

Game of Apoptosis

You Win or You Die

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SBL702: Systems Biology, Term Paper Presentation, 19th November, 2014

Apoptosis - Background

- It is a process of 'Programmed Cell Death'
- Regulated via Biochemical mechanisms
- Vital processes:
 - Maintaining cell population in tissues
 - Removing the cells that are no longer needed
 - Removing dysfunctional cells
- A faulty apoptosis mechanism:
 - neurodegenerative diseases
 - ischemic damage
 - autoimmune disorders, cancer, etc.

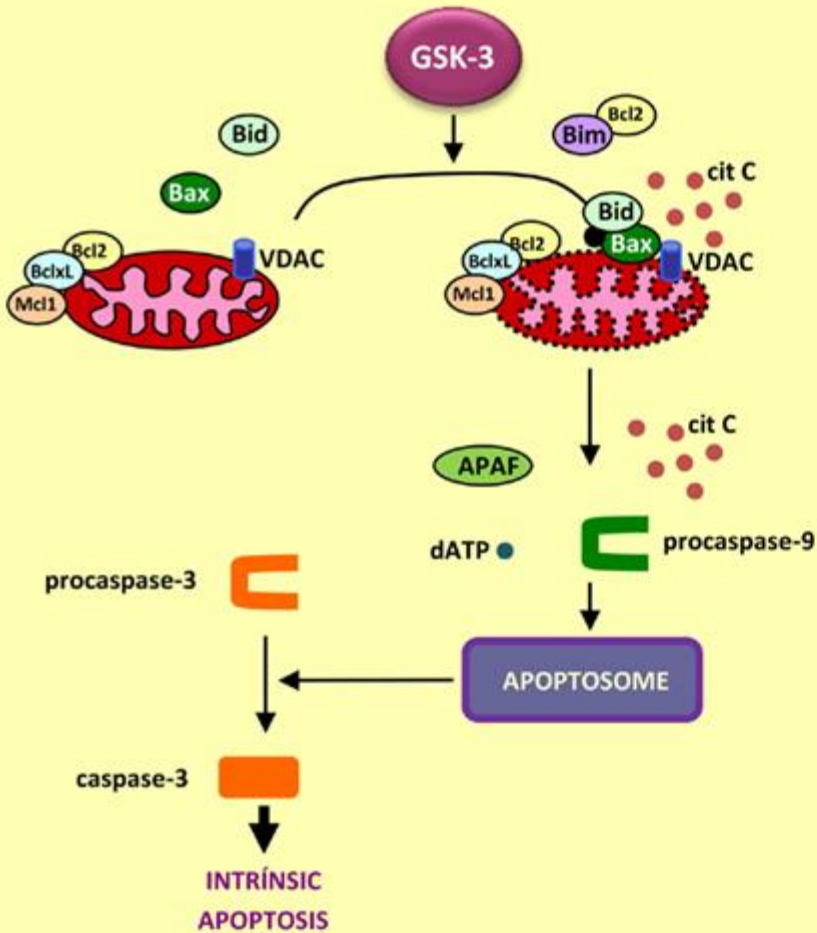
Two Pathways

- Mitochondrial Regulation - *Intrinsic*
 - Apoptotic proteins
 - ➔ Mitochondrial swelling/membrane pores
 - ➔ Apoptotic effectors leak out
 - Cytochrome C from mitochondria
- Direct Signal Transduction - *Extrinsic*
 - TNF Induced
 - Fas-Fas ligand-mediated model

