

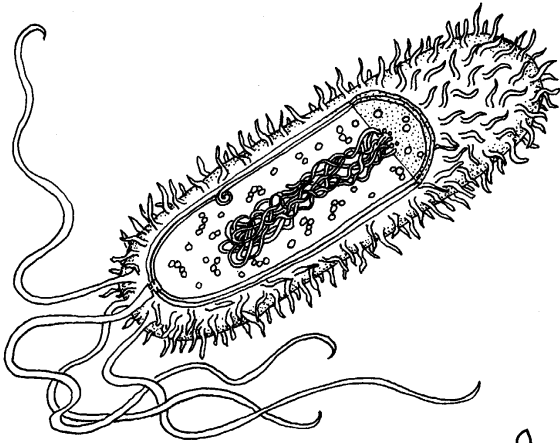
Molecular Programming: Chemistry as a New Information Technology

Erik Winfree

Computer Science & CNS & Bioengineering,
California Institute of Technology
The DNA and Natural Algorithms (DNA) Group

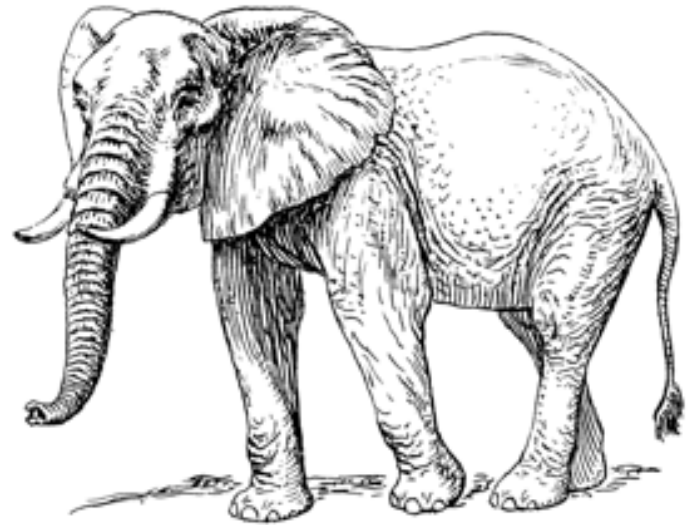
National Science Foundation. Gordon and Betty Moore Foundation.

Biology is an information technology



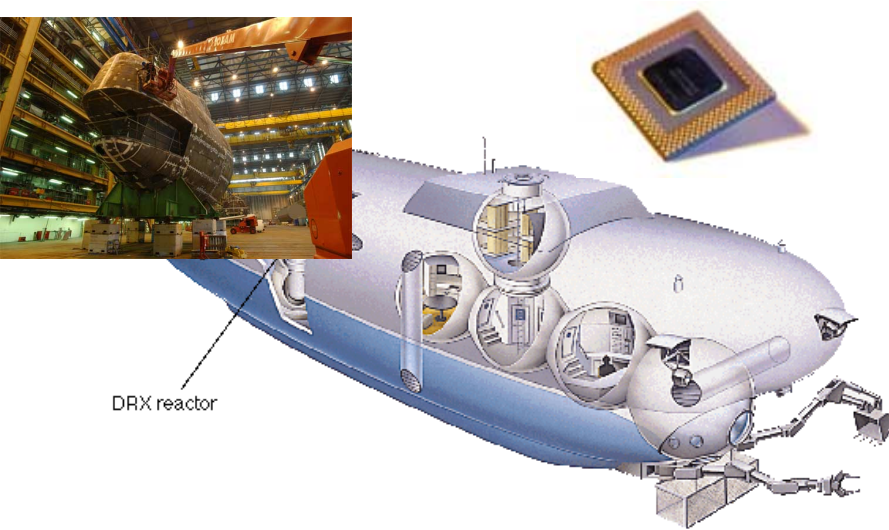
L. Livingstone © BIODIDAC

1 micron³ volume
4 megabit genome
biochemical circuitry
manufacturing plant
atomic-level design
→ deep physics & chemistry

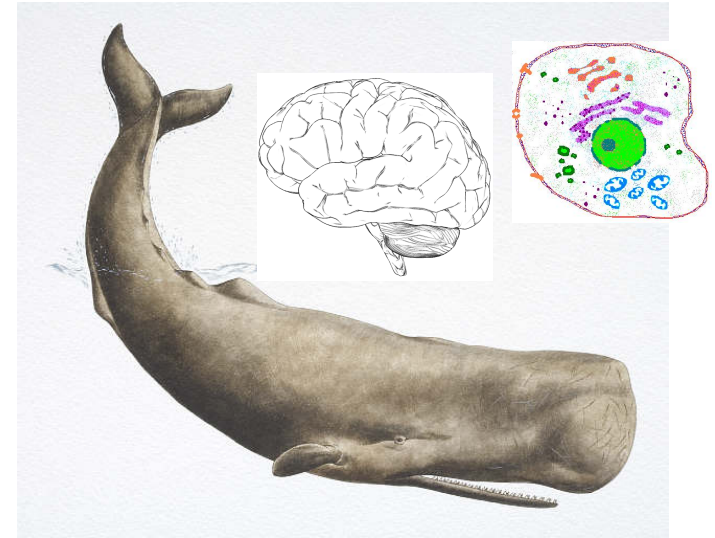


grows from a single cell
contains 10^{15} cells
 10^{27} macromolecules
spans atomic to macro scales
intelligent behavior
→ deep algorithmic issues

Biology as an information technology



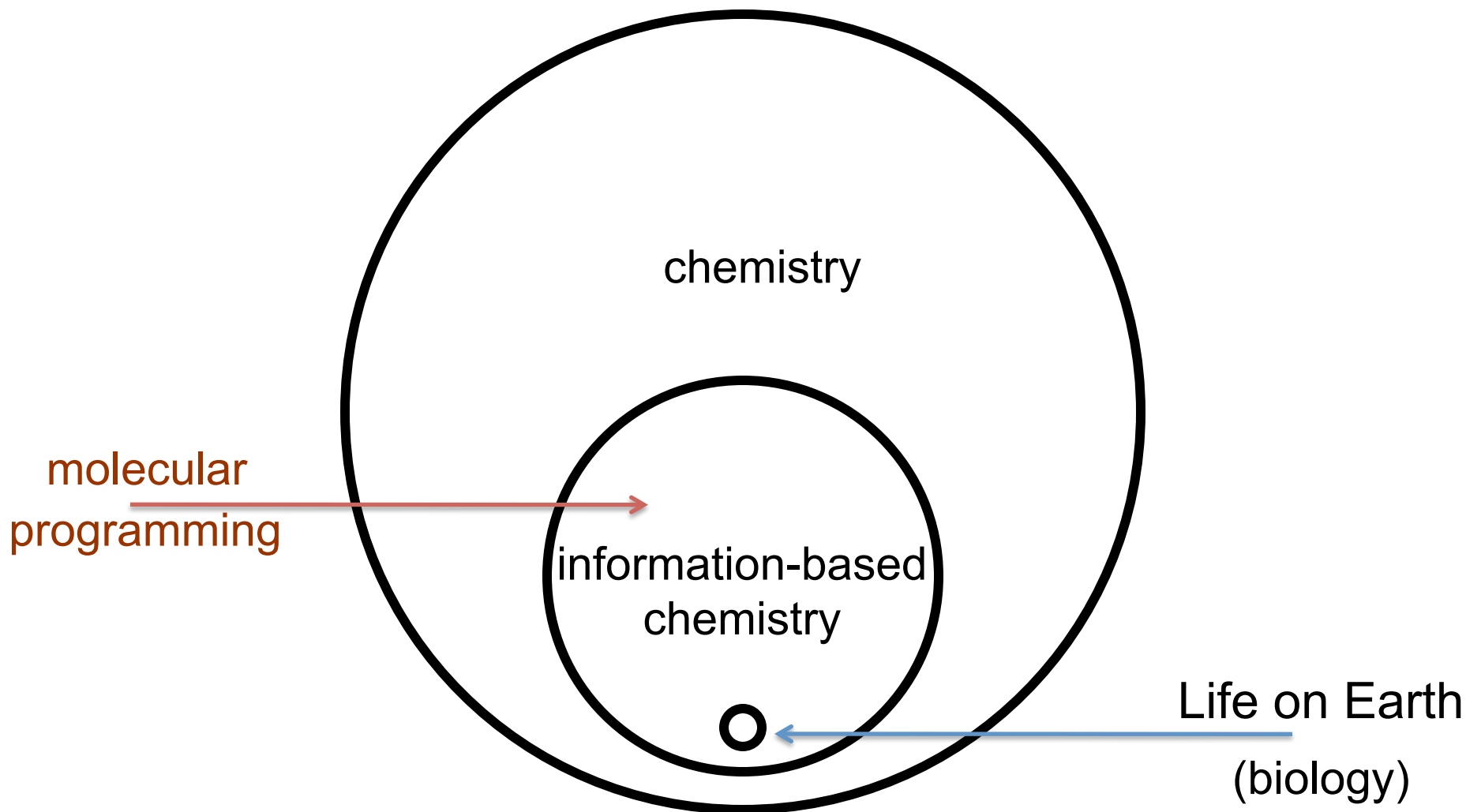
Size:	25 m, 30 tons
Smarts:	multiple CPUs
Resolution:	22 nm in chips
Complexity:	10^6 parts, 10^{10} transistors
Construction:	built in factory
Specification:	CAD files



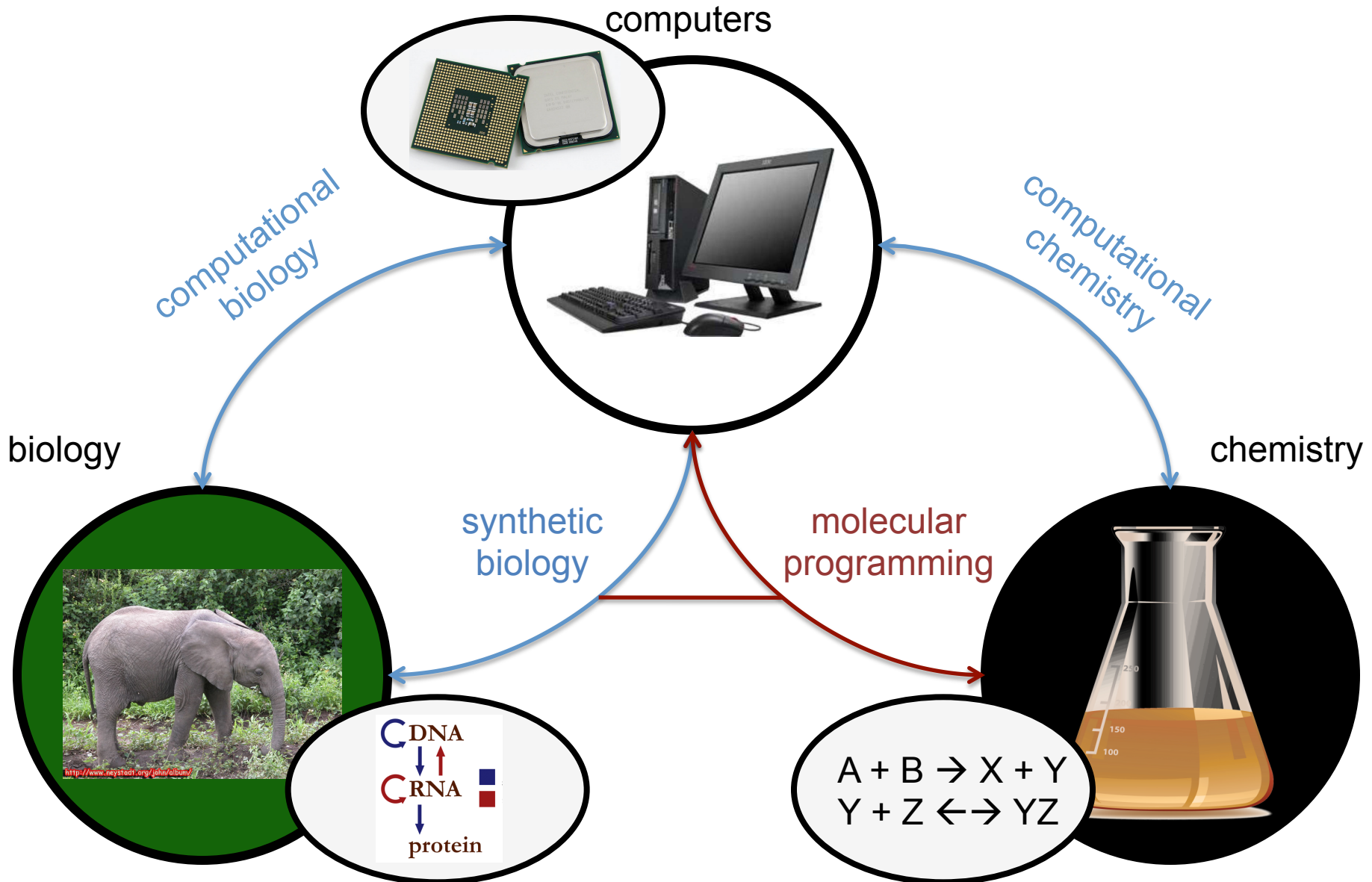
Size:	20 m, 50 tons.
Smarts:	7 kg brain
Resolution:	0.3 nm everywhere
Complexity:	10^{15} cells, 10^{27} proteins
Construction:	growth algorithm
Specification:	genetic program

How can we engineer molecular systems of comparable sophistication? Molecular programming!

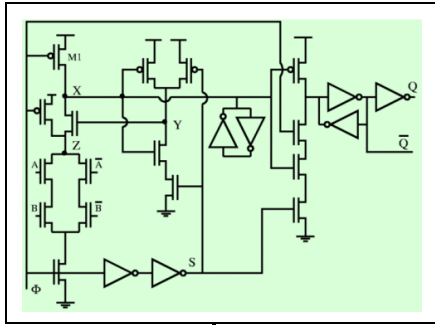
Chemistry as an information technology



Information technologies



Embedded computation in electro-mechanical systems



Computers



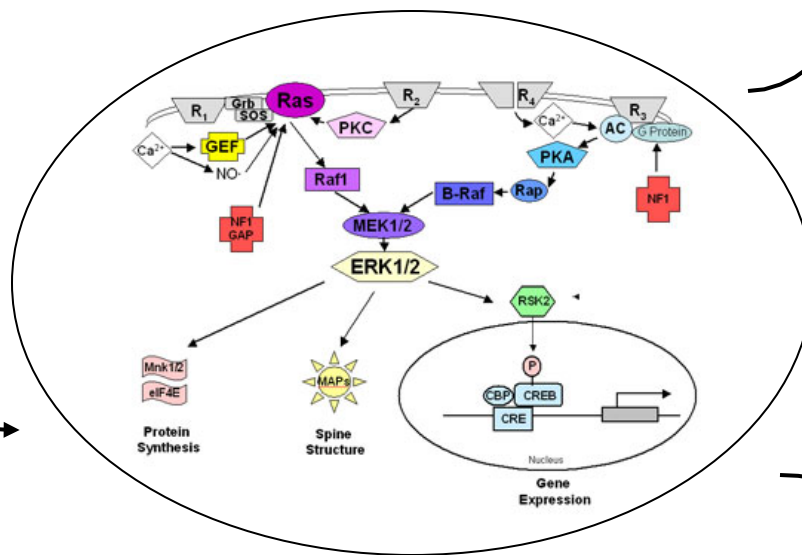
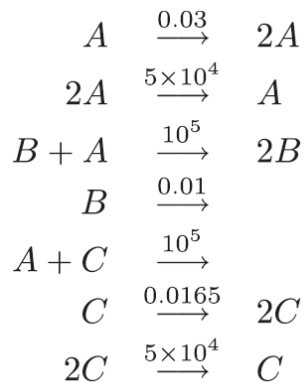
Appliances



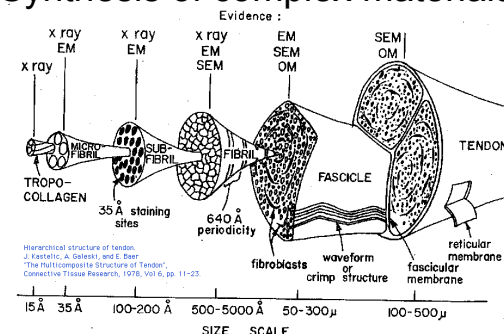
Vehicles



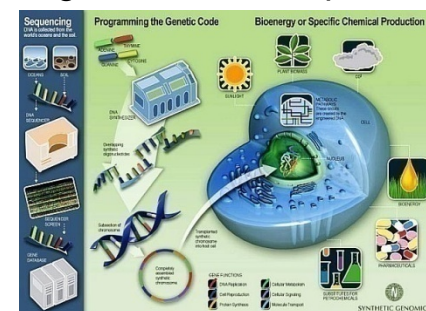
Embedded computation in chemical and biological systems



Synthesis of complex materials



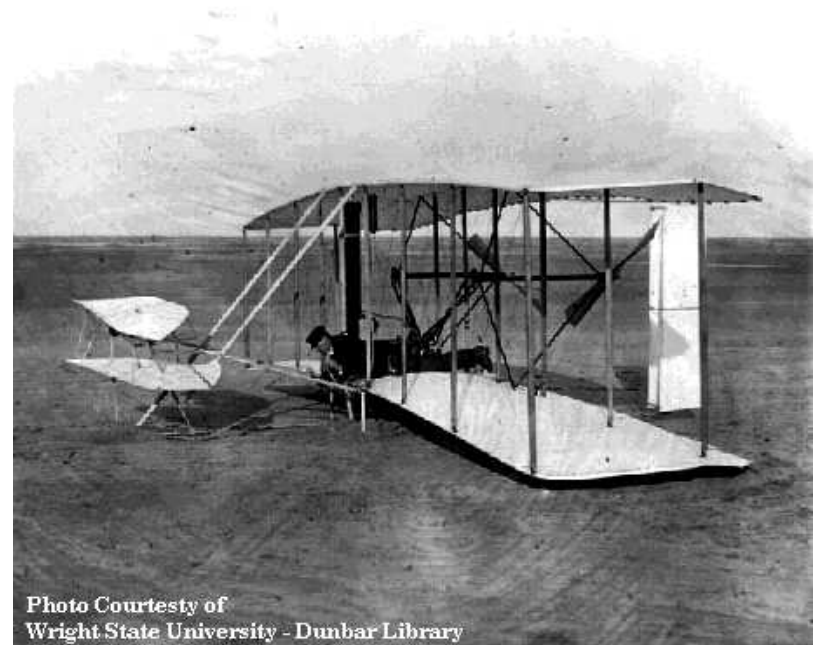
Medical diagnostics & therapeutics



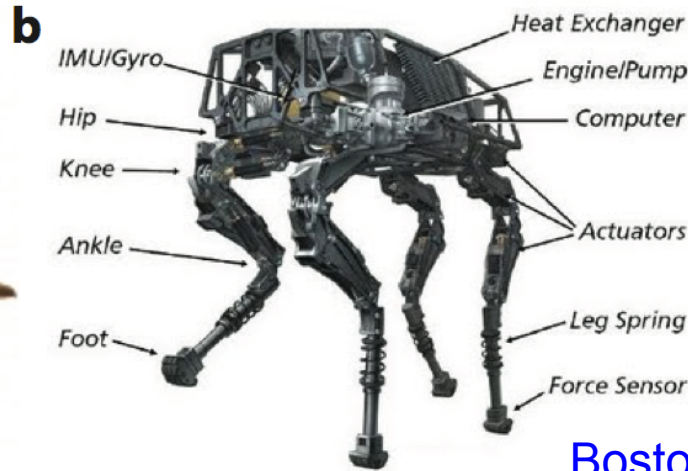
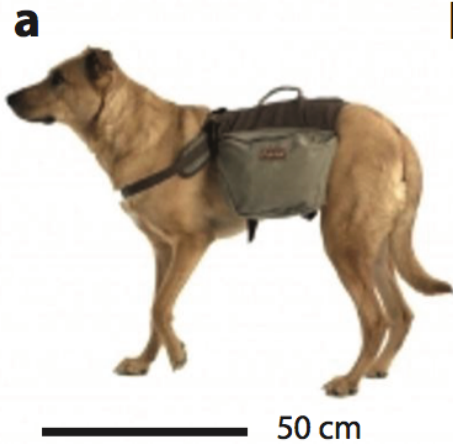
Controlling complex chemical synthesis



Natural and artificial technology

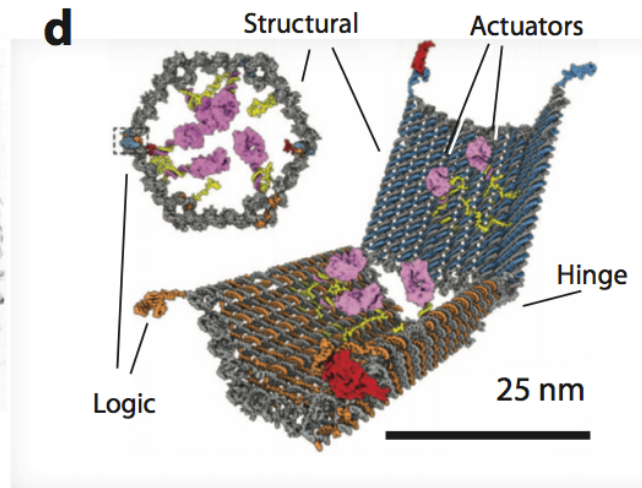
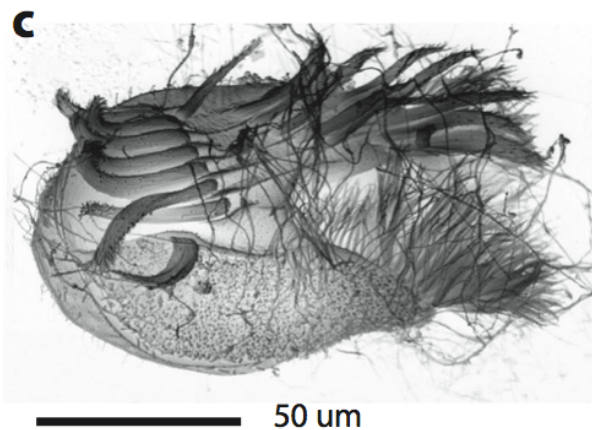


Biomimetic technologies



Electro-mechanical technologies make it possible to create macroscopic robots with life-like autonomous behaviors.

