

# Thinking about modularity in networks

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# Outline

## 1 Introduction

- Motivation
- Introducing operads

## 2 Recognizing a connection

## 3 Defining operads

## 4 Applications of operads

## 5 Networks of networks

## 6 Conclusion

# Motivation

- At all times we seem to find ourselves stuck between:
  - the opportunities and obligations that we feel we must fulfill, and
  - the imperfect resources we're provided.
- This is true at many scales and in many domains.
  - It's true at my scale; I hope to fulfill expectations, given what I have.
  - It's true at the scale of my organs, and my cells.
  - It's true in a corporation or government agency.
- "Stretching it", it's even true for mechanical properties of materials:
  - If force applied on one end and it's not transferred across,
  - the material "fails". It is no longer one material.

# The ubiquity of a strategy

- In all these systems, there seems to be a common strategy:
  - The role of the parts is to distribute the load assigned to the whole.
  - In this way you can transfer obligations effectively to your peers
  - (without destroying those connections by “asking too much”).
- The scale-invariance and ubiquity of this strategy is compelling.
  - A well-designed material has a way of distributing load.
  - So does someone with good time management skills.
  - Your brain distributes its current problem among its subsystems.
- There are many domains which display this kind of scale-invariance.

# The promise of fractals

- I recall my father telling me about a kind of “fractal fever”.
- In the 1980s scientists were very interested in fractals, e.g., in:
  - Plants (a single leaf or broccoli).
  - Rivers, faults, and vasculature.
  - Stock market fluctuations.
- Scientists wanted to use fractals as a conceptual tool for explaining phenomena.

# It didn't quite work for everyone; why?

- Fractals are a little too special: the machinery is too limited.
- Scientists from whom the analogy was compelling couldn't always produce:
  - shapes with fractional dimension,
  - repeated patterns, no matter how far you zoom in,
  - iterated functions or recurrence relations to generate their phenomena.
- Fractals are always about space and geometry.
- The inspirational and compelling idea wasn't completely realized.
  - Unlike fractals, the cases of interest weren't always geometric objects.
  - For example, the scale-invariance of obligations vs. resources isn't.

# Operads describe similar phenomena

- I believe the promise of fractals may still be realized by operads.
- By “the promise of fractals” I roughly mean:
  - a mathematical formalism for understanding self-similarity across scales.
- An operad  $\mathcal{O}$  is a collection of operations, which can be combined.
  - Operads can reproduce fractals as fixed points of operations on  $\mathbb{C}$ .
  - But operads are much more flexible than fractals.
  - They’re not just about geometry and contraction mappings.
- Operads are the mathematics of modularity.
  - Modules can be combined according to the operations in  $\mathcal{O}$ .
  - The result is a new module, ready to be further put in combination.

# Plan of the talk

- I'm leaving fractals aside; they were just motivation.
- I want to explain operads: how they might be interesting to scientists.
- Here's the plan:
  - Discuss a better running example: recipes.
  - Give the formal definition of operads.
  - Provide a couple different examples: materials and networks.
  - Conclude the talk.
- The main theme will be modularity:
  - Building up complex systems by combining subsystems.

# Outline

- 1 Introduction
- 2 Recognizing a connection**
  - The operadic nature of recipes
  - Applying pure math
- 3 Defining operads
- 4 Applications of operads
- 5 Networks of networks
- 6 Conclusion

# Recipes

Here's a recipe for impressing ones new friend:

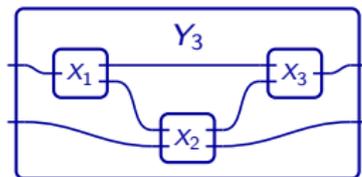
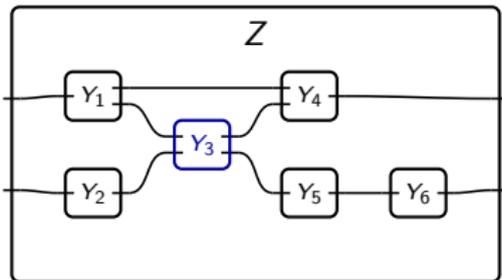
- Invite them over.
- Prepare before they arrive.
  - Make sure the house is clean.
  - Cook a fancy dinner.
    - Find a recipe that people say is good.
    - Go to the store to get ingredients.
    - Follow the recipe.
  - Think of a few things to talk about with the guests.
- When they arrive:
  - Offer them a drink.
  - (etc.)

