FMV team — Oberseminar

Some Methods and Results on Biological Regulatory Networks

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Abstractions of the Representation



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[Kauffman in Journal of Theoretical Biology, 1969] [Thomas in Journal of Theoretical Biology, 1973]

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- Stable state (state with no successors)
- Complex attractor (loop or composition of loops)

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[Thomas in Numerical Methods in the Study of Critical Phenomena, 1981] [Paulevé & Richard, Electronic Notes in Theoretical Computer Science 2012]

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Proofs:

[Remy, Ruet, Thieffry in Advances in Applied Mathematics, 2008] [Richard, Advances in Applied Mathematics, 2010] [Richard, Comet in Discrete Applied Mathematics, 2007]

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Other results:

- Lower & upper bounds of the number of attractors
- Functionality of the cycles
- Sufficient condition for no stable state / Topological stable states

• The static analysis results are too weak to predict the dynamics of independent components.

Examples:

- 1) From the initial state (a, b, z) = (0, 0, 0), is it possible to reach z = 2?
- 2) Does (0,0,0) belong to an attractor?
- 3) What is the set of attractors of the model?

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More precise but require to compute the whole state graph

Examples:

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1) (a = 0 \land b = 0 \land z = 0) \Rightarrow EF(z = 2)

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• Applications

Check a property on a given model: NuSMV, LibDDD, ... Create a model for which a property holds: SMBioNet, SPuTNIk, ... [Bernot, Comet, Richard, Guespin in *Journal of Theoretical Biology*, 2004]





Synchronized Automata Networks	
Enriched Process Hitting	Discrete Networks





















 $\delta = \{c_0, f_1\} \to a_0 \upharpoonright a_1$



 $\delta = \{ \mathsf{a}_1, \mathsf{f}_1 \} \to \mathsf{c}_0 \mathrel{\upharpoonright} \mathsf{c}_1 {::} \{ \mathsf{c}_1 \} \to \mathsf{a}_1 \mathrel{\upharpoonright} \mathsf{a}_0$







 $\delta = \{a_0\} \rightarrow c_1 \upharpoonright c_0 :: \{c_0, f_1\} \rightarrow a_0 \upharpoonright a_1$

Search for Attractors with Polyadic µ-calculus



•
$$\llbracket \psi \rrbracket = \{ (s; t) \mid s \to^* t \}$$

 $\psi \equiv$ "There exists a path from (1) to (2)"

•
$$\llbracket \psi' \rrbracket = \{(s; t) \mid \forall s', s \to^* s' \Rightarrow s' \to^* t\}$$

 $\psi' \equiv$ "All successors of ① can reach ②"

•
$$\llbracket \psi'' \rrbracket = \{(s; s) \mid \forall s', s \rightarrow^* s' \Rightarrow s' \rightarrow^* s\}$$

 $\psi'' \equiv "\textcircled{1}$ belongs to an attractor"

• The formulas are currently adapted for state space graphs

 $\{\textcircled{2} \leftarrow \textcircled{1}\} \nu Y.(\Box_{\textcircled{D}}Y \land \mu Z.(\textcircled{1} = \textcircled{2} \lor \Diamond_{\textcircled{D}}Z))$

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- How to apply them directly to the initial models (in Process Hitting)?

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$$\{\mathcal{Q} \leftarrow \mathbb{I}\} \nu Y.(\Box_{\mathbb{D}} Y \land \mu Z.(\mathbb{I} = \mathcal{Q} \lor \Diamond_{\mathbb{D}} Z))$$
$$\left(\bigwedge_{i=1}^{n} c_{i}(x_{i})\right) \land \{y_{1} \leftarrow x_{1} \land \dots \land y_{n} \leftarrow x_{n}\} \nu W.\left(\bigwedge_{i=1}^{n} \Box_{x_{i}} W\right) \land$$
$$\mu Z.\left(\bigwedge_{j=1}^{n} x_{j} = y_{j}\right) \lor \left(\bigvee_{j=1}^{n} \Diamond_{x_{j}} Z\right)$$

- The formulas are currently adapted for state space graphs
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- 1) Introduce the semantics into \Box and \Diamond

$$\{ @ \leftarrow \textcircled{1} \} \nu Y.(\square_{\textcircled{D}}Y \land \mu Z.(\textcircled{1} = @ \lor \Diamond_{\textcircled{D}}Z))$$
$$\left(\bigwedge_{i=1}^{n} c_{i}(x_{i})\right) \land \{y_{1} \leftarrow x_{1} \land \dots \land y_{n} \leftarrow x_{n}\} \nu W.\left(\bigwedge_{i=1}^{n} \square_{x_{i}}W\right) \land$$
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- The formulas are currently adapted for state space graphs
- How to apply them directly to the initial models (in Process Hitting)?
- 1) Introduce the semantics into \Box and \Diamond
- 2) Adapt the formulas to each model considered

$$\{ (2) \leftarrow (1) \} \nu Y. (\Box_{(1)} Y \land \mu Z. ((1) = (2) \lor \Diamond_{(1)} Z))$$
$$\left(\bigwedge_{i=1}^{n} c_{i}(x_{i}) \right) \land \{ y_{1} \leftarrow x_{1} \land \dots \land y_{n} \leftarrow x_{n} \} \nu W. \left(\bigwedge_{i=1}^{n} \Box_{x_{i}} W \right) \land$$
$$\mu Z. \left(\bigwedge_{j=1}^{n} x_{j} = y_{j} \right) \lor \left(\bigvee_{j=1}^{n} \Diamond_{x_{j}} Z \right)$$
$$\left(\bigwedge_{i=1}^{n} c_{(1)} \right) \land \{ x_{i} \in x_{i} \land x_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \land x_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \land x_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \land x_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \land x_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \in y_{i} \} \land \{ x_{i} \in y_{i} \in y_{i}$$

$$\left(\bigwedge_{i=1}^{n} c_i(x_i)\right) \wedge \{y_1 \leftarrow x_1 \wedge \dots \wedge y_n \leftarrow x_n\} \nu W. \left(\bigwedge_{h \in \mathcal{H}}^{n} f_h(x_1, \dots, x_n) \wedge [h]_{x_{\Sigma(h)}} W\right) \wedge \mu Z. \left(\bigwedge_{j=1}^{n} x_j = y_j\right) \vee \left(\bigvee_{h \in \mathcal{H}}^{n} f_h(x_1, \dots, x_n) \wedge \langle h \rangle_{x_{\Sigma(h)}} Z\right)$$

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Other Uses of Polyadic μ -calculus

• Search for cycles

$$\mu X.\{\emptyset \leftarrow \textcircled{1}\} \underbrace{\Diamond_{\textcircled{}}(\mu Y.\textcircled{1}=\textcircled{0}\lor \Diamond_{\textcircled{0}}Y)}_{\psi} \lor \Diamond_{\textcircled{0}}X$$
where $\psi \equiv$ "there exists a path that brings back to token \emptyset "
$$\llbracket \psi \rrbracket = \{(u;v) \mid u \to^+ v\}$$

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$$P(u \to^* u) = 1$$

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• Search for switches

Branchings in the dynamics that prevent going backward

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Summary & Conclusion

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- µ-calculus
 - \rightarrow Formula for the enumeration of attractors
 - \rightarrow More ongoing work: cycles, switches...

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Thank you