Universal laws and architectures:

Layering, learning, and decentralized control in neuroscience

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Caltech

Outline: Laws and architectures

- Motivating case studies
  - Computers, networks
  - Cells
  - Physiology
  - Brains
- Bits of theory
  - Computation, Turing
  - Control
  - Info theory, stat mech

Emphasis

- Who, what, how, ***why***
- Accident versus ***necessity***

Turing on layering

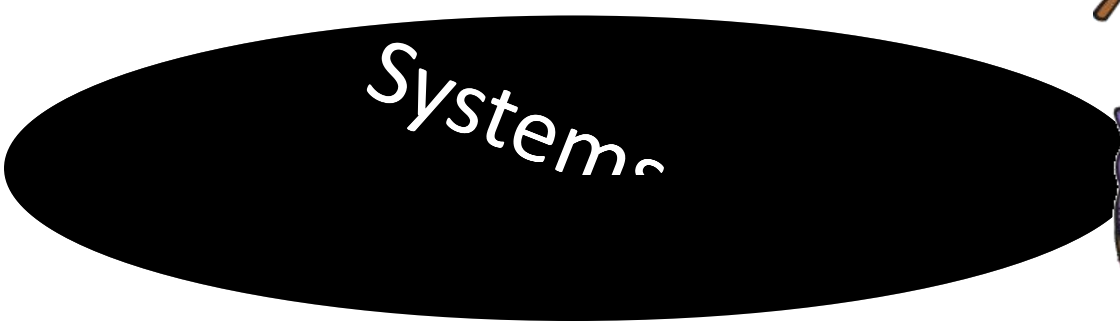
The 'skin of an onion' analogy is also helpful. In considering the functions of the mind or the brain we find certain operations which we can explain in purely mechanical terms. This we say does not correspond to the real mind: it is a sort of skin which we must strip off if we are to find the real mind. But then in what remains we find a further skin to be stripped off, and so on. Proceeding in this way do we ever come to the 'real' mind, or do we eventually come to the skin which has nothing in it? In the latter case the whole mind is mechanical.

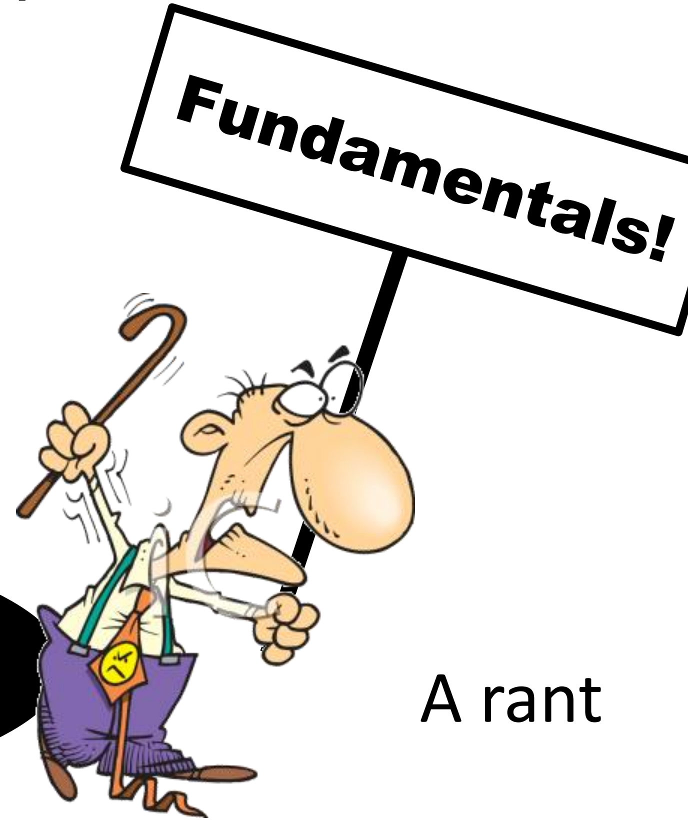
1950, Computing Machinery and Intelligence, *Mind*

“Universal laws and architectures?”

- **Universal “conservation laws” (constraints)**
- Universal architectures (constraints that deconstrain)
- Mention recent papers*
- Focus on broader context not in papers
- Lots of case studies for motivation

*try to get you
to read them?





A rant

Other case studies (not today)

- Other complex tech nets, aerospace, etc
- Wildfire ecosystems
- Turbulence
- Stat mech foundations
- **Synesthesia**

Compute

Turing (1912-1954)

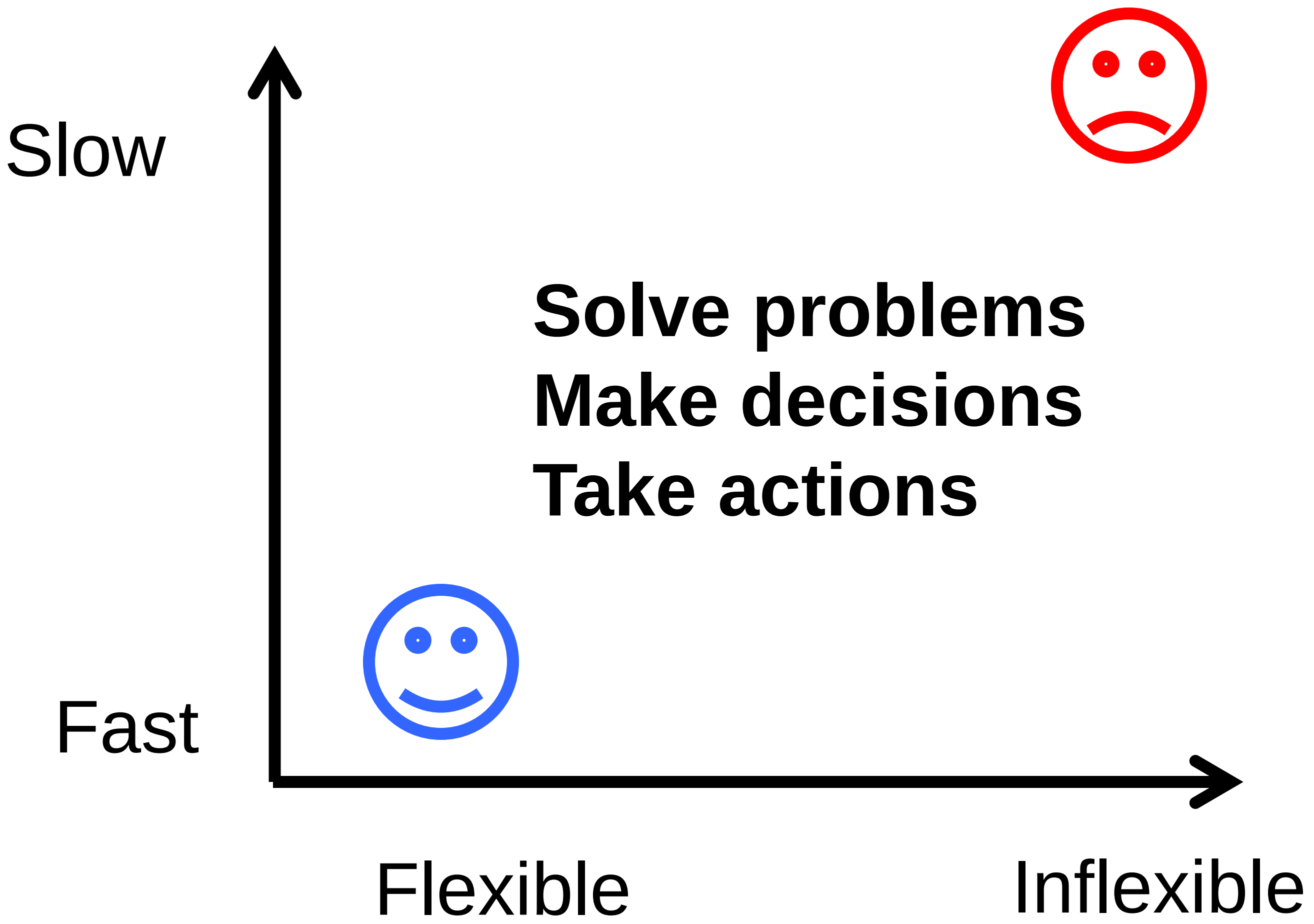
- Turing 100th birthday in 2012
- Turing
  - machine (math, CS)
  - test (AI, neuroscience)
  - pattern (biology)
- Arguably greatest*
  - all time math/engineering combination
  - WW2 hero
  - “invented” software

*Also world-class runner.

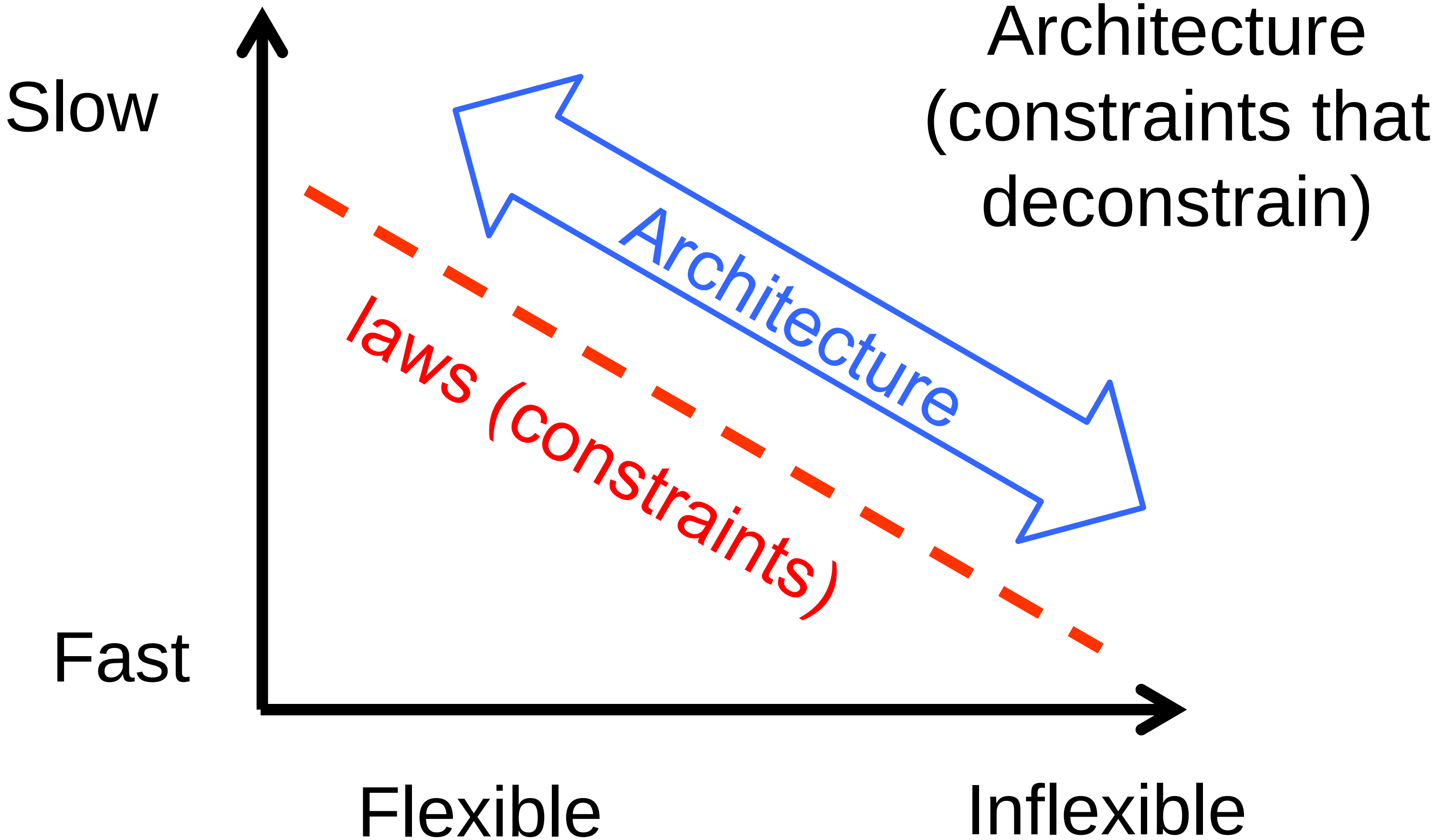
Key papers/results

- Theory (1936): Turing machine (TM), computability, (un)decidability, universal machine (UTM)
- Practical design (early 1940s): code-breaking, including the design of code-breaking machines
- Practical design (late 1940s): general purpose digital computers and software, layered architecture
- Theory (1950): Turing test for machine intelligence
- Theory (1952): Reaction diffusion model of morphogenesis, plus practical use of digital computers to simulate biochemical reactions

Fast and flexible



Laws and architectures



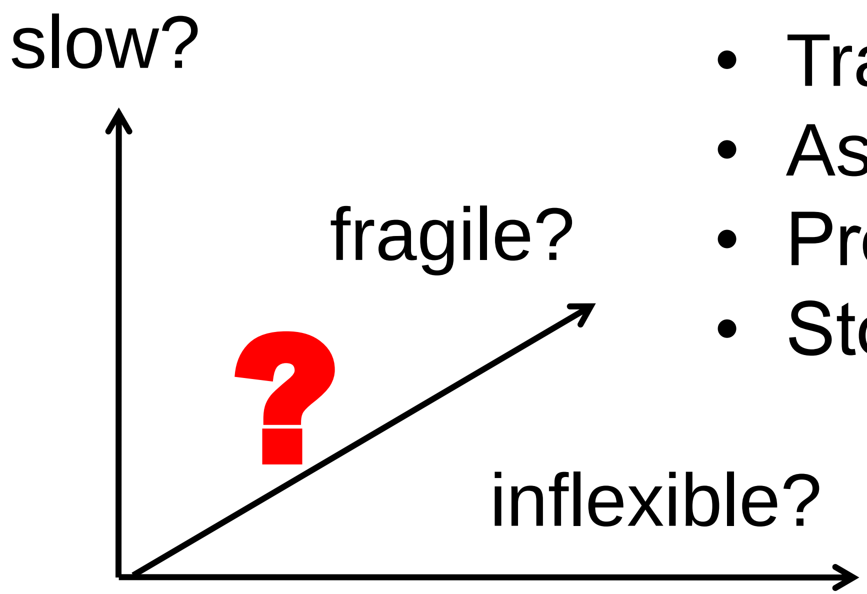
Compute

Godel

Turing

Comms

Shannon



- Each theory ≈ one dimension
- Tradeoffs ***across*** dimensions
- Assume architectures a priori
- Progress is encouraging, but…
- Stovepipes are an obstacle…

Carnot

Boltzmann

Heisenberg

Einstein

Physics

Bode

Control

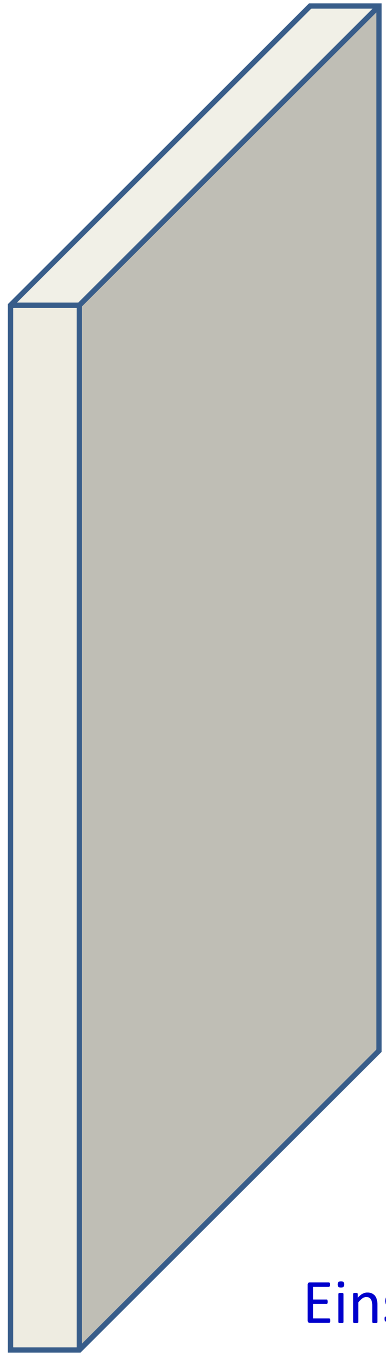
Compute

Turing

Communicate

Shannon

Delay is *most* important



Delay is *least* important

Carnot

Bode

Boltzmann

Control, OR

Heisenberg

Physics

Einstein

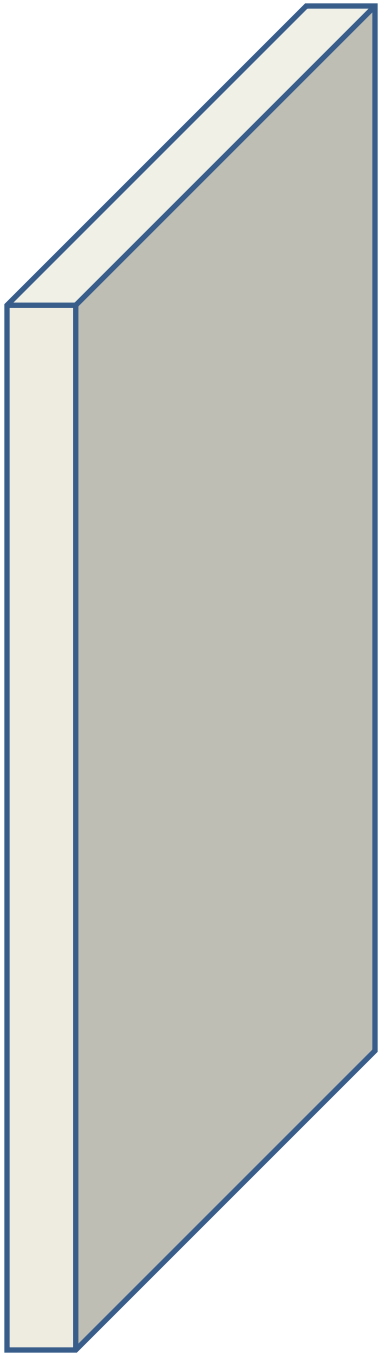
Compute

Turing

Delay is *most* important

Bode

Control, OR



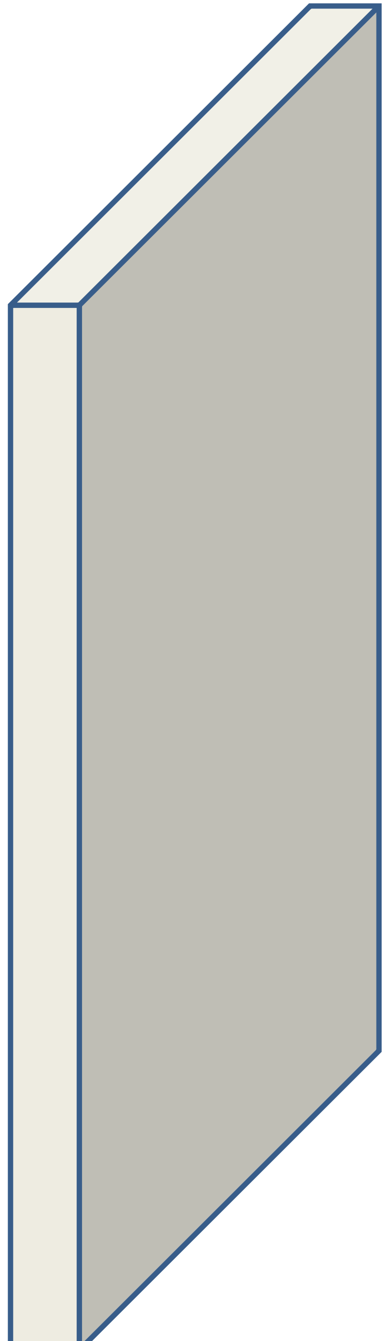
Compute

Turing

Delay is *most* important

Bode

Control, OR

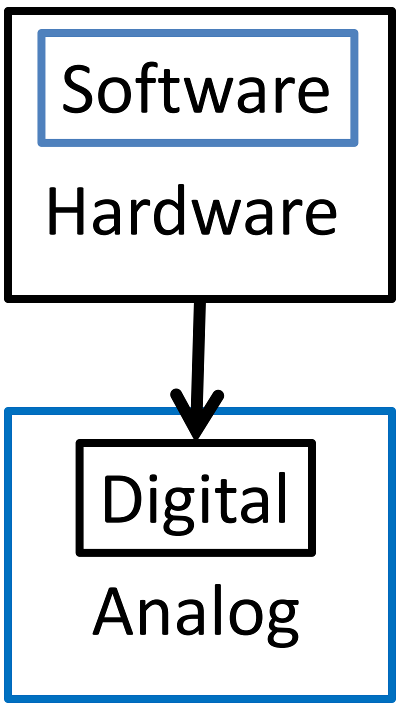


Turing as "new" starting point?

Compute

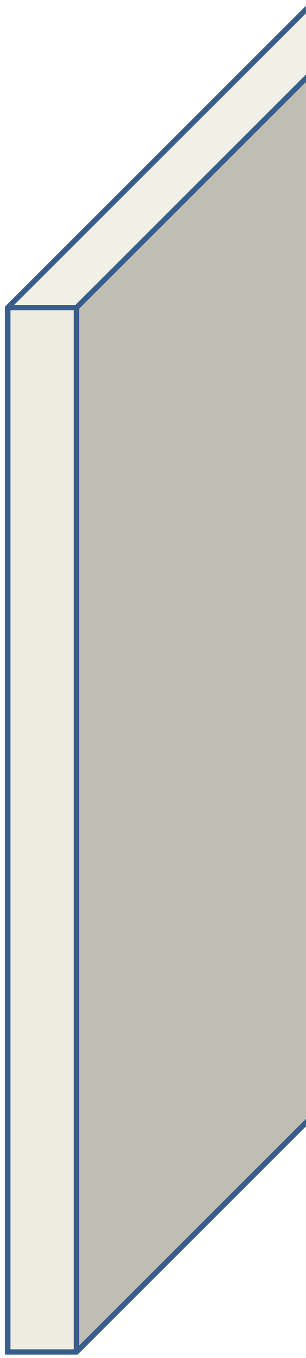
Turing

Delay is *most* important



Bode

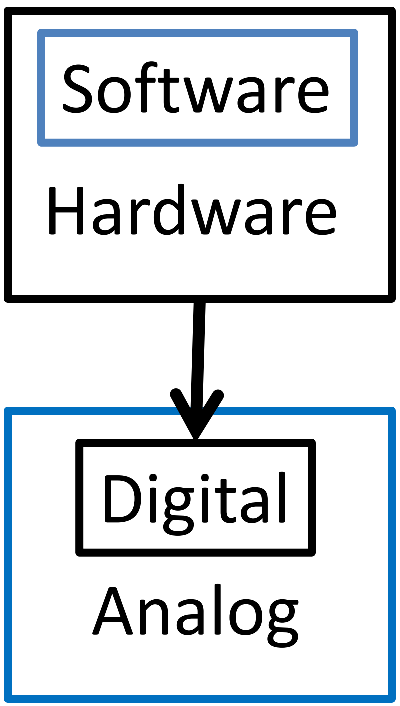
Control, OR



Turing as "new" starting point?

Essentials:

0. **Model**
1. **Universal laws**
2. **Universal architecture**
3. **Practical implementation**

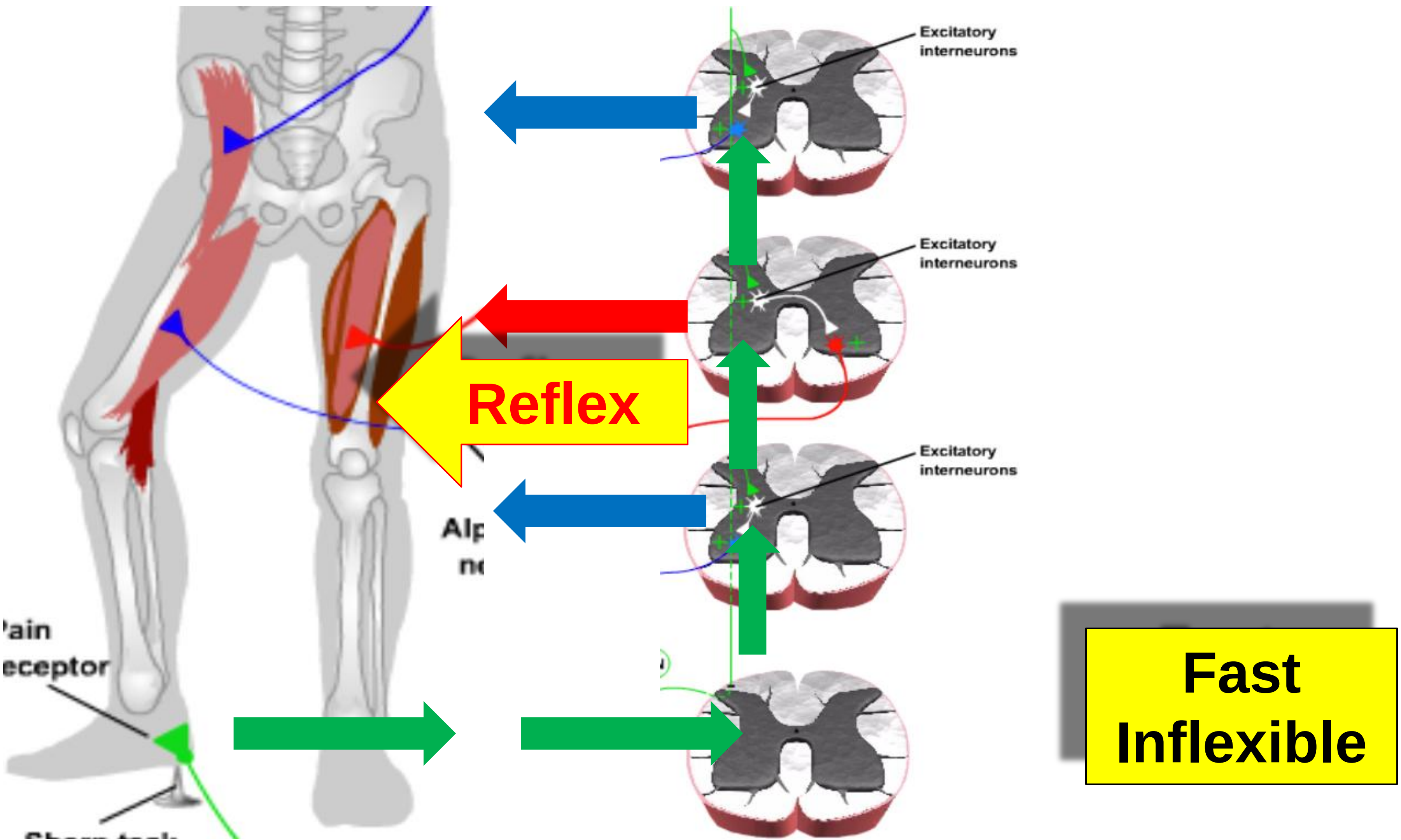


Turing's 3 step research:

0. Virtual (TM) machines
1. hard limits, (un)decidability using standard model (TM)
2. Universal architecture achieving hard limits (UTM)
3. Practical implementation in digital electronics (biology?)

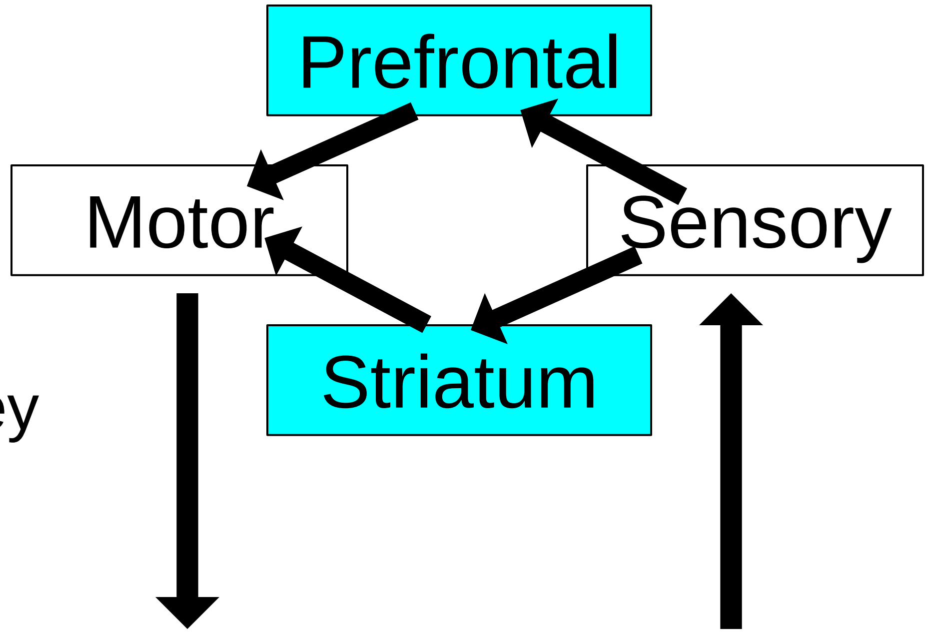
Who and what

Neuro motivation



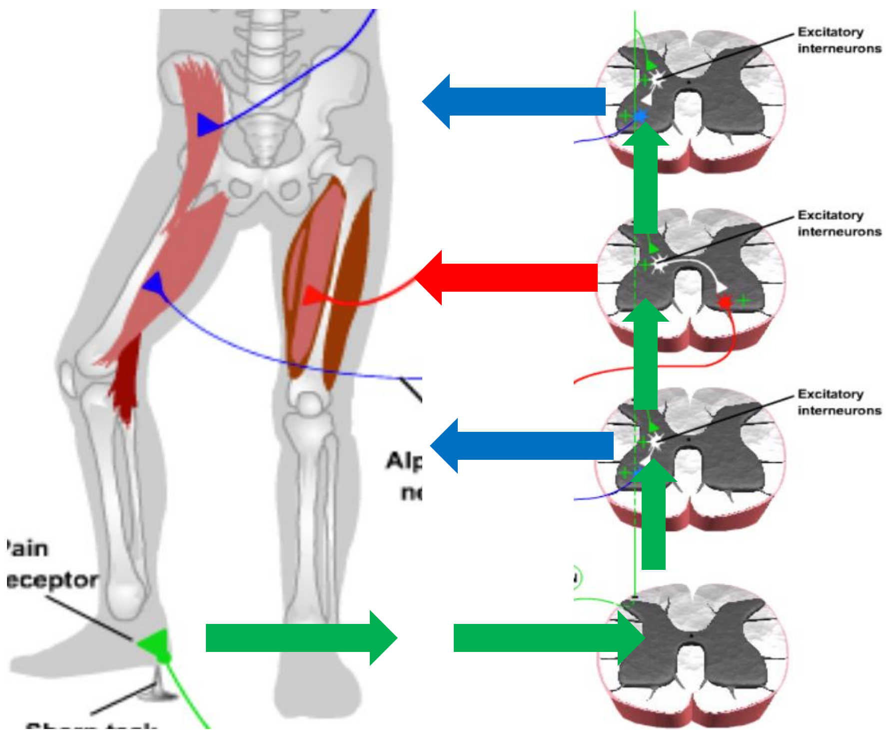
Slow
Flexible

Learning



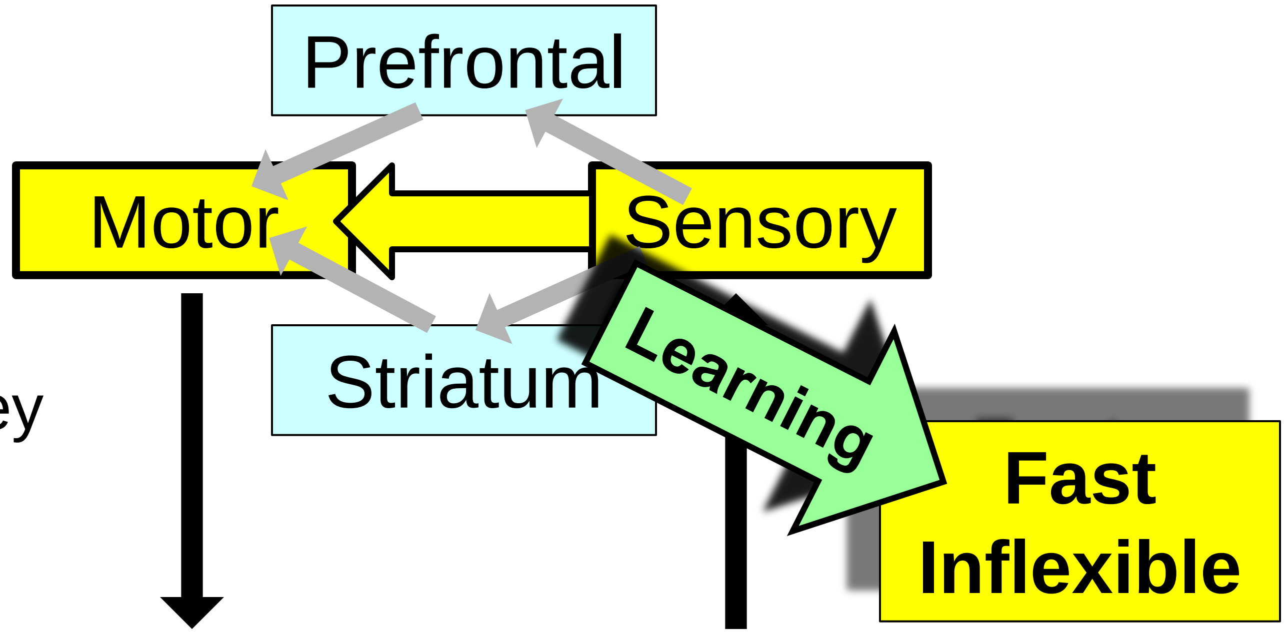
Ashby & Crossley

- **Acquire**
- Translate/ integrate
- Automate



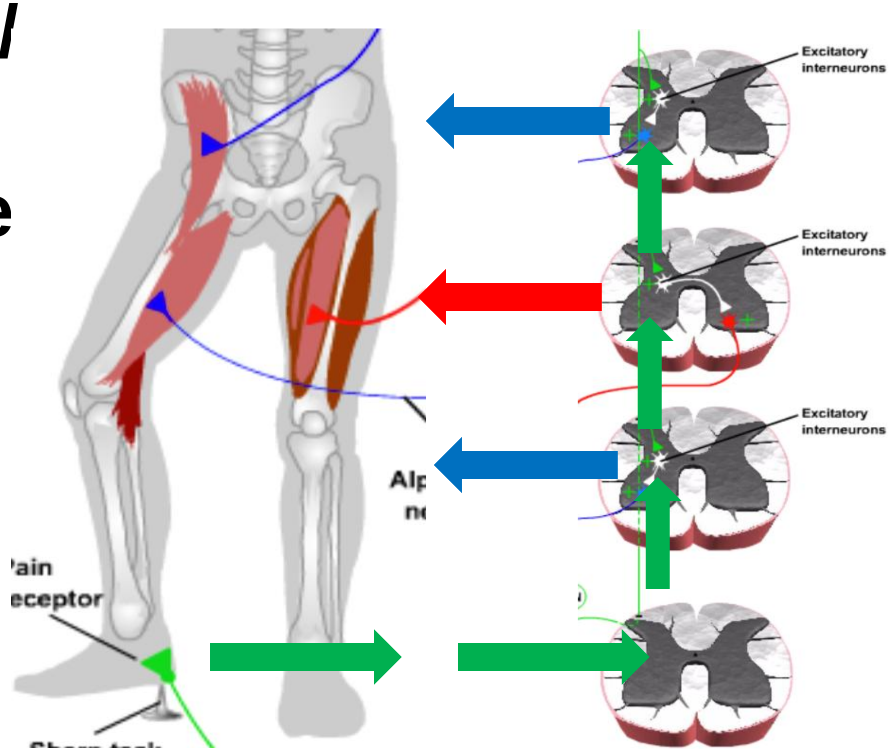
Thanks to
Bassett & Grafton

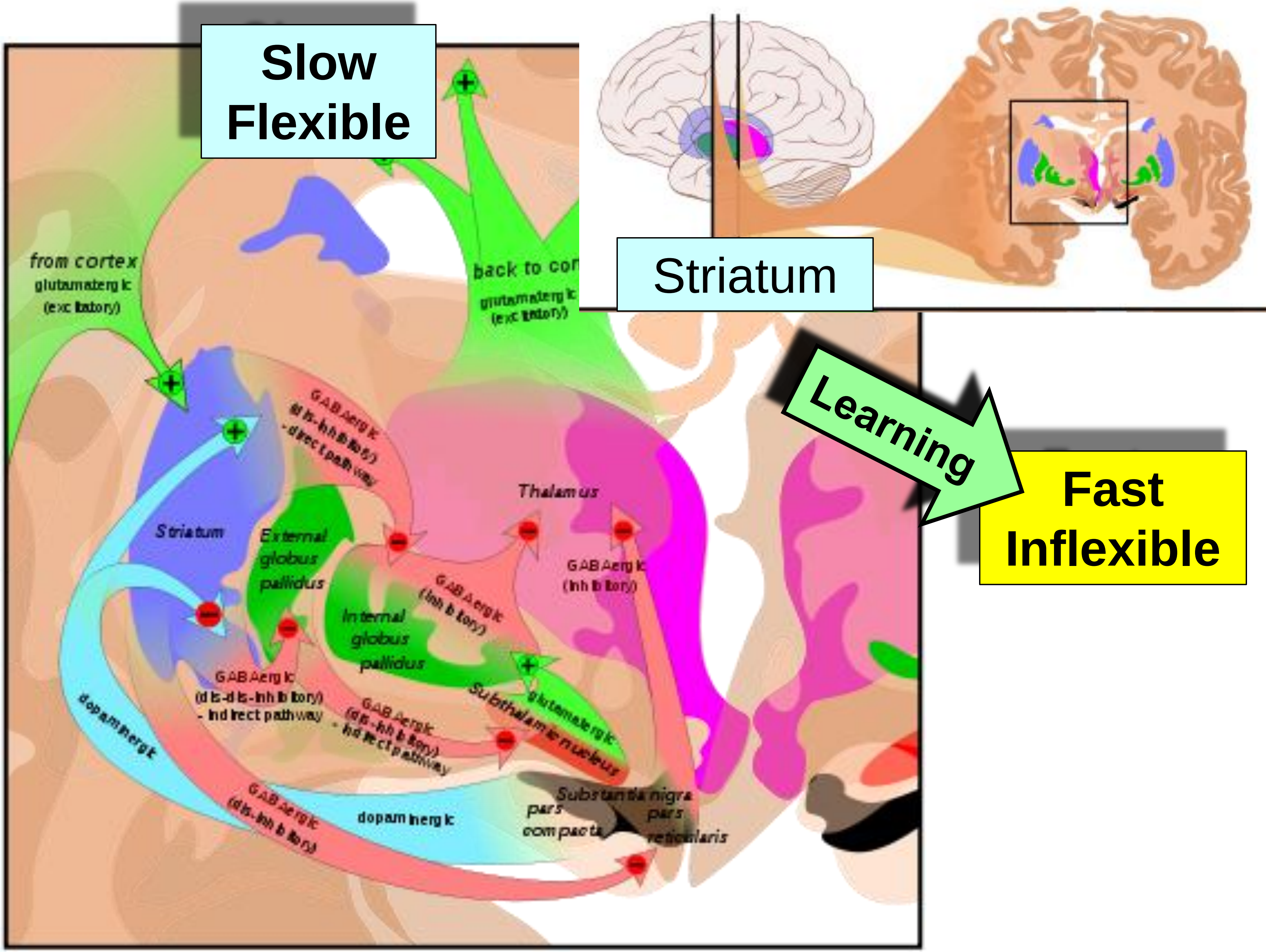
Slow Flexible



Ashby & Crossley

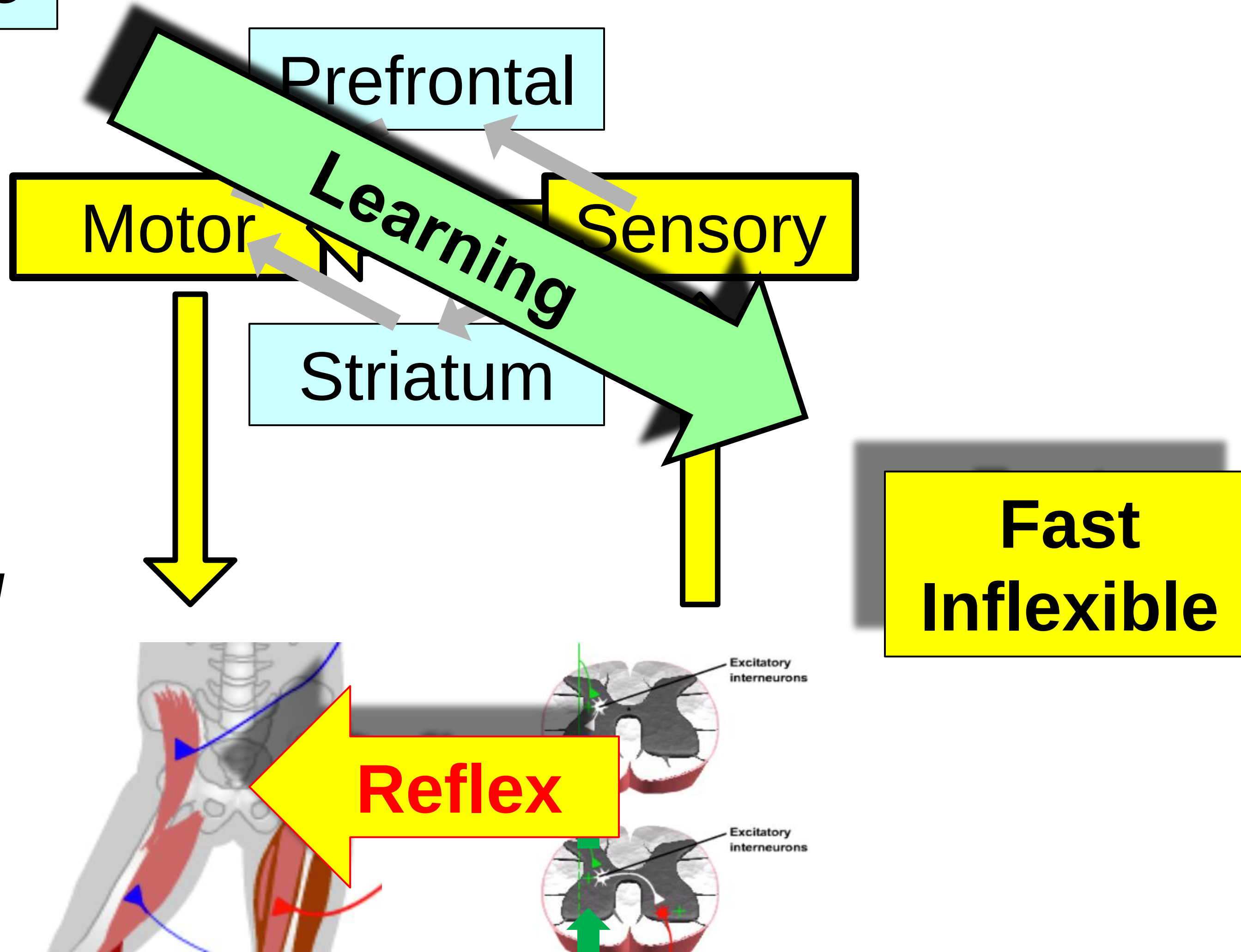
- Acquire
- **Translate/ integrate**
- **Automate**



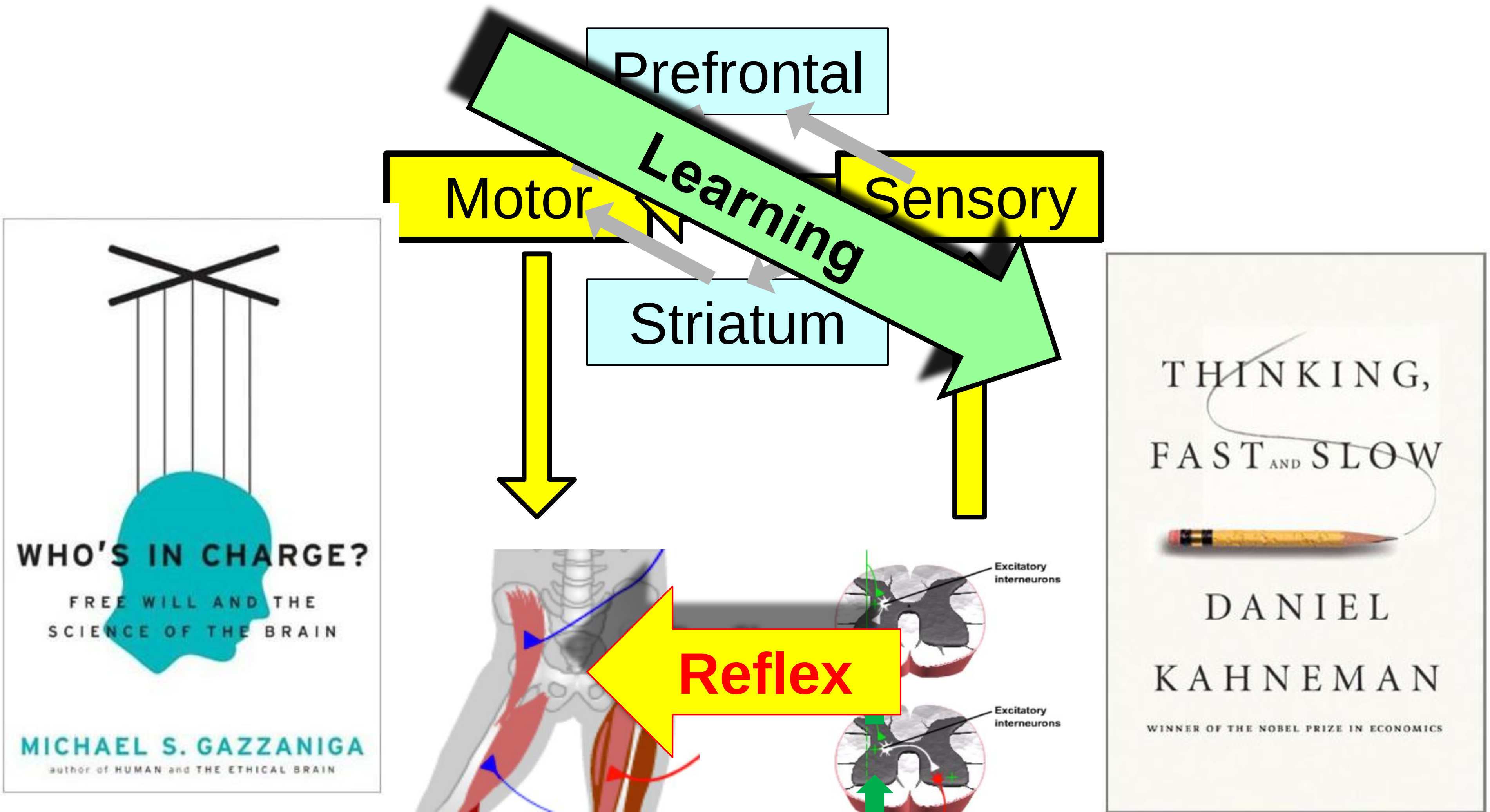

Slow
Flexible
Striatum
Learning
Fast
Inflexible
from cortex
glutamatergic (excitatory)
glutamatergic (excitatory)
Striatum
External globus pallidus
Internal globus pallidus
Thalamus
GABAergic (inhibitory)
GABAergic (dis-inhibitory) - direct pathway
GABAergic (inhibitory)
GABAergic (dis-dis-inhibitory) - indirect pathway
GABAergic (dis-inhibitory) - indirect pathway
glutamatergic
Subthalamic nucleus
dopaminergic
GABAergic (dis-inhibitory)
dopaminergic
Substantia nigra
pars compacta
pars reticularis

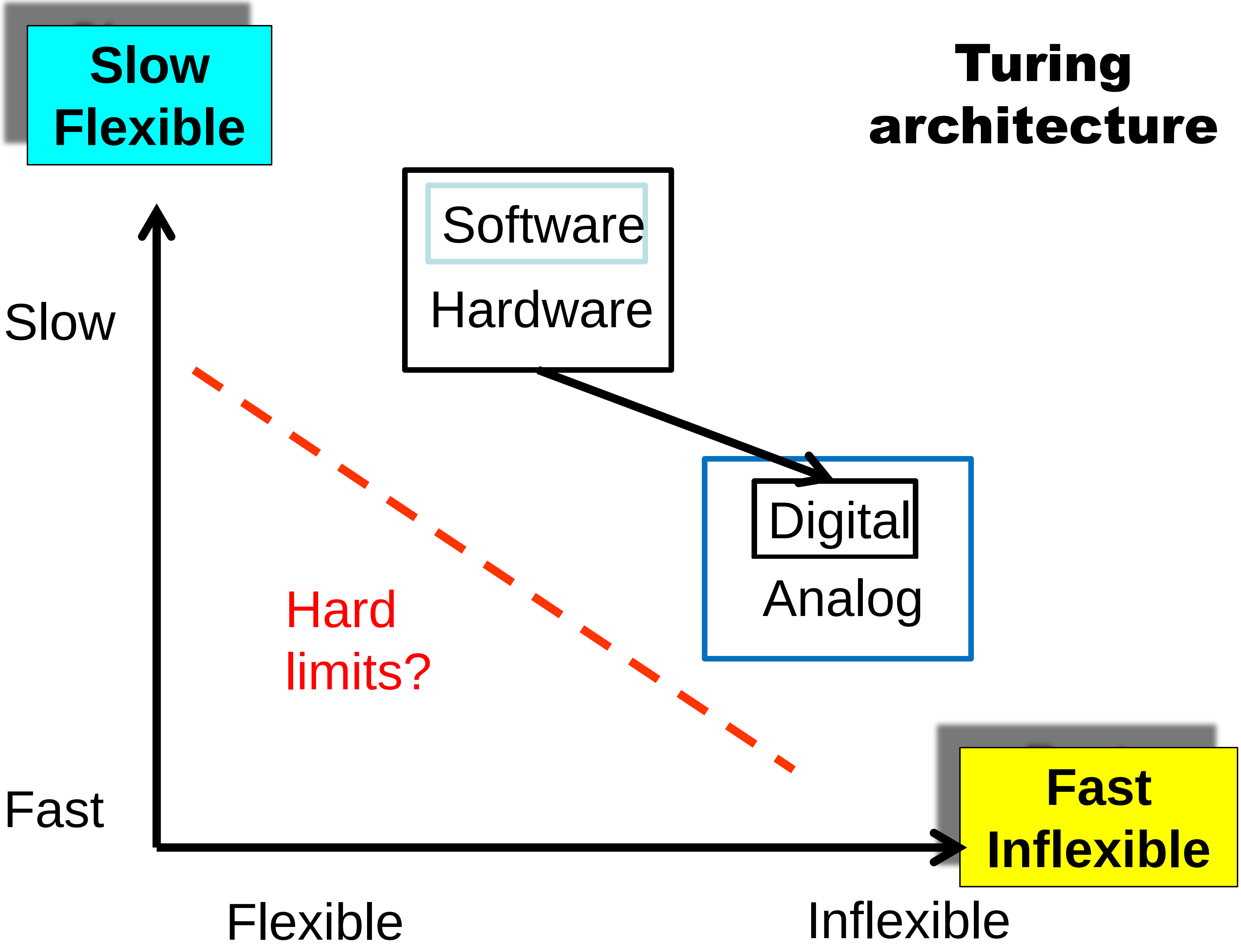
Build on Turing to show what is *necessary* to make this work.

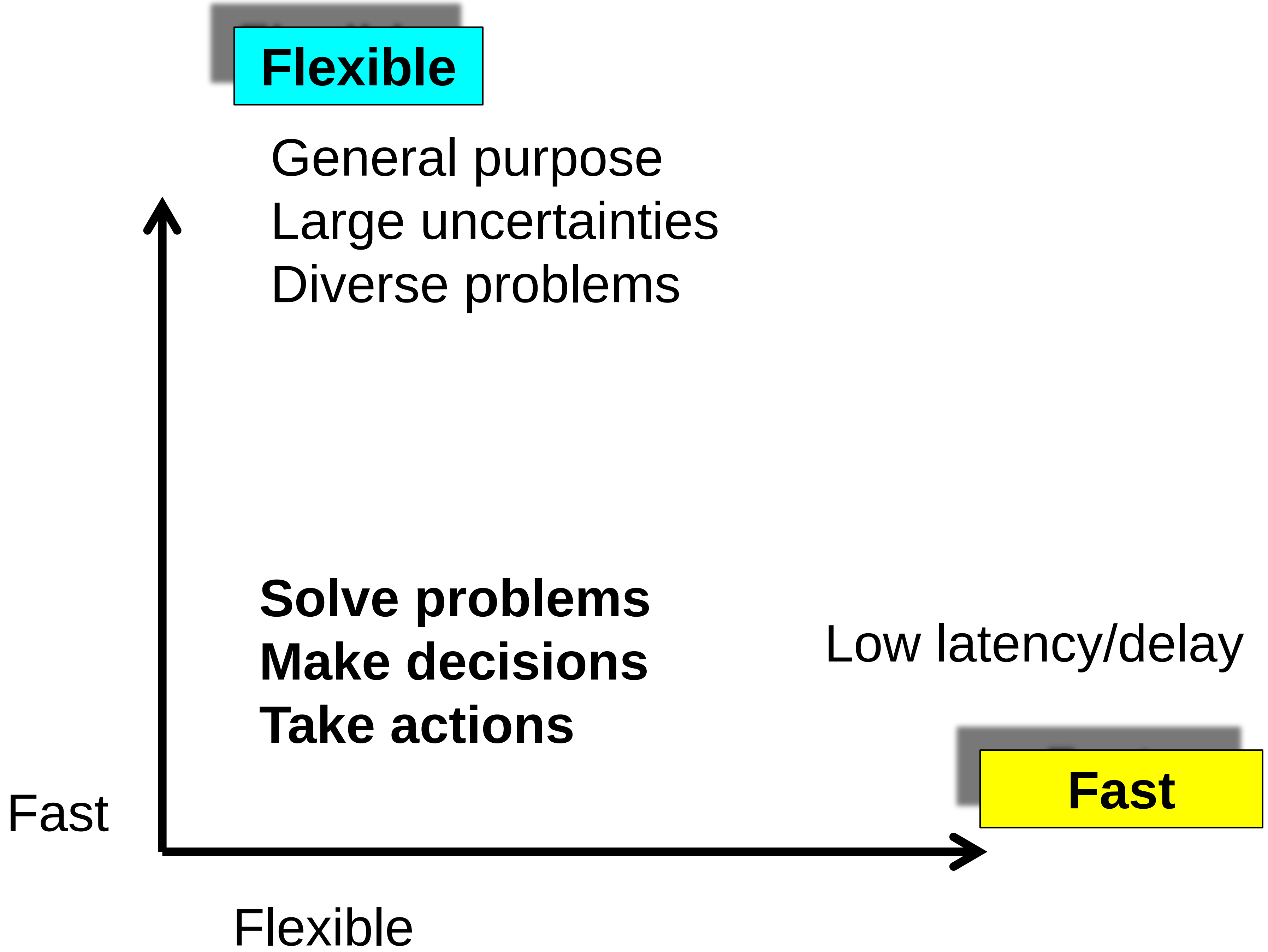
Slow
Flexible



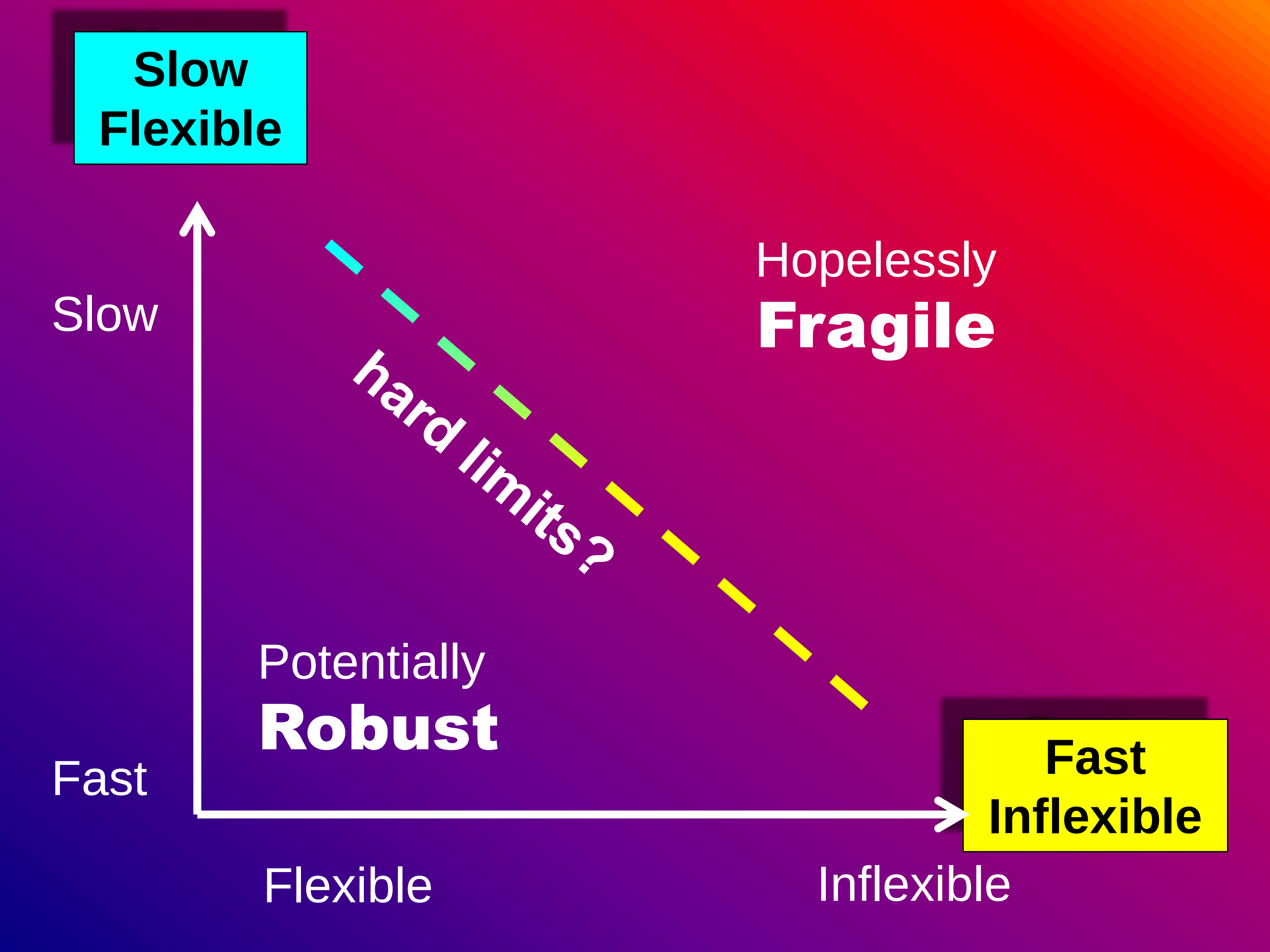
- **Acquire**
- **Translate/ integrate**
- **Automate**


Prefrontal
Learning
Motor
Sensory
Striatum
Reflex
Excitatory interneurons
Excitatory interneurons
WHO'S IN CHARGE?
FREE WILL AND THE SCIENCE OF THE BRAIN
MICHAEL S. GAZZANIGA
author of HUMAN and THE ETHICAL BRAIN
THINKING, FAST AND SLOW
DANIEL KAHNEMAN
WINNER OF THE NOBEL PRIZE IN ECONOMICS


Slow
Flexible
Turing architecture
Software
Hardware
Slow
Digital
Analog
Hard limits?
Fast
Fast
Inflexible
Flexible
Inflexible



Flexible
General purpose
Large uncertainties
Diverse problems
Solve problems
Make decisions
Take actions
Low latency/delay
Fast
Fast
Flexible


Slow
Flexible
Hopelessly
Fragile
Slow
hard limits?
Potentially
Robust
Fast
Fast
Inflexible
Flexible
Inflexible

Human complexity

Robust	Fragile
☺ Metabolism	☹ Obesity, diabetes
☺ Regeneration & repair	☹ Cancer
☺ Healing wound /infect	☹ AutoImmune/Inflame

Start with physiology

Lots of triage

Benefits

Robust

- ☺ Metabolism
- ☺ Regeneration & repair
- ☺ Healing wound /infect

- ☺ Efficient
- ☺ Mobility
- ☺ Survive uncertain food supply
- ☺ Recover from moderate trauma and infection

Mechanism?

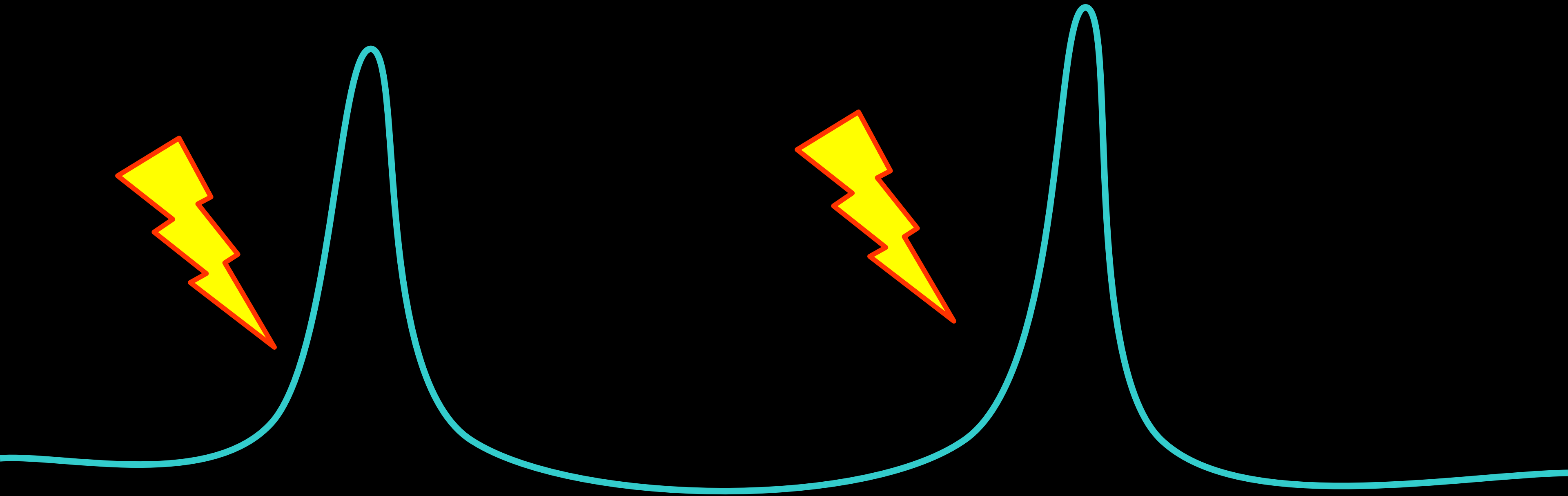
Robust	Fragile
☺ Metabolism	☹ Obesity, diabetes
☺ Regeneration & repair	☹ Cancer
☺ Healing wound /infect	☹ AutoImmune/Inflame
☹ Fat accumulation	☹ Fat accumulation
☹ Insulin resistance	☹ Insulin resistance
☹ Proliferation	☹ Proliferation
☹ Inflammation	☹ Inflammation

What's the difference?

Robust	Fragile
☺ Metabolism	☹ Obesity, diabetes
☺ Regeneration & repair	☹ Cancer
☺ Healing wound /infect	☹ AutoImmune/Inflame

- ☹ Fat accumulation
- ☹ Insulin resistance
- ☹ Proliferation
- ☹ Inflammation

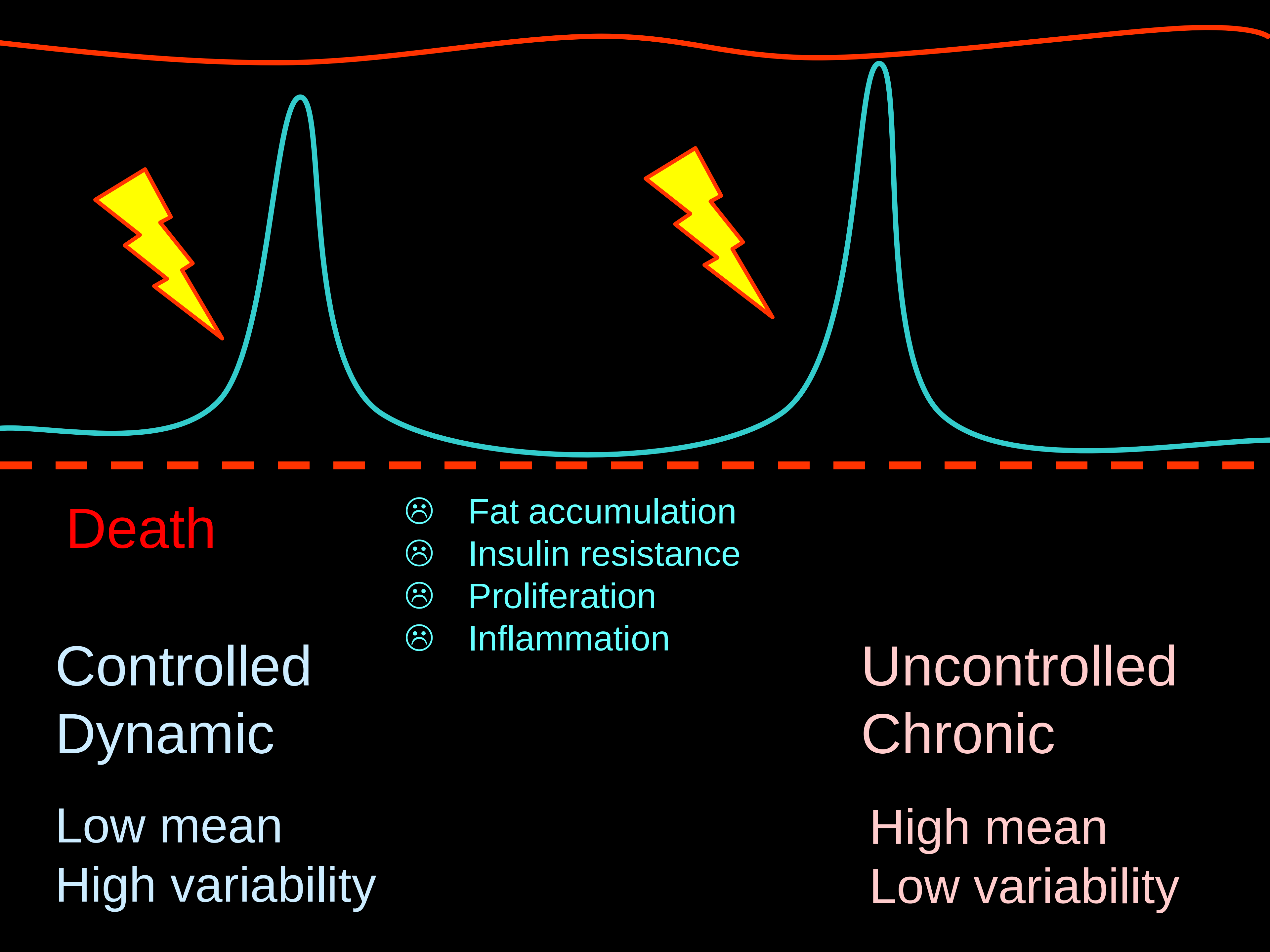
Controlled	Uncontrolled
Dynamic	Chronic



- ☹ Fat accumulation
- ☹ Insulin resistance
- ☹ Proliferation
- ☹ Inflammation

Controlled
Dynamic

Low mean
High variability


Death
☹ Fat accumulation
☹ Insulin resistance
☹ Proliferation
☹ Inflammation
Controlled
Dynamic
Low mean
High variability
Uncontrolled
Chronic
High mean
Low variability

Restoring robustness?

Robust	Fragile
☺ Metabolism	☹ Obesity, diabetes
☺ Regeneration & repair	☹ Cancer
☺ Healing wound /infect	☹ AutoImmune/Inflame
☹ Fat accumulation	☹ Fat accumulation
☹ Insulin resistance	☹ Insulin resistance
☹ Proliferation	☹ Proliferation
☹ Inflammation	☹ Inflammation

Controlled
Dynamic

Uncontrolled
Chronic

Low mean
High variability

High mean
Low variability

Human complexity

Robust	Yet Fragile
☺ Metabolism	☹ Obesity, diabetes
☺ Regeneration & repair	☹ Cancer
☺ Immune/inflammation	☹ AutoImmune/Inflame
☺ Microbe symbionts	☹ Parasites, infection
☺ Neuro-endocrine	☹ Addiction, psychosis,…
🗐 Complex societies	☠ Epidemics, war,…
🗐 Advanced technologies	💣 Disasters, global &!%$#
🗐 Risk "management"	💣 Obfuscate, amplify,…

Accident or necessity?

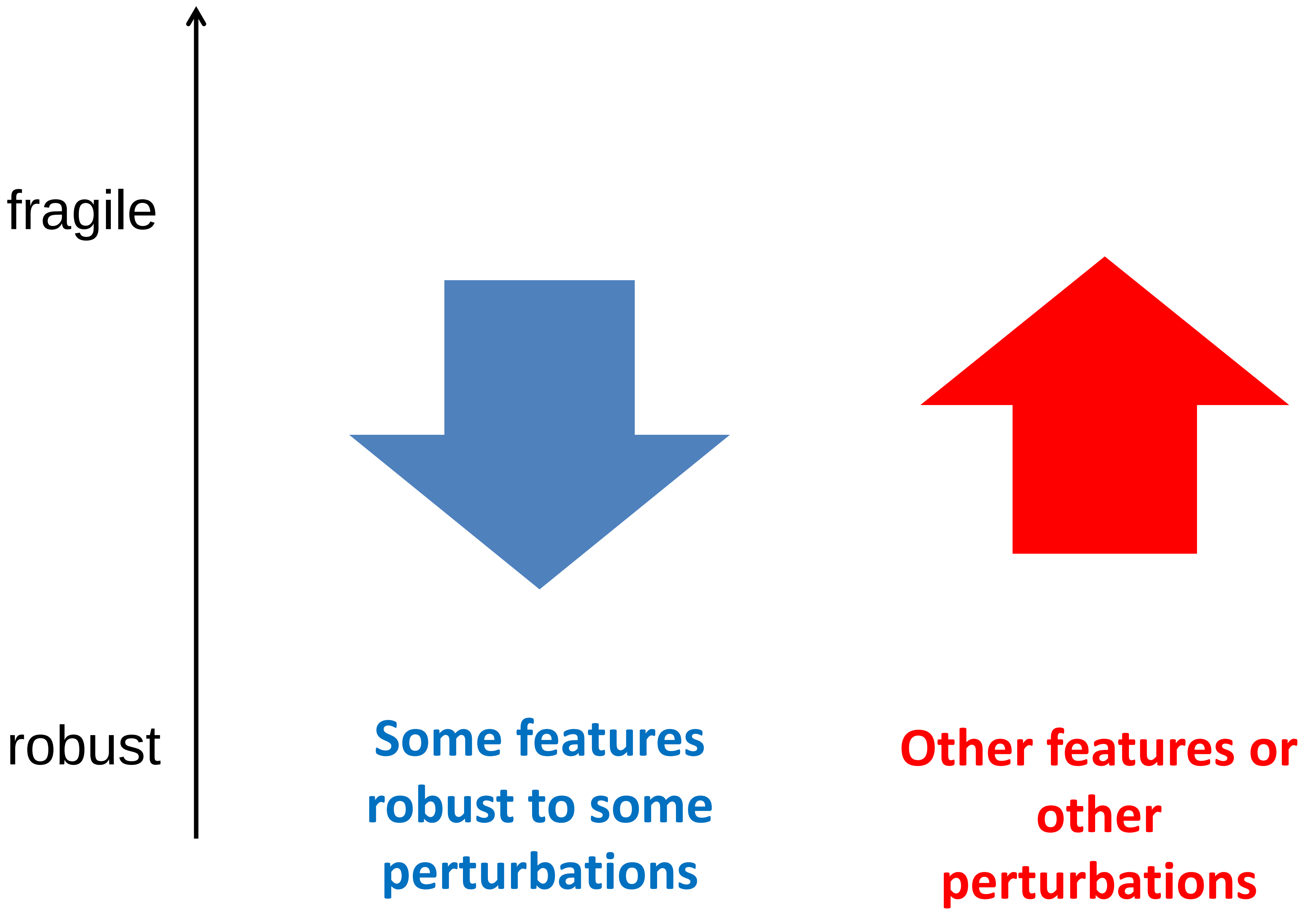
Robust	Fragile
☺ Metabolism	☹ Obesity, diabetes
☺ Regenerati	
☺ Healing wo	une/Inflame

- ☹ Fat accumulation
- ☹ Insulin resistance
- ☹ Proliferation
- ☹ Inflammation

- Fragility ← Hijacking, side effects, unintended…
- Of mechanisms evolved for robustness
- Complexity ← control, robust/fragile tradeoffs
- Math: robust/fragile constraints (“conservation laws”)

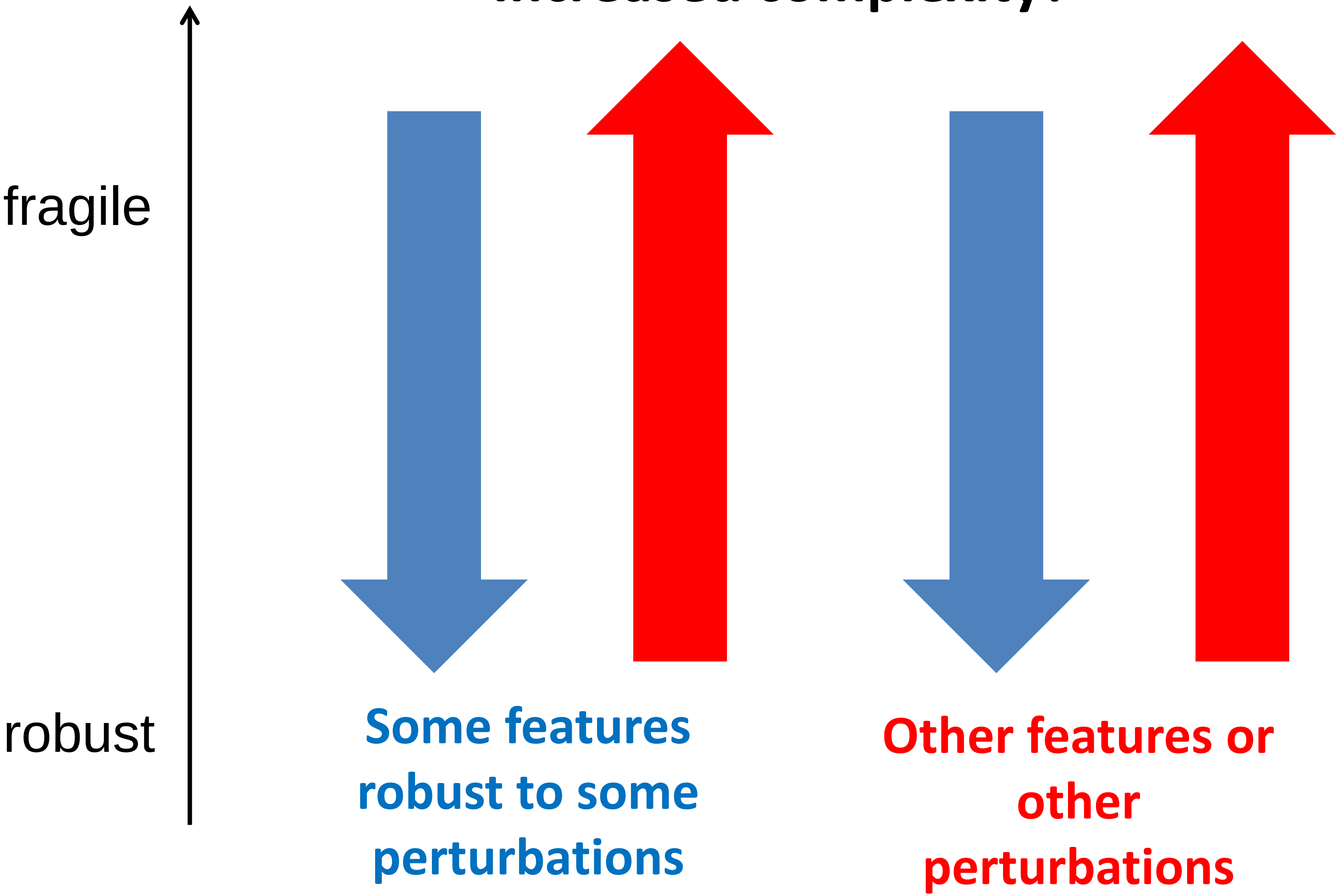
Both

Accident or necessity?



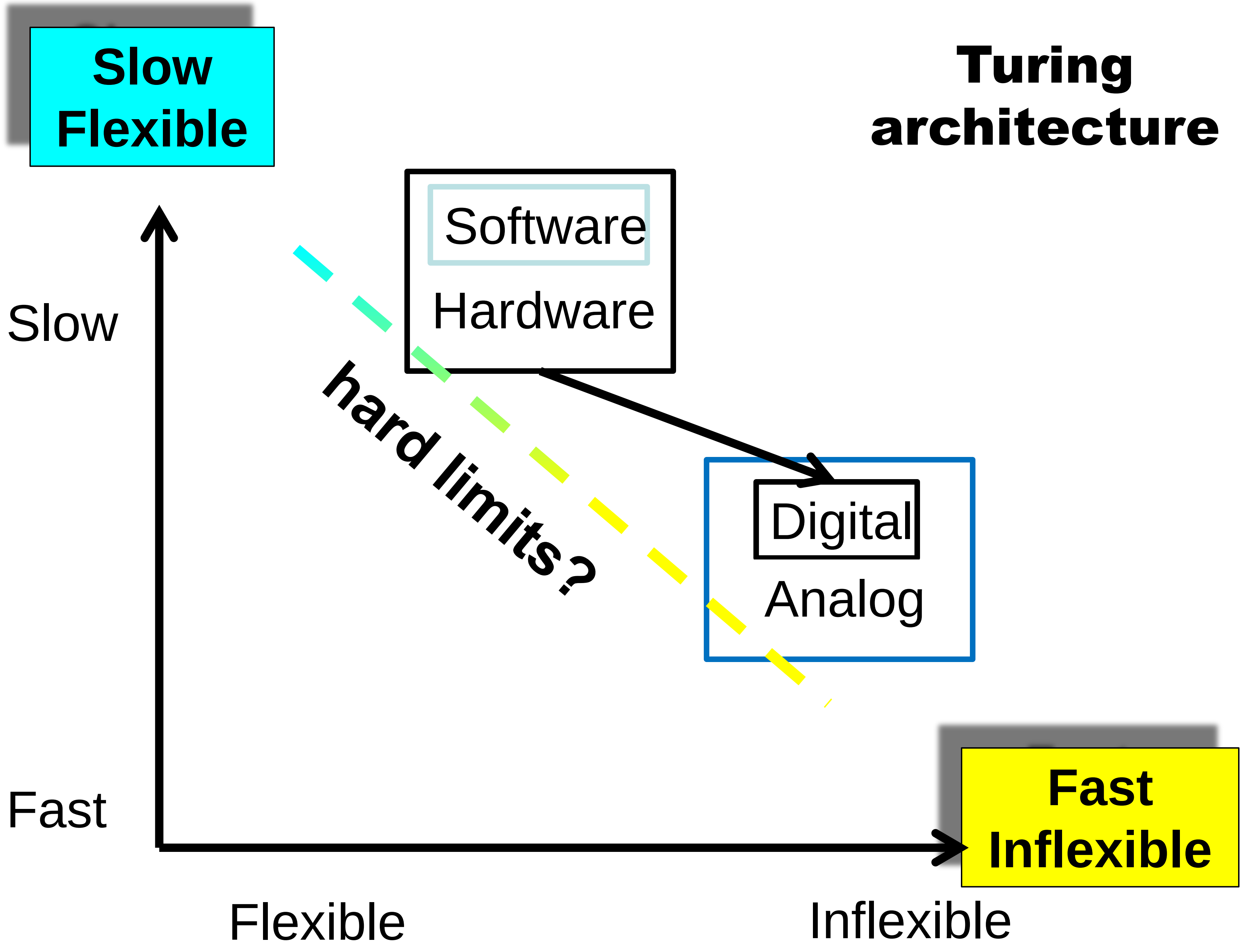
fragile
robust
Some features robust to some perturbations
Other features or other perturbations

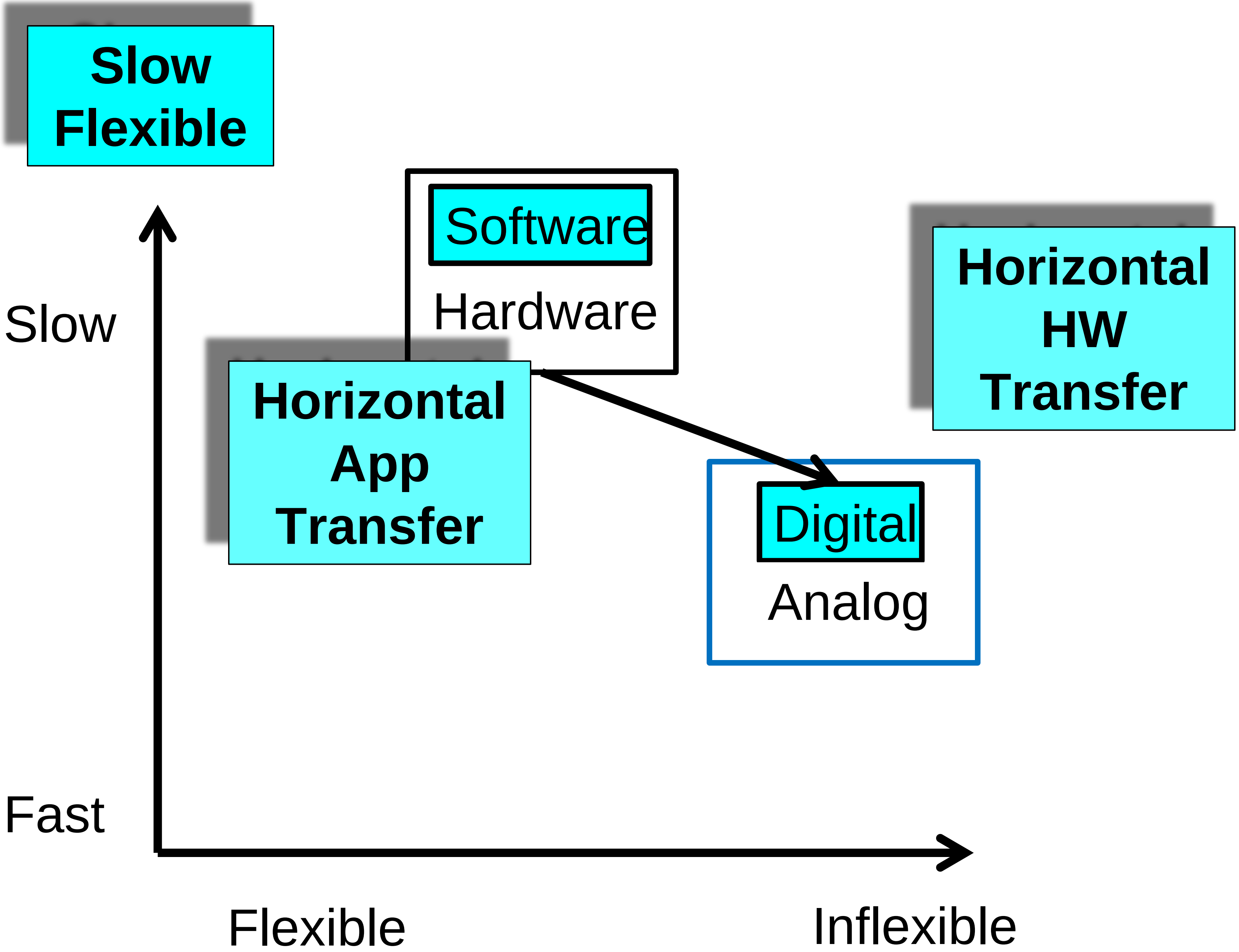
Increased complexity?



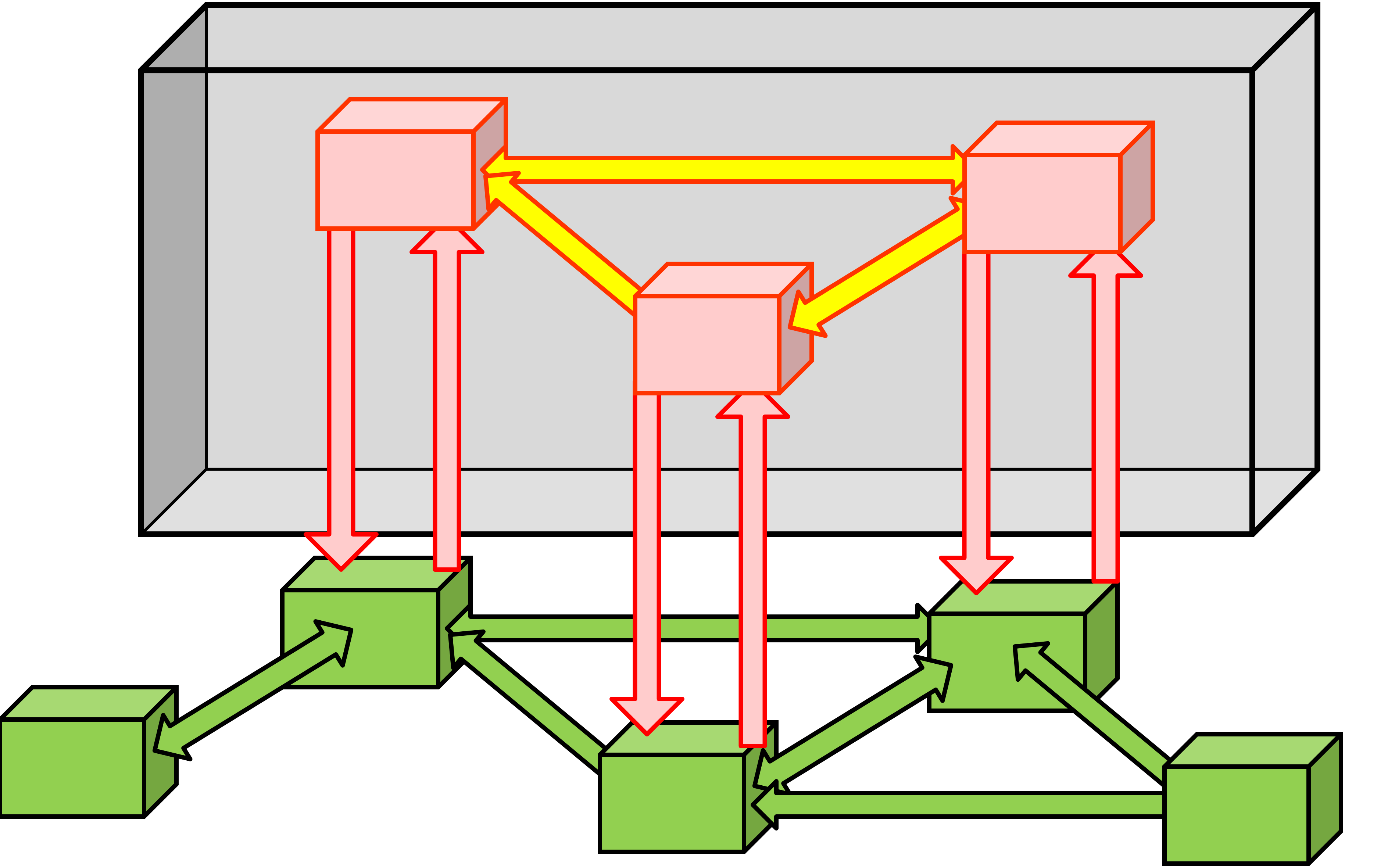
Robust		Fragile
Modular	*and*	Distributed
Simple	~~***xor***~~	Complex
Plastic		Frozen
Evolvable		Frozen

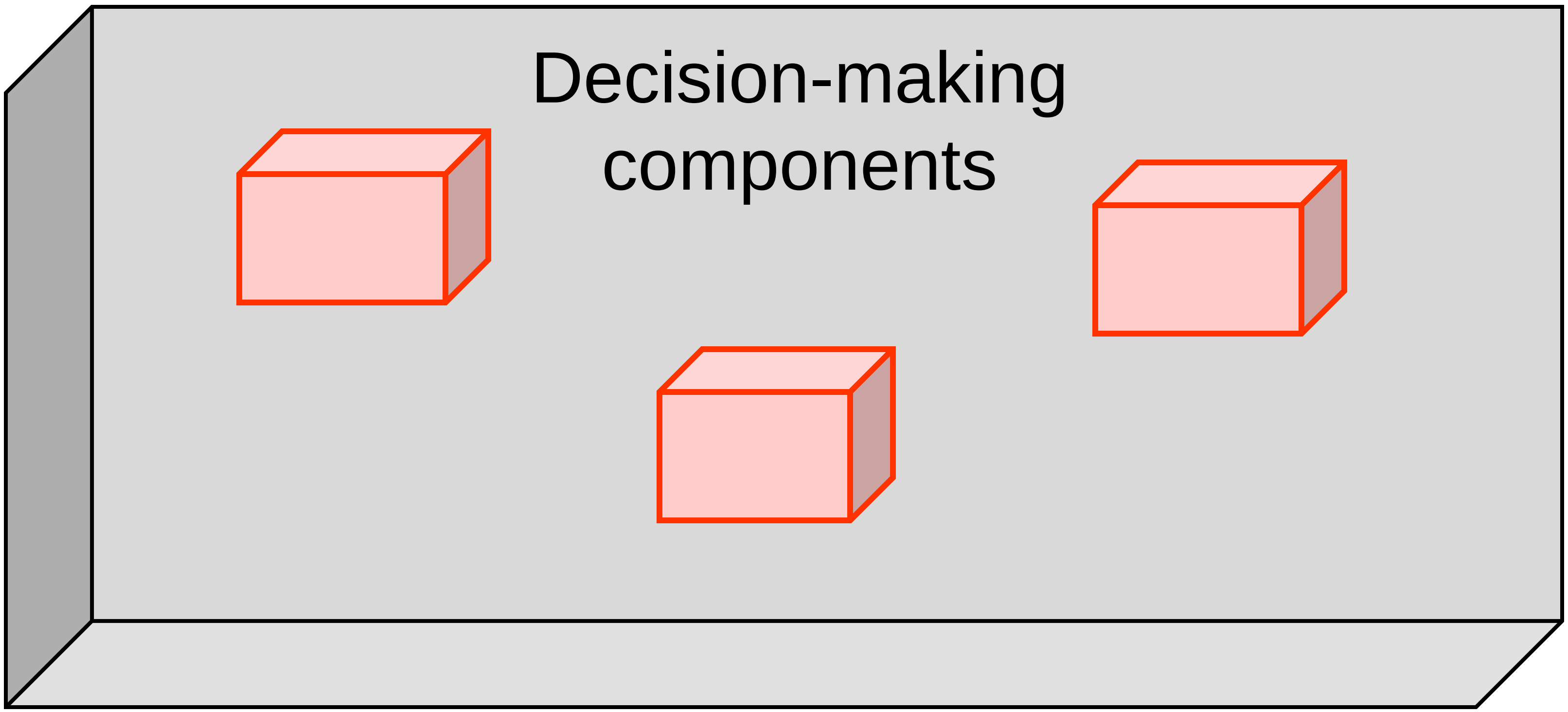
tradeoffs


Slow
Flexible
Turing
architecture
Software
Hardware
Slow
hard limits?
Digital
Analog
Fast
Fast
Inflexible
Flexible
Inflexible

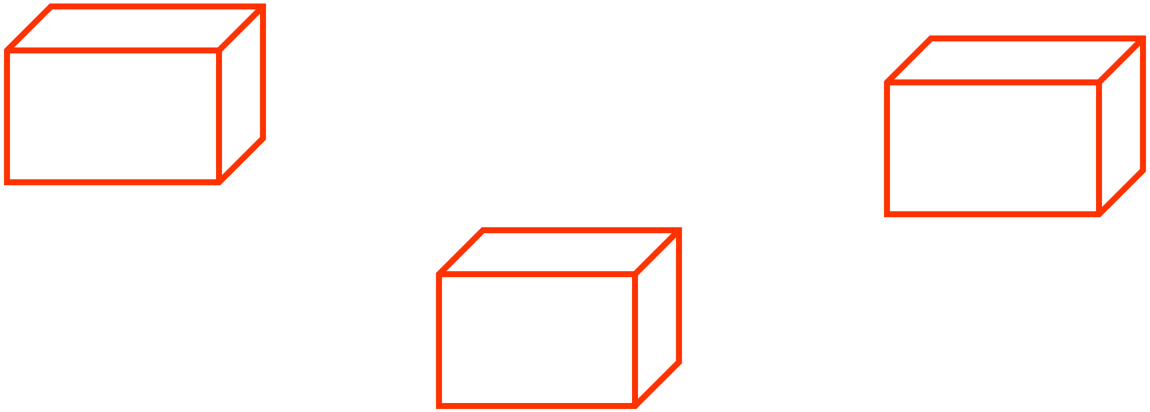

Slow
Flexible
Software
Hardware
Horizontal
HW
Transfer
Slow
Horizontal
App
Transfer
Digital
Analog
Fast
Flexible
Inflexible

Cyber-physical: decentralized control with internal delays.

