



Collective Behavior & Synchronization

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What is collective behavior?

Examples of Collective Behavior

- Swarming
 - Flocks of birds
 - Schools of fish

- Crowd response
 - Fads
 - Rumors



Examples

Starlings

<https://www.youtube.com/watch?v=eakKfY5aHmY>

Start at 0:45

Watch ~ 30 seconds

Fish

<https://www.youtube.com/watch?v=U9T0OlAOv0c>

Start at 2:10

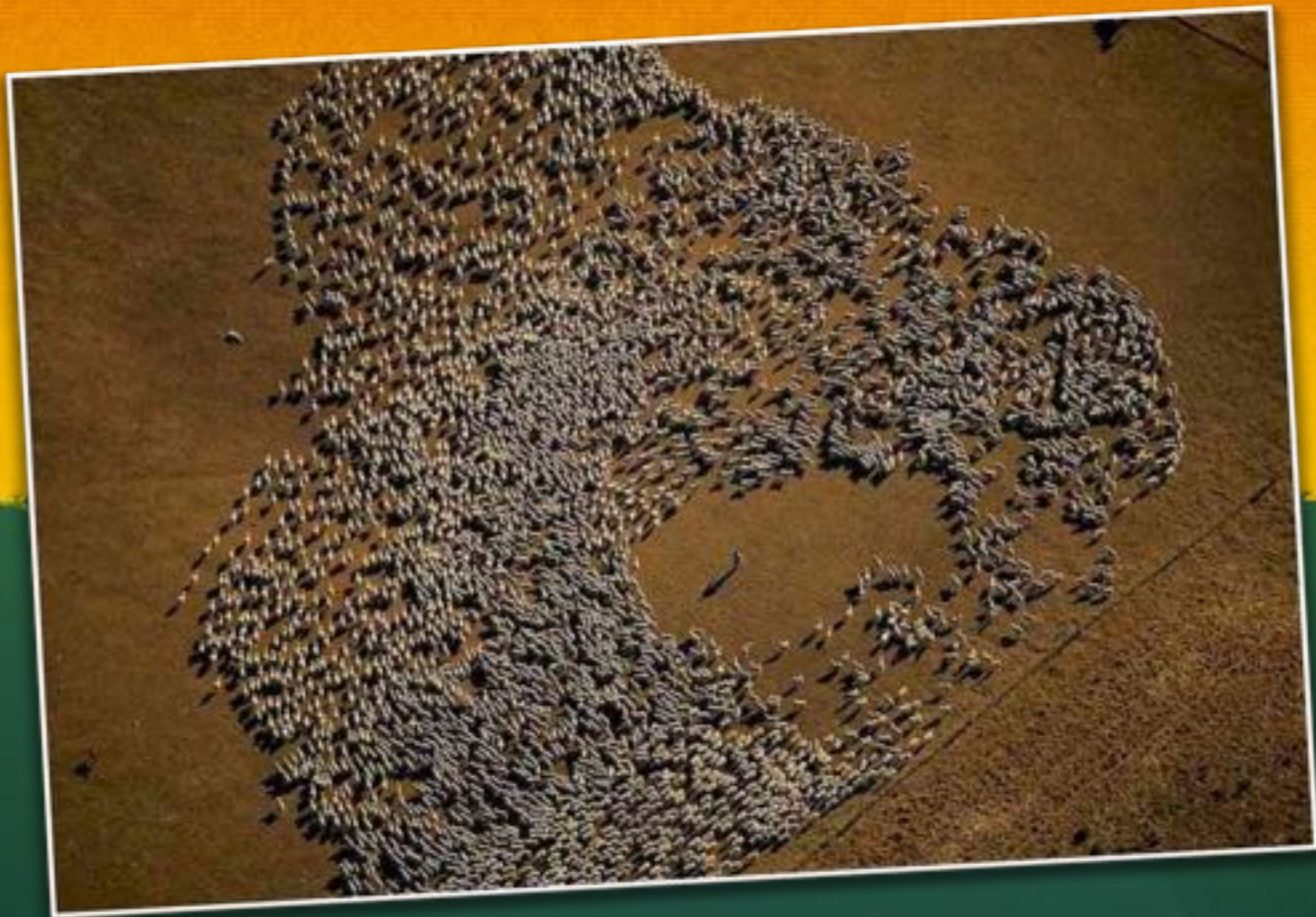
Watch ~ 30 seconds

Defining collective behavior

Collective behavior refers to relatively *spontaneous* and relatively *unstructured* behavior by large numbers of individuals acting with or being influenced by other individuals.

