

Membrane Systems in Algebraic Biology: From a Toy to a Tool

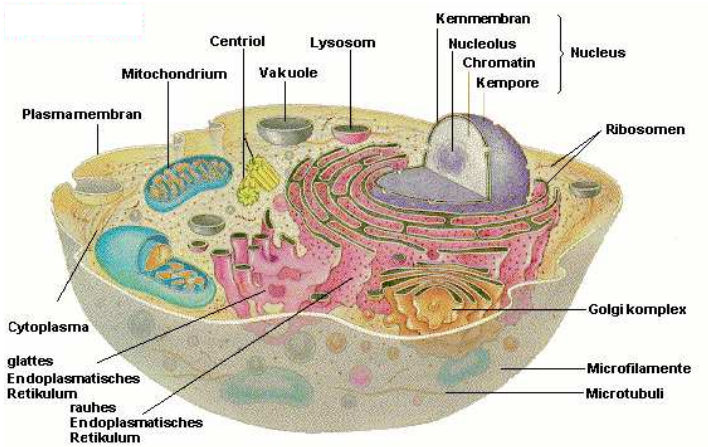
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School of Biology and Pharmacy
Department of Bioinformatics

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January 29, 2009

Membrane Systems: Inspired by Cells and Tissues

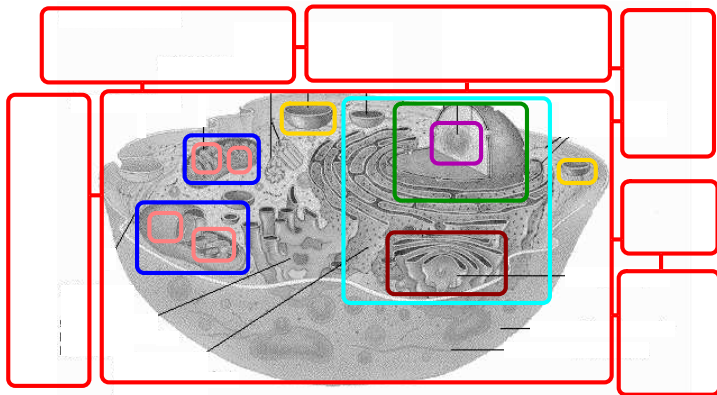


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⇒ Capturing specialties of intra- and intercellular processes

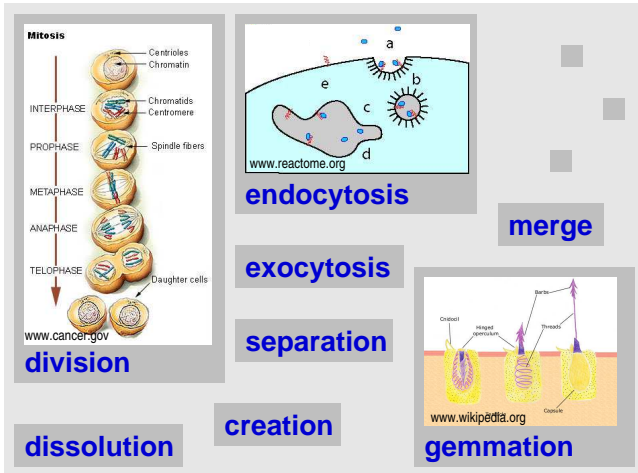


(I) Nested Compartments Delimited by Permeable Membranes



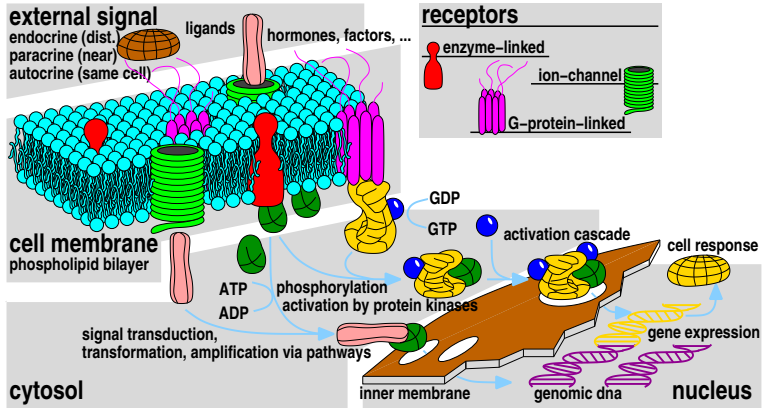
⇒ Spatial regions wherein chemical reactions can occur

(II) Dynamics in Compartmental Cell Structure



⇒ Plasticity initiated by dedicated reaction networks

(III) Complex Polymeric Biomolecules in Low Concentrations

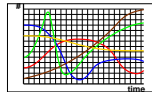
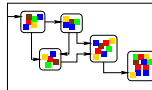
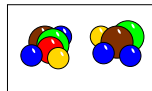
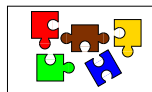


⇒ Reaction pathways forming specific biomolecules

Outline

Membrane Systems in Algebraic Biology: From a Toy to a Tool

- 1. A Primer: Reaction systems**
composed of discrete entities
- 2. Membrane systems:**
Some introductory examples
- 3. Features and varieties:**
Classification and properties
- 4. Π_{CSN} : A modelling framework**
for cell signalling networks
- 5. Bio-Applications:**
Appetizers for systems biologists
- 6. Membrane systems as computing devices**
- 7. The P page:** An online repository and more
- 8. Quo vadis:** Concluding remarks and outlook

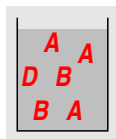


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0	1	1	0	0	1	0
1	0	1	1	0	1	0
1	0	0	1	0	0	1

Multiset: Molecular Configuration within a Membrane

Example

$$\begin{aligned}\mathcal{L} &= \{(A, 3), (B, 2), (C, 0), (D, 1)\} \\ \text{supp}(\mathcal{L}) &= \{A, B, D\} \\ \text{card}(\mathcal{L}) &= 6\end{aligned}$$



contents of a
toy membrane

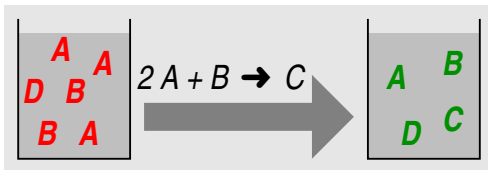
Definitions

Multiset: Let F be a set. A multiset over F is a mapping $\mathcal{F} : F \rightarrow \mathbb{N} \cup \{\infty\}$ that specifies the multiplicity of each element $a \in F$.