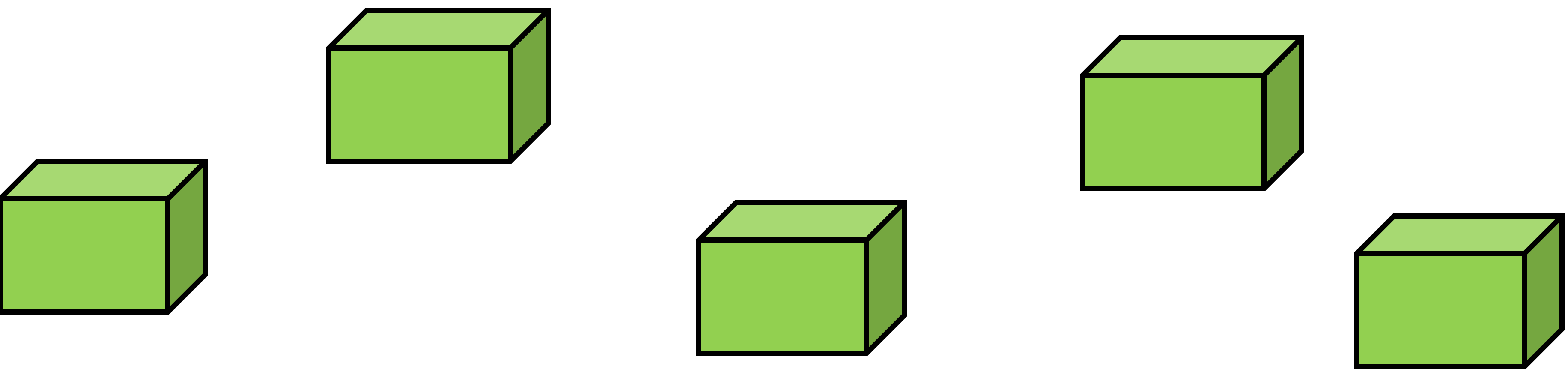




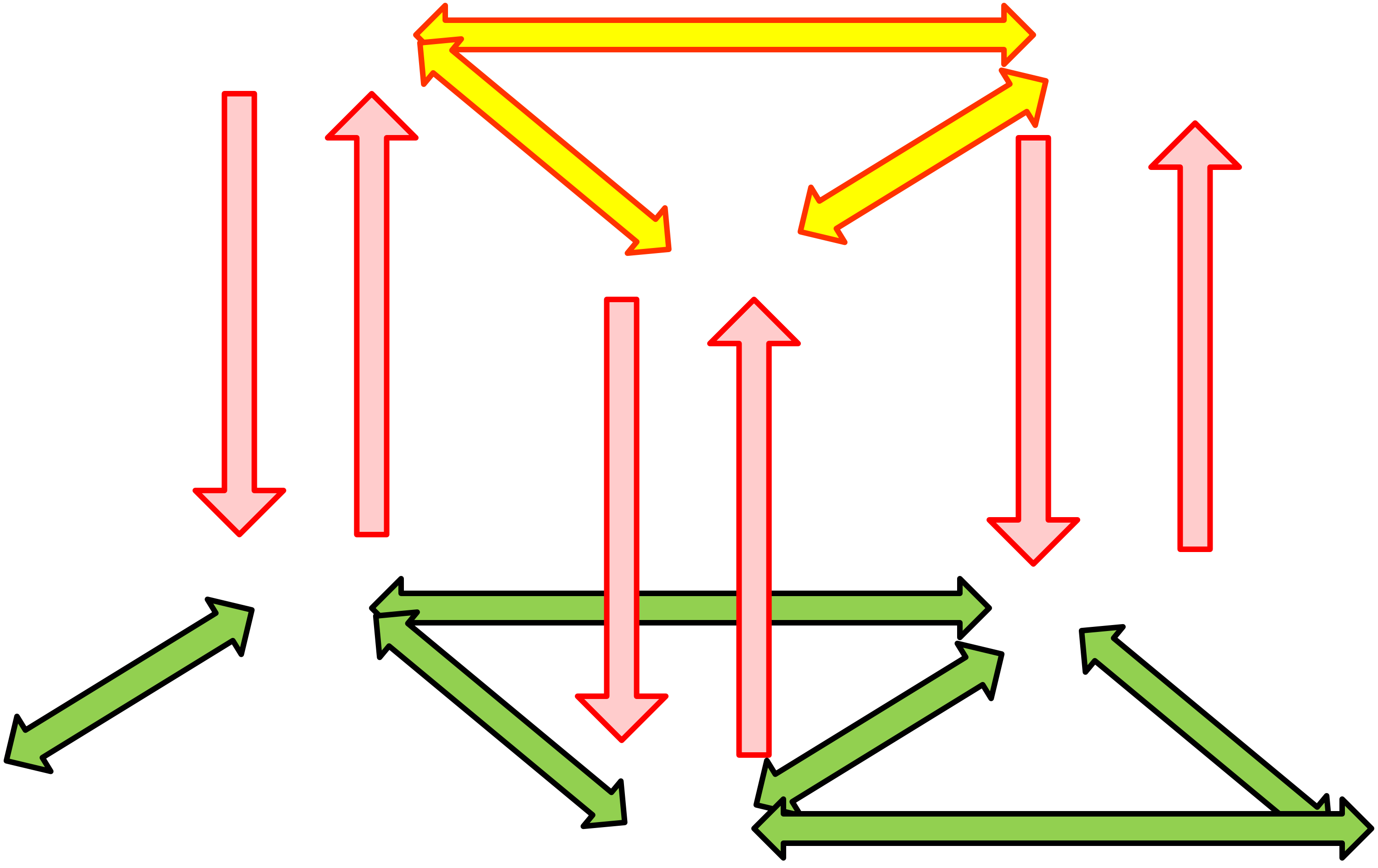
Decentralized, but initially assume computation is fast and memory is abundant.



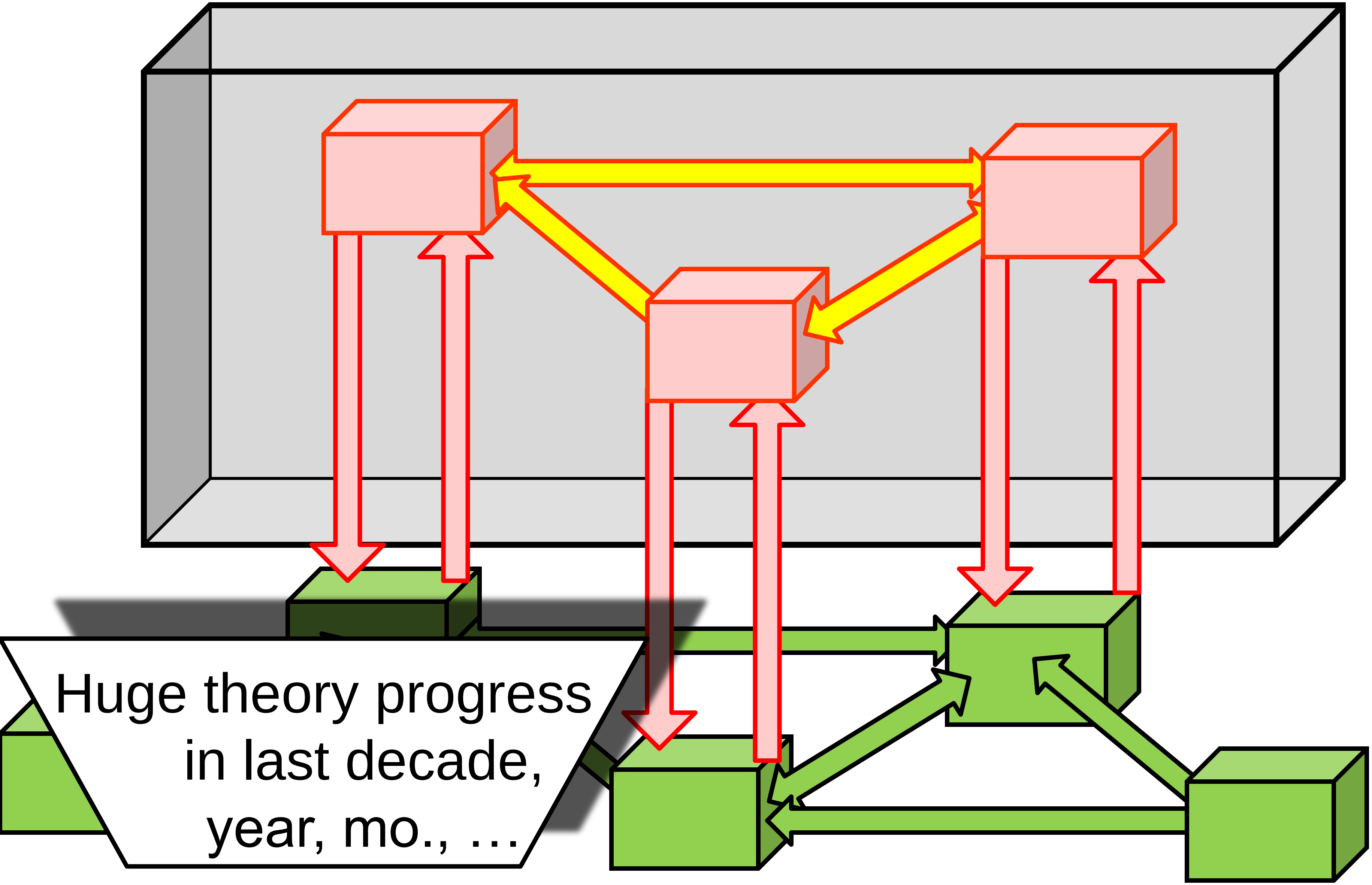
Plant is also distributed with its own component dynamics



Internal delays between components, and their sensor and actuators, and also externally between plant components

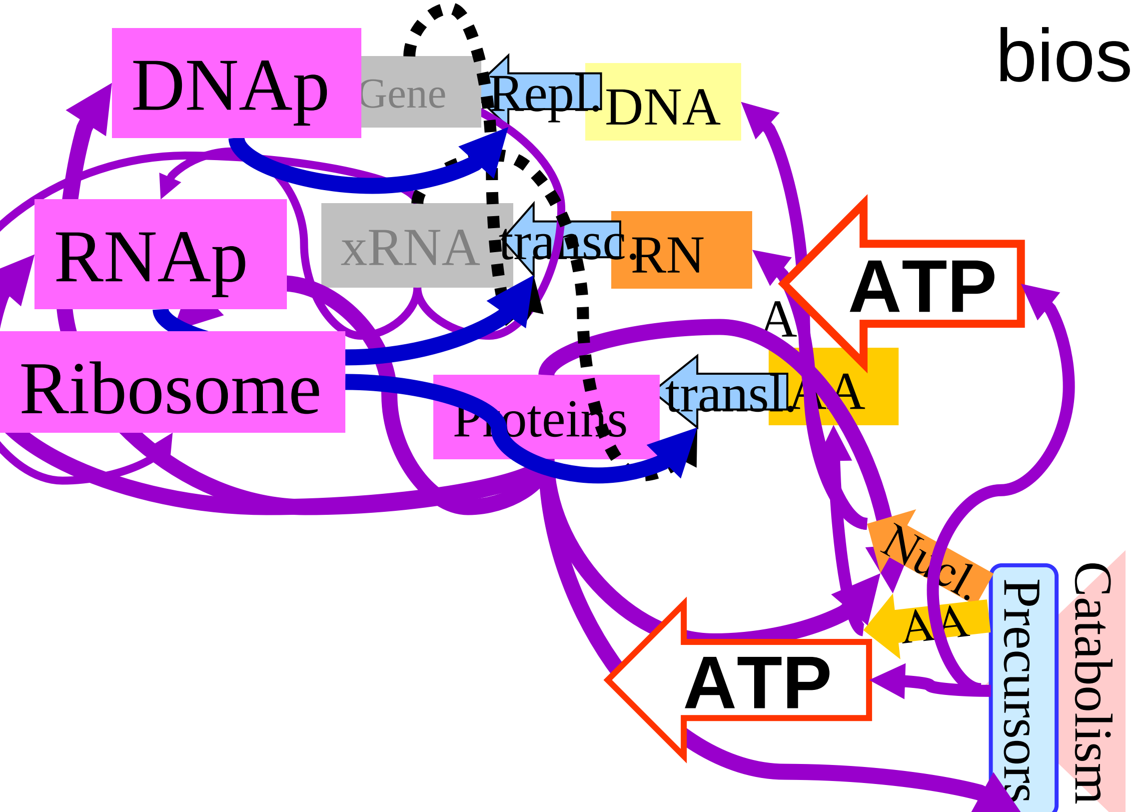


Going beyond black box: control is decentralized with internal delays.



The best case study so far

Layered architecture
of the bacterial
biosphere



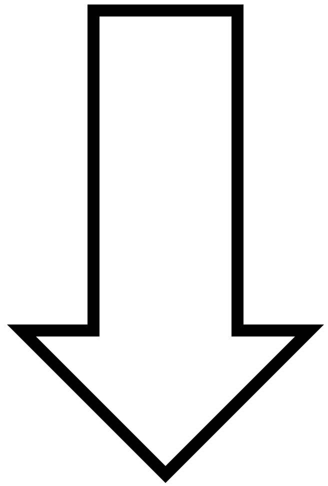
Not done here in
detail, see slides
elsewhere

How?

Universal architectures

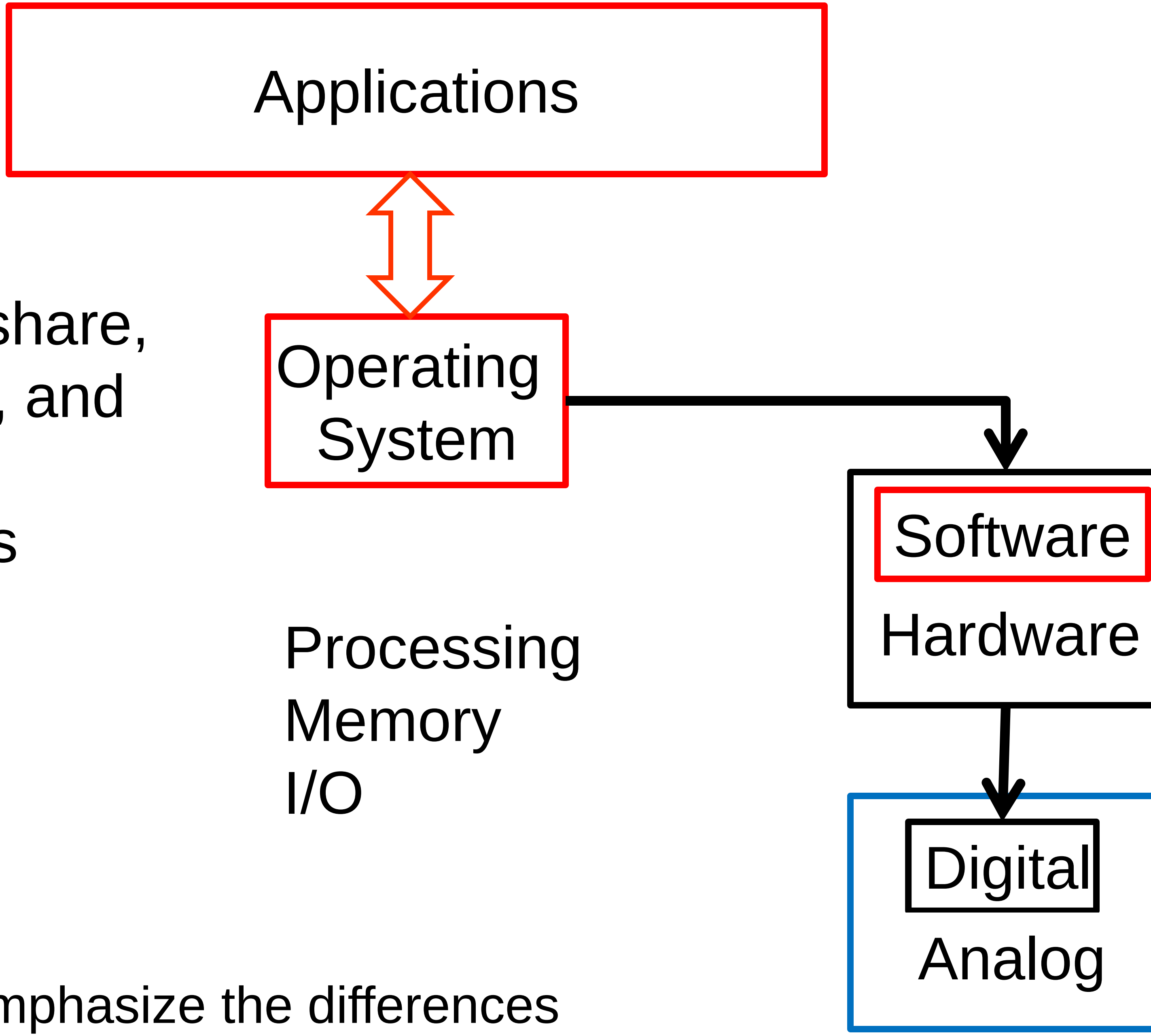
Slow execution
Flexible reprogramming

Faster execution
Less flexible

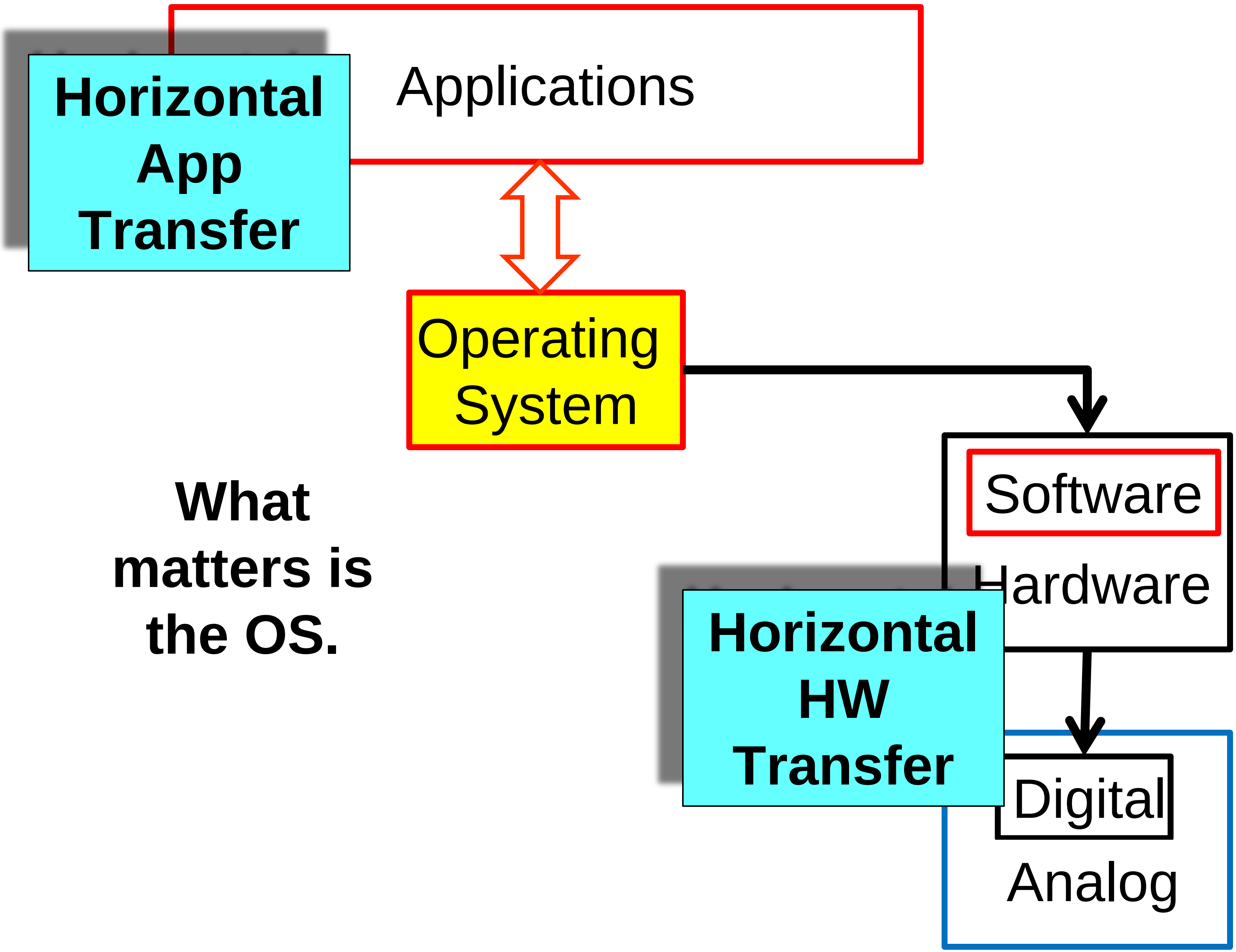


Modern technology gives lots of intermediate alternatives.

Control, share, virtualize, and manage resources

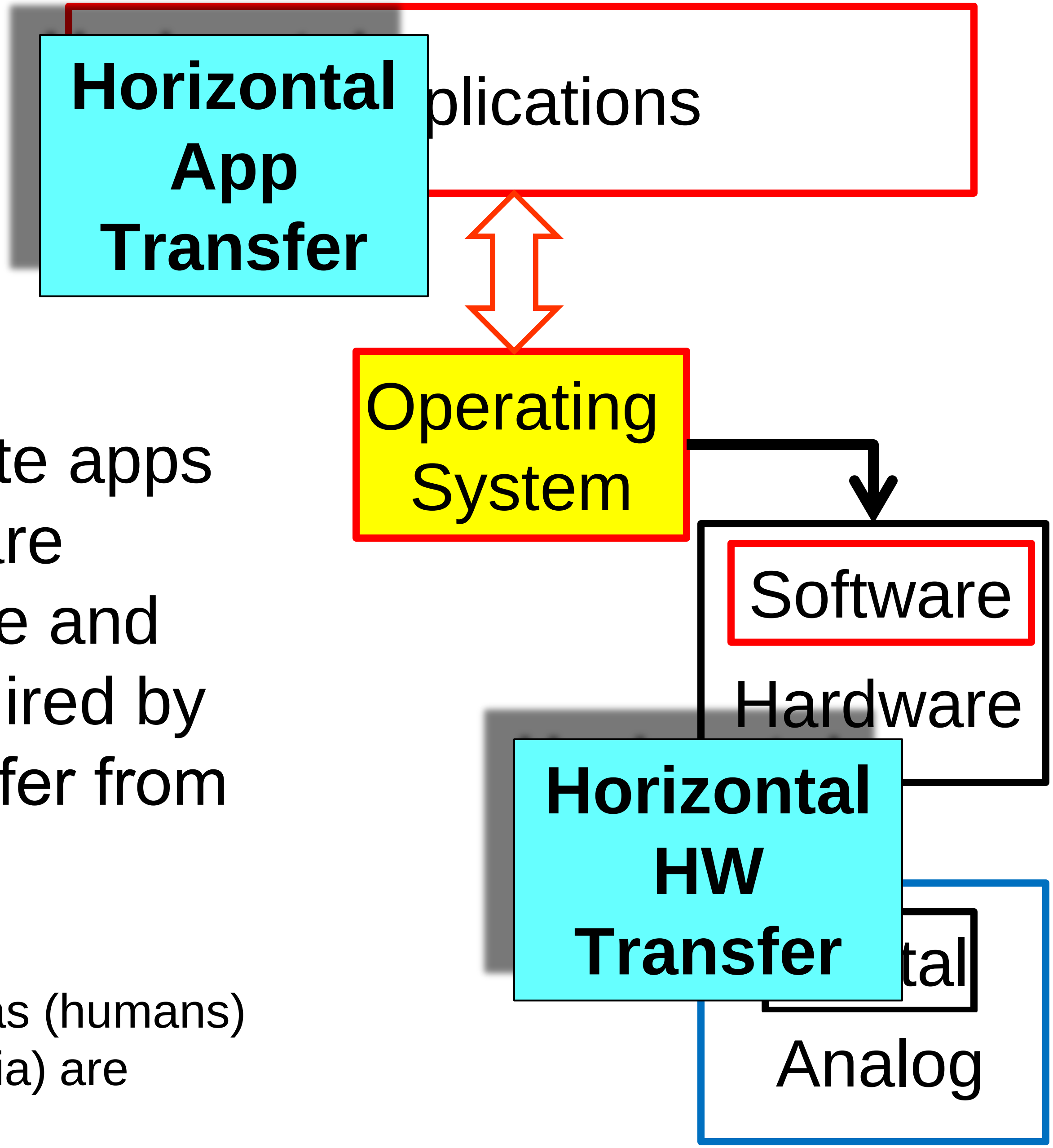


Want to emphasize the differences between these two types of layering.


Horizontal App Transfer
Applications
Operating System
What matters is the OS.
Software
Hardware
Horizontal HW Transfer
Digital
Analog

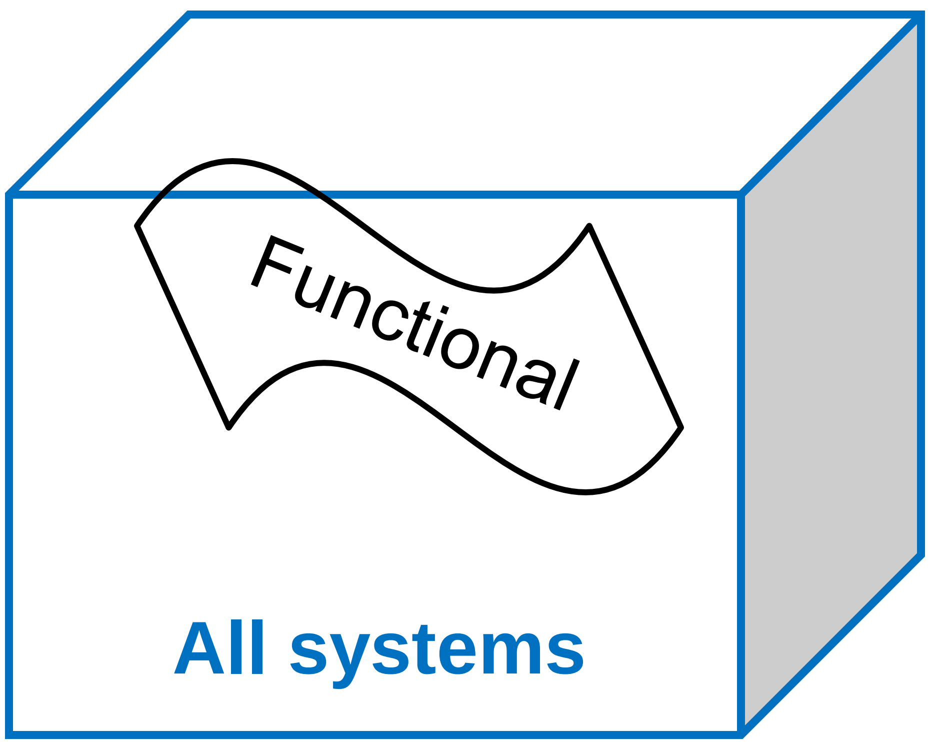
- Some people write apps and build hardware
- But most software and hardware is acquired by “horizontal” transfer from others

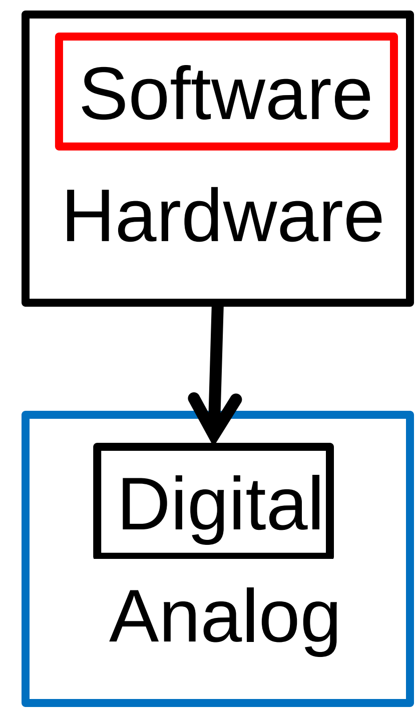
- Similarly, most new ideas (humans) and new genes (bacteria) are acquired horizontally



“solution sets” (a la Marder, Prinze, etc)

large, thin, nonconvex





Letters and words

- 9 letters: adeginorz
- 9!= 362,880 sequences of 9 letters
- Only "organized" is a word

1 << (# words) << (# non-words)

large **thin**

Computer programs

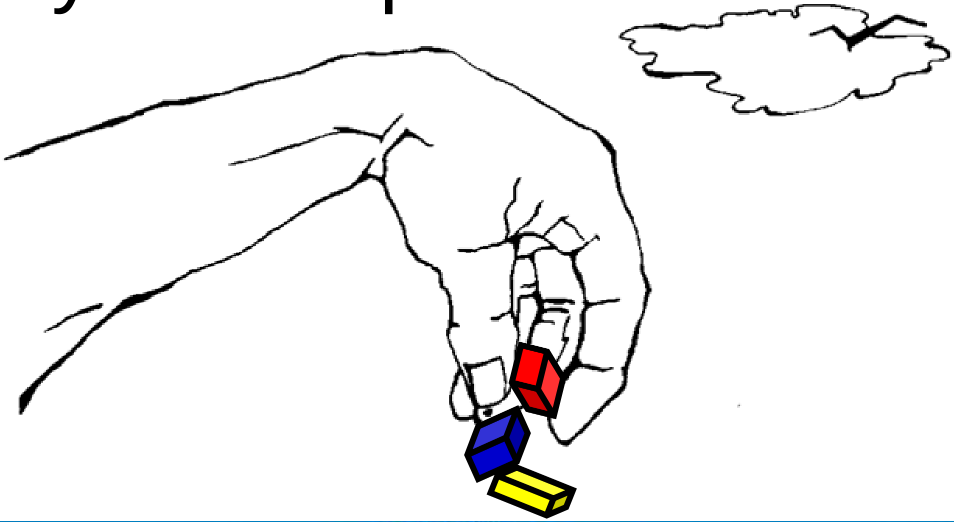
- Almost any computer language
- Large # of working programs
- Much larger # of non-working programs
- "Nonconvex" = simple mashups of working programs don't work

1 << (# programs) << (# non-programs)

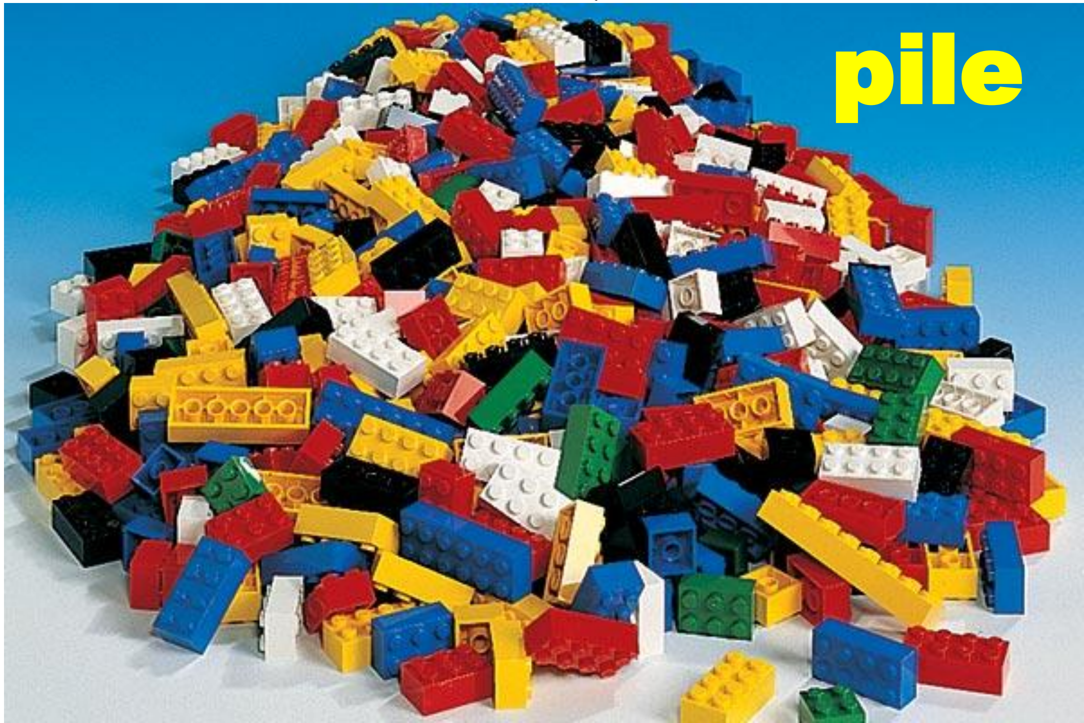
large **thin**

large **thin**

1 << # toys << # piles

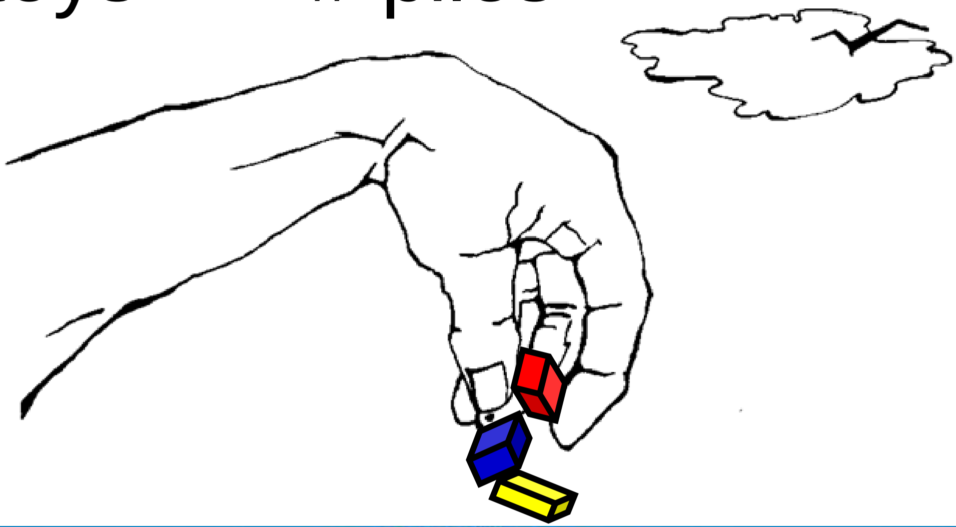


toys



large thin

1 << # toys << # piles



edge of chaos
self-organized criticality
scale-free
???

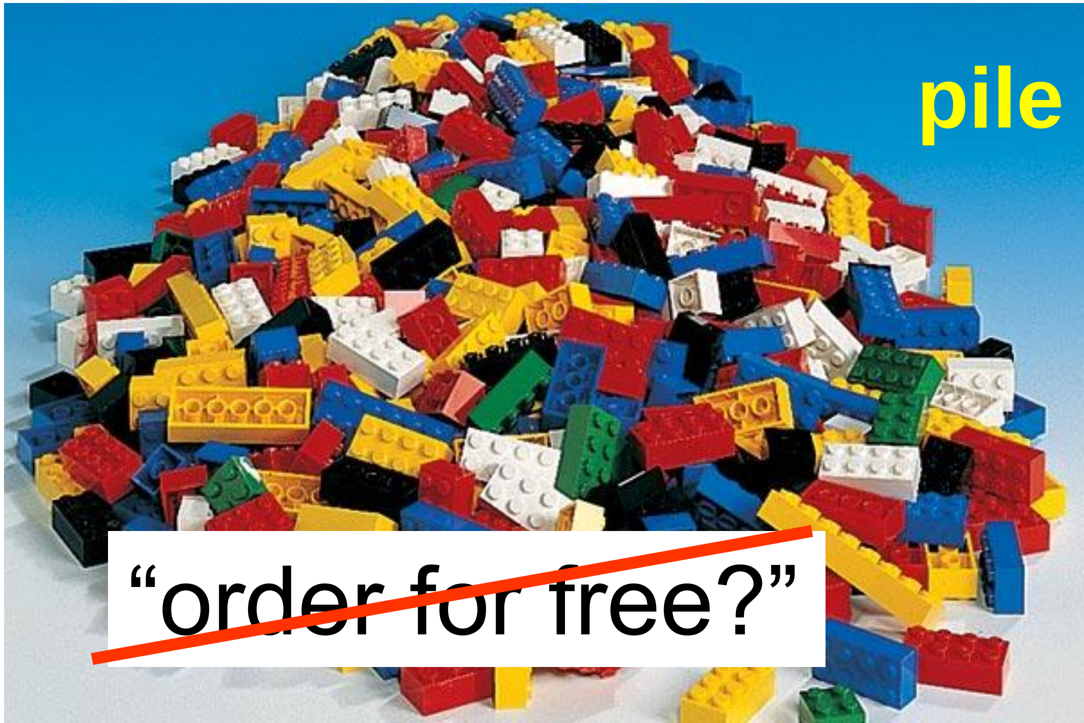
statistical physics
random ensembles
minimally tuned
phase transitions
bifurcations

large thin

1 << # toys << # piles

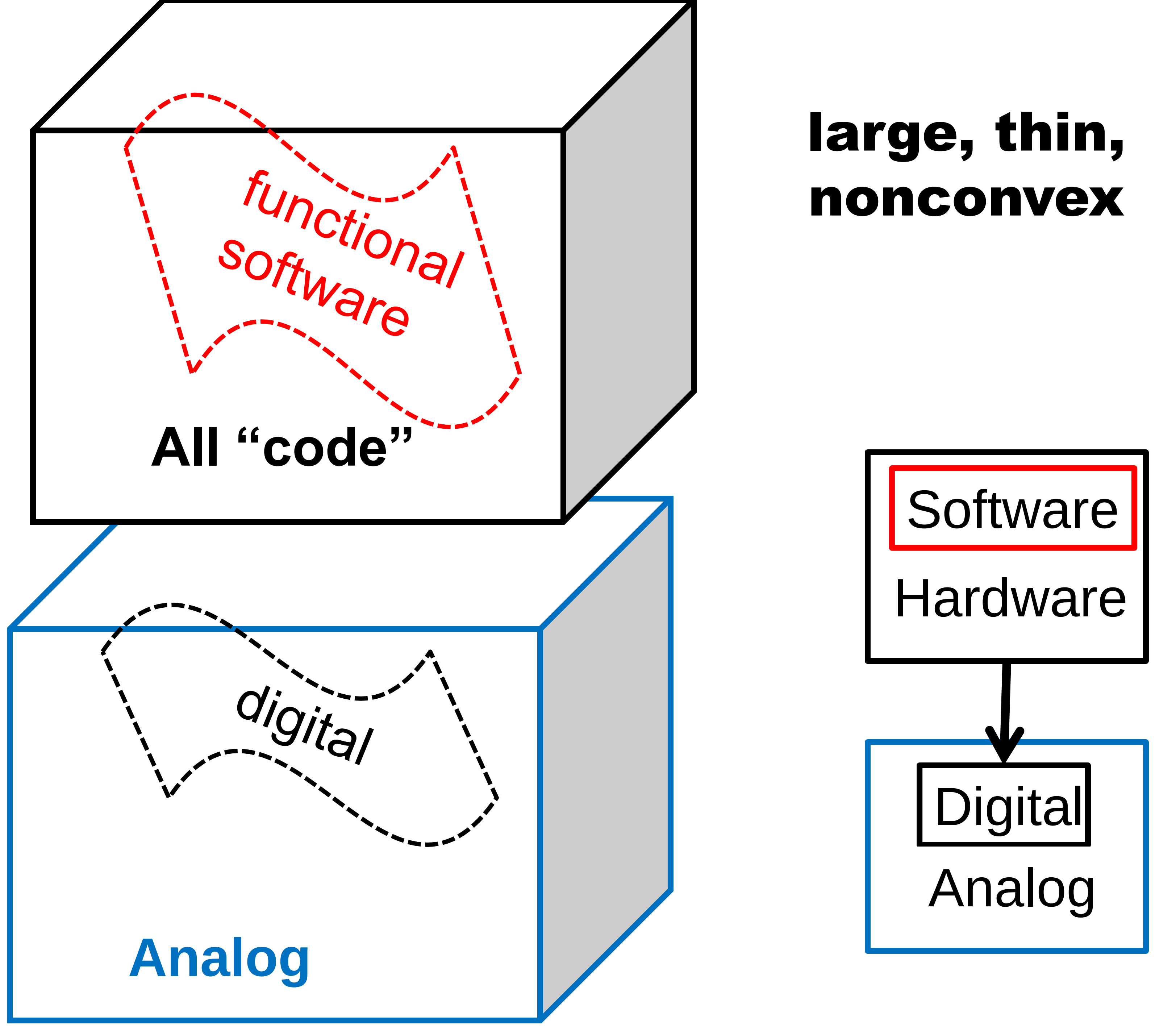
nonconvex

toys



pile

~~“order for free?”~~


functional
software
All "code"
digital
Analog
large, thin,
nonconvex
Software
Hardware
Digital
Analog

This paper aims to bridge progress in **neuroscience** involving sophisticated quantitative analysis of behavior, including the use of **robust control**, with other relevant conceptual and theoretical frameworks from **systems engineering, systems biology, and mathematics.**

Very accessible
No math

Architecture, constraints, and behavior

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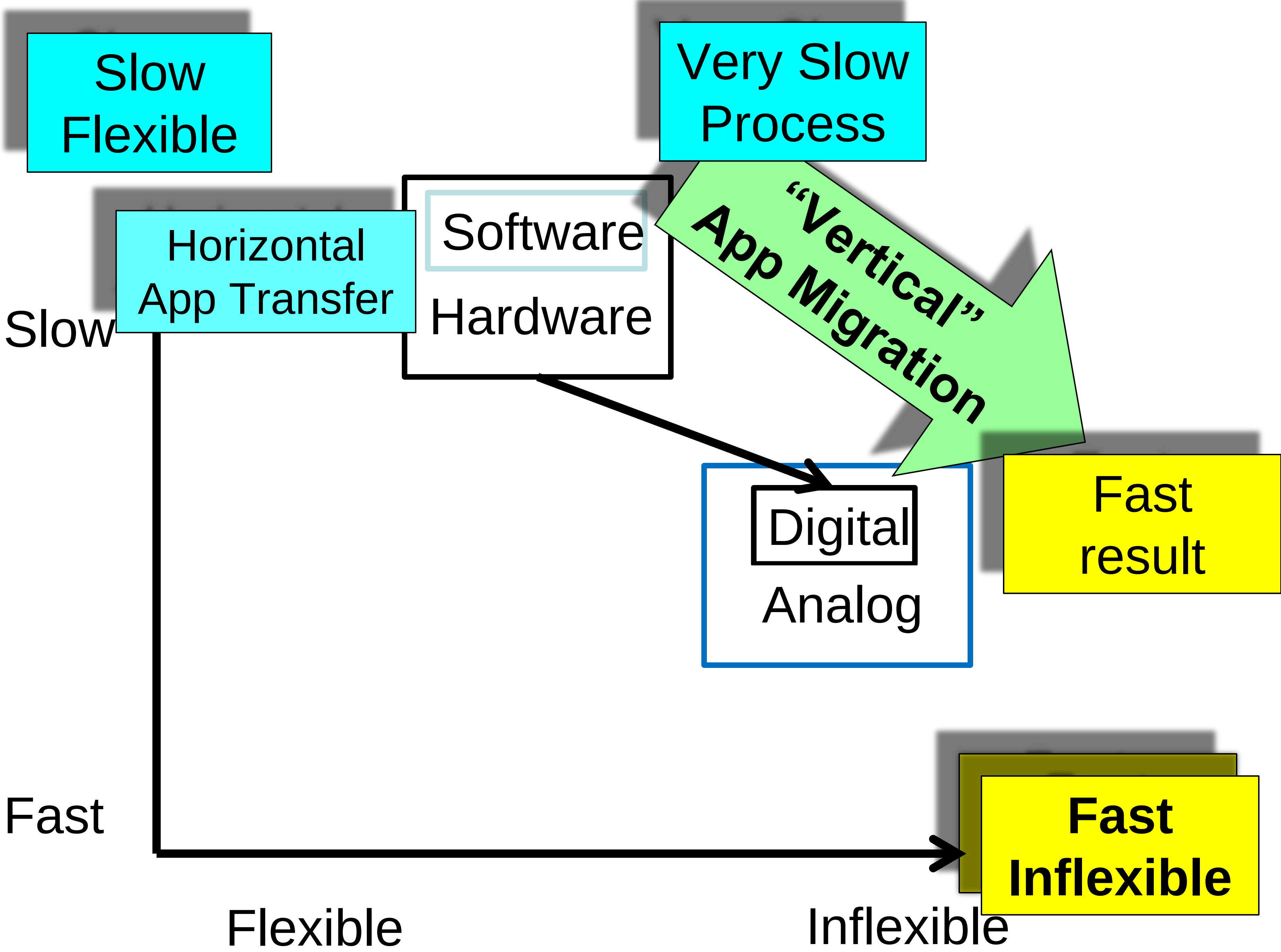
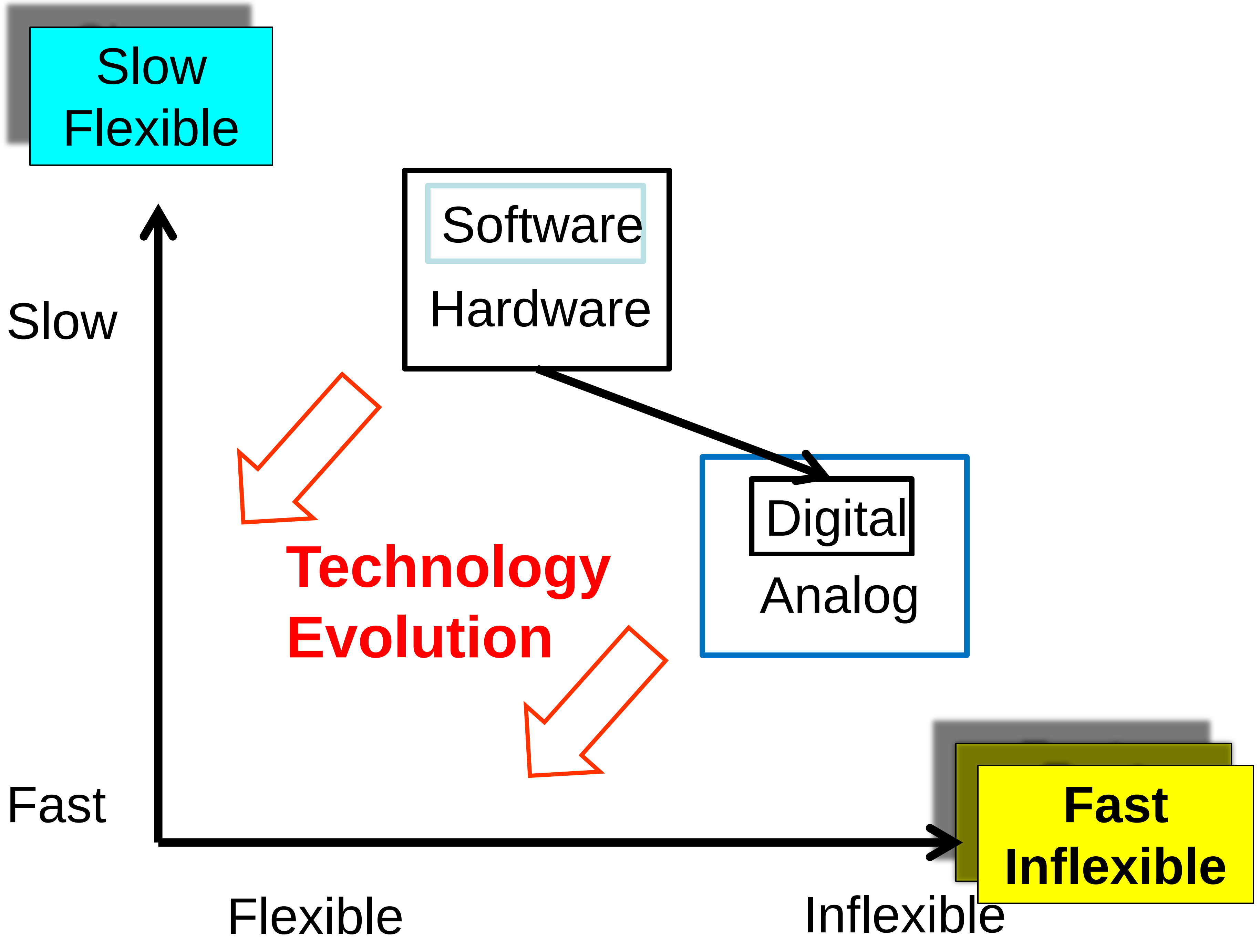
This paper aims to bridge progress in neuroscience involving sophisticated quantitative analysis of behavior, including the use of robust control, with other relevant conceptual and theoretical frameworks from systems engineering, systems biology, and mathematics. Familiar and accessible case studies are used to illustrate concepts of robustness, organization, and architecture (modularity and protocols) that are central to understanding complex networks. These essential organizational features are hidden during normal function of a system but are fundamental for understanding the nature, design, and function of complex biologic and technologic systems.

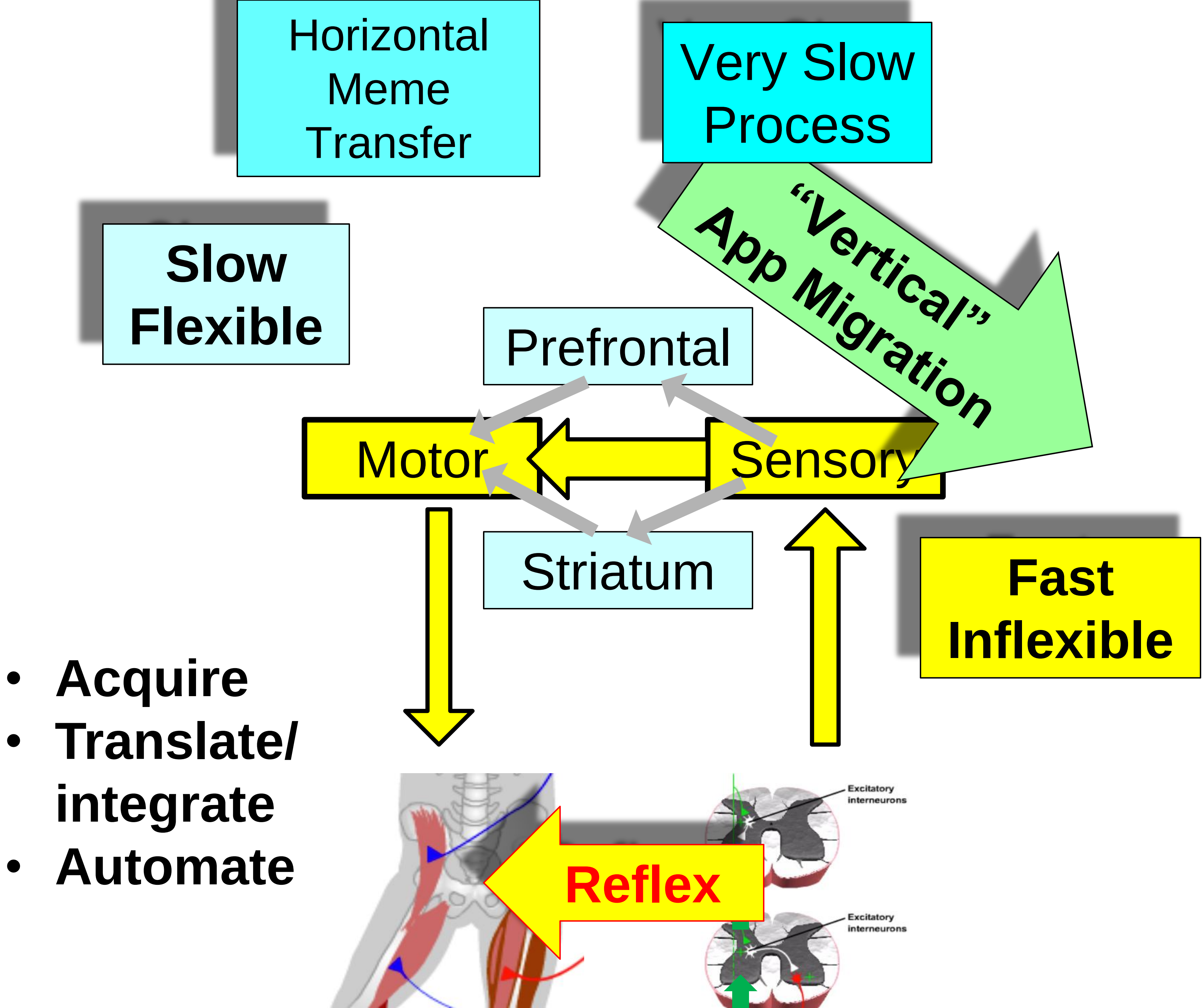
evolved for sensorimotor control and retain much of that evolved architecture, then the apparent distinctions between perceptual, cognitive, and motor processes may be another form of illusion (9), reinforcing the claim that robust control and adaptive feedback (7, 11) rather than more conventional serial signal processing might be more useful in interpreting neurophysiology data (9). This view also seems broadly consistent with the arguments from grounded cognition that modal simulations, bodily states, and situated action underlie not only motor control but cognition in general (12), including language (13). Furthermore, the myriad constraints involved in the evolution of circuit

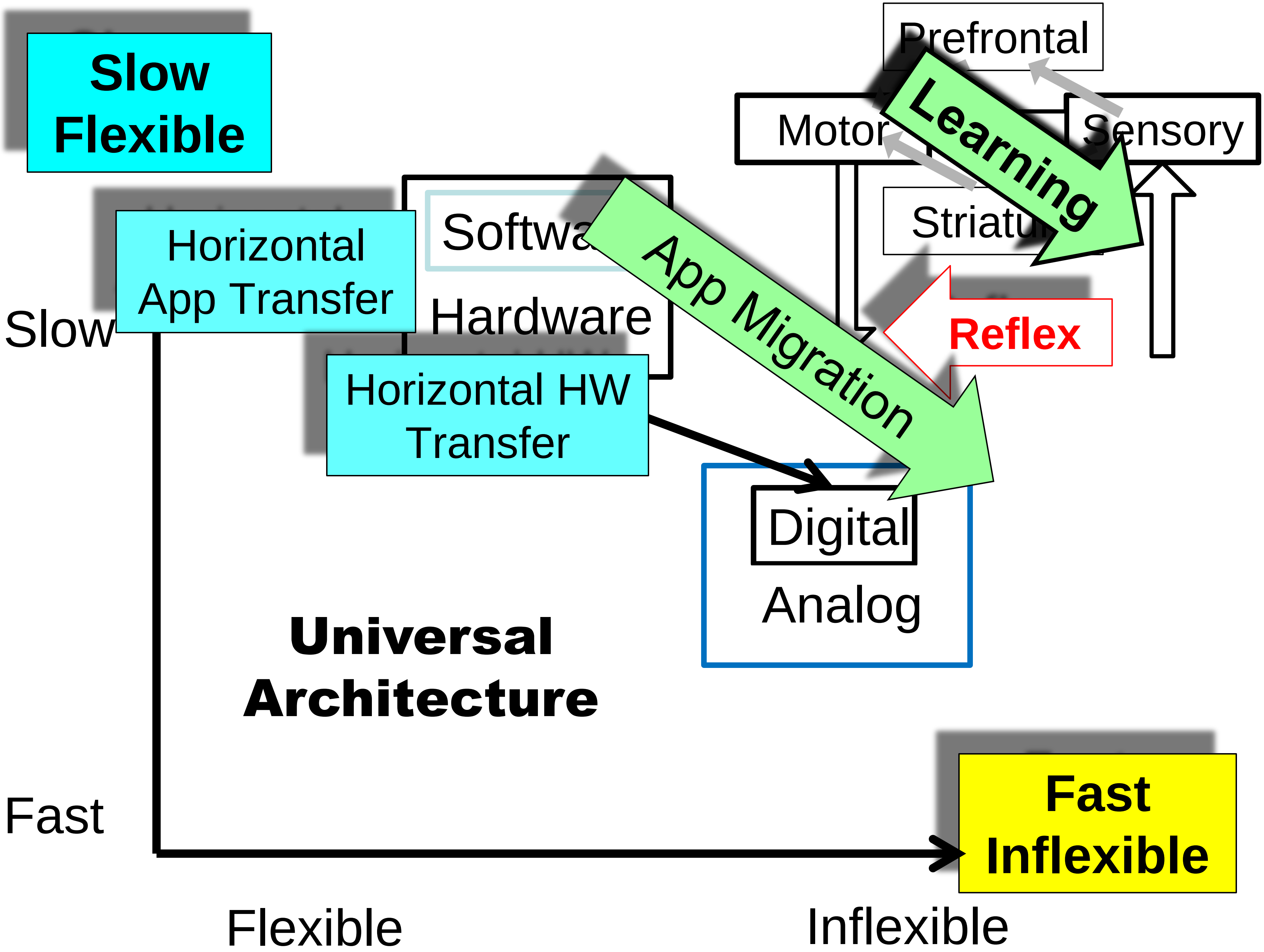
Doyle, Csete, *Proc Nat Acad Sci USA,* JULY 25 2011

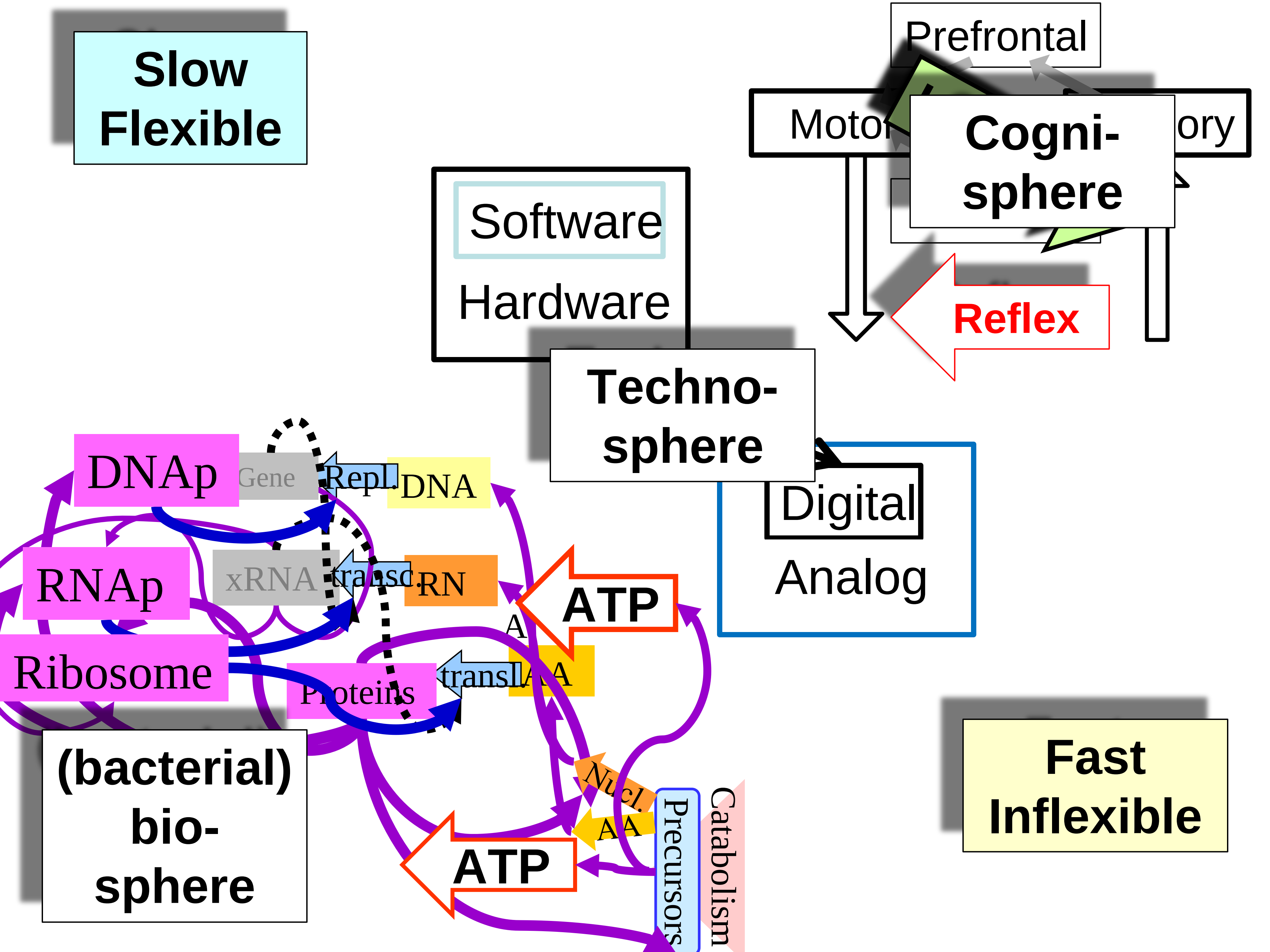

Slow
Flexible
Very Slow
Process
Horizontal
App Transfer
Software
Hardware
"Vertical"
App Migration
Slow
Fast
result
Digital
Analog
Fast
Fast
Inflexible
Flexible
Inflexible

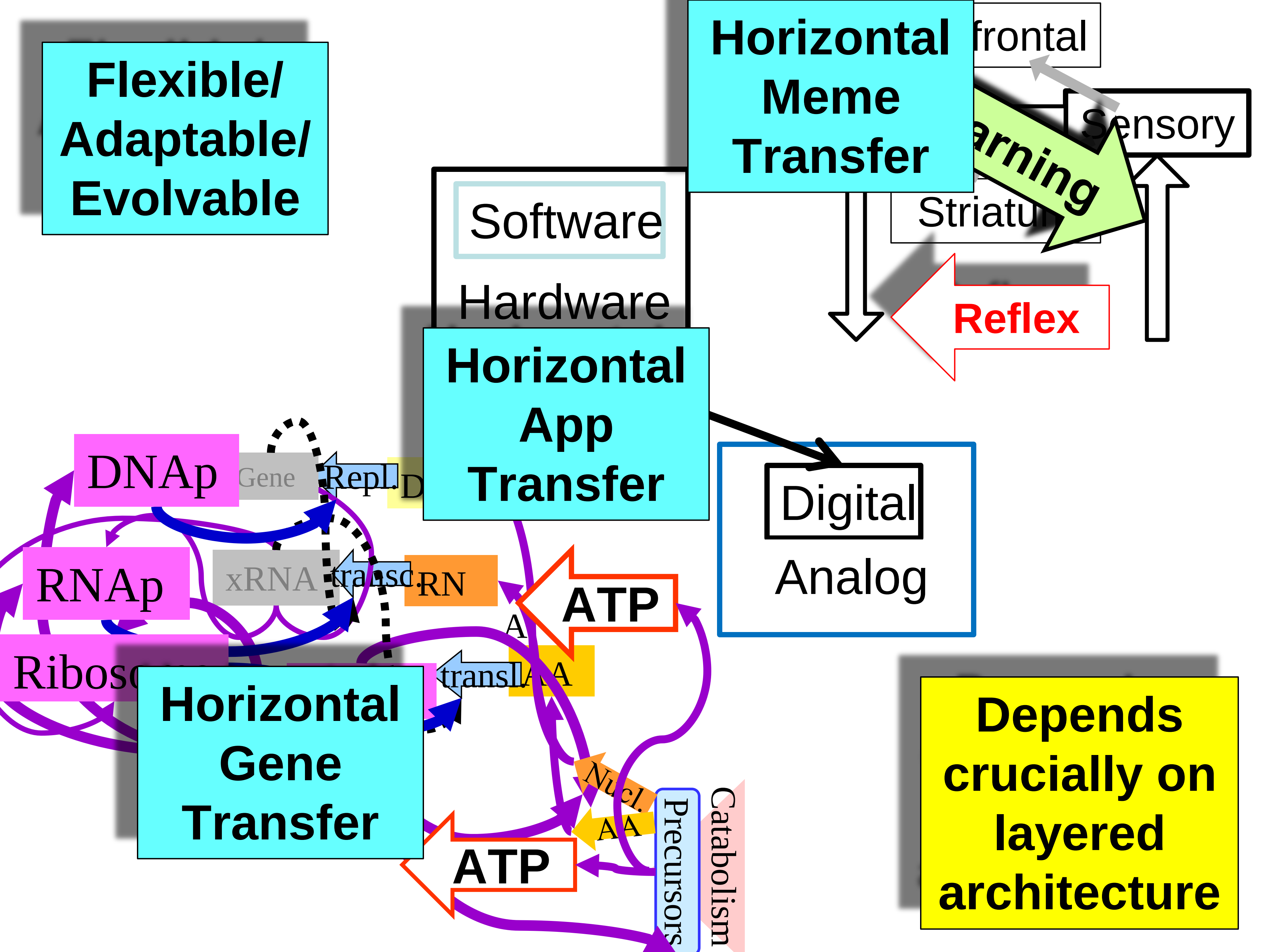


Slow
Flexible
Software
Hardware
Slow
Technology
Evolution
Digital
Analog
Fast
Fast
Inflexible
Flexible
Inflexible


Horizontal Meme Transfer
Very Slow Process
Slow Flexible
"Vertical" App Migration
Prefrontal
Motor
Sensory
Striatum
Fast Inflexible
• Acquire
• Translate/ integrate
• Automate
Reflex
Excitatory interneurons
Excitatory interneurons


Slow
Flexible
Prefrontal
Motor
Sensory
Striatum
Learning
Software
Hardware
Horizontal
App Transfer
App Migration
Reflex
Slow
Horizontal HW
Transfer
Digital
Analog
Universal
Architecture
Fast
Inflexible
Fast
Flexible
Inflexible


Slow
Flexible
Prefrontal
Motor
ory
Cogni-
sphere
Software
Hardware
Reflex
Techno-
sphere
Digital
Analog
DNAp
Gene
Repl.
DNA
RNAp
xRNA
transc.
RN
ATP
Ribosome
Proteins
transl.
AA
Nucl.
AA
Precursors
Catabolism
ATP
(bacterial)
bio-
sphere
Fast
Inflexible



Flexible/
Adaptable/
Evolvable
Horizontal
Meme
Transfer
frontal
Sensory
Striatu
Software
Hardware
Reflex
Horizontal
App
Transfer
Digital
Analog
DNAp
Gene
Repl.
RNAp
xRNA
transc.
RN
ATP
Ribos
translAA
Horizontal
Gene
Transfer
Nucl.
AA
Precursors
Catabolism
ATP
Depends
crucially on
layered
architecture

Horizontal Meme Transfer

Horizontal App Transfer

Horizontal Gene Transfer

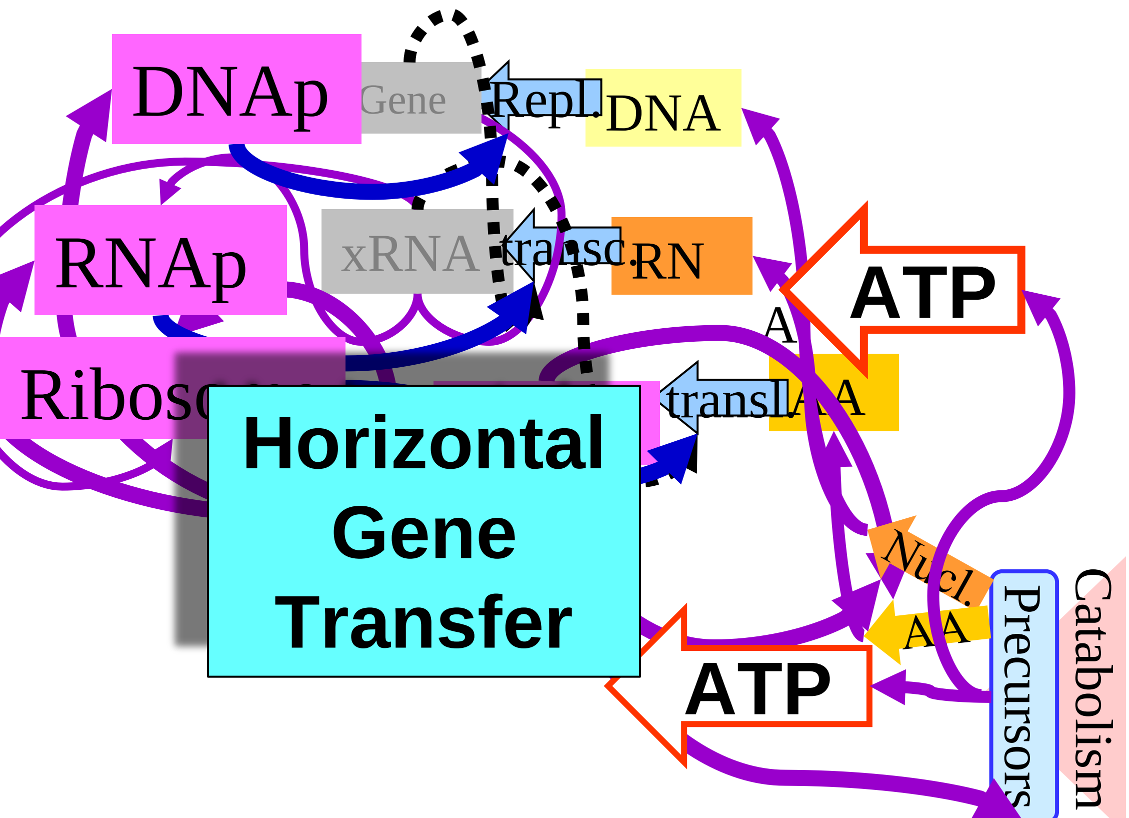
Most

- software and hardware
- new ideas (humans)
- new genes (bacteria)

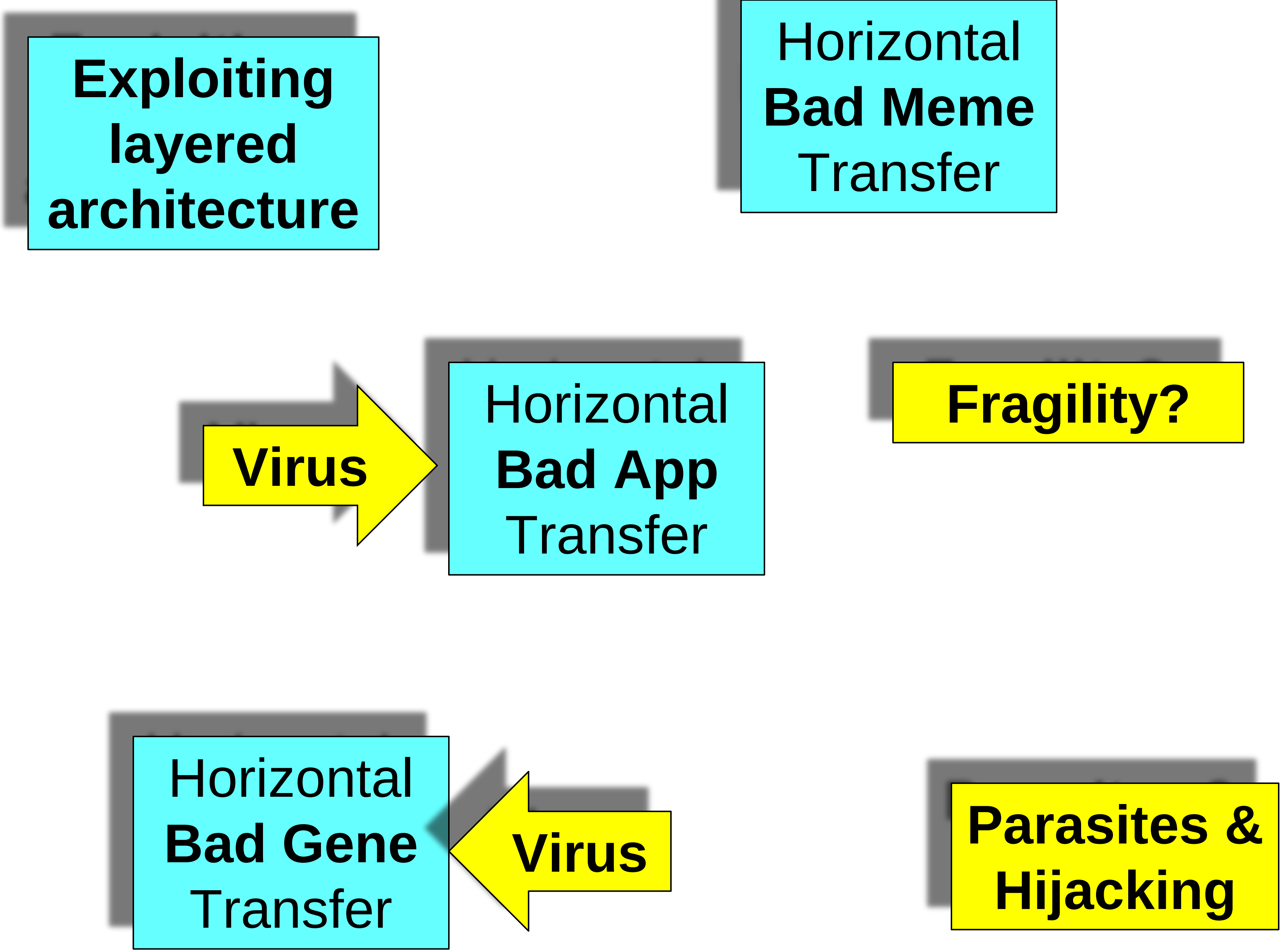
is acquired by “horizontal” transfer,
though sometimes it is evolved locally

Sequence ~100 E Coli (*not* chosen randomly)

- ~ 4K genes per cell
- ~20K *different* genes in total
- ~ 1K universally shared genes



See slides on bacterial biosphere


Exploiting layered architecture
Horizontal Bad Meme Transfer
Virus
Horizontal Bad App Transfer
Fragility?
Horizontal Bad Gene Transfer
Virus
Parasites & Hijacking

Depends crucially on layered architecture

Build on Turing to show what is *necessary* to make this work.

Horizontal Meme Transfer

- Acquire
- Translate/ integrate
- Automate

Horizontal App Transfer

Horizontal Gene Transfer

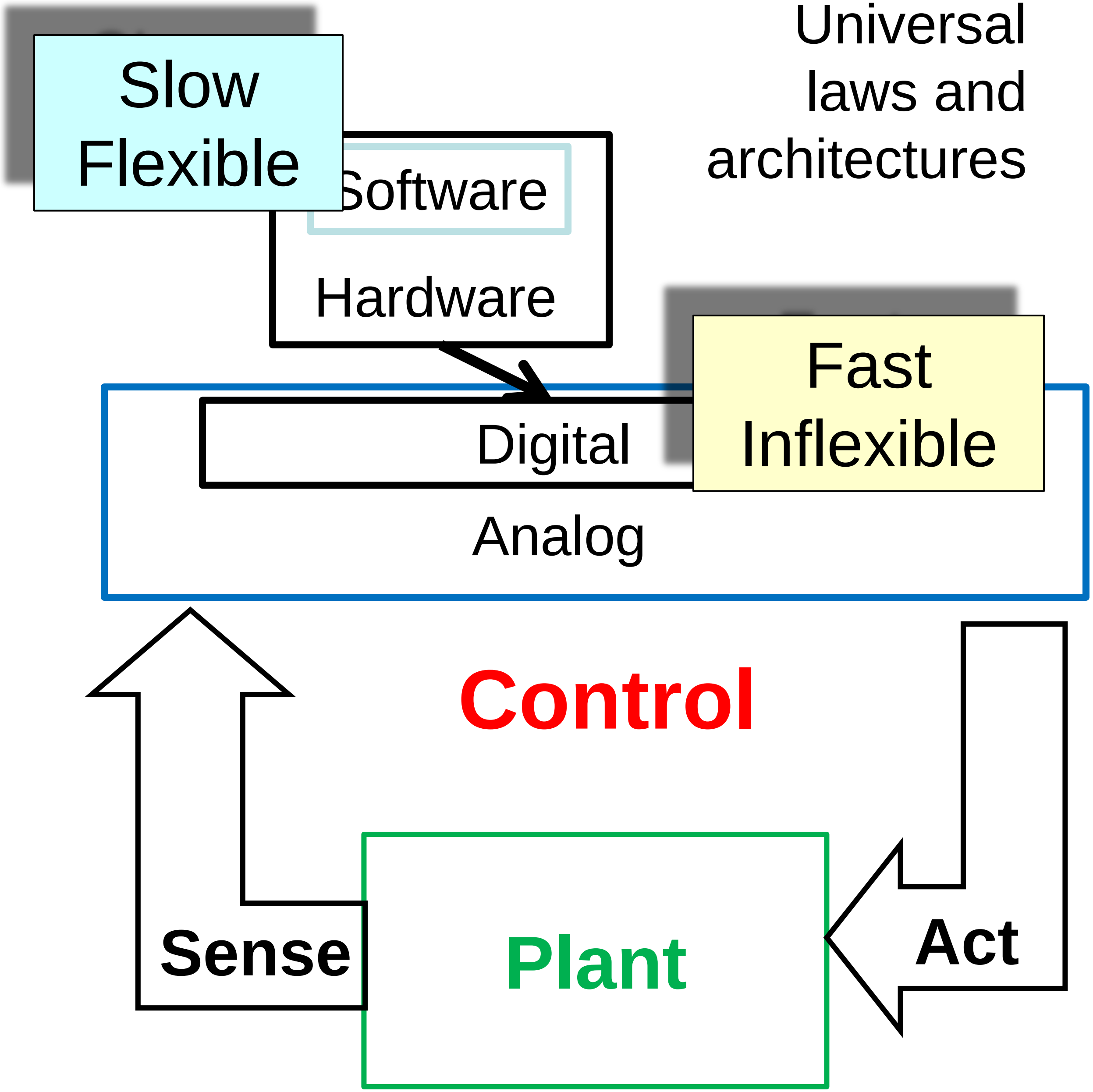
Amazingly Flexible/ Adaptable

Compute

Turing

Universal laws and architectures

Delay is *even more* important



Bode

Control

Compute

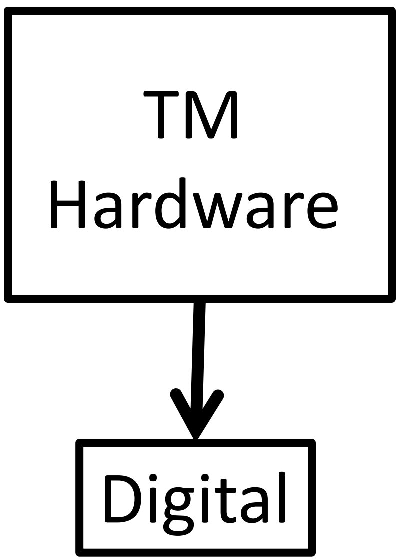
Turing

Why

Necessity

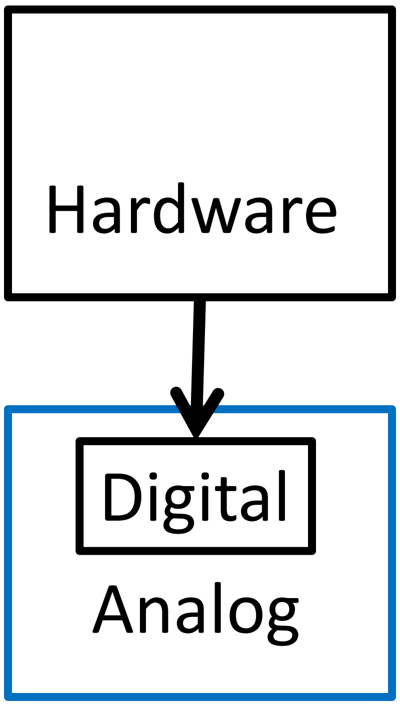
Essentials:

0. **Model**
1. Universal laws
2. Universal architecture
3. Practical implementation



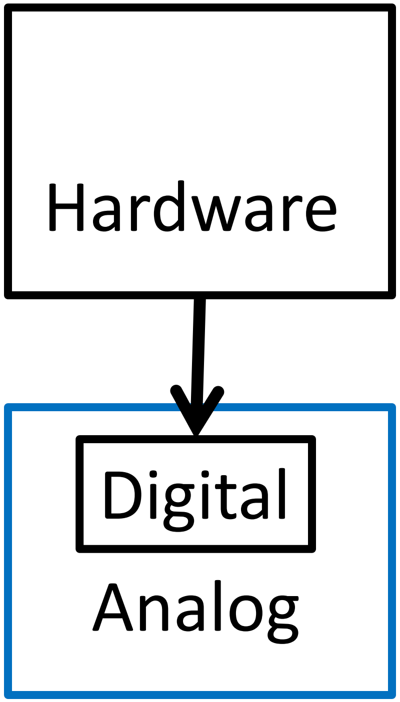
Turing's 3 step research:

0. Virtual (TM) machines
1. hard limits, (un)decidability using standard model (TM)
2. Universal architecture achieving hard limits (UTM)
3. Practical implementation in digital electronics (biology?)



- …being digital should be of greater interest than that of being electronic. That it is electronic is certainly important because these machines owe their high speed to this… But this is virtually all that there is to be said on that subject.
- That the machine is digital however has more subtle significance. … One can therefore work to any desired degree of accuracy.

1947 Lecture to LMS

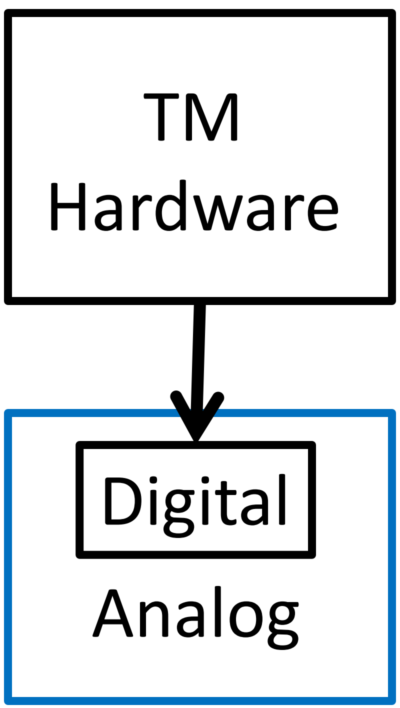


- … digital … of greater interest than that of being electronic …
- …any desired degree of accuracy…
- This accuracy is not obtained by more careful machining of parts, control of temperature variations, and such means, but by a slight increase in the amount of equipment in the machine.

1947 Lecture to LMS

Summarizing Turing:

- Digital more important than electronic…
- Robustness: accuracy and repeatability.
- Achieved more by internal hidden complexity than precise components or environments.



Turing Machine (TM)

- Digital
- Symbolic
- Logical
- Repeatable

avalanche

The ~~butterfly~~ effect

- … quite small errors in the initial conditions can have an overwhelming effect at a later time. The displacement of a single electron by a billionth of a centimetre at one moment might make the difference between a man being killed by an avalanche a year later, or escaping.

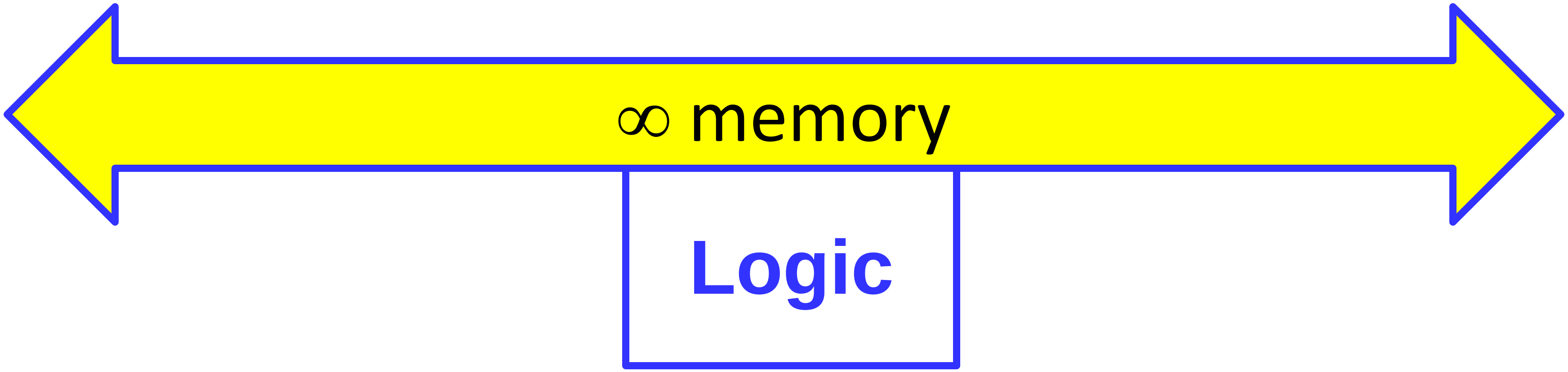
1950, Computing Machinery and Intelligence, *Mind*

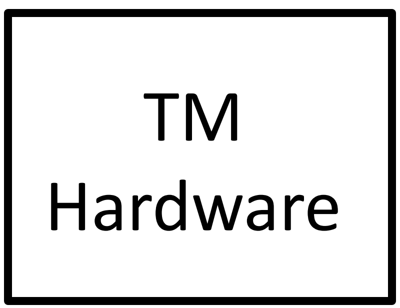
• … quite small errors in the initial conditions can have an overwhelming effect at a later time….

• It is an essential property of the mechanical systems which we have called 'discrete state machines' that this phenomenon does not occur.

• Even when we consider the actual physical machines instead of the idealised machines, reasonably accurate knowledge of the state at one moment yields reasonably accurate knowledge any number of steps later.

