

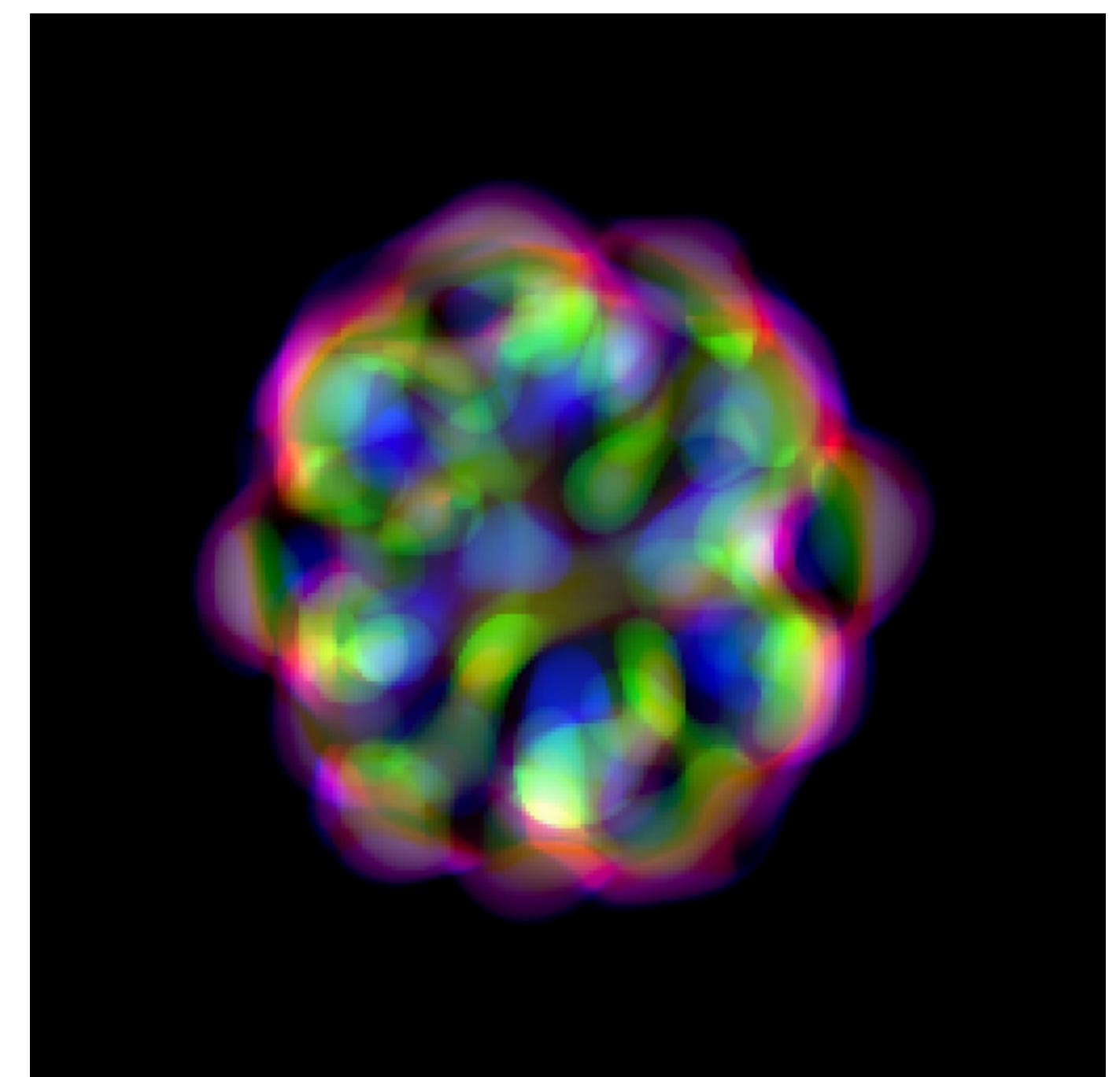
Lenia and Expanded Universe

Model extensions and new findings
in continuous cellular automata

Bert Chan

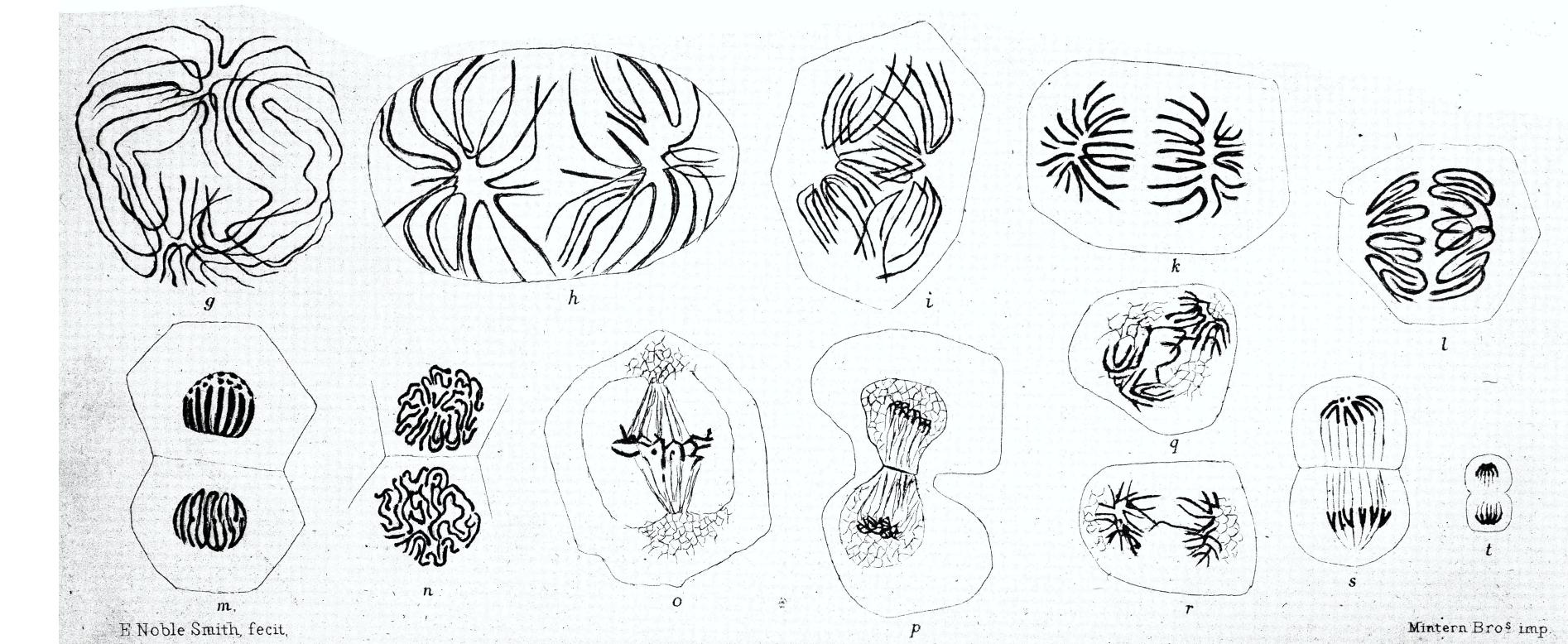
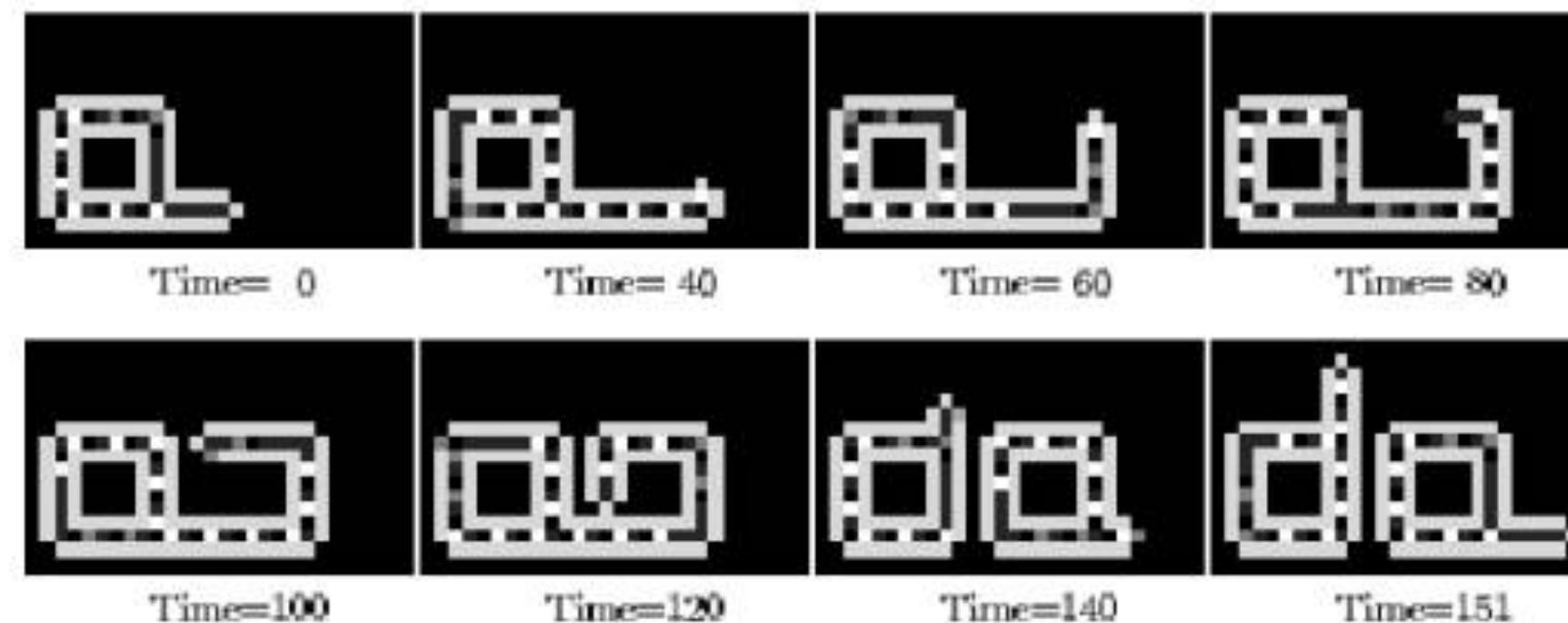
Independent researcher @ Hong Kong

ALIFE 2020, July 16 Thu, 21:00 EDT



How life-like can artificial life be?

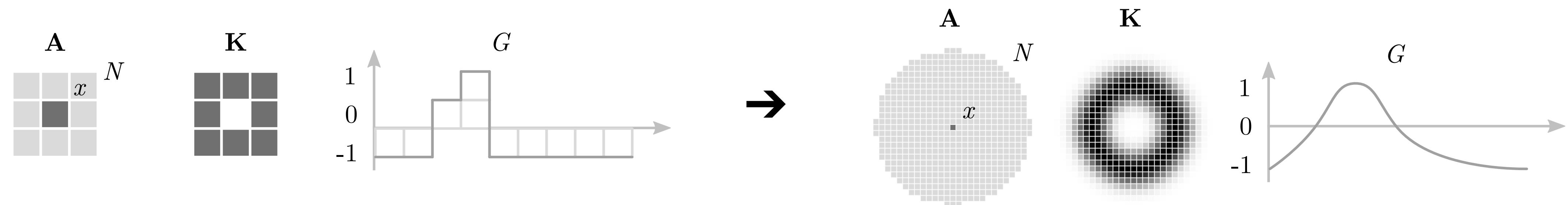
Which life phenomena can be observed in ALife?



