

# Flocking structures

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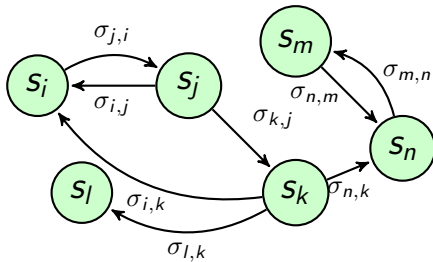


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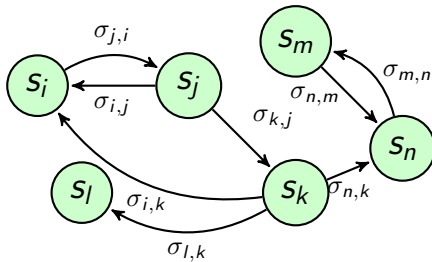


- track your neighbours
- don't crash
- seek a target
- prioritize neighbours

# Dynamic networks

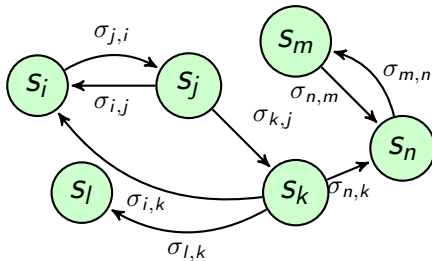


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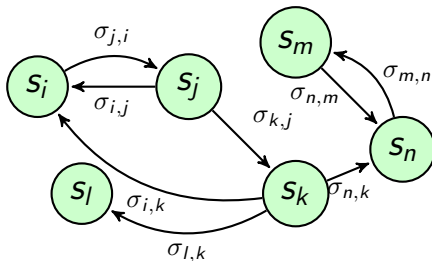
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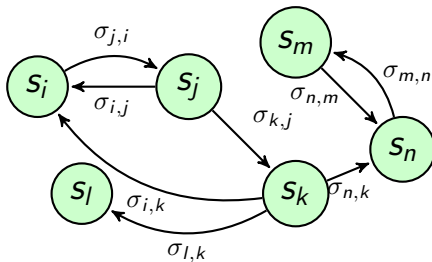
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$$\underbrace{\frac{d\sigma_{i,j}}{dt}}_{\text{gain evolution}} = \underbrace{\psi(s_i, s_j)}_{\text{state dependence}} . \quad (2)$$

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Important parameters:

- number of agents
- number of neighbours
- ICs (spacial and communicative)

# Plan

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Finish thesis