

**Spike:** Spike\_3

**Title:** Spike\_Emergent Group Behaviour

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**Goals / deliverables:**

- Short report titled "Spike\_Emergent Group Behaviour"
- Modify agent to include cohesion, separation, alignment with alterable value adjustment
- Include basic wandering and weighted sum of all steering behaviours

**Technologies, Tools, and Resources used:**

- Visual Studio Code
- Python 3.0+

**Tasks undertaken:**

- Download and install Visual Studio Code
- Download and install Python 3.0 & above
- Download and install Python extension within Visual Studio Code
- Read the codes and guidelines. Researching Canvas materials as well as Google, YouTube, etc.

Bot functions for Cohesion, Separation, Alignment. TagNeighbours to check if the agent has any close by agent to steer with.

```
def tagNeighbours(self,bots,radius) :  
    self.neighbours.clear();  
  
    for bot in bots :  
  
        if bot != self :  
            bot.tagged = False  
            to = self.pos - bot.pos  
            gap = radius + bot.bRadius  
            if to.length_sq() < gap**2 :  
                bot.tagged = True  
                self.neighbours.append(bot)  
  
def Seperation(self,group):  
    SteeringForce = Vector2D()  
    for bot in group:  
        if bot != self and bot.tagged:  
            ToBot = self.pos - bot.pos
```

```
        SteeringForce += ToBot.normalise() / ToBot.length()
    return SteeringForce

def Alignment(self,group):
    AvgHeading = Vector2D()
    AvgCount = 0

    for bot in group:
        if bot != self and bot.tagged:
            AvgHeading += bot.heading
            AvgCount +=1
    if AvgCount > 0:
        AvgHeading /= float(AvgCount)
        AvgHeading -= self.heading
    return AvgHeading

def Cohesion(self,group):
    CentreMass = Vector2D()
    SteeringForce = Vector2D()
    AvgCount = 0

    for bot in group:
        if bot != self and bot.tagged :
            CentreMass += bot.pos
            AvgCount += 1
    if AvgCount > 0 :
        CentreMass /= float(AvgCount)
        SteeringForce = self.seek(CentreMass)
    return SteeringForce
```

Weighted sum that adds 3 steering behaviours together.

```
def sumBehaviours(self,delta):
    self.tagNeighbours(self.world.agents,self.neighbourR)
    if len(self.neighbours) == 0 :
        return self.wander(delta)
    cohesion = self.Cohesion(self.neighbours) * self.CohesionWeight
    alignment = self.Alignment(self.neighbours) * self.AlignmentWeight
    seperation = self.Seperation(self.neighbours) * self.SeperationWeight

    return cohesion + alignment + seperation
```

## Default value

```
self.cohesion = 0.0
self.seperation = 0.0
self.alignment = 0.0
self.radius = 10.0
```

## Control value of each steering behaviour

```
elif symbol == KEY.A:
    for agent in world.agents:
        agent.SeperationWeight += 0.5;
elif symbol == KEY.S:
    for agent in world.agents:
        agent.SeperationWeight -= 0.5;
elif symbol == KEY.T:
    for agent in world.agents:
        agent.CohesionWeight += 0.5;
elif symbol == KEY.Y:
    for agent in world.agents:
        agent.CohesionWeight -= 0.5;
elif symbol == KEY.D:
    for agent in world.agents:
        agent.AlignmentWeight += 0.5;
elif symbol == KEY.F:
    for agent in world.agents:
        agent.AlignmentWeight -= 0.5;
elif symbol == KEY.N:
    world.separation = 0
    world.alignment = 0
    world.cohesion = 0
    world.radius = 10
```

## Parameters of each value are shown on screen

```
if self.showinfo:
    infotext = ', '.join(set(agent.mode for agent in self.agents))
    egi.red_pen()
    egi.text_at_pos(0, 0, infotext)
    infotext = ': '.join(('Cohesion', str(self.cohesion)))
    egi.red_pen()
```

