biologically-inspired computing

lecture 7



course outlook

key events coming up

- Labs: 35% (ISE-483)
 - Complete 5 (best 4 graded) assignments based on algorithms presented in class
 - Lab 2 : February 19th
 - L-Systems (Assignment 2)
 - Delivered by SSIE583 Group 1
 - Due: February 26th
 - Lab 3: March 11th
 - Cellular Automata and Boolean Networks (Assignment 3)
 - Delivered by SSIE583 Group 3
 - Due: March 18th
- SSIE 583 -Presentation and Discussion: 25%
 - Present and lead the discussion of an article related to the class materials
 - Enginet students post/send video or join by Zoom
 - February 26th
 - Kauffman, S.A. [1969]. "Metabolic stability and epigenesis in randomly constructed genetic nets". *Journal of Theoretical Biology* **22**(3):437-467.
 - Yoshiaki Fujita
 - Dates TBA
 - Conrad, M. [1990]. "The geometry of evolution." *Biosystems* **24**: 61-81.
 - Mario Franco
 - Stanley, Kenneth O., Jeff Clune, Joel Lehman, and Risto Miikkulainen. "Designing Neural Networks through Neuroevolution." Nature Machine Intelligence 1, no. 1 (January 2019): 24–35.
 - Jessica Lasebikan
 - Discussion by all



readings

until now

Class Book

- Floreano, D. and C. Mattiussi [2008]. *Bio-Inspired Artificial Intelligence: Theories, Methods, and Technologies*. MIT Press. Preface, **Sections 4.1, 4.2, Chapter 2.**
 - Nunes de Castro, Leandro [2006]. Fundamentals of Natural Computing: Basic Concepts, Algorithms, and Applications. Chapman & Hall. Chapter 1, pp. 1-23. Chapter 7, sections 7.1-7.4, Appendix B.3.1, Chapter 2, Chapter 8, sections 8.1, 8.2, 8.3.10

