

# MaBoSS Ecosystem

Gautier Stoll

Laurence Calzone

Vincent Noël

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# Outline

1. What is MaBoSS
2. MaBoSS with WebMaBoSS
3. MaBoSS environment with unix
4. MaBoSS with Jupyter notebook
  - UPMaBoSS for population modeling
  - Ensemble models
5. PhysiBoSS for agent-based spatial population modeling

# What is MaBoSS? Markovian Boolean Stochastic Simulator

A(nother) tool for pathway modeling

## Boolean:

Boolean node state: 0 or 1 for node  $i$ .

Boolean network state: vector of Boolean node state for a given network.  
For each node  $i$ ,  $\vec{S}$ .

## Stochastic:

Probability space over network state space (not on Boolean state): give a probability for each network state.

Stochastic process: time dependant probabilities.

$$P(\vec{S}, t) \in [0, 1], \sum_{\vec{S} \in \Sigma} P(\vec{S}, t) = 1$$

# What is MaBoSS? Markovian Boolean Stochastic Simulator

## Markov:

Markov process: stochastic process defined by

- 1) Transition rates: In MaBoSS, define rate value ( $\text{time}^{-1}$ ) and condition for activation and inhibition of nodes

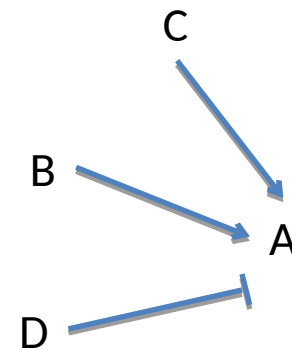
```
Node A {  
    rate_up = (C AND B OR NOT D) ? 1.0 : 0.0;  
    rate_down = (C AND B OR NOT D) ? 0.0 : 4.5; }
```

- 2) Initial condition:

$$p[(A,B,C,D)=(0,0,0,0)]=0.7$$

$$p[(A,B,C,D)=(1,0,0,0)]=0.2$$

$$p[(A,B,C,D)=(1,1,1,1)]=0.1$$



# What is MaBoSS? Markovian Boolean Stochastic Simulator

## **Simulator:**

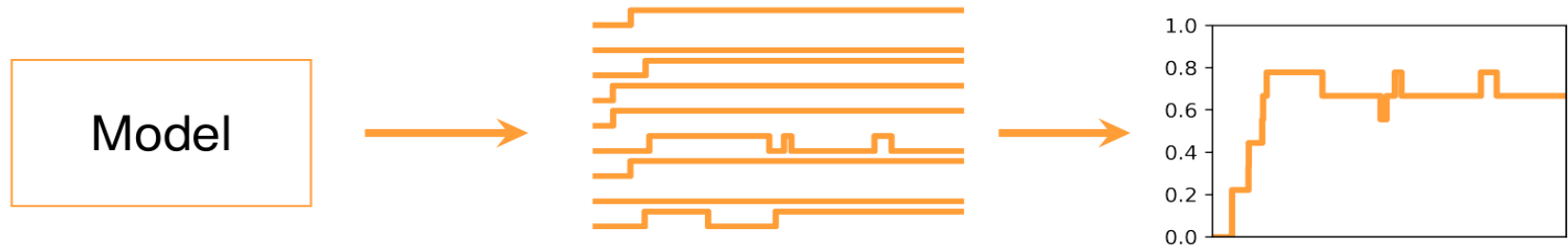
Simulation algorithm (Gillespie algorithm) for estimating probabilities from transition rates and initial condition.

Simulation parameters: time length, number of trajectories.

C++ software:

- Inputs: *bnd* (Boolean Network Descriptor) file and *cfg* (Configuration) file
- Outputs: csv files for probabilities and asymptotic states.

