

## B. Pattern Formation

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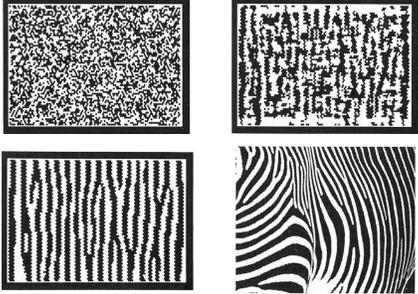
## Differentiation & Pattern Formation



- A central problem in development: How do cells differentiate to fulfill different purposes?
- How do complex systems generate spatial & temporal structure?
- CAs are natural models of intercellular communication

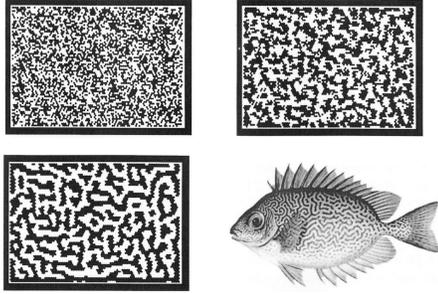
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## Zebra



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figs. from Camazine & al.: *Self-Org. Biol. Sys.*

## Vermiculated Rabbit Fish



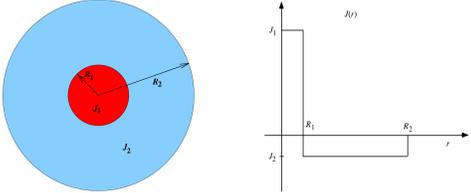
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figs. from Camazine & al.: *Self-Org. Biol. Sys.*

## Activation & Inhibition in Pattern Formation

- Color patterns typically have a characteristic length scale
- Independent of cell size and animal size
- Achieved by:
  - short-range activation  $\Rightarrow$  local uniformity
  - long-range inhibition  $\Rightarrow$  separation

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## Interaction Parameters



- $R_1$  and  $R_2$  are the interaction ranges
- $J_1$  and  $J_2$  are the interaction strengths

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### CA Activation/Inhibition Model

- Let states  $s_i \in \{-1, +1\}$
- and  $h$  be a bias parameter
- and  $r_{ij}$  be the distance between cells  $i$  and  $j$
- Then the state update rule is:

$$s_i(t+1) = \text{sign} \left[ h + J_1 \sum_{r_{ij} < R_1} s_j(t) + J_2 \sum_{R_1 \leq r_{ij} < R_2} s_j(t) \right]$$

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### Example

( $R_1=1, R_2=6, J_1=1, J_2=-0.1, h=0$ )

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figs. from Bar-Yam

### Effect of Bias

( $h = -6, -3, -1; 1, 3, 6$ )

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figs. from Bar-Yam

### Effect of Interaction Ranges

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figs. from Bar-Yam

### Demonstration of NetLogo Program for Activation/Inhibition Pattern Formation: Fur

[RunAICA.nlogo](#)

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### Differential Interaction Ranges

- How can a system using strictly local interactions discriminate between states at long and short range?
- E.g. cells in developing organism
- Can use two different *morphogens* diffusing at two different rates
  - activator diffuses slowly (short range)
  - inhibitor diffuses rapidly (long range)

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### Digression on Diffusion

- Simple 2-D diffusion equation:  

$$\dot{A}(x,y) = c\nabla^2 A(x,y)$$
- Recall the 2-D Laplacian:  

$$\nabla^2 A(x,y) = \frac{\partial^2 A(x,y)}{\partial x^2} + \frac{\partial^2 A(x,y)}{\partial y^2}$$
- The Laplacian (like 2<sup>nd</sup> derivative) is:
  - positive in a local minimum
  - negative in a local maximum

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### Reaction-Diffusion System

diffusion  $\frac{\partial A}{\partial t} = d_A \nabla^2 A + f_A(A,I)$  reaction

$\frac{\partial I}{\partial t} = d_I \nabla^2 I + f_I(A,I)$

$$\frac{\partial}{\partial t} \begin{pmatrix} A \\ I \end{pmatrix} = \begin{pmatrix} d_A & 0 \\ 0 & d_I \end{pmatrix} \nabla^2 \begin{pmatrix} A \\ I \end{pmatrix} + \begin{pmatrix} f_A(A,I) \\ f_I(A,I) \end{pmatrix}$$

$$\dot{\mathbf{c}} = \mathbf{D}\nabla^2 \mathbf{c} + \mathbf{f}(\mathbf{c}), \text{ where } \mathbf{c} = \begin{pmatrix} A \\ I \end{pmatrix}$$

