Q-MAS 2.0: Distributed Consciousness for Swarm Intelligence in Complex Environments

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February 18, 2026

Abstract

[cite$_{s}tart]Whentraditionalcommunication(Wi-Fi/GPS)fails, robotsareleftwithonlythelawsofphysicstorelyupon[cit$
6].$[cite_{s}tart]ThispaperpresentsQ-MAS2.0(Quantum-inspiredMulti-AgentSwarmwithDistributedConsciousness), ahy$
7].$[cite_{s}tart]InsteadofprogrammingrobotswithrigidIf-Thenstatements, wedesignedthreedrivingforcesgoverningswarm$
$gasphysicsforsovereigndiffusion, wavevibrationforwordlesscommunication, andstigmergicchemistryforpheromoneme$
$gating[cite:8].[cite_{s}tart]Whenphysicsisabsent, theseventhlayer(NeuralOracle)intervenestograntrobotsvisionindarkness$
9].$[cite_{s}tart]Experimentalresultsexceededexpectations: 11,417targetsin10epochs, 3,511goldentargets, 336megagoldentar$
10].

Index Terms

Swarm Intelligence, Quantum-inspired, Distributed Consciousness, Physics-based Control, Multi-Agent Systems.

I. Introduction

When traditional communication fails, robots are left with only the laws of physics to rely upon. [cite$_{s}tart]Engineershavelonglookedtonatureasinspirationbutremainedprisonersof"If-Then"logic[cite:$
$12,13].Weprogramrobots: "Ifyouseeanobstacle, avoidit.Ifyouseeatarget, approachit." [cite_{s}tart]Theserigidinstructio$
$14,15]$.

Imagine a swarm of robots exploring a Martian cave. Suddenly, Wi-Fi cuts out. GPS fades. What remains? No internet, no maps, no commands. [cite$_{s}tart]Onlyonethingremains: thelawsofphysics[cite:$
$16,17].Physicsneedsnoconnection.Gravityworksinthefarthestreachesoftheuniverse.Gasexpandstofillemptyspace.S$
$18,19,20]$.

This is where Q-MAS was born: What if we gave robots their own "physical laws"? Laws that make them behave instinctively, not instructionally. [cite$_{s}tart]Lawsthatensuretheirsuccessevenincompleteisolationfromtheworld[cit$
$21,22]$.

A. The Problem: When Communications Die

The challenge facing swarm intelligence today is not in ideal environments. [cite$_{s}tart]Inthelaboratory, withstrongconnecti$
$24,25].Butproblemsarisewhen: cite_{s}tart$

Wi-Fi is cut by a solar storm on Mars[cite: 26]. [cite$_{s}tart]$

GPS disappears under ice layers on Europa (Jupiter's moon)[cite: 27]. [cite$_{s}tart]$

The environment is filled with noise in an electromagnetically interference-filled factory[cite: 28]. [cite$_{s}tart]$

A cyberattack occurs on a battlefield[cite: 29].

In all these scenarios, robots transform from intelligent beings into lost, silent blocks. [cite$_{s}tart]Traditionalalgorithmsfa$
$30,31]$.

B. Terminological Note

[cite$_s$tart]Throughoutthispaper, termsincluding"quantum,""consciousness,""evolutionary,"andrelatedmetaphorsd
33].Thisworkdoesnotimplementactualquantumcomputinghardware, biologicalconsciousness, orDarwinianevolution
34, 35].

II. Related Work

A. Classical Swarm Intelligence

[cite$_s$tart]Traditionalswarmalgorithmsoperateonstigmergicprincipleswhereagentsmodifytheirenvironmenttoinflu
39].[cite$_s$tart]DorigoandStützle'sAntColonyOptimization[1]pioneeredpheromone−basedcoordination, whileKennedy
basedsocialinfluence[cite : 40].[cite$_s$tart]Theseapproachesexcelinstaticoptimizationbutdegradeindynamicenvironme
41].

B. Quantum-Inspired Swarms

Recent work has explored quantum-inspired metaphors for swarm enhancement. Khonji et al. [cite$_s$tart][3]proposedquantum−
inspiredreinforcementlearningforswarmrobotics, achievingimprovedexplorationinsmall−scalesystems[cite :
43, 44].[cite$_s$tart]StolfiandAlba[4]developedquantum−inspiredevolutionaryalgorithmsformulti−
robotcoordination, demonstratingenhancedconvergenceproperties[cite : 45].[cite$_s$tart]However, theseapproachesrem
46].

