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The leopard never changes its spots: realistic pigmentation pattern formation by coupling tissue growth with reaction-diffusion

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OVERVIEW

- Pigment formation
- Tissue growth
- Pattern enlargement
- Results
- Conclusions

sample code at **mgmalheiros.github.io**





RESEARCH GOAL

- We aim to realistically reproduce animal patterns
 - but we also want to get insights into the underlying biological processes
 - therefore, we look for a plausible explanation for pigmentation pattern formation
 - for that, we have explored the expressiveness of combining simple mechanisms
 - we have found that reaction-diffusion and tissue growth both play crucial roles







PIGMENT FORMATION

- Reaction-Diffusion (RD)
- Implementation
- Exploratory approach



Dioporting work of Alon T

» **OVERVIEW**

- Pioneering work of Alan Turing
- Models autocatalytic chemical reactions
- PDEs involving two reagents A and B:
 - a and b are local concentrations
 - there are reaction and diffusion parts
 - diffusion depends on nearby concentrations
 - D_a and D_b are the diffusion rates

$$\frac{\partial a}{\partial t} = 16 - ab + D_a \nabla^2 a$$
$$\frac{\partial b}{\partial t} = ab - b - 12 + D_b \nabla^2 b$$



» DISCRETIZATION

- RD is typically solved by numerical methods
- Forward Euler integration is simple and fast
- The domain is a square lattice:
 - a and b are now two matrices
 - ¬ ∇²a and ∇²b are the Laplacian operators,
 implemented by finite differences
 - we use a 9-point stencil, with the given weights around a center cell

$$\Delta a = (16 - ab + D_a \nabla^2 a) \Delta t$$

 $\Delta b = (ab - b - 12 + D_b \nabla^2 b) \Delta t$



» SIMULATION

- First, define the initial values for a and b
- Given Δt , loop until a final time is reached
- At each iteration:
 - compute Laplacians for all matrix elements
 - evaluate Δa and Δb
 - calculate a_{next} and b_{next}
 - limit a_{next} by lower bound L_a and upper bound U_a
 - limit b_{next} by lower bound L_b and upper bound U_b



$$a_{next} = a + \Delta a$$

$$b_{next} = b + \Delta b$$

$$a = clip(a_{next}, L_a, U_a)$$

$$b = clip(b_{next}, L_b, U_b)$$

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- Reaction-diffusion is sensitive to initial values
- However, pattern formation is also *robust*:
 - small perturbations yield small pattern changes
 - a fixed set of parameters induces the same resulting pattern structure, despite the randomness
- For most experiments we use:

» INITIAL CONDITIONS

$$-a_{initial} = 4$$



» BOUNDARY CONDITIONS

- We employ two types of boundaries:
 - toroidal wrapping \rightarrow matrix borders wrap around

no-flux boundary → matrix borders have their concentrations extended outward







» VISUALIZATION

- The Turing model exhibits cross kinetics, that is, A and B are completely out of phase
- For display:
 - we typically map either the *a* or *b* matrices to a perceptually-uniform color map
 - some experiments also use a simple linearinterpolated color map
 - no further alteration



EXPLORATORY APPROACH » PARAMETERS



- We have explored the parameter space of the original model, and then proposed extensions to improve expressibility and usage:
 - let $D_a = r s$ and $D_b = s$
 - *r* is the ratio between diffusion rates \rightarrow structure
 - s expresses the overall pattern scale
 - previously $L_b = 0$, but we found that positive values also alter the pattern structure
 - setting U_a and U_b also changes the dynamics



EXPLORATORY APPROACH



» PARAMETER MAPS





TISSUE GROWTH

- Static and growing domains
- Matrix expansion
- Effect of growth

STATIC DOMAIN

- Normal Turing patterns present a space-filling behavior
- Patterns tend to create equispaced *features*:
 - spots
 - stripes or labyrinths
 - a mix of both
- The average distance between features is called the pattern *wavelength*





GROWING DOMAIN

» TWO PREVIOUS APPROACHES

- #1 Add continuous growth term to PDEs:
 - simulation still runs over a square lattice
- #2 A point-based cellular model, following the biologic analogy:
 - diffusion occurs only among nearby cells
 - cells divide and push others
- The drawback is being expensive:
 - needs collision mechanics
 - needs repeated Nearest Neighbor Search





GROWING DOMAIN

» A NOVEL APPROACH

- Here we propose *matrix expansion*:
 - we approximate uniform growth by randomly selecting matrix elements and duplicating them
 - this is performed once for each row $\rightarrow\,$ yields a new column
 - then it is performed once for each column → yields a new row
- The domain is always a regular matrix:
 - on average, cell divisions are uniformly spread
 - we define a growth rate during simulation



EFFECT OF GROWTH » INITIAL STATE



Only growth reagent B



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EFFECT OF GROWTH » ONLY GROWTH, NO DIFFUSION





