

# Molecular Communication Using Timing & Payload

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ITA'15  
San Diego  
February 3, 2015

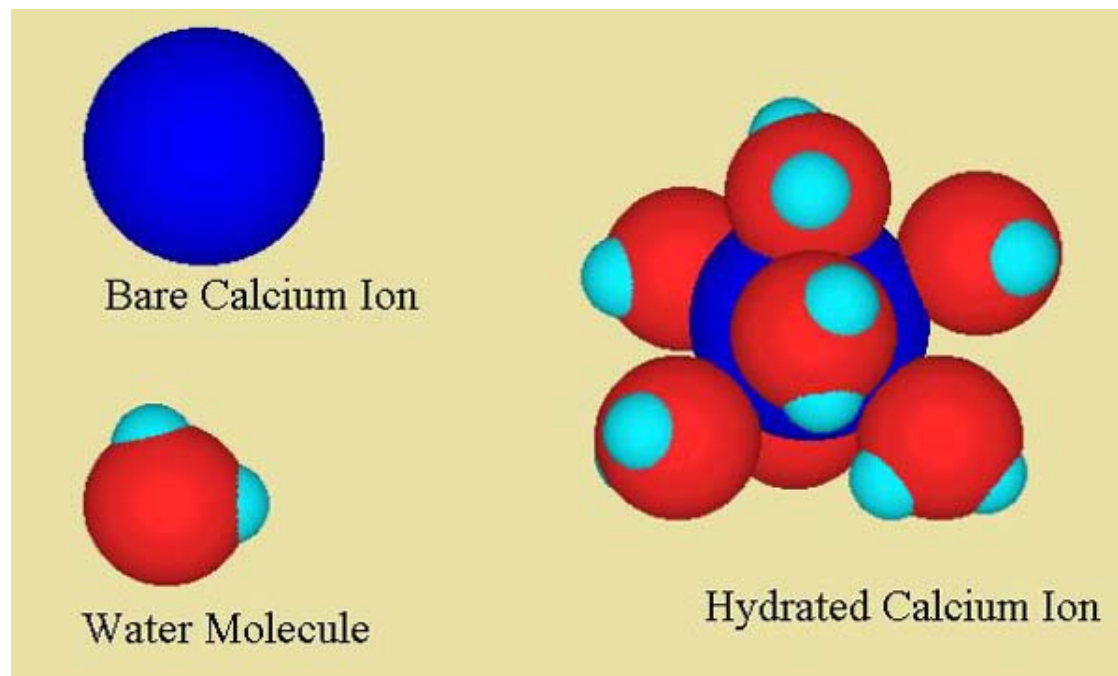
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# What Is A ...

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# Signaling Molecule

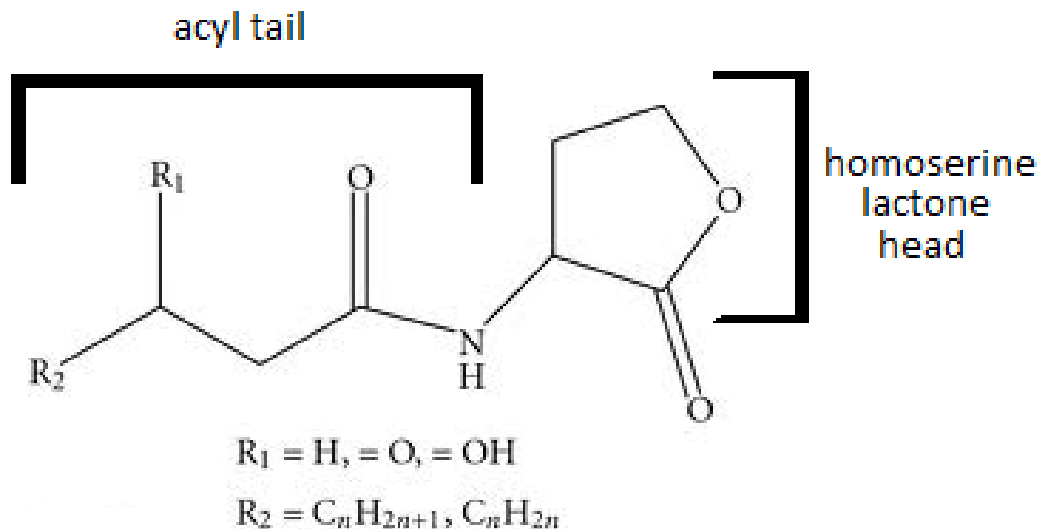
## A REALLY Simple Signaling Molecule (Token)



**Naked (and clothed)  $\text{Ca}^{++}$**

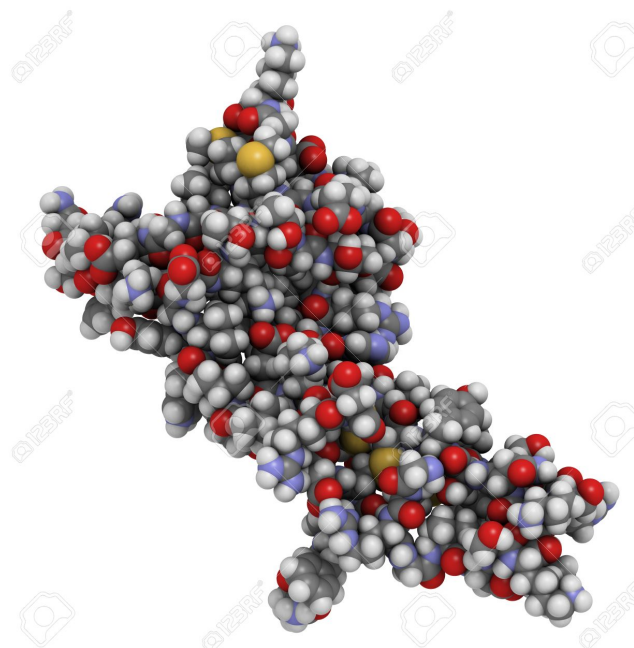
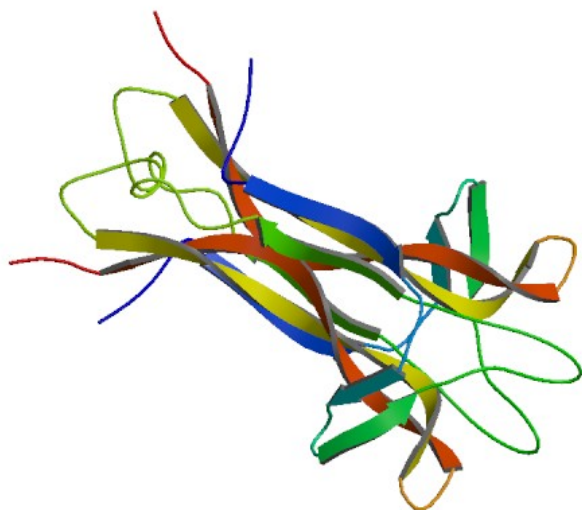
## A Simple Signaling Molecule (Token)

### Acyl Homoserine Lactone



### Quorum sensing signal

## A More Complex Signaling Molecule (Token)



**Nerve Growth Factor (protein)**

# What Is A ...

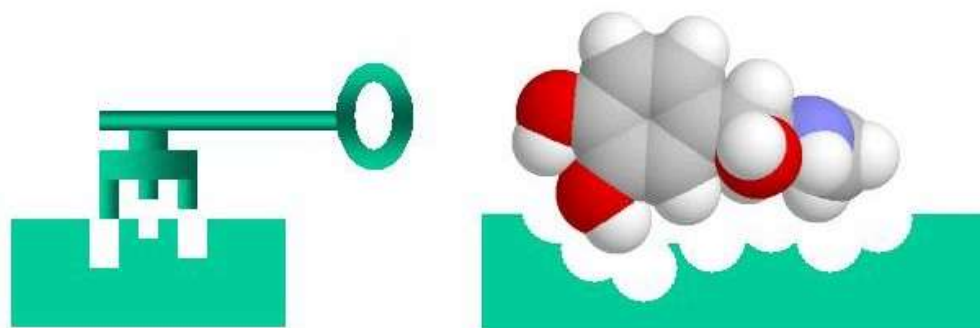
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## What Is A ...

