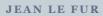


## 2007-2014 Présentation de l'outil de simulation



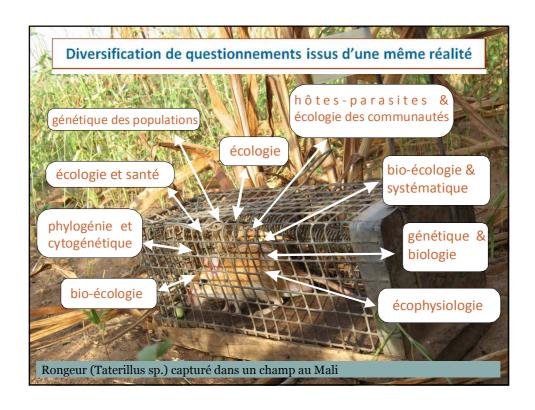
RÉUNION GROUPE RONGEURS

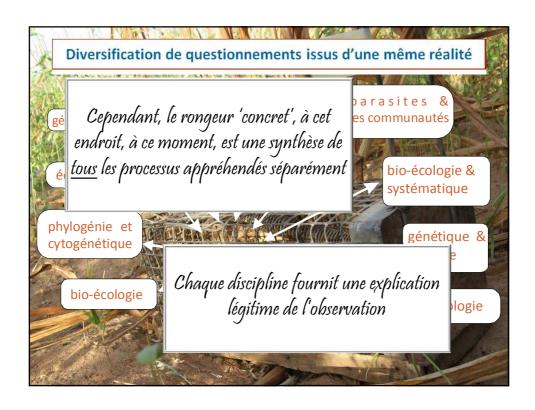
15.09.2014

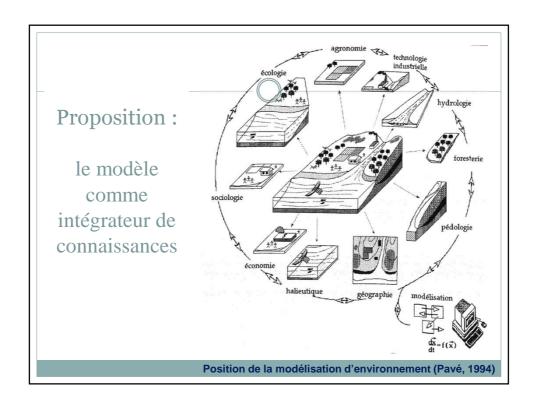
# Rappel questionnement et démarche

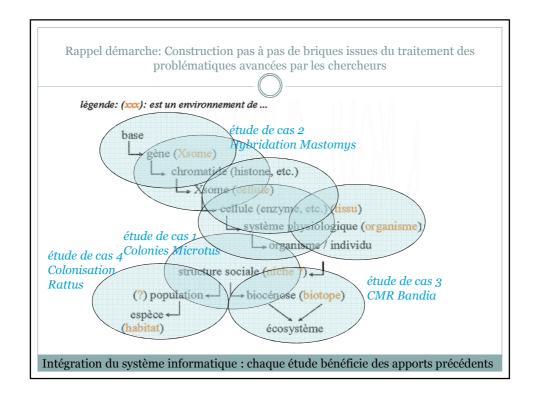


Rongeur (Taterillus sp.) capturé dans un champ au Mali

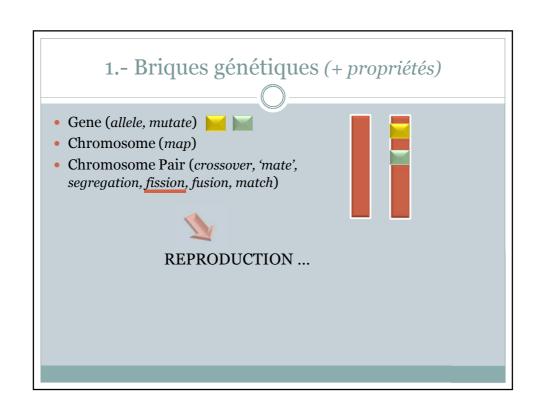


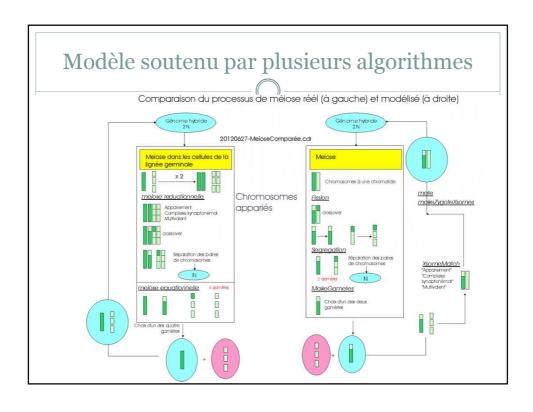


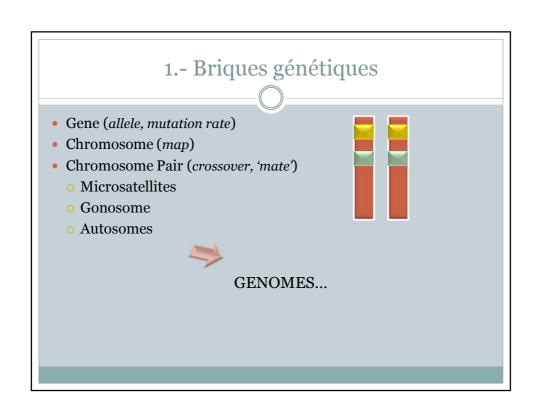


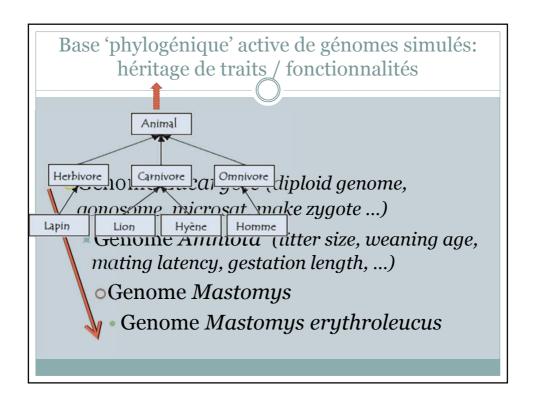


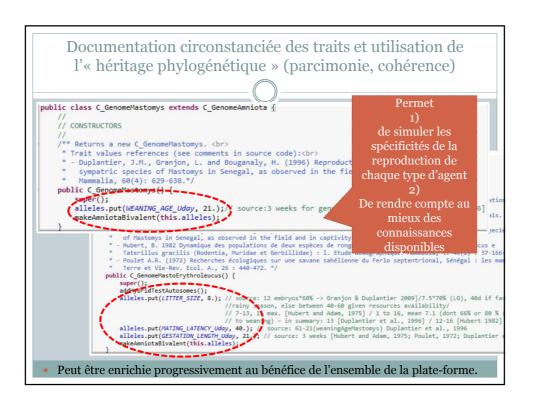


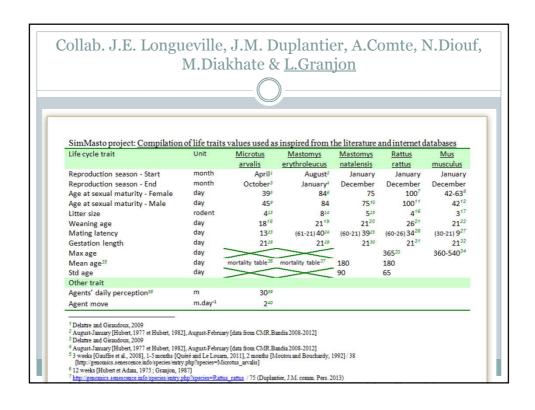


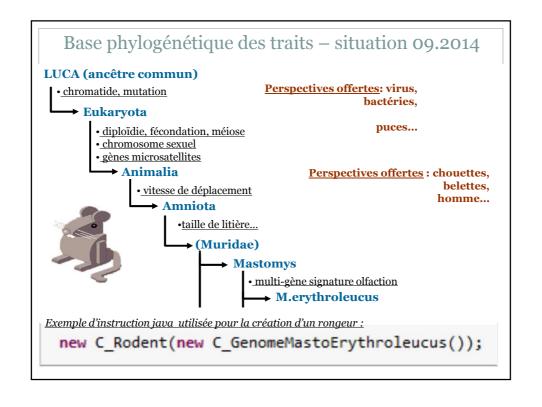


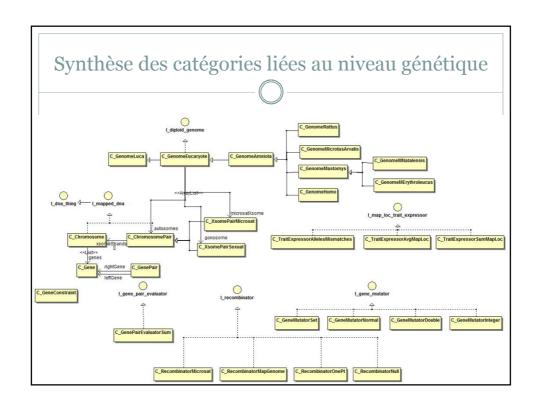


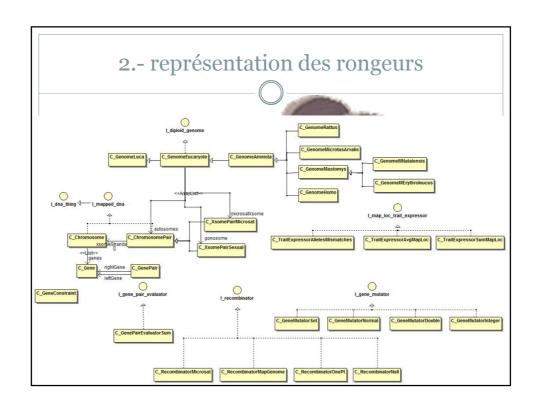












#### Agents actifs et héritage de propriétés

- o NDS/living thing (birth, ageing, death)
  - Visible Agent (localization)