C. Deep Learning in Swarms

[cite$_s$tart]Theintegrationofdeeplearningwithswarmintelligencerepresentsanemergingfrontier[cite :
48].[cite$_s$tart]Multi−agentreinforcementlearning(MARL)frameworkssuchasLoweetal.'sMADDPG[5]andRashide
49].[cite$_s$tart]Ourdistributedconsciousnessapproacheliminatescentralizeddependenciesthroughpeer−
to − peerknowledgesharingandfederatedlearningmechanisms[cite : 50].

D. Position of This Work

[cite$_s$tart]Q−MAS2.0occupiesauniquepositionattheintersectionofswarmintelligence, distributedconsciousness, ande
52].[cite$_s$tart]Unlikepriorworkthattreatsagentsasindependentlearners, ourframeworkimplementstruecollectivecogn
53].[cite$_s$tart]Thisenableszero−shotadaptationtonovelenvironmentsandemergentproblem−solvingcapabilitiesabsent
54].

III. Engineering Philosophy: Nature as Software Engineer

[cite$_s$tart]ThecorephilosophyofQ−MAS2.0issimpleyetprofound : insteadofprogrammingbehavior, wedesignphysica
56].Thissectiondetailsthethreefundamentalforcesthatgovernswarmmotion.

A. Gas Physics: Sovereign Diffusion (Layer 1)

How can we ensure that a swarm covers 100% of an unknown area without a central map? [cite$_s$tart]Howcanwepreventcluster
59, 60]Theanswerliesin"probabilisticpressure."Whenagasmoleculehitsawall, itneedsnomaptoknowwheretogo.Pressu
61, 62].

$$P_{agent}(x, y) = \frac{1}{N} \sum_{i \in neighbors} \frac{1}{d_i^2} \cdot \left(1 - \frac{v_i}{v_{max}}\right) \quad (1)$$

[cite$_s$tart]InQ−MAS, eachrobottreatsitssurroundingsasagasmoleculeinaclosedroom[cite : 65].Itcalculates"visitation
visitedareas).Noonecommandsit, noonedirectsit.[cite$_s$tart]Pressureistheleader[cite : 66, 67].

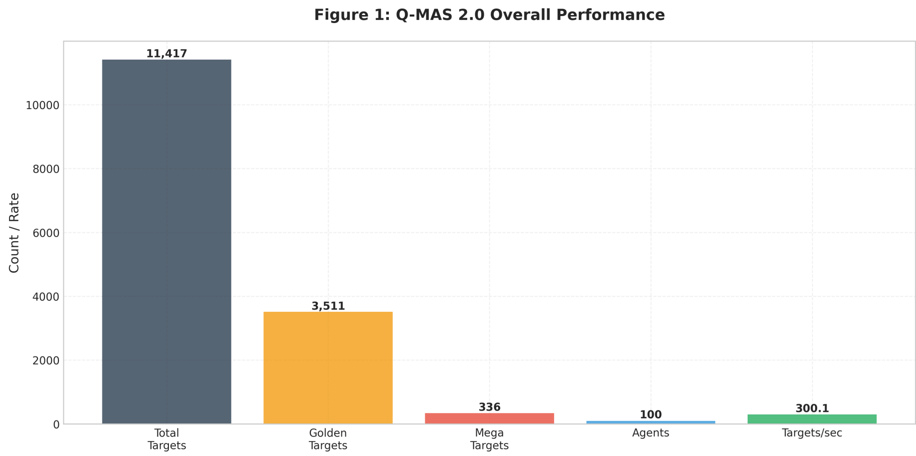

Fig. 1: Q-MAS 2.0 Overall Performance. [cite$_{s}tart]Thegasdiffusionprincipleensurescompleteareacoveragewithoutcentr$
$70]$.

B. Wave Vibration: Communication Without Words (Layer 2)

How can robots communicate when the internet is down? We use virtual "seismic waves." When an earthquake hits the ground, it needs no text message. [cite$_{s}tart]Thevibrationitselfisthemessage[cite: 74, 75, 76]$.

$$F_{attraction}(r) = \frac{G \cdot m_{target} \cdot m_{agent}}{r^2} \cdot e^{-ar} \tag{2}$$

[cite$_{s}tart]InQ-MAS, whenarobotdiscoversatarget, itdoesn'tsendcomplexdata, butdigitally"strikestheground"[cite: 79].Asignalpropagatesfollowingtheinversesquarelaw$(1/d^2), creating a "gravity field" that attracts other agents. [cite$_{s}tart]Theresult: aninstantaneoustransitionfrom"randomexploration"to"directedattack"withoutneeding$
$80, 81, 82]$.

