



# Multi-scale swarm dynamics

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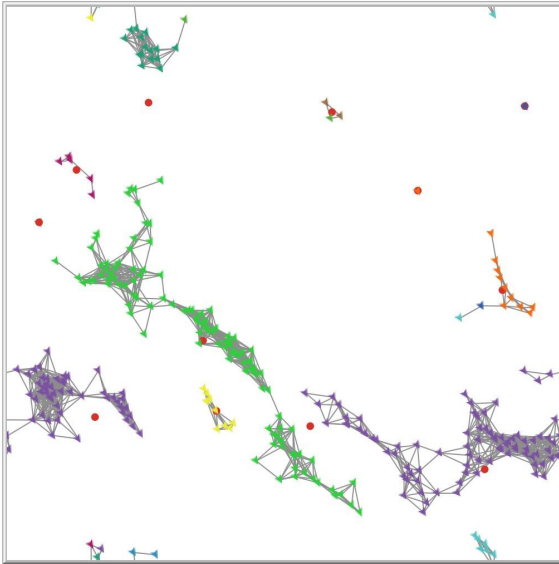
# Outline

- ❑ Introduction
- ❑ Swarm Dynamics : Basics
- ❑ Tuning the model
- ❑ Multi-Scale
- ❑ Experiments
- ❑ Conclusion

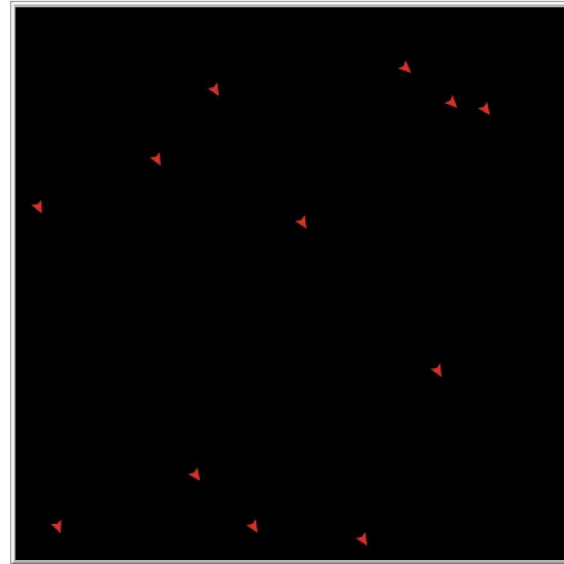


# Introduction

# Idea



Bottom level of bird swarms

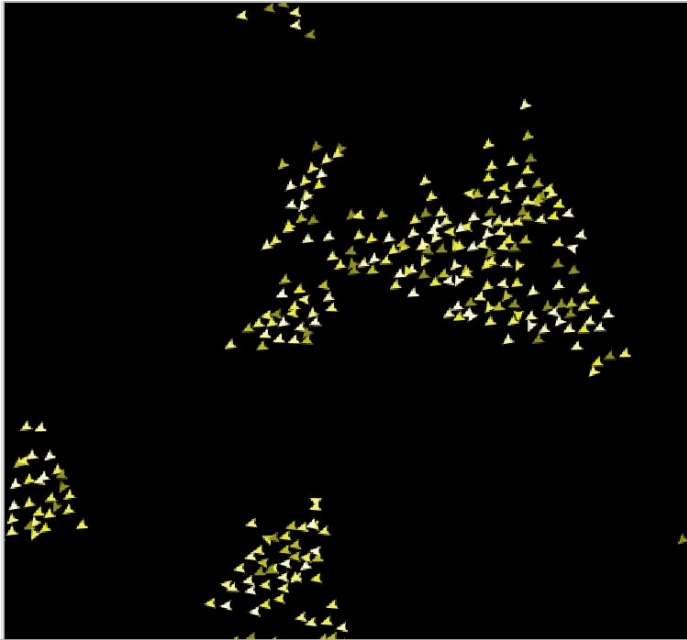


Top level of swarms of bird swarms



# Swarm Dynamics

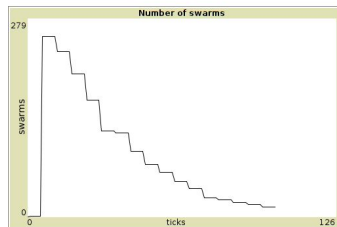
# FLOCKING (NetLogo Example)