# What's operadic about recipes

- A recipe is built out of steps which are themselves sub-recipes.
- These sub-recipes can be done in series, or in parallel.
- It has to do with zooming and chunking.
  - Can we zoom in forever and see recipes all the way down?
  - Maybe, but that's not a necessary part of being an operad.
  - What's necessary is that you can zoom out.
  - You can put recipes together (series and parallel); the result is a recipe.
- Put together a recipe for batter and one for frosting, and make a cake.

# A picture of a recipe

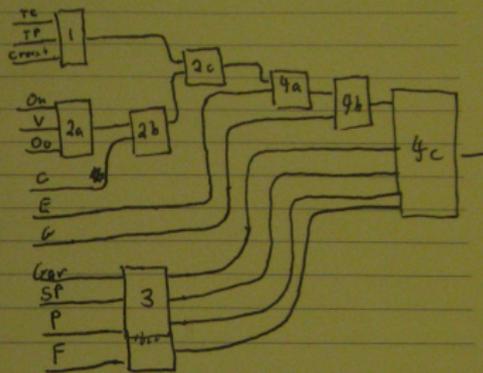
- On the left you see a recipe for  $Z$ .
- The steps are  $Y_1, \dots, Y_6$ .
  - Some have a specific order: step  $Y_1$  must be done before  $Y_3$ .
  - Others don't: step  $Y_4$  can be done in any order with  $Y_5$  and  $Y_6$ .
- We can elaborate on the details of  $Y_3$ , to see how it's implemented.
  - Shown on the right: note it has the correct number of in/out ports.
  - If you substitute it in, you'll replace module  $Y_3$  with  $X_1, X_2, X_3$ .



# Example: Shakshuka!

## Joey's Shakshuka (serves 6-8)

- E. Eggs (2 per person)
- On. Onion (1 big)
- TP Tomato Paste (4-6 oz)
- TC Canned tomatoes (56 oz)
- oo. Olive oil
- F. Feta cheese
- G. Cookable greens (spinach, swiss chard, etc.)
- v. Eggplant and/or other veggie
- c. Curmin
- lwr. Parsley/Cilantro/Lemon
- SP Fresh serrano pepper
- P Pita



1. Tomato sauce: if TC are whole, mash them. Add TP. Put in "Casserole" - casserole pan.
2. Sauté onion (On) and Veggies (V) in olive oil<sup>(oo)</sup>. When almost cooked, add Curmin (c). Add to casserole. Simmer

4. About minutes before eating, add eggs (E) uncooked to casserole, where they'll poach. A few minutes later, add greens (G). Serve when cooked.

# Category Theory

- Operads are a sub-discipline of category theory (CT).
- Since its invention in the 1940s, CT has revolutionized math.
  - It is able to connect disparate disciplines into a unified framework.
  - It abstracts common themes from algebra, topology, and logic.
  - It's the key to accessing the world of pure math.
- Category theory has been applied outside of math as well.
  - Computer science (functional programming, databases),
  - Physics (Feynman diagrams, quantum information theory).

# Applied category theory

- Operads, like all of CT, was invented for its use in pure math.
- The notion of “modular systems” fits naturally into this framework.
- I’m speaking to you in the very early stages of this application.
  - I don’t yet know all the ways in which operads will be useful.
  - But operads have demonstrated their power in pure math.
  - And pure math has demonstrated its utility in science.
- Future progress will be driven by collaborations.

# Outline

- 1 Introduction
- 2 Recognizing a connection
- 3 Defining operads**
  - A framework for modularity
  - Formal definition of operads
  - Example of composition
- 4 Applications of operads
- 5 Networks of networks
- 6 Conclusion

# An operad is an “abstract modular environment”

- I will define operads formally in a few slides.
- An operad  $\mathcal{O}$  is a framework for any sort of modularity.
- To specify  $\mathcal{O}$  is to specify:
  - The set of module types (or interfaces) you'll consider.
  - The ways that modules can be put together to form larger ones.
  - How nesting works. (Usually feels obvious, but it must be specified.)
- Recipes, as we discussed, fits this description:
  - A module type is a box with input and output channels (ingredients).
  - Boxes are put together by connecting ingredient supply to demand.
  - Nesting is accomplished by expanding a step as a recipe of its own.

