

Self-reference and Evolution of Evolvability

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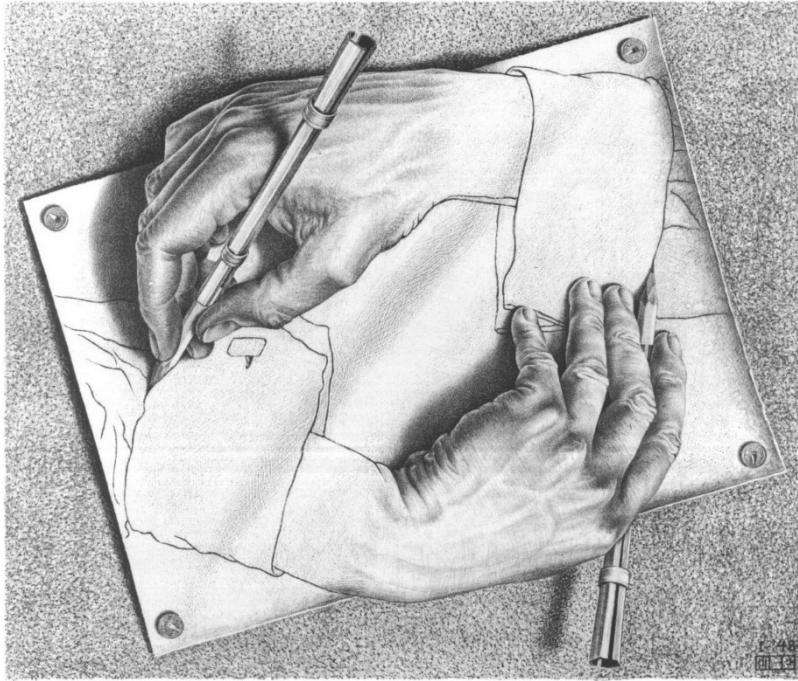
THE UNIVERSITY OF
SYDNEY

Workshop “Evolution of Social Complexity”
Sydney, 13 February 2020

- Self-reference and “tangled hierarchies”
 - The halting problem and The Liar paradox
 - Edge of chaos, criticality and phase transitions
 - Meta-simulation and novelty generation
 - Emergence of functional self-descriptions
-

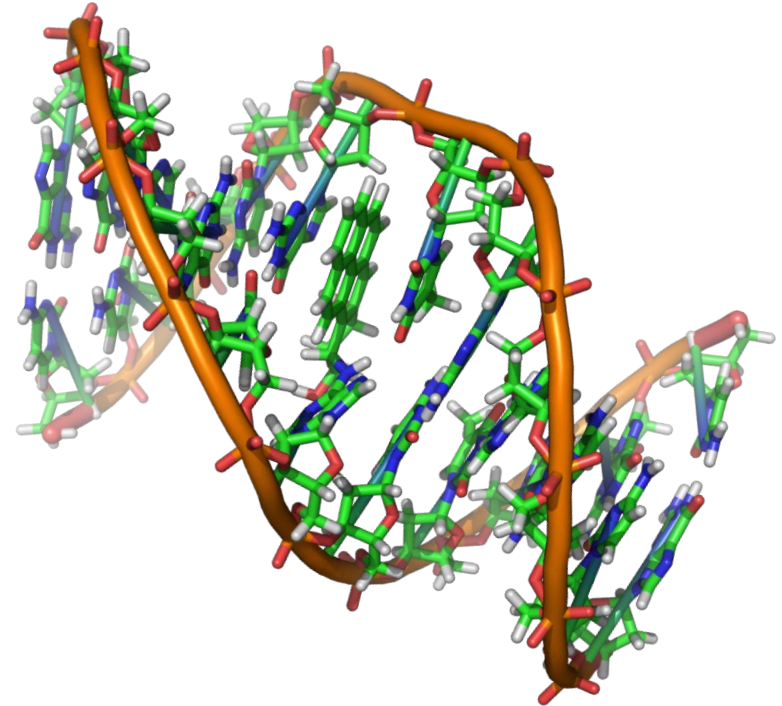


Self and a functional description of “self”



Drawing Hands:

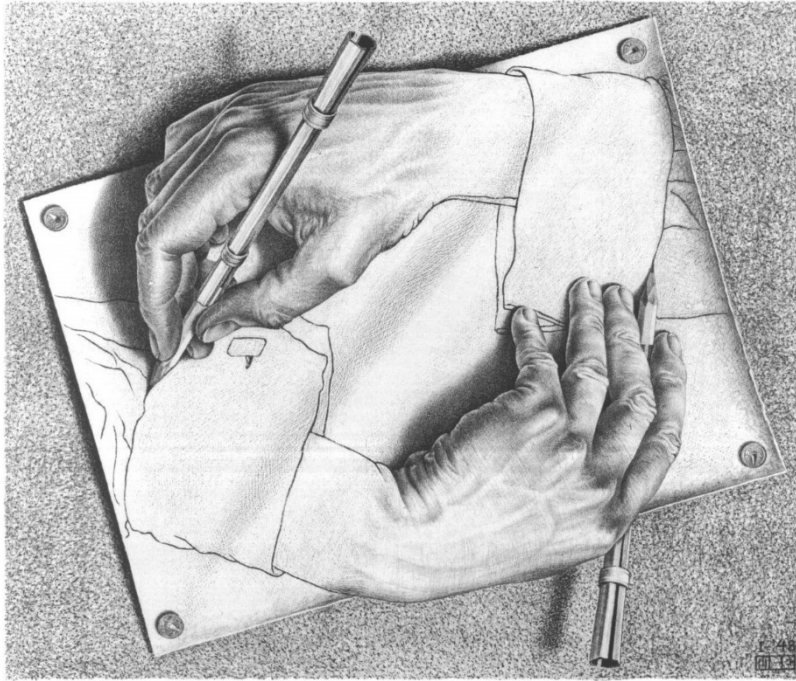
the product, the hands, are undertaking the operation – the drawing of the hands



DNA: genetic instructions (*sequence*) used in development and functioning of a living organism (*function and structure*) – a set of “blueprints” needed to construct other components of cells, and copy itself



Self-reference



Drawing Hands:

the product, the hands, are undertaking the operation – the drawing of the hands



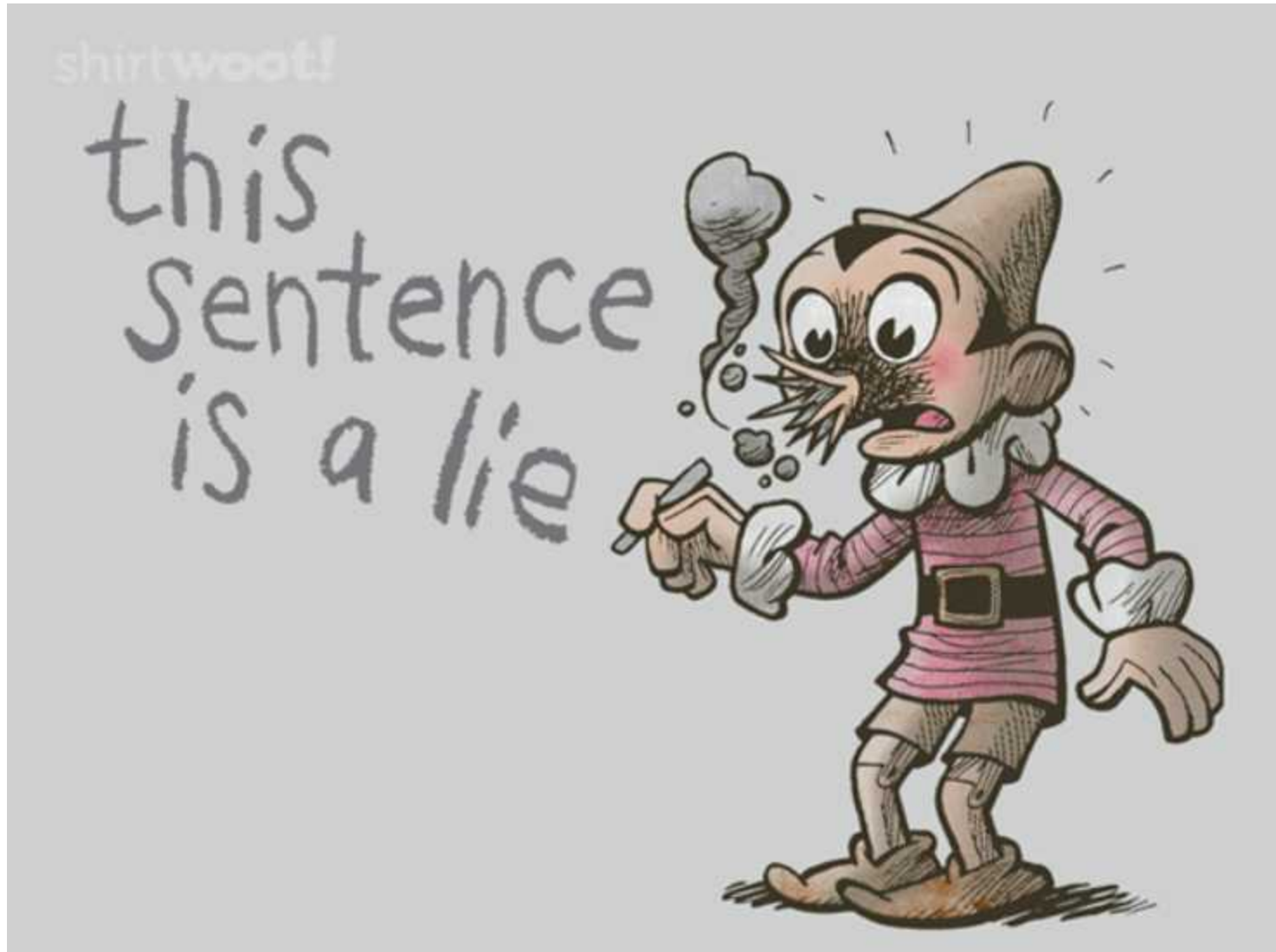
El Farol Bar Problem:

if less than 60% of the population go to the bar, then 😊😊😊😊

if more than 60% of the population go to the bar, then 😞😞😞😞😞😞😞😞



The Liar paradox





The Liar paradox

shirtwoot!