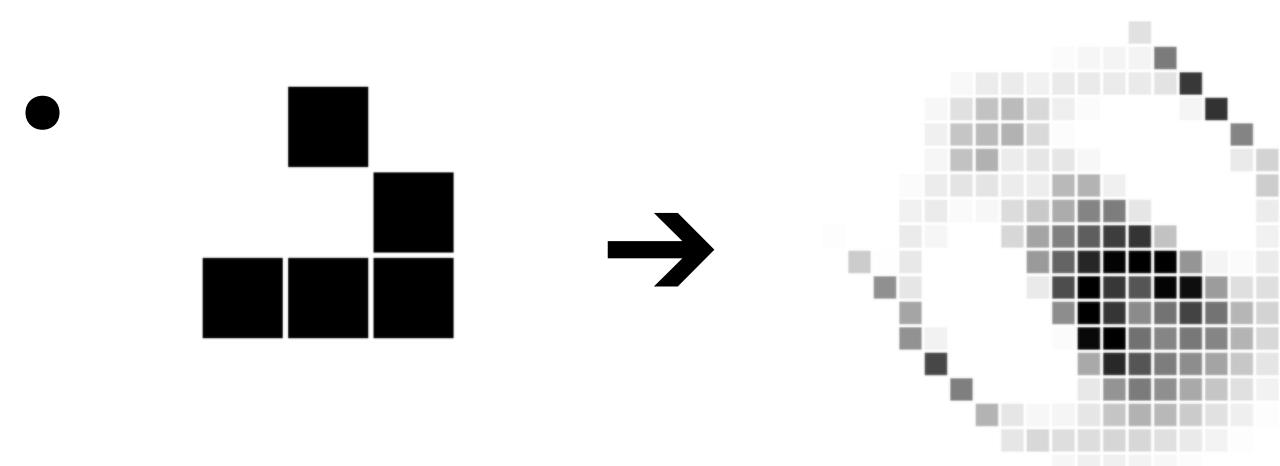
<http://sjsu.rudyrucker.com/~shruti.parihar/paper/>

Wellcome Images via Wikipedia

CA: From Discrete to Continuous

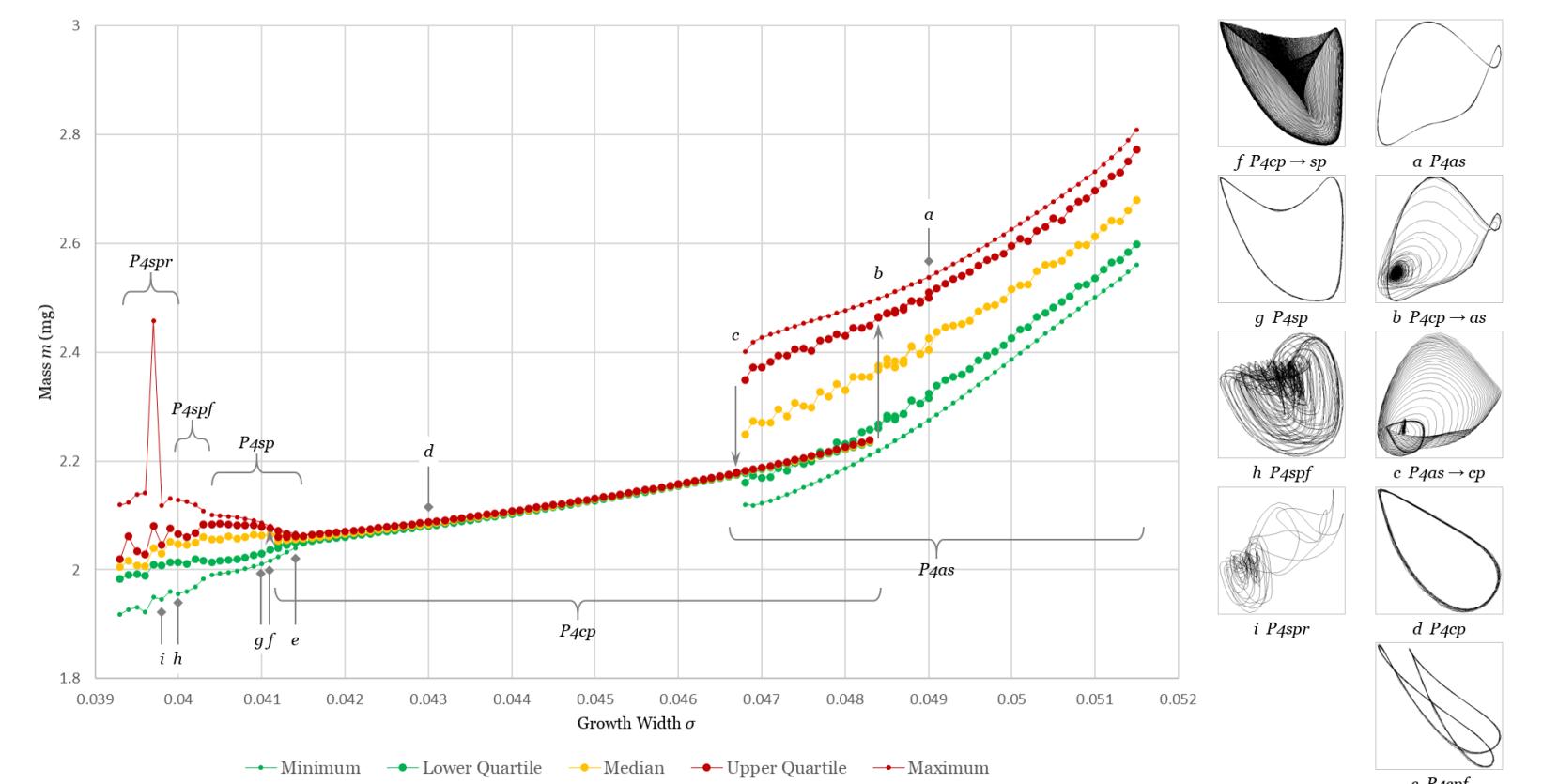
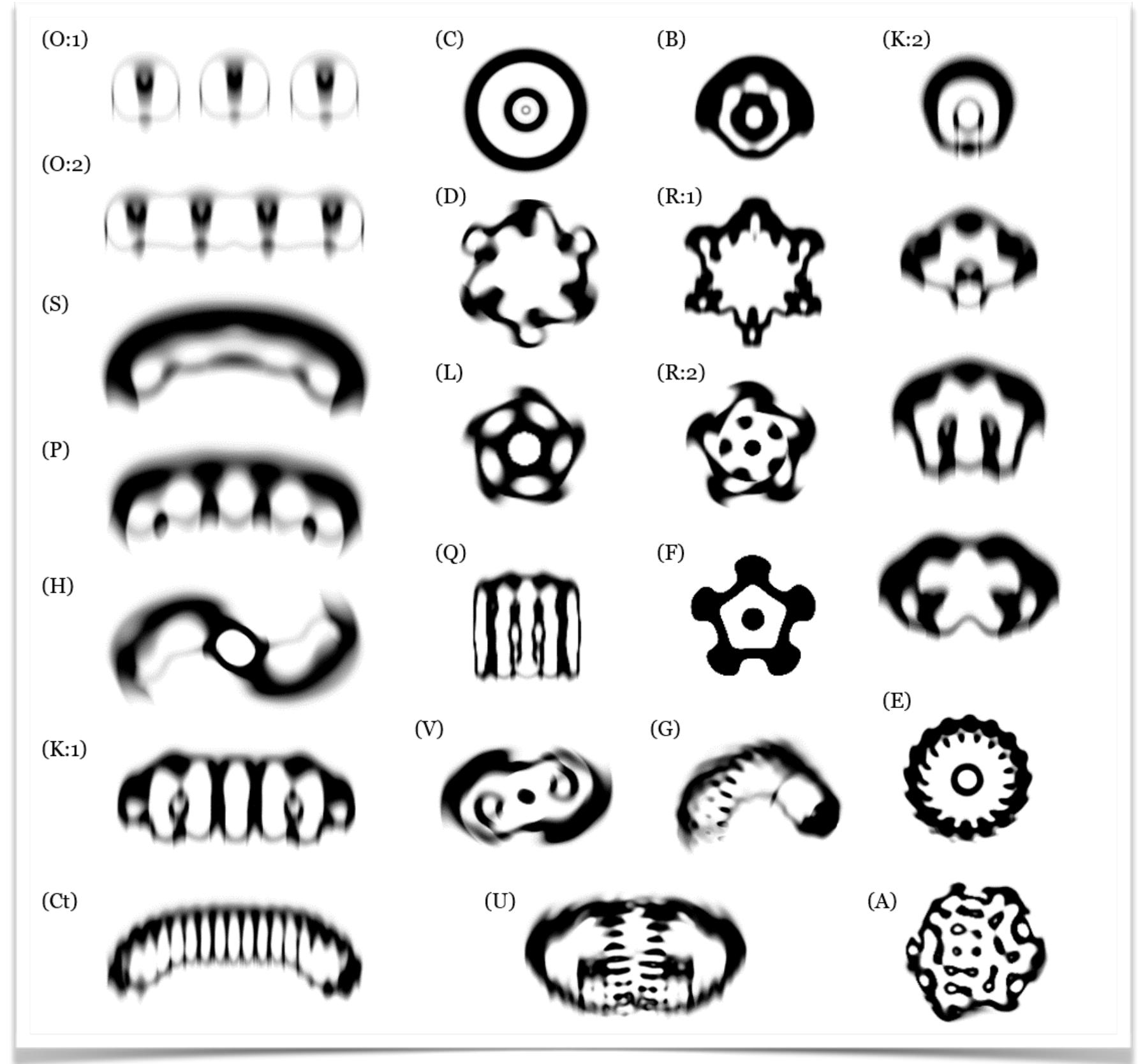


- Start from cellular automata: Conway's Game of Life
 - 0/1 values → Real values (**continuous states**)
 - 8-cell neighborhood → Long-range, circular (**continuous space**)
 - Neighbor count → Weighted sum (i.e. convolution with kernel)
 - Lookup rule, update → Smooth mapping, incremental (**continuous time**)