# What is an operad? An overview

- An operad consists of a few interlocking components, including:
  - 1 A set of *objects*, a.k.a. **module types**, **interfaces**, or **building blocks**.
  - 2 A set of *morphisms*, a.k.a., **arrangements** or **building instructions**.
  - 3 A formula for *composition*, a.k.a, **nesting** or **instruction composition**.
- Objects, morphisms, and compositions are the heart and soul of CT.

## Formal definition of operad

An operad  $\mathcal{O}$  consists of

- A set  $\text{Ob}(\mathcal{O})$ , elements of which are called *objects*, or **interfaces**.
- For interfaces  $X_1, \dots, X_n, Y \in \text{Ob}(\mathcal{O})$ , a set

$$\text{Hom}_{\mathcal{O}}(X_1, \dots, X_n; Y)$$

Its elements are called *morphisms* or **arrangements** of  $X_1, \dots, X_n$  in  $Y$ .  
An arrangement  $\varphi \in \text{Hom}_{\mathcal{O}}(X_1, \dots, X_n; Y)$  may be denoted

$$\varphi: (X_1, \dots, X_n) \rightarrow Y.$$

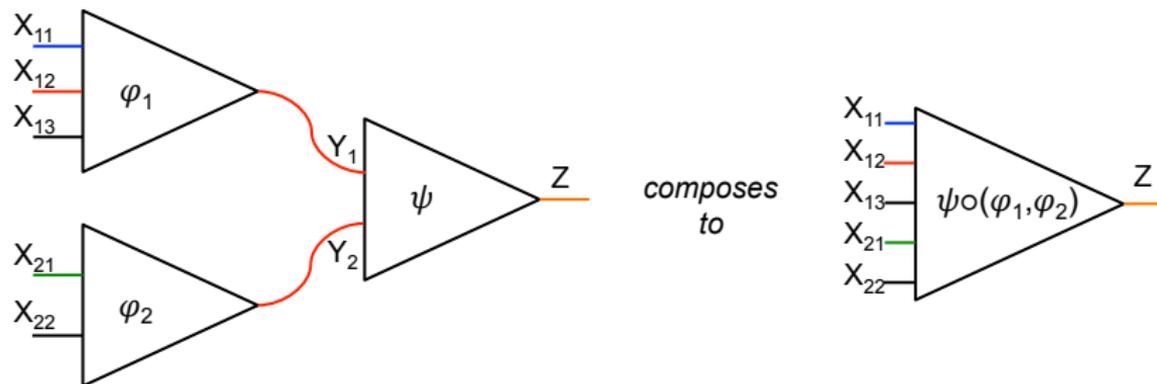
- For each object  $X \in \text{Ob}(\mathcal{O})$ , an identity arrangement  $\text{id}_X: (X) \rightarrow X$
- A composition, or **nesting** formula, e.g.,

$$\psi \circ (\varphi_1, \dots, \varphi_n): (X_{i,j}) \xrightarrow{\varphi_i} (Y_i) \xrightarrow{\psi} Z.$$

These are required to satisfy well-known “unital” and “associative” laws.

