

# Temporal parameters within $\pi$ -calculus modeling of gene regulatory networks

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# Context

- Studying dynamics of gene regulatory networks.
- We want models fitting to reality.
- Understand the different dynamics.
- Use of computer science technics.

Objective:

- Introduction of temporal parameters within  $\pi$ -calculus models.

Method:

- Parameters **synthesis** : where are they needed?
- Parameters **value inference** : what value they must have?

# $\pi$ -calculus modeling

- **Concurrent processes** algebra, **Milner 89**
- Processes communicate using **channels**.
- $P_1$  calls (?) on channel  $a$ ,  $P_2$  answers (!) on channel  $a$ .
- Operators : parallelization, replication, message passing, name restriction.
- Turing complete.
- Here we will focus on  $\pi$ -calculus programs having a restricted grammar and operators.

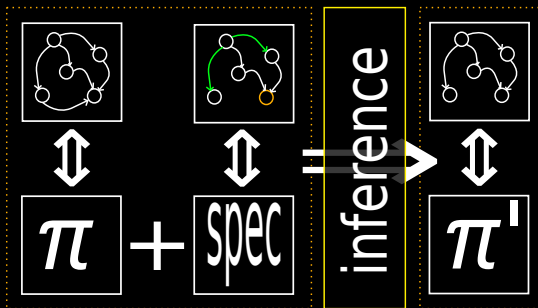
# Stochastic $\pi$ -calculus modeling

- Introduction of **delays** ( $\tau$ ) and channels rates, **Priami 95**
- For each channels and delays we may specify a **use rate**.
- Choice operator : +
- Race between the different channels/delays.

$$\begin{aligned} & (P_1 | P_2) \\ P_1 & := ?a.P_2 + \\ & !b.P_1 + \\ & \tau_1 \\ P_2 & := !a.P_1 + \\ & ?b + \\ & \tau_2.P_2 \end{aligned}$$

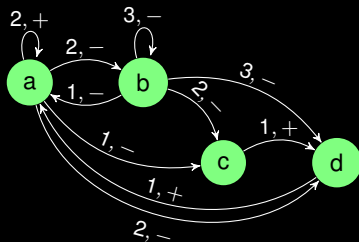
- **Relations between rates** have to be preserved.

# Parameters inference



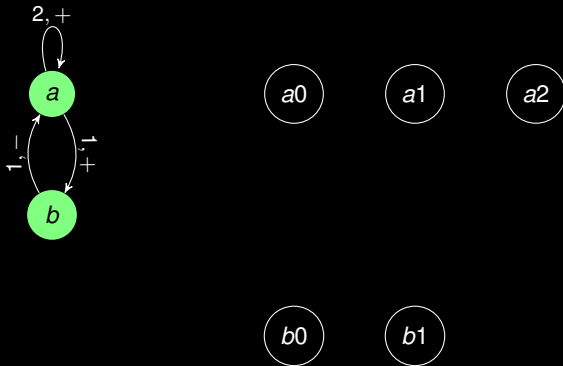
- Input:  $\pi$ -calculus program + set of properties and restrictions for its dynamics.
- Output:  $\pi$ -calculus program respecting specifications.
- **Parameters are channel rates.** For now, we will consider only two values: 0 (disabling) and 1 (activating)

# General GRN dynamics



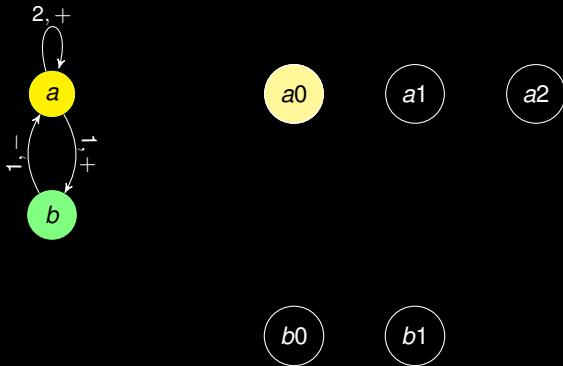
- Gene regulatory networks graph using thresholds.
- Asynchronous transitions: one state at once changes level.
- A gene may see its level increase iff at least one activator is present.
- A gene may see its level decrease iff at least one inhibitor is present.

# $\pi$ -calculus modeling of GRN



- One process per gene and per level.
- Answers to the call from its activators/inhibitors and goes to corresponding following/preceding process.

