

# Swarm Intelligence Course—INFO-H-414

Carlo Pinciroli and Manuele Brambilla

IRIDIA — Université Libre de Bruxelles, Belgium

April 25, 2013

# Synchronization



Two video examples:

- ▶ <http://youtu.be/sROKYelaWbo>
- ▶ <http://youtu.be/a-Vy7NZTGos>

# Synchronization: Idea

AIM: All the robots are synchronized, that is, lighting up at the same time.

# Synchronization: Idea

AIM: All the robots are synchronized, that is, lighting up at the same time.

HOW?

# Synchronization: Idea

AIM: All the robots are synchronized, that is, lighting up at the same time.

HOW? (**propose something!**)

# Synchronization: Basics

METHOD: each robot emits a signal every  $T_{max}$  steps

# Synchronization: Basics

METHOD: each robot emits a signal every  $T_{max}$  steps

$T_{max}$  is the same for all the robots → **same frequency**

# Synchronization: Basics

METHOD: each robot emits a signal every  $T_{max}$  steps

$T_{max}$  is the same for all the robots → **same frequency**

Problem: the robots start at a different moment → **different period**



# Synchronization: Basics

METHOD: each robot emits a signal every  $T_{max}$  steps

$T_{max}$  is the same for all the robots → **same frequency**

Problem: the robots start at a different moment → **different period**

To synchronize the robots change their signaling period when they receive a signal from a neighbour

# Synchronization: Basics

METHOD: each robot emits a signal every  $T_{max}$  steps

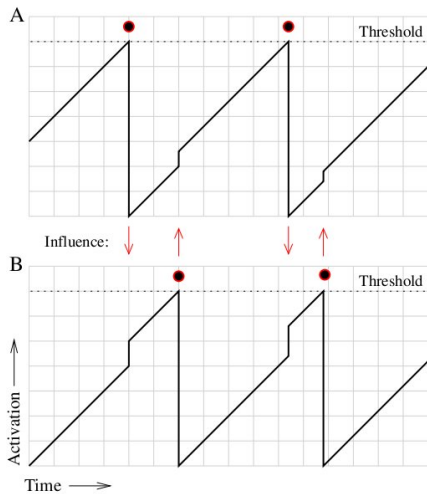
$T_{max}$  is the same for all the robots → **same frequency**

Problem: the robots start at a different moment → **different period**

To synchronize the robots change their signaling period when they receive a signal from a neighbour

After some time all the robots have the same period → **synchronization!**

# Synchronization: In Practice



# Aggregation: Implementation

```
increase counter

# signaling part
if counter > t_max then
    signal[range_and_bearing and leds]
end
```

# Aggregation: Implementation

```
increase counter
```

```
# signaling part
```

```
if counter > T_max then
```

```
    signal
```

```
end
```

```
#synchronization
```

```
if message_received then
```

```
    counter = counter + alpha * counter/beta
```

```
end
```

# Aggregation: Notes

Suggested values:

$$T_{max} = 100$$

$$\alpha = 2$$

$$\beta = 10$$

Other notes:

- ▶ remember to init the counter to a random value ( $< T_{max}$ )
- ▶ signal with both the range and bearing (for the robots) and the LEDs (for you to see)
- ▶ it might be necessary to have an ignore phase after the signal
- ▶ there is always a one time-step delay when transmitting

## Aggregation: Extra

- ▶ What happens if the robots are moving? Is it better? Worse? Why?
- ▶ What if the robots have a probability  $P$  of missing a message? Does it work? In other words, is this behavior robust to noise?