

Simulation of Interactions between Beehives

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Source: https://www.hiveopolis.eu/consortium/

Structure of the Hiveopolis Technology



General Concept



Decision-Making Process in the Hiveopolis Unit

The following parameters are considered:

- 1. Distance: find all fields which can be reached by bees
- 2. Flowering period: select fields with the shortest blooming period
- 3. Abundance of nectar: select the most abundant fields
- 4. Minimal number of competitors: select fields the smallest number of competitors



Simulation

An Example of a running simulation with 2 Hiveopolis Units with honeybees and 2 Beehives with wild bees.





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The Adaptive Systems Group is part of the Department of Computer Science at Humboldt-Universität zu Berlin. The research focus of the group is on sensorimotor learning and prediction in the field of developmental and bio-robotics. The group has long-standing expertise in bio-inspired navigation systems for robotics, adaptive learning strategies, and experience with applications in precision and micro-farming. Within HIVEOPOLIS, we will work on environmental data collection and prediction, sensorimotor learning and active exploration strategies.

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