this
sentence
is a lie



$$\mathcal{F} \vdash \gamma \leftrightarrow \neg \text{Provable}_{\mathcal{F}}(\ulcorner \gamma \urcorner)$$



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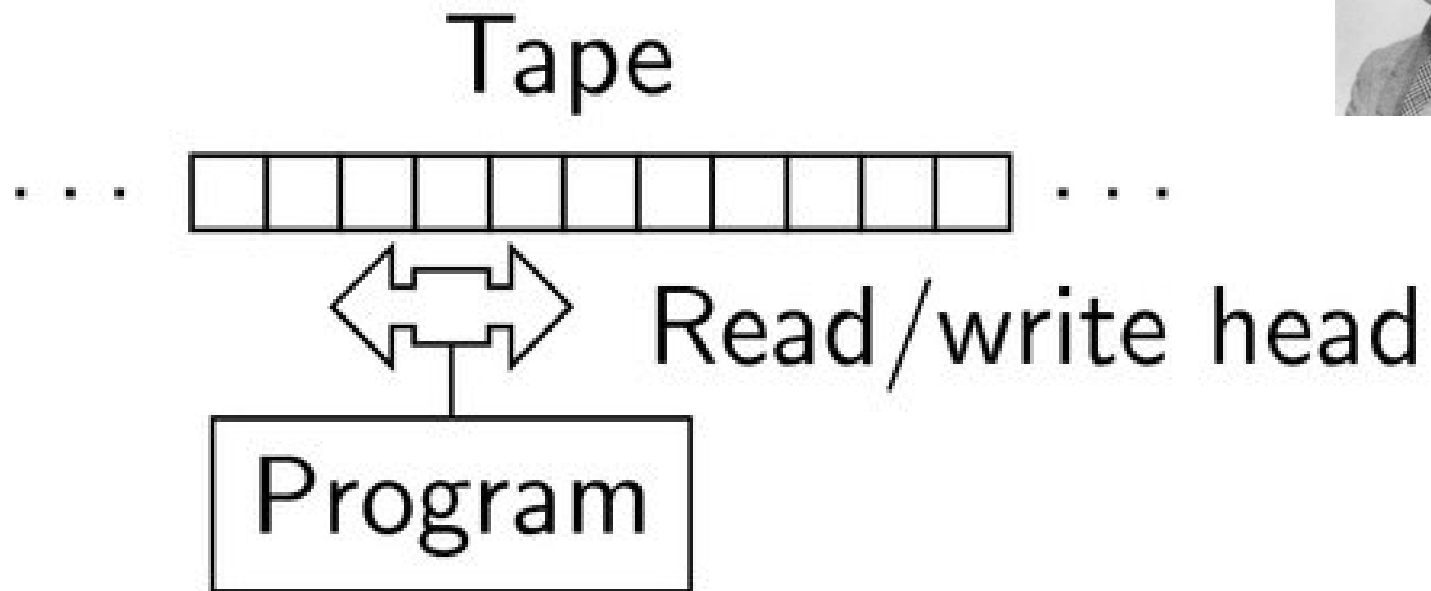


Turing Machine (...not that one)





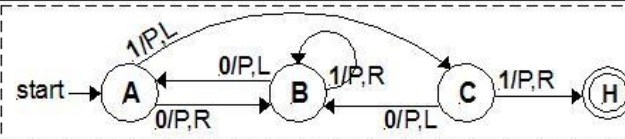
Turing Machine





Turing Machine

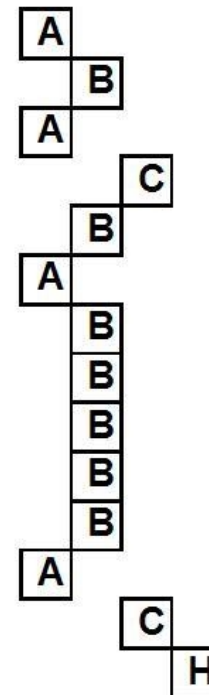
3-state busy beaver:



Sequence	Instruction	Head															
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	A	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	B	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	A	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0
4	C	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0
5	B	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0
6	A	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
7	B	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
8	B	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0
9	B	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0
10	B	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0
11	B	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
12	A	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0
13	C	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0
14	H	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0

Instruction: A B C H

time -->



Total system state --
complete configuration (aka
"instantaneous description")
TAPE & TABLE & HEAD

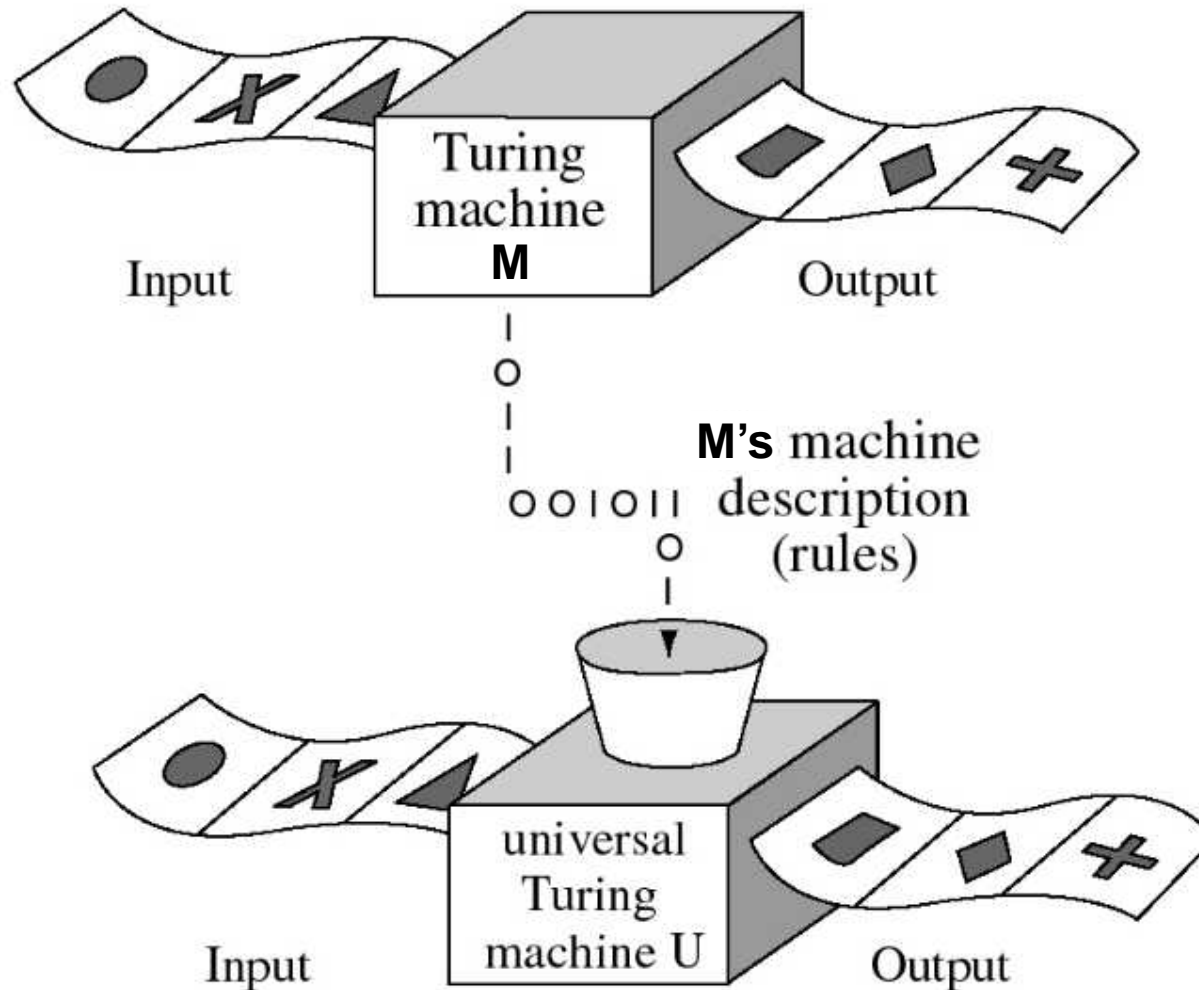
```

      A 0
      B 0 1
    1 A 1
    1 1 C 0
  1 1 1 B 0
1 1 1 1 A 0
  1 1 1 B 1 1
    1 1 B 1 1 1
      1 B 1 1 1 1
        B 1 1 1 1 1
          B 0 1 1 1 1 1
            1 A 1 1 1 1 1
              1 1 C 1 1 1 1
                1 H 1 1 1 1 1
  
```

Progress of the computation (state-trajectory) of a 3-state busy beaver



Universal Turing Machine: can simulate any other machine





Universal Decider Turing Machine: does it exist?

$$P([M, w]) = \begin{cases} \textit{accept} & \text{if } M \text{ accepts } w \\ \textit{reject} & \text{if } M \text{ does not accept } w \end{cases}$$



Universal Decider Turing Machine: does it exist?

$$P([M, w]) = \begin{cases} \textit{accept} & \text{if } M \text{ accepts } w \\ \textit{reject} & \text{if } M \text{ does not accept } w \end{cases}$$

$$V([M]) = \begin{cases} \textit{reject} & \text{if } M \text{ accepts } [M] \\ \textit{accept} & \text{if } M \text{ does not accept } [M] \end{cases}$$