1950, Computing Machinery and Intelligence, *Mind*





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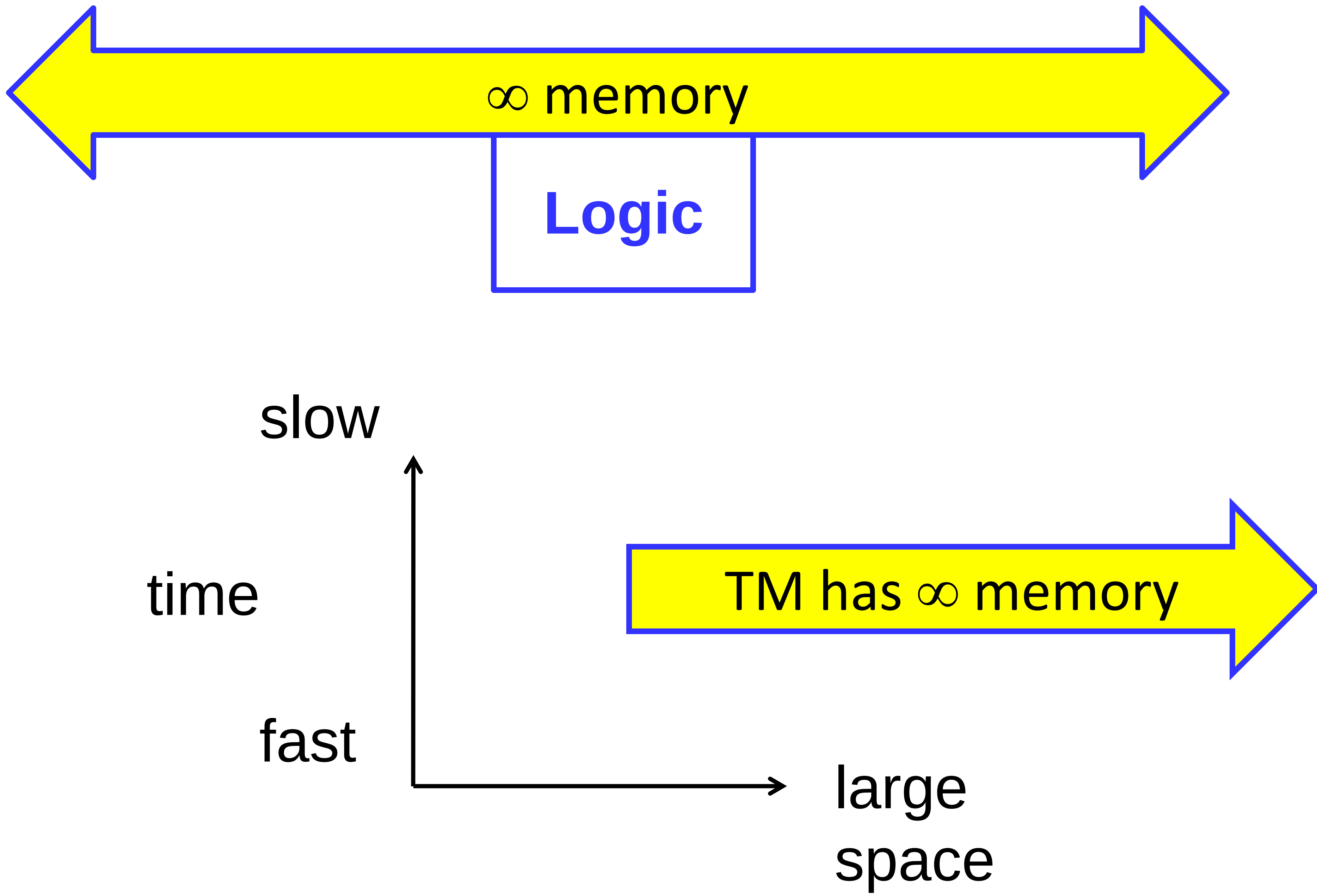
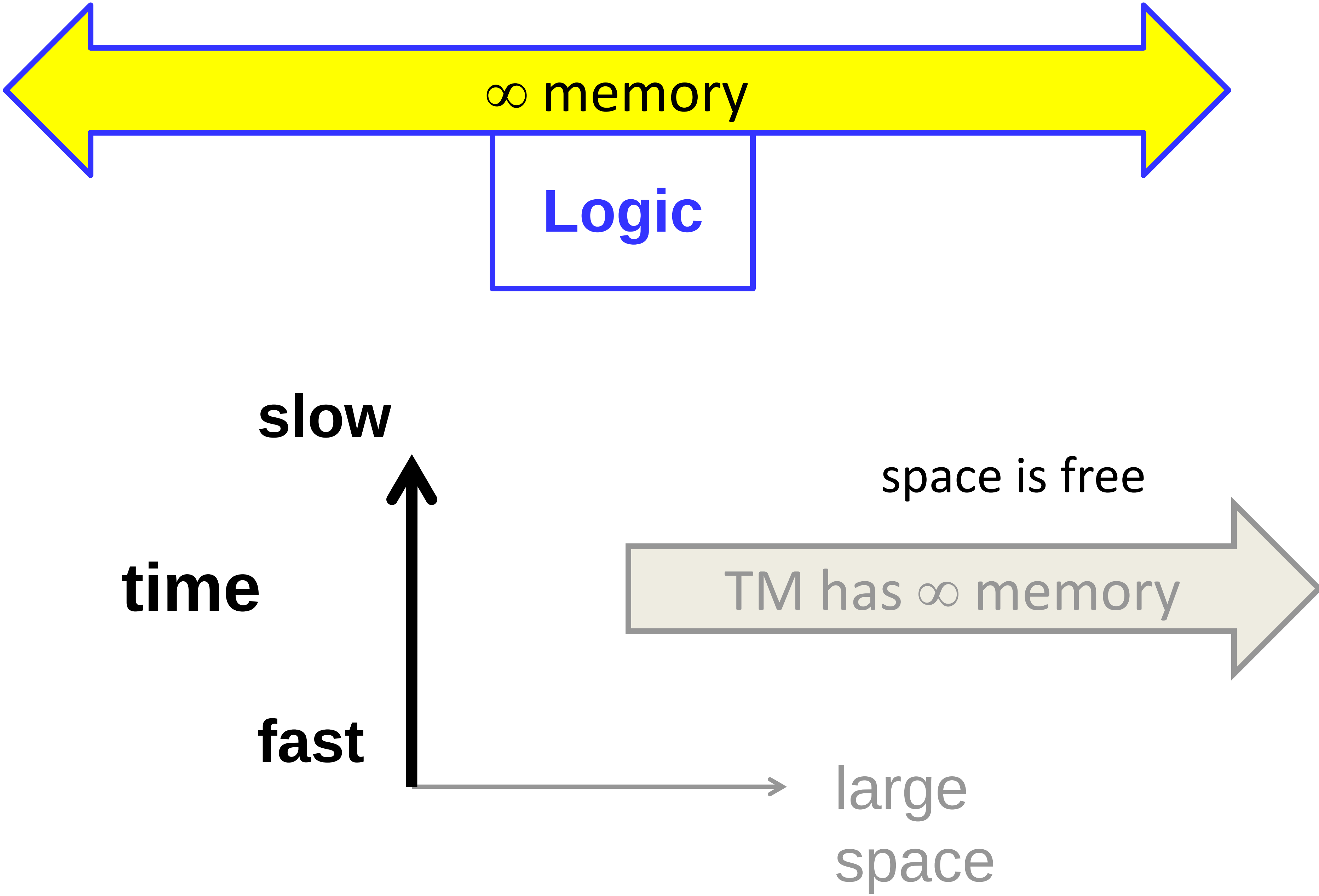
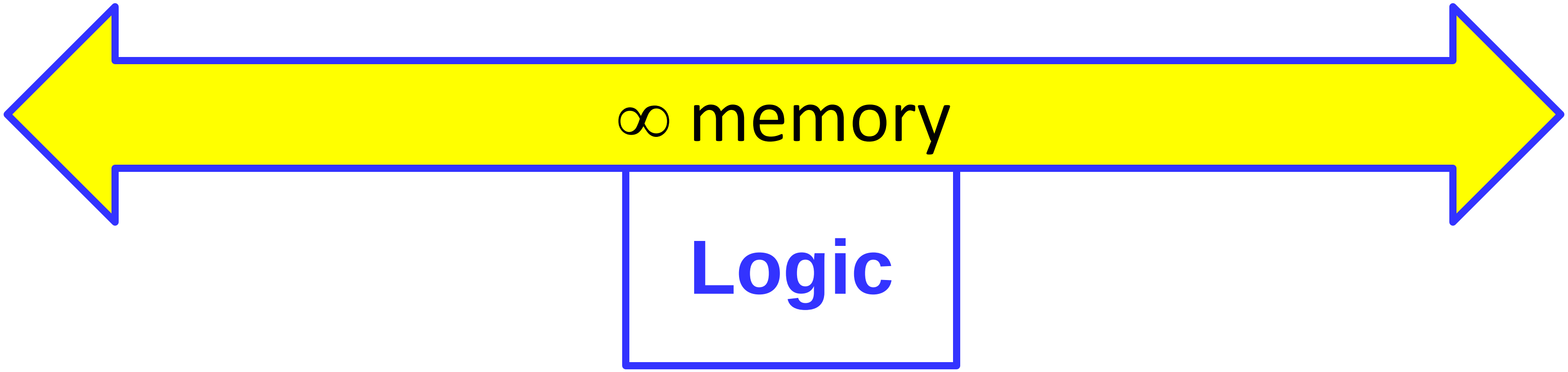


∞ memory
Logic
slow
time
fast
TM has ∞ memory
large
space

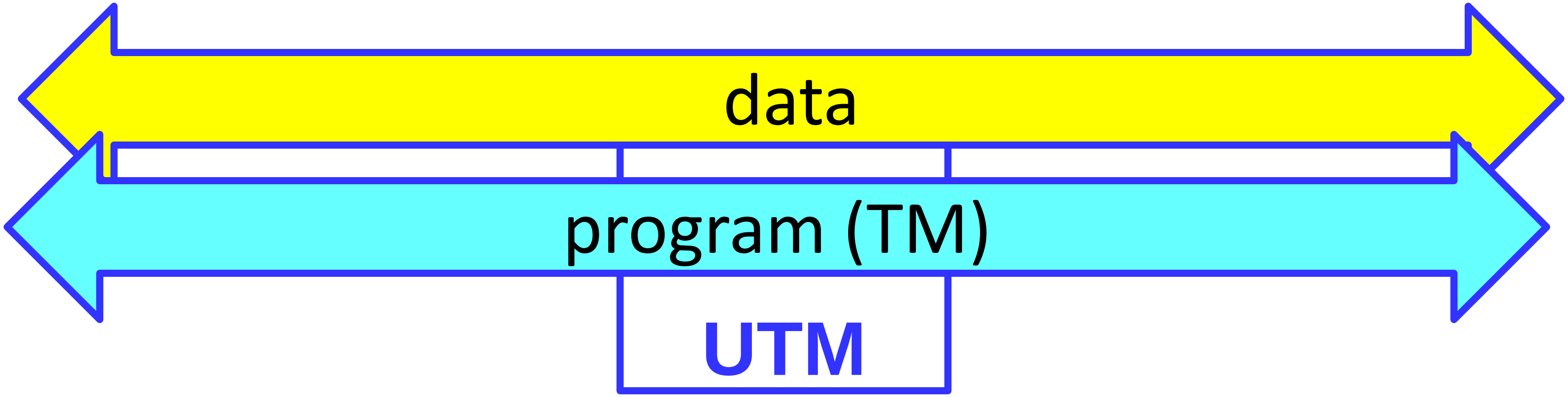

∞ memory
Logic
slow
time
fast
space is free
TM has ∞ memory
large
space



time?

Decidable problem = ∃ algorithm that solves it

Most naively posed problems are undecidable.



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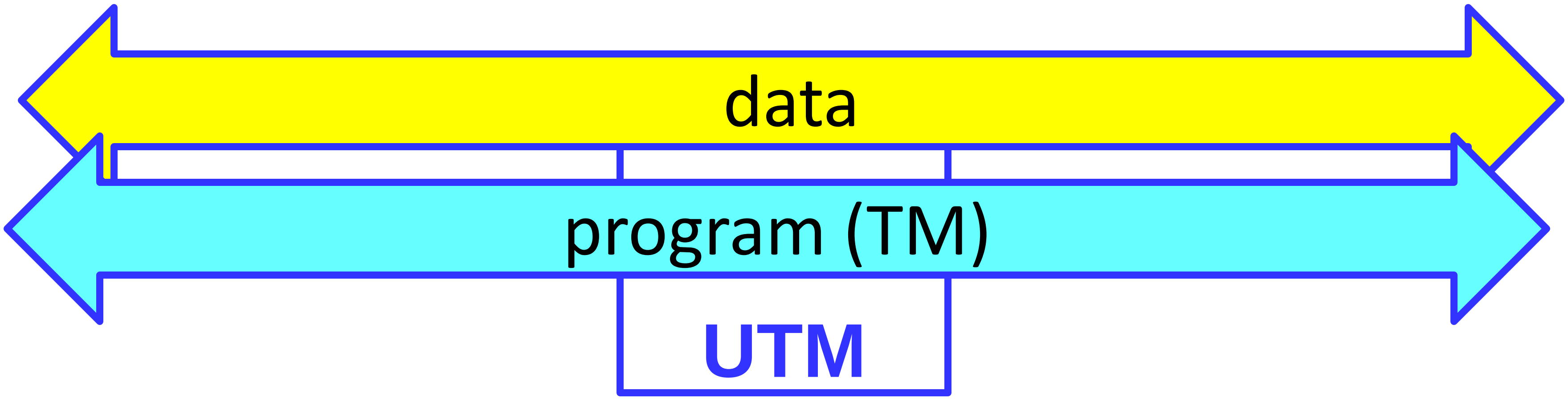
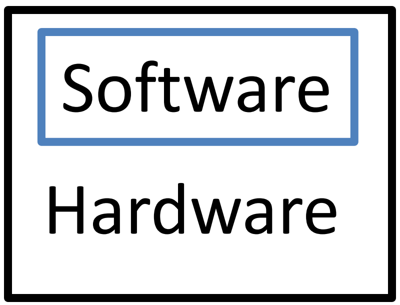
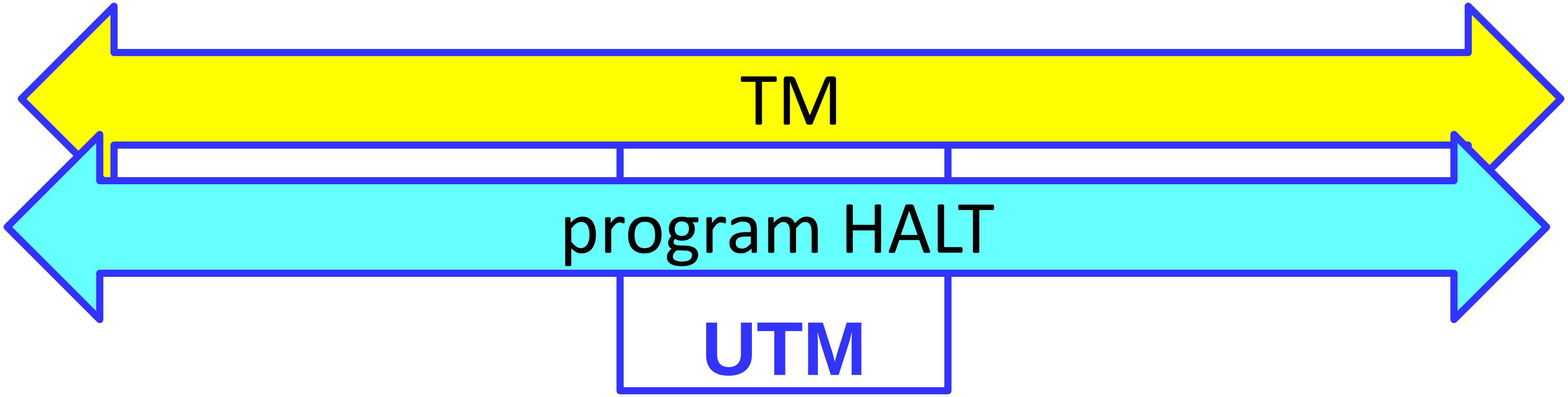




2. Universal architecture achieving hard limits (UTM)

- Software: A Turing machine (TM) can be data for another Turing machine
- A Universal Turing Machine can run any TM
- A UTM is a virtual machine.
- There are lots of UTMs, differ only (but greatly) in speed and programmability (space assumed free)



The halting problem

- Given a TM (i.e. a computer program)
- Does it halt (or run forever)?
- Or do more or less anything in particular.
- Undecidable! There does not exist a special TM that can tell if any other TM halts.
- i.e. the program HALT does not exist. ☹

Thm: TM H=HALT does not exist.

That is, there does not exist a program like this:

$$H(TM, input) \triangleq \begin{cases} 1 \text{ if } TM\left(input\right) \text{ halts} \\ 0 \text{ otherwise} \end{cases}$$

Proof is by contradiction. Sorry, don't know any alternative. And Turing is a god.

$$H(TM, input) \triangleq \begin{cases} 1 \text{ if } TM(input) \text{ halts} \\ 0 \text{ otherwise} \end{cases}$$

Thm: No such H exists.

Proof: Suppose it does. Then define 2 more programs:

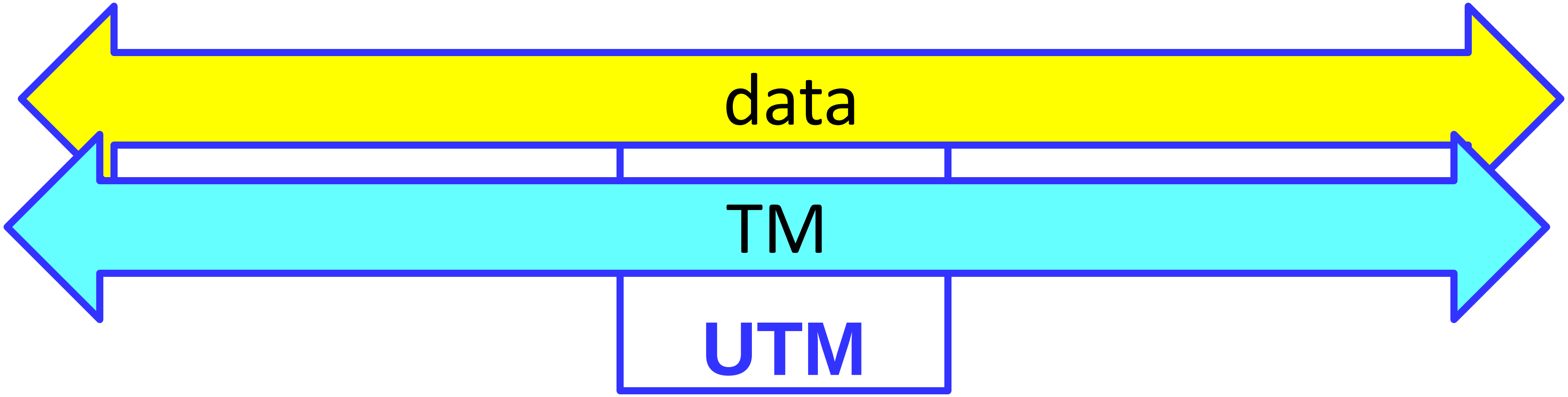
$$H'(TM, input) \triangleq \begin{cases} 1 \text{ if } H(TM, input) = 0 \\ \text{loop forever otherwise} \end{cases}$$

$$H^*(TM) \triangleq H'(TM, TM)$$

$$\text{Run } H^*(H^*) = H'(H^*, H^*)$$

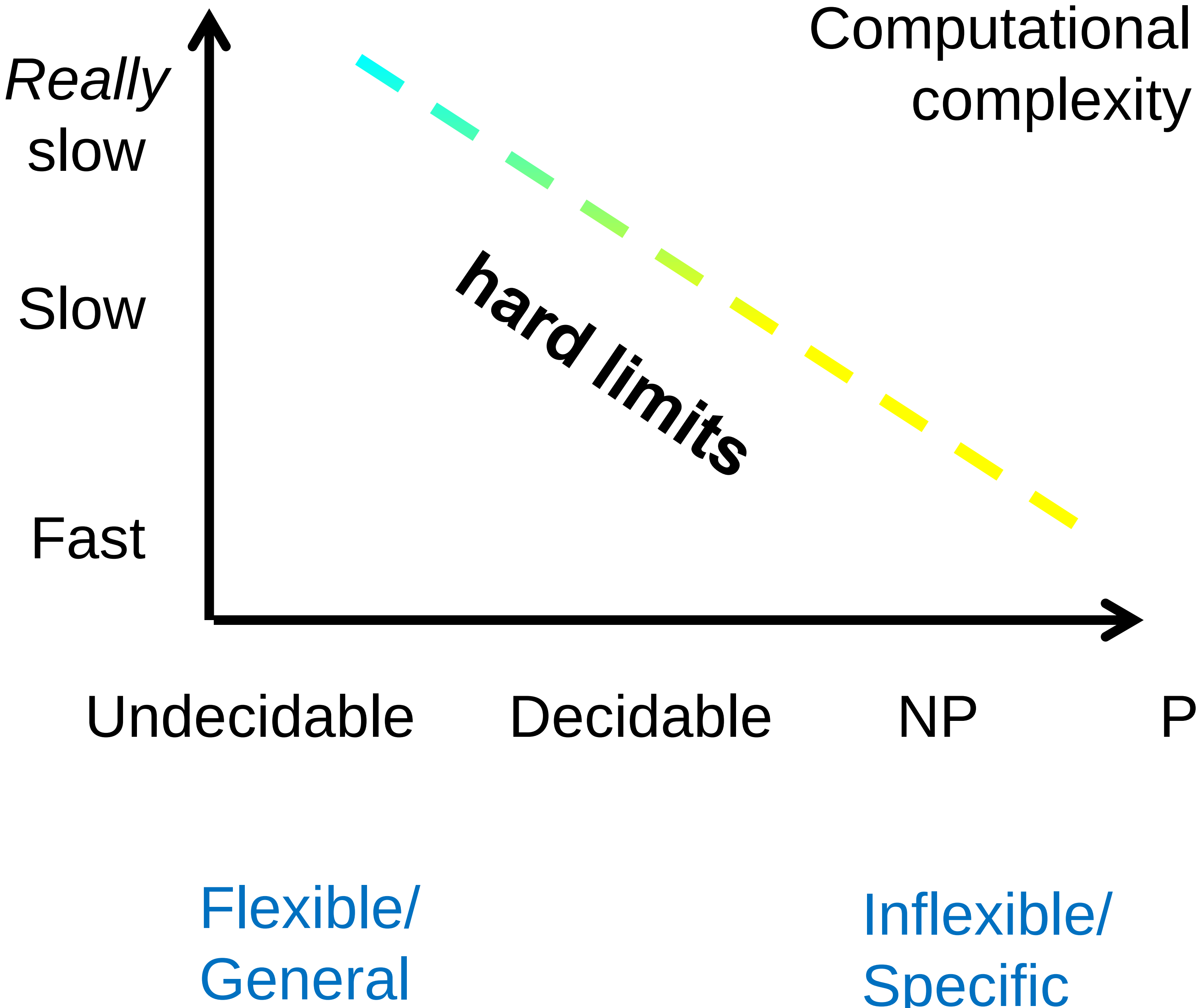
$$= \begin{cases} \text{halt if } H^*(H^*) \text{ loops forever} \\ \text{loop forever otherwise} \end{cases}$$

Contradiction!



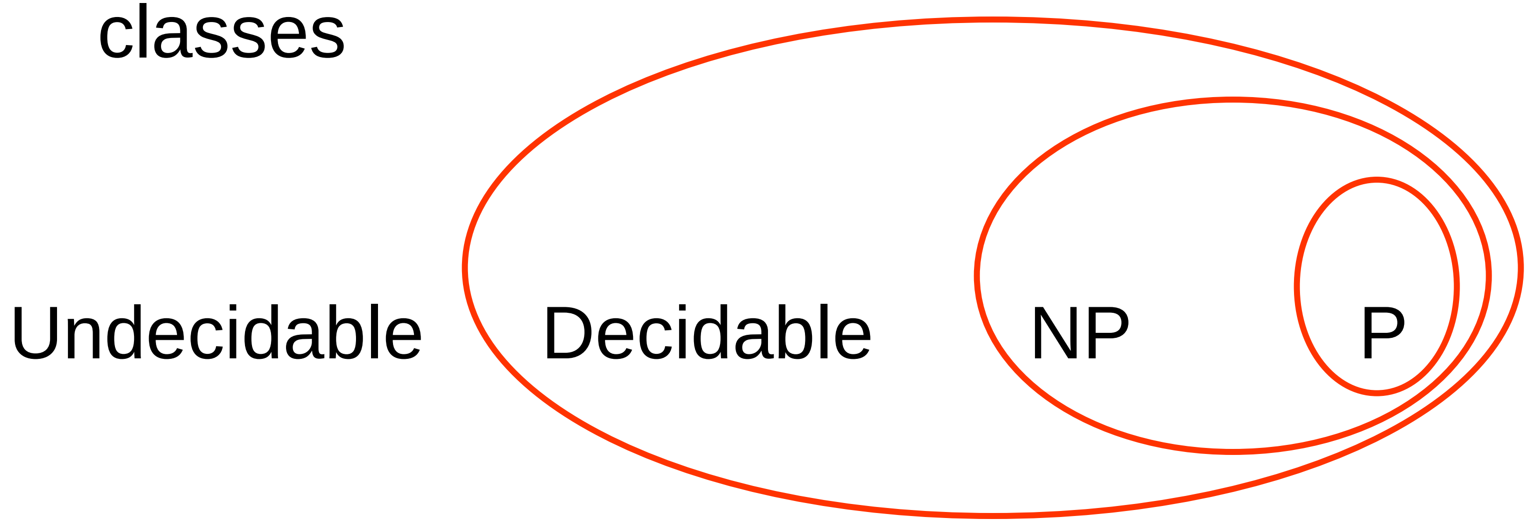
Implications

- Large, thin, nonconvex everywhere…
- TMs and UTMs are perfectly repeatable
- But perfectly unpredictable
- Undecidable: Will a TM halt? Is a TM a UTM? Does a TM do X (for almost any X)?
- Easy to make UTMs, but hard to recognize them.
- Is anything decidable? Yes, questions NOT about TMs.


Computational
complexity
Really
slow
Slow
Fast
hard limits
Undecidable
Decidable
NP
P
Flexible/
General
Inflexible/
Specific

Computational complexity

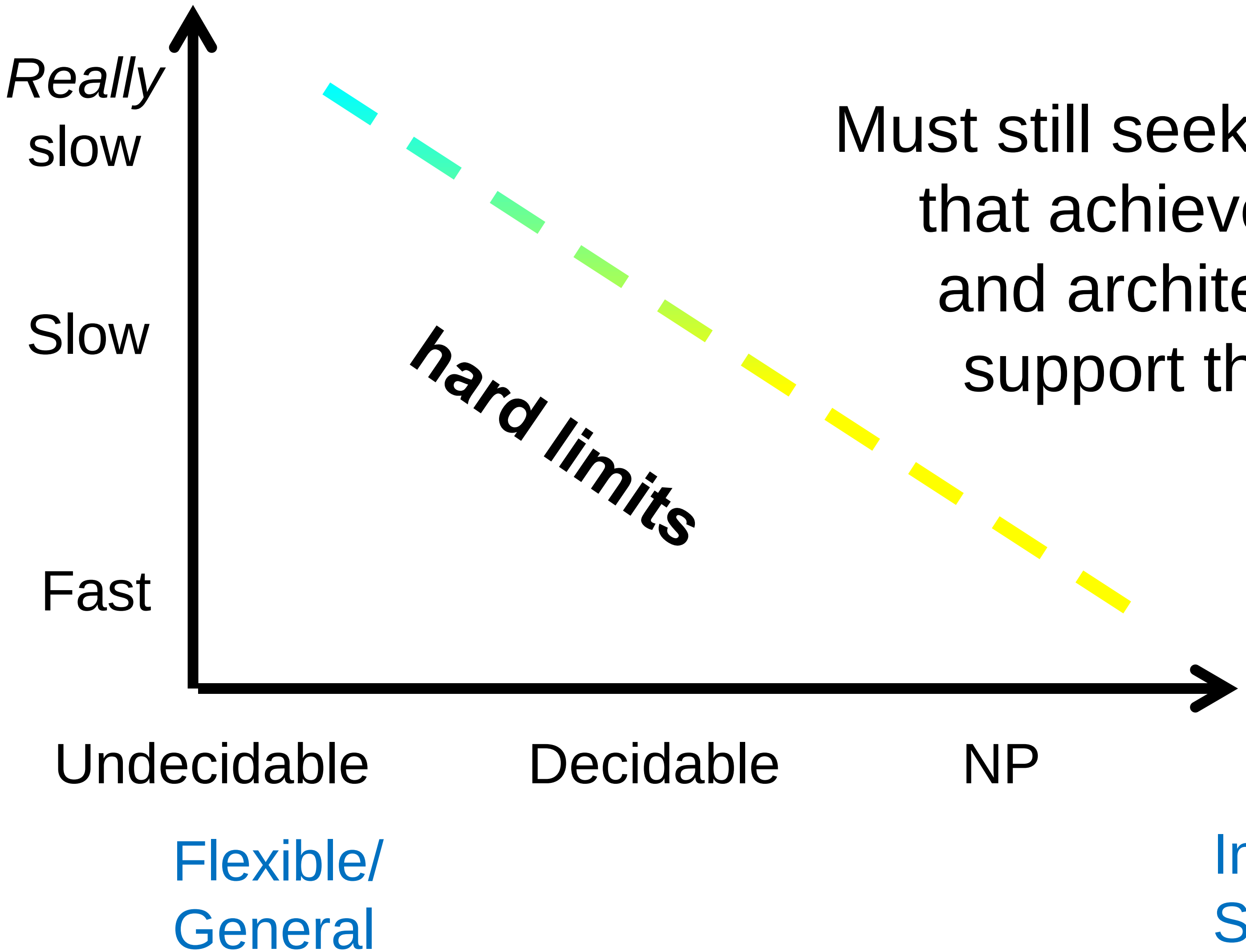
Intrinsic complexity classes



Flexible/ General

Inflexible/ Specific

These are hard limits on the ***intrinsic*** computational complexity of ***problems***.



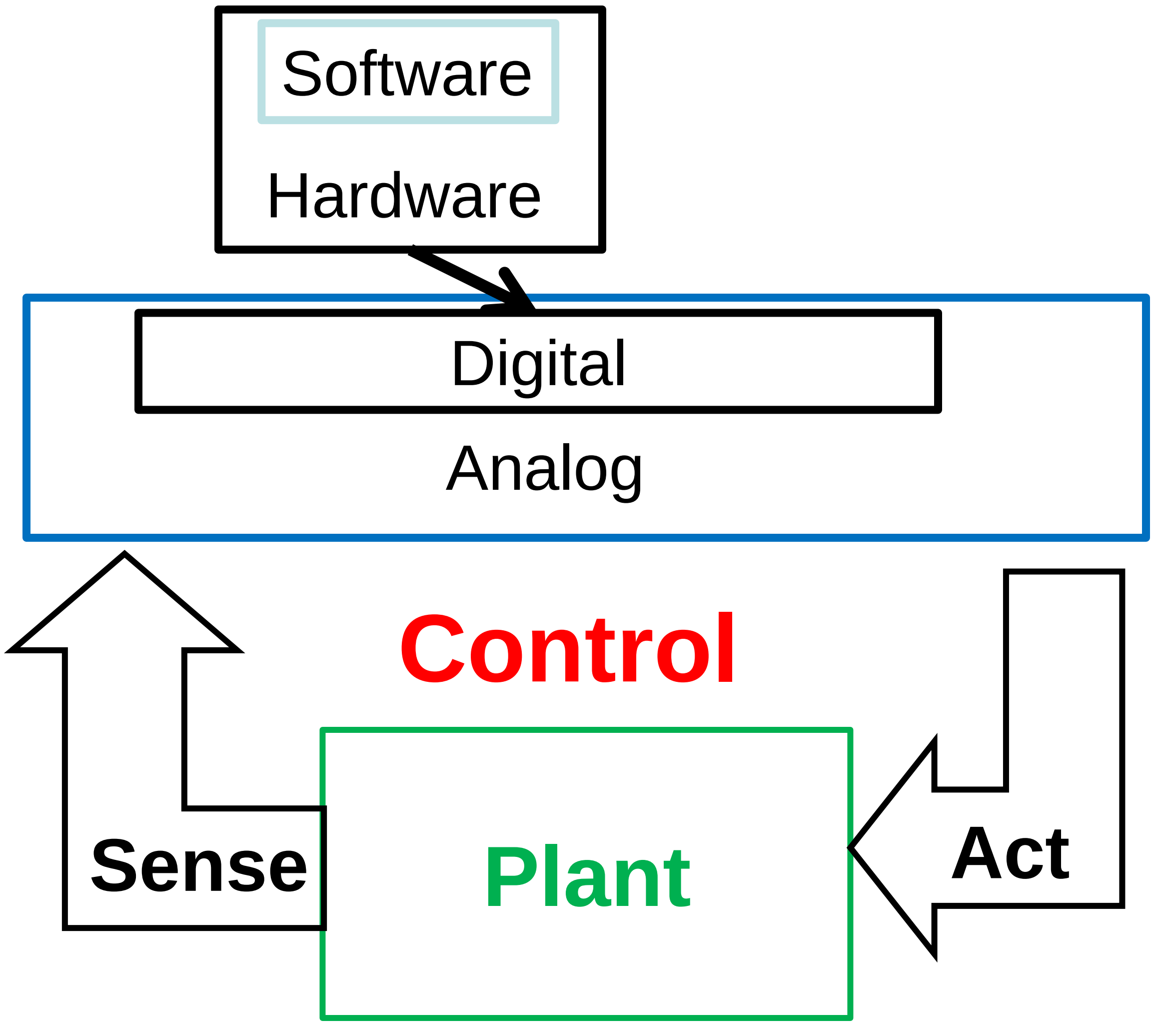
Must still seek algorithms that achieve the limits, and architectures that support this process.

Compute

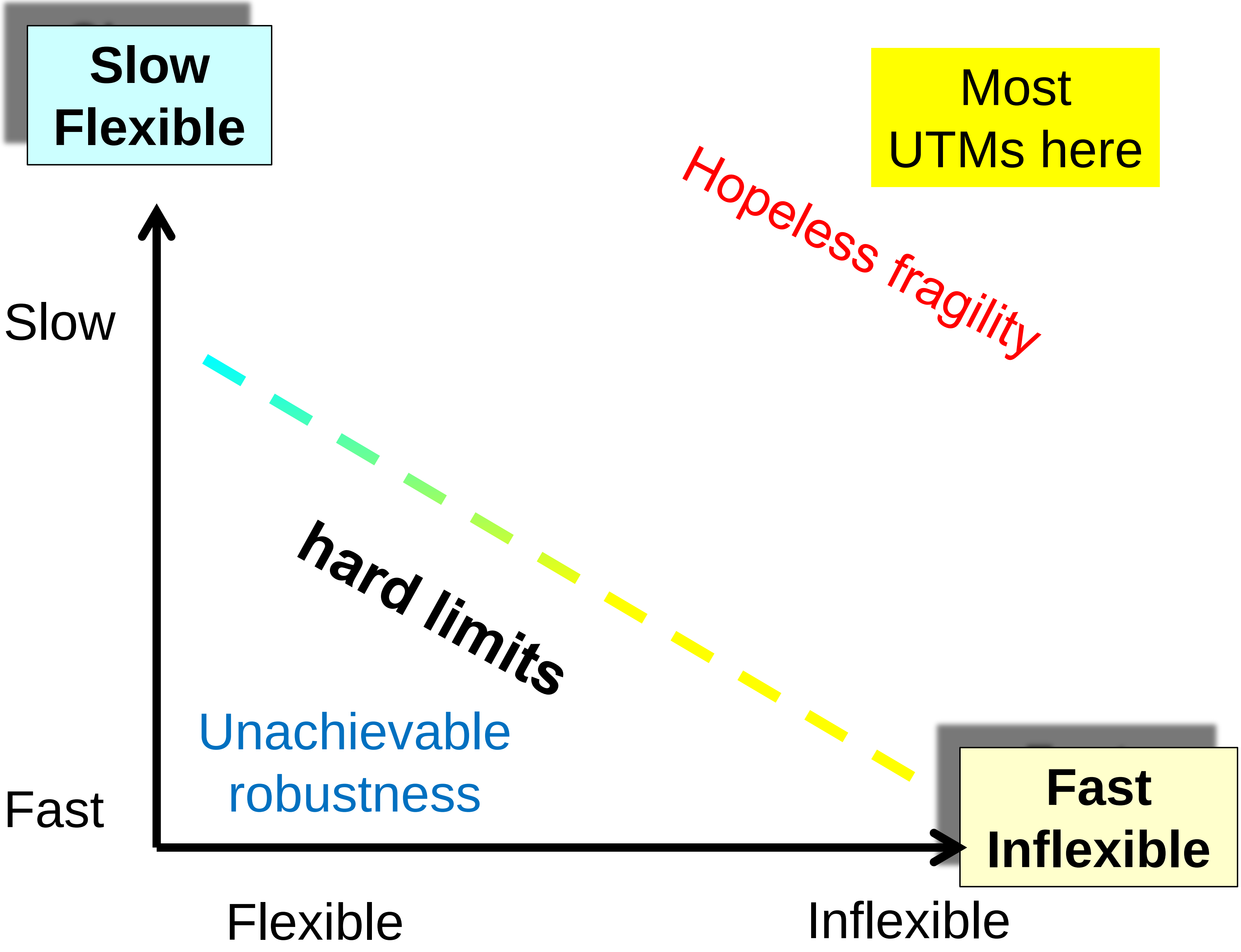
Computational complexity of

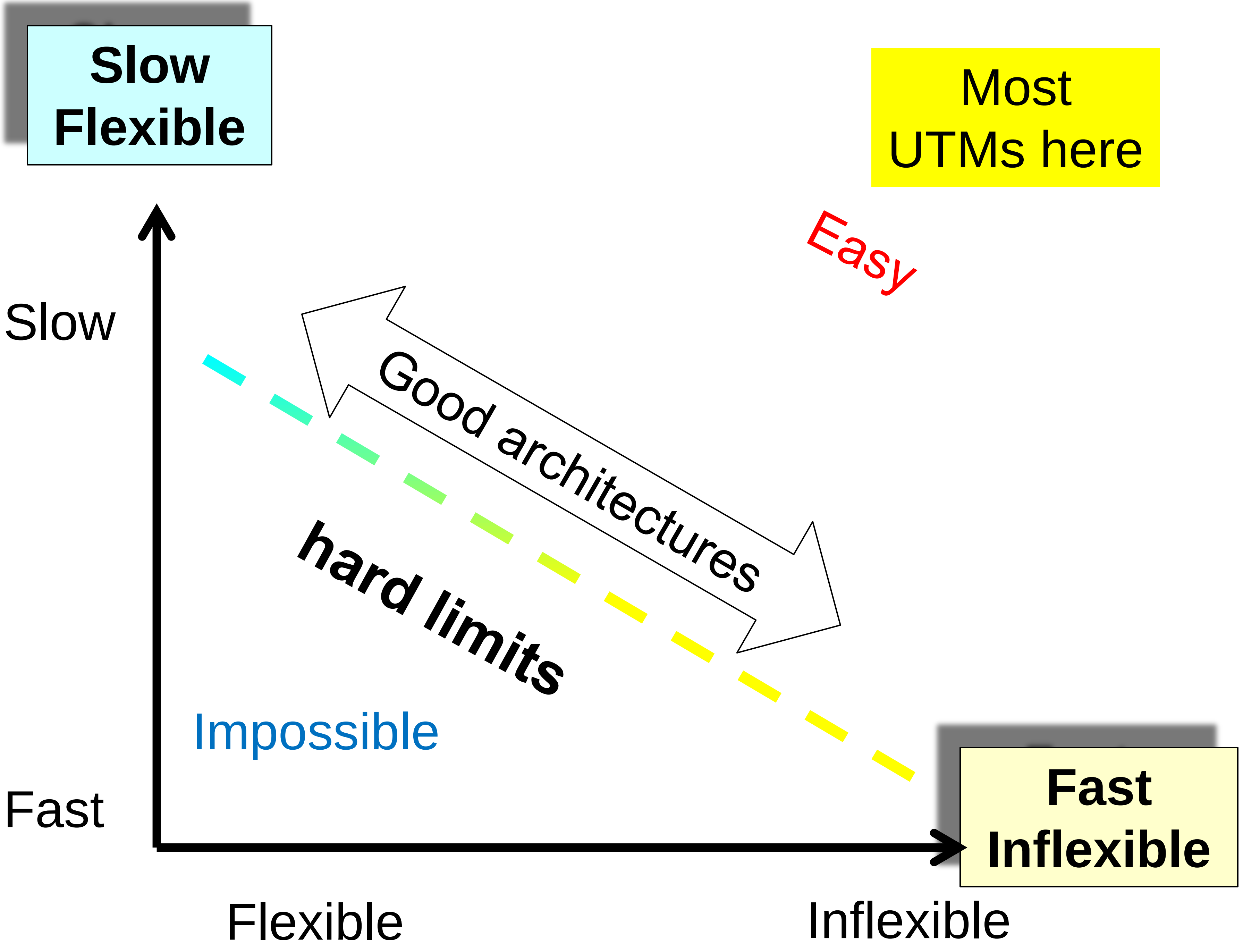
- ***Designing*** control algorithms
- ***Implementing*** control algorithms

Delay is *even more* important in control



Control


Slow
Flexible
Most
UTMs here
Hopeless fragility
Slow
hard limits
Unachievable
robustness
Fast
Fast
Inflexible
Flexible
Inflexible



Slow
Flexible
Most
UTMs here
Easy
Slow
Good architectures
hard limits
Impossible
Fast
Fast
Inflexible
Flexible
Inflexible

Issues for engineering

- Turing remarkably relevant for 76 years
- UTMs are ≈ implementable
  - Differ only (but greatly) in speed and programmability
  - Time/speed/delay is most critical resource
  - Space (memory) almost free for most purposes
- Read/write random access memory hierarchies
- Further gradations of decidable (P/NP/coNP)
- **Most crucial:**
  - UTMs differ vastly in speed, usability, and programmability
  - You can fix bugs but it is hard to automate finding/avoiding them

Issues for engineering

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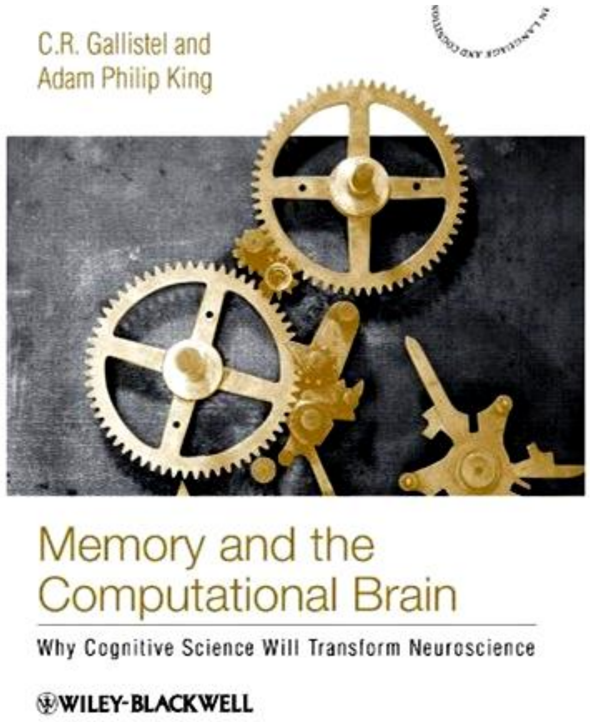
  - UTMs differ ***vastly*** in speed, usability, and programmability
  - You can fix bugs but it is hard to automate finding/avoiding them

Conjectures, biology

Gallistel and King

- Memory potential ≈ ∞
- Examples
  - Insects
  - Scrub jays
  - Autistic Savants



- But why so rare and/or accidental?
- Large memory, computation of limited value?
- Selection favors fast robust ***action***?
- Brains are distributed (not studied by Gallistel)

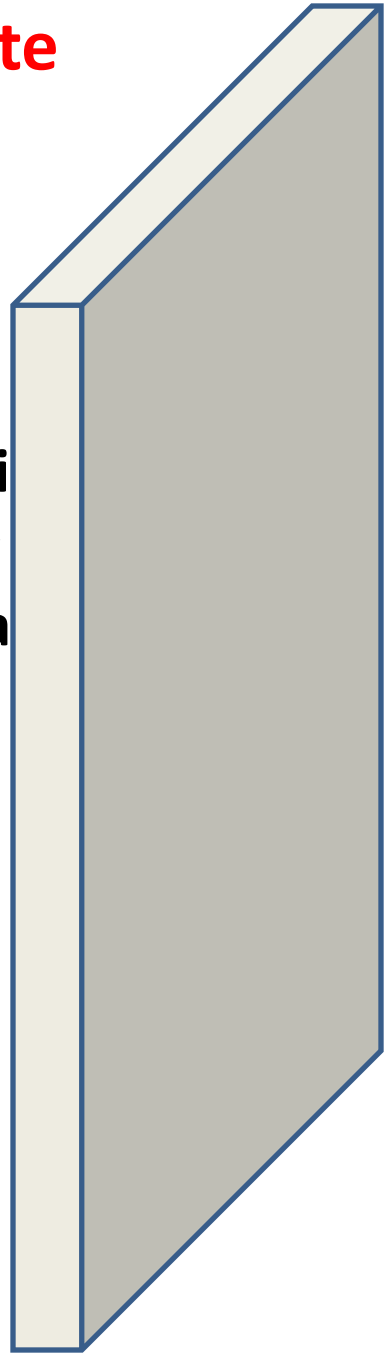
Compute

Turing

Delay i
most
importa

Bode

Control,



Communicate

Shannon

Delay is
least
important

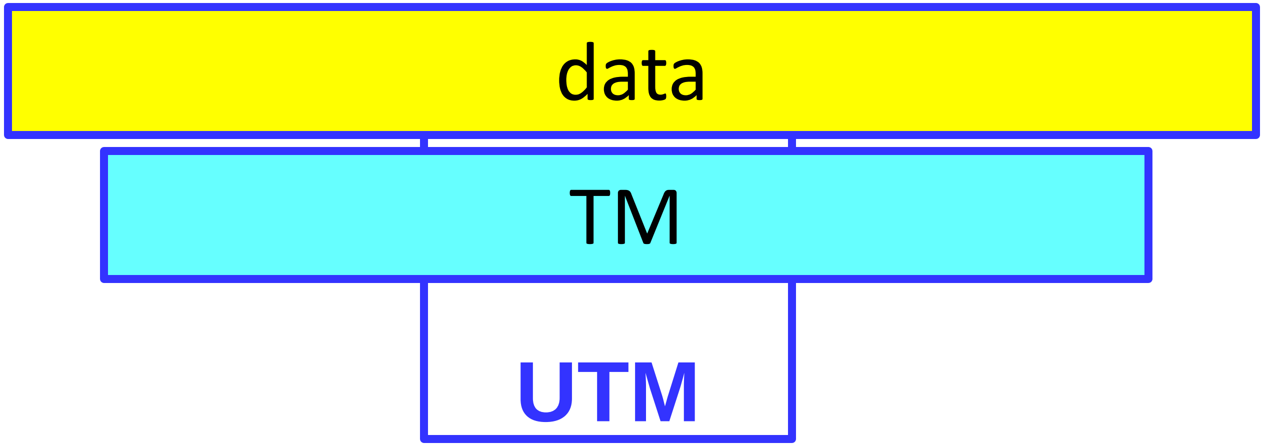
Carnot

Boltzmann

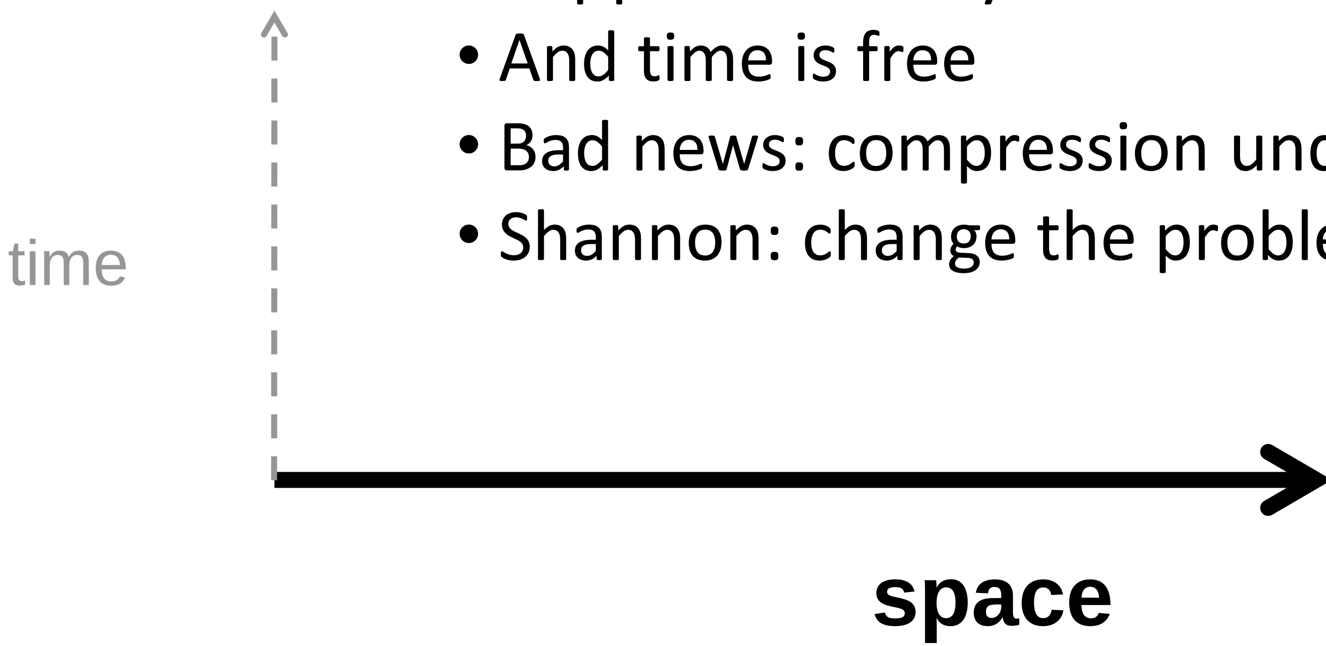
Heisenberg

Einstein

Physics



- Suppose we only care about space?
- And time is free
- Bad news: compression undecidable.
- Shannon: change the problem!



Communications

Shannon

Shannon's brilliant insight
- Forget time
- Forget files, use ***infinite random ensembles***

Good news
- Laws and architecture!
- Info theory most popular and accessible topic in systems engineering
- ***Fantastic*** for some engineering problems

Communications

Shannon

Shannon's brilliant insight

- Forget time
- Forget files, use ***infinite random ensembles***

***Bad* news**

- Laws and architecture very brittle

- Less than zero impact on internet architecture
- Almost useless for biology (But see Lestas et al, 2010)
- Misled, distracted generations of biologists (and neuroscientists)

Compute

Communicate

Lowering the barrier

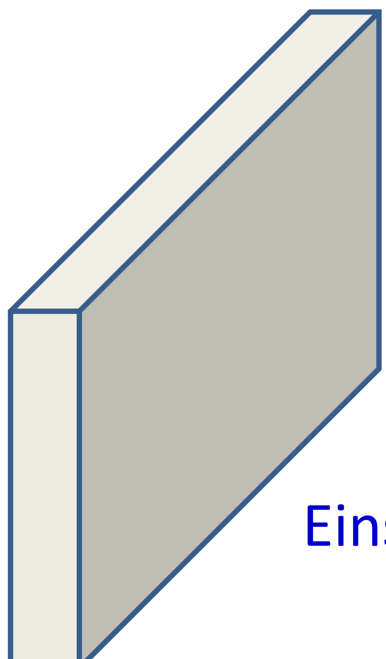
Turing

Shannon

Delay is *most* important

New progress!

Delay is ~~*least*~~ important



Carnot

Boltzmann

Bode

Heisenberg

Einstein

Control, OR

Physics

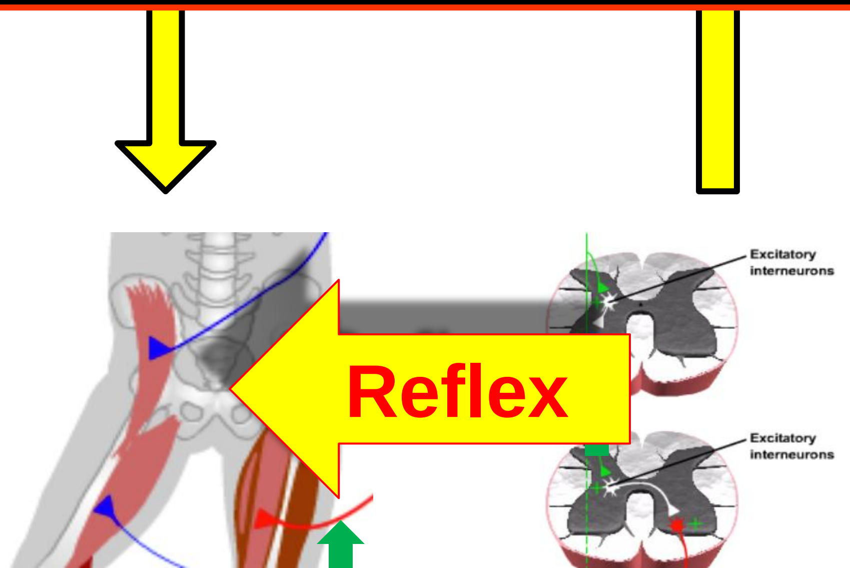
Delay is
even more
important

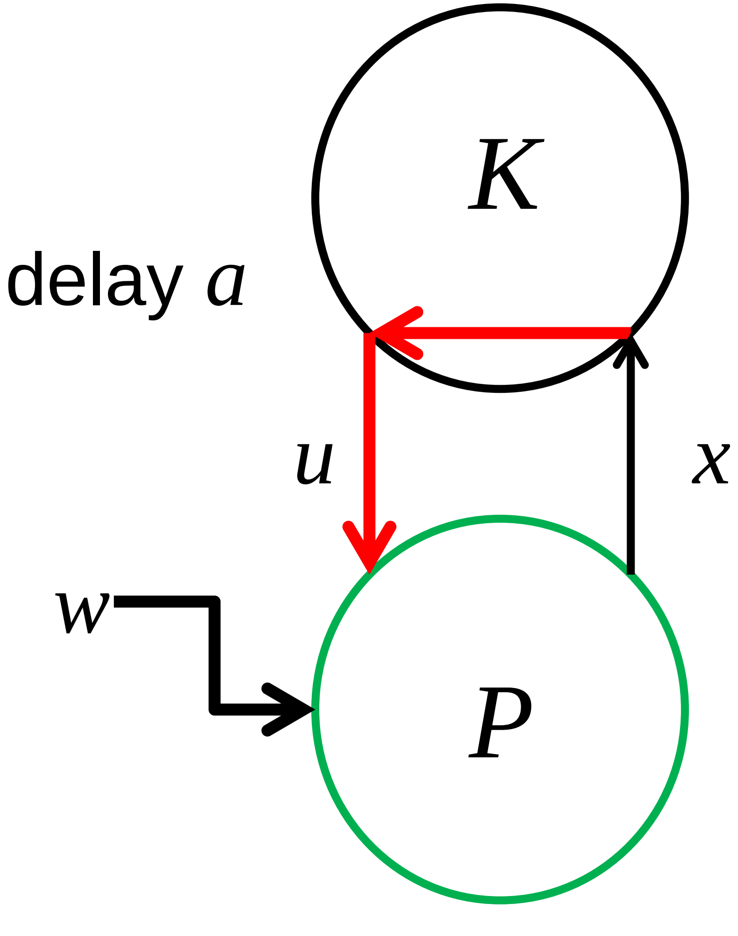
- Acquire
- Translate/ integrate
- **Automate**

Wolpert, Grafton, etc

robust

Brain as ~~optimal~~ controller

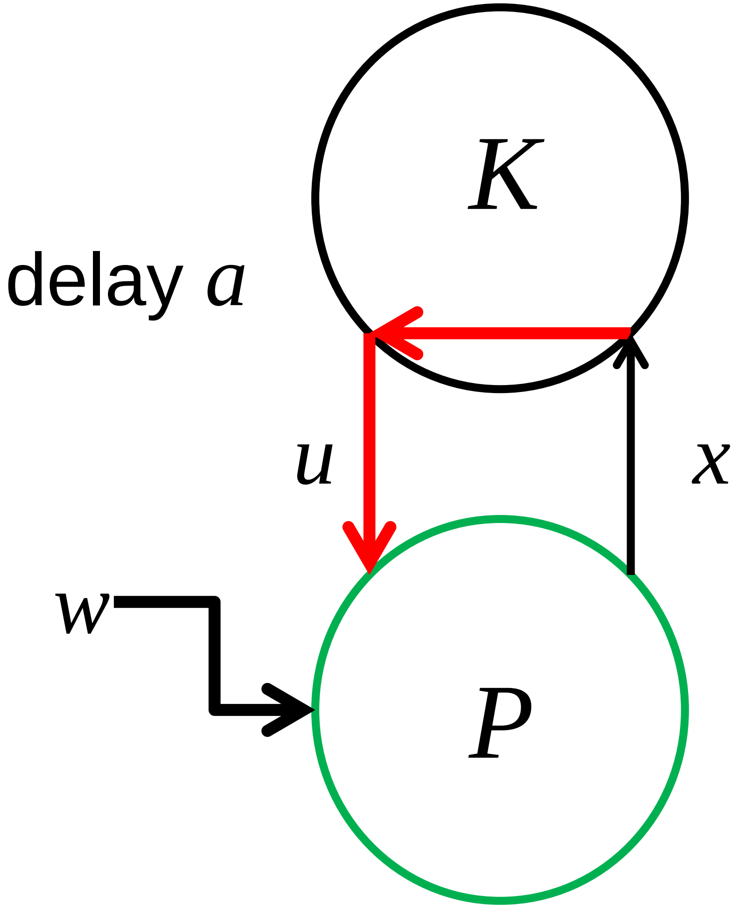




$$x_{t+1} = px_t + w_t + u_{t-a}$$

delay a

$$p > 1$$



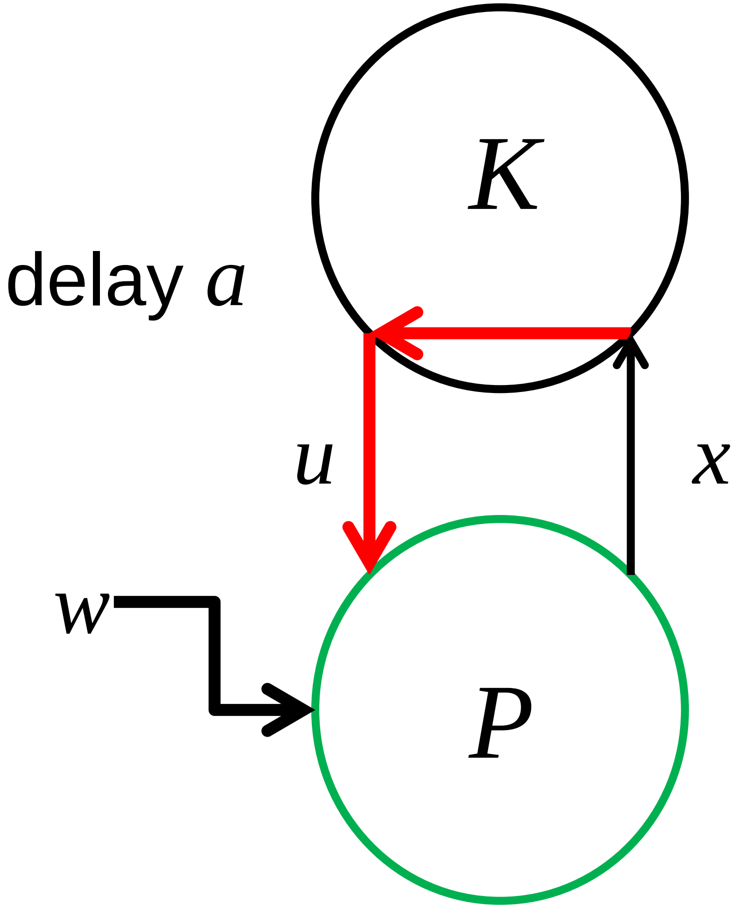
No delay or
no uncertainty

$$u_{t-a} = -\left(p x_t + w_t \right)$$

$$\Rightarrow \|x\| \approx 0 \quad \|u\| \approx \|w\|$$

$$x_{t+1} = p x_t + w_t + u_{t-a}$$

$$p > 1$$



No delay or
no uncertainty

$$u_{t-a} = -\left(px_t + w_t\right)$$

$$\Rightarrow \|x\| \approx 0 \quad \|u\| \approx \|w\|$$

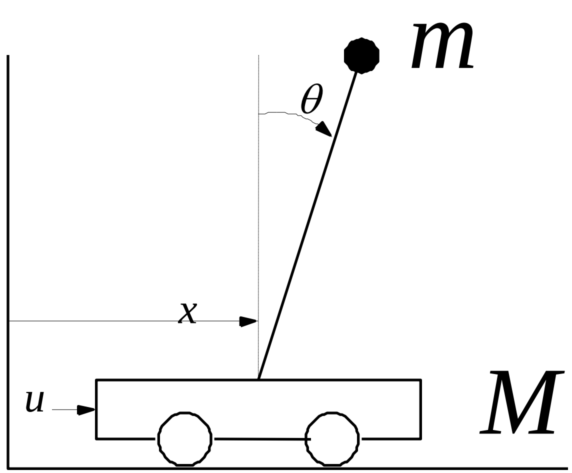
With delay ***and***
uncertainty

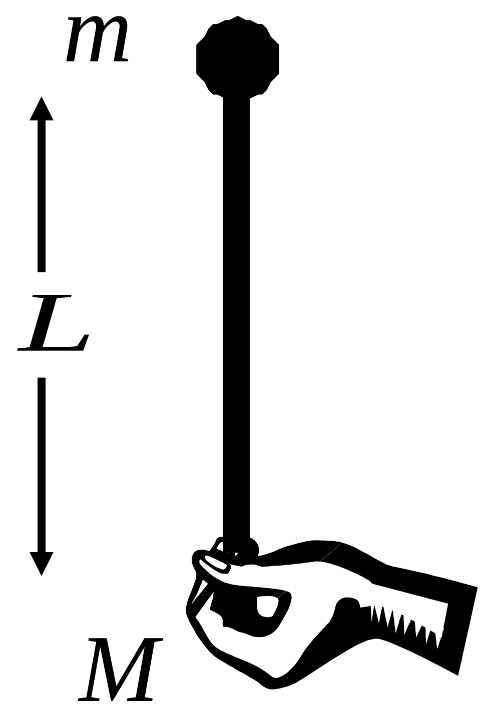
$$\Rightarrow \|x\| \approx \|u\| \approx p^a \|w\|$$

$$x_{t+1} = px_t + w_t + u_{t-a}$$

$$p > 1$$

Linearized pendulum on a cart





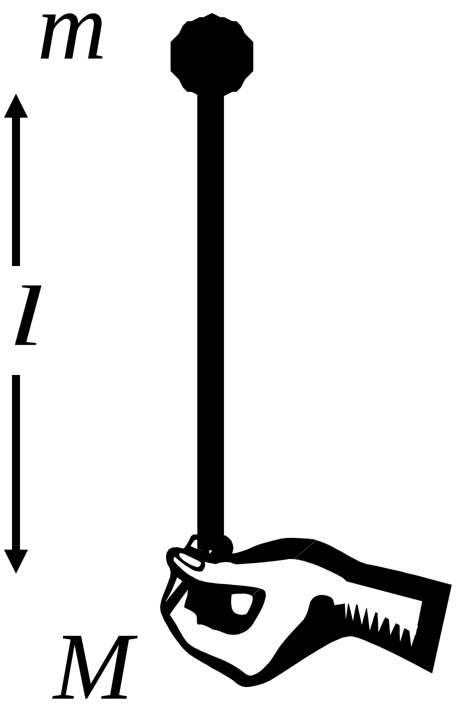
$$\frac{d}{dt}\begin{bmatrix} x \\ \theta \\ \dot{x} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & \frac{m^2gl^2}{q} & \frac{-(J+ml^2)b}{q} & 0 \\ 0 & \frac{mgl(M+m)}{q} & \frac{-mlb}{q} & 0 \end{bmatrix} x + \begin{bmatrix} 0 \\ 0 \\ \frac{J+ml^2}{q} \\ \frac{ml}{q} \end{bmatrix} u$$

$$q = J(M+m) + Mml^2$$

$$\left(M+m\right)\ddot{x}+ml\left(\ddot{\theta}\cos\theta-\dot{\theta}^{2}\sin\theta\right)=u$$

$$\ddot{x}\cos\theta+l\ddot{\theta}+g\sin\theta=0$$

$$y=x+\alpha l\sin\theta$$



linearize

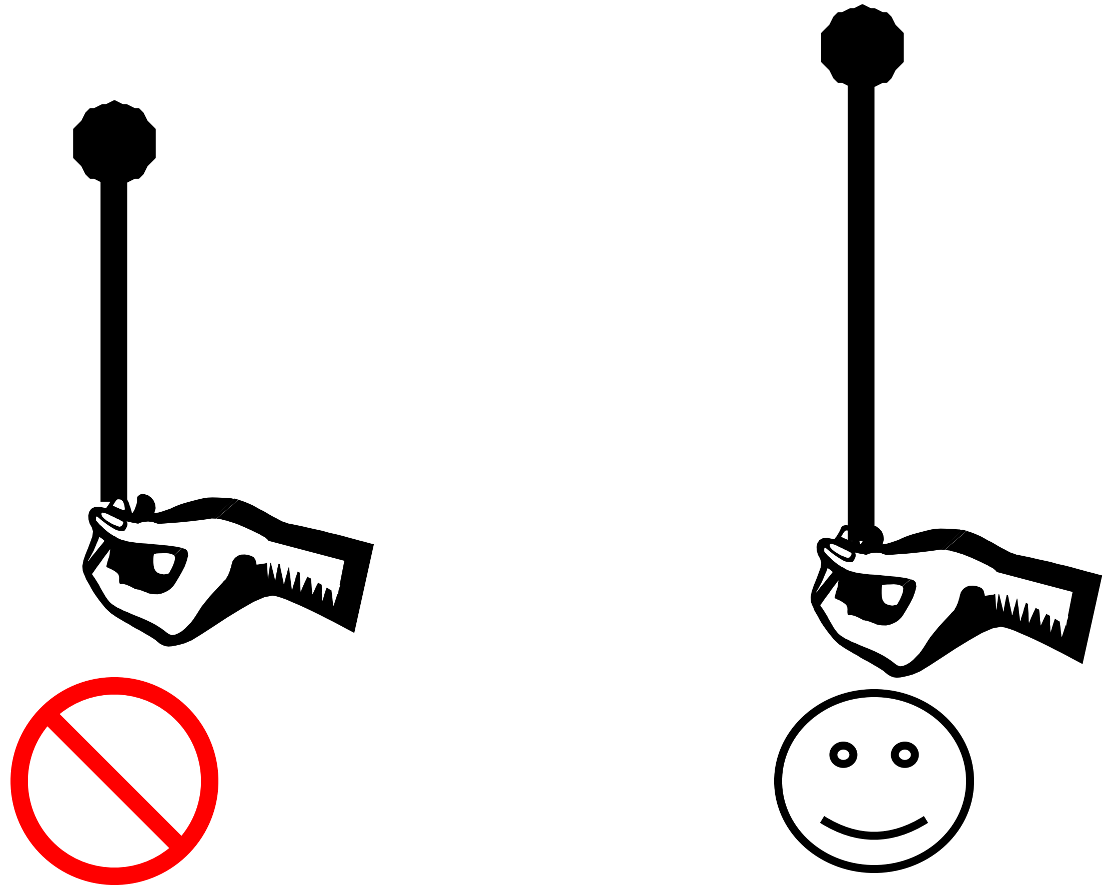
$$\left(M+m\right)\ddot{x}+ml\ddot{\theta}=u$$

$$\ddot{x}+l\ddot{\theta}\pm g\theta=0$$

$$y=x+\alpha l\theta$$

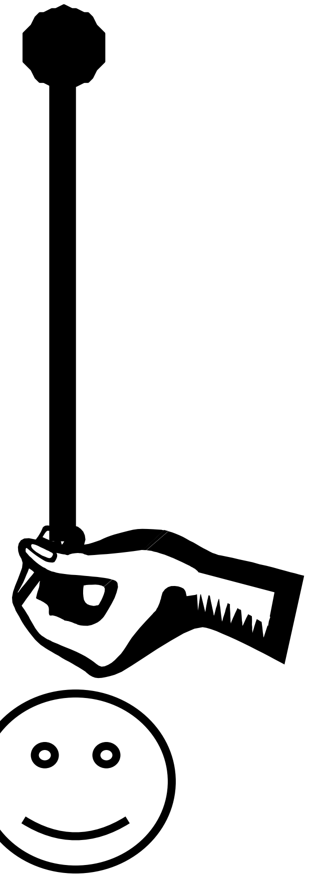
Robust

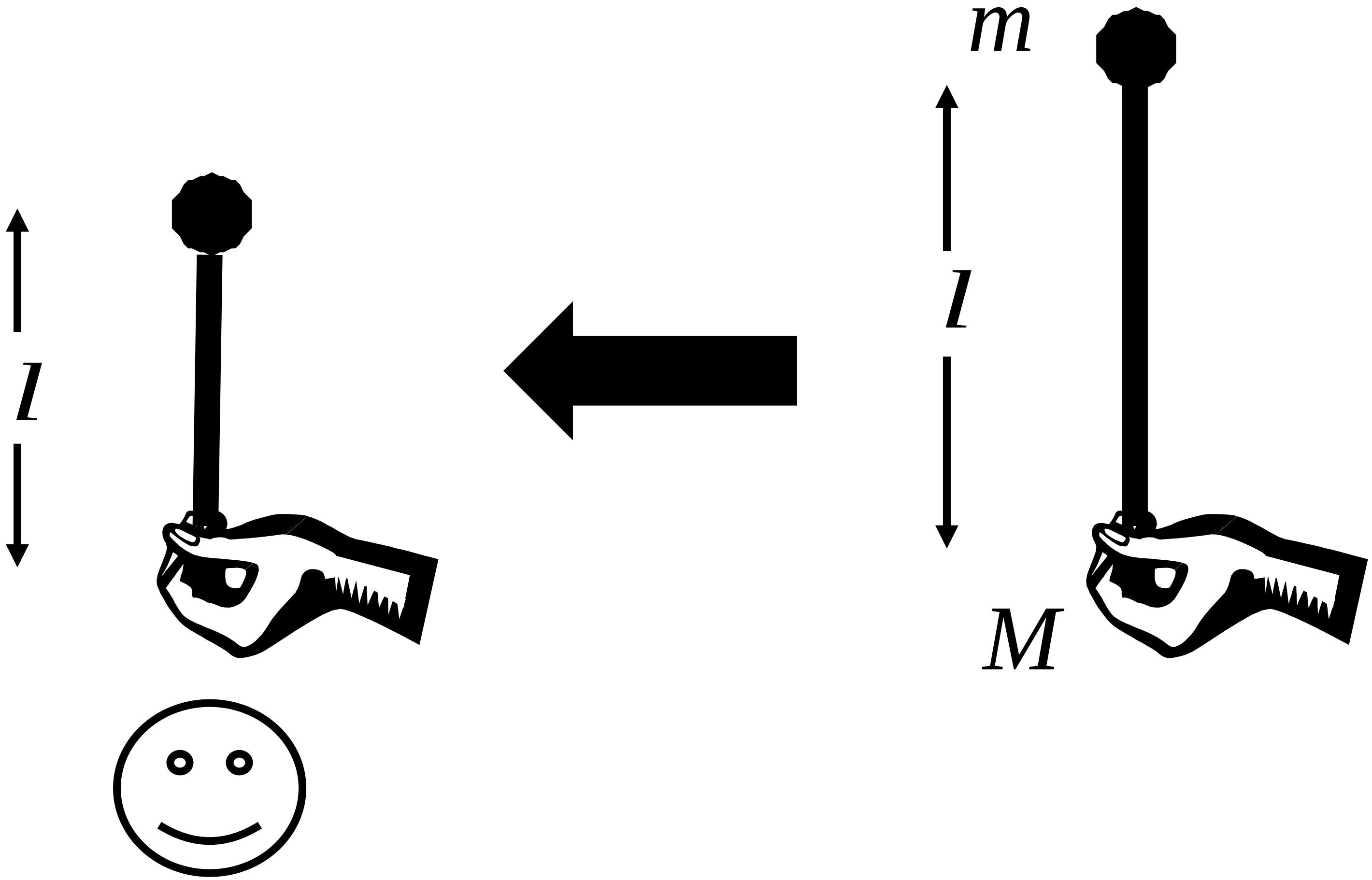
=agile and balancing



Robust

=agile and balancing





Efficient=length of
pendulum (artificial)

$$\begin{bmatrix} x \\ \theta \end{bmatrix} = \frac{1}{D(s)} \begin{bmatrix} ls^2 \pm g \\ -s^2 \end{bmatrix} u \qquad D(s) = s^2\left(Mls^2 \pm (M+m)g\right)$$

$$y = x + \alpha l \theta = \frac{\varepsilon l s^2 \pm g}{D(s)} \qquad \varepsilon = 1 - \alpha$$

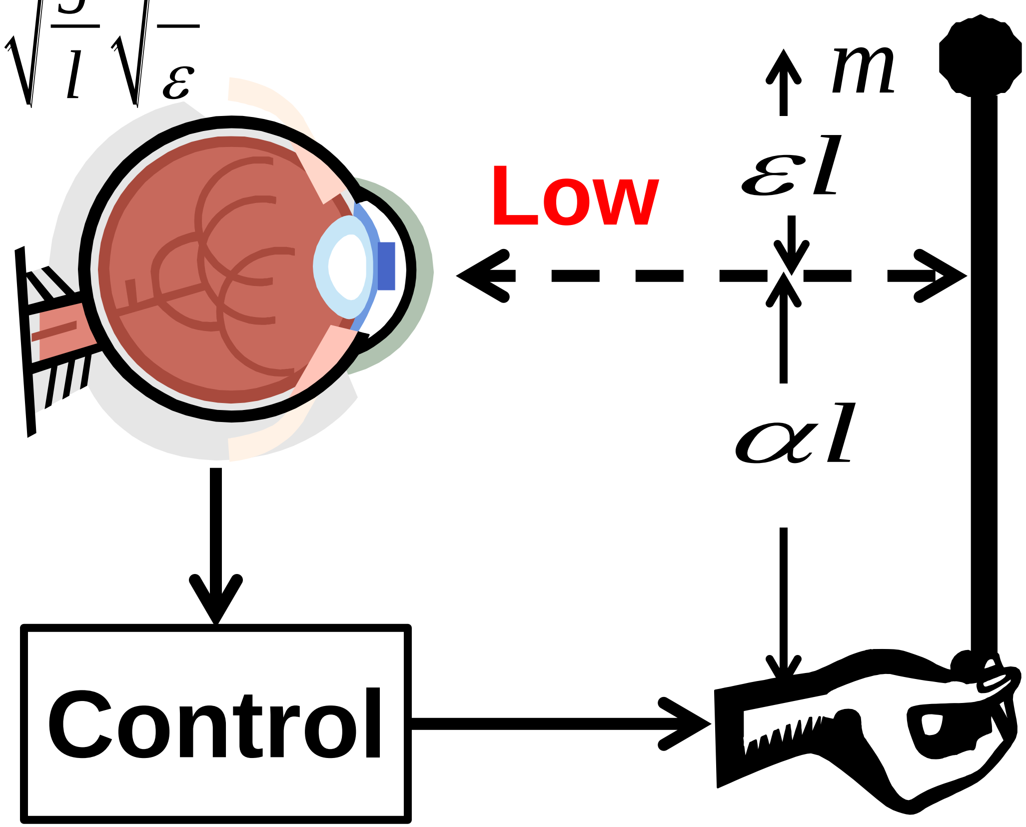
$$p = \sqrt{\frac{g}{l}}\sqrt{1+r} \quad r = \frac{m}{M} \quad z = \sqrt{\frac{g}{l}}\sqrt{\frac{1}{\varepsilon}}$$

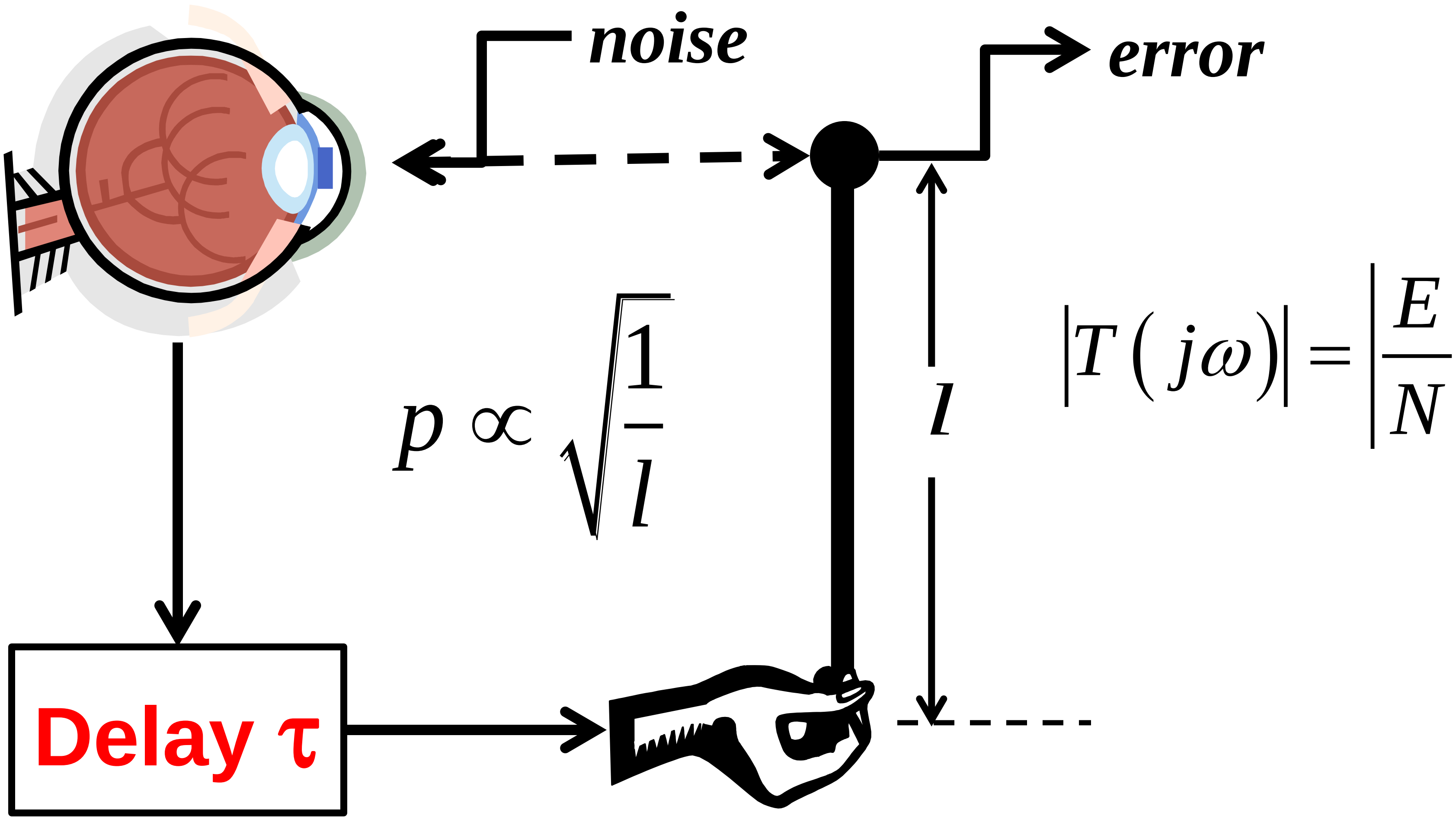
transform+
algebra

$$(M+m)\ddot{x} + ml\ddot{\theta} = u$$

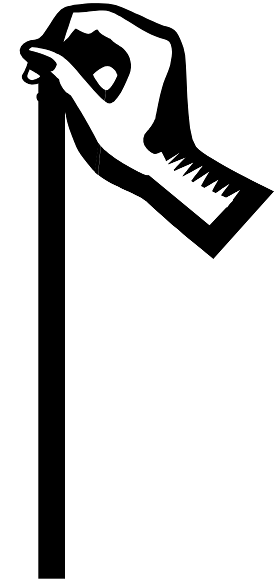
$$\ddot{x} + l\ddot{\theta} \pm g\theta = 0$$

$$y = x + \alpha l \theta$$




noise
error
Delay τ
l
$p \propto \sqrt{\frac{1}{l}}$
$|T(j\omega)| = \left|\frac{E}{N}\right|$

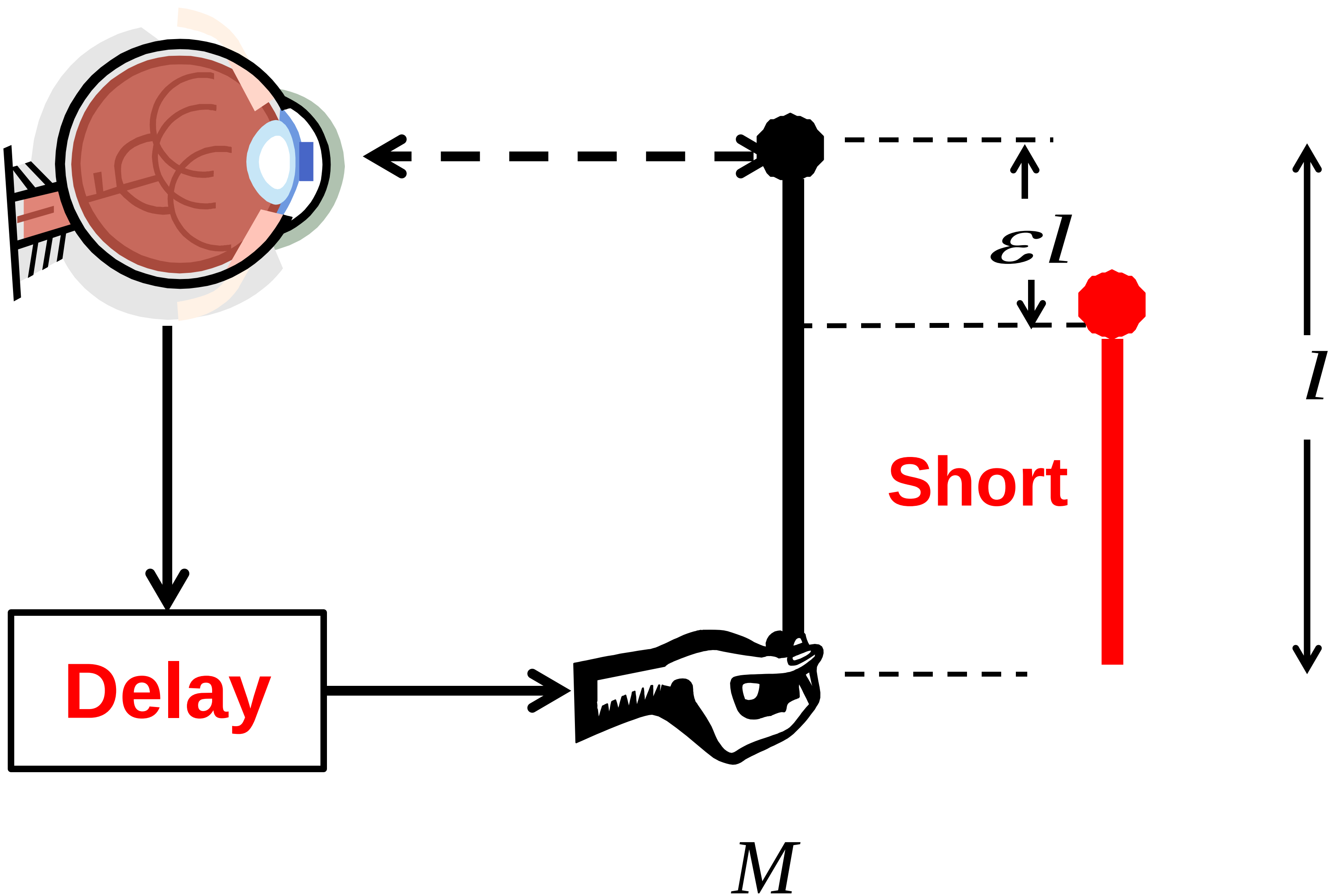
$$\frac{1}{\pi}\int_0^{\infty} \ln\left|T(j\omega)\right| d\omega \geq 0$$



Easy, even with eyes closed
No matter what the length

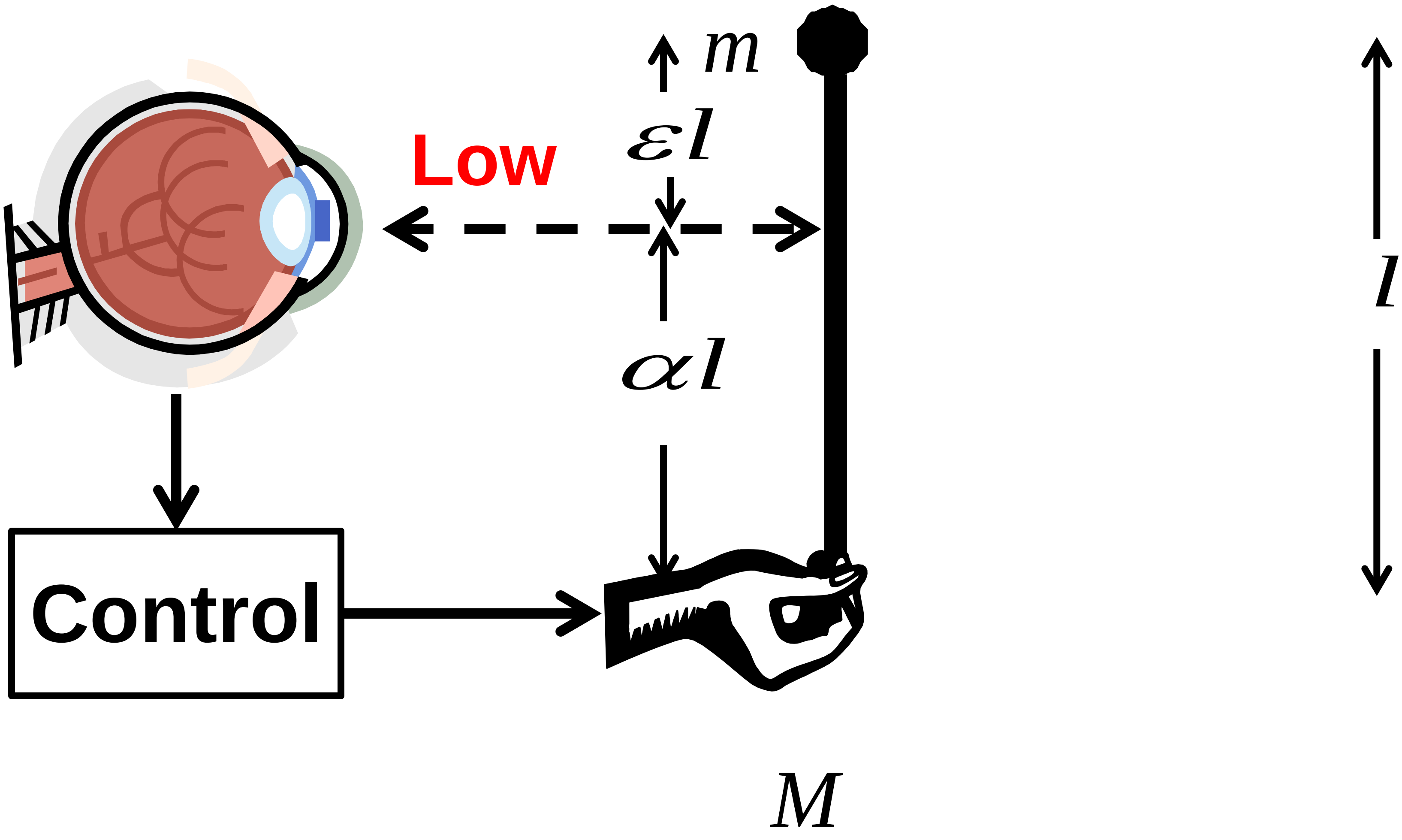
Proof: Standard UG control theory:
Easy calculus, easier contour integral,
easiest Poisson Integral formula

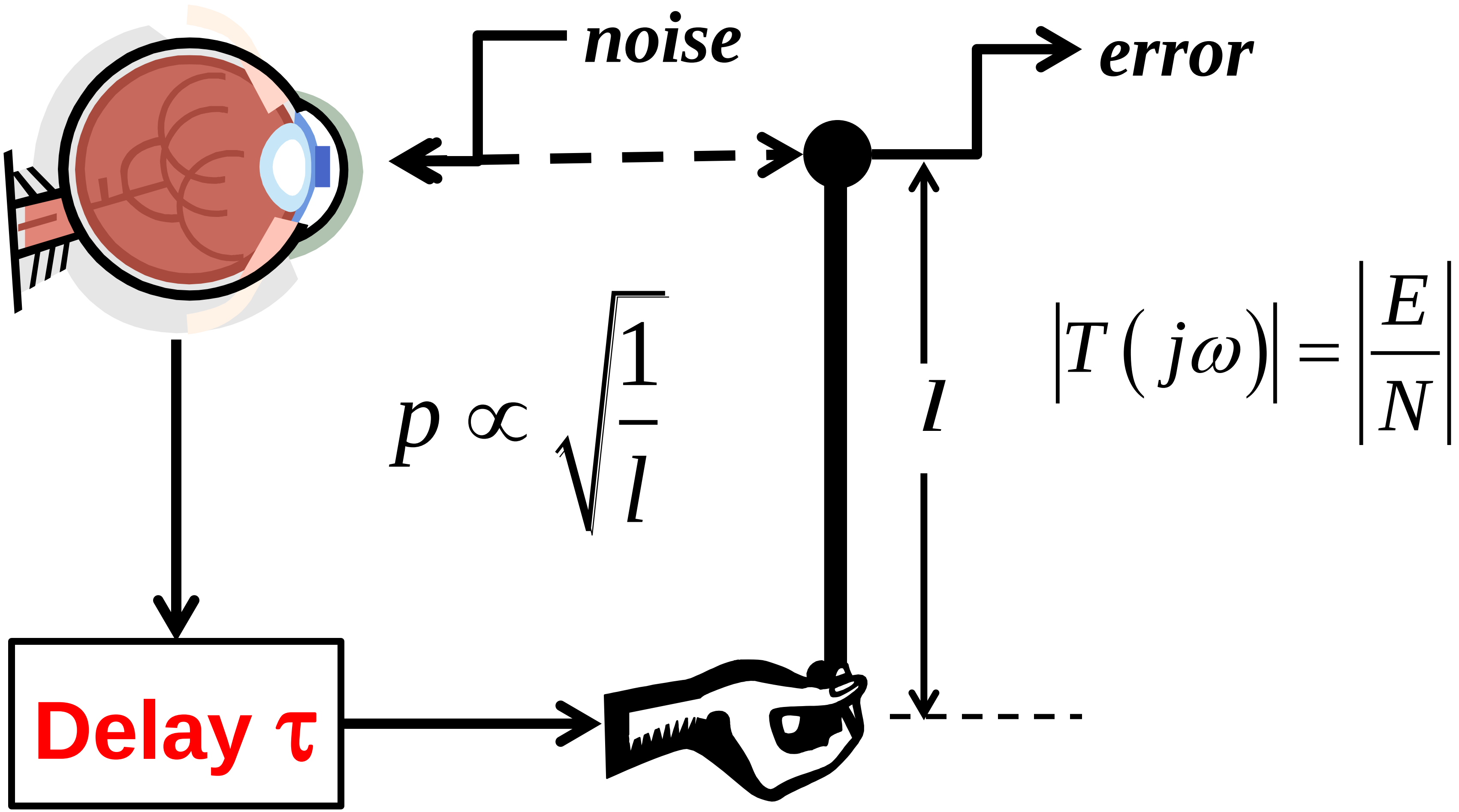
Harder if delayed or short

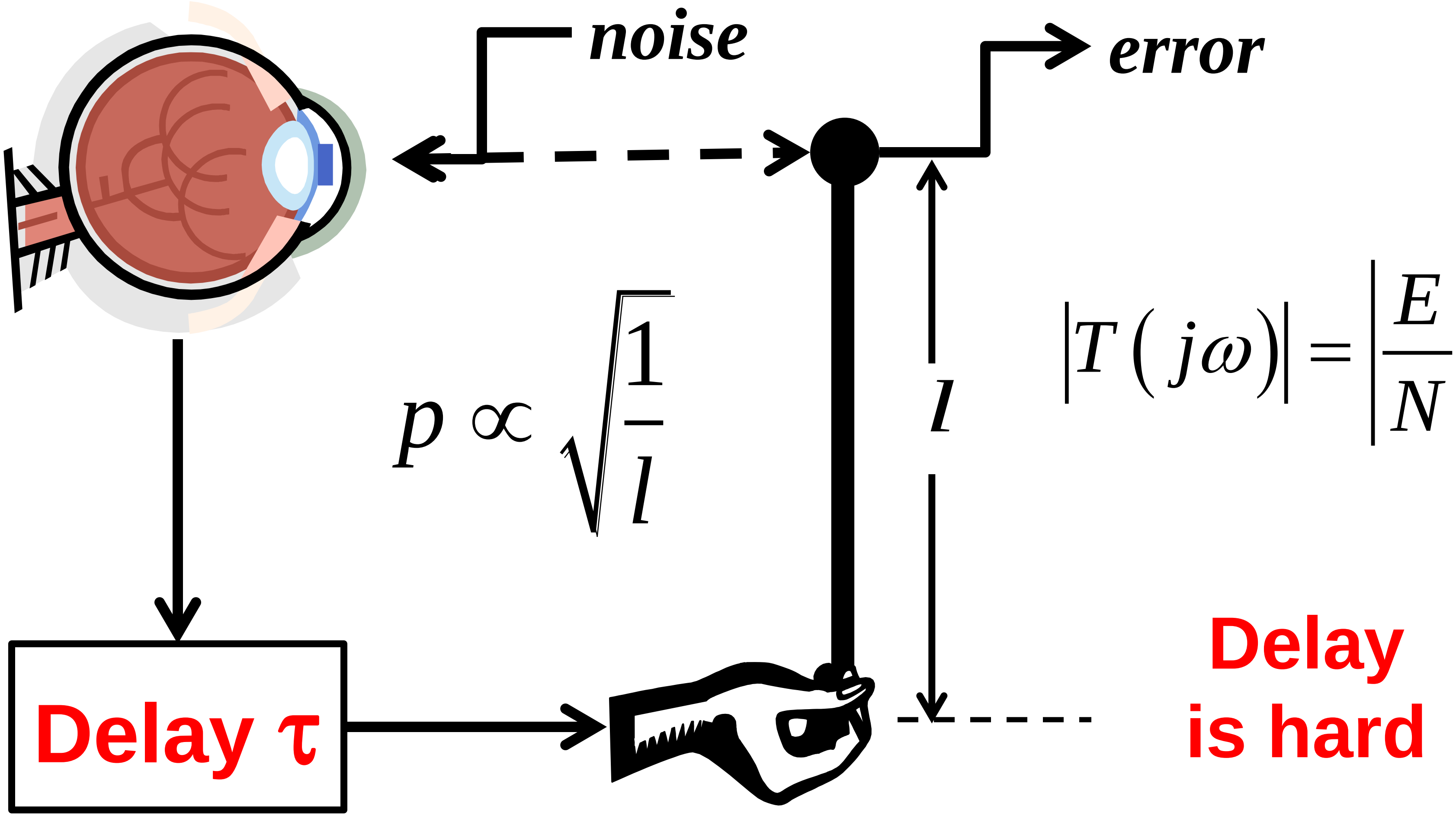


Also harder if sensed low

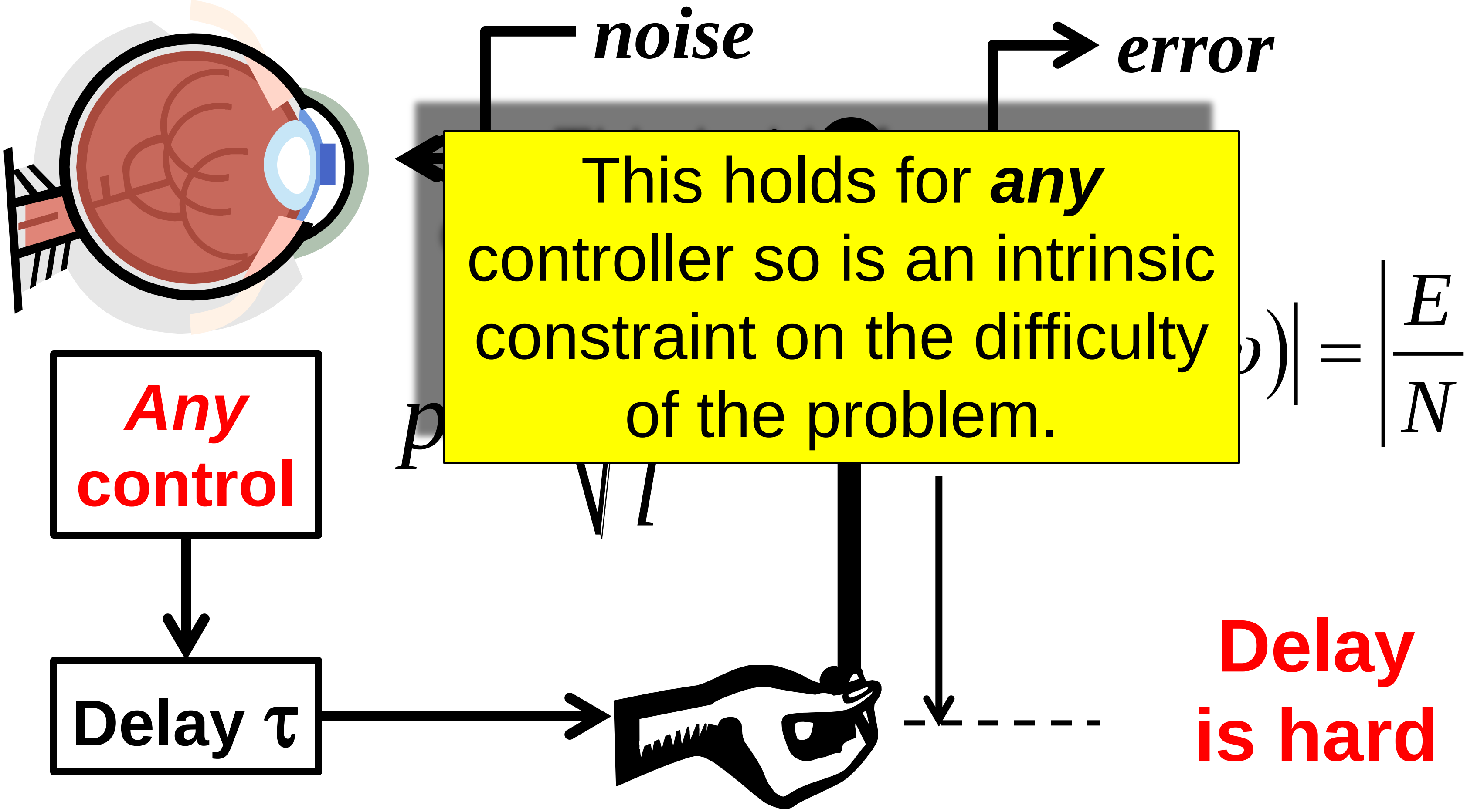
$$r = \frac{m}{M}$$




noise
error
$p \propto \sqrt{\frac{1}{l}}$
l
$\left|T(j\omega)\right| = \left|\frac{E}{N}\right|$
Delay τ



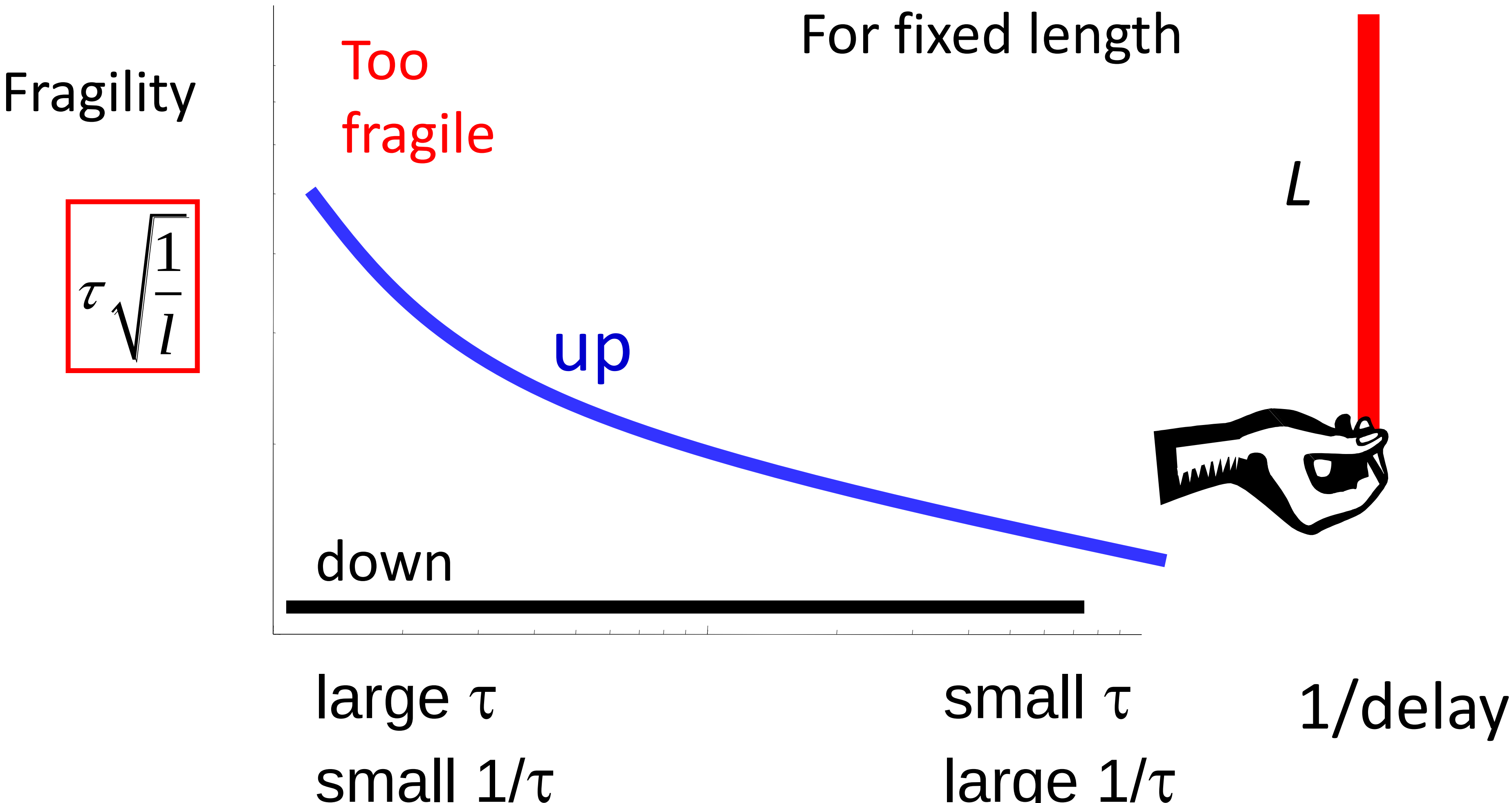
$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right| \frac{2p}{p^2+\omega^2}d\omega \geq \ln\left|T_{mp}(p)\right| = p\tau \propto \tau\sqrt{\frac{1}{l}}$$



This holds for ***any*** controller so is an intrinsic constraint on the difficulty of the problem.

