

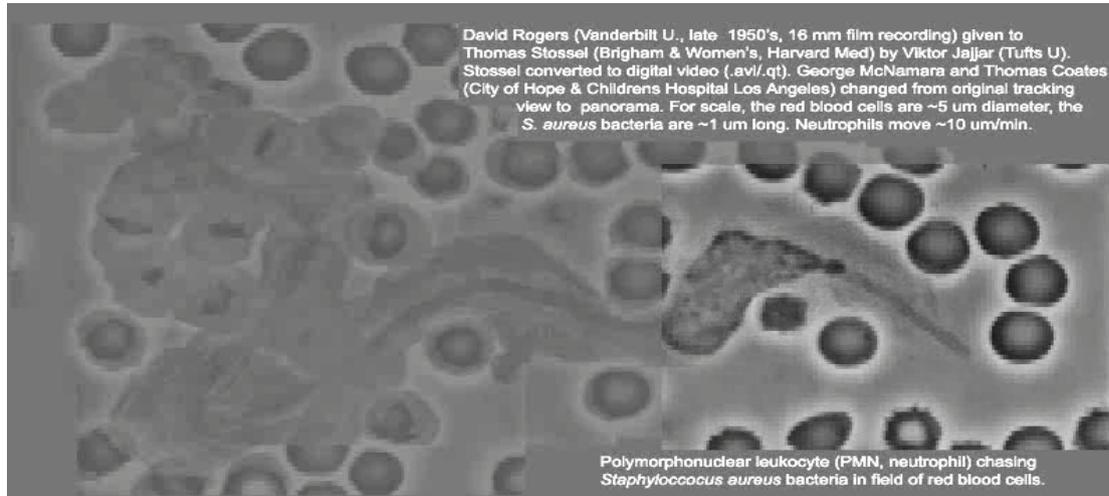
Agents and reagents: Distributed computing in a test tube

David Doty, David Soloveichik



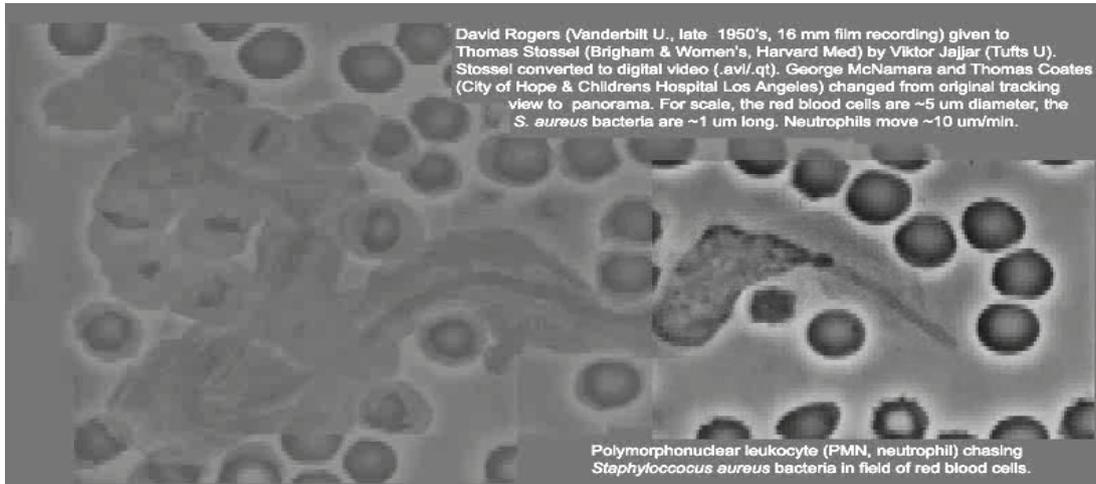
DISC 2014 Tutorial

The software of life



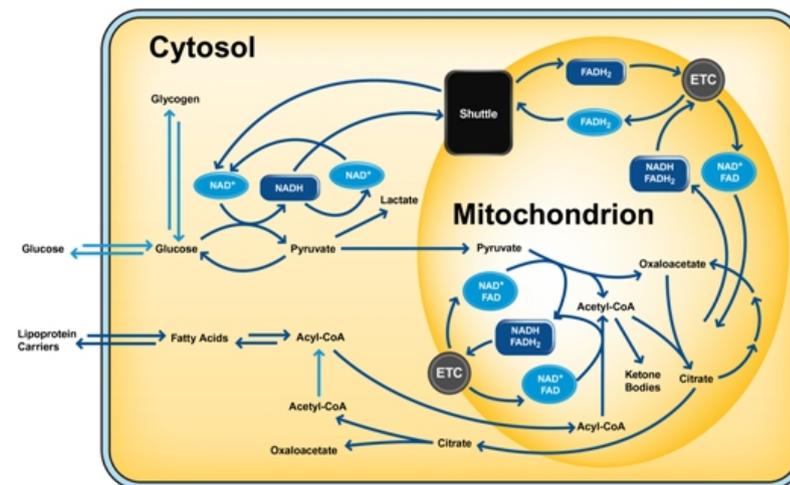
How does the cell compute?

The software of life



~~How does the cell compute?~~

What is possible to compute with chemistry?
~~geometry~~



Chemical reaction networks (CRN)

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Chemical reaction networks (CRN)



Chemical reaction networks (CRN)



(anonymous
waste product)

Chemical reaction networks (CRN)

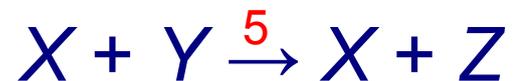


(anonymous
waste product)



(anonymous
fuel source)

Chemical reaction networks (CRN)



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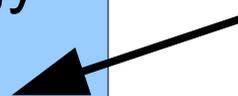
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What behavior is possible
for chemistry in principle?

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found in biology

inspiration



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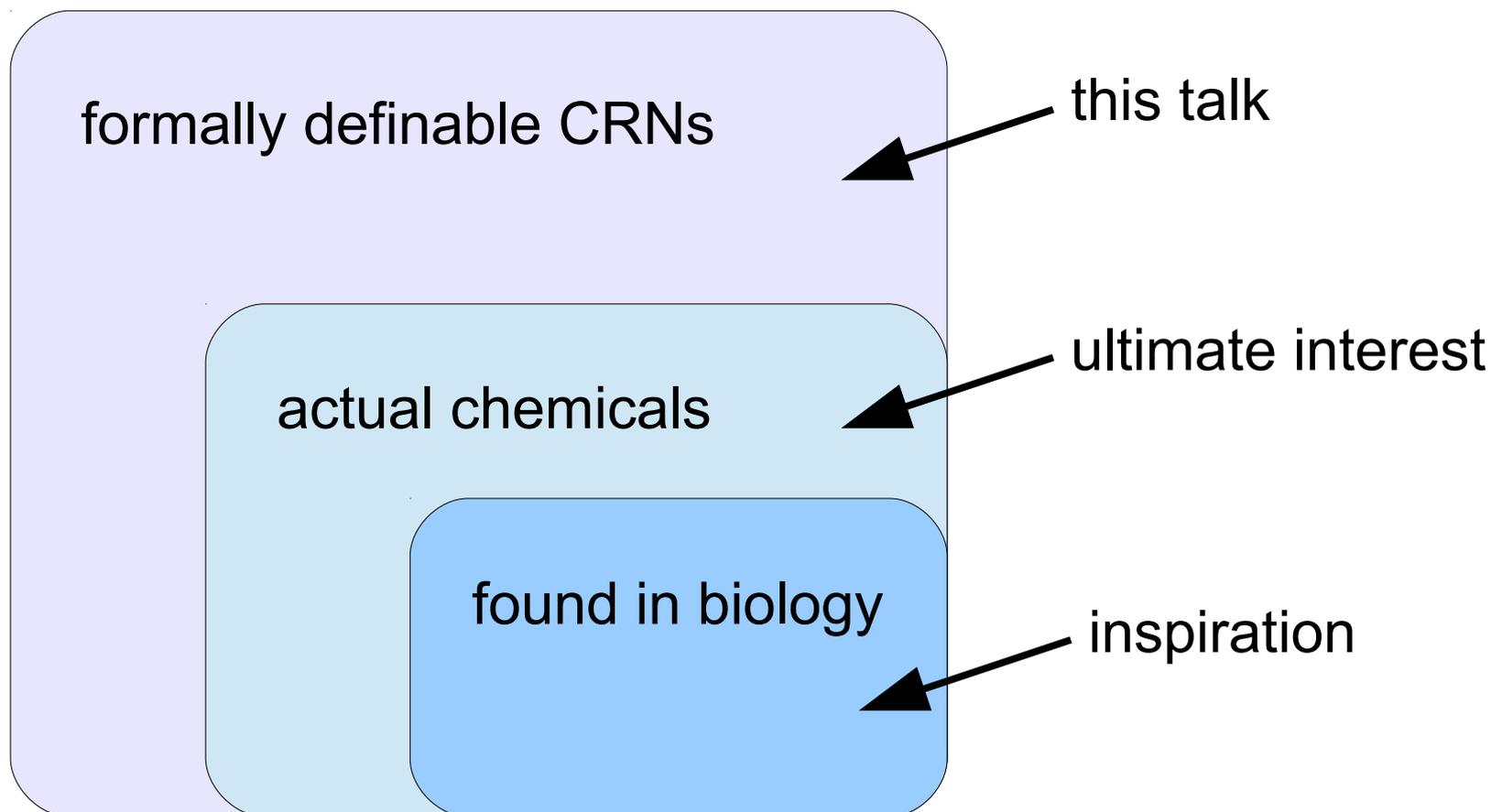
formally definable CRNs

this talk

found in biology

inspiration

What behavior is possible for chemistry in principle?



Can we compute with chemistry?

“Not every crazy CRN you scribble on paper describes actual chemicals!”

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Response to objection: Soloveichik et al. [*PNAS* 2010] showed a physical implementation of every CRN, using *DNA strand displacement*

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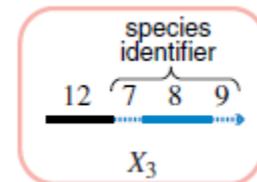
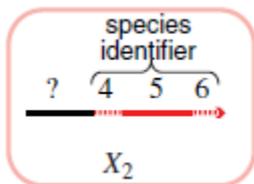
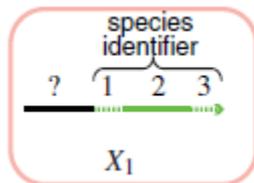
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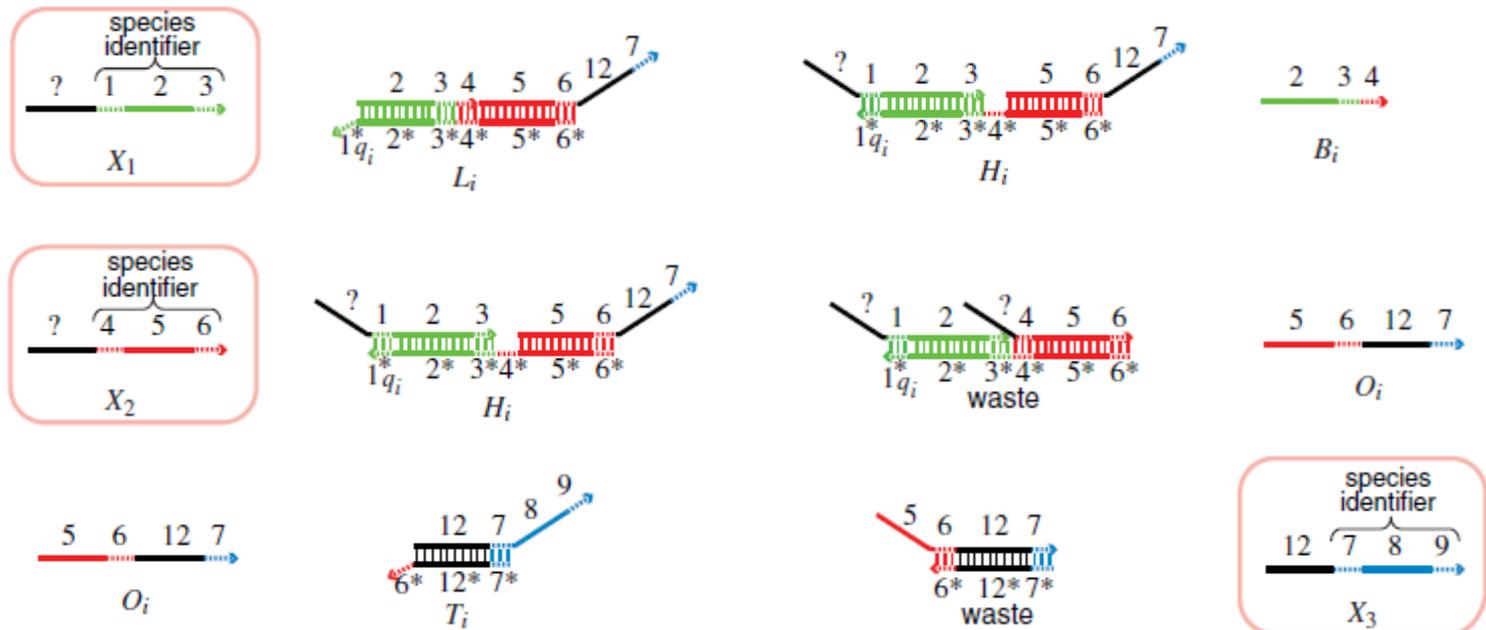
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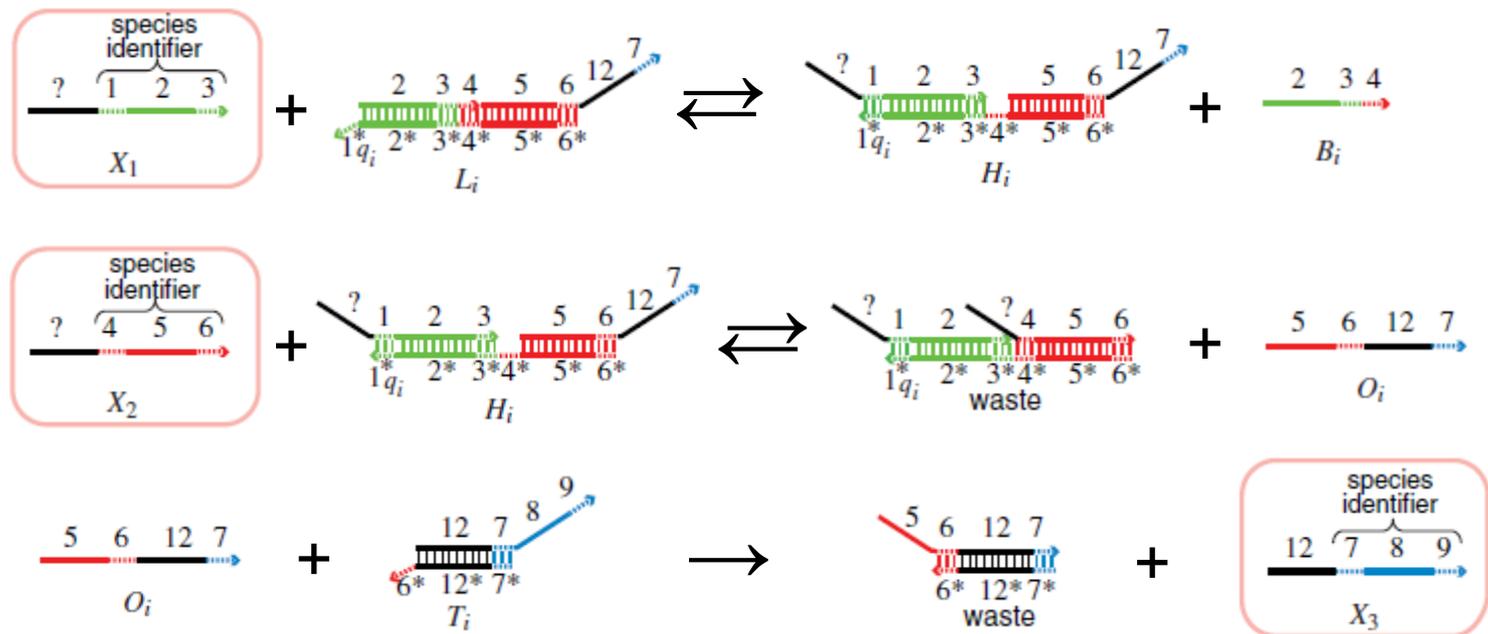
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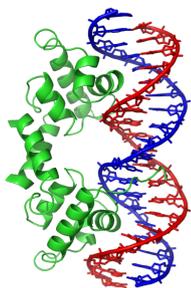
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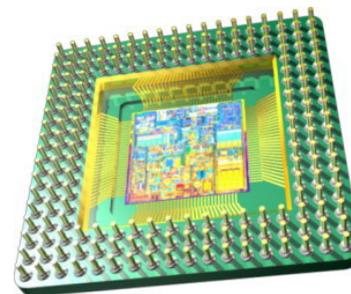
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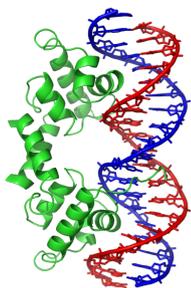
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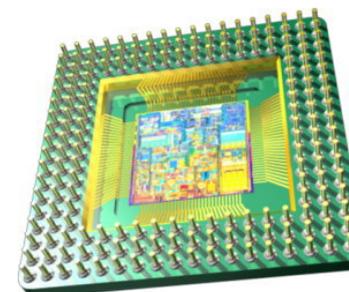
versus



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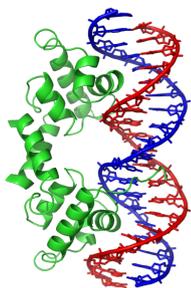


versus



speed?

