

Swarm Intelligence



Roger Wattenhofer



SIROCCO-POCO



STACSY

Zurich – Madrid



SIRO
CCO

SIROCCO 2023



Simple ~~Special~~ Models of Computation

To complement the 30th Anniversary of SIROCCO, there will be a tutorial session on Special Models of Computation on June 6th. In this session, SIROCCO researchers will share the histories and open problems for distributed computing models that bridge computer science theory to other interdisciplinary aims.



ARC

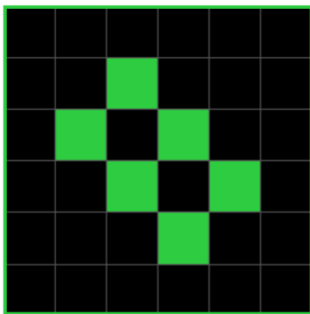
Abstraction & Reasoning Corpus

On the Measure of Intelligence

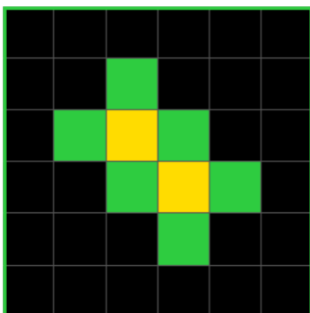
François Chollet *

Google

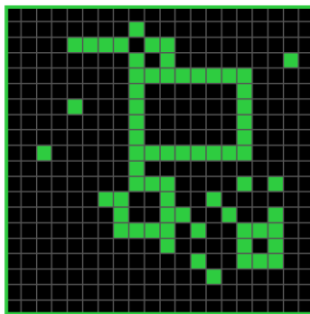
Example 1: **Input**



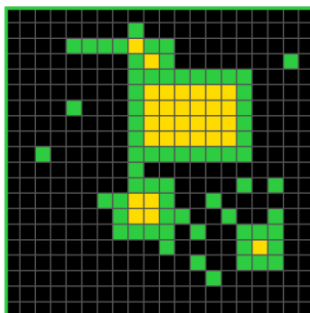
Example 1: **Output**



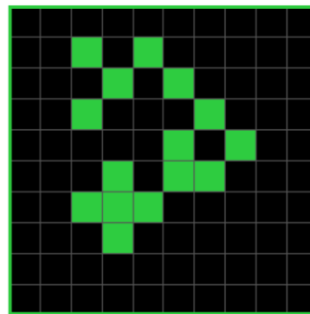
Example 2: **Input**



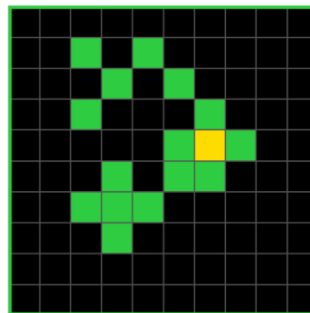
Example 2: **Output**



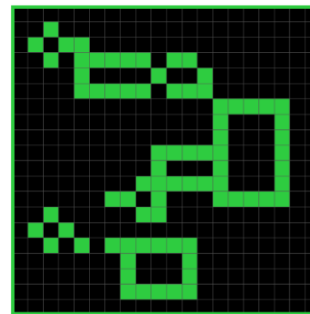
Example 3: **Input**



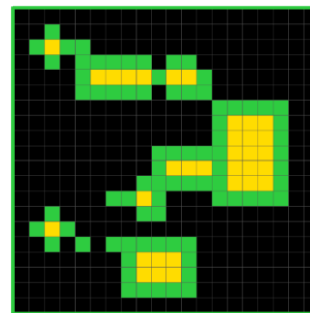
Example 3: **Output**



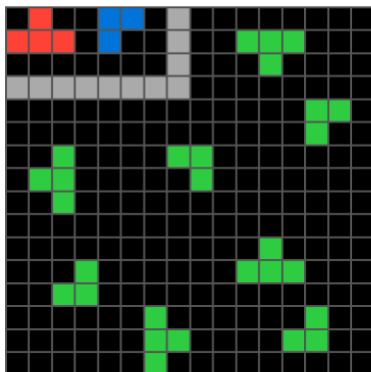
Test: **Input**



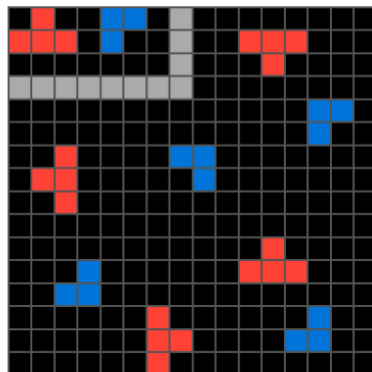
Test: **Output**



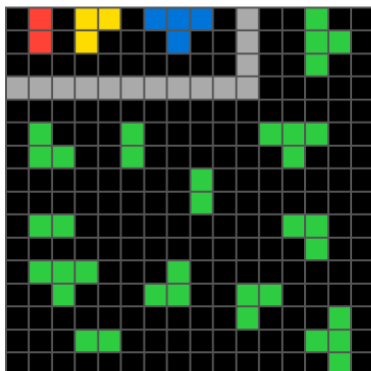
Input 1



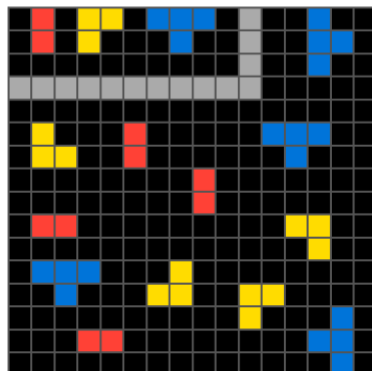
Output 1



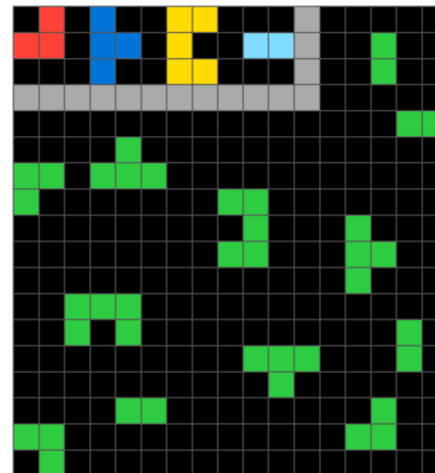
Input 2



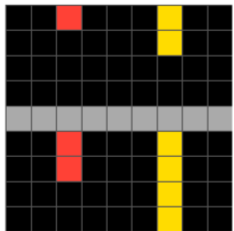
Output 2



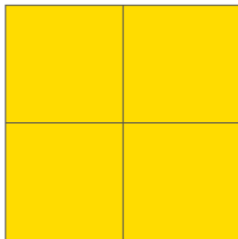
Input



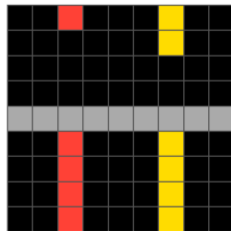
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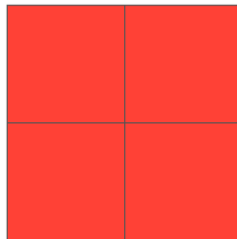
Output 1



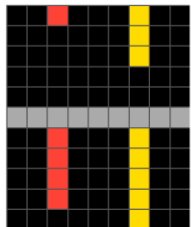
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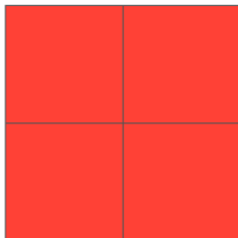
Output 2



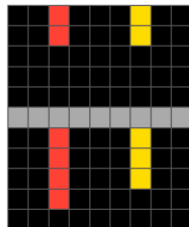
Input 3



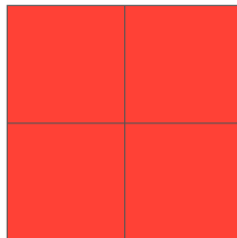
Output 3



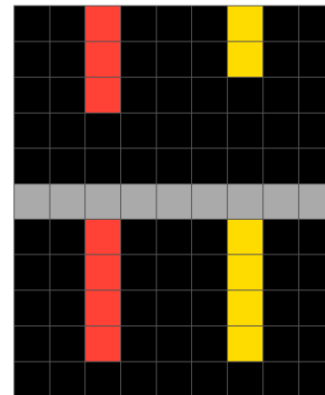
Input 4



Output 4



Input



Abstract Visual Reasoning Enabled by Language

Giacomo Camposampiero*

Loïc Houmard*

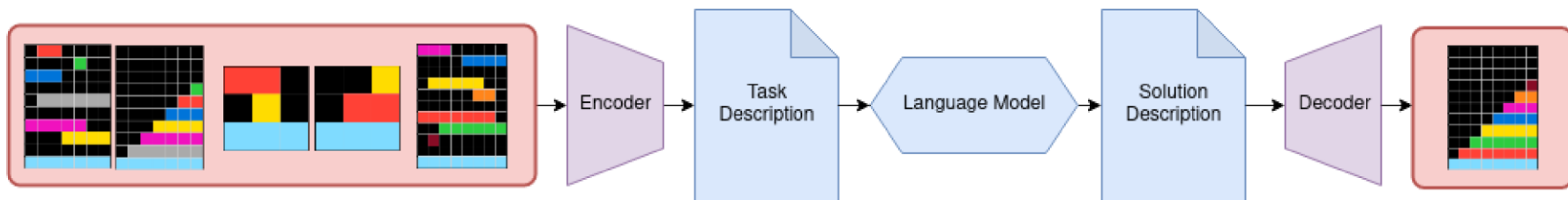
Benjamin Estermann

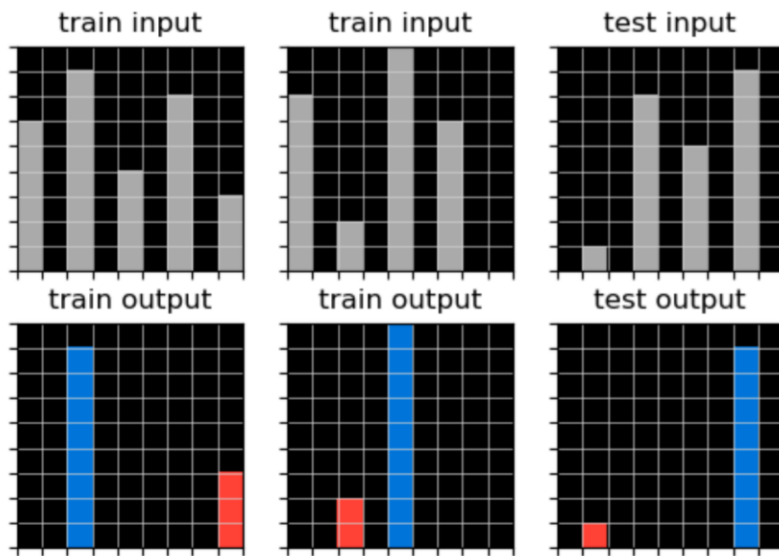
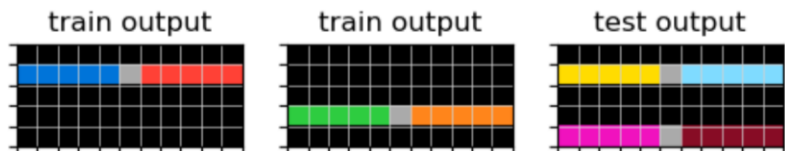
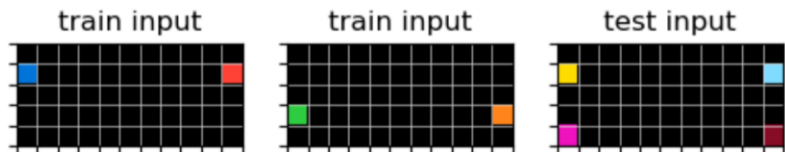
Joël Mathys

