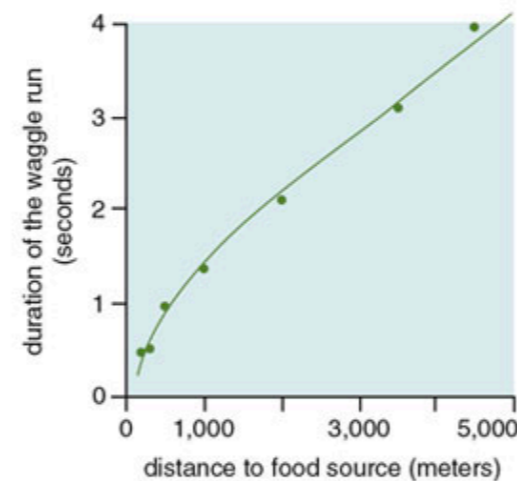
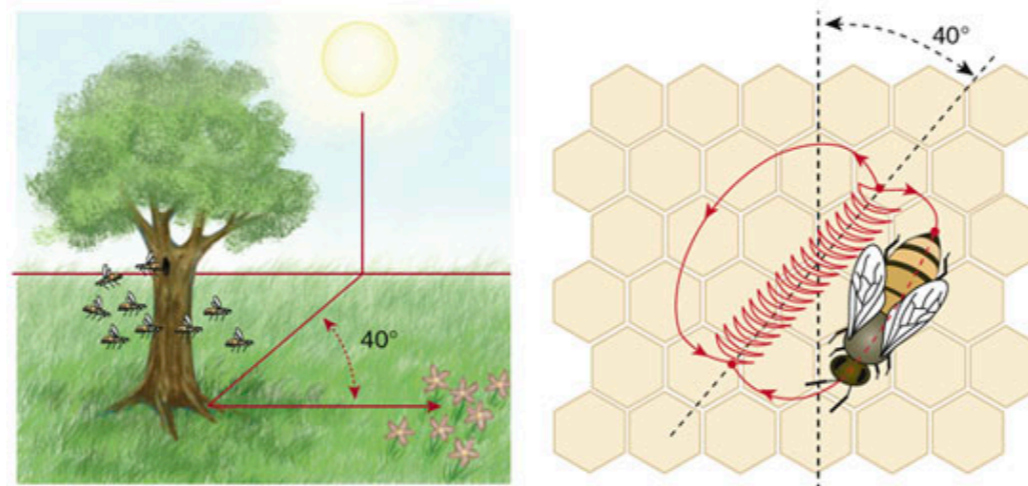


Collective-decision making and Self-organised aggregation

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elio.tuci@unamur.be

Collective-decision making

Collective decision-making refers to a process in which a group makes a decision in a way that when decision is made it is not longer attributable to any single individual of the group



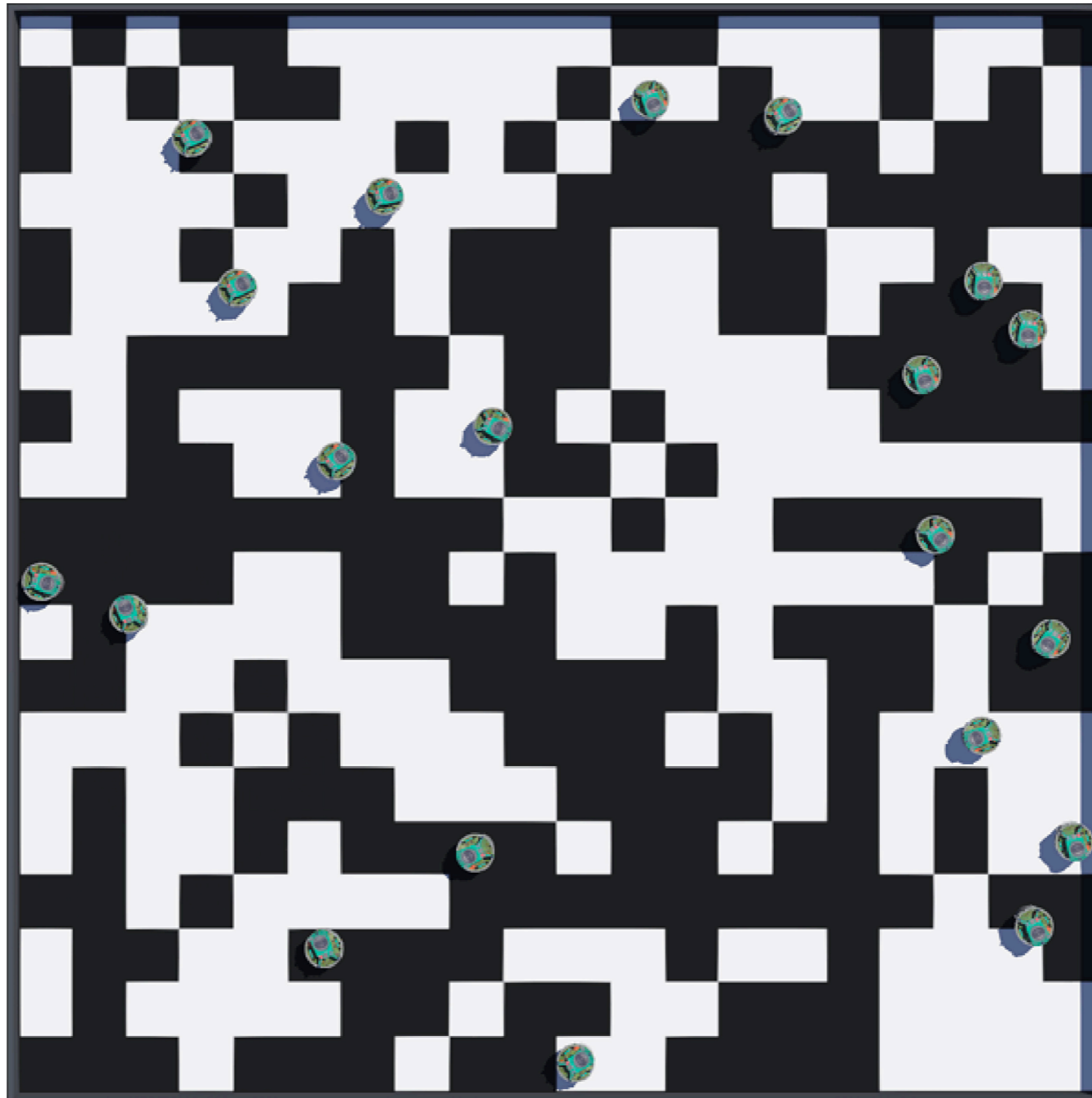
<https://www.americanscientist.org/article/group-decision-making-in-honey-bee-swarms>

Collective-decision making

A collective perceptual discrimination task (best-of-n with $n=2$)

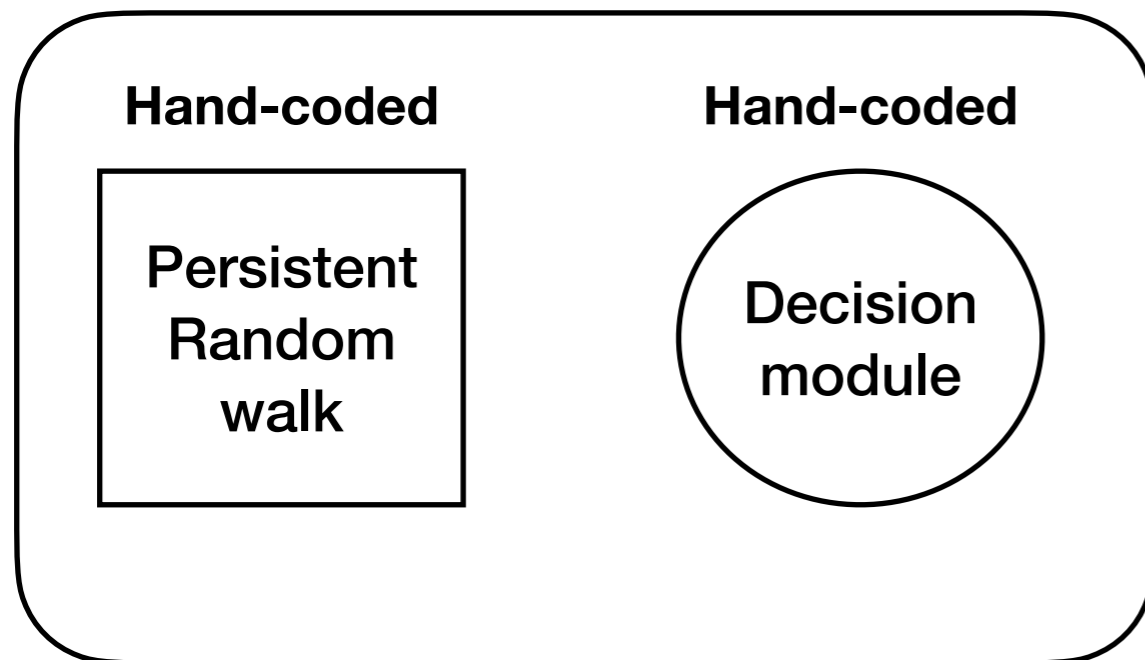


A. Almansoori



Collective-decision making

Valentini, G., Brambilla, M., Hamann, H., Dorigo, M. (2016). Collective perception of environmental features in robot swarm. International conference on swarm intelligence (pp. 65–76). Springer



