

Evolving Aggregation Behaviors in a Swarm of robots



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**If you have one robot,
What you will do?**

**How you teach it to make
a cup of coffee?**





When you have a Lot of robots.....
How you teach them to make a cup of coffee?
How to control and
Organize them?

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Study the aggregation of Swarm-bots



Introduction

- Aggregation
- S-bot, swarm-bot
- Inspired by swarm intelligence, a novel approach inspired by effectiveness and robustness observed in social insects.



Introduction

- Defining the control system for the swarm-bot using artificial evolution.
- Artificial evolution, exploiting the complex interactions among s-bots and between s-bots and the environment, is able to produce simple but general solutions to the aggregation problem.



Aggregation in Biological Systems

Positive feedback ; form of attraction

chemical,
tactile,
visual

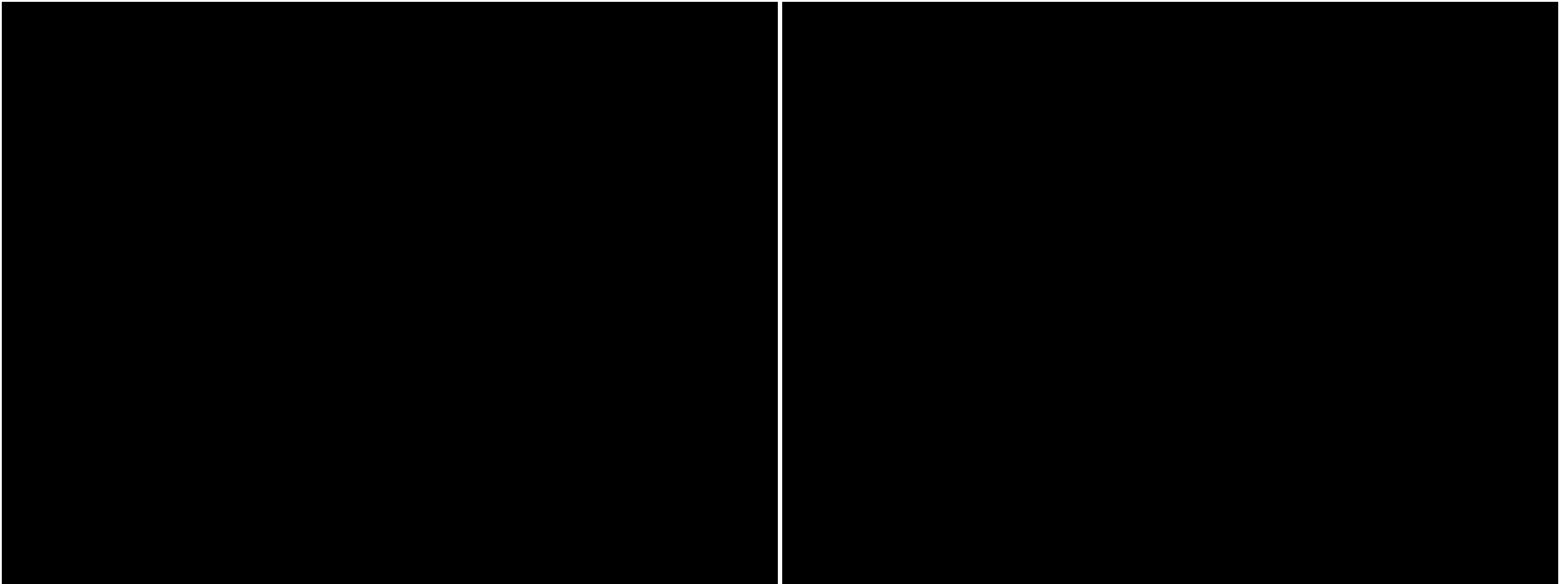
Negative feedback; serves as a regulatory mechanism

Thus controlling the formation of the aggregate.