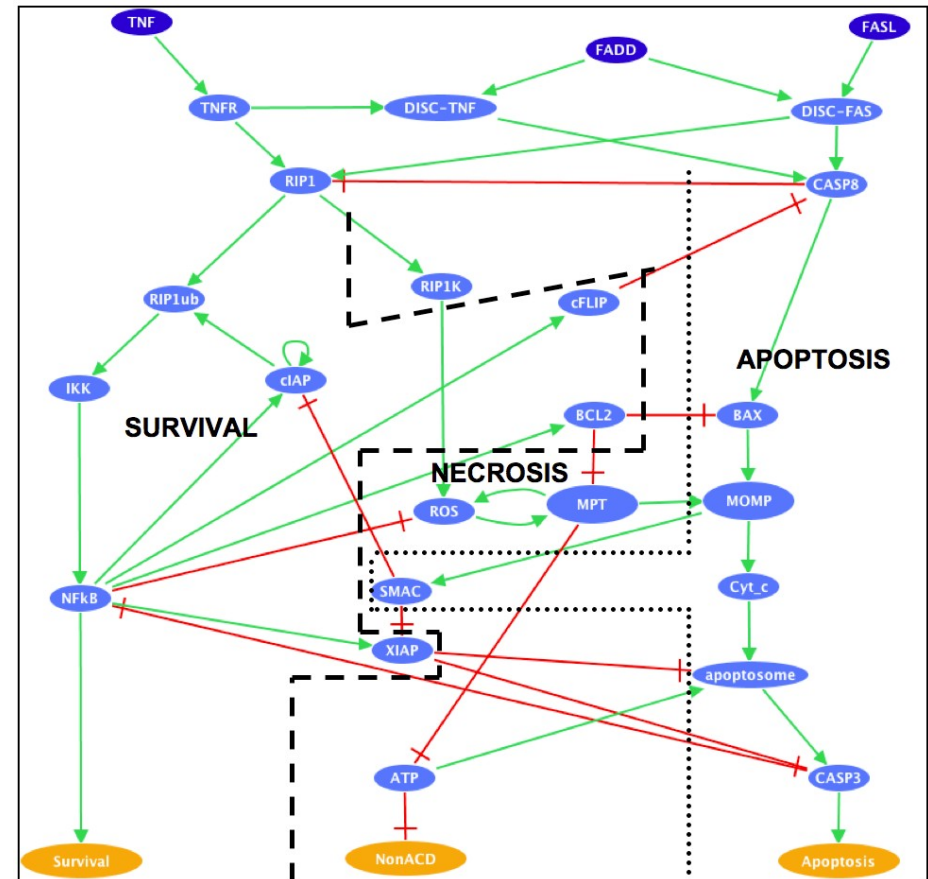
# What is MaBoSS? Markovian Boolean Stochastic Simulator



