

## CS 420/527

### Biologically-Inspired Computation

Bruce MacLennan

[web.eecs.utk.edu/~mclennan/Classes/420](http://web.eecs.utk.edu/~mclennan/Classes/420)

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## Contact Information

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## CS 420 vs. CS 527

- CS 420: Undergraduate credit (but graduate students can count one 400-level course)
- CS 527: Graduate credit, additional work

(CS 527 is approved for the Interdisciplinary  
Graduate Minor in Computational Science)

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## 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

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## Prerequisites

- CS 420 & 527: None per se, but you will be required to write some simulations (in Java, C++, NetLogo, or whatever)
- CS 527: Basic calculus through differential equations, linear algebra, basic probability and statistics

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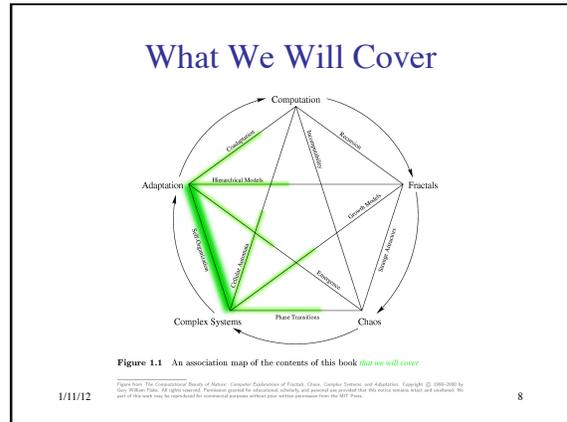
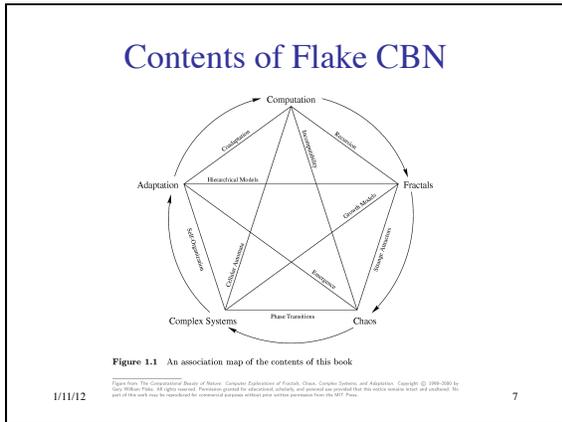
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## Textbook

Flake, Gary William. *The Computational Beauty of Nature*. MIT Press, 1998

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- ### Reading for Next Week
- Flake: Ch. 1 (Introduction)
  - Flake: Ch. 15 (Cellular Automata)
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- ### Course Web Site
- [web.eecs.utk.edu/~mclennan/Classes/420](http://web.eecs.utk.edu/~mclennan/Classes/420)
  - Syllabus
  - Link to Flake CBN site (with errata, software, etc.)
  - Links to other interesting sites
  - Handouts:
    - assignments
    - slides in pdf format (revised after class)
  - Models (simulation programs)
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## B. Biologically-Inspired Computation

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- ### What is Biologically-Inspired Computation?
- Computer systems, devices, and algorithms based, more or less closely, on biological systems
  - *Biomimicry* applied to computing
  - Approximately synonymous with: bio-inspired computation, organic computing
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## Two Kinds of Computation Motivated by Biology

- Computation applied to biology
  - bioinformatics
  - computational biology
  - modeling DNA, cells, organs, populations, etc.
- Biology applied to computation
  - biologically-inspired computation
  - neural networks
  - artificial life
  - etc.

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## Natural Computation

- “Computation occurring in nature or inspired by that occurring in nature”
- Information processing occurs in natural systems from the DNA-level up through the brain to the social level
- We can learn from these processes and apply them in CS (bio-inspired computing)
- In practice, can’t do one without the other

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## Biological Computation

- Refers to the use of biological materials for computation
  - e.g. DNA, proteins, viruses, bacteria
- Sometimes called “biocomputing”
- Goal: Biocomputers
- Bio-inspired computing need not be done on biocomputers

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## Why Do Bio-Inspired Computation?

