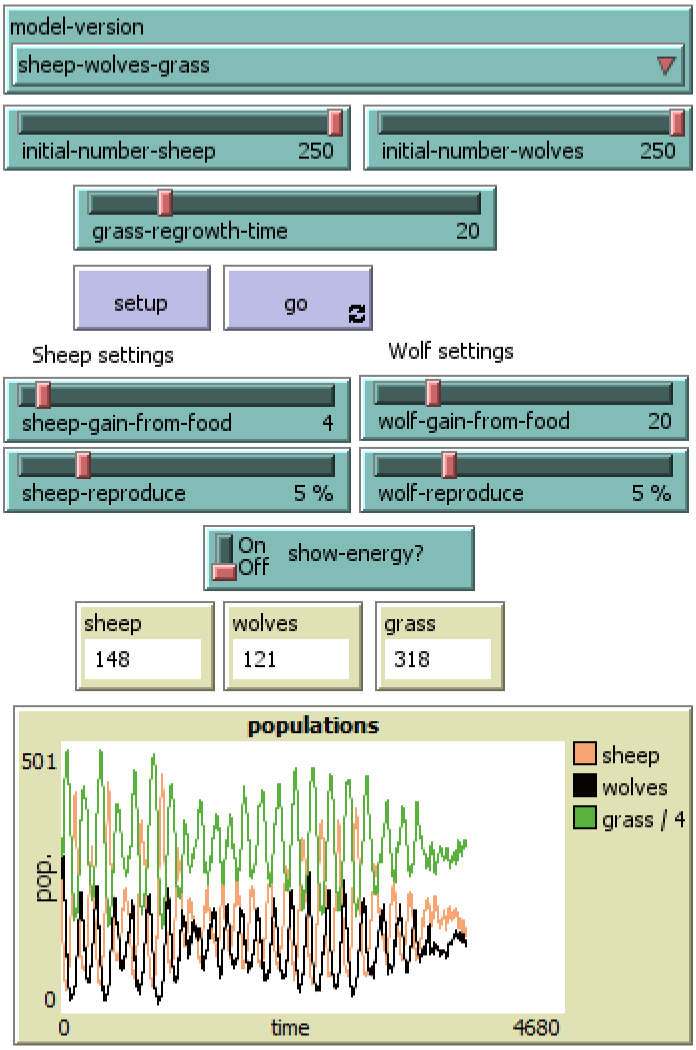
The default configuration provides a stable environment. But the purpose of this model is to be stressed in the search of a completely balanced ecosystem. This is the default configuration:



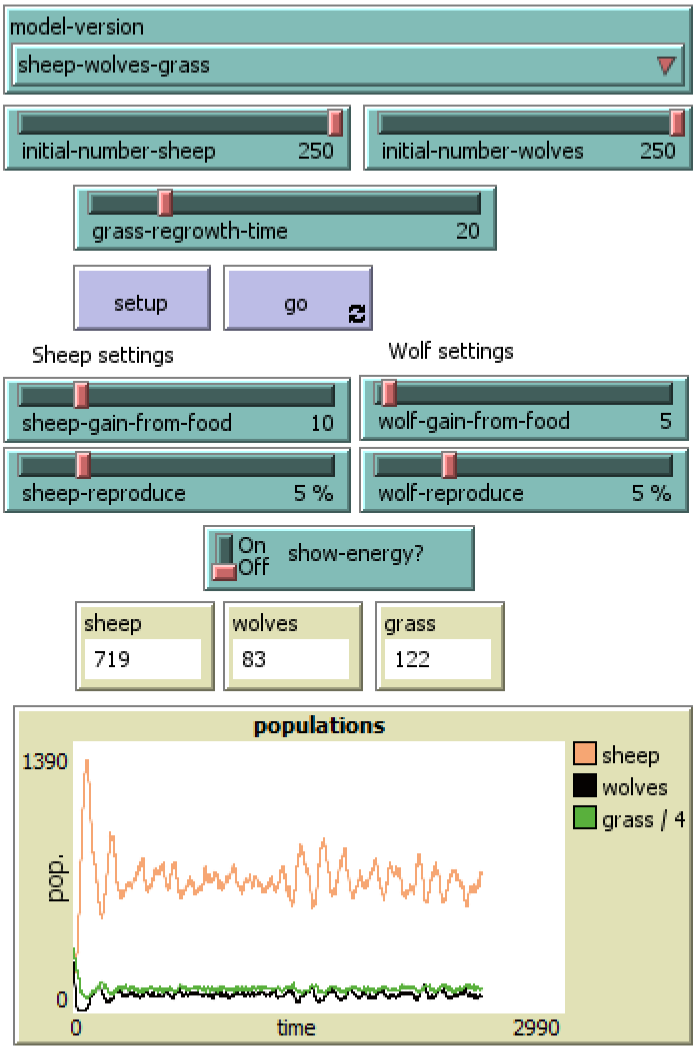
Using the following configuration, the model keeps stabilized. The jump on the graph is when I change the grass regrowth time from 30 to 18. Then the ecosystem stabilize itself.