$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\frac{2p}{p^2+\omega^2}d\omega \ge \ln\left|T_{mp}(p)\right| = p\tau \propto \tau\sqrt{\frac{1}{l}}$$

$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\frac{2p}{p^2+\omega^2}d\omega \geq p\tau \propto \tau\sqrt{\frac{1}{l}}$$

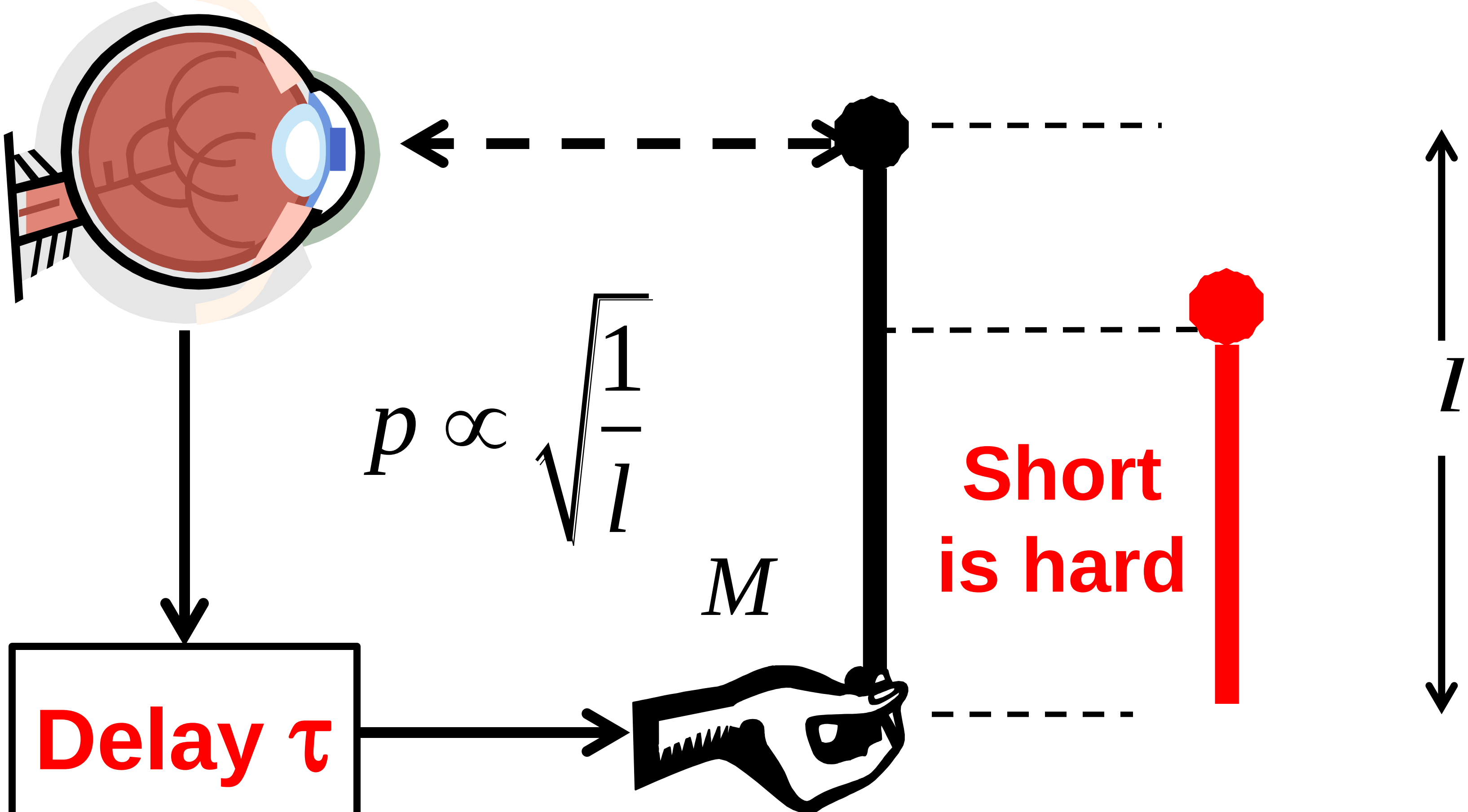


$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\frac{2p}{p^2+\omega^2}d\omega \geq p\tau \propto \tau\sqrt{\frac{1}{l}}$$

We would like to tolerate large delays (and small lengths), but large delays severely constrain the achievable robustness.

$\longrightarrow$

large τ	small τ
small $1/\tau$	large $1/\tau$



$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\frac{2p}{p^2+\omega^2}d\omega \geq \ln\left|T_{mp}(p)\right| = p\tau \propto \tau\sqrt{\frac{1}{l}}$$

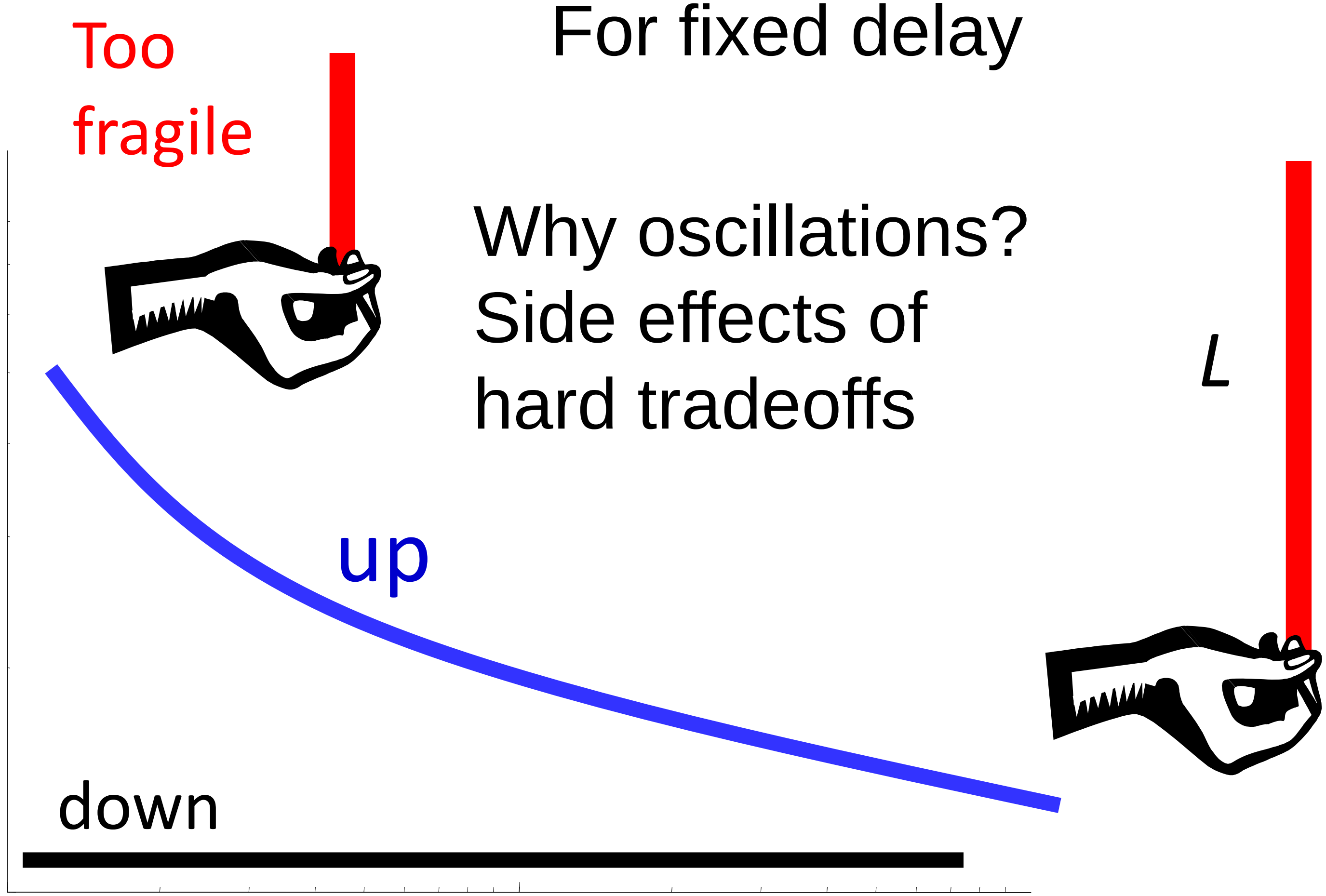
$$\frac{1}{\pi}\int_0^{\infty} \ln\left|T(j\omega)\right| \frac{2p}{p^2+\omega^2}\, d\omega \geq \ln\left|T_{mp}(p)\right| = p\tau \propto \tau\sqrt{\frac{1}{l}}$$

For fixed delay

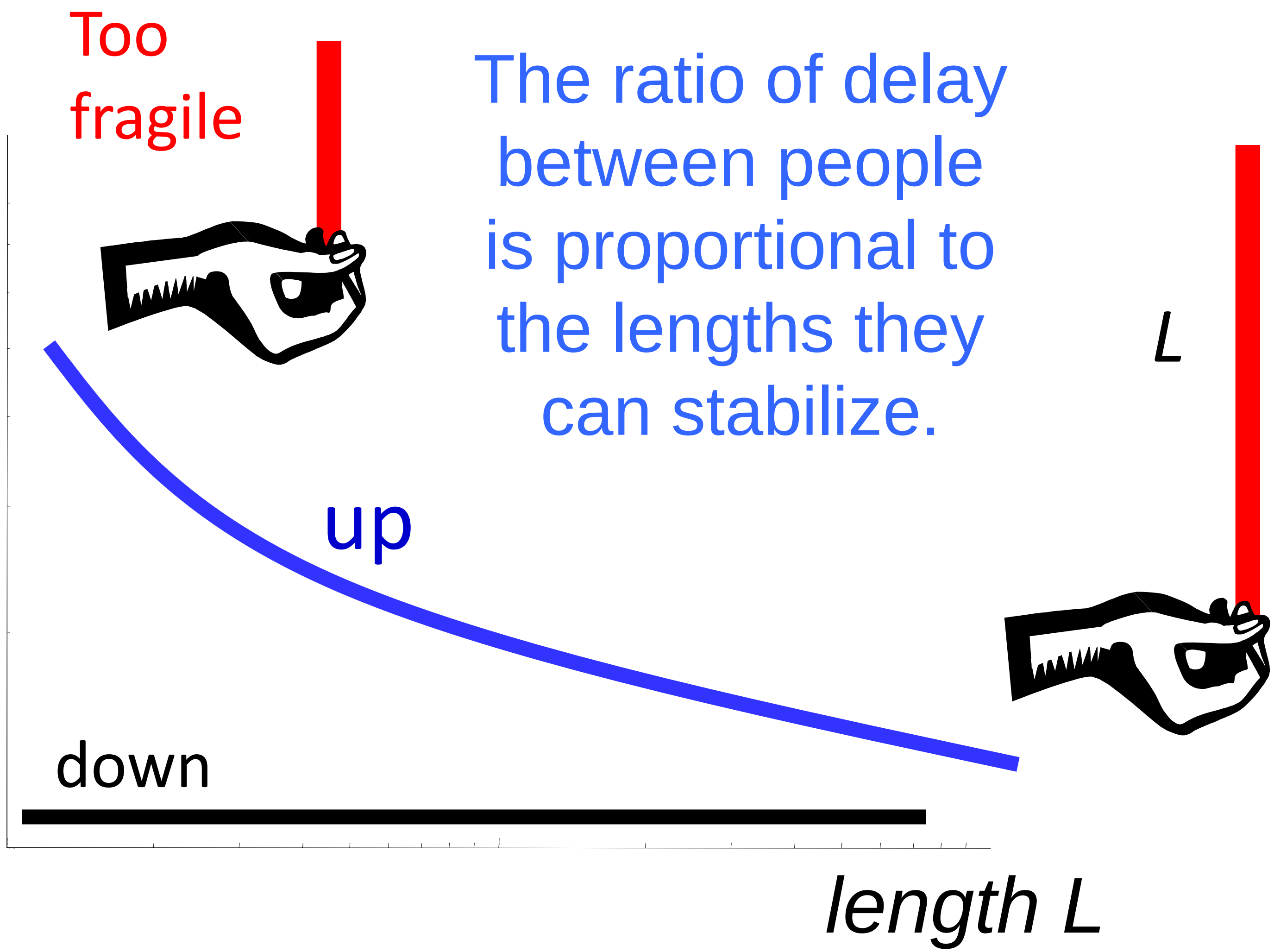
Why oscillations?
Side effects of
hard tradeoffs

Fragility

$$p \propto \sqrt{\frac{1}{l}}$$



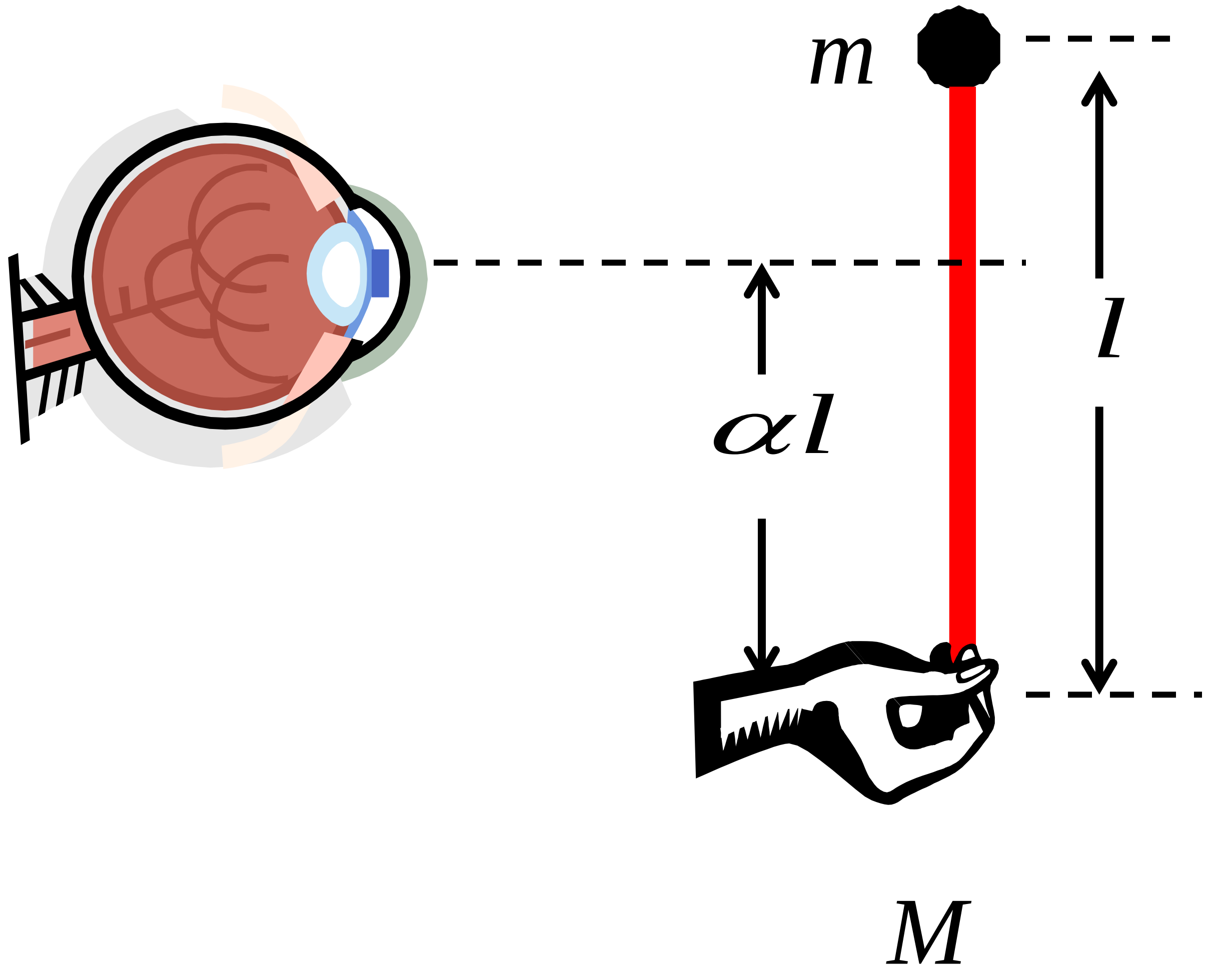
$$\frac{1}{\pi}\int_0^{\infty} \ln\left|T(j\omega)\right| \frac{2p}{p^2+\omega^2} d\omega \geq \ln\left|T_{mp}(p)\right| = p\tau \propto \tau\sqrt{\frac{1}{l}}$$



$$p \propto \sqrt{\frac{1}{l}}$$

The ratio of delay between people is proportional to the lengths they can stabilize.

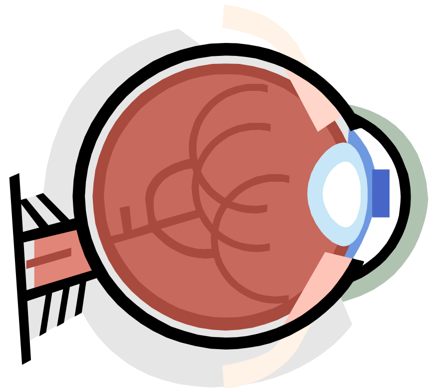
Eyes moved down is harder
(RHP zero)
Similar to delay

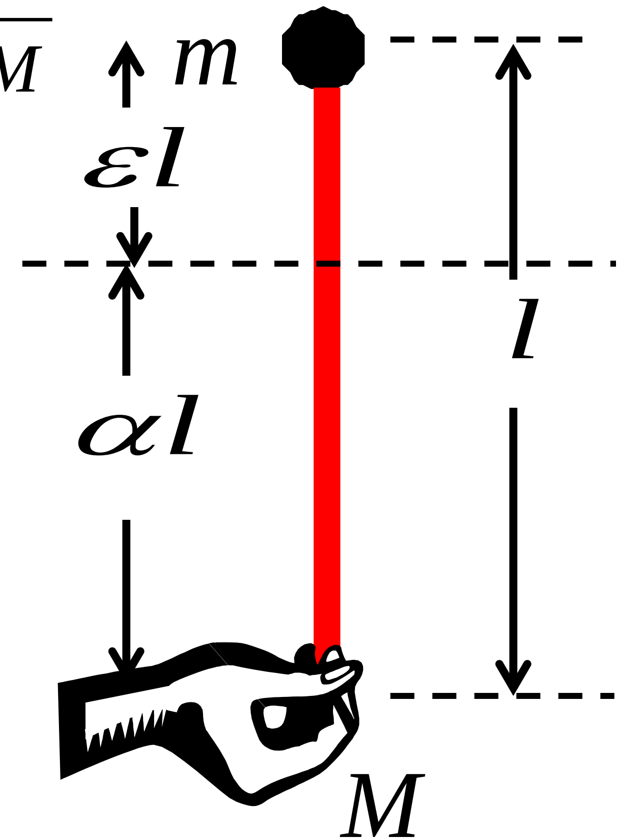


$$r = \frac{m}{M}$$

Suppose $r = \frac{m}{M} << 1$

Units $\Rightarrow M = g = 1$





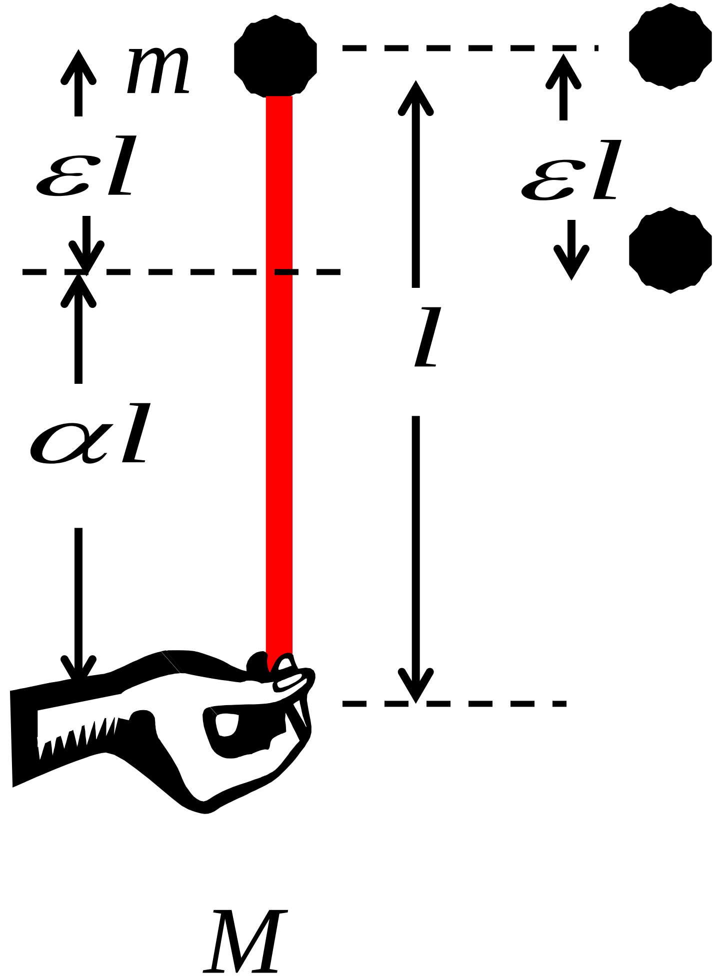
$$y = x + \alpha l \theta = \frac{\varepsilon l s^2 \pm g}{s^2 \left(l s^2 \pm g \right)} \qquad \varepsilon = 1 - \alpha$$

$$p \approx \sqrt{\frac{g}{l}} \qquad z = \sqrt{\frac{g}{l}} \sqrt{\frac{1}{\varepsilon}} \Rightarrow \frac{z+p}{z-p} = \frac{1+\sqrt{\varepsilon}}{1-\sqrt{\varepsilon}}$$

Compare

$$r = \frac{m}{M}$$

$$p = \sqrt{\frac{g}{l(1-\varepsilon)}}\sqrt{1+r} = p_0\sqrt{\frac{1}{(1-\varepsilon)}} \approx p_0\left(1+\frac{\varepsilon}{2}\right)$$



Move eyes

$$p = \sqrt{\frac{g}{l}}\sqrt{1+r} \quad r = \frac{m}{M} \quad z = \sqrt{\frac{g}{l}}\sqrt{\frac{1}{\varepsilon}}$$

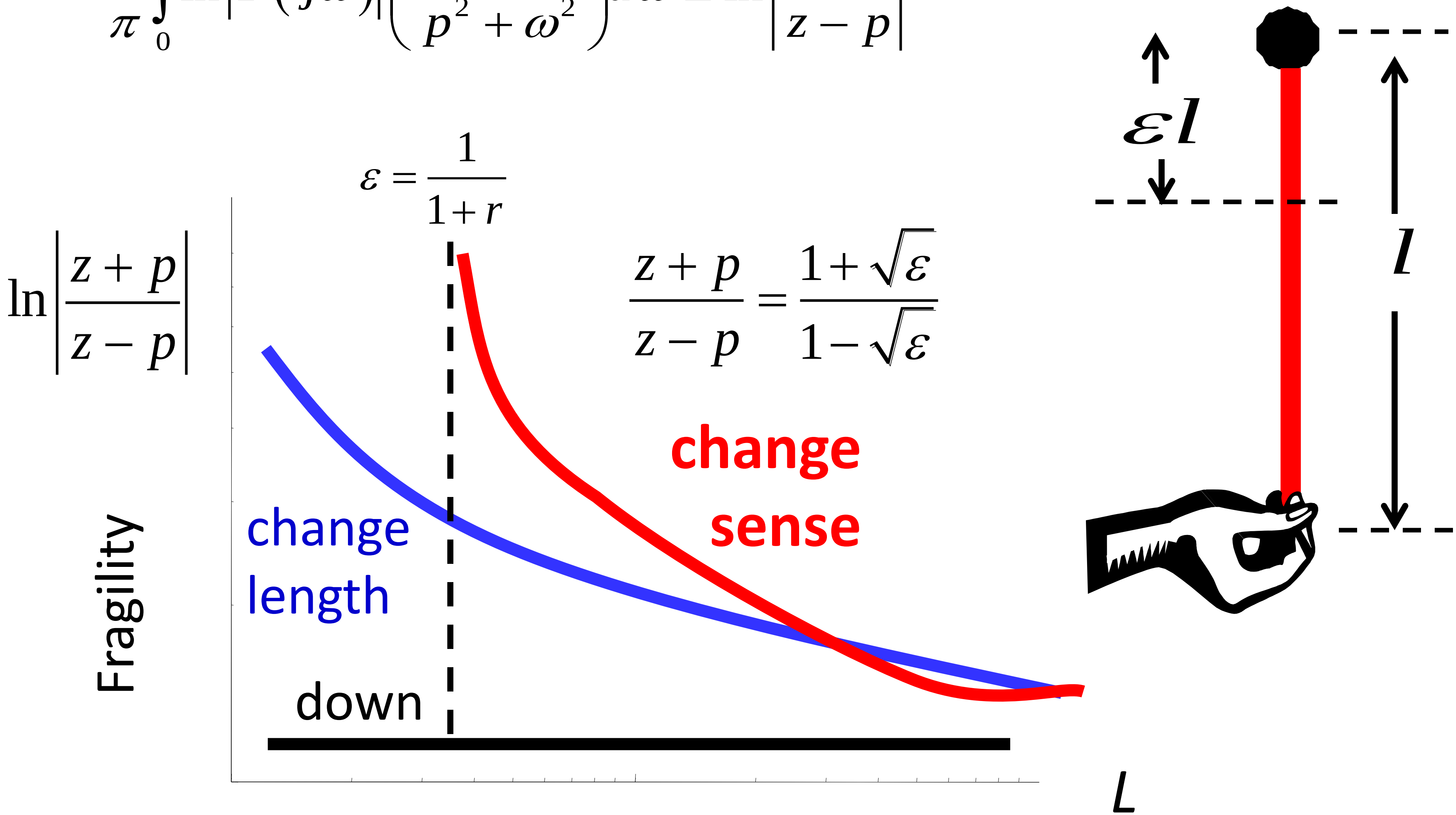
$$p = z \Rightarrow 1+r = \frac{1}{\varepsilon} \Rightarrow \varepsilon = \frac{1}{1+r}$$

$$p\left(1+\frac{1}{3}\frac{p^2}{z^2}\right) = \sqrt{\frac{g}{l}}\sqrt{1+r}\left(1+\frac{1}{3}\varepsilon\right) = p\left(1+\frac{\varepsilon}{3}\right)$$

$$= p\left(1+\frac{1-\alpha}{3}\right)$$

$$\frac{1}{\pi}\int_0^\infty \ln\left|S(j\omega)\right|\left(\frac{2z}{z^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$

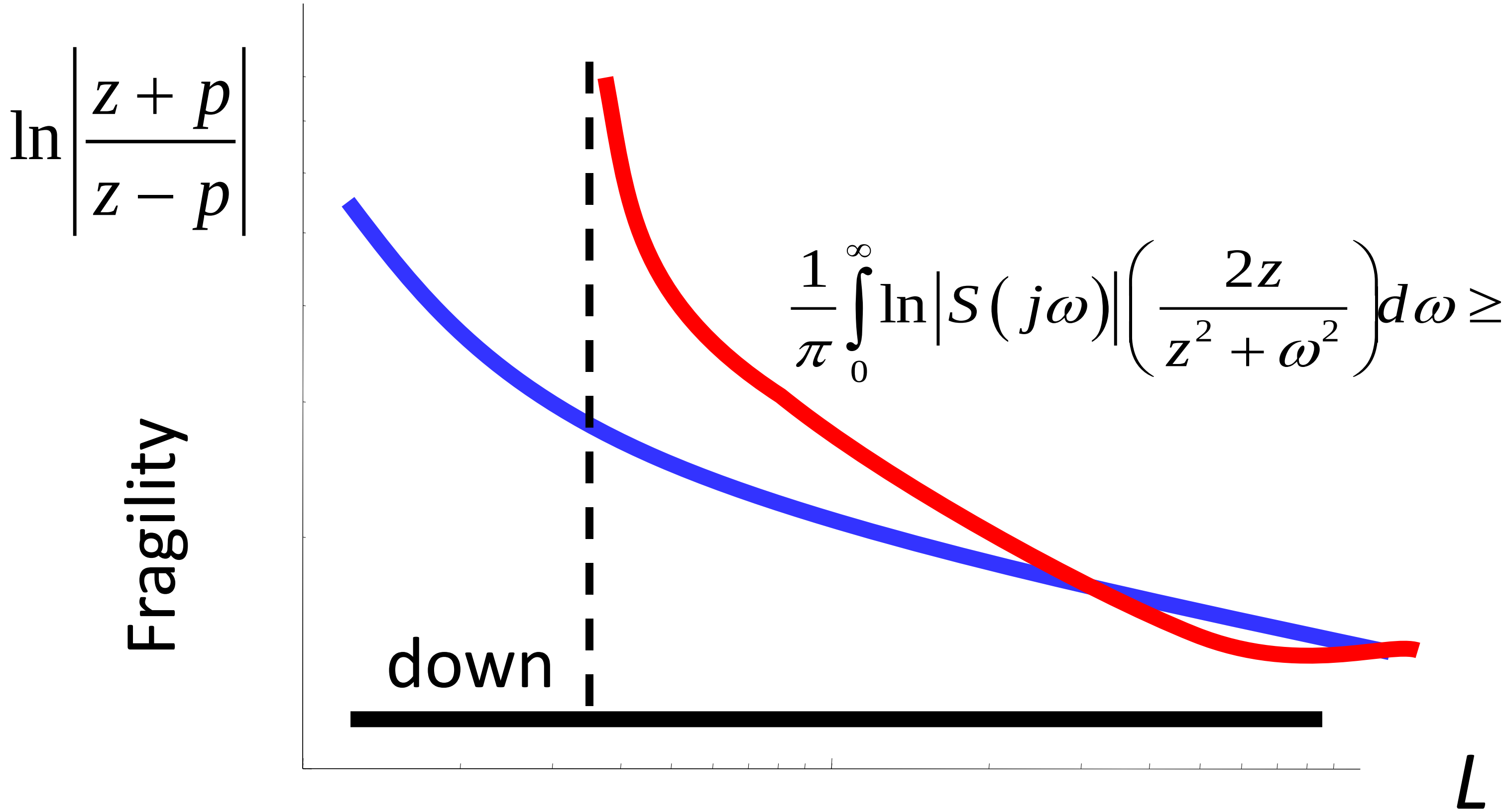
$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\left(\frac{2p}{p^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$



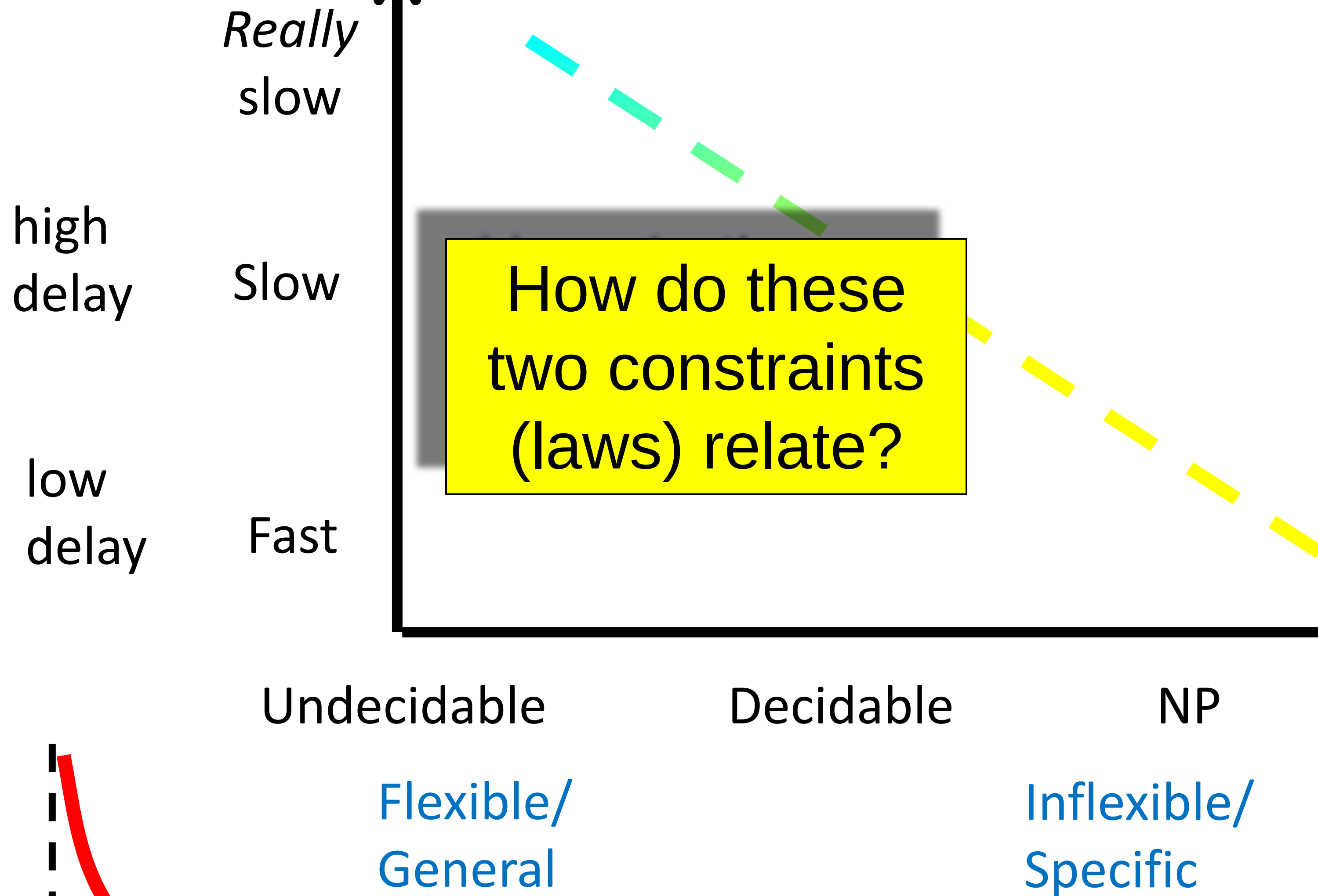
This is a cartoon, but can be made precise.

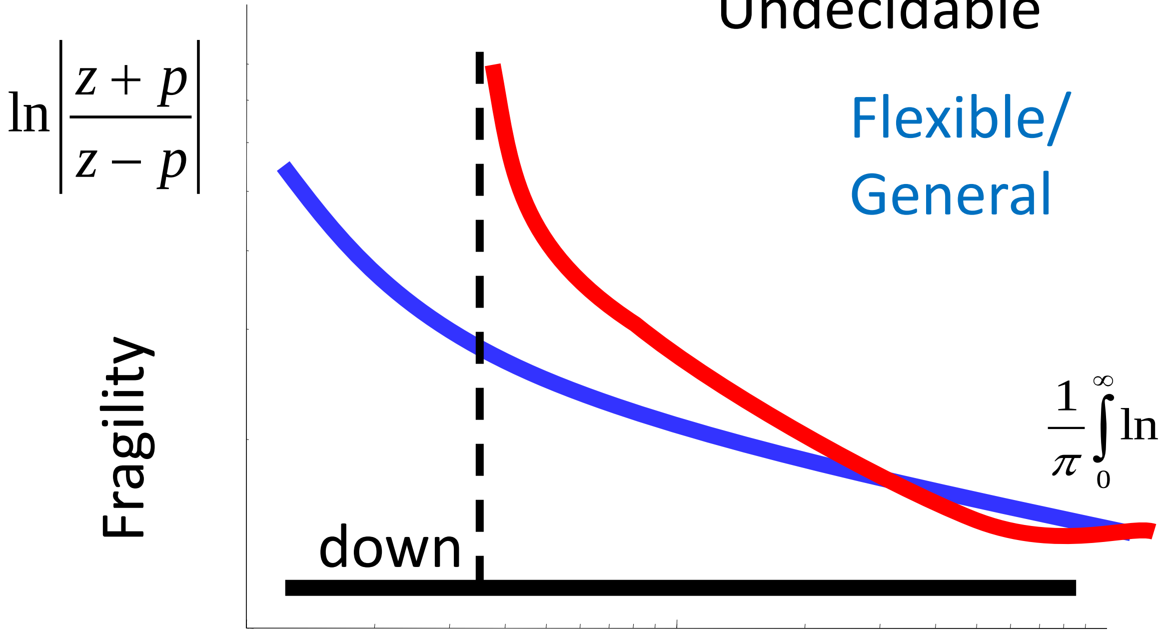
Hard limits on the ***intrinsic*** robustness of control ***problems***.

Must (and do) have algorithms that achieve the limits, and architectures that support this process.



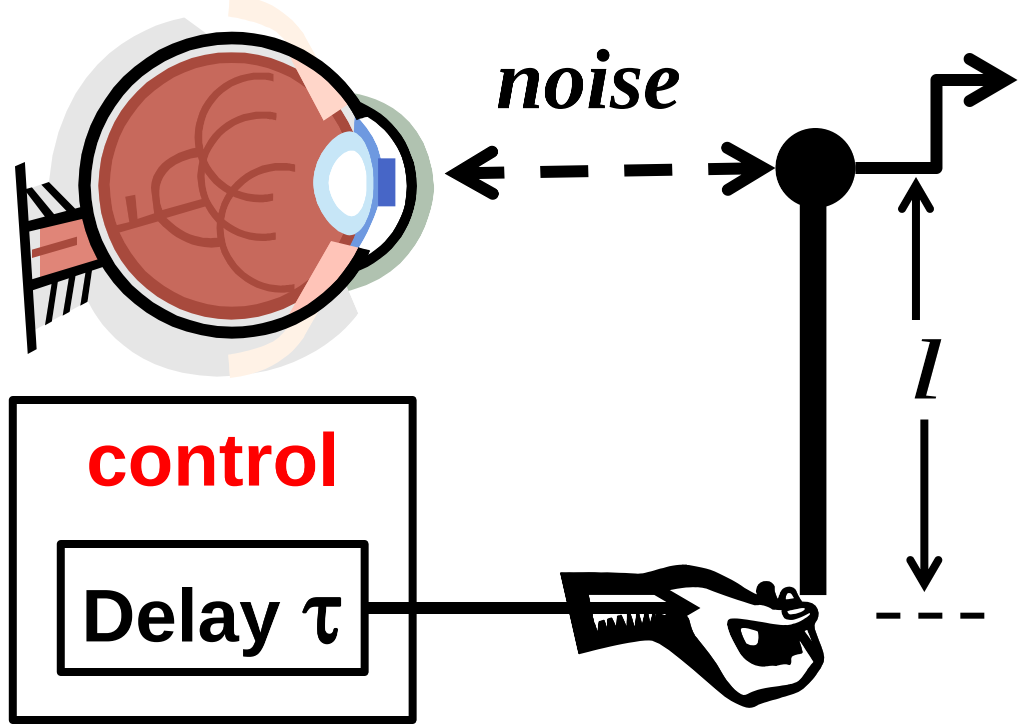
This is a cartoon, but can be made precise.





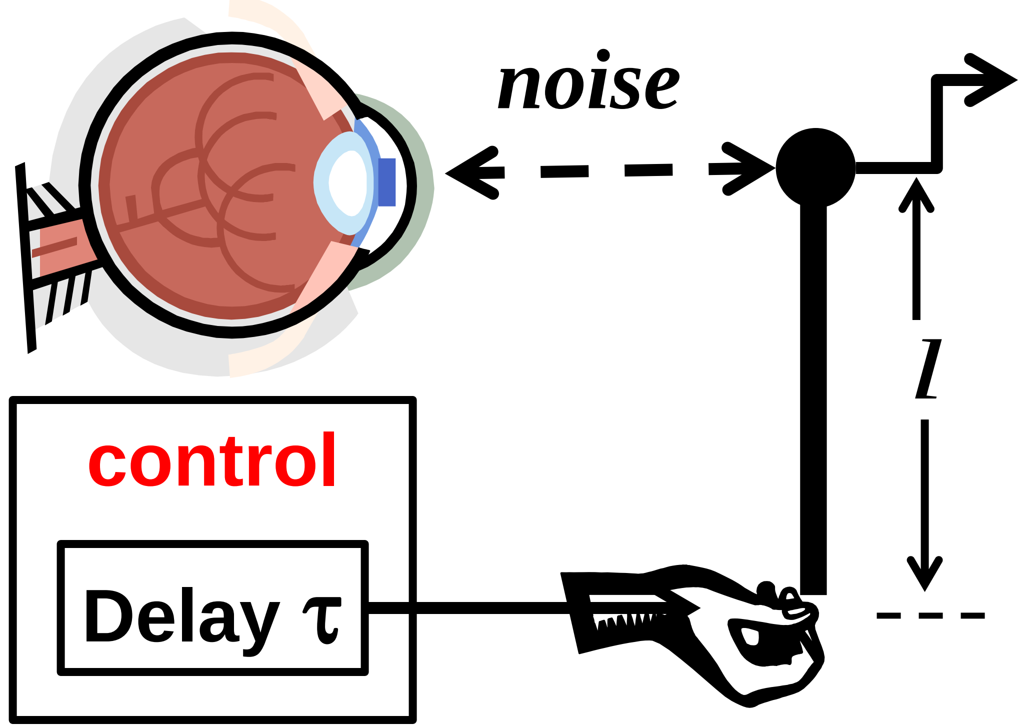
$$\frac{1}{\pi}\int_0^\infty \ln\left|S(j\omega)\right|\left(\frac{2z}{z^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$

Delay comes from sensing, communications, computing, and actuation.
Delay limits robust performance.

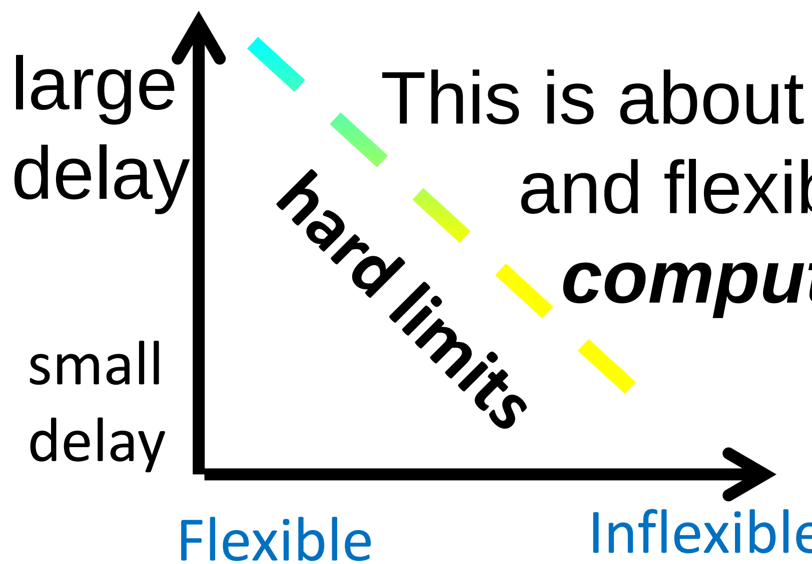


$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\frac{2p}{p^2+\omega^2}d\omega \geq \ln\left|T_{mp}(p)\right| = p\tau \propto \tau\sqrt{\frac{1}{l}}$$

How do these two constraints (laws) relate?



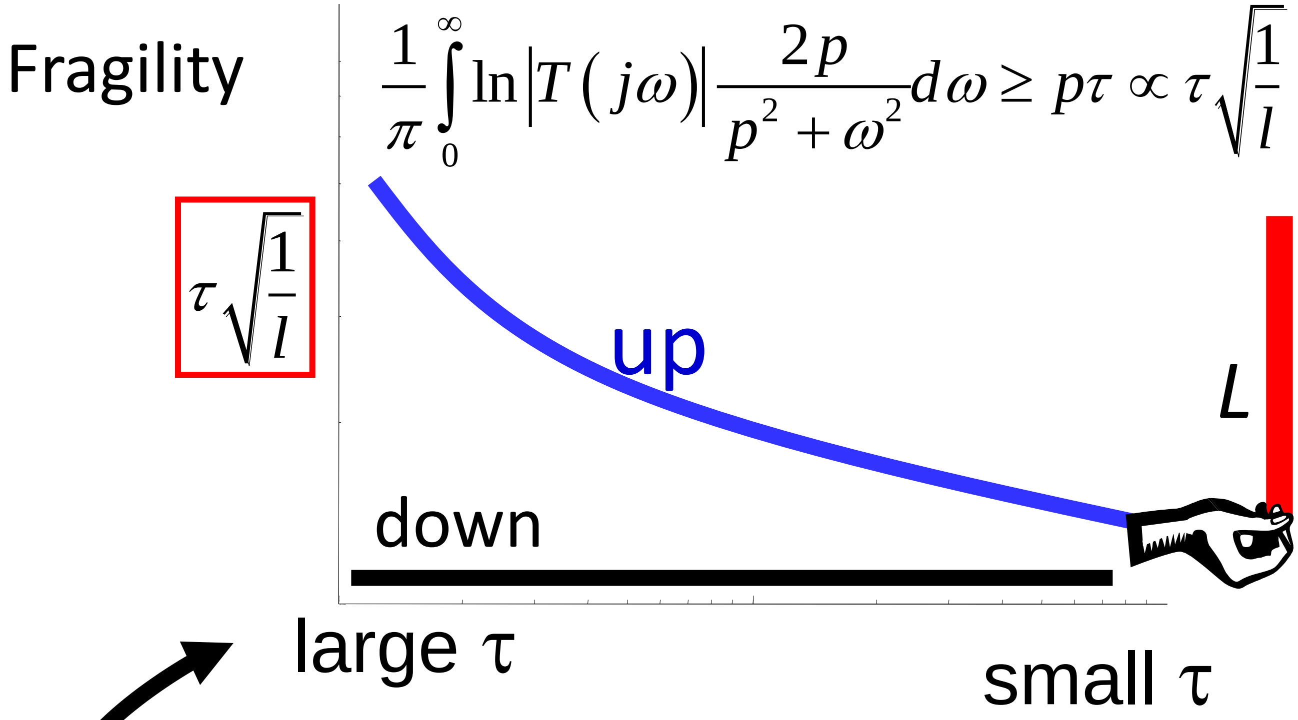
Computation delay adds to total delay.



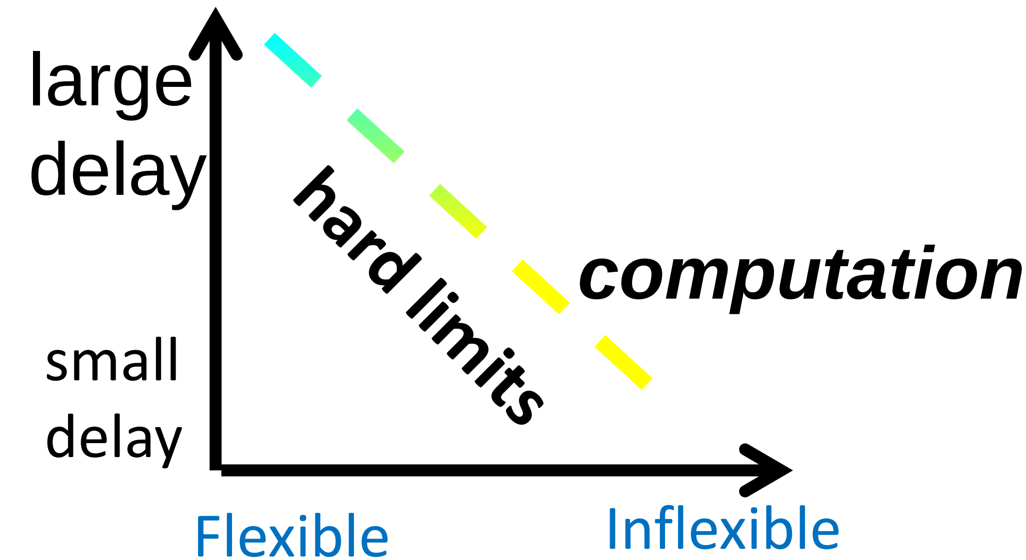
This is about speed and flexibility of ***computation***.

Computation is a component in control.

Delay makes control hard.

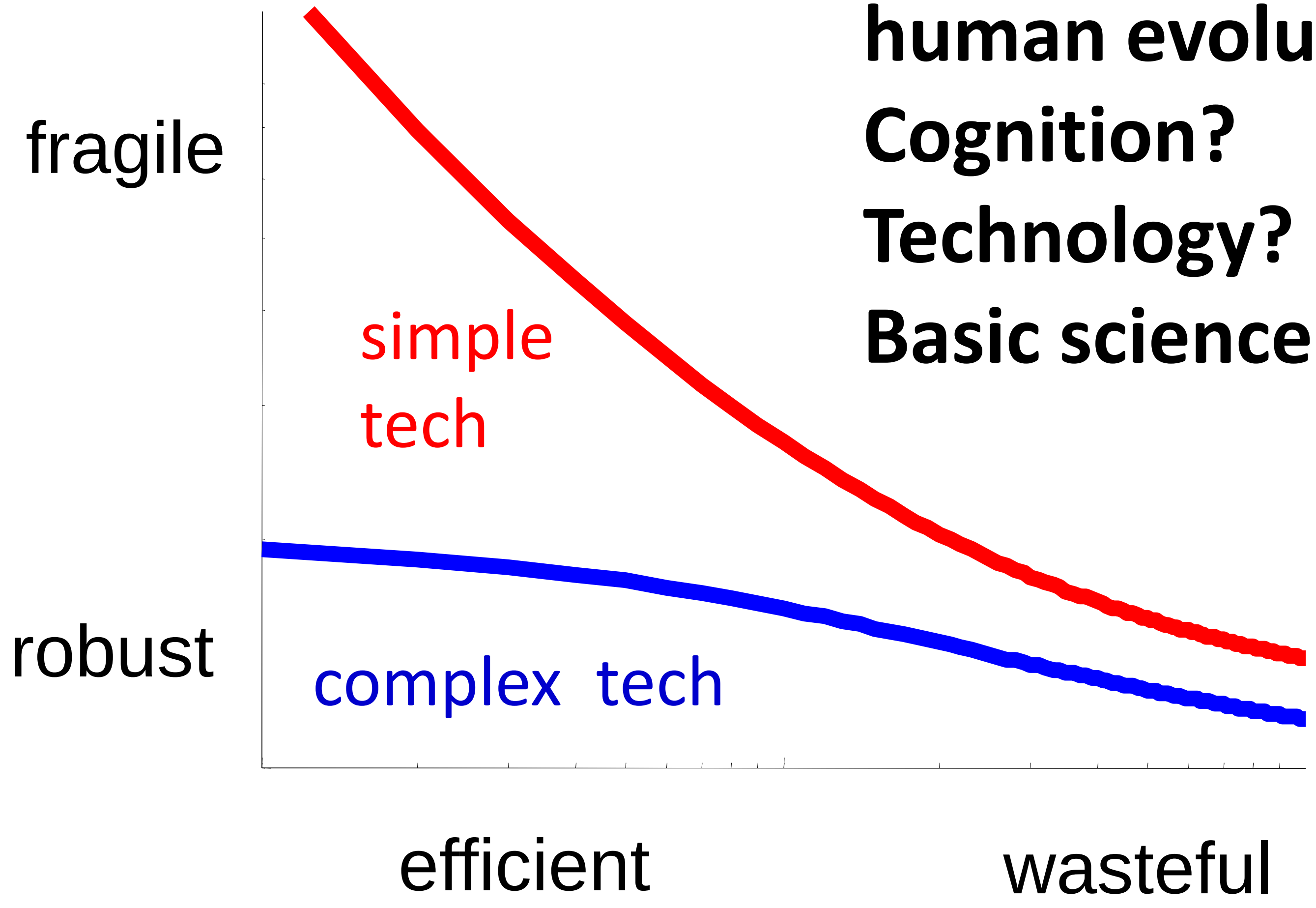


Computation delay adds to total delay.



Computation is a component in control.

How general is this picture?



Implications for human evolution?
Cognition?
Technology?
Basic sciences?

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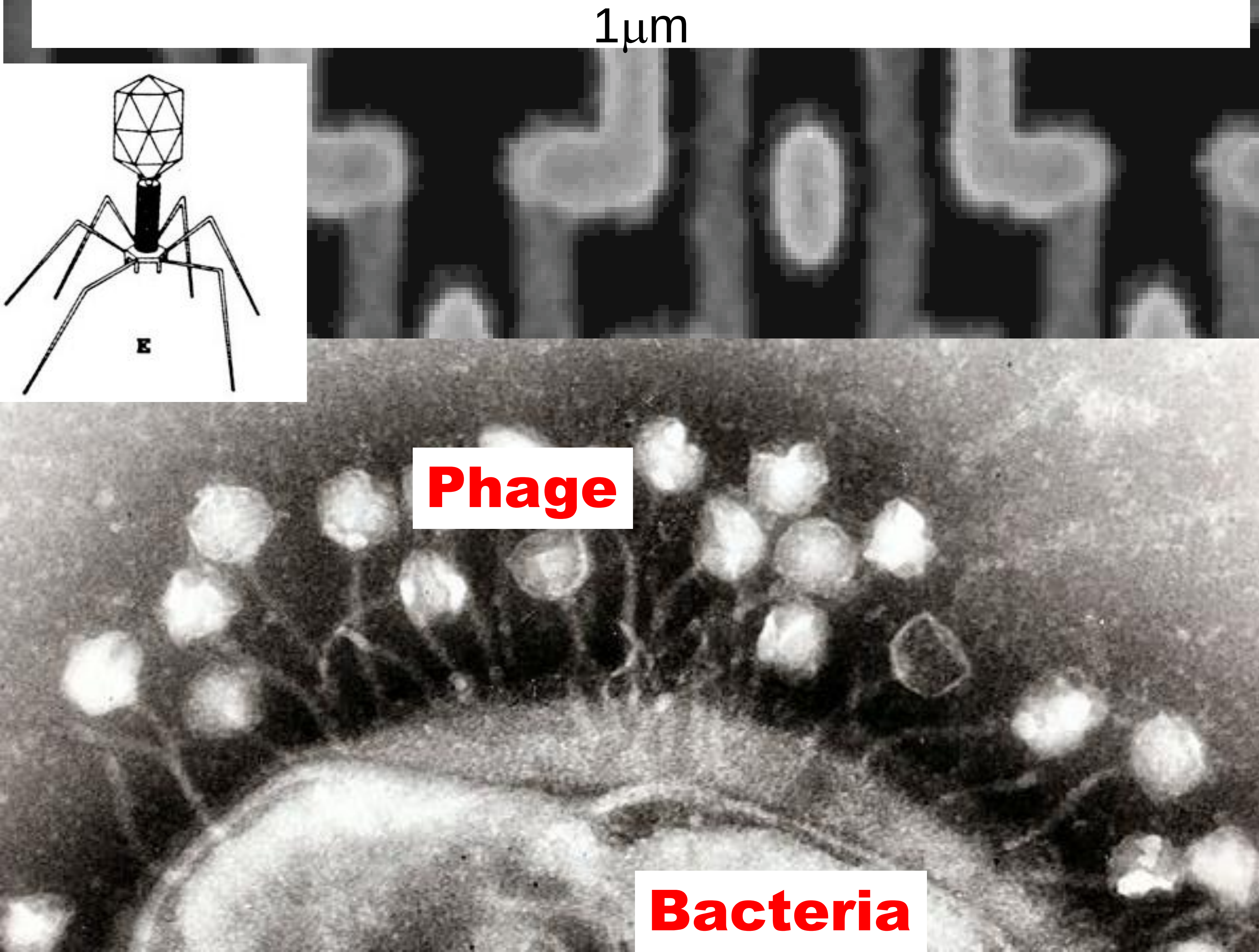
Viruses' Life History: Towards a Mechanistic Basis of a Trade-Off between Survival and Reproduction among Phages

Marianne De Paepe, François Taddei*

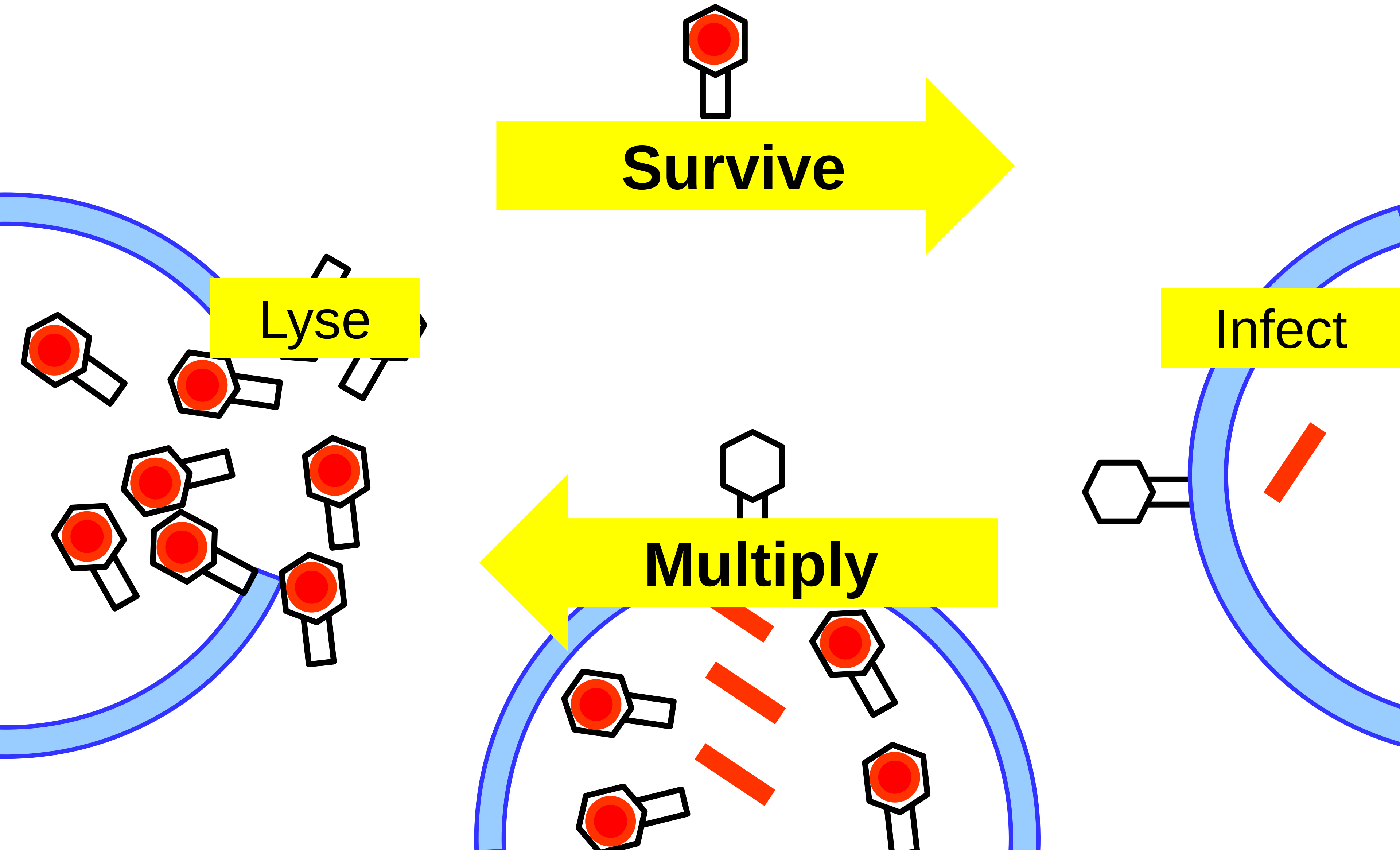
Laboratoire de Genetique Moleculaire, Evolutive et Medicale, University of Paris 5, INSERM, Paris, France

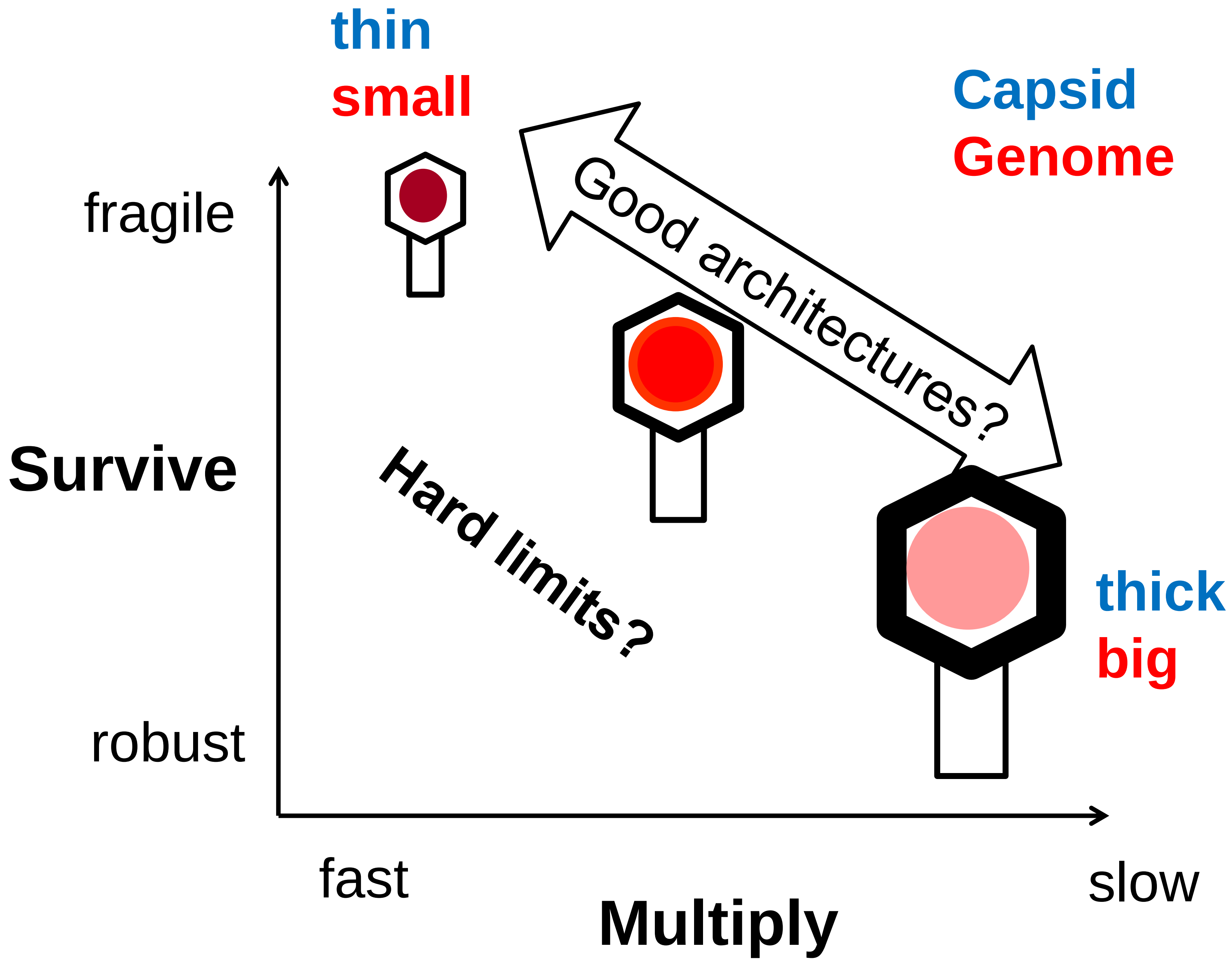
July 2006 | Volume 4 | Issue 7 | e193

I recently found this paper, a rare example of exploring an explicit tradeoff between robustness and efficiency. This seems like an important paper but it is rarely cited.


1μm
E
Phage
Bacteria

Phage lifecycle




thin
small
Capsid
Genome
fragile
Good architectures?
Survive
Hard limits?
thick
big
robust
fast
slow
Multiply

Glycolytic Oscillations and Limits on Robust Efficiency

Fiona A. Chandra,[1]* Gentian Buzi,[2] John C. Doyle[2]

Both engineering and evolution are constrained by trade-offs between efficiency and robustness, but theory that formalizes this fact is limited. For a simple two-state model of glycolysis, we explicitly derive analytic equations for hard trade-offs between robustness and efficiency with oscillations as an inevitable side effect. The model describes how the trade-offs arise from individual parameters, including the interplay of feedback control with autocatalysis of network products necessary to power and catalyze intermediate reactions. We then use control theory to prove that the essential features of these hard trade-off "laws" are universal and fundamental, in that they depend minimally on the details of this system and generalize to the robust efficiency of any autocatalytic network. The theory also suggests worst-case conditions that are consistent with initial experiments.

UG biochem, math, control theory

the cell's use of ATP. In glycolysis, two ATP molecules are consumed upstream and four are produced downstream, which normalizes to $q = 1$ (each y molecule produces two downstream) with kinetic exponent $a = 1$. To highlight essential trade-offs with the simplest possible analysis, we normalize the concentration such that the unperturbed ($\delta = 0$) steady states are $\bar{y} = 1$ and $\bar{x} = 1/k$ [the system can have one additional steady state, which is unstable when $(1, 1/k)$ is stable]. [See the supporting online material (SOM) part I]. The basal rate of the PFK reaction and the consumption rate have been normalized to 1 (the 2 in the numerator and feedback coefficients of the reactions come from these normalizations). Our results hold for more general systems as discussed below and in SOM, but the analysis

Chandra, Buzi, and Doyle

Most important paper so far.

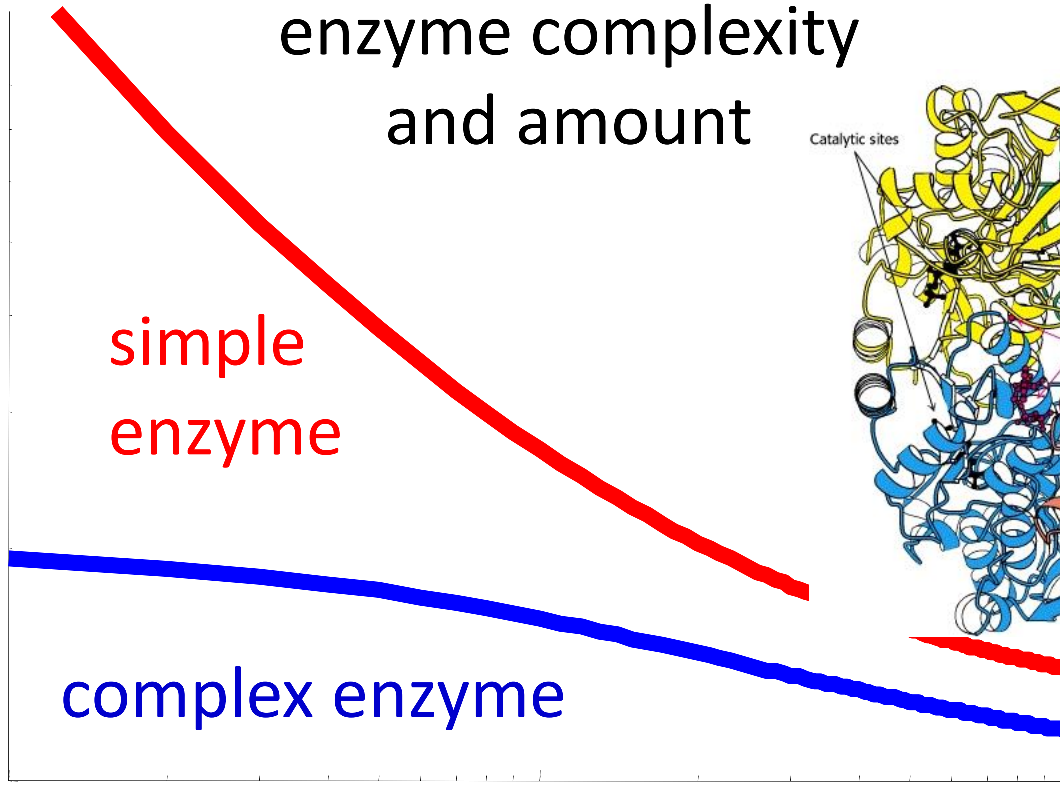
Theorem!

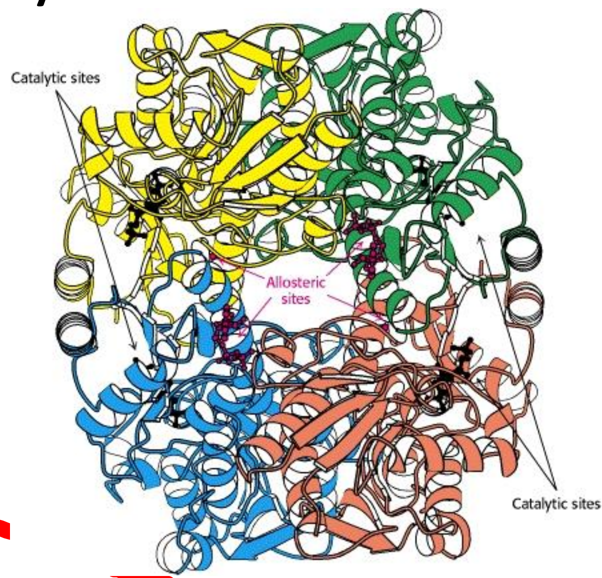
$$\frac{1}{\pi}\int_0^\infty \ln\left|S(j\omega)\right|\left(\frac{z}{z^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$

z and p functions of enzyme complexity and amount

Fragility

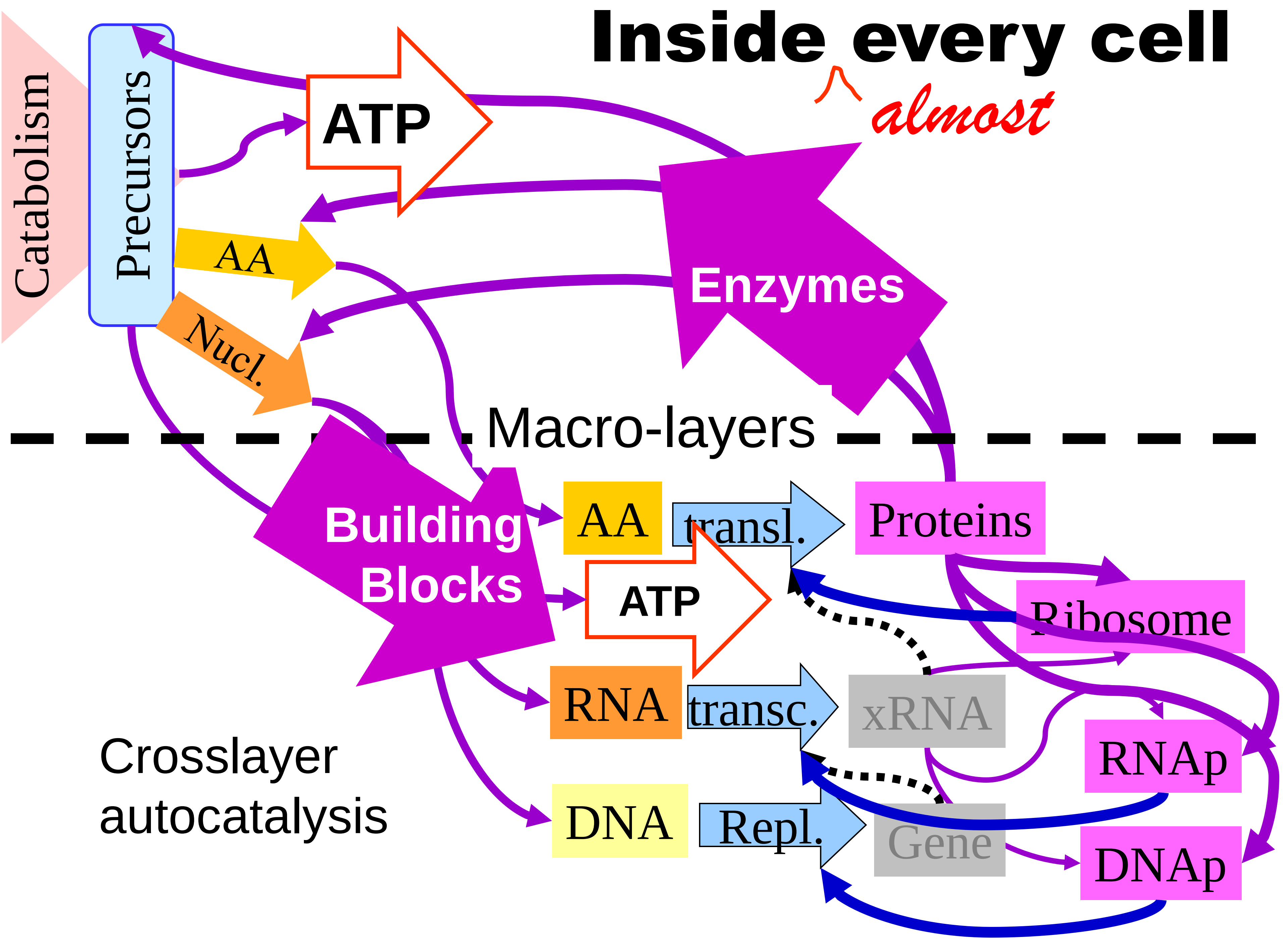
$$\ln\left|\frac{z+p}{z-p}\right|$$

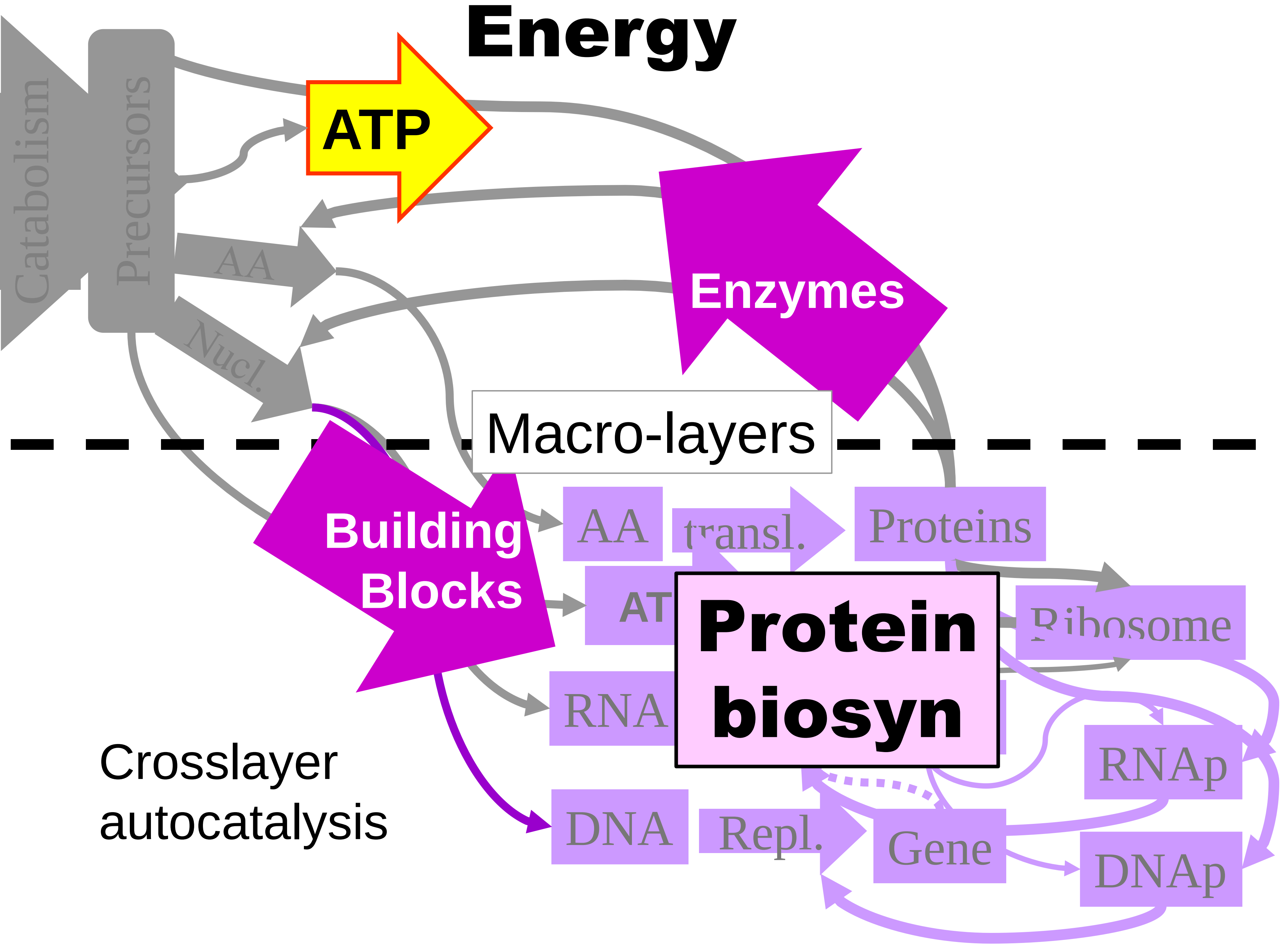




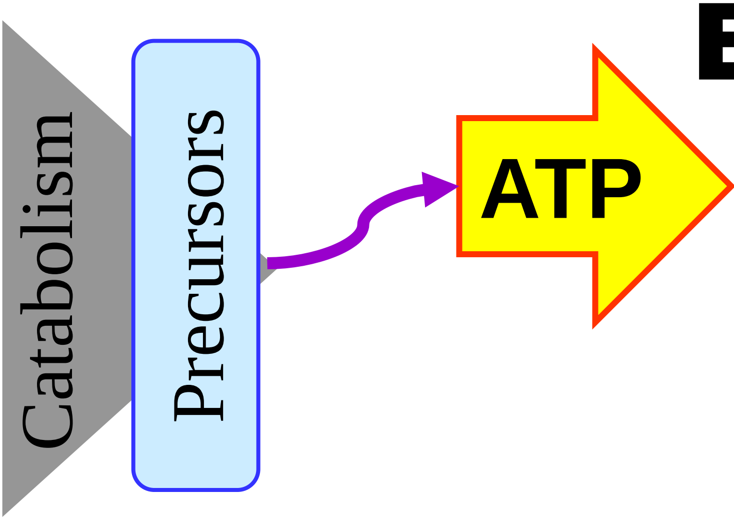
Enzyme amount

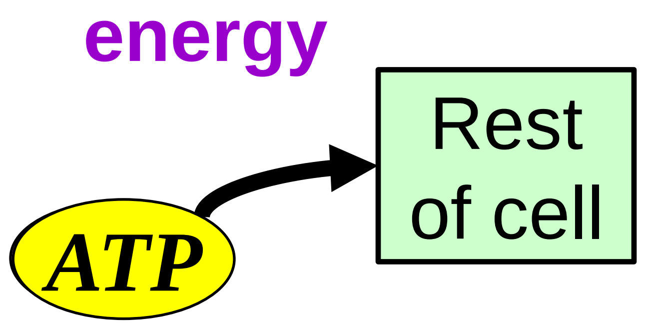
Savageaumics


Inside every cell
almost
Catabolism
Precursors
ATP
AA
Nucl.
Enzymes
Macro-layers
Building Blocks
AA
transl.
Proteins
ATP
Ribosome
RNA
transc.
xRNA
RNAp
DNA
Repl.
Gene
DNAp
Crosslayer autocatalysis


Energy
ATP
Catabolism
Precursors
AA
Nucl.
Enzymes
Macro-layers
Building
Blocks
AA
transl.
Proteins
AT
Protein
biosyn
Ribosome
RNA
RNAp
DNA
Repl.
Gene
DNAp
Crosslayer
autocatalysis

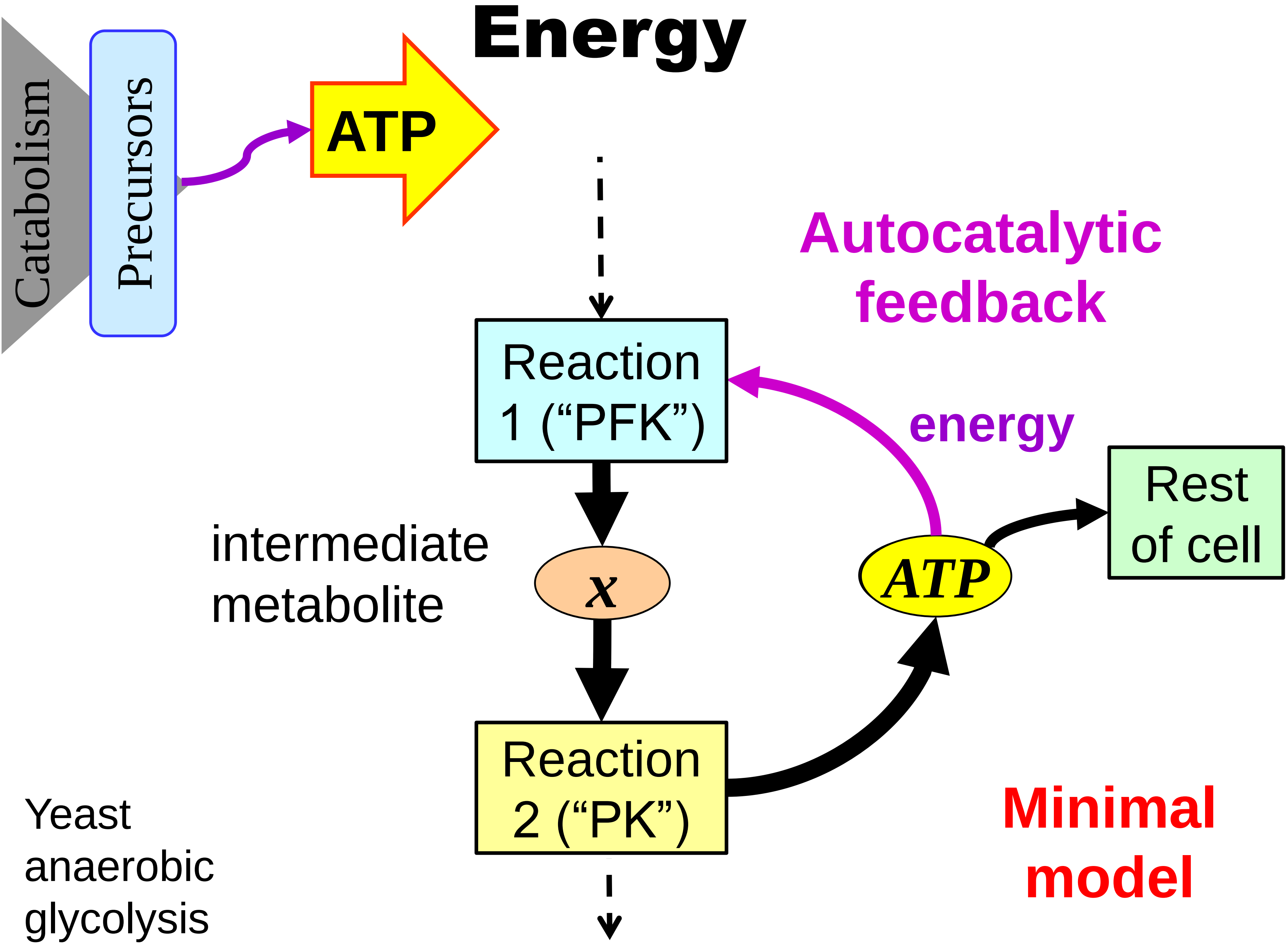
Energy

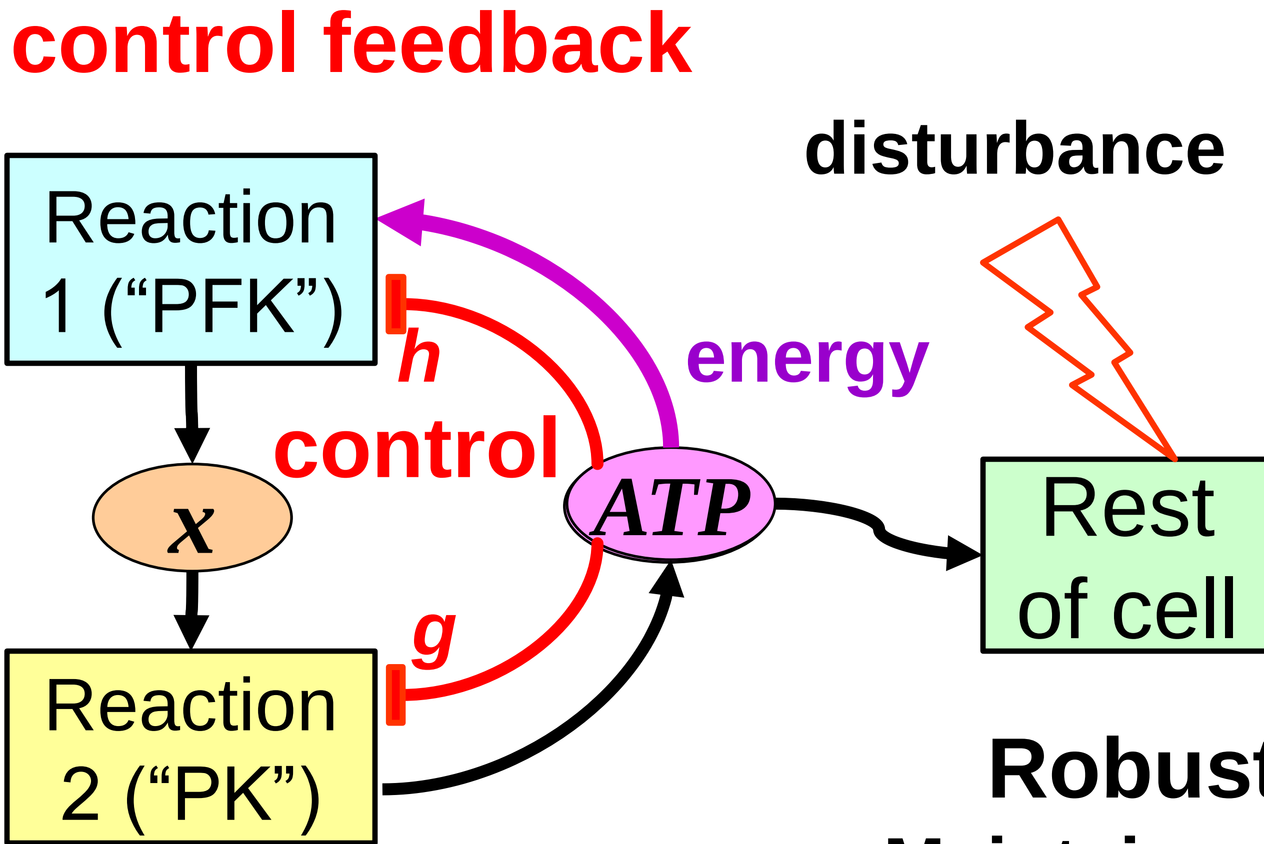




Yeast anaerobic glycolysis

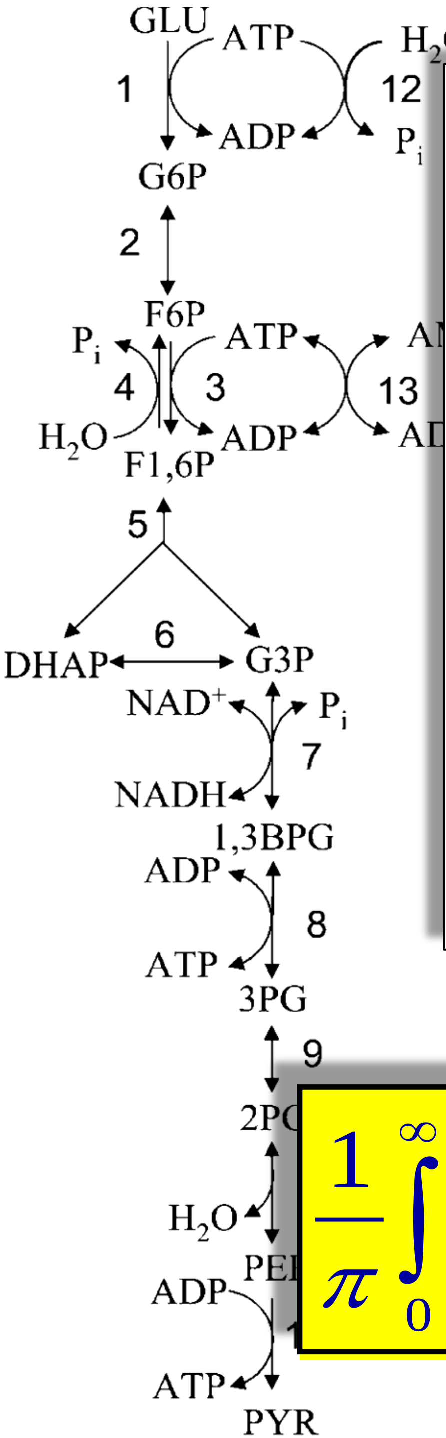
Minimal model


Catabolism
Precursors
ATP
Energy
Autocatalytic
feedback
Reaction
1 (“PFK”)
energy
Rest
of cell
intermediate
metabolite
x
ATP
Reaction
2 (“PK”)
Yeast
anaerobic
glycolysis
Minimal
model



Robust =
Maintain energy (ATP concentration) despite demand fluctuation

Tight control creates "weak linkage" between power supply and demand



(P1) Total NAD moiety: $[NAD^+] + [NADH]$

Constrained ("conserved"):

Moieties

1. NAD
2. Adenylate
3. Carbon
4. phosphate
5. oxygen

6. Oxidized state of metabolites
7. Reduced state of metabolites
8. High energy potential release

$[F1,6P] + [DHAP] +$

$[2PG] + [PEP] + [PYR]$

$HAP] + [G3P] +$

$+ [PEP] +$

$DP] + [P_i]$

$P_i] + [H_2O]$

$] +$

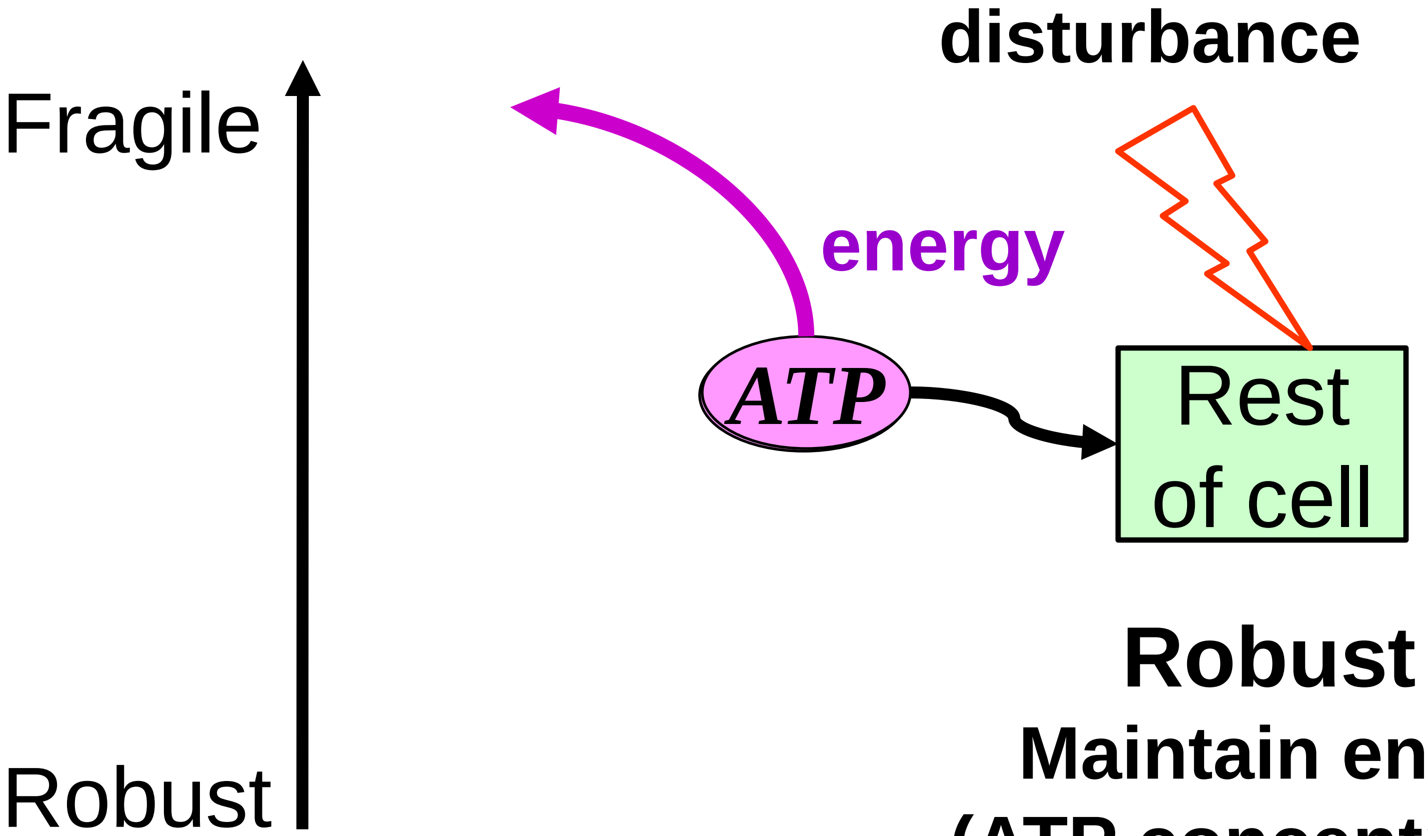
$+ [PEP] + [PYR] + [NAD^+]$

$$\frac{1}{\pi}\int_0^{\infty} \ln\left|S(j\omega)\right|\left(\frac{z}{z^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$

$] +$

$+ [PYR] + [ADP] + 2[AMP] + [H_2O]$

Hard tradeoff in glycolysis



Robust =

Maintain energy

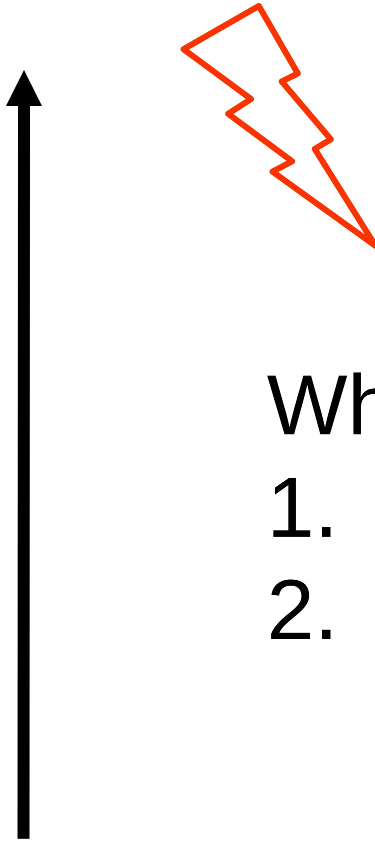
(ATP concentration)

despite demand fluctuation

disturbance

Accurate vs
sloppy

Fragile



Robust

What makes this hard?

