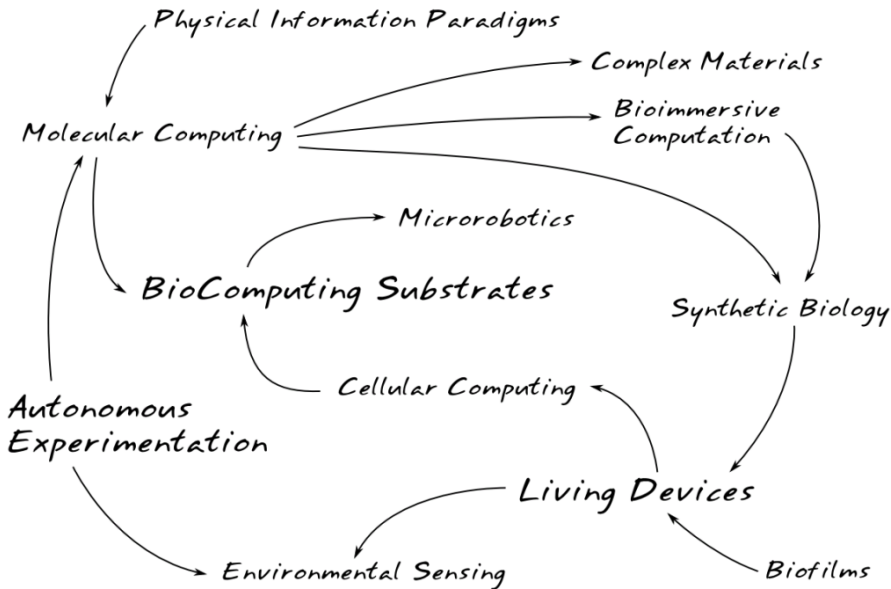


Enzymatic Computing

KLAUS-PETER ZAUNER

Science and Engineering of Natural Systems
School of Electronics and Computer Science
University of Southampton, U.K.

Biological Computing Substrates



Outline

Motivation

The Past

Biological Substrates

What can biology contribute?

Macromolecules

Cells

Towards Implementation

Outline

Motivation

The Past

Biological Substrates

What can biology contribute?

Macromolecules

Cells

Towards Implementation

The origin of the present computing paradigm



Access to a 19th century
database...

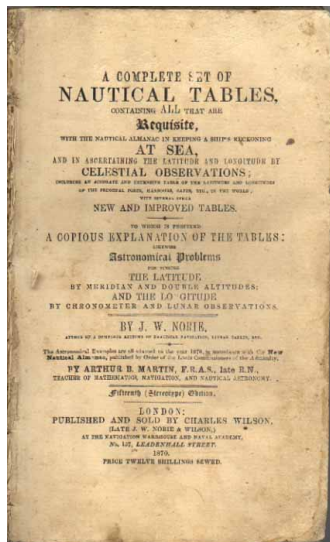
The origin of the present computing paradigm



Access to a 19th century
database...



The origin of the present computing paradigm



The idea of the computer as we know it has been conceived in face of an intense need for tables:

- ▶ Astronomical tables
- ▶ Barometrical tables
- ▶ Nautical tables
- ▶ Trigonometrical tables
- ⋮

The origin of the present computational paradigm



A computer in the 1940s (on the chair—not on the table!)

The origin of the present computational paradigm



A computer in the 1940s (on the chair—not on the table!)

The origin of the present computing paradigm



The equivalent of a server room...

The origin of the present computational paradigm

Two place accuracy is sufficient.

=====										
E										
Sec. E										
D = 8 sec. E {ft.}										
t = D/M.V. {sec.}										
N = 193 t ² {in.}										
J {in.}										
N + J {in.}										
2D + s {feet}										
$\frac{-578 [N+J]}{[2D + s]} = J$ {Min.}										
I {in.}										
2S + s										
$\frac{573 I}{2S + s} = \text{side}$ {Min.}										
2S + s jump										
=====										
Mean vertical jump =										
Mean deviation in V. J. =										
Mean side jump =										
Mean deviation in S. J. =										
							Computed by	-----		
							Checked by	-----		
							Date	-----		

The Present Computing Paradigm

Mechanisation of table calculation

- ▶ Fast, simple operations
- ▶ Large cycle numbers

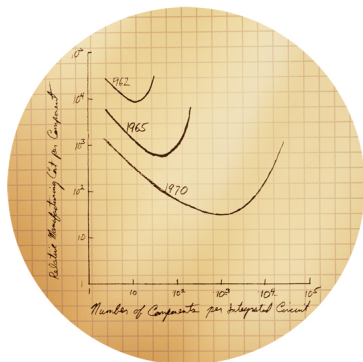
Universal Computation...