1) Hand-coded decision module

Voter model

Copy the option of a random neighbours

Majority model

Copy the option of the majority of $n+1$ neighbours

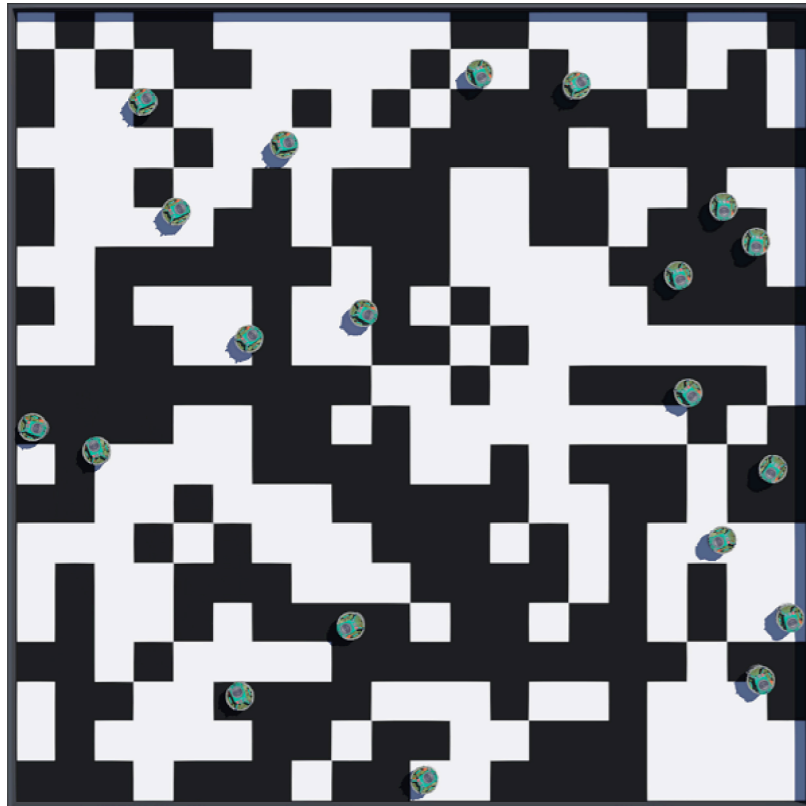
2) Exploration phase and Dissemination phase

3) The integrated sensory information contributes to determine the dissemination time



Collective-decision making

Objectives



1) Hand-coded decision module

~~Voter model~~

~~Copy the option of a random neighbours~~

~~Majority model~~

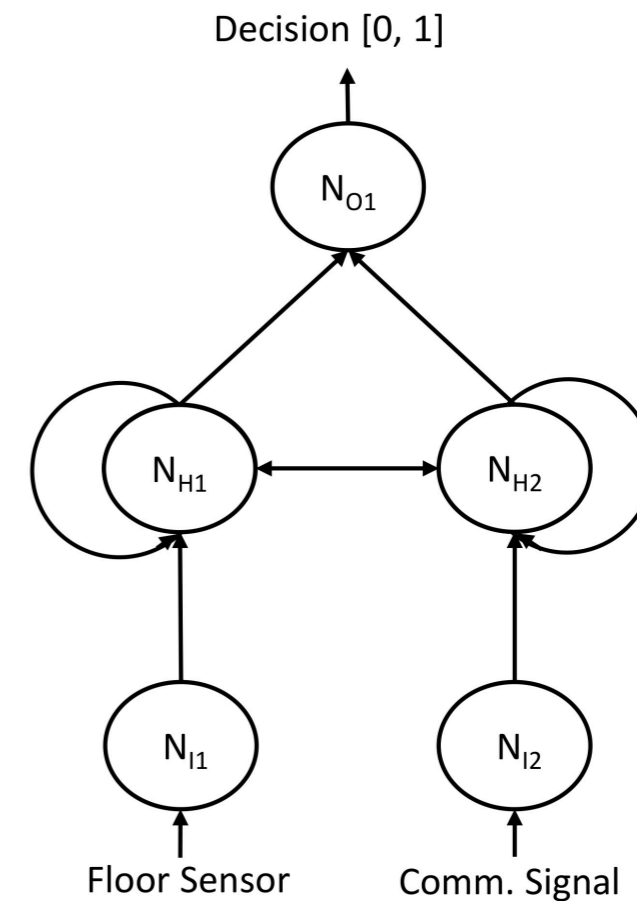
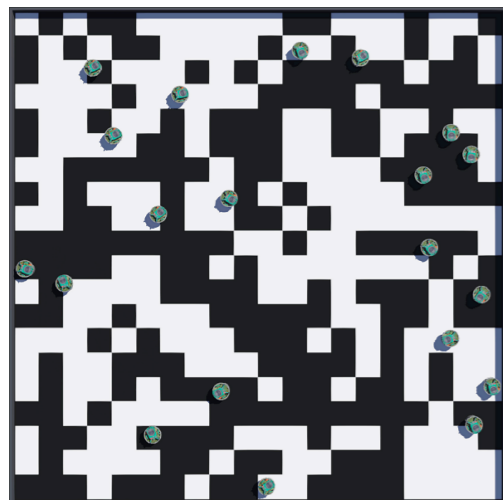
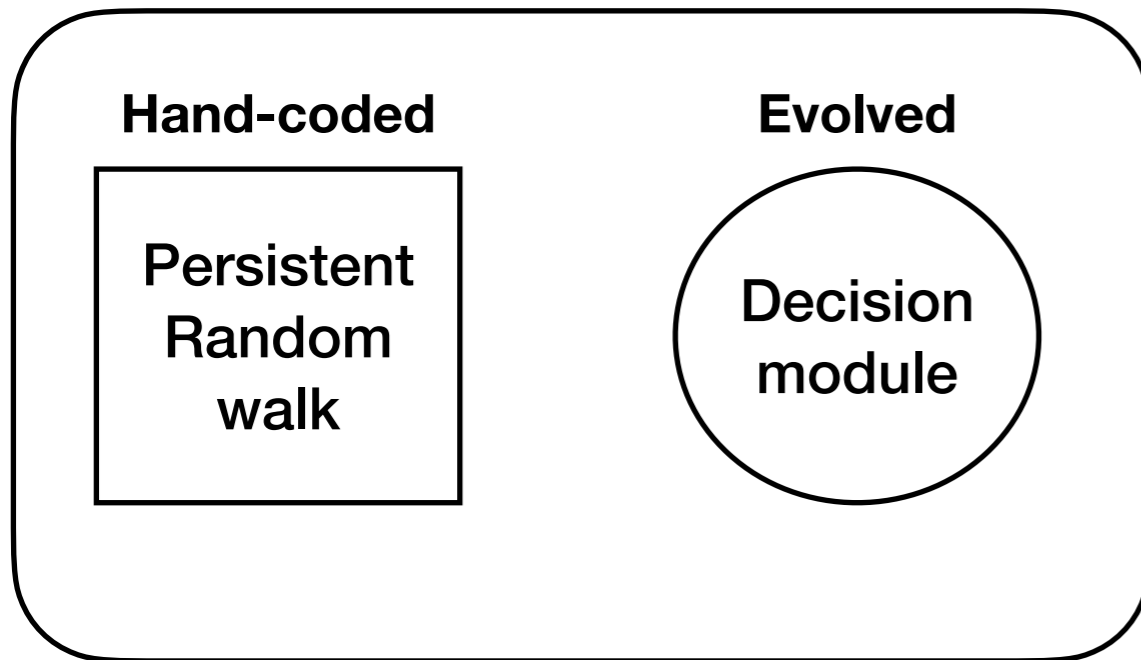
~~Copy the option of the majority of $n+1$ neighbours~~

