

CS 420/594

(Advanced Topics in Machine Intelligence)

Complex Systems  
and Self-Organization

Bruce MacLennan

<http://www.cs.utk.edu/~mclennan/Classes/420>

# Contact Information

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# CS 420 vs. CS 594

- CS 420: Undergraduate credit (but graduate students can count one 400-level course)
- CS 594: Graduate credit, additional work

# Grading

- You will conduct a series of computer experiments, which you will write up
- Some of these will be run on off-the-shelf simulators
- Others will be run on simulators that you will program
- Graduate students will do additional experiments and mathematical exercises
- No exams

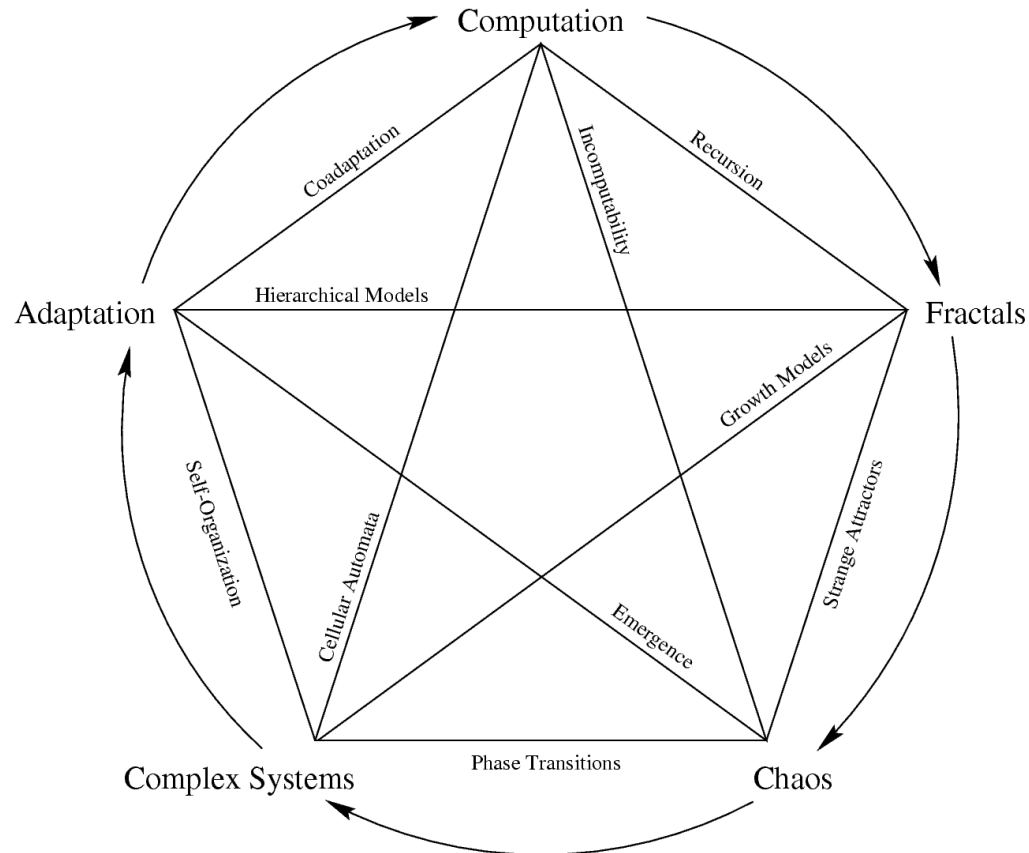
# Prerequisites

- CS 420 & 594: None per se, but you will be required to write some simulations (in Java, C++, or whatever)
- CS 594: Basic calculus through differential equations, linear algebra, basic probability and statistics

# Textbooks

- CS 420 & 594: Flake, Gary William. *The Computational Beauty of Nature*. MIT Press, 1998
- CS 594: Bar-Yam, Yaneer. *Dynamics of Complex Systems*. Perseus, 1997. This book is available online in pdf format