- separate
- cohere
- align

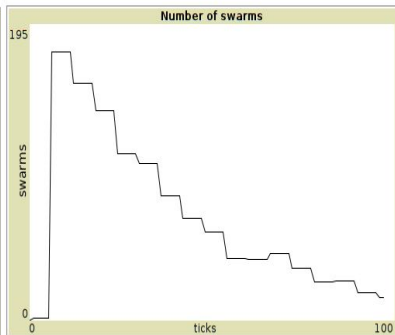
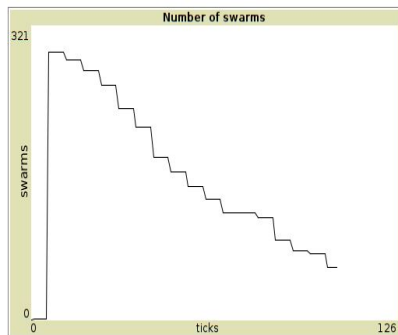
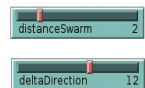


Tuning

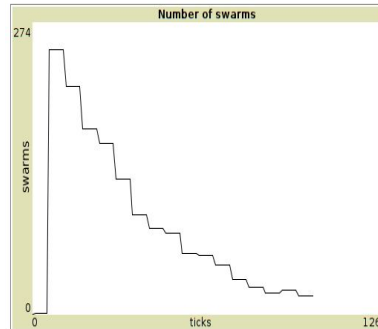
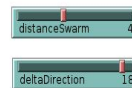
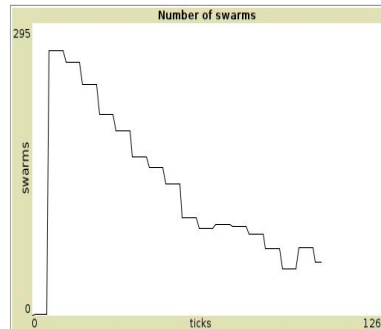
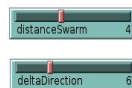


