## Speaking the Language of Molecules

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CDE Distinguished Lecturer Series, UW 2010-11-16 http://lucacardelli.name

#### Outline

#### Molecular Structures

- Getting smaller
- Self-assembly

#### Molecular Languages

- Natural languages: proteins, genes, membranes
- Modeling languages (systems biology)
- Executable languages (nano-engineering)

#### Molecular Compilation

- Intermediate Languages
- Analysis Tools and Techniques
- Nano-programming workflow

### Molecular Structures

### Smaller and Smaller

#### First working transistor

John Bardeen and Walter Brattain, Dec. 23, 1947.

### First integrated circuit Jack Kilby, Sep. 1958.

50 years later

#### 25nm NAND flash

Intel&Micron, Jan. 2010. ~50atoms.

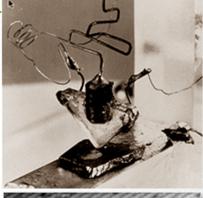
#### Single molecule transistor

Observation of molecular orbital gating. *Nature*, 2009; 462 (7276): 1039

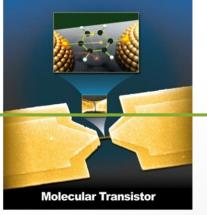
#### Molecules on a chip

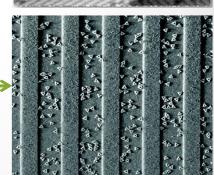
~10 Moore's Law cycles left!





Scanning tunneling microscope image of a silicon surface showing 10nm is ~20 atoms across

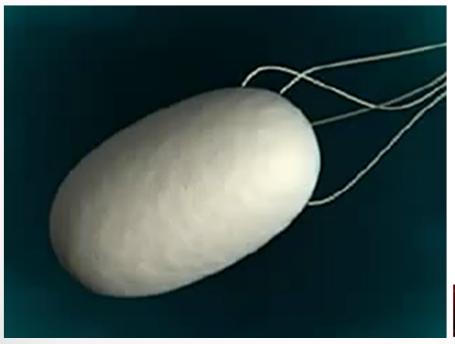




Placement and orientation of individual DNA shapes on lithographically patterned surfaces. Nature Nanotechnology 4, 557 - 561 (2009).

### Building The Smallest Things

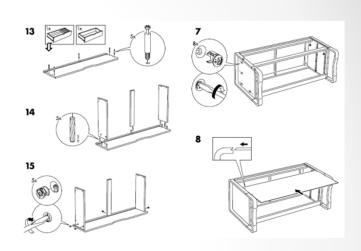
- How do we build structures that are by definition smaller than your tools?
- Basic answer: you can't. Structures (and tools) should build themselves!
- By programmed self-assembly.

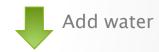


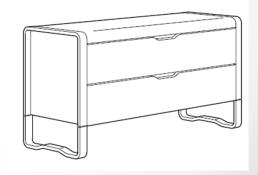


#### Molecular IKEA

- Nature can self-assemble.
   Can we?
- "Dear IKEA, please send me a chest of drawers that assembles itself."
- We need a magical material where the pieces are pre-programmed to fit into to each other.
- At the molecular scale many such materials exist...







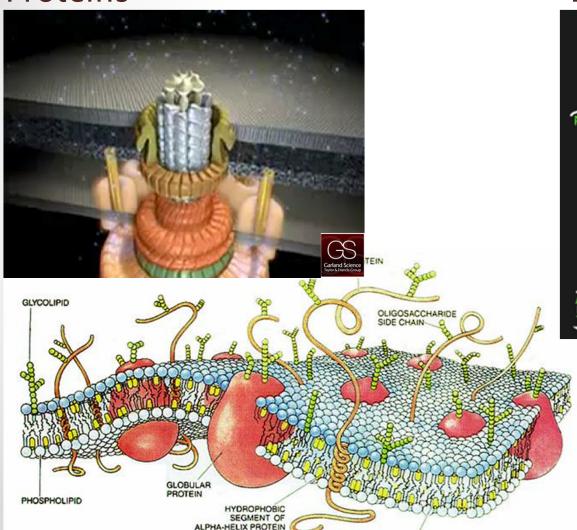
http://www.ikea.com/ms/en\_US/custome r\_service/assembly\_instructions.html

### Programmed Self-Assembly

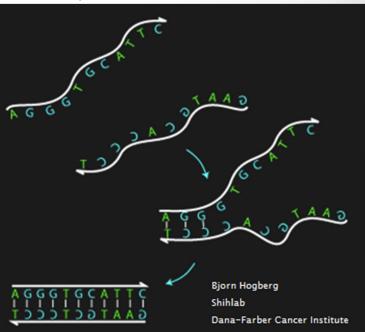
CHOLESTEROL

#### **Proteins**

Wikimedia



#### DNA/RNA

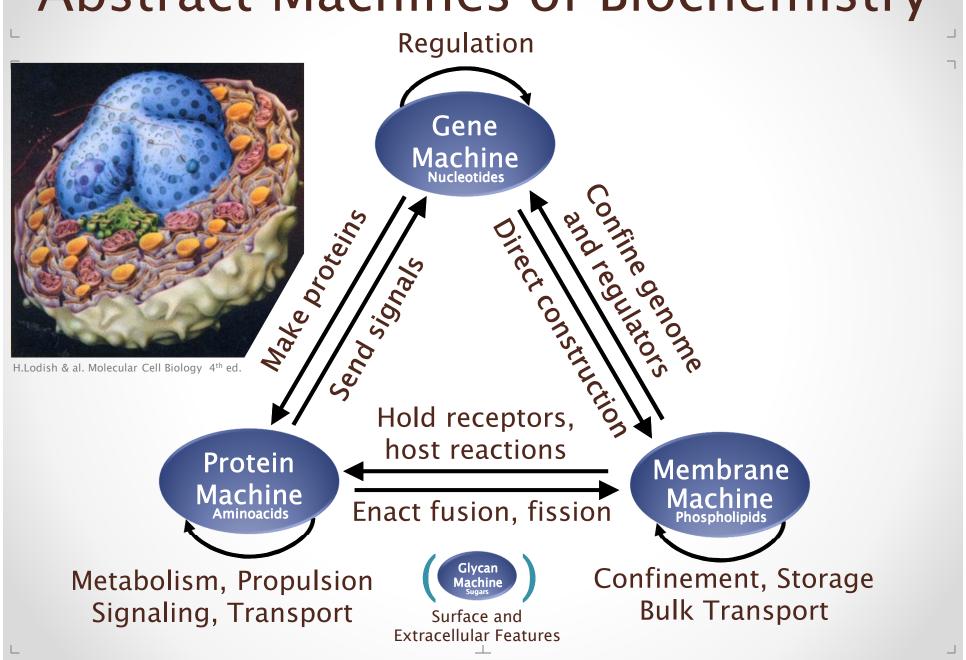


**Membranes** 

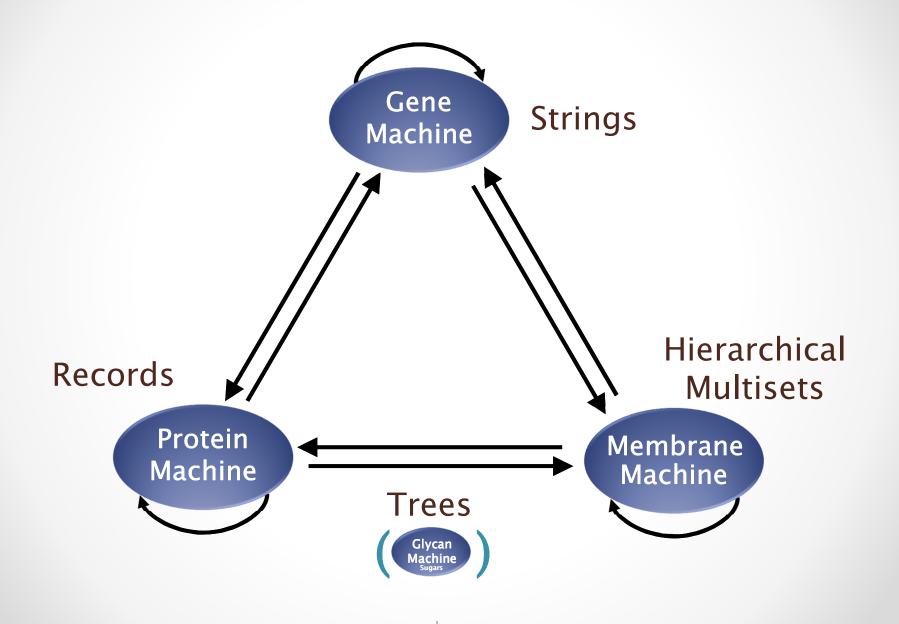
## Molecular Languages

- natural languages -

### **Abstract Machines of Biochemistry**



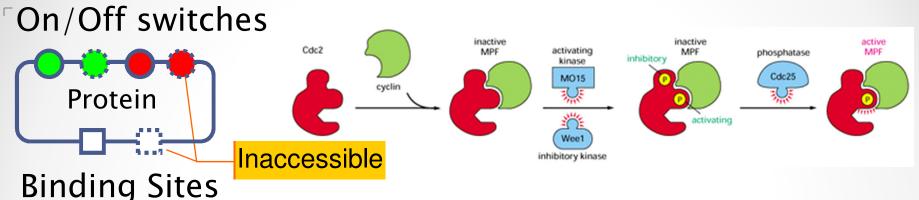
### Data Structures of Biochemistry

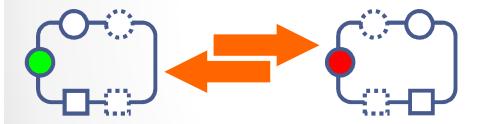


### Languages of Biochemistry Gene Gene Regulatory Machine **Networks Biochemical Networks Transport Networks** Protein Membrane Machine Machine

#### The Protein Machine

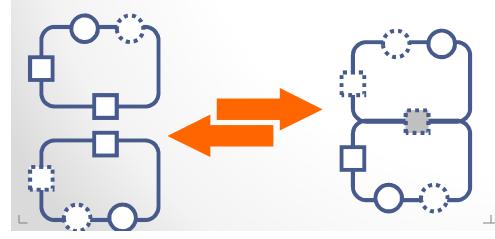
cf. BioCalculus [Kitano&Nagasaki], κ-calculus [Danos&Laneve]





