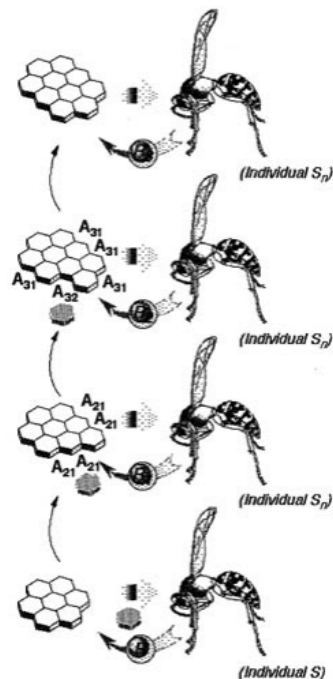
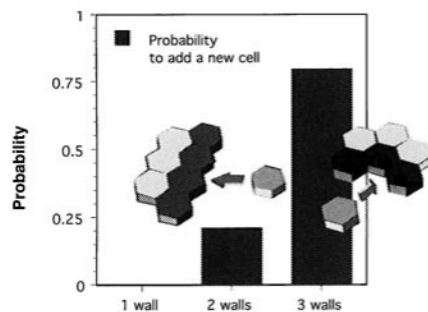


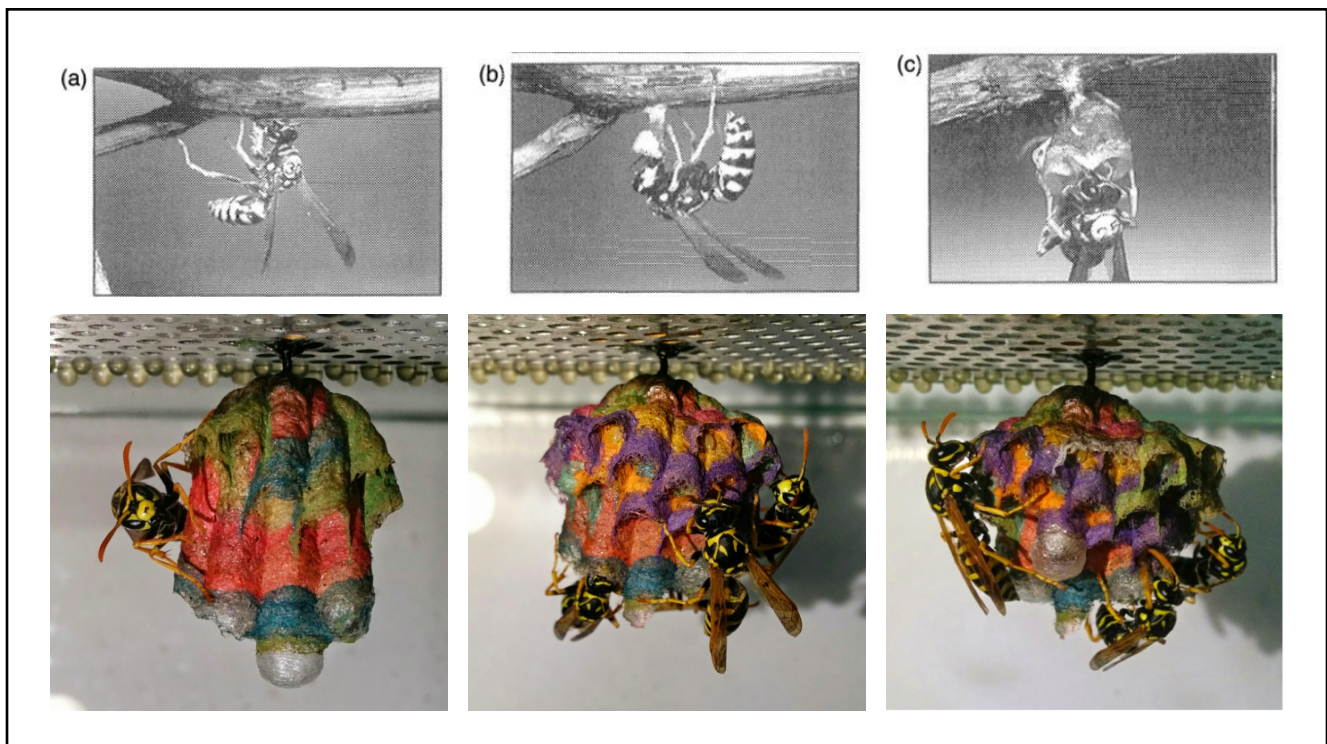
Nest Building in Social Insects

Helen Wang and Julian Fiorito

Discrete Stigmergy

- Discrete stigmergy in insects is based on a discrete set of stimulus types
- A stimulus is transformed into another, qualitatively different, stimulus under the action of an insect

