



INVESTIGATING THE EFFECTS OF NOISE ON A CELL-TO-CELL COMMUNICATION MECHANISM FOR STRUCTURE REGENERATION

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INTRODUCTION



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- Note that the shape to which an animal regenerates upon damage can be altered without genetic changes
- For example, it is possible to produce two headed planarian worms
- Genes and proteins involved in regeneration are known, but the exact mechanism of storing and using morphological information for



COMPUTATIONAL MODEL OF MORPHOLOGY DISCOVERY AND REPAIR

- We previously developed a model that could discover the morphological information of an organism, during a discovery phase
- Later, when the organism was lesioned the dynamic messaging mechanism in the model was able to cause regeneration of the damaged parts
- While the model has not been linked to biological mechanisms yet, it has demonstrated a variety of functional properties of regeneration displayed by planaria

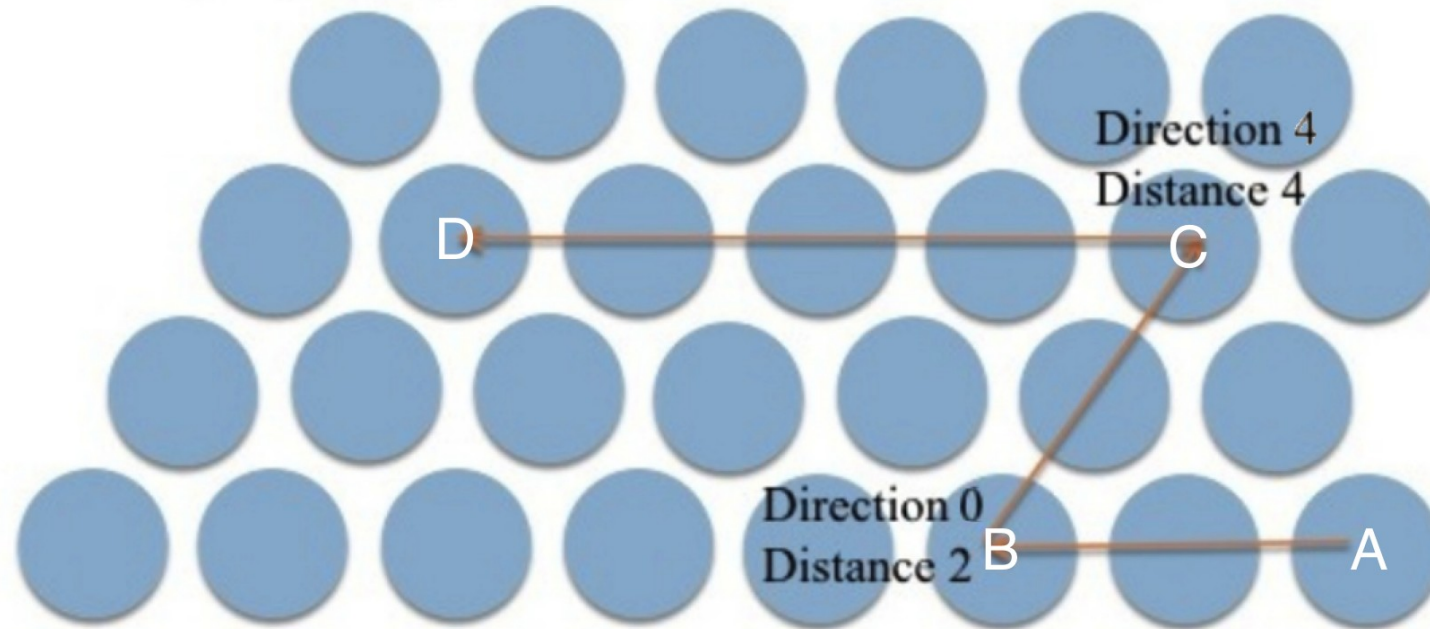
FEATURES OF THE MODEL

- Proposed in Ferreira et al. 2016 ³
- Morphological information is stored in a dynamic distributed fashion across cells
- The genome is hypothesized to encode the computational machinery necessary for carrying out morphological discovery and repair
- A key feature of the model is that it can dynamically learn and maintain new morphologies using the same computational mechanism

³ Ferreira, G. B. S., Smiley, M., Scheutz, M., and Levin, M. (2016). Dynamic structure discovery and repair for 3d cell assemblages. In *Proceedings of the Fifteenth International Conference on the Synthesis and Simulation of Living Systems (ALIFEXV)*

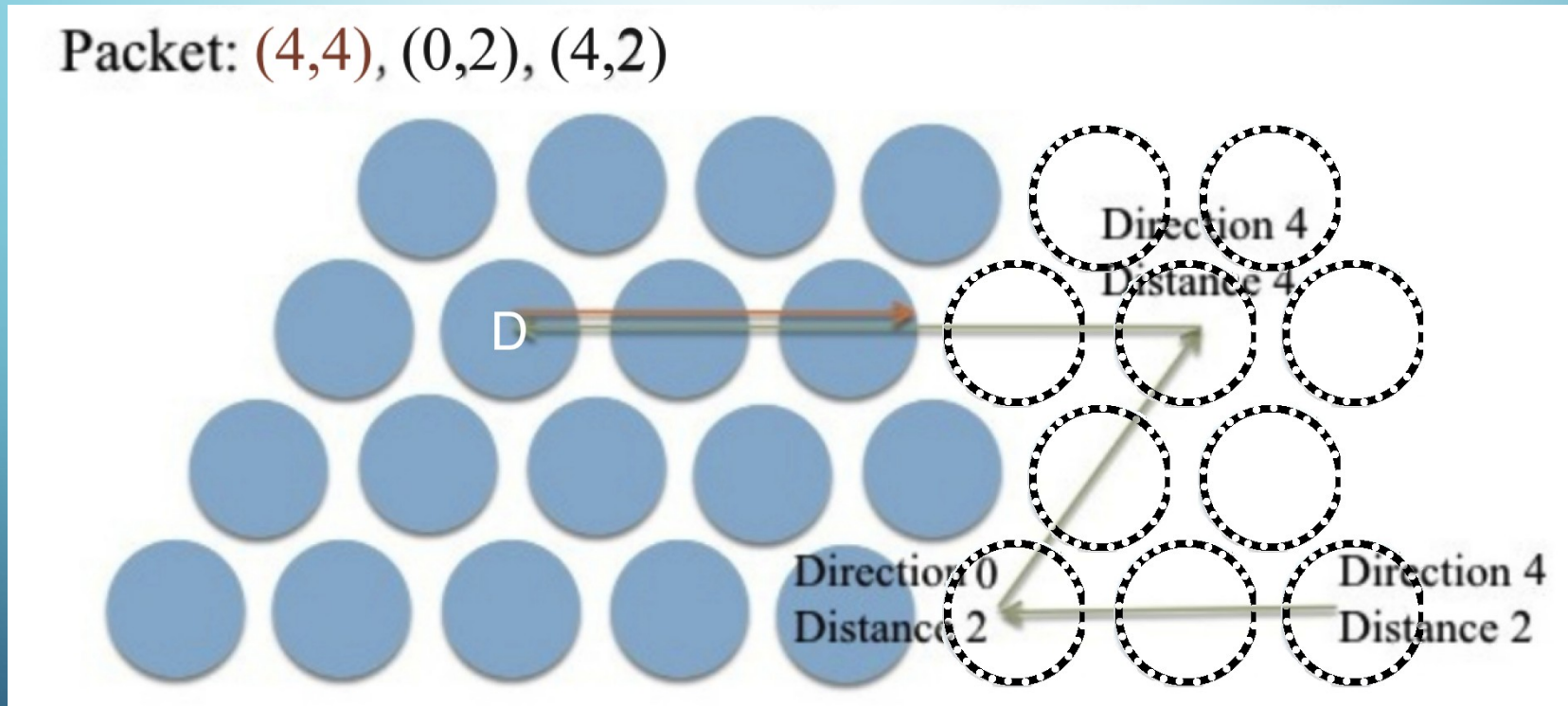
DISCOVERY

Packet: (4,4), (0,2), (4,2)



Cells send messages to other cells containing information about the path that those messages traveled.