# Signal Receptor

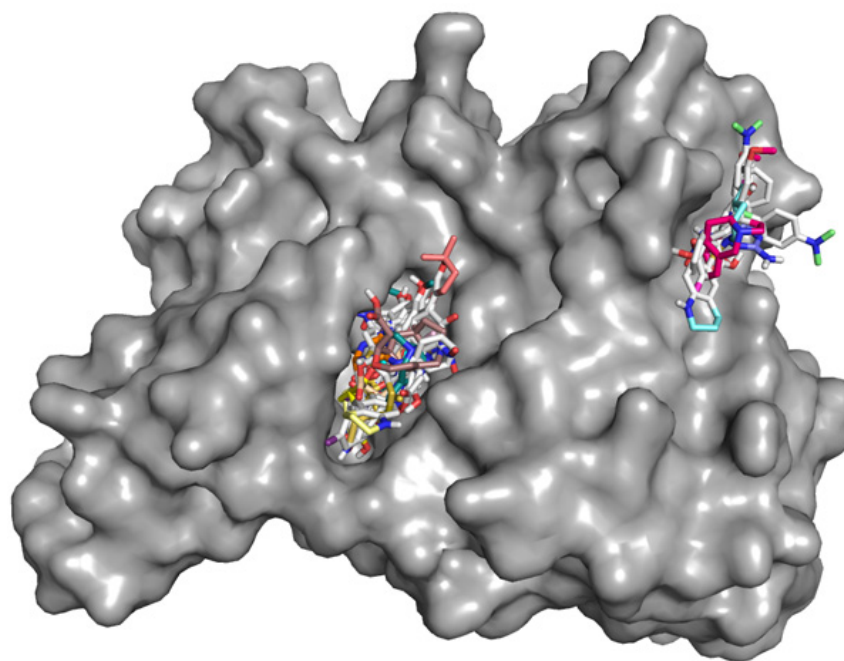


## Receptor Specificity Cartoon



**Ligand (token) docks with receptor (protein)**

## A More Detailed Receptor Specificity Cartoon



**Ligands (tokens) dock with receptor (protein)**

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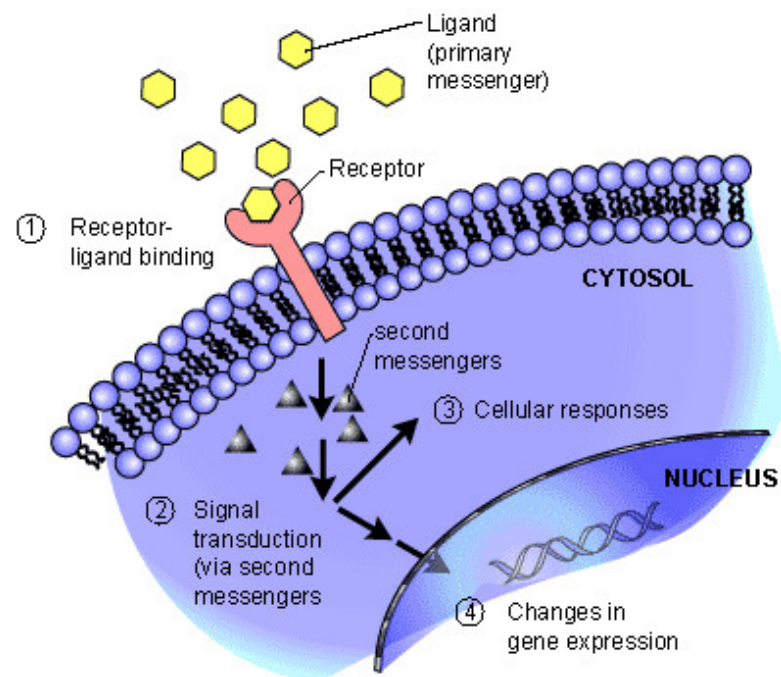
## What Are Some ...

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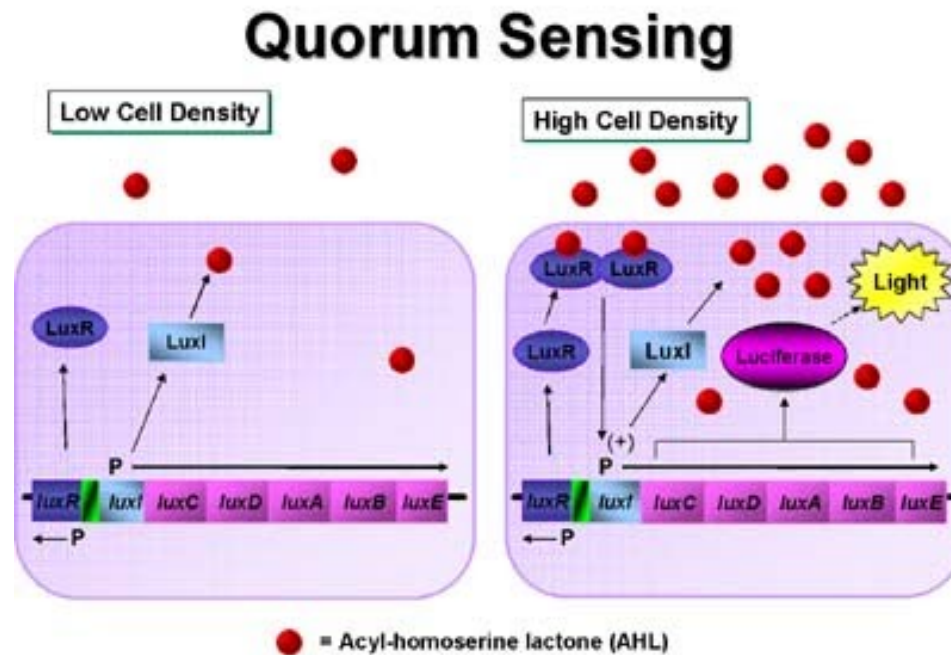
# Communication Examples

