



Computing Growth and Form

Simulate growth of cells and organisms using discrete and continuum computational models

The development of living organisms is directed by the interaction and individual growth of cells. This development is determined by synergies acting across a multitude of spatial and temporal scales. The study of these processes is one of the cornerstones in the emerging field of Systems Biology providing an array of experimental, theoretical and computational challenges.

It is possible that similar to the problem itself a synergetic approach may be re-

quired for its solution. The process of synthesis by a collection of interacting, synergetic units constitutes a fundamental form of computation : **emergence**. The development of complex forms and patterns found in living organisms (**morphogenesis**), provides many striking examples of emergence. Simulation plays an essential role in the study of morphogenesis as first pioneered by Turing in 1952.

In this thesis we will study patterns of morphogenesis through numerical simulations and visualisations. Of particular interest will be the development of computational models that identify the geometrical transformations and structures on the seminal book of **D'Arcy Thompson** : **On**

Growth and Form. The computational models will include continuum agent-based models. Visualisation of the shapes and model interactions is an essential part of this project

PREREQUISITES

Good Programming Skills
Desire to Learn and Improvise
Independent worker

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