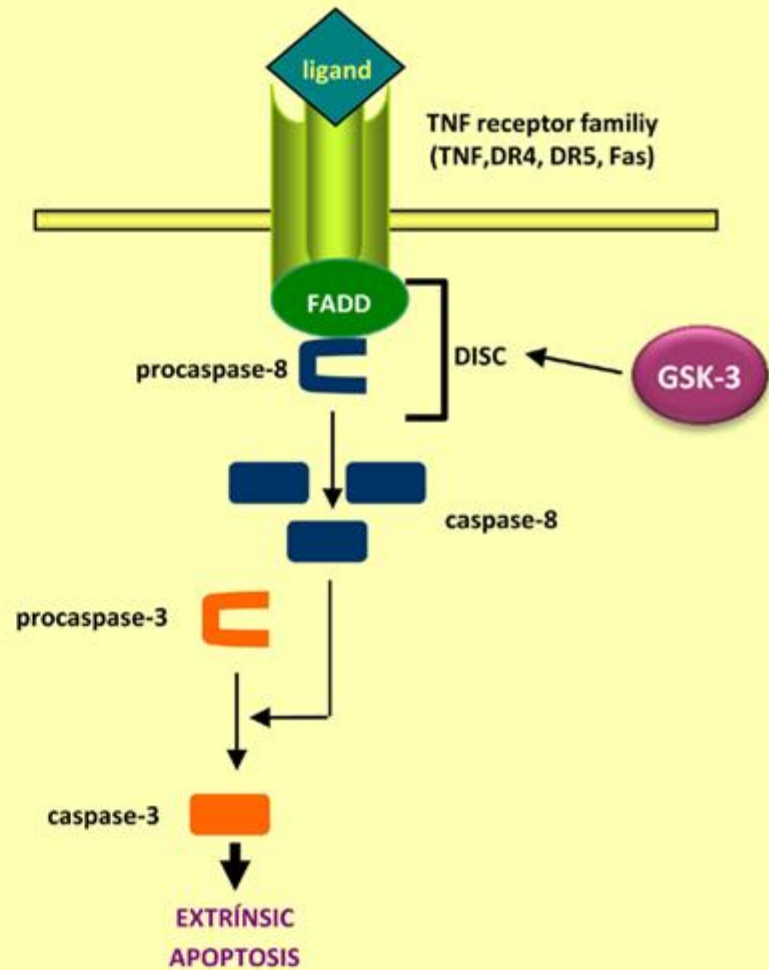
Cell Degradation

- Organized degradation of cellular organelles by activated proteolytic caspases
- Breakdown of the proteinaceous cytoskeleton by caspases
- Pyknosis - condensation of chromatin
- Karyorrhexis – DNA fragmentation

INTRINSIC PATHWAY

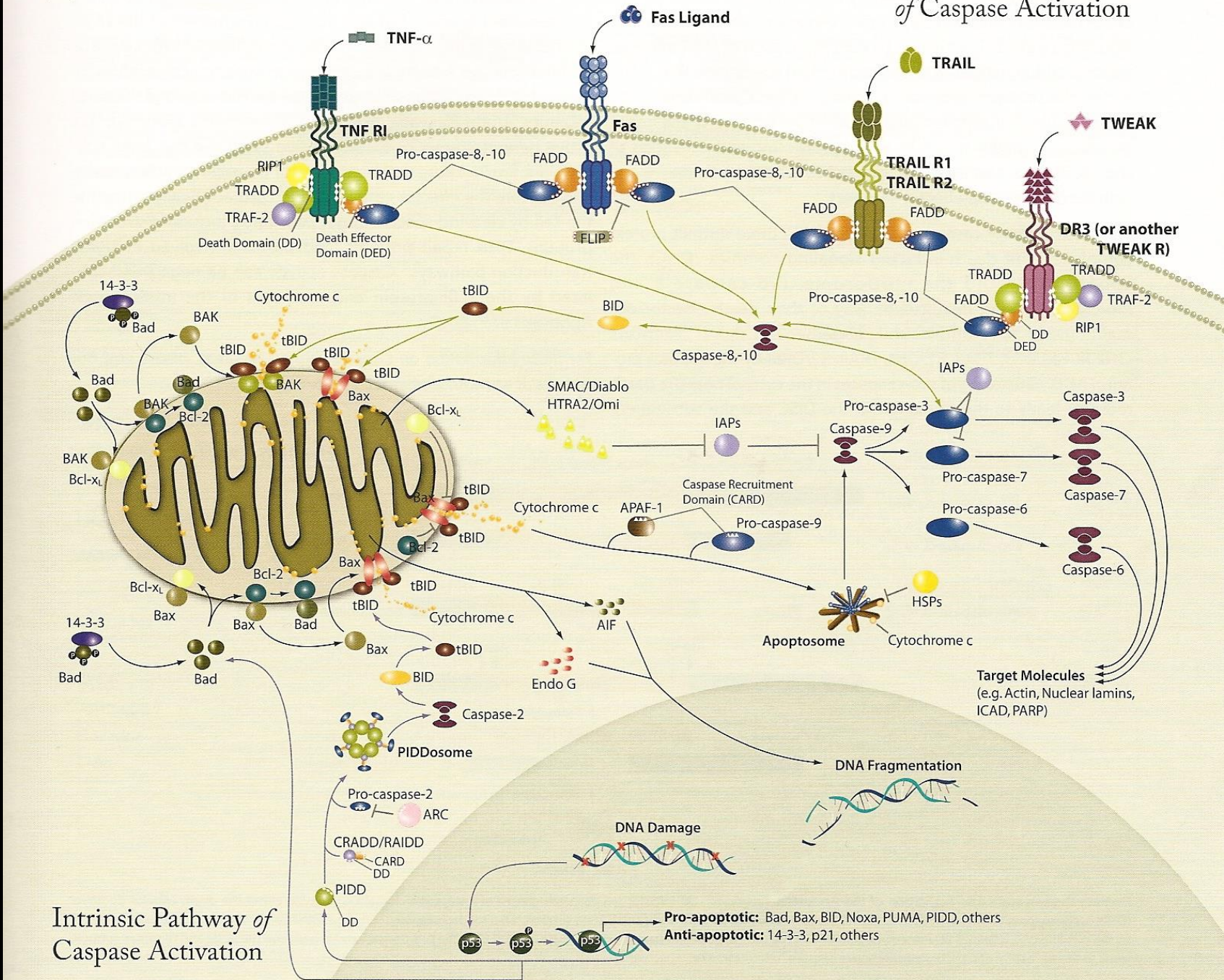


EXTRINSIC PATHWAY



Apoptosis-related molecules

Extrinsic Pathway of Caspase Activation



Modelling the Pathway

- Signal → Surviving outcome OR Apoptosis
- Stability of the network [definite trigger]
- Irreversibility of the survival to apoptotic transition
[Once started cannot be stopped, attributed to non-linear dynamics associated with feedback loops]
- ODE vs. Boolean Analysis
 - Complex dynamics
 - Not every system property is known
 - Difficult to explore the initial condition states
 - Building a complete big picture

Apoptosis - Boolean Model

- 40 Nodes (including two inputs: TNF, GF and one output: DNA Damage Event)
- Both Anti Apoptosis and Pro Apoptosis pathways considered for a better picture
- Both Intrinsic and Extrinsic pathways considered for a complete picture*
- Identify key network components

*Model based on extensive literature review as well as expert-curated databases, especially *reactome*.



