Biomimicry of Bacterial Foraging for Distributed Optimization and Control

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Outline

Foraging as Optimization

2 Building the Algorithm

3 Discussion

Foraging

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

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Social Foraging

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

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- ullet J can represent the concentration of nutrients and noxious stimuli
 - \triangleright smaller values of J= more nutrients, less noxious stimuli
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- In general, J and θ can be arbitrary
 - \bullet $\theta \in \mathbb{R}^p$
 - $J: \mathbb{R}^p \to \mathbb{R}$

E. coli

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

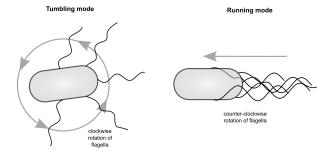
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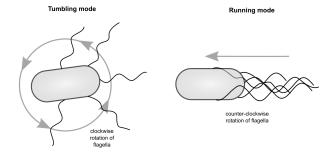
E. coli

- Model organism
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- Social organism
 - Secretes signals to attract others nearby
 - ► Encourages "swarming" or "clumping"

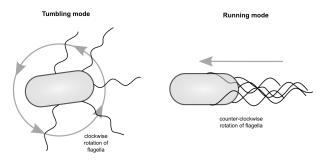
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 - ► Tumble: flagella all rotate clockwise → pull on cell in all directions → random movement
 - Run: flagella all rotate counterclockwise → flagella form a bundle
 → push on cell in one direction → directed movement



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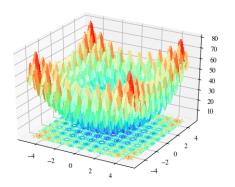
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- Call a tumble followed by a run a "chemotaxis step"

Algorithm for a Single Bacterium

- 1: **for** $j \leftarrow 1 \dots N_c$ **do**: 2: $J_{\text{last}} \leftarrow J(\theta)$ 3: $\phi \sim S^p$ 4: $\theta \leftarrow \theta + c\phi$ 5: **while** $J(\theta) < J_{\text{last}}$ **do**: 6: $J_{\text{last}} \leftarrow J(\theta)$ 7: $\theta \leftarrow \theta + c\phi$
 - θ : p-dimensional vector (randomly initialized)
 - N_c : number of chemotaxis steps
 - $\phi \sim S^p$: a random p-dimensional unit vector
 - c: a step-size



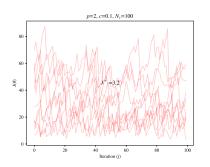
Loss Function to Optimize

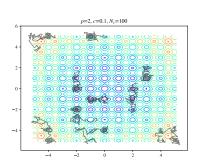


$$J(\theta) = An + \sum_{i=1}^{n} \left(x_i^2 - A\cos(2\pi x_i) \right)$$

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Results of Single Bacterium

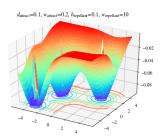




J_{cc} and swarming behaviour

- E. coli do social foraging
- Secrete a substance to indicate to attract nearby *E. coli* and encourage swarming
- Also want to avoid crowding
- Use sum of two Gaussian functions to model this

J_{cc} and swarming behaviour



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

↓□▶ ←□▶ ←□▶ ←□▶ □ ♥Q♥

Algorithm for a Colony

```
1: for j \leftarrow 1 \dots N_c do:

2: for i \leftarrow 1 \dots S do:

3: J_{\text{last}} \leftarrow J(\theta_i) + J_{cc}(\theta_i)

4: \phi \sim S^p

5: \theta_i \leftarrow \theta_i + c_i \phi

6: while J(\theta_i) + J_{cc}(\theta_i) < J_{\text{last}} do:

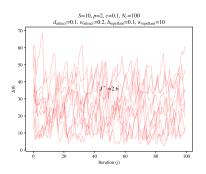
7: J_{\text{last}} \leftarrow J(\theta_i)

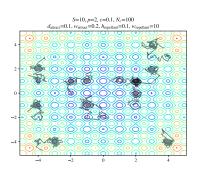
8: \theta_i \leftarrow \theta_i + c_i \phi
```

