

# **IMSV: bacteria simulator design**

## **Version 0.0**

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September 1, 2017

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# 1. Introduction

The aim of this document is not to go into technical details of the implementation (the code is documented using Doxygen, technical details are therefore best found in the Doxygen-generated manual). Rather we wish to walk through the choices in design that have been made. The technical manual information for understanding the concept behind each class and how to use it. However it does not tell you what classes are central in the architecture and it is difficult to see at a glimpse how classes interact.

Describing global design should be more agreeable to read than the purely technical document. It helps understand how we tackled a certain number of efficiency issues (should it be speed or maintainability). The document should facilitate discussions even with non-programmers (or at least non-C++-programmers). We start by giving a global overview of the base components of the simulator, organized around reactants and reactions. A second section redescribes the same element again, but goes further into hypotheses and critical design elements. Finally, appendices are added to describe elements that have been important in the simulator development but did not fit naturally in the main document (testing strategies, utility classes, etc.).

## 2. Global presentation of the components of the simulator

### 2.1. Components of the simulator

The simulator can be decomposed into several large modules that handle specific tasks during simulation (Fig. 1). First of all, there is an **input/output** module that creates everything that is needed for the simulation from an input file. **Reactants** and **reactions** are user-specified and need to be created on demand, as well as **events** happening throughout the simulations and more technical aspects about which algorithm to use to perform the integration. Once everything is set up, the **solver** follows a simple loop that can be decomposed in three steps. Integration occurs reaction by reaction, at each loop, we go forward one reaction, update the simulation time, concentrations and reaction rates.

1. At the beginning of the loop, the **input/output** process checks whether **events** should occur at the current simulation time and whether it needs to write some concentrations to an output file.
2. It then hands control over to the **solver**, which is based on Gillespie's approach to integrate a network of chemical reactions. The Gillespie algorithm needs the current reaction rates of all **reactions** and draws a random reaction with a probability proportional to its rate. This task is delegated to a **rate manager**, which uses state-of-the-art methods to maintain the rate list updated and perform the drawing efficiently.

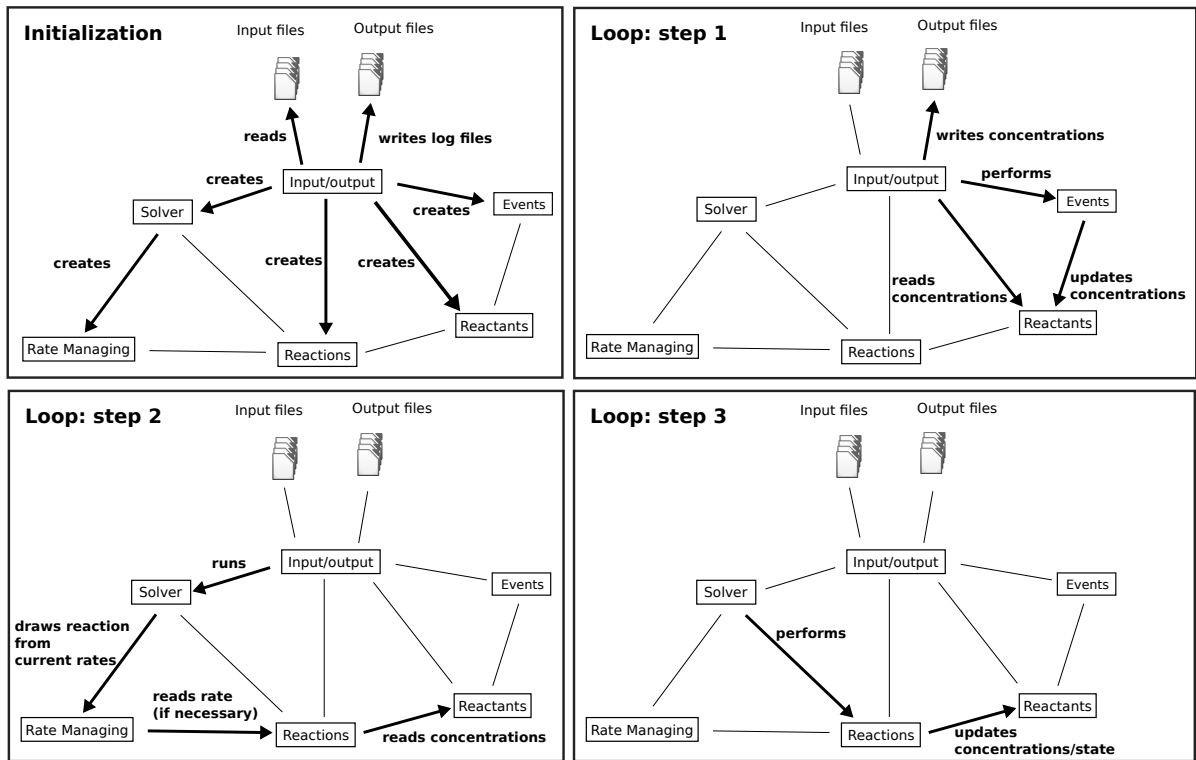


Figure 1: Schematical view of the simulator.

- Once a **reaction** is drawn, it is performed *i.e.* the concentrations (and the state, see below) of its **reactants** is modified.

## 2.2. Reactant hierarchy

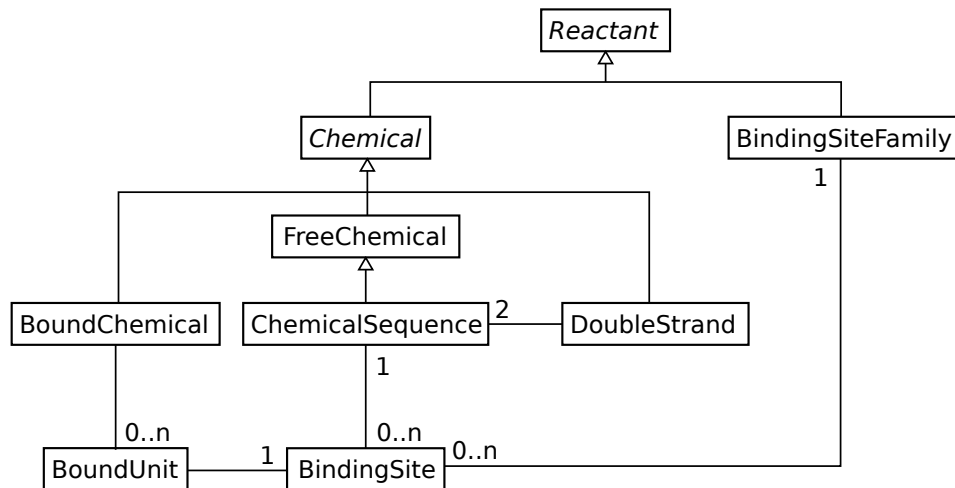


Figure 2: UML diagram of Reactant hierarchy

This section gives a quick overview of the contents of the **Reactant** hierarchy (Fig. 2). More details about how reactants are implemented can be found later.

### 2.2.1. Reactant

**Reactant** is a global abstract interface. All entities that can participate in a reaction *must* inherit from it.

### 2.2.2. Chemical

| <i>Chemical</i>               |
|-------------------------------|
| <i>accessors</i><br>number () |

Figure 3: **Chemical** class

**Chemical** is an abstract class (Fig. 3). It defines all standard chemical entities. **Chemical** represents a *pool* of a given chemical species, meaning that one may access its current number at any time.

### 2.2.3. FreeChemical

#### Input format

FreeChemical <name> [<initial quantity>]

| FreeChemical                                       |
|--|
| <i>commands</i><br>add (number)<br>remove (number) |
| <i>accessors</i>                                   |

Figure 4: **FreeChemical** class

**FreeChemical** (Fig. 4) is a subclass of **Chemical** that represents free chemical (*e.g.* molecules diffusing in the cytosol or extracellular medium).

### 2.2.4. BoundChemical

#### Input format

BoundChemical <name>

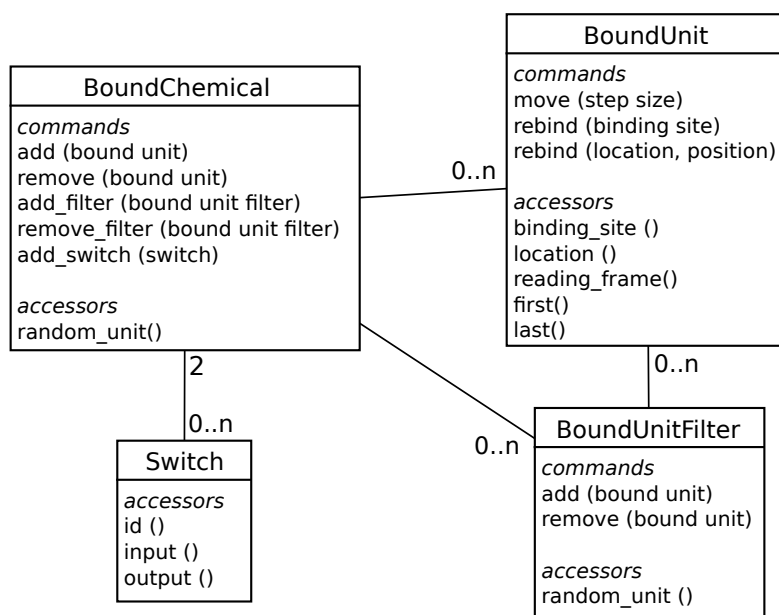


Figure 5: BoundChemical class

**BoundChemical** (Fig. 5) is a subclass of **Chemical** that represents chemicals that are bound to a sequence. It is important to note it only represents molecules bound to the sequence, *not* the complex formed by the chemical and the sequence. Even though **BoundChemical** represents a pool of molecules, single elements are not interchangeable, they are defined by their position on a sequence. **BoundChemical** uses class **BoundUnit** to represent molecules individually. It uses **BoundUnitFilter** to organize bound units according to outside criteria needed for reactions (classify according to binding sites, motifs read, etc.). It also uses **Switches** on specific switch sites that are sequence dependent (this will be explained in detail later).

## 2.2.5. ChemicalSequence

### Input format

```

ChemicalSequence <name> sequence <sequence> [<initial quantity>]
TransformationTable <name> [<parent_letter> <product_letter>,<product_letter>]{1..n}
ProductTable <name> <transformation table>
ChemicalSequence <name> product_of <parent sequence> \
  <starting position> <ending position> <product table> [<initial quantity>]
  
```

**ChemicalSequence** (Fig. 6) is a subclass of **FreeChemical**. It is defined by a sequence and the ability to bind elements. However, instances of a sequence are *not* treated individually, it is impossible to tell to which instance a given chemical bound. An object called **SequenceOccupation** maintains occupation levels at sites of interest. For example, suppose the sequence is an mRNA carrying a ribosome binding site for the protein DnaA. The number of available sites is obtained by removing the number of

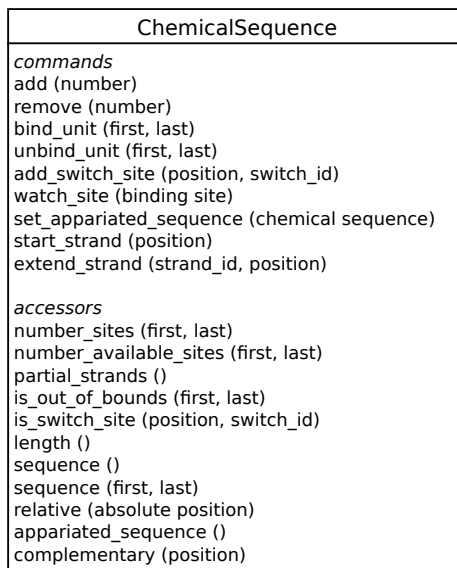


Figure 6: ChemicalSequence class

bound chemicals occupying the site from the number of instances of the mRNA currently in the cell. A **ChemicalSequence** can be appariated to another **ChemicalSequence**. A **ChemicalSequence** can be created from a sequence or as a product of another sequence, in which case a **TransformationTable** is needed to generate the product's sequence from the parent's, and a **ProductTable** stores the parent/product relationship.