## Reception and Transduction Cartoon

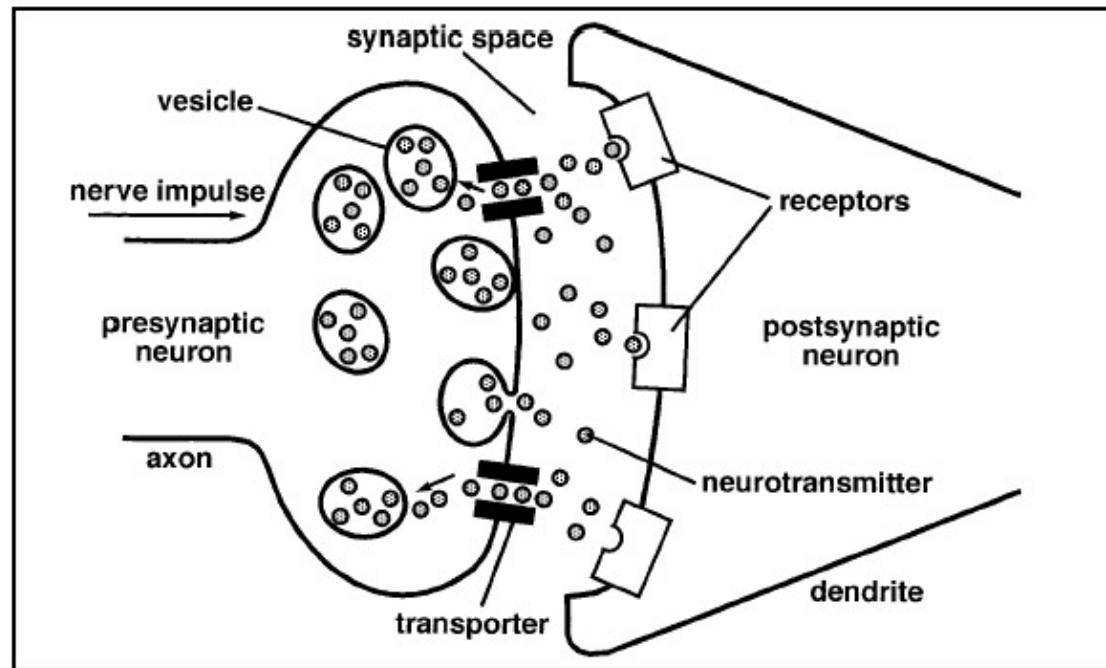


**Ligand → Receptor → Gene Tickling**

# Identical Tokens: bacteria

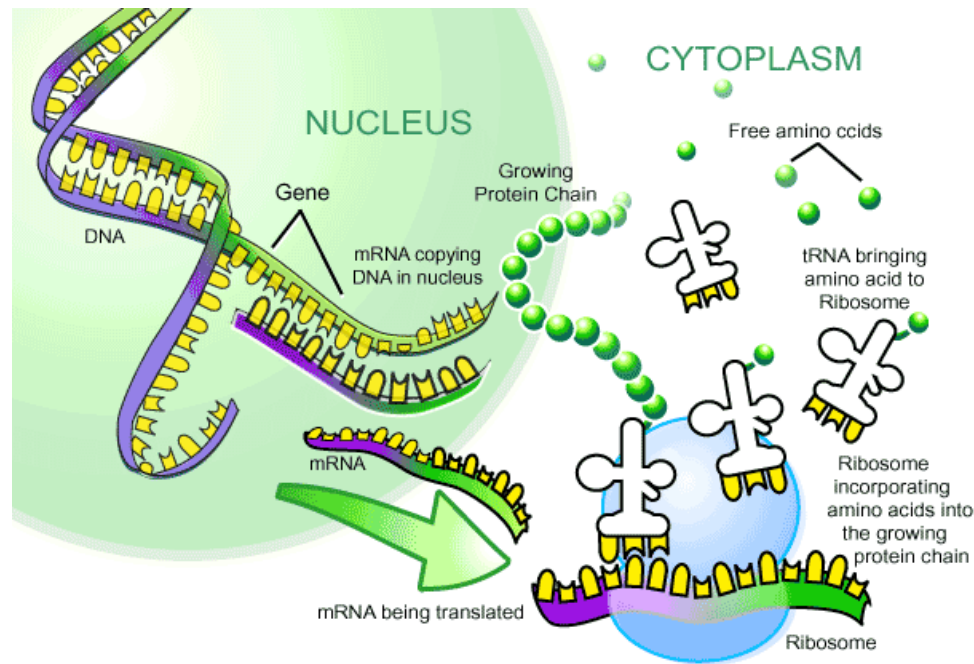


## Identical Tokens: neurons



**ACh release → postsynaptic uptake**

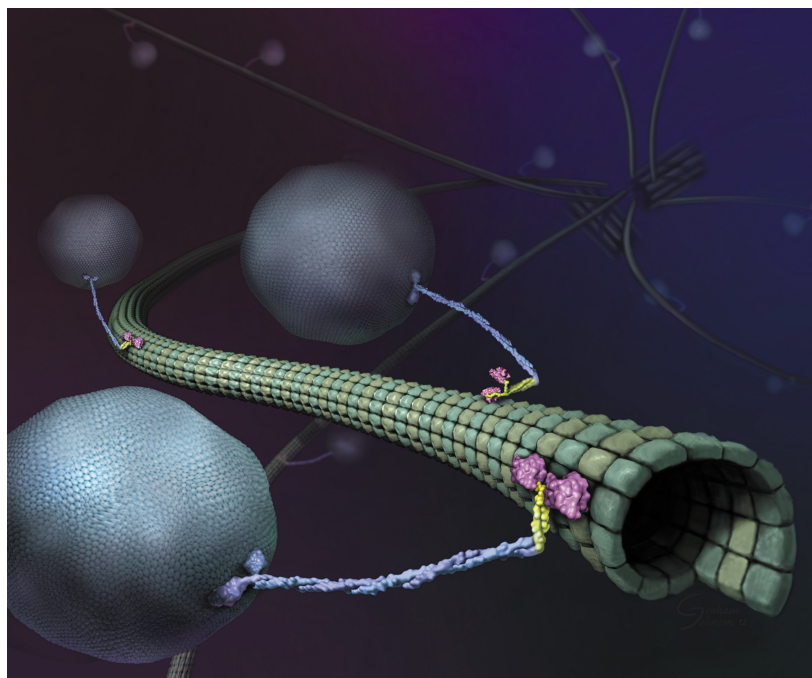
## Tokens with Payloads: transcription



**Nuclear DNA → mRNA → Ribosome → Protein**



## Active Transport



## Bacterial Microtubules

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## Inner Life of a Cell

# TRES cool movie

<http://naturedocumentaries.org/3964/inner-life-cell/>

