

## Preface

Concrete examples help to understand complex systems. In this report, the key point is to illustrate the basic mechanisms and properties of *neocybernetic* system models. Good visualizations are certainly needed.

It is biological systems, or living systems, that are perhaps the most characteristic examples of cybernetic systems. This intuition is extended here to *natural* systems in general — indeed, it is *all other* than man-made ones that seem to be cybernetic. The word “biological” in the title should be interpreted as “bio-logical” — referring to general studies of any living systems, independent of the *phenosphere*.

Starting from the concrete examples, connections to more abstract systems are found, and the discussions become more and more all-embracing in this text. However, the neocybernetic model framework still makes it possible to conceptually master the complexity.

There is more information about neocybernetics available in Internet — also this report is available there in electronic form:

<http://www.control.hut.fi/cybernetics>

National Technology Agency of Finland (TEKES) has provided funding during the research under several project frames, and this support is gratefully acknowledged.

This report is my “scientific legacy”, and it is dedicated to my dear sons Elias and Matias, with whom our Adventures no longer can be more than mental ones.

On May 12, 2006 — anniversary of the Finnish Culture



Heikki Hyötyniemi

## About the cover

Might is based on Wisdom. And the wisest man of all is Väinämöinen. But the Magic Boat is too large a system to master even for Väinämöinen. He needs to ask help of Antero Vipunen.

Antero Vipunen is the Earth Giant. Things grow on him and in his sleep he absorbs Natures secrets. — What happened then? For details, see Kalevala, the Finnish national epic.



Väinämöinen implementing “experiment design” with Antero Vipunen (graphics by Akseli Gallen-Kallela)

According to Kalevala, knowledge is power. Completely mastering a system is *being capable of presiding over its birth*.

In today’s terminology, this all is about understanding the processes of emergence. The contribution of modern cybernetics is that *it may be the same formula to master all systems, big and small, living and man-made*. Knowledge is not only about understanding how systems work — it is about *making them exist* in the first place. — What does this mean? Please, read ahead.

**Tunnenpa  
systeemin synny.**

Oleva tiedosta tehty  
mielestä on ja mallista

Ajatus aineesta tehty  
mitattavasta datasta



# Contents

<b>0 Chaotic Complexity vs. <i>Homeostasis</i></b>	<b>7</b>
0.1 Facing the new challenges . . . . .	7
0.1.1 Lure of cybernetics . . . . .	8
0.1.2 Theories of complexity . . . . .	8
0.1.3 Return to basic mathematics . . . . .	9
0.2 Principles of neocybernetics . . . . .	11
0.2.1 Capturing “emergence” . . . . .	11
0.2.2 Key ideas . . . . .	13
0.2.3 Contrary intuitions . . . . .	16
0.2.4 Neocybernetics in a nut shell . . . . .	19
<b>I Basic Models and Interpretations</b>	<b>23</b>
<b>1 Genomics, Metabolomics, and <i>Distributed Networks</i></b>	<b>25</b>
1.1 Experiences with “artificial cells” . . . . .	25
1.2 Modeling cellular processes . . . . .	26
1.2.1 From formulas to behaviors . . . . .	26
1.2.2 Approaches to networks . . . . .	28
1.3 Case 1: Metabolic systems . . . . .	30
1.3.1 Applying the neocybernetic guidelines . . . . .	32
1.3.2 Characterizing the metabolic state . . . . .	34
1.4 Case 2: Gene expression . . . . .	35
1.4.1 Process of overwhelming complexity . . . . .	35
1.4.2 “Cybernetizing” a genetic network . . . . .	36
1.5 Probability interpretations . . . . .	38
1.5.1 Fractality revisited . . . . .	38
1.6 About more complicated distributions . . . . .	39
<b>2 Emergent Models of <i>Cellular Functions</i></b>	<b>43</b>
2.1 About “system semantics” . . . . .	43

