

Collective motion

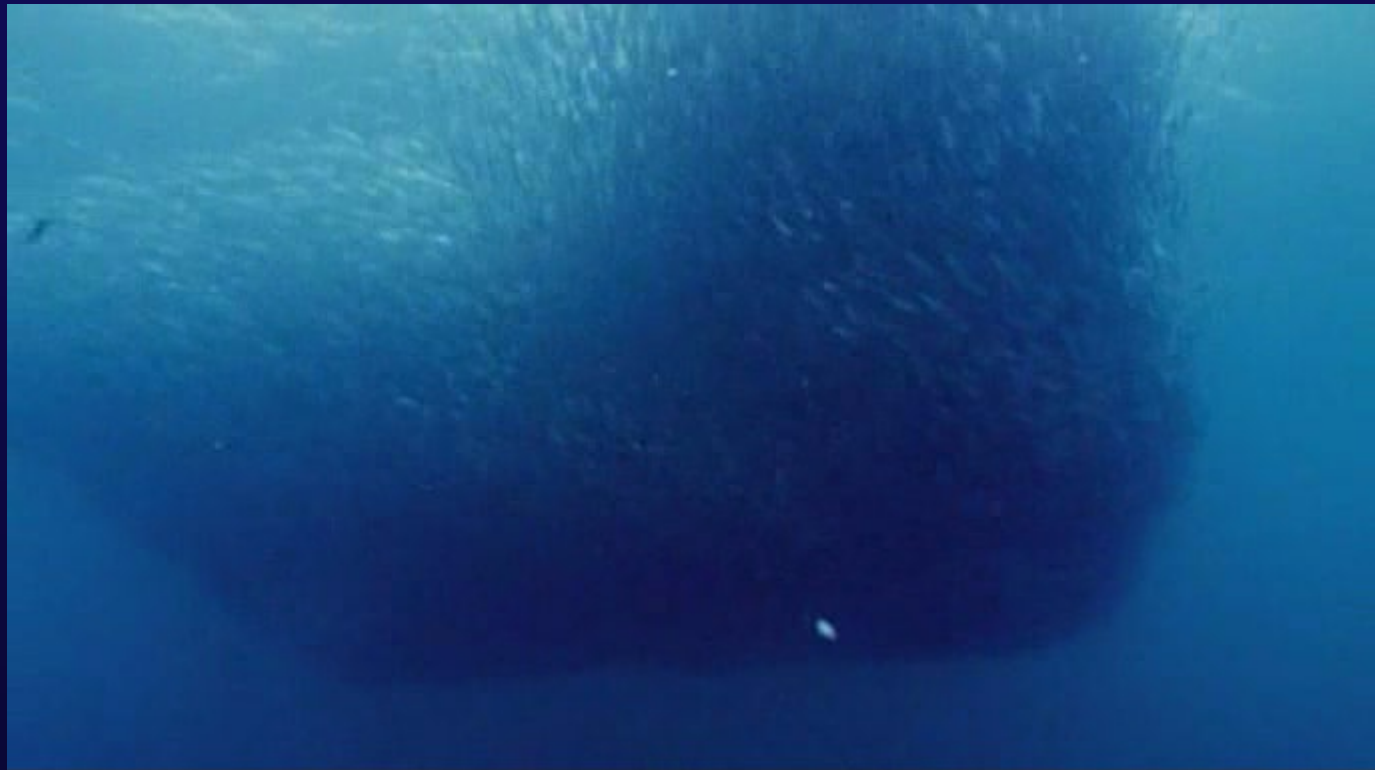
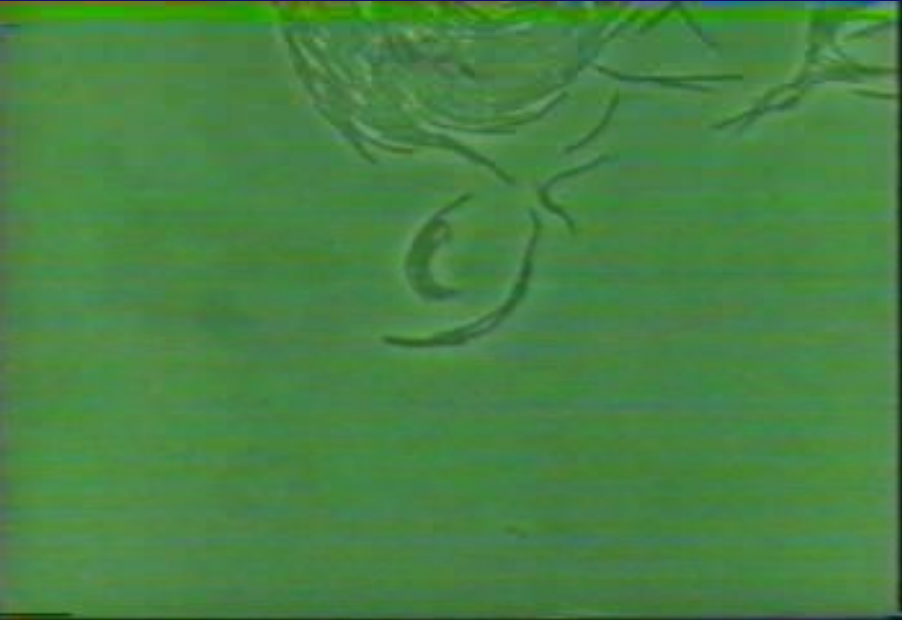
T. Vicsek

<http://angel.elte.hu/~vicsek>

Principal collaborators

A. Czirók, I. Farkas, B. Gönci, D. Helbing, M. Nagy,
P. Szabó and G. Szöllösi,

Collective motion of



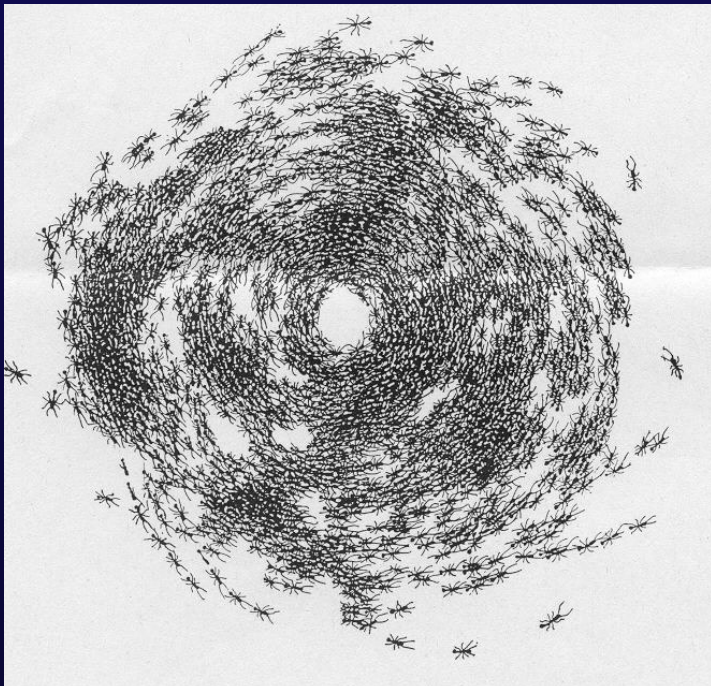
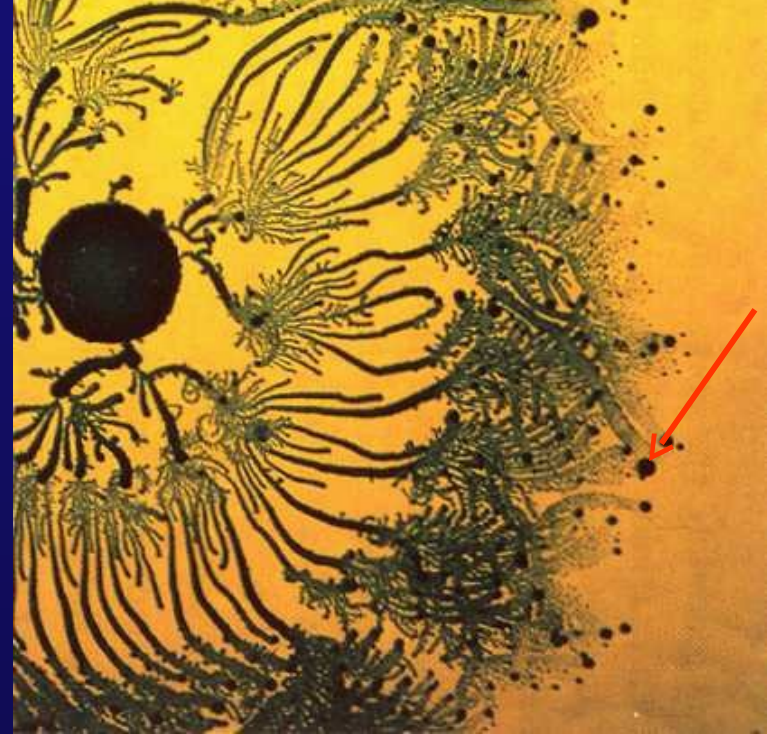
Collective motion



