

Biologically-inspired Distributed Computing

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Robust Collective Behavior

Design systems capable of self-organization, self-repair

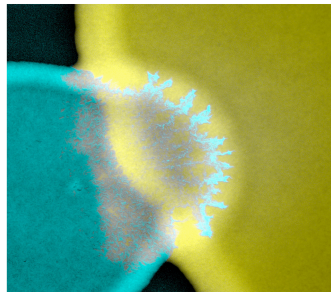
Distributed Systems



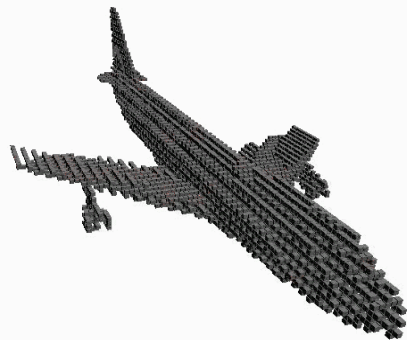
Swarm robotics



Sensor Networks

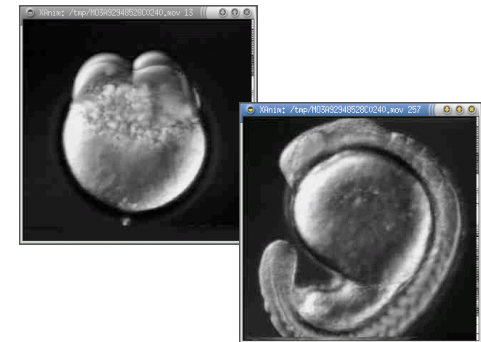


Synthetic Biology



Reconfigurable Robots

Inspiration: Biological Systems

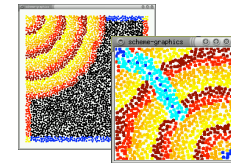


Programming Myriads

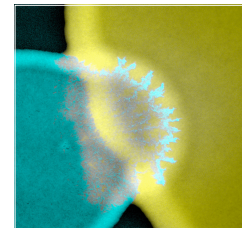
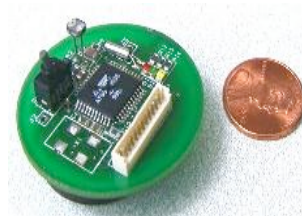
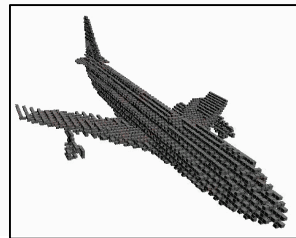
High-level Programming Languages
in terms of Goals / Tasks



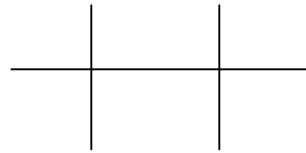
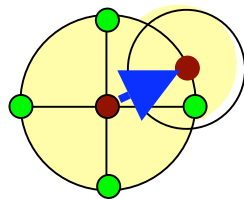
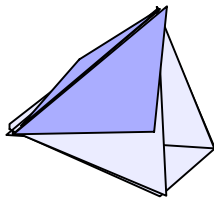
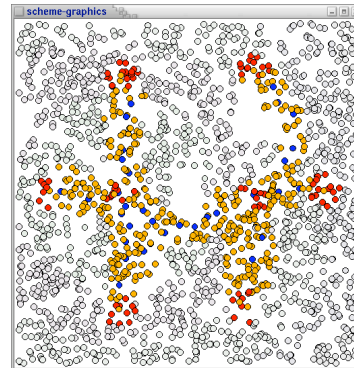
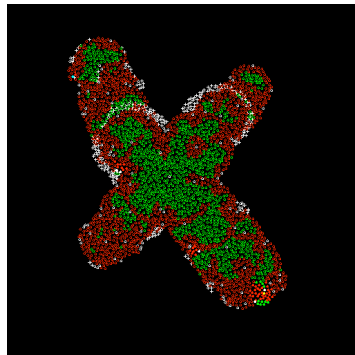
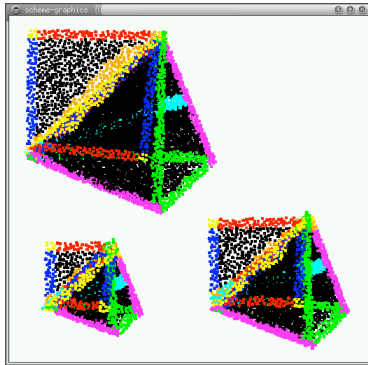
Biologically-
inspired
primitives for
Robust Collective
Behavior