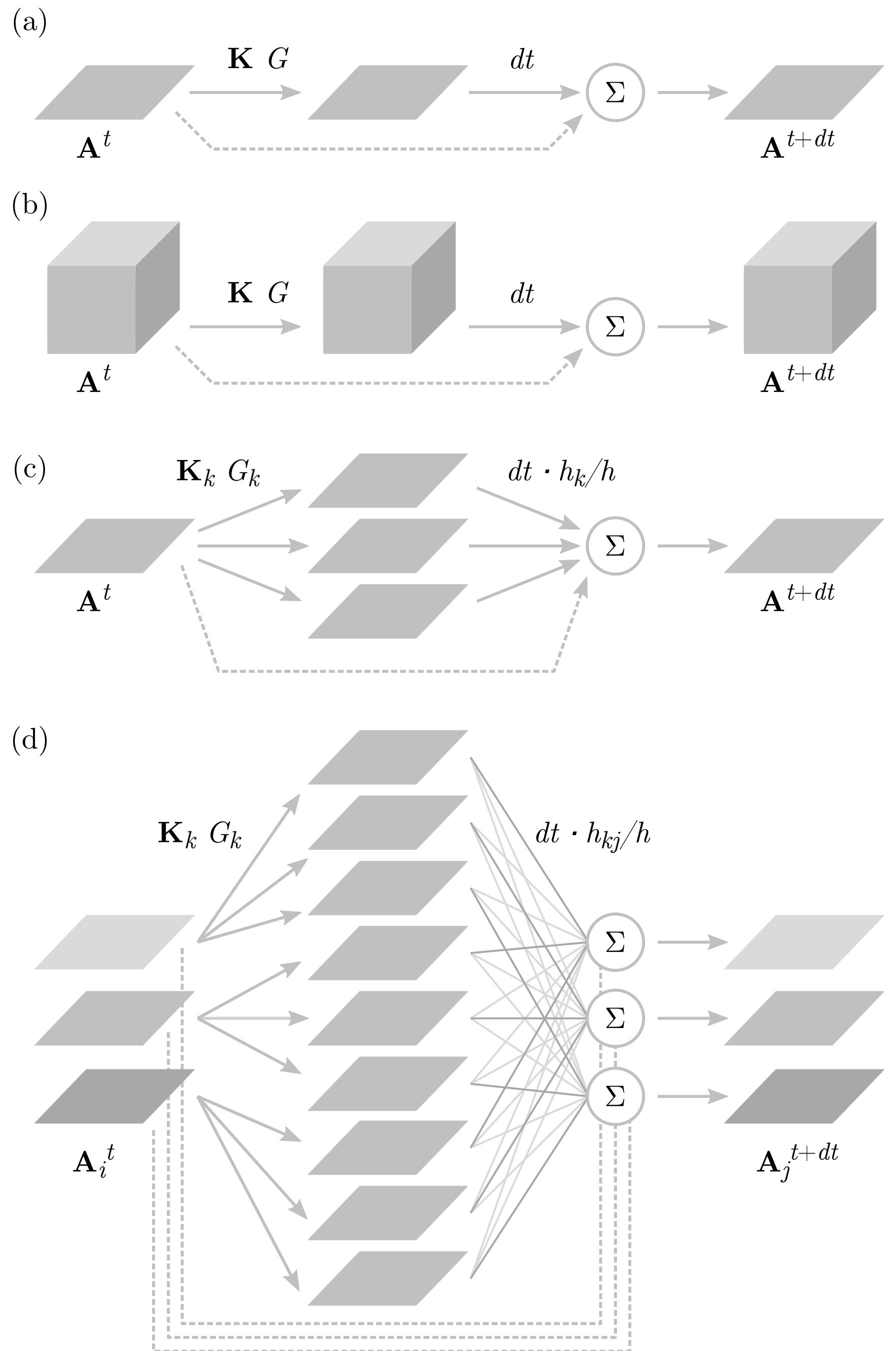
Study of Lenia

- Continuous CA called “Lenia”
- Self-organizing geometric lifeforms
 - Highly **diverse** (400+ species)
 - **Symmetric** structures (some irregular)
 - **Regular** dynamics (some chaotic)
- Explore parameter & behavior space
- Video – ALIFE 2018 Tokyo
- Paper – *Complex Systems*



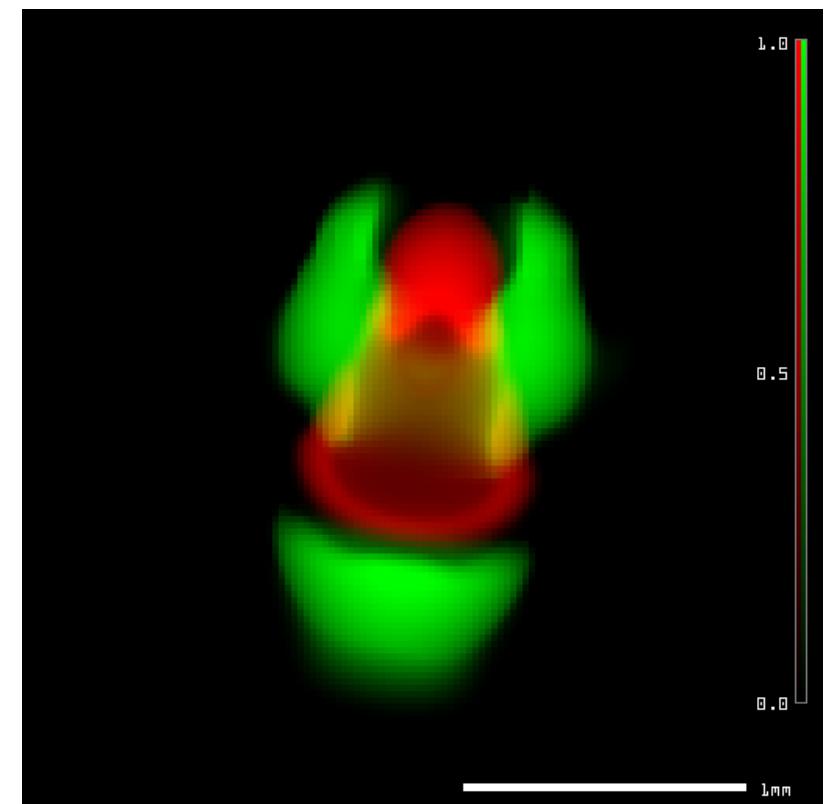
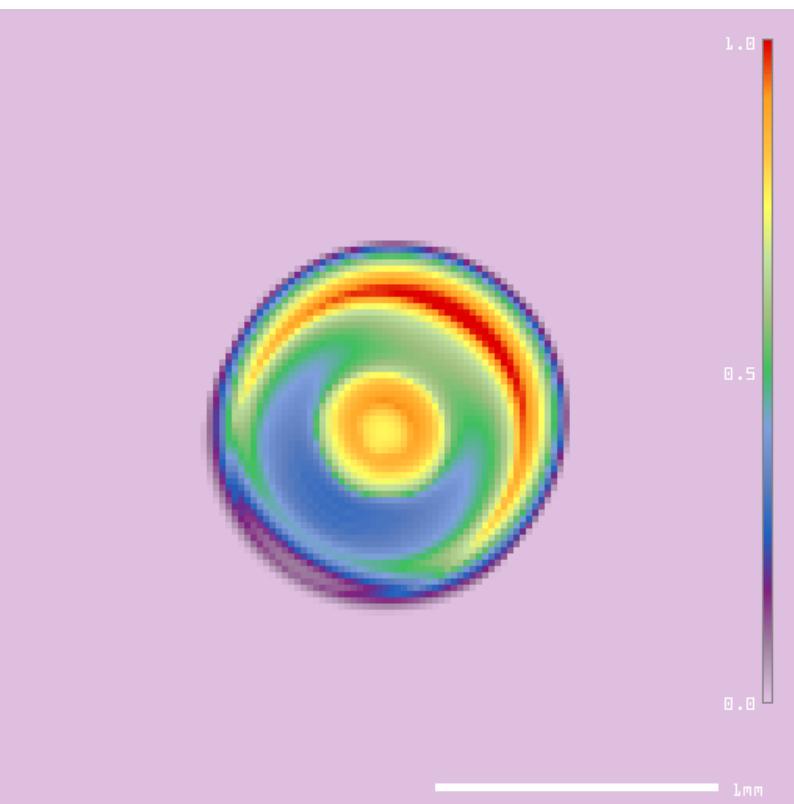
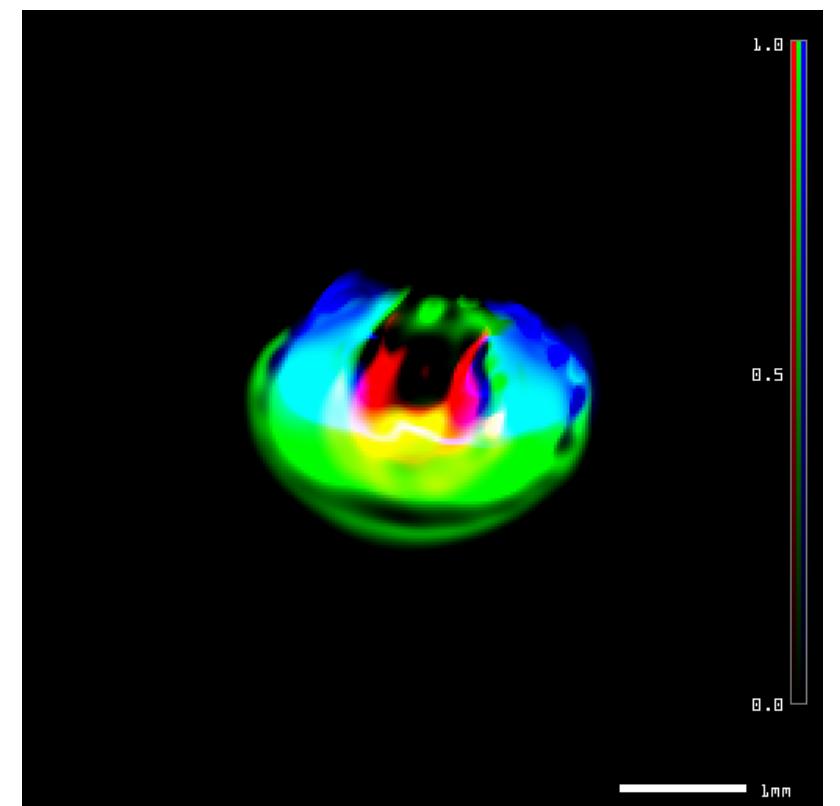
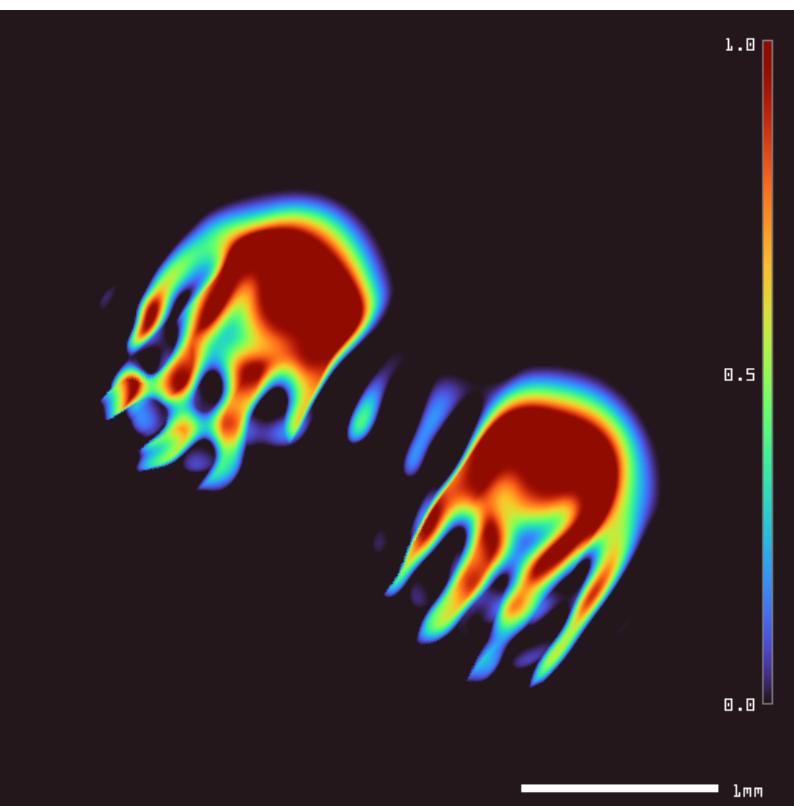
Extend the Rules

- Original rule: World \rightarrow convolution & mapping
 \rightarrow incremental update \rightarrow next time step
 - 2D world \rightarrow 3D or **higher dimensions**
 - Single convolution kernel \rightarrow **multiple kernels**
 - Single world \rightarrow **multiple channels**
- Architecture approaches a neural network (!)
 - “**Recurrent Residual Convolutional Neural Network**” (RRCNN)



New Lifeforms

- Exploding diversity
 - Unfathomable parameter & behavior space
 - Use **semi-automatic search** e.g. GA
 - Selection criterion: survival
- More **irregular** structures & **chaotic** dynamics, but...
- More **robust** self-organization! More **complex** morphogenesis!