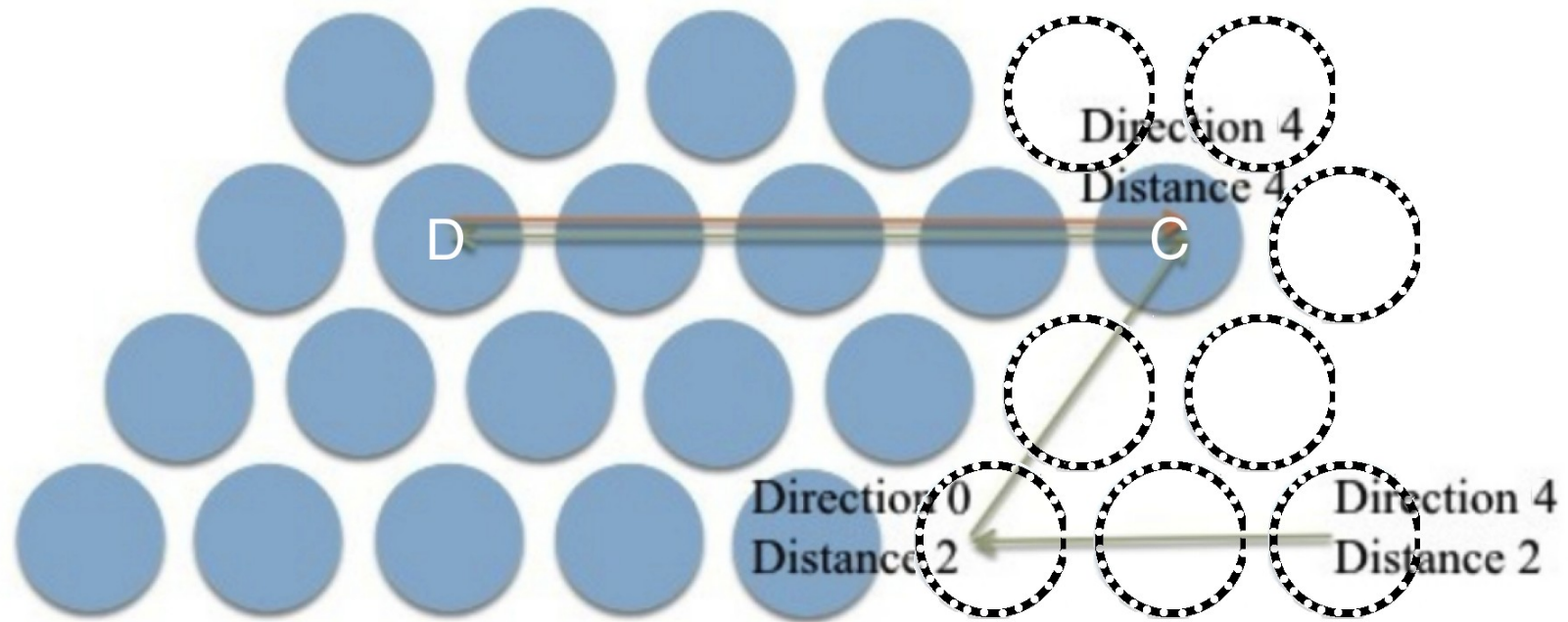
REGENERATION



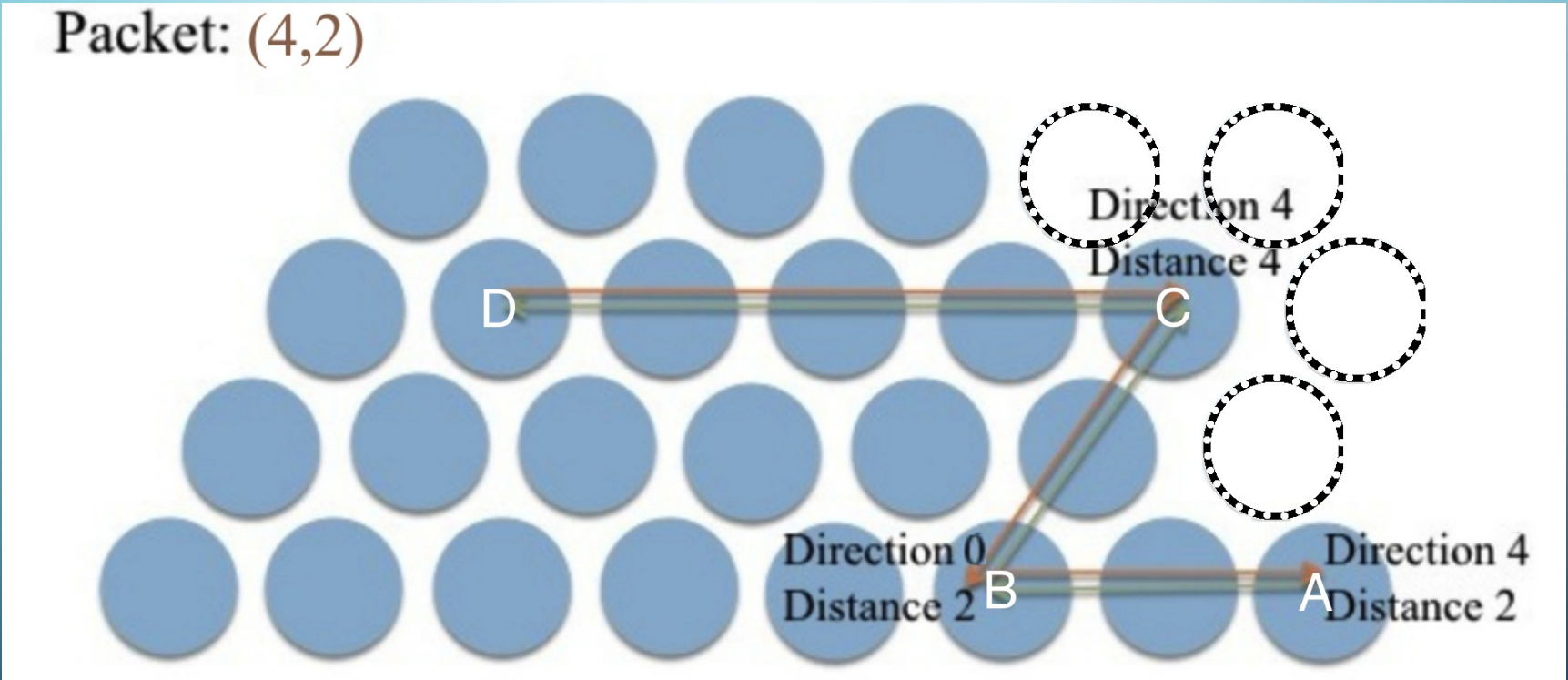
Then those message packets “backtrack” verifying if there exists a missing cell in the previous path, repairing it.

