a similarity matrix. The idea presented in the next section enables further improvement. The matrix is available on our server in /pub/mat. The differences may be mirrored to

# Notation independent Schmidt matrices

we systematically negated the formulation of the properties and calculated the mean of the arising matrices. To eliminate the dependence of the distance matrix on the formulation of the used properties Thus, the improved Schmidt matrix for the Taylor properties (see [1])

```
A O D B F O H P X L X N P Q R S L Y
          159 120
25 200
99 68
6 30
227 180
95 63
167 126
121 87
63 36
108 73
63 37
180 133
26 205
73 108
58 32
43 20
      161
                     179
166
25
117
29
200
26
74
73
                 48
                     168
28
28
98
159
61
191
120
73
73
137
26
                 104
  111
177
241
121
100
32
49
                             ) 23
1 187
1 126
     202
28
83
72
55
182
                             138
77
125
77
  230
230
27
43
                29 119
110 107
60 166
229 232
                        110
                            145
23
182
107
183
29
  115
.36
.96
128
                                20
178
 9 216 147
7 70 134
8 30 198
169 27
73 146
168 54
57 128
78 96
                                129
                                    126
68
 133
85
73
125
180
78
63
63
 40
40
36
73
19
30
30
107
115
 0
88
138
66
81
62
198
 0
27
63
75
178
60
        105
129
25
154
184
        146
           55
60
91
164
206
13
```

[2], also leads to a unique notation independent distance matrix. reconstruction. We note that maximization of the phylogenetic information content, PIC This distance matrix may be used to calculate multiple alignments and phylogenetic tree

also improves Schmidt's general classification method for binary character data. acid distances. The presented concept improves the analysis of amino acid sequences but tool of Geoff Barton [3]. Our solution always uses the same algebraic distances of amino The presented changes are implemented in an integrated amino acid sequence analysis

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## SELF-ORGANIZATION OF TRAIL NETWORKS USING ACTIVE BROWNIAN PARTICLES

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### Abstract

explore the surface to discover food sources unknown to them, and then create trails between particles which have no memory. Just by responding to chemical gradients, these particles first the nest and these sources, commonly used for movement. We propose a simple model for interactive structure formation based on active Brownian

## Biological Observation

e.g. by setting chemical signposts (pheromones), which are used to mark the trails. In this storage of information, different ant species are capable of external storage of information, commonly foraging for food from a central nest. In addition to visual navigation and internal the beginning, no chemical signposts exist which lead the animals to the food sources and restrictions, that (i) no visual navigation and internal storage of information is provided. (ii) in paper, the problem is discussed whether these trail patterns could be also obtained under the afterwards back to the nest. The formation of complex trail patterns is a widely observed phenomenon in ants colonies

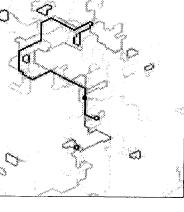
in a swarm raid) from the nest to the newly discovered food source and transport it to the nest the food sources by solitary scouts, and (ii) recruitment and exploitation of the food sources been simulated recently [1]. This foraging behavior is, to a certain extent, different from that of the army ants which has Along this recruitment trail nest mates will move in a single file, one behind the other (and no The phenomenon considered in this paper, is based on two different stages, (i) exploration of

particles are able to change the conditions of the surface they are moving on by producing two the self-consistent field. Active Walker models have been previously used within a physical physical and chemical behavior. The analytic description is based on Langevin- and Fokkerable to generate a self-consistent field, which in turn influences their further movement and interactions between active Brownian particles which have no memory. These particles are We propose a simple model for interactive structure formation based on microscopic local framework to describe different kinds of pattern formation [3,5,6]. In the considered case, the Planck equations for the active Brownian particles, coupled by reaction-diffusion equations for

chemical substances, which can decay again by decomposition. The particles respond to the gradients of these chemicals by changing their moving direction. Further, the particles have an internal degree of freedom which determines the kind of chemical produced and responded to. This internal parameter can be changed by an interaction between the particles and some nodes, which represent the nest and the food sources.

### . Results

Using the basic version of the model where the active particles only produce and respond to one kind of chemical substance, we are able to simulate track patterns, which are non-directed trails mainly used by the active particles for their movement (cf. Fig. 1, left part). In the extended version, the active particles produce and respond to two different kinds of chemicals. This model simulates the formation of directed trails, which connect a starting point (nest) with other points of interest (food sources on the top and the bottom of the lattice, cf. Fig. 1, right part) that have to be discovered before. In particular, the typical dendritic foraging patterns of desert ants, reported in [2], are reproduced by the simulations.



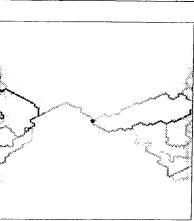


Fig. 1 Examples of non-directed (left) and directed (right) trail networks generated by active Brownian particles (for parameters see [4])

It turns out from the computer simulations (video) that, for different distributions of food sources, the model generates a distinctive trail system commonly used by the particles to exploit the food sources, and performs a high flexibility in order to discover and to link new sources to the trail network. During the evolution of the trail system we can distinguish between two different stages: the first one is a rather random movement of the active particles dropping chemical almost everywhere, and no trail exists. But during the second stage, a

distinct major trail appears, which is re-amplified by the active particles moving for- and backwards on the trail. Thus every trail has to survive a competition process, where trails not amplified enough by the active particles disappears again.

## 4. Discussion

In the model provided, the spontaneous formation of a collective trail system can be described as a self-organizing process, based on the interactions of the active particles on a local or "microscopic" level, which could lead to the emergence of the structure as a whole on the global or "macroscopic" level. The major difference to biology is denoted by the fact, that the active Brownian particles used in the simulations, have far less complex capabilities than the biological creatures. They rather behave like physical particles which respond to local forces in a quite simple manner, "knowing" nothing else than the local concentration of a chemical. With respect to the formation of trunk trails, this could indicate, that visual navigation and information storage does not nesseccarily have to be indispensible presumtions to obtain those advanced and efficient foraging patterns. Our model therefore may serve as a toy model to test what kind of interaction between individuals may lead to a trail system and what are the minimal conditions for its existence.

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