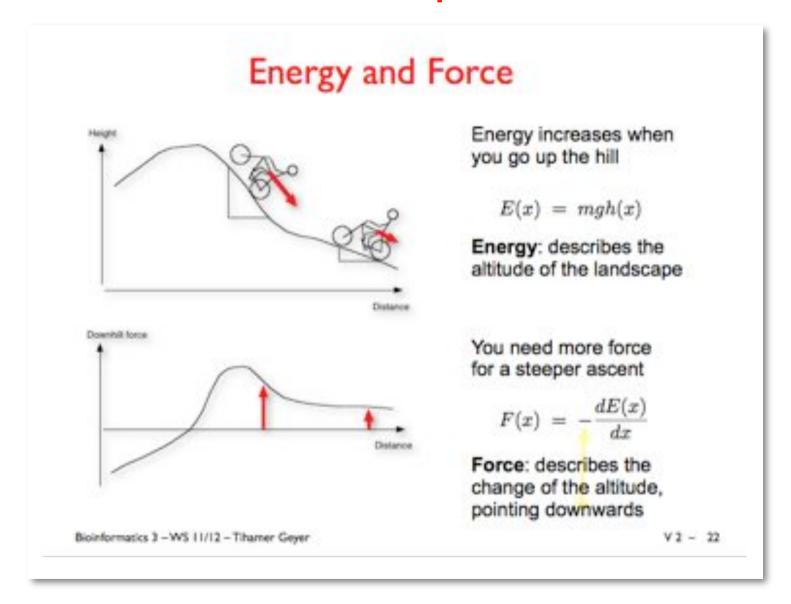
Bioinformatics 3

V2I – Dynamic Modelling: Rate Equations + Stochastic Propagation

Fri, Jan 17, 2014

Differential Equations



Force-Directed Graph Layout

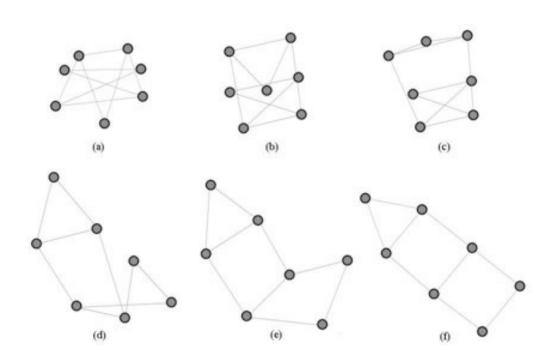
Move the edges according to local information (=forces) over the global energy landscape towards the steady state (=minimum)

For a chemical system:

=> evolution of fluxes/
concentrations from
actual (non-equlibrium)
concentrations

Also: reactions to perturbations

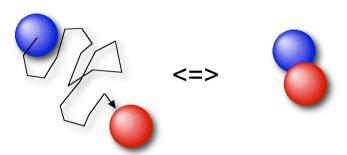
$$ec{F}(ec{x}) = -
abla E(ec{x}) = - \left(egin{array}{c} rac{\partial E}{\partial x} \\ rac{\partial E}{\partial y} \\ rac{\partial E}{\partial z} \end{array}
ight)$$



Mass Action Kinetics

Most simple dynamic system: inorganic chemistry

Consider reaction A + B <=> AB



Interesting quantities: (changes of) densities of A, B, and AB

density =
$$\frac{\text{number of particles}}{\text{unit volume}}$$

$$[A] = \frac{N_A}{V}, \quad \frac{d}{dt}[A](t)$$

I mol = I Mol / Liter =
$$6.022 \times 10^{23} \times (0.1 \text{ m})^{-3} = 0.6 \text{ nm}^{-3}$$

Association: probability that A finds and reacts with B => changes proportional to densities of A and of B

Dissociation: probability for AB to break up => changes proportional to density of AB

How to put that into formulas?

Mass Action II

Again:
$$A + B \le AB$$

Consider [A]:

Gain from dissociation
$$AB => A + B$$
 Loss from association $A + B => AB$

$$\frac{d}{dt}[A] = G_A - L_A$$

AB falls apart

=> G_A depends only on [AB]

A has to find B

=> L_A depends on [A] and [B]

$$L_A = k_f[A][B]$$

$$G_A = k_r[AB]$$

phenomenological proportionality constant

$$\frac{d}{dt}[A] = k_r[AB] - k_f[A][B]$$

Mass Action !!!

$$A + B \le AB$$

For [A]: from above we had
$$\frac{d}{dt}[A] = k_r[AB] - k_f[A][B]$$

For [B]: for symmetry reasons
$$\frac{d}{dt}[B] = \frac{d}{dt}[A]$$

For [AB]: exchange gain and loss
$$\frac{d}{dt}[AB] = -\frac{d}{dt}[A] = k_f[A][B] - k_r[AB]$$

with $[A](t_0)$, $[B](t_0)$, and $[AB](t_0)$ => complete description of the system

time course = initial conditions + dynamics

A Second Example

Slightly more complex:
$$A + 2B \le AB_2$$

- Association: one A and two B have to come together
 - one AB₂ requires two B

$$L_A = k_f [A] [B] [B] = k_f [A] [B]^2$$
 $L_B = 2k_f [A] [B]^2$

Dissociation: one AB₂ decays into one A and two B

$$G_A = k_r[AB_2] G_B = 2k_r[AB_2]$$

Put everything together

$$\frac{d}{dt}[A] = k_r[AB_2] - k_f[A][B]^2 \qquad \frac{d}{dt}[B] = 2\frac{d}{dt}[A] \qquad \frac{d}{dt}[AB_2] = -\frac{d}{dt}[A]$$

Some Rules of Thumb

$$A + 2B <=> AB_2$$
 "A is produced when AB_2 falls apart or is consumed when AB_2 is built from one A and two B"

Sign matters: Gains with "+", losses with "-"

Stoichiometries: one factor for each educt (=> [B]²) prefactors survive

Mass conservation: terms with "-" have to show up with "+", too

$$\frac{d}{dt}[A] = k_r[AB_2] - k_f[A][B]^2 \qquad \frac{d}{dt}[B] = 2\frac{d}{dt}[A] \qquad \frac{d}{dt}[AB_2] = -\frac{d}{dt}[A]$$

