#### **Bioinformatics**

Mathematical biology

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# Mathematical descriptions in biology

Mathematical modelling and simulation ways in biology.

- qualitative and stochastic descriptions.
- structures, dynamics, stability, changes.

#### Main topics

- mathematical dynamics
  - qualitative differential equations
  - stability, stochastic systems
- populations and organisms
  - cells, tissues, tumors, evolution
  - neuronal systems, cognition
- molecular systems
  - structures and networks
  - chromatin, enzymatic pathways

## Mathematical description

- biology in silico
  - mathematical biology
  - computational biology
  - theoretical biology
- approaches
  - stochastic vs. deterministic
  - symbolic vs. numerical
  - qualitative vs. quantitative
- objects
  - systems: abstract vs. concrete
  - structures: static vs. dynamical
  - time: discrete vs. continuous

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# **Biological abstraction**

#### biologists point of view

#### description levels

- supracellular description
- subcellular description

#### concreteness

- specific individuum
- multi-unite system
- questions for
  - structural localization
  - time development

## **Development rules**

biological non-linearity grounds

- codes
  - strings: replication, translation
  - rules fixed in evolution
    - genetic code, histone and suger hypotheses

#### attractors

- non-linear dynamics
- 'rivers with their basins'
  - codes for attractor development
- states
  - machine abstraction
  - development stages
    - states based regulation modes

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#### Attractor terrain



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# Dynamical systems

- study
  - experiments
    - bioinformatics explorations
  - computations
    - molecular modeling
  - theory
    - model development and characterization
- phase flows:  $\vec{q'}(t) = \vec{N}(\vec{q}(t), t)$ 
  - continuous time
  - differential equations
  - (non)integrable systems
- phase maps:  $\vec{q}_{n+1} = \vec{f}(\vec{q}_n, t_n)$ 
  - discrete time
  - difference equations
  - recurrence relations

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# **Dynamics properties**

- linearity
  - linear systems
    - total system as a fixed sum of its subsytems
    - superposition: el.-mag., quantum systems
  - non-linear systems
    - without overall description on independent parts
    - open systems, approximated descriptions
- integrability
  - integrable systems: with solvable phase flow equations
    - regular systems
    - in Hamiltonian physics with constants of motion
      - $\rightarrow$  simple dynamics
  - non-integrable systems
    - usually chaotic systems

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#### phase spaces - state spaces, variables as dimensions

#### • Hamiltonian systems

- having a function  $H = H(q_1, ..., q_k, q_{k+1}, ..., q_{2k})$ where for  $i \in 1, ..., k$ :  $N_i = \partial H / \partial q_{k+i}$ ,  $N_{k+i} = -\partial H / \partial q_i$
- then  $\nabla \vec{N} = 0$ , i.e. zero divergence of  $\vec{N}$  in return we have constant phase volume

#### Ergodic systems

- dynamical systems with constant phase volumes
- having the phase space of finite phase (Liouville) volume, 'every' point of a subset returns back (inifinitely many times)
- however the return time grows fast for the particle count

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# Orbits - trajectories

autonomous dynamical systems

- fixed points
  - discrete systems:  $\vec{q} = \vec{f}(\vec{q})$
  - continuous systems:  $\vec{N}(\vec{q}) = 0$
- periodic orbits
  - discrete systems:  $\vec{q} = \vec{f^k}(\vec{q})$
  - continuous systems:  $\vec{q}(t + T) = \vec{q}(t)$
- stability
  - ds:  $|f_i'(\vec{q})| < 1, \prod_{j=0}^{k-1} |f_i'(\vec{q}(j))| < 1$
  - cs: real parts of roots of |L<sub>ij</sub>(q̃) − λI| = 0 are lesser than 0, where L<sub>ij</sub> = ∂N<sub>i</sub>(q̃)/∂q<sub>j</sub>