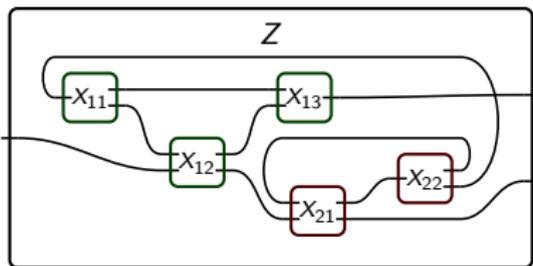
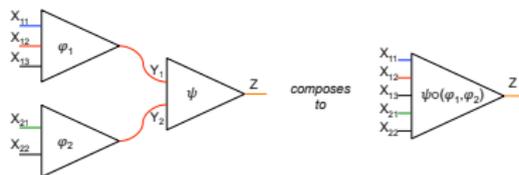
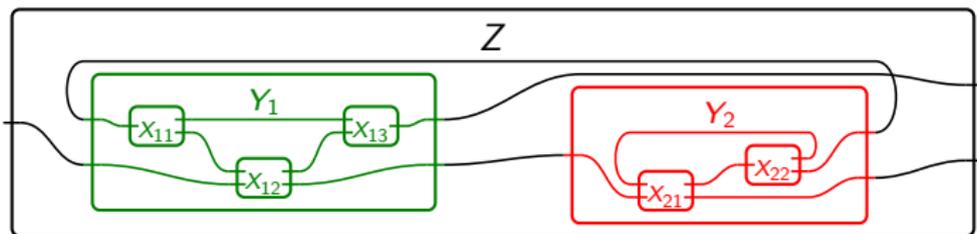
## Another way to see it

- Often the objects in operad are shown as colors.
- The morphisms are many-input, one-output relationships.
- They can be composed:



- Here,  $\psi$  represents an **arrangement** of a  $Y_1$  and a  $Y_2$  to make a  $Z$ .

# Example: composition of networks



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- 1 Introduction
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- 4 Applications of operads**
  - Potential domains of application
  - Materials architecture
- 5 Networks of networks
- 6 Conclusion

# Potential domains of application

Operads might organize how we think about a variety of applied problems:

- Potential applications to:
  - Manufacturing processes,
  - Signaling networks in systems biology,
  - Neural circuits.
- A successful collaboration: applying operads in materials science.
- Plan for remainder of talk:
  - We'll switch gears and discuss the materials case in some detail.
  - Then we'll wind down with networks.

# A problem in materials design

- In materials science, one tries to fabricate new better materials.
- An emerging paradigm in materials design: control at all levels.
  - Old idea: take known macro-materials and combine them in new ways.
  - New idea: design from the ground up, fine-tuning at all levels.
- Hierarchical protein materials offer the ability to do that.
  - Proteins are machines that do every task in your body.
  - They also form your waterproof breathable stretchable skin.
  - We can control the amino acid sequences using genetic engineering.
  - By controlling the structure at all levels, we get fine-tuned results.
- The problem is, we have no idea what we're doing.
  - Through experimental trial and error, we slowly learn how things work.
  - Recently, people are simulating protein materials to learn faster.

# We designed a tool called *Matriarch*

- The process for simulating hierarchical protein materials is tedious.
  - Because it's such a new field, there is a lack of organization.
  - People program amino-acid placement by hand.
  - Compromise equilibration-time efficiency for programming efficiency.
- We developed a tool for creating hierarchical protein materials.
- It is called *Matriarch*, standing for materials architecture.
- And (of course) it is based on operads.

# The operadic model of Matriarch

Let  $\mathcal{M}$  denote the operad for Matriarch.

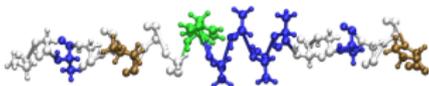
- The objects (**building blocks**) in  $\mathcal{M}$  are proteins.
  - These start with amino acids, but include everything you can build.
  - They are differentiated according to their bondable interface.
- The morphisms (**building instructions**) in  $\mathcal{M}$  are commands such as:
  - 1-ary: reverse, rigidMotion, twist,
  - 2-ary: attach, space, overlay,
  - $n$ -ary: makeArray, attachSeries, spaceSeries.
  - Compositions: helix, collagen — these are nested operations.
- The composition (**nesting**) is straightforward.
  - You keep building materials of higher and higher complexity.
  - And then putting the results together (using the above commands).
  - The result is a new **building block** of higher complexity.