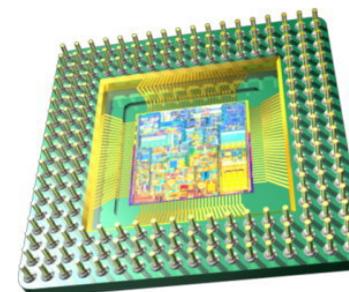
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slower

versus

speed?



faster

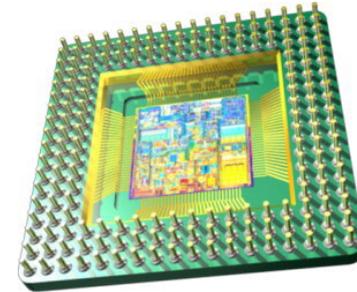
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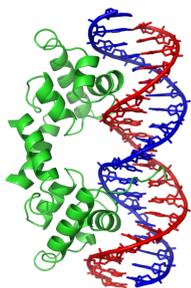
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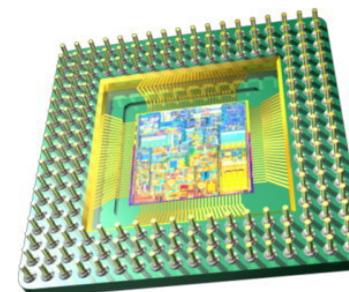


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component size?



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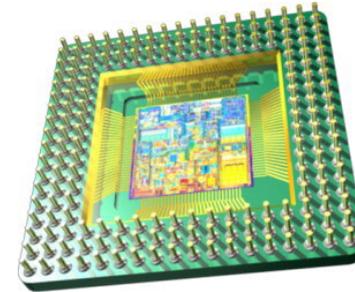
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≈ 10-100 nm

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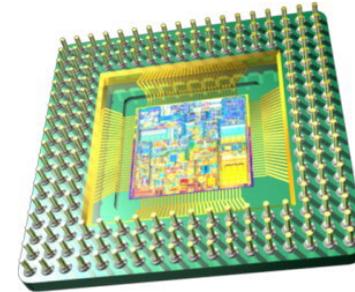
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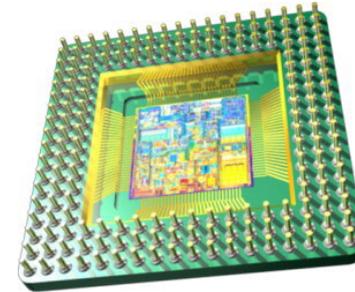
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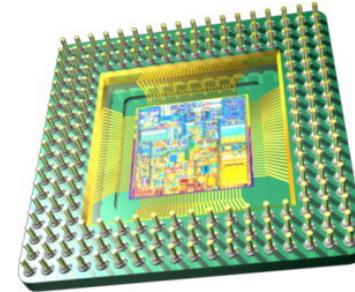
versus

~~speed?~~

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Compatible with biological or other “wet environments”?

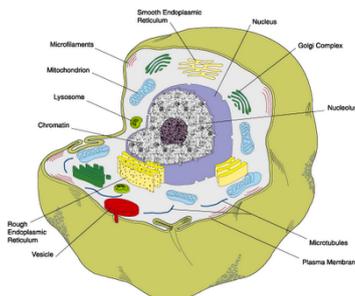


faster

≈ 10-100 nm

not easily

cells



“smart drug” to detect microRNAs levels of cell and release appropriate drug in response

bioreactors



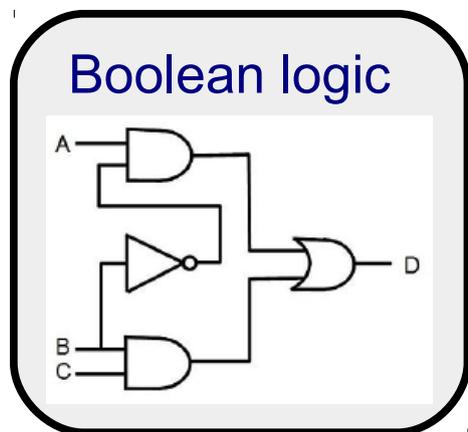
“chemical controller” to increase yield of metabolically produced biofuels/drugs/etc.

What does it mean to compute with chemistry?

CRNs have a wide range of behaviors:

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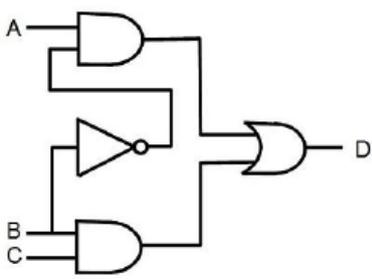
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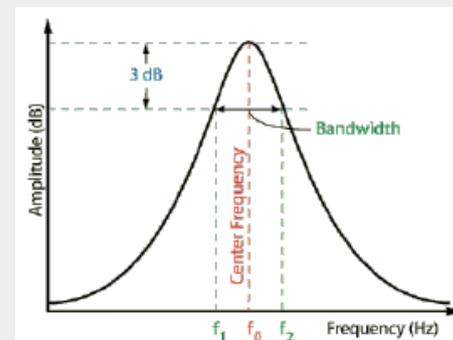
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CRNs have a wide range of behaviors:

Boolean logic



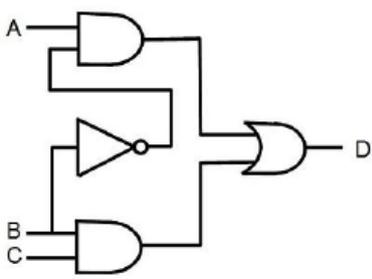
signal processing



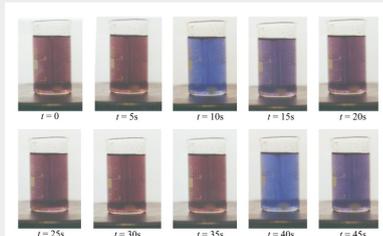
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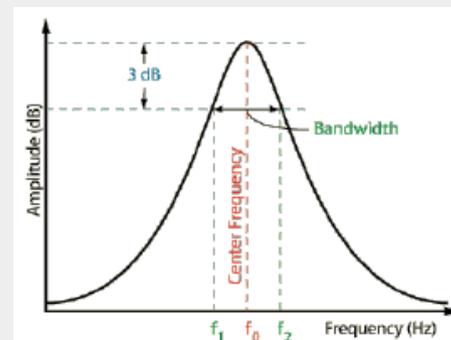
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oscillation



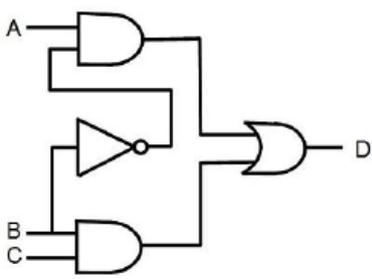
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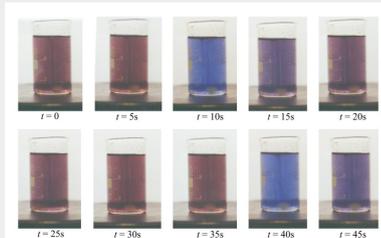
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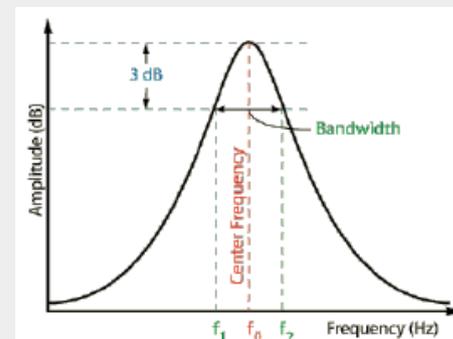
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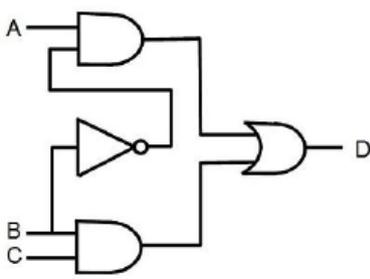
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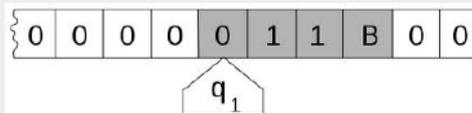
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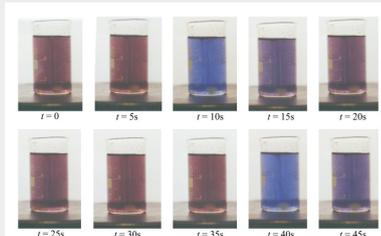
discrete algorithms



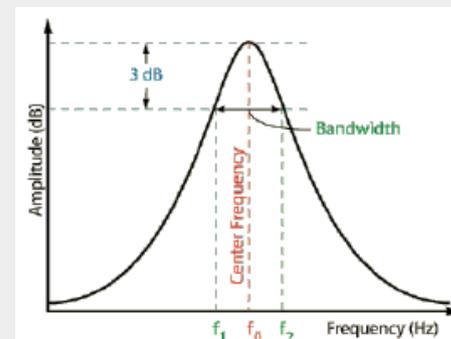
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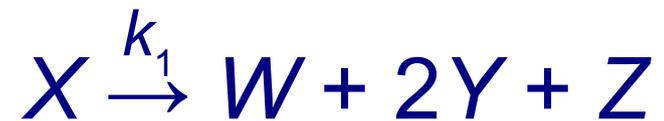
Discrete (stochastic) kinetic CRN model

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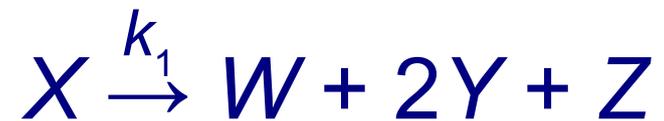
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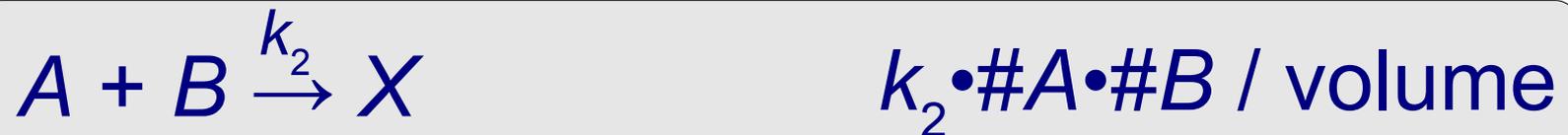
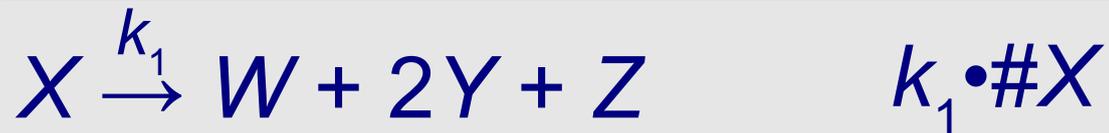
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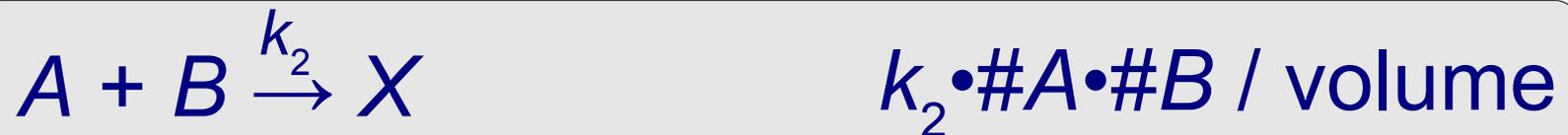
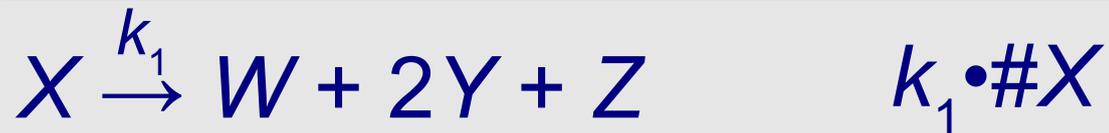
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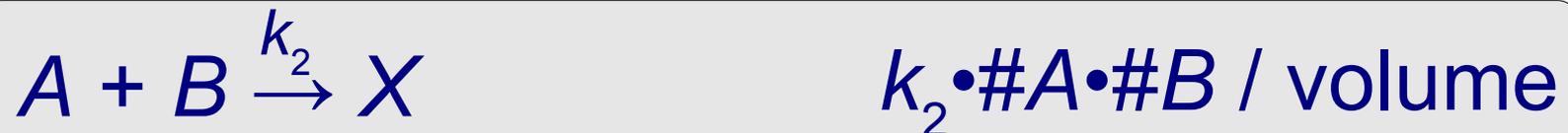
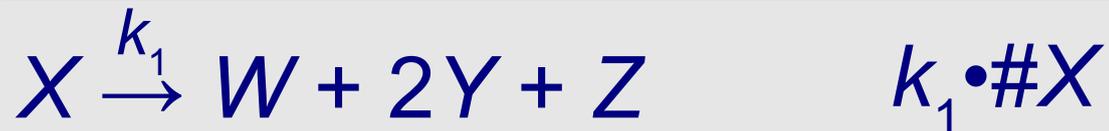
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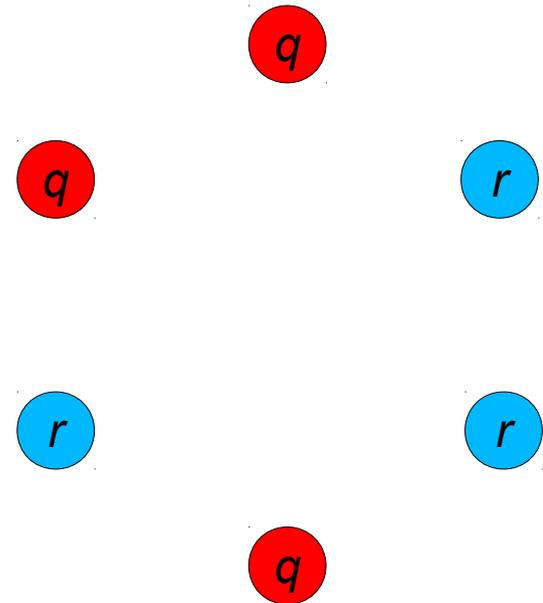


$$\text{Prob}[\text{some reaction}] = \frac{\text{rate of that reaction}}{\text{sum of all reaction rates}}$$

time until next reaction = exponential
random variable

Population protocols

n finite-state agents



(Angluin, Aspnes, Diamadi, Fisher, Peralta, [PODC 2004](#))