Universal Decider Turing Machine: does not exist!

$$P([M, w]) = \begin{cases} \text{accept} & \text{if } M \text{ accepts } w \\ \text{reject} & \text{if } M \text{ does not accept } w \end{cases}$$

$$V([M]) = \begin{cases} \text{reject} & \text{if } M \text{ accepts } [M] \\ \text{accept} & \text{if } M \text{ does not accept } [M] \end{cases}$$

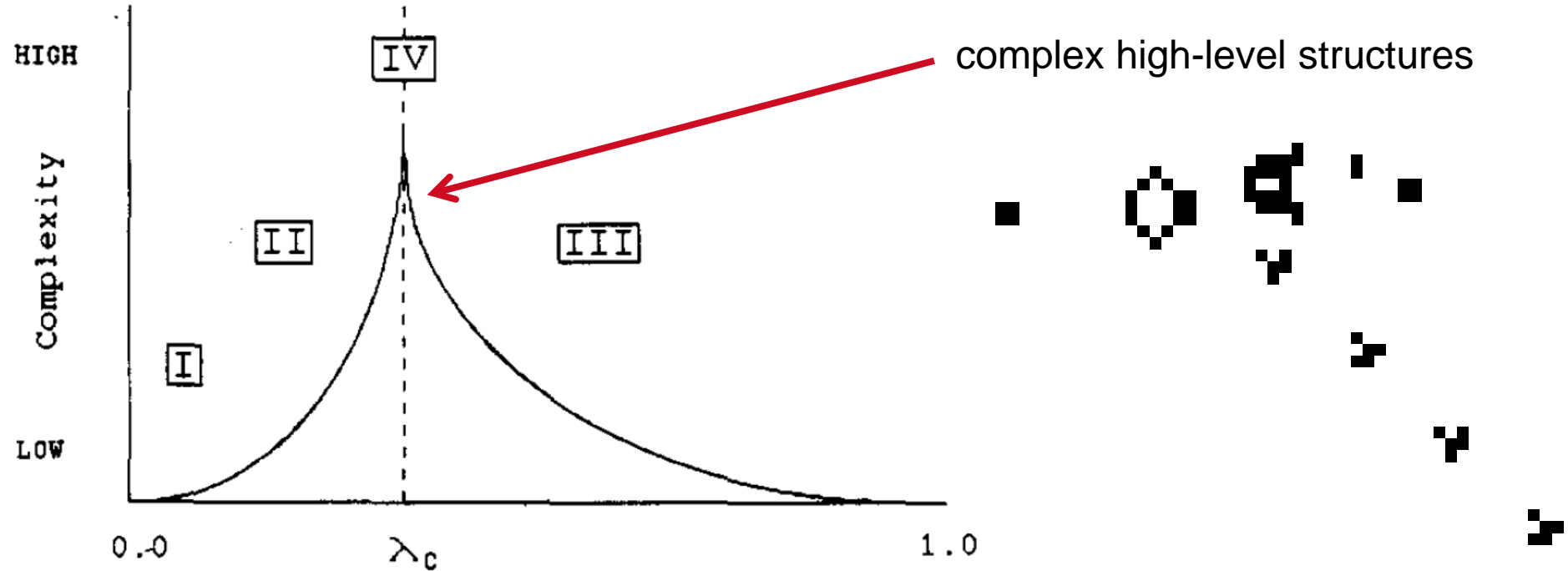
$$V([V]) = \begin{cases} \text{reject} & \text{if } V \text{ accepts } [V] \\ \text{accept} & \text{if } V \text{ does not accept } [V] \end{cases}$$



- Self-reference and “tangled hierarchies”
 - The halting problem and The Liar paradox
 - **Edge of chaos, criticality and phase transitions**
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 - Emergence of functional self-descriptions
-

Chris Langton, “Computation at the edge of chaos: Phase transitions and emergent computation” (1991):

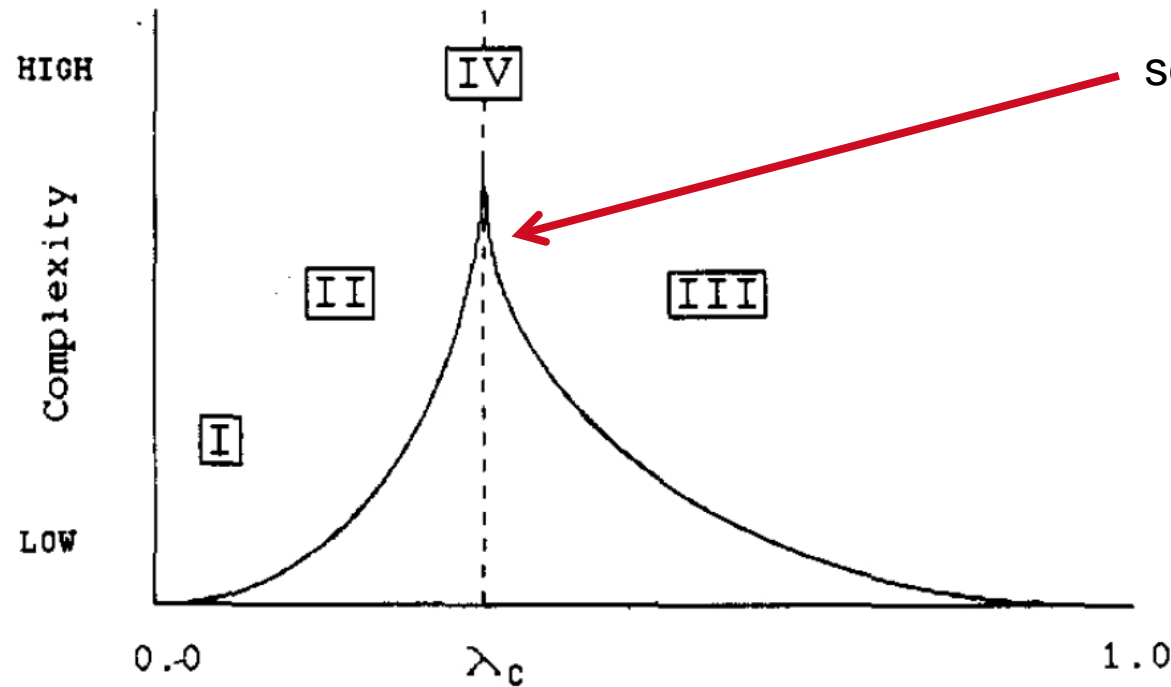
- how can emergence of computation be explained in a *dynamic* setting?
- how is it related to *complexity* of the system in point?



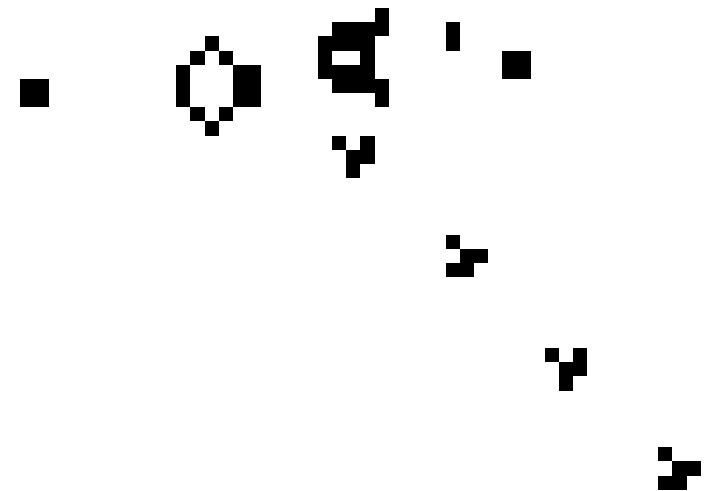


Game of Life

1. Deaths. Any live cell with fewer than two or more than three live neighbours dies.
2. Survivals. Any live cell with two or three live neighbours lives on to the next generation.
3. Births. Any dead cell with exactly three live neighbours becomes a live cell.



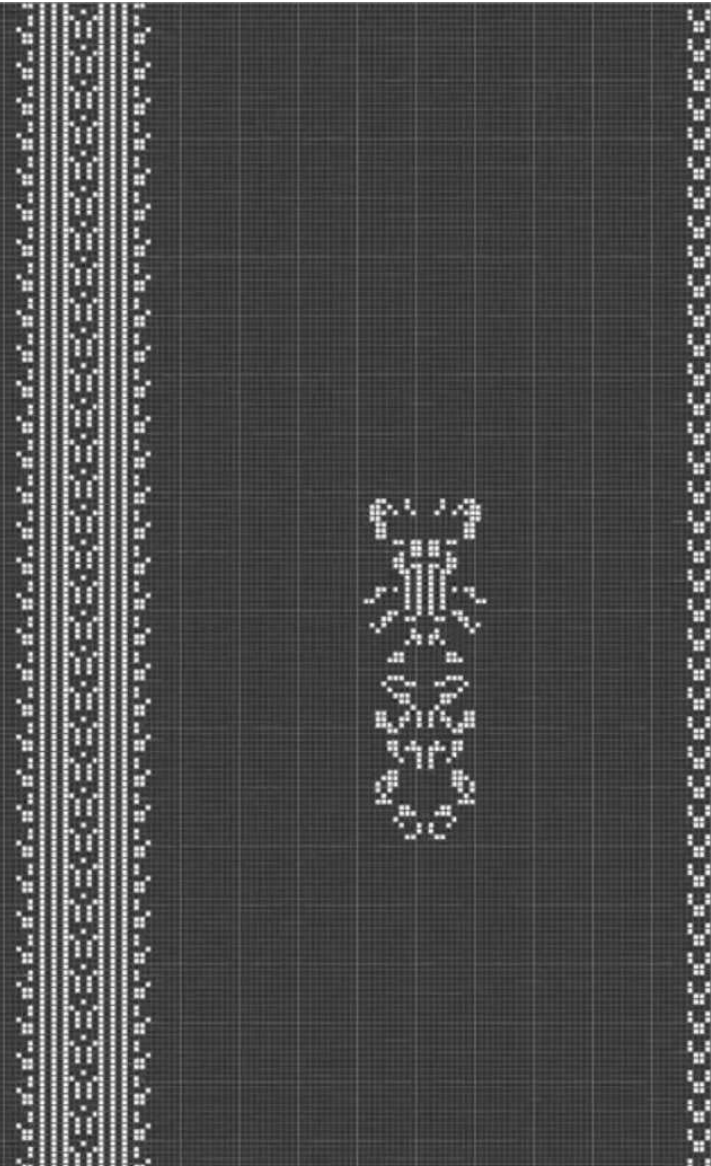
self-organising structures





Game of Life: convergence?