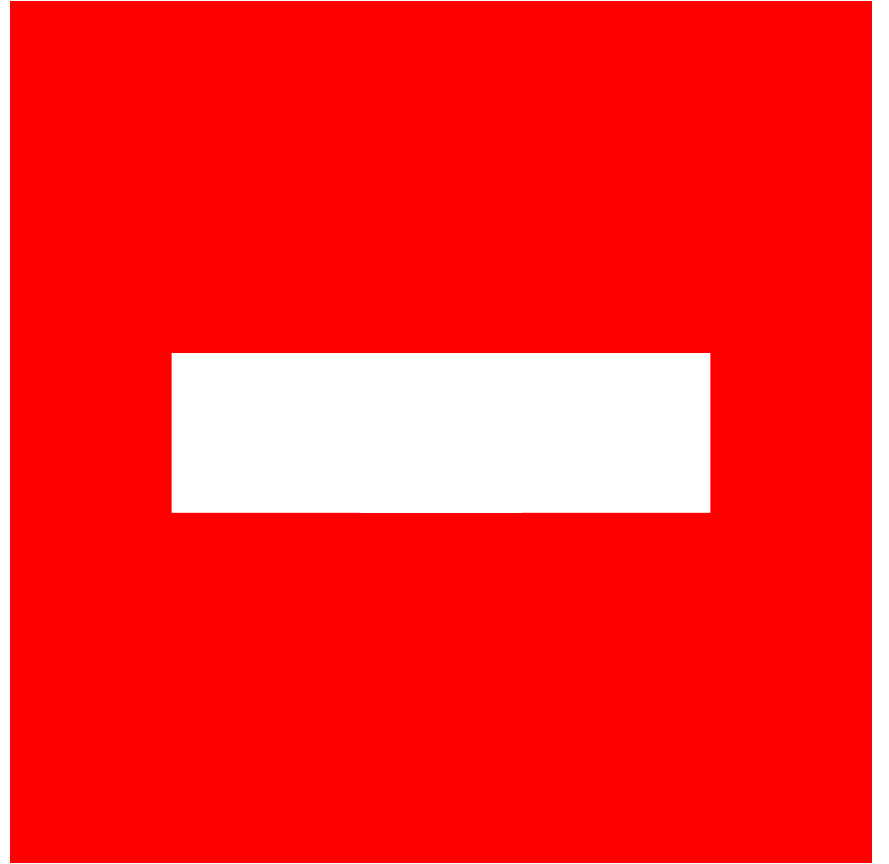
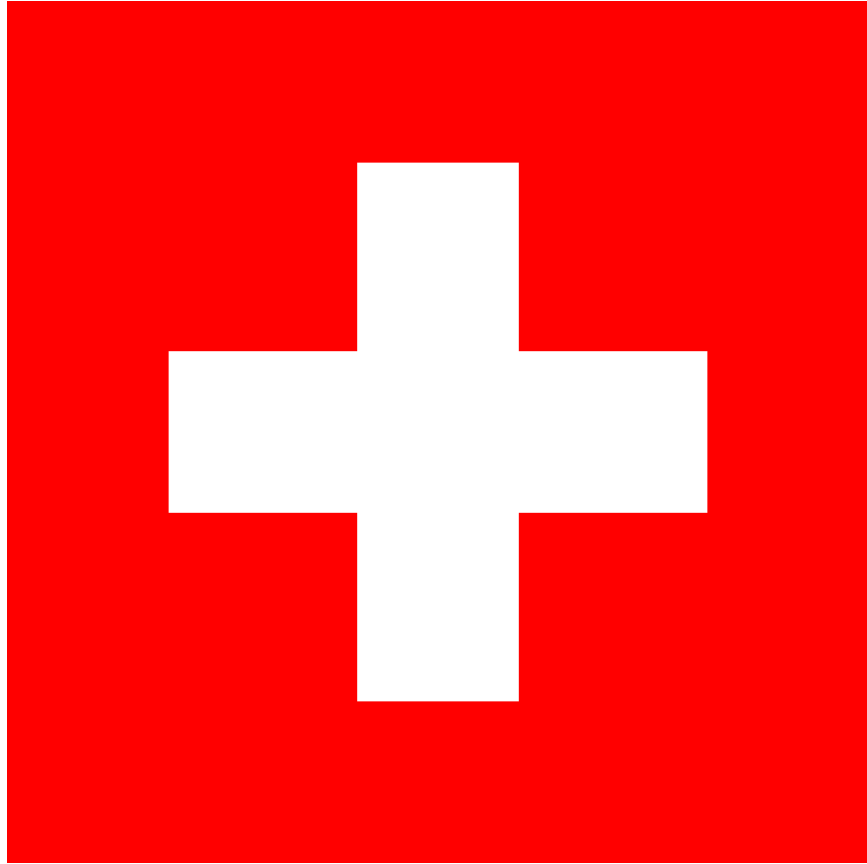
Roger Wattenhofer

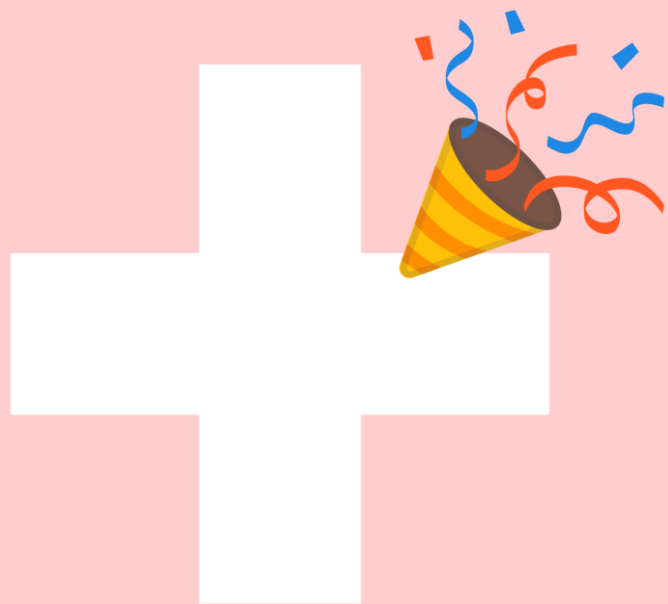
ETH Zürich, Switzerland

{gcamposampie, lhoumard, estermann, jmathys, wattenhofer}@ethz.ch







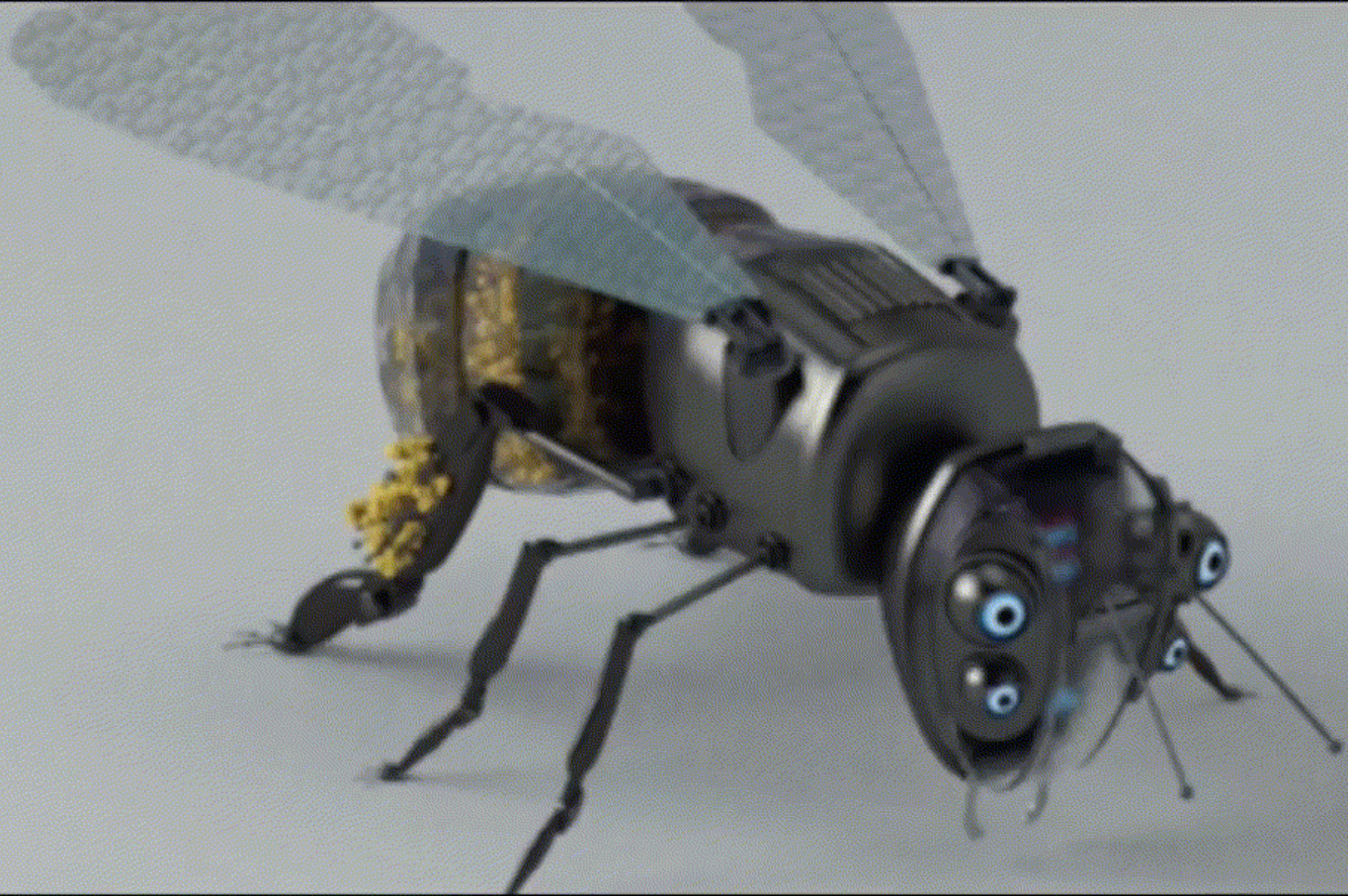


Swarm Intelligence

Does it exist? If yes, how can we find it?



