

Biological Networks

- Organisms are defined by the biological networks that make them up, not just DNA sequence. [1]
- Proteins are key players in the biochemistry of an organism

Protein interaction networks

- Protein Interaction Networks are the networks formed by tracing which protein interacts with which protein
- The **network of interactions** defines a species, not the DNA sequence alone.

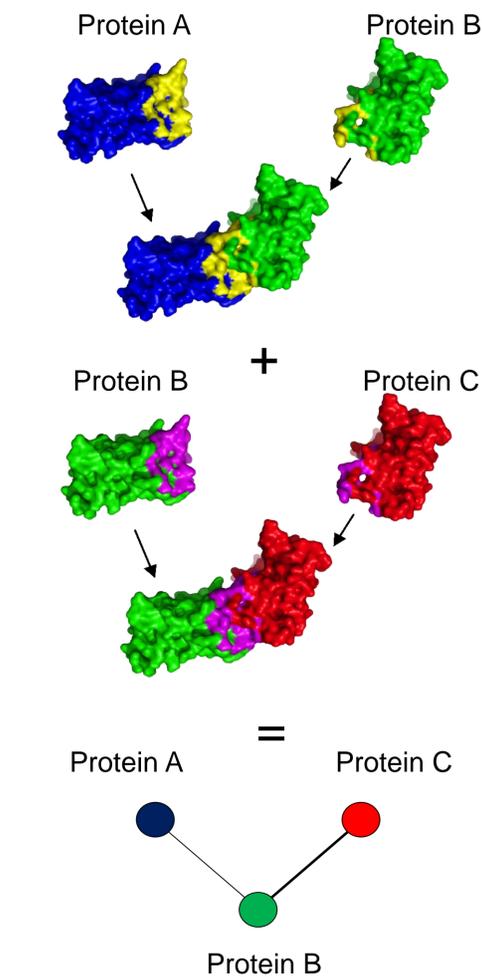
Biological Distance

- Genetic mutations are well known, but are only a small part of a complex system.
- There are many more possible changes that affect a gene's output – changes to siRNA, miRNA, histone acetylation, glycosylation, and more. [2]
- Measuring the distance between the **networks** can tell us more than simply measuring DNA similarity. [3]

Aims

Find the shortest path of mutations between biological networks, quickly and accurately

Protein Interactions as a Graph



Protein Interaction Network

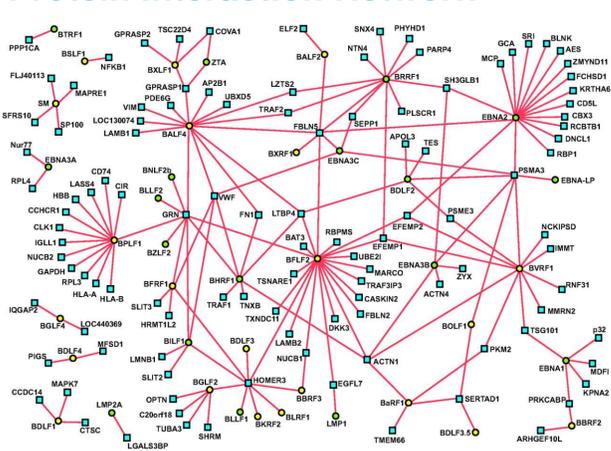


Figure 2: Epstein Barr – human interactome [4]

Methods

Graph building

- Filter protein databases to find reliable interactions

Path building

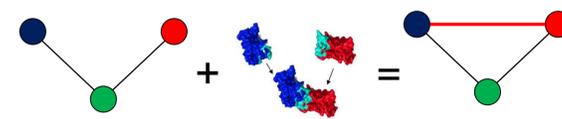
- Step by step build up a path of possible mutations
- Discard bad mutations, keep good mutations

Parallelise

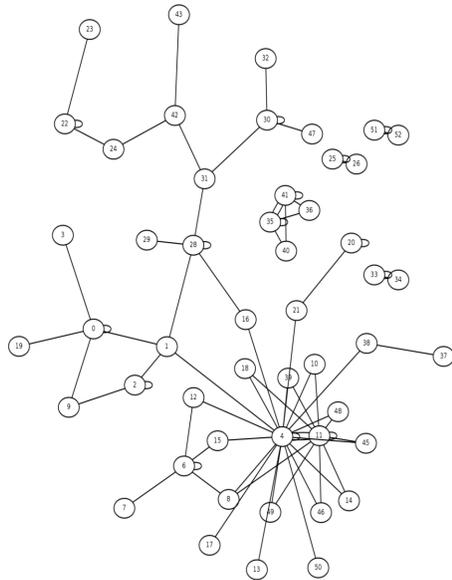
- Build hundreds of possible paths at once
- Keep the best of each path tried

Genetic Algorithm

- Merge the best paths found to produce a new set of base paths to start from
- The most genetically fit mutations survive and help to find the path we need



