

Chapter 1

Eigenmorphs? Rational design of pattern and morphology in eigenspace

1.1 Background maths

1.2 Eigenfunctions of the laplacian

Eigenfunctions of the laplacian ∇^2 satisfy

$$\nabla^2 v(\mathbf{x}) + k^2 v(\mathbf{x}) = 0 \quad (1.1)$$

Given some boundary condition, such as $v = 0$ or $\nabla v = 0$ at the boundary of the domain there is a discrete (infinite) set of functions $v_i(\mathbf{x})$, with eigenvalue λ_i . For a 1-dimentional domain with zero boundary conditions for example, the eignfunctions are sine waves $\sin(k\pi/L)$ where L is the length of the domain and $k \in 0, 1, 2, 3, \dots$

On other arbitrary domains we have to compute them numerically. You can see they are waves because the equation says when $v > 0$ the curvature $\nabla^2 v < 0$ and vice versa.

1.3 Eigenfunction expansion or projection

They also have the nice property that they form a complete basis for the space of differentianle functions that satisfy the boundary conditions. That mean that any pattern (gene expression, signal concentration, etc.) on a given domain (colony, organism, etc.) can be represented as a series

$$f(\mathbf{x}) = \sum_i w_i v_i(\mathbf{x}) \quad (1.2)$$

Which is exactly the Fourier series for a rectangular or linear domain.

The equivalent of the Fourier transform for arbitrary shaped domains is the eigenspectrum, which gives the amount of each eigenfunction represented in a particular pattern

$$w_i = \langle f, v_i \rangle = \quad (1.3)$$

1.4 Eigenvectors and discrete space

For computation we represent patterns on a regular grid like an image. It turns out convenient to string this out as a 1-dimensional vector of length $w \times h$ for an image of width w and height h . The operator ∇^2 is

then a matrix \mathbf{A} which has eigenvectors \mathbf{v}_i such that $\mathbf{A}\mathbf{v}_i = \lambda_i\mathbf{v}_i$. Note that now there are a finite number of eigenvectors equal to the number of grid points or pixels in the image.

The eigenspectrum is just a basis transformation from the grid basis, where each value in the grid (image) is an element of the vector, to the basis of eigenvectors. This is the natural frequency domain of the shape defined by the boundary conditions. Lets call this the eigenspace.

In discrete space we can define a matrix of eigenvectors \mathbf{W} where each column is an eigenvector \mathbf{v}_i such that

$$\mathbf{w} = \mathbf{W}\mathbf{g} \tag{1.4}$$

is the eigenspace transform of the image \mathbf{g} , and

$$\mathbf{g} = \mathbf{W}^T\mathbf{w} \tag{1.5}$$

is the inverse transform.

1.5 Design of pattern in eigenspace

This means we can compute the eigenspectrum of any pattern, for example one that we might want to design a genetic system to produce. Alternatively we could design the spectrum of shape that we require from our genetic system. It would be easy (relatively) to make a tool that allows you to adjust a curve and see the resulting pattern (in Matlab for example). This curve could be a polynomial for example. It seems reasonable that a useful biological pattern should be localised in eigenspace (frequency space). If all wavelengths are represented equally we have white noise, which possibly is maximal entropy.

What we would like to do is choose a pattern and infer a genetic mechanism coupled to signalling that could generate it. These genetic components would come from a registry of characterised parts. For theoretical work we show the principle for example by randomly generating part parameters to make a library.

1.6 Reacion diffusion systems

1.7 Morphology

1.8