

A Domain Specific Language Based on Membrane Computing for Synthetic Biology

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Domain Specific Languages for Bio-inspired Computing and Synthetic Biology

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Summary

1. Membrane computing
 1. Roots & definition
 2. Main research topics
2. Domain specific language for bio-inspired computing
 1. Kernel P systems
 2. Examples: partition problem & firing squad problem
3. Probabilistic P systems
 1. Features of a domain specific language
 2. Formal verification & natural language patterns
 3. Simple example

1. Membrane computing –
Introduction, roots and definition

Membrane computing (I)

- **A computational model**, belonging to **natural computing**, abstracting from the functioning and structure of the living cells (**Membrane or P systems**)
- **Three** essential features: a certain **structure** of **membranes** delimiting **regions** (compartments, cells), some *multisets of objects* and finite *sets of rules* associated to regions
- **Evolving** in steps, from one configuration to another one according to a given **strategy** (more often is **maximal parallelism** = the objects not allocated to rules in a computation step can not be allocated to any of the rules)
- **Rules** can transform objects, move objects, and even modify the membrane structure (creation/division/dissolution/moving)

Membrane computing (II)

- Membrane systems generalise (include) L systems and DNA computing, (PC) grammar systems
- Similar models:
 - cellular automata, networks of evolutionary processors, calculus with ciliates, reaction systems
 - pi-calculus, mobile ambients, brane calculus, Petri nets

Rozenberg, Bäck & Kok: Handbook of NC, 2011

Kari, Rozenberg: CACM, 2008

Membrane computing – Basic definition

$$P = (O, \mu, w_1, \dots, w_n, R_1, \dots, R_n, i_0) - \text{P system}$$

where

O – an **alphabet** (finite set)

μ – a **membrane structure** with n membranes (regions)

w_1, \dots, w_n – **multisets** over O ; w_i – initial values

R_1, \dots, R_n – **sets of rules**

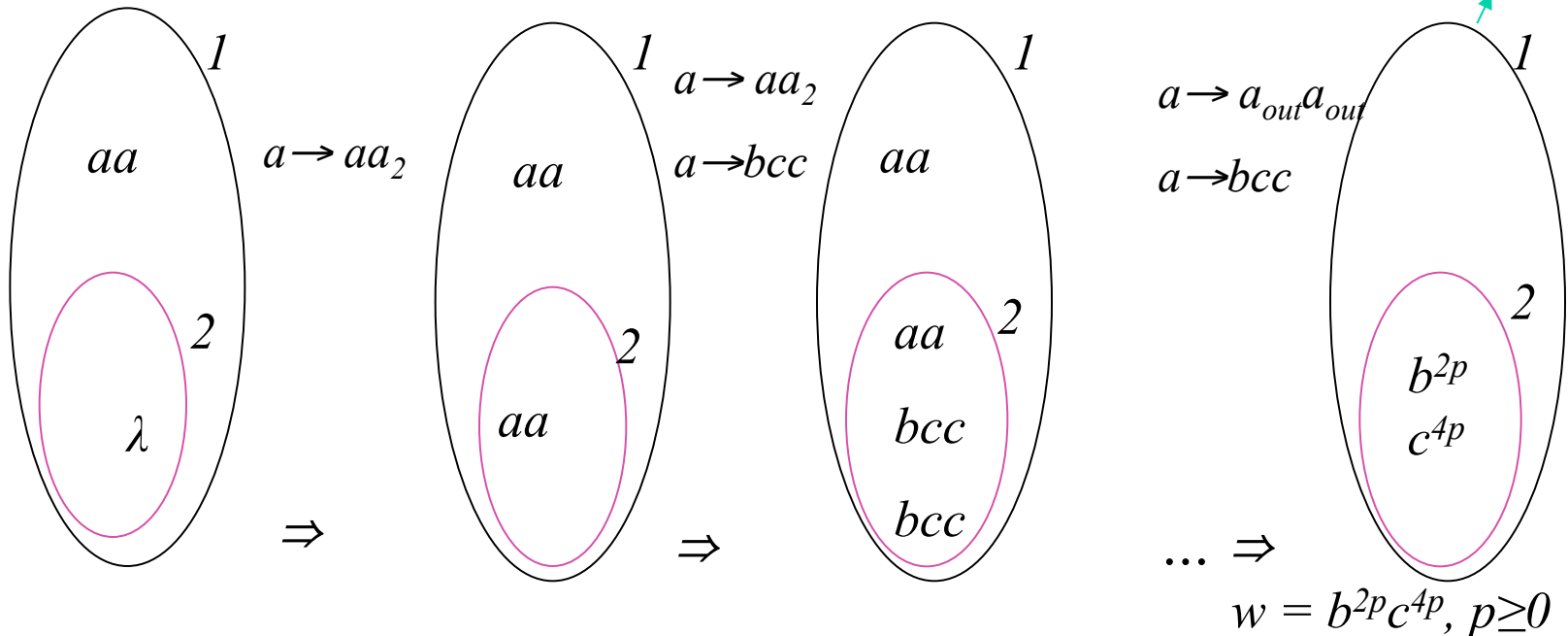
i_0 – the **output cell**

R_i – **evolution and communication rules**: $v \rightarrow w$; v, w – strings over

O + some indications of target regions in w

Simple example

$$P = (\{a,b,c\}, [{}_1[{}_2]_2]_1, aa, \lambda, \{a \rightarrow aa_2, aa \rightarrow a_{out}a_{out}\}, \{a \rightarrow bcc\}, 2)$$



Characteristics: distributed device; non-determinism; maximal parallelism

Membrane systems variants

$$P = (O, \mu, w_1, \dots, w_n, R_1, \dots, R_n, i_0) - \text{P system}$$

- **Objects:** simple symbols, strings
- **Rules:** specific communication functions, splicing (DNA), probabilities, conditions, use priorities and/or states, structure changes...
- **System's behaviour:** maximal or limited parallelism, sequential, asynchronous, stochastic...
- **System structure:** tree, graph (tissue, neural...), population

1.2 What has been studied?

Basic membrane systems. Computational power

$\text{NOP}_n(x)$ – the family of **sets of natural numbers computed by membrane systems** with at most n membranes; $*$ - arbitrary number of components;

$x = \text{ncoo}$ – context free rules (non-cooperative, at most one element on lhs), $x = \text{coo}$ – context dependent rules

(1) $\text{NOP}_*(\text{ncoo}) = \text{NOP}_1(\text{ncoo}) = \text{NCF}$ – basic P systems

(2) $\text{NOP}_*(\text{coo}) = \text{NOP}_1(\text{coo}) = \text{NRE}$

Observations.

- Only one component (membrane/region) is used (no hierarchy)
- No communication
- It (partially) reflects Chomsky hierarchy
- Simulate context-free grammars/matrix grammars

Population P systems – Some results

Components dynamically connected & environment.

$\text{NOPP}_{n,k}(x,y)$ – the family of sets of natural numbers computed by Population P systems with at most n components and at most k components in each connected component; $*$ - arbitrary no of components;

$x = \text{ncooCom}$ – non-cooperative communicating rules $(a;b,in)$, $(a;b,enter)$, $(b,exit)$; $x = \text{cooCom}$ - cooperative communicating rules; $y = n\alpha$ - without bond making rules $(i,x_1;x_2,j)$

$$(1) \text{NOPP}_{*,*}(\text{ncooCom}, n\alpha) = \text{NOPP}_{1,1}(\text{ncooCom}, n\alpha) = \text{NCF}$$

– population P systems with evolution and symport/antiport/uniport rules

$$(2) \text{NET0L} \subseteq \text{NOPP}_{4,2}(\text{ncooCom}, \alpha_1)$$

$$(3) \text{NOPP}_{2,2}(\text{cooCom}, n\alpha) = \text{NRE}$$

$$(4) \text{NOPP}_{4,1}(\text{cooCom}, n\alpha) = \text{NRE}$$

Bernardini, Gheorghe: JUCS, 2004;

Bernardini, Gheorghe, Margenstern, Verlan: TCS, 2008

Problems

- Computational power & descriptive complexity
- Structural operational semantics and relationships with other computational models: process algebra and Petri Nets (another semantics)
- Formal verification - Model checking: Maude, NuSMV (basic systems), Spin (kP systems) and Prism (stochastic systems)
- P systems testing
- Model various systems (applications)

Ref: Handbook on MC, 2010; <http://ppage.psystems.eu/>

2. Domain specific language for bio-inspired computing: Kernel P systems

Kernel P systems – Motivation (Research plan)

Why a new model - **kP system** ?

- need to have a slightly more general model allowing various classes of P systems or concepts utilised to be mapped into this model
- create a framework where systems using these models can be analysed (formally verified – initially model checking and testing)
- solve satisfactorily problems already coded with other P systems
- integrate with current tools

Initially introduced in February 2012, BWMC, as a PhD project

Kernel P systems – Informal definition

kP system, for short, is characterised by

- a **dynamic structure**, as a **network** of compartments
- **multisets** of objects in each compartment
- **rules** can have **guards** and include
 - rewriting and communication rules
 - structural rules (ex. membrane division, dissolution)
- each compartment has an **explicit execution strategy**

kP system basic definition

$$k\Pi = (A, \mu, C_1, \dots, C_n, i_0)$$

where

- A – an **alphabet** (finite set)
- $\mu = (V, E)$ – a **membrane structure**, a graph with vertices denoting compartments and edges defining connected compartments
- C_1, \dots, C_n – **compartments**, where each $C_i = (t_i, w_i)$, $1 \leq i \leq n$, consists of
 - a **compartment type**, t_i , and
 - an **initial multiset**, w_i ;
 - each compartment type is a tuple, $t_i = (R_i, \sigma_i)$, $1 \leq i \leq n$, with R_i a **set of rules** and σ_i , an execution strategy of the rules from R_i
- i_0 – the **output cell**

kP system rules

A **rule** from a compartment $C_l = (t_l, w_l)$ of $k\Pi$, has one of the following types

- **rewriting and communication**: $x \rightarrow y \{g\}$, where x is a non-empty multiset over A , y is a multiset and g is a **guard**, $y = (a_1, t_1) \dots (a_h, t_h)$; t_i is either t_l or is the type of a compartment C_i which is linked with C_l
- **membrane division**: $[x]_\alpha \rightarrow [y_1]_{(\alpha, 1)} \dots [y_h]_{(\alpha, h)} \{g\}$, with $\alpha = t_l$ and $(\alpha, i) = t_i$; compartment C_α is divided into $C_{(\alpha, 1)}, \dots, C_{(\alpha, h)}$; links are inherited
- **membrane dissolution**: $[x]_\alpha \rightarrow \lambda$; the compartment and its links are destroyed

A **guard**, g , is

- a **relational term** of the form $op a^n$, where op is a relational operator, a is an element of A and n is a positive integer; if w is the current multiset then $|w|_a$ denotes the number of occurrences of a in w - $op a^n$ denotes $|w|_a op n$;
- relational terms can be connected, as usual in Boolean expressions, by **Boolean operators** \vee , \wedge or **negated** by \neg .

