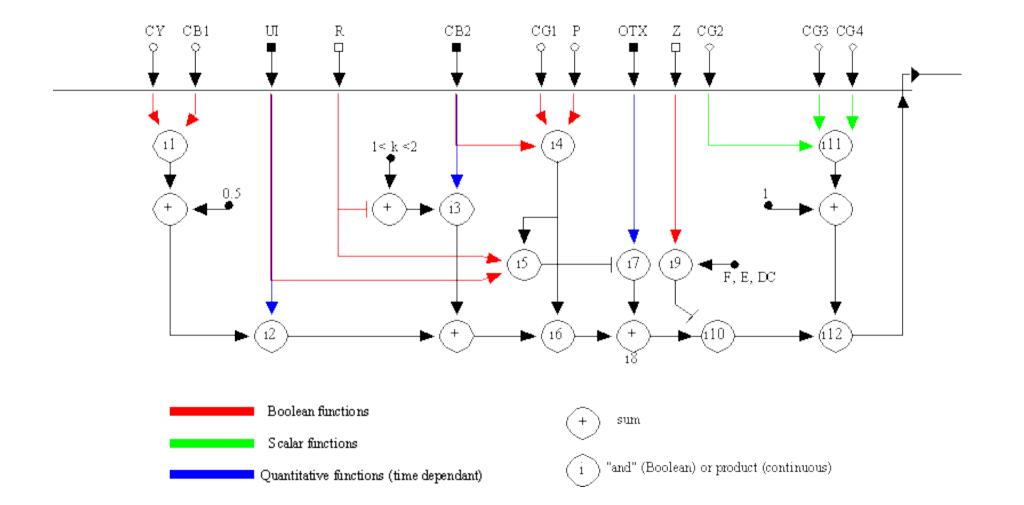
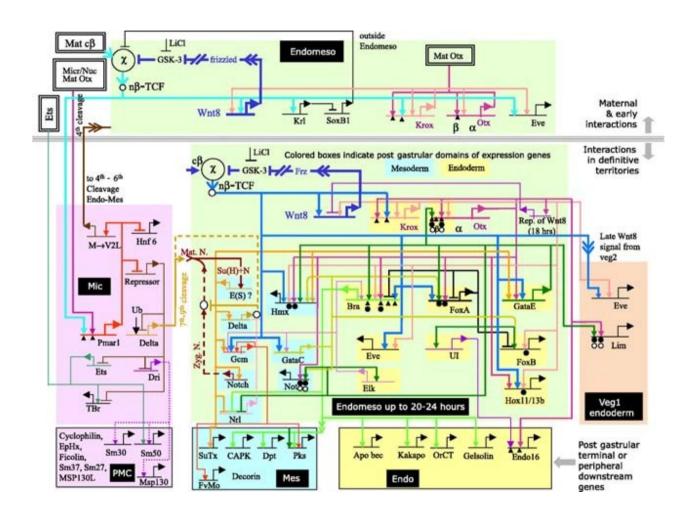


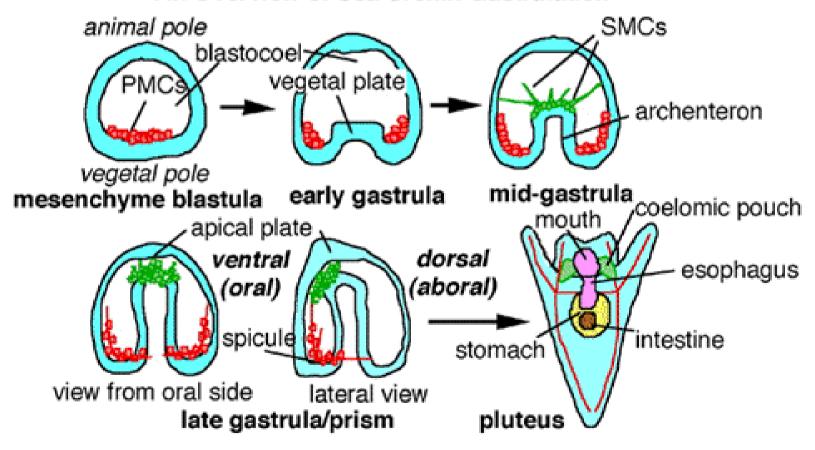
### Biological networks

- Some links specified by regions of DNA
- Protein interactions, RNA/RNA, RNA/DNA, RNA/Protein, cell signalling
- Exhibit modular structure
  - Components
  - Scalability