1. Instability (autocatalysis)
2. Delay (enzyme amount)

Robust

≈Disturbance rejection

≈ Accurate

Fragile

Robust

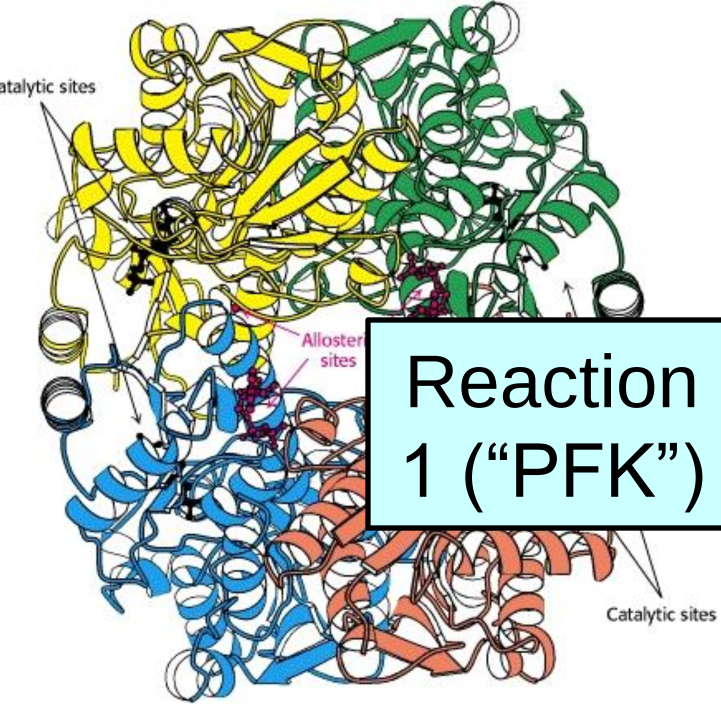
What makes this hard?

1. Instability
2. Delay

The CNS must cope with both

Today's important point

enzymes catalyze reactions



Reaction 1 (“PFK”)

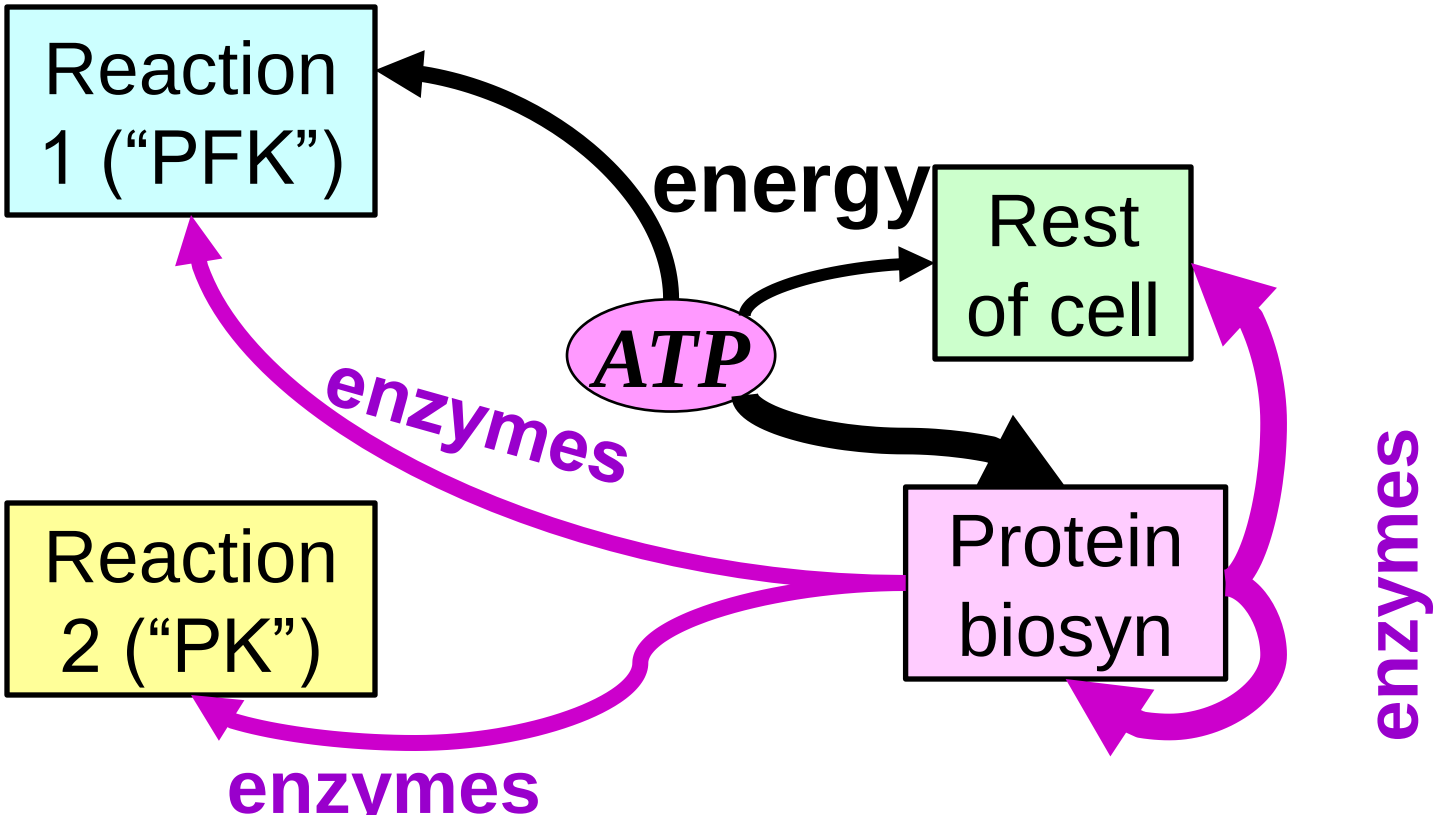
energy

ATP

Rest of cell

Reaction 2 (“PK”)

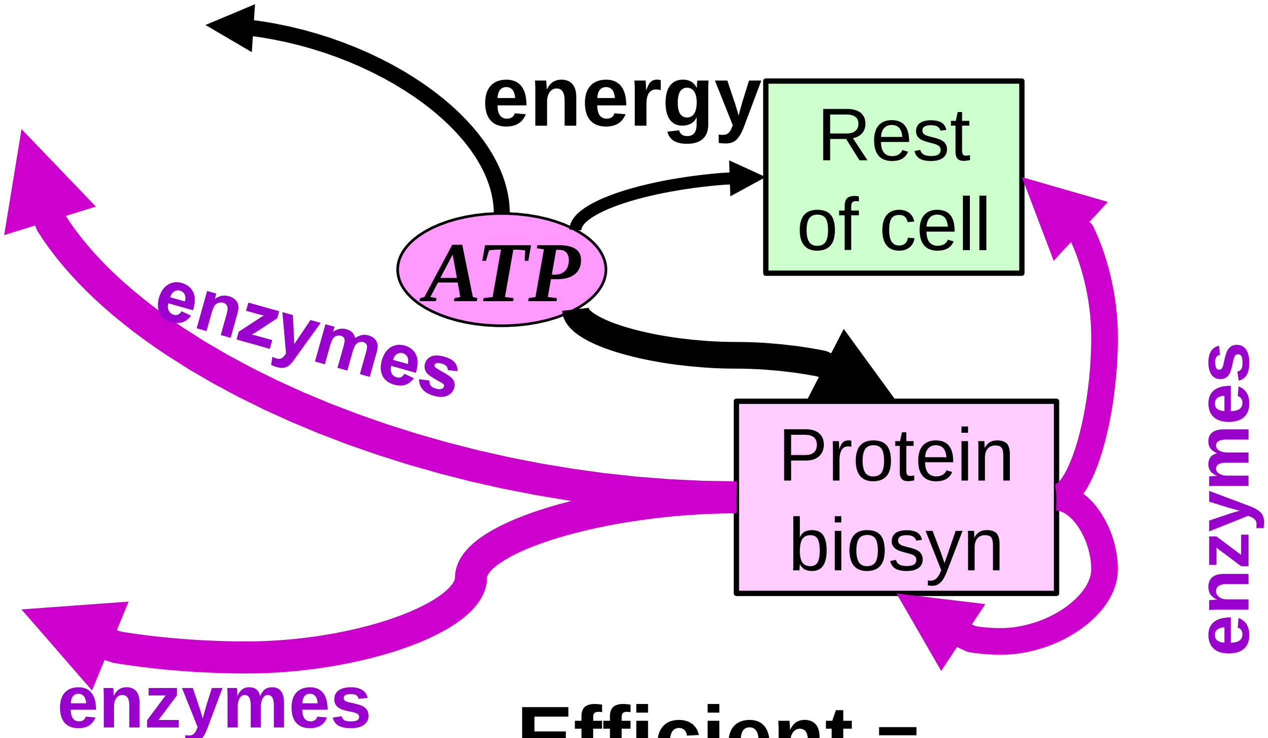
enzymes catalyze reactions, another source of autocatalysis



Efficient =
low metabolic overhead
≈ low enzyme amount

enzymes catalyze reactions, another source of autocatalysis

reaction rates ∝ enzyme amount



Can't make too many enzymes here, need to supply rest of the cell.

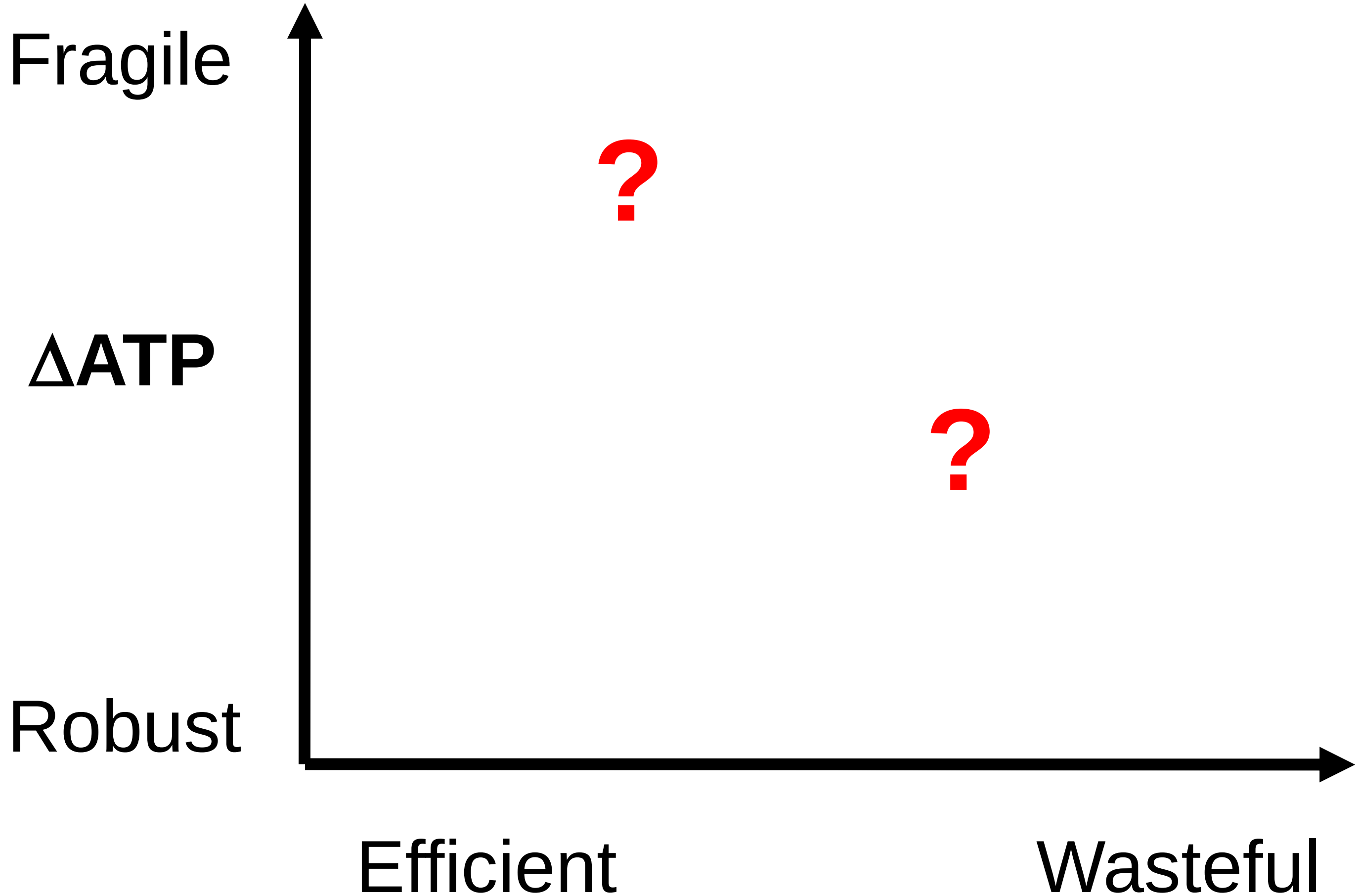
Efficient =

low metabolic overhead

≈ low enzyme amount

(⇒ slow reactions)

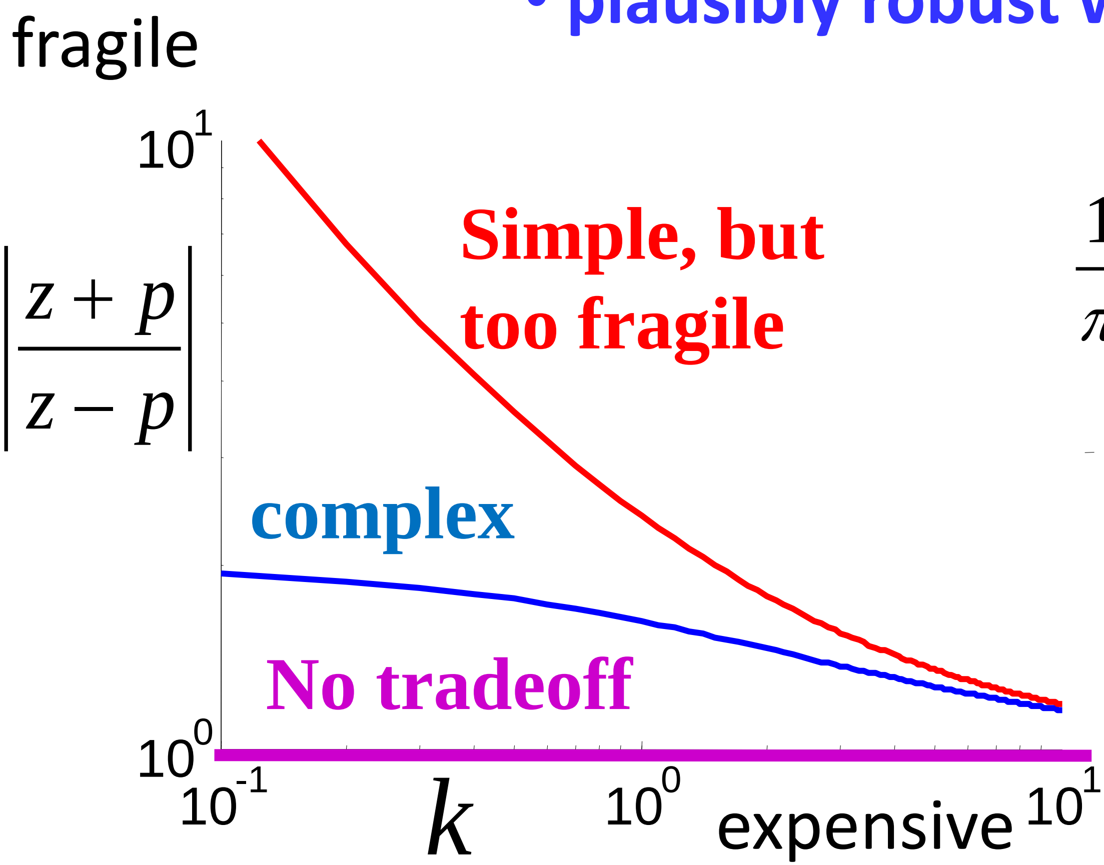
Robust = Maintain ATP



Efficient =
low enzyme amount
(⇒ slow reactions)

Hard tradeoff in glycolysis is

- **robustness vs efficiency**
- **absent without autocatalysis**
- **too fragile with simple control**
- **plausibly robust with complex control**

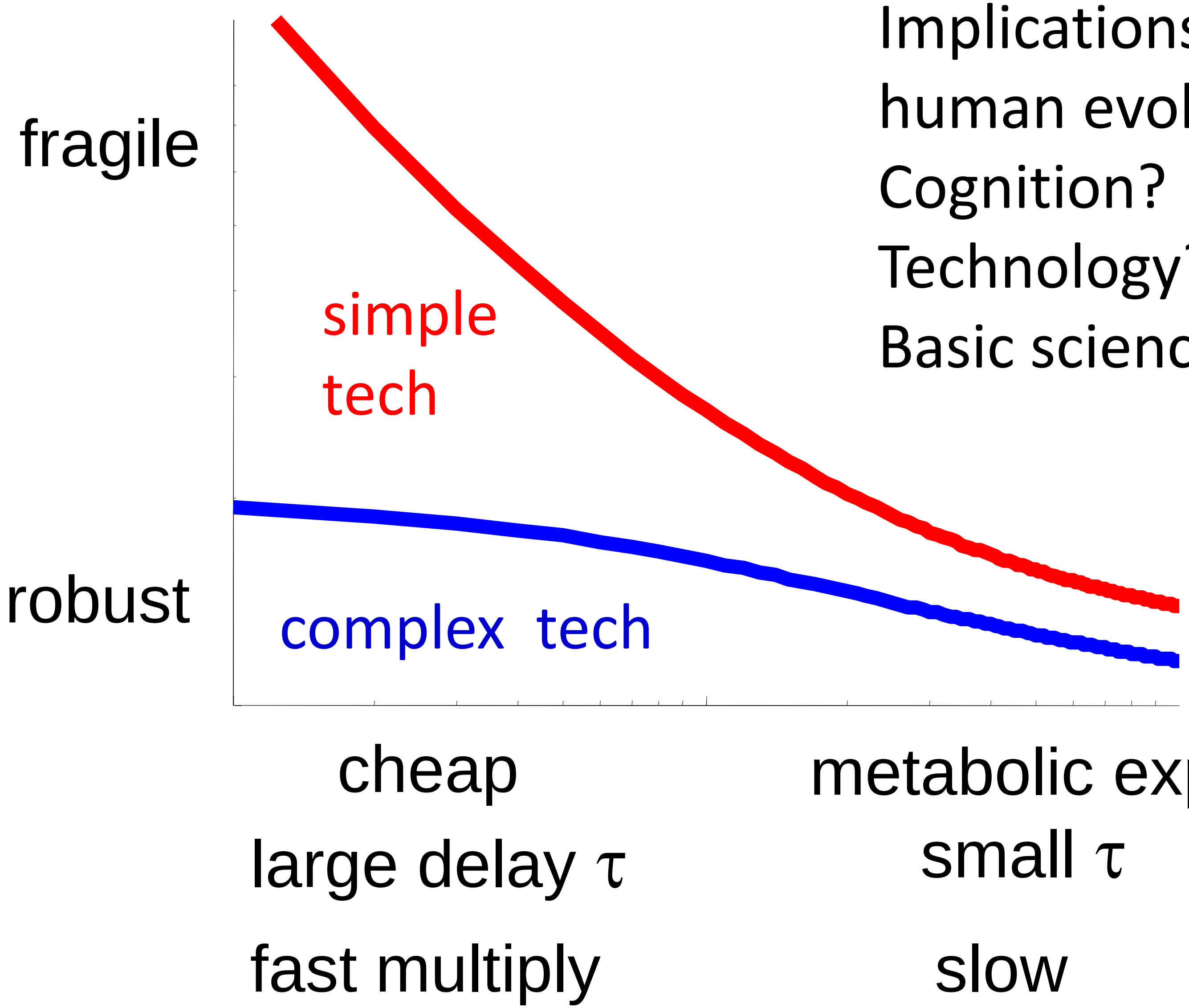


$$\frac{1}{\pi}\int_0^\infty \ln\left|S(j\omega)\right|\left(\frac{z}{z^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$

What (some) reviewers say

- "…to establish universality for all biological and physiological systems is **simply wrong**. It cannot be done…
- … a mathematical scheme **without any real connections to biological or medical**…
- …universality is well justified in physics… for biological and physiological systems …**a dream that will never be realized**, due to the vast diversity in such systems.
- …**does not seem to understand or appreciate** the vast diversity of biological and physiological systems…
- …a high degree of abstraction, which …make[s] **the model useless** …

This picture is very general



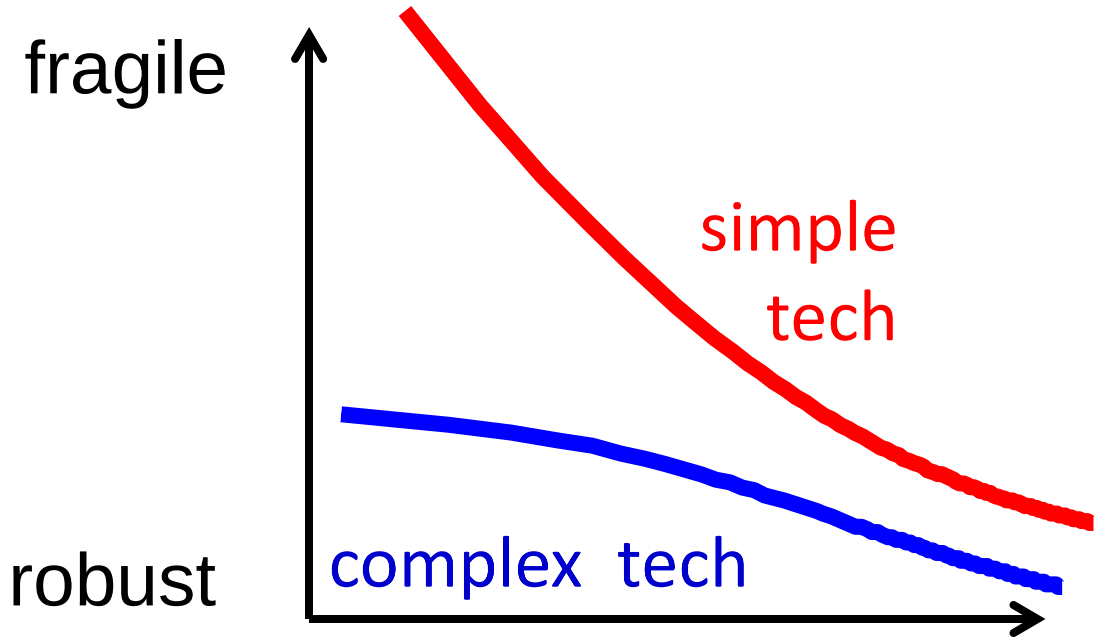
Implications for human evolution?
Cognition?
Technology?
Basic sciences?

This picture is very general

Domain specific costs/tradeoffs

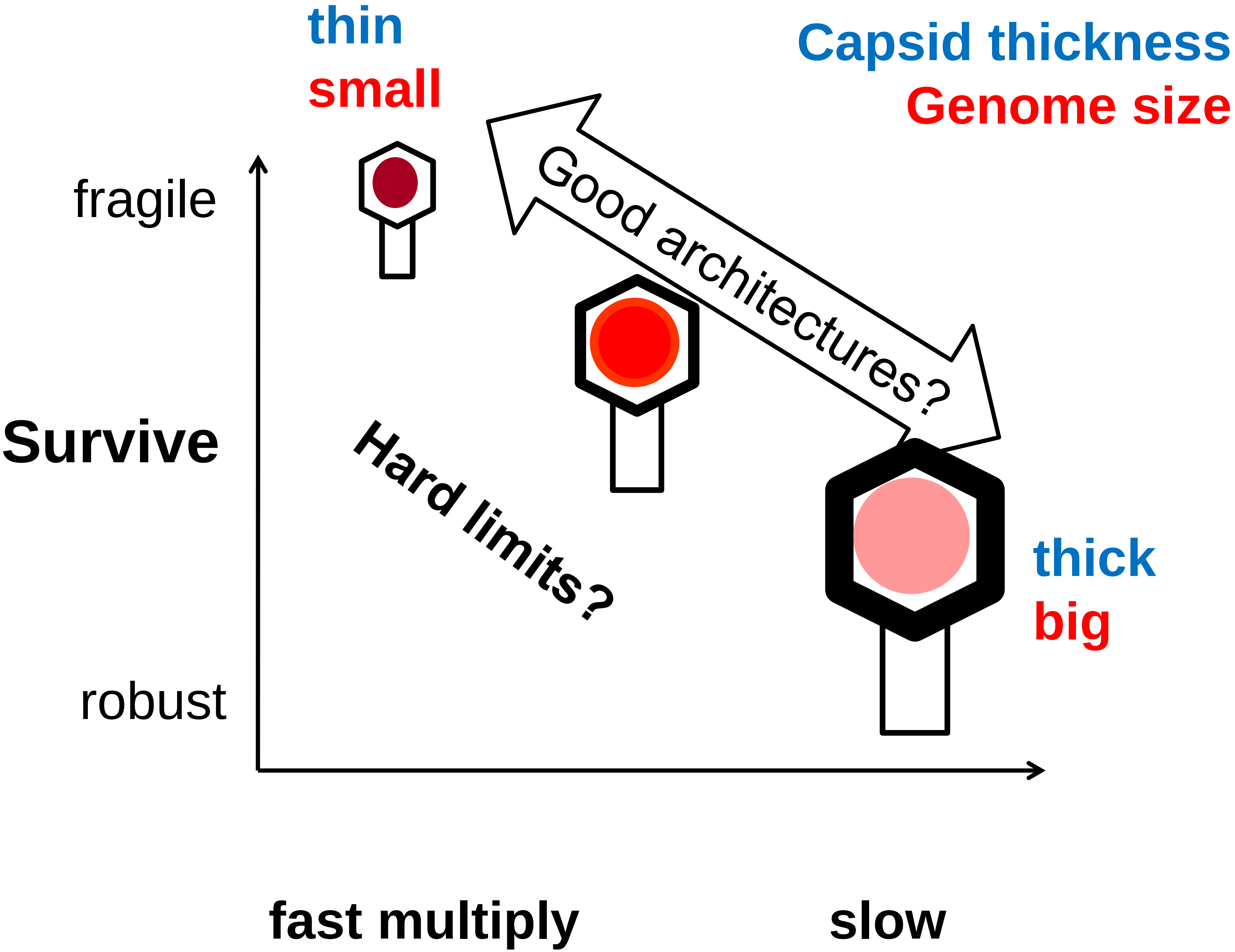
metabolic overhead	cheap	⟷	metabolic expensive
CNS reaction time τ (delay)	large τ	⟷	small τ
phage multiplication rate	fast multiply	⟷	slow

This picture is very general

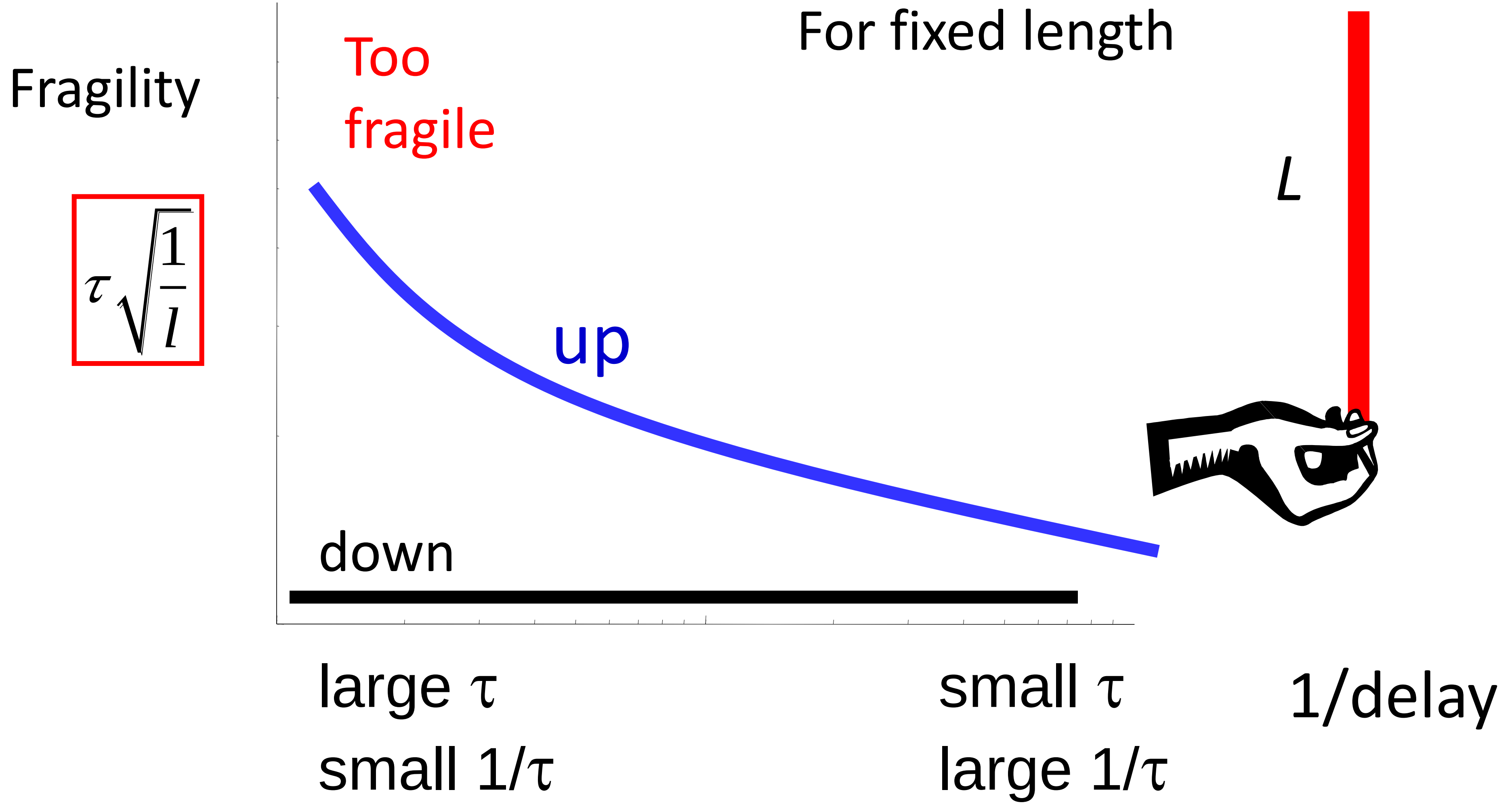


metabolic cost	cheap	⟷	expensive
reaction time τ	large τ	⟷	small τ
phage x rate	fast	⟷	slow

Domain specific costs/tradeoffs

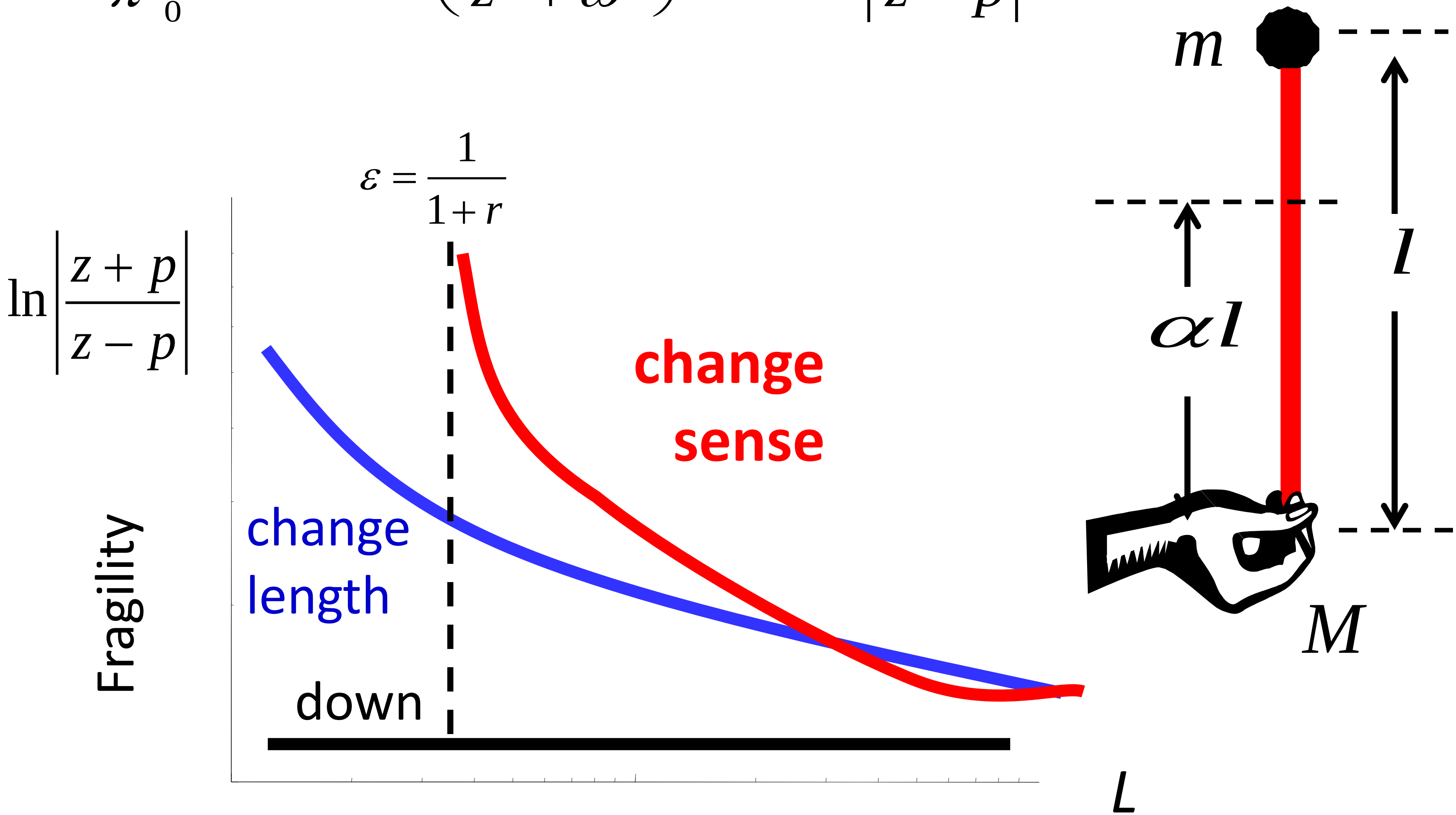

thin
small
Capsid thickness
Genome size
fragile
Good architectures?
Survive
Hard limits?
thick
big
robust
fast multiply
slow

$$\frac{1}{\pi}\int_0^\infty \ln|T(j\omega)|\frac{2p}{p^2+\omega^2}d\omega \geq p\tau \propto \tau\sqrt{\frac{1}{l}}$$



$$r = \frac{m}{M}$$

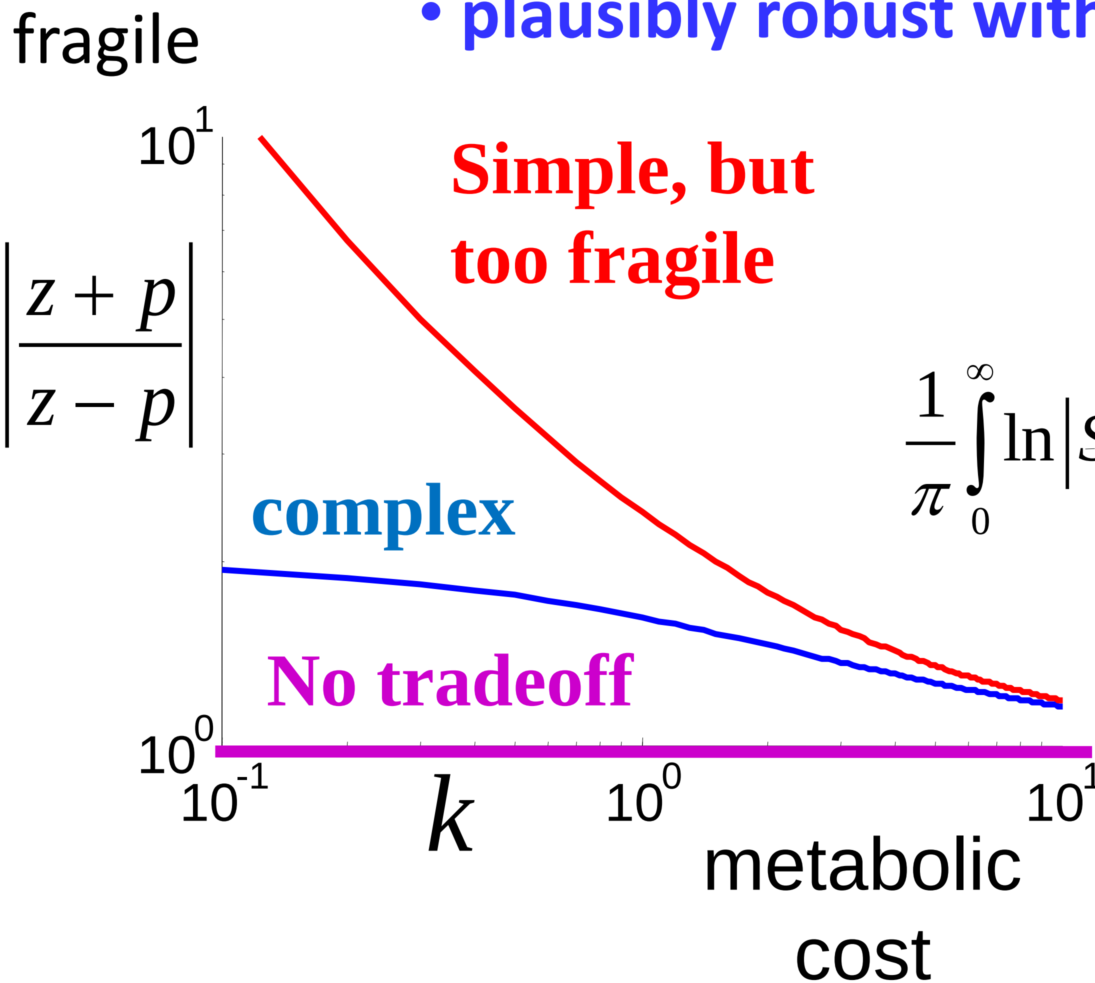
$$\frac{1}{\pi}\int_0^{\infty} \ln\left|S(j\omega)\right|\left(\frac{2z}{z^2+\omega^2}\right)d\omega \geq \ln\left|\frac{z+p}{z-p}\right|$$



This is a cartoon, but can be made precise.

Hard tradeoff in glycolysis is

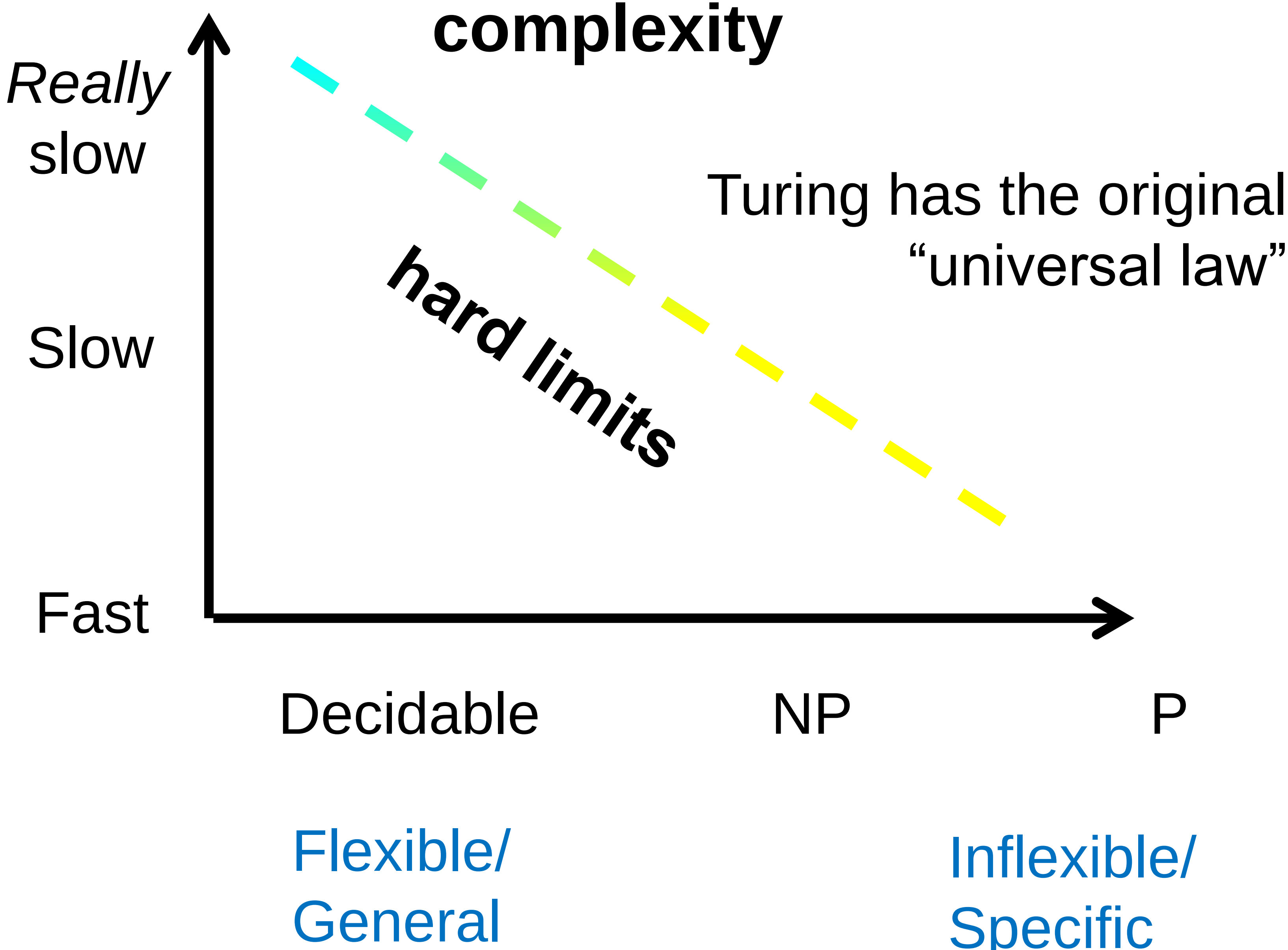
- **robustness vs efficiency**
- **absent without autocatalysis**
- **too fragile with simple control**
- **plausibly robust with complex control**



$$\frac{1}{\pi}\int_0^\infty \ln\left|S(j\omega)\right|\left(\frac{z}{z^2+\omega^2}\right)d\omega$$

$$\geq \ln\left|\frac{z+p}{z-p}\right|$$

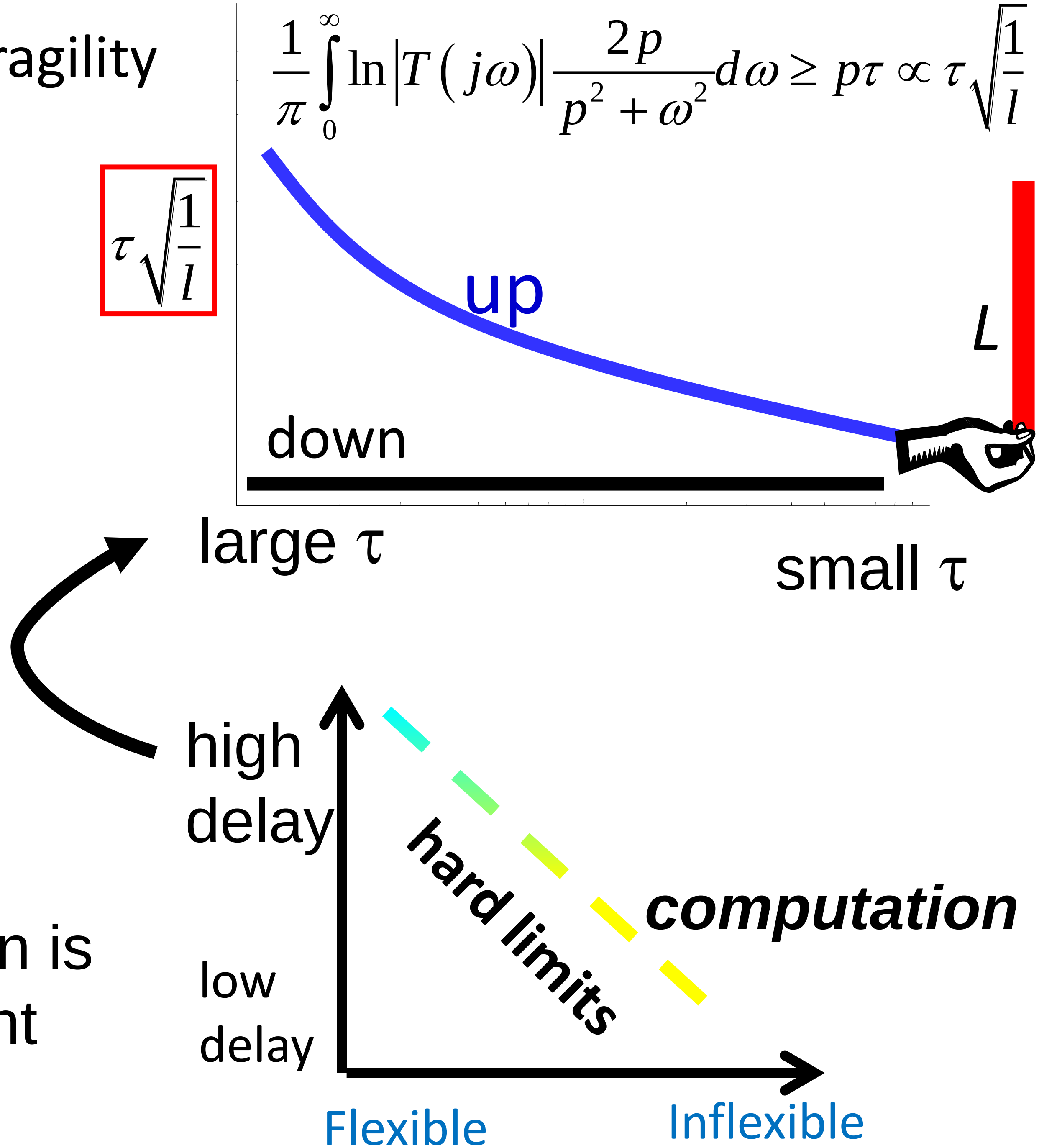
Computational complexity



Delay makes control hard.

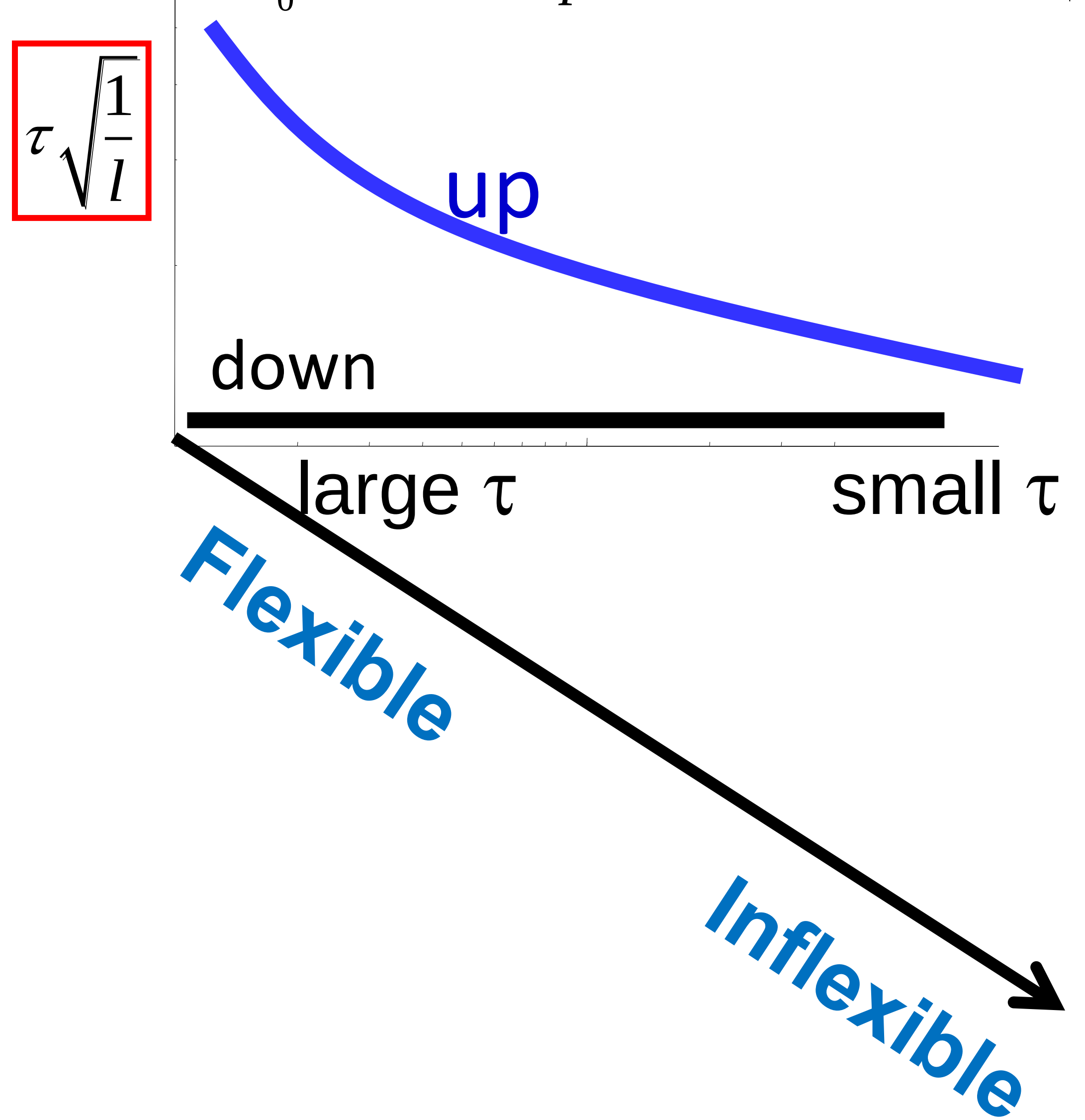
Computation delay adds to total delay.

Computation is a component in control.



Fragility

$$\frac{1}{\pi}\int_0^\infty \ln\left|T(j\omega)\right|\frac{2p}{p^2+\omega^2}d\omega \geq p\tau \propto \tau\sqrt{\frac{1}{l}}$$

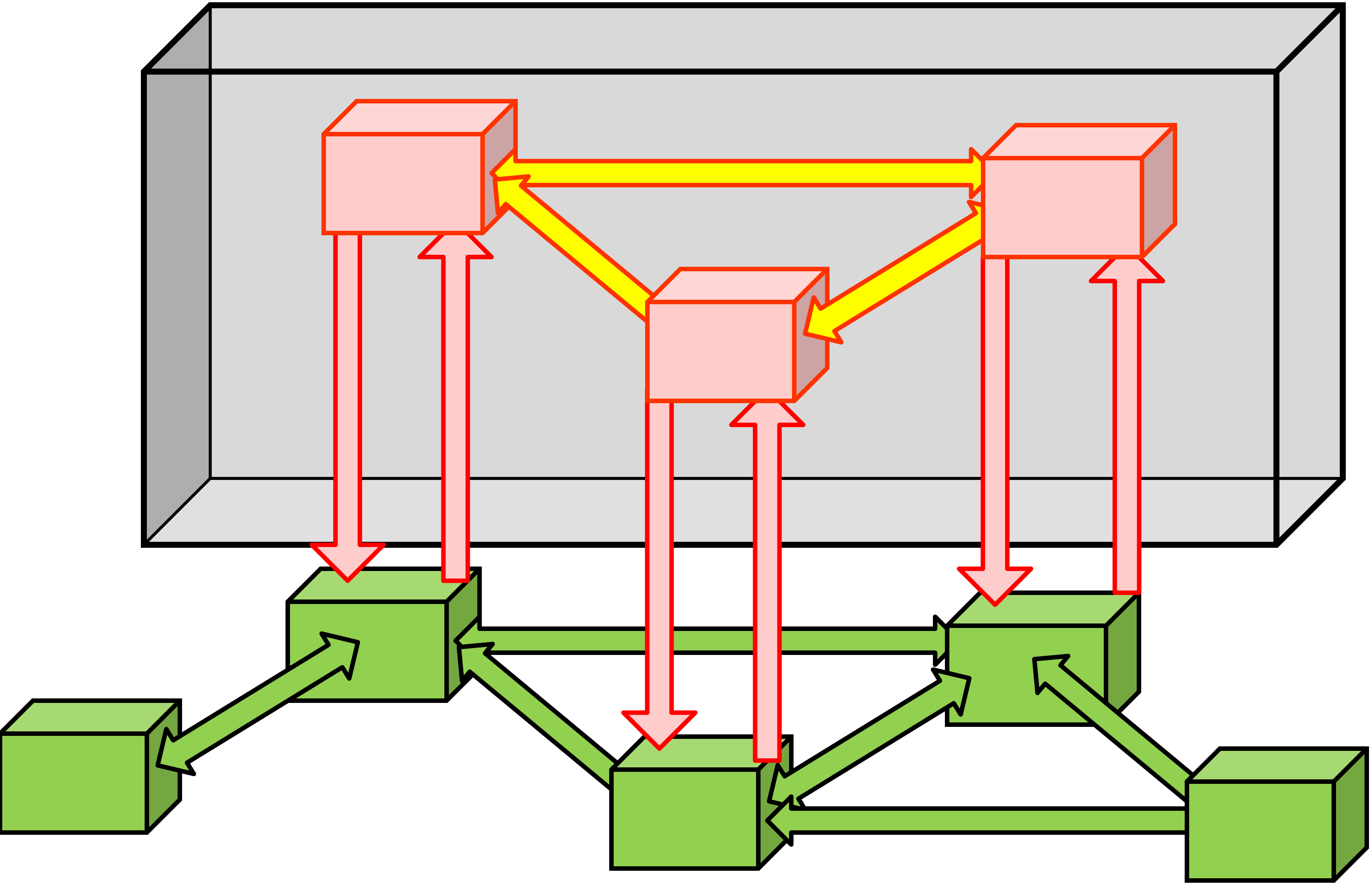


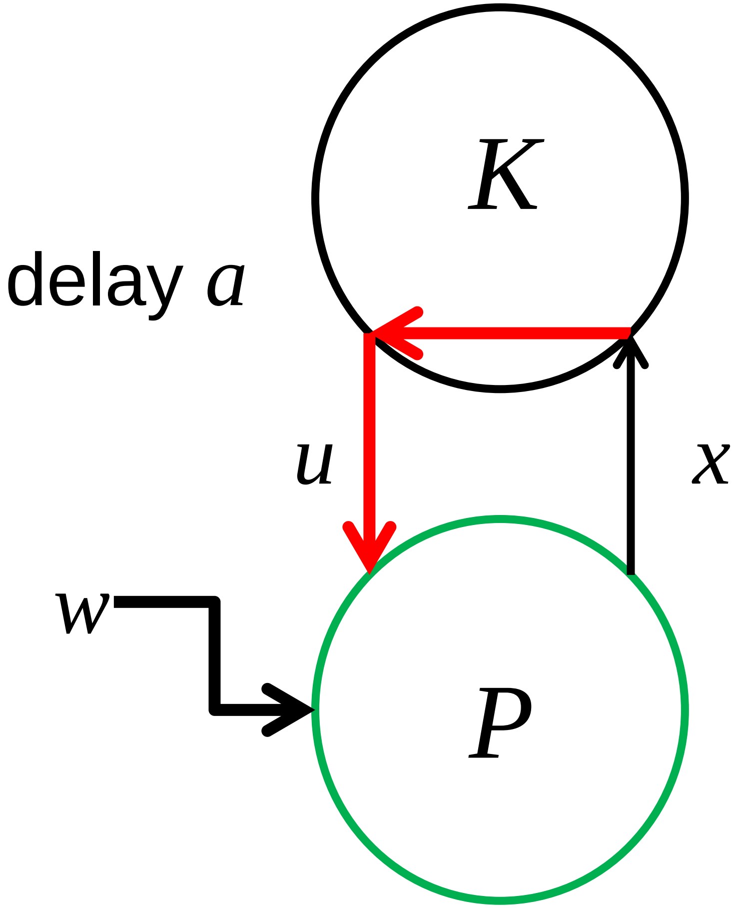
This needs formalization:

What ***flexibility*** makes control hard?

Large, structured uncertainty?

What about: Cyber-physical: decentralized control with internal delays?





No delay or
no uncertainty

$$u_{t-a} = -\left(px_t + w_t\right)$$

$$\Rightarrow \|x\| \approx 0 \quad \|u\| \approx \|w\|$$

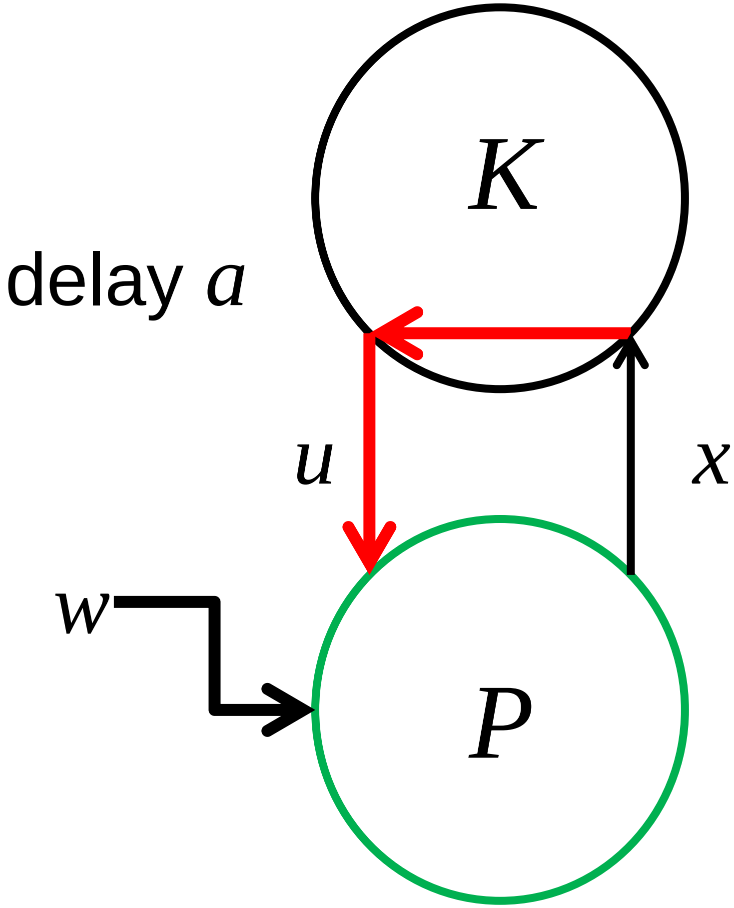
With delay ***and***
uncertainty

$$x_{t+1} = px_t + w_t + u_{t-a}$$

$$p > 1$$

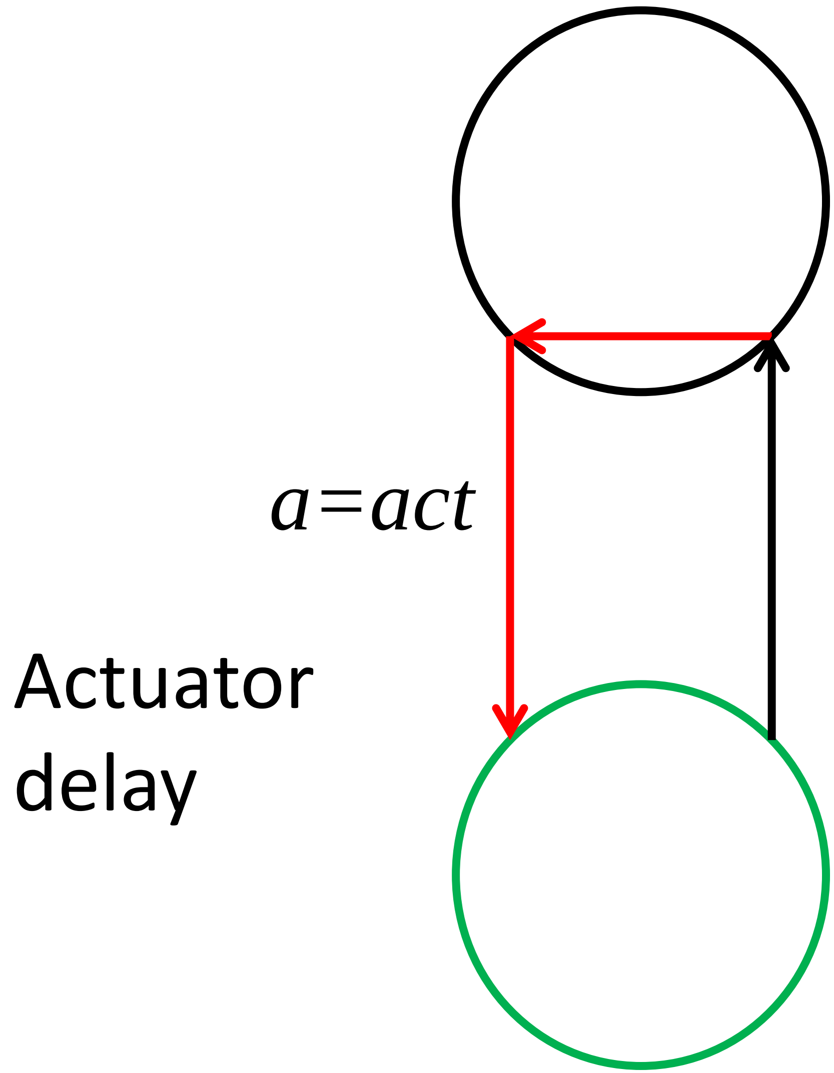
$$\Rightarrow \|x\| \approx \|u\| \approx p^a \|w\|$$

Focus on delays

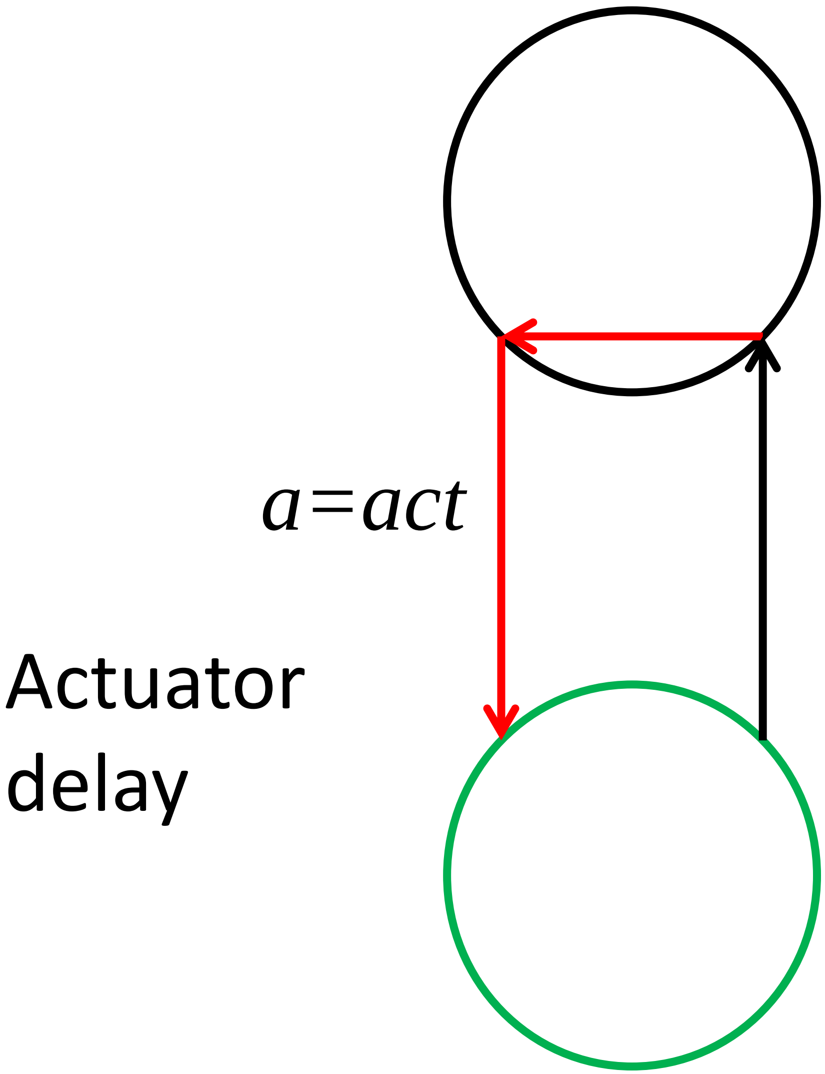


$$x_{t+1} = px_t + w_t + u_{t-a}$$

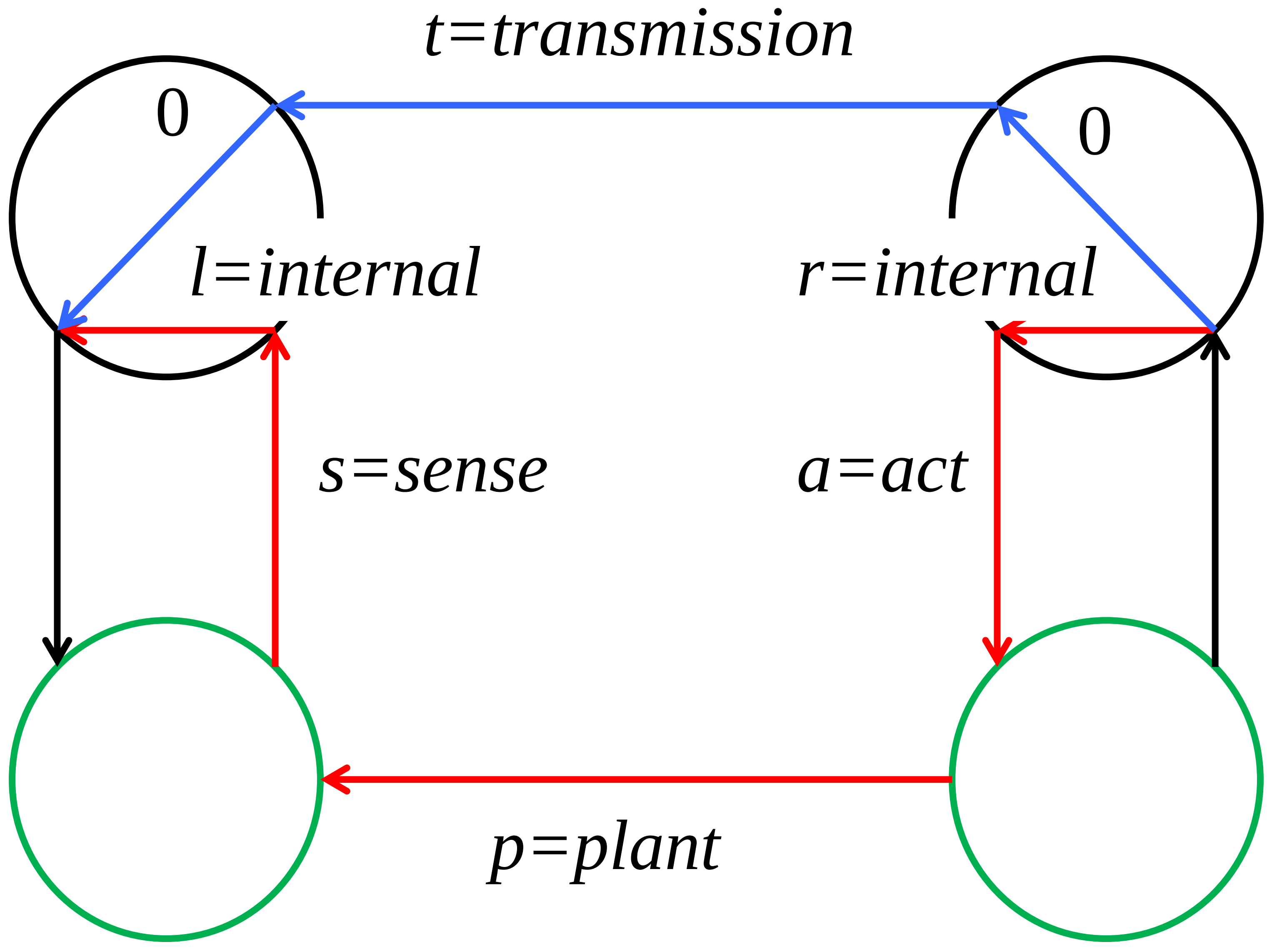
$$p > 1$$

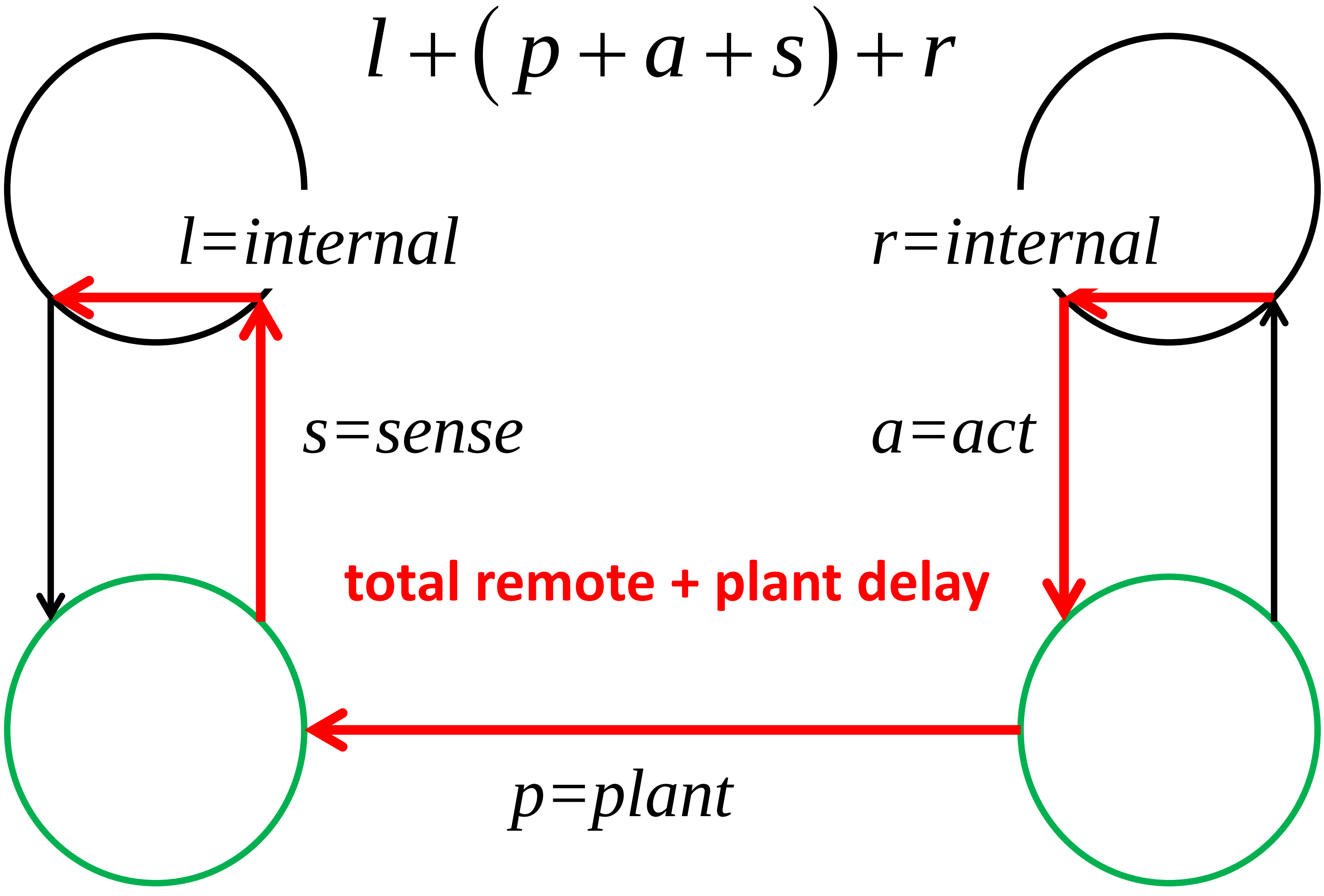


Focus on delays



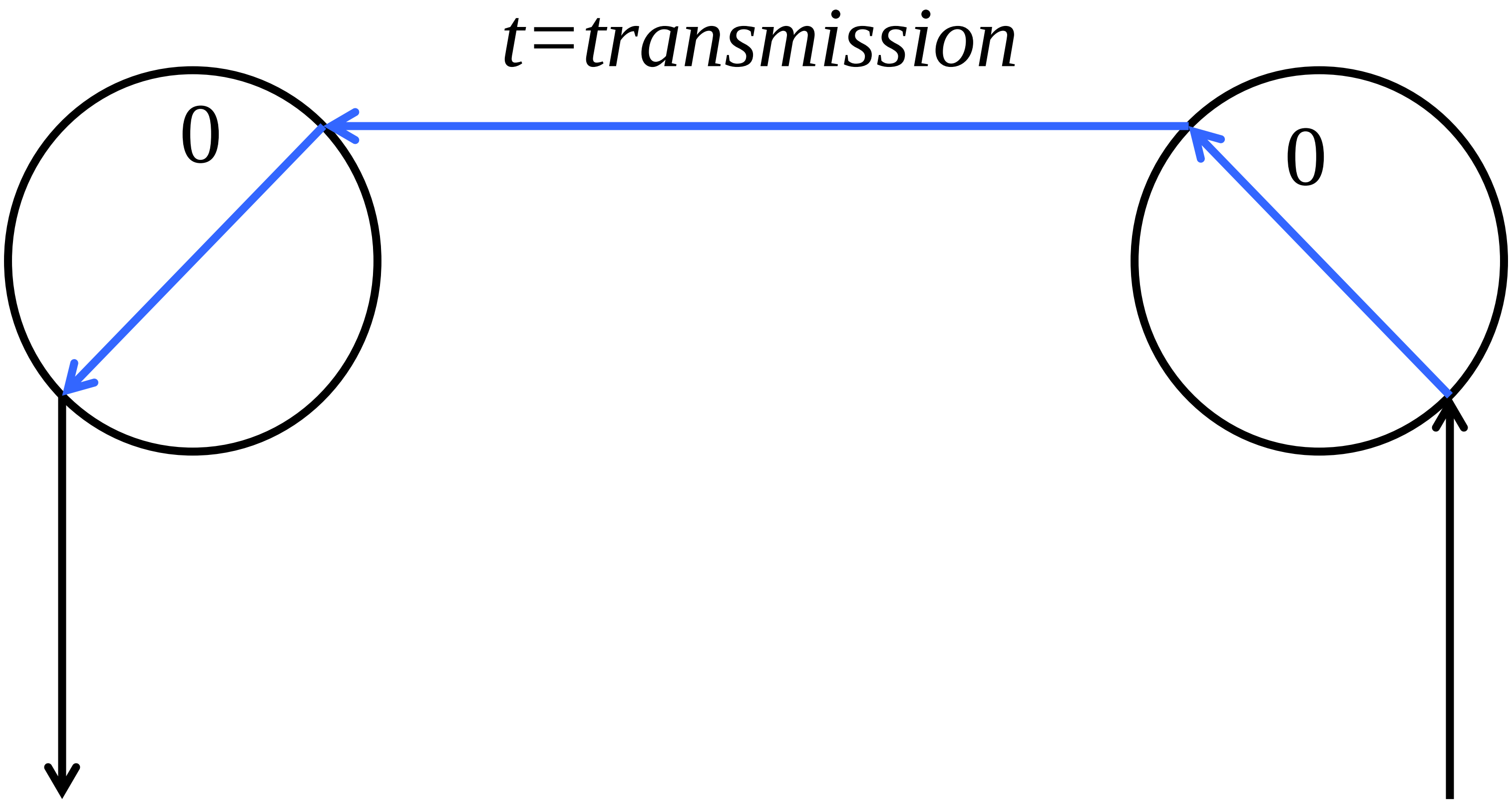
Decentralized control





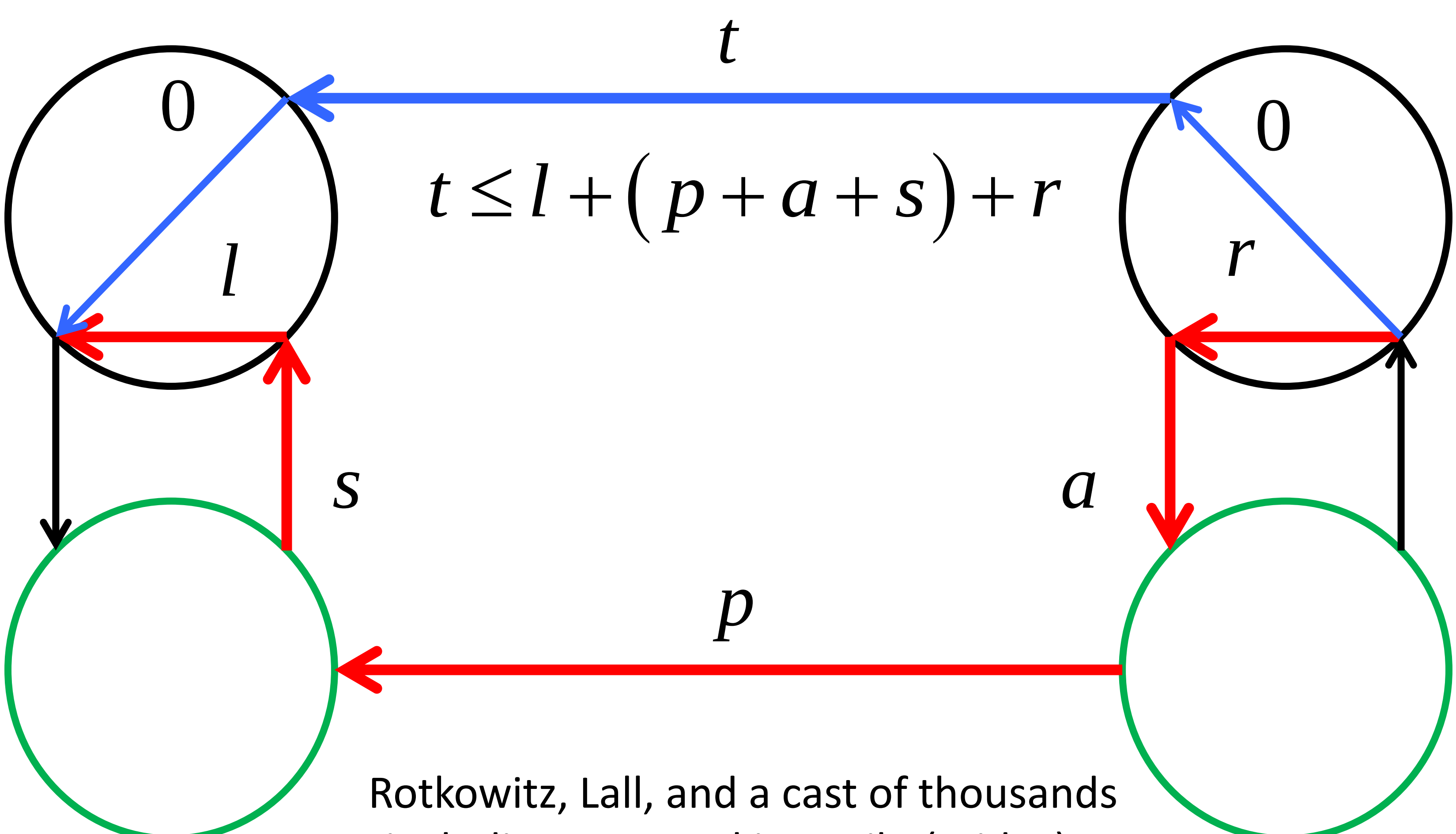
$l + (p + a + s) + r$
l=internal
r=internal
s=sense
a=act
total remote + plant delay
p=plant

Communications delay



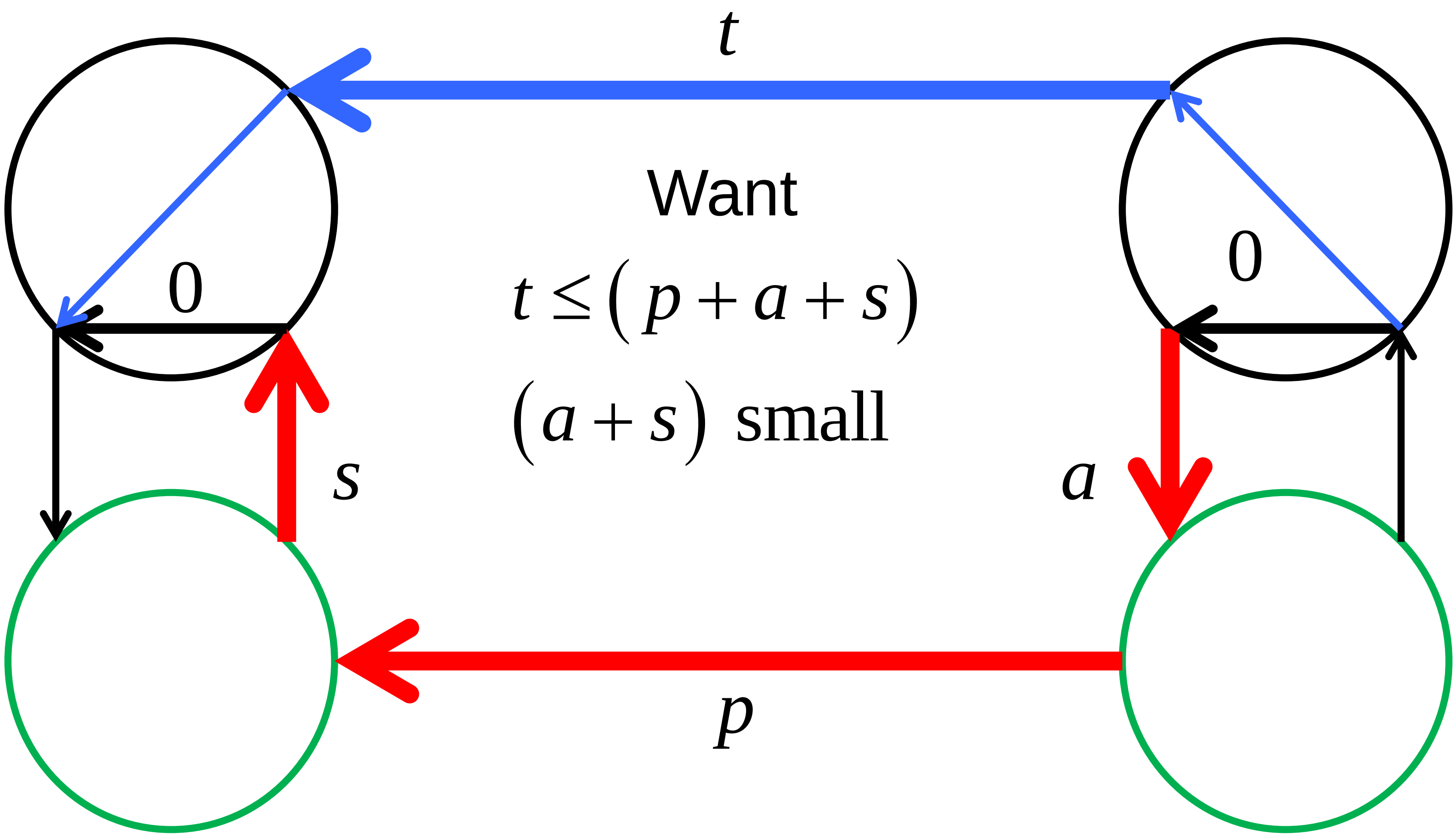
$$t \le l + (p + a + s) + r$$

Then decentralized control design can be made ***convex***



Rotkowitz, Lall, and a cast of thousands
including Lamperski, Parrilo (Friday)…

A primary driver of human brain evolution?