Execution strategy - σ

For a compartment type, $t = (R, \sigma)$, and r, r_1, \dots, r_s , labels of rules, the **execution strategy**, σ , is defined by the following regular-like expression:

- $\sigma = \lambda$ - no rule from the compartment instantiating t is executed
- $\sigma = \{r\}$ - the rule r is executed
- $\sigma = \{r_1, \dots, r_s\}$ - one of the rules labelled r_1, \dots, r_s , is non-deterministically chosen and executed; if none is applicable then none is executed (similar to a skip)
- $\sigma = \{r_1, \dots, r_s\}^*$ - the rules are applied an arbitrary number of times, including 0; this is arbitrary parallelism
- $\sigma = \sigma_1 \& \dots \& \sigma_s$ - $\sigma_1, \dots, \sigma_s$ - are executed sequentially; if one is not applicable the execution stops, equivalent to a jump at the end of the sequence
- $\sigma = \{r_1, \dots, r_s\}^T$ - the rules are executed according to the maximal parallelism strategy

kP system example

Component types $t_i = (R_i, \sigma_i)$, $1 \leq i \leq 3$, where

$R_1 = \{r_1:a \rightarrow a(b,2)(c,3) \{\geq p\}, r_2:p \rightarrow p, r_3:p \rightarrow \lambda\}$; $\sigma_1 = \text{Lab}(R_1)^T$ (*max par*)
 $R_2 = \{r_1:b \rightarrow (b,0)c \{\geq p\}, r_2:p \rightarrow p, r_3:p \rightarrow \lambda\}$; $R'_2 = \{r_4:[]_2 \rightarrow []_2[]_2 \{\geq b^2 \wedge \geq p\}\}$;
 $\sigma_2 = \text{Lab}(R_2)^T \ \& \ \text{Lab}(R'_2)$, (*max par* followed by *seq*); and
 $R_3 = \Phi$, $\sigma_3 = \lambda$.

$k\Pi = (\{a,b,c,p\}, \mu, C_1, \dots, C_4, C_4)$, $\mu = C_1 - C_2 - C_3 - C_4$.
 $C_1 = (t_1, w_{1,0} = a^3p)$, $C_2 = C_3 = (t_2, w_{2,0} = w_{3,0} = p)$, $C_4 = (t_3, w_{4,0} = \lambda)$

$(a^3p, p, p, \lambda) \Rightarrow (a^3p, b^2p, bp, c^3) \Rightarrow (a^3, b^2c^2, b^2c^2, bcp, c^6)$
 $\mu = C_1 - C'_2 - C_3 - C_4$; $C_1 - C''_2 - C_3 - C_4$; C'_2 & C''_2 inherit C_2 links
 $(r_1r_1r_1r_2, r_2, r_2, \lambda)$ $(r_1r_1r_1r_3, r_1r_1r_3 \ \& \ r_4, r_1r_2, \lambda)$

$(a^3, b^2c^2, b^2c^2, bcp, c^6) \Rightarrow (a^3, b^2c^2, b^2c^2, c^2, c^6) - \text{final};$
 $(\lambda, \lambda, \lambda, r_1r_3, \lambda)$

Compartment C_4 contains c^6 and environment: $b^3 b$ in the final configuration.

2.1. Partition problem

NP-complete problems

- P systems with active membranes and electric charges mapped into kP systems and solutions to some NP-complete problems provided (3-colouring, subset sum, partition etc)
- Scenario
 - Generate enough space
 - Generate (almost) all the solutions
 - Check the validity of each solution
 - Provide answer

Partition problem

Given a finite set V , a function *weight* on V with positive integer values,

$$\textit{weight} : V \rightarrow \mathbb{Z}^+,$$

and a number K , check whether there exists a partition W_1, W_2 of V , such that $\textit{weight}(W_1) = \textit{weight}(W_2) = K$.

$\textit{weight}(W)$ means the sum of the weights of the elements of W .

Partition problem - codification

Given $V = \{v_1, \dots, v_n\}$ with $weight(v_i) = k_i$,
we build a kernel P system with two compartments, where

$c(V)$ denotes the multiset with elements v^k , where v is an element
of V such that $weight(v) = k$

Partition problem – solution

Solution sketch:

1. Two compartments, C_1 and C_2 , connected, with $w_1=S$, $w_2=A_1c(V)$
2. The subsets, W_1, W_2 , of V , are generated with elements from B_1, \dots, B_n ; each B_i , corresponds to a v_i from V ; the subset W_1 , is generated by using membrane division rules

$$[A_i]_2 \rightarrow [B_i A_{i+1}]_2 [A_{i+1}]_2, 1 \leq i \leq n-1,$$

$$[A_n]_2 \rightarrow [B_n X]_2 [X]_2 \text{ (in } n \text{ steps) - } W_2 \text{ is its complement}$$

1. The weights of the two complementary subsets, W_1 and W_2 , are matched up by rewriting rules $v_i v_j \rightarrow v \{=B_i \wedge \neq B_j \wedge = X \vee \neq B_i \wedge = B_j \wedge = X\}$
2. The solution, if exists, is communicated to compartment ‘1’ by using a rule $Y \rightarrow (T,1) \{<v_1 \wedge \dots \wedge <v_n \wedge =v^k\}$

Properties.

Generic: Eventually there will be an answer, either “yes” or “no”

Partition problem – weak variant

Check whether there exists a subset W of V , such that $weight(W)=K$

Obs. Follow almost the same algorithm, but a new subset is generated when its current weight is less than K & the solution validity is checked at each step.

Weak partition problem – solution

Solution sketch:

1. Two compartments, C_1 and C_2 , connected, with $w_1=S$, $w_2=A_1c(V)$
2. The subsets W of V , are generated with elements from B_1, \dots, B_n ; each B_i , corresponds to a v_i from V ; the subset W , is generated by using membrane division rules

$$[A_i]_2 \rightarrow [B_i A_{i+1}]_2 [A_{i+1}]_2 \{<v^k\}, 1 \leq i \leq n-1,$$

$$[A_n]_2 \rightarrow [B_n]_2 []_2 \{<v^k\}; \text{ (in } n \text{ steps).}$$

1. The v_i 's are transformed into v 's when B_i appears in a compartment, i.e., in W
 $v_i \rightarrow v \{=B_i\}$;
2. The solution, if exists, is communicated to compartment '1' by using a rule
 $Y \rightarrow (T,1) \{((=B_1 \wedge \geq v_1) \vee \dots \vee (=B_n \wedge \geq v_n)) \wedge =v^k\}$

Properties.

Generic: Eventually there will be an answer, either “yes” or “no”

Invariant: If B_i does not appear (B_i appears) in a compartment after a membrane division stage then v_i will stay there in all the subsequent steps (then v_i will disappear since the next step).