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# Today's Talk

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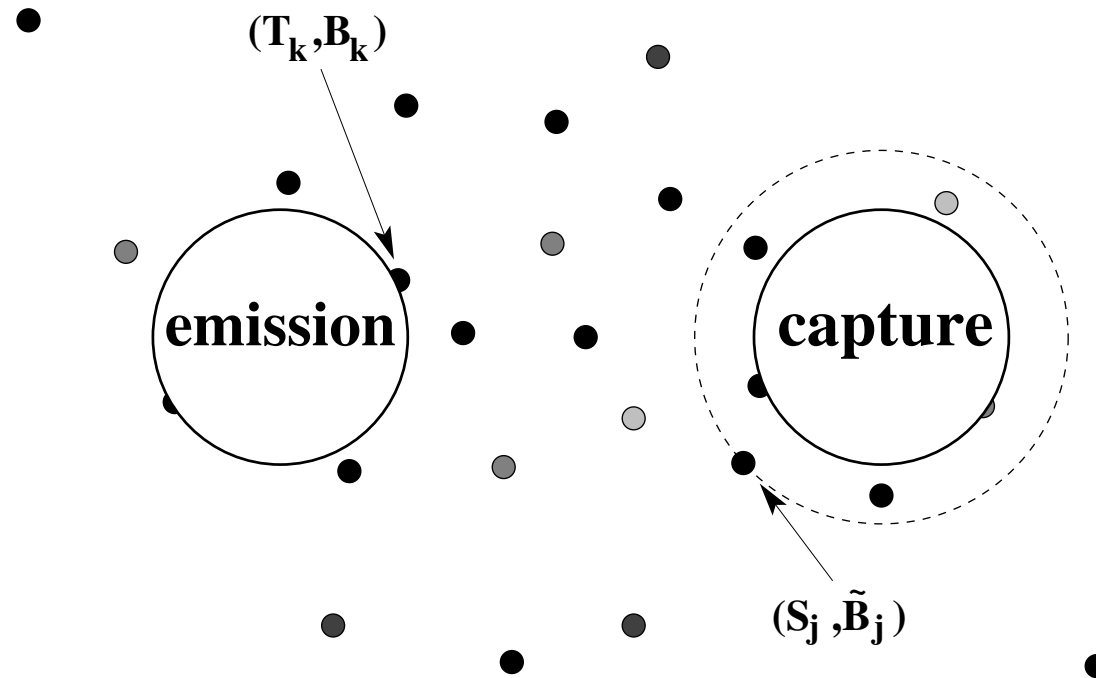
## Today's Talk

# PURPOSEFUL MYOPIA

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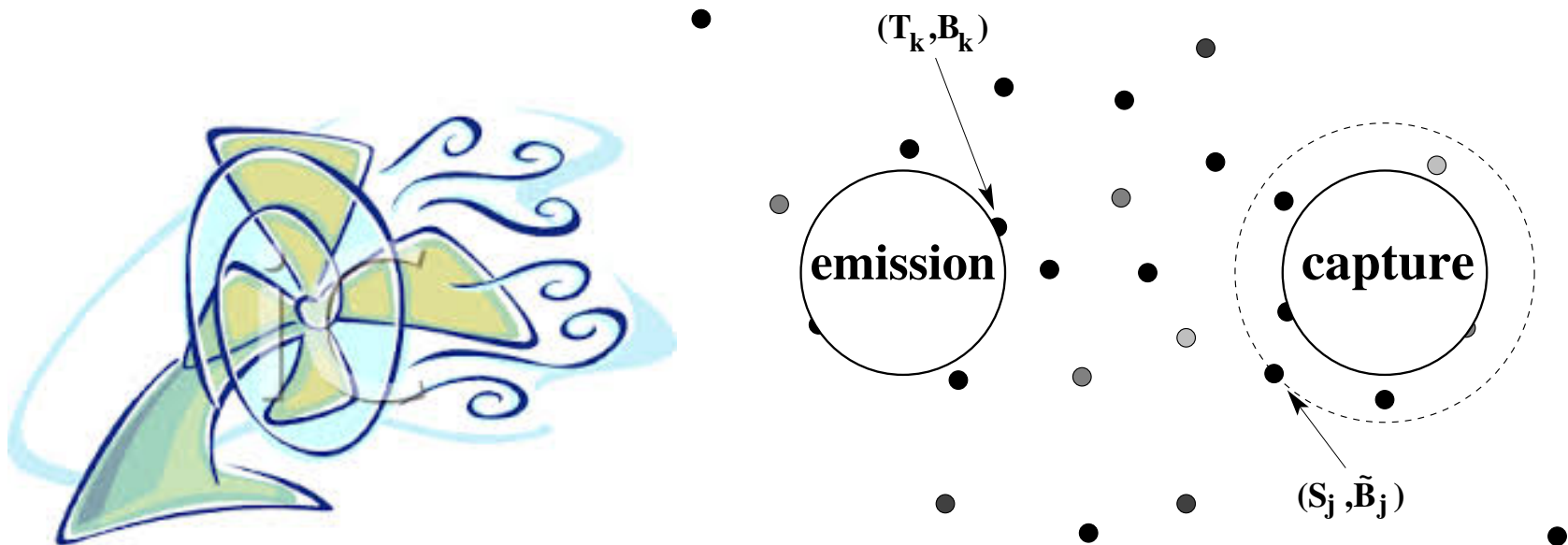
# Transport (passive) Receptor Kinetics (ignore)

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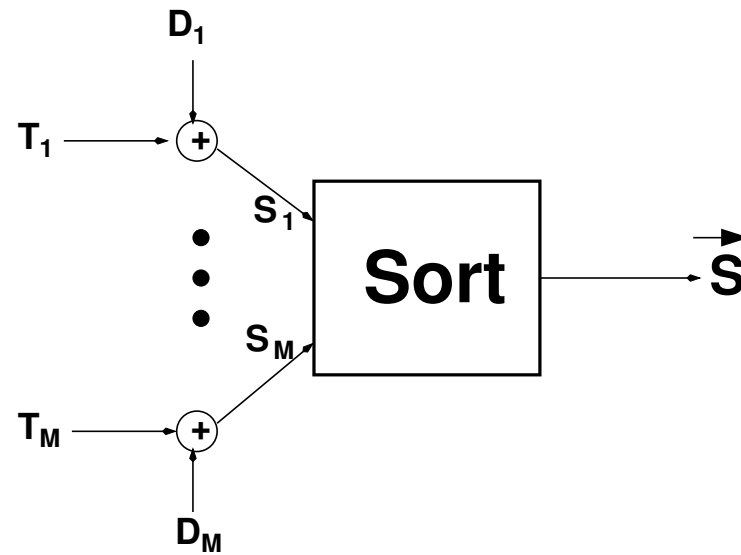
Coding → **Emission** → **Transport** → **Capture** → Decoding

## Could Even Add Some Drift



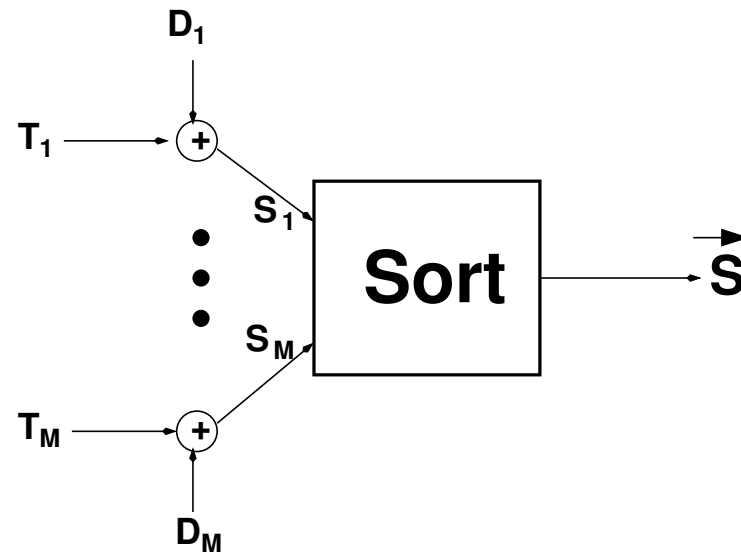
Coding → **Emission** → **Transport** → **Capture** → Decoding