2) Exploration phase and Dissemination phase

3) The integrated sensory information contributes to determine the dissemination time

Collective-decision making

The robots controller

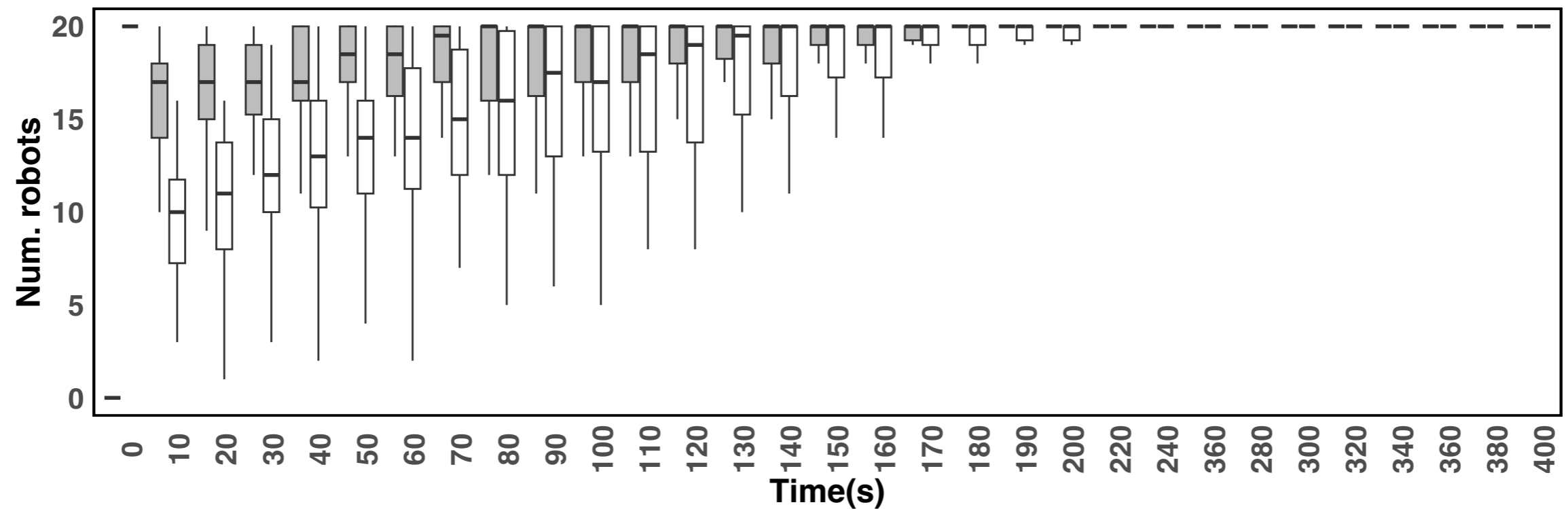


Decision module

Comm. Signal = output of decision unit of closest robot within 50 cm range

Collective-decision making

Results



Black-dominant



White-dominant

Collective-decision making

Robustness (accuracy)

Network in Black-dom.



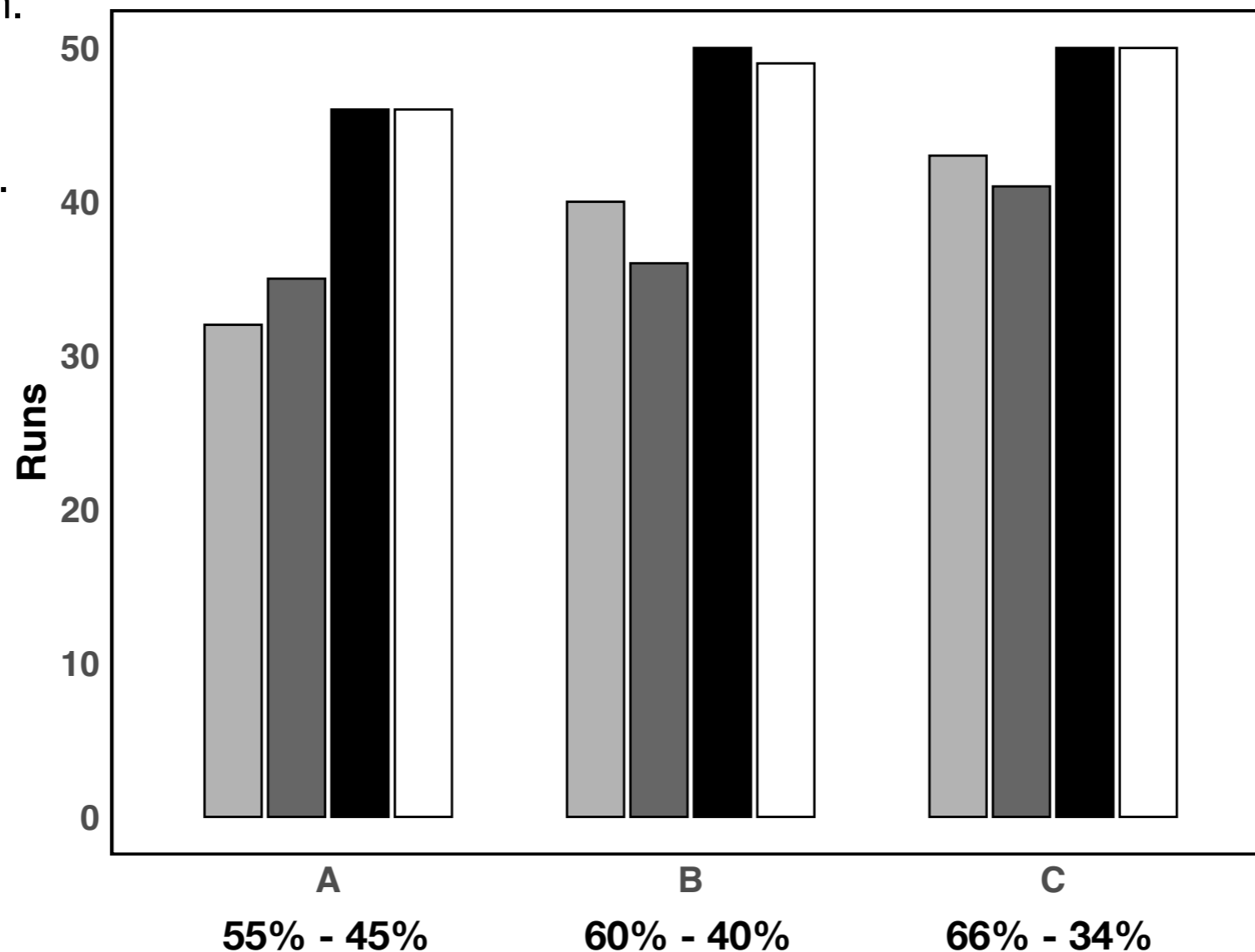
Network in White-dom.