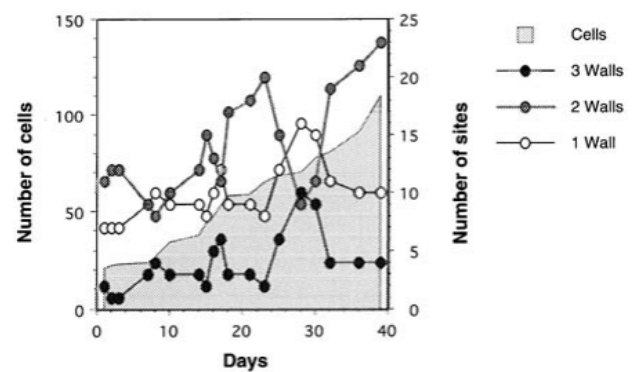




Nest Complexity and Size

The larger the nest, the more possible sites to add new cells

Complex nest structure stimulates complex behaviors to form more complex structure



Paper Wasp Nest Activity



Video of a Hornet Building its Nest



Structure of a Paper Wasp Nest

Multiple layers of cells connected by pedicels

Protective/insulating shell



Modeling Nest Building Behavior

Theraulaz and Bonabeau

Model of asynchronous automata in discrete cubic space

Agents place “bricks” that cannot be removed

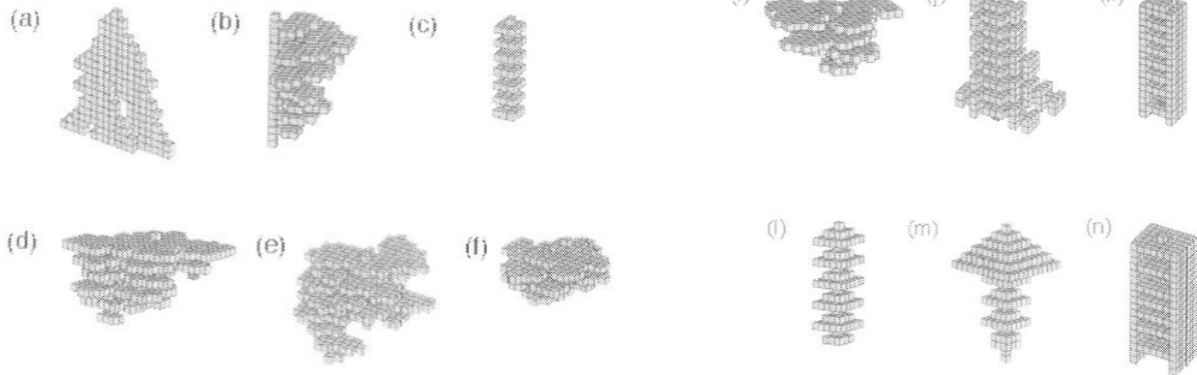
Algorithm 6.3 High-level description of the construction algorithm

```

/* Initialization */
Construct lookup table /* identical for all agents */
Put one initial brick at predefined site /* top of grid */
For  $k = 1$  to  $m$  do
  assign agent  $k$  a random unoccupied site /* distribute the  $m$  agents */
End For
/* Main loop */
For  $t = 1$  to  $t_{\max}$  do
  For  $k = 1$  to  $m$  do
    Sense local configuration
    If (local configuration is in lookup table) then
      Deposit brick specified by lookup table
      Draw new brick
    Else
      Do not deposit brick
    End If
    Move to randomly selected, unoccupied, neighboring site
  End For
End For
/* Values of parameters used in simulations */
 $m = 10$ 
  
