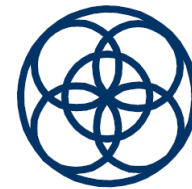


# 21 molecular algorithms using reprogrammable DNA self-assembly

Damien Woods

David Doty, Cameron Myhrvold, Joy Hui  
Felix Zhou, Peng Yin, Erik Winfree



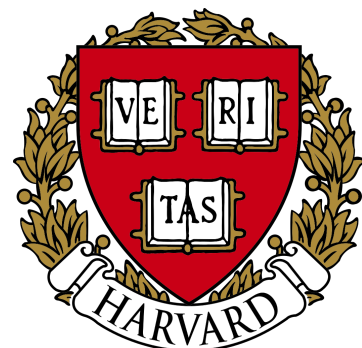
Hamilton Institute

Caltech

*Inria*



UC Davis



Harvard

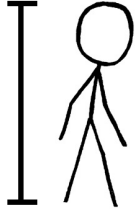
# Building stuff



Ljubljana Marshes Wheel. 5k years old

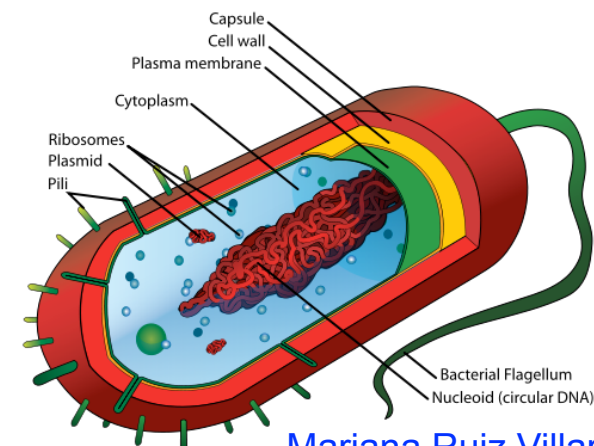


Newgrange, Ireland. 5.2k years old

- **Building stuff by hand:** use tools! Great for scale of  $10^{+/-2} \times$  
- **Algorithms and tools that build stuff:** specify target object with a computer program that controls the manufacturing process



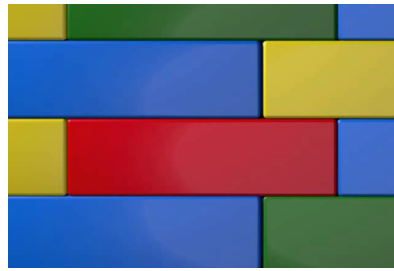
- Put the algorithm inside:  
program **stuff to build itself!**



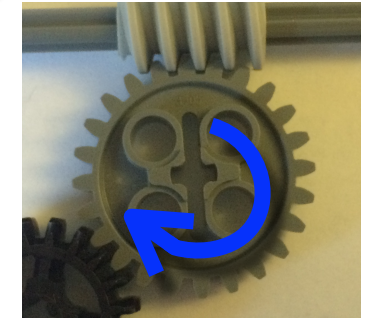
Mariana Ruiz Villarreal



# Stuff that builds itself



```
if top == (blue AND yellow):  
    bottom_left := blue  
    bottom_right := green  
elif top == (blue AND green):  
    bottom_left := yellow  
...
```

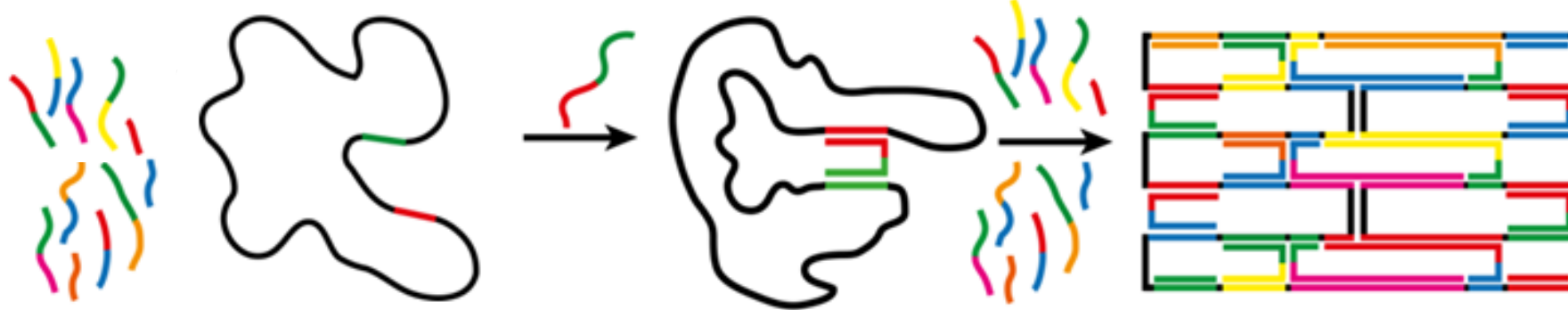
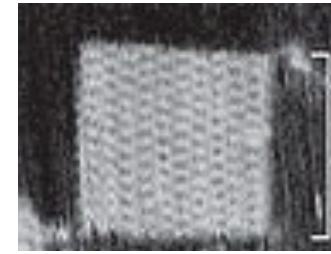


x10

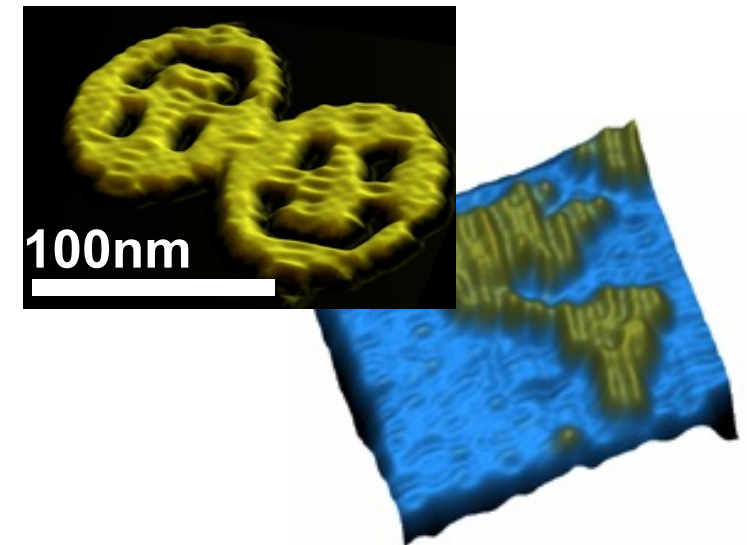


- Today you'll hear about self-assembling molecules that compute as they build themselves

# Background: DNA nanostructures



DNA origami



Rothemund. 2006 Nature

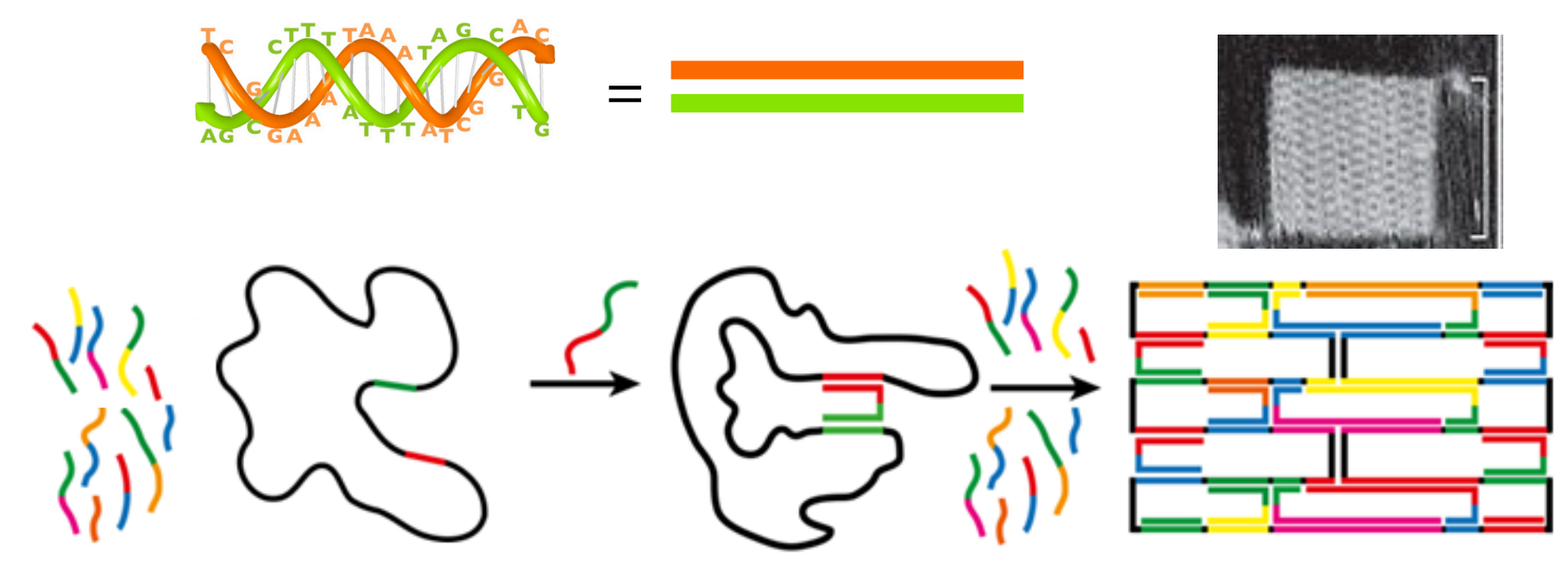


# Example DNA nanostructure: DNA origami



Movie by Shawn Douglas

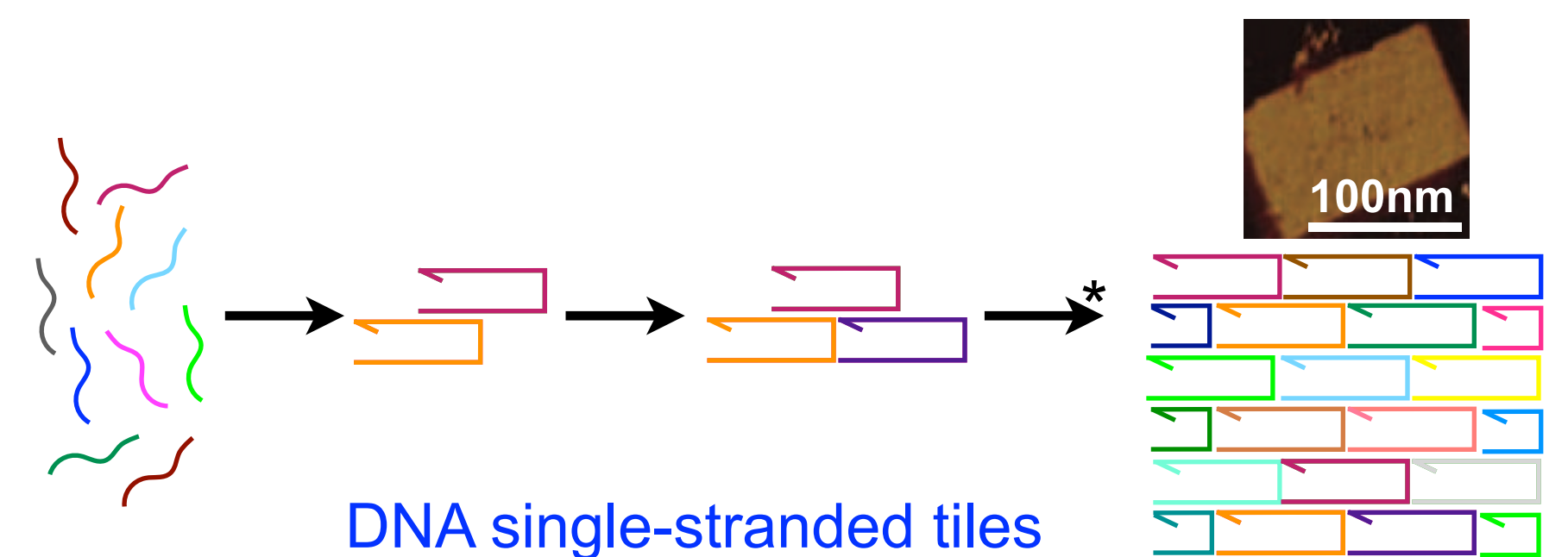
# Background: DNA nanostructures



The diagram illustrates the DNA origami process. At the top left, a DNA double helix is shown with its base pairs (T, C, G, A) and is equated to two parallel horizontal bars, one orange and one green. Below this, a schematic shows a black outline of a target shape (resembling a four-lobed flower) being formed by the assembly of various colored DNA strands (red, green, blue, yellow, orange, pink). An inset image shows a square grid of DNA nanostructures. To the right, a 3D rendering shows a yellow DNA structure with a 100nm scale bar, and a blue 2D map of the same structure.

DNA origami

Rothemund. 2006 Nature



The diagram illustrates the DNA single-stranded tiles process. On the left, several individual DNA strands of different colors (red, orange, blue, green, purple) are shown. An arrow points to a single tile, which is a rectangular structure formed by the assembly of these strands. A second arrow points to a larger, more complex tile structure. A final arrow with an asterisk (\*) points to a large, multi-colored grid of these tiles. An inset image shows a square grid of DNA nanostructures with a 100nm scale bar. To the right, three images show the letters 'A', 'B', and 'C' constructed from these DNA tiles.

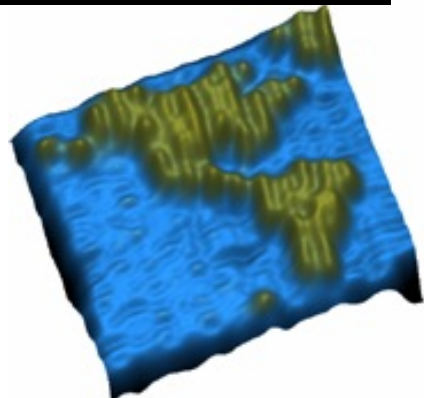
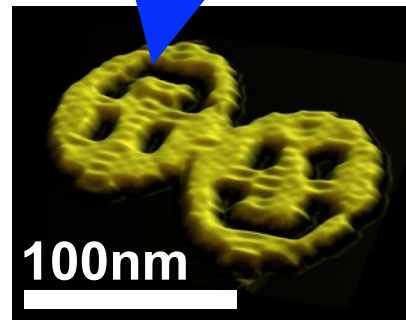
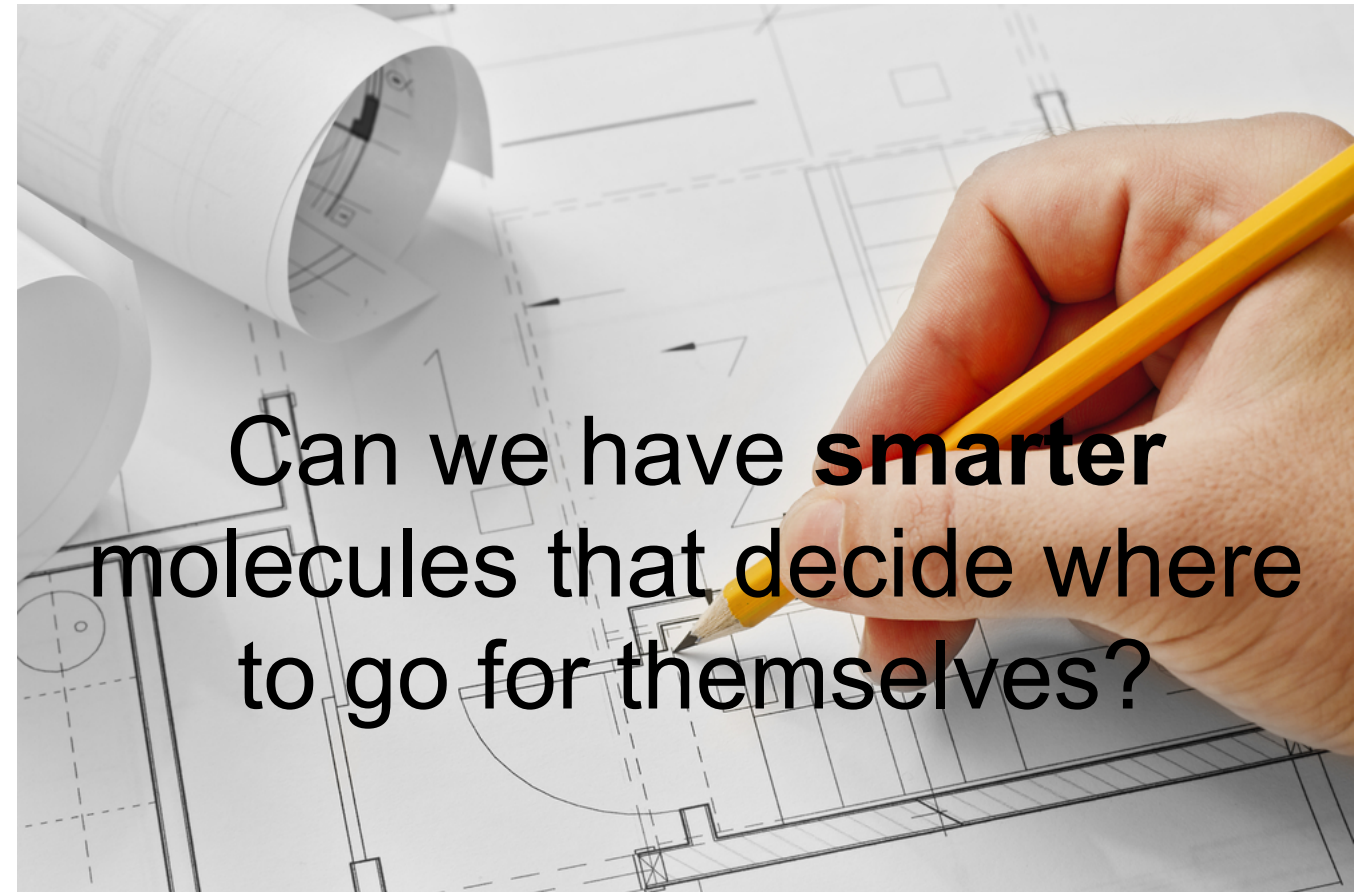
DNA single-stranded tiles

Wei, Dai, Yin. 2012 Nature

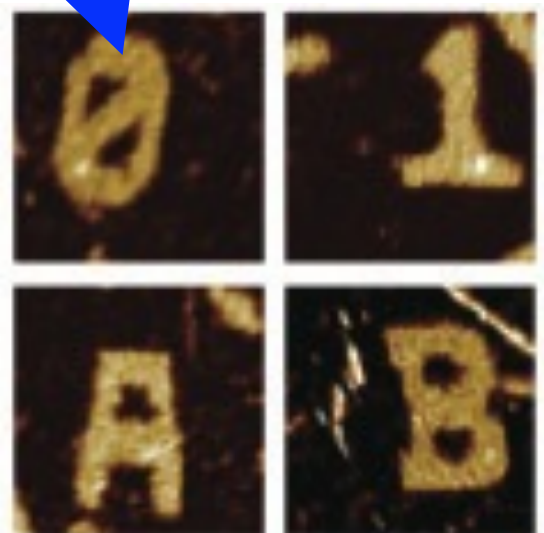


# Nanostructure design and self-assembly

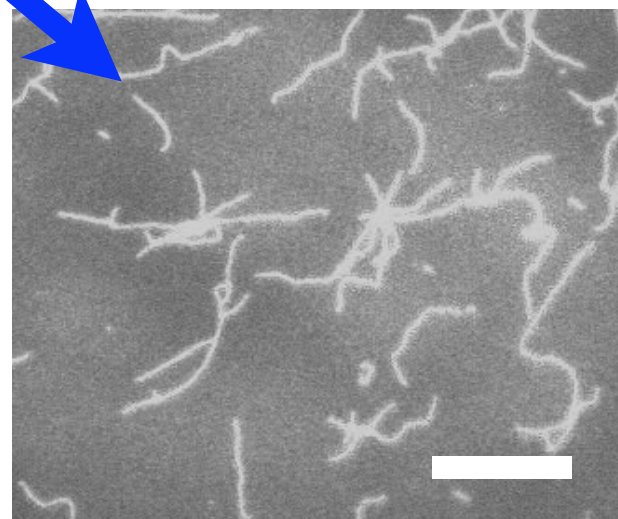
Typically, we tell the molecules **exactly** where to go



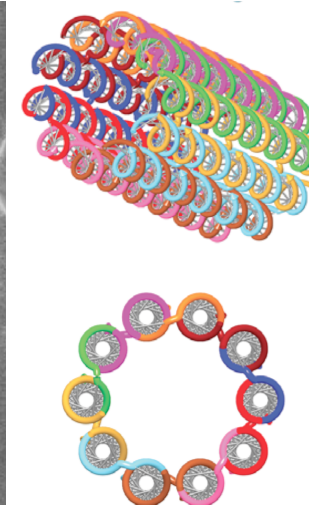
Rothemund  
2006 Nature



Wei, Dai, Yin. 2012  
Nature



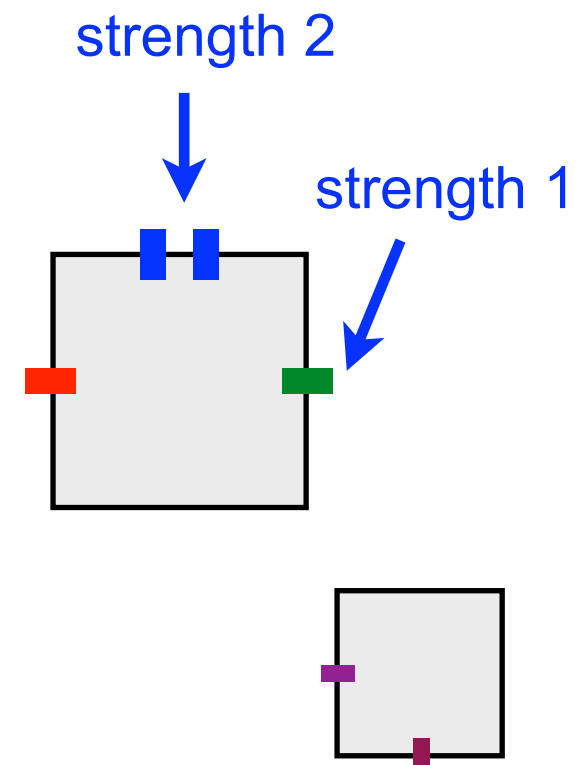
Yin et al 2008 Science



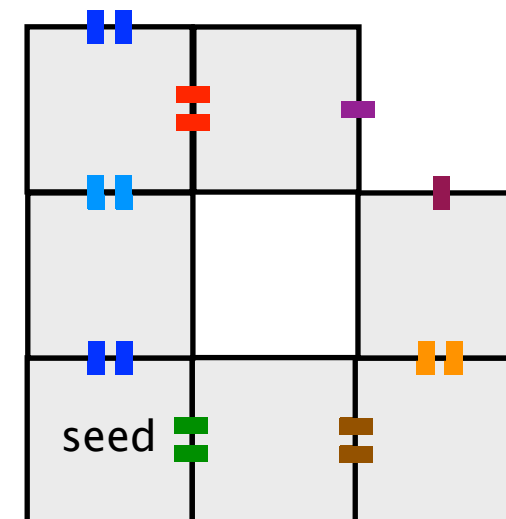
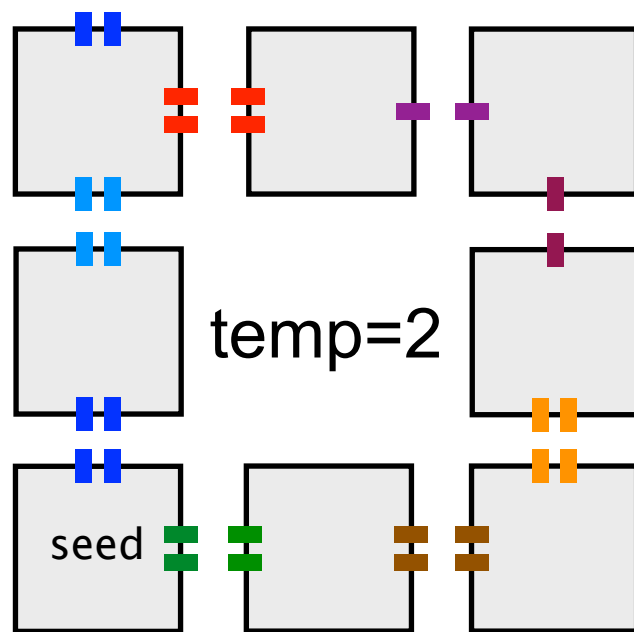
# Abstract tile assembly model

An asynchronous cellular automaton model capturing dynamics of molecular binding

- **Square tiles**
  - finite set of tile types, unlimited supply of each type, non-rotatable
- Each side has a **glue** (colour) and **strength** (0,1,2,3,...)
- System has a **temperature** (e.g. 2)
- **Simple local binding rule:** A tile sticks to an assembly if enough of its glues match so that the sum of the strengths of the matching glues is at least the temperature



Model by Winfree, 1998



We can make these tiles out of DNA!

Small size, requires us to program in a bottom-up way



# Algorithmic self-assembly: some previous work



- Turing universality

Winfree, PhD Thesis. 1998

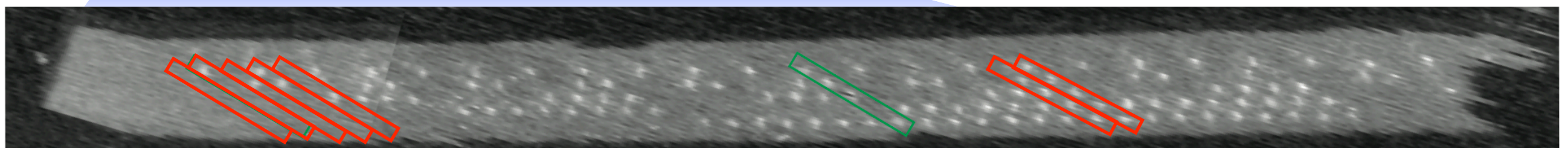
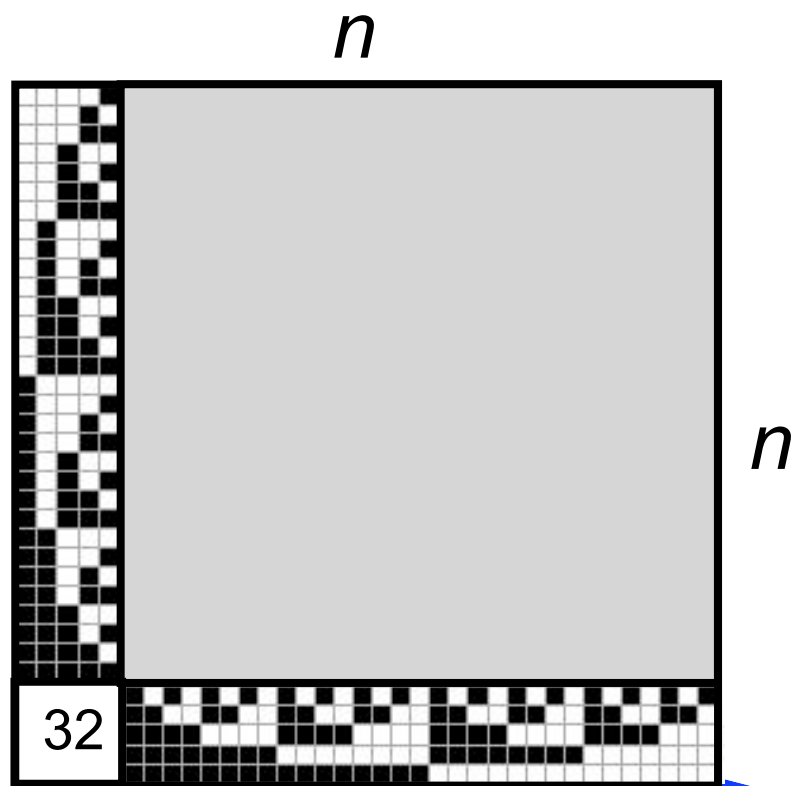
- Efficient assembly of simple shapes:  $n \times n$  squares using  $\Theta(\log n / \log \log n)$  tile types

Adleman, Cheng, Goel, Huang STOC 2001

Rothemund, Winfree. STOC 2000

- Efficient assembly of scaled shapes using a number of tile types roughly equal to the Kolmogorov complexity of the shape

Soloveichik, Winfree. SICOMP 2007



binary counter  
using DNA tiles

0 1 2 3 4



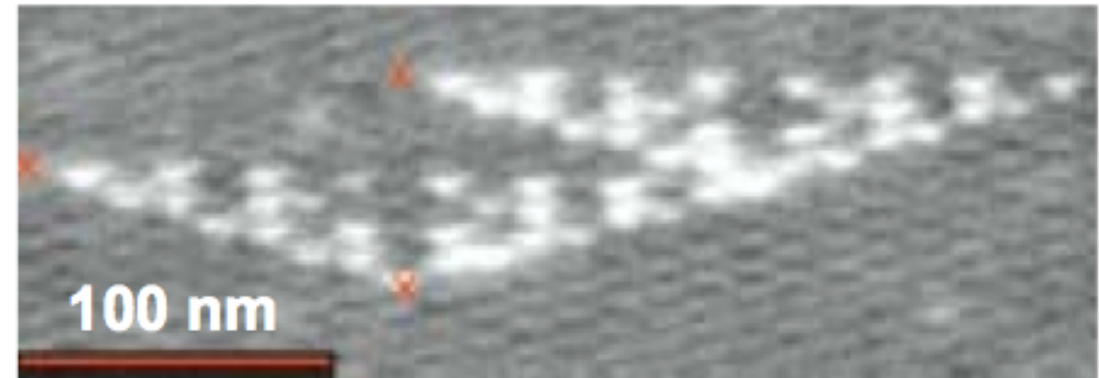
30 31

Evans. PhD  
Thesis 2014

# Algorithmic self-assembly experiments: previous work



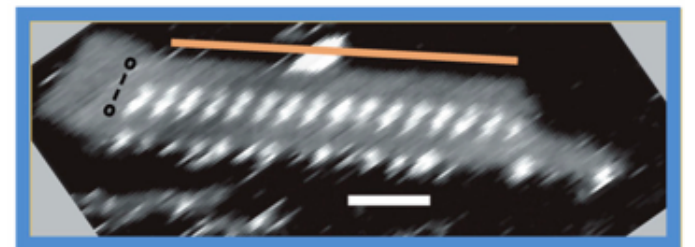
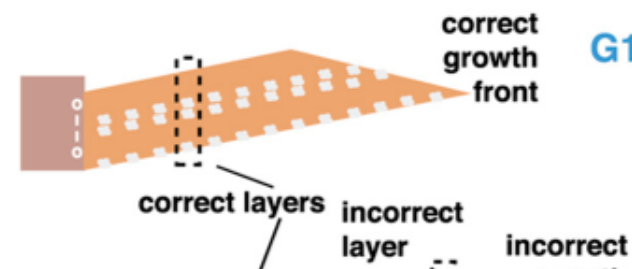
Bit Copying. Barish et al. 2009



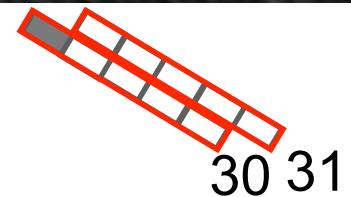
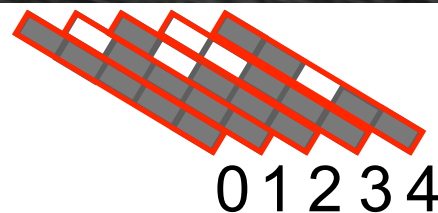
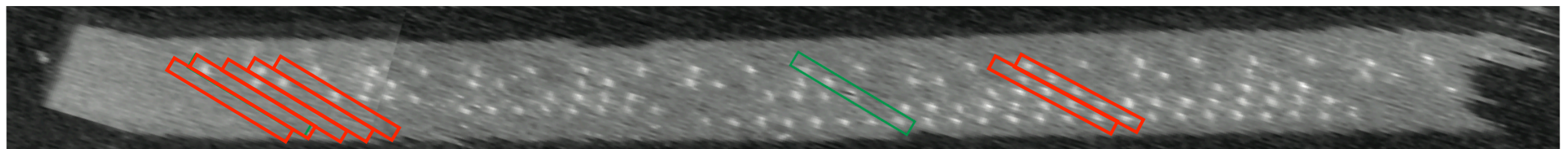
Sierpinski Triangles. Rothmund, Papadakis, Winfree. 2004



Counter. Barish et al. 2009



Copying & replication Schulman, Yurke, Winfree. PNAS. 2012





Copying, Sierpinski, binary counting to 31,  
can we run more self-assembly algorithms?

