

# In search of a measure of organisedness for dynamical systems

Silvere Gangloff (LIP, ENS Lyon)

24 avril 2019

"Symbolic dynamics as an exploration field"

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3. **Physical** : what is an observer ?

# I. Main theories of consciousness

1. Global neuronal workspace
2. Integrated information theory

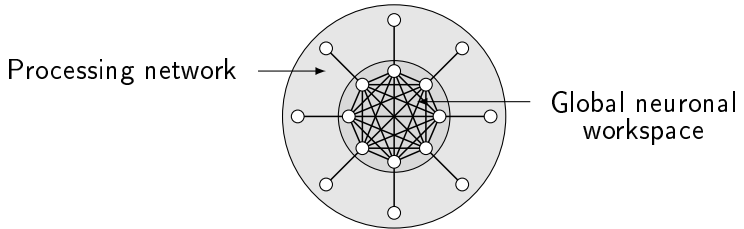


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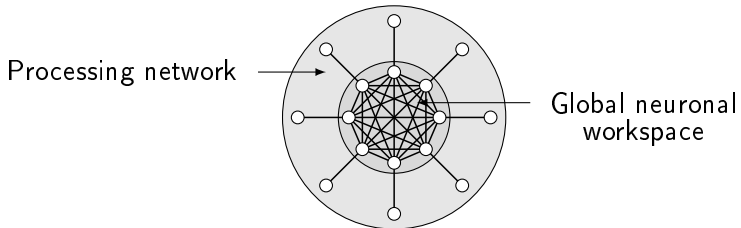
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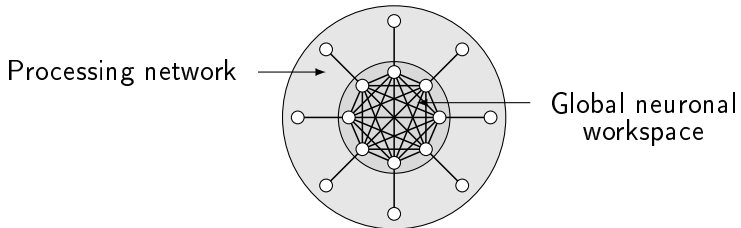
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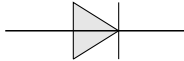
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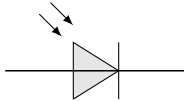
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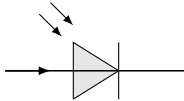
**2. Integrated information theory** : Generation of information :  
photodiode :



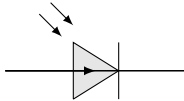
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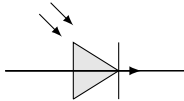


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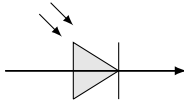




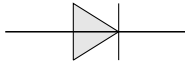
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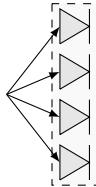


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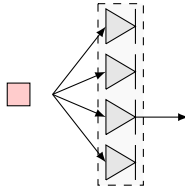


The knowledge of the output generates 1bit of information.

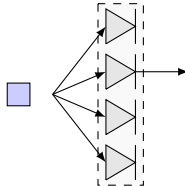
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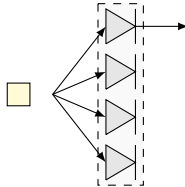
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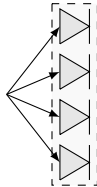
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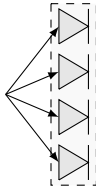
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Discriminate more inputs

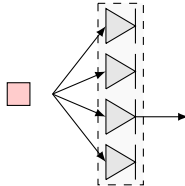


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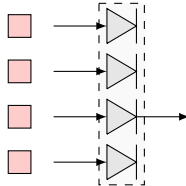


Discriminate more inputs  $\Rightarrow$  generates more information.

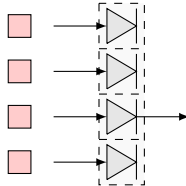
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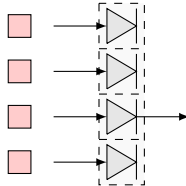
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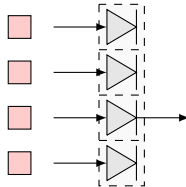


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In the human brain : **balance** between **generation** of information and **integration**.