## 2.2.6. DoubleStrand

### Input format

```
TransformationTable <name> [<letter> <complementary_letter>,<initial quantity>]{1..n}
DoubleStrandSequence <name> <name_sense_sequence> <sense_sequence> \
  <name_antisense_sequence> <transformation_table> [<initial quantity>]
```

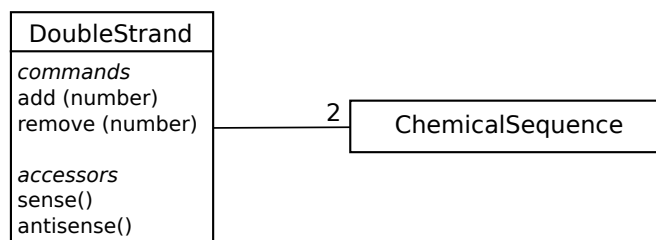


Figure 7: DoubleStrand class

**DoubleStrand** (Fig. 7) links two **ChemicalSequence** together that are biochemically linked (*e.g.* DNA), one sequence being complementary to the other. It enables segment extension on the appariated strand and free end binding (see interface



of `ChemicalSequence`). A `DoubleStrand` is created from a sense sequence that is specified similarly to a `ChemicalSequence`. However, the complementary sequence is created from a `TransformationTable` that specifies how to transform the sense sequence into antisense sequence (*e.g.* for DNA,  $A \rightarrow T$ ,  $T \rightarrow A$ ,  $C \rightarrow G$ ,  $G \rightarrow C$ ).

### 2.2.7. BindingSiteFamily

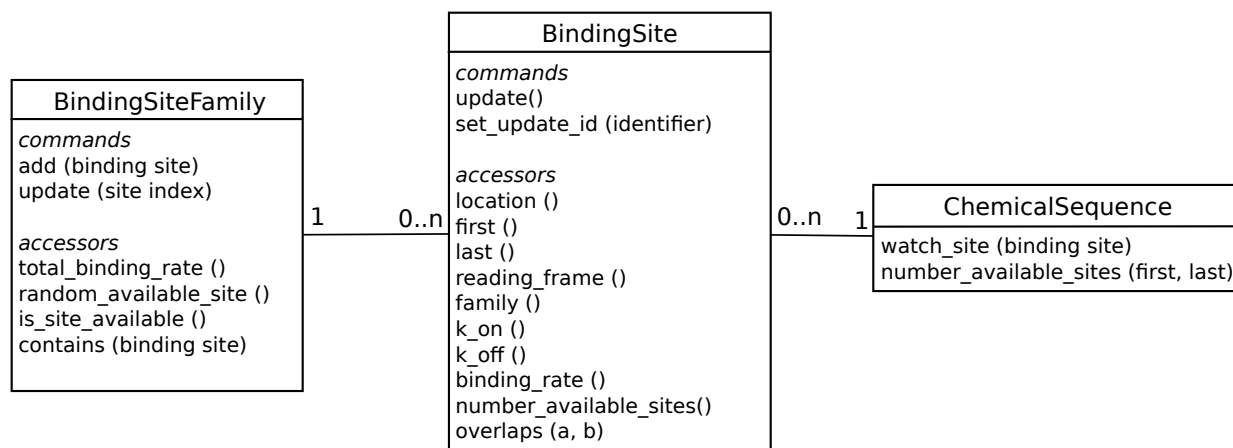


Figure 8: `BindingSiteFamily` class

`BindingSiteFamily` (Fig. 8) is a subclass of `Reactant`. Contrary to `Chemical`, it does not represent a countable pool of molecules. Each family contains a number of related instances of `BindingSite` (*e.g.* ribosome binding sites). `BindingSiteFamily`, `BindingSite` and `ChemicalSequence` use a notification pattern (via `update` methods) to dynamically maintain the number of available sites for each binding site as well as binding rates up to date. If a binding site is used to load polymerases, a reading frame should be provided to specify where a polymerase will start reading the sequence after binding.

### Input format

```

BindingSite <binding site family name> <chemical sequence> \
  <start> <end> <k_on> <k_off> [<reading frame>]
  
```

## 2.3. Reaction hierarchy

This section gives a quick overview of the reaction hierarchy (Fig. 9). More details about how reactions are implemented can be found later.

### 2.3.1. Reaction

There are two abstract classes used to define reactions: `Reaction` for one-way reactions and `BidirectionalReaction` for reversible reactions. Two adapter classes

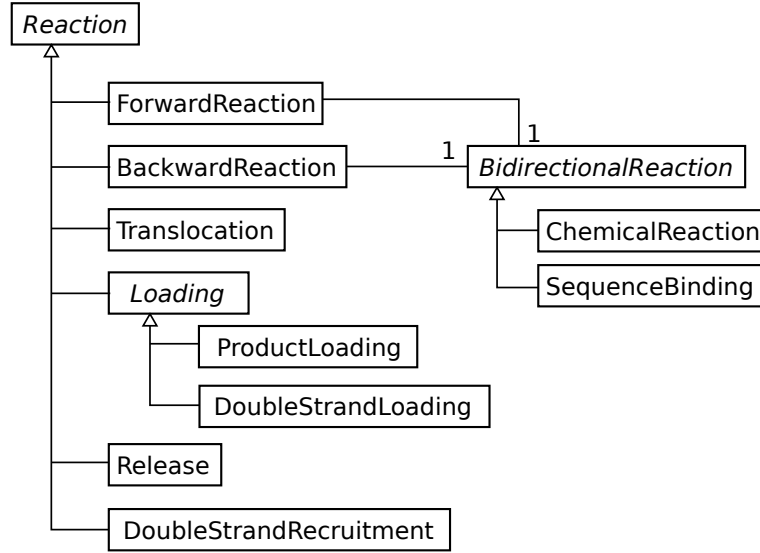


Figure 9: UML diagram of Reaction hierarchy.

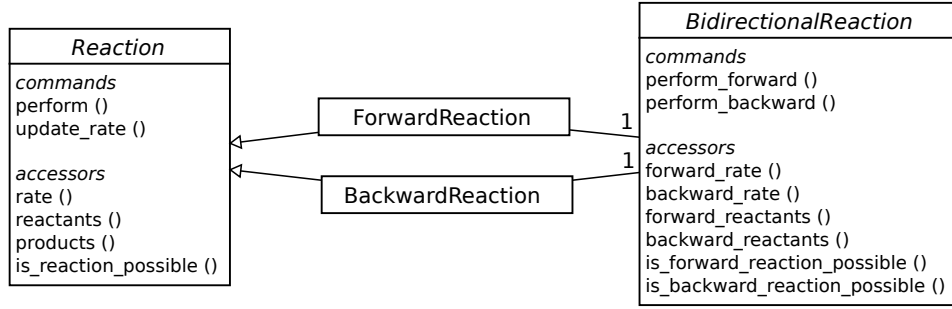


Figure 10: Reaction and BidirectionalReaction classes.

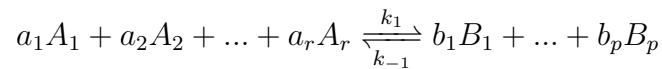
**ForwardReaction** and **BackwardReaction** split reversible reactions in two one-way reactions (Fig. 10). In the end, the solver only handles one-way reactions. A reaction can necessarily be performed, its rate updated and accessed and is composed of reactants and products.

### 2.3.2. ChemicalReaction

#### Input format

**ChemicalReaction** [<chemical> <stoichiometry>]<sup>{1..n}</sup> rates <k<sub>1</sub>> <k<sub>-1</sub>>

**Formula** A **ChemicalReaction** represents association/dissociation of an arbitrary number of elements (Fig. 11). It is defined by



where

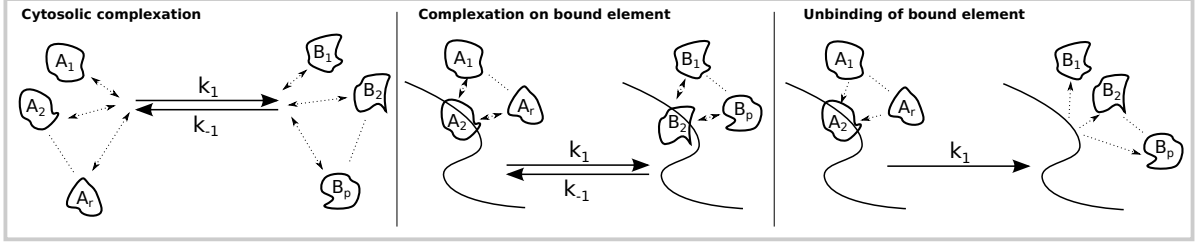


Figure 11: Schematic view of a `ChemicalReaction`.

- $A_i$  and  $B_i$  are of type `FreeChemical`. They can be of type `BoundChemical` in two cases: (i) a reaction containing a `BoundChemical` on each side, (ii) an *irreversible* reaction where a *reactant* is a `BoundChemical` and where there are no bound product. In both cases, the associated stoichiometric coefficient must be 1.
- $a_i$  and  $b_i$  are stoichiometric coefficients.
- $k_1$  and  $k_{-1}$  are rate constants.

**Action** When the reaction is performed, the number of chemicals involved is changed according to their stoichiometric coefficient. If `BoundChemical` are involved on each side, the simulator will assume that the bound chemical that is consumed is replaced by the bound chemical on the other side of the equation (*i.e.* it will be bound at the location previously occupied by the precursor). If there is a `BoundChemical` on the reactant side of an irreversible reaction, the simulator will assume that the reaction describes the unbinding of this bound unit into the cytosol.

**Rate** The rates are given by

$$\lambda_{forward} = k_1 \prod_{i=1}^r [A_i]^{a_i}$$

$$\lambda_{backward} = k_{-1} \prod_{i=1}^p [B_i]^{b_i}$$

### 2.3.3. SequenceBinding

#### Input format

SequenceBinding <chemical> <bound form> <binding site family>

**Formula** A `SequenceBinding` represents binding of a free element on a binding site of a sequence (Fig. 12). It is defined by



where

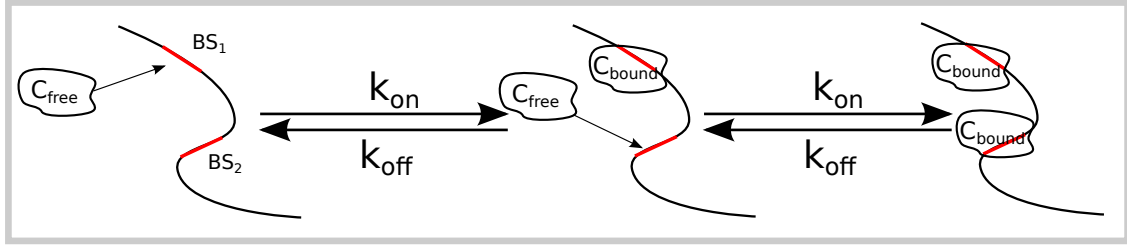


Figure 12: Schematic view of a `SequenceBinding`.

- $C_{free}$  is of type `FreeChemical`.
- $BSF$  is of type `BindingSiteFamily`.
- $C_{bound}$  is of type `BoundChemical`.

**Action** When the forward reaction is performed, a random available binding site is drawn from the binding site family (drawing is weighted by affinity). A  $C_{free}$  molecule is removed from the pool and a  $C_{bound}$  added to the `ChemicalSequence` bearing the binding site. When the backward reaction is performed, a random molecule of  $C_{bound}$  is removed from the pool (and from its sequence) and a  $C_{free}$  molecule is added.

**Rate** The rates are given by

$$\lambda_{forward} = \frac{[C_{free}]}{V_c} \sum_{\text{sites } s \in BSF} (k_{on})_s \times \text{Number of sites } s \text{ available}$$

$$\lambda_{backward} = \frac{1}{V_c} \sum_{\text{molecules } m \in C_{bound}} (k_{off})_{\text{site on which } m \text{ is bound}}$$

- $(k_{on})_s$  is the association constant of  $C_{free}$  with binding site  $s$ .
- $(k_{off})_s$  is the dissociation constant of  $C_{bound}$  with binding site  $s$ .
- $V_c$  is the volume of the cell.

### 2.3.4. Translocation

#### Input format

```
TerminationSite <family name> <chemical sequence> <start> <end>
Translocation <bound chemical> <form after step> <stalled form> \
    <step size> <rate>
```



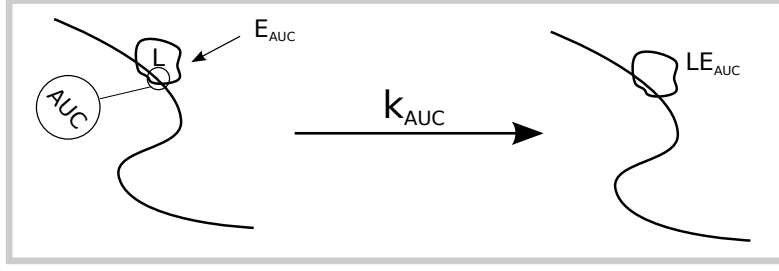
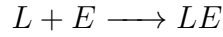


Figure 14: Schematic view of a Loading.

