Abstraction and Verification of Large-scale Biological Networks

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Biological Regulatory Networks (BRNs) The Interaction Graph



Boolean/Discrete Networks

- Each component has a finite set of qualitative levels ({0, 1, 2}).
- Functions associate the next level given the state of the regulators.

Boolean network example



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Motivation and Challenges

Prove dynamical properties Validate/Refute a model

- Fixed points (steady states) analysis;
- Reachability properties;
- Attractors characterisation.

Control dynamical properties Therapeutic targets

- Necessary or sufficient conditions.
- Key components/influences/parameters.

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Large-scale models

- Lack of details (knowledge) for some interactions
 - \rightarrow avoid model/parameters enumeration.
- Numerous environment inputs: uncertainity for the initial conditions
 → handle multiple initial states at once.
- Work around the state-space combinatoric explosion
 - \longrightarrow abstraction techniques.

Approach, Results

Methods

- New formalism: Process Hitting (class of Asynchronous Automata Networks).
- Dedicated abstract interpretation of dynamics.
- Static causality analysis.

Fixed Point Enumeration

• Reduction to the *n*-cliques of a *n*-partite graph.

Successive reachability properties EF $a_i \wedge (EF \ b_j \wedge ...)$

- Reduced complexity but may be inconclusive (Yes/No/Inconc): poly(#automata), exp(#local states within one automata).
- Necessary/sufficient patterns in a Graph of Local Causality.
- Identification of cut sets for reachability (towards control).

Outline

1 Biological Regulatory Networks

Qualitative Modelling with the Process Hitting Generalised Dynamics of Interaction Graph Refinement with Cooperation

3 Fixed Points

4 Causality Analysis: Reachability and Cut Sets Graph of Local Causality Process Reachability Cut Sets

6 Conclusion and Future Work

The Process Hitting Framework



- Automata: 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, \ldots ;
- States: $\langle a_1, b_1, z_1 \rangle$, $\langle a_0, b_1, z_1 \rangle$, $\langle a_0, b_0, z_1 \rangle$, ...;
- Restriction of Asynchronous Automata Networks.



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Generalised Dynamics of Regulatory Networks



Dynamics over-approximation

- A component can not increase if none effective activator is present.
- A component can not decrease if none effective inhibitor is present.

Generalized Dynamics of BRNs

- Idea: the most permissive dynamics [Paulevé, Magnin, Roux in TCSB 2011].
- Without knowledge of functions between components.





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Boolean case:



Note: this construction can be easily extended to multi-valued components.

- Idea: $c_0 r c_1$ when a_0 and b_1 are present.
- Introduction of a cooperative automata reflecting the state of *a* and *b*.



- Idea: $c_0 \not \vdash c_1$ when a_0 and b_1 are present.
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Refining with Cooperation

- Idea: $c_0 r c_1$ when a_0 and b_1 are present.
- Introduction of a cooperative automata reflecting the state of *a* and *b*.



 \Rightarrow introduce a temporal shift; similar to complexes.









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Abstraction and Verification of Large-scale Biological Networks: Fixed Points

Fixed Points

[Paulevé, Magnin, Roux in TCSB 2011]





n-cliques are fixed points

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n-cliques are fixed points

Abstraction and Verification of Large-scale Biological Networks: Causality Analysis: Reachability and Cut Sets

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Scenarios



 $a_0 \rightarrow c_0 \upharpoonright c_1 :: b_0 \rightarrow d_0 \bowtie d_1 :: c_1 \rightarrow b_0 \trianglerighteq b_1 :: b_1 \rightarrow d_1 \bowtie d_2$

Scenarios



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

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 $a_0 {\rightarrow} c_0 \mathrel{\upharpoonright} c_1 :: b_0 {\rightarrow} d_0 \mathrel{\upharpoonright} d_1 :: c_1 {\rightarrow} b_0 \mathrel{\upharpoonright} b_1 :: b_1 {\rightarrow} d_1 \mathrel{\upharpoonright} d_2$