Boston Dynamics Big Dog



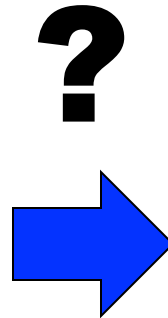
Molecular technologies will make it possible to create molecular robotic systems with life-like autonomous behaviors.

Douglas et al, Science, 2012

The challenge of programming chemical systems

- What kind of programming language do we need to build a “fly”?
 - What are the programmable molecular and biochemical building blocks?
 - New concepts for programming and analyzing such systems?
 - Intrinsic fault-tolerance, adaptation, and learning conceptually built in?
 - How to incorporate geometric and mechanical factors?

```
include gro
alpha := 0.75;
program p() := {
  gfp := 0;
  r := [ t := 0 ];
  selected & just_divided : {
    print ( "At time ", r.t, ":
           After division, cell ", id,
           " has ", gfp, " gfp molecules" )
  }
  rate ( alpha * volume ) : {
    gfp := gfp + 1
  }
  true : {
    r.t := r.t + dt
  }
};
stemcell ( [], program p() );
```



Nucleic acid nanotechnology as a first step toward chemical information technology

- Information-based
- Programmable
- Algorithmic
- Computation and construction



The Brewery (by Ann Erpino)

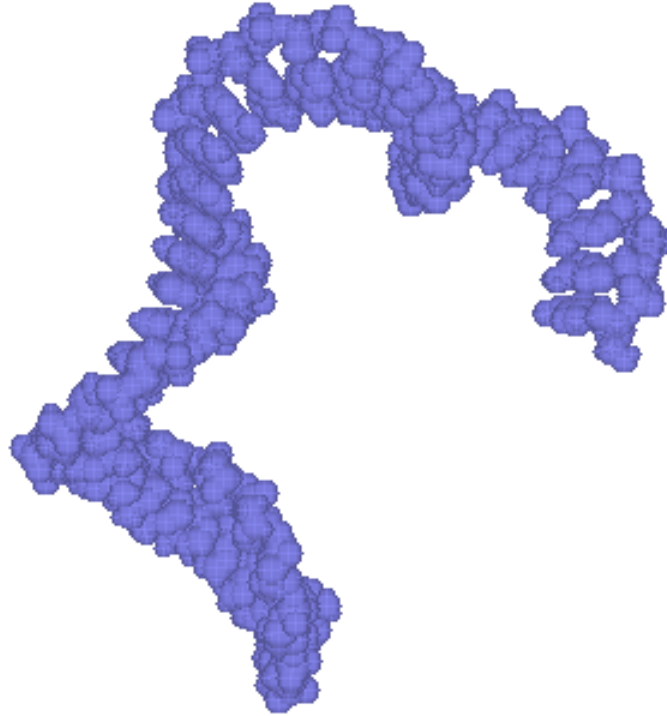


DNA as an Engineering Material

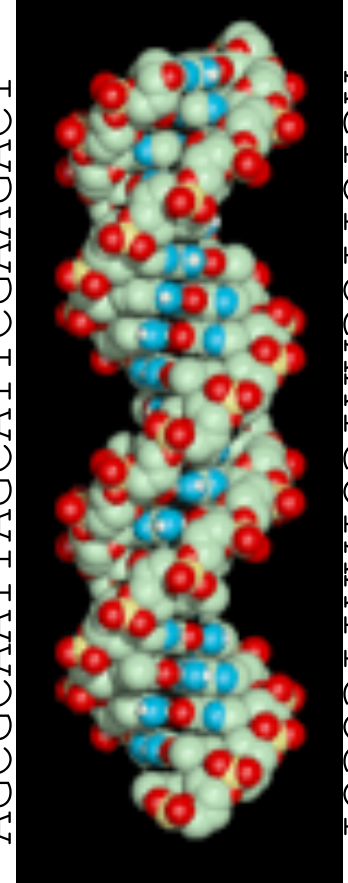


Ned Seeman
(New York University)

Wood.
Glue.
Wool.
Silk.
Leather.
DNA.



single-stranded



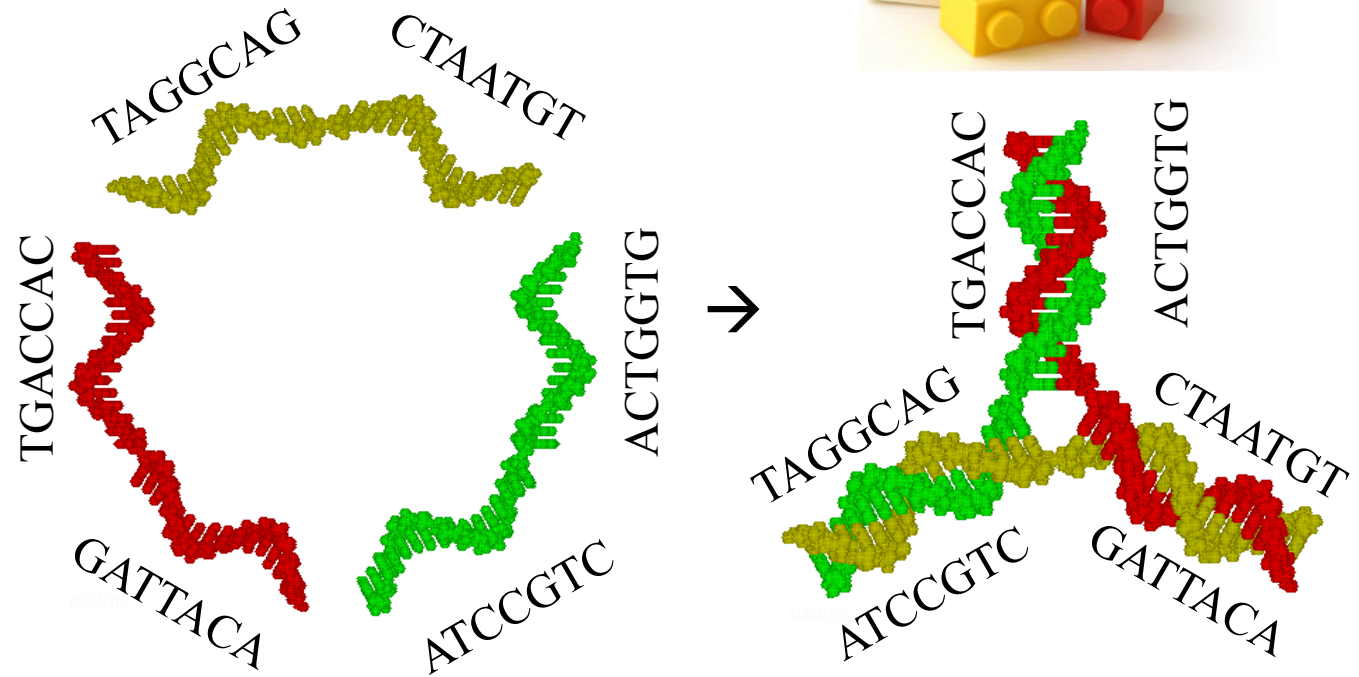
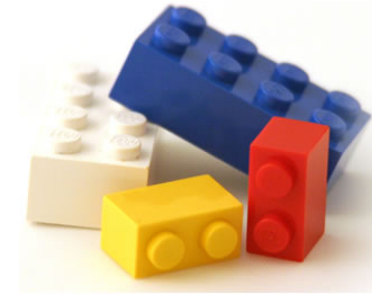
double-stranded

DNA as an Engineering Material



Ned Seeman
(New York University)

Wood.
Glue.
Wool.
Silk.
Leather.
DNA.



Seeman, *J. Theor. Biol.* 1982

A portrait of a man with dark, wavy hair, smiling slightly, wearing a dark shirt. The background is a warm, reddish-brown color with vertical lines, possibly a curtain or wall paneling.

Gears.
Springs.
Fluids.
Vacuum tubes.
Transistors.
DNA.

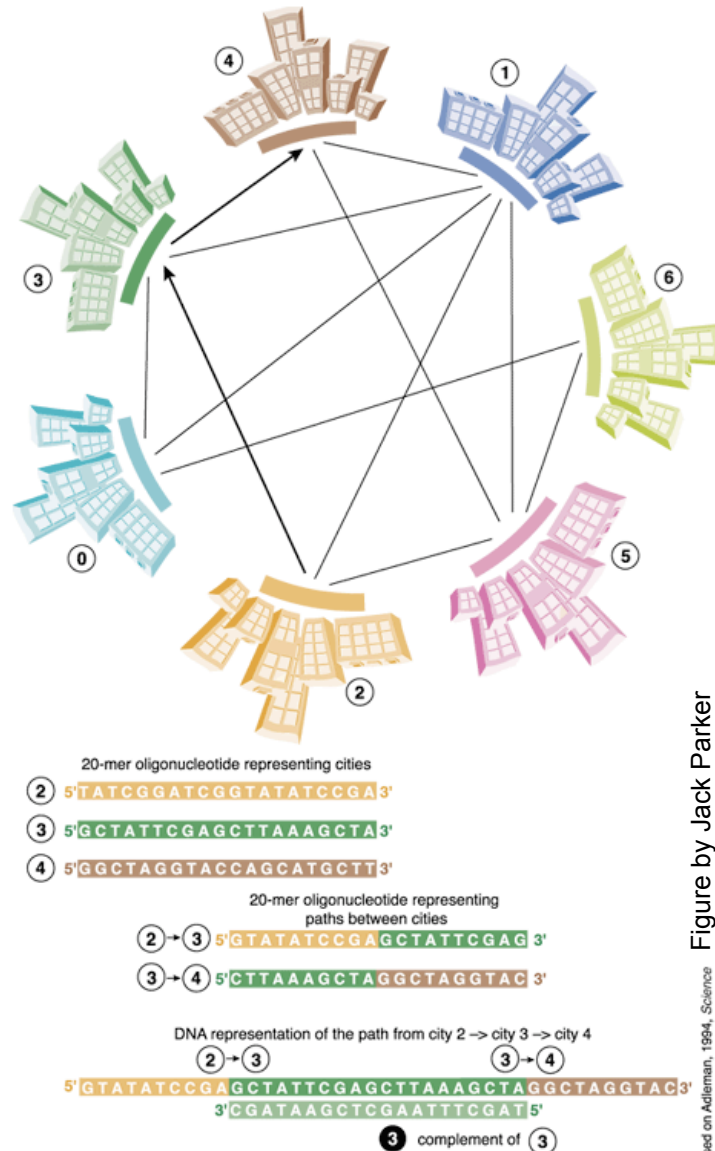
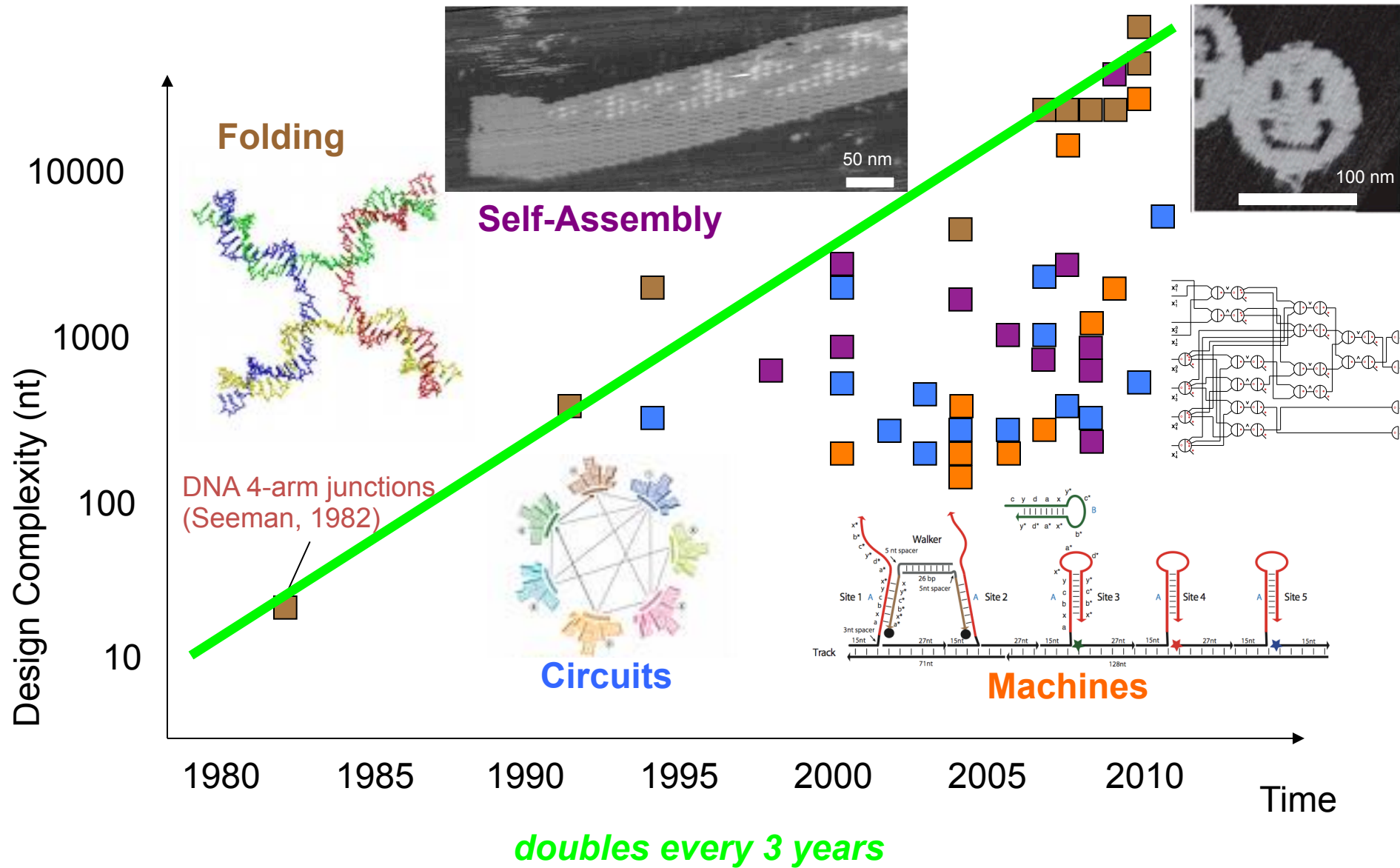


Figure by Jack Parker

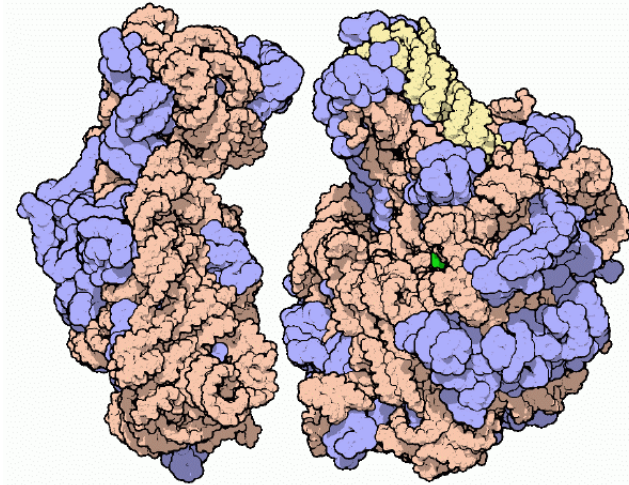
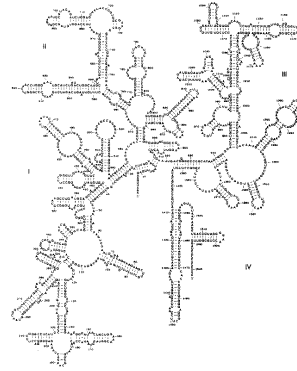
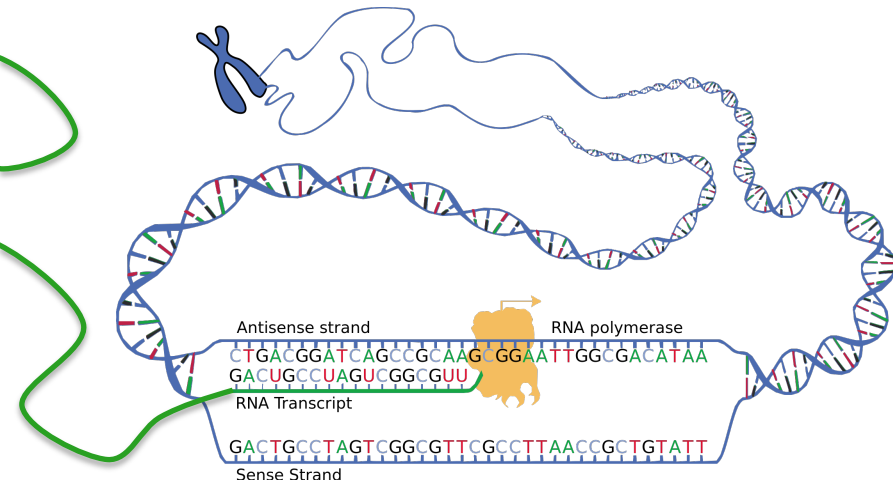
Leonard M. Adleman, *Science*, 266: 1021-1024 (1994)

Growth of design complexity in DNA nanotechnology and DNA computing

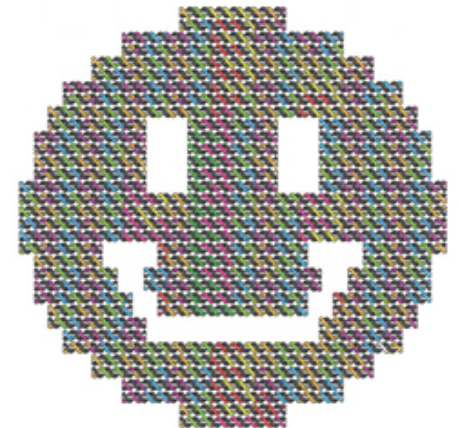
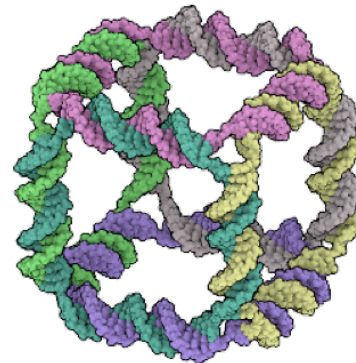
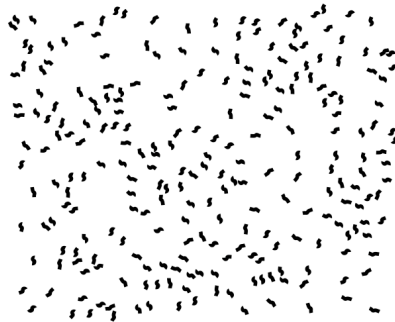
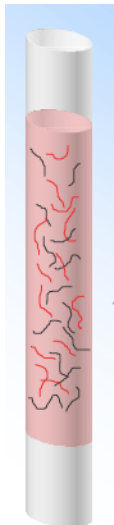


Programmable information-based chemistry

RNA biology



DNA nanotechnology



Architectures for structural molecular programs

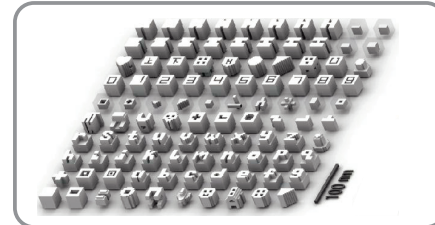
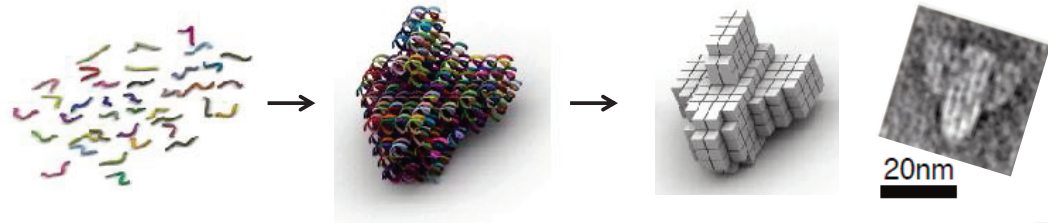
a



DNA origami

Rothmund, 2006

Shih & Lin, 2010

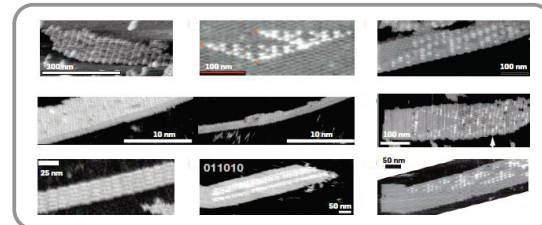
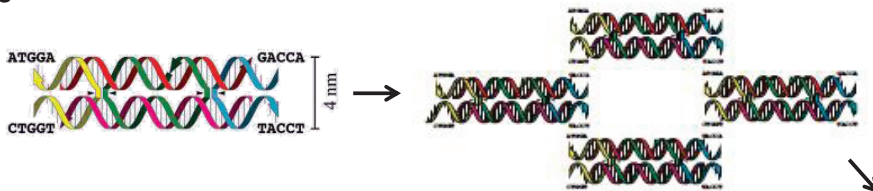
b

single-strand tiles (SST)