→ Computer Science focused almost exclusively on processing *time* and *memory space*.



212	53					209	04	
215	23	N19	26			211	29	N16
217	53					213	54	
220	24					216	20	
222	54	218	45	.
225	24					221	10	
227	55					223	35	
230	25	N19	26			226	01	N16

The present computing paradigm: A GREAT SUCCESS!

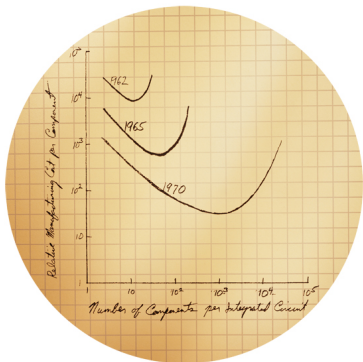


Exponential progress over 30 years with essentially same operational principle and device structure.

Gordon Moore 1965

No doubt, this will end.

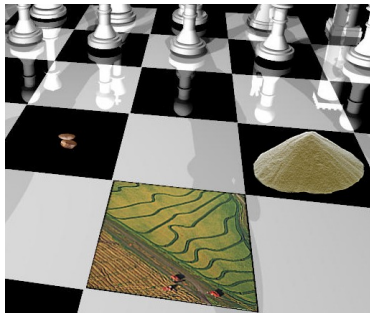
The present computing paradigm: A GREAT SUCCESS!



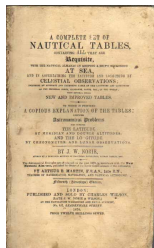
Gordon Moore 1965

No doubt, this will end.

Exponential progress over 30 years with essentially same operational principle and device structure.



Mechanisation of Table Calculation



Right approach for any kind of information processing?

Suitable for any computational substrate?

212 53	209 04
215 23 N19 26	211 29 N16
217 53	213 54
220 24	216 20
222 54 . .	218 45 .
225 24	221 10
227 55	223 35
230 25 N19 26	226 01 N16

Why look for other paradigms?

Efficiency

- ▶ Turing computable
≠ real-time with a
realisable device
- ▶ Programmability has
high cost

Scope

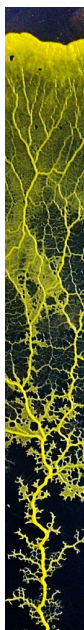
Programming is
limited to
compressible
maps

Density

Driven by material
properties

"It is not at all certain that in this domain a real object might not constitute the simplest description of itself, that is, any attempt to describe it by the usual literary or formal-logical method may lead to something less manageable and more involved."

John von Neumann, 1948



Outline

Motivation

The Past

Biological Substrates

What can biology contribute?

Macromolecules

Cells

Towards Implementation

Life needs Information Processing

- ▶ From the very outset living matter had to defend its intricate organisation against the onslaught of entropy.
 - ▶ Subsequently the need to compete with rivalling life forms required evermore refined information processing.
- *As a consequence organisms exhibit an intriguing sophistication in overcoming computationally difficult challenges.*



Nature vs. Engineering

Our paradigm

Machines designed to precisely enact a formalism that is arbitrary with regard to the computing substrate.

- ▶ Physics of the machine is hidden from the programmer
- ▶ Requires high energy barriers to enforce precise control over machine states

Nature's paradigm

No need for predictable behaviour of components and component interaction (but of course repeatability).

- ▶ Large number of component interactions
- ▶ Course of computation driven by physics and chemistry
- ▶ Small amounts of matter sufficient to implement function



Nature vs. Engineering

Our paradigm

Machines designed to precisely enact a **formalism** that is **arbitrary with regard to the computing substrate**.

- ▶ Physics of the machine is hidden from the programmer
- ▶ Requires high energy barriers to enforce precise control over machine states

Nature's paradigm

No need for predictable behaviour of components and component interaction (but of course repeatability).

- ▶ Large number of component interactions
- ▶ **Course of computation driven by physics and chemistry**
- ▶ Small amounts of matter sufficient to implement function

Nature's Molecular Computers



Seed germination: Complex, ambiguous sensor information has to be evaluated to make a crucial decision: to grow or not to grow.



