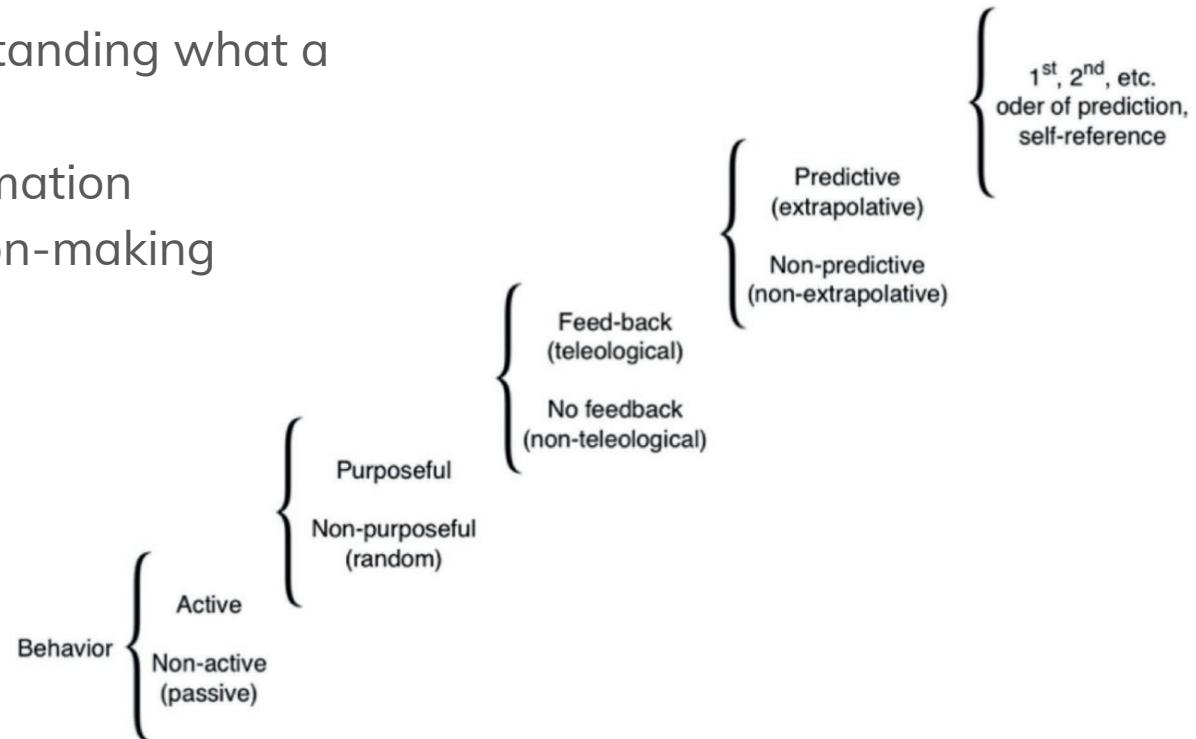


# The Computational Boundary of a Self

Presented by Brennen Hill and Melyne Zhou  
Focusing on work by Dr. Michael Levin

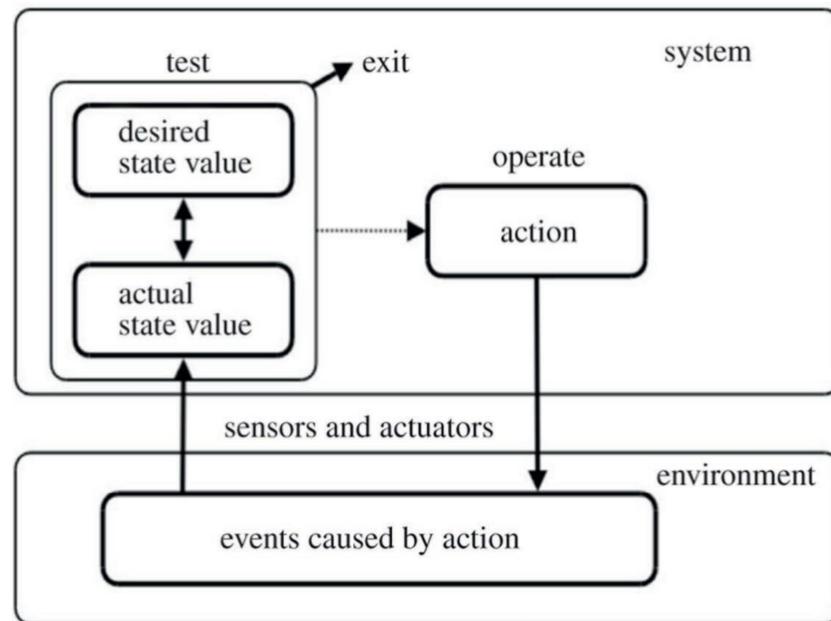
# Defining Individuals

- The problem is understanding what a coherent Individual is
- We will focus on information processing and decision-making



# From the Perspective of Three Core Assumptions

- 1) A commitment to evolution
- 2) All metaphors are judged by their utility in driving scientific progress
- 3) Goal-directedness is a feedback system

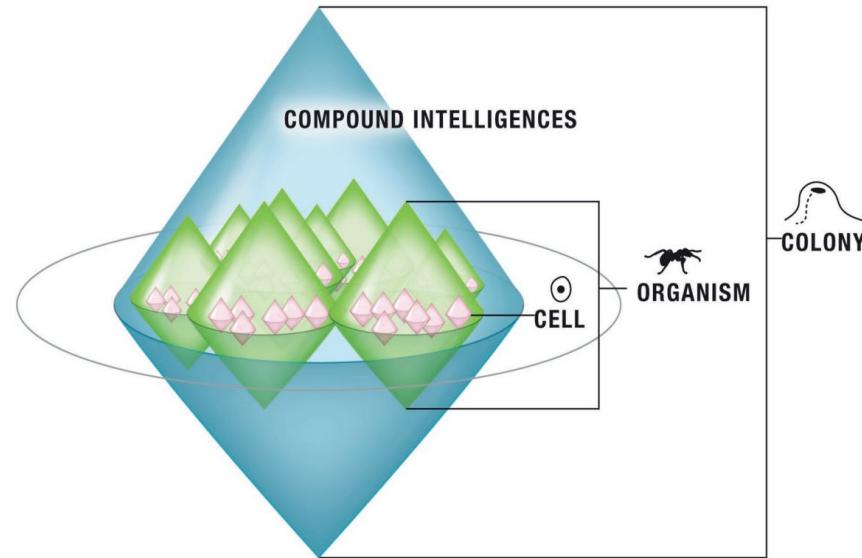


“Of course there is no question that a tree or an elephant is one individual, and we have a very clear mental picture of what this means, for we ourselves are individuals. But there are lower forms in the borderland between one-celled organisms and multicellular organisms that are more bothersome in this respect.”

