Efficient Chemical Computing using Deterministic Reaction Systems with Prioritisation of Rules

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17. Theorietag
Automaten und Formale Sprachen

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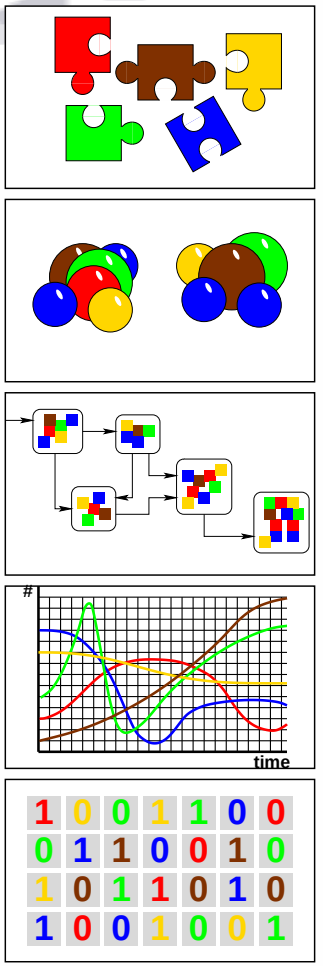
Outline

Efficient Chemical Computing using Deterministic Reaction Systems with Prioritisation of Rules

1. **Introduction:**
   Chemical reaction networks
2. **P systems Π_{PR}:**
   Motivation, definition,
   behaviour, properties
3. **Programming the system:**
   Emulation of NFAs
4. **Solution to the knapsack problem:**
   Idea, algorithm, simulation
5. **Conclusions and further work**



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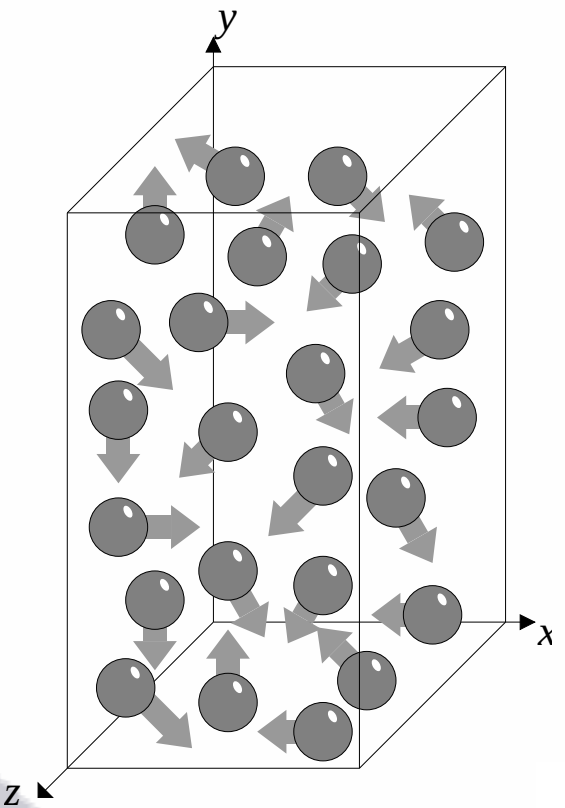
Motivation

Programming Techniques for Chemical Reaction Systems

Chemical reaction systems

- Many autonomous units (particles, molecules, agents, ...)
- Decentralisation
- Nondeterminism
- Stochasticity
- Massive data parallelism
- Communication as computation

$\Longrightarrow$ Models suitable for simulations of computational behaviour?



