



# A Biologically Inspired Programming Model for Self-Healing Systems

Selvin George

David Evans

Lance Davidson

Computer Science

Computer Science

Biology

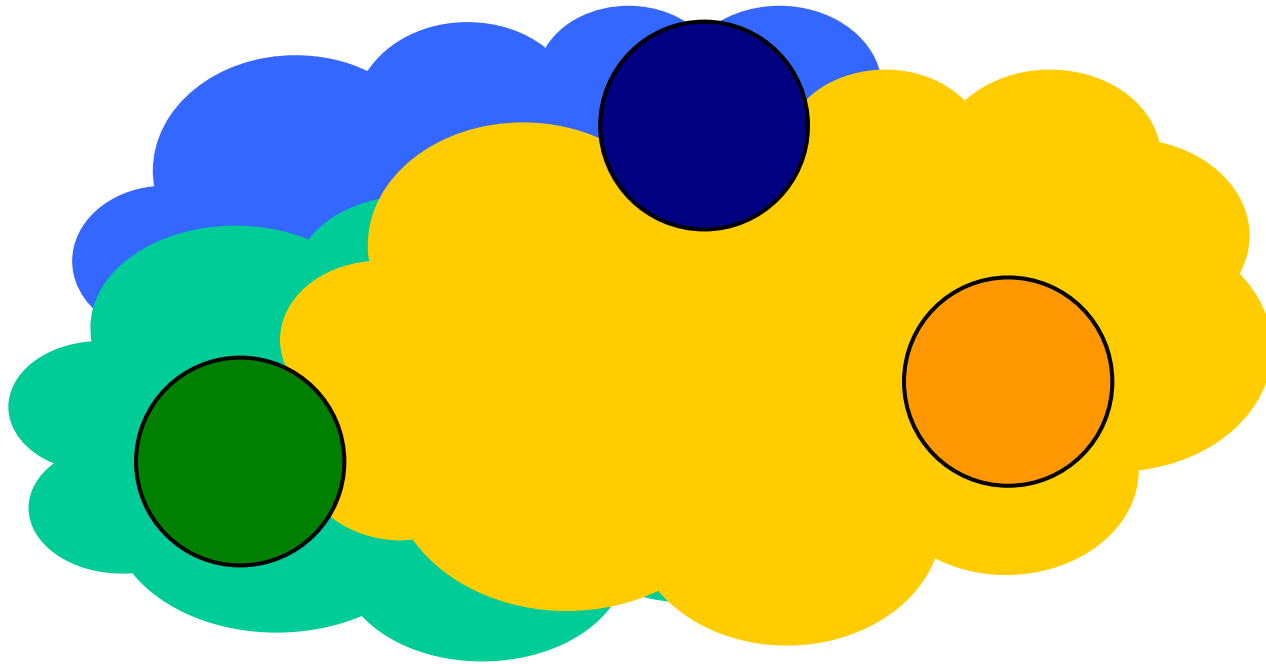
UNIVERSITY OF VIRGINIA



# Self Healing in Nature



# Diffusion – Local Communication



Cells are aware of surroundings by sensing chemicals emitted by other cells

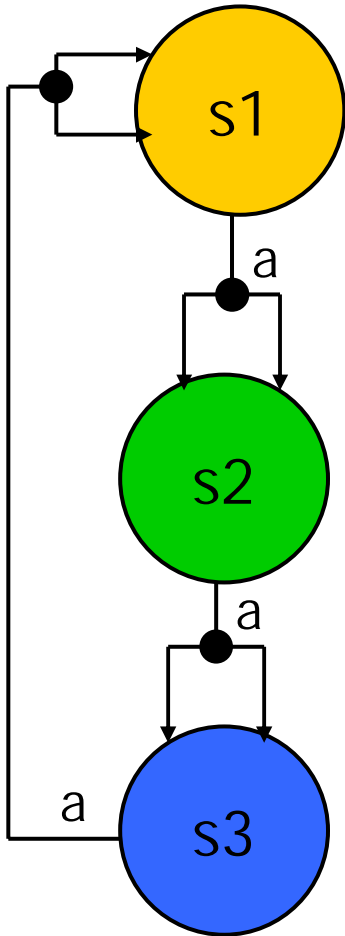
# Nature's Programs – Observations

- Aware
  - Of self
  - Of environment
- Redundant
- Decentralized
- Expressive
  - Human program – 3 billion base pairs (~250MB)
  - Two human programs differ by about 0.5MB (< 1% of Windows 2000)