Program for Myriads of Agents



Languages for Pattern/Self-Assembly

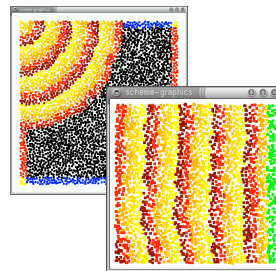
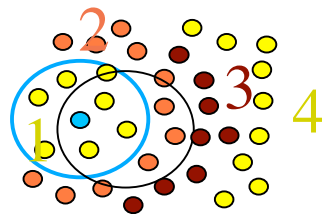


Grammars for
“constructing”
pattern

COMPILER



Primitives
for local
behavior



Behavior of
an individual
element

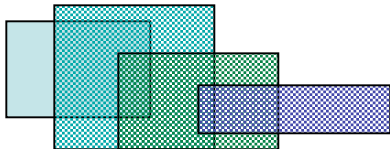
Lessons

- Traditional advantages of compilation
 - Easily program structure at an abstract level
 - Optimize and reason at the global level
 - Conservation of low-level code (and effort)
 - Complexity proportional to structure, not the number of nodes.
- Robust
 - Small number of robust local primitives
 - Robust to random placement, node failure and message loss, asynchronous nodes
 - Best-effort (but theoretically analyzable)

Example: Programmable Self-Assembly



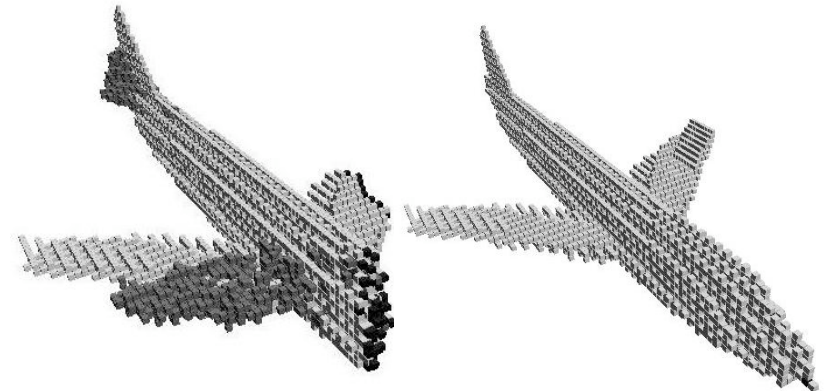
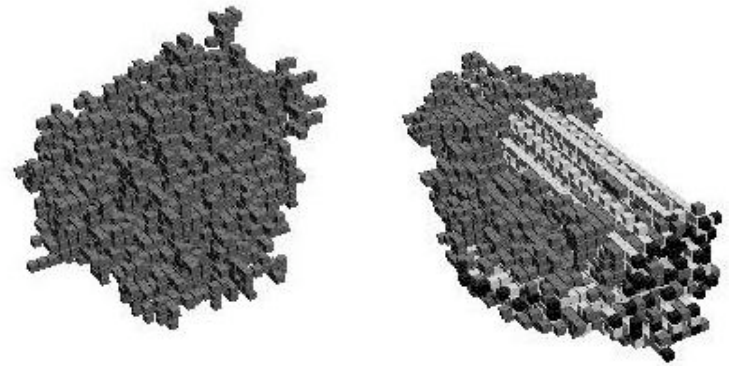
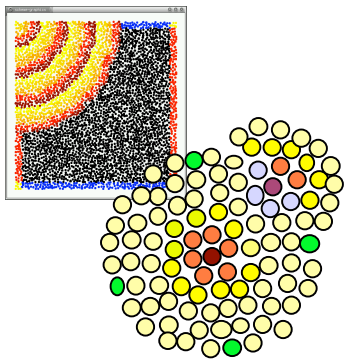
Goal Shape:
described using
block-construction
representation