A Worked Example

Lotka-Volterra population model

RI:
$$A + X \Rightarrow 2X$$

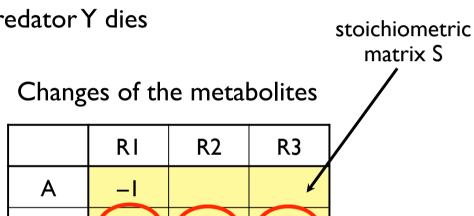
R2:
$$X + Y => 2Y$$

R3:
$$Y \Rightarrow B$$

prey X lives on A

predator Y lives on prey X

predator Y dies



Rates for the reactions

$$\frac{dR_1}{dt} = k_1 A X$$

$$\frac{dR_2}{dt} = k_2 X Y$$

$$\frac{dR_3}{dt} = k_3 Y$$

$$\frac{dX}{dt} = +k_1 A X - k_2 X Y + 0$$

X

Υ

Setting up the Equations

With
$$\vec{v}=rac{d\vec{R}}{dt}=\left(egin{array}{c} dR_1/dt \\ dR_2/dt \\ dR_3/dt \end{array}
ight)$$
 and $S=\left(egin{array}{c} -1 & 0 & 0 \\ 1 & -1 & 0 \\ 0 & 1 & -1 \\ 0 & 0 & 1 \end{array}
ight)$

we get:
$$\frac{d}{dt}\vec{X} = \frac{d}{dt}\begin{pmatrix} A \\ X \\ Y \\ B \end{pmatrix} = S\frac{d}{dt}\vec{R} \qquad \text{or} \qquad \frac{dX_i}{dt} = \sum_j S_{ij}\frac{dR_j}{dt}$$
 amounts processed speeds of the per reaction reactions

Plug in to get:

$$\frac{dA}{dt} = -\frac{dR_1}{dt} = -k_1 A X$$

$$\frac{dX}{dt} = +\frac{dR_1}{dt} - \frac{dR_2}{dt} = k_1 A X - k_2 X Y$$

$$\frac{dB}{dt} = +\frac{dR_3}{dt} = k_3 Y$$

$$\frac{dY}{dt} = +\frac{dR_2}{dt} - \frac{dR_3}{dt} = k_2 X Y - k_3 Y$$

How Does It Look Like?

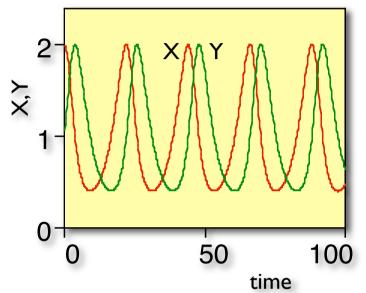
Lotka-Volterra: assume A = const, B ignored

=> cyclic population changes

$$\frac{dX}{dt} = k_1 AX - k_2 XY$$

$$\frac{dY}{dt} = k_2 XY - k_3 Y$$

$$k_1 = k_2 = k_3 = 0.3$$



Steady State: when do the populations not change?

$$\frac{dX}{dt} = \frac{dY}{dt} = 0 \qquad \Longrightarrow \qquad Y = \frac{k_1}{k_2} A \qquad X = \frac{k_3}{k_2}$$

Steady state = fluxes balanced

With
$$k_1 = k_2 = k_3 = 0.3$$
 and $A = I => X = Y = I$

From rates to differences

Reaction:

$$A+B \Longrightarrow AB$$

Rate equation:

$$\frac{dA}{dt} = -k \cdot A \cdot B = f(A(t), B(t))$$

derivative of A(t) = some function

Taylor expansion:

$$A(t) = A(0) + t \cdot \frac{dA}{dt}(0) + \frac{t^2}{2} \cdot \frac{d^2A}{dt^2}(0) + \dots = \sum_{k=0}^{\infty} \frac{t^k}{k!} \cdot \frac{d^kA}{dt^k}(0)$$

Linear approximation:

$$A(t) \approx A(0) + t \cdot \frac{dA}{dt}(0) + O(t^2)$$

$$\approx A(0) + t \cdot f(A(0), B(0)) + O(t^2)$$

From rates to differences II

Linear approximation to (true) A(t):

$$A(t) \approx A(0) + t \cdot \frac{dA}{dt}(0) + O(t^2)$$
 $\approx A(0) + t \cdot f(A(0), B(0)) + O(t^2)$
initial condition increment error

For
$$t \rightarrow 0$$
:

$$t \cdot \frac{dA}{dt}(0) \gg \frac{t^2}{2} \cdot \frac{d^2A}{dt^2}(0) \gg \dots$$

Use linear approximation for small time step Δt :

$$A(t+\Delta t) = A(t) + \Delta t \cdot \frac{dA}{dt}(t)$$

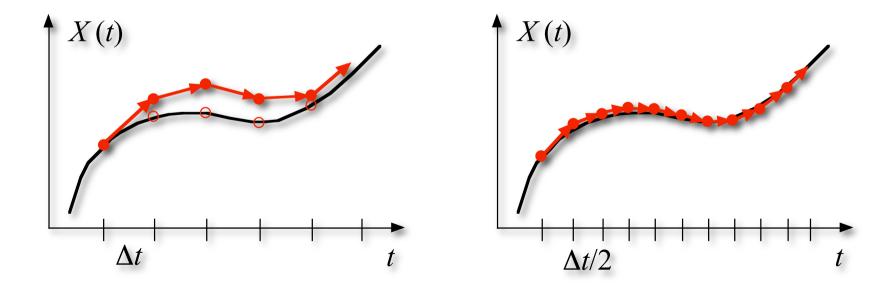
"forward Euler" algorithm

"Forward Euler" algorithm

General form:
$$\vec{X}_i(t+\Delta t) = \vec{X}_i(t) + \Delta t \cdot \vec{f}(\vec{X}_j(t)) + \mathcal{O}(\Delta t^2)$$

relative error:
$$\varepsilon = \frac{\Delta t^2/2 \cdot X''}{\Delta t \ X'} \propto \Delta t$$
 Ist order algorithm