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### Continuous-time Activator-Inhibitor System

- Activator  $A$  and inhibitor  $I$  may diffuse at different rates in  $x$  and  $y$  directions
- Cell becomes more active if activator + bias exceeds inhibitor
- Otherwise, less active

$$\frac{\partial A}{\partial t} = d_{Ax} \frac{\partial^2 A}{\partial x^2} + d_{Ay} \frac{\partial^2 A}{\partial y^2} + k_A(A + B - I)$$

$$\frac{\partial I}{\partial t} = d_{Ix} \frac{\partial^2 I}{\partial x^2} + d_{Iy} \frac{\partial^2 I}{\partial y^2} + k_I(A + B - I)$$

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### NetLogo Simulation of Reaction-Diffusion System

- Diffuse activator in X and Y directions
- Diffuse inhibitor in X and Y directions
- Each patch performs:
  - stimulation = bias + activator – inhibitor + noise
  - if stimulation > 0 then
    - set activator and inhibitor to 100
  - else
    - set activator and inhibitor to 0

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### Demonstration of NetLogo Program for Activator/Inhibitor Pattern Formation

[Run Pattern.nlogo](#)

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### Demonstration of NetLogo Program for Activator/Inhibitor Pattern Formation with Continuous State Change

[Run Activator-Inhibitor.nlogo](#)

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### Turing Patterns

- Alan Turing studied the mathematics of reaction-diffusion systems
- Turing, A. (1952). The chemical basis of morphogenesis. *Philosophical Transactions of the Royal Society B* **237**: 37–72.
- The resulting patterns are known as *Turing patterns*

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### A Key Element of Self-Organization

- Activation vs. Inhibition
- Cooperation vs. Competition
- Amplification vs. Stabilization
- Growth vs. Limit
- Positive Feedback vs. Negative Feedback
  - Positive feedback creates
  - Negative feedback shapes

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### Reaction-Diffusion Computing

- Has been used for image processing
  - diffusion  $\Rightarrow$  noise filtering
  - reaction  $\Rightarrow$  contrast enhancement
- Depending on parameters, RD computing can:
  - restore broken contours
  - detect edges
  - improve contrast

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### Image Processing in BZ Medium

- (A) boundary detection, (B) contour enhancement, (C) shape enhancement, (D) feature enhancement

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Image < Adamatzky, *Comp. in Nonlinear Media & Autom. Coll.*

### Voronoi Diagrams

- Given a set of generating points:
- Construct a polygon around each generating point of set, so all points in a polygon are closer to its generating point than to any other generating points.

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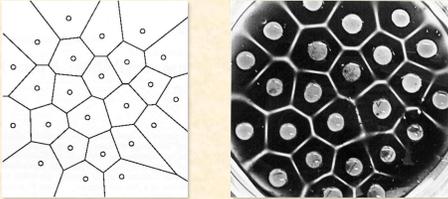
Image < Adamatzky & al., *Reaction-Diffusion Computers*

### Some Uses of Voronoi Diagrams

- Collision-free path planning
- Determination of service areas for power substations
- Nearest-neighbor pattern classification
- Determination of largest empty figure

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### Computation of Voronoi Diagram by Reaction-Diffusion Processor

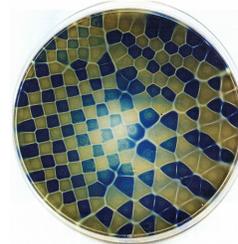


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Image < Adamatzky & al., *Reaction-Diffusion Computers*

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### Mixed Cell Voronoi Diagram

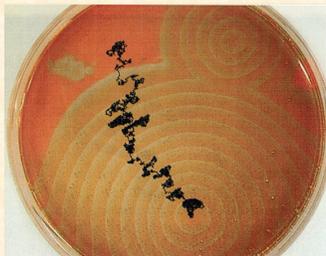


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Image < Adamatzky & al., *Reaction-Diffusion Computers*

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### Path Planning via BZ medium: No Obstacles

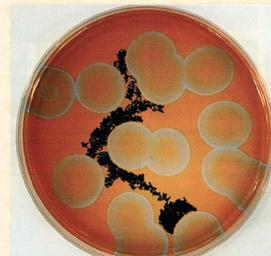


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### Path Planning via BZ medium: Circular Obstacles

