

# Modelling, Simulation, and Model Checking of Large-Scale Biological Regulatory Networks

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LIX / AMIB team - 1st June 2011





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Morgan Magnin



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Microsoft Research, Cambridge, UK

*Stochastic simulation*



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I3S & CNRS, Nice, France

*Biological Regulatory Networks*

### Computer science for systems biology

- Models for **dynamical concurrent systems**.
- **Validation** of the model / **control** of the system.
- We focus on **Biological Regulatory Networks** (BRNs).
- We introduce a new modelling framework: the **Process Hitting**.

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### The Process Hitting [Paulevé, Magnin, Roux in TCSB 2011]

- *Elementary* framework for **dynamical complex systems**;
- Applied to BRNs; **not limited to**.
- **Stochastic and Time dimensions** (simulation + standard model checking).
- **Software** available (PINT - <http://process.hitting.free.fr>).

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### Large-scale model checking (dynamical properties)

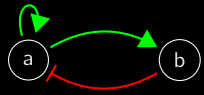
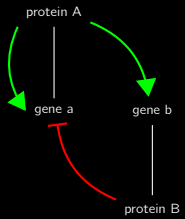
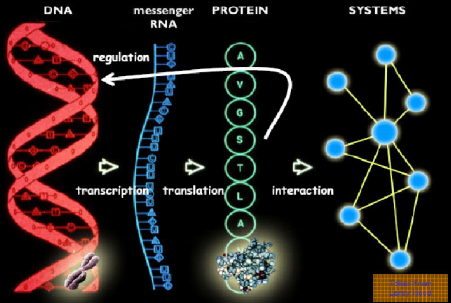
- Cope with state space explosion.
- Our approach: **Static Analysis** of the model.
- Static analysis by **Abstract Interpretation**.

# Outline

- 1 Introduction to BRNs
- 2 The Process Hitting
- 3 Stochastic and Time Parameters
- 4 Static Analysis of Process Hitting
  - Fix Points
  - \*Abstract Interpretation of Scenarios\*
- 5 Applications
- 6 Outlook

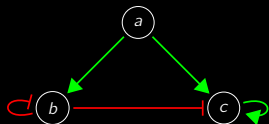
# Biological Regulatory Networks (BRNs)

The interaction graph



## Discrete Networks (BRNs)

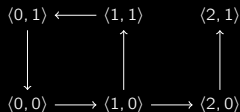
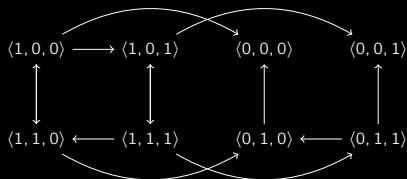
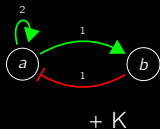
- Each component has a finite set of **qualitative levels**; e.g.  $\{0, 1, 2\}$ ;
- may be seen as a quantization of the concentration of the component.



$$f^a(x) = 0$$

$$f^b(x) = x[a] \wedge \neg x[b]$$

$$f^c(x) = \neg x[b] \wedge (x[a] \vee x[c])$$



[René Thomas in *Journal of Theoretical Biology*, 1973] [A. Richard, J.-P. Comet, G. Bernot in *Modern Formal Methods and Applications*, 2006]



# Hybrid Modelling

Continuous features governing discrete transitions

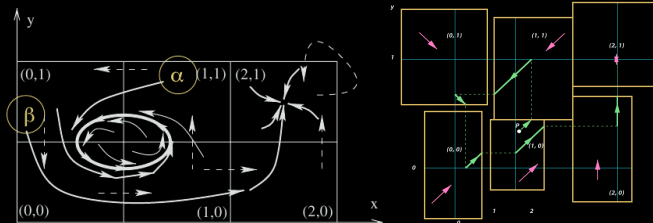
Introduce delays to actions

Stochastic Models

- Delays are **random variables** (generally exponential, i.e Markovian);
- $\Rightarrow$  compute probabilities for observing behaviours.

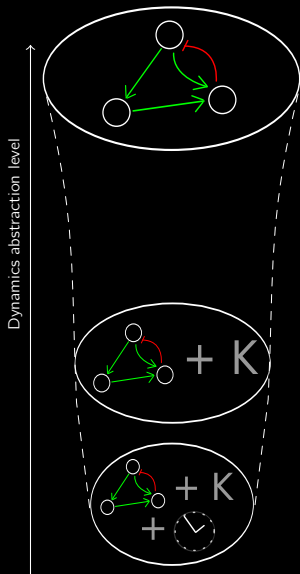
Stochastic Petri Nets /  $\pi$ -calculus, etc.

Timed Models

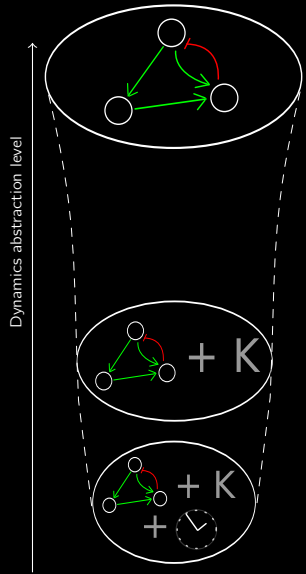


Timed / Hybrid Automata

## Summary and Contribution



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General Properties: Bounds on fix points #; sustained oscillations?; functionalities; ...

Fix points (steady states)

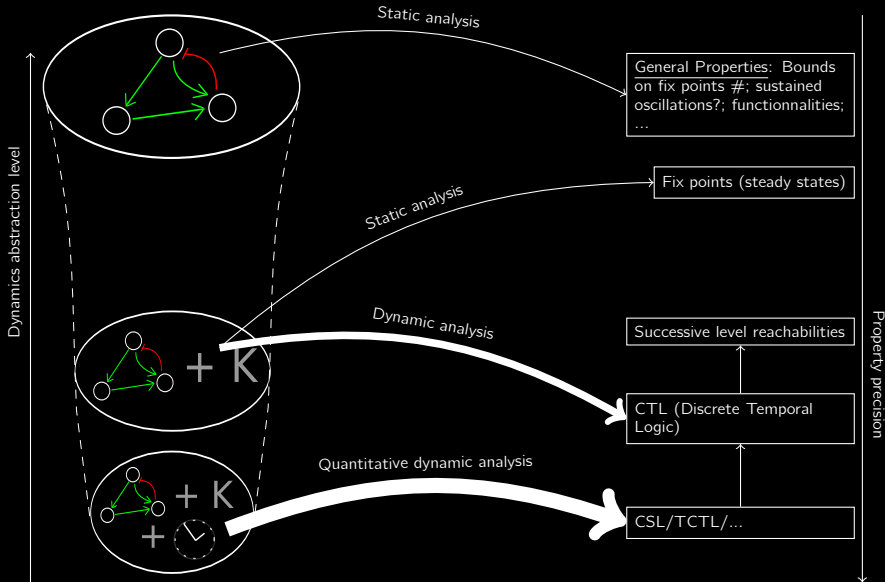
Successive level reachabilities

CTL (Discrete Temporal Logic)