Changing the number of wolves at the beginning doesn't destabilize the ecosystem:

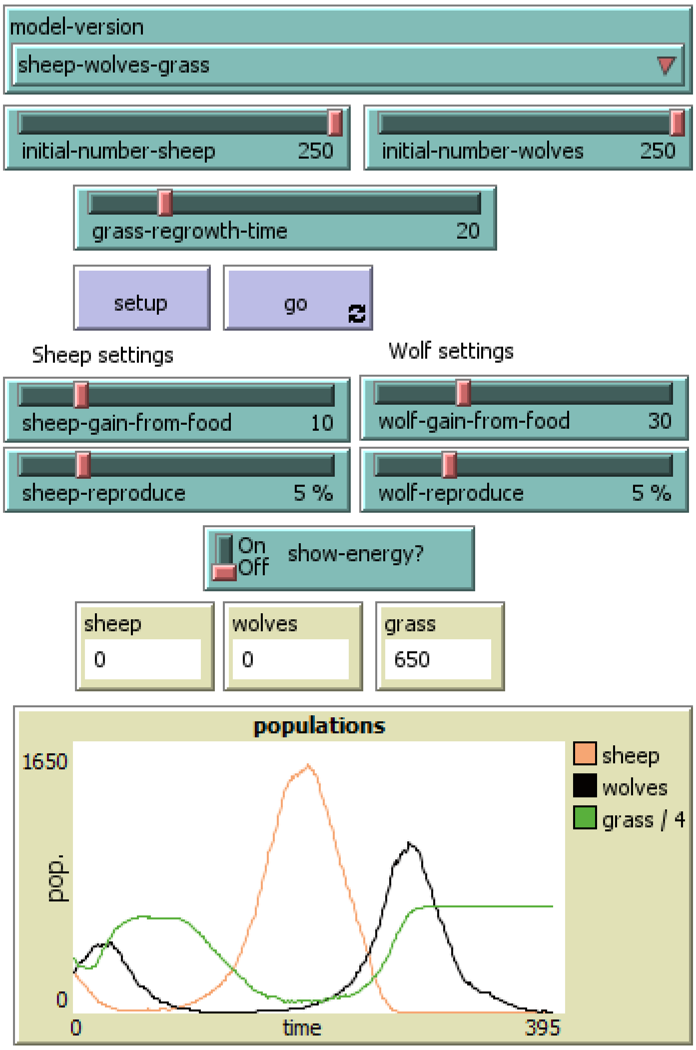


An interesting fact is that with the below configuration the number of sheep was higher than the number of grasses itself.

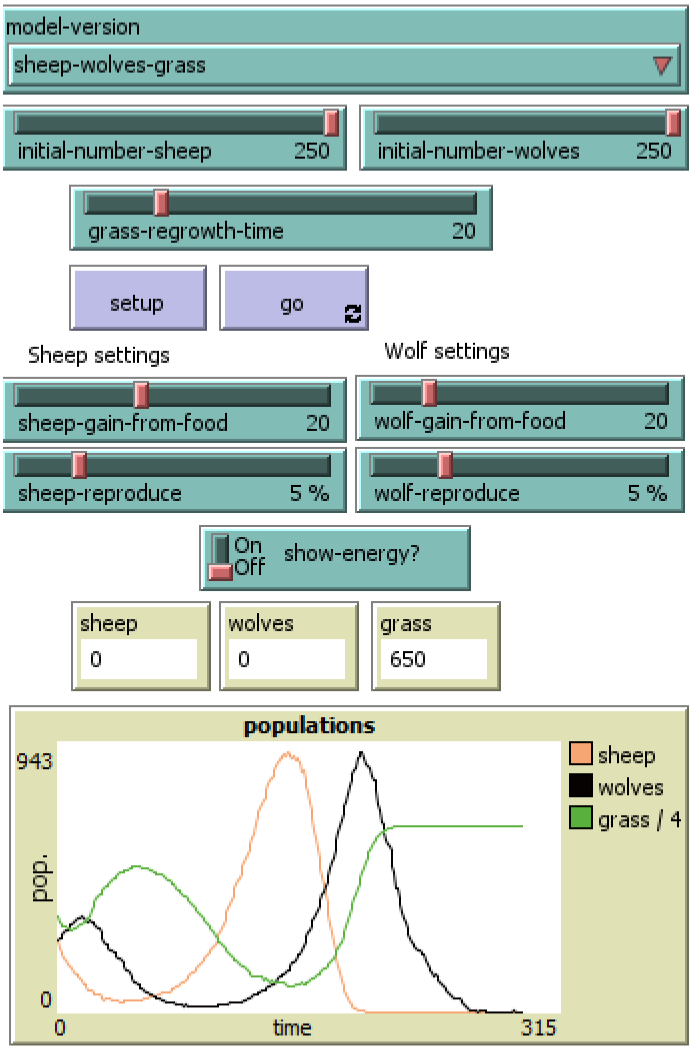


The only configuration that can destabilize the ecosystem is when you change how much they gain from food.

Increasing how much the wolves gain from 20% to 30%.



Increasing how much the seep gain from 10 to 20%.



The system after adding this awareness system gets pretty robust. But it alone can't guarantee the robustness that I was searching for. The "food gain" factor still can destabilize the ecosystem.

The code to the model explained on this document can be found on:
[thiagoluigi7/IABM (github.com)](https://github.com/thiagoluigi7/IABM)