2.2	Constraints vs. degrees of freedom . . . . .	44
2.2.1	System models and identification . . . . .	45
2.2.2	Emergent models . . . . .	46
2.2.3	Towards inverse thinking . . . . .	48
2.3	Technical exploitation . . . . .	50
2.3.1	Subspaces and mappings . . . . .	51
2.3.2	Multivariate tools . . . . .	54
2.3.3	New levels in emergence hierarchies . . . . .	55
2.4	Towards system biology . . . . .	56
2.4.1	Facing real systems . . . . .	57
2.4.2	Case example . . . . .	58
2.4.3	“Artificial cells”? . . . . .	60
<b>3</b>	<b>Elasticity of Systems and <i>Goals of Evolution</i></b>	<b>63</b>
3.1	Balancing between static and dynamic models . . . . .	64
3.1.1	Restructuring data . . . . .	64
3.1.2	Elastic systems . . . . .	67
3.1.3	Evolutionary fitness . . . . .	69
3.2	Towards self-organization . . . . .	71
3.2.1	Feedback through environment . . . . .	71
3.2.2	Back to principal subspace . . . . .	74
3.2.3	Closer look at the cost criteria . . . . .	75
3.2.4	Making it local . . . . .	77
3.3	Analysis of elasticity . . . . .	79
3.3.1	Balance between system and environment . . . . .	80
3.3.2	Power of analogies . . . . .	82
3.3.3	Applications in engineering systems . . . . .	85
3.4	Towards <i>complex</i> complex systems . . . . .	88
<b>4</b>	<b>Systems of Populations as <i>Symbiosis of Agents</i></b>	<b>91</b>
4.1	Extending from a domain to another . . . . .	91
4.1.1	Environment seen as neighbors . . . . .	92
4.1.2	From individuals to a population . . . . .	94
4.1.3	Properties of a cybernetic population . . . . .	95
4.1.4	“Complete-information ecosystems” . . . . .	96
4.2	Agent systems . . . . .	98
4.2.1	Humans as agents . . . . .	98
4.2.2	Intelligent organizations . . . . .	100
4.2.3	Constructivistic systems . . . . .	102
4.2.4	Boosted evolution . . . . .	106

<b>CONTENTS</b>	<b>3</b>
-----------------	----------

4.2.5 Hegelian megatrends . . . . .	108
<b>4.3 Quantification of phenomena . . . . .</b>	<b>109</b>
4.3.1 Mirrors of environments . . . . .	109
4.3.2 Cases of supply vs. demand . . . . .	110
4.3.3 Towards different views of data . . . . .	113
 <b>5 Role of Information in <i>Model-Based Control</i></b>	<b>117</b>
5.1 Another view at emergy . . . . .	117
5.1.1 Information vs. noise . . . . .	117
5.1.2 State estimation and control . . . . .	119
5.1.3 Flows of information and matter . . . . .	121
5.1.4 Different views at the environment . . . . .	122
5.1.5 Cascades of trophic layers . . . . .	123
5.2 Control intuitions . . . . .	126
5.2.1 Rise and fall of adaptive control . . . . .	126
5.2.2 Paradox of intelligence . . . . .	128
5.2.3 Contribution in inverse direction? . . . . .	130
5.3 Towards wider views . . . . .	132
5.3.1 “System cybernetization” . . . . .	132
5.3.2 Faith of systems . . . . .	134
5.3.3 Coordination of catastrophes . . . . .	136
5.3.4 Beyond the balances . . . . .	138
 <b>II Further Studies and Intuitions</b>	<b>141</b>
 <b>6 Structures of Information beyond <i>Differentiation</i></b>	<b>143</b>
6.1 Towards more and more information . . . . .	143
6.1.1 About optimality and linearity . . . . .	143
6.1.2 New sensors and innovations . . . . .	144
6.1.3 Example: Transformations implemented by nature . . . . .	145
6.2 Blockages of information . . . . .	146
6.2.1 Hierarchic models . . . . .	146
6.2.2 “Clever agent algorithm” . . . . .	147
6.2.3 On-line selection of information . . . . .	148
6.2.4 Switches and flip-flops . . . . .	150
6.3 Real world of nonlinearity . . . . .	152
6.3.1 What is relevant, what is reasonable . . . . .	152
6.3.2 Models over local minima . . . . .	153
6.3.3 How nature does it . . . . .	156