# Mathematical Abstraction



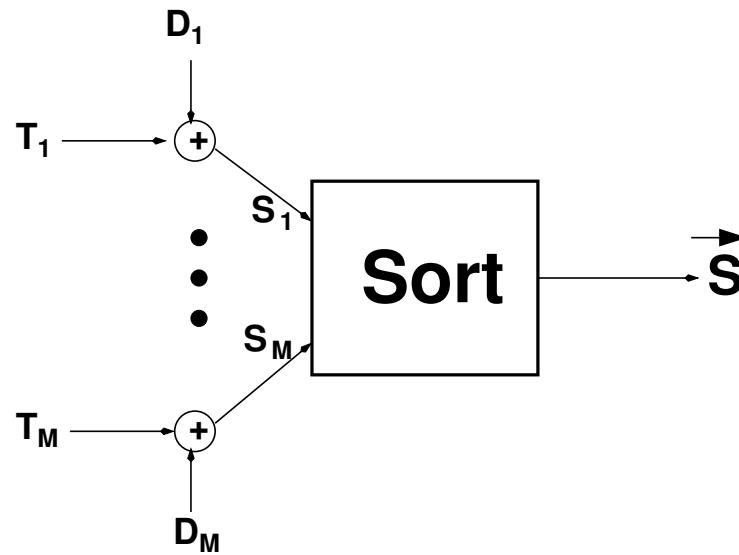


## Mathematical Abstraction



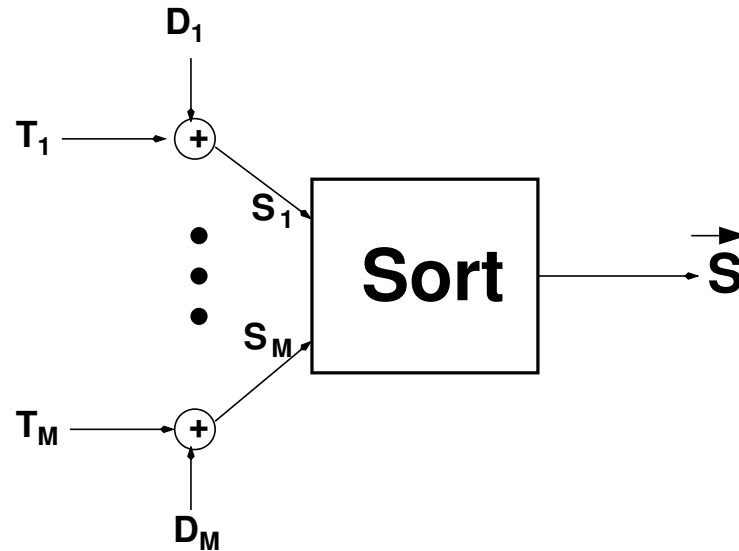
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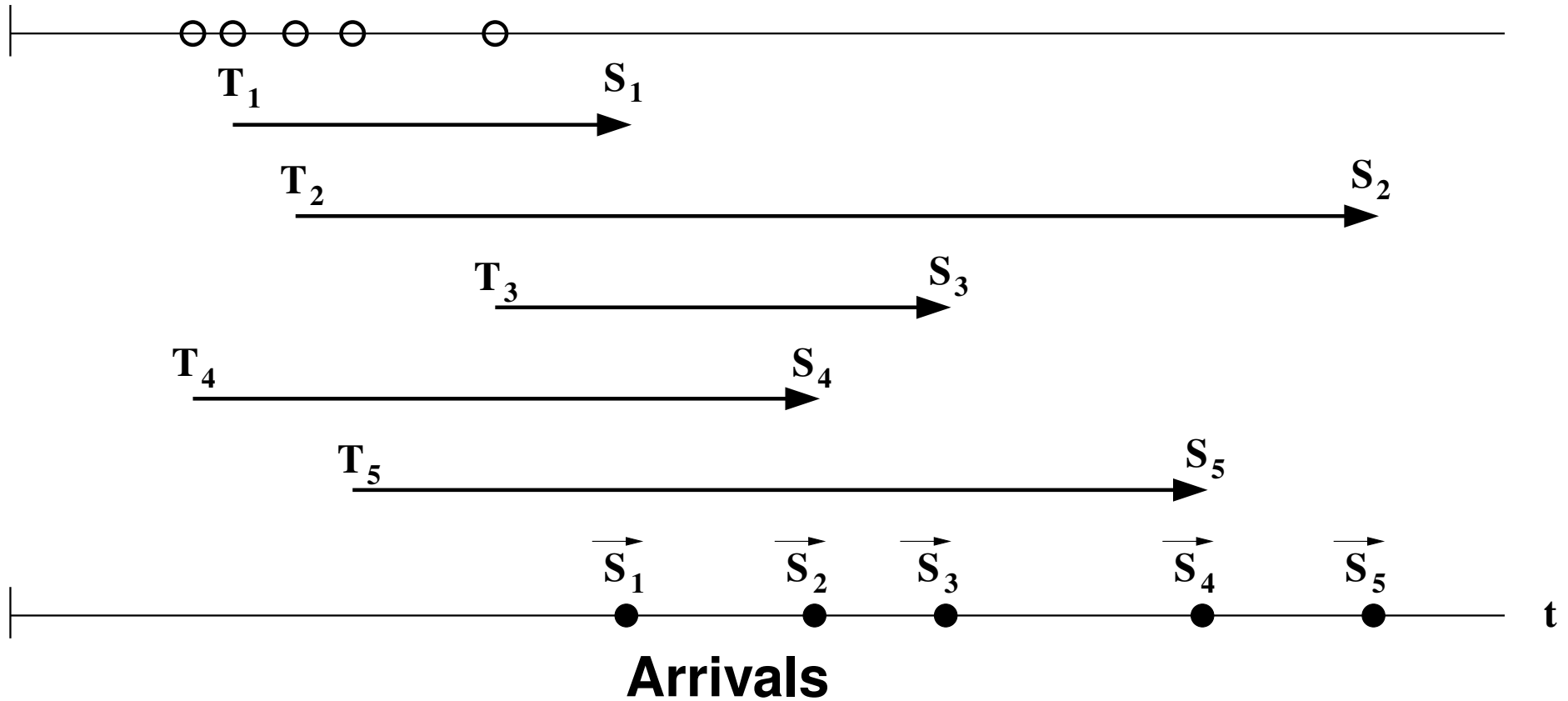


$$\mathbf{S} = \mathbf{T} + \mathbf{D}$$
$$\vec{\mathbf{S}} = \text{Sort}[\mathbf{S}]$$

First passage time:  $E[D] = 1/\mu$

# Token Timing

## Departures



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**Mutual Information:  $I(\mathbf{S}; \mathbf{T})$**   
 $M$  tokens on an interval  $\tau(M)$