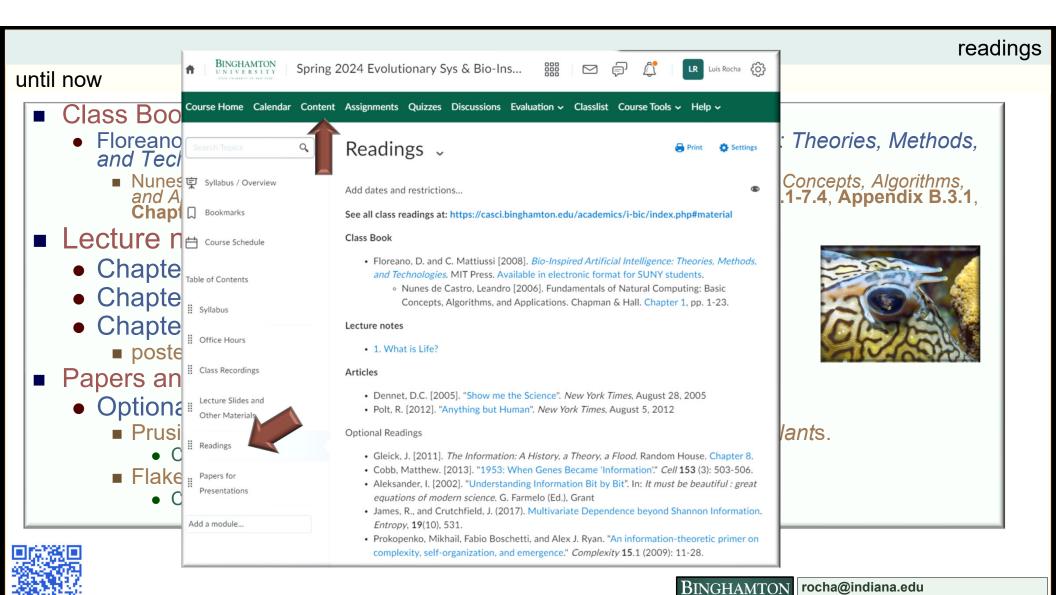
Lecture notes

- Chapter 1: What is Life?
- Chapter 2: The logical Mechanisms of Life
- Chapter 3: Formalizing and Modeling the World
 - posted online @ http://informatics.indiana.edu/rocha/i-bic
- Papers and other materials
 - Optional
 - Prusinkiewicz and Lindenmeyer [1996] *The algorithmic beauty of plants*.
 - Chapter 1
 - Flake's [1998], *The Computational Beauty of Life*. MIT Press.
 - Chapters 10, 11, 14 Dynamics, Attractors and chaos









bit.ly/atBIC

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final project schedule

Projects

- Due by May 6th in Brightspace, "Final Project Paper" assignment
 - ALIFE 2023
 - Not to submit to actual conference due date (April 3rd, 2024)
 - https://2024.alife.org/
 - 8 pages, author guidelines:
 - https://2024.alife.org/call_paper.html
 - MS Word and Latex/Overleaf templates
 - Preliminary ideas by March 15
 - Submit to "Project Idea" assignment in Brightspace.
- Individual or group
 - With very definite tasks assigned per member of group

ALIFE - 2024 COPENHAGEN - DENMARK ABOUT The 2024 Conference on Artificial Life

ALIFE 2024

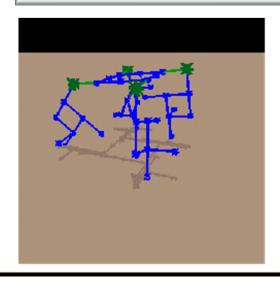
Tackle a real problem using bio-inspired algorithms, such as those used in the labs.

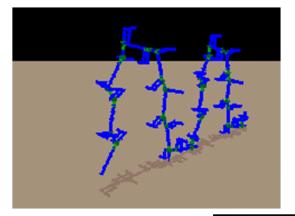


automatic design of basic shapes

robots

- generative design of robots
 - Karl Sims and Jordan Pollack, Hod Lipson, Gregory Hornby, and Pablo Funes claim that for automatic design to scale in complexity it must employ re-used modules
 - Sims,K. [1994]. "Evolving Virtual Creatures". *Proceedings of the 21st annual conference on Computer graphics and interactive techniques*, pp. 15 22.
 - H. Lipson and J. B. Pollack (2000), "Automatic design and Manufacture of Robotic Lifeforms", *Nature* **406**: 974-978.
 - Generative, iterative growth/development
 - an algorithm for creating a design
 - Indirect representation of solutions (for evolutionary algorithms)
 - using Lindenmayer systems (L-systems)
 - evolved locomotiong robots (called *genobots*).







L-systems

models or realistic imitations?

- Common features (design principle) between artificial and real plants
 - Development of (macro-level) morphology from local (micro-level) logic
 - Parallel application of simple rules
 - Genetic vs. algorithmic
 - Recursion
- But are the algorithms the same as the biological mechanism?
 - Real organisms need to economize information for coding complex phenotypes
 - The genome cannot encode every ripple of the brain or lungs
 - Organisms need to encode compact procedures for producing the same pattern (with randomness) again and again
- But recursion alone does not explain form and morphogenesis
 - One of the design principles involved
 - There are others
 - Selection, genetic variation, self-organization, epigenetics







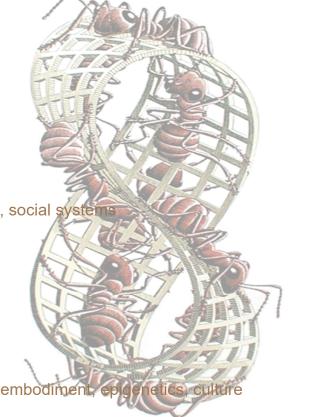
fern gametophyte Microsorium linguaeforme (left) and a simulated model using map L systems (right).