–J. T. Bonner, 1950

# Defining a self

- A self is composed of interacting neural regions with centralized agency and planning
- Much work has been done on defining compound Individuals
- A self is defined by information and goal-directedness

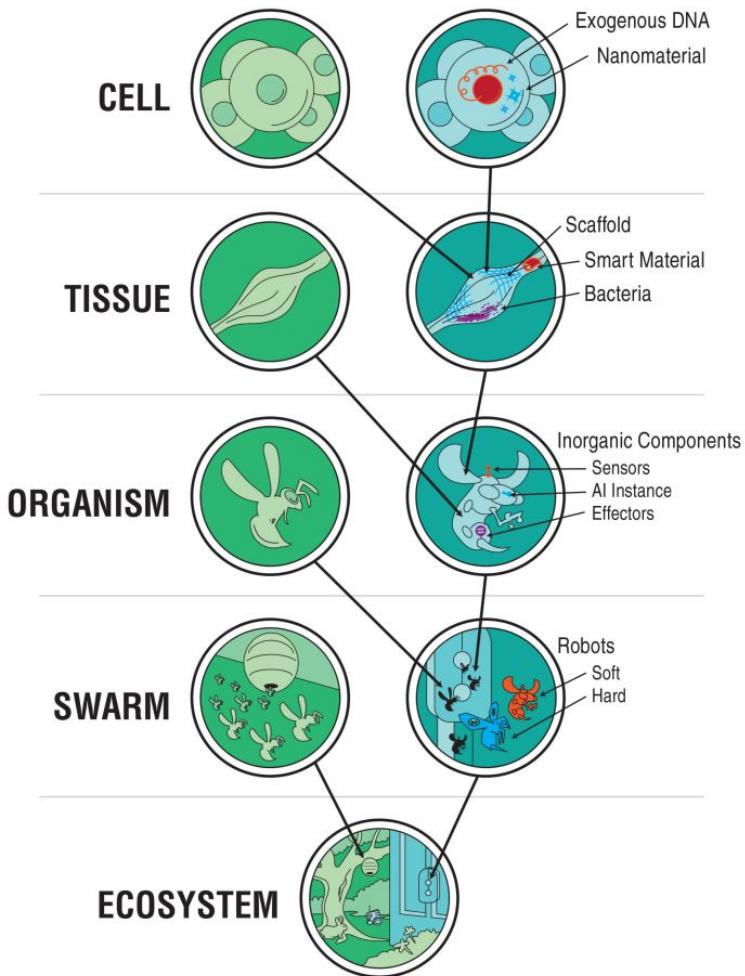


“Our life is shaped by our mind; we become what we think.”

— Gautama Buddha

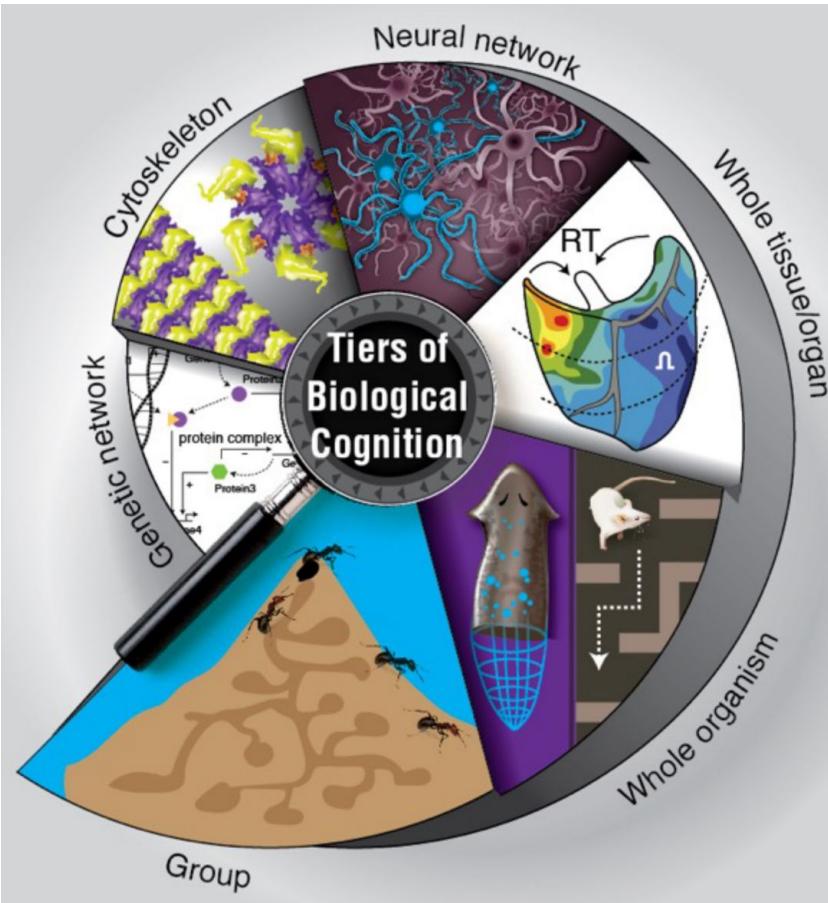
# The nested biosphere

- Selves exist at multiple levels of organization
- Complex behavior occurs on large and small scales
- Intelligence exists even at the cellular level



