

Modeling Kinematic Cellular Automata: An Approach to Self- Replication

**NASA Institute for Advanced
Concepts**

Phase I: CP-02-02

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NIAC Fellows Presentation

Modeling Kinematic Cellular Automata

- Rationale
- Benefits
- Applications
- Project Goals
- Strategy
- Accomplishments
- Conclusion and Future Directions
- Additional Material

Rationale

- **Why Self-Replication?**
- **Why not Self-Assembly?**
- **Why Kinematic Cellular Automata?**
- **Why both macro and nano scale?**

Rationale: Why Self-Replication?

- **Revolutionary manufacturing process**
- **Nanotechnology**
- **Massive reduction in costs per pound**
- **Controlled exponential growth**

Rationale: Why not Self-Assembly?

Examples have been demonstrated

But...

- **Not “Genotype + Ribotype = Phenotype” (GRP)**
- **No theory**
- **Against the principles of sound design**

However...

Use it for simple input parts

Rationale: Why Kinematic Cellular Automata (KCA)?

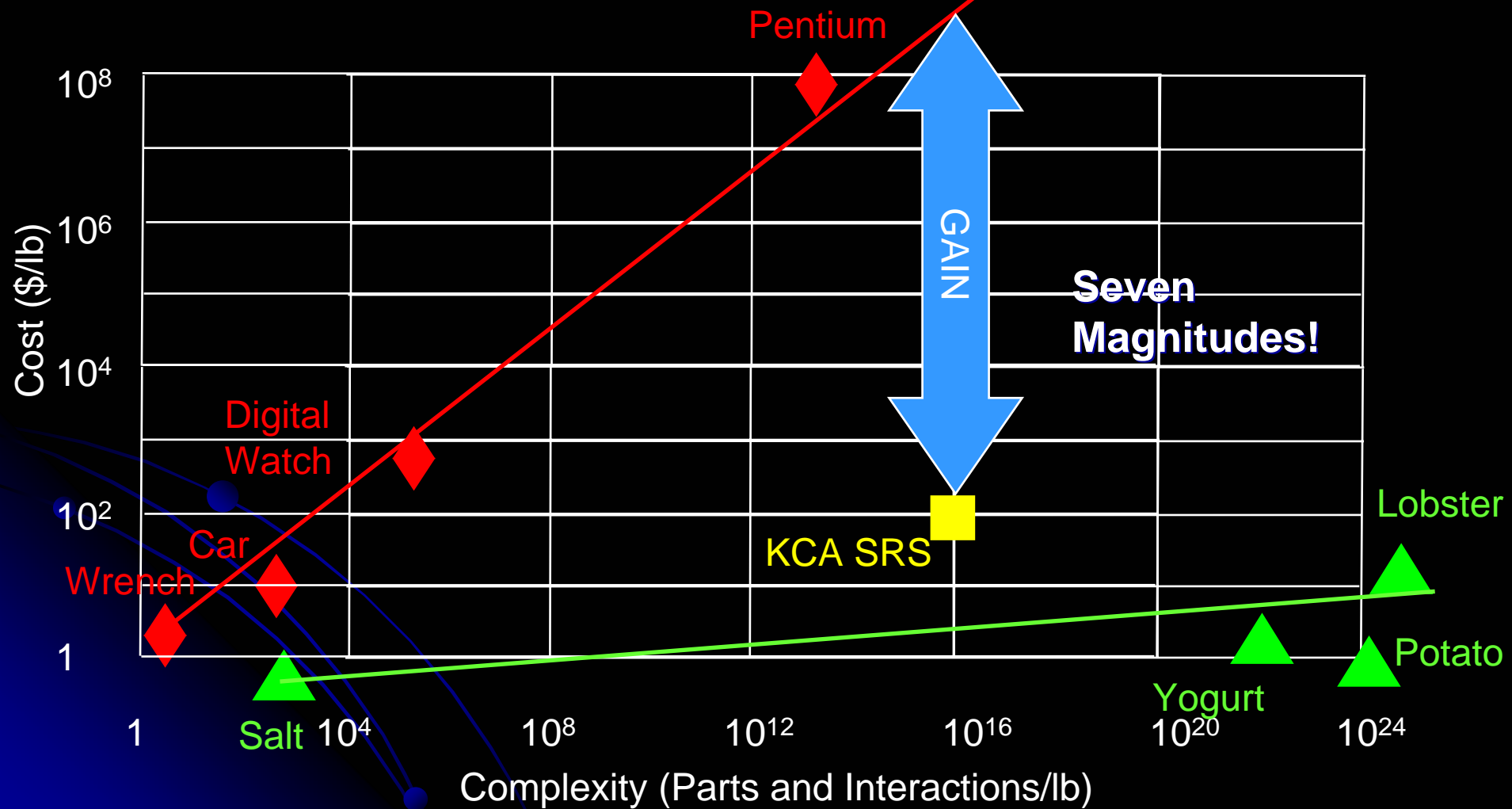
- **Combines Von Neumann's two designs**
- **Increased flexibility**
- **Decreased complexity**
- **Large system work envelope**
- **Sometimes better than smart dust**

Rationale:

Why Both Macro and Nano Scale?

- **Abstract design**
- **Macro:**
 - Possible with current technology
 - Useful products
 - Proof of concept in short term
- **Nano:**
 - Quality of atoms (and molecules)
 - Self-assembled input parts possible
 - Significant financial payoff

Benefit: Cost Reduction/Lb

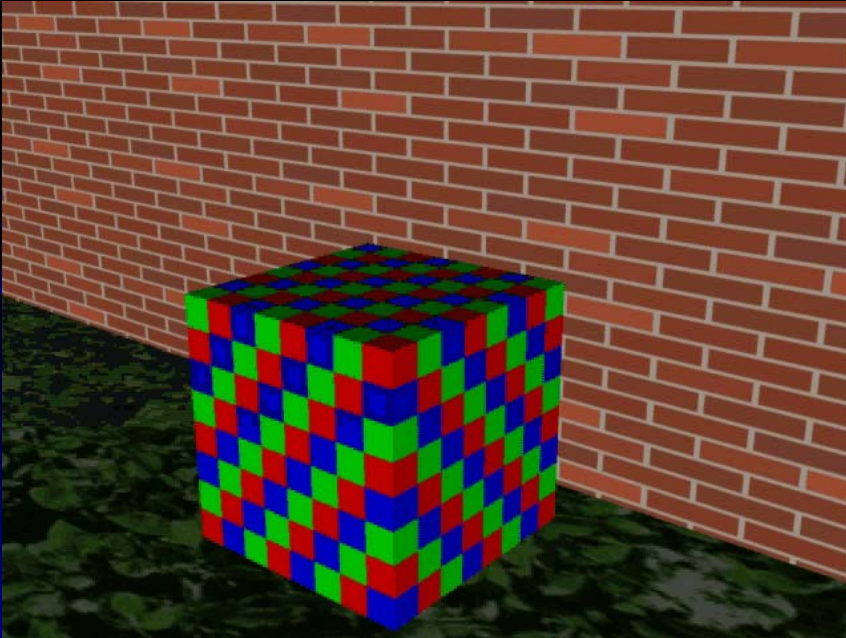


Traditional Top Down Manufacturing vs Bottom-up Molecular Replication

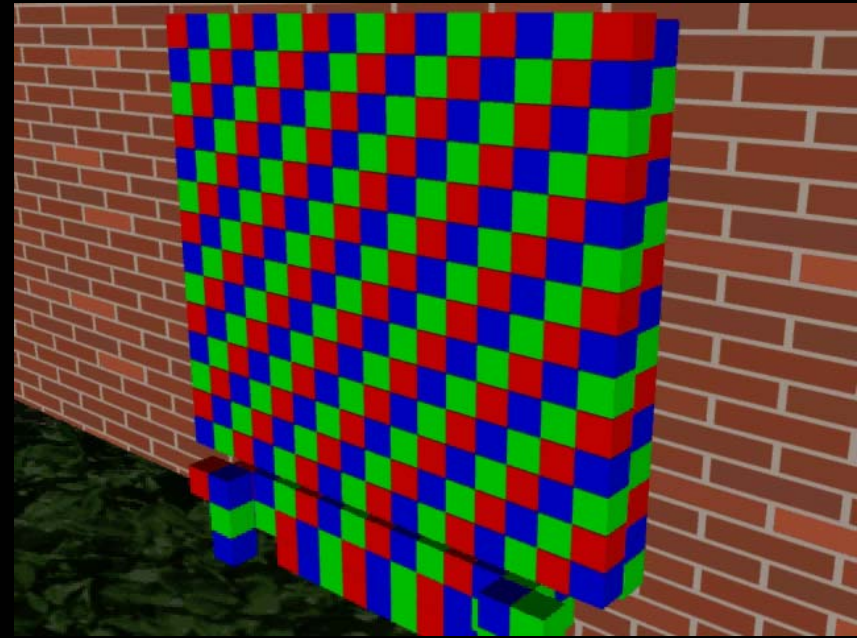
Benefit: Programmable Materials

Simple identical modules

- Flow Mode
- Pixelated Mode
- Logic Processing Mode



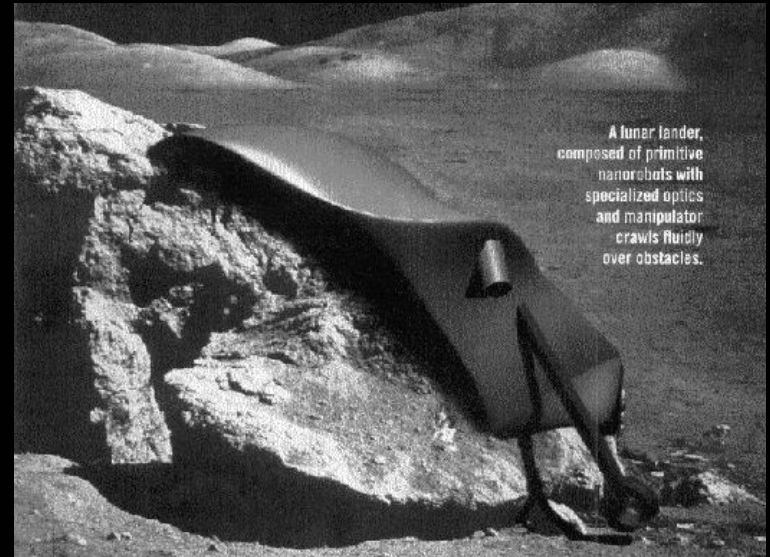
Flow Mode



Pixelated Mode

Application: Space

- **Exploration**
 - Robust
 - Hyperflexible
- **Resource Utilization**
 - Lower launch weight
 - Expandable
- **Terraforming**
 - Politically feasible
 - Opens new frontier



Project Goals

- **Characterize self-replication**
- **Quantify the complexity of Self-Replicating System (SRS) made of Kinematic Cellular Automata (KCA)**
- **Confirm approach**
- **Design a KCA SRS**
- **Simulate designs**

Project Strategy

- Hybridize two self-replication models
- Keep it simple
- Make it complicated
- Refine approach
- Attempt design
- Imitate computers
- Imitate biology