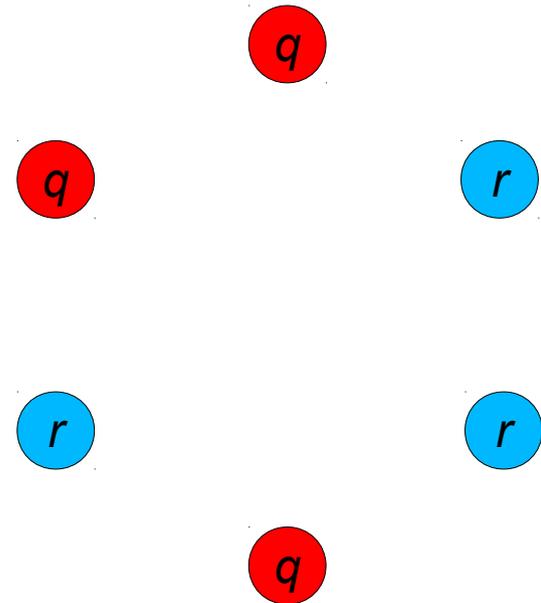
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repeatedly pick pair
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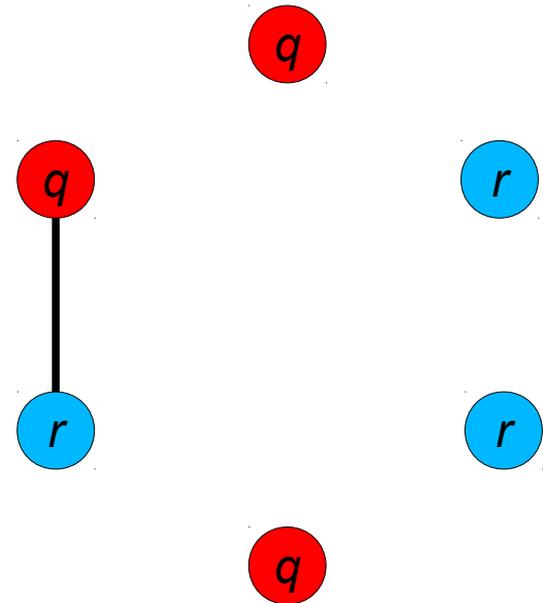
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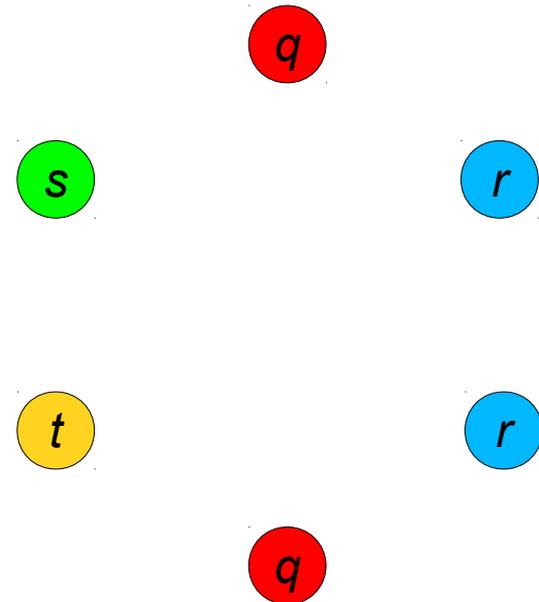
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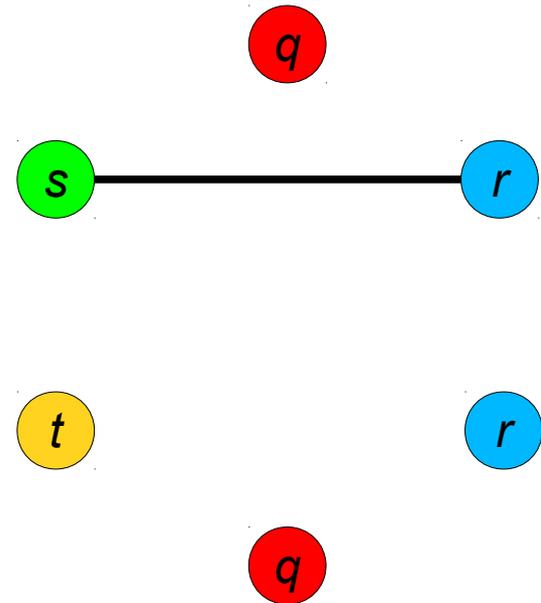
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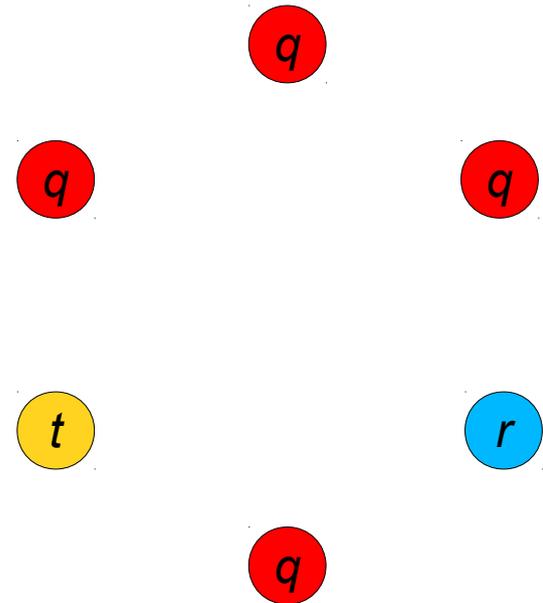
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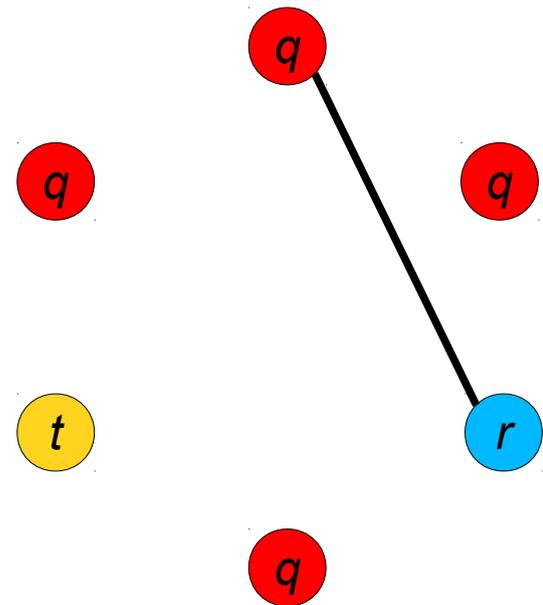
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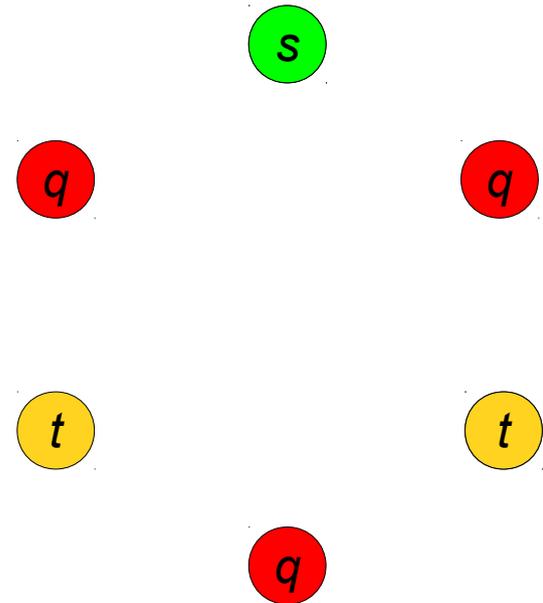
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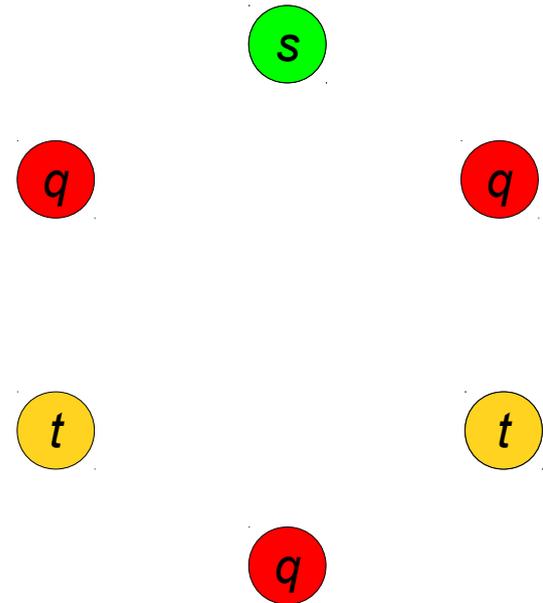
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“parallel time” = # of interactions / n

(Angluin, Aspnes, Diamadi, Fisher, Peralta, PODC 2004)

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- sender/receiver states uniquely determine products
(e.g., cannot have $A+B \rightarrow C+D$ and $A+B \rightarrow X+Y$)

Computation with CRNs: Outline

- Stable computation (“deterministic”)
- Randomized computation:
 - probability of error = small
 - probability of error = 0

Stable (deterministic) CRN computation

Stable CRN predicate computation (definition)

task: compute predicate $p(x_1, \dots, x_k)$, $x_1, \dots, x_k \in \mathbb{N}$

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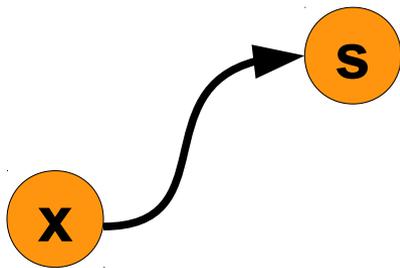
votes: two disjoint subsets of species: “yes” and “no” voters

output $\varphi(\mathbf{s})$ of state \mathbf{s} : the consensus vote (if voters unanimous)

initial state: $\#X_1 = x_1, \dots, \#X_k = x_k$, constant counts of other species

output-stable state: all states reachable from it have same output

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Stable CRN predicate computation (definition)

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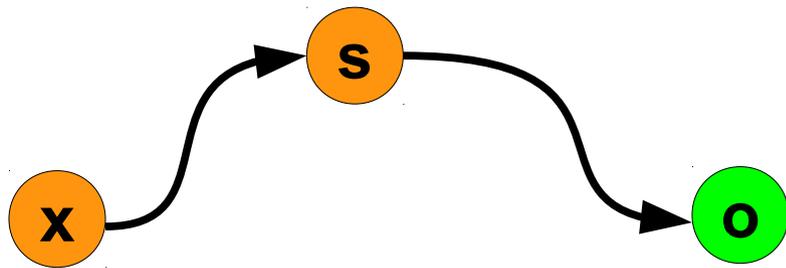
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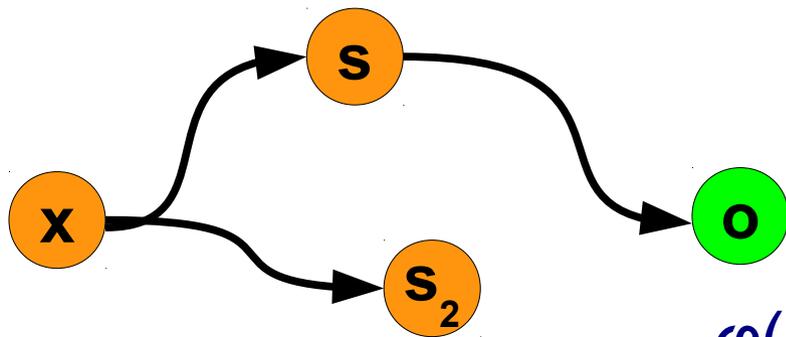
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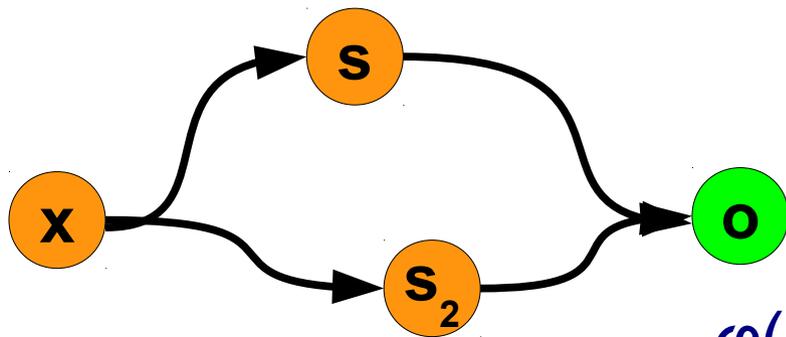
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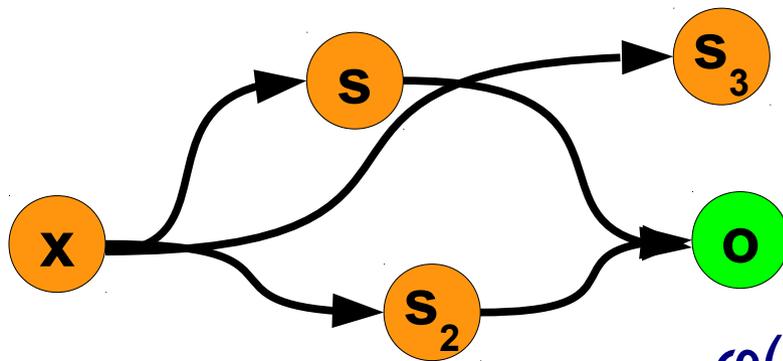
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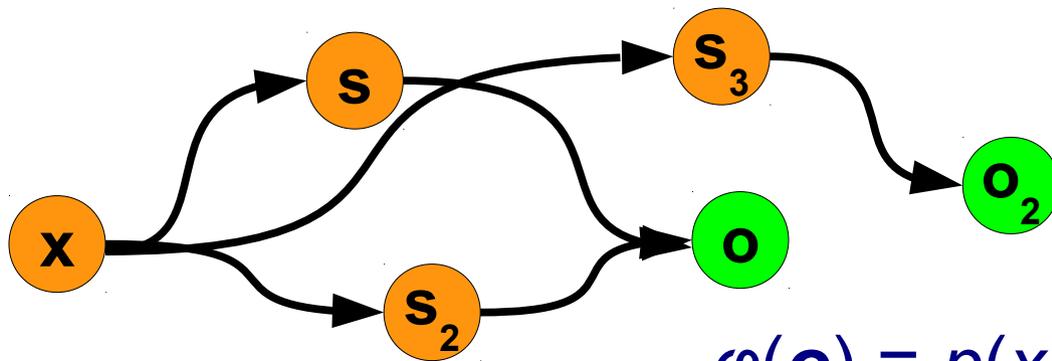
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execution: infinite sequence of states $\mathbf{s}_1, \mathbf{s}_2, \dots$, where \mathbf{s}_{i+1} is \mathbf{s}_i after applying a reaction (allow “null” reaction for convenience)

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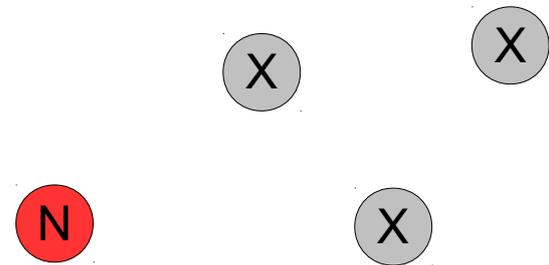
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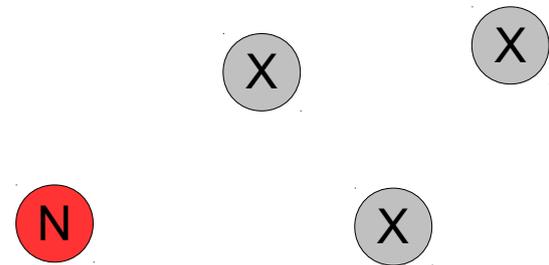


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reactions: $N + X \rightarrow Y$
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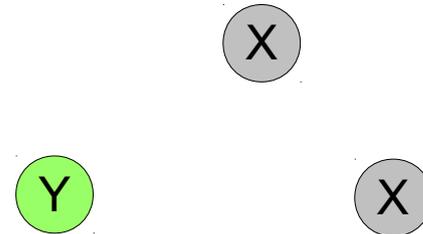