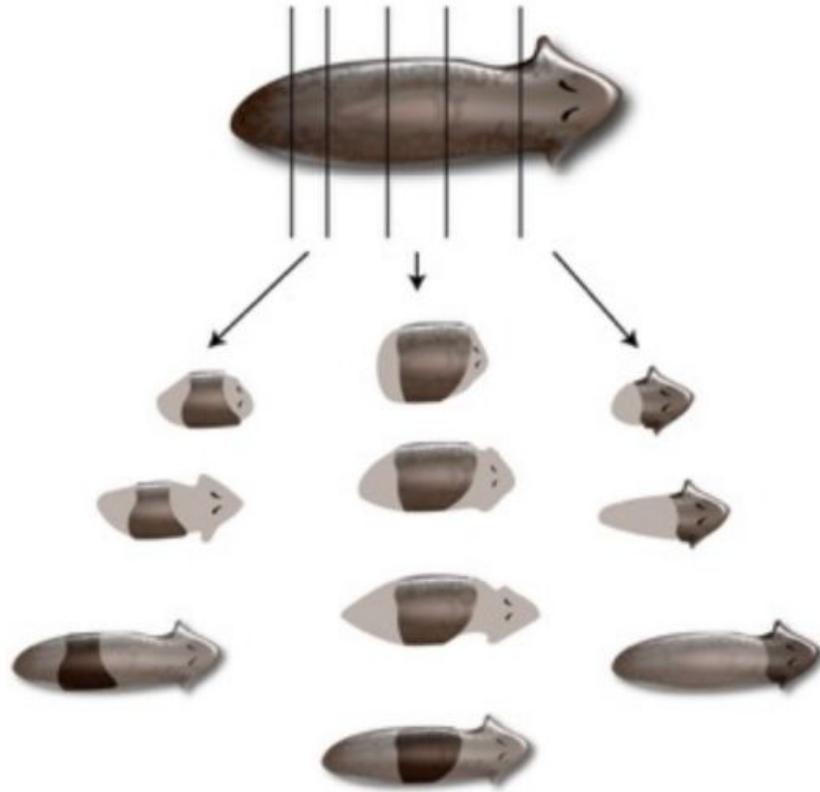
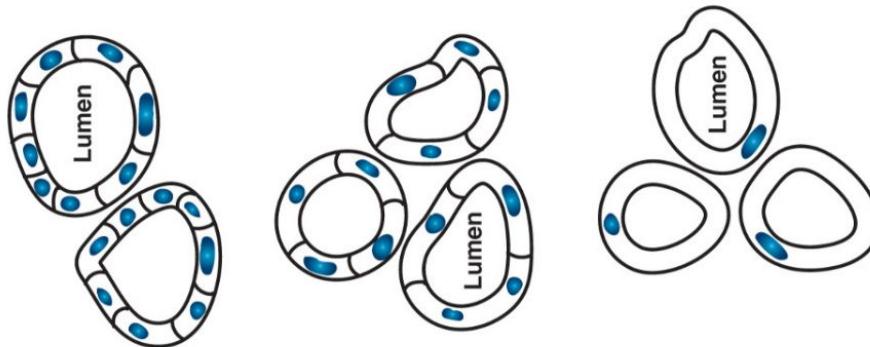
# Basal cognition

- There is an evolutionary history of learning and decision-making processes
- Nested selves within a body act intelligently



# Selves Determined Through Communication

- Selves use their components to reach a desired state
- This state can be reached in different ways from different initial conditions
- The components do no know the larger scale goal



# Bioelectrical Signaling

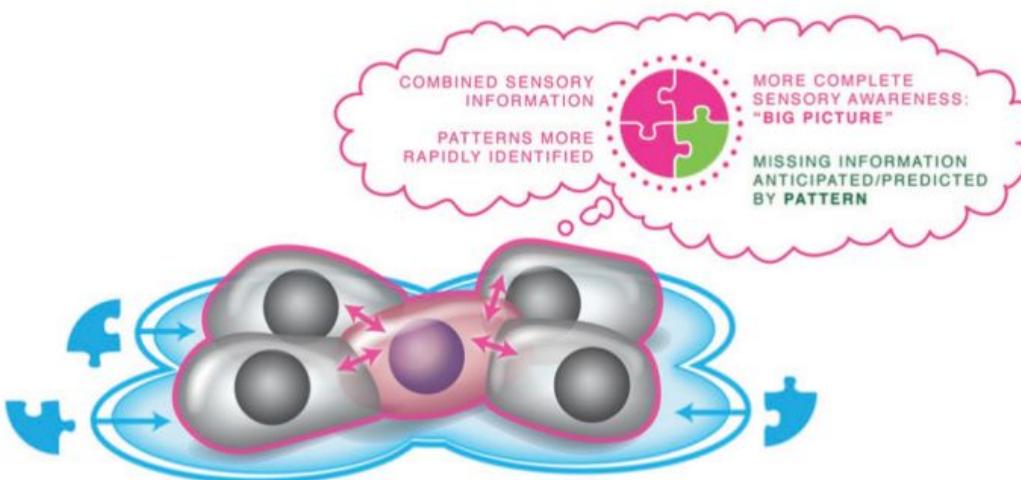
- Cells communicate using bioelectricity
- Resting potential changes can modify behavior
- Psychology evolved from membrane excitability

Cells Coupled by Gap Junctions



INFORMATION OUT OF SENSORY RANGE

INFORMATION CAPTURED BY NETWORKED SENSORY & ACTION RANGE



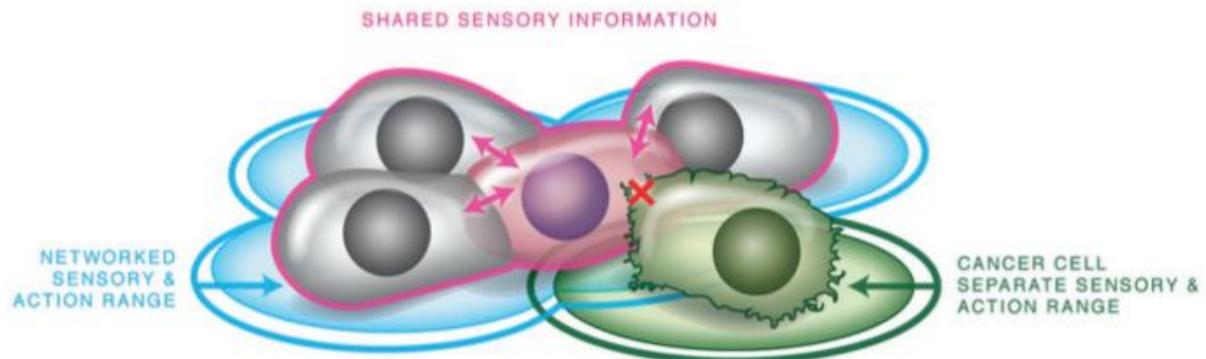
“What defines [a] Self is the boundary of information being able to pass between the subunits.”

