

Kōan 13: Simulation and evolution of an ecological system.

- Design in a large virtual environment a system with dynamical agents that can interact with the environment and with other agents.
- Starting with totally naïve agents see how they learn how to survive using genetic algorithm.
- Add different agents that follow different rules (e.g. herbivore/carnivore) to see the interaction between them. (Or see if the same initial agent diverge in time into different agent types).
- Study how different environment initial conditions change the behavior of agents.
- The agents follow at least three criteria:
 - Matting: To reproduce
 - Feeding: To keep alive (as well as resting)
 - Escape: To flee from danger.