# Swarm detection

Distance between two agents



Delta between two agents' headings





# Centroid computation

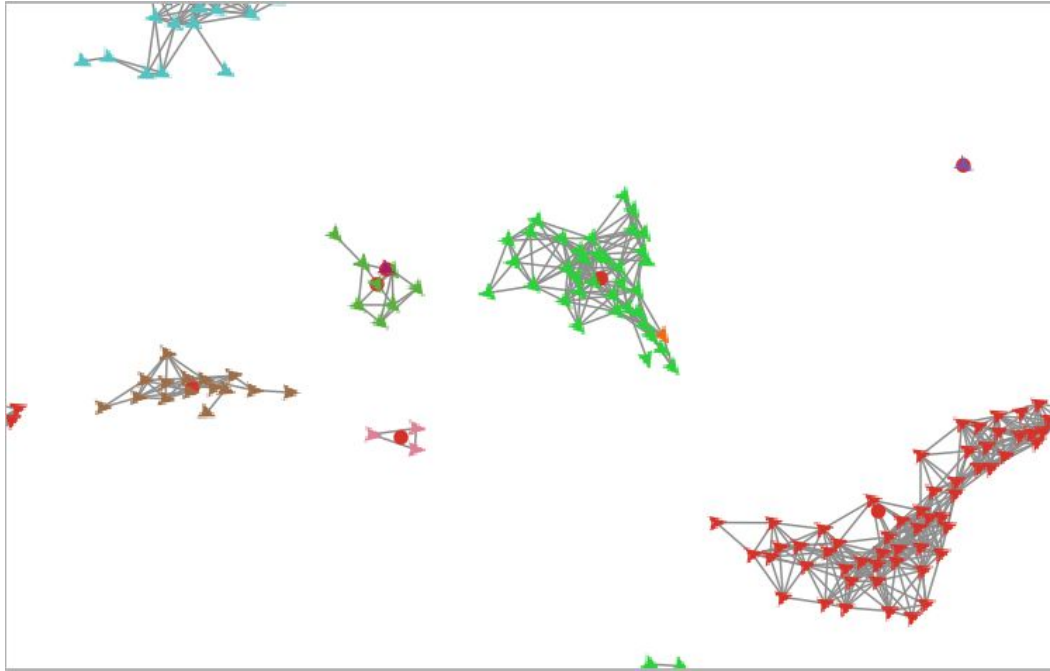
Position of the centroid

$$\left( \sum_i^n \frac{x_i}{n} ; \sum_i^n \frac{y_i}{n} \right)$$

Heading of the centroid

$$h = \arctan \left( \frac{\sum_i^n \sin(h_i)}{\sum_i^n \cos(h_i)} \right)$$

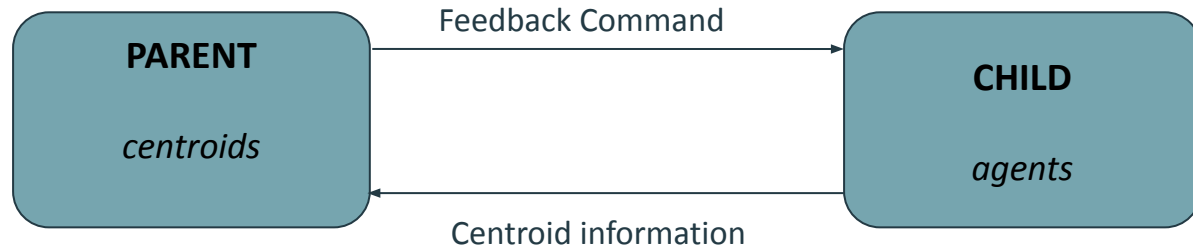
# Swarm detection





Multi-Scale

# Level-Space



Edit Delete Add abc Button | 
 ticks: 239 faster ☒ view updates on ticks | Settings...