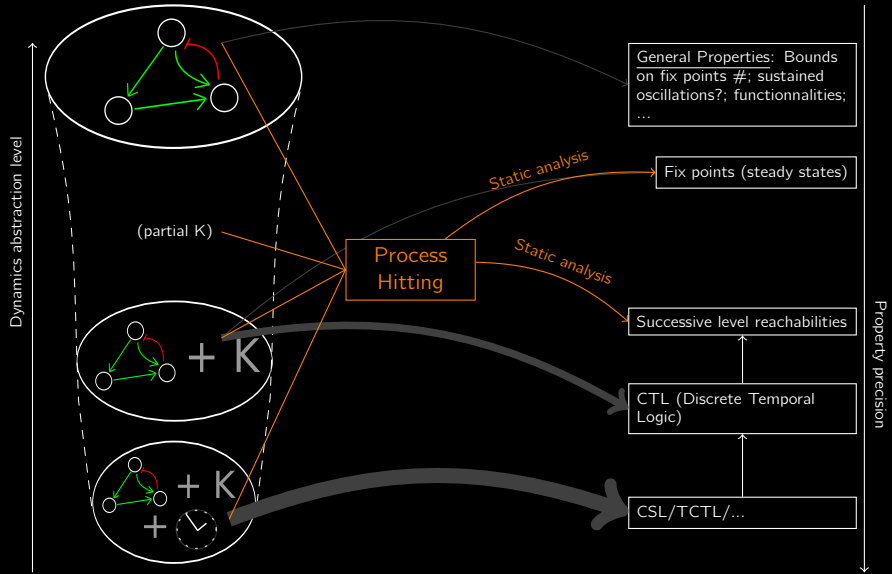
CSL/TCTL/...

Property precision

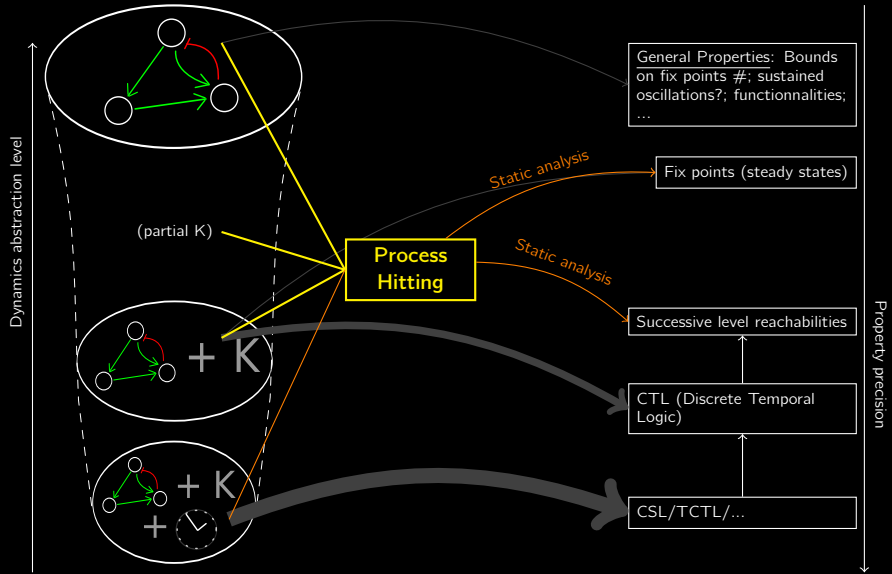
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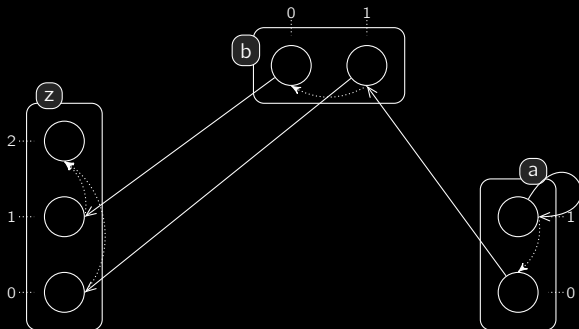


# Outline



# The Process Hitting Framework

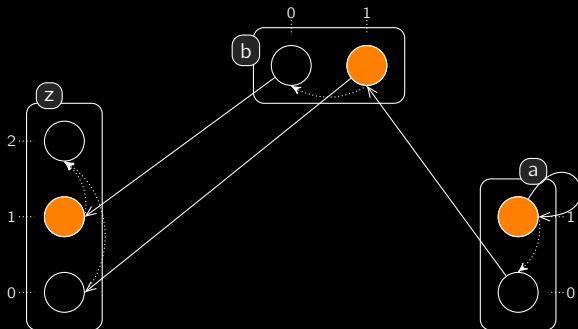
[Paulevé, Magnin, Roux in TCSB 2011]



- **Sorts:**  $a, b, z$ ; **Processes:**  $a_0, a_1, b_0, b_1, z_0, z_1, z_2$ ;
- **Actions:**  $a_0$  hits  $b_1$  to make it bounce to  $b_0, \dots$ ;
- **States:**  $\langle a_1, b_1, z_1 \rangle, \langle a_0, b_1, z_1 \rangle, \langle a_0, b_0, z_1 \rangle, \dots$ ;
- Restriction of Communicating Finite-State Machines (CFSM).

