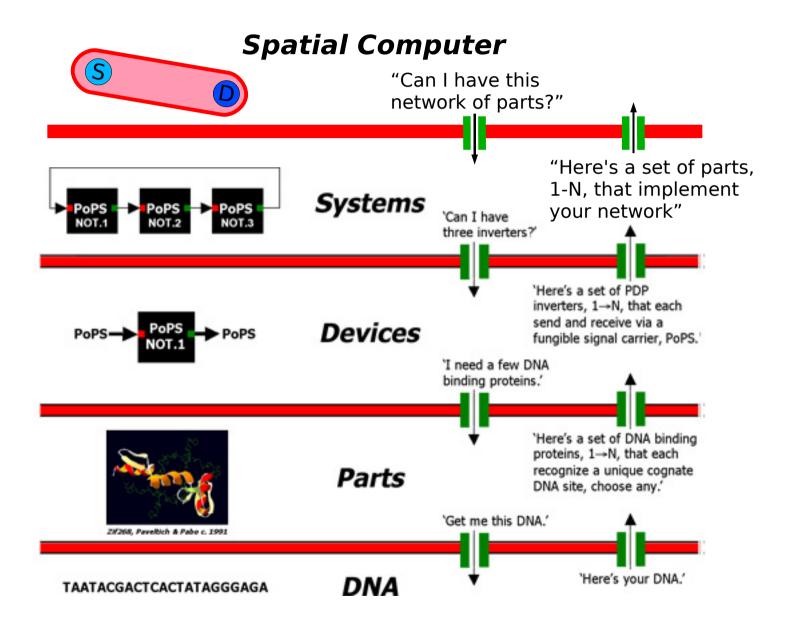
Programming Cell Aggregates

Jacob Beal MIT CSAIL January, 2008

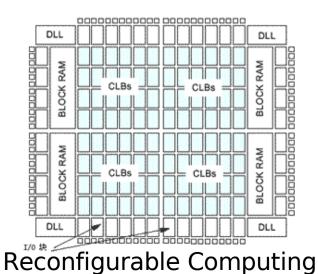
Synthetic Biology Perspective



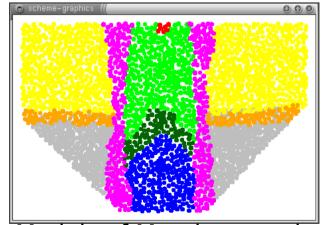
Spatial Computing Perspective



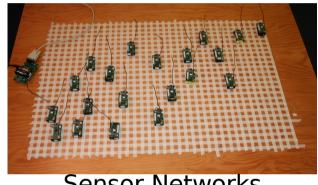