**Formula** A Loading typically represents loading of elements by a polymerase onto a template sequence (Fig. 14). It is defined by



where

- $L$  is of type `BoundChemical`.
- $E$  is an element to load, of type `FreeChemical`. It is defined in a `LoadingTable` associated with the reaction.
- $LE$  is the occupied form of the loader, of type `BoundChemical`. It is defined in a `LoadingTable` associated with the reaction.

**Action** Each instance of  $L$  reads a specific template. Using its `LoadingTable`, we know which  $E$  it tries to load, which  $LE$  is yielded if loading occurs and the loading rate associated with the template. When the reaction is performed, a random  $L$  is chosen according to loading rates. An element to load  $E$  is removed from the pool and  $L$  is replaced with  $LE$ . A `ProductLoading` assembles loaded elements into a product that will eventually be release in the cytosol (*e.g.* RNA synthesis), while `DoubleStrandLoading` extends segments along a `DoubleStrand` (*e.g.* DNA replication). In `DoubleStrandLoading`, loading may fail because the loader met a previously synthesized segment. In the latter case, it is replaced by a `BoundChemical` representing its stalled form.

**Rate** The rate is given by

$$\lambda = \sum_{t \in \text{templates}} k_t [L_t] [E_t]$$

where

- $k_t$  is the loading rate associated with template  $t$ .
- $L_t$  corresponds to loaders  $L$  reading template  $t$ .
- $E_t$  is the chemical to load onto template  $t$ .

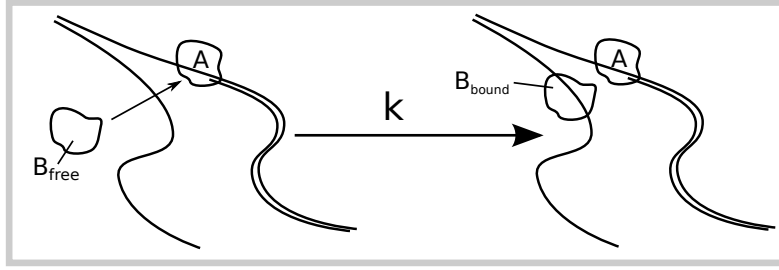


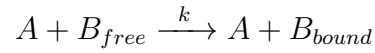
Figure 15: Schematic view of a DoubleStrandRecruitment.

### 2.3.6. DoubleStrandRecruitment

#### Input format

DoubleStrandRecruitment <BoundChemical> <FreeChemical> <bound form> <rate>

**Formula** A DoubleStrandRecruitment typically represents recruitment of a DNA polymerase by the replication fork on the opposite strand (Fig. 15). It is defined by



where

- $A$  is of type BoundChemical, bound to a DoubleStrand.
- $B_{free}$  is of type FreeChemical.
- $B_{bound}$  is a BoundChemical representing the bound form of  $B_{free}$ .
- $k$  is a rate constant.

**Action** When the reaction is performed, a random  $A$  is chosen. If  $A$  is not bound to a DoubleStrand, the reaction is ignored. If the position opposite to  $A$  on the DoubleStrand is already occupied, the reaction is ignored. Else, a  $B_{free}$  is bound on the complementary ChemicalSequence, opposite to  $A$  as a  $B_{bound}$ .

**Rate** The rate is given by

$$\lambda = k[A][B_{free}]$$

### 2.3.7. Release

#### Input format

TransformationTable <name> [<parent\_letter> <product\_letter>,<product\_letter>]^{1..n}

ProductTable <name> <transformation table>

Release <polymerase> <empty\_polymerase> <fail\_polymerase> \<product table> <rate>

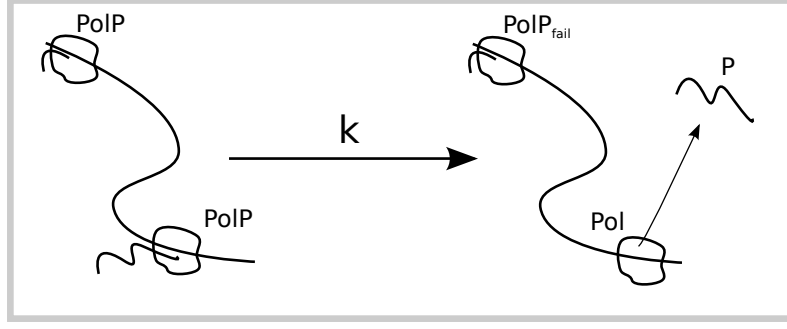
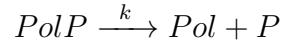
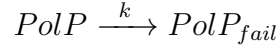


Figure 16: Schematic view of a Release.

**Formula** A Release represents release of a product from a polymerase (Fig. 16).



or



where

- $PolP$  is a `BoundChemical` representing a polymerase-product complex.
- $P$  is of type `ChemicalSequence`. It is a product that is released by  $PolP$  defined in a `ProductTable` associated with reaction.
- $Pol$  is a `BoundChemical` representing an empty polymerase.
- $PolP_{fail}$  is a `BoundChemical` representing the polymerase-product complex in case release failed because  $P$  was not a valid product defined in the `ProductTable` associated with reaction.
- $k$  is a rate constant.

**Action** When the reaction is performed, a random  $PolP$  is chosen. A `ProductTable` uses its binding and current position to determine what product  $P$  it has synthesized. If  $P$  is defined in the product table, it is released in the cytosol and  $PolP$  is replaced by an empty version of the polymerase  $Pol$ . If there is no  $P$  corresponding to current  $PolP$  position, the simulator assumes that  $PolP$  has not reached its actual terminator and it is replaced by  $PolP_{fail}$  to enable other treatments (*e.g.* abnormal termination or continuing synthesis).

**Rate** The rate is given by

$$\lambda = k[PolP]$$



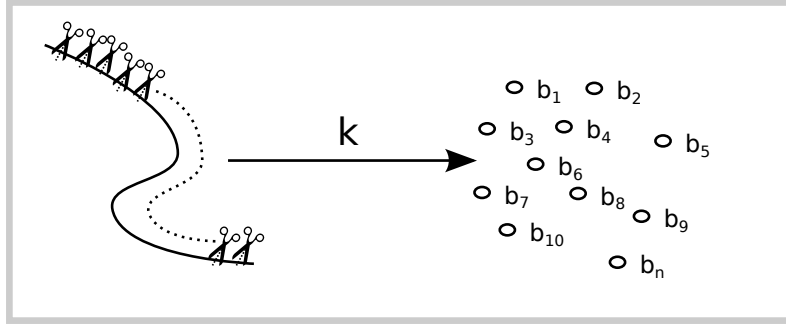


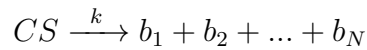
Figure 17: Schematic view of degradation reaction.

### 2.3.8. Degradation

#### Input format

CompositionTable <name> [<letter> [<chemical composing letter>]^{1..m}]^{1..n}  
 Degradation <chemical sequence> <composition table> <rate>

**Formula** A Degradation represents decomposition of a sequence into base components (Fig. 17). It is defined by



where

- $CS$  is of type **ChemicalSequence**.
- $b_i$  are of type **FreeChemical**. They are found in a **CompositionTable** specified in the reaction.
- $k$  is the degradation constant.

**Action** When the reaction is performed, a  $CS$  is removed from the pool. A **CompositionTable** is specified along the reaction. It allows base-by-base conversion of the sequence of  $CS$  into components yielded by degradation. The pools of base components is updated accordingly. In the simulator, a degradation reaction is effectively implemented as a **ChemicalReaction**.

**Rate** The rate is given by

$$\lambda = k[CS]$$

## 2.4. Switches

### Input format

```
Switch <name> <input_bound_chemical> <output_bound_chemical>  
SwitchSite <chemical_sequence> <position> <switch_name>
```

Switches are intrinsically linked to `BoundChemicals` but apply to specific `BoundUnits` through `SwitchSites` located on `ChemicalSequences`. Every time an instance of `input_bound_chemical` steps on a switch site, it *immediately* becomes an `output_bound_chemical`.

A `Switch` is not considered a reaction because there is no rate associated with it (the solver does not actually know anything about switches). We dedicate a section to these elements because they play a central role in the simulator's philosophy. The user can use generic reactions that apply in general (*e.g.* transcription of any gene based on its sequence) and use switches every time something more specific is needed. Typically, termination sites for transcription are expected to be *SwitchSites*. Similarly, important regulation sites can be implemented using *SwitchSites*.

## 2.5. Solver loop

Once `Reactions` and `Reactants` are defined, they must be integrated properly. We use variants of the Gillespie algorithm to provide a framework where reactions are performed according to their current reaction rate. Roughly speaking, the main hypothesis of this framework is that reaction timings are distributed according to exponential distributions. This allows for many mathematical simplifications and harmonious integration of an arbitrary number of reactions. The central point of the algorithm is that the probability that a reaction will be the next reaction in the system is proportional to its rate (mathematically speaking, the reaction is obtained by multinomial drawing according to rates).

The solving loop is depicted in Figure 18. The Gillespie algorithm has many variants. We decided to implement it using three *abstract* classes. By using inheritance, variants can be combined for each step of the algorithm (how to update reactions, how to select a reaction). The three central classes are:

- **Solver**: Children of this class decide how and when rates should be updated, *e.g.* update rates after every reaction, only after a given time step, etc. Note that they do not perform any of these computations, they just organize how the algorithm should work.
- **RateManager**: Children of this class are responsible for updating reaction rates when prompted to by a **Solver** class. Recomputing all rates is generally inefficient, so various implementations of this task can be used to improve the global loop speed.
- **RateContainer**: Children of this class are responsible for storing reaction rates in a specific structure *adapted* to multinomial drawing. Again many implementations exist, their efficiency depends on the system that is integrated.

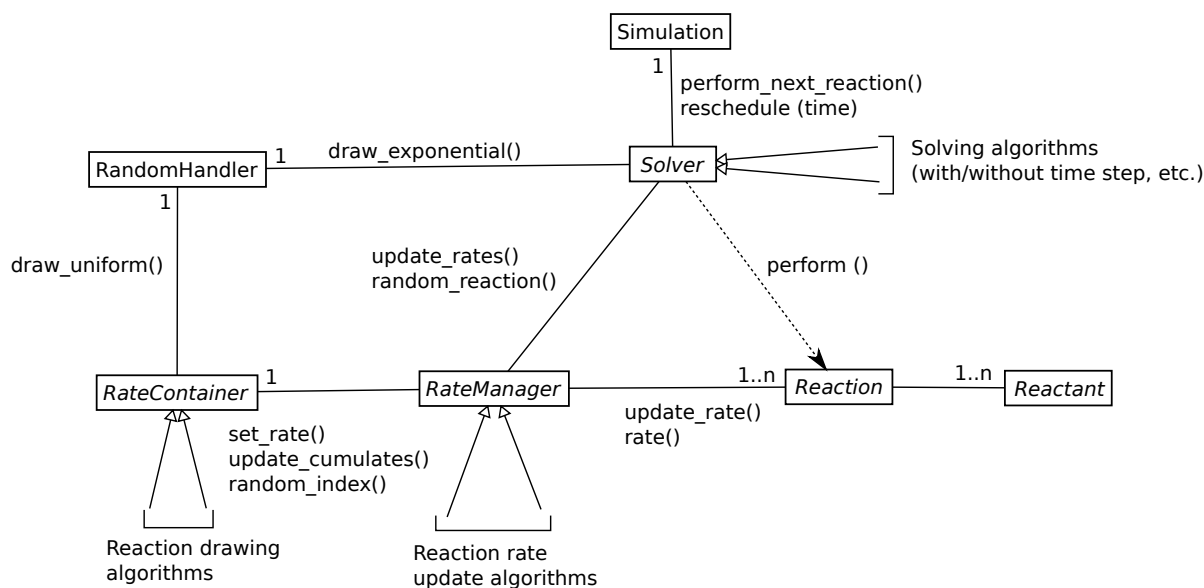


Figure 18: Solver loop. The loop is driven by the **Solver** class that defines how and when rates should be updated. The update task is performed by a **RateManager**. Once rates are known, multinomial drawing is delegated to a **RateContainer**. A central **RandomHandler** is used so that the solver only uses one seed, enabling simulation reproducibility.

The implementations of these three classes will be described later in the document.

