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function [Ui] = inputcontrol_Algorithm1(num_nodes, nodes, Nei_agent, n, epsilon
, r, d, p_nodes)
%{
This function is to find alpha and beta neighbors
Created by Anthony Bugatto

Inputs: positions of nodes (nodes),
        indices of alpha neighbors (Nei_agent)
        (n)
        (epsilon)
        active range for alpha agents (r)
        (d)
        (k_scale)
        (p_nodes)

Outputs: controlled acceleration (Ui)

%}
%+++++Constants+++++

c_a1 = 30;
c_a2 = 2*sqrt(c_a1);
a = 5;
b = 5;
c = abs(a - b) / sqrt(4*a*b);
r_sig = sigma_norm(r);
d_sig = sigma_norm(d);

%+++++BUILDING THE ADJACENCY MATRICES+++++

n_ij = zeros(num_nodes,num_nodes,n); %gradient matrix 1x2
for i = 1:num_nodes
    for j = 1:num_nodes
        q = norm(nodes(j,:) - nodes(i,:));
        sig_grad = (nodes(j,:) - nodes(i,:)) / (1 + epsilon * sigma_norm
(nodes(j,:) - nodes(i,:)));

        if q < r && q ~= 0 %is zero otherwise
            n_ij(i,j,:) = sig_grad;
        end
    end
end

%+++++BUILDING CONTROL ACCELERATION Ui+++++

U = zeros(num_nodes, n); %100x3 matrix for accelerations

gradient = 0;
consensus = 0;
a_ij = zeros(num_nodes,num_nodes);
for i = 1:num_nodes %loop through all i in Ui matrix
    for j = 1:size(Nei_agent{i}) % loop through all neighbors in neighbor
matrix for each i
        Nei_val = Nei_agent{i}(j);
        if(i ~= Nei_val)
            %phi is the time differential of the smooth pairwise

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% attractive/repulsive potential
z = sigma_norm(nodes(Nei_val,:) - nodes(i,:)); %parameter for
    phi_alpha
z_phi = z - d_sig; %parameter for phi
rho_h = bump(z / r_sig);
sigmoid = (z_phi + c) / sqrt(1 + (z_phi + c)^2);
phi = .5 * ((a + b) * sigmoid + (a - b));

phi_alpha = rho_h * phi;

a_ij(i,Nei_val) = rho_h;
%implement the algorithm for the fragmenting control law:
%
%  $U_i = c_{a1} \cdot \text{SUM}[\phi_{\alpha} * n_{ij}] + c_{a2} \cdot \text{SUM}[a_{ij} * (p_j - p_i)]$ 
%

gradient = phi_alpha * [n_ij(i,Nei_val,1) n_ij(i,Nei_val,2)];
consensus = a_ij(i,Nei_val) * (p_nodes(Nei_val,:) - p_nodes(i
    ,:));
    end
end

U(i,:) = (c_a1 * gradient) + (c_a2 * consensus);
end

Ui = U;
end

```