2.2. Synchronisation problem

Application: synchronisation problem

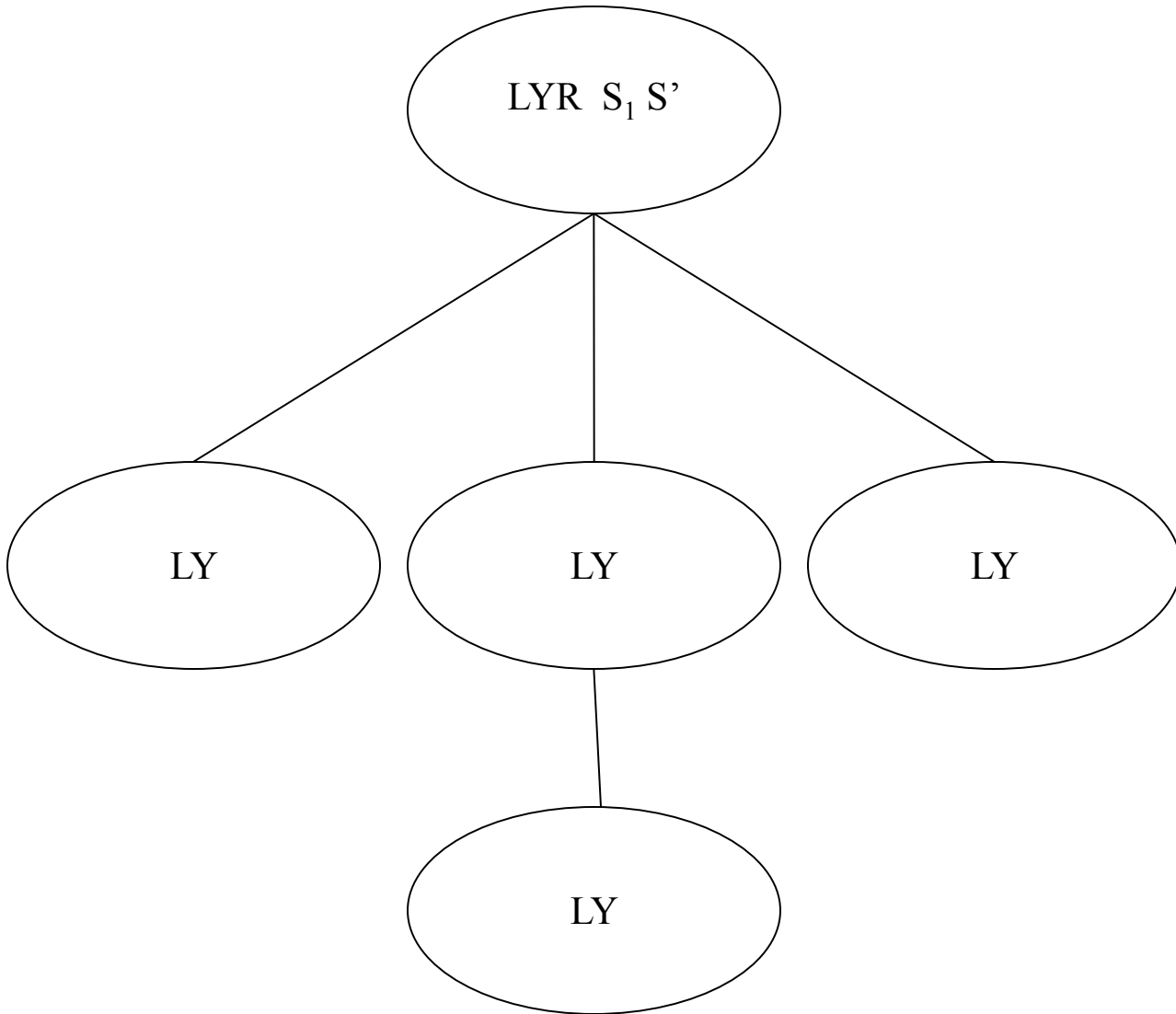
Synchronise the compartments of a membrane system (initially defined for one dimensional cellular automaton)

Problem: membrane system with n compartments (tree structure), and given initial states; provide a solution to the problem of finding a state of the system whereby every region will contain the same multiset and this is obtained for the first time

Solution idea: a nondeterministic solution consisting of

- a. a signal travels down on the longest path
- b. returns back by counting the number of regions
- c. goes down by spreading the same number of objects at each level and decreasing by one when a new level is entered
- d. finally the synchronisation state is reached

Bernardini, Gheorghe, Margenstern, Verlan: IJFCS, 2008 – can be rewritten as kP system model



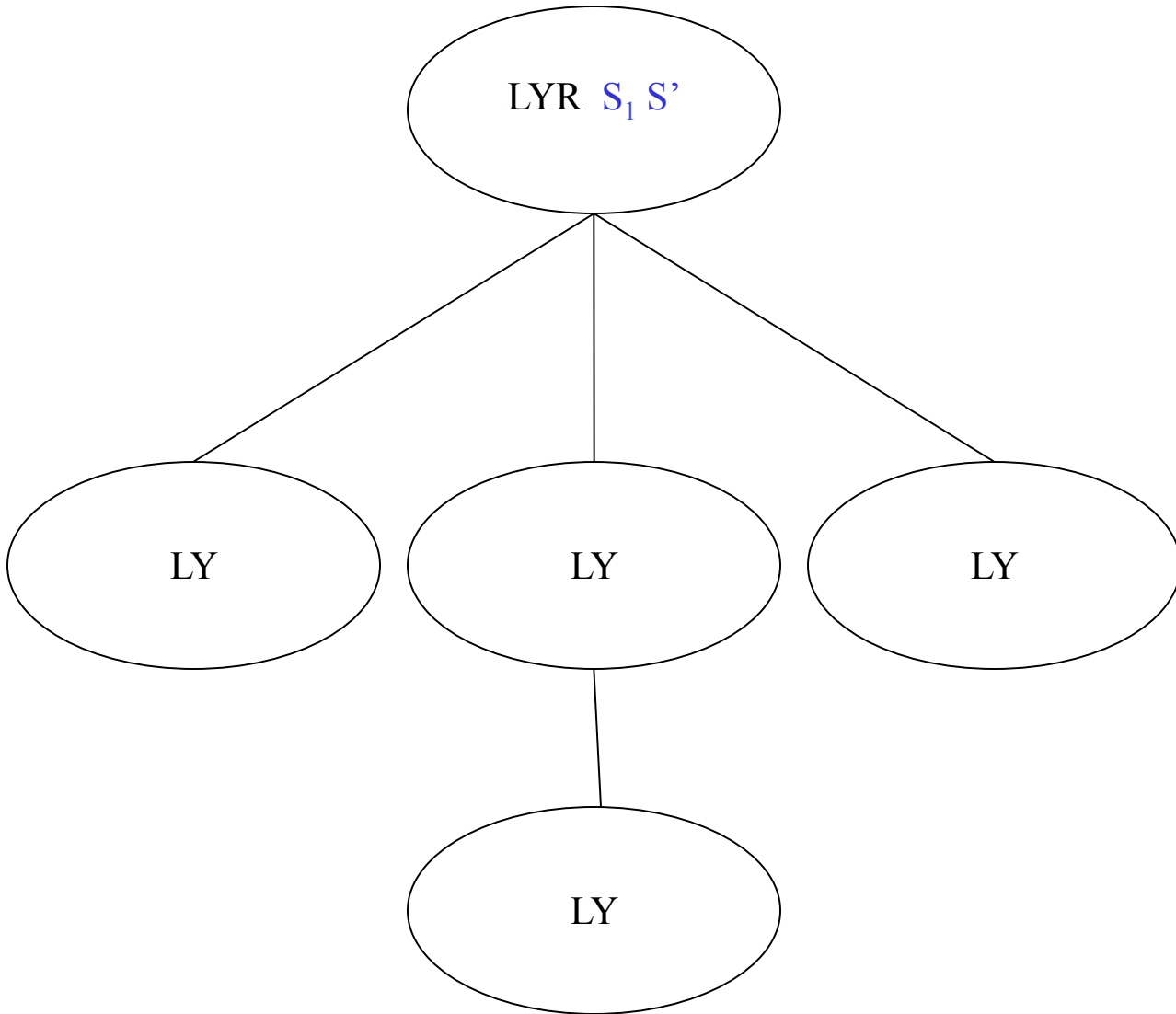
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 $S' \rightarrow (S_2, \text{here})$
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 $S_3 \rightarrow (S_3 a, \text{out})$
 $a \rightarrow (a, \text{out})$
 $S_3 R \rightarrow (S_5 b, \text{here})$
 $a \rightarrow (b, \text{here})$ _____

$LY S_5 b \rightarrow (S_5, \text{in}^*) (S_6, \text{here})$
 $LY S_5 b \rightarrow (S_7, \text{here})$
 $b \rightarrow (b, \text{in}^*) (b', \text{here})$ _____

$S_6 b' \rightarrow (S_6, \text{here})$
 $S_7 b \rightarrow (S_7, \text{here})$ _____