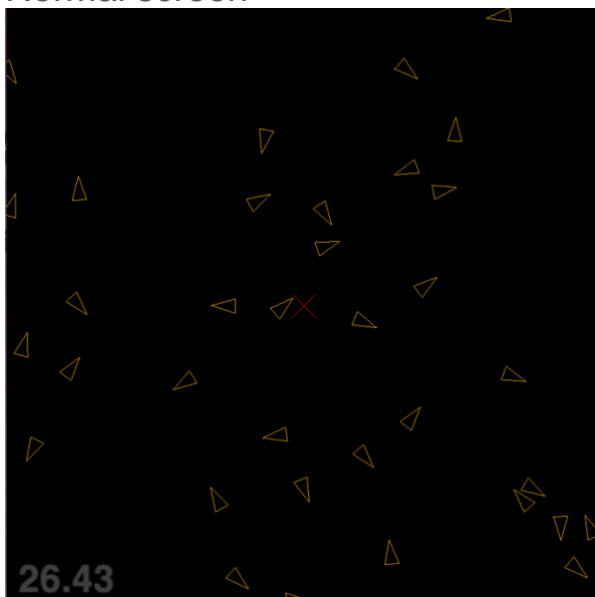
```
egi.text_at_pos(0, 487, infotext)
infotext = ': '.join(('Separation', str(self.seperation)))
egi.red_pen()
egi.text_at_pos(0, 448, infotext)
infotext = ': '.join(('Alignment', str(self.alignment)))
egi.red_pen()
egi.text_at_pos(0, 461, infotext)
infotext = ': '.join(('Radius', str(self.radius)))
egi.red_pen()
egi.text_at_pos(0, 480, infotext)
```

**Issue:**

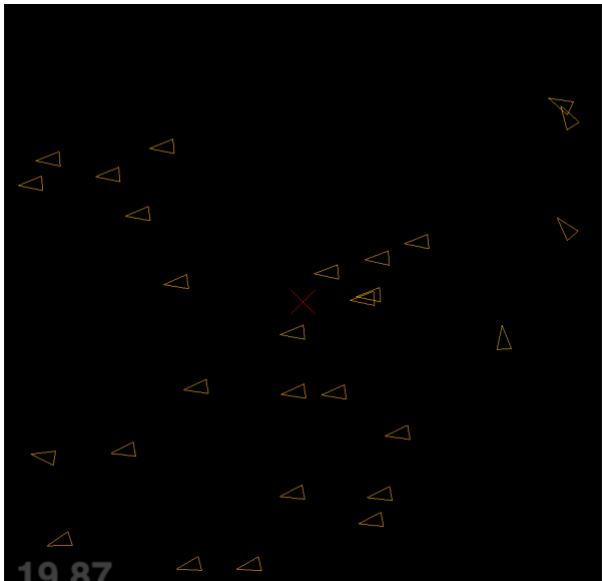
Parameters cannot be displayed on screen. Egi.[ ]\_pen is not working. This can be due to Mac issue since it has occurred in previous labs before.

**Output:**

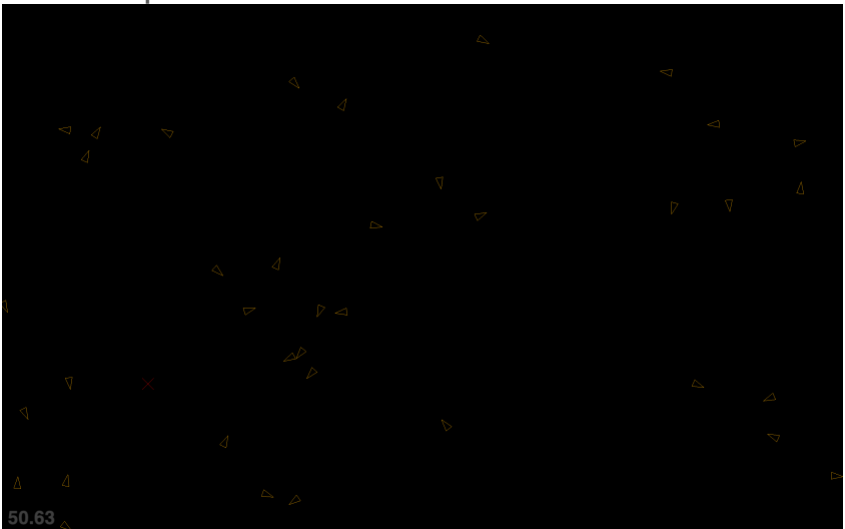
Normal screen



Alignment enabled



Separation enabled



Cohesion enabled

