

Synapse

Synapse is an emergence-oriented programming system. It attempts to *simulate* how wetware *computes* and *interacts with the environment*, and how *the environment* reacts to wetware computing and interacting within it.

How useful is it?

Synapse is not useful. *Yet*.

Programming for emergence is as new to programmers as programming is to cavemen.

Emergence is something truly *mastered* by life — and vice versa, of course, for life is also run on top of emergence. A curious feedback loop, don't you think?

Programming for emergence is also extremely ineffective, performance-wise. To-be emergence programmers find themselves in a world very much like that the pioneers of computing lived in — restricted by the speed (or, rather, slowness) of contemporary hardware solutions, and inadequacy (incompleteness or under-optimization) of software solutions.

Protocols

Analogous to genes, Synapse cells adhere to *protocols*. The definition of the word *protocol* in Synapse is as loose as the definition of the word *gene* in biology, and perhaps even looser. Despite this, protocols, together with chemistries, are *the* ideas at the basis of Synapse.

Adherence

Adherence attempts to simulate the complexity of *epigenetic factors*. Cell epigenetics is not limited by inheritance of epigenetic factors. Specific genes may be switched "on" or "off" due to activity in the environment, or inside the cell itself.

In other words, epigenetics allows the current instance of *cellular runtime* to alter the consequent instances. Note that in real life cells, there is no clear separation between such generations of *runtimes*.

Rather, the next runtime gradually *outpopulates* the current one, influenced greatly by the activity in the environment and inside the cell itself. The cell is running extremely rapid, iterative evolution over its population of proteins — with unneeded ones "dying", and ones surviving in the signal environment gaining higher and higher influence the more "comfortable" they "feel".

In Synapse, a cell is allowed to change which protocols it adheres to based on the information from the outside world or its internal state — effectively turning specific protocols "on" or "off" as a consequence of a computationally unrestricted (and perhaps nondeterministic) decision process partially driven by the environment. Expanding on the latter, the decision process is also greatly influenced by the other, neighboring or influential ("beacon") cells.

Genome

The *genome* of a Synapse cell is the sum of the protocols it adheres to. A cell's genome may change during the life of a specific cell, meaning a specific cell can join or leave protocols during and due to computation.

Reproduction

Analogous to living cells, Synapse cells can *reproduce*.

During reproduction, the parent cell is allowed to alter the *genome* of its offspring, modify a specific protocol by removing or adding new *rules*, or both.

Birth

Reproduction and creation of cells by GUI means also *sends* a special kind of *message* called the *birth message* to the offspring, which may or may not be *reacted to* by the offspring cell through the *expression* of its *birth rule*.

Imagine the above as if the parent cell has left a number of "you're born" messages inside the offspring cell, and then pressed the "Deploy and Run!" button.

Rules

Rules are named bits of computer code.

Genes come to action via the transcription-translation-active protein route. The transcription-translation part is obviously missing in Synapse, but rules, *at runtime* (in Synapse terms, *when expressed*), are semantically similar to proteins.

In crude comparison to life, before their *expression* rules are like *functionally distinct* substrings of genes, or sometimes entire genes.

To reiterate, there is most of the time no clear division between genes in the real world. Similarly, there is none between Synapse protocols.

Expression

Synapse cells *express* rules in response to signals coming from the environment. These signals are called *messages*, and the cell that receives them is called simply *the receiver cell*.

Now let me repeat the above using clearer terms. *In reaction to a message, the receiver cell expresses a rule.*

Rules and messages are in a lock-key kind of relationship. When a message (our "key") is *acknowledged* and matches a rule (our "lock"), then the rule is *expressed* (the "lock" is opened). In computer terms, the rule is executed, or evaluated.

Intuitively enough, if there are no "locks" matching the given "key", the system won't open anything — no rule is going to be expressed.

Alternatively, if there are several "locks" matching a single "key", the system will open all of them — all matching rules are going to be expressed.

Chemistries

Chemistries are the second most important idea in Synapse. Chemistries describe how the environment should react to cells computing and cooperating by the way of messages.