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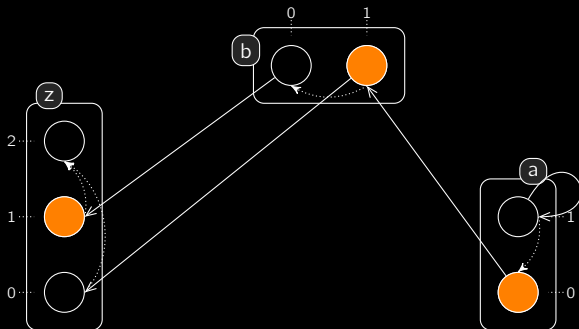


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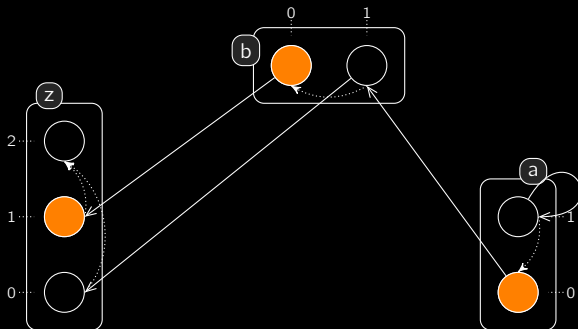
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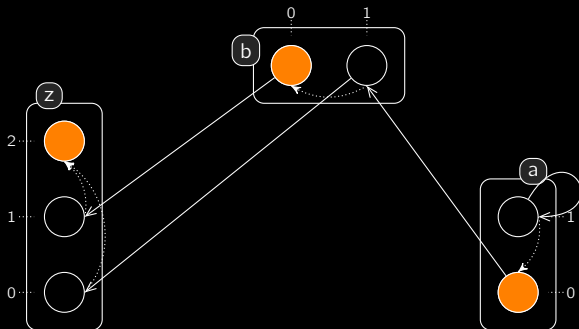
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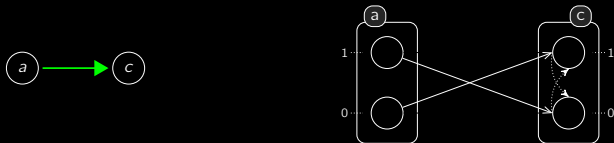
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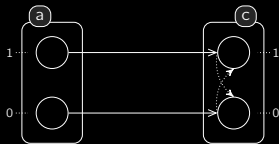
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## From BRNs to Process Hittings



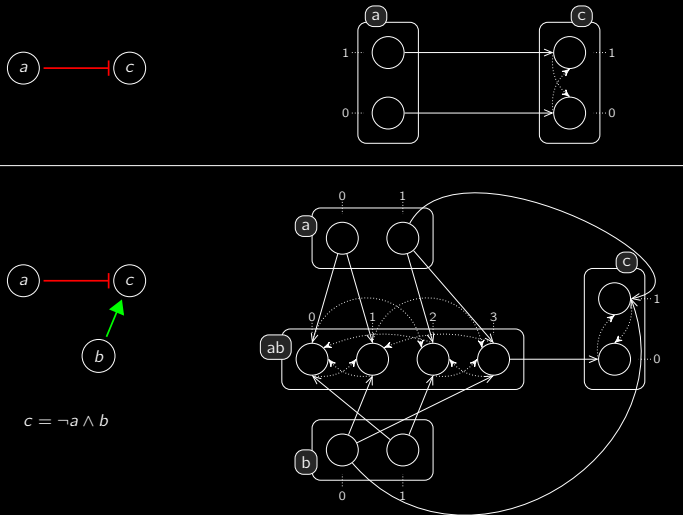
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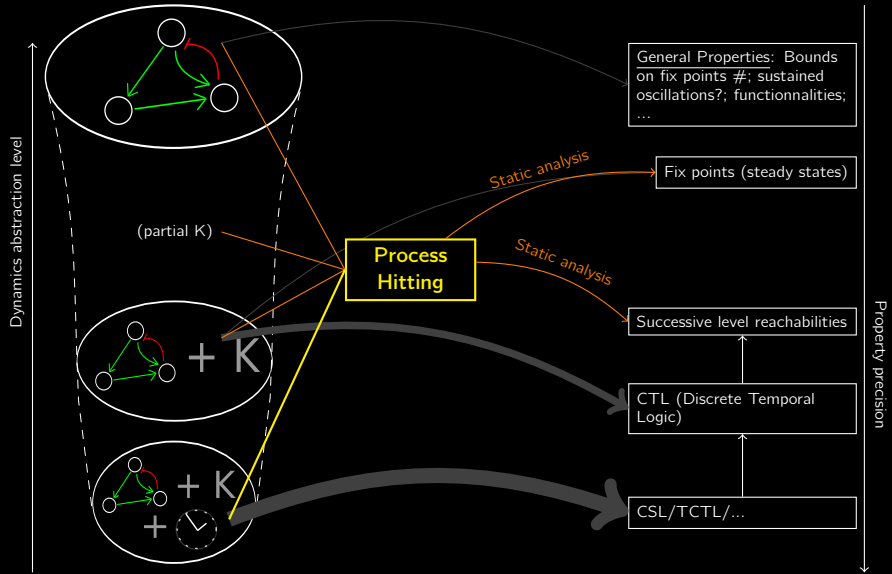
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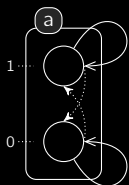
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# Stochasticity Absorption Factor

[Paulevé, Magnin, Roux in IEEE TSE, 2010]

- **Stochastic dimension** is prominent... but **no precise time features**:
- (Markov) Exponential distribution: **mean**  $r^{-1}$ ; **variance**  $r^{-2}$ .
- At our level of abstraction, we need to **tune time features**.



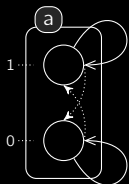
sa=1



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- At our level of abstraction, we need to **tune time features**.
- Provide a **stochasticity absorption factor**  $sa$ :
- duration follows the sum of  $sa$  exponentials of rate  $r.sa$ ;
- **mean**  $r^{-1}$ ; **variance**  $r^{-2}sa^{-1}$  (Erlang distribution).