Natural design principles

exploring similarities across nature

- self-similar structures
 - Trees, plants, clouds, mountains
 - morphogenesis
 - Mechanism
 - Iteration, recursion, feedback
- dynamical systems and unpredictability
 - From limited knowledge or inherent in nature?
 - Mechanism
 - Chaos, measurement
- self-organization, collective behavior, emergence
 - Complex behavior from collectives of many simple units or agents
 - cellular automata, dynamical networks, morphogenesis, swarms, brains, social systems
 - Mechanism
 - Parallelism, multiplicity, multi-solutions, redundancy
- evolution
 - Adaptation, learning, social evolution
 - Mechanism
 - Reproduction, transmission, variation, selection, Turing's tape
- Network causality (heterogenous complexity)
 - Behavior derived from many inseparable sources
 - Immune system, anticipatory systems, brain-body-environment-culture, embodiment, epigenetics
 - Mechanism
 - Modularity, control, hierarchy, connectivity, stigmergy, redundancy

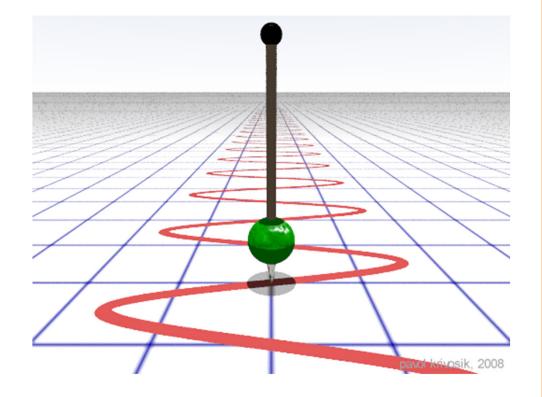




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bodies in motion

- Mathematical models of systems containing the rules describing the way some quantity undergoes a change in time
 - What changes in time
 - a variable
 - Position, quantity, concentration
 - How does something change in time
 - Deterministic rules that define change
 - Set of differential equations defining rates of change



gravitational pendulum example

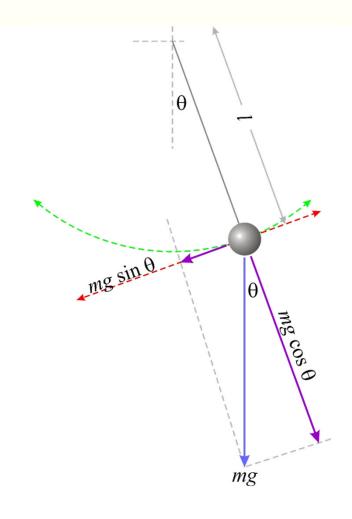
- What changes in time
 - a variable
 - Angle
 - Rules that define change
 - Set of differential equations defining rates of change

$$F = mg \sin \theta = ma$$
$$a = g \sin \theta$$

$$a = \frac{d^2s}{dt^2} = l\frac{d^2\theta}{dt^2}$$
$$l\frac{d^2\theta}{dt^2} = g\sin\theta$$

$$l\frac{d^2\theta}{dt^2} = g\sin\theta$$

$$l\frac{d^2\theta}{dt^2} - g\sin\theta = 0$$



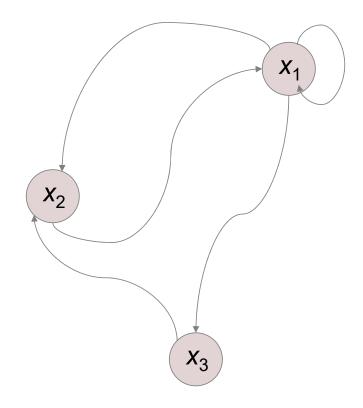
chemical reaction example

- What changes in time
 - a variable
 - concentrations
 - Rules that define change
 - Set of differential equations defining rates of change