Applications

- Synthetic biology
- Molecular computing
- Organic computing

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Main Classes of Modelling Approaches

Specific Advantages and Preferred Applications

Analytic approaches

- Primarily adopted from chemical reaction kinetics
- Macroscopic view on species concentrations
- Differential equations from generation and consumption rates
- Deterministic **monitoring of temporal or spatial system behaviour**

Stochastic approaches

- Aspects of uncertainty: incorporating randomness and probabilities
- Ranges of possible scenarios and their statistical distribution
- Facilitating direct comparison with wetlab experimental data
- Statistics: **discovering correlations between network components**

Algebraic approaches

- Discrete principle of operation
- Embedding/evaluating structural information
- Modularisation, hierarchical graduation of provided system information
- **Flexible instruments** regarding level of abstraction

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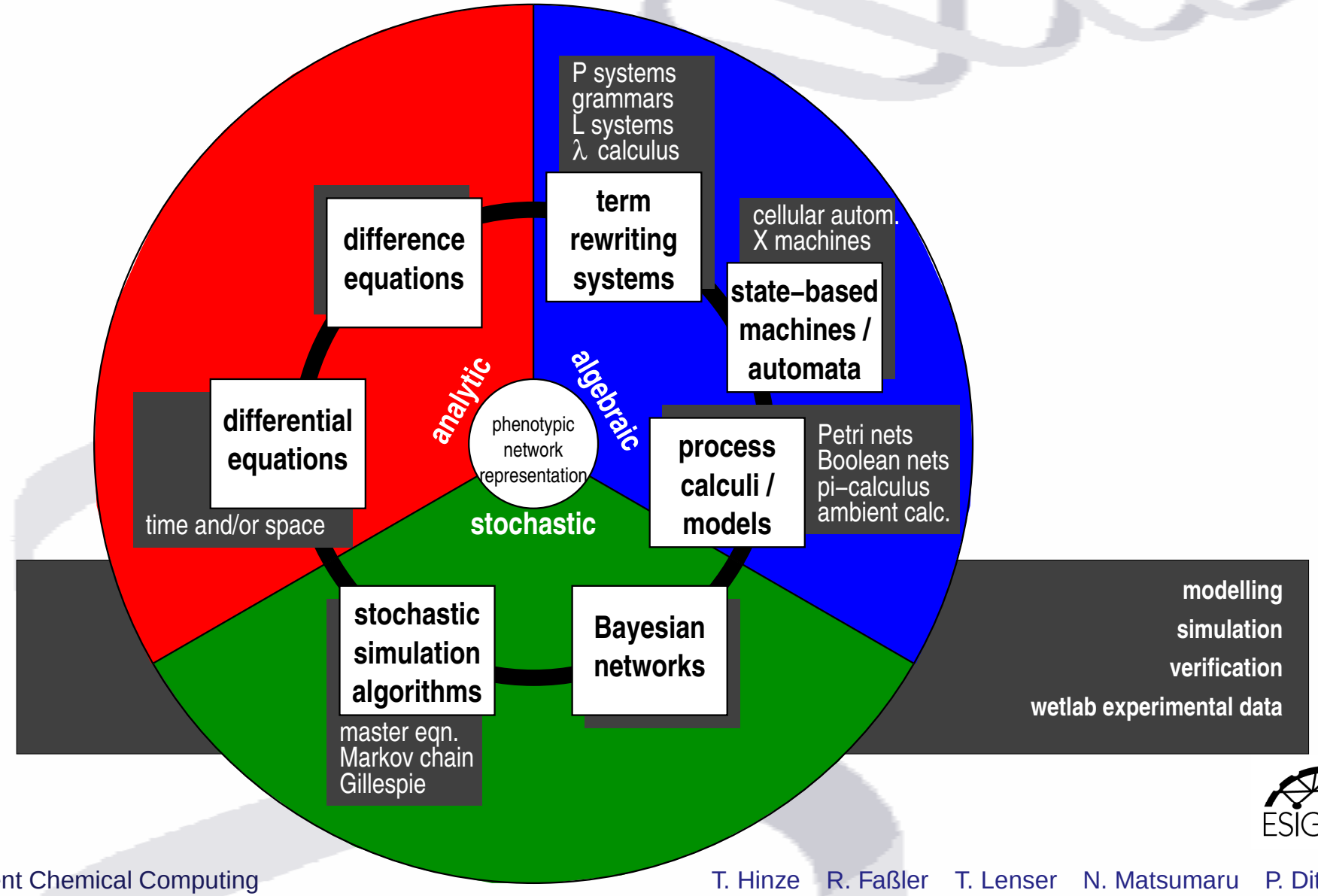
Modelling (Bio)Chemical Reaction Networks