REGENERATION

Packet: (4,4), (0,2), (4,2)



REGENERATION



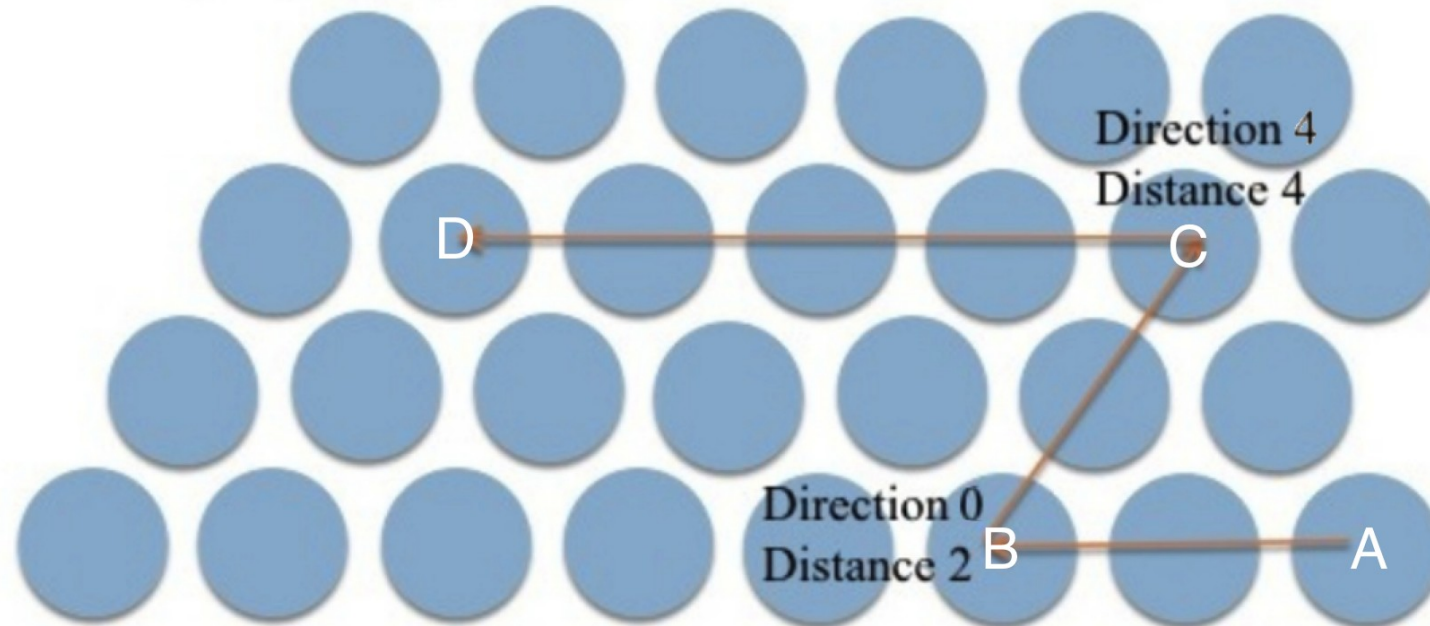
PREVIOUS FINDINGS

- In Ferreira et al (2016) ³ we showed that this model was capable of maintaining the structure of the worm indefinitely in the light of random damages happening to parts of it
- However, communication was assumed to be perfect and without losses, which is not realistic in any actual organism
- Hence, the goal of this work was to investigate the extent to which the model can handle various types of noise

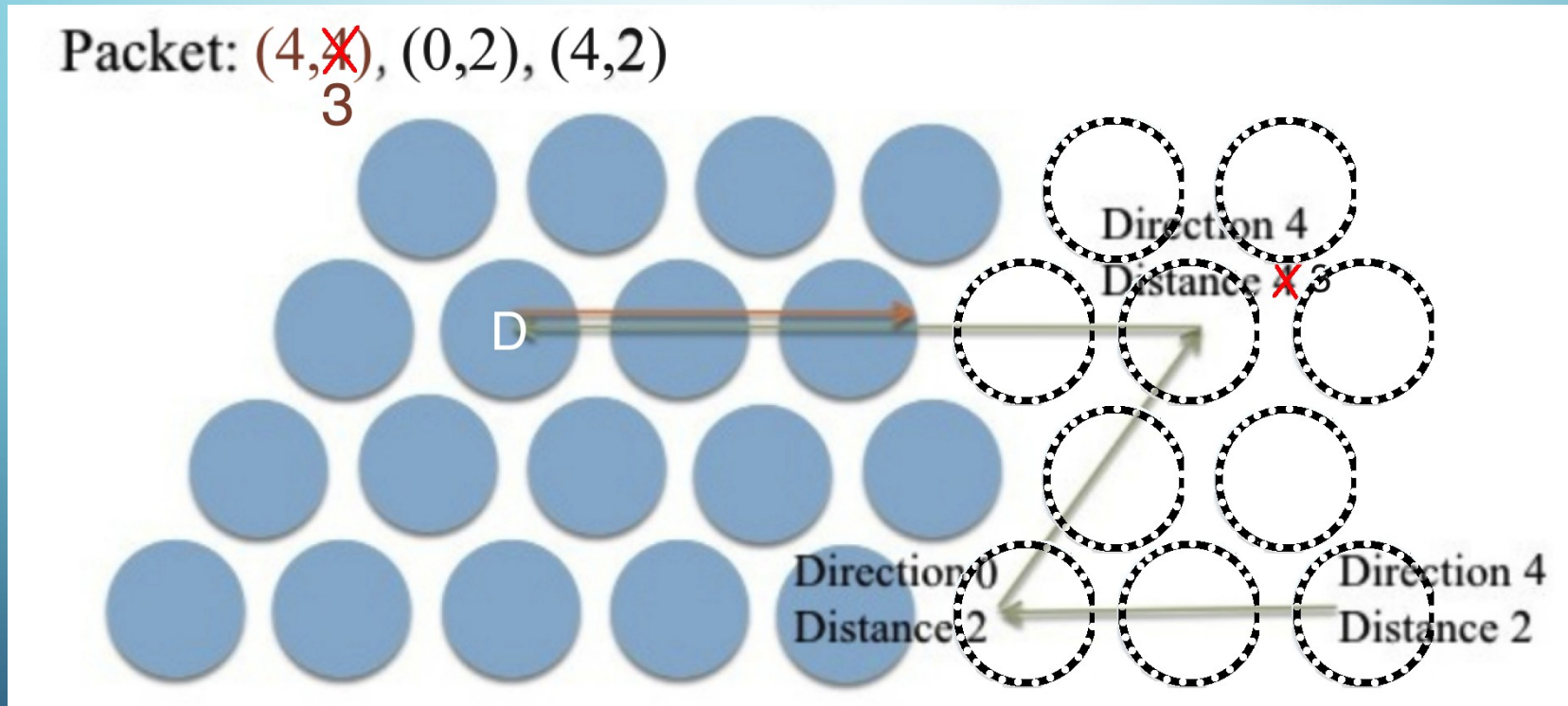
³ Ferreira, G. B. S., Smiley, M., Scheutz, M., and Levin, M. (2016). Dynamic structure discovery and repair for 3d cell assemblages. In *Proceedings of the Fifteenth International Conference on the Synthesis and Simulation of Living Systems (ALIFEXV)*

