

Physarum Computing

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CS 594: Unconventional Computation

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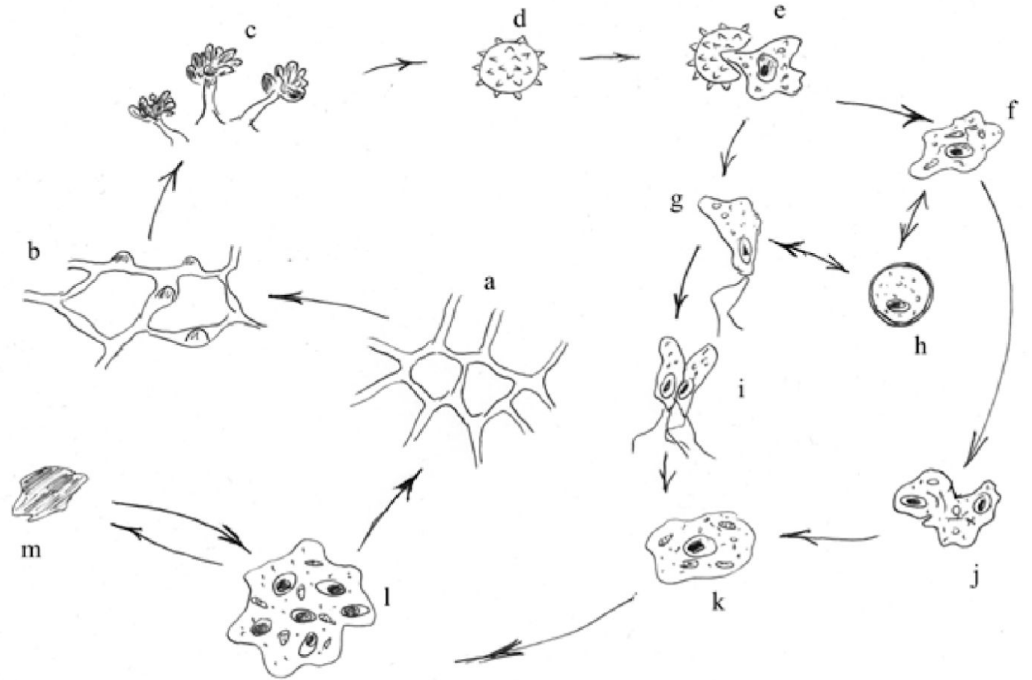
Physarum polycephalum

- Multi-headed slime mold
- Responds to attractants and repellents
 - Attractant: food
 - Repellent: light
- Can survive long periods of time in unfavorable conditions
- Easy to cultivate and dispose of after experiments



Lifecycle

- Plasmodium (l)
 - Vegetative state
 - When food source is exhausted, moves into phase (a)
- Sclerotium (m)
 - Survival state



Plasmodium

- Extends tube-like structures (pseudopodia) over favorable terrain
- When food source is found, plasmodium concentrates on source
- When multiple food sources are found, pseudopodia form an optimized tube connecting sources

Plasmodium Foraging



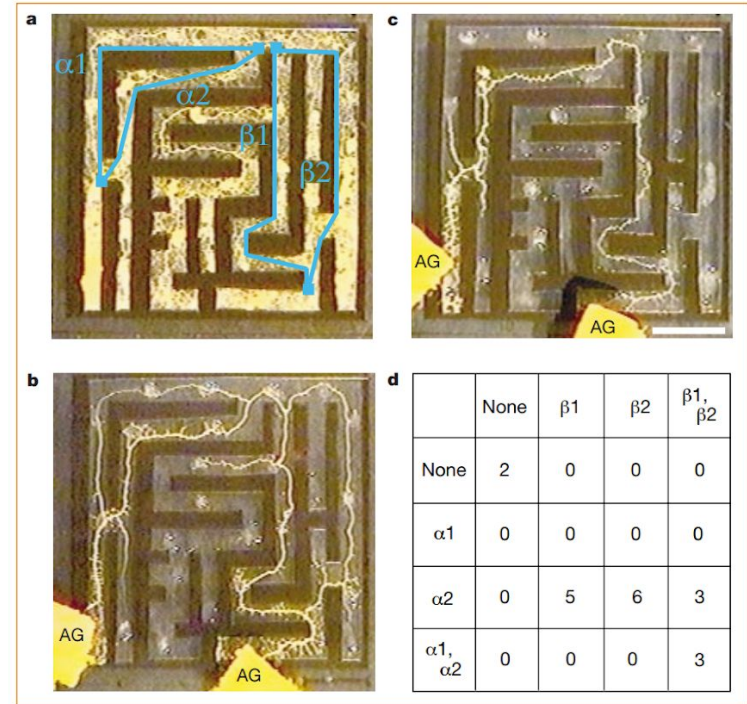
Video: <https://www.youtube.com/watch?v=nxqlZjgKqb0>

