

# Swarm deadlock for symmetric choices over three or more options

Andreagiovanni Reina, James A. R. Marshall, and Thomas Bose

University of Sheffield, Sheffield S1 4DP, UK,  
a.reina@sheffield.ac.uk

**Abstract.** We consider a model of decentralised value-sensitive consensus decision-making, based on observations of house-hunting honeybees and proposed for swarm robotics applications. This model has been shown to adaptively maintain or break deadlock between equal options in binary choices, as a function of their quality, under the control of a single distributed decision parameter. We show that this model cannot break deadlock between three equal alternatives, as currently formulated.

**Model.** We study a model of decentralised decision-making [1] inspired by the observation of cross-inhibitory stop-signalling behaviour in swarms of house-hunting honeybees choosing between multiple potential nest-sites [2].

The general model for  $N$  options is:

$$\begin{cases} \frac{dx_i}{dt} = \gamma_i x_u - \alpha_i x_i + \rho_i x_u x_i - \sum_{j=1}^N x_i \tilde{\beta}_{ij} x_j, & i \in \{1, \dots, N\}, \\ x_u = 1 - \sum_{i=1}^N x_i \end{cases} \quad (1)$$

where  $x_i$  represents the subpopulation committed to option  $i$  and  $x_u$  the uncommitted subpopulation.  $\gamma_i$  represents the discovery rate for option  $i$ ,  $\alpha_i$  the abandonment rate for option  $i$ ,  $\rho_i$  the recruitment rate for option  $i$  and  $\tilde{\beta}_{ij}$  the cross-inhibition rate from subpopulation  $j$  to subpopulation  $i$ . By defining

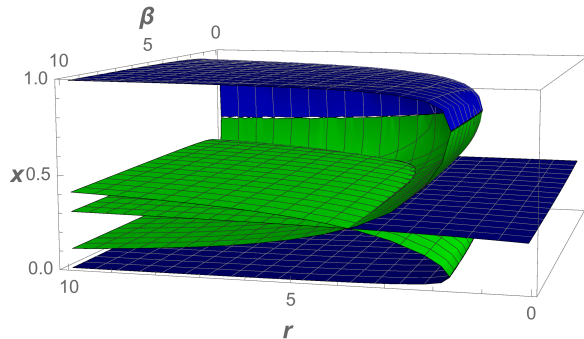
$$\gamma_i = k v_i, \quad \alpha_i = k v_i^{-1}, \quad \rho_i = h v_i, \quad \tilde{\beta}_{ij} = \tilde{\beta}, \quad \frac{\tilde{\beta}}{k} = \beta \quad (2)$$

and applying (2) to (1), we obtain:

$$\begin{cases} \frac{dx_i}{d\tau} = v_i x_u - \frac{x_i}{v_i} + r v_i x_u x_i - \beta \sum_{j=1}^N x_i x_j, & i \in \{1, \dots, N\}, \\ x_u = 1 - \sum_{i=1}^N x_i \end{cases} \quad (3)$$

where  $r = h/k$  is the ratio of interaction over spontaneous transitions, and  $\tau = kt$  is the dimensionless time. The parameterisation of (2) is a generalisation of that in [1], since, using  $r = 1$ , the system (1) reduces to the original, and thus displays the same dynamics.

Due to its simplicity and its adaptive decision-making characteristics, this model is particularly interesting for the design of large-scale decentralised systems (e.g.,



**Fig. 1.** Bifurcation diagram in 3D of the system (3) with  $N = 3$  equal-quality options (i.e.,  $v_1 = v_2 = v_3 = v$ ) as a function of  $r = h/k \in (0, 10]$  and  $\beta \in (0, 10]$ . The vertical axis shows  $x \in [0, 1]$ , which represents the proportion of bees committed to one of the three identical options. Blue surfaces represent stable equilibria, and the green surface unstable equilibria. For  $r = 1$ , the decision deadlock is stable for any tested value of  $\beta$  (see [5] for a proof).

robot swarms or wireless sensor networks) able to make consensus decisions [3]. A recent work has implemented the model of [1] on a swarm of 150 kilobot robots [4].

**Results.** A bifurcation analysis of (3) shows that for  $r \leq 1$  there is no value of  $\beta$  that breaks the decision deadlock in the case of  $N = 3$  same-quality options (see Fig. 1). A formal proof for  $N = 3$  and  $r = 1$  is provided in [5]. This result motivates the change of parameterisation with respect to previous work [1]. A full analysis of the resulting collective decision dynamics in both symmetric decisions, with  $N$  equal options, and best-of- $N$  decisions, with one best option and  $N - 1$  inferior distractors, is provided in [5].

Our results emphasise that  $r$ , the ratio of interactions over spontaneous behaviour, is the key parameter that allows, or prevents, the swarm to make a decision. Scarce communication hampers the attainment of consensus within the swarm, while frequent signalling between peers provides them a constant feedback from others that results in a coordinated collective response, in our case a consensus decision. We believe this finding may both help the better understanding of natural swarms and the design of large-scale decentralised systems.

## References

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