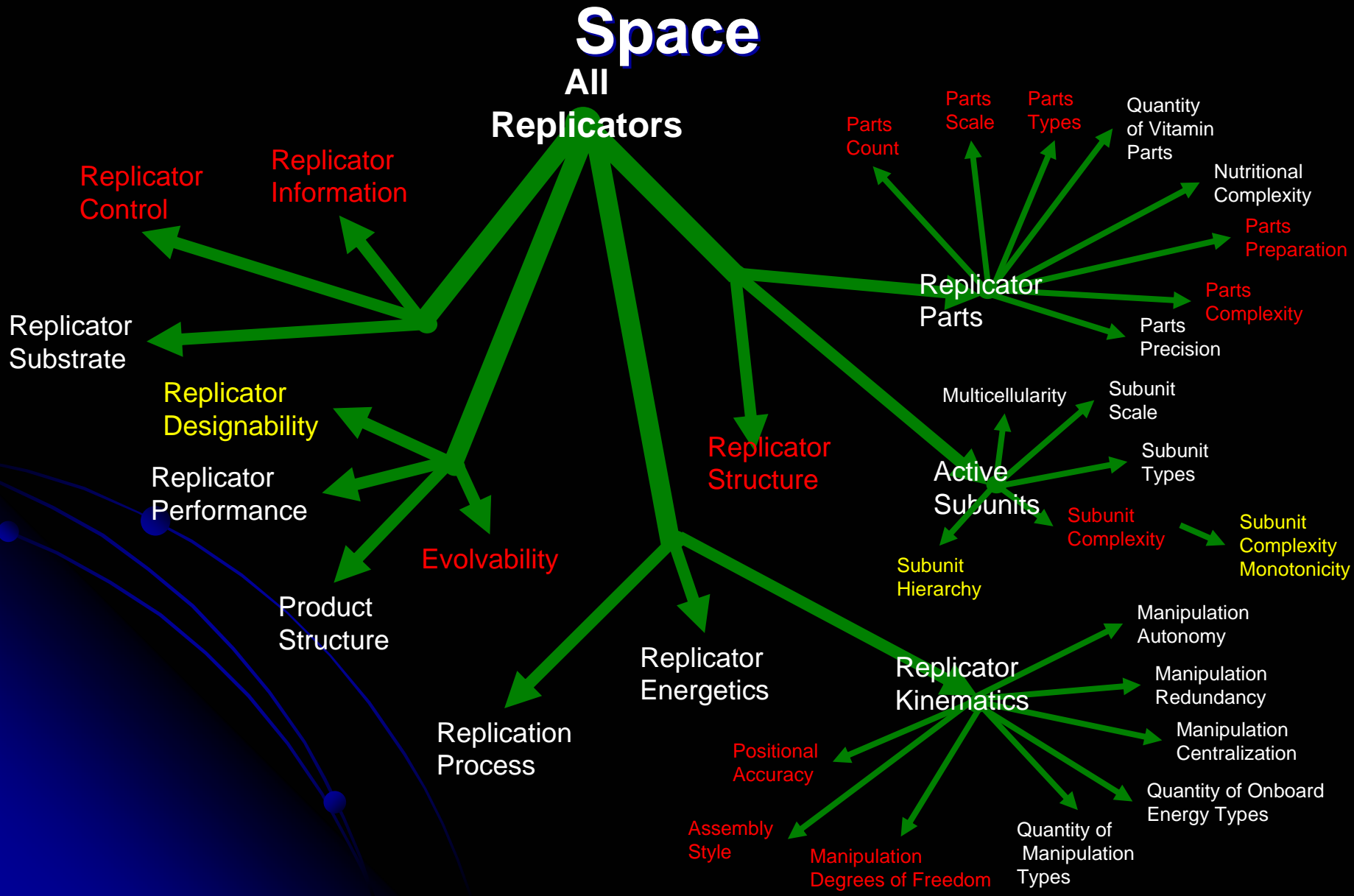
Accomplishments

Goals

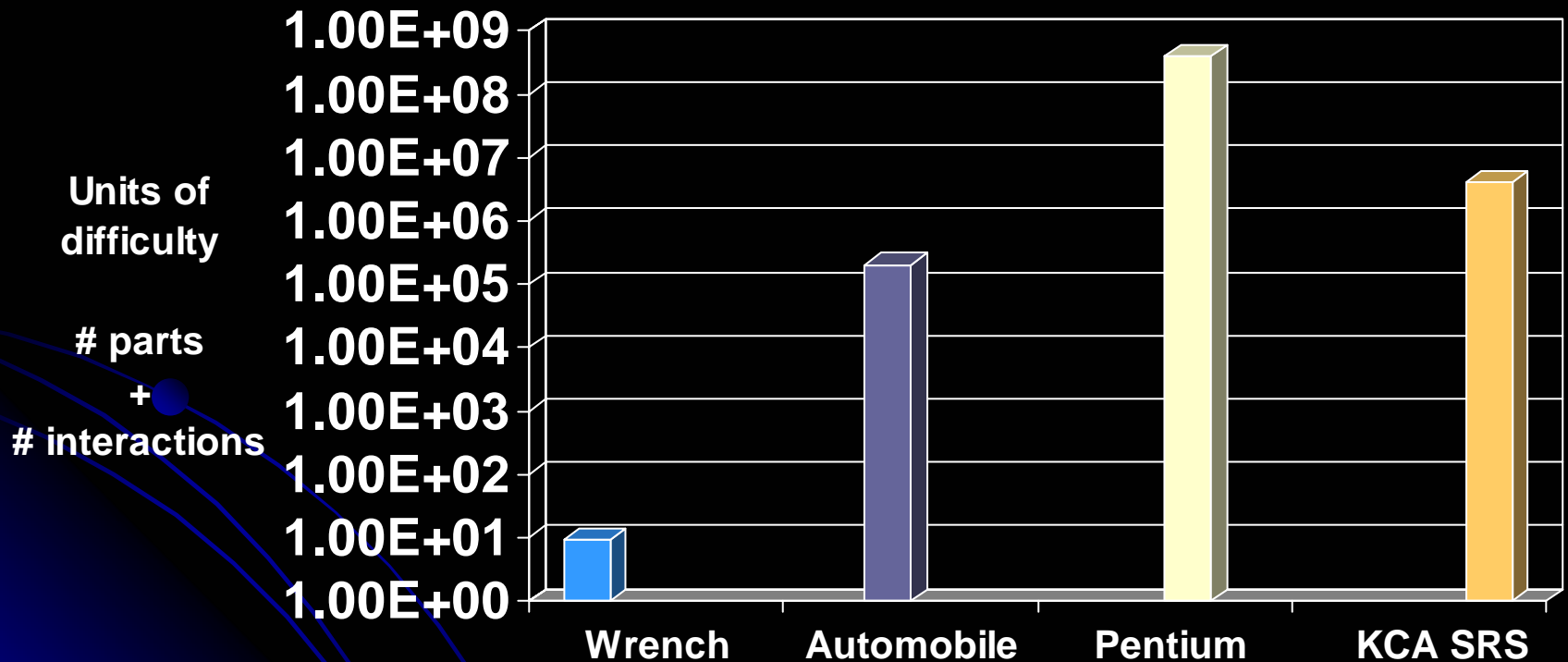
Accomplishments

Characterize unexplored area	Explored Multi-Dimensional Space
Quantify the difficulty	Not trivial, but less than a Pentium
Confirm or refute approach	Refined Approach <ul style="list-style-type: none">● Useful SRS● Hierarchy of Subsystems, Cells, Facets, & Parts● Transporter, Assembler, & Controller● Low-level simpler than high-level● Top-Down vs Bottom-Up● Self-Assembly for input Parts● Standard concepts● Universal Constructor is approach, not goal
Design a KCA SRS	Developed Requirements Preliminary Design
Simulate designs	Modeled Simulations <ul style="list-style-type: none">● Sensor Position● NAND gate and op-amp self-assembly● Facet● Transporter and Assembler

Characterizing Self-Replication: Adjusting the Freitas/Merkle 116-Dimension Design Space



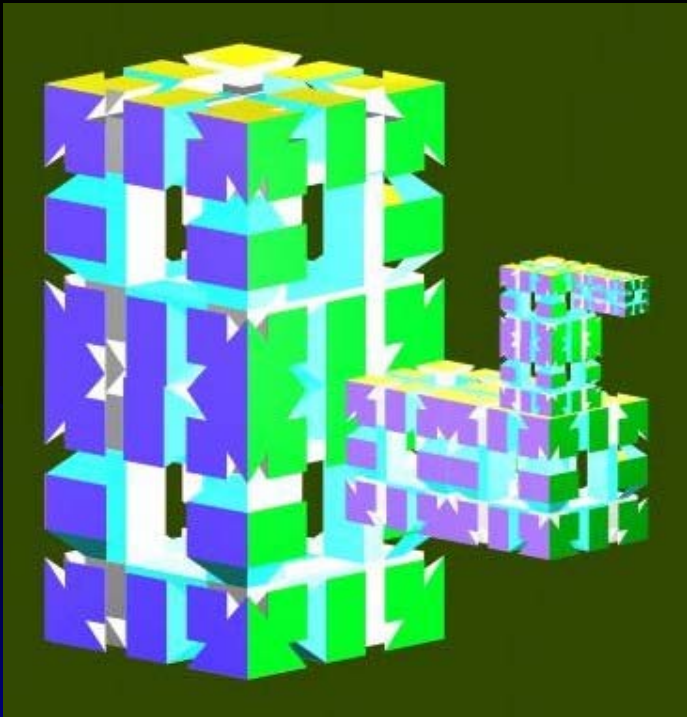
Quantifying Difficulty of SRS Design



Hierarchy

Biology	KCA SRS	Computer
Horse	Self-replicating System: Useful	Processor
Brain and Muscles	Subsystems: Transporter, Assembler, and Controller	Bus/Memory, ALU, and Controller
Cells	Cells: Cubic devices with only three limited degrees of freedom	Finite State Machines, Shift Registers, Adders, and Multiplexers
Organelles	Facets: Symmetrical implementation	
Proteins	Parts: Inert, Simpler than higher levels	NAND gates
Genes	Self-assembling Subparts: Wires, Transistors, actuator components	Transistors, Wires
Molecules	Molecules	Molecules