Main Concepts within Modelling Approaches



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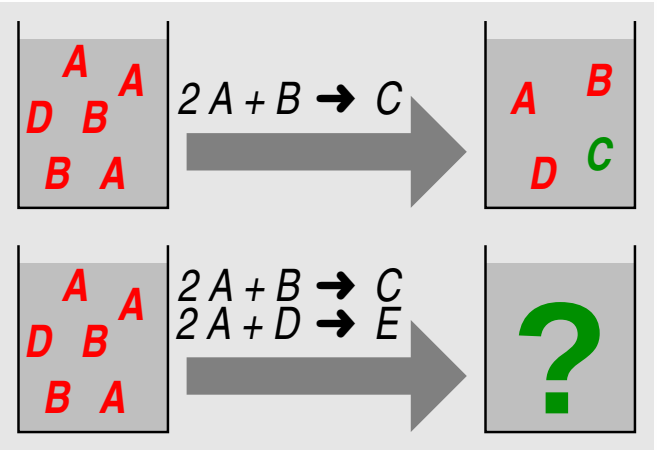
Description of Chemical Reaction Systems: Decisions

P systems in general (G. Păun)

- Algebraic denotation of system components and behaviour
- Discrete principle of operation
- Regulated term rewriting based on multisets and compartmental structures

Aspects considered for systems Π_{PR}

- Suitability for small amounts of reacting particles (e.g. cell signalling)
- Compliance with mass conservance for undersatisfied reaction scenarios
- Determinisation by consistent prioritisation of rewriting rules
- Obtaining simple computational units



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System Definition

Components

$\Pi_{PR} = (V, T, [_1]_1, L_0, R)$

- V ..... system alphabet
- $T \subseteq V$ ..... terminal alphabet
- $[_1]_1$ ..... compartmental structure
- $L_0 \subset V \times (\mathbb{N} \cup \{\infty\})$ .....multiset for initial configuration
- $R = \{r_1, \ldots, r_k\}$ .....set of reaction rules

Each reaction rule r_i consists of two multisets (reactants E_i, products P_i) such that

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

We write in chemical denotation:

$$r_i : a_1 A_1 + \ldots + a_h A_h \longrightarrow b_1 B_1 + \ldots + b_v B_v$$

$\Longrightarrow$ Index i specifies priority of r_i: $r_1 > r_2 > \ldots > r_k$.

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System Definition

Behaviour

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

$$
\begin{aligned}
L_{t+1} \quad = \quad & \{(a, \alpha_{a,k}) \mid \forall a \in V \\
& \wedge\ \alpha_{a,0} = |L_t \cap \{(a, \infty)\}| \\
& \wedge\ \beta_{a,i} = |E_i \cap \{(a, \infty)\}| \\
& \wedge\ \gamma_{a,i} = |P_i \cap \{(a, \infty)\}| \\
& \wedge\ \alpha_{a,i} = \begin{cases} \alpha_{a,i-1} + \gamma_{a,i} - \beta_{a,i} & \text{iff } \forall a \in V : \alpha_{a,i-1} \geq \beta_{a,i} \\ \alpha_{a,i-1} & \text{else} \end{cases} \\
& \wedge\ i \in \{1, \ldots, k\}\}
\end{aligned}
$$

System output (distinction empty/nonempty configuration):

$$\operatorname{supp}\left(\biguplus_{t=0}^{\infty}\left(L_t \cap \{(w, \infty) \mid w \in T\}\right)\right) \subseteq T$$

Programming Π_{PR} using Finite Automata

Transforming NFA $M = (Z, \Sigma, \delta, z_0, F)$ with transition table $\delta \subseteq Z \times \Sigma \times Z$, initial state $z_0 \in Z$, final states $F \subseteq Z$, $Z \cap \Sigma = \emptyset$.