$S_6 \rightarrow F$
 $S_7 \rightarrow F$



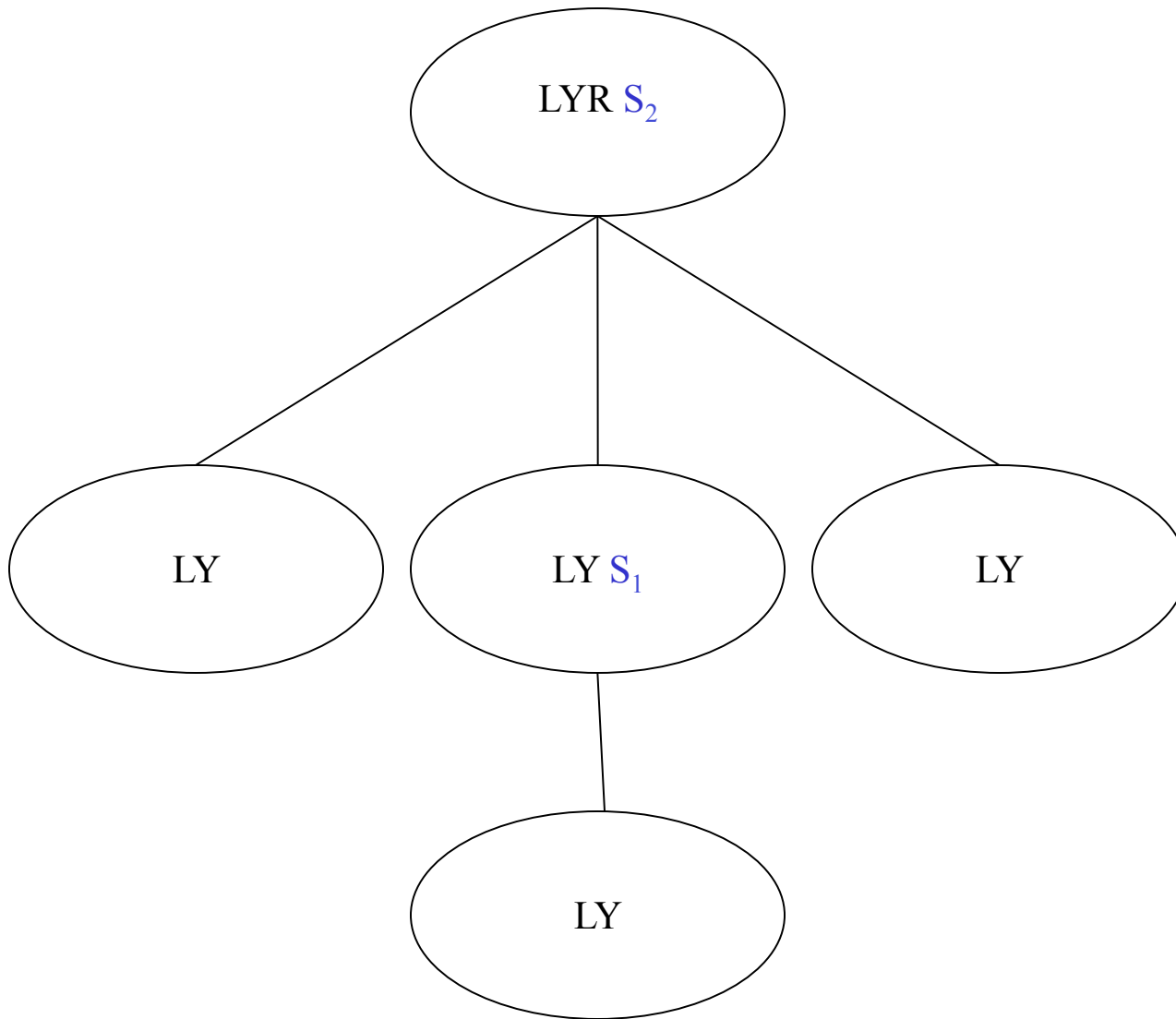
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$S_6 \rightarrow F$
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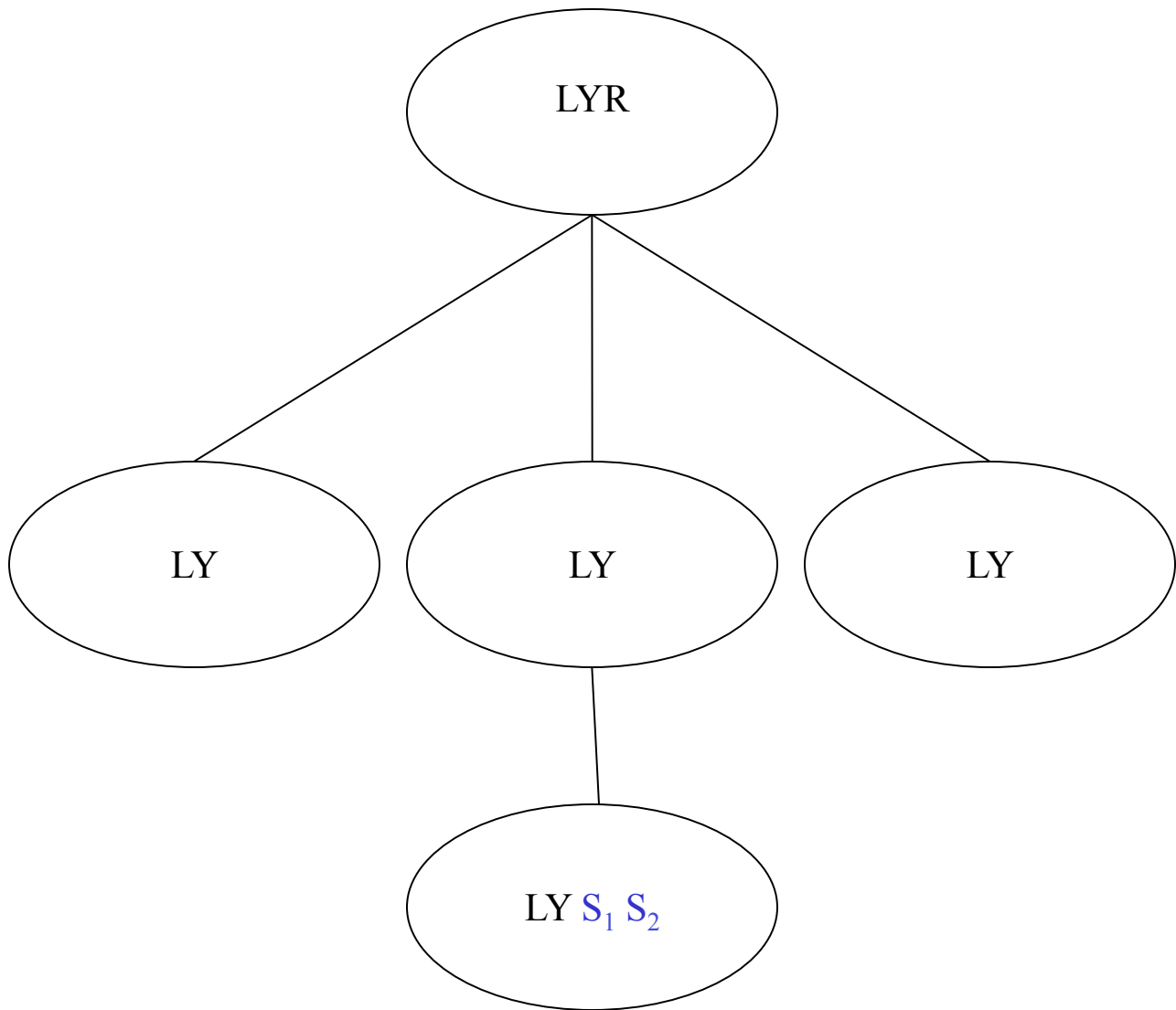
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$S_6 \rightarrow F$
 $S_7 \rightarrow F$



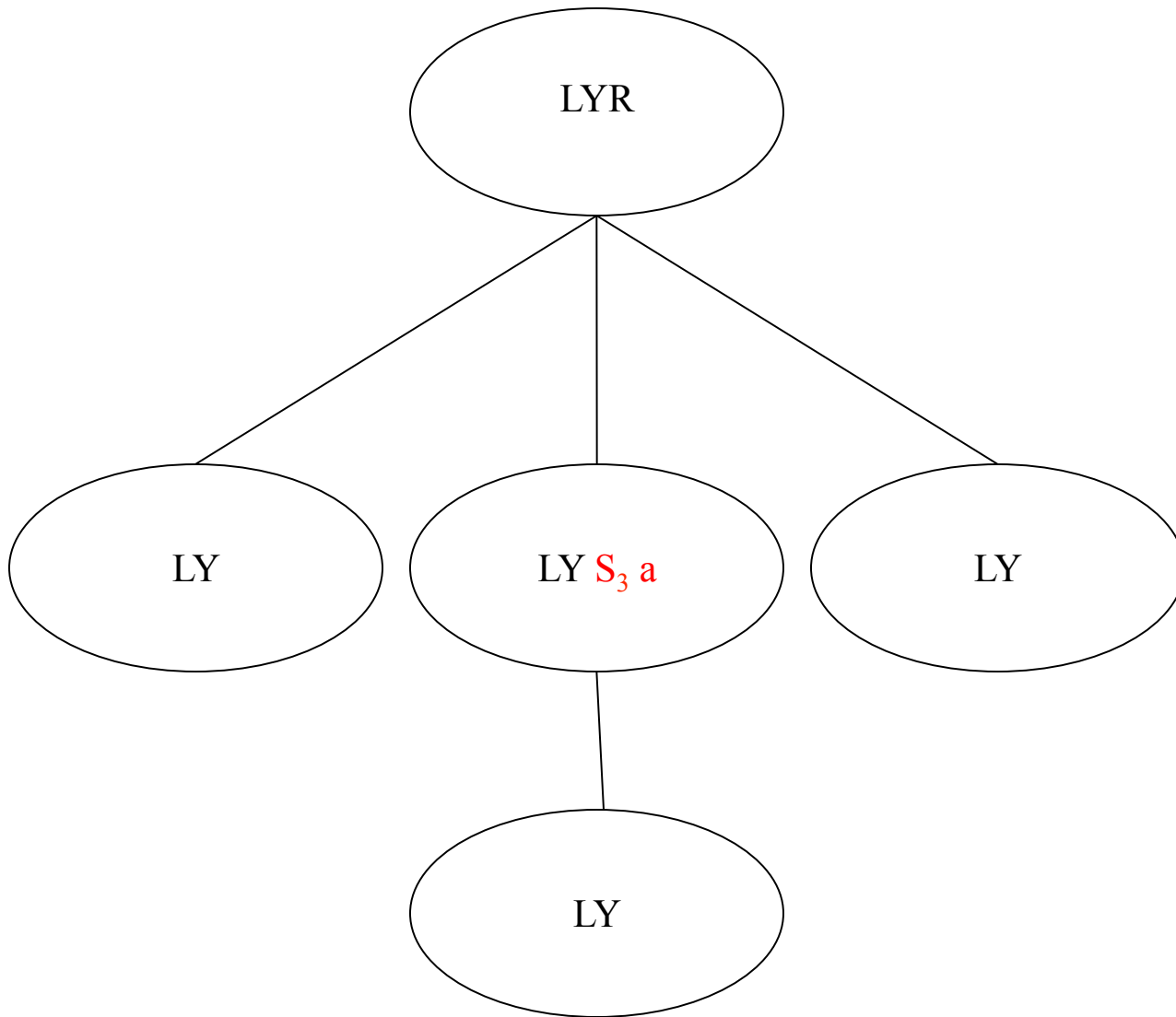
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 $S_3 \rightarrow (S_3, \text{a, out})$
 $a \rightarrow (a, \text{out})$
 $S_3 R \rightarrow (S_5, \text{b, here})$
 $a \rightarrow (b, \text{here})$ _____

