Exercise 2: Frequency dependent fitness

Álvaro Huertas García Miguel Hernández del Valle Diego Mañanes Cayero Alejandro Martín Muñoz Sara Dorado Alfaro

January 14, 2020

Table of contents

- Introduction
- 2 Functionality
 - Additional functions
 - Modification of the code
- 3 Experiments
 - List of experiments
 - An experiment with bacteria
 - An experiment with cells

Table of contents

- Introduction
- 2 Functionality
 - Additional functions
 - Modification of the code
- 3 Experiments
 - List of experiments
 - An experiment with bacteria
 - An experiment with cells

Introduction \rightarrow 2 Frequency dependent fitness

- Game theory.
- ullet OncoSimulR model o the fitness of a subpopulation will depend on the relative abundance of the different subpopulations.
- The fitness of each subpopulation is defined as an arbitrary function of the genetic interactions between multiple genes.

Introduction \rightarrow Effects on fitness

- allFitnessEffects function:
 - genoFitness = dataframe
 - First column: genotypes.
 - Second column: expressions for the functions that relate fitness to frequencies of other genotypes.
 - frequencyDependentFitness = TRUE
 - frequencyType = "rel" or frequencyType = "abs"
 - spPopSizes

Introduction \rightarrow Assess fitness

- evalGenotype function:
 - fitnessEffects = allFitnessEffects object
 - genotype
- evalAllGenotypes function:
 - fitnessEffects = allFitnessEffects object

Introduction \rightarrow Perform simulations

• oncoSimulIndiv and oncoSimulPop functions.

Table of contents

- Introduction
- 2 Functionality
 - Additional functions
 - Modification of the code
- 3 Experiments
 - List of experiments
 - An experiment with bacteria
 - An experiment with cells

• Box-plot: graphical summary of the distribution of simulations results

compositionPop2()

Figure: Code for compositionPop2() function

simul_boxplot2()

```
Plot box plot (by default same colors as plot.oncosimul type stream,
simul_boxplot2 <- function(df, main = FALSE, xlab = "Genotype", ylab = "N"
                           colors) {
  e \leftarrow gaplot(df, aes(x = Genotype, y = N)) +
    theme(plot.title = element_text(hjust = 0.5, size = 16, face = "bold"),
          axis.title.x = element_text(size = 12, face = "bold"),
          axis.title.v = element_text(size = 12, face = "bold").
          axis.text.x = element_text(size = 11).
          axis.text.v = element text(size = 11))
  if (main == FALSE) {
    e + geom_boxplot(aes(fill = Genotype)) +
      stat_summary(fun.y = mean, geom = "point",
                   shape = 18, size = 2.5, color = "#FC4E07") +
      xlab(xlab) + vlab(vlab) +
      scale fill manual(values = colors)
      stat_summary(fun.y = mean, geom = "point",
                   shape = 18, size = 2.5, color = "#FC4E07") +
      xlab(xlab) + ylab(ylab) + scale_fill_manual(values = colors)}
  else {
    e + geom_boxplot(aes(fill = Genotype)) +
      stat_summary(fun.v = mean. geom = "point".
                   shape = 18. size = 2.5. color = "#FC4E07") +
      labs(title = main) +
      xlab(xlab) + ylab(ylab) + scale_fill_manual(values = colors)}
```

Figure: Code for simul_boxplot2() function

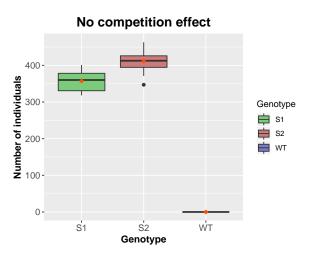
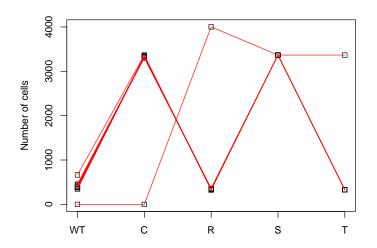


Figure: Box-plot from one of the Lotka-Volterra's example. 20 simulations were made

• Stripchart: summary of simulations with oscillating trajectories

```
stripChartPop <- function(dfPop, vlab = "N", ...) {
 stripchart(dfPop, vertical = TRUE, vlab = vlab, ...)
  f1 <- function(x, num_genotypes) {</pre>
    num\_genotypes \leftarrow length(x)
    while (num_genotypes > i) {
      segments(\hat{x}0 = \hat{i}, x1 = \hat{i}+\hat{1},
                y0 = x[i]
                v1 = x[i+1].
                col = rainbow(5))
  apply(dfPop, 1, f1)
meanCompositionPop <- function(objPop, ...) {</pre>
 condi <- c("WT", objPop[[1]]$geneNames)
  listPop <- lapply(objPop, function(x)
   (colMeans(tail(x$pops.by.time, length(x$pops.by.time[,1])/2)[,-1])))
 dfPop <- data.frame(matrix(unlist(listPop))
                               ncol = length(condi), byrow = TRUE))
 colnames (dfPop) <- condi
  stripChartPop(dfPop. ...)
  dfPop
```