Support: Let $\mathcal{F} : F \rightarrow \mathbb{N} \cup \{\infty\}$ be a multiset. A set $S \subseteq F$ is called $\text{supp}(\mathcal{F})$ iff $S = \{s \in F \mid \mathcal{F}(s) > 0\}$.

Cardinality: $\text{card}(\mathcal{F}) := \sum_{a \in F} \mathcal{F}(a)$

Term Rewriting: Employ a Reaction by Set Operations



Example

$$\{(A, 3), (B, 2), (C, 0), (D, 1)\} \ominus \{(A, 2), (B, 1)\} \uplus \{(C, 1)\} = \{(A, 1), (B, 1), (C, 1), (D, 1)\}$$

Multiset operations

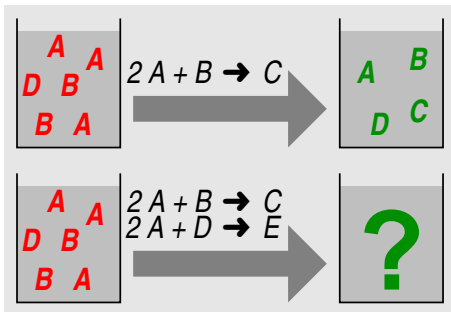
Difference: $\mathcal{F} \ominus \mathcal{G} := \{(a, \max(\mathcal{F}(a) - \mathcal{G}(a), 0)) \mid a \in F \setminus G\}$

Sum: $\mathcal{F} \uplus \mathcal{G} := \{(a, \mathcal{F}(a) + \mathcal{G}(a)) \mid a \in F \cup G\}$

Union: $\mathcal{F} \cup \mathcal{G} := \{(a, \max(\mathcal{F}(a), \mathcal{G}(a))) \mid a \in F \cup G\}$

Intersection: $\mathcal{F} \cap \mathcal{G} := \{(a, \min(\mathcal{F}(a), \mathcal{G}(a))) \mid a \in F \cap G\}$

Coping with Conflicts: Introducing Process Control



Possible strategies to decide among satisfied reactions

Nondeterminism: Maximal parallel enumeration of all potential scenarios

Prioritisation of reactions: Determinisation by a predefined order for applicability of reactions

Stochasticity: Randomly select a satisfied reaction

Evolution over Time

Time-discrete iteration scheme

- Starting from an initial molecular configuration \mathcal{L}_0
- Iterative term rewriting for transition(s) $\mathcal{L}_t \rightarrow \mathcal{L}_{t+1}$. Each iteration corresponds to a discrete period in time $\Delta\tau$
- Within each iteration turn, applicable reactions are figured out and subsequently employed once or several times (e.g. kinetic function $f : \mathcal{L} \rightarrow \mathbb{N}$ in concert with discretised kinetic laws)
- Obtaining a derivation tree that lists sequences of molecular configurations as nodes

Considered aspects

- Suitability for small amounts of reacting particles (e.g. cell signalling)
- Compliance with mass conservance for undersatisfied reaction scenarios

First Example: A Single Membrane System

$$\Pi_{PR} = (V, T, [1]_1, \mathcal{L}_0, R)$$

V system alphabet

$T \subseteq V$ terminal alphabet

$[1]_1$ compartmental structure

$\mathcal{L}_0 \subset V \times (\mathbb{N} \cup \{\infty\})$ multiset for initial configuration

$R = \{r_1, \dots, r_k\}$ set of reaction rules

Each reaction rule r_i consists of two multisets
(reactants \mathcal{E}_i , products \mathcal{P}_i) such that

$$r_i = (\{(A_1, a_1), \dots, (A_h, a_h)\}, \{(B_1, b_1), \dots, (B_v, b_v)\}).$$

We write in chemical denotation:



\implies Index i specifies priority of r_i : $r_1 > r_2 > \dots > r_k$.

First Example: A Single Membrane System

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V system alphabet

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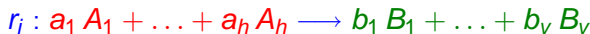
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We write in chemical denotation:



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Dynamical Behaviour of Π_{PR}

Iteration scheme for configuration update
incrementing discrete time points $t \in \mathbb{N}$

$$\begin{aligned}
 \mathcal{L}_{t+1} = & \{(\mathbf{a}, \alpha_{\mathbf{a},k}) \mid \forall \mathbf{a} \in V \\
 & \wedge \alpha_{\mathbf{a},0} = \text{card}(\mathcal{L}_t \cap \{(\mathbf{a}, \infty)\}) \\
 & \wedge \beta_{\mathbf{a},i} = \text{card}(\mathcal{E}_i \cap \{(\mathbf{a}, \infty)\}) \\
 & \wedge \gamma_{\mathbf{a},i} = \text{card}(\mathcal{P}_i \cap \{(\mathbf{a}, \infty)\}) \\
 & \wedge \alpha_{\mathbf{a},i} = \begin{cases} \alpha_{\mathbf{a},i-1} + f_i \cdot \gamma_{\mathbf{a},i} - f_i \cdot \beta_{\mathbf{a},i} & \text{iff } \forall \mathbf{a} \in V : \alpha_{\mathbf{a},i-1} \geq f_i \cdot \beta_{\mathbf{a},i} \\ \alpha_{\mathbf{a},i-1} & \text{else} \end{cases} \\
 & \wedge i \in \{1, \dots, k\} \}
 \end{aligned}$$

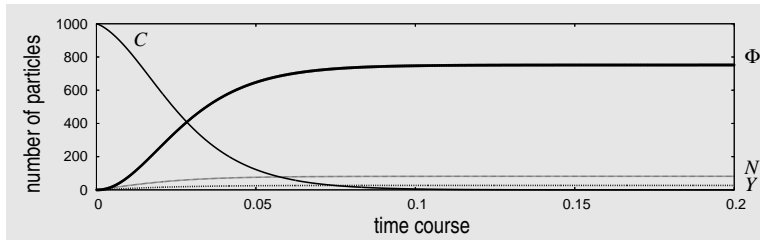
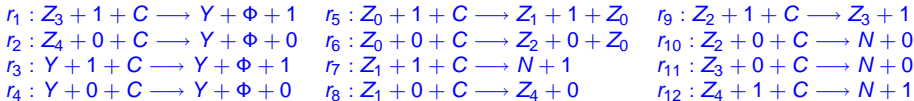
System output (distinction empty/nonempty configuration):

$$\text{supp} \left(\bigoplus_{t=0}^{\infty} (\mathcal{L}_t \cap \{(w, \infty) \mid w \in T\}) \right) \subseteq T$$