EFFECT OF GROWTH » GROWTH AND REACTION-DIFFUSION



Reaction-diffusion and growth

reagent **B**



» GROWTH AND SATURATED REACTION-DIFFUSION



Saturated RD and growth

reagent **B**





PATTERN ENLARGEMENT

- Problem
- Continuous reinforcement
- Effect of growth



PROBLEM

- How to maintain the overall pattern appearance during growth?
 - cell division adds noise!
 - large constant areas need to expand
 - borders must be kept well-defined: sharp, not blurry
- Reaction-diffusion does not have these properties, but a similar model can achieve this



photo by m_bos (Pixabay licence)

CONTINUOUS REINFORCEMENT » OVERVIEW



- Models an autocatalytic reaction
- Has a dual effect: smoothing and maintenance
- PDE involving reagent C:
 - c is the local concentration
 - there are reaction and diffusion parts
 - diffusion depends on nearby concentrations
 - D_c is the diffusion rate

$$\frac{\partial c}{\partial t} = \gamma (t - w - c) (t - c) (t + w - c) + D_c \nabla^2 c$$



CONTINUOUS REINFORCEMENT

» GROWTH AND REINFORCEMENT



Only reinforcement reagent A 2000



RESULTS

• Impact of initial state

• Simulated biologic patterns





- The initial state of the simulation is called a *prepattern*
- We employed two types of prepatterns:
 - random initial concentration
 - local random production
- Simulations have two or more phases
- The resulting concentrations of a phase are directly fed into the next phase

RESULTS **» RANDOM INITIAL CONCENTRATION**



- Prepattern:
 - reagent A starts constant
 - reagent B starts constant plus a small random variation
- The first phase usually develops into spots
- Many works state the ubiquity of spots in early embryonic development











RESULTS » RETICULATE WHIPRAY



Reticulate whipray reagent B



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photo by Brian Gratwicke (Flickr, CC BY 2.0)

RESULTS » RETICULATE WHIPRAY



Reticulate whipray reagent B







photo by Brian Gratwicke (Flickr, CC BY 2.0)

RESULTS » HONEYCOMB WHIPRAY



Honeycomb whipray reagent B





20



photo by the authors

RESULTS » HONEYCOMB WHIPRAY



Honeycomb whipray reagent B



24000





photo by the authors



RESULTS » YELLOW-BANDED POISON DART FROG



photo by Adrian Pingstone (Wikimedia Commons, public domain)

Yellow-banded poison dart frog reagent A



20



RESULTS » YELLOW-BANDED POISON DART FROG



photo by Adrian Pingstone (Wikimedia Commons, public domain)

Yellow-banded poison dart frog reagent A



19000

RESULTS » LOCAL RANDOM PRODUCTION



- Prepattern:
 - reagent A starts constant
 - reagent B starts constant
 - B is produced in small random amounts, along the *dorsal spine*
- The first phase usually develops into straight stripes
- Growth noise disrupts the stripes in very interesting ways





RESULTS » THIRTEEN-LINED GROUND SQUIRREL

Thirteen-lined ground squirrel reagent B



20



photo by Mnmazur (Wikimedia Commons, public domain)



RESULTS » THIRTEEN-LINED GROUND SQUIRREL

Thirteen-lined ground squirrel

reagent **B**



16000



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RESULTS » LEOPARD





RESULTS » LEOPARD







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» LEOPARD

RESULTS

- With a single set of parameters:
 - stripes develop into spatially-organized spots
 - due to growth, spots split into rosettes
 - limited growth in the dorsal spine produces deformed rosettes
 - shorter growth phases provide continuous
 variation of rosettes on other parts of the body





RESULTS » LEOPARD

- Important insights:
 - the residual pattern before growth provides the brown spots
 - pheomelanin (reddish pigment) and eumelanin
 (black pigment) are induced by the same process
- 3D rendering:
 - simple mapping from final concentrations to pigmentation, using a specialized fur shader
 - visual complexity arises from fur orientation and self-shading







CONCLUSIONS

- Contributions
- Future work

CONCLUSIONS



- » CONTRIBUTIONS
- Tissue growth can be successfully approximated by matrix expansions
- The extended RD model provides great expressiveness and more intuitive controls
- A continuous reinforcement equation is demonstrated
- We emphasize the importance of the careful definition of the initial state
- We have generated a few unprecedented 2D patterns matching real species

CONCLUSIONS

» FUTURE WORK



- Simulate pigment formation over a developing 3D surface
- Evaluate other mechanisms to couple geometric modification and localized pattern change
- Provide a deeper mathematical analysis
- Implement an artist-oriented pipeline for pattern design
- Develop a technique for pattern similarity comparison and visual characterization, able to automate classification and recognition
- Perform new experiments to reproduce more species

THANK YOU!

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