    - Animal (genome, mate, spawn, give birth, move, perception, deliberation, decision, interaction, select destination)
      - Mammal (sexual maturity, pregnancy, spawn, weaning)
        - Rodent
          - Rodent Fossorial (burrowing, dispersal)
            - Rodent Caged (generation, cage num., ...)
          - Rodent CMR (tag, computeDRS..., catch history...)
          - Rodent Commensal (en cours)
        - Human Carrier (vehicle, park, unload rodent)

### Agents actifs et héritage de propriétés

- o NDS/living thing (birth, ageing, death)
  - ▼ Visible Agent (localization)

```
public C_Rodent createRodent() {
 return new C_RodentCMR(new C_GenomeMastoErythroleucus());
```

- Mammal (sexual maturity, pregnancy, spawn, weaning)
  - Rodent
    - Rodent Fossorial (burrowing, dispersal)
      - Rodent Caged (generation, cage num., ...)
      - Rodent CMR (trightcompitte DREath, dottellihistiony...)
  - ROCTOMER CHARGES Werging high, move, perception, deliberation, decision, interaction, select destination, Humana Carrier (yehrelen park, ypland, rodening, burrowing, dispersal, tag, computeDRS..., catch history...)

# Comportements modulables selon les contextes

• Exemple de pseudo-code décrivant la délibération d'un rongeur fouisseur

if rodent within a burrow, list the agents within Perception

else, list any soil cell or rodent agent closer

than the perception radius

for each perceived objects in the surroundings (surface or burrow) **Deliberation** 

if it is another rodent, mate if rodent is receptive

else if it is a soil cell or burrow system

if not fully occupied and not the current one

if affinity > current soil cell affinity add soil cell to possible destination targets

if colonial male and reproduction season

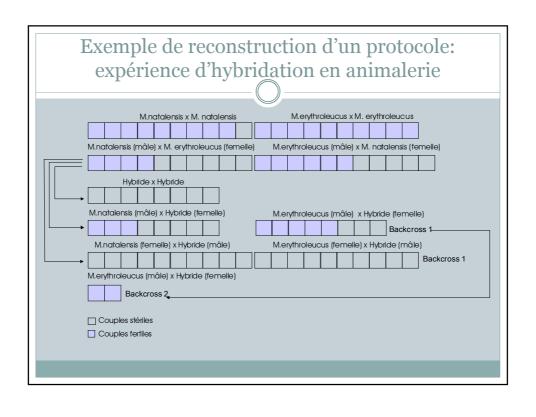
keep only burrow systems as possible destination targets

