



# Boids

COS 426

# Boids



- Overall idea
  - Simulate group behavior by specifying rules for individual behavior (self-organizing distributed system)

*"... and the thousands of fishes moved as a huge beast, piercing the water.*

*They appeared united, inexorably bound to a common fate.*

*How comes this unity?.. "*

*- Anonymous.*



# Boids

- Powerful, simple model
  - No central control
  - Only simple rules for each individual
  - Complex, emergent phenomena
  - Self-organization, swarm intelligence