Mutate Protein A to interact with Protein C



1. Duplicate node 7 as 50 linked to (4, 5, 10)
2. Duplicate node 44 as 51 linked to (28)
3. New edge from 1 to 15.
4. New node 52 linked to 23.
5. Delete edge from 31 to 32 and node 32
6. Delete edge from 1 to 4
7. Duplicate node 8 as 53 linked to (0, 2)
8. New node 54 linked to 24
9. New edge from 18 to 54
10. New edge from 41 to 43

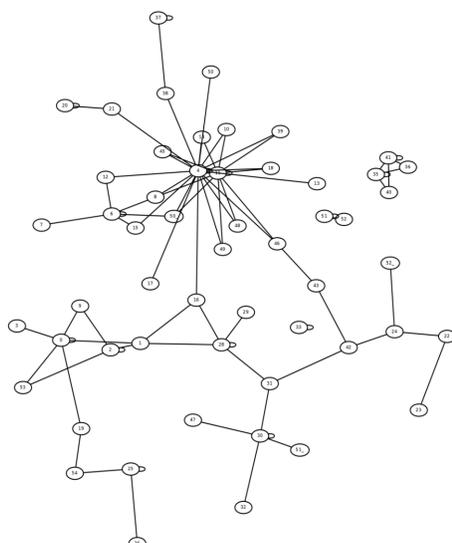


Figure 3: Finding the shortest mutation distance between two networks.

Results

- We find the shortest paths of mutations between two networks
- We rapidly converge on a path
- We find paths equivalent to known shortest path, or shorter

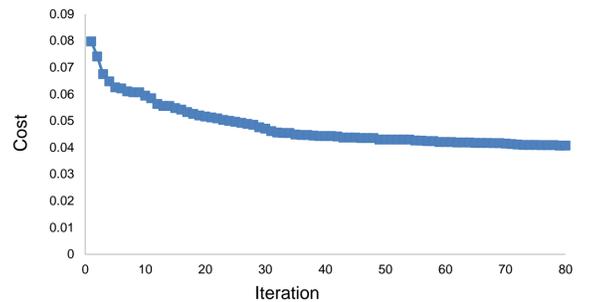


Figure 4: Similarity of mutated original and destination graph

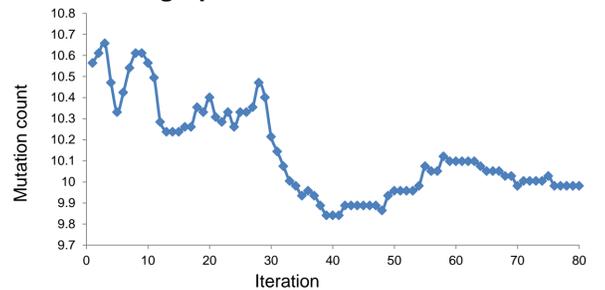


Figure 5: Distance between mutated original and destination graph

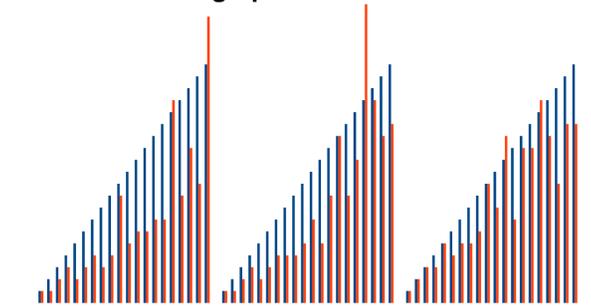


Figure 6: Finding the shortest path in 3 simulated networks of 100 vertices with 1 – 20 mutations added

Conclusions

- This is the **first model of distance between biological networks that considers the effects of mutation on the biological network**, the organism as a whole, rather than simple sequence.
- We can estimate the shortest paths between graphs faster than exhaustive searches
- We can easily scale** to efficiently use more hardware if needed
- We can easily expand the framework to handle all existing models of mutations**, and more.

Further Work

- Different existing models of mutation can be directly compared
- The framework can now be applied to more complex models of mutation
- Investigate the relevance of mutation models of network growth to social networks

References

1. Arabidopsis Interactome Mapping Consortium, 2011. Evidence for network evolution in an Arabidopsis interactome map. *Science (New York, N.Y.)*, 333(6042), pp.601–7.
2. Huang, S. (2004). Back to the biology in systems biology: What can we learn from biomolecular networks? *Briefings in Functional Genomics and Proteomics*, 2(4), 279–297. doi:10.1093/bfgp/2.4.279.
3. Luo, J. et al., 2013. Model the evolution of protein interaction network assisted with protein age. *Journal of theoretical biology*
4. Calderwood et al., 2007. Epstein-Barr virus and virus human protein interaction maps. *PNAS*, 104(18), pp.7606–11.