

Biomimicry of Bacterial Foraging for Distributed Optimization and Control

Kevin M. Passino¹

Presented by: Alexander Van de Kleut²

¹The Ohio State University
Electrical and Computer Engineering

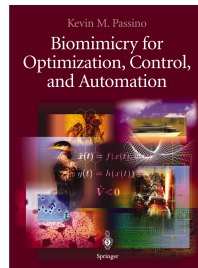
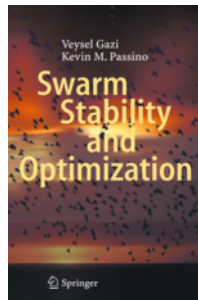
²University of Waterloo
Centre for Theoretical Neuroscience

IEEE Control Systems Magazine, 2002

Table of Contents

- 1 About the Author
- 2 Foraging
- 3 Biological and Computational Model

About the Author



About the Author



Fuzzy control KM Passino, S Yurkovich, M Reinfrank Addison-wesley 42, 15-21, 1998	3599
Biomimicry of bacterial foraging for distributed optimization and control KM Passino IEEE control systems magazine 22 (3), 52-67, 2002	3023
Stability analysis of swarms V Gazi, KM Passino IEEE transactions on automatic control 48 (4), 692-697, 2003	1125
Stable adaptive control using fuzzy systems and neural networks JT Spooner, KM Passino IEEE Transactions on Fuzzy Systems 4 (3), 339-359, 1996	728
Stability analysis of social foraging swarms V Gazi, KM Passino IEEE Transactions on Systems, Man, and Cybernetics, Part B (Cybernetics) 34 ..., 2004	710

Foraging

Foraging

- searching for nutrients
- avoiding noxious stimuli (toxins, predators, etc)

Social Foraging

- increases likelihood of finding nutrients
- better detection and protection from noxious stimuli
- gains can offset cost of food competition

Foraging as Optimization

How can we view foraging as an Optimization Process?

- We have some parameters θ and a loss function $J(\theta)$ that we want to minimize

Foraging as Optimization

How can we view foraging as an Optimization Process?

- We have some parameters θ and a loss function $J(\theta)$ that we want to minimize
- θ can represent the position of an organism in its environment

Foraging as Optimization

How can we view foraging as an Optimization Process?

- We have some parameters θ and a loss function $J(\theta)$ that we want to minimize
- θ can represent the position of an organism in its environment
- J can represent the concentration of nutrients and noxious stimuli
 - ▶ smaller values of J = more nutrients, less noxious stimuli
 - ▶ higher values of J = more noxious stimuli, less nutrients

Foraging as Optimization

How can we view foraging as an Optimization Process?

- We have some parameters θ and a loss function $J(\theta)$ that we want to minimize
- θ can represent the position of an organism in its environment
- J can represent the concentration of nutrients and noxious stimuli
 - ▶ smaller values of J = more nutrients, less noxious stimuli
 - ▶ higher values of J = more noxious stimuli, less nutrients
- In general, J and θ can be arbitrary
 - ▶ $\theta \in \mathbb{R}^p$
 - ▶ $J : \mathbb{R}^p \rightarrow \mathbb{R}$

- Model organism

- Model organism
 - ▶ Highly studied

- Model organism
 - ▶ Highly studied
 - ▶ Well-characterized foraging behaviour

- Model organism
 - ▶ Highly studied
 - ▶ Well-characterized foraging behaviour
 - ▶ Probably won't feel bad about simplifying its behaviour

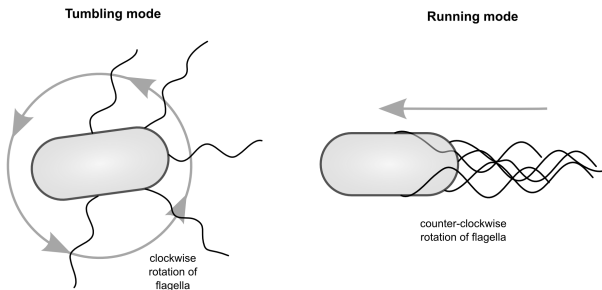
- Model organism
 - ▶ Highly studied
 - ▶ Well-characterized foraging behaviour
 - ▶ Probably won't feel bad about simplifying its behaviour
- Social organism

- Model organism
 - ▶ Highly studied
 - ▶ Well-characterized foraging behaviour
 - ▶ Probably won't feel bad about simplifying its behaviour
- Social organism
 - ▶ Secretes signals to attract others nearby

