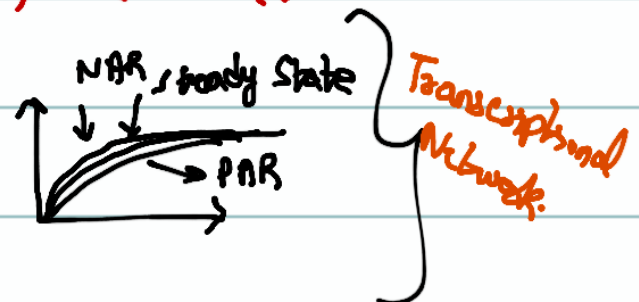


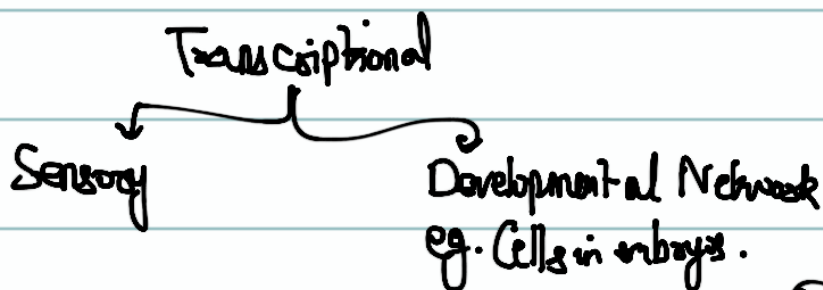
In general, we prefer A as in B, if X inhibits and Y goes down, then  $S_Y$  has no purpose.

Whereas in (A), that's not case  $S_X, S_Y$  are needed

$\oplus X \rightarrow$  Positive Autoregulation

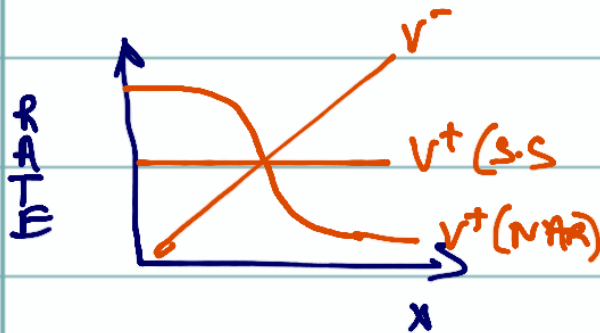


Delay is useful in sensory network by reaching to external environment



-(4)

These developmental are dependent on cell type, specific gene expression  
It also helps in integrating multiple inputs that are stable



$$\frac{dx}{dt} = k_2 - k_d x \quad [S.S]$$

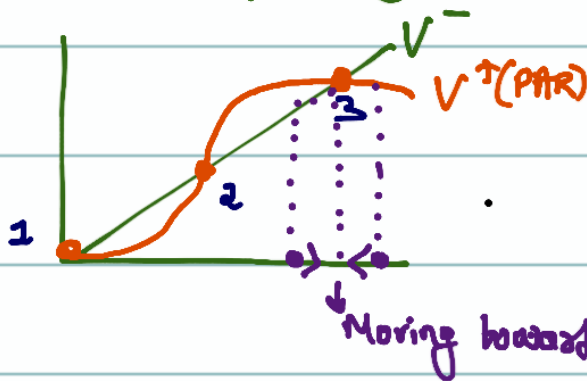
$$\frac{dx}{dt} = k_2 \left[ \frac{K^n}{K^n + x^n} \right] - k_d x \quad [NAR]$$

$$\frac{dx}{dt} = k_2 \left[ \frac{x^n}{x^n + K^n} \right] - k_d x \quad [PAR]$$

Try to find for PAR:

$$\frac{dx}{dt} = k_2 \left[ \frac{x^n}{x^n + K^n} \right] - k_d x$$

→ To solve equation, we <sup>even</sup> find out by integration.



Intersection gives steady state values  
i.e. when  $V^+ = V^-$

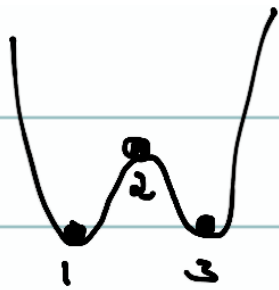
As per this there are 3 steady states

To find which is stable:

If  $x = \Delta x$ ,  $x \rightarrow \Delta x$  more towards  $x$  than its steady