relative error decreases with 1st power of step size Δt

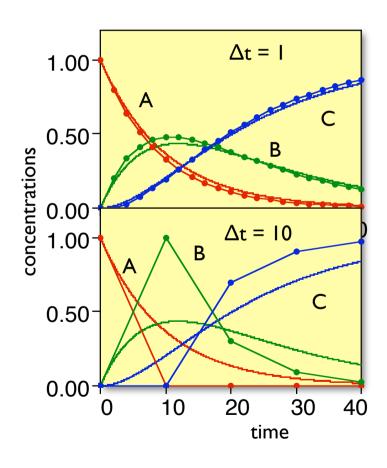


Example: chained reactions

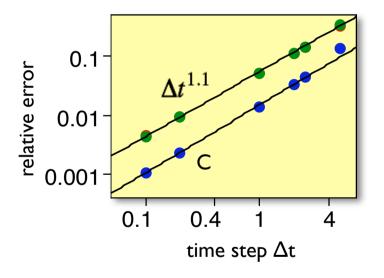
$$A \Longrightarrow B \Longrightarrow C$$

$$k_{AB} = 0.1, \quad k_{BC} = 0.07$$

Time evolution:

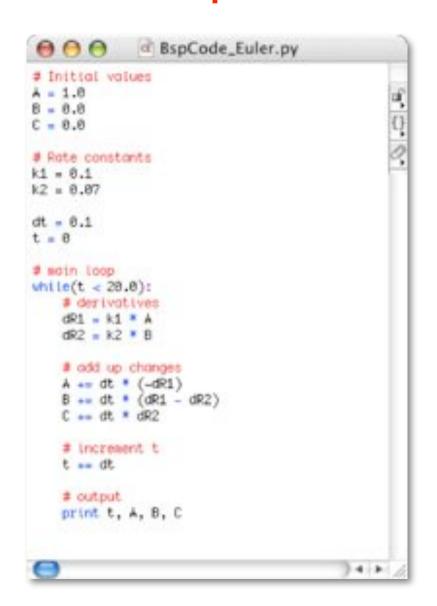


Relative error vs. Δt at t = 10:



runtime $\alpha (\Delta t)^{-1}$

Example Code: Forward Euler



$$A \Rightarrow B \Rightarrow C$$

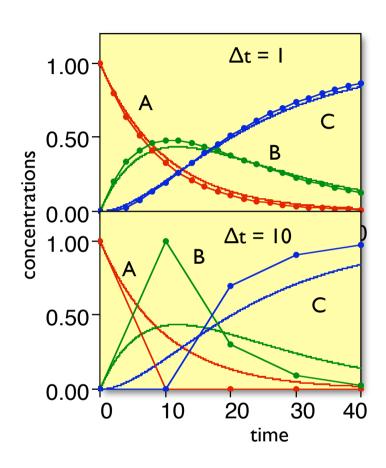
Iterate:

$$A(t + \Delta t) = A(t) + \Delta t \cdot \frac{dA}{dt}(t)$$

Important:

first calculate all derivatives, then update densities!

The "correct" time step?



$$A \Longrightarrow B \Longrightarrow C$$

Approximation works for:

$$|\Delta A| = \left| \Delta t \frac{dA}{dt} \right| = |-k_{AB} \cdot A \cdot \Delta t| \ll A$$

$$\Rightarrow \Delta t \ll \frac{1}{\max(k)}$$

Here:
$$k_{AB} = 0.1$$
, $k_{BC} = 0.07$
=> $\Delta t \ll 0.1^{-1} = 10$

Note 2:
for
$$A+B \Longrightarrow AB$$

consider $\Delta t \ll (\max(kA, kB))^{-1}$

From Test Tubes to Cells

Rate equations <=> description via densities

=> density is a continum measure, independent of the volume element

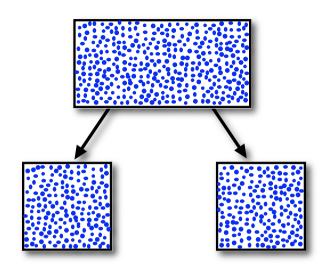
"half of the volume => half of the particles"

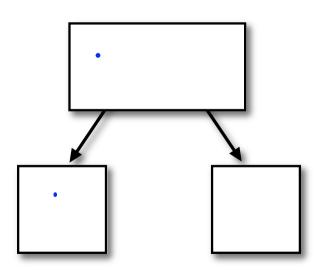
When density gets very low

=> each particle matters

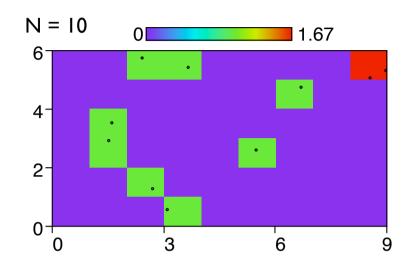
Examples:

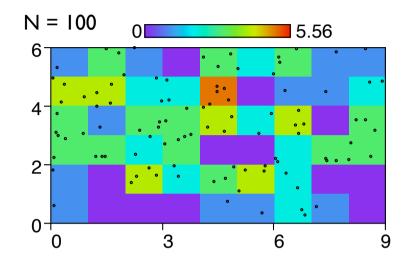
~10 Lac repressors per cell, chemotaxis, transcription from a single gene, ...

