SYNC or Swim

A Particle Model of the Interaction within Fish Schools

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Synchronization

The coordination of events to operate a system in unison.
Some examples:

- Circadian Rhythms

Synchronization

The coordination of events to operate a system in unison.
Some examples:

- Animal Swarming

Synchronization

The coordination of events to operate a system in unison.

Some examples:

- Human Imitation (Memes/Trends)

Synchronization

The coordination of events to operate a system in unison.

Some examples:

- Round of Applause

Example

Rules to Follow:

- **Walk** slowly toward center of the group.
- **Slow down** if you're within two feet of another person.
- **Stop** if you are within one foot of another person.

Collective Behavior

- The coordinated behavior of animals of the same species and the emergent properties that arise.

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- The coordinated behavior of animals of the same species and the emergent properties that arise.
- For mathematical purposes, consider a swarm as an emergent behavior with no central coordination.

Why Do We Care?

- Learning C, CUDA, OpenGL, modeling
- How will environmental factors affect the animal aggregate?
- How will animal aggregates affect the environment?

Schooling Model

Our model represents each fish adhering to the following three rules:

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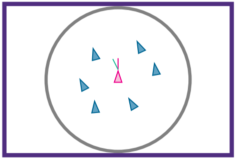
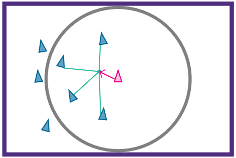


- **Alignment**

Schooling Model

Our model represents each fish adhering to the following three rules:

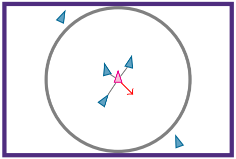
- **Alignment**
- **Cohesion**



Schooling Model

Our model represents each fish adhering to the following three rules:

- **Alignment**
- **Cohesion**
- **Separation**



The Mathematics

- Lagrangian Algorithm

The Mathematics

- Metric distance model

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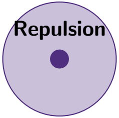
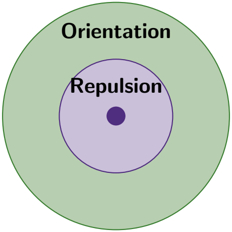
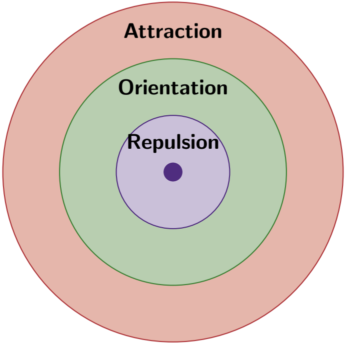


- Metric distance model



The Mathematics

- Metric distance model



Attractive and Repulsive Forces Between Fish

- Attraction between a fish i and neighbor j :

$$A = C_a \frac{p_j - p_i}{d^2}$$

Attractive and Repulsive Forces Between Fish

$$A = C_a \frac{p_j - p_i}{d^2}$$

- Repulsion between fish i and neighbor j:

$$R = -C_r \frac{p_j - p_i}{d^4}$$

Attractive and Repulsive Forces Between Fish

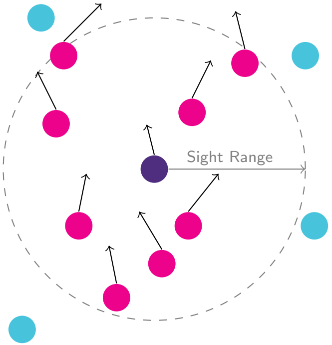
$$A = C_a \frac{p_j - p_i}{d^2}$$

$$R = -C_r \frac{p_j - p_i}{d^4}$$

- Overall Attraction:

$$F_A = C_a \frac{p_j - p_i}{d^2} - C_r \frac{p_j - p_i}{d^4}$$

Directional Alignment of Fish i



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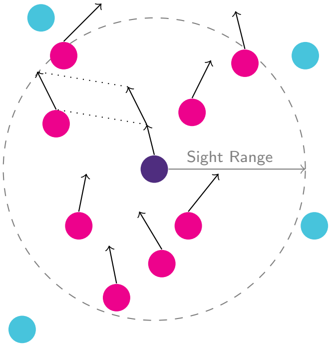