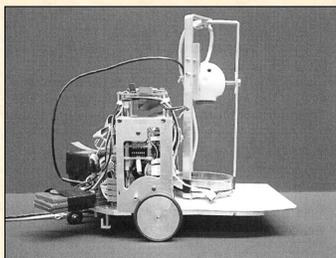


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Image < Adamatzky & al., *Reaction-Diffusion Computers*

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### Mobile Robot with Onboard Chemical Reactor

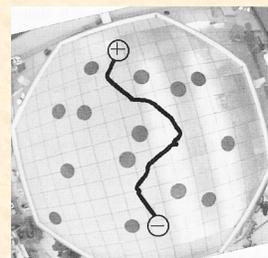


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### Actual Path: Pd Processor

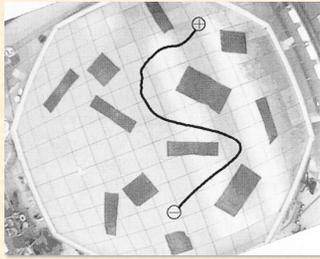


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Image < Adamatzky & al., *Reaction-Diffusion Computers*

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### Actual Path: Pd Processor

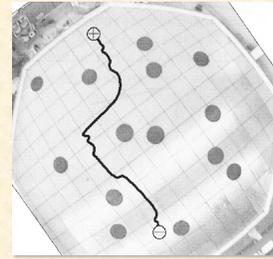


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Image < Adamatzky & al., *Reaction-Diffusion Computers*

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### Actual Path: BZ Processor



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Image < Adamatzky & al., *Reaction-Diffusion Computers*

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## Bibliography for Reaction-Diffusion Computing

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2. Adamatzky, Adam, De Lacy Costello, Ben, & Asai, Tetsuya. *Reaction Diffusion Computers*. Amsterdam: Elsevier, 2005.

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## Segmentation

(in embryological development)

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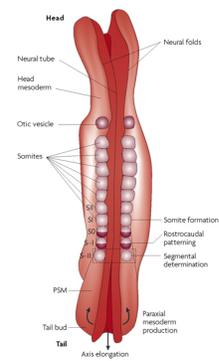
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## Vertebrae

- Humans: 33, chickens: 55, mice: 65, corn snake: 315
- Characteristic of species
- How does an embryo “count” them?
- “Clock and wavefront model” of Cooke & Zeeman (1976).