# Sample architectures

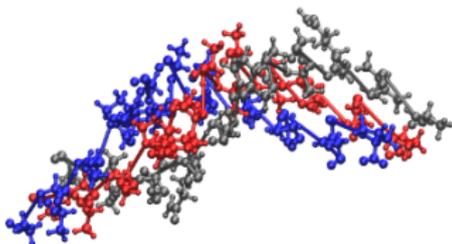
**a** Strand1 = chain(seq1)



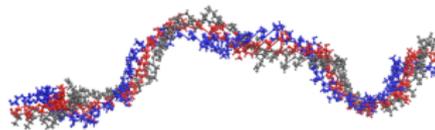
**b** Hel1 = helix(Strand1, 1.0, 5.0)



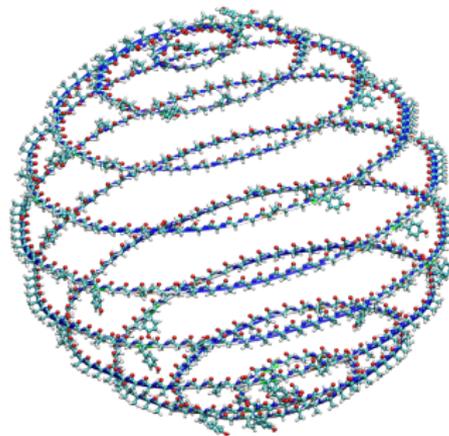
**c** TH = collagen(Strand1, Strand2)



**d** Worm = twist(attachSeries(TH,5), W)

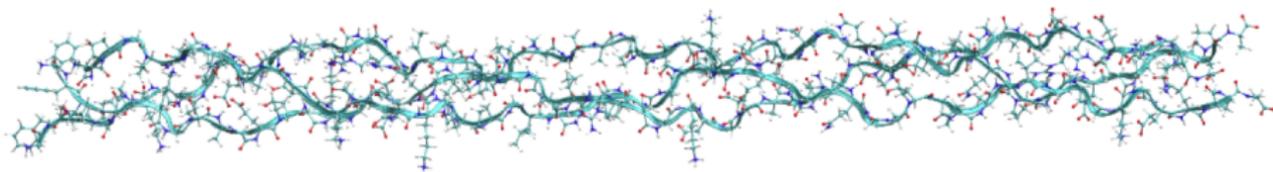


**e** Apple = twist(Strand3, SSFunc)



# Example of materials architecture: collagen

- Collagen is the most common protein in mammals.
- Its design is hierarchical.

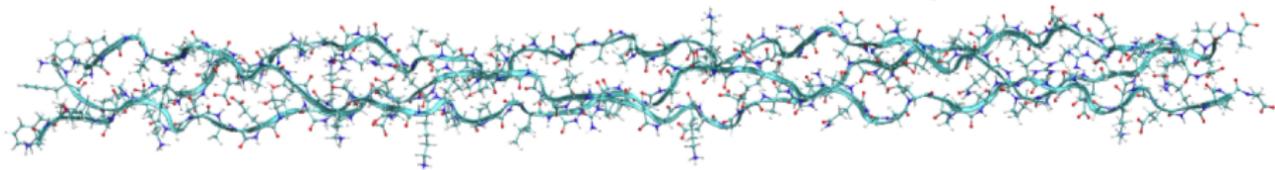


```

a1          = chain(seq1)
a2          = chain(seq2)
hel1        = helix(a1, rad=1.5, pitch=9.5, handed=L)
hel2        = helix(a2, rad=1.5, pitch=9.5, handed=L)
helhel1     = helix(hel1, rad=4, pitch=85, handed=R)
helhel2     = helix(hel2, rad=4, pitch=85, handed=R)
helhel1rot  = rigidMotion(helhel1, rotate=120, shift=2.8)
helhel2rot  = rigidMotion(helhel2, rotate=240, shift=-5.6)
tropocollagen = overlay(helhel1, helhel1rot, helhel2rot)
collagen    = makeArray(tropocollagen,1000,1000,distance=8.1)
  
```

# Example of materials architecture: collagen

- A fibril of collagen is an array of tropocollagen molecules.
- Each molecule of tropocollagen is a right-handed triple helix.
- Each of its three strands is a left-handed helix.
- Each of these individual helices is a chain of many amino acids.



```

a1          = chain(seq1)
a2          = chain(seq2)
hel1       = helix(a1, rad=1.5, pitch=9.5, handed=L)
hel2       = helix(a2, rad=1.5, pitch=9.5, handed=L)
helhel1    = helix(hel1, rad=4, pitch=85, handed=R)
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collagen     = makeArray(tropocollagen,1000,1000,distance=8.1)
  