Simulation Study of a Concrete Toy System Π_{PR}

$$\Pi_{PR} = (\{Z_0, Z_1, Z_2, Z_3, Z_4, N, Y, 0, 1, \Phi, C\}, \{\Phi\}, [1]_1, \mathcal{L}_0, \{r_1, \dots, r_{12}\})$$

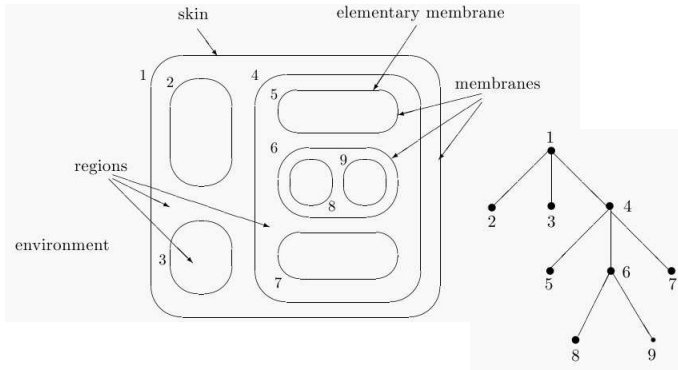
$$\mathcal{L}_0 = \{(Z_0, 2), (0, 1), (1, 1), (C, 1000)\}$$



Dynamical simulation was carried out using MatLab ($\Delta\tau = 10^{-4}$).
Example comes from transformation of a finite automaton.

From a Single Membrane to a Membrane Structure

Hierarchically nested membranes denoted as a tree



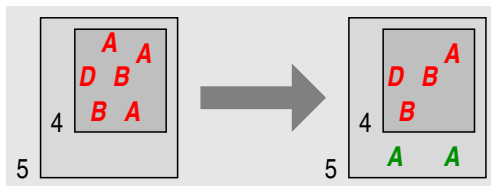
Representation as character string (or graph)

$$\mu = [1[2]2[3]3[4]5]5[6[8]8[9]9]6[7]7]4]1$$

G. Păun. Membrane Computing: An Introduction. Springer Verlag, 2002

Extensions of Rules Beyond Reactions: Transportation

Transportation of molecules through membranes

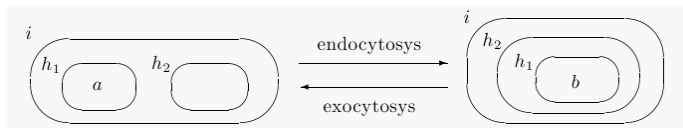


Algebraic settings available for different scenarios like

- Diffusion (unspecific transport through neighboured membranes)
- Receptors (acting as molecular filters)
- Symport/antiport (interactive molecular exchange)

Active Membranes

Rules for dynamical changes in membrane structure



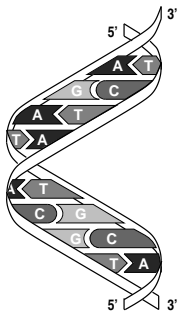
G. Păun. Introduction to Membrane Computing. Romanian Academy, 2001



Specification

- Change in membrane structure μ effects further system components
- Adjustment of configuration \mathcal{L} and rules \mathcal{R} attached to concerned membranes
- Membrane properties like electric charge (e.g. $[]^+$, $[]^-$)

Structuring the Objects



DNA-Strang

linearisierte
Darstellung



Erkennen der zugrunde
liegenden DNA-Einzelstränge

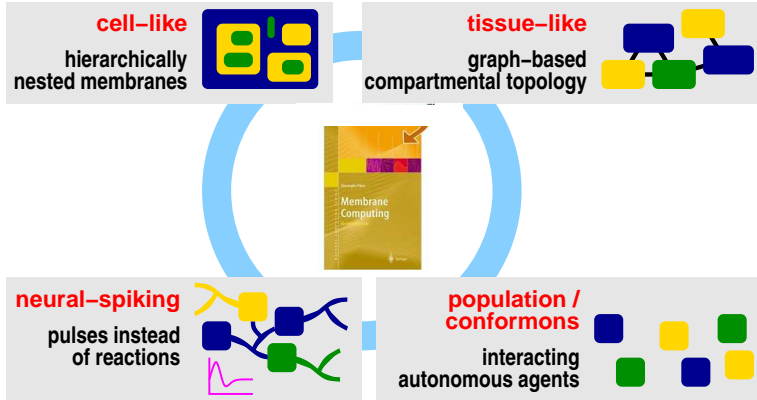
H-TCTAGACGT-H
H-ACGTCTAGA-H

Notation als Wörter einer
formalen Sprache

T. Hinze, M. Sturm. Rechnen mit DNA. 316pp., Oldenbourg Wissenschaftsverlag, 2004

- Algebraic representation of molecular entities or reactants as **character strings** in terms of **formal languages**
- Placeholders (*) for handling **regular expressions** in conjunction with **matching strategies**

Classification of Membrane Systems

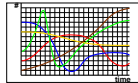
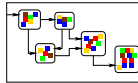
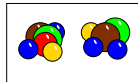
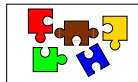


G. Păun. Membrane Computing: An Introduction. Springer Verlag, 2002

- Main classes with respect to compartmental topology and principle of operation

A Membrane System for Cell Signalling Processes

- Capture significant aspects of cellular signalling:
 - Components, topology, modularity
 - Protein activation states
 - Dynamical behaviour (kinetics)
 - Signal coding and transduction
 - Coping with incomplete protein information
- Based on tissue-like membrane systems
- Keep formalism tractable
- Balance detailedness with computational needs
- Facilitate system modification, recombination, and construction *ab initio*



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1	0	1	1	0	1	0
1	0	0	1	0	0	1

T. Hinze, T. Lenser, P. Dittrich. A Protein Substructure Based P System for Description and Analysis of Cell Signalling Networks. In H.J. Hoogeboom, G. Paun, G. Rozenberg, A. Salomaa (Eds.), Membrane Computing. Series Lecture Notes in Computer Science 4361:409-423, Springer Verlag, 2006