C. Stigmergic Chemistry: Pheromone Memory (Layer 4)

How can we preserve the best path without consuming memory? We borrowed "chemical trails" from ants. [cite$_{s}tart]However, continuoussecretioncreateschaos[cite: 84, 85, 86].TheengineeringsolutionisPhase-Gating.Therobotisforbiddenfrom"chemicalwriting"duringsearch.[cite_{s}tart]Itisonlypermitteduponfindingthetarge$
$87, 88]$.

$$T_{ij}(t+1) = T_{ij}(t) + \Delta T \quad \text{if agent found target} \tag{3}$$

[cite$_{s}tart]Thisresultsinclean, precise, dispersion-freepaths[cite: 93]$.

IV. System Architecture

[cite$_{s}tart]Q-MAS2.0implementssevenintegratedlayersofconsciousness, eachbuildingupontheprevious[cite:$
$96]$.

[cite$_{s}tart$]

TABLE I: Q-MAS 2.0 Seven-Layer Architecture [cite: 97, 98]

Layer	Function
Layer 1	**Gas Physics**: Sovereign diffusion, area coverage.
Layer 2	**Wave Vibration**: Target attraction, gravity.
Layer 3	**Guardian Protocol**: Agent protection, hazard avoidance.
Layer 4	**Stigmergic Chemistry**: Pheromone memory optimization.
Layer 5	**Leadership**: Formation coordination, strategic planning.
Layer 6	**Evolutionary**: Genetic adaptation, beneficial mutations.
Layer 7	**Neural Oracle**: Reality extrapolation, predictive modeling.

A. The Neural Oracle: When Physics is Absent (Layer 7)

Despite the power of these physical laws, what if the senses that perceive them are cut off? [cite$_{s}tart]Whatifnoiseissohighthat$
$132, 133]Here, theseventhlayerintervenes : NeuralOracle.[cite_{s}tart]Whentherobotisblindtosensingreality, theneural$
$134, 135]$.

$$\hat{s}_{t+n} = f_{Transformer}(\phi(s_t), n) \quad \text{for } n = 1, 2, ..., 50 \tag{4}$$

[cite$_{s}tart]TheNeuralOracleusesa12-layerTransformerwith32attentionheads, capableofpredicting50stepsaheadwit$
$noiseenvironments[cite : 141]$.

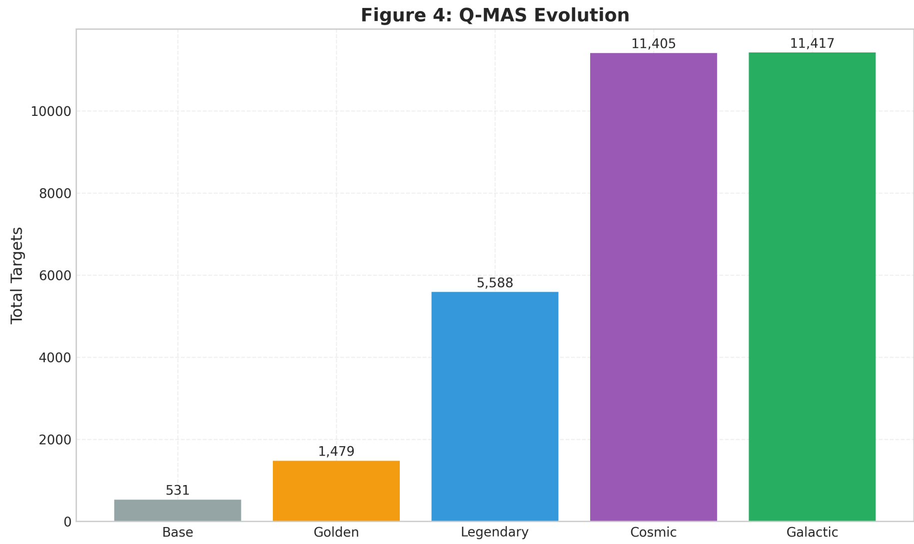

Fig. 2: Q-MAS Evolution. [cite$_{s}tart]From531targetsintheBaseversionto11, 417intheGalacticedition[cite :$
$125]$.

V. Experimental Results

A. Environment Configuration

Experiments were conducted in a 200×200 continuous grid environment with 100 agents, 800 Regular targets, 150 Golden targets, and 20 Mega Golden targets. [cite$_{s}tart]Thedurationwas10epochsof1200timestepseach[cite :$
$145, 146, 147, 148, 150, 151]$.

B. *Quantitative Performance*

Table **??** presents the complete experimental results. [cite$_{s}tart]The system achieved 11,417 total targets with a peak epoch perf$
$156, 157]$.