launch

setup

go

number\_worlds  
3

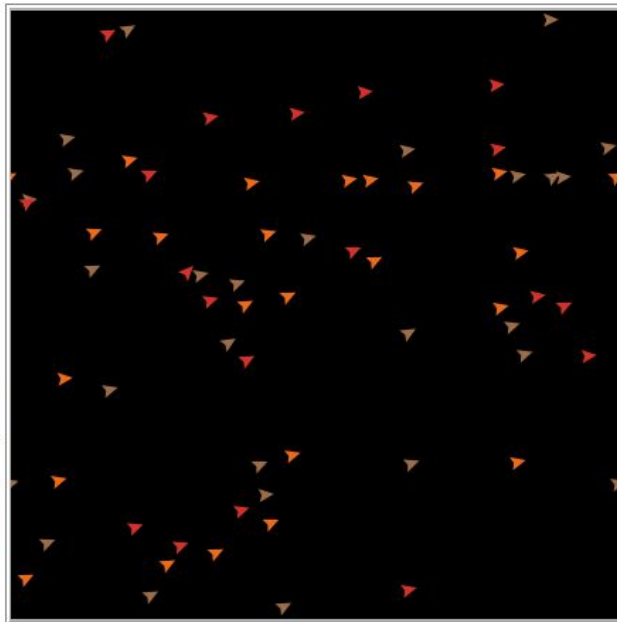
vision 5.0 patches

minimum-se... 1.00 patches

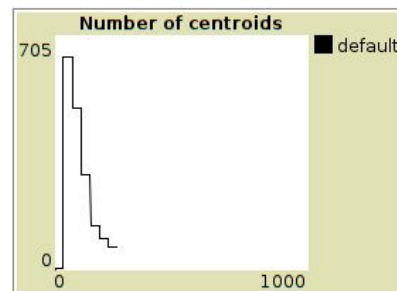
max-align-t... 5.00 degree

max-cohere-t... 3.50 degree

max-separate... 3.00 degree



print-list





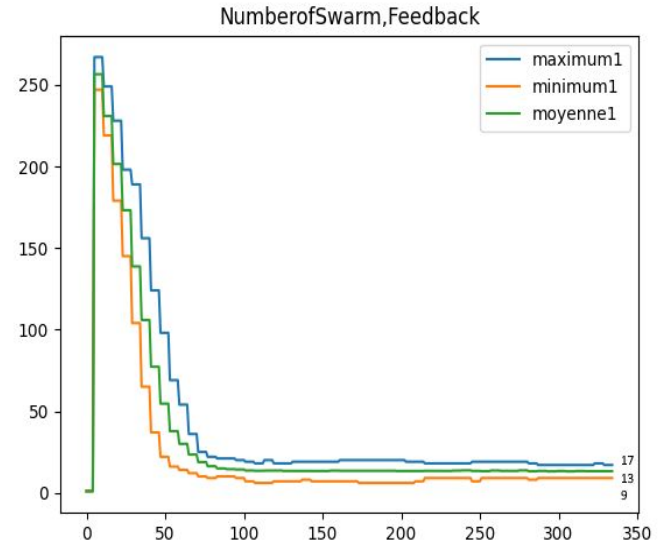
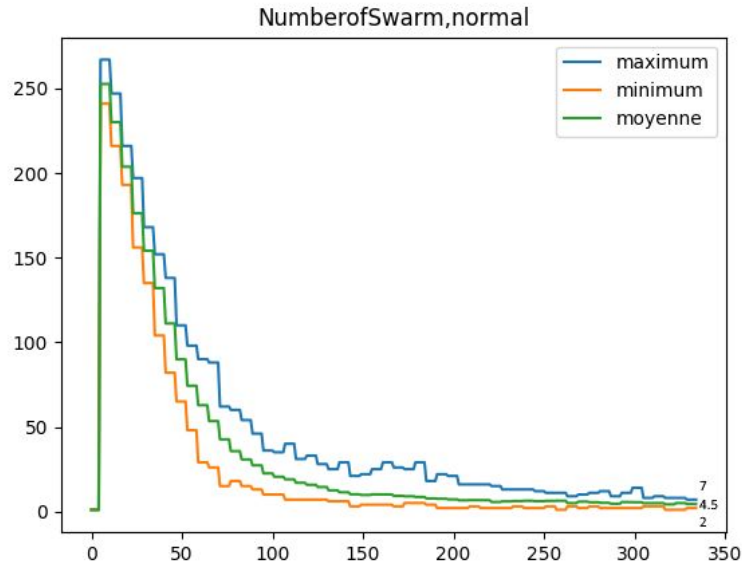
# Experiments

# Parameter impact

(child model)

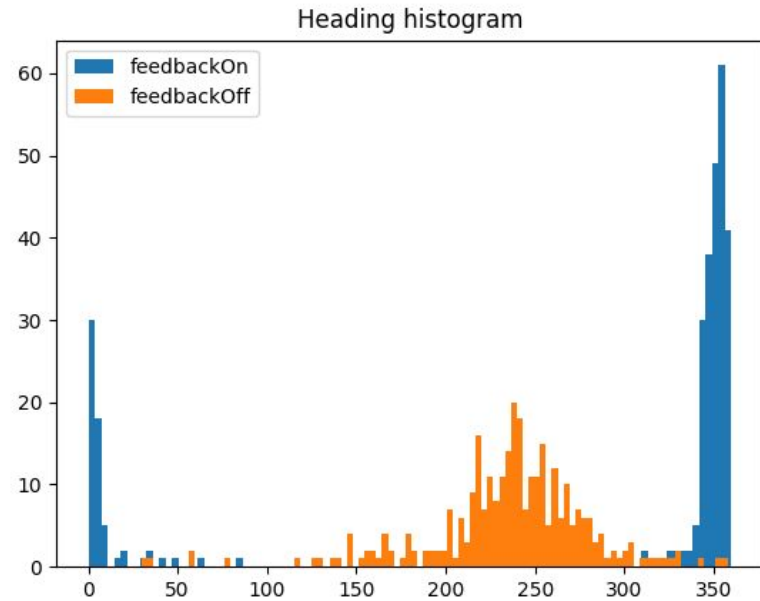
Parameters	Effect
<i>max-separate-turn</i>	Increase => swarms are less likely to form
<i>vision</i>	Increase => swarms are more likely to form
<i>minimum-distance</i>	Increase => swarms are less likely to form => Increase spacing in swarms
<i>max-align-turn</i>	Increase => swarms are more likely to form
<i>max-cohere-turn</i>	Increase => swarms are less likely to form
<i>distanceSwarm</i>	Increase => bigger swarm
<i>deltaDirection</i>	Increase => bigger swarm