#### Switching accessible switches

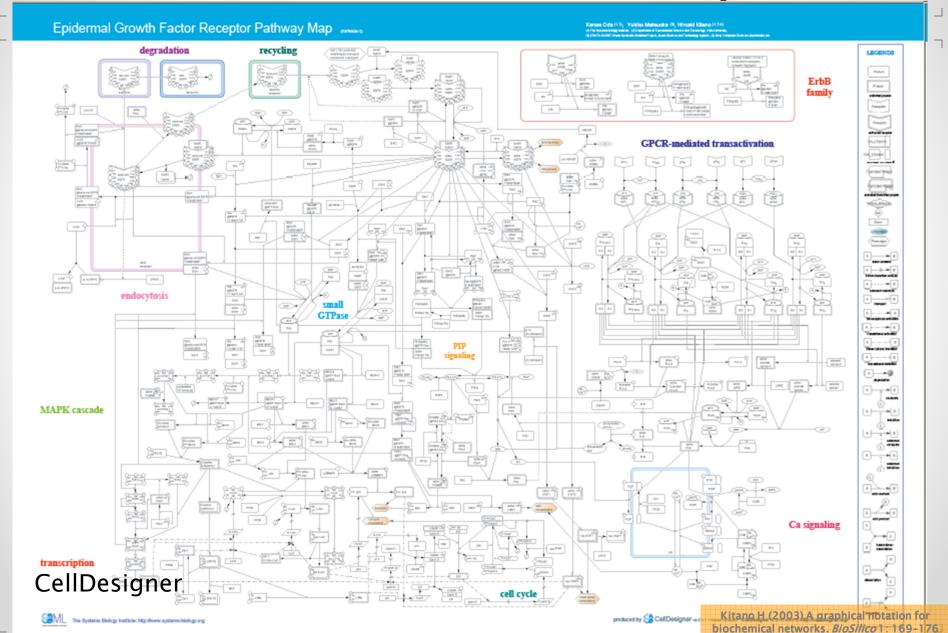
 May cause other switches and binding sites to become (in)accessible.



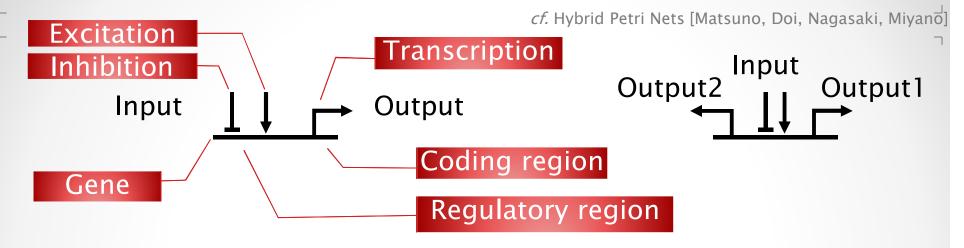
#### Binding accessible sites

 May cause other switches and binding sites to become (in)accessible.

### Molecular Interaction Maps (Kohn/Kitano)



#### The Gene Machine



Regulation of a gene influences transcription. The regulatory region has precise DNA sequences meant for binding regulators.

Transcription produces molecules (RNA or, through RNA, proteins) that bind to regulatory region of other genes (or that are endproducts).

Human (and mammalian) Genome Size

3Gbp (Giga base pairs) 750MB @ 4bp/Byte (CD)

Non-repetitive: 1Gbp 250MB

In genes: 320Mbp 80MB Coding: 160Mbp 40MB

Protein-coding genes: 30,000-40,000

M.Genitalium (smallest true organism)

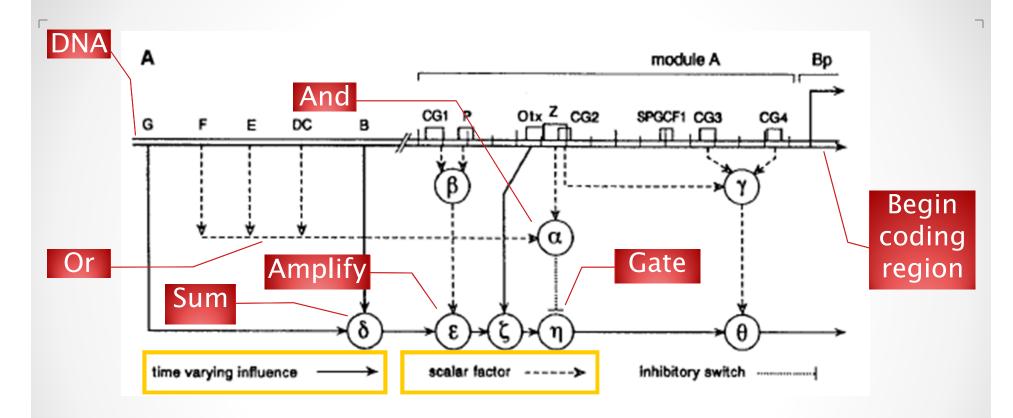
580,073bp 145KB (eBook)

E.Coli (bacteria): 4Mbp 1MB (floppy)

Yeast (eukarya): 12Mbp 3MB (MP3 song)

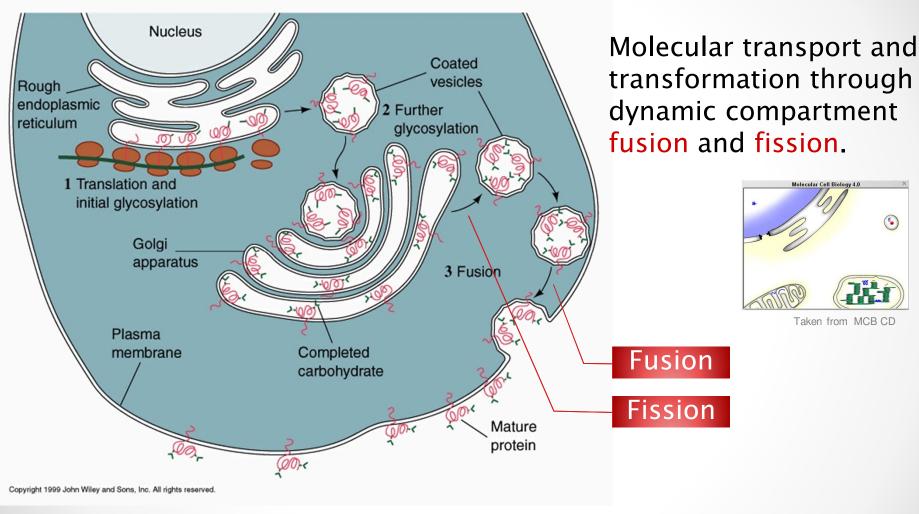
Wheat 17Gbp 4.25GB (DVD)

### Function of a Regulatory Region

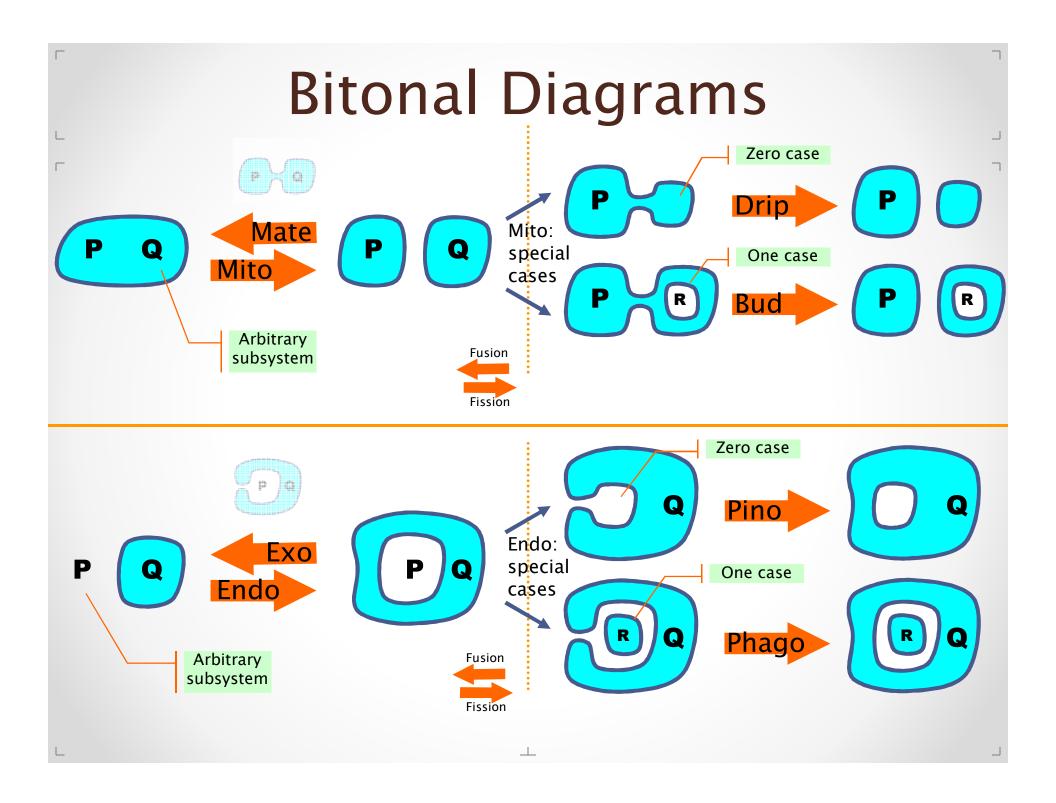


C-H.Yuh, H.Bolouri, E.H.Davidson. Genomic Cis-Regulatory Logic: Experimental and Computational Analysis of a Sea Urchin Gene. Science 279:1896-1902, 1998

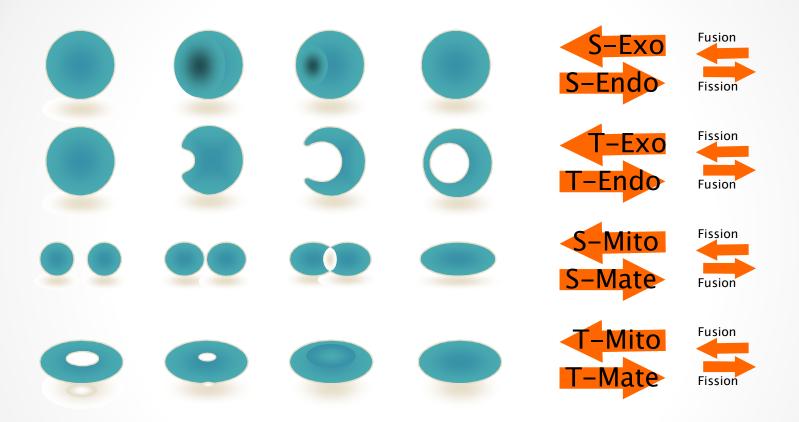
#### The Membrane Machine



Voet, Voet & Pratt Fundamentals of Biochemistry Wiley 1999. Ch10 Fig 10-22.