 $a_0 \rightarrow c_0 \upharpoonright c_1 :: b_0 \rightarrow d_0 \upharpoonright d_1 :: c_1 \rightarrow b_0 \trianglerighteq b_1 :: b_1 \rightarrow d_1 \bowtie d_2$

Abstraction by Objective Sequences

•
$$c_0 \vdash c_1 :: d_0 \vdash d_1 :: b_0 \vdash b_1 :: d_1 \vdash d_2;$$

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

Abstraction by Objective Sequences

- $c_0 \vdash c_1 :: d_0 \vdash d_1 :: b_0 \vdash b_1 :: d_1 \vdash d_2;$
- b₀ P^{*} b₁ :: d₀ P^{*} d₂

$$a_0 \rightarrow c_0 \upharpoonright c_1 :: b_0 \rightarrow d_0 \bowtie d_1 :: c_1 \rightarrow b_0 \trianglerighteq b_1 :: b_1 \rightarrow d_1 \trianglerighteq d_2$$

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- b₀ P^{*} b₁ :: d₀ P^{*} d₂
- d₀ ▷* d₂, ...

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

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Abstraction by Bounce Sequences



E.g.:
$$b_0 \rightarrow d_0 \uparrow d_1 :: b_1 \rightarrow d_1 \uparrow d_2 \ (d_0 \uparrow^* d_2)$$

$$a_0 \rightarrow c_0 \upharpoonright c_1 :: b_0 \rightarrow d_0 \bowtie d_1 :: c_1 \rightarrow b_0 \trianglerighteq b_1 :: b_1 \rightarrow d_1 \trianglerighteq d_2$$

Abstraction by Objective Sequences

- $c_0 \vdash^* c_1 :: d_0 \vdash^* d_1 :: b_0 \vdash^* b_1 :: d_1 \vdash^* d_2;$

Abstraction by Bounce Sequences



E.g.: $b_0 \rightarrow d_0 \uparrow d_1 :: b_1 \rightarrow d_1 \uparrow d_2 \ (d_0 \uparrow^* d_2)$ \Rightarrow can be computed off-line:

•
$$\mathsf{BS}(d_0 \stackrel{\mathsf{P}^*}{\to} d_2) = \{ b_0 \rightarrow d_0 \stackrel{\mathsf{P}}{\to} d_1 :: b_1 \rightarrow d_1 \stackrel{\mathsf{P}}{\to} d_2, \\ b_2 \rightarrow d_0 \stackrel{\mathsf{P}}{\to} d_2 \};$$

• $\mathsf{BS}^{\wedge}(d_0 \not\uparrow^* d_2) = \{\{b_0, b_1\}, \{b_2\}\}.$

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

Abstraction by Objective Sequences

- $c_0 \vdash c_1 :: d_0 \vdash d_1 :: b_0 \vdash b_1 :: d_1 \vdash d_2;$
- b₀ P^{*} b₁ :: d₀ P^{*} d₂

Abstraction by Bounce Sequences



- E.g.: $b_0 \rightarrow d_0 \uparrow^{\diamond} d_1 :: b_1 \rightarrow d_1 \uparrow^{\diamond} d_2 (d_0 \uparrow^{\diamond*} d_2)$ \Rightarrow can be computed off-line:
 - $\mathsf{BS}(d_0 \stackrel{r}{}{}^* d_2) = \{ \underbrace{b_0 \rightarrow d_0 \stackrel{r}{}}{d_1} :: \underbrace{b_1 \rightarrow d_1 \stackrel{r}{}}{d_2}, \\ \underbrace{b_2 \rightarrow d_0 \stackrel{r}{}{d_2} \};$
 - $\mathsf{BS}^{\wedge}(d_0 \upharpoonright d_2) = \{ \{ b_0, b_1 \}, \{ b_2 \} \}.$
 - $\mathsf{BS}(d_1 \upharpoonright^* d_2) = \{ \underbrace{b_1 \rightarrow d_1}_{c_1 \rightarrow d_1} d_2, \\ c_1 \rightarrow d_1 \upharpoonright d_0 :: \underbrace{b_2 \rightarrow d_0}_{c_1 \rightarrow d_2} \};$
 - $\mathsf{BS}^{\wedge}(d_1 \upharpoonright d_2) = \{\{b_1\}, \{b_2, c_1\}\}.$