# Structure of talk

Copying, Sierpinski, binary counting to 31,  
can we run more self-assembly algorithms?

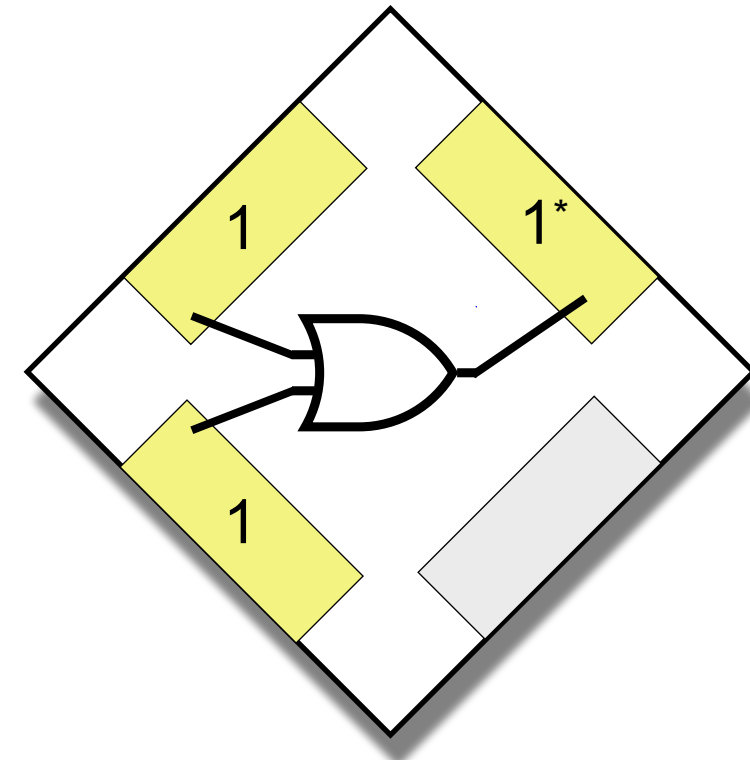
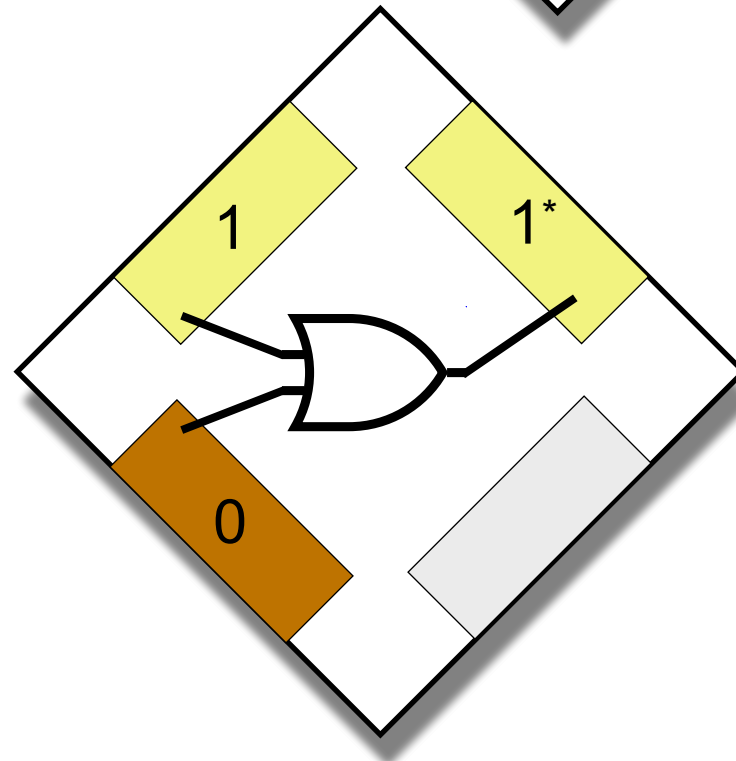
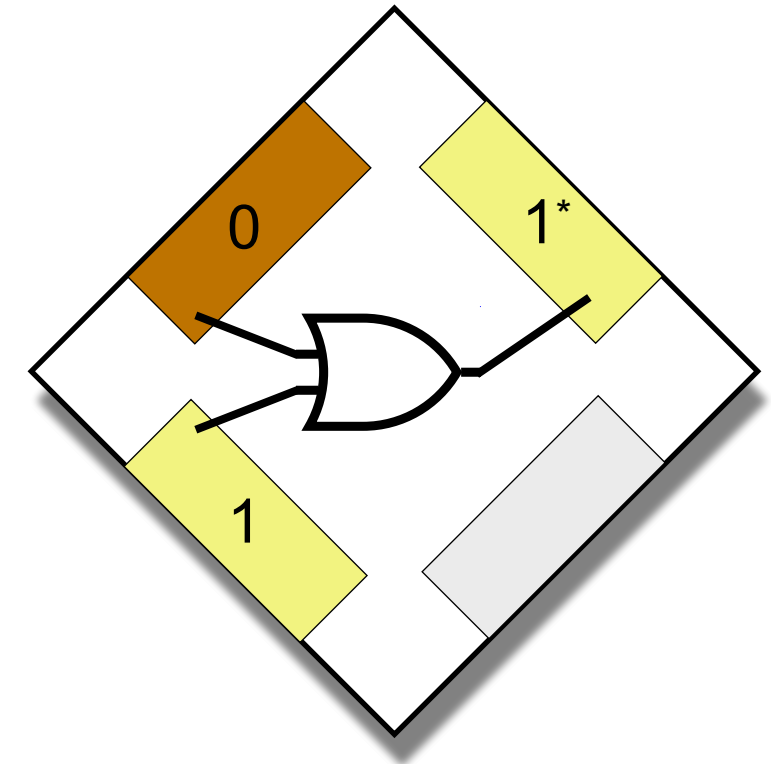
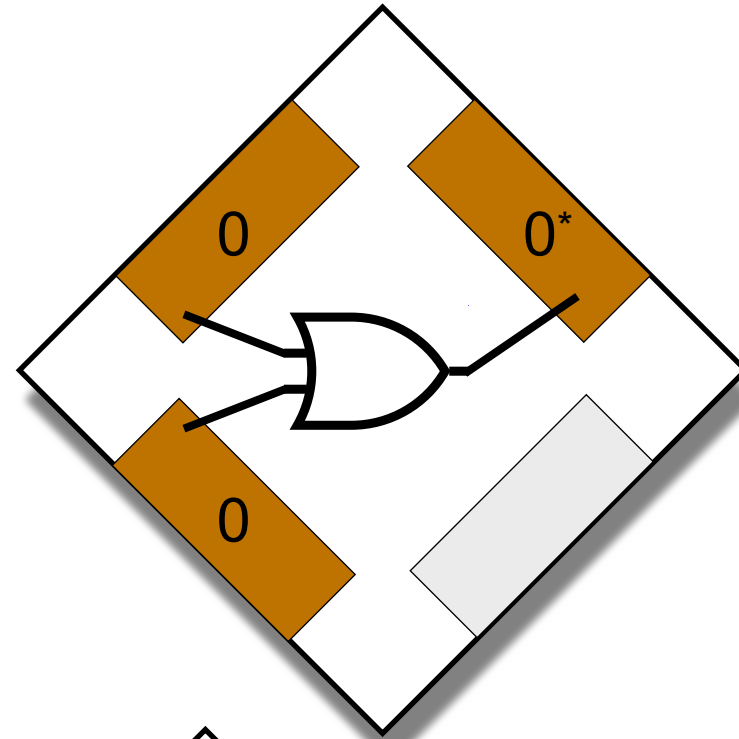
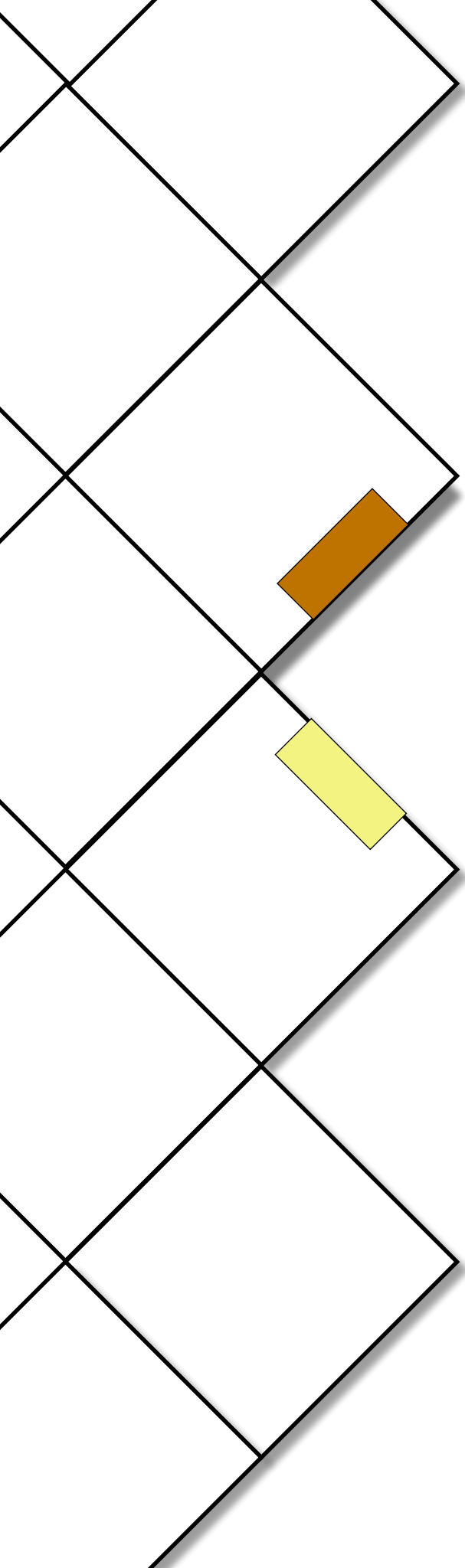
## **Theoretical circuit model**

How it works: design and implementation

Experimental results

# Smart self-assembly

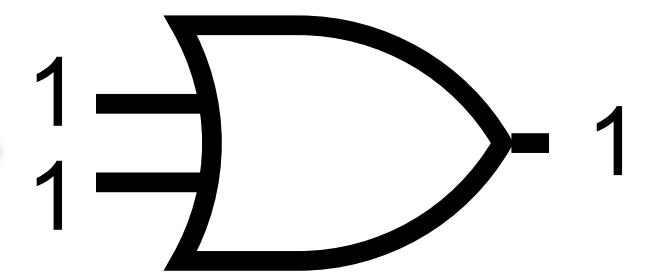
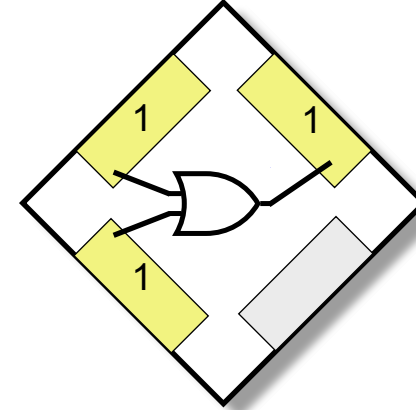
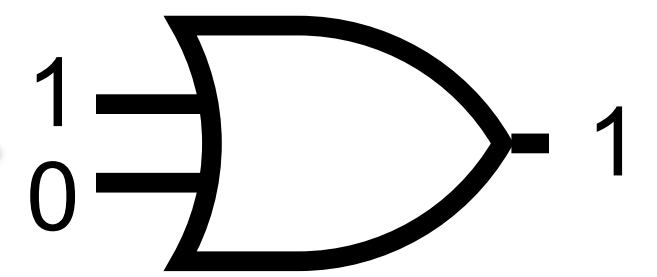
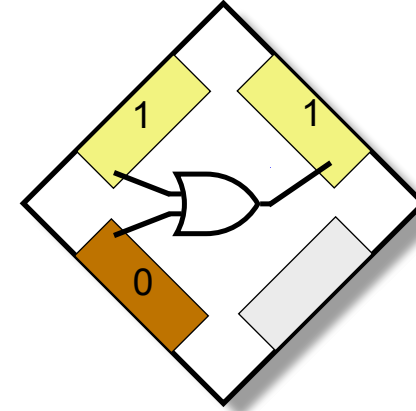
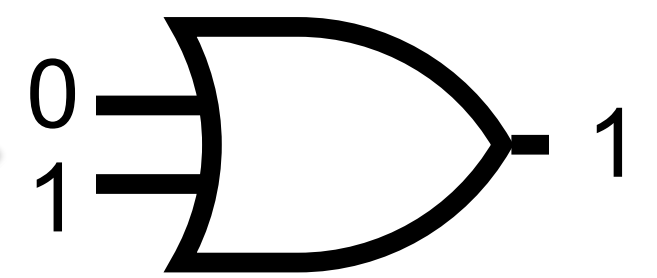
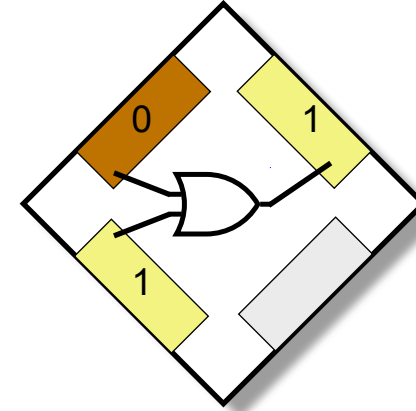
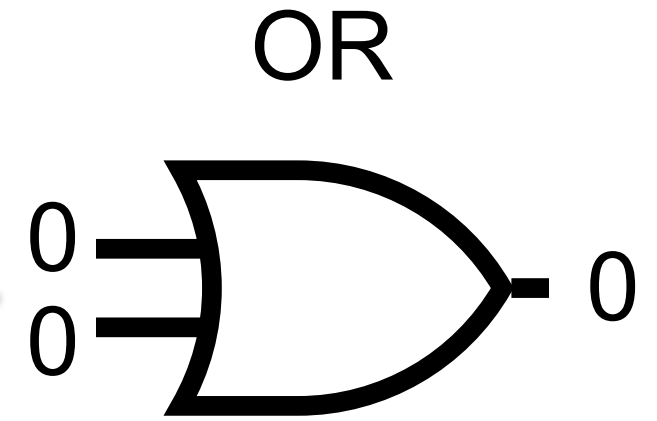
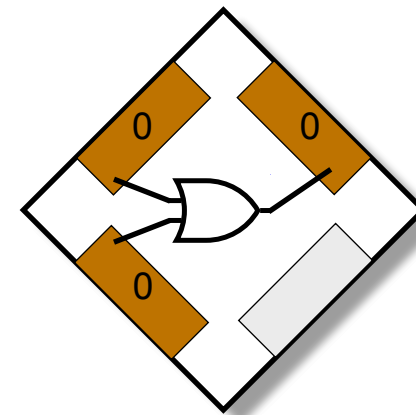
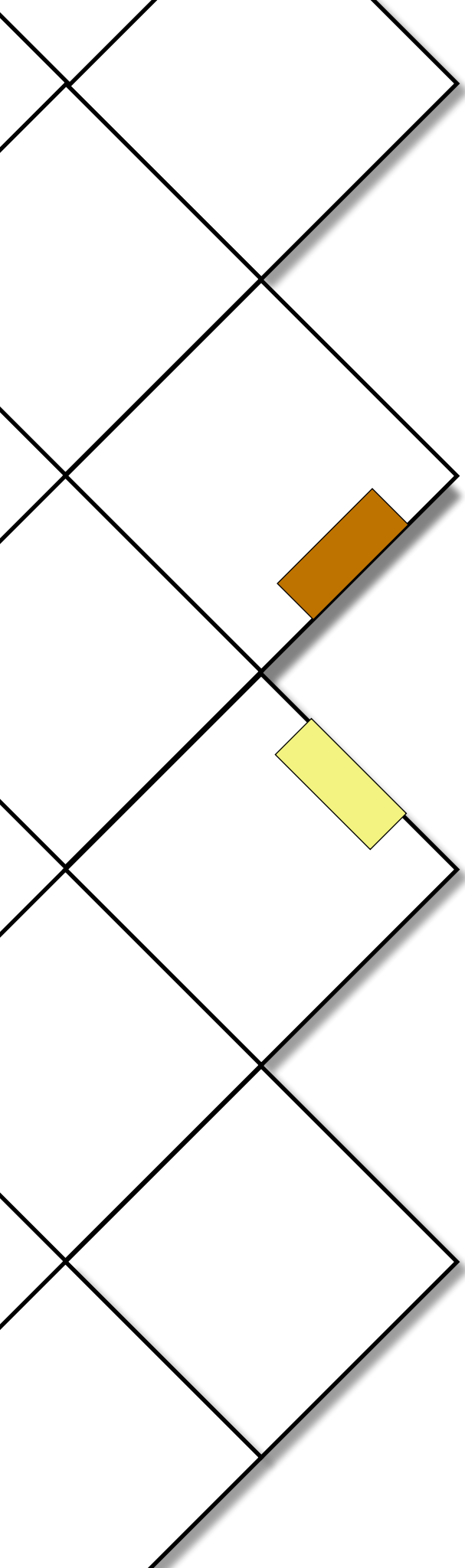
logic gates: simple, yet powerful





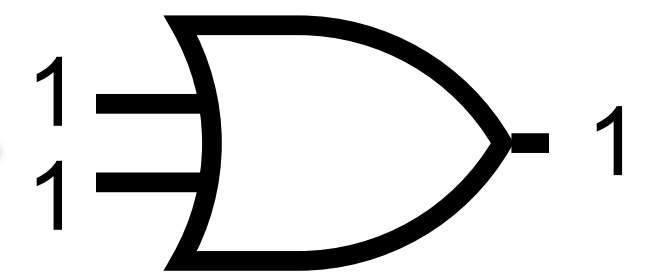
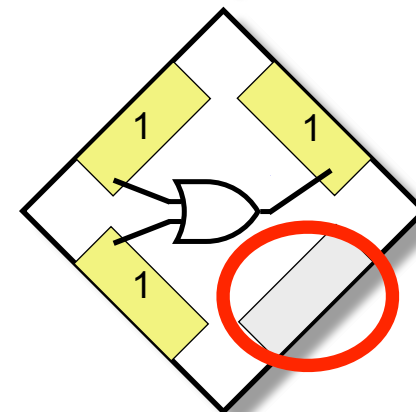
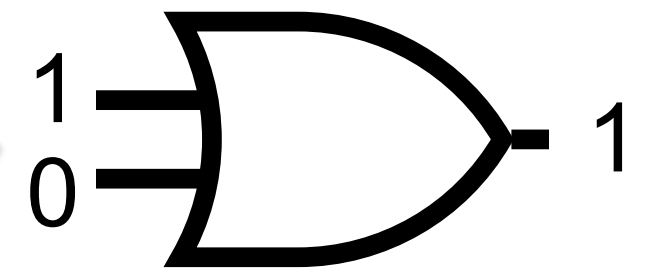
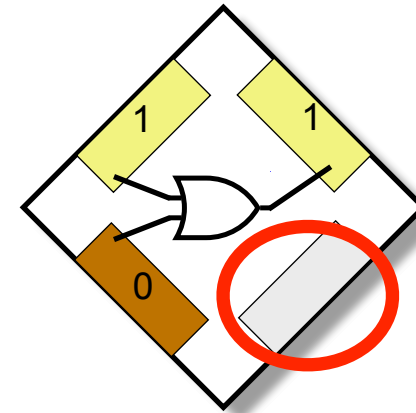
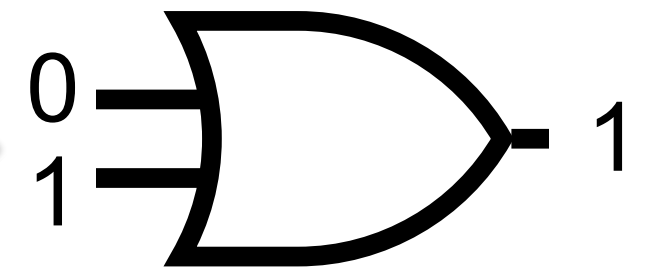
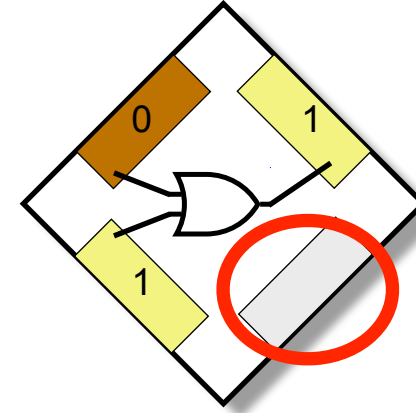
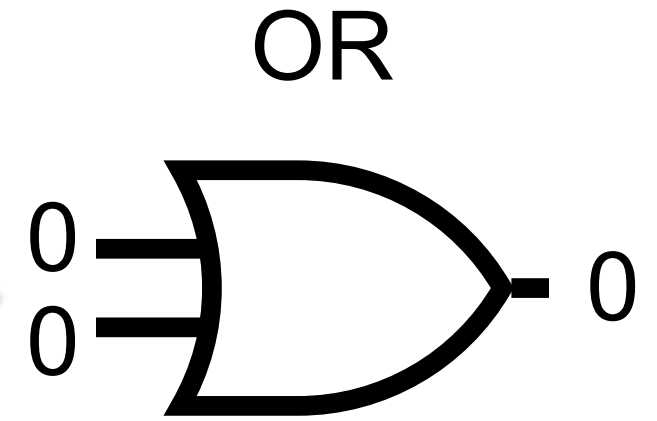
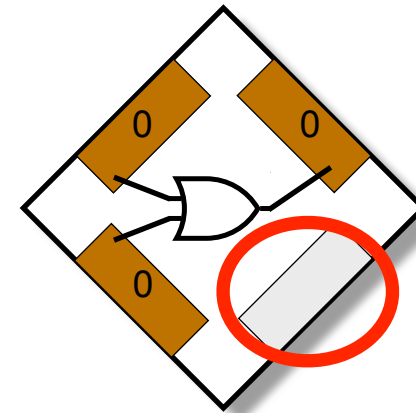
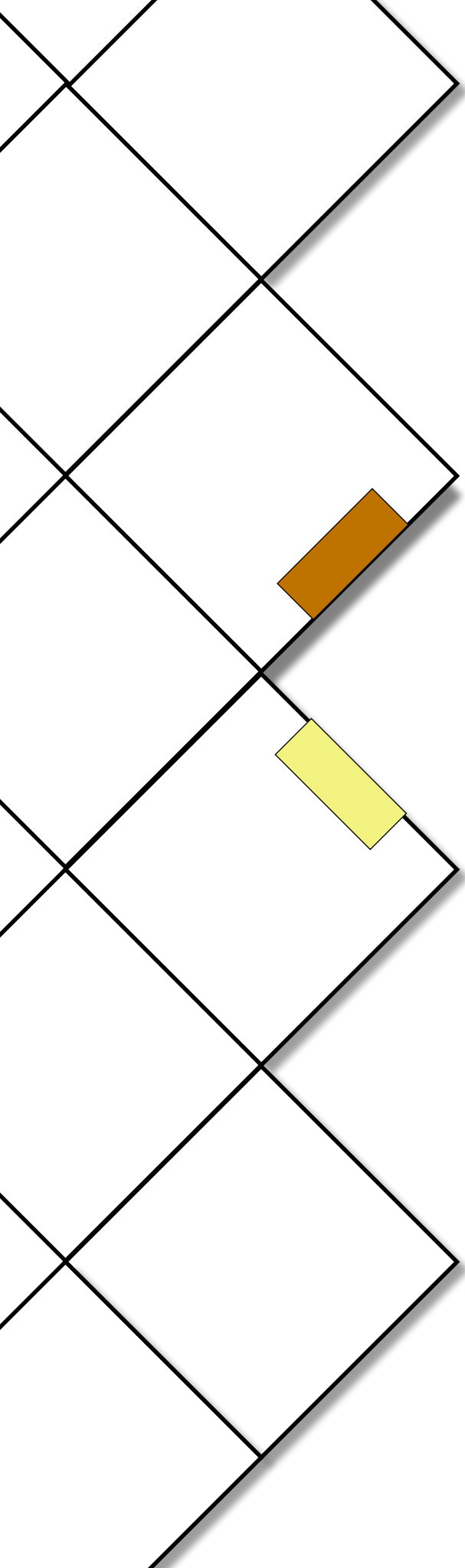
# Smart self-assembly