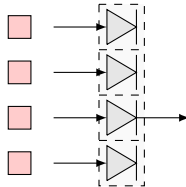
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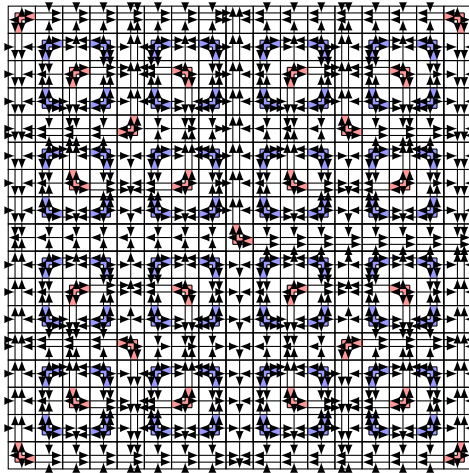
**Question** : quantity which measures this balance ?

## II. Symbolic dynamics and universal computation

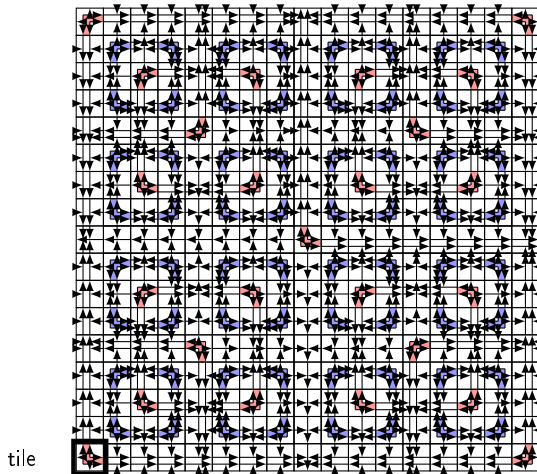
1. Hierarchical aperiodic tilings and further constructions
2. Minimal tile sets generating aperiodic tilings



# 1. Hierarchical aperiodic tilings : Robinson :

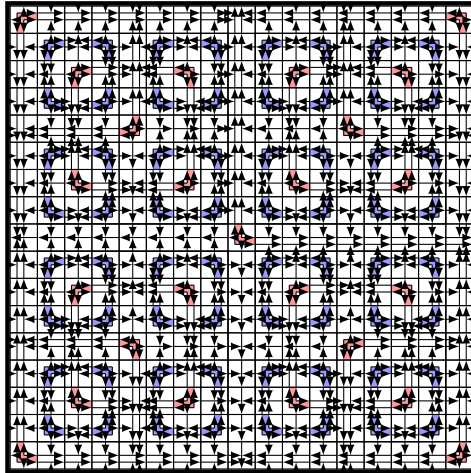


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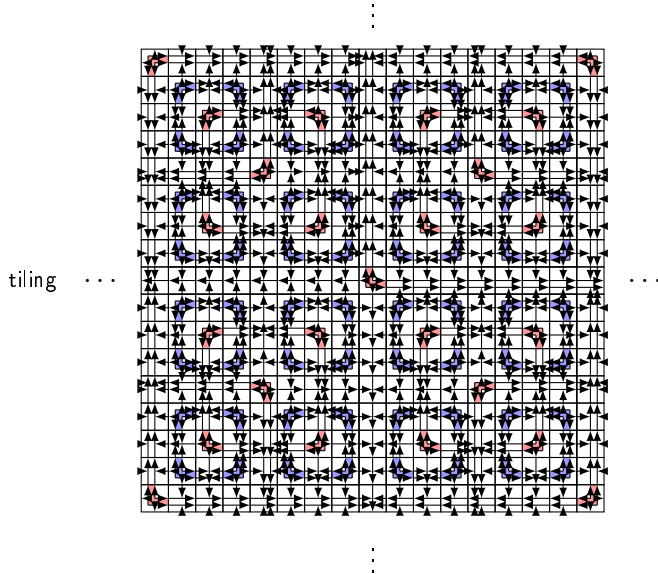


