

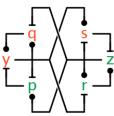


# Analysis of Biological Switches as Algorithms

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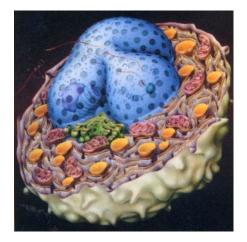
Joint work with Attila Csikász-Nagy, Fondazione Edmund Mach & King's College London

CANES launch event, 2014-10-08



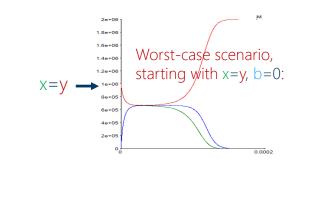
### Motivation

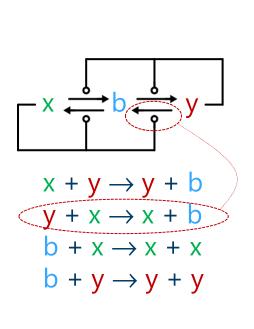
- Give substance to the claim that "cells compute"
  - Yes, but *what* do they compute?
- Catch nature red-handed in the act of running a computational task
  - Something that a computer scientist would recognize as an *algorithm*



# A Consensus Algorithm

- Population Consensus Problem
  - Find which state  $\mathbf{x}$  or y is in majority in the population
  - By converting the *whole* population to either **x** or y
- Approximate Majority (AM) Algorithm
  - Uses a third "undecided" state b
  - · Disagreements cause agents to become undecided
  - · Undecided agents believe any non-undecided agent





catalysis -o

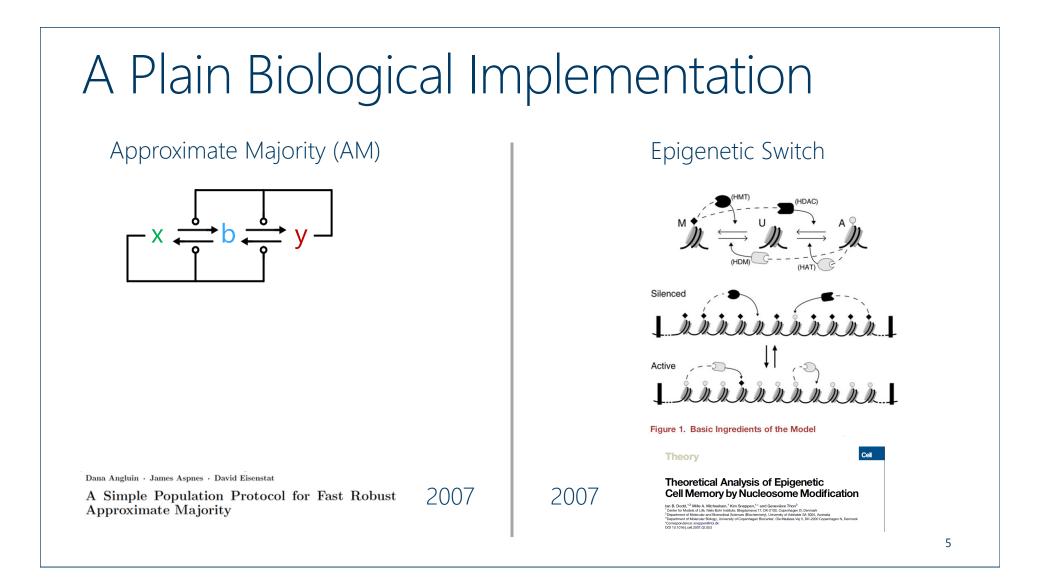
Dana Angluin · James Aspnes · David Eisenstat