logic gates: simple, yet powerful



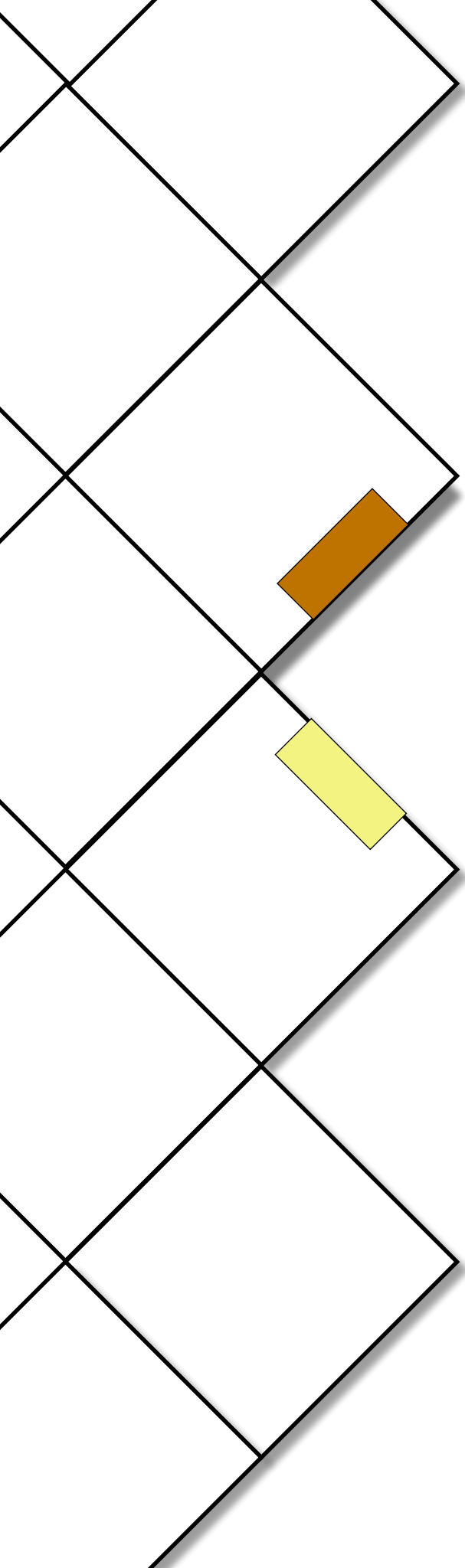
# Smart self-assembly

logic gates: simple, yet powerful

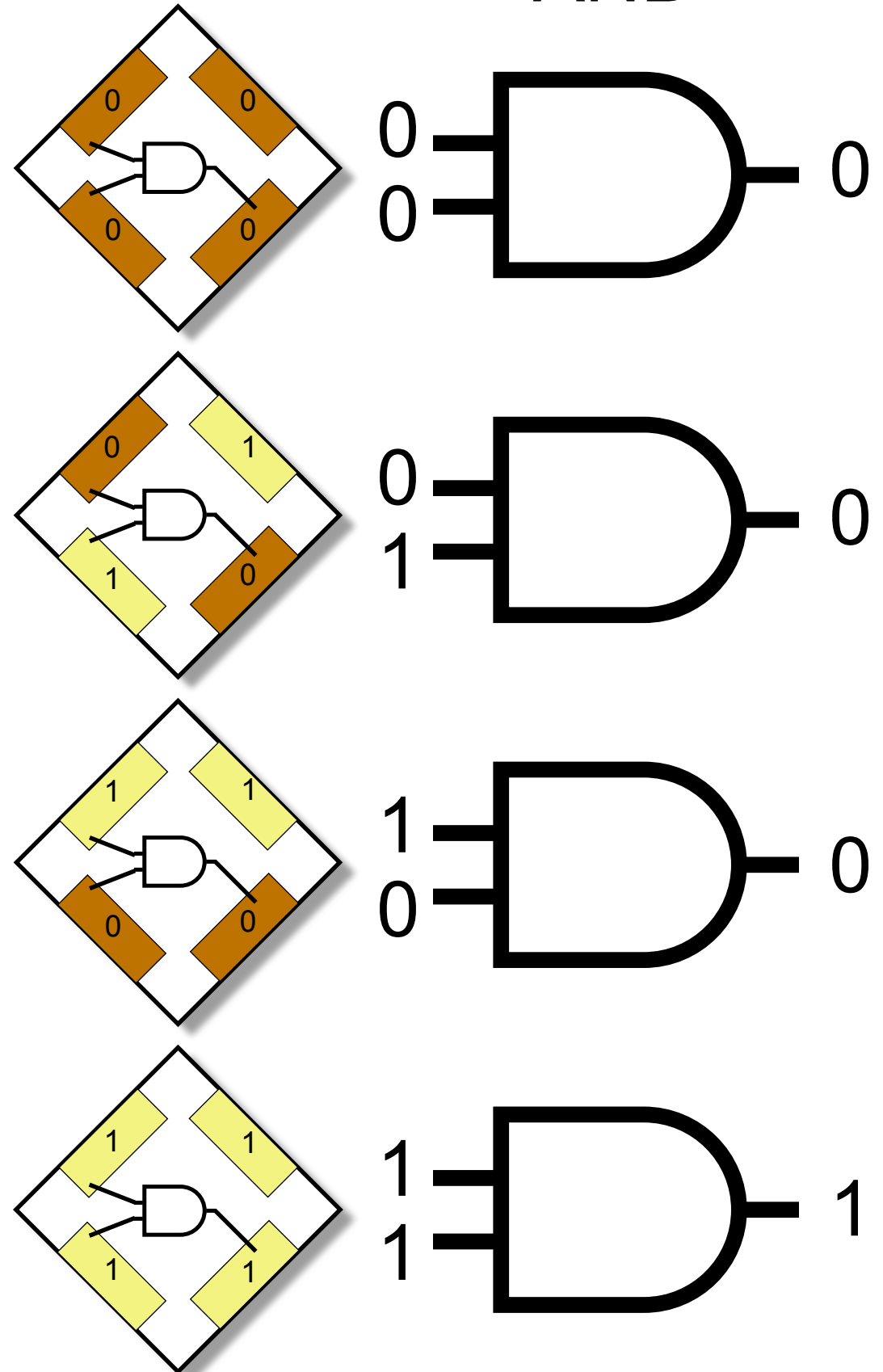


# Smart self-assembly

logic gates: simple, yet powerful



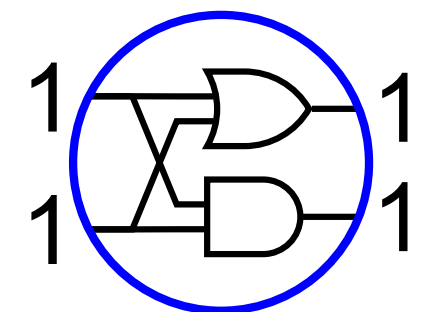
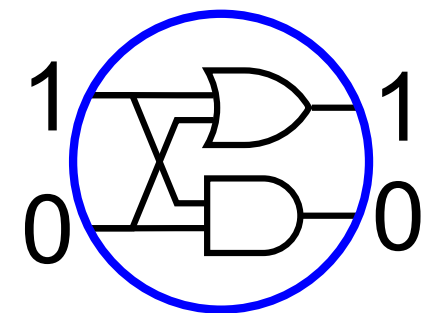
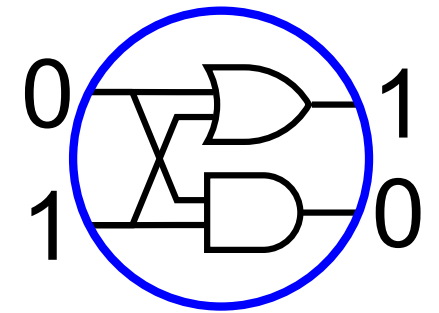
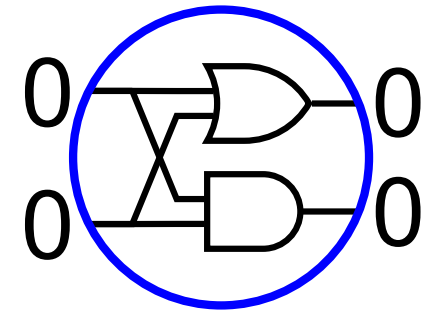
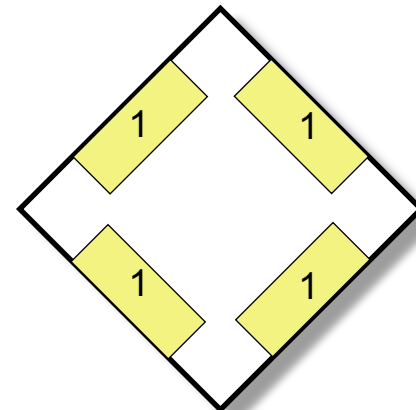
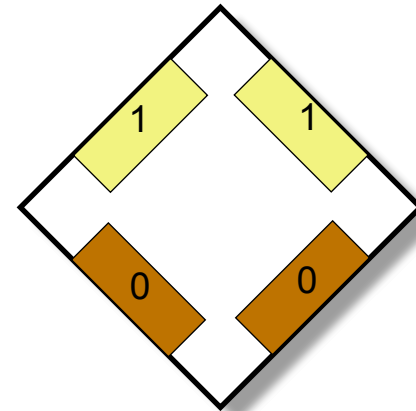
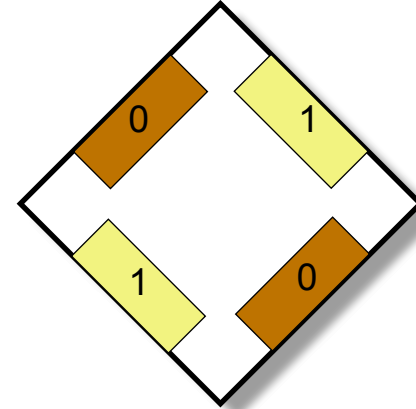
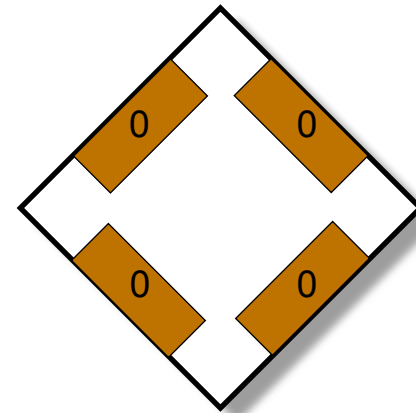
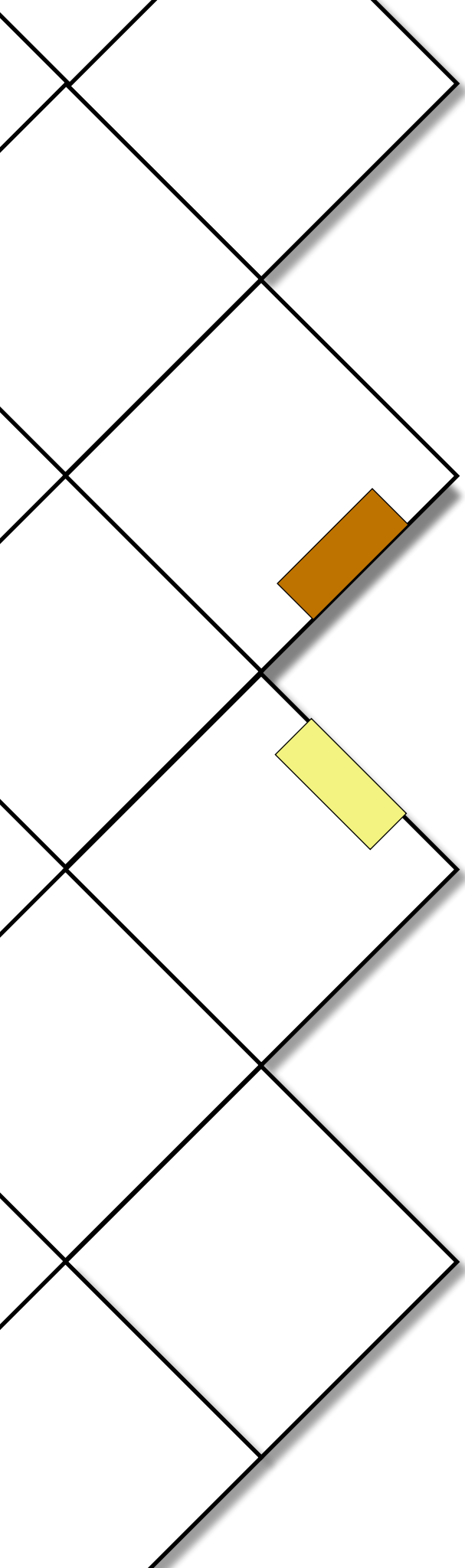
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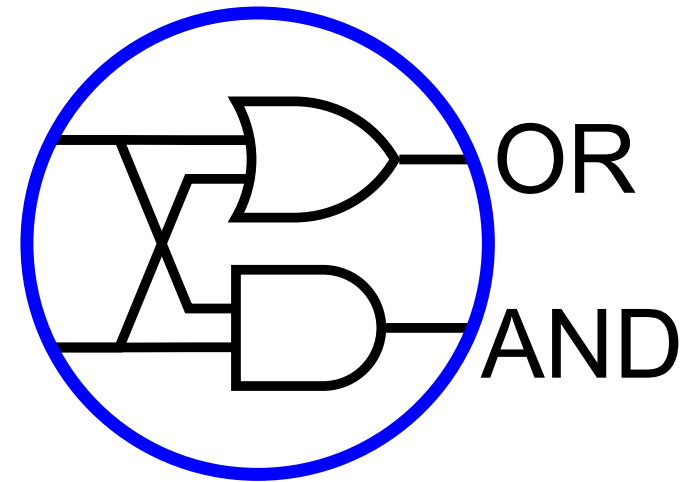
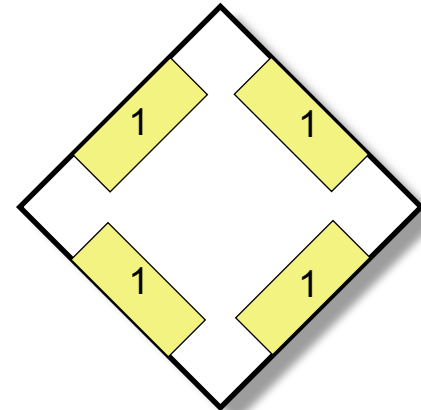
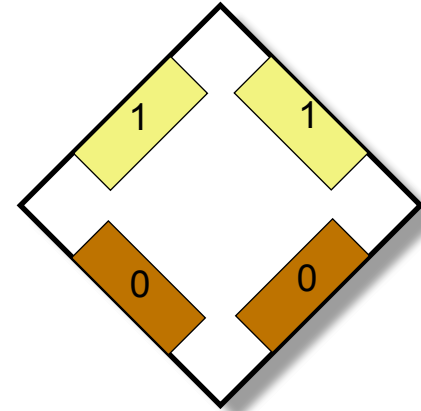
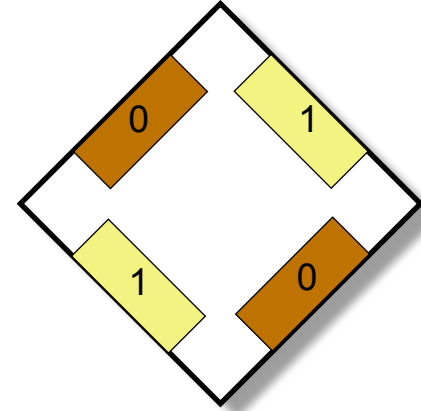
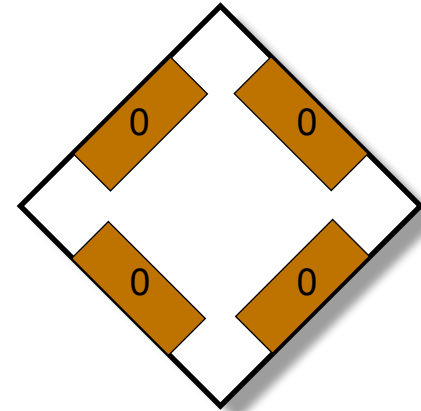
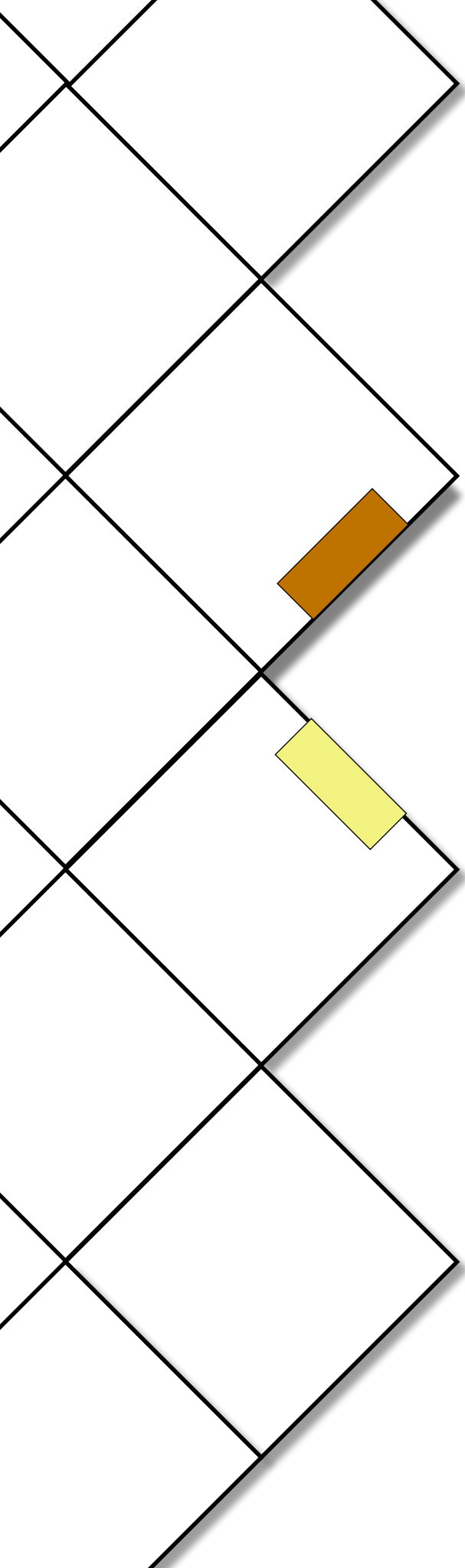
# Smart self-assembly

logic gates: simple, yet powerful

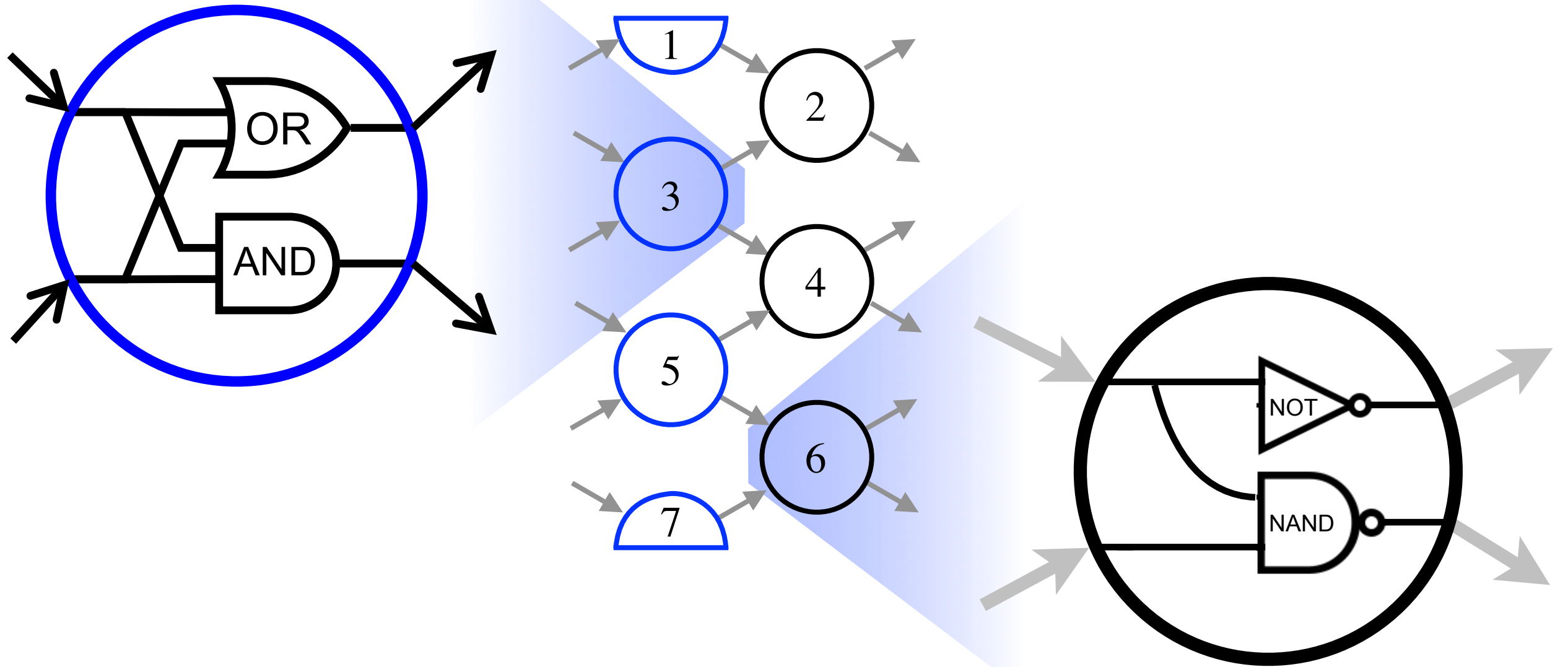


# Smart self-assembly

logic gates: simple, yet powerful

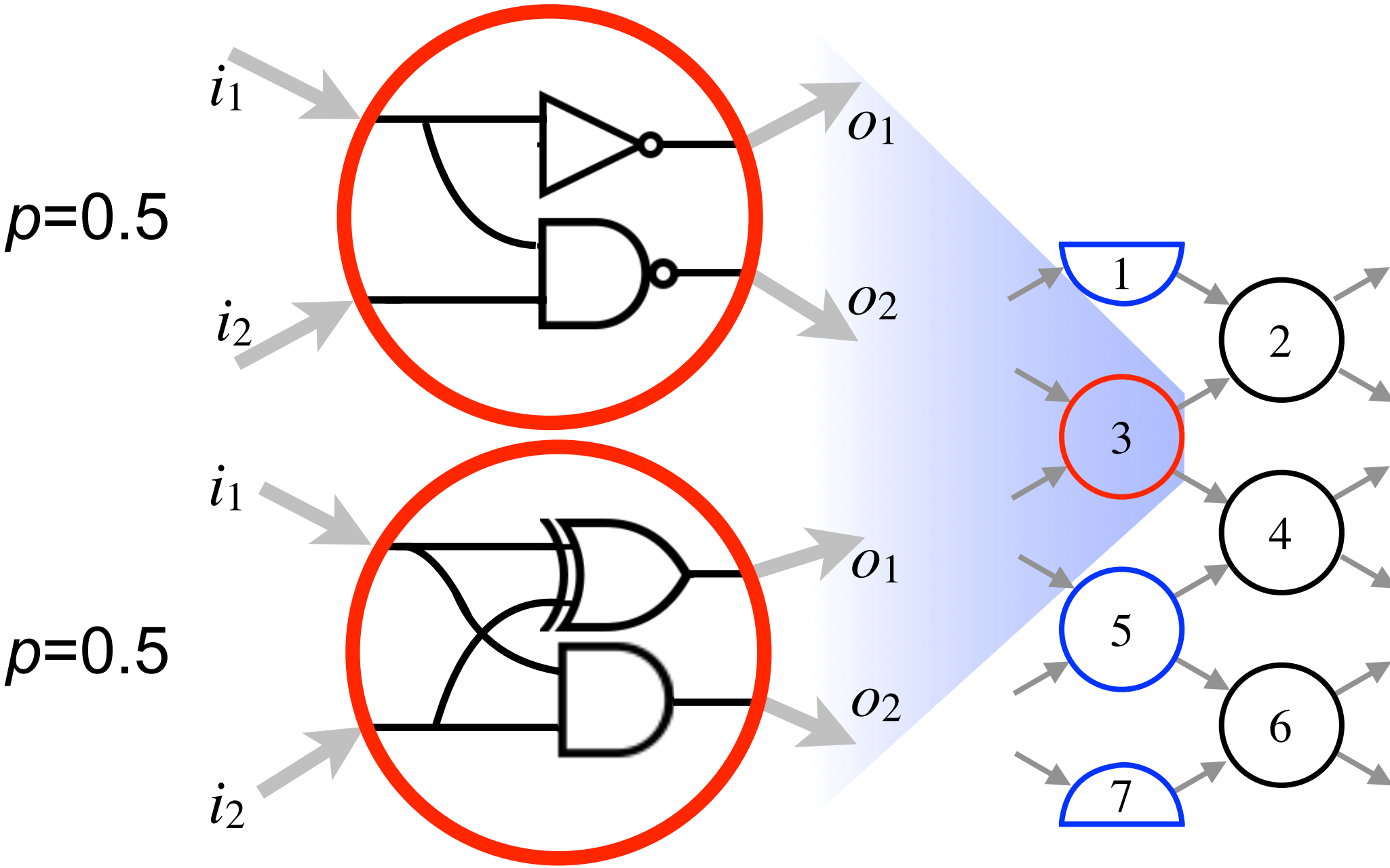


# Iterated Boolean Circuit model





# Iterated Boolean Circuit model: randomised gates

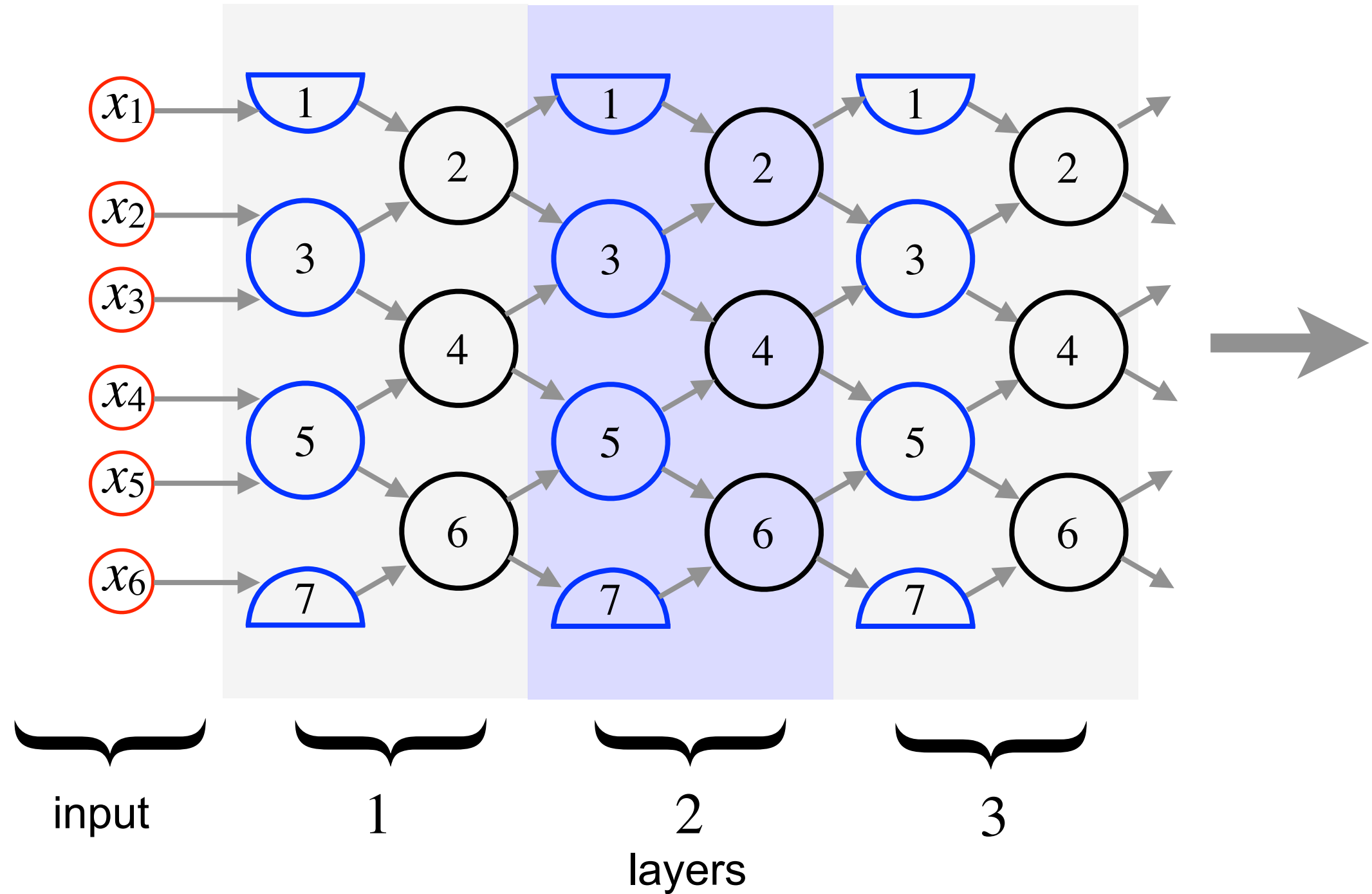


# Iterated Boolean Circuit model

**Programmer**  
specifies a layer

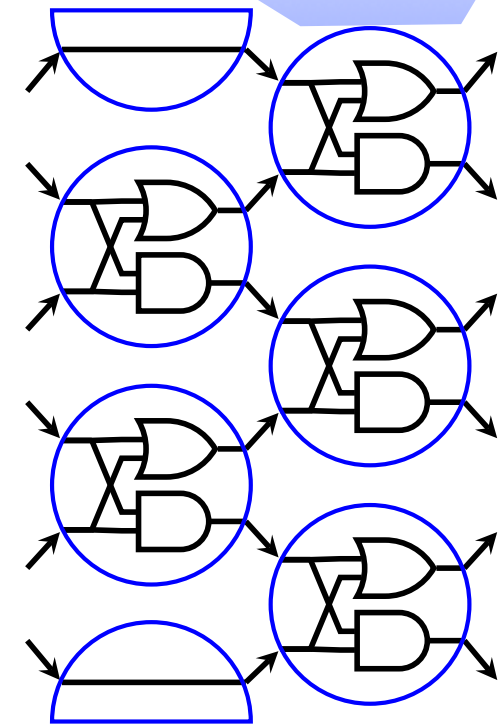
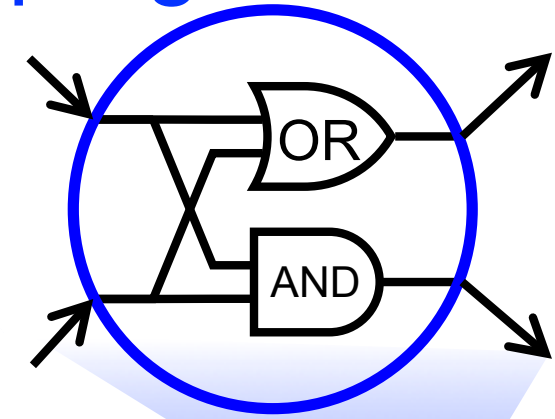
**User** gives  $n$  input  
bits  $x_k \in \{0,1\}$

Computation flows  
from input gates to  
layer 1, layer 2,  
layer 3 ...

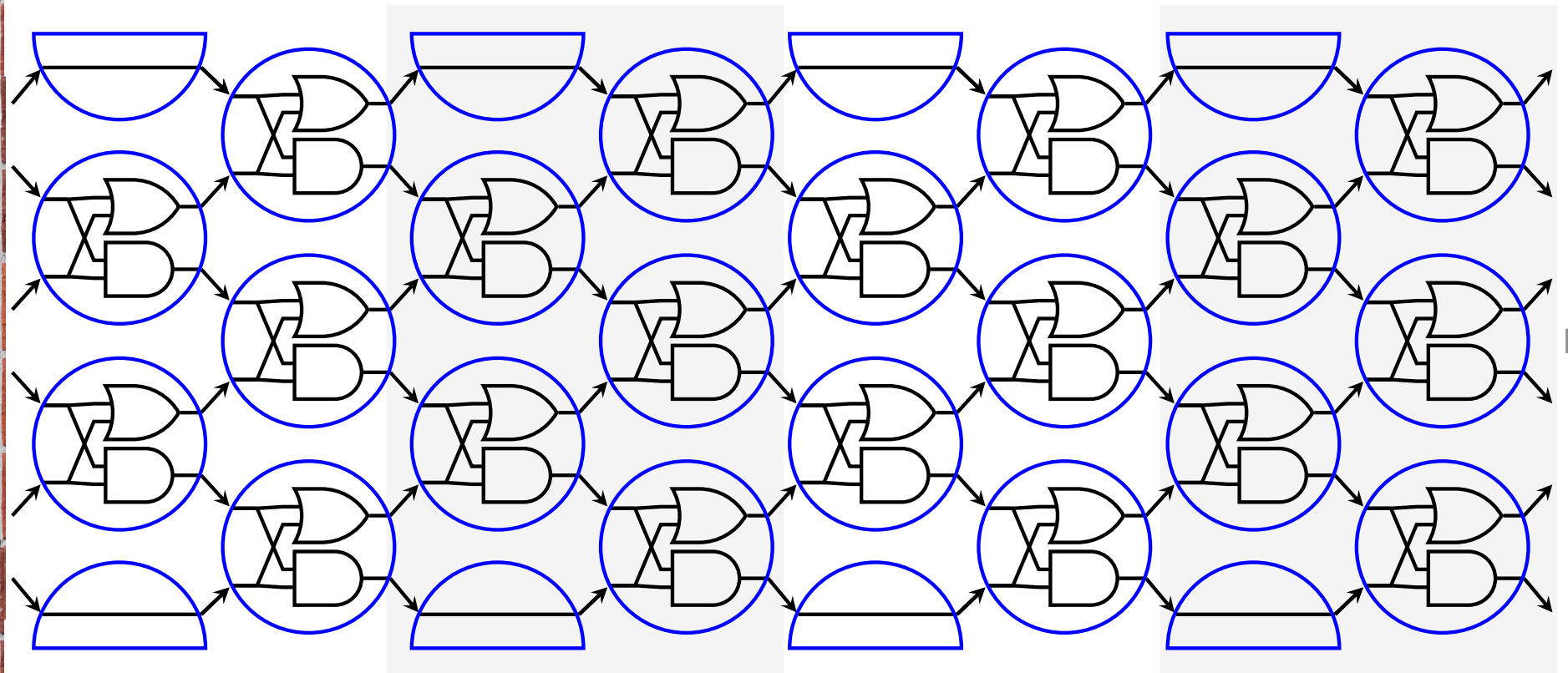


# Example circuit

programmer



layer



circuit

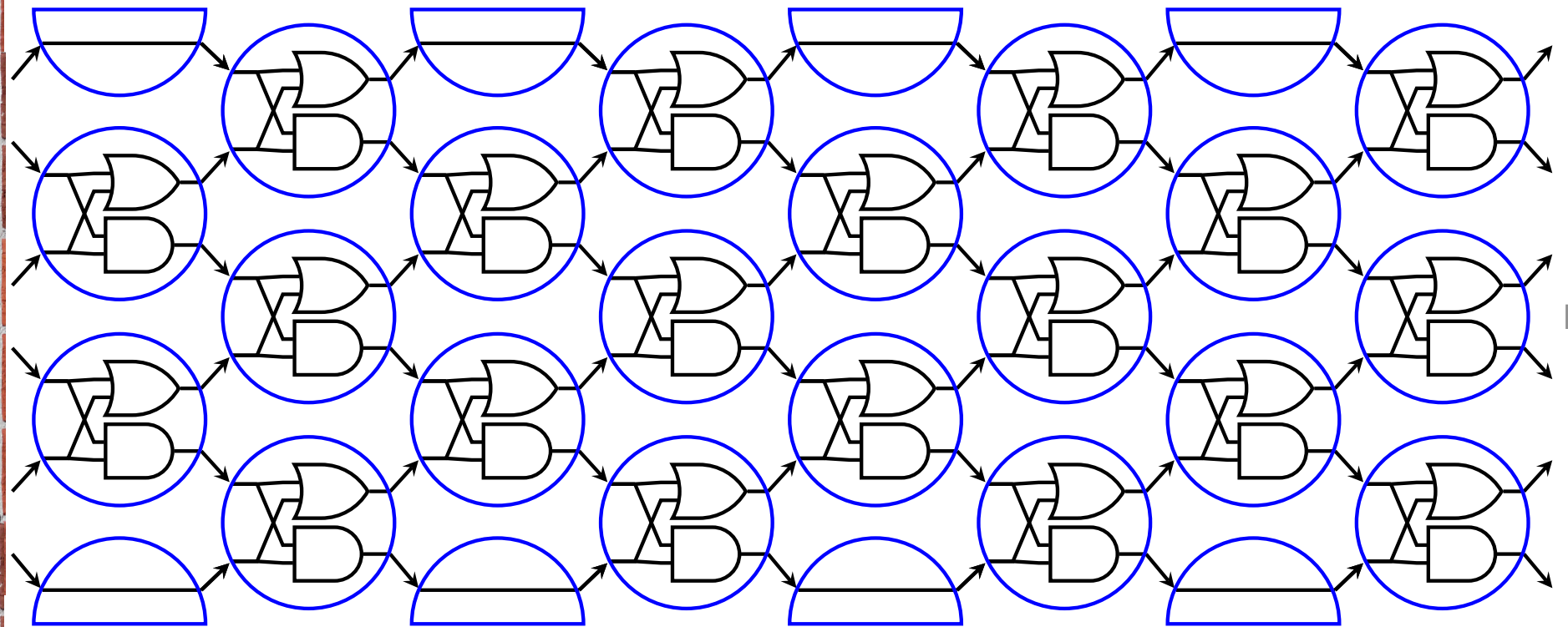
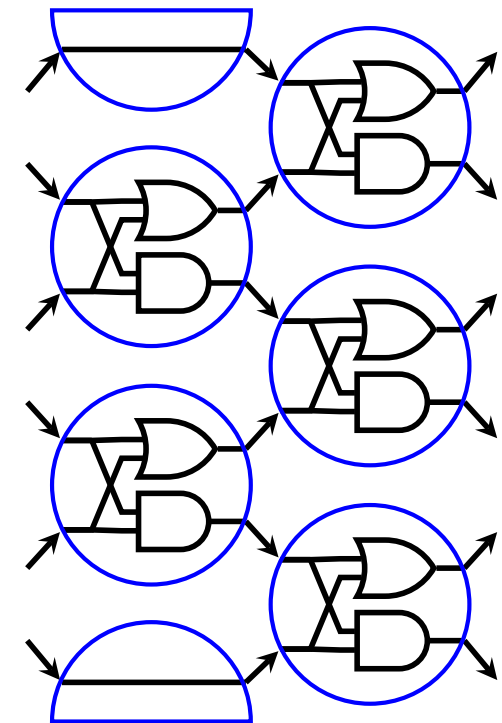
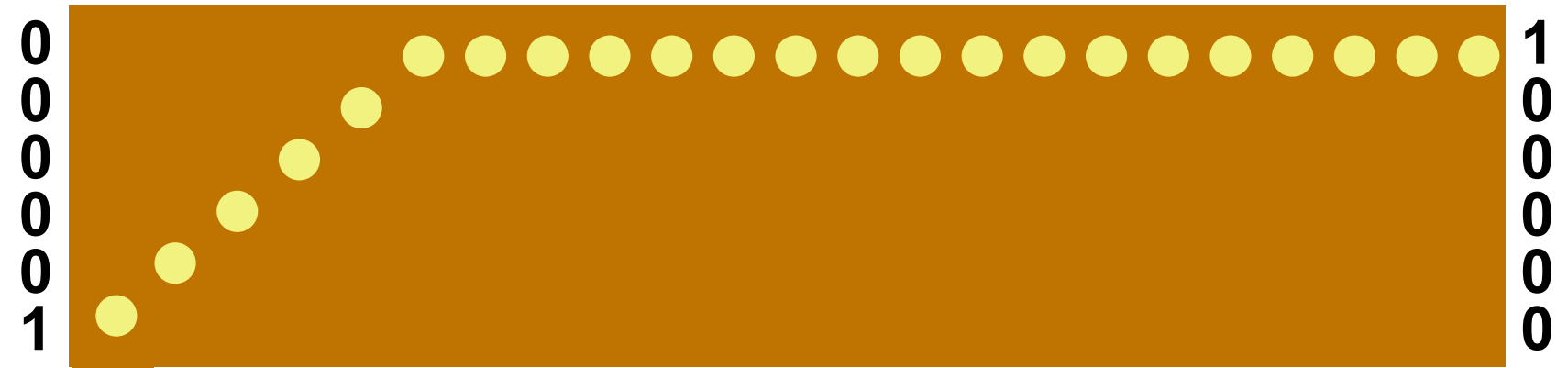