Bacterial chemotaxis: Molecular motors are controlled according to the fused information from a large number of sensors.

Single cells → all information is processed on the molecular level

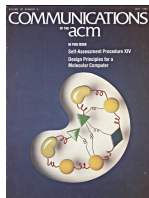
A Very Brief History of Molecular Computing

1970s First ideas (M. Conrad, 1972; E. Liberman, 1972)

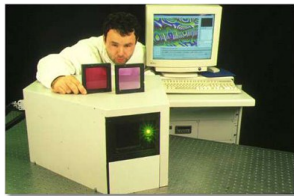
1980s Many conceptual architectures, first experiments,
Biophysical Institute at Puchino

1990s Several prototypes, DNA Computing
(R. Birge, 1992; L. Adleman, 1994; Winfree & Seeman, 1998)

2000 First commercial application (N. Hampp)



ACM 1985



Bacteriorhodopsin, 2000

Molecules offer:

- ▶ **Reproducible nonlinearity**
- ▶ Self-assembly (defined shape, additive weak forces)
- ▶ High integration density of complex I/O mappings

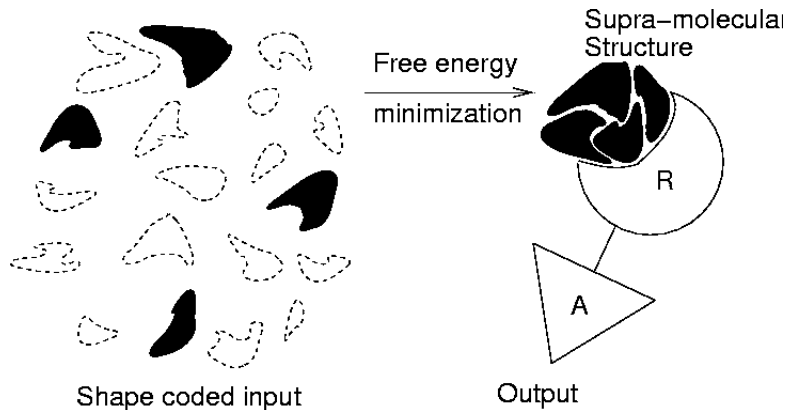


Self-Assembly Computing

- ▶ Molecules are large enough to possess **specific shape features**.
- ▶ Molecules are small enough to explore each other by **diffusion**.
- ▶ Molecules interact through **short range, additive electrostatic forces**.
- ▶ If the shapes of two molecules are complementary, the numerous close contacts allow for potential energy to **overcome entropy at relatively high temperature**.



Self-Assembly Computing



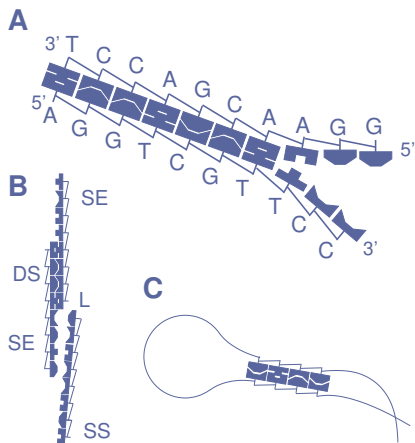
Abstract model of self-assembly processing

M. Conrad, 1989

Self-Assembly Computing

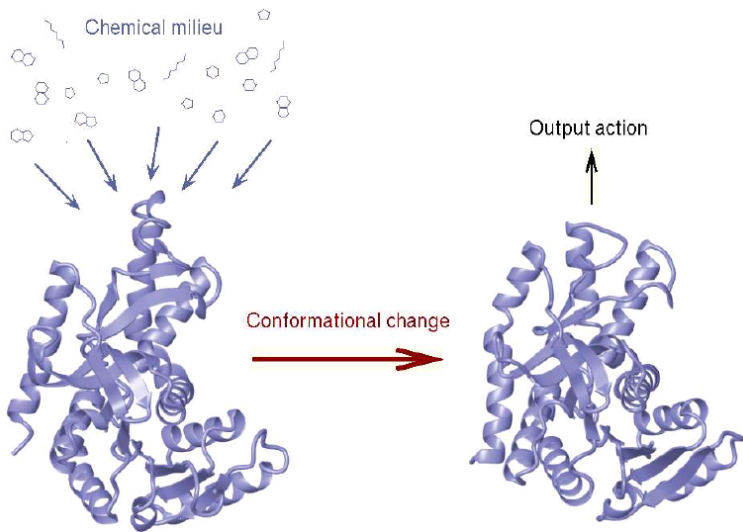
- ▶ Symbolic pattern recognition → free-energy minimisation
- ▶ Protein, RNA, DNA or organic molecules can be employed
- ▶ Problem: diffusion does not scale up

(Adam & Delbrück 1968)



The self-assembly properties of DNA oligonucleotides are relatively easy to predict.