COMPILED

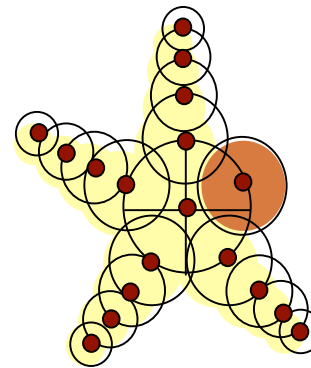
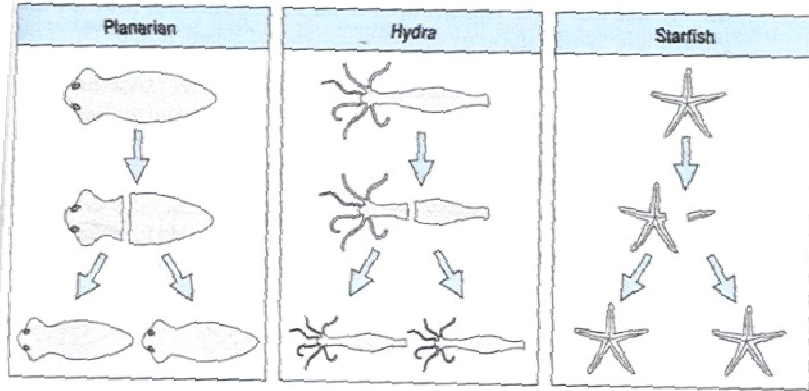


Program run by
identically-programmed
mobile modules,
based on biologically-
inspired primitives

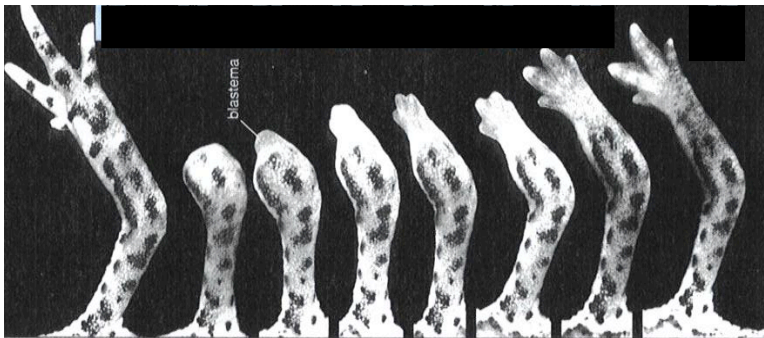


Self-Repair and Regeneration

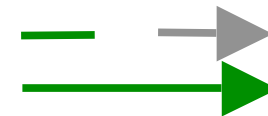
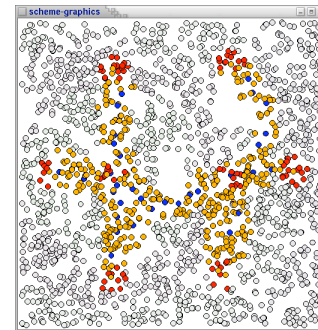
Regenerating structures



Absence of neighbor causes circle to recreate its neighbor, which in turn recreates its neighbor - thus regenerating the broken structure



Self-repairing patterns



If a line is broken, one part dies off and the other regrows

Research Agenda

- How do we obtain a *robust behavior* from the cooperation of vast numbers of unreliable parts?
- How do we engineer *pre-specified global* behavior from local interactions?
- Organizational principles
- Algorithms
 - Design and analysis
- Programming models and languages
 - Catalogues of primitives
 - Means of combination
 - Means of abstraction
 - Compilation technology targeted to appropriate substrates