EXPERIMENTS WITH NOISE ON PACKETS

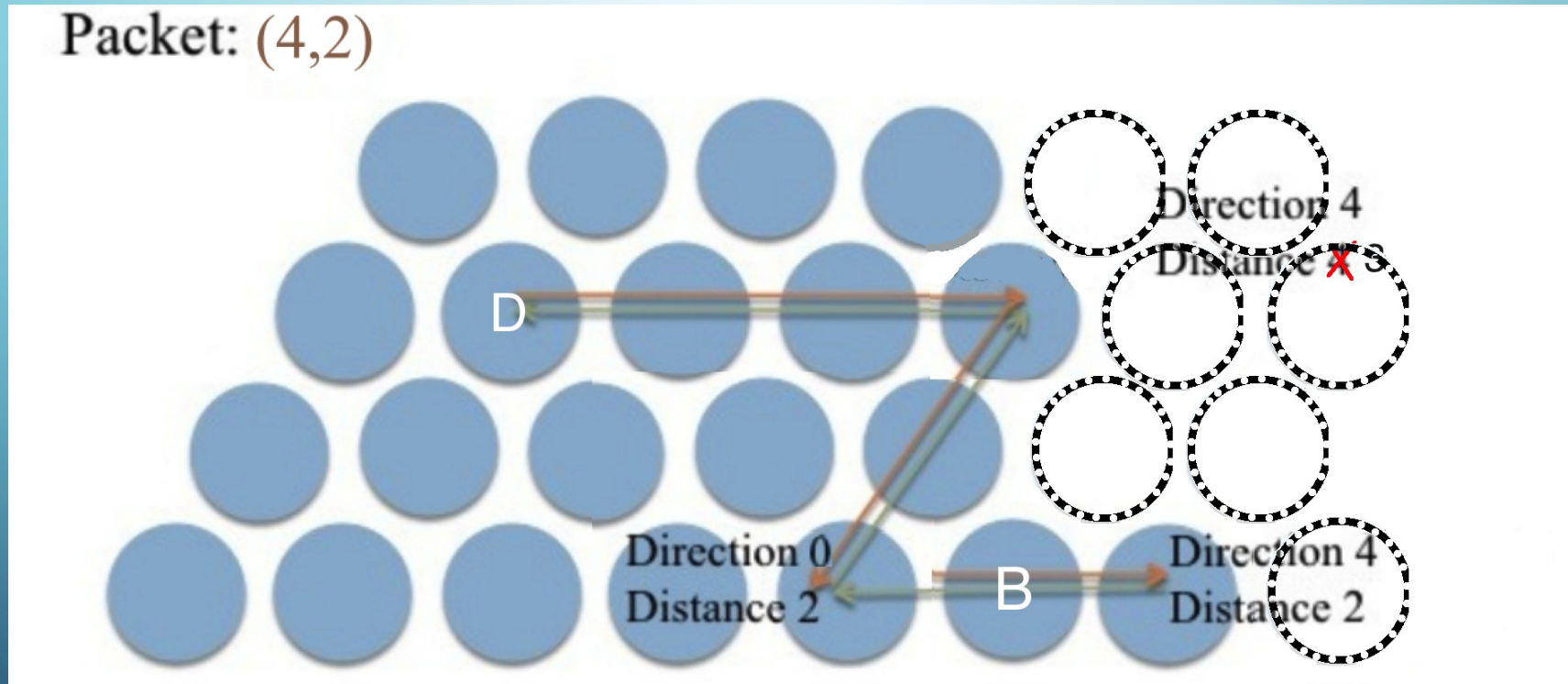
Packet: (4,4), (0,2), (4,2)