$$\frac{dx_1}{dt} = f_1(x_1, x_2) = x_1 - K_1 x_2$$

$$\frac{dx_2}{dt} = f_2(x_1, x_3) = x_1^2 + K_2 x_3$$

$$\frac{dx_3}{dt} = f_3(x_1) = K_3 x_1$$

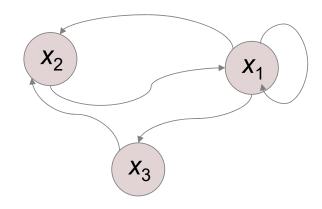


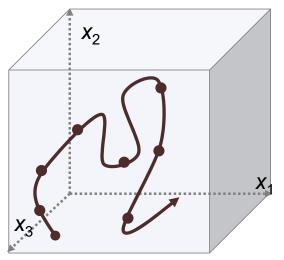
phase or state-space

- Map of variables in time
 - Time is parameter
 - Trajectory (orbit) in state space

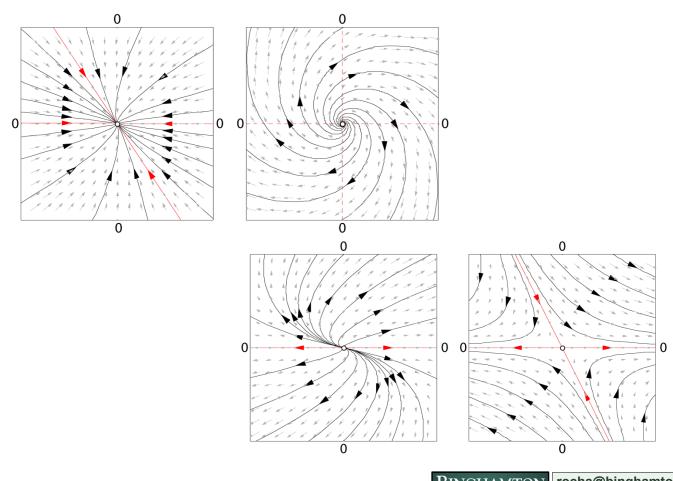
$$X(t) = (x_1(t), x_2(t), x_3(t))$$

- Continuous (reversible) systems
 - Only one trajectory passes through each point of a state-space
 - State-determined system
 - 2 points on different trajectories will always be on different trajectories
 - Albeit arbitrarily close
 - Not true in discrete systems
 - Determinism, strict causality
 - Laplace





vector fields represent basins of attraction in phase-space

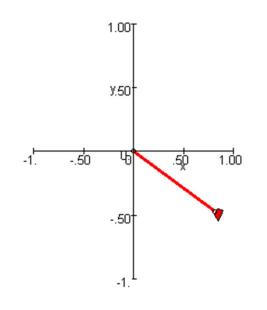


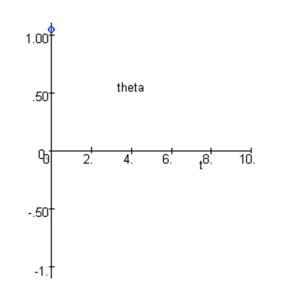
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STATE UNIVERSITY OF NEW YORK

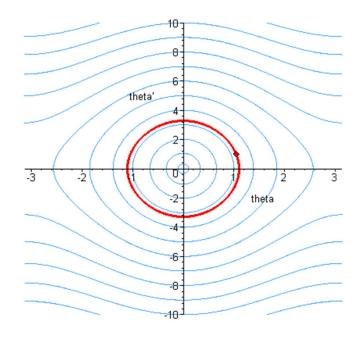
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frictionless gravitational pendulum