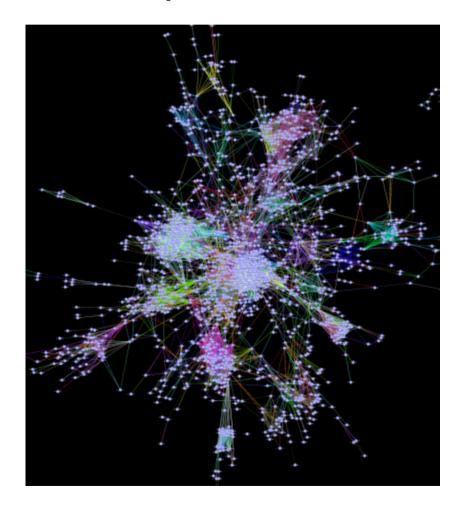


#### An Overview of Sea Urchin Gastrulation



## Modularity

System built of components



#### Offspring Father Mother Randomly Selected Subtree Randomly Replace Old Subtree Selected Subtree With New Tree

#### meetup.com/biocoders

@resurgo
peter@fourpartswater.com
@biocoders\_uk

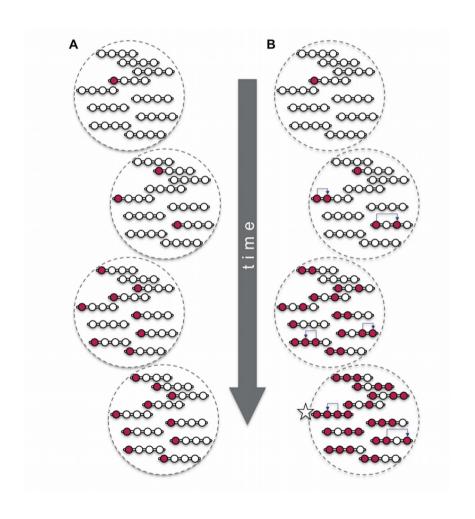
TensorFlow + 3D genome hackathon

### Complexity and networks

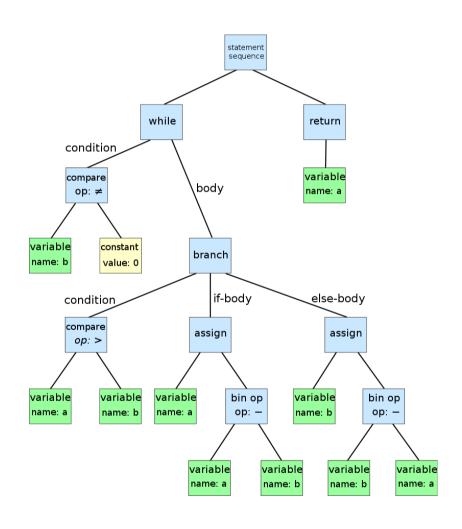
- Small simple networks can lead to complex structure/function = phenotype
- Network links swapped changes higher level behaviour
- Preferential swapping within modules allows scaling → more complex life