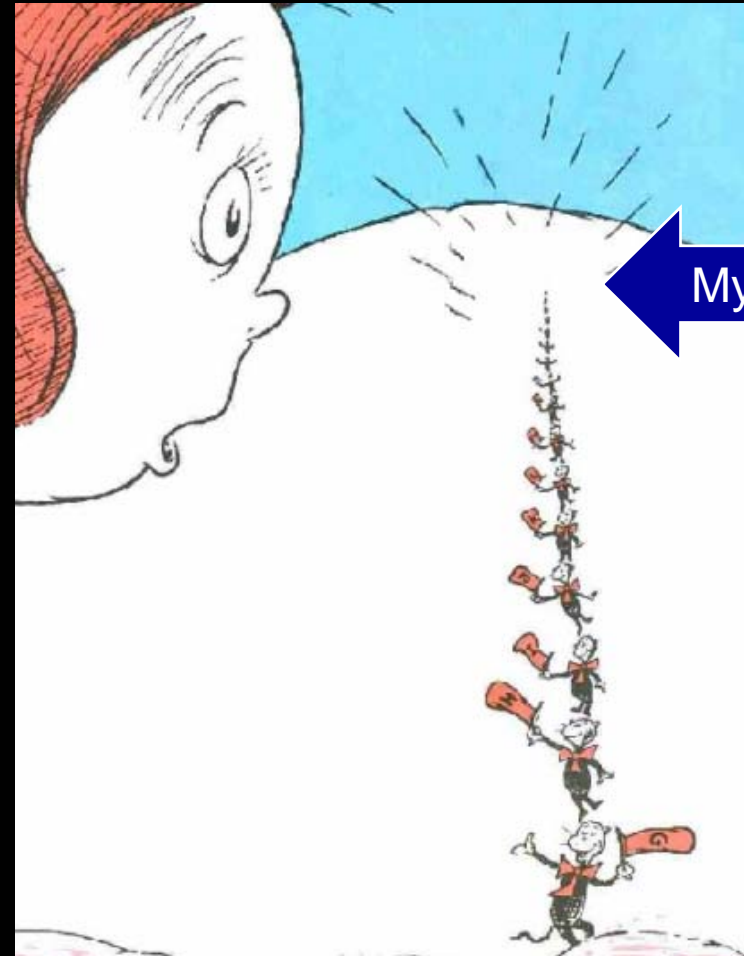
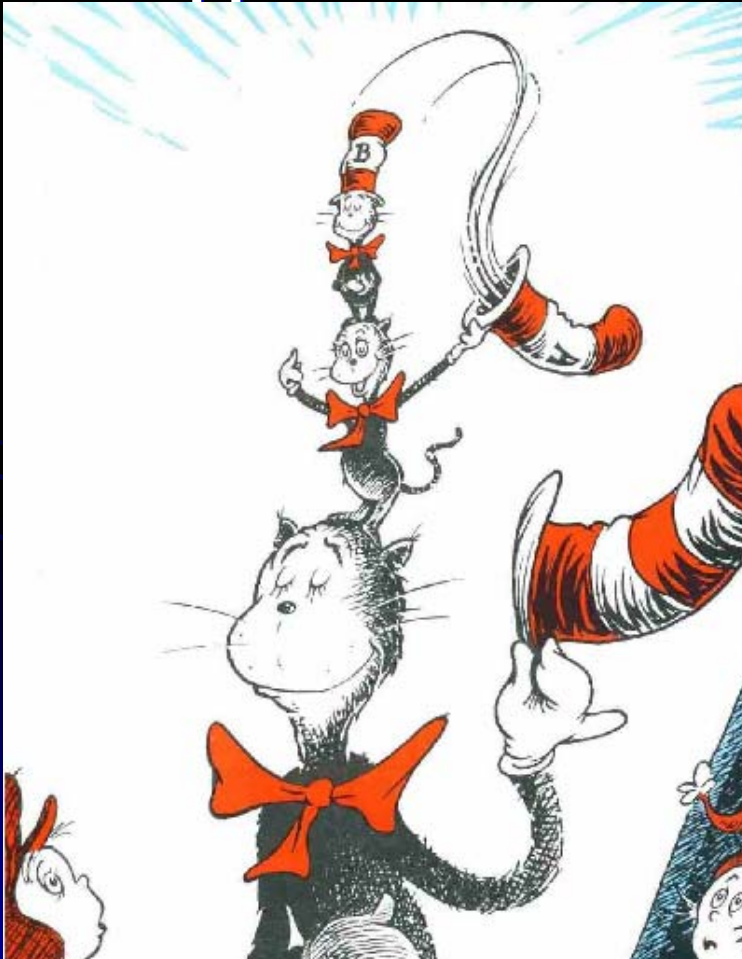
Original Approach: Feynman method



1. Start with trivial self-replication
2. Move the complexity out of the environment and into the SRS by doubling parts count of the component (Trivial⁺¹ case)
3. Reiterate

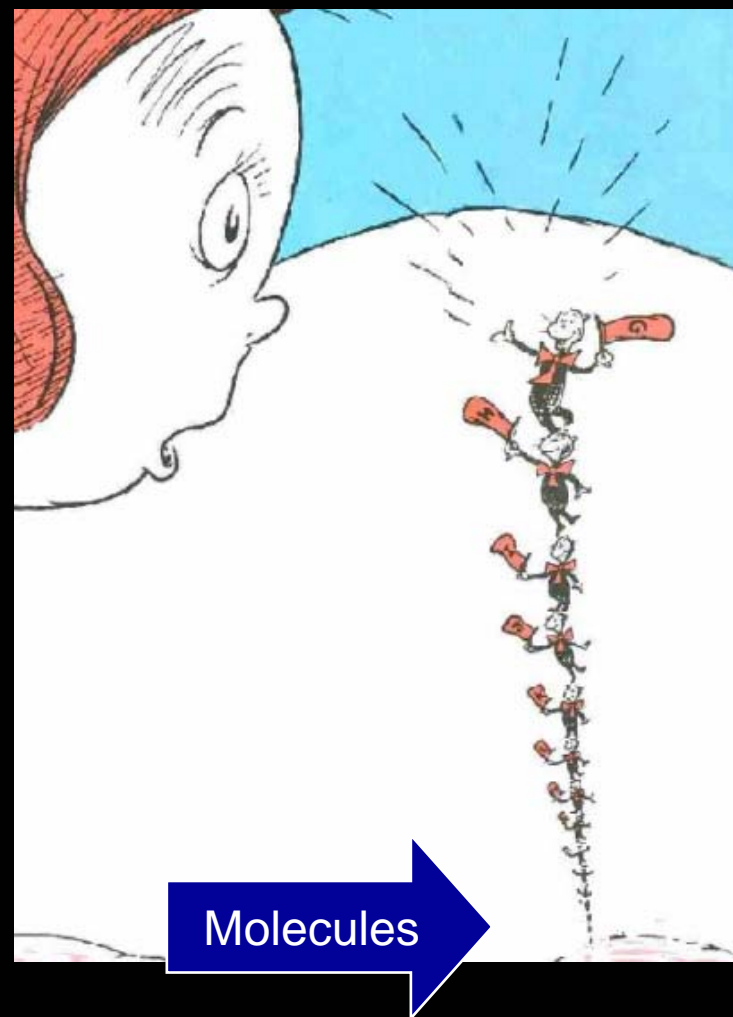
Original Approach: Feynman method

“Plenty of room at the bottom”, top-down, fractal approach



Refine Approach (by 180°)

- We should start at the bottom level and work up
- Imitate Mother Nature
- The Trivial+2 case has already been done



The Bottom-up Approach

Well-ordered environment,

Simple inert *parts*

Symmetric *facets*

Modular *cells*

- Assembler, Transporter, and Controller
subsystems

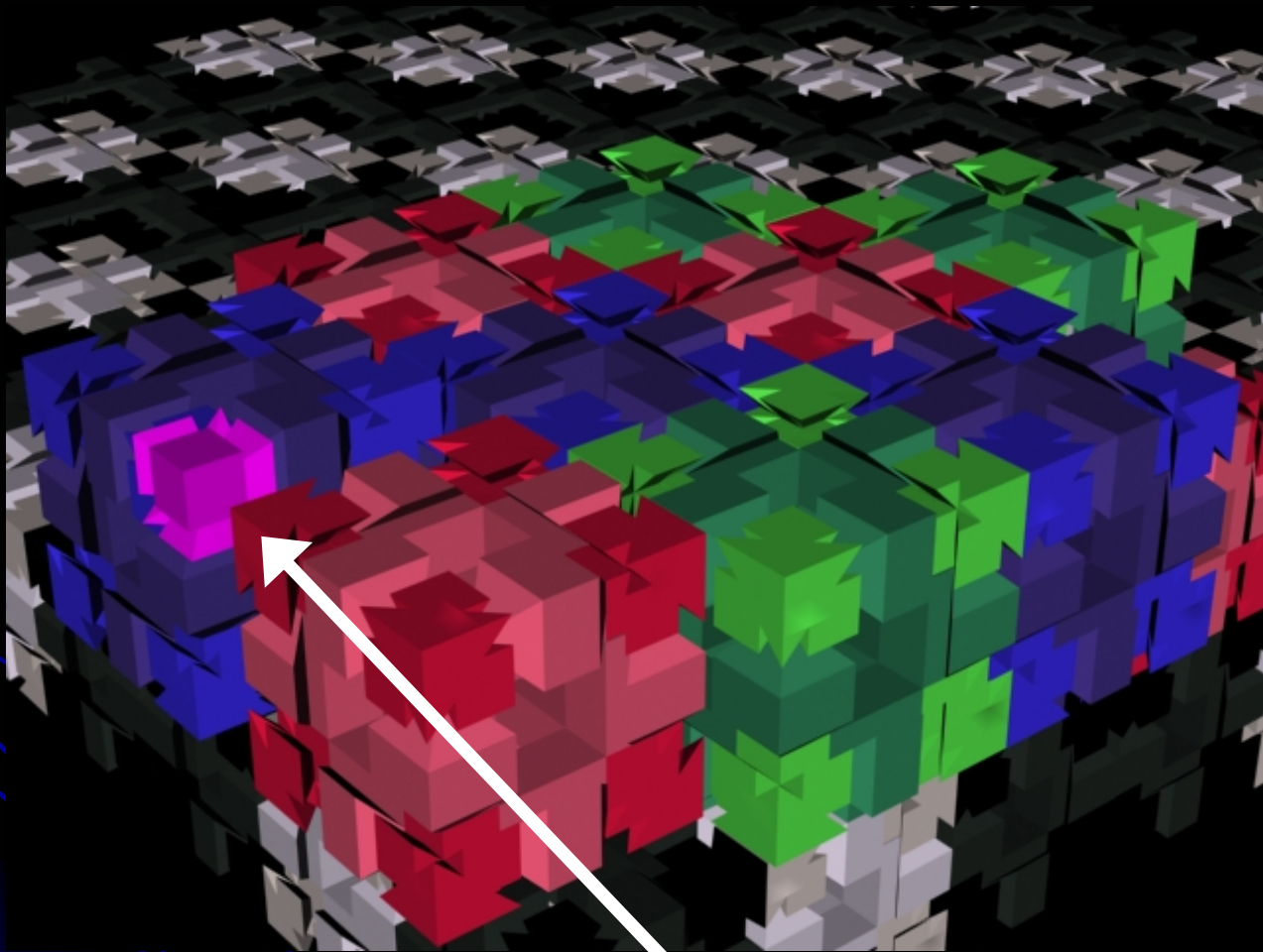
Self-Replicating *System*

Subsystem Requirements

If atoms are analogous to bits,
then:

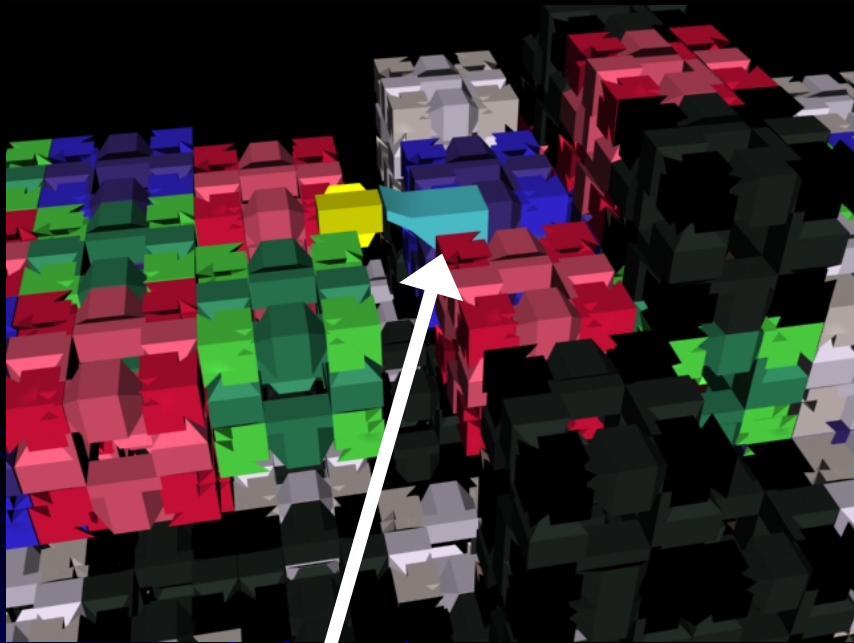
- **Memory/Bus --> Transporter**
 - Moves Parts
- **ALU --> Assembler**
 - Connects Parts
- **Control --> Controller**
 - Decides which Parts go where
 - Standardized

Transporter Subsystem

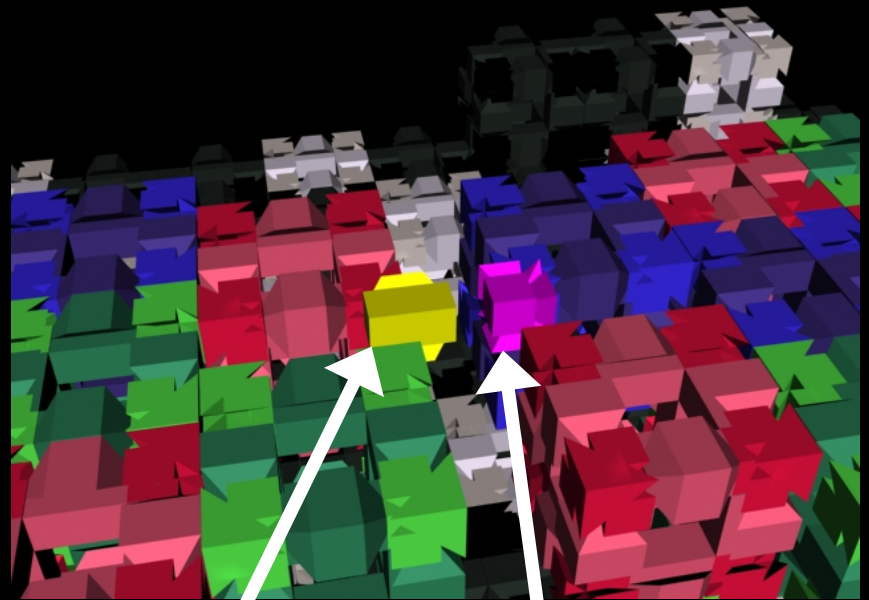


(pink corner structural part)

Assembler Subsystem



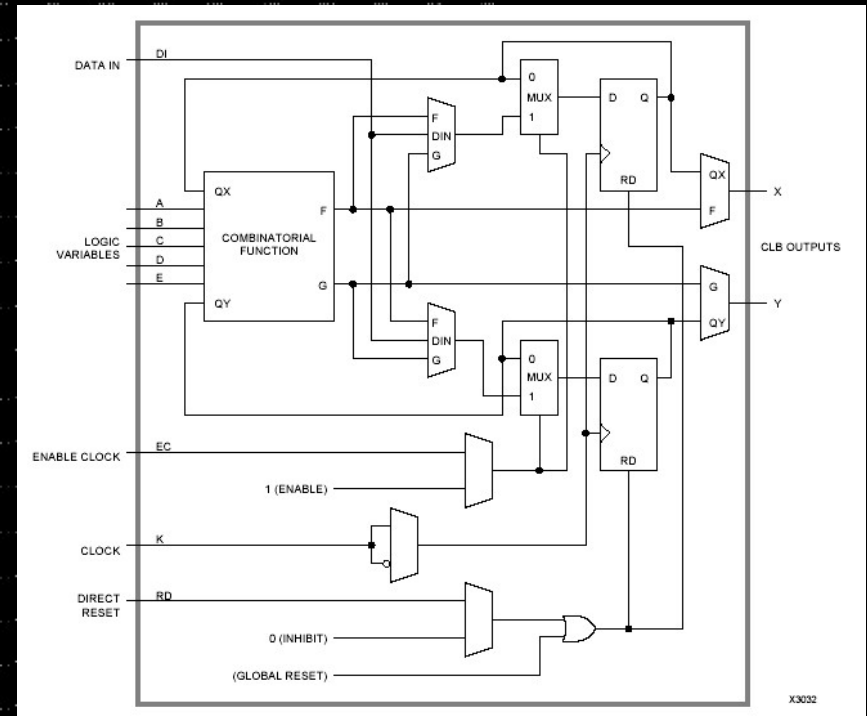
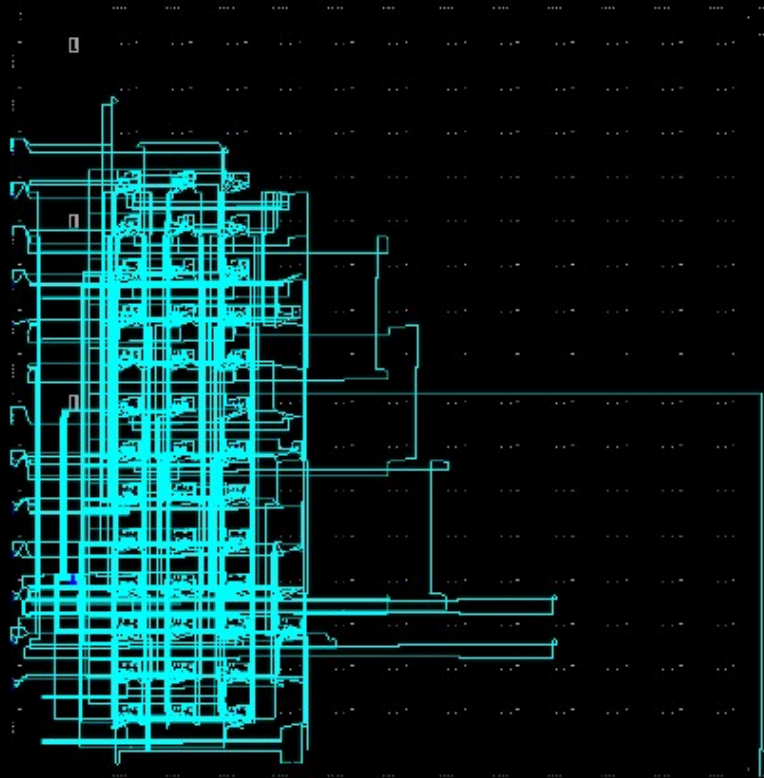
(light blue preparation tool)



(yellow edge structural part)


(pink corner structural part)

Controller Subsystem

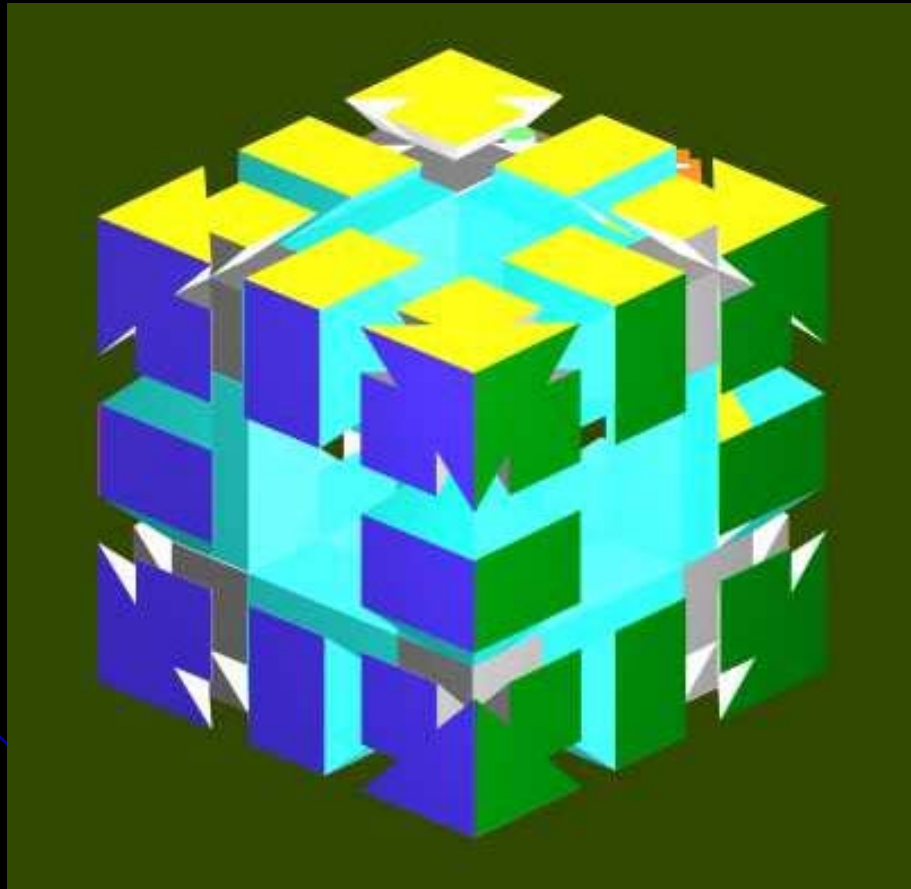


FPGA Editor View of a PicoBlaze Macro in an XC2S50E Spartan-II E Device

Cell Design Requirements

- **Structure:**
 - Lock, 1-D slide, disconnect
 - **Actuators:**
 - Transform
 - Move
 - **Sensors:**
 - Detect Position
 - Transmit messages
 - **Logic:**
 - Decode messages
 - Accept, store, forward messages
 - Activate commands
- 