Aggregation in Biological Systems



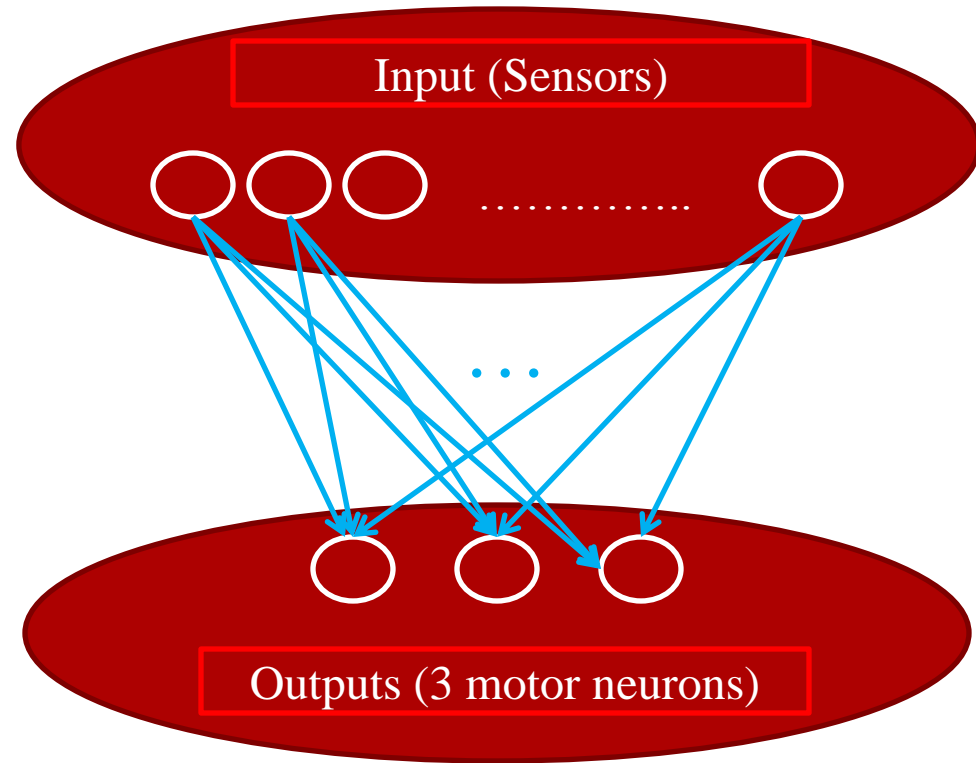
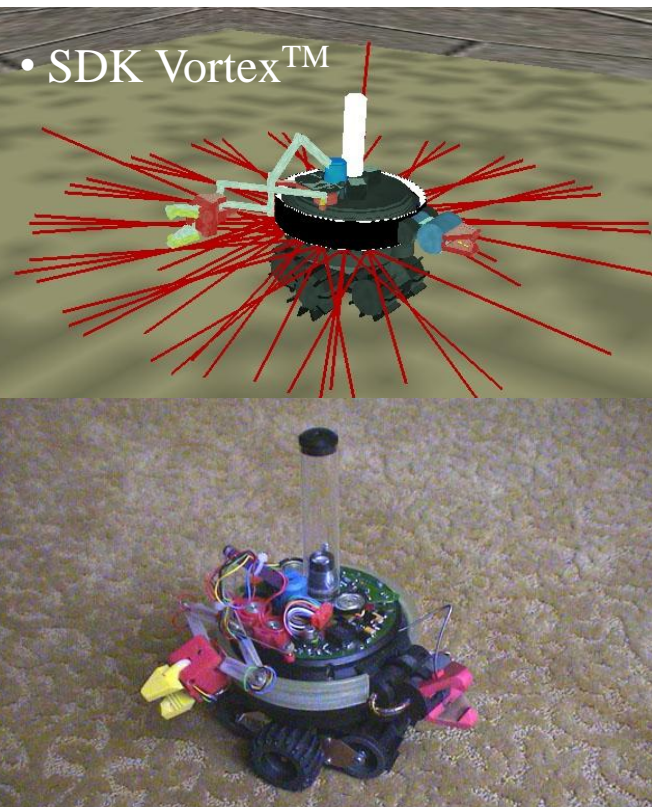
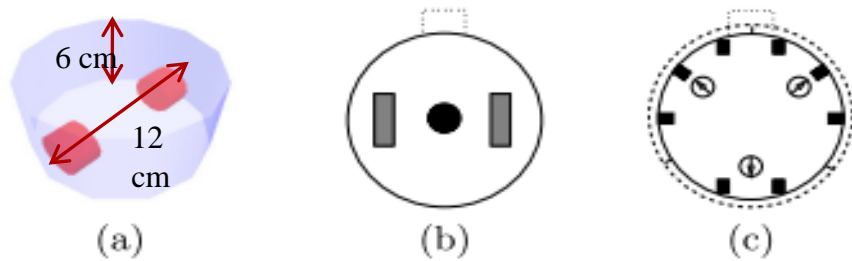