Voter

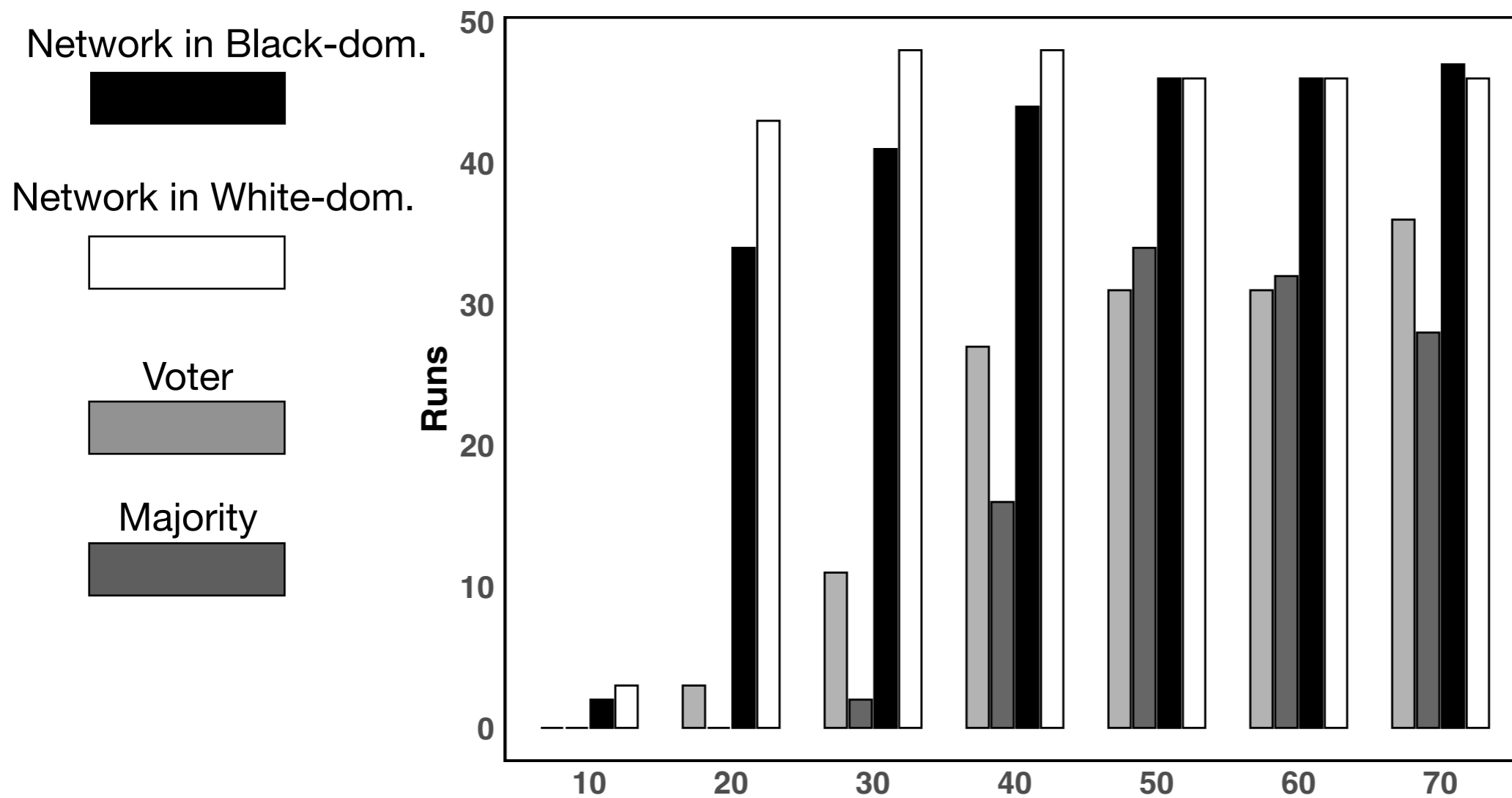


Majority



Collective-decision making

Max comm. distance (accuracy)



Collective-decision making

Dynamic environment (accuracy)

Network in Black-dom.



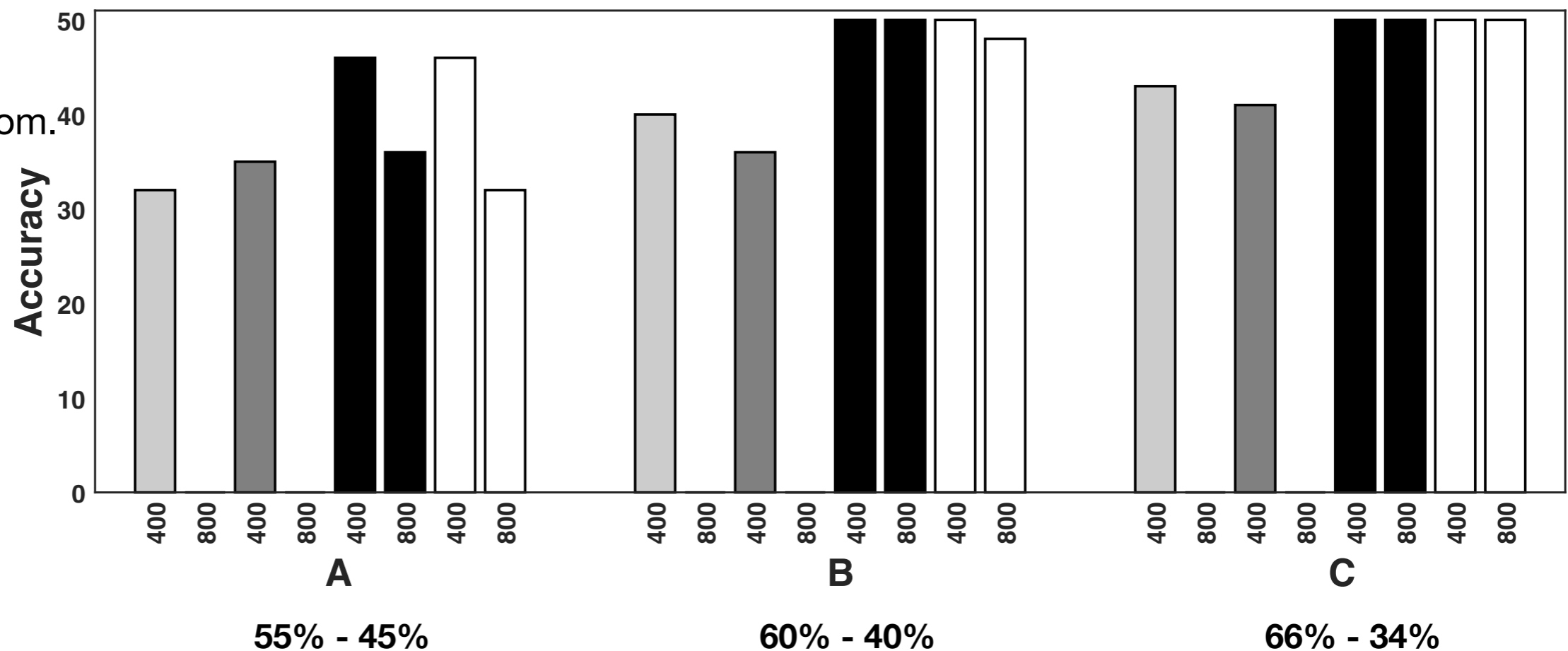
Network in White-dom.