Unit Cell

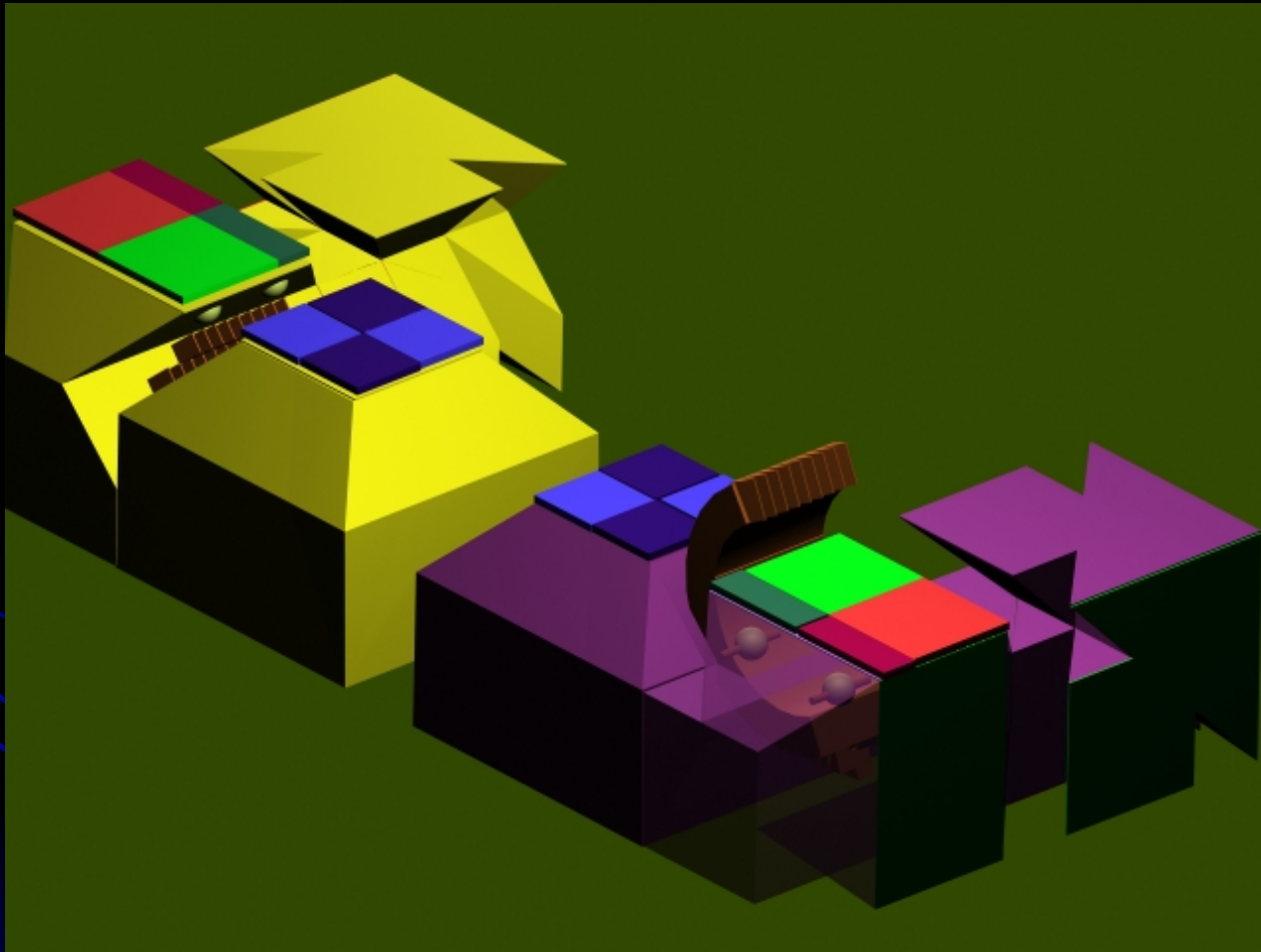


(center structure, motors, sensors, and tabs omitted)

Facet Design Requirements

- **Structure:**
 - Insert or retract
- **Actuators:**
 - Transform
 - Move tabs
- **Sensors:**
 - Transform
- **Logic:**
 - Decode

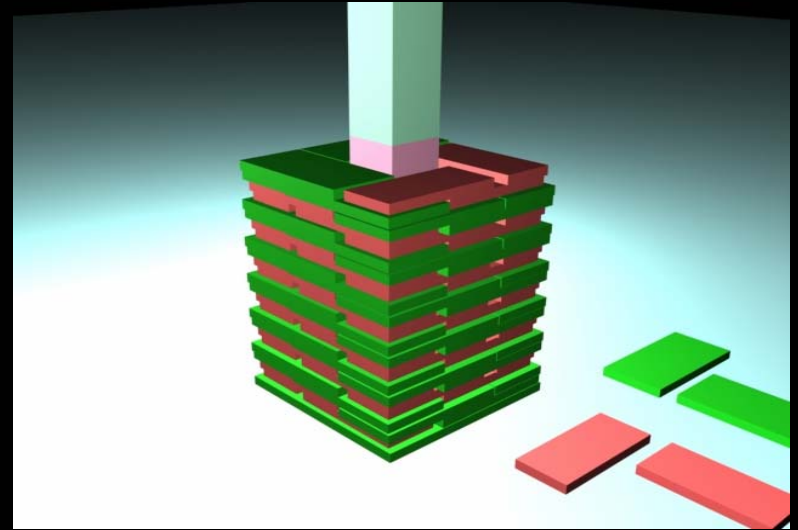
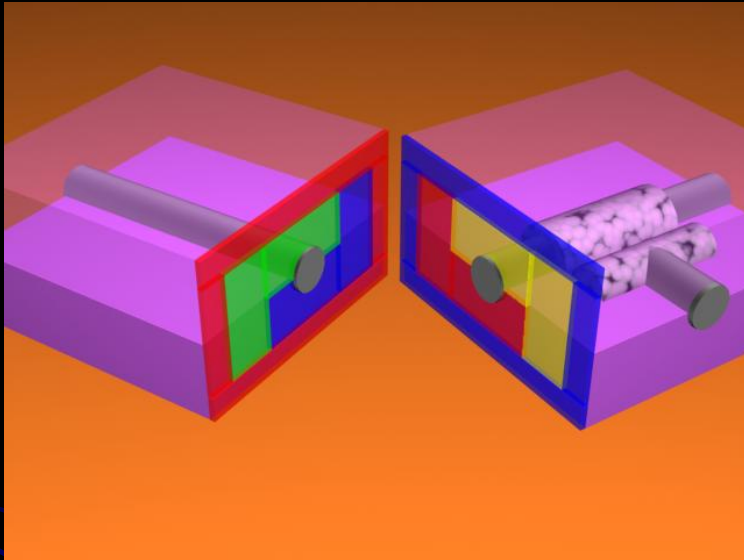
Unit Facets



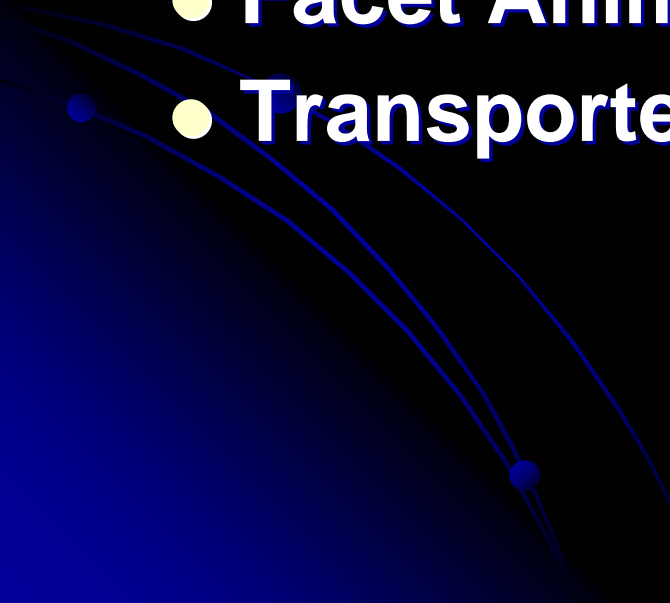
Parts Design Requirements

- **Structure:**
 - Solid
- **Motors:**
 - Rotary
 - Linear
 - IMPC
- **Sensors:**
 - Translate signals
 - Detect parts position
- **Logic**
 - Activate messages to motors
 - Aggregate digital logic