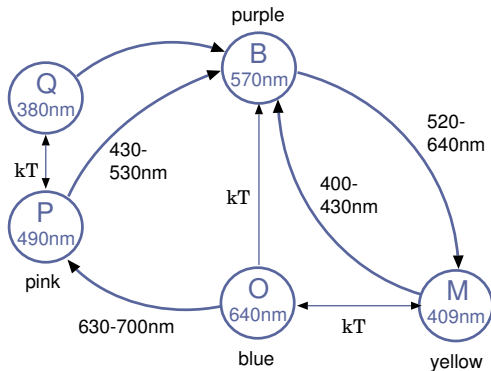
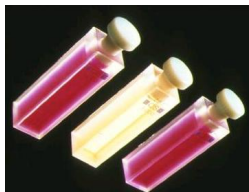
Conformation-based computing



Conformation fuses signals from the chemical context.

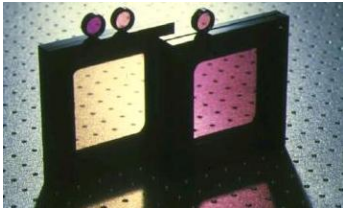
Bacteriorhodopsin: A Photonic Automaton

- ▶ Photocycle comprises at least 8 states
- ▶ B \rightarrow M transition produces photocurrent
- ▶ Fastest transition: ≈ 50 ps



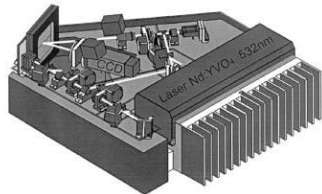
Transition scheme for BR states commonly employed in information processing applications.

Bacteriorhodopsin: Application



- ▶ Commercial application: holographic real-time image processing
- ▶ BR films with 90×90 mm aperture
- ▶ Resolution: 5000 lp/mm

- ▶ BR can support processing speed at video frame rate (30 f/s)
- ▶ The optical computation in the joint transform correlator corresponds to $900\,000 \times 900\,000$ pixels



Juchem & Hampp 2000

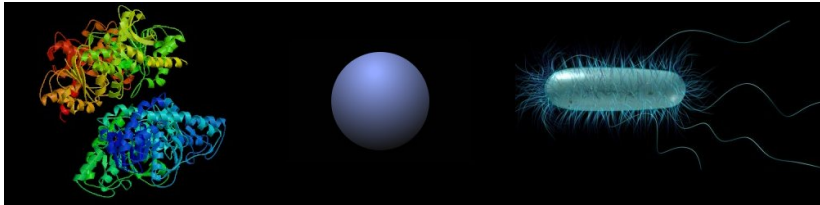
Cells offer:

- ▶ Cheap and fast nano-engineering (self-reproduction)
- ▶ QA build in (testing at point of assembly)
- ▶ Replenishment of components
- ▶ Self-reconfiguration and self-repair



Vision (50+ years)

Molecular information technology at the
border **between inanimate and animate
matter.**



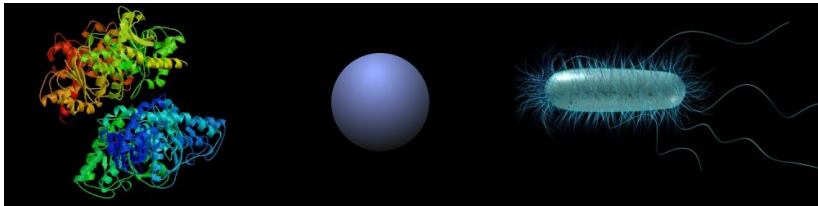
inanimate

animate

Future
Information
Processors

Vision (50+ years)

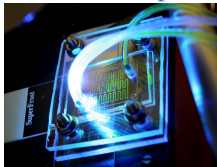
Molecular information technology at the border **between inanimate and animate matter.**



inanimate

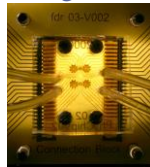
animate

Lab-on-chip →



Future
Information
Processors

← Living devices



Potential Benefits

- ▶ **Robotics at mm²-scale**
- ▶ Bioimmersive devices
- ▶ Complexification of matter