- Model organism
 - ▶ Highly studied
 - ▶ Well-characterized foraging behaviour
 - ▶ Probably won't feel bad about simplifying its behaviour
- Social organism
 - ▶ Secretes signals to attract others nearby
 - ▶ Encourages “swarming” or “clumping”

E. coli Behaviour

- Swims using left-handed helical flagella (“propellers”)
 - ▶ **Tumble:** flagella all rotate clockwise → pull on cell in all directions → random movement
 - ▶ **Run:** flagella all rotate counterclockwise → flagella form a bundle → push on cell in one direction → directed movement



E. coli Behaviour

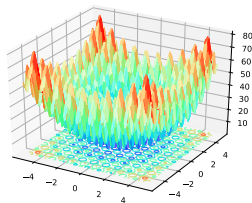
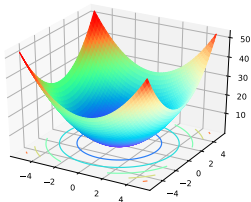
- If during a tumble *E. coli* swims down a nutrient concentration gradient:
 - ▶ Prolongs time spent on a run
 - ▶ Continues moving in the same direction
- Otherwise:
 - ▶ Tends to switch to a tumble (search for more)
 - ▶ Moves randomly while searching for more nutrient gradients to exploit
- Call a tumble followed by a run a “chemotaxis step”

Algorithm for a Single Bacterium

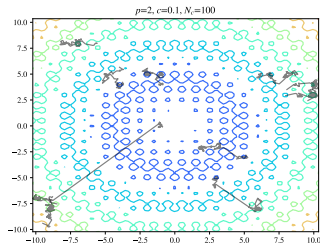
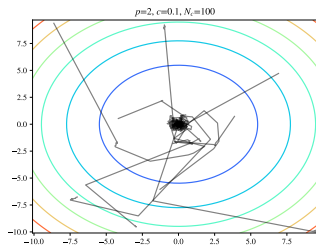
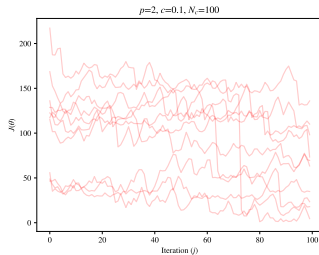
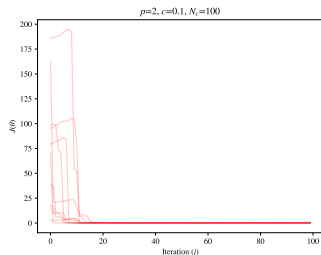
```
1: for  $j \leftarrow 1 \dots N_c$  do:  
2:    $\phi \sim \mathcal{U}$   
3:    $\theta \leftarrow \theta + c\phi$   
4:   while  $J(\theta + c\phi) < J(\theta)$  do:  
5:      $\theta \leftarrow \theta + c\phi$ 
```

- θ : p -dimensional vector (randomly initialized)
- N_c : number of chemotaxis steps
- $\phi \sim \mathcal{U}$: a random unit vector
- c : a step-size

Loss Function to Optimize



Results of Single Bacterium



Algorithm for a Colony

```
1: for  $j \leftarrow 1 \dots N_c$  do:
2:   for  $i \leftarrow 1 \dots S$  do:
3:      $\phi \sim \mathcal{U}$ 
4:      $\theta_i \leftarrow \theta_i + c_i \phi$ 
5:     while  $J(\theta_i + c_i \phi) + J_{cc}(\theta_i + c_i \phi) < J(\theta_i) + J_{cc}(\theta_i)$  do:
6:        $\theta_i \leftarrow \theta_i + c_i \phi$ 
```

- θ_i : i th p -dimensional vector (randomly initialized)
- N_c : number of chemotaxis steps
- S : number of bacteria in the colony
- $\phi \sim \mathcal{U}$: a random unit vector
- c : a step-size for bacterium i

J_{cc} and swarming behaviour

- *E. coli* do social foraging
- Secrete a substance to indicate to attract nearby *E. coli* and encourage swarming
- Strength of signal diffuses over space
- Use gaussian distribution to model this

$$J_{cc}(\theta) = \sum_{i=1}^S -d_{\text{attract}} \exp\left(-w_{\text{attract}}(\theta - \theta_i)^T(\theta - \theta_i)\right) \\ + h_{\text{repellant}} \exp\left(-w_{\text{repellant}}(\theta - \theta_i)^T(\theta - \theta_i)\right)$$

J_{cc} and swarming behaviour

$S=3, p=2, d_{\text{attract}}=0.1, w_{\text{attract}}=0.2, h_{\text{repellant}}=0.1, w_{\text{repellant}}=10$