Reaction to intrusion

How does the group respond?





Fish avoiding a predator

<https://www.youtube.com/watch?v=mgg6HhKRwY0>

Start at 0:38

Watch ~ 10 seconds



Can we produce collective
behaviors?

Let's try!

What happens?

1. Pick one person in the room (Don't tell who it is!). We'll call them Person A.
2. Pick a different person in the room (Don't tell who it is!). We'll call them Person B.
3. When I say go, make sure that *you always stay between Person A and Person B.*

Now, what happens?

1. Pick one person in the room (Don't tell who it is!). We'll call them Person A.
2. Pick a different person in the room (Don't tell who it is!). We'll call them Person B.
3. When I say go, make sure that *you keep Person A between yourself and Person B.*

Simple rules lead to complex behavior

- Attraction of individuals at long distance
- Repulsion of individuals at short distance
- Must head in a similar direction to where you were going



How one fish acts



What about dynamic behavior?

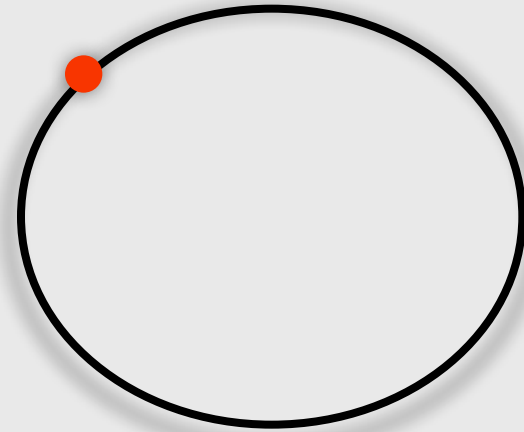


Oscillations in time



Let's simplify

Think of
runners on a
track



Interaction of runners

- Want to run in a group with friends
- Want to run far away from others

How individuals move

$$\text{Change in position on the track} = \text{Preferred running speed} + \frac{1}{N} \text{Sum} \left\{ \underbrace{\left(\text{How much one wants to run with others} \right)}_K \times \left(\text{Where everyone else is} \right) \right\}$$

Interaction of runners

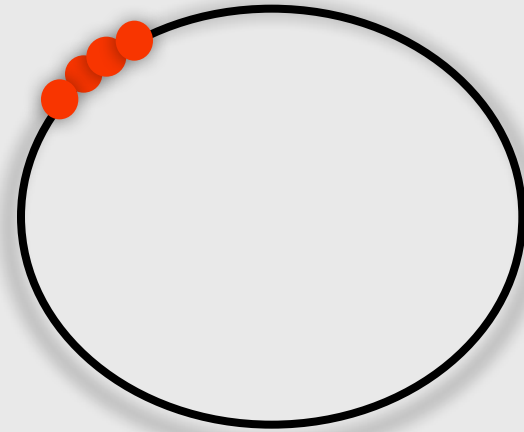
- Want to run in a group with friends

$$K > 0$$

- Want to run far away from others

$$K < 0$$

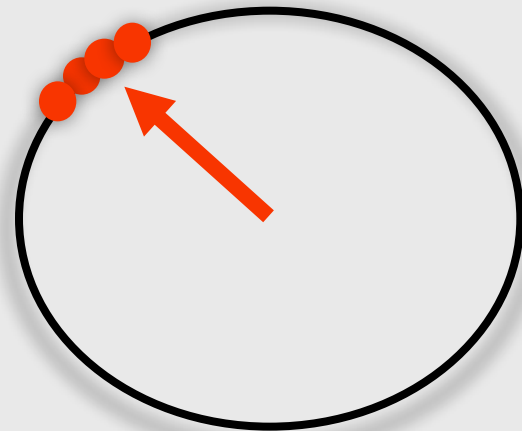
Where are
most runners?