$sa=1$



$sa=5$

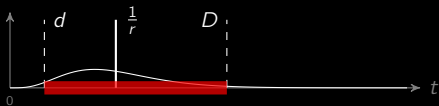


$sa=50$

## Stochastic and Time Parameters

[Paulevé, Magnin, Roux in IEEE TSE, 2010]

- Specify either  $(r, sa)$ , or its **firing interval**  $[d; D]$ ,
- which is the confidence interval at confidence coefficient  $1 - \alpha$ .
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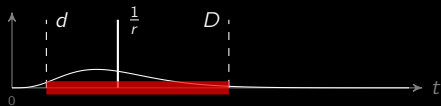


— action duration

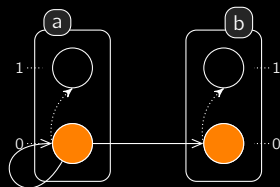
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— action duration



$\Rightarrow b_1$  is reached at a **very low probability**.

## Simulation and Model Checking

### Stochastic Model Checking

- **Translation** from the Erlang stochastic  $\pi$ -calculus to **PRISM** [Paulevé, Magnin, Roux in IEEE TSE, 2010].
- Applies to the Process Hitting as well.
- **Not tractable** with large stochasticity absorption factors;
- **but there is hope** in symmetry reductions, or abstractions of sequences of transitions, or ...

### Simulation

- **Non-Markovian simulation** using the
- **Generic abstract machine** for stochastic process calculi [Paulevé, Youssef, Lakin, Phillips at CMSB 2010].
- Process Hitting simulator implemented in PINT.

**Challenge:** scalable **inference of stochastic and time parameters...**

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**Challenge:** scalable **inference of stochastic and time parameters...**  
... **still open**; prior need for **scalable qualitative analyses**.

## Static Analysis of Process Hitting

- Static analysis: derive dynamical properties **without executing the model**.
- Aim at **coping with the combinatorial explosion** of the dynamics.
- Several approaches: **topological analysis**, control flow analysis, constraints, **abstractions**, etc.

### BRNs analysis

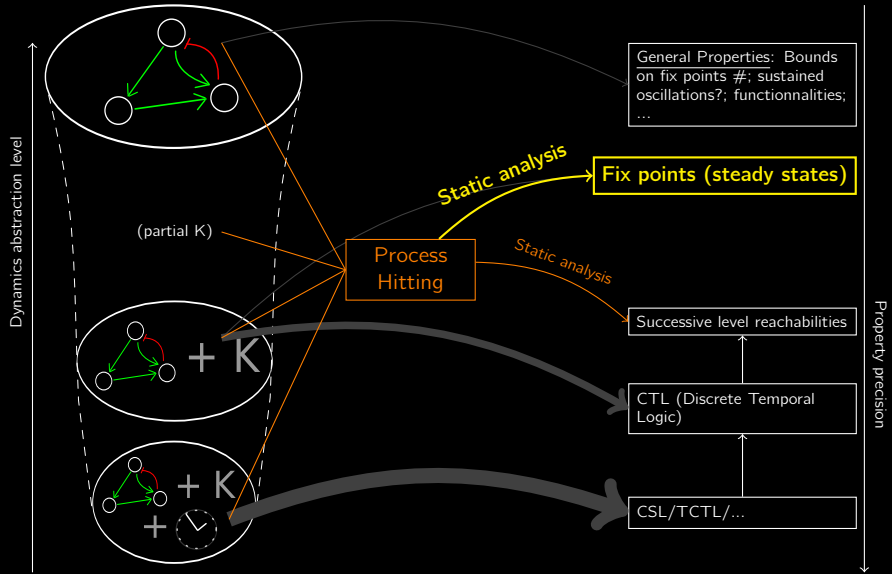
- Topological analyses of the interaction graph: **bounds** on fix points **#**; **possibility of observing** sustained oscillations, etc.
- Decision diagrams to derive **fix points** (from full BRN specification).

### Our Contributions using Process Hitting

- Topological analysis: **complete characterisation of fix points**.
- Abstract interpretation: over- and under-approximations of **reachability properties**.

⇒ brings **new insight** for deriving efficiently **more precise dynamical properties** from BRNs.

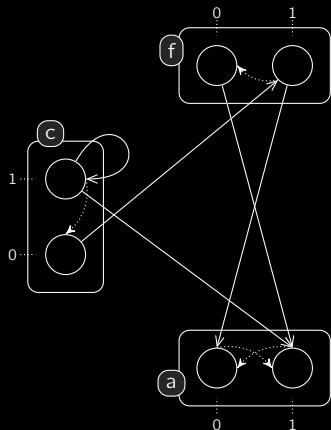
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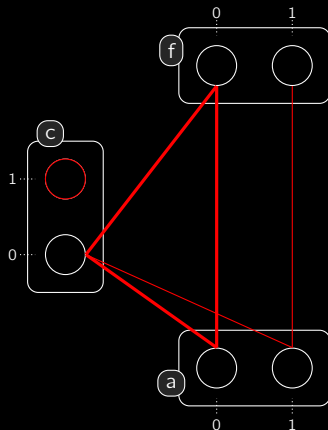
## Fix Points

[Paulevé, Magnin, Roux in TCSB 2011]

Process Hitting



Hitless graph



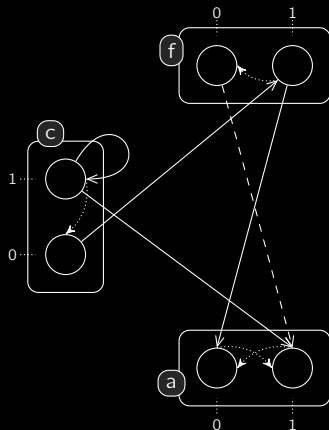
$n$ -cliques are fix points



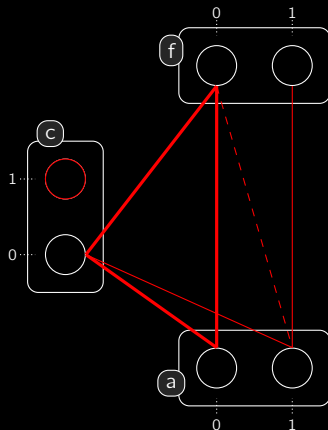
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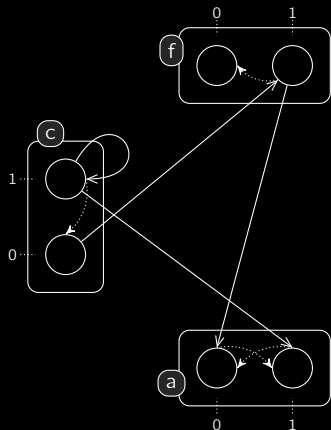