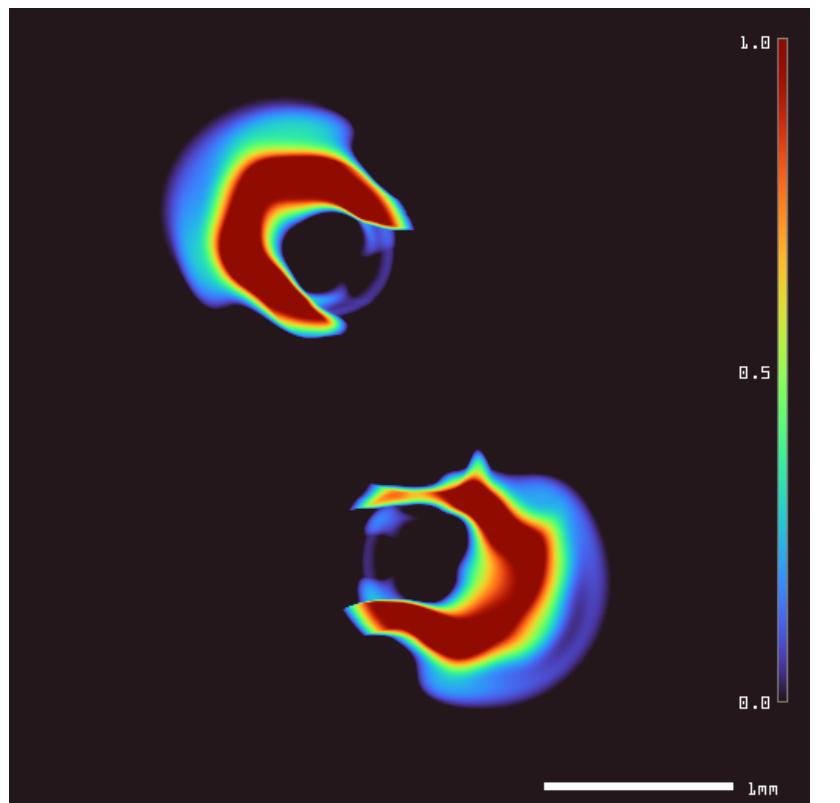
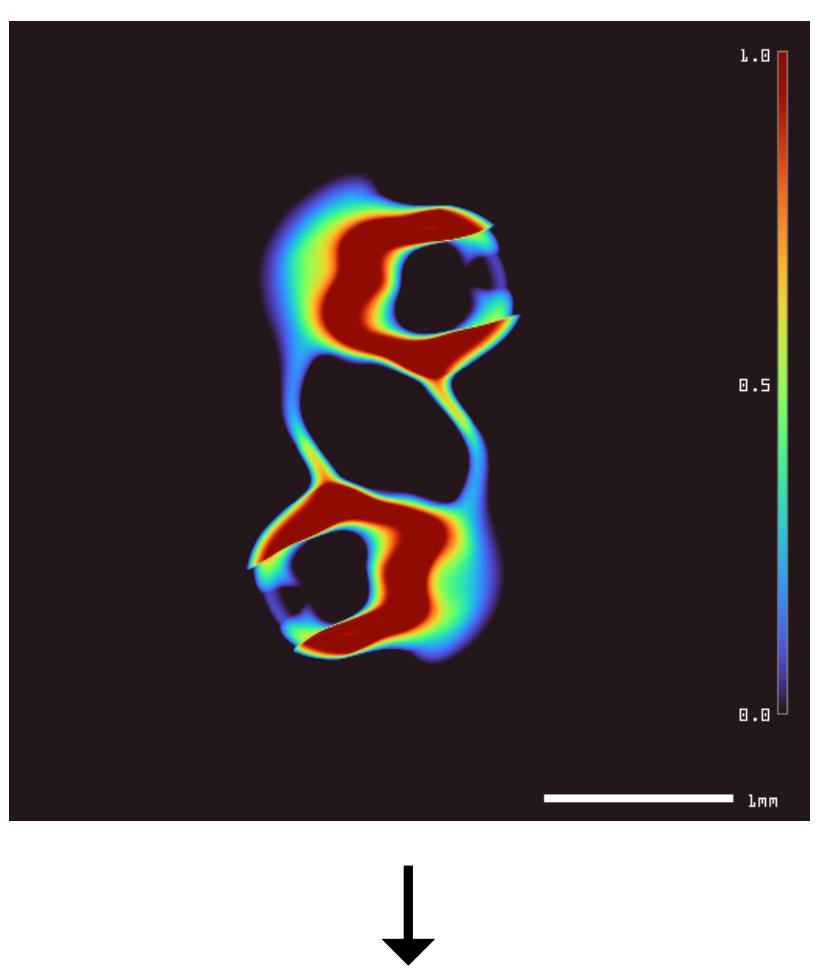
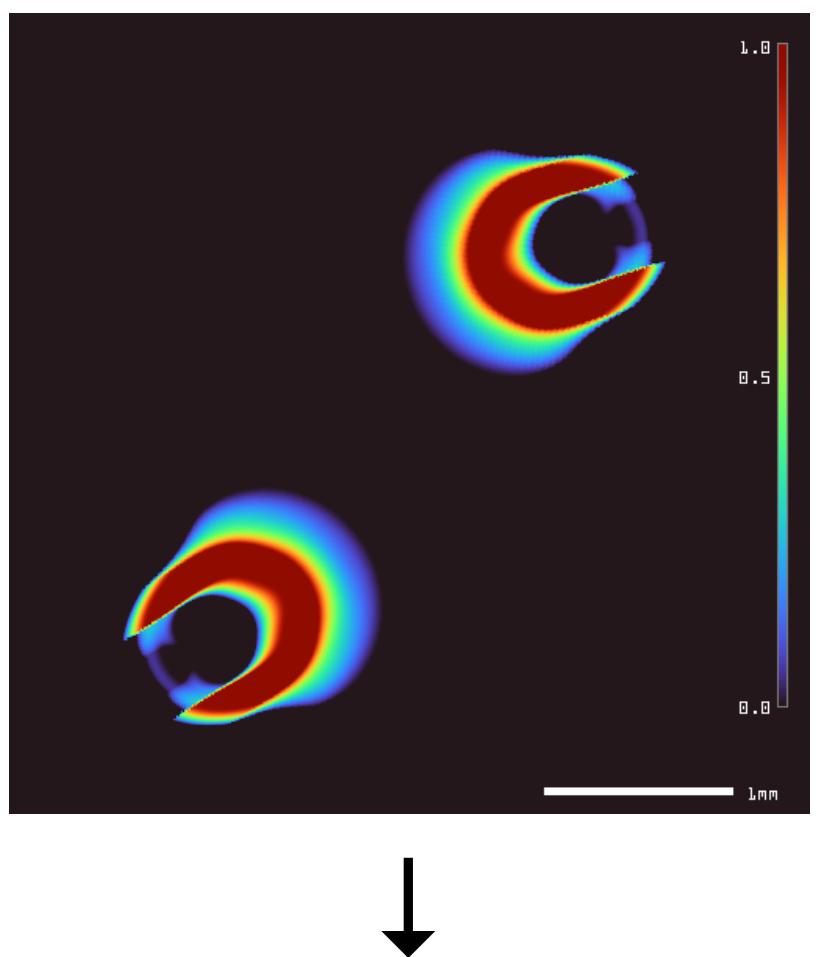


New Emergent Phenomena

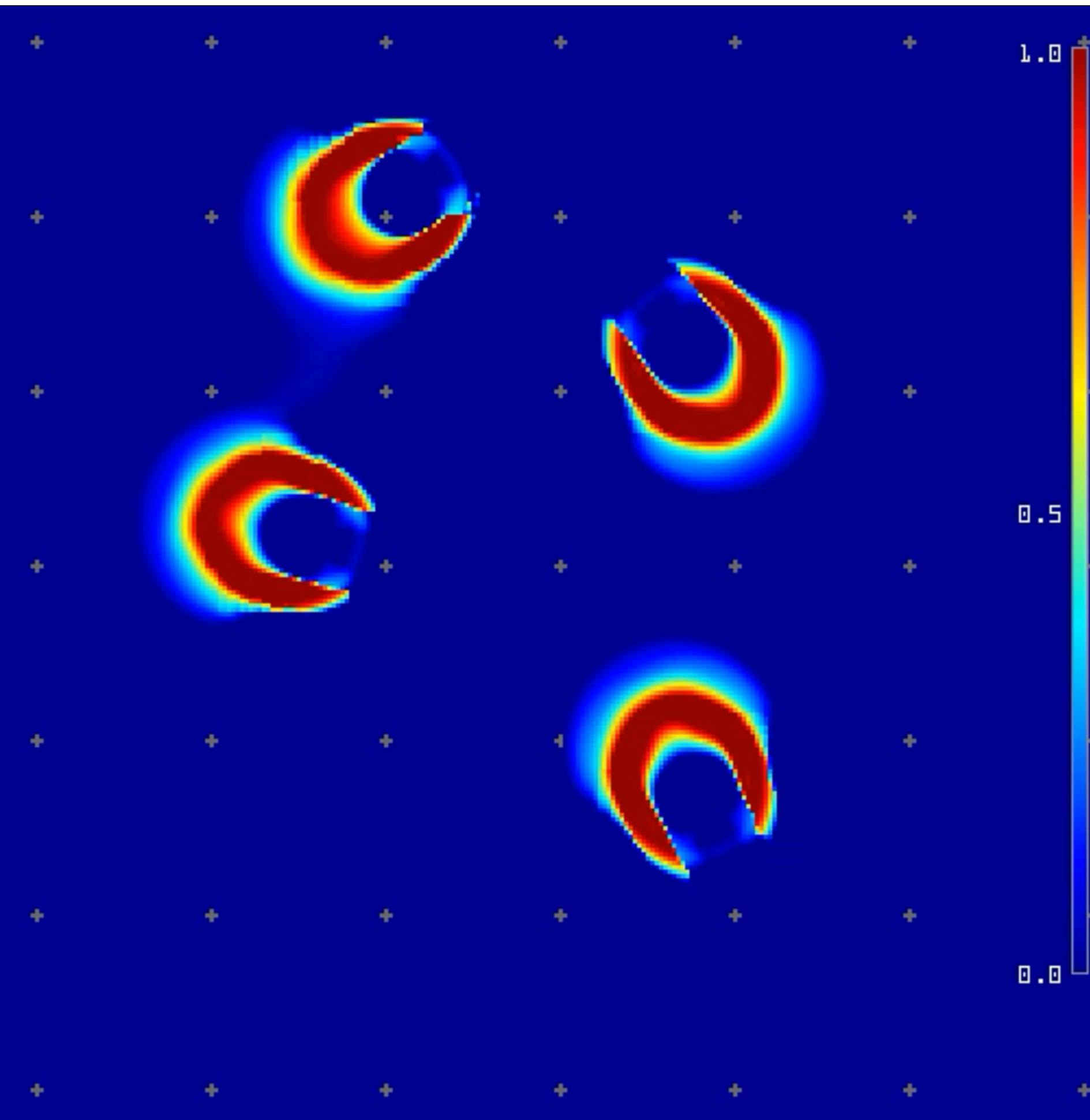
- Multi-kernel leads to
 - **Individuality**
 - **Self-replication**
- Higher dimensions leads to
 - **Polyhedral symmetry**
 - **3D physiology**
- Multi-channel leads to
 - **Division of Labor**
 - **Polymorphism**
- Currently: observations, examples
- Future: systematic experiments, quantitative analysis, theory building