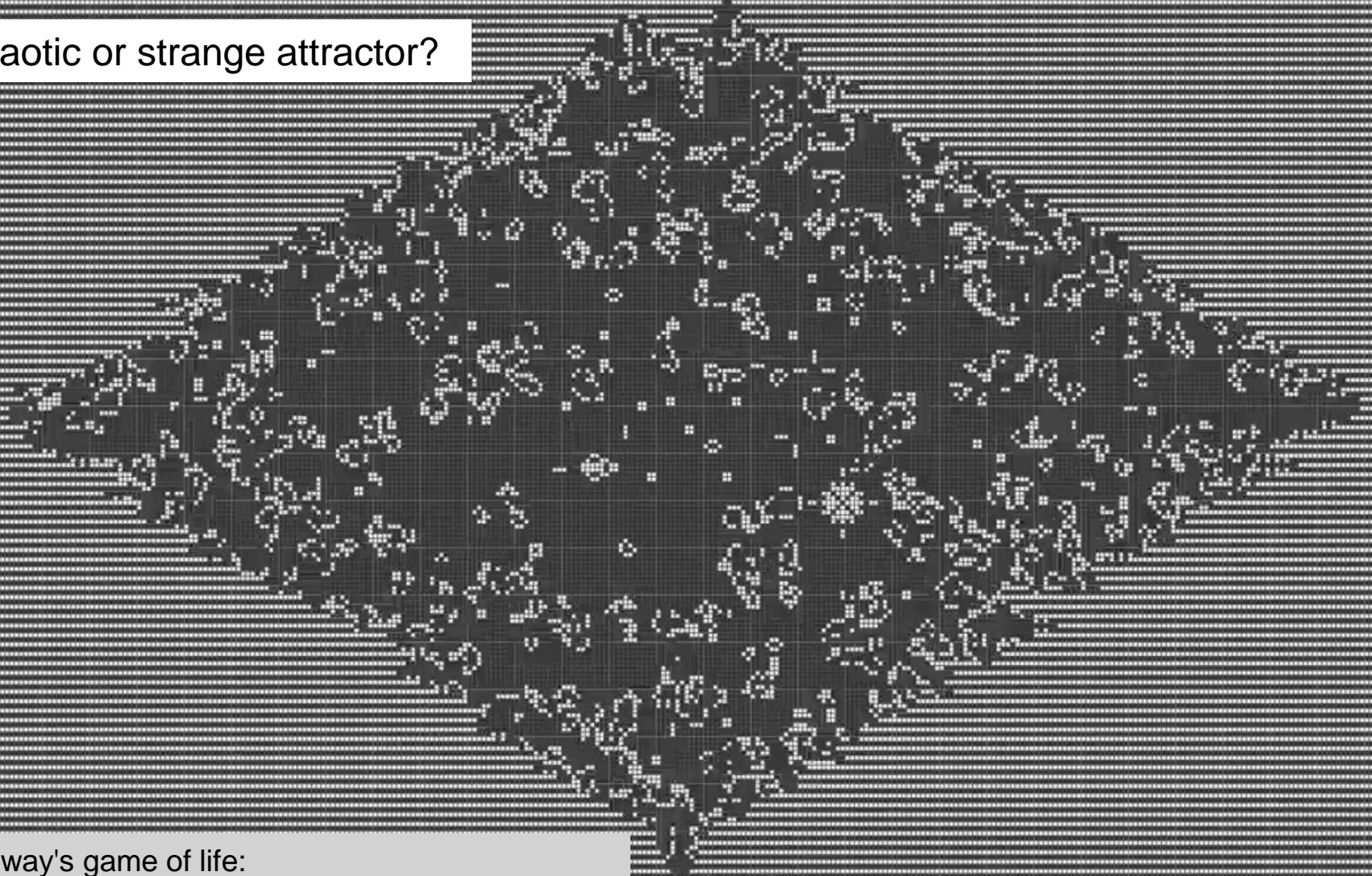
fixed point or limit cycle ?





Game of Life: convergence?

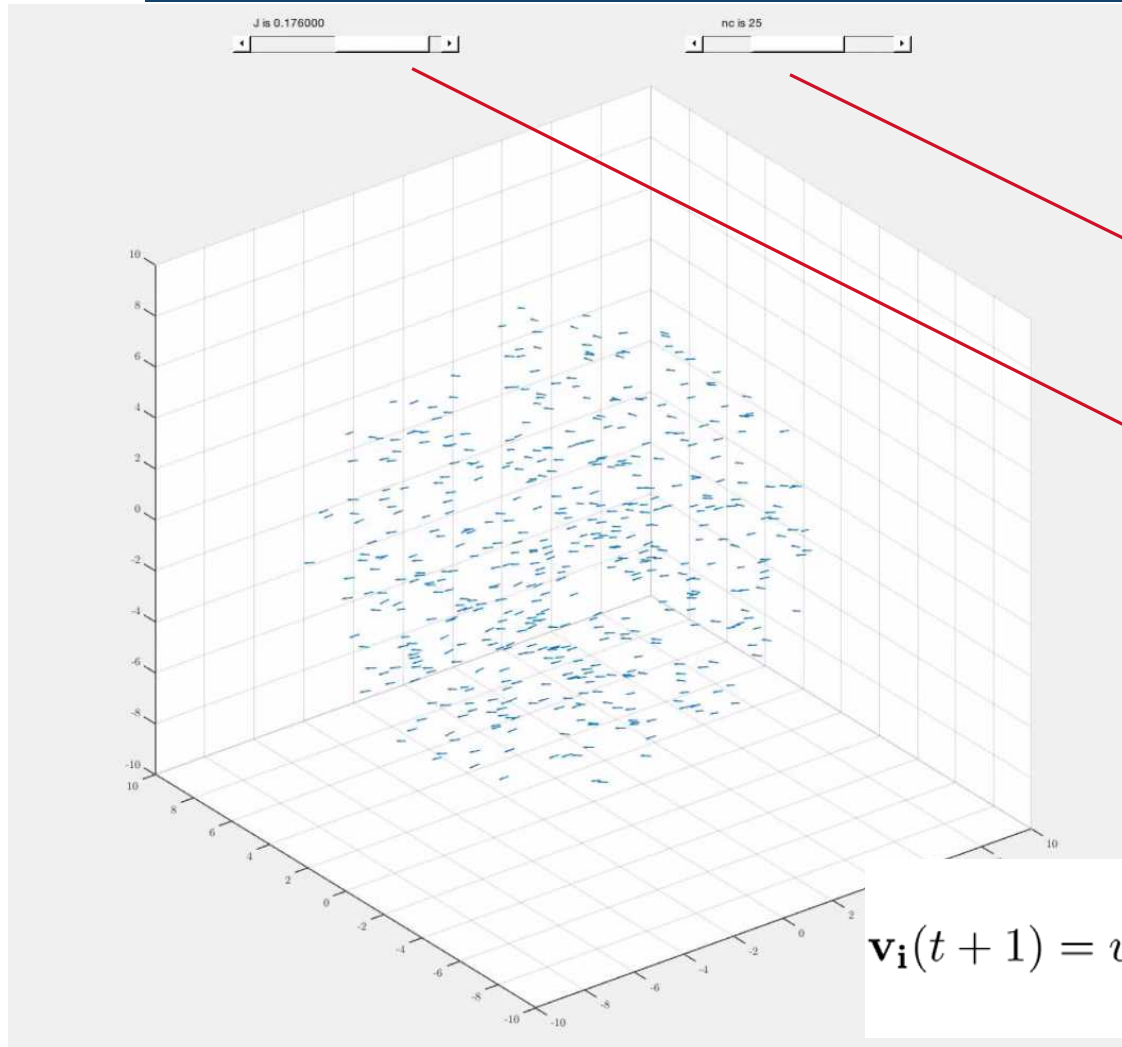
chaotic or strange attractor?