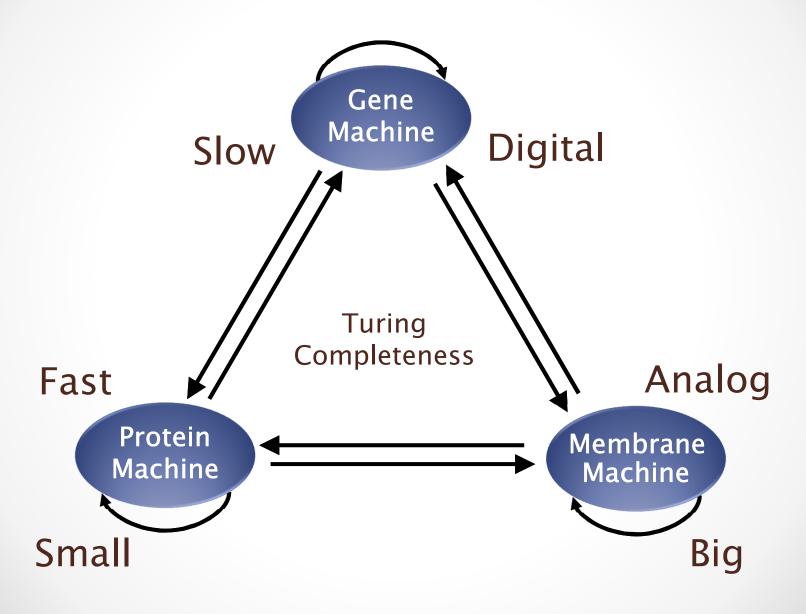


### ... in 3D



Controlled by surface proteins

### Integration



# Molecular Languages - modeling languages -

### From Instructions to Programs

- We have seen the instruction sets:
  - Proteins complexation, phosphorilation
  - Genes activation, inhibition
  - Membranes fusion, fission
- How do we combine them into programs?
  - I.e., into models (quantitative programs)
- How do we study their semantics?
  - I.e., their kinetics (quantitative semantics)

### Chemistry

Chemical reactions

$$\circ$$
 A + B  $\rightarrow_r$  C + D

(a program)

Ordinary Differential Equations

```
\circ d[A]/dt = -r[A][B] ... (a semantics)
```

Rich analytical techniques based on Calculus

- But prone to combinatorial explosion
  - Due to the peculiarities of protein interactions

### High(er)-Level Languages

#### Protein Networks

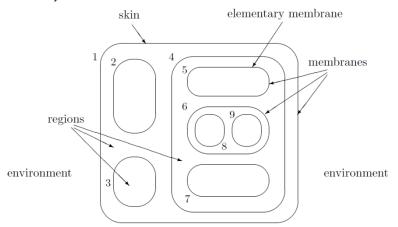
- $\circ$  Process Algebra (stochastic π-calculus etc.)
  - · Priami, Regev-Shapiro, etc.
- Graph Rewriting (kappa, BioNetGen etc.)
  - Danos-Laneve, Fontana & al., etc.

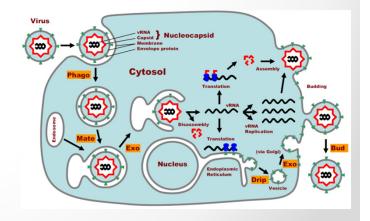
#### Gene Networks

- Synchronous Boolean networks
  - · Stewart Kauffman, etc.
- Asynchronous Boolean networks
  - · René Thomas, etc.

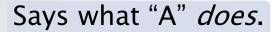
#### Membrane Networks

- Membrane Computing
  - · Gheorghe Păun, etc.
- o Brane Calculi
  - · Luca Cardelli, etc.





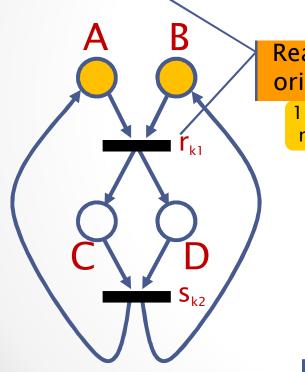
### Reactions vs. Reagents



$$r: A + B \rightarrow_{k_1} C + D$$

s: 
$$C + D \rightarrow_{k2} A + B$$

Does A become C or D?



Reaction oriented

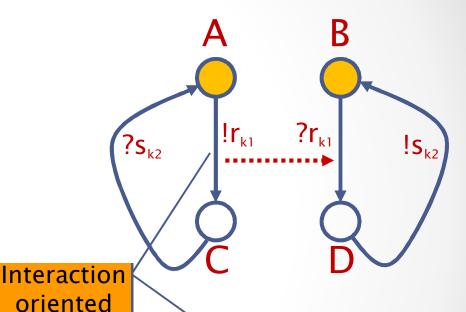
1 line per reaction

1 line per agent

The same "math model"

**CTMC** 

Says what "A" is.



oer A — Ir ·

$$A = !r_{k1}; C$$

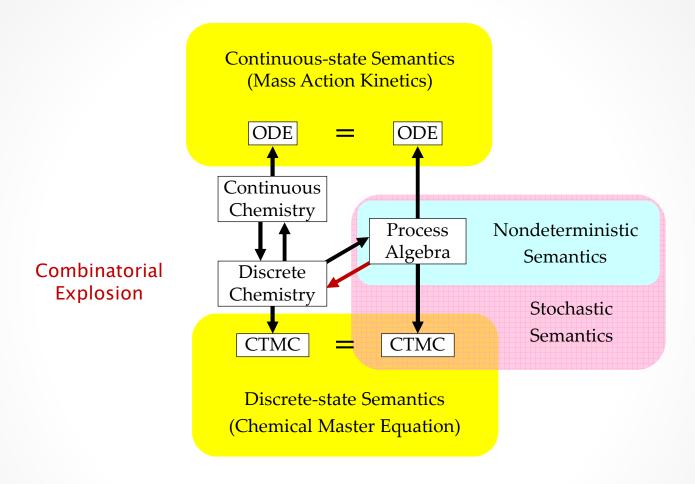
$$C = ?s_{k2}; A$$

$$B = ?r_{k1}; D$$

$$D = !s_{k2}; B$$

A becomes C not D!

#### Formal Connections



These diagrams commute via appropriate maps.

L. Cardelli: "On Process Rate Semantics" (TCS)

L. Cardelli: "A Process Algebra Master Equation" (QEST'07)

#### Execution?

- Chemistry is not easily executable
  - Please Mr Chemist, execute me these reactions that I just made up
- Similarly, the molecular languages seen so fare are descriptive (modeling) languages
- How can we actually execute molecular languages? With real molecules?

### Molecular Languages

- executable languages -

### Nanoscale Control Systems

#### Sensing

- Reacting to forces
- Binding to molecules

#### Actuating

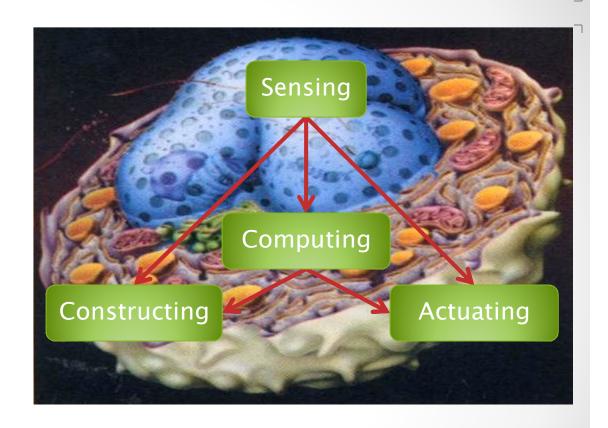
- Releasing molecules
- Producing forces

#### Constructing

- Chassis
- Growth

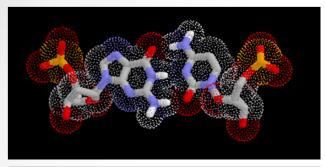
#### Computing

- Signal Processing
- Decision Making

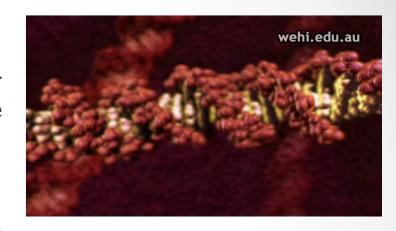


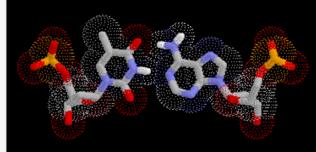
Nucleic Acids can do all this. And interface to biology.