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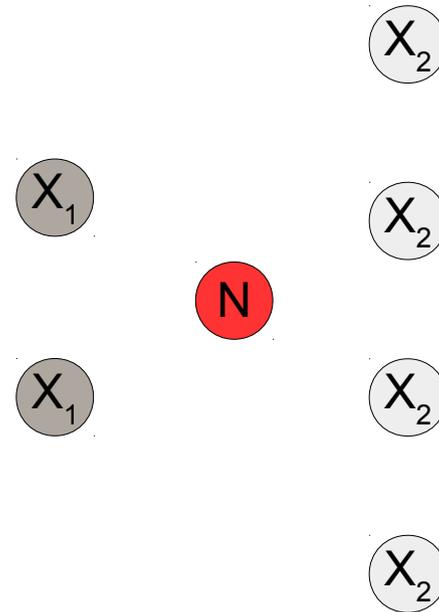
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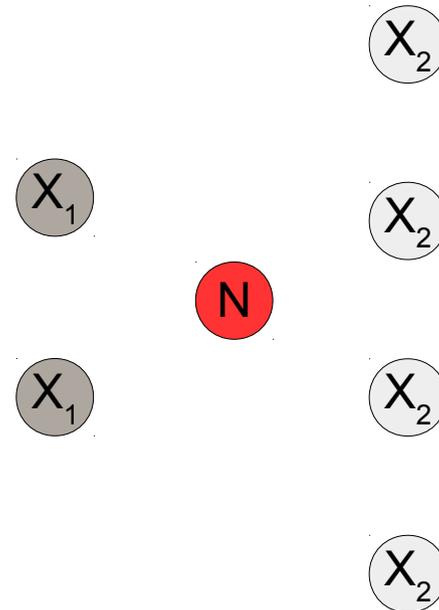


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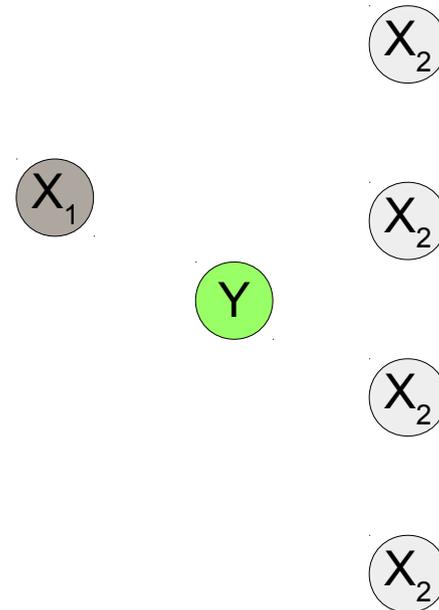


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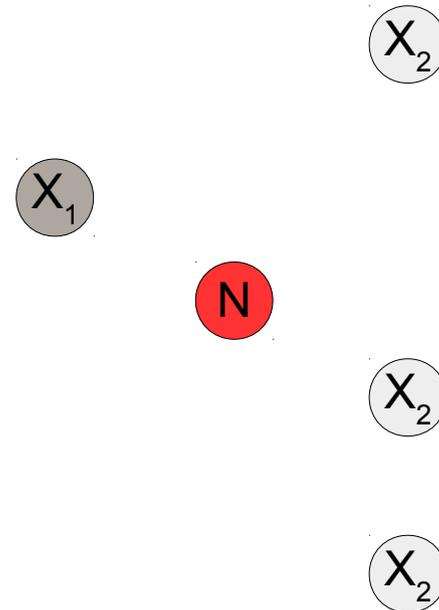


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reactions:

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$$Y + N \rightarrow Y$$
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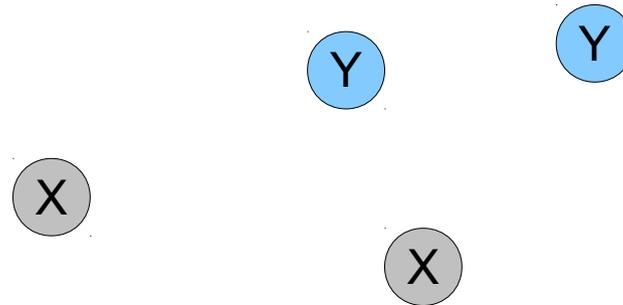
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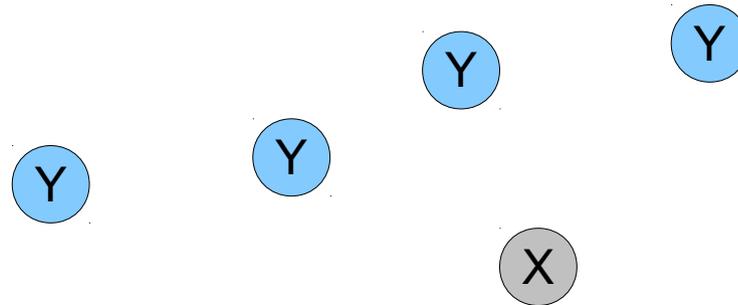
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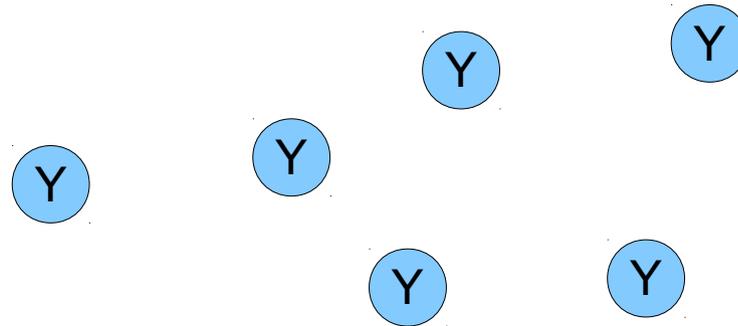
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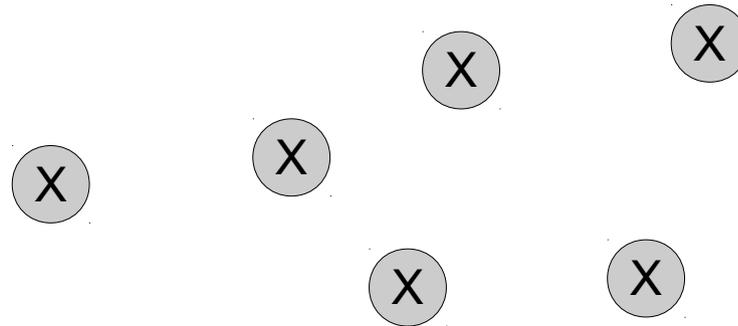


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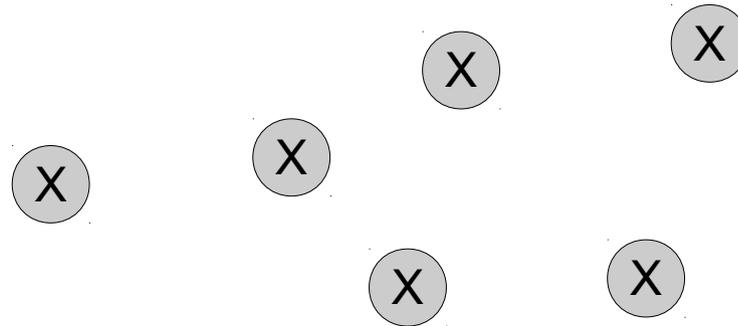
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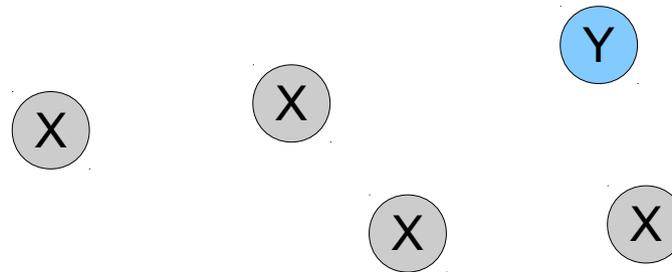
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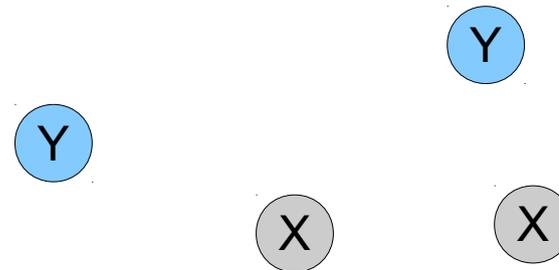
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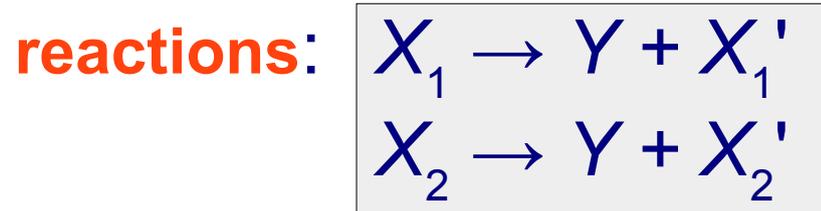
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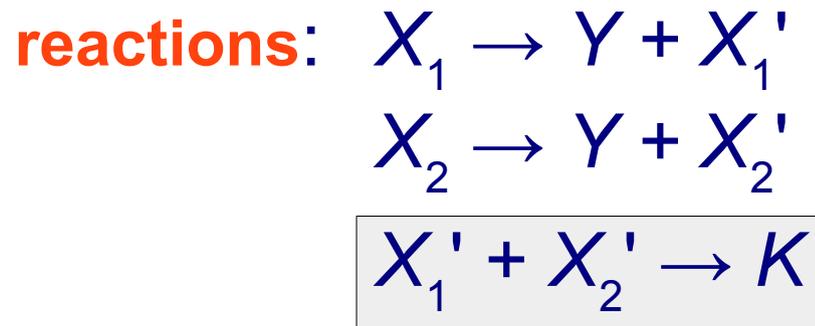
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predicate: $p(x_1, x_2): "3x_1 > x_2/2"?$

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Stable computation characterization

Theorem: A predicate is stably computed by a CRN if and only if it is *semilinear*.

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polylogarithmic time = “fast” = polynomial in binary expansion of n

linear time = “slow” = exponential in binary expansion of n

Time complexity in CRNs

time until next reaction = exponential r.v.

reaction



expected time

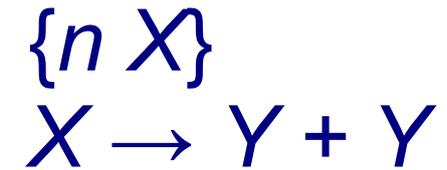
$$1 / \#X$$

$$\text{volume} / (\#A \cdot \#B)$$

Time complexity (example)

$$\{n X\}$$
$$X \rightarrow Y + Y$$

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E[time to consume all X] =

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$$\{n X\}, \text{ volume } n$$
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Time complexity (leader election)

$\{n L\}$, volume n

$L + L \rightarrow L$

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$$E[\text{time get to 1 } L] = O(n)$$

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Is there a faster CRN?

Time complexity (leader election)

$\{n L\}$, volume n
 $L + L \rightarrow L$

$E[\text{time get to 1 } L] = O(n)$

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- If we really abuse the CRN model, yes (use $2X \rightarrow 3X$)
- In mass-conserving CRNs, we don't know
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What if we allow a small probability of error?
(Randomized CRN computation)

Randomized CRNs are Turing universal

(Angluin, Aspnes, Eisenstat, DISC 2006)

(Soloveichik, Cook, Winfree, Bruck, Natural Computing 2008)

“in a sense”



Randomized CRNs are Turing universal

Informal: A CRN can simulate a Turing machine with polynomial slowdown and small chance of error.

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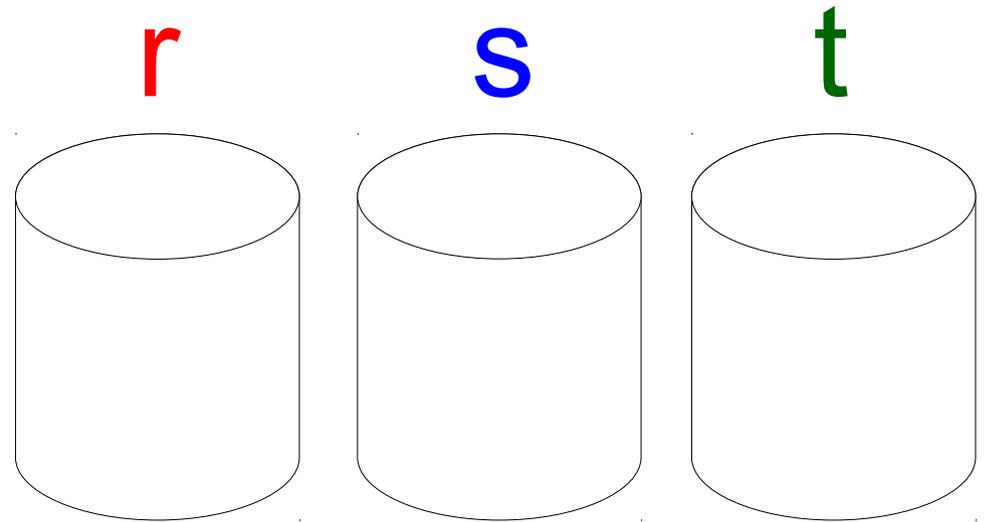
Implication: CRN simulation algorithms are the fastest way to predict their behavior.

Formal: For each TM M , there is a CRN C so that, for each $\varepsilon > 0$ and natural number n , there is an initial state \mathbf{x} of C so that C simulates $M(n)$ with probability ε of error, and expected time $\text{poly}(s \cdot t)$, where t and s are the time and space usage of $M(n)$.

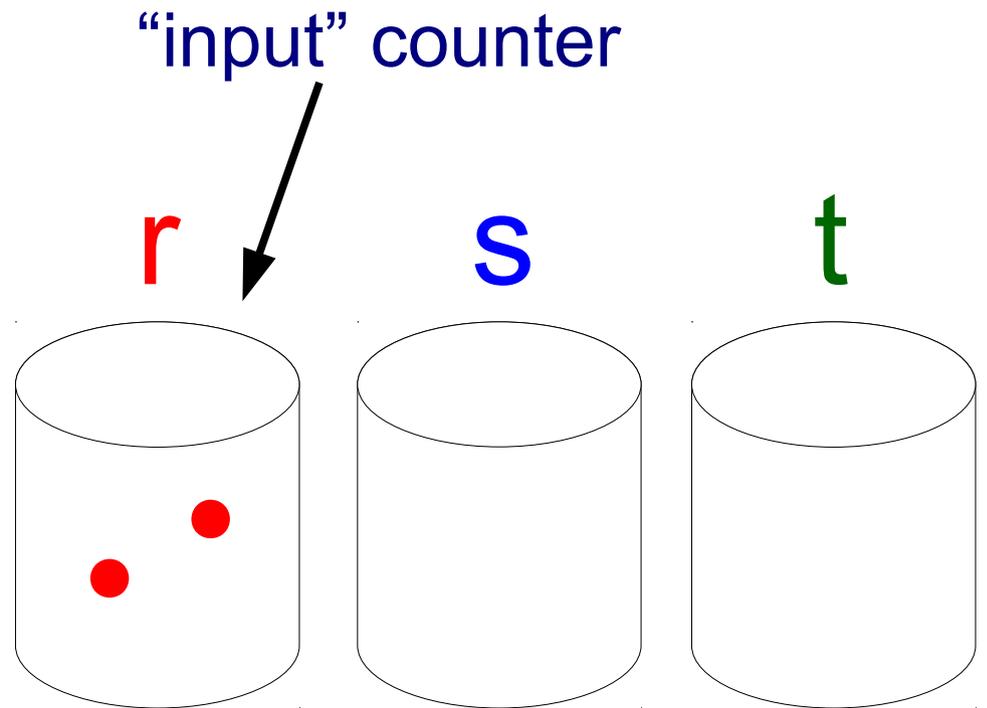
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Counter (register) machine