A Simple Population Protocol for Fast Robust Approximate Majority

### **Population Protocols**

#### Computational model

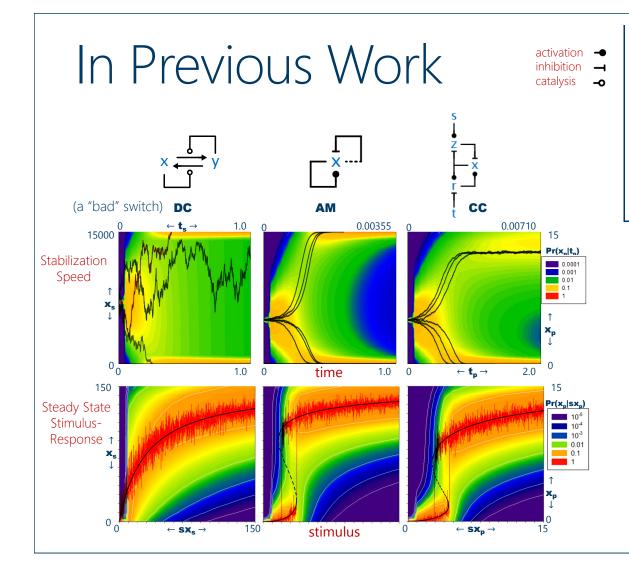
- · Finite-state identity-free agents (molecules) interact in randomly chosen pairs
- Each interaction (collision) can result in state changes
- Complete connectivity, no centralized control (well-mixed solution)
- AM properties: With high probability, for *n* agents
  - The total number of interactions is  $O(n \log n) \Rightarrow$  fast (optimal)
  - Correct outcome if the initial disparity is  $\omega(sqrt(n) \log n) \Rightarrow$  robust
  - In parallel time, converges in O(log n)



# Motivation (cont'd)

- We can claim that the epigenetic switch is a *direct* biological implementation of an algorithm
  - Although we may have to qualify that with some notion of approximation of the (enzymatic) kinetics
- In most cases the biological implementation seems more *indirect* or *obfuscated*
  - "Nature is subtle but not malicious Einstein" Ha! think again!
  - Other implementations of Approximate Majority seem convoluted and... approximate
  - Like finding an algorithm in a haystack...





#### The "classical" Cell Cycle Switch **CC** approximates AM performance



#### CC converges in O(log n) time (like AM) (but 2x slower than AM, and does not fully switch)

Symmetrical initial conditions  $(x_0=x_1=x_2)$ 

Black lines: high-count stochastic simulation traces Color: full probability distribution of low-count system

Hor axis is time.

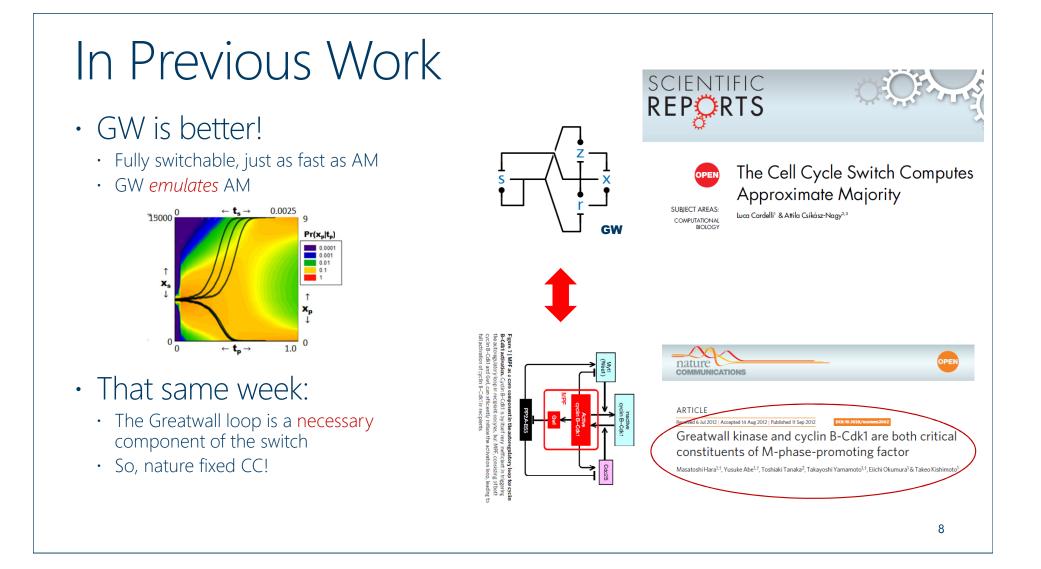
#### AM shows hysteresis (like CC)

Black lines: deterministic ODE bifurcation diagrams Red lines: medium-count stochastic simulations Color: full probability distribution of low-count system

Hor axis is stimulus pushing towards x<sub>0</sub> against fixed bias.