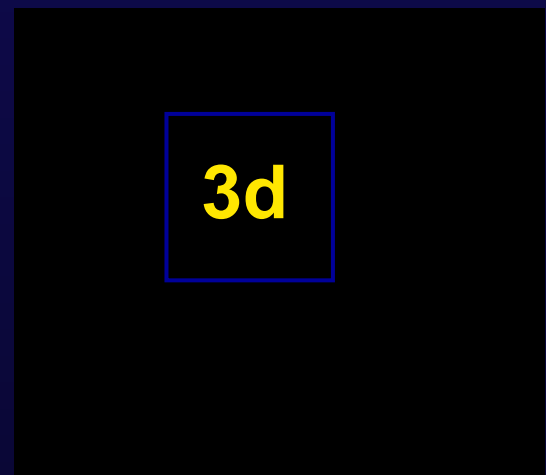
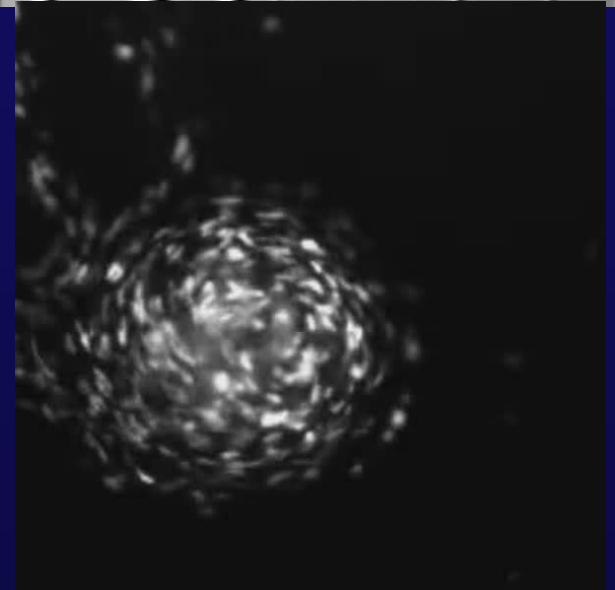
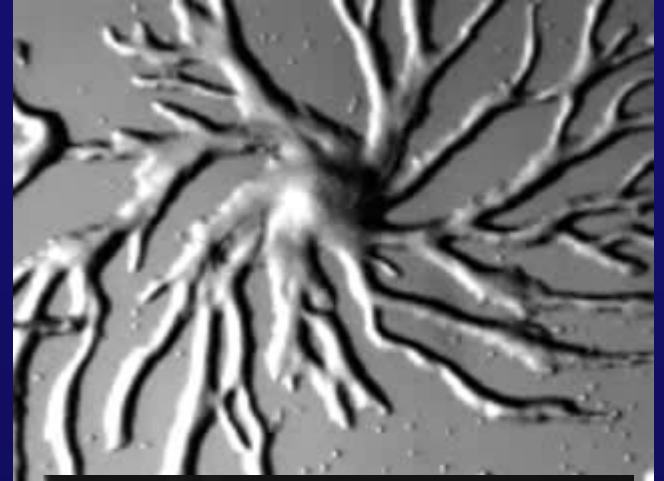
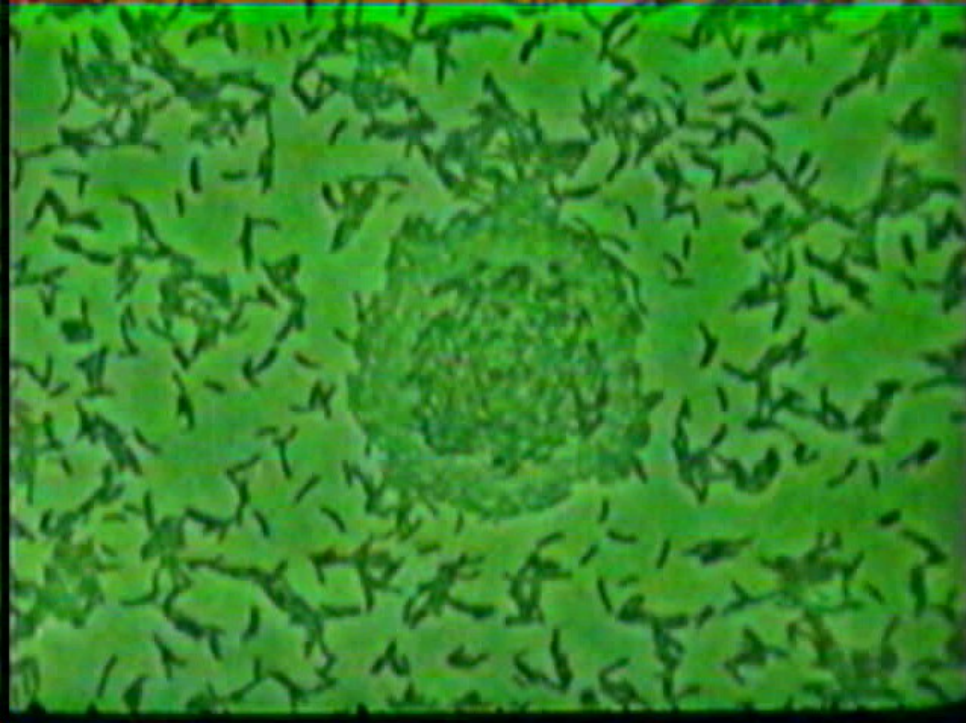
D. Winter

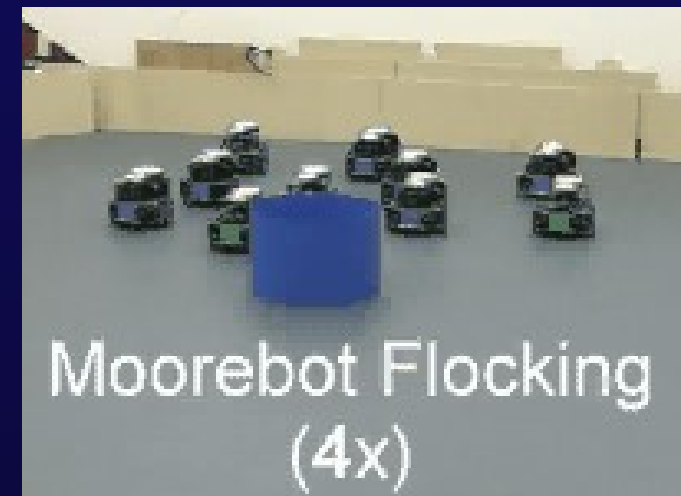
BBC
Massive nature

universal pattern of motion



Locusts (Buhl, Sumpter, Couzin et al, *Science*, 2006)





Moorebot Flocking
(4x)

Observation: complex units exhibit simple collective behaviours

(the nature and “rules” of interactions are simpler than the units which produce them)

Our goal: find the basic features/laws of collective motion

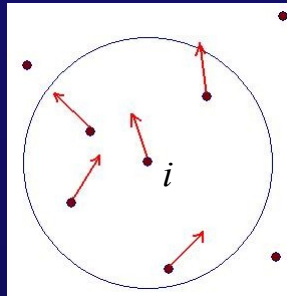
Swarms, flocks and herds

- **Model*:** The particles

- maintain a given absolute value of the velocity v_0

- follow their neighbours

- motion is perturbed by fluctuations $\vec{\eta}$

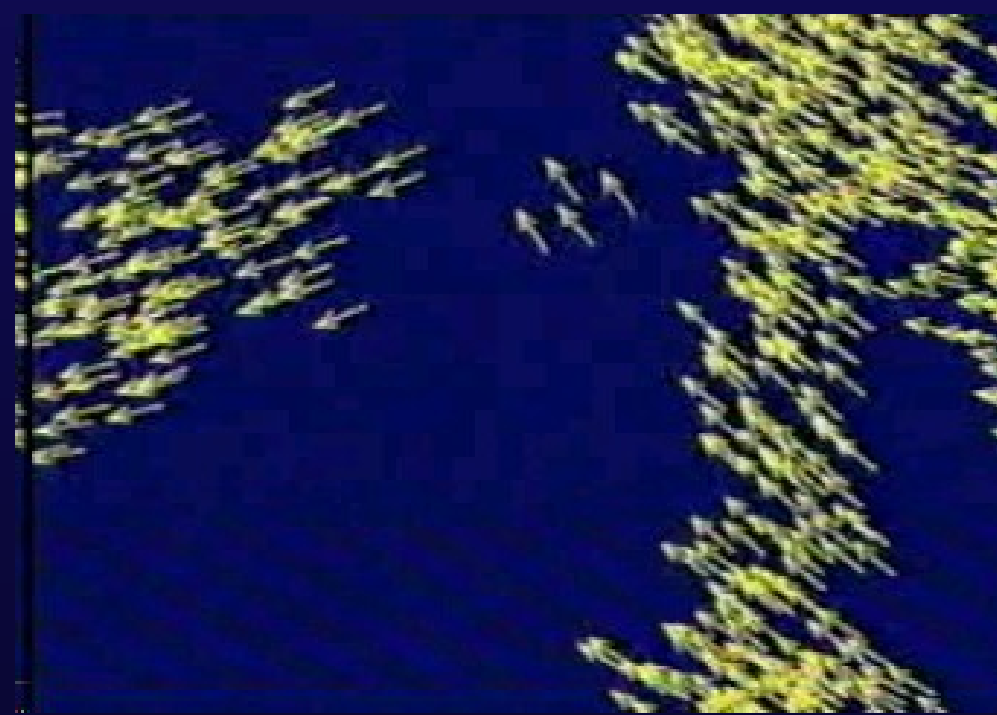
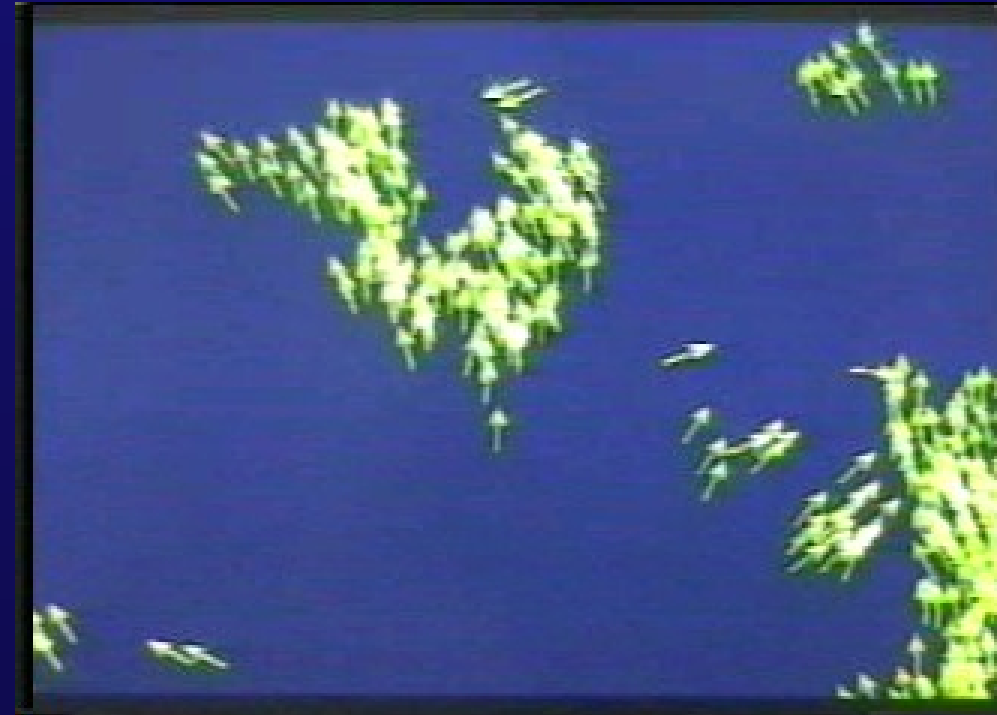


$$e_i(t+1) = E \left[E \left[\langle e_j(t) \rangle_j \right] + \eta(t) \right]$$

(E converts a direction into a unit vector)