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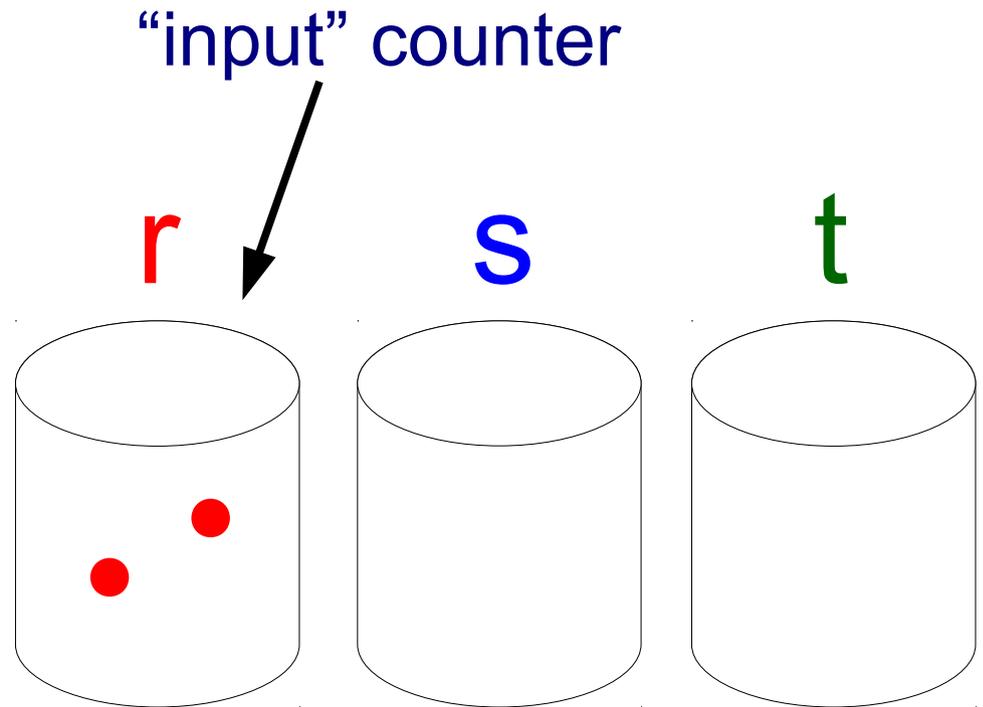


Counter (register) machine



Counter (register) machine

- 1) $dec(r)$
- 2) $inc(s)$
- 3) $inc(s)$
- 4) $inc(s)$
- 5) $dec(t)$
- 6) $inc(s)$



Counter (register) machine

1) *dec*(r)

2) *inc*(s)

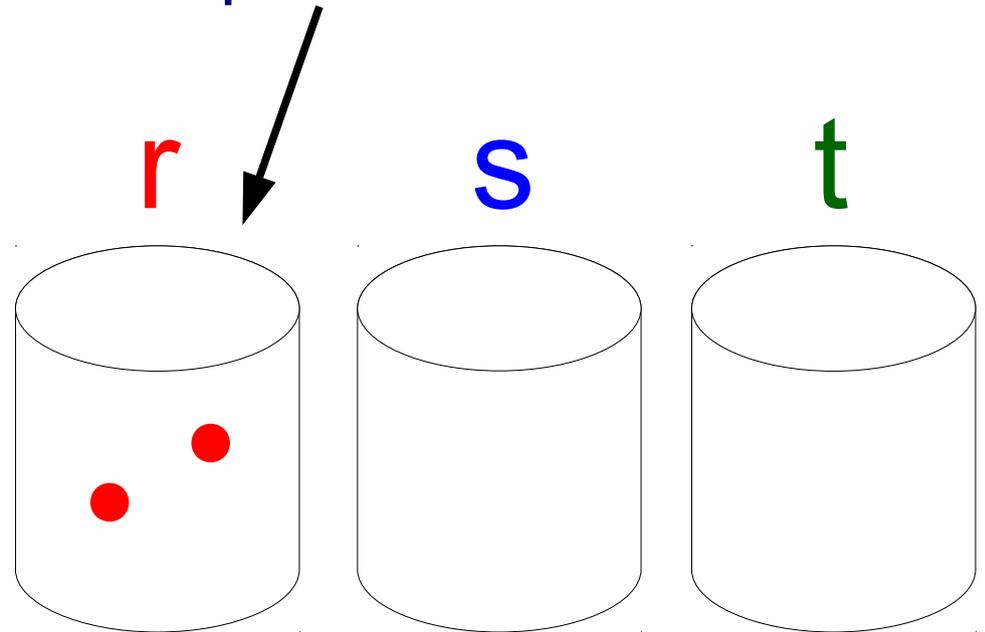
3) *inc*(s)

4) *inc*(s)

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“input” counter



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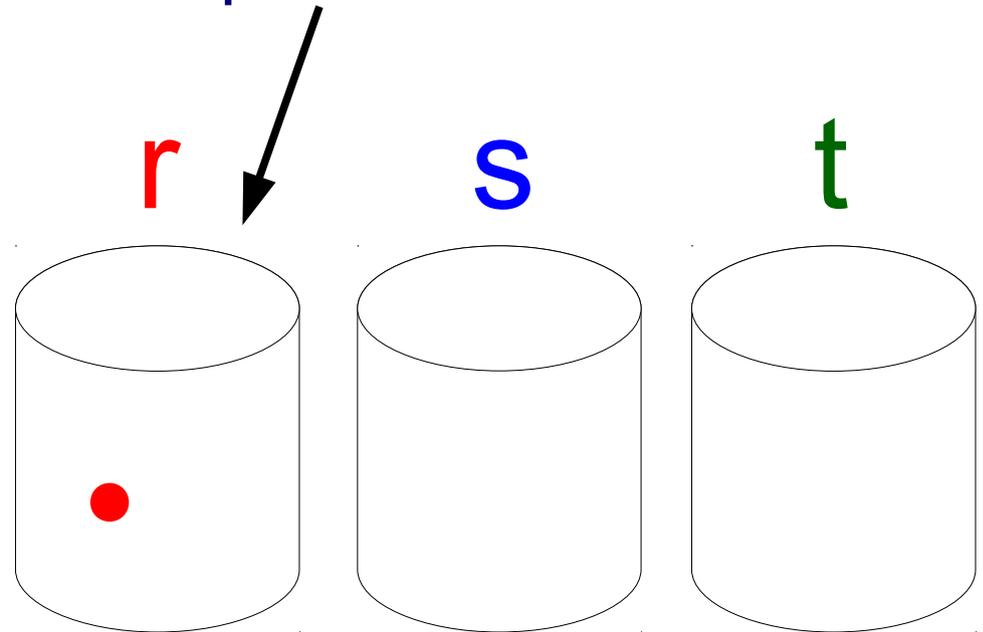
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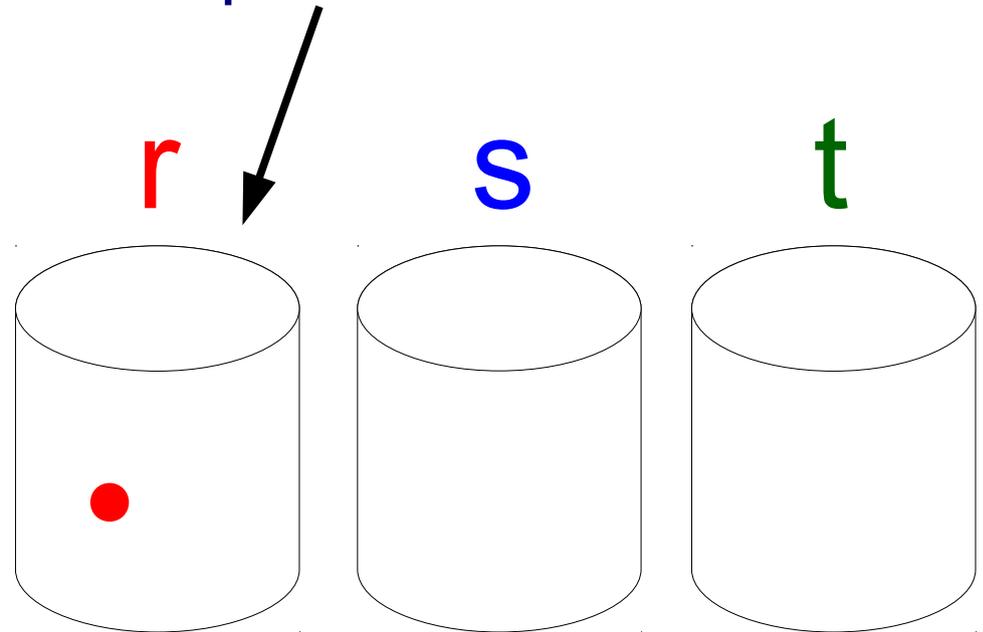
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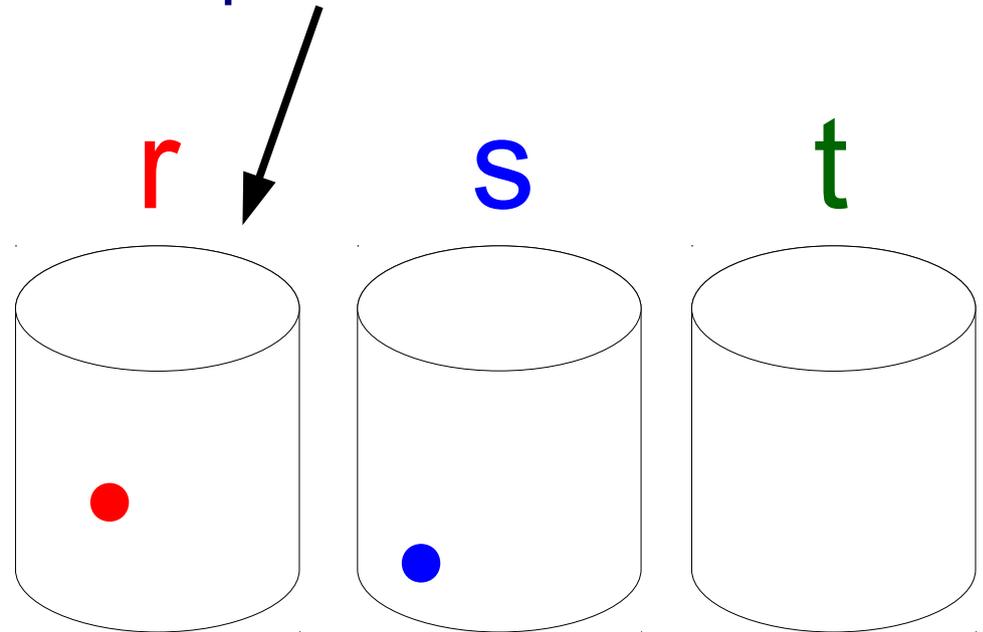
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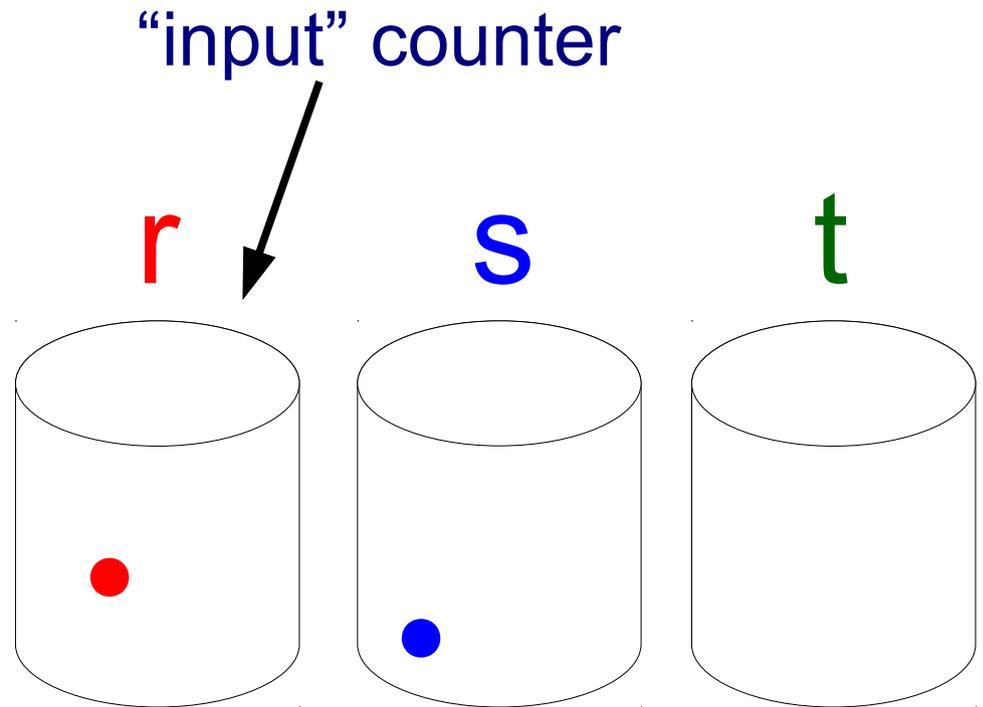
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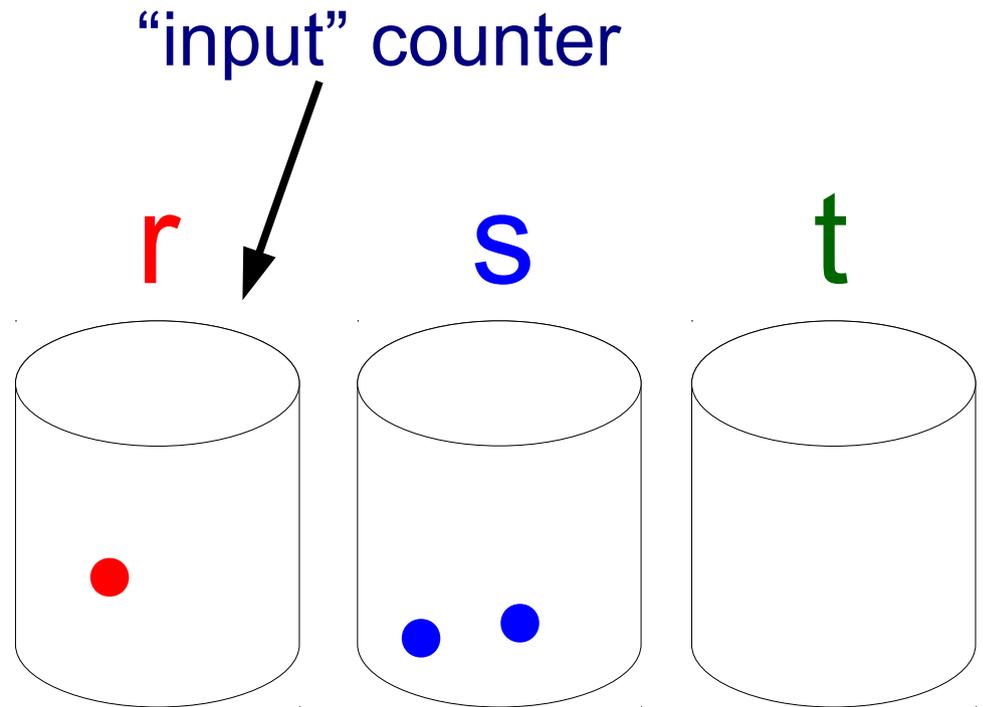
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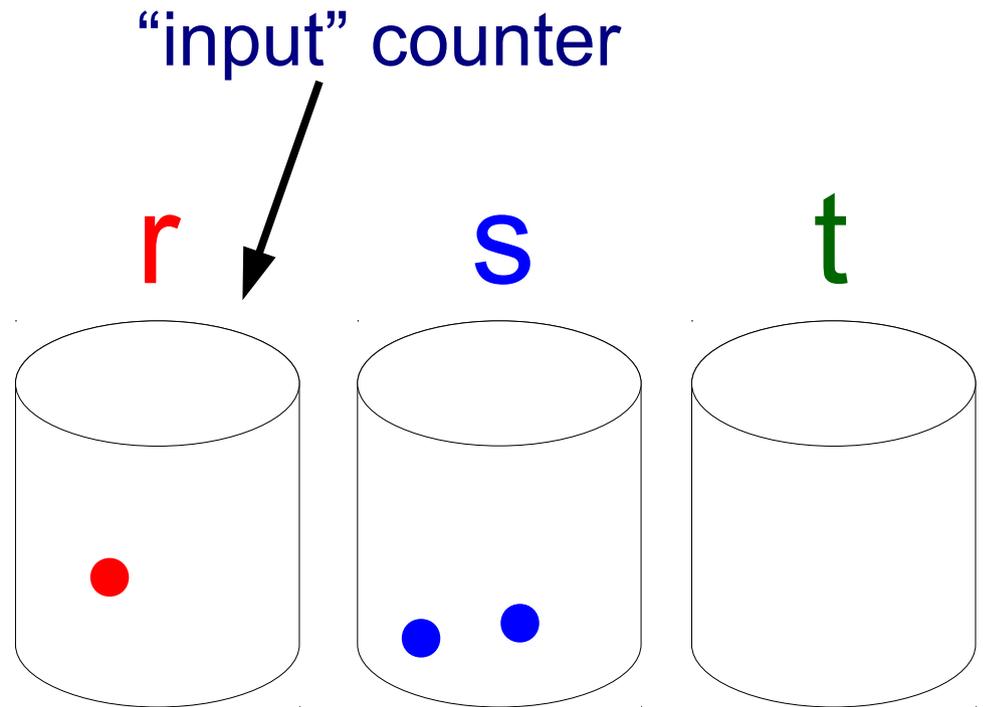
Counter (register) machine

