Biology versus the Internet

Similarities

- Evolvable architecture
- Robust yet fragile
- Constraints/deconstrain
- Layering, modularity
- Hourglass with bowties
- Feedback
- Dynamics
- Distributed/decentralized
- *Not* scale-free, edge-of-chaos, selforganized criticality, etc

Differences

- Metabolism
- Materials and energy
- Autocatalytic feedback
- Feedback complexity
- Development and regeneration
- >4B years of evolution

Focus on bacterial biosphere

Control of the Internet **Packets** receiver source control packets







Autocatalytic feedback



What theory is relevant to these more complex feedback systems?



Inside every cell



Core metabolic bowtie

Skipping the "OS" story, right to networks























If we drew the feedback loops the













Running only the top layers



Mature red blood cells live 120 days

> "metabolism first" origins of life?

Reactions
Flow/error
Protein level

Reactions Flow/error

RNA level

Reactions

Flow/error

DNA level







Top to bottom

- Metabolically costly but fast to cheap but slow
- Special enzymes to general polymerases
- Allostery to regulated recruitment
- Analog to digital
- High molecule count to low (noise)



Rich Tradeoffs











Networked embedded



Meta-layering of cyber-phys control









"Architecture" in practice

- Internet, biology, energy, manufacturing, transportation, water, food, waste, law, etc
- Many architectures are unsustainable/hard to fix What does "architecture" mean here?
- Persistent, ubiquitous, global features
- Constrains the possible (for good or bad)
- Enables/prevents innovation, sustainability, etc,
- Theory is fragmented, incoherent, incomplete
- Needs rigor and relevance
- "Constraints that deconstrain" and "facilitated variation" (Gerhart and Kirschner)