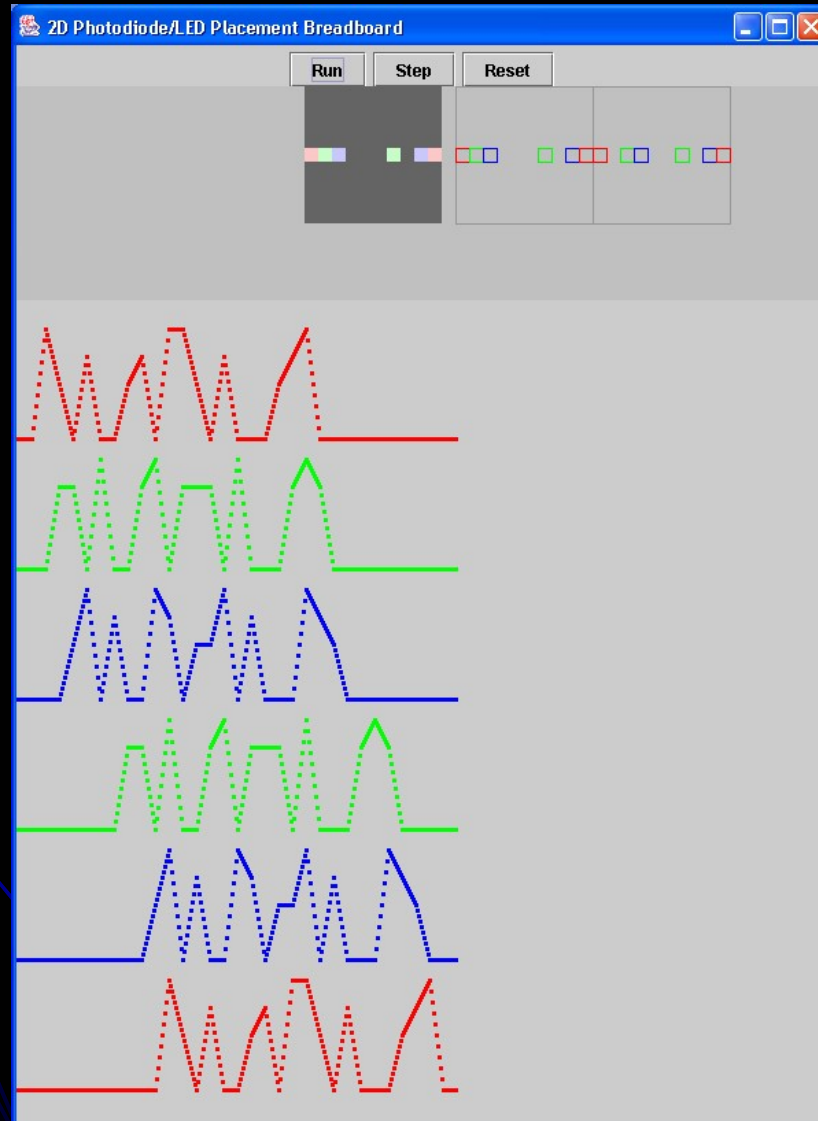
Parts: Structure, Sensors & Solenoids



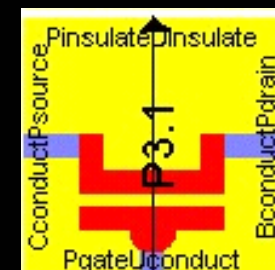
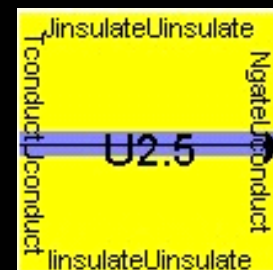
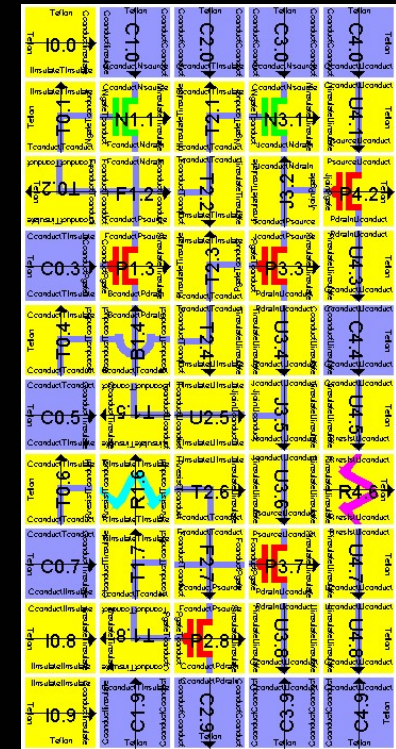
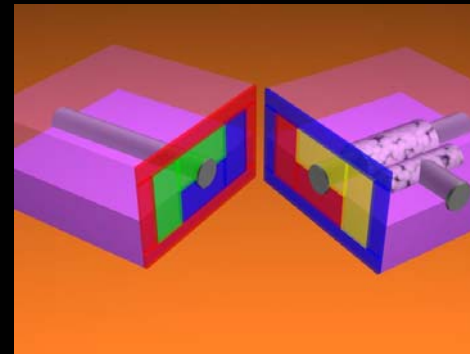
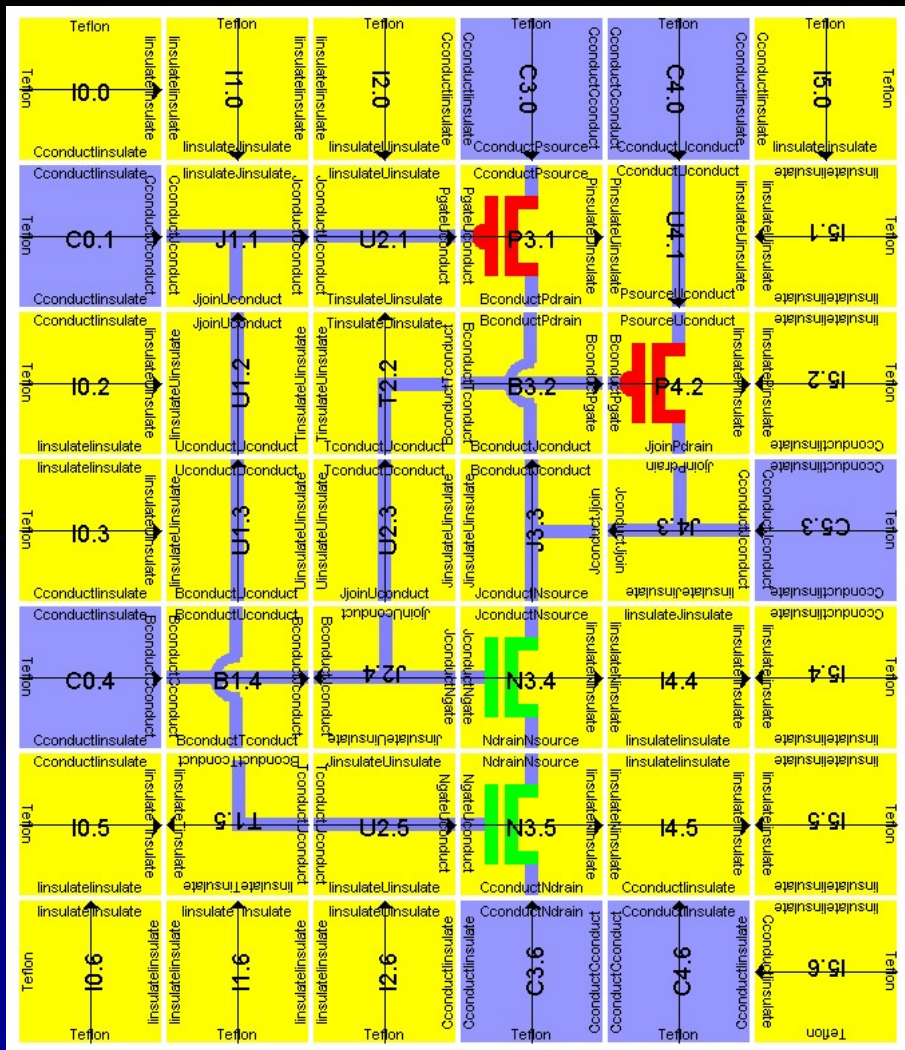
Software Simulation

- **Sensor Position Simulation Tool**
 - **NAND gate & op-amp Self-Assembly Tool**
 - **Facet Animation**
 - **Transporter and Assembler Simulation**
- 