Voter

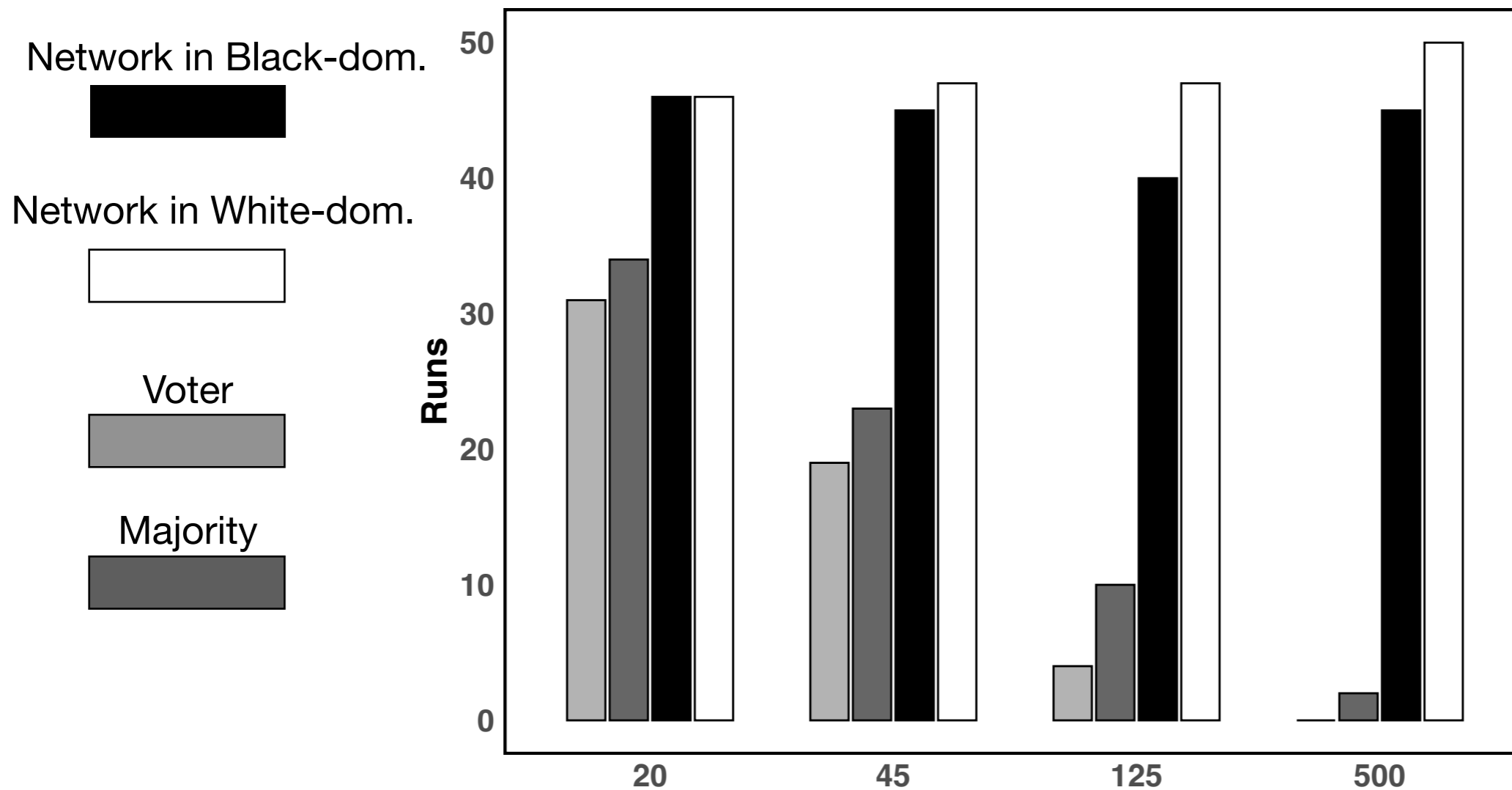


Majority



Collective-decision making

Scalability (accuracy)



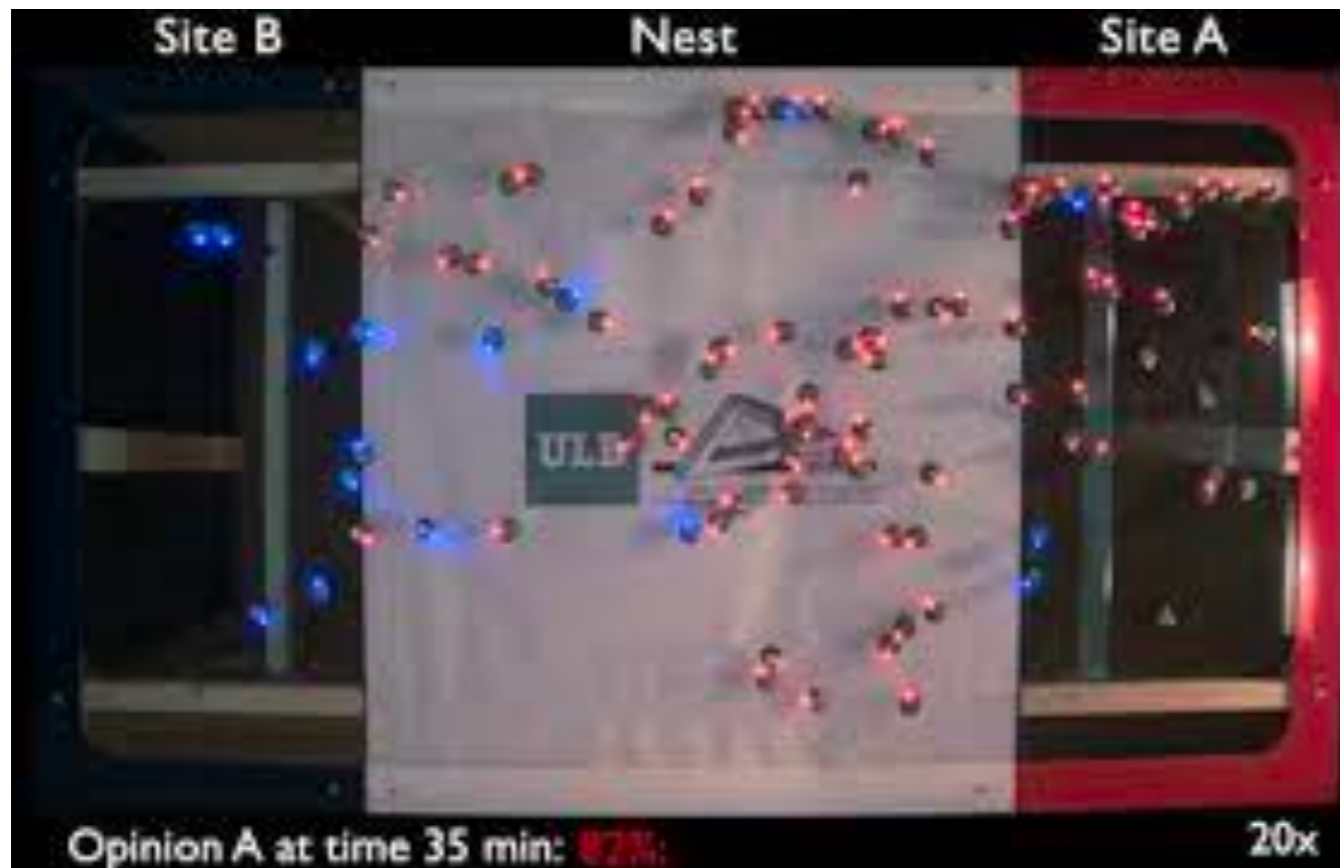
Collective-decision making

Physical robots

- White-dominant environment.
 - 55% white vs 45% black.
 - 10 e-puck2 robots.
- robots with red lights believe in the white-dominant option.
- robots with green lights believe in the black-dominant option.
 - Trail time: 200 s.
 - Speed: about 3x.

Collective-decision making

A site selection task (best-of-n with $n=2$)



1) Hand-coded decision module

Voter model

Copy the option of a random
neighbours

Majority model

Copy the option of the majority of $n+1$
neighbours

3) Exploration phase and Dissemination phase

5) The perceived quality of the visited site
contributes to determine the dissemination
time for that site.

Valentini G., Hamann H., and Dorigo M.. "Self-organized collective decision-making in a 100-robot swarm." Proceedings of the AAAI Conference on Artificial Intelligence. Vol. 29. No. 1. 2015.

Collective-decision making

Objectives

- 1) Hand-coded decision module

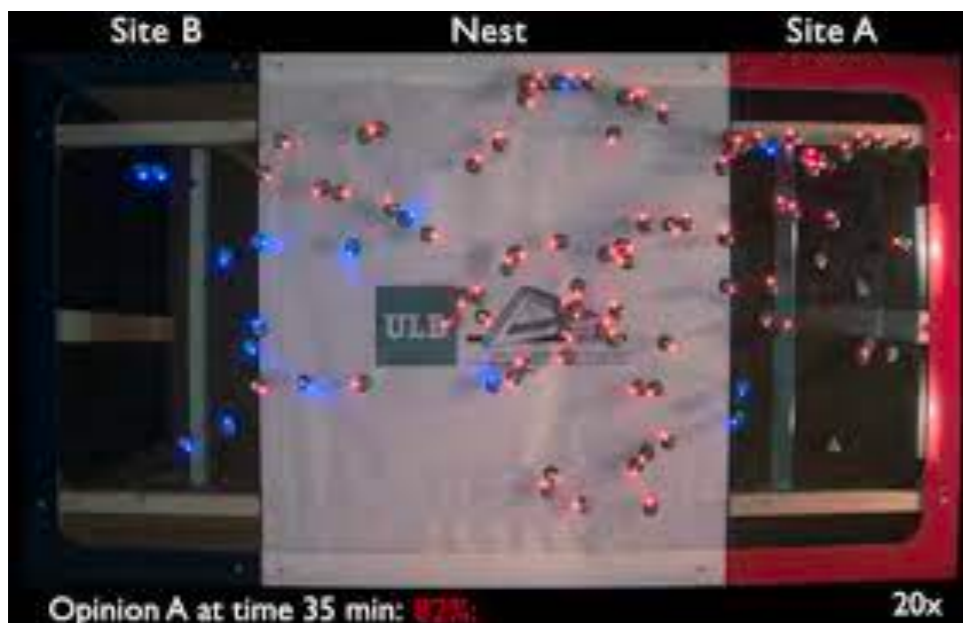
Voter model

Copy the option of a random
neighbours

Majority model

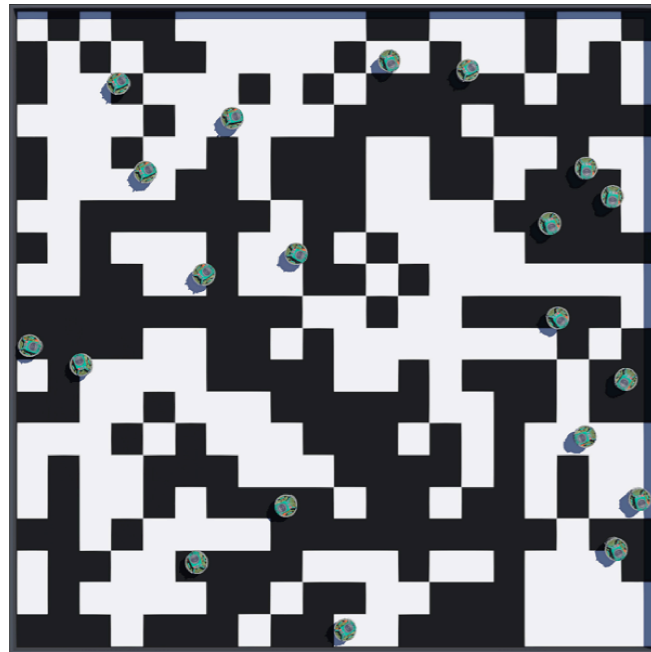
Copy the option of the majority of $n+1$
neighbours

- 2) The perceived quality of the visited site
contributes to determine the dissemination
time for that site.