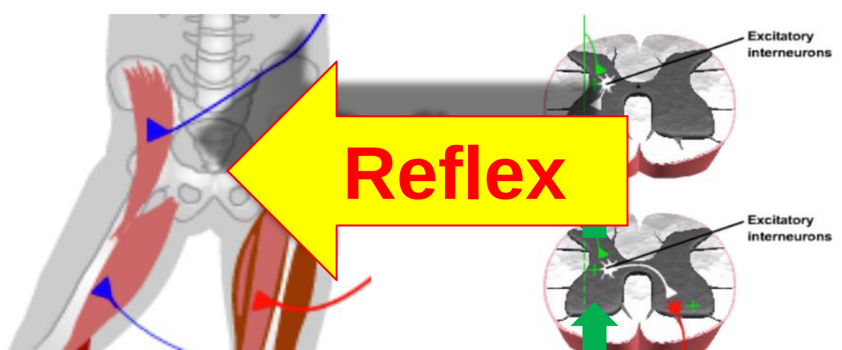


Wolpert, Grafton, etc

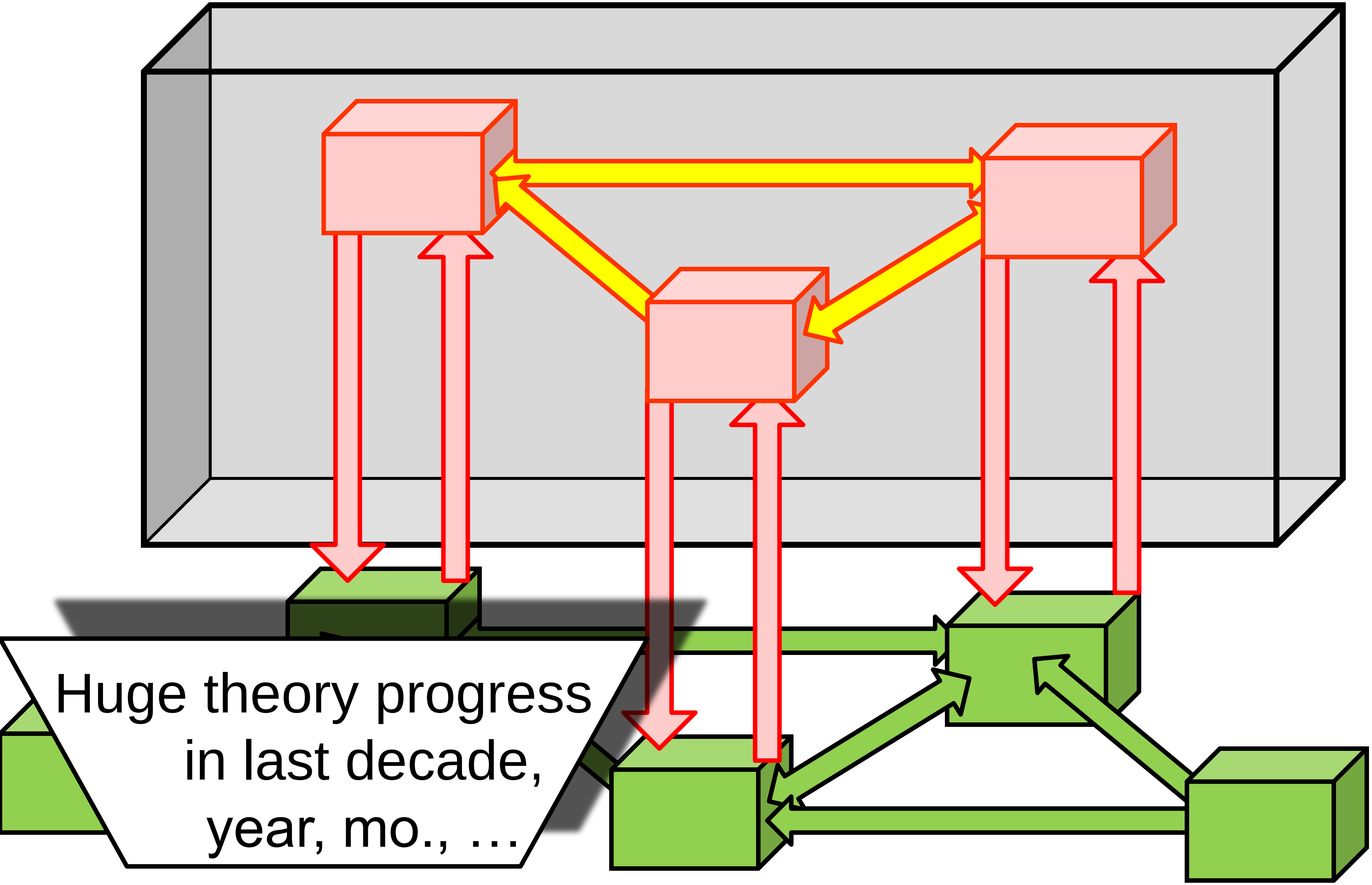
robust

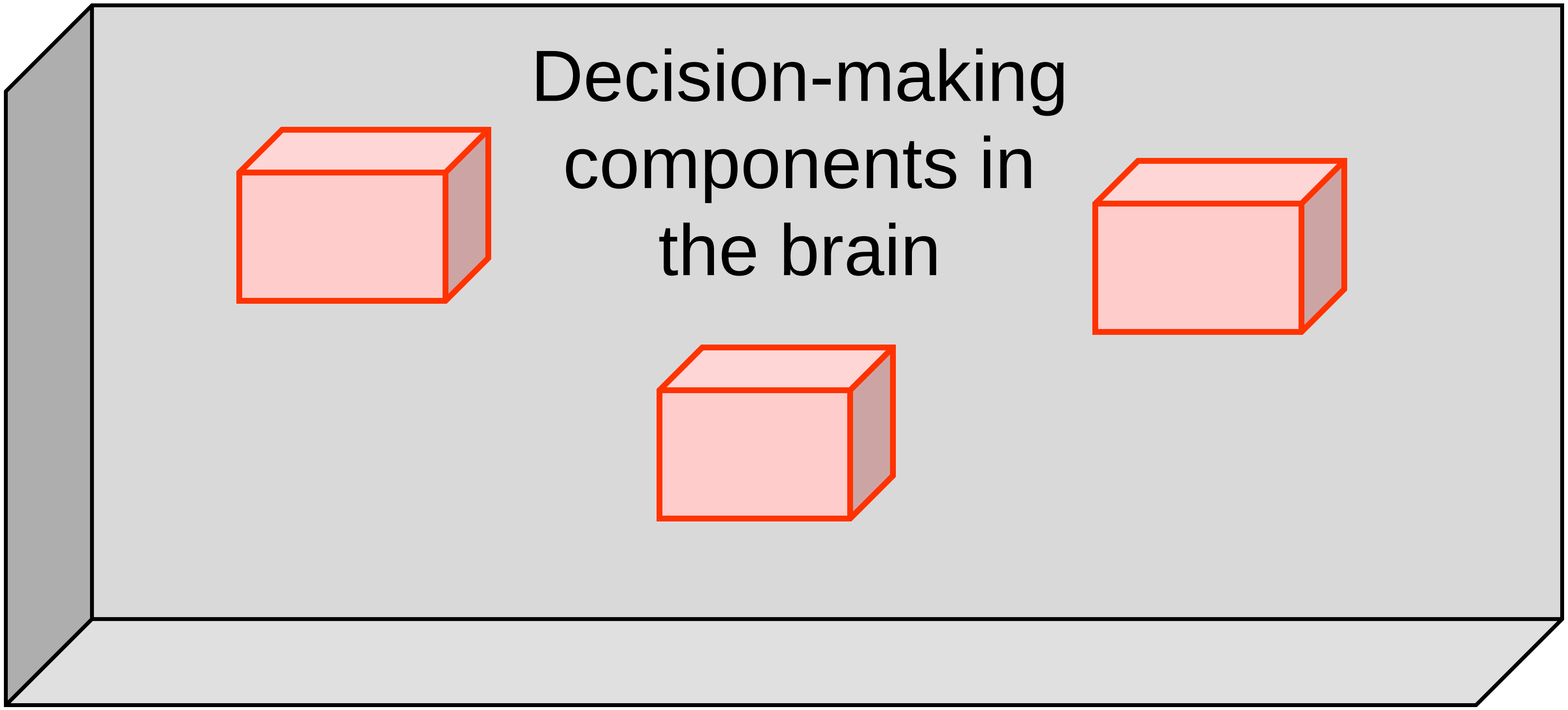
Brain as ~~optimal~~ controller

- Acquire
- Translate/ integrate
- **Automate**

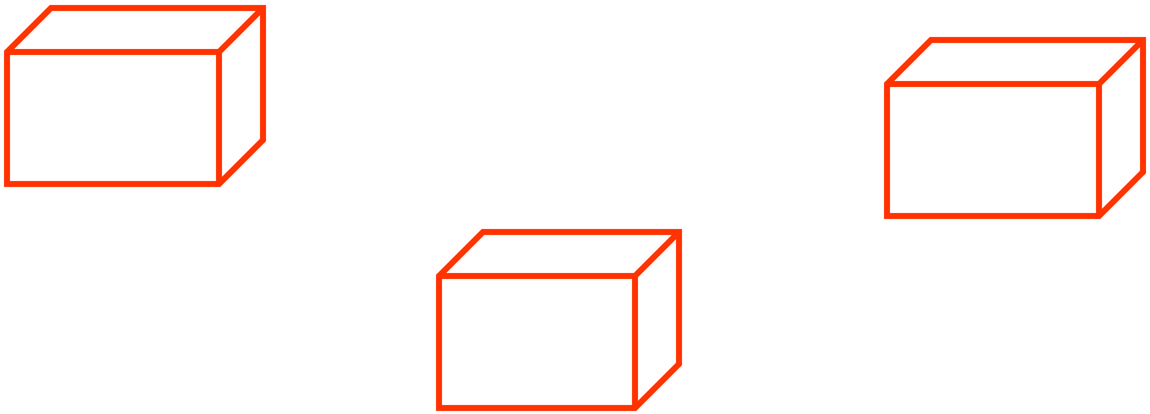


Going beyond black box: control is decentralized with internal delays.

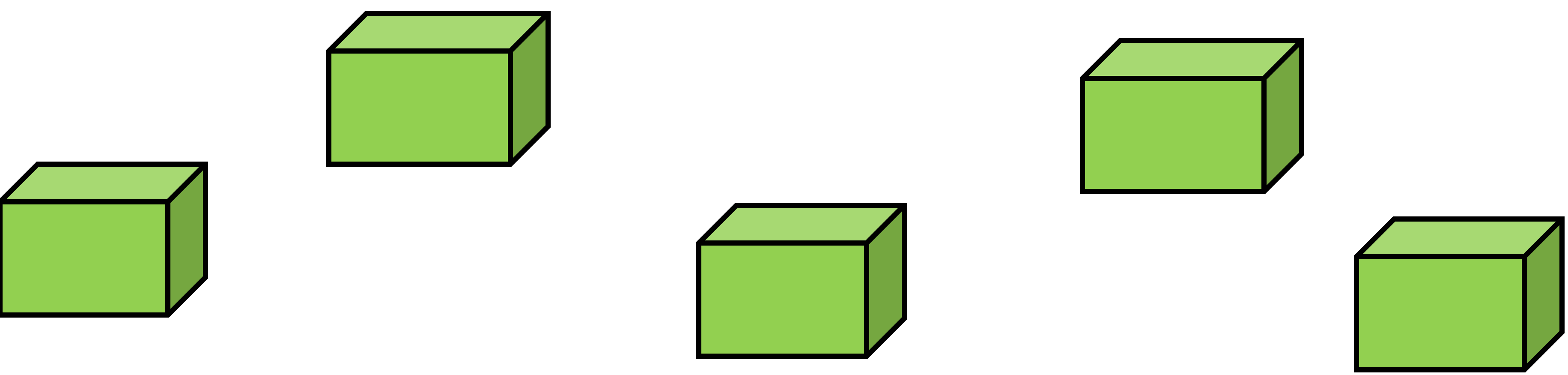




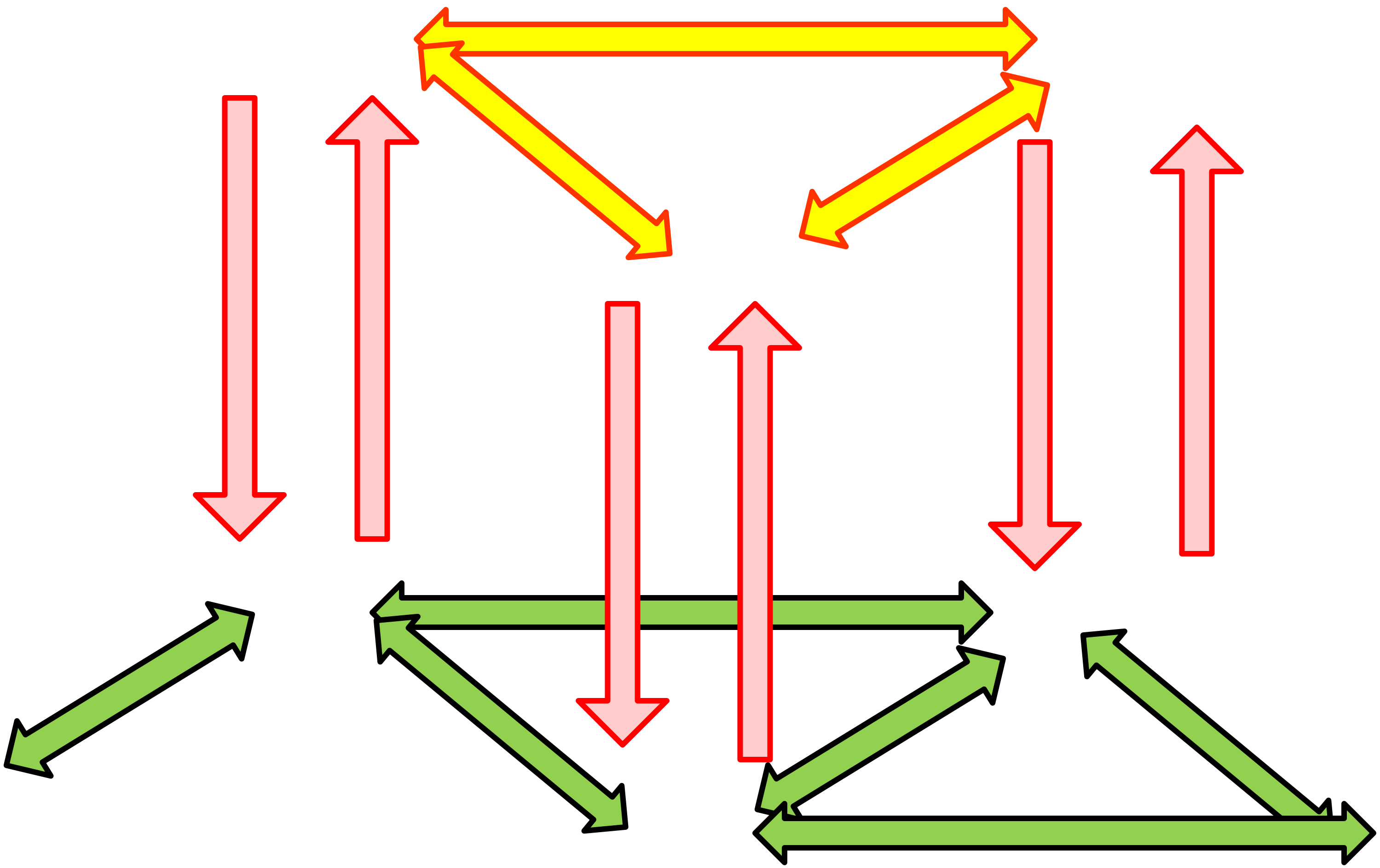
Decentralized, but initially assume computation is fast and memory is abundant.



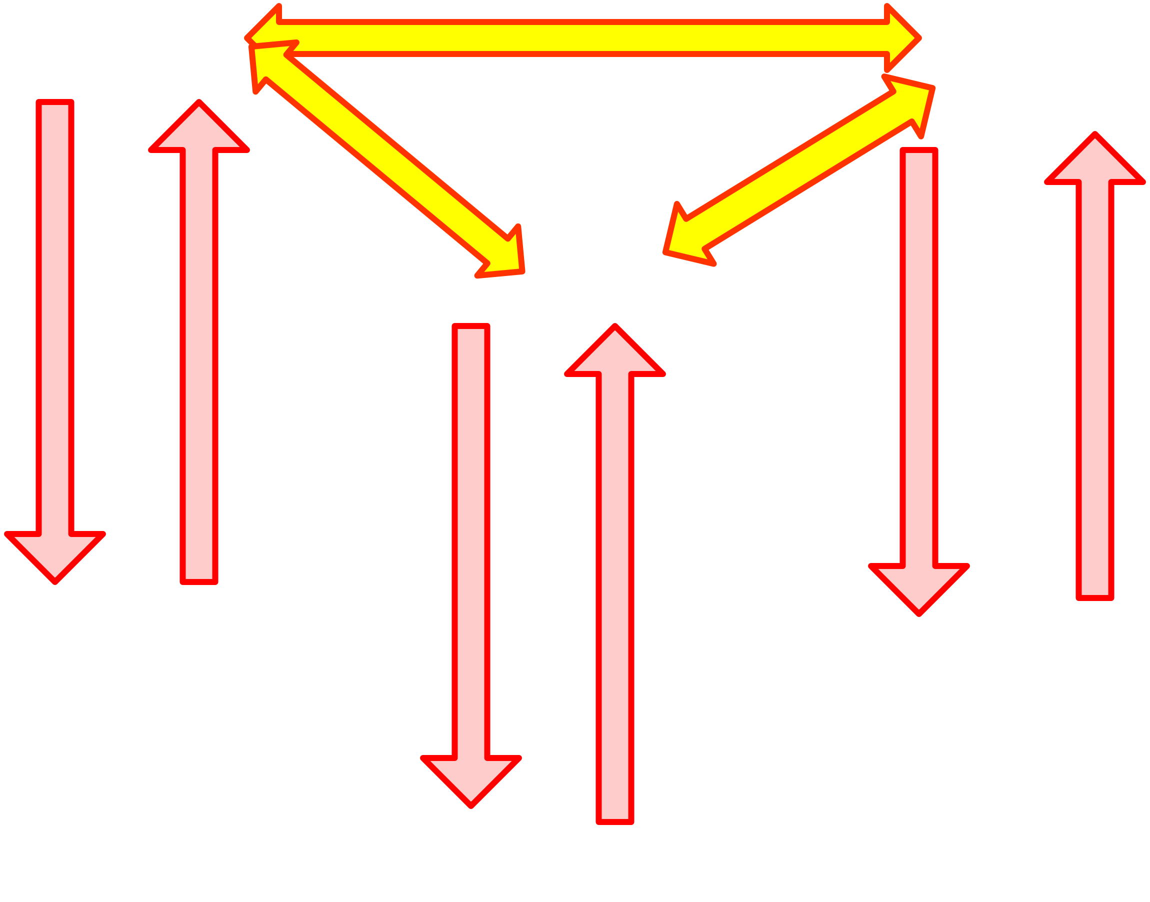
Plant is also distributed with its own component dynamics



Internal delays between brain components, and their sensor and actuators, and also externally between plant components



Internal delays involve both computation and communication latencies



Compute

Communicate

Turing

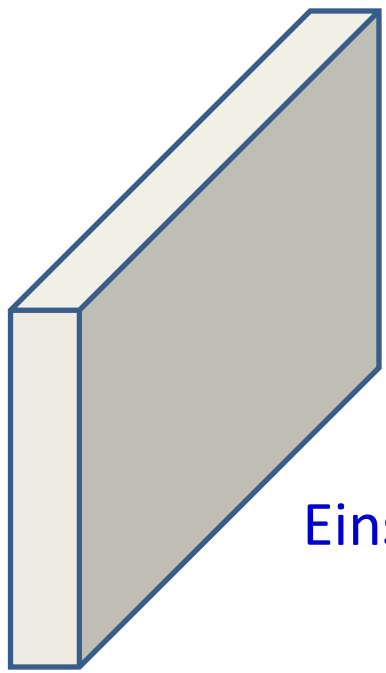
This progress is important.

Shannon

Delay is *most* important

New progress!

Delay is ~~*least*~~ important



Carnot

Boltzmann

Bode

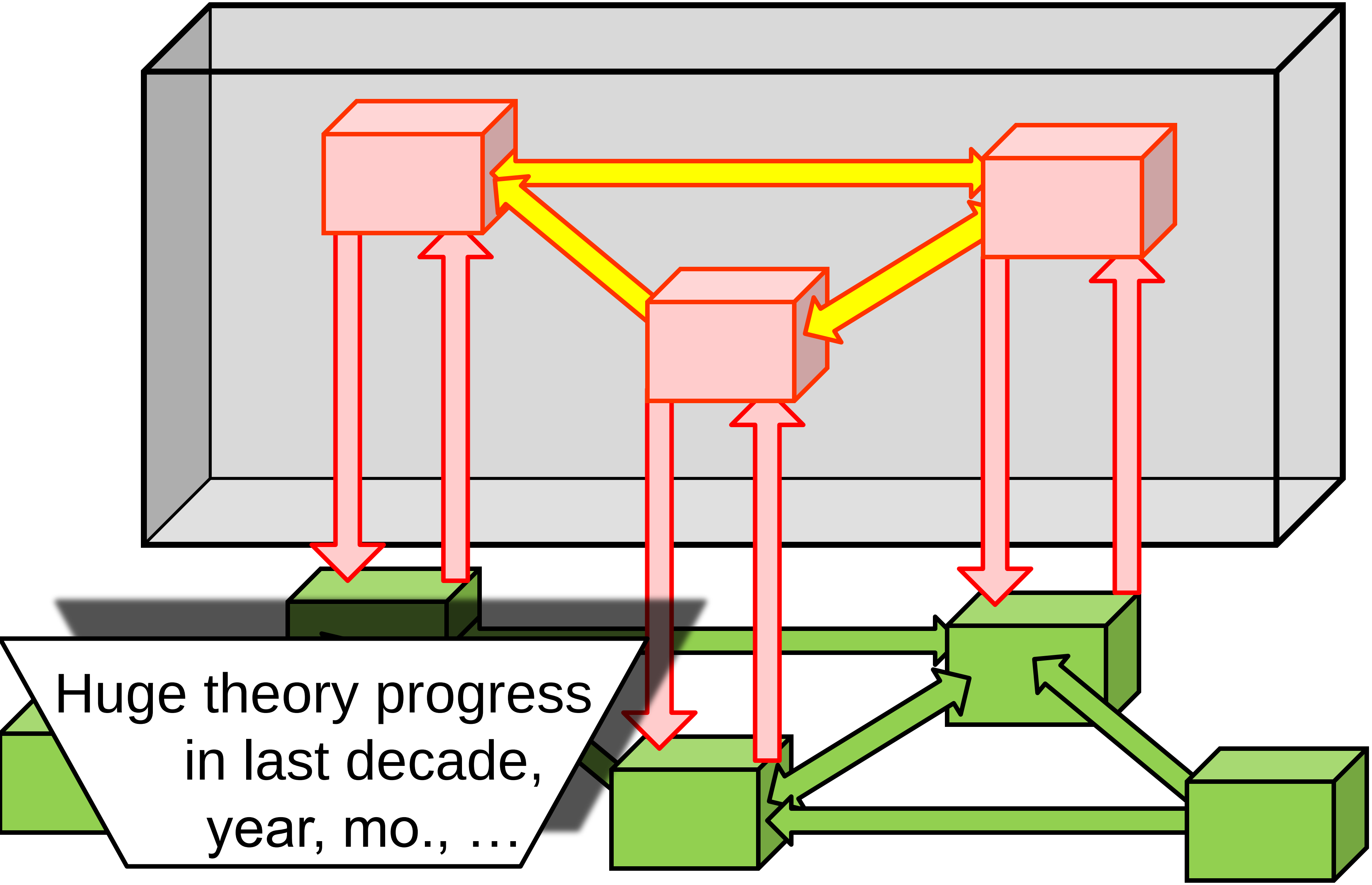
Heisenberg

Control, OR

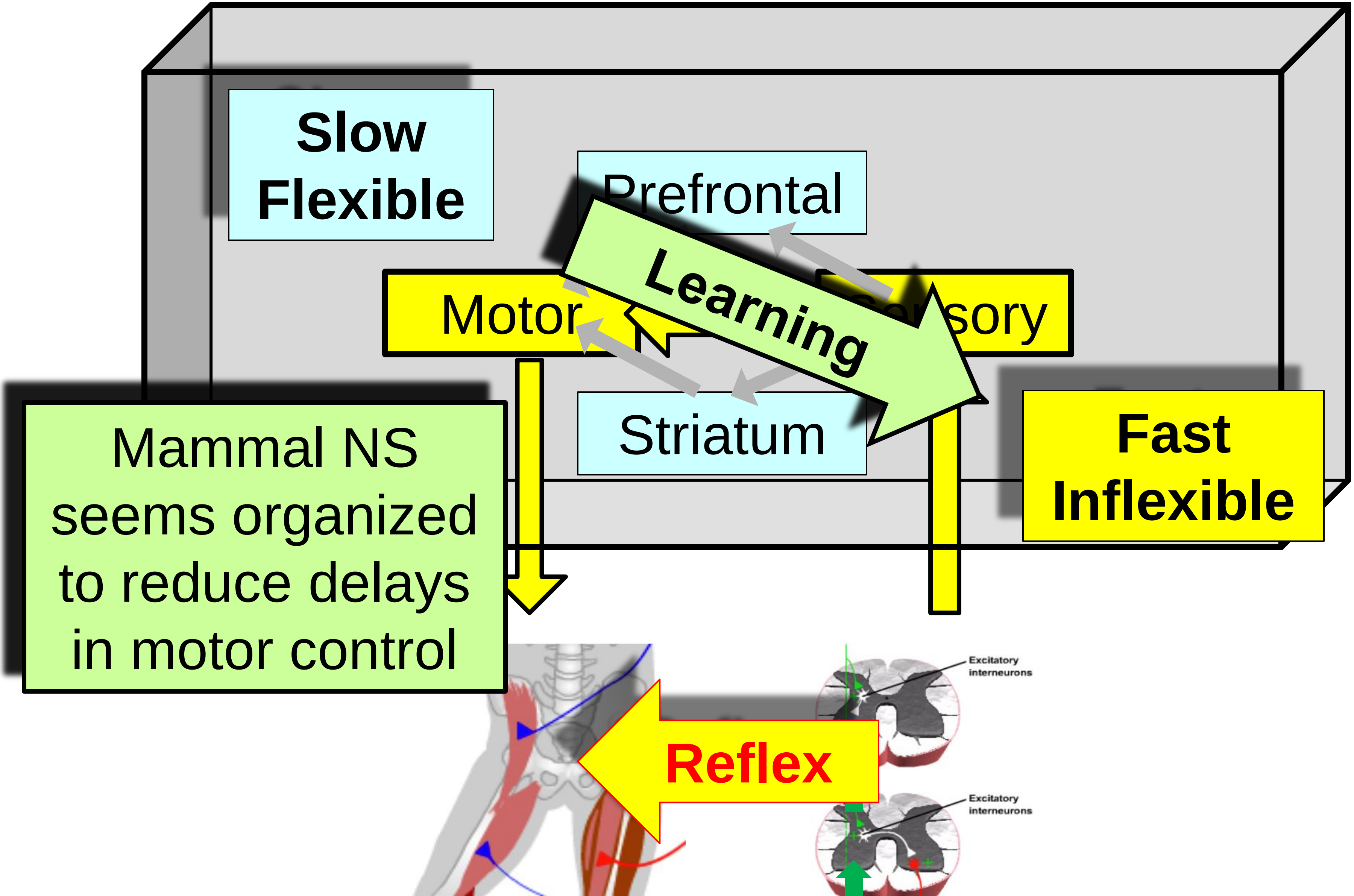
Einstein

Physics

Going beyond black box: control is decentralized with internal delays.



Going beyond black box: control is decentralized with internal delays.



Universal architectures

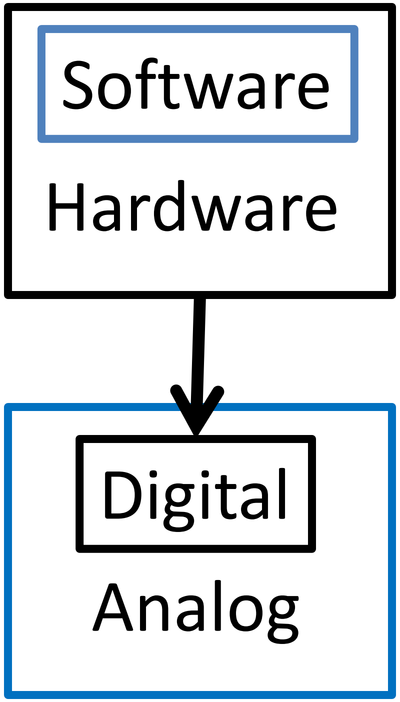
Implications

(Layered architectures discussed elsewhere)

Turing as "new" starting point?

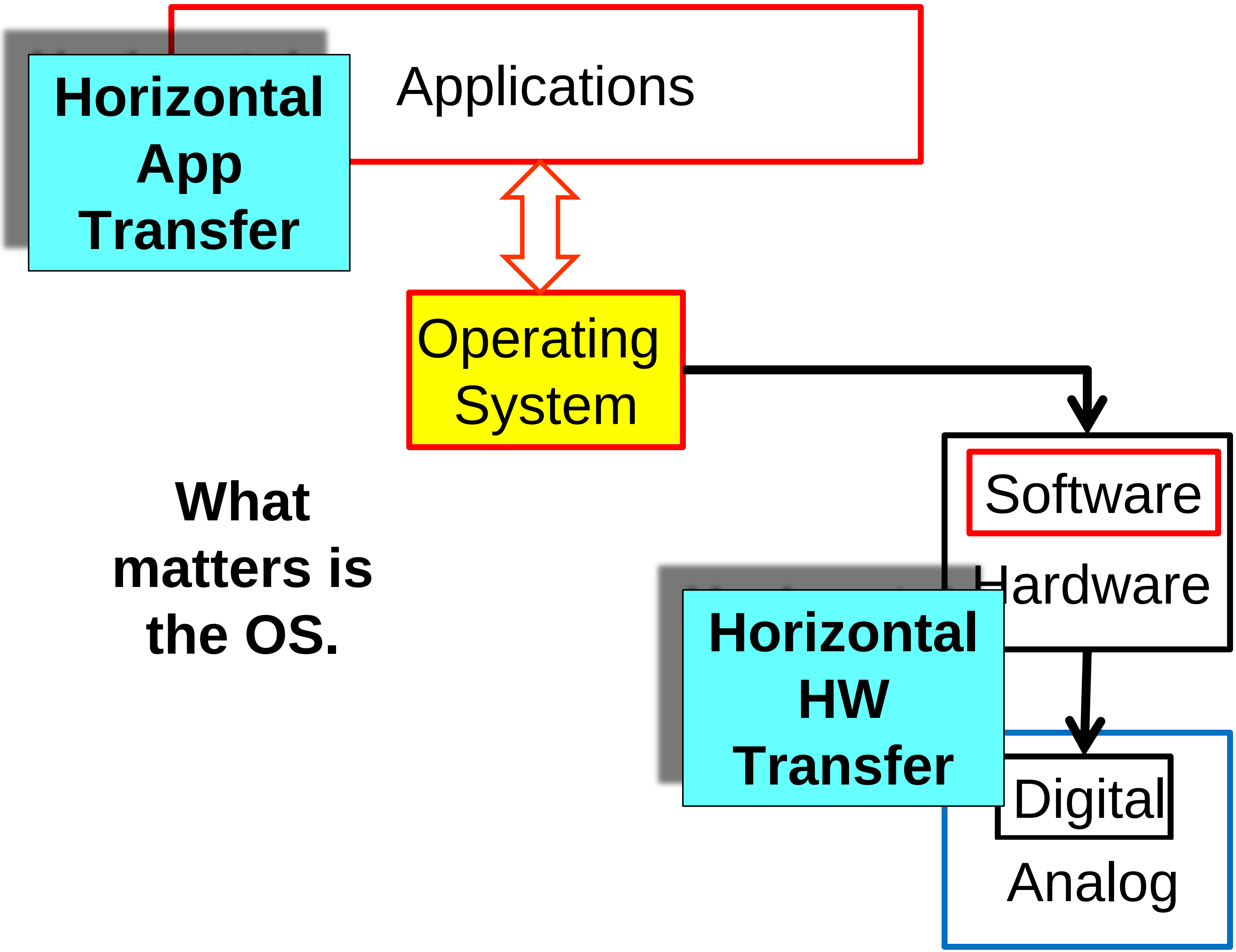
Essentials:

0. Model
1. Universal laws
2. **Universal architecture**
3. Practical implementation

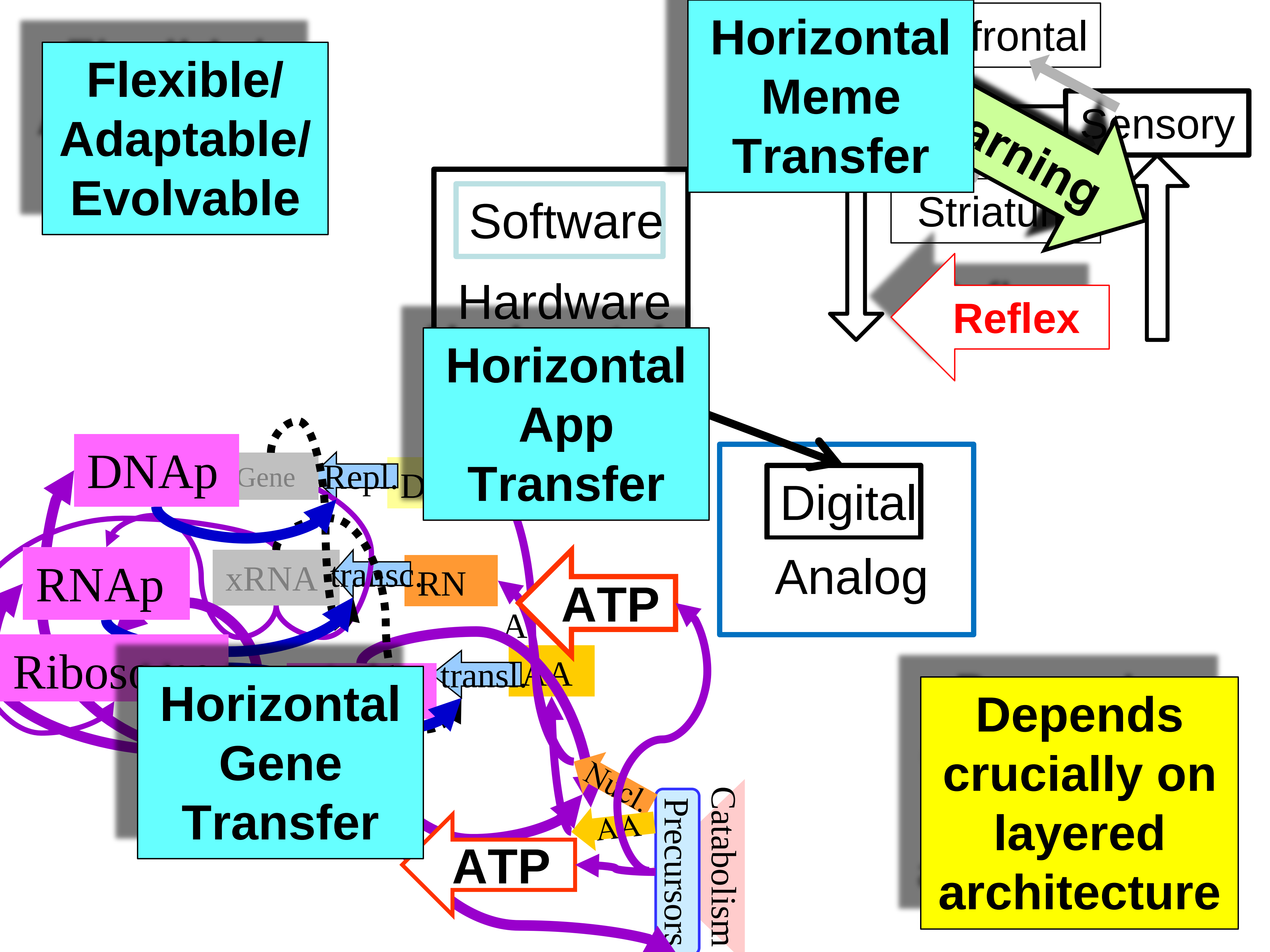


Turing's 3 step research:

0. Virtual (TM) machines
1. hard limits, (un)decidability using standard model (TM)
2. **Universal architecture achieving hard limits (UTM)**
3. Practical implementation in digital electronics (biology?)

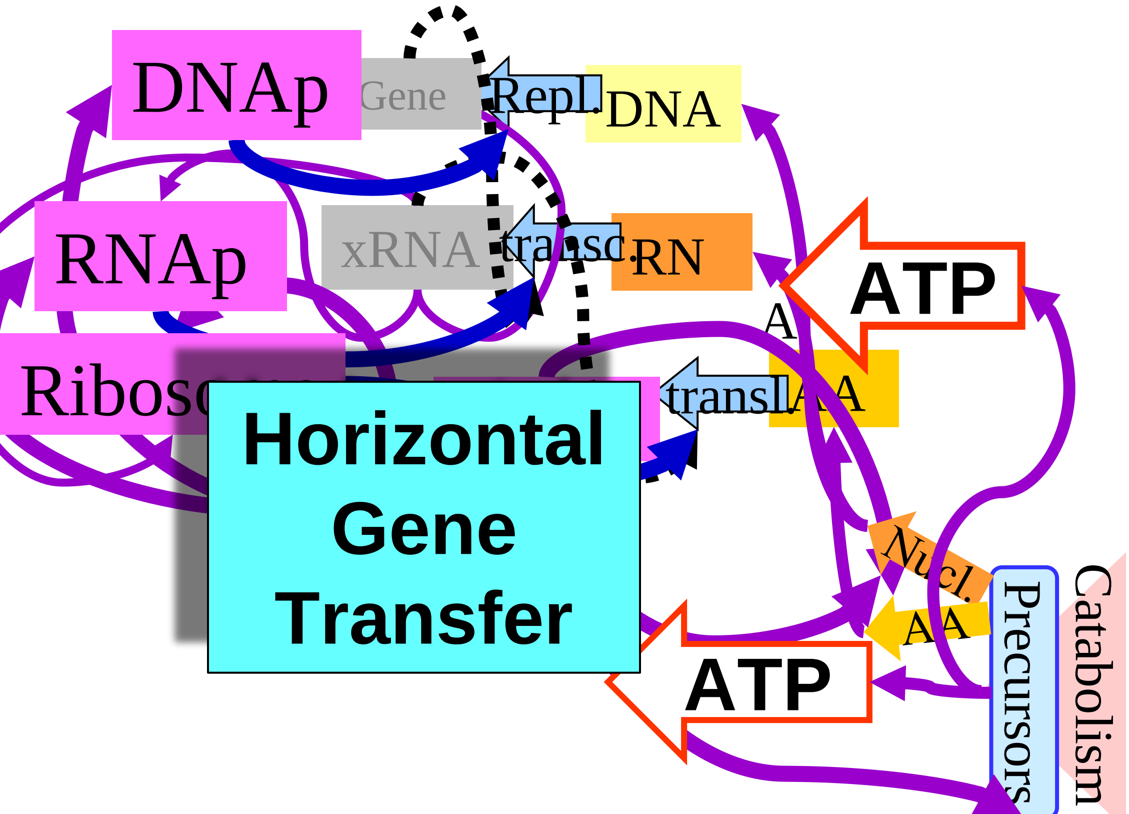


What matters is the OS.


Flexible/ Adaptable/ Evolvable
Horizontal Meme Transfer
frontal
Sensory
arning
Striatu
Software
Hardware
Reflex
Horizontal App Transfer
Digital
Analog
DNAp
Gene
Repl.
D
RNAp
xRNA
transc.
RN
ATP
A
Ribos
Horizontal Gene Transfer
transl.
AA
Nucl.
AA
Precursors
Catabolism
ATP
Depends crucially on layered architecture

Sequence ~100 E Coli (*not* chosen randomly)

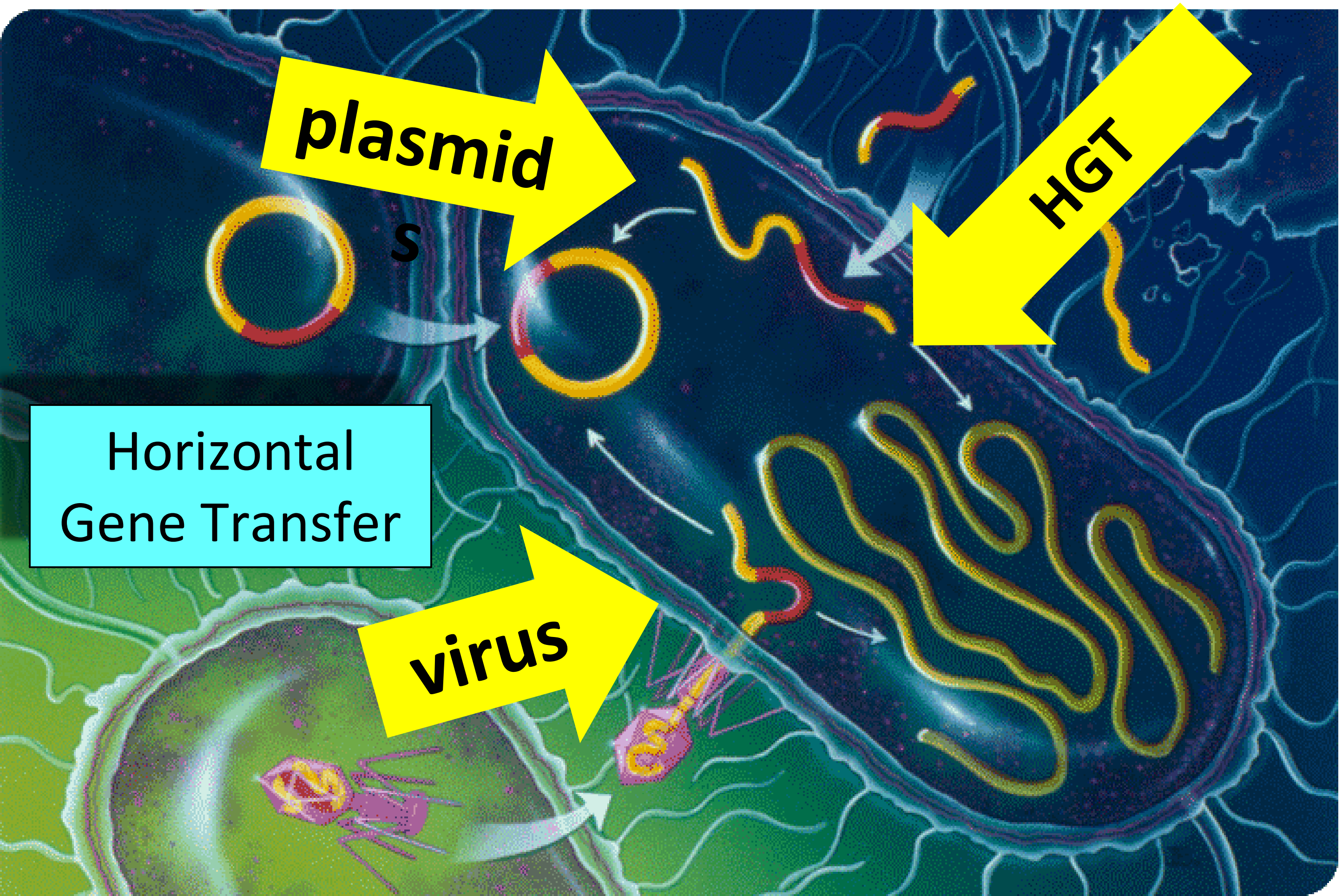
- ~ 4K genes per cell
- ~20K *different* genes in total
- ~ 1K universally shared genes



See slides on microbial biosphere laws and architectures.

selection + drift + mutation + gene flow

+ facilitated *variation*

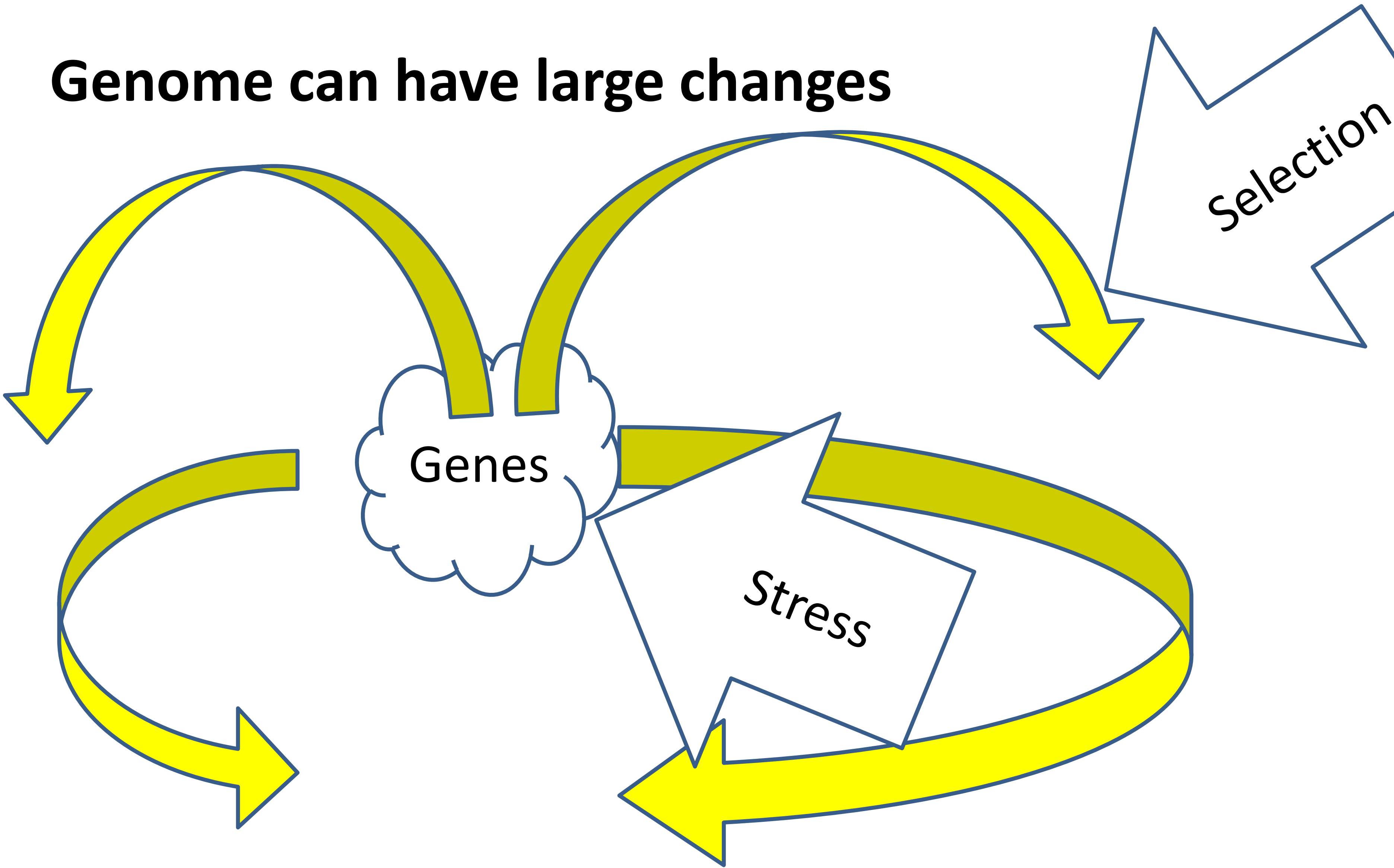


large functional changes in genomes

natural selection + genetic drift + mutation + gene flow

+ facilitated *variation*

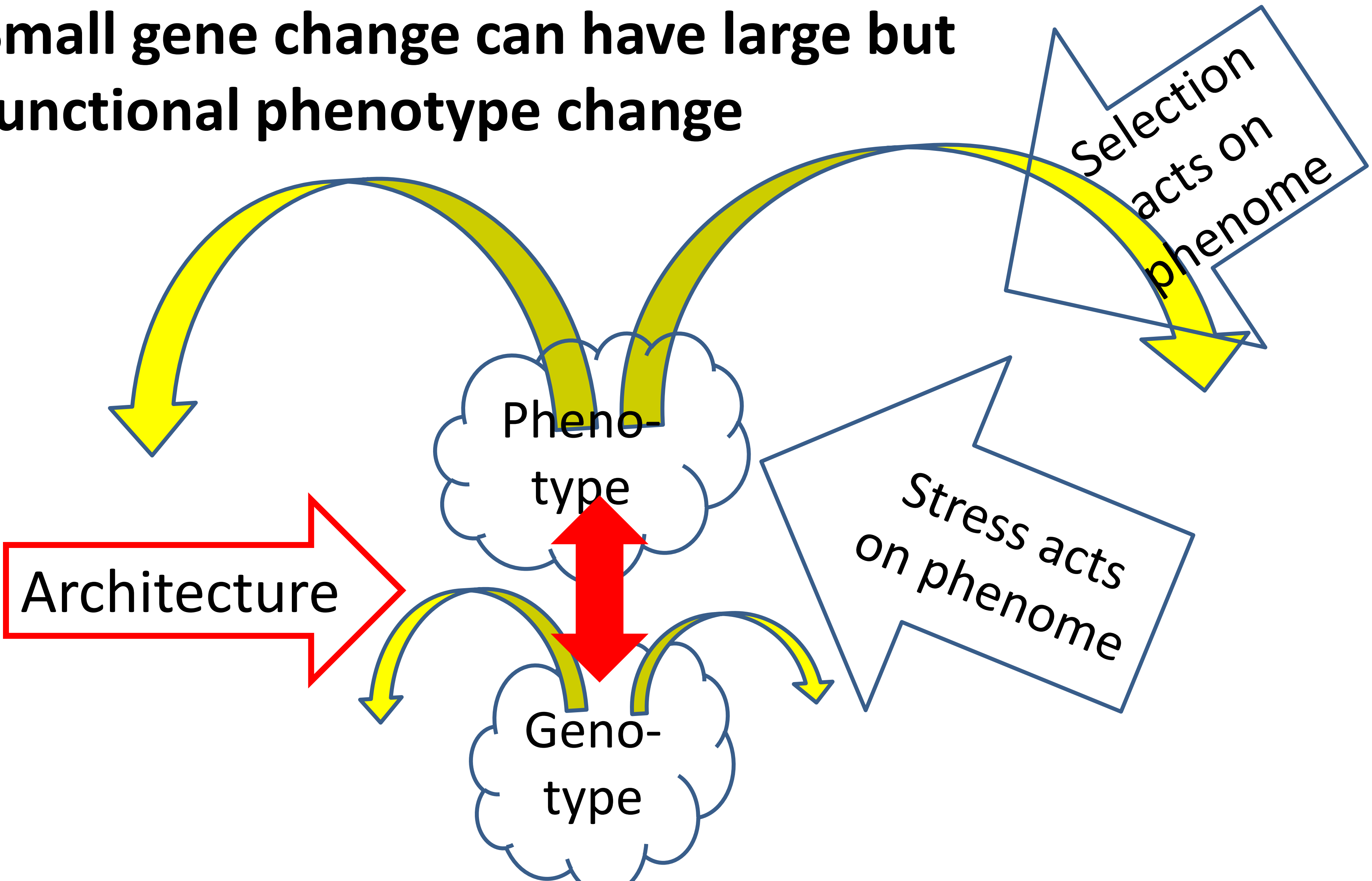
Genome can have large changes



natural selection + genetic drift + mutation + gene flow

+ facilitated *variation*

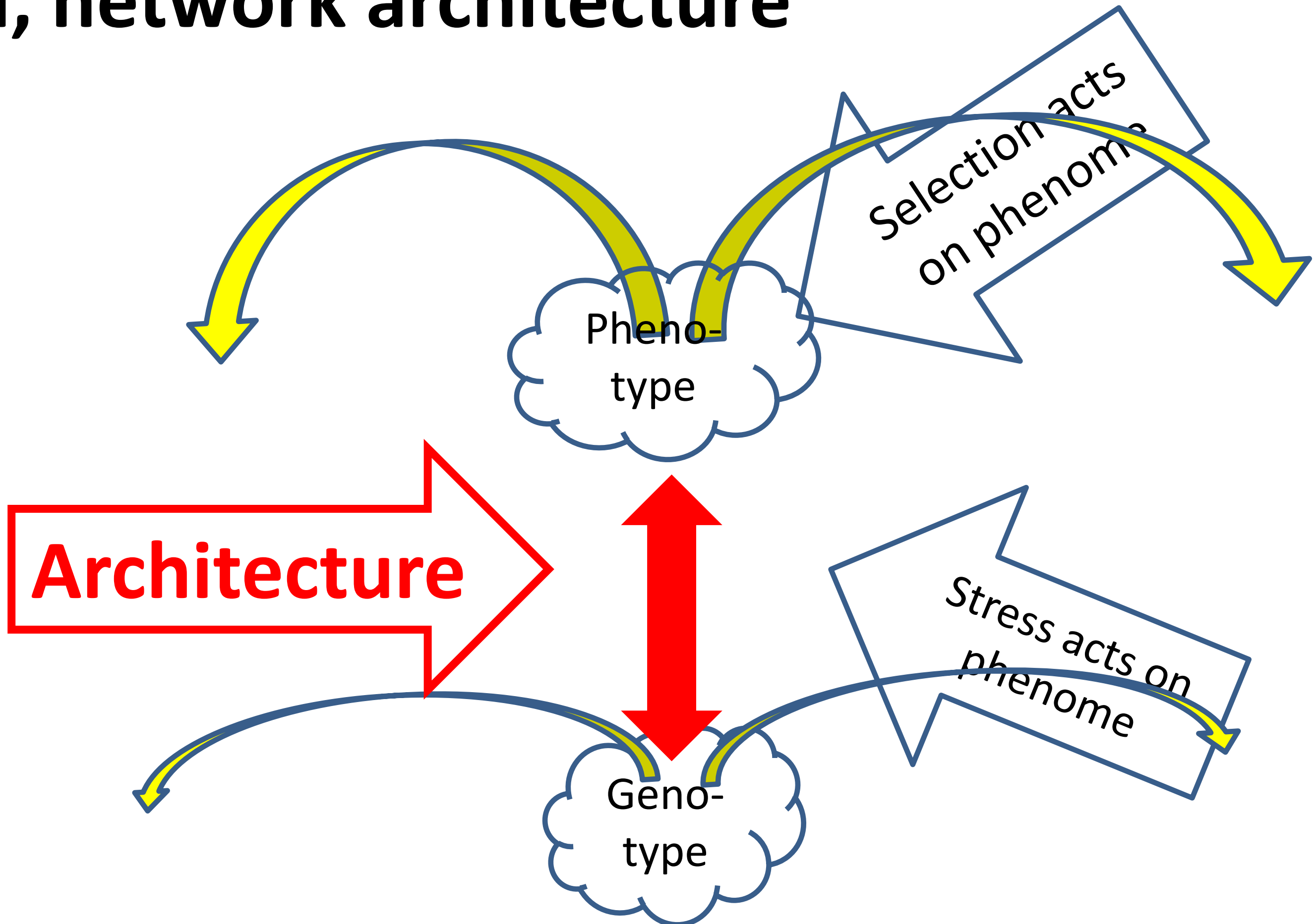
Small gene change can have large but functional phenotype change



natural selection + genetic drift + mutation + gene flow

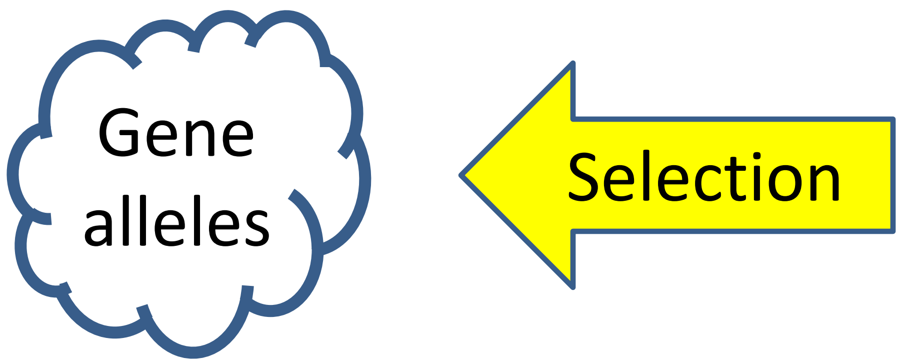
+ facilitated *variation*

Only possible because of shared, layered, network architecture



Standard theory:
natural selection + genetic drift
+ mutation + gene flow

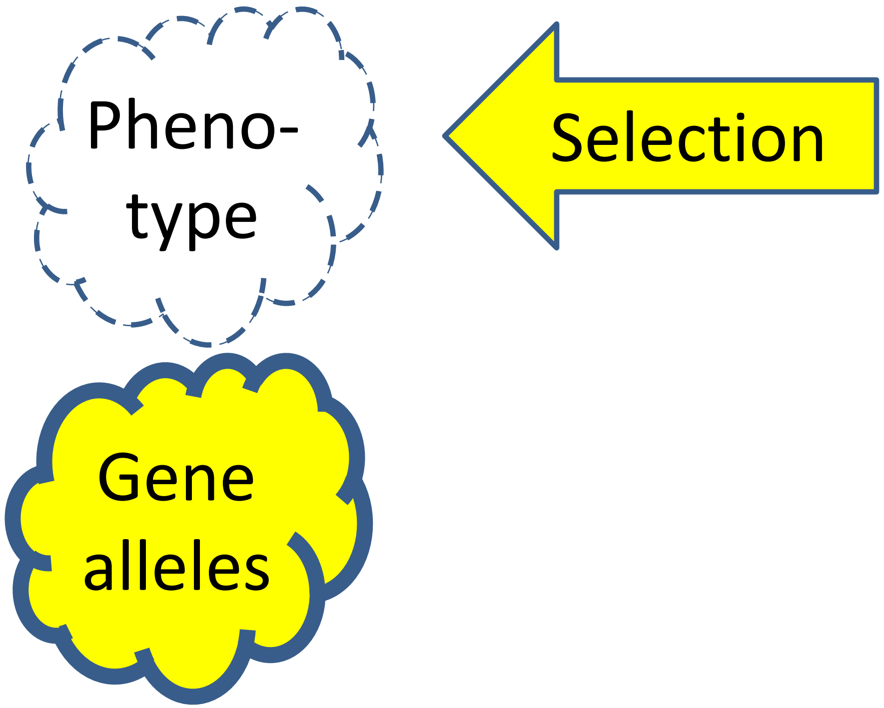
Greatly abridged cartoon here



Shapiro explains well what this is and why it's incomplete (but Koonin is more mainstream)

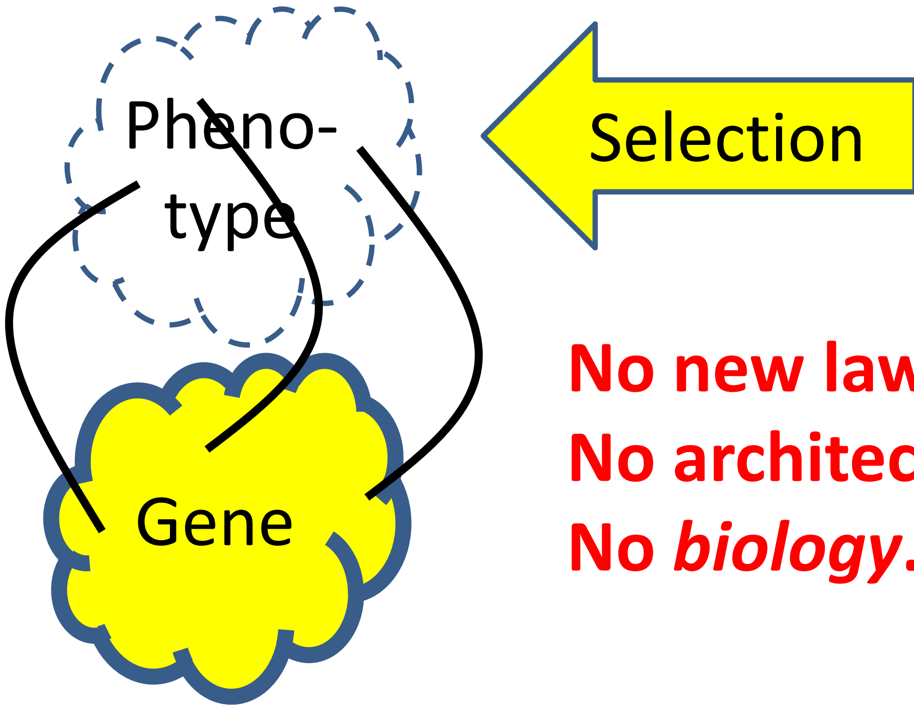
Standard theory:

selection + drift + mutation + gene flow



Standard theory:

selection + drift + mutation + gene flow

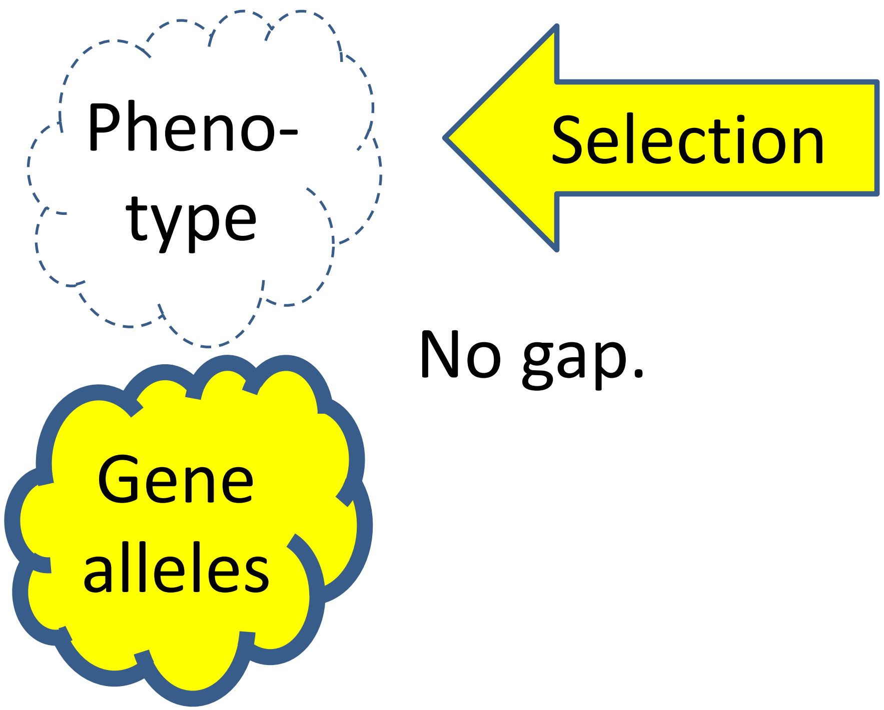


No new laws.

No architecture.

No *biology*.

selection +
drift +
mutation +
gene flow



All **complexity is *emergent* from random ensembles with *minimal* tuning .**

No new laws.

No architecture.

The battleground

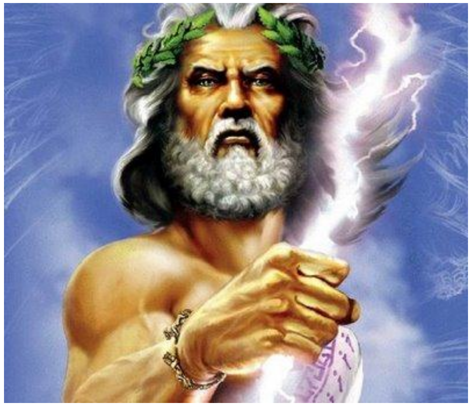
Pheno-
type

Pheno-
type

Gene
alleles

No gap.
Just physics.

Huge gap.
Need
supernatural



Pheno-
type

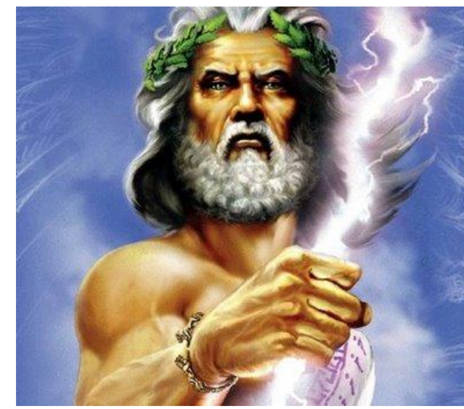
Genes?

What they agree on

Pheno-
type

No new laws.
No architecture.
No biology.

Huge
gap.

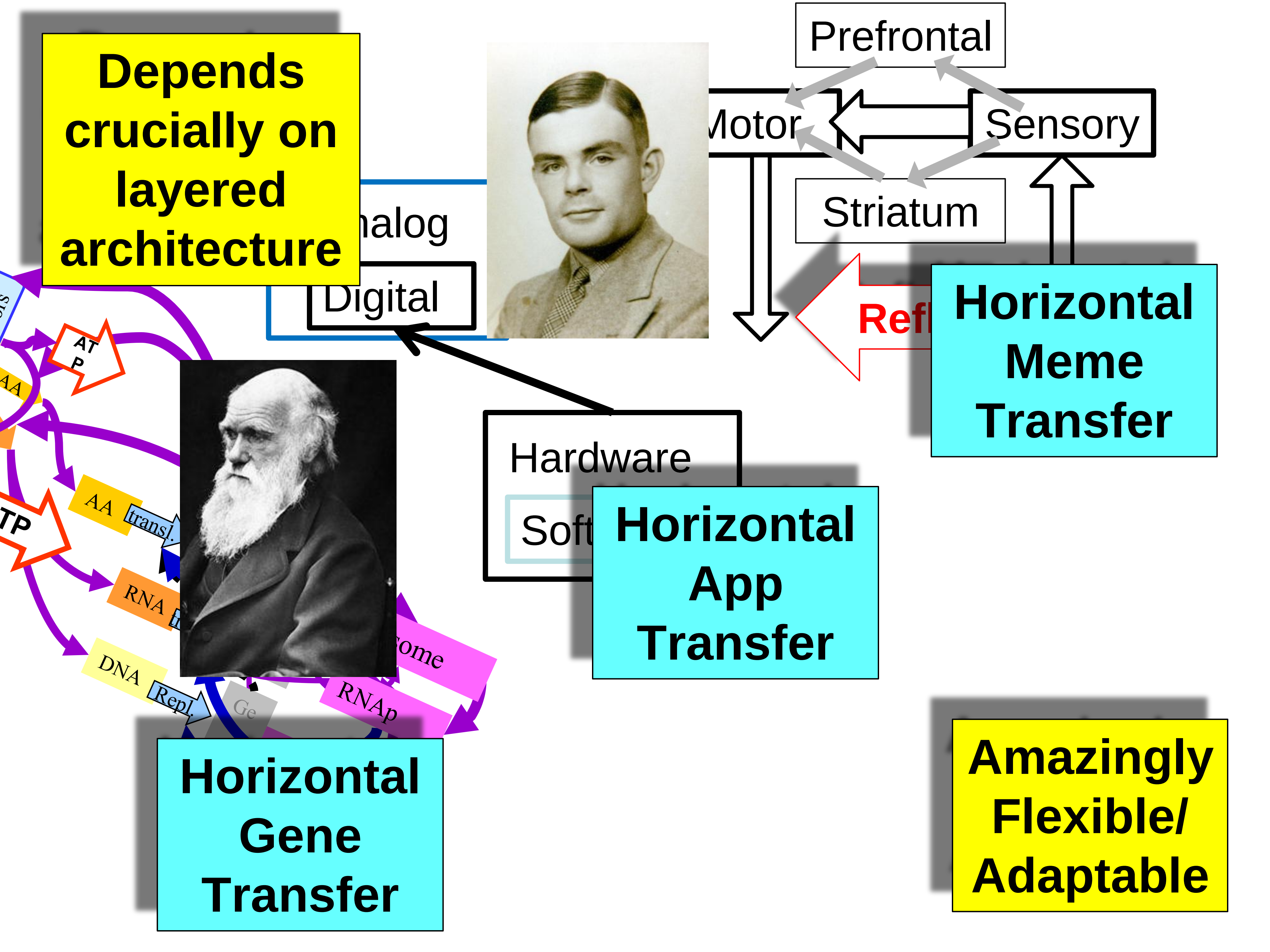


Pheno-
type

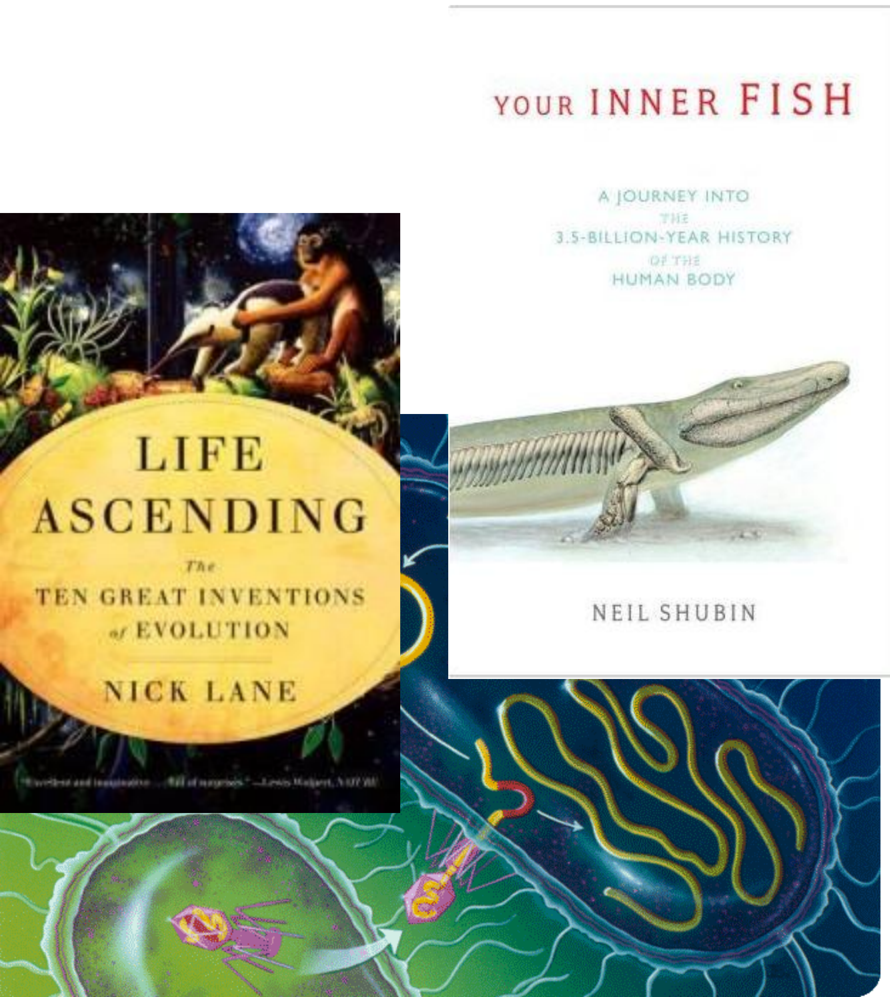
No gap.

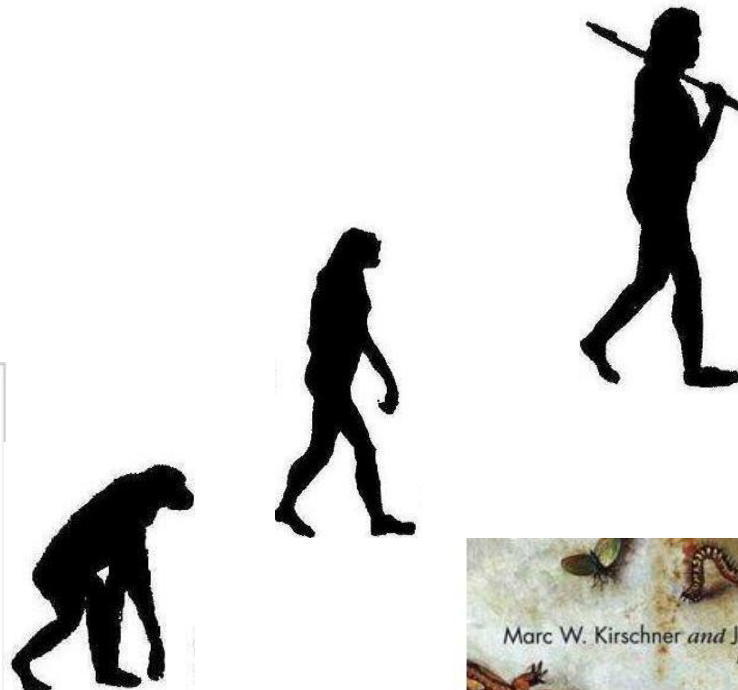
Gene
alleles

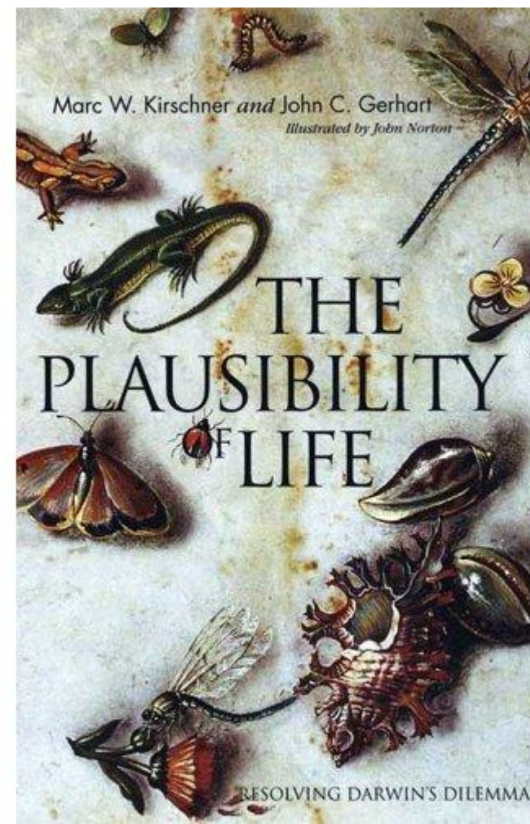
Genes


Depends crucially on layered architecture
Prefrontal
Motor
Sensory
Striatum
Digital
Hardware
Horizontal Meme Transfer
Horizontal App Transfer
Horizontal Gene Transfer
Amazingly Flexible/ Adaptable
AA
trans
RNA
DNA
Repl.
RNAp

Putting biology back into evolution



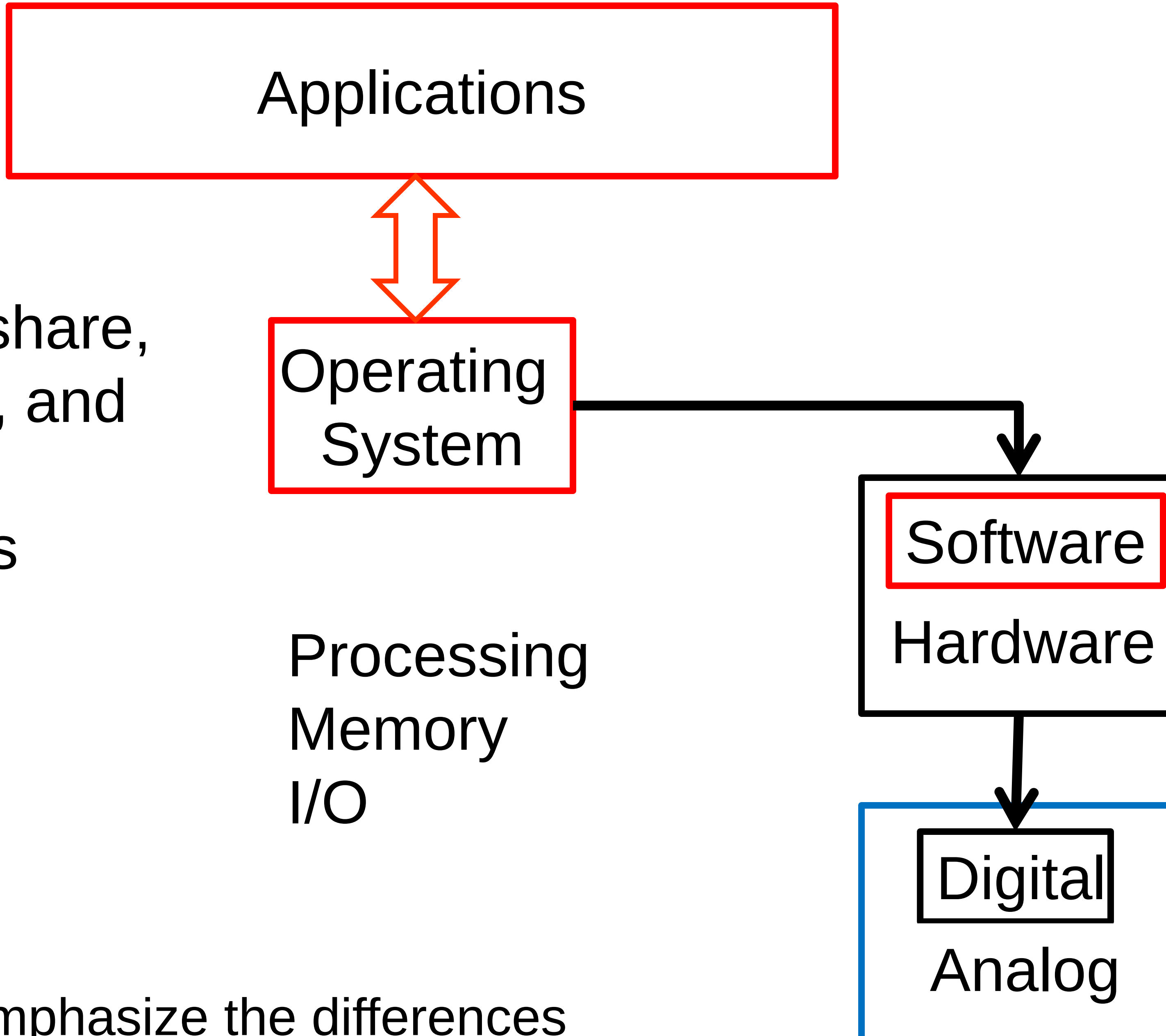




Universal architectures

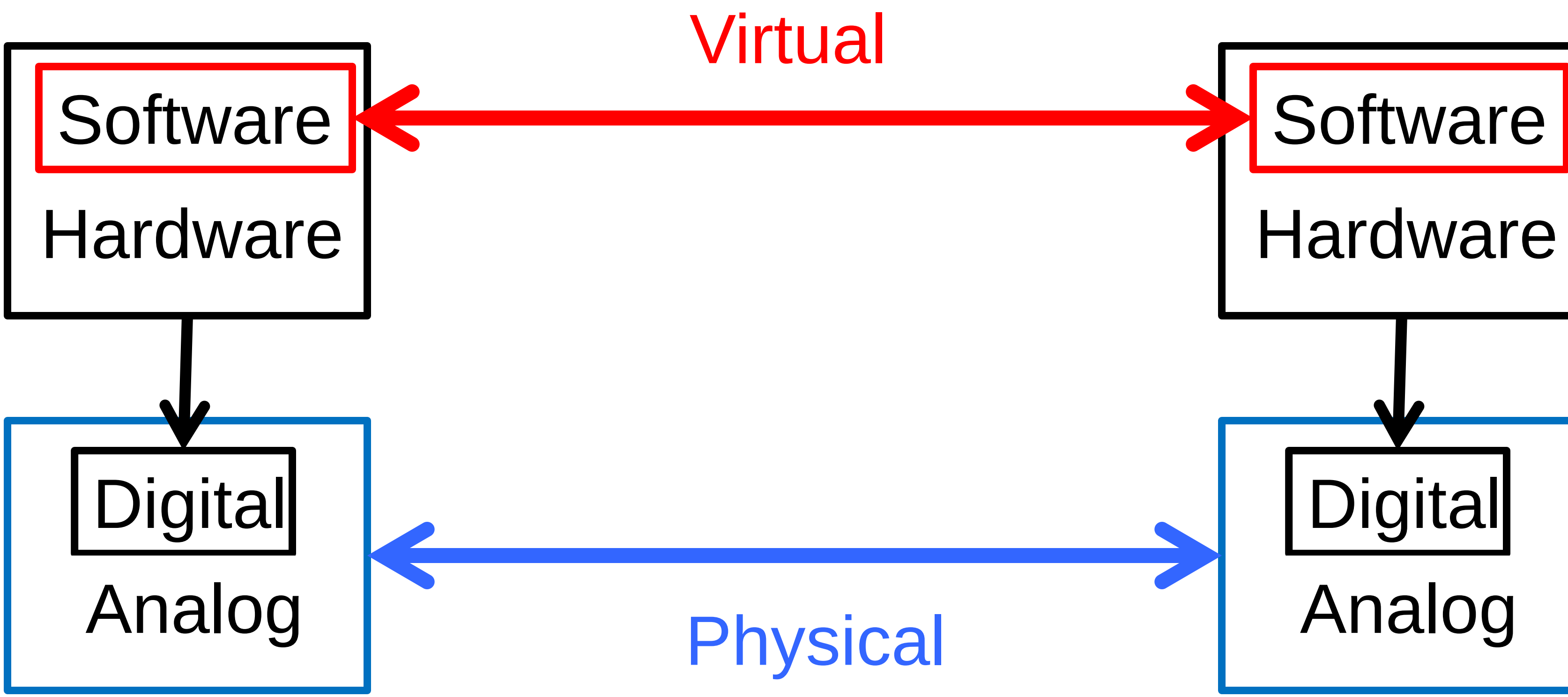
What can go wrong?

Control, share, virtualize, and manage resources

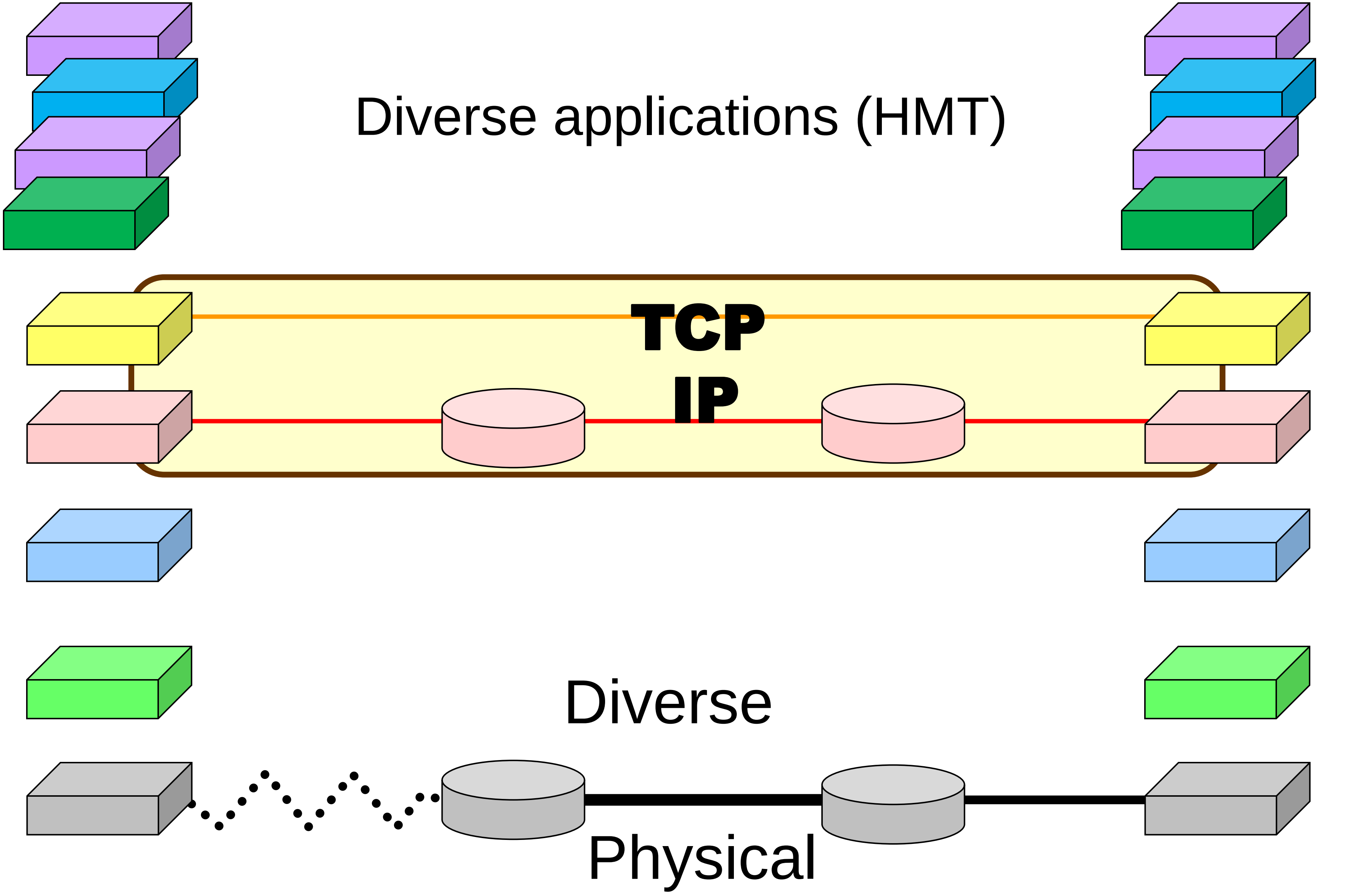


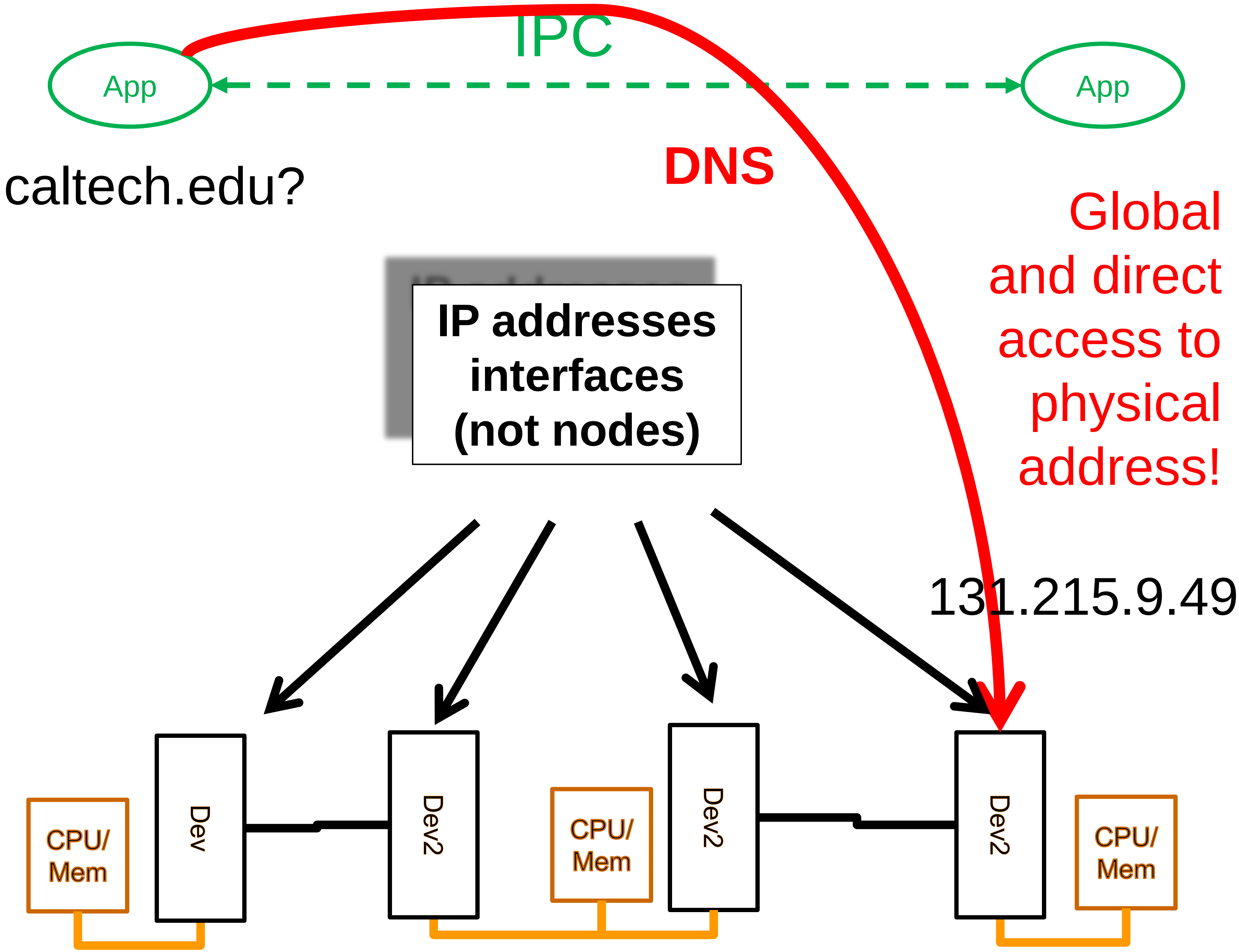
Want to emphasize the differences between these two types of layering.