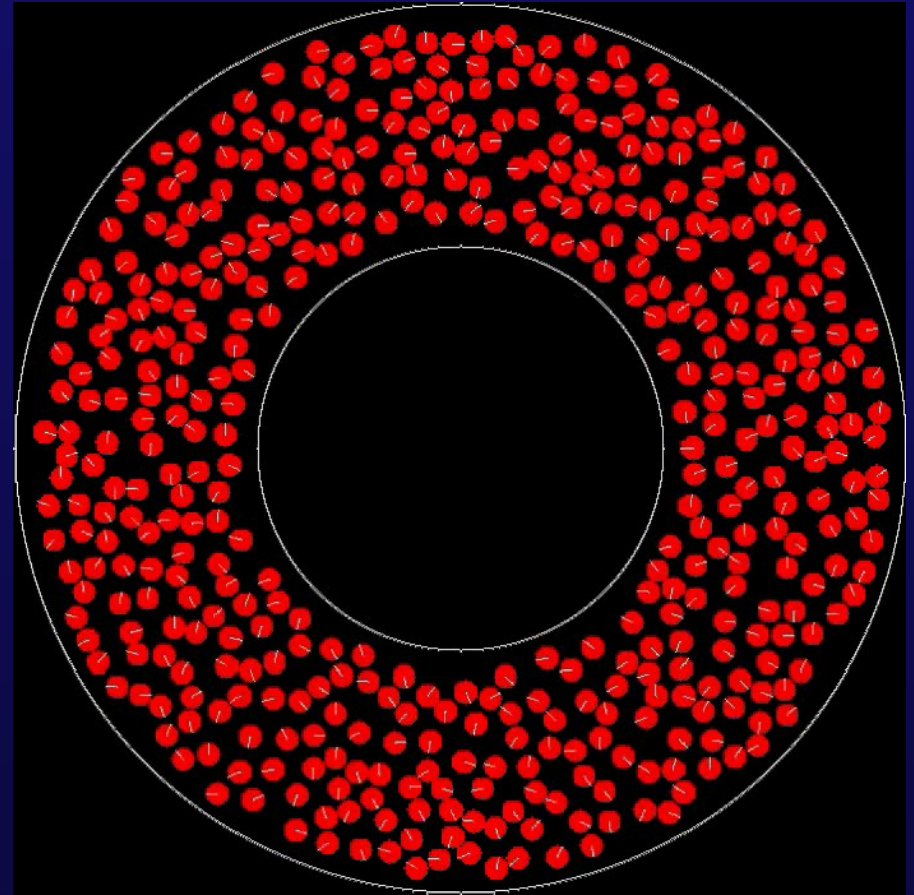
- Follow the neighbours rule is an abstract way to take into account interactions of very different possible origins

- **Result:** ordering is due to motion

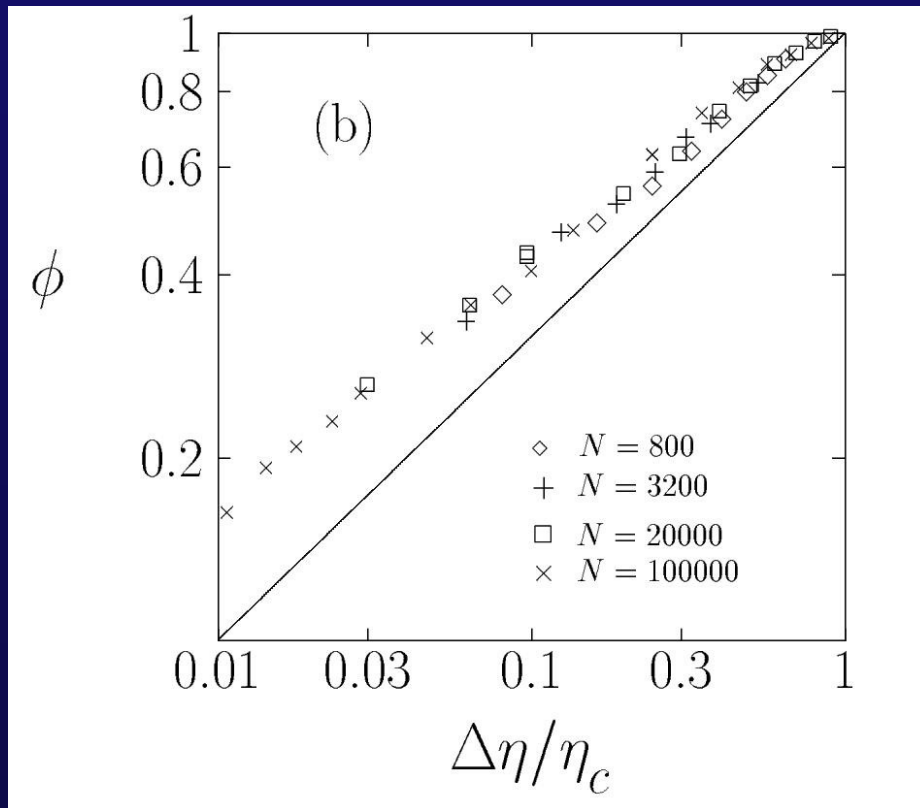


Lessons:

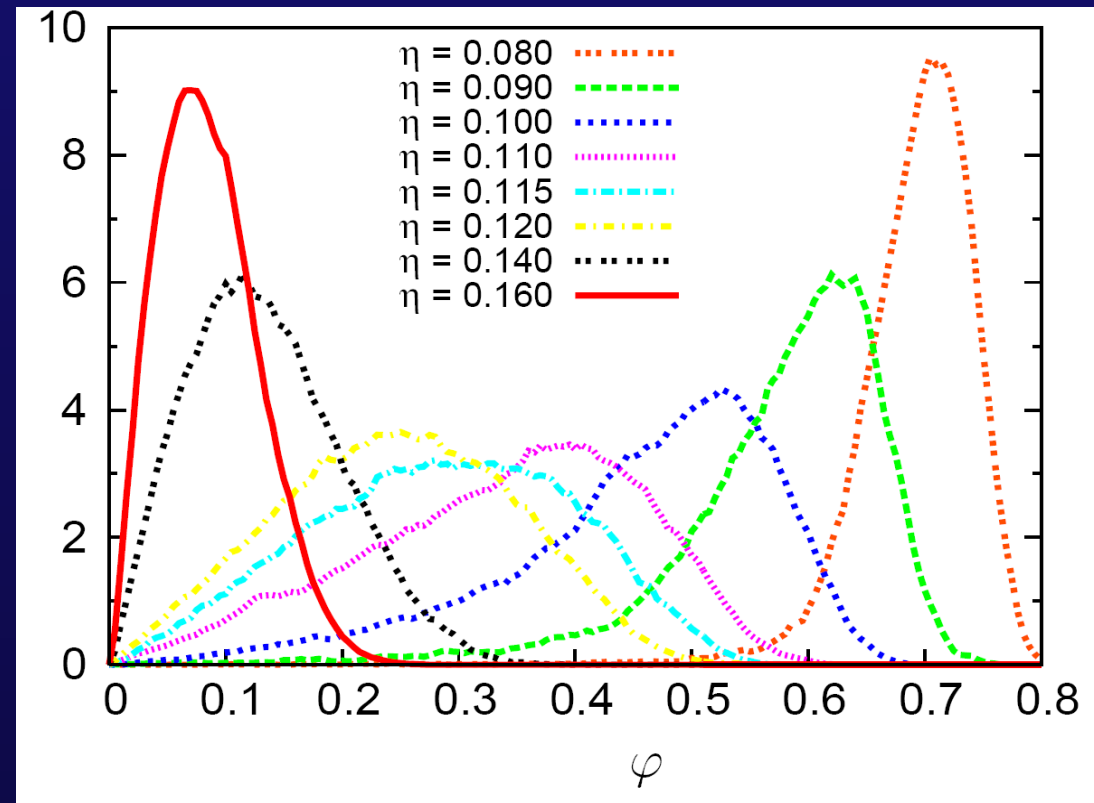
1. Some patterns of motion are universal
2. Simple models can reproduce this behavior
3. A simple noise term can account for numerous complex deterministic factors
4. In many cases ordering is due to motion!



Continuous transition in the scalar noise model for small velocity



Order parameter versus noise

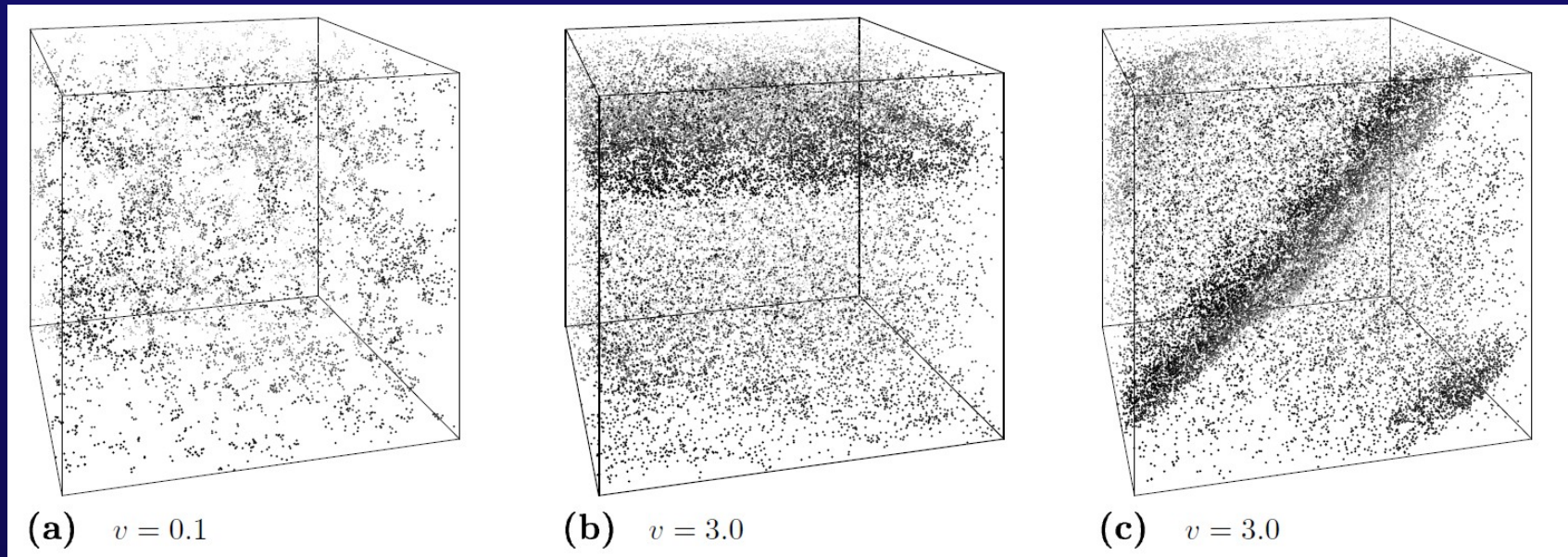


Probability distribution function of the order parameter for various noise levels

J. Phys. A 1997
A. Czirok, H. E. Stanley and T.V.

Physica A, 2007 Jan.
M. Nagy, I. Daruka and T.V.