- Michael Levin

# Cancer Cells

- Cancer cells can no longer communicate
- Cancer cells are isolated spatially and temporally
- Cancerous cells are no longer part of a larger individual

Cells Coupled by  
Gap Junctions,  
Disconnected  
Cancerous Cells

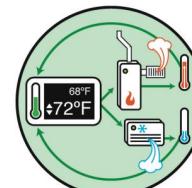


# Selfish Selves

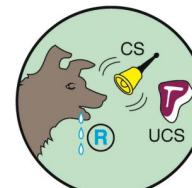
- Cells in a body are as selfish as unicellular organisms
- Nested selves cooperate and compete for their own benefits
- The best level or organization to work with is contextual



Hardware modification only



Modify the data encoding setpoint of goal-driven process



Training by rewards/punishments

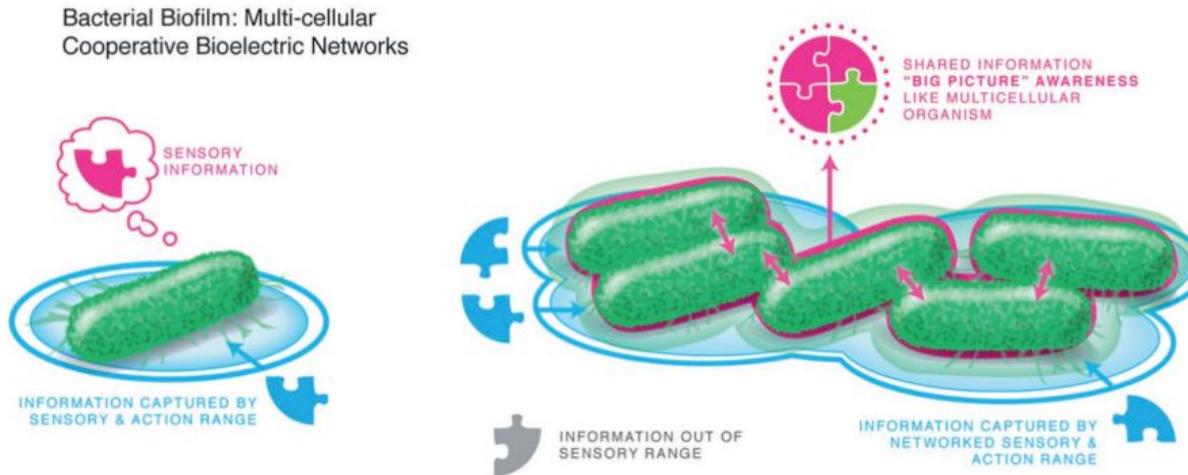


Communicate cogent reasons



# Variable Boundaries of Selves

- The scale a self exists at can change
- Selves exist at multiple levels of organization
- Shared information determines a self



# What is an Individual? — Goals & Associative Learning

- Definition of **Individual**
  - The **scale & types of goals** a system can pursue **determines the boundaries AND content** of the “agent” (AKA, info-processing structure)
- What do we mean by goals?
  - Where do complex & multifaceted goals come from?
  - Counterfactuals & preferences
    - Reinforcement learning → explosion of computational possibilities
    - Homeostasis (more on this later!)
- Associative learning
  - Spatiotemporal → in space & time
  - Ex: Current state (neutral) → linked to future positive outcomes via past experience

## Counterfactuals

Future states that are not yet true, but can be brought about through specific actions.

## Preferences

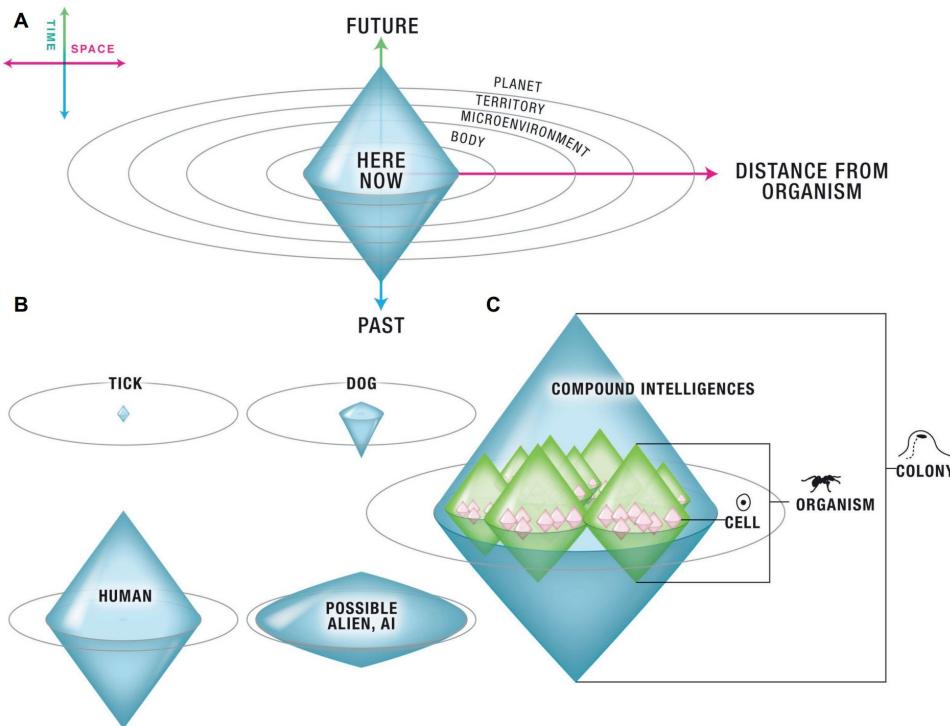
Certain states in the world are better for its welfare than others.

Enables learning via positive/negative reinforcement.