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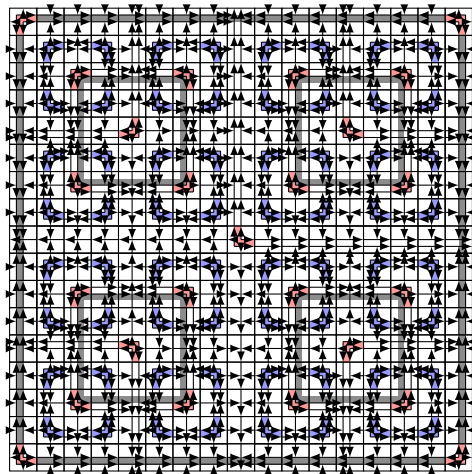
pattern



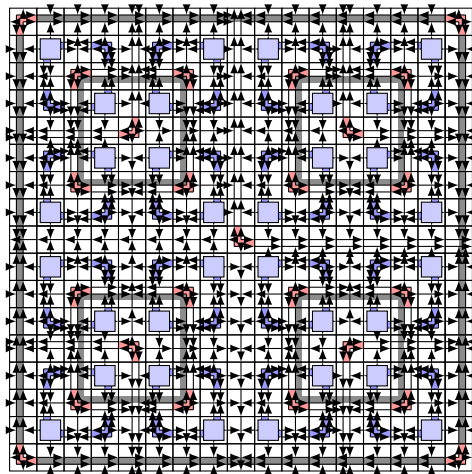
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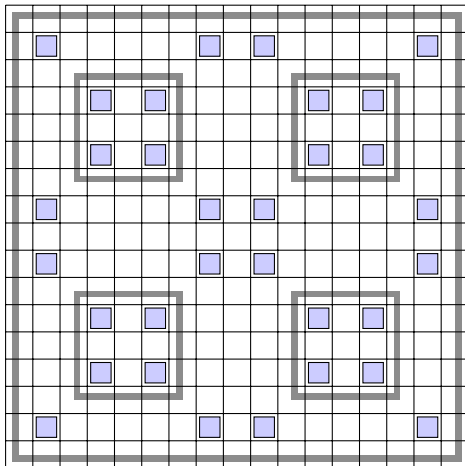
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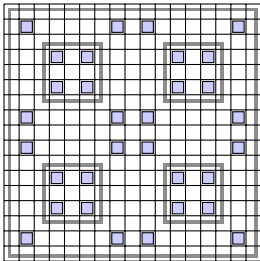
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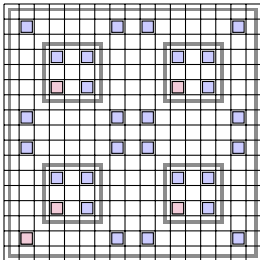
## Implementing Turing computing machines :



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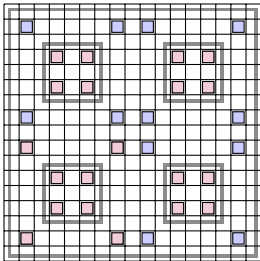


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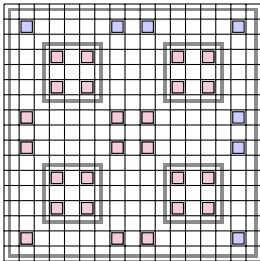
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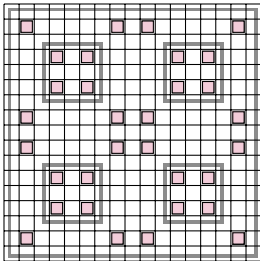
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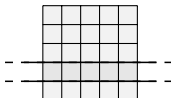
**Expressive power** of multidimensional tiling sets :