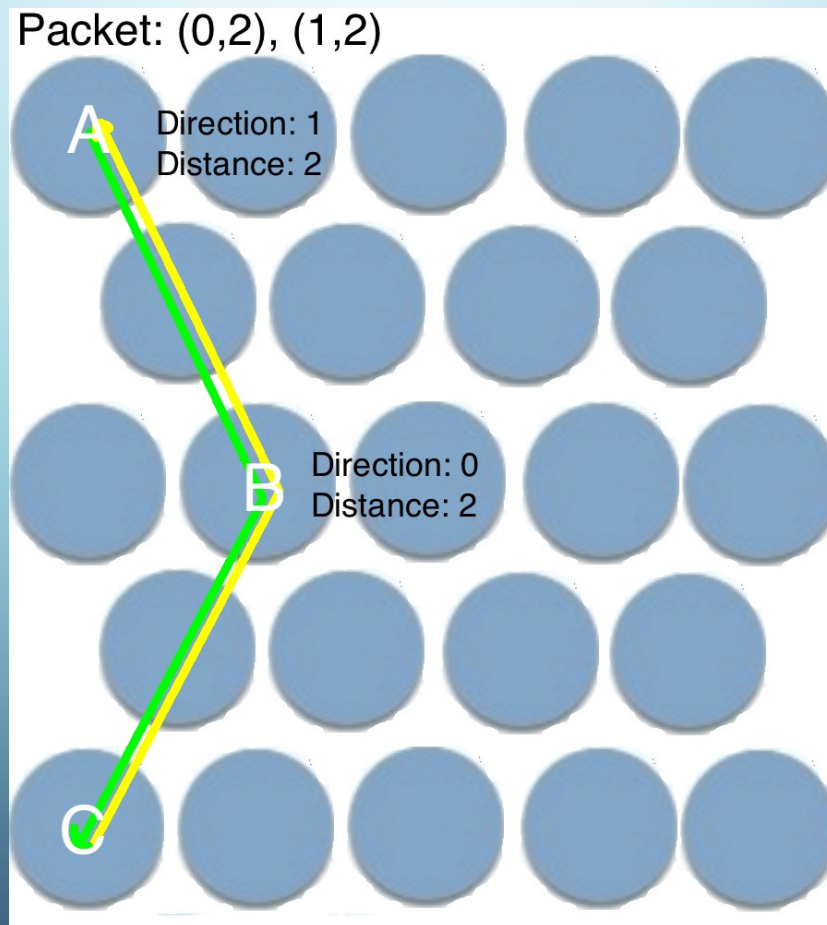
NOISE ON DISTANCE



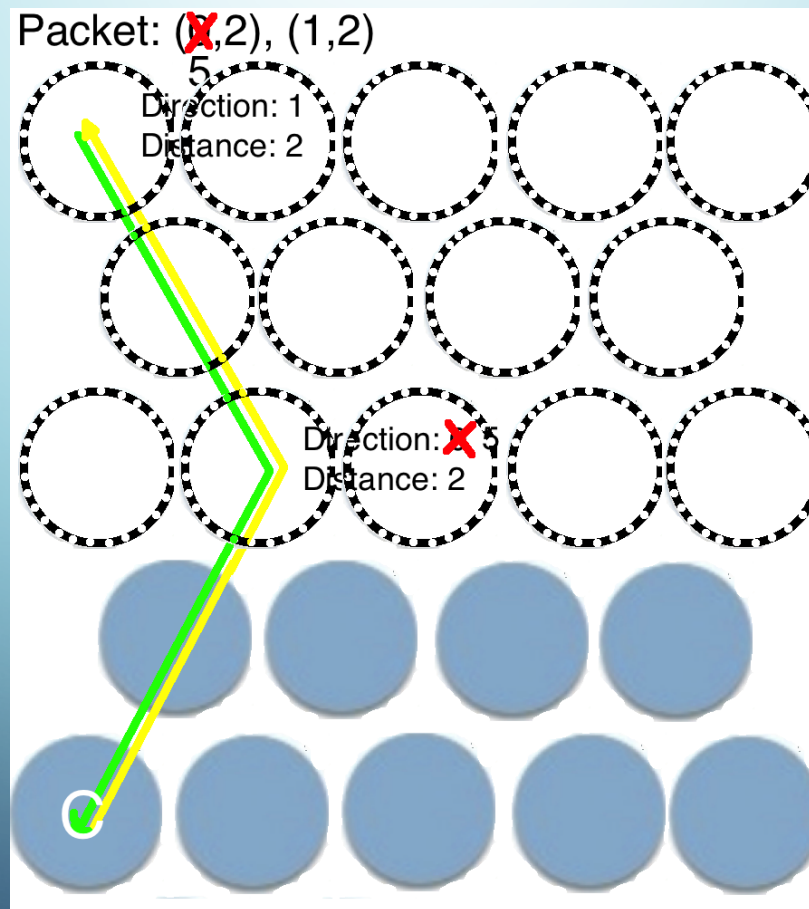
NOISE ON DISTANCE



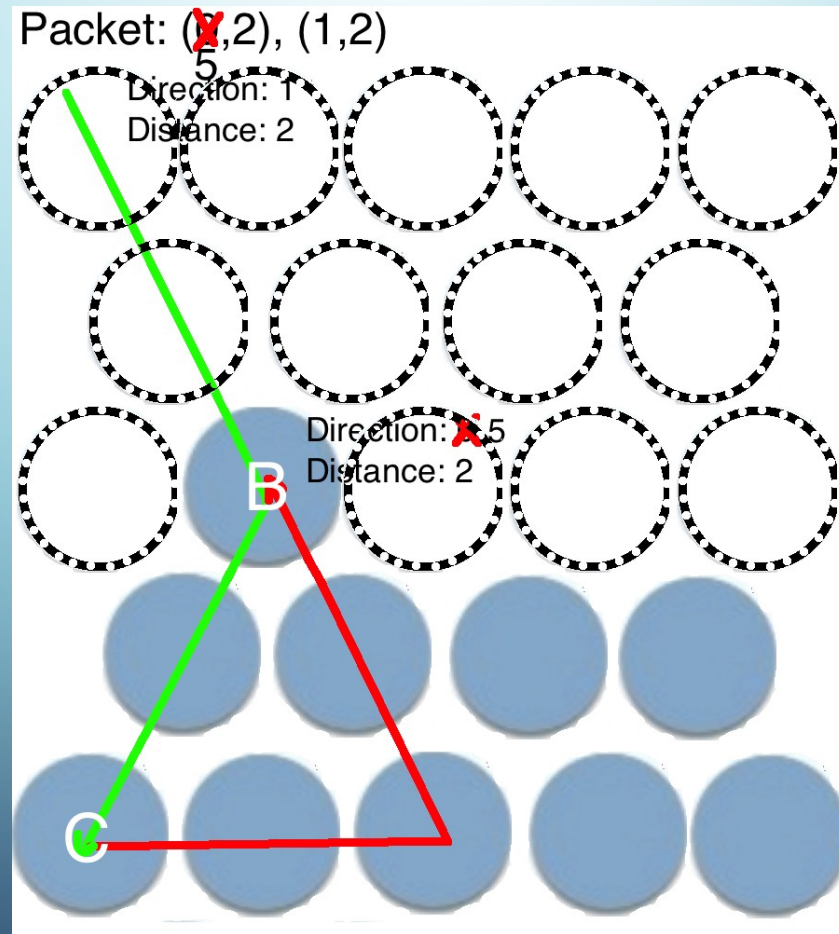
NOISE ON DIRECTION



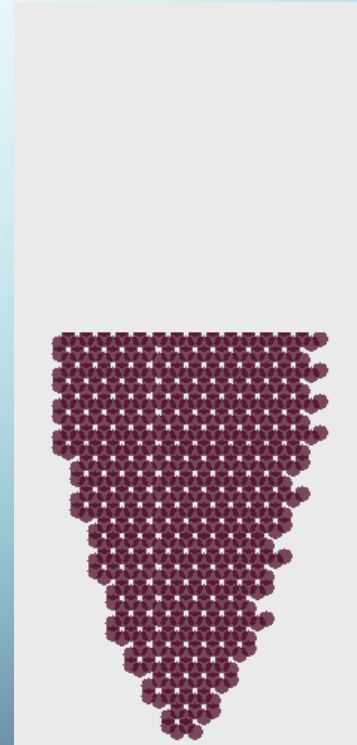
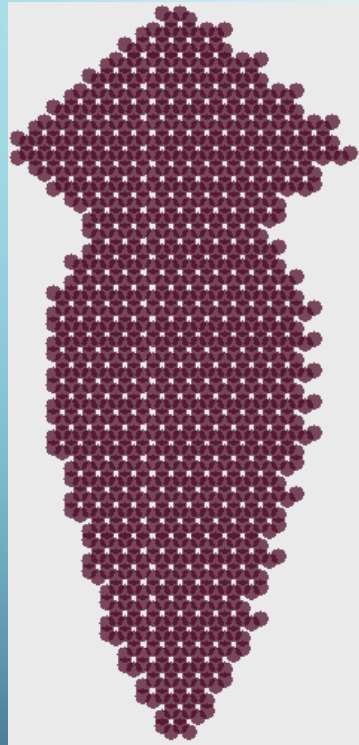
NOISE ON DIRECTION