## DEFINING INDIVIDUATION FROM A COGNITIVE PERSPECTIVE

# Cognitive Light Cone

FIGURE 2



## How to compare examples in different material substrates?

Ex: biology vs. organic artificial life vs. AI vs. exobiology

"Can highly diverse Selves, with **very different material structures** be compared with each other in any meaningful way?

A **universal rubric**, applicable regardless of the physical implementation, can be defined by focusing on the **information processing and goal-directed activity** of any given system."

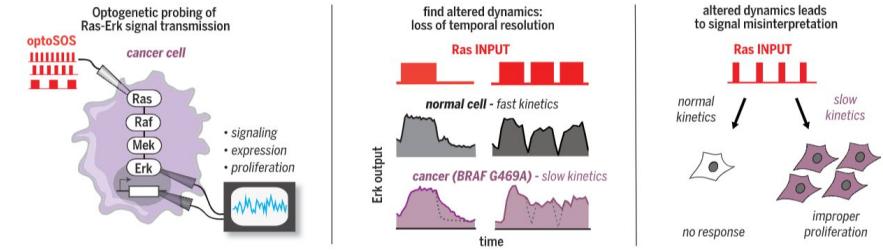
## THE AGENT'S EVOLUTIONARY BACKSTORY: SCALING OF INFORMATION BY BIOELECTRICITY

# Homeostasis

- The “atom” of cognitive hierarchy → enabling cognitive boundaries to expand
  - Homeostatic persistence (maintain XYZ state) → origin of cognitive goals

## Elements of the “simplest” homeostatic loop

1. Minimization of homeostatic stress
2. “Hidden layers” (AKA memory)
  - a. Delay between I/O
  - b. Feedback loops to maintain state after stimuli

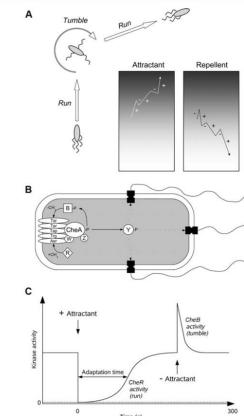


Optogenetic profiling of cancer cells reveals perturbed signal transmission dynamics that can drive improper proliferation.

Bugaj et al., 2018;

- Sense changes in chemical concentrations over short time periods
- Predictive movement to optimize nutrient intake
- Delayed response → “buffer” to overreacting

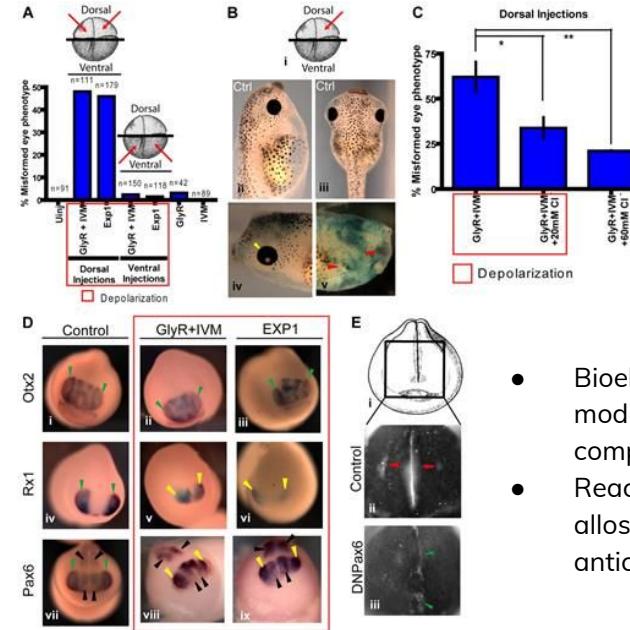
Vladimirov, N., and Sourjik, V. (2009)



## THE AGENT'S EVOLUTIONARY BACKSTORY: SCALING OF INFORMATION BY BIOELECTRICITY

# Memory & Modularity

- Memory  $\Rightarrow$  beginning of modularity (collective intelligence)
  - Learning: Grouping diverse stimuli into compressed representations
  - Ex: Biophysical signals
  - Ex: Somatic control networks
- Modularity
  - Benefits for evolvability (expansion of cognitive boundaries)



- Bioelectric signaling  $\rightarrow$  simple modular trigger sets off cascade of complex events
- Reactive homeostasis  $\rightarrow$  predictive allostasis (use predictive signals to anticipate organ structures)

Local perturbation of  $V_{mem}$  disrupts endogenous eye development

Pai, V. P., Aw, S., Shomrat, T., Lemire, J. M., and Levin, M. (2012)

## Sensing — Active Inference & Perceptual Control Theory

- Complex sensory machinery arises from hardware discovered by primitive bacteria
- Active inference — transcription/translational
  - Minimizing surprise & homeostasis
  - Data compression (Markov blanket & coarse-graining)
  - Progeny – the least surprising object in the world is a copy of yourself
    - Ex: queen bee & colony dynamics
- Perceptual control theory
  - Behaviour = control of perception

## THE AGENT'S EVOLUTIONARY BACKSTORY: SCALING OF INFORMATION BY BIOELECTRICITY

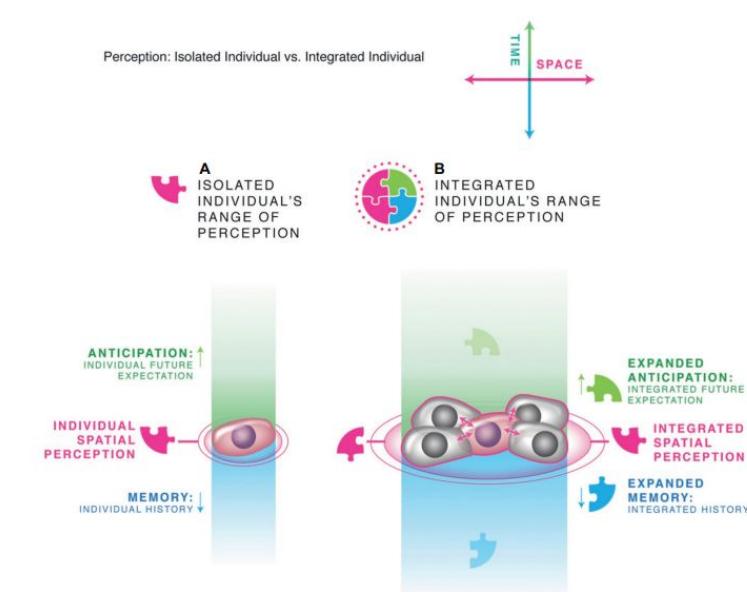
# Scale-Up of Cognition

- Cell in center → gets filtered data about everything
  - All cells measure & detect events within the same boundary
    - Not just distinct/local environments
    - AKA limited internal models of the world
  - Spread of information → sharing of a “common reality” among them.