Conway's game of life:
<https://www.youtube.com/watch?v=C2vgICfQawE>



Swarming (collective) motion



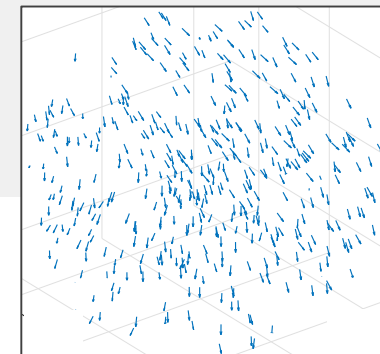
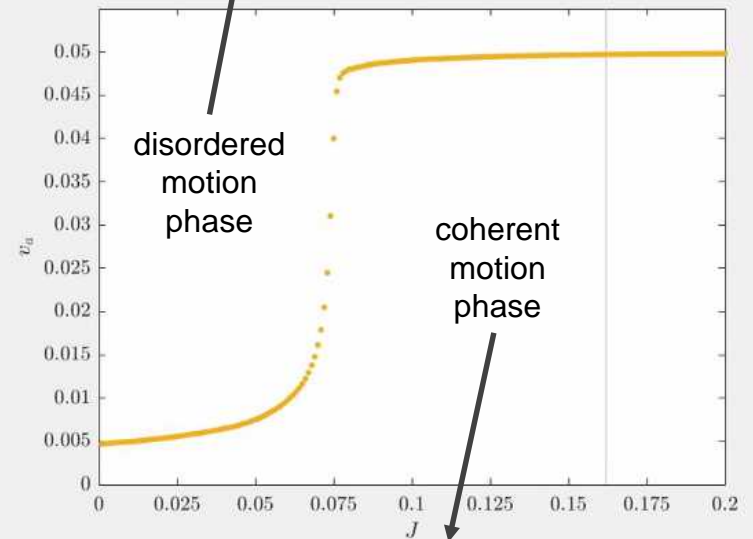
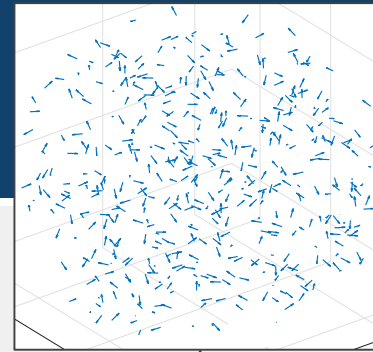
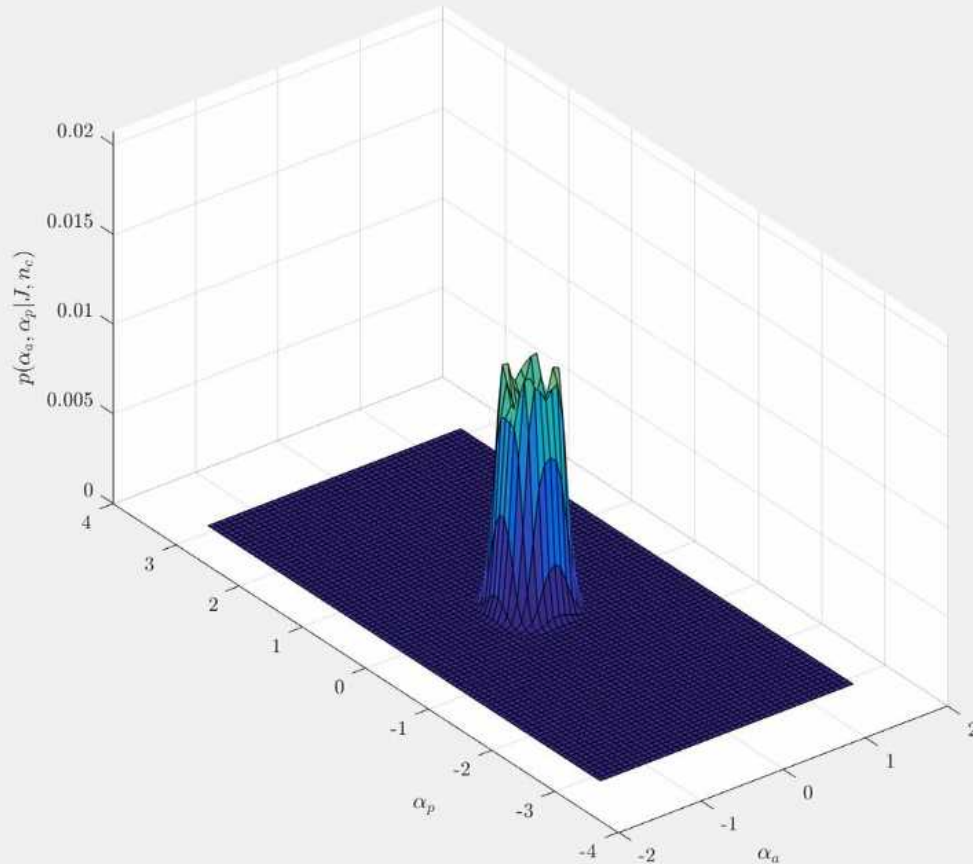
a kinetic phase transition driven by

- nearest neighbours N_c
- alignment strength $J = v_0 a$

$$\mathbf{v}_i(t+1) = v_0 \Theta \left[a \sum_{j \in n_c^i} \mathbf{v}_j(t) + b \sum_{j \in n_c^i} f_{ij} + n_c \boldsymbol{\eta}_i \right]$$

