# Stochastic $\pi$ -calculus modelling of gene regulatory networks

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#### Context

- Gene regulatory networks (GRN) modelling.
- Reproduce/understand particular behaviors.
- Discrete and stochastic (temporal) framework.

At which frequency our system will end up to stable behavior A?

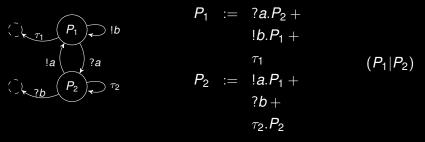
• Process algebra approach.

### $\pi$ -calculus modelling

- Concurrent processes algebra [Milner 89]
- Processes communicate using channels.
- P<sub>1</sub> calls (?) on channel *a*, P<sub>2</sub> answers (!) on channel *a*.
- Operators : parallelization, replication, name passing, name restriction.
- Turing complete.
- Here we will focus on  $\pi$ -calculus programs having a restricted grammar and operators.

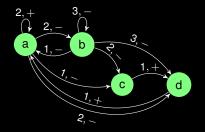
#### Stochastic $\pi$ -calculus modelling

- Introduction of delays  $(\tau)$  and channels rates [Priami 95]
- For each channel and delay we may specify an use rate.
- Rates control probabilities of reactions in the system (through the choice operator +).
- Rates control average duration of reactions.



• Simulators : SPiM [Phillips & Cardelli 07], etc.

## Generalized GRN dynamics

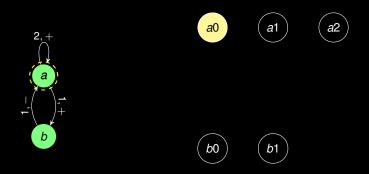


- Gene regulatory networks graph using thresholds.
- Asynchronous transitions: one gene at once changes level.
- A gene may see its level increase iff at least one activator is present.
- A gene may see its level decrease iff at least one inhibitor is present.

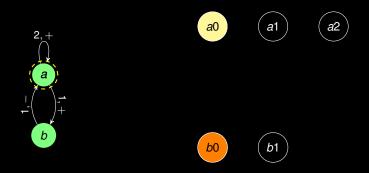
## $\pi$ -calculus modelling of GRN



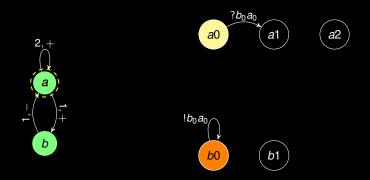
- One process per gene and per level.
- Answers to the call from its activators/inhibitors and goes to corresponding following/preceding process.



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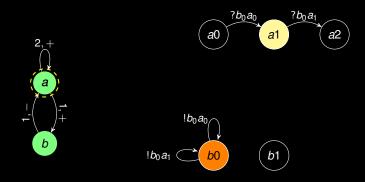


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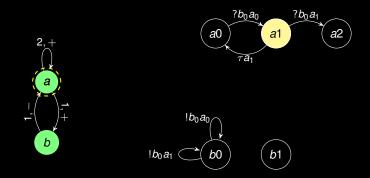
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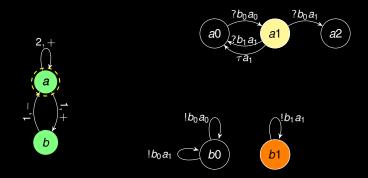


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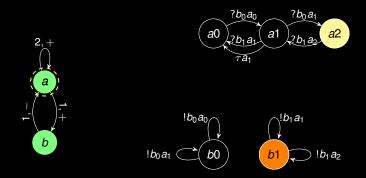
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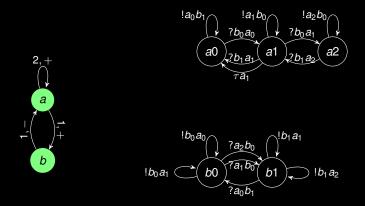
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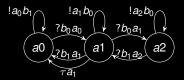


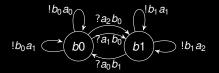
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## What do we look for?





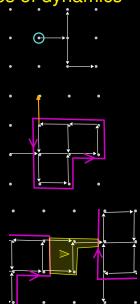
- Remark : our models have a very particular shape.
- Particular patterns inside our *π*-calculus models responsible of particular parts of the dynamics.
- How assemble these patterns to build a system respecting a given behavior?