```

# Matriarch as a design tool

```
attachSeries(helix(seq, rad=4, pitch=85), copies = 10)
```

- We already said:
  - With Matriarch, it is easy to adjust protein material architecture.
  - Equilibration times are drastically reduced.
  - The equilibration is controlled: no wrong foldings.
- Just as important: The result is a human-understandable structure.
  - A set of descriptive commands to synthesize the material.
  - “Carve nature at its joints.”
  - This, instead of a list of atomic coordinates, or a prose description.
  - Provides a good position from which to consider material design.
- Note: this includes parametric design, but not limited to it.
  - One optimizes a given product (“what’s the best seq, rad, pitch?”)
  - But hierarchical continuation is key: use it as a part in a bigger whole.

# What did operads really do for us?

- Operads provided a design framework.
  - The Matriarch operad served as software specification for the program.
  - It efficiently translated user requirements into functional requirements.
  - Later change requests were easy to implement: the formalism is flexible.
- The result was a systematic approach to materials design.
  - Users can work with materials at multiple scales.
  - Once you've produced something, you can use it as a building block.

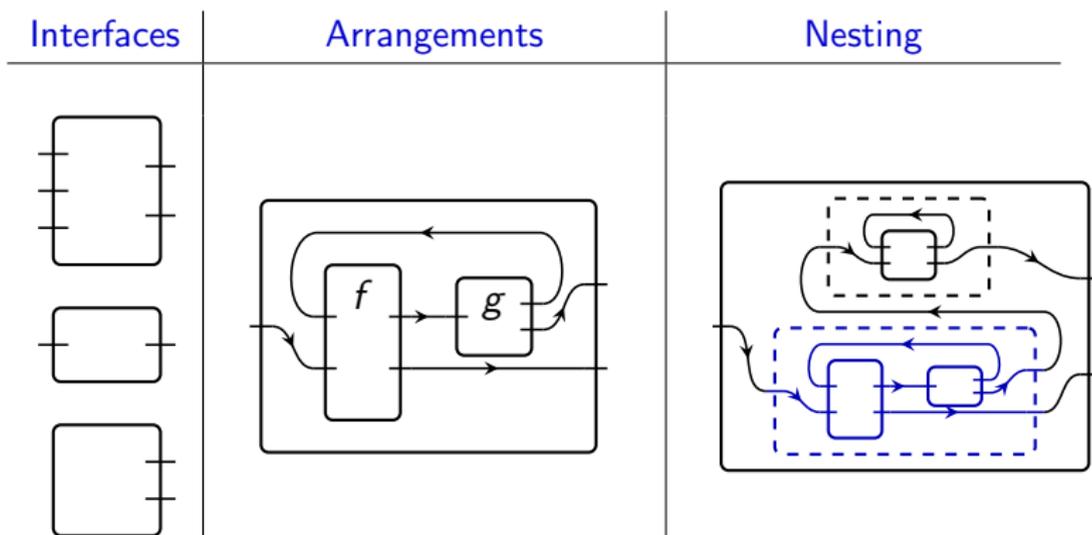
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  - A zoo of operads
  - Different wiring diagram operads
  - Semantics of wiring diagrams
- 6 Conclusion

# A zoo of operads

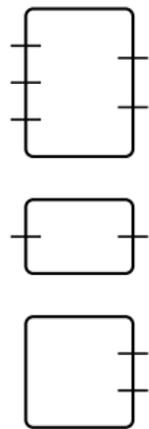
- There's a whole zoo of operads—very different animals.
  - The operad of networks looks pretty different from that of materials.
  - One involved wiring diagrams, the other involved attach and twist.
- The reason is that operads are just the rules of modularity.
  - If you can tell me your [interfaces](#), [arrangements](#), and [nesting](#),
  - you probably have an operad.
  - Modularity is a very general phenomenon; it takes on many forms.
- Even just for wiring diagrams, there's a sub-zoo.