Contents lists available at ScienceDirect

Journal of Theoretical Biology

journal homepage: www.elsevier.com/locate/yjtbi



Boolean network-based analysis of the apoptosis network: Irreversible apoptosis and stable surviving

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ARTICLE INFO

Article history:

Received 25 November 2008

Received in revised form

19 April 2009

Accepted 21 April 2009

Available online 5 May 2009

Keywords:

Signal transduction network

Irreversibility

Stability

Feedback loops

Lethal initial states

Robustness

REACTOME
A CURATED PATHWAY DATABASE

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About Reactome

Reactome is a free, open-source, curated and peer reviewed pathway database. Our goal is to provide intuitive bioinformatics tools for the visualization, interpretation and analysis of pathway knowledge to support basic research, genome analysis, modeling, systems biology and education. The current version (v50) of Reactome was released on October 8, 2014.

Tweets

Current Version: Reactome hits 50

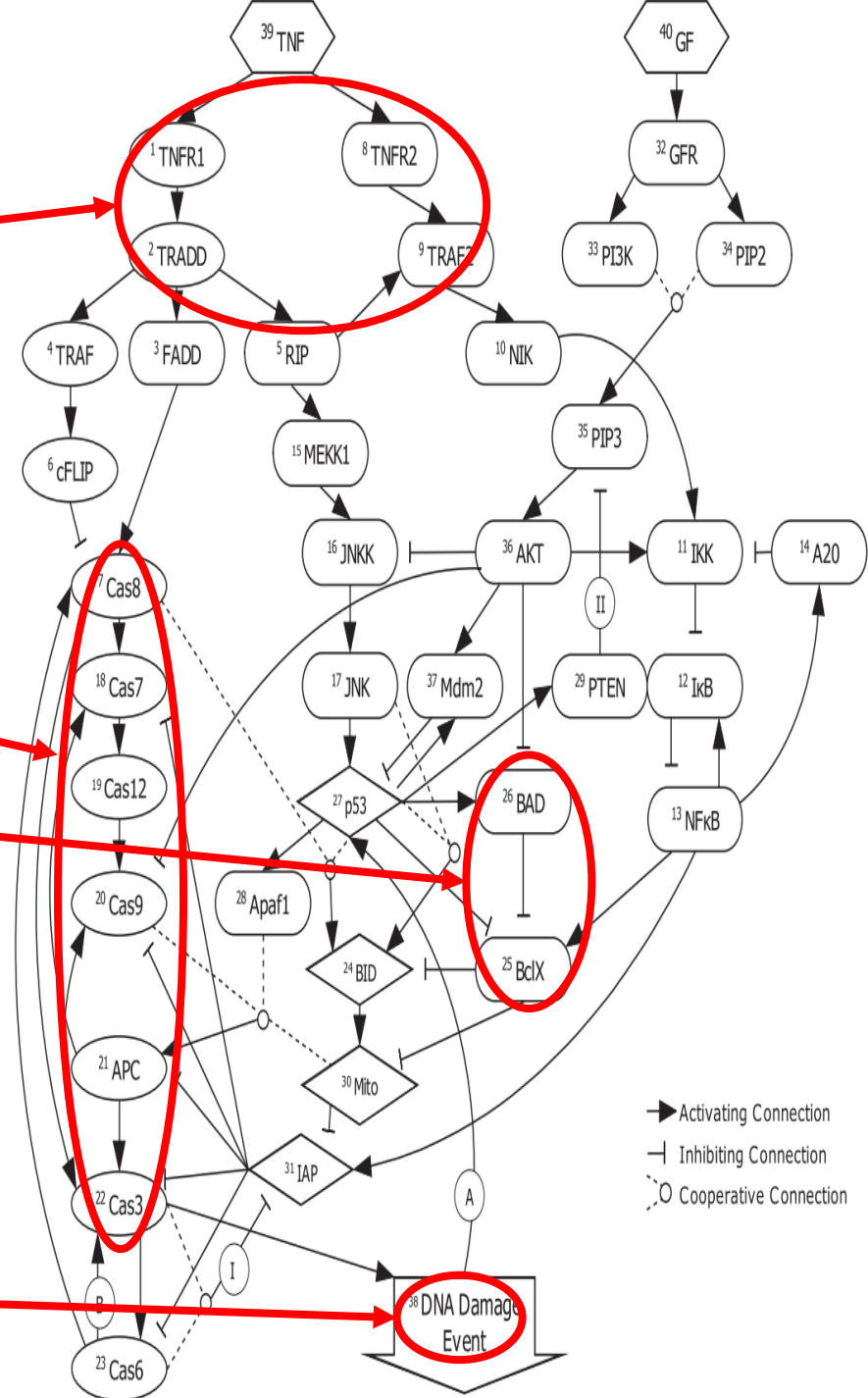
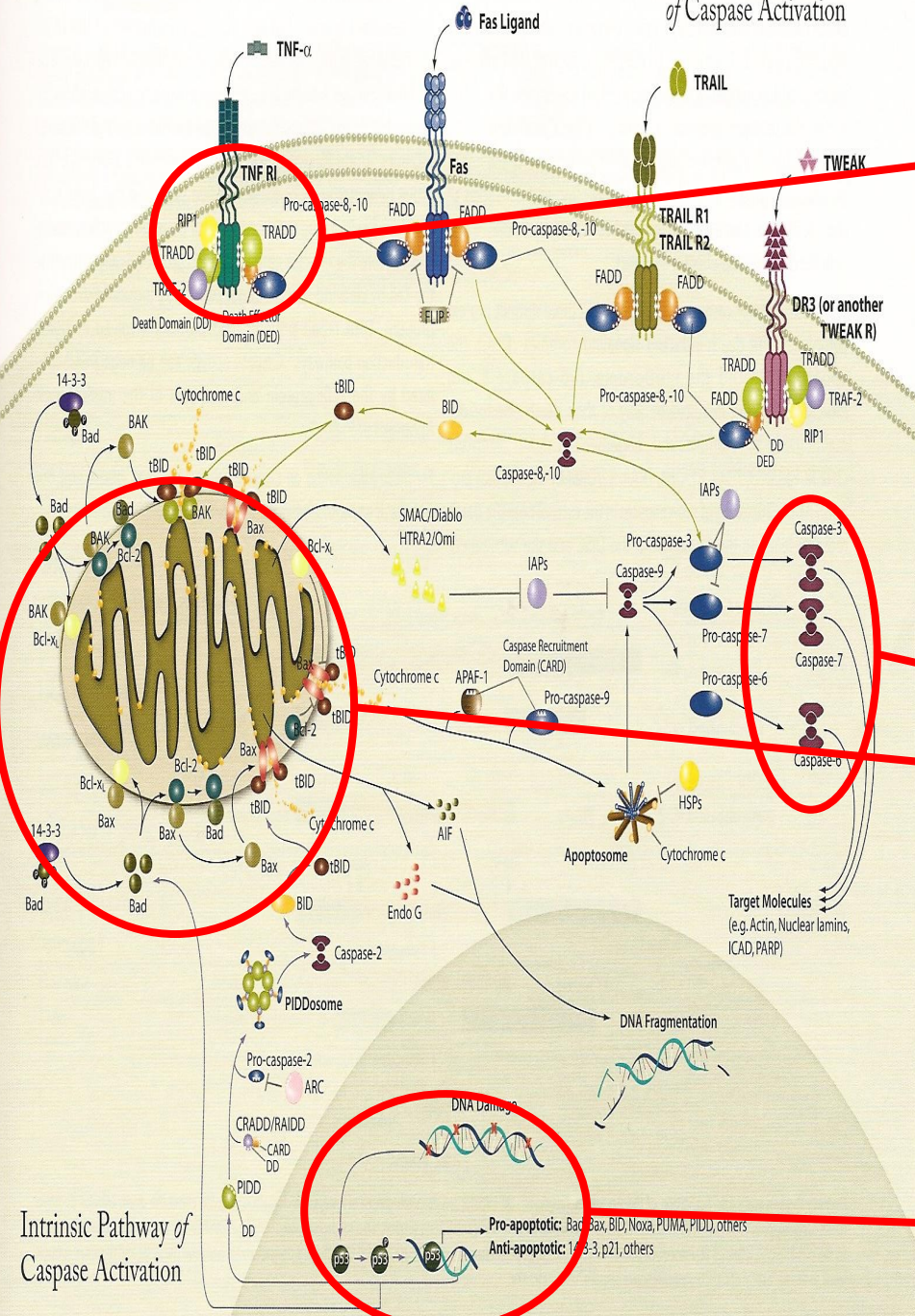
reactome @reactome 6 Nov
Great @NatureProtocols paper by Scooter Morris interpreting PPI data derived from AP-MS experiments, bit.ly/10VDk9j #cytoscape

reactome @reactome 31 Oct
Witches and Pumpkins.....Feeling the Halloween Spirit on All Hallows' Eve #bioinformatics #JackOLantern pict.twitter.com/rCbtl8j2

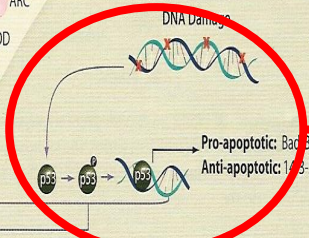
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Apoptosis-related molecules

Extrinsic Pathway of Caspase Activation



Intrinsic Pathway of Caspase Activation



→ Activating Connection
 —|— Inhibiting Connection
 ○ Cooperative Connection

Rules of the *Game*

- Dynamics:

$$S_i(t + 1) = \begin{cases} \text{OFF} & \text{if } A_i(t) < H_i(t), \\ \text{ON} & \text{if } A_i(t) > H_i(t), \\ S_i(t) & \text{if } A_i(t) = H_i(t). \end{cases}$$