```

Structured VS Unstructured

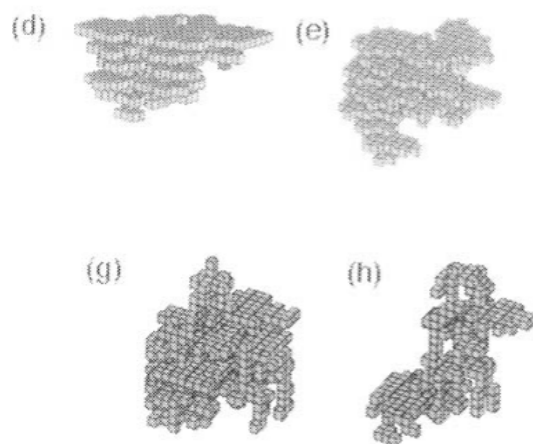
Coordination algorithm: each stimuli map to one action



Coordinated VS Noncoordinated

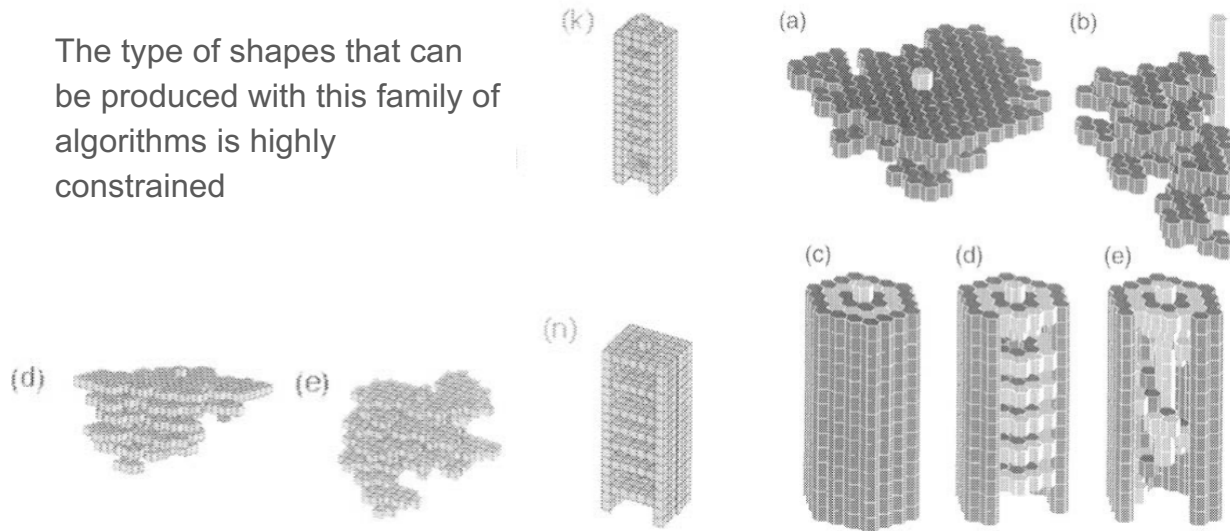
Same coordinated algorithm leads to different global architectures in different simulations.

That is not the case for different simulations of the same Noncoordinated algorithm