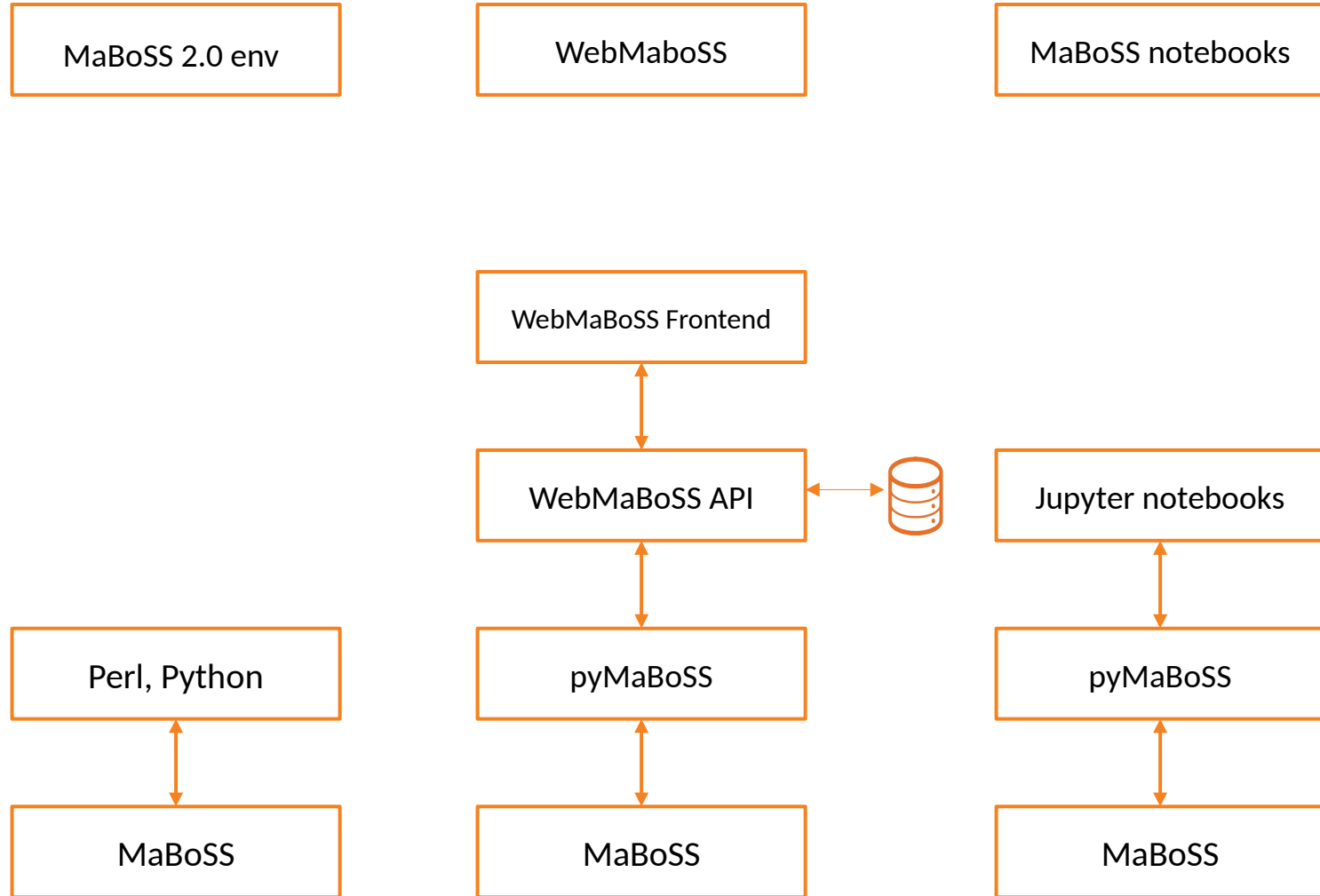
- Uses logical model skeleton to simulate dynamical models
- Produces stochastic trajectories
- Allows population interpretation
- SBML package being developed (annotations !)

# Example with TNF -> cell fate

Use published cell fate model  
(GINSim/MaBoSS), available  
on MaBoSS web page,  
<https://maboss.curie.fr>



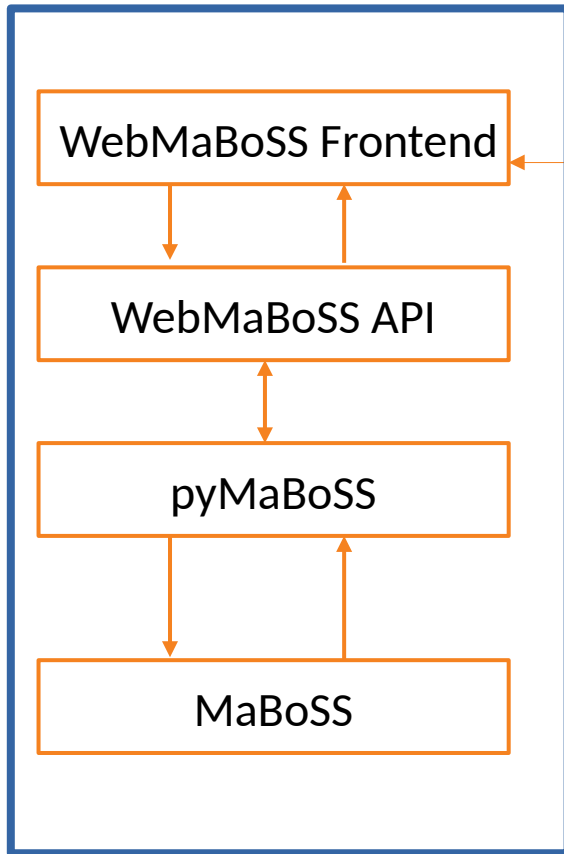
# Different MaBoSS environments





# WebMaBoSS

User friendly, no need to fully understand MaBoSS inputs-outputs,  
interactive figures