NOISE ON DIRECTION



EXPERIMENTS WITH NOISE ON PACKETS

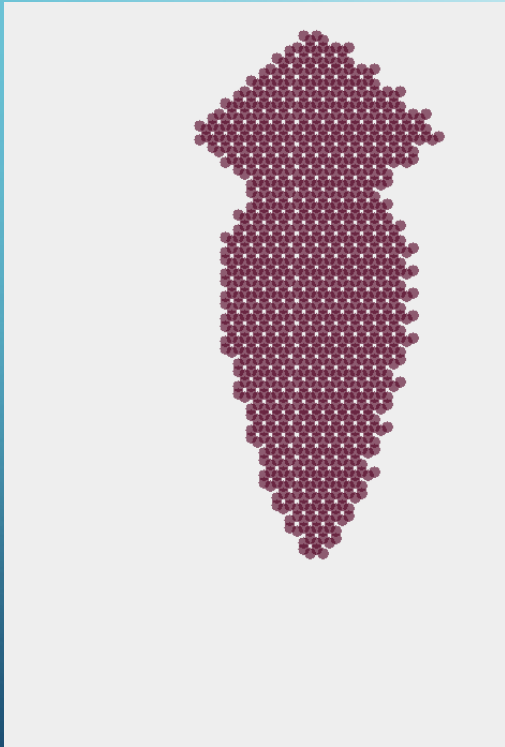


RESULTS OF EXPERIMENTS WITH PACKETS CONTAINING NOISE

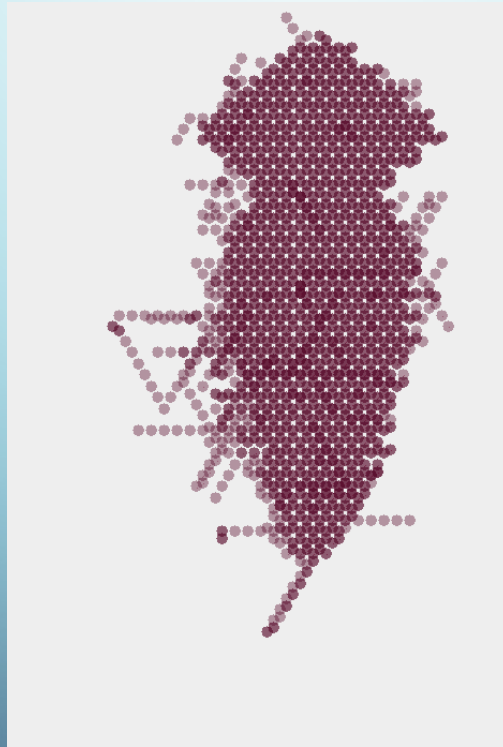
- The model completely regenerated the simulated worm in 63% of the parameter space with no noise
- The model completely regenerated the simulated worm in 0% of the parameter space that contained noise

REGENERATED WORMS

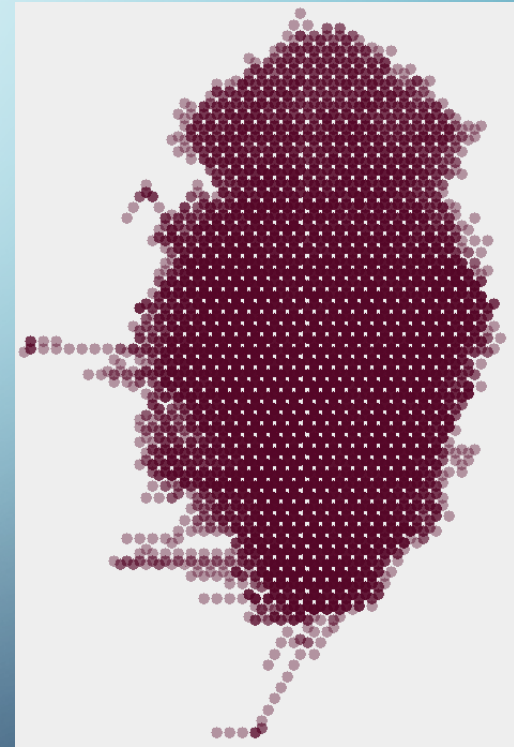
$$Sim = \frac{AliveCells - (Overgrowth + MissingCells)}{TotalCells}$$