Robot Swarms



Biological Computing



Models of Morphogenesis

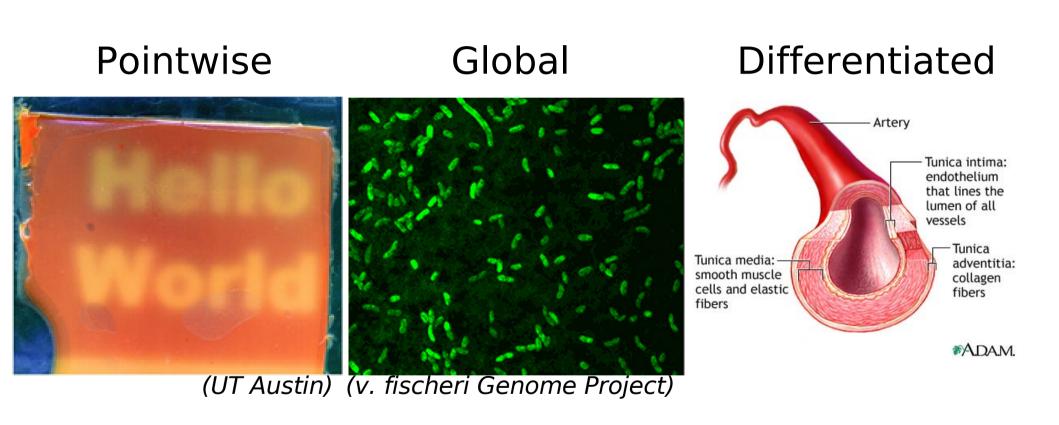


Sensor Networks



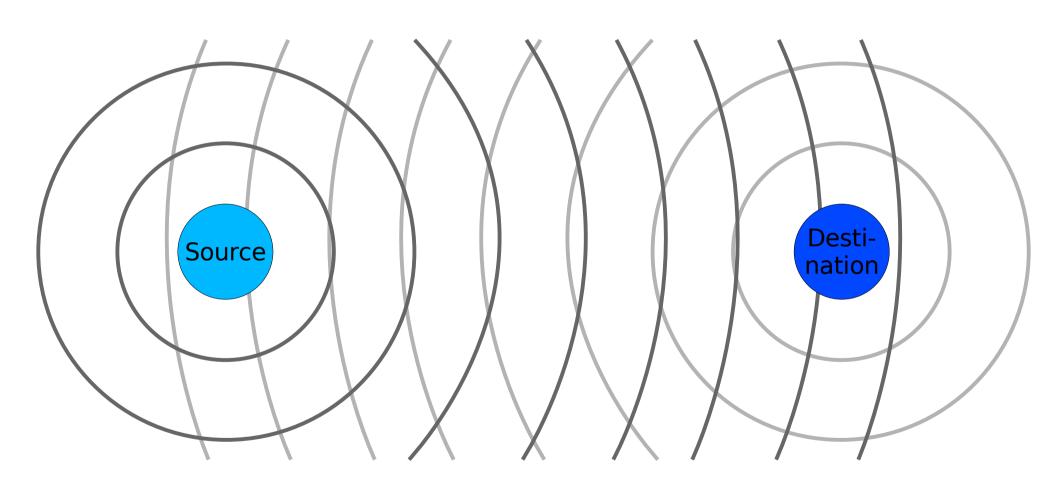
Modular Robotics 3

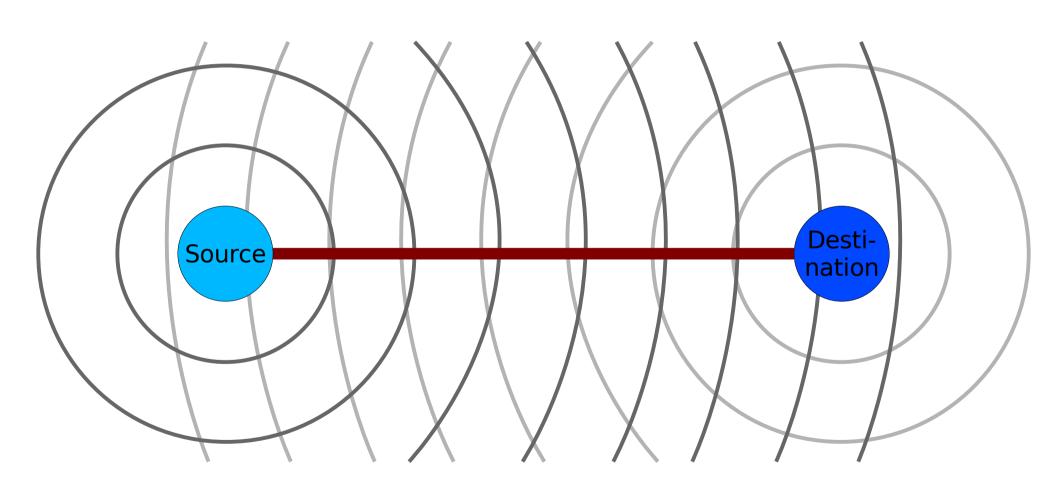
Why spatial computing?