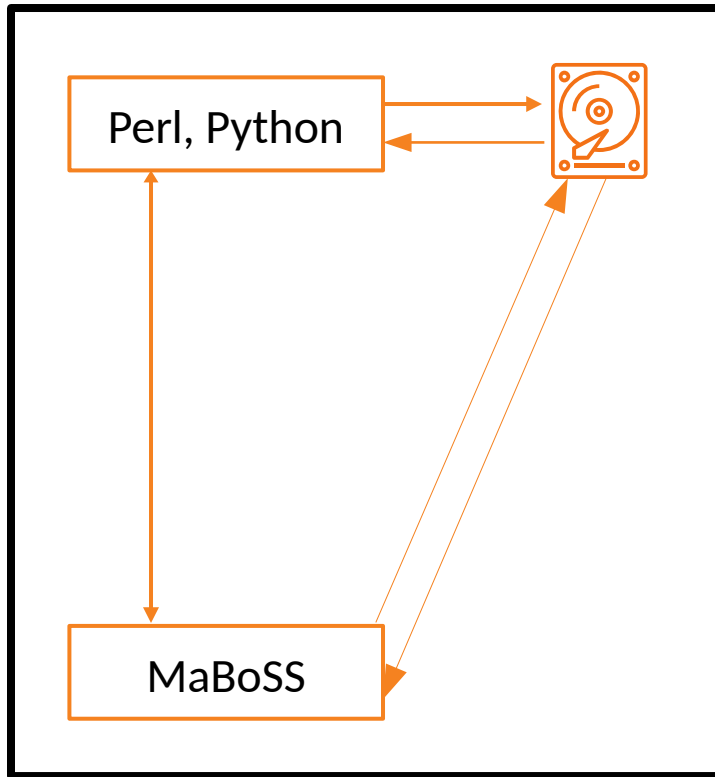
- Web interface (remote computation)
- Database to store models/results
- Multiple pipelines implemented (eg mutations)

Demo version available at :