- Biological systems are:
  - efficient
  - robust
  - adaptive
  - flexible
  - parallel
  - decentralized
  - self-organizing
  - self-repairing
  - self-optimizing
  - self-protecting
  - self-\*
  - etc.

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## Some of the Natural Systems We Will Study

- adaptive path minimization by ants
- wasp and termite nest building
- army ant raiding
- fish schooling and bird flocking
- pattern formation in animal coats
- coordinated cooperation in slime molds
- synchronized firefly flashing
- soft constraint satisfaction in spin glasses
- evolution by natural selection
- game theory and the evolution of cooperation
- computation at the edge of chaos
- information processing in the brain

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## Some of the Artificial Systems We Will Study

- artificial neural networks
- simulated annealing
- cellular automata
- ant colony optimization
- artificial immune systems
- particle swarm optimization
- genetic algorithms
- other evolutionary computation systems

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## C. Ants

*Think about the value of having computers, networks, and robots that could do these things.*

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## Why Ants?

- Ants are successful:
  - 30% of Amazon biomass is ants and termites
  - Dry weight of social insects is four times that of other land animals in Amazon
  - Perhaps 10% of Earth's total biomass
  - Comparable to biomass of humans
- Good source: Deborah Gordon: *Ants at Work* (1999)

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## Intelligent Behavior of Harvester Ants

- Find shortest path to food
- Prioritize food sources based on distance & ease of access
- Adjust number involved in foraging based on:
  - colony size
  - amount of food stored
  - amount of food in area
  - presence of other colonies
  - etc.

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## Army Ants

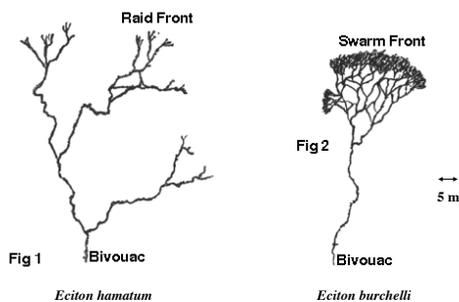


- No permanent nest
- Create temporary "bivouacs" from bodies of workers
- Raiding parties of up to 200 000
- Act like unified entity

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## Army Ant Raiding Patterns



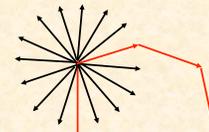
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from Solé & Goodwin, *Signs of Life*

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## Coordination in Army Ant Colonies

- Timing:
  - nomadic phase (15 days)
  - stationary phase (20 days)
- Navigation in stationary phase
  - 14 raids
  - 123° apart



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### Collective Navigation

- Ants may use polarized sunlight to determine direction
- But army ants have single-facet eyes
  - most insects have multiple facet eyes
- Theory: the two facets of individual ants in group function collectively as a multiple facet eye

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### Weaver Ants



- Form chains of bodies to bridge gaps
- Others may cross these bridges
- Use chains to pull leaf edges together
- Connect edges with silk from larvae held by workers



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### Workers Bridging Gap



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### Adults Using Larvae as “Glue Guns”



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(fig. from *Self-Org. Biol.Sys.*)

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### Fungus Cultivator Ants

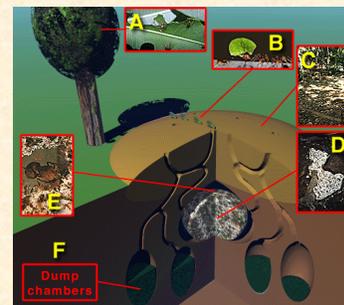
- “Cultivate” fungi underground
- Construct “gardens”
- Plant spores
- Weed out competing fungi
- Fertilize with compost from chewed leaves