System Definition Π_{CSN}

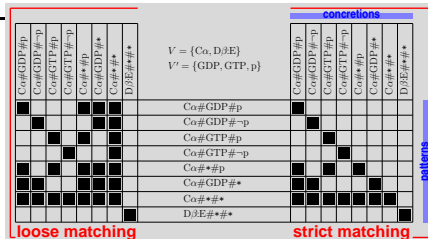
- System $\Pi_{\text{CSN}} = (V, V', E, M, n)$
 - V : alphabet of protein identifiers
 - V' : alphabet of protein substructure/property identifiers
 - M : **modules** \longrightarrow functional reaction units
 - E : graph \longrightarrow transduction **channels** between modules
 - n : number of modules (degree of the P system)
- Modules $M_i = (R_{i1}, \dots, R_{ir_i}, f_{i1}, \dots, f_{ir_i}, A_i) \in M$
 - R_{ij} : reaction rule \longrightarrow multisets of educts and products may contain meta-symbols \longrightarrow **matching** required
 - f_{ij} : function corresponding to **kinetics** of R_{ij} , number of educt objects taken from module within one reaction step
 - A_i : multiset of axioms \longrightarrow initial contents of M_i
- Channels $e_{ij} = (i, j, l_{ij}, d_{ij}) \in E$
 - Weighted directed channel from module i to module j
 - l_{ij} : filter interface (**receptor pattern** and **conc. gradient**)
 - d_{ij} : time **delay** (number of system **steps**) for passage

Matching and Matching Strategies

- String-based representation of proteins
 - String-object s** : representation of a protein, its properties, substructure, binding domains, activation state, ligands
 - Structure**: $s \in V^+ \otimes (\{\#\} \otimes ((V')^+ \cup \{\neg\} \otimes (V')^+ \cup \{*\}))^*$
 - Meta-symbols: placeholder (wild-card) $*$** \rightarrow appropriate or unknown substructure/property; **exclusion \neg**
 - Test whether two string-objects identify same molecule
- Matching strategies

loose:

two string-objects match iff there is at least one common wild-card free representation



strict:

participating string-objects interpreted as a pattern and a candidate (concretion of the pattern)

Matching and Matching Strategies

								concretions							
$C\alpha\#GDP\#p$	$C\alpha\#GDP\#\neg p$	$C\alpha\#GTP\#p$	$C\alpha\#GTP\#\neg p$	$C\alpha\#\#\#p$	$C\alpha\#GDP\#\#$	$C\alpha\#\#\#\#$	$D\beta:E\#\#\#$	$C\alpha\#GDP\#p$	$C\alpha\#GDP\#\neg p$	$C\alpha\#GTP\#p$	$C\alpha\#GTP\#\neg p$	$C\alpha\#\#\#p$	$C\alpha\#GDP\#\#$	$C\alpha\#\#\#\#$	$D\beta:E\#\#\#$
■				■	■	■		■							
	■				■	■			■						
		■		■		■				■					
			■			■					■				
■		■		■	■	■		■		■		■			
■	■			■	■	■		■	■			■			
■	■	■	■	■	■	■		■	■	■	■	■	■	■	
							■								■
$V = \{C\alpha, D\beta:E\}$ $V' = \{GDP, GTP, p\}$															
loose matching								strict matching							

patterns

System Behaviour and Properties

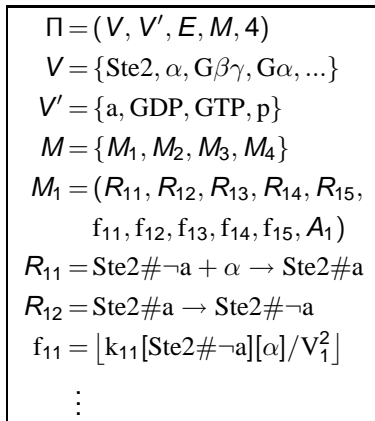
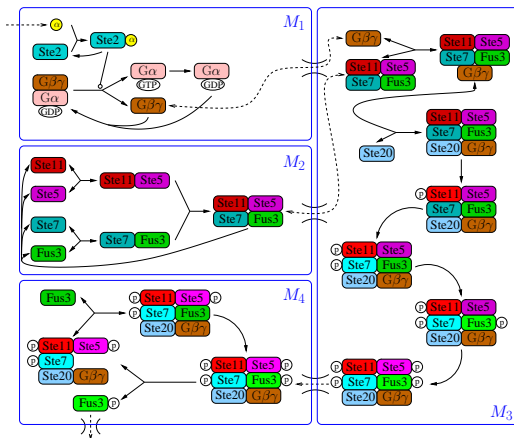
- Definition of dynamical system behaviour
 - Contents of module M_i at global time $t \in \mathbb{N}$: multiset $L_i(t)$
 - System step by module M_i :

$$\begin{aligned}
 L_i(0) &= A_i \\
 L'_i(t) &= L_i(t) \ominus \text{Educts}_i(t) \uplus \text{Products}_i(t) \\
 L_i(t+1) &= L'_i(t) \ominus \text{Outgoing}_i(t) \uplus \text{Incoming}_i(t)
 \end{aligned}$$

1. Determine multiset of educts using $L_i(t), R_{i1}, \dots, R_{ir_i}, f_{i1}, \dots, f_{ir_i}$; involves matching
 2. Remove educt objects from module contents
 3. Determine and add multiset of reaction products, obtain $L'_i(t)$
 4. Determine and separate objects leaving host module evaluate $L'_i(t)$ and I for each outgoing channel, matching
 5. Add objects received from incoming channels, consider d
- System properties
 - Modularity – static system topology – ability to identify objects/substructures – flexibility in level of abstraction
 - Determinism – computational tractability – universality

Example: Yeast Pheromone Pathway

Signal transduction in *Saccharomyces cerevisiae*



T. Hinze, T. Lenser, P. Dittrich. A Protein Substructure Based P System for Description and Analysis of Cell Signalling Networks. In H.J. Hoogeboom, G. Paun, G. Rozenberg, A. Salomaa (Eds.), Membrane Computing. Series Lecture Notes in Computer Science 4361:409-423, Springer Verlag, 2006

Bio-Applications: Further Appetizers

Bio-applications

- | | |
|--|-----|
| 2. P System Models for Mechanosensitive Channels
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G. Ciobanu, G. Păun, M.J. Perez-Jimenez (Eds.). Applications of Membrane Computing. Springer Verlag, 2005

Membrane Systems as Universal Computing Devices

Models and concepts for biologically inspired computing

- (Bio)molecular computation
- Genetic circuits
- Cell-based computing
- Neural networks
- Gene assembly
- Evolutionary computing
- Amorphous computing

⇒ Covered by variants of P systems

⇒ Computational completeness shown by simulation of Turing machines or equivalents



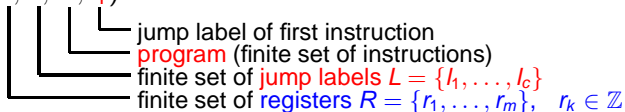
Alan Turing
www.computerhistory.org

Random Access Machine (RAM)