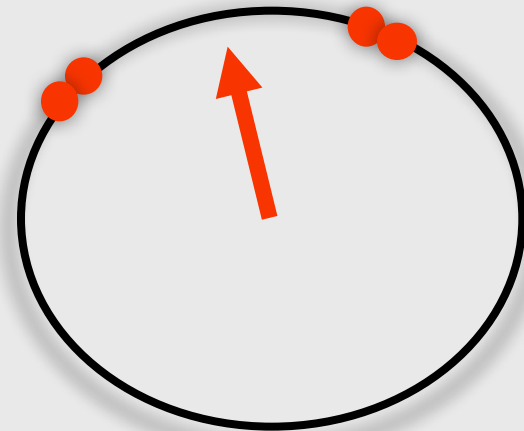
Idea of an average

- Sum all the numbers
- Divide by how many numbers there are
- Example
 - Everyone pick 0 or 1

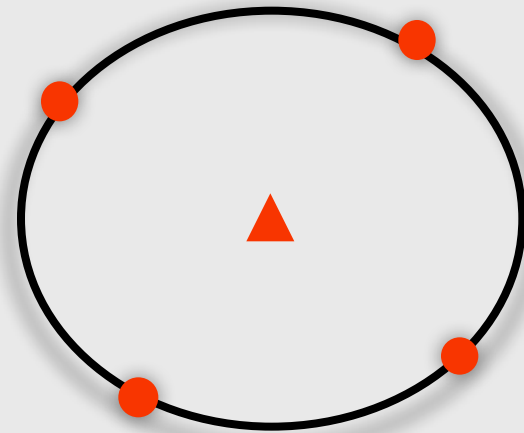
Where are
most runners?



Where are
most runners?



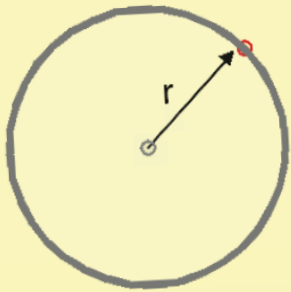
Where are
most runners?



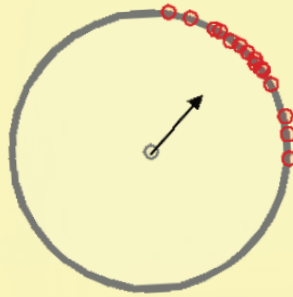
What happens as K
increases?

Synchronization!

