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@article{Tarras2012TheSO, title={The Study of Results Simulation of Collective Motion}, author={I. Tarras and Najem Moussa and M'hammed Mazroui and Yahya Boughaleb}, journal={International Journal of Computer Applications}, year={2012}, volume={46}, pages={21-26} } figure 3.1 figure 3.2 figure 3.3 ...

The Study of Results Simulation of Collective Motion ...

Time correlation functions of current fluctuations were calculated by molecular dynamics (MD) simulations in order to investigate sound waves of high wavevectors in the glass-forming liquid $Ca(NO_3)_2 .4H_2O$. Dispersion curves, $?(k)$, were obtained for longitudinal (LA) and transverse acoustic (TA) modes, and also for longitudinal optic (LO) modes.

Computer simulation study of collective dynamics in the ...

This research presents a computer simulation that illustrates collective motion of fish. The simulation is developed by using individual-based model. Four modes are considered during the simulation. These modes are introduced as searching, swarm, feeding and escape modes. The simulation consists of three different sizes of fish.

A Simulation Study on Collective Motion of Fish Schools ...

A computer simulation study was conducted based on empirical data from 2 published experimental studies. In the computer experiments, 285 medical students independently diagnosed 6 simulated patients arriving at the emergency room with dyspnea.

The Potential of Collective Intelligence in Emergency ...

An agent-based model (ABM) is a class of computational models for simulating the actions and interactions of autonomous agents (both individual or collective entities such as organizations or groups) with a view to assessing their effects on the system as a whole. It combines elements of game theory,

complex systems, emergence, computational sociology, multi-agent systems, and evolutionary ...

Agent-based model - Wikipedia

The aim of this study is to evaluate the reliability of a crowd simulation model developed by the authors by reproducing Dyer et al.'s experiments (published in Philosophical Transactions in 2009) on human leadership and consensus decision making in a computer-based environment.

Computer simulation of leadership, consensus decision ...

Computer simulation study of collective phenomena in dense suspensions of red blood cells under shear. Research output: Book/Report › Book

Computer simulation study of collective phenomena in dense ...

Computer simulation then presents itself as a technology for creating virtual histories permitting systematic examination of the consequences, via known mechanisms, of variation in initial conditions and loadings on specific variables. The bet is that complex interaction effects produce non-linear transformations or the "emergence" of higher levels of organization out of simple unit level behavior, and that tracking and manipulating these behaviors will afford unprecedented opportunities to ...

Ian S. Lustick: Agent-based modelling of collective identity

The rheology of dense red blood cell suspensions is investigated via computer simulations based on the lattice Boltzmann, the immersed boundary, and the finite element methods. The red blood cells are treated as extended and deformable particles immersed in the ambient fluid. In the first part of the work,

the numerical model and strategies for stress evaluation are discussed.

Computer Simulation Study of Collective Phenomena in Dense ...

Computer simulation study of collective phenomena in dense suspensions of red blood cells under shear. [Timm Krüger] -- The rheology of dense red blood cell suspensions is investigated via computer simulations based on the lattice Boltzmann, the immersed boundary, and the finite element methods.

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$i_{\dot{c}}\frac{1}{2}i_{\dot{c}}\frac{1}{2}$' [Books] Computer Simulation Study Of Collective ...

Simulation models of pedestrian dynamics have become an invaluable tool for evacuation planning. Typically, crowds are assumed to stream unidirectionally towards a safe area. Simulated agents avoid collisions through mechanisms that belong to each individual, such as being repelled from each other by imaginary forces.

Agent-based simulation of collective cooperation: from ...

This research presents a computer simulation that illustrates collective motion of fish. The simulation is developed by using individual-based model. Four modes are considered during the simulation. These modes are introduced as searching, swarm, feeding and escape modes. The simulation consists of three different sizes of fish. The medium fish try to hunt down the small ones while the big ...

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