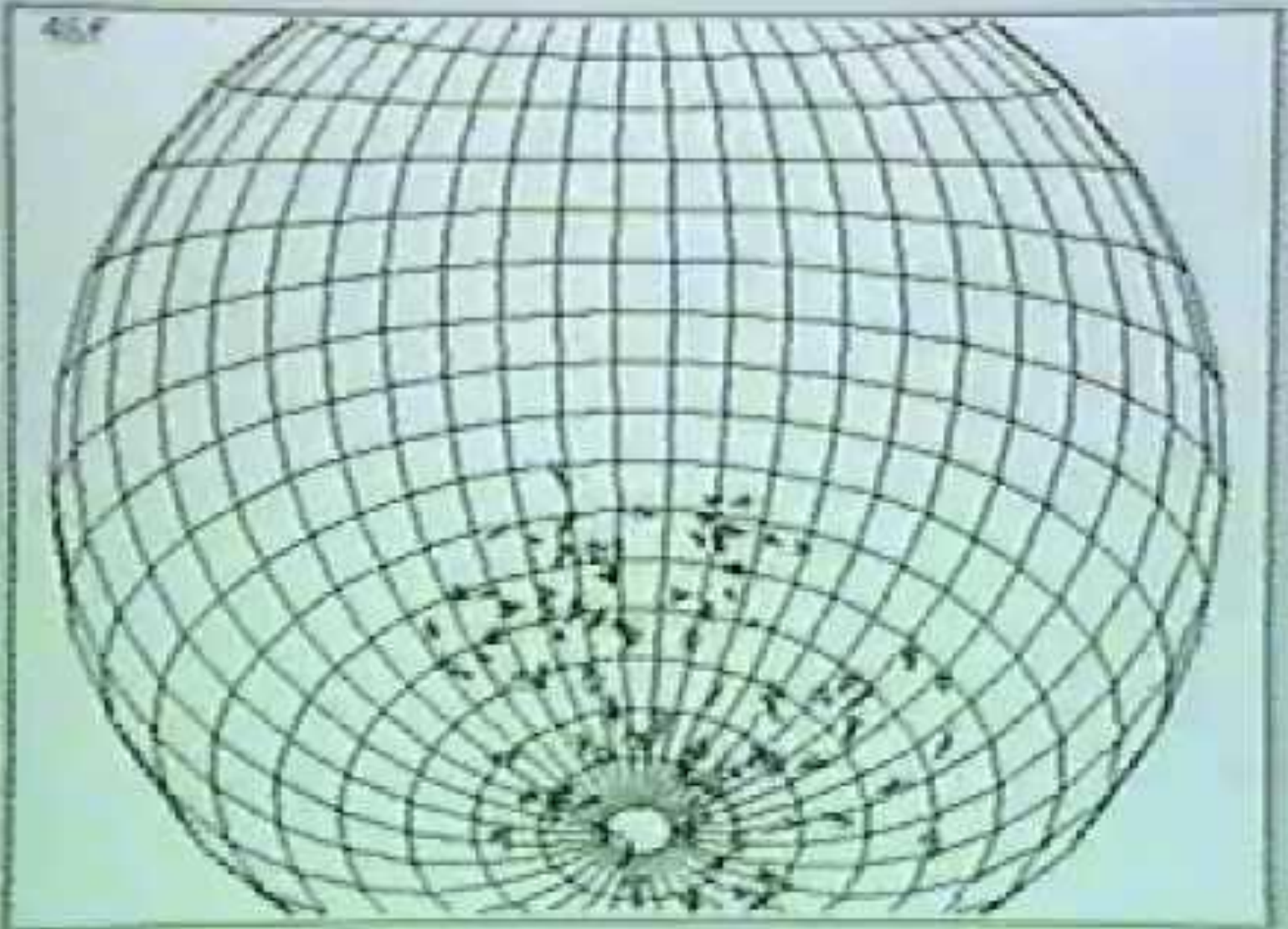


45F





# Coordinated Motion (Flocking)

## The “boids” approach

- [C.W. Reynolds \(1987\), Flocks, herds and schools: A distributed behavioral model. SIGGRAPH'87, 25–34 \( <http://www.red3d.com/cwr/boids/> \)](#)
- [R. Olfati-Saber \(2006\), Flocking for Multi-Agent Dynamic Systems: Algorithms and Theory. IEEE Tr. Automatic control 51\(3\): 401-420](#)
- [E. Ferrante et al \(2012\), Self-organized flocking with a mobile robot swarm: a novel motion control method. Adaptive Behavior 20\(6\):460-477](#)

# What is flocking?

- A form of collective behavior:  
“Aggregation in motion”, sometimes with a common group objective
- Emerging in groups of many members interacting locally
- Fascinating in nature (by land, sea and air):  
even (real) penguins, which are **birds, do it**,  
both by land and sea (not air)

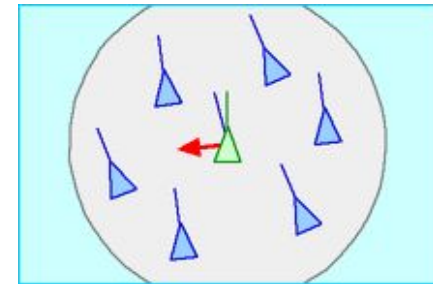
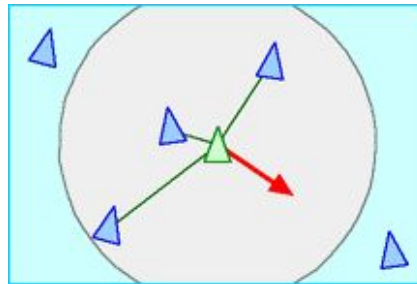
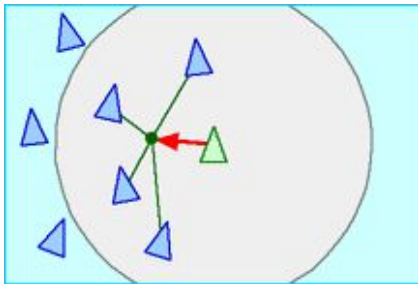
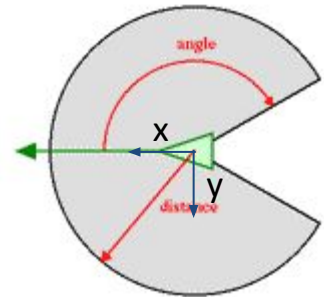


# Applications

- Massive distributed sensing using mobile sensor networks in an environment:  
exploration and monitoring of wide areas  
(to know them better, either to protect or destroy them)
- Parallel delivery of payloads
- Reference models for biology

# Reynold's heuristics [C.W. Reynolds \(1987\)](#)

- Flock-members can perceive the range and bearing of their mates nearby (and their orientation)
- Cohesion: stay close to nearby mates (head centroid)
- Separation: well, not TOO close  $\sum (d_i e^{j\phi_i})^{-1}$
- Alignment "consensus": match heading with mates



# Criticism

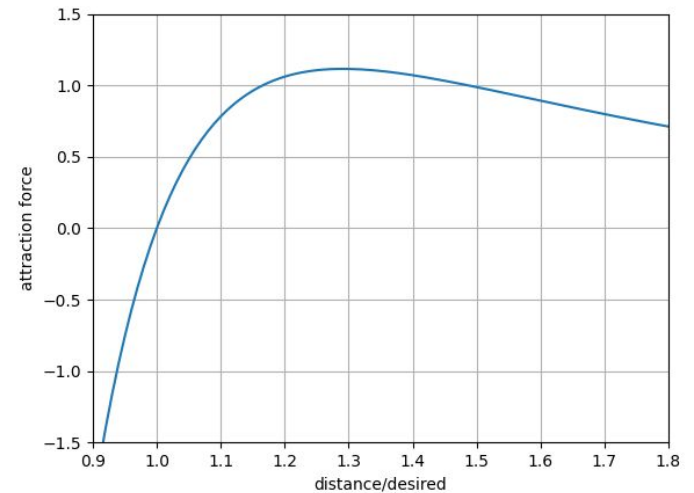
- Adjustment of attraction/repulsion?
- Ad-hoc obstacle avoidance?
- A definite common goal?
- Perceiving heading?
- Fragmentation? Collapse?
- Convergence? Stability? [R. Olfati-Saber \(2006\)](#) III and IV
- Are they flocking or not?  
Formally: *What is flocking?*

# Steering vector

- Gradient of attraction/repulsion potential

[R. Olfati-Saber \(2006\)](#) II.C and II.D

[E. Ferrante et al \(2012\)](#) 2.1





# Steering vector

- Gradient of attraction/repulsion potential

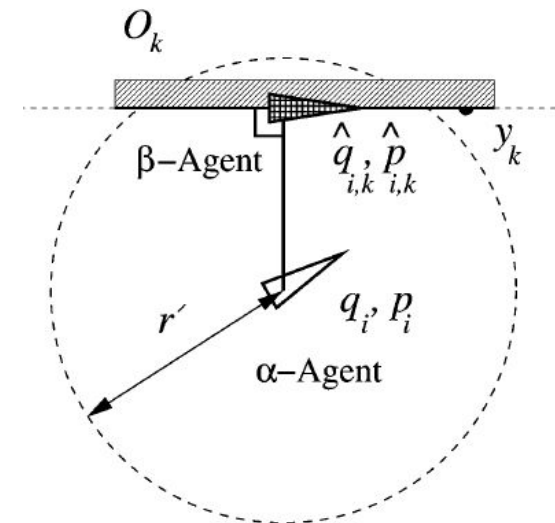
[R. Olfati-Saber \(2006\)](#) II.C and II.D

[E. Ferrante et al \(2012\)](#) 2.1

- Obstacles? “Shadow-mate”
- Use alignment, or not?
- Perception range?

Neighbors also in [Voronoi](#)'s sense  $\Rightarrow$  perception  $\lesssim$  twice good distance

- Goal? (A few) “Informed agents”



# Motion control (nonholonomic)

$(v, \omega)$ ? From the steering vector  $\mathbf{s}=(s_x, s_y)$ :

- Magnitude independent (MIMC):

- Make  $\|\mathbf{s}\|=1$

- $v = \max(0, s_x) \cdot v_{\max}$

- $\omega = K \cdot \text{atan}(s_y / s_x)$

- Magnitude dependent (MDMC):

- $v = K_v \cdot s_x + v_{\min}$

- $\omega = K_\omega \cdot s_y$

[E. Ferrante et al \(2012\)](#) 2.3

# Measuring success?

Think about it...

Which performance indices would you use?

A curiosity: Animal behavior scientists have been investigating flocking since 1927... without an adequate definition of flocking!

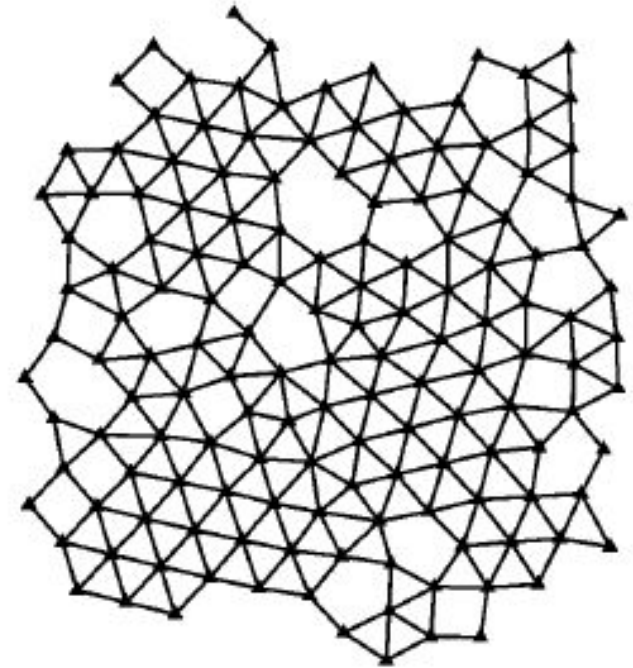
B. L. Partridge (1982), "Rigid definitions of schooling behavior are inadequate," *Animal Behavior*, 30: 298–299.

# Flocking or not?

[R. Olfati-Saber \(2006\)](#) IX

*Ideal* geometry of a flock:

*Equal* (good) distances to neighbors (a lattice)



# Flocking or not? [R. Olfati-Saber \(2006\)](#) IX

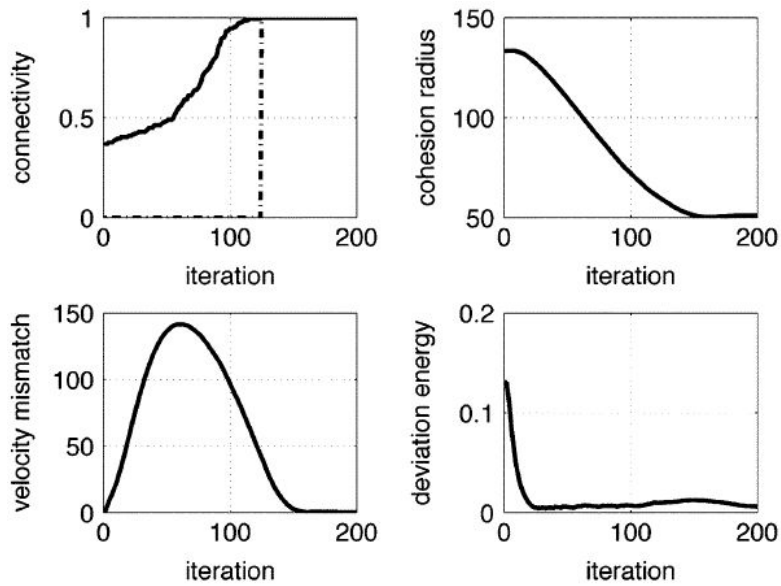
*Ideal* geometry of a flock:

*Equal* (good) distances to neighbors (a lattice)

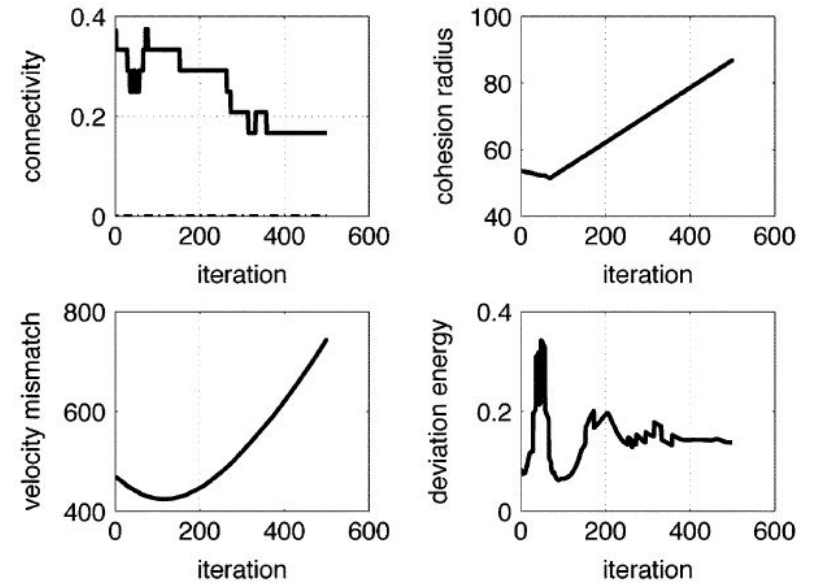
Flocking?

- Proximity net remains (almost) connected
- Cohesion radius (maximum distance to centroid) remains finite
- Deviation (wrt. lattice) energy remains small
- Velocity mismatch remains small

# Flocking



# Not Flocking



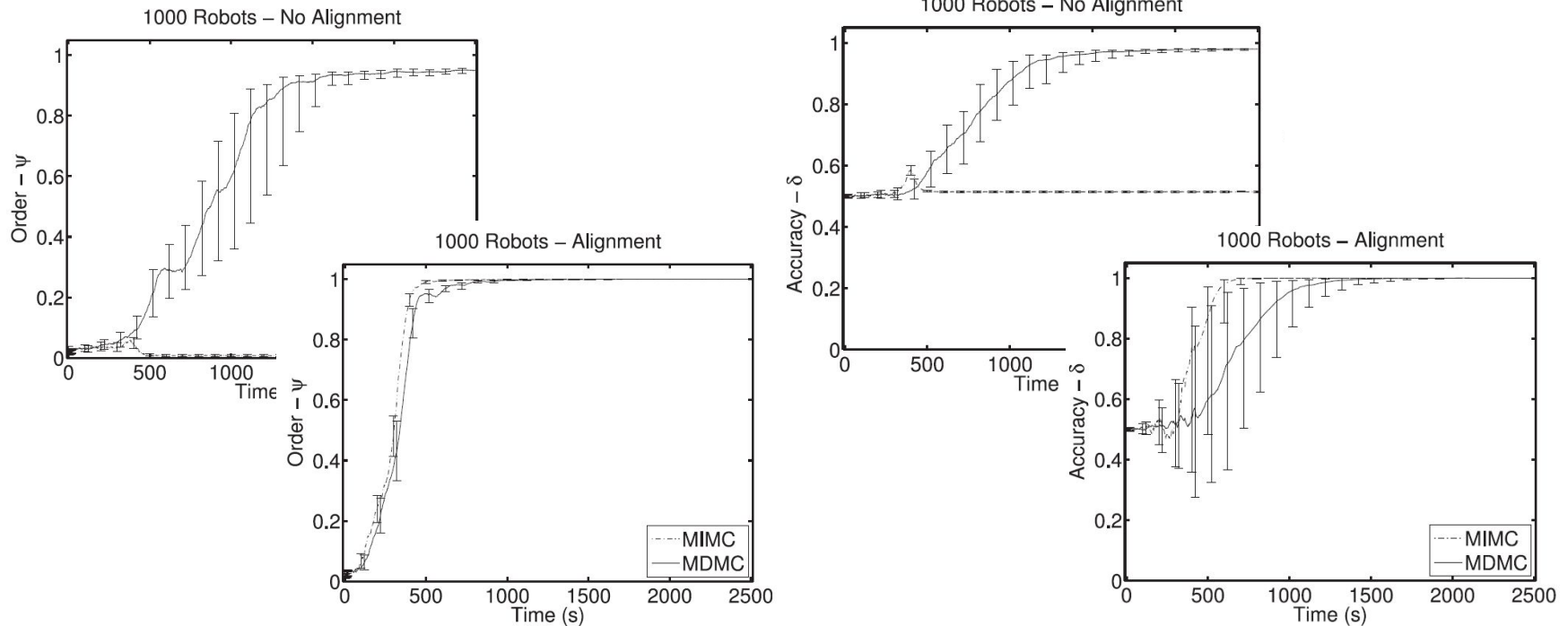
# Other metrics [E. Ferrante et al \(2012\)](#) 4.1

Steady-state values and settling time of:

- Order ( $\psi$ , 0 to 1)
  - Degree of agreement of the orientations
  - Size of the sum all heading vectors divided by N
- Accuracy ( $\delta$ , 0 to 1)
  - Angle difference between heading sum and goal
  - $1-0.5 \cdot (1-\psi \cdot \cos(\text{difference}))$

# Results [E. Ferrante et al \(2012\)](#) 4 and 5

## Order and accuracy w/wo heading perception

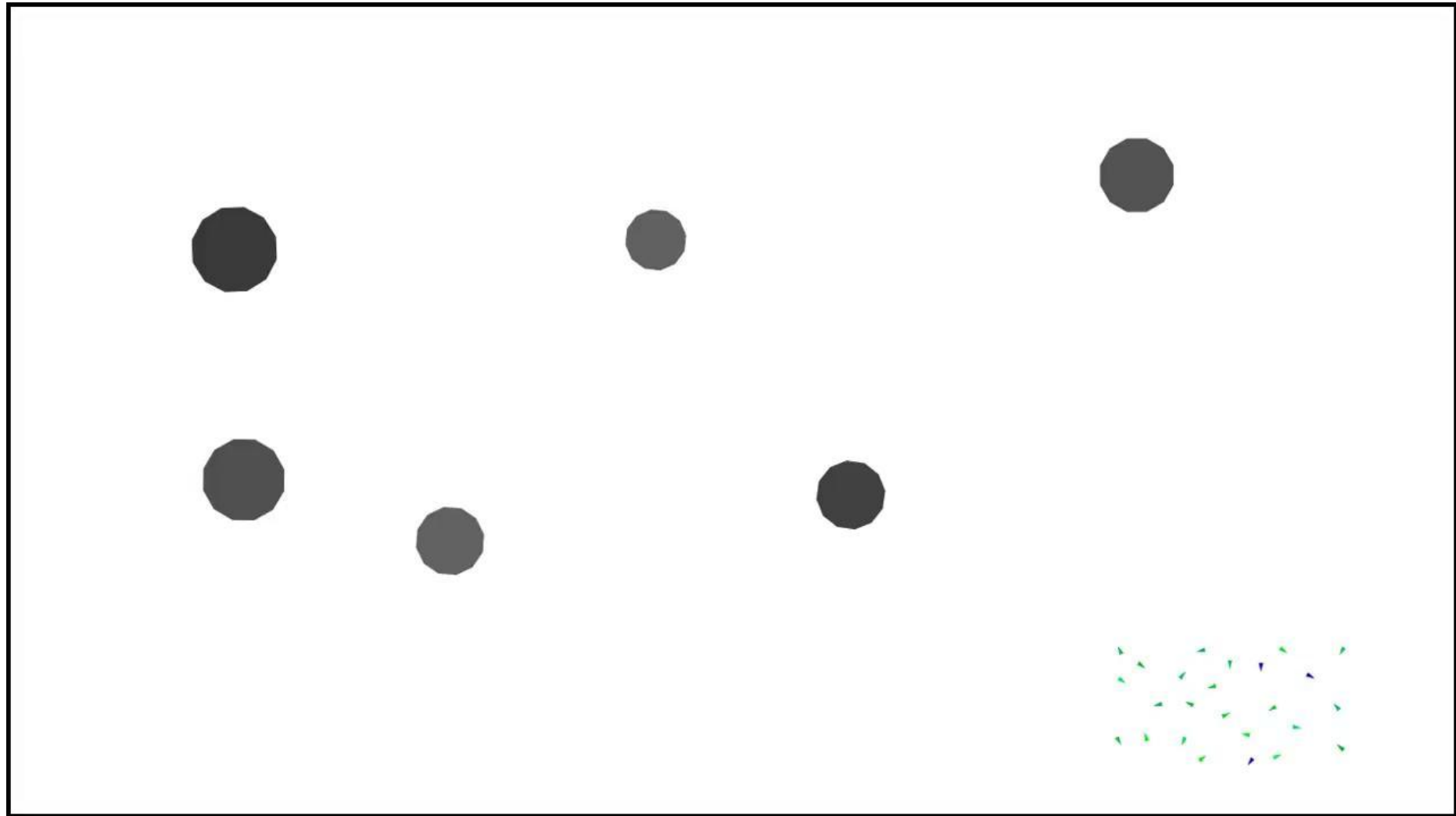




# Basic Boids



# Extended Boids



# Wowids