$LY S_5 b \rightarrow (S_5, \text{in}^*)(S_6, \text{here})$
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$S_6 \rightarrow F$
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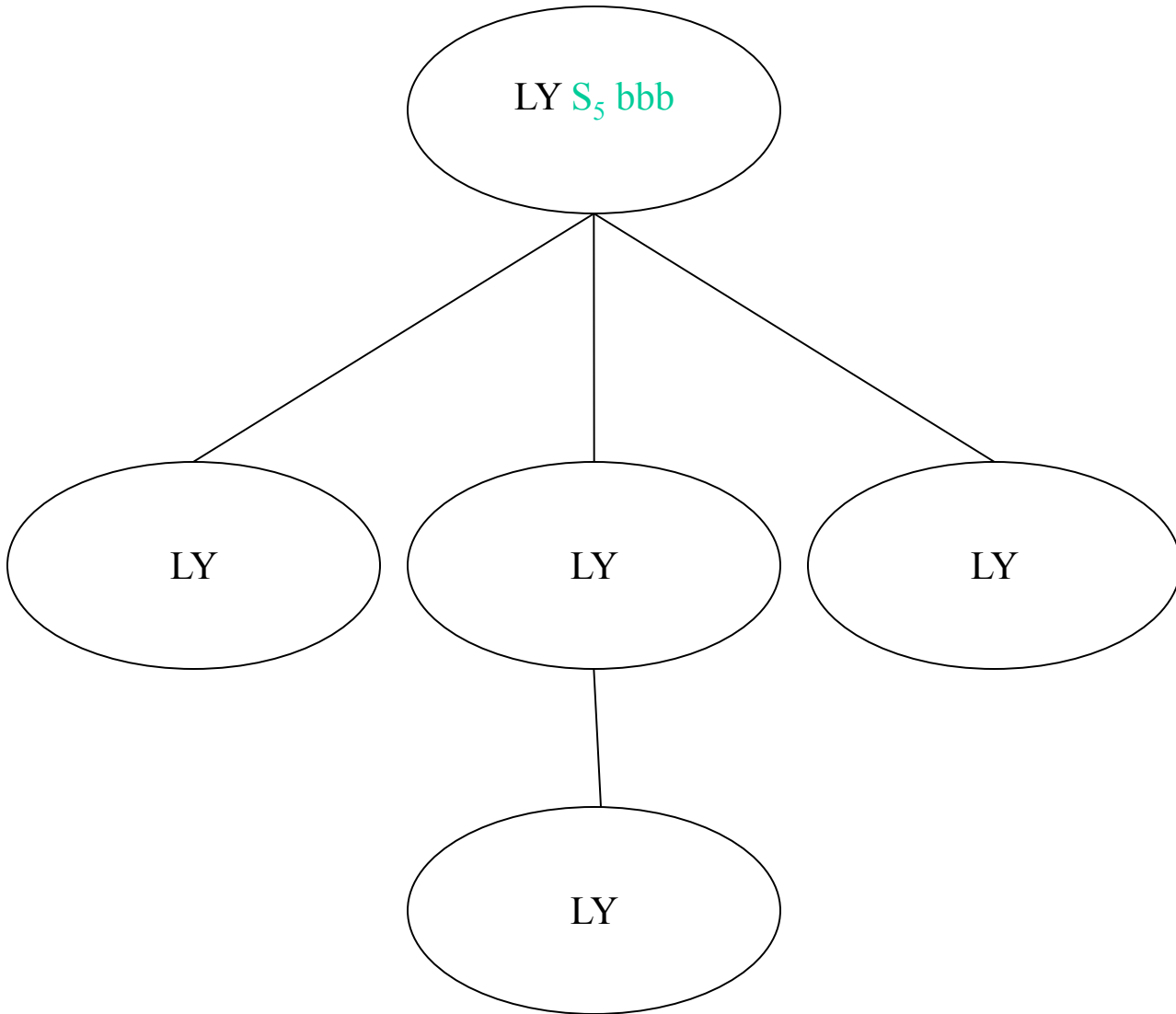
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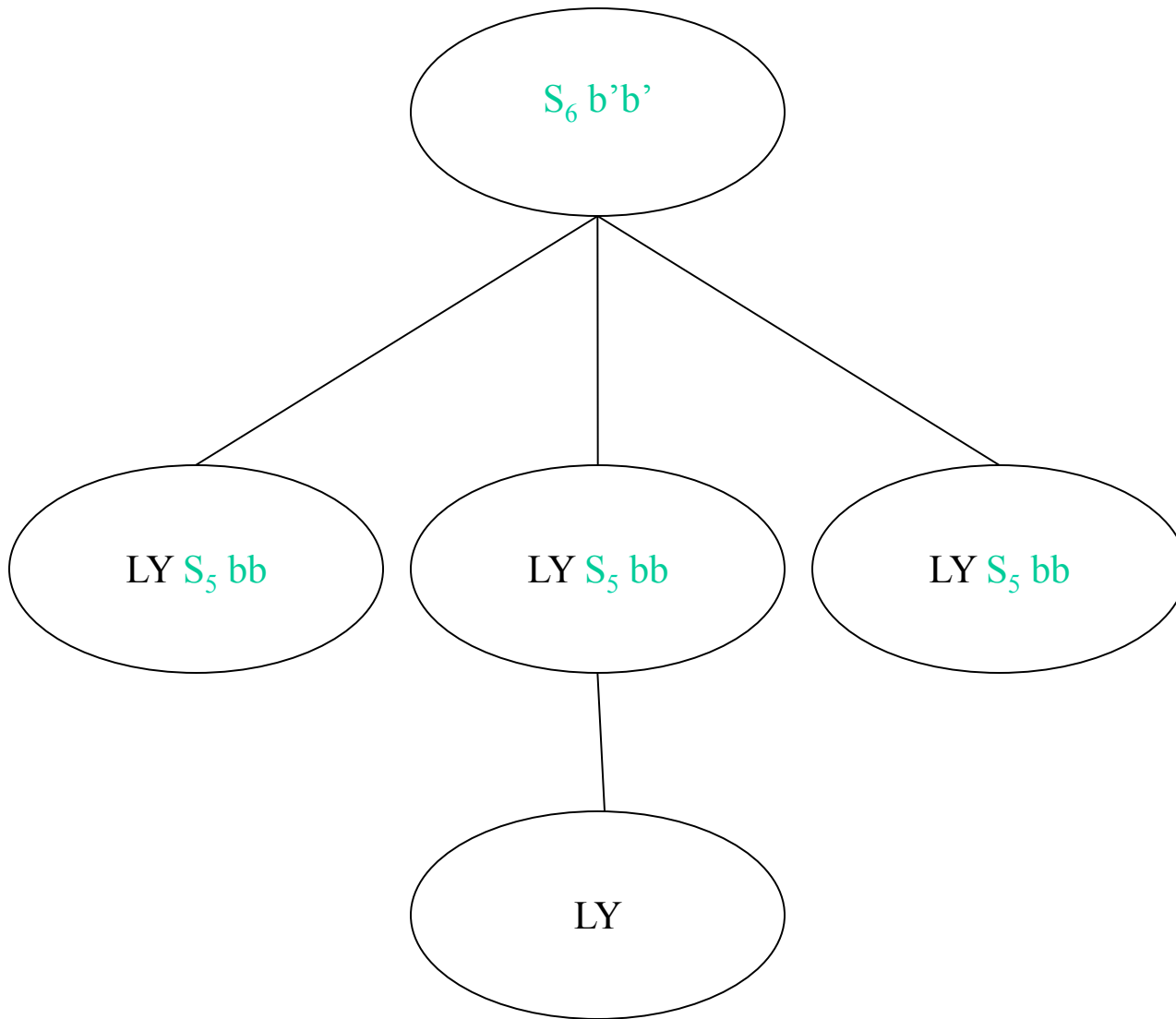
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 $S_2 \rightarrow (S_2, in)$ _____

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 $a \rightarrow (a, out)$
 $S_3 R \rightarrow (S_5 b, here)$
 $a \rightarrow (b, here)$ _____

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 $b \rightarrow (b, in^*) (b', here)$ _____