Established Turing-Complete Model for Computation

- Syntactical denotation of components

$$RAM = (R, L, P, l_1)$$



- Available instructions

- $l_j : \text{INCR}(r_k), l_j$ increment register r_k , jump to l_j
- $l_j : \text{DECR}(r_k), l_j$ decrement register r_k , jump to l_j
- $l_j : r_k > 0, l_j, l_p$ if $r_k > 0$ jump to l_j else jump to l_p
- $l_j : \text{HALT}$ terminate program and output

- Useful assumptions

- Consecutive indexing of jump labels and registers
- Determinism
- Initialisation of registers at start
- Output of all m registers when HALT

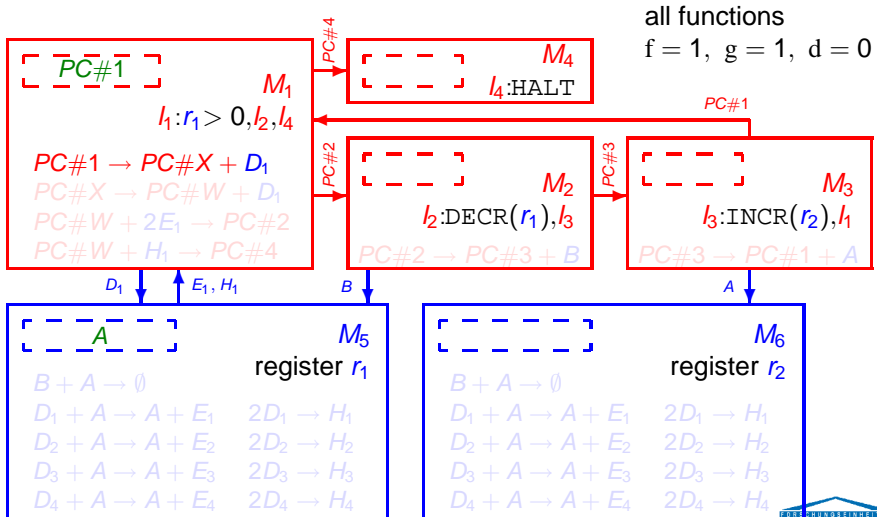
Simulation of Register Machines by Π_{CSN}

- Consider for simulation and transformation

$$\begin{aligned}
 \text{RAM} &= (R, L, P, l_1) \\
 R &= \{r_1, r_2\} \\
 L &= \{l_1, l_2, l_3, l_4\} \\
 P &= \{l_1 : r_1 > 0, l_2, l_4, \\
 &\quad l_2 : \text{DECR}(r_1), l_3, \\
 &\quad l_3 : \text{INCR}(r_2), l_1, \\
 &\quad l_4 : \text{HALT}\}
 \end{aligned}$$

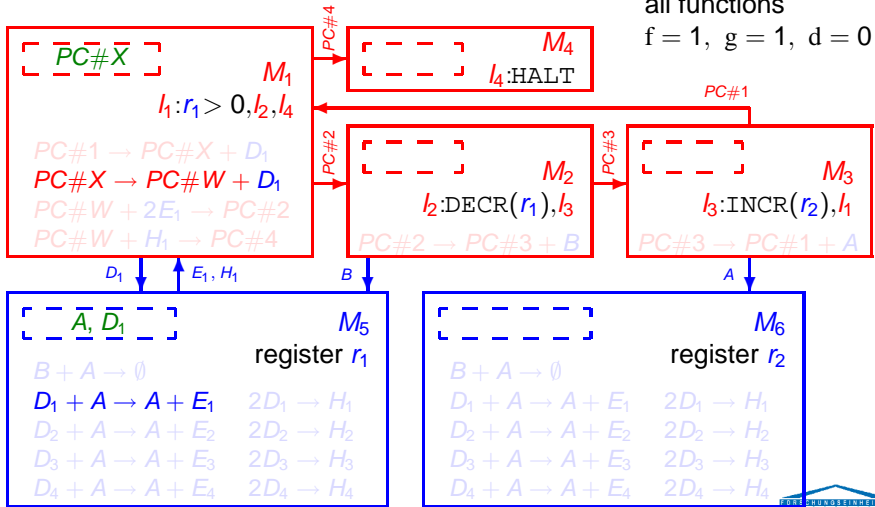
- Initialisation: $r_1 = 1$ and $r_2 = 0$ (arbitrarily chosen)
- Program moves contents of r_1 cumulatively to r_2
- RAM consists of $m = 2$ registers and $c = 4$ instructions
- Each register and each instruction forms separate module of membrane system $\Pi_{\text{CSN}} = (V, V', E, M, c + m)$

Simulation of Register Machines by Π_{CSN}



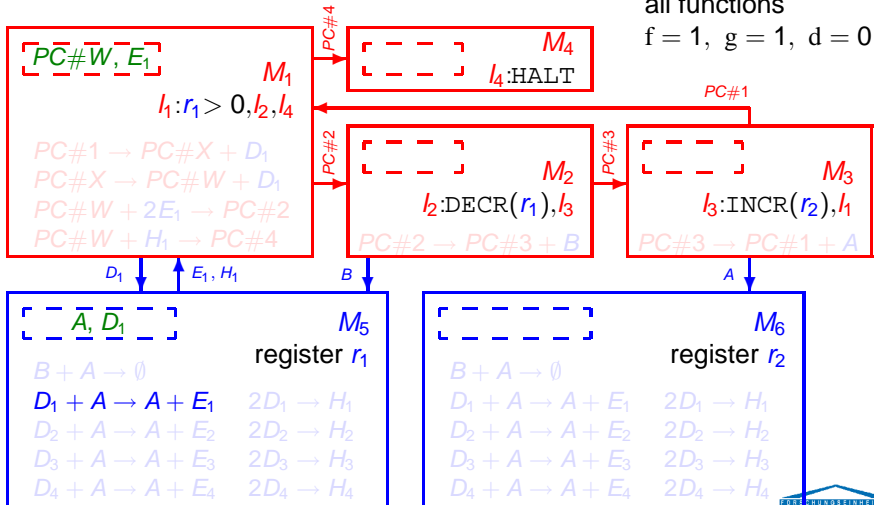
Simulation of Register Machines by Π_{CSN}