Potential Benefits

- ▶ Robotics at mm²-scale
- ▶ **Bioimmersive devices**
- ▶ Complexification of matter

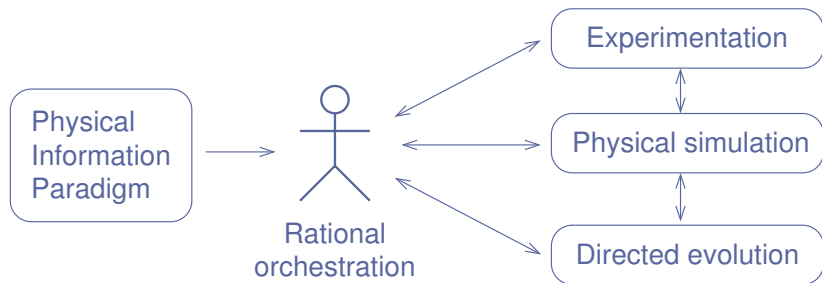


Potential Benefits

- ▶ Robotics at mm²-scale
- ▶ Bioimmersive devices
- ▶ **Complexification of matter**



Orchestration of Informed Matter



Computer Science needs to be expanded from formal to physical paradigms

Outline

Motivation

The Past

Biological Substrates

What can biology contribute?

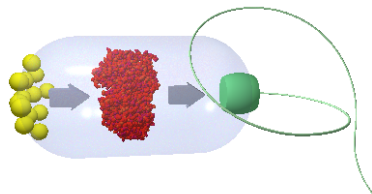
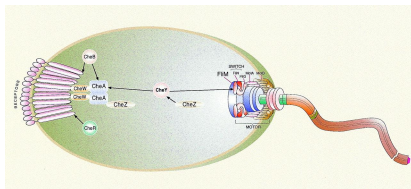
Macromolecules

Cells

Towards Implementation

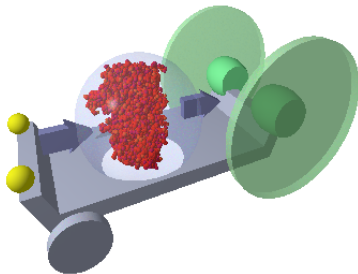
Towards artificial devices

Bacterial chemotaxis—sensory signals are processed on the molecular level to control a molecular motor.



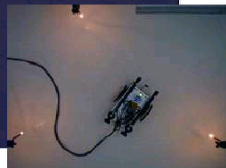
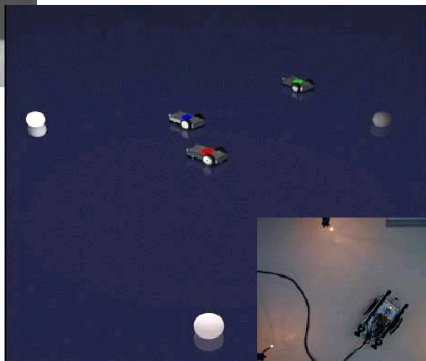
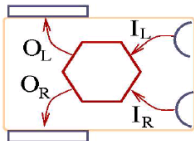
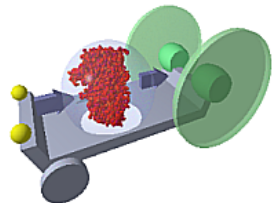
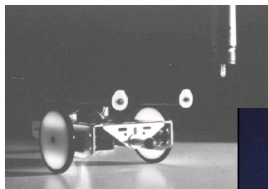
We need:

1. a Robot
2. a Molecular Controller
3. an Interface



Molecular Robot Control

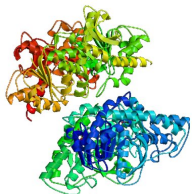
1. The robot: A Braitenberg Vehicle



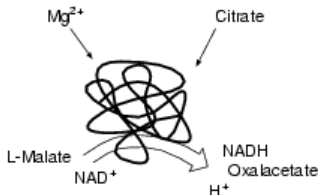
V. Braitenberg: Experiments in Synthetic Psychology, MIT Press, 1984

Malate Dehydrogenase (MDH)