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### Fungus Cultivator Nest



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(fig. from AntColony.org)

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### Leaf Cutting



- Leaves being cut by workers

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(fig. from AntColony.org)

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### Transport of Cut Leaves



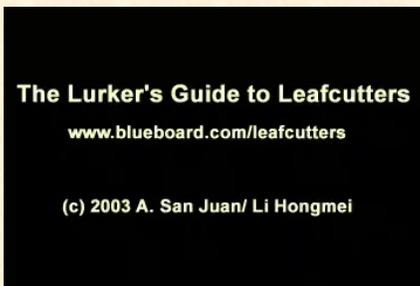
- Cut leaves are transported from source to nest along trails
- Some temporarily held in caches near the tree

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(fig. from AntColony.org)

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### Transporting Cut Leaves to Nest



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(vid. from www.blueboard.com/leafcutters)

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### Protection by Minims



- Small workers (minims) ride piggy-back
- Protect large workers from parasitic fly trying to lay eggs on head

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(fig. from AntColony.org)

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### A Large Nest



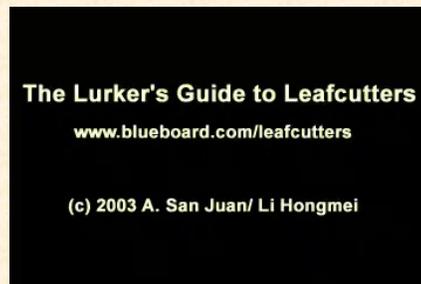
- Two mounds, 50 cm in diameter
- Part of a single nest
- Foraging trail visible

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(fig. from AntColony.org)

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### Nest Construction



- Several tons of earth may be removed by large colony

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(vid. from www.blueboard.com/leafcutters)

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### Leaf Brought to Fungus Garden



- Leaf being brought to fungus garden in nest
- Leaf mulch is fed to fungus

1/11/12 (fig. from AntColony.org) 37

### The Fungus Garden



- Fungus grows special nutritional structures
- Ant larvae and adults can eat these

1/11/12 (fig. from AntColony.org) 38

### Queen in Fungus Garden



- Queen stays in fungus garden
- Lays eggs
- Hatched larvae eat fungus
- Larvae cared for by nurse workers

1/11/12 (fig. from AntColony.org) 39

### Dump Chambers



- Dump chamber in lab
- In nature, may be 2m underground
- Contain:
  - waste leaf material
  - dead fungus
  - dead ants

1/11/12 (fig. from AntColony.org) 40

### Maeterlinck on “White Ants” (Termites)

“What governs here? What is it that issues orders, foresees the future, elaborates plans, and preserves equilibrium, administers, and condemns to death?”

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### Emergent Aspects

- Colony size  $\sim 8 \times 10^6$   
*but no one is “in charge”!*
- Colony lifetime  $\sim 15$  years
- Colonies have a “life cycle”
  - older behave differently from younger
- But ants live no longer than one year
  - Males live one day!

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## How Do They Do It?

- Communication in Red Harvester Ants
- Good source: Deborah Gordon: *Ants at Work* (1999)



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(video from *Stanford Report*, April 2003) 43

## How do they do it?

- Semiochemically: deposit pheromones
  - 10-20 signs, many signal tasks
  - ants detect pheromone gradients and frequency of encounter
- Follow trails imperfectly
  - ⇒ exploration
- Feedback reinforces successful trails
  - ⇒ biased randomness

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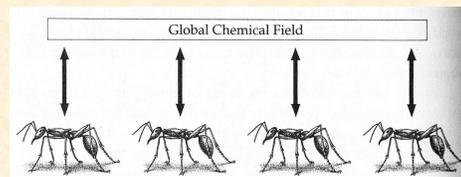
## Demonstration: Simulation of Ant Foraging

[Run NetLogo Ant-Foraging](#)

