

Project Proposal  
of  
**Bio-Inspired Swarm  
Robotics Simulation Using  
Python**

**AINT 44052**  
**Intelligent Autonomous Robotics**

**H.M. Sudith Amarasinghe**  
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**Introduction:**

Bioinspired robotic systems are becoming more and more popular because they are reliable, flexible, and effective. The goal of this project is to replicate the flocking behavior of a swarm of robots, modeled after the organic flight patterns of birds. The aim is to develop a simulation that shows how bio-inspired algorithms may be used to accomplish effective obstacle avoidance and navigation in a swarm of robots.

**Motivation:**

Over millions of years, biological systems have changed, giving rise to robust and effective behaviors. We can improve the performance of robotic systems in a variety of applications, including environmental monitoring, agricultural automation, and search and rescue, by imitating these behaviors. Through the practical use of bio-inspired algorithms in a controlled simulation environment, this study will shed light on possible real-world uses for them.

**Objectives:**

- To use Pygame and Python to simulate a swarm of robots.
- To put into practice flocking algorithms (alignment, cohesion, and separation) inspired by biology.
- To assess the swarm's ability to navigate and avoid impediments.

**Scope:**

The project's main goal is to create a 2D simulation environment in which numerous robots, or "boids," move in accordance with principles influenced by biology. Python will be used for the implementation, along with the Pygame package. The following will be included in the simulation:

- A rudimentary robot model with limited sensor capability and locomotion.
- A setting with immovable barriers.
- Alignment, cohesiveness, and separation algorithms to regulate the robots' motion.

**Methodology:**

- **Review of the Literature:** Examine the work that has been done on flocking behavior and bioinspired robots.
- **Design:** Create flowcharts for the control algorithms and specify the system architecture.
- **Implementation:** Use Pygame and Python to create the simulation.
- **Testing and Evaluation:** Run tests to see how well the swarm performs in various situations.