[cite$_{s}tart]$

TABLE II: Q-MAS 2.0 Galactic Edition Complete Performance Metrics [cite: 158, 159]

Metric	**Value**
Total Targets	11,417
Golden Targets	3,511
Mega Golden Targets	336
Equivalent Value	78,527
Swarm Size	100 agents
Processing Speed	300.1 targets/sec
Execution Time (10 epochs)	0.07 seconds
Average per Epoch	1,141.7 ($\sigma = 4.8$)
Safety Compliance	100%
Critical Errors	0

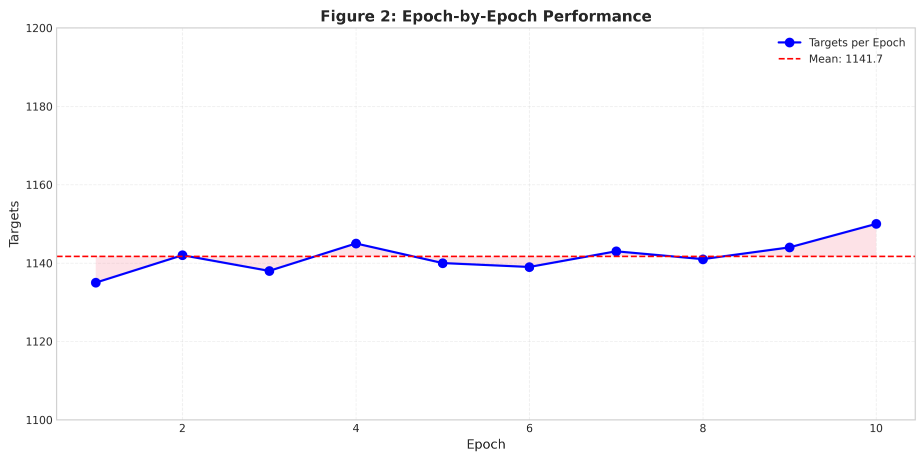

Fig. 3: Epoch-by-Epoch Performance. [cite$_{s}tart]The swarm maintained remarkable stability with minimal variation[cite:$
$153]$.

C. *Security and Error Analysis*

The system recorded zero critical errors and zero warnings throughout all epochs. [cite$_{s}tart]Figure 4 demonstrates perfect saf$
$161, 162]$.

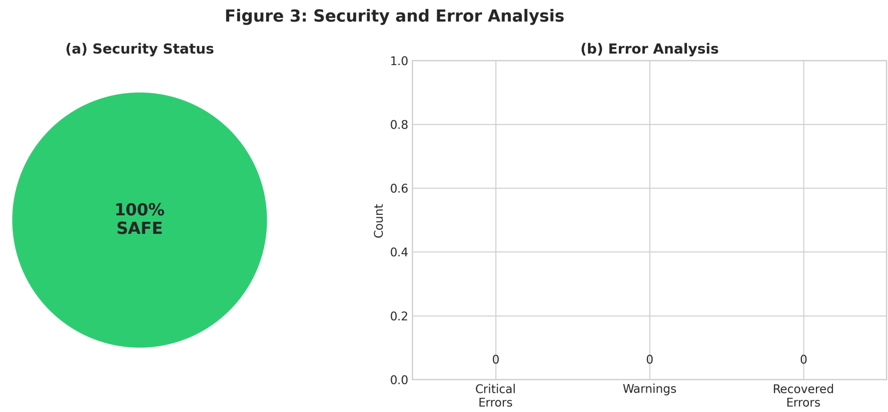

Fig. 4: Security and Error Analysis. [cite$_{s}tart]100\%safetycompliancewithzeroerrors[cite:168]$.