- DNA Damage is a special case
- Ending criteria and ending states:
 - DNA damage event has remained continuously on for a predefined number of steps (APOP_THRESH) → Apoptosis
 - Maximum number of steps have been reached (NUM_STEPS) → Survival

#	Node	Type	Condition	Contribution
1	TNFR1	activating	TNF ON	1
		inhibiting	TNF OFF	1
2	TRADD	activating	TNFR1 ON	1
		inhibiting	TNFR1 OFF	1
3	TRAF	activating	TRADD ON	1
		inhibiting	TRADD OFF	1
4	FADD	activating	TRADD ON	1
		inhibiting	TRADD OFF	1
5	RIP	activating	TRADD ON	1
		inhibiting	TRADD OFF	1
6	cIAP	activating	TRAF ON	1
		inhibiting	TRAF OFF	1
7	Cas8	activating	FADD ON	1
		activating	Cas6 ON	1
		inhibiting	cIAP ON	1
8	TNFR2	activating	TNF ON	1
		inhibiting	TNF OFF	1
9	TRAF2	activating	RIP ON	1
		inhibiting	TNFR2 ON	2
			RIP OFF	1
10	NIK	activating	TRAF2 ON	1
		inhibiting	TRAF2 OFF	1
11	IKK	activating	NIK ON	1
			Akt ON	1
		inhibiting	A20 ON	3
			NIK OFF and Akt OFF	1

The screenshot shows a Notepad window with the following table content:

File	Edit	Format	View	Help
1		39	1	1
1		39	-1	0
2		1	1	1
2		1	-1	0
3		2	1	1
3		2	-1	0
4		2	1	1
4		2	-1	0
5		2	1	1
5		2	-1	0
6		3	1	1
6		3	-1	0
7		4	1	1
7		23	2	1
7		6	-1	1
8		39	1	1
8		39	-1	0
9		5	1	1
9		8	-1	1
9		5	-2	0
10		9	1	1
10		9	-1	0
11		10	1	1
11		36	2	1
11		14	-1	1
11		10	-2	0
11		36	-2	0

Initialising the *Game*

- Initial States
 - 2^{37} ? Random initial states; probability of 0.5
 - Simulated using many initial states to get good statistics
 - How much is good enough?
- Input Signals

• No input	TNF OFF	GF OFF	00
• Only TNF	TNF ON		01
• Only GF		GF ON	10
• Both TNF & GF	TNF ON	GF ON	11

Metrics for Network Evaluation

– Part 1

- Lethal States:
 - Initial states that, independent of input, always end up in apoptosis. Natural?
- Apoptosis Ratios:
 - For each of the 4 signal combinations, evaluate the “probability” of state ending in apoptosis.

$$\text{Apop\%} = \frac{\text{Number of apoptotic initial states}}{\text{Total number of initial states}} \times 100\%$$

- $p(\text{ON}/\text{lethal_state})$
- Knockout experiments: removal of edges

Results and Comparisons - 1

- Apoptotic Ratio:

Comments	Apop%				# lethal states
	No signal	GF only	TNF only	Double Input	
IS=1000	53.6	53.3	70.7	66.4	533
	0.64	0.21	34.05	24.84	
IS=5000	55.98	55.76	69.94	66.28	2777
	0.99	0.49	32.39	24.16	
IS=10000	55.19	55.07	70.59	66.78	5477
	0.93	0.66	34.98	26.55	
	48	47	97	64	
IS=20000	55.575	55.415	71.1	67.225	11025
	1.00	0.65	35.60	26.96	