Corresponding system Π_{PR}

$$
\begin{aligned}
\Pi_{PR} &= (V, T, [_1]_1, L_0, \{r_1, \ldots, r_{|\delta|}\}) \\
V &= Z \cup \Sigma \cup \{\Phi, C\}, \text{ w.l.o.g. } \Phi, C \notin Z \cup \Sigma \\
T &= \{\Phi\} \\
L_0 &= \{(z_0, q) \mid q = |\{(z_0, x, q') \in \delta\}|\} \cup \\
&\quad \{(w, a_w) \mid w \in \Sigma \ \wedge \ a_w = |\{(z_0, w, q') \in \delta\}|\} \cup \\
&\quad \{(C, \tau)\}, \text{ with tractability parameter } \tau \in \mathbb{N} \cup \{\infty\} \\
r_{1\ldots m} &: q + x + C \longrightarrow f + \Phi + x \quad \forall (q, x, f) \in \delta : f \in F \\
r_{m+1\ldots n} &: z_0 + x + C \longrightarrow q' + z_0 + x \quad \forall (z_0, x, q') \in \delta \\
r_{n+1\ldots p} &: q + x + C \longrightarrow q' + x \quad \forall (q, x, q') \in \delta : q \in Z \setminus (F \cup \{z_0\})
\end{aligned}
$$

C: clock particles (enable enumeration of configurations over time)

Φ: particles indicating configurations in final state

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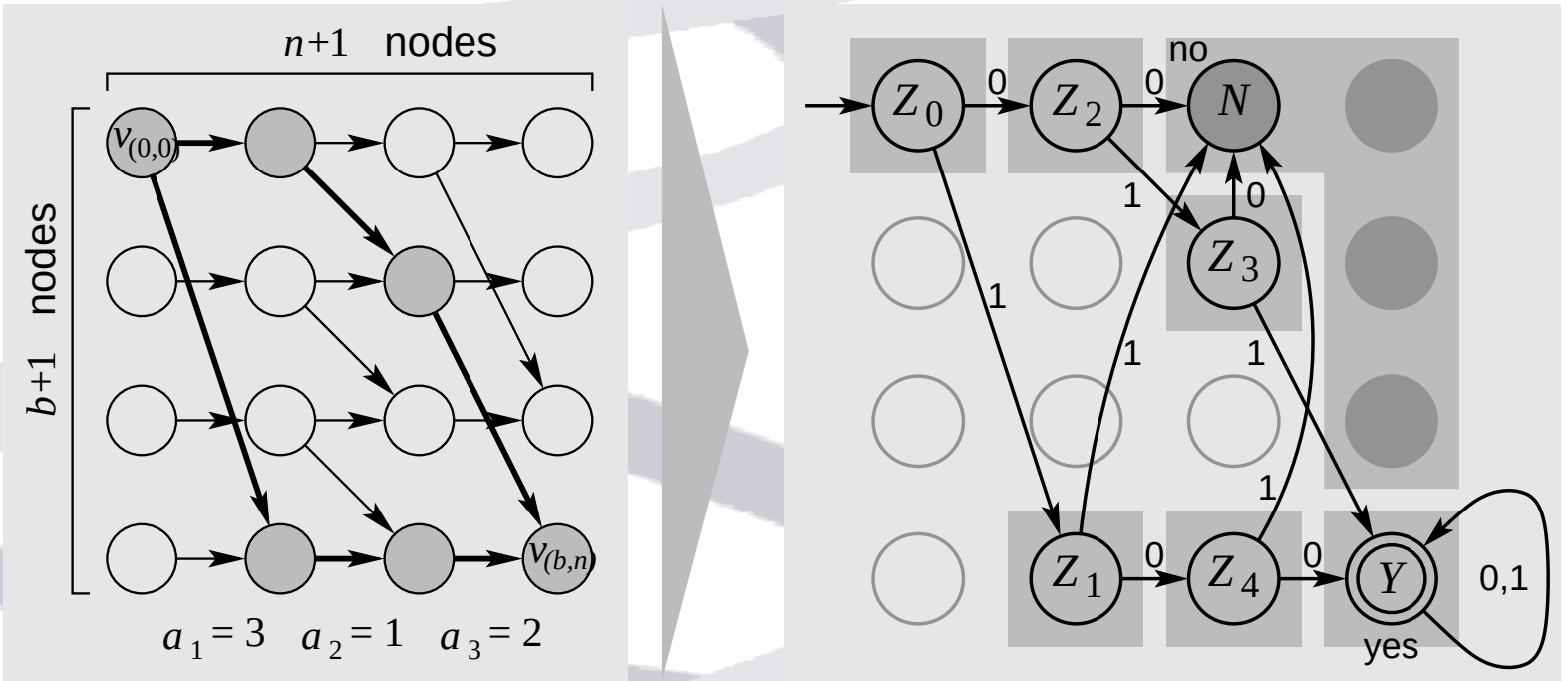
Solution to the Knapsack Problem: Strategy