- S: number of bacteria in the colony
- J_{cc} : cell-to-cell interactions

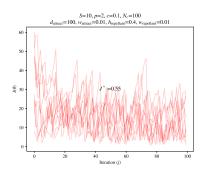
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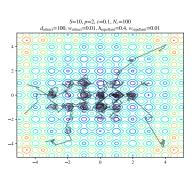
Results of Colony with Swarming



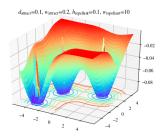


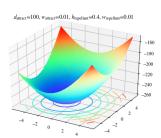
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Comparing J_{cc}





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- Idea is to encourage searching in space nearby "best" individuals
- If repellance isn't high enough then repeated iterations of evolution can concentrate colony in local minimum

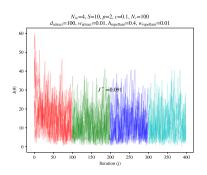
Algorithm for a Reproducing Colony

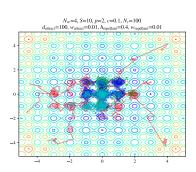
```
1: for k \leftarrow 1 \dots N_{re} do:
            for i \leftarrow 1 \dots N_c do:
 2:
                   for i \leftarrow 1 \dots S do:
 3:
                         J_{\text{lost}} \leftarrow J(\theta_i) + J_{cc}(\theta_i)
 4:
                        \phi \sim S^p
 5:
                        \theta_i \leftarrow \theta_i + c_i \phi
 6:
                         while J(\theta_i) + J_{cc}(\theta_i) < J_{last} do:
 7:
                               J_{\text{last}} \leftarrow J(\theta_i)
 8:
                               \theta_i \leftarrow \theta_i + c_i \phi
 9:
            delete worst S/2 and reproduce best S/2
10:
```

• N_{re} : number of reproduction steps

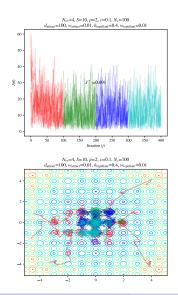
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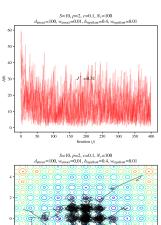
Results of Reproducing Colony

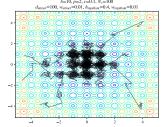




Does Reproduction Help?

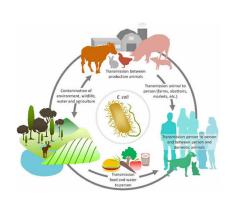






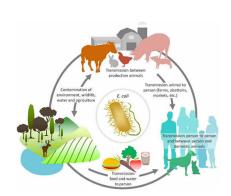
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Elimination-Dispersal Events



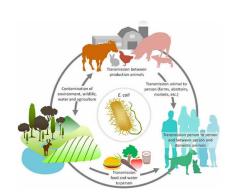
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- Over time, random events disperse populations of *E. coli*
 - Water, animal activity, human intervention
- May destroy chemotactic progress
 - ▶ But may also bring *E. coli* to good food sources
- For optimization, this is a method to prevent stagnation and move out from local minima

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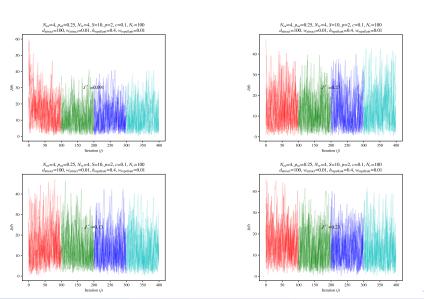
Algorithm for a Dispersing Colony

```
1: for l \leftarrow 1 \dots N_{ed} do:
           for k \leftarrow 1 \dots N_{re} do:
 2:
                 for i \leftarrow 1 \dots N_c do:
 3:
                       for i \leftarrow 1 \dots S do:
 4:
                             J_{\text{last}} \leftarrow J(\theta_i) + J_{cc}(\theta_i)
 5:
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10:
                 delete worst S/2 and reproduce best S/2
11:
           for i \leftarrow 1 \dots S do:
12:
                 if \epsilon \sim \mathcal{U}(0,1) < p_{ed} then:
13:
                       \theta_i \sim d^0(\theta)
14:
   • N_{ed}: number of elimination-dispersal events
```