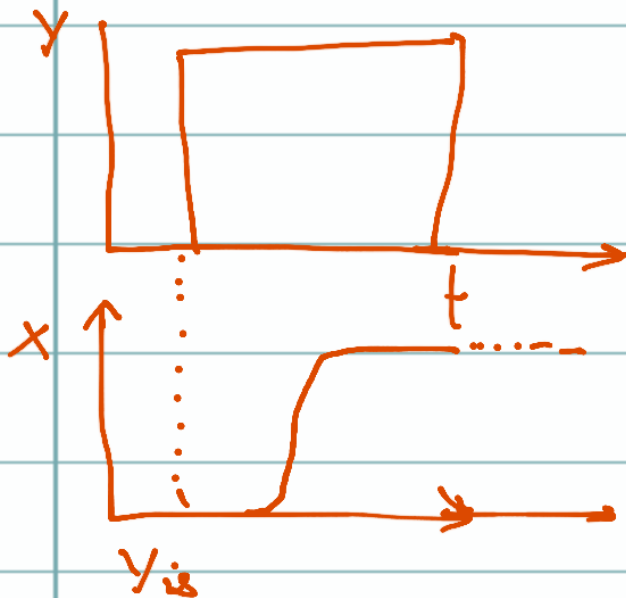
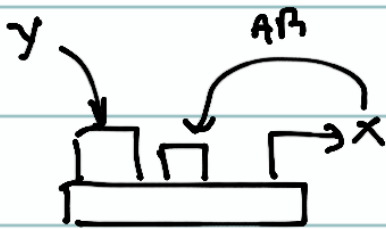
That way, 1, 3 are stable → It's a sink

2 is unstable → It's a source



Bistable - as it has two steady state.  
 IF it has two steady state

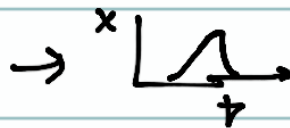
X AND Y  
 X OR Y



When dropped, x

AND → Expected to go down

OR → Stays in the same place  
 and acts like memory

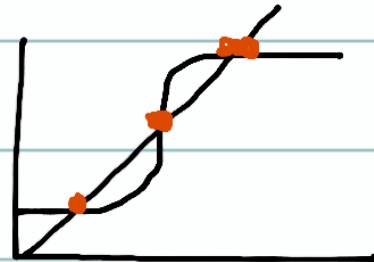


$$\frac{dx}{dt} = k_s \left[ \frac{x^n}{x^n + K^n} \right] - k_d x$$

$$\text{At } x(0) = x_0$$

$$\text{If } \frac{dx}{dt} = k_s + k_s \left[ \frac{x^n}{x^n + K^n} \right] - k_d x$$

Won't start from origin



Physical example

→ Elevators

→ Sticking Bike

→ Switches [Typically called Toggle Switches]

↓ Used in explaining Bistability  
Can become independent of input

→ Buzzers [Switch calling]

⇒ Dependent on input

→

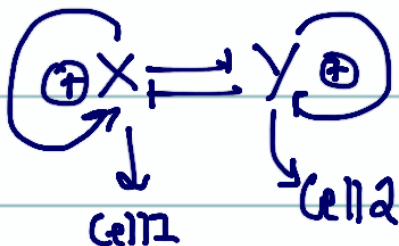
$$\textcircled{X} \quad X \rightleftharpoons Y \quad X \rightleftarrows Y$$

$$\textcircled{X} \rightleftharpoons \textcircled{Y}$$

Self Sustaining

$$\textcircled{X} \rightleftarrows Y : \textcircled{0}$$

Mutually exclusive as only  $X, Y$  one of them stay,



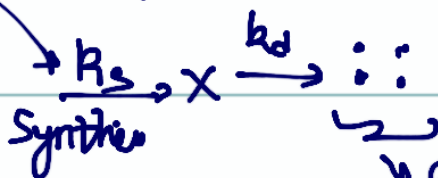
When  $X$  is activated, it means to it stays in the same value

There can be input which is  $\rightarrow$  activating  $X$ , inhibiting  $Y$   
 $\rightarrow$  activating  $Y$ , inhibiting  $X$

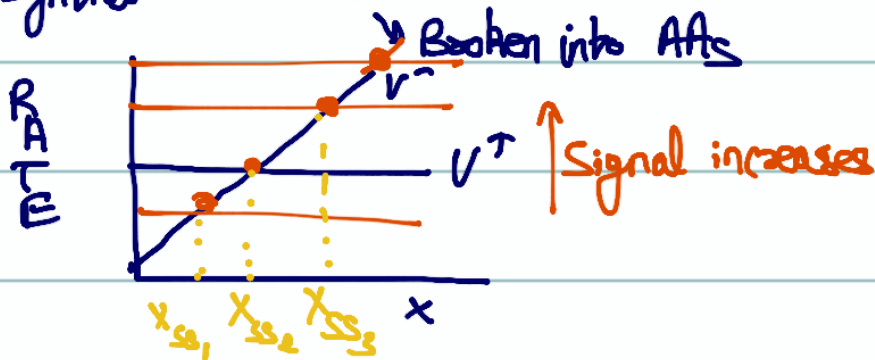
$\rightarrow$  Ideal characteristic is to maintain self-maintaining when once input is given

## Biological Switches

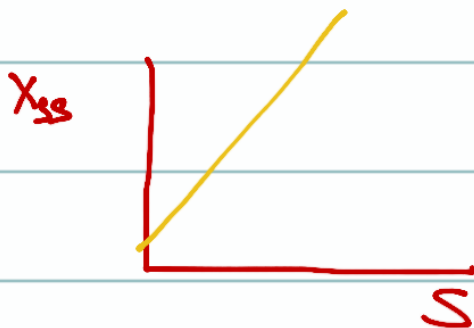
Signal [can be any]



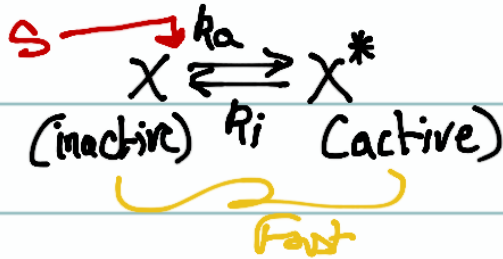
Transcriptional Network



If signal varies then the steady states can be shifted according to change in signal.