Results and Comparisons - 2

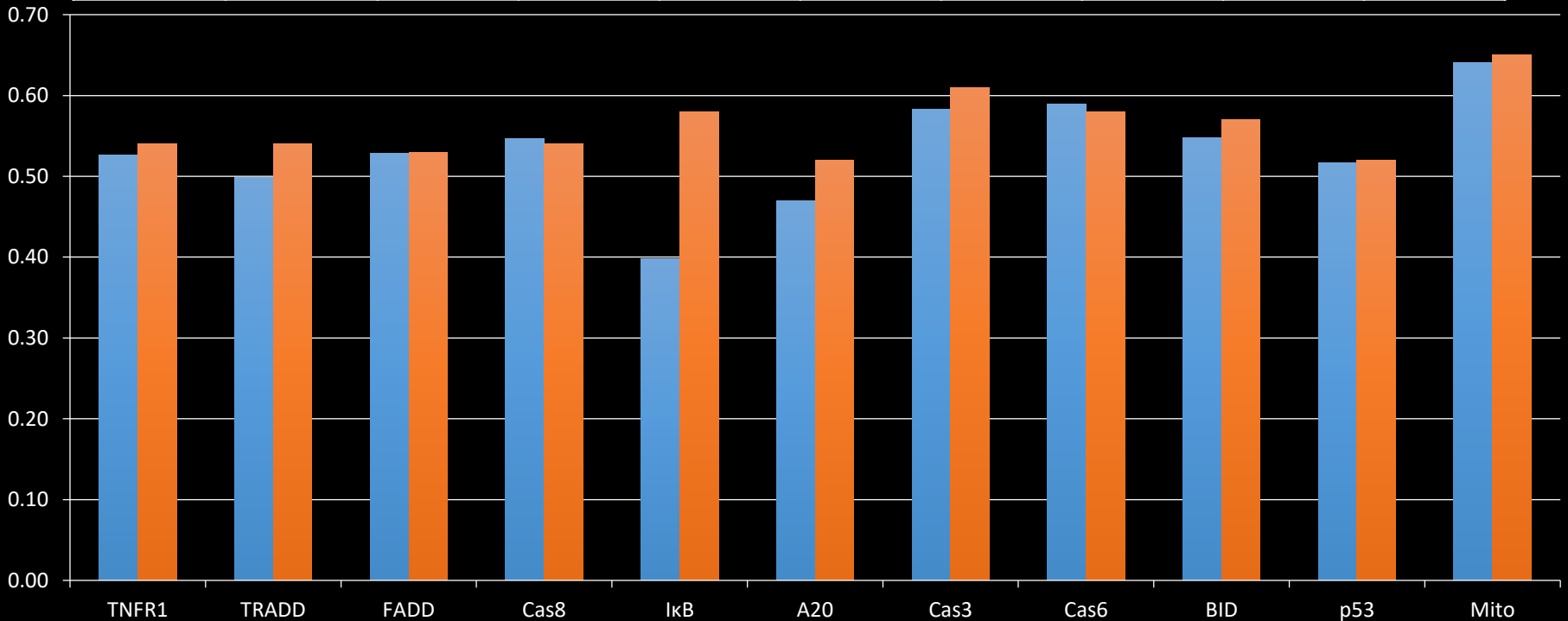
- Apoptotic Ratio

Comments	00	01	10	11
IS=10,000 / A	57.05	56.96	74.89	75.99
	0.88	0.67	42.05	44.59
	48	47	97	62
IS=10,000 / B	68.93	68.93	97.99	97.99
	0.00	0.00	93.53	93.53
	22	22	97	58
IS=10,000/ I	55.94	55.87	70.95	68.54
	0.97	0.81	34.70	29.29
	18	15	97	54
IS=10,000/ II	54.61	54.6	69.38	69.27
	0.90	0.87	33.14	32.90
	47	47	97	60

Results and Comparisons - 2

- $p(\text{ON}/\text{lethal_state})$ for important nodes: Pro-Apoptotic

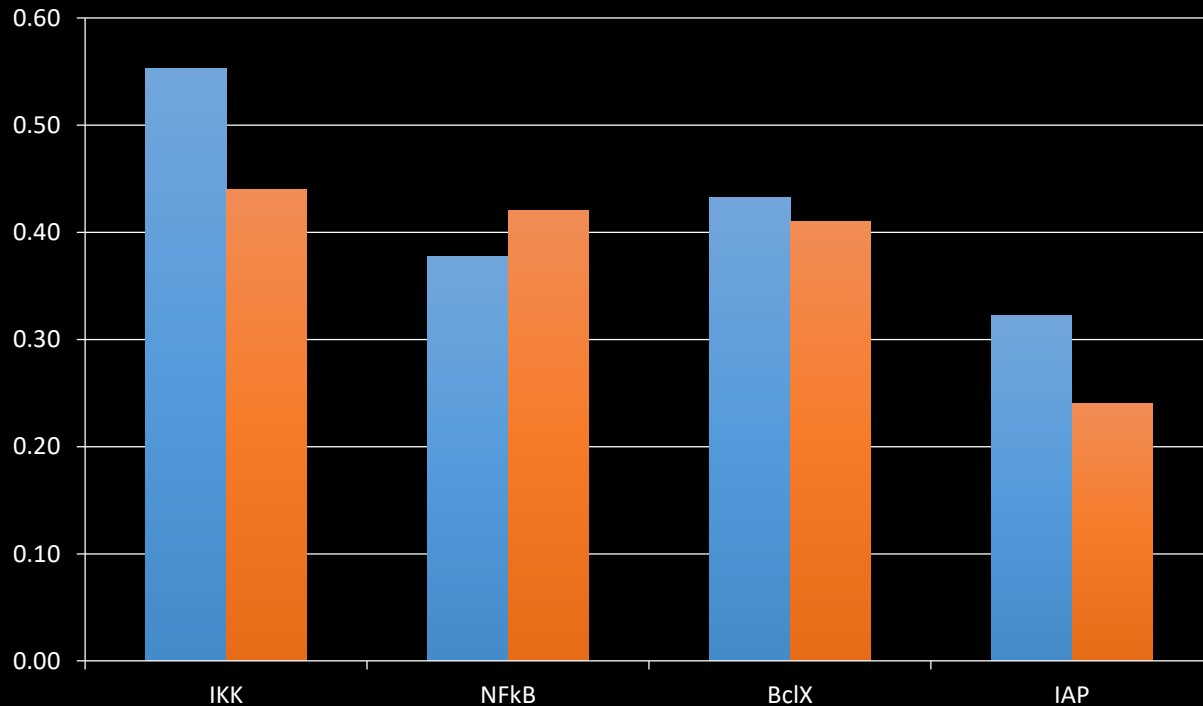
TNFR1	TRADD	FADD	Cas8	IkB	A20	Cas3	Cas6	BID	p53
0.53	0.50	0.53	0.55	0.40	0.47	0.58	0.59	0.55	0.52
0.54	0.54	0.53	0.54	0.58	0.52	0.61	0.58	0.57	0.52