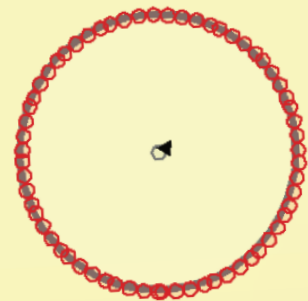
near perfect synchrony



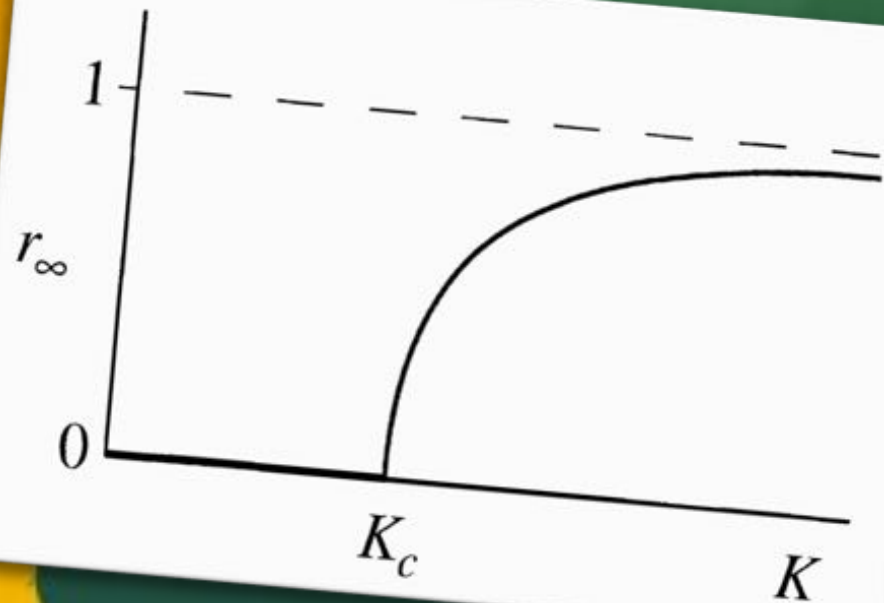
partial synchrony

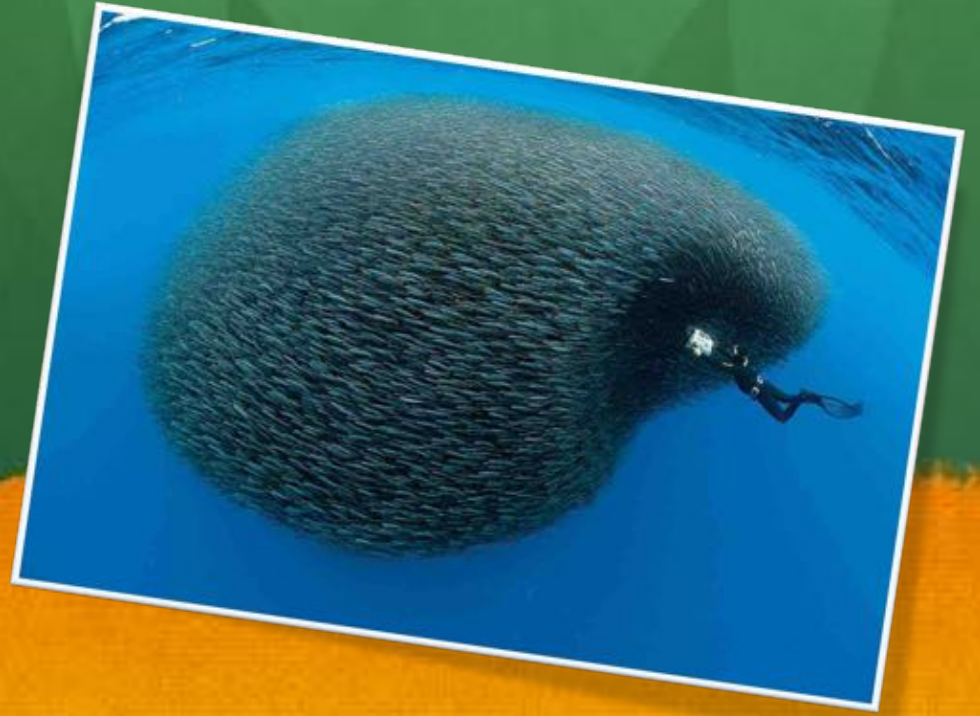


incoherence



r = length of arrow





Bring swarms and
oscillators together
Swarmalators!

Definitions

- Each individual is an oscillator
- Color of the individual tells where in the oscillation the individual is
 - Red = lighting up
 - Blue = dark
- Simple rules of behavior
 - K = attraction of stage of oscillation
 - J = attraction of position

$$\text{Change in oscillation} = \text{Preferred speed} + \frac{1}{N} \text{Sum} \left\{ \begin{array}{l} \left(\text{How much one wants to oscillate similarly} \right) \times \left(\text{How everyone else oscillates} \right) \end{array} \right\}$$

K

$$\text{Change in position} = \text{Self propulsion} + \frac{1}{N} \text{Sum} \left\{ \begin{array}{l} \left(\text{How much one wants to be near others} \right) \times \left(\text{Where everyone else is} \right) \end{array} \right\}$$

J

What happens as we
change J and K?