# Our Programming Model

- Similar to cellular automata
- Simple chemical diffusion model
- Correspondence to biological cells
  - Genes turn on and off  $\Leftrightarrow$  state changes
    - Emit different chemicals depending on state
    - Change state based on sensed chemicals
  - Cells can divide asymmetrically

# Blastula Program



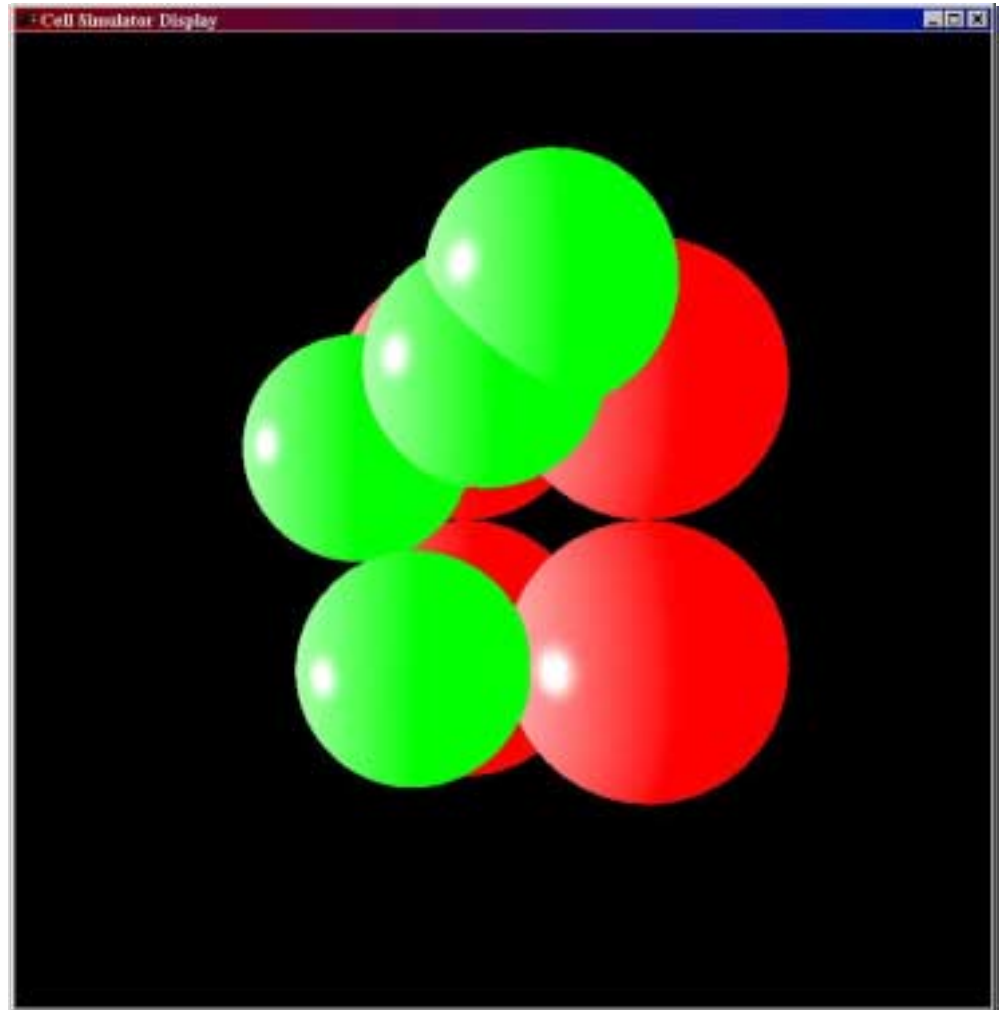