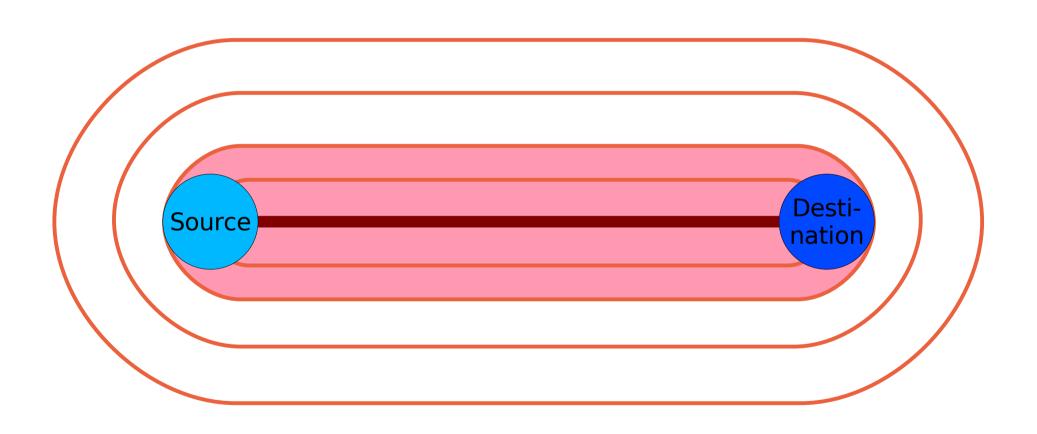






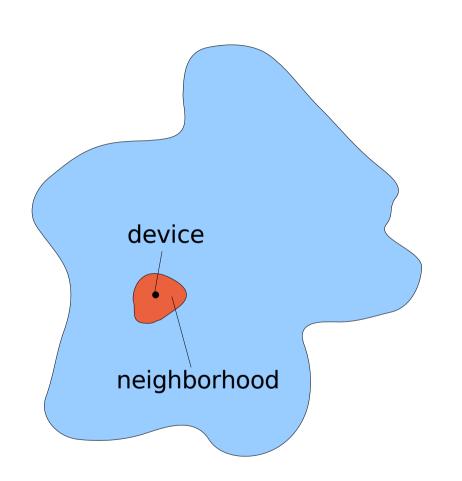




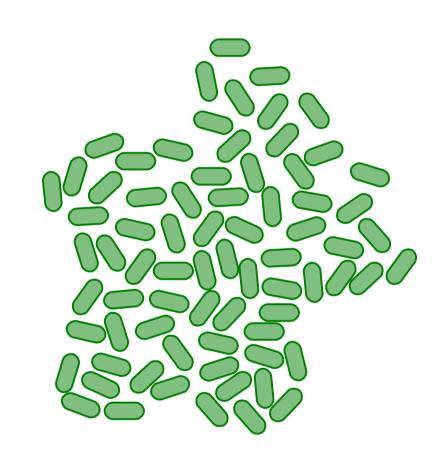




Amorphous Medium



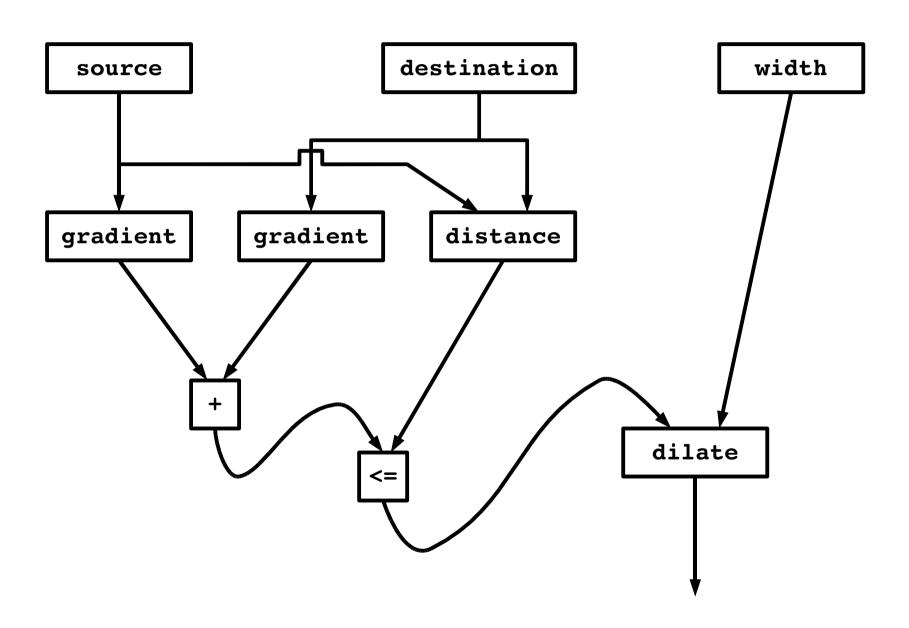
- Continuous space & time
- •Infinite number of devices
- •See neighbors' past state