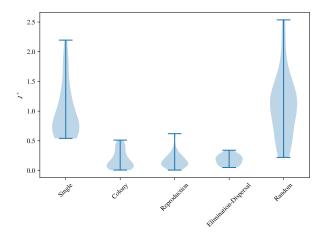
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• p_{ed} : probabilty of a single elimination-dispersal event

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 - ▶ (Ask me about the comparison I did afterwards!)

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 - ▶ We can minimize functions that we may not have access to the gradient for (or it may not exist)
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 - ▶ We can minimize functions that we may not have access to the gradient for (or it may not exist)
 - ► For example tuning hyperparameters
 - ▶ Or for example fitting the parameters of a neural network to perform a task
- It can also explore the search space beyond the initial distribution $d^0(\theta)$ in case we do not know where the optimal value θ^* lies

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 - ▶ Ignore characteristics of the chemical medium and assume that consumption does not affect the nutrient surface
 - ▶ They assume a constant population size, even if there are many nutrients and generations
 - ▶ They assume that the cells respond to nutrients in the environment in the same way that they respond to ones released by other cells for the purpose of signaling the desire to swarm

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Our objective is to explain how motile behaviors in both individual and groups of bacteria implement foraging and hence optimization. to come up with a simple model that only represents certain aspects of the foraging behavior of bacteria.

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• It is not clear if the goal is create a simulation of *E. coli* foraging behaviour or to create another biologically-inspired optimization algorithm

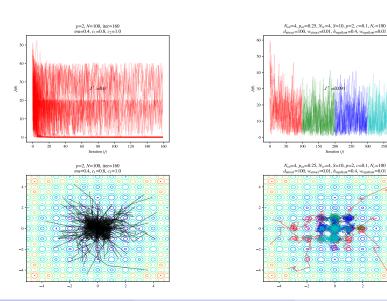
Discussion

```
import numpy as np
def simulate(J, S=10, p=2, rng=(-5.12,5.12), c=0.1,
                N_ed=2, p_ed=0.25,
                N re=4.
                d_attract=0.1, w_attract=0.2, h_repellant=0.1, w_repellant=10,
                N c=100):
    theta = rng[0] + np.random.rand(S, p)*(rng[1] - rng[0])
    def J_cc(x):
        result = 0
        for theta_i in theta:
            result += -d attract*np.exp(-w attract*((x-theta i)**2).sum()) \
            + h_repellant*np.exp(-w_repellant*((x-theta_i)**2).sum())
        return result
    for l in range(N_ed):
        for k in range(N re):
            for j in range(N_c):
                for i in range(S):
                    phi = np.random.uniform(low=-1, high=1, size=p)
                    phi /= np.linalg.norm(phi)
                    J last = J(theta[i]) + J cc(theta[i])
                    theta[i] = theta[i] + c*phi
                    while J(theta[i]) + J cc(theta[i]) < J last:</pre>
                        J_last = J(theta[i]) + J_cc(theta[i])
                        theta[i] = theta[i] + c*phi
            I = np.argsort(J_histories[l, k].sum(axis=1))
            theta = np.concatenate((theta[I[:S//2]].copy(), theta[I[:S//2]].copy()))
        for i in range(S):
            if np.random.rand() < p ed:
                theta[i] = rng[0] + np.random.rand(p)*(rng[1] - rng[0])
```

Comparison to PSO

- Bacterial foraging method:
 - At least $N_{ed} \times N_{re} \times S \times N_c$ values of θ seen
- PSO: $N \times$ iter values of θ seen
 - ▶ PSO strongest with large N, so presume iter $\equiv N_c$
 - ▶ Then $N = N_{ed} \times N_{re} \times S$

Comparison to PSO



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