# Logistic map

• definition:  $q_{n+1} = f_a(q_n) = a \cdot q_n(1 - q_n)$ 

# fixed points solution: p<sub>0</sub> = 0, p<sub>1</sub> = 1 - 1/a p<sub>1</sub> stability: for a ∈ (1,3) f'<sub>a</sub>(q) = [a ⋅ q(1 - q)]' = a[(1 - q) - q] = a(1 - 2q) f'<sub>a</sub>(p<sub>1</sub>) = 2 - a

- periodic (two steps) points
  - solution:  $p_{3,4} = 1/2 \cdot (1 + 1/a \pm 1/a \cdot (a^2 2a 3)^{0.5})$
  - stability:  $a \in (3, 1 + \sqrt{6})$
- bifurcation
  - periodicity of stable periodic point going to  $\infty$  with  $a \rightarrow 4$
  - chaos for a = 4, with  $q_n = \sin^2(2^n \arcsin(\sqrt{q_0}))$

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# Logistic map schemas



#### systems with 'butterfly effects' alleged

any viewable butterfly effect would be 'privileged'

- chaos properties
  - sensitive to initial conditions
  - with topological mixing
  - with dense periodic orbits
- chaos onset
  - common case: subsequent bifurcations
  - Feigenbaum constant  $\delta = 4.669201609...$ 
    - limit of ratios of bifurcation n th/(n+1) th intervals
- attractors
  - fractal dimansionality dim =
    - log(number of self-similar pieces) / log (magnification factor)

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# Topics on chaos

issues in chaos and dynamics

#### classical chaos

- summations on periodic orbits
  - trajectories in neighborhoods of the (dense) periodic orbits
  - an analogy to the most probable states of statistical physics

#### o dynamics classes

- KAM theorem
  - invariant tori that 'survive' weak non-linear perturbations are those with irrational / non-resonance frequencies
- FPU systems
  - computations on coupled oscillators
  - excitations on single ones, occasional jumps
- famous systems
  - Brownian dynamics: path of dimension 2 (for  $R^n$ , n > 1)
  - patterns of reaction-diffusion systems

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# Periodic orbits

#### deterministic chaos explorations



system characterization by periodic orbits

· periodic orbits are dense for chaotic systems

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## Logistic curve

#### simple population growth

• 
$$dx/dt = r \cdot x \cdot (1 - x/c)$$
, with  $r, c > 0$ 

- one-dimensional continuous dynamics
- fixed points are 0 (extinction) and c (stable)
- more simple dynamics than for the discrete case
  - general fact: difference equations harder to solve than differential ones
- solution  $c \cdot e^{rt}/(e^{rt} + s)$ where  $s = 1 - c/x_0$  for  $x_0 = x(t = 0)$



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## Graphical description

how to analyze fixed point stability



general properties

- situations
  - one x or two x, y variables depending on themselves
  - development in time: dx/dt, or dx/dt, dy/dt

• 
$$dx/dt = f(x, t)$$
, with  $x(t_0) = y_0$ 

- solution existence
  - f(x, t) is continuous
- solution uniqueness
  - both f(x, t) and  $\partial f / \partial x$  are continuous
- autonomous systems for x and y
  - dx/dt = f(x, y)
  - dy/dt = g(x, y)
  - frequently the case for biological systems

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# 1-dimensional problems

#### simple autonomous systems dx/dt = f(x)



# Qualitative description

qualitative differential equations

- 2-dimensional autonomous systems
  - dx/dt = f(x, y, t) = f(x, y)
  - dy/dt = g(x, y, t) = g(x, y)
  - to plot phase portraits of the systems and to predict their dynamics
- solution methods
  - 1) null-cline analysis
    - where f(x, y), g(x, y) are zero valued
  - 2) Jacobian analysis
    - types (stability) of fixed points
    - a) determinant-trace method
    - b) graphical Jacobian

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### Null-cline method

#### • phase portraits

- dx/dt = 3x(1-x) 1.5xy ... zero dashed lines
- dy/dt = 0.5xy 0.25y ... zero solid lines