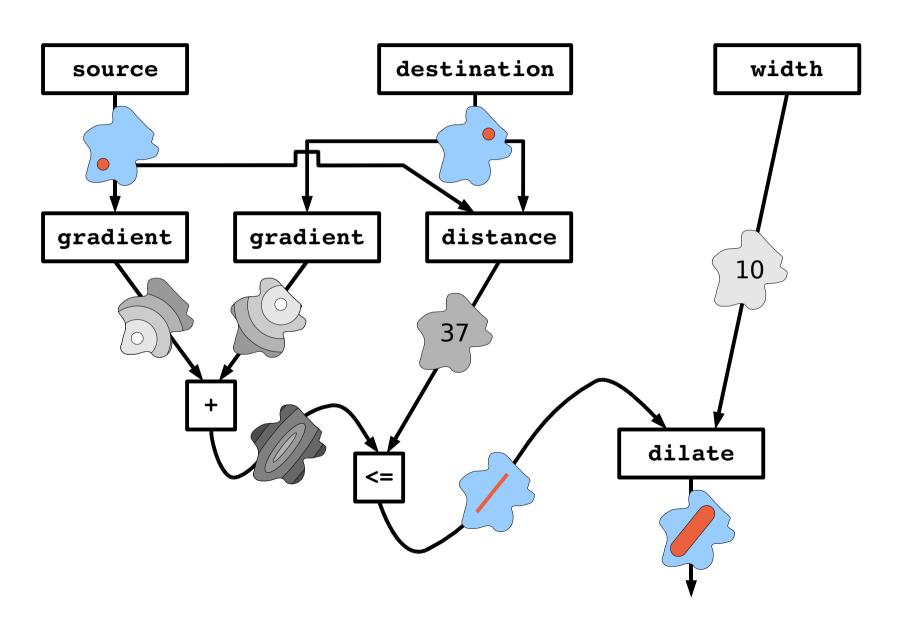
Approximate with:

- Discrete network of devices
- Signals transmit state

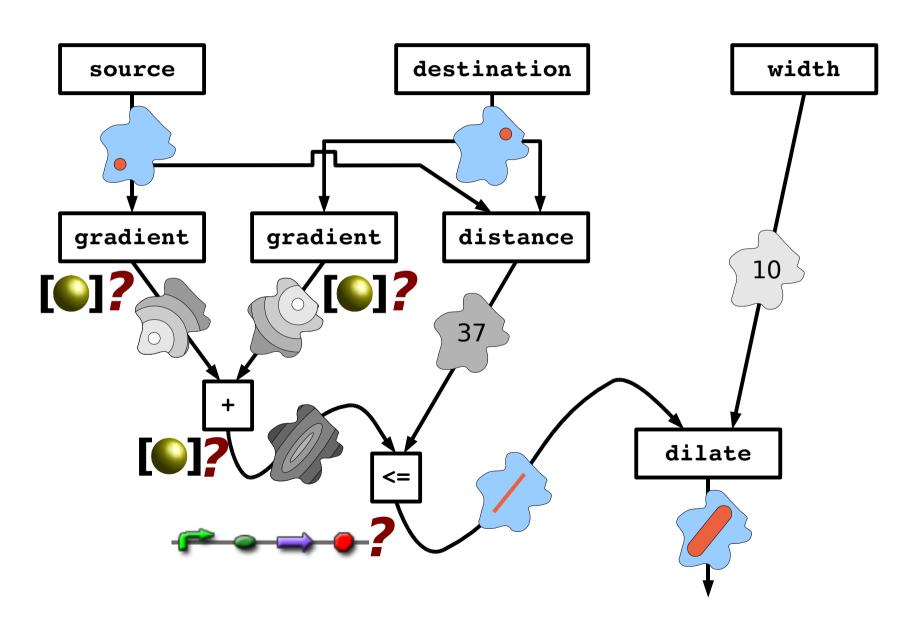
Computing with fields



Computing with fields



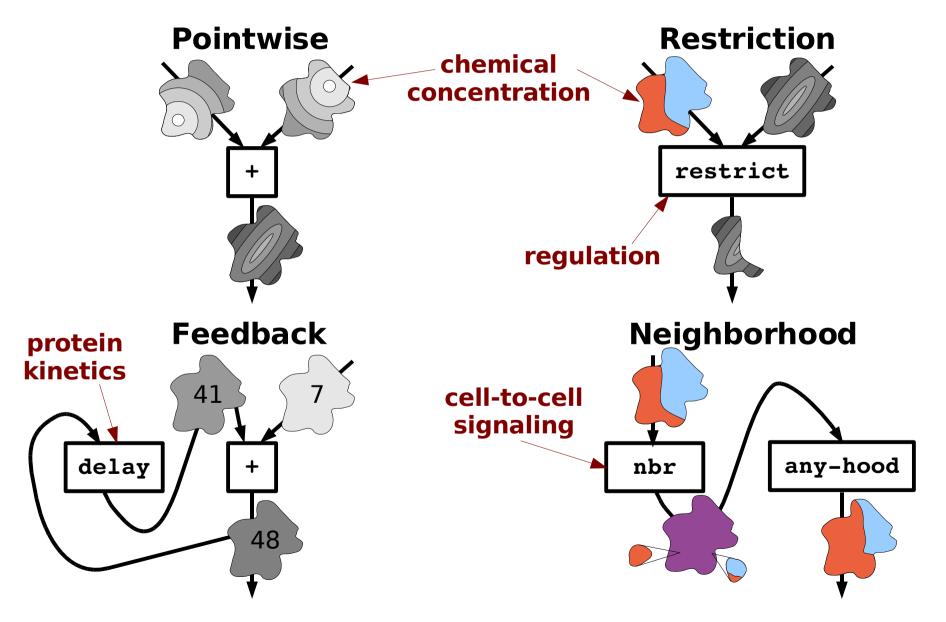
Computing with fields



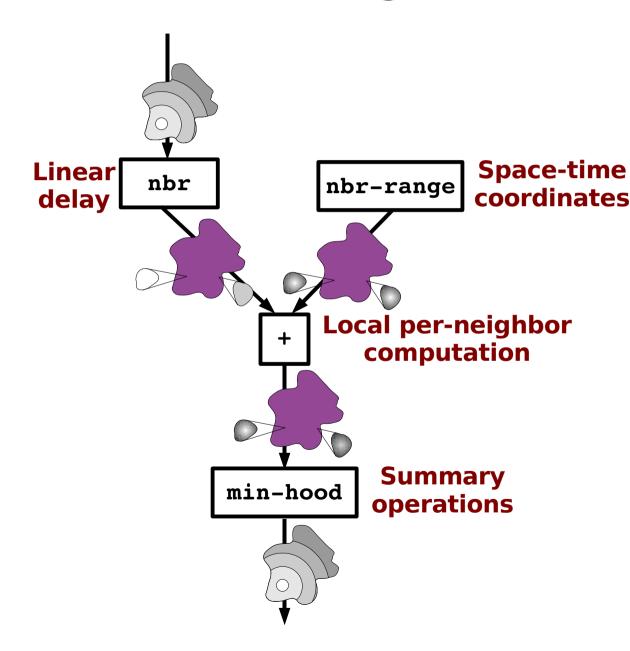
Proto

```
(def gradient (src) ...)
                                                                                         Global
(def distance (src dst) ...)
(def dilate (src n)
                                  evaluation
 (<= (gradient src) n))</pre>
(def channel (src dst width)
  (let* ((d (distance src dst))
         (trail (<= (+ (gradient src))</pre>
                        (gradient dst))
                                         global to local
                     d)))
                                           compilation
    (dilate trail width)))
                                                                                         Local
                             platform
                                                                            device
                          specificity &
                          optimization
                                                                          neighborhood
                                             discrete
                                        approximation '
                                                                                         iscrete
                                                        Device
                                                        Kernel
```