Physarum Computation

- Examples to discuss
 - Shortest path (Nakagaki et al, 2000)
 - AND, OR, NOT gates (Tsuda et al, 2004)
 - Robot controller (Tsuda et al, 2007)
 - Delaunay triangle approximation (Shirikawa et al, 2009)
- Other examples
 - Proximity graphs (Adamatzky, 2008)
 - Spanning trees (Adamatzky, 2007)
 - Primitive memory (Saigusa et al, 2008) and storage modification (Adamatzky, 2007)
 - Spatial logic and process algebra (Adamatzky, 2009)
 - Reversible logic gates (Schumann, 2017) [6]
 - Steiner Tree (Caleffi et al, 2014) [7]
 - This is an NP-hard problem!

Shortest Path

- Place agar in maze to allow plasmodium to fill maze
- Place oat flakes at ends of maze
- Plasmodium will propagate to the two food sources
- Thin tube connecting the two sources will remain
 - Thin tube contains the shortest path through the maze!

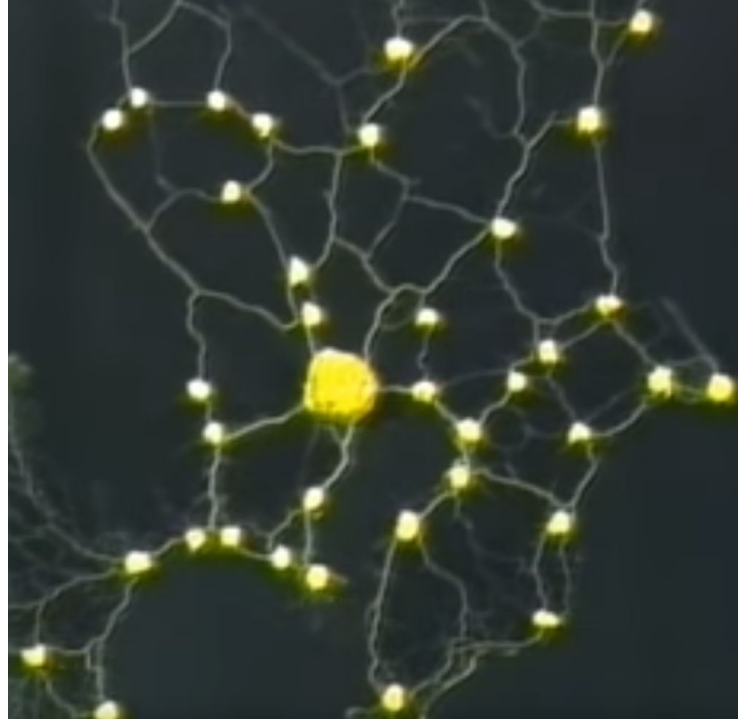


Shortest Path



Video: <https://www.youtube.com/watch?v=czk4xgdhdY4>