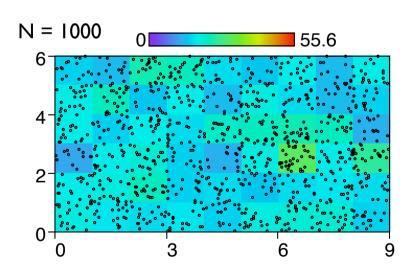


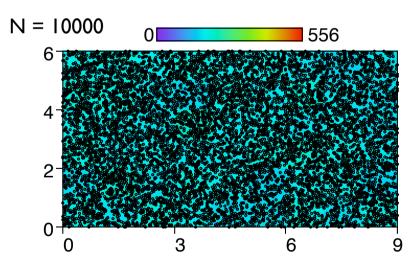


Density Fluctuations









Spread: Poisson Distribution

Probability that k events occur (event = "a particle is present"):

$$p_k = \frac{\lambda^k}{k!} e^{-\lambda} \qquad k = 0, 1, 2, \dots$$

Average:
$$\langle k \rangle = \sum k p_k = \lambda$$

Average:
$$\langle k \rangle = \sum_{k} k p_k = \lambda$$
 Variance: $\sigma^2 = \sum_{k} p_k (k - \langle k \rangle)^2 = \lambda$

$$\sigma = \sqrt{\lambda}$$

Relative spread (error):
$$\frac{\Delta k}{k} = \frac{\sigma}{\langle k \rangle} = \frac{1}{\sqrt{\lambda}}$$

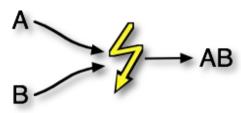
Avg. number of particles per unit volume	100	1000	I Mol
relative uncertainty	10%	3%	le-12

=> Fluctuations negligible for "chemical" test tube situations

Reactions in the Particle View

Consider association:

$$A + B \Rightarrow AB$$



Continuous rate equation:

$$\frac{d[AB]}{dt} = k[A][B]$$

Number of new AB in volume V during Δt :

$$\Delta N_{AB} = \frac{d[AB]}{dt} V \Delta t$$

$$= k_{AB} \frac{N_A}{V} \frac{N_B}{V} V \Delta t$$

$$= \frac{k_{AB} \Delta t}{V} N_A N_B$$

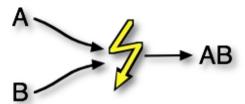
$$= P_{AB} N_A N_B$$

reaction rate $k_{AB} =$ reaction probability P_{AB}

Units!

Consider:

$$A + B \Rightarrow AB$$



Change in the number of AB:

$$\Delta N_{AB} = P_{AB} N_A N_B$$

Association probability:

$$P_{AB} = \frac{k_{AB} \Delta t}{V}$$

Units: continuous

$$\frac{dAB}{dt} = k_{AB} A B$$

$$\left\lceil \frac{dAB}{dt} \right\rceil = \frac{\text{Mol}}{l\,s}$$

$$\left\lceil \frac{dAB}{dt} \right\rceil = \frac{\text{Mol}}{ls} \qquad [A] = [B] = \frac{\text{Mol}}{l} \qquad <=> \qquad [k_{AB}] = \frac{l}{\text{Mol } s}$$

$$[k_{AB}] = \frac{l}{\text{Mol } s}$$

stochastic

$$[N_{AB}] = [N_A] = [N_B] = 1$$
 <=> $[P_{AB}] = 1$

$$[P_{AB}] = 1$$

Direct Implementation

$$A + B \Rightarrow AB$$

```
Continuous_AB.pv
* continuous association of A and B
# parameter
tiled = 5.8
45 = 8,81
volume = 100,0
* rists and probability
146 × 1.0
prob = k/40 * dt / volume
· initial conditions: particle numbers
0 = 1000
AC - 0
* convert to dansities
A = R/volume
8 = B/Volume
ritio = ritio/volume
# mg/m Good
1 - 0.0
print t. "\A", A. "\A", B. "\A", AB
white(t(tbid))
   disc + dt + kill + A + B
    10 +1 490
    A -+ -516
    B -+ 490
    * increment time and output
    1 -- 41
    print t, "\t", A, "\t", B, "\t", AD
                                                   34 1
```

```
# Stochastic AB pv
* Stochastic association of A + E +> AB
litporit randos
* conceeter
ting = 5.8
45 - 0.01
100um + 100.0

    rate and probability.

MR = 1.8
prob * k/60 * dt / volume

    initial conditions

A = 1000
6 = 1999
AR - 8
* males been
t = 0.0
print t, "\t", R/volume, "\t", R/volume, "\t", AR/volume
white(titled):
   d10 = 0
    * sheek for every pair R. B.
    for its in arrange(A):
     for its in urange(83);
            r = randos_randos()
            if (in 4 prob.):
    8 -+ 366
    8 -+ 490

    increment time and output

    print t, "\t", A/volume, "\t", B/volume, "\t", AB/volume
                                                               14 1
```

Note: both versions are didactic implementations

Example: Chained Reactions

$$A \Rightarrow B \Rightarrow C$$

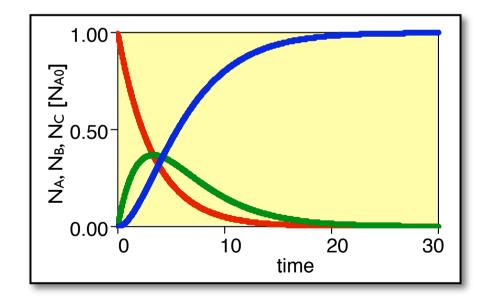
Rates:

$$\frac{dA}{dt} = -k_1 A$$

$$\frac{dA}{dt} = -k_1 A \qquad \qquad \frac{dB}{dt} = k_1 A - k_2 B \qquad \qquad \frac{dC}{dt} = k_2 B$$

$$\frac{dC}{dt} = k_2 B$$

Time course from continuous rate equations (benchmark):

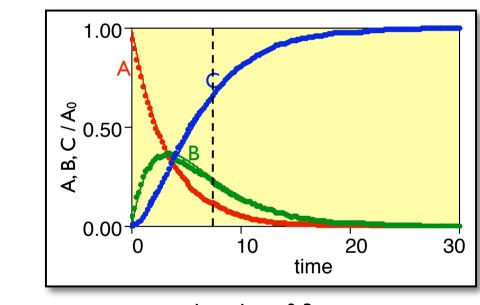


$$k_1 = k_2 = 0.3$$
 (units?)