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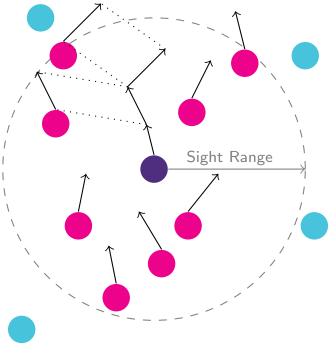

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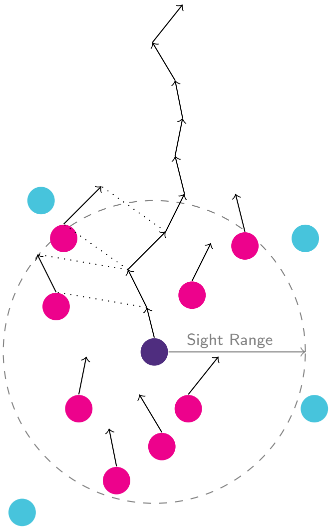

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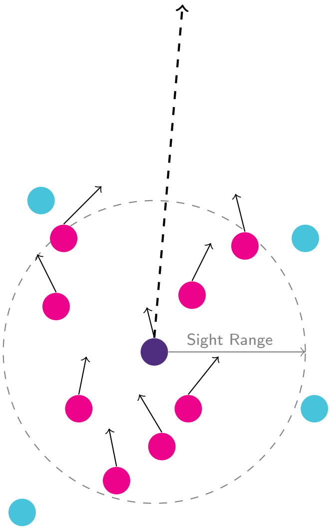

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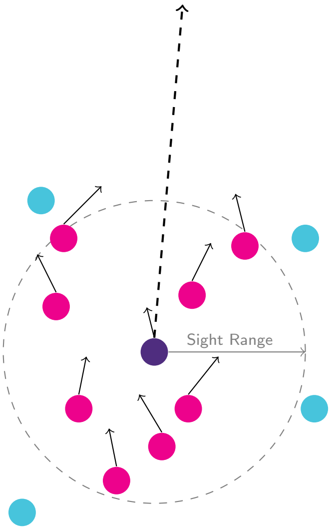

$$F_{D_i} = \sum_{j=1}^{N} \frac{v_j}{||p_i - p_j||}$$

Total Force on Fish i From All Neighbors

$$F_{i_N} = \sum_{j=1}^{N} \left(W_a \left(C_a \frac{p_j - p_i}{d^2} - C_r \frac{p_j - p_i}{d^4} \right) + W_d \left(\frac{v_j}{||p_i - p_j||} \right) \right) \quad (1)$$

Total Force on Fish i From All Neighbors

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And, acceleration of each fish is the same as our force (taking each mass to be 1).

Calculating Forces, Velocities, and Positions

At every timestep, the following calculations occur for each particle (let's call it particle i):

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Calculating Forces, Velocities, and Positions

At every timestep, the following calculations occur for each particle (let's call it particle i):

1. Calculate $||p_i - p_j||$.

Calculating Forces, Velocities, and Positions

At every timestep, the following calculations occur for each particle (let's call it particle i):

.

2. If the $||p_i - p_j|| < \text{SIGHT}$, use (1) to determine the force between particle j and particle i, and sum forces over all particles within SIGHT of particle i (F_{i_N}).

Calculating Forces, Velocities, and Positions

At every timestep, the following calculations occur for each particle (let's call it particle i):

.

3. Use F_{i_N} calculated above to update particle i's velocity as follows:

$$v_i = v_i + F_{i_N} \cdot dt$$

At every timestep, the following calculations occur for each particle (let's call it particle i):

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4. And update particle i's position using:

$$p_i = p_i + v_i \cdot dt$$

Simulations

Simulations

Simulations

Where Do We Go From Here?

- Add initial conditions for species-specific parameters
  - Density of swarms, how they behave towards targets and obstacles, etc.
- Move calculations from CPU to GPU to speed up calculation time

References

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THANK YOU

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QUESTIONS?

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github.com/dpebert7/sync