Proto's Families of Primitives

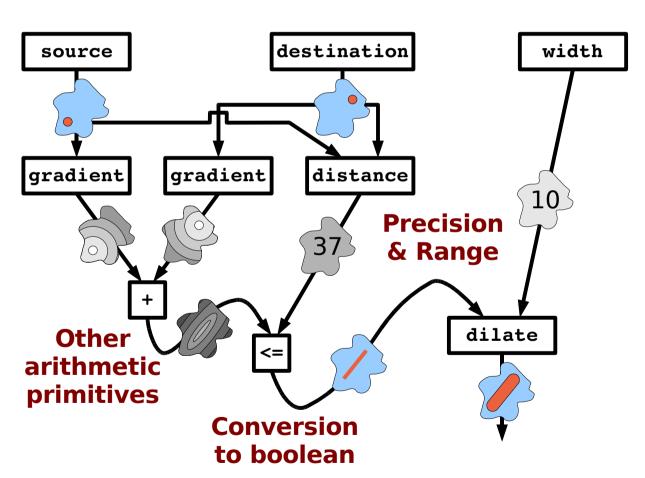


Problem: neighborhood operations



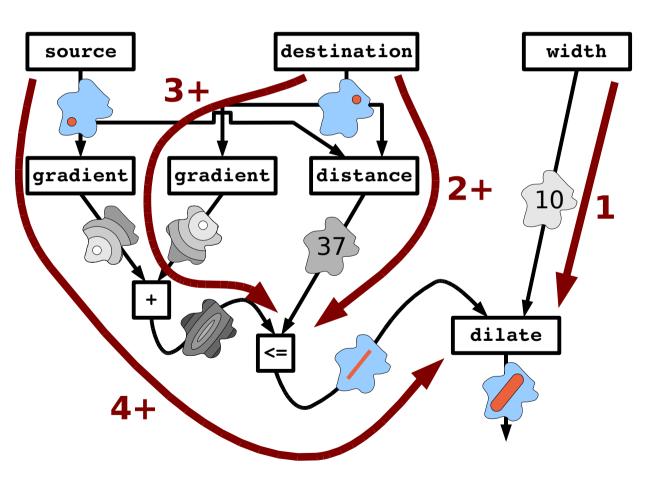
- physical/chemical constraint on diffusion
- space/time chemical signals
- compute on membranes
- invert min/all
- integration by superposition

Problem: numerical operations



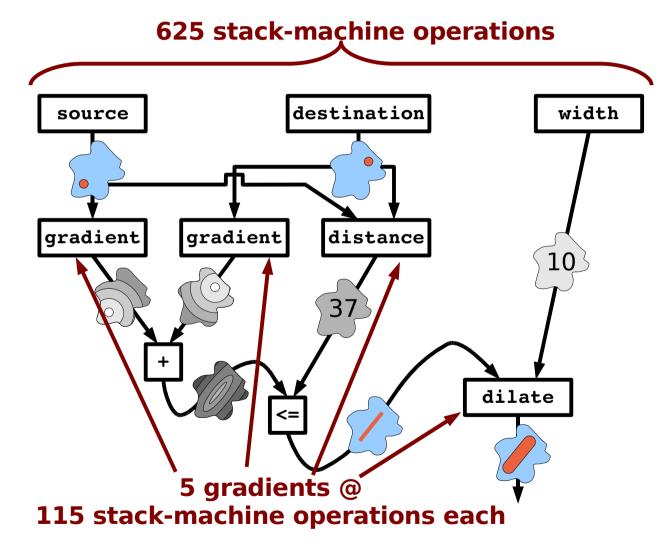
- multi-chemical numbers
- compiler tunes each operation for its range
- make costly operations errors or warnings
- analog libraries

Problem: timing



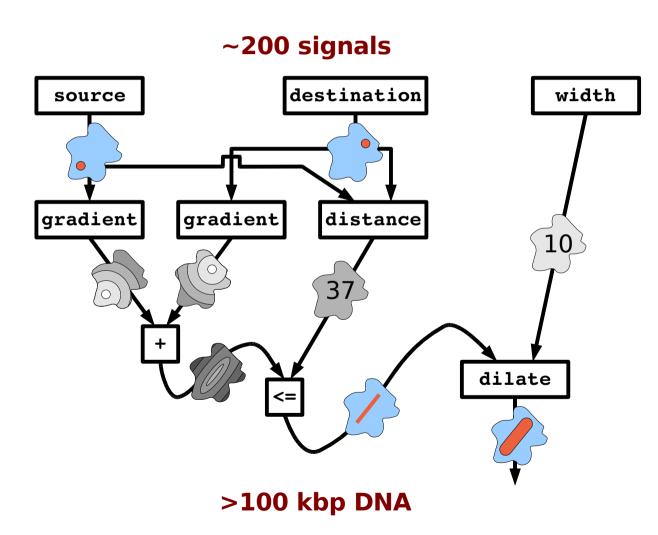
- add inverters
- tweak kinetics
- add "clocks"

Problem: cross-talk



- many more transcription factors
- vesicles/teams
- analog libraries
- optimization:
 - Share signals in mutually exclusive code
 - CSE/DCE

Problem: metabolic load



- low-concentration signals
- analog libraries
- optimization for code size or zero values

Contributions

- Proto/Biology mapping is plausible
- Key engineering challenges:
 - neighborhood operations
 - numerical operations
 - timing
 - cross-talk
 - metabolic load