### DNA



GC Base Pair Guanine-Cytosine

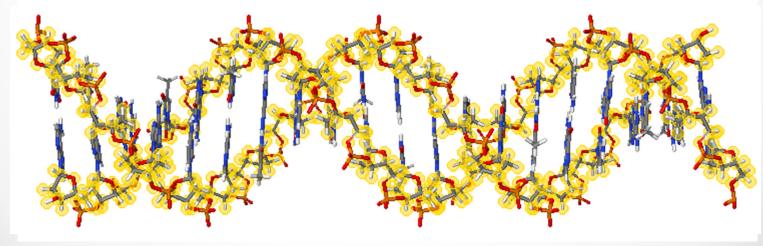




TA Base Pair Thymine-Adenine

Interactive DNA Tutorial

(http://www.biosciences.bham.ac.uk/labs/minchin/tutorials/dna.html)



Sequence of Base Pairs (GACT alphabet)

### Robust, and Long

- DNA in each human cell:
  - 3 billion base pairs
  - o 2 meters long, 2nm thick
  - o folded into a 6μm ball
  - o 750 MegaBytes
- A huge amount for a cell
  - Every time a cell replicates it has to copy 2 meters of DNA reliably.
  - To get a feeling for the scale disparity, compute:
- DNA in human body
  - o 10 trillion cells
  - 133 Astronomical Units long
  - 7.5 OctaBytes
- DNA in human population
  - 20 million light years long



DNA wrapping into chromosomes

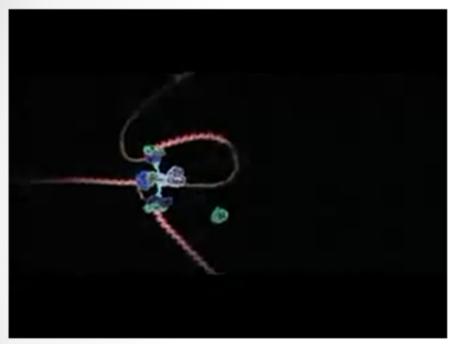
wehi.edu.au



Andromeda Galaxy
2.5 million light years away

### Zipping Along

DNA can support structural and computational complexity.





#### DNA replication in *real time*

In Humans: 50 nucleotides/second Whole genome in a few hours (with parallel processing)

In Bacteria: 1000 nucleotides/second (higher error rate)

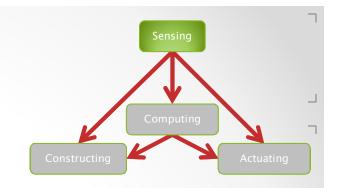
#### DNA transcription in *real time*

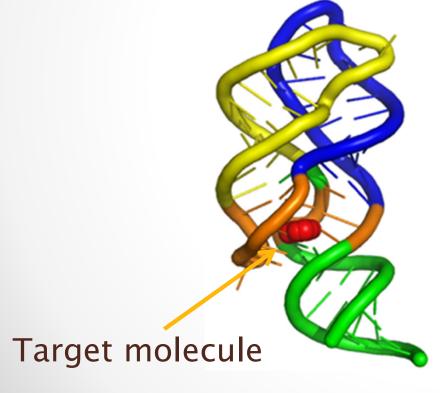
RNA polymerase II: 15-30 bases/second

Drew Berry http://www.wehi.edu.au/wehi-tv

### Sensing

Aptamers: natural or artificially evolved DNA molecules that stick to other molecules (highly selectively).





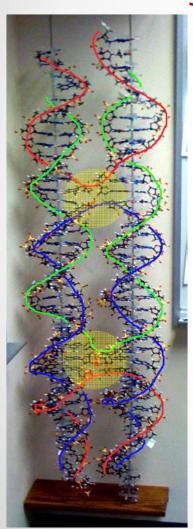
#### Adenine riboswitch aptamer

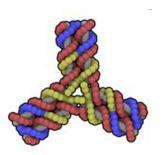
Structural basis for discriminative regulation of gene expression by adenine- and guanine-sensing mRNAs. Chem Biol. 2004 Dec;11(12):1729-41.

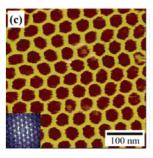
Constructing

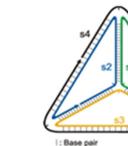
## Computing Constructing Actuating

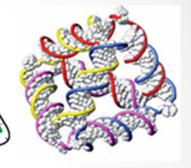
#### Crosslinking











Chengde Mao, Purdue

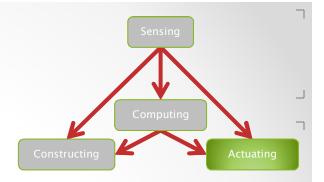
Andrew Turberfield, Oxford

#### Folding DNA into Twisted and Curved Nanoscale Shapes

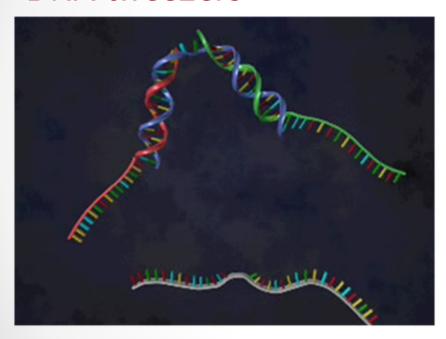
Hendrik Dietz, Shawn M. Douglas, & William M. Shih Science, 325:725-730, 7 August 2009.



### Actuating

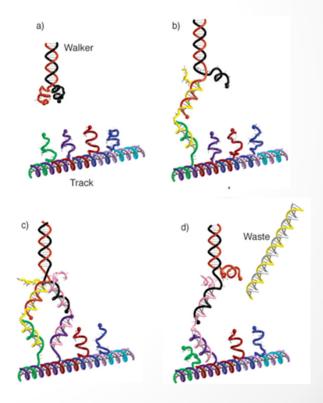


#### **DNA** tweezers

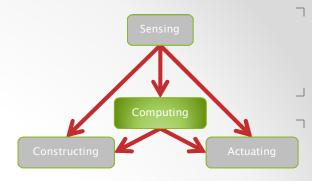


Bernard Yurke, Boise State

#### **DNA** walkers



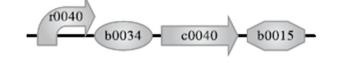
### Computing



- Sensors and Actuators at the 'edge' of the system
  - They can use disparate technologies and phenomena
- Computation in the 'kernel' of the system
- Compositionality in the kernel
  - The components should use uniform inputs and outputs
  - The components should be 'computationally complete'

### "Embedded" Computing

- Using bacterial machinery (e.g.) as the hardware.
   Using embedded gene networks as the software.
- MIT Registry of Standard Biological Parts
- GenoCAD
  - Meaningful sequences [Cai et al.]



r0040:prom; b0034:rbs; c0040:pcr; b0015:ter

- GEC
  - [Pedersen & Phillips]

```
prom<neg(C)>; rbs; pcr<codes(A)>; ter;
prom<neg(A)>; rbs; pcr<codes(B)>; ter;
prom<neg(B)>; rbs; pcr<codes(C)>; ter
```

### "Autonomous" Computing

### Mix & go

- All (or most) parts are synthesized
- No manual cycling (cf. early DNA computing)
- In some cases, all parts are made of DNA (no enzyme/proteins)

### Self-assembled and self-powered

- Can run on their own (e.g. environmental sensing)
- Or be embedded into organisms, but running 'separately'

### Curing

#### A doctor in each cell

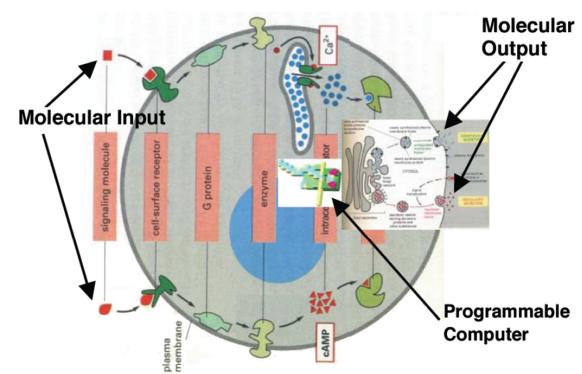
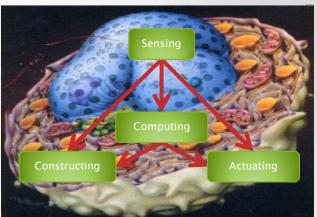


Fig. 1 Medicine in 2050: "Doctor in a Cell"

**Ehud Shapiro** 

Rivka Adar Kobi Benenson Gregory Linshitz Aviv Regev William Silverman Molecules and computation



# Autonomous DNA Computing

### Why Compute with DNA?

### Non-goals

- Not to solve NP-complete problems.
- Not to replace electronics.
- Not necessarily using genes or producing proteins.

### For general 'molecular programming'

- To precisely control the organization and dynamics of matter and information at the molecular level.
- The use of DNA is "accidental": no genes involved.
- In fact, no material of biological origin.

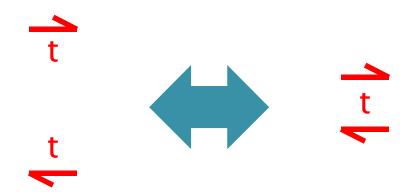
### **Domains**

• Subsequences on a DNA strand are called domains. *PROVIDED* they are "independent" of each other.



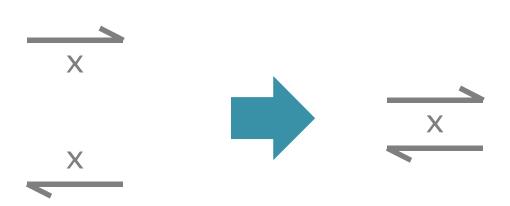
- I.e., differently named domains must not hybridize:
  - With each other
  - With each other's complement
  - With subsequences of each other
  - With concatenations of other domains (or their complements)
  - o Etc.
- Choosing domains (subsequences) that are suitably independent is a tricky issue that is still somewhat of an open problem (with a vast literature). But it can work in practice.