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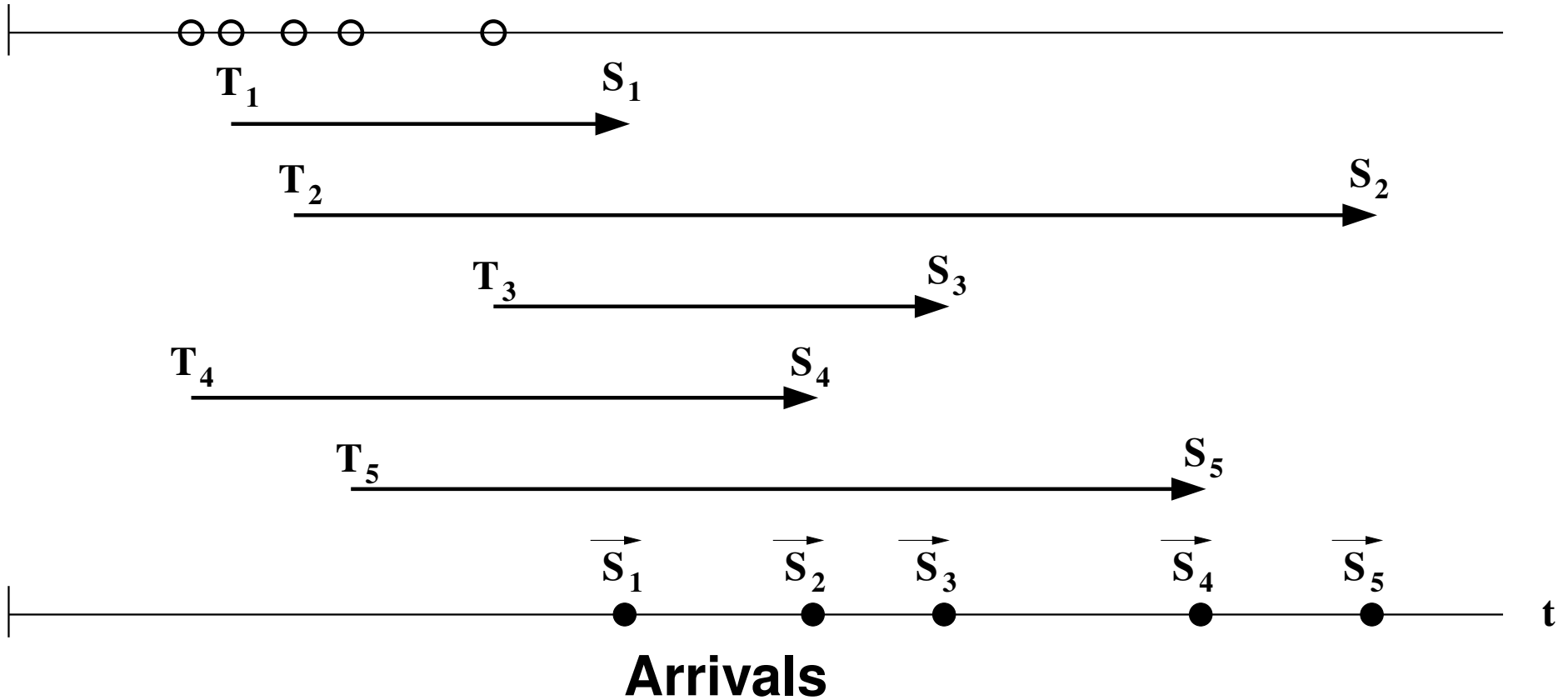
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$$I(\vec{\mathbf{S}}; \mathbf{T}) = h(\vec{\mathbf{S}}) - h(\vec{\mathbf{S}}|\mathbf{T}) = ?$$

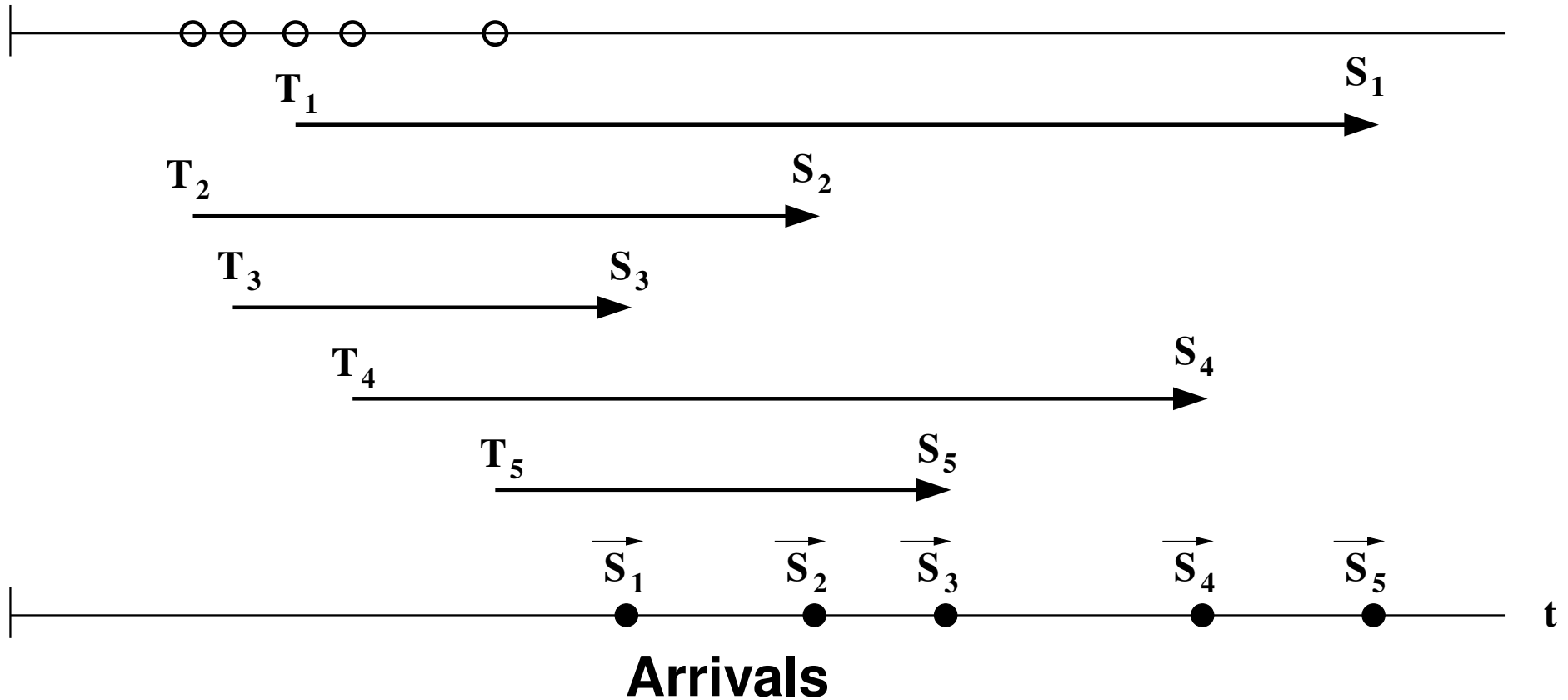
# Hypersymmetries

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$$I(\vec{\mathbf{S}}; \mathbf{T}) = \underbrace{h(\mathbf{S}) + H(\Omega|\vec{\mathbf{S}}, \mathbf{T})}_{\text{The Money!}} - \underbrace{(\log M! + h(\mathbf{D}))}_{\text{constant}}$$



## Omitting the Details



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$$\text{Set: } \rho \equiv \frac{M}{\tau(M)}$$

$$\text{Require: } E[D] < \infty$$

$$\text{Define: } \chi \equiv \frac{\mu \text{ (first passage rate)}}{\rho \text{ (token launch rate)}}$$

$$C_m(M) = \max_{\text{hypersymm } f_{\mathbf{T}}(\cdot)} \left( I(\vec{\mathbf{S}}; \mathbf{T}) M \right)$$

$$C_m = \lim_{M \rightarrow \infty} C_m(M)$$

$$C_t = \rho C_m$$

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# A Preparatory Exponential-Passage Motif

