
Index

- Abelson, Hal, 84, 86–87, 90–91, 93
- Adami, Chris, 42, 44, 47–48
- Adaptability, 40
- Adaptation in Natural and Artificial Systems* (Holland), 16
- Adenine, 54–58
- Adleman, Leonard
 - DNA computation and, 53–54, 58–62, 65
 - self-assembly and, 79
- Adsorption, 75
- AIDS, 53, 102
- Algorithms
 - amorphous computing and, 83–95
 - a priori programming and, 9
 - artificial neural networks and, 1–11
 - automata and, 28–36
 - backpropagation, 4, 8
 - bio-operators and, 16–17
 - Biowatch and, 131–132
 - Church-Turing hypothesis and, 28
 - collision avoidance, 18–20
 - computer immune, 106–108
 - digital Darwinism and, 14–15
 - DNA computation and, 51–65
 - evolutionary, 13–24
 - evolvable hardware and, 122–129
 - FPGAs and, 89–90, 125–132
 - Game of Life and, 32–33
 - gameplay and, 20–22
 - genetic, 15–24, 41
 - Growing Point Language and, 91–95
 - morphogenesis and, 91
 - parse tree and, 17–18
 - pattern recognition, 8–9
 - perceptrons and, 3
 - self-assembly and, 77–79
 - speech, 9
 - Teramac and, 90–91
 - Turing machine and, 27–28
- Amorphous computing
 - Abelson, Hal, and, 84, 86–87, 90–91, 93
 - fault tolerance and, 83–85, 88–91
 - Growing Point Language and, 91–95
 - hardware experiments in, 85–88
 - Knight and, 91, 93, 95
 - logic elements and, 87
 - morphogenesis and, 91
 - smart paint and, 85–86
 - software and, 91–95
 - Sussman and, 84, 87, 93
 - Teramac computer and, 88–91
- Annealing, 56
- Antigens, 99
- Arizona State University, 120–122
- Art, evolutionary, 22–24
- Artificial intelligence (AI), 42, 148–150
 - cellular automata and, 29
 - neural networks and, 10–11
- Artificial life
 - adaptability and, 40
 - Avida program and, 47–48

- Artificial life (cont.)
 bottom-up approach to, 41–42
 emergent behavior and, 44–46
 GOLEM project and, 42, 44
 individual entities and, 41–44
 natural selection and, 40
 non-carbon-based, 38–40
 origins of, 40–41
 real life and, 48–50
 robots and, 42
 tenets of, 37–38, 48–50
 Tierra project and, 46–47
- Associative memory devices, 116–118
- Automata, xi–xii, 26, 29–31
 applications of, 34–36
 biological system logic and, 28–29
 cellular, 31–36
 definition of, 26
 fault tolerance and, 83
 genetics and, 31
 kinematic self-replicating, 29–31
 Turing and, 27–28
 von Neumann and, xi–xii, 25–26, 28–31
- Avida program, 47–48
- Axons, 4–5
- Backpropagation algorithm, 4, 8
- Bacteriophages, 141–146
- Bacteriorhodopsin, 114–115, 120
 associative holographic memory and, 115–118
 optical memory and, 118–120
- B cells, 102–103
- Behavior, 2
 artificial life and, 37–50
 automata and, 25–36
 emergent, 44–46
 evolvable hardware and circuit, 128–129
 Tierra project and, 46–47
- BioBricks, 150
- Biohardware
 associative holographic memory and, 116–118
 biomaterials and, 113–114
 Biowatch and, 131–132
 data storage and, 114–115
 electronics and, 113–114
 embryonic, 129–131
 energy and, 121
 evolvable, 122–129
 immunotronics and, 133–135
 marine animals and, 138
 neurally inspired, 135–138
 optical memory and, 118–120
 photosynthesis studies and, 120–122
 transistors and, 121, 137
 volumetric memory devices and, 115–116
- Biology, ix
 artificial life and, 37–50
 artificial neural networks and, 1–11
 automata and, xi–xii, 25–36
 biocomputation and, 77–79
 biohardware and, 113–138 (*see also* Biohardware)
 Church-Turing hypothesis and, 28
 ciliates and, 64
 computers and, ix–xiii, 153–154
 Darwinism and, 13–15
 DNA computation and, 51–65
 embryogenesis and, 129–131
 evolutionary algorithms and, 13–24
 fault tolerance and, 83–85, 155–156
 Game of Life and, 32–33
 genetic switches and, 141–149 (*see also* Genetics)
 Growing Point Language and, 91–95
 Hixon Symposium and, x–xii, 26
 immune systems and, 98–104
 increasing knowledge of, 139–141, 155–158
 intracellular signaling and, 139–148, 153–154
 as metaphor, xiii
 microbial engineering and, 148–150
 modeling and, 140–141
 oscillators and, 146–148
 pigmentation and, x

