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Overview

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Lattice Microbes (LM) is a software package for efficiently sampling trajectories from the chemical and reaction-diffusion master equations (CME/RDME) [#LM1] . LM computes CME/RDME using Graphics Processing Units (GPU) and even multiple GPUs [#LM2] . LM is recently used for the simulation of mRNA splicing in a HeLa cell [#LM3]\_.

LM has been designed for building geometrically-shaped cells. However, LM essentially can incorporate any shapes of cells and cellular structure, as demonstrated in a previous study [#LM4]\_.

LM is designed to simulate cells with geometric shapes, because of limited availability of information on cellular shapes. However, LM originally can incorporate any shapes of cellular boundary or the other cellular structure, as demonstrated in a previous study [#LM4] .

We here developed an extension of LM, which is named Lattice Dendrites (LD), for the efficient incorporation of realistic cellular shapes. In particular, LD is designed to incorporate shapes of segmented images from electron microscopy (EM). LD provides a variety of utility classes/functions for:

#. Conversion of segmented shapes from a software for EM segmentation (reconstruct).

#. Object rotation to minimize their volume in a rectangular solid.

#. Manual annotation using UNI-EM annotator.

#. Surface molecules distribution proportional to surface area.

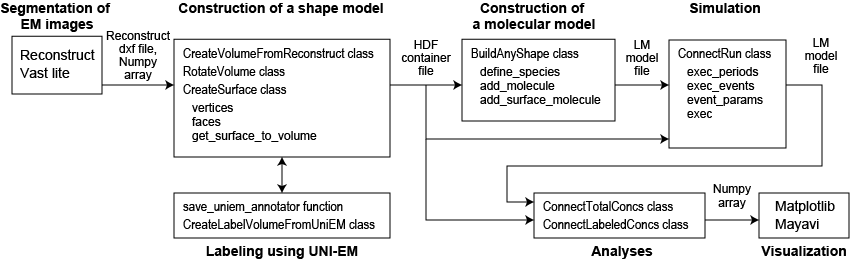
#. Simulation with events

#. Data analyses for visualization.

Users can use a variety of functions below for their model development, simulation, and analyses. Their usages are described in Tutorials 1 and 2. In tutorial 1, we develop a schematic model of dendritic spine, and simulate Ca2+ influx through NMDA receptors and fluorescence recovery after photobleaching (FRAP). In tutorial 2, we introduce a method for the import of realistic shapes of cells from the external software Reconstruct, and annotate it using UNI-EM annotator.

In tutorial 1, we would introduce how to build a geometrically-shaped dendritic spine, and how to simulate Ca2+ influx through NMDA receptors as well as fluorescence recovery after photobleaching (FRAP).

In tutorial 2, we would introduce how to import realistic shapes of cells from the external software Reconstruct, and how to annotate them using UNI-EM annotator.



.. [#LM1] Roberts E, Stone JE, and Luthey-Schulten Z (2013) Lattice Microbes: high-performance stochastic simulation method for the reaction-diffusion master equation, J. Comput. Chem. 34(3):245-255, http://faculty.scs.illinois.edu/schulten/lm/ , http://faculty.scs.illinois.edu/schulten/Software2.0.html#1

.. [#LM2] Hallock MJ, Stone JE, Roberts E, Fry C, Luthey-Schulten Z (2014) Simulation of reaction diffusion processes over biologically-relevant size and time scales using multi-GPU workstations, Parallel Comput. 40:86-99

.. [#LM3] Ghaemi Z, Peterson JR, Gruebele M, and Luthey-Schulten Z (2020) An in-silico human cell model reveals the influence of organization on RNA splicing, PLOS Comput. Biol. 16(3): e1007717, https://eukaryoticcellbuilder.github.io/HeLa\_Builder/

.. [#LM4] Earnest, TM, Watanabe, R, Stone, JE, Mahamid, J, Baumeister, W, Villa, E, & Luthey-Schulten, Z (2017) Challenges of integrating stochastic dynamics and cryo-electron tomograms in whole-cell simulations. J. Phys. Chem. B, 121(15):3871-3881

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Tutorial 1: schematic dendrite

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We would introduce how to use LD and LM through two tutorials. In this tutorial (tutorial 1), we first build a dendritic spine that is represented by a schematic shape (ball and stick), then two types of simulation are conducted: Ca2+ influx through NMDA receptors and fluorescence recovery after photobleaching (FRAP). Through these simulations, users can understand how to build a spiny dendrite, label the spine, run simulation, and visualize the simulation results.

.. toctree::

tut1/create\_spiny\_dendrite

tut1/label\_spine

tut1/set\_reactions

tut1/run\_simulation

tut1/visualization1\_matplotlib

tut1/visualization2\_mayavi

All tutorial programs are located in $LD\_DIRECTORY/tutorial. Find the following script in the subdirectory "1". It provides utility functions that are used in tutorial 1. The function "make\_cylinder" makes a cylinder with an indicated radius and length. The function "add\_shape" locates a geometric object into a volume space. The function "show\_dendrite" loads and displays the surface objects of cellular boundary, postsynaptic density (PSD), mitochondrion, and endoplasmic reticulum (ER).