2. The Molecular Controller



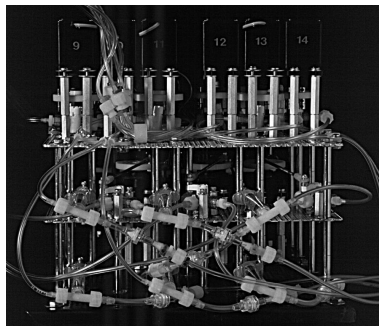
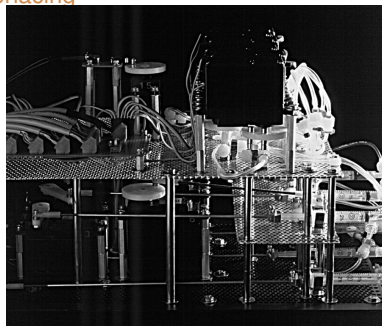
Malate dehydrogenase



Malate dehydrogenase is an enzyme that occurs in a wide variety of species including the microbial world and plants.

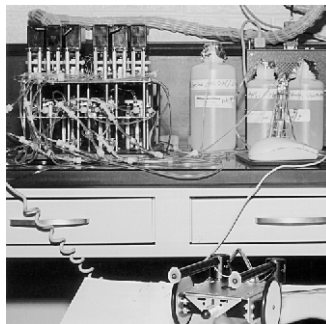
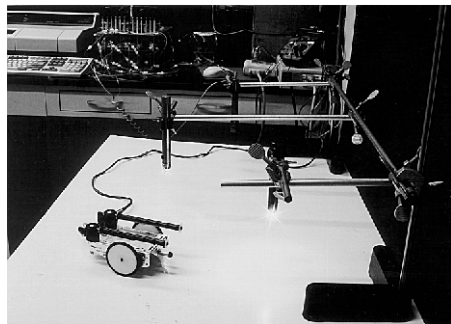
Molecular Robot Control

3. Interfacing



Computer controlled fluidics to transduce signals from the robot's light sensors to chemical signals (“second messengers”).

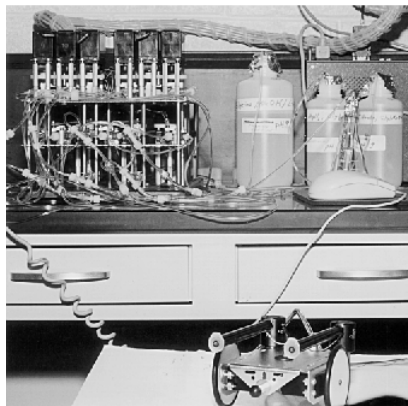
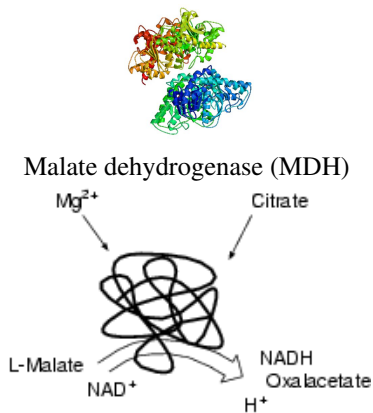
Molecular Robot Control



The chemical signals from the robot's light sensors are processed by the enzyme malate dehydrogenase. The resulting output is detected with a spectrophotometer and used to control the wheels of the robot.