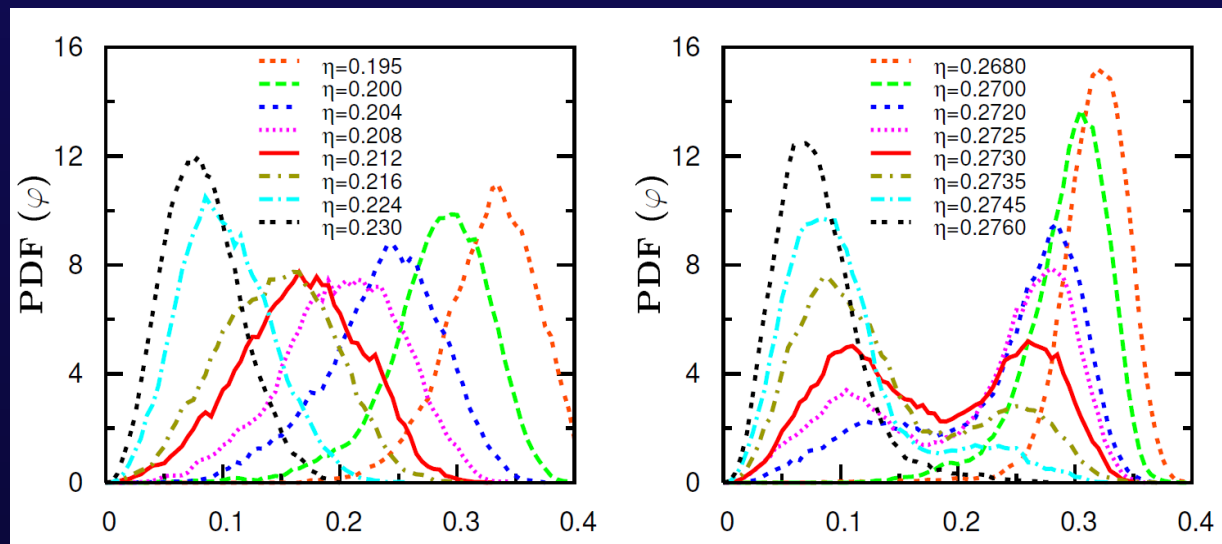
And in three dimensions? ... very similar!



$v=0.1$

“single humped”

i.e, second order transition



$v=0.5$

“double humped”

i.e, first order transition

Visualizations of various 3d versions

Scalar noise
(1995 PRL Vicsek et al model)
Low velocity ($v=0.1$)

Scalar noise model
High velocity ($v=3.0$)
(motivated by 2004 PRL Gregoire, Chate)

Visualizations of various 3d versions Reynolds-type models

More “realistic” model
(**with repulsion + attraction**
Reynolds, Couzin and others)
Periodic boundary conditions

More “realistic” model

In a cylinder

More “realistic” model

Birds’ view

Visualizations of various 3d versions Flocking with turning Stereo view

Collective turning is introduced through coupling of the acceleration of the particles

Weak coupling (close to '95 PRL scalar noise model)

Regular view Stereo view Yet another stereo view

“Critical” coupling (new model)

Regular view Stereo view

A further lesson:

Apparently during evolution the “parameters” of birds are “tuned” to values keeping a flock close to a “critical state” (to a state with large fluctuations) such as the aerial displays of starlings

Such a state seems to be optimal for the propagation of information which is useful from the points of

- exploration
- collective decision making

Collective motion of keratocytes

Relevance:

- Wound healing
- Tissue engineering
- Embriogenesis

We obtain skin cells from scales of gold fish kept in the lab

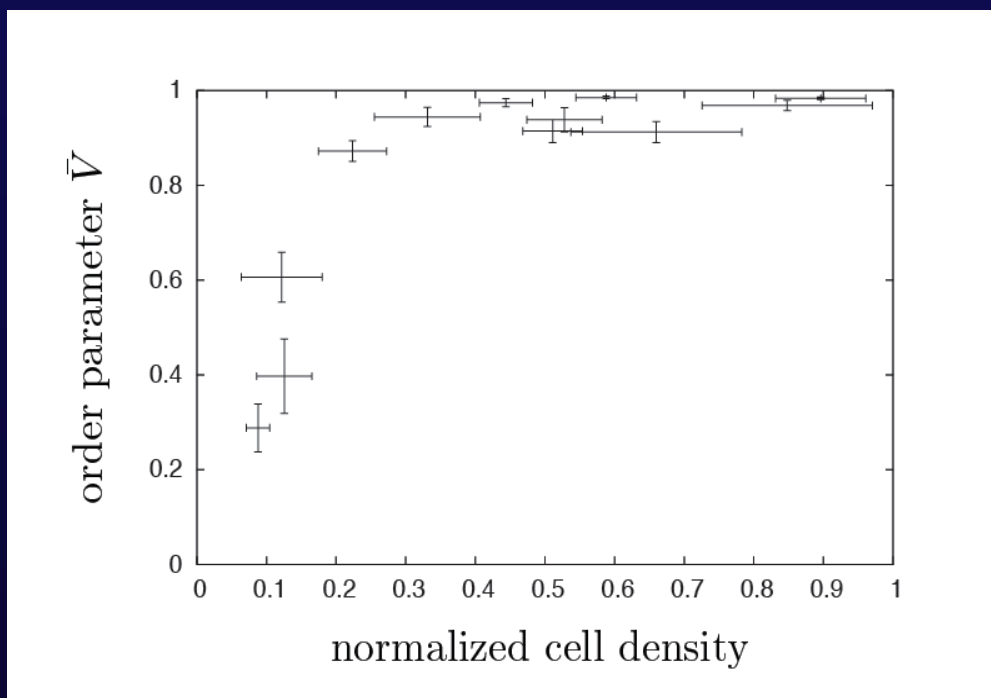
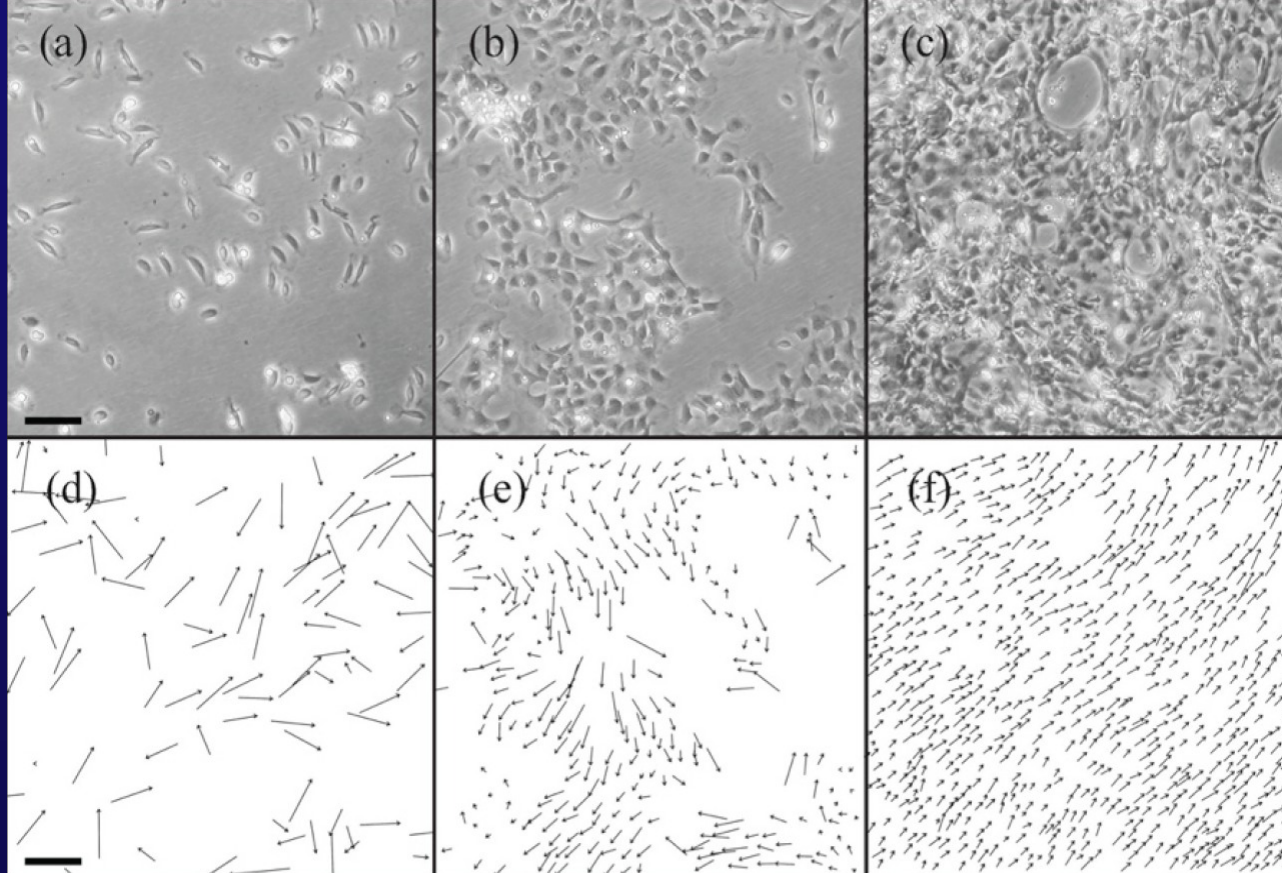


Experiment, i.e., we can control density

Velocities from tracking

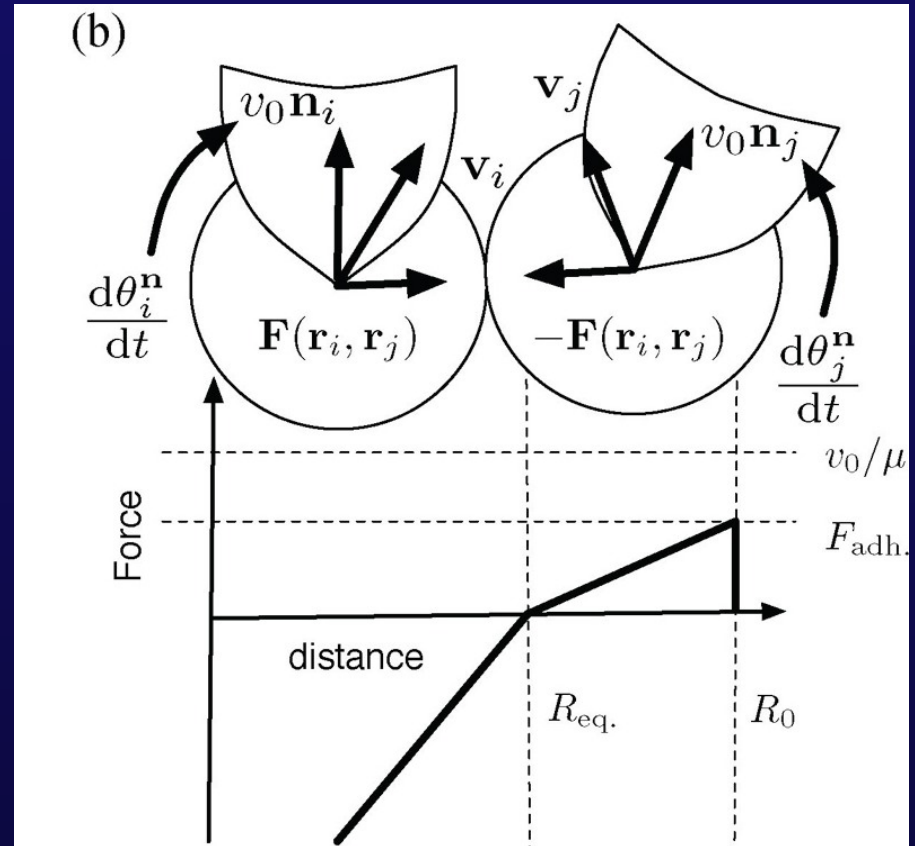
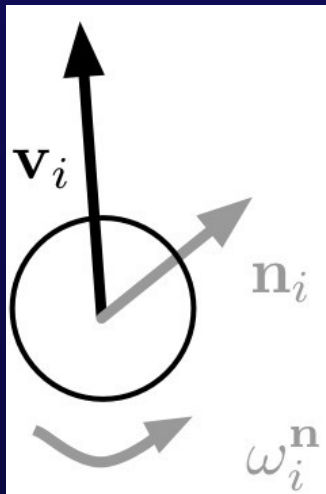
Order parameter

$$\bar{V} = \left\langle \frac{1}{N} \left| \sum_{i=1}^N \frac{\mathbf{v}_i(t_k)}{|\mathbf{v}_i(t_k)|} \right| \right\rangle_{t_k}$$