# Example circuit

programmer

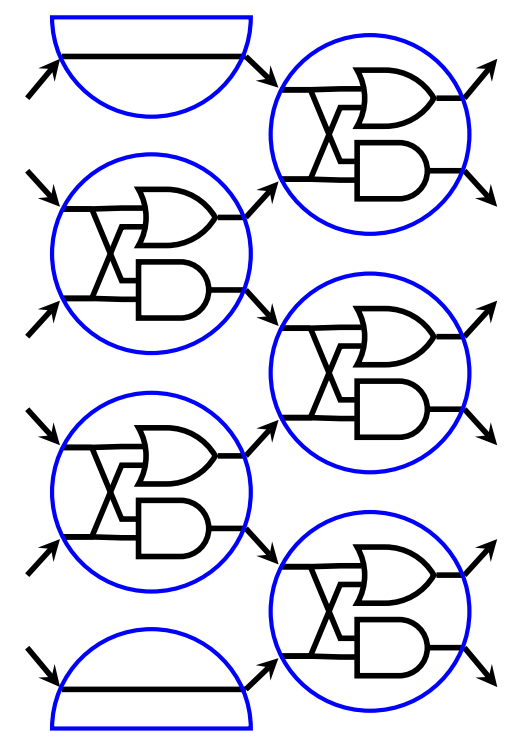
user

computation



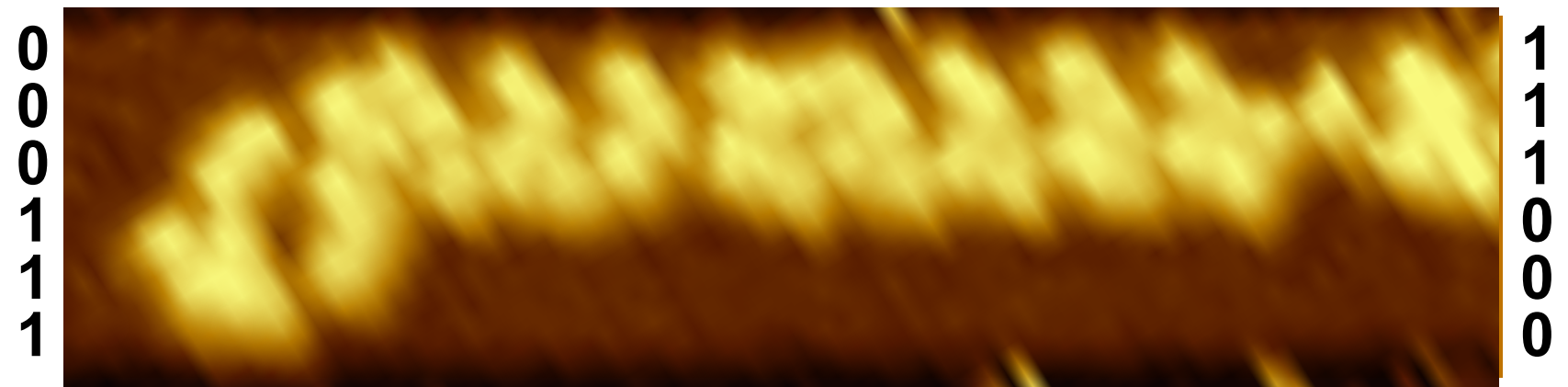
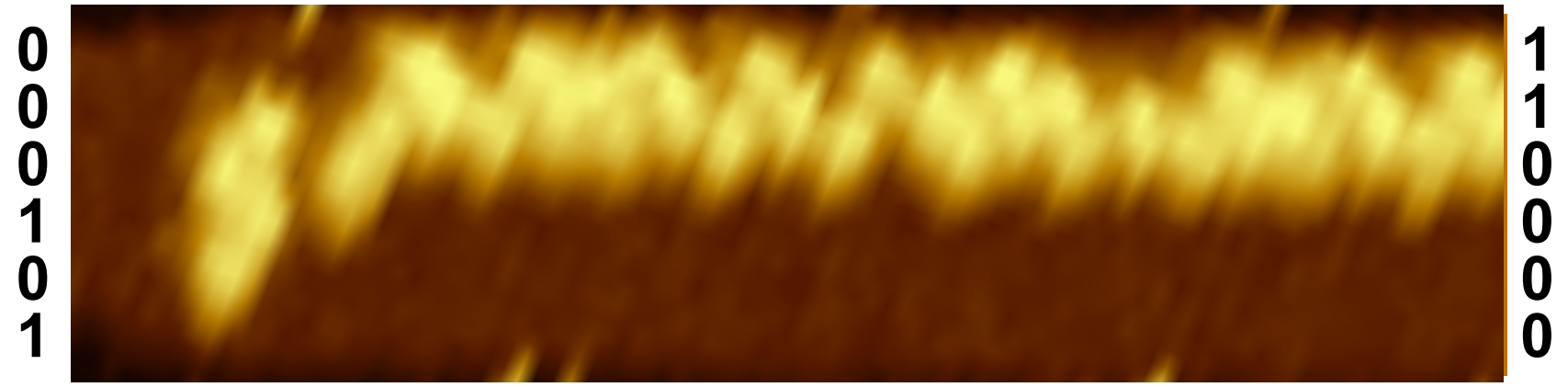
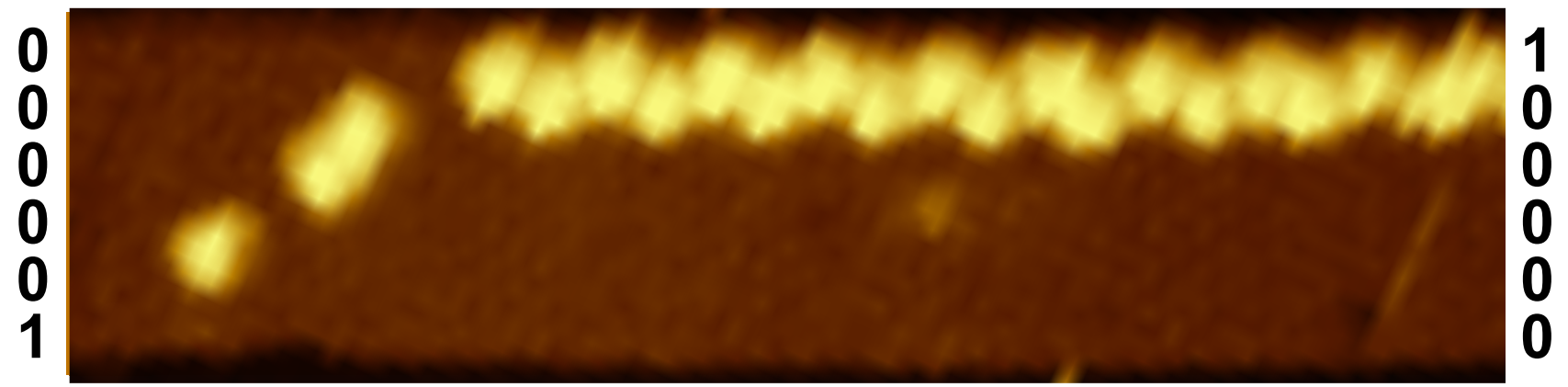
# Example circuit: "SORTING"

programmer

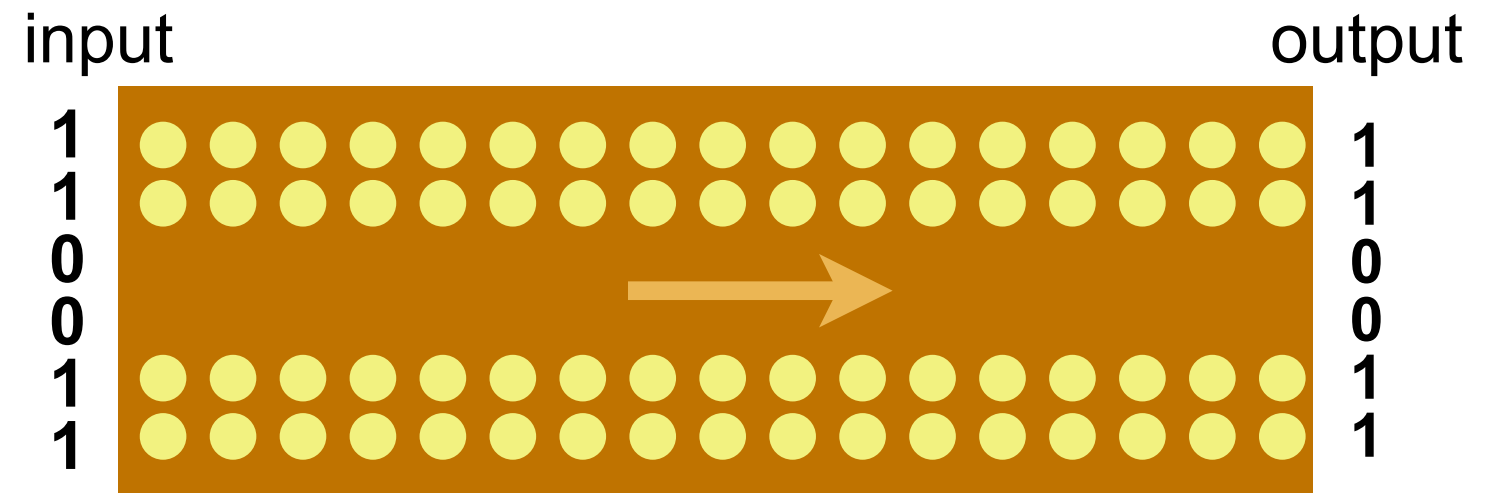
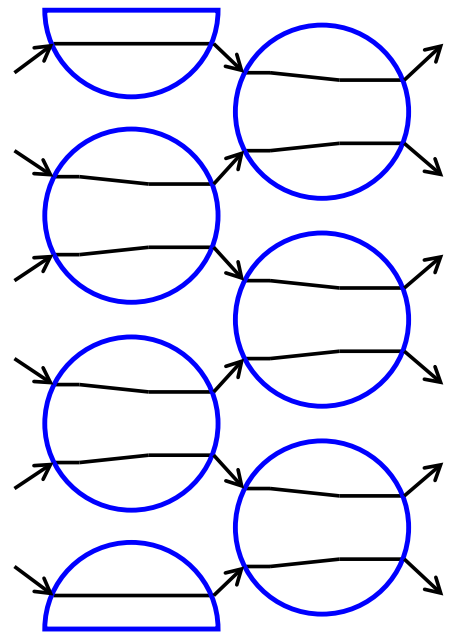


user

computation



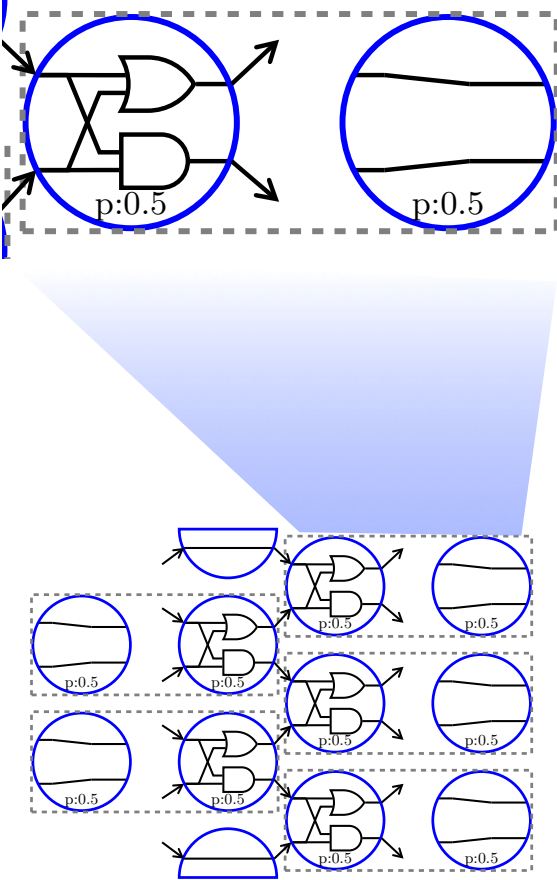
# Example circuits: COPY bits to the right





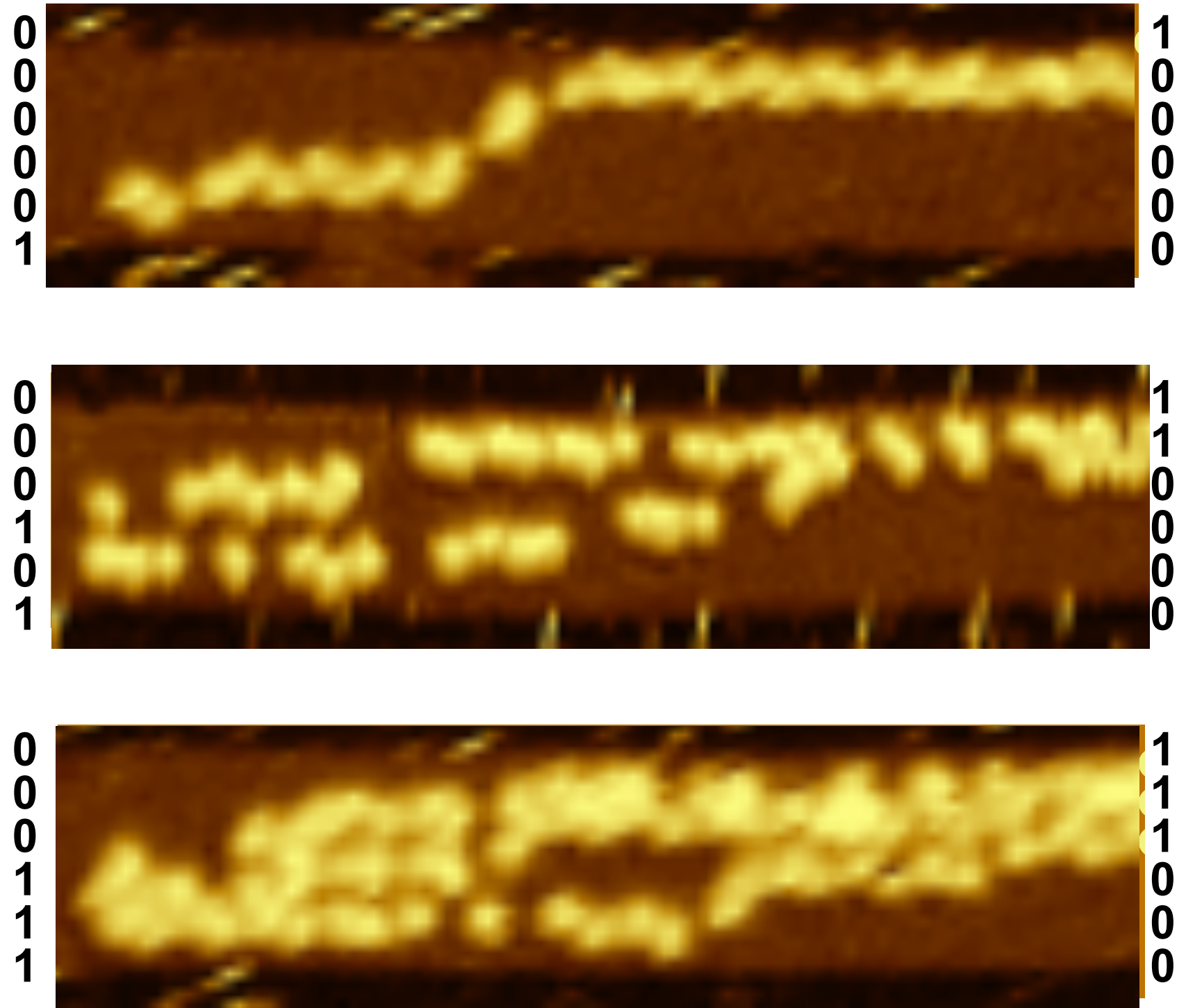
# Example circuit: LAZYSORTING

programmer

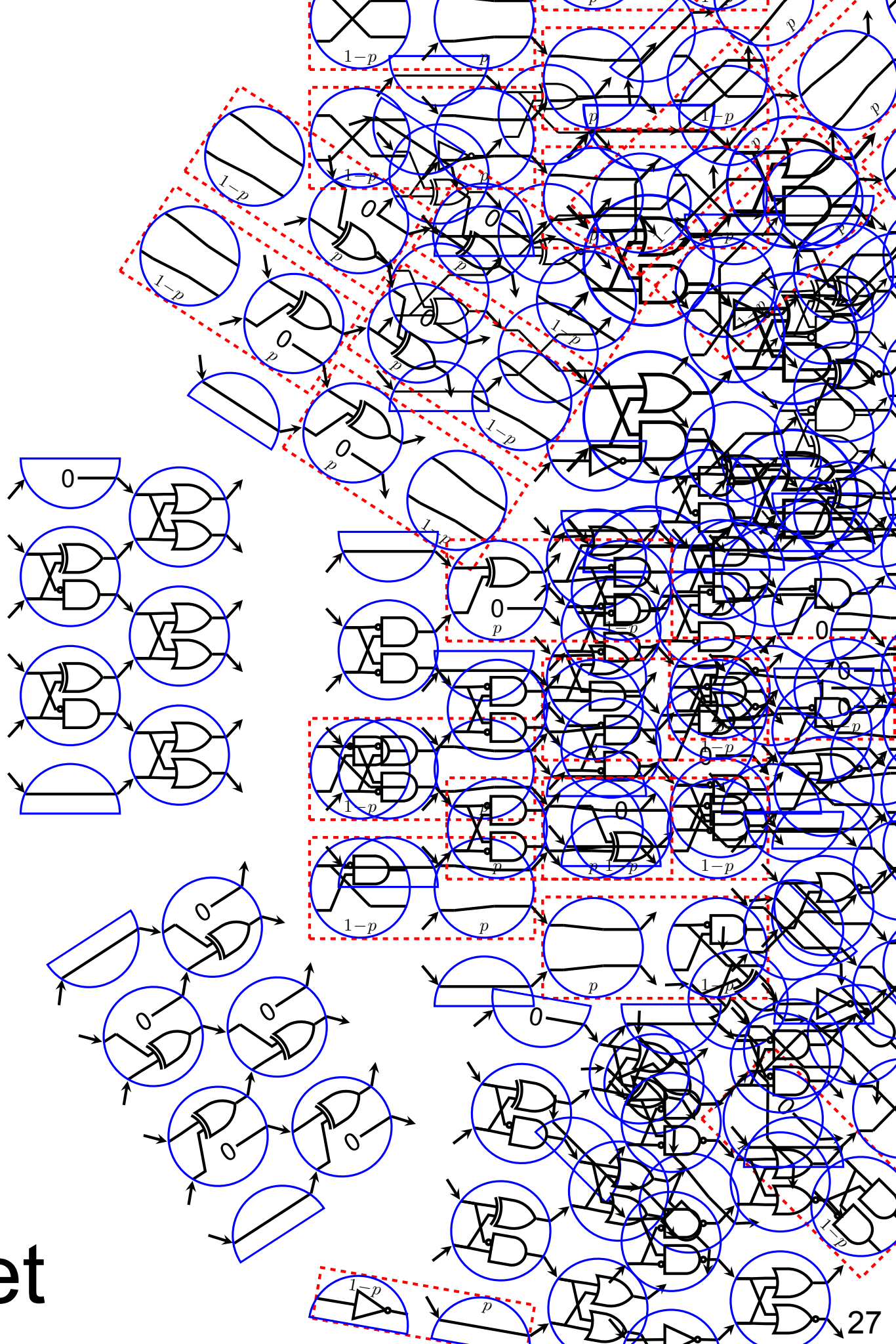
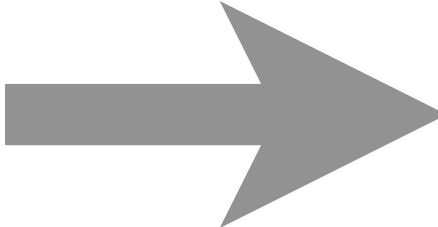
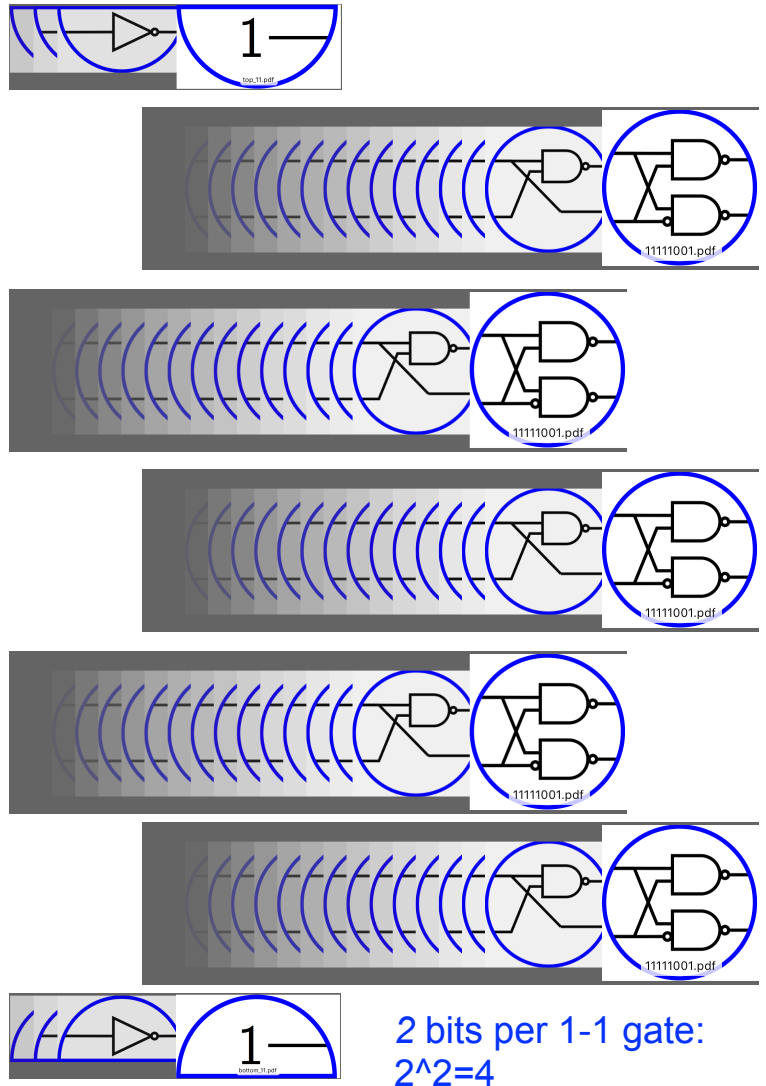


user

computation



# Which circuits to build?



1,288 gates that implement **any** 6-bit circuit

“Complete” 6-bit gate set

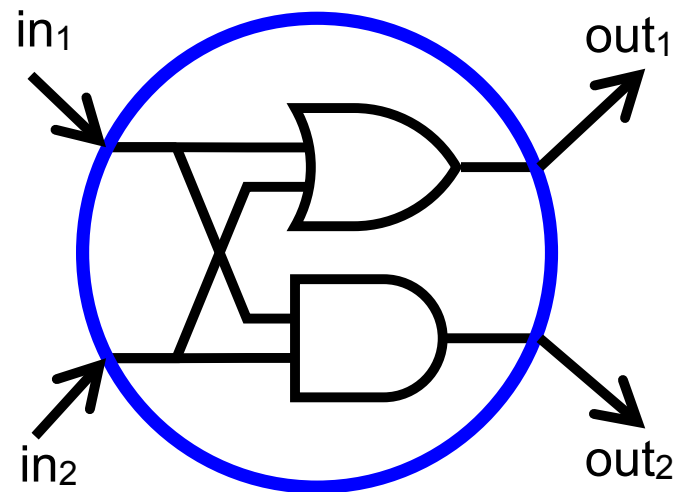
# Structure

Theoretical circuit model

**How it works: design and implementation**

Experimental results

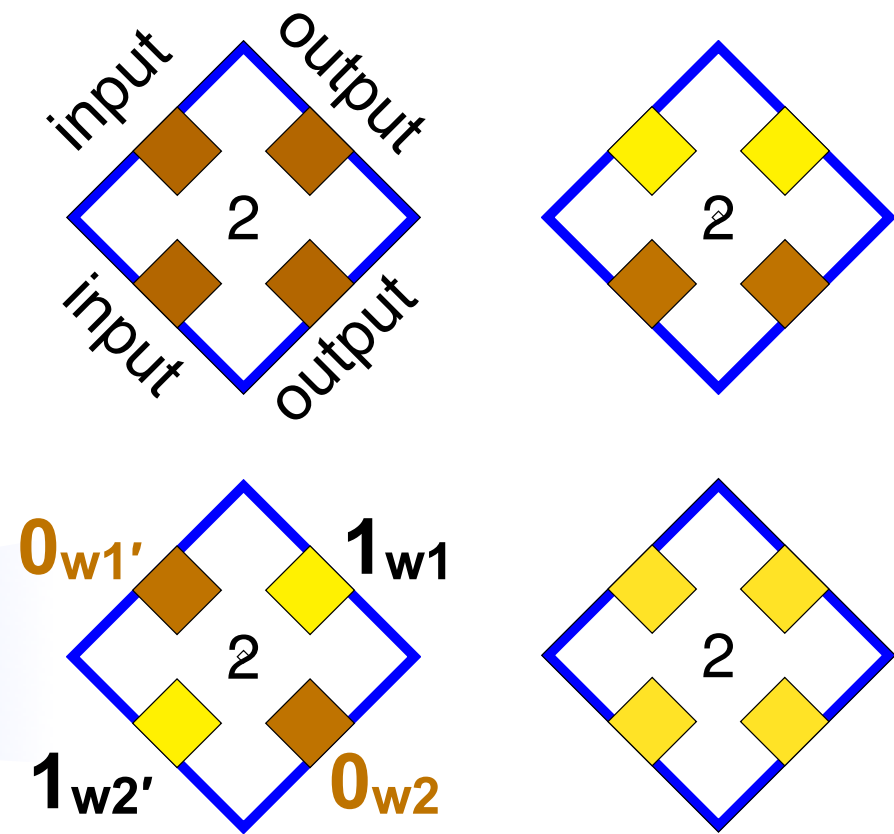
# From circuits to square tiles



in <sub>1</sub>	in <sub>2</sub>	out <sub>1</sub>	out <sub>2</sub>
0	0	0	0
0	1	1	0
1	0	1	0
1	1	1	1

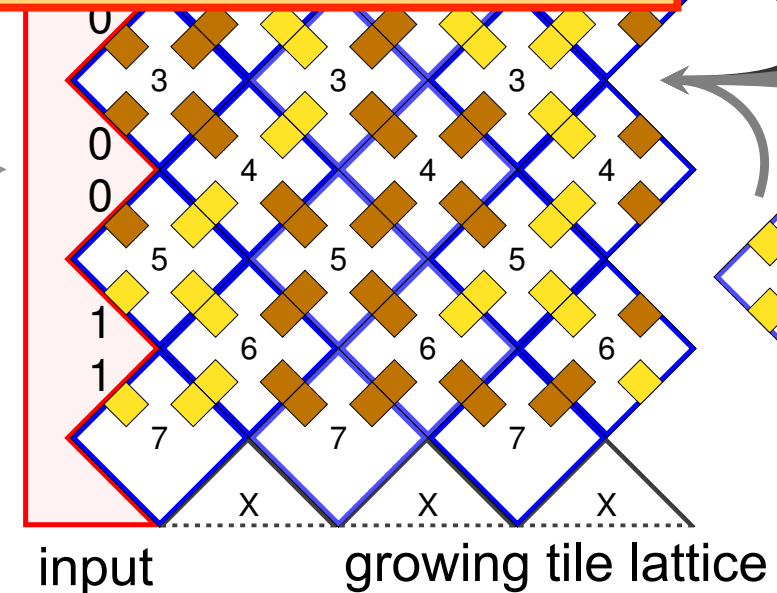
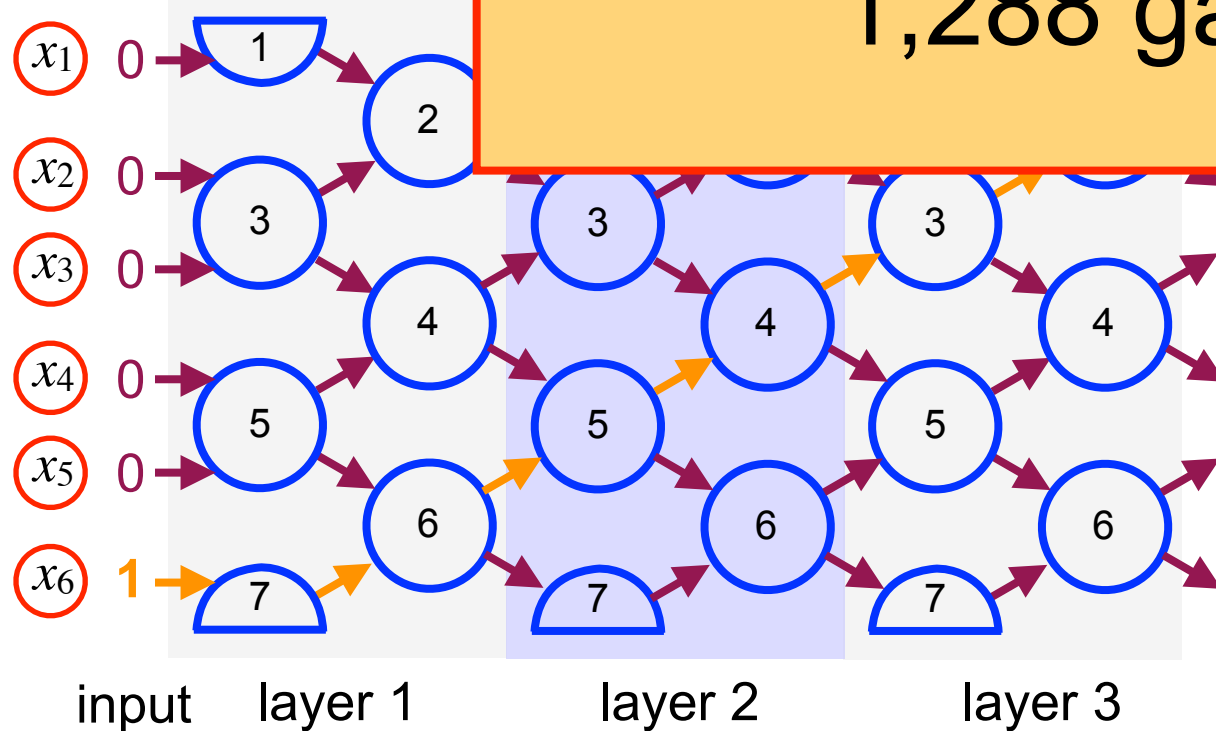
gate truth table

compile gate to 4 square tiles



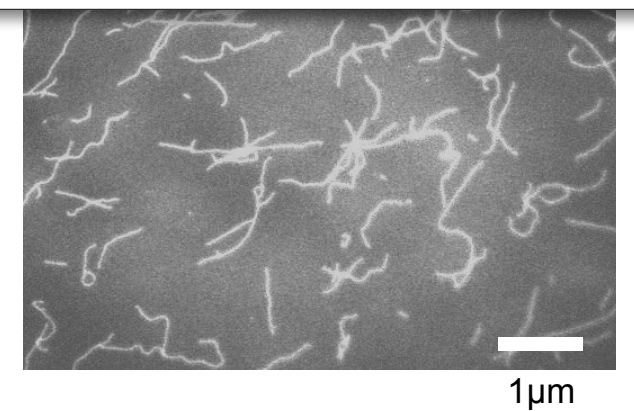
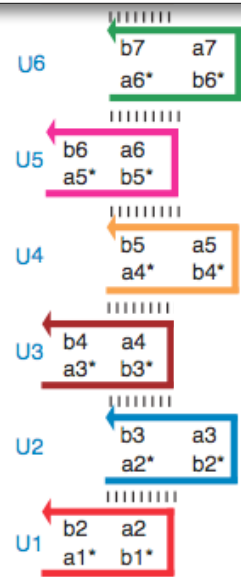
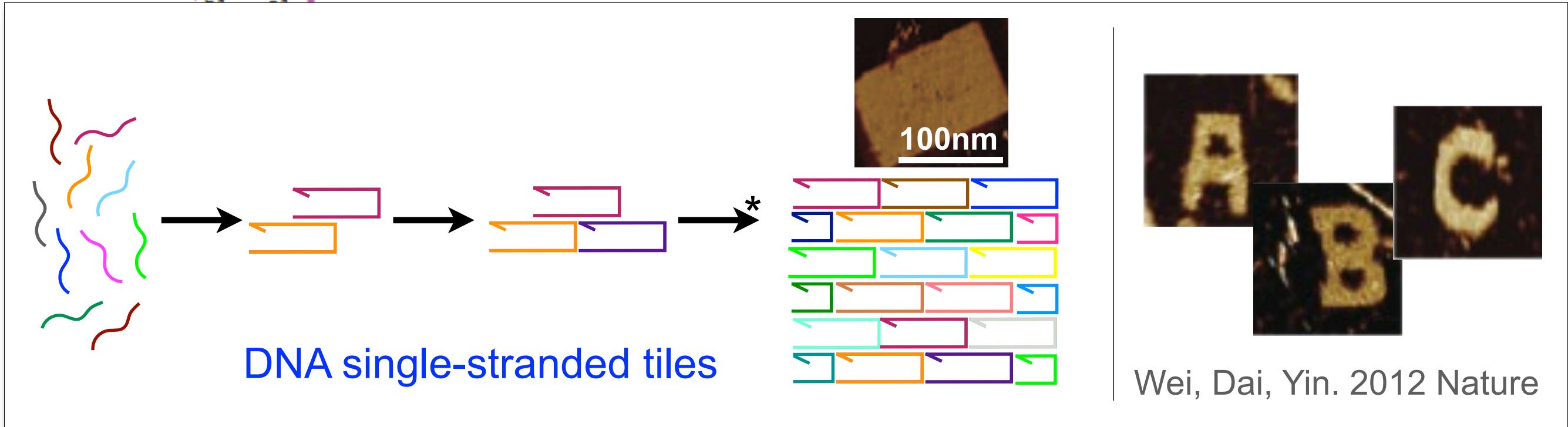
circuit