with Naoki Matsumaru and Jeff Pfaffmann

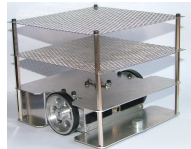
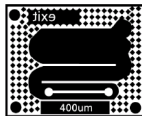
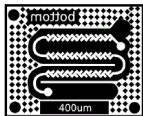
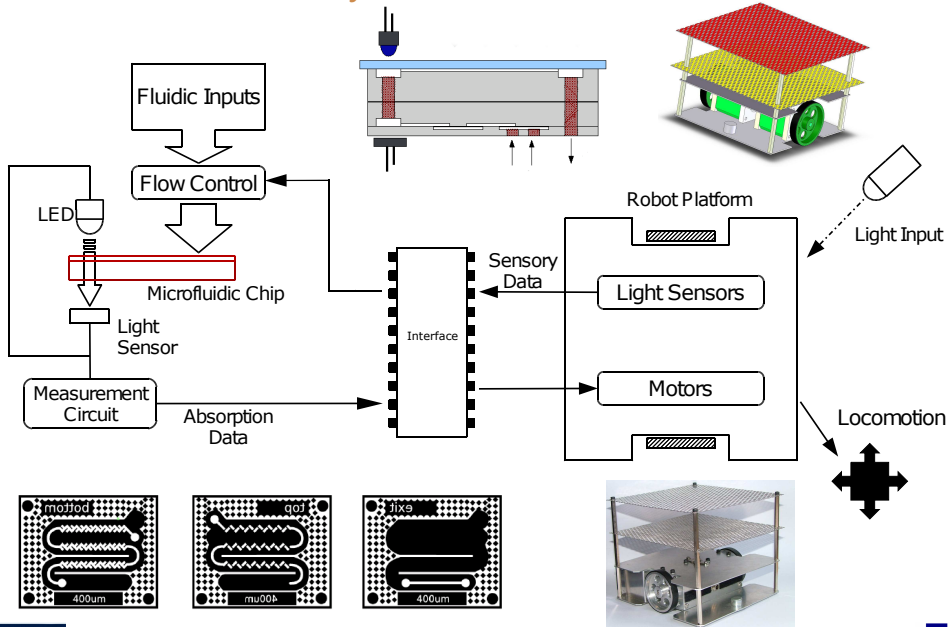
Molecular Robot Control: MDH



Phototaxis of a Braitenberg Vehicle controlled by malate dehydrogenase activity. The nonlinear response of MDH allows the robot to remain within a zone of intermediate light level.

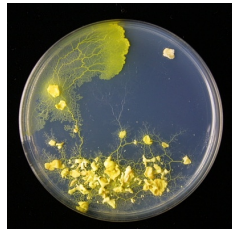
with Naoki Matsumaru and Jeff Pfaffmann

Microfluidics for Enzymatic Robot Control

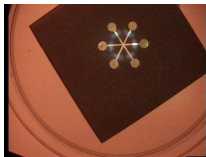


From Cells to Circuits and back I

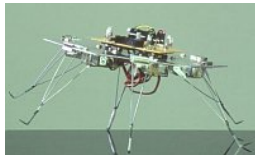
- ▶ Single cell (Plasmodium)
- ▶ Very robust
- ▶ Distributed, parallel, molecular information processing
- ▶ Cells can be shaped into circuits of coupled oscillators



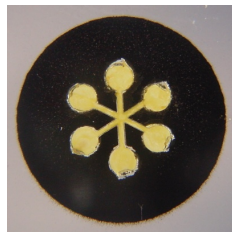
Physarum polycephalum



Optical interfacing



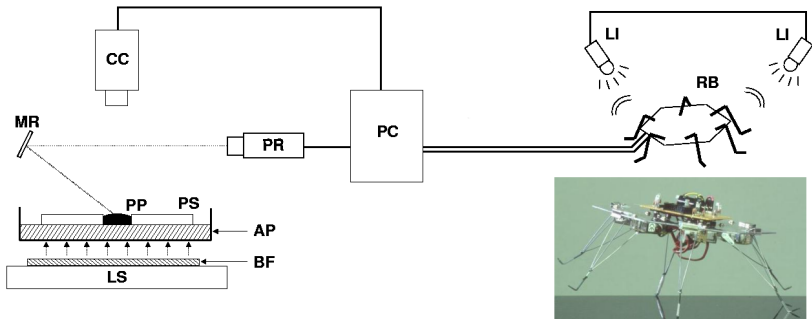
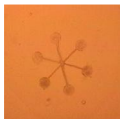
Cellular robot control



Grown in desired shape

Robot Control With a Cell

Signals from the robot's light sensors are projected onto the channels of the *Physarum* circuit. The oscillations of the cell are mapped onto the robot legs.

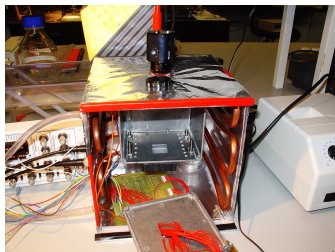


Tsuda, Zauner & Gunji, 2005

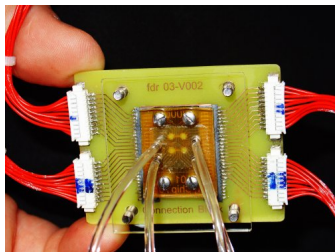
Miniaturisation



Original setup (2005)