Aggregation in Biological Systems



Evolving Aggregation Behaviors

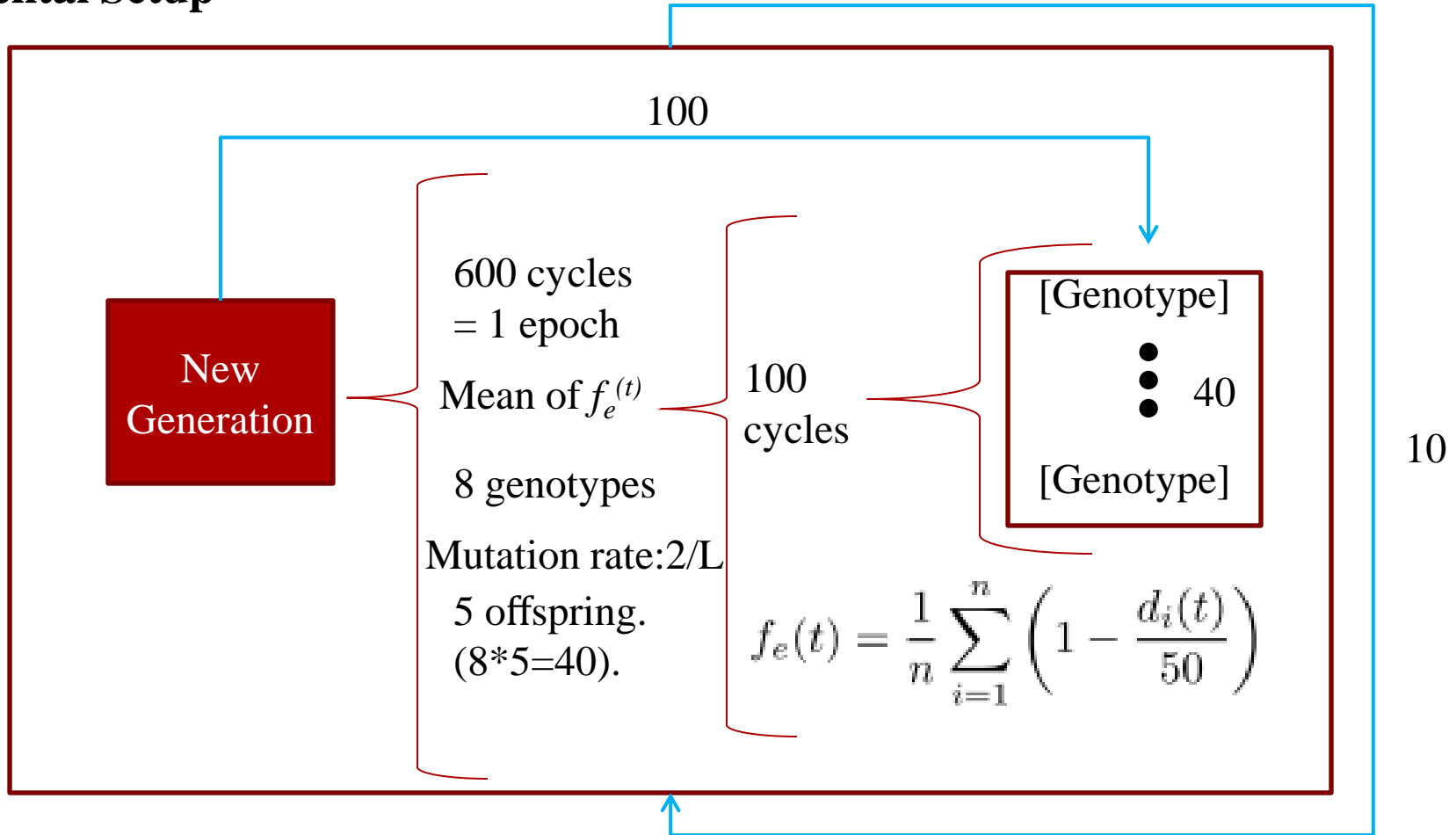
Experimental Setup



$(16 \text{ Sensors} + 1 \text{ bias unit}) \times 8 \text{ bits} = 136 \text{ bits} = [\text{Genotype}]$