Networking

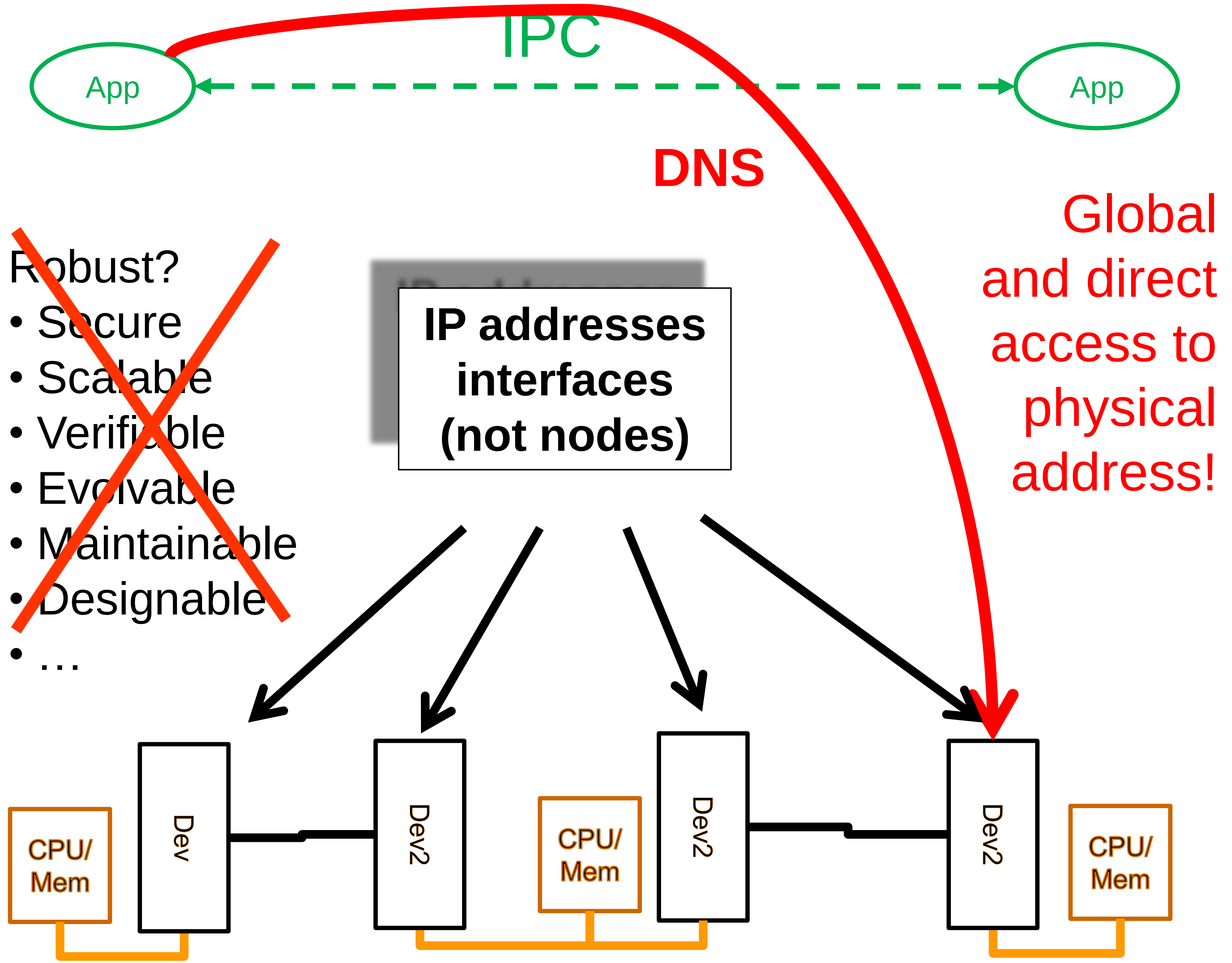


Virtual
Software
Hardware
Software
Hardware
Digital
Analog
Digital
Analog
Physical


Diverse applications (HMT)
TCP
IP
Diverse
Physical



IPC
App
App
caltech.edu?
DNS
Global and direct access to physical address!
IP addresses interfaces (not nodes)
131.215.9.49
CPU/ Mem
Dev
Dev2
CPU/ Mem
Dev2
Dev2
CPU/ Mem

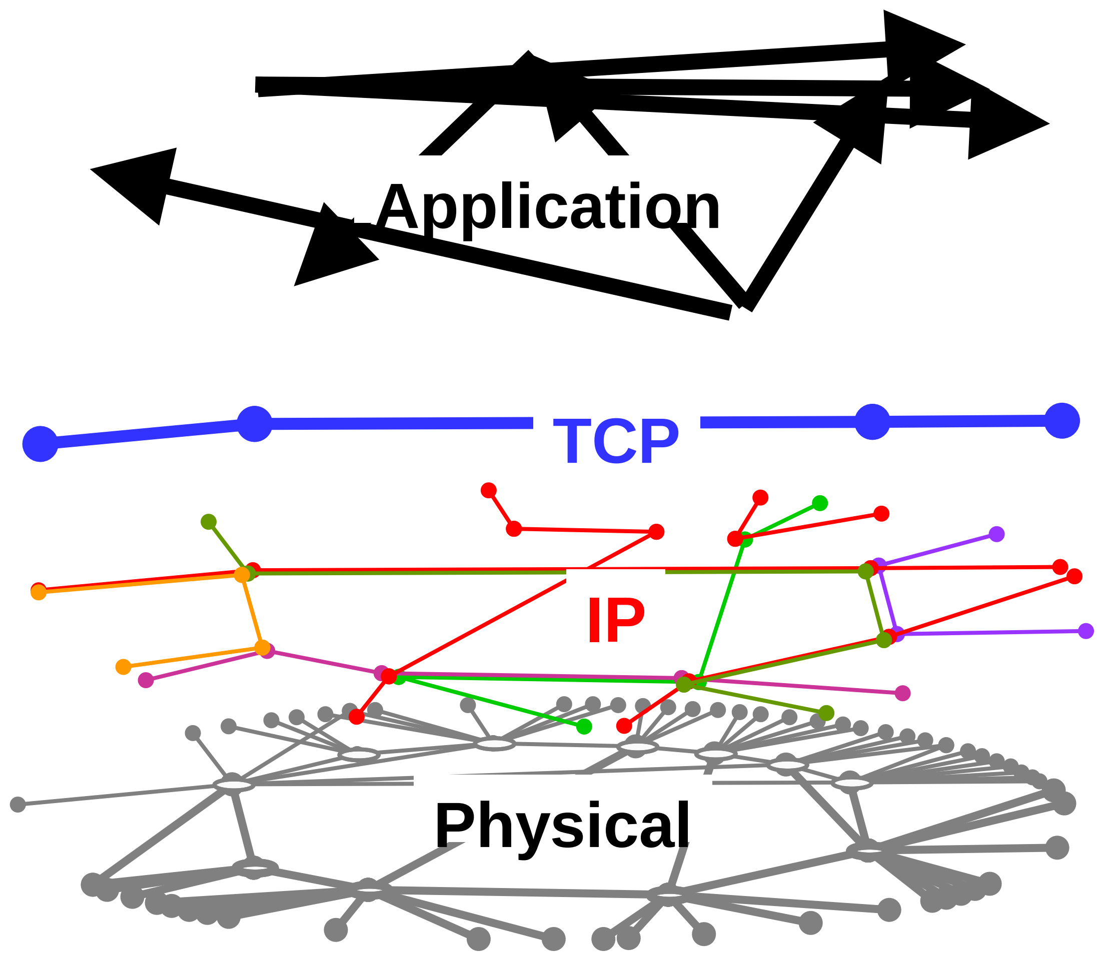

IPC
App
App
DNS
Global
and direct
access to
physical
address!
Robust?
• Secure
• Scalable
• Verifiable
• Evolvable
• Maintainable
• Designable
• …
IP addresses
interfaces
(not nodes)
CPU/
Mem
Dev
Dev2
CPU/
Mem
Dev2
Dev2
CPU/
Mem

Naming and addressing need to be

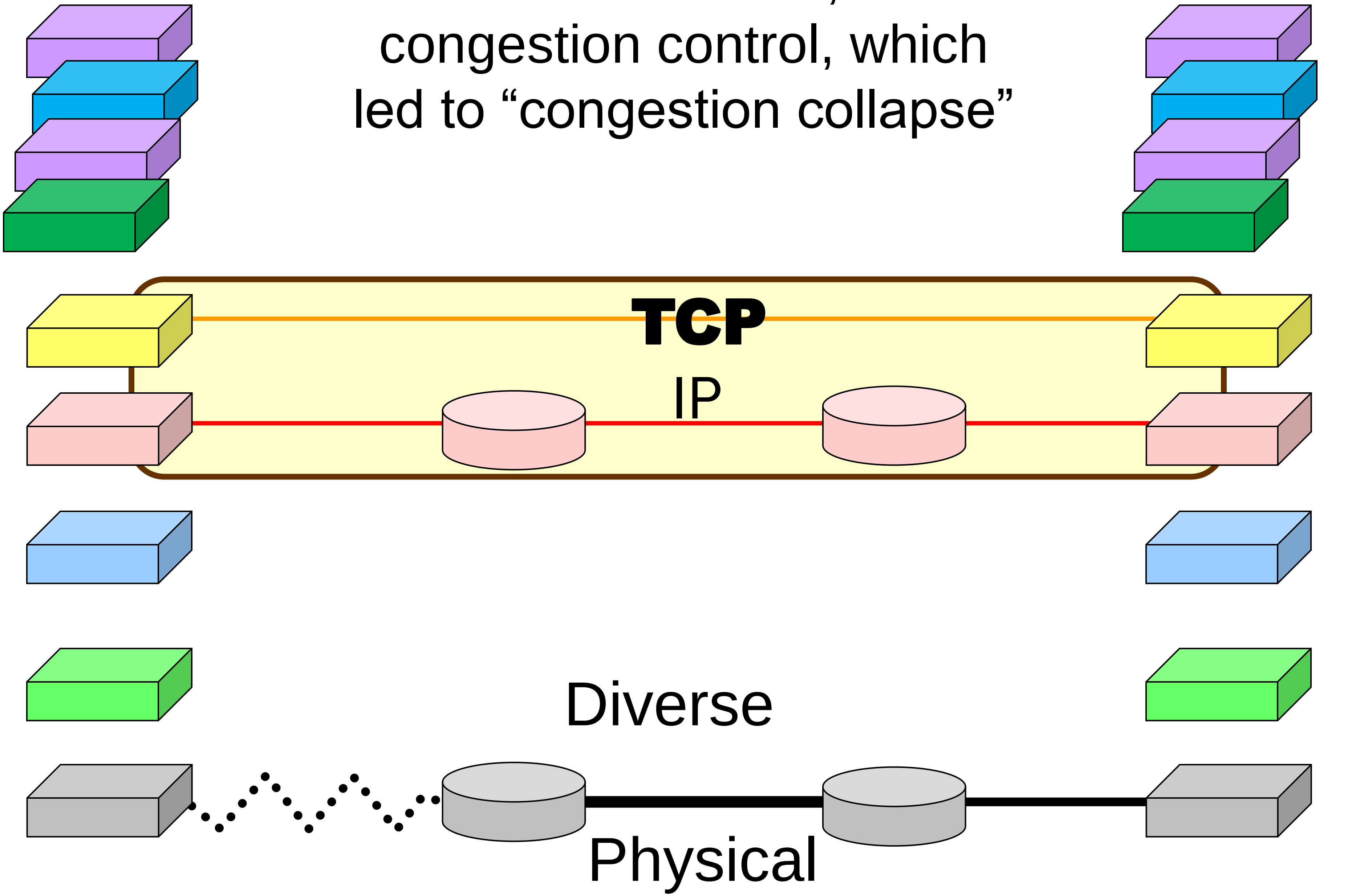
- resolved within layer
- translated between layers
- not exposed outside of layer

Related “issues”

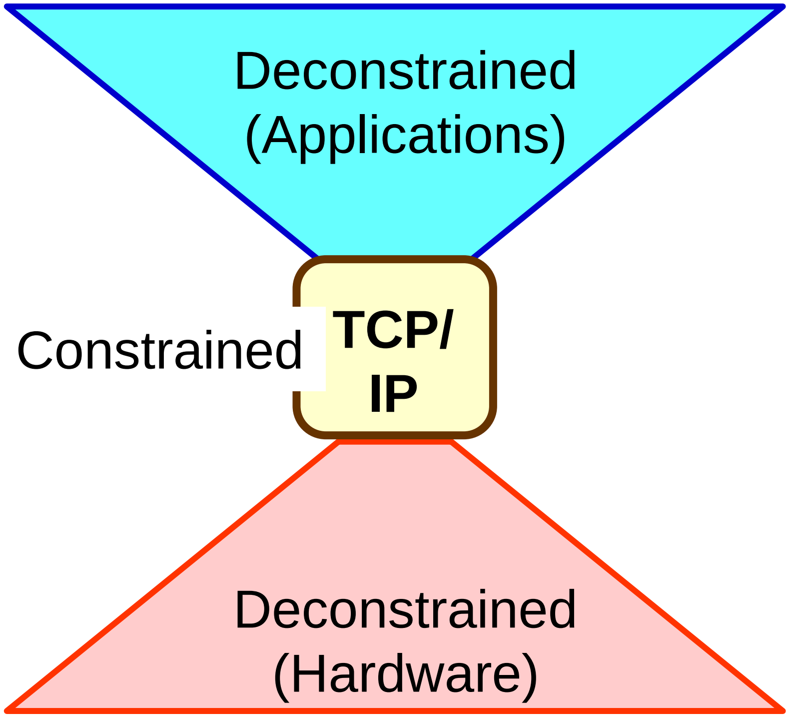
- VPNs
- NATS
- Firewalls
- Multihoming
- Mobility
- Routing table size
- Overlays
- …



Until late 1980s, no congestion control, which led to “congestion collapse”



Original design challenge?



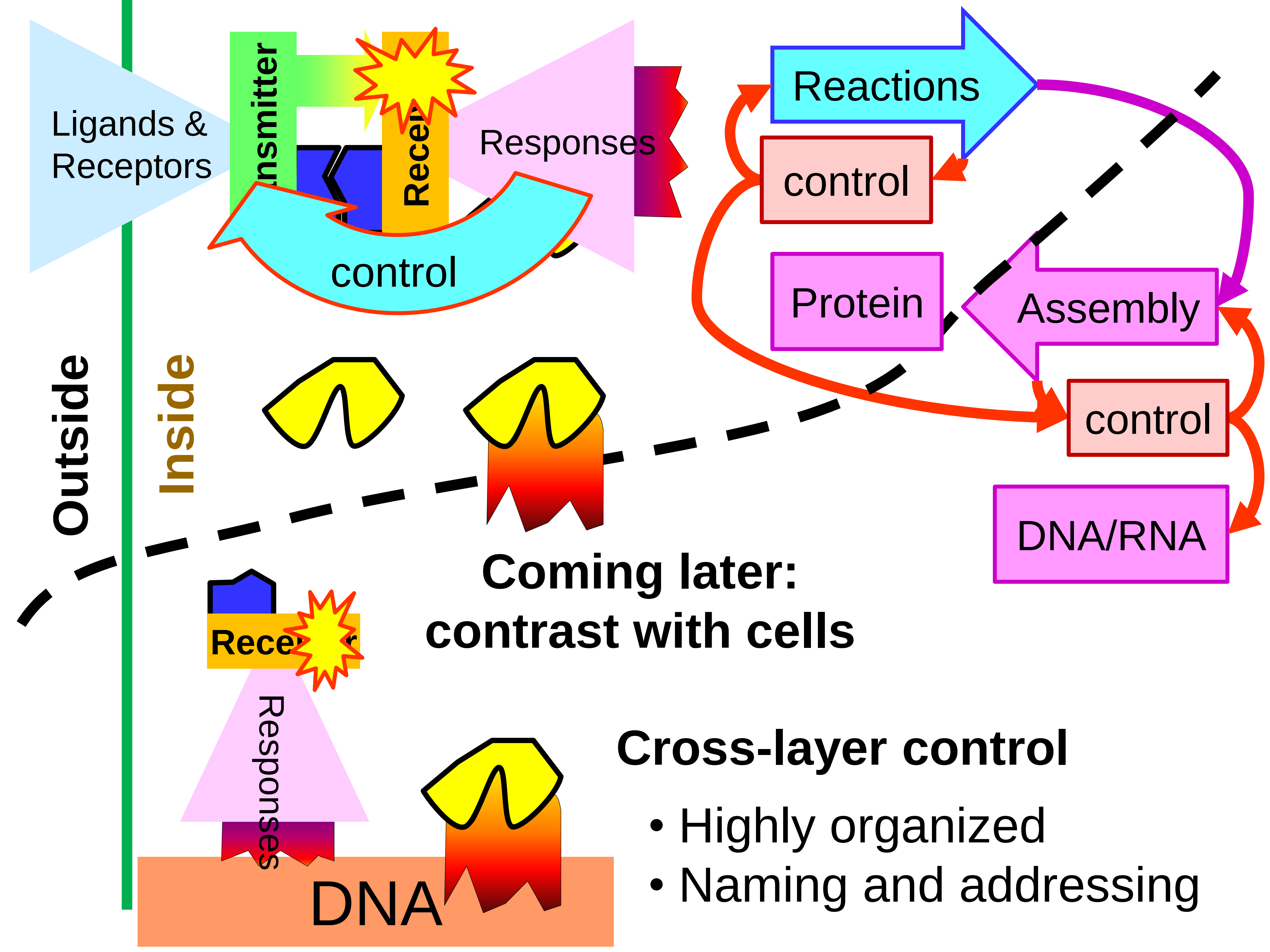
Networked OS

- ~~Expensive mainframes~~
- ~~Trusted end systems~~
- ~~Homogeneous~~
- ~~Sender centric~~
- Unreliable comms

Facilitated wild evolution

Created

- whole new ecosystem
- completely opposite

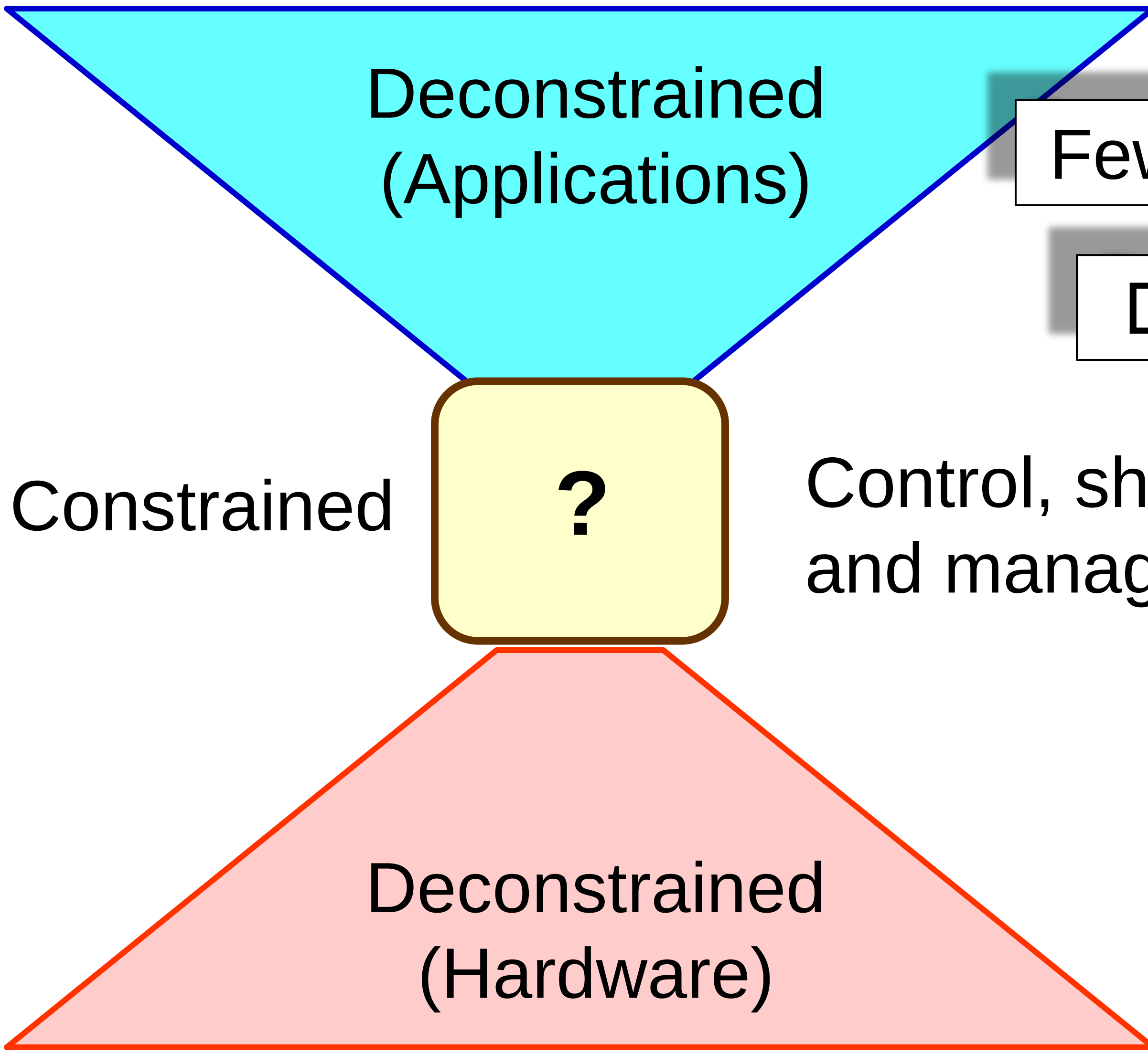


Coming later: contrast with cells

Cross-layer control

- Highly organized
- Naming and addressing

Next layered architectures



Constrained

Few global variables

Don't cross layers

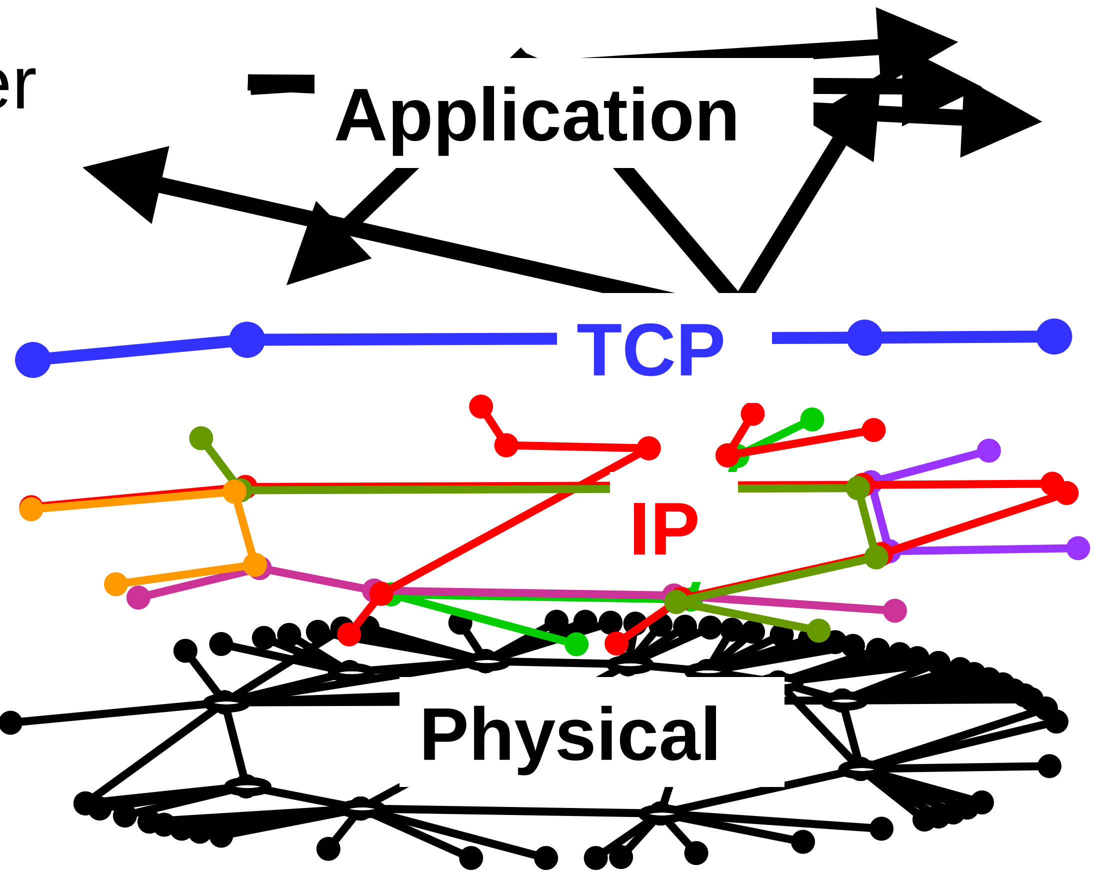
Control, share, virtualize, and manage resources

Comms
Memory, storage
Latency
Processing
Cyber-physical

Persistent errors and confusion (“network science”)

Architecture is ***least*** graph topology.

Every layer has different diverse graphs.



Architecture facilitates arbitrary graphs.

The "robust yet fragile" nature of the Internet

John C. Doyle*[†], David L. Alderson*, Lun Li*, Steven Low*, Matthew Roughan[‡], Stanislav Shalunov[§], Reiko Tanaka[¶], and Walter Willinger[‖]

*Engineering and Applied Sciences Division, California Institute of Technology, Pasadena, CA 91125; [‡]Applied Mathematics, University of Adelaide, South Australia 5005, Australia; [§]Internet2, 3025 Boardwalk Drive, Suite 200, Ann Arbor, MI 48108; [¶]Bio-Mimetic Control Research Center, Institute of Physical and Chemical Research, Nagoya 463-0003, Japan; and [‖]AT&T Labs–Research, Florham Park, NJ 07932

Edited by Robert M. May, University of Oxford, Oxford, United Kingdom, and approved August 29, 2005 (received for review February 18, 2005)

The search for unifying properties of complex networks is popular, challenging, and important. For modeling approaches that focus on

no self-loops or parallel edges) having the same graph degree
We will say that graphs $g \in G(D)$ have scaling-degree sequen

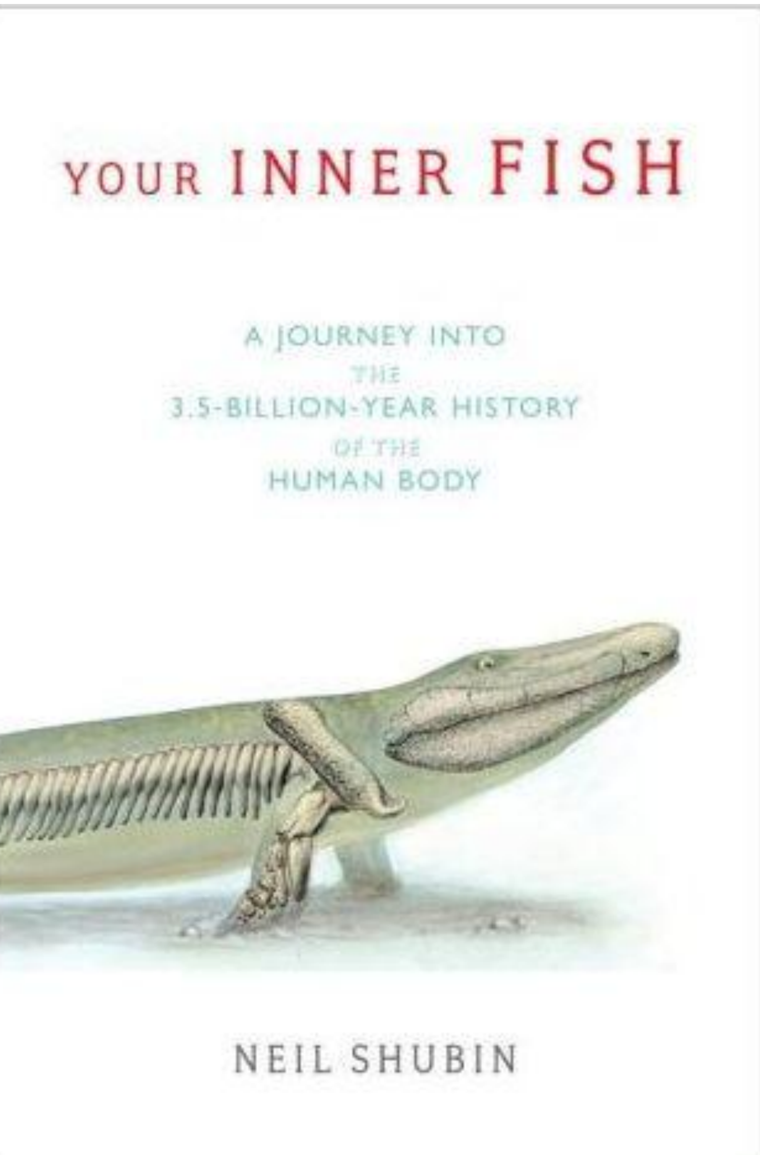
PNAS | October 11, 2005 | vol. 102 | no. 41 | 14497–14502

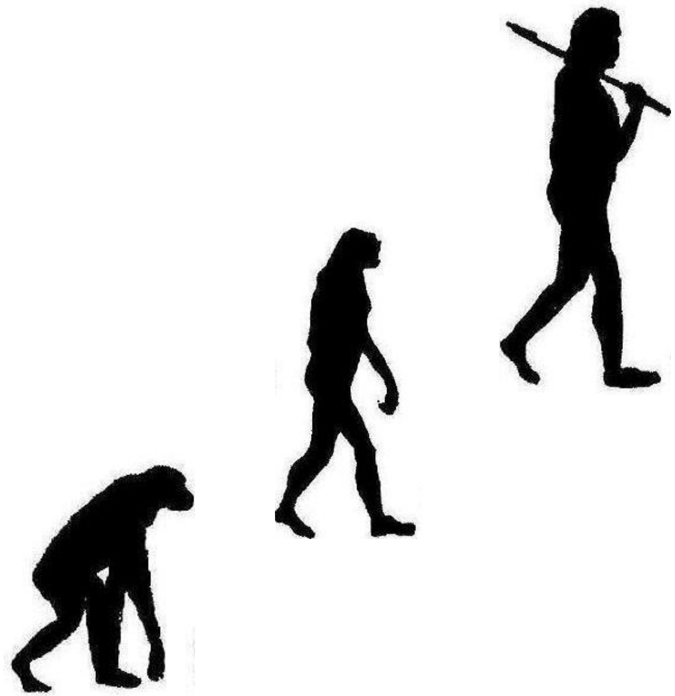
Notices of the AMS, 2009

Mathematics and the Internet: A Source of Enormous Confusion and Great Potential

Walter Willinger, David Alderson, and John C. Doyle

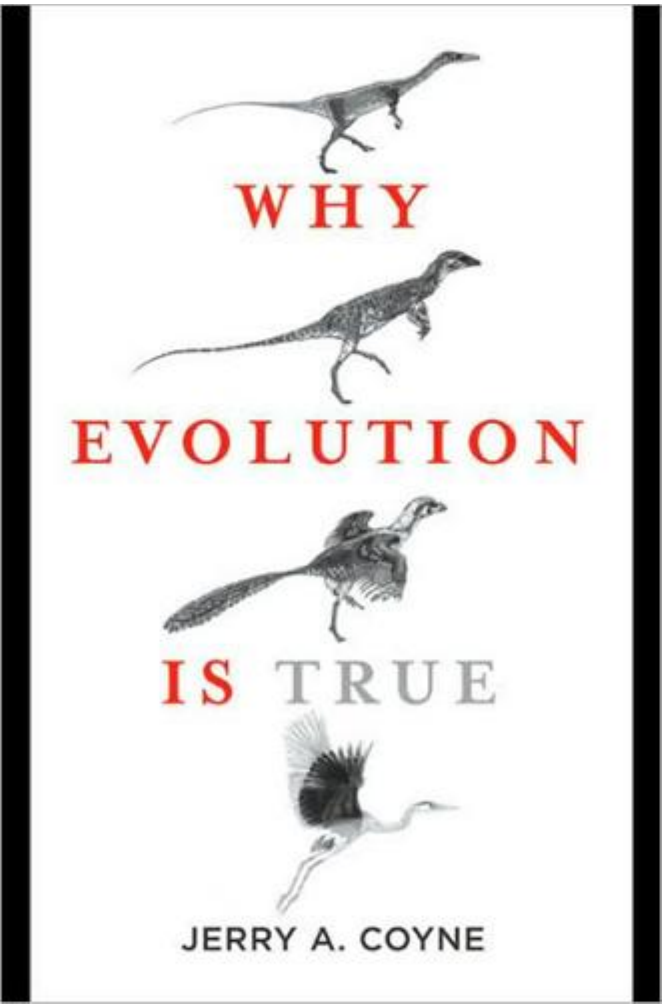
Unfortunately, not intelligent design

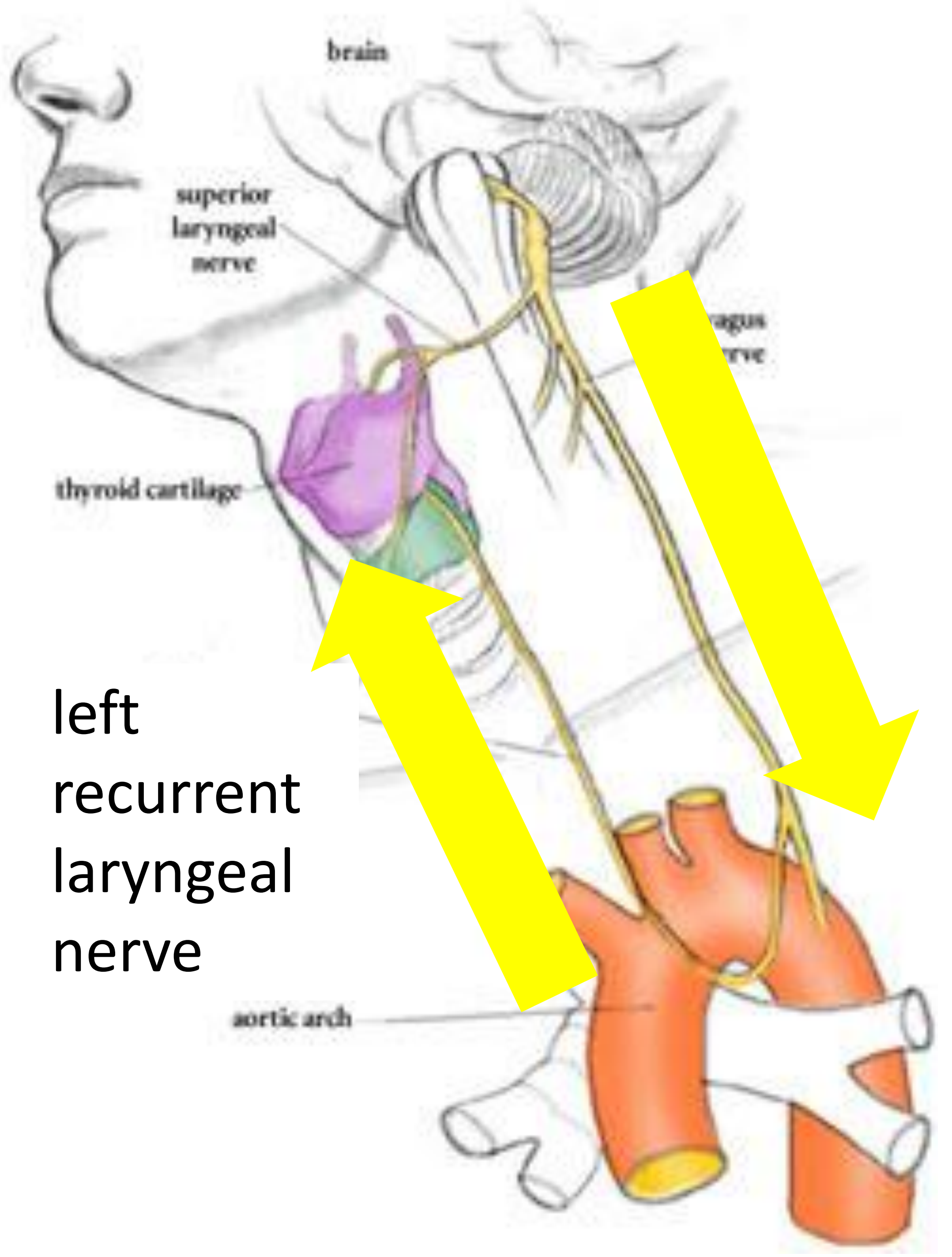




Ouch.

Why?





left recurrent laryngeal nerve

Why? Building humans from fish parts.

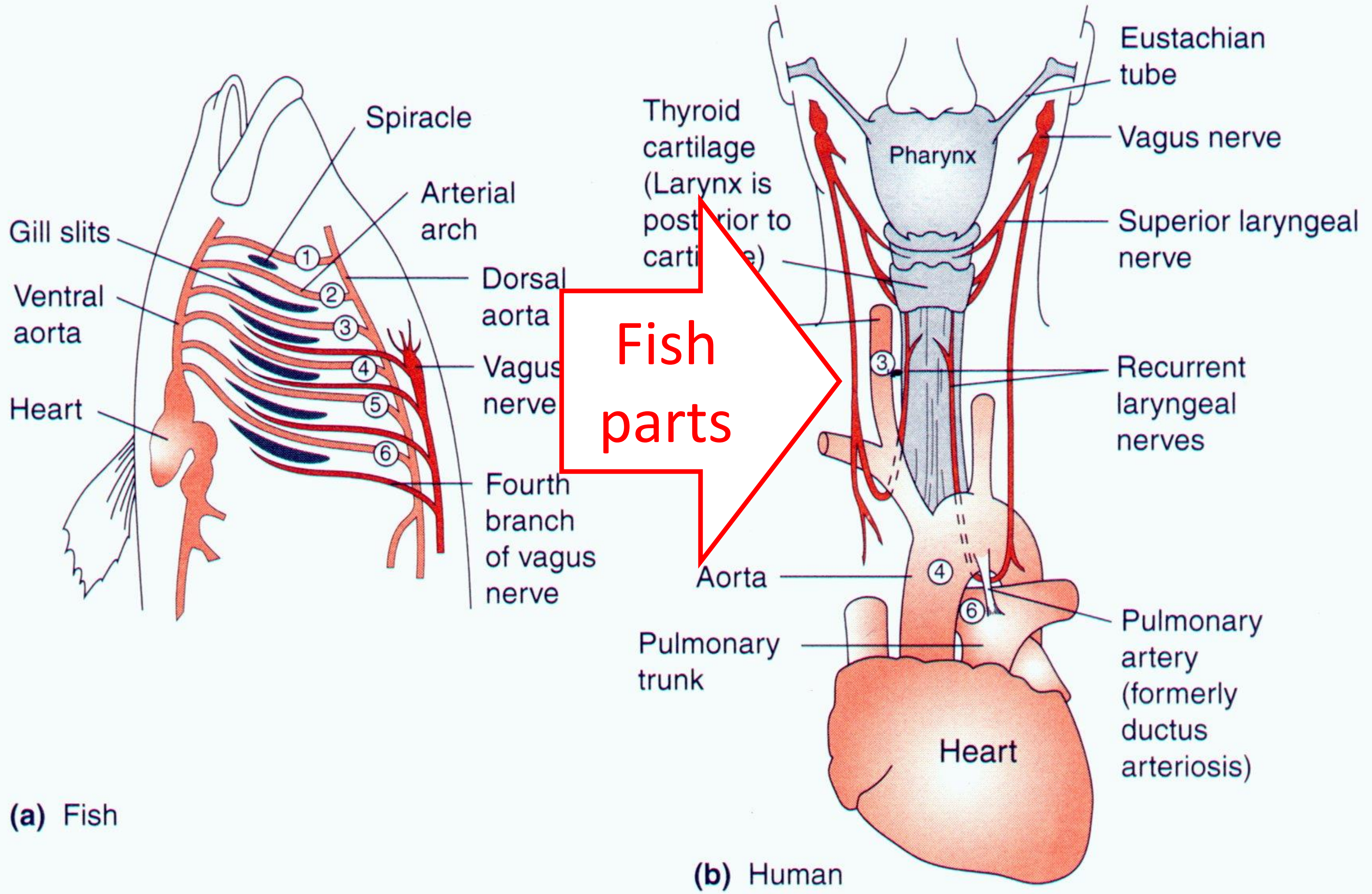
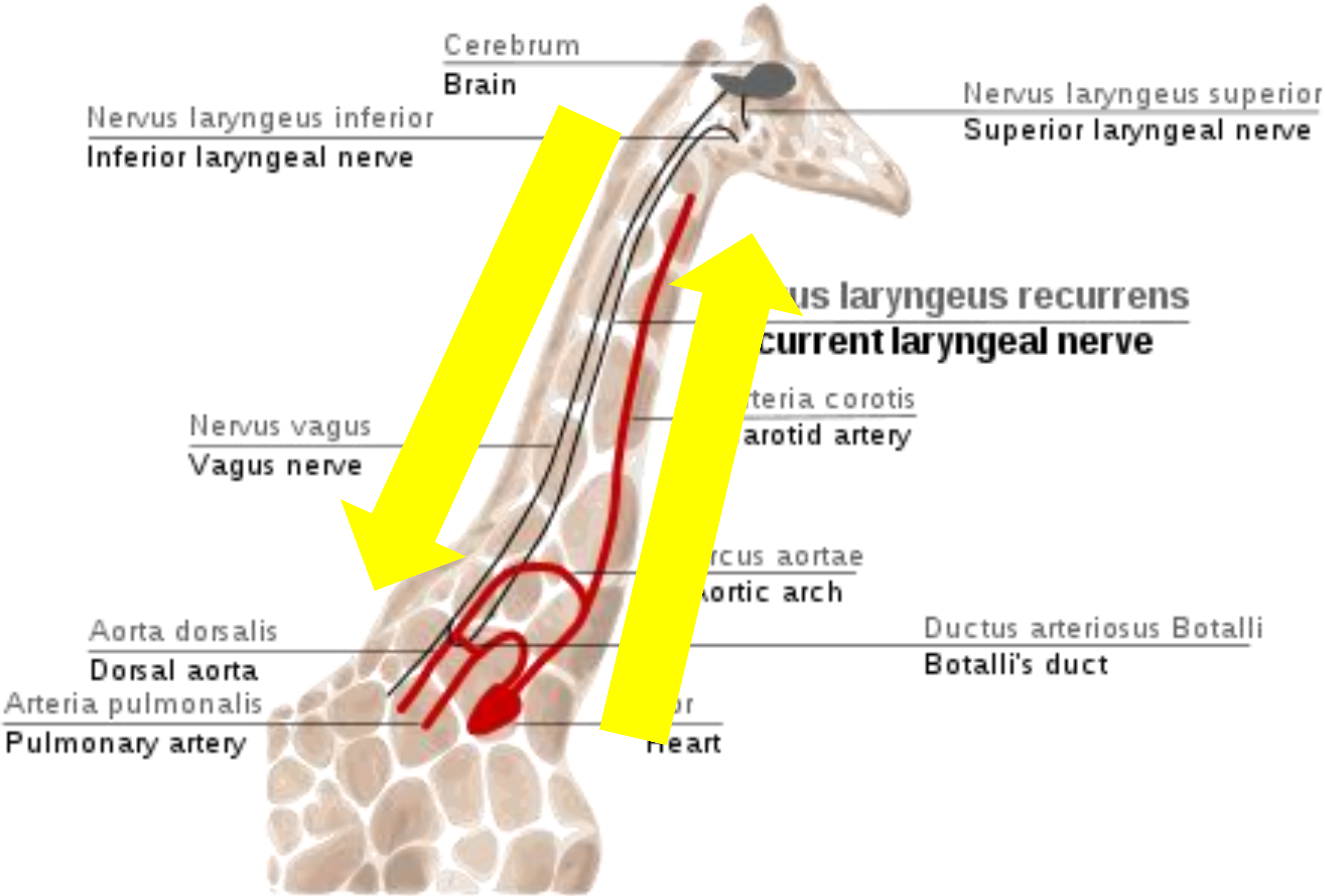
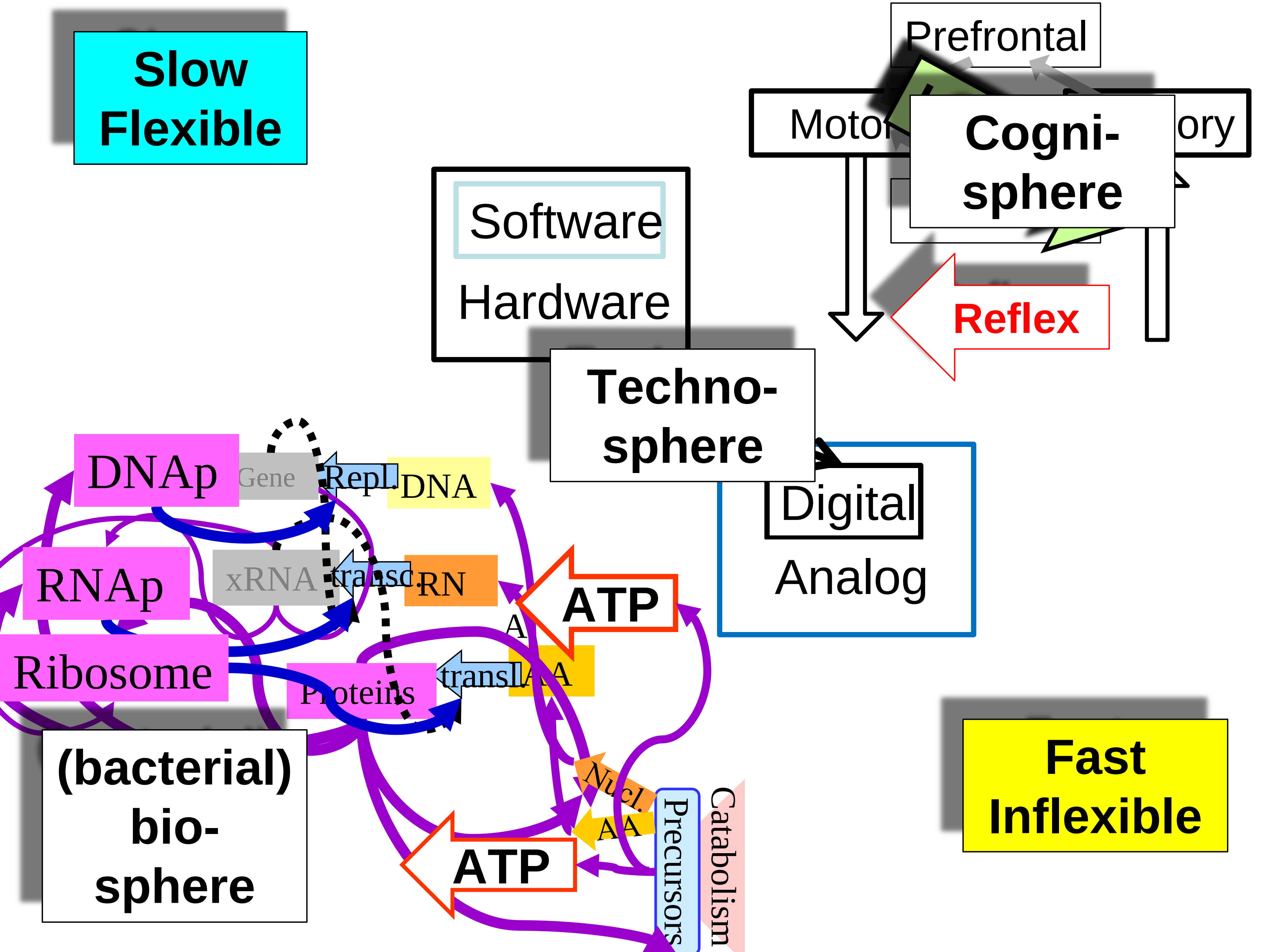
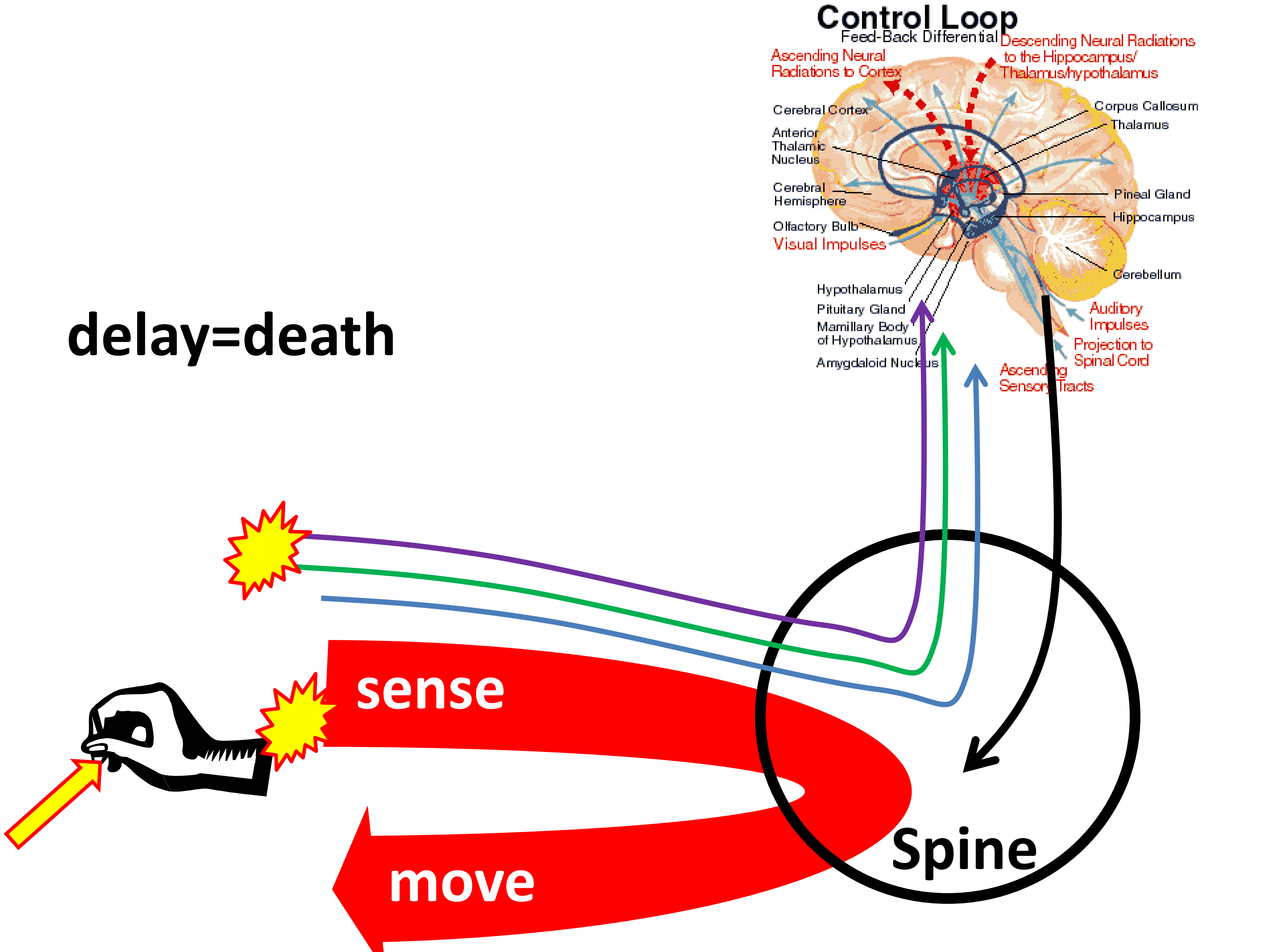


FIGURE 3–11 Schematic diagram showing the relationship between the vagus cranial nerve and the arterial arches in fish (*a*) and human (*b*). Only the third, fourth, and part of the sixth arterial arches remain in placental mammals, the sixth acting only during fetal development to carry blood to the placenta. The fourth vagal nerve in mammals (the recurrent laryngeal nerve) loops around the sixth arterial arch just as it did in the original fishlike ancestor, but must now travel a greater distance since the remnant of the sixth arch is in the thorax.

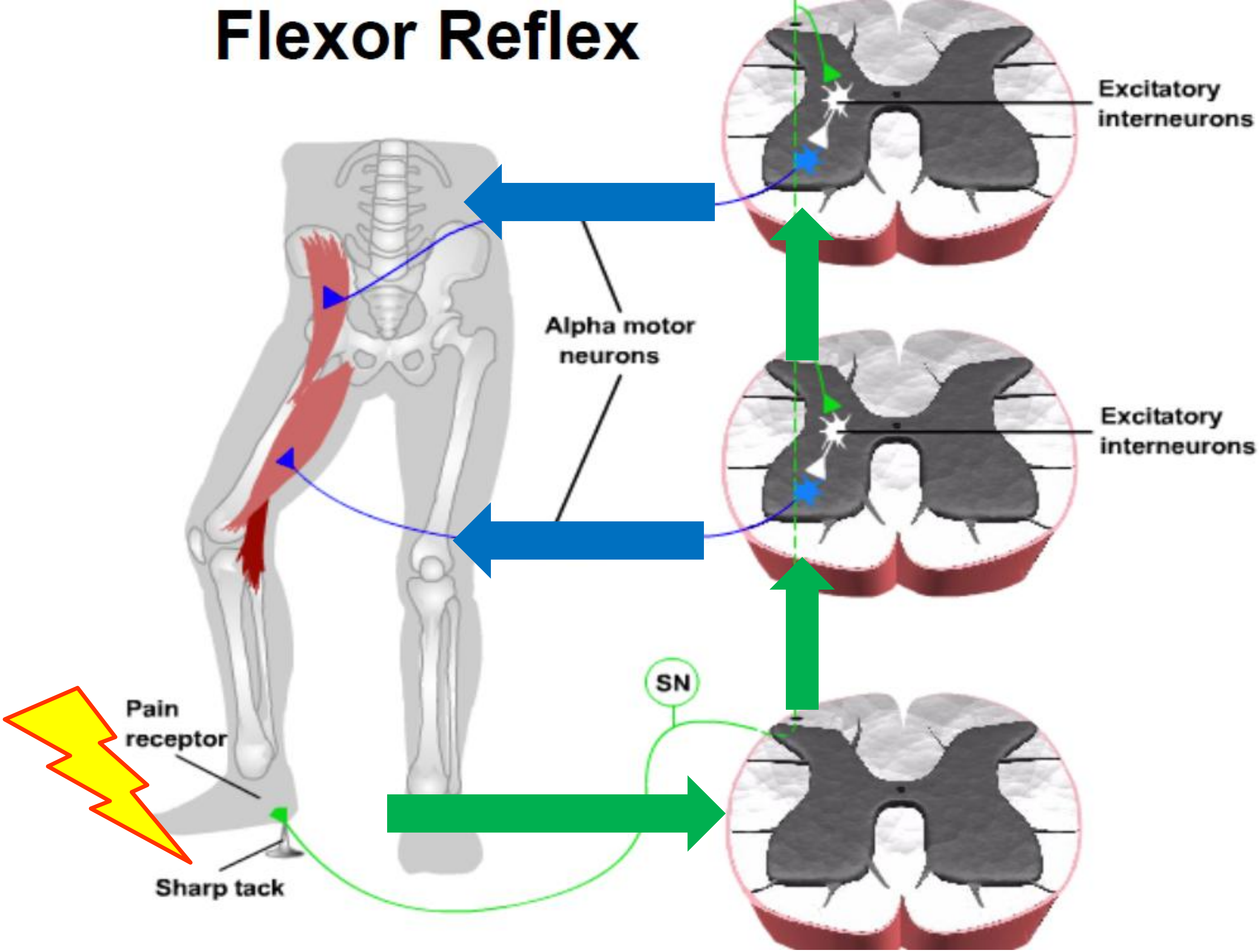
It could be worse.

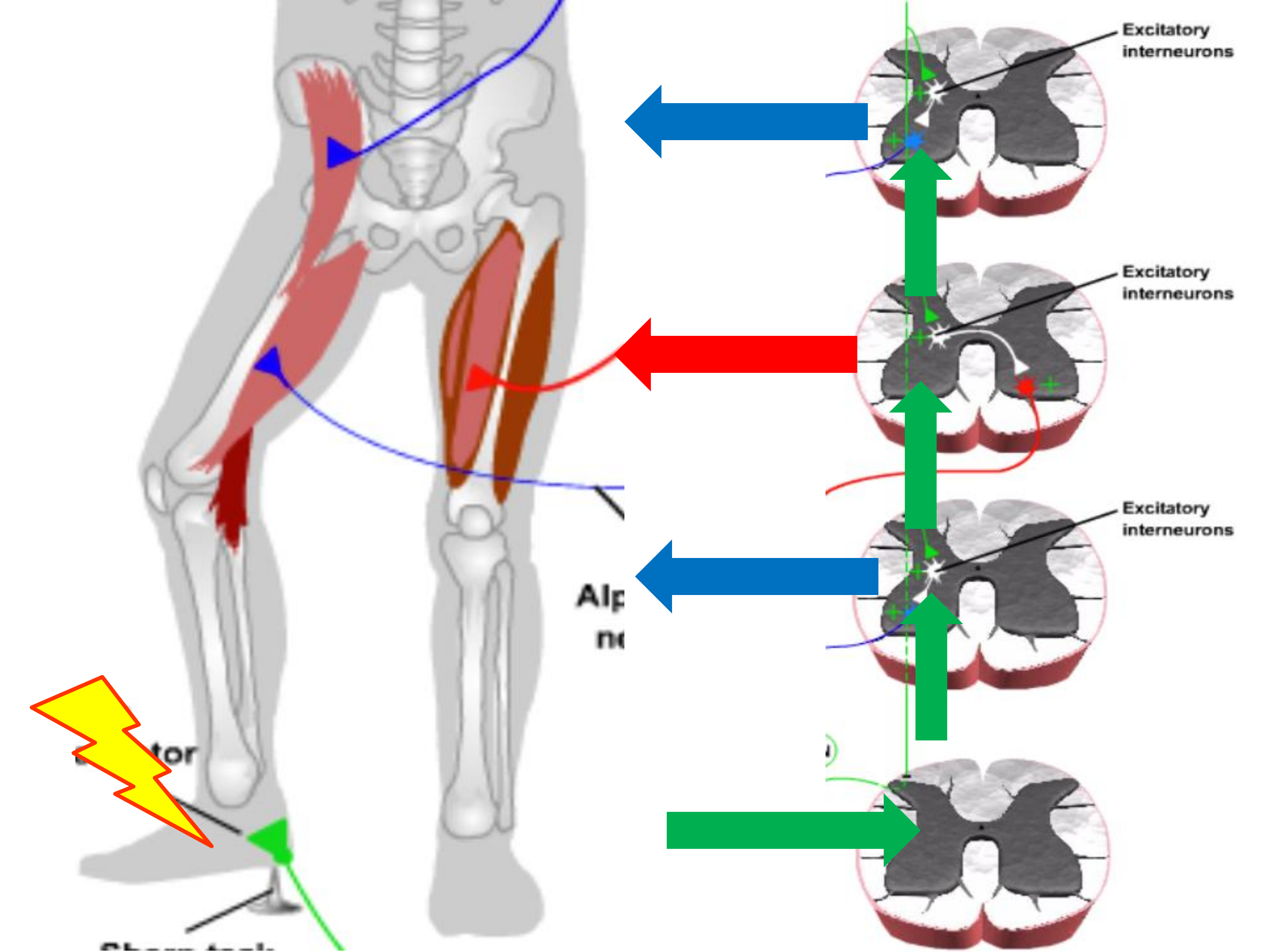


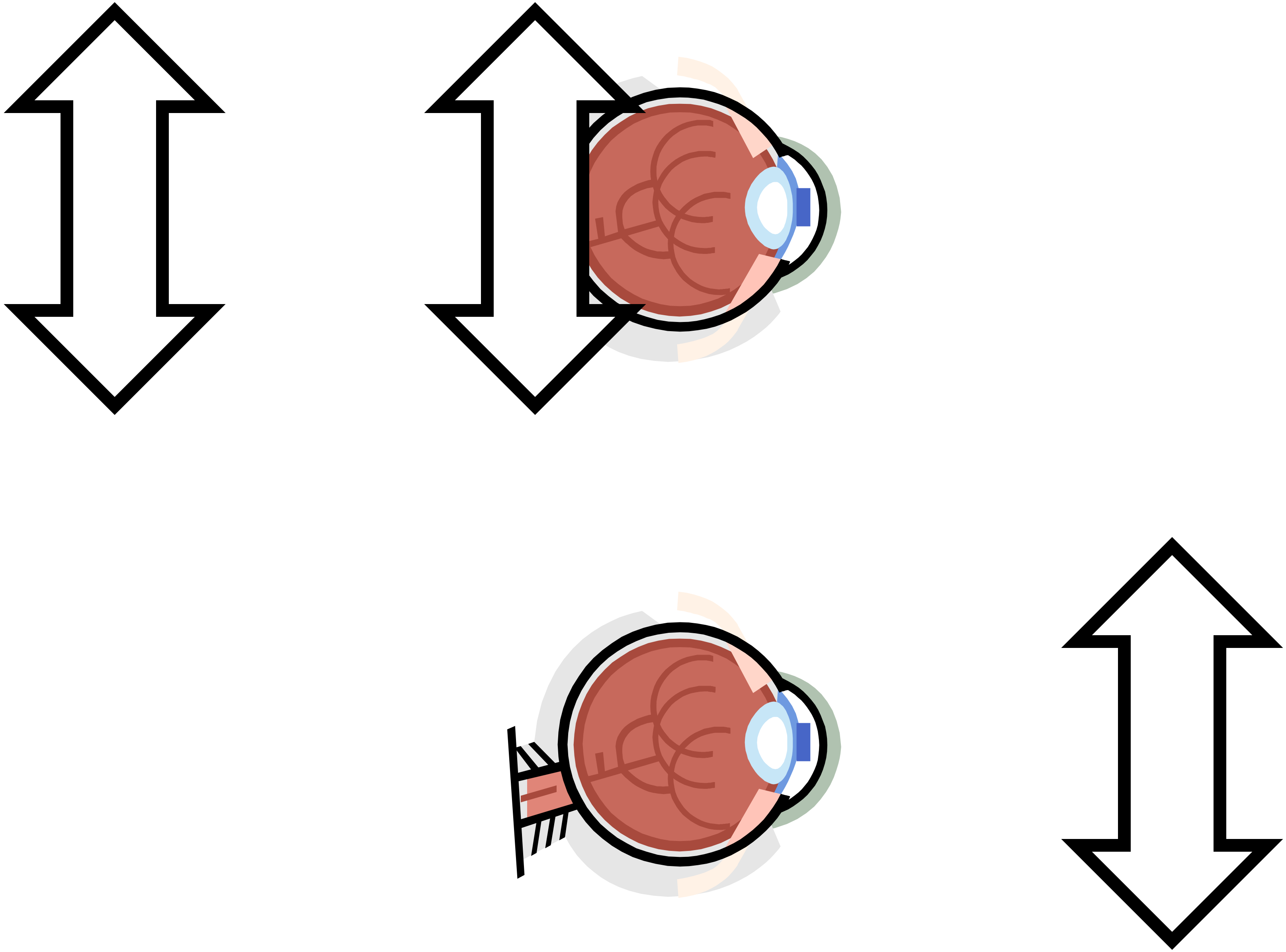

Slow
Flexible
Prefrontal
Motor
ory
Cogni-
sphere
Software
Hardware
Reflex
Techno-
sphere
Digital
Analog
DNAp
Gene
Repl.
DNA
RNAp
xRNA
transc.
RN
ATP
A
Ribosome
Proteins
transl.
AA
Nucl.
AA
Precursors
Catabolism
ATP
(bacterial)
bio-
sphere
Fast
Inflexible


Control Loop
Feed-Back Differential
Ascending Neural Radiations to Cortex
Descending Neural Radiations to the Hippocampus/ Thalamus/hypothalamus
Cerebral Cortex
Anterior Thalamic Nucleus
Cerebral Hemisphere
Olfactory Bulb
Visual Impulses
Corpus Callosum
Thalamus
Pineal Gland
Hippocampus
Cerebellum
Hypothalamus
Pituitary Gland
Mamillary Body of Hypothalamus
Amygdaloid Nucleus
Auditory Impulses
Projection to Spinal Cord
Ascending Sensory Tracts
delay=death
sense
move
Spine

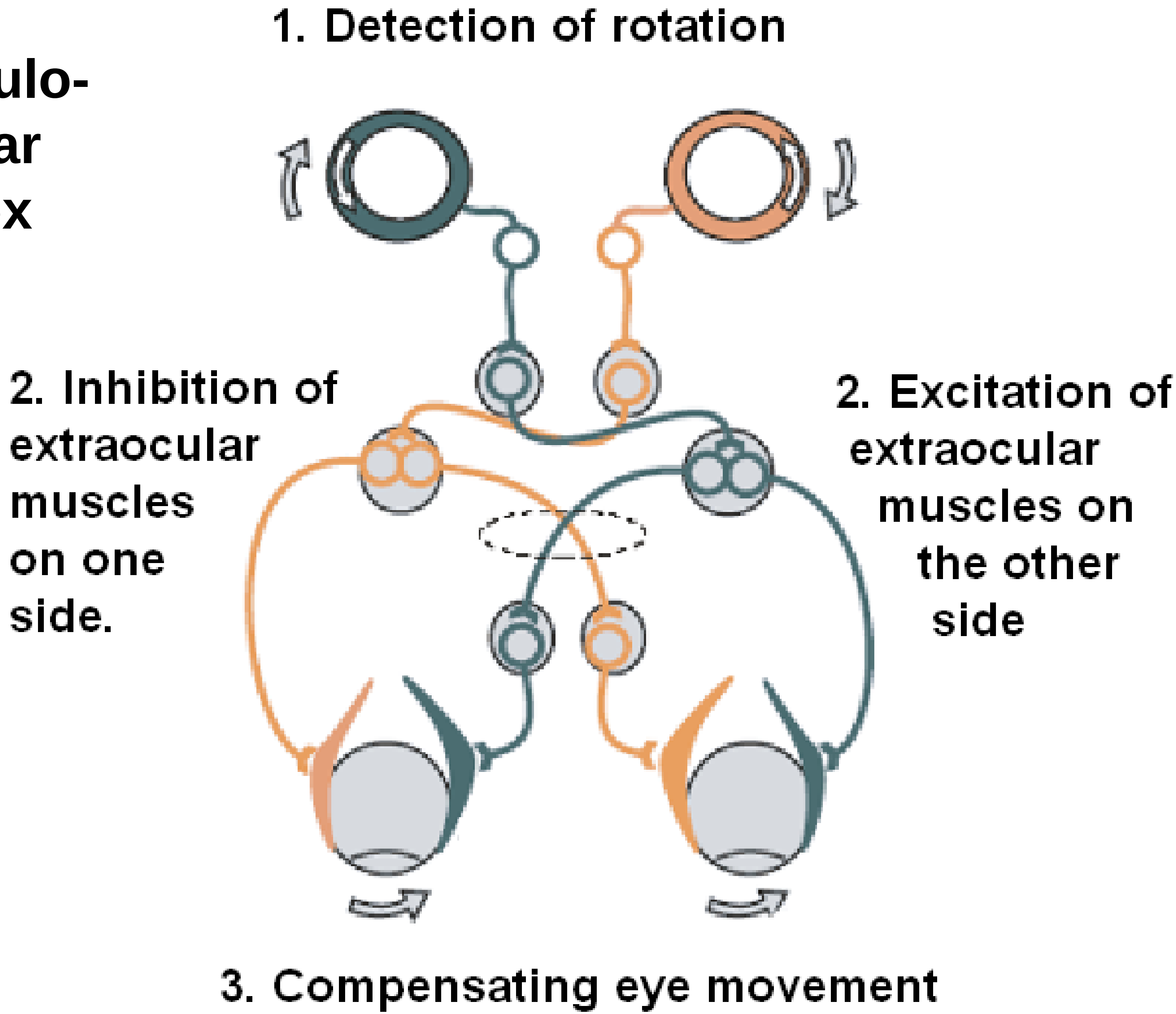
Flexor Reflex

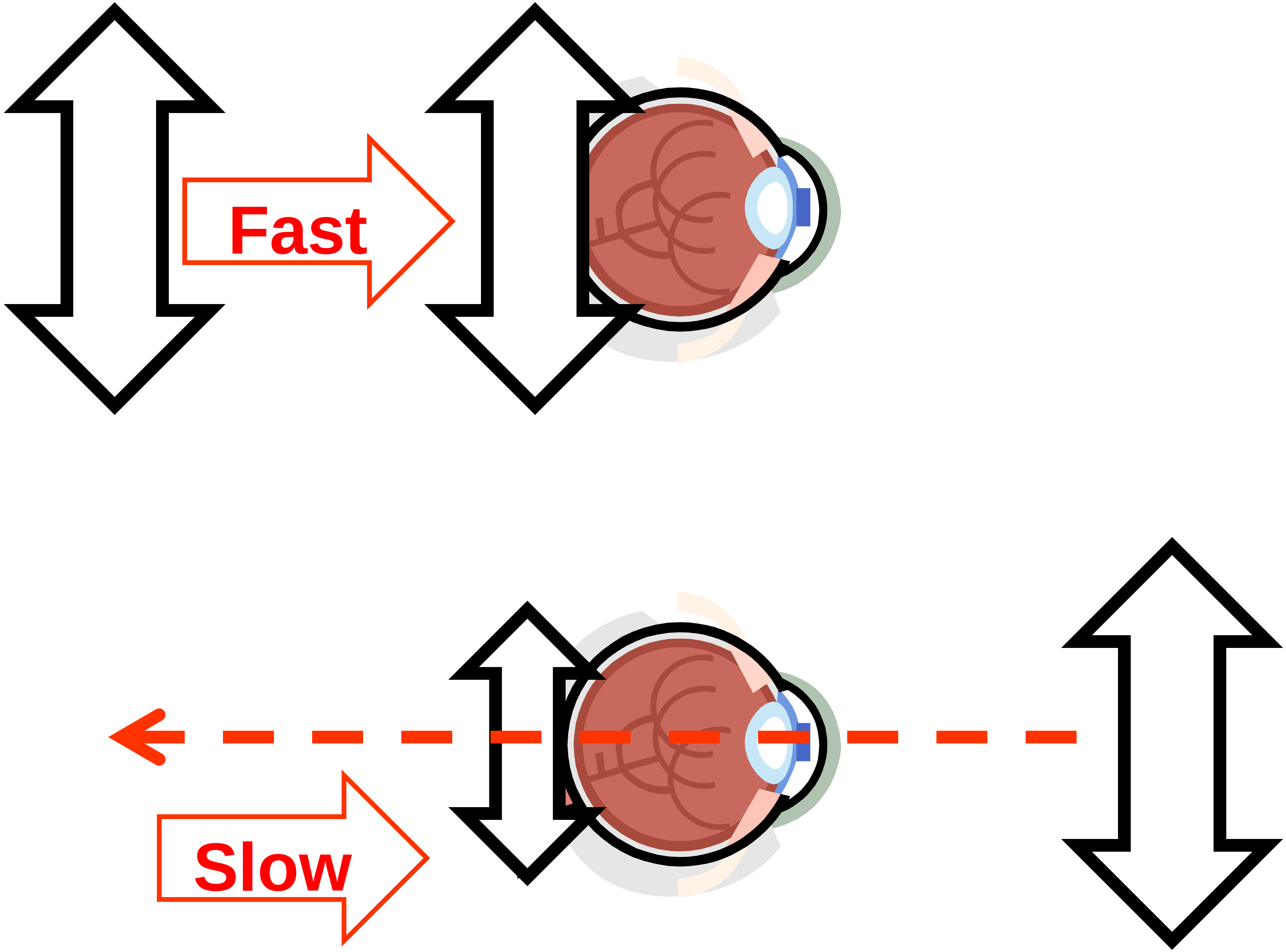


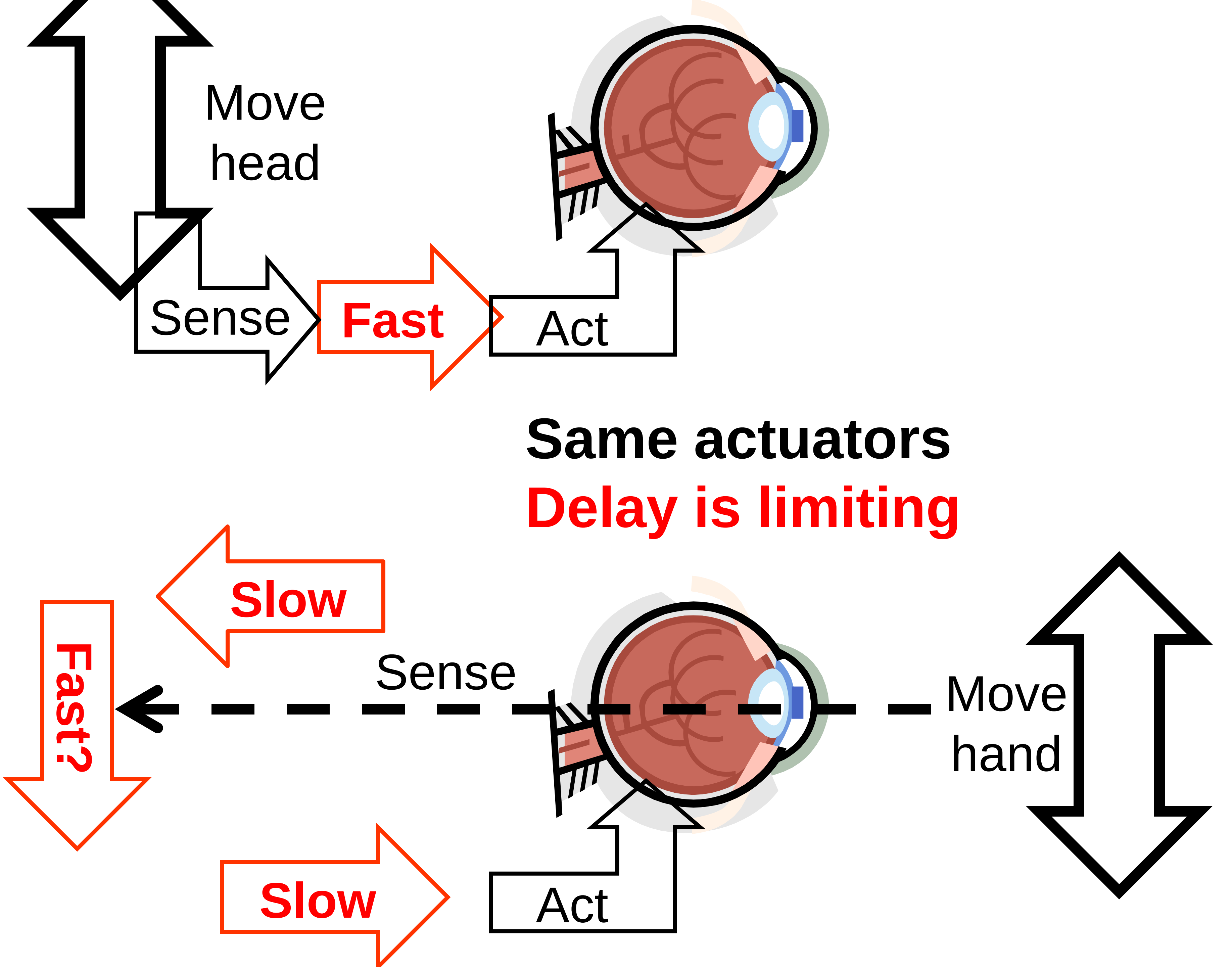

Excitatory
interneurons
Excitatory
interneurons
Excitatory
interneurons



Vestibulo-ocular reflex

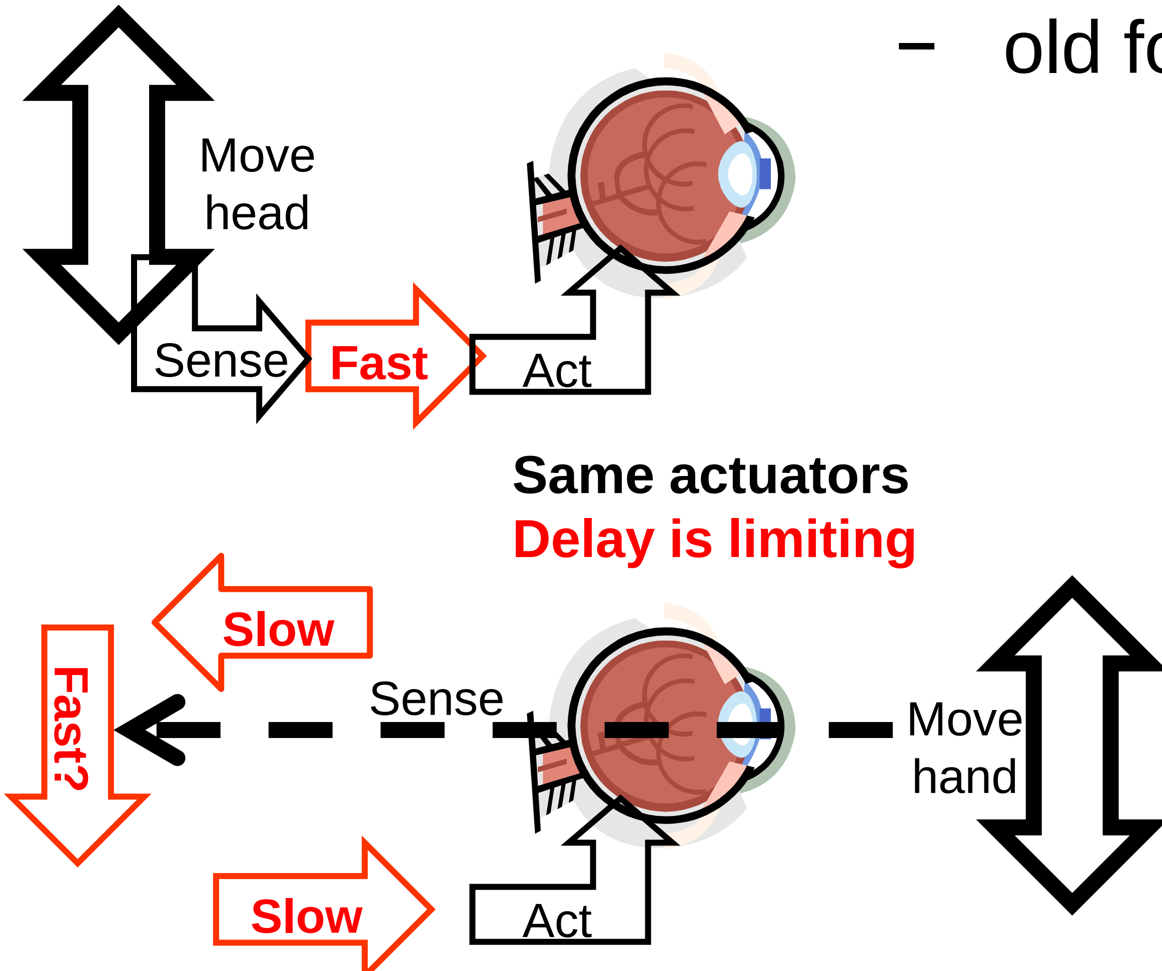


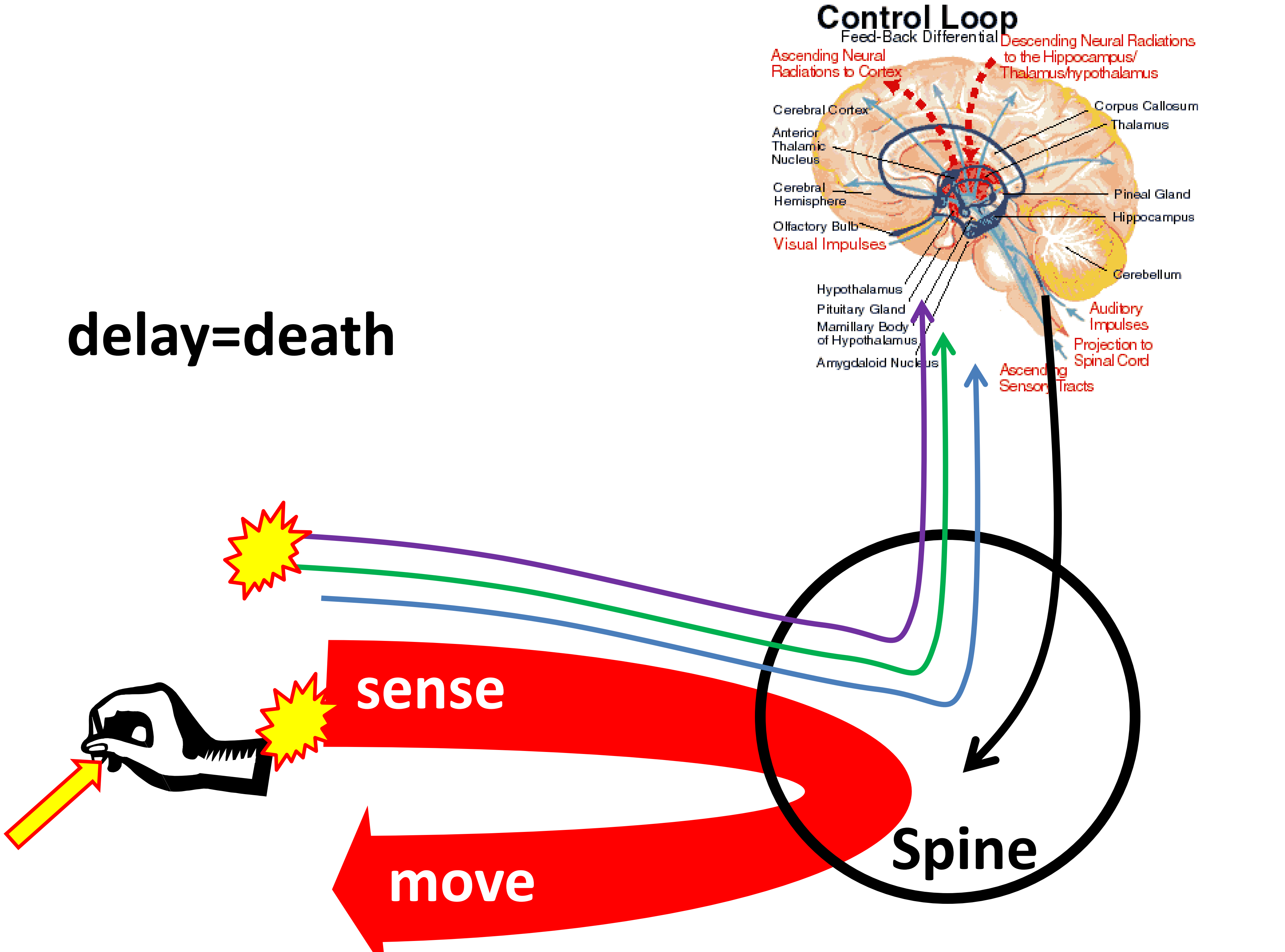

Fast
Slow


Move
head
Sense
Fast
Act
Same actuators
Delay is limiting
Slow
Fast?
Sense
Move
hand
Slow
Act

Versus standing on one leg

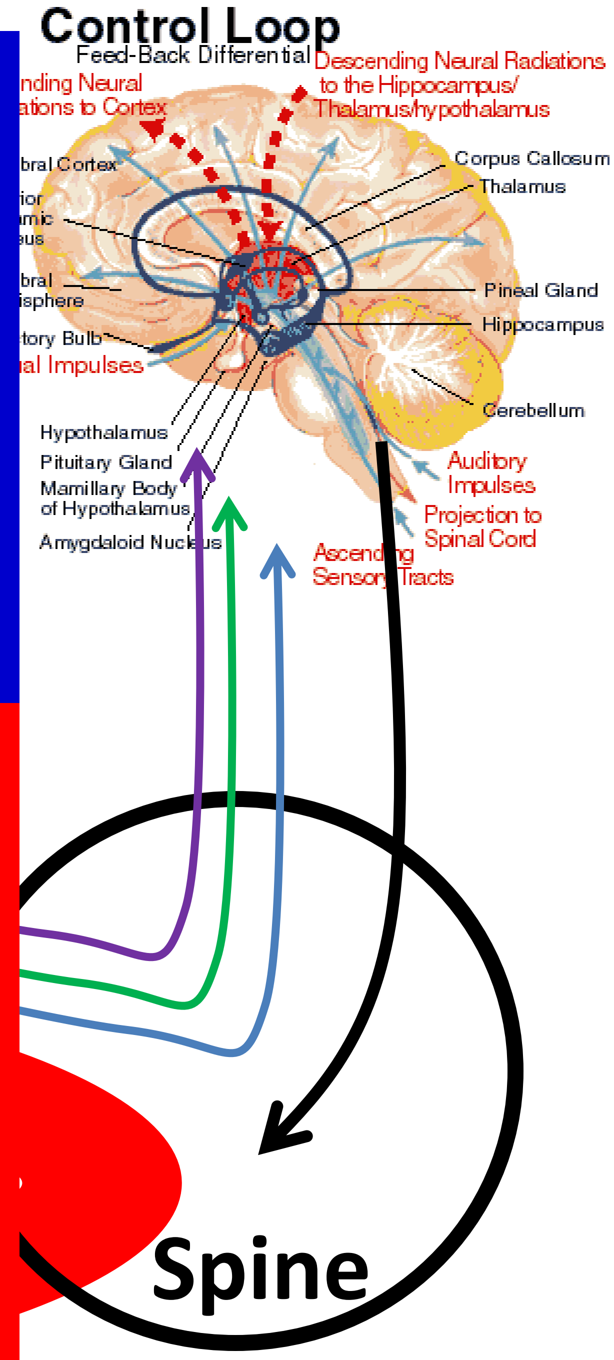
- Eyes open vs closed
- Contrast
  - young surfers
  - old football players



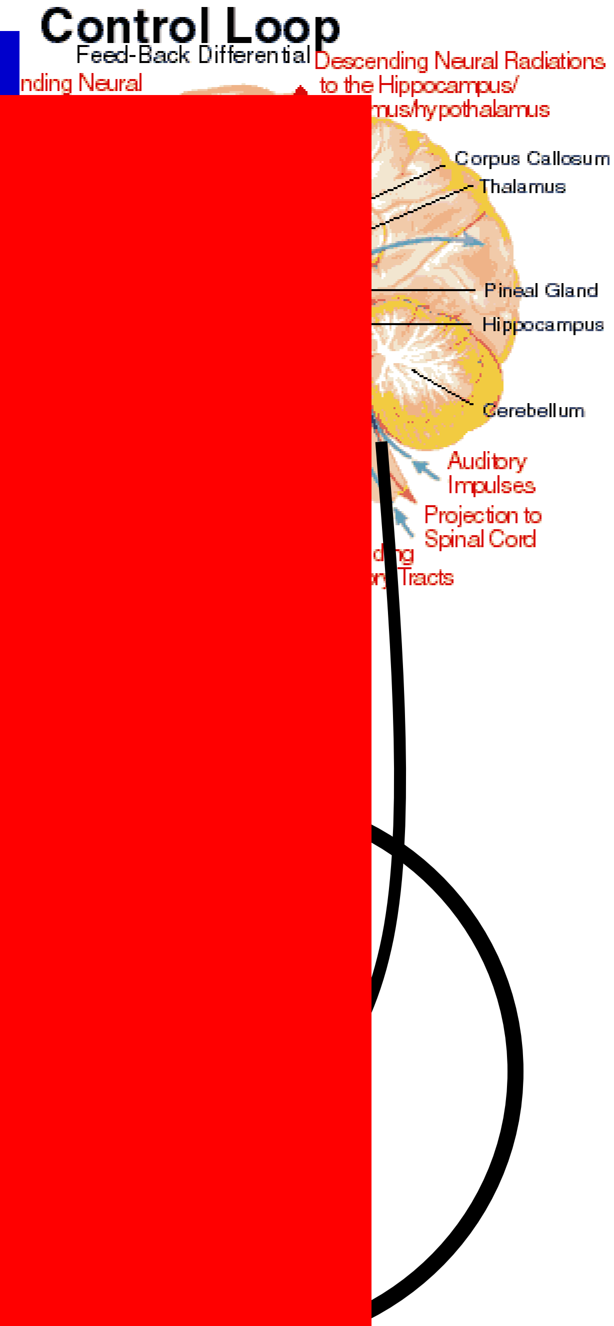

Control Loop
Feed-Back Differential
Ascending Neural Radiations to Cortex
Descending Neural Radiations to the Hippocampus/ Thalamus/hypothalamus
Cerebral Cortex
Anterior Thalamic Nucleus
Cerebral Hemisphere
Olfactory Bulb
Visual Impulses
Corpus Callosum
Thalamus
Pineal Gland
Hippocampus
Cerebellum
Hypothalamus
Pituitary Gland
Mamillary Body of Hypothalamus
Amygdaloid Nucleus
Auditory Impulses
Projection to Spinal Cord
Ascending Sensory Tracts
delay=death
sense
move
Spine