Original worm: Sim = 1

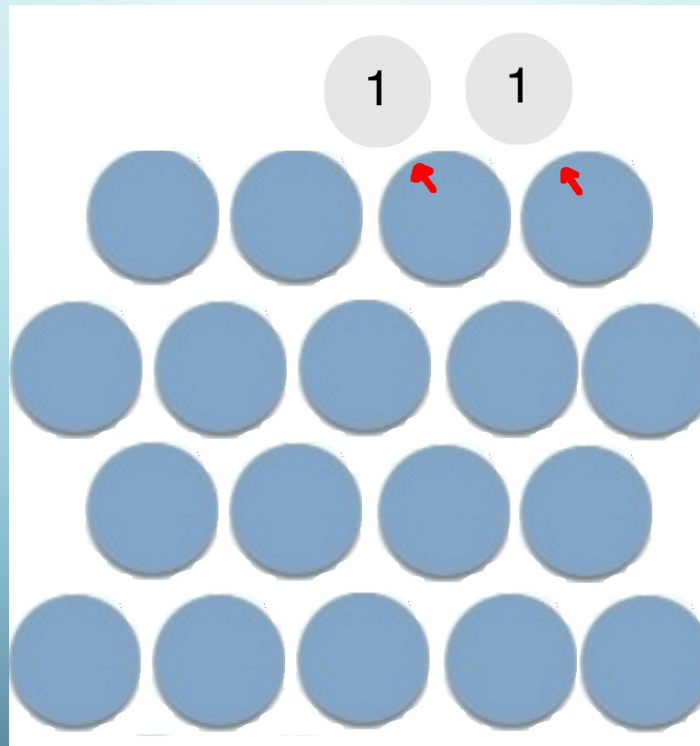


Best worm: Sim = 0.828

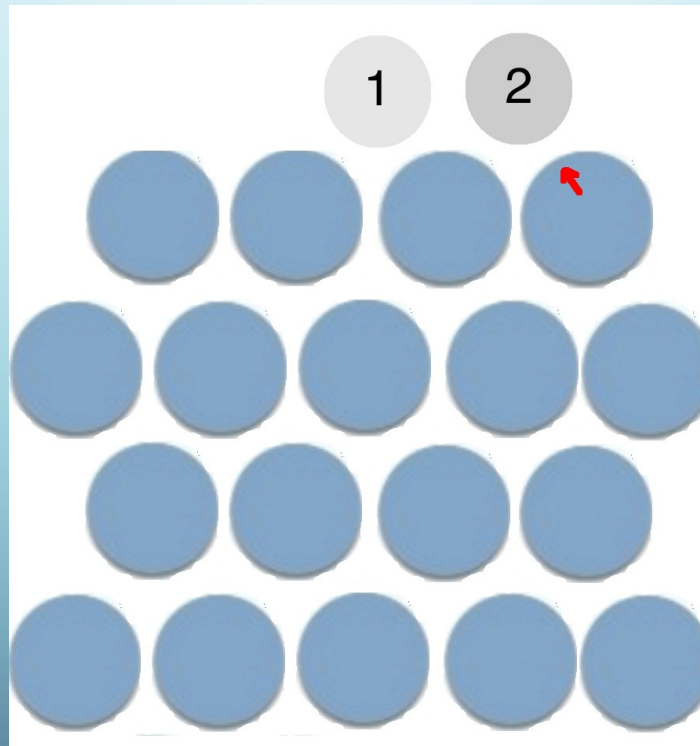


Worst worm: Sim = 0.181₁₉

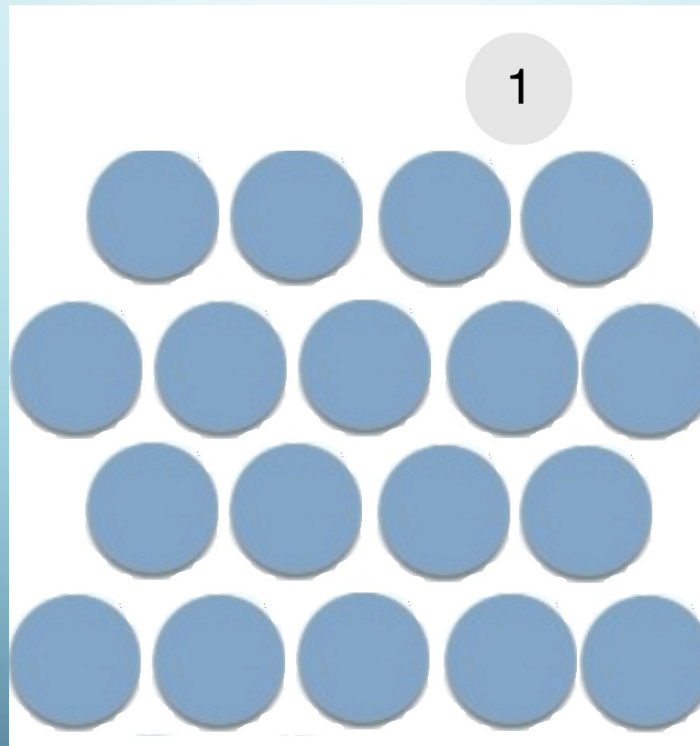
ACTIVATION MECHANISM - NOISE



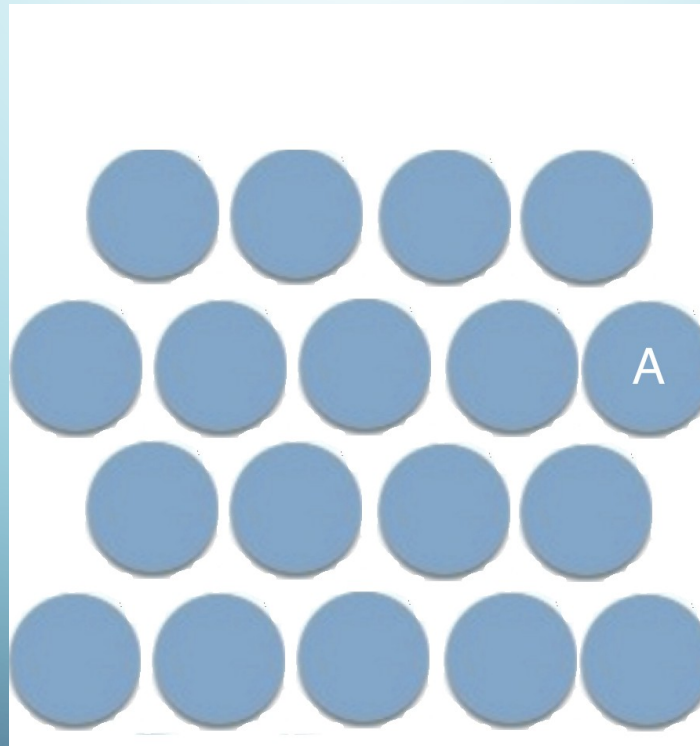
ACTIVATION MECHANISM - NOISE



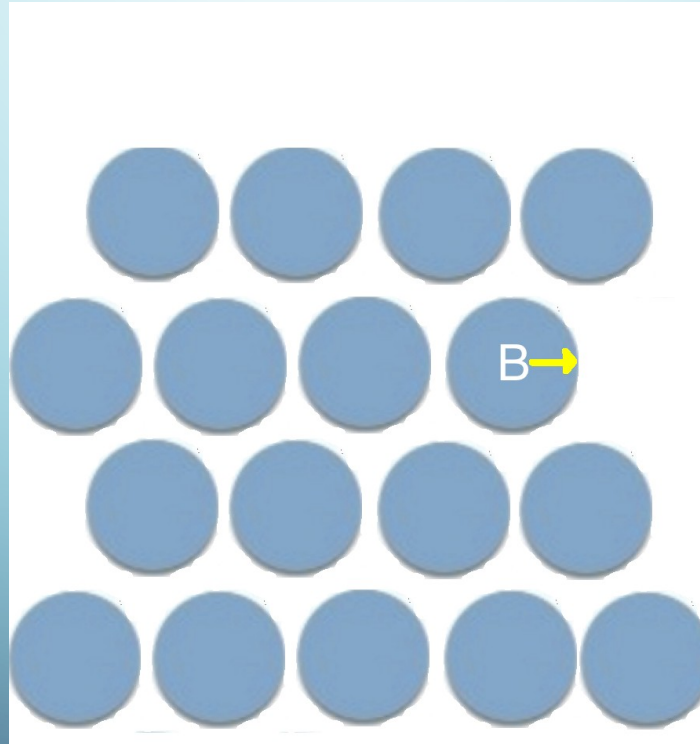
ACTIVATION MECHANISM - NOISE



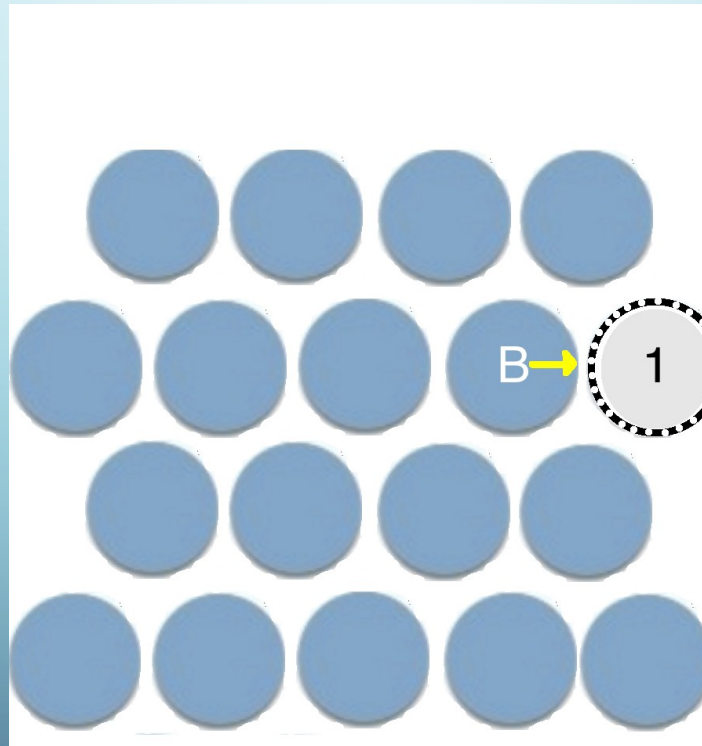
ACTIVATION MECHANISM



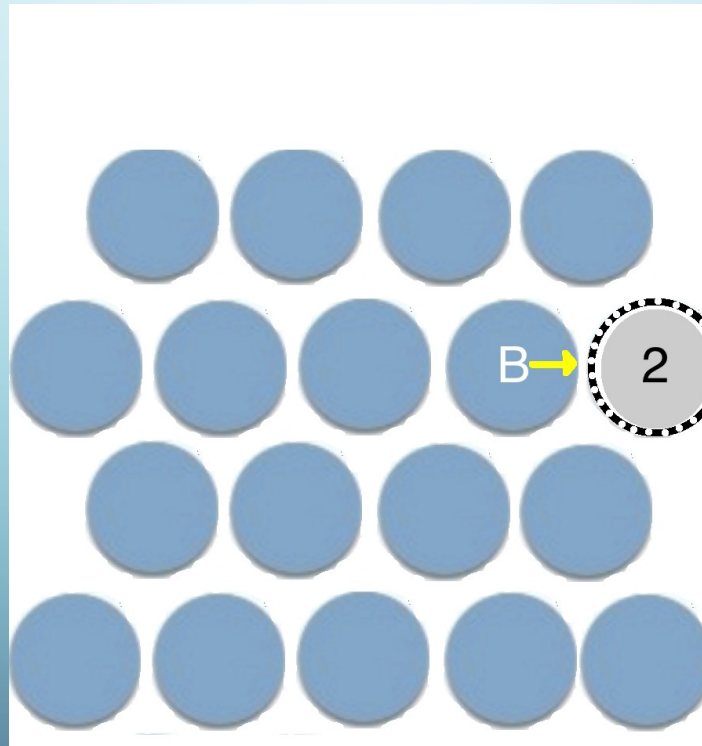
ACTIVATION MECHANISM



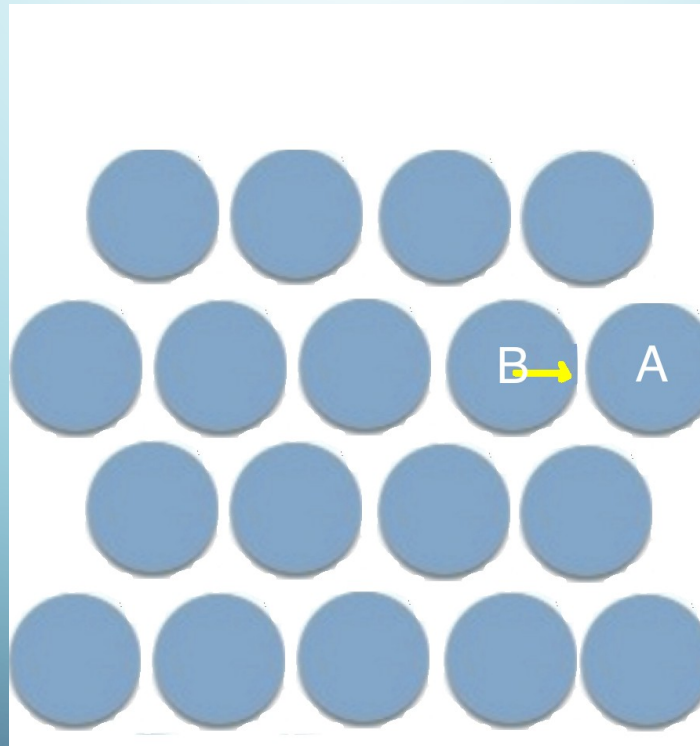
ACTIVATION MECHANISM



ACTIVATION MECHANISM



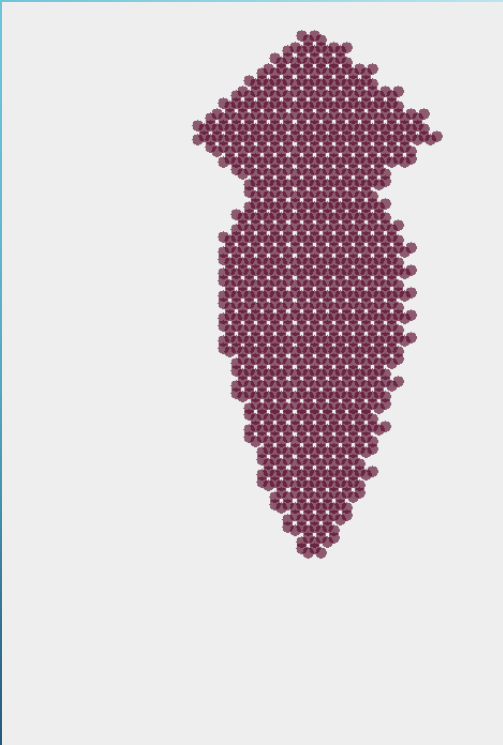
ACTIVATION MECHANISM



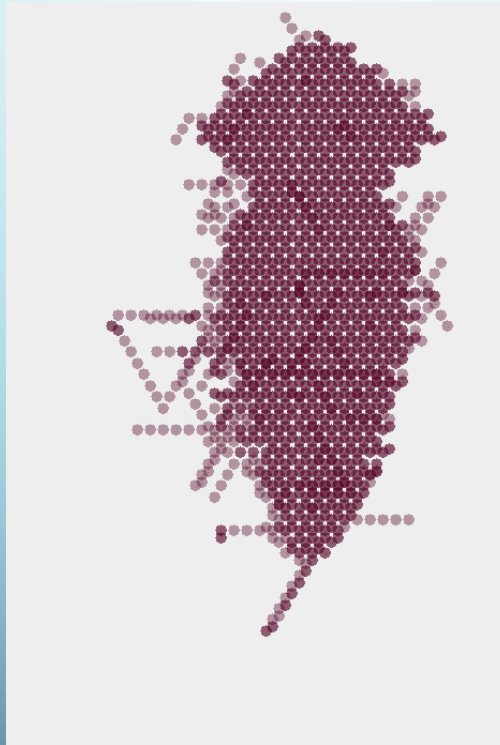
RESULTS OF EXPERIMENTS WITH THE ACTIVATION MECHANISM

- The model completely regenerated the simulated worm in 39% of the parameter space with no noise (63% without the activation mechanism)