## 2.6. Events

**Events** enable users to change molecule numbers outside of the solver loop at specific times (Fig. 19). A **Simulation** instance handles both a **Solver** instance and an **EventHandler** instance. Every time an event timing is reached, the solver loop is stopped, the event(s) is (are) performed, the solver is reinitialized and the simulation resumes. Different **Event** implementations are offered to modify molecule numbers in a convenient way.

## 2.7. Input/Output handling

### 2.7.1. Simulator Input

The simulator needs the following to work:

- A general input file defining simulation parameters. A sample file is provided where all options are described (*e.g.* length of simulation, what to output, algorithm variants). One important parameter is the location of the files the simulator should open to read reactants, reactions and events.



## 3. Detailed design

### 3.1. Reactants

#### 3.1.1. FreeChemical

**FreeChemical** simply represents a pool of interchangeable molecules distributed uniformly in the cell. Computationnally, only the number of molecules in the pool is relevant.

#### 3.1.2. BoundChemical

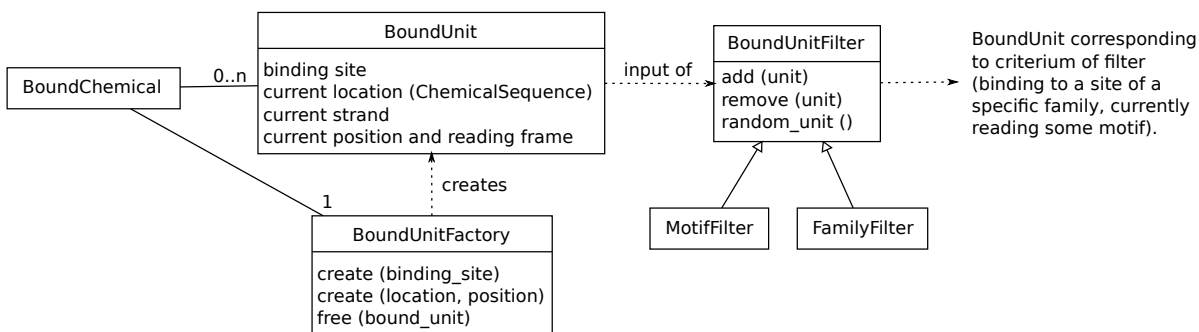


Figure 20: **BoundChemical** are in fact a pool of individual **BoundUnit** created using a **BoundUnitFactory**. A **BoundUnit** is characterized by the **ChemicalSequence** it bound to and its current position. Reaction then use **BoundUnitFilter** to sort **BoundUnit** according to some criterium of reference (*e.g.* Loading reactions sort **BoundUnit** according to the motif they read).

**BoundChemical** represents molecules of the same chemical species, but there are specificities for each unit of a **BoundChemical**, as all units are bound at different locations of different **ChemicalSequence** (Fig. 20). A **BoundUnitFactory** is used to recycle **BoundUnits**, avoiding memory reallocation throughout simulation. **BoundUnitFilters** are used to sort **BoundUnits** according to criteria useful for reactions (Fig. 20).

**BoundUnits** are passed from one **BoundChemical** species to another through reactions, their attributes are updated if needed. They are only destroyed once they are unbound from their **ChemicalSequence**.

#### 3.1.3. ChemicalSequence

**ChemicalSequence** handles a pool of polymers. A pool is defined by a *master sequence* describing what a typical polymer looks like (*e.g.* the sequence of DnaA protein) and the number of *instances* of the master sequence in the pool. For efficiency reason, we do the following assumptions.

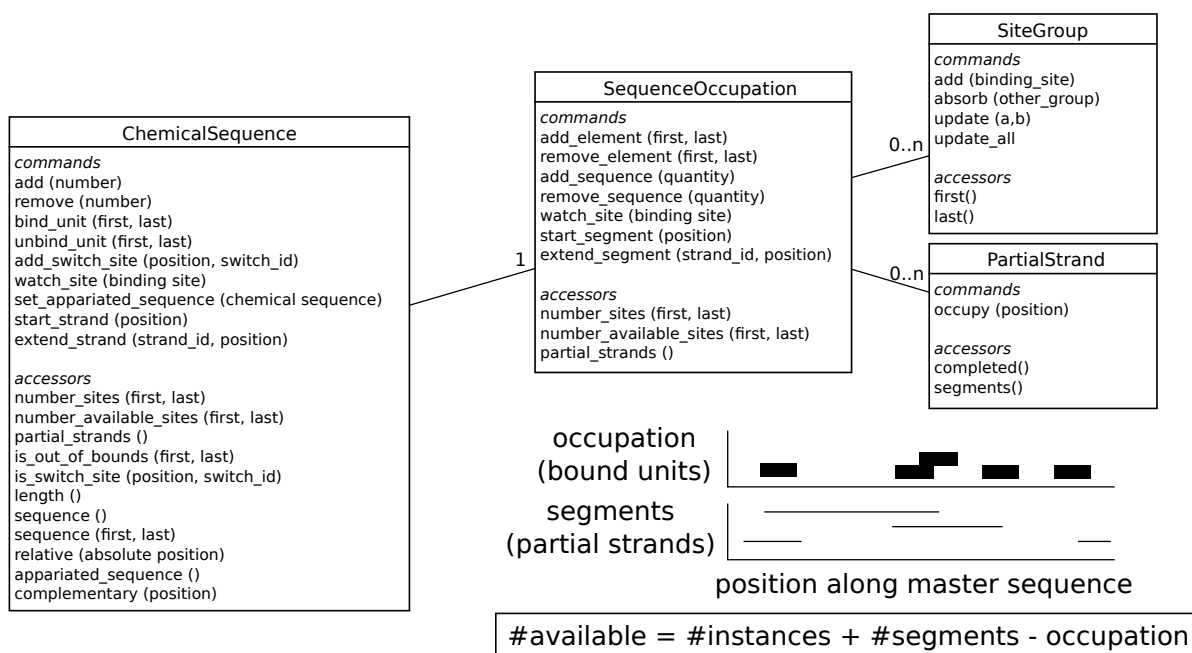


Figure 21: **ChemicalSequence** represents a pool of polymeres that can be elongated and on which **BoundUnits** bind through **BindingSites**. For binding to occur, availability of **BindingSite** is assessed using a utility class **SequenceOccupation** that records the number of instances of the polymer, the position of **BoundUnits** and elongation of **PartialStrands**. **SiteGroup** is used to notify sites of availability changes more efficiently.

## Simplifying assumptions

- No deviation from master sequence, all instances are identical.
- **BoundUnits** are not assigned to a specific instance of the sequence, they are positioned on the master sequence.

## Consequences

- No direct inference of collisions is possible.
- A chemical can bind on a partial strand, yet move along the whole sequence freely.
- Degradation of an instance does not cause unbinding.

**Site availability** Despite our simplifying assumptions it is still possible to provide an accurate description of site availability. Availability depends of the number of sequences, number and position of bound elements, number and position of newly polymerized sequence segments (Fig. 21).

### 3.1.4. DoubleStrand

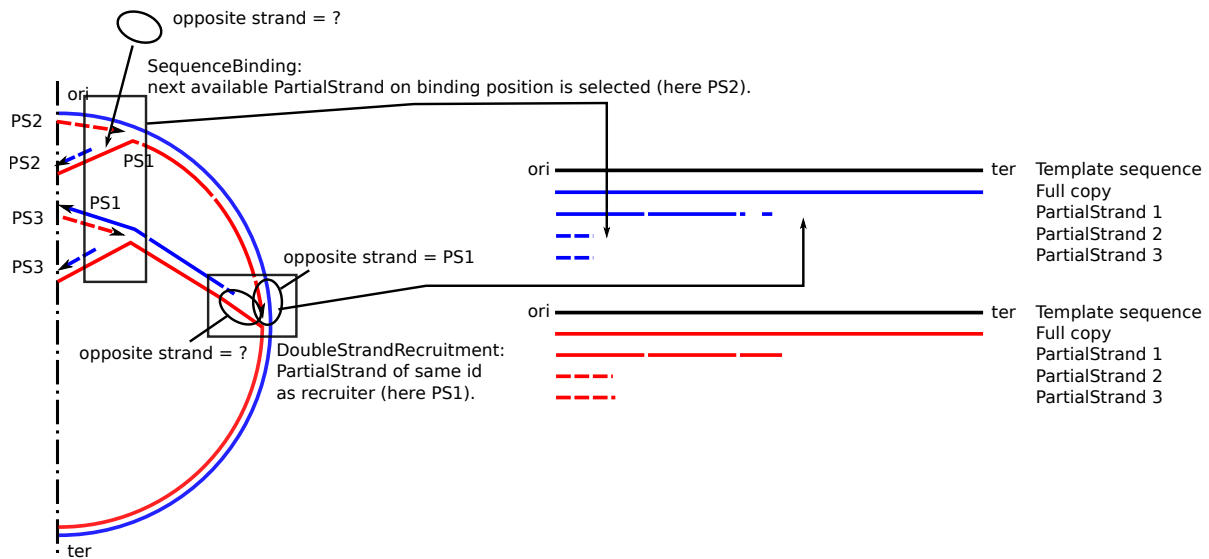


Figure 22: Strands of a `DoubleStrand` are identified according to creation order. Every time a new segment is polymerized, it is necessary to determine which `PartialStrand` is elongated. If a polymerase has been recruited on the complementary strand by `DoubleStrandRecruitment`, it is automatically assigned the same partial strand as the recruiter.

**Strand identification** Because `DoubleStrand` typically represents DNA, we expect that the `DoubleStrand` will contain a lot of `PartialStrands`. For replication, it is important to know exactly which strand are opposite to one another for `DoubleStrandRecruitment` to work properly. We use strand identification as shown in Figure 22.

### 3.1.5. BindingSiteFamily

The task of a `BindingSiteFamily` is to regroup all the binding sites that can participate in a same `SequenceBinding` reaction. To simplify the reaction, it stores the substrate associated with each binding site. In order to update the rate properly when availability of sites changes, an *observer pattern* is used (Fig. 23).

Every `BindingSite` is viewed as an *observer* by the `ChemicalSequence` it belongs to. Every time a change occurs on the site, the `BindingSite` is notified. The latter binding site notifies its `BindingSiteFamily` using a specific identifier, letting the family know which binding rate is out of date. This information is stored in a `RateValidity` class. It is only when it is really needed (*i.e.* when a `SequenceBinding` wants to access total rate or a random site) that rates are recomputed. This avoids useless computations *e.g.* in the case of a translocation, where a bound unit is first unbound from its `ChemicalSequence` then rebound. If the bound unit does not move away from the site, two updates will be sent, but the rate will only be recomputed once at the end.

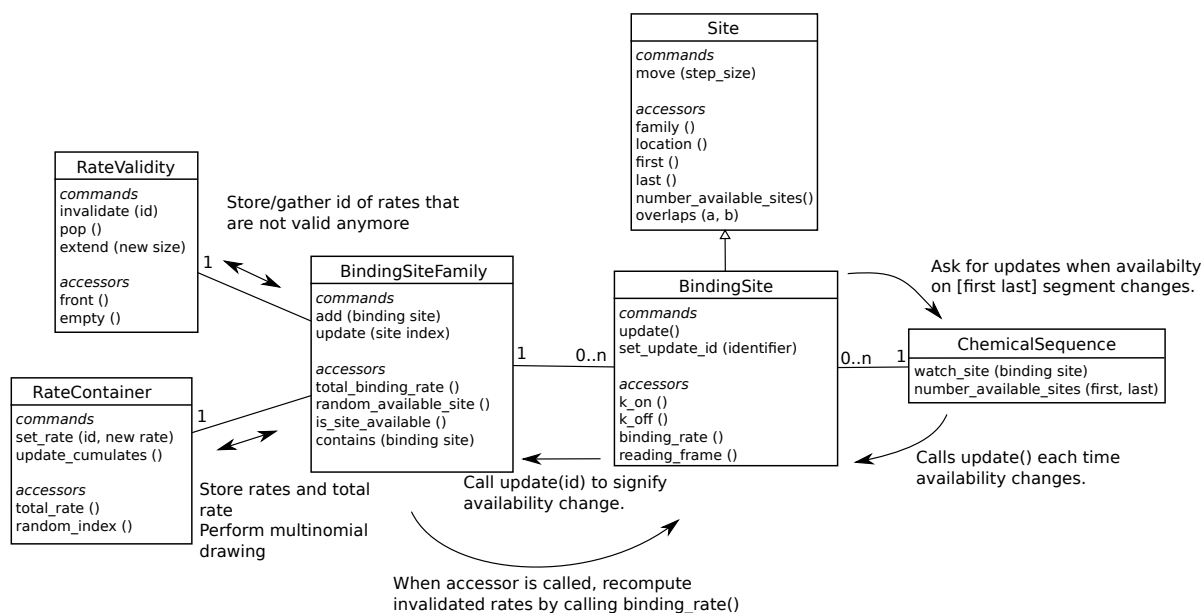


Figure 23: Schematical view of the Observer pattern used to keep availability of binding sites up to date for **SequenceBinding** reactions.