# Protein Modifications :



Assume one of them is active

$R_a$  = Activation

Examples :  $\gamma$  Phosphorylation

$R_i$  = Inactivation

$$\frac{dx^*}{dt} = R_a x - R_i x^*$$

2 states : Modified, Unmodified

$$x_{T, \text{bal}} = x + x^* \text{ [Mass balance]}$$

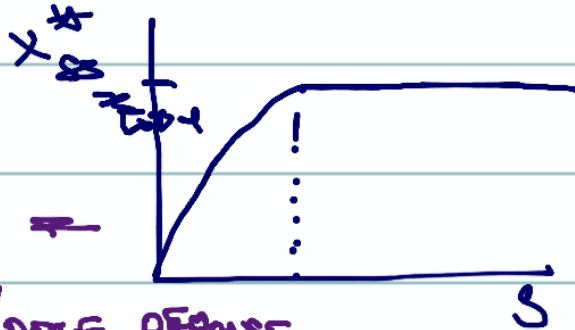
$$\frac{dx^*}{dt} = R_a (x_T - x^*) - R_i x^*$$

After a long time, obtains constant  
→ steady state

Assume protein is already available and plays role in transfer like a baton in a race which is why

$$x_T = \text{Constant}$$

If signal is imposed promoting  $x^*$  then

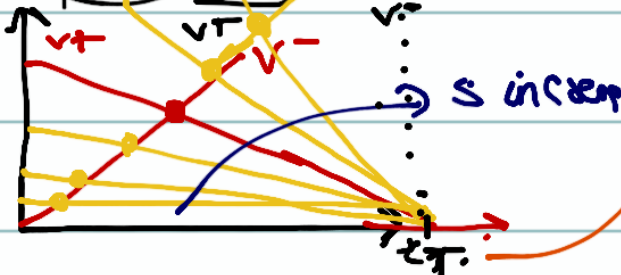


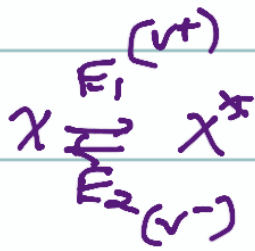
SIGNAL RESPONSE

CURVES / DOSE RESPONSE

Hyperbolic Dependencies

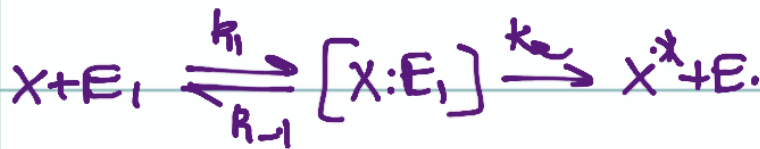
RATE PLOTS





( $X, X^*$  are pool)

$E_1, E_2$  are enzymes which bind



Michaelis-Menten Kinetics

$$V^+ = V_{max} \left[ \frac{X}{K_M + X} \right]$$

→ Based on enzyme characteristics

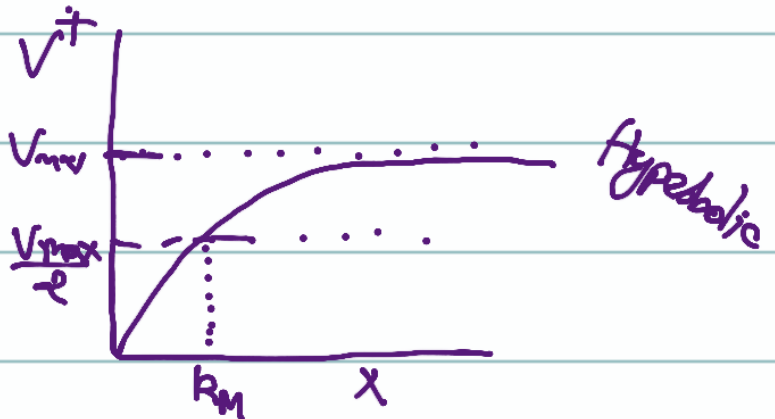
Reuser

Boiken

1:27

$$V_{max} = k_2 \cdot E_{IT}$$

$$K_M = \frac{k_{-1} + k_2}{k_1}$$



To find  $K_M$ ,

If  $V = V_{max}/2$ ,  $K_M = X$  = Unit of concentration

Signals control the enzyme

→ Affinity/Binding Constant  
If  $K_M$  is low, we get dissociation constant

Good Substrate

Small Change can also help to bind

Lower constant ( $K_M$ ) → High Affinity Substrate

Higher constant ( $K_M$ ) → Low " " → More concentrated

↙ "Bad Substrate