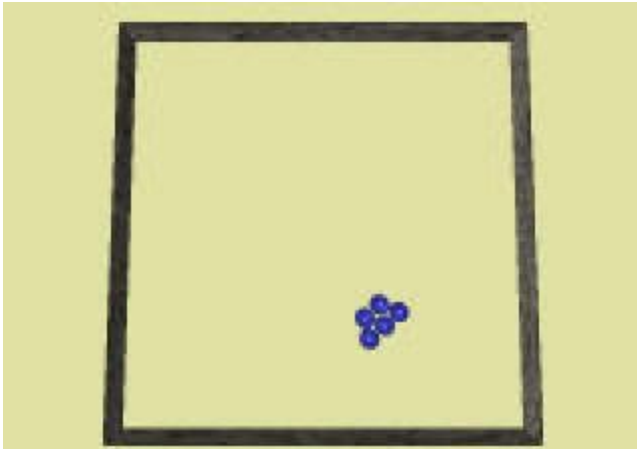
Evolving Aggregation Behaviors

Experimental Setup





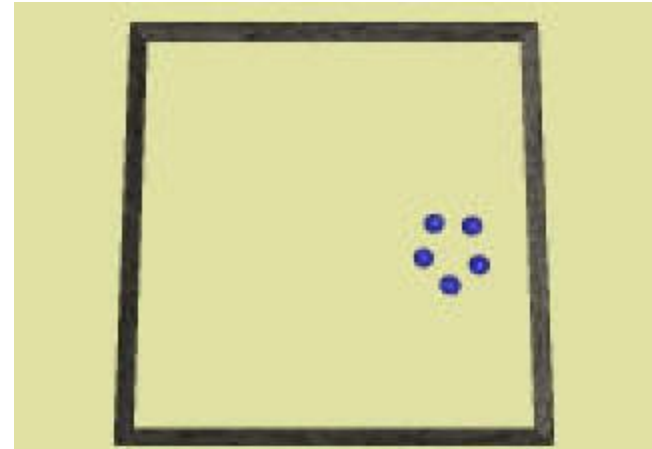
Behavioral Analysis



Static clustering

Behavior

Compact, stable, Do not
change relative position



Dynamic clustering

Behavior

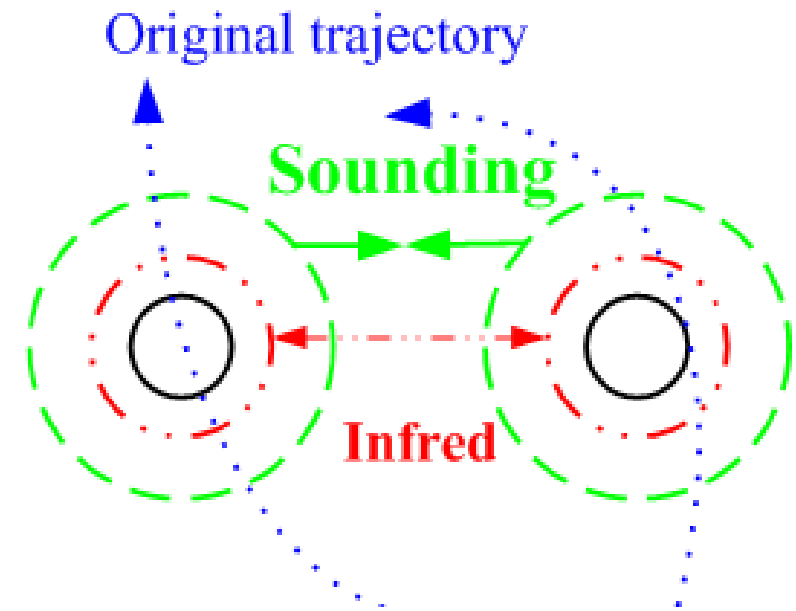
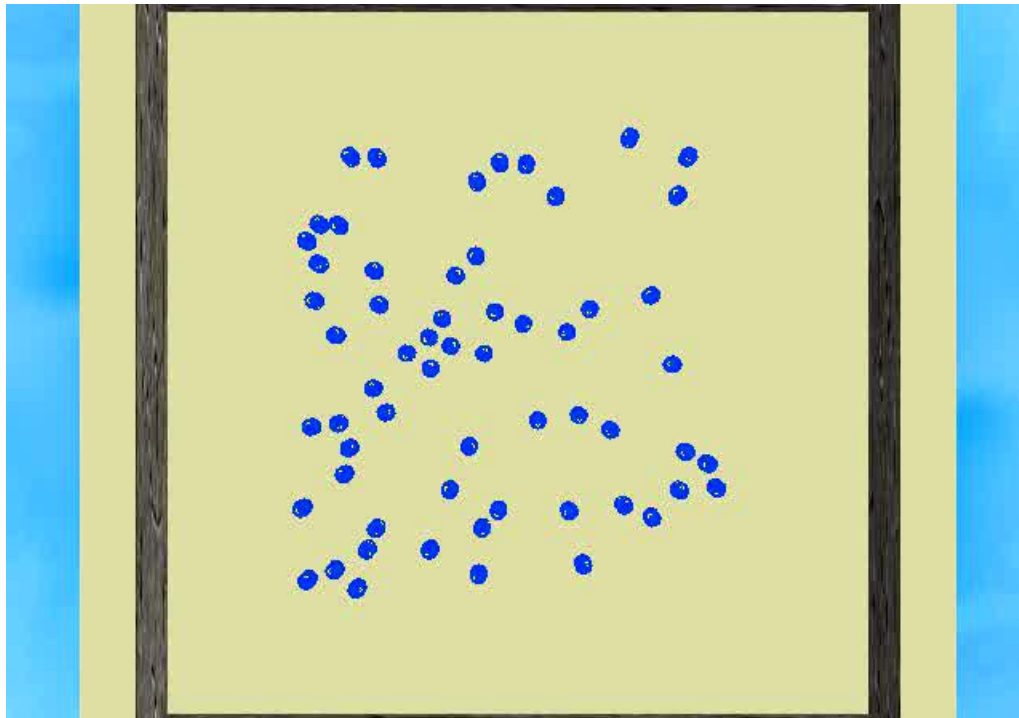
Loose but moving aggregates