Figure: stripChartPop() and meanCompositionPop() code



Modification of the code

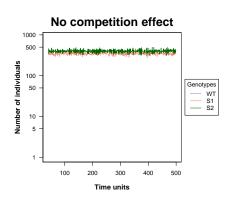
Legend location: plot.oncosimul and plotClonesSt

```
(type == "line") {
par(mar = c(4. 4.8. 3. 6))
matplot(x = z$pops.by.time[, 1], y = y, log = log, type = "l",
        col = col, lty = lty, lwd = lwd, xlab = xlab, ylab = ylab,
        vlim = vlim, xlim = xlim, ...)
box()
if (show == "genotypes") {
  if (!inherits(z, "oncosimul2")) {
    ldrv <- genotypeLabel(z)</pre>
  else {
    ldrv <- z$GenotypesLabels
  1drv[1drv == ""] <- "WT"</pre>
  ldrv[ldrv == " _ "] <- "WT"</pre>
  if (legend.ncols = "auto") {
    if (length(ldrv) > 6)
      leaend.ncols <- 2
    else legend.ncols <- 1
  par(xpd = TRUE)
  ## Right side leaend
  legend(x = "right" , title = "Genotypes", lty = lty,
         inset = -0.2, col = col, lwd = lwd, legend = ldrv,
         ncol = legend.ncols)
```

Figure: Par settings for placing the legend outside

Modification of the code

Legend location



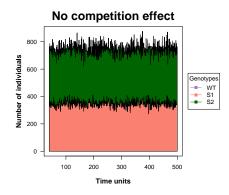


Table of contents

- Introduction
- 2 Functionality
 - Additional functions
 - Modification of the code
- 3 Experiments
 - List of experiments
 - An experiment with bacteria
 - An experiment with cells

List of experiments

- Rock-paper-scissors model in bacterial community
- ② Evolutionary games theory: Hawk and Dove example
- The Lotka-Volterra model of competition between two competing species
- Game Theory with social dilemmas of tumour acidity and vasculature
- Prostate cancer tumour–stroma interactions
- Evolutionary Dynamics of Tumor-Stroma Interactions in Multiple Myeloma

List of experiments

- Rock-paper-scissors model in bacterial community
- 2 Evolutionary games theory: Hawk and Dove example
- The Lotka-Volterra model of competition between two competing species
- Game Theory with social dilemmas of tumour acidity and vasculature
- Prostate cancer tumour–stroma interactions
- Evolutionary Dynamics of Tumor-Stroma Interactions in Multiple Myeloma

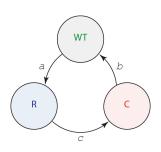
- Title: Local dispersal promotes biodiversity in a real-life game of rock-paper-scissors.
- Authors: Benjamin Kerr, Margaret A. Riley, Marcus W. Feldman, Brendan J. M. Bohannan.
- Three competing species of bacterias with relationships similar to rock-paper-scissors game.

Local dispersal promotes biodiversity in a real game of rock-paper-scissors



- Three types of populations of *E. coli*:
 - Wild-type bacterias (WT): colicin-sensitive bacterias (killed by colicin).
 - Colicinogenic bacterias (C): produce colicin toxin and are resistant to it.
 - Colicin-resistant bacterias (R): WT bacterias resistant to colicin.
- Parameters that describe the relationships of WT-C-R community:
 - a: advantage of WT over R ⇒ R consume a lot of energy, WT have not this problem.
 - b: advantage of C over WT \Rightarrow C are able to kill WT.
 - c: advantage of R over C \Rightarrow R are resistant to colicin produced by C.

In summary, we have the relationships of rock-paper-scissors game:



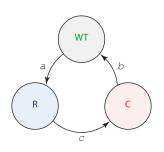
And the resulting equations:

$$W(WT) = 1 + af_R - bf_C$$

 $W(C) = 1 + bf_{WT} - cf_R$
 $W(R) = 1 + cf_C - af_{WT}$

where f_{WT} , f_C and f_R are the frequencies of WT, C and R, respectively.