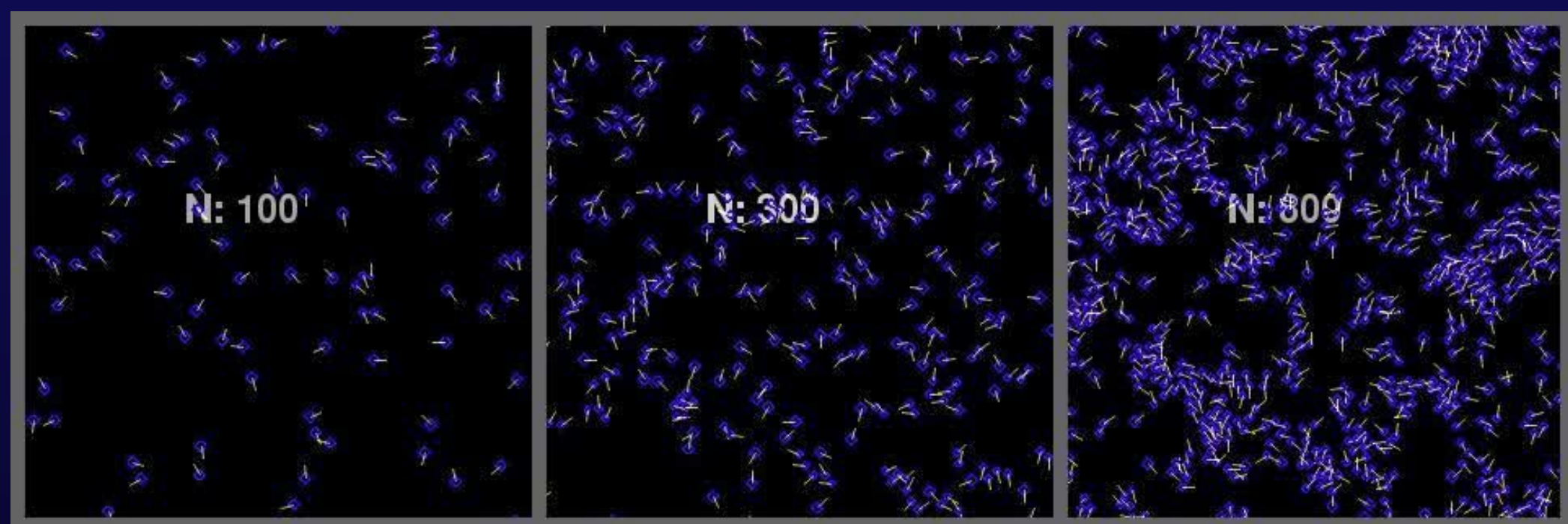
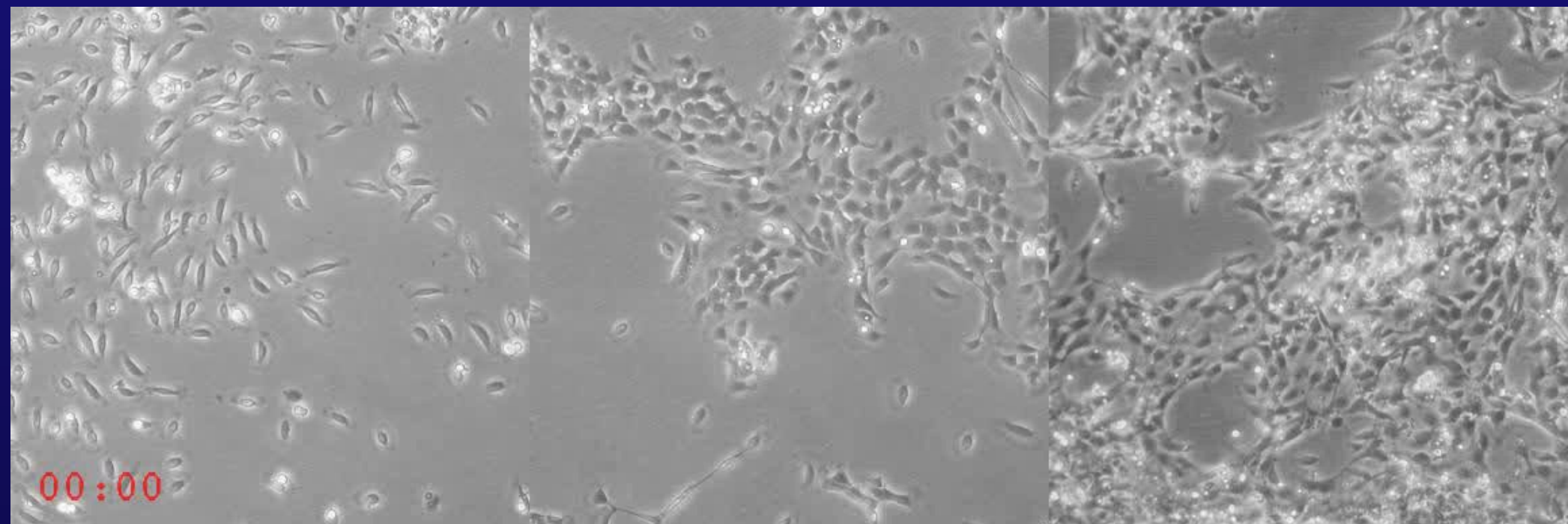
Modelling the group motion of keratocytes

Qualitatively new feature:
the velocities of the neighbours
are not part of the equations



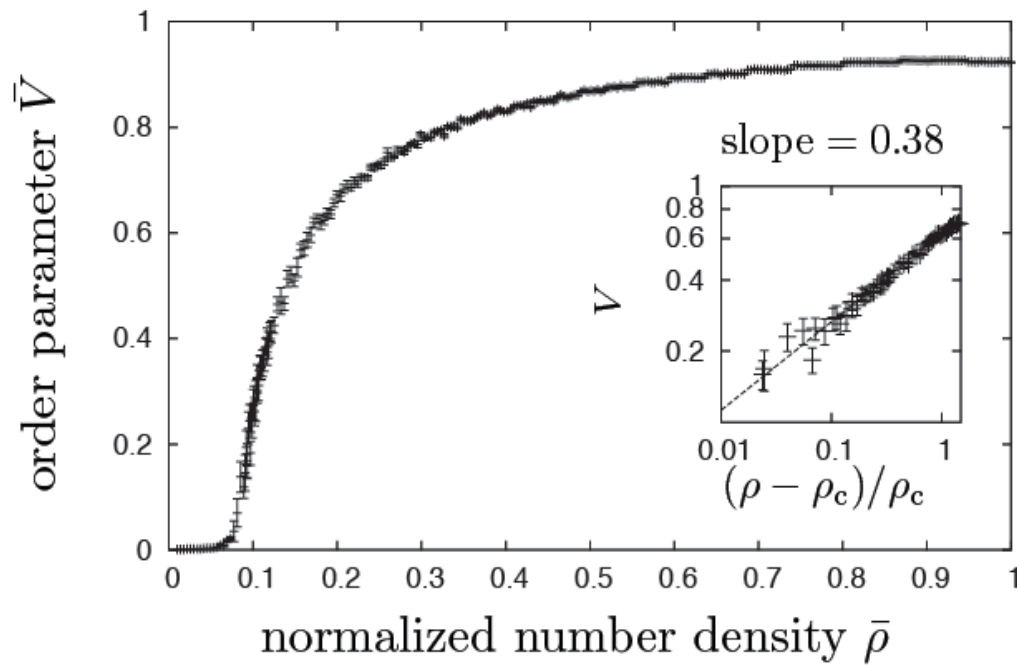
The preferred direction of motion of a cell is approaching the actual direction with a rate τ .