Results and Comparisons - 3

- $p(\text{ON}/\text{lethal_state})$ for important nodes: Pro-Survival

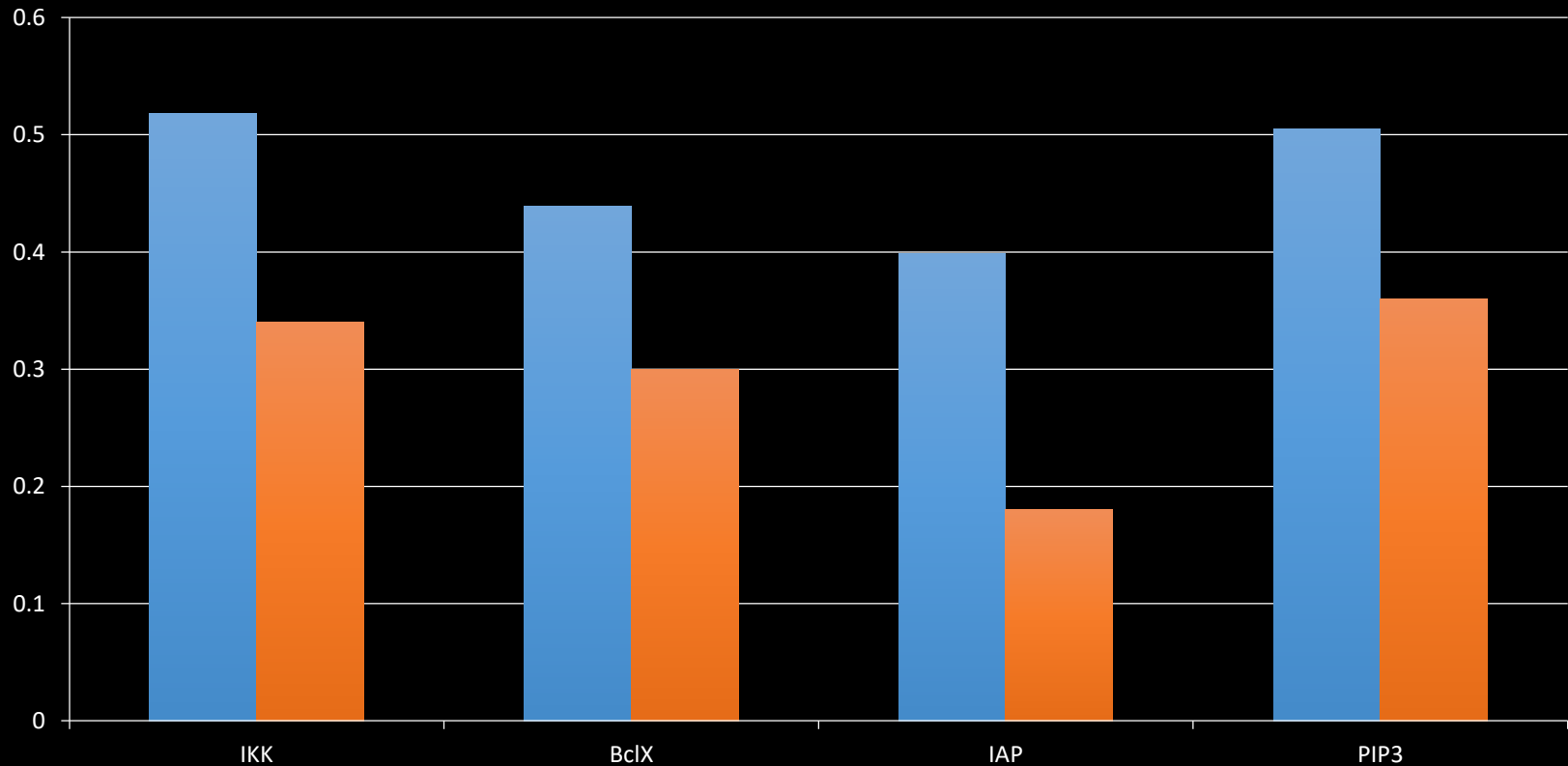
IKK	NFkB	BclX	IAP
0.55	0.38	0.43	0.32
0.44	0.42	0.41	0.24