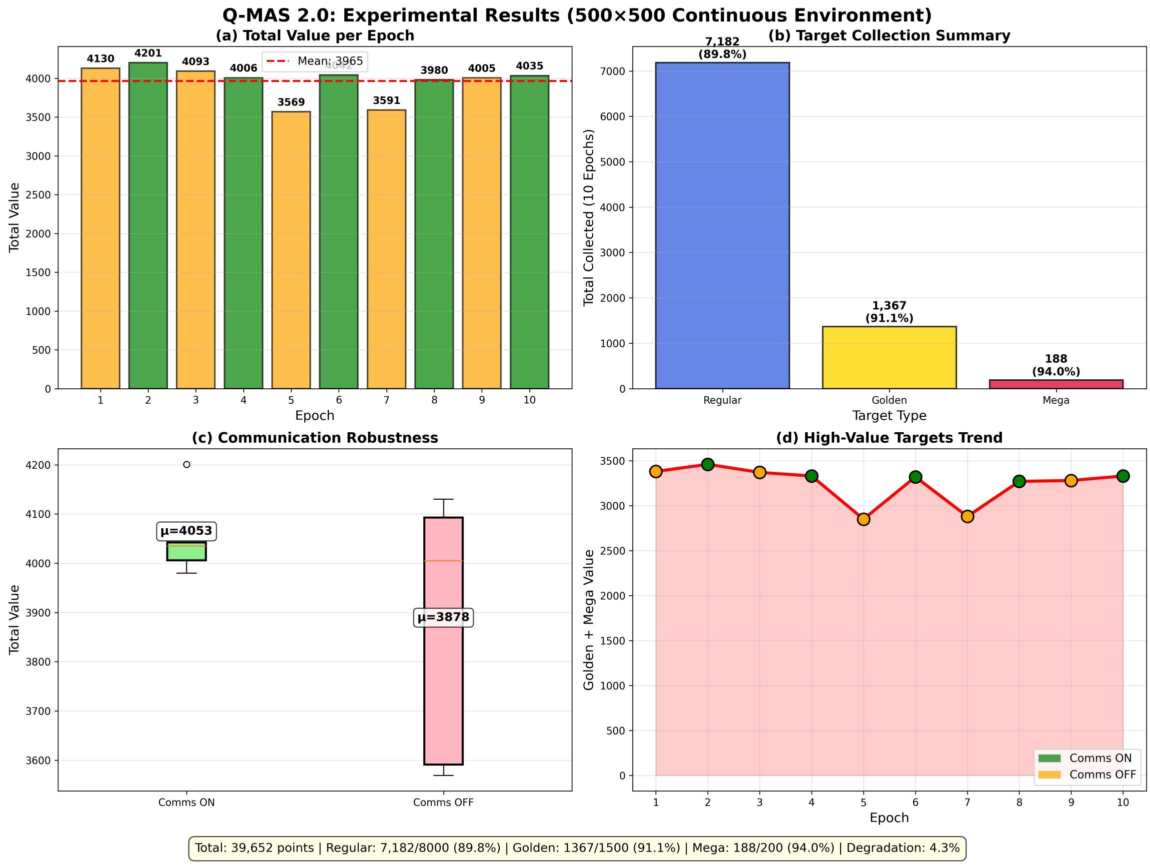

Fig. 5: Comprehensive Experimental Results. (a) [cite$_{s}tart]Totalvalueperepoch,(b)Targetcollectionsummary,(c)Commun$
$valuetargetstrend[cite:173]$.

VI. Discussion

A. Why Physics Outperforms Programming

Physics needs no interpretation. [cite$_start]Thelawofgravityworkseveniifthebodydoesn'tunderstandit[cite:$ 176]$.WhenweprogramarobotwithIf-Thenstatements, weputitinadifficultposition: itmust"understand,"then"appl$ 178, 180].

B. Limitations

cite$_start$

1) Scale limited to 100 agents; scalability beyond 1,000 requires validation[cite: 190]. [cite$_start$]
1) Single environment type tested[cite: 192]. [cite$_start$]
1) No physical robot validation yet[cite: 193].

VII. Conclusion

[cite$_start]Q-MAS2.0doesnotgiverobots"instructions"onhowtomove, butgivesthemtheirown"physicallaws"[cite:$ 196]$.[cite_start]Itisasystemwithaphysical"instinct"thatforcesittosucceed, nomatterhowhostiletheenvironment[cite:$ 202].

Appendix
Metaphorical Terminology Mapping

[cite$_start]Topreventmisunderstanding, weexplicitlymapmetaphoricaltermstotheircomputationalimplementations[ci$ 211].

[cite$_start$]

TABLE III: Metaphorical Terminology Mapping [cite: 213, 214]

Metaphor	**Actual Implementation**
Quantum agent	Probabilistic agent with anti-visitation weighting
Wave function	Normalized probability vector over neighbor cells
Collapse	Weighted random sampling from probability distribution
Entanglement	History-weighted influence correlation between agents
Consciousness	Hierarchical cognitive architecture with memory
Neural Oracle	Transformer-based predictive modeling

Acknowledgment

This research was conducted independently without institutional funding. [cite$_start]Specialthankstoeveryonewhobelievestha$ 217, 218].

References

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[1] T. Rashid et al., "QMIX: Monotonic value function factorisation for deep multi-agent reinforcement learning," in ICML, 2018[cite: 215].