Abstract Interpretation of Scenarios

Inputs

- Context: For each automata, subset of initial processes.
 E.g. *ς* = ⟨*a*₀, {*b*₀, *b*₂}, *c*₀, *d*₀⟩.
- Objective Sequence (OS): reachability property.
 E.g. ω = b₀ r^{*}* b₁:: d₀ r^{**} d₂ (or EF (b₁ ∧ EF d₂)).



Objective Sequence Refinements

 $\gamma_{\varsigma}(\omega) = \{\delta \in \mathsf{Sce} \mid \omega \text{ abstracts } \delta \land \mathrm{support}(\delta) \subseteq \varsigma\}.$

$Obj imes \wp(BS^\wedge)$	lφ(OS)
<i>d</i> ₀ ⊧* <i>d</i> ₂	$\star \vdash^* \overset{b_0}{\mapsto} :: b_0 \vdash^* \overset{b_1}{\mapsto} :: d_0 \vdash^* d_2,$
,	$\star \vdash^* \overset{b_1}{\mapsto} :: b_1 \vdash^* \overset{b_0}{\mapsto} :: d_0 \vdash^* d_2,$
$\{\{b_0, b_1\}, \{b_2\}\}$	★ ⊢ [*] * <mark>b</mark> ₂ ::: d ₀ ⊢ [*] *d ₂
$\gamma_{\varsigma}(d_0 r^*d_2)$	$=\gamma_{arsigma}(ho^{\wedge}(d_0arsigma^{ ightarrow}d_2,BS^{\wedge}(d_0arsigma^{ ightarrow}d_2)))$

Objective Refinement by **BS**^{\wedge}: ρ^{\wedge}

Objective Sequence Refinements

 $\gamma_{\varsigma}(\omega) = \{\delta \in \mathsf{Sce} \mid \omega \text{ abstracts } \delta \land \mathrm{support}(\delta) \subseteq \varsigma\}.$

$Obj imes \wp(BS^\wedge)$	℘(OS)
$d_0 r^* d_2$	$\star \vdash^* \overset{b_0}{\mapsto} :: b_0 \vdash^* \overset{b_1}{\mapsto} :: d_0 \vdash^* d_2,$
,	$\star \restriction^* \overset{b_1}{\mapsto} :: b_1 \restriction^* \overset{b_0}{\mapsto} :: d_0 \restriction^* d_2,$
$\{\{b_0, b_1\}, \{b_2\}\}$	$\star r a_2 :: d_0 r a_2$
$\gamma_{\varsigma}(d_0 r^*d_2)$	$=\gamma_{arsigma}(ho^{\wedge}(d_{0} ho^{*}d_{2},BS^{\wedge}(d_{0} ho^{*}d_{2})))$

Objective Refinement by **BS**^{\wedge}: ρ^{\wedge}

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

$OS imes \wp(BS^\wedge)$	$\wp(OS)$
ω , BS $^{\wedge}$	$\operatorname{interleave}egin{pmatrix} \omega' \ \omega_{1n-1} \end{pmatrix}::\omega_{n \omega }$
	where $n \in \mathbb{I}^{\omega}$
	and ω' :: $\omega_n \in ho^\wedge(\omega_n, BS^\wedge(\omega_n))$
$\gamma_{\varsigma}(\omega)$	$=\gamma_arsigma(\widetilde ho(\omega,BS^\wedge))$



Approximations of Successive Reachability



[Paulevé, Magnin, Roux in Mathematical Structures in Computer Science, 2012]

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Un-ordered Over-approximation Example



Necessary condition for reaching d_2 : There exists a traversal of \mathcal{A}^{ω}_{S} such that:

- objective → follow at least one solution;
- process → follow all objectives;
- no cycle.