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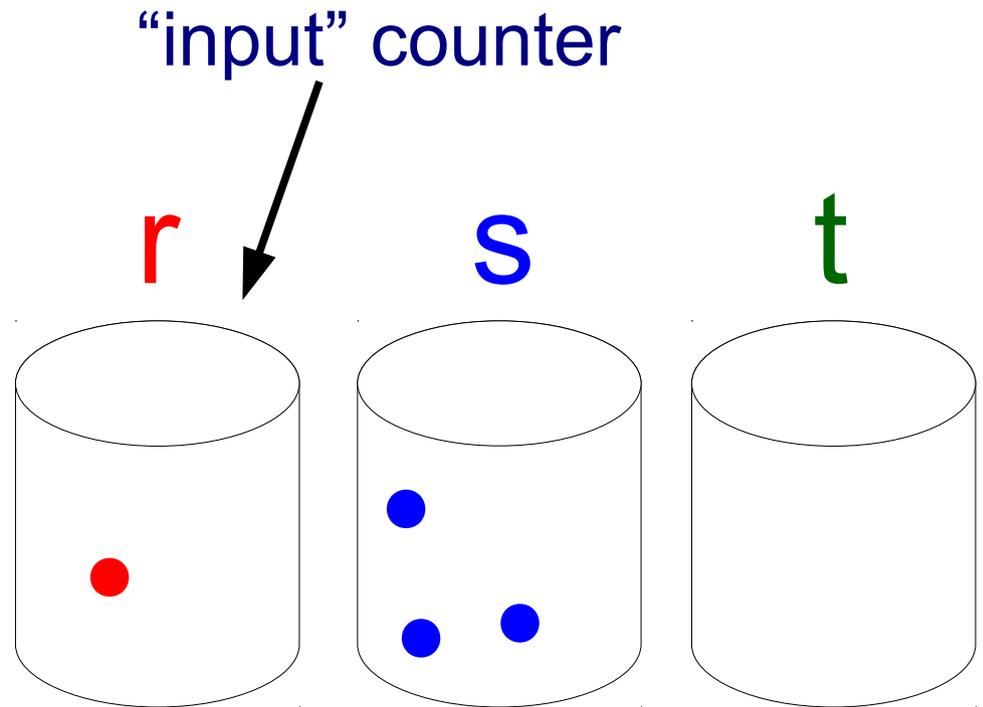
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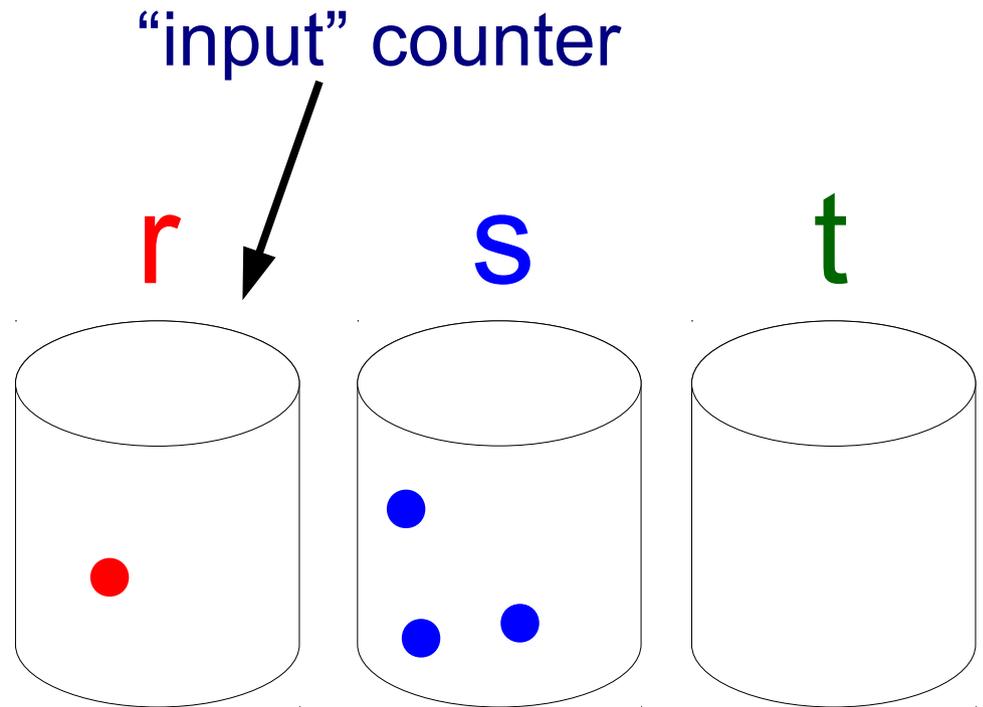
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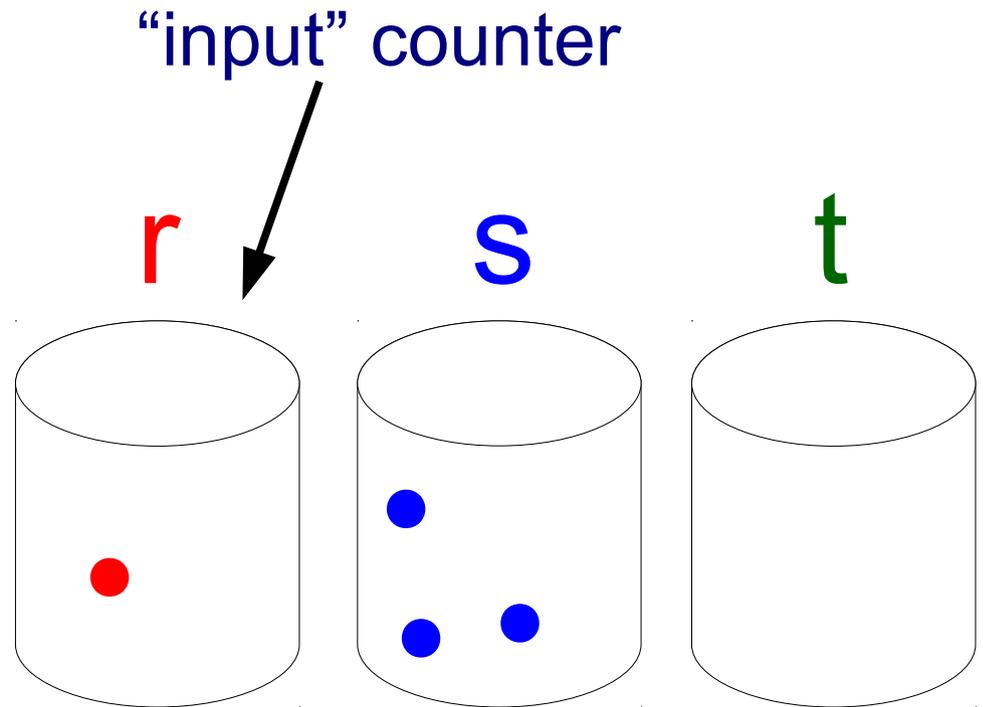
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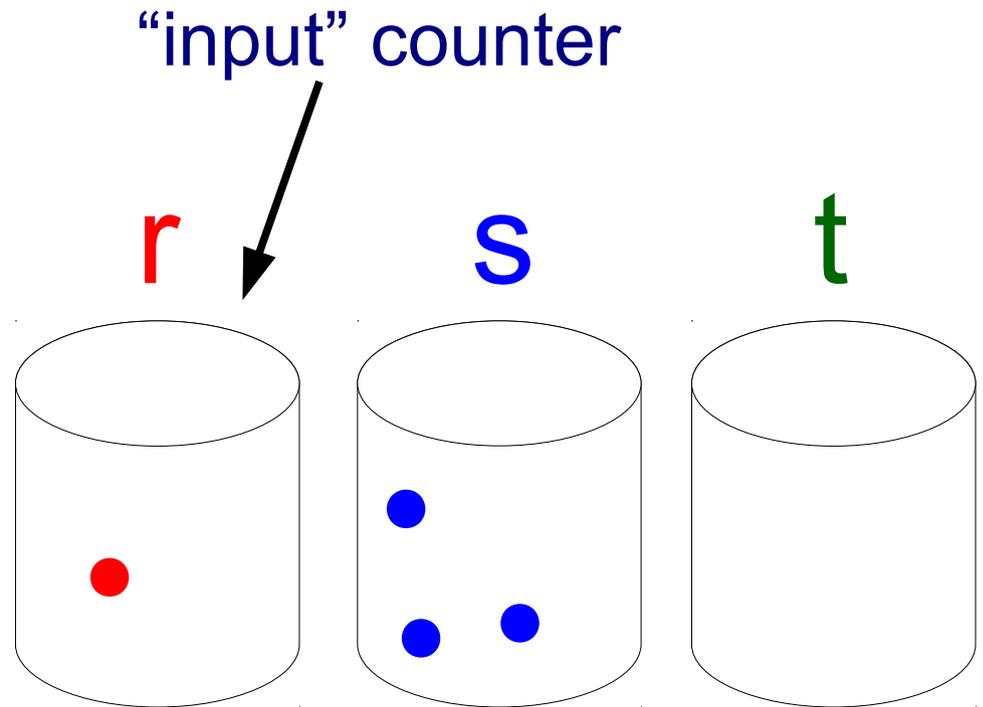
Counter (register) machine

- 1) $dec(r)$ if empty goto 6
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- 5) $dec(t)$ if empty goto 1
- 6) $inc(s)$



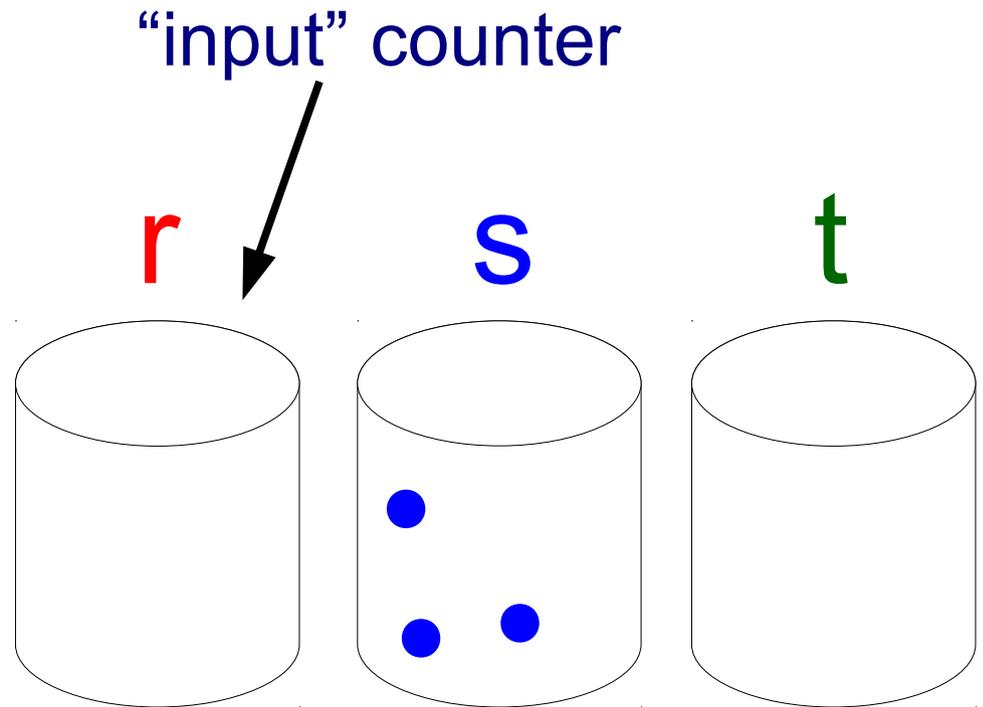
Counter (register) machine

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Counter (register) machine

- 1) *dec(r)* if empty goto 6
- 2) *inc(s)*
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Counter (register) machine

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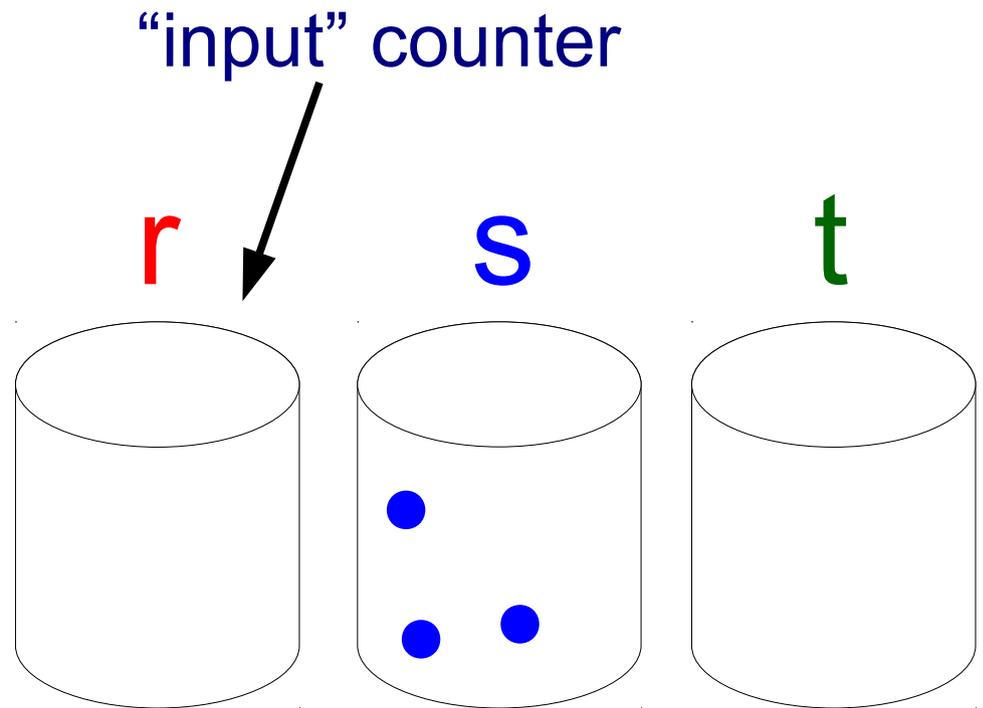
2) $inc(s)$

