Index

A
Acoustic waves, 247
Adaptability, 4, 47, 295, 298, 304
Adaptive Enterprize, 6
Adaptive resonance theory, 312
Agent, 345
  active visualization component, 348
  adaptation, 412
  application timeline, 351
  belief, 115
  boid, 359
  control, 70, 111
  cooperation, 72
  data visualization, 344, 351
  information-particle, see infoticle
  infoticle, 354
  intelligent, 345
  local, 72
  local communication, 352
  local perception, 352
  Markov motion model, 114
  memory, 352
  mobile, 70
  negotiation, 352
  observation model, 115
  perception-action loop, 9, 38
  prioritized acceleration allocation, 359
  robotic, 111
  sensor/actuator model, 111
  situated, 351
  software, 143
AIN, see artificial immune network
AIS, see artificial immune system
Algorithm
  algorithmic system, 413
  ant clustering, 363
  ant colony optimization, 306
  pheromone, 306
  approximation, 297
  asynchronous, 92
  clonal selection, 312
  CLONALG, 305, 312, 313
  clustering, 297
  communication costs optimization, 279
  decentralized negotiation, 127
  decentralized resource allocation, 272
  estimation of distribution, 137
  evolutionary, 136, 166
  flocking, 360
  Gauss-Seidel, 93
  genetic, see Genetic Algorithms
  HEFT, 313, 315
  heuristic, 296
  deterministic operation, 297
  immunocomputing, 327
  input data, 407
  Jacobi, 99
  Jacobi type, 93
  list scheduling, 297
  processor selection, 297
  task duplication, 297
  task insertion, 297
  task prioritization, 297, 308
  modular, 112
  negative selection, 302, see artificial
    immune system
  non-recursive language, 413
  parallel, 254, 314, 371
  pattern recognition, 326
  permutation mask approach, 302
  place-and-route, 232
  Q-learning, 136
  random guided search, 297
  random walk, 298
Algorithm (cont.)
randomized search, 296, 298
roulette wheel selection, 277
rule extraction, 413
shortest path, 233
simulated annealing, 295
cooling schedule, 298
neighbor selection, 298
singular value decomposition, 327
SOTL, 47
sotl-platoon, 47
synonymous, 92
tabu search, 295
transformation rules, 405
Amplifier, 239
Amplitude modulation, 243
Analog, 239
ANN, see Artificial Neural Networks
Anomaly detection, 295, 302
Ant Colony Optimization, 65
Ant-based foraging, 363
Architecture
service-oriented, 263
ART, see adaptive resonance theory
Artificial immune network, 310
Artificial immune system, 295, 321
abstraction, 306
antibody, 307
clonal generation, 309
clonal selection, 295, 299
hypermutation rate, 309
receptor editing, 310
selection probability, 313
danger theory, 295
elimination, 295
foreign agents, 295
H-cells, 312
host, 295
immune network, 295
immunological crossover, 307
innate immune system, 299
learning, 299
lymphoid organ, 307
memory, 299
modeling, 306
negative selection, 295, 299, 338
pattern recognition, 299
positive selection, 338
recognition, 295
S-cells, 312
self-nonself discrimination, 338
Artificial Intelligence, 245, 408
applied, 347
cybernetics, 26
Artificial Life, 408
Artificial Neural Networks, 214, 295, 336
artificial neuron, 306
error back propagation, 336
Assortative noise, 12
Autonomic Computing, 6
Autonomic Informatics, 6
Autonomy, 25, 46, 146, 212, 236, 267, 300,
345, 352, 411
Axiom, 404
B
Bayes rule, 115
Bayesian approach, 115
Bayesian filtering, 115
Behavior, 402
abnormal, 312
asymptotic, 13
autonomous
see autonomy, 213
centering, 359
chaotic, 13
collective, 186, 346
collision avoidance, 111, 359
coordinated, 5, 407
discontinuous, 172
dynamic, 351
emergent, 344, see emergence
evolved, 167
flocking, 344
global, 4, 46, 406
local, 334
microfluidic, 185
non-deterministic, 4, 371
periodic, 13
reactive, 143
rule-based, 345
self-organized, 23
self-regulatory, 5
stabilization of, 361
stable, 8
statistical, 7
swarming, 187, 346, 359
symmetry-breaking, 10
velocity matching, 359
Belousov-Zhabotinsky medium, 30
Bio-inspired engineering, 24, 214
Biology, 214
antibody, 326
antigen, 326
apoptosis, 322
autoimmunization, 322
blood vessel, 179
Biology (cont.)
central nervous system, 140
chemokine, 185
cytokine, 322
differential reproduction, 298
generation, 298
genotype, 298
immune system, 321
immunological response, 190
molecular recognition, 326
muscle, 138
mutation, 304
natural selection, 298
neuro-immune-endocrine modulation, 322
ontogenesis, 148
phenotype, 298
phenotypic trait, 148
phylogenesis, 148
population, 298
protein, 190
selection pressures, 5
vertebra, 138
Bounded rationality, 267