Roger Wattenhofer



Black Mirror

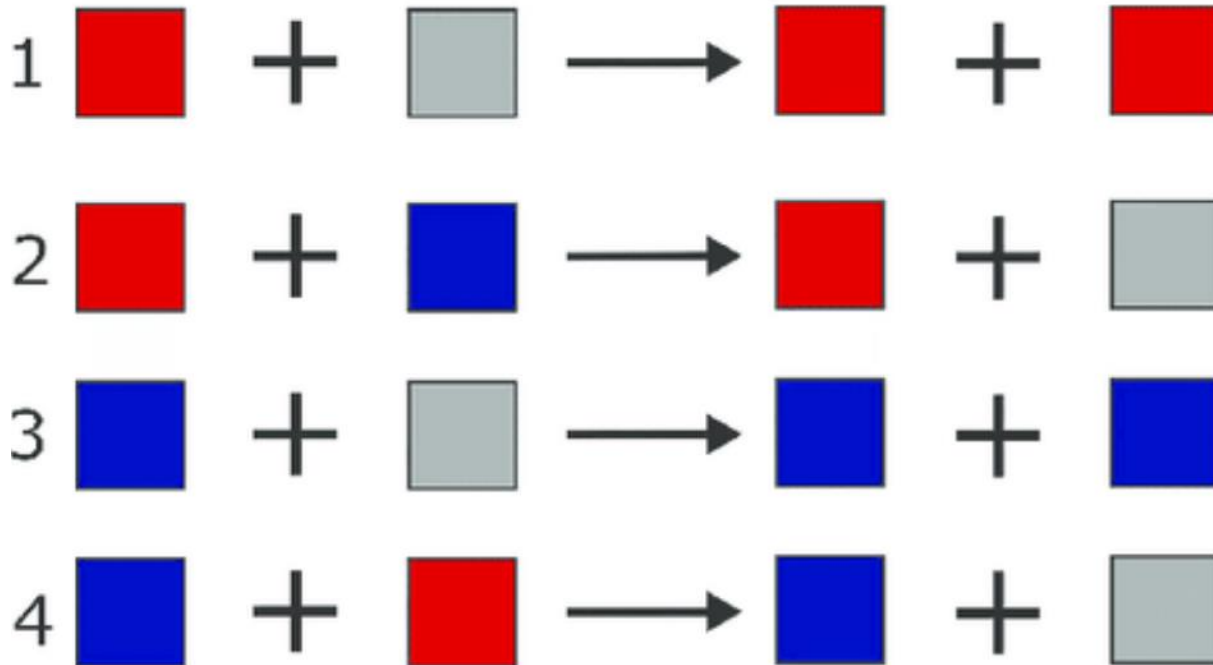


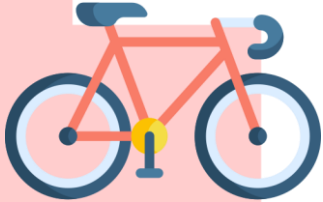
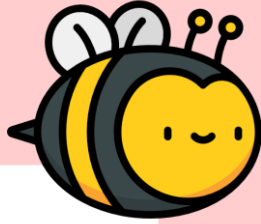
Swarm Intelligence Cup

AI through emergence


Related Work

Computation in networks of passively mobile finite-state sensors







The Canonical Amoebot Model: Algorithms and Concurrency Control

Joshua J. Daymude ✉ 

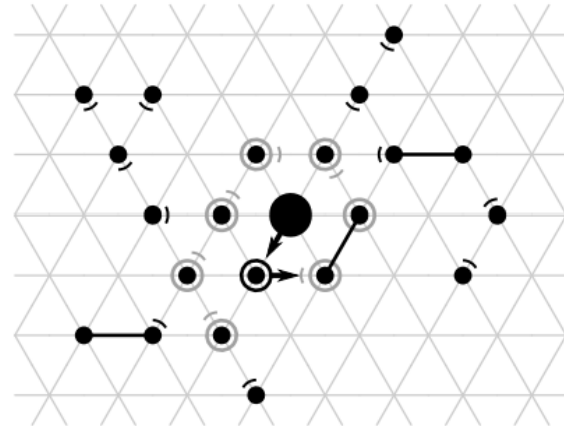
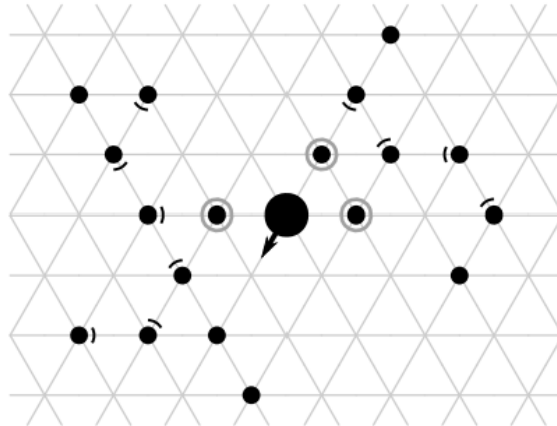
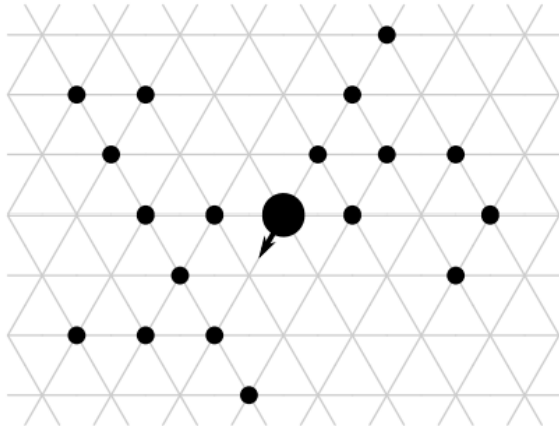
School of Computing and Augmented Intelligence
Biodesign Center for Biocomputing, Security and Society
Arizona State University, Tempe, AZ, USA

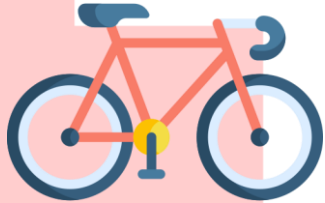
Andréa W. Richa ✉ 

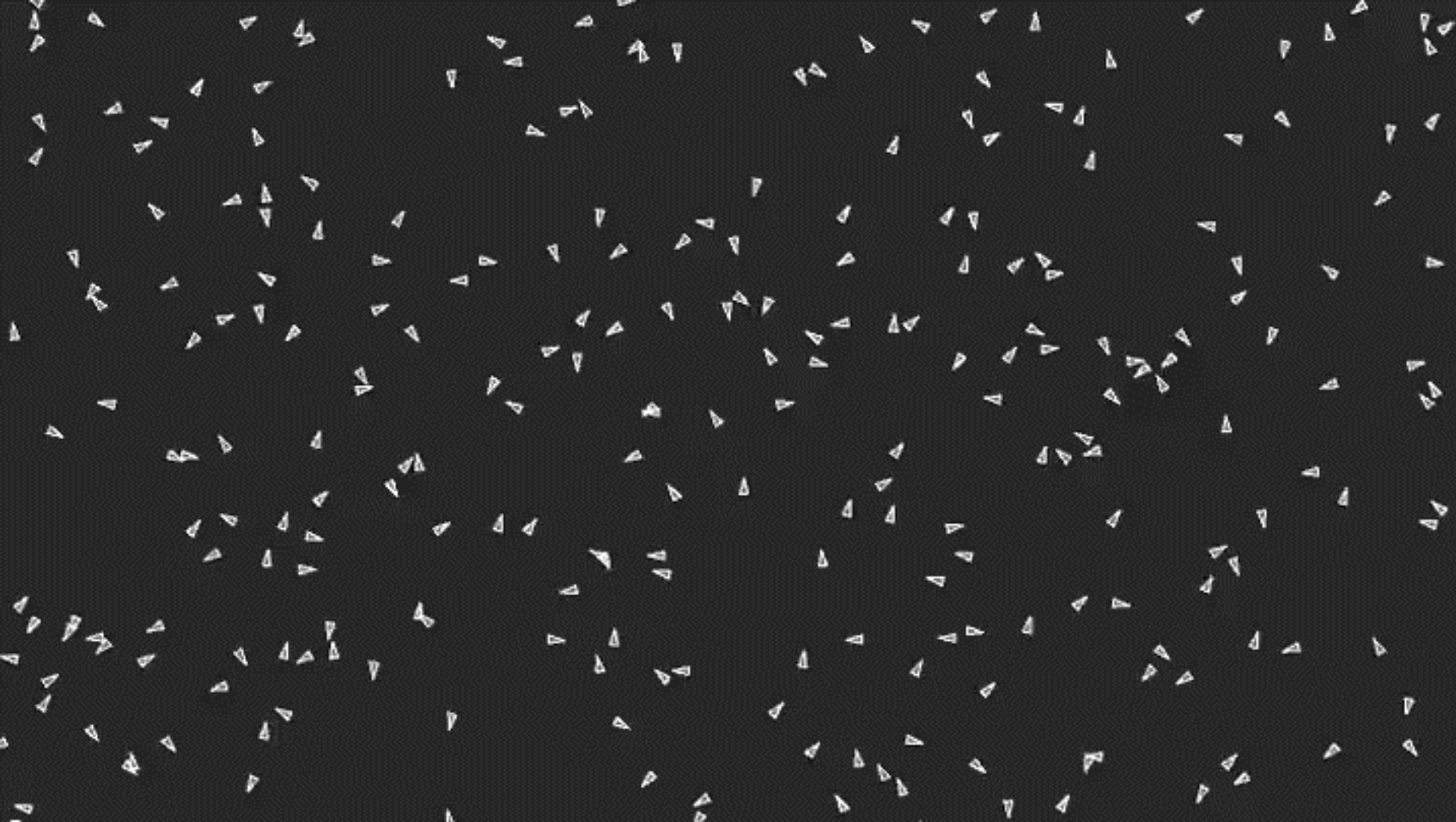
School of Computing and Augmented Intelligence, Arizona State University, Tempe, AZ, USA

Christian Scheideler ✉ 

Department of Computer Science, Paderborn University, Paderborn, Germany

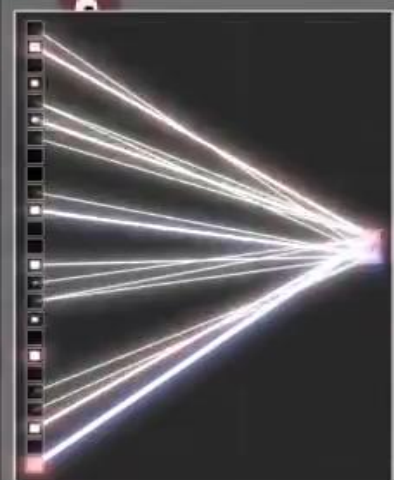






Iain Couzin





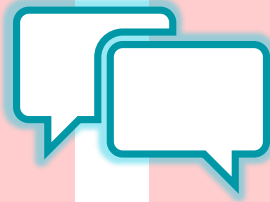
Energy

Speed

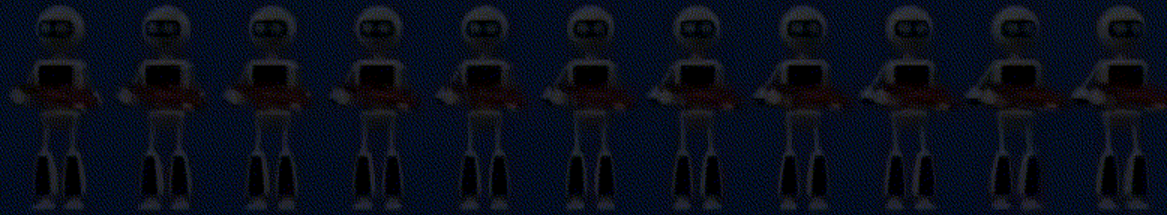
Split

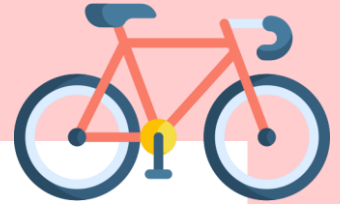
Time survived: 8.65s
Generation : 60
Children: 1