### **Short Domains**

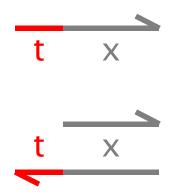


Reversible Hybridization

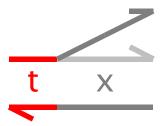
### Long Domains



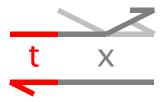
Irreversible Hybridization



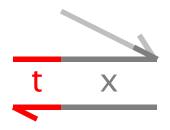
"Toehold Mediated"



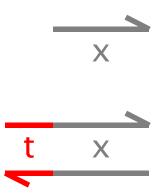
**Toehold Binding** 



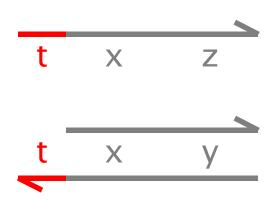
**Branch Migration** 

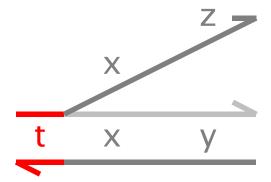


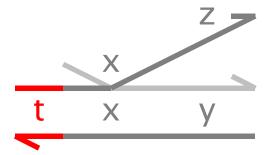
Displacement

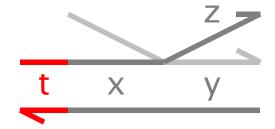


Irreversible release



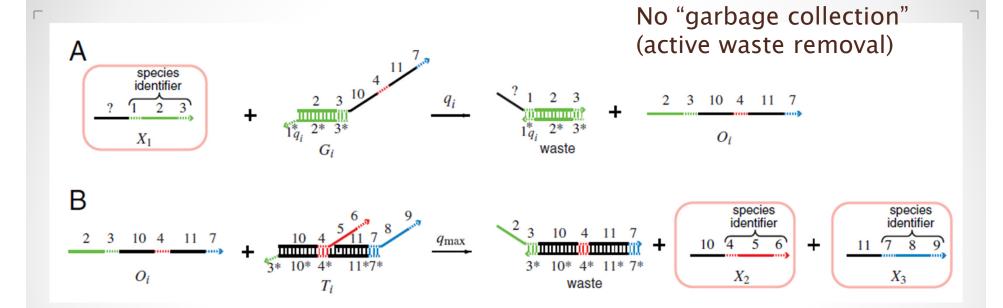






Cannot proceed Hence will undo

### Four-Domain Architecture

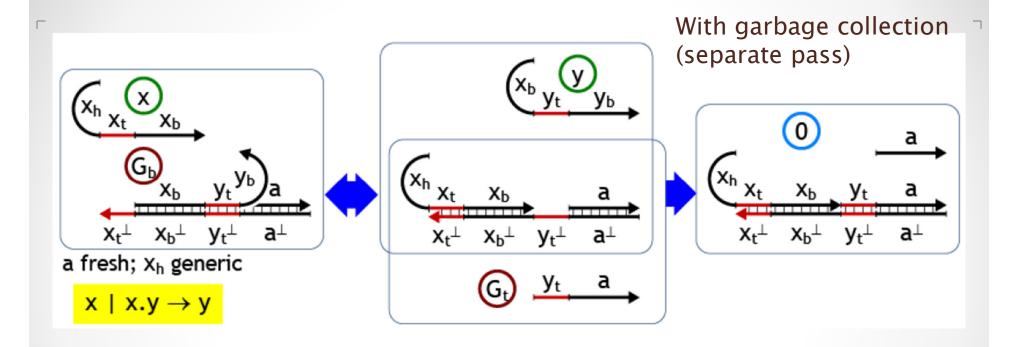


#### DNA as a universal substrate for chemical kinetics

David Soloveichik<sup>a,1</sup>, Georg Seelig<sup>a,b,1</sup>, and Erik Winfree<sup>c,1</sup>

PNAS | March 23, 2010 | vol. 107 | no. 12 | 5393-5398

### Three-Domain Architecture

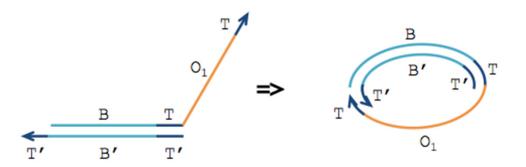


#### **Strand Algebras for DNA Computing**

Luca Cardelli

DNA Computing and Molecular Programming. 15th International Conference, DNA 15, LNCS 5877, Springer 2009, pp 12-24.

### "Lulu's Trouble"



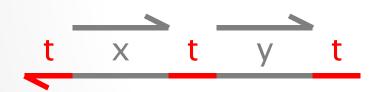
### Two-Domain Architecture

• Signals: 1 toehold + 1 recognition region



Garbage collection "built into" the gates

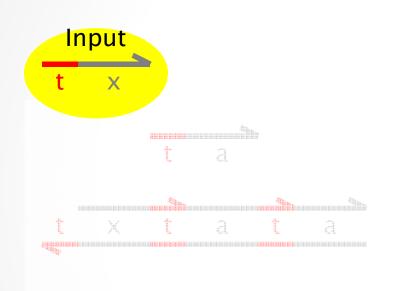
 Gates: "top-nicked double strands" (or equivalently double strands with open toeholds)

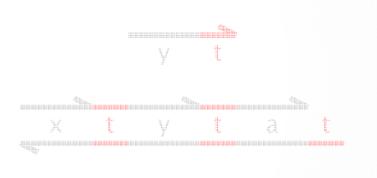


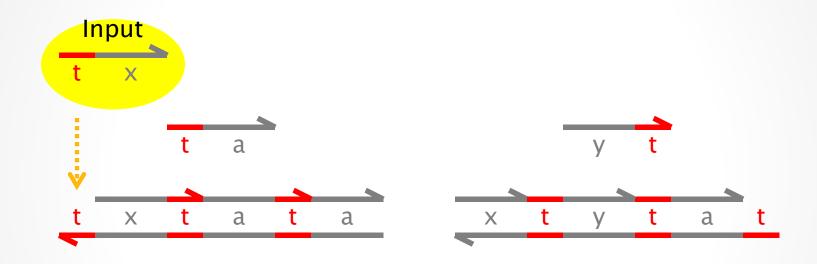
#### Two-Domain DNA Strand Displacement

Luca Cardelli

In S. B. Cooper, E. Kashefi, P. Panangaden (Eds.): Developments in Computational Models (DCM 2010). EPTCS 25, 2010, pp. 33-47. May 2010.

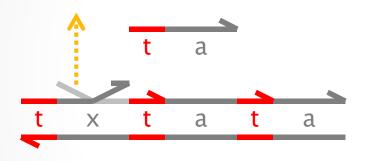


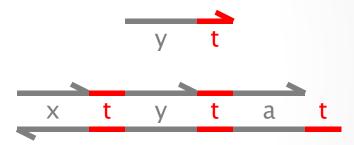


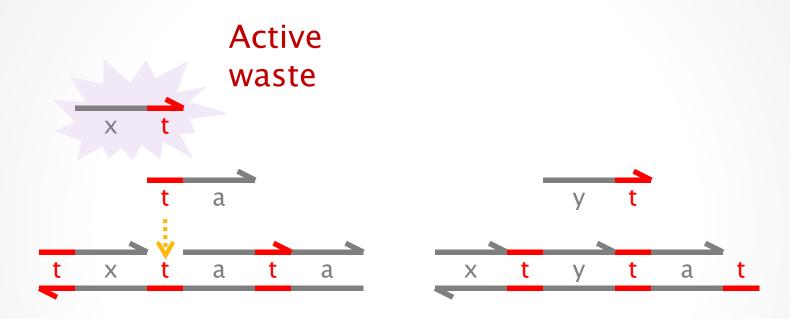


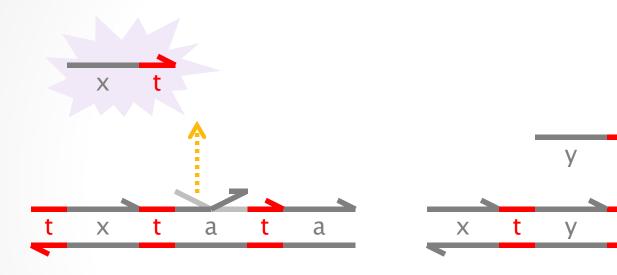
#### Built by self-assembly!

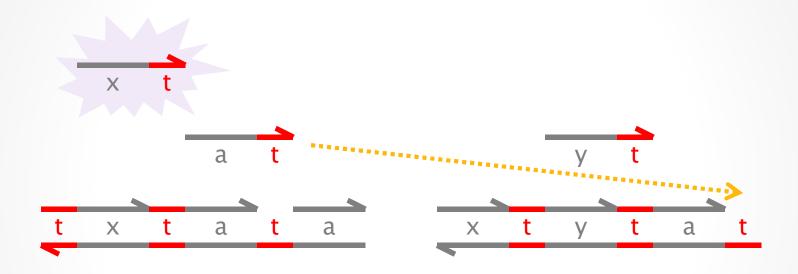
ta is a *private* signal (a different 'a' for each xy pair)



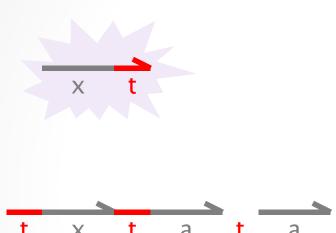


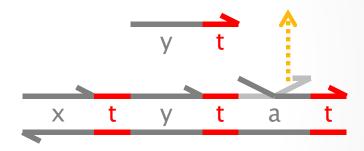


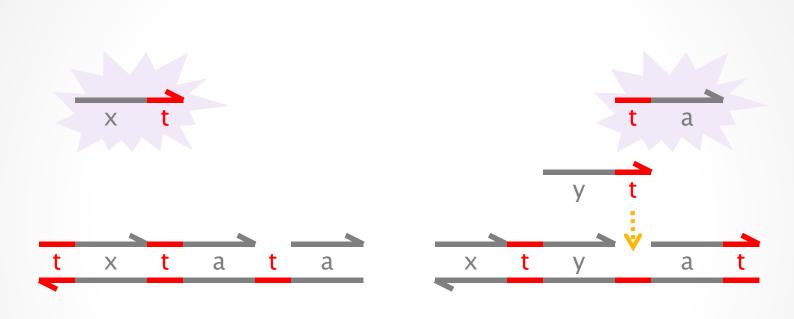


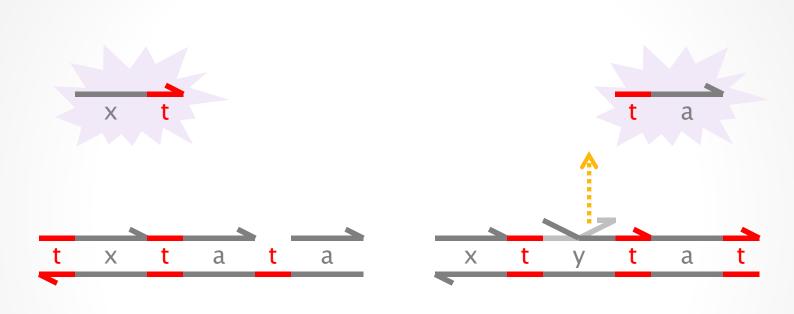


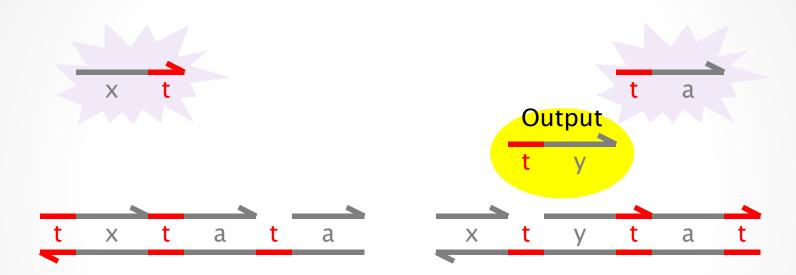
So far, a tx *signal* has produced an at *cosignal*. But we want signals as output, not cosignals.