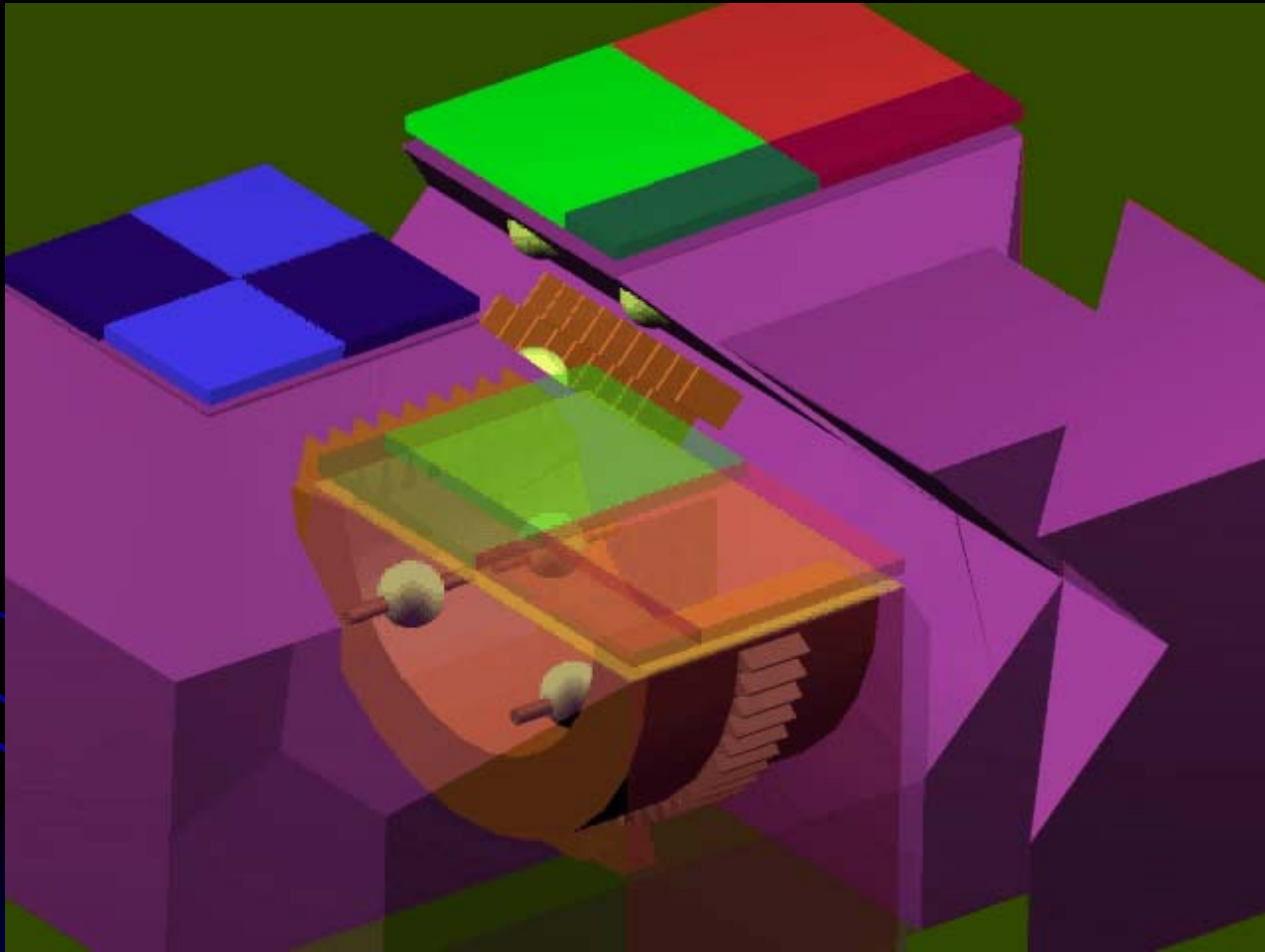
Position Sensor Simulation



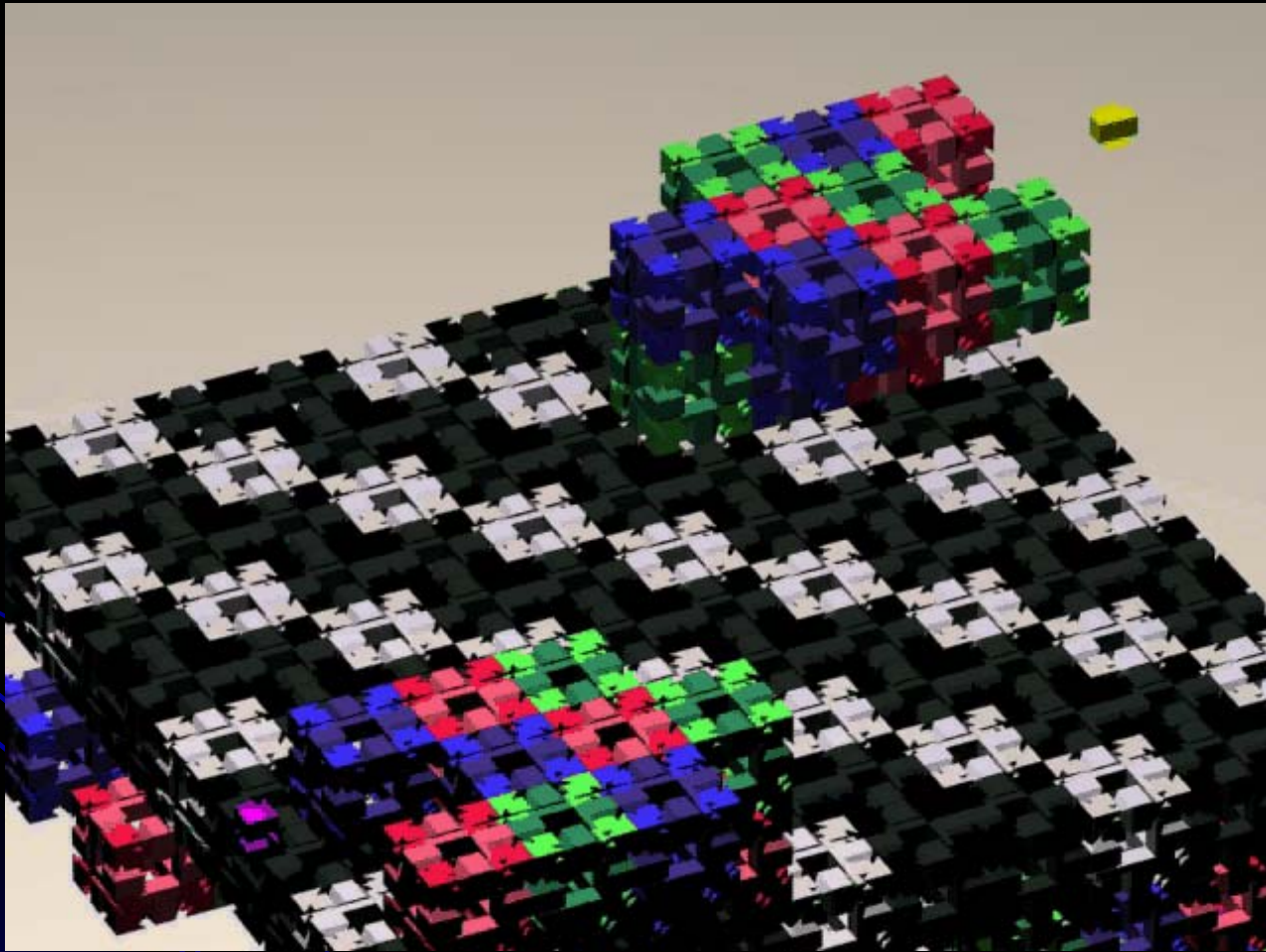
Self-assembly of NAND gate and op-amp



Facet Animation



Simulation of Transporter and Assembler



Conclusion and Future Directions

No roadblocks!

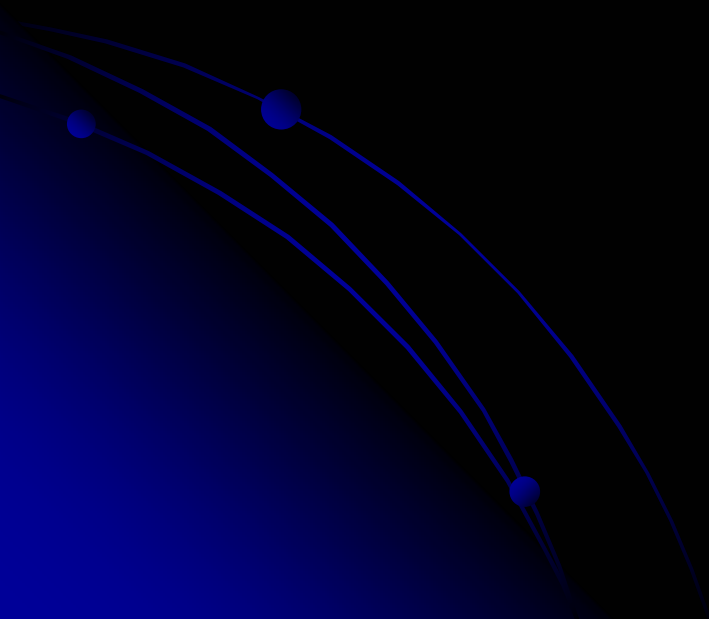
- **Final Design for macro physical prototypes**
- **Build physical prototypes**
- **Build and run small cell collections**
- **Build and run subsystems**
- **Build macro scale SRS**
- **Write Place and Route software**
- **Refine concept at nano scale**

Acknowledgements

- NASA Institute for Advanced Concepts
- John Sauter – Altarum
- Rick Berthiaume, Ed Waltz, Ken Augustyn, and Sherwood Spring – General Dynamics AIS
- John McMillan and Teresa Macaulay
– Wise Solutions
- Forrest Bishop
– Institute of Atomic-Scale Engineering
- Joseph Michael – Fractal Robots, Ltd.

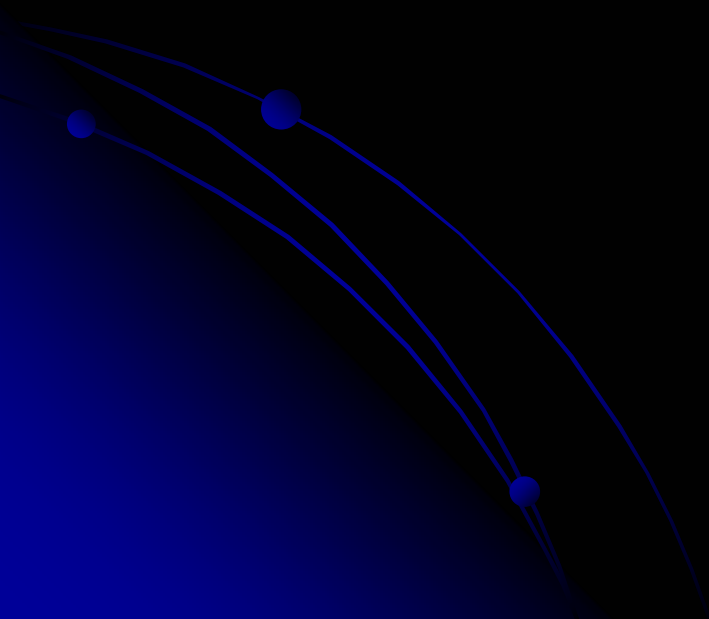
Additional Material

- Assumptions
- Previous and Related Work



KCA SRS Assumptions

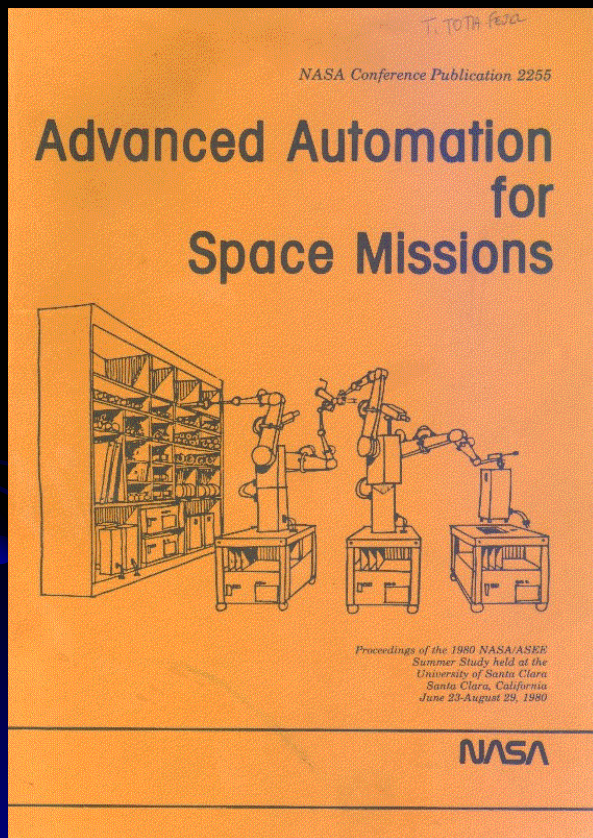
- Parts supplied as automated cartridges
- Low rate of errors detected in code



Previous and Related Work

- Freitas and Long - NASA Summer Study: Advanced Automation for Space Missions (1980)
- Michael - Fractal Robots
- Chirikjian and Suthakorn - Autonomous Robots
- Moses - Universal Constructor Prototype
- Zyvex - Exponential Assemblers
- Freitas and Merkle - Kinematic Self-Replicating Machines (2004)

Previous Work: NASA Summer Study



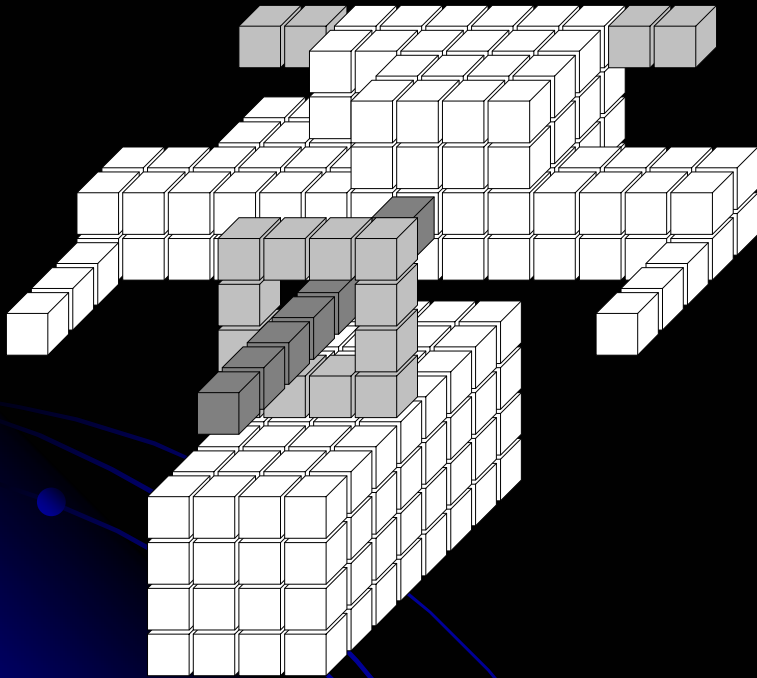
Advanced Automation for Space Missions - Freitas and Long - (1980)

- **Strengths**
 - First major work since 1950s
 - Cooperation of many visionaries
- **Weaknesses**
 - short, no follow-up
 - paper study only
 - pre-PC technology

FOR MORE INFO...

<http://www.islandone.org/MMSG/aasm/>

Previous Work: Joseph Michael



- **Strengths**
 - “The DOS of Utility Fog”
 - Working macro modular robots
 - Limited DOF = better structure
- **Weaknesses**
 - Fractals just push problem to lower, less-accessible level
 - no detailed methodology for self-replication

FOR MORE INFO...