Actual direction is given by: preferred direction plus “pushing” by other cells

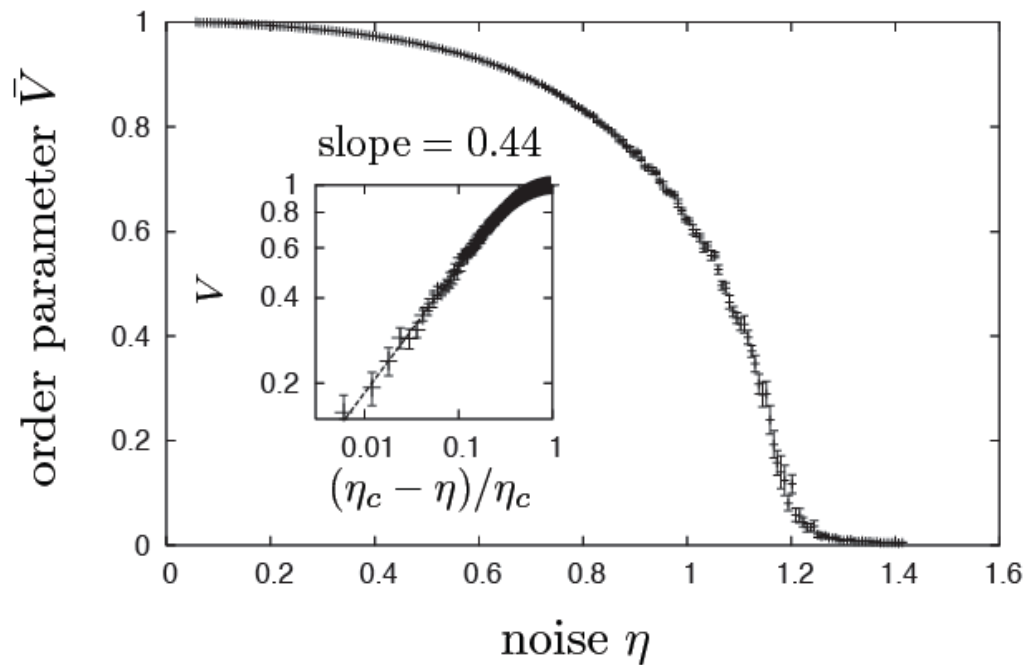


Disorder-order phase transition as a function of

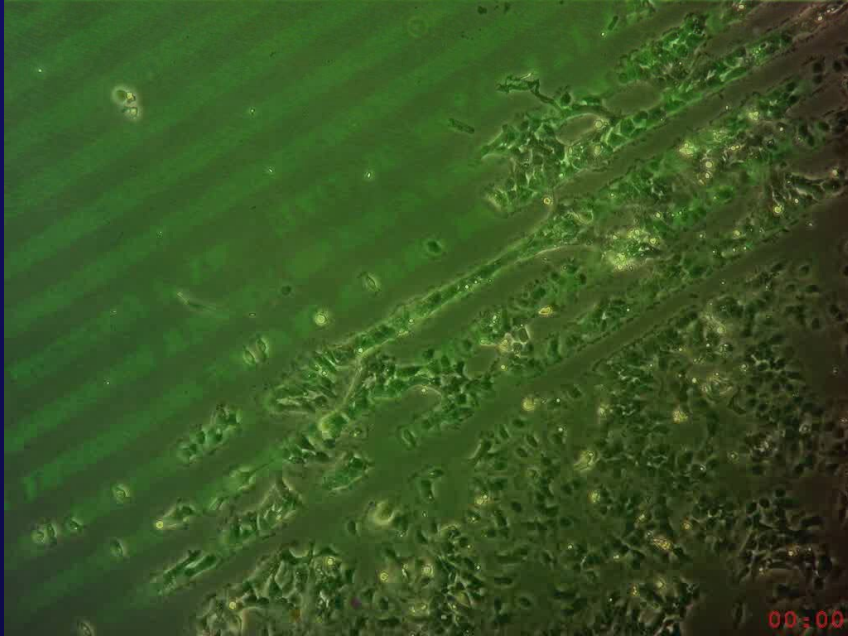
density (ρ)



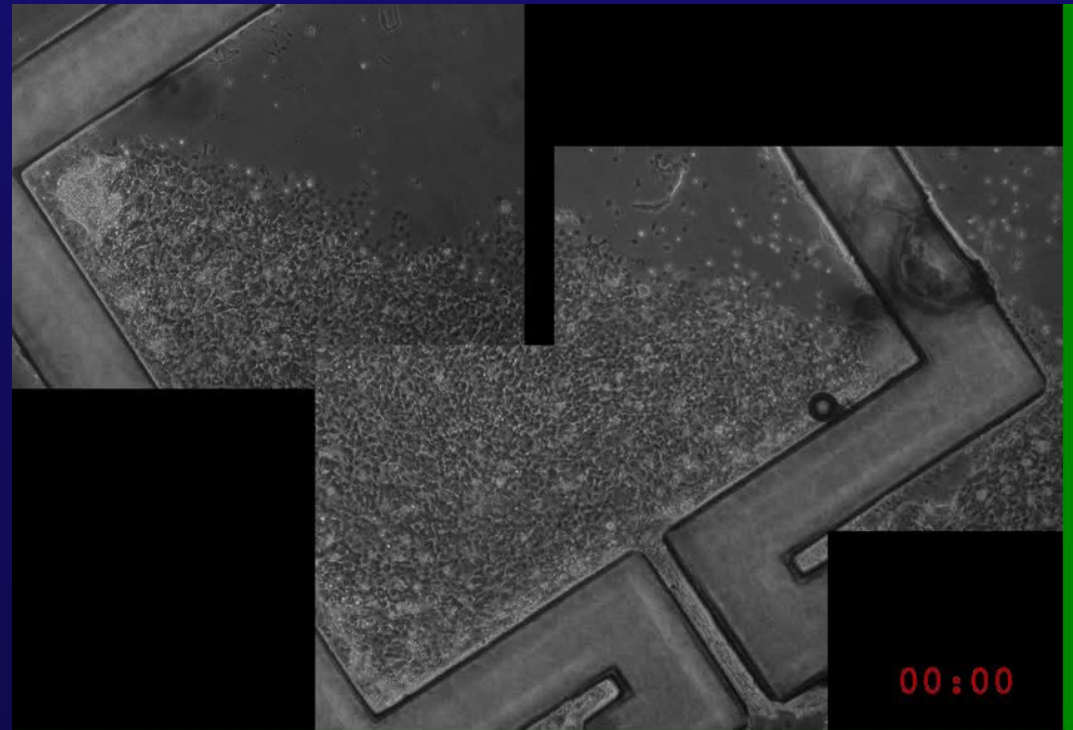
perturbations (η)



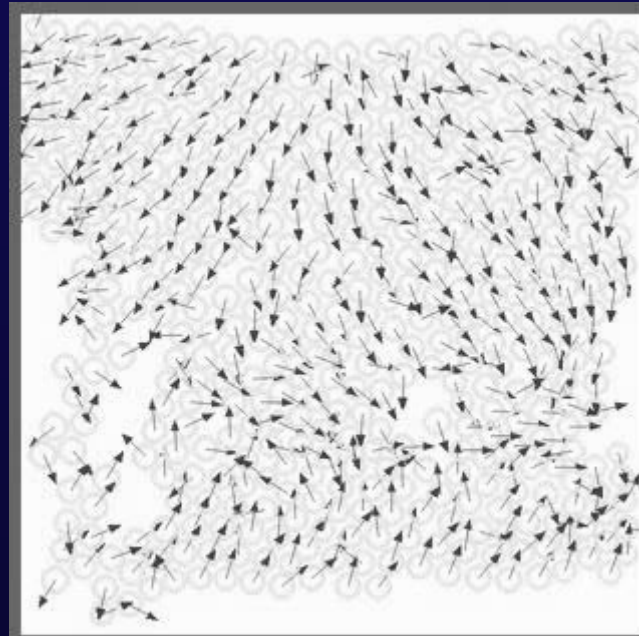
Group motion in confined geometry



Along adhesive strips



In a rectangular pool



Group motion of humans (theory)

- **Model:**

- Newton's equations of motion
- Forces are of social, psychological or physical origin (herding, avoidance, friction, etc)

- **Statement:**

- Realistic models useful for interpretation of practical situations and applications can be constructed

EQUATION OF MOTION for the velocity of pedestrian i

$$m_i \frac{d\vec{v}_i}{dt} = m_i \frac{\vec{v}_i^0(t) e_i^0(t) - \vec{v}_i(t)}{\tau_i} + \sum_{j \neq i} \vec{f}_{ij} + \vec{f}_{iW} ,$$

$$\vec{f}_{ij} = \left[A_i \exp\left[\left(r_{ij} - d_{ij}\right) / B_i\right] + kg\left(r_{ij} - d_{ij}\right) \right] \vec{n}_{ij} + \kappa g\left(r_{ij} - d_{ij}\right) \Delta v_{ji}^t \vec{t}_{ij} ,$$

“psychological / social”, *elastic* repulsion and sliding *friction* force terms, and $g(x)$ is zero, if $d_{ij} > r_{ij}$, otherwise it is equal to x .

MASS BEHAVIOUR: “herding”

$$\vec{e}_i^0(t+1) = N \left[(1 - p_i) \vec{e}_i(t) + p_i \left\langle \vec{e}_j(t) \right\rangle_j \right] ,$$

where $N(z) = z / \|z\|$ denotes normalization of z .

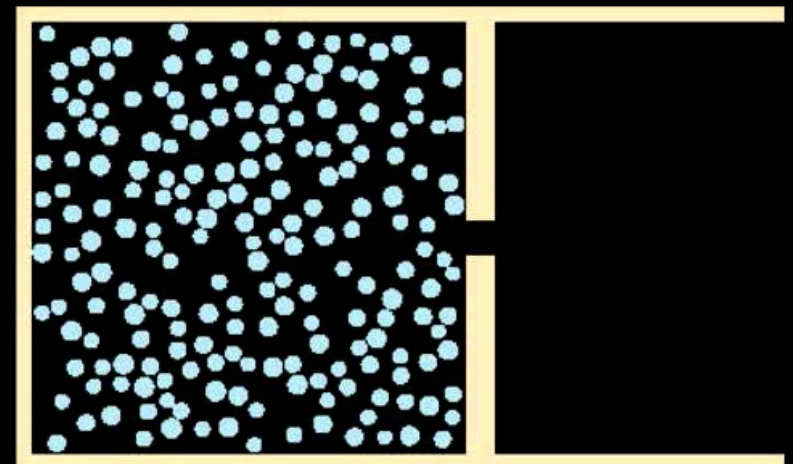
Panic

494
GUATEMALA: STADIUM
DURATION: 3.12
SHOT: OCTOBER 16-17,
1996
SOUND: NATURAL/SPANISH
SEE SCRIPT FOR RESTRIX



- Escaping from a closed area through a door
- At the exit physical forces are dominant !