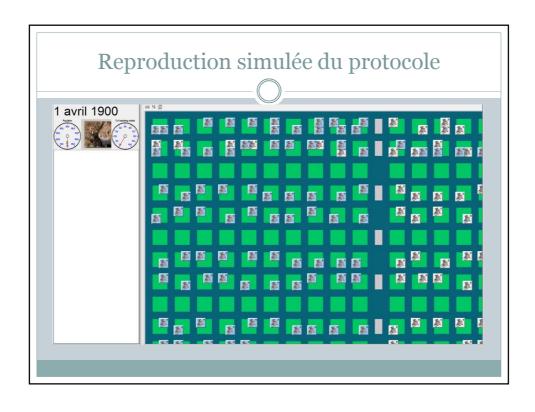
Selection/decision randomly select a target within the list elaborated <u>Action</u>

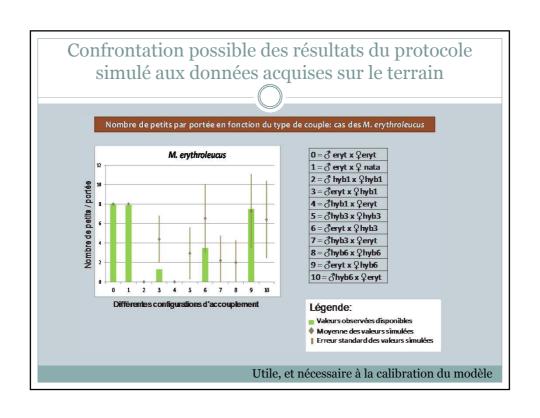
compute and start moving towards destination