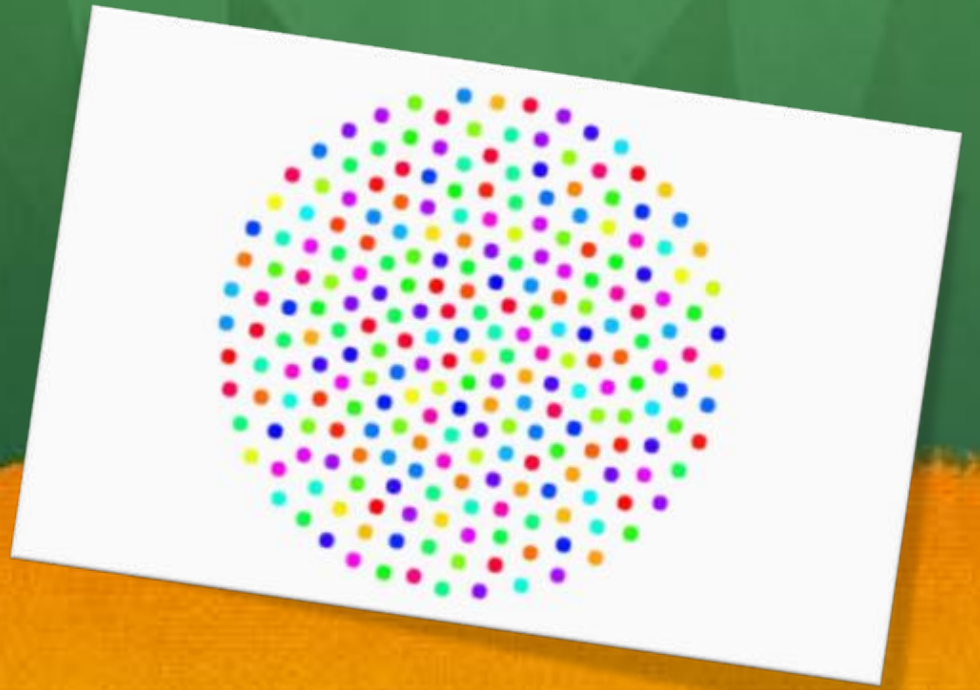
Static states



Synchronization

$$J = 0.1$$

$$K = 1$$



No synchronization

$$J = 0.1$$

$$K = -1$$



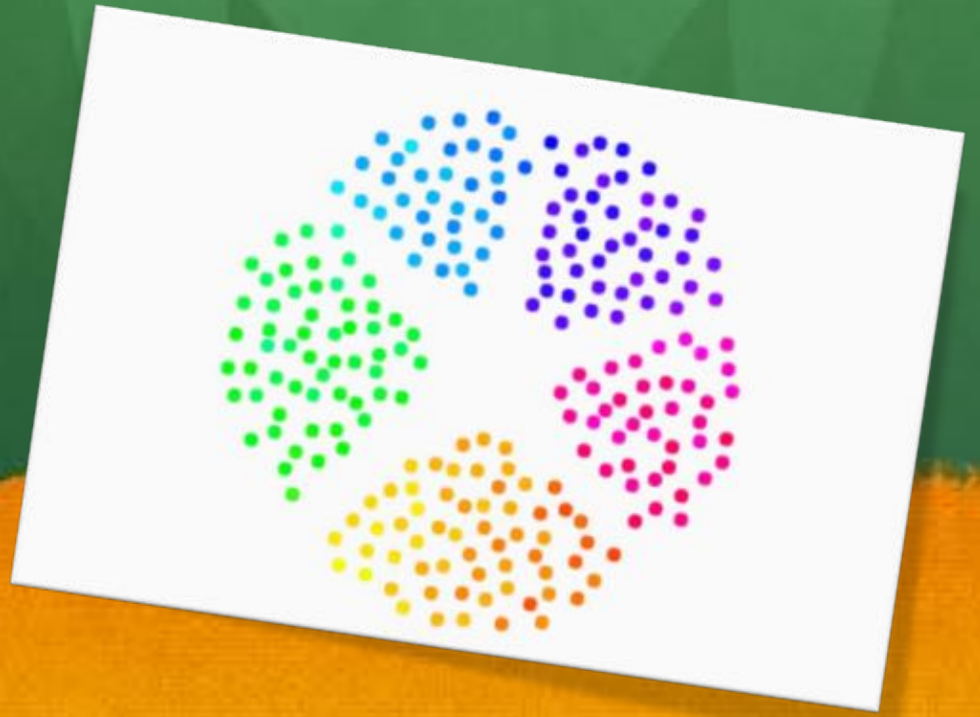
Static wave

$$J = 1$$

$$K = 0$$

What happens as we
change J and K ?

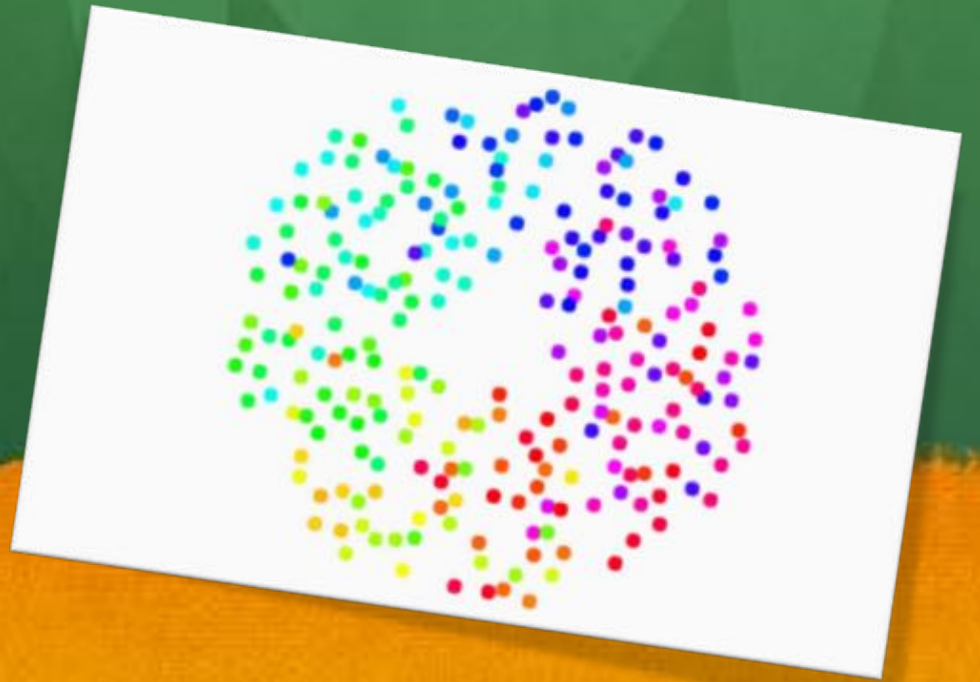
Mobile states



Splintered wave

$$J = 1$$

$$K = -0.1$$



Active wave

$$J = 1$$

$$K = -0.75$$

THANK YOU!



More about Swarmalators

- <https://www.nature.com/articles/s41467-017-01190-3.pdf>
- <http://usediscretion.blogspot.com/2017/01/the-swarmalator.html#2197705767230631914>
- <https://mikesmathpage.wordpress.com/2017/11/19/having-kids-play-with-swarmalators/>



Kevin O'Keeffe



Hyunsuk Hong



Steven Strogatz

References

Spinner picture: <https://news.playhaven.com/lists/before-there-were-fidget-spinners-there-were-the-other-crazy-toy-fads>

Fish model: https://en.wikipedia.org/wiki/Swarm_behaviour

Runners on track: <https://dakotapress.photoshelter.com/image/I0000YEG14Dhv7Ec>

Diver with fish: <https://johnwhyte.com/2015/10/24/scuba-diving/>

Firefly: <https://houstonarboretum.org/2016/05/fireflies/>

Flocks of birds: <https://www.howitworksdaily.com/why-do-birds-flock-together/>

Sheep: flatrock.org.nz (cached google search: herd of sheep overhead)