

Homeostatic architectures for robust spatial computing

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Plan

- Advocacy /
 - **We have a problem**
 - **How we got into this mess**
 - **Robust spatial computing**
- Research /
 - **The movable feast machine**
 - **Homeostatic computation**
 - **Demos**
- Call to action / **Test to failure**

Our security train wreck

- First bug costs the machine
- Non-solutions:
 - Blaming the user / user education
 - Blaming the developer / fixing the last bug
- Solutions:
 - Blame von Neumann

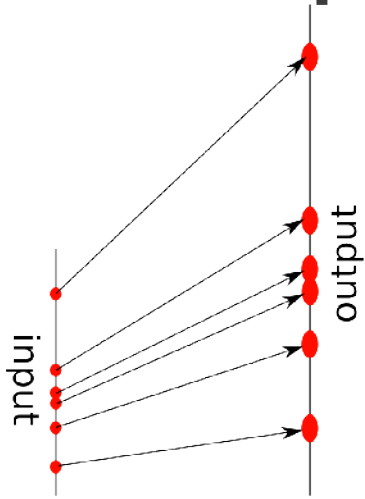
Computation must be born again

Instead of being born again,
why not just **GROW UP?**

► *OK, our answer **might** be wrong*

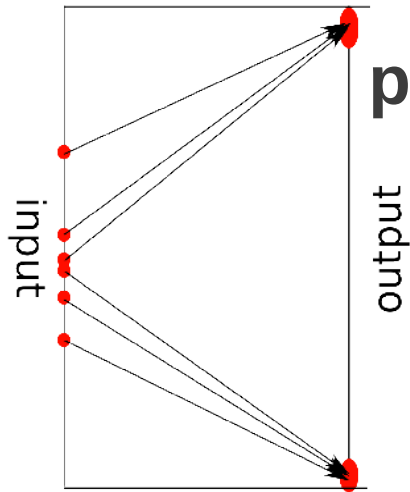
How we got into this mess

**Digital hardware is
massively redundant**



**One person's
analog signal..**

Ideal linear amplifier ->
No information loss



**..is another
person's digital
noise.**

Ideal non-linear amplifier ->
Massive information loss

The Original Deal:
Hardware shall be *reliable*
Software shall be *efficient*
(* *Computation shall be serial*)

Architecture matters: Space

- CPU + RAM
- Von Neumann's lament
- Strategy: Let space be space
 - Consequences: Fungibility, scalability



Architecture matters: Time

- Scalability issue: The light cone
- Robustness issue: **Single** source clocking
- Design issue: Who waits for whom?
 - Vs Nakamura (1974), Toffoli (1987), Nehaniv (2002)
- **Synchronous design begs the question**

Architecture matters: Correctness

- Who's kidding whom?
- If not correctness?
- **Best effort is better than correct**

Indefinite scalability

- A single, clean, architectural criterion implying:
 - Spatial computing
 - Robust computation
- Perhaps a tad ambitious

Indefinite scalability

Let space be space, let time be time

- Sacrificing:
 - ✗ Fixed-width addresses, unique node names.
 - ✗ Logarithmic global communication cost
 - ✗ Single source clocking, phase synchronization
 - ✗ 'Times' – run time, load time, power on time..
- Embracing:
 - ✓ Opportunistic reproduction for ||ism & robustness
 - ✓ Movability for configuration, manifest destiny, ...
 - ✓ Multilevel robustness: Up *to* the end-user

Living Computation

- Impossible working conditions:
 - Program inputs might be late, missing, wrong
 - Program execution might be faulty
- Become livable if
 - Program outputs can be wrong, late, missing
- Because:
 - Others are duplicating/checking your work
- Efficiency and robustness are mortal enemies

An example: Software engineering as artificial chemistry

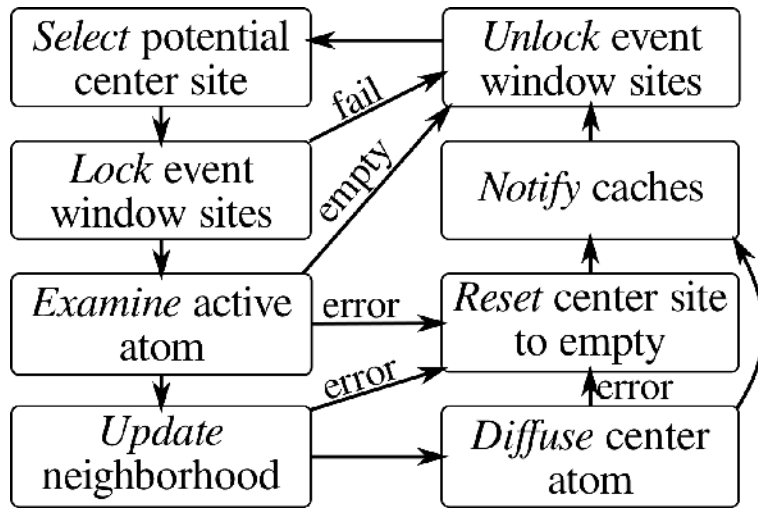
The Movable Feast Machine

- spatial computing
- relative addressing
- local connectivity
- indefinitely scalable
- fixed size atoms/sites for mobility
- parallel asynchronous update
- element-oriented programming

```
/* DReg: Dynamic Regulator. */  
element DReg() = 0xdba {  
  if n:anyAt(1), n is Empty, odds(1,1000) then n = DReg;  
  if n is Empty, odds(1,200) then n = Res;  
  if n is DReg, odds(1,10) then n = Empty; // limit DRegs  
  if odds(1,100) then n = Empty;  
}
```

