Part C

Nest Building

Nest Building by Termites (Natural and Artificial)

Mound Building by *Macrotermes* Termites

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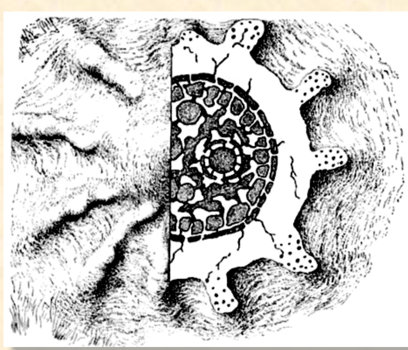
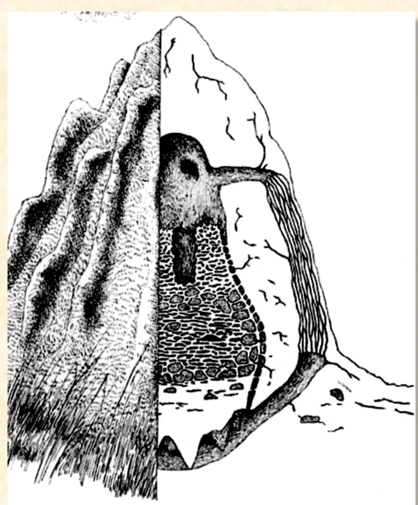
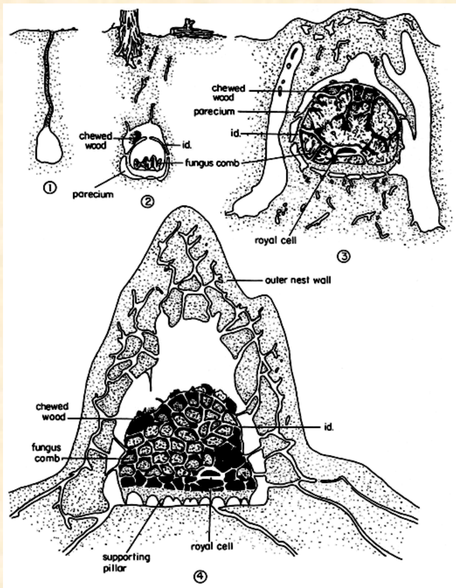
Structure of Mound





2012/4/16 figs. from Lüscher (1961) 4



Construction of Mound

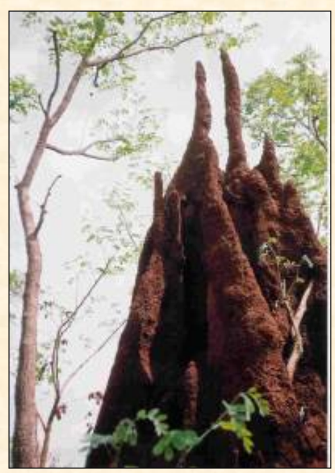
(1) First chamber made by royal couple

(2, 3) Intermediate stages of development

(4) Fully developed nest

2012/4/16 Fig. from Wilson (1971) 5

Termite Nests



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Alternatives to Self-Organization

- Leader
  - directs building activity of group
- Blueprint (image of completion)
  - compact representation of spatial/temporal relationships of parts
- Recipe (program)
  - sequential instructions specify spatial/temporal actions of individual
- Template
  - full-sized guide or mold that specifies final pattern

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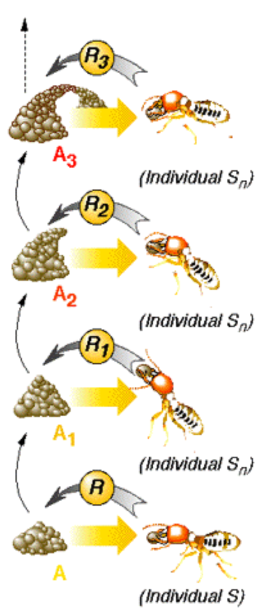
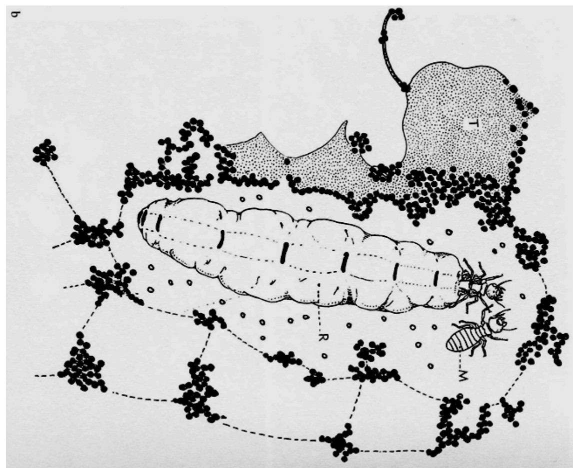


Basic Mechanism of Construction (Stigmergy)

- Worker picks up soil granule
- Mixes saliva to make cement
- Cement contains pheromone
- Other workers attracted by pheromone to bring more granules
- There are also trail and queen pheromones

2012/4/16 Fig. from Solé & Goodwin 8

Construction of Royal Chamber



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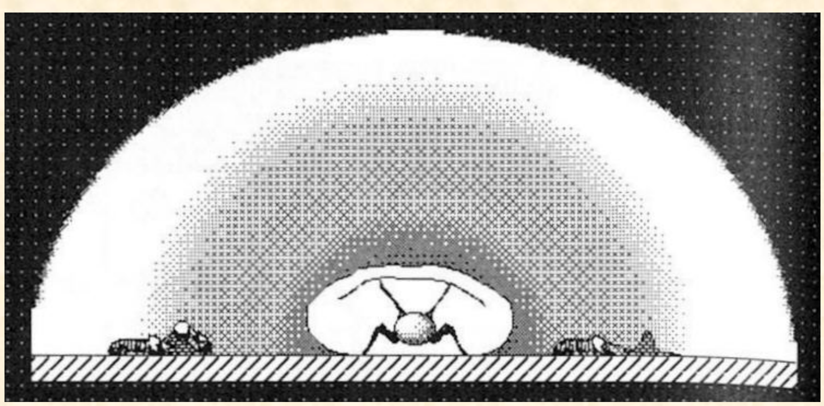
Construction of Arch (1)



2012/4/16 Fig. from Bonabeau, Dorigo & Theraulaz 10

Construction of Arch (2)