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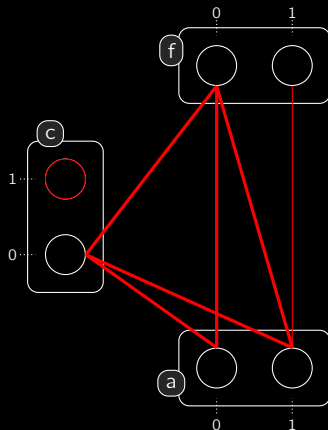
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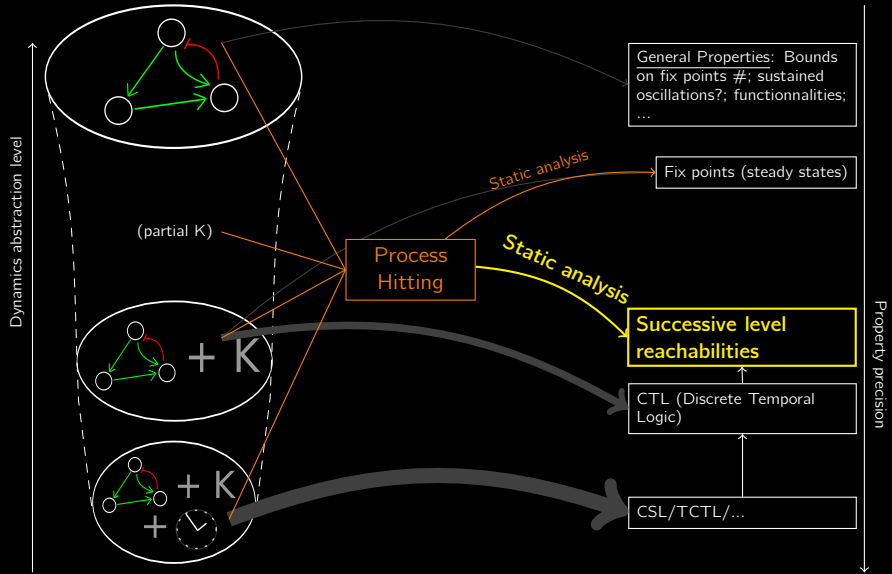


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General Properties: Bounds on fix points #; sustained oscillations?; functionalities; ...

Fix points (steady states)

**Successive level reachabilities**

CTL (Discrete Temporal Logic)

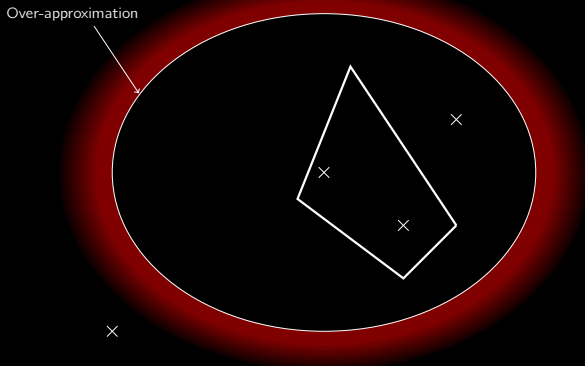
CSL/TCTL/...

## Approximation of Reachability Properties

- Successive reachability of processes (reach  $a_0$  then  $b_1$  then ...);
- Approach using abstract interpretation techniques;
- Results in both over- and under-approximations;
- Limited complexity at the cost of potentially being inconclusive.

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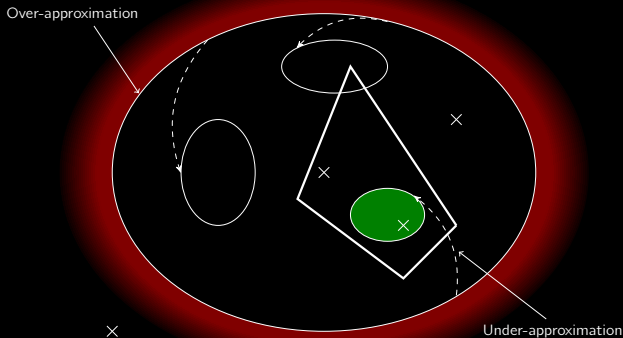
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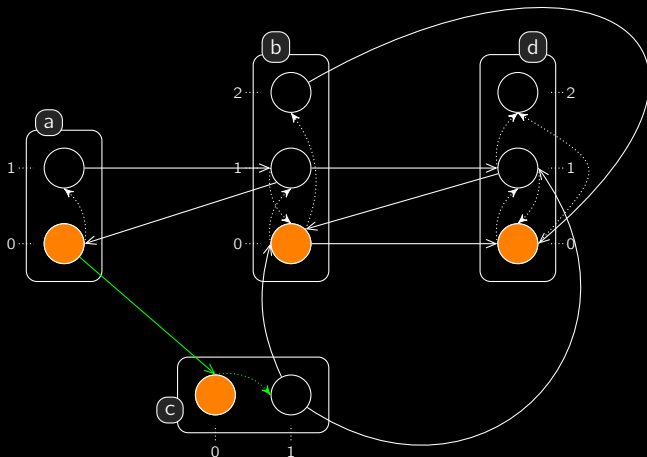
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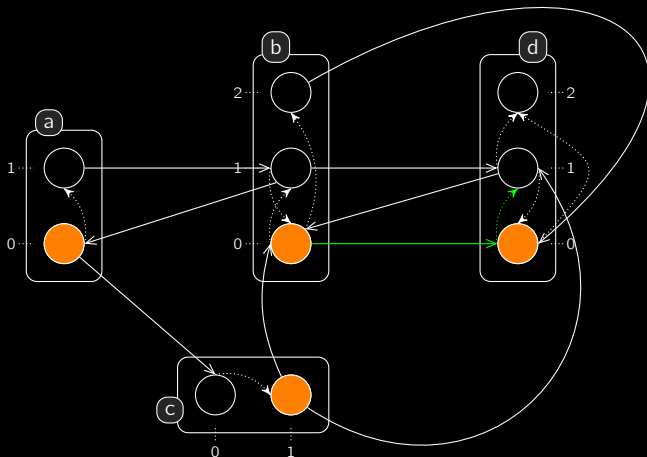
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## Scenarios



$$a_0 \rightarrow c_0 \uparrow c_1 :: b_0 \rightarrow d_0 \uparrow d_1 :: c_1 \rightarrow b_0 \uparrow b_1 :: b_1 \rightarrow d_1 \uparrow d_2$$