Wei et al, 2012

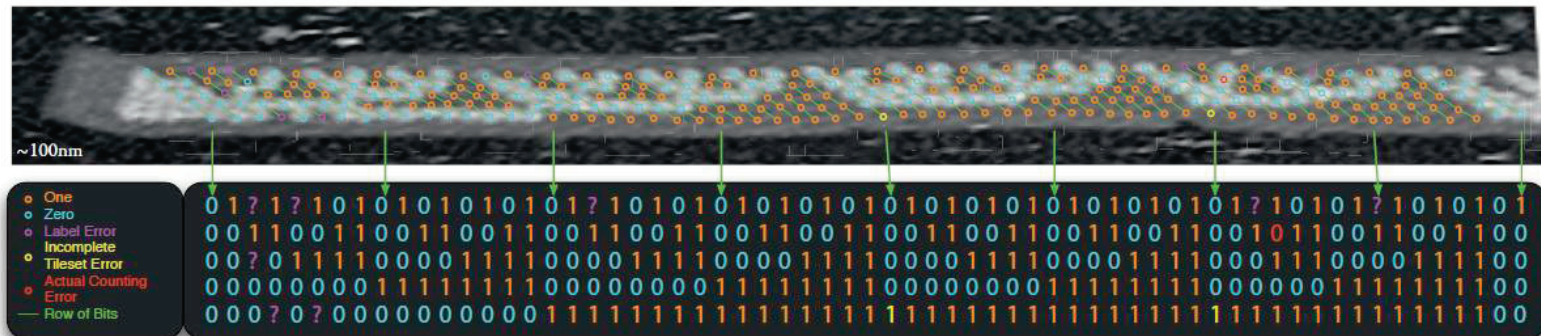
Ke et al, 2012

C



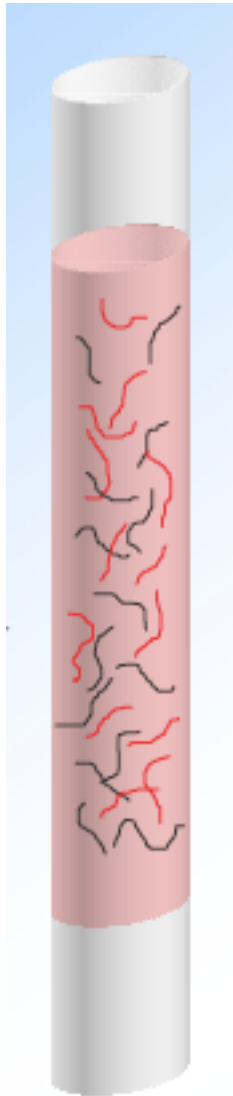
**algorithmic
self-assembly**

Barish et al, 2010

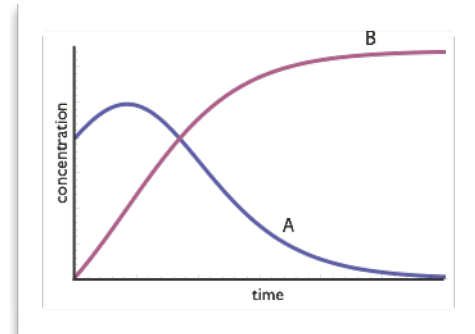


Constantine Evans, 2014

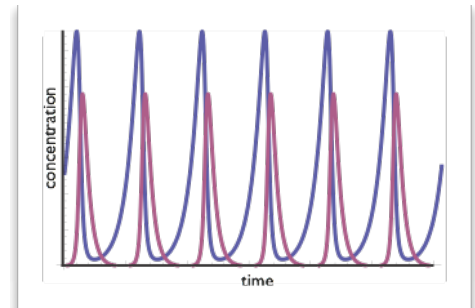
What kinds of dynamical behaviors are nucleic acid systems capable of?



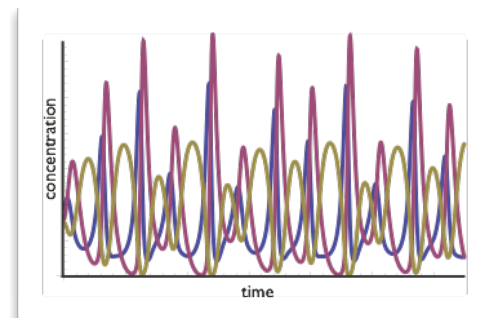
goes to completion...?



oscillates...?



does something complex...?



DNA strand displacement circuits



Bernie
Yurke



Andrew
Turberfield



Dave
Zhang



Georg
Seelig



David
Soloveichik



Lulu
Qian



Shuki
Bruck

B. Yurke, A. Turberfield, A. Mills, F. Simmel, J. Neumann, *Nature*, 2000

A. Turberfield, J Mitchell, B. Yurke, A. Mills, M. Blakey, F. Simmel, *Phys Rev Lett*, 2003

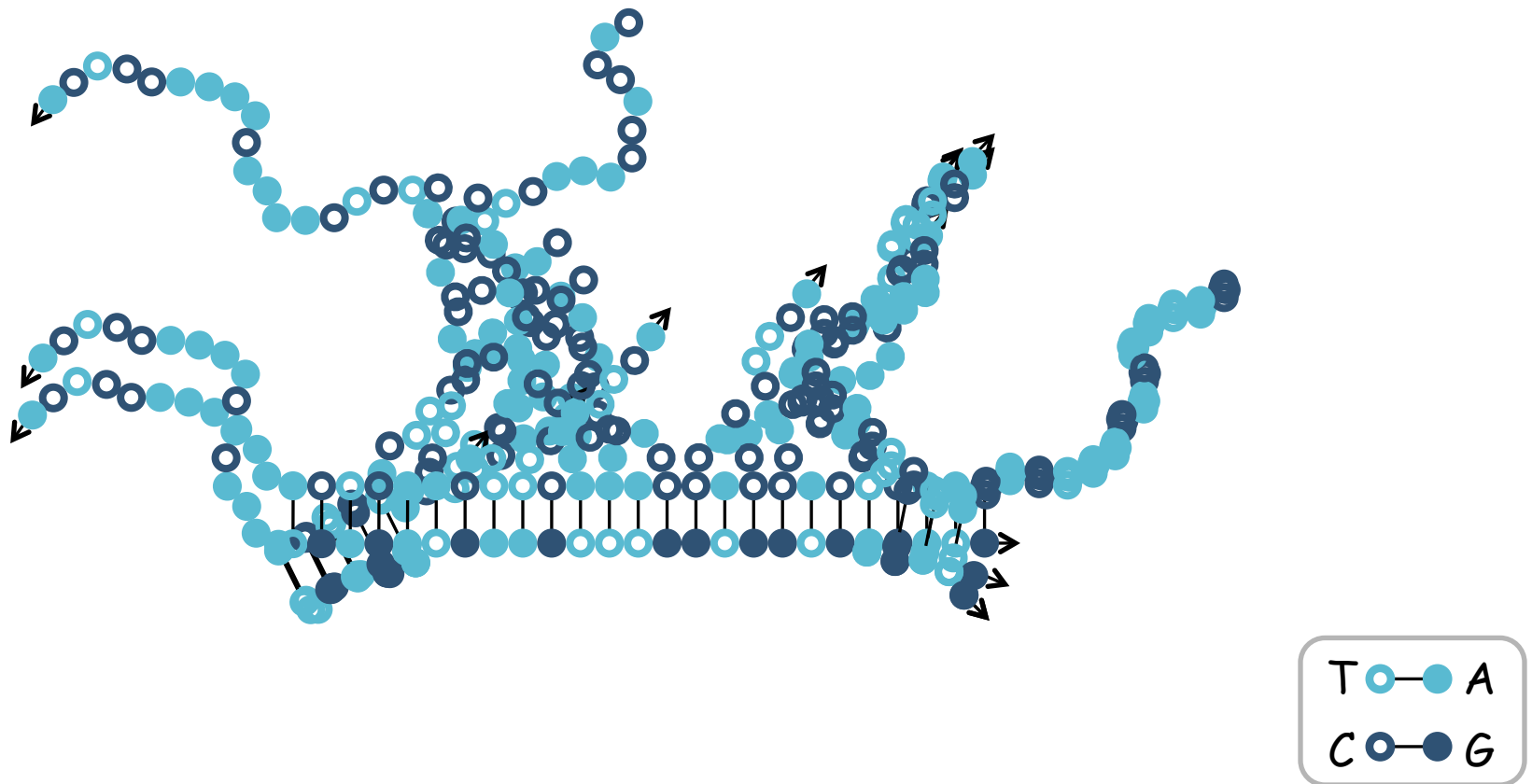
Georg Seelig, David Soloveichik, Dave Zhang, Erik Winfree, *Science*, 2006

Dave Zhang, Andrew Turberfield, Bernie Yurke, Erik Winfree, *Science*, 2007

Lulu Qian & Erik Winfree, *Science*, 2011

Lulu Qian, Erik Winfree, Shuki Bruck, *Nature*, 2011

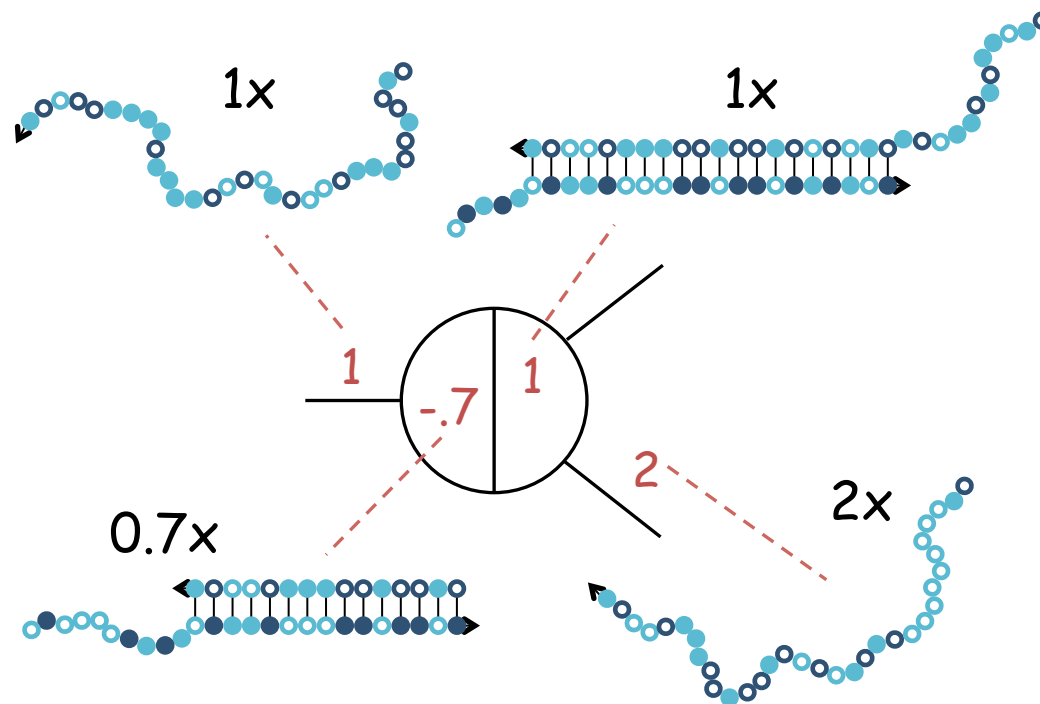
DNA strand displacement circuits



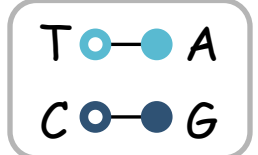
Lulu Qian, Erik Winfree, *Science*, 2011

DNA strand displacement circuits

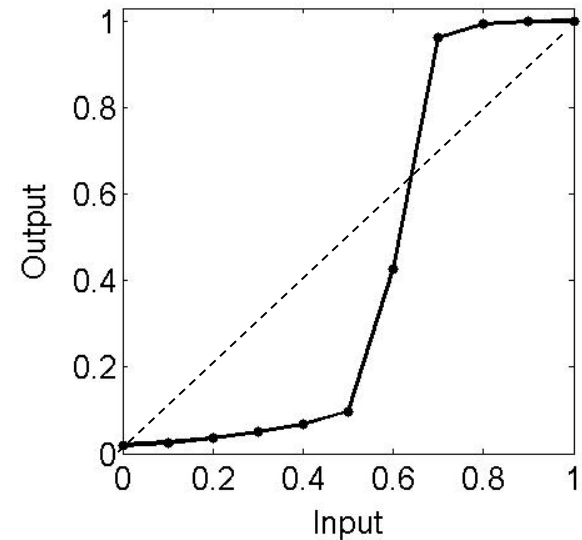
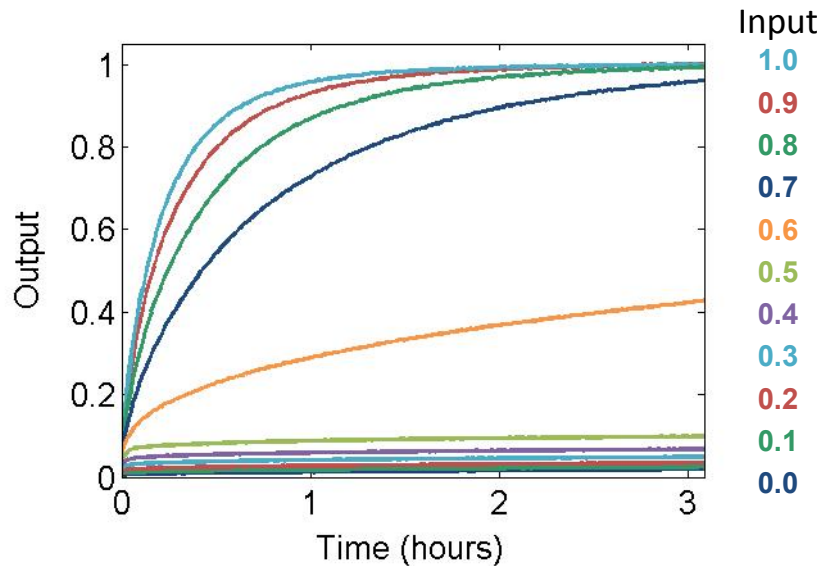
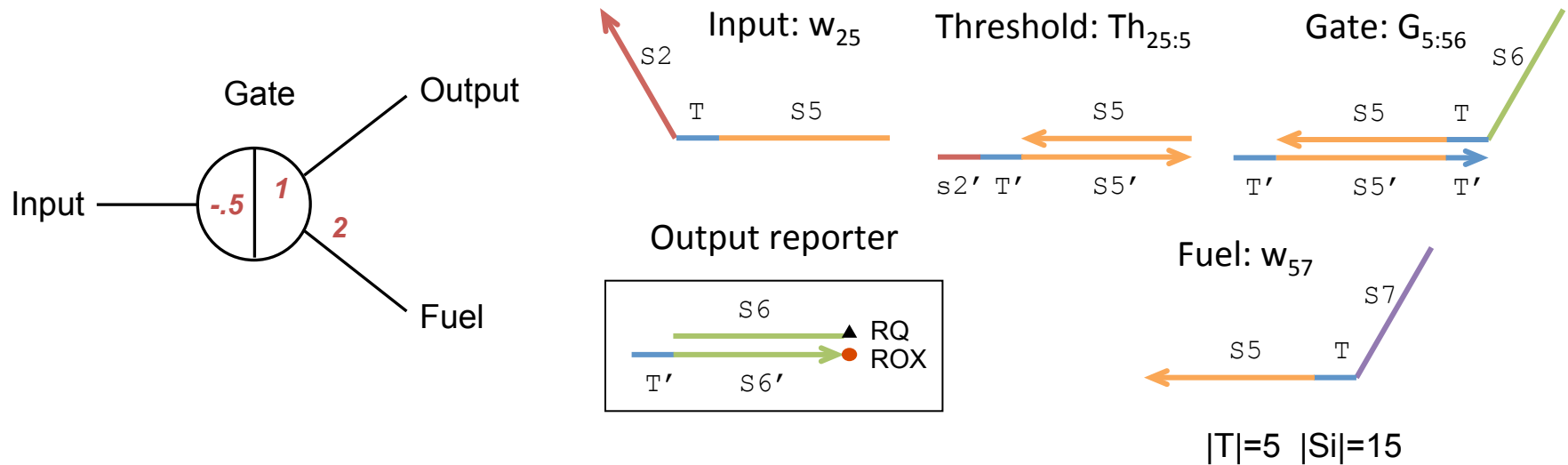
node-wire abstraction



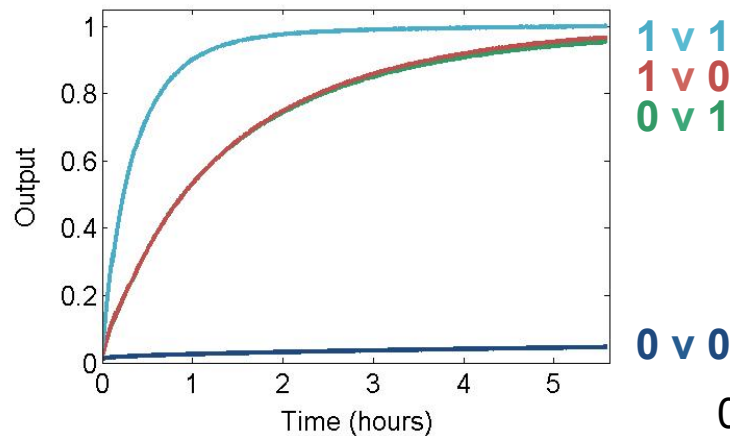
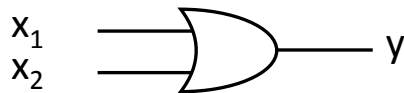
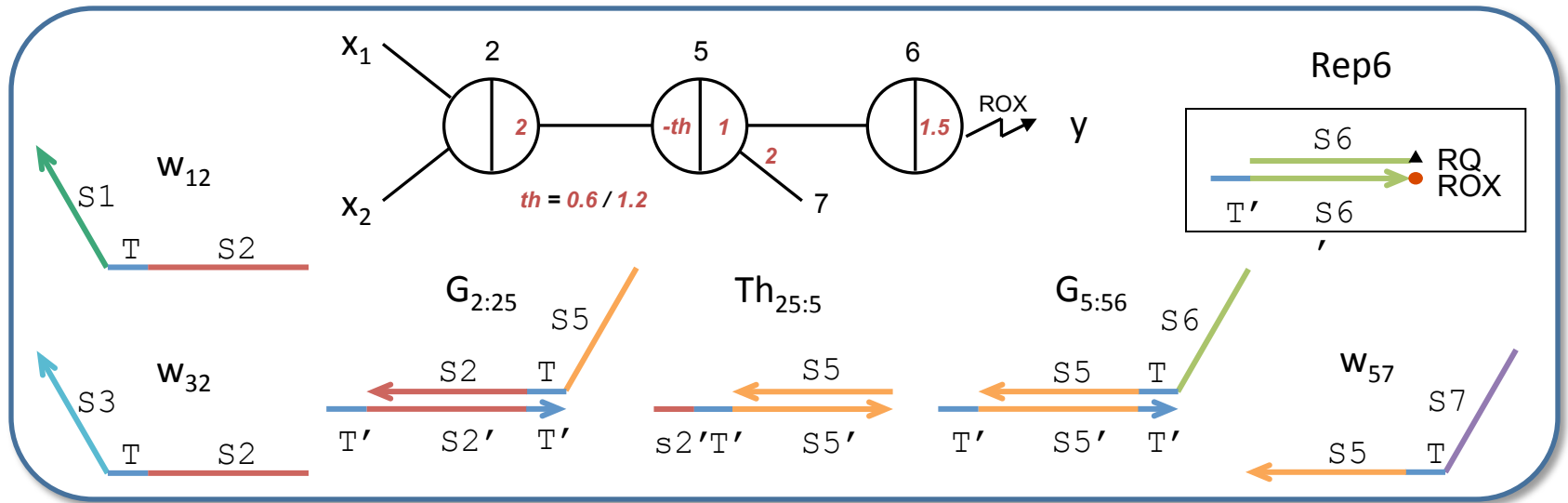
$1x = 50 \text{ nM} = 3 \cdot 10^{13} \text{ copies per milliliter}$



A seesaw catalyst with threshold

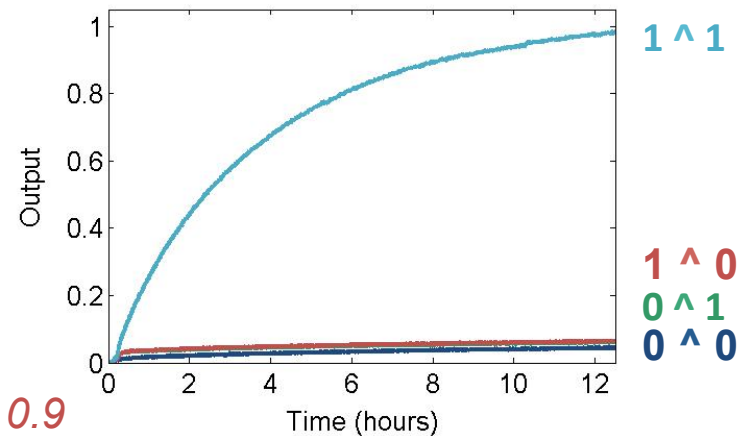
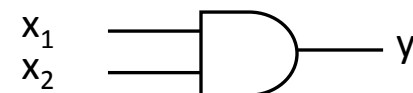