all functions
 $f = 1, g = 1, d = 0$



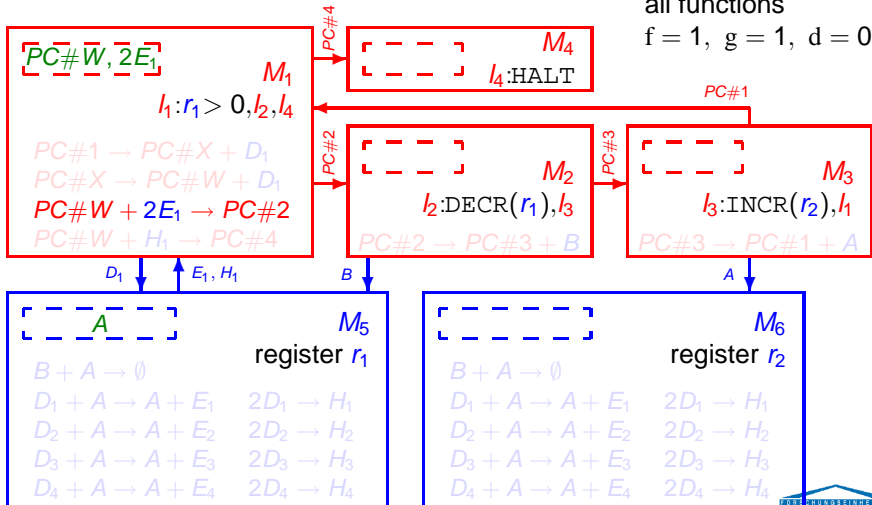
Simulation of Register Machines by Π_{CSN}