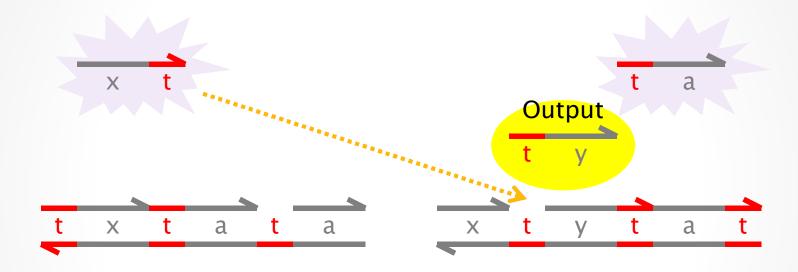


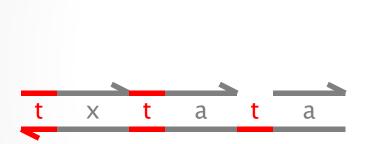
Here is our output ty signal.

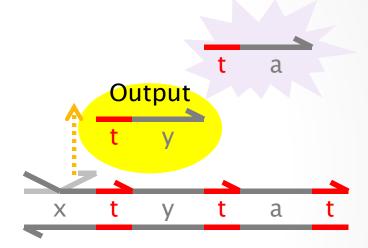
But we are not done yet:

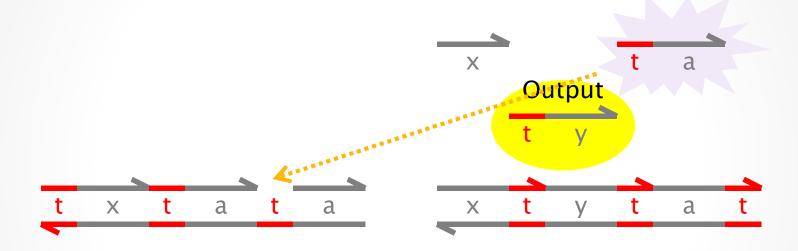
- 1) We need to make the output irreversible.
- 2) We need to remove the garbage.

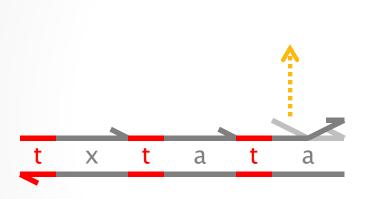
We can use (2) to achieve (1).

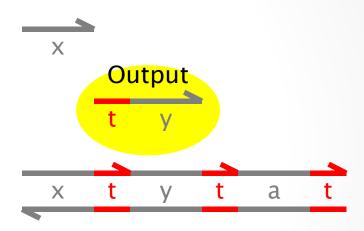


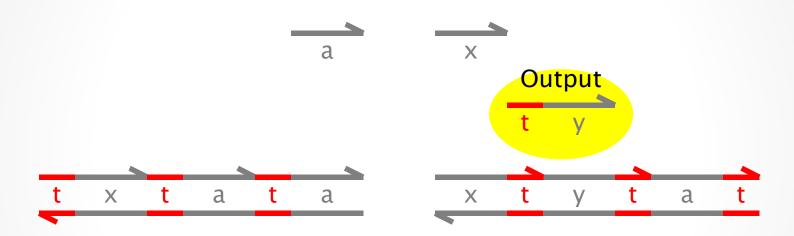


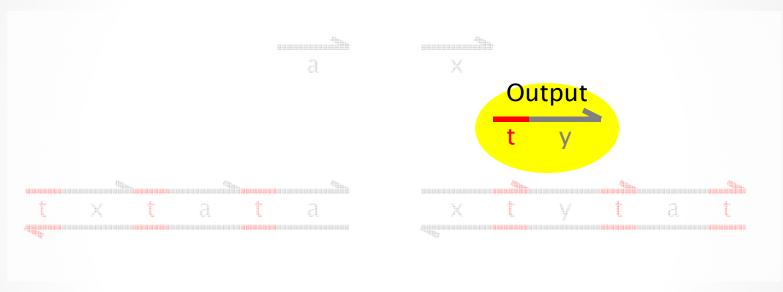








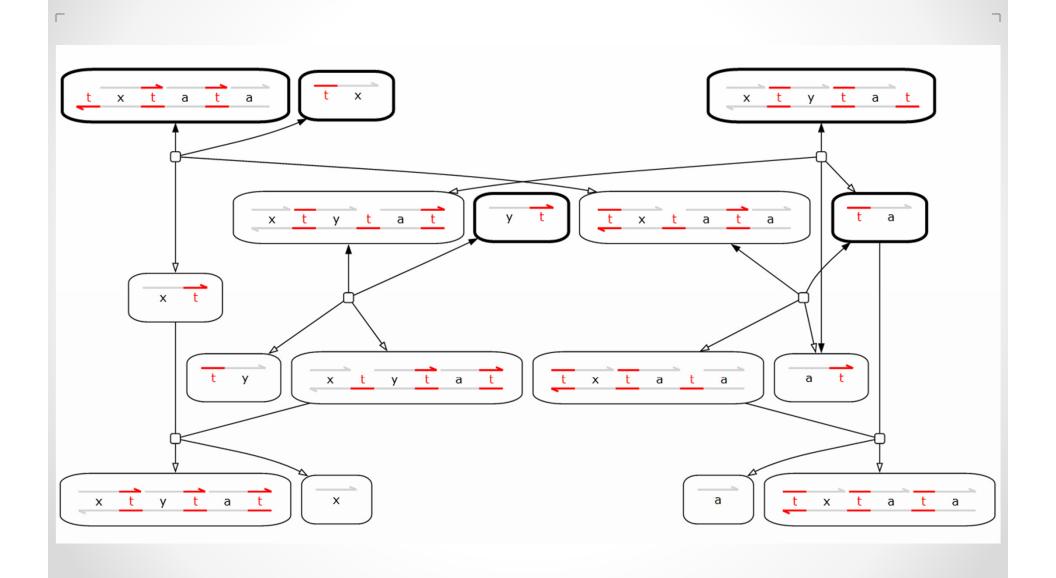




Done.

N.B. the gate is consumed: it is the energy source.

# Reaction Graph for x→y



#### General n×m Join-Fork

- Easily generalized to 2+ inputs (with 1+ collectors).
- Easily generalized to 2+ outputs.

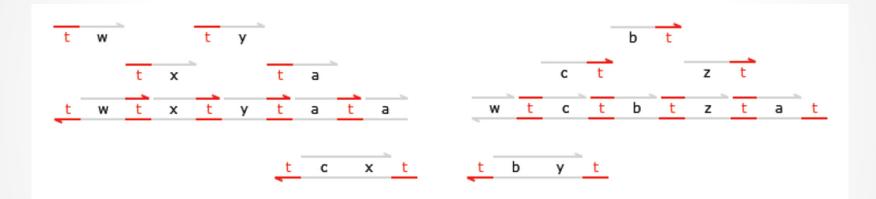


Figure 9: 3-Join  $J_{wxyz} \mid tw \mid tx \mid ty \rightarrow tz$ : initial state plus inputs tw, tx, ty.

## Strand Algebra

- An intermediate language for molecular computing
  - Signals: x
  - $\circ$  Gates:  $[x_1,...,x_n].[y_1,...,y_m]$
  - Parallel composition: |
  - Populations: (...)\*

$$x_1 \mid ... \mid x_n \mid [x_1,...,x_n].[y_1,...,y_m] \rightarrow y_1 \mid ... \mid y_m$$

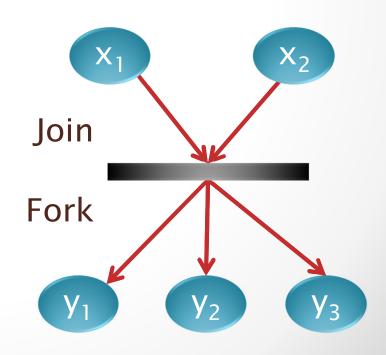
Input Signals (consumed)

Gate (consumed)

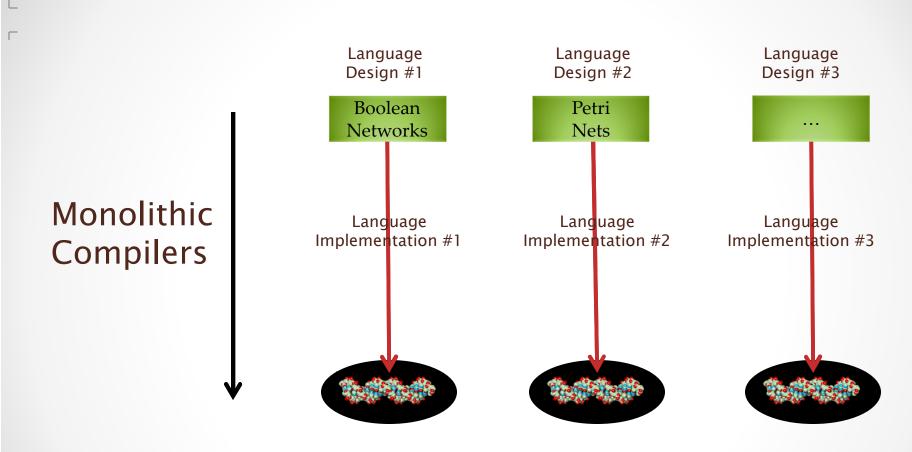
Output Signals (produced)