Individuality

- Original Lenia: lifeforms mix up when collide
- Extended: many lifeforms able to maintain **own boundaries**
 - Self-containment — stabilize the lifeform
 - Self-defense — separate from environment or each other
- Become an **individual** or **agent**
 - Interact through attractive & repulsive “forces”
 - Capable of **complex interactions & reactions**

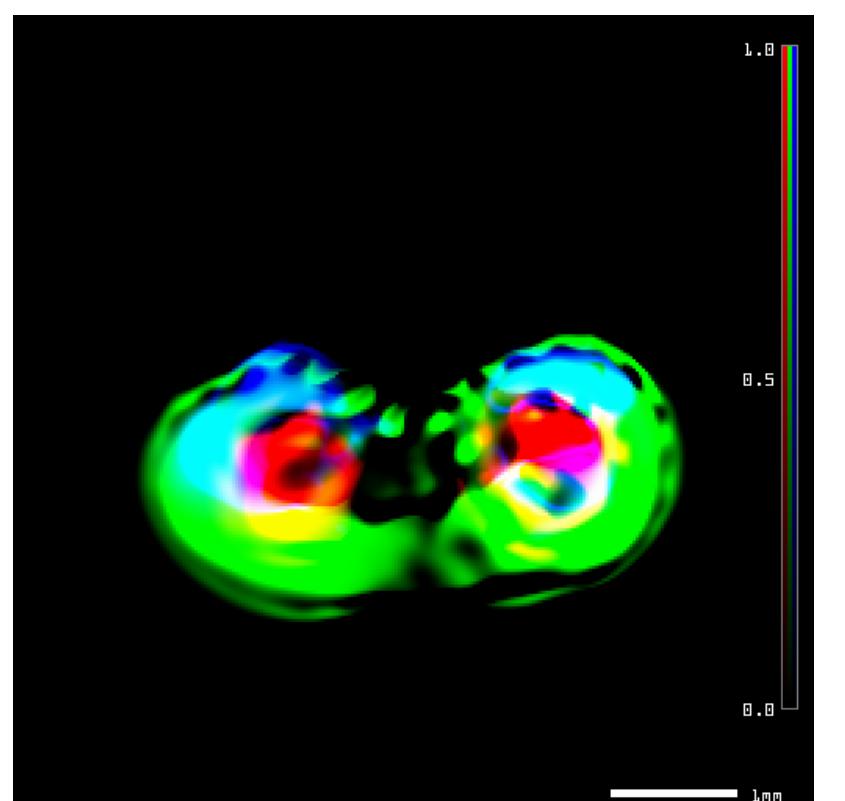
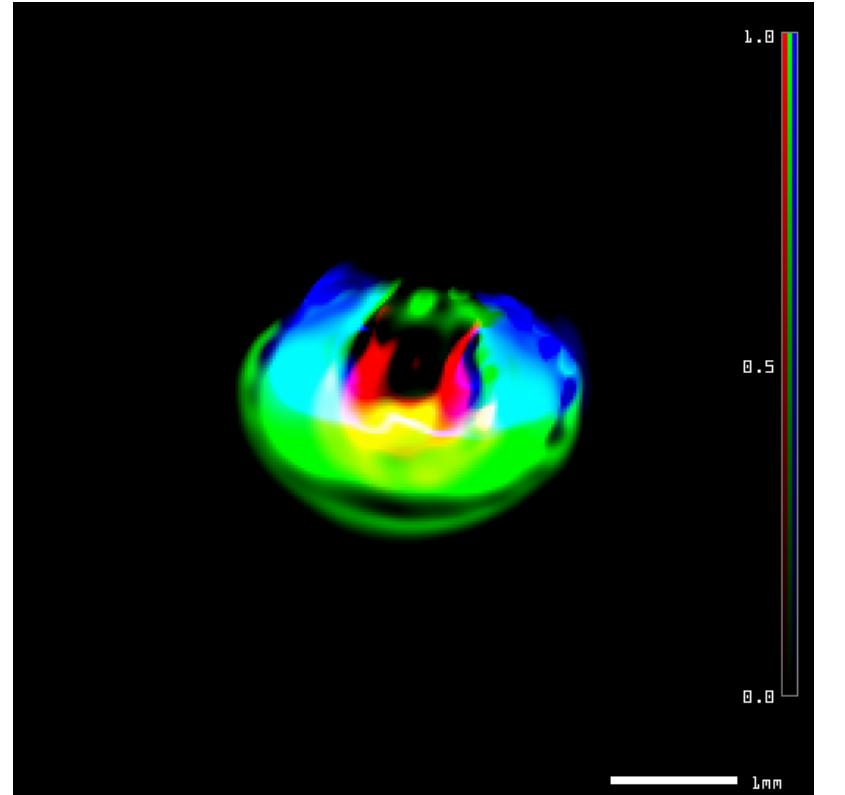


Individuality

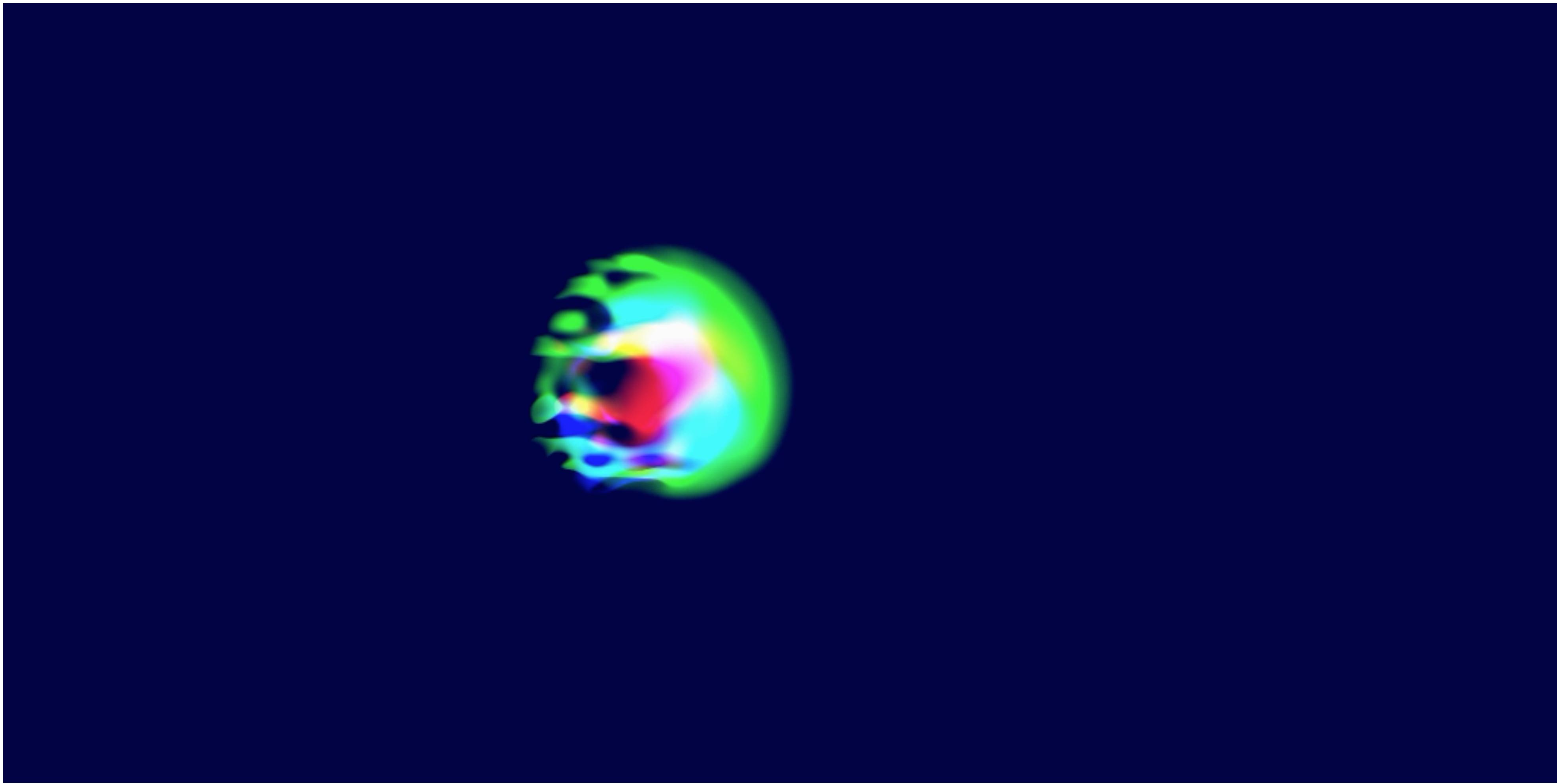


Self-replication

- Some lifeforms able to **reproduce**
 - by **binary fission**
 - by growing from debris (in highly reproductive case)
 - by **autocatalysis** (i.e. more reproductive when crowded)
- Self-replication + occasional death = healthy community