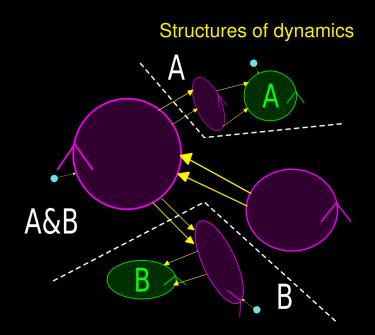
## Structures of dynamics

 Garden of Eden : no predecessors

 Oscillation : stable (attractor or livelock) - unstable.
 Stable state : particular stable oscillation (deadlock)

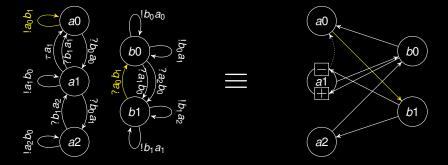
• Trap : path between two structures.



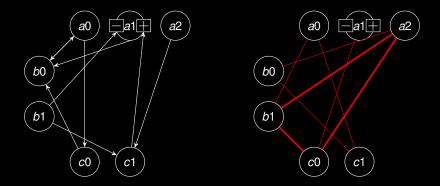


#### $\pi$ -calculus reaction graphs

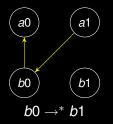
Well-suited representation of our  $\pi$ -calculus models :



#### Pattern for stable states



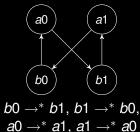
- *n*-clique in the complementary reaction graph "Processes not sharing any channels".
- Sufficient and necessary.

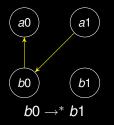


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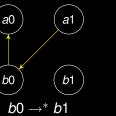


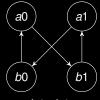


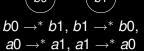
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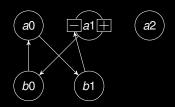
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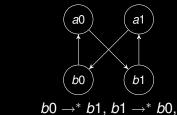


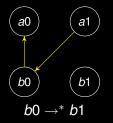


*a*1

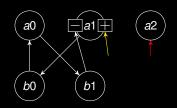
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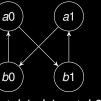
 $a0 \rightarrow^* a1, a1 \rightarrow^* a0$ 



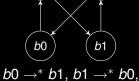




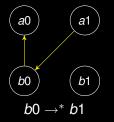


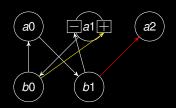


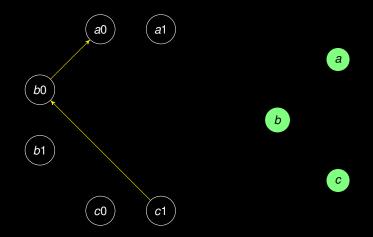


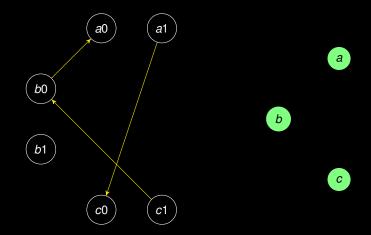


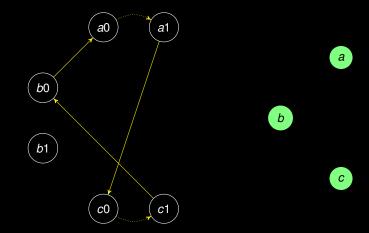
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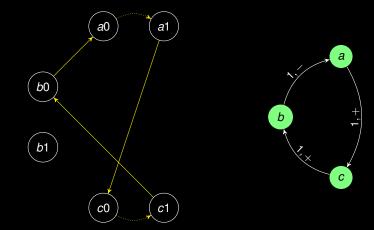


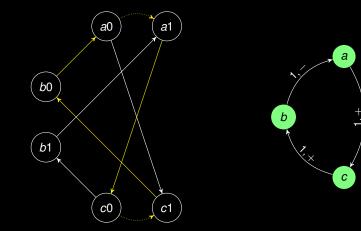












#### Conclusion

- We showed how modelling generalized GRN dynamics in  $\pi$ -calculus,
- this gave us models with a particular shape.
- We defined a well-suited representation of these models.
- We showed some particular patterns leading to the presence of particular behaviors.
- We showed how to build systems respecting some structures of wanted dynamics.

## Ongoing works and perspectives

- Provide a framework to easily program wanted behaviors.
- Infer from patterns some important channels
  ⇒ stochastic parameters inference.
- Enlarge to deterministic GRN dynamics (Thomas' K) (shape of models is changing, but not so much).
- $\pi$ -calculus patterns to GRN graph.



Thank you for your attention !