Results and Comparisons - 4

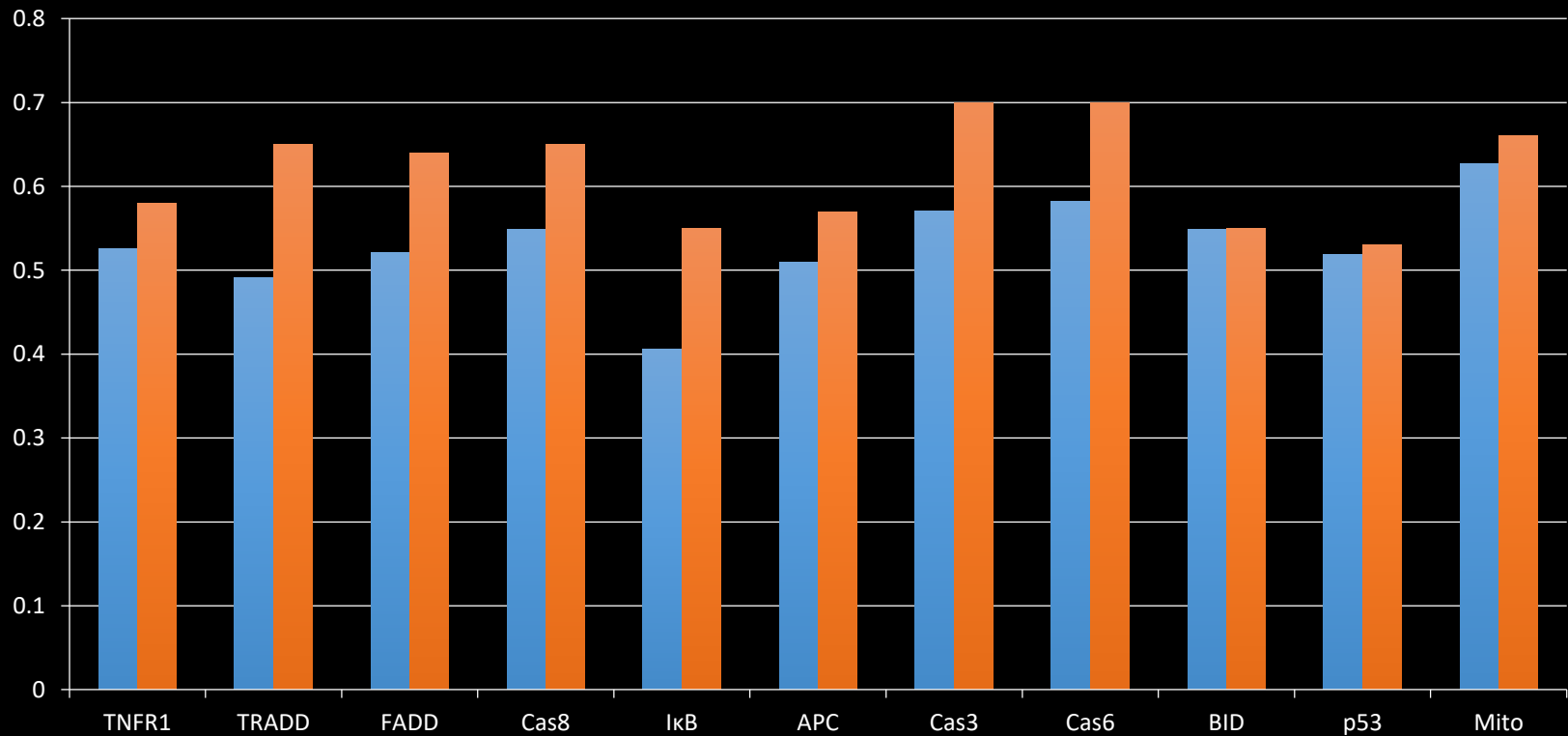
- $p(\text{ON}/\text{lethal_state})$ for important nodes: Pro-Survival – B loop elimination

IKK	BclX	IAP	PIP3
0.52	0.44	0.40	0.51
0.34	0.3	0.18	0.36



Results and Comparisons - 5

TNFR1	TRADD	FADD	Cas8	IκB	APC	Cas3	Cas6	BID	p53	Mito
0.53	0.49	0.52	0.54	0.40	0.51	0.57	0.58	0.55	0.52	0.63
0.58	0.65	0.64	0.65	0.55	0.57	0.7	0.7	0.55	0.53	0.66



Metrics for Network Evaluation

– Part 2, an extension

- Lethal States:
 - Must be dealt with for better network evaluation.
 - Attach probabilities to initial states based on previously learned classification parameters of lethal and non-lethal states.
- Apoptosis Ratios:
 - A better picture would be to only consider non-lethal states in our sample space.
 - $Apop\% = \frac{\text{Number of apoptotic and non-lethal initial states} \times 100}{\text{Total number of non-lethal initial states}}$
- Studying irreversibility of apoptosis: the *dna_damage_run* switch

DNA_damage_run 'Switch'

Win or Die?

- We found out the expectation of the maximum DNA-damage-run in the states that end in survival, and not apoptosis.
- Turned out to be very small (see table below).
- Maximum of maximum of DNA-damage-run only 2.
- Switch 2->20 : Survival ->Apoptosis

Comments	No signal	GF only	TNF only	Double Input
Avg_DNA_Damage IS=10000	0.39267134	0.39521769	0.56568458	0.50979192
Avg_DNA_Damage IS=1000	0.42307692	0.42792793	0.60915493	0.55417957
Avg_DNA_Damage IS=100	0.36363636	0.36363636	0.46875	0.43243243

Failures

- Potential Weakness of network: Removal of nodes experiments?
- [No perfect matchings to the given paper.]
- Better treatment of lethal states.

Future Work

- Ranking nodes according to importance.
- Parametrisation of Lethal States.

Game Over

Questions?