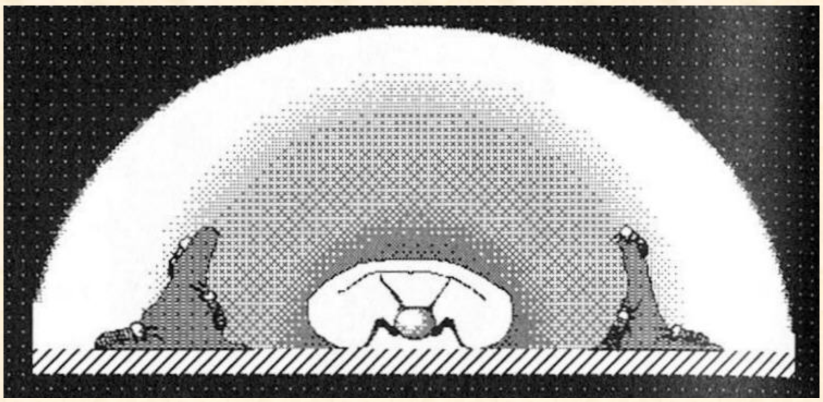


 Fig. from Bonabeau, Dorigo & Theraulaz

Construction of Arch (3)

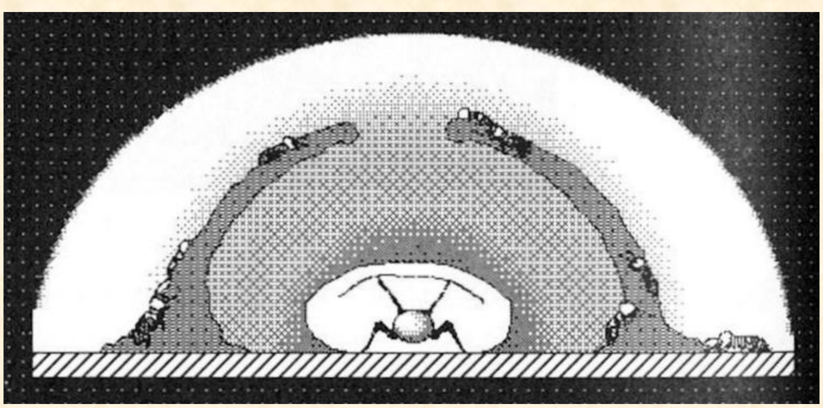


 Fig. from Bonabeau, Dorigo & Theraulaz

Basic Principles

- Continuous (quantitative) stigmergy
- Positive feedback:
  - via pheromone deposition
- Negative feedback:
  - depletion of soil granules & competition between pillars
  - pheromone decay

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Deneubourg Model

- $H(r, t)$ = concentration of cement pheromone in air at location r & time t
- $P(r, t)$ = amount of deposited cement with still active pheromone at r, t
- $C(r, t)$ = density of laden termites at r, t
- Φ = constant flow of laden termites into system

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Equation for P
(Deposited Cement with Pheromone)

$\partial_t P$ (rate of change of active cement) =
$k_1 C$ (rate of cement deposition by termites)
$- k_2 P$ (rate of pheromone loss to air)

$$\partial_t P = k_1 C - k_2 P$$

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Equation for H
(Concentration of Pheromone)

$\partial_t H$ (rate of change of concentration) =
$k_2 P$ (pheromone from deposited material)
$- k_4 H$ (pheromone decay)
$+ D_H \nabla^2 H$ (pheromone diffusion)

$$\partial_t H = k_2 P - k_4 H + D_H \nabla^2 H$$

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Equation for C

(Density of Laden Termites)

$\partial_t C$ (rate of change of concentration) =

Φ (flux of laden termites)

$- k_1 C$ (unloading of termites)

$+ D_C \nabla^2 C$ (random walk)

$- \gamma \nabla \cdot (C \nabla H)$ (chemotaxis: response to pheromone gradient)

$$\partial_t C = \Phi - k_1 C + D_C \nabla^2 C - \gamma \nabla \cdot (C \nabla H)$$

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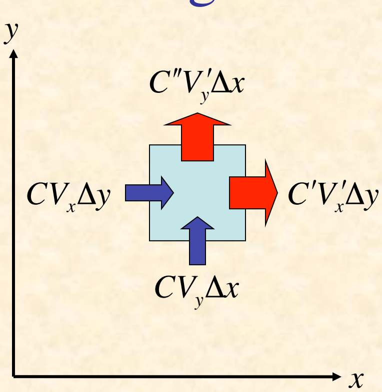
Explanation of Divergence



- velocity field = $\mathbf{V}(x,y)$ $= \mathbf{i} V_x(x,y) + \mathbf{j} V_y(x,y)$
- $C(x,y)$ = density
- outflow rate = $\Delta_x(CV_x)\,\Delta y + \Delta_y(CV_y)\,\Delta x$
- outflow rate / unit area

$$= \frac{\Delta_x(CV_x)}{\Delta x} + \frac{\Delta_y(CV_y)}{\Delta y}$$

$$\to \frac{\partial(CV_x)}{\partial x} + \frac{\partial(CV_y)}{\partial y} = \nabla \cdot C\mathbf{V}$$

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Explanation of Chemotaxis Term

- The termite flow *into* a region is the *negative* divergence of the flux through it

  $-\nabla \cdot \mathbf{J} = -(\partial J_x / \partial x + \partial J_y / \partial y)$
- The flux velocity is proportional to the pheromone gradient

  $\mathbf{J} \propto \nabla H$
- The flux density is proportional to the number of moving termites

  $\mathbf{J} \propto C$
- Hence, $-\gamma\nabla\cdot\mathbf{J} = -\gamma\nabla\cdot(C\nabla H)$

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Simulation ($T = 0$)

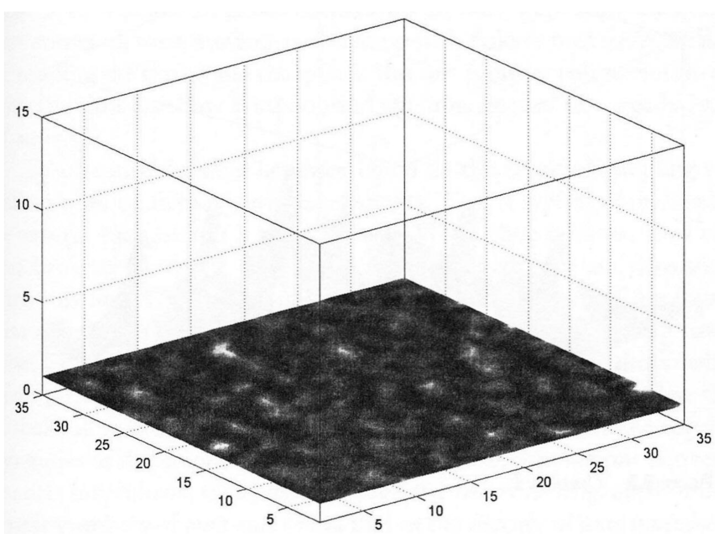

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fig. from Solé & Goodwin

Simulation (T = 100)