## 3.2. Reactions

### 3.2.1. ChemicalReaction

Nothing particular.

### 3.2.2. SequenceBinding

**Binding** Because of the way **BindingSiteFamily** is implemented, the reaction can easily and efficiently access the binding rate at all times, no matter what reactions have occurred previously and how site availability changed in the meantime.

**Unbinding** **SequenceBinding** uses a **FamilyFilter** (see detailed description of **BoundChemical**) to filter out all **BoundUnits** that are bound to a binding site of the **BindingSiteFamily** associated with the reaction. **BoundUnits** that have bound to sites of a different family or that have moved away from the binding site through **Translocation** are *not* candidates for unbiding.

### 3.2.3. Translocation

**Collisions** For now, **Translocation** ignores collisions, making its implementation straightforward.

**Stalled form** **Translocation** enters stalled form if a **BoundUnit** reached the end of a sequence.



### 3.2.4. Loading

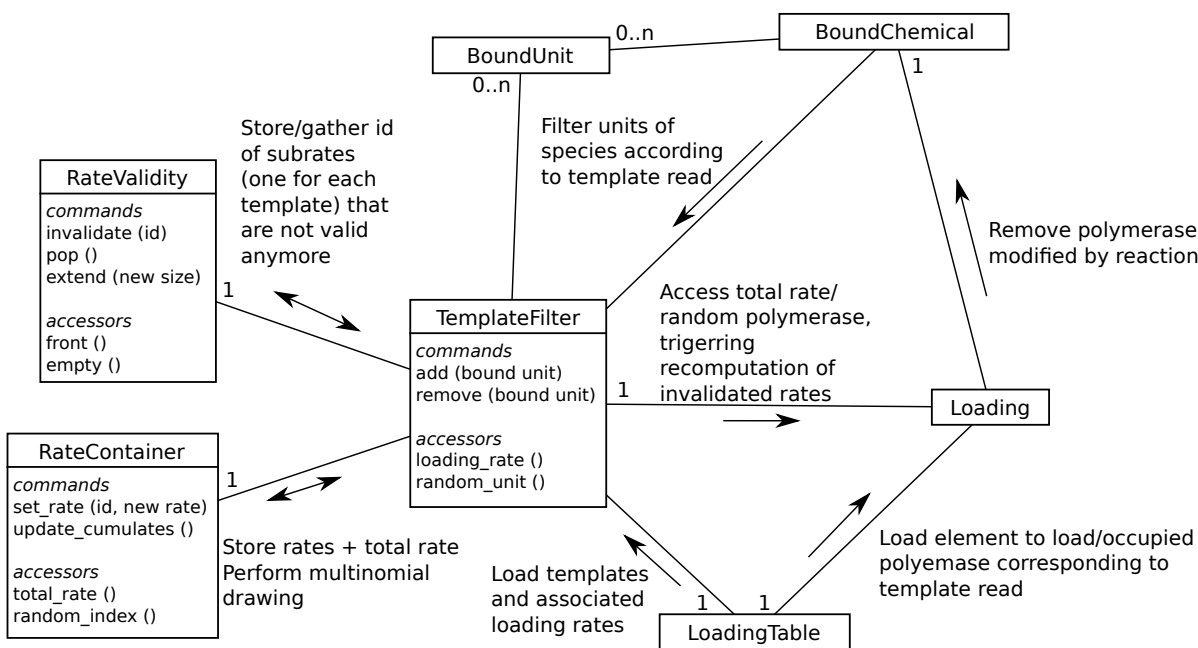


Figure 24: Schematical view of the pattern used to keep substrates associated with each template up to date in a **Loading** reaction.

**Handling each polymerase individually** The main challenge with **Loading** is to maintain the substrates associated with each motif up to date. It needs to maintain a list of all **BoundUnits** reading a specifying motif. To this end it uses a **TemplateFilter** (see detailed implementation of **BoundChemical**). Every time a **BoundUnit** becomes of the type of the **BoundChemical** associated with the reaction, the filter looks what motif defined in the **LoadingTable** it is currently reading. If the motif could not be found, an **UNKNOWN TEMPLATE** error message is displayed, the **BoundUnit** is not recorded in the filter and will not participate in the **Loading** reaction. The implementation is very similar to that used for **BindingSiteFamily** (Fig. 24).

**ProductLoading vs DoubleStrandLoading** There difference between the two processes is rather small. We just added a failure condition in the case of **DoubleStrandLoading** for convenience. Depending on what reactions are used to synthesize a **DoubleStrand** it might be possible that a polymerase arrives upon a position that has already been synthesized. In this case, the **DoubleStrandLoading** fails and the polymerase is replaced by the polymerase in its stalled form.

### 3.2.5. Release

**Fail polymerase (unknown product)** When a release is triggered, a `BoundUnit` from the `BoundChemical` associated with the `Release` reaction is randomly chosen. Because the `BoundUnit` knows its current position and its binding site, it will assume that product it has synthesized starts the *reading frame of the binding site* and ends *at the position directly preceding its current reading frame* (we assume that the polymerase translocates onto a terminating sequence which does not contribute to product synthesis). If the product is found in the `ProductTable`, everything works normally.

If the product is not found, we display a `Unknown Product` error message but keep the simulation alive. The fail polymerase in the reaction enables the user to define a rescue pathway. If the release competes with some other reaction for the original polymerase, the fail polymerase can be the original polymerase itself. If products overlap and the polymerase was stalled due to a termination site of another product, fail polymerase can be a polymerase in a synthesizing step (*e.g.* `ProductLoading`) so synthesis will resume until the next termination site is reached.

## 3.3. Solver loop

Here we describe the implementations provided for each step of the algorithm. Most of the details are explained in a side document (Dinh et al., 2016). We only give a quick overview here.

### 3.3.1. RateContainer classes

We start with the lowest level classes, which perform one of the central tasks of the Gillespie algorithm: drawing a reaction from reaction rates. For efficiency reasons, we propose several implementations of the algorithm (Fig. 25). Comparison and description of these classes are given in Dinh et al. (2016).

Note that multinomial drawing occurs within the solver loop, but also within some reactions such as `Loading` or `SequenceBinding`, so these classes are used quite extensively throughout the simulation.

**Perspectives** These classes are the most sensitive classes from a numerical point of view. Stability of implementation should be checked more thoroughly (postconditions and or unit tests). `HybridRateContainer` needs a parameter to work. It is user provided for the moment but I think it should be determined automatically, probably by extending the group structure dynamically.

### 3.3.2. RateManager classes

The second layer of the solver loop ensures that the rates are updated when needed to. Two implementations are proposed for this task (Fig. 26). The `NaiveRateManager` updates every rate. While it is inefficient, it can be used as a reference to test other

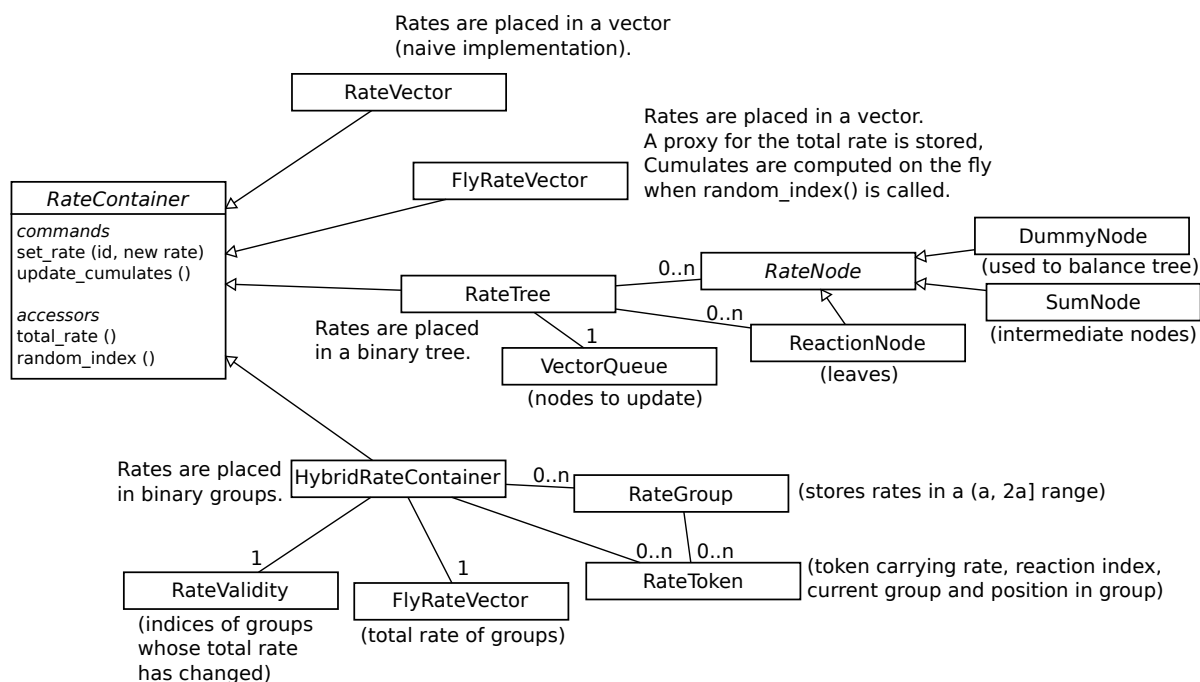


Figure 25: Implementations provided to store rates and perform a multinomial drawing. Implicitly, all these classes use `RandomHandler` to perform their random drawings.

managers. The `DependencyRateManager` uses an observer pattern to update only reactions for which a reactant concentration has changed (see Dinh et al. (2016) for further details).

**Perspectives** While `DependencyRateManager` performs fairly well in the general case. It is particularly inefficient if there is a molecule  $A$  involved in a lot of reactions because a lot of rates have to be recomputed. It could be interesting to pool the reactions involving  $A$  into a `RateContainer` of their own, the latter containing only the contribution to the rate of the *other* reactants. The total rate of reactions involving  $A$  would then be the total rate of the container multiplied by the concentration of  $A$ . This would be viewed by the system as *one* mega reaction. When the concentration of  $A$  changes, virtually *nothing* is recomputed, except the total rate of the mega reaction (we suppose the contribution of other reactants has remained constant). If the mega reaction is to be performed, the `RateContainer` is used to draw which reaction will actually be performed according to their contributions. This change is not possible with the current architecture, the definition of `RateManager` and the computation of rates would have to be changed.