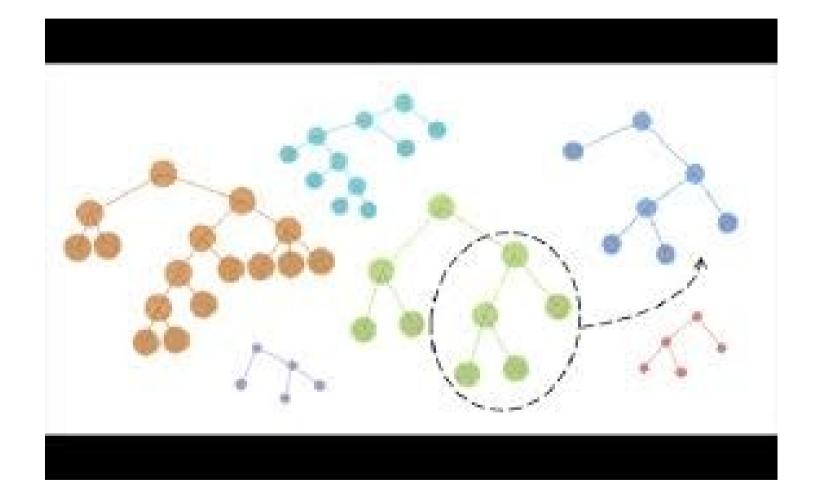
### **Genetic Programming**

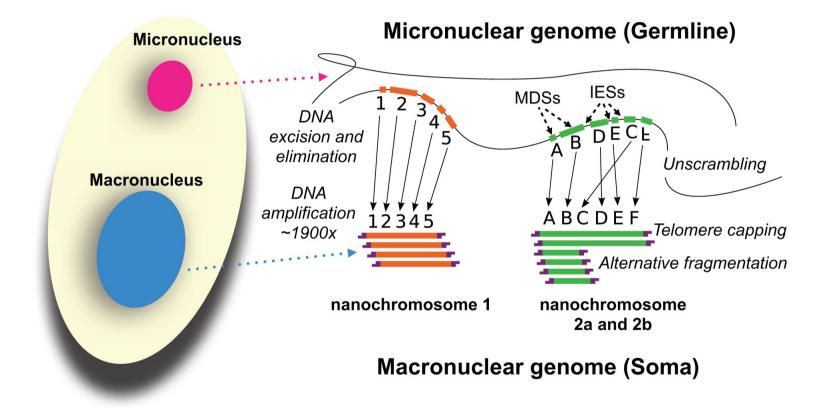
- One type of genetic algorithm
  - Populations of solutions
  - Evolve by natural selection inspired processes
  - Selection, mutation, recombination
- Represent solutions to problems as computational trees
- Human competitive for small systems
  - Breaks patents