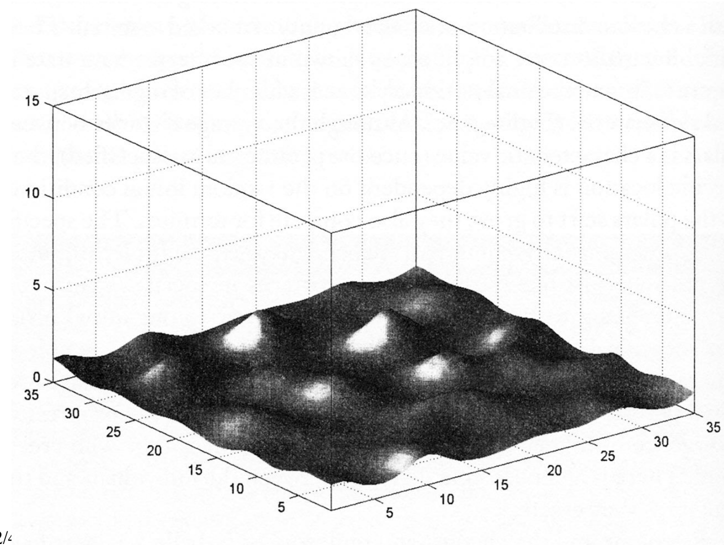

fig. from Solé & Goodwin

Simulation (T = 1000)

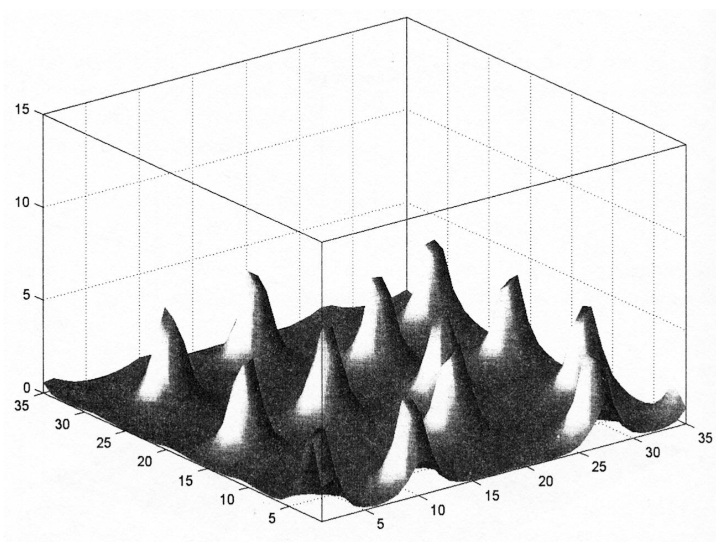

fig. from Solé & Goodwin

Conditions for Self-Organized Pillars

- Will not produce regularly spaced pillars if:
  - density of termites is too low
  - rate of deposition is too low
- A homogeneous stable state results

$$C_0 = \frac{\Phi}{k_1}, \qquad H_0 = \frac{\Phi}{k_4}, \qquad P_0 = \frac{\Phi}{k_2}$$

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NetLogo Simulation of Deneubourg Model

Run Pillars3D.nlogo

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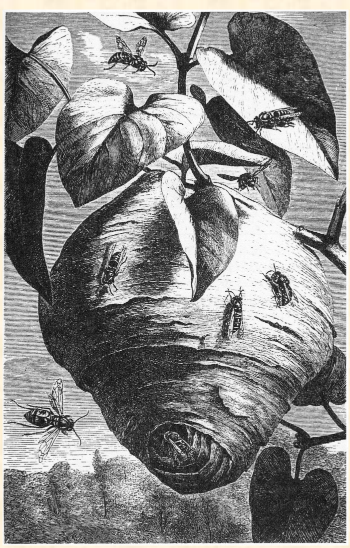
Interaction of Three Pheromones

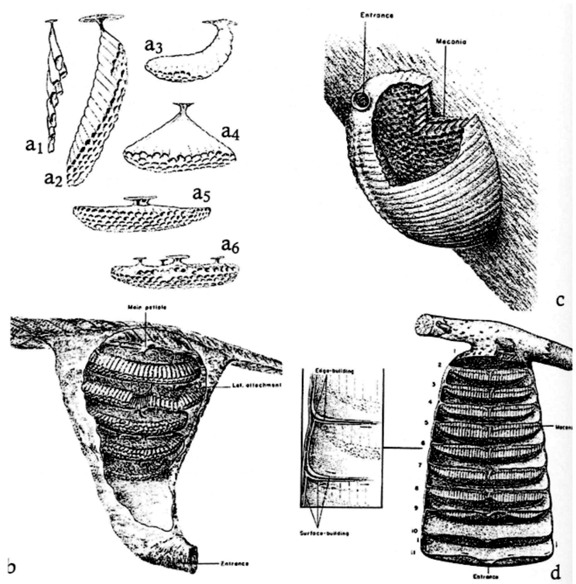
- Queen pheromone governs size and shape of queen chamber (template)
- Cement pheromone governs construction and spacing of pillars & arches (stigmergy)
- Trail pheromone:
  - attracts workers to construction sites (stigmergy)
  - encourages soil pickup (stigmergy)
  - governs sizes of galleries (template)