In summary, we have the relationships of rock-paper-scissors game:



And the resulting equations:

$$W\left(WT
ight) = 1 + af_R - bf_C$$

 $W\left(C\right) = 1 + bf_{WT} - cf_R$
 $W\left(R\right) = 1 + cf_C - af_{WT}$

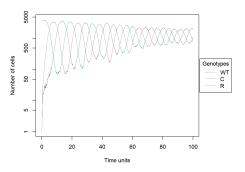
where f_{WT} , f_C and f_R are the frequencies of WT, C and R, respectively.

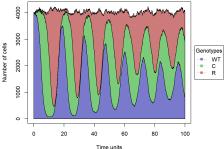


Simulations

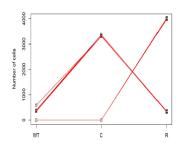
January 14, 2020

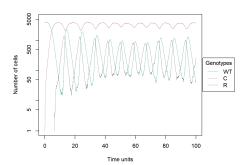
Case 1: a = b = c = 1



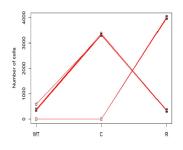


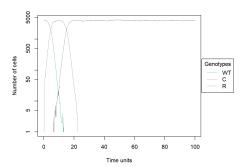
Case 2:
$$a = 10$$
, $b = c = 1$





Case 2:
$$a = 10$$
, $b = c = 1$





Tumour-Stroma Interactions

- **Title:** Evolutionary Dynamics of Tumor-Stroma Interactions in Multiple Myeloma.
- Authors: Javad Salimi Sartakhti, Mohammad Hossein Manshaei, Soroosh Bateni, Marco Archetti.
- Cancer cells and stromal cells cooperate by exchanging diffusible factors.
 - Frequency-dependent selection that can be studied in the framework of evolutionary game theory.

Tumour-Stroma Interactions: payoff functions

- There are n phenotypes in a population denoted by $\{P_1, \ldots, P_n\}$.
- Each phenotype can produce one diffusible factor $\{G_1, \ldots, G_n\}$.
- Each diffusible factor j has a different effect $r_{i,j}$ on the other phenotypes i.
- The cost for P_i for growth factor G_i is denoted as c_i .
- *M* is the number of cells within the diffusion range.
 - There are M_j individuals of type P_j among the other group members.
- The payoff for strategy P_j is:

$$\pi_{P_j}(M_1,\ldots,M_n)=\frac{(M_j+1)\times c_j}{M}r_{j,j}+\sum_{i=1,i\neq j}^n\frac{M_i\times c_i}{M}r_{j,i}-c_j.$$

Tumour-Stroma Interactions: dynamics

- Malignant plasma cells.
- Osteoblasts.
- Osteoclasts.
- Growth factors:
 - Autocrine effects.
 - Paracrine effects.

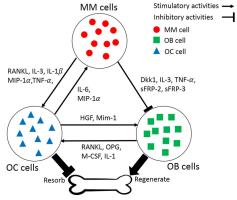
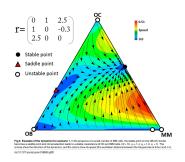


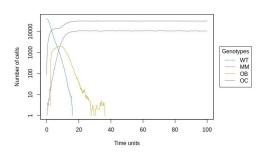
Fig 1. Bone remodeling in multiple myeloma. Multiple myeloma cells (MM) produce growth factors that activate osteoclasts (OC), which increase bone resorption, or that inhibit osteoblast (OB) differentiation. OC and OB secrete growth factors that affect each other and MM cells.

doi:10.1371/journal.pone.0168856.g001

Tumour-Stroma Interactions: Scenario 1

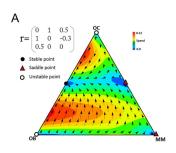
- $c_1 < c_2 < c_3$ (a common occurrence in multiple myeloma).
- In the presence of a small number of MM cells, the stable point on the OB-OC border becomes a saddle point and clonal selection leads to a stable coexistence of OC and MM cells.

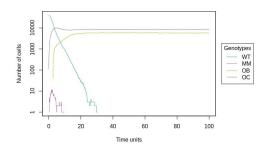




Tumour-Stroma Interactions: Scenario 2

- $c_1 = c_2 = c_3$.
- The game has one polymorphic stable point between OB and OC. In this case, clonal selection leads to the regular OC-OB balance and prevents invasion of MM cells.





Exercise 2: Frequency dependent fitness

Álvaro Huertas García Miguel Hernández del Valle Diego Mañanes Cayero Alejandro Martín Muñoz Sara Dorado Alfaro

January 14, 2020