Goal implement the Boid algorithm on a 2d plane including obstacle avoidance.

What is a boid?

<https://www.red3d.com/cwr/boids/>

<https://www.red3d.com/cwr/papers/1987/boids.html>

The rules

Emergent behavior

Swarm robotics

A Boid is a one creature in a flocking algorithm developed by Craig W. Reynolds. These Boid attempt to replicate flocking behavior produced by animals like birds and fish. This complicated motion is produced with out any over head leading the group but will all participants acting individual.

The behavior of flocking shown by birds and schools of fish is very prevalent in nature. The flocking behavior is very difficult to describe

Flocking in nature is incredibly impressive. Each member of the flock independently moves, but in the end the whole flock seems to behave as one creature. This behavior displayed commonly in birds and fish seems from the outsides as incredibly complex, but can be described very simply. A Boid is an artificial animal that moves as a flock developed by Craig Reynolds in 1987. Each Boid makes independent movements with only information about nearby Boids.

The three rules every Boid follows are Alignment, Separation, and Cohesion. Alignment states that every Boid should try and move in the same direction as it’s neighbors. This causes the flock overall to move in the same direction. Separation states that each Boids should move away from neighbors that are close to them. This prevents any Boid from crowding their neighbors. Finally Cohesion states that each Boid should try and move to the center of their neighbors. This causes the Boids to move closer to each other. When each Boid follows these rules the emergent behavior of flocking occurs.

When in comes to obstacle avoidance a common approach is to have each Boid fell pushed away from obstacles. This however seem to create some very unnatural behavior as Boids may make a u-turn when approaching obstacles. To create a more natural behavior we will use a steer to avoid method where Boids with trace the edge of object with from their perspective and move to adjust their heading to be outside of the edge of the object. This create a more natural movement pattern and has the added benefit of being more realistic as actual animal would only be able to see the objects nearby and in front of them instead of just sensing all obstacles in the world.

In order to implement steer to avoid we need to develop a method for detecting collisions between our obstacles and rays. For this we will use ray marching. This algorithm slowly traces the path of a ray forward one step at a time. Each step we move the distance from our location to the closest objects edge. That way after each step we are sure that the current point is not inside of an object. If at any point the minimum distance is zero we know that a object has been reached. This method of detecting the environment around the Boids allows for effect steer to move behavior

Algorithms for obstacle avoidance(obstacle as forces/edge detection)

Edge detection is harder

It makes more sense than a force

When you look a wall you don’t feel pushed away from it you just turn to get out side the edge

Our ray tracing circle strategy (typhoon algorithm)

Algorithm is called ray marching

Concentric circles

Steps in the algorithm

Note try and find a source

Efficiency concerns

Boids \* Boids

Boids \* shapes \* avg distances

Circle estimation may be faster

Drawing time

Some solution ideas

Multithreading in the dead frame

To be possible need to maintain independence in steps ie frame 0 only relies on info from frame -1

Vector math memory

Want to make a few new vectors as possible to save memory

Simple outline of class/packages

Basic outline

Boid

Relies on vector

The object that calculates the boid algorithm

Vector

A class the acts as a vector to do calulations

Ray

relies on vector

interacts with shapes to implement the ray tracing

Shape

relies on vector drawable ray

the obstacles for the boids

could be circle rectangle polygon

Graphics

relies on vector

relies on drawable

a screen jframe that can draw subclasses of drawable

Drawable

Can discrip an object to the graphcis module

relies on vector

Xmlreadin

Used to inialize shape on the screen

relies on vector

relies on shape