C
CA, see Cellular Automata
Causality, 403
circular, 8
Cell (agent)
orientation, 72
Cell Matrix, 213
bootstrap, 228
C lines, 216
cell, 215
reconfigurable, 215
clock, 217
configuration, 217
control, 251
D lines, 215
mode, 216
neighbors, 215
simulator, 223
target cell, 225
tools, 251
truth table, 216
wires, 225
Cell Matrix Corporation, 214
Cellular Automata, 12, 186, 333, 346, 363, 406
deterministic, 335
glider, 13, 406
collisions, 13
non-deterministic, 335
qualitative taxonomy, 13
Cellular automaton
Itoh-Chua, 380
memristive, 380
structurally-dynamic, 380
Central pattern generator, 140
CFG, see grammar, context-free
Chapman-Kolmogorov equation, 115
Chemical sensing, 182
Chemical wave, 337
Chemotaxis, 187
Collision
elastic, 393
Communication, 406
acoustic, 184
asynchronous, 95
bandwidth, 91
channel, 101
cost, 266
mobile code, 269
remote communication, 268
delay, 101
diffusion-mediated, 183
electromagnetic, 183
frequency, 101
inter-processor, 314
mobile code, 264, 265
network, 101
noise/signal ratio, 158, 164
overhead, 14, 297
physical medium, 102
policy, 102
rate, 102
remote, 264
scalable, 6, 92
stigmergy, 184
topology, 9
Complex systems, 27, 269, 401, 408
internal structure, 344
Complexity, 26, 91
\( \epsilon \)-machine, 27, 32
computational, 9
Kolmogorov/Chaitin’s, 404
morphological, 30
statistical, see Statistical complexity
Composition operator
cumulative, 111
Computation, 5, 403, 405
algorithmic approach, 13, 414
biologically-inspired, 295
biomolecular immunocomputer, 321
combinatorial, 414
DNA-based, 203
nature-inspired, 296
environmental flux, 296
NP-hard, 414
Computation (cont.)
rate, 102
reaction-diffusion model, see Reaction-diffusion
self-organizing, 6, 12
soft computing, 296
super computability, 408
uncomputability, 408
Computational Intelligence, 322
Computational Mechanics, 11
Computer security, 301
Computing
Grid computing, 265
Grid computing model, 271
on-demand, 263
service-oriented, see service-oriented paradigm
Conductive pathways, 392
Continuous, 238, 239
Convergence, 98
Coordination, 5
CPG, see central pattern generator
Current, 381

D
DAG, see scheduling, directed acyclic graph
Damage
severity, 73
Data acquisition, 62
Data fusion
decentralized, 115
Data Mining, 301
agent-based, 347
ant-based, 363
Data visualization, 343
self-organizing, 344
Dataset
temporal, 351
Dead reckoning, 66, 71
Decision
collective, 168
initial, 95
local, 93, 191, 406
optimal, 94
perturbation, 103
vector, 95
Decision making, 91
distributed, 92
self-organised, 92
Defects
manufacturing, 252
run-time, 252
Delay line, 247

Diagnostics, 194
Differentiation, 240
Diffusion, 190
Diffusive capture, 182
Digital logic, 211, 212
Discrete, 243
Dissipative Structures, 9
Distance metrics, 310
Euclidean distance, 310
Hamming distance, 310
Manhattan distance, 310
Distributed system, 263
engineering, 6
Downward causation, 26, 407
Drag force, 184
Dynamic programming problem, 116
Dynamic Systems Initiative, 6
Dynamical hierarchy, 26
Dynamical system, 25
attractor, 28
chaotic, 13
spatial structure, 29
bifurcation, 28
parameter, 27
chaotic regime, 7
control parameter, 7
degrees of freedom, 28
deterministic, 30
fast foliation, 28
fast short-lasting component, 7
initial conditions, 7
low-dimensional, 7
macrostate, 160
manifold
slow, 28
stable, 27
unstable, 27
microstate, 160
mode
stable, 7
unstable, 7
ordered regime, 7
phase space, 13, 25, 140
quasi-periodic orbits, 13
slow long-lasting component, 7
submanifold, 28
symmetry, 29
symmetry breaking, 168