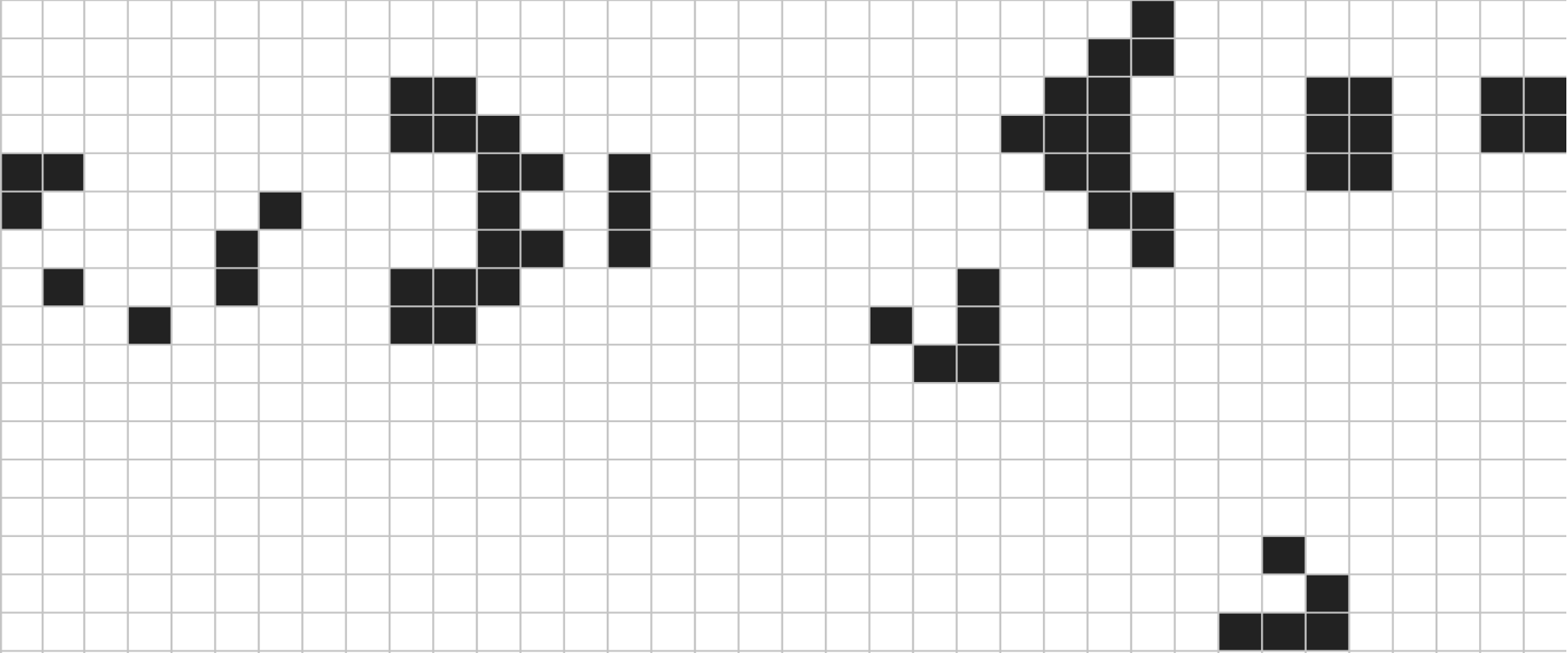




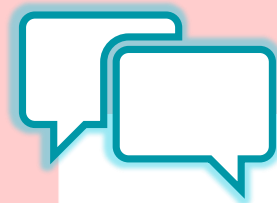
Confetti Squad

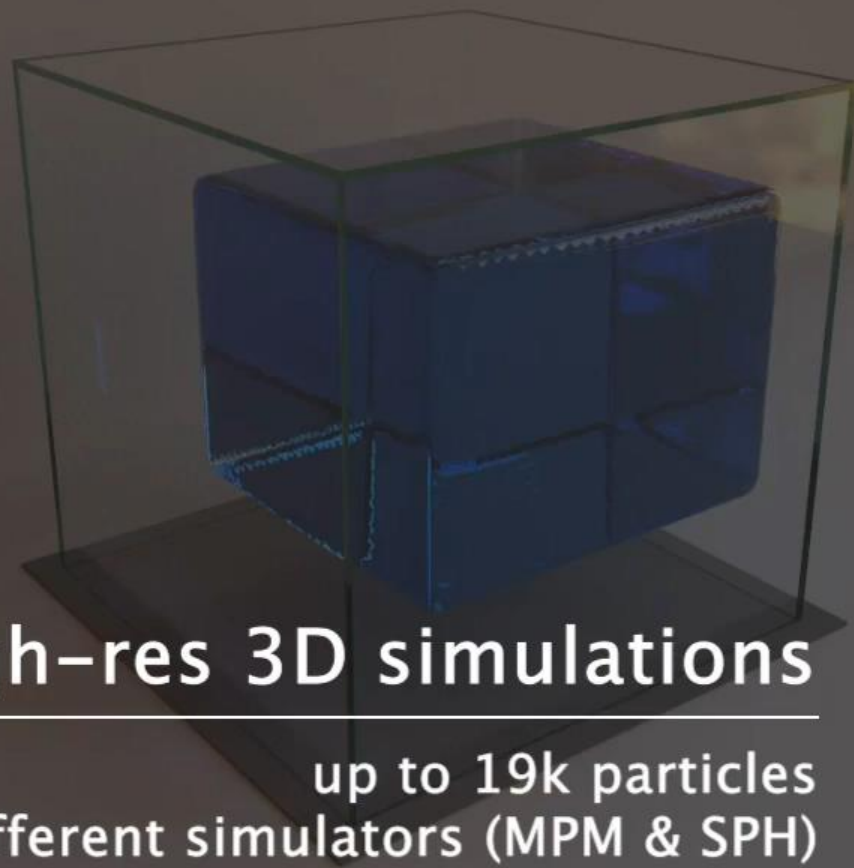
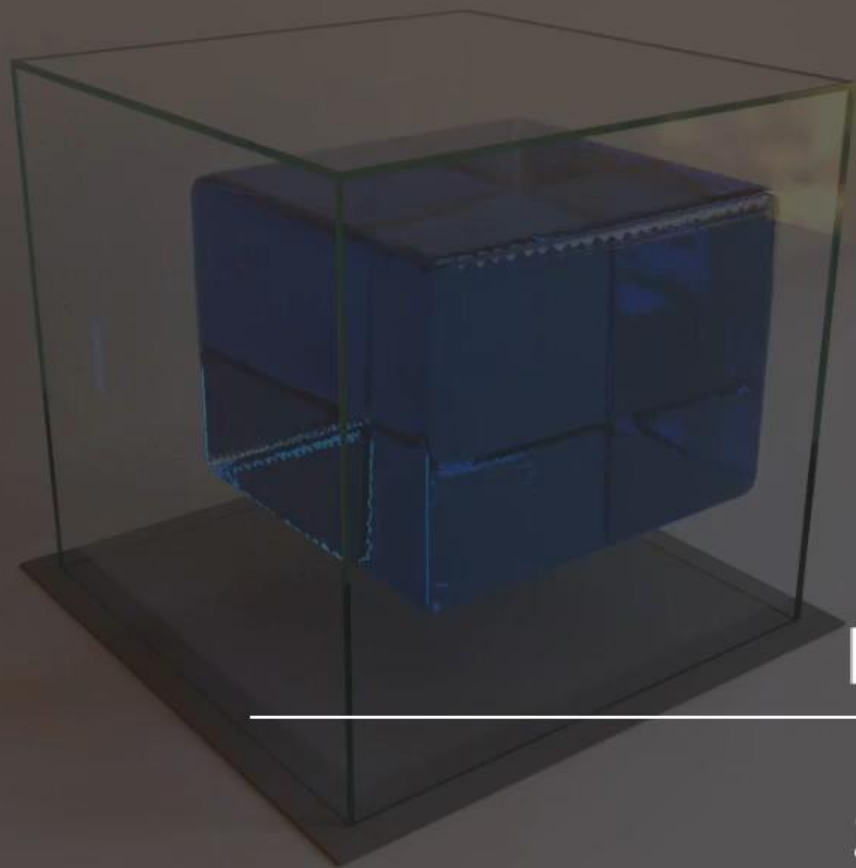






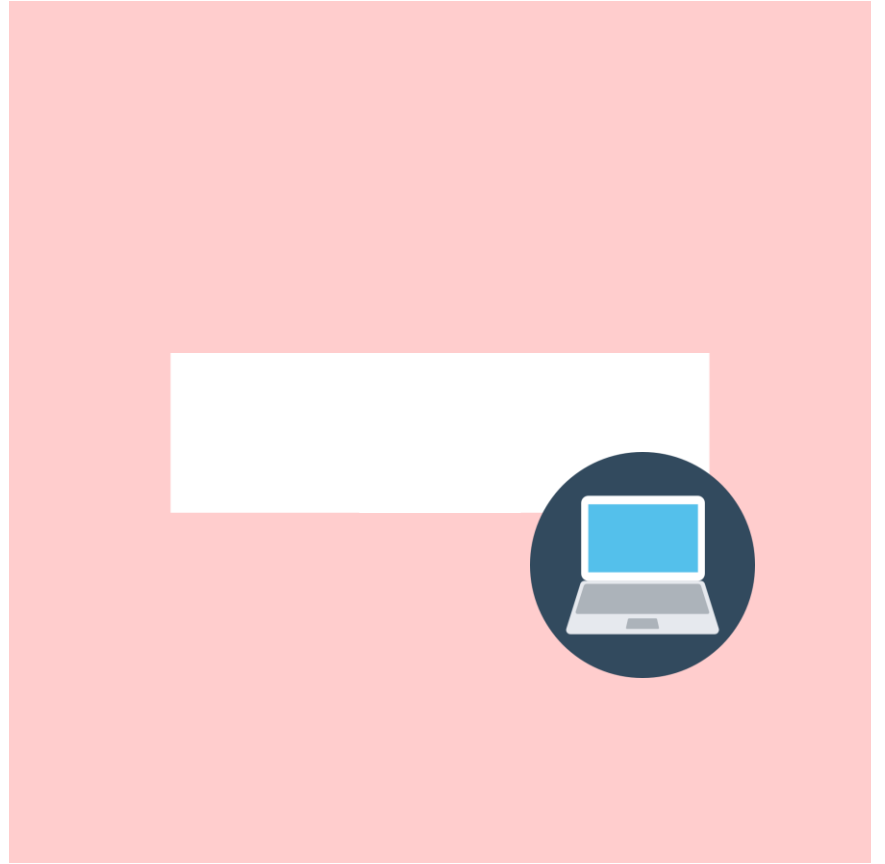
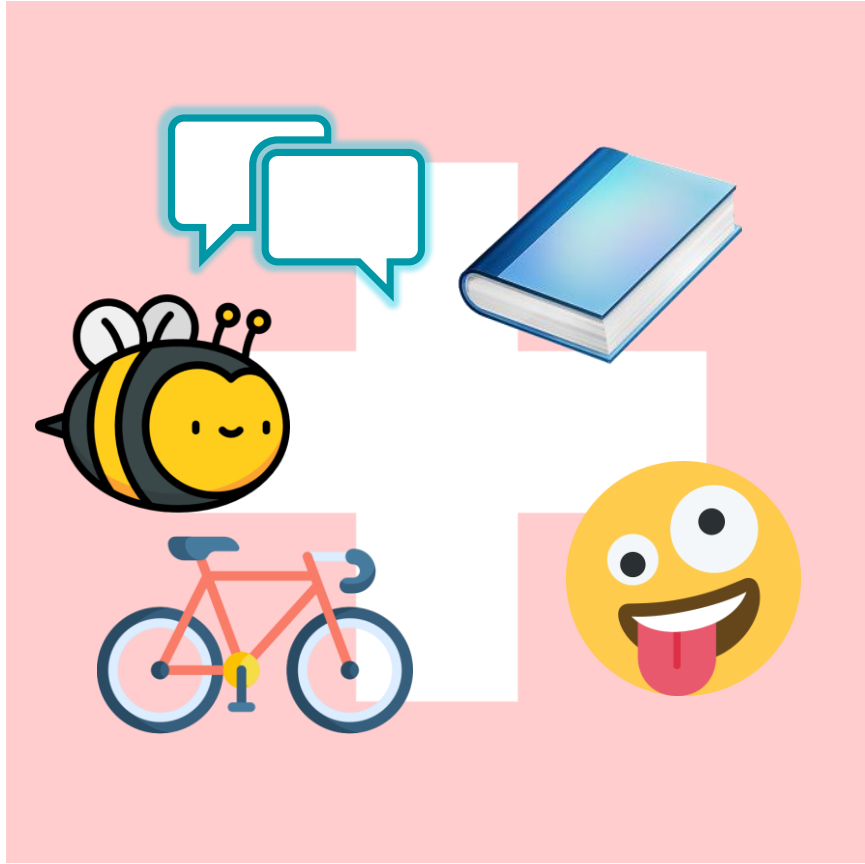
Conway's Game of Life