Wasp Nest Building and Discrete Stigmergy

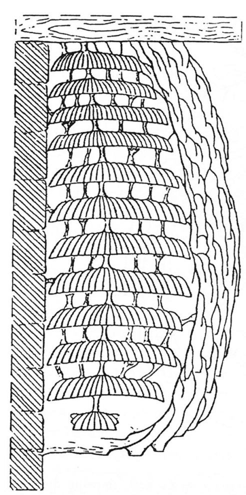
 Fig. from Solé & Goodwin

Structure of Some Wasp Nests



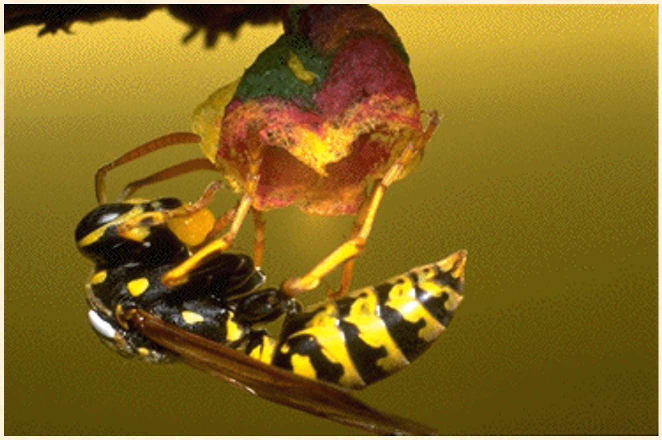
2012/4/16 Fig. from *Self-Org. Biol. Sys.* 27

Adaptive Function of Nests



2012/4/16 Figs. from Self-Org. Biol. Sys, 28

How Do They Do It?



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Lattice Swarms

(developed by Theraulaz & Bonabeau)

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Discrete vs. Continuous Stigmergy

- Recall: *stigmergy* is the coordination of activities through the environment
- *Continuous* or *quantitative* stigmergy
  - quantitatively different stimuli trigger quantitatively different behaviors
- *Discrete* or *qualitative* stigmergy
  - stimuli are classified into distinct classes, which trigger distinct behaviors

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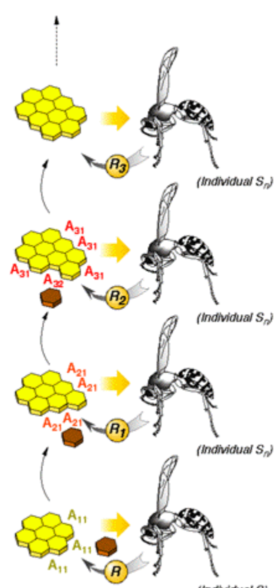
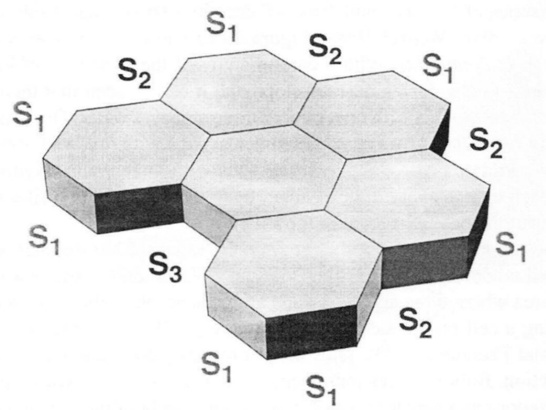


Discrete Stigmergy in Comb Construction

- Initially all sites are equivalent
- After addition of cell, qualitatively different sites created

2012/4/16 Fig. from *Self-Org. Biol. Sys.* 32

Numbers and Kinds of Building Sites



2012/4/16 Fig. from *Self-Org. Biol. Sys.* 33

Lattice Swarm Model

- Random movement by wasps in a 3D lattice
  - cubic or hexagonal
- Wasps obey a 3D CA-like rule set
- Depending on configuration, wasp deposits one of several types of "bricks"
- Once deposited, it cannot be removed
- May be deterministic or probabilistic
- Start with a single brick

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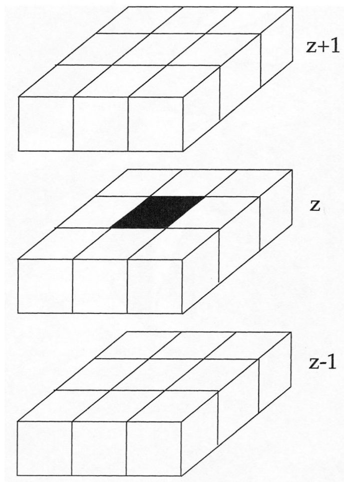
Cubic Neighborhood

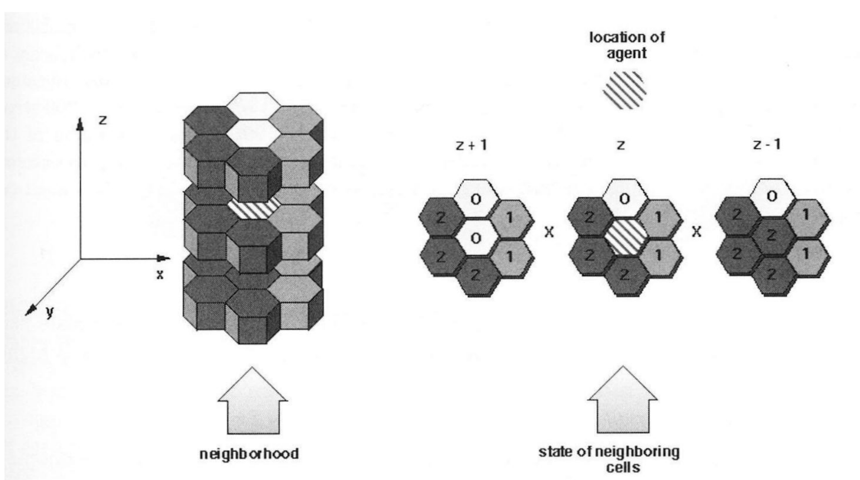


- Deposited brick depends on states of 26 surrounding cells
- Configuration of surrounding cells may be represented by matrices:

$$\begin{bmatrix} 0 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & 0 & 0 \\ 1 & \bullet & 0 \\ 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

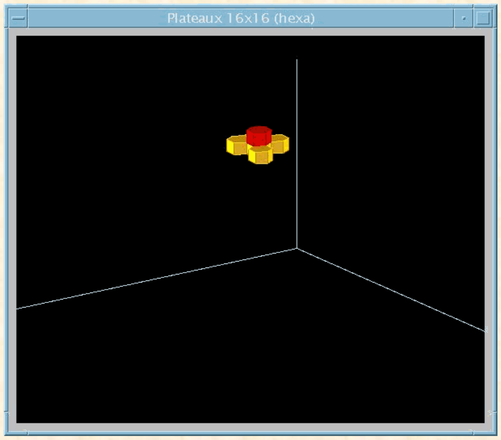
2012/4/16 Fig. from Solé & Goodwin 35

Hexagonal Neighborhood



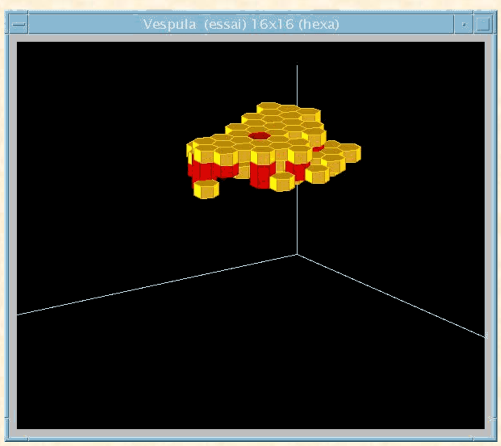
2012/4/16 Fig. from Bonabeau, Dorigo & Theraulaz 36

