B. Pattern Formation
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
Zebra

Vermiculated Rabbit Fish

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 ⇒ local uniformity
  – long-range inhibition ⇒ separation
Interaction Parameters

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

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

\((R_1=1, R_2=6, J_1=1, J_2=-0.1, h=0)\)
Effect of Bias

\( (h = -6, -3, -1; 1, 3, 6) \)
Effect of Interaction Ranges

$R_2 = 6$
$R_1 = 1$
$h = 0$

$R_2 = 8$
$R_1 = 1$
$h = 0$

$R_2 = 6$
$R_1 = 1.5$
$h = 0$

$R_2 = 6$
$R_1 = 1.5$
$h = -3$

figs. from Bar-Yam
Demonstration of NetLogo Program for Activation/Inhibition Pattern Formation: Fur

RunAICA.nlogo
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)
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\textsuperscript{nd} derivative) is:
  – positive in a local minimum
  – negative in a local maximum
Reaction-Diffusion System

\[
\begin{align*}
\frac{\partial A}{\partial t} &= d_A \nabla^2 A + f_A(A, I) \\
\frac{\partial I}{\partial t} &= d_I \nabla^2 I + f_I(A, I)
\end{align*}
\]

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

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

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

\[
\frac{\partial I}{\partial t} = d_{Ix} \frac{\partial^2 I}{\partial x^2} + d_{Iy} \frac{\partial^2 I}{\partial y^2} + k_1 (A + B - I)
\]
NetLogo Simulation of Reaction-Diffusion System

1. Diffuse activator in X and Y directions
2. Diffuse inhibitor in X and Y directions
3. 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
Demonstration of NetLogo Program for Activator/Inhibitor Pattern Formation

Run Pattern.nlogo
Demonstration of NetLogo Program for Activator/Inhibitor Pattern Formation with Continuous State Change

Run Activator-Inhibitor.nlogo
Turing Patterns

• Alan Turing studied the mathematics of reaction-diffusion systems


• The resulting patterns are known as *Turing patterns*
Abstract Activation/Inhibition Spaces

• Consider two axes of cultural preference
  – E.g. hair length & interpersonal distance
  – Fictitious example!
• Suppose there are no objective reasons for preferences
• Suppose people approve/encourage those with similar preferences
• Suppose people disapprove/discourage those with different preferences
• What is the result?
Emergent Regions of Acceptable Variation
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
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
Image Processing in BZ Medium

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

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.

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
Computation of Voronoi Diagram by Reaction-Diffusion Processor

Image & Adamatzky, *Reaction-Diffusion Computers*
Mixed Cell Voronoi Diagram
Path Planning via BZ medium: No Obstacles

Image < Adamatzky & al., Reaction-Diffusion Computers
Path Planning via BZ medium: Circular Obstacles
Mobile Robot with Onboard Chemical Reactor
Actual Path: Pd Processor

Image < Adamatzky & al., Reaction-Diffusion Computers
Actual Path: Pd Processor
Actual Path: BZ Processor
Bibliography for Reaction-Diffusion Computing


Segmentation

(in embryological development)
Vertebræ

- Characteristic of species
- How does an embryo “count” them?
- “Clock and wavefront model” of Cooke & Zeeman (1976).
Simulated Segmentation by Clock-and-Wavefront Process
2D Simulation of Clock-and-Wavefront Process

Run Segmentation-cells.nlogo
Effect of Growth Rate
NetLogo Simulation of Segmentation

Run Segmentation.nlogo
Segmentation References


Additional Bibliography


continue to “Part 2C”