Un-ordered Over-approximation Example



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Un-ordered Under-approximation

Example

Sufficient condition for reaching d_2 :

- $[\mathcal{B}_{\varsigma}^{\omega}]$ has no cycle;
- each objective has at least one solution.

 $[\mathcal{B}^{\omega}_{\varsigma}]$: saturated $\mathcal{A}^{\omega}_{\varsigma}$.





Un-ordered Under-approximation

Example

Sufficient condition for reaching *d*₂:

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Un-ordered Under-approximation

Example

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 $\lceil \mathcal{B}^{\omega}_{\varsigma} \rceil$: saturated $\mathcal{A}^{\omega}_{\varsigma}$.



Static Analysis of Successive Reachability



[Paulevé, Magnin, Roux in Mathematical Structures in Computer Science, 2012]

Complexity

Graph of Local Causality $\mathcal{A}^{\omega}_{\varsigma}$, $[\mathcal{B}^{\omega}_{\varsigma}]$

- BS[^]: exp(#processes within one automata).
- \mathcal{A}_{S}^{ω} (and $[\mathcal{B}_{S}^{\omega}]$): poly(#processes) × exp(#processes within one automata).

Analyses

- Over-approximations: polynomial in the size of A^ω_s.
- Different strategies of under-approximation:
 - global: polynomial in the size of [\mathcal{B}_{s}^{ω}];
 - per solution: × exponential in the size of **BS**[^].

 \implies efficient with a small number of processes per automata, while a very large number of automata can be handled.

EGFR/ErbB Signalling Network (104 components)



Execution times

- Real biological models.
- Wide-range of biological/arbitrary reachability analysis.
- Always conclusive.

Model	autom.	procs	actions	states	Biocham ¹	libDDD ²	PINT ³
egfr20	35	196	670	2 ⁶⁴	[3s-KO]	[1s-150s]	0.007s
tcrsig40	54	156	301	2 ⁷³	[1s-KO]	[0.6s-KO]	0.004s
tcrsig94	133	448	1124	2 ¹⁹⁴	KO	KO	0.030s
egfr104	193	748	2356	2 ³²⁰	KO	KO	0.050s

- ¹ http://contraintes.inria.fr/biocham (using NuSMV2)
- 2 http://move.lip6.fr/software/DDD
- 3 http://process.hitting.free.fr

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Cut Sets of Processes for Reachability

Goal sets of processes whose action is necessary for a given process reachability.



Results

- Efficient under-approximation using the Graph of Local Causality: no candidate enumeration, no model-checking.
- Applicable to any automata network.

Application

- Formal identification of therapeutic targets.
- Models of very large biological networks: PID (+9000 components): computation of 1- to 5-sets between 1s and 8min.

[Paulevé, Andrieux, Koeppl at CAV 2013]

Extraction of Cut Sets

Necessary condition for reaching d_2 : There exists a traversal of \mathcal{A}^{ω}_{S} such that:

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Conclusion

The Process Hitting framework

- Qualitative asynchronous modelling.
- Different levels of dynamics abstractions (partial knowledge on cooperations).
- Automatic encoding of Boolean Networks (over-approximation).

Abstract causality analysis

- Local causality reasonning.
- Over- and under-approximation of reachability properties.
- Extract necessary sets of processes (potential therapeutic targets).
- Tractable on very large networks.

Implementation: PINT software - http://process.hitting.free.fr

Abstraction and Verification of Large-scale Biological Networks: Conclusion and Future Work

Future work

Process Hitting with Priorities

- Static split of actions into priority classes.
- An action can be played only if none action with higher priority can be played.
- \implies different time-scales;
- \implies enhanced expressivity (with 3 classes: Petri Nets).



Link with static analyse of Boolean networks

• Relate Graph of Local Causality with Interaction Graph/Boolean functions constraints.
Thank you for your attention.