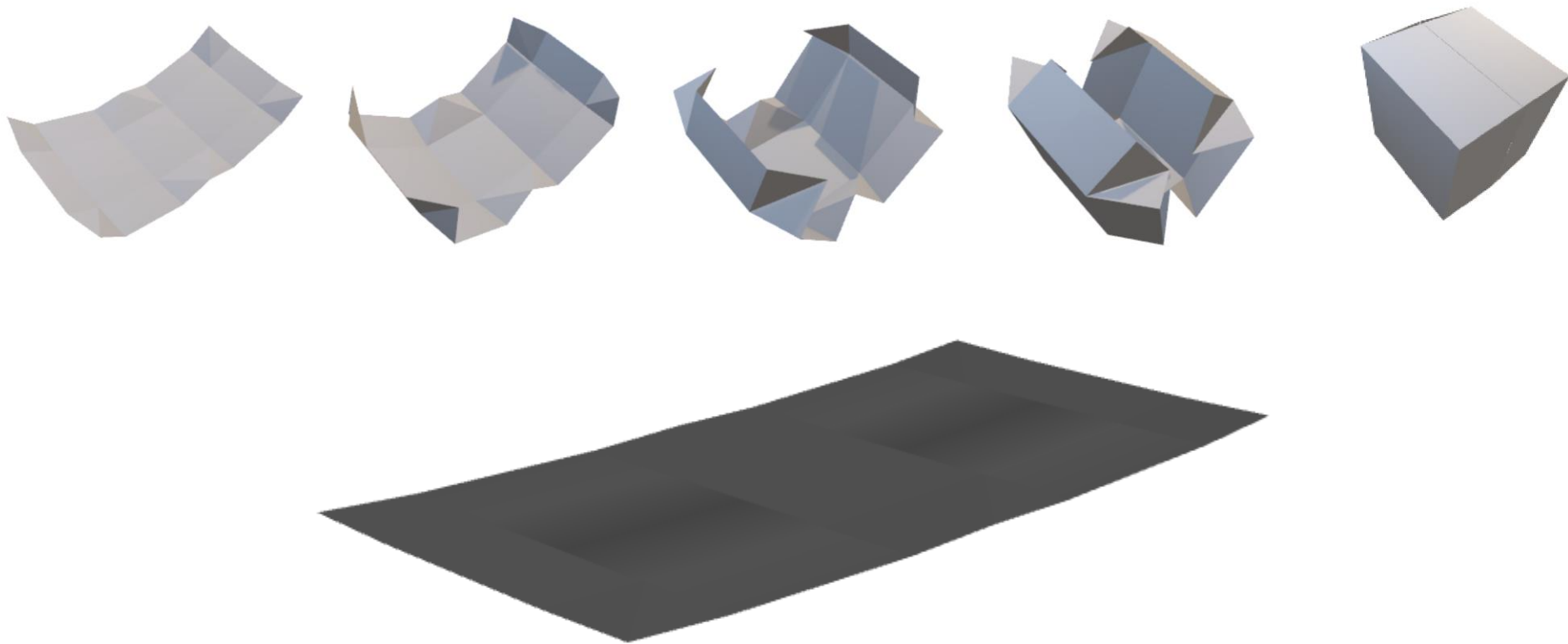
High-res 3D simulations

up to 19k particles
2 different simulators (MPM & SPH)

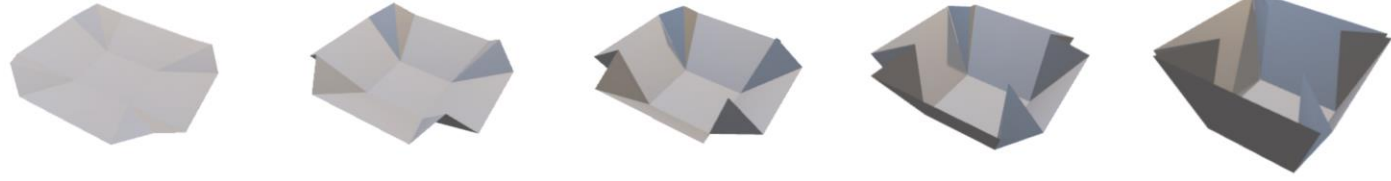


Automating Rigid Origami Design

Jeremia Geiger, Karolis Martinkus, Oliver Richter, Roger Wattenhofer



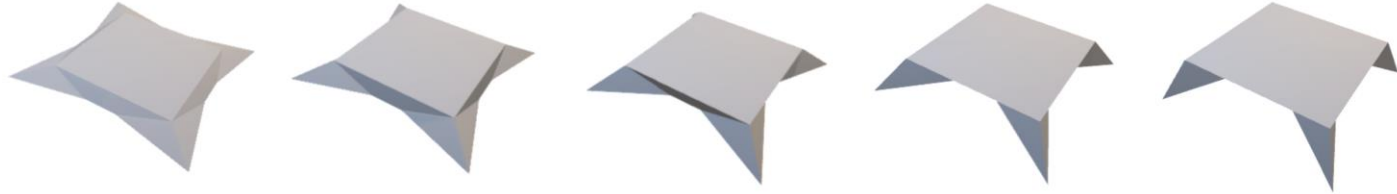
Bucket



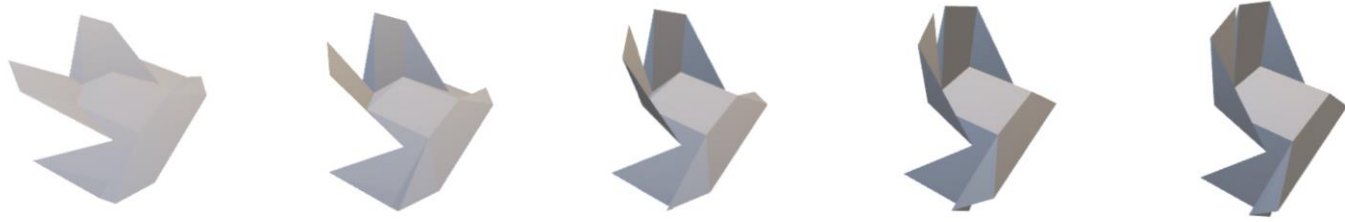
Shelf



Table

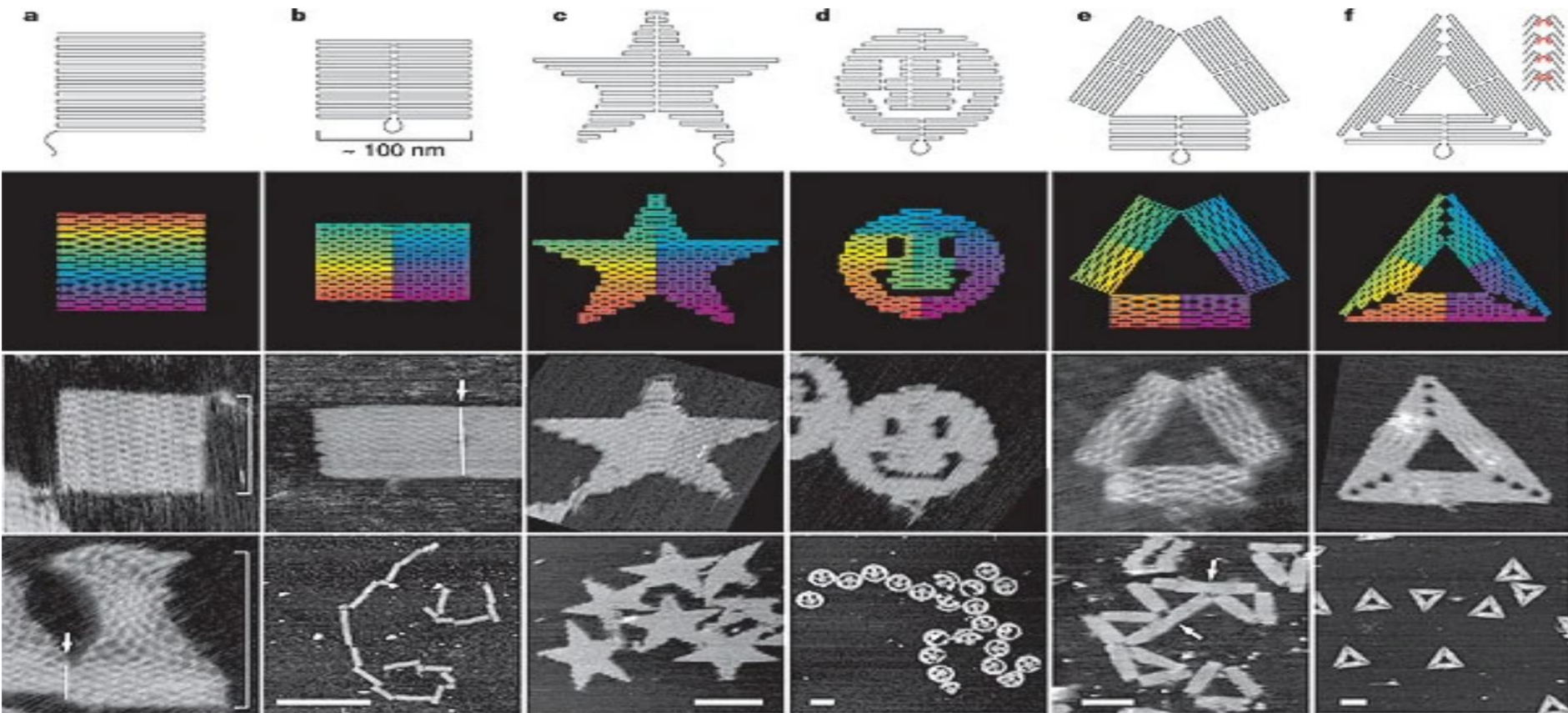


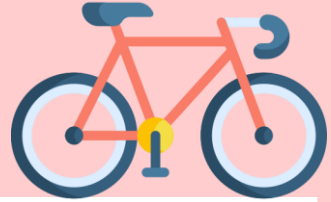
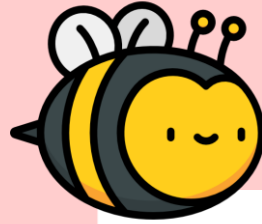
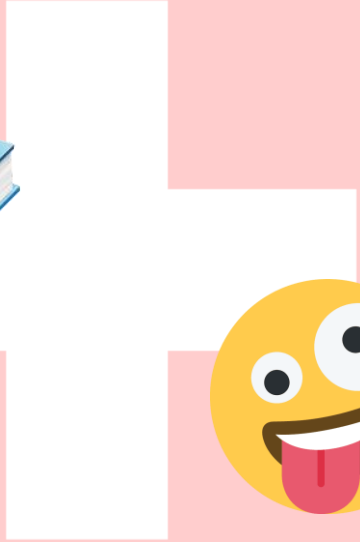
Chair