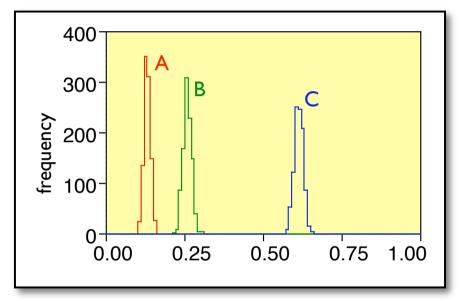
Stochastic Implementation

 $A_0 = 1000$ particles initially

t = 7



 $k_1 = k_2 = 0.3$

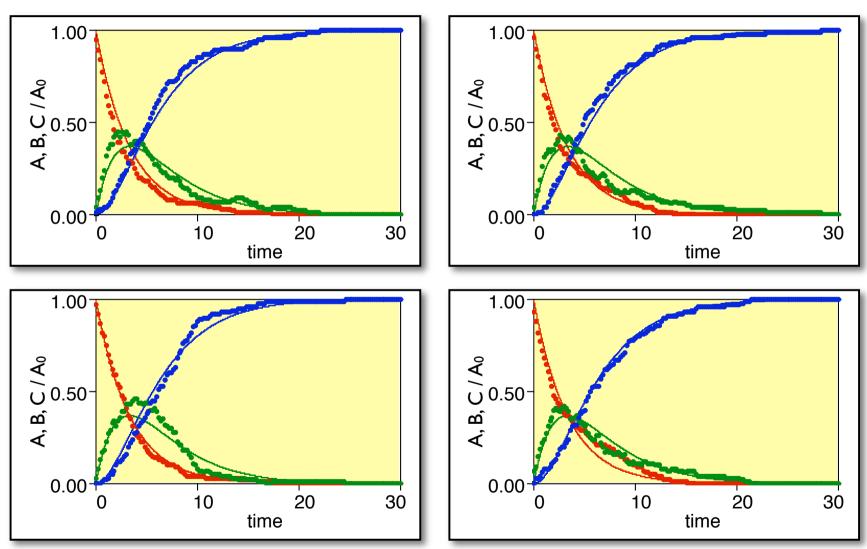


Values at t = 7 (1000 tries)

=> Stochastic version exhibits fluctuations

Less Particles => Larger Fluctuations

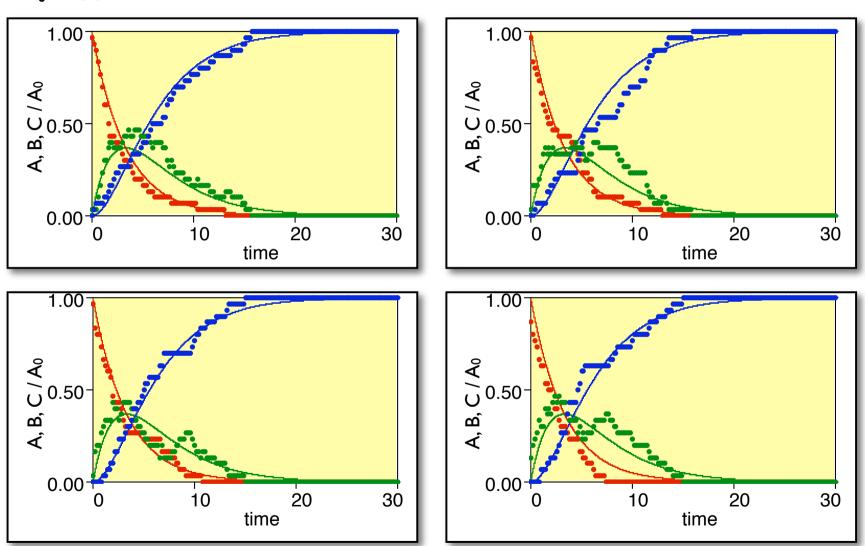
 $A_0 = 100$



Bioinformatics 3 – WS 13/14

Even Less Particles





Spread vs. Particle Number

Poisson: relative fluctuations $\propto 1/\sqrt{N}$

Repeat calculation 1000 times and record values at t = 7.

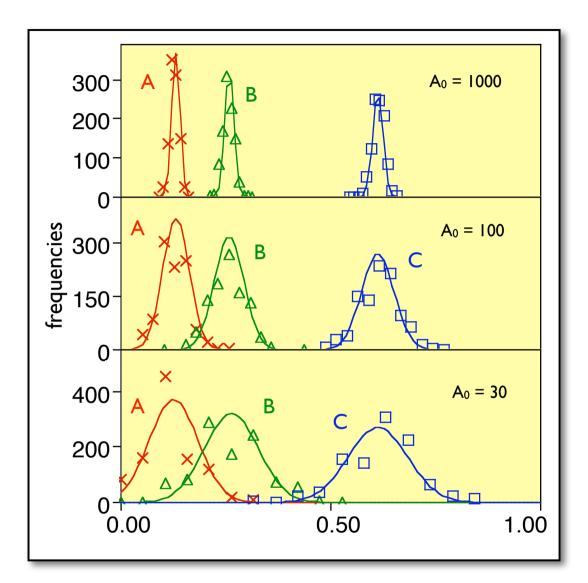
Fit distributions with Gaussian (Normal distribution)

$$g(x) = \exp\left[-\frac{(x - \langle x \rangle)^2}{w/\sqrt{A_0}}\right]$$

$$= 0.13, w_A = 0.45$$

$$\langle B \rangle = 0.26, \ \ W_B = 0.55$$

$$<$$
C $> = 0.61, wC = 0.45$



Stochastic Propagation

Naive implementation:

```
For every timestep:
    events = 0
    For every possible pair of A, B:
        get random number r ∈ [0, 1)
        if r ≤ P<sub>AB</sub>:
            events++
        AB += events
        A, B -= events
```

Problems?

- + very simple
- + direct implementation of the underlying process
- runtime $O(N^2)$
- first order approximation
- one trajectory at a time

Determine complete More efficient
probability distribution propagation
=> Master equation => Gillespie algorithm

=> how to do **better**???