### There is an *obvious* bug in CC performance!

7

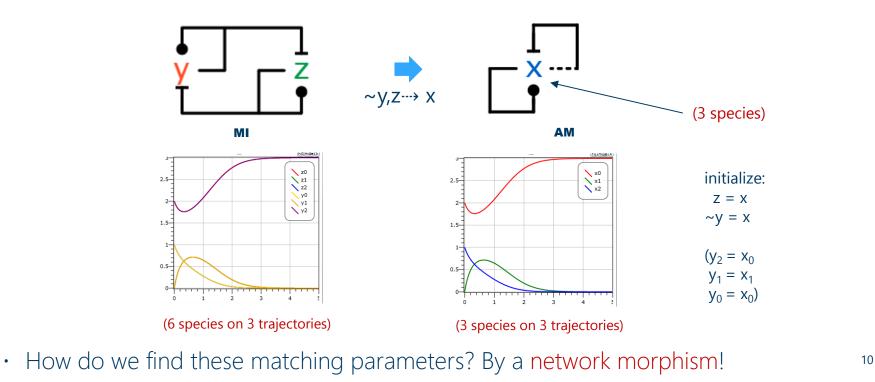


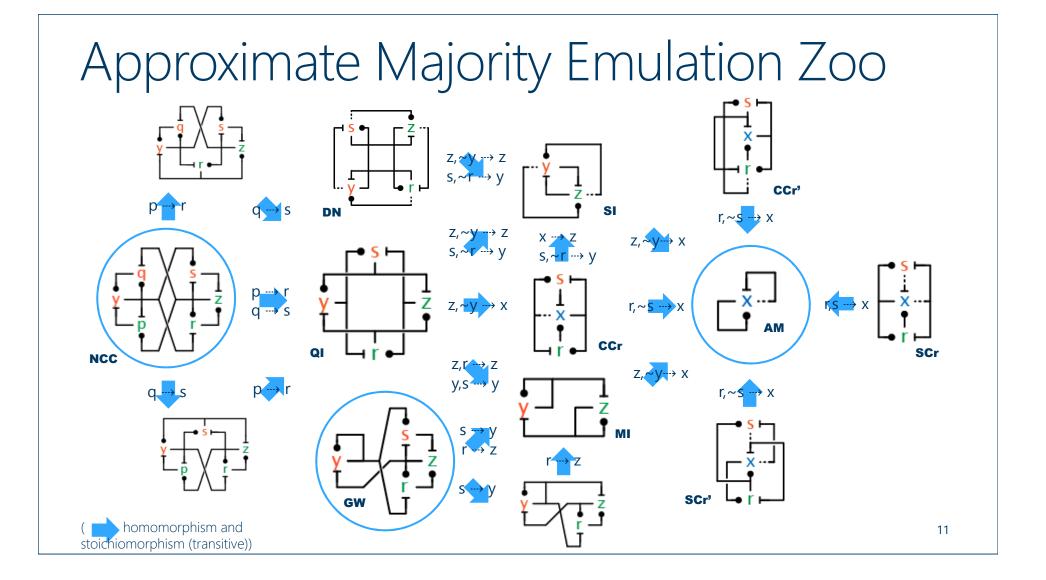
# Motivation (cont'd)