Folding DNA to create nanoscale shapes and patterns

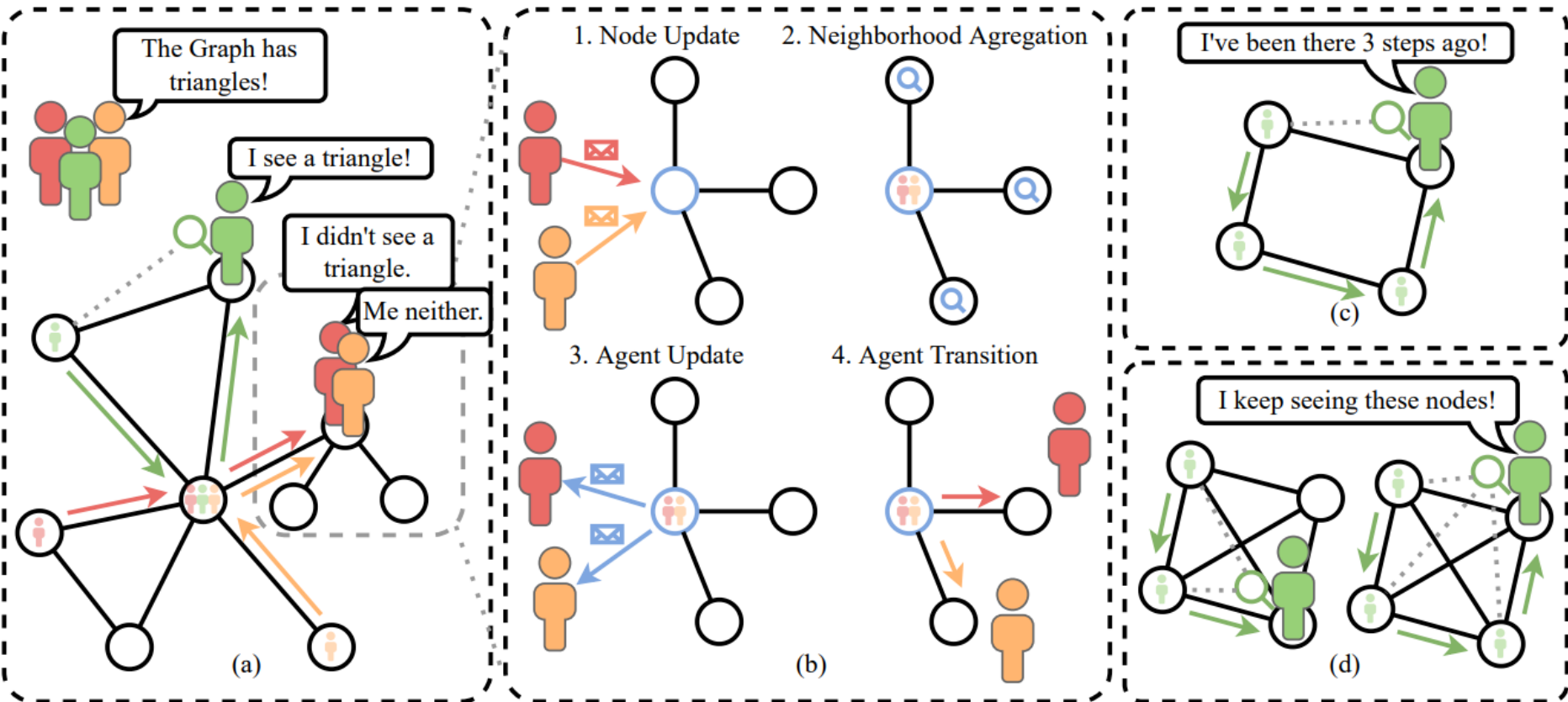
[Paul W. K. Rothemund](#) 





AGENT-BASED GRAPH NEURAL NETWORKS

Karolis Martinkus¹, Pál András Papp², Benedikt Schesch¹, Roger Wattenhofer¹



Model	4-CYCLES [59]	CIRCULAR SKIP LINKS [15]	2-WL
GIN [75]	50.0 \pm 0.0	10.0 \pm 0.0	50.0 \pm 0.0
GIN with random features [64; 1]	99.7 \pm 0.4	95.8 \pm 2.1	92.4 \pm 1.6
SMP [71]	100.0 \pm0.0	100.0 \pm0.0	50.0 \pm 0.0
DROPGIN [59]	100.0 \pm0.0	100.0 \pm0.0	100.0 \pm0.0
ESAN [8]	100.0 \pm0.0	100.0 \pm0.0	100.0 \pm0.0*
1-2-3 GNN [53]	100.0 \pm0.0	100.0 \pm0.0	100.0 \pm0.0\dagger
PPGN [51]	100.0 \pm0.0	100.0 \pm0.0	50.0 \pm 0.0
CRAWL [67]	100.0 \pm0.0	100.0 \pm0.0	100.0 \pm0.0
RANDOM WALK AGENTNET	100.0 \pm0.0	100.0 \pm0.0	50.5 \pm 4.5
SIMPLIFIED AGENTNET	100.0 \pm0.0	100.0 \pm0.0	100.0 \pm0.0
AGENTNET	100.0 \pm0.0	100.0 \pm0.0	100.0 \pm0.0



Hide & Seek

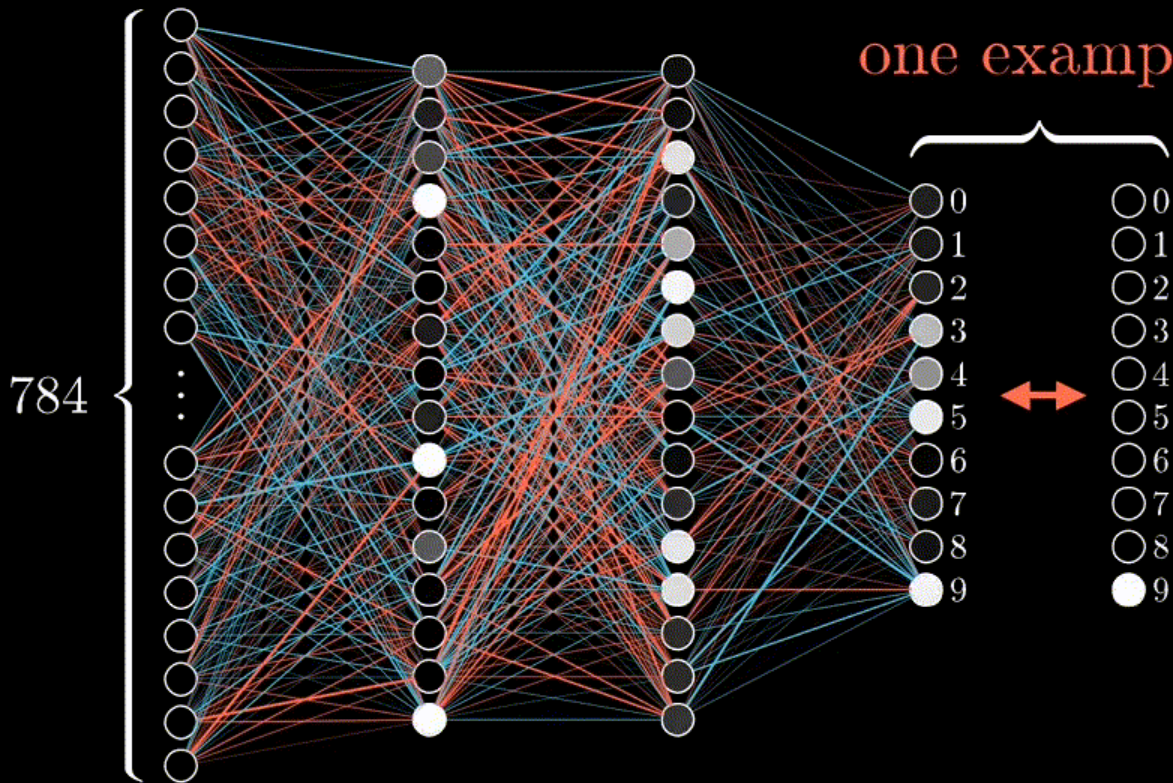


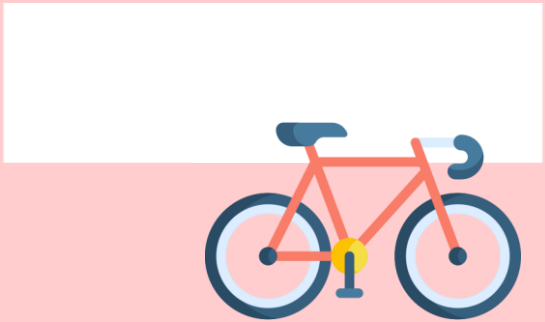
Each step
uses every
example



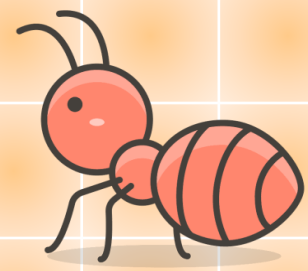
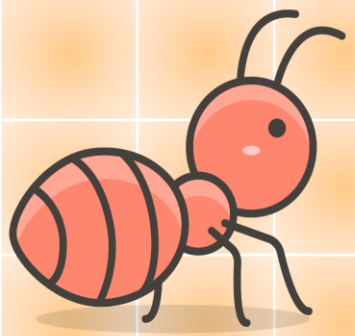
Average over all training examples

Cost of
one example



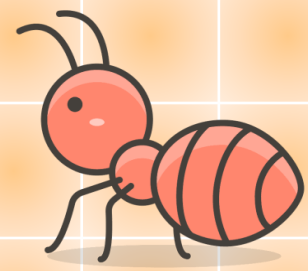
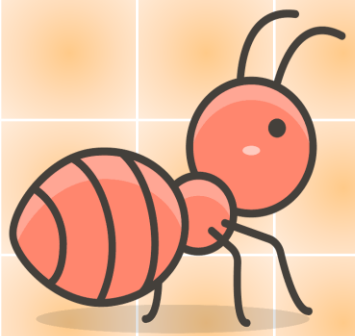