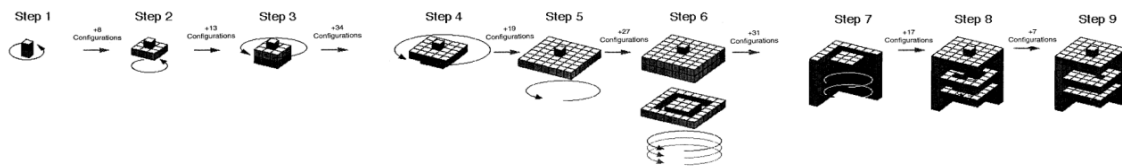


Square VS Hexagon

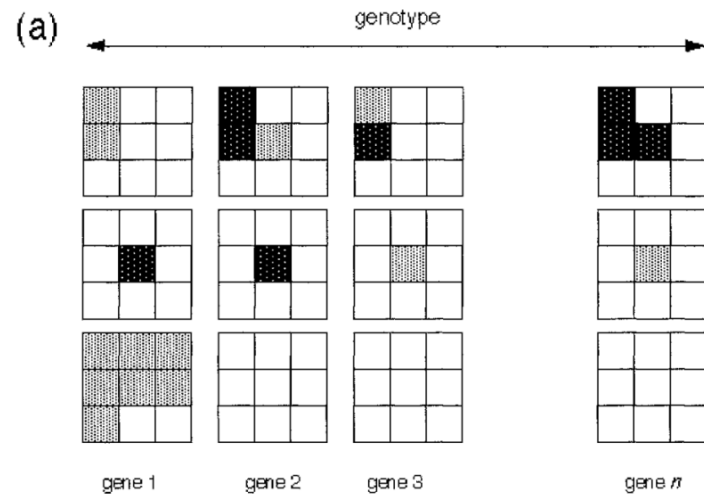
The type of shapes that can be produced with this family of algorithms is highly constrained



Example of Emergent Steps and Structures



Genetic Algorithms and Nest Building

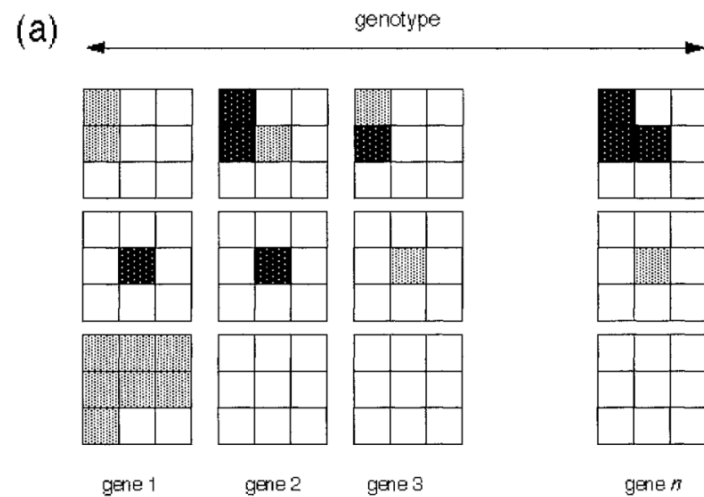


Genetic Algorithms and Nest Building

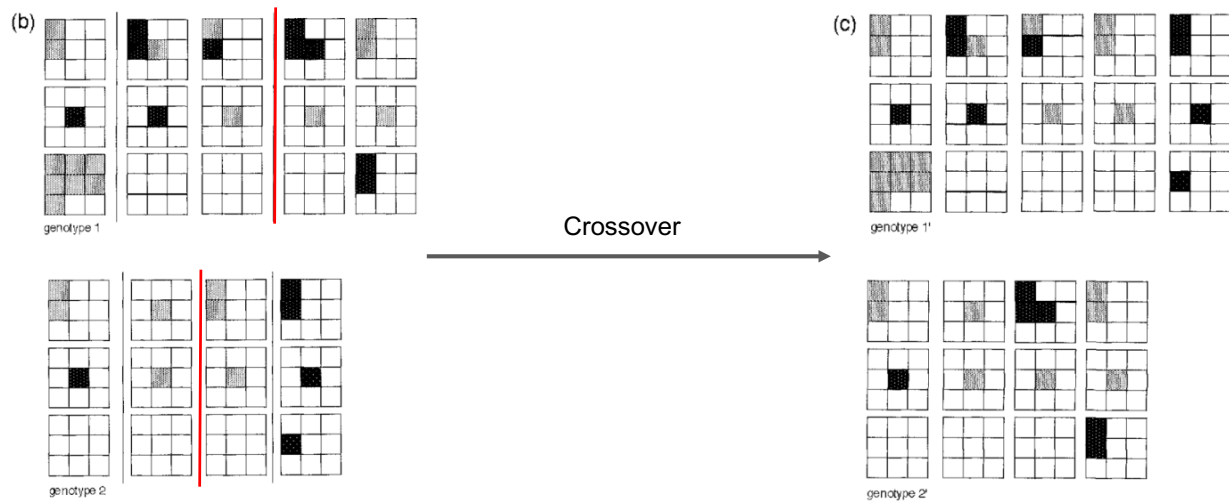
Rules are encoded in a genotype based on the surrounding 26 cells