How collective individuals have higher problem-solving capacity than their members?

1. Support layered architecture w/ experience-dependent communication channels (synapses, broadly defined)
2. “Virtual governors” → control capacity (Dewan, 1976)
3. More complex state space → more attractors — can compute meta-system properties not accessible to the single agents (Hofstadter, 1979; Crutchfield et al., 1998; Cenek, 2011).

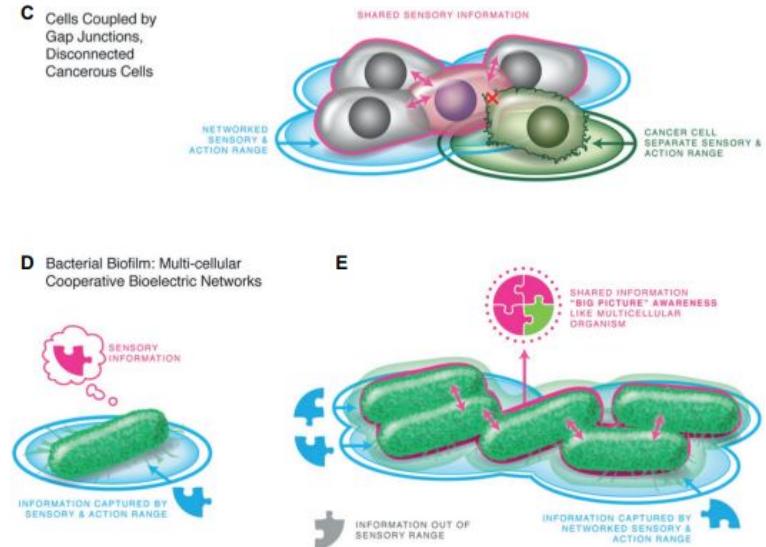
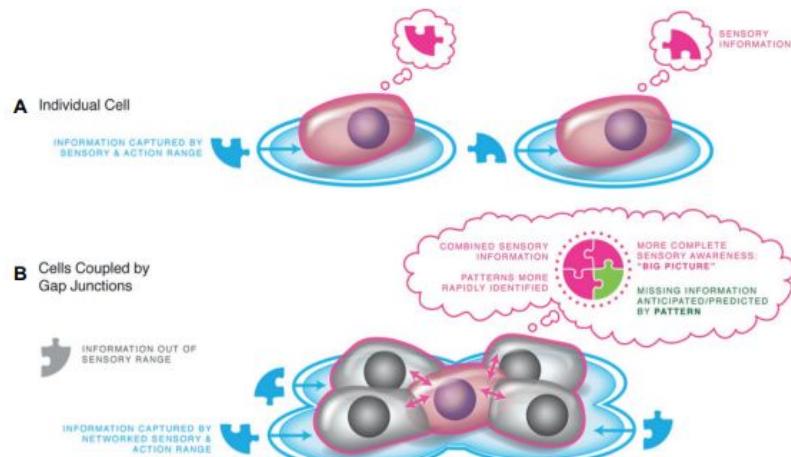
FIGURE 3



## THE AGENT'S EVOLUTIONARY BACKSTORY: SCALING OF INFORMATION BY BIOELECTRICITY

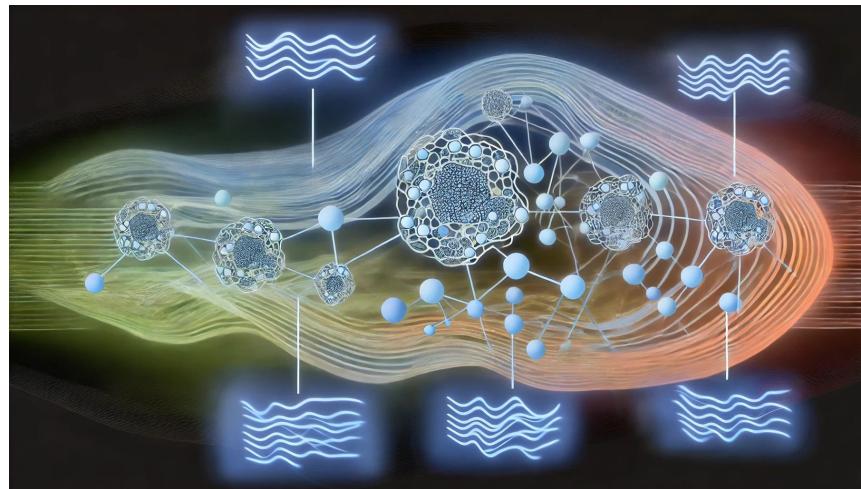
# Greedy Infotaxis

- Multicellularity → arises from **greedy infotaxis**
  - Collecting as much information as possible (as far away spatiotemporally as possible)
    - leads to morphological complexity
    - more connected to other cells = more processing capacity = bigger info processing horizon
  - What are underlying molecular mechanisms?