- random noise and, 144
- self-assembly and, 67–81
- self and nonself and, 98–103, 105–106
- synthetic, 149–150, 153
- system logic for, 28–29
- Turing and, x
- von Neumann and, x–xii
- zygote and, 140–141
- BioSPICE, xiv, 151–153
- Biowatch, 131–132
- Birge, Bob, 114–120
- Boahen, Kwabena, 136–137
- Boids, 45
- Brain, x–xiii, 156–157
 - artificial neural networks and, 1–11
 - axons and, 4–5
 - biohardware and, 135–138
 - dendrites and, 4–5
 - Fourier transform association and, 116
 - mathematics and, 1–2
 - processing mechanisms of, 4–5
 - synapses and, 5
 - von Neumann's computers and, 1
- Brown, Titus, 47
- Burks, Arthur, 40–41
- Calculating machines, 1
- Casti, John, 35, 39
- Cellular Automata Machine (CAM), 32–34
- Chellapilla, Kumar, 20–21
- Chemistry, x, 74–75
 - artificial life and, 38–40
 - biocomputation and, 77–79
 - self-assembly and, 72–73
- Chess, 20
- Church-Turing hypothesis, 28
- Ciliates, 64
- CMOS technology, 93, 137
- Cold War, 115
- Collins, Jim, 145–147, 149
- Computational particles, 85–86
 - Growing Point Language and, 91–95
- Computer immune systems
 - autonomy in, 104
 - biohardware and, 133–135
 - biology and, 98–103
 - distributedness in, 103, 107–108
 - diversity in, 104
 - dynamic coverage and, 104
 - encryption and, 104–105
 - fault tolerance and, 103
 - Forrest, Stephanie, and, 101, 104–108
 - intruder detection and, 105–107
 - memory and, 104
 - multiple layers and, 104
 - novelty detection and, 104
 - self and nonself and, 105–107
 - virus hunting in, 108–111
- Computer science
 - amorphous computing and, 83–95
 - a priori programming and, 9
 - artificial life and, 37–50
 - artificial neural networks and, 1–11
 - Avida program and, 47–48
 - biocomputation and, 77–79
 - biohardware and, 113–138 (*see also* Biohardware)
 - cellular automata and, 32–36
 - central processing unit (CPU) and, 9
 - Church-Turing hypothesis and, 28
 - Cray, Seymour, and, xii–xiii
 - Deep Blue and, 20
 - digital Darwinism and, 14–15
 - DNA computation and, 51–65
 - encryption and, 53, 62–63, 104–105
 - evolvable hardware and, 122–129
 - fault tolerance and, 83–85, 88–91
 - FPGAs and, 89–90, 125–126, 128, 132
 - Game of Life and, 32–33
 - gameplay and, 20–22
 - genetic algorithms and, 15–24
 - Growing Point Language and, 91–95
 - immune systems and, 97–111
 - increasing knowledge of, 139–141, 155–158