#### stability of fixed points

- computations for a fixed point  $\bar{x}, \bar{y}$ 
  - $detJ = (\partial f / \partial x \cdot \partial g / \partial y \partial f / \partial y \cdot \partial g / \partial x)|_{\bar{x},\bar{y}}$
  - $trJ = (\partial f/\partial x + \partial g/\partial y)|_{\bar{x},\bar{y}}$
  - $D = (trJ)^2 4(detJ)$
- particular cases
  - det J < 0 saddle point [the {0,0} and {1,0} cases]
  - det J > 0, tr J > 0,  $D \ge 0$  non-stable node
  - det J > 0, tr J < 0,  $D \ge 0$  stable node [the {0.5, 1} case]
  - det J > 0, tr J > 0, D < 0 non-stable spiral
  - det J > 0, tr J < 0, D < 0 stable spiral
  - det J > 0, tr J = 0, center point

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# Symbolic dynamics

resigning on numerical valuations at all

fair approximation for some systems

- famous symbolic types
  - cellular automata
  - L-systems
- cellular automaton
  - discrete system linear, planar, etc.
  - state in the next step by a function on cell neighborhood
  - self-reproducible structures, game of life
- Lindenmayer systems
  - formal grammars, symbols and rewriting rules
  - used mainly for plant development modeling

#### L-systems

- algae: start A; rules  $A \rightarrow AB$ ,  $B \rightarrow A$
- development:

n = 0: A n = 1: AB n = 2: ABA n = 3: ABAAB

- Conway's game of life
  - infinite planar space of cells
  - eight neighbors for each cell
  - rules:

live cell: 0 or 1 alive neighbors  $\rightarrow$  dies live cell: 4 or more alive neighbors  $\rightarrow$  dies live cell: 2 or 3 alive neighbors  $\rightarrow$  lives dead cell: 3 alive neighbors  $\rightarrow$  comes to life dead cell: otherwise  $\rightarrow$  still dead

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# Stochastic dynamics

never is everything (deterministically) known

- changes
  - evolving processes
  - stationary processes
- differential equations
  - stochasticity inclusion (jumps, lags)
  - start conditions
- noise based order
  - continuous development into structure-less mediocrity
  - random jumps into border areas

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## Probabilistic systems

- random walks
  - Brownian motion recurrence probability of 1 for 1D and 2D (discrete) spaces
  - blocked directions
- jump modes
  - uniform distribution
  - Lévy jumps
  - money circulation
- epidemic spread
  - based on Lévy jumps
  - continuous local spread
  - accidental further spread

# Granularity

- grain sensitivity
  - Boltzmann vs. Gibbs entropy
  - natural approximations



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# Cognition

#### neuronal systems

another complexity stack on the life complexity stack

- system structure
  - ANN primarily a computation model
  - abstraction gaining system
  - connected areas accessible to specifications
- system development
  - network connecting and fixation
  - impulse based concept creation
  - a will to grasp

#### Tissues

- biochemistry
  - signalling cascades
  - coupled biochemical reactions
- differentiation
  - cellular surfaces
  - chromatin structures
- aberrations
  - pathological states
  - tumor development

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the place of gene utilization

- states
  - specific DNA blocks (un)available
  - histone roles weak for lower eukaryota
  - cell remodeling / differentiation
- 3D structure
  - DNA folding and accession for gene expression
  - modifications: DNA methylation, histone acetylation
  - regulation: signal cascades with phosphorylations

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# Evolution

#### origin of life

- RNA proto-world, ribozymes
- code and genes sharing

#### species

- speciation: attractor changes
- extinction: exponential process
- enzyme evolution
  - enzymes receptors coevolution
  - Abzymes, i.e. antibody enzymes

#### Items to remember

#### Nota bene:

abstraction, orbits, stability

- o dynamics
  - non-linear systems
  - qualitative description
- systems
  - symbolic, stochastic
  - composite, unique

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