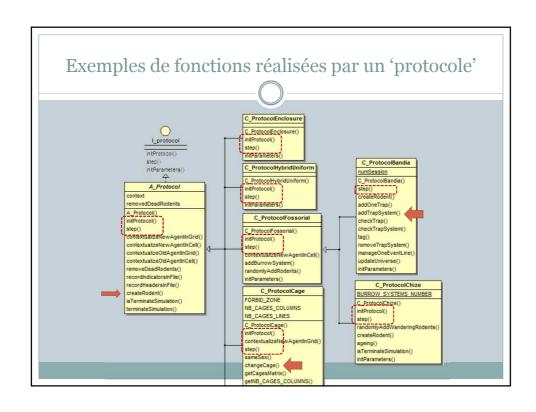




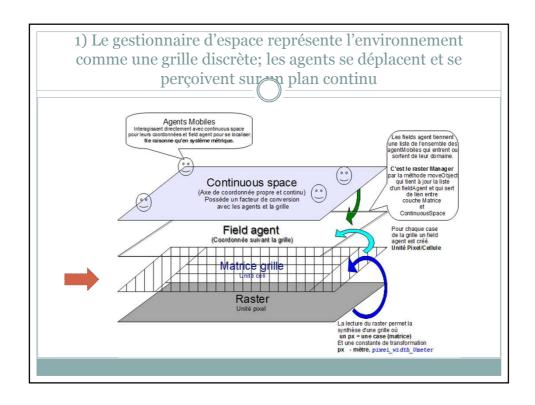


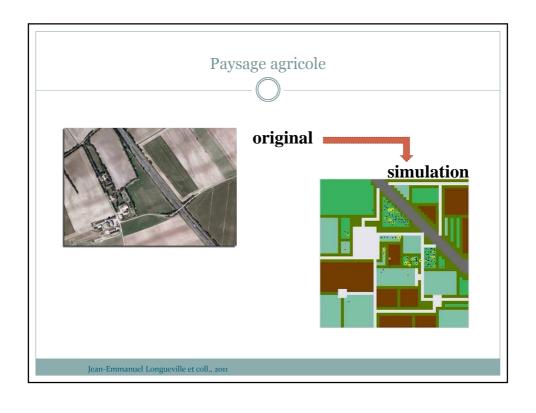


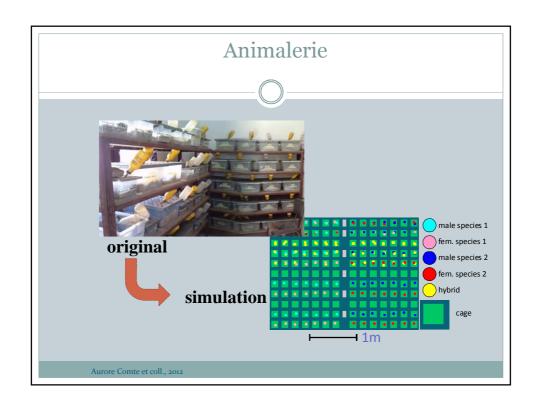


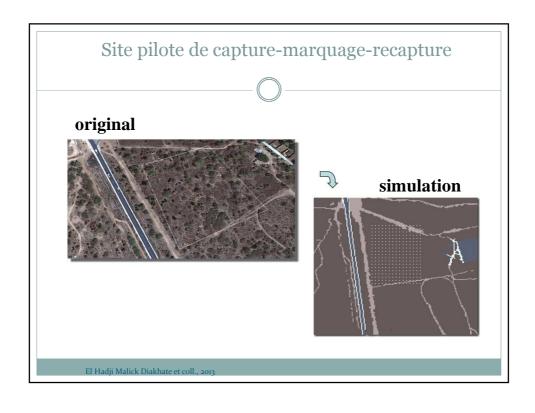


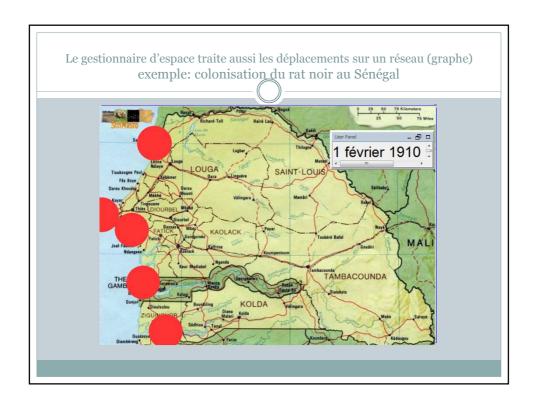


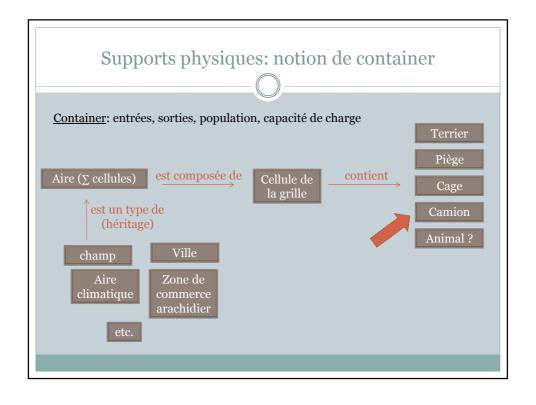




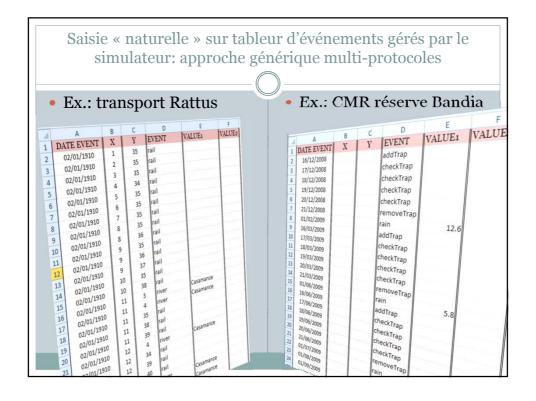




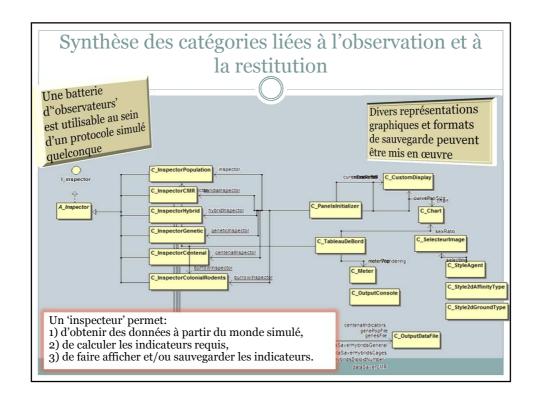


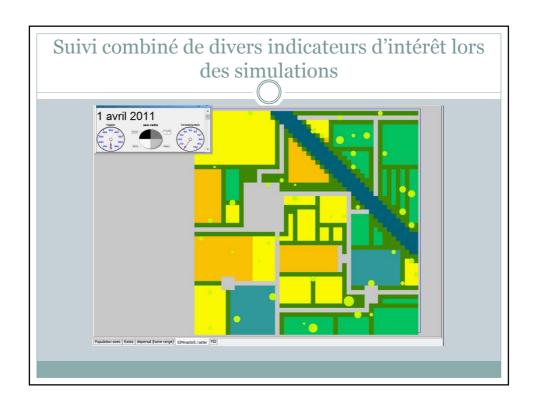


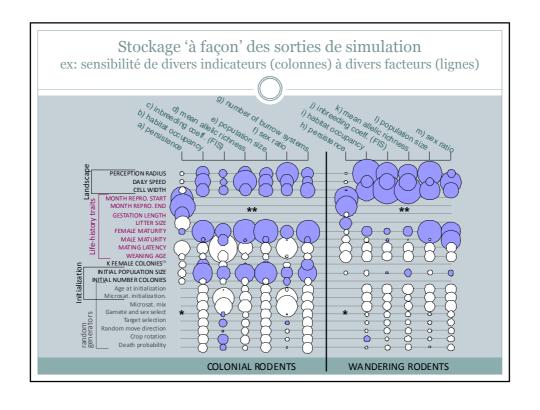




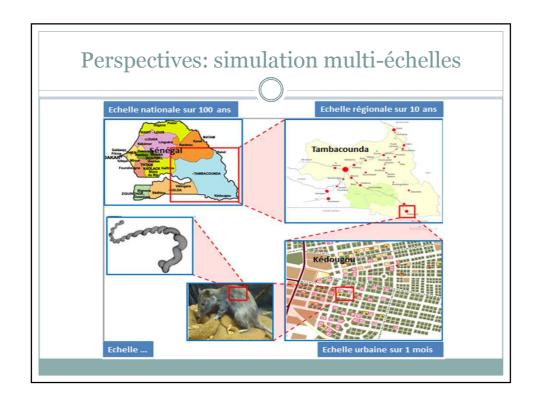


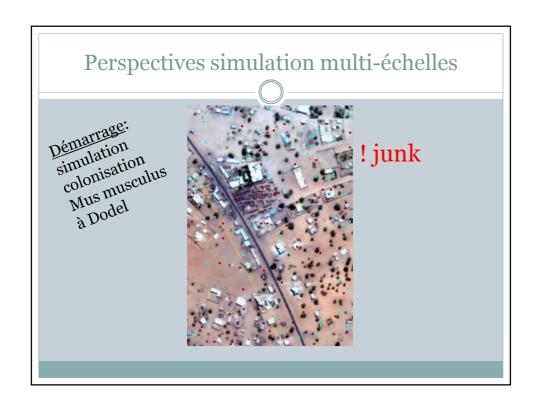


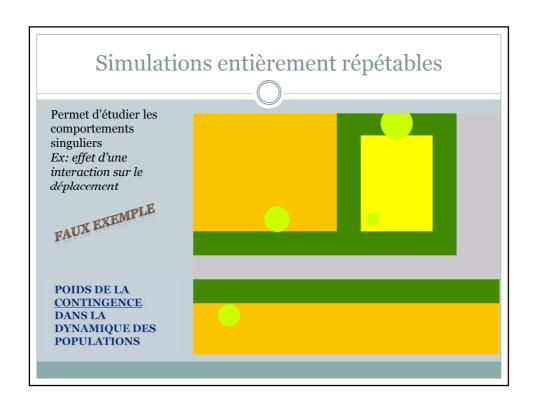












#### Conclusion 1

1. Obtention de mondes complexes dont les tenants et aboutissants ne sont pas aisés à appréhender (cf. faux exemple) -> validation de l'approche.

Rappel:



La complexité du monde simulé est un simulacre\* de la complexité du monde réel.

- \* la simplification de sa complexité est de l'ordre de la simplification combinée des éléments qui y ont été placés vis-à-vis de la réalité.
- 2. Autrement dit: l'outil permet bien de représenter l'effet de la diversité (attributs, réponses, stimulations, environnements) et le poids de la contingence sur les dynamiques spatiales et temporelles.
- 3. Autrement dit: c'est cool :)

### Conclusion 2

- Obtention de mondes complexes où les dimensions disciplinaires commencent à être enchevêtrées et concomitantes.
- Approche permet de discerner l'intérêt de la combinaison de disciplines ?
- L'outil va être
  maintenant simplifié
  (parcimonie, robustesse),
- On espère qu'il continuera à être utile pour de nouvelles études de cas,
- L'histoire commence ©

Merci de votre attention.