A Fast Algorithm

2340 Caniel T. Gillespie

Exact Stochastic Simulation of Coupled Chemical Reactions

Daniel T. Gillespie*

Research Department, Navai Weapons Center, China Lake, California 93555 (Received May 12, 1977)

Publication costs assisted by the Naval Weapons Center

There are two formalisms for mathematically describing the time behavior of a spatially homogeneous chemical system: The deterministic approach regards the time evolution as a continuous, wholly predictable process which is governed by a set of coupled, ordinary differential equations (the "reaction-rate equations"); the stochastic approach regards the time evolution as a kind of random-walk process which is governed by a single differential-difference equation (the "master equation"). Fairly simple kinetic theory arguments show that the stochastic formulation of chemical kinetics has a firmer physical basis than the deterministic formulation, but unfortunately the stochastic master equation is often mathematically intractable. There is, however, a way to make exact numerical calculations within the framework of the stochastic formulation without having to deal with the master equation directly. It is a relatively simple digital computer algorithm which uses a rigorously derived Monte Carlo procedure to numerically simulate the time evolution of the given chemical system. Like the master equation, this "stochastic simulation algorithm" correctly accounts for the inherent fluctuations and correlations that are necessarily ignored in the deterministic formulation. In addition, unlike most procedures for numerically solving the deterministic reaction-rate equations, this algorithm never approximates infinitesimal time increments of by finite time steps \(\Delta t \). The feasibility and utility of the simulation algorithm are demonstrated by applying it to several well-known model chemical systems, including the Lotka model, the Brusselator, and the Oregonator.

D. Gillespie, J. Phys. Chem. **81** (1977) 2340–2361

Gillespie – Step 0

Decay reation: $A \Rightarrow \emptyset$

Probability for one reaction in $(t, t+\Delta t)$ with A(t) molecules = A(t) k Δt

Naive Algorithm:

```
A = A0
For every timestep:
get random number r ε [0, 1)
if r ≤ A*k*dt:
A = A-1
```

It works, but: A*k*dt << I for accuracy

=> many many steps where nothings happens

=> adaptive stepsize method?

Gillespie – Step I

Idea: Figure out **when** the **next reaction** will take place!

(In between the discrete events nothing happens anyway ...:-)

Suppose A(t) molecules in the system at time t

f(A(t), s) = probability that with A(t) molecules the next reaction takes place in (t+s, t+s+ds) with ds => 0

g(A(t), s) = probability that with A(t) molecules no reaction occurs in (t, t+s)

Then:
$$f(A(t),s) ds = g(A(t),s) A(t+s) k ds$$

No reaction during (t, t+s):

$$f(A(t),s) ds = g(A(t),s) \underbrace{A(t)kds}_{\text{probability for reaction in (t+s, t+s+ds)}}$$

Probability for (No Reaction)

Now we need g(A(t), s)

Extend g(A(t), s) a bit:

$$g(A(t),s+ds) = g(A(t),s) [1-A(t+s)kds]$$

Again A(t+s) = A(t) and resorting:

$$\lim_{ds \to 0} \frac{g(A(t), s + ds) - g(A(t), s)}{ds} = \frac{dg(A(t), s)}{ds} = -A(t)k g((A(t), s))$$

With g(A, 0) = I ("no reaction during no time")

=> Distribution of waiting times between discrete reaction events:

$$g(A(t),s) = \exp[-A(t)ks]$$

Life time = average waiting time:
$$s_0 = \frac{1}{kA(t)}$$

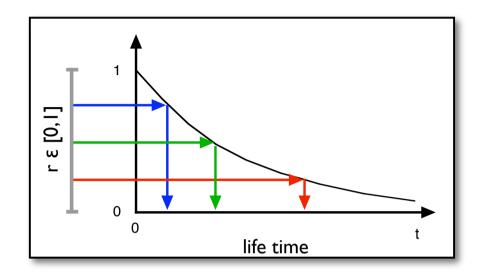
Exponentially Distributed Random Numbers

Exponential probability distribution:

$$g(A(t),s) = \exp[-A(t)ks]$$

Solve
$$r = \exp[-A(t)ks]$$
 for s:

$$s = \frac{1}{kA(t)} \ln \left[\frac{1}{r} \right] = \frac{1}{\alpha_0} \ln \left[\frac{1}{r} \right]$$



Simple Gillespie algorithm:

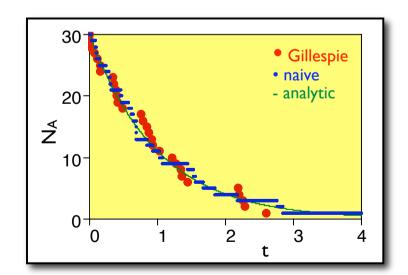
Gillespie vs. Naive Algorithm

Naive:

"What is the probability that an event will occur during the next Δt ?"

=> small fixed timesteps

=> 1st order approximation

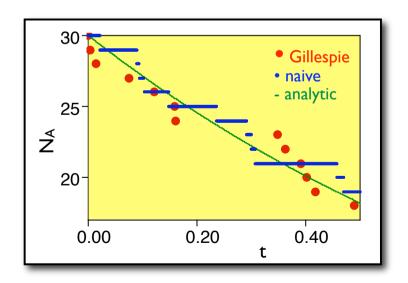


Gillespie:

"How long will it take until the next event?"

=> variable timesteps

=> exact

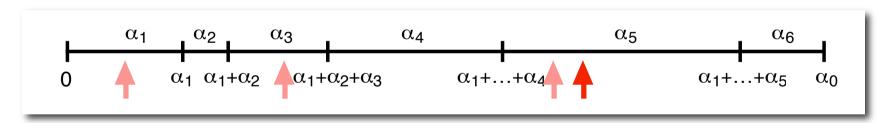


Gillespie – Complete

For an arbitrary number of reactions (events):