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$$\lim_{M \rightarrow \infty} \frac{1}{M} H(\Omega | \vec{\mathbf{S}}, \mathbf{T}) = e^{-\frac{1}{\chi}} \sum_{k=2}^{\infty} \left( \frac{1}{\chi} \right)^k (k\chi - 1) \frac{\log k!}{k!}$$



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**Timing Channel Workup  $\rightarrow$  Sequence# Size**

# Some Sleight of Hand Required



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## Some Sleight of Hand Required

**Hypersymmetric input  $\mathbf{T}$**

**But CAN use *ordered*  $\mathbf{T}$  at input**

**Decoding identifies sent  $t$**

**Remaining disorder:  $H(\Omega | \vec{\mathbf{S}}, t)$**

**Average disorder:  $H(\Omega | \vec{\mathbf{S}}, \mathbf{T})$**

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$$H(\Omega|\vec{\mathbf{S}}, \mathbf{T}) \leq MK \leq \log M!$$

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# Timing-Only Bits/Joule

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**Theorem 1.**

$$C_T \geq \frac{1}{c_0} \left( \log \chi + \underbrace{e^{-\frac{1}{\chi}} \sum_{k=2}^{\infty} \left(\frac{1}{\chi}\right)^k (k\chi - 1) \frac{\log k!}{k!}}_{H(\Omega|\vec{S}, \mathbf{T})/M: \text{average per-token order-uncertainty}} \right)$$

## Payload-Only Bits/Joule

### Theorem 2.

$$C_P = \frac{B}{c_1 + \Delta c_1 \left( B + \min_{\mathbf{t}} \frac{1}{M} H(\Omega | \vec{\mathbf{S}}, \mathbf{t}) \right)}$$

### Lemma 3.

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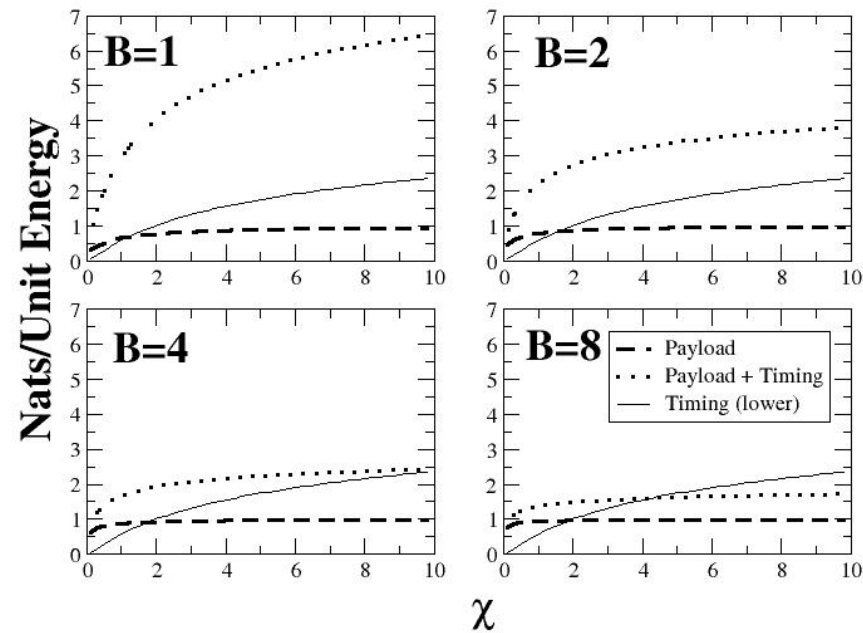
## Payload + Timing Bits/Joule Lower Bound

**Theorem 4.**

$$\mathcal{R}_{P+T} \approx \frac{\log \left( 1 + \frac{\chi^M}{e} \right) + B}{c_1 + \Delta c_1 \left( \underbrace{B + e^{-\frac{1}{\chi}} \sum_{k=2}^{\infty} \left( \frac{1}{\chi} \right)^k (k\chi - 1) \frac{\log k!}{k!}}_{H(\Omega|\vec{S}, T)/M: \text{ average per-token order-uncertainty}} \right)}$$

where  $\mathcal{R}_{P+T} \leq \mathcal{C}_{P+T}$ .

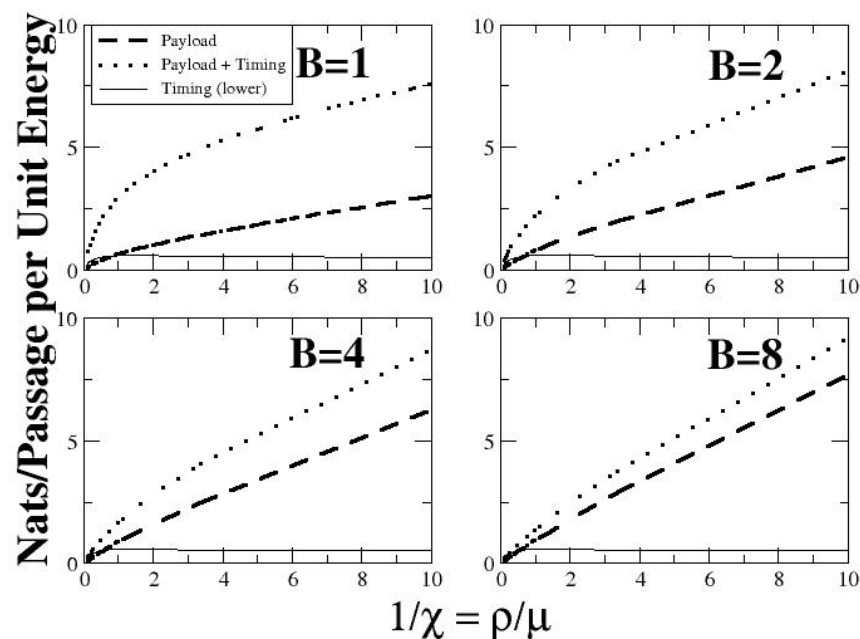
## Info per Unit Energy



$\chi \leftrightarrow$  passage rate per launch rate

$$c_0 = 1, c_1 = 0, \Delta c_1 = 1$$

## Info per Passage per Unit Energy



$$\frac{1}{\chi} \leftrightarrow \text{launch rate per passage rate}$$

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## And Now ....

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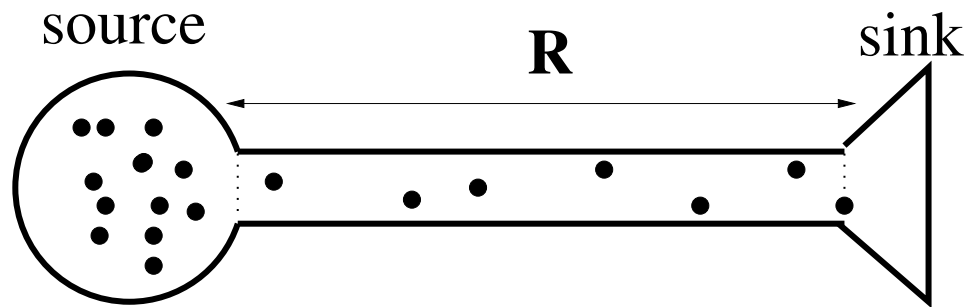
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# Numerical Play Time