OR / AND gates

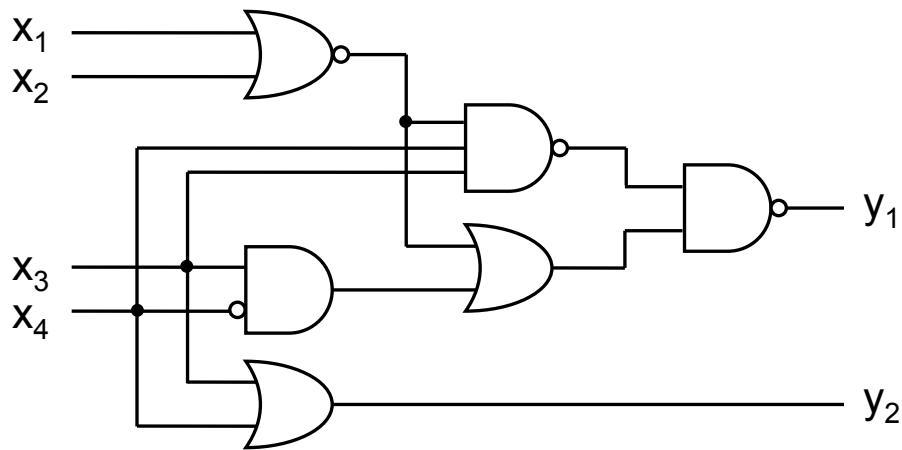


0: 0.1

1: 0.9

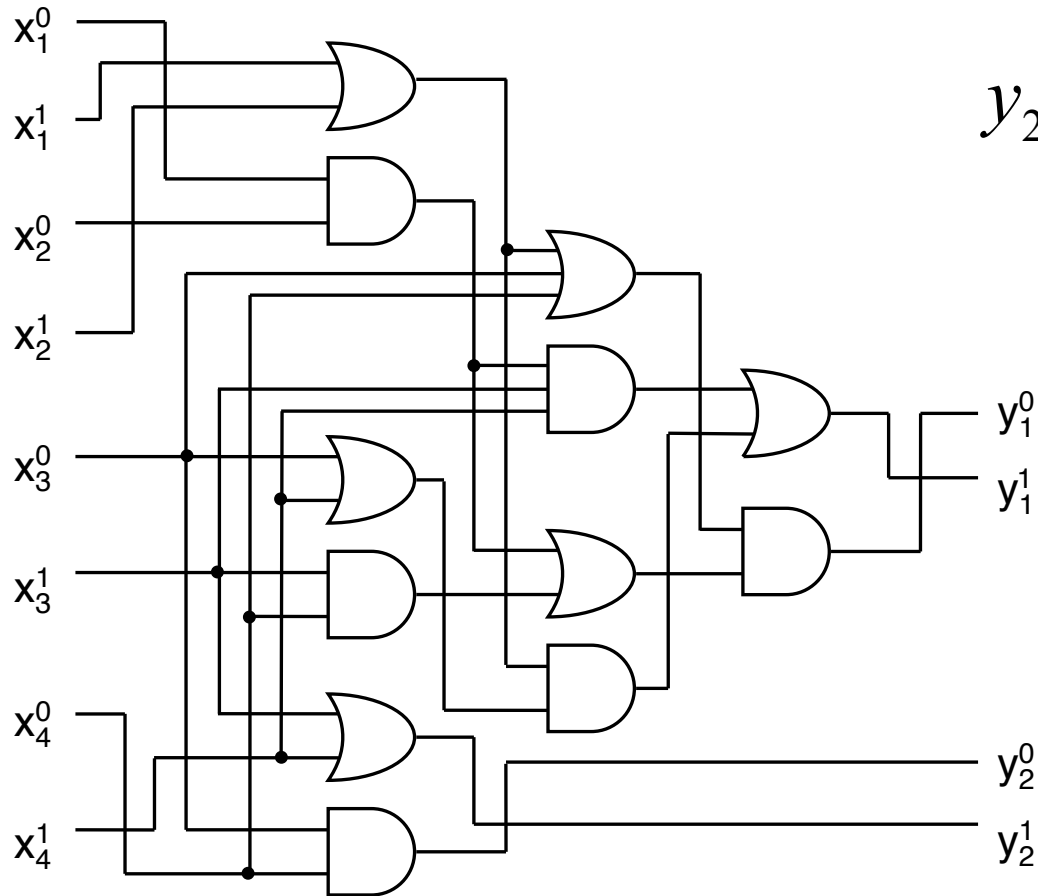


A square root circuit



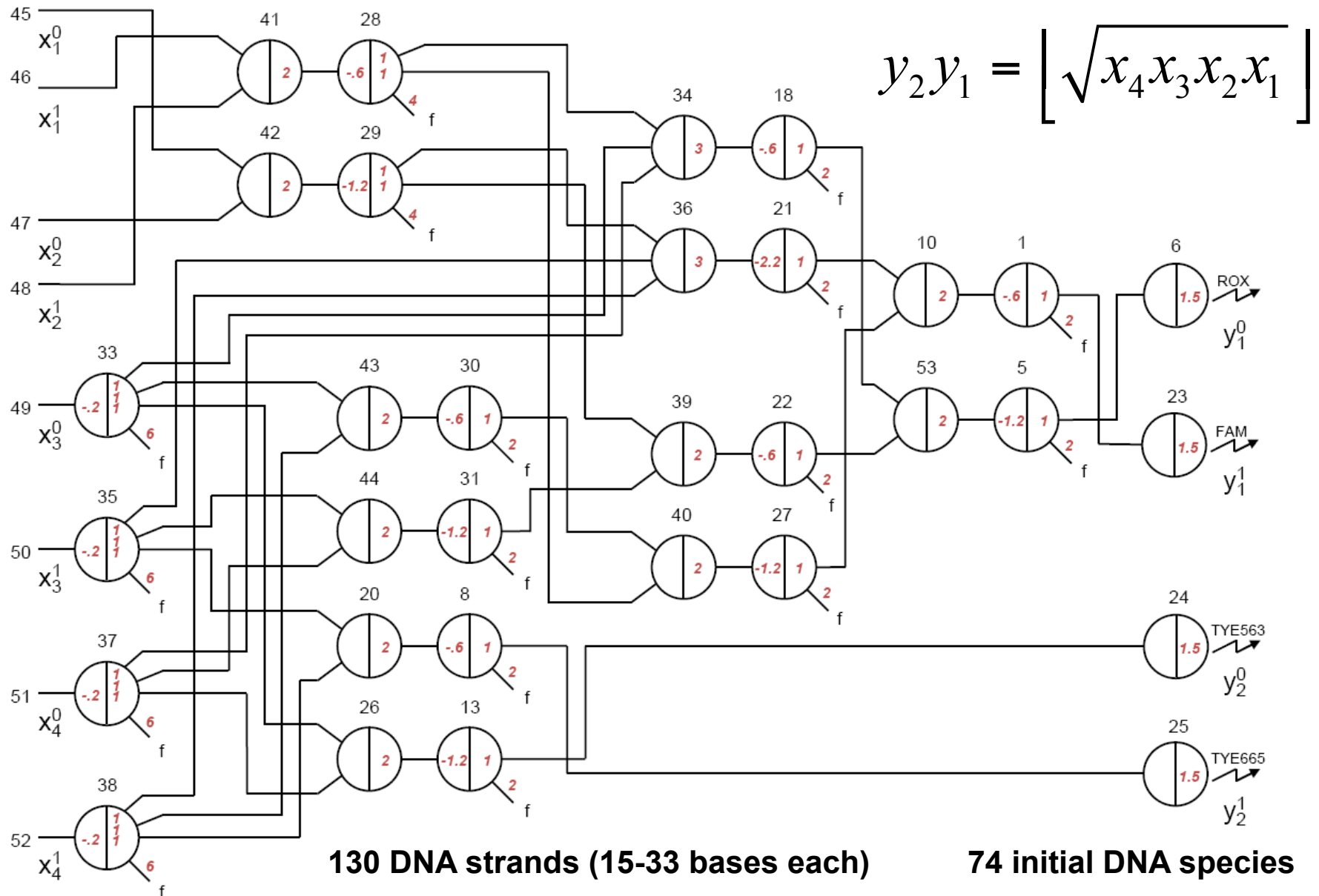
$$y_2 y_1 = \left[\sqrt{x_4 x_3 x_2 x_1} \right]$$

A square root circuit

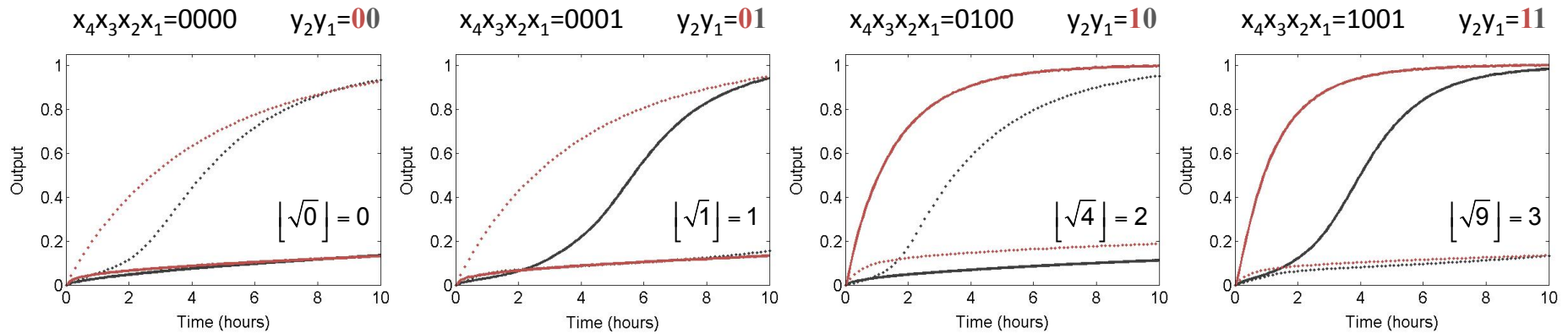


$$y_2 y_1 = \left[\sqrt{x_4 x_3 x_2 x_1} \right]$$

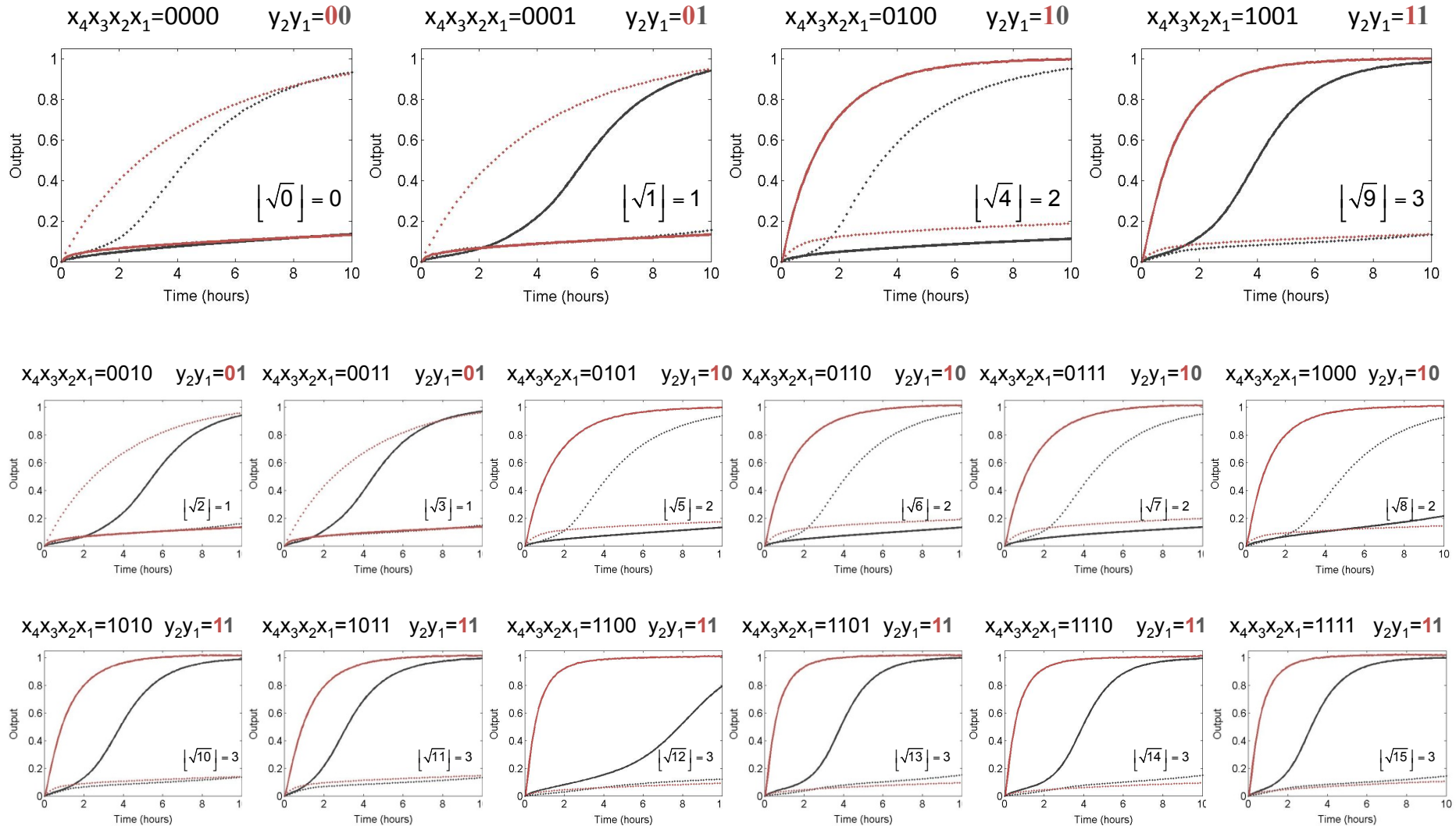
A square root circuit



A square root circuit

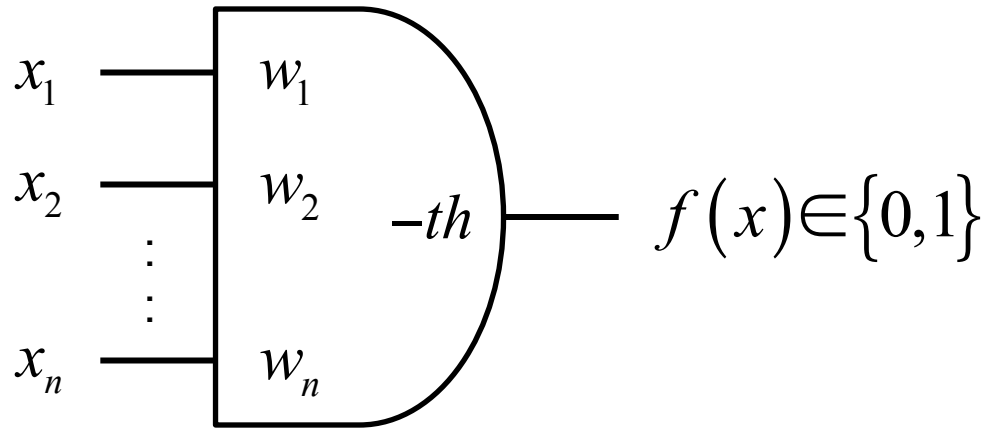


A square root circuit



Linear Threshold (LT) gate

$$x_i \in \{0, 1\}$$

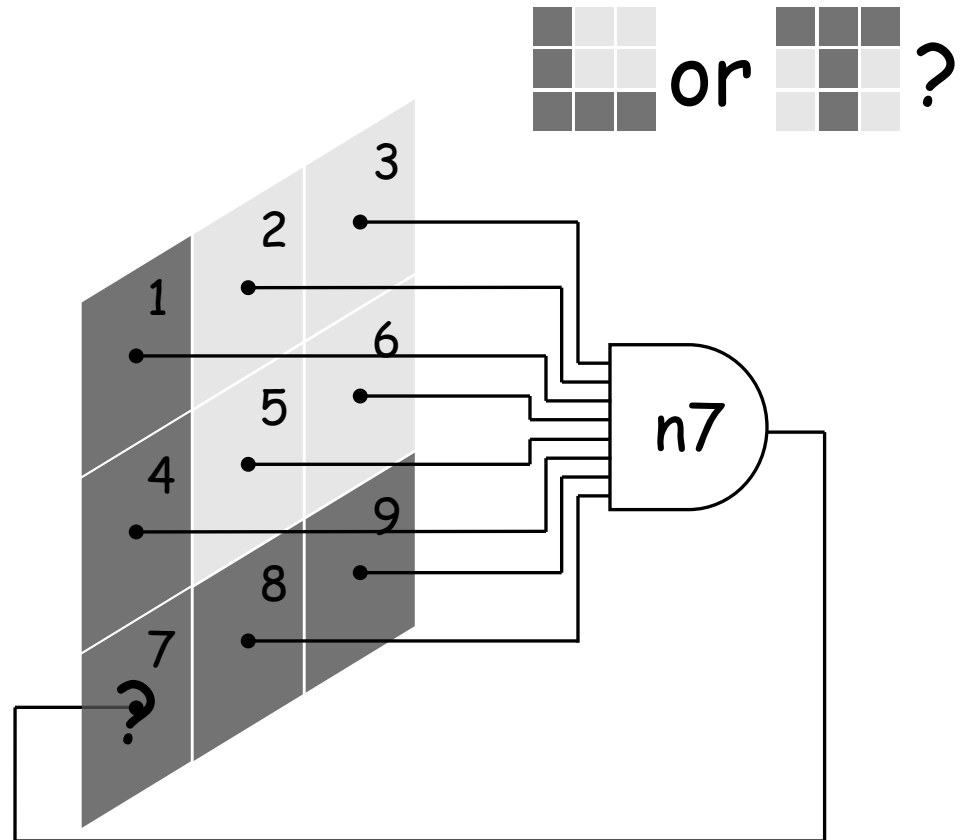
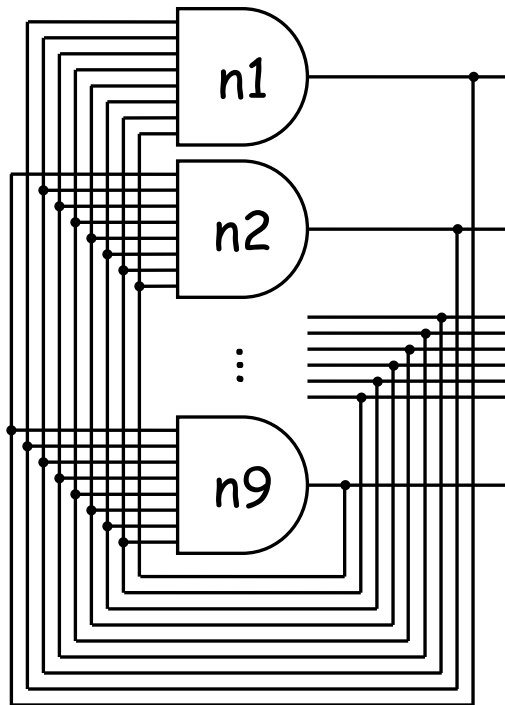


$$F(x) = -th + \sum_{i=1}^n w_i x_i$$

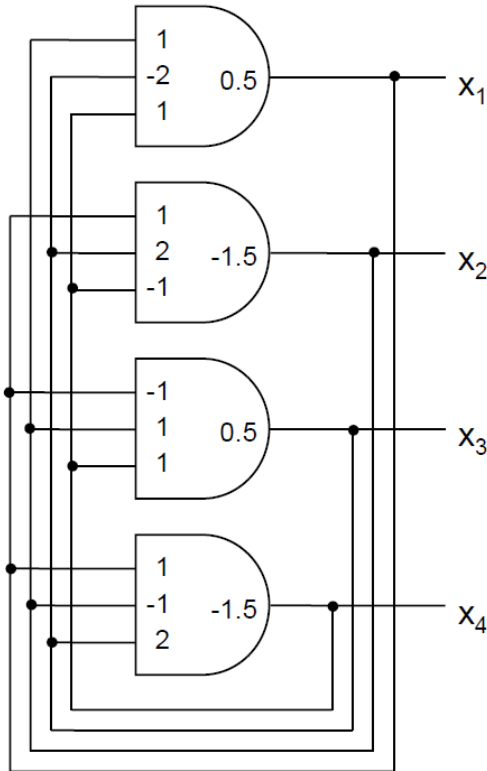
$$f(x) = \begin{cases} 1 & \text{if } F(x) \geq 0 \\ 0 & \text{if } F(x) < 0 \end{cases}$$

Artificial neural network

Hopfield associative memory



Hopfield associative memory



A “read your mind” game

Q1: Did the scientist study neural networks?

Q2: Was the scientist British?

Q3: Was the scientist born in the 20th century?

Q4: Was the scientist a mathematician?

Answers: Yes (1), No (0) or I don't know (?)