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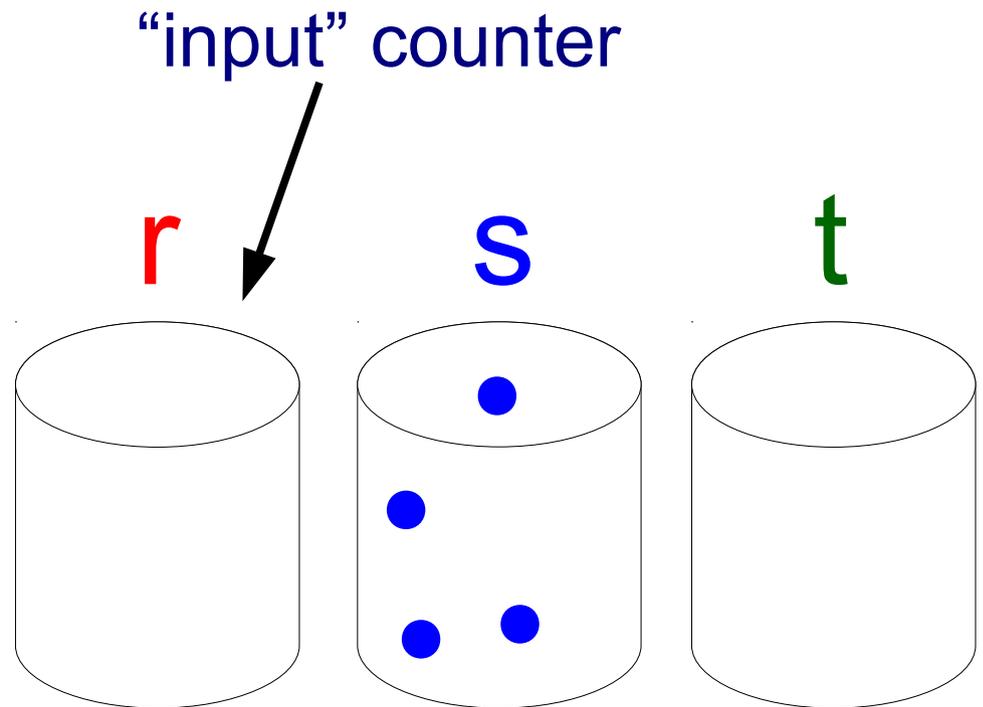
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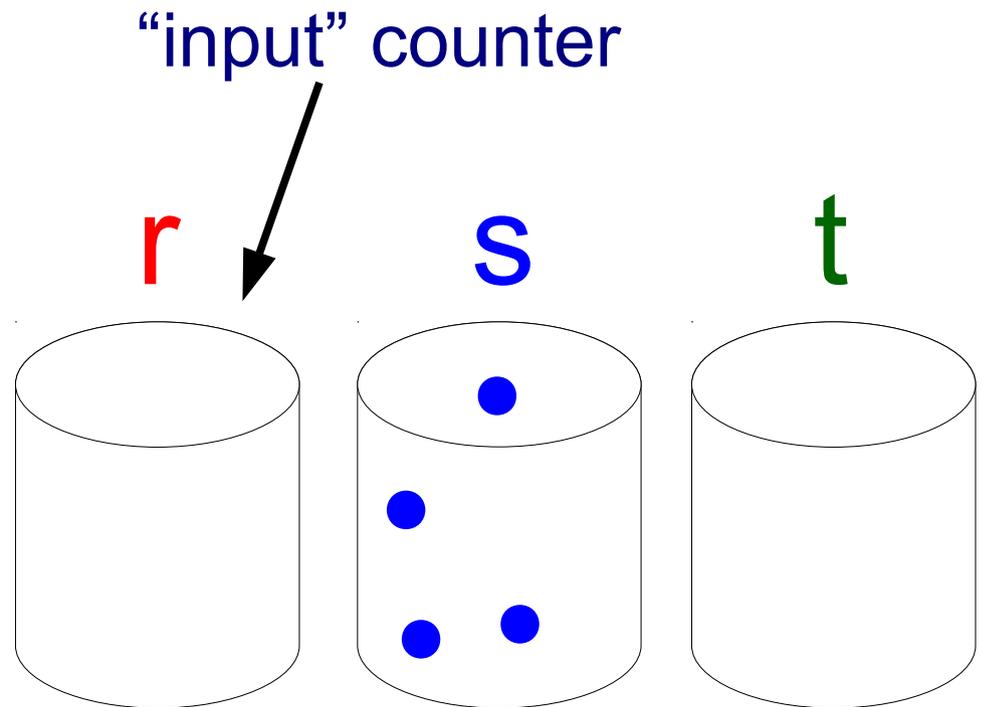
5) $dec(t)$ if empty goto 1

6) $inc(s)$



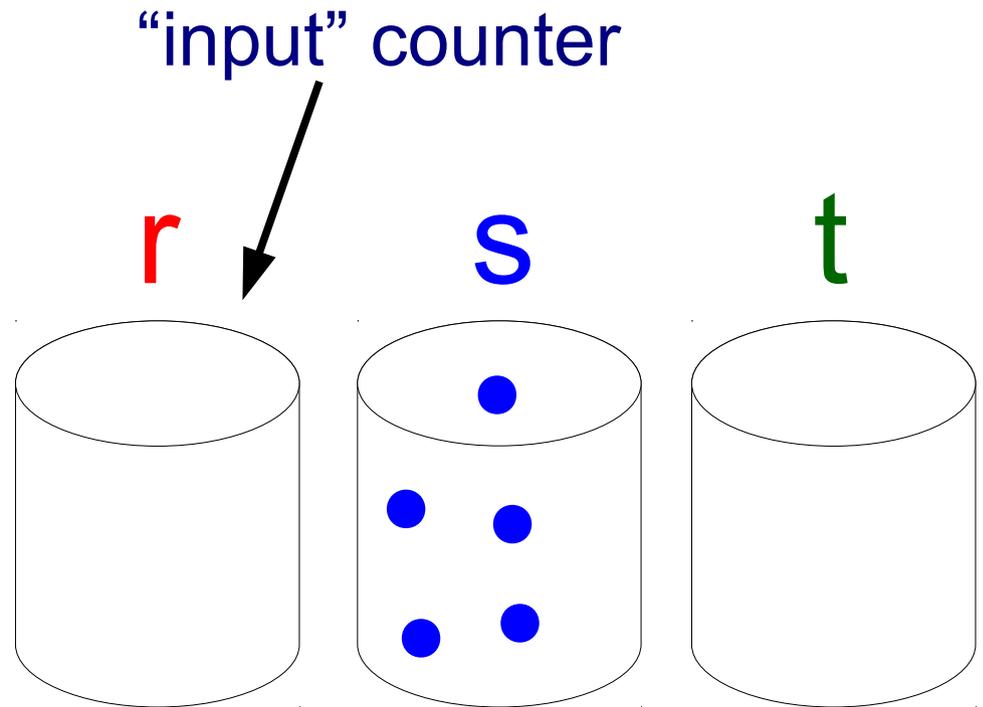
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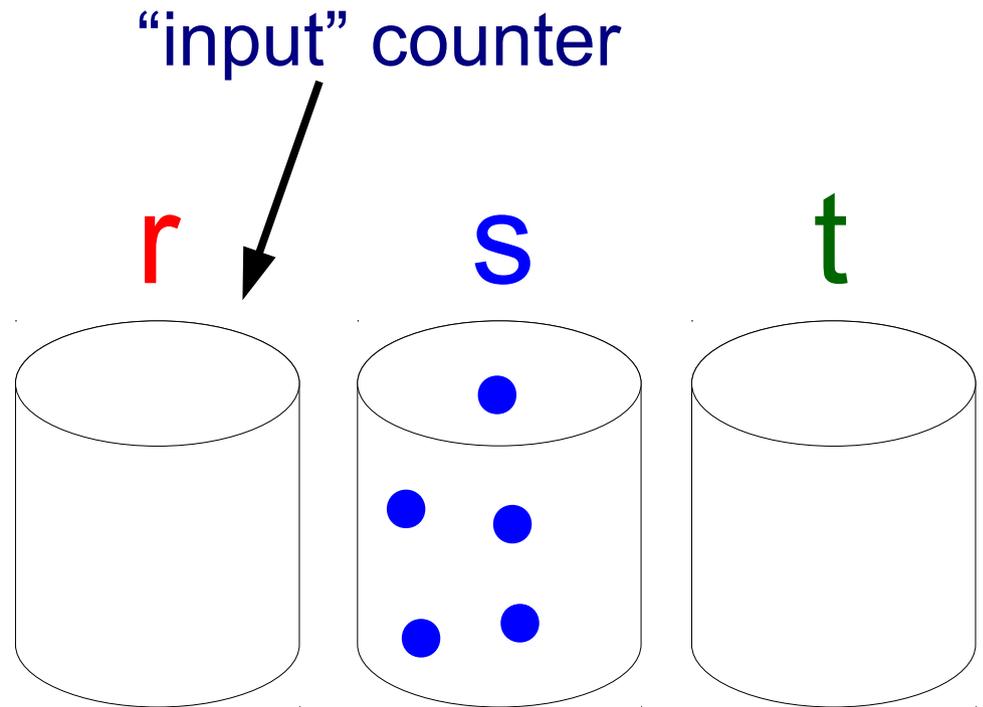
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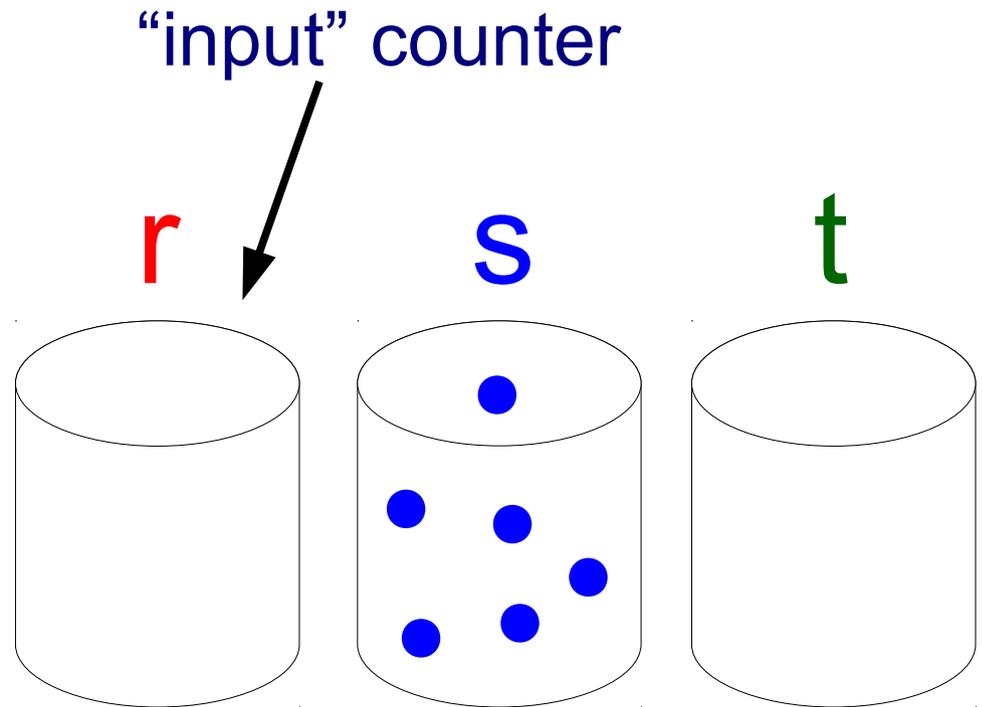
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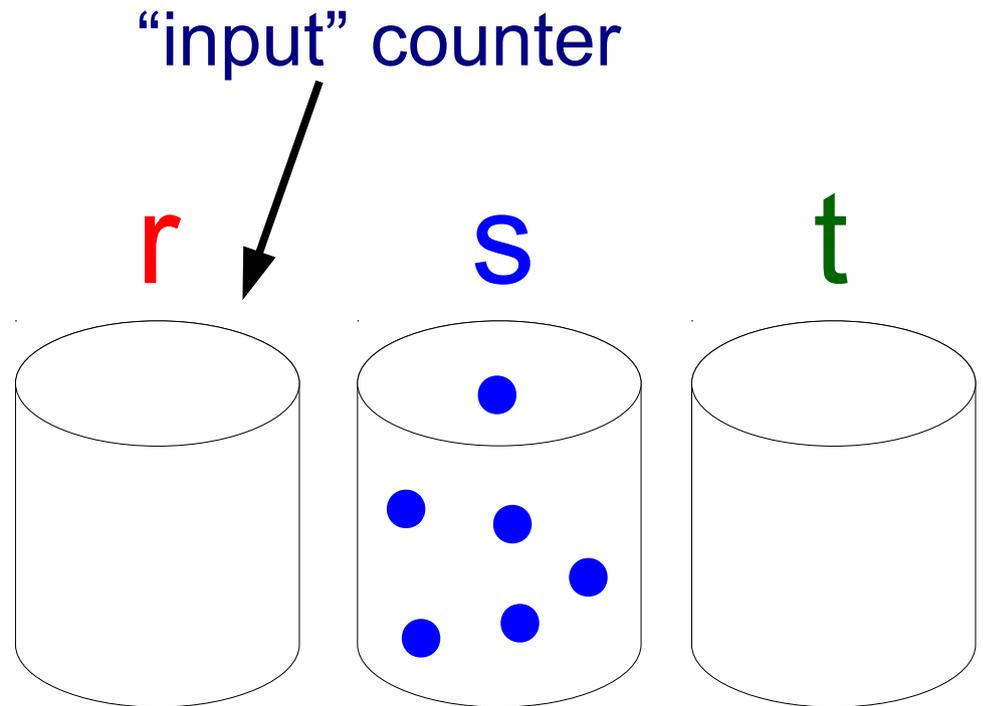
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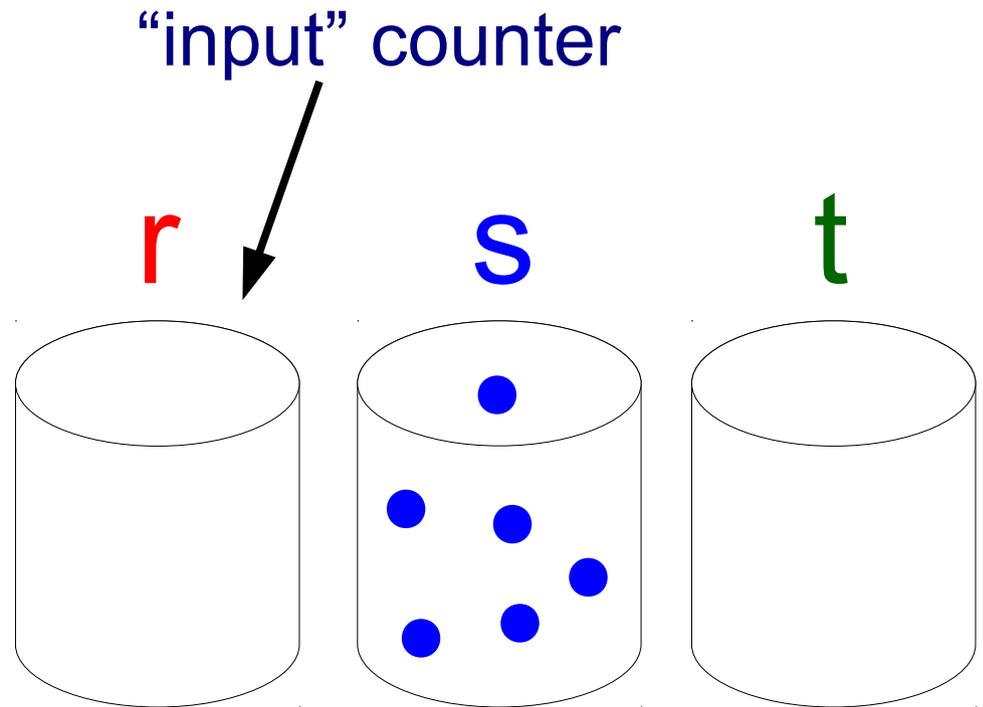
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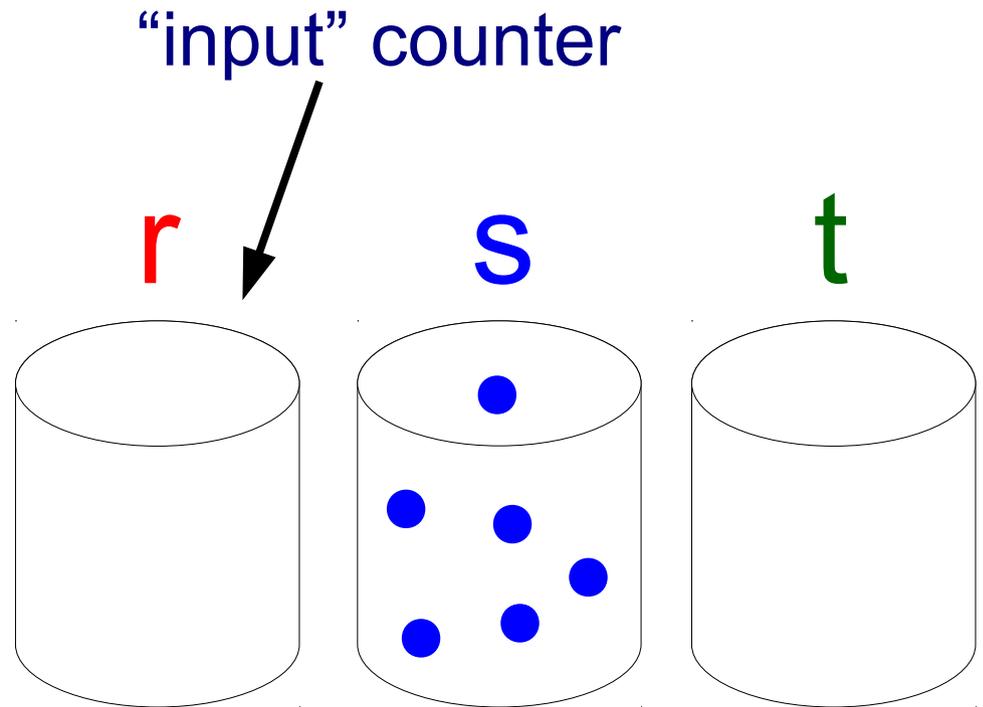
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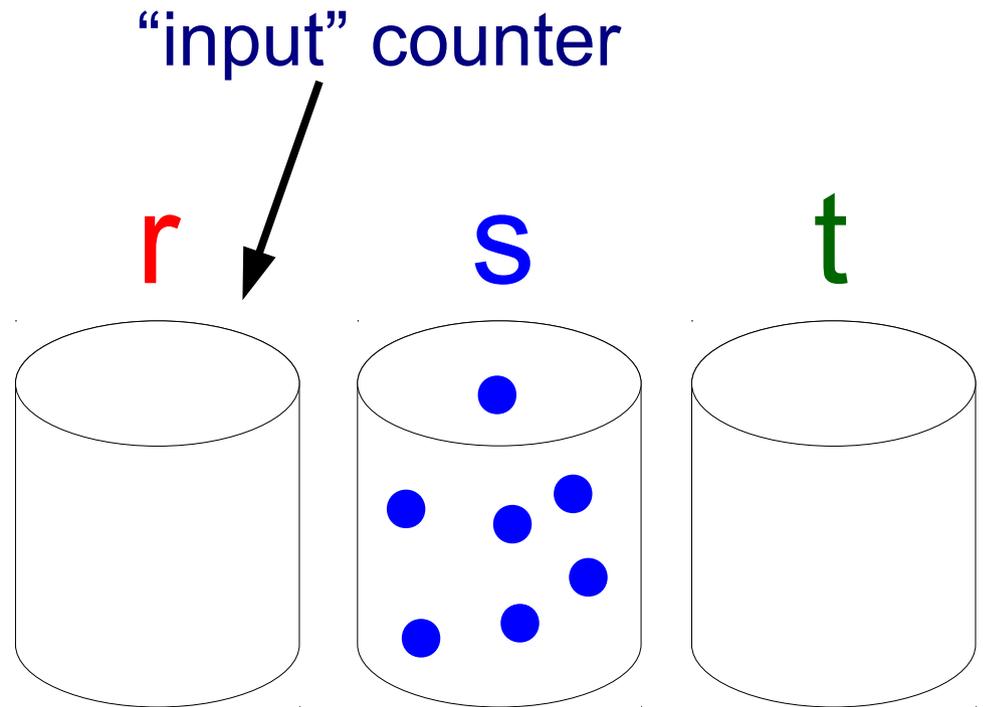
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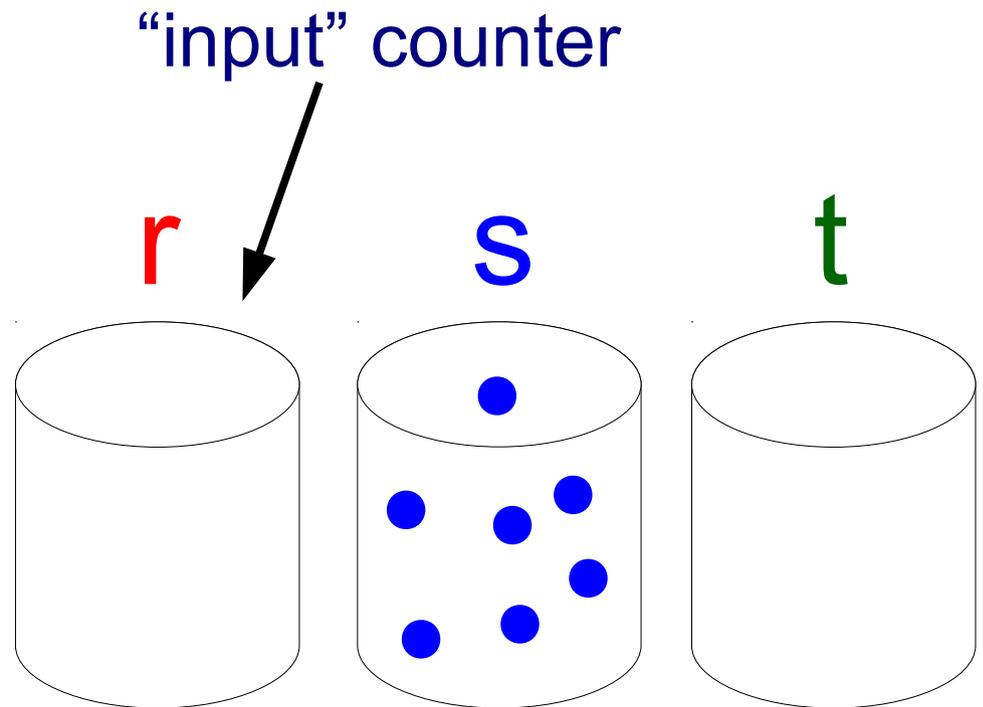
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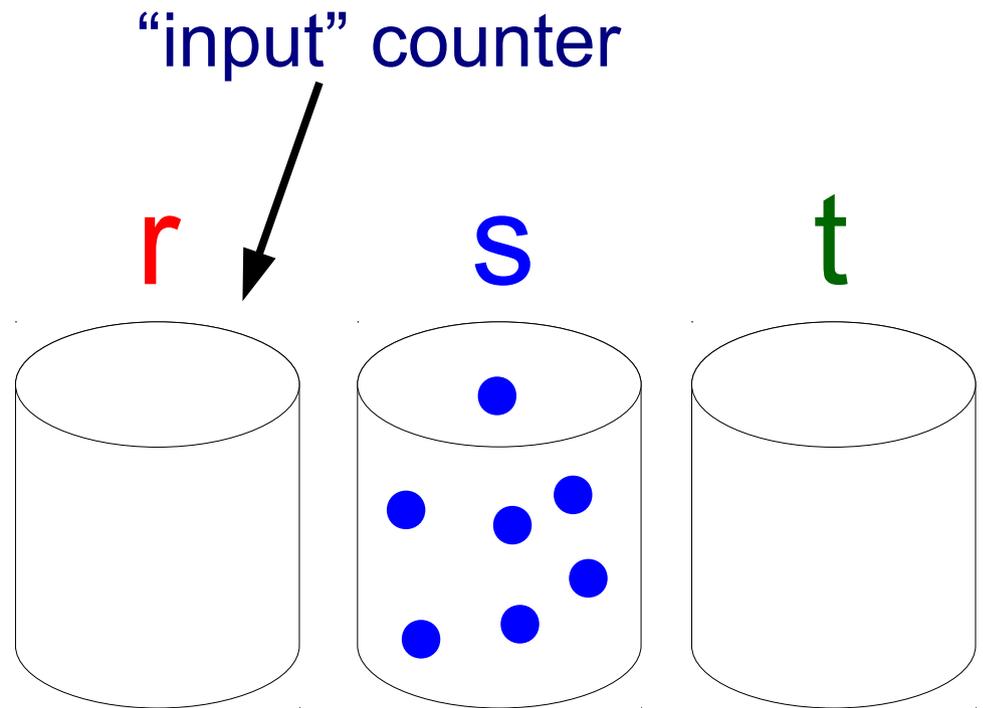
HALT