1,288 gates  $\rightarrow$  89 tiles



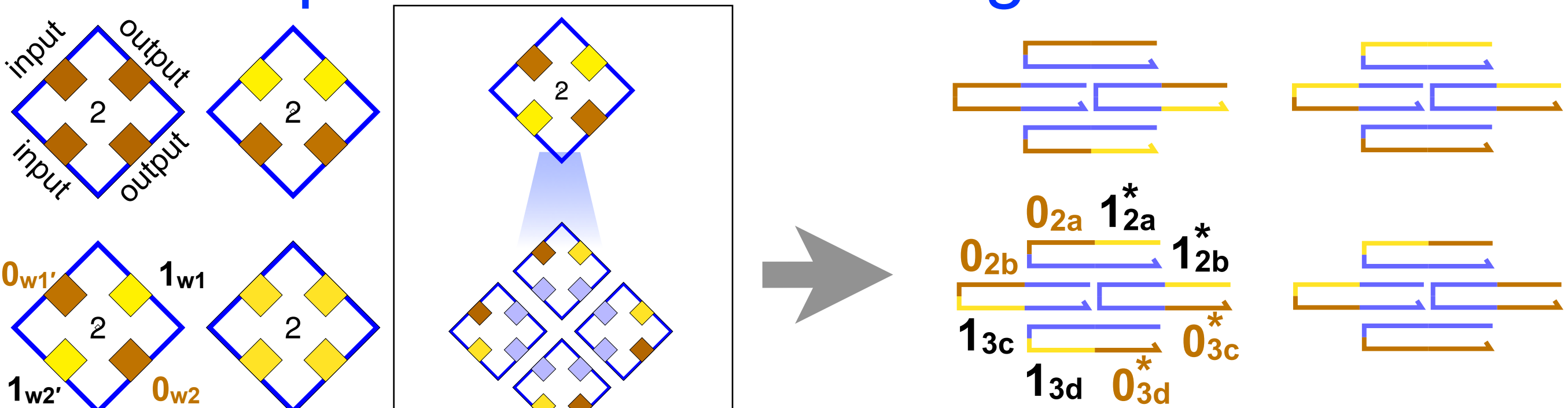


# Single-stranded tile motif

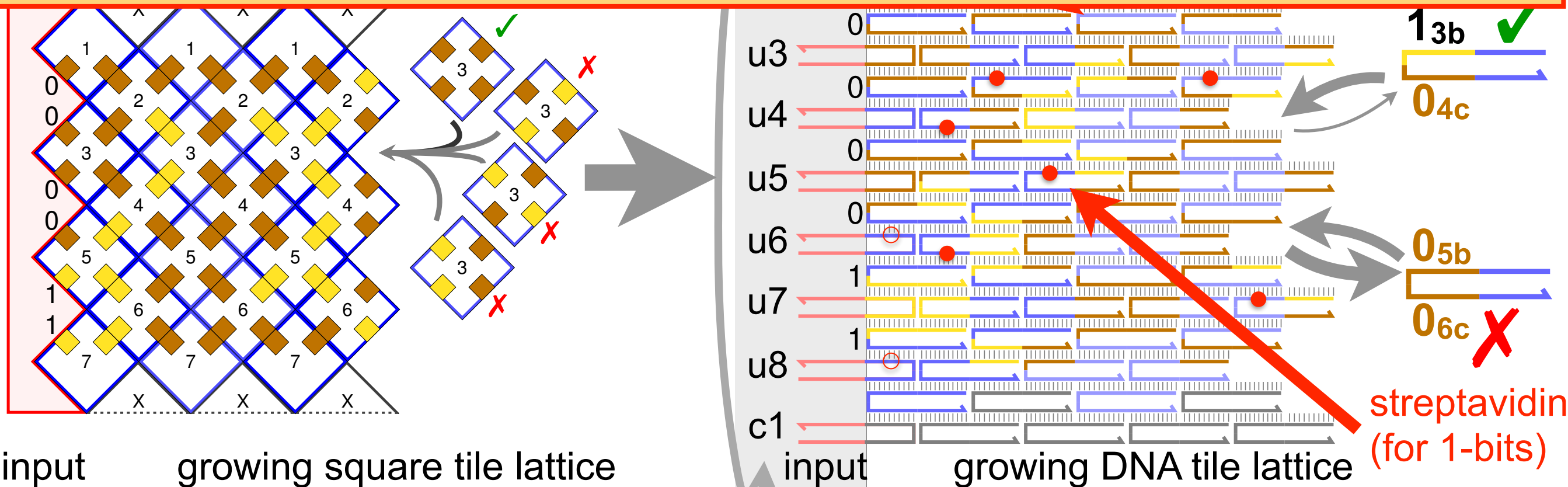


Yin, Hariadi, Sahu, Choi, Park, LaBean, Reif. Science. 2008

# From square tiles to DNA single-stranded tiles

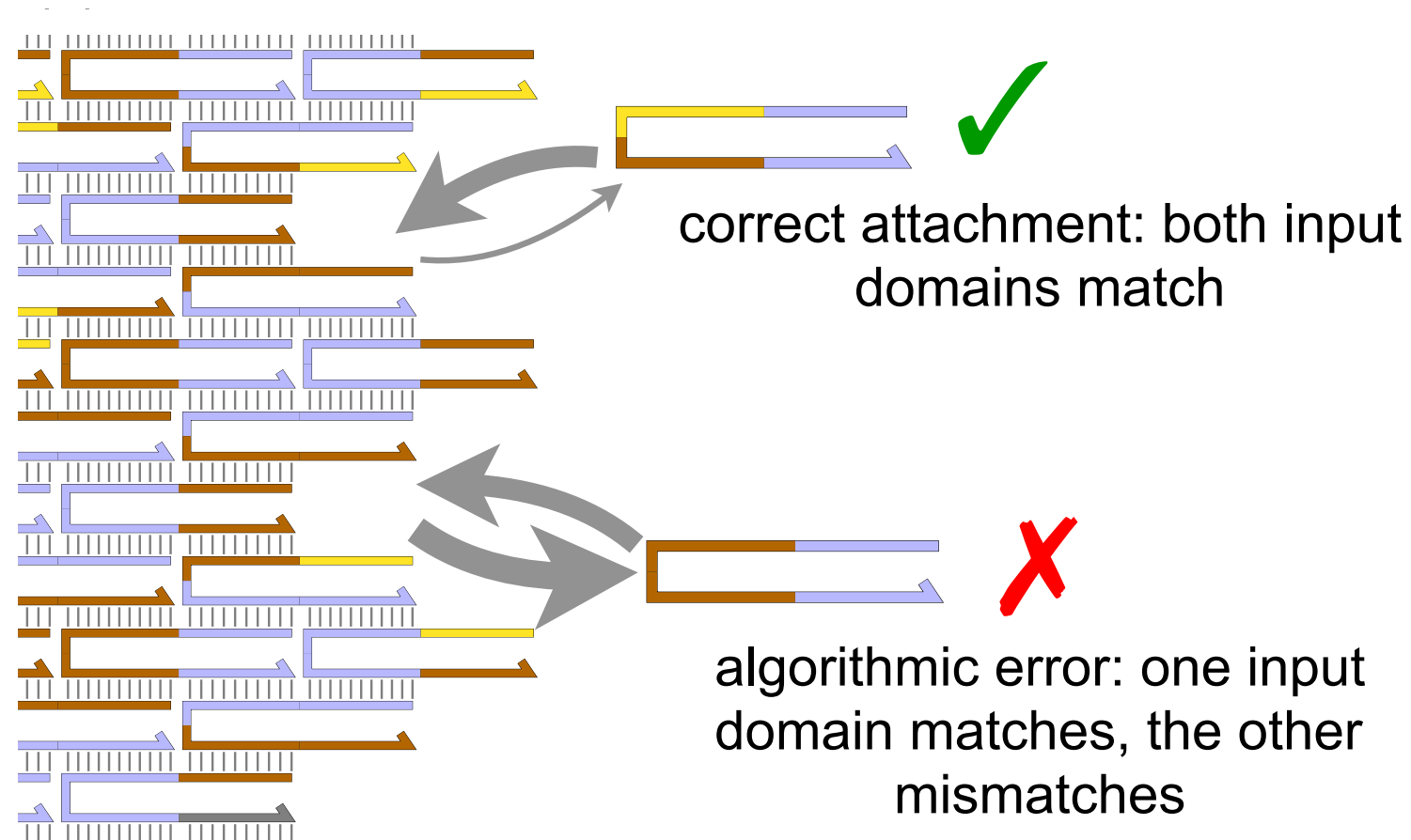


1,288 gates  $\rightarrow$  89 tiles  $\rightarrow$  355 tiles  $\rightarrow$  355 DNA strands



# DNA sequence design

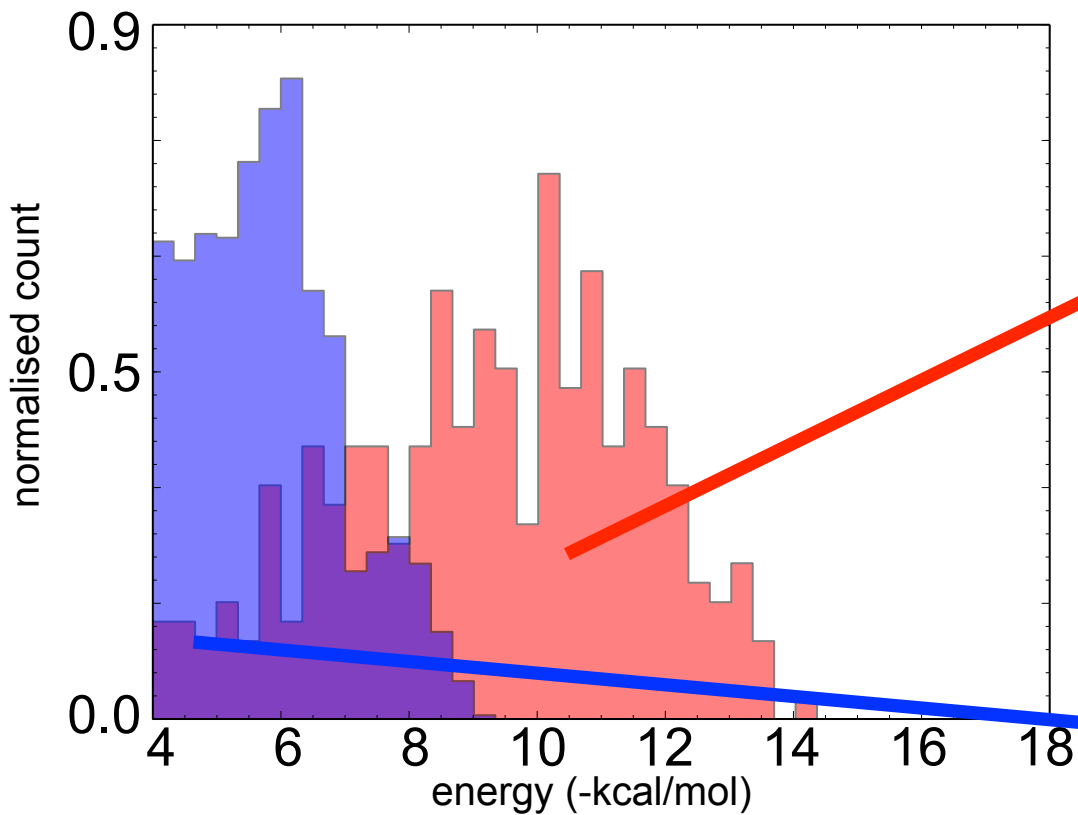
- Major challenge: We need to design DNA sequences that bind when they should, and to not bind when they shouldn't



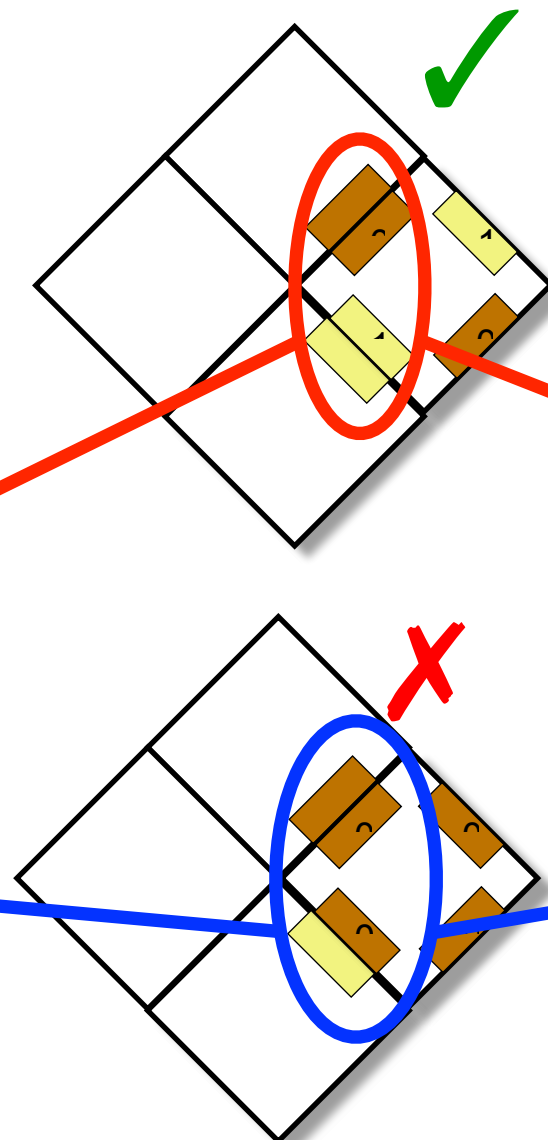
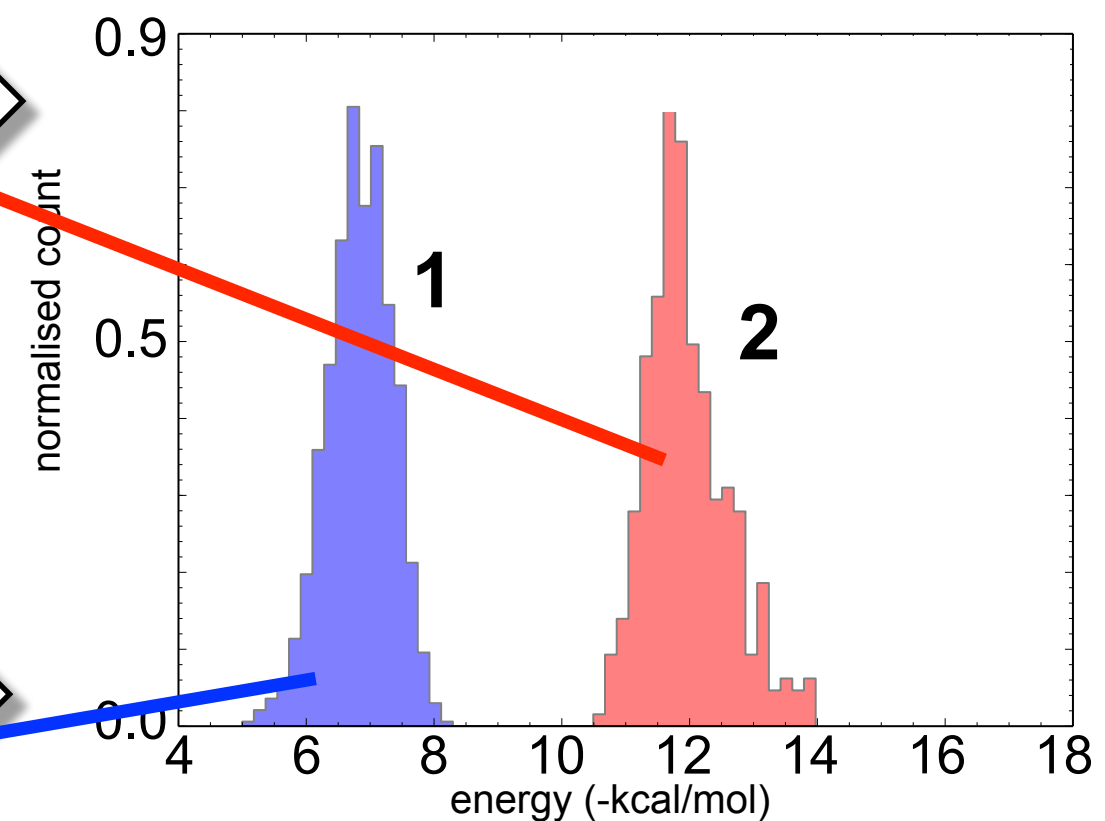
# DNA sequence design

- Major challenge: We need to design DNA sequences that bind when they should, and to not bind when they shouldn't

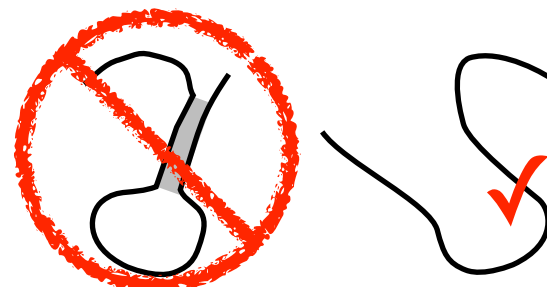
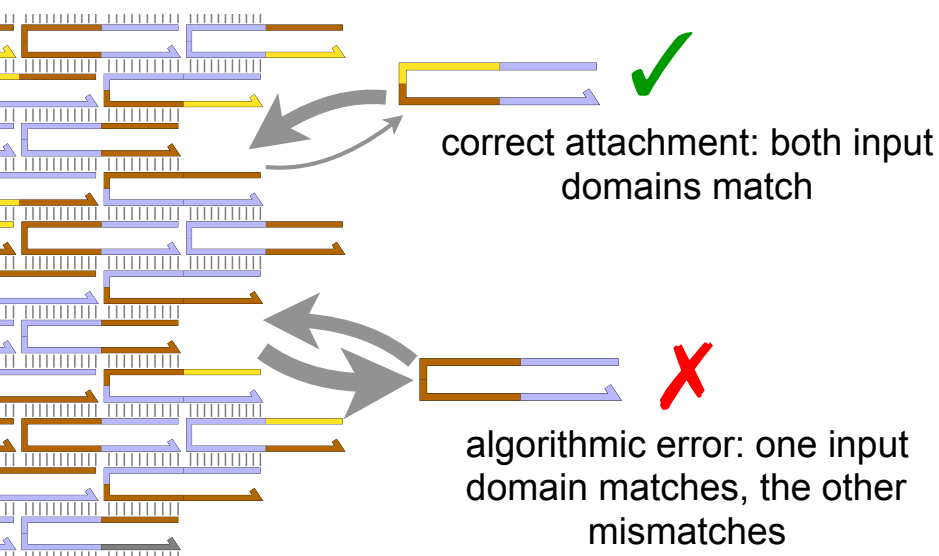
random sequences



designed sequences



- Sequences designed via a stochastic local search algorithm
- Some design problems decomposed into smaller problems for non-pseudoknotted structures
- Calls NUPACK and ViennaRNA to evaluate energetics

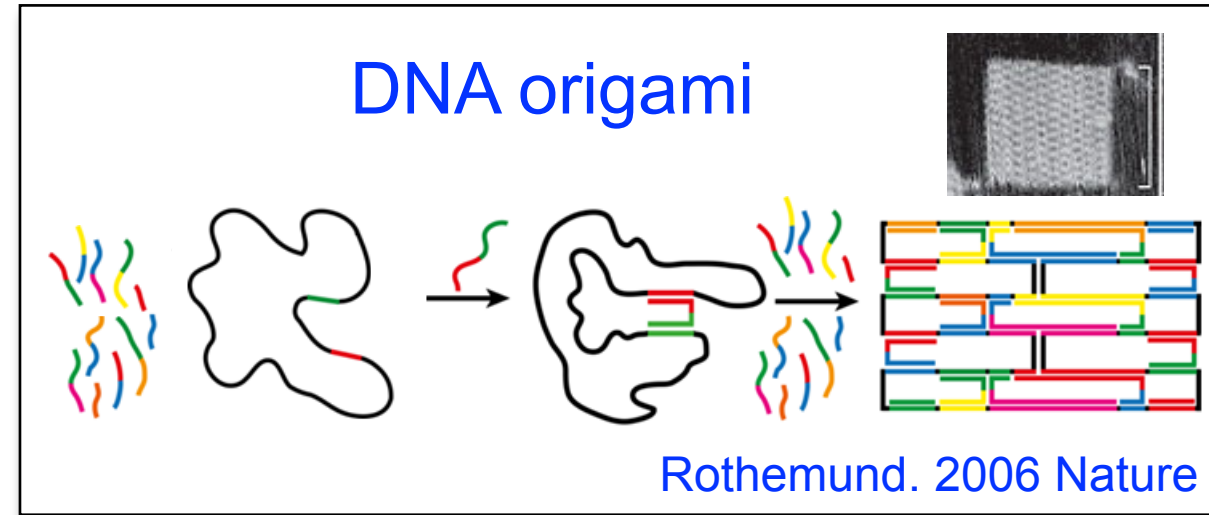


- Isoenergetic binding
- Strand sec struct
- Clean lattice
- Strand pairs

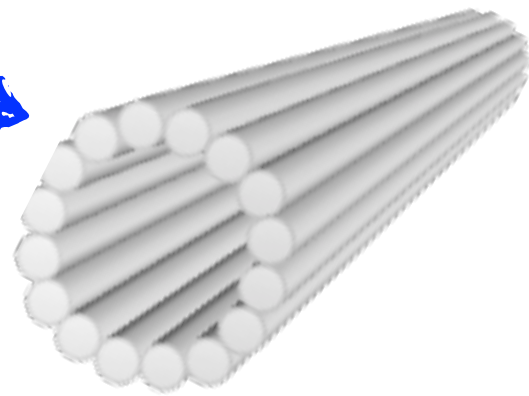


# Barcoded DNA origami seed

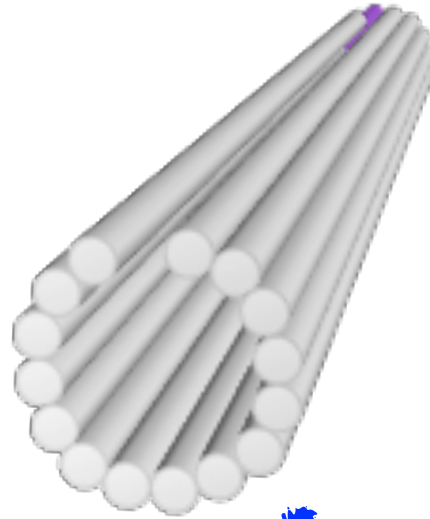
39,18	71,18	103,18	135,18	167,18	199,18	231,18	263,18	295,18	327,18	359,18	391,18	423,18	
47,16	79,16	111,16	143,16	175,16	207,16	239,16	271,16	303,16	335,16	367,16	399,16	431,16	465,16
32,15	64,15	96,15	128,15	160,15	192,15	224,15	256,15	288,15	320,15	352,15	384,15	416,15	
47,14	79,14	111,14	143,14	175,14	207,14	239,14	271,14	303,14	335,14	367,14	399,14	431,14	465,14
32,13	64,13	96,13	128,13	160,13	192,13	224,13	256,13	288,13	320,13	352,13	384,13	416,13	
47,12	79,12	111,12	143,12	175,12	207,12	239,12	271,12	303,12	335,12	367,12	399,12	431,12	465,12
32,11	64,11	96,11	128,11	160,11	192,11	224,11	256,11	288,11	320,11	352,11	384,11	416,11	
47,10	79,10	111,10	143,10	175,10	207,10	239,10	271,10	303,10	335,10	367,10	399,10	431,10	465,10
32,9	64,9	96,9	128,9	160,9	192,9	224,9	256,9	288,9	320,9	352,9	384,9	416,9	
47,8	79,8	111,8	143,8	175,8	207,8	239,8	271,8	303,8	335,8	367,8	399,8	431,8	465,8
32,7	64,7	96,7	128,7	160,7	192,7	224,7	256,7	288,7	320,7	352,7	384,7	416,7	
47,6	79,6	111,6	143,6	175,6	207,6	239,6	271,6	303,6	335,6	367,6	399,6	431,6	465,6
32,5	64,5	96,5	128,5	160,5	192,5	224,5	256,5	288,5	320,5	352,5	384,5	416,5	
47,4	79,4	111,4	143,4	175,4	207,4	239,4	271,4	303,4	335,4	367,4	399,4	431,4	465,4
32,3	64,3	96,3	128,3	160,3	192,3	224,3	256,3	288,3	320,3	352,3	384,3	416,3	
40,1	72,1	104,1	136,1	168,1	200,1	232,1	264,1	296,1	328,1	360,1	392,1	424,1	465,2



form  
16-helix  
tube



unzip



add streptavidin  
& image on mica



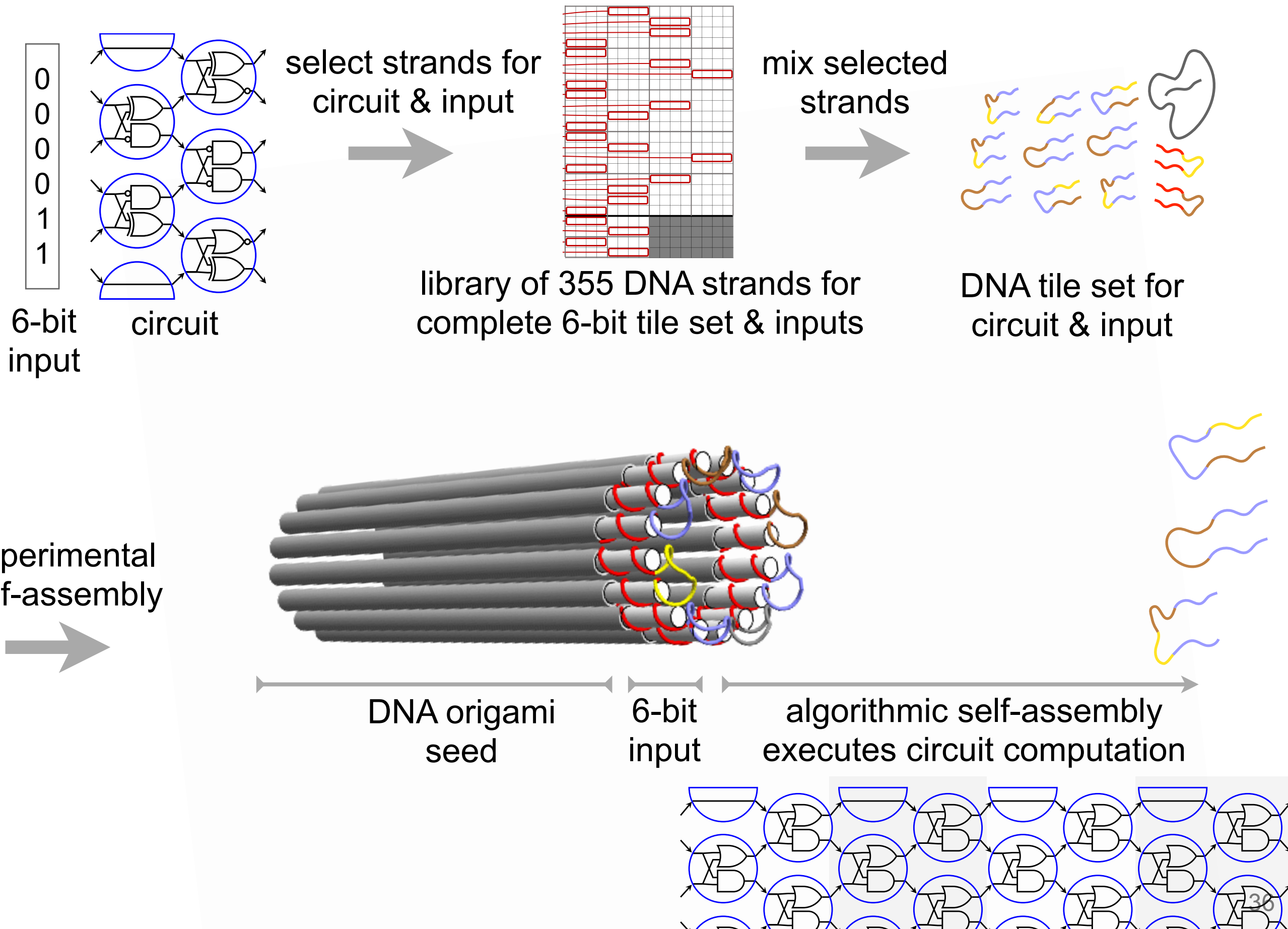
# Structure

Theoretical circuit model

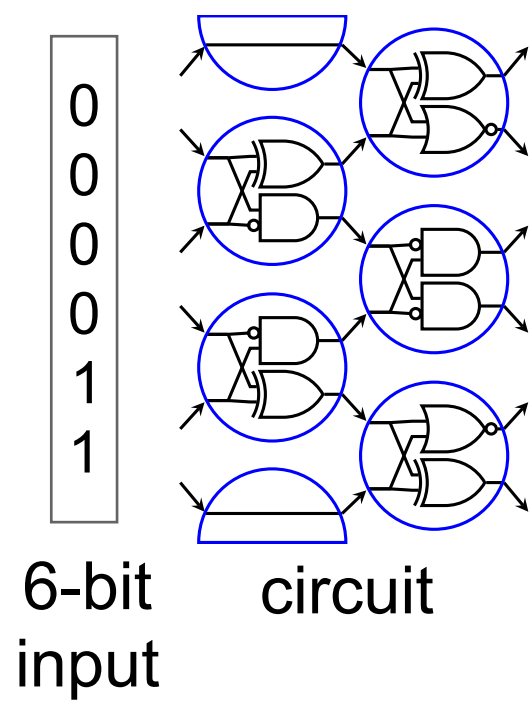
How it works: design and implementation

**Experimental results**

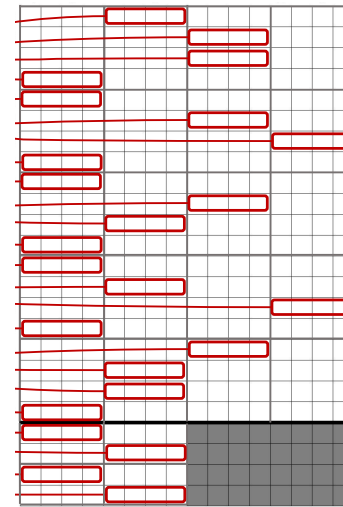
# Schematic



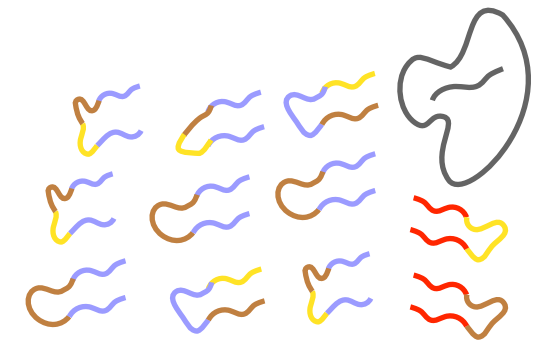
# Schematic



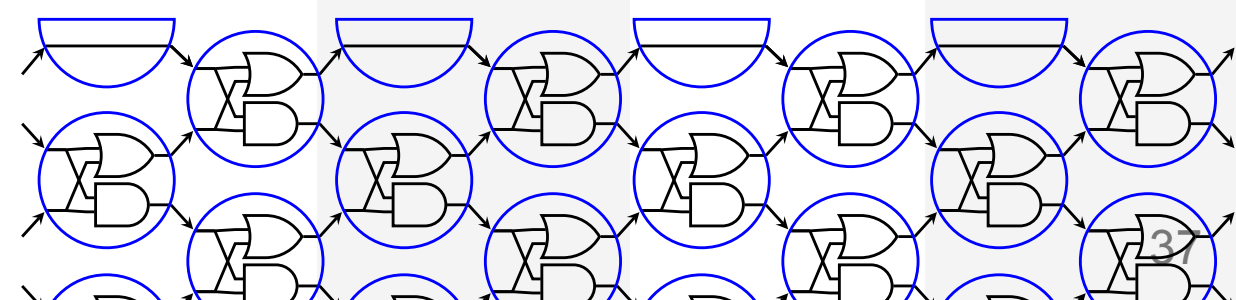
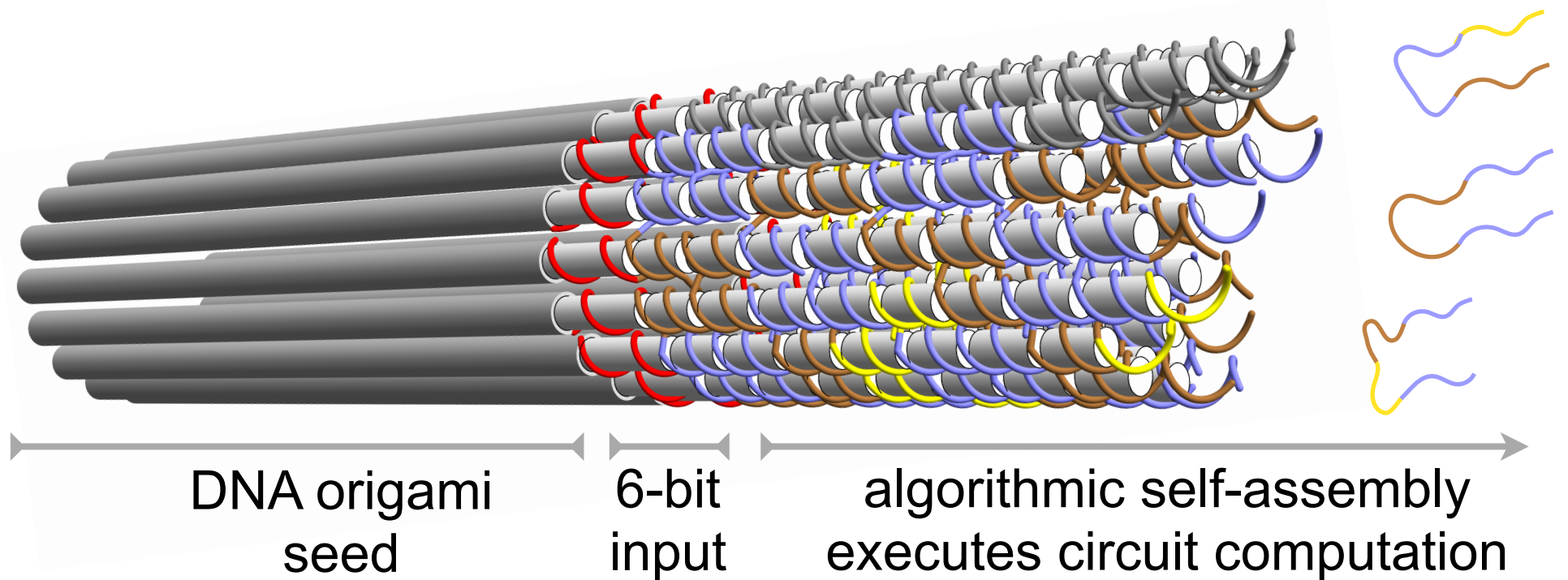
select strands for circuit & input