- Computer science (cont.)
 - neural networks and, 9–10 (*see also* Neural networks)
 - optimization and, 17
 - satisfiability problem and, 61–62
 - SIMD computation and, 56
 - system failure concerns and, 155–156
 - Teramac computer and, 88–91
 - theoretical foundations of, ix–x
 - Tierra project and, 46–47
 - Turing machine and, 27–28, 80
 - viruses and, 97, 106–111, 133–135
- Consortium fur elektrochemische, Industrie GmbH, 120
- Conway, John Horton, 32–33
- Coore, Daniel, 91–93
- Cray, Seymour, xii–xiii
- Crick, Francis, xi, 31
- Cro protein, 145
- Crossover operator, 16
- Cyber attacks
 - biohardware and, 133–135
 - computer immune systems and, 97, 106–111, 133–135
- Cytosine, 54–58
- DARPA, 151
- Darwin, Charles, 13–15
- Data encryption standard (DES), 62
- Data storage. *See* Memory
- Dawkins, Richard, 22
- Deep Blue, 20
- DeHon, Andre, 128–129
- Denaturation, 56
- Dendrites, 4–5
- Differential equations, 35
- Digital switching, xii
- Diorio, Chris, 136–137
- Diploid organisms, 17
- Directed Hamiltonian Path Problem, 53–54, 58–61, 79
- Ditto, William, 138
- DNA, ix, xi, 157
 - automata and, 31, 35
 - double helix of, 54
 - evolutionary algorithms and, 14–15
 - genetic switches and, 141–149, 153
 - molecular structure of, 51, 54–58
 - problem solving and, 51–52
 - self-assembly and, 52, 71, 75–76, 79–80
- DNA computation
 - Adleman and, 53–54, 58–61, 65
 - ciliates and, 64
 - Directed Hamiltonian Path Problem and, 53–54, 58–61, 79
 - gene-based computer and, 54–58
 - Head, Tom, and, 53
 - limitations of, 52
 - Lipton, Dick, and, 61–63
 - NP-completeness and, 60–61
 - parallelism of, 62–63
 - satisfiability problem and, 61–62
 - skepticism toward, 63–64
 - splicing model and, 53
- Dynamic systems
 - amorphous computing and, 83–95
 - artificial life and, 37–50
 - cellular automata and, 32–36
 - computer immune systems and, 97–111
 - emergent behavior and, 44–46
 - evolvable hardware and, 122–129
 - MEMs and, 85, 114
 - self-assembly and, 67–81
- Dyson, Freeman, xiv, 31
- Electron microscopy, 67, 86
- Electrostatics, 72
- Ellington, Andy, 49
- Elowitz, Michael, 145, 147–149, 153
- Embryonic hardware, 129–131
- Emergent behavior, 44–46
- Encryption, 53, 62–63, 104–105
- Endy, Drew, 149–150
- Epitopes, 99
- Error derivative, 8
- Error derivative of the weight, 8
- Escherichia coli*, 141–142, 145–149

