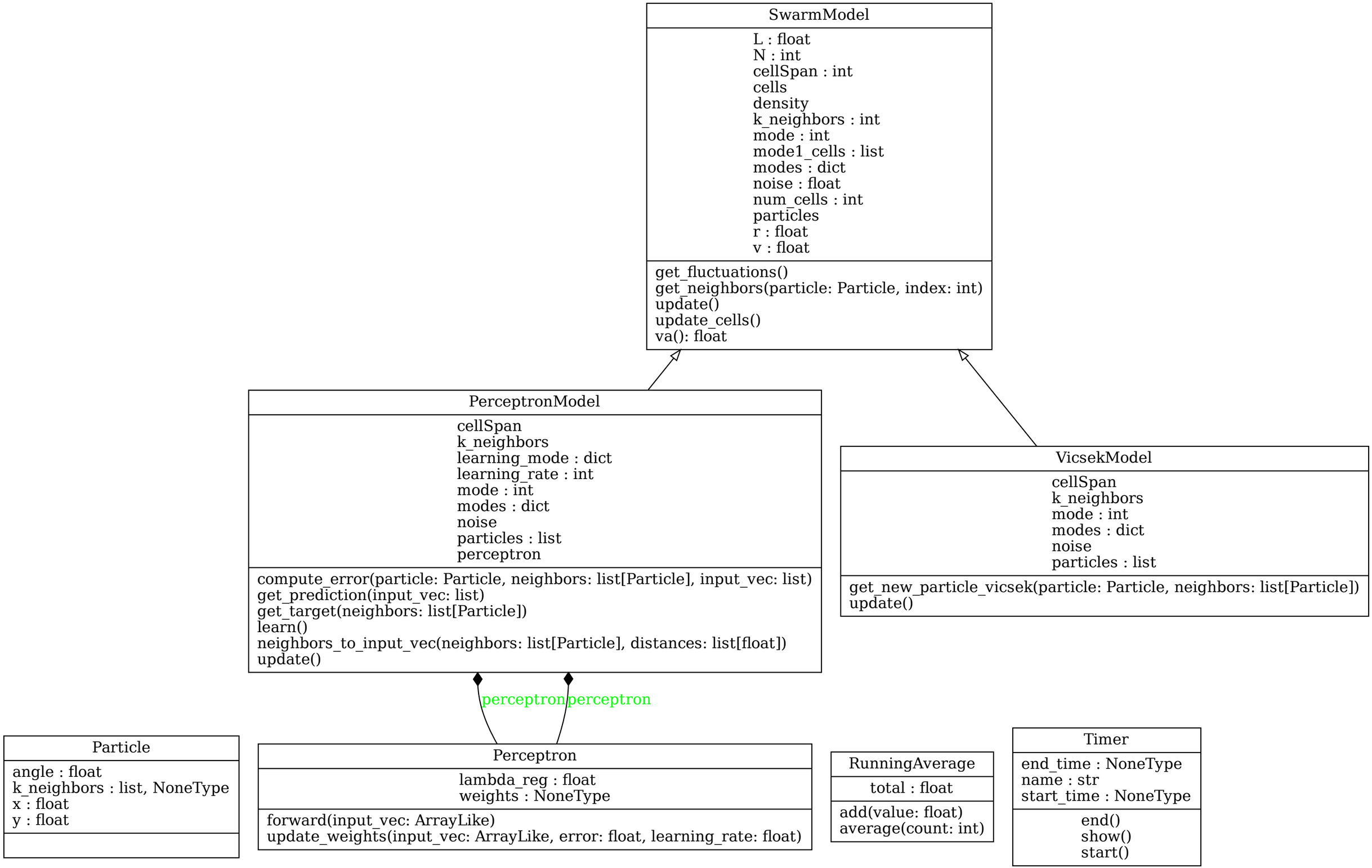
SwarmModel
L : float
N : int
cellSpan : int
cells
density
k_neighbors : int
mode : int
mode1_cells : list
modes : dict
noise : float
num_cells : int
particles
r : float
v : float
get_fluctuations()
get_neighbors(particle: Particle, index: int)
update()
update_cells()
va(): float
PerceptronModel
cellSpan
k_neighbors
learning_mode : dict
learning_rate : int
mode : int
modes : dict
noise
particles : list
perceptron
compute_error(particle: Particle, neighbors: list[Particle], input_vec: list)
get_prediction(input_vec: list)
get_target(neighbors: list[Particle])
learn()
neighbors_to_input_vec(neighbors: list[Particle], distances: list[float])
update()
VicsekModel
cellSpan
k_neighbors
mode : int
modes : dict
noise
particles : list
get_new_particle_vicsek(particle: Particle, neighbors: list[Particle])
update()
perceptron
perceptron
Particle
angle : float
k_neighbors : list, NoneType
x : float
y : float
Perceptron
lambda_reg : float
weights : NoneType
forward(input_vec: ArrayLike)
update_weights(input_vec: ArrayLike, error: float, learning_rate: float)
RunningAverage
total : float
add(value: float)
average(count: int)
Timer
end_time : NoneType
name : str
start_time : NoneType
end()
show()
start()