Example Construction



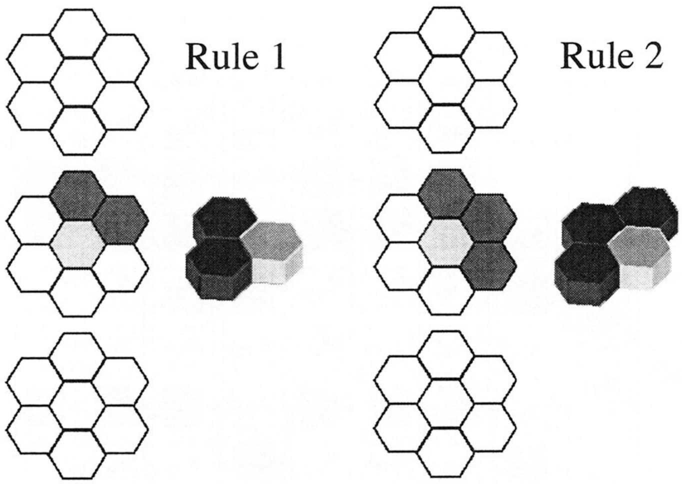
2012/4/16 Fig. from IASC Dept., ENST de Bretagne. 37

Another Example



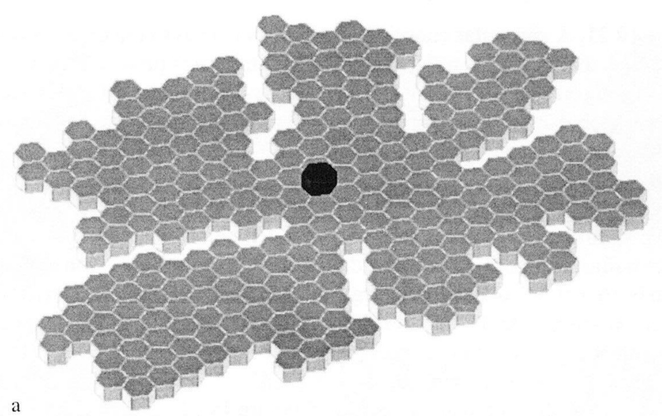
2012/4/16 fig. from IASC Dept., ENST de Bretagne. 38

A Simple Pair of Rules



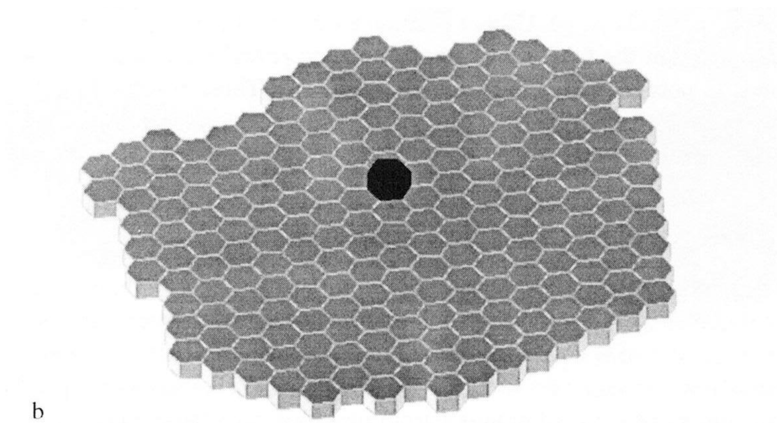
2012/4/16 Fig. from *Self-Org. in Biol. Sys.* 39

Result from Deterministic Rules



2012/4/16 Fig. from *Self-Org. in Biol. Sys.* 40

Result from Probabilistic Rules



2012/4/16 Fig. from *Self-Org. in Biol. Sys.* 41

Example Rules for a More Complex Architecture

The following stimulus configurations cause the agent to deposit a type-1 brick:

$$(1.1)\quad \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & 0 & 0 \\ 0 & \bullet & 0 \\ 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$(1.2)\quad \begin{bmatrix} 0 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & 0 & 0 \\ 1 & \bullet & 0 \\ 0 & 0 & 0 \end{bmatrix} \times \begin{bmatrix} 0 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

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Second Group of Rules

B

$$(2.1)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\1&\bullet&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.2)\quad \begin{bmatrix}1&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}1&2&0\\0&\bullet&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}1&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.3)\quad \begin{bmatrix}0&0&0\\0&0&0\\1&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&\bullet&0\\1&2&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\1&0&0\end{bmatrix}$$

$$(2.4)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&0&0\\2&\bullet&0\\2&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.5)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\2&\bullet&0\\2&2&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.6)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&2&0\\2&\bullet&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.7)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&2&2\\0&\bullet&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.8)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&\bullet&0\\2&2&2\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.9)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}1&2&0\\0&\bullet&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.10)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&\bullet&0\\1&2&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.11)^*\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&2&0\\2&\bullet&0\\2&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.12)^*\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&2&2\\0&\bullet&2\\0&0&2\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.13)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&2&2\\2&\bullet&2\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.14)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&2&0\\2&\bullet&0\\2&2&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.15)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\2&\bullet&2\\2&2&2\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.16)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&2&2\\0&\bullet&2\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.17)\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&\bullet&2\\0&2&2\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

$$(2.18)^*\quad \begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}\times\begin{bmatrix}2&0&0\\2&\bullet&0\\2&2&2\end{bmatrix}\times\begin{bmatrix}0&0&0\\0&0&0\\0&0&0\end{bmatrix}$$