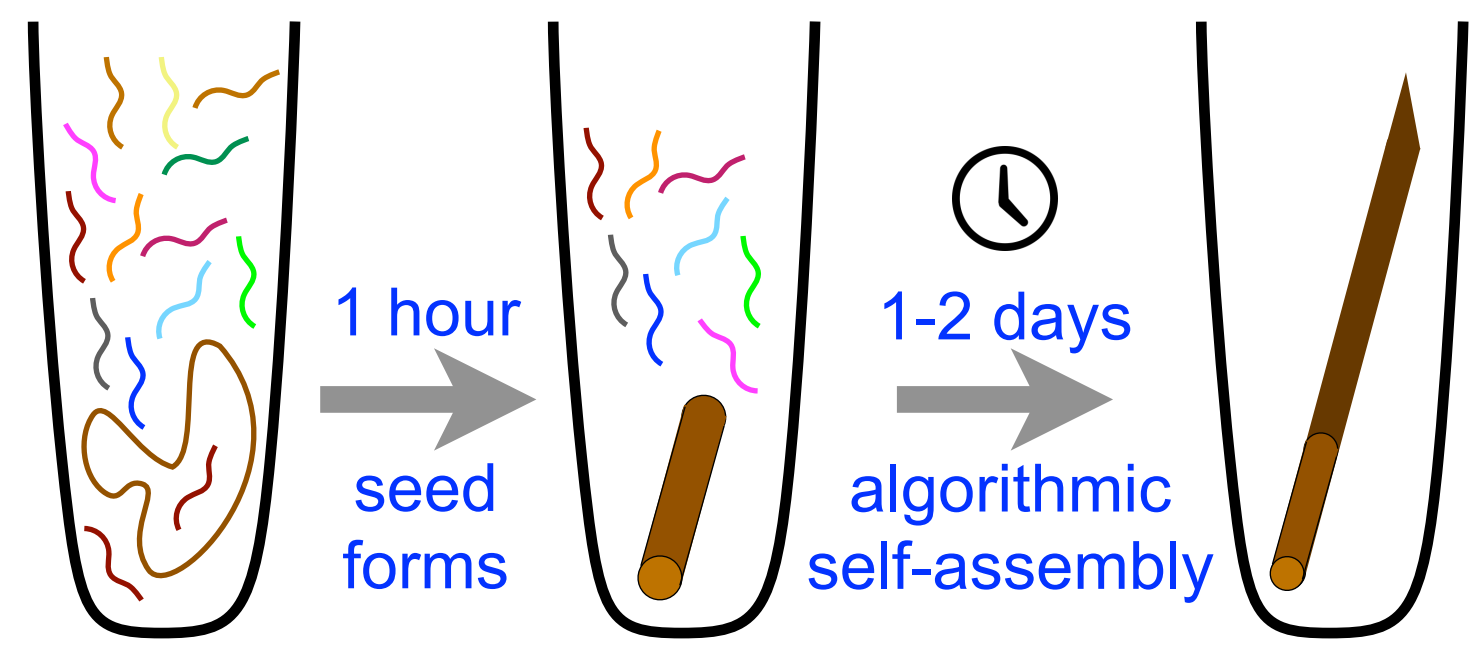
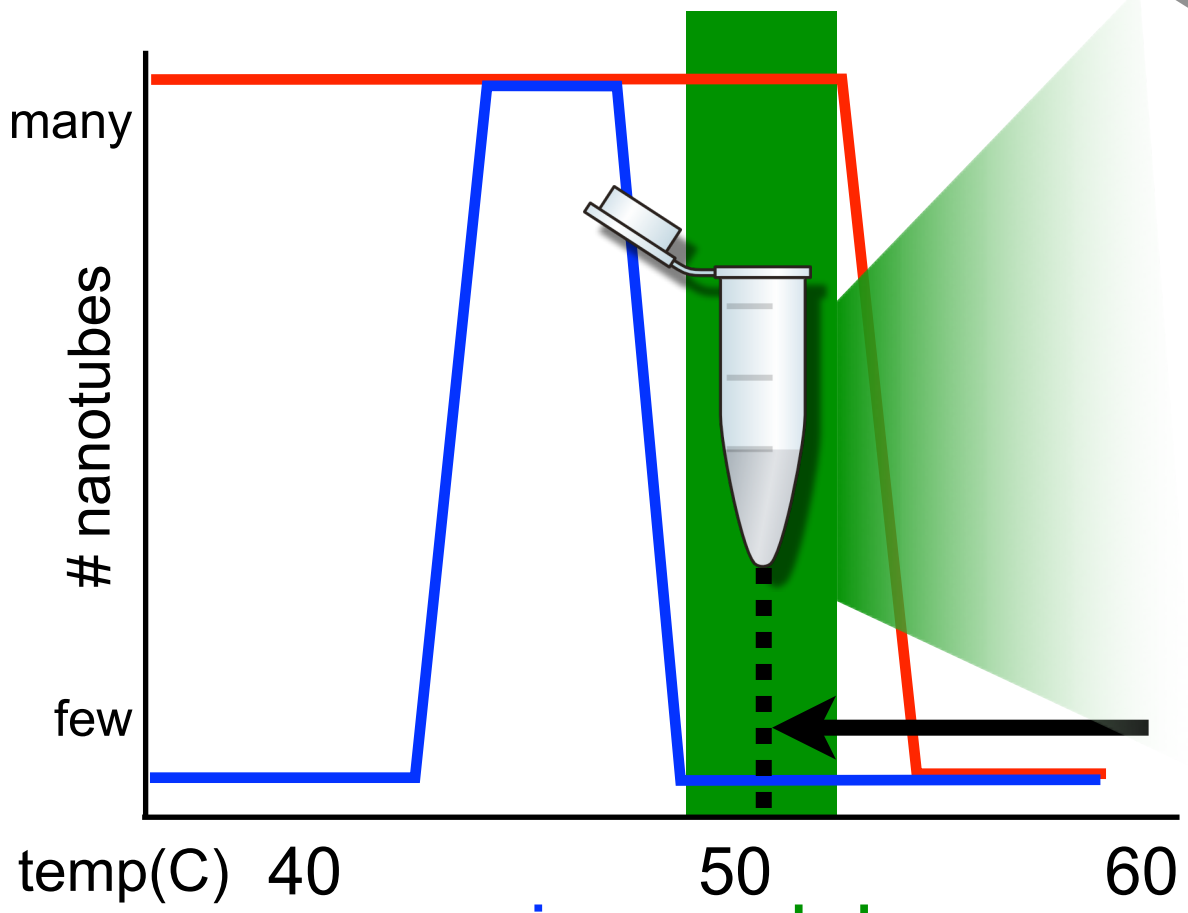
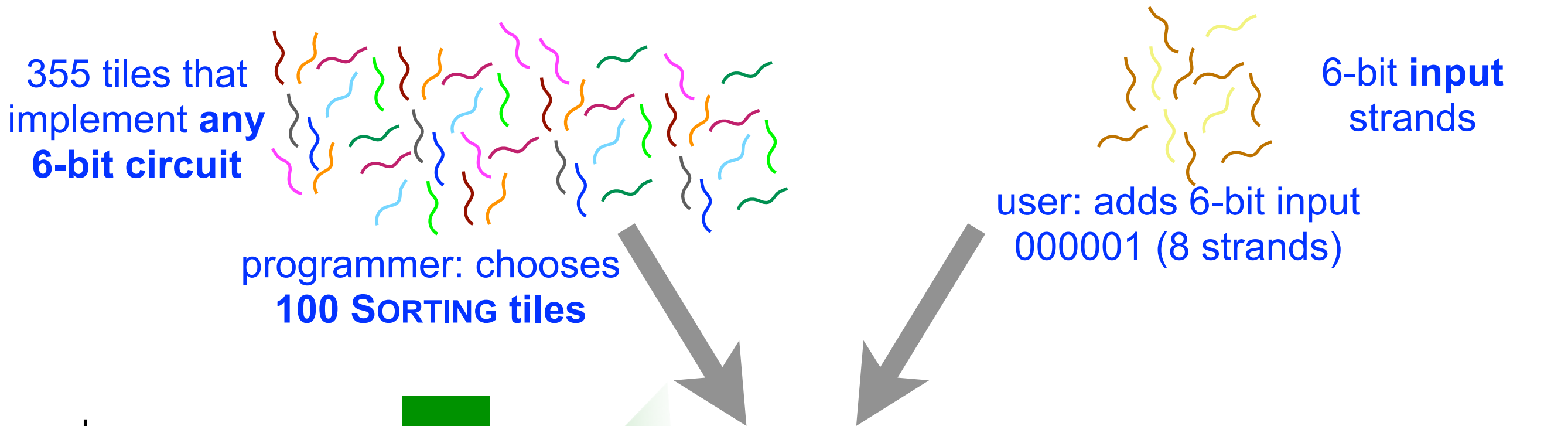
mix selected strands



experimental self-assembly



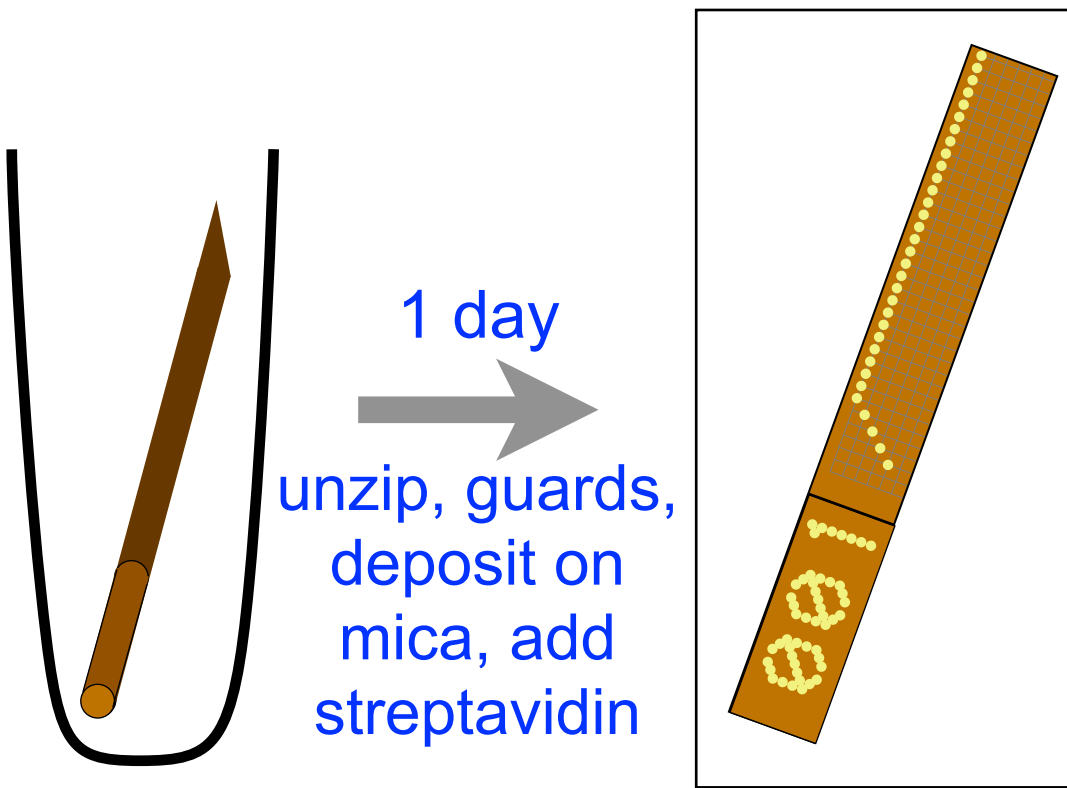
# An example experiment: SORTING



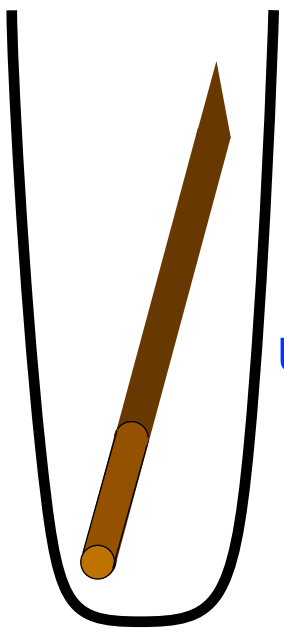
Joy Hui



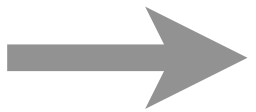
# An example experiment: Sorting



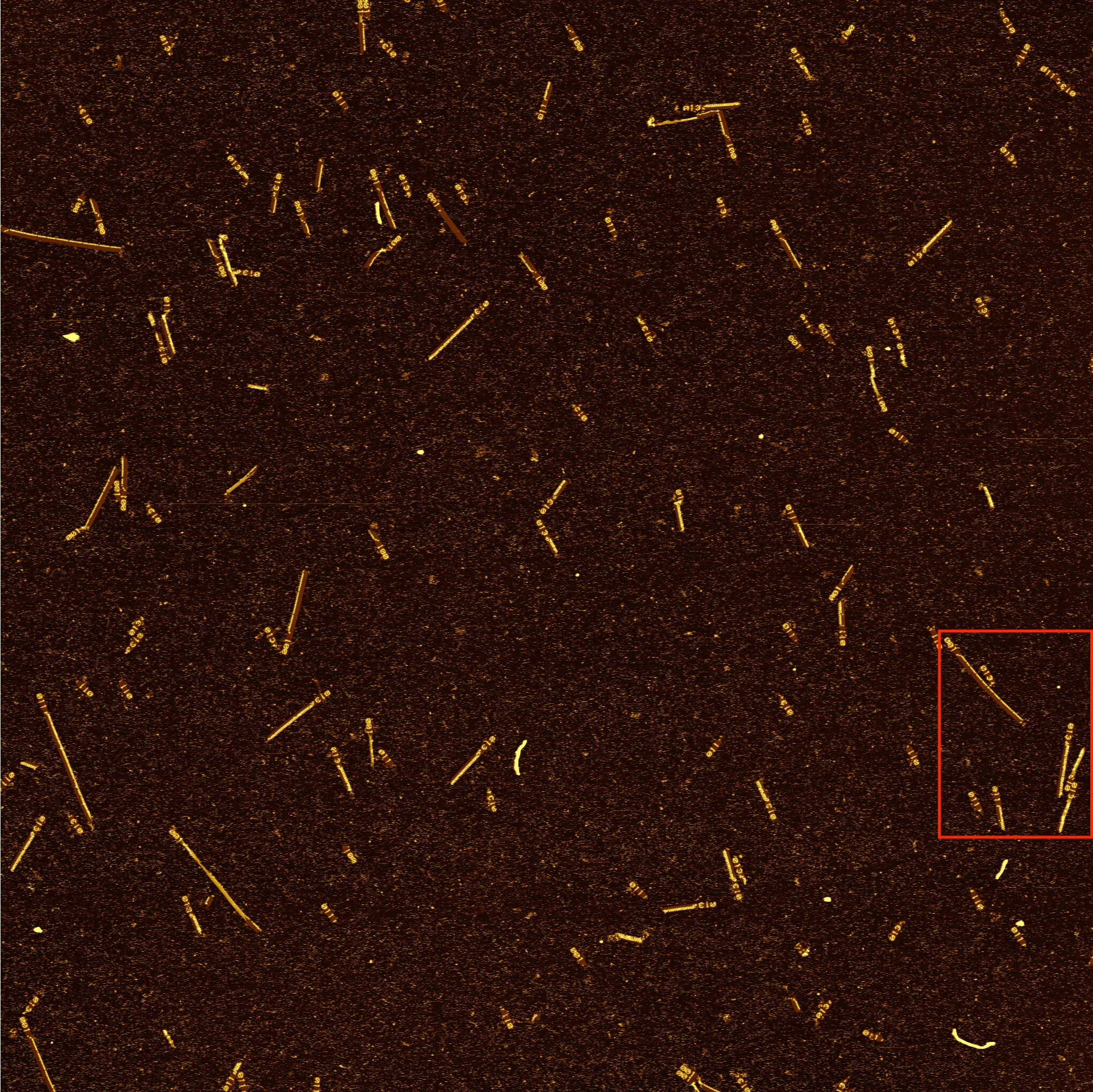




1 day



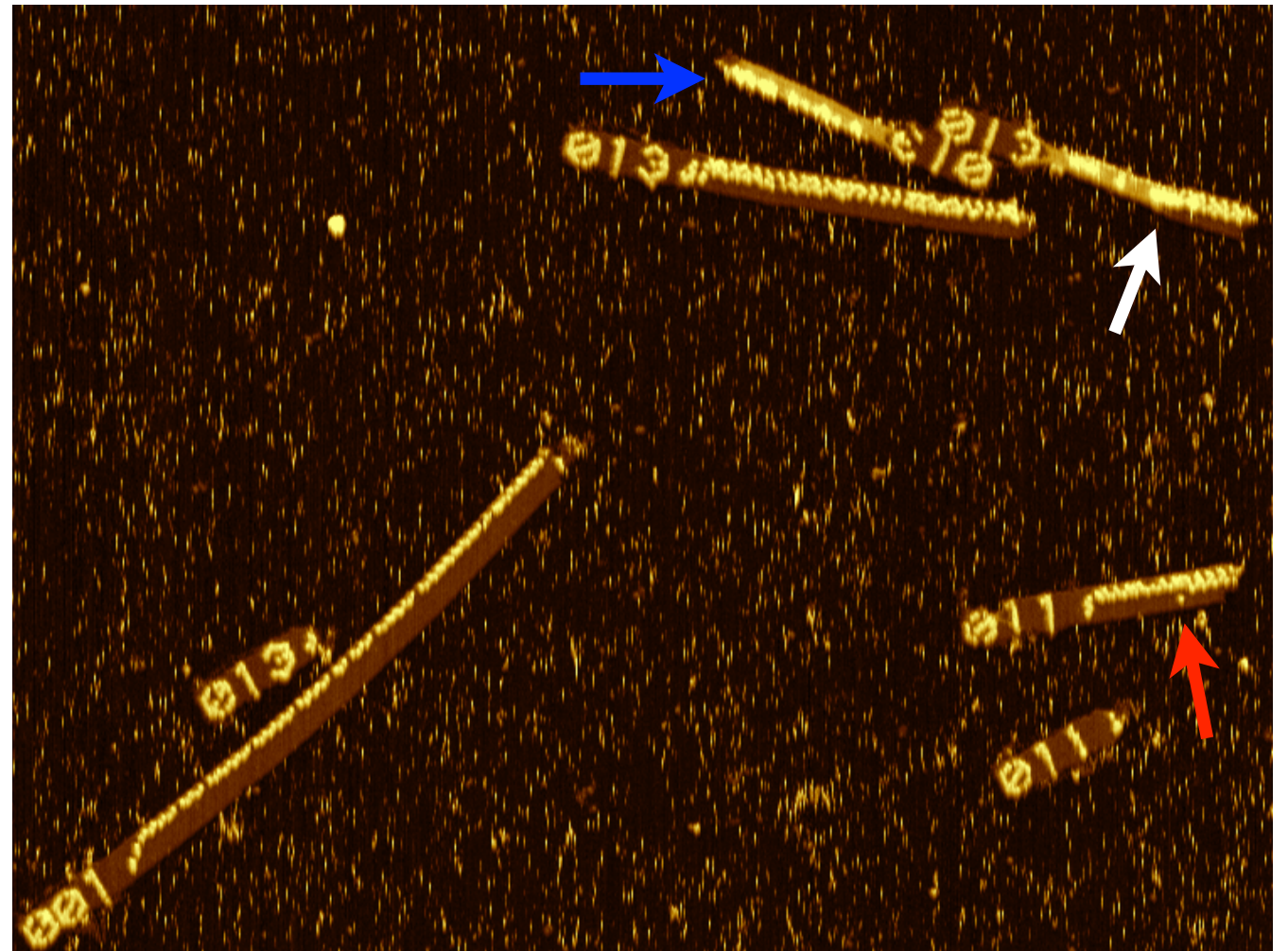
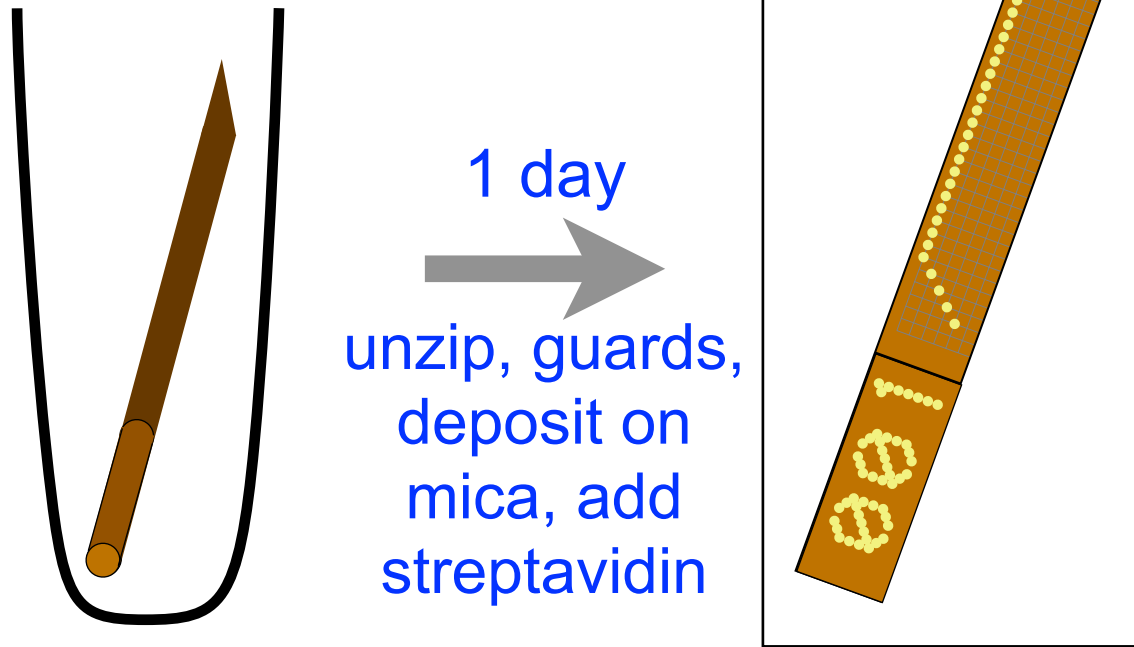
unzip, guards,  
deposit on  
mica, add  
streptavidin



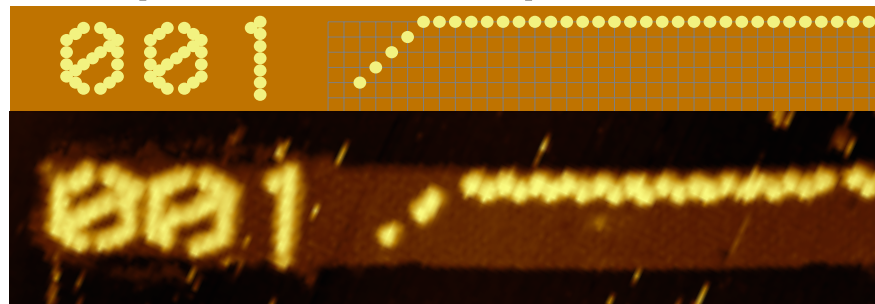
8  $\mu\text{m}$  x 8  $\mu\text{m}$



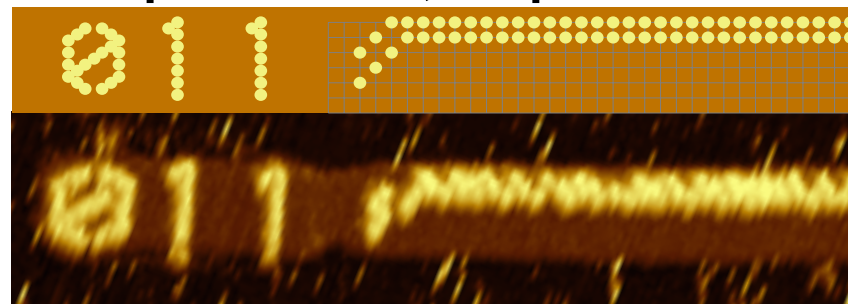
# An example experiment: Sorting



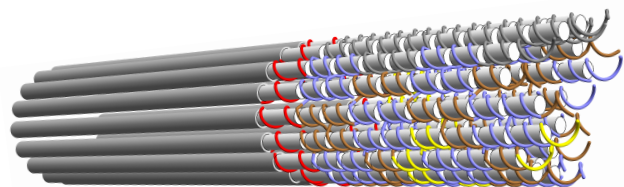
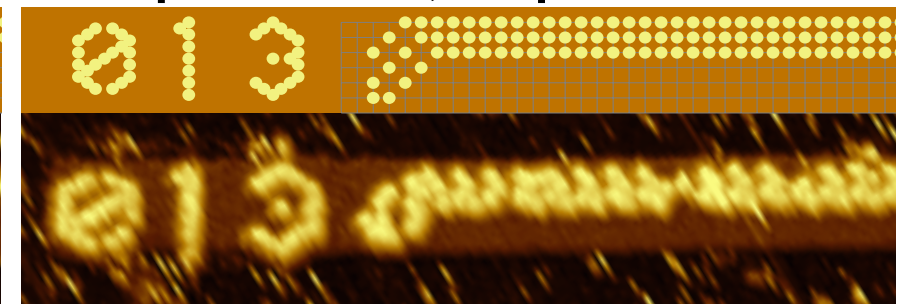
input: 000001, output: 100000