phase space







$$X(t) = (\theta(t), \dot{\theta}(t))$$

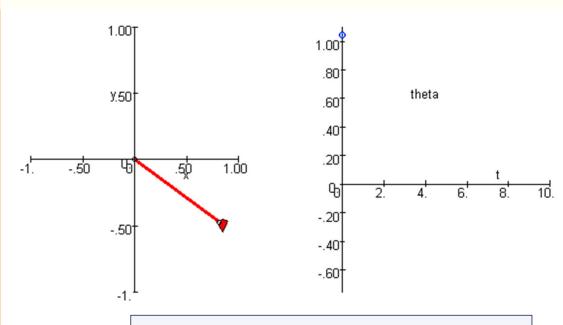
displacement and velocity



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Gravitational pendulum with friction

attractor behavior: where motion leads to



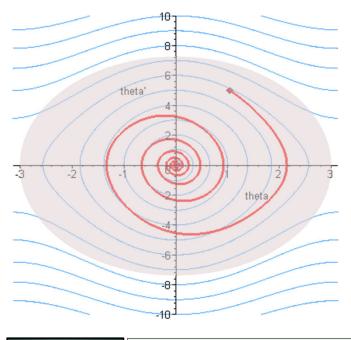
volumes of phase space to which the system converges after a long enough time

Basin of attraction

Volume of the phase-space defined by all trajectories leading into the attractor

Fixed-point behavior

(0-dimensional attractor)

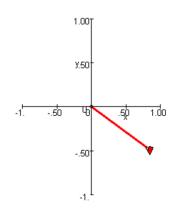


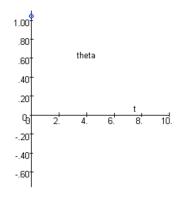


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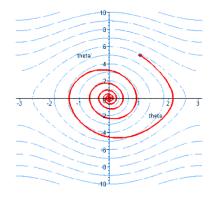
attractor behavior

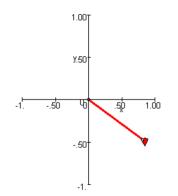
why the attractor behavior?

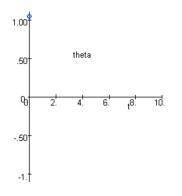




- Energy dissipation (thermodynamic systems)
 - Friction, thermodynamic losses, loss of material, etc.
 - Volume contraction in phase-space
 - System tends to restrict itself to small basins of attraction
 - Self-organization
 - Dissipative systems (Prigogine)

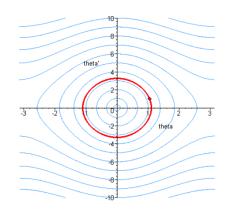






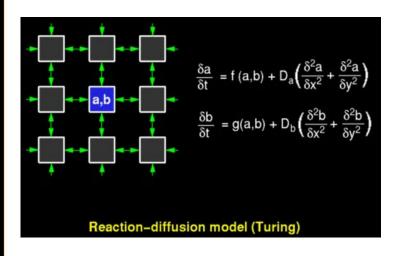
Hamiltonian systems

- Frictionless, no attractors
- Conservation of energy
- ergodicity



simple dynamics yield complex patterns

- Morphogenesis
 - development of the structure of an organism or part
 - phenotype develops in time under the direction of the genotype + dynamic constraints
 - The process in complex system-environment exchanges that tends to elaborate a system's given form or structure.
- Fischer (1924)
 - Reaction-diffusion equation
 - Propagation of a gene a population
- Nicolas Rashevsky
 - Embryogenesis
- Alan Turing
 - spent the last few years of his life developing his morphogenetic theory and using the new computer to generate solutions to reaction-diffusion systems.