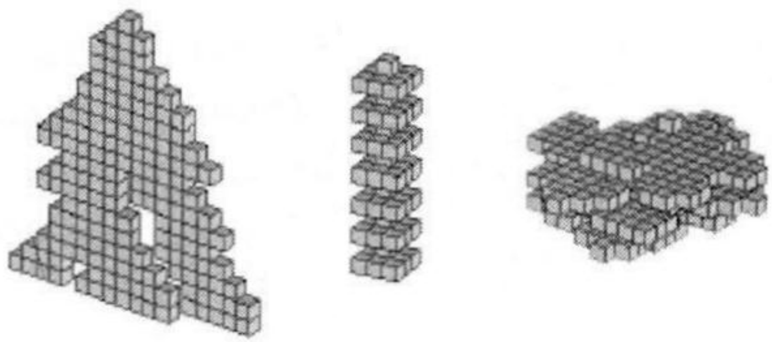
For these configurations, deposit a type-2 brick

Result

- 20×20×20 lattice
- 10 wasps
- After 20 000 simulation steps
- Axis and plateaus
- Resembles nest of *Parachartergus*

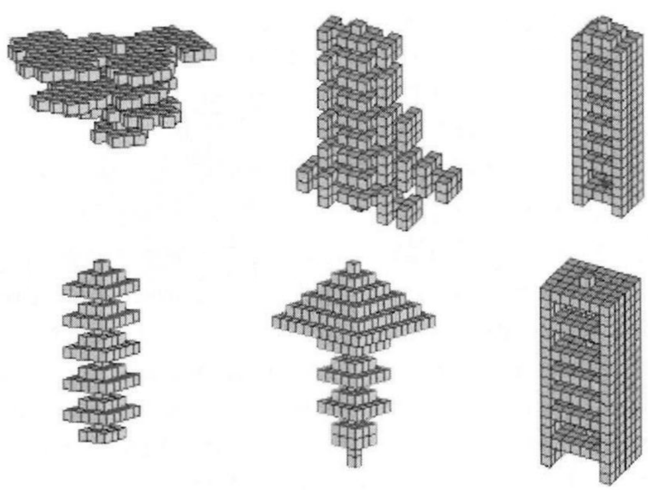
Fig. from Bonabeau & al., *Swarm Intell*.

Architectures Generated from Other Rule Sets



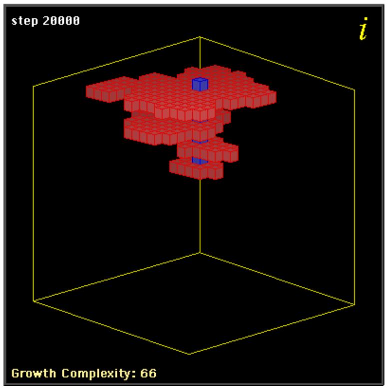
2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 45

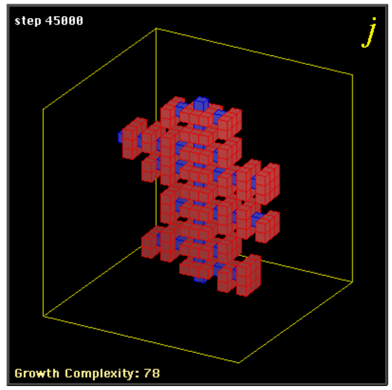
More Cubic Examples



2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 46

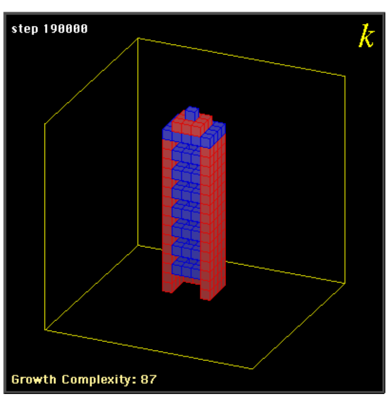
Cubic Examples (1)

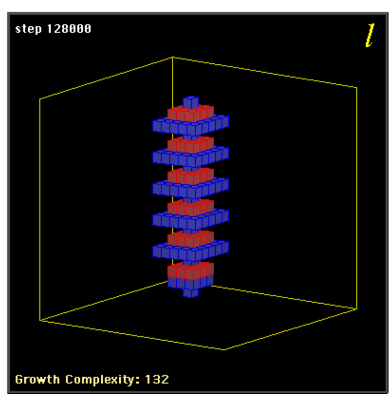




2012/4/16 Figs. from IASC Dept., ENST de Bretagne. 47

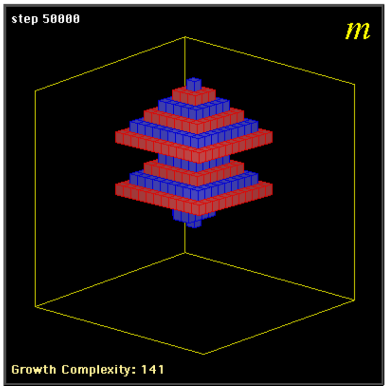
Cubic Examples (2)

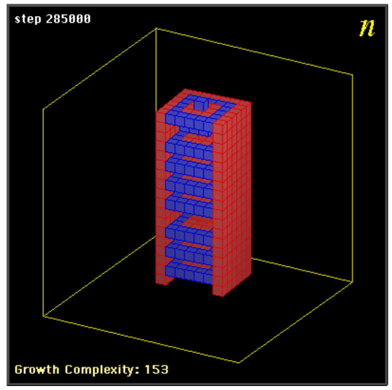




2012/4/16 Figs. from IASC Dept., ENST de Bretagne. 48

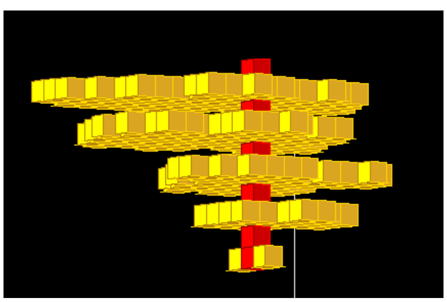
Cubic Examples (3)