- (i) determine probabilities for the individual reactions: α_i i=1,...,N total probability $\alpha_0 = \sum \alpha_i$
- (ii) get time s until next event in any of the reactions: $s = \frac{1}{\alpha_0} \ln \left[\frac{1}{r_1} \right]$
- (iii) Choose the next reaction j from:

$$\sum_{i=1}^{j-1} \alpha_i \leq \alpha_0 r_2 < \sum_{i=1}^{j} \alpha_i$$



(iv) update time and particle numbers

An Example with Two Species

$$A + A \stackrel{k_1}{=} \emptyset$$

Reactions:
$$A + A \stackrel{k_1}{=} \emptyset$$
 $A + B \stackrel{k_2}{=} \emptyset$ $\emptyset \stackrel{k_3}{=} A$ $\emptyset \stackrel{k_4}{=} B$

$$\emptyset \stackrel{k_3}{=>} A$$

$$\emptyset \stackrel{k_4}{=>} B$$

Continuous rate equations:
$$\frac{dA}{dt} = k_3 - 2A^2k_1 - ABk_2$$
 $\frac{dB}{dt} = k_4 - ABk_2$

$$\frac{dB}{dt} = k_4 - ABk_2$$

Stationary state:
$$A_{ss}=\sqrt{\frac{k_3-k_4}{2k_1}}$$
 $B_{ss}=\frac{k_4}{k_2A}$

$$B_{ss} = \frac{k_4}{k_2 A}$$

with

$$k_1 = 10^{-3} \text{ s}^{-1}$$
 $k_2 = 10^{-2} \text{ s}^{-1}$ $k_3 = 1.2 \text{ s}^{-1}$ $k_4 = 1 \text{ s}^{-1}$

$$k_2 = 10^{-2} \text{ s}^{-1}$$

$$k_3 = 1.2 \text{ s}^{-1}$$

$$k_4 = 1 s^{-1}$$

$$=> A_{ss} = 10, B_{ss} = 10$$

Chemical master equation:

$$\frac{\mathrm{d}p_{n,m}}{\mathrm{d}t} = k_1(n+2)(n+1) p_{n+2,m} - k_1 n(n-1) p_{n,m} + k_2(n+1)(m+1) p_{n+1,m+1} - k_2 n m p_{n,m} + k_3 p_{n-1,m} - k_3 p_{n,m} + k_4 p_{n,m-1} - k_4 p_{n,m}$$

Gillespie Algorithm

- (a4) Generate two random numbers r_1 , r_2 uniformly distributed in (0,1).
- (b4) Compute the propensity functions of each reaction by $\alpha_1 = A(t)(A(t)-1)k_1$, $\alpha_2 = A(t)B(t)k_2$, $\alpha_3 = k_3$ and $\alpha_4 = k_4$. Compute $\alpha_0 = \alpha_1 + \alpha_2 + \alpha_3 + \alpha_4$.
- (c4) Compute the time when the next chemical reaction takes place as $t+\tau$ where

$$\tau = \frac{1}{\alpha_0} \ln \left[\frac{1}{r_1} \right]. \tag{2.29}$$

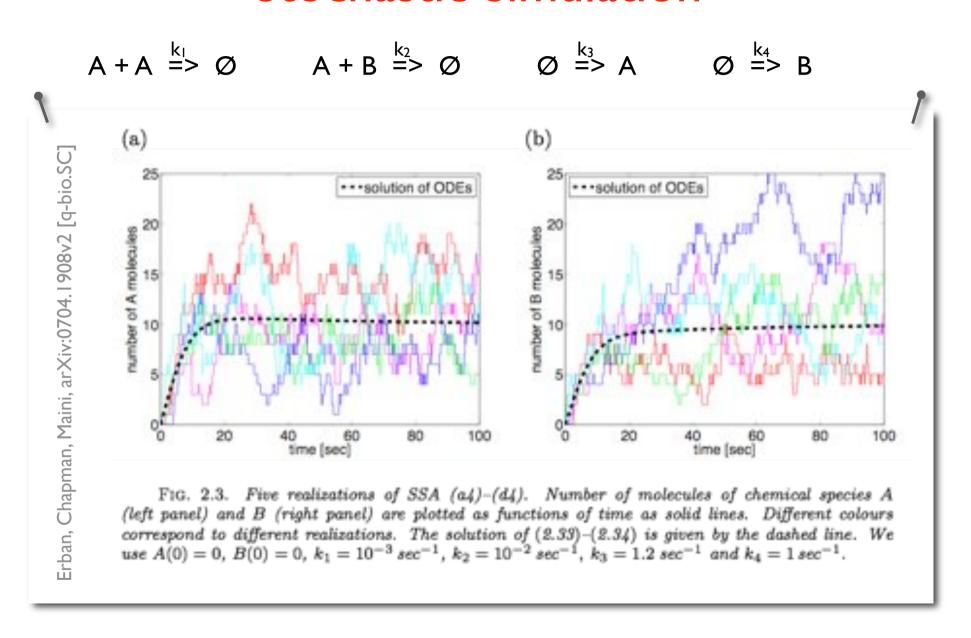
(d4) Compute the number of molecules at time $t + \tau$ by

$$A(t + \tau) = \begin{cases} A(t) - 2 & \text{if } 0 \leq r_2 < \alpha_1/\alpha_0; \\ A(t) - 1 & \text{if } \alpha_1/\alpha_0 \leq r_2 < (\alpha_1 + \alpha_2)/\alpha_0; \\ A(t) + 1 & \text{if } (\alpha_1 + \alpha_2)/\alpha_0 \leq r_2 < (\alpha_1 + \alpha_2 + \alpha_3)/\alpha_0; \\ A(t) & \text{if } (\alpha_1 + \alpha_2 + \alpha_3)/\alpha_0 \leq r_2 < 1; \end{cases}$$
(2.30)

$$B(t + \tau) = \begin{cases}
B(t) & \text{if } 0 \leq r_2 < \alpha_1/\alpha_0; \\
B(t) - 1 & \text{if } \alpha_1/\alpha_0 \leq r_2 < (\alpha_1 + \alpha_2)/\alpha_0; \\
B(t) & \text{if } (\alpha_1 + \alpha_2)/\alpha_0 \leq r_2 < (\alpha_1 + \alpha_2 + \alpha_3)/\alpha_0; \\
B(t) + 1 & \text{if } (\alpha_1 + \alpha_2 + \alpha_3)/\alpha_0 \leq r_2 < 1;
\end{cases}$$
(2.31)

Then continue with step (a4) for time $t + \tau$.