all functions
f = 1, g = 1, d = 0

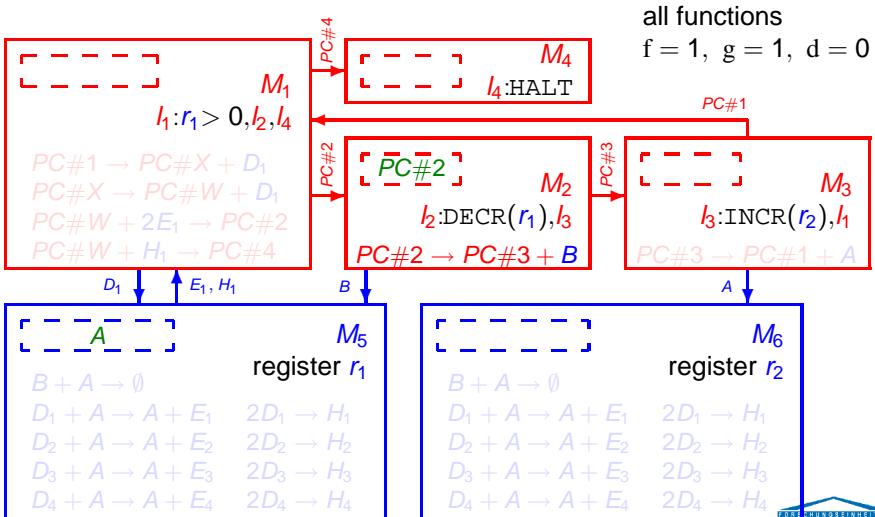


Simulation of Register Machines by Π_{CSN}

all functions
 $f = 1, g = 1, d = 0$

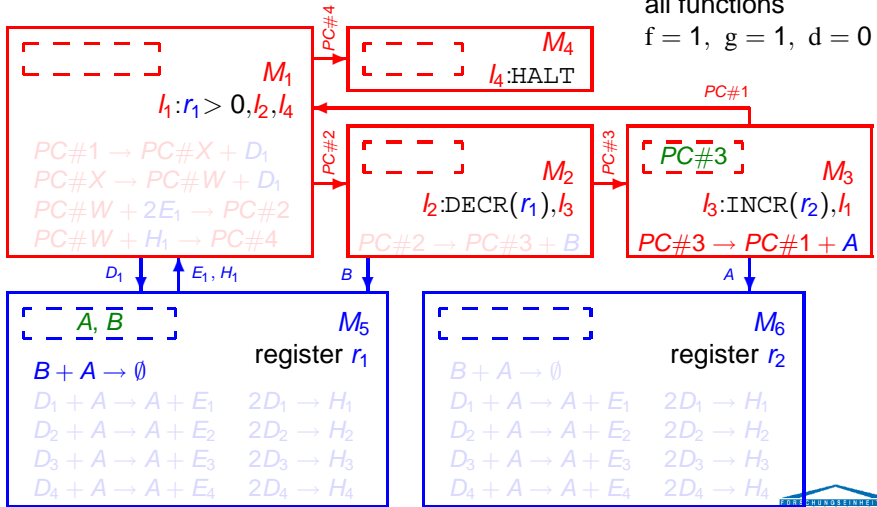


Simulation of Register Machines by Π_{CSN}

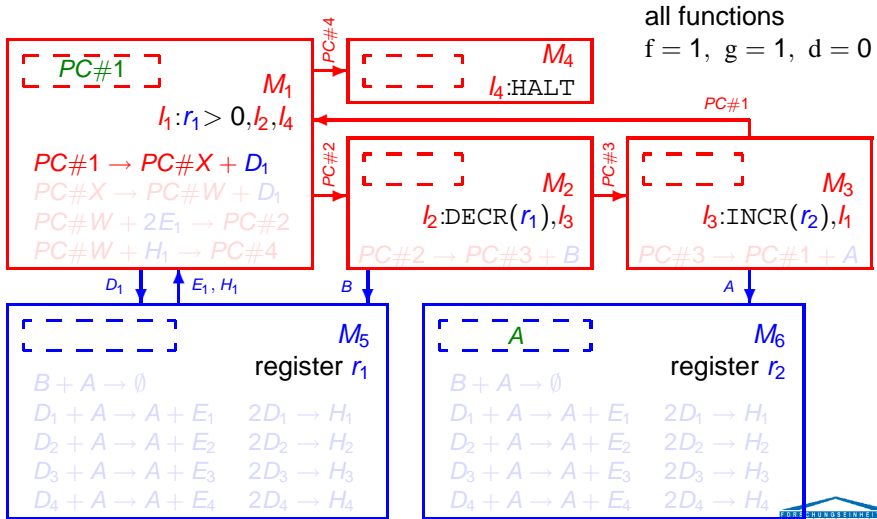


Simulation of Register Machines by Π_{CSN}

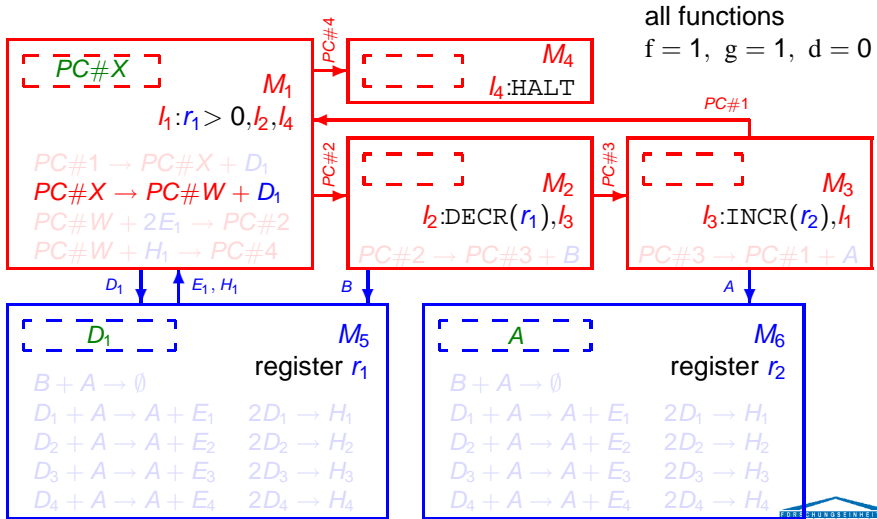
all functions
 $f = 1, g = 1, d = 0$



Simulation of Register Machines by Π_{CSN}

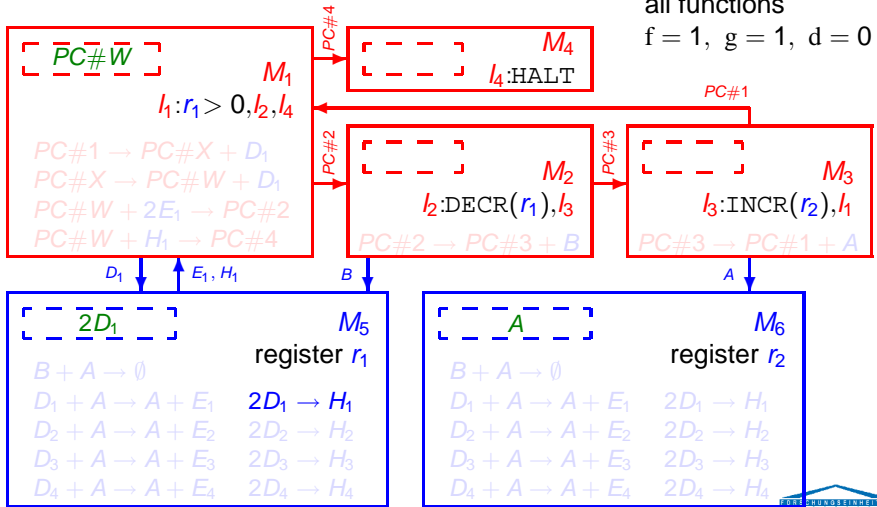


Simulation of Register Machines by Π_{CSN}

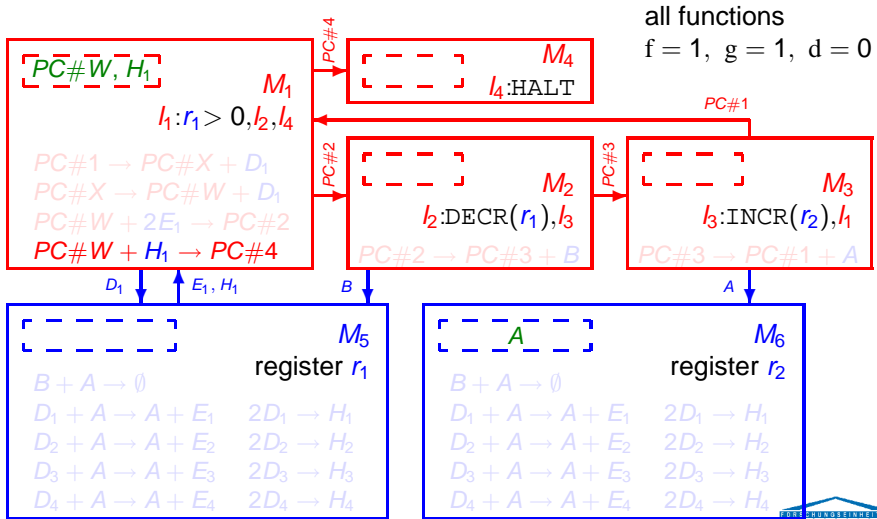


Simulation of Register Machines by Π_{CSN}

all functions
f = 1, g = 1, d = 0

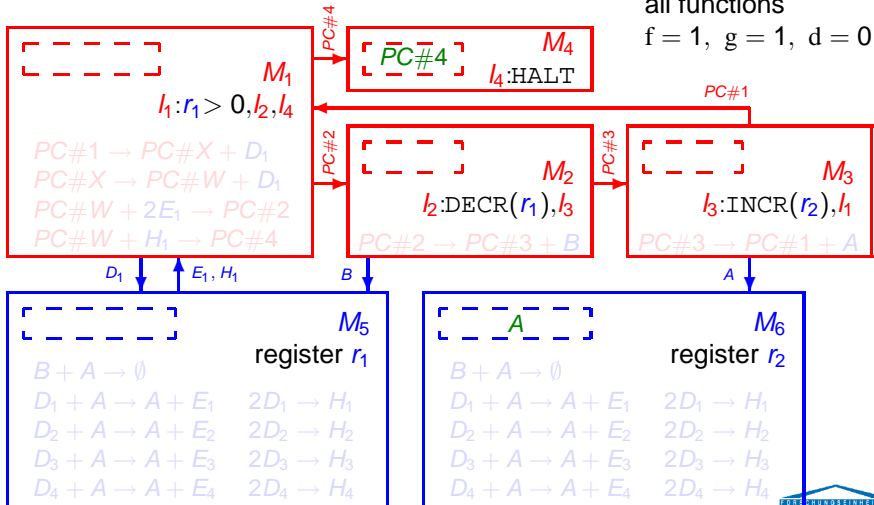


Simulation of Register Machines by Π_{CSN}



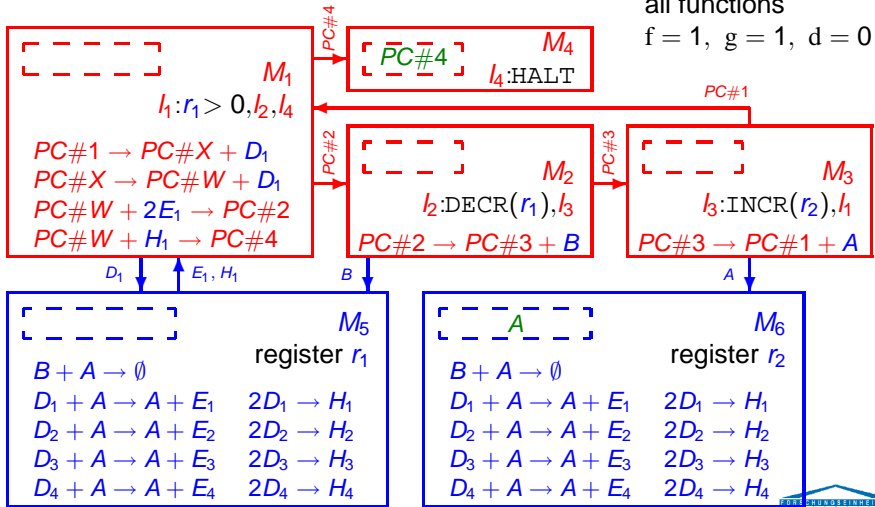
Simulation of Register Machines by Π_{CSN}