# Basic impact of Multi-Scale

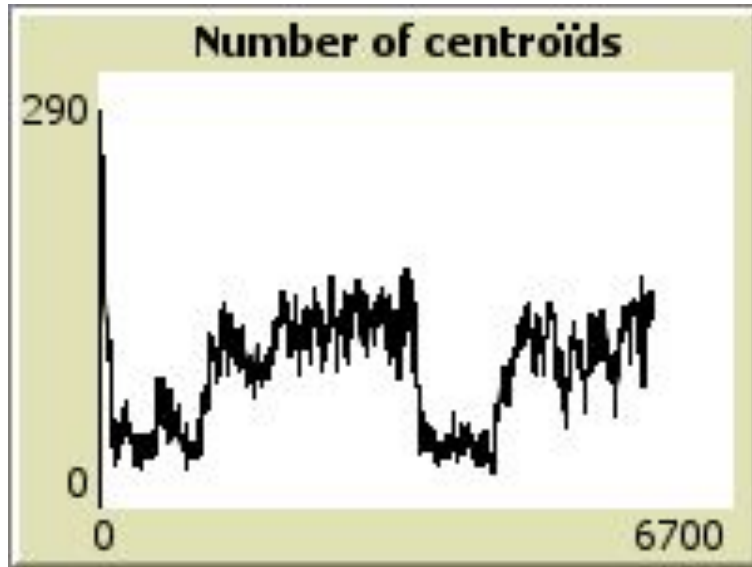




# Stabilization



# Dynamics switch

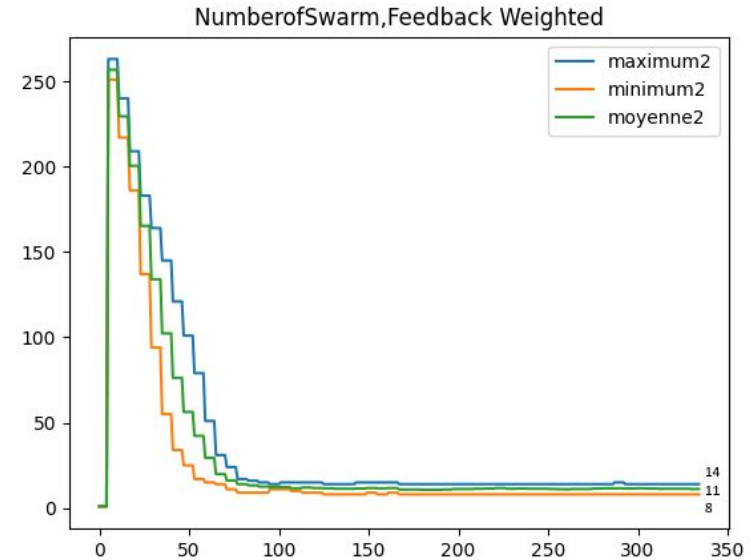
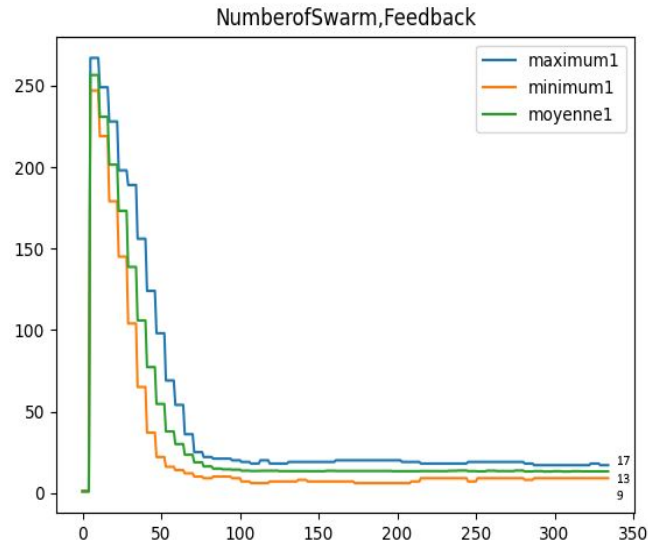


- Child min-separate-distance = 1

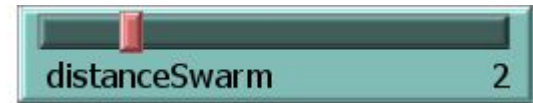
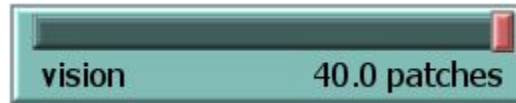