- Evolution
 - art and, 22–24
 - artificial life and, 38–39 (*see also* Artificial life)
 - digital Darwinism and, 14–15
 - genetic algorithms and, 15–18
 - as metaphor, 13–14
 - natural selection and, 13–15, 18–20, 40, 103, 157
 - Tierra project and, 46–47
- Evolvable hardware (EHW), 122
 - applications of, 127–128
 - immunotronics and, 133–135
 - intermittent behavior of, 128–129
 - mechanisms of, 125–127
 - real world problems and, 123–124
 - reasons for using, 124–125
- Excitatory signals, 5
- Fault tolerance, 155–156
 - amorphous computing and, 83–85, 88–91
 - computer immune systems and, 103
 - embryonic hardware and, 130–131
 - immunotronics and, 133–135
 - Teramac computer and, 88–91
- Field programmable gate arrays (FPGAs), 89–90, 125–126, 128, 132
- First Response software, 108
- Fogel, David, 20–21
- Fogel, Lawrence, 15
- Forrest, Stephanie, 101, 104–108, 135
- Fourier transform, 116
- Game of Life, 32–33
- Games, 20–22
- Gardner, Tim, 145–147, 149, 153
- “General and Logical Theory of Automata, The” (von Neumann), xi–xii, 26
- Genetic applet, 147
- Genetic programming, 15–18
- Genetics, 35, 157
 - algorithms for, 15–24, 41, 141–149, 153
 - automata and, 31
 - BioSPICE and, 151–153
 - Biowatch and, 131–132
 - digital Darwinism and, 14–15
 - DNA computation and, 51–65
 - human genome and, 139
 - mRNA and, 71, 142
 - oscillators and, 146–148
 - programming and, 15–18
 - switches and, 141–149, 153
- Golem (Genetically Organized Lifelike Electro Mechanics) project, 42, 44
- Growing Point Language (GPL), 91–95
- Guanine, 54–58
- Gust, Devens, 121–122
- Hackers
 - biohardware and, 133–135
 - computer immune systems and, 97, 106–111, 133–135
- Haploid organisms, 17
- Head, Tom, 53
- Heath, James, 89
- Hebbs, Donald, 2
- Higuchi, Tetsuya, 128
- HIV, 53, 102
- Hixon Symposium, x–xii, 26
- Hofmeyr, Steve, 108
- Holland, John, 16–17, 41
- Holographic memory, 115–118
- Hopfield, John, 3–4
- Hybridization, 56
- IBM, 20, 108, 111
- Immunotronics. *See* Computer immune systems
- Information, ix–x
 - artificial neural networks and, 1–11
 - automata and, xi–xii, 31
 - biohardware and, 135–138
 - BioSPICE and, 151–153
 - computer immune systems and, 97–111

- Information (cont.)
 - DNA computation and, 51–65
 - intracellular signaling and, 139–148, 153–154
 - recurrent networks and, 3–4
 - ubiquitous systems and, 155
- Inhibitory signals, 5
- Input/output, 1–2
 - memory and, 114–120
 - neuronal, 4–8
 - weighted signals and, 5–8
- Integrated circuits (ICs), 85, 151–153
- “Interdisciplinary Workshop on the Synthesis and Simulation of Artificial Life,” 41
- Inversion operator, 16
- Inverter, 149
- Jefferson, David, 40
- Kajihara, Nobuki, 128
- Kasparov, Gary, 20
- Keating, Christine, 75–76
- Kephart, Jeffrey, 104, 108–111
- Kinematic self-replicating automaton, 29–31
- Knight, Rob, 48, 50
- Knight, Tom, 84, 91, 93, 95, 148–150
- Koza, John, 17–18
- Kozicki, Michael, 121–122
- Kuekes, Phil, 89
- Lambda viruses, 141–146
- Landweber, Laura, 62, 64
- Langton, Chris, 39–41
- Language theory, 53
- Lasers, 116–120
- Lashley, Karl, x
- Layzell, Paul, 129
- Lenski, Richard, 47–48
- Lieber, Stan, 145, 147–149
- Lipton, Dick, 61–63
- Logic, ix
 - amorphous computing and, 83–95
 - art and, 22–24
 - artificial life and, 40
 - artificial neural networks and, 1–11
 - automata and, xi–xii, 25–36
 - biological systems and, 28–29
 - Church-Turing hypothesis and, 28
 - DNA computation and, 51–65
 - evolvable hardware and, 122–129
 - fault tolerance and, 83–85
 - FPGAs and, 89–90, 125–126, 128, 132
 - gates, 149, 153
 - genetic switches and, 141–149, 153
 - Growing Point Language and, 91–95
 - perceptrons and, 3
 - Traveling Salesman Problem, 53–54, 58–61, 79
 - Turing machine and, 27–28
- “Logical Calculus of the Ideas Immanent in Nervous Activity, A” (Pitts & McCullough), 1–2
- Lymphocytes, 102–103, 107
- Lysogeny, 142, 144–145
- McAdams, Harley, 142, 144
- McCullough, Warren, x, xii, 1, 3, 10, 27–28
- Macrophages, 99–100
- Mallouk, Tom, 75–76
- Mange, Daniel, 130
- Margolis, Norman, 33–34
- Mathematics, x
 - Adleman and, 53–54, 58–61
 - artificial life and, 37
 - brain processing and, 1–2
 - differential equations, 35
 - Fourier transform, 116
 - genetic switches and, 144
 - modulo arithmetic, 132
 - Navier-Stokes equations, 35
 - neural networks and, 1–3
 - NP-completeness and, 60–61, 129
 - perceptrons and, 3
 - threshold value and, 2
 - tilings, 80