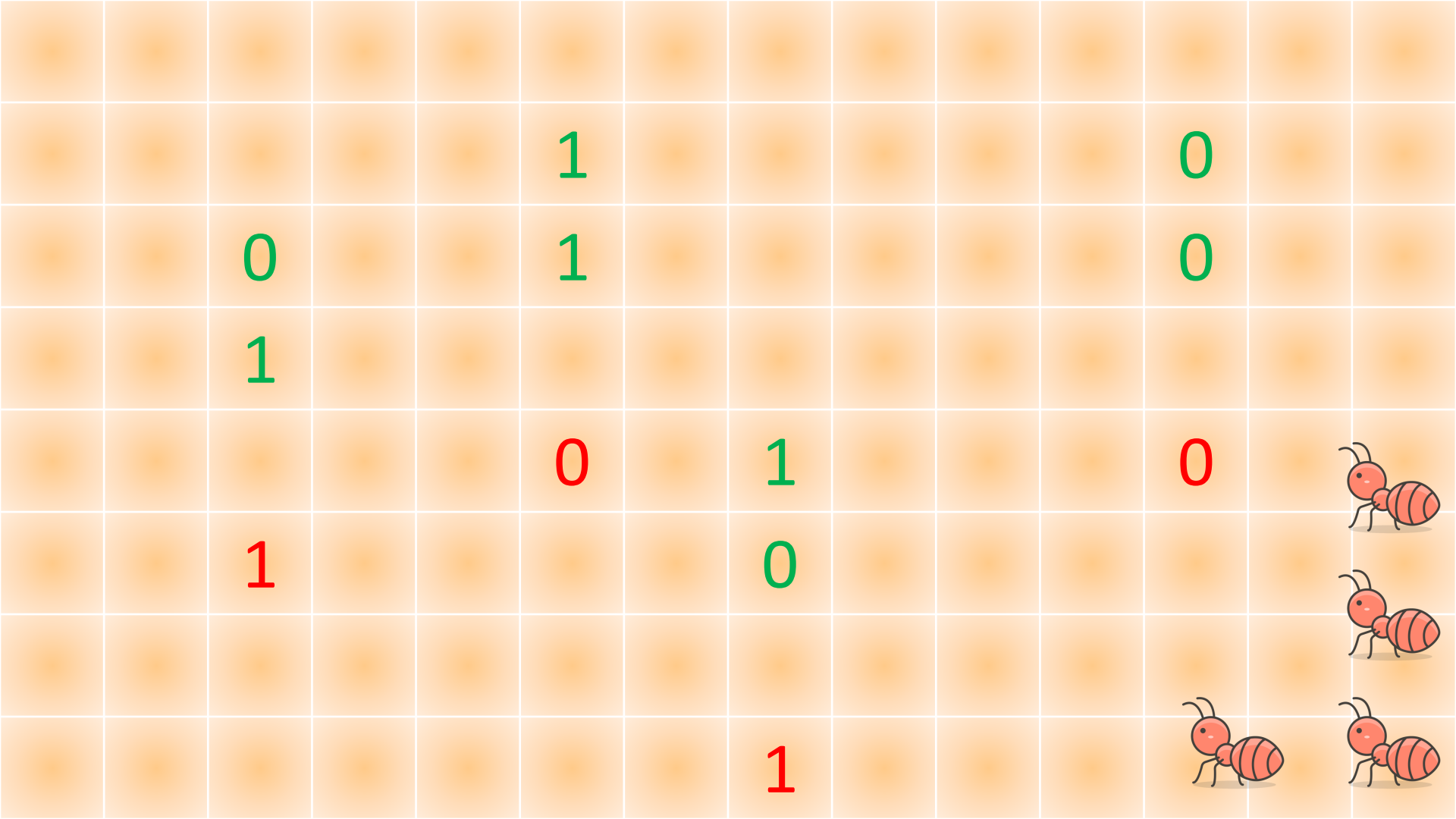
$$\begin{array}{r} 1100110 \\ + 1010011 \\ \hline 10111001 \end{array}$$



$$\begin{array}{r} 1100110 \\ + 1010011 \\ \hline \end{array}$$

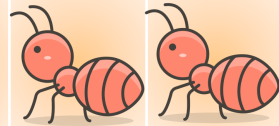
$$10111001$$





1 0

0 0



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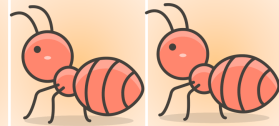
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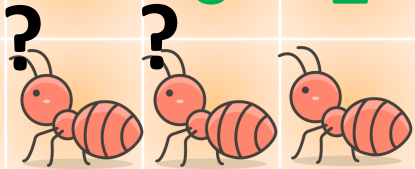
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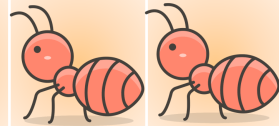
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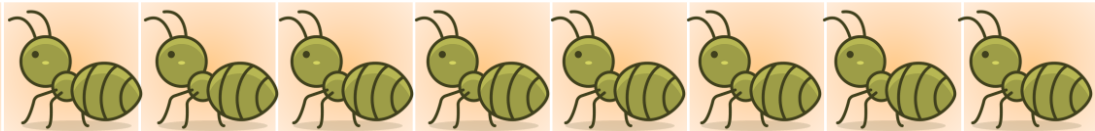
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0 1

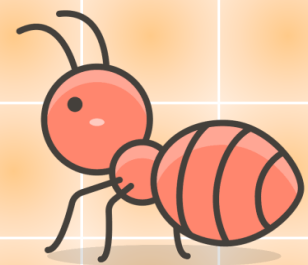
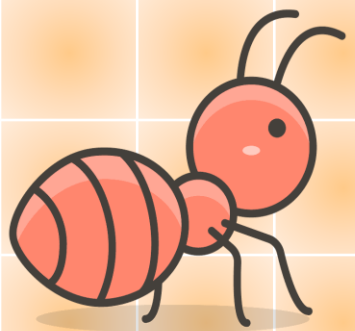