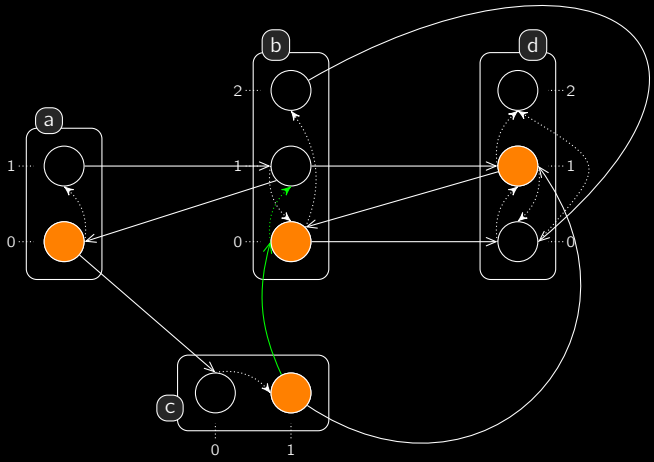
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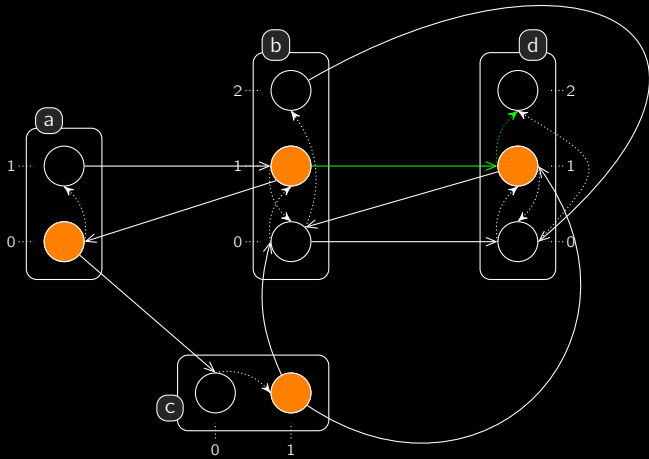


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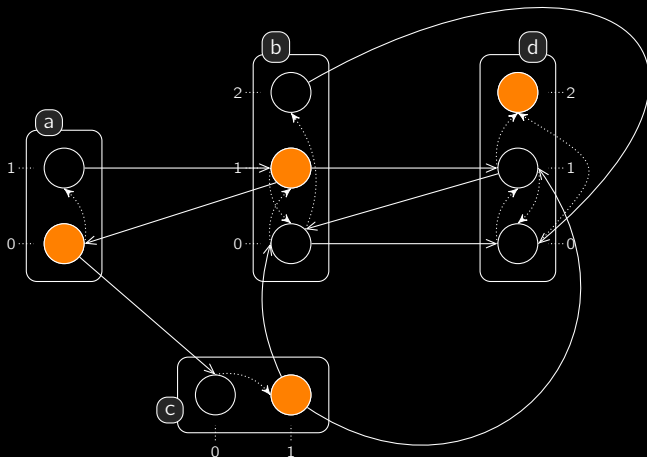
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## Abstract Interpretation of Scenarios

[Paulevé, Magnin, Roux at SASB 2010 + MSCS submitted]

**Scenarios** – Successively playable actions.

- E.g.  $\delta = a_0 \rightarrow c_0 \uparrow c_1 :: b_0 \rightarrow d_0 \uparrow d_1 :: c_1 \rightarrow b_0 \uparrow b_1 :: b_1 \rightarrow d_1 \uparrow d_2$ .

**Context** — For each sort, subset of **initial processes**.

- E.g.  $\varsigma = \langle a_0, b_0, b_2, c_0, d_0 \rangle$ .

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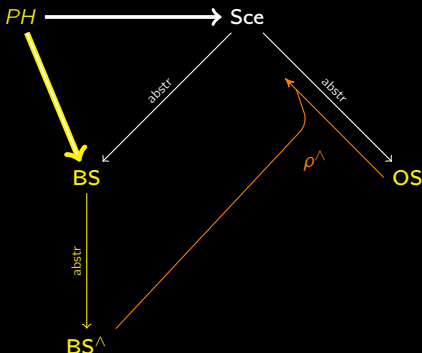
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**Overall approach**

- 2 complementary abstractions;
- Bounce Sequences **BS**;
- Objective Sequences **OS**;
- Concretization:  
 $\gamma_\varsigma : \mathbf{OS} \mapsto \wp(\mathbf{Sce})$ ;
- Refinements:  
 $\rho : \mathbf{OS} \mapsto \wp(\mathbf{OS})$ ;
- $\gamma_\varsigma(\omega) = \gamma_\varsigma(\rho(\omega))$ .



## Two Complementary Abstractions

$$a_0 \rightarrow c_0 \overset{\Gamma}{\rightarrow} c_1 :: b_0 \rightarrow d_0 \overset{\Gamma}{\rightarrow} d_1 :: c_1 \rightarrow b_0 \overset{\Gamma}{\rightarrow} b_1 :: b_1 \rightarrow d_1 \overset{\Gamma}{\rightarrow} d_2$$

## Abstraction by Objective Sequences

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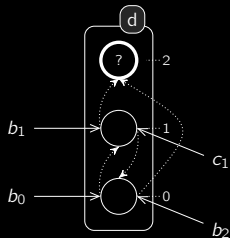
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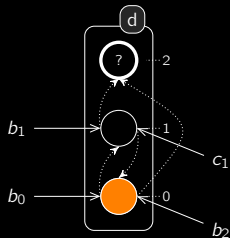
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$\Rightarrow$  can be computed off-line:

- $\mathbf{BS}(d_0 \uparrow^* d_2) = \{b_0 \rightarrow d_0 \uparrow^* d_1 :: b_1 \rightarrow d_1 \uparrow^* d_2, b_2 \rightarrow d_0 \uparrow^* d_2\}$ ;
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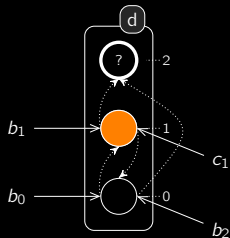
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## Objective Sequence Refinements

$$\gamma_{\varsigma}(\omega) = \{\delta \in \mathbf{Sce} \mid \omega \text{ abstracts } \delta \wedge \text{support}(\delta) \subseteq \varsigma\}.$$