input: 000101, output: 110000

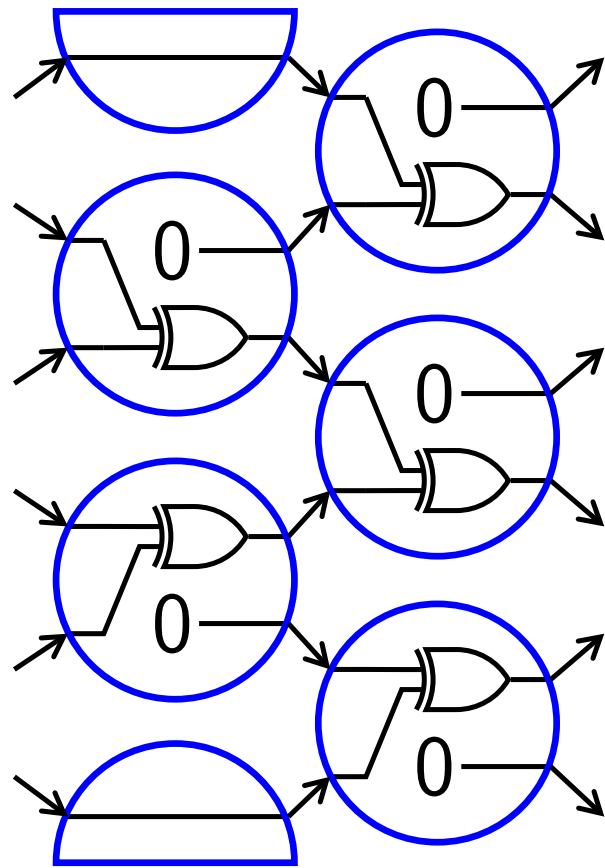


input: 000111, output: 111000



100nm

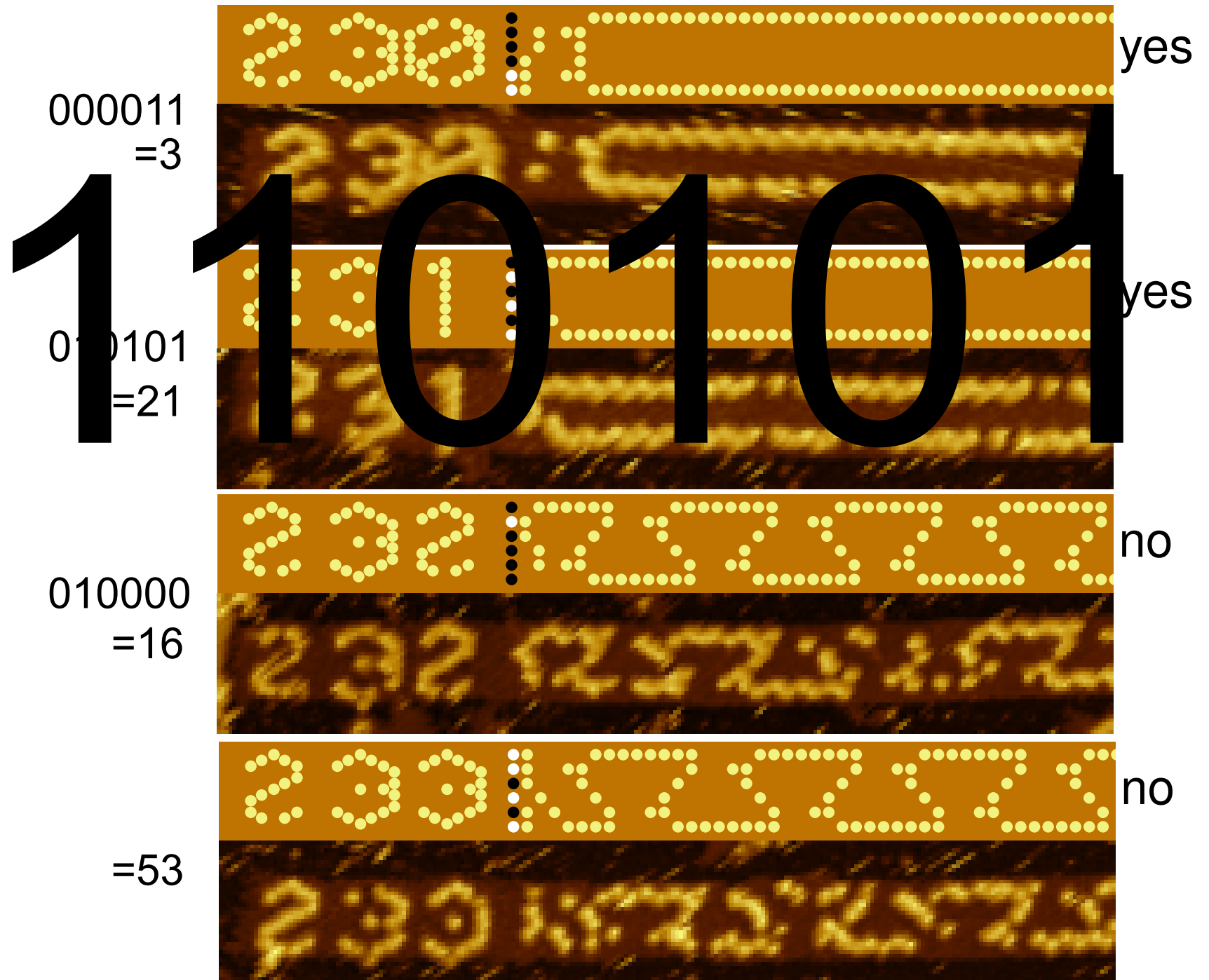
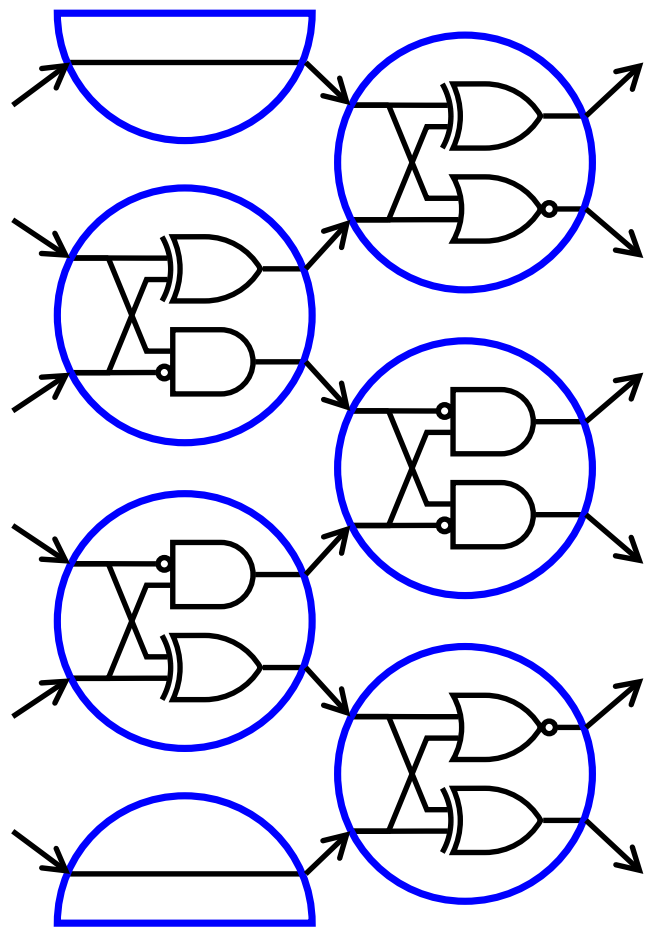
# Parity: is the number of 1s odd?



000001	 yes
100001	 no
100101	 yes
110101	 no
001000	 yes
011000	 no



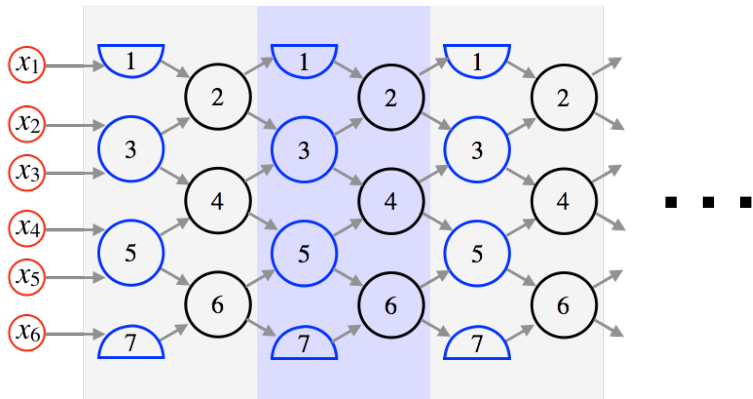
# Is the input a multiple of 3?



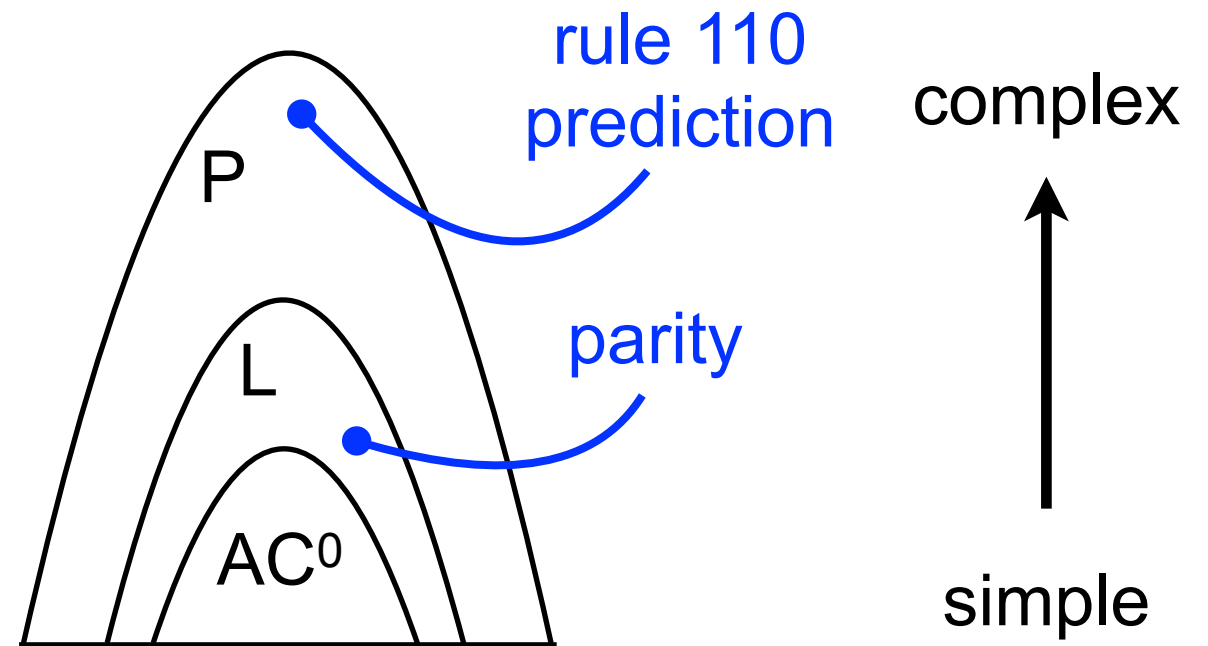
Erik Winfree

# Computational power of this model?

The model is a rather restricted circuit model: “depth 2 layer”, restricted wiring within layer, repeated-layer, 0/1 signals on the wires. What can it compute?



landscape  
of circuit  
decision  
problems



IBCs can do something outside  $AC^0$  (via parity)

All of  $P$  (via simulation of rule 110)

Just as powerful as arbitrary Boolean circuits

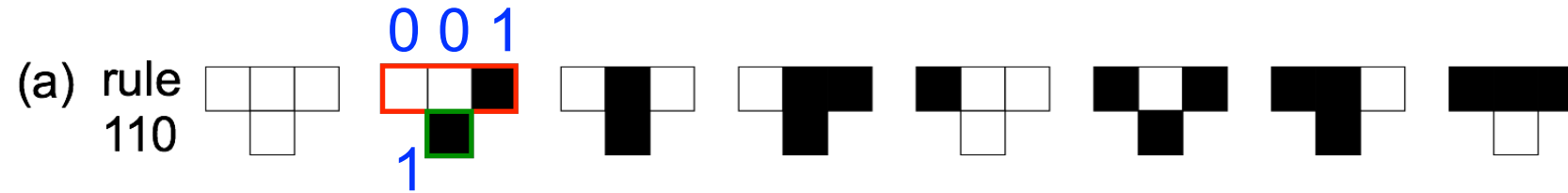
Classes of problems, solved by:

$AC^0$ : constant depth, poly size, Boolean circuits with arbitrary fanin gates

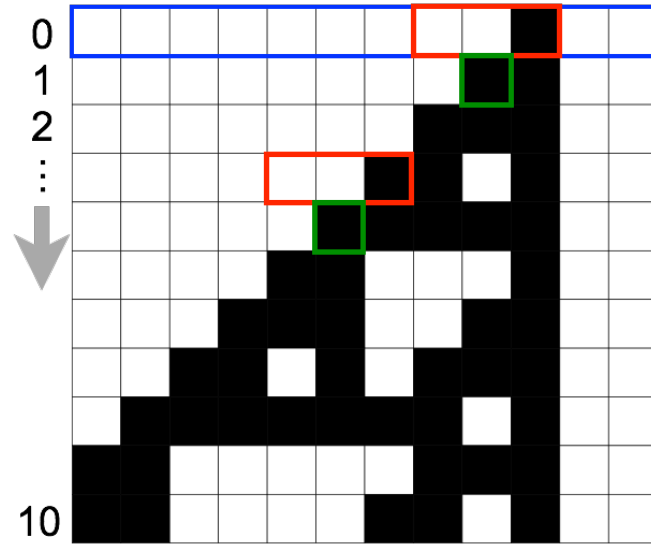
$L$ : deterministic log space Turing machines

$P$ : deterministic polynomial time Turing machines

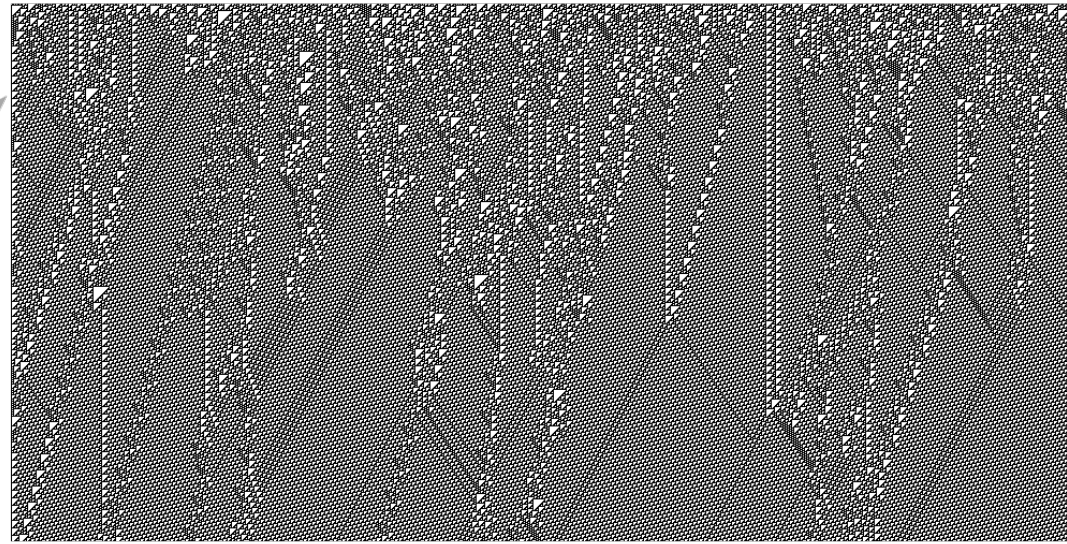
# Rule 110



(b) 12-bit input, 10 time steps



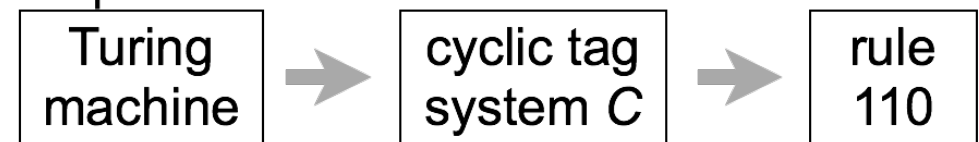
(c) 1,000-bit input, 500 time steps



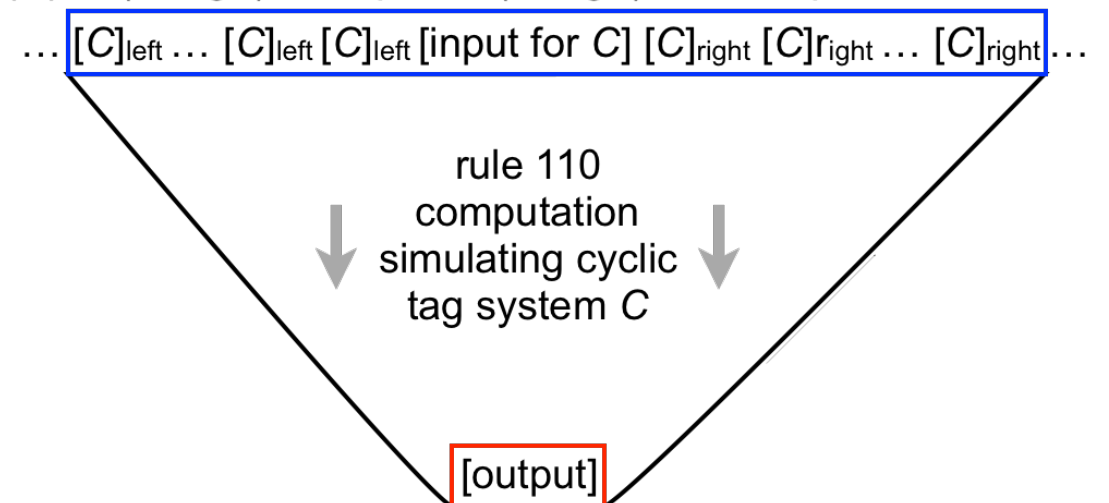
**Theorem:** Let  $M$  be a Turing machine that runs in time  $t$ , rule 110 simulates  $M$  in  $O(t^2 \log t)$  steps

[Cook 2004]  
 [Neary, Woods, 2006]  
 [Neary, PhD thesis]

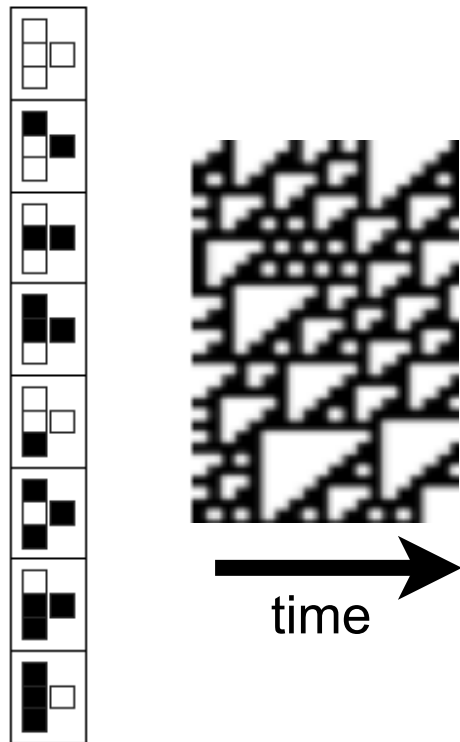
(d) sequence of simulations



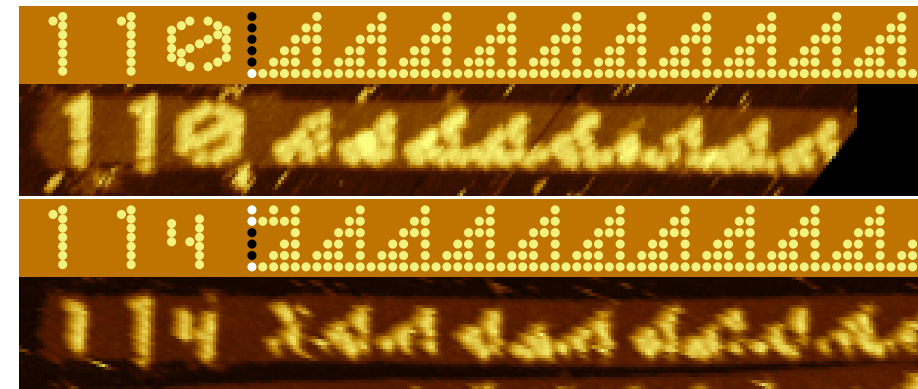
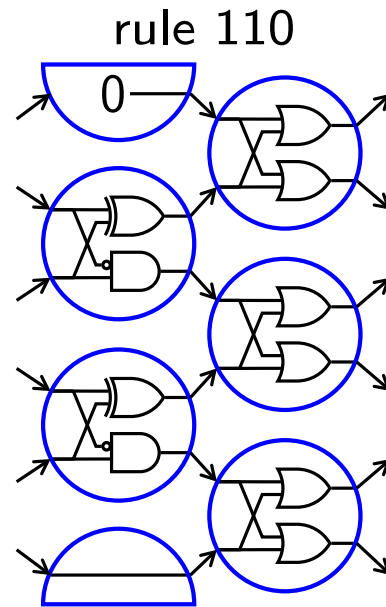
(e)  $O(t^2 \log t)$ -bit input,  $O(t^2 \log t)$  time steps



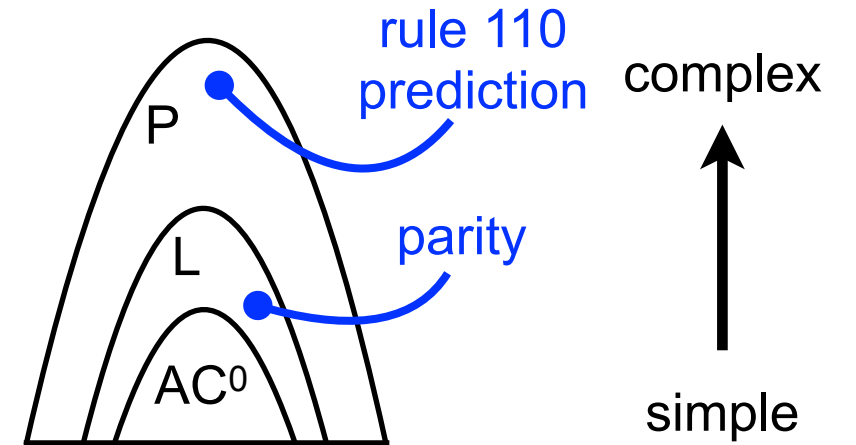
# Rule110 circuit: simulation of cellular automata



compile



landscape of circuit decision problems

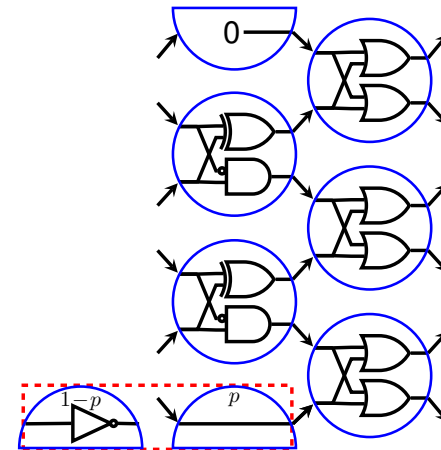


**Theorem:** Let  $M$  be a single-tape Turing machine that runs in time  $t$ , then  $O(t^2 \log t)$ -bit 1-layer circuits (IBCs) simulate  $M$

IBCs efficiently simulate any algorithm

- [Cook 2004]
- [Neary, Woods, 2006]
- [Neary, PhD thesis]

rule 110, randomised



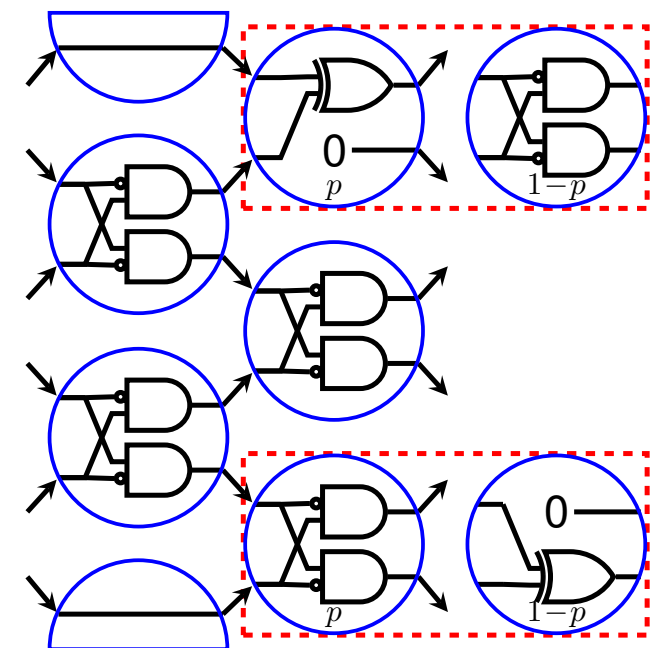
Open: characterise power of randomised model



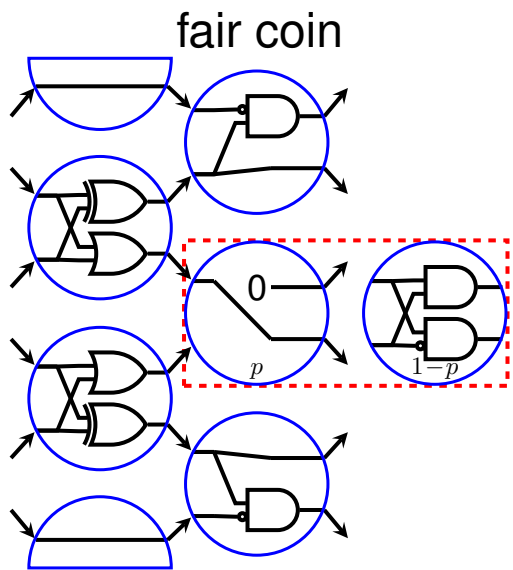
# California surf: Waves

Pr[create wave]=0.1  
Pr[crash wave]=0.5

Pr[create wave]=0.5  
Pr[crash wave]=0.5



# FairCoin: Unbiased bit from biased coin

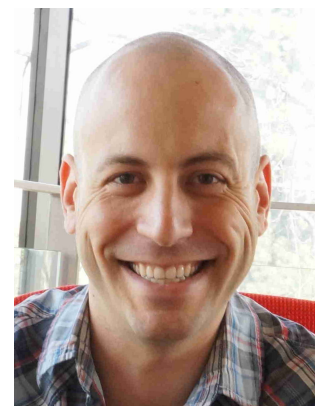
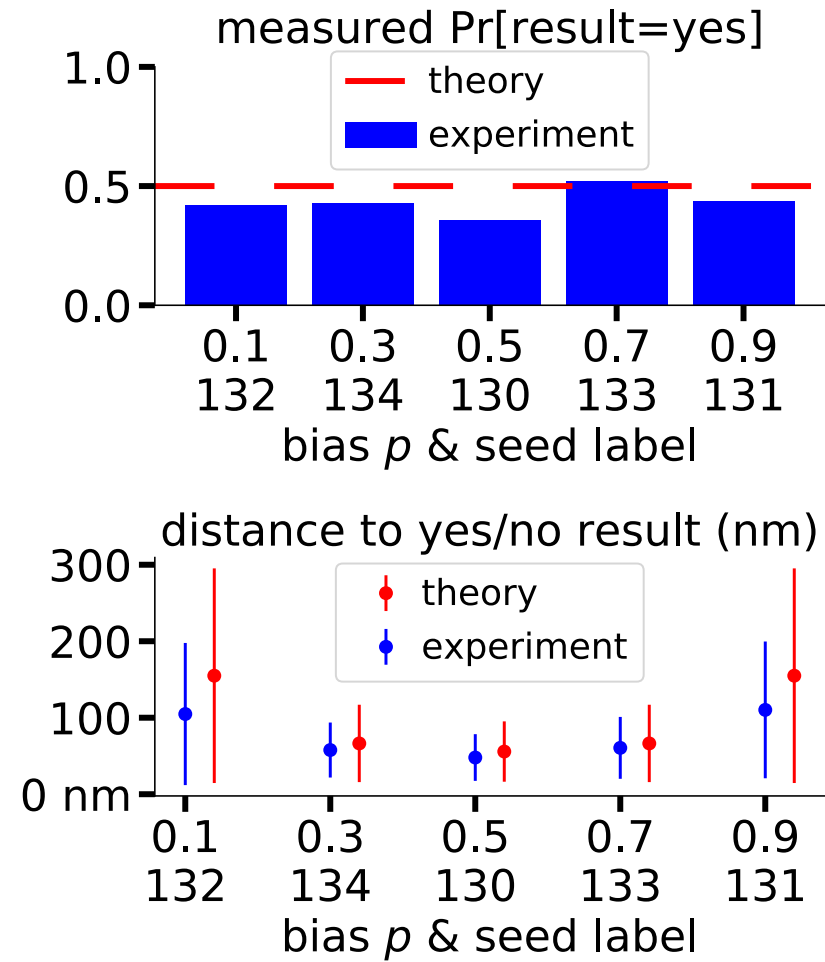
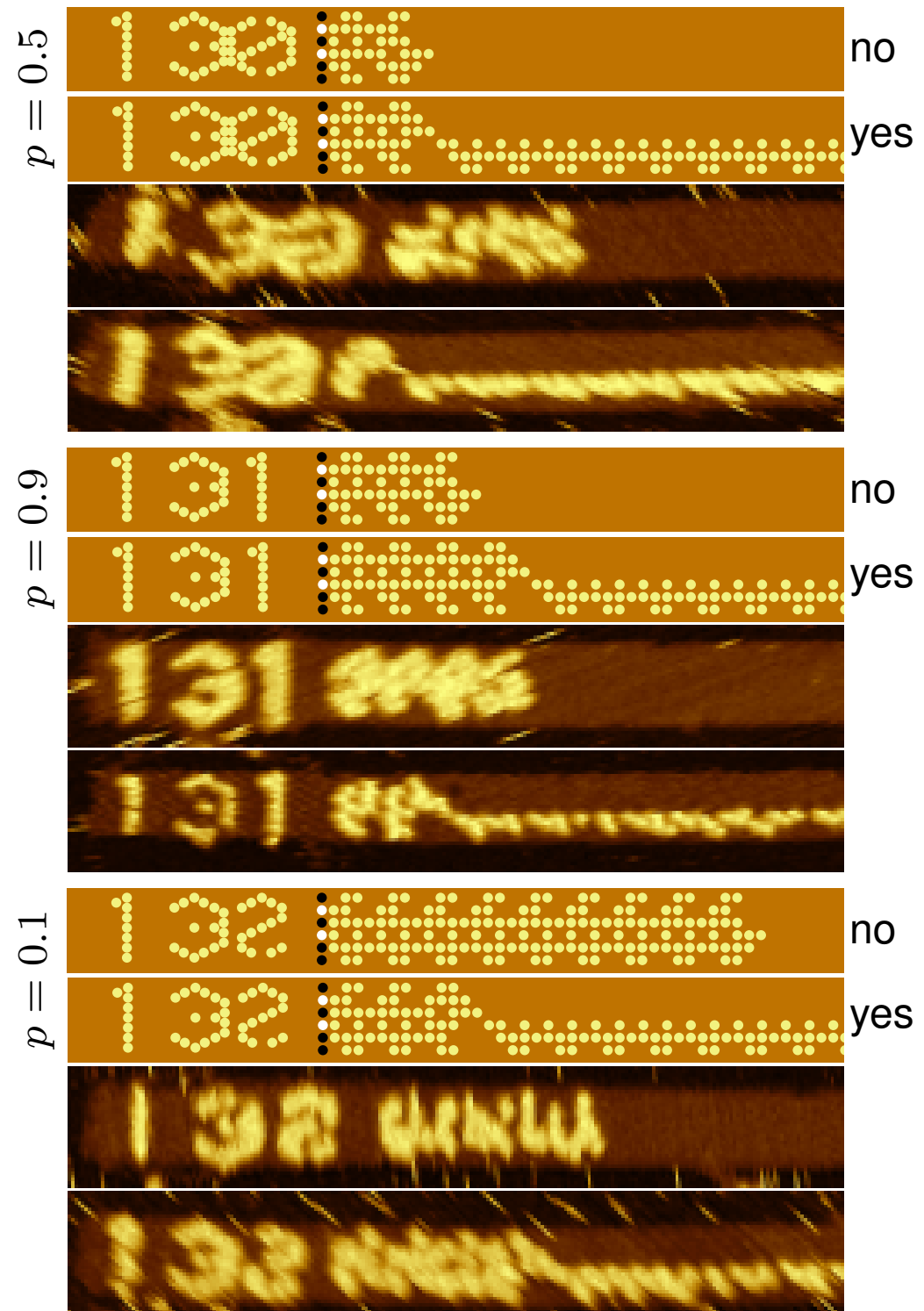


1:1

9:1

1:9

heads:tails

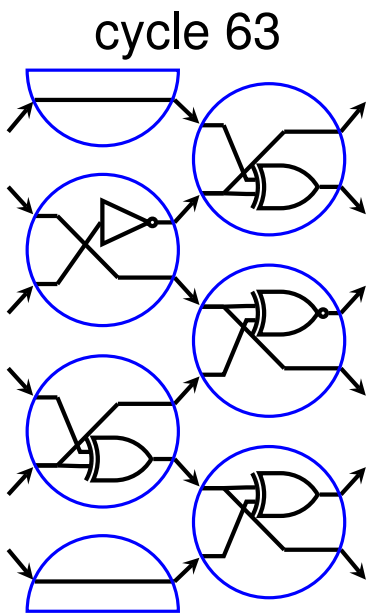


Dave Doty

# Counting to 63

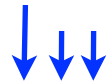


Erik Winfree

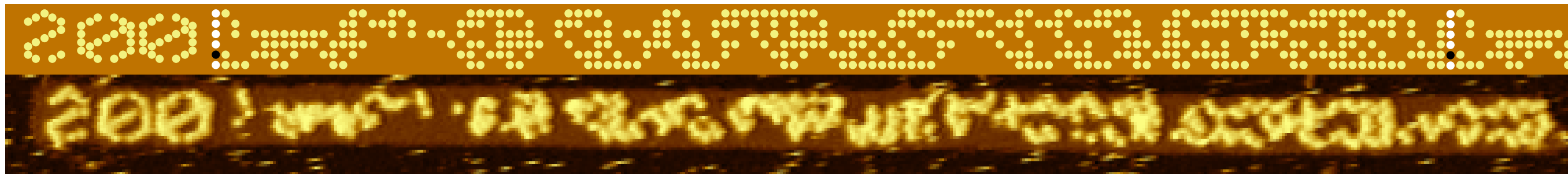


Circuit with 63 distinct strings

1 2 3 ...