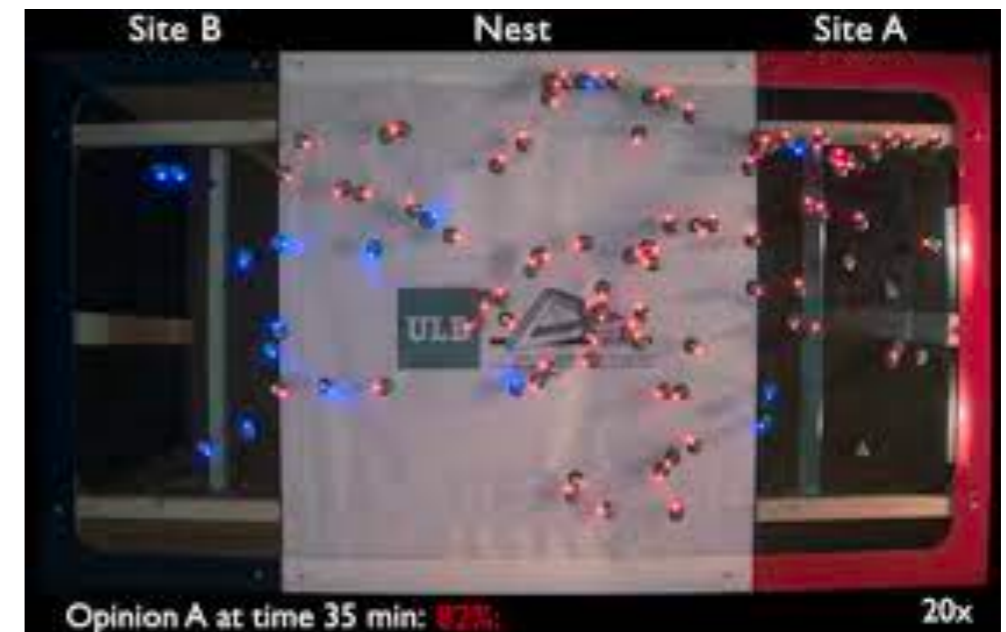
Collective-decision making

A collective perceptual discrimination task



nb. sites = 1
nb. options = 2
nest = no
site's quality perception and
communication = simultaneous

A site selection task



nb. sites = 2
nb. options = 2
nest = yes
site's quality perception and
communication = asynchronous

Collective-decision making

A new site selection task

Dissemination phase

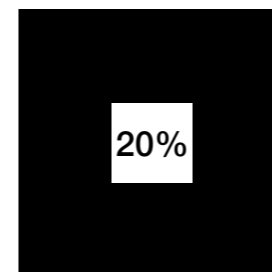
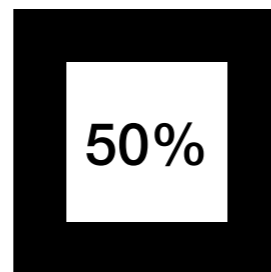
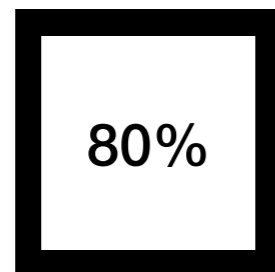


Nest

Site A

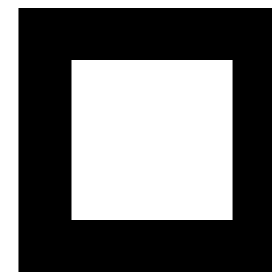
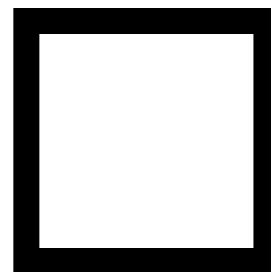
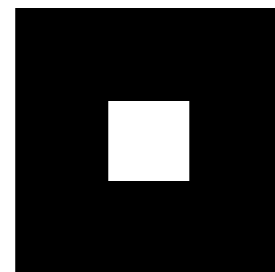
Site B

Site C

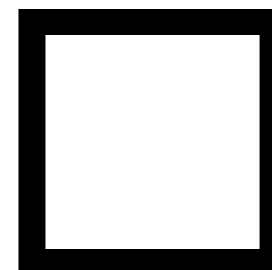
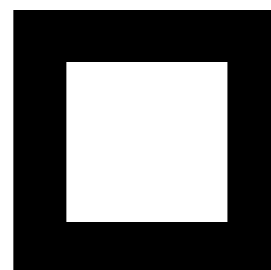
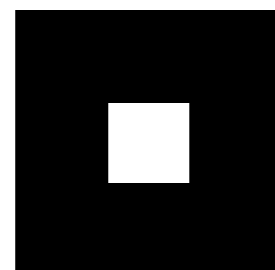


Condition 1

Exploration phase



Condition 2

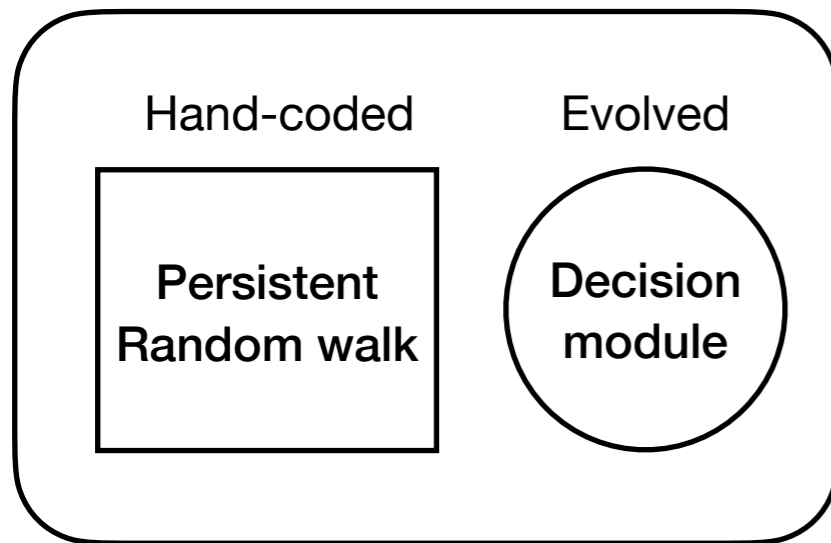


Condition 3

nb. sites = 3
nb. options = 3
nest = yes
site's quality perception and
communication = asynchronous