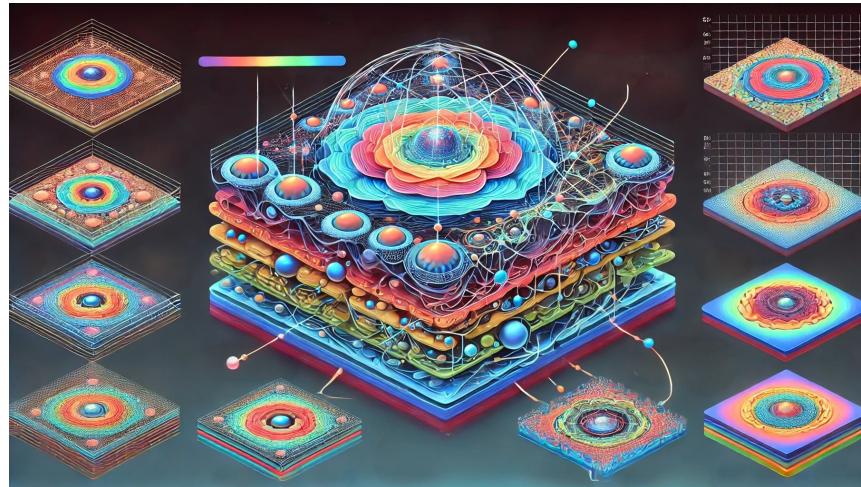
# Predictions and Suggested Research: 1

- 1) Self-modeling in biological systems
- 2) In silico systems simulating homeostasis and infotaxis
- 3) The need to keep other cells nearby as the root of addictive opiates
- 4) The cost of decision-making



# Predictions and Suggested Research: 2

- 1) Self-modeling in biological systems
- 2) In silico systems simulating homeostasis and infotaxis
- 3) The need to keep other cells nearby as the root of addictive opiates
- 4) The cost of decision-making



# Predictions and Suggested Research: 3

- 1) Self-modeling in biological systems
- 2) In silico systems simulating homeostasis and infotaxis
- 3) The need to keep other cells nearby as the root of addictive opiates
- 4) The cost of decision-making



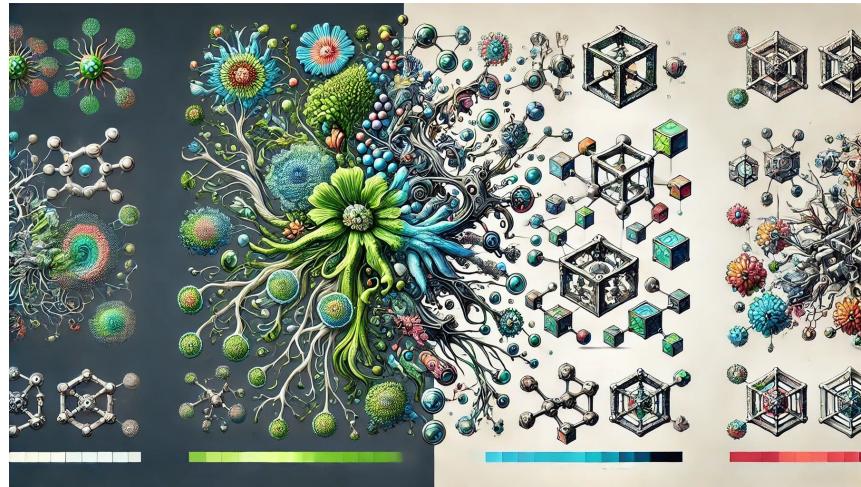
# Predictions and Suggested Research: 4

- 1) Self-modeling in biological systems
- 2) In silico systems simulating homeostasis and infotaxis
- 3) The need to keep other cells nearby as the root of addictive opiates
- 4) The cost of decision-making



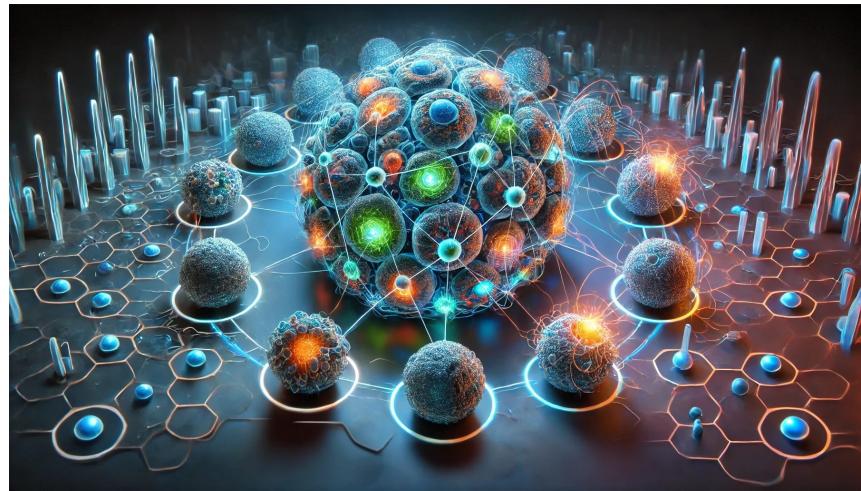
# Predictions and Suggested Research: 5

- 5) Constructs must be made of goal-seeking components
- 6) Technology for cancer reprogramming
- 7) Formation and dissolution of metazoan bodies
- 8) Conservation of regeneration and neurotransmitter signalling



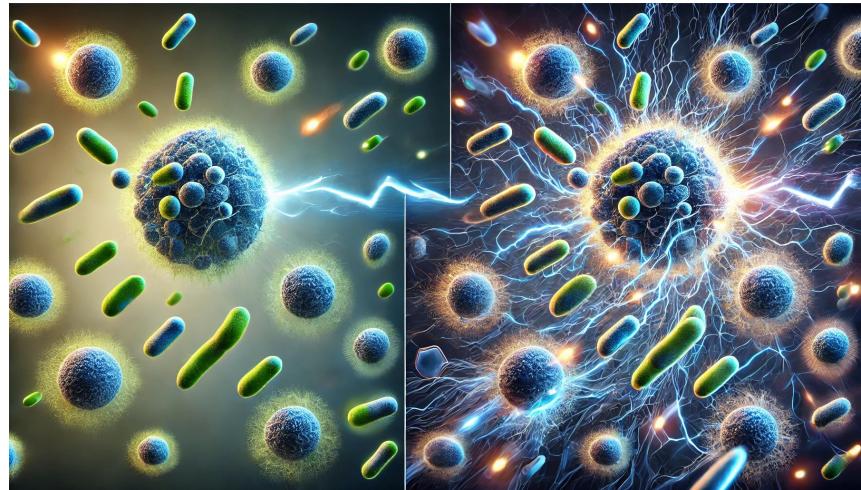
# Predictions and Suggested Research: 6

- 5) Constructs must be made of goal-seeking components
- 6) Technology for cancer reprogramming
- 7) Formation and dissolution of metazoan bodies
- 8) Conservation of regeneration and neurotransmitter signalling