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## Circular Causality



- Global pattern emergent from total system
- Individuals respond to local field

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fig. from Solé & Goodwin

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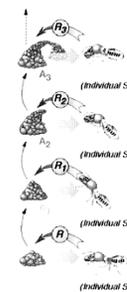
## Stigmergy

- From  $\sigma\tau\iota\gamma\mu\acute{o}\varsigma$  = pricking +  $\acute{\epsilon}\rho\gamma\omicron\nu$  = work
- The project (work) in the environment is an instigation
- Agent interactions may be:
  - direct
  - indirect (time-delayed through environment)
- Mediates individual and colony levels

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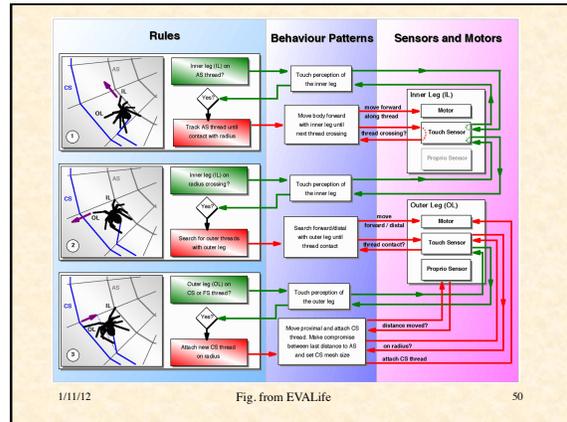
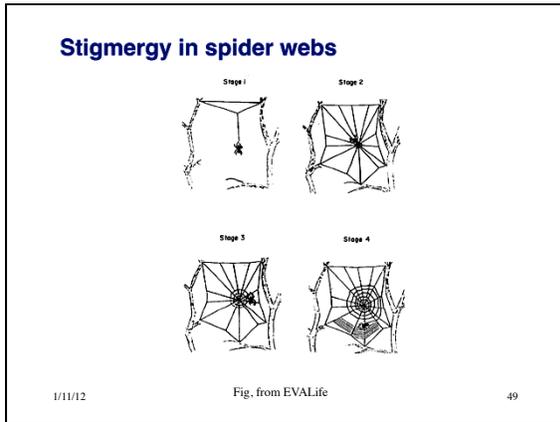
## Stigmergy in termite nest building



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Fig. from EVALife

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### Advantages of Stigmergy

- Permits simpler agents
- Decreases direct communication between agents
- Incremental improvement
- Flexible, since when environment changes, agents respond appropriately

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### Emergence

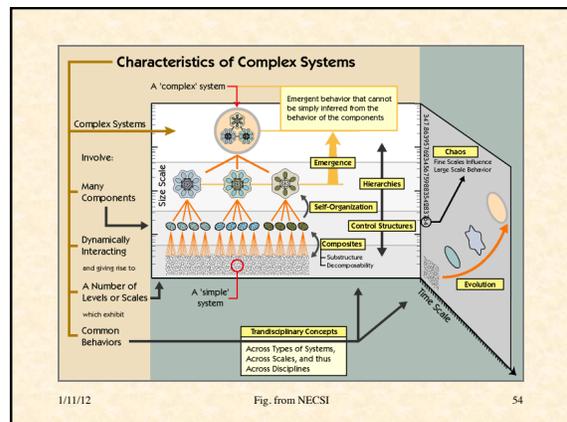
- The appearance of *macroscopic* patterns, properties, or behaviors
- that are not simply the “sum” of the *microscopic* properties or behaviors of the components
  - non-linear but not chaotic
- Macroscopic order often described by fewer & different variables than microscopic order
  - e.g. ant trails vs. individual ants
  - *order parameters*

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### D. Self-Organization

- Order may be imposed from outside a system
  - to understand, look at the external source of organization
- In *self-organization*, the order emerges from the system itself
  - must look at interactions within system
- In biological systems, the emergent order often has some adaptive purpose
  - e.g., efficient operation of ant colony

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### Why Are Complex Systems & Self-Organization Important for CS?