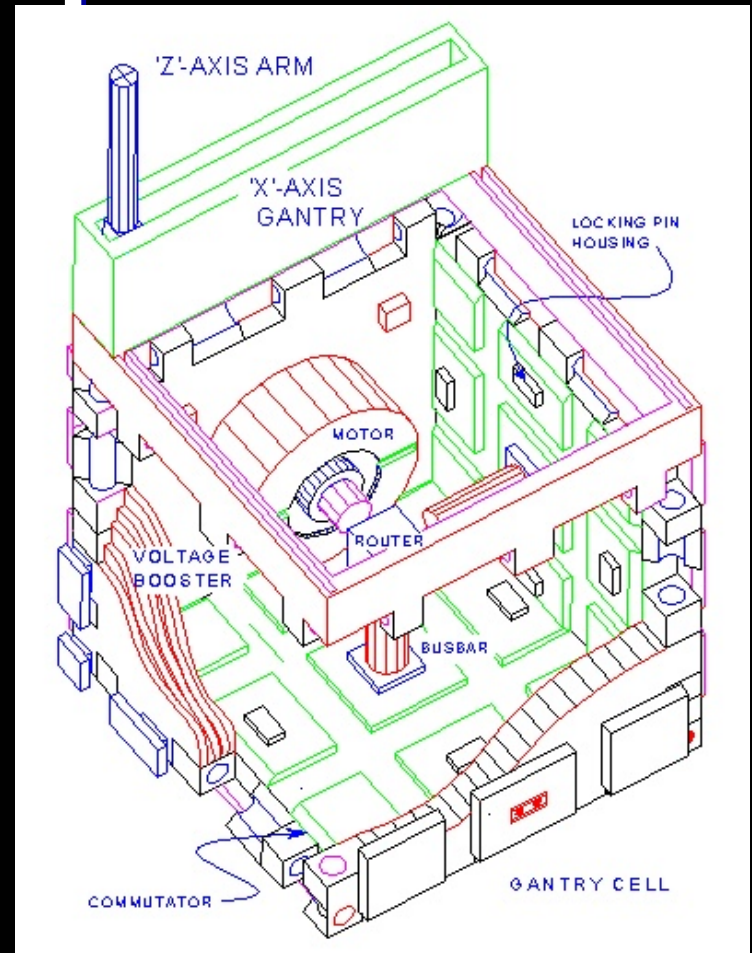
<http://www.fractal-robots.com/>

Previous Work: Forrest Bishop

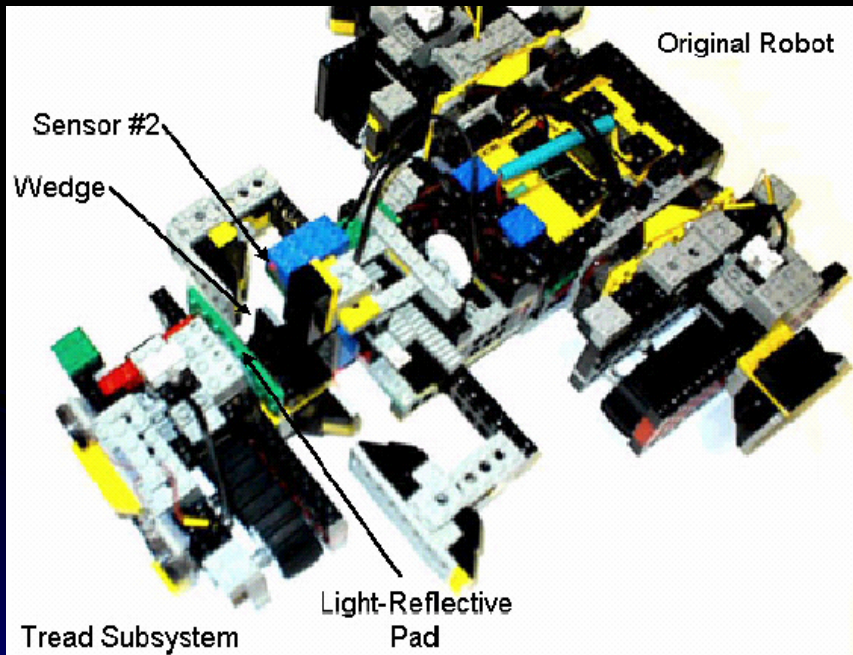
- **Strengths**
 - Very Limited DOF
 - Clear macro design
- **Weaknesses**
 - Nanoscale implementation clearly implied, but not clearly designed
 - no detailed methodology for self-replication

FOR MORE INFO...

<http://www.iase.cc/html/overtool.htm>



Related Work: Chirikjian/Suthakorn

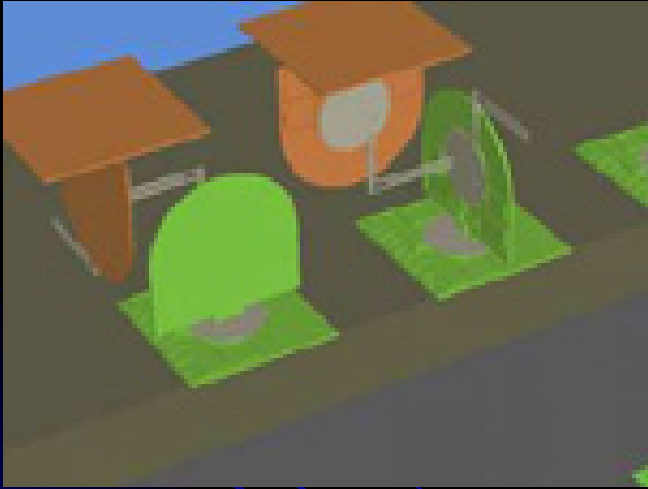


- **Strengths**
 - Autonomous implementation of Trivial⁺² case (4 parts)
 - Directed towards extraterrestrial applications
 - Lego isomorphic with molecules
- **Weaknesses**
 - Small UC envelope
 - Depends on non-replicating jigs
 - High entropy environment limits extension to Trivial⁺³ case

FOR MORE INFO...

http://caesar.me.jhu.edu/research/self_replicating.html

Related Work: Zyvex



- **Projects**
 - Applying MEMS and nanotubes
 - Parallel Micro and Exponential Assembly
- **Strengths**
 - First and only funded company trying to build a Drexlerian assembler
- **Weaknesses**
 - MEMS is 1000X too big
 - surfaces too rough
 - Exponential Assembly is machine self-assembly (not Universal Constructor; not GRP paradigm; not Utility Fog)

FOR MORE INFO...

<http://www.zyvex.com/>

Related Work: Freitas/Merkle

LANDES
BIOSCIENCE

Kinematic Self-Replicating Machines



Robert A. Freitas Jr.
Ralph C. Merkle

(c) 2004 Robert Freitas and Ralph Merkle

Kinematic Self-Replicating Machines
(Landes Bioscience, 2004)

First comprehensive review of field

1. **The Concept of Self-Replicating Machines**
2. **Classical Theory of Machine Replication**
3. **Macroscale Kinematic Machine Replicators**
4. **Microscale and Molecular Kinematic Machine Replicators**
5. **Issues in Kinematic Machine Replication Engineering**
6. **Motivations for Molecular-Scale Machine Replicator Design**

Freitas is a technical consultant for this project

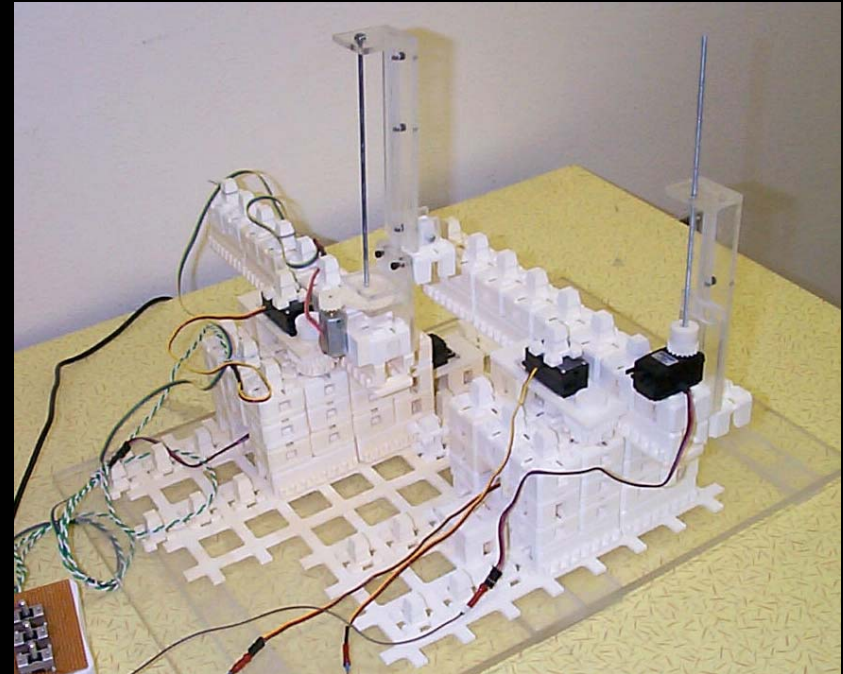
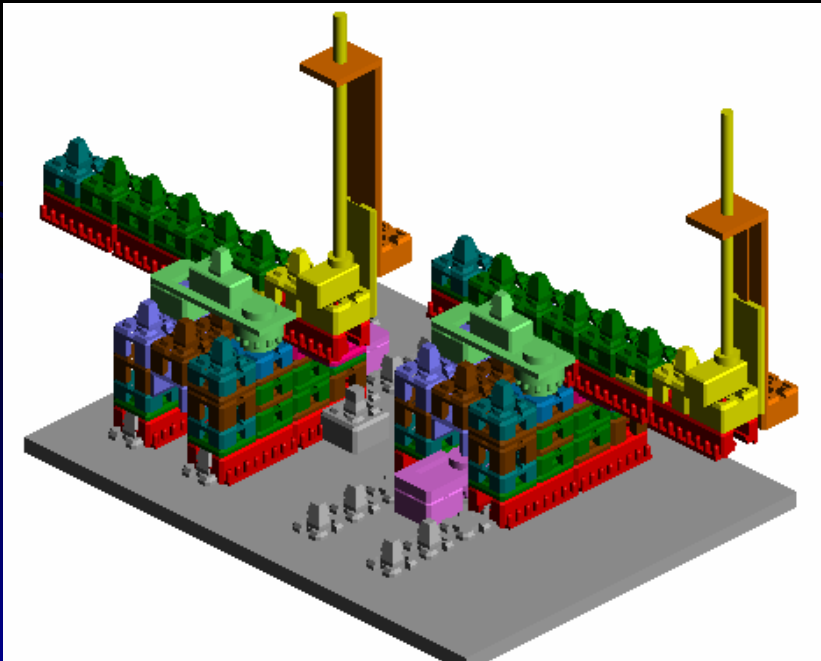
Related Work: Matt Moses

- **Strengths:**

- CAD to physical implementation
- Large envelope UC

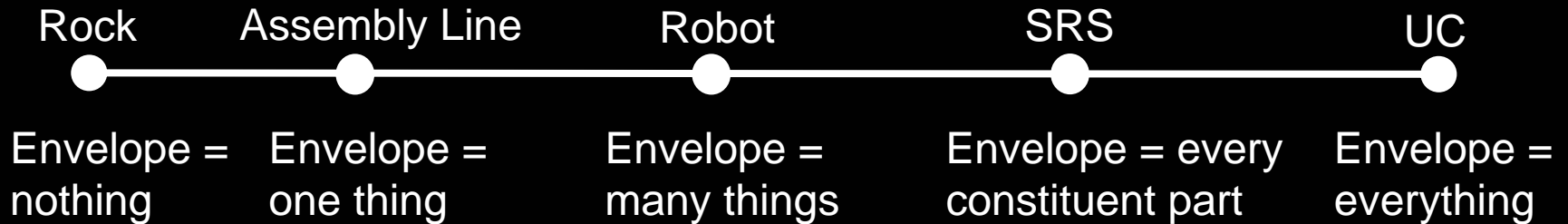
- **Weaknesses:**

- Strain bending under load
- Manual control



Moses is a technical consultant for this project

Why Universal Constructors?



- **UC is the ability to build anything**
- **Uses “Genotype+Ribotype = Phenotype”**
- **Construction envelope includes itself**
- **Atoms equivalent to bits**
- **SRS only needs limited UC capability**