Better ?

Difference?

Static clustering behavior

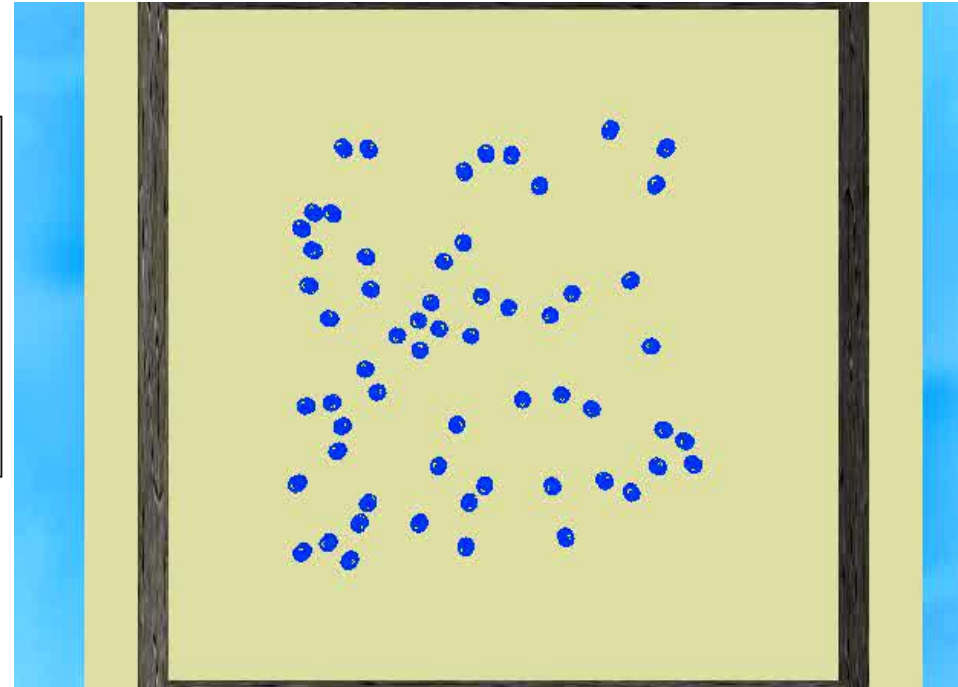
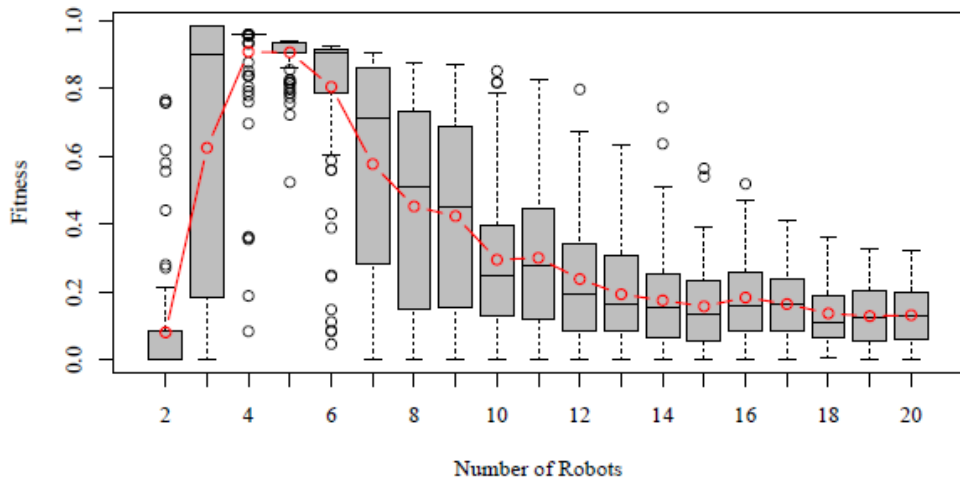
1. Explore the arena
2. Get close, attraction to sound sources, repulse from infrared, unstable for 2 but attract other s-bots