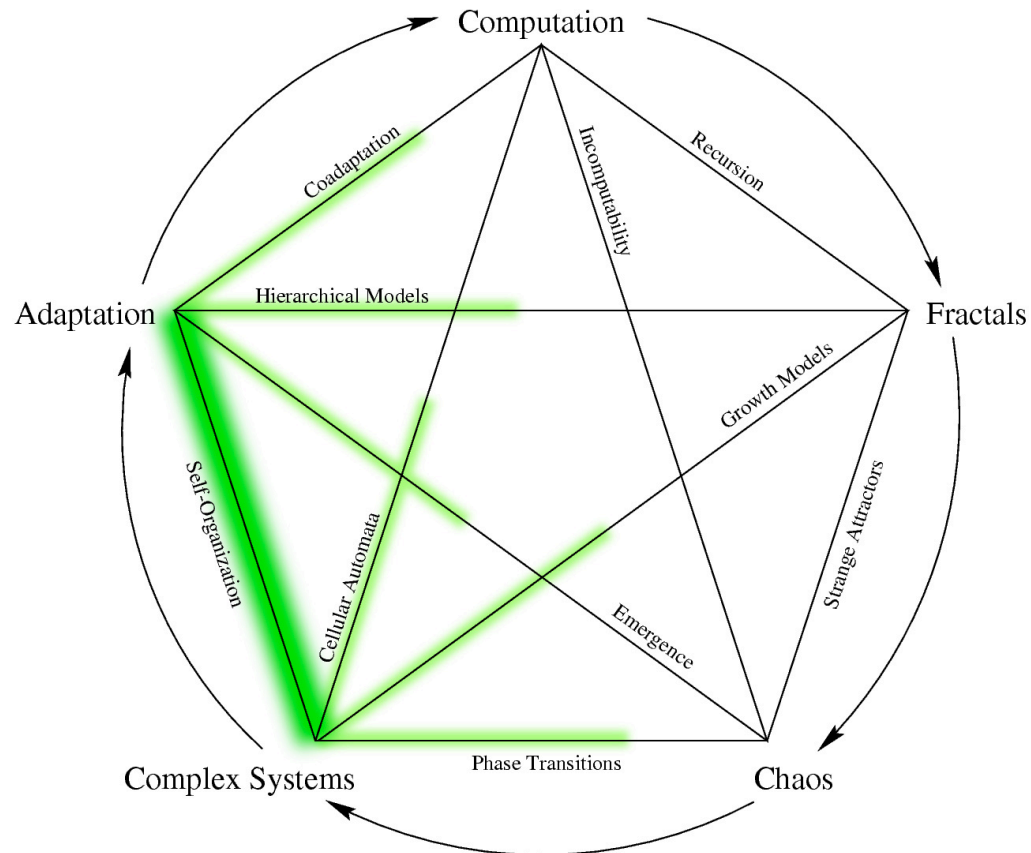
# Contents of Flake CBN



**Figure 1.1** An association map of the contents of this book

Figure from *The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation*. Copyright © 1998–2000 by Gary William Flake. All rights reserved. Permission granted for educational, scholarly, and personal use provided that this notice remains intact and unaltered. No part of this work may be reproduced for commercial purposes without prior written permission from the MIT Press.

# What We Will Cover



**Figure 1.1** An association map of the contents of this book *that we will cover*

Figure from *The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation*. Copyright © 1998–2000 by Gary William Flake. All rights reserved. Permission granted for educational, scholarly, and personal use provided that this notice remains intact and unaltered. No part of this work may be reproduced for commercial purposes without prior written permission from the MIT Press.



# Reading for Next Week

- Flake: Ch. 1 (Introduction)
- Flake: Ch. 15 (Cellular Automata)
- 594: Bar-Yam: Sec. 1.5 (Cellular Automata)

# Course Web Site

- [www.cs.utk.edu/~mclennan/Classes/420](http://www.cs.utk.edu/~mclennan/Classes/420)
- Syllabus
- Link to Flake *CBN* site (with software etc.)
- Link to Bar-Yam (CS 594) online text
- Links to other interesting sites
- Handouts:
  - assignments
  - slides (after class) in powerpoint, html, other? formats

# Discussion

- What is a *complex system*?
- What is an *emergent property*?
- What is *self-organization*?