E
EC, see evolutionary computation
Echo, 394
Ecological atlas, 333
EDA, see algorithm, estimation of distribution
Eigenvectors, 109
El Farol Bar problem, 270
Embryonics, 214
Emergence, 5, 23, 33, 169, 213, 401
causal, 403, 407
intrinsic, 5, 403, 406
perceptual, 349
strong, 407
visual, 350
Emergent behavior, see behavior, emergent
Emergent intelligence, 146
Enslaving principle, 7, 28
Entropy, 9, 25, 52, 116, 170
as objective function, 121, 174
Boltzmann entropy, 9, 158, 160
conditional, 31
disorder, 161
index of, 161
entropy rate, 9, 161
generalized, 11
excess entropy, 11, 32, 161
joint, 31
minimization, 115
normalized index, 162, 172
posterior, 120
production, 9, 25
reduction, 25
Equilibrium, 25
Error-correcting encoding, 5
Evolution, 5, 10, 136, 146, 298, 334, 409
Evolutionary Algorithms, 136
Evolutionary computation, 295
Evolutionary design, 8
intrinsic selection criteria, 9
task-specific objective, 9
Evolvable Hardware, 214, 246
Extensible markup language, 142

F
Fabrication process driver, 253
Fault detection, 295, 302
Fibre network, 79
Field Programmable Analog Array, 246
FIN, see formal immune network
Fisher information, 120
Fisher information matrix, 120
Flash memory, 247
Floating-gate, 247
Fluid velocity, 184
Formal immune network, 322
affinity, 323
antibody, 326
antigen, 326
apoptosis, 324
autoimmunization, 324
cell, 323
cytokine FIN, 323
epitope, 325
innate immunity, 323
inner invariant, 325
pattern, 325
self-organization, 323
training, 327
Formal system, 13, 404
FPGA, 212
Fractal structure, 406
Friction
isotropic, 138
Fuel cell, 204
Function composition, 244
Fuzzy Systems, 295

G
GA, see Genetic Algorithms
Game of Life, 363, 402, 406
Game Theory, 268
Genetic Algorithms, 9, 136, 167, 214, 296, 337
control parameter, 298
crossover, 306
crossover frequency, 298
fitness function, 298
fitness gradient, 151
fitness landscape, 137
gene, 136
linear chromosome, 136
mutation, 298, 306
mutation frequency, 298
population size, 298
recombination, 298
termination condition, 298
Genetic Programming, 10, 136
algorithmic implementation, 144
grammar-based, 137
learning mutation strategy, 137
Genotype, 30
Ginzburg-Landau equations, 28
Ginzburg-Landau theory, 7
Gödel’s Theorem, 13, 409
GP, see Genetic Programming, 139
Gradient field, 65, 66
visualization, 72
Grammar
context-free, 141
context-sensitive, 137
formal, 403
grammatical evolution, 137
learning probabilistic, 137
Graph coloring, 305
Grid, 263
Grid Toolkits, 267

H
Halting Problem, 413
Hardware compilation, 236
Hardware swapping, 237
Hardware timesharing, 237
Heisenberg Uncertainty Principle, 409
Hessian, 109
Heterogeneity, 267, 316
Hologram, 249
Homeostatic resilience, 4
Hybrid systems, 14
Hydro-acoustics, 339
Hydro-physical field, 333

I
Immune network, 305, 313
immunochip emulator, 330
immunocomputing, 321
impact function, 111
impact space, 111
size, 111
independent component analysis, 38
inductive reasoning, 267, 270
inference rule, 404
information, 405
assurance, 339
bottleneck, 32
dynamics, 11
flocking, 362
flow, 26, 38
gathering, 92
processing, 5, 321
transfer, 9
information matrix, 120
information theory, 31
information-driven evolutionary design, 9, 153
integration, 31
interactive machine, 412
intrinsic information, 31
intrusion detection, 302, 322
attack, 331
recognition time, 333

J
Jacobian, 27, 120
just-in-time compilation, 236

K
Kalman filter, 119
kohonen map, see self-organizing map

L
landauer’s principles, 25
law of requisite variety, 8
least square method, 334
LMS, see genetic programming, learning
mutation strategy
local interactions, 5, 158, 213, 344, 406
between robots, 166
hydrodynamic, 184
inter-agent, 345
intercellular, 322
minimization of conflicts, 12
pair-wise agent, 353
recursive, 344
strength of, 7
strong, 7
traffic, 46
weak, 7
localisation, 384
Logical system, 403
Logistic map, 34