- Create random dynamic  
without feedback

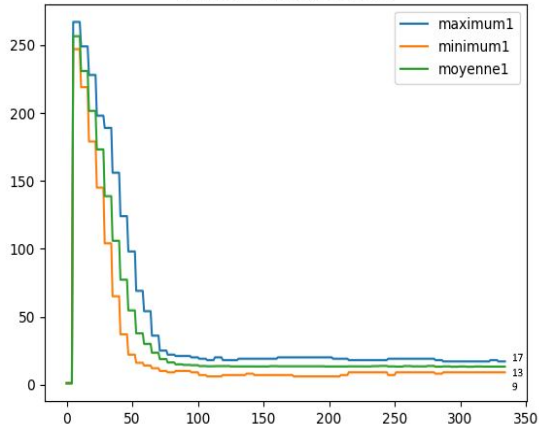
# Weighted feedback



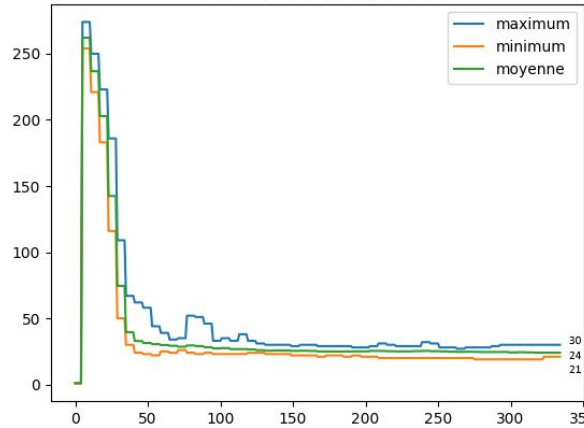
# Increase number of swarm



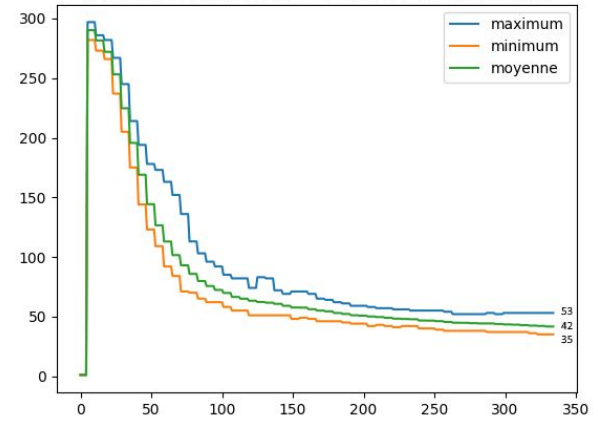
NumberofSwarm,Feedback



NumberofSwarm,Higher vision



NumberofSwarm,Higher vision, lower distanceSwarm

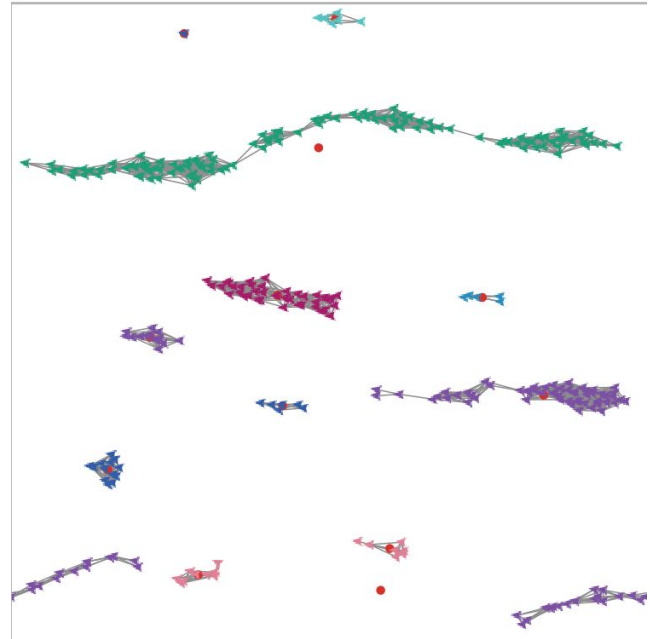


# Number of steps in centroids dynamics

- Impact badly dynamics !?
- Little effect
- Need to ensure ticks consistency

# Parameters of centroid dynamics

- Lower impact on global dynamics (in general)
- Need a higher value for vision
- Feedback max-turn is important



# Parameter impact

(parent model)

Parameters	Effect
<i>max-separate-turn</i>	Increase => swarms are more likely to form
<i>vision</i>	Increase => big swarms are less likely to form
<i>minimum-separation</i>	Increase => swarms are less likely to form => Could be increase a bit after reaching balance
<i>max-align-turn</i>	Increase => swarms are less likely to form
<i>max-cohere-turn</i>	Increase => swarms are more likely to form (not too high) => Increase time to stabilize
<i>max-swarm-turn</i>	Increase => depend on others parameters !

# Parameter impact comparison

	Child	Parent
<i>max-separate-turn</i>	-	+
<i>vision</i>	+	-
<i>minimum-separation</i>	-	-
<i>max-align-turn</i>	+	-
<i>max-cohere-turn</i>	-	+





# Conclusion

# Conclusion

- Multi-Scale brings stability
- Multi-Scale speeds-up swarm formations
- Parameters in swarms of swarms have less impact.



QUESTIONS ?