**Idea:** the more details we know, the better  $\gamma_{\varsigma}(\omega)$  should be understood.

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Objective Refinement by  $\mathbf{BS}^{\wedge}$ :  $\rho^{\wedge}$

$\mathbf{Obj} \times \wp(\mathbf{BS}^{\wedge})$	$\wp(\mathbf{OS})$
$d_0 \overset{*}{\mapsto} d_2$ , $\{\{b_0, b_1\}, \{b_2\}\}$	$\star \overset{*}{\mapsto} b_0 :: b_0 \overset{*}{\mapsto} b_1 :: d_0 \overset{*}{\mapsto} d_2,$ $\star \overset{*}{\mapsto} b_1 :: b_1 \overset{*}{\mapsto} b_0 :: d_0 \overset{*}{\mapsto} d_2,$ $\star \overset{*}{\mapsto} b_2 :: d_0 \overset{*}{\mapsto} d_2$
$\gamma_{\varsigma}(d_0 \overset{*}{\mapsto} d_2)$	$= \gamma_{\varsigma}(\rho^{\wedge}(d_0 \overset{*}{\mapsto} d_2, \mathbf{BS}^{\wedge}(d_0 \overset{*}{\mapsto} d_2)))$

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Generalization to  $\mathbf{OS}$  refinements:  $\tilde{\rho}$

$\mathbf{OS} \times \wp(\mathbf{BS}^\wedge)$	$\wp(\mathbf{OS})$
$\omega, \mathbf{BS}^\wedge$	interleave $\begin{pmatrix} \omega' \\ \omega_{1..n-1} \end{pmatrix} :: \omega_{n.. \omega }$ where $n \in \mathbb{I}^\omega$ and $\omega' :: \omega_n \in \rho^\wedge(\omega_n, \mathbf{BS}^\wedge(\omega_n))$
$\gamma_\varsigma(\omega)$	$= \gamma_\varsigma(\tilde{\rho}(\omega, \mathbf{BS}^\wedge))$

## Objective Sequence Concretizability

a.k.a. Process Reachability Problem

$$\gamma_s(a_i \vec{\tau}^* a_j :: \dots :: z_k \vec{\tau}^* z_l) \neq \emptyset?$$

$$\text{CTL: } EF(s[a] = a_j \wedge EF(\dots \wedge EF(s'[z] = z_l) \dots)).$$

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## Over-approximation

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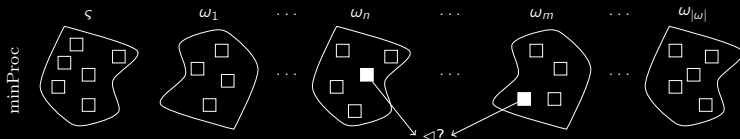
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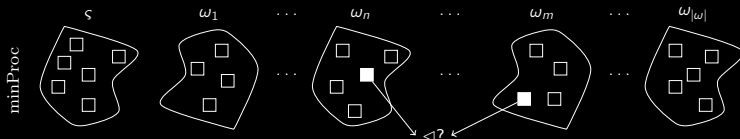
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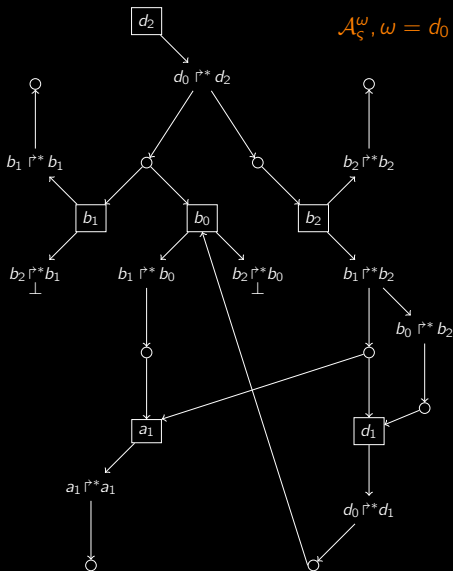


## Under-approximation

- Sufficient condition: impose a **particular structure of scenarios**.

## Implementation of Over-approximations

$$\mathcal{A}_\zeta^\omega, \omega = d_0 \overline{\Gamma}^* d_2, \zeta = \langle a_1, b_1, b_2, c_1, d_0 \rangle$$



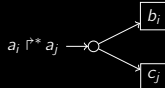
## Legend

Requirement

$$\boxed{a_j} \longrightarrow a_i \overline{\Gamma}^* a_j$$

Solution

$$(\{b_i, c_j\} \in \mathbf{BS}^\wedge(a_i \overline{\Gamma}^* a_j))$$



Continuity

$$a_i \overline{\Gamma}^* a_j \longrightarrow a_k \overline{\Gamma}^* a_j$$

Trivial solution

$$a_i \overline{\Gamma}^* a_j \longrightarrow \circ$$

No solution

$$a_i \overline{\Gamma}^* a_j \longrightarrow \perp$$

## Complexities

### Data structures

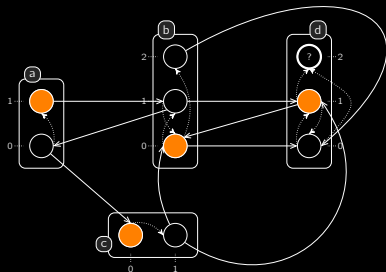
- Computing **BS** is exponential in the number of processes in a single sort.
- Computing **BS**<sup>^</sup> is faster, but still exponential.
- The size of  $\mathcal{A}_\zeta^\omega$  is  $\approx$  polynomial in the number of processes.

### Analyses

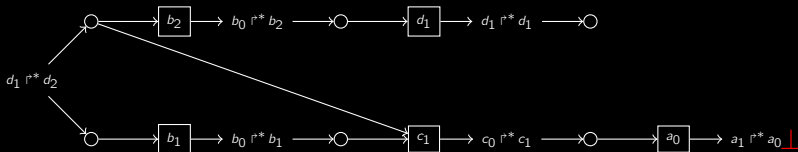
- Over-approximations are polynomial in the size of  $\mathcal{A}_\zeta^\omega$ .
- Under-approximation is polynomial in the size of  $\mathcal{A}_\zeta^\omega$ ; and can be applied a number of times exponential in the number of solutions of a single objective.