All tutorial programs are located in $LD\_DIRECTORY/tutorial. Find the following script in the subdirectory "1". It includes utility functions for tutorial 1. The function "make\_cylinder" makes a cylinder with a indicated radius and length. The function "add\_shape" locates such a geometric object in a volume space. The function "show\_dendrite" loads and displays the surface objects of cellular boundary, postsynaptic density (PSD), mitochondrion, and endoplasmic reticulum (ER).

.. literalinclude:: ../tutorial/1/tut1\_functions.py

:language: python

:linenos:

:caption: tut1\_functions.py

.. include:: ../isonum.txt

.. include:: ../isogrk1.txt

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Create a shape

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1. We first draw a blueprint of a spiny dendrite as a combination of geometric shapes (Figure below). A sphere (radius: 0.25 |mgr| m) represents a spine head, which is partially labeled as a postsynaptic density (PSD; red colored area). The spine head has a cylindrical spike neck (radius: 0.1 |mgr| m, length 1.0 |mgr| m), and it is further connected to a parent dendrite that also has a cylindrical shape (radius: 0.5 |mgr| m, length 1.8 |mgr| m). Not only the contour of spiny dendrite, we also introduce two types of intracellular organelles. Endoplasmic reticulum (ER) is set as thin cylinders (radius: 0.08 |mgr| m, length 1.8 |mgr| m; blue colored objects), and a mitochondrion is set as a thich cylinder (radius: 0.2 |mgr| m, length 1.8 |mgr| m; yellow colored objects).

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.. image:: imgs/Scheme.jpg

:scale: 60%

:align: center

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2. The designed shape is embedded in a voxel space for simulation (Lines 1-35, 11\_create\_dend.py). First, a voxel space of 96 |times| 60 |times| 96 voxels (20 nm/voxel) is set as a numpy 3D array 'vol\_dend' (Line 14). Then, the spine head is created using a Python module function morphology.ball (skimage; Line 10; 0.25 |mgr| m, 12 voxels), which is added to 'vol\_dend' (add\_shape; Line 15). Similarly, we make the spine neck and dendrite as cylinders (Lines 11 and 12, respectively), and add them to 'vol\_dend' (Lines 16 and 17, respectively). The in-house function 'add\_shape,' simply overlays overwrapped regions, and represents the filled areas as 1 (cytosolic region) and the void areas as 0 (extracellular region). Thus, we have already built the contour of the spiny dendrite in 'vol\_dend.' Similarly, the PSD, Mitochondrion, and ER are embedded in vol\_psd, vol\_mito, and vol\_er, respectively.

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3. Here, the volume sizes need to be corrected. LM can only simulate the volume with a size of a multiple of 32 |times| 32 |times| 32 voxels, whereas the current voxel size is 96 |times| 60 |times| 96 voxels. We thus execute a utility function 'lmpad' (Lines 39-42). The voxel sizes are automatically expanded to the multiple of 32 (96 |times| 64 |times| 96 voxels in this case). Users can of course set a multiple of 32 voxels from the beginning.

.. literalinclude:: ../../tutorial/1/11\_create\_dend.py

:language: python

:linenos:

:caption: 11\_create\_dend.py

4. Then, we use the CreateSurface class to generate smoothed surfaces of each object (Lines 53, 63, and 67). The generated triangle surfaces are required for locating surface molecules as well as visualizing simulation results. Each of the triangle is specified by a face that is composed of three vertices (Lines 55 and 56, respectively). Also, the CreateSurface class can generate the surface areas per volume. LD can distribute surface molecules in the voxel space, depending on the surface areas per volume (Line 56). We can further select the surface triangles within the areas of PSD (face\_id\_psd, Lines 58, 59) to distribute molecules only in this area.

5. Finally, the generated variables are assembled in a Python dictionary 'm' (Lines 51-72), and 'm' is saved into the HDF container file 'models/ball\_and\_stick.h5' (Lines 75-80).

.. literalinclude:: ../../tutorial/1/12\_show\_dend.py

:language: python

:linenos:

:caption: 12\_show\_dend.py

.. image:: imgs/ball\_and\_stick.png

:scale: 50%

:align: center

6. Execute 'python3 11\_create\_dend.py'. If users have saved the volumes and surfaces successfully, the execution of the subsequent script 'python3 12\_show\_dend.py' will show its 3D shape (Figure above). We use this spiny dendrite for simulation.

For analyses, we often need to obtain molecular concentration of a specific region, such as a spine. To enable this, we label a spine volume. It is easy to do it in the case of the geometrically shaped cells, because users can label a specific area by re-defining the same sphere in the same space. In the sample script (‘12\_label\_head.py’), the total cytosolic volume ‘vol\_dend\_not\_mito\_not\_er’ is loaded from ‘models/ball\_and\_stick.h5’, and saved as the container ‘ref volume’ in the label file ‘models/labels\_ball\_and\_stick.h5’. Similarly, the label id is saved as the container ‘label ids’.

If users can successfully save the spine label, they can see it using the sample script ‘22\_show\_label.py’. The labeled area is shown as a colored part.

It is not easy to label specific regions in the case of a morphologically realistic model. We will try it in tutorial 2.

to obtain molecular concentration of this region. Because the spine has a geometric shape, we can programmably label the spine volume, not using the UNI-EM annotator, as follows.