<https://webmaboss.vincent-noel.fr>

# MaBoSS 2.0 environment

Light to install, multiple batch processing, computation on server

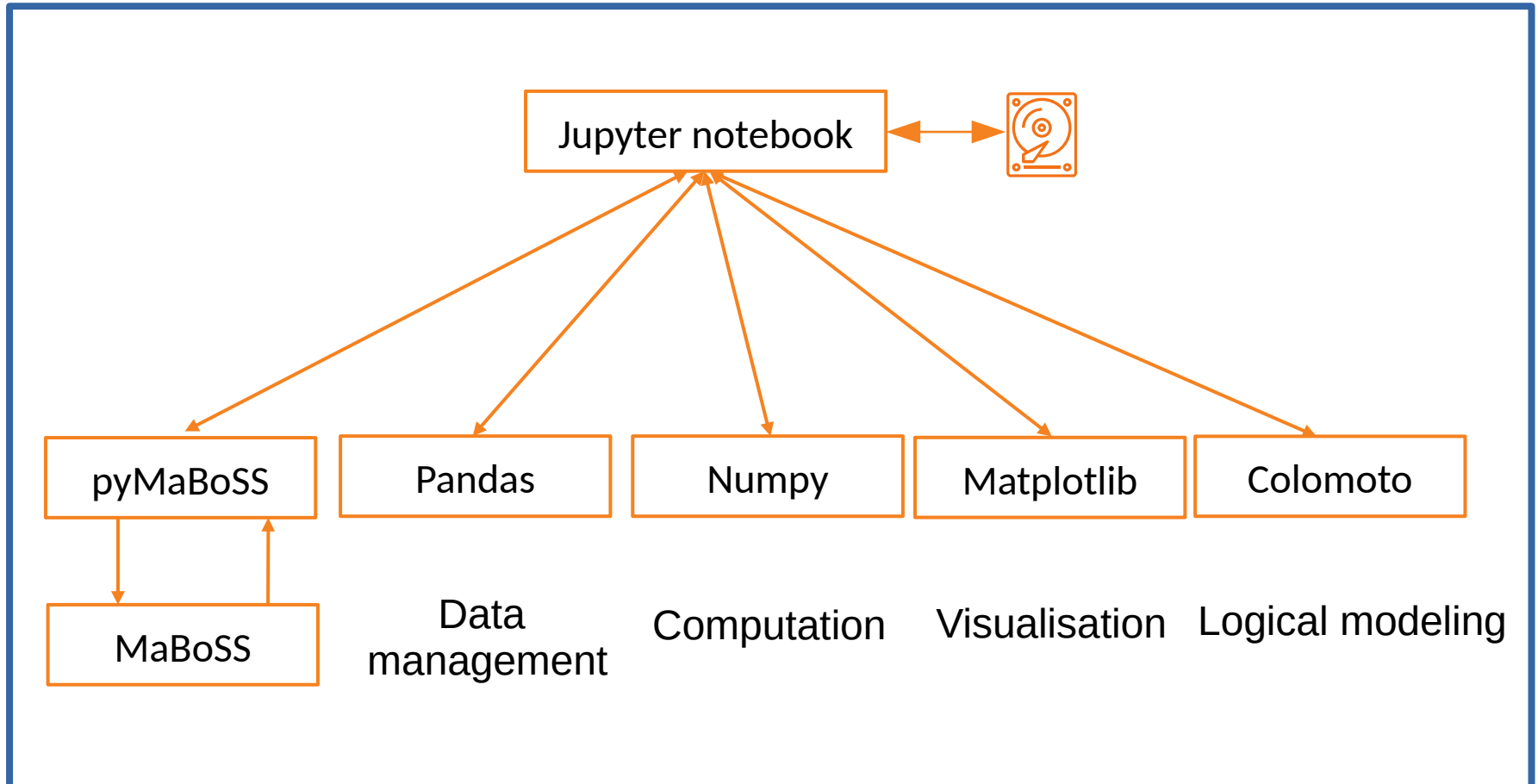


Unix

- Multiples post-processing scripts (plotting, analysis, ...)
- Multiples batching scripts (sensitivity analysis, mutations, ...)

# MaBoSS notebook

Reproducible data analysis, multiple simulation within python coding,  
with access to a variety of libraries



Docker or



Conda

# UPMaBoSS

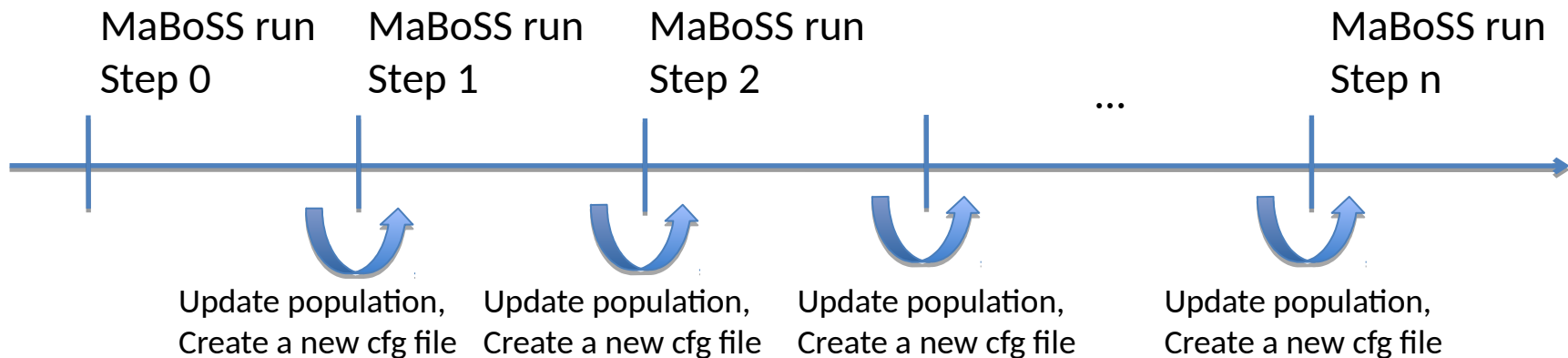
Use a signalling pathway(s) inside each cell -> MaBoSS model.