Reflect

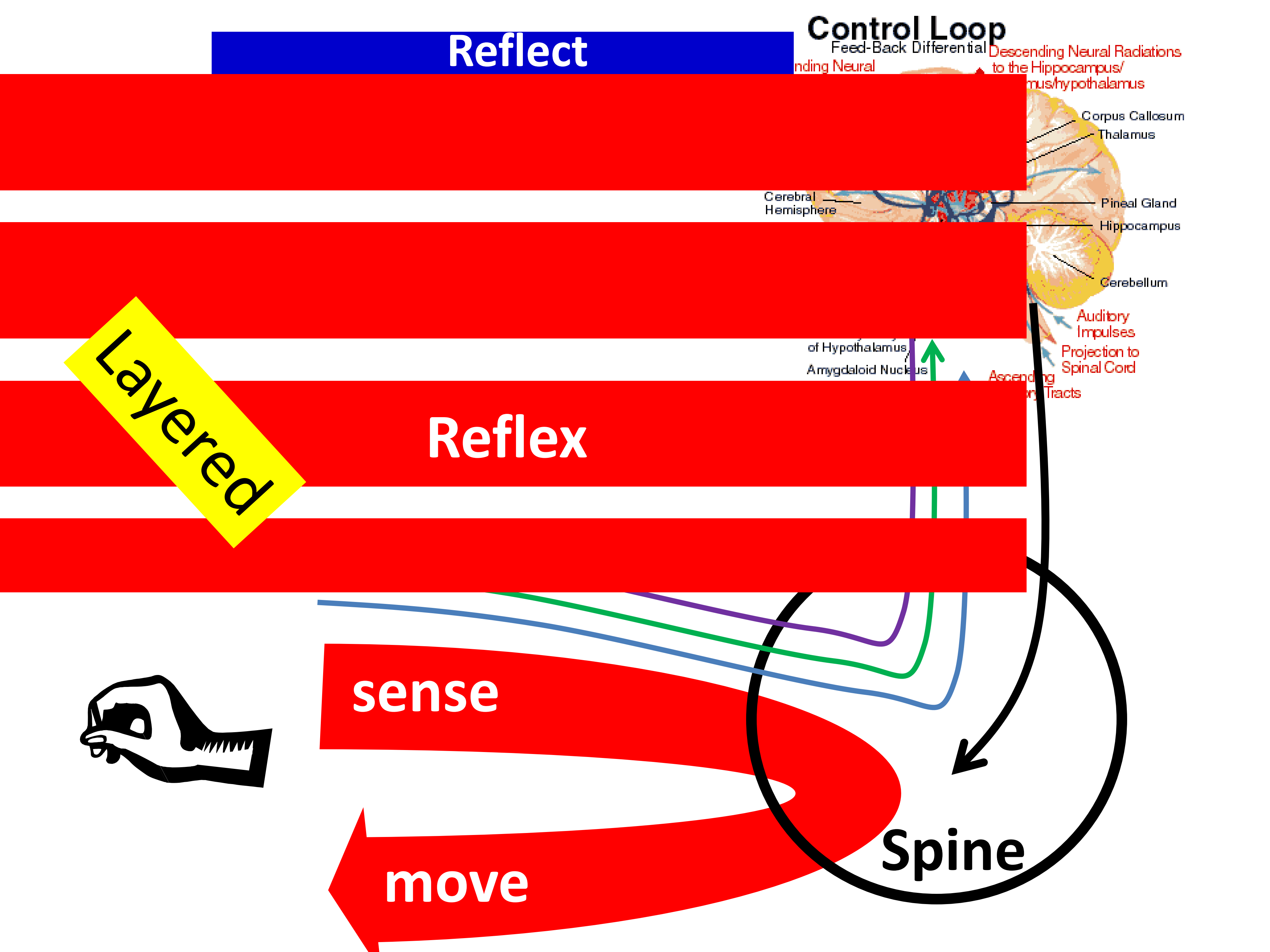
Reflex



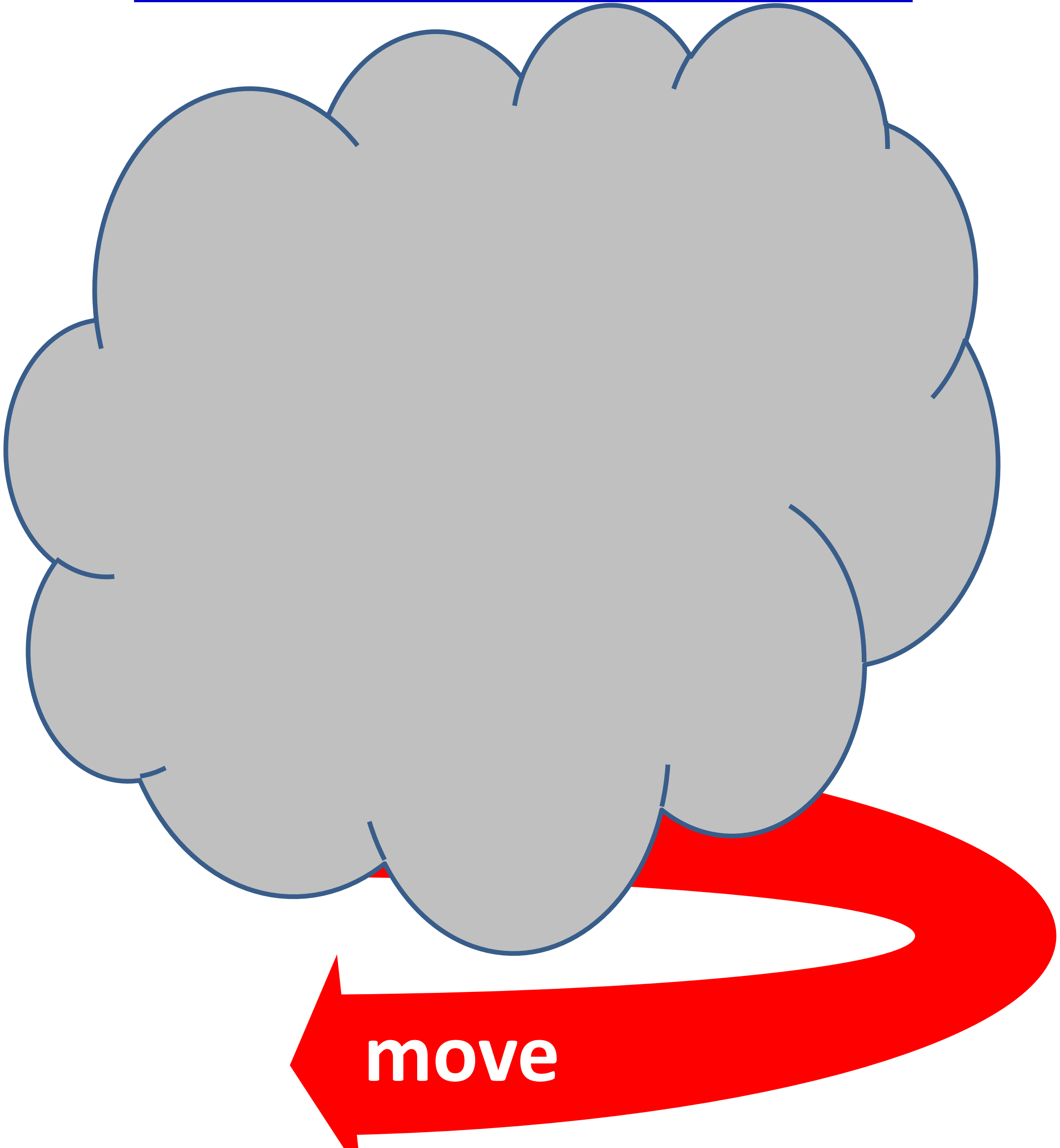
Reflect

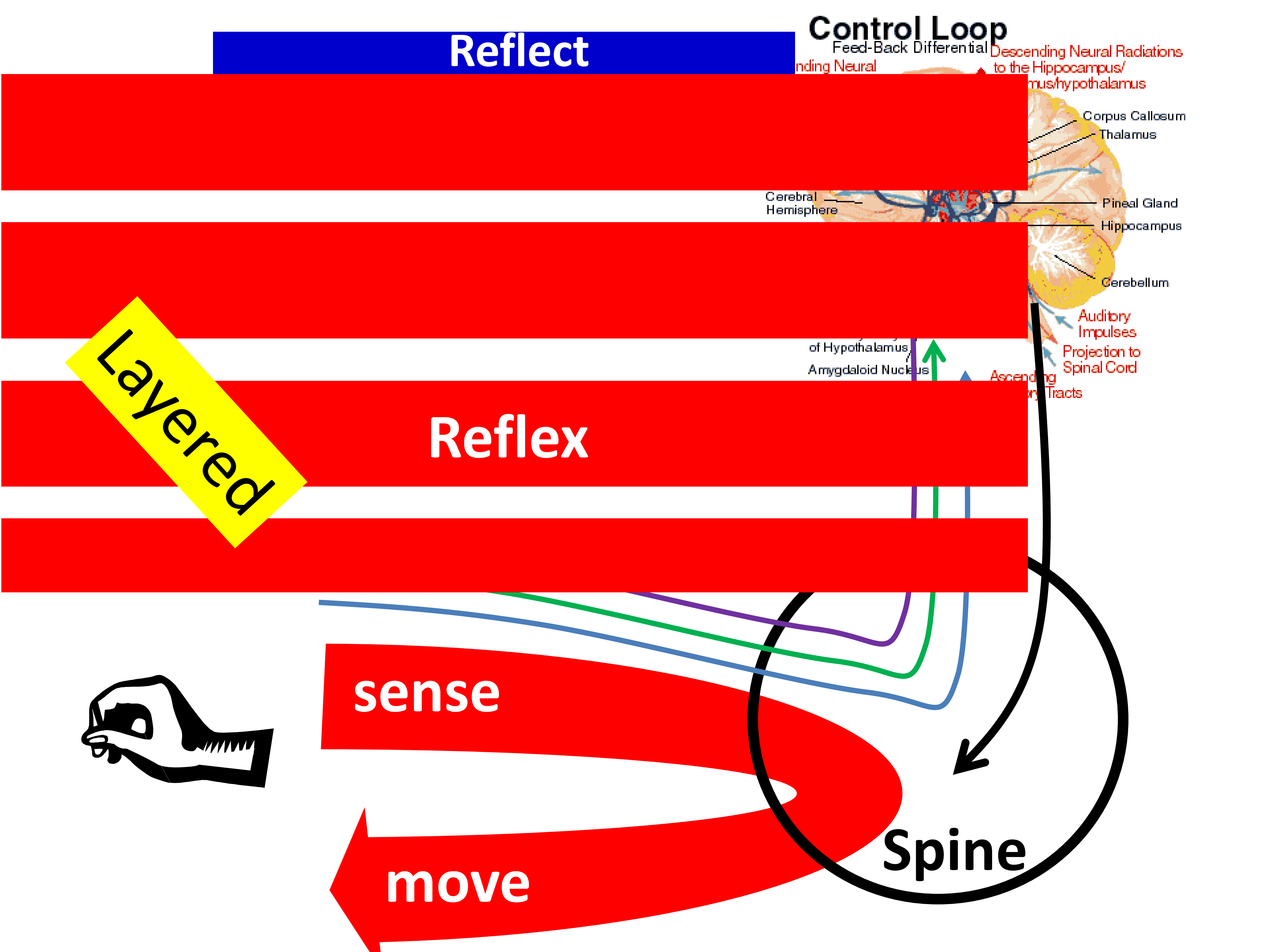


Reflex


Reflect
Control Loop
Feed-Back Differential
Descending Neural Radiations
to the Hippocampus/
Corpus Callosum
Thalamus
Cerebral Hemisphere
Pineal Gland
Hippocampus
Cerebellum
Auditory Impulses
Projection to Spinal Cord
of Hypothalamus
Amygdaloid Nucleus
Layered
Reflex
sense
move
Spine

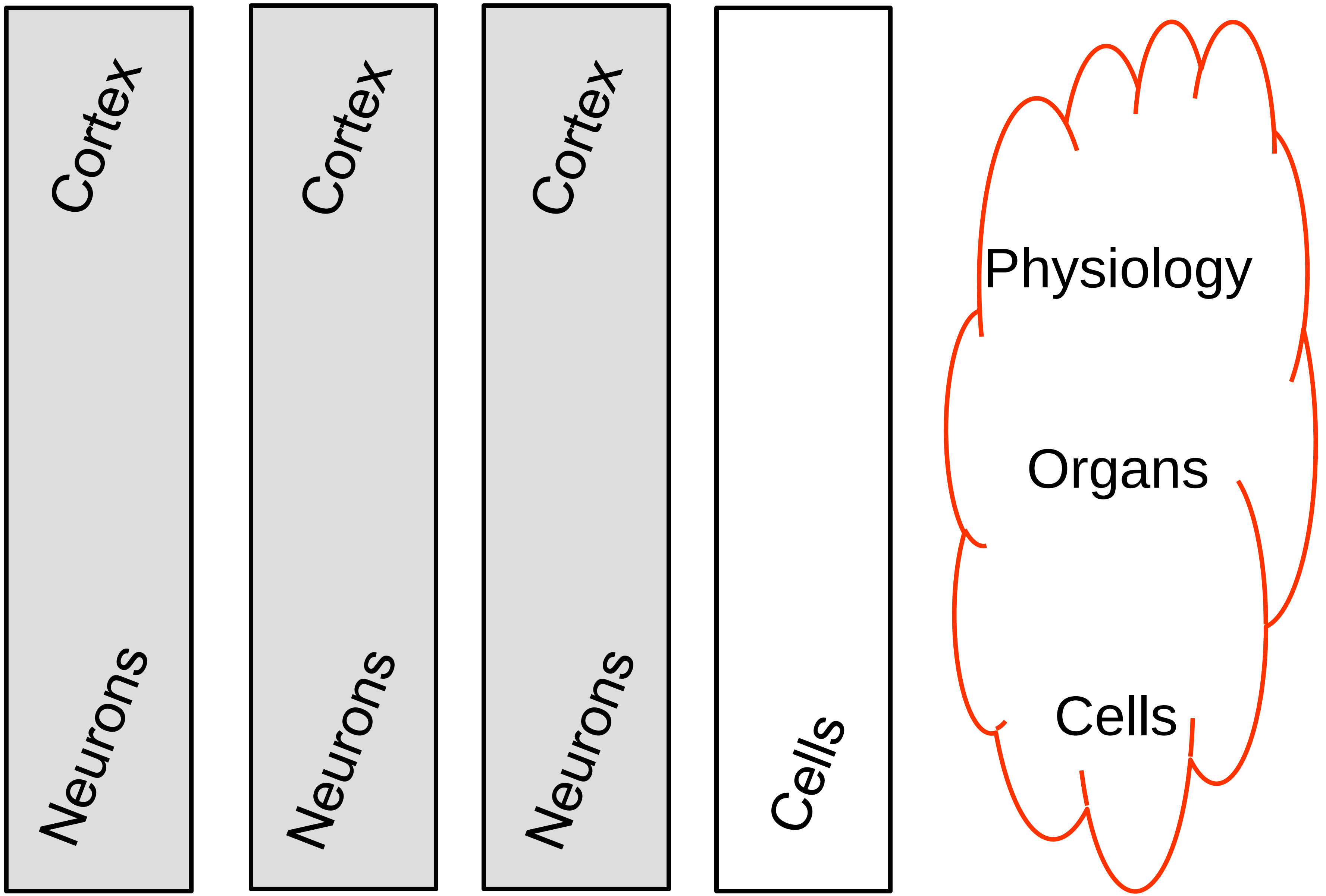
Reflect

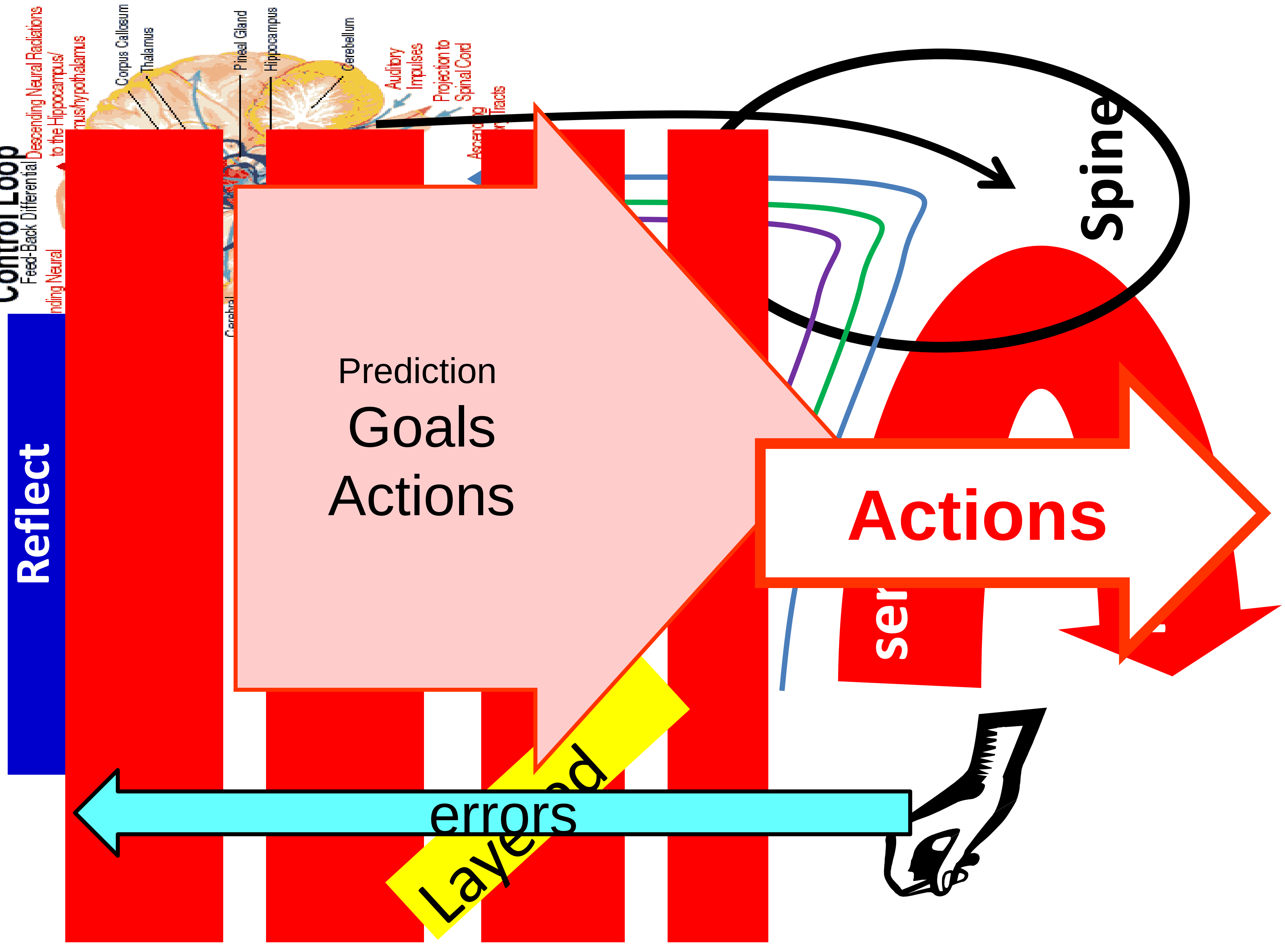


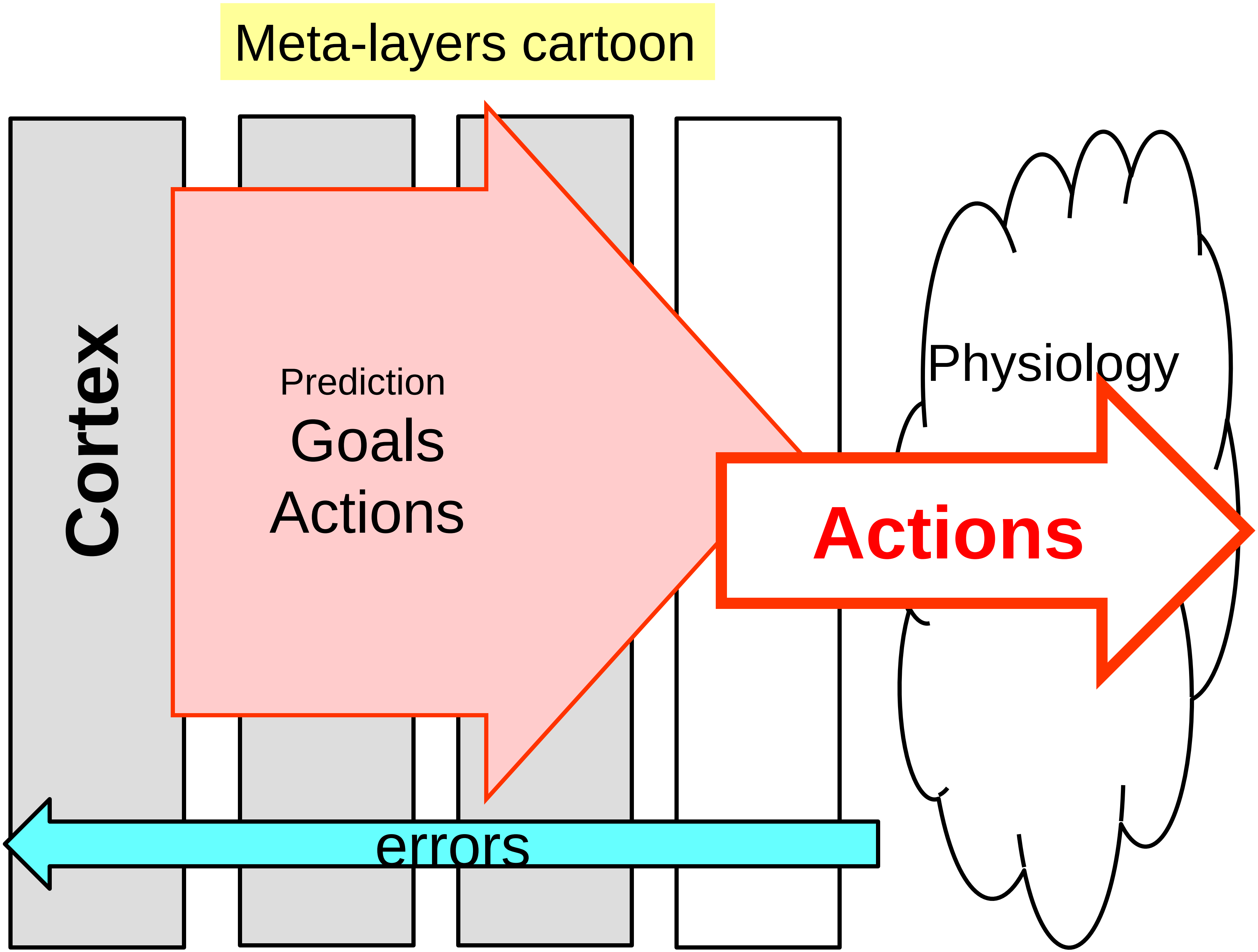


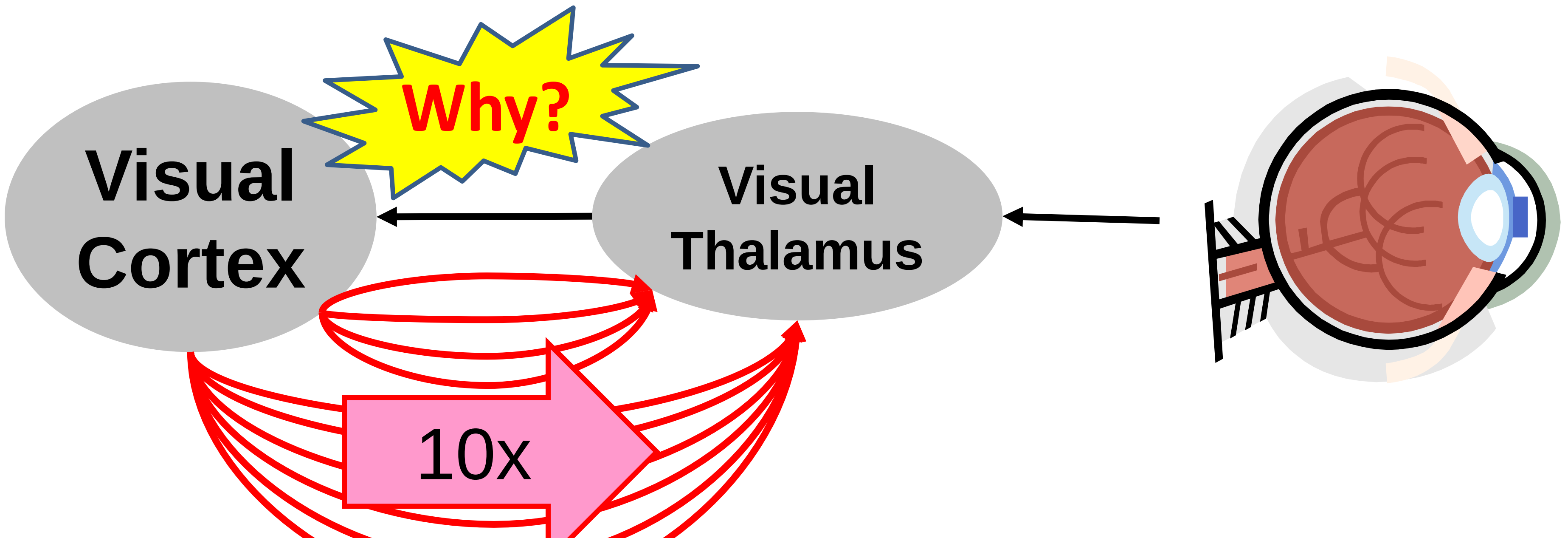
Reflect
Control Loop
Feed-Back Differential
Descending Neural Radiations
to the Hippocampus/
mus/hypothalamus
nding Neural
Corpus Callosum
Thalamus
Cerebral
Hemisphere
Pineal Gland
Hippocampus
Cerebellum
Auditory
Impulses
Projection to
Spinal Cord
of Hypothalamus
Amygdaloid Nucleus
Layered
Reflex
sense
move
Spine

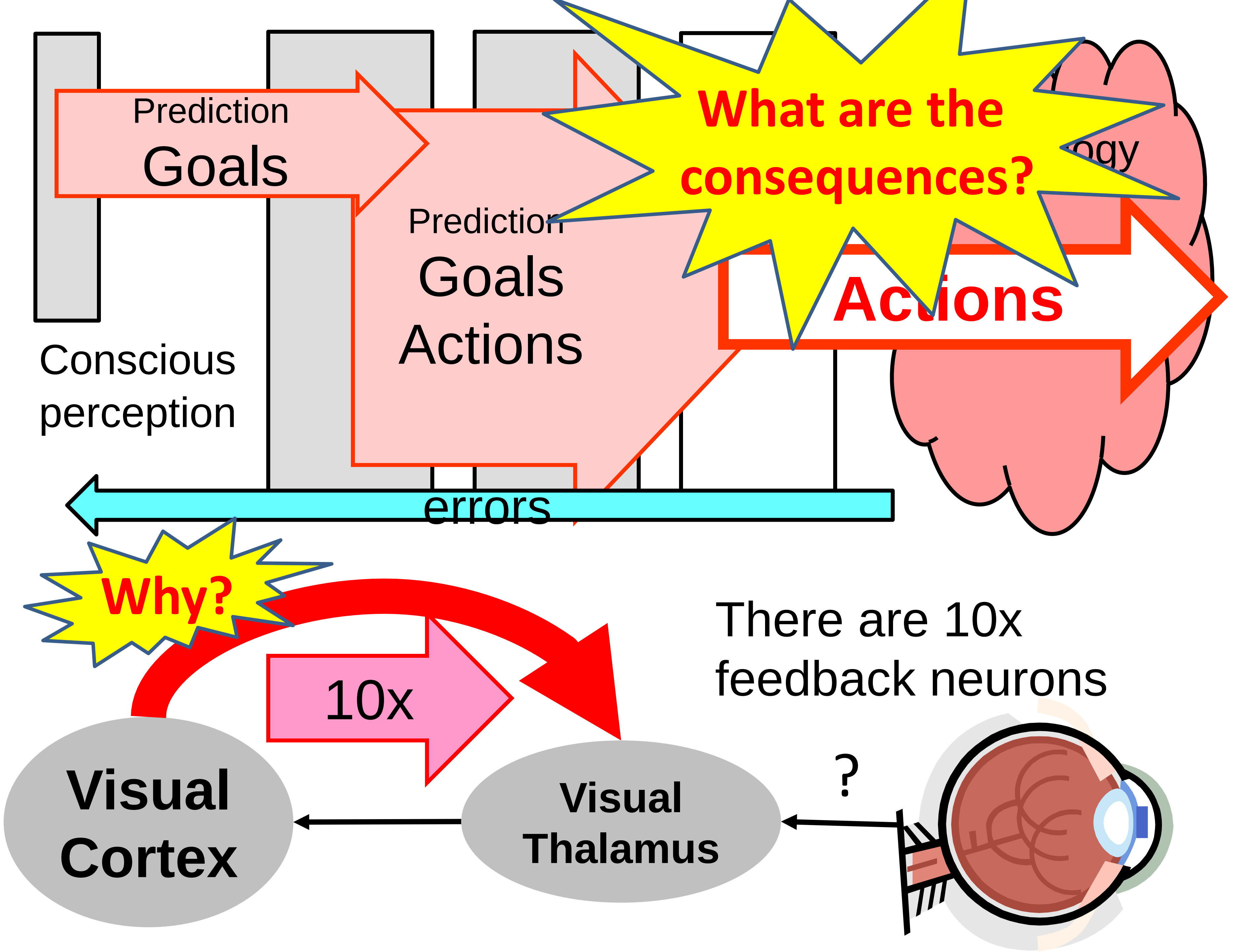
Layered architectures (cartoon)



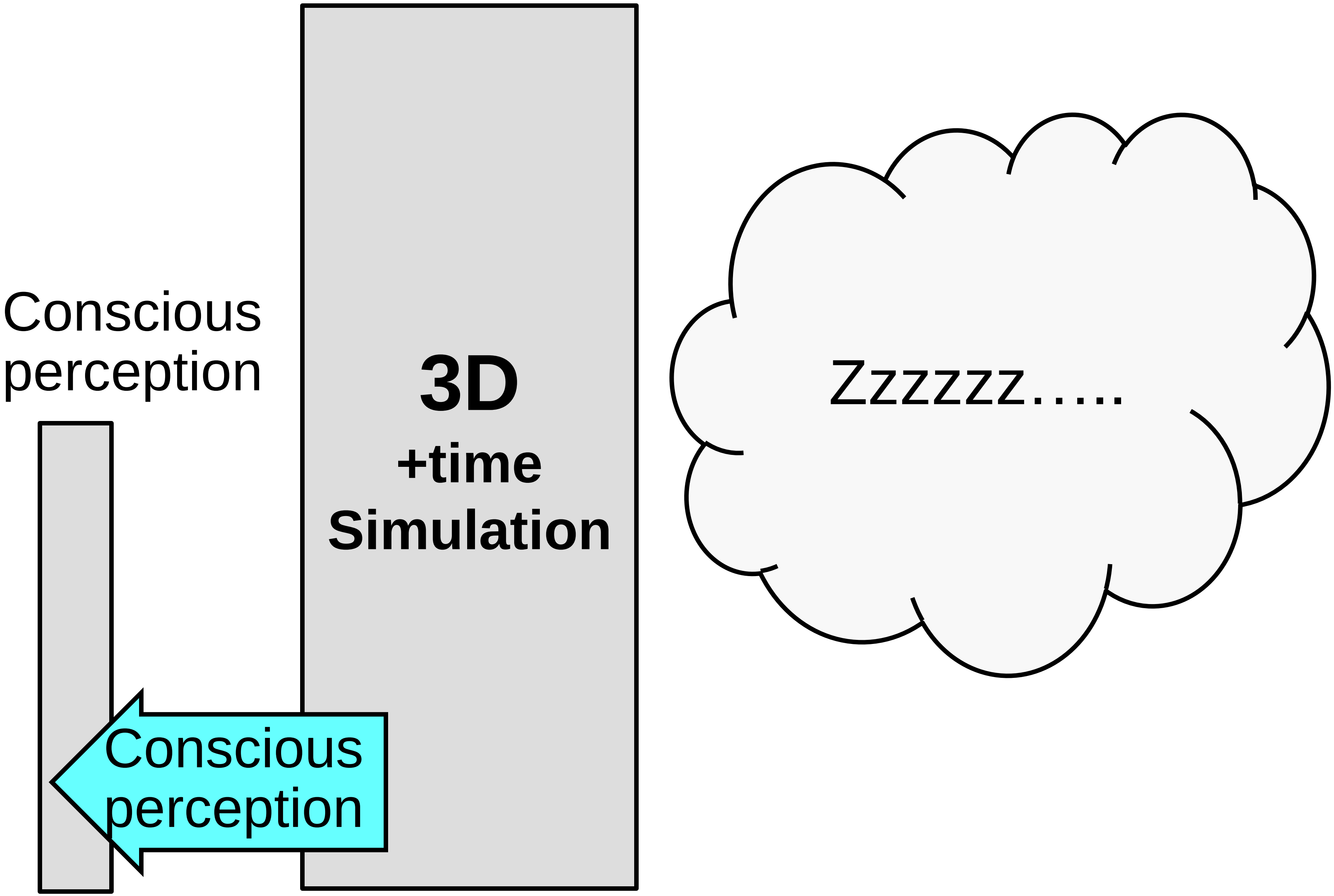

Prediction
Goals
Actions
Actions
errors
Reflect
Spine
Corpus Callosum
Thalamus
Pineal Gland
Hippocampus
Cerebellum
Auditory Impulses
Projection to Spinal Cord
Descending Neural Radiations to the Hippocampus/
Feed-Back Differential


Meta-layers cartoon
Cortex
Prediction
Goals
Actions
Physiology
Actions
errors

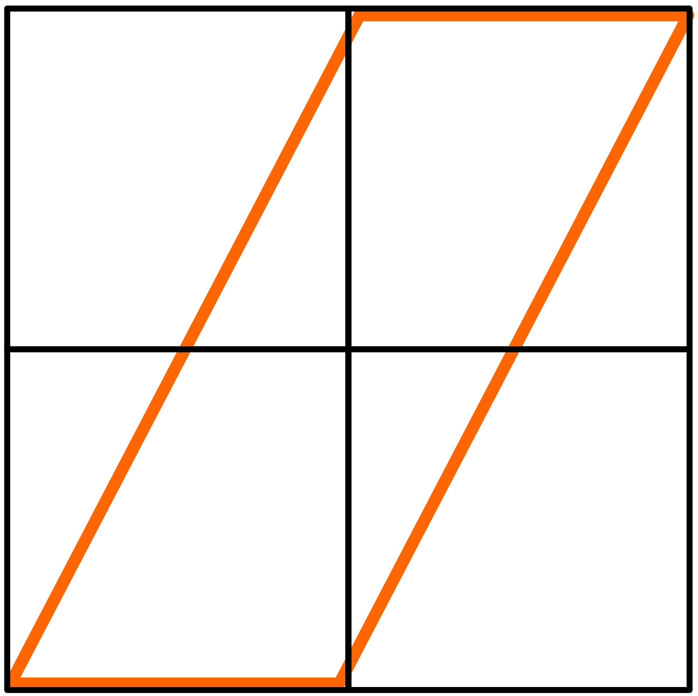
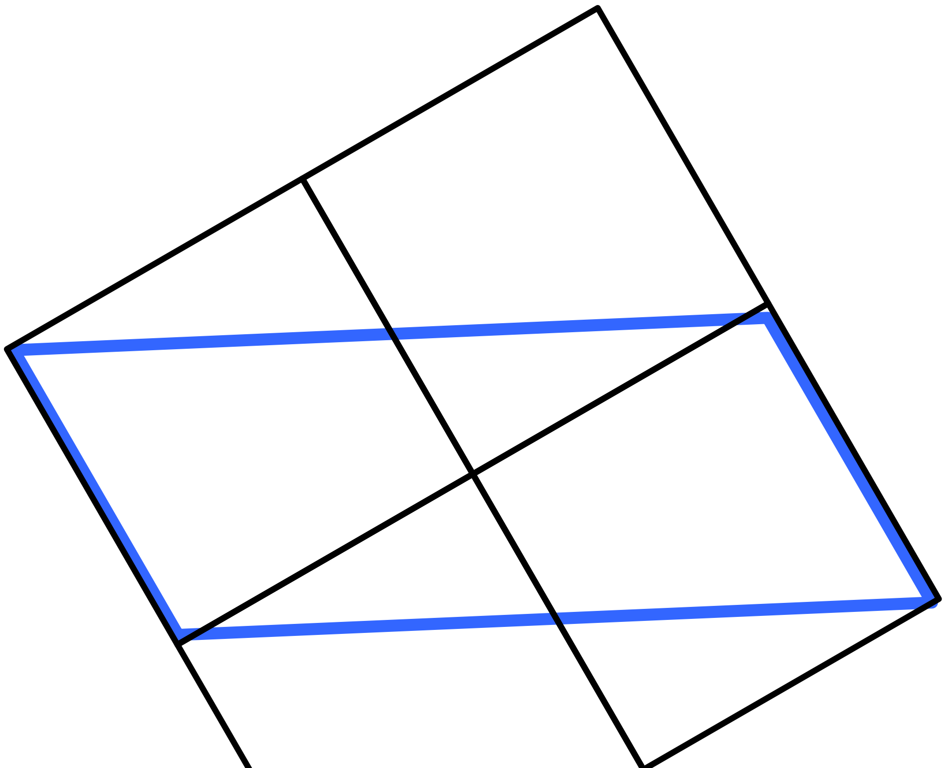

Why?
Visual Cortex
Visual Thalamus
10x

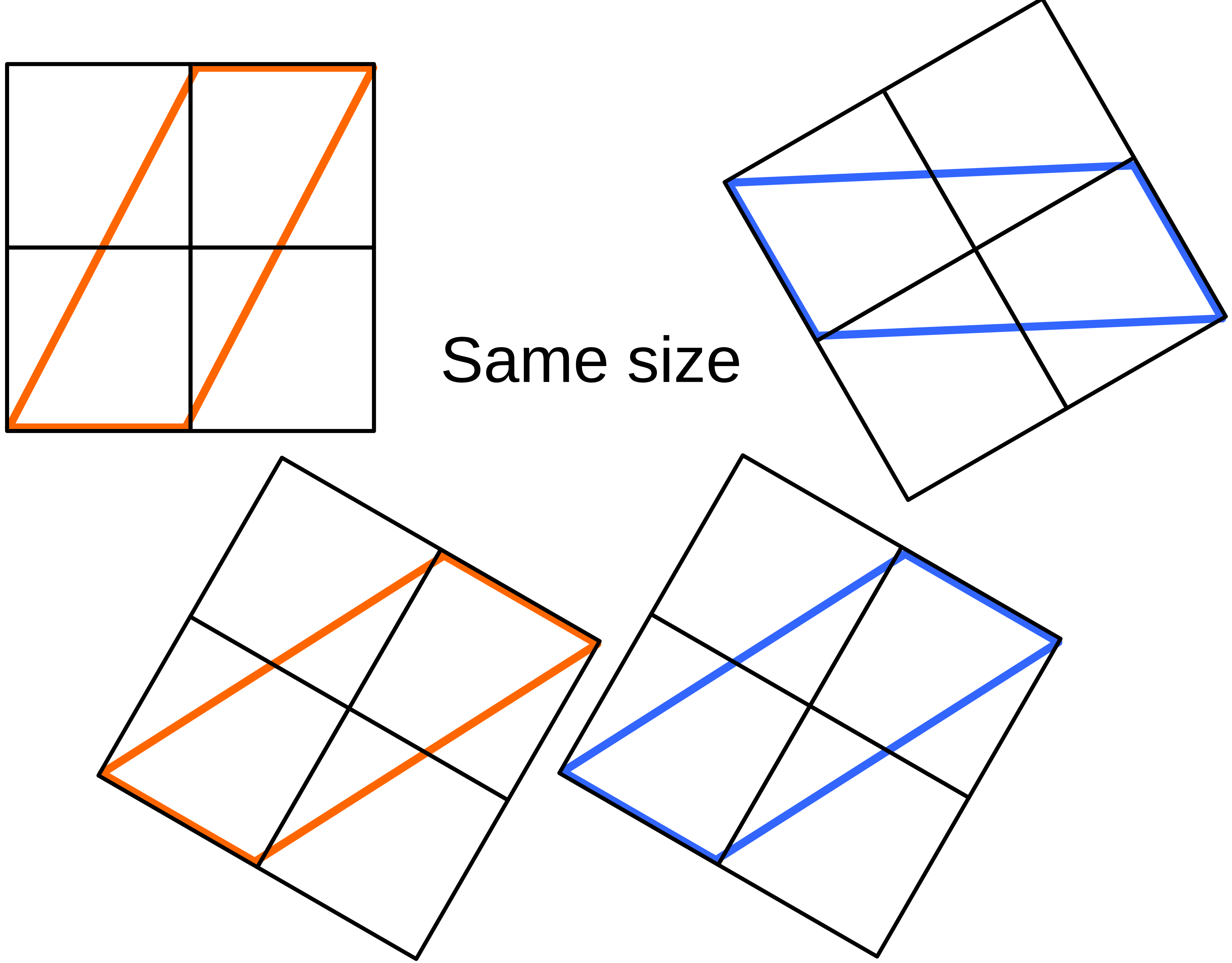

Prediction
Goals
Prediction
Goals
Actions
Conscious perception
What are the consequences?
errors
Why?
10x
There are 10x feedback neurons
?
Visual Cortex
Visual Thalamus

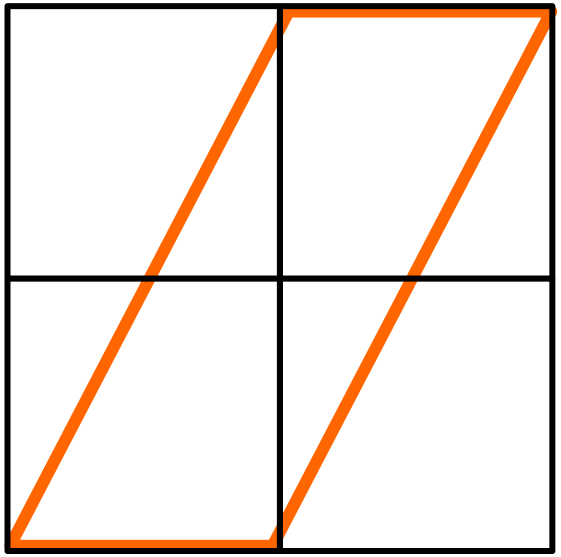
Seeing is ***dreaming***



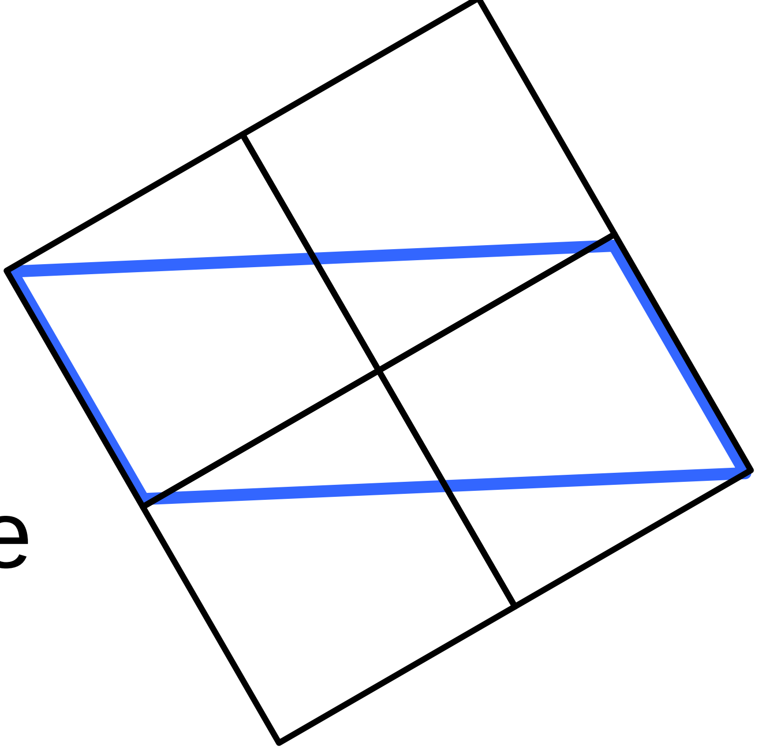
Same size?


Same size



Same size



Same size

Toggle between this slide and the ones before and after

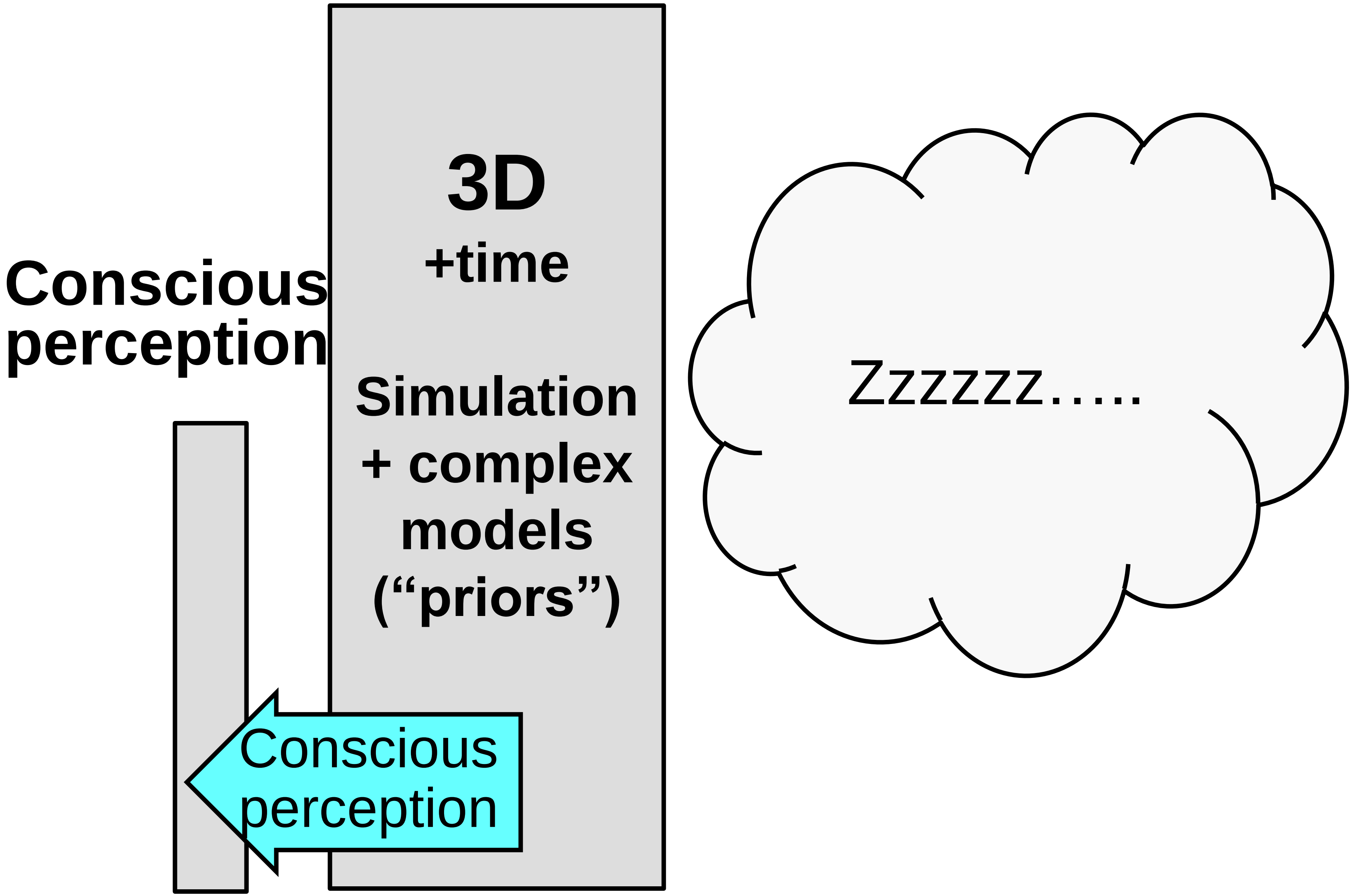
Even when you “know” they are the same, they appear different

Same size?

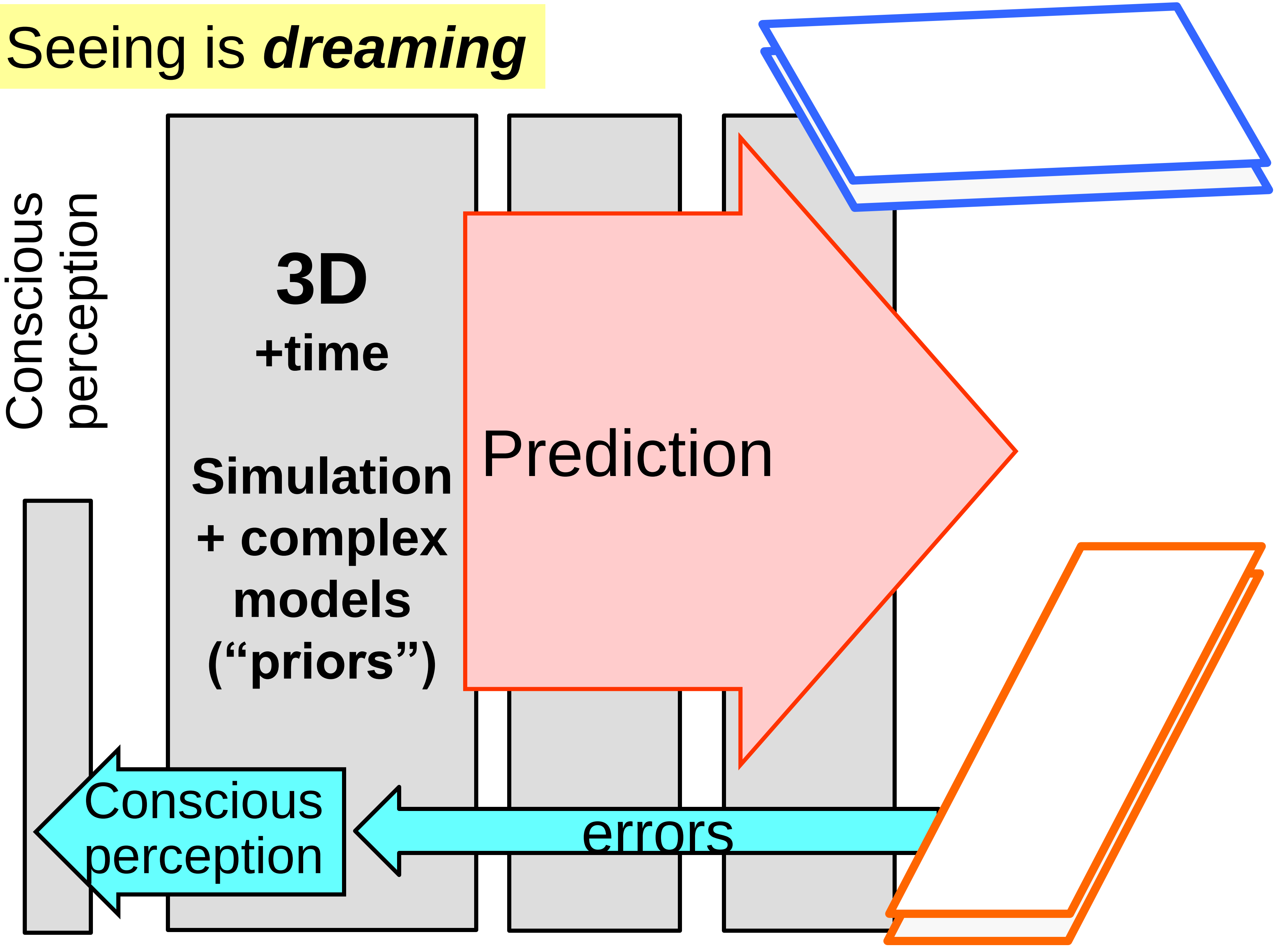
Vision: evolved for complex simulation and control, not 2d static pictures

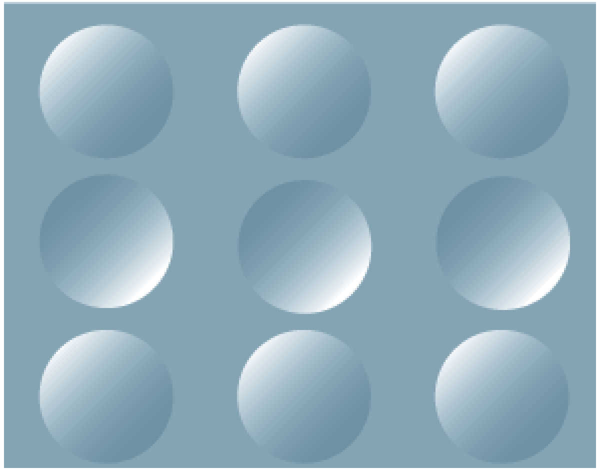
Even when you “know” they are the same, they appear different

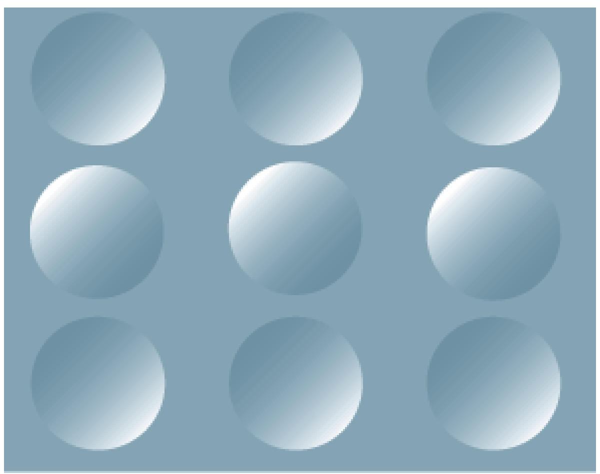
Seeing is ***dreaming***



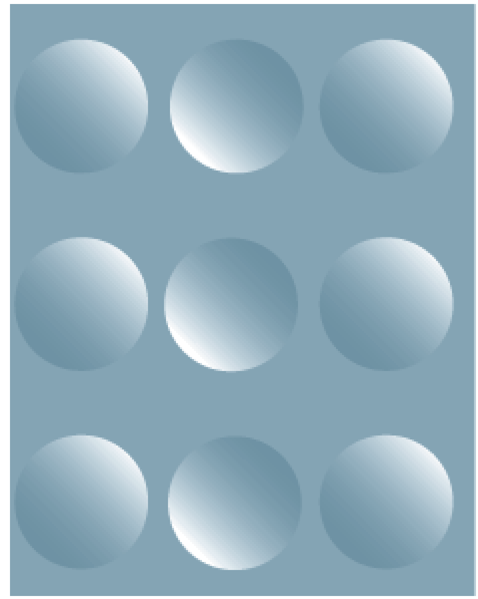
Seeing is ***dreaming***

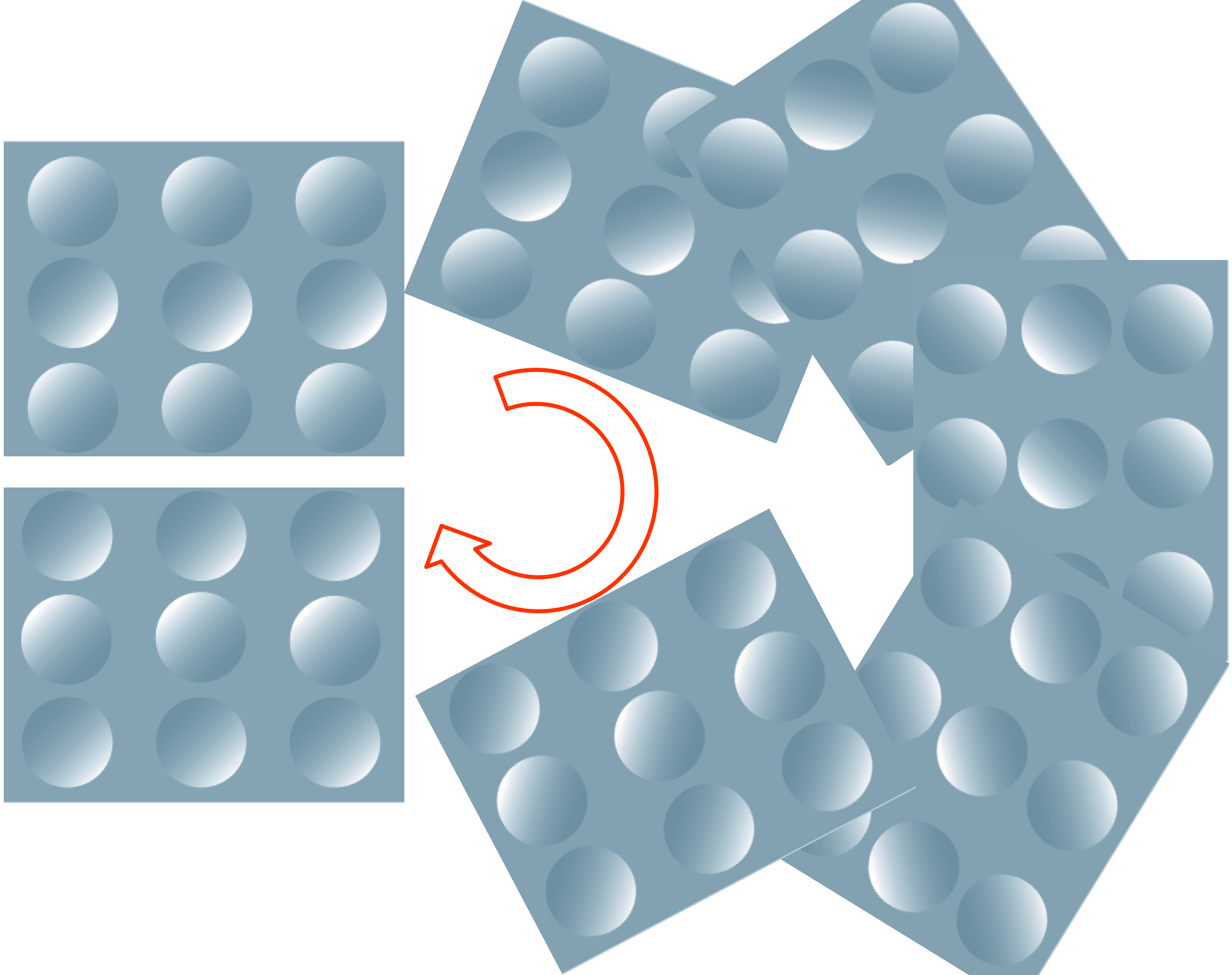






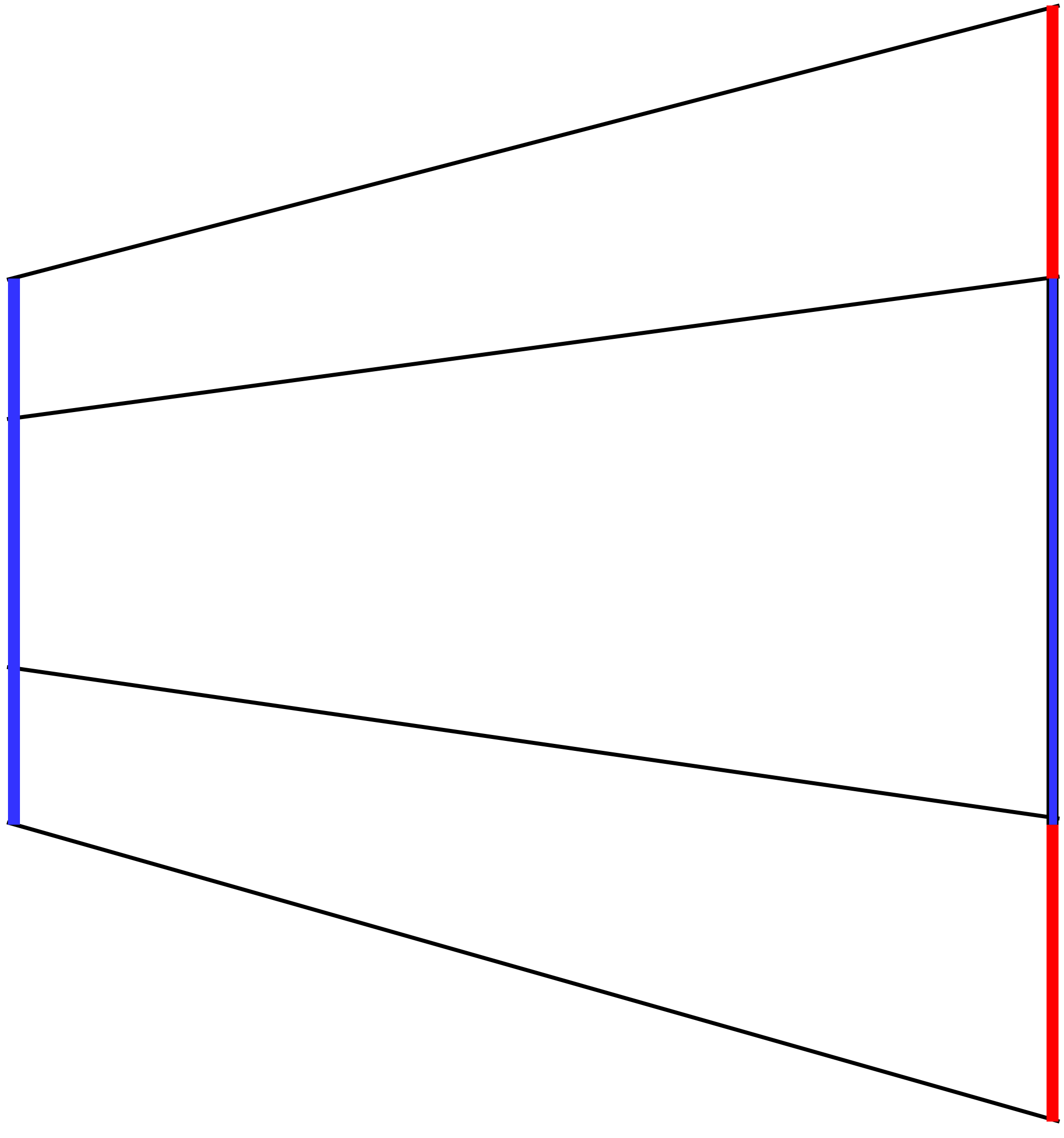
Inferring shape from shading



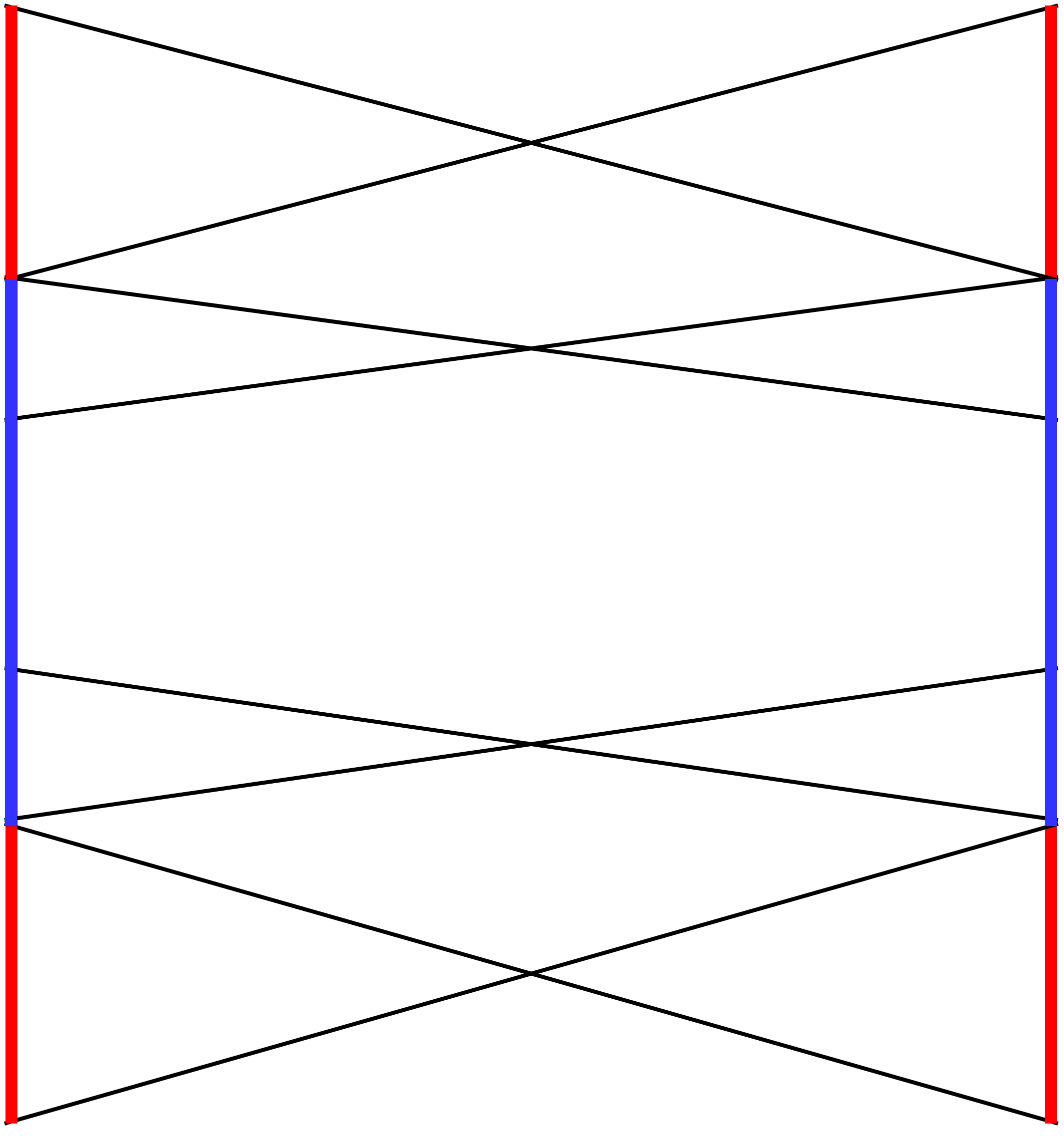


Which blue line is longer?

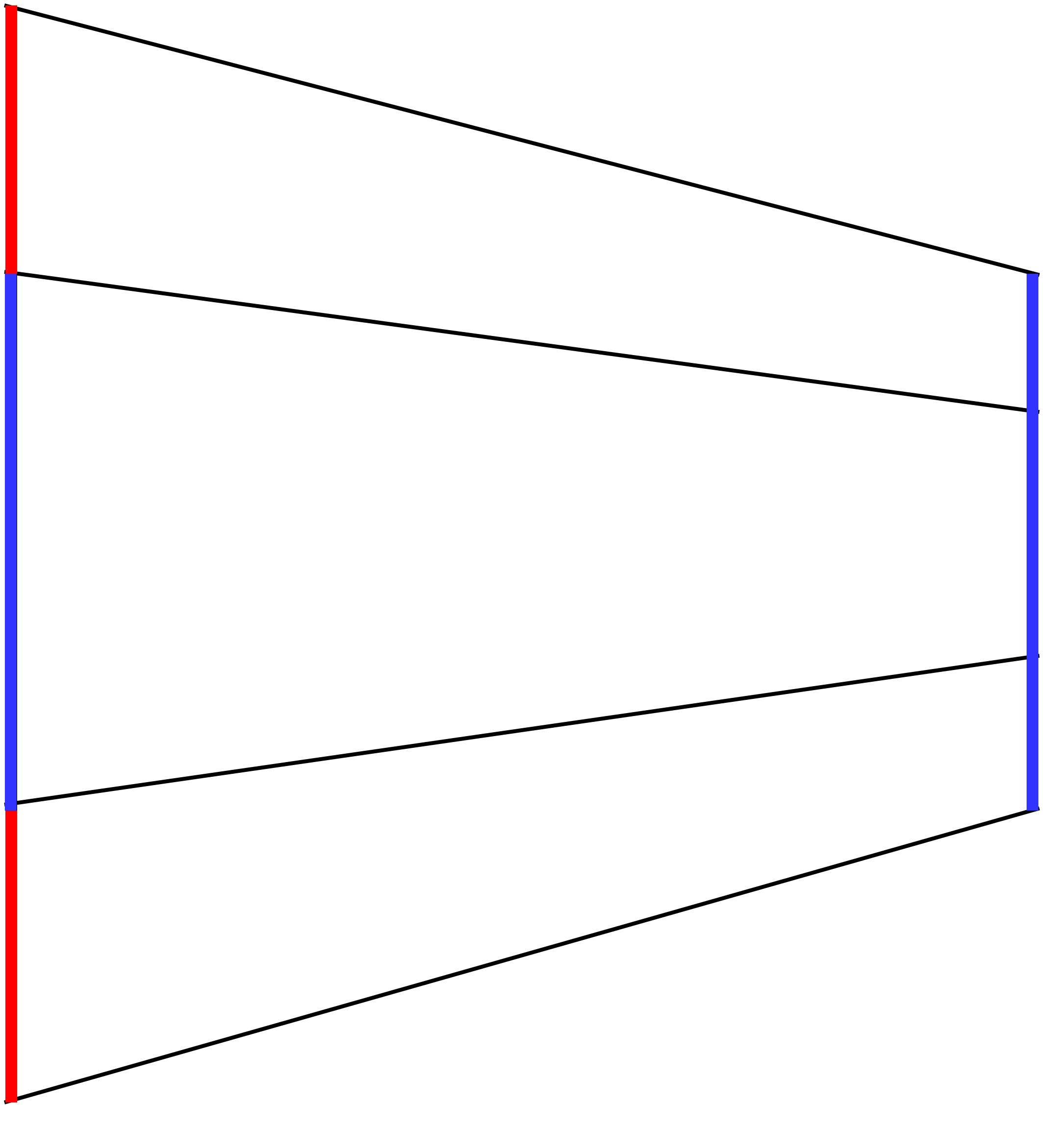
Which blue line is longer?



Which blue line is longer?

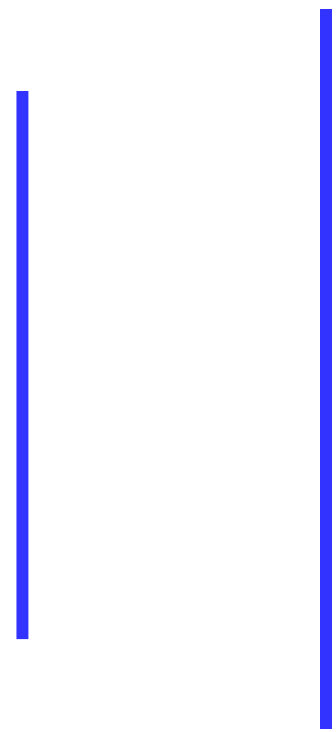


Which blue line is longer?

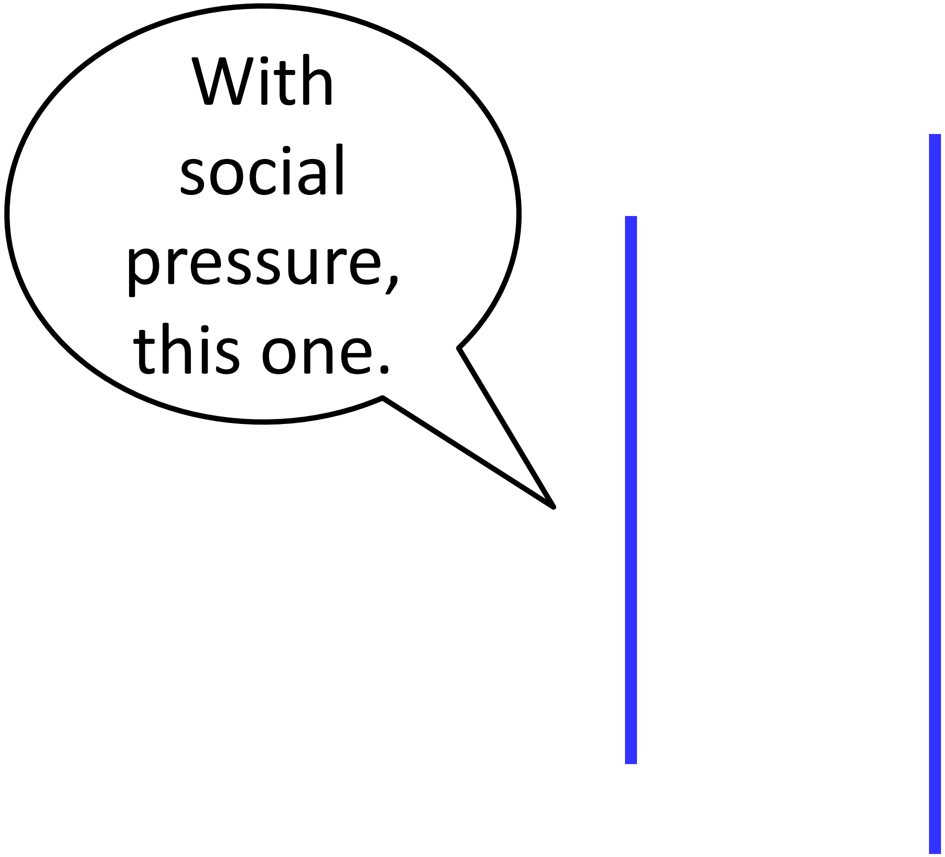


Which blue line is longer?

Which blue line is longer?



Which blue line is longer?

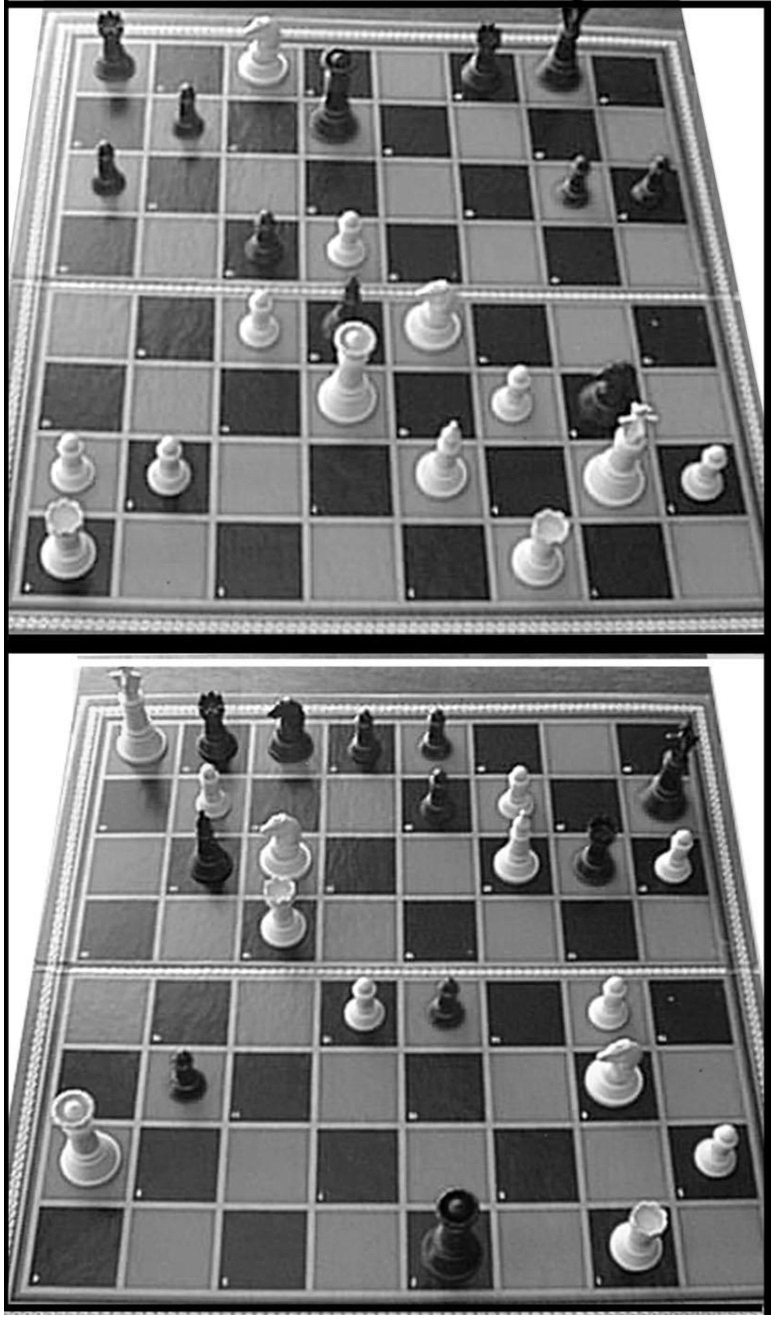


Standard social psychology experiment.


Chess experts

- can reconstruct entire chessboard with < ~ 5s inspection
- can recognize 1e5 distinct patterns
- can play multiple games blindfolded and simultaneous
- are no better on random boards

(Simon and Gilmartin, de Groot)



www.psywww.com/intropsych/ch07_cognition/expertise_and_domain_specific_knowledge.html

Specialized Face Learning Is Associated with Individual Recognition in Paper Wasps

Science AAAS

Michael J. Sheehan* and Elizabeth A. Tibbetts

We demonstrate that the evolution of facial recognition in wasps is associated with specialized face-learning abilities. *Polistes fuscatus* can differentiate among normal wasp face images more rapidly and accurately than nonface images or manipulated faces. A close relative lacking facial recognition, *Polistes metricus*, however, lacks specialized face learning. Similar specializations for face learning are found in primates and other mammals, although *P. fuscatus* represents an independent evolution of specialization. Convergence toward face specialization in distant taxa as well as divergence among closely related taxa with different recognition behavior suggests that specialized cognition is surprisingly labile and may be adaptively shaped by species-specific selective pressures such as face recognition.

When needed, even wasps can do it.

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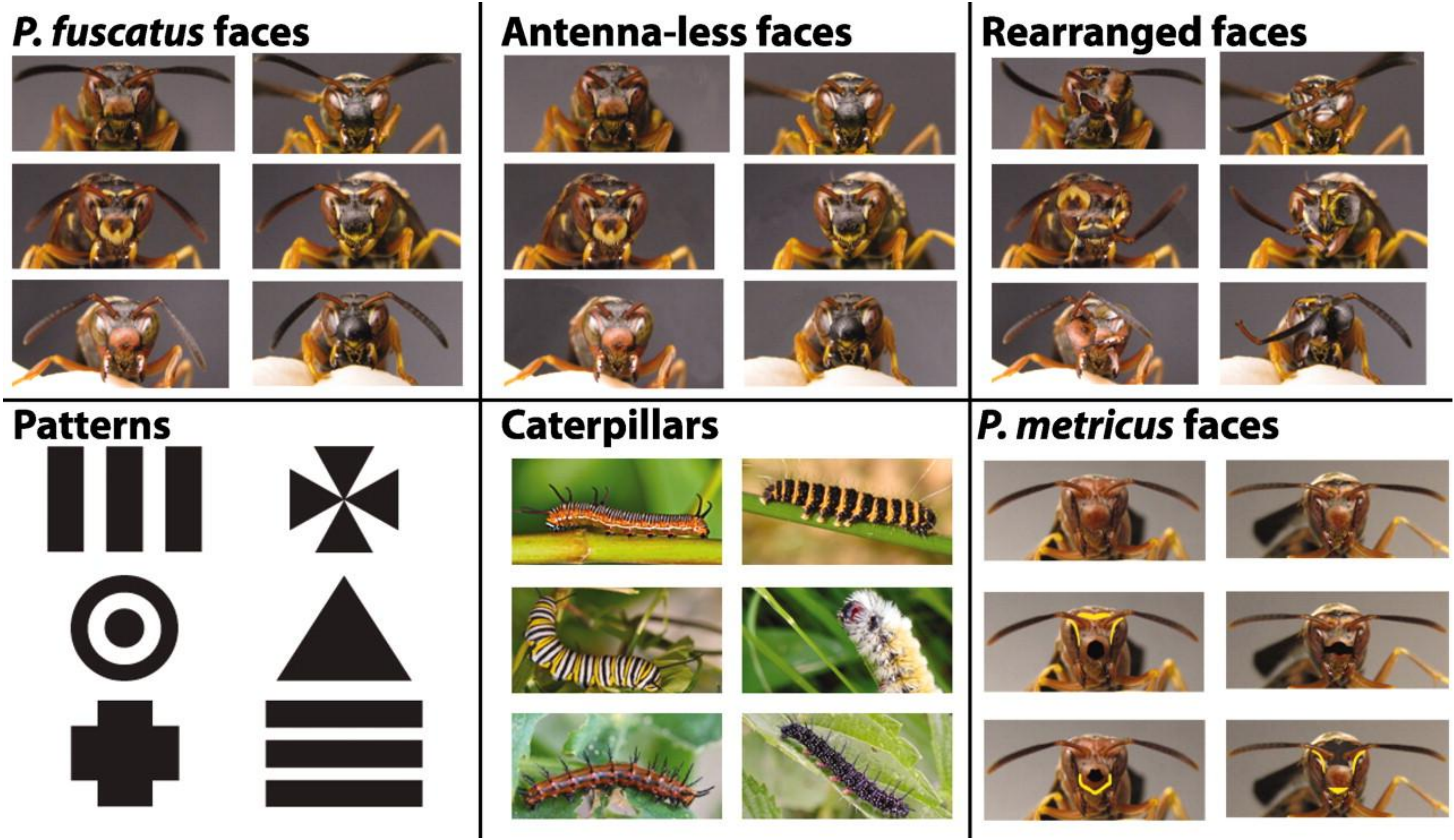
- *Polistes fuscatus* can differentiate among normal wasp face images more rapidly and accurately than nonface images or manipulated faces.
- *Polistes metricus* is a close relative lacking facial recognition and specialized face learning.
- Similar specializations for face learning are found in primates and other mammals, although *P. fuscatus* represents an independent evolution of specialization.
- Convergence toward face specialization in distant taxa as well as divergence among closely related taxa with different recognition behavior suggests that specialized cognition is surprisingly labile and may be adaptively shaped by species-specific selective pressures such as face recognition.

Fig. 1 Images used for training wasps.



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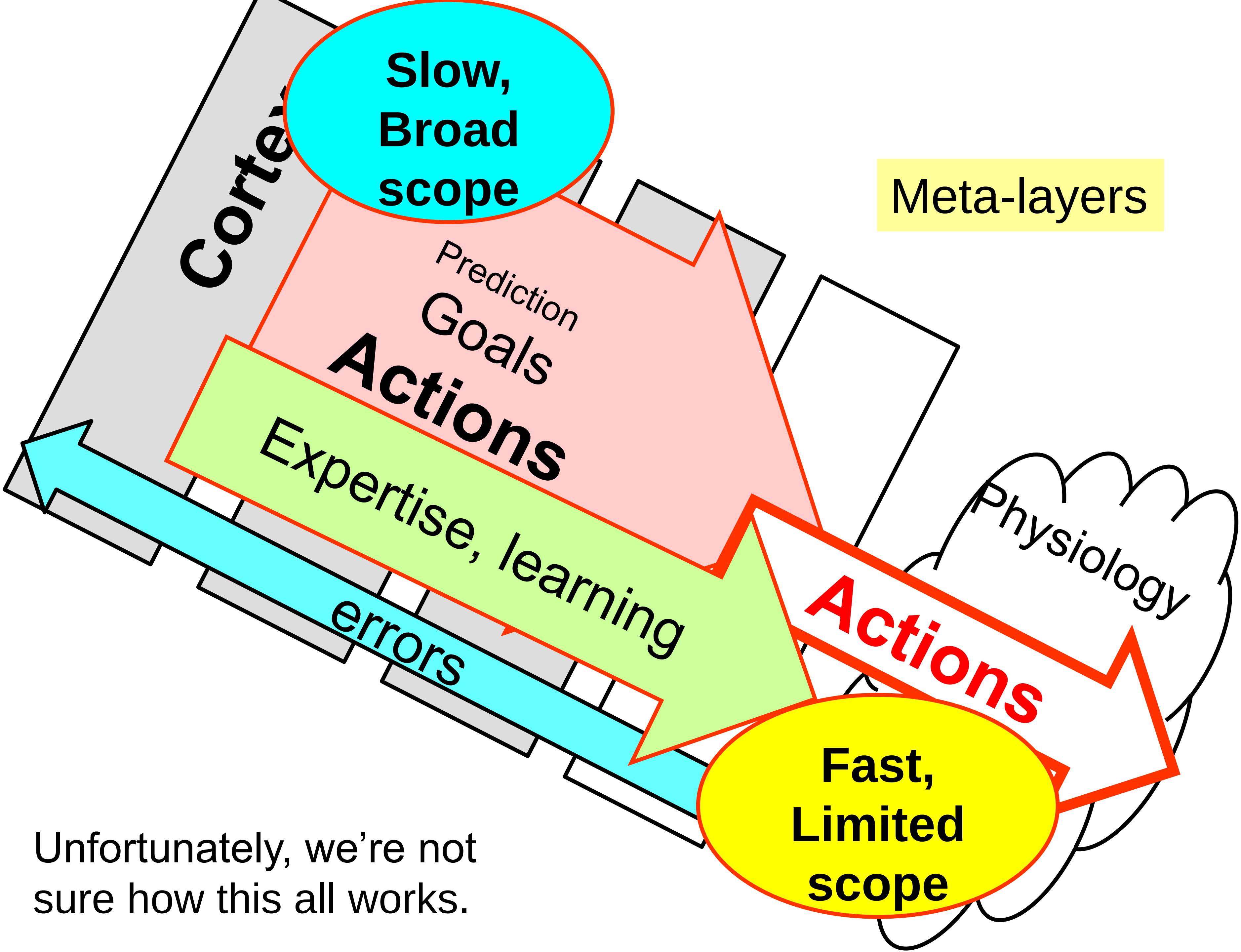
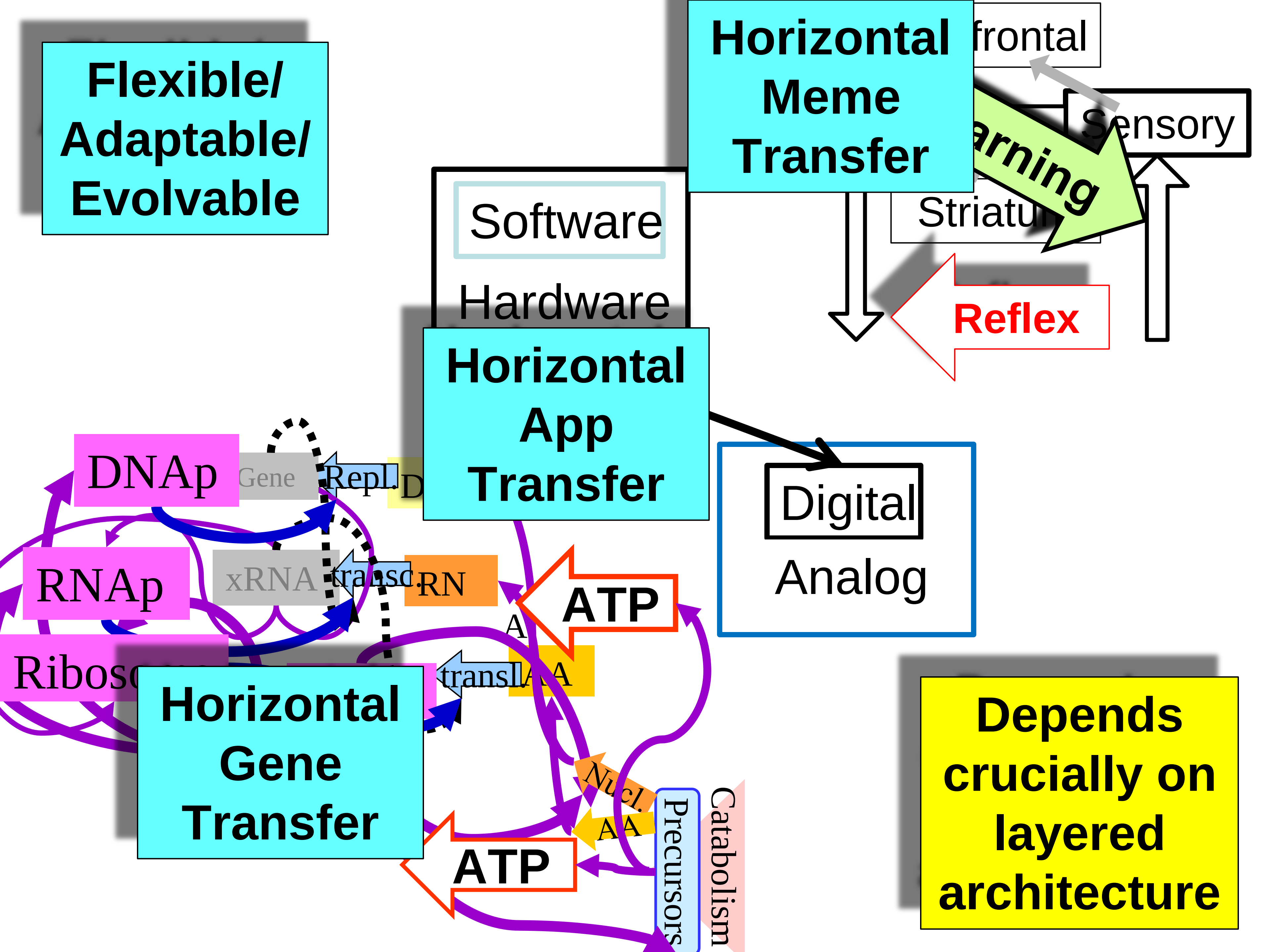


Unfortunately, we're not
sure how this all works.



Flexible/
Adaptable/
Evolvable
Horizontal
Meme
Transfer
frontal
Sensory
arning
Striatu
Software
Hardware
Reflex
Horizontal
App
Transfer
Digital
Analog
DNAp
Gene
Repl.
D
RNAp
xRNA
transc.
RN
ATP
A
Ribos
Horizontal
Gene
Transfer
transl.
AA
Nucl.
AA
Precursors
Catabolism
ATP
Depends
crucially on
layered
architecture