0 1 1 0

Rosalind Franklin

1 1 1 1

Alan Turing

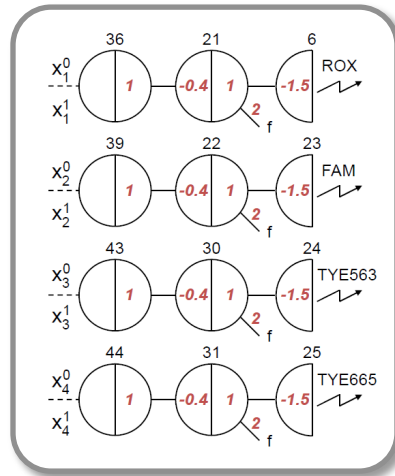
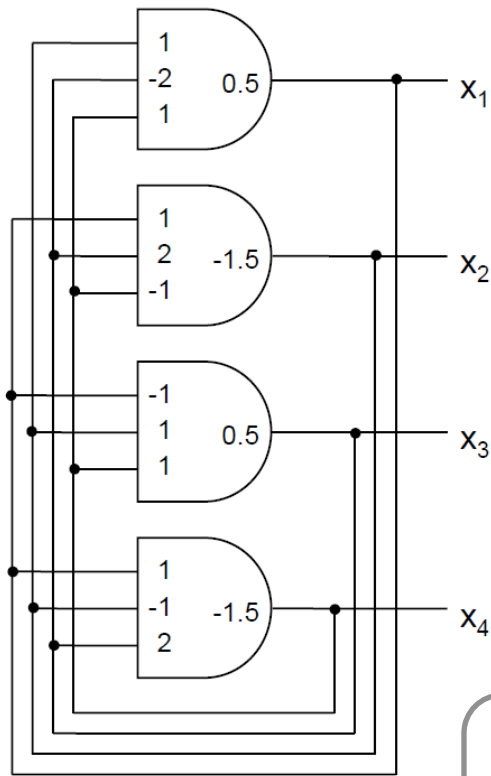
0 0 1 1

Claude Shannon

1 0 0 0

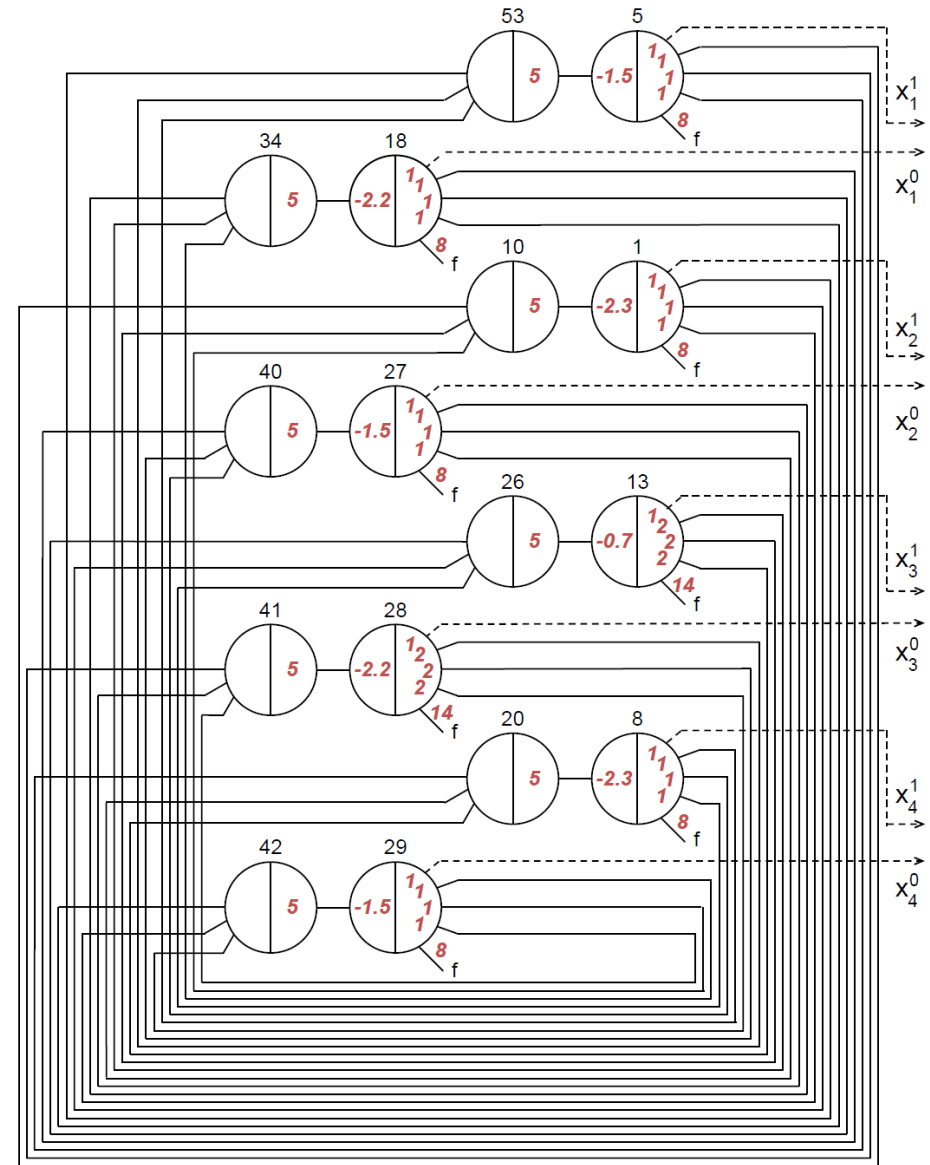
Santiago Ramon y Cajal

Hopfield associative memory

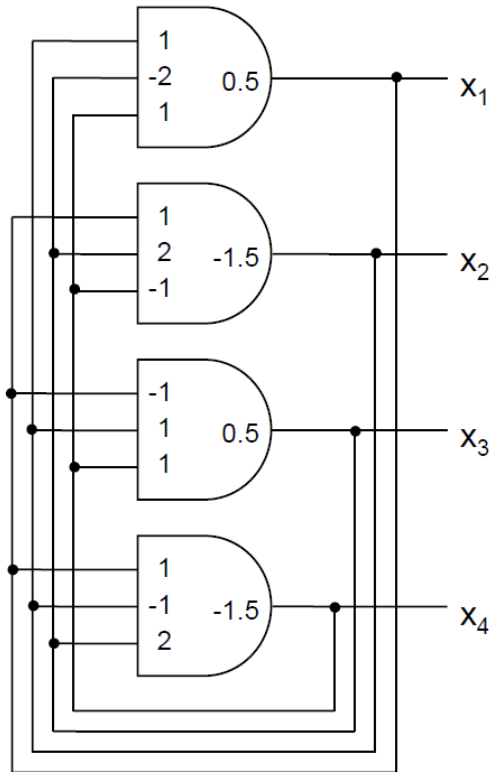


112 DNA strands
(15-33 bases each)

72 initial DNA species

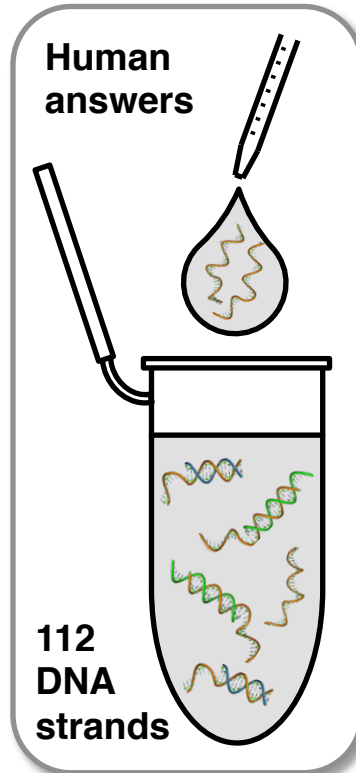


Hopfield associative memory



Human: The scientist I am thinking of was born in the 20th century (1) but was not a mathematician (0).

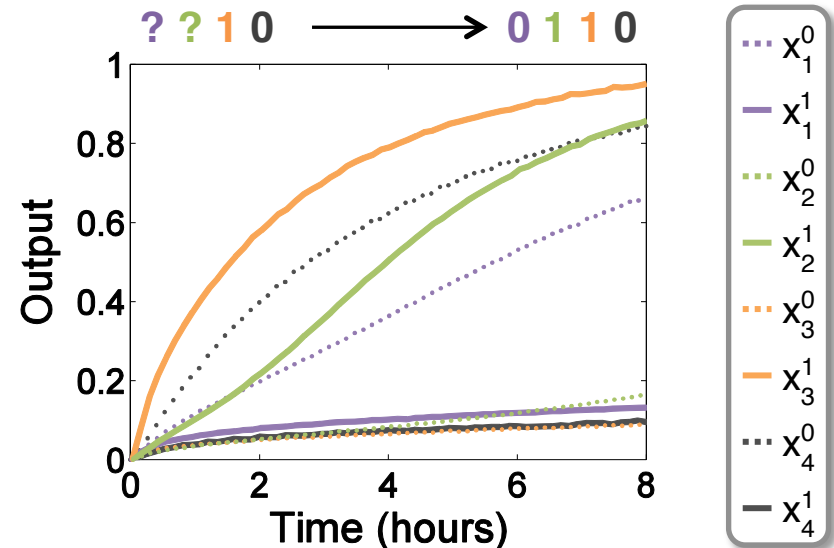
DNA associative memory: The scientist you are thinking of didn't study neural networks (0) and was British (1), so I guess she is Rosalind Franklin (0 1 1 0).



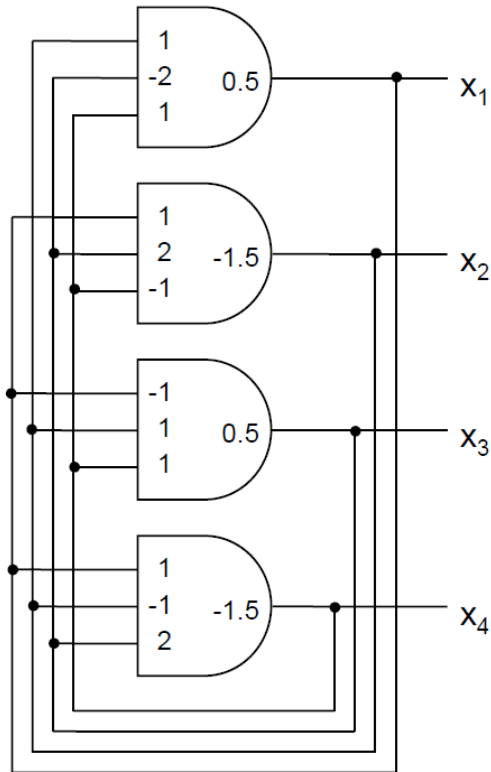
A “read your mind” game

Q1: Did the scientist study neural networks?
 Q2: Was the scientist British?
 Q3: Was the scientist born in the 20th century?
 Q4: Was the scientist a mathematician?
 Answers: Yes (1), No (0) or I don't know (?)

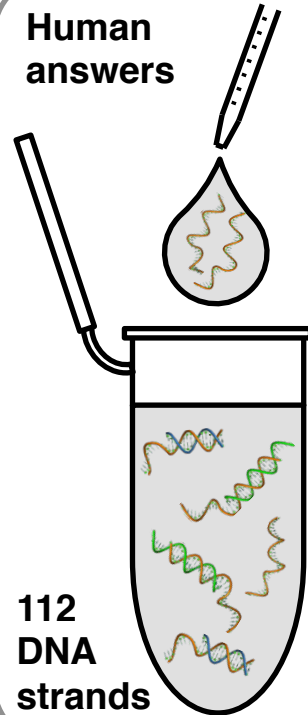
0 1 1 0	Rosalind Franklin
1 1 1 1	Alan Turing
0 0 1 1	Claude Shannon
1 0 0 0	Santiago Ramon y Cajal



Hopfield associative memory



Human
answers



112
DNA
strands

A “read your mind” game

Q1: Did the scientist study neural networks?

Q2: Was the scientist British?

Q3: Was the scientist born in the 20th century?

Q4: Was the scientist a mathematician?

Answers: Yes (1), No (0) or I don't know (?)

0 1 1 0

Rosalind Franklin

1 1 1 1

Alan Turing

0 0 1 1

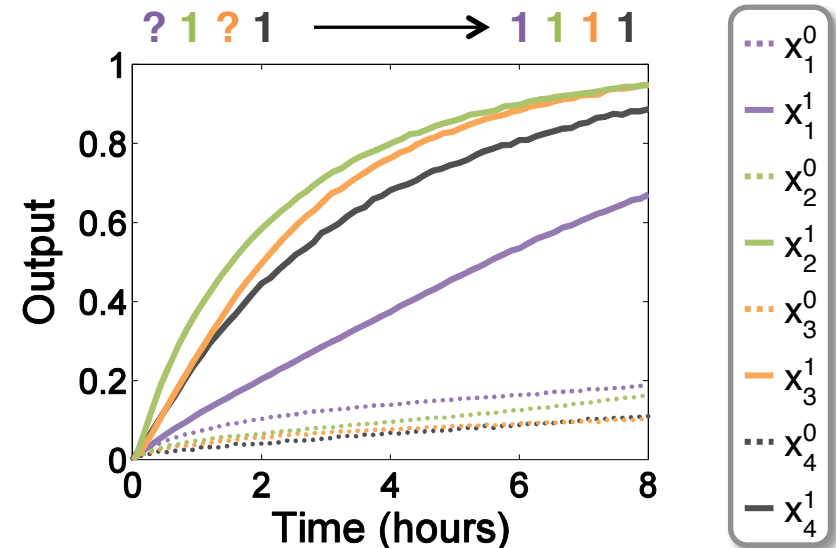
Claude Shannon

1 0 0 0

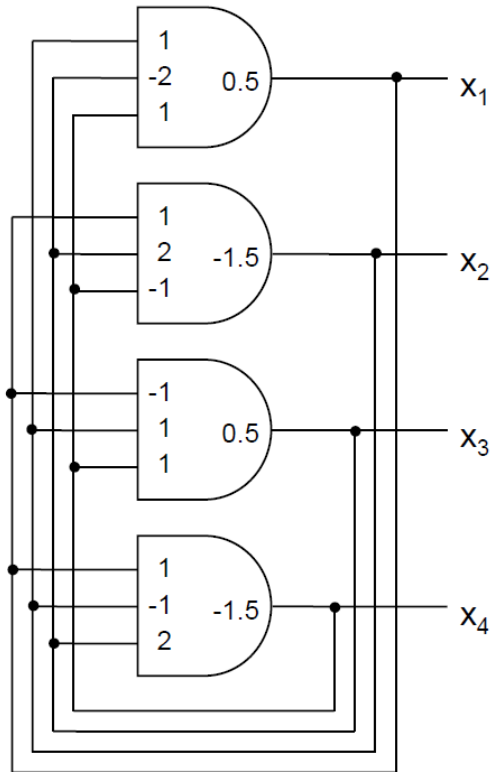
Santiago Ramon y Cajal

Human: The scientist I am thinking of was British (1) and a mathematician (1).

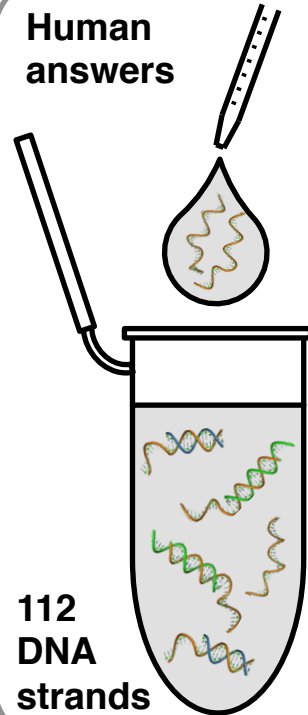
DNA associative memory: The scientist you are thinking of studied neural networks (1) and was born in the 20th century (1), so I guess he is Alan Turing (1 1 1 1).



Hopfield associative memory



Human answers



A “read your mind” game

Q1: Did the scientist study neural networks?

Q2: Was the scientist British?

Q3: Was the scientist born in the 20th century?

Q4: Was the scientist a mathematician?

Answers: Yes (1), No (0) or I don't know (?)

0 1 1 0

Rosalind Franklin

1 1 1 1

Alan Turing

0 0 1 1

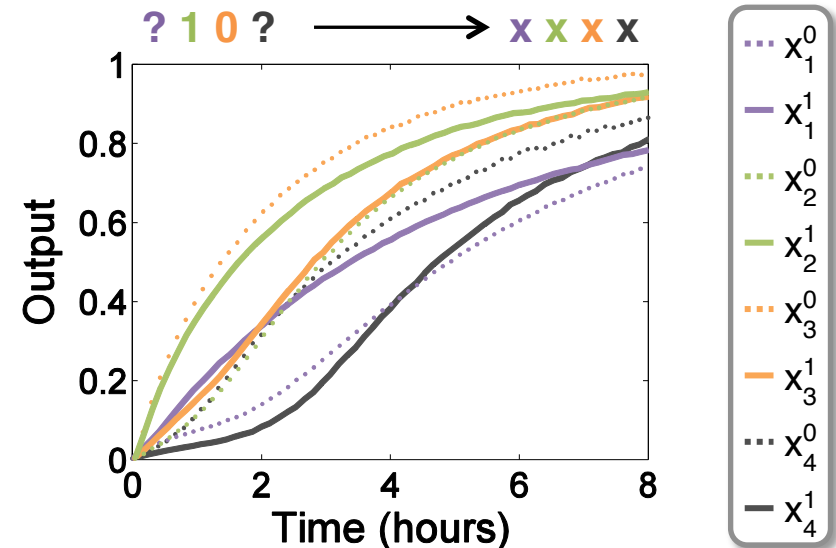
Claude Shannon

1 0 0 0

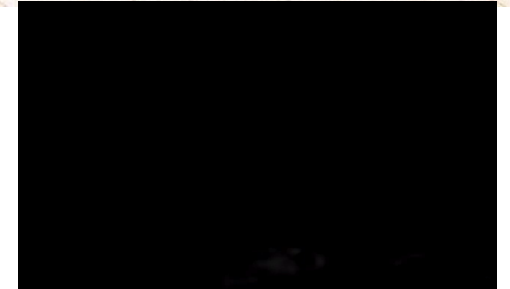
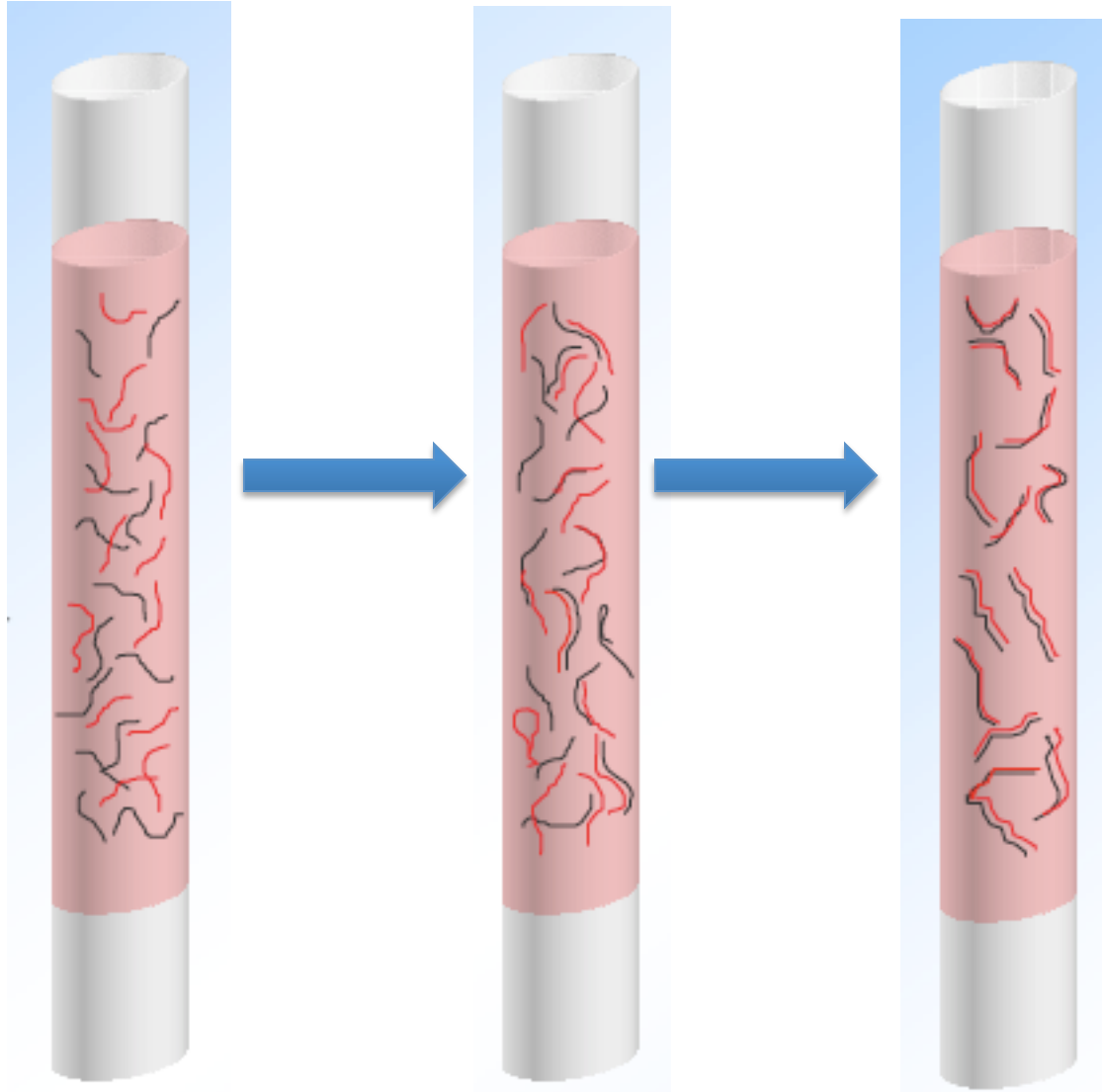
Santiago Ramon y Cajal

Human: The scientist I am thinking of was British (1) but was not born in the 20th century (0).

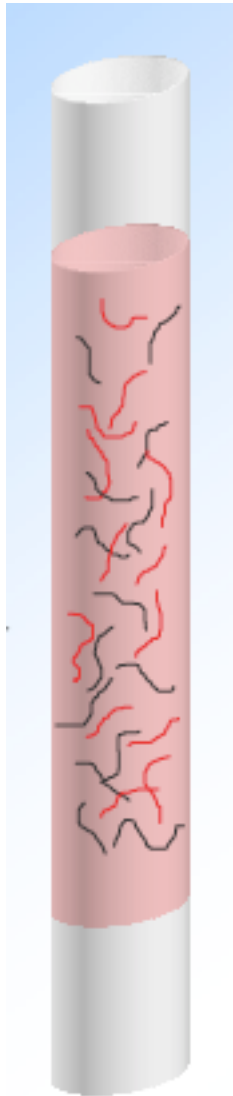
DNA associative memory: There's wrong information that you provided, I cannot recognize this scientist (x x x x).