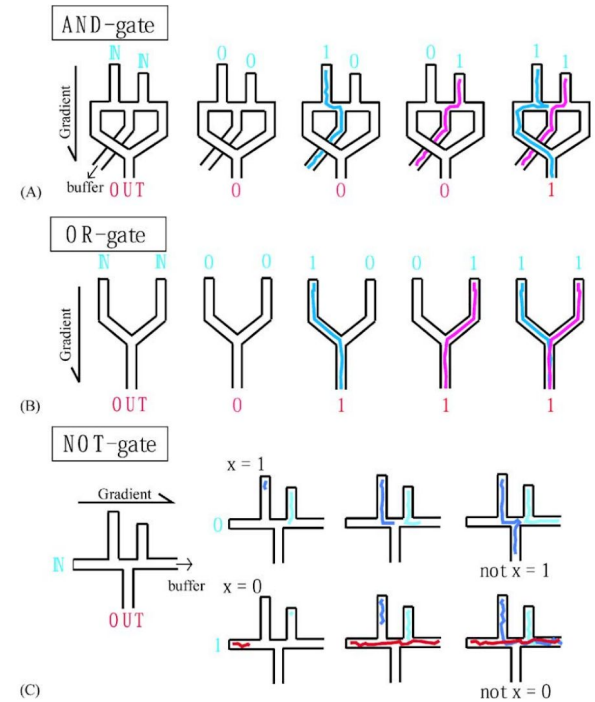
Shortest Path 2: Tokyo Drift



Video: <https://www.youtube.com/watch?v=GwKuFREOgmo>

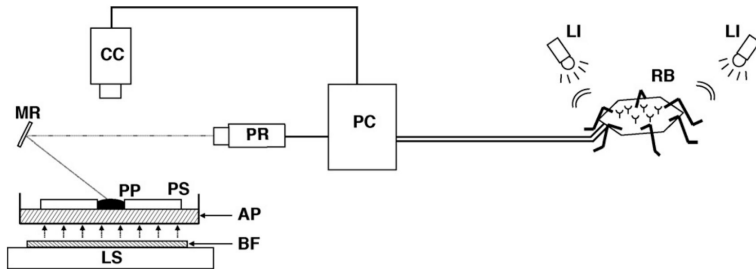
Logic Gates

- Gradient contains attractant for plasmodium
- Plasmodium are repelled by other plasmodium
- Important note: the behaviors shown in the image are not guaranteed
 - AND and NOT gates had non-zero failure rate



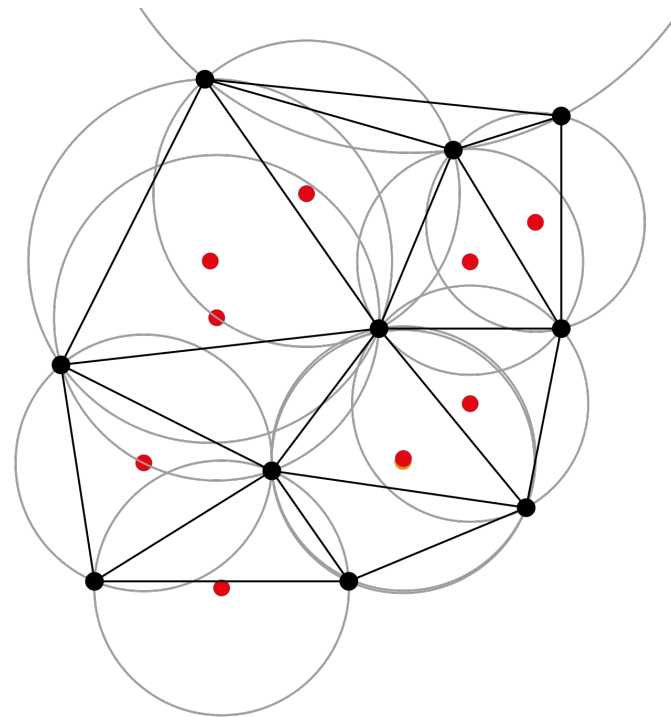
Robot Controller

- Conventional robotic systems have difficulty responding to dynamic environments
- Biological organisms can easily respond to such conditions
- Use plasmodium as controller for robot
 - Robot receives and sends light to the plasmodium
 - Plasmodium response used as control for robot's movement



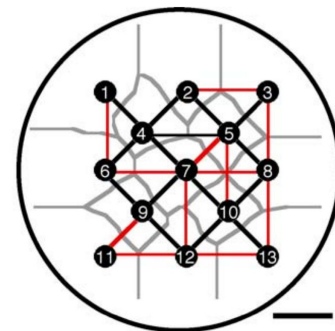
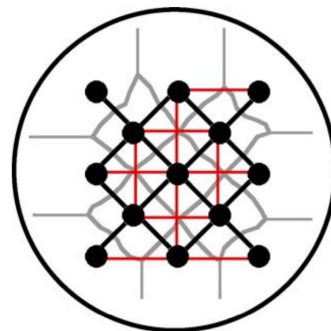
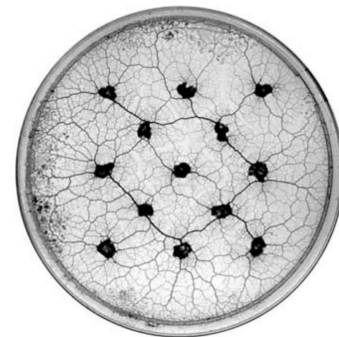
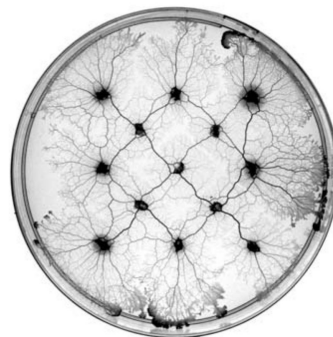
Delaunay triangulation