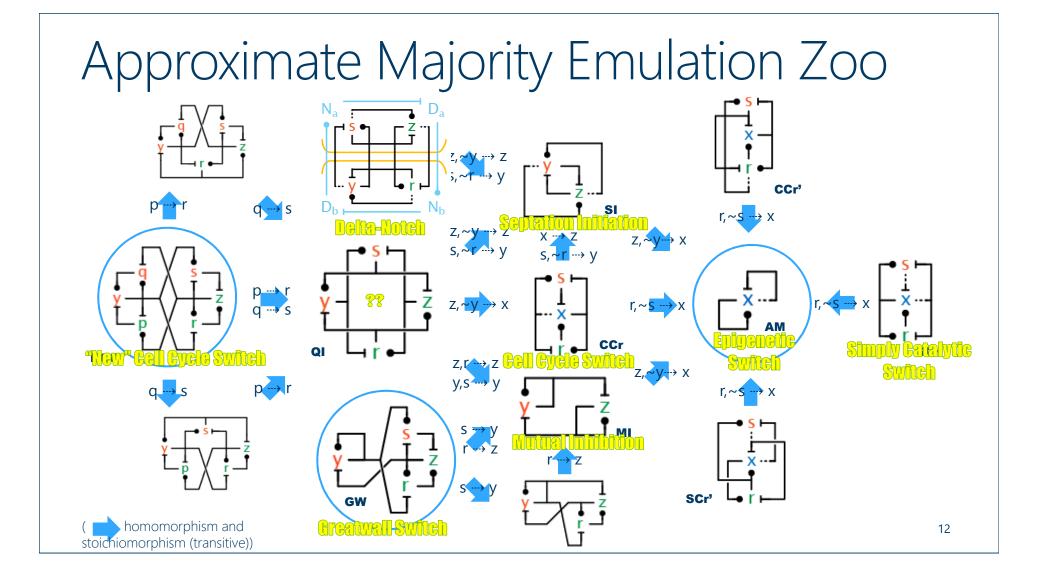
- When does a biologically messy network X "implement" some ideal algorithm Y?
- Some networks behave similarly because "their ODEs are just equivalent"
  - When do trajectories of one CRN "collapse" into trajectories of another?
  - This can be answered on the *static structure* of CRNs as opposed to their kinetics.
  - · Independently on rates and initial conditions (of one of the two networks).

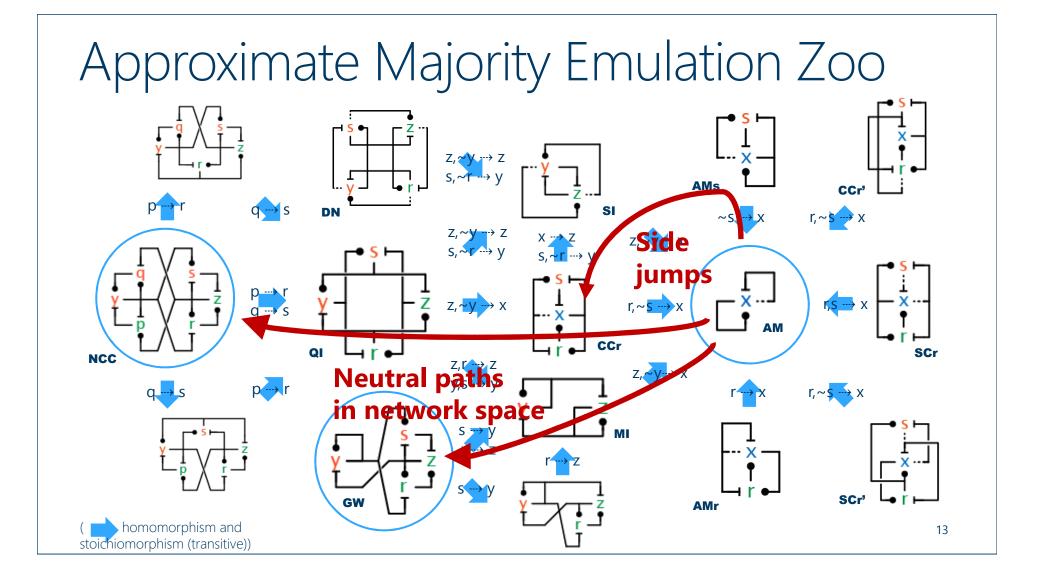
### Network Emulation: MI emulates AM

• For *any* rates and initial conditions of AM, we can find *some* rates and initial conditions of MI such that the (6) trajectories of MI retrace those (3) of AM:









### **Emulation Theorem**

Theorem: If  $m \in (S, R) \rightarrow (\hat{S}, \hat{R})$  is a CRN reactant morphism and stoichiomorphism then it is a CRN emulation

reactant morphism

$$\boldsymbol{m}_{\mathcal{S}}^{\mathrm{T}} \cdot \boldsymbol{\rho} = \widehat{\boldsymbol{\rho}} \cdot \boldsymbol{m}_{\mathcal{R}}^{\mathrm{T}}$$

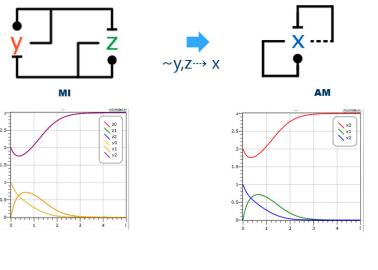
stoichiomorphism

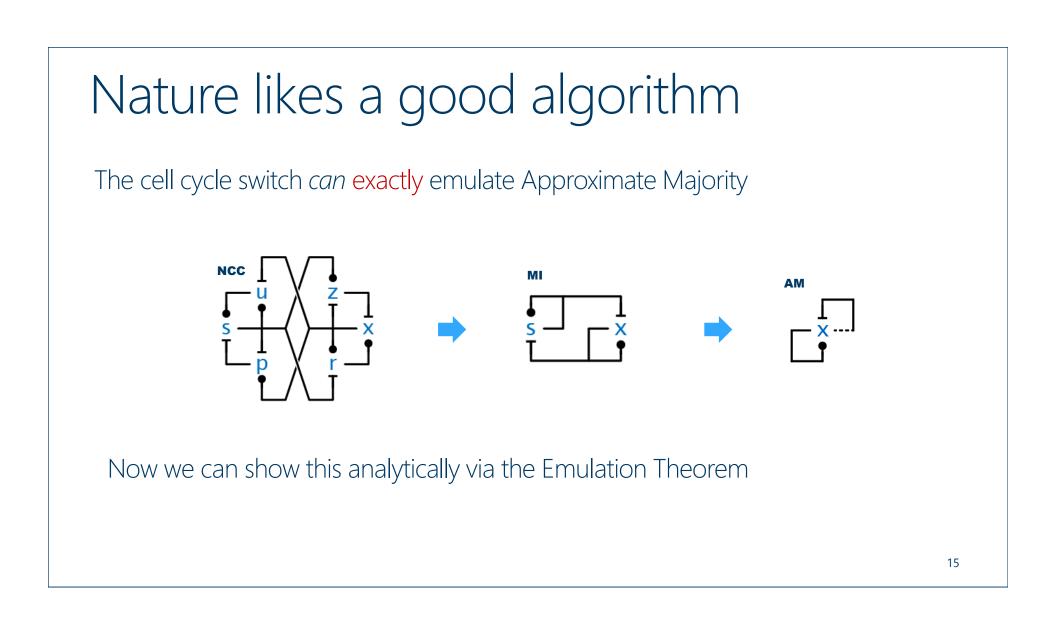
emulation

**F** is the *differential system* of 
$$(S, R)$$
, given by the law of mass action,  $\hat{\boldsymbol{v}}$  is a state of  $(\hat{S}, \hat{R})$ .  $\boldsymbol{\varphi}$  is the stoichiometric matrix and  $\boldsymbol{\rho}$  is the related reactant matrix.  $\boldsymbol{m}_{S}$  and  $\boldsymbol{m}_{\mathcal{R}}$  are the characteristic 0-1 matrices of the morphism maps  $\boldsymbol{m}_{S}$  (on species) and  $\boldsymbol{m}_{\mathcal{R}}$  (on reactions).