$t = 0$
 $N = 200$
 $V_0 = 5$

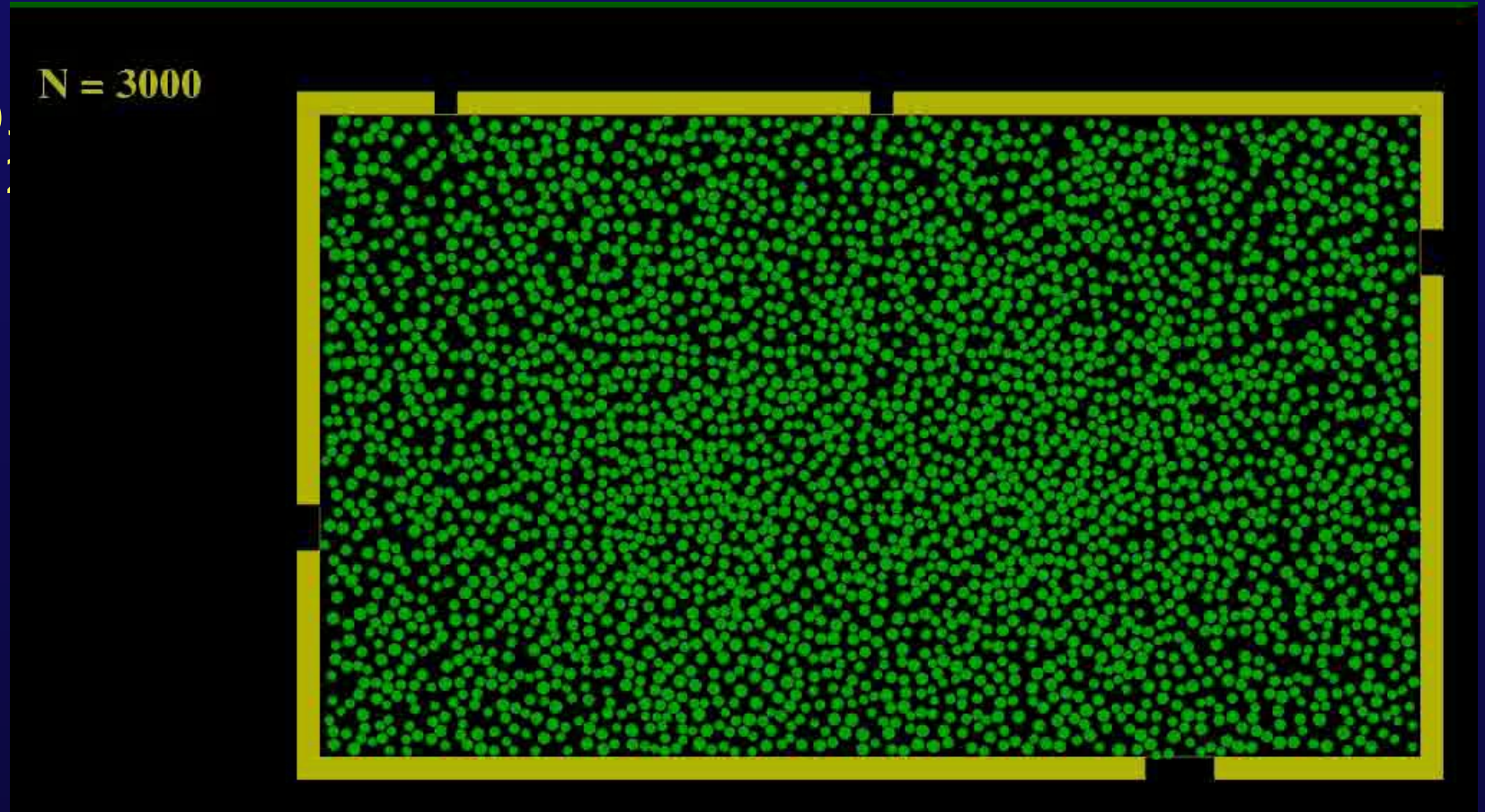


The “impatience
or anxiety factor”

$N=3000$

N after 50 sec

“patient” 9
“impatient”



Comparing bird and human soaring strategies

Zs. Ákos, M. Nagy and T. Vicsek

Dept. of Biological Physics, Eötvös University,
Hungary

<http://angel.elte.hu/~vicsek>

<http://angel.elte.hu/thermallings>



The art of soaring

Birds of prey, large migrating birds, human gliders all do it

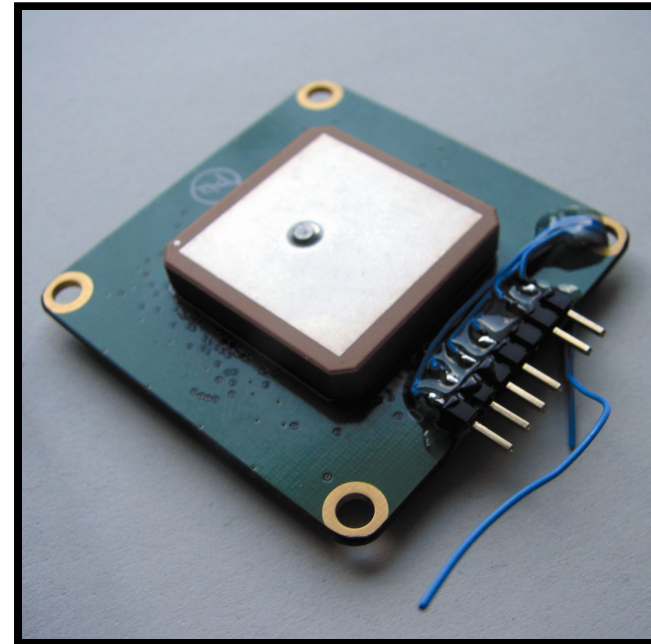


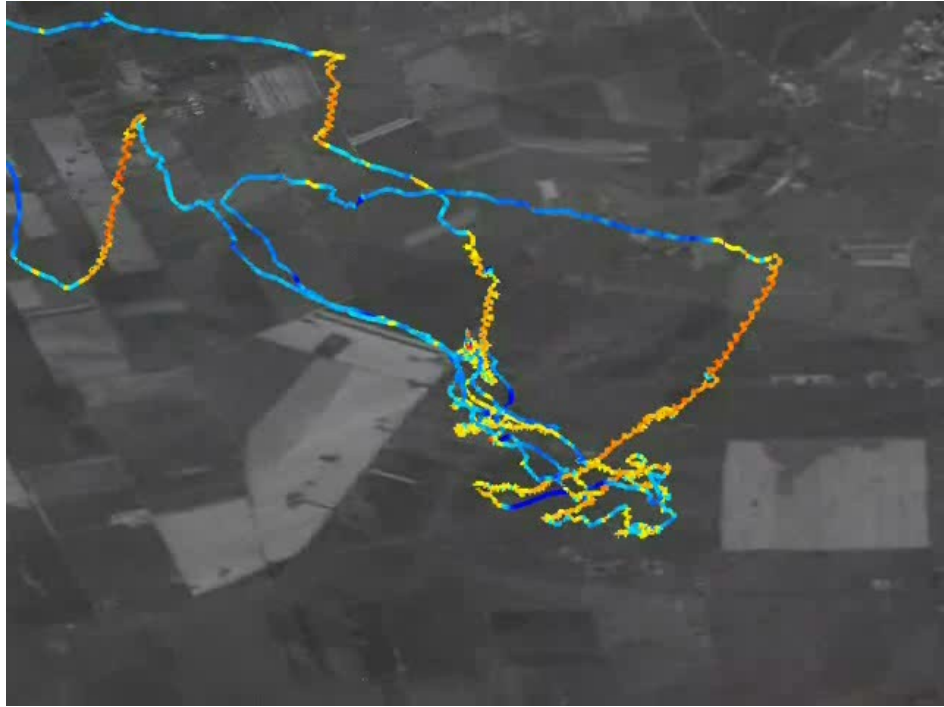
Collecting data

Lightweight GPS

Resolution:

1m, 1sec



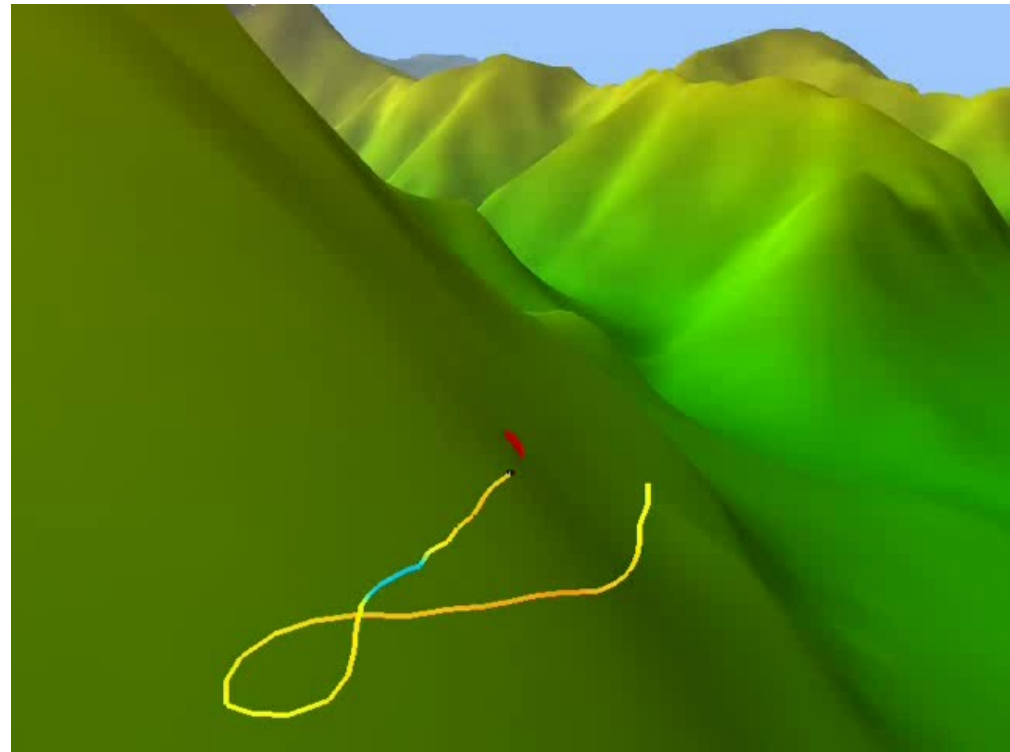
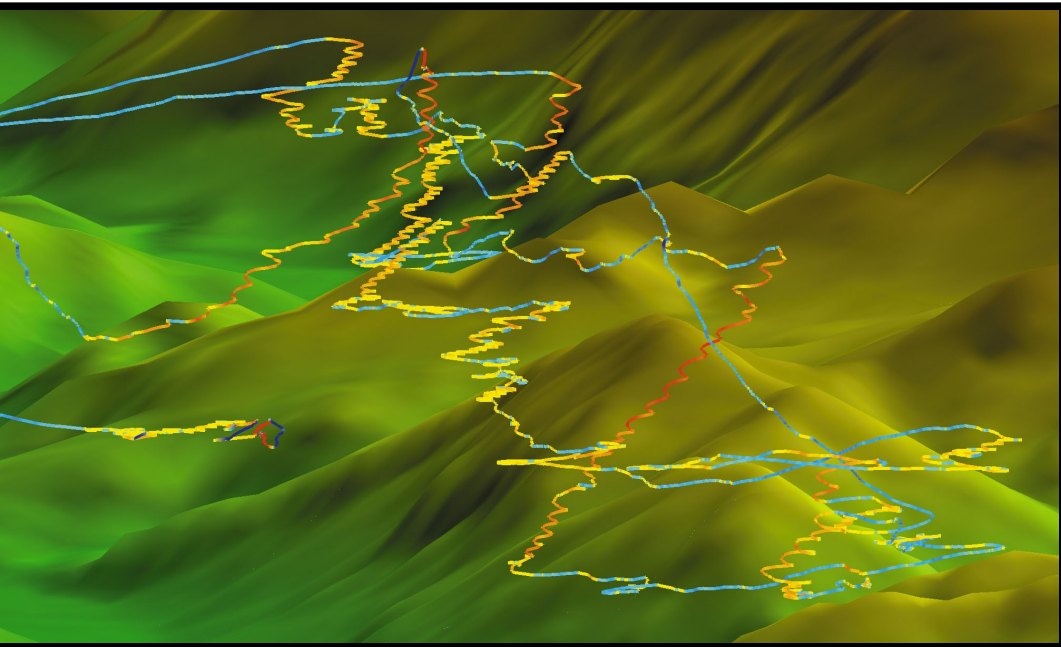