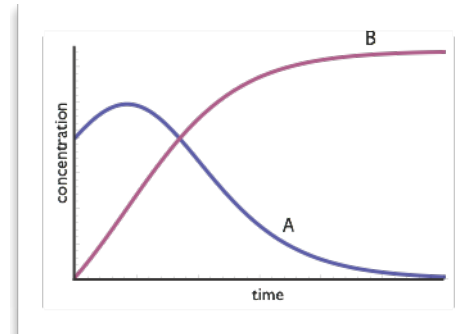
Toss a mixture of DNA in a test tube...
What can it do? What can't it do?



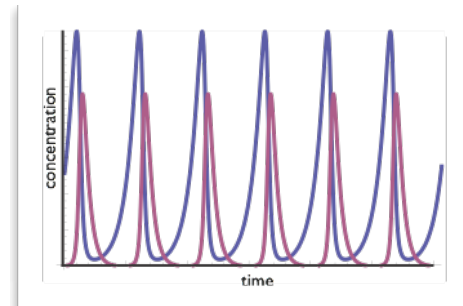
What kinds of dynamical behaviors are nucleic acid systems capable of?



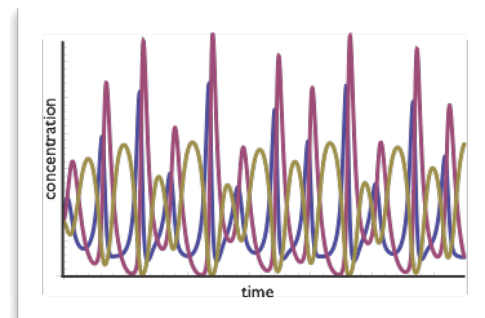
goes to completion...?



oscillates...?

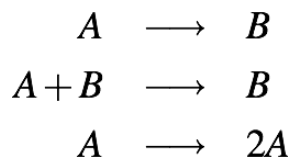
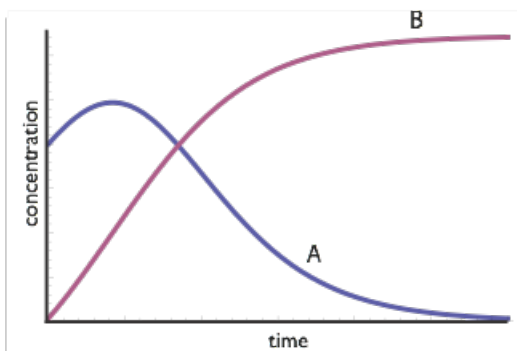


does something complex...?

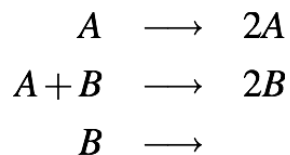
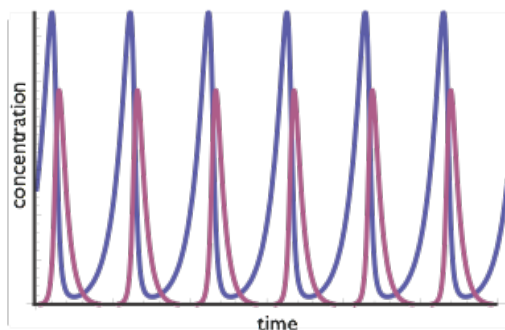


Some behaviors of simple chemical systems (mass action, well-mixed)

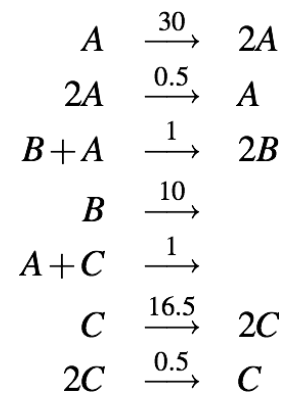
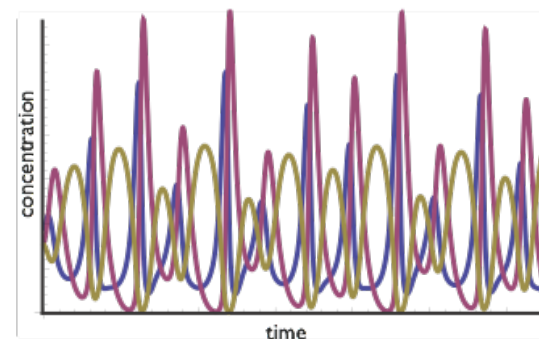
stabilization



oscillation



chaos



open systems: no conservation of mass/energy

Some behaviors of simple chemical systems (mass action, well-mixed)

Chemical reaction networks (CRNs) as a programming language...
...use the formalism prescriptively, not descriptively...

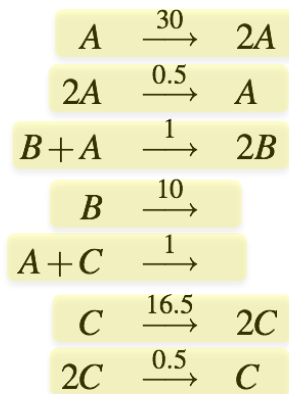
- Mathematically equivalent to Petri Nets, Vector Addition Systems, etc.
e.g. Petri (1966); Karp (1969); Goss & Peccaud (1998)
- Can implement arbitrary sequential digital logic circuits
e.g. Magnasco (1997)
- Can implement (nearly) arbitrary dynamical system behaviors
e.g. Korzuhin (1967); Klonowski (1983)
- Can simulate Turing machine computations with arbitrarily small error
e.g. Soloveichik, Cook, Winfree, Bruck (2008); Cummings, Doty, Soloviechik (2014)
- Etc. etc...

But does every formal chemical reaction network exist?

Compiling CRNs into DNA

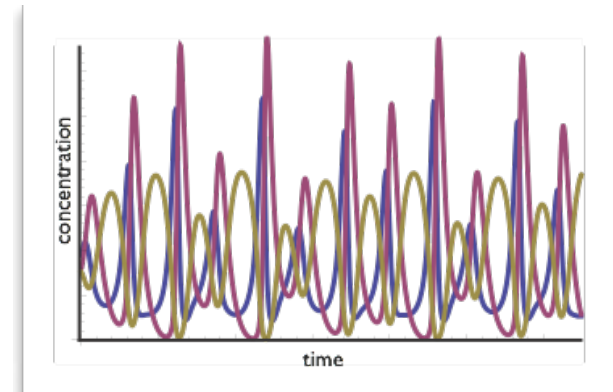
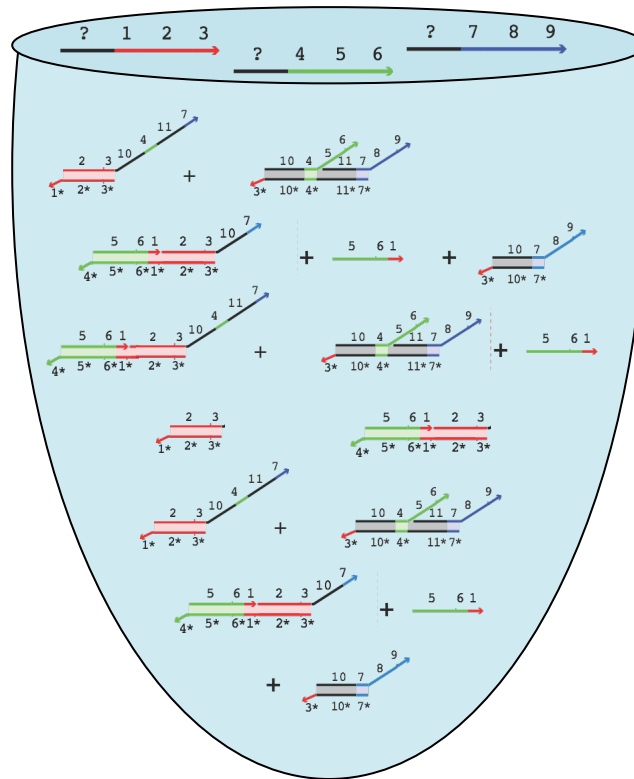


CRN program:

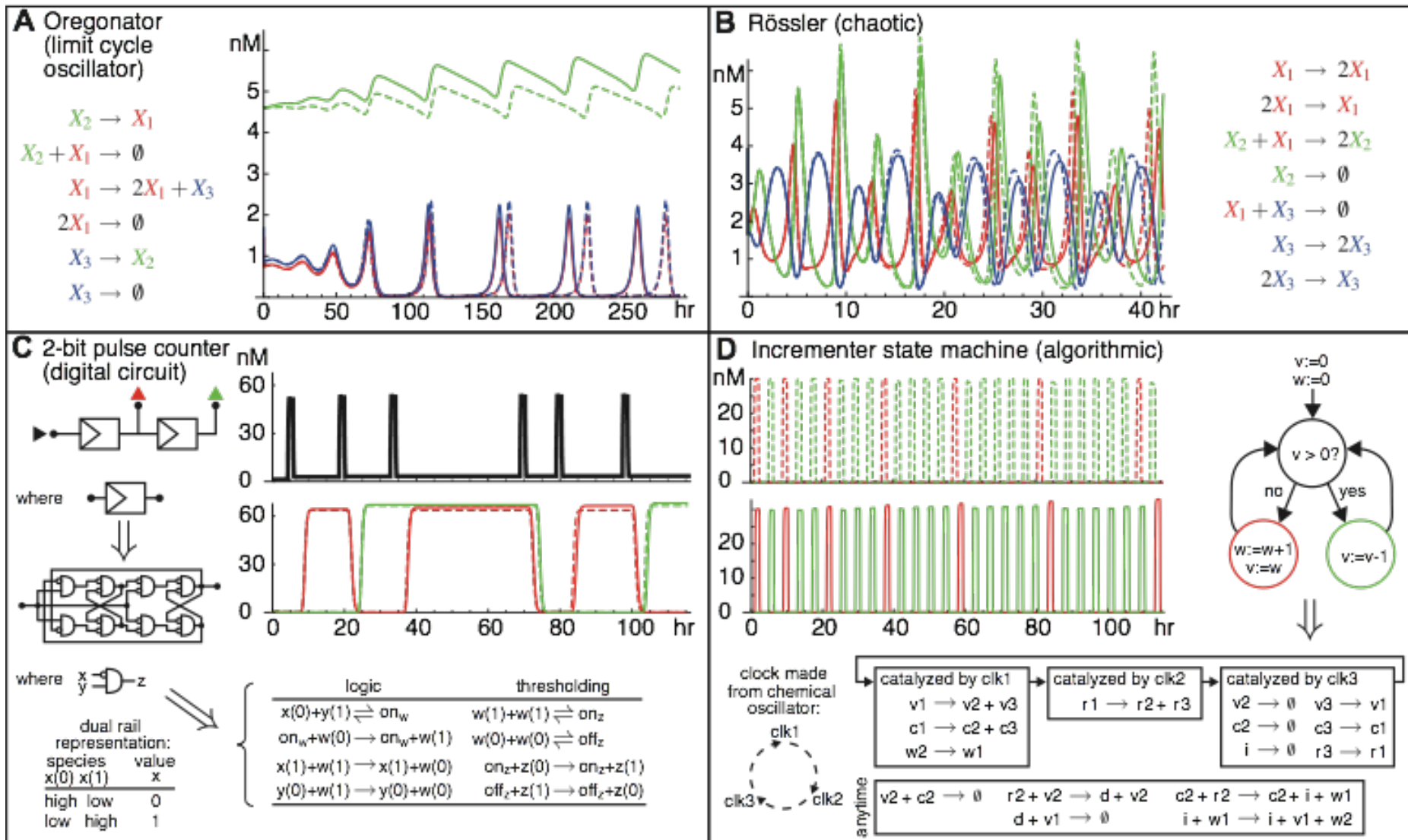


Initial conditions:

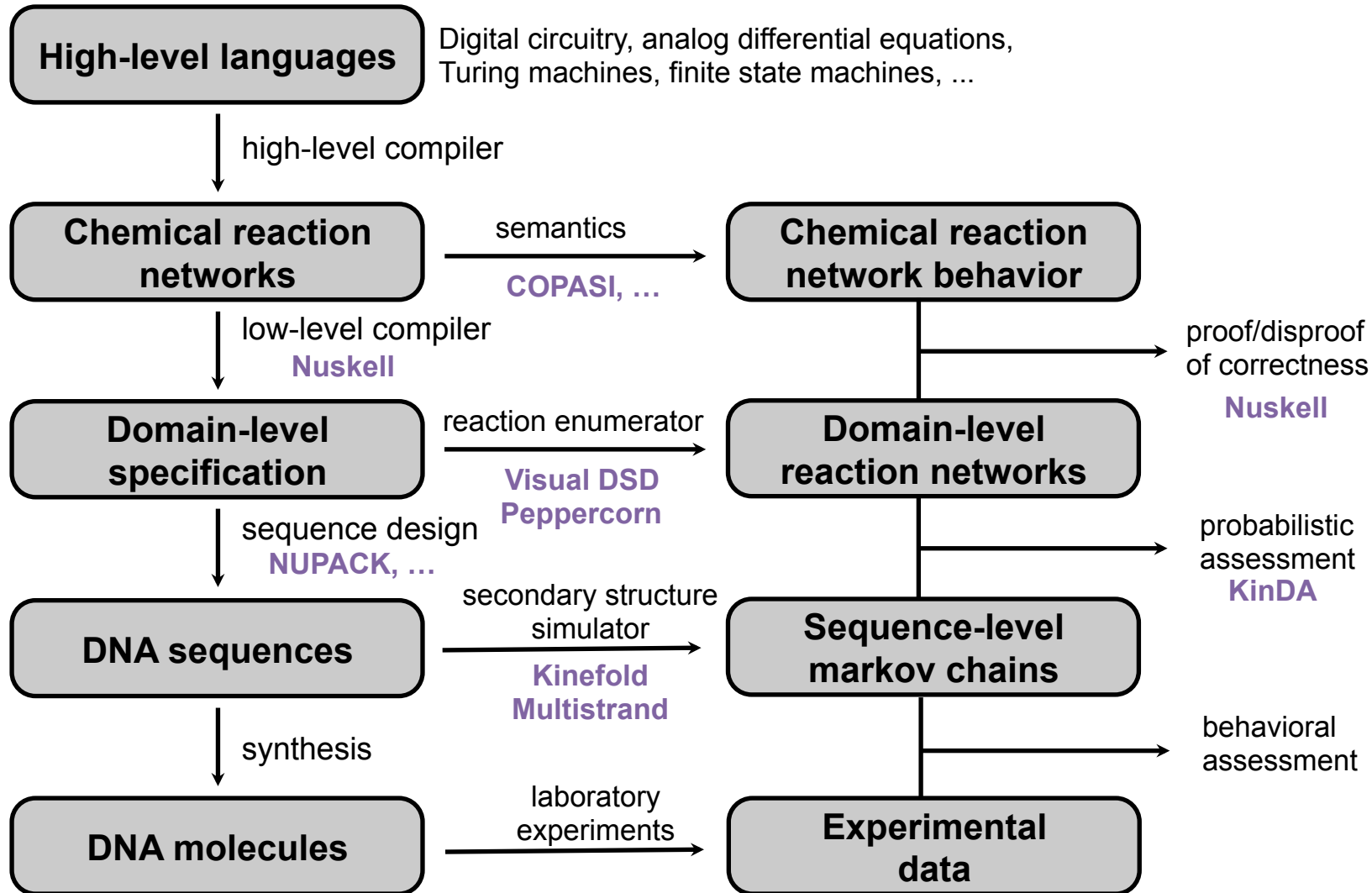
5 *A*'s
 3 *B*'s
 10 *C*'s



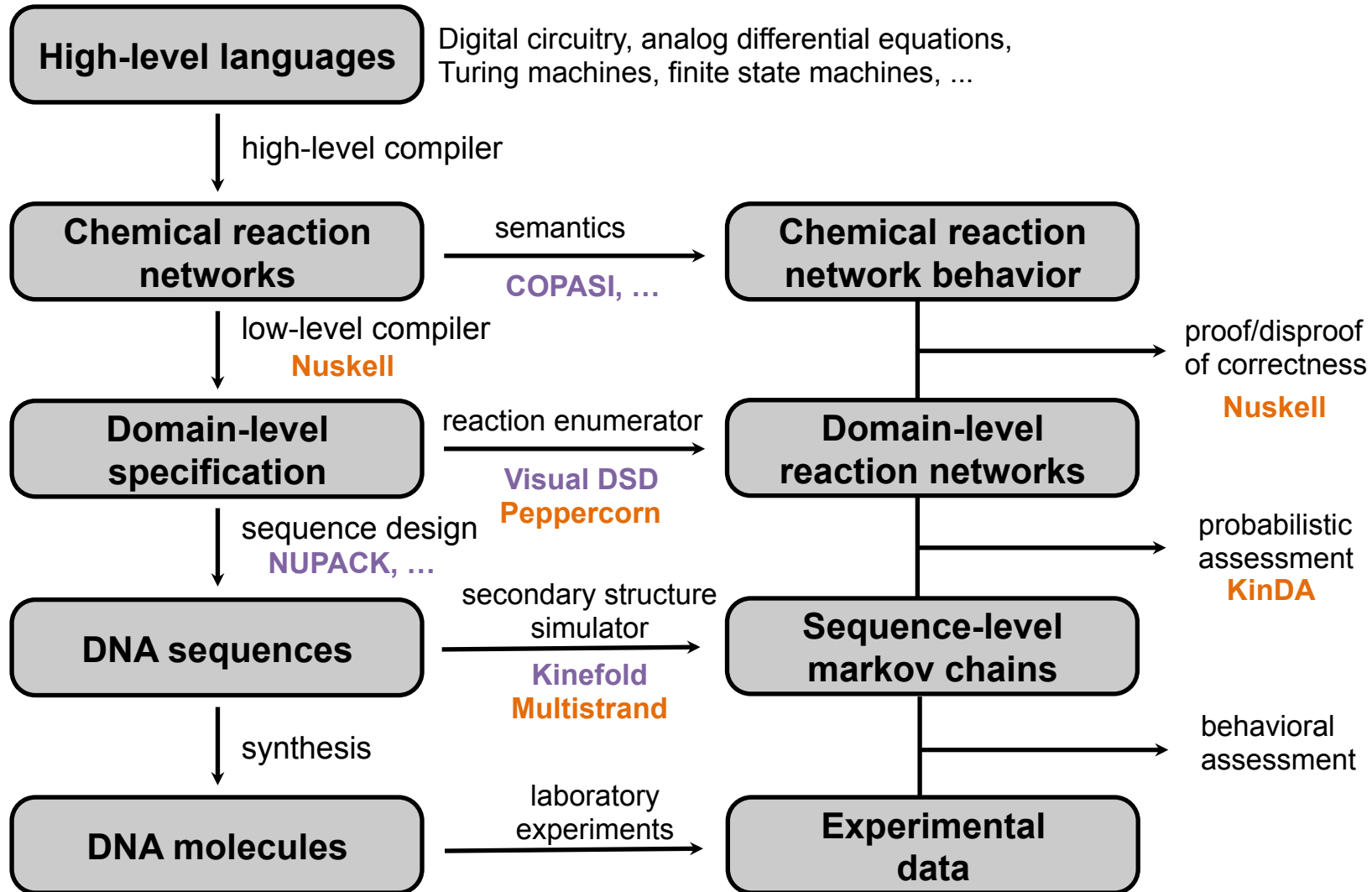
Some behaviors of simple chemical systems (mass action)



A compiler & verification hierarchy

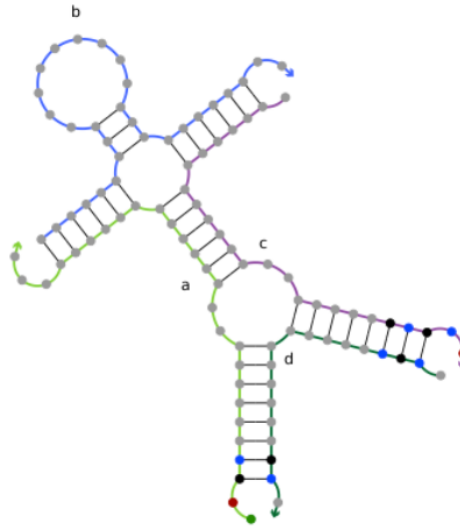
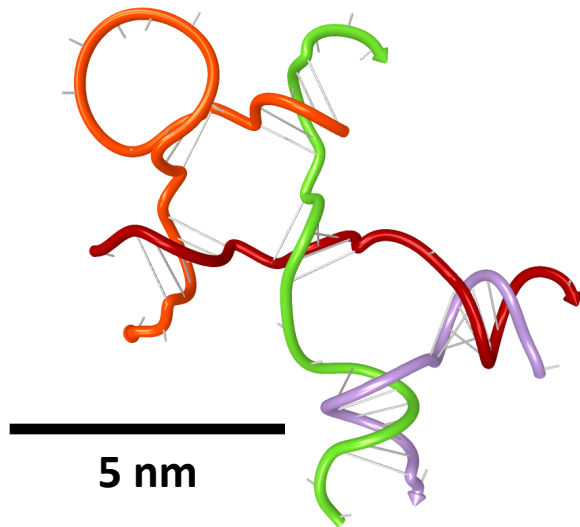