```
state s1 {
  emits (a, 0.1)
  transitions
  (0 <= a <= 0.375) -> (s2, s2) axis;
  -> (s1);
}

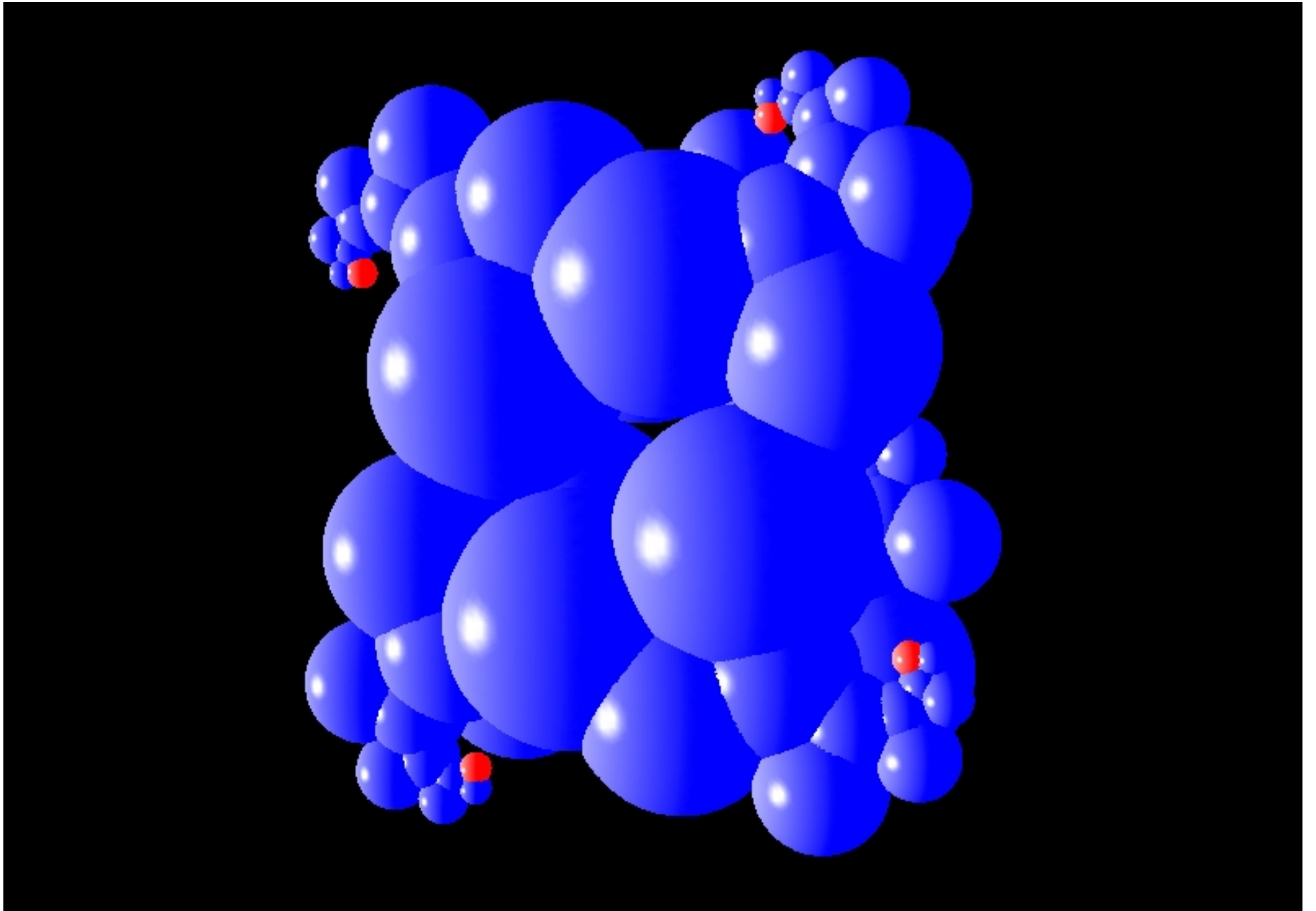
state s2 {
  emits (a, 0.1)
  transitions
  (0 <= a <= 0.375) -> (s3, s3) normal-X;
  -> (s2);
}

state s3 {
  emits (a, 0.1)
  transitions
  (0 <= a <= 0.375) -> (s1, s1) normal-Y;
  -> (s3);
}
```