all functions
f = 1, g = 1, d = 0

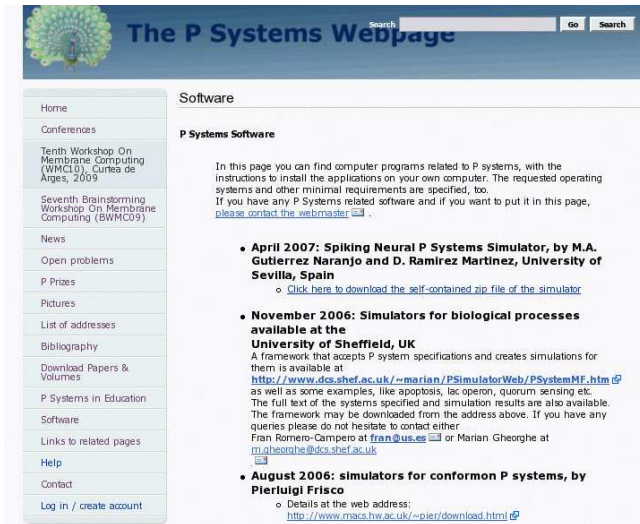


Simulation of Register Machines by Π_{CSN}

all functions
f = 1, g = 1, d = 0



The P Page: A Repository and More ...



The screenshot shows the homepage of 'The P Systems Webpage'. At the top left is a peacock logo. The title 'The P Systems Webpage' is in a large blue font. To the right is a search bar with 'Search' and 'Go' buttons. A left sidebar contains a menu with items: Home, Conferences, Tenth Workshop On Membrane Computing (WMCL0), Curtea de Arges, 2009, Seventh Brainstorming Workshop On Membrane Computing (BWMCO9), News, Open problems, P Prizes, Pictures, List of addresses, Bibliography, Download Papers & Volumes, P Systems in Education, Software, Links to related pages, Help, Contact, and Log in / create account. The main content area is titled 'Software' and 'P Systems Software'. It contains a paragraph of introductory text and a list of three software releases with their dates and authors.

Search Go Search

The P Systems Webpage

Home

Conferences

Tenth Workshop On Membrane Computing (WMCL0), Curtea de Arges, 2009

Seventh Brainstorming Workshop On Membrane Computing (BWMCO9)

News

Open problems

P Prizes

Pictures

List of addresses

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Software

Links to related pages


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Log in / create account

Software

P Systems Software

In this page you can find computer programs related to P systems, with the instructions to install the applications on your own computer. The requested operating systems and other minimal requirements are specified, too.
If you have any P Systems related software and if you want to put it in this page, [please contact the webmaster](#) .

- **April 2007: Spiking Neural P Systems Simulator, by M.A. Gutierrez Naranjo and D. Ramirez Martinez, University of Sevilla, Spain**
 - [Click here to download the self-contained zip file of the simulator](#)
- **November 2006: Simulators for biological processes available at the University of Sheffield, UK**

A framework that accepts P system specifications and creates simulations for them is available at <http://www.dcs.shef.ac.uk/~marian/PSimulatorWeb/PSystemMF.htm>  as well as some examples, like apoptosis, lac operon, quorum sensing etc. The full text of the systems specified and simulation results are also available. The framework may be downloaded from the address above. If you have any queries please do not hesitate to contact either Fran Romero-Campero at fran@us.es  or Marian Gheorghe at m.gheorghe@dcs.shef.ac.uk .
- **August 2006: simulators for conformon P systems, by Pierluigi Frisco**
 - Details at the web address: <http://www.macs.hw.ac.uk/~pier/download.html> 

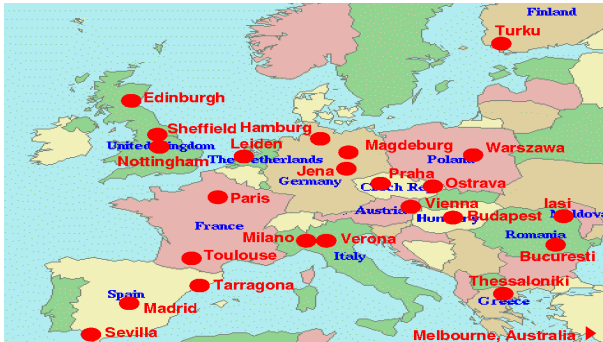
<http://ppage.psystems.eu>

Membrane Systems: International Dimension

- Pioneered in 1998 by Gheorghe Paun
- \approx 10 years scientific evolution
- \approx 100 active researchers in community
- \approx 1,500 publications up to now



Gheorghe Paun
www.imar.ro/~paun



Quo Vadis Membrane Systems? Trends and Visions

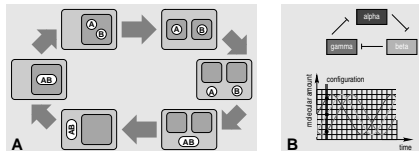
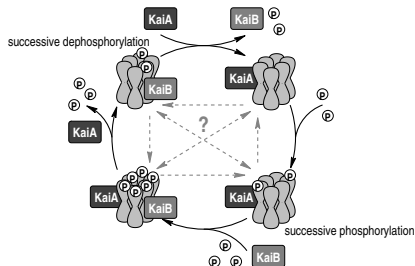
State-of-the-art

- Establish modelling technique in Systems Biology
- Capturing aspects of inter/intracellular information proc.
- Approximation towards further bio-applications

Upcoming contributions

- Framework for **reverse engineering** (e.g. artificial evolution)
- **Backtracking P** systems
- **Molecular tracing**

Envisioned: “Membrane Theory”



Figures are parts of recently submitted material.