Distributed Computing on the (Fruit) Fly

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Synopsis

Distributed network algorithms

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Mission: theory of distributed computing in biological cellular networks

Motivation

Selection of sensory organ precurser (SOP) cells = solving MIS [Afek, Alon, Barad, Hornstein, Barkai, Bar-Joseph 11]



Cells as computing devices

- 2 Abstract distributed computing models
- 3 Networked finite state machines
- 4 Results
 - MIS algorithm





Nucleus: analogous to central processing unit



• Code = DNA (strings of nucleotides)





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- Instructions = genes (DNA substrings)





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 - Analogous to CPU's current state



Juxtacrine (direct contact): respects network's topology

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Delivery of message m from cell x to cell y

• x produces molecule m

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- 2 *m* crosses from x to y

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 - Gap junction/receptor = port
 - No sense of direction
 - all neighbors look the same







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- # message types grows with n


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Perhaps we should aim for a network of FSMs?

Cellular automata

Infinite grid of FSMs

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Biological processes





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Highly regular topology



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 - one-two-many counting = discrete analogue for detecting different concentration levels

Cells as computing devices

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- Run-time bounds hold in expectation and w.h.p.

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- Maximal Matching in arbitrary graphs (small model modification)
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Theorem (Synchronizer)

Every nFSM algorithm designed to operate in a synchronous environment can be simulated in an asynchronous environment with a constant multiplicative run-time overhead.

Theorem (Computability)

In terms of their computational power, nFSM algorithms are (almost) equivalent to randomized linear-space Turing machines.



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The MIS problem: input: (arbitrary) network output: MIS


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- How can we decide if *u* joins MIS without long aligned phases?

MIS under nFSM — solution



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 - Quarantee fair competition ⇒ const fraction of the edges is removed with const probability ⇒ O(log n) tournaments w.h.p.

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תודה רבה