Computational biology



Il materiale di seguito riportato è destinato solo ed unicamente all'attività didattica nell'ambito del CdLM in Biotecnologie della Riproduzione, Università di Teramo

fertility



Complicated vs. complex





Biological complexity

Cell metabolism



non-linearity of interactions:





unpredictability





unpredictability



Strategies of spinal cord transplantation and gene therapy



Assessment

Butterfly effect



Emergence of proprieties



The whole is more (different) than the sum of the individual components



Human Genome Project





- Begun formally in 1990, the U.S. Human Genome Project was a 13-year effort coordinated by the U.S. Department of Energy and the National Institutes of Health. The project originally was planned to last 15 years, but rapid technological advances accelerated the completion date to 2003. Project goals
- *identify* all the approximately 20,000-25,000 genes in human DNA,
- *determine* the sequences of the 3 billion chemical base pairs that make up human DNA,
- store this information in databases,
- improve tools for data analysis,
- *transfer* related technologies to the private sector, and
- *address* the ethical, legal, and social issues (ELSI) that may arise from the project.

- omics





- OMICS







"And that's why we need a computer."

Computational models in biology and medicine







Systems biology











What is a model?



















Numerical models





forecasting model



Networks as model





Image 2.1 The bridges of Königsberg.

From the contemporary map of Königsberg (now Kaliningrad, Russia) to Euler's graph. The graph constructed by Euler consists of four nodes (A, B, C, D), each corresponding to a patch of land, and seven links, each corresponding to a bridge. Euler showed in 1736 that there is no continuous path that would cross seven the bridges while never crossing the same bridge twice. The people of Königsberg agreed with him, gave up their fruitless search and in 1875 they built a new bridge between B and C, increasing the number of links of these two nodes to four. Now only one node was left with an odd number of links and it became rather straightforward to find the desired path.



Image 2.3

Real systems of quite different nature can have the same network representation.

In the figure we show a small subset of (a) the *Internet*, where routers (specialized computers) are connected to each other; (b) the *Hollywood* actor network, where two actors are connected if they played in the same movie; (c) a protein-protein interaction network, where two proteins are connected if there is experimental evidence that they can bind to each other in the cell. While the nature of the nodes and the links differs wide-ly, each network has the same graph representation, consisting of N = 4 nodes and L = 4 links, shown in (d).

The node





The link









NETWORK NAME	NODES	LINKS	DIRECTED/ UNDIRECTED	N	L	«К»
Internet	routers	Internet Connections	Undirected	192,244	609,066	2.67
www	webpages	links	Directed	325,729	1,497,134	4.60
Power Grid	power plants, transformers	cables	Undirected	4,941	6,594	2.67
Mobile-Phone Calls	subscribers	calls	Directed	36,595	91,826	2.51
Email	email addresses	emails	Directed	57,194	103,731	1.81
Science Collaboration	scientists	co-authorships	Undirected	23,133	186,936	16.16
Actor Network	actors	co-acting	Undirected	212,250	3,054,278	28.78
Citation Network	papers	citations	Directed	449,673	4,707,958	10.47
E. coli Metabolism	metabolites	chemical reactions	Directed	1,039	5,802	5.84
Yeast Protein Interactions	proteins	binding interactions	Undirected	2,018	2,930	2.90

Table 2.1

Network maps and their basic properties.

Network topology





Topological parameters

the number of nodes: which represents the total number of In an undirected network total number of links, *L*, can be molecules involved;

expressed as the sum of the node degrees:

$$L = \frac{1}{2} \sum_{i=1}^{N} k_i$$
 (1)

Here the 1/2 factor corrects for the fact that in the sum (1)each link is counted twice.

the number of edges: which represents the total number of interaction among nods within the network;

the node degree (or connectivity): which indicates how many links each node has to other nodes;

$$\left\langle k\right\rangle \equiv \frac{1}{N} \sum_{i=1}^{N} k_i = \frac{2L}{N} \tag{7}$$

In directed networks we distinguish between incoming degree, k_i^{in} , representing the number of links that point node i, and outgoing degree, k_i^{out} , representing the number of links that point from the node i to other nodes and the total *degree*, k_i , given by

$$k_i = k_i^{in} + k_i^{out} \tag{8}$$

the node degree distribution P(k): which represents the probability that a selected node has exactly *k* links;

$$p_k = \frac{N_k}{N}$$

the clustering coefficient: it is a measure of how the nodes tend to form clusters: the more the clustering coefficient is higher, the more the presence of clusters will increase;

$$C_{\rm I} = 2n_{\rm I}/k(k-1),$$

where $n_{\rm I}$ is the number of links connecting the $k_{\rm I}$ neighbours of node I to each other

clustering coefficient

 $s = \frac{3 \times \text{number of triangles}}{\text{number of connected triples of vertices}}$





the network diameter: which is the largest distance between two nodes;

the averaged number of neighbours: which is the mean number of connection of nodes;

the characteristic path length: which is the expected distance between two random individuated connected nodes.



 $\phi_{1 \to 4}$

PATH: A sequence of nodes such that each node is connected to the next node along the path by a link. A path always consists of n nodes and n - 1 links. The length of a path is defined as the number of its links, counting multiple edges multiple times.

SHORTEST PATH (geodesic path, d): the path with the shortest distance d between two nodes. We will call it the distance between two nodes.

DIAMETER (d___): the longest shortest path in a graph, or the distance between the two furthest away nodes.

AVERAGE PATH LENGTH (.a); the average of the shortest paths



CYCLE: a path with the same start and end node.

SELF-AVOIDING PATH: a path that does not intersect itself, i.e. the same node or link does not occur twice along the path.

EULERIAN PATH: a path that traverses each link exactly once.



Eulerian Path

HAMILTONIAN PATH: a path that visits each node exactly once.



Shortest Path

 $\delta_{0-1} = 3$

 $d_{1\rightarrow 0}=2.$

Diameter

 $d_{1\rightarrow 1}=3^{-}$

Average Path Length between all pairs of nodes.

multiple networks



Bipartite network.

The tripartite recipe-ingredient-compound network, in which one set of nodes are recipes, like Chicken Marsala, the second set corresponds to the ingredients each recipe has (like flour, sage, chicken, wine, and butter for Chicken Marsala), and the third set captures the flavor compounds, or chemicals that contribute to the taste of a particular ingredient.



A projection of the tripartite network, resulting in the ingredient network, often called the flavor network. Each node denotes an ingredient; the node color indicating the food category and node size reflects the ingredient prevalence in recipes. Two ingredients are connected if they share a significant number of flavor compounds, link thickness representing the number of shared compounds between the two ingredients (After [12]).