Homomorphism implies reactant morphism.

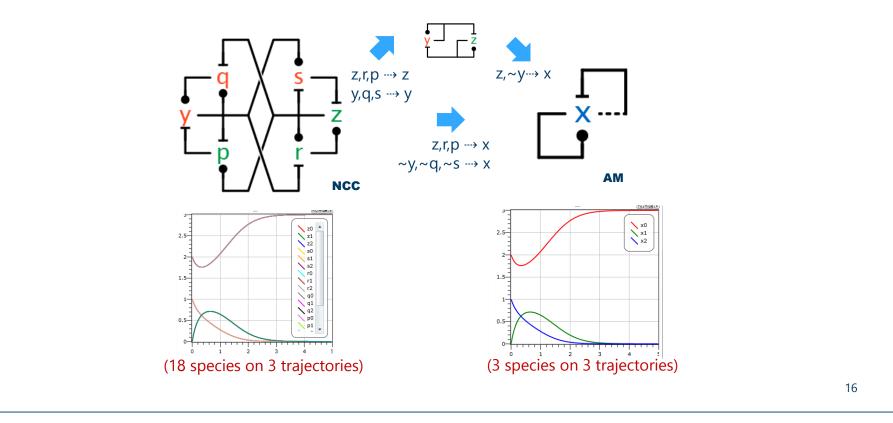
Thus, for *any initial conditions* of  $(\hat{S}, \hat{R})$  we can initialize (S, R) to match its trajectories. And also (another theorem), for *any rates* of  $(\hat{S}, \hat{R})$  we can choose rates of (S, R) that lead to emulation.



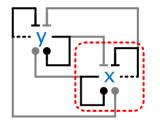


### Emulations Compose: NCC emulates AM

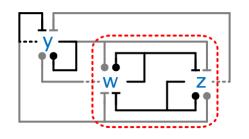
• The (18) trajectories NCC can *always* retrace those (3) of AM



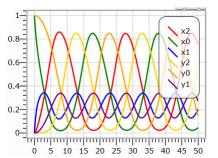
### Emulation in Context

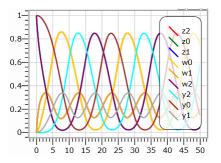


**AM-AM Oscillator** 



**AM-MI Oscillator** 





 $m \in MI \rightarrow AM$  is an emulation: it maps  $z \rightarrow x$  and  $\sim w \rightarrow x$ 

We can replace AM with MI in a context. The mapping m tells us how to wire MI to obtain an overall emulation:

Each influence crossing the dashed lines into x is replaced by a similar influence into both z and  $\sim w$ . The latter is the same as an opposite influence into w (shown).

Each influence crossing the dashed lines out of x is replaced by a similar influence from the same side of *either z or*  $\sim w$ . The latter is the same as a similar influence from the opposite side of w (shown), and the same as an opposite influence from the same side of w.

17

# Interpretations of Network Morphisms

#### Explanation of network structure

• E.g. we know that the main function of Delta-Notch is to stabilize the system in one of two states. AM is the quintessential network that embodies fast robust bistability. The stoichiomorphism from Delta-Notch to AM "explains" what Delta-Notch (normally) does, and exactly how well it can do it.

#### Robust implementation of simpler function

Redundant symmetries are implicit in the stoichiomorphism relationships

#### Neutral paths in network space (evolution)

- If an evolutionary event happens to be a stoichiomorphism, or close to it, it will not be immediately selected against, because it is "kinetically neutral".
- This allows the network to increase its complexity without kinetic penalty.
- · Later, the extra degrees of freedom can lead to kinetic differentiation.
- But meanwhile, the organism can explore variations of network structure.

#### Network implementation (not abstraction!)

- Stoichiomorphisms are not about abstraction / coarse-graining that preserve behavior, on the contrary, they are about *refinement / fine-graining* that preserve behavior.
- They describe *implementations* of abstract networks, where the abstract networks themselves may not be (biologically) implementable because of excessive demands on species interactions.