50 mm
16 g

Processing

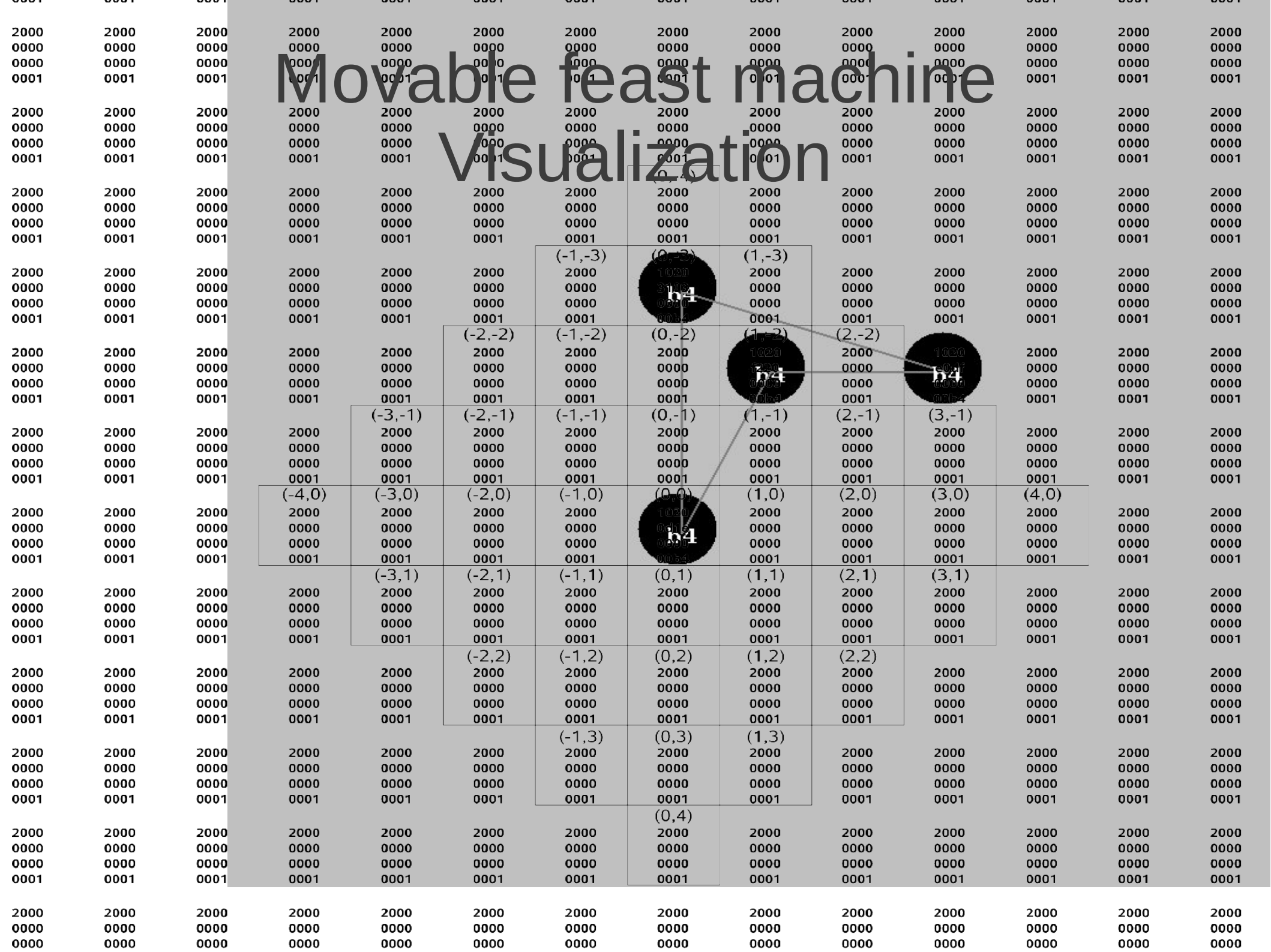


- Hardware packs as many disjoint event windows into space-time as possible

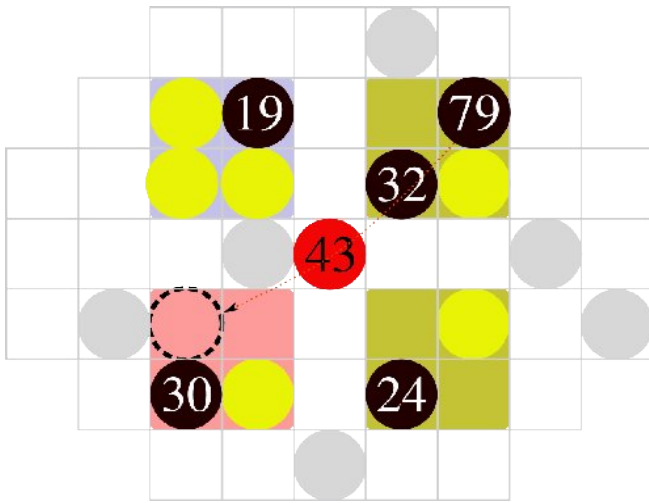
- Typical parameters:
 - 64 bits per site; 16 bit header + 48 bonds and or state
 - Event window radius 4 L0 distance
 - Bonds are symmetric and relative