- Fundamental to theory & implementation of massively parallel, distributed computation systems
- How can millions of independent computational (or robotic) agents cooperate to process information & achieve goals, in a way that is:
  - efficient
  - self-optimizing
  - adaptive
  - robust in the face of damage or attack

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### Some Principles Underlying Emergent Systems

- “More is different”
- “Ignorance is useful”
- “Encourage random encounters”
- “Look for patterns in signals”
- “Pay attention to your neighbor”  
 (“Local information leads to global wisdom”)

— Johnson, *Emergence*, pp. 77-9.

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### Similar Principles of SO

- Ant colonies
- Development of embryo
- Molecular interactions within cell
- Neural networks

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### Comparison of Ant Colonies and Neural Networks

|                    | <i>Ant Colonies</i> | <i>Neural Nets</i> |
|--------------------|---------------------|--------------------|
| No. of units       | high                | high               |
| Robustness         | high                | high               |
| Connectivity       | local               | local              |
| Memory             | short-term          | short/long term    |
| Connect. stability | weak                | high               |
| Global patterns    | trails              | brain waves        |
| Complex dynamics   | observed            | common             |

1/11/12 from Solé & Goodwin: *Signs of Life*, p. 149 58

### Self-Organization

- Concept originated in physics and chemistry
  - emergence of macroscopic patterns
  - out of microscopic processes & interactions
- “Self-organization is a set of dynamical mechanisms whereby structures appear at the global level of a system from interactions among its lower-level components.” — Bonabeau, Dorigo & Theraulaz, p. 9

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### Four Ingredients of Self-Organization

- Activity amplification by positive feedback
- Activity balancing by negative feedback
- Amplification of random fluctuations
- Multiple Interactions

— Bonabeau, Dorigo & Theraulaz, pp. 9-11

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### Characteristics of Self-Organized System

- Creation of spatiotemporal structures in initially homogeneous medium
- Multistability
- Bifurcations when parameters are varied

1/11/12 — Bonabeau, Dorigo & Theraulaz., *Swarm Intelligence*, pp. 12-14 61

### Two Approaches to the Properties of Complex Systems

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### Focal Issue: Emergence

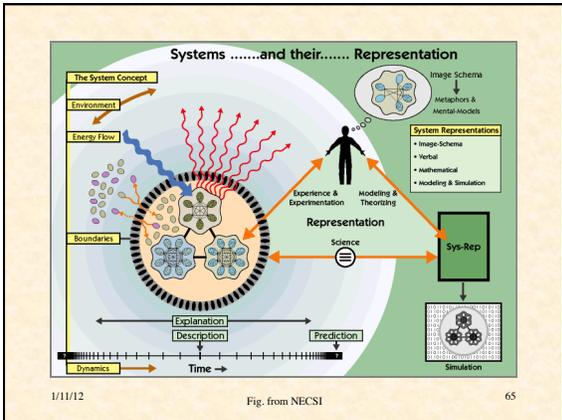
- Deals with: elements & interactions
- Based on: relation between parts & whole
- Emergent simplicity
- Emergent complexity
- Importance of scale (level)

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### Focal Issue: Complexity

- Deals with: information & description
- Based on: relation of system to its descriptions
- Information theory & computation theory are relevant
- Must be sensitive to level of description

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### Additional Bibliography

1. Solé, Ricard, & Goodwin, Brian. *Signs of Life: How Complexity Pervades Biology*. Basic Books, 2000.
2. Bonabeau, Eric, Dorigo, Marco, & Theraulaz, Guy. *Swarm Intelligence: From Natural to Artificial Systems*. Oxford, 1999.
3. Gordon, Deborah. *Ants at Work: How an Insect Society Is Organized*. Free Press, 1999.
4. Johnson, Steven. *Emergence: The Connected Lives of Ants, Brains, Cities, and Software*. Scribner, 2001. A popular book, but with many good insights.

Part II

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