1 0 0

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+ 1 0 1 0 0 1 1



1 0 1 1 1 0 0 1

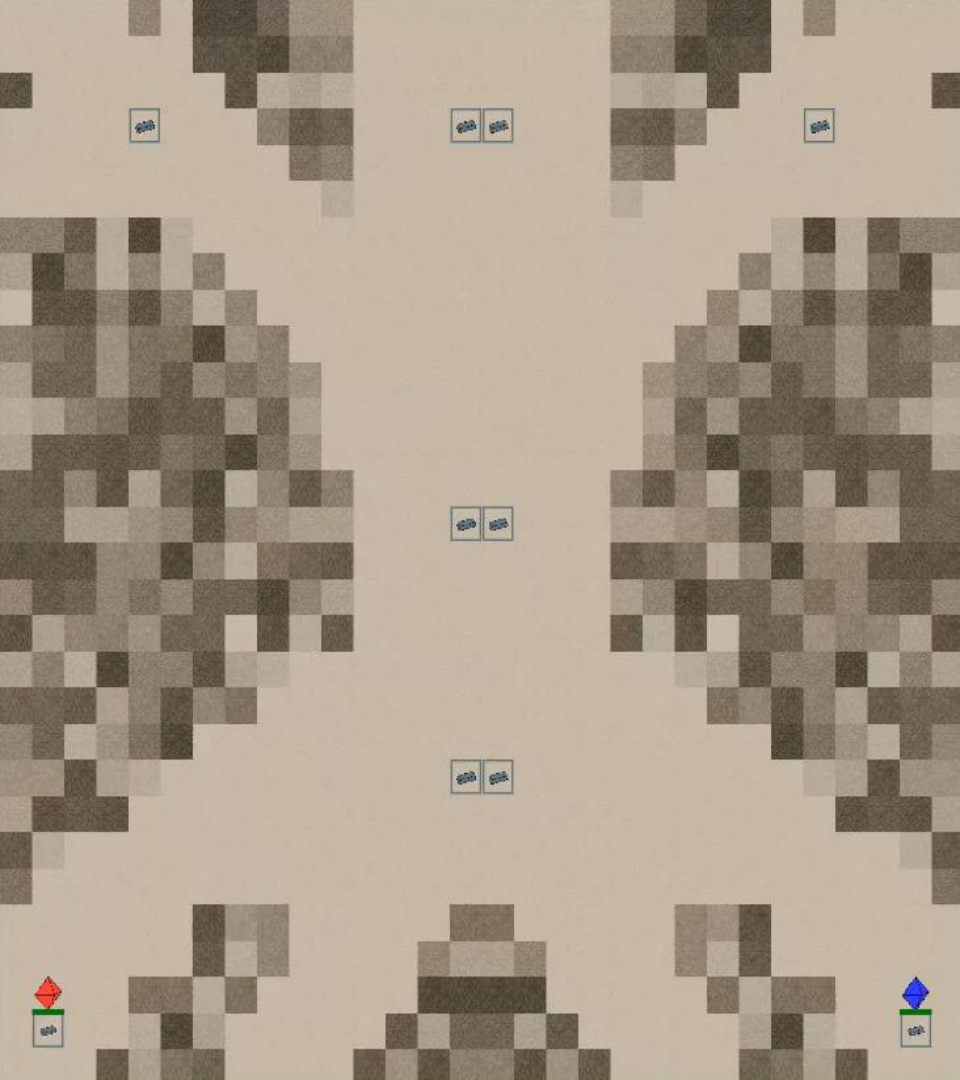




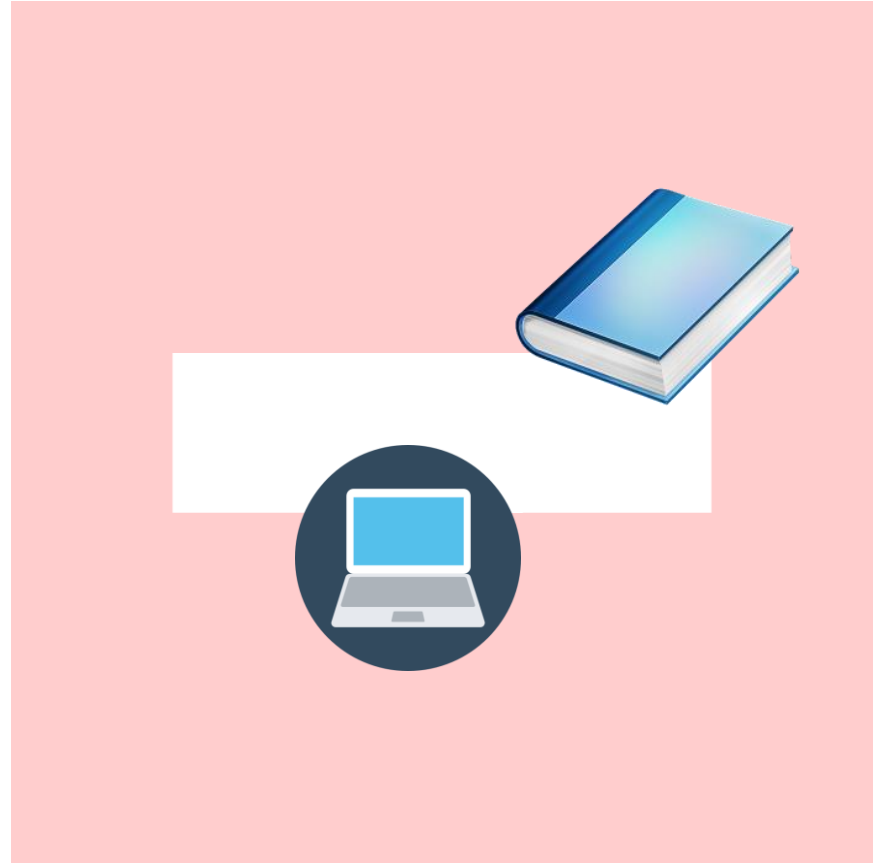


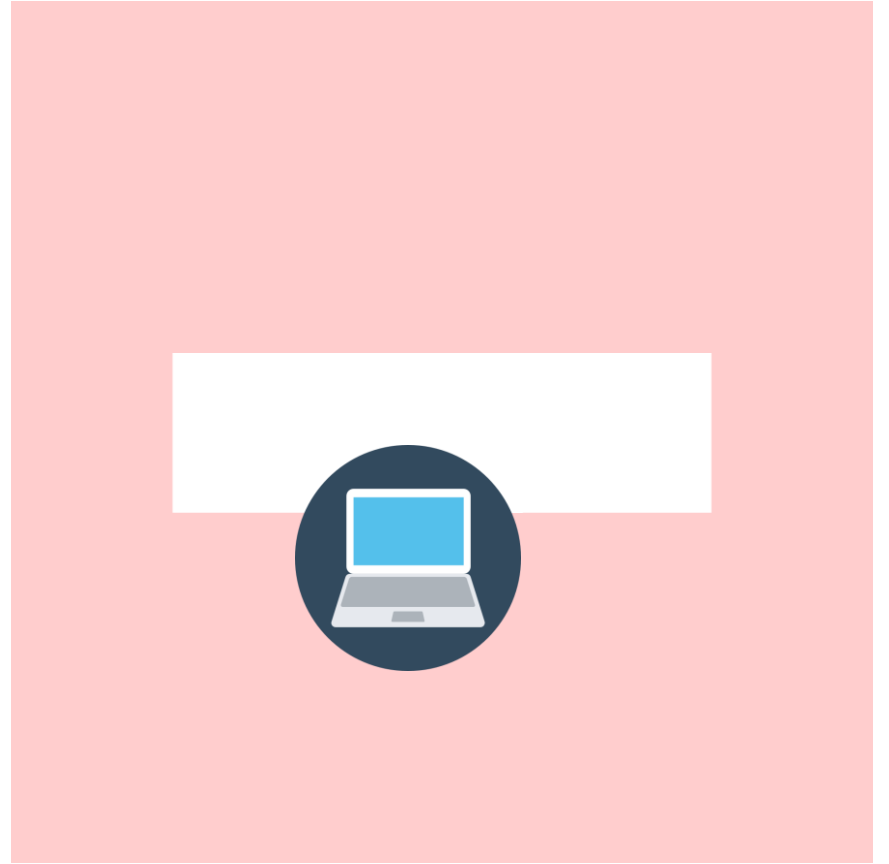
Swarm Intelligence Cup

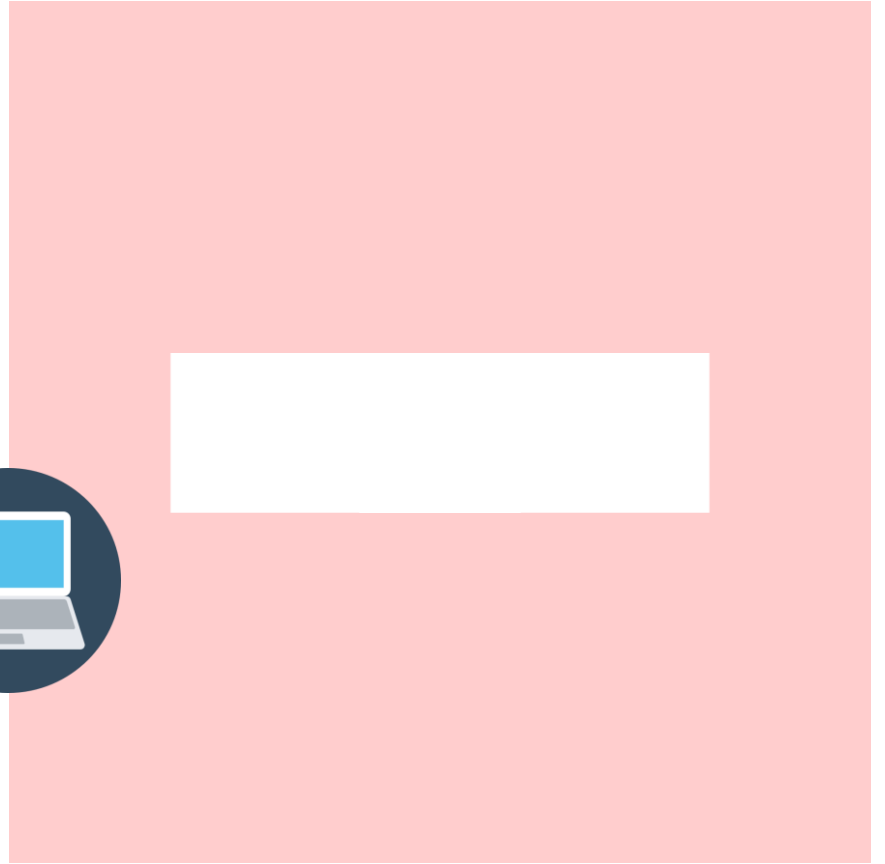
AI through emergence

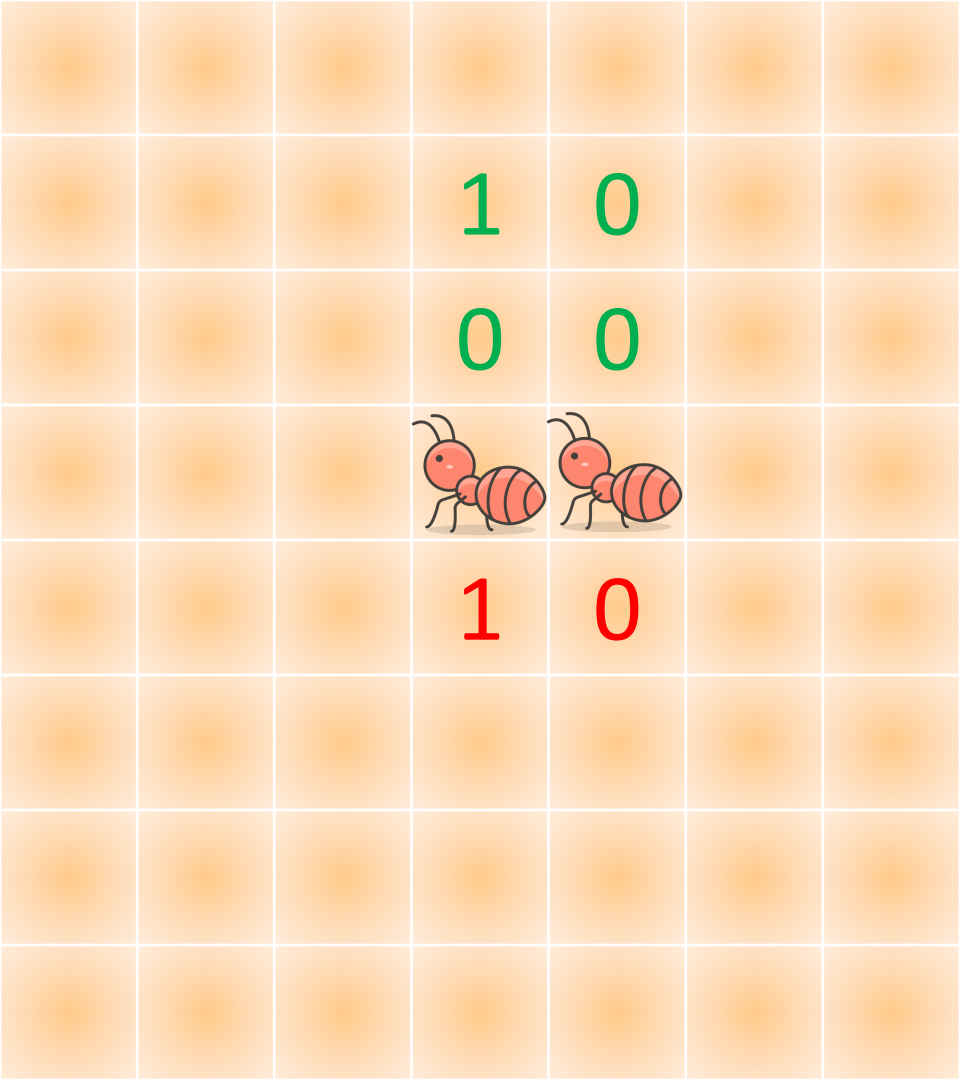
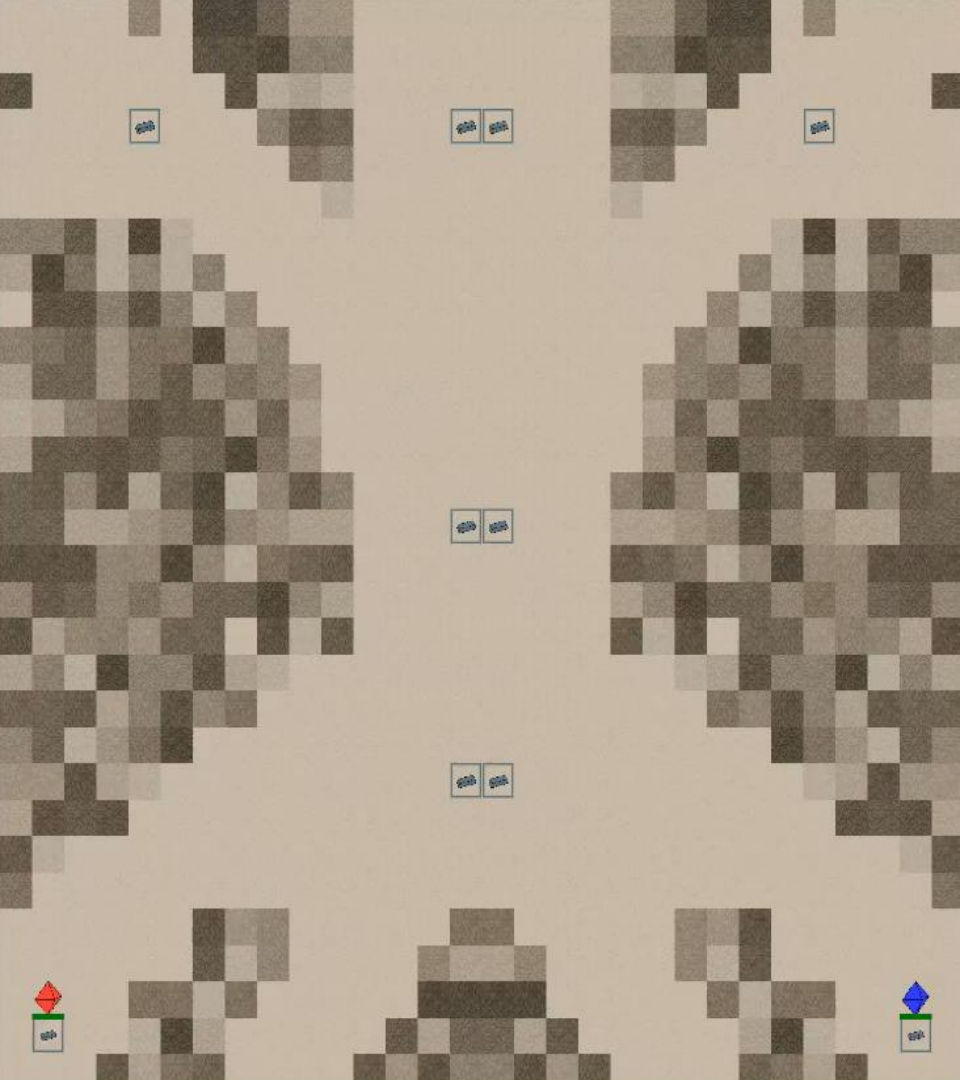


BATTLECODE









Thanks!

Any Suggestions?