#### Petri Net Transitions

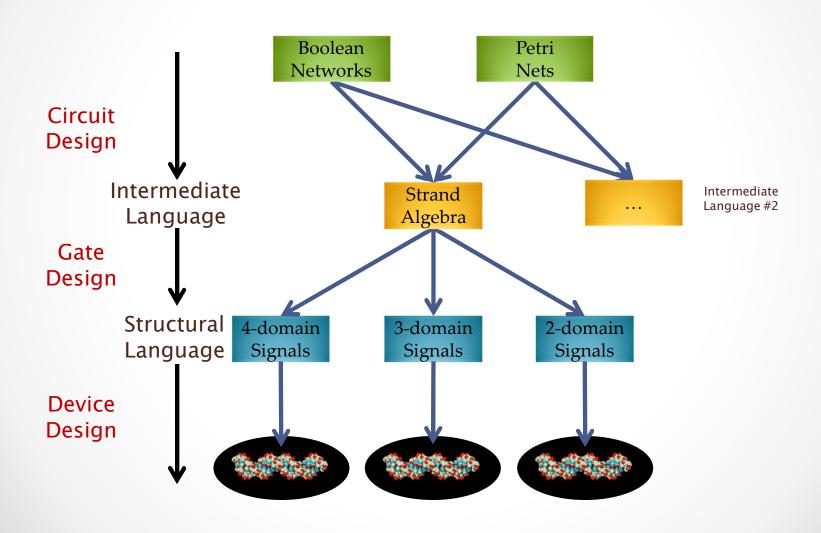
- Computing power equivalent to Petri Nets
  - Not Turing complete, but as good as chemistry itself.
  - The correspondence is not completely trivial: gates are consumed by activation, hence a persistent Petri net transition requires a stable population of gates.
- Hence, many other mechanisms are expressible
  - o E.g. Boolean networks



#### Compilation Issues



### Compilation Issues



#### Optimization Issues

Reduce number of species

Optimize kinetics

• Etc.

#### Verification Issues

#### Environment

- The nano-environment is messy (stochastic noise, failures, etc.)
- o But we should al least ensure our designs are logically correct

#### Verifying Components

- Reversible reactions (infinite traces)
- o Interferences (deadlocks etc.) between copies of the same gate
- o Interferences (deadlocks etc.) between copies of different gates
- Removal of active byproducts (garbage collection) is tricky

#### Verifying Populations

- Gates come in (large) populations
- Each population shares private domains (technologically unavoidable)
- o Correctness of populations means proofs with large state spaces

#### Correctness

The spec of a transducer:

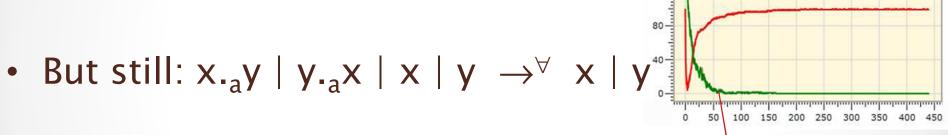
$$x.y \mid x \rightarrow y$$

- o Is it true at all?
- o Is it true possibly, necessarily, or probabilistically?
- Is it true in the context of a population of identical transducers?
- o Is it true in all possible contexts?
- o If false, does it become true for infinite populations?

# Interfering Transducers

 Let a be the private transducer domain, but let's share it between x.y and y.x

Interference: x<sub>a</sub>y | y<sub>a</sub>x | x → ∀ x

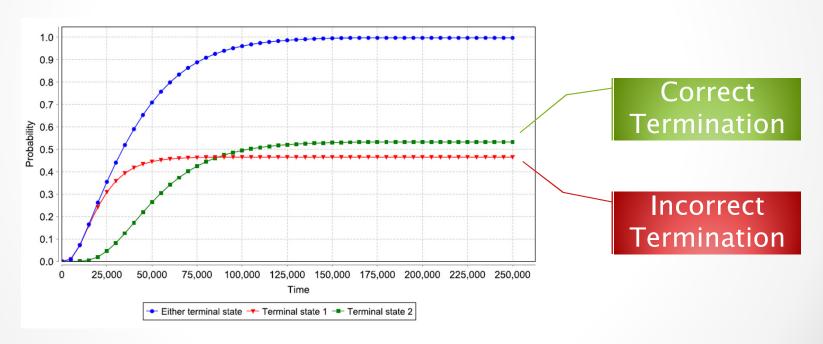


 A large population of such gates in practice does not deadlock easily. Stuck gates in a population of 200

 The wisdom of crowds: individuals can be wrong, but the population is all right.

# Modelchecking DNA Systems

- Using the PRISM stochastic modelchecker
  - $\circ$  Termination probability of interfering transducers  $x \mid x_a y \mid y_a z$



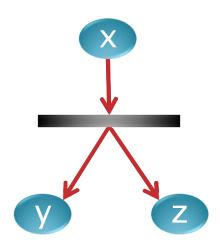
L. Cardelli, M. Kwiatkowska, M. Lakin, D. Parker and A. Phillips. Design and Analysis of DNA Circuits using Probabilistic Model Checking. http://gav.comlab.ox.ac.uk/papers/dna-pmc.pdf. September 2010

# Molecular Programming Workflow

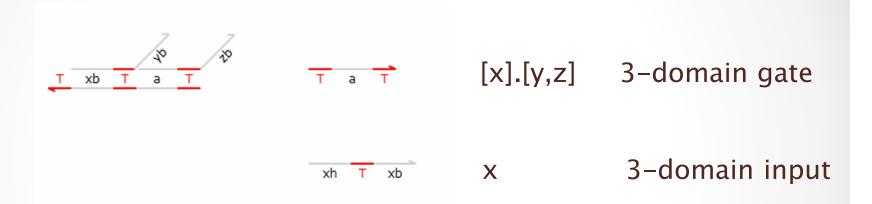
#### Circuits to Signals and Gates

• E.g., a simple Petri Net fork transition

In Strand Algebra: x | ([x].[y,z])\*



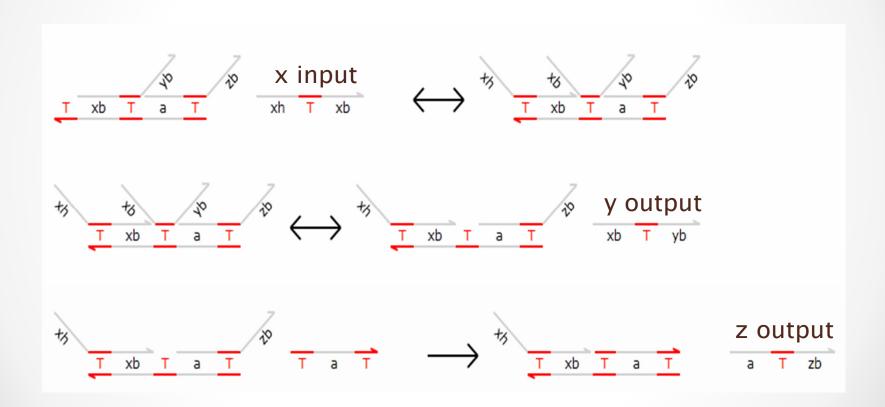
Visual DSD [Andrew Phillips]



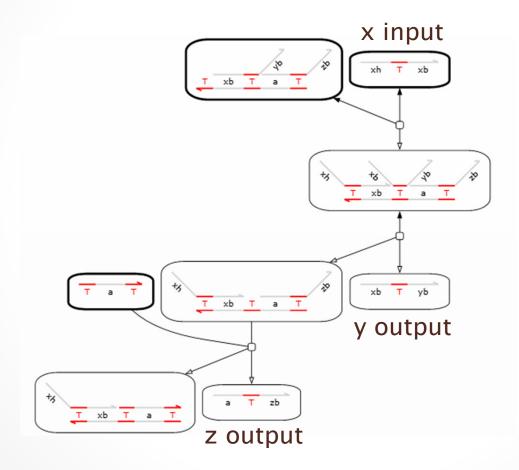
```
directive sample 5000.0 1000 directive plot sum(<_ T^ xb>); sum(<_ T^ yb>); sum(<_ T^ zb>) def scaling = 1000 def bind = 0.0003/(float_of_int scaling) (* /nM/s *) (* =3*10^5 /M/s *) def unbind = 0.1126 (* /s *) new T@bind,unbind def F1x2(N,Xb,Yb,Zb) = new a (N * T^:[Xb T^]<Yb>:[a T^]<Zb> | N * <T^ a T^>) (F1x2(10*scaling,xb,yb,zb) | (1*scaling)* <xh T^ xb> ))
```