- Traveling Salesman Problem, 53–54, 58–61, 79
- Turing machine and, 27–28
- Mead, Carver, 136–137
- Meissner effect, 67–68
- Memory, 1–2
 - associative, 116–118
 - bacteriorhodopsin and, 114–115
 - Fourier transform and, 116
 - holographic, 115–118
 - longevity and, 118
 - optical, 118–120
 - volumetric, 115–116
- Messenger RNA, 71, 142
- Microbial engineering, 148–150
- Micro-electromechanical systems (MEMs), 85, 114
- Microfluidics, 157
- Miller, Stanley, 49
- MIT Artificial Intelligence Lab, 84–85, 148–150
- Modulo arithmetic, 132
- Moore, Tom & Ana, 121
- Morphogenesis, 91
- Morse, Daniel, 138
- Motorola, 120
- Munoz, Jose, 124
- Musgrove, Ken, 23
- Music, evolutionary, 22–23
- Mutation operator, 16

- Nagpal, Radhika, 93
- Nanotechnology, 67–68
 - biocomputation and, 77–79
 - data storage and, 114–115
 - manufacturing and, 69–71
 - microbial engineering and, 148–150
 - self-assembly and, 69–81
 - Teramac and, 88–91
- NASA, 120, 122, 133–134
- National Science Foundation, 120
- National Security Agency, 62
- Natural Selection, Inc., 20
- Navier-Stokes equations, 35
- Neural networks
 - applications of, 8–9
 - artificial intelligence and, 10–11
 - backpropagation algorithm and, 4, 8
 - binary response of, 5
 - biohardware and, 135–138
 - Church-Turing hypothesis and, 28
 - digital computers and, 9–10
 - digital Darwinism and, 14–15
 - games and, 20–22
 - genetic algorithms and, 20–22, 24, 141–149, 153
 - hidden layer of, 4, 6
 - intracellular signaling and, 139–148, 153–154
 - learning and, 2–3
 - mathematics and, 1–3
 - mechanisms of, 4–8
 - perceptrons and, 3
 - random noise and, 144
 - recurrent networks and, 3–4
 - synapses and, 2
 - synthetic cellular, 145–146
 - threshold value and, 2
 - weighted signals and, 5–8
- Newton, Isaac, 13, 25
- Nondeterministic polynomial time (NP), 60–61, 129

- O excited state, 119
- Ofria, Charles, 47
- Optical memory, 118–120
- “Organization of Behavior, The” (Hebbs), 2
- Origin of the Species, The* (Darwin), 13–14
- Oscillators, 146–149

- Parse tree, 17–18
- Pathogens, 98–103
- Pattern recognition, 8–9
- Peptides, 105–106
- Perceptrons, 3
- Phages, 141–146
- Photosynthesis, 120–122
 - bacteriorhodopsin and, 114–115
 - memory and, 115–116

- Pitts, Walter, x, xii, 1, 3, 10, 27–28
 Polymerase chain reaction (PCR), 58, 157
 Population growth
 automata and, 32–36
 Tierra project and, 46–47
 Prescott, David, 64
 Programming. *See also* Algorithms
 amorphous computing and, 83–95
 a priori, 9
 DNA computation and, 51–65
 evolvable hardware and, 122–129
 genetic, 15–18
 Growing Point Language and, 91–95
 Proteins, 139
 Cro, 145
 genetic switches and, 142–148
 memory and, 114–120
 Proteomics, 139
 Psychology, 2