The name, *chemistries*, is simply that — a name. There isn't a clear analogy to Synapse chemistries in the real world. Real world chemistry operates at a much lower scale than chemistries in Synapse. However, there is always the possibility that I am simply unaware of such an analogy.

Vesicles

A Synapse cell — the *sender cell* — simply *declares* a message send when it wants to *send a message*. What follows is done behind the scenes by the Synapse system.

Namely, the system creates a number of copies of the message. The number is obtained using a special formula based on the desired strength. Then the system packs these copies into so-called *vesicles*, one vesicle per copy, and *distributes* them.

The way it distributes them matters, of course. Generally, though, the vesicles are simply *exploded* around the sender cell, just a bit outside of its radius.

Collisions

Like all other physical entities in the environment (including cells), vesicles can *collide* with each other and with cells. The amount of entities participating in a collision is not limited by the environment, but may be limited computationally.

Acknowledgement

When a vesicle collides with a cell, the cell *acknowledges* the message contained in the vesicle. Nothing happens to the vesicle, and whatever the cell does in response is unimportant to the vesicle nor to the chemistries involved.

Refer to the **Protocol** section for details.

Vicinity ring

Vesicles have small virtual *vicinity rings* around them. The vesicle at hand is aware of other vesicles in its vicinity ring, and vice versa.

Synapse chemistries work mainly thanks to vicinity rings, so that vesicles are able to react to and with each other not only by the way of bumping into each other, but also by simply being in the *vicinity* of each other.

Reactions

A *reaction* is a specification of a vesicle-vesicle(s) interaction in the following form:

1. For a specific *kind* of vesicle, let's say for vesicles of the X kind,
2. *what should happen* when vesicles of the A, B, C, D, etc. kind (the number of *participants* in a reaction is unlimited)
3. are either
 - in X's vicinity ring R (provided the *strength of the vicinity ring*), or
 - colliding with X

The majority of the above three parts are expressed using computer code.

What CAN happen?

The complexity of Synapse reactions is computationally unbounded. The *outcome* of the reaction may or may not be deterministic.

Despite this, several *kinds* of outcomes are readily distinguishable:

- Attraction — vesicle X moves toward A, B, C, D, etc., similar to the *attack* device in Synapse cells. Somewhat similar to how magnets work.
- Repulsion — vesicle X moves away from A, B, C, D, etc., similar to the *evasion* device in Synapse cells. Also like magnets, only with two same poles facing each other.
- Promotion — vesicle X "replicates". For instance, when the chemistry "sees" that there aren't enough Xs in the vicinity of an X, it may *promote* the X — create a second, perhaps just a bit weaker, copy.

- Inhibition — vesicle X commits suicide. I can imagine a population control situation when the chemistry "measures" the concentration of Xs in the vicinity of an X, and if this concentration is greater than some threshold (i.e., too crowded), then the X is *inhibited*.
- Transmutation — vesicle X changes its message content. Pretty straight-forward, but note that in this case, as the name suggests, X *mutates* rather than replicates. The old message content of the X subject to transmutation is lost forever.
- Emission — vesicle X replicates, offspring vesicles have different message(s).
- Ignorance — vesicle X does nothing in response to the reaction.

Strength of the vicinity ring

An arbitrary number which is mapped by the Synapse system to the radius of the vicinity ring, using a special formula.

Special formulas

The Synapse system contains a number of "seen" and "unseen" formulas that map all sorts of numbers to all other sorts of numbers. This is done to carefully trade off performance, but more importantly to restrict what a cell or a reaction *does* and *does not* know about, what it can and cannot do. This is somewhat analogous to how real-world living organisms can't replicate or heal by simply assembling atoms the right way — they simply don't have the right set of "handles", "embassies" or "maniples" in the atomic or subatomic worlds. Molecules are the floor to the ladder of abstractions we call "life".

Even though these formulas are the "theory of everything" for the Synapse environment and entities in it, they should not be of importance to the emergence programmer.

That is to say she is mainly going to work with a significant amount of interacting cells and reactions. The more "significant" the amount is, the less influential the special formulas.