Actual script

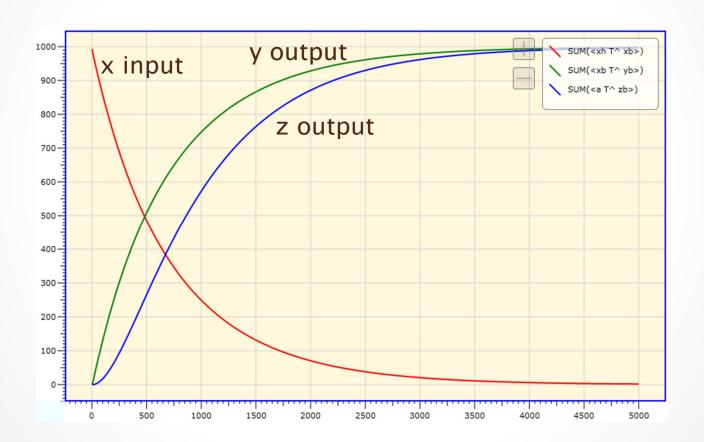
Fork gate: the reactions



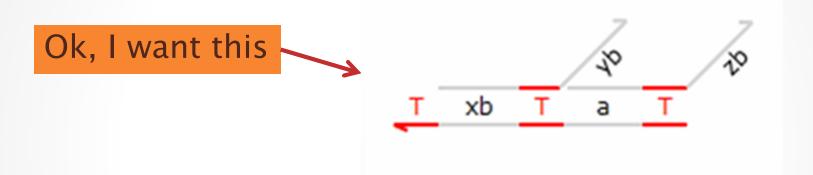
Fork gate: the reaction graph



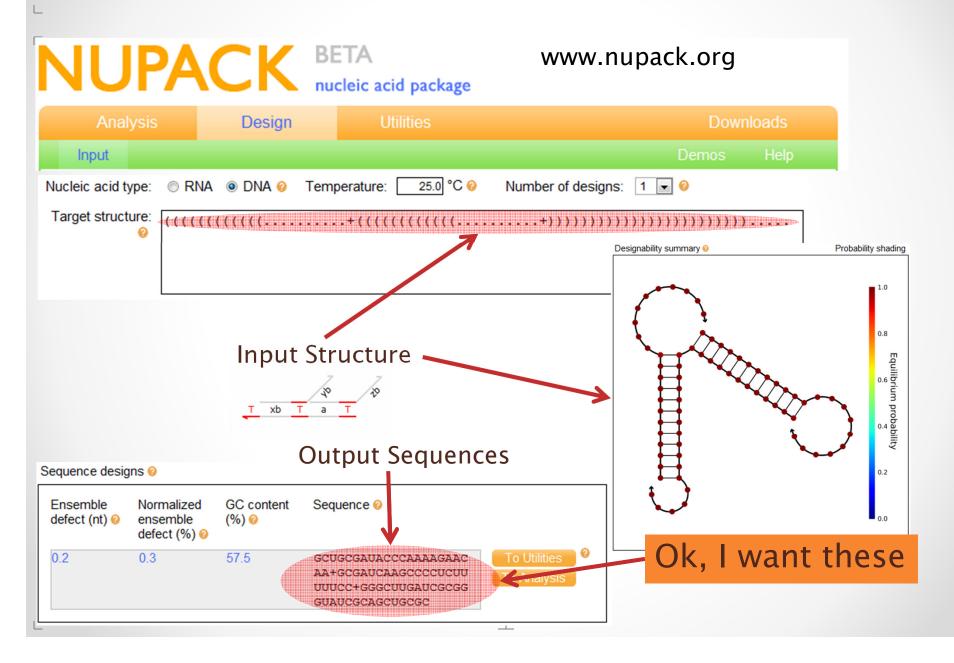
• Fork gate: the behavior



Fork gate: check



## Structures to Sequences



# **DNA Synthesis**

dna synthesis

×

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DNA synthesis commonly refers to: DNA replication - DNA biosynthesis (in vivo DNA amplification); Polymerase chain reaction - enzymatic DNA synthesis (in ... en.wikipedia.org/wiki/DNA synthesis - Cached - Similar

#### DNA replication - Wikipedia, the free encyclopedia 🕸 🔍

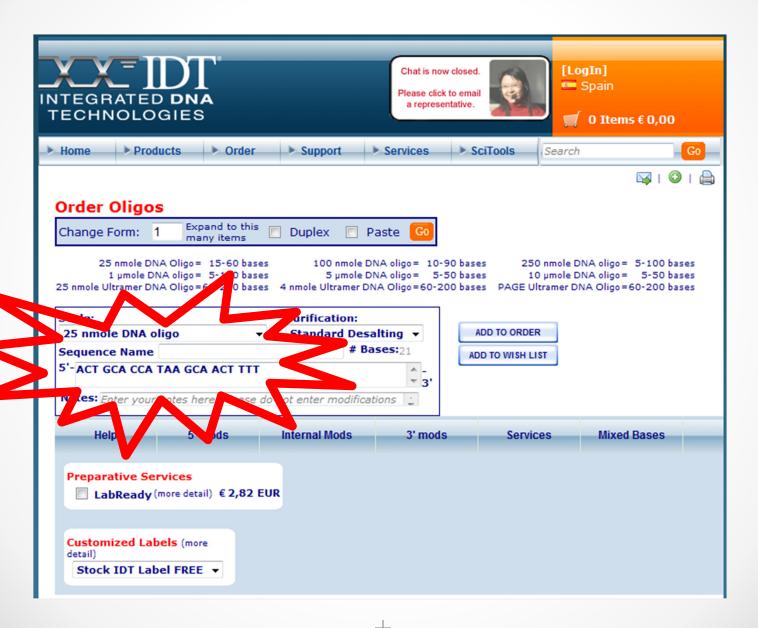
DNA replication, the basis for biological inheritance, is a fundamental ... en.wikipedia go. ki/DNA replication - Cached - Similar

♣ Sno... re results non wikipedia.org

#### Integrated DNA Technologies - Home to visits - May 24

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### Sequences to Molecules



# Molecules by Mail

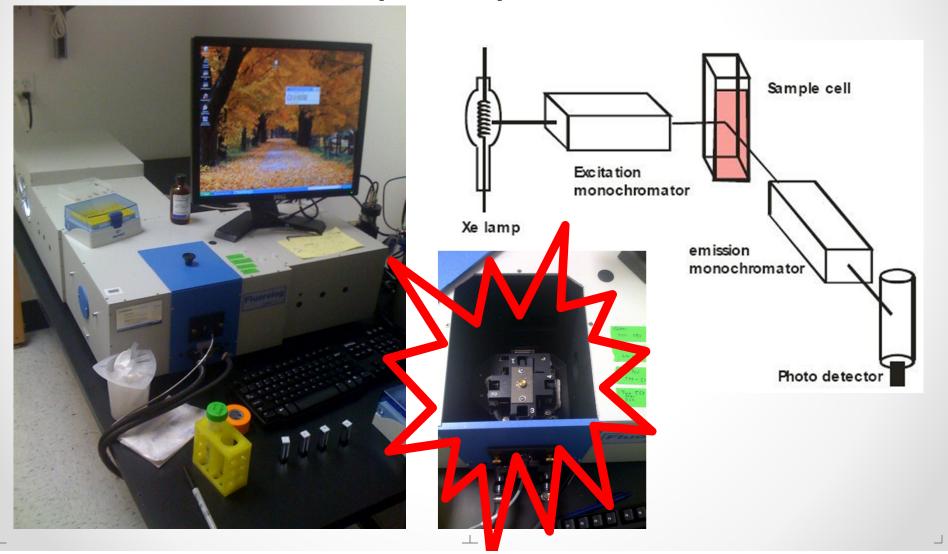


## Add Water

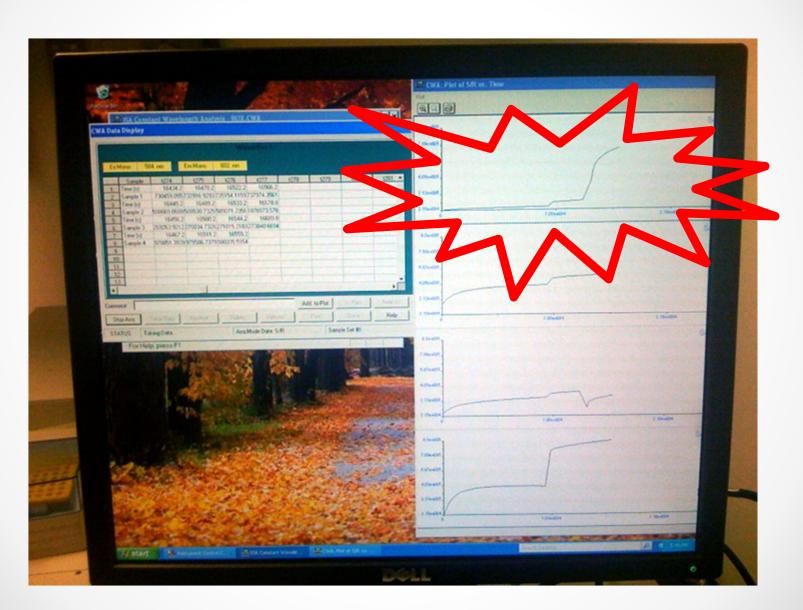


#### Execution

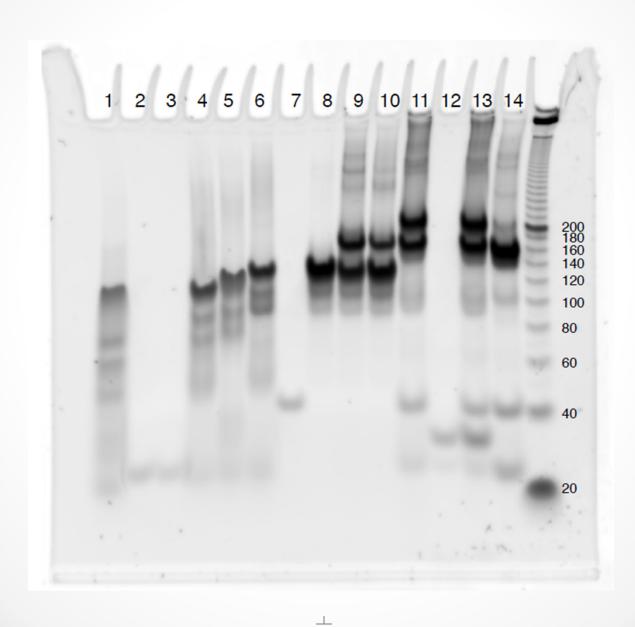
• Fluorescence is your 'print' statement



# Output



# Debugging

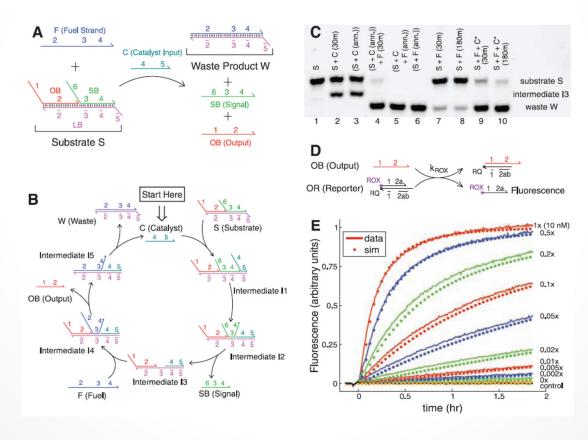


## Publishing!

#### **Engineering Entropy-Driven Reactions and Networks Catalyzed by DNA**

David Yu Zhang, et al. Science **318**, 1121 (2007);

DOI: 10.1126/science.1148532



# Conclusions

#### Summary

- Molecular Structures
  - o Hard to build... but they can build themselves!
- Molecular Languages
  - Concurrent, quantitative
- Molecular Compilation
  - Molecular architectures, verification, optimization
- Molecular Programming
  - o In silico, in vitro, in vivo...

# Acknowledgments

- Microsoft Research
  - Andrew Phillips
- Caltech
  - Winfree Lab
- U.Washington
  - Seelig Lab