Tracks:

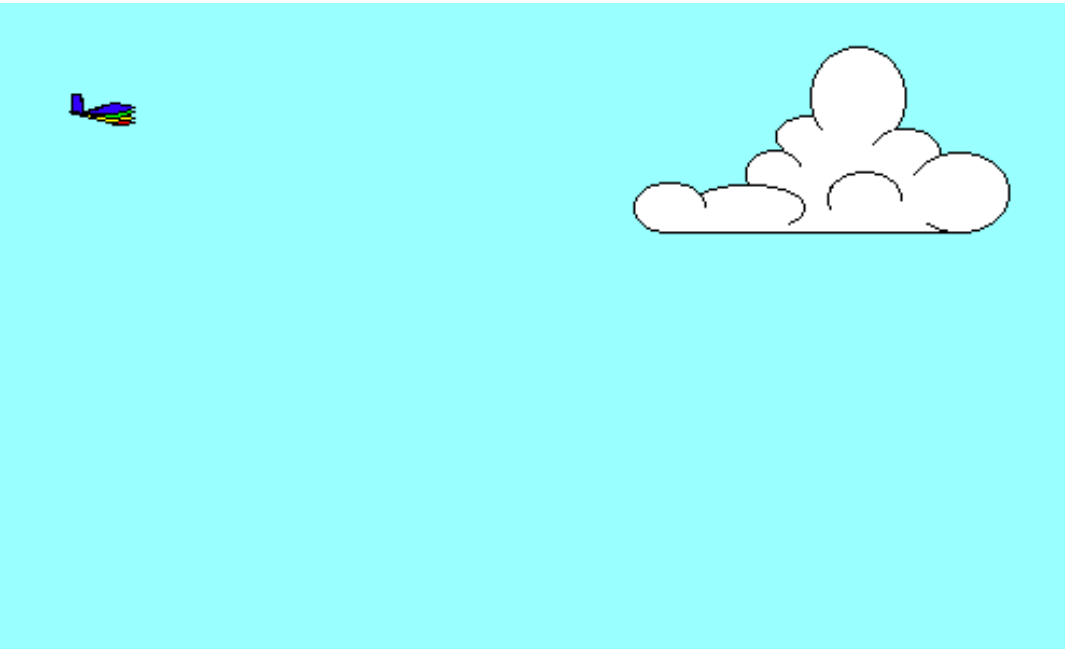
Falcon



paraglider

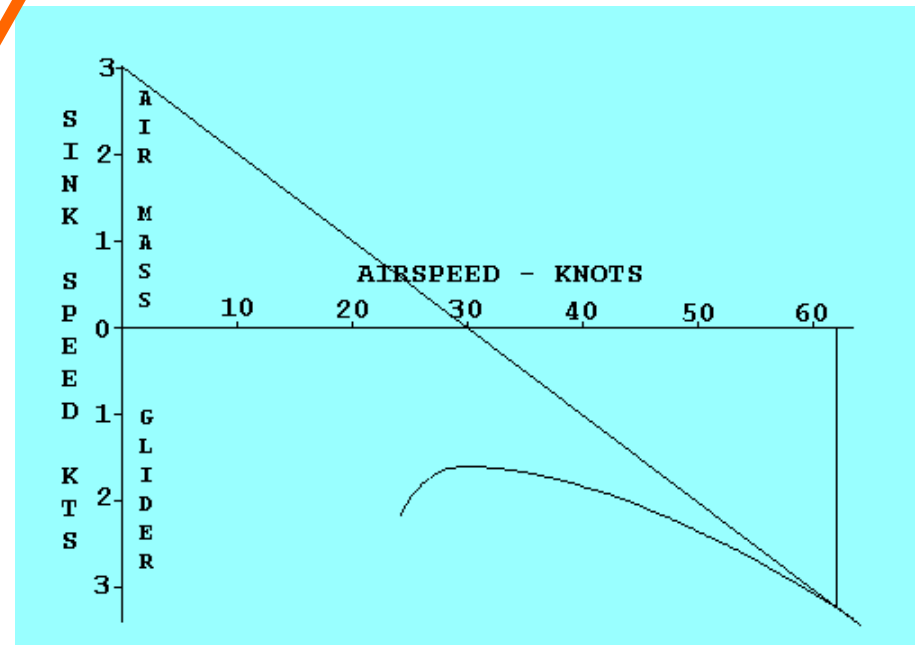
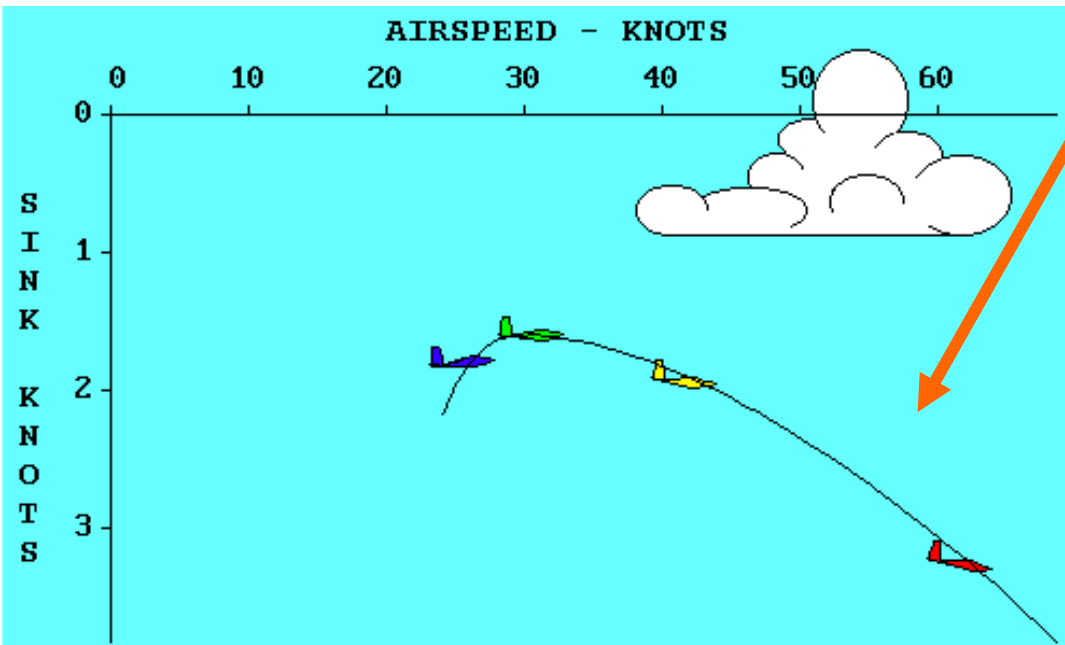


The MacCready theory (principle)



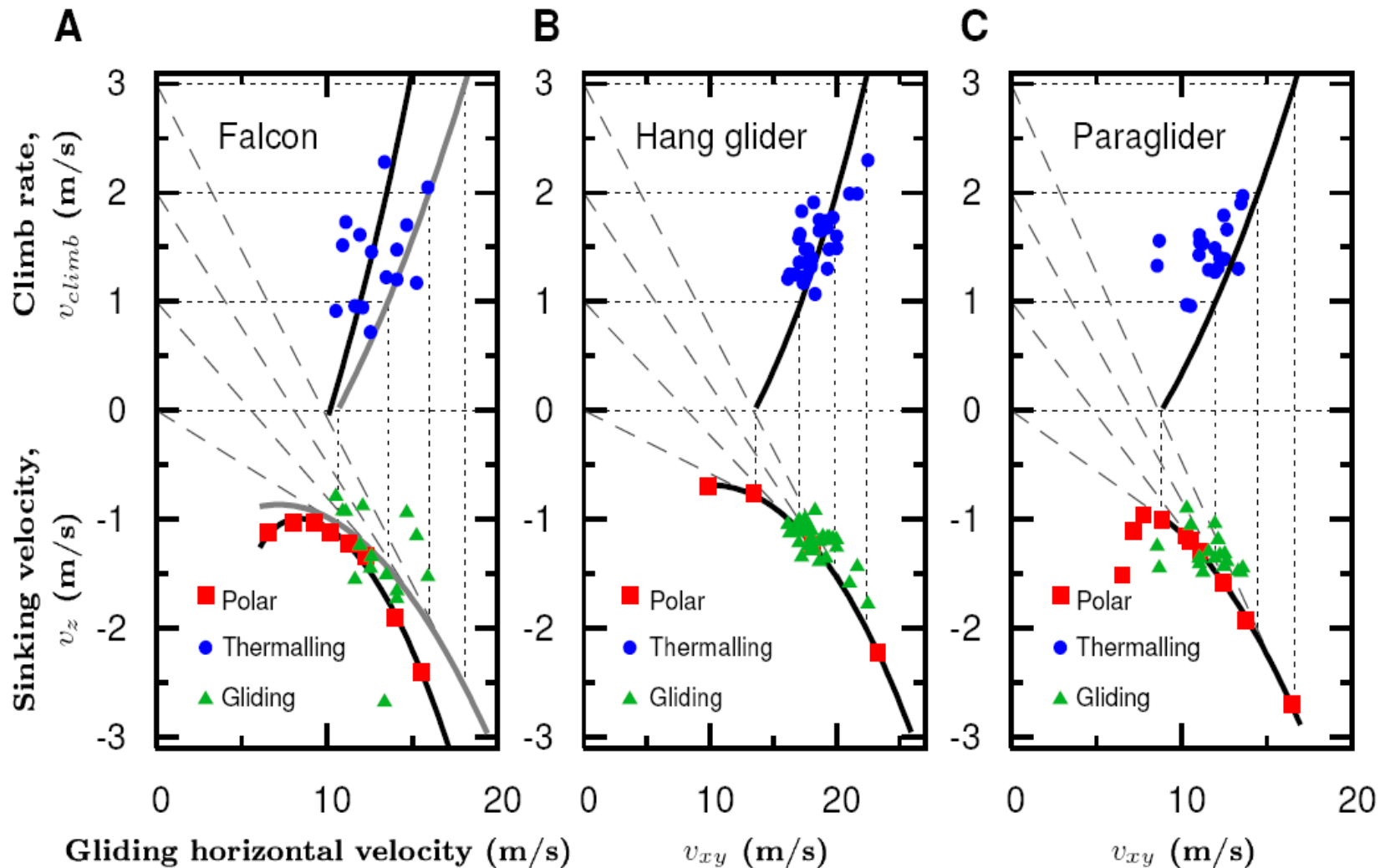
$$\frac{p(v_{xy}) - v_{climb}}{v_{xy}} = \frac{dp(v_{xy})}{dv_{xy}}.$$

$p(v_{xy})$ - polar curve



Comparison with the predictions of the theory

Upper black lines: optimal strategy for the given polar curves
Blue dots: measured horizontal gliding velocities for the given climb rates



Lajos
Alibaba



<http://angel.elte.hu/~vicsek>