# Weaver's Stages in the Progress of Science

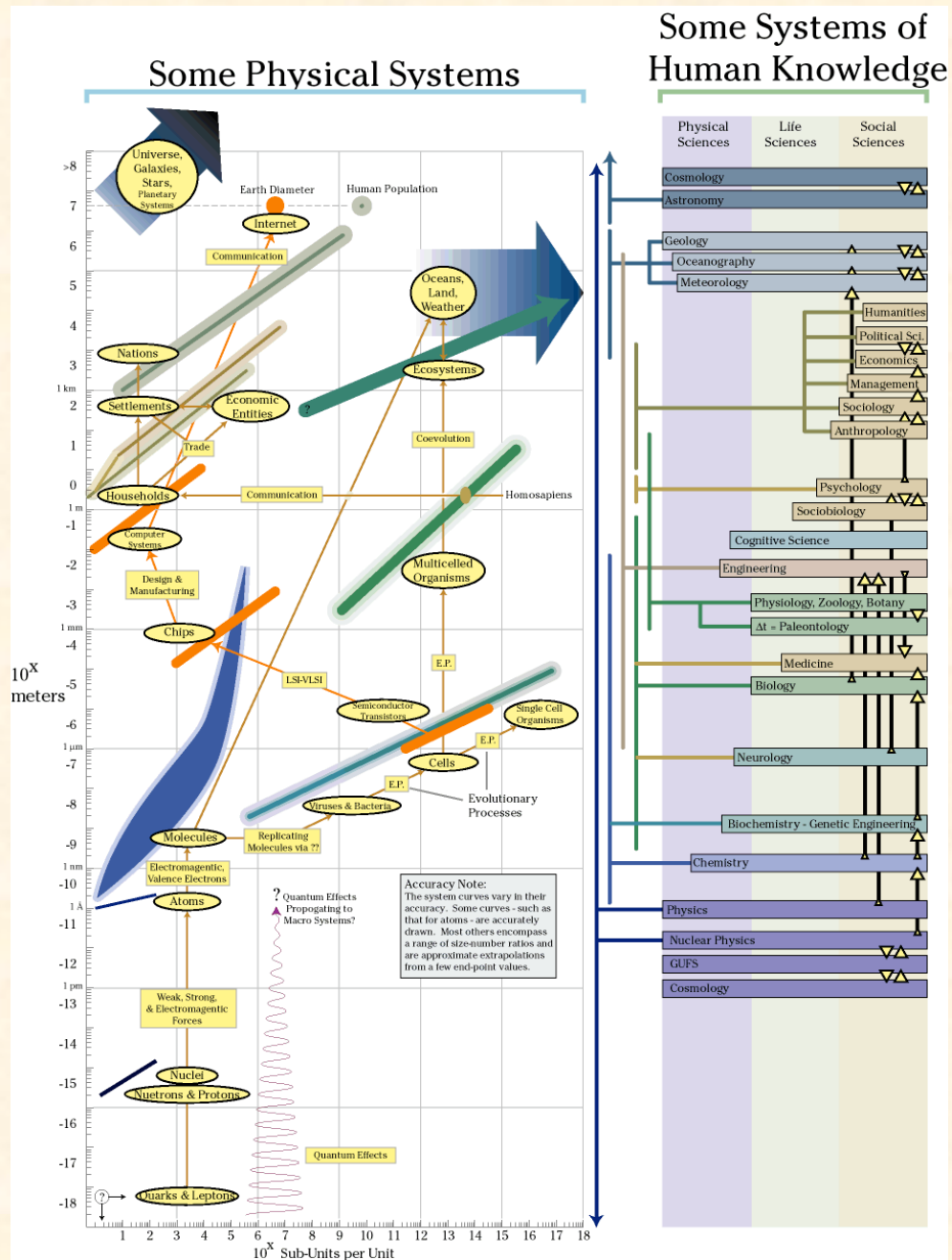
- Simple systems
- Disorganized complexity
- Organized complexity

# Complex vs. Simple Systems

- Have many parts
- Parts are interdependent in behavior
- Difficult to understand because:
  - behavior of whole understood from behavior of parts
  - behavior of parts depends on behavior of whole