### 3.3.3. Solver classes

For the moment, only one solver class is fully available to the user, `NaiveSolver`, which implements the exact Gillespie algorithm. Another variant called `ManualDispatchSolver`

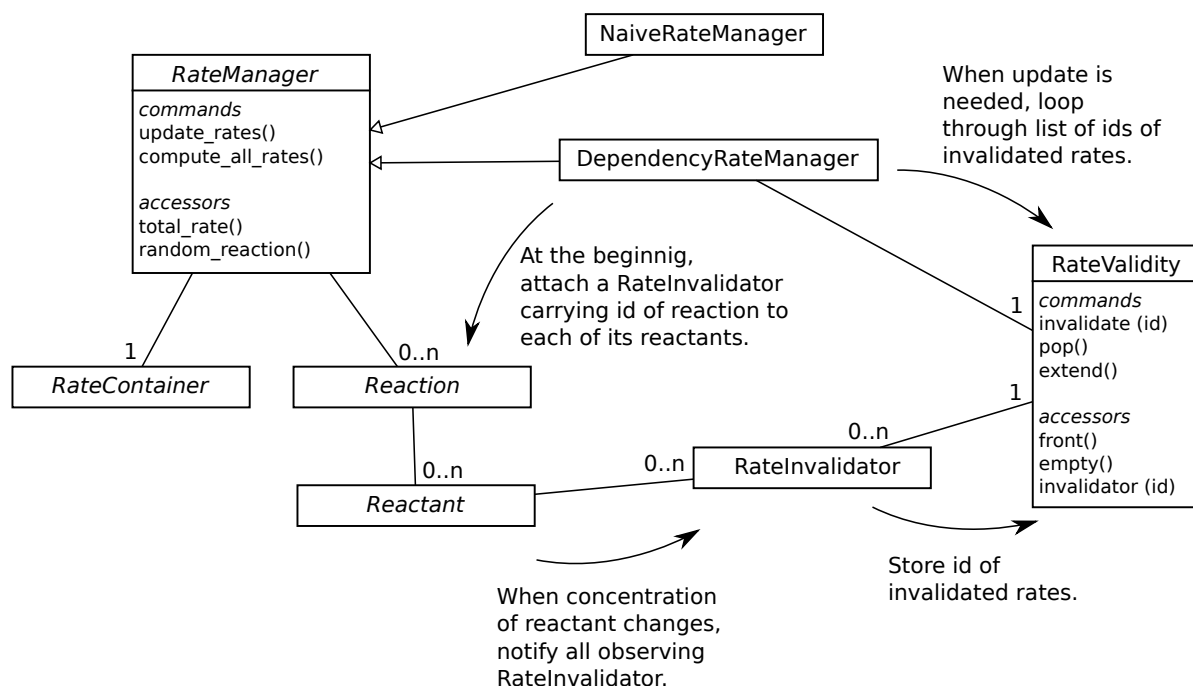


Figure 26: Implementations provided to update reaction rates. Note that the drawing part of the algorithm is always delegated to a `RateContainer`. `DependencyRateManager` uses an Observer pattern to monitor which rates have changed.

is implemented, where the user can assign a time step to each reaction at which its rate will be updated (Fig. 27). However, when the rate of a reaction is a constant, there is a risk that its reactants will run out and the reaction will be impossible to realize or reactant number will become negative. In the simulator, the latter case is forbidden, so `ManualDispatchSolver` ignores reactions impossible to perform due to reactant inavailability.

**Perspectives** There is no user interface to `ManualDispatchSolver` so it is not really possible to use it in practice without changing the program. It would probably be more interesting to implement a variant or several variants of **tau-leaping**, which automatically assigns time steps to reaction to avoid reactant shortage. This has to be done carefully, the variant chosen must be effective even if the number of a chemical becomes or remains fairly low.

## 3.4. Input/Output handling

### 3.4.1. Parsing system

The parsing system used by the simulator is pretty simple (Fig. 28). A `SimulationParams` class is used to store simulation parameters (which will be used to create and drive the

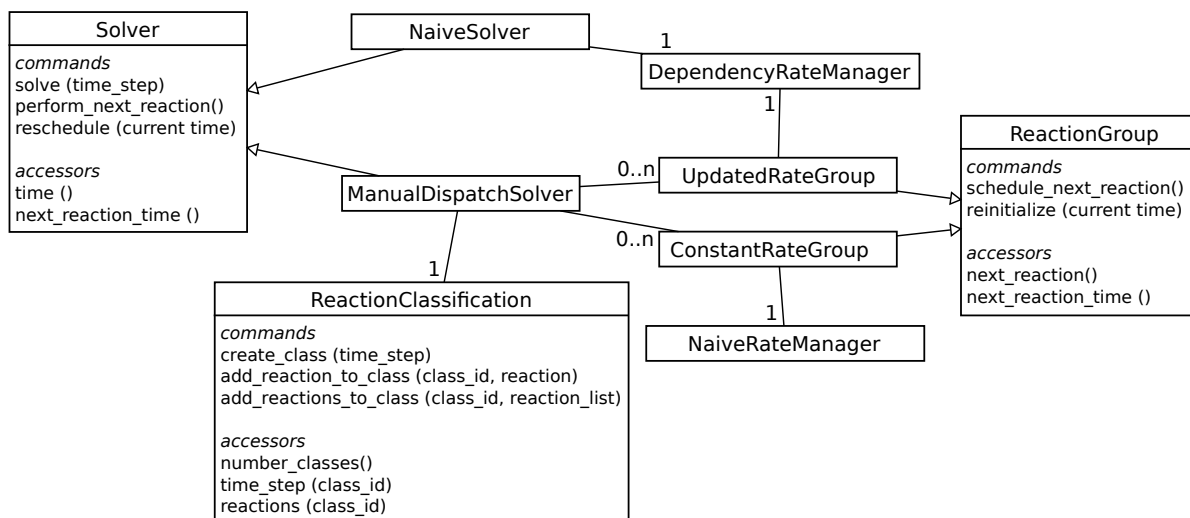


Figure 27: Two implementations of the Solver class organizing rate updating. NaiveSolver forces recomputation of rates at each time step. ManualDispatchSolver puts reactions into groups: reactions in UpdatedRateGroup are updated after every reaction while those in ConstantRateGroup only at user-defined steps defined in ReactionClassification. Note that all Solver classes use at least a variant of RateManager at some point to delegate storing and updating of rates.

Solver), CellState stores reactions to integrate and EventHandler stores events. At the moment, an *ad hoc* input format is used.

**Perspectives** Review SimulatorInput arborecence which seems uselessly complicated. Design an architecture that can handle multiple input formats (plain text or XML).

### 3.4.2. Builder and interpreter

The parsing system is designed to cut each line into words, then the words are interpreted by Builders that try to create instances of each of the class of the simulator. The Parser loops through the Builders until an instance was successfully created. Line format is checked token-wise by an Interpreter (Fig. 29). If no Builder is able to match the line, a FormatException is raised. If some dependency could not be solved, a DependencyException is raised. In the latter case, the Parser will postpone the line until dependency can be successfully solved.

**Perspectives** Maybe create a SimulatorToken to automatically fetch the reference associated to a name? However, this has to be done with care because the right exceptions have to be raised.

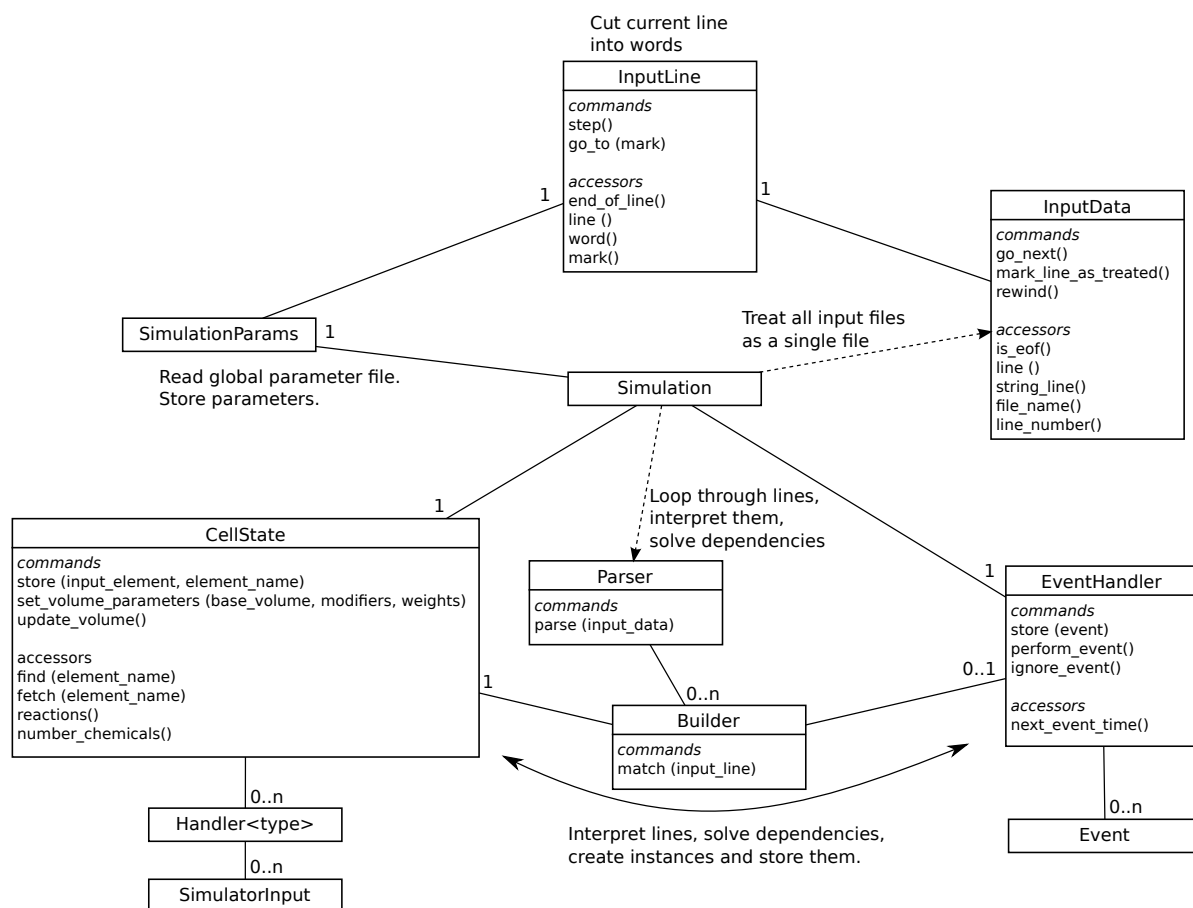
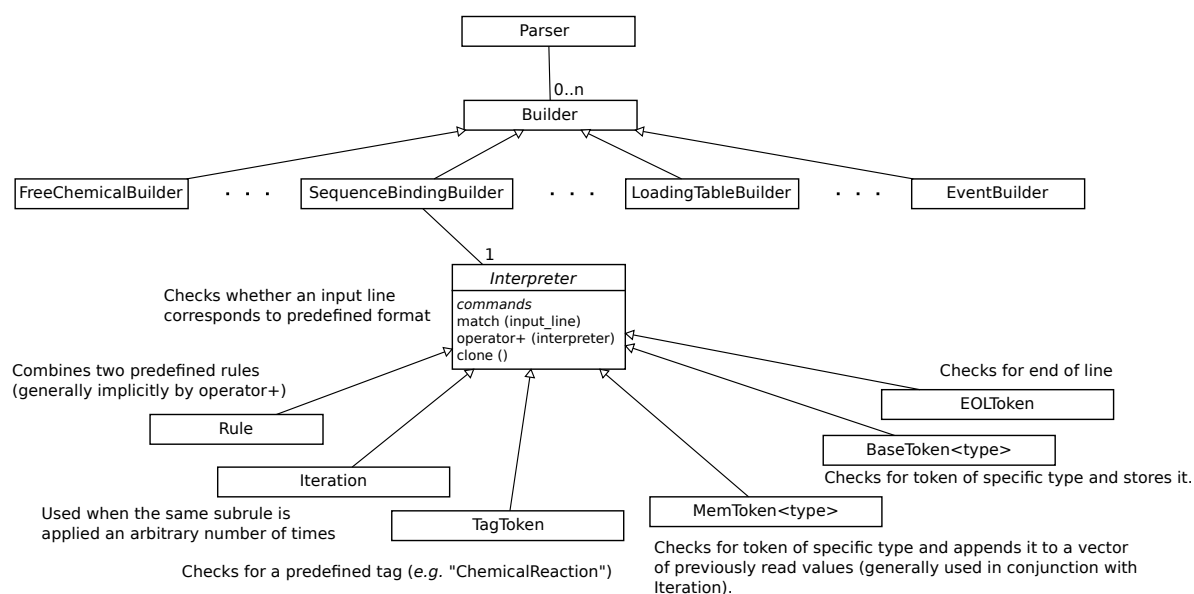


Figure 28: Architecture of the parsing system. **SimulationParams** reads the global parameter file and stores parameter values. **InputData** is used to provide a simplified interface to the input files and mark treated lines. A **Parser** and **Builders** are used to make sense of individual lines. Everything that is created is stored in **EventHandler** (for events) and **CellState** (for the rest).

### 3.4.3. Output

Two classes are used to produce output. **ChemicalLogger** logs chemical numbers through time. **DoubleStrandLogger** logs partial strands of a **DoubleStrand**.

**Perspectives** A **ReactionLogger** would actually be nice...



**example:**

TagToken("SequenceBinding") + BaseToken<string> (unit\_to\_bind) + BaseToken<string> (bound\_unit) + BaseToken<string> (binding\_site\_family)

Figure 29: Interpreter system used. For each class of the simulator, a **Builder** is responsible for interpreting current line, solving dependencies, checking validity of parameters. If format is invalid or dependencies could not be resolved, exceptions are raised to warn the user.