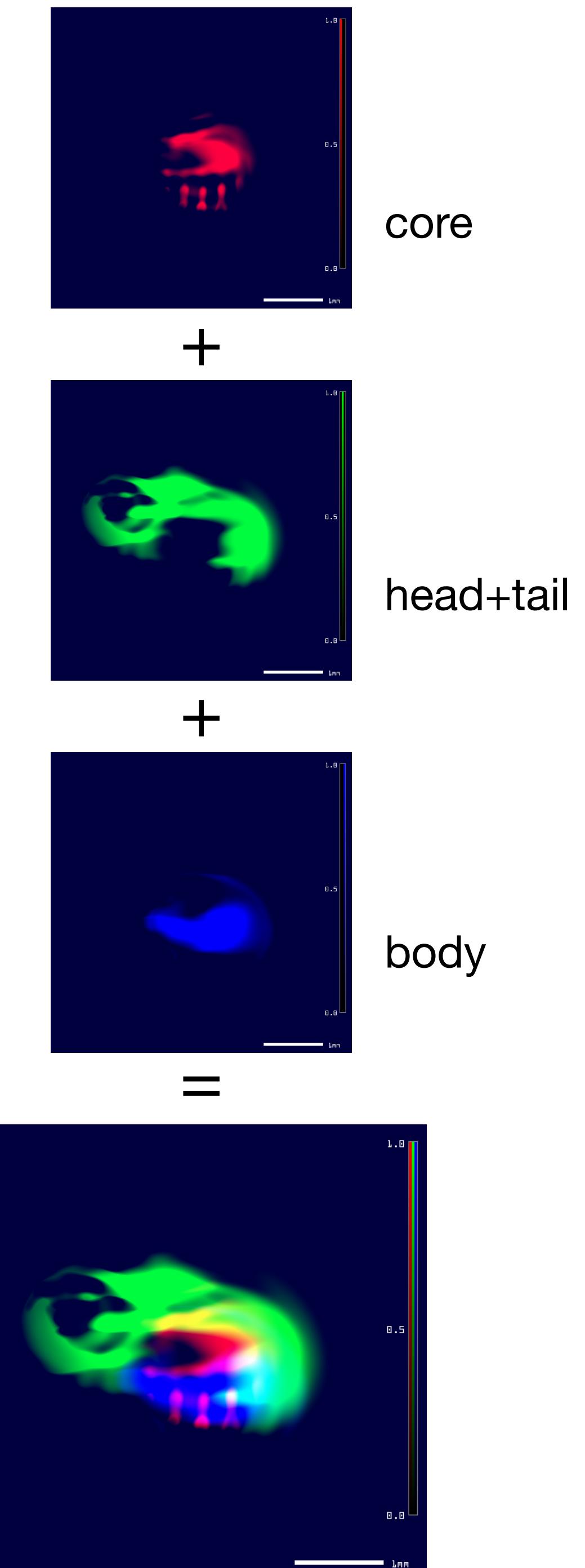


Self-replication



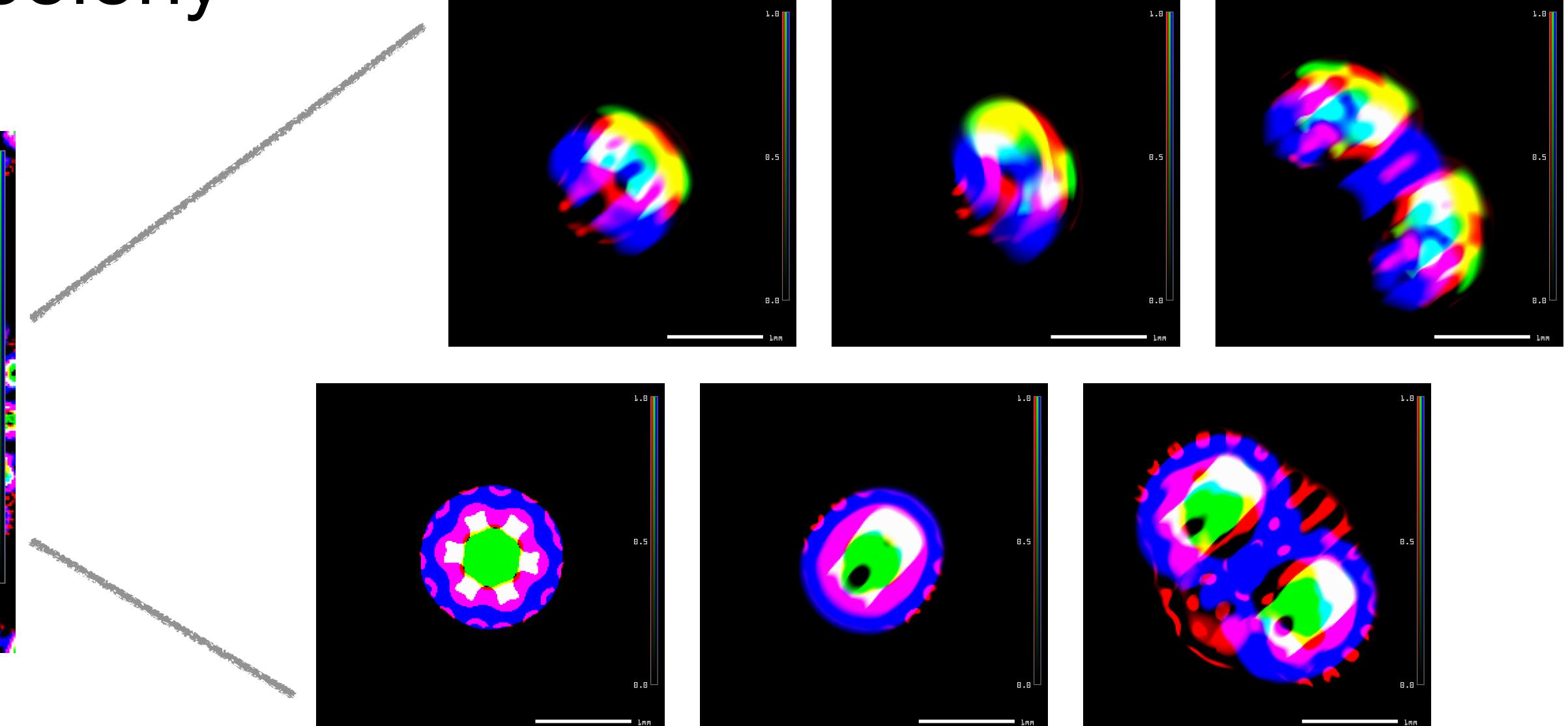
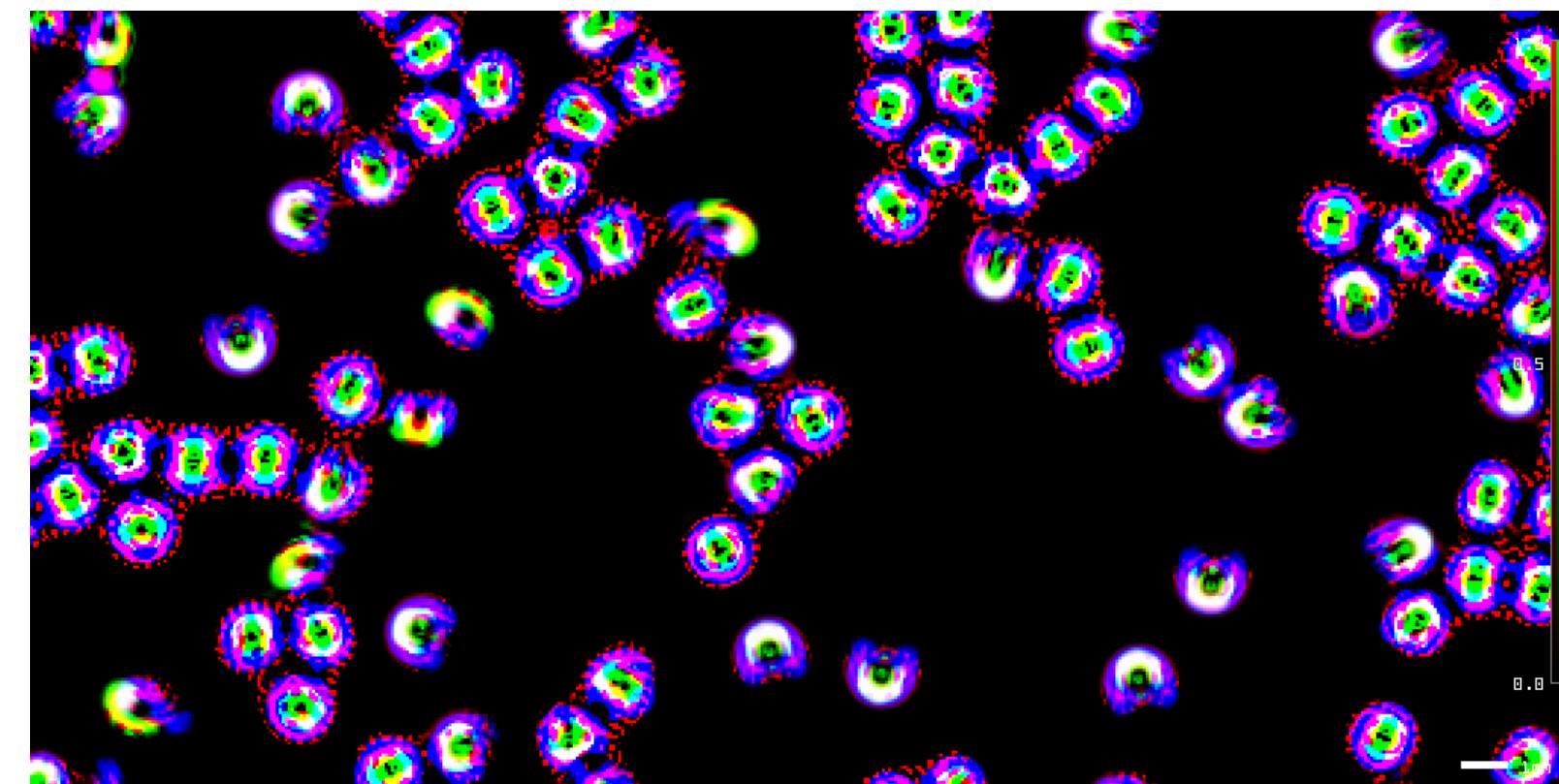
Division of Labor

- Multi-channel parts coordinate to form an **aggregated, coherent** lifeform
- Parts occupy specific regions, may have **special roles**
 - Core (“nucleus”) — anchor for other parts
 - Body (“cytoplasm”) — extent of the lifeform
 - Director (“pseudopod”) — guide movements
 - Trailing part (“tail”)
 - Particles (“messenger”?)