Dynamic programming approach $\longrightarrow$ finite automaton

Example instance: $n = 3, a_1 = 3, a_2 = 1, a_3 = 2, b = 3$

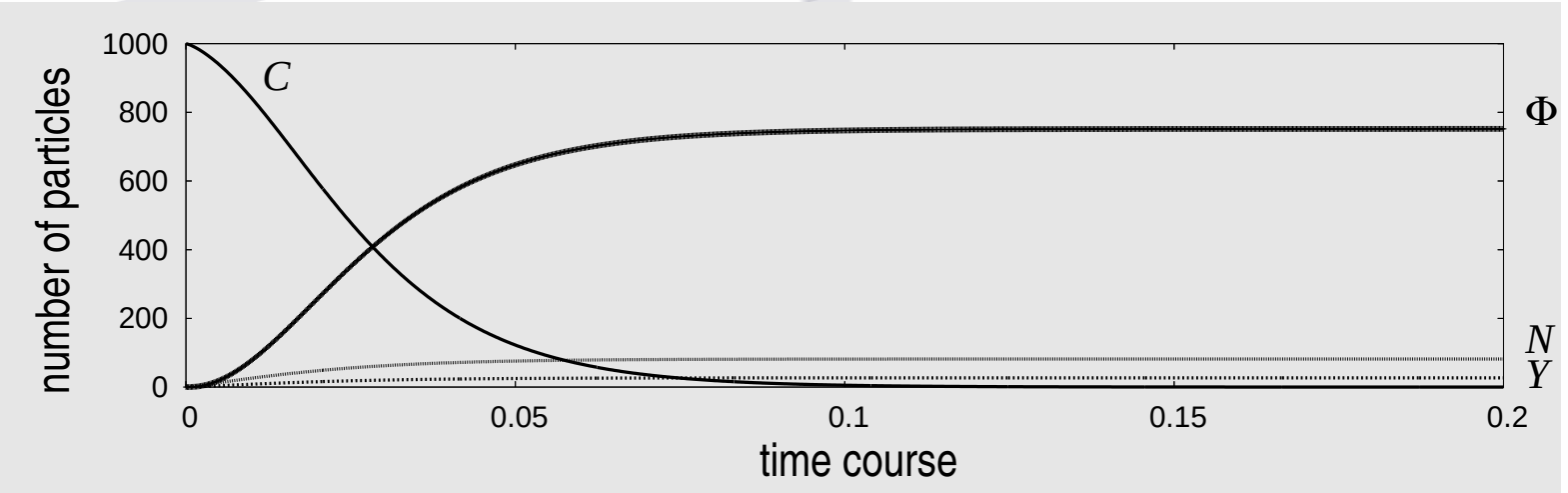


Chemical Description and Simulation Results

$$\Pi_{PR} = (\{Z_0, Z_1, Z_2, Z_3, Z_4, N, Y, 0, 1, \Phi, C\}, \{\Phi\}, [_1]_1, L_0, \{r_1, \ldots, r_{12}\})$$