Collective-decision making

A new site selection task



Decision module

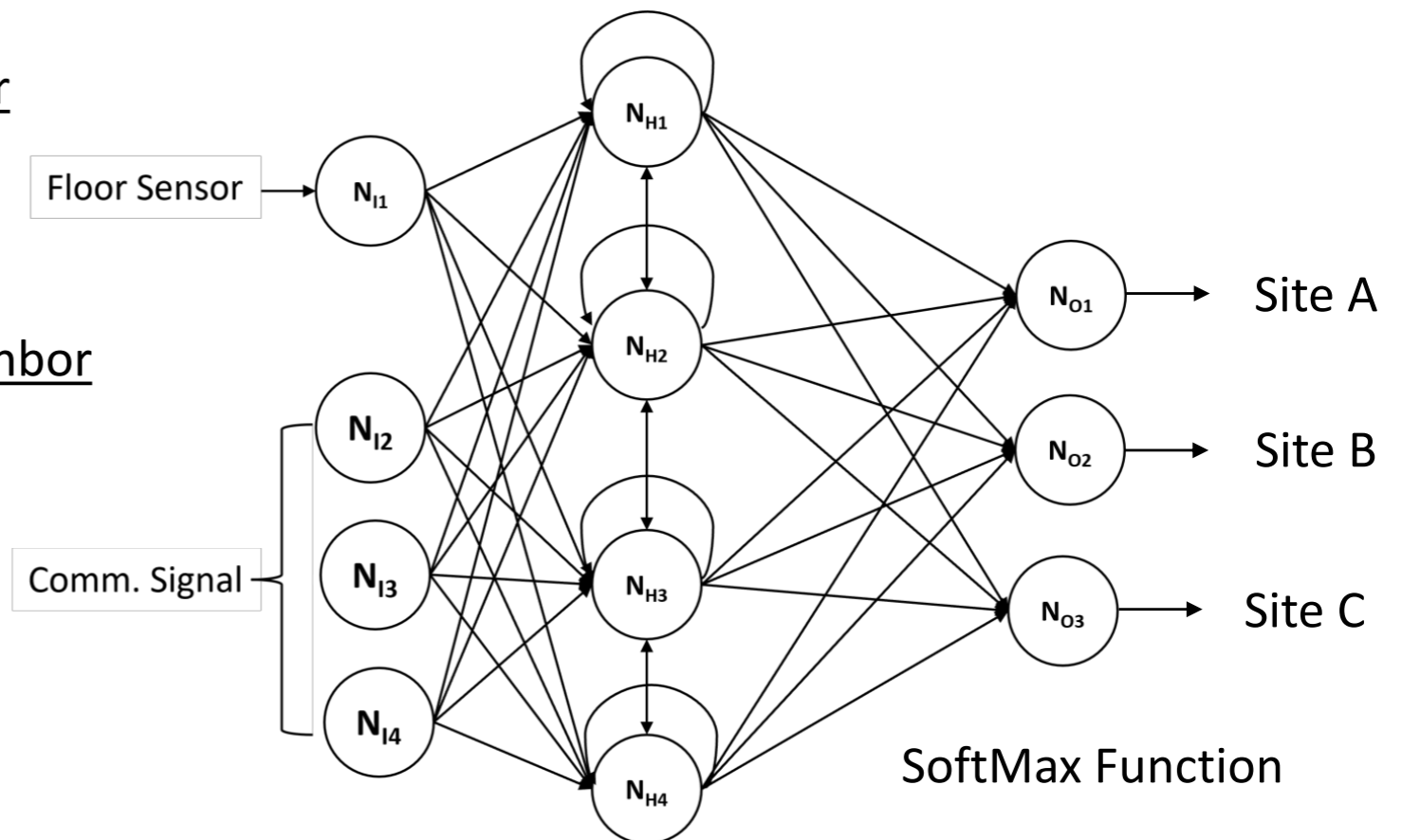
Comm. Signal = output of decision unit of closest robot within 50 cm range

<u>Site A</u>	<u>Site B</u>	<u>Site C</u>
1	0	0
0	1	0
0	0	1

<u>No Neighbor</u>
0
0
0

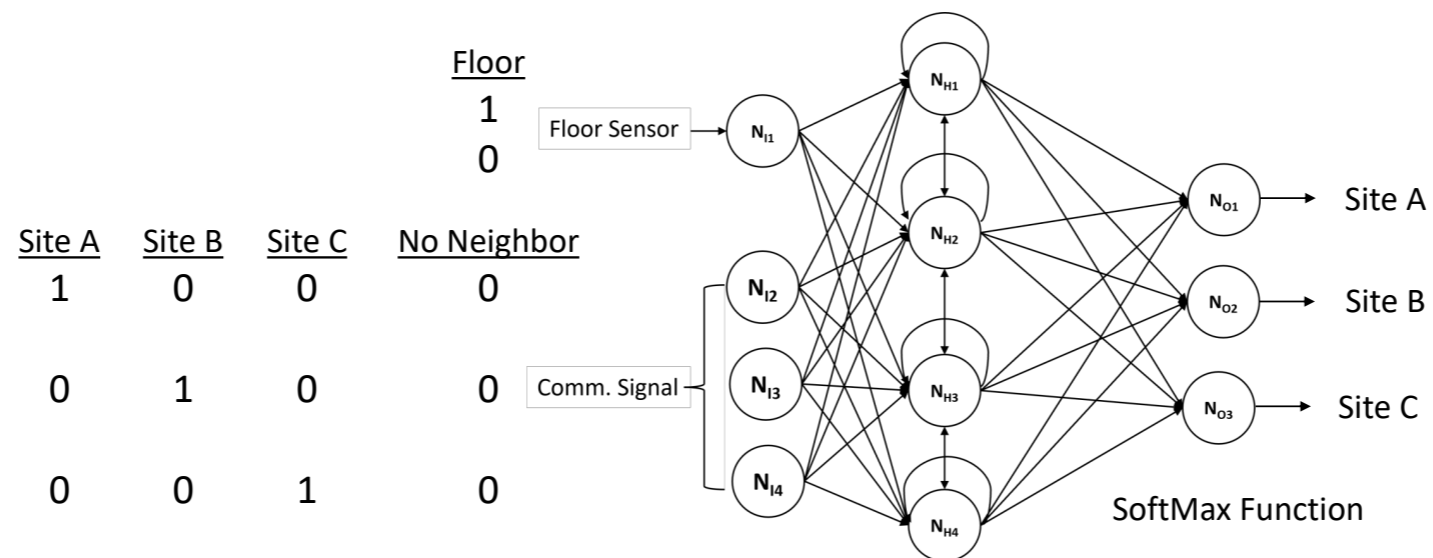
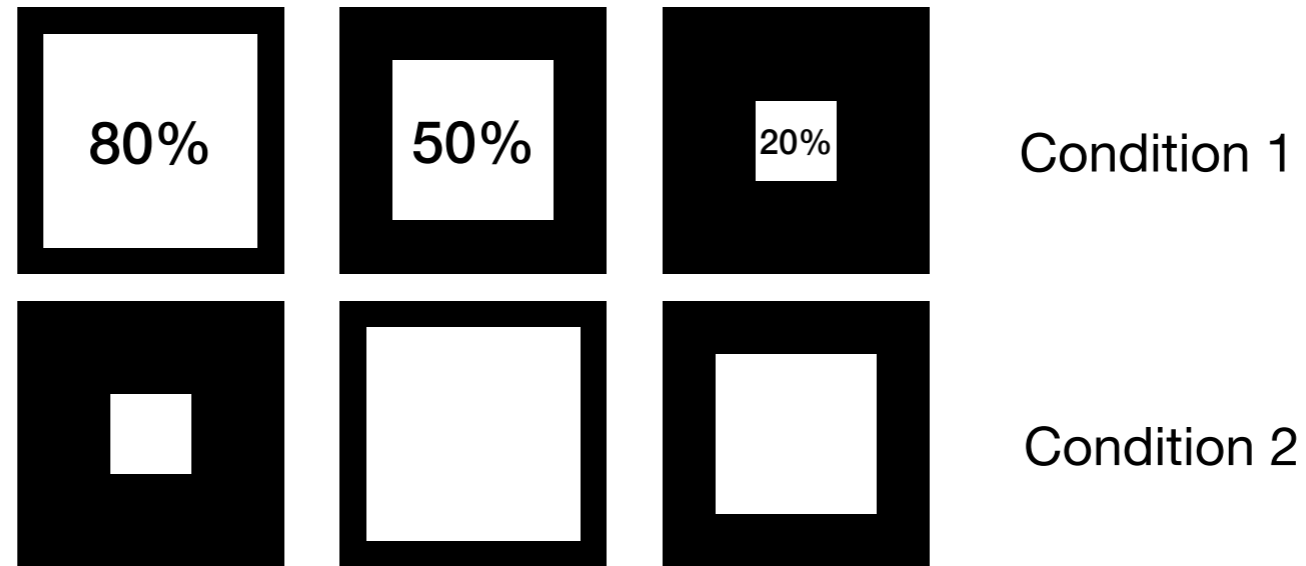
Floor