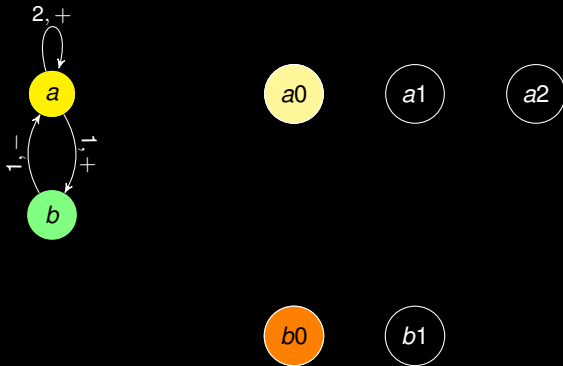
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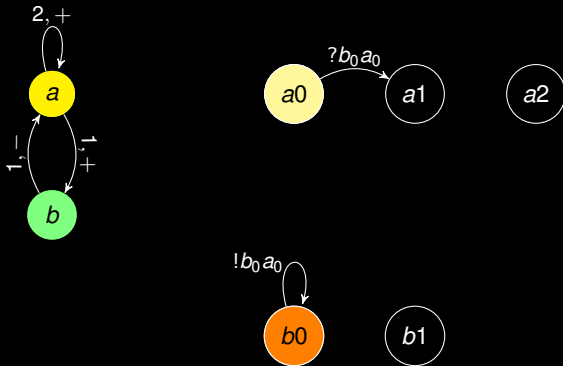


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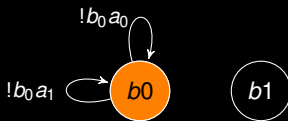
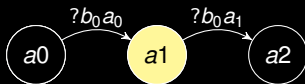
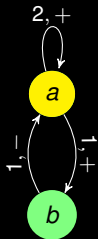
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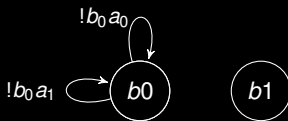
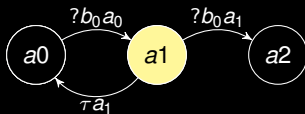
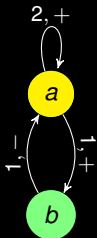
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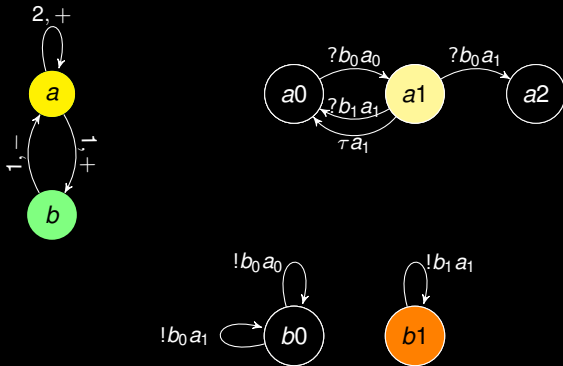
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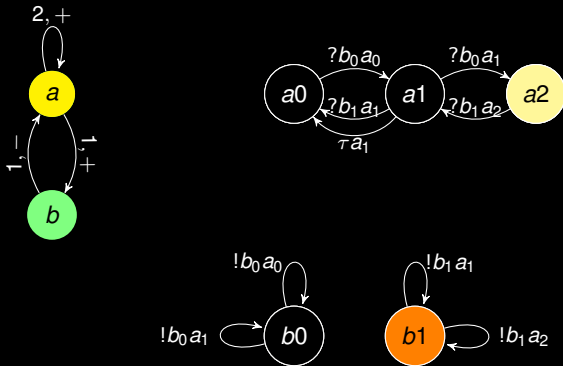
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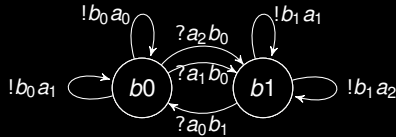
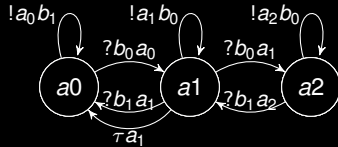
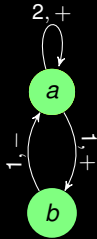
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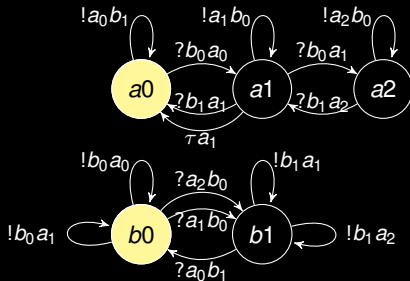
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# State graph from the $\pi$ -calculus model



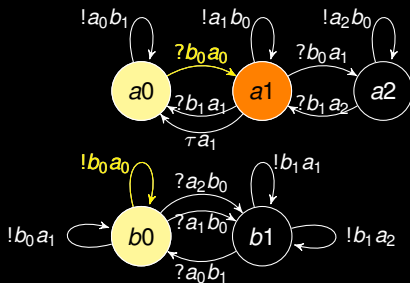
From a given state of the system :

- For each living process, we look for a possible reaction (existence of a call and answer on the same channel)
- Different reactions may result to the same state.

The resulting model is equivalent to the GRN (if all rates  $> 0$ ).