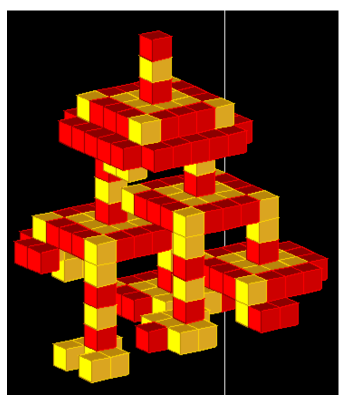




2012/4/16 Figs. from IASC Dept., ENST de Bretagne. 49

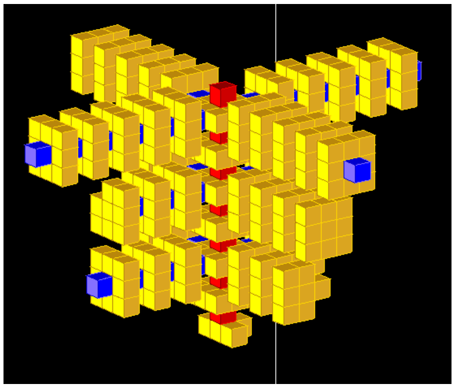
Cubic Examples (4)

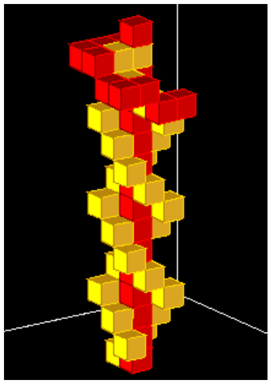




2012/4/16 Figs. from IASC Dept., ENST de Bretagne. 50

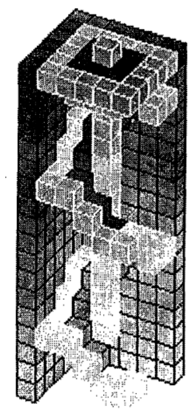
Cubic Examples (5)





2012/4/16 Figs. from IASC Dept., ENST de Bretagne. 51

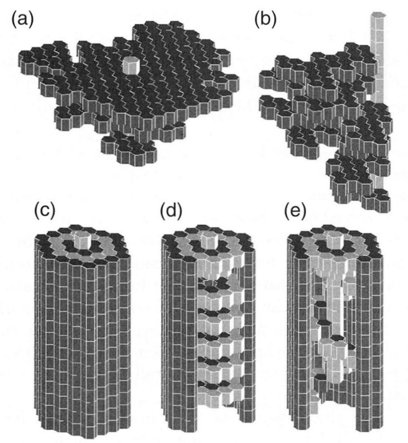
An Interesting Example



- Includes
  - central axis
  - external envelope
  - long-range helical ramp
- Similar to *Apicotermes* termite nest

2012/4/16 Fig. from Theraulaz & Bonabeau (1995) 52

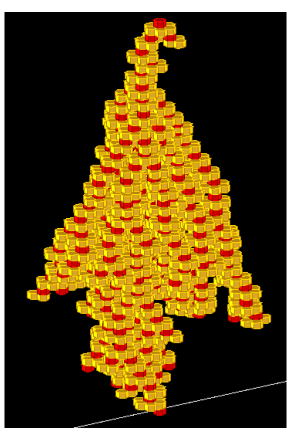
Similar Results with Hexagonal Lattice

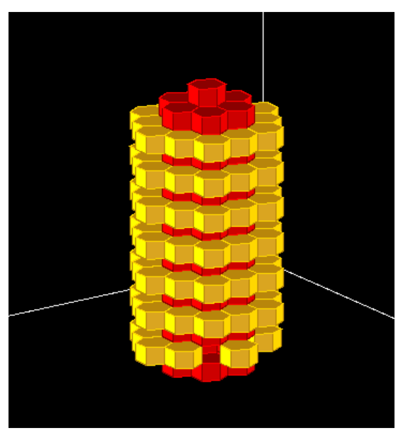


- 20×20×20 lattice
- 10 wasps
- All resemble nests of wasp species
- (d) is (c) with envelope cut away
- (e) has envelope cut away

2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 53

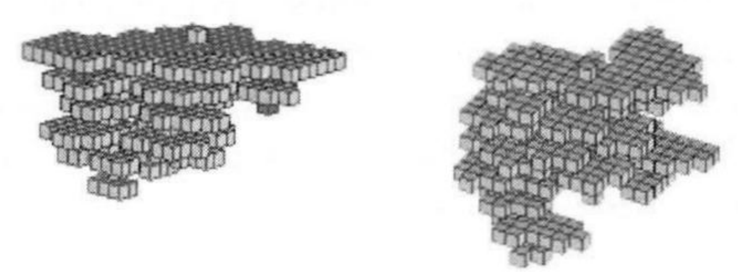
More Hexagonal Examples





2012/4/16 Figs. from IASC Dept., ENST de Bretagne. 54

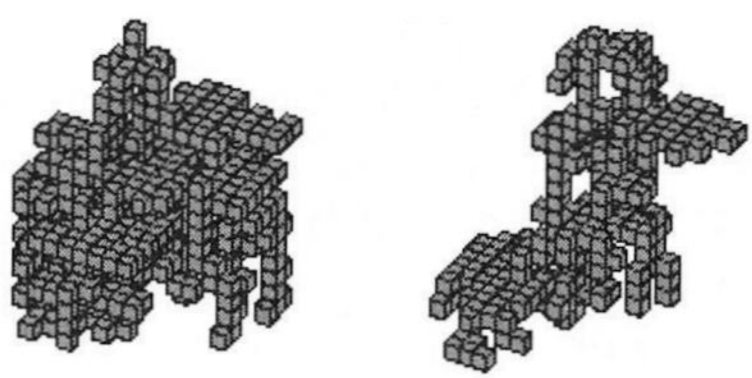
Effects of Randomness (Coordinated Algorithm)



- Specifically different (i.e., different in details)
- Generically the same (qualitatively identical)
- Sometimes results are fully constrained

2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 55

Effects of Randomness (Non-coordinated Algorithm)



2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 56

Non-coordinated Algorithms

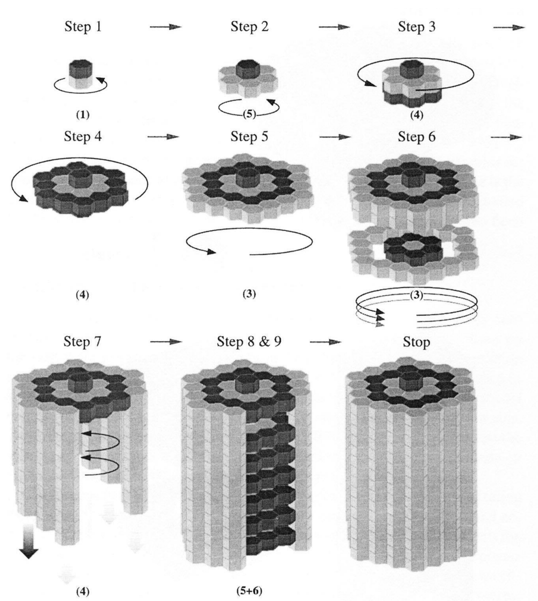
- Stimulating configurations are not ordered in time and space
- Many of them overlap
- Architecture grows without any coherence
- May be convergent, but are still unstructured