Specify, in the new *upp* file

1. Node for cell death,
2. Node for cell division,
3. Inter-cell communication (ligand -> receptor for instance), by defining update of external variable(s) according to probabilities and population size

Outputs:

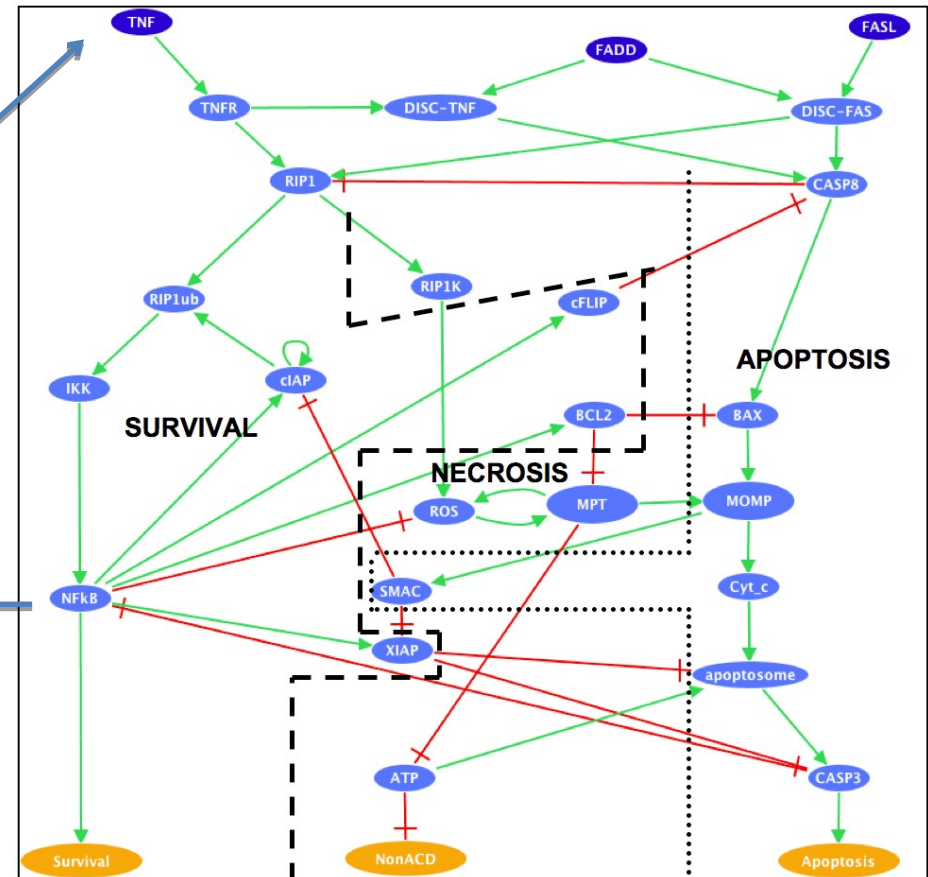
- size of cell population over time,
- probabilities of “network states” over time



## Example with TNF -> cell fate

Use published cell fate model (GINsim/MaBoSS), available on MaBoSS web page, <https://maboss.curie.fr>