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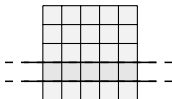
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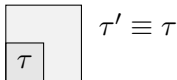
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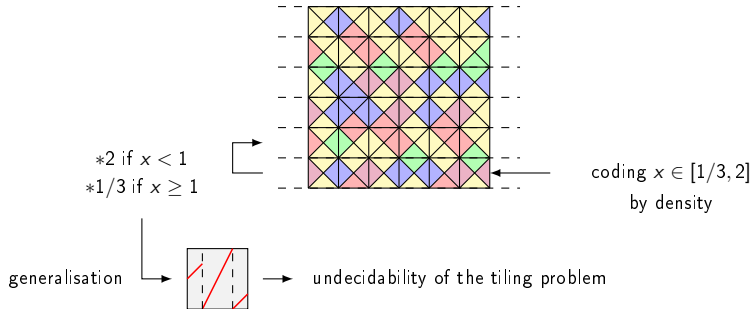


3. B. Durand, A. Romaschchenko, A. Shen : **fixed-point** tilings constructions.



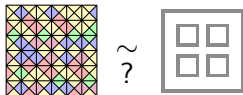


## Small aperiodic tile sets : Kari-Culik (13) :



## Minimal : Jeandel-Rao (11).

Question :

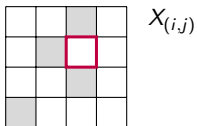


**No** : entropy of Kari-Culik  $> 0$ , and 0 for Robinson [*Aperiodic tilings and entropy*, B. Durand, G. Gamard, A. Grandjean].

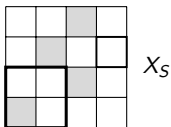


### III. A starting point : neural complexity and intricacies

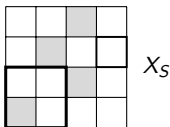
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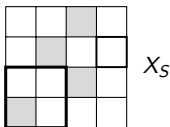


**Neural complexity** of a finite family of random variables :



$$\mathcal{N}(X) = \frac{1}{|I| + 1} \sum_{S \subset I} \frac{1}{\binom{|S|}{|I|}} MI(X_S, X_{S^c}).$$

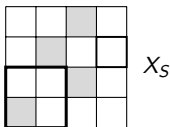
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Synchronous or independent :  $\mathcal{N}(X) = 0$ .



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**Properties** :

1. Intricacies are low of exchangeable systems (probability law invariant under permutation of variables).

**Intricacies** : [Buzzi, Zambotti 2009]

$$\mathcal{I}(X, c) = \frac{1}{|I| + 1} \sum_S c_S * MI(X_S, X_{S^c}).$$

1.  $c_S \geq 0$ ,
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3. invariance under permutation of variables,
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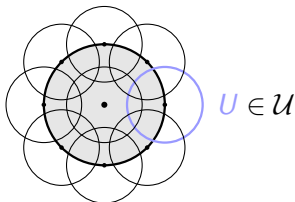
(Number of) maxima of intricacy ?



**Definition for dynamical systems :** [Petersen, Wilson 2016]

$(X, f)$  dynamical system :

$$S = \{s_1, \dots, s_k\} \subset \{1, \dots, n\}$$



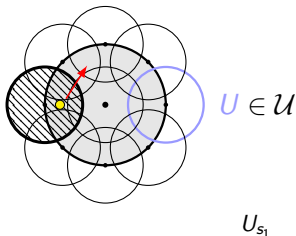
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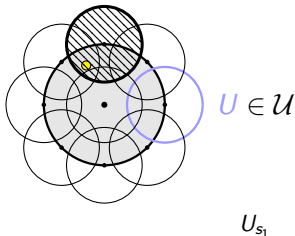
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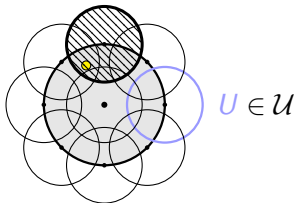
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$$U_{s_1} \quad U_{s_2} U_{s_3}$$