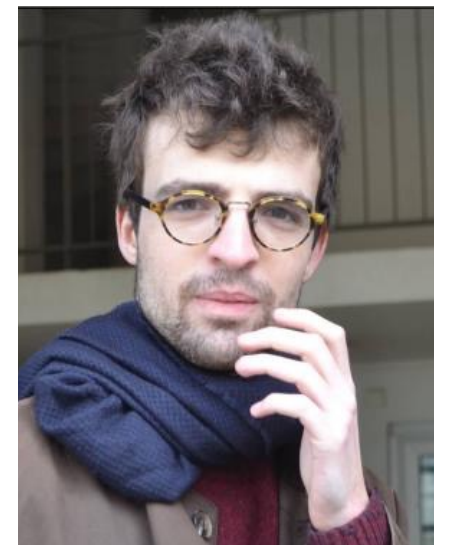
...62 63 1 2 ...



## Is there a 64-counter?

No!

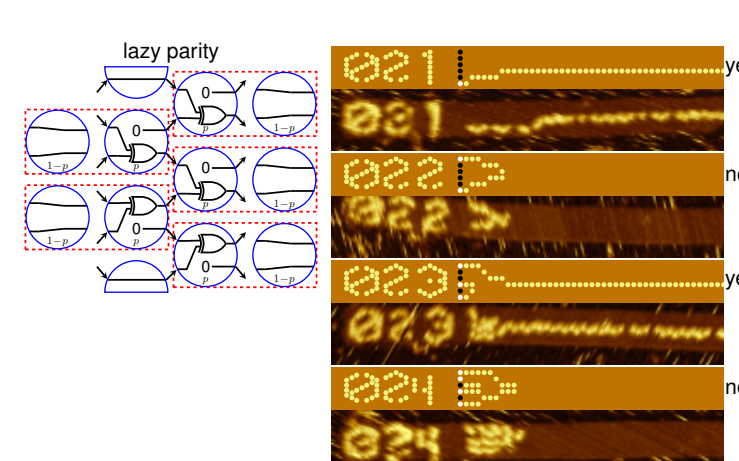
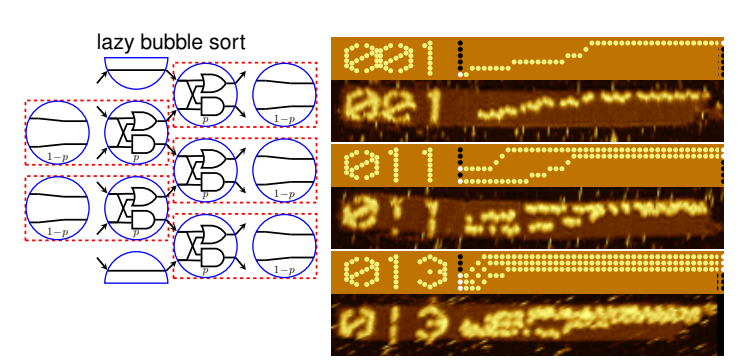
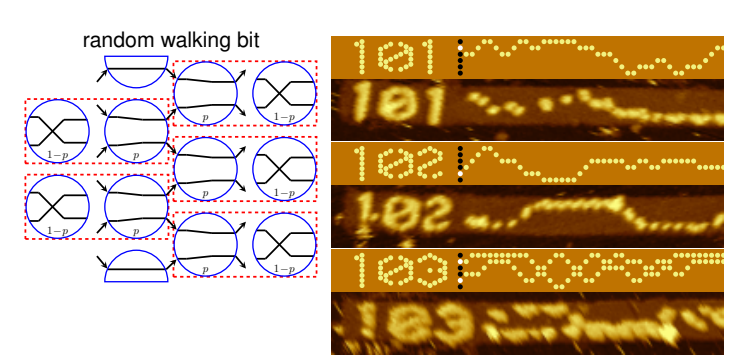
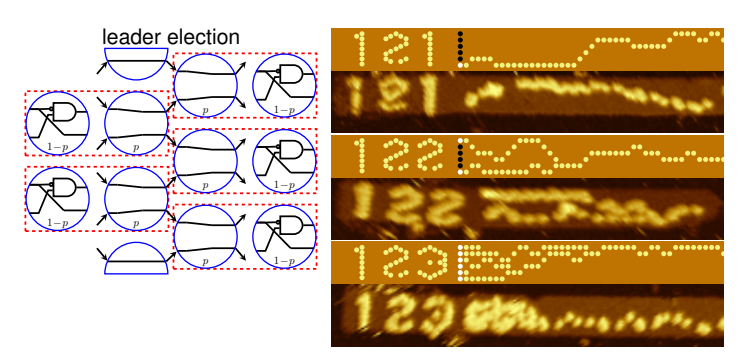
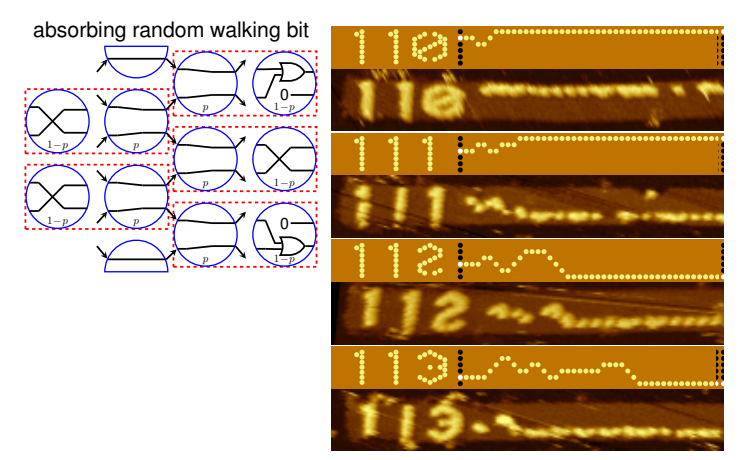
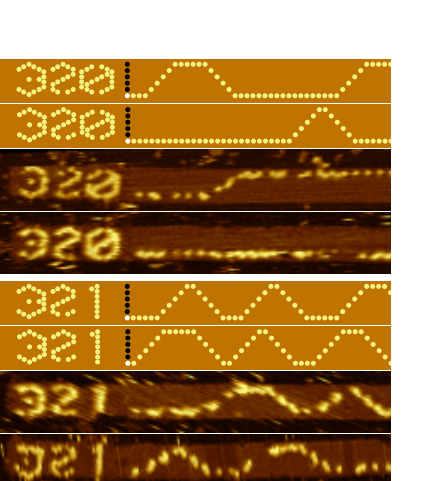
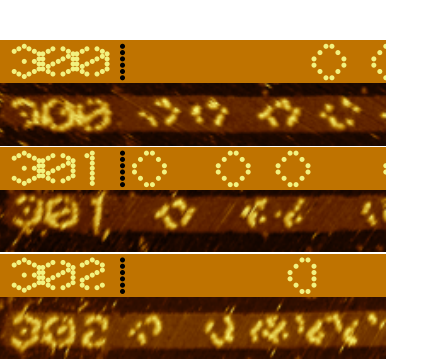
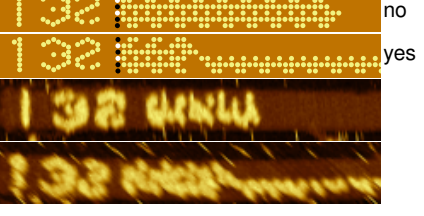
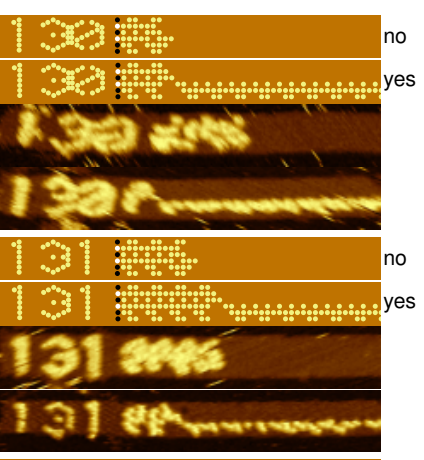
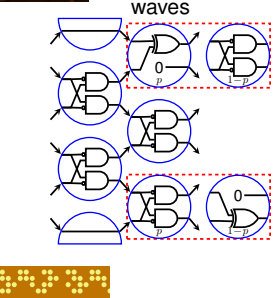
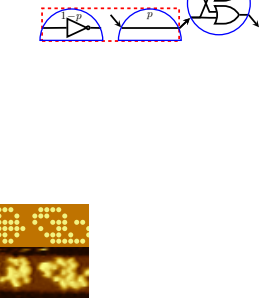
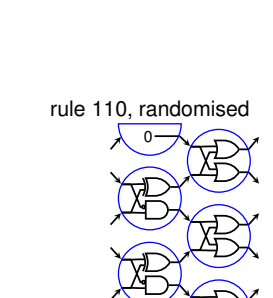
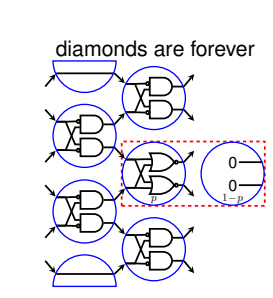
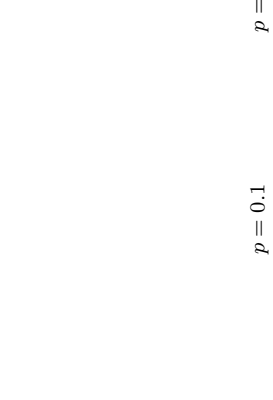
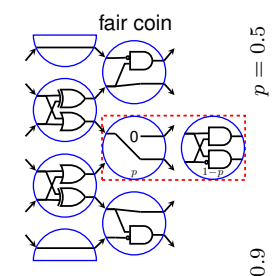
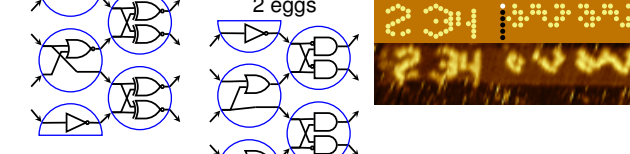
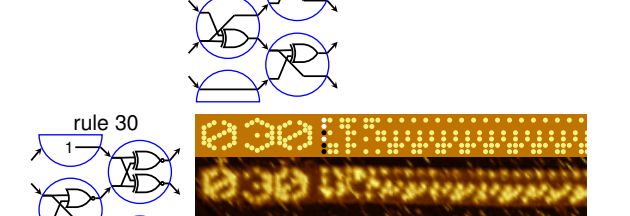
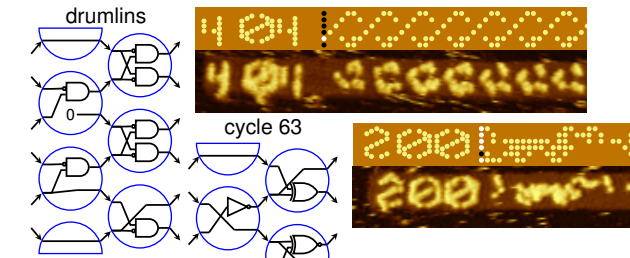
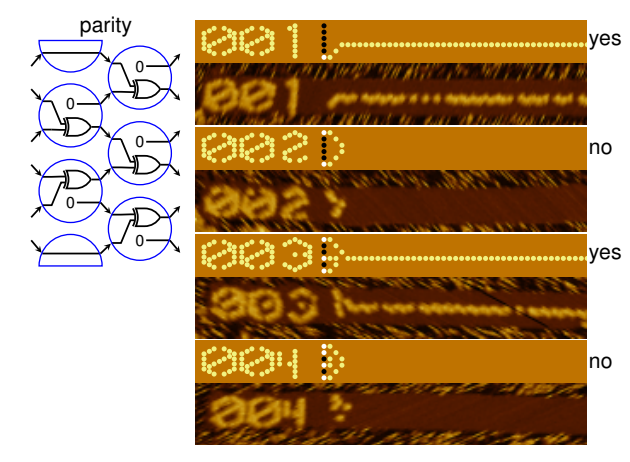
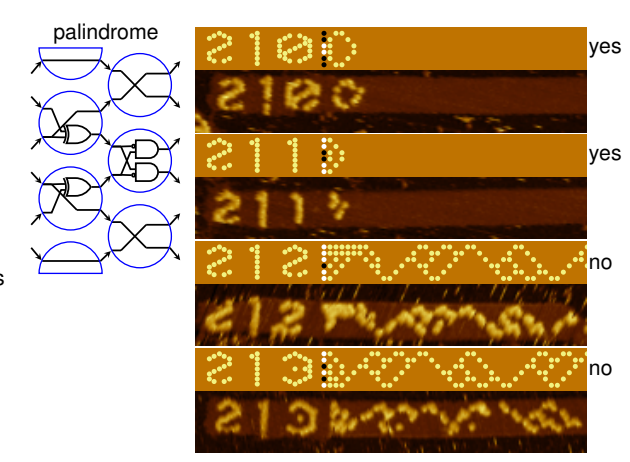
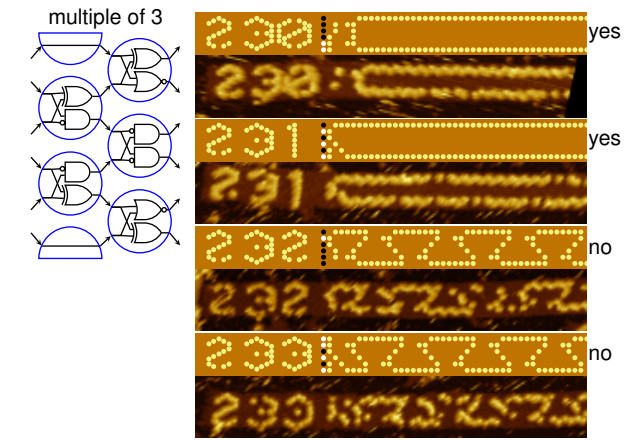
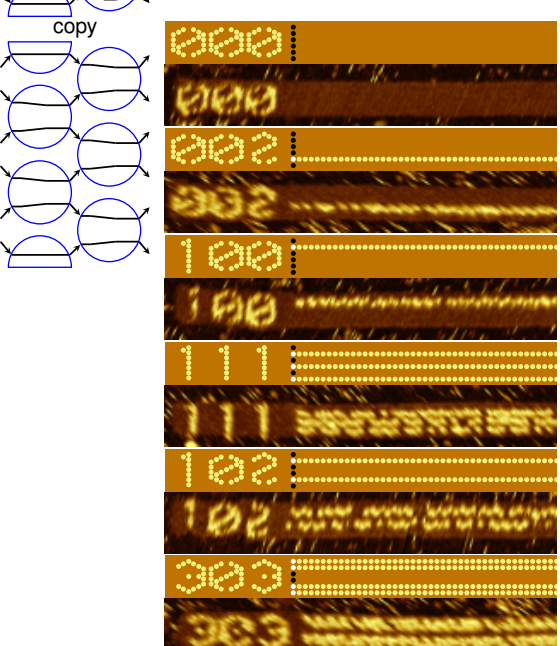
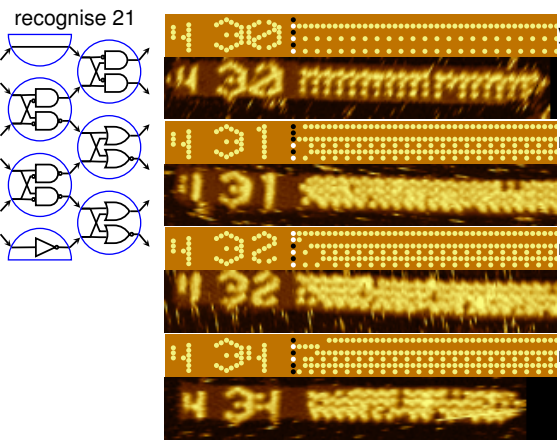
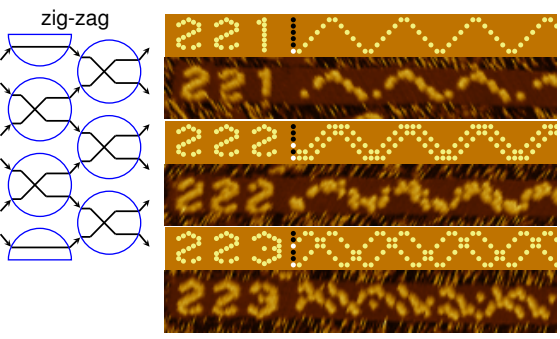
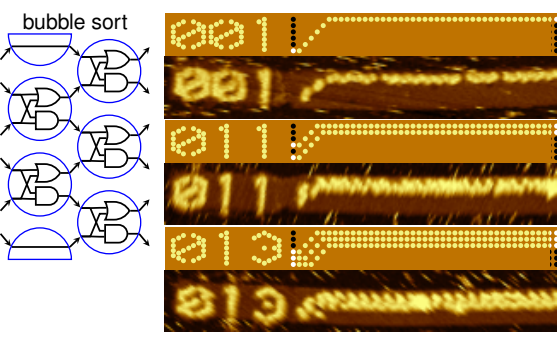
Proof by Tristan Stérin



Tristan Stérin

Stérin, Woods  
*Limitations on counting in Boolean circuits and self-assembly*  
arXiv:2005.13581





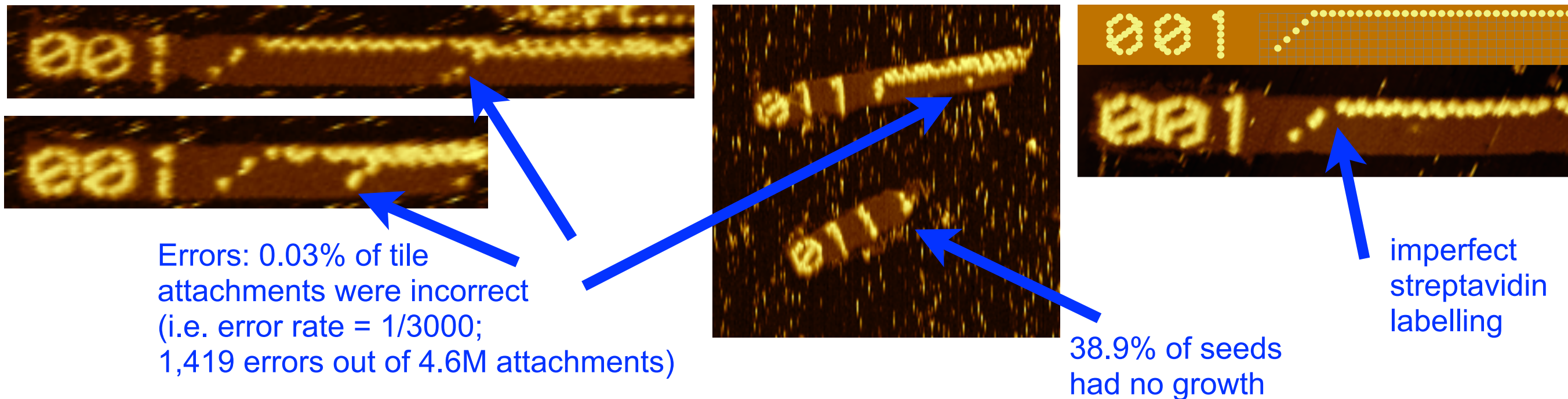


# How well did the 21 circuits work?

Extensive testing of all 355 tiles:

- **every tile type** was used in some circuit
- for many circuits **tested all tile types for that circuit**
- ran one circuit on **all 64 inputs**

Analysed ~12k nanotubes with ~5M tile attachments:



**Reprogrammable:** demonstrated many new self-assembly programs

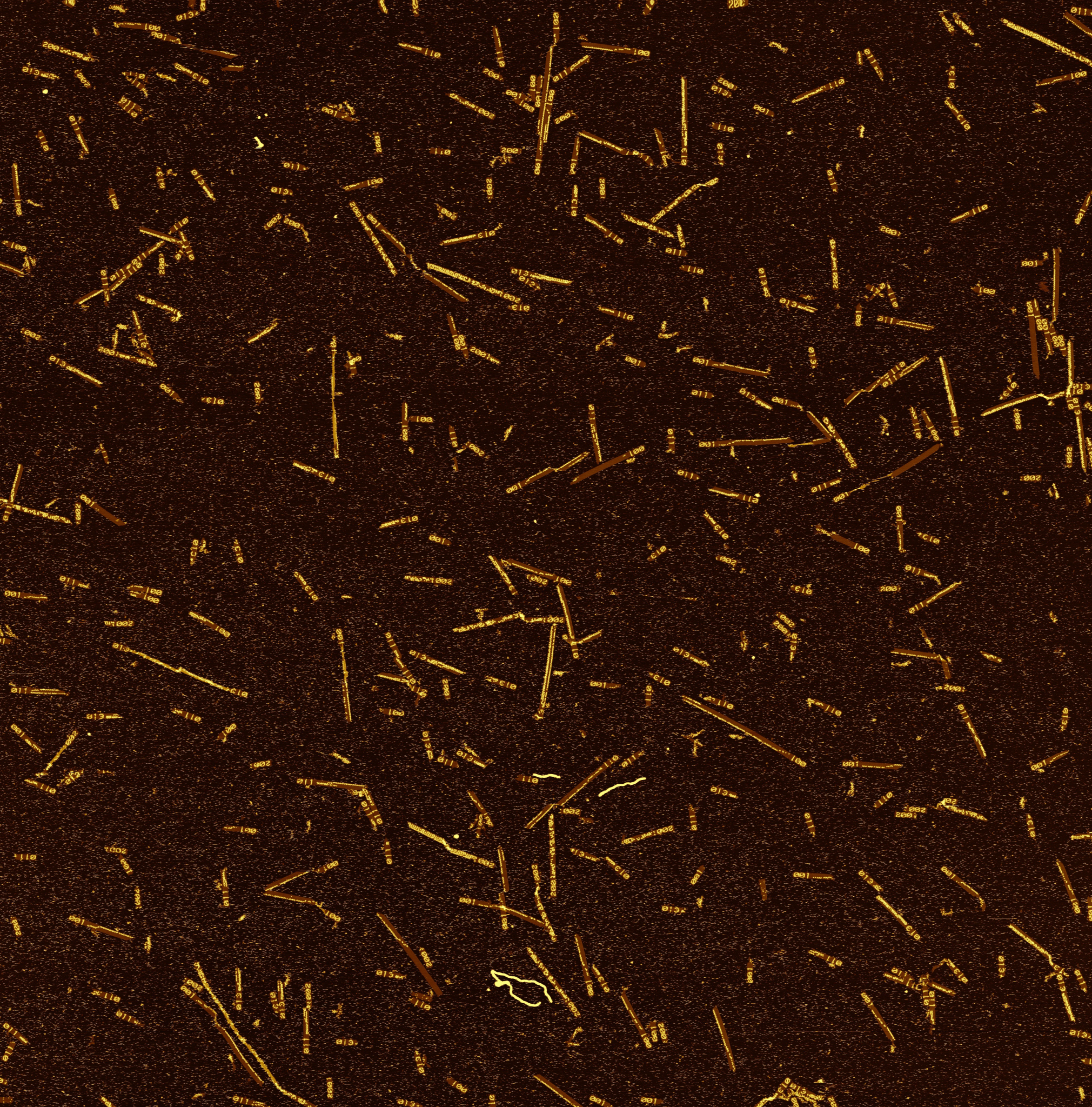
**Scaling up:** 15x more tile types than previous algorithmic self-assembly systems

**Low error:** Careful sequence design; Proofreading

**Good structure:** Nanotube lattice & hardcoded rows

**Lots of tile types:** Long SST domains

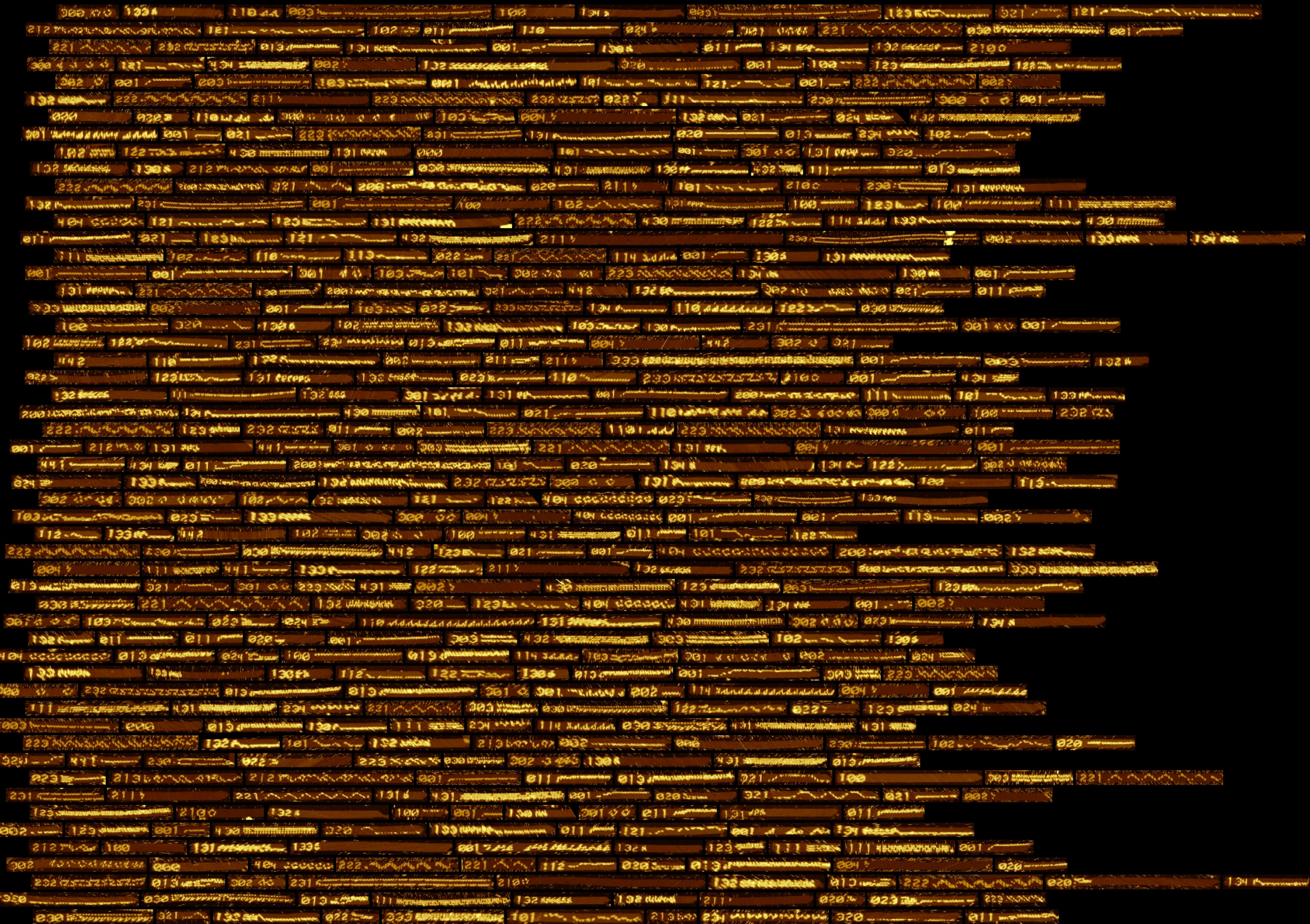




raw data  
8 $\mu$ m x 8 $\mu$ m

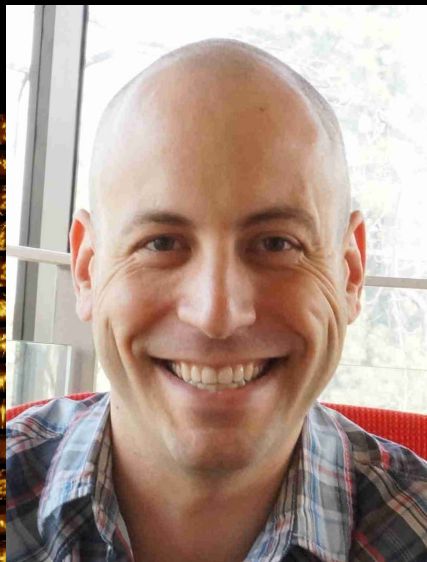


# A flying carpet of algorithms





# Acknowledgements



Dave Doty  
UC Davis



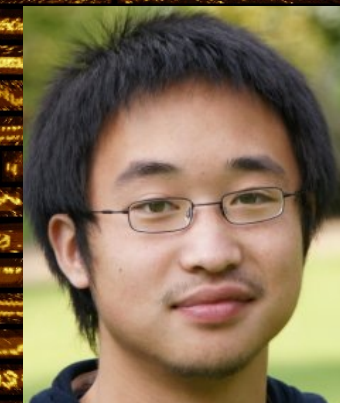
Erik Winfree  
Caltech



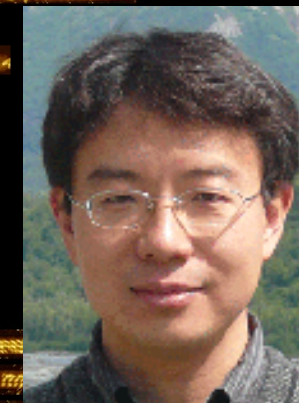
C Myhrvold  
Harvard



Joy Hui  
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Felix Zhou  
Oxford



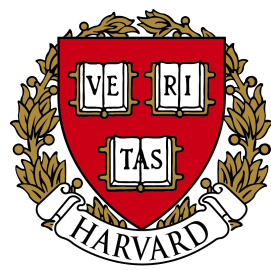
Peng Yin  
Harvard

# Caltech

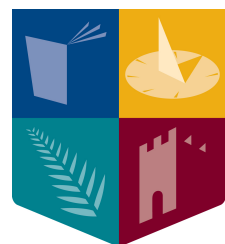
# Inria



UC Davis



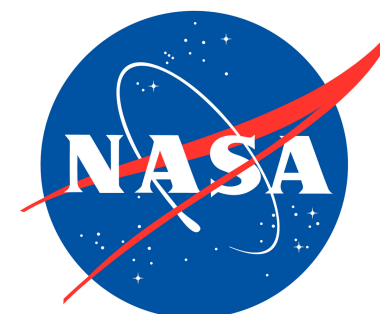
Harvard



**Maynooth  
University**  
National University  
of Ireland Maynooth

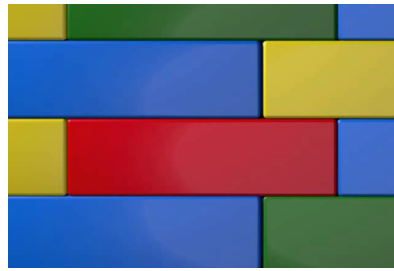
Woods\*, Doty\*, Myhrvold, Hui, Zhou, Yin, Winfree.  
*Diverse and robust molecular algorithms using  
reprogrammable DNA self-assembly*  
**Nature**. 567:366-372. 2019 \*Joint lead co-authors

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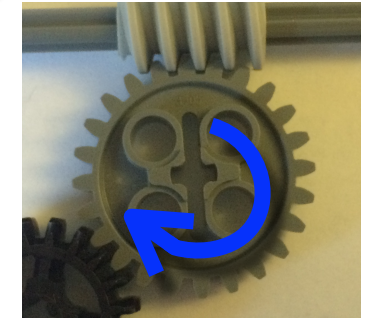




# Whats next?



```
if top == (blue AND yellow):  
    bottom_left := blue  
    bottom_right := green  
elif top == (blue AND green):  
    bottom_left := yellow  
...
```



x10



# Molecular computing at Maynooth University



Damien Woods



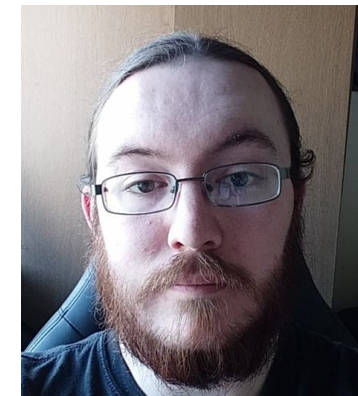
Constantine Evans



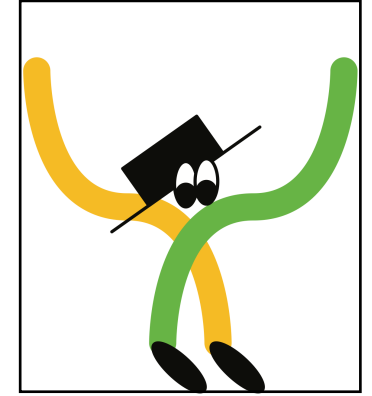
Trent Rogers



Tristan Stérin



Cai Wood



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*Fin*