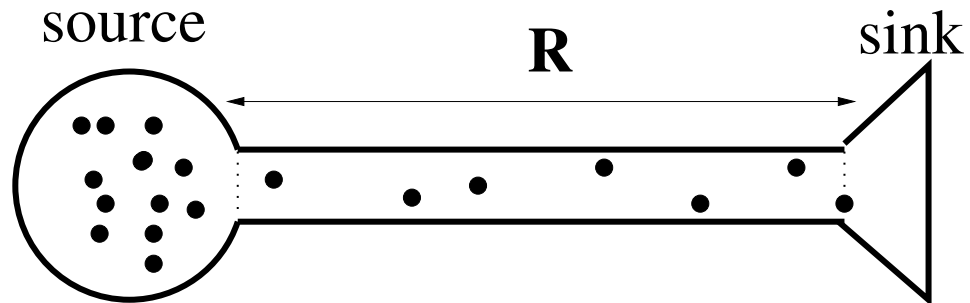
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# Play Time Setup

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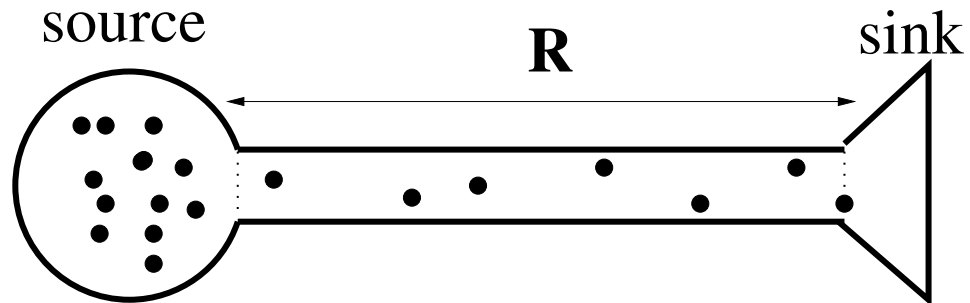


## Play Time Setup



**Protein Token Construction**  $4BATP = 3.2B \times 10^{-19} J$

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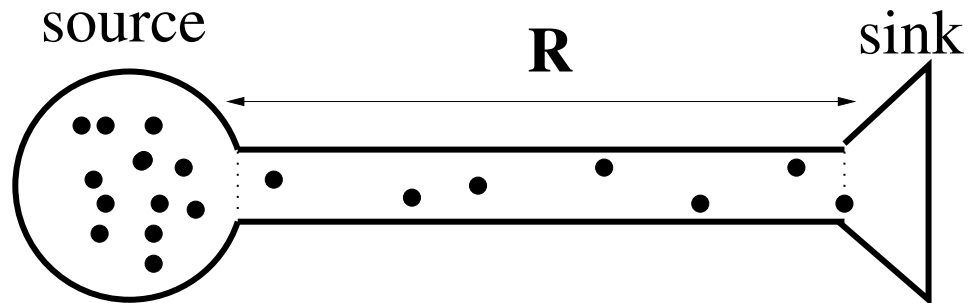


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**Diffusion Coefficient,  $\mathcal{D}$  in air:**  $\approx 10^{-5} m^2/s$

**Mean First Passage Time,  $E[D]$**   $\approx \frac{R^2}{2\mathcal{D}}$

## Play Time Setup



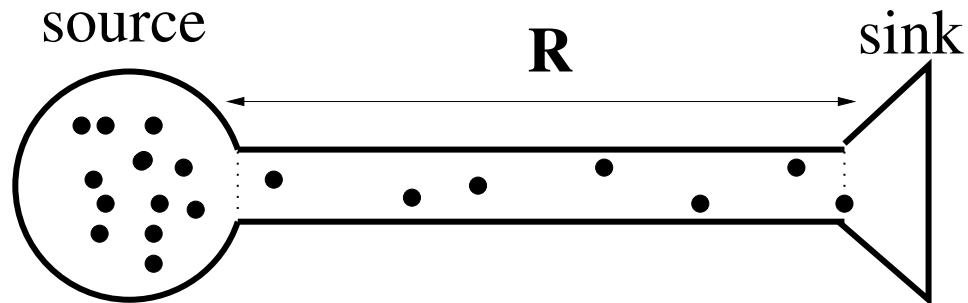
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**Across a table (1m):**  $E[D] \approx 14hrs$  (need fan 😊)

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**Across a 0.1mm gap:**  $E[D] = 0.5ms$



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$$\frac{1}{\chi} = \frac{\rho}{\mu} = 1000 = B:$$

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## Traipsing Over To The Payload Wild Side



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- **20 lb paper @ 1000dpi:**  $2 \times 10^{10}$  bits/kg
- **DVD:**  $3 \times 10^{12}$  bits/kg
- **Magnetic Storage with FeO<sub>2</sub>:**  $2 \times 10^{17}$  bits/kg
- **Optical Lithography with SiO<sub>2</sub>:**  $3.85 \times 10^{18}$  bits/kg
- **E-beam Lithography with SiO<sub>2</sub>:**  $1.54 \times 10^{21}$  bits/kg
- **STM with Xe on Ni:**  $1.74 \times 10^{22}$  bits/kg
- **RNA:**  $3.6 \times 10^{24}$  bits/kg
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**BLACK HOLE:**  $r = 1\mu m \rightarrow 1.5 \times 10^{39}$  bits/kg



## Netflix *House of Cards* Delivery



## Disk Farm Fantasy

Suppose token construction energy cost  $\ll$  fan energy cost





## Disk Farm Fantasy

Suppose token construction energy cost  $\ll$  fan energy cost



**$1\mu\text{g}$  RNA per second  $\Rightarrow 3.6 \times 10^{15}$  bits/sec**

## Appropriately Awed Response



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# Molecular Communication

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## Molecular Communication

# Timing + Payload Framework



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## Molecular Communication

# Timing + Payload Framework

## Lower Bounds

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## Molecular Communication

### Timing + Payload Framework

### Lower Bounds

### Need Bit Efficiency?

## Molecular Communication

### Timing + Payload Framework

### Lower Bounds

### Need Bit Efficiency?

Slow release with timing &/or small payload

## **Molecular Communication**

### **Timing + Payload Framework**

#### **Lower Bounds**

#### **Need Bit Efficiency?**

Slow release with timing &/or small payload

#### **Need Rate Efficiency?**

## Molecular Communication

### Timing + Payload Framework

#### Lower Bounds

#### Need Bit Efficiency?

Slow release with timing &/or small payload

#### Need Rate Efficiency?

Fast release with payload + timing or large payload

## **Molecular Communication**

### **Timing + Payload Framework**

#### **Lower Bounds**

#### **Need Bit Efficiency?**

Slow release with timing &/or small payload

#### **Need Rate Efficiency?**

Fast release with payload + timing or large payload

## **Scary Efficiencies and Rates**

## **Molecular Communication**

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#### **Lower Bounds**

#### **Need Bit Efficiency?**

Slow release with timing &/or small payload

#### **Need Rate Efficiency?**

Fast release with payload + timing or large payload

## **Scary Efficiencies and Rates**

(beware transport latency)

## If You Only Remember One Slide

*A truck filled with storage media, driven across town, is a very reliable high bit rate channel.*

–Comm. Theory Collective Subconscious

**BUT ...**



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*A swarm of timed gnats*

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*A swarm of timed gnats  
with backpacks  
in a breeze*

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**BUT ...**

*A swarm of timed gnats  
with backpacks  
in a breeze  
could be better.*