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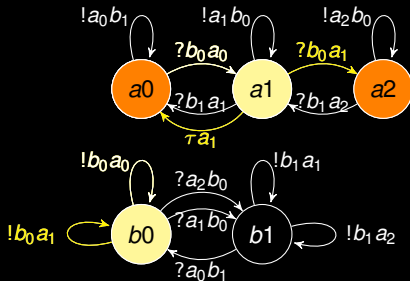


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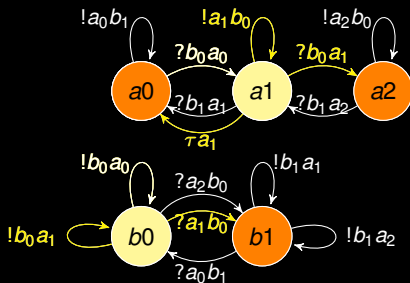


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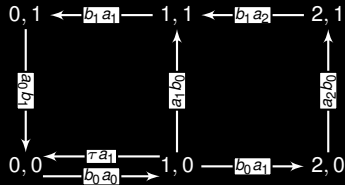


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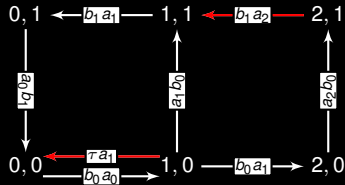
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# Dynamic restrictions



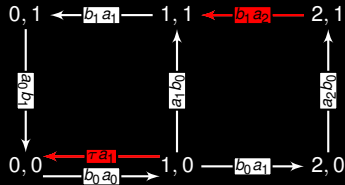
- Eg: stability: we **remove transitions** going out of a steady state/cycle.
- Within our model, it means **disabling the corresponding channels**.
- We want to preserve some given properties (reachability, existence of a transition, ...).

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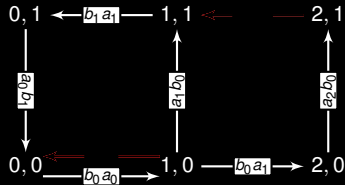
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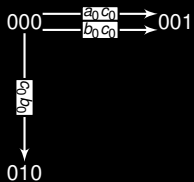
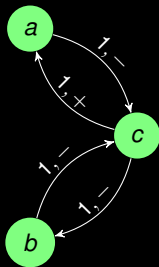
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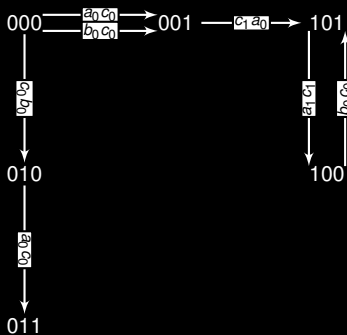
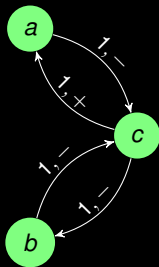
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## Second example

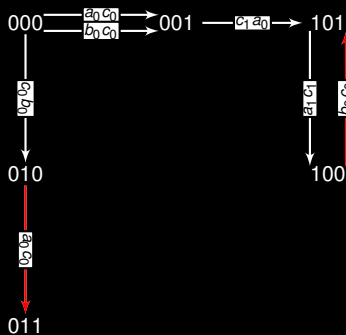
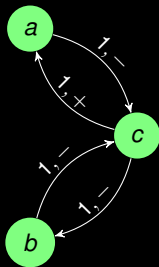




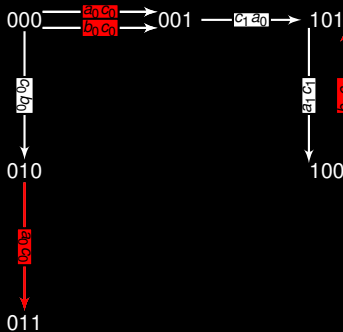
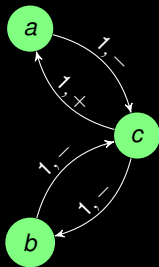
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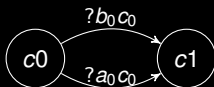
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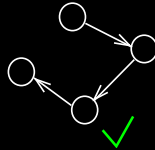
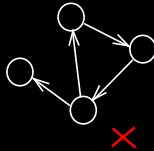
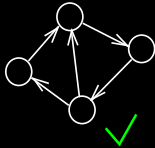


## What's wrong?



- By disabling channels, we often remove more than one transition.
- We cannot apply constraints defined using “AND” logical operator.
- A process changes its level as soon as one and only one call is taken.
- When the model has to take a decision about its evolution, it **lacks of information** about other states.

# Classes of dynamics



- Some dynamics are **harder than others to reproduce**,
- They sometimes require to know **extra-information** about the global system to take the right **decision**.
- Agregating information is costly (synchronizations, memory).
- Directly related to the **complexity** and expressive power of the **underlying program**.

# Work in progress

Make a program satisfying a specification on its dynamics :

- Enrich the program structure by adding components **aggregating information** about the dynamical state (**controllers**).
- Starting with a generic model,
- using knowledge about the dynamics,
- infer **required information** about other components (**relations**).
- Search for a **simple model** respecting a specification (Occam's razor).

# Perspectives

- Introduce temporal parameters where they are needed.
- Control the presence of a trajectory only by tuning some parameters of the model.
- Control trajectory frequency will be quite easy.
- Tools implementing the parameters synthesis and inference (SPiM extensions, etc.).

# Questions ?