1
0



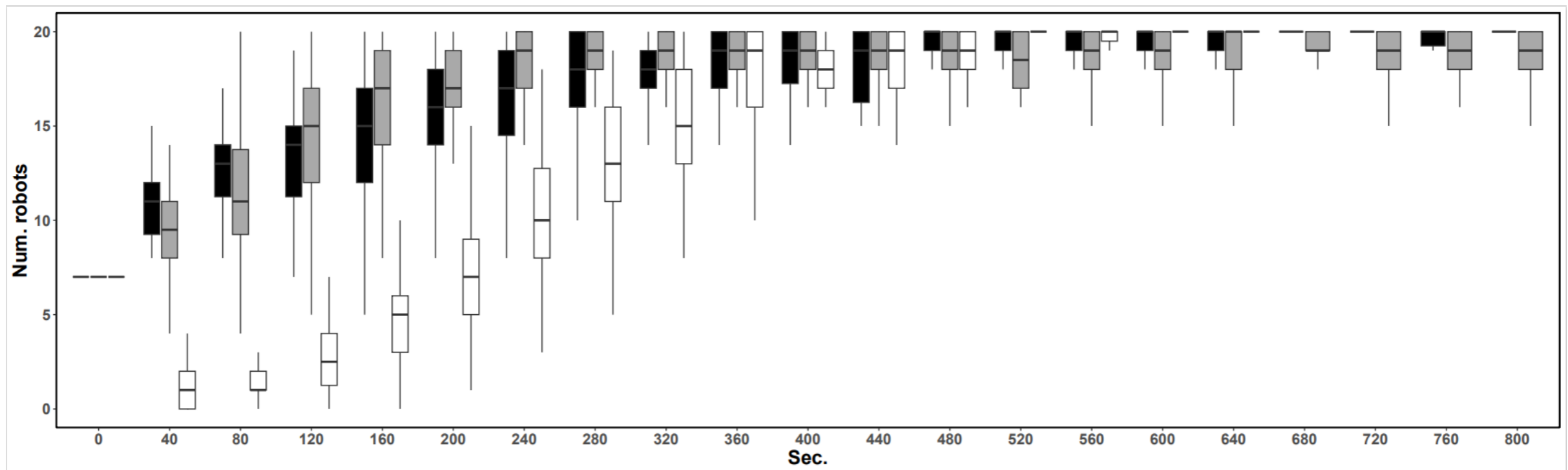
SoftMax Function

Collective-decision making



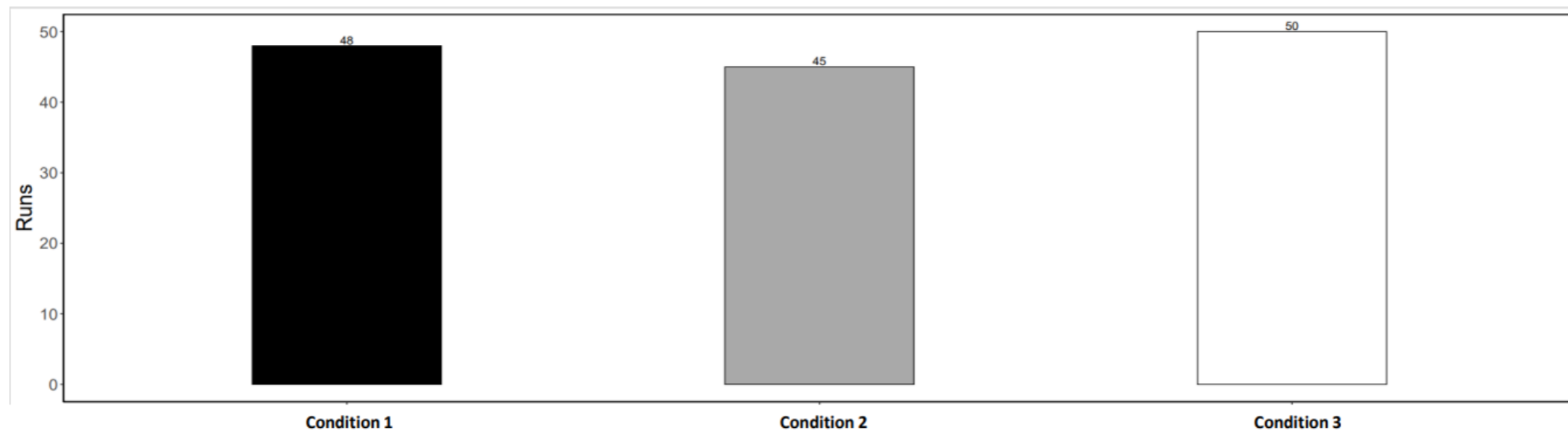
Collective-decision making

A new site selection task



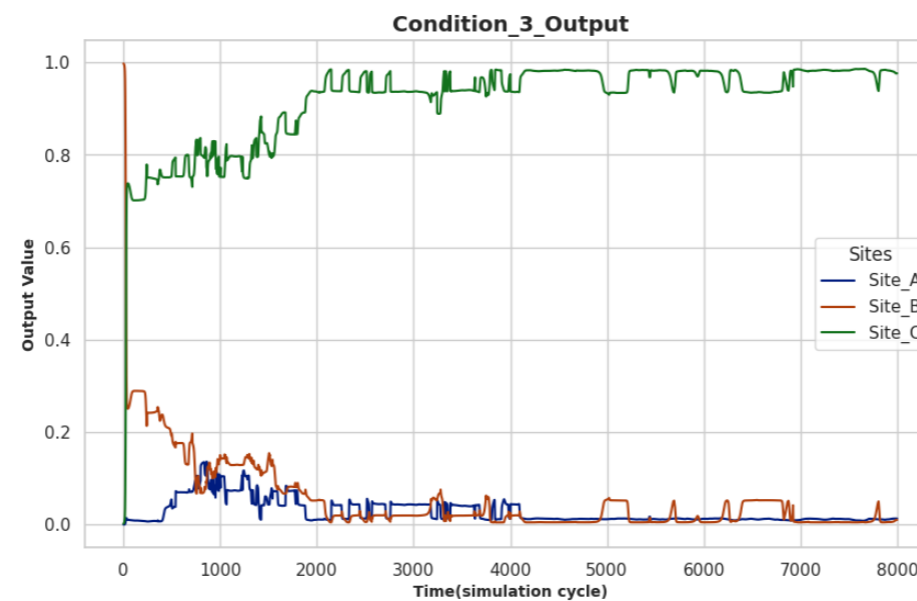
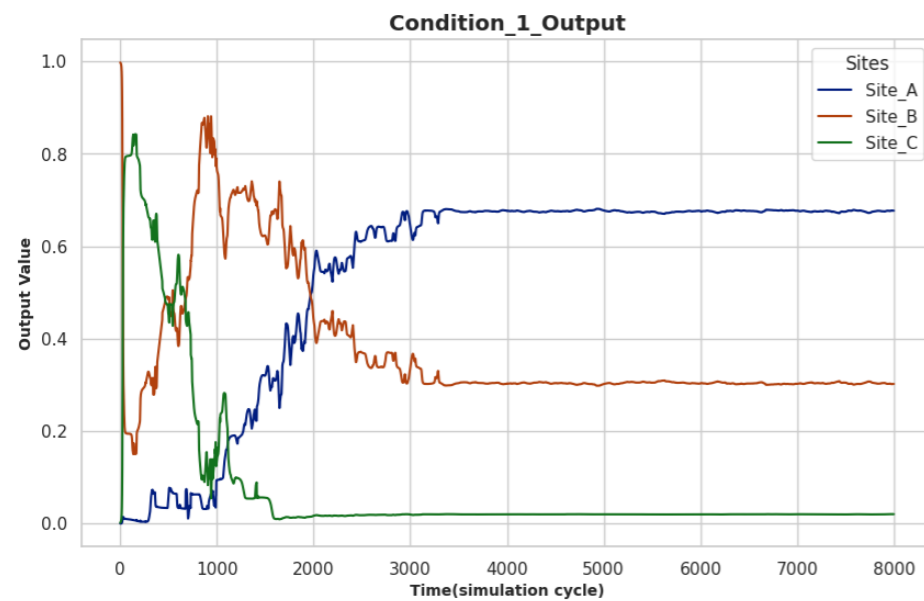
Collective-decision making

A new site selection task



Collective-decision making

A new site selection task



Conclusions

Collective-decision making

- With ER is possible to design decision-making mechanisms
- No need to have explicit feedback modulation mechanisms
- With ER we can overcome limitations of hand-coded solutions
- Whether or not ER designed systems are valuable engineering solutions can be discussed