# Self-Healing Blastula

```
state s1 {  
  emits (a, 0.1)  
  transitions  
    (0 <= a <= 0.375)  
      -> (s2, s2) axis;  
      -> (s1);  
}  
  
state s2 {  
  emits (a, 0.1)  
  transitions  
    (0 <= a <= 0.375)  
      -> (s3, s3) normal-X;  
      -> (s2);  
}  
  
state s3 {  
  emits (a, 0.1)  
  transitions  
    (0 <= a <= 0.375)  
      -> (s1, s1) normal-Y;  
      -> (s3);  
}
```

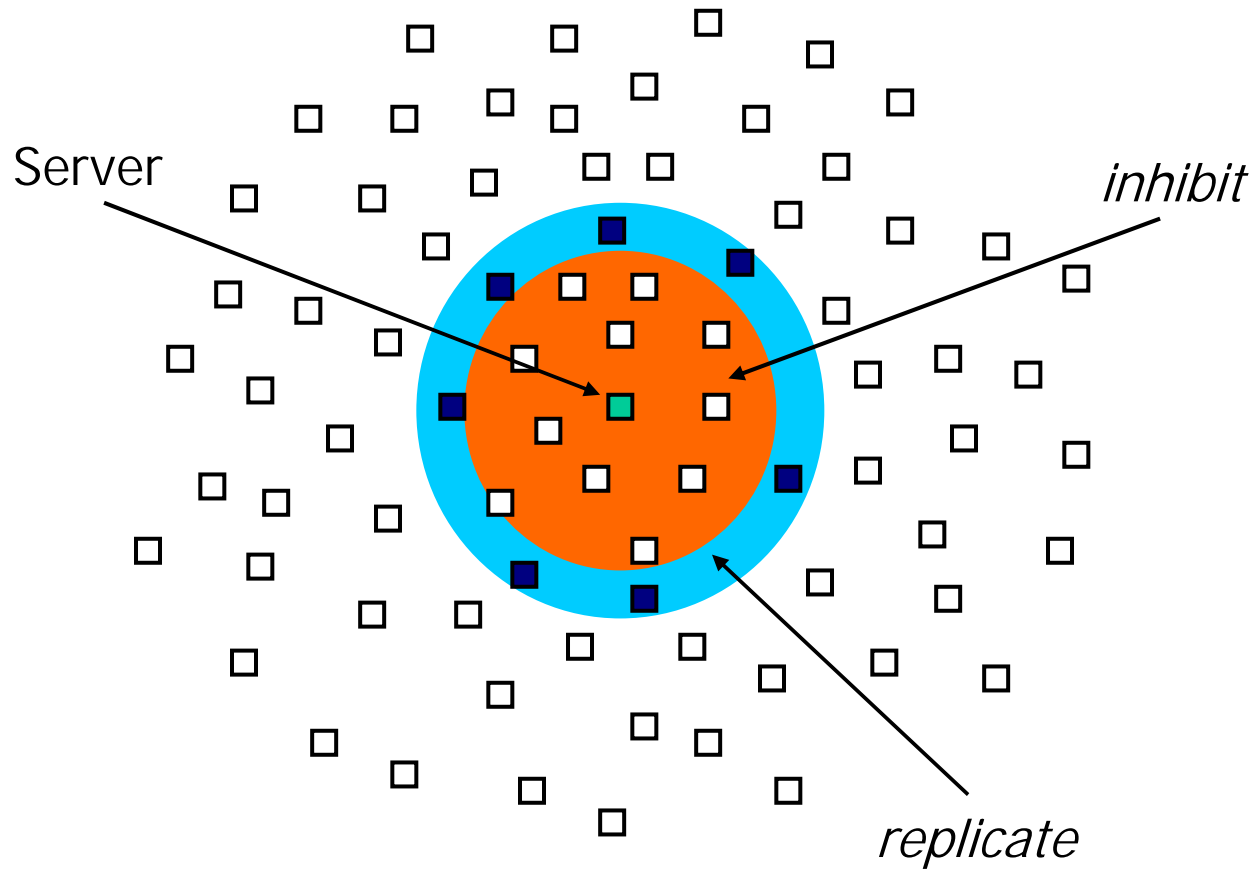






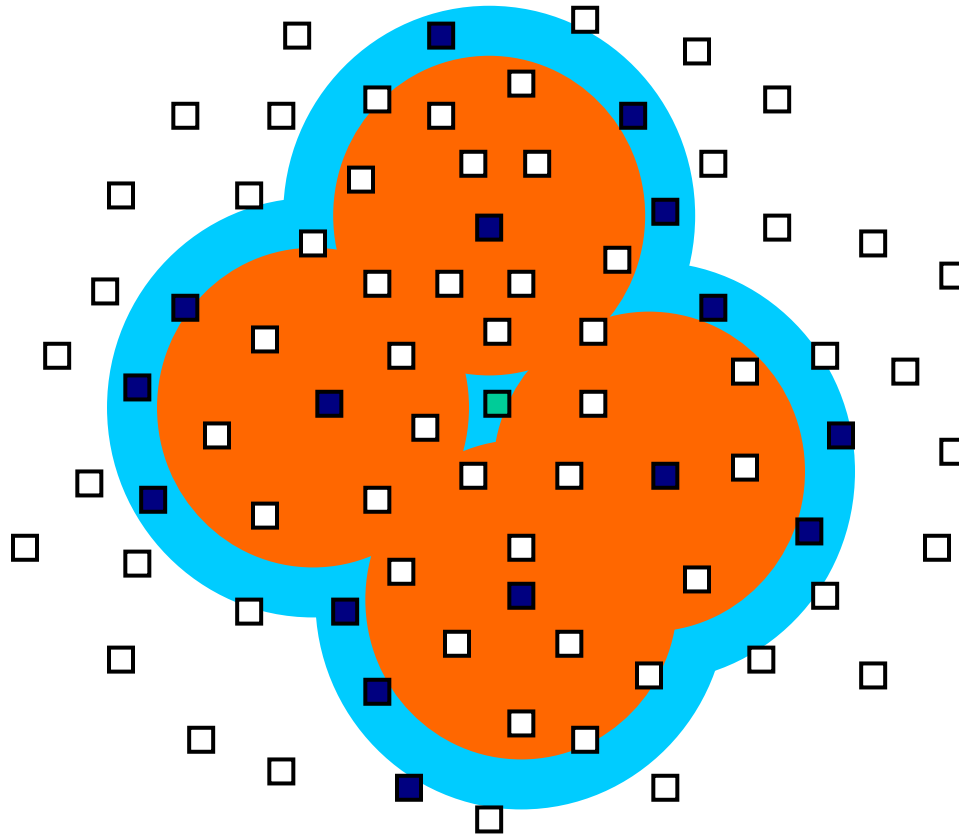
# Distributed Wireless File Service

## File Distribution and Update

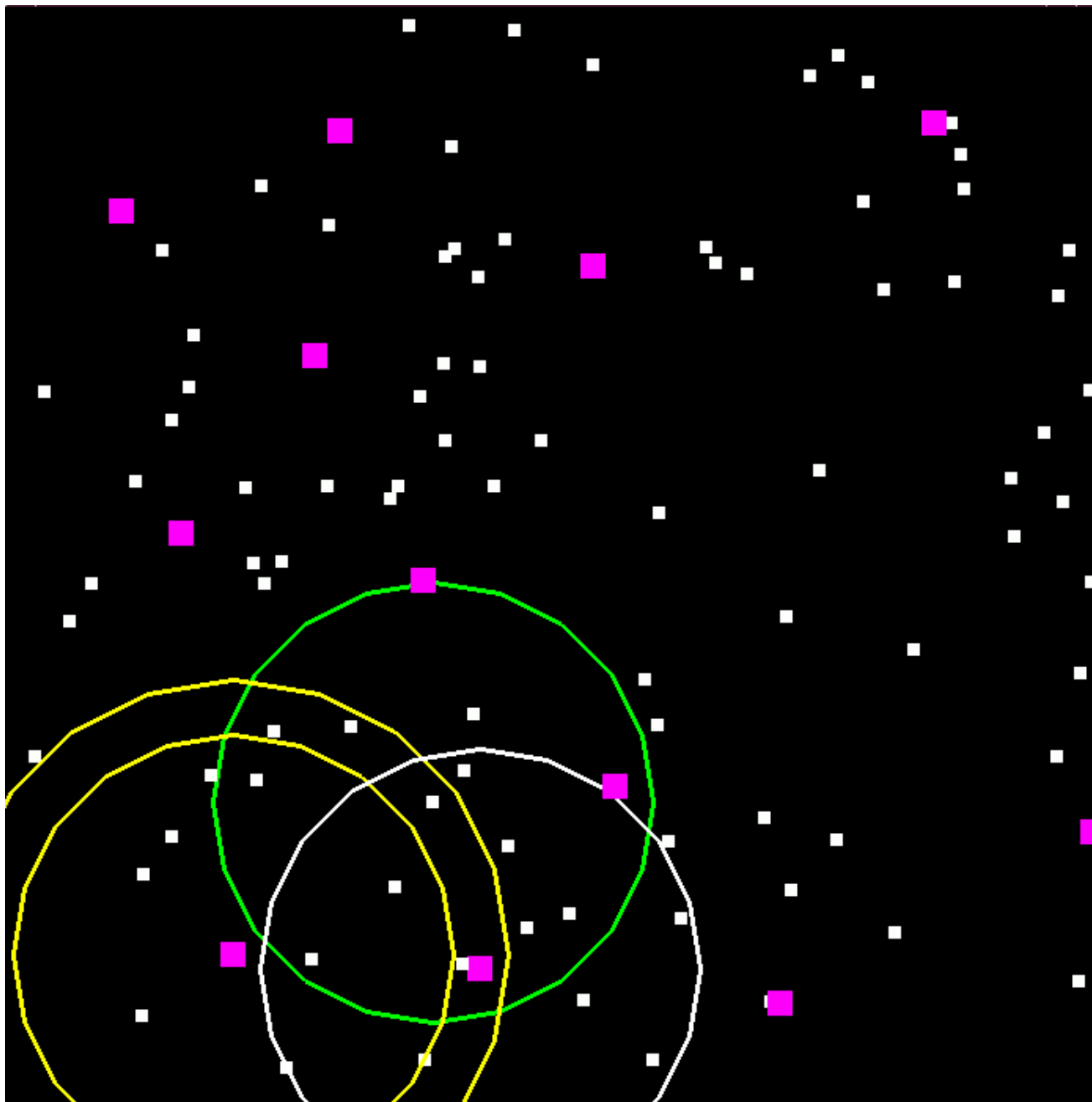


# Distributed Wireless File Service

## File Distribution and Update



# DWFS Simulation



Purple Nodes  
– store File 1

Concentric Circles  
– Inhibit/Replicate

Green Circle  
– File Request

White Circle  
– Server Response

# Mantra

- Biology has killed trillions of organisms over millions of years to solve complex engineering problems
- Engineers should be able to learn from these solutions
- Simulator available:  
<http://swarm.cs.virginia.edu/cellsim>