- Software defines a set of types with atomic formats and behavioral rules; initial conditions

Movable feast machine Visualization

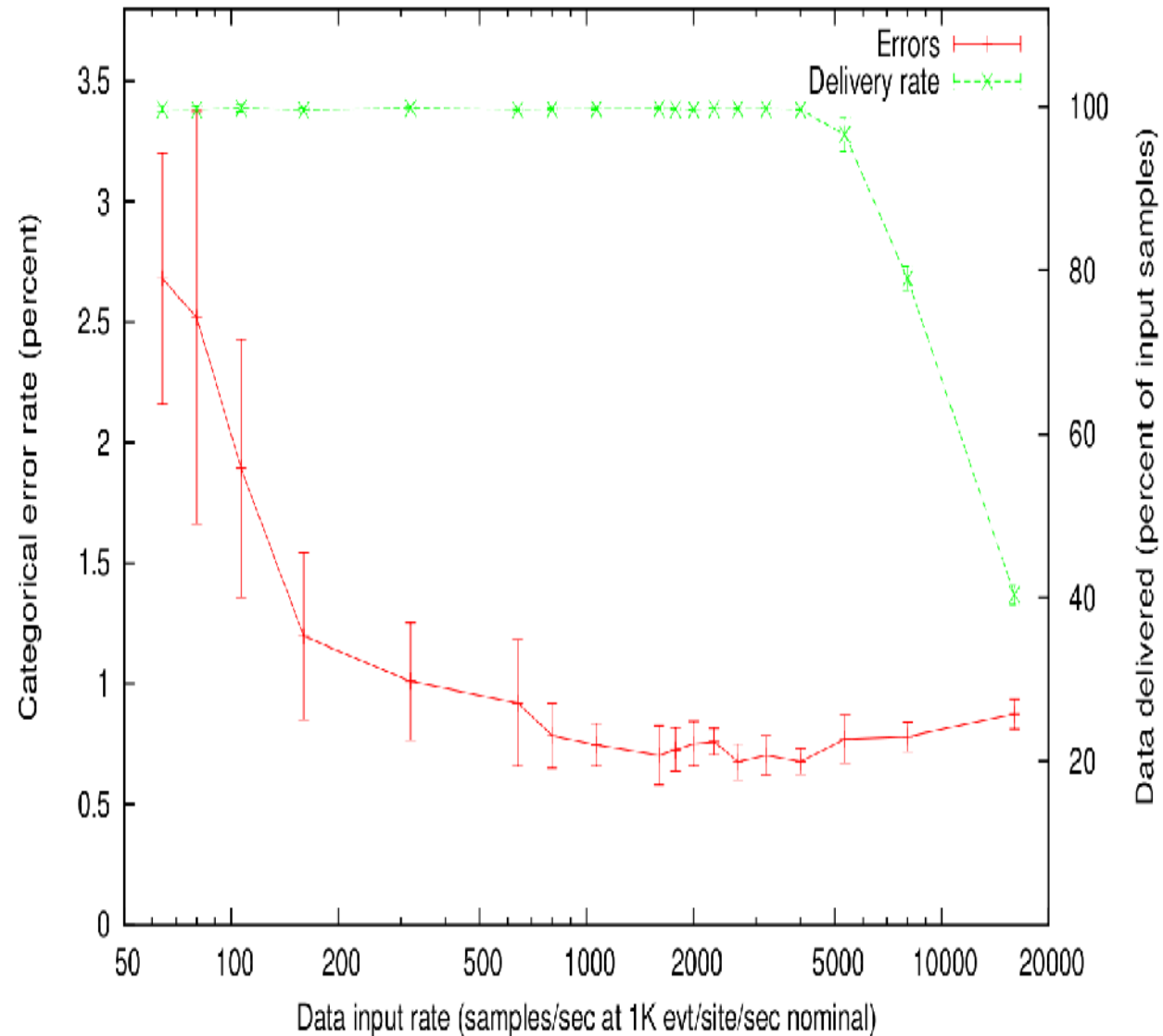


Demon Horde Sorting: Robust Computation Example



- Task: Flow sort endless data stream
 - It's impossible
- 'Maxwell's Demon' sorting elements maintained in homeostasis by DReg
- Surprise: Quality vs data rate..

Demon Horde Sort: Accuracy and delivery versus data rate



Call to action

Computation shall be

As robust as possible

As efficient as necessary

As correct as a Google search