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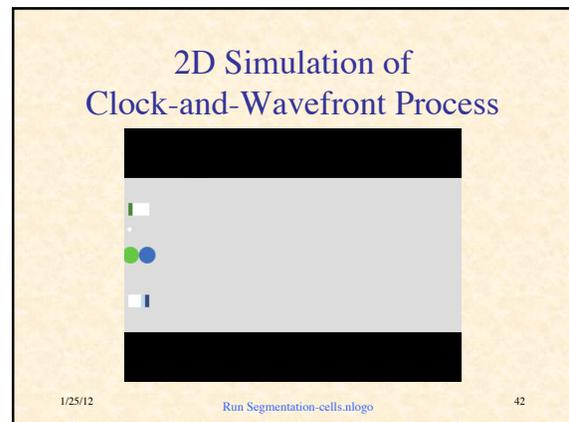
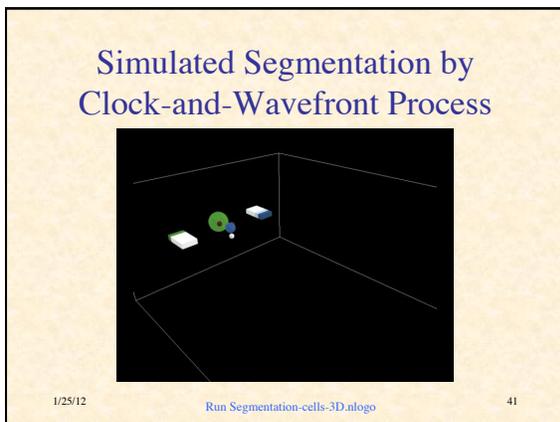
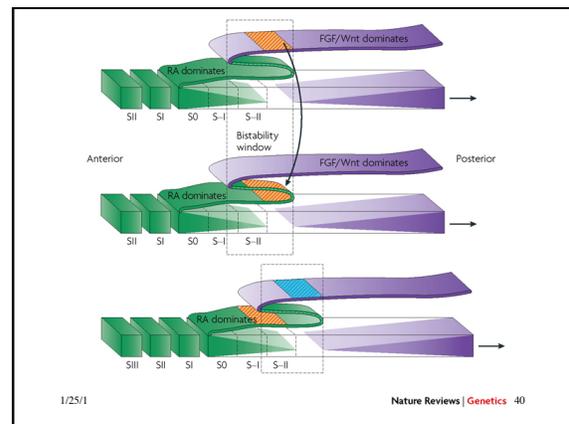
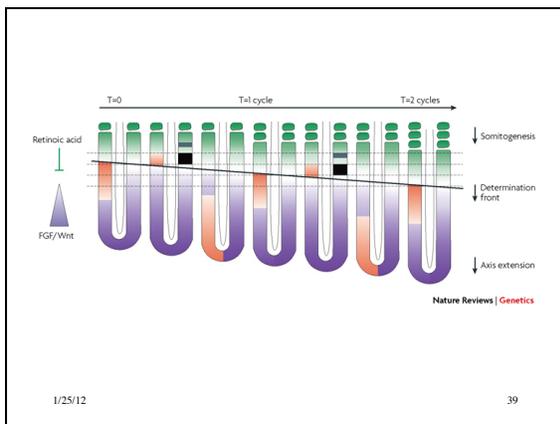
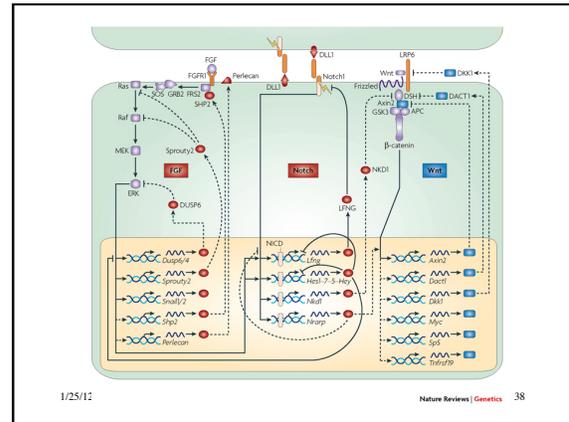
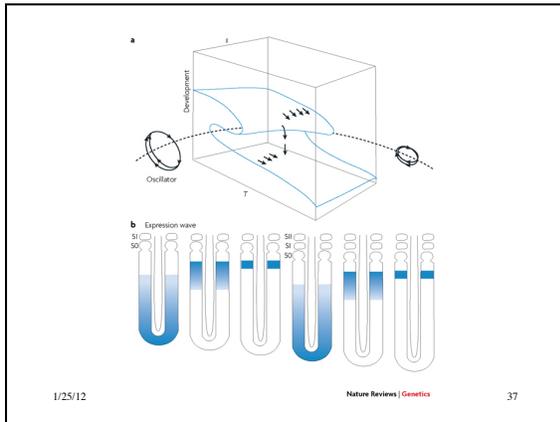
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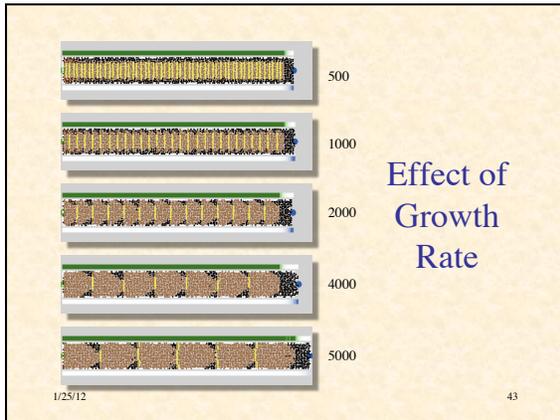


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## NetLogo Simulation of Segmentation

[Run Segmentation.nlogo](#)

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### Segmentation References

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2. Dequéant, M.-L., & Pourquié, O. (2008). Segmental patterning of the vertebrate embryonic axis. *Nature Reviews Genetics* **9**: 370–82.
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### Additional Bibliography

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2. Gerhardt, M., Schuster, H., & Tyson, J. J. "A Cellular Automaton Model of Excitable Media Including Curvature and Dispersion," *Science* **247** (1990): 1563-6.
3. Tyson, J. J., & Keener, J. P. "Singular Perturbation Theory of Traveling Waves in Excitable Media (A Review)," *Physica D* **32** (1988): 327-61.
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6. Solé, R., & Goodwin, B. *Signs of Life: How Complexity Pervades Biology*. Basic Books, 2000.

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