## A. Utility classes

### A.1. Exceptions

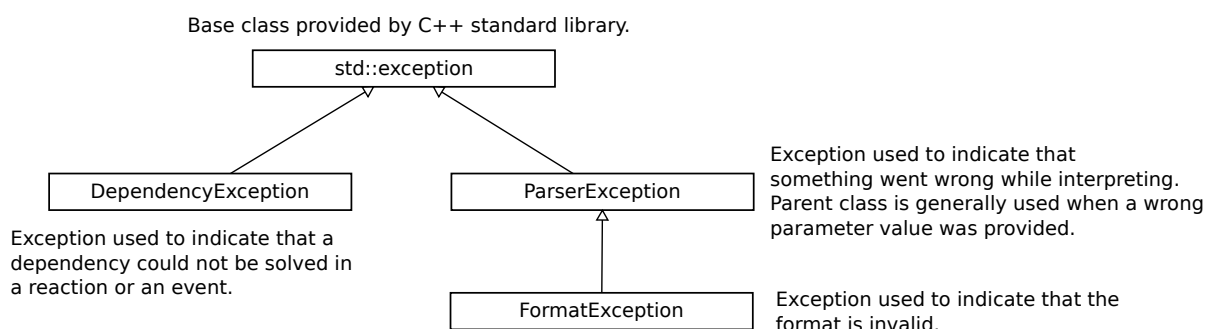


Figure 30: Exceptions used in the simulator.

Programming by contract (see Section B) covers most internal errors that might happen. Exceptions are only used when user input is treated. They are used to signify inconsistencies in input files during the parsing step (Fig. 30).

**Why are exceptions useful?** The nice thing about exceptions is that they can be caught and treated at a level that makes sense. In the parsing system, a format error is discovered by an `Interpreter`, which has no idea where the input line comes from and could not display a useful error message on its own. It is caught at the `Parser` level, enriched with information about input file, input line and so on, before being displayed.

**Perspectives** Errors occurring during simulation are displayed without using exceptions and suffer the bias described above. If a `Release` fails, there is a low level message such as “Unknown product”. We could throw an exception and catch it at the `Simulation` level, then use `CellState` to get the name of the `ChemicalSequence`, the `ProductTable` and the polymerase involved in the `Release`, providing useful information for the user.

### A.2. Random handler

A unique `RandomHandler` is used throughout the simulation to control the random seed by using a Singleton pattern (Fig. 31).

### A.3. Factories

Factories are used to remember user options and handle memory more efficiently (Fig. 32).



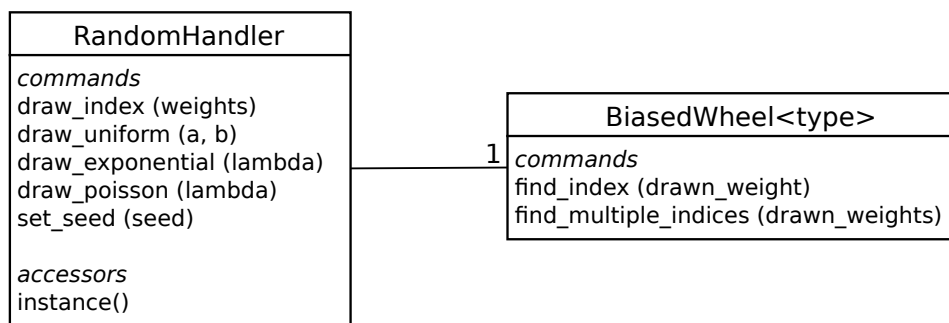


Figure 31: `RandomHandler` and `BiasedWheel` used for multinomial drawing. `RandomHandler` uses the Singleton pattern, meaning exactly one instance of the class is created and used throughout the simulator. It has to be accessed using `RandomHandler::instance()`.

**Why are factories useful?** First, we have a context problem. For example, `SimulationParams` knows what kind of `RateContainer` the user wishes to use, but cannot instantiate it because it lacks parameters to instantiate it (the number of reactions in the system) and would not know where to instantiate it. The naive way of doing would be recording a string saying for example ‘`HybridRateContainer`’ then use a `if` structure at the right place to instantiate the correct `RateContainer`. *This is bad!* This means that every time a new `RateContainer` is added/removed, we have to track down every place in the program where a `RateContainer` is used and modify the `if` structure. In object-oriented programming we want to avoid the use of such structures because of such maintenance problem. This is done by using inheritance and factories. There is a `if` structure in `SimulationParams` to create the correct factory, this factory is passed as an abstract `RateContainerFactory` to client classes. Clients have no idea how many variants of the factory there are and they should not care, they just call `create()` on it, no `ifs` involved. When a new `RateContainer` is added, we add a new child to `RateContainerFactory` and adapt the `if` structure in `SimulationParams`, *but literally nothing changes in the code of client class*. Factories = better maintenance (Abstract Factory pattern).

## A.4. Vector-based containers

The simulator uses two non-standard containers, `VectorList` and `VectorQueue`. A typical example is a `BoundChemical` storing all its `BoundUnits`. There is typically a high turnover of bound units and units reacting are drawn uniformly within the list of bound units. Naively, we would use a list to perform such a task, but there are huge performance issues. Using standard C++ `std::list` would imply a lot of memory reallocation each time a `BoundUnit` is added/removed (because a node of the list is created/deleted). What is more, if, by random drawing, we decide that it is the 10th unit that is going to react, we need to loop through 10 elements before accessing the correct element.

Using a `std::list` has a *huge* impact on performance. Therefore, in `BoundChemical`

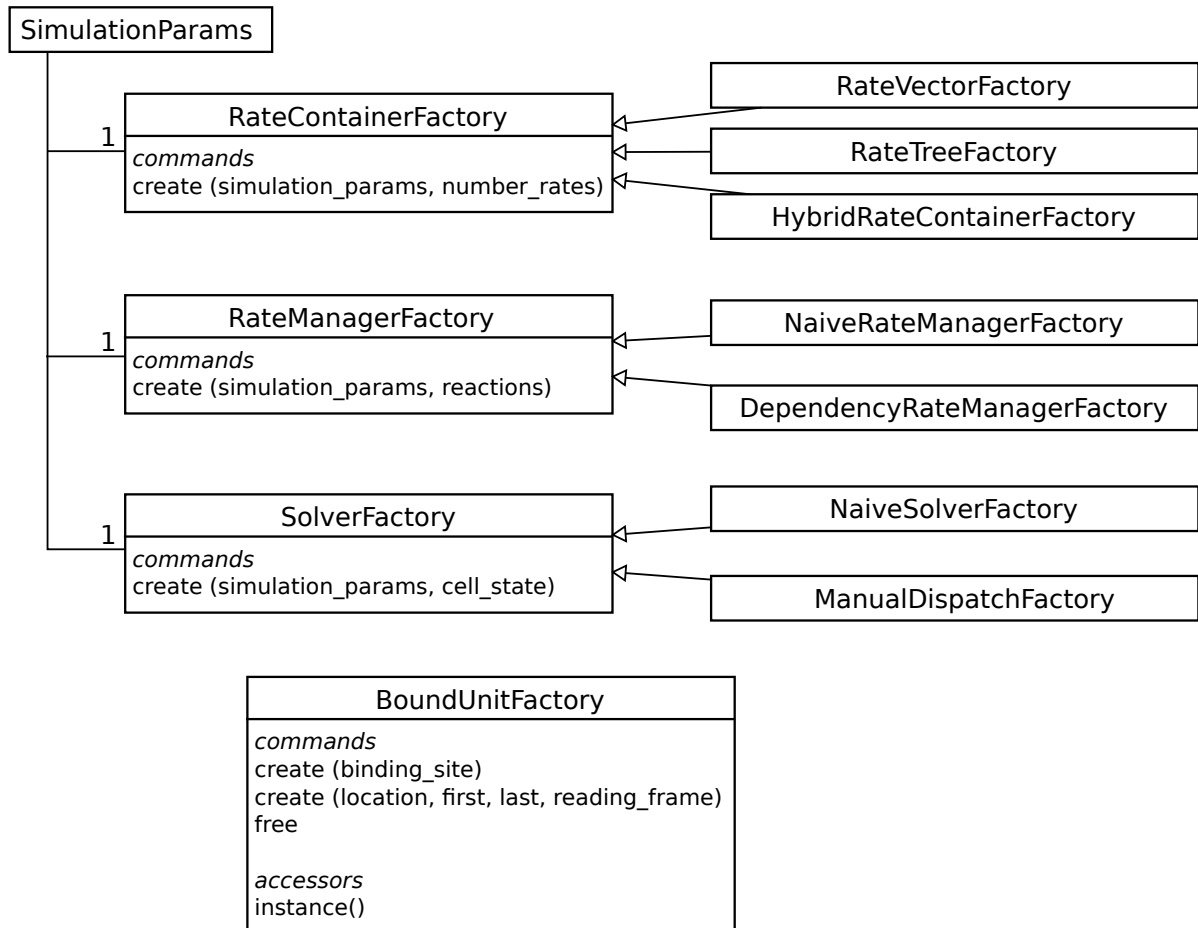


Figure 32: `RateContainerFactory`, `RateManagerFactory` and `SolverFactory` are used by `SimulationParams` to record what `RateContainer`, `RateManager` and `Solver` the user wishes to use (Abstract Factory Pattern). `BoundUnitFactory` is used to control memory usage by `BoundUnits`. It enables recycling of bound units, avoiding memory reallocation. It uses the Singleton pattern to make sure all instances of `BoundUnits` are stored at the same place.

(and a lot of other places in the program), we replace `std::list` by a `VectorList`, where elements are placed in a `std::vector`. There is one trick to use: every time an element is removed, it is replaced by the last element in the vector, so that elements remain contiguous in memory. This means that order of elements is lost, but in the example above and every time we `VectorList`, order is not important. The size of `std::vector` is automatically adjusted by C++. Most of the time it will be larger than the number of elements it contains, but we prefer using a little more memory than constantly reallocating nodes. What is more, accessing the *n*th element is instantaneous.

The same general idea applies for `VectorQueue` except we need to know in advance how large the queue will be. It is used to update nodes in `RateTree` because we know

how many nodes there are in the tree and they are updated at most once.

## A.5. Handler classes for memory handling

C++ has no garbage collector and this program was designed according to old standards (that is without smart pointers). Therefore, we need to be extremely careful to delete elements at the right time. This is achieved by using as few storage places as possible. As described earlier, `CellState` is used to store all reactions and reactants read from files. We designed a `Handler` class that effectively stores objects to their definitive location and distributes references or pointers to this constant location. Similarly `EventHandler` and `BoundUnitFactory` are used to store `Events` and `BoundUnits` which are the other dynamical elements stored in the program. At the end of the simulation, all these handlers have to be carefully deleted. Observer patterns are particularly dangerous, as we must be sure that at destruction, there is no message sent to a non-existent observer. Every time an observer pattern is used, we made sure that observers are correctly unsubscribed when they are destructed or the object they observe is destructed.

## B. Tests

### B.1. Testing philosophy

**Fail fast** Tests are designed to make the program fail as rapidly as possible and help find the origin of the problem.

**Automated testing** The only plausible way to fail fast is to automate testing. A framework must be designed where tests can be easily incorporated, activated/deactivated and run in a short time. Every time a piece of code is added, it should be easy to write tests for it and rerun all existing tests to detect simple mistakes as well as bad interactions. Without a real testing framework, there is a risk that some tests will be forgotten or that tests will be run more rarely. In the latter case, large bunches of code might have been added between tests and it will be hard to find out exactly what piece of added code lead to program failure.

|               |   |                     |                            |
|---------------|---|---------------------|----------------------------|
| Test type     | Preconditions<br>Postconditions<br>Invariants | Unit Tests          | Integration Tests          |
| Test level    | Implementation details                        | Class interface     | Systemic                   |
| Time per test | a few instructions (ns)                       | ms to a few seconds | seconds to several minutes |
| Use frequency | Permanent                                     | Very frequent       | Less frequent              |

Table 1: Comparisons of tests used to develop the simulator

**Testing layers** Tests are usually divided in several layers. Because of the size of the project, the program includes three types of tests: *programming by contract*, *unit tests*, *integration tests* (Tab. 1). The lower the level of failure, the easier the debugging. Failing at the precondition/postcondition level will give a very precise picture of what went wrong, while failing at the integration level might lead to a more thorough investigation. Ideally, we will always try to *fail faster*. If something went wrong at the integration level, we check whether this could have been detected already at the unit level or the precondition level. If yes, we implement these tests, and we know that next time the problem comes up, we will fail faster and solve the problem more rapidly.