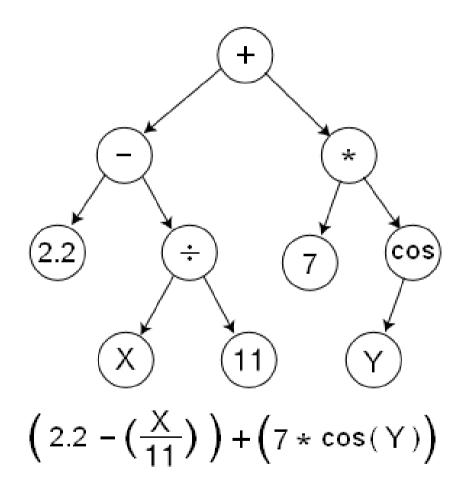


# Program as tree



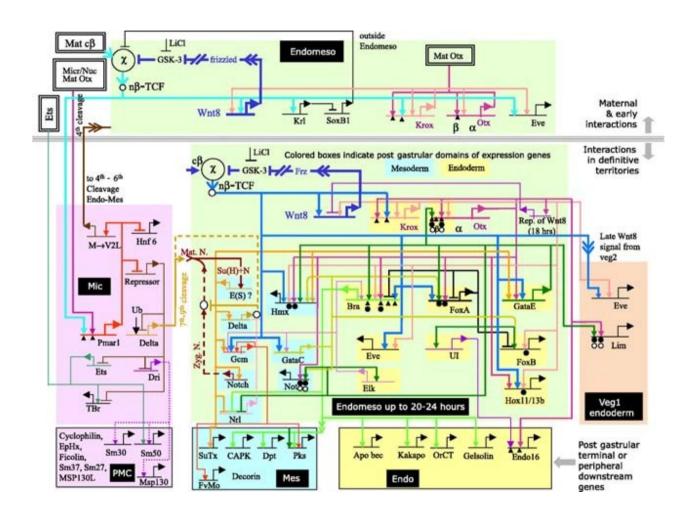


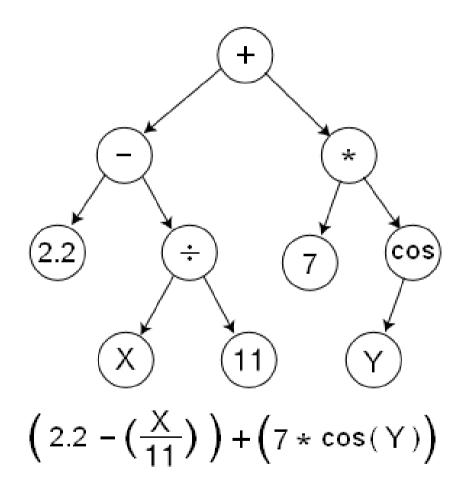


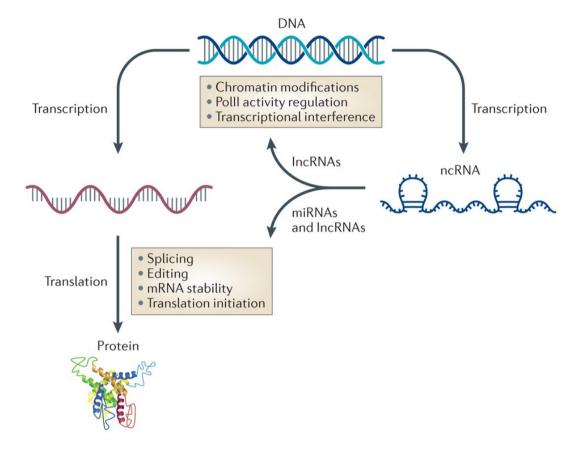


## Scalability

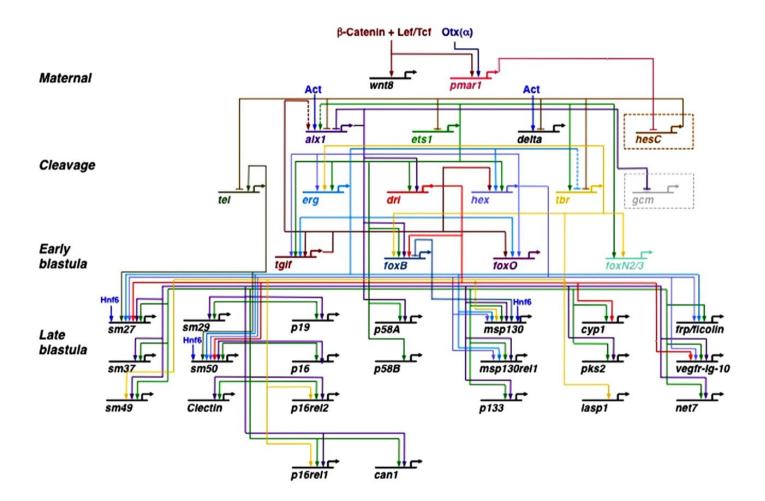
- GP not very scalable
- Specialisation in subtrees broken by swapping
- Network evolution
  - Network connectivity determines behaviour
- Modular evolvability
- How might the genome do this?

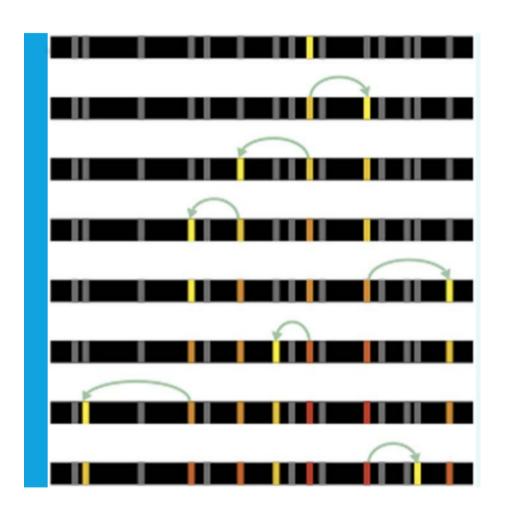






Nature Reviews | Drug Discovery





#### Gene conversion and repeats

- Majority of genome repetitive sequence
- Provides template for exchange of DNA network connections
- Maintained by short term selection on new links
  - hitchhiking homology
- Repetitive landscape conserved and evolves
- Links selected for increase linkage
  - Not the case if no selection