 Q excited state, 119
 Quantum mechanics, ix, 25

 Random noise, 144
 Ray, Tom, 46–47
 Rechenberg, Ingo, 15
 Recombination, 64
 Recurrent networks, 3–4
 Reynolds, Craig, 45
 Rivest, Ron, 53
 RNA, 71, 142
 Robotics, 11
 artificial life and, 42
 genetic algorithms and, 18–20
 GOLEM project and, 42, 44
 top-down approach to, 42
 Rozenberg, Grzegorz, 64
 RSA encryption, 53

 Sakamoto, Kensaku, 62
 Santa Fe Institute, 35, 39, 41, 135
 Satisfiability problem (SAT), 61–62
 Scanning tunneling microscope, 67
 Schwefel, Hans-Paul, 15

 Seeman, Ned, 79–80
 Self-assembly
 adsorption and, 75
 biocomputation and, 77–79
 chemical synthesis and, 74–75
 definition of, 69
 DNA and, 71, 75–76, 79–80
 internal, 70–74
 noncovalent bonds and, 72–73
 SAMs and, 70, 75–76
 scale and, 67–71, 81
 thermodynamical equilibrium and, 72
 Self-replication, 29–31
 Self-tolerance
 computer virus detection and, 106–111
 human immune system and, 98–103
 Shamir, Adi, 53
 Shapiro, Lucy, 142, 144
 Signals. *See* Neural networks
 Sims, Karl, 42–43
 Simulation Program with Integrated Circuit Emphasis (SPICE), 151–153
 Single-instruction, multiple-data (SIMD) computation, 56
 Sipper, Moshe, 122, 130, 135
 Smart paint, 85–86
 Soviet Union, 115
 Spacial light modulator (SLM), 116
 Speech production, 9
 Splicing model, 53
 Steingberg-Yfrach, Gali, 121
 Stochastic effects, 144
 Stoica, Adrian, 122, 129, 134
 Submodules, 145–146
 Sussman, Gerry, 84, 87, 93
 Swiss Federal Institute of Technology (EPFL), 122, 130–132
 Synapses, 2, 5
 Synthetic biology, 149–150, 153

 Taylor, Charles, 40
 T cells, 102–103, 107
 Teramac computer, 88–91

- Thermodynamics, ix, 72
- Thompson, Adrian, 127, 129
- Thymine, 54–58
- Tierra project, 46–47
- Tilings, 80
- Toffoli, Tommaso, 33–34
- Toggle switches, 146–148
- Traveling Salesman Problem, 53–54, 58–61, 79
- Turing, Alan, x, 27–28, 80
- Tyrrell, Andy, 131, 133–135

- Ulam, Stanislaw, 31
- Ultraviolet light, 141–142, 144–145, 147

- van der Waals forces, 72
- Viruses
 - biohardware and, 133–135
 - computer immune systems and, 97, 106–111, 133–135
 - lambda, 141–146
- VLSI systems, 136–138
- Volumetric memory, 115–116
- von Neumann, John, 1, 40–41, 156
 - amorphous computing and, 83–84, 93, 95
 - automata and, 25–26, 28–31
 - Church-Turing hypothesis and, 28
 - fault tolerance and, 83–84
 - Game of Life and, 32–33
 - Hixon Symposium and, x–xii, 26

- Wang, Hao, 80
- Watson, James, xi, 31
- Weighted signals, 5–8
- Weinberg, Steven, 36
- Weiss, Ron, 149, 153
- Werbos, Paul, 8
- Wet lab experimentation, 53
- White cells, 99–100
- Whitesides, George, 71
- Winfree, Erik, 80
- Wolfram, Stephen, 34
- Woodbury, Neil, 120–121

- World Economic Forum, 158

- X-ray diffraction, 31, 86

- Zhang, Shuguang, 76
- Zygotes, 140–141