M
Machine Learning, 245, 295
Magic Polygons, 256
Management
self-management, 264
Mapping, 238
Memristor, 379
MEMS technology, 201
Microenvironment, 180
biophysical properties, 186
chemical sources, 181
spatial structure, 181
Migration decision problem, 265, 268
Minimum entropy production principle, 9
Minority Game, 406
Modularity, 110
Morphogenesis, 23
Motor
flagellar, 204
Multi-agent system, 345
collaboration, 92, 123
control, 117
cooperation, 345
coordinated motion, 168
coordination, 47
coupling, 92
of oscillators, 140
decentralized, 346
decentralized control, 6
distributed control, 117
joint belief, 116
multi-robot system, 6, 92, 157
alignment, 169
path planning, 111
resource management, 266, 267
size, 111
Multi-information, 31
Music, 238
Mutual information, 31

N
Nanoparticle, 204
Nanoscale, 179
Nanotechnology, 88, 255
Negative database, 302
Negotiation, 266
Network communication, 62
Network security, 301
Network traffic, 264
Nomadic Service, 266
Non-assortativeness, 12
Non-determinism, 245
Note, 238

O
O-self-organization, 35
Object localization, 117
Objective function, 91, 296
based on order parameter, 8
doordination of distributed actuators, 9
curvature, 105
efficiency of communication topology, 9
efficiency of locomotion, 9
entropy, 121
fitness function, 311
generalized, 111
maximization of information transfer, 9
minimization of heterogeneity, 9
partially separable, 111
stability of multi-agent hierarchies, 9
Observer, 34
coarse-grained, 36
external, 5, 406
dine-grained, 35
observer-based measure, 35
perfect, 34
ODE, see Open Dynamics Engine
Open Dynamics Engine, 142
Operations Research, 296
Optical frequency domain reflectometry, 80
Optical scattering, 185
Optimal gradient, 5
Optimisation
asynchronous, 95
Optimization, 91, 402
communication costs, 268, 273
complexity of, 91
condition, 98
control parameter, 8
of traffic flow, 45
Particle-Swarm Optimization, 359
sub-optimal approximation, 296
Organization information, 35
Oscillating chemical reactions, 406
Oscillator, 384, 392