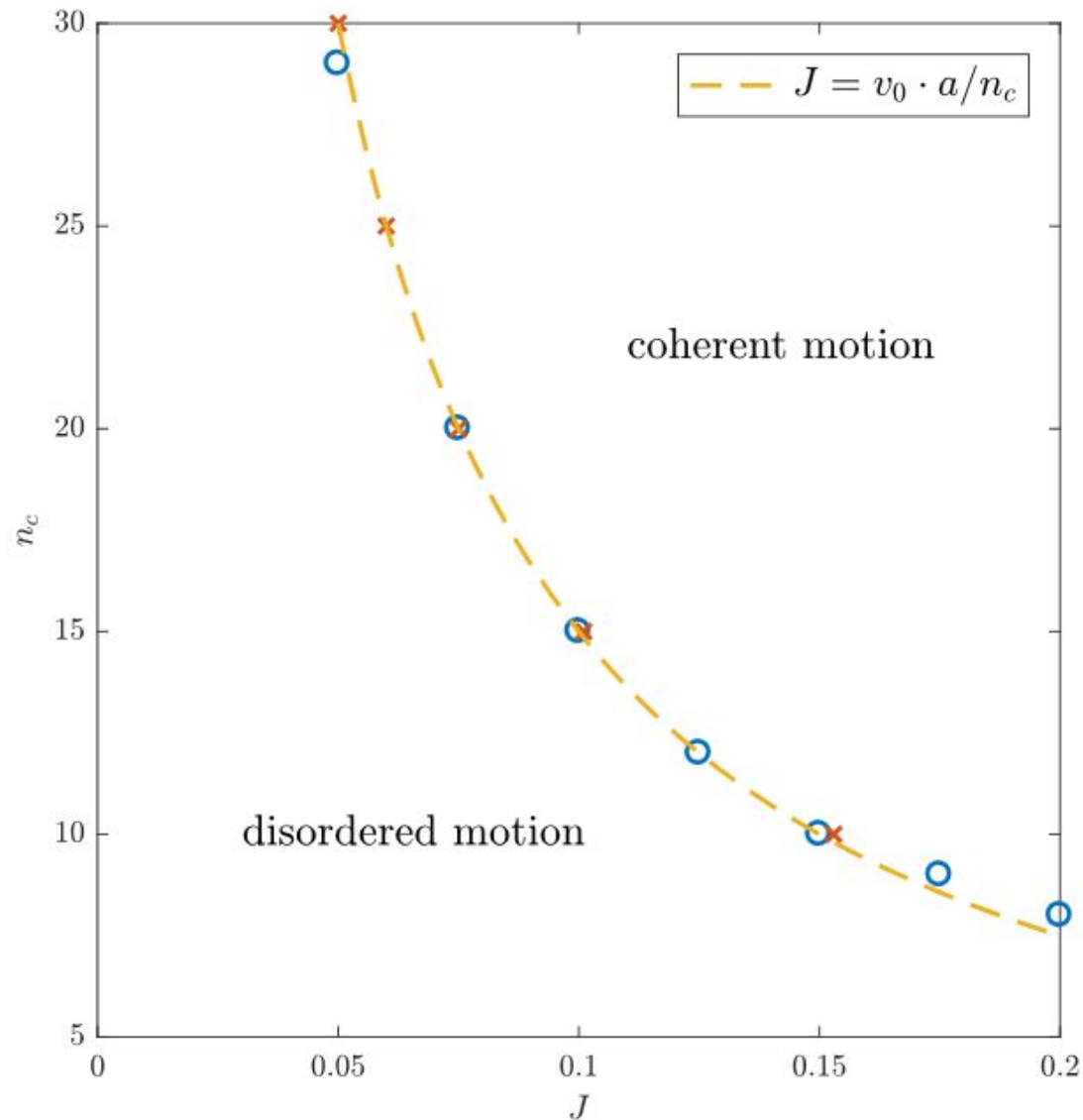


The two kinetic phases





Edge of chaos in collective motion

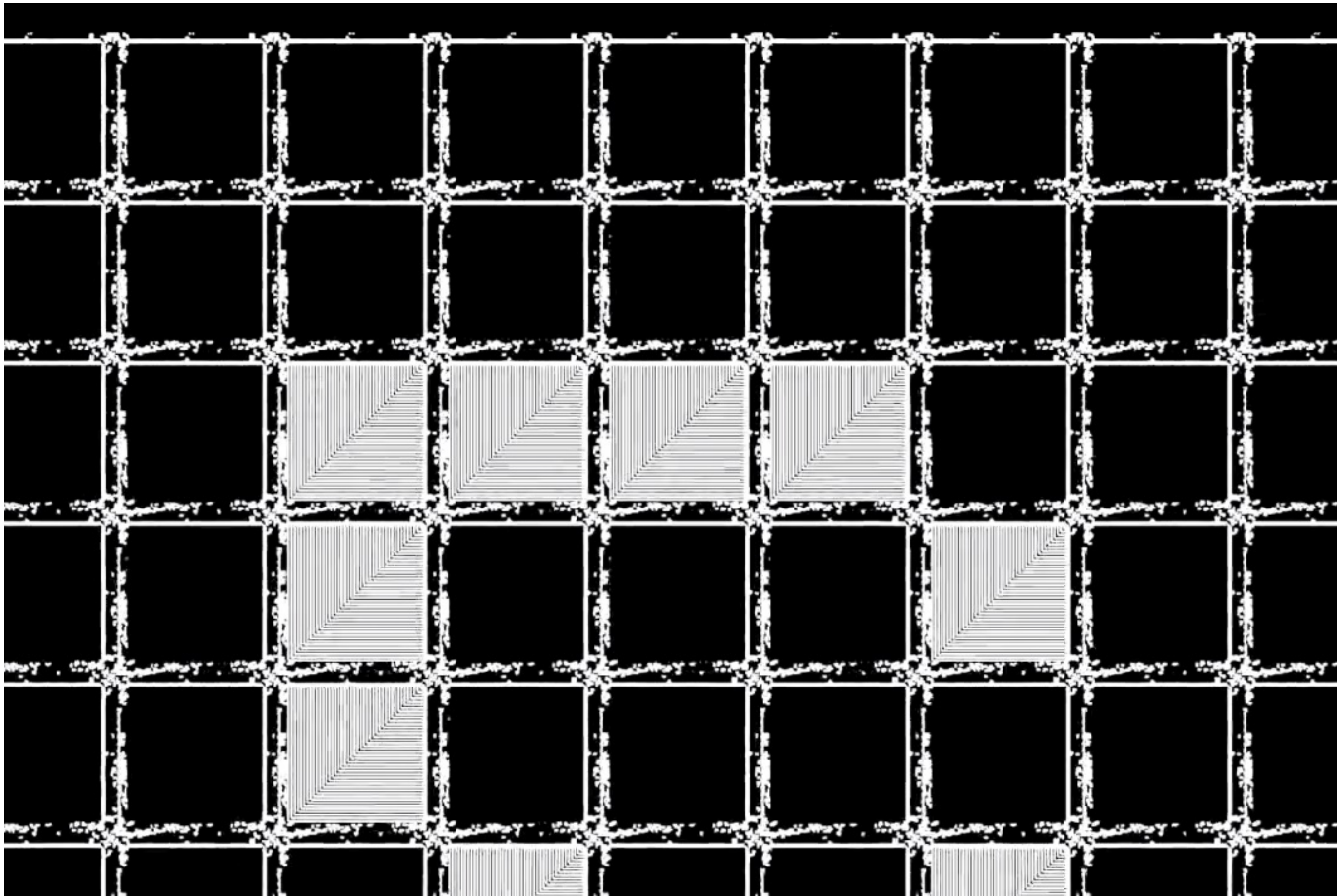




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Universal Cellular Automata: a Metapixel

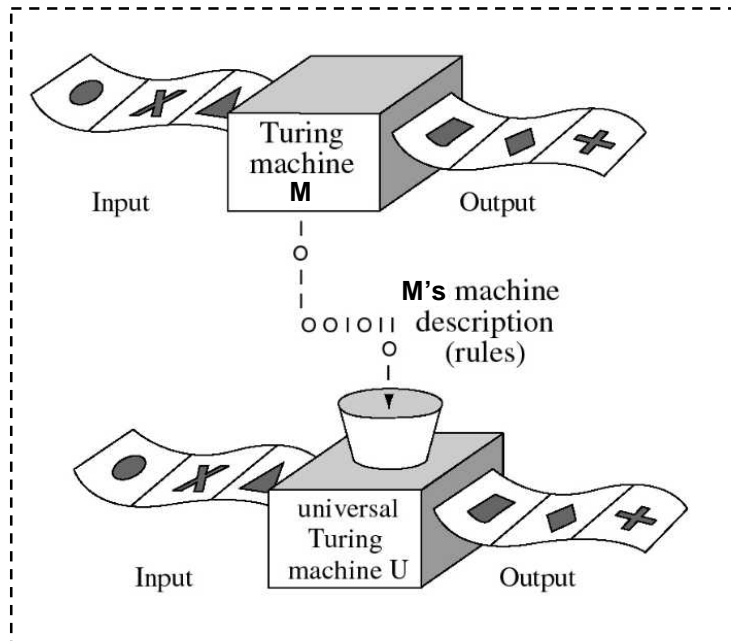


“Life in Life” by Phillip Bradbury: https://www.youtube.com/watch?time_continue=4&v=xP5-ileKXE8
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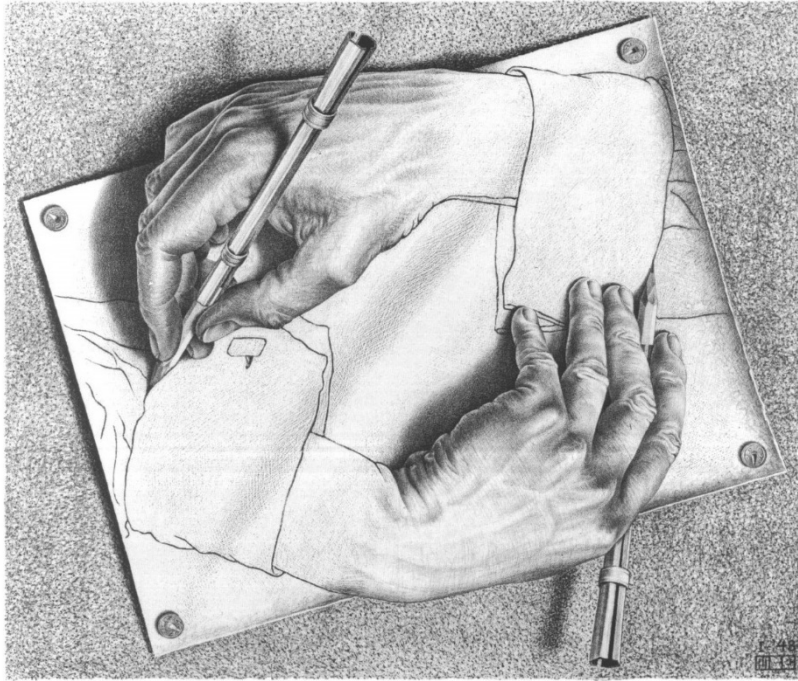
Three-way equivalence

$$\mathcal{F} \vdash \gamma \leftrightarrow \neg \text{Provable}_{\mathcal{F}}(\ulcorner \gamma \urcorner)$$



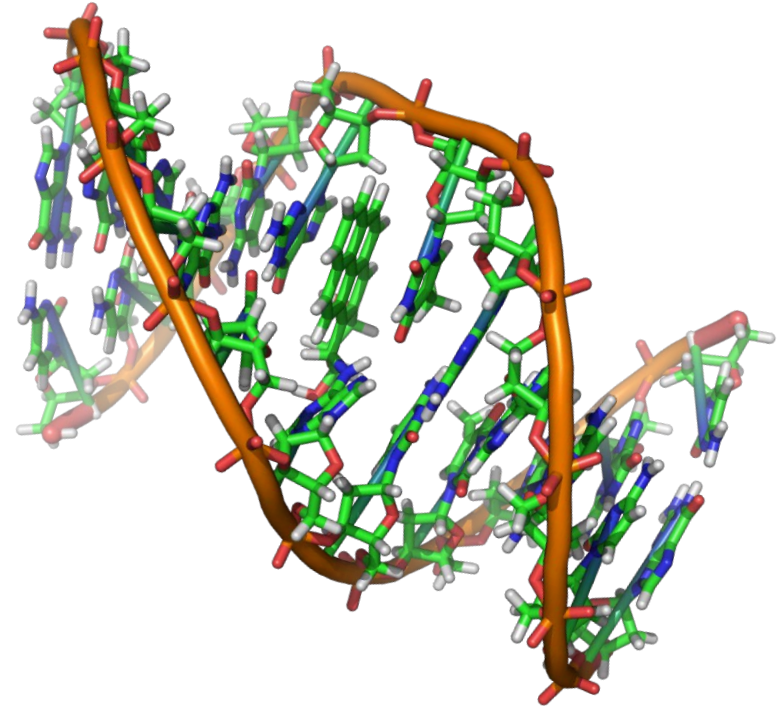


Self and a functional description of “self”



Drawing Hands:

the product, the hands, are undertaking the operation – the drawing of the hands

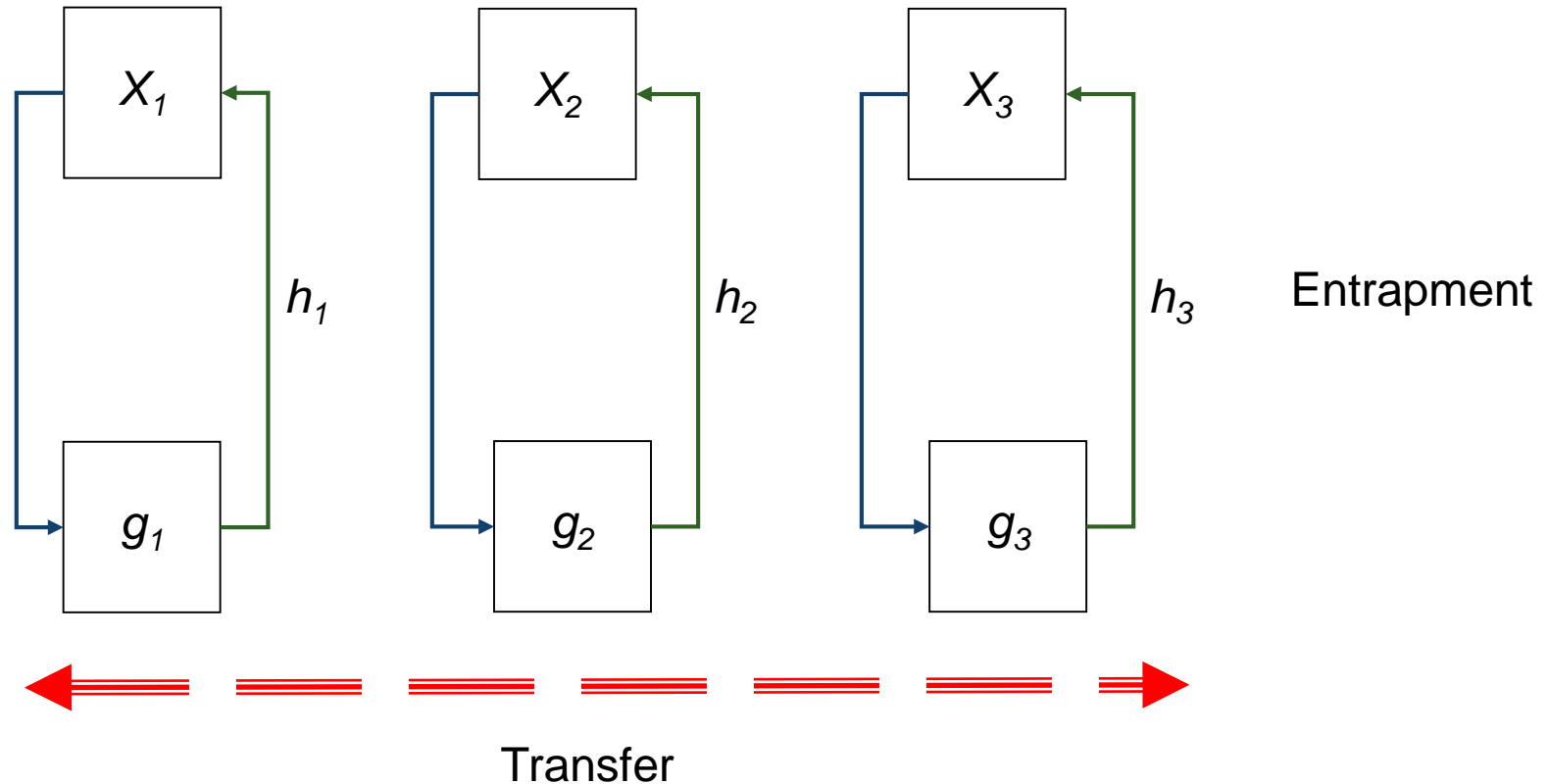


DNA: genetic instructions (*sequence*) used in development and functioning of a living organism (*function and structure*) – a set of “blueprints” needed to construct other components of cells, and copy itself

- genotype-phenotype mapping: a self-referential relationship between an encoded description of a living organism (data) and the organism itself (program)
- “how the genotype-phenotype relationship had come to be?”
- how a functional self-description (“encoding”) could evolve?
- “Coding threshold” separates an earlier evolutionary stage and the RNA world with the capacity to represent nucleic acid life symbolically, in terms of amino acid sequences



Entrapment and Horizontal Gene Transfer

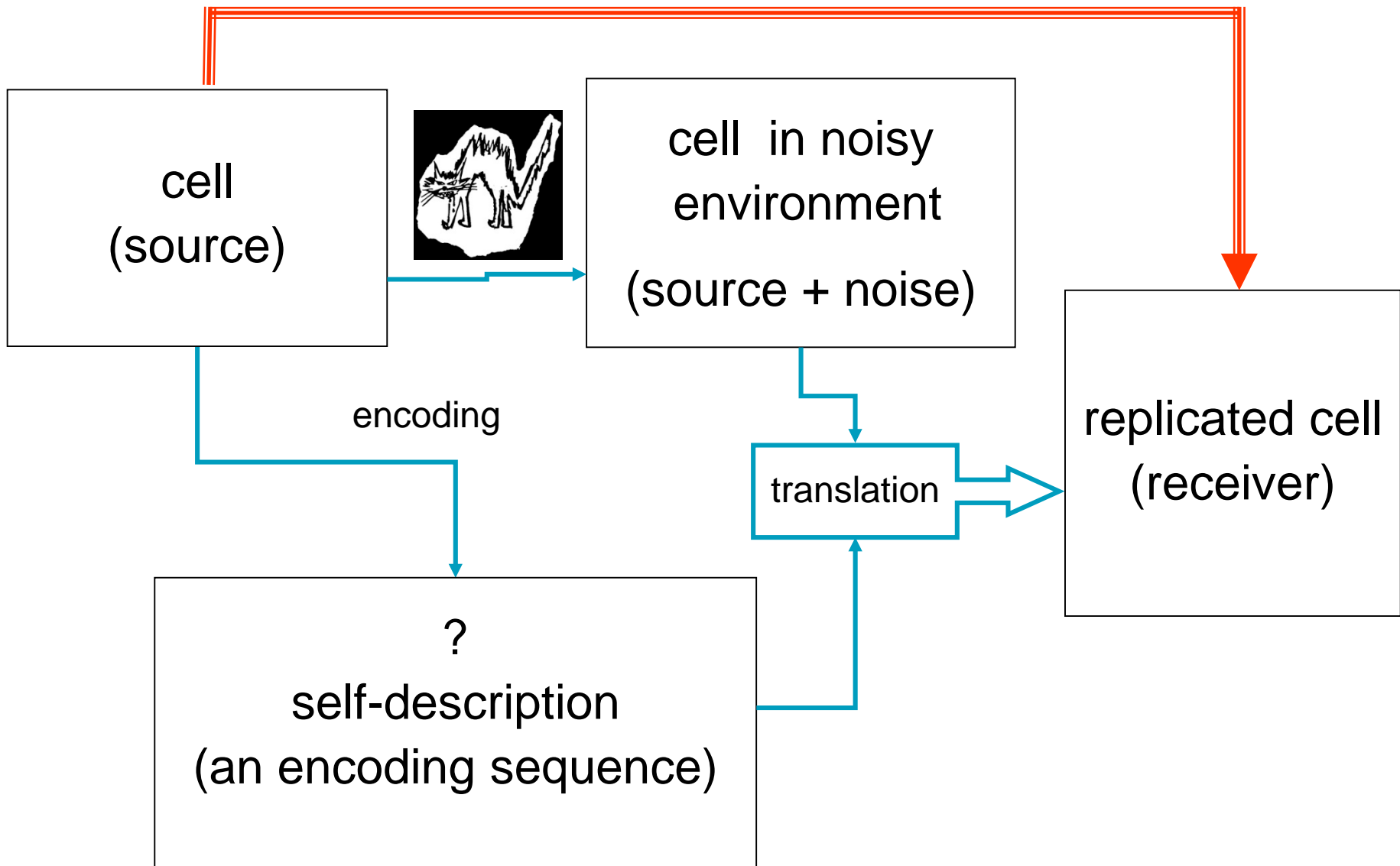


Selection pressure: information preservation

- how a functional self-description (“encoding”) could evolve?
 - hypothesis: maximisation of information preservation through selected channels is one of the main evolutionary pressures
 - information preservation is a consistent motif in biology:
 - evolution extracts valuable information and stores it in the genes
 - this process is relatively slow and noisy
- a selective advantage: to preserve this information, once captured
-