6.4	More about sparse coding . . . . .	159
6.4.1	“Black noise” . . . . .	159
6.4.2	Towards cognitive functionalities . . . . .	163
<b>7</b>	<b>Cybernetic Universality and <i>Lives in Phenospheres</i></b>	<b>167</b>
7.1	Modeling of cognition . . . . .	167
7.1.1	Population of neurons . . . . .	168
7.1.2	Role of semantics . . . . .	169
7.1.3	Epistemology of constructs . . . . .	172
7.1.4	On expertise and consciousness . . . . .	174
7.1.5	Theories of mind . . . . .	177
7.2	Manipulating the environment . . . . .	178
7.2.1	About artificial intelligence . . . . .	179
7.2.2	Reflexes and beyond . . . . .	180
7.2.3	Extending the mind’s eye . . . . .	183
7.2.4	Implementing more sophisticated controls . . . . .	185
7.3	Planning and beyond . . . . .	187
7.3.1	From reactivity to proactivity . . . . .	187
7.3.2	Ontogeny of systems . . . . .	189
7.3.3	Representations of evolution . . . . .	192
<b>8</b>	<b>From Building Blocks to <i>Theories of Everything</i></b>	<b>197</b>
8.1	Computationalism cybernetized . . . . .	198
8.1.1	Formal and less formal languages . . . . .	198
8.1.2	Simulators of evolution . . . . .	200
8.2	Emergence in a physical system . . . . .	202
8.2.1	Cybernetic view of electrons . . . . .	202
8.2.2	Molecular orbitals . . . . .	205
8.2.3	Characterizing molecules . . . . .	207
8.2.4	Folding of proteins and splicing of RNA . . . . .	210
8.3	Towards “cosmic cybernetics”? . . . . .	212
8.3.1	Formation of stellar structures . . . . .	212
8.3.2	Everything, and more . . . . .	214
<b>9</b>	<b>Arrow of Entropy and <i>Origin of Life</i></b>	<b>217</b>
9.1	Thermodynamic view of cybernetics . . . . .	217
9.1.1	Entropy and order . . . . .	218
9.1.2	Control changes it all . . . . .	221
9.1.3	Another view at model hierarchies . . . . .	222
9.1.4	Principle of maximum entropy production . . . . .	225

9.2 Ladders towards life . . . . .	226
9.2.1 Paradoxes of living systems . . . . .	227
9.2.2 Balanced autocatalysis . . . . .	228
9.2.3 Chemical evolution . . . . .	230
9.3 Codes and beyond . . . . .	232
9.3.1 Towards programmed structures . . . . .	232
9.3.2 Case: Development of an <i>eye</i> . . . . .	234
9.3.3 Optimality in mechanical structures . . . . .	238
9.4 Are we alone? . . . . .	240
<b>10 Models of Reality can be <i>Reality Itself</i></b>	<b>243</b>
10.1 Models are what there is . . . . .	243
10.1.1 Escape from the cave . . . . .	243
10.1.2 Intersubjectivity and interobjectivity . . . . .	245
10.1.3 Unity of models . . . . .	246
10.1.4 About “truly general relativity” . . . . .	248
10.2 About “new kind of science” . . . . .	249
10.2.1 Mathematics in a change . . . . .	249
10.2.2 Questions of “why?” . . . . .	251
10.2.3 Mental traps . . . . .	253
10.3 Rehabilitation of engineering . . . . .	255
<b>11 From Science back to <i>Natural Philosophy</i></b>	<b>257</b>
11.1 Standard science — business as usual . . . . .	257
11.2 “Project 42” . . . . .	258
11.3 Neocybernetics — an experiment design . . . . .	259