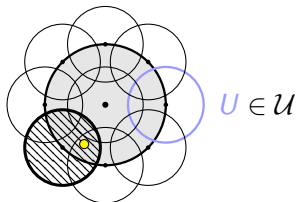
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$$U_{s_1}$$

$$U_{s_2} U_{s_3}$$

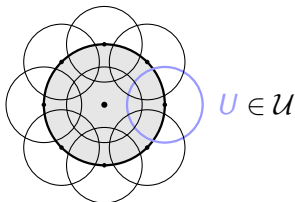
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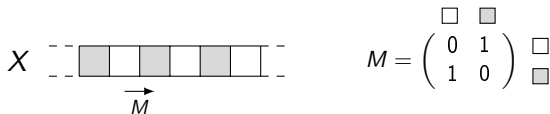
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$$U_{s_1} \quad U_{s_2} U_{s_3} \quad U_{s_4} \in \mathcal{U}_S$$

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## One dimensional tiling sets : [Petersen, Wilson 2016]



$$X \quad \begin{array}{|c|c|c|c|c|c|} \hline \text{gray} & \text{white} & \text{gray} & \text{white} & \text{gray} & \text{white} \\ \hline \end{array} \quad \xrightarrow{M} \quad M = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad \begin{array}{c} \text{white} \\ \text{gray} \end{array}$$

When  $M^2 > 0$  :

$$\mathcal{I}(X) = \sum_{k=1}^{+\infty} \frac{\log_2(N_k(X))}{k} - h(X),$$

$$h(X) = \lim_k \frac{\log_2(N_k(X))}{k},$$

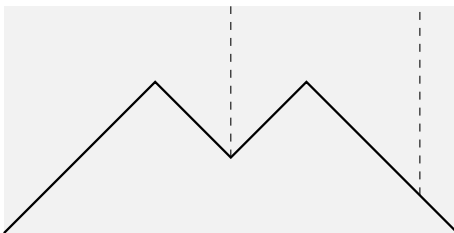
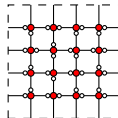
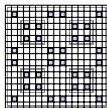
where  $N_k(X)$  : number of size  $k$  observable patterns.

## IV. Symbolic dynamics as an exploration field

1. Strategy
2. A pool of existing formalisms
3. Organisedness and dynamical constraints



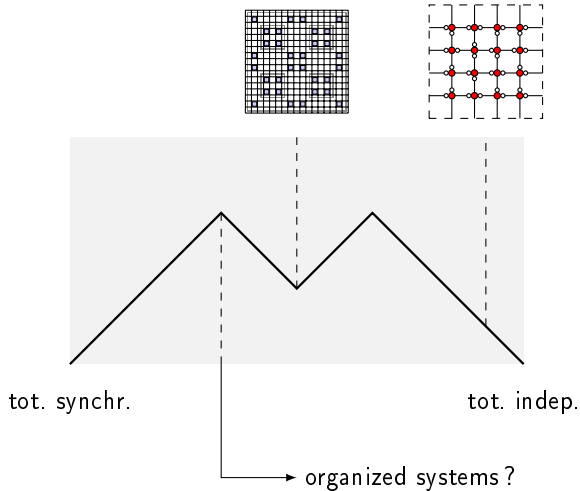
**1. Strategy :** search a quantity with tractable maxima such that :



tot. synchr.

tot. indep.

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## 2. Other formalisms :

Kolmogorov complexity of sequences :



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**Minimal number of forbidden patterns :**

Ex : hard core model :

1			
			1
	1		
1			

tiling

1	1
---	---

1
1

forbidden patterns

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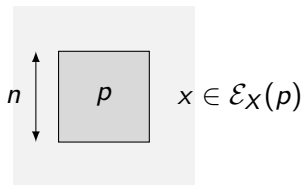
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tiling

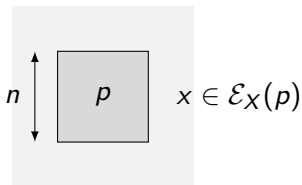


In practice, maxima difficult to apprehend.