$$L_0 = \{(Z_0, 2), (0, 1), (1, 1), (C, \tau)\}$$

$r_1 : Z_3 + 1 + C \longrightarrow Y + \Phi + 1$
$r_2 : Z_4 + 0 + C \longrightarrow Y + \Phi + 0$
$r_3 : Y + 1 + C \longrightarrow Y + \Phi + 1$
$r_4 : Y + 0 + C \longrightarrow Y + \Phi + 0$
$r_5 : Z_0 + 1 + C \longrightarrow Z_1 + 1 + Z_0$
$r_6 : Z_0 + 0 + C \longrightarrow Z_2 + 0 + Z_0$
$r_7 : Z_1 + 1 + C \longrightarrow N + 1$
$r_8 : Z_1 + 0 + C \longrightarrow Z_4 + 0$
$r_9 : Z_2 + 1 + C \longrightarrow Z_3 + 1$
$r_{10} : Z_2 + 0 + C \longrightarrow N + 0$
$r_{11} : Z_3 + 0 + C \longrightarrow N + 0$
$r_{12} : Z_4 + 1 + C \longrightarrow N + 1$



Dynamical simulation was carried out using Copasi.

Particles Φ indicate problem solution ”yes”.

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Conclusions

Efficient chemical computing

- Artificial chemistries / chemical computing provide efficient programming techniques
- Continuative static methods for chemical reaction networks available (e.g. fixed point analysis)
- Simulation of dynamical behaviour mostly based on deterministic model
- Consistent prioritisation of rewriting rules as one possible strategy for determinisation
- Small computational units (modules) as hierarchically evolvable components for complex systems

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Further Work

Modelling and simulation of network evolution

- Artificial evolution: chemical reaction networks capable of performing computations
- Hierarchical composition: logic gates $\rightarrow$ flip-flops $\rightarrow$ registers $\rightarrow$ automata
- Comparison: hand-constructed and evolved networks for several computational tasks
- First promising results
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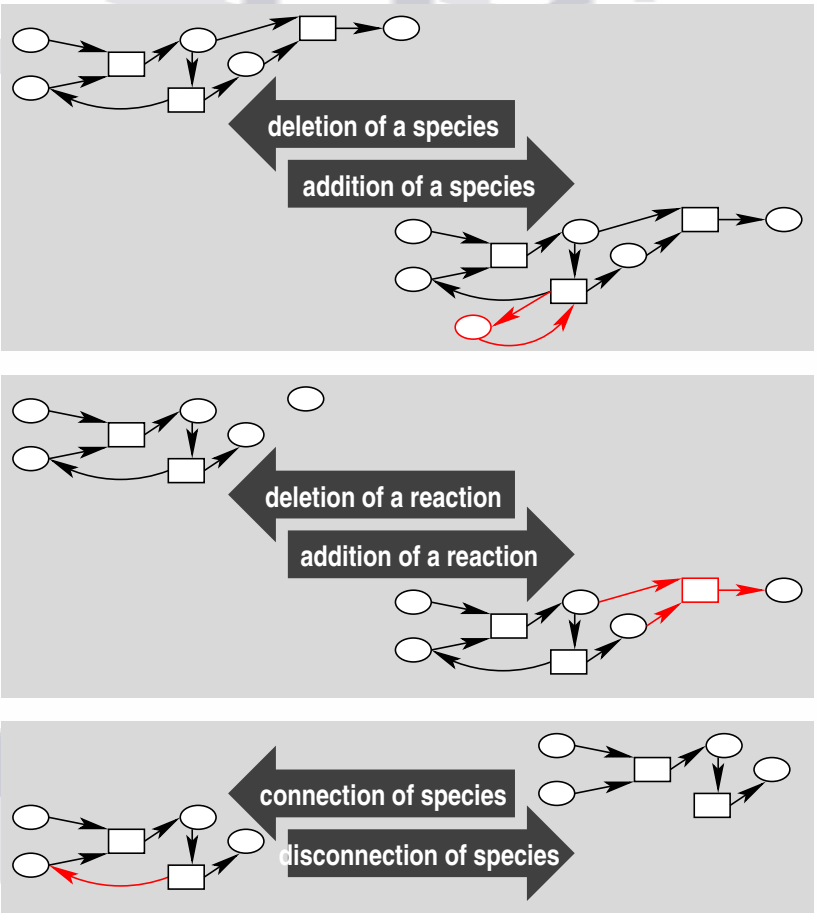

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