Modelling evolutionary dynamics





Objective (fitness) function

$$\max_g I_g(X_{t_0}; X_{t^*})$$


$$\min_g d_g(X_{t_0}, X_{t^*}) = H(X_{t_0} | X_{t^*}) + H(X_{t^*} | X_{t_0})$$

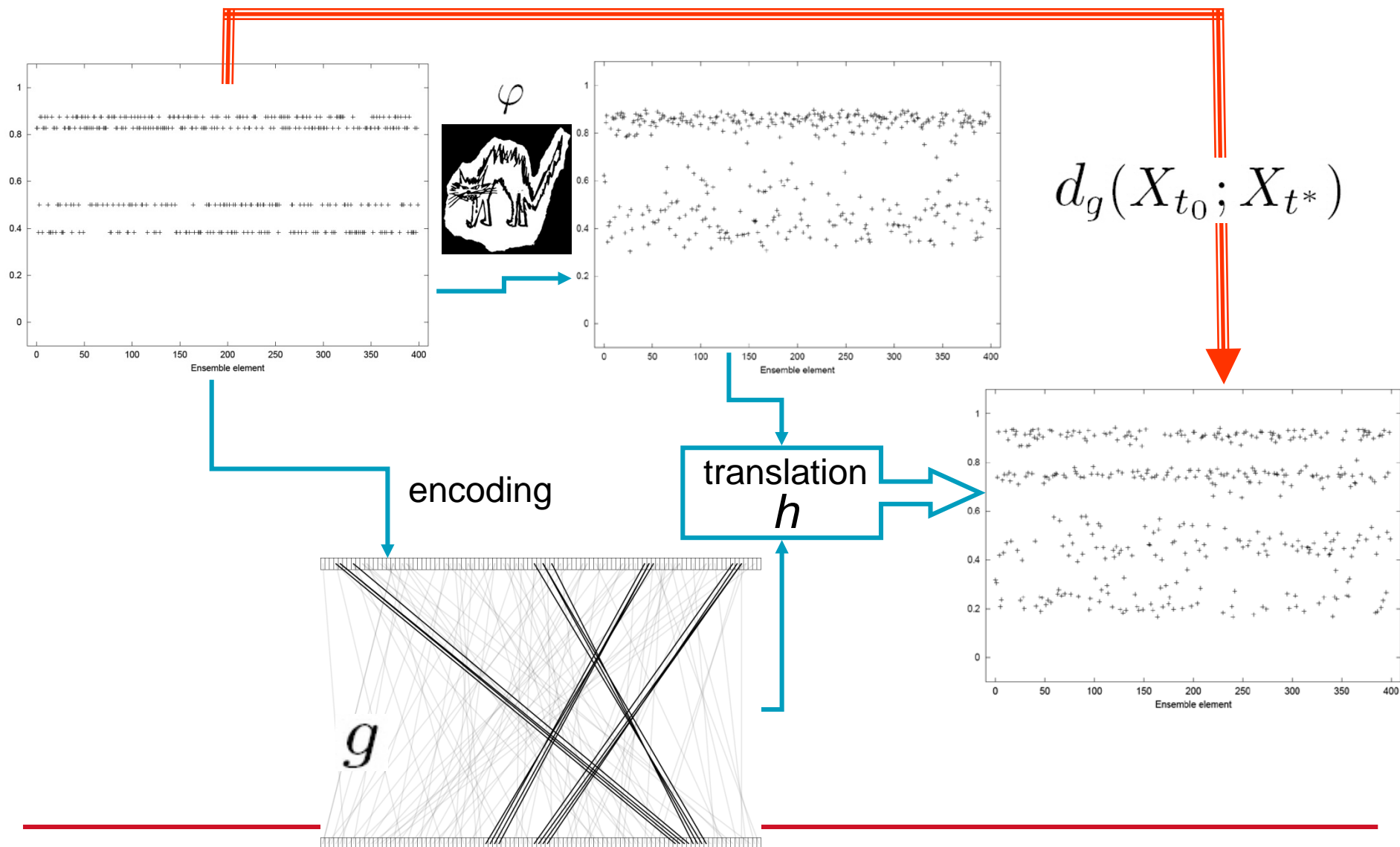
subject to

φ



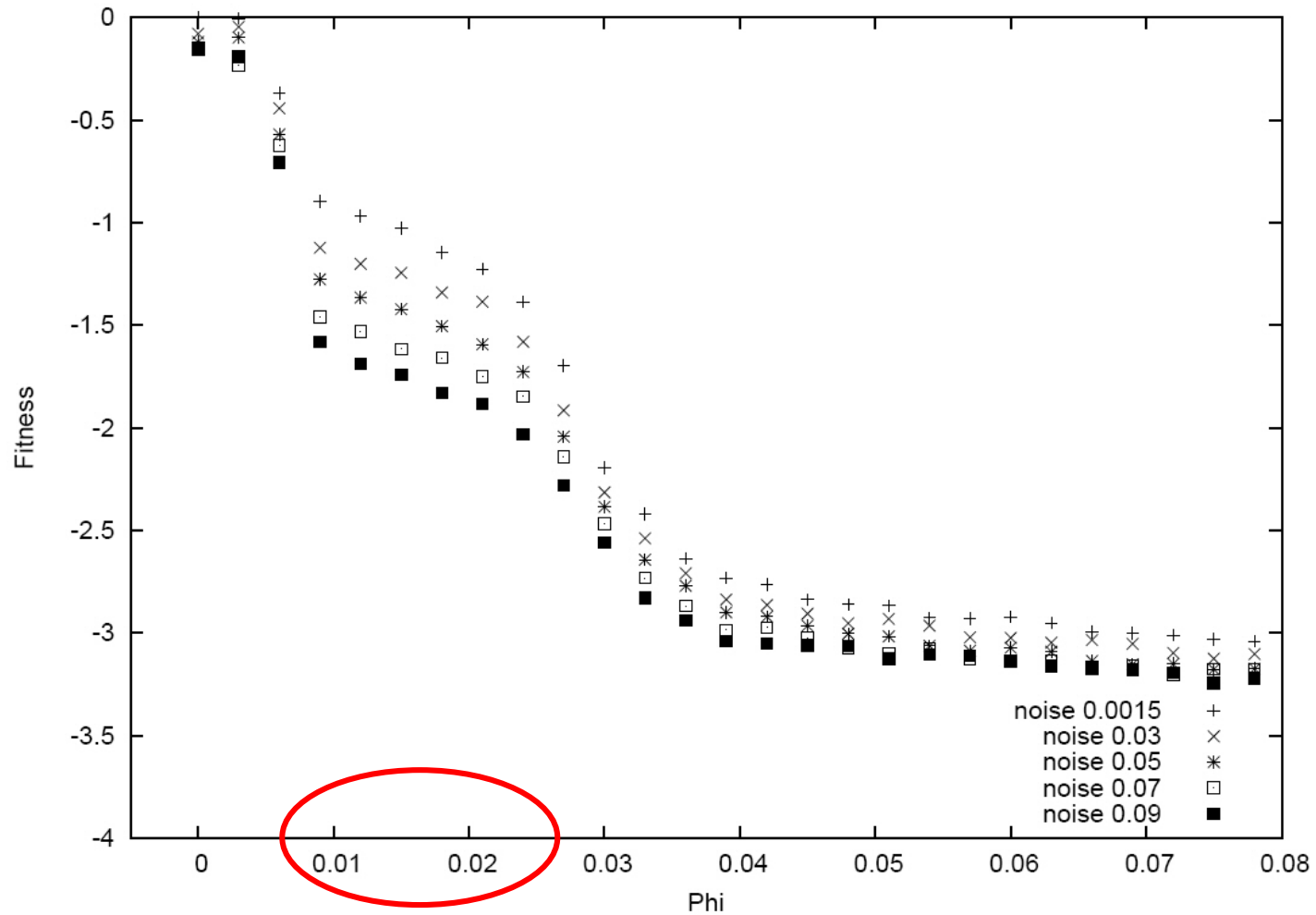


Recovery of structure





“Error interval”



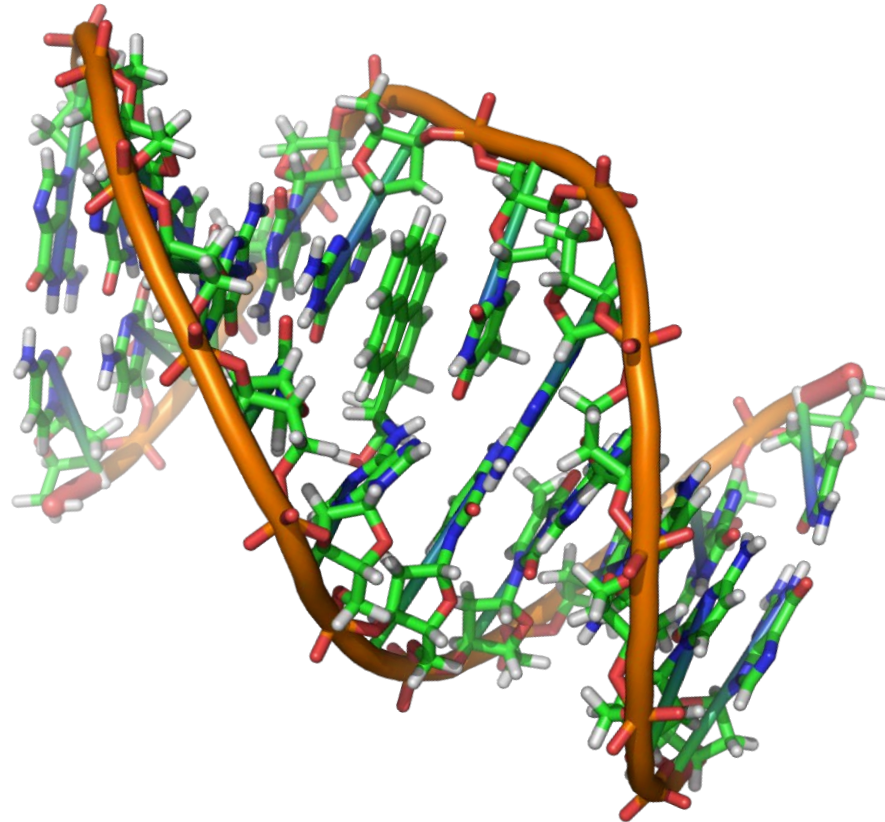
Fitness d over external noise



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Genetic code: a functional self-description



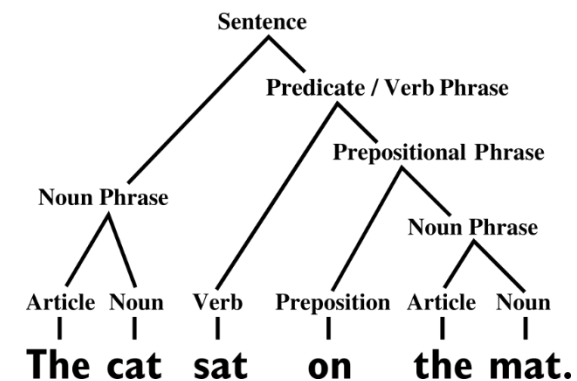
DNA: genetic instructions (*sequence*) used in development and functioning of a living organism (*function and structure*) – a set of “blueprints” needed to construct other components of cells, and copy itself



Language: a functional self-description



Basic constituent structure analysis of a sentence:



Speech, language, grammar. A mural in Teotihuacan, Mexico (c. 2nd century) depicting a person emitting a speech scroll from his mouth, symbolizing speech



Culture: a functional self-description



Culture: Petroglyphs in modern-day Gobustan, Azerbaijan, dating back to 10,000 BCE



The Tower of Babel
by Pieter Bruegel the Elder, 1563.

- universal computation and undecidable dynamics
 - undecidability is generated by self-reference, infinite computation and negation
 - computational novelty can be created by agents with universal computation and functional self-description
 - information preservation via functional self-description drives novelty generation across major transitions (genetic, linguistic, cultural)
 - complex systems **are** dynamical systems with undecidable dynamics
-



Stigmergic gene transfer and emergence of universal coding

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Thermodynamics and computation during collective motion near criticality

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Review

Self-referential basis of undecidable dynamics: From the Liar paradox and the halting problem to the edge of chaos

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