AMYBIA: Aggregating MYriads of Bio-Inspired Agents

N. Fatès¹, B. Girau², H. Berry³, G. Théraulaz⁴

¹MAIA, CRI Nancy ²CORTEX, CRI Nancy ³ALCHEMY, CRI Saclay ⁴Univ. Paul Sabatier, Toulouse http://www.loria.fr/~fates/Amybia/project.html

form a compact cluster

cells

Decentralized Gathering & Biological Inspiration Identical agents are initially randomly scattered and have to group to

They have no idea of their position but can send & relay messages.

possibly with errors and perceive the state of only their neighboring

· To find minimal ingredients, we use inspiration from the social mold

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Introduction

RINRIA

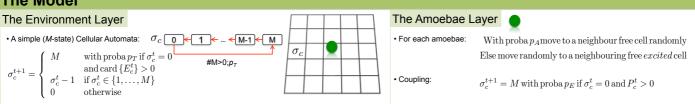
General Issue

· Controlling massively parallel systems at low costs necessitates the development of new decentralized and locally expressed algorithms

· Need methodologies to control the emergent behavior of a myriad of locally interacting computing elements with defects or faults in their operations

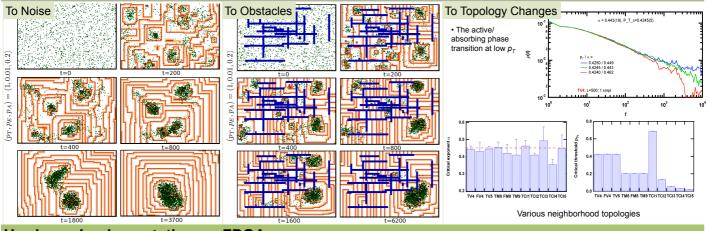
· Present in several fields: job/tasks on a computer network, swarm robots on a surface

The Model



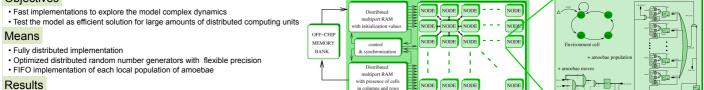
(amoeba) Dictyostelium discoideum

Robustness



Hardware Implementation on FPGA

Objectives

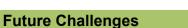


- Implemented on a Xilinx Virtex 4 (135,168 logic cells)
- Speedup: x22000 (w.r.t. Pentium 4.2 GHz)
- But : only 30x40 environment size (LFSRs for random number generation: 50% of the FPGA resources) • Next step: block-synchronous implementation (same speedup, larger environments)

Implementation on ALICE Robot Swarms

• Objectives: Sanity Check of our algorithm in "real conditions", i.e. to gather small mobile robots (with G.Theraulaz & S. Garnier, Univ. Toulouse).

- The device is made of three parts :
 - 1. An arena where the robots move (≈ 1 m x 2 m)
 - 2. A digital camera that acquires images of the scene and a video projector that enlightens the area
 - 3. A computer that receives the camera signal and that controls the image sent by the projector
- · ALICE® robots react to light gradients (2 sensors) and hold a red diode to monitor their position.
- · First experiments were run to calibrate the system (wave speed & gradient length, position of the robots, wave firing)
- Current work: how to program the robots for a correct response to the light signals.



- · Explore (simulations) the model complex dynamics and the coupling between the 2 layers
- Confirm the implementation on FPGA and robot swarms
- · Quantify its main statistical properties:
 - average number or size of the aggregates as a function of time and parameters (including noise, failures, obstacles or topology) average time to obtain a single (giant) aggregate

•expected final center of mass as a function of the initial positions...

- · Compare performance (eg with ant algorithm
- More elaborate simulation tools (eg MGS, with O. Michel, Univ. Evry)
- Use evolutionary algorithms on the rules to obtain other decentralized behaviors



Publications of the ARC / Deliverables

PUBLICATIONS:

 N. Fatès (2008) Gathering Agents on a Lattice by Coupling Reaction-Diffusion and Chemotaxis, submitted to Physica D, preprint HAL inria-00132266 • B. Girau and C. Torres-Huitzil (2008) Fast implementation of a bio-inspired model for decentralized gathering, submitted to the 2008 International Conference on ReConFigurable Computing and FPGAs, Reconfig'08, Cancun, Mexico December 3-5 2008

SOFTWARE:

 The model and all its variations is implemented in N. Fatès' Software FiatLux (a cellular automata simulator in Java, http://webloria.loria.fr/~fates/fiatlux.html)