# Examples of Complex Systems

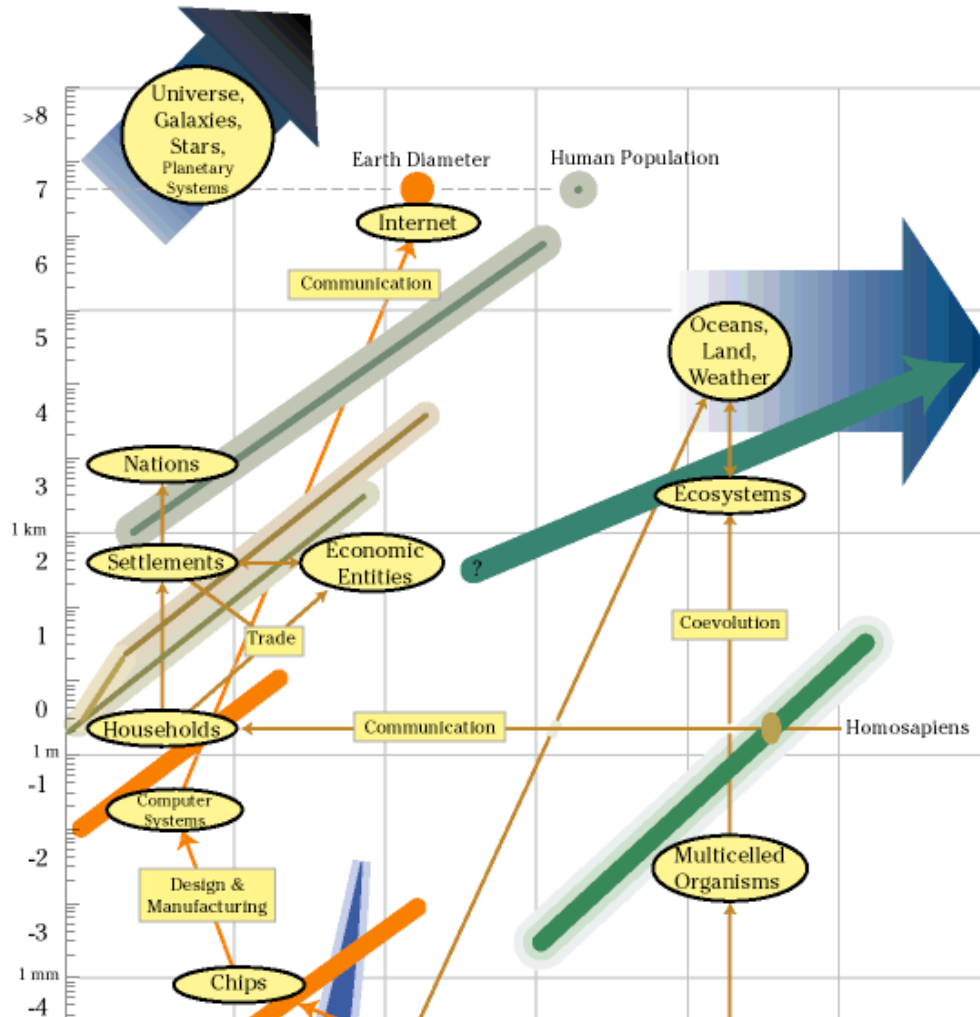
- government
- family
- person (physiology)
- brain
- world ecosystem
- local ecosystem  
(desert, rainforest,  
ocean)
- weather
- corporation
- computer
- ant colony
- university



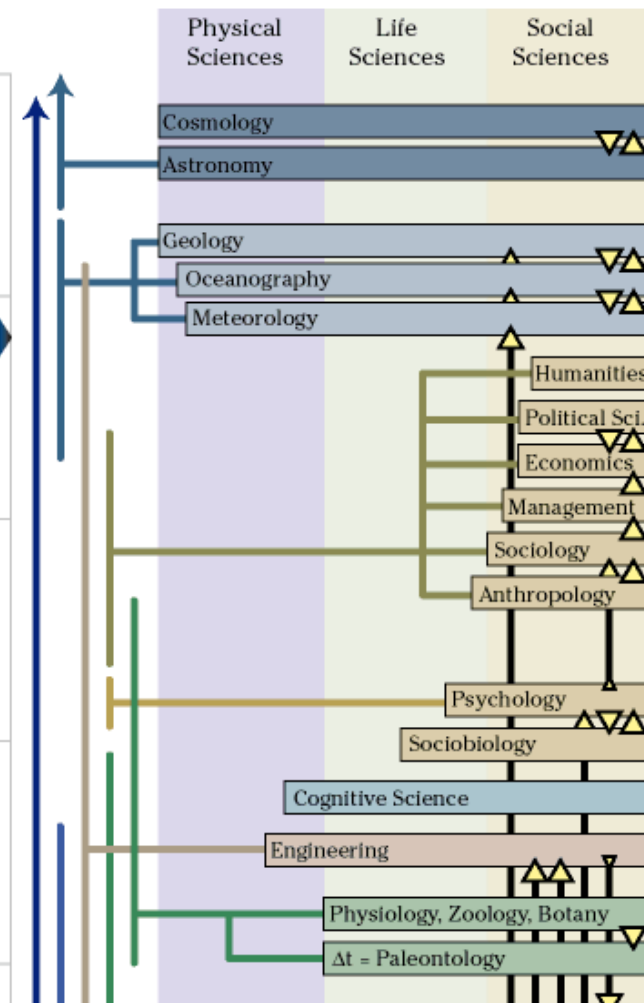
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Fig. from NECSI