$S_6 b' \rightarrow (S_6, here)$
 $S_7 b \rightarrow (S_7, here)$ _____

$S_6 \rightarrow F$
 $S_7 \rightarrow F$



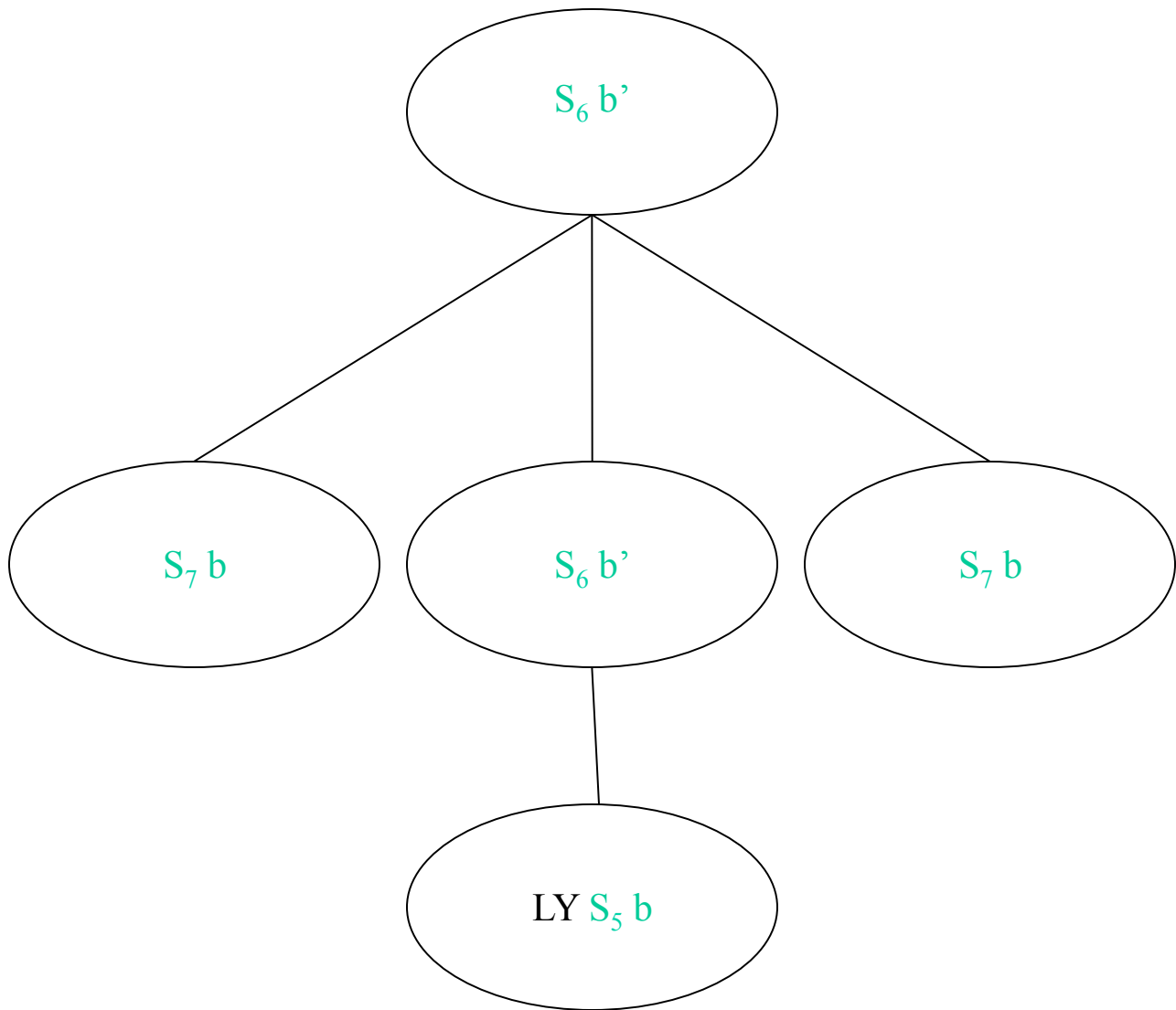
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$S_6 \rightarrow F$
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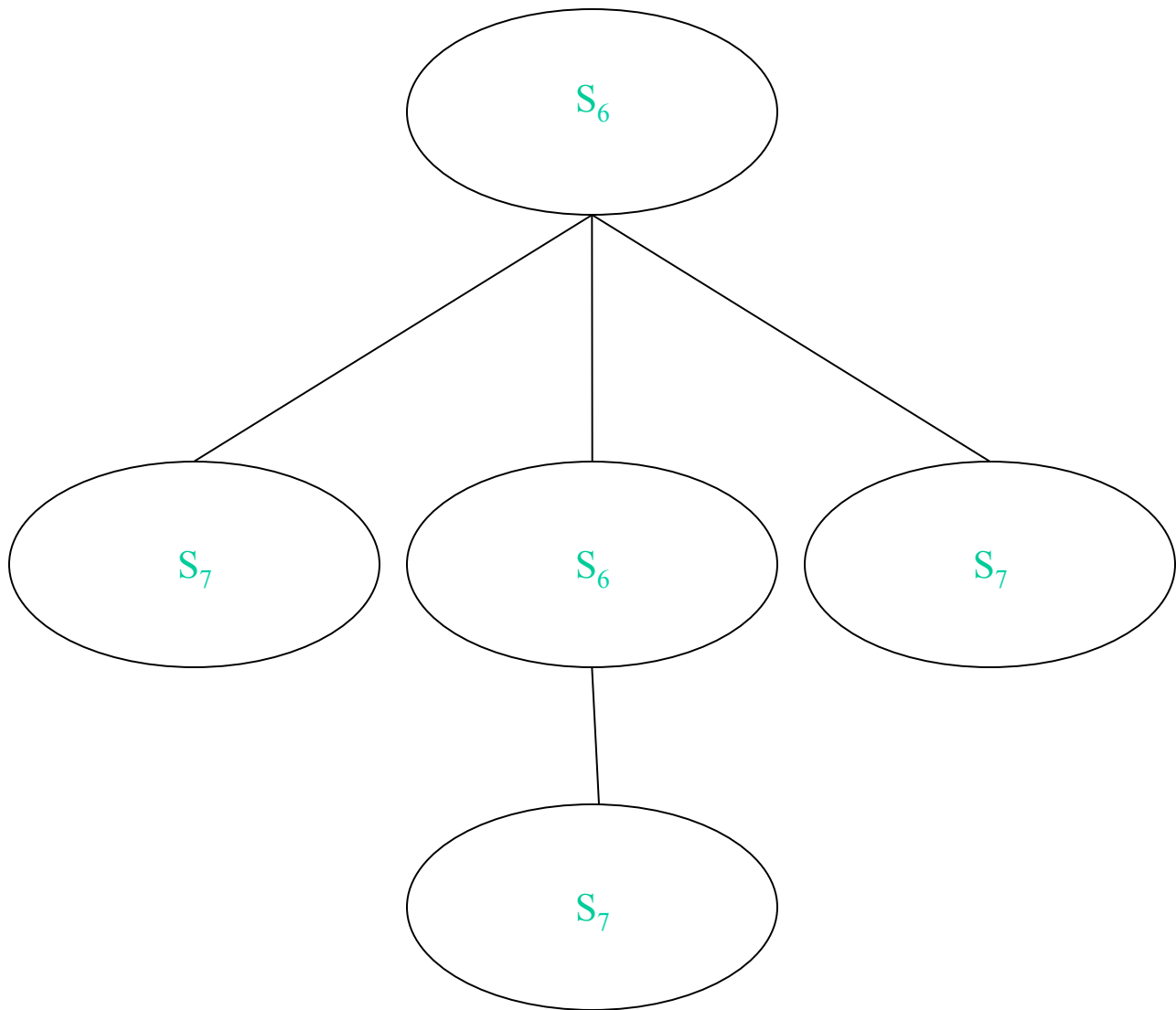
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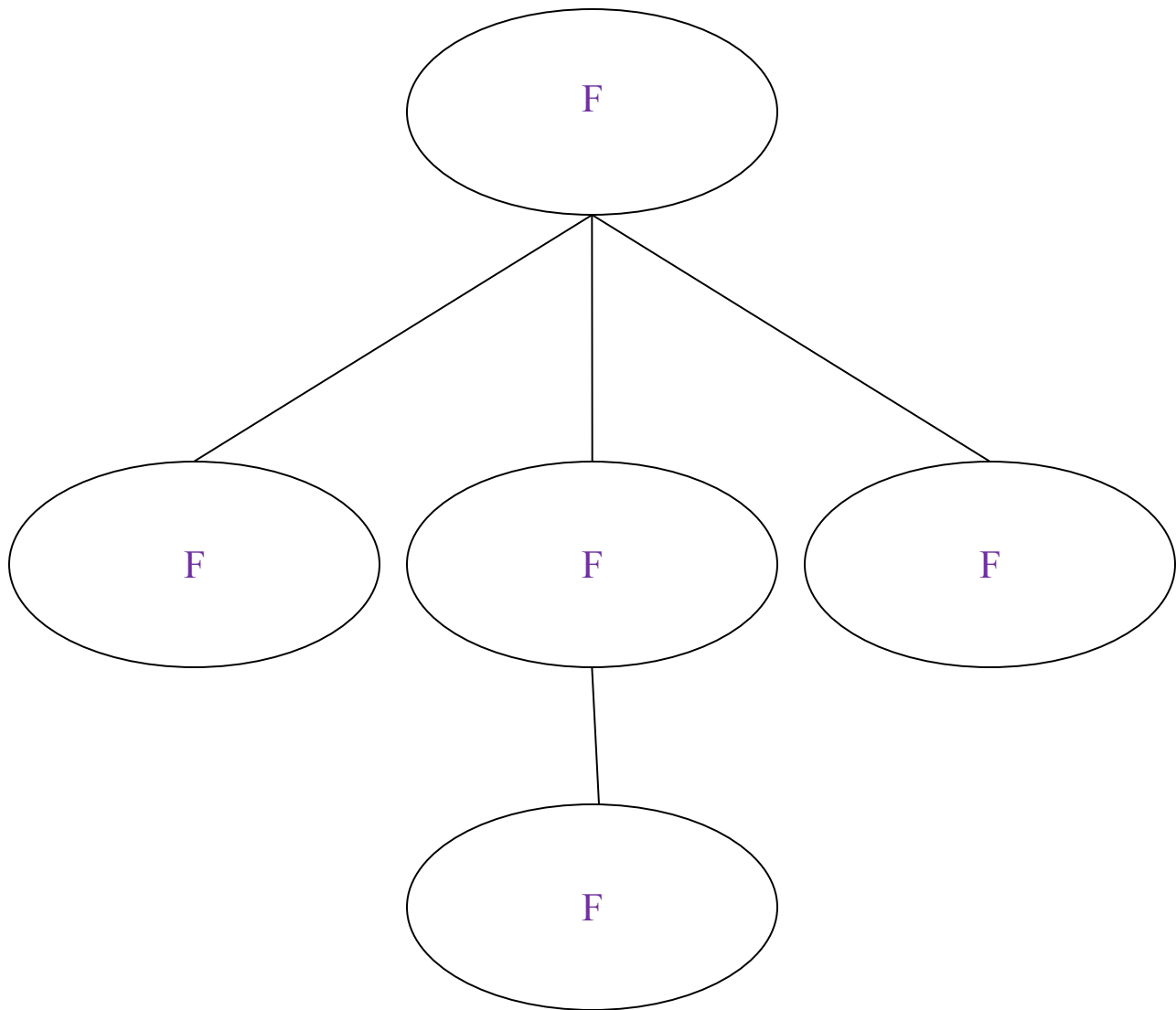
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 $b \rightarrow (b, \text{in}^*)(b', \text{here})$ _____

$S_6 b' \rightarrow (S_6, \text{here})$
 $S_7 b \rightarrow (S_7, \text{here})$ _____

$S_6 \rightarrow F$
 $S_7 \rightarrow F$



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 $a \rightarrow (b, \text{here})$ _____