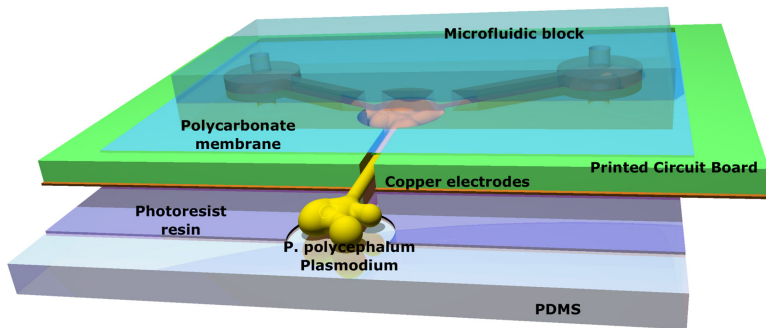


Electronic interfacing (2006)



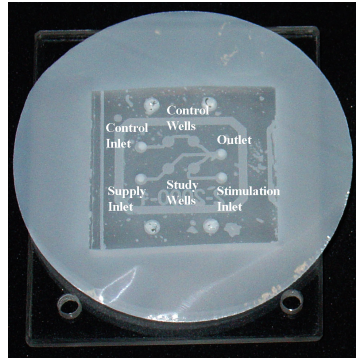
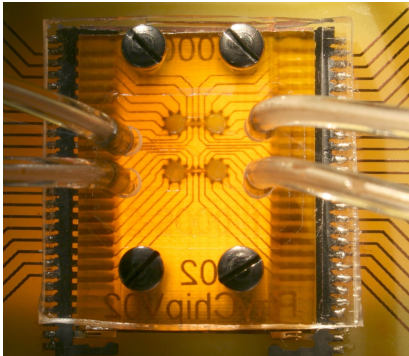
Integration in chip (2007)

Physarum on a chip



with Ferran Revilla and Hywel Morgan

Physarum on a chip



- ▶ Impedance Measurements at 100kHz to 1 MHz
- ▶ Supply of water and nutrients
- ▶ Optically transparent

with Ferran Revilla and Hywel Morgan

Robot napędzany strachem śluzorosił.

LICHTSCHUWE SLIJMBOT

Slimsvamp skræk styrer robot

En klar gul slimsvamp, der kan blive flere meter bred er sat til at kontrollere en kravende, seks-benet robot.

Szenzáció: működik nyáikagomba irányítású robot!

Slime mould used to create first robot run by living cells

VISIONEN

Roboter mit Pilzsteuerung

Current News

Slime Mold Incites Motion in Robot

Robot ovládaný strachem hlenky

Robô com cérebro de ameba foge da luz

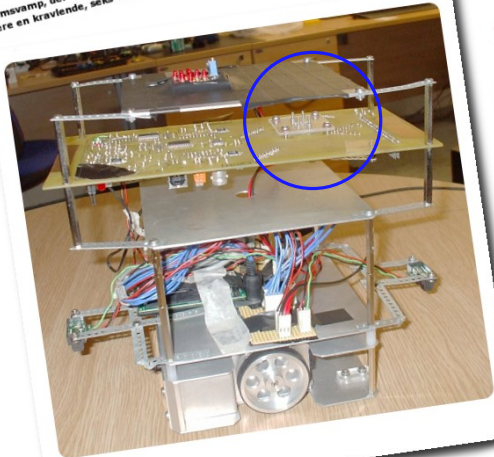
Robot moved by a slime mould's fears 靠粘液菌的害怕 移动的机器人

Pilz im Roboterhirn

Slim styrer robot

Une moisissure pouvant contrôler un robot!

Limasiemi ohjaa robottia



Robot Takut Cahaya

Беспокойная слизь загоняет робота в тёмный угол



Concluding Remarks

1. Interfacing with biological substrates is now becoming feasible in small devices
2. We *need new computing paradigms* to elicit efficient computation from the novel bio- and nano-materials that are becoming available
3. We need to learn to engineer systems that contain both “programmable” and “non-programmable” components.



Many Thanks to:

MICHAEL CONRAD

YUKIO GUNJI, GARETH JONES, TOBIAS KLEEMAN,
PAUL MACEY, NAOKI MATSUMARU, HYWEL MORGAN,
JEFF PFAFFMANN, EFFIRUL RAMLAN, FERRAN REVILLA,
ROBERT SPANTON, SOICHIRO TSUDA

NASA

Microsoft Research Cambridge

Publications are available at:

www.ecs.soton.ac.uk/people/kpz/