- The model completely regenerated the simulated worm (with 100% similarity) in 5.7% of the parameter space that contained noise, compared to 0% of the parameter space without the activation mechanism

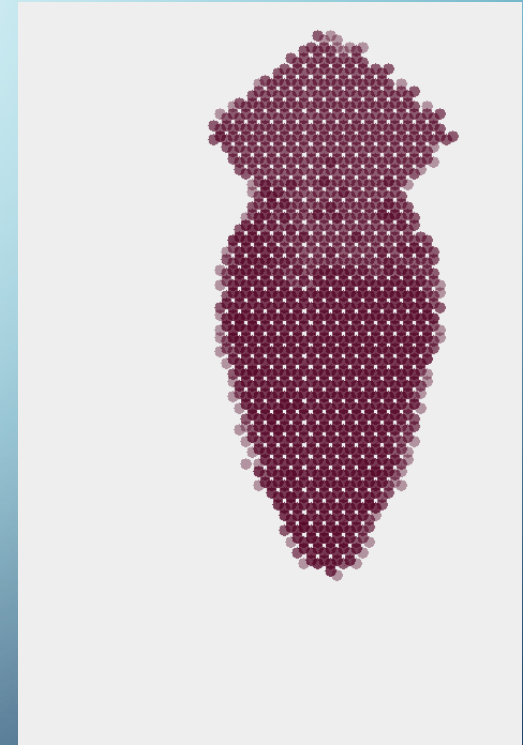
REGENERATED WORMS



Original worm: Sim = 1



Best worm without the activation
mechanism: Sim = 0.828



Worst worm with activation
mechanism: Sim = 0.664

CONCLUSION

- We investigated our model of dynamic messaging morphology discovery and repair under various conditions of noise and proposed simple extensions to overcome the detrimental effects of noise
- Large parameter sweeps of the model determined that in about 6% of the parameter space the model was able to fully regenerate the original morphology with noise on the direction of packets
- We are currently investigating why the proposed extensions do not suffice for noise on packet distances