$L Y S_5 b \rightarrow (S_5, \text{in}^*) (S_6, \text{her})$
 $L Y S_5 b \rightarrow (S_7, \text{here})$
 $b \rightarrow (b, \text{in}^*) (b', \text{here})$ _____

$S_6 b' \rightarrow (S_6, \text{here})$
 $S_7 b \rightarrow (S_7, \text{here})$ _____

$S_6 \rightarrow F$
 $S_7 \rightarrow F$

Kernel P systems – Observations

- **A generic modelling** framework
- **Direct mappings** of neural-like P systems, P systems with active membranes and electrical charges, generalised communicating P systems
- **Two specification languages** – P-lingua oriented and a special syntax (kP-lingua) with Spin mapping
- **Formal verification** and basis for testing
- **Natural language queries** (CMC2013: paper and poster)

Joint project with F Ipate (Bucharest) with 2 PhD students;
collaborators: M Pérez-Jiménez group (Sevilla)

3. Probabilistic P systems

Probabilistic P systems

- A **generic framework** consisting of compartments
- **Rules with probabilities**
- A **specific execution strategy** – based on Gillespie
- **Similar to** stochastic process algebras and stochastic Petri nets

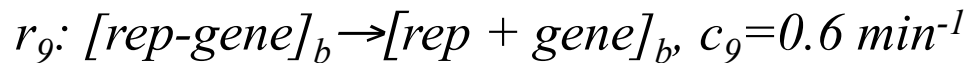
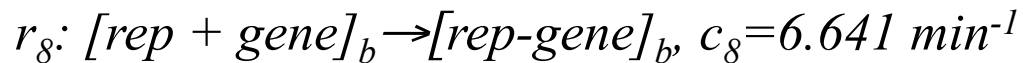
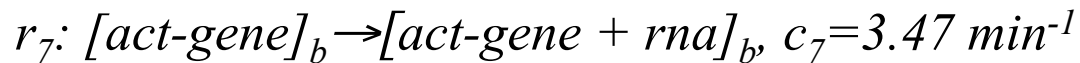
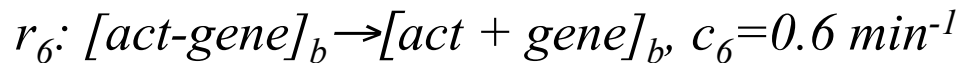
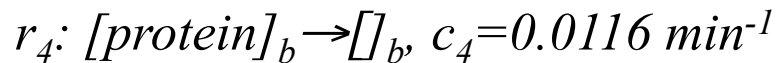
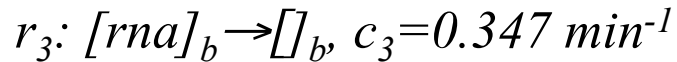
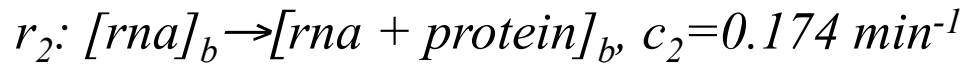
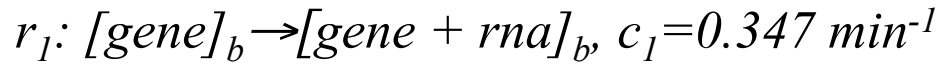
Romero-Campero, Gheorghe, Krasnogor: IJFCS, 2009

Gene regulatory network: P system model

Alphabet : *gene, rna, protein, act, rep, act-gene, rep-gene*

Compartment: *b*. Initial values: *gene, act*¹⁰, *rep*¹⁰

Rules



Lac operon in E coli:

WS Hlavacek, MA Savageau; J Molecular Biology, 1995

Stochastic Pi-calculus and Petri Nets

Initial processes: $S_{0,1} = \text{gene}$; $S_{0,2} = \text{gene} \mid \text{act} \mid \dots \mid \text{act}$ and
 $S_{0,3} = \text{gene} \mid \text{rep} \mid \dots \mid \text{rep}$

Processes:

$\text{gene} := \tau_{c_1} . (\text{gene} \mid \text{rna}) + a_{c_5} ? . \text{act-gene} + r_{c_9} ? . \text{rep-gene}$

$\text{rna} := \tau_{c_2} . (\text{rna} \mid \text{protein}) + \tau_{c_3} . 0$

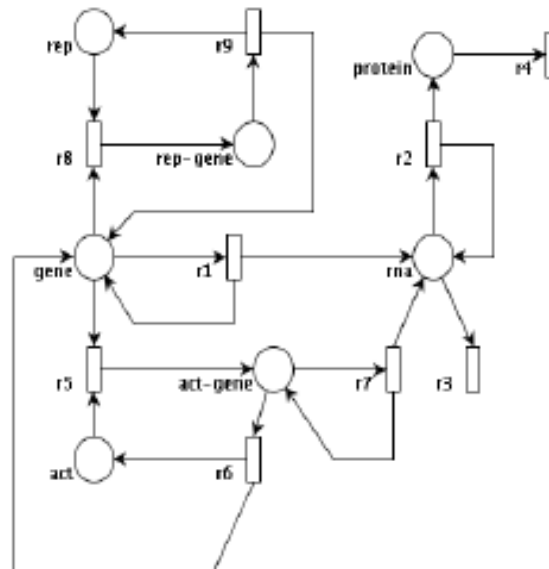
$\text{protein} := \tau_{c_4} . 0$

$\text{act} := a_{c_5} ! . 0$

$\text{act-gene} := \tau_{c_6} . (\text{act} \mid \text{gene}) + \tau_{c_7} . (\text{act-gene} \mid \text{rna})$

$\text{rep} := r_{c_8} ! . 0$

$\text{rep-gene} := \tau_{c_9} . (\text{rep} \mid \text{gene})$



3.1 Domain specific language based on probabilistic P systems

DSL based on P systems - LPP

- A **framework** consisting of compartments, defined out of **modules** (sets of rules)
- Compartments distributed across a **lattice** with communication mechanisms
- All included in IBW together with a verification component and optimisation module – Blakes et al, Bioinformatics, 2011

<http://www.infobiotic.org/>

Blakes et al: Infobiotics Workbench (42pp); book chapter in Applications of P Systems in Biology, 2013, Springer

Extracting properties - Daikon

- From experiments or simulations – data series obtained
- Extract various properties, including invariants - Daikon
- For the gene regulatory network, positive regulation then

$$0 \leq rna \leq 24$$

$$0 \leq protein \leq 205$$

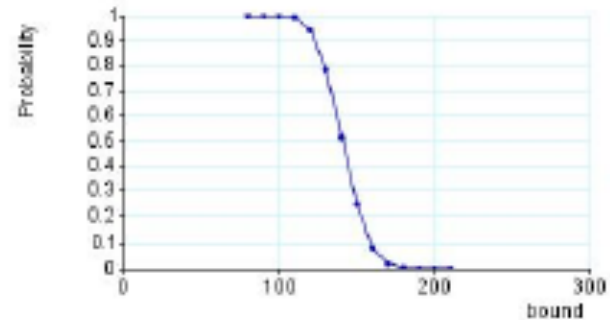
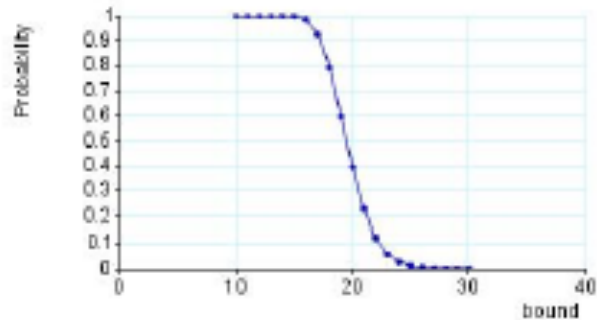
&

$$rna, protein > rep$$

Invariants checking – Positive regulation

Positive regulation

```
rna <= 24  
rna >= 0  
prot <= 205  
prot >= 0
```



... more likely **rna**'s between 0 and 15, **proteins** between 0 and 150

Prism model checker

3.2 Current DSL – Main features

Current work on DSL platform

- DSL for synthetic biology
 - Mechanism to specify **interactions/reactions** (GEC – MS research) - **processes**
 - A way to specify properties of the genetic material (Eugene – California University) defining **devices**
 - DSL: a hierarchy of devices with processes in **systems, cells, colonies** etc
- **Stochastic model checker**
 - Verification (Prism, MC2,...)
 - Use of natural language patterns
 - Integration with the DSL
- Automatic definition of parts and devices –**atgc** compiler

