

Just a quick, useless recap

What happened last semester!



Hamilton Institute



**Maynooth
University**

National University
of Ireland Maynooth

The Curse of Hamilton's Chairs

Ahmed Shalaby

2nd year PhD

Supervisor: Damien Woods



European
Innovation
Council



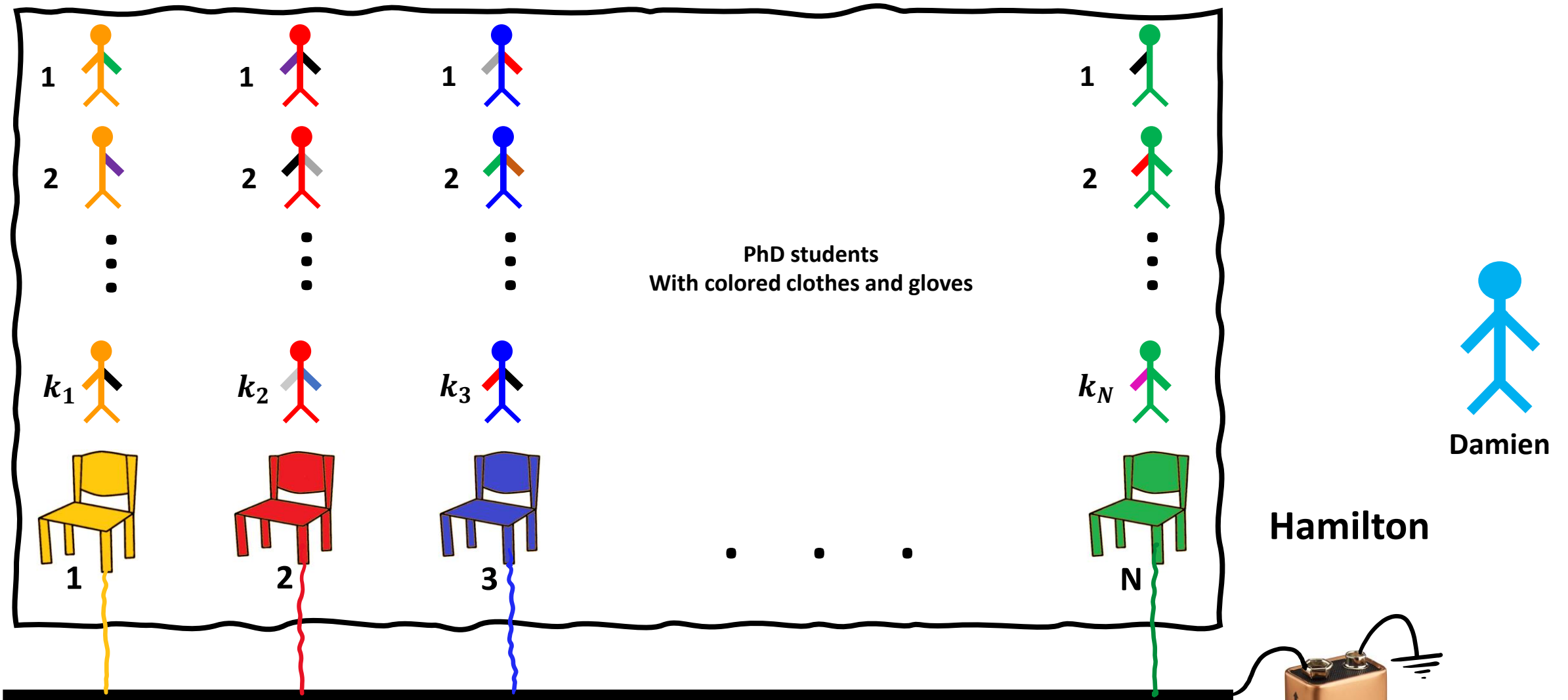
Funded by
the European Union







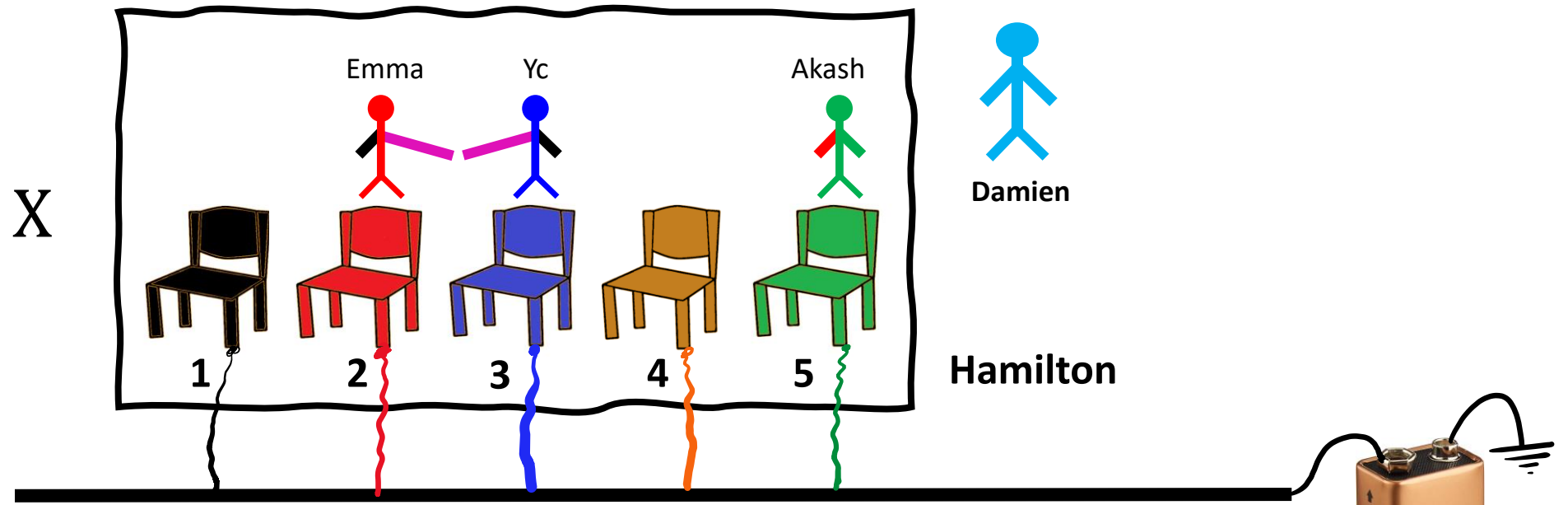
Let's discover the rules of the game



- How many different configurations we will have ?

$$(K + 1)^N$$

(Exponential in the # of chairs)



$$E(X) = \underset{+}{\text{sit(Emma)}} + \underset{+}{\text{sit(Yc)}} + \underset{+}{\text{sit(Akash)}} + \underset{+}{\text{handshake(Emma, Yc)}} + \underset{-}{3 * \text{sit_convincing_cost}}.$$

$$E(X) = \sum_{p \in X} \text{sit}(p) + \sum_{p_i, p_{i+1} \in X} \text{handshake}(p_i, p_{i+1}) + l * \text{sit_convincing_cost}.$$

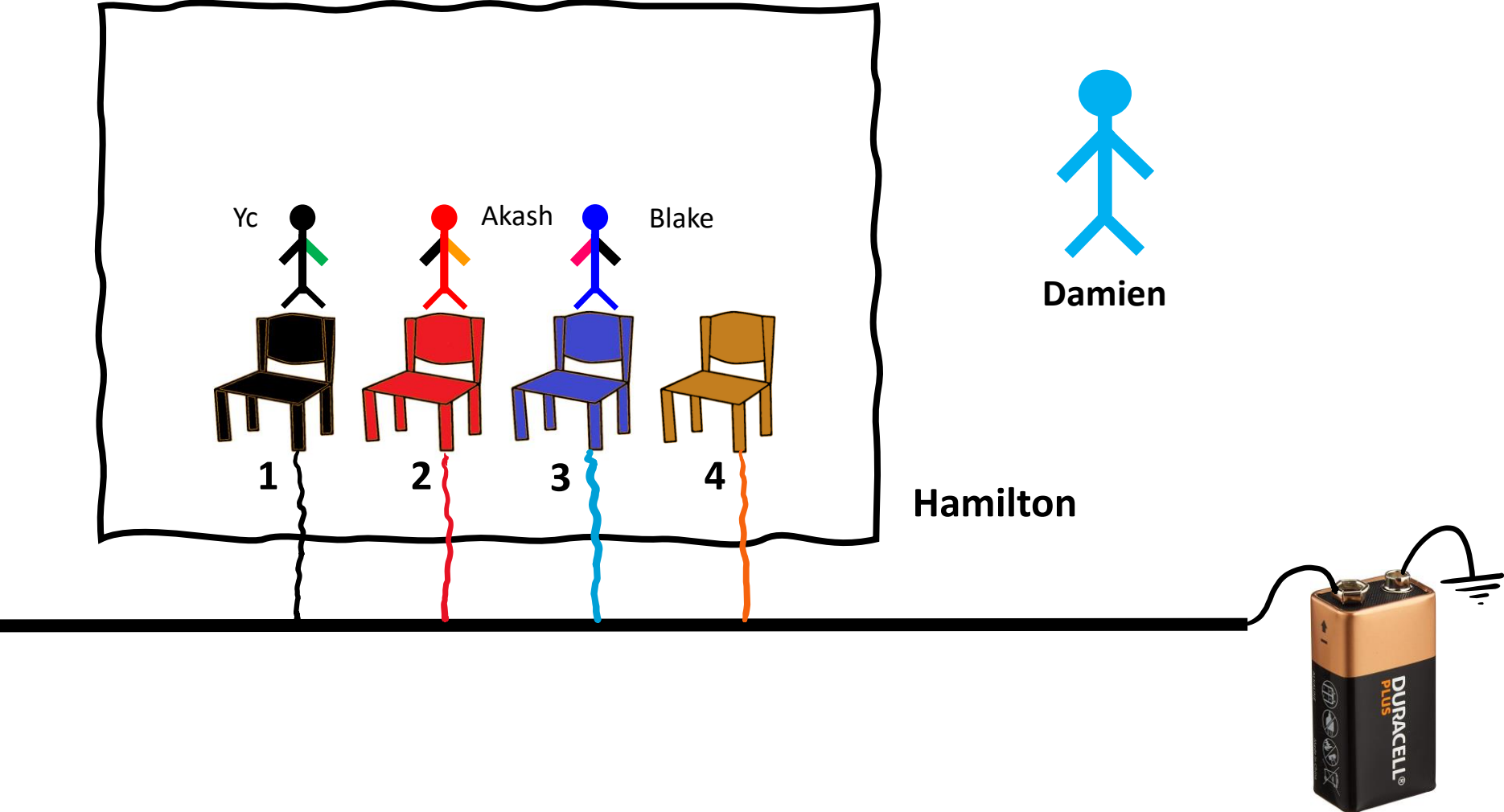
configuration X of size l PhD students

We further assume the following:

- $|\text{sit}(p)| > |\text{sit_convincing_cost}|$. (Damien always gains by convincing a PhD student to sit)

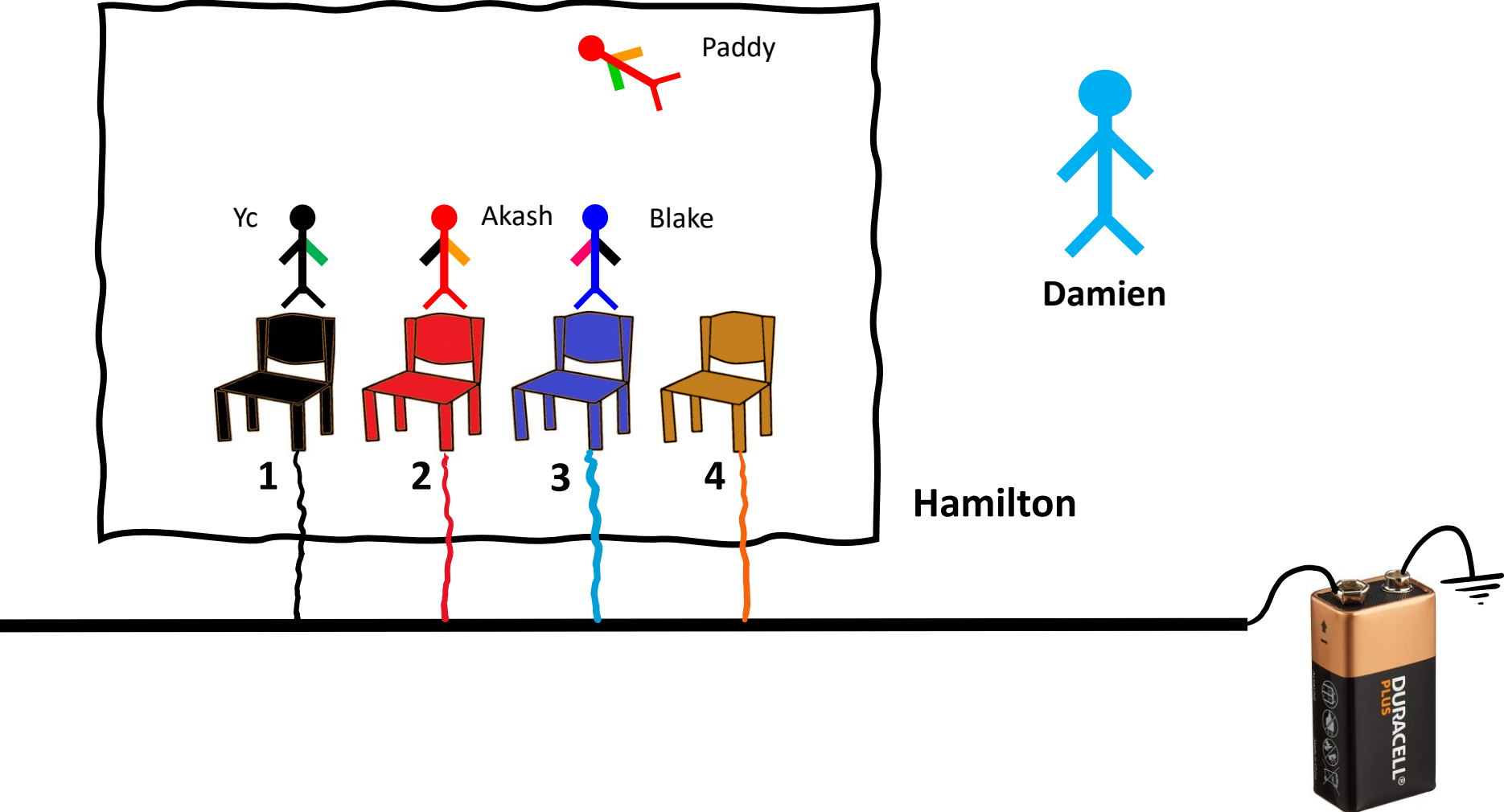
Built-in self improvement mechanism

PhD students' displacement system



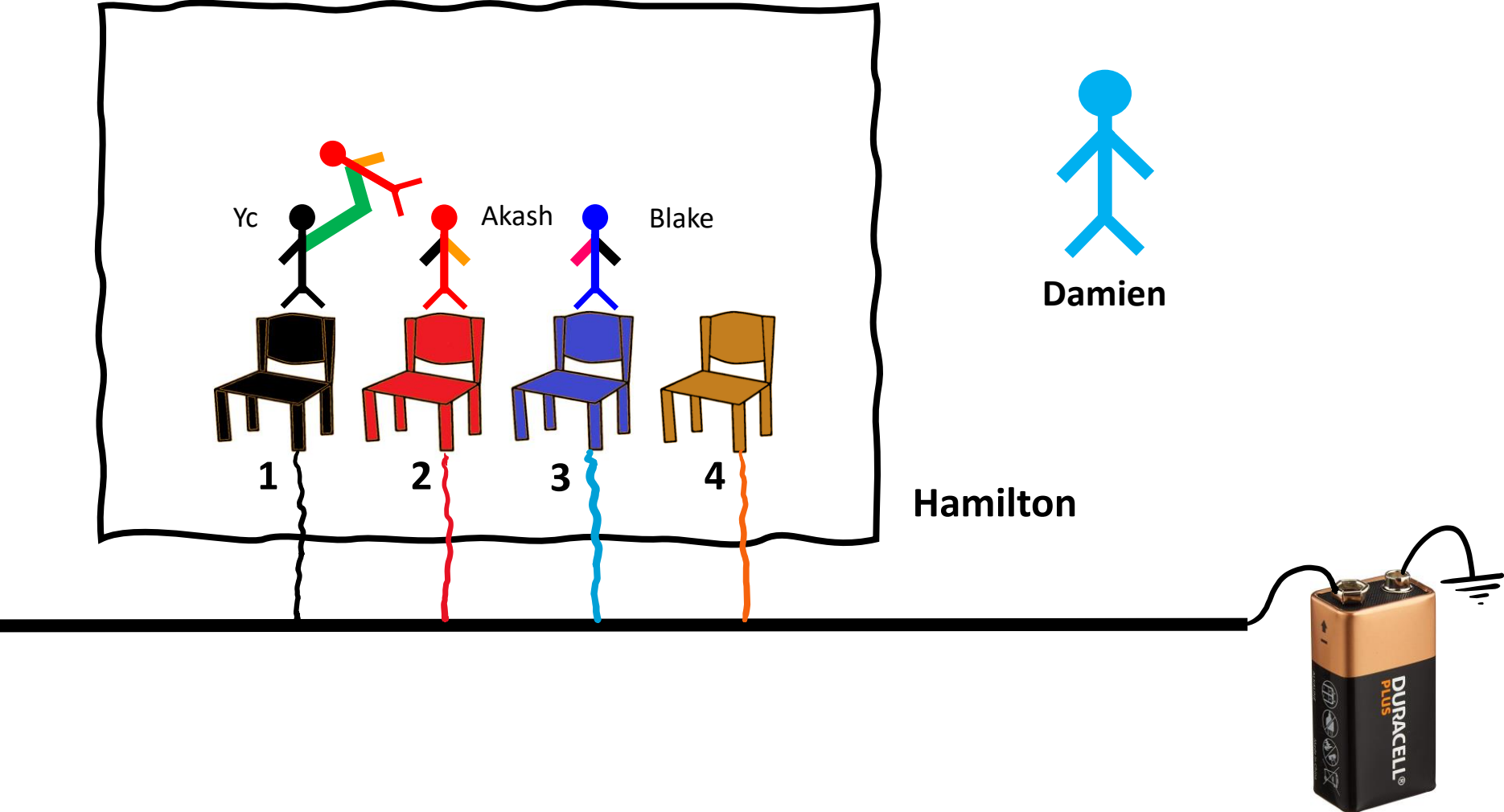
Built-in self improvement mechanism

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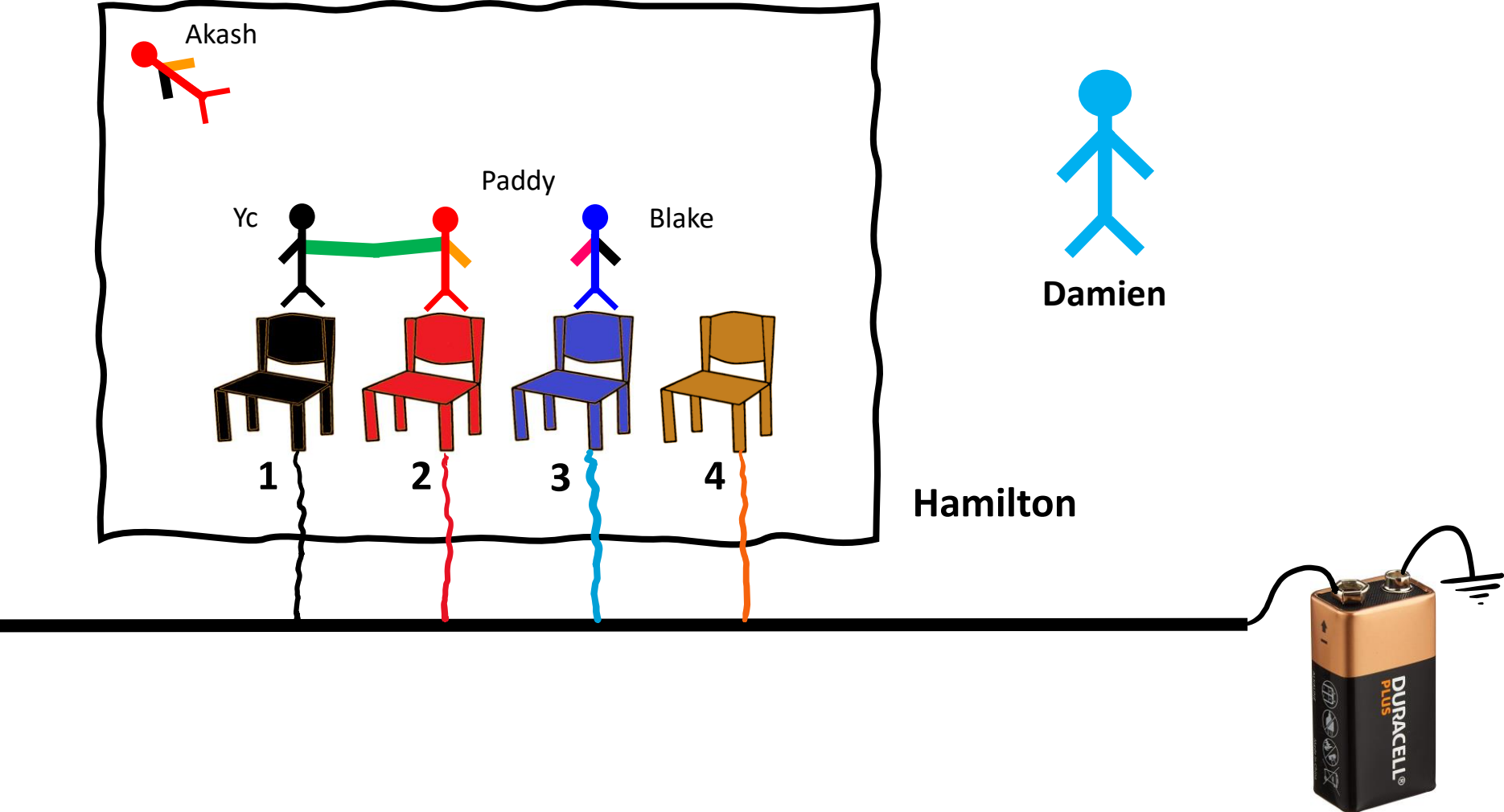
Built-in self improvement mechanism

PhD students' displacement system



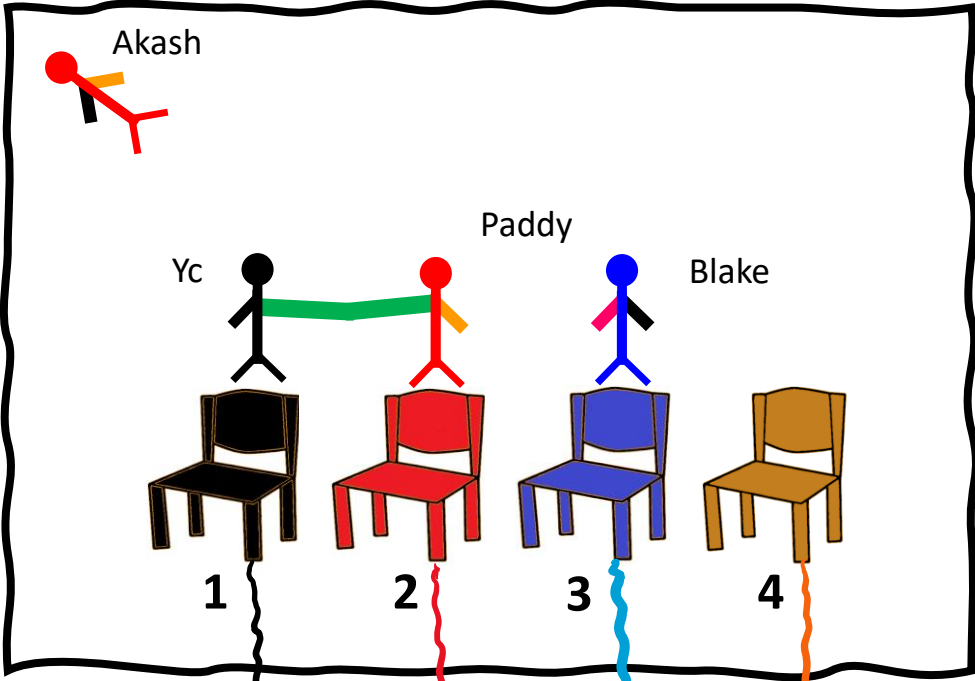
Built-in self improvement mechanism

PhD students' displacement system



Built-in self improvement mechanism

PhD students' displacement system



Damien

Hamilton



When you don't set your boundaries

When you don't set your boundaries



When you don't set your boundaries





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How I discovered that my supervisor is actually a



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The Curse of Hamilton's Sofa

How I discovered that my supervisor is actually a **VAMPIRE** 



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Hamilton Institute



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The Curse of Hamilton's Sofa

How I discovered that my supervisor is actually a **VAMPIRE** 



An efficient minimum free energy algorithm for interacting nucleic acid strands



Ahmed Shalaby

2nd year PhD

Supervisor: Damien Woods



European Innovation Council



Funded by the European Union







Let's discover the rules of the game

In a perfect world

In a perfect world

- **Abstract Algebra**
- **Graph theory**
- **Algorithm analysis**
- **Number theory**

In a perfect world

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- **Graph theory**
- **Algorithm analysis**
- **Number theory**



DUNNES
STORES

In a perfect world

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- **Graph theory**
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- **Number theory**



DUNNES
STORES



In a perfect world

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- Number theory



DUNNES
STORES



TESCO

In a perfect world

- Abstract Algebra
- Graph theory
- Algorithm analysis
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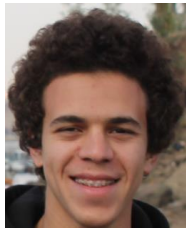
DUNNES
STORES



TESCO



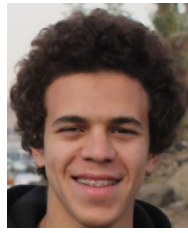
SuperValu



Ahmed's goal



PI
?
?
?

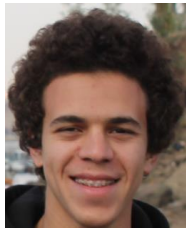


Ahmed's goal



- What is his mindset?
- What he prefers?

PI
?
?
?



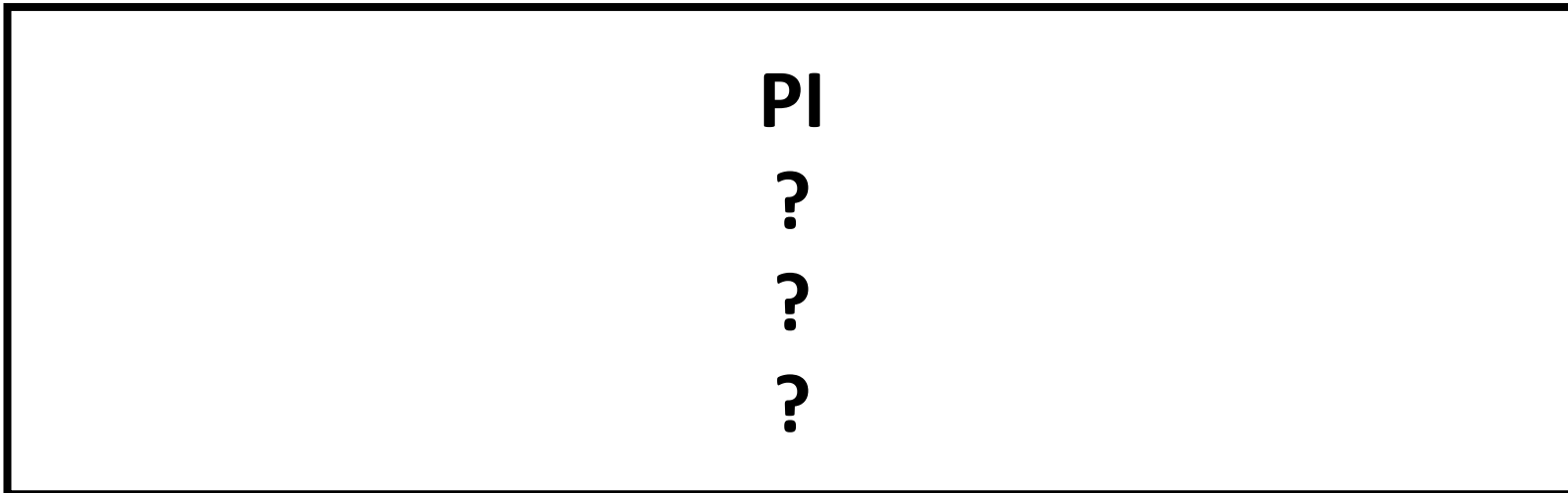
Ahmed's goal



- What is his mindset?
- What he prefers?

Modelling

Computation



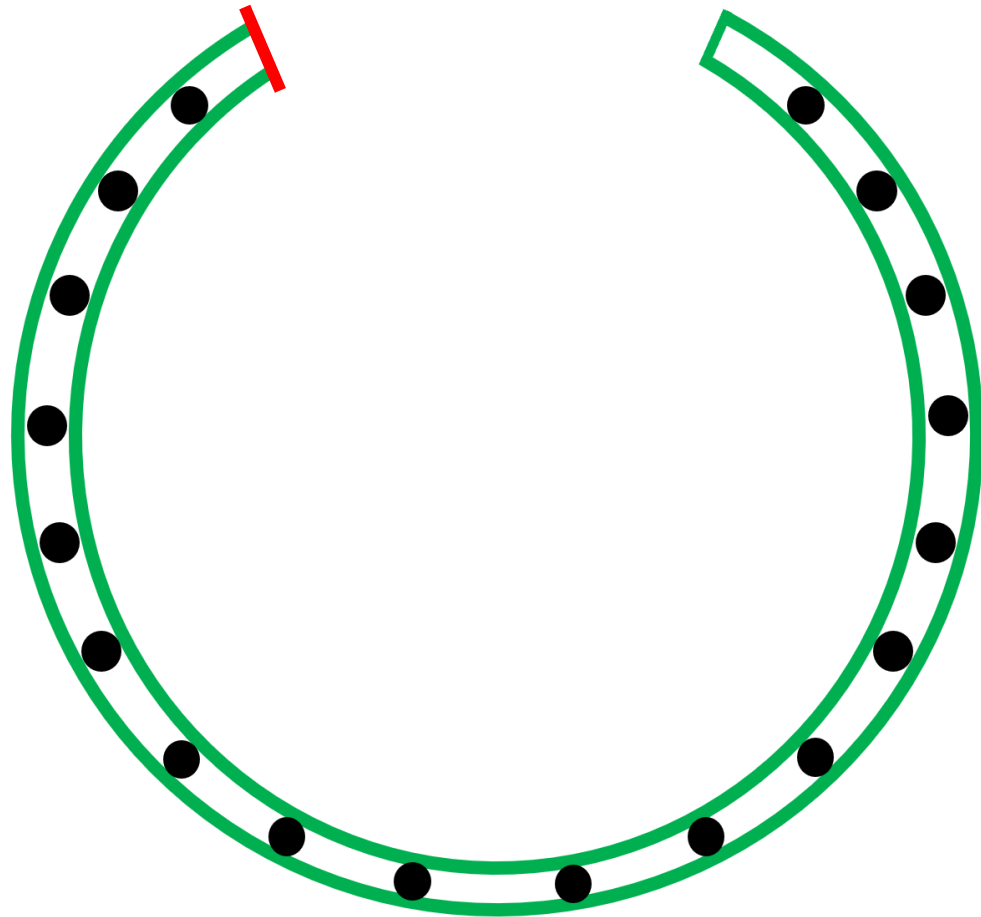
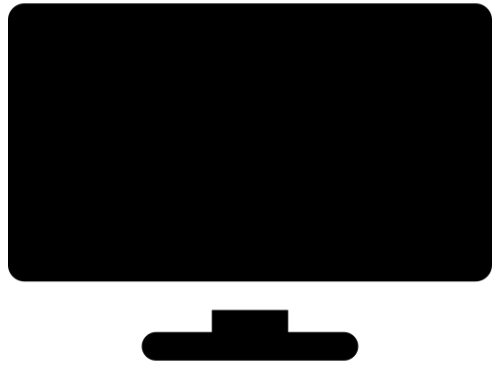
Once Upon a Time in Hamilton

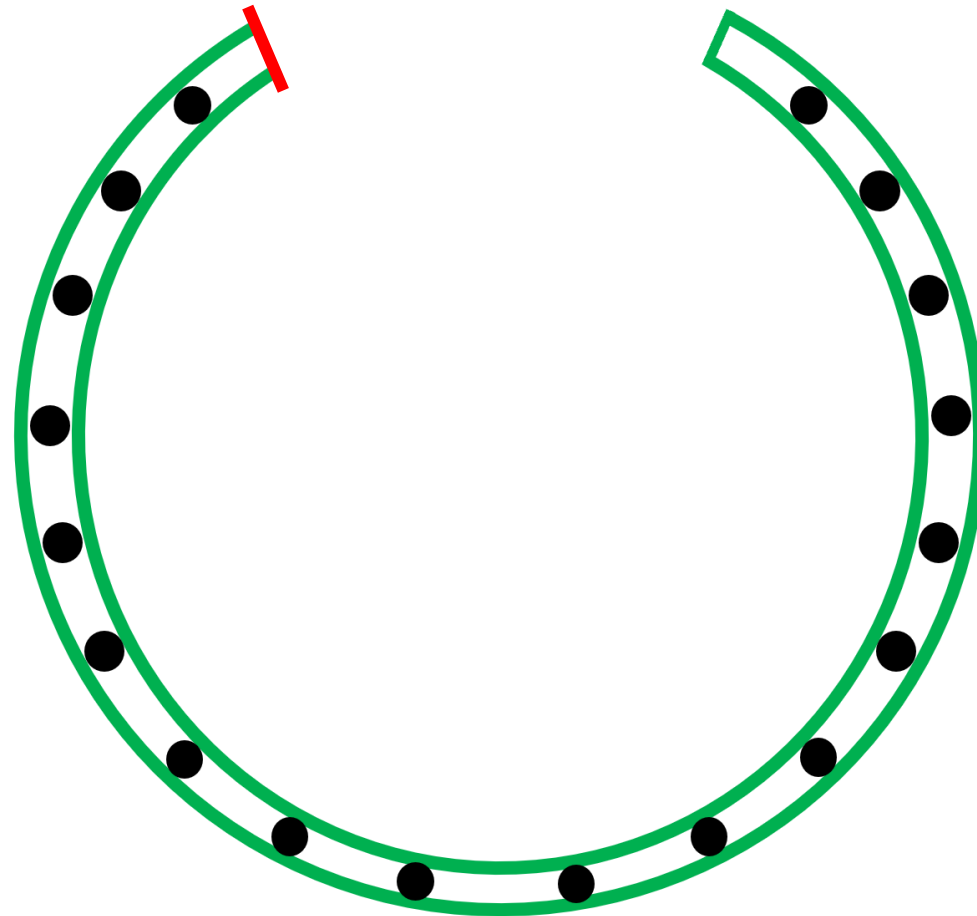


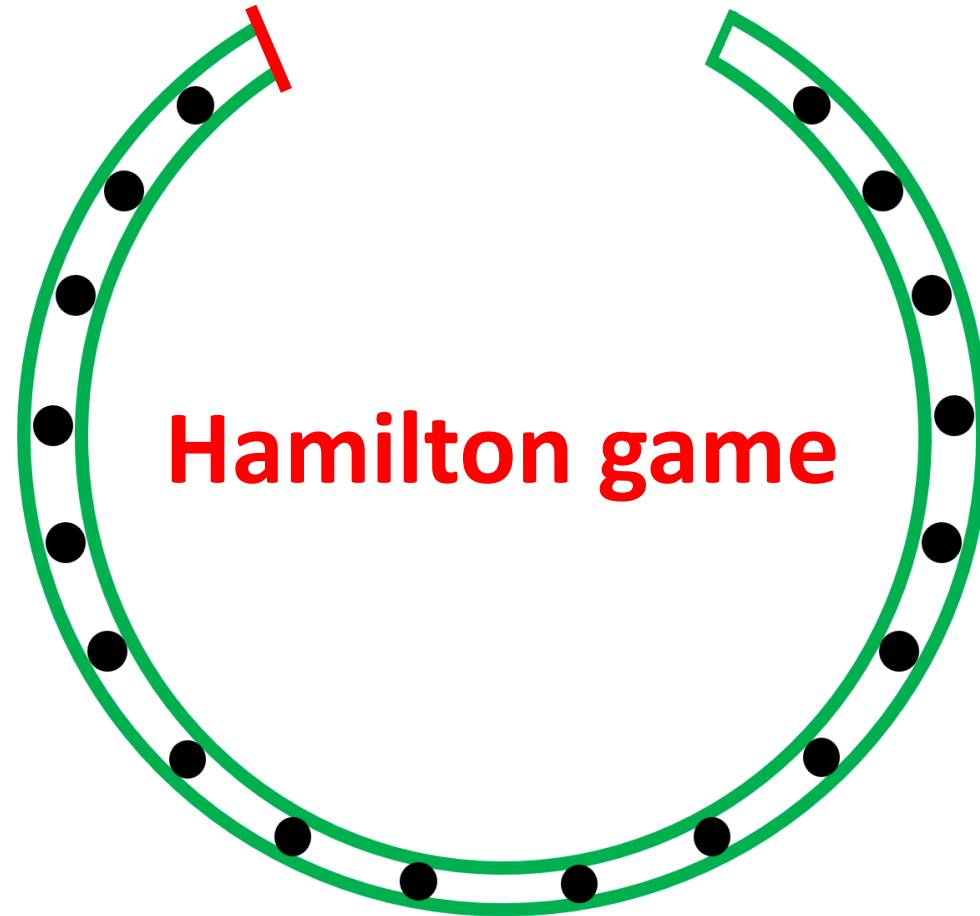
Once Upon a Time in Hamilton



**Email
From
Rosemary
Kate**







Level 1

Hamilton game

Hamilton game

First year

Daniel
Augustina
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Second year

Ahmed
Andre
Paddy
Cormac
.
.

Third year

Dara
Solmaz
Oluwayomi
.
.
.

fourth year

Akash
Yc
Emma
Darshana
.
.

Hamilton game

First year

Daniel
Augustina
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Don't trust our new lab

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fourth year

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Don't trust our new lab

Akash
Akash
Akash
Akash
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Dara
Dara
Dara
Dara
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Darshana
Darshana
Darshana
Darshana
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Fergal
Fergal
Fergal
Fergal
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...

Ahmed



Hamilton game

First year

Daniel
Augustina

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Second year

Ahmed
Andre
Paddy
Cormac

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Third year

Dara
Solmaz
Oluwayomi

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fourth year

Akash
Yc
Emma
Darshana

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Don't trust our new lab

Akash
Akash
Akash
Akash

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Dara
Dara
Dara
Dara

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Darshana
Darshana
Darshana
Darshana

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Fergal
Fergal
Fergal
Fergal

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Ahmed



Hamilton game

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Don't trust our new lab

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Dara
Dara
Dara
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Darshana
Darshana
Darshana
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Fergal
Fergal
Fergal
Fergal
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• • •

Ahmed

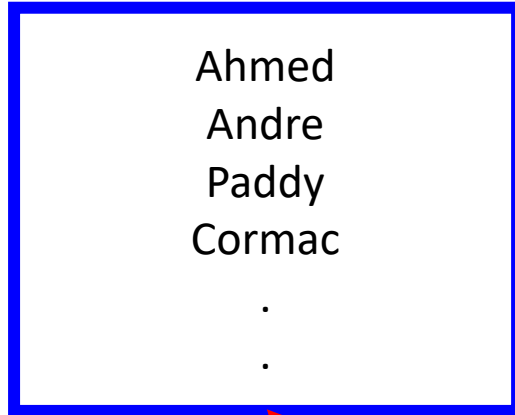


Hamilton game

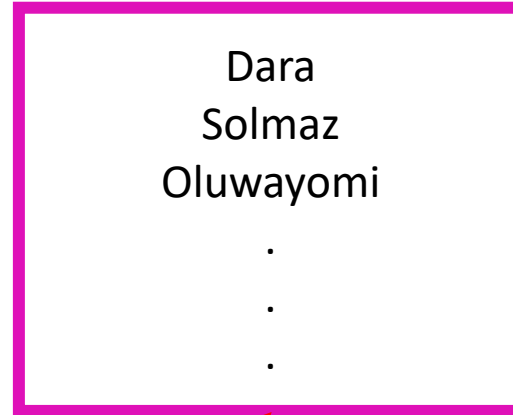
First year



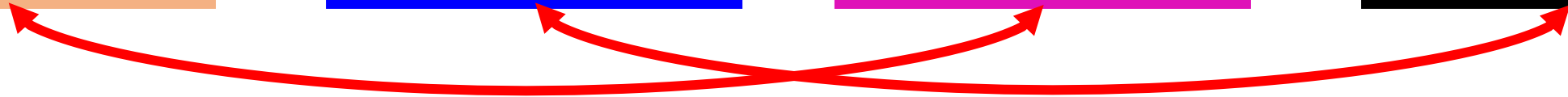
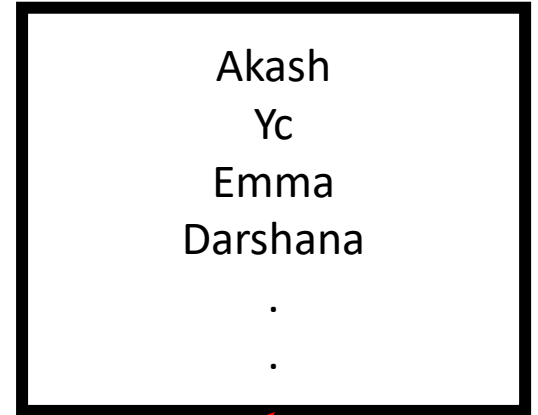
Second year



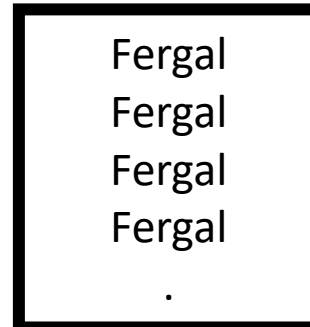
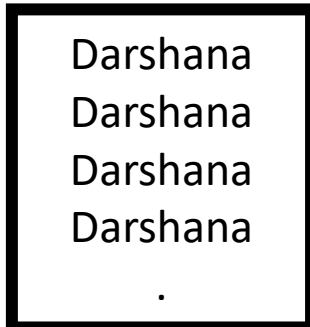
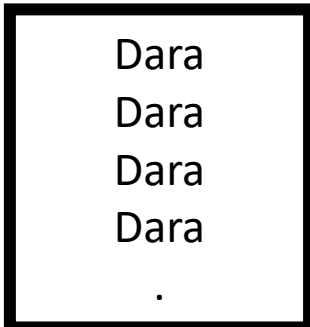
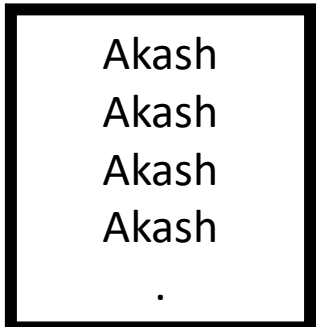
Third year



fourth year



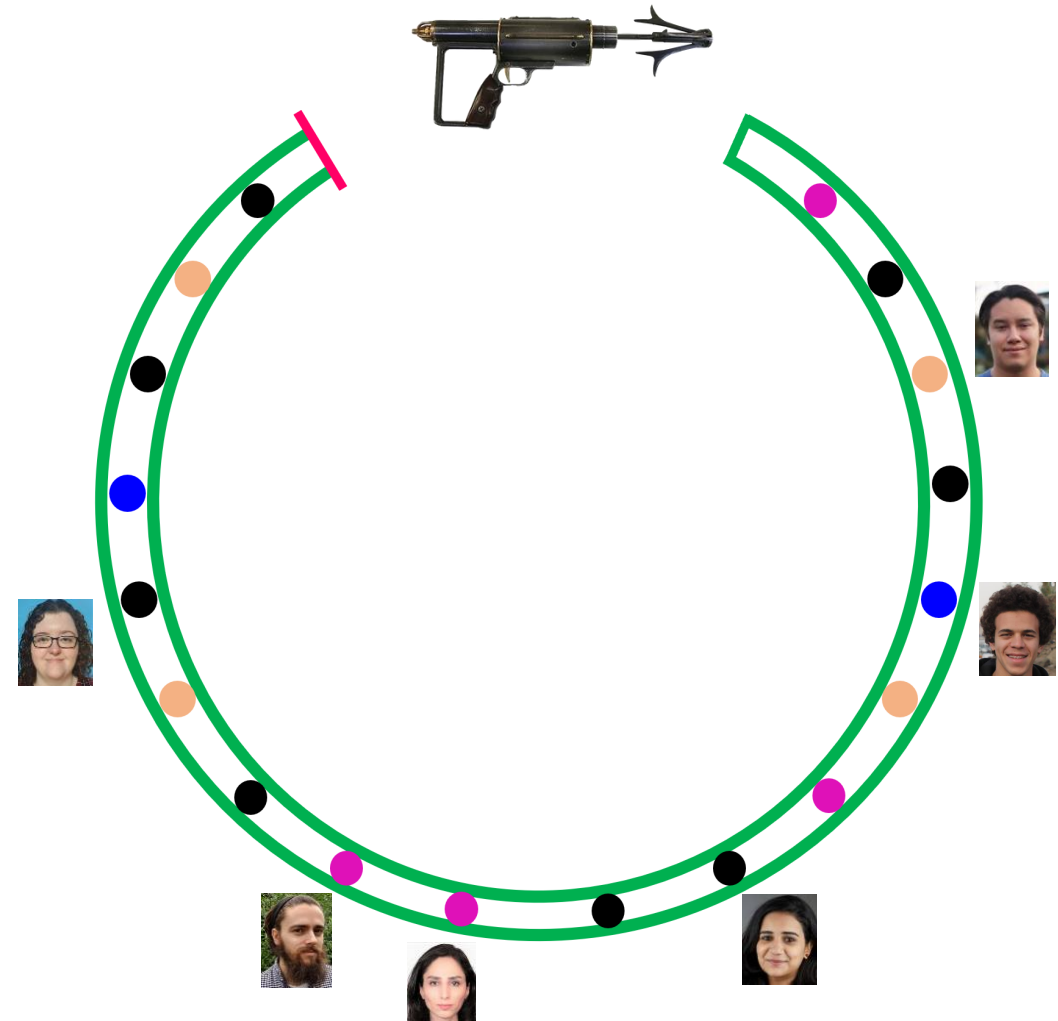
Don't trust our new lab



...

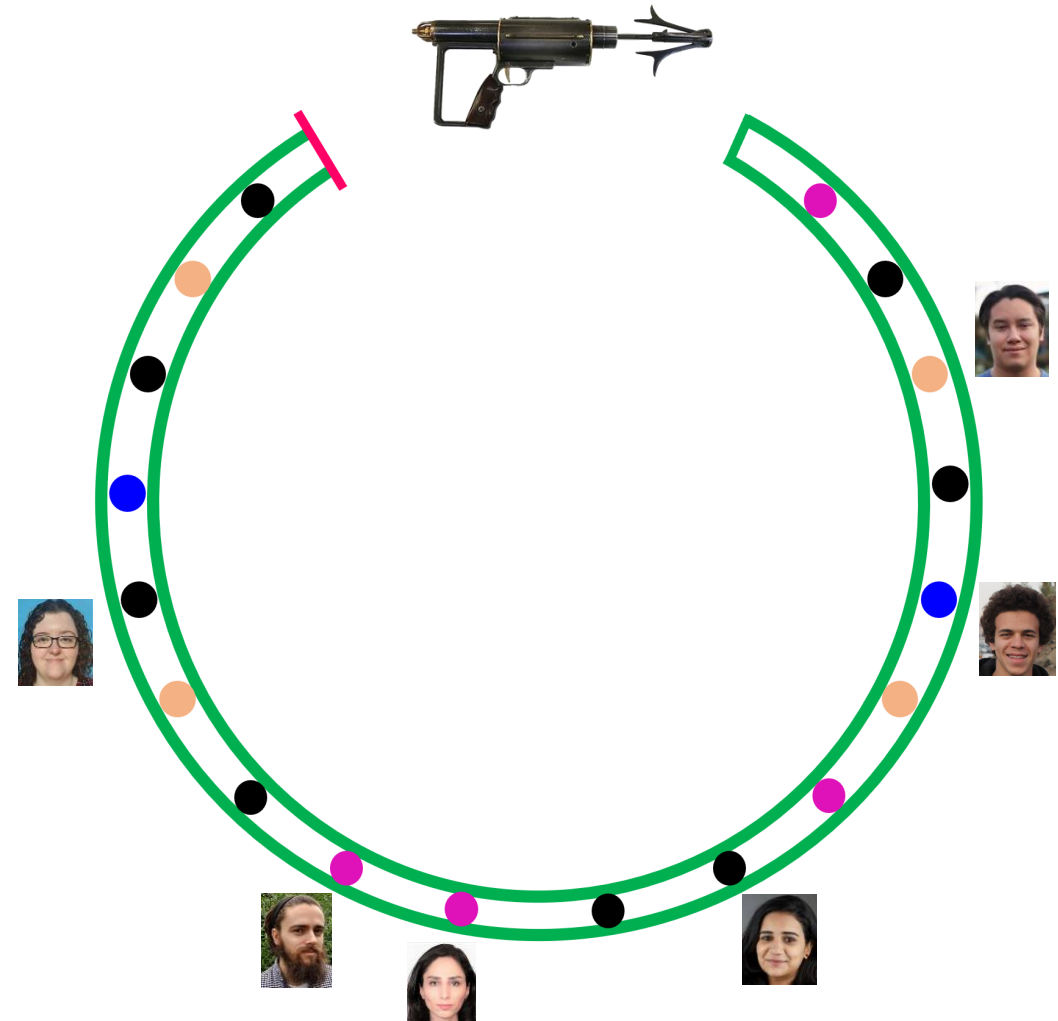


Rules of Hamilton game



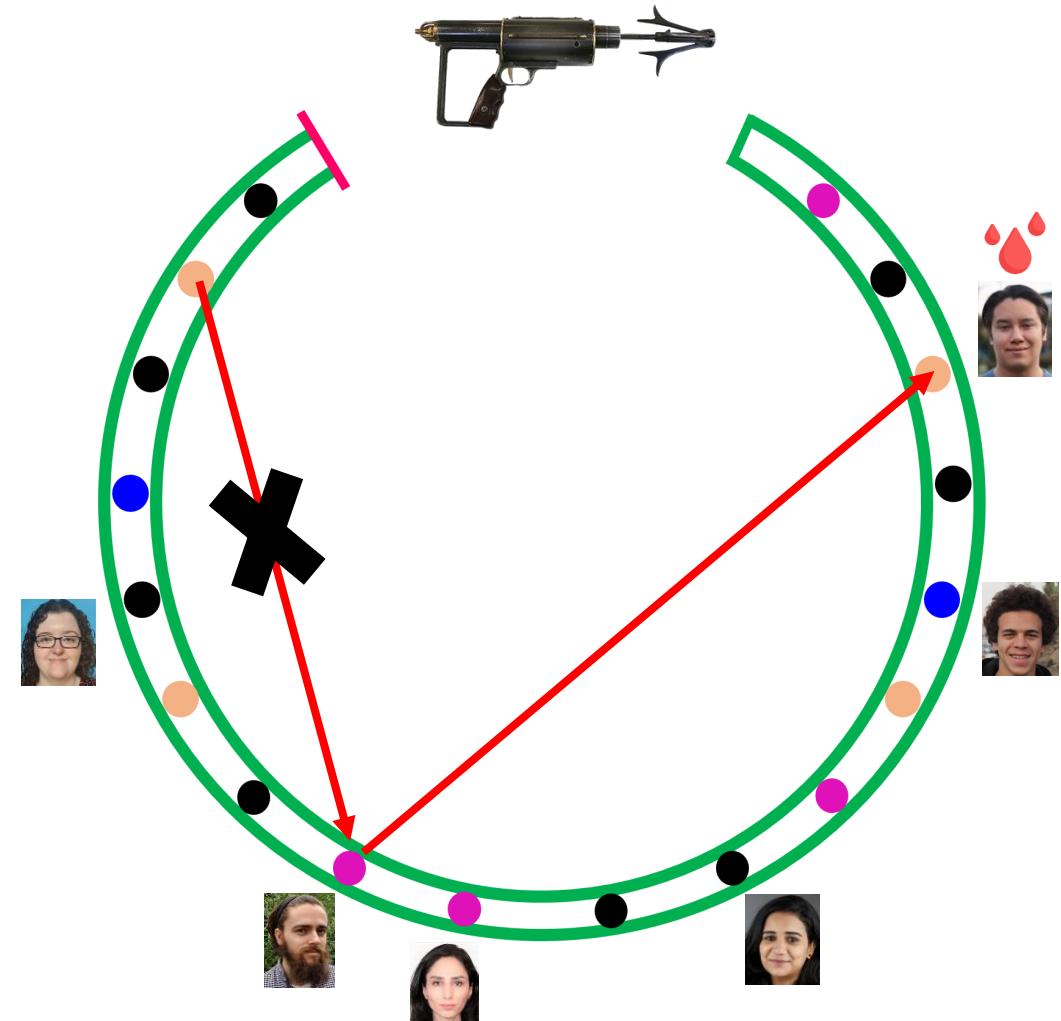
Rules of Hamilton game

- If you kill, you are safe



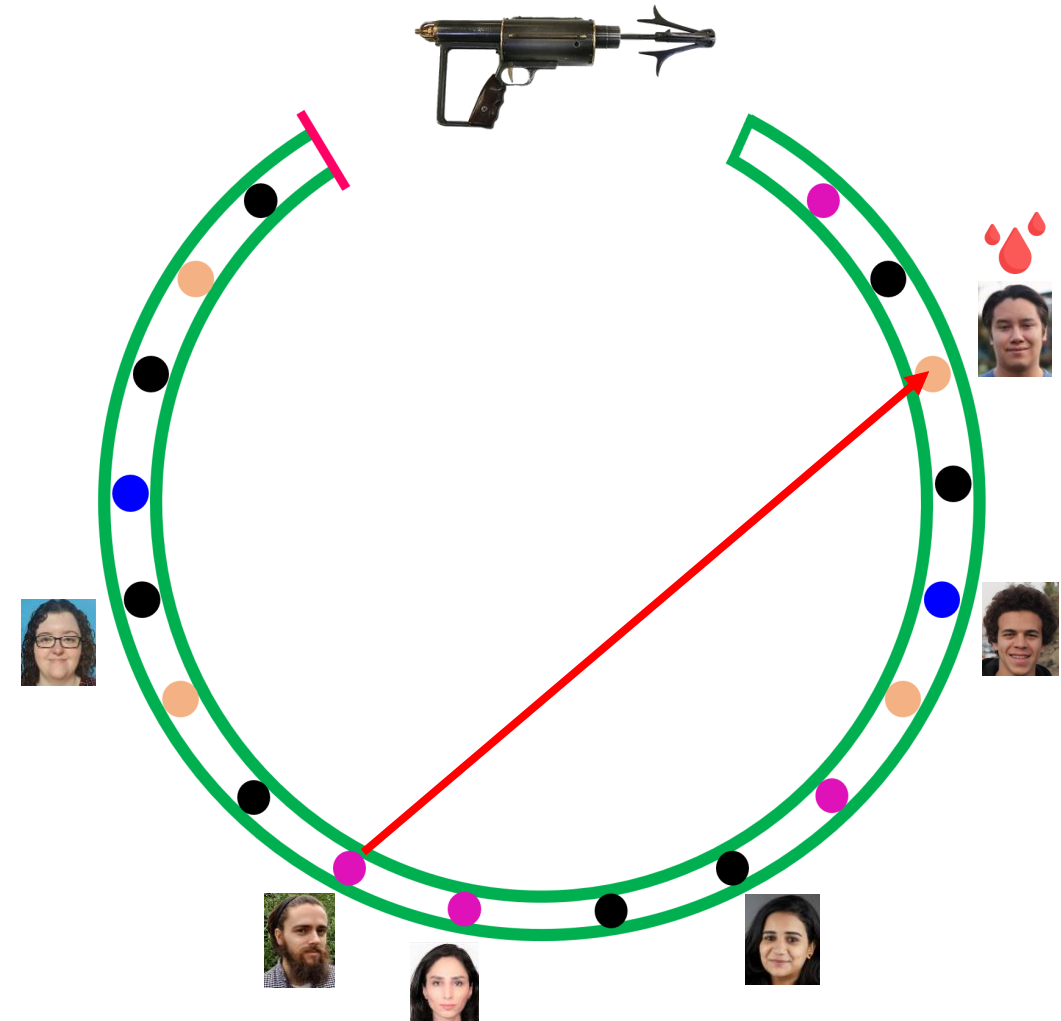
Rules of Hamilton game

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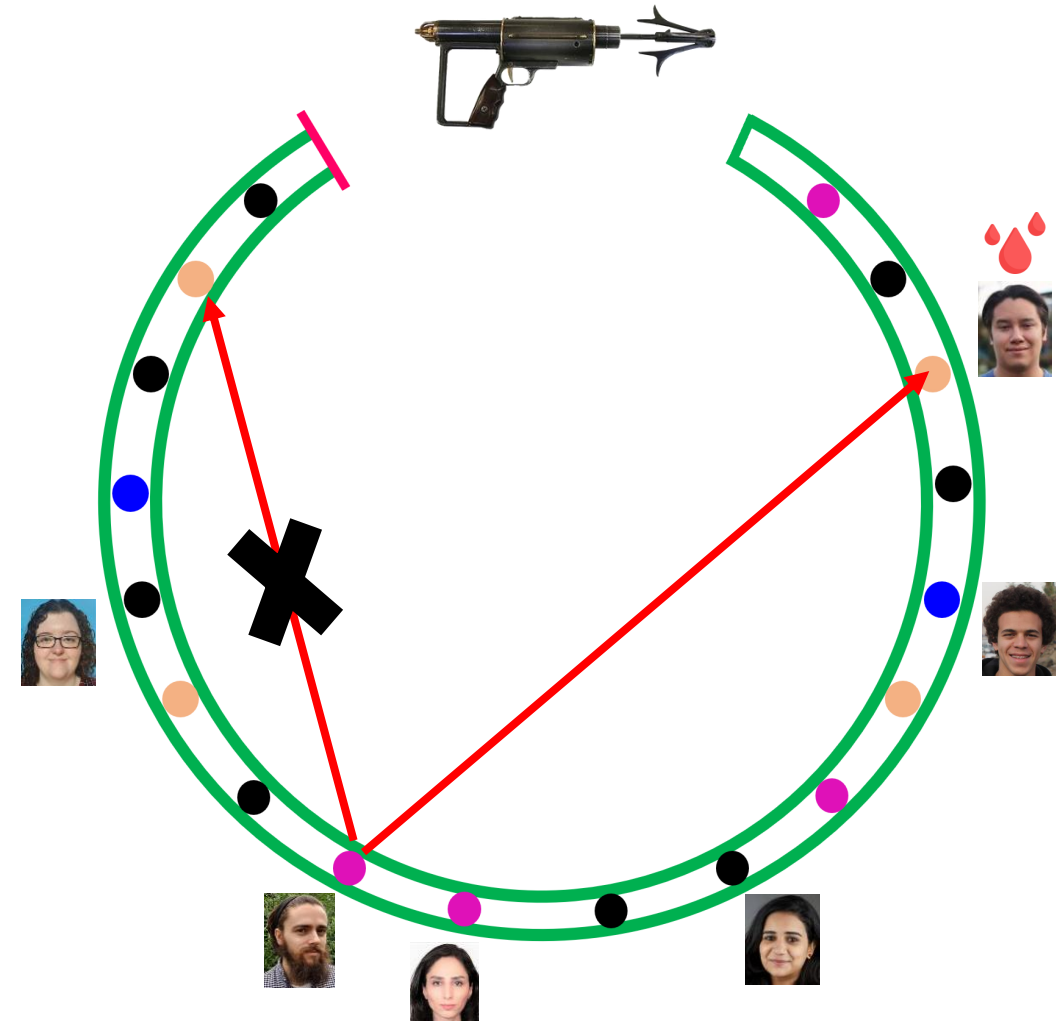
Rules of Hamilton game

- If you kill, you are safe
- You can only kill one student, you have only one bullet



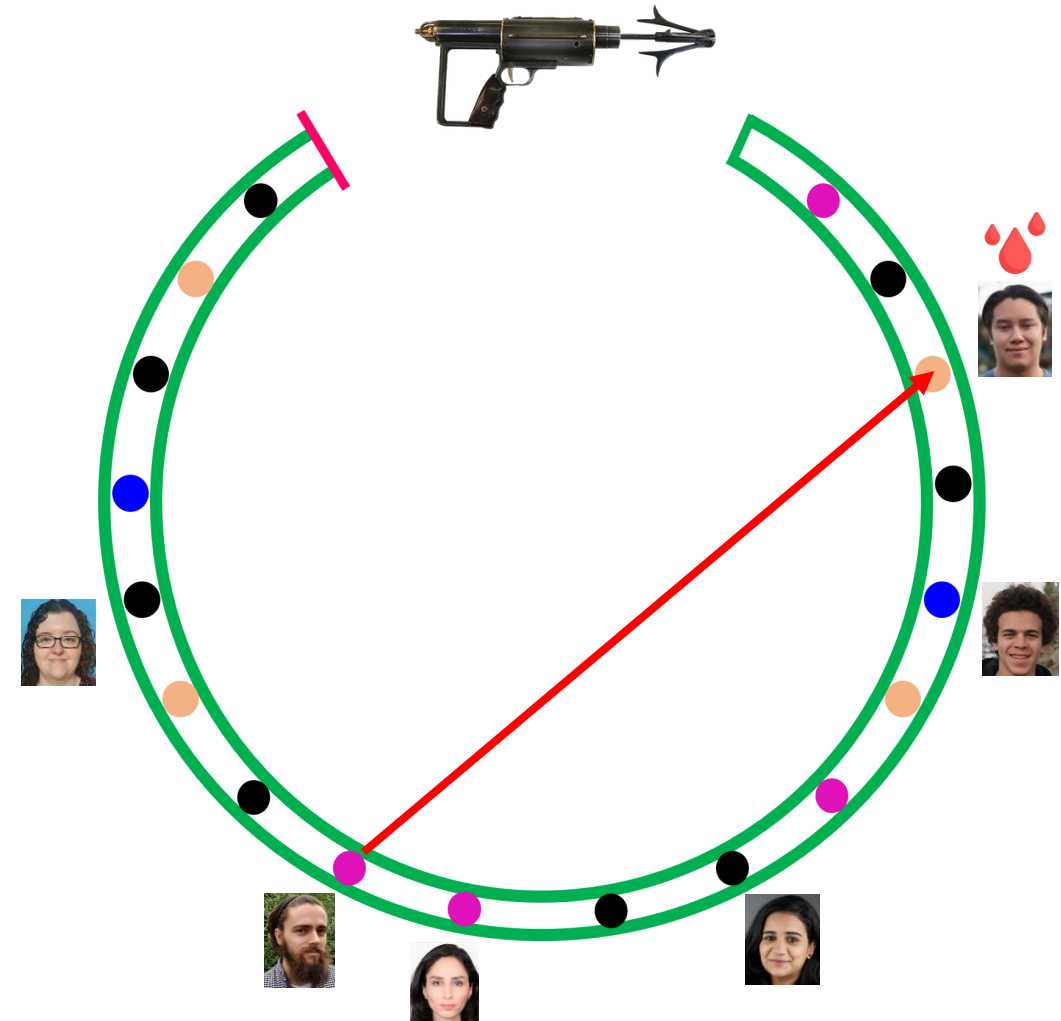
Rules of Hamilton game

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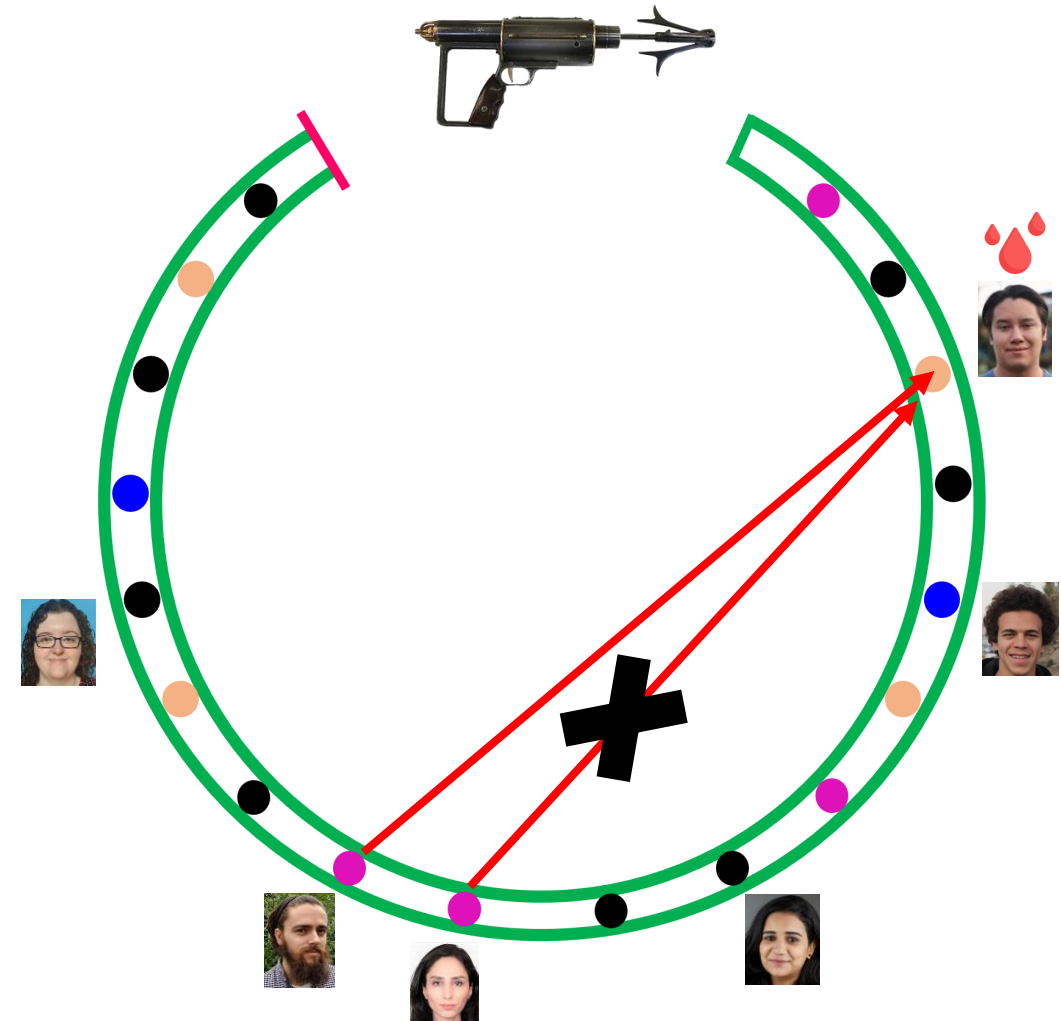
Rules of Hamilton game

- If you kill, you are safe
- You can only kill one student, you have only one bullet
- You can be killed once



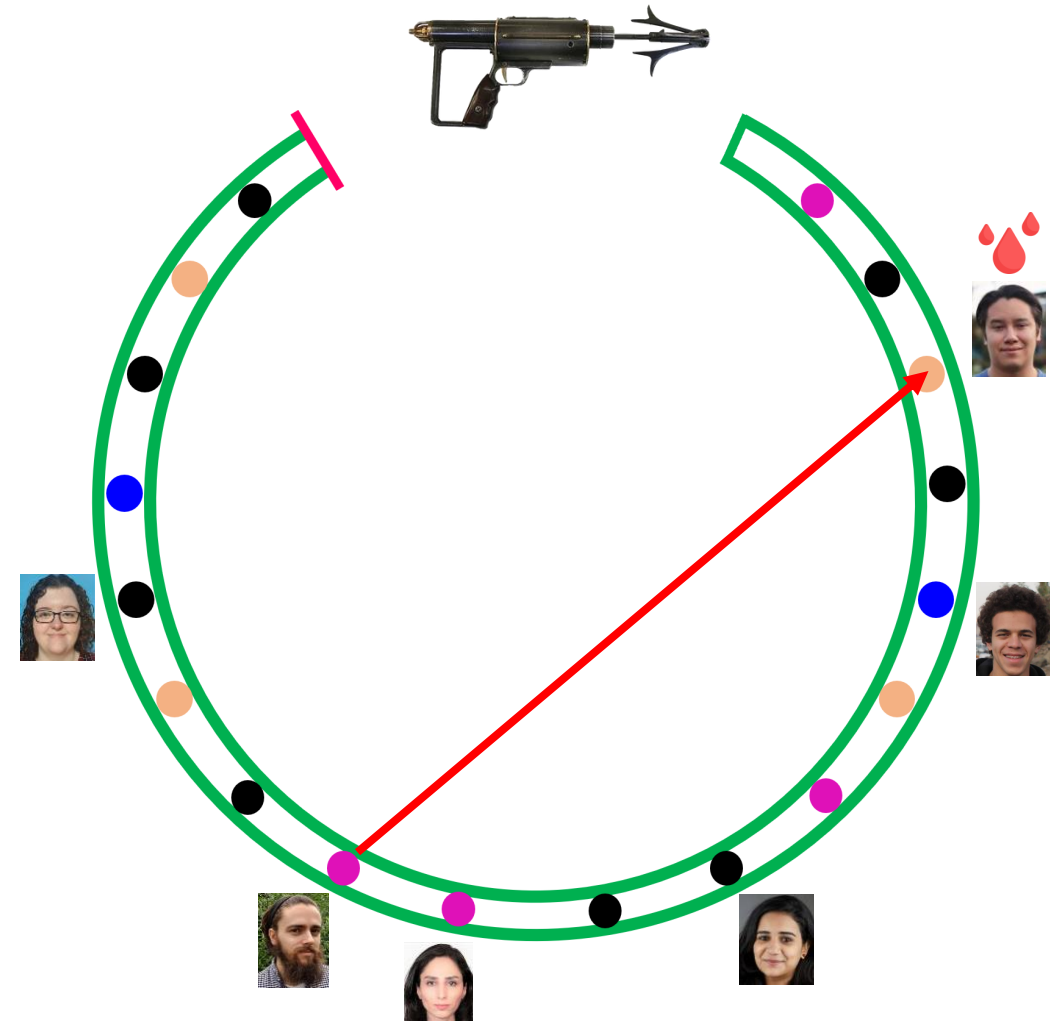
Rules of Hamilton game

- If you kill, you are safe
- You can only kill one student, you have only one bullet
- You can be killed once



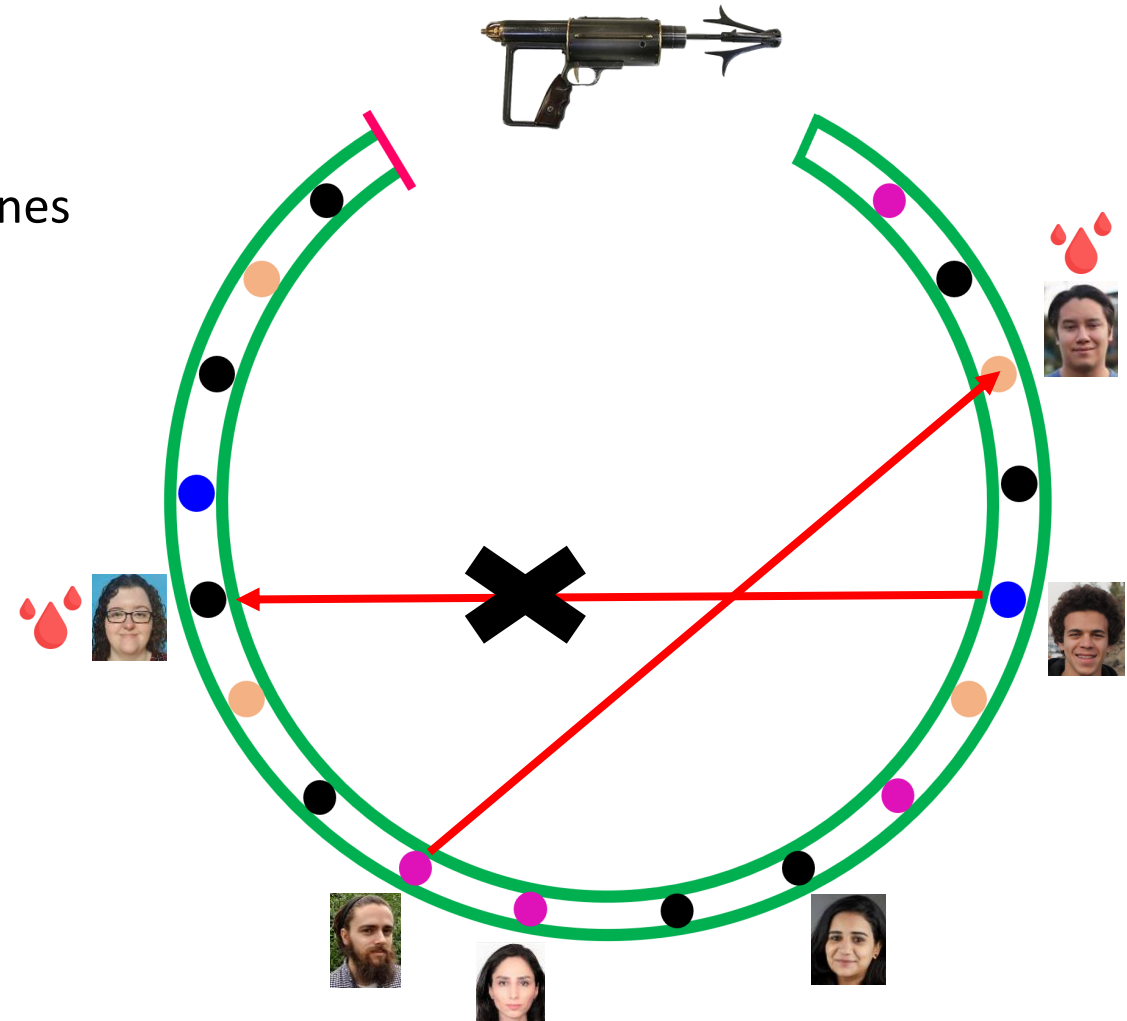
Rules of Hamilton game

- If you kill, you are safe
- You can only kill one student, you have only one bullet
- You can be killed once
- You must respect other killers, you can't cross their killing lines



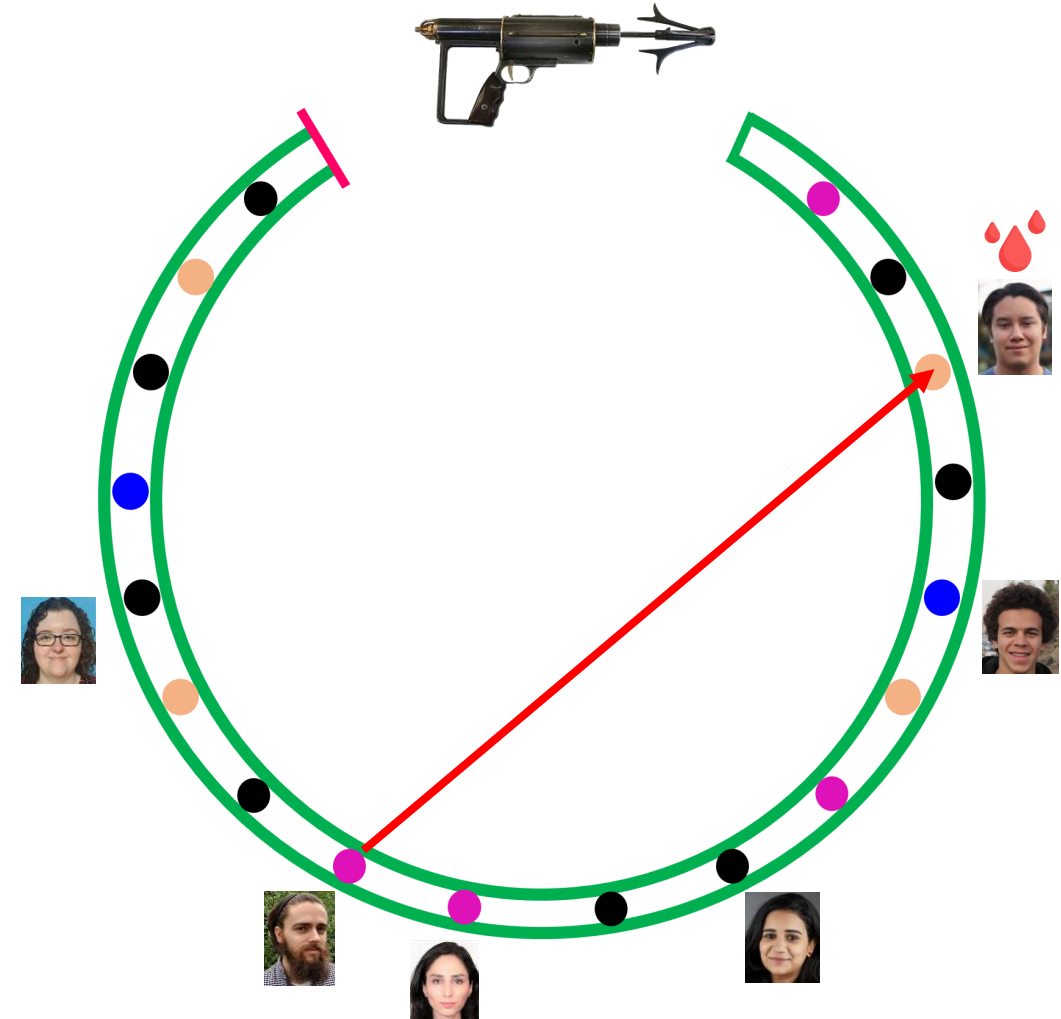
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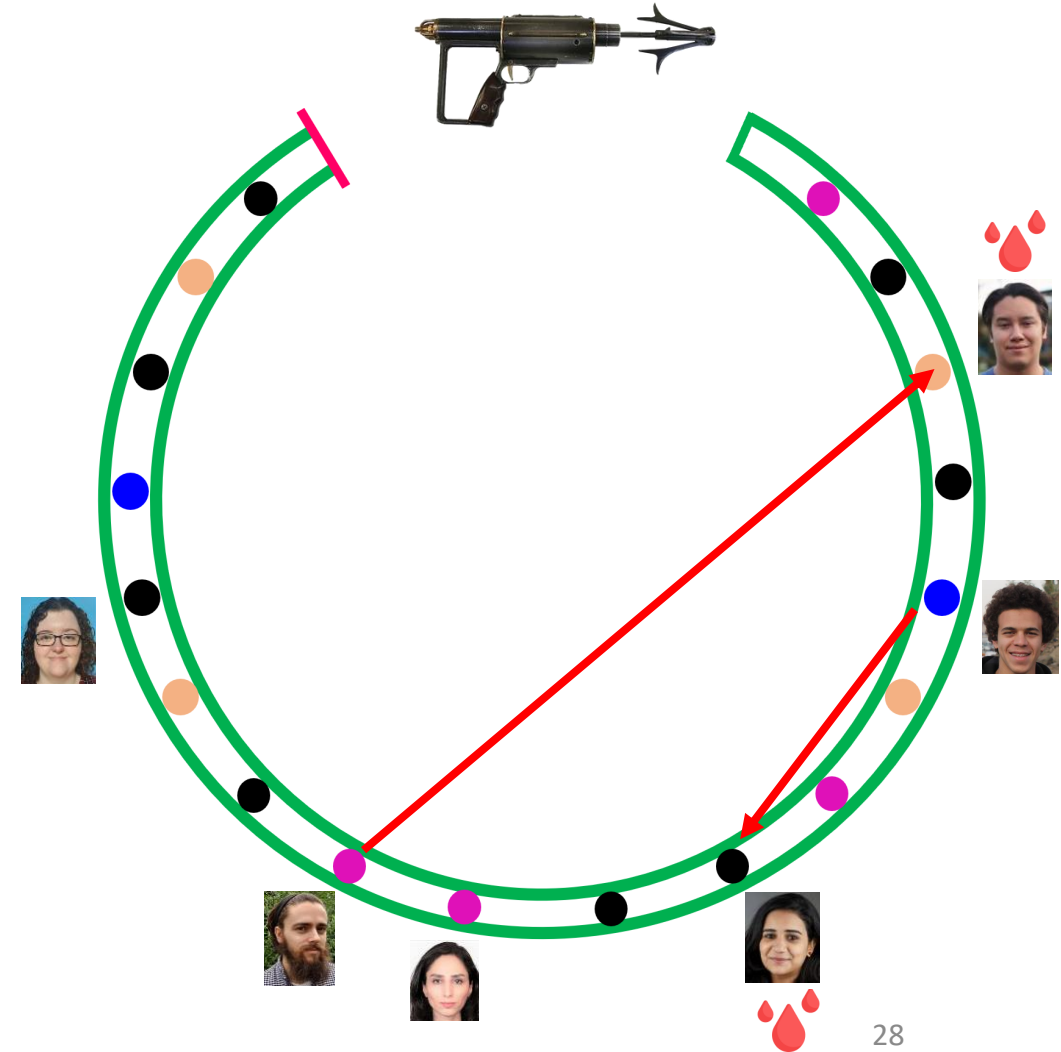
Rules of Hamilton game