In reproduction both mutation and crossover are possible

Fitness proportionate selection was used

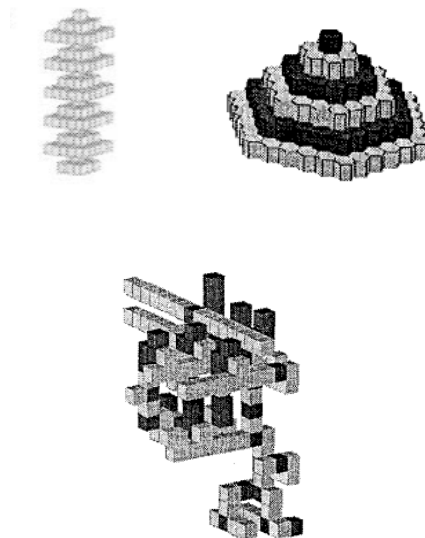


Crossover mutation in GA for nest building

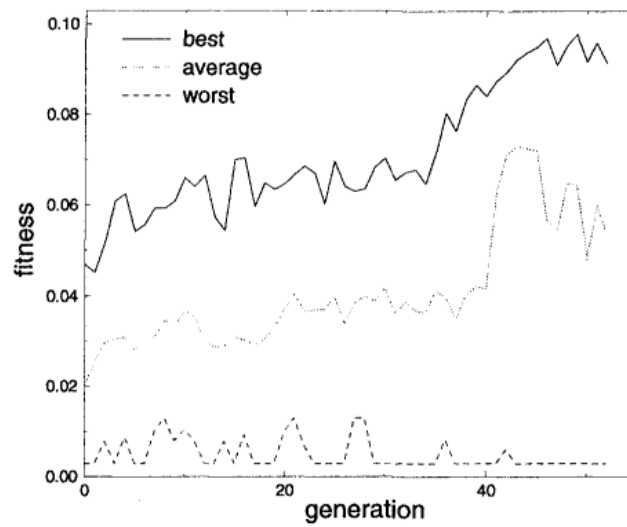
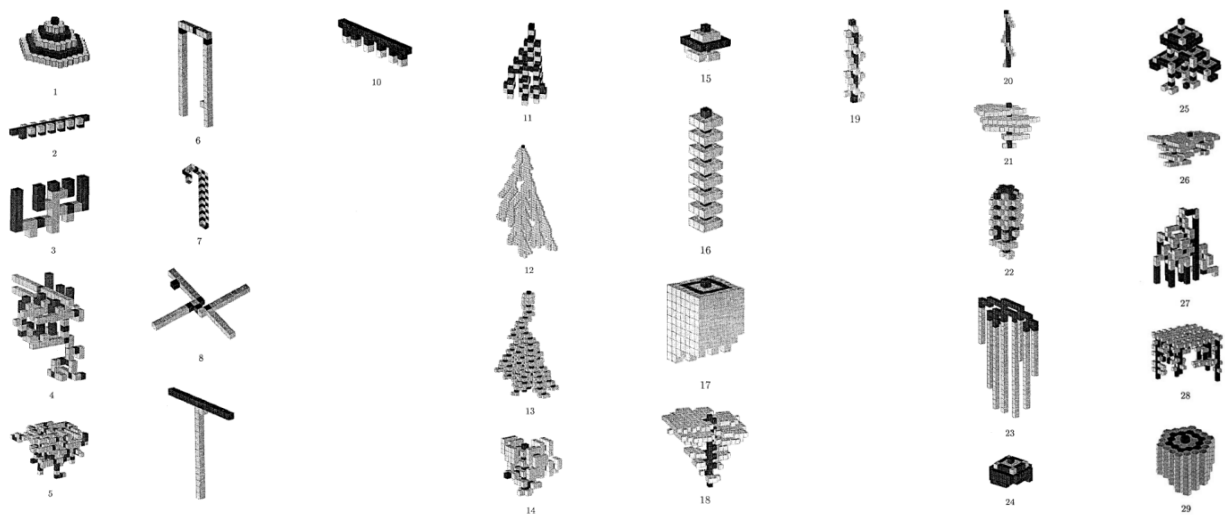


Fitness Function

1. The more number of microrules used the better
1. Bricks have adjacent faces with many of their neighbors
1. Large patterns that repeat themselves



Some interesting Designs found by the GA



Questions?