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HALT



computes $f(n) = 3n+1$

CRNs can simulate counter machines with probability < 1

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Counter machine:

$r = \text{input } n$, start line 1

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Need to be
very slow!

How to slow down reaction $L_2 \rightarrow L_1$?

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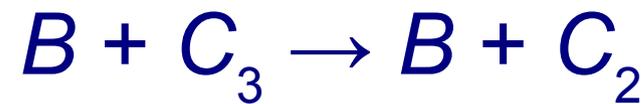
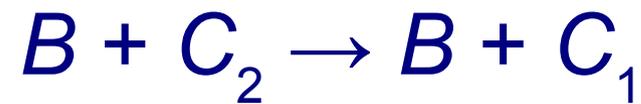
Use a **clock**:

$1 C_1, 1 F, n B$

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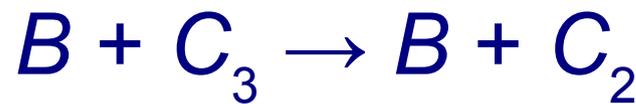
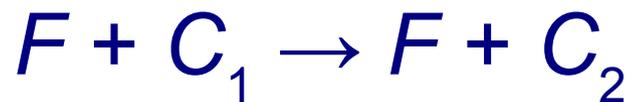


⋮

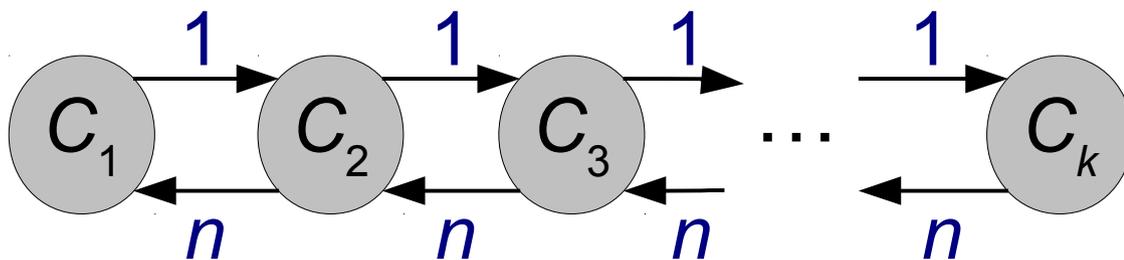
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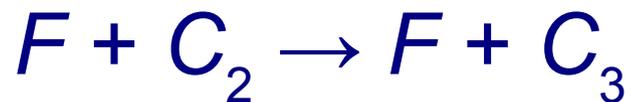
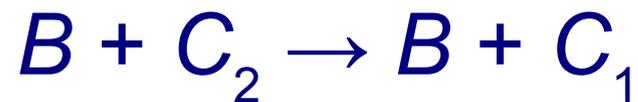


reverse-biased random walk

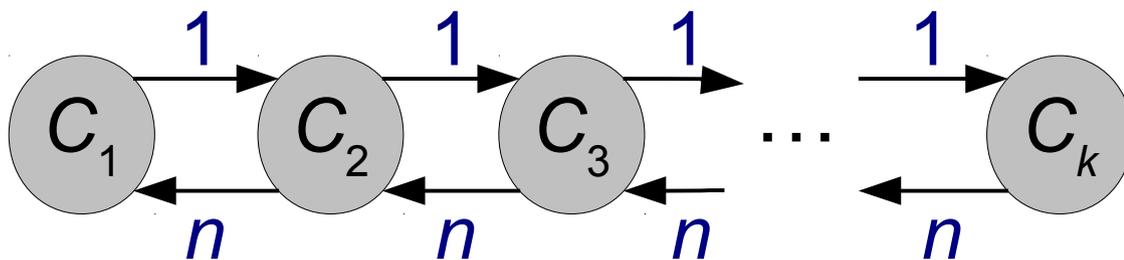
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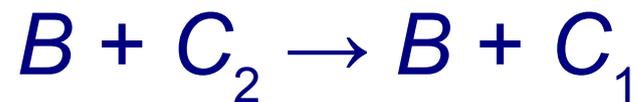
C_k appears after
expected time $\approx n^{k-1}$

reverse-biased random walk

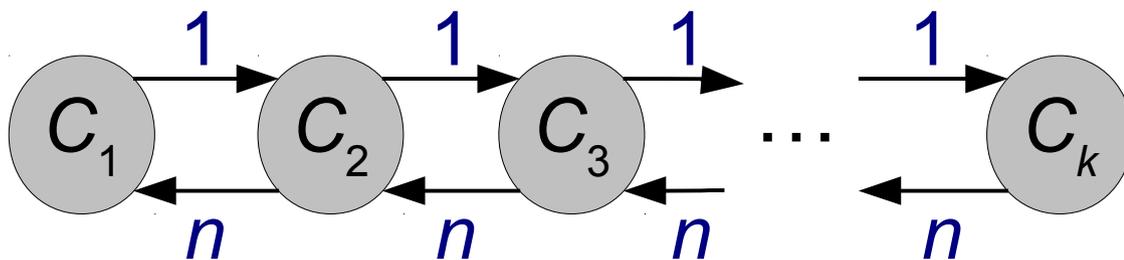
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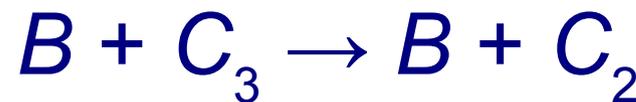
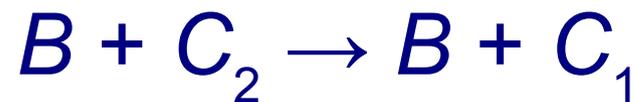
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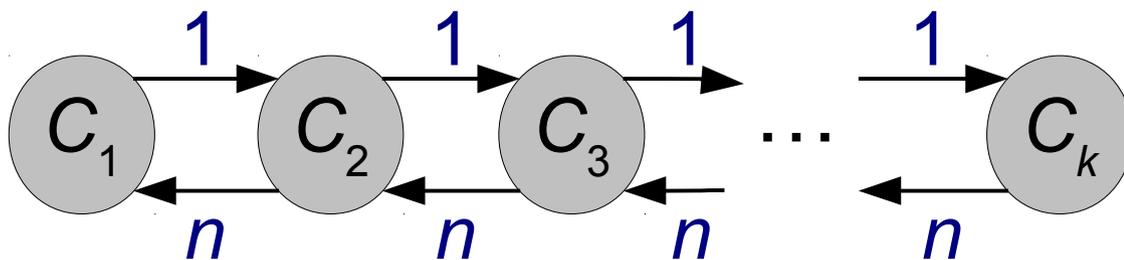
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$$E[\text{time for } L_2 + R \rightarrow L_3] \leq n$$

Probability 1 computation

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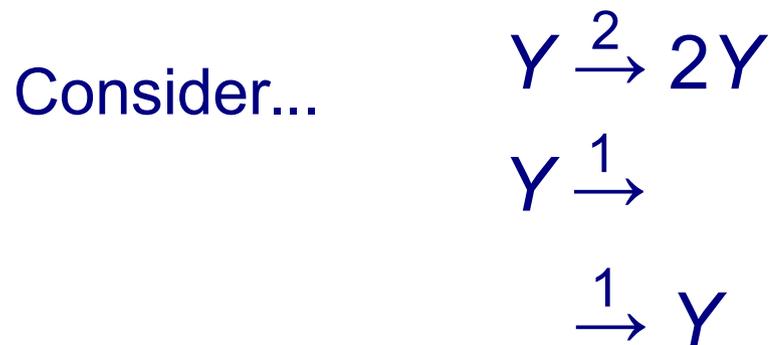
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Consider... $Y \xrightarrow{2} 2Y$ initial state $\{1Y, 1N\}$
 $Y \xrightarrow{1}$

Probability 1 computation

- Errr... isn't that stable computation?
- With finite state space (e.g. population protocols), yes.



Theorem: All (Turing) computable predicates can be computed by a CRN with probability 1.

(Cummings, Doty, Soloveichik, [DNA](#) 2014)