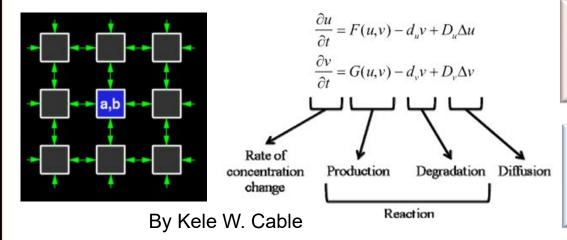
Turing, A. M. [1952] "The chemical basis of morphogenesis". *Phil. Trans. R. Soc. Lond. B* **237**, 37–72

two homogeneously distributed substances within a certain space, one "locally activated" and the other capable of "long-range inhibition," can produce novel shapes and gradients.

simple dynamics yield complex patterns

- Reaction-diffusion model
 - Stable tension between production and transformation
 - When balance is disturbed, tension restores balance:
 - Metaphor
 - Island populated by cannibals and (celibate) missionaries.
 - Missionaries do not reproduce, but can recruit and die (transform)
 - Cannibals reproduce and die (produce)
 - Two missionaires convert a cannibal leading to tension between production and transformation





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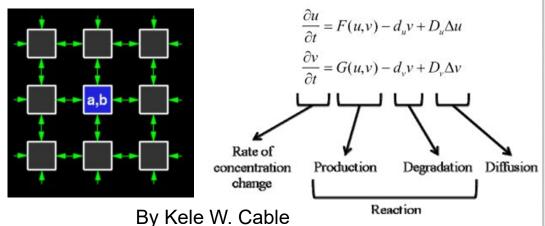
substance interactions depend on just four variables per *morphogen* – the rate of production, the rate of degradation, the rate of diffusion and the strength of activating/inhibiting interactions.

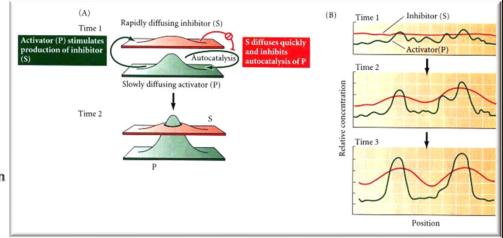


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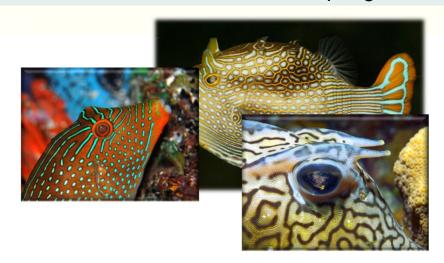
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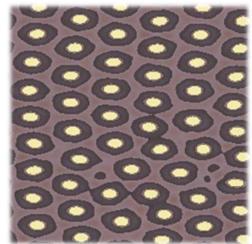
modeling nature

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Allen Sanderson



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modeling nature

- Reaction-diffusion model
 - Stable tension between production and transformation

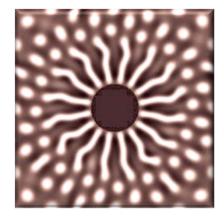
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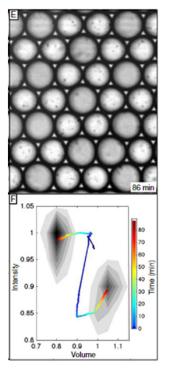


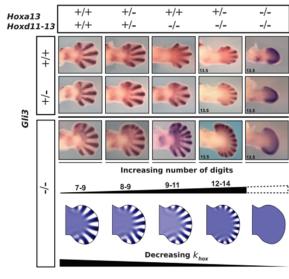


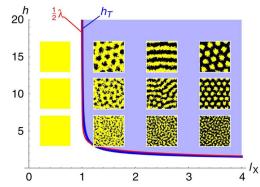


Turing morphogenesis

in biology, chemistry, and complex systems science







Gene expression of digit determination (in mouse)

Sheth et al [2012]. "Hox Genes Regulate Digit Patterning by Controlling the Wavelength of a Turing-Type Mechanism." *Science.* **338** (6113): 1476–80.