Number of extender sets :  $X$  tiling set



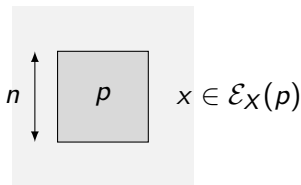
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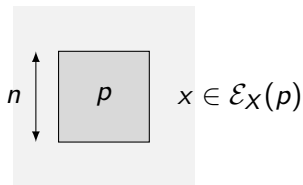
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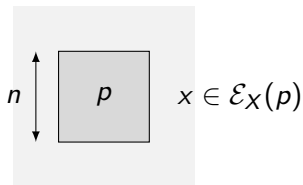


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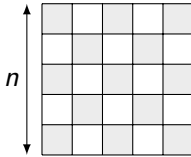
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Principle of organisation : a lot of patterns exert a non-trivial constraint.

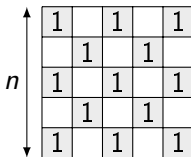
**Pattern constructibility** : minimal sets of constructibility for  $p$  :

$n$	↑	1	0	1	0	1	$p$
		0	1	0	1	0	
		1	0	1	0	1	
		0	1	0	1	0	
	↓	1	0	1	0	1	

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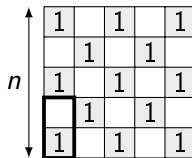
**Pattern constructibility** : minimal sets of constructibility for  $p$  :



A 5x5 grid with a checkerboard pattern of 1s and empty cells. A vertical double-headed arrow to the left of the grid is labeled  $n$ .

1		1		1
	1		1	
1		1		1
	1		1	
1		1		1

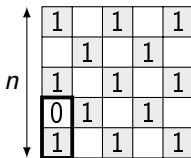
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1		1		1
	1		1	
1		1		1
	1		1	
1		1		1

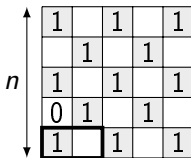
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1		1		1
	1		1	
1		1		1
0	1		1	
1		1		1



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A 5x5 grid with a vertical arrow on the left labeled  $n$ . The grid contains the following values:

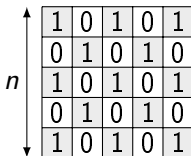
1		1		1
	1		1	
1		1		1
0	1		1	
1		1		1

The bottom-left cell (row 5, column 1) containing the value 1 is highlighted with a thick black border.

**Pattern constructibility** : minimal sets of constructibility for  $p$  :

1		1		1
	1		1	
1		1		1
0	1		1	
1	0	1		1

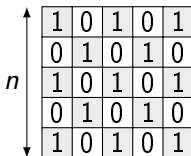
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A 5x5 grid of binary digits (0s and 1s) is shown. To the left of the grid is a vertical double-headed arrow with the letter  $n$  next to it, indicating the height of the grid.

1	0	1	0	1
0	1	0	1	0
1	0	1	0	1
0	1	0	1	0
1	0	1	0	1

**Pattern constructibility** : minimal sets of constructibility for  $p$  :

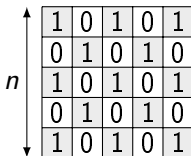


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### 3. Organisedness and dynamical constraints :

**Expressive power of multidimensional tiling sets under constraints :** [G., Sablik]

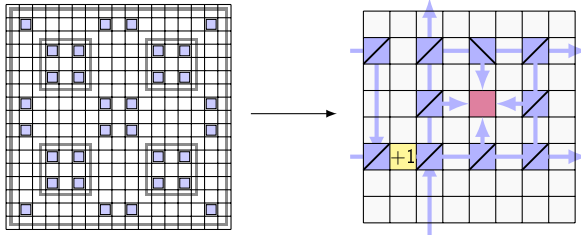
Minimality : every pattern that appears in a configuration appears in all the configurations.

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**Functional segregation :**



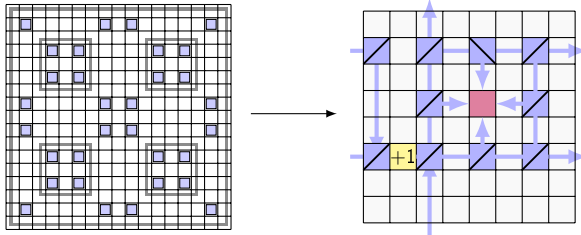


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Analysis of this kind of phenomenon in relation with organisedness ?

THE END