P
Particle animation, 346
Pattern formation, 3, 5, 23, 28, 403, 406
collective motion, 362
comet pattern, 356
decalpitation, 5
exploitation, 5
global pattern, 3
long-term zoning, 362
Pattern formation (cont.)
  macroscopic, 8
  quark pattern, 356
  short-term clustering, 361
  side-winding, 10
  spatial, 34
  star pattern, 356
  swarming, 362
  variability, 13
Pattern recognition, 295, 301, 325, 327
Phase transition, 7, 26, 53, 158, 163
Polarity, 381
Predictive information, 11
Predictor
  active, 273
  efficiency, 275
  function, 272
  selection, 275
  set, 276
  type, 274, 276
Probabilistic learning model, 136
Probability density, 114
  Gaussian, 118
Probability distribution
  probability measure, 31
  uniform distribution, 316
R
  Ramp generator, 241
  Rayleigh-Ritz theorem, 329
  Reaction-diffusion, 23, 29
  Real-valued, 238
  Redundancy, 232
  Reinforcement Learning, 268
Resource
  availability, 297
  capability, 297
  heterogeneity, 297
Resource allocation
  agents, 268
  distributed, 266
  electronic market models, 267
Resource facilitator, 266
Resource scheduling, 267
Robot
  actuator
    distributed, 10
  biomedical applications, 180
  chassis, 165
  control, 135
  gripper, 165
  in SHM systems, 70
  inch-worm, 70
  locomotion, 70
side-winding, 10
microscopic, 179
  action, 181
  Brownian motion, 180
  communication, 181
  control of, 182
  distributed control, 180
  locomotion, 181, 184
  power generation, 186
  sensor, 181
  thermal noise, 180
microsurgery, 201
motion, 164
navigation, 66
neural network control, 157, 166
optical rangefinder, 70
panoramic camera, 118
sensor, 117
  failure, 195
  traction, 166
snake-like, 135
Robotics
  collective, 157
  modular, 10
  swarm, 6
Robustness, 4, 11, 47, 174, 295, 298, 301, 401
S
  SC-self-organization, 33
  Scalability, 4, 92, 215, 303
  Scan pattern, 243
  Schedule length, 311
  Scheduling, 296, 297
    constraints, 296
    resource, 296
    temporal, 296
    decisions, 296
    directed acyclic graph, 313
    communication to computation ratio, 314
    dynamic, 296
    flow shop, 296, 313
      hybrid, 313
    job, 297
      completion time, 296
      partitioned, 297
      precedence constraints, 297, 308
      sequence, 313
    job shop, 296, 312
    lower bound solution, 312
    macro-dataflow graph, 314
    multiprocessor, 296
    near optimal, 297
    NP-complete, 297
Scheduling (cont.)
NP-hard, 296, 312
objectives, 296
makespan, 296, 313
normalized schedule length, 315
resource utilization, 296
response time, 296
overheads, 296
performance metrics, 306
preemption, 312
quality, 297
schedule length, 296
static, 296
task allocation, 308
task graph, 297, 314
time complexity, 297, 298
Sea surface temperature, 334
Self replication
efficiency, 236
exploded grid, 234
main grid, 234
parallel, 236
Self testing, 228
Self-assembly, 5
Self-configurable, 238
Self-modifying, 212
Self-organisation
multi-agent system, 92
Self-organization, 300
applications, 3
auto-catalytic process, 5
avalanche effect, 168
conformist principle, 164
constraints, 8
convergence, 163, 329
coordination, 4, 158
design, 4
design space, 7
energy exchange, 4
equilibrium, 5, 168, 360
thermodynamic, 27
far from equilibrium, 7
fixed point, 28
information dynamics, 12
information exchange, 4, 158
information transfer, 4
information-theoretic approach, 26, 34
measure of, 25, 160
multi-agent, see multi-agent system
negative feedback, 9, 159
noise barrier, 164
O-self-organization, 35
order parameter, 7, 27
phenomenon of, 23
positive feedback, 9, 159
principles of, 159
random fluctuations, 159
resistance to noise, 173
SC-self-organization, 33
self-reinforcing process, 164
spatial, 30
stability, 169
symmetry, 27
symmetry breaking, 10, 159, 406
theory of, 3
Self-organized criticality, 5
Self-organized Map, 64
Self-Organizing Map, 23, 35
Self-organizing Traffic Lights, 47
Self-referentiality, 407
Self-repair, 213
Sensors
damage, 62
elastic wave, 62
optical fibre Bragg grating, 76
piezoelectric, 62
Separability
partial, 110
Service discovery, 271
Service Level Agreement, 266
Service-oriented paradigm, 263
Signal
splitting, 393
turning, 396
Simulation, 138, 402, 405
environment, 277
multi-robot system, 164
parameters, 278
physically-based, 187
rigid body dynamics, 142
Singular Value Decomposition, 325
Snakebot, 135
actuators, 135
correlation, 140
genetic representation, 139
locomotion gait, 135
adaptation, 149
evolution, 147
generality, 149
rectilinear, 147
sidewinding, 147
morphology, 138
SOA, see architecture, service-oriented
Soliton, 337
Song, 238
Songlines, 238
Space-filling curve, 243
Statistical complexity, 11, 32
Stirling’s approximation, 162
Stochastic analysis, 187
Stochastic process, 32
Strange Loop, 8
Structural Health Monitoring, 57, 58
Sub-micron, 253
Supercell, 232
differentiation, 233
genome, 233
interconnection, 233
isolation, 233
Superconductivity, 28
Synchronization, 45
of oscillators, 8
Synergetics, 7, 28

T
Tangled hierarchy, 8
Taylor expansion, 103
Testing
circuitry, 232
parallel, 232
run-time, 232
Theorem, 404
Thermal protection system, 73
Three-dimensional fabrication, 254
TM, see Turing Machine
Tracking field, 66
Traffic
average trip waiting time, 49
density, 45, 49
flow, 45
green wave, 45
management system, 46
Green Light District, 48
traffic light, 47
modelling, 45
simulator, 46
moreVTS, 48
Transducer
piezoceramic ultrasonic, 71
Truth table, 216
de-serialization, 257
serialization, 257
Turing Machine, 13, 404
Turing Test, 404
for emergence, 411

V
Verification, 14
Virtual hardware, 237
Virtual organization
on-demand, 263
Visualization, 199, 343
agent-based, 347
behavioral animation, 354
Cellular Ant method, 363
dynamic animation, 353
feature space, 347
image space, 347
information flocking method, 358
Infoticle method, 353
multi-agent, 347
multi-dimensional scaling, 363
particle system, 353
scientific, 343
temporal grouping, 354
Visualizer, 72

W
Wafer-scale integration, 253
Wave
front, 382
Waveform generation, 243

X
XML, see extensible markup language