Validation of predicted patterns (in abiological droplets)

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Revising the model with biological evidence (in zebrafish)

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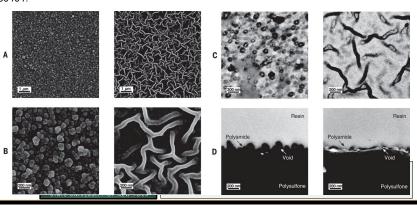
Turing-type polyamide membranes for water purification

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Expanding theoretical models (ABM and others)

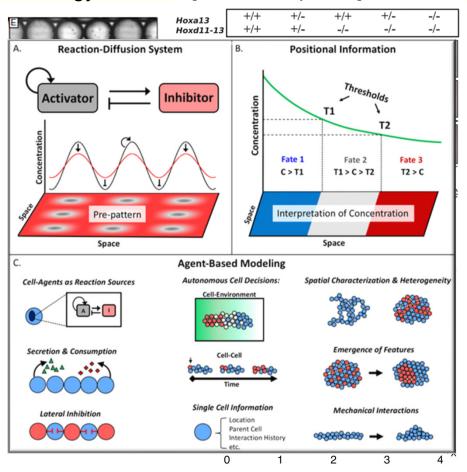
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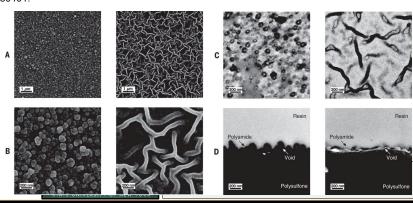
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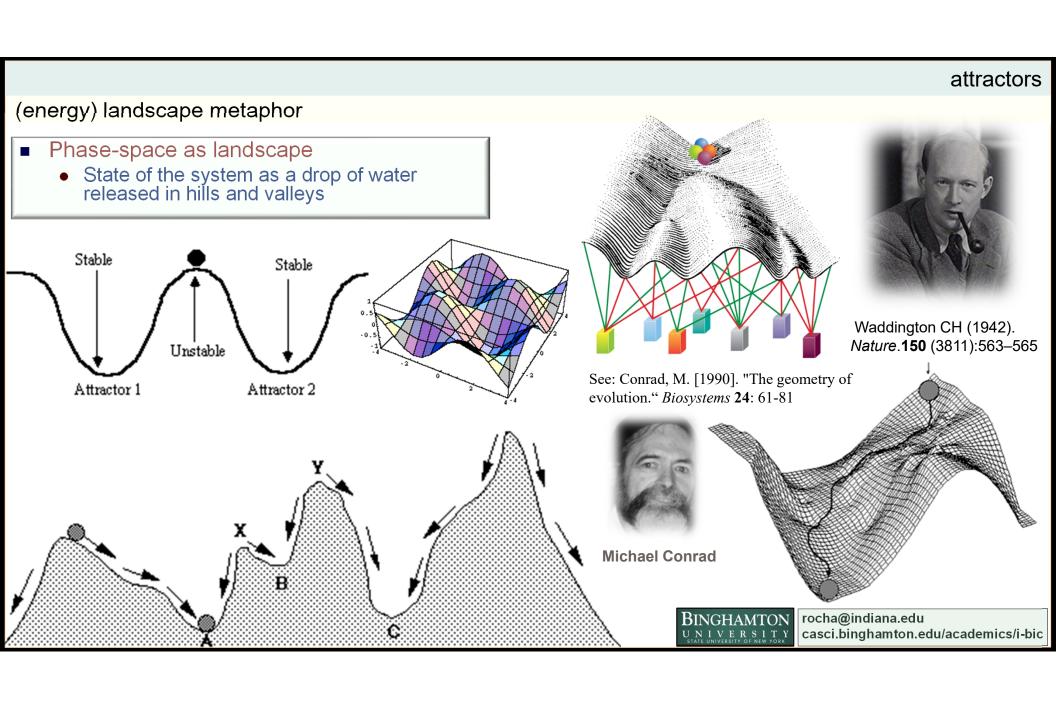
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