A compiler & verification hierarchy



Abstractions for molecular programs

NUPACK: rigorous thermodynamic and kinetic sequence design and analysis



```
material = rna
temperature[C] = 23.0
sodium[M] = 1.0

structure stickfigure =
    U2D8(U2D6(D6(U3+
        )D3U9D6(U2+U1))U2D8(U2+U1))U1

domain a = AUGC N23
domain b = N29
domain c = N20 GCGCU
domain d = N18

stickfigure.seq = a b c d
```

sequence structure

↙ ↘

$$\Delta G(\phi, s) = \sum_{\text{loop} \in s} \Delta G(\text{loop})$$

Equilibrium probability

$$p(\phi, s) = \frac{1}{Q(\phi)} e^{-\Delta G(\phi, s)/k_B T}$$

Partition function

$$Q(\phi) = \sum_{s \in \Gamma} e^{-\Delta G(\phi, s)/k_B T}$$

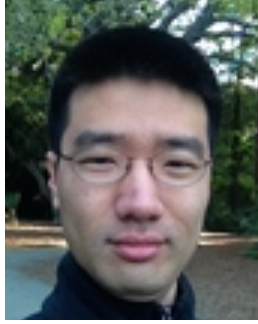
Average number of incorrectly paired nucleotides, given target s

$$n(\phi, s) = N - \sum_{1 \leq i \leq N} P_{i,j}(\phi) S_{i,j}(s)$$

Dynamic programming: $\Theta(N^3)$

Zadeh, Steenberg, Bois, Wolfe, Pierce, Khan, Dirks, Pierce, J Comp Chem, 2011
 Wolfe, Pierce, ACS Synthetic Biology, 2015

Nuskell: A verifying compiler for domain-level DNA implementations of chemical reaction networks



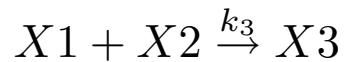
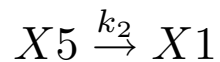
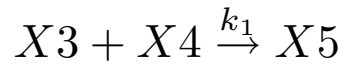
"Compiling and verifying DNA-based chemical reaction network implementations"
Seung Woo Shin, Master's Thesis (2011)

"A bisimulation approach to verification of molecular implementations of formal chemical reaction networks"
Qing Dong, Master's Thesis (2012)

"Verifying Chemical Reaction Network Implementations: A Pathway Decomposition Approach"
Seung Woo Shin, Chris Thachuk, Erik Winfree, arXiv:1411.0782 (2014)

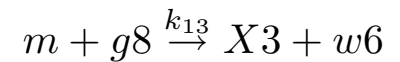
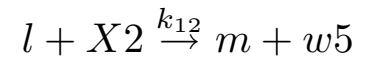
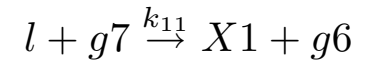
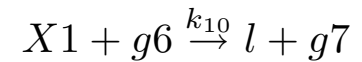
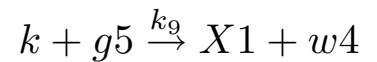
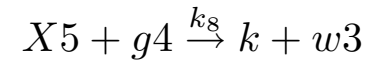
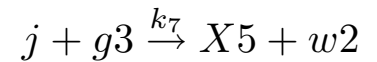
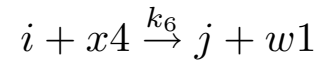
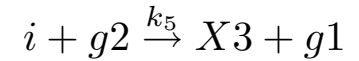
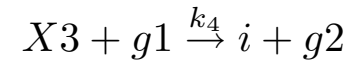
Verification pipeline

Target CRN



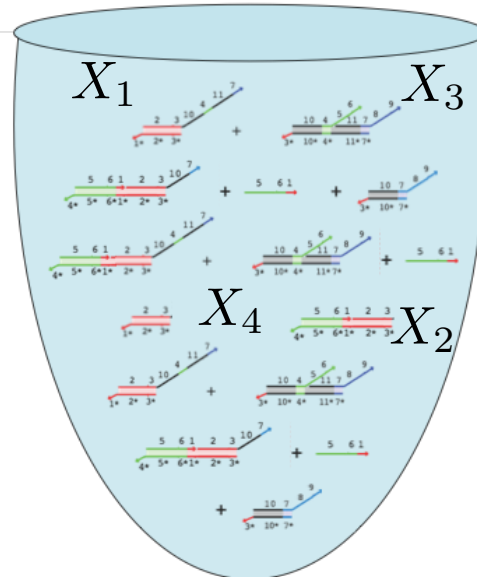
?

Implementation CRN



compile

Claimed implementation



reaction
enumerator



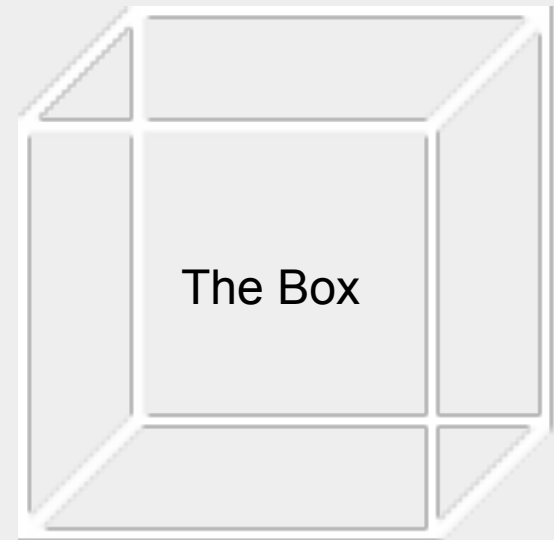
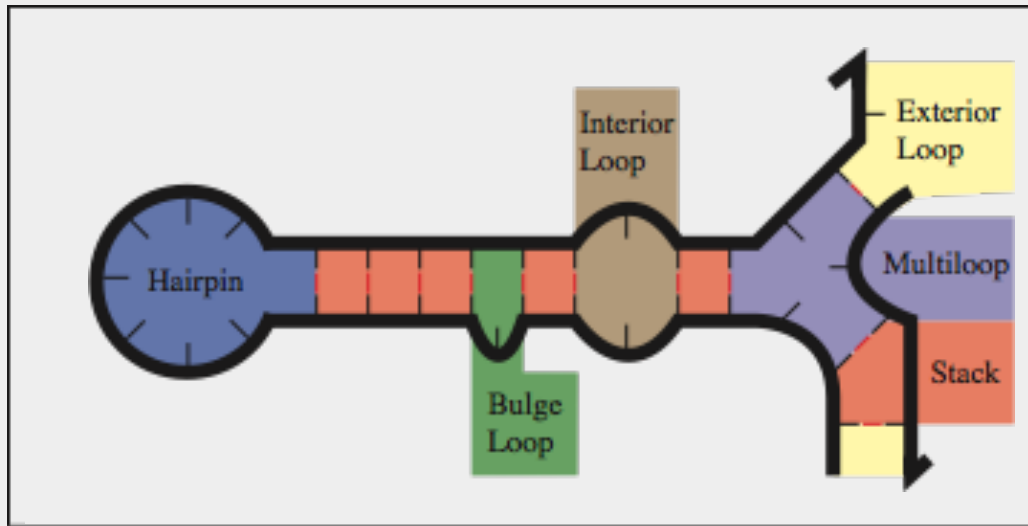
Multistrand: stochastic simulation of the kinetics of multiple interacting nucleic acid strands

"Stochastic Simulation of the Kinetics of Multiple Interacting Nucleic Acid Strands"
Joseph M. Schaeffer, PhD Thesis (2013)

"Stochastic Simulation of the Kinetics of Multiple Interacting Nucleic Acid Strands"
Joseph M. Schaeffer, Chris Thachuk, and Erik Winfree, LNCS 9211 (2015)

Hands-on live demo: <http://www.multistrand.org>

Secondary Structure State Space



$(((.((.(.(.(((.....)))))))).)).(.+.))$

$$\Delta G_{box}(s) = \sum_{c \in s} \Delta G^*(c)$$

$$\Delta G^*(c) = \left(\sum_{loop \in c} \Delta G(loop) \right) + (L_c - 1) * (\Delta G_{assoc} + \Delta G_{volume})$$

* same energy model as NUPACK 3.0

Kinetics:

continuous-time
markov chain
representing a
random walk on the
energy landscape
for The Box.

Elementary steps:
single base pairs
form and break.

Move selection:

$$Pr(m) = \frac{k_{im}}{\sum_j k_{ij}}$$

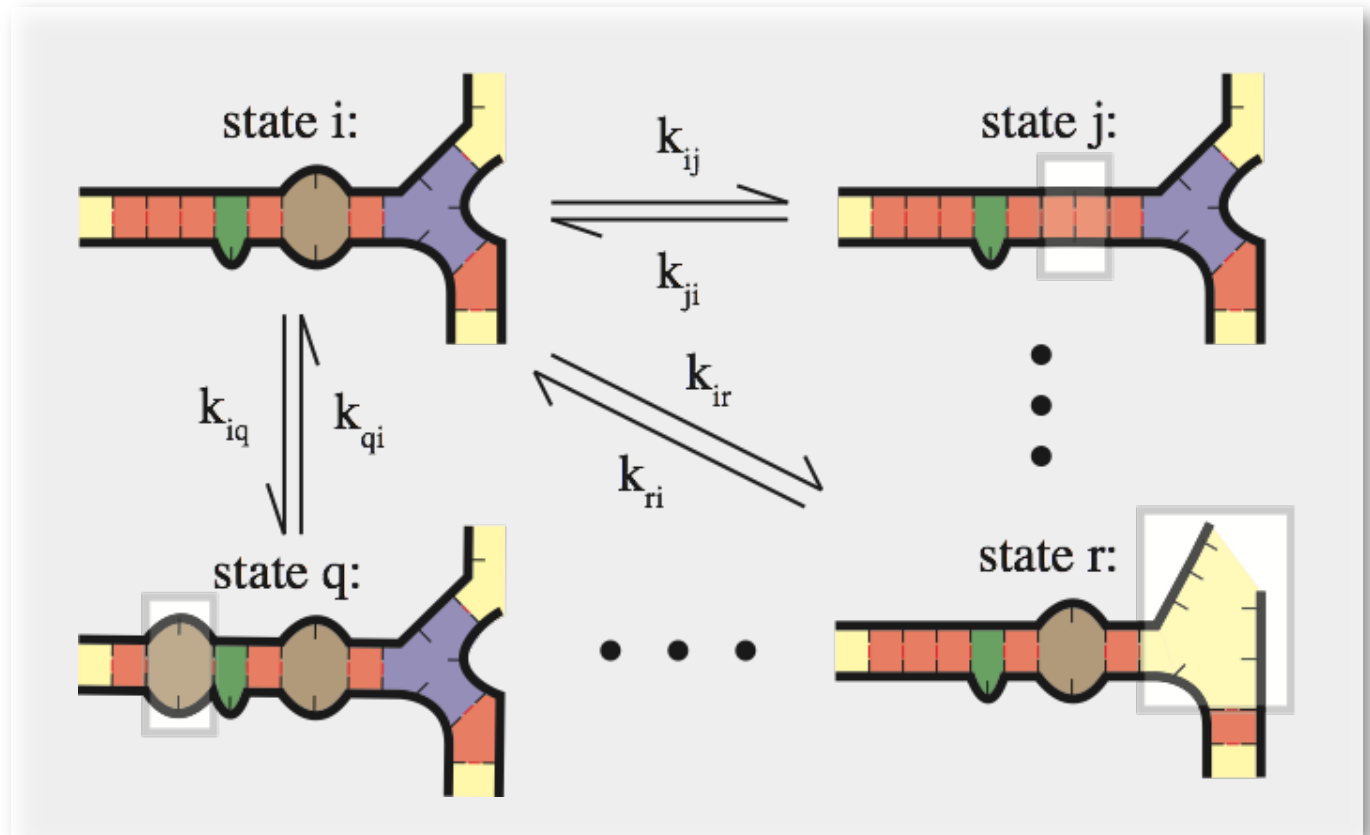
$$Pr(\Delta t) = \sum_j k_{ij} * e^{-\sum_j k_{ij} \Delta t}$$

Detailed balance:

$$\frac{k_{ij}}{k_{ji}} = e^{-\frac{\Delta G(j) - \Delta G(i)}{RT}}$$

$$Pr(i) = \frac{e^{-\Delta G_{box}(i)/RT}}{Q_{kin}}$$

$$Q_{kin} = \sum_i e^{-\Delta G_{box}(i)/RT}$$



Kinetics:

continuous-time
markov chain
representing a
random walk on the
energy landscape
for The Box.

Elementary steps:
single base pairs
form and break.

Move selection:

$$Pr(m) = \frac{k_{im}}{\sum_j k_{ij}}$$

Detailed balance:

$$\frac{k_{ij}}{k_{ji}} = e^{-\frac{\Delta G(j) - \Delta G(i)}{RT}}$$

$$Pr(i) = \frac{e^{-\Delta G_{box}(i)/RT}}{Q_{kin}}$$

$$Q_{kin} = \sum_i e^{-\Delta G_{box}(i)/RT}$$

Unimolecular
(i to j is downhill)

Bimolecular
(i to j is joining)

(Metropolis)

$$k_{ij} = k_{uni}$$

$$k_{ji} = k_{uni} * e^{-\frac{\Delta G_{box}(i) - \Delta G_{box}(j)}{RT}}$$

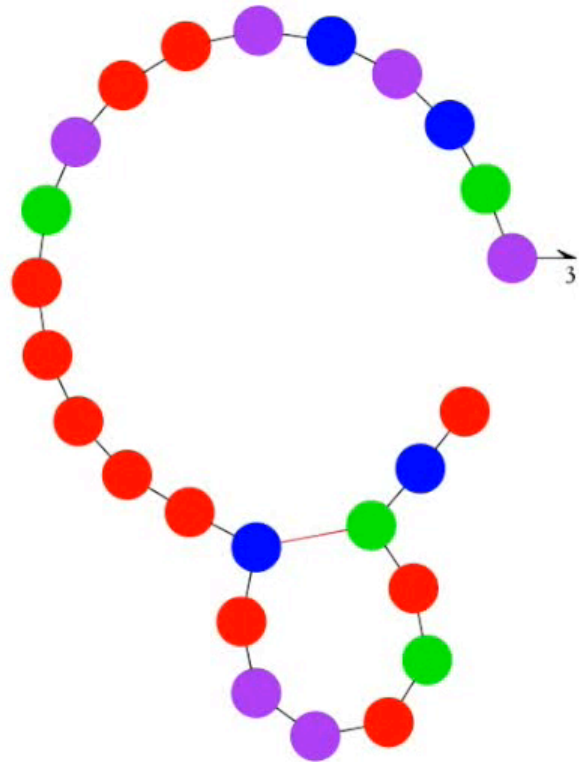
$$k_{ij} = k_{bi} * e^{-\frac{\Delta G_{volume}}{RT}} = k_{bi} * u$$

$$k_{ji} = k_{bi} * e^{-\frac{\Delta G_{box}(i) - \Delta G_{box}(j) + \Delta G_{volume}}{RT}}$$

$$= k_{bi} * e^{-\frac{\Delta G_{loops}(i,j) - \Delta G_{assoc}}{RT}}$$

$$Pr(\Delta t) = \sum_j k_{ij} * e^{-\sum_j k_{ij} \Delta t}$$

Simulating a single strand



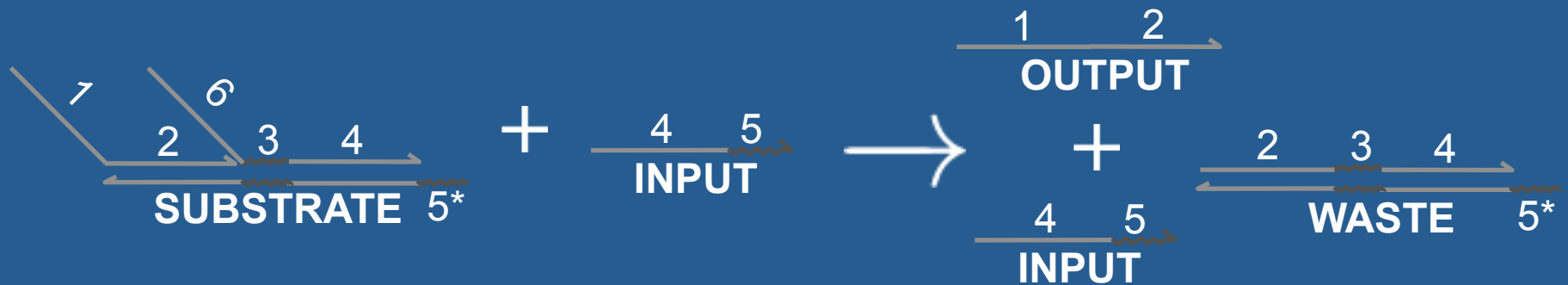


KinDA: design and analysis of kinetics for domain-level DNA strand displacement systems

"Automated Sequence Analysis for Domain-level DNA Strand Displacement Systems"

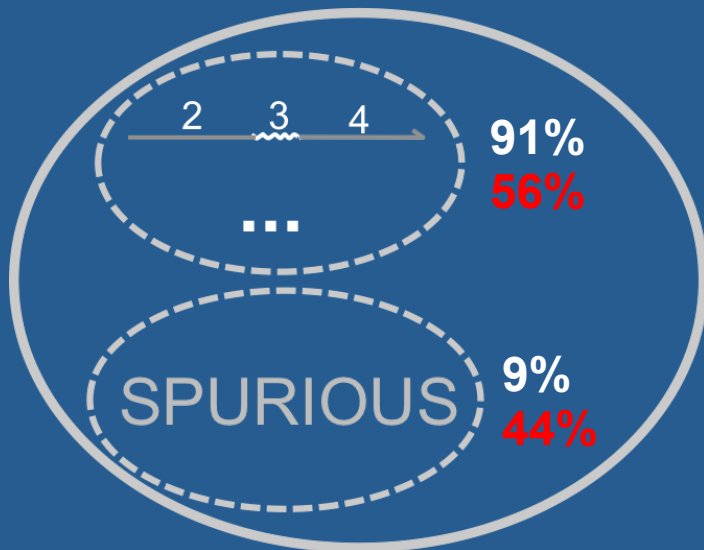
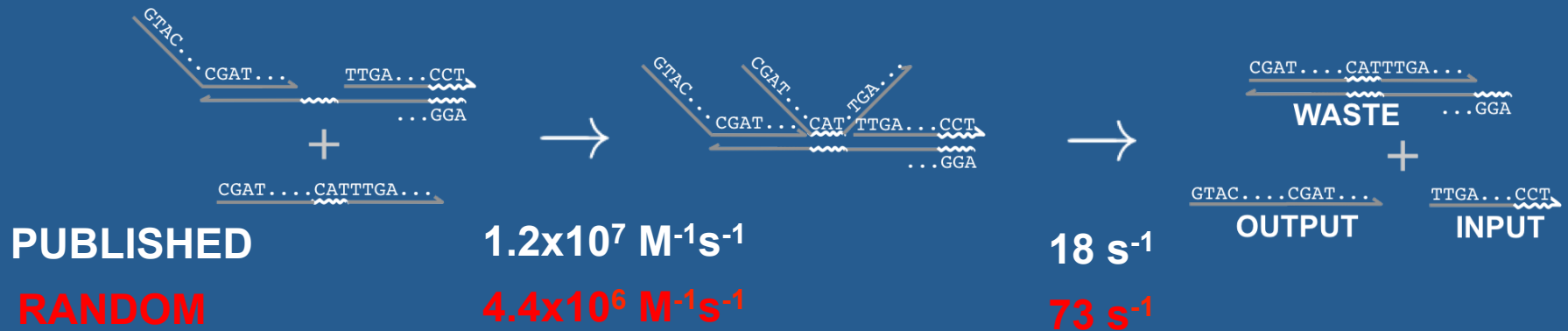
Joseph Berleant, Chris Berlind, Joseph Schaeffer, Niranjan Srinivas, Chris Thachuk, Erik Winfree (in preparation)

Case Study: Entropy-driven catalyst



DOMAIN	PUBLISHED	RANDOM
1	CTTTCCTACA	AAACGCGAAA
2	CCTACGTCTCCA ACTA ACTTACGG	CTTTAATATGGATTTTGCACCAGT
3	CCCT	TTCC
4	CATTCAATACCCTACG	AGTCTTAATTGACCCA
5	TCTCCA	CAAAGA
6	CCACATACATCATATT	ACAAGAGCCTTGATTA

Case Study: Entropy-driven catalyst



CCTACGTCTCCA ACTA ACTTACGGCCCTCATTCAATACCCTACG
(((.....))).....



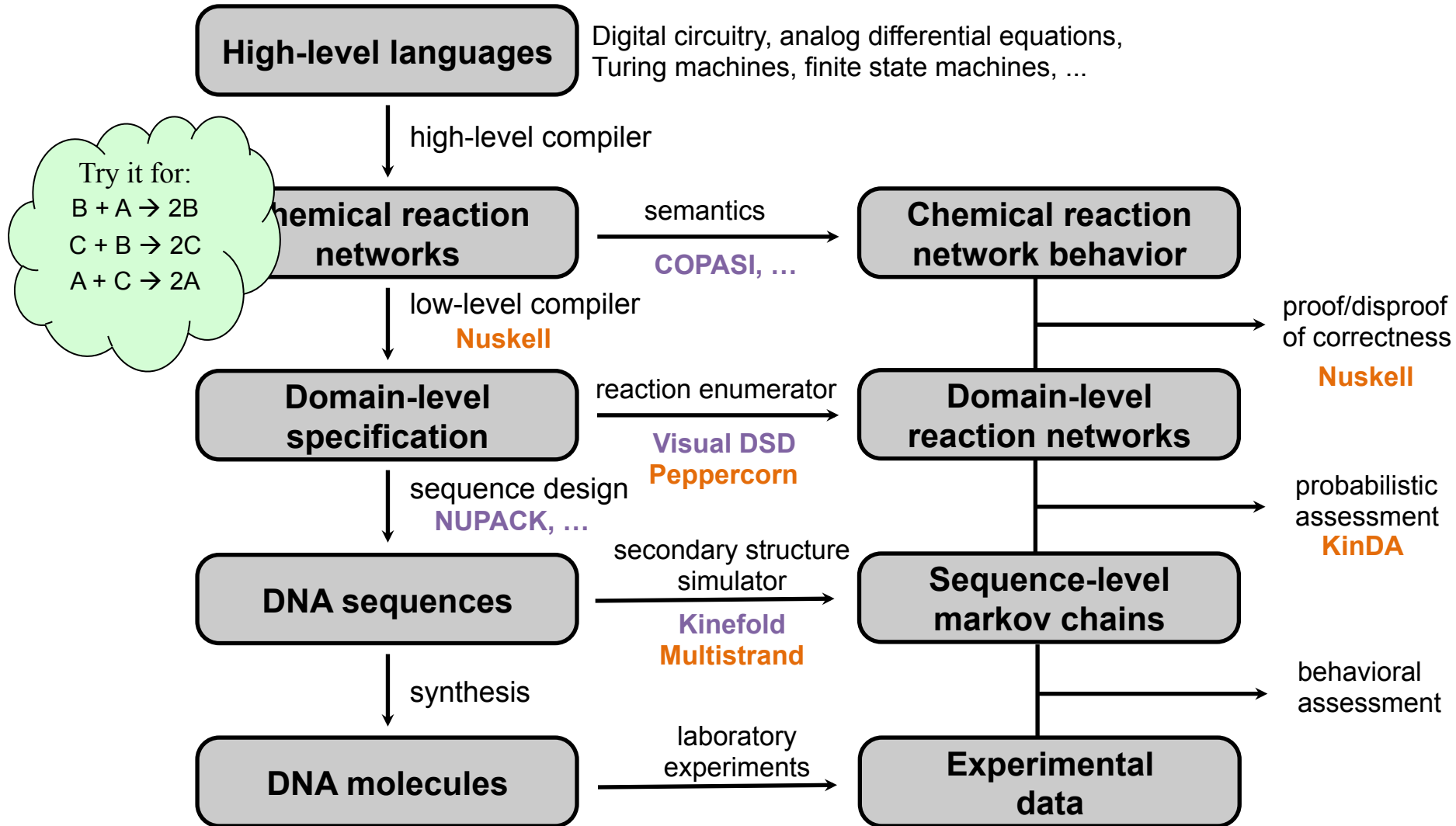
CTTTAATATGGATTTTGCACCA GTTTCAGTCTTAATTGACCCA
(((.....))).....(((.....)))...