## Production of TNF induced by NFkB

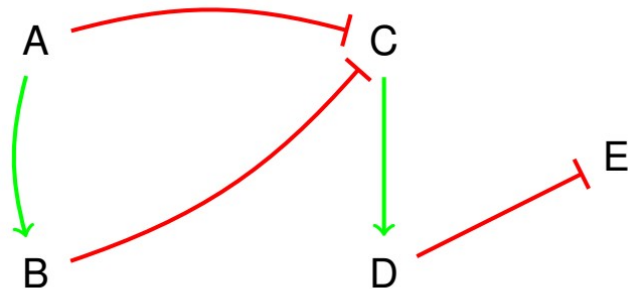


## Cell Division / Proliferation

## Cell Death

# Ensemble models

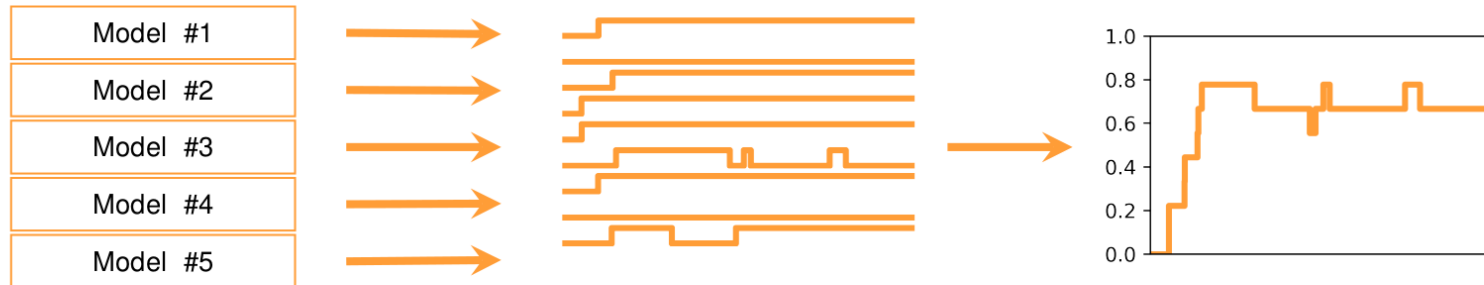
From a set of constraints, produces a set of valid models, and treats them as an ensemble of models.



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Constraints :

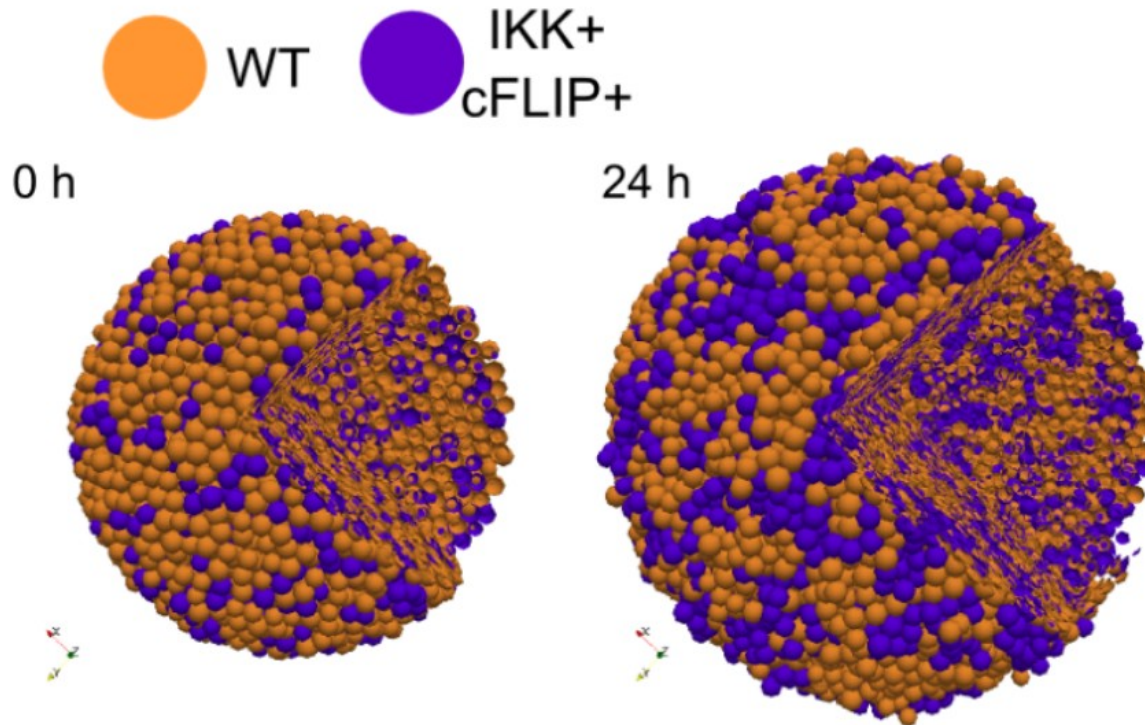
- Fixpoints
- Reachability
- Biological knowledge



-> Allows diversity of mechanisms within the model, to represent single cell variability, modeling uncertainty.

# PhysiBoSS

Flexible and computationally efficient framework  
to study heterogeneous cell population growth



=> Agent-based model, with every cell running a MaBoSS model. Allows cell-cell communication, diffusion.

# Acknowledgments

## *MaBoSS early team*



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## *MaBoSS ecosystem team*



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Loïc Paulevé



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Emmanuel Barillot



Gaëlle Letort



Stéphanie Chevalier



Andrei Zinovyev

<https://github.com/vincent-noel/MaBoSS-Ecosystem>

<https://maboss.curie.fr>

<https://webmaboss.vincent-noel.fr>