# Predictions and Suggested Research: 7

- 5) Constructs must be made of goal-seeking components
- 6) Technology for cancer reprogramming
- 7) Formation and dissolution of metazoan bodies
- 8) Conservation of regeneration and neurotransmitter signalling



# Predictions and Suggested Research: 8

- 5) Constructs must be made of goal-seeking components
- 6) Technology for cancer reprogramming
- 7) Formation and dissolution of metazoan bodies
- 8) Conservation of regeneration and neurotransmitter signalling



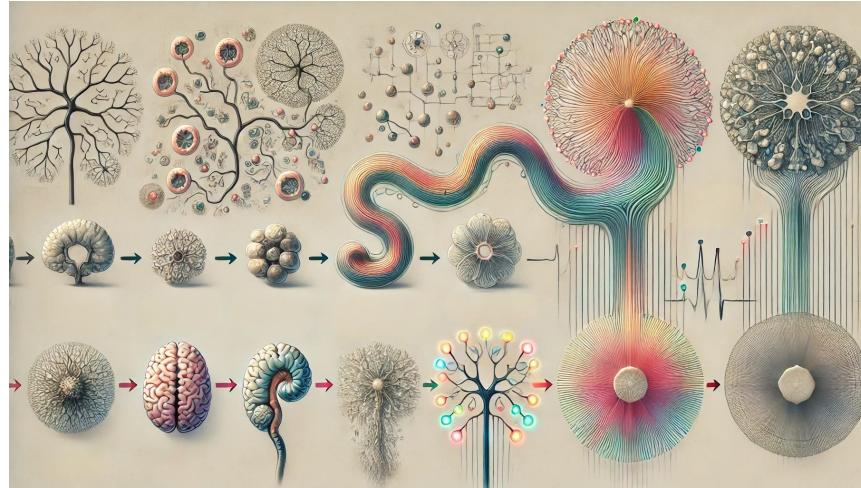
# Predictions and Suggested Research: 9

- 9) Observation of signalling as cues for morphogenesis
- 10) Behavior shaping and training for regeneration
- 11) Train swarm organisms and human social groups
- 12) Communication through reinforcement



# Predictions and Suggested Research: 10

- 9) Observation of signalling as cues for morphogenesis
- 10) Behavior shaping and training for regeneration
- 11) Train swarm organisms and human social groups
- 12) Communication through reinforcement



# Predictions and Suggested Research: 11

- 9) Observation of signalling as cues for morphogenesis
- 10) Behavior shaping and training for regeneration
- 11) Train swarm organisms and human social groups
- 12) Communication through reinforcement



# Predictions and Suggested Research: 12

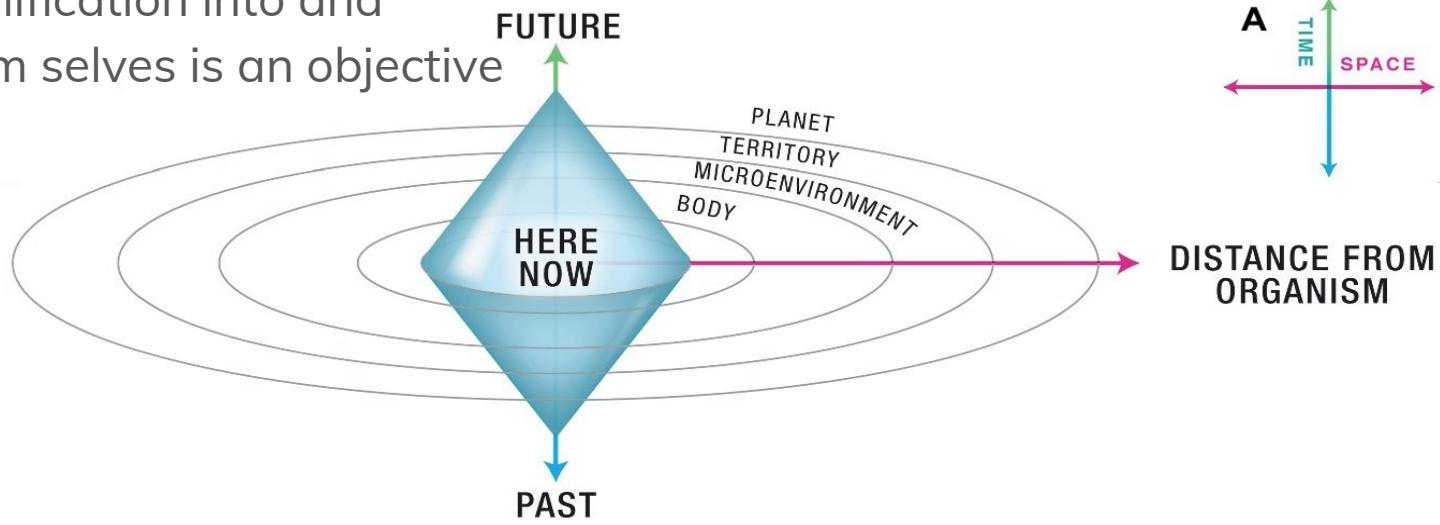
- 9) Observation of signalling as cues for morphogenesis
- 10) Behavior shaping and training for regeneration
- 11) Train swarm organisms and human social groups
- 12) Communication through reinforcement



WHAT DOES IT FEEL LIKE TO BE A PANCREAS?

# The Potential for Panpsychism

- First person experiences may exist on a spectrum
- Successfully rejecting memories and expectations would dissolve a self
- Recreating unification into and liberation from selves is an objective



# Any Questions?

- Do you have any questions?
- We will be bringing up discussion questions after answering.

# Discussion Questions

- 1) If agents other than humans, such as a pancreas, experience some version of a first person experience, what do you believe it would feel to be a pancreas?
- 2) How can we apply the cognitive light cone to evaluate cognitive capabilities of various systems, both which do and do not yet exist in the present?
- 3) How do ideas in this paper compare/relate to other theories about cognition and intelligence (ex: Active Inference, Perceptual Control Theory, etc.)?
- 4) What applications of these theories are you most excited about (ex: regenerative medicine, robotics, etc.)?
- 5) Do you disagree with any aspects of the studies or theories presented in this paper?
- 6) Do you believe that the future of artificial intelligence will include nested intelligences?

**Let us know if you have any other questions you would like to discuss!**

Thank You!