- Given a set P of points (black points in image), provide a set of triangles such that no point is inside of any triangle's circumcircle
 - Red points correspond to centers of circumcircles, connecting these produces a Voronoi tessellation
 - Circumcircles are shown in gray
- Useful in graphics for generating triangle meshes



Delaunay triangulation

- Similar process to shortest path
- Point set to triangulate are the food sources
- Red lines correspond to lines in the perfect triangulation that are not in the computed approximation

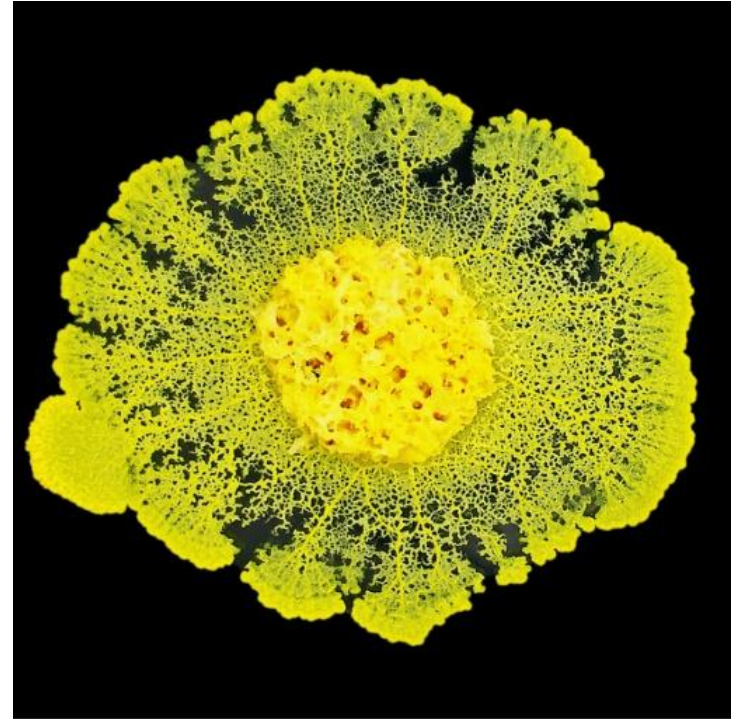


Limitations

- Solutions to problems are generally *approximate*
 - Logic gates operated correctly only 76% of time
 - General-purpose, high-precision computation is not possible under these circumstances
- Computation is significantly slower than conventional computing
 - At the same time, it doesn't require power to operate

Conclusion

- *Physarum polycephalum* demonstrates complex foraging/migration behaviors
- These behaviors can be leveraged to perform computation
- Examples have demonstrated the feasibility of this approach for common problems such as shortest path, logic gate implementation, and triangulation
- Perhaps an extreme version of low-power electronics!



References

1. Adamatzky, Andrew. *Physarum Machines : Computers from Slime Mould*, World Scientific Publishing Co Pte Ltd, 2010. ProQuest Ebook Central, <https://ebookcentral-proquest-com.proxy.lib.utk.edu/lib/utk/detail.action?docID=731225>.
2. Nakagaki, Toshiyuki, Hiroyasu Yamada, and Ágota Tóth. "Intelligence: Maze-solving by an amoeboid organism." *Nature* 407.6803 (2000): 470.
3. Tsuda, Soichiro, Masashi Aono, and Yukio-Pegio Gunji. "Robust and emergent Physarum logical-computing." *Biosystems* 73.1 (2004): 45-55.
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5. Shirakawa, Tomohiro, et al. "On simultaneous construction of Voronoi diagram and Delaunay triangulation by Physarum polycephalum." *International Journal of Bifurcation and Chaos* 19.09 (2009): 3109-3117.
6. Schumann, Andrew. "Conventional and unconventional reversible logic gates on Physarum polycephalum." *International Journal of Parallel, Emergent and Distributed Systems* 32.2 (2017): 218-231.
7. Caleffi, Marcello, Ian F. Akyildiz, and Luigi Paura. "On the solution of the steiner tree np-hard problem via physarum bionetwork." *IEEE/ACM transactions on networking* 23.4 (2015): 1092-1106.