$\Rightarrow$  efficient with a small number of processes per sort; while a very large number of sorts can be handled.

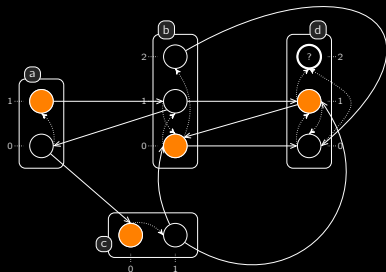
## Un-ordered Over-approximation



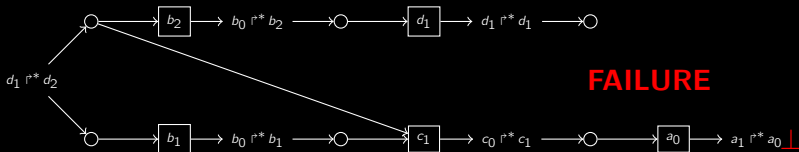
- $\gamma_{\zeta}(\omega) \neq \emptyset \implies \gamma_{\zeta}(\omega_n) \neq \emptyset, \forall n \in \mathbb{I}^{\omega}$   
(recursive reasoning with  $\rho^{\wedge} : \text{Obj} \mapsto \wp(\text{OS})$ ).
- **Necessary condition:** there always exists a solution ending with a trivial objective.



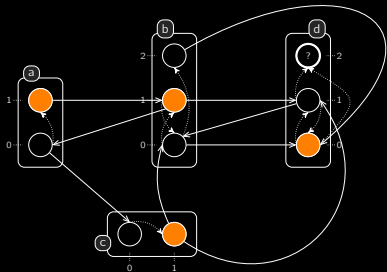
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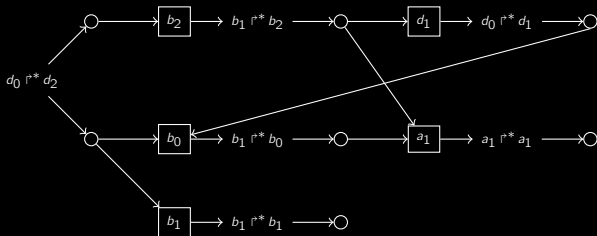
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OK

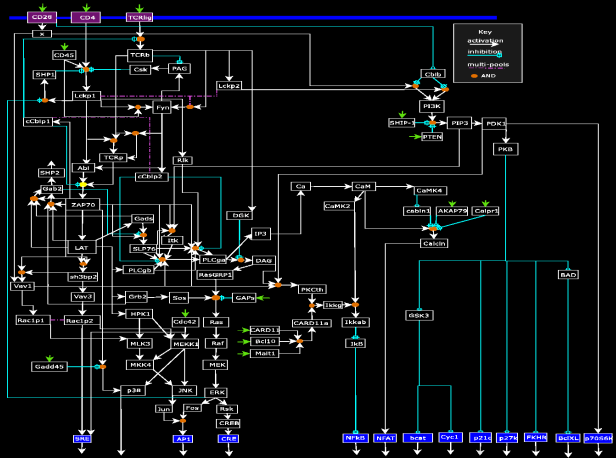


## Outline

- 1 Introduction to BRNs
- 2 The Process Hitting
- 3 Stochastic and Time Parameters
- 4 Static Analysis of Process Hitting
  - Fix Points
  - \*Abstract Interpretation of Scenarios\*
- 5 Applications**
- 6 Outlook

# T-Cell Receptor Signalling Pathway

(94 components)



[Saez-Rodriguez, et al. in PLoS Comput Biol, 07]

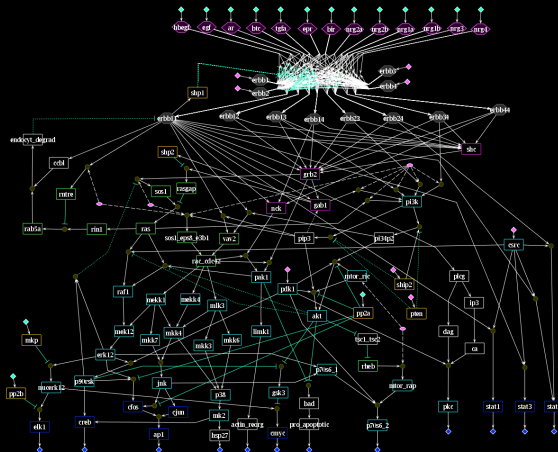
## Process Hitting

133 sorts,  
448 processes,  
1124 actions:  
 $\approx 2 \cdot 10^{58}$  states.

Reachability analysis **always conclusive**; around 0.01s (compared to libddd: out of memory). [<http://ddd.lip6.fr>]

## EGFR/ErbB Signalling

(104 components)



[Samaga, *et al.* in  
PLoS Comput Biol,  
2009]

## Process Hitting

193 sorts,  
748 processes,  
2356 actions:  
 $\approx 2 \cdot 10^{96}$  states.

Reachability analysis **always conclusive**; around **0.05s** (compared to *libddd*: out of memory). [<http://ddd.lip6.fr>]

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- *Elementary* framework for dynamical complex systems;
- Applied to BRNs; not limited to.
- Generic tuning of time features within stochastic models (simulation + standard model checking).
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## Conclusion

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- Approach by **abstraction refinements**: from the **generalized dynamics** of the interaction graph to the **construction of cooperations**;
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### Static Analysis of Process Hitting

- Fix points by **topological analysis**;
- Very efficient over- and under-approximations of **process reachability**;
- Extract **necessary processes** for achieving reachabilities: **towards control**.
- Brings new **insight to derive precise dynamical properties** from BRNs.

## Derive more properties

- Characterisation of **attractors**;
- Verification for **sustained oscillations**;
- etc.



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- Quantification of dynamics: reachability **probabilities**, **expected times**, etc.
- Extension to the **Process Hitting with Priorities** (e.g., two classes of actions: instantaneous and non-instantaneous);
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## Application to BRNs

- Address **bigger BRNs** (E. Coli, etc.);
- Focus on **properties of interest** for BRNs analysis;
- Suggestions are very welcome.