# Directed wiring diagrams are modular

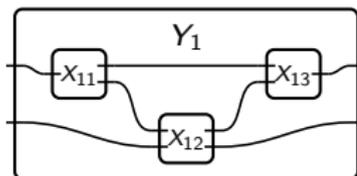


# And another: wiring diagrams without feedback

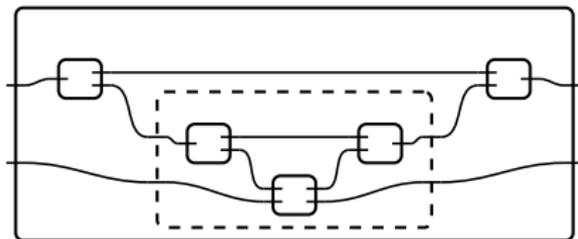
Interfaces



Arrangements



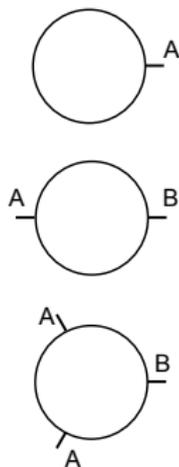
Nesting



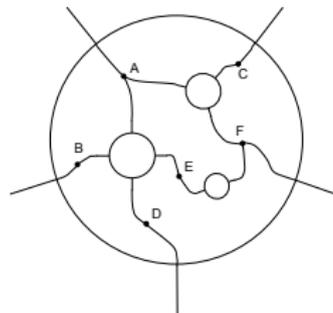
(Getting a sense of how fractals are a special case?)

# Another modular notion of wiring diagram

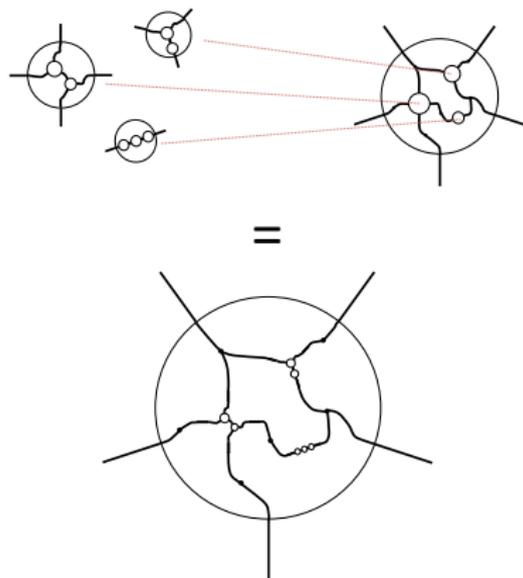
Interfaces



Arrangements

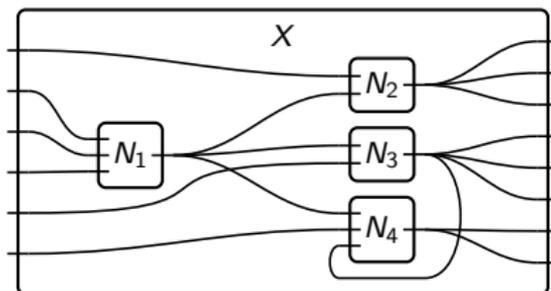


Nesting



# Semantics of wiring diagrams

- Each of these different wiring diagram types is its own operad.
- Different operads offer different semantics.
- Here's one that looks like neural pathways. It has splitting wires.



- If each box  $N_i$  represents a dynamical system, you can derive one for  $X$ .
  - So, if you have a model for neurons, you get one for communities.
  - You can create building blocks of community behaviors.
  - If you squint, you can see the similarity with the Matriarch program.

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# Conclusion

- Somehow, the human brain handles a huge range of problems.
  - Planning a wedding or a space mission.
  - Assembling Ikea furniture or architecting a house.
  - Understanding societies, or individual biology or psychology.
- In each case, the understanding comes from putting pieces together.
- There is a certain principle at work across many scales and domains.
  - Each system emerges out of interactions among its parts.
  - Parts can be chunked into sub-systems, which are again parts.
- Operads provide a language in which to consider such issues.

Thank you!