Stochastic Simulation



Distribution of Stationary States

$$A + A \stackrel{k_1}{=} \emptyset$$
 $A + B \stackrel{k_2}{=} \emptyset$ $\emptyset \stackrel{k_3}{=} A$ $\emptyset \stackrel{k_4}{=} B$

$$A + B \stackrel{k_2}{=} \emptyset$$

$$\emptyset \stackrel{k_3}{=>} A$$

$$\emptyset \stackrel{k_4}{=} \triangleright E$$

$$k_1 = 10^{-3} \text{ s}^{-1}$$
 $k_2 = 10^{-2} \text{ s}^{-1}$ $k_3 = 1.2 \text{ s}^{-1}$

$$k_2 = 10^{-2} \text{ s}^{-1}$$

$$k_3 = 1.2 \text{ s}^{-1}$$

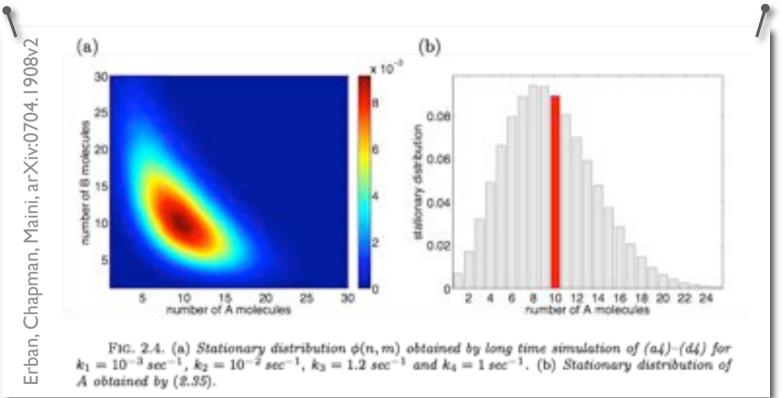
$$k_4 = 1 s^{-1}$$

Continuous model:

$$A_{ss} = 10, B_{ss} = 10$$

From long—time Gillespie runs:

$$= 9.6, = 12.2$$



Stochastic vs. Continuous

For **many** simple systems:

stochastic solution looks like noisy deterministic solution

Some more examples, where stochastic description gives qualitatively different results

- swapping between two stationary states
- noise-induced oszillations
- Lotka-Volterra with small populations
- sensitivity in signalling

Two Stationary States

$$2A \stackrel{k_1}{\longleftrightarrow} 3A$$

$$\emptyset \overset{k_3}{\underset{k_4}{\longleftarrow}} A$$

 $2A \stackrel{k_1}{\longleftrightarrow} 3A$, $\emptyset \stackrel{k_3}{\longleftrightarrow} A$ F. Schlögl, Z. Physik **253** (1972) 147–162

$$\frac{dA}{dt} = k_1 A^2 - k_2 A^3 + k_3 - k_4 A$$

$$k_1 = 0.18 \text{ min}^{-1}$$

$$k_1 = 0.18 \text{ min}^{-1}$$
 $k_2 = 2.5 \times 10^{-4} \text{ min}^{-1}$ $k_3 = 2200 \text{ min}^{-1}$ $k_4 = 37.5 \text{ min}^{-1}$

$$k_3 = 2200 \text{ min}^{-1}$$

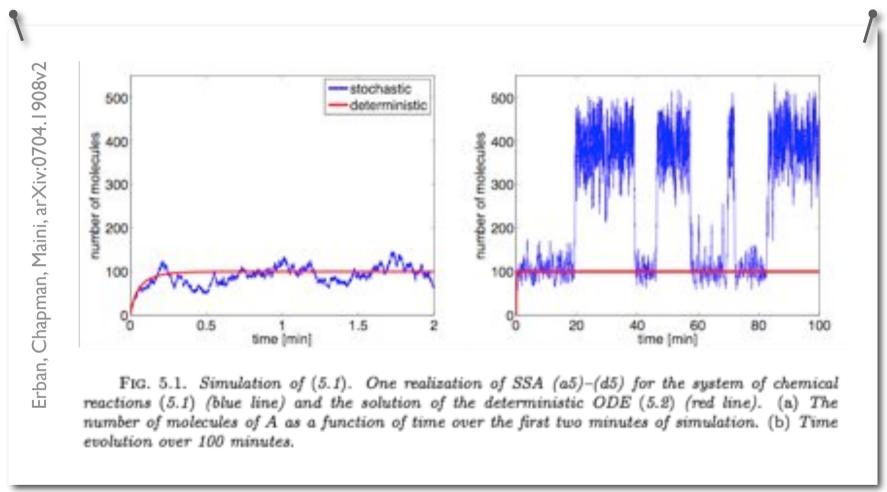
$$k_4 = 37.5 \text{ min}^{-1}$$

Stationary states:
$$A_{s1} = 100$$
, $A_{s2} = 400$ (stable) $A_u = 220$ (unstable)

$$A_u = 220$$
 (unstable)

=> Depending on initial conditions (A(0) <> 220), the deterministic system goes into A_{s1} or A_{s2} (and stays there).

Two States – Stochastic



=> Fluctuations can drive the system from one stable state into another

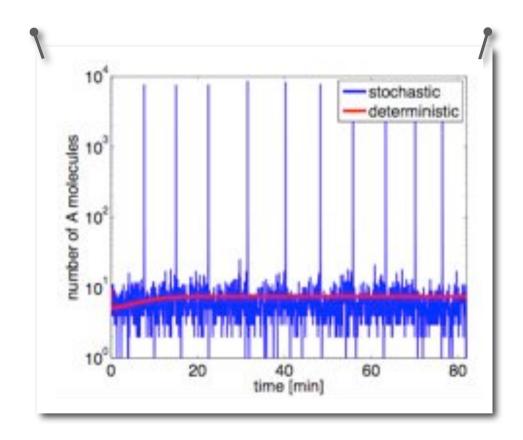
Self-Induced Stochastic Resonance

System

$$\emptyset \stackrel{k_4}{=>} B$$

Compare the time evolution from initial state (A, B) = (10, 10)in deterministic and stochastic simulations.

- => **deterministic** simulation converges to and stays at fixed point (A, B) = (10, 1.1e4)
- => periodic **oscillations** in the **stochastic** model



Summary

Today:

- Mass action kinetics
 - => solving (integrating) differential equations for time-dependent behavior
 - => Forward-Euler: extrapolation, time steps
- Stochastic Description
 - => why stochastic?
 - => Gillespie algorithm
 - => different dynamic behavior

Bioinformatics 3 – WS 13/14 V 21 – 45