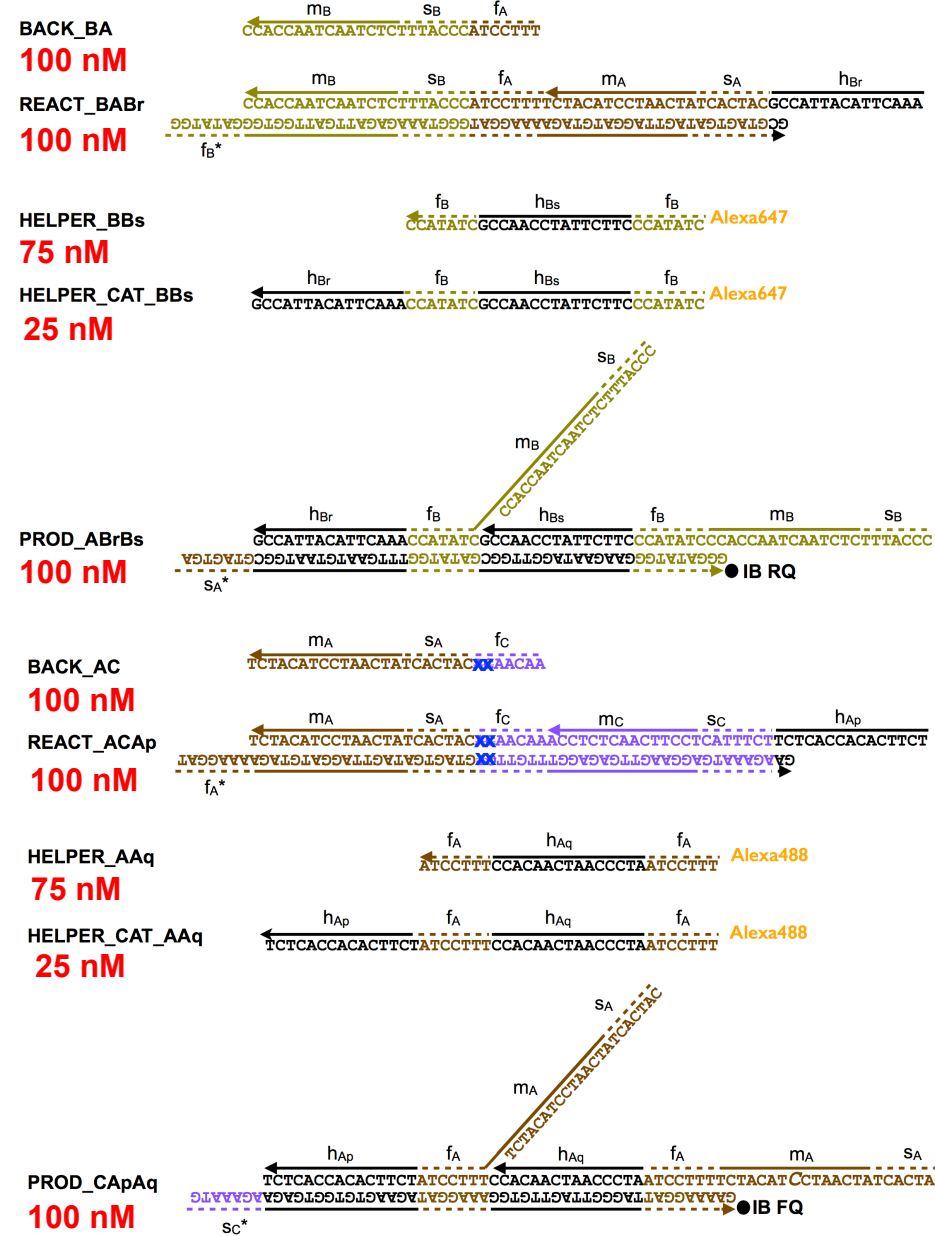
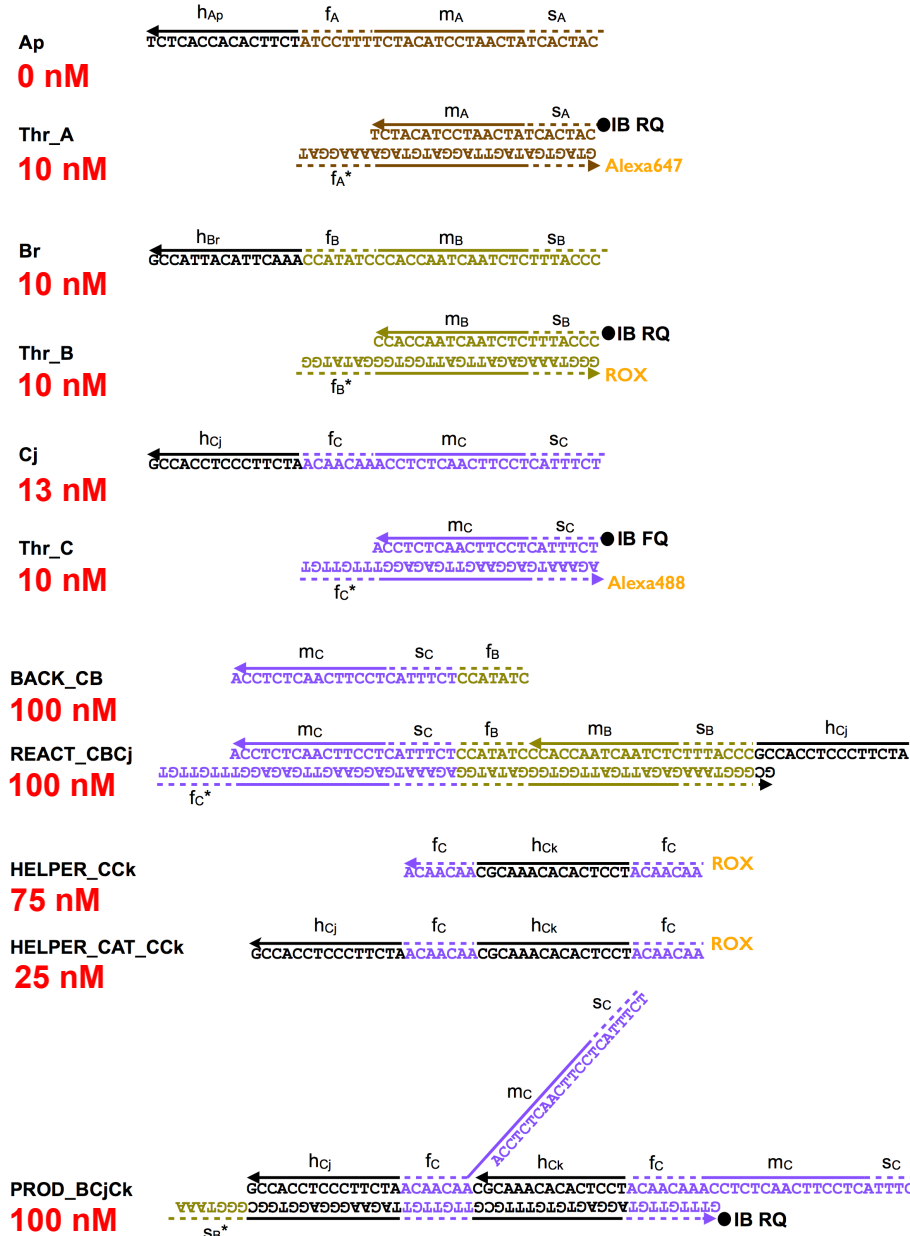
Programming Dynamical Behaviors in Chemical Systems using DNA Strand Displacement Cascades

Niranjan Srinivas, James Parkin, Georg Seelig, Erik Winfree, David Soloveichik
(in preparation)

A compiler & verification hierarchy



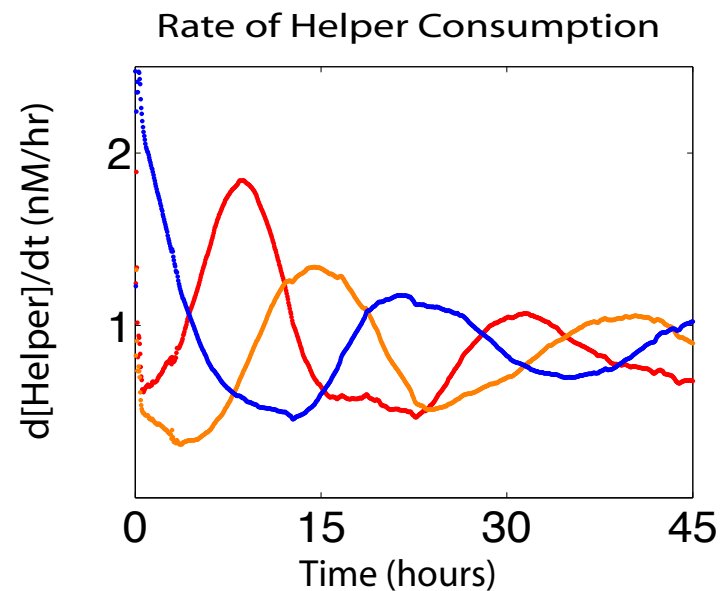
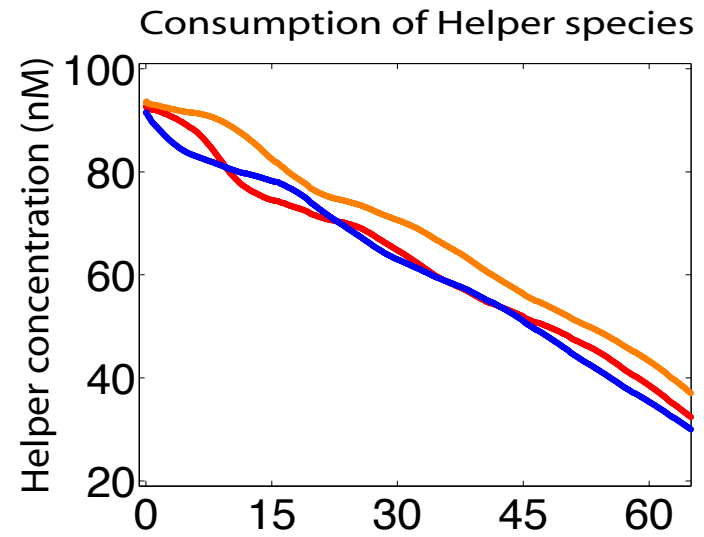
A test tube of synthetic DNA molecules



An enzyme-free oscillator: the Displacillator

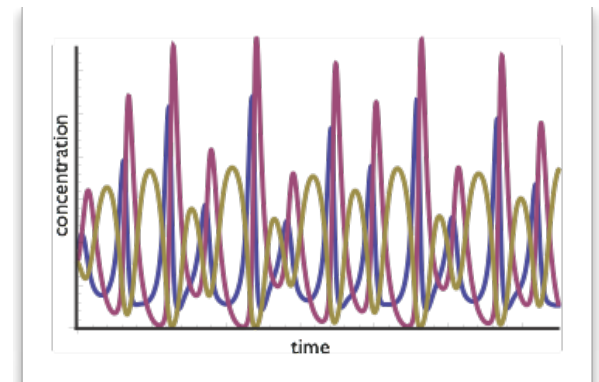
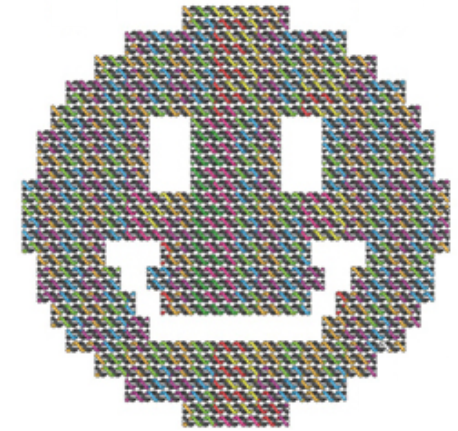
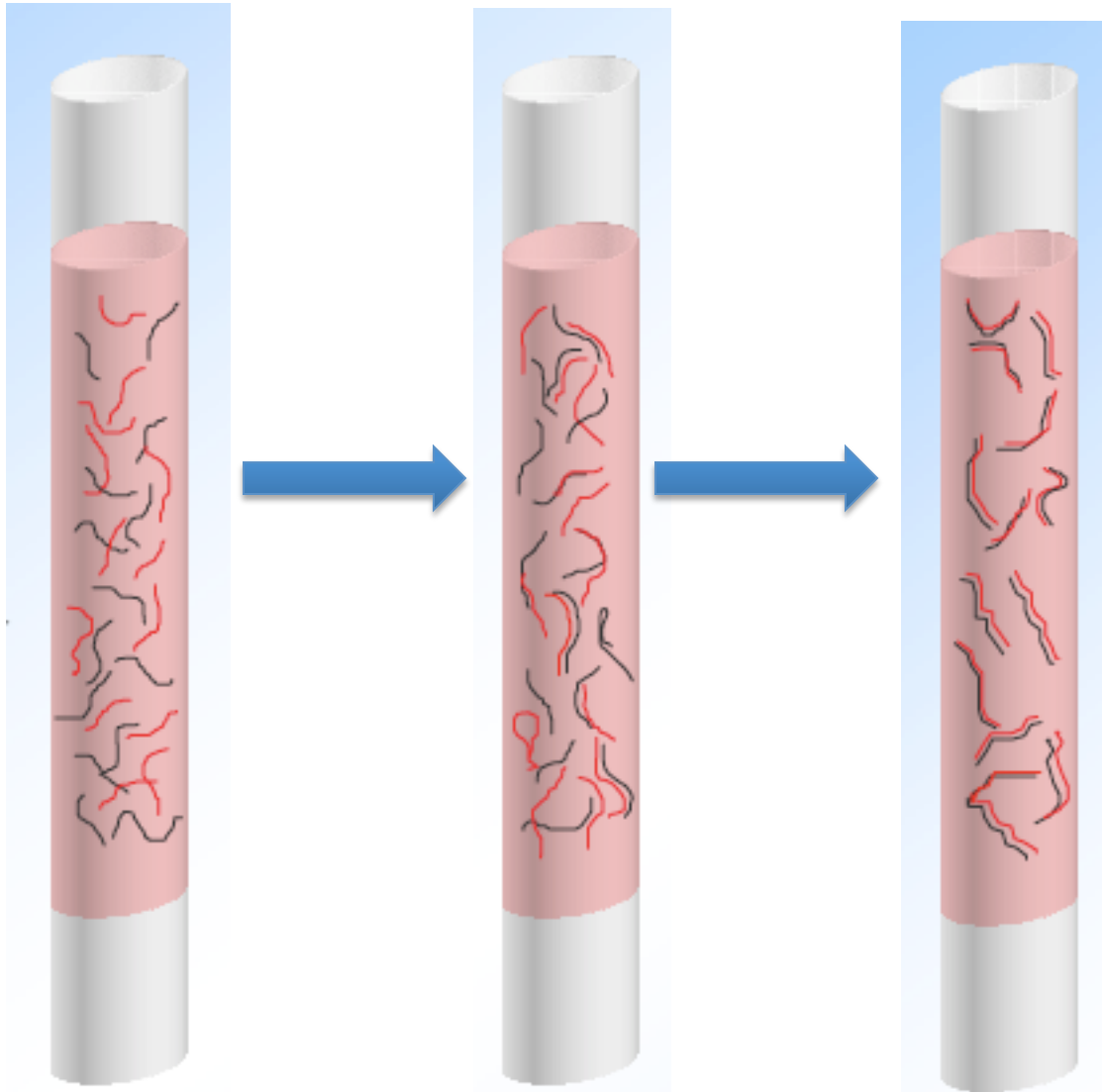


Rock-Paper-Scissors CRN

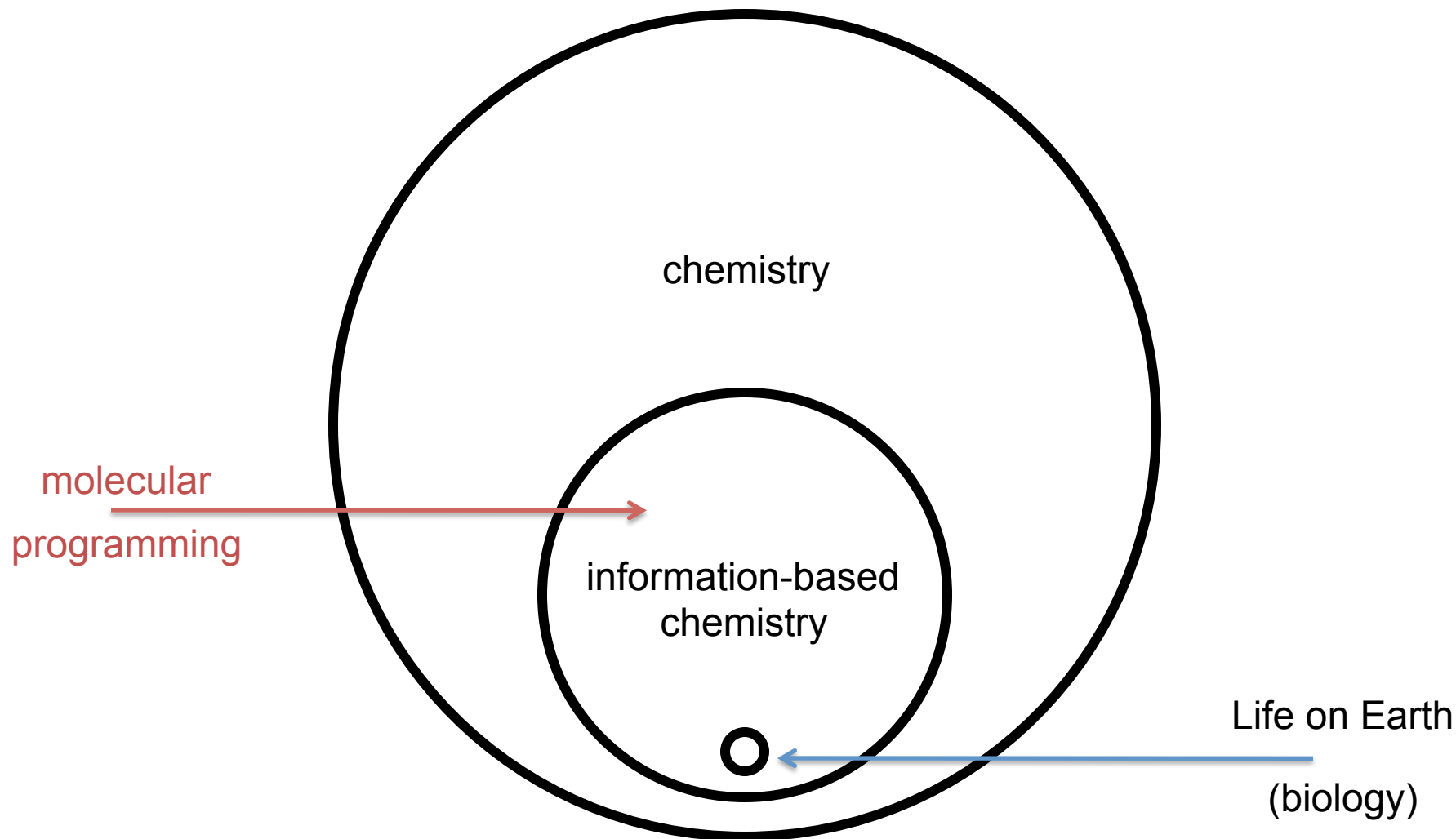


Toss a mixture of DNA in a test tube...

What can it do? What can't it do?



What can information-based chemistry do?



Why Molecular Programming?

Chemistry will be the new information technology of the 21st C

- Information encoded in synthetic molecules can direct processes such as folding, self-assembly, circuitry, and machinery, thereby providing programmable control of a wide range of chemical systems.

It will transform industry, much as electronics did in the 20th C

- Potential applications synthesizing programmable materials, devices, diagnostics, therapeutics... anything that chemistry can do... that will be empowered by pervasive embedded information processing and programmable behaviors.