## B.2. Programming by contract

These tests typically apply to attributes of classes and arguments of methods. They are usually divided into three subcategories: *preconditions*, *postconditions* and *invariants*. They check whether the class interacts correctly with the outside world, generally other classes. We left invariants out because they are hard to check in a language that does not support them natively. In theory, invariants are conditions on attributes that must always be true, from construction to destruction. They are checked after construction and every method call. In C++, we would have to implement these calls manually for all methods, which is a little tedious. In the simulator, we defined two macros `REQUIRE` and `ENSURE` to test pre- and postconditions.

```
int RateTree::find (double value) const
{
    /** @pre value must be smaller than total tree rate. */
    REQUIRE (value <= total_rate());
    /** @pre value must be strictly positive. */
    REQUIRE (value > 0);
    int index = _root->find (value);
    // rarely, the algorithm will fail because of rounding problems and
    // return a leaf with zero rate. We just take the next nonzero rate.
    while (_leaves [index]->rate() == 0)
        { ++index; if (index == _leaves.size()) { index = 0; } }
    /** @post Rate of returned leaf must be strictly positive. */
    ENSURE (_leaves [index]->rate() > 0);
    return index;
}
```

Figure 33: Example of the use of preconditions with `REQUIRE` and postconditions with `ENSURE`. Here the postcondition helped discover a rare bug due to rounding problems that is now addressed in the code.

The example shown in Figure 33 shows typical uses of pre- and postconditions. With preconditions, we test that the user provides valid parameter values. This is the part of

the contract the user has to respect. With postconditions, we check that return values or attribute values are valid. This is the part of the contract the class/method has to respect. As mentioned, invariants are rules that attributes must respect throughout the life cycle of the class instance (for `RateTree`, an invariant rule is that all nodes of the tree carry a value that is positive). Preconditions and postconditions are extremely useful for detecting simple typing mistakes, numerical issues (as in the example shown) and so on. Each time a precondition or a postcondition is broken, the program is interrupted and the condition that was broken is displayed (using `assert()`).

**Why not use tests?** Testing parameter validity and return value for every method of every class is very expensive. For the simulator, testing preconditions and postconditions nearly doubles simulation time. By using macros, we can activate/desactivate them during compilation (by using `./configure --enable-pre-check --enable-post-check`). In development phase, they are usually left on (except when performance is tested) and they are desactivated for real runs. Therefore, the programmer should not worry about their cost and add them **for every. single. method**: our only goal is to fail fast!

**Exceptions instead of preconditions?** Exceptions and preconditions are used in different cases. *Preconditions* are used for internal interactions, when the *user is another class of the program*. In this case, the programmer can actually control the input and make sure preconditions are true. *Exceptions* are used when the *user is an external user* and provides free input. In this case, the programmer does not control input. However, bad input can be filtered using *exceptions* until all outside input complies with internal *preconditions*. In the simulator, exceptions are used extensively in the `Parser` and `Builder` classes that treat input files. But afterwards, when input is cleaned and the simulation is run, there are nearly no exceptions, everything is checked through preconditions.

### B.3. Unit tests

Unit tests are probably the most famous tests used. Unit tests generally test the behavior at the class level. There is a lot of documentation on them, we used some simple guidelines to try and write useful and maintainable tests.

**Test a use case scenario, not the class implementation** This is the basis of test-driven development. The test should not care about how a class has been implemented, only what it has been designed to do. Usually a test is described by three elements: the method tested, the scenario tested and the expected output (example for `FreeChemical: add.addTenMolecules_numberIsTen`). If the class was designed correctly, it is likely that its interface will not change much, but its implementation may change over time. Use case tests will remain valid as long as the interface to the class is the same, no matter whether implementation changed. Implementation details should be tested using preconditions or postconditions.

**Tests should be simple** The aim is to find problems by failing. The simpler the tests, the easier the debugging. Several simple tests are better than a single complex test.

**Tests should be independent** The test framework should reset the class after every test to be sure that a test does not fail because of previous operations. Even if a test fails, the framework should run all other tests to detect as many problems as possible, yielding a better picture of the problem we are facing.

**Use mock classes to test interaction with other classes** If some input is needed or the output expected is some interaction with another class, mock classes should be used. For example, `SequenceOccupation` is responsible of notifying a `BindingSite` when its availability changes. The scenario is: when the availability of a site changes, the `update()` method of the `BindingSite` is called. In the simulator, this action has several implications: the `BindingSiteFamily` should be notified, the rate of possible associated `SequenceBinding` should be invalidated, etc. Therefore we could assess the interaction by testing whether the rate has been invalidated. However, this would be rather complex and hard to maintain if at some point this cascade is changed. The original intention was simply to test whether `SequenceOccupation` and `BindingSite` interact. The solution is fairly easy: we derive and use a child class `MockBindingSite` which overrides the `update()` and records whether it has been called.

## B.4. Integration tests

This is the last layer of test. The whole simulator or large pieces of it are used. The idea is to test more systemic behaviors, in which the interaction of classes is crucial. Often, user input will be used and the scenario are very high level. Typical examples are:

- Check that we control the random seed correctly by testing whether the same input leads to exactly the same output.
- If we provide known DNA and define RNAs and proteins correctly according to simulator input, the sequence of proteins as processed by the simulator should match known proteins.
- If we provide DNA, define RNAs, provide a transcription pathway but activate only one promoter, only the RNA associated to that promoter should be transcribed.

Tests should remain as simple as possible and easy to write. However, because they depend a lot on the global interface of the simulator, they are much harder to maintain. Some programs try to translate scenarios into a form adapted to the current interface to simplify maintainability, but we did not have the time to investigate the matter.

## B.5. Organizing and running tests

Tests are associated to the source code of the simulator in order to be run as frequently and as simply as possible. We did not implement a fancy infrastructure, tests are driven by Unix Autotools and use the BOOST Test Framework. Preconditions and postconditions are written inside the code, unit tests are regrouped in a `tests/unit_tests` directory and integration tests are stored in `tests/integration`.

Options of `./configure` are used to activate every layer of test individually. By default, all tests are turned off. Several layers can be activated simultaneously.

- `--enable-pre-check` enables preconditions.
- `--enable-post-check` enables postconditions.
- `--enable-unit-tests` enables unit tests and the possibility to create mock objects.
- `--enable-integration-tests` enables integration tests and the possibility to create mock objects.

Code needs to be recompiled after it has been configured.

- Preconditions and postconditions are automatically checked every time the program is run (for unit tests, integration tests or any kind of other run).
- Unit tests and/or integration tests are run by running `make check`. BOOST automatically generates useful and human readable messages about tests that failed or clearly indicates that all tests have passed.

## C. Perspectives

There are many perspectives left open by the project. Some have already been proposed throughout the document. Here is a brief overview of some others. The late introduction of `Switches` actually does have a lot of impact on some of these perspectives, making them way more efficient as originally thought.

### C.1. Handle partial polymerization products

For the moment, `PartialStrands` are only used to represent nascent `DoubleStrand` products. The system could be extended for normal products of `ProductLoading` reactions. The two `Loading` reactions could maybe event be fused.

## C.2. Collision handling

Upon `Translocation`, it could be easy to check whether a position on a `ChemicalSequence` is already occupied. The `Translocation` could then fail, but a more subtle behavior could also be implemented (a DNA polymerase ejecting a RNA polymerase). It is necessary to specify exactly what is wanted and what the user should input to make it work.

## C.3. Product format, position table?

The way products are handled is somewhat tedious. It could be interesting to specify the binding site, the +1 of the product and the termination site all at once (in something like a `PositionTable`). Other elements could be added in the table for each product (pause regions, alternative terminators and so on). This could simplify existing reactions and be closer to the way biological data is actually stored. Anyway, the current system seems to be a little too obscure, something in that direction would be nice. From an implementation point of view, `Switches` are great candidates to implement most of these elements (in conjunction with `BindingSite` for the binding part).

## C.4. Less base reactions?

`ChemicalReaction` represents a lot of different reactions, what is done actually depends on the input. It could be nice continuing fusing other reactions into `ChemicalReaction`. For example, the `Loading` reaction can be described as a reaction taking as an input a motif of a sequence, a polymerase and a free element and outputs an occupied polymerase. If we add a reactant type `SequenceMotif`, a `Loading` could be defined as multiple `ChemicalReactions` which would replace the `LoadingTable`. This change is actually quite dangerous for performance reasons. Replacing a factorized reaction like `Loading` by multiple `ChemicalReactions` is very expensive unless the latter reactions are automatically factorized. In other words, this would mean that for the use, only `ChemicalReactions` are defined but, internally, the simulator would still factorize them as a `Loading` reaction. Before doing this change, we would have to make sure that it is actually more convenient for the user to only have `ChemicalReactions` (think of the ontology as being a user!!!).

Another way to replace loading would be using `Switches` based on motifs. This approach could be better performance-wise and very easy to implement. (The previous paragraph was written before the introduction of `Switches`, but it was kept for reference.) Anyway, before doing anything, we should compute exactly how performance would be impacted.

## C.5. Serialization

An important missing feature is the ability to save the current state of the simulator and (a) resume it or (b) use it as an initial condition. This is important for example



for `BoundChemical`, as they are originally no `BoundUnit` at the start of the simulation. C++ does not implement a way to do this natively, so we need a design to make this automatically. I made a few tests with BOOST Serialization library which could be useful, as it automatically stores instances in a maintainable way. To make things easier, I think only a few classes need to be stored (`Handlers`, `BoundUnits` for example), most can be reconstructed from scratch.

## C.6. Known bugs

**BOOST random library** The simulator has been designed with an obsolete version of the BOOST random library. We need to implement two versions of `RandomHandler` depending on BOOST library version. We need the implementation for the current interface of the library!!!

**Circularity of DNA** For the moment all sequences are considered linear. When a translocation (*e.g.* of the replication fork) tries to go past the origin of replication, it fails with an `out of bounds` error.

**Number of DoubleStrand** Updates of the number of sequences is not done correctly. For instance, when a `PartialStrand` is completed, the carrying `ChemicalSequence` is not notified, it is not aware that there is a new sequence in the pool. The same goes for `DoubleStrand`, which does not know whether its strands have been completely replicated or not.

**DoubleStrand strand identificaton** Strand identification is used to know what `PartialStrands` correspond to each other on a `DoubleStrand`. Once a `PartialStrand` is completed, its id is freed and can be reaffected. However, it is possible that its counterpart is not completely replicated, so there is a small window where two strands might be mismatched because the id was reaffected to a newly created strand too rapidly.

## D. Formats and Conventions

### D.1. Input format description

- A plain word indicates a tag, that needs to be written.
- `<...>` indicates a variable that has to be completed with an existent element of the specified type.
- `[...]` indicates an optional part.
- `[...]^{0..n}` indicates an optional part that can be repeated an arbitrary number of times.

- $[\dots]^{\wedge\{1..n\}}$  indicates a part that can be repeated an arbitrary number of times, at least once.
- $[\dots,]^{\wedge\{0/1..n\}}$  indicates a part that can be repeated an arbitrary number of times, each repetition being separated by a , (*but there is actually no , after the last repetition*).

## D.2. UML

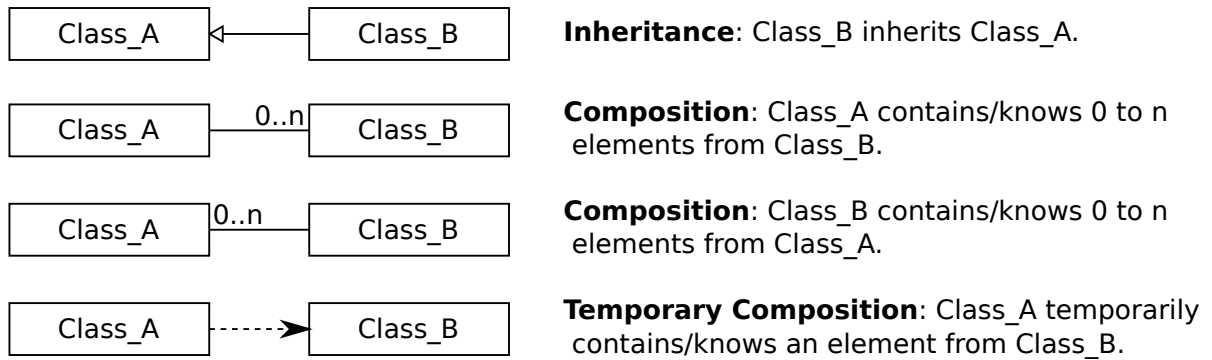


Figure 34: UML format used.

## References

Marc Dinh, Stephan Fischer, and Anne Goelzer. CATI MIAGO: comparing algorithms for gillespie based simulations. 2016.