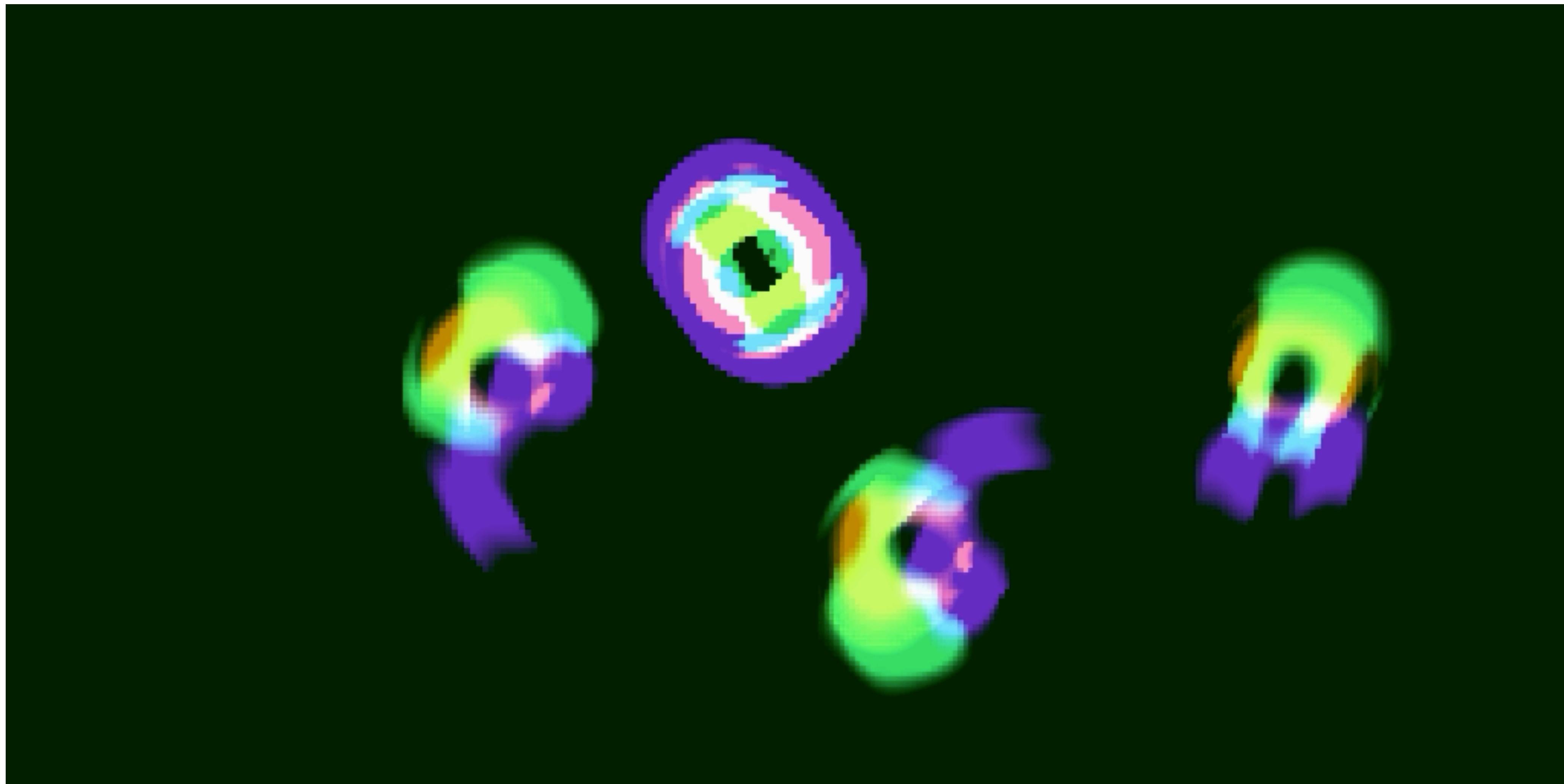


Phenotypic Polymorphism

- Same genotype (i.e. rule parameters) may produce multiple phenotypes
 - **Switch phenotype** – rearranging parts to reach stable configuration
 - **Group level behaviors**
 - reproducing phenotype = colony of growing population
 - immobile phenotype = tissue-like colony



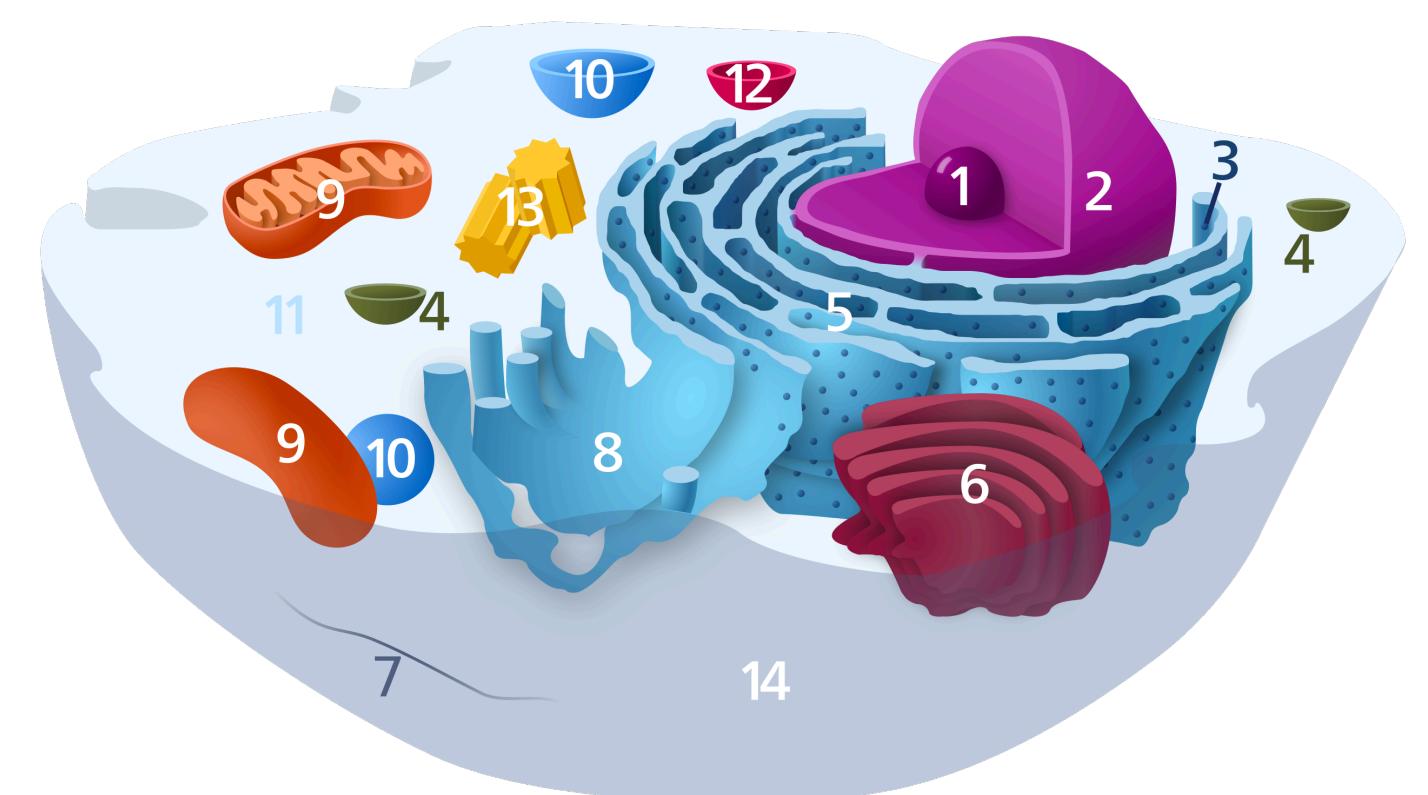
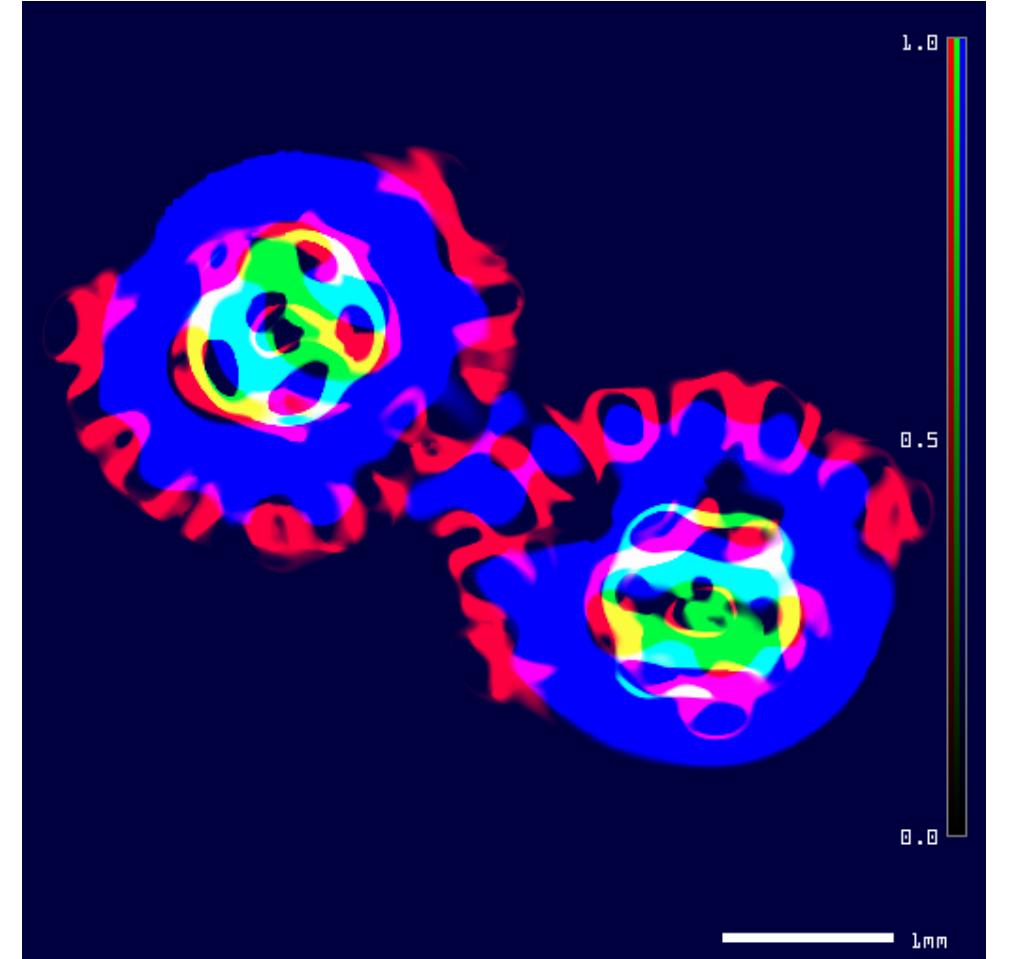
Phenotypic Polymorphism



“Virtual Eukaryotic Cells”

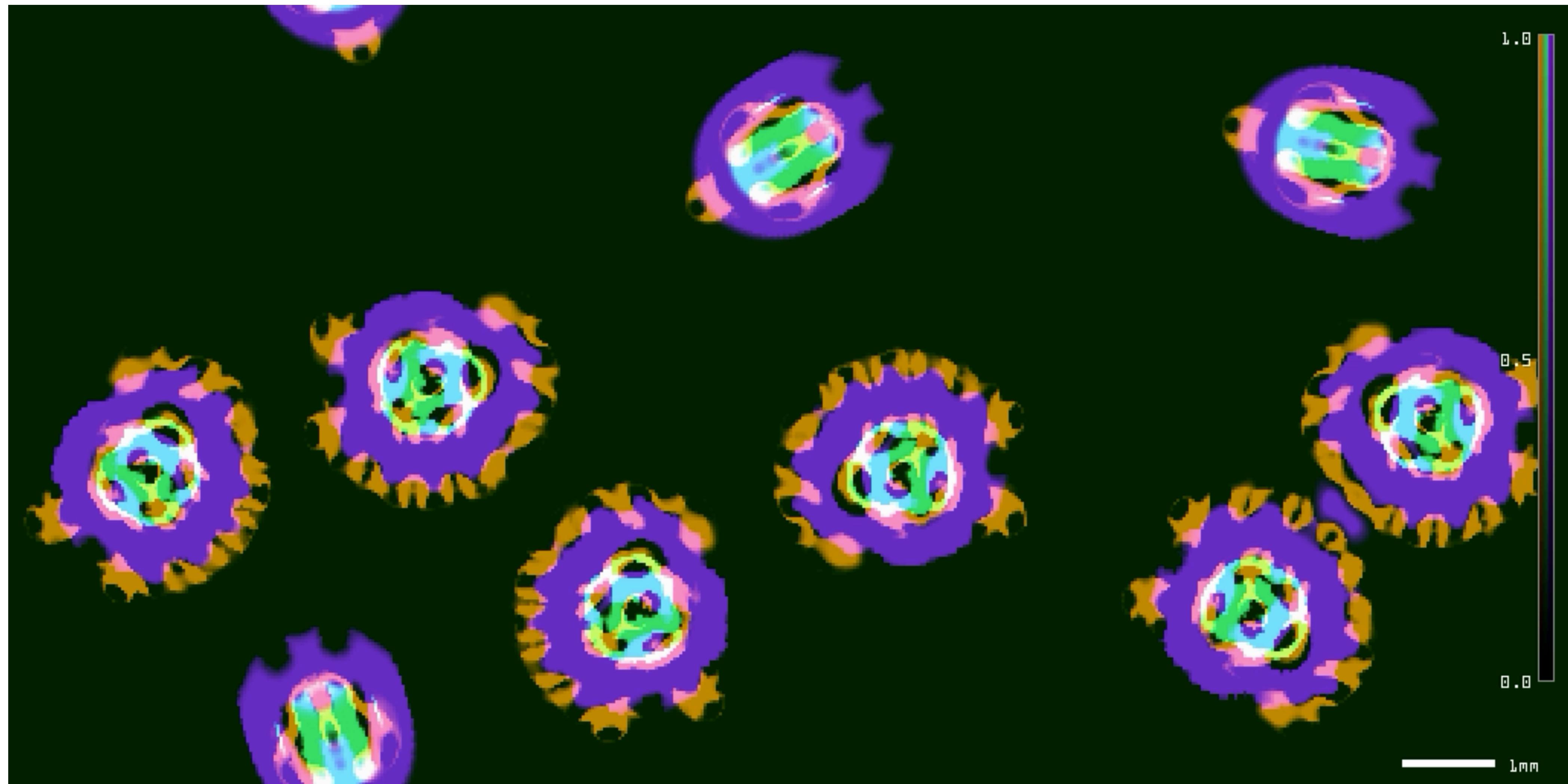
= advanced virtual lifeforms with emergent properties:

1. Individuality with self boundary (“**cell membrane**”)
2. Internal division of labor (“**organelles**”)
3. Phenotypic polymorphism (“**cell differentiation**”)
 - various attributes: moving, stable, reproducing, etc.
4. Megastructure formation (“**multicellularity**”)
5. Cell-cell communication (??)



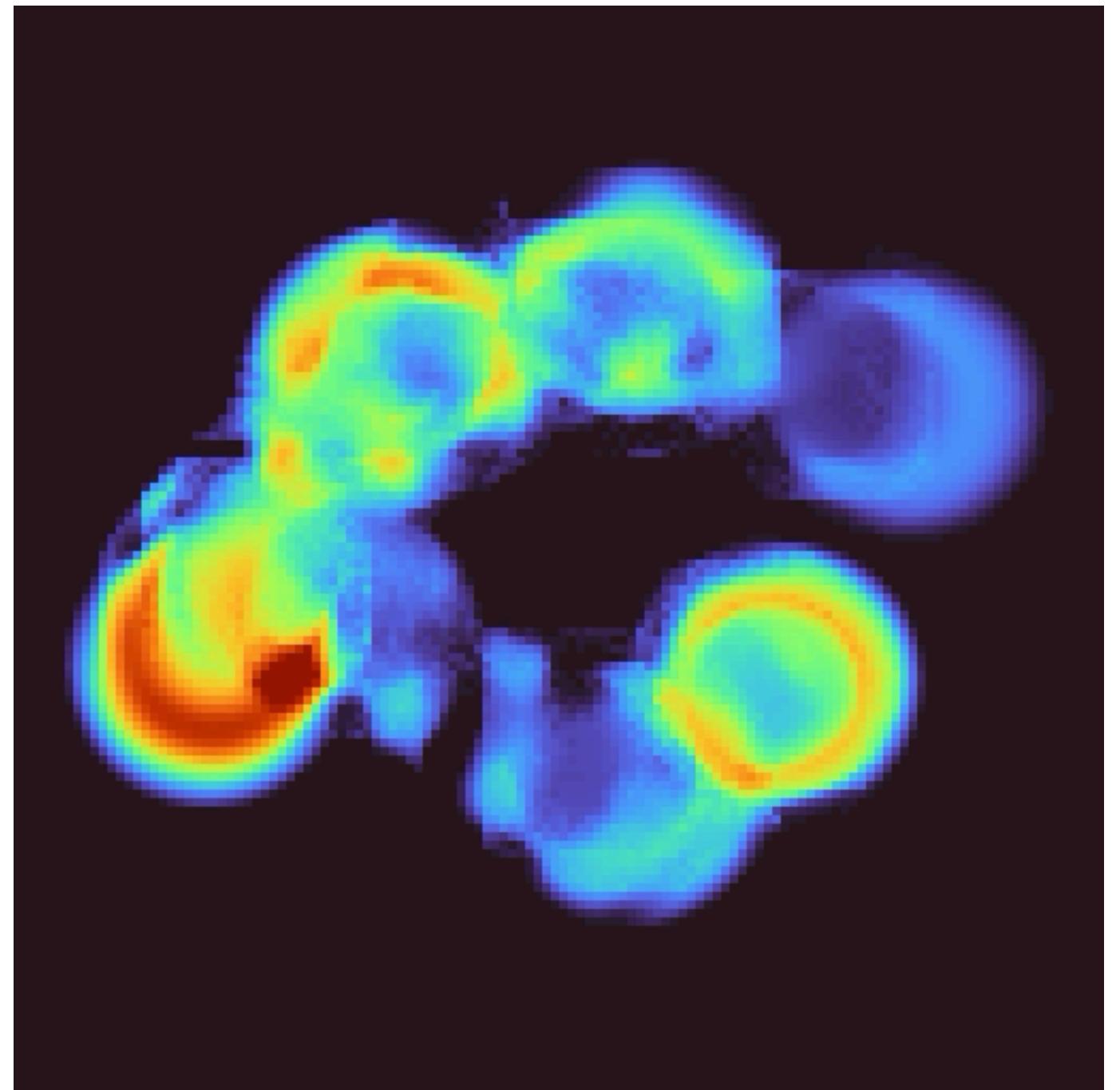
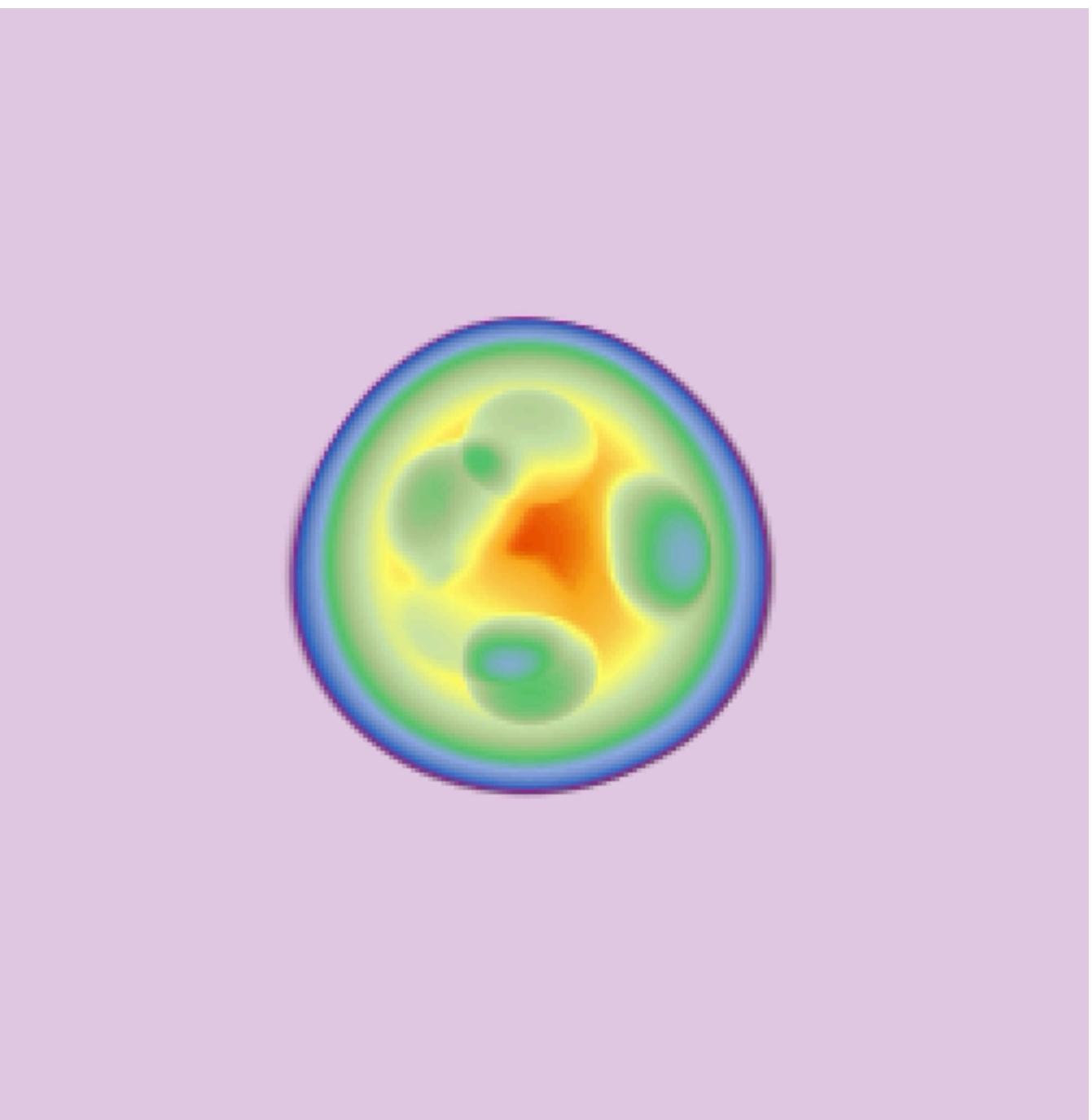
Wikipedia

“Virtual Eukaryotic Cells”



3D Structures

- 3D: Spherical and **polyhedral symmetries**
 - Analogous to radial symmetries in 2D
 - Internal structures arranged in tetrahedron / bipyramid / icosahedron etc.
- 3D creatures with **interesting physiology**
 - e.g. Snake 3D™ grows by ingesting dots
 - 4D: simple **hyperspheres** so far



More thoughts

ALife & AI

- **From AI to ALife:** Lenia as a playground for AI methodologies
 - Goal exploration, CPPN, VAE (PY Oudeyer team @ Inria)
 - Genetic algorithm (my study; T Arita team @ NagoyaU)
 - Quality diversity, GAN, etc.
- **From ALife to AI:** Lenia's extended architecture
 - approaches “Recurrent Residual Convolutional Neural Network”
 - is evolvable (neuroevolution), perhaps trainable (back-prop)
 - cf. CA-NN hybrid (e.g. A Mordvintsev et al. @ Google)

ALife & Life

- **Emergence of agents / individuals** within a grid-based system
 - may apply agent-based methods, reinforcement learning
- How to **recognize individuals**? Need e.g.
 - integrated information theory (IIT), information theory of individuality (ITI)
- Now 3 levels of emergence: (1) geometric patterns, (2) virtual cells, (3) multicellular megastructure. **More emergent properties? Higher levels?**
 - More levels x exploding diversity = open-endedness?
- **Recreating life phenomena**, implications to astrobiology, origins of life / lyfe

Thank you

Full video in Gallery

chakazul.github.io