Coordinated Algorithm

- Non-conflicting rules
  - can't prescribe two different actions for the same configuration
- Stimulating configurations for different building stages cannot overlap
- At each stage, "handshakes" and "interlocks" are required to prevent conflicts in parallel assembly

More Formally…

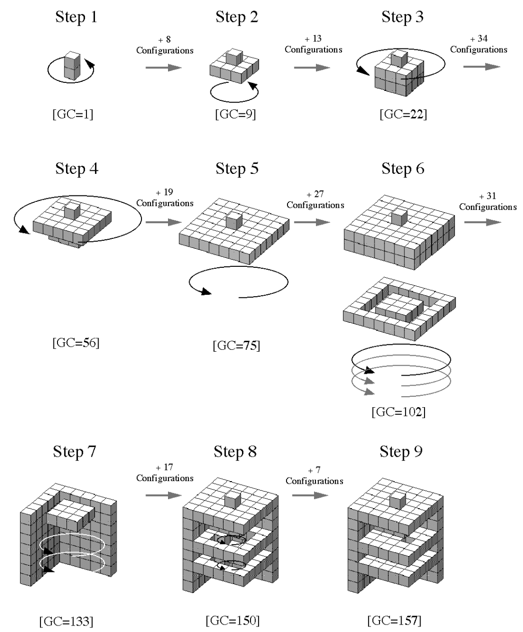
- Let $C = \{c_1, c_2, \ldots, c_n\}$ be the set of local stimulating configurations
- Let $(S_1, S_2, \ldots, S_m)$ be a sequence of assembly stages
- These stages partition C into mutually disjoint subsets $C(S_p)$
- Completion of S_p signaled by appearance of a configuration in $C(S_{p+1})$



Example

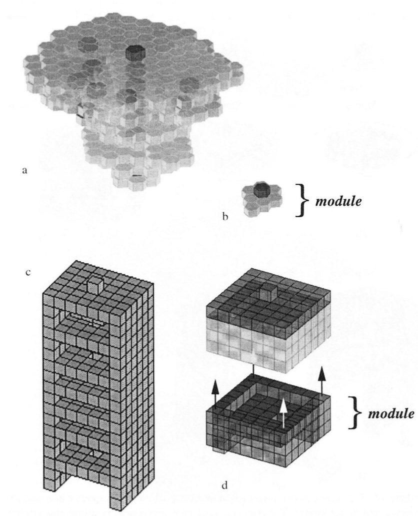
 Fig. from Camazine &al., *Self-Org. Biol. Sys.*

Example



2012/4/16 fig. from IASC Dept., ENST de Bretagne. 61

Modular Structure



- Recurrent states induce cycles in group behavior
- These cycles induce modular structure
- Each module is built during a cycle
- Modules are qualitatively similar

2012/4/16 Fig. from Camazine &al., *Self-Org. Biol. Sys.* 62

Possible Termination Mechanisms

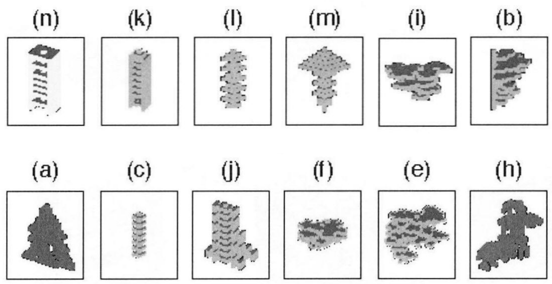
- Qualitative
  - the assembly process leads to a configuration that is not stimulating
- Quantitative
  - a separate rule inhibiting building when nest a certain size relative to population
  - "empty cells rule": make new cells only when no empties available
  - growing nest may inhibit positive feedback mechanisms

Observations

- Random algorithms tend to lead to uninteresting structures
  - random or space-filling shapes
- Similar structured architectures tend to be generated by similar coordinated algorithms
- Algorithms that generate structured architectures seem to be confined to a small region of rule-space

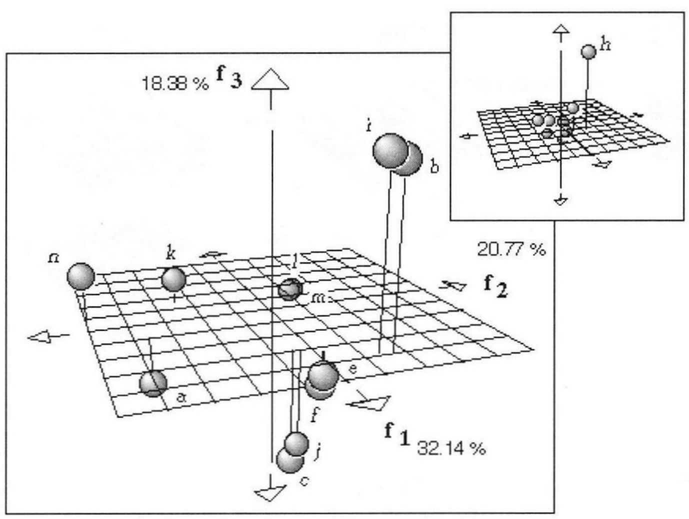
Analysis

- Define matrix M:
  - 12 columns for 12 sample structured architectures
  - 211 rows for stimulating configurations
  - M_{ij} = 1 if architecture *j* requires configuration *i*



2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 65

Factorial Correspondence Analysis



2012/4/16 Fig. from Bonabeau & al., *Swarm Intell*. 66

Conclusions

- Simple rules that exploit discrete (qualitative) stigmergy can be used by autonomous agents to assemble complex, 3D structures
- The rules must be non-conflicting and coordinated according to stage of assembly
- The rules corresponding to interesting structures occupy a comparatively small region in rule-space

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Additional Bibliography

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4. Resnick, M. *Turtles, Termites, and Traffic Jams: Explorations in Massively Parallel Microworlds*. MIT Press, 1994, pp. 59-68, 75-81.
5. Kennedy, J., & Eberhart, R. "Particle Swarm Optimization," *Proc. IEEE Int'l. Conf. Neural Networks* (Perth, Australia), 1995. http://www.engr.iupui.edu/~shi/pso.html.

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