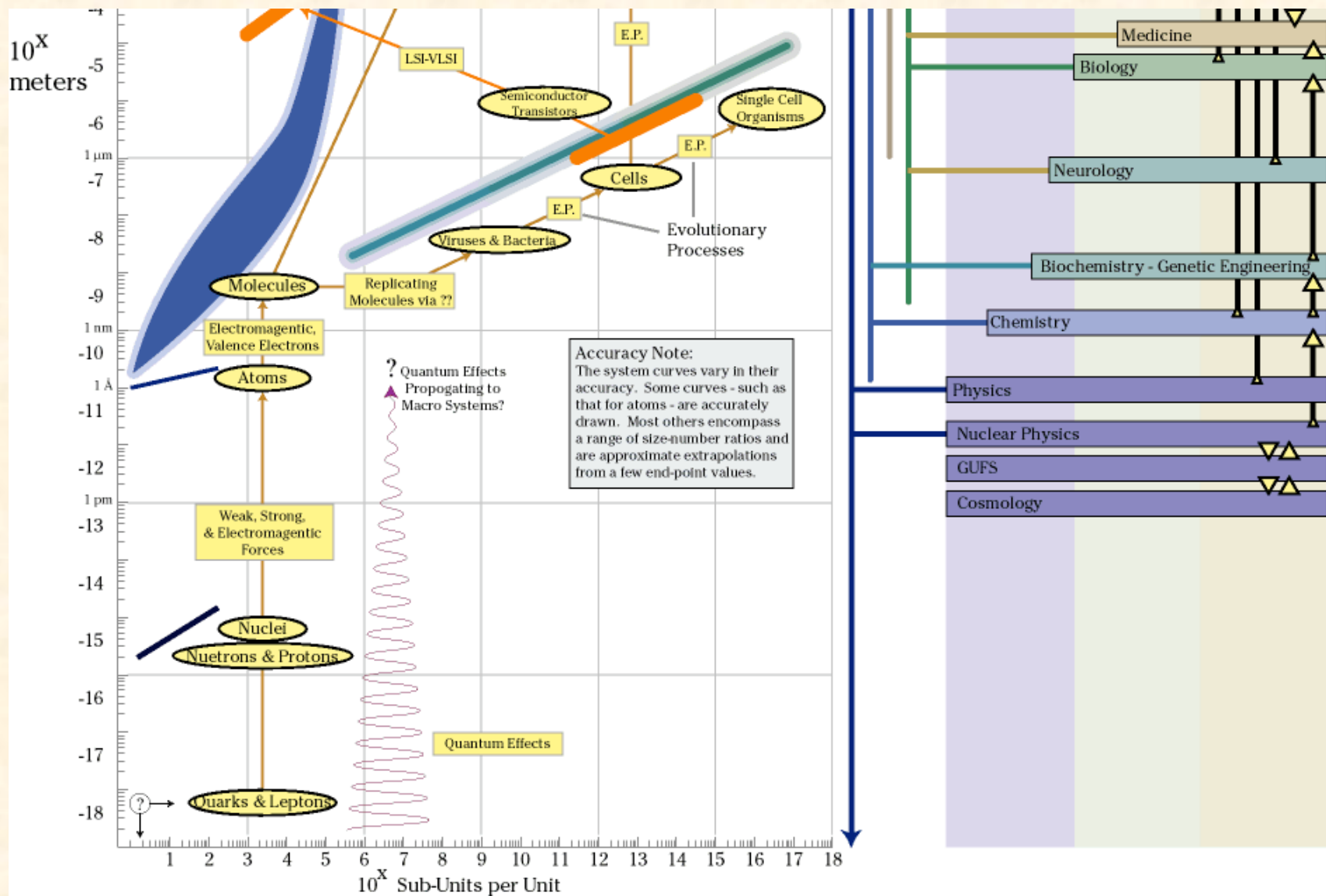
## Some Physical Systems



## Some Systems of Human Knowledge







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Fig. from NECSI

What are the *universal properties*  
shared by all complex systems?

# Central Properties

- Elements (& their numbers)
- Interactions (& their strengths)
- Formation/operation (& their timescales)
- Diversity/variability
- Environment (& its demands)
- Activities (& their objectives)