Natural language: Property patterns

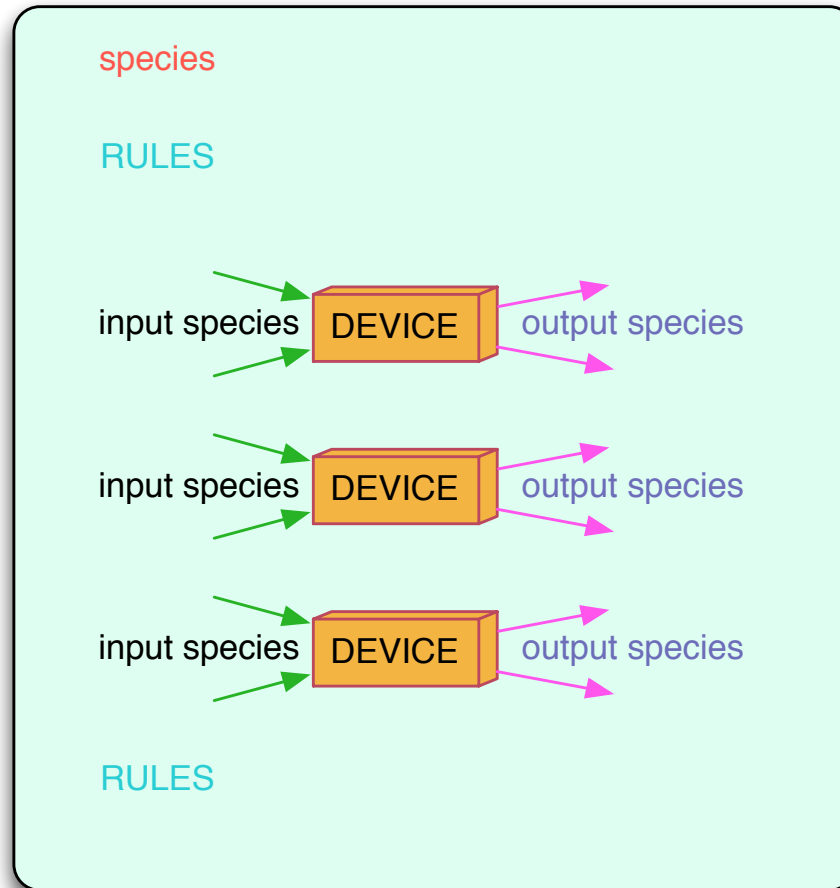
Existence	::=	The concentration of S becomes greater than the concentration of F [Barbuti et. al., 2005].
Absence	::=	It is not possible to activate X in any pathways [Donaldson and Calder, 2012].
Universality	::=	GTP level is always less than k [Antoniotti et. al., 2003].
Until	::=	The protein A degrades before binding to the protein B [Heath et. al., 2006].
Response	::=	If reaction R is possible, then eventually the reaction R happens [Eker et. al., 2002].
Steady-State	::=	In the long run there are precisely n $MAPK$ s activated [Kwiatkowska et. al., 2008].
Oscillation	::=	Oscillation terminates in species $X \in \{A, B, C\}$ [Ballarini et. al., 2009].
Reward	::=	Expected time to reach a state in which all gates have finished executing. [Lakin et. al., 2012].

Property patterns for the DSL (1)

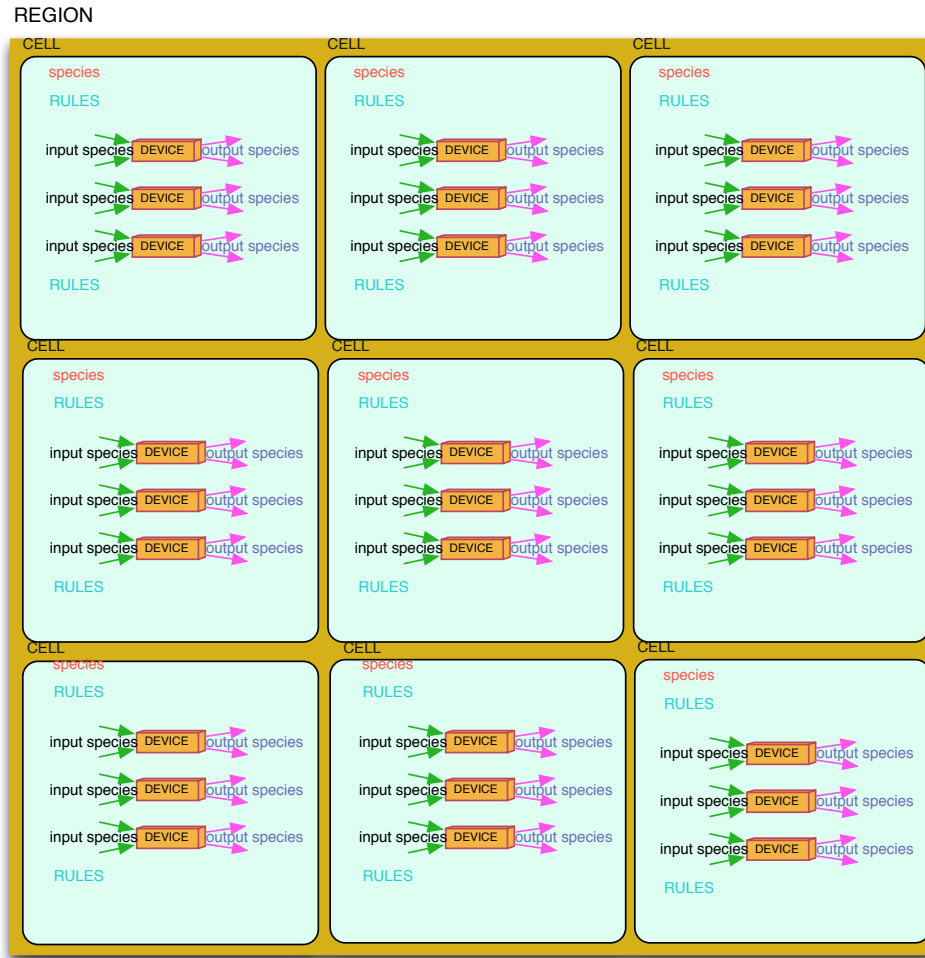


Property patterns for the DSL (2)

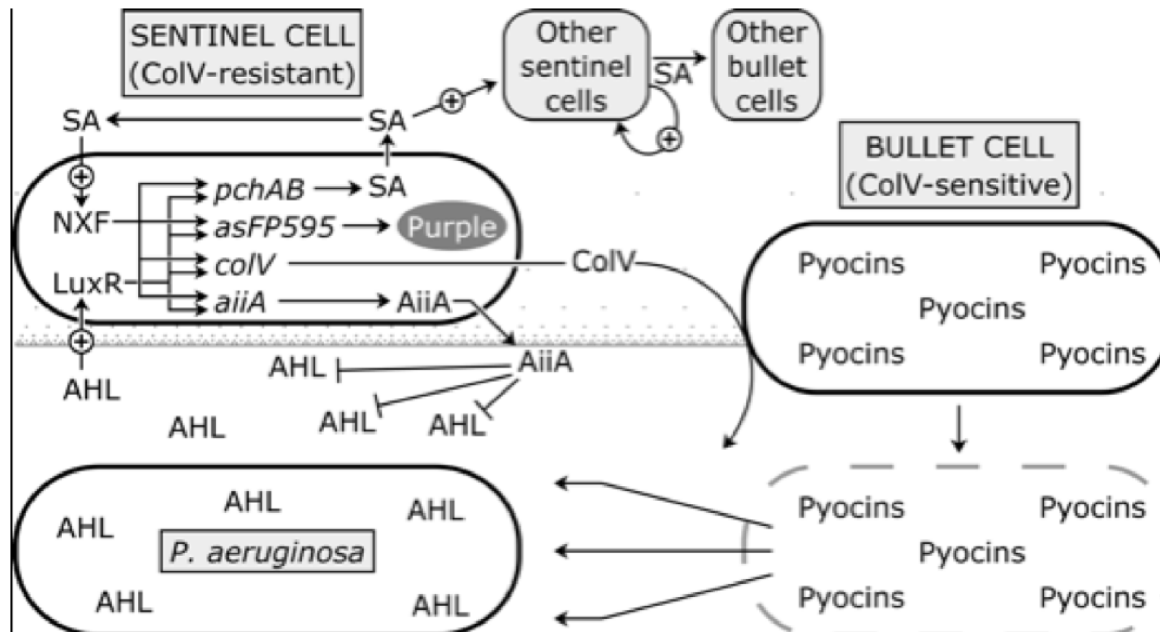
CELL



Property patterns for the DSL (3)



Case study



Property patterns at the Region level

Region-level Queries:

- VERIFY [SA IN SENTINEL > 0 uM] WILL EVENTUALLY HOLD
- VERIFY [SA IN E_COLI > 0 uM] WILL EVENTUALLY HOLD
- VERIFY [SA IN ALL CELLS > 0 uM] WILL EVENTUALLY HOLD

- VERIFY [AHL IN PSEUDOMONAS > 0 uM] IS FOLLOWED BY
[SA IN SENTINEL NEIGHBOUR OF PSEUDOMONAS > 0 uM]
- VERIFY [SA IN SENTINEL > 0 uM] IS FOLLOWED BY
[SA IN NEIGHBOUR OF SENTINEL > 0 uM]
- VERIFY [SA IN SENTINEL > 0 uM] IS FOLLOWED BY
[COLV IN SENTINEL > 0 uM]
- VERIFY [COLV IN SENTINEL > 0 uM] IS FOLLOWED BY
[PYOSINS IN BULLET > 0 uM]
- VERIFY [PYOSINS IN SENTINEL > 0 uM] IS FOLLOWED BY
[AHL IN PSEUDOMONAS = 0 uM]

- VERIFY [AHL IN PSEUDOMONAS > 0 uM] IS FOLLOWED BY
[AHL IN PSEUDOMONAS = 0 uM]

Conclusions

- Membrane computing as a nature-inspired computing paradigm
- Kernel P systems and probabilistic P systems – bases for DSL's
- Each DSL comes with its own set of verification tools
- Some are still “work in progress”

(PhD) Research proposals

- Kernel P systems:
 - Efficient algorithms to translate various classes of P systems (especially those with good examples) into kP systems
 - Good tools for simulation, including parallel platforms
 - Improved Spin formal verification platform
- Synthetic biology DSL: probabilistic verification tools

(PhD) Research proposals

- Kernel P systems:
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 - Good tools for simulation, including parallel platforms
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- Synthetic biology DSL: probabilistic verification tools

INTERESTED: contact me at m.gheorghe@sheffield.ac.uk

Projects, Publications

- EPSRC grants: Infobiotics at Nottingham & Roadblock (Nottingham, Sheffield, Warwick)
- Romanian Research Council CNCS-UEFISCDI, PN- II-ID-PCE-2011-3-0688: MuVet

- <http://ppage.psystems.eu/>
- <http://www.dcs.shef.ac.uk/~marian>



- Application of MC in Biology, Springer (in press)

Acknowledgements

Many Thanks for the invitation!

MuVet, Roadblock, RAE UK – partially supporting the research