seconds 11-15



3. How many *s-bots* is stable? More *s-bots* more stable?



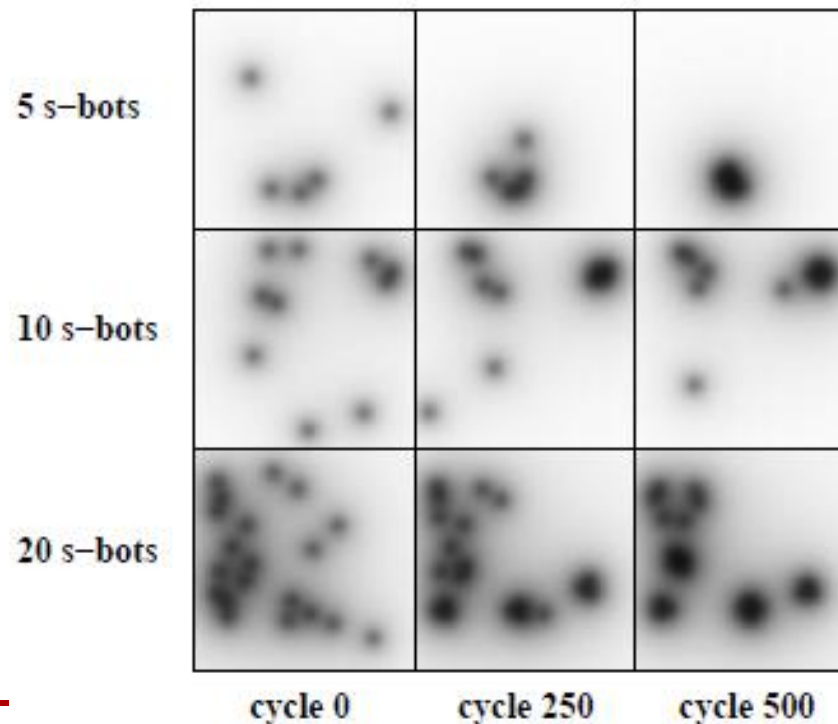
seconds 12-16

Static clustering behavior

4. Why more *s-bots* also unstable?

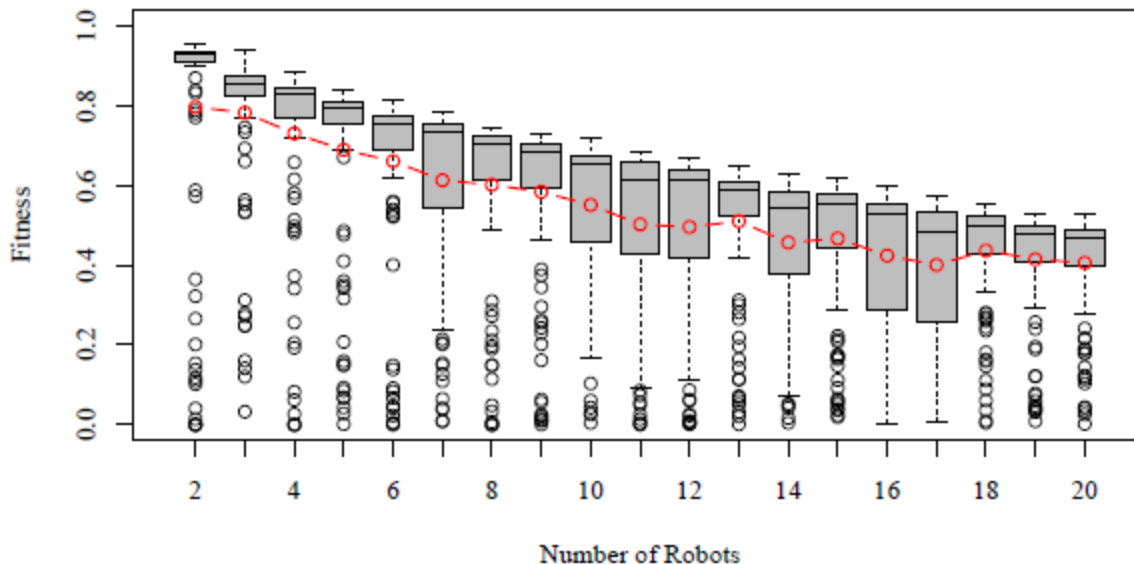
A. More *s-bots*, more small clusters

B. High density of sound in arena, causing whirl, join near neighbor



Dynamic clustering behavior

1. Sense each other, aggregate and start to moving together to explore environment, cause interplay of two forces
2. During the moving, create the possibility to merge to other clusters, adjust relative position, form a large cluster



Questions about
this figure?
Why is linear
decreasing?

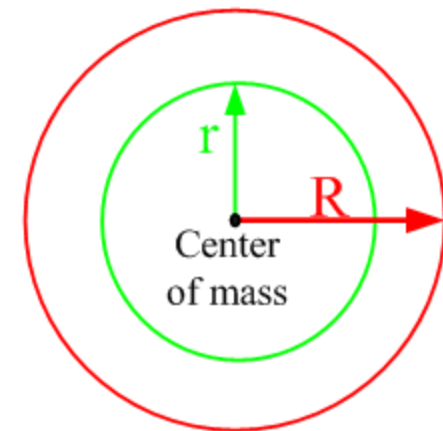
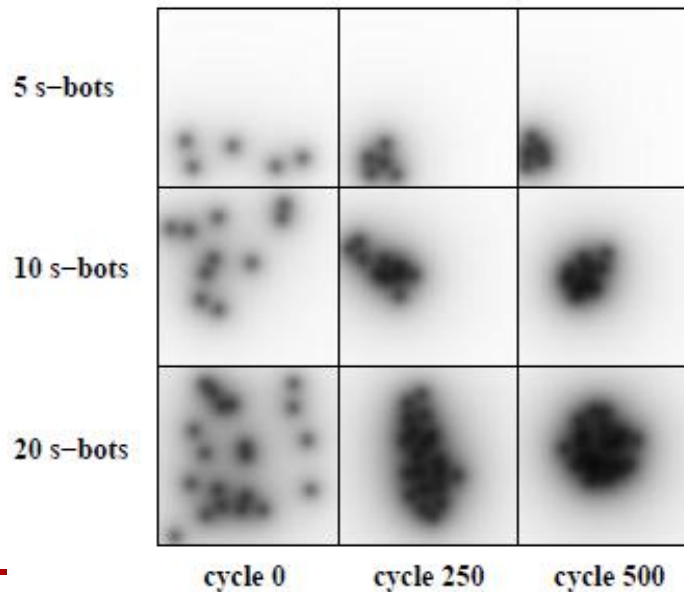
Dynamic clustering behavior

Answers about
this figure:

Not by aggregation but
by average distance to the
center of mass due to the
growth of number s-bots

$$f_e(t) = \frac{1}{n} \sum_{i=1}^n \left(1 - \frac{d_i(t)}{50} \right)$$

4. Snapshots of dynamic cluster behavior





Conclusions

- Described the phenomenon of aggregation in biological systems and the evolution of controllers for a group of simulated robots in order to obtain a similar process.
- The obtained results show that evolution is able to find simple but effective solutions to the aggregation problem, mainly exploiting some invariants present in the environment and the complex interactions among s-bots and between s-bots and the environment.



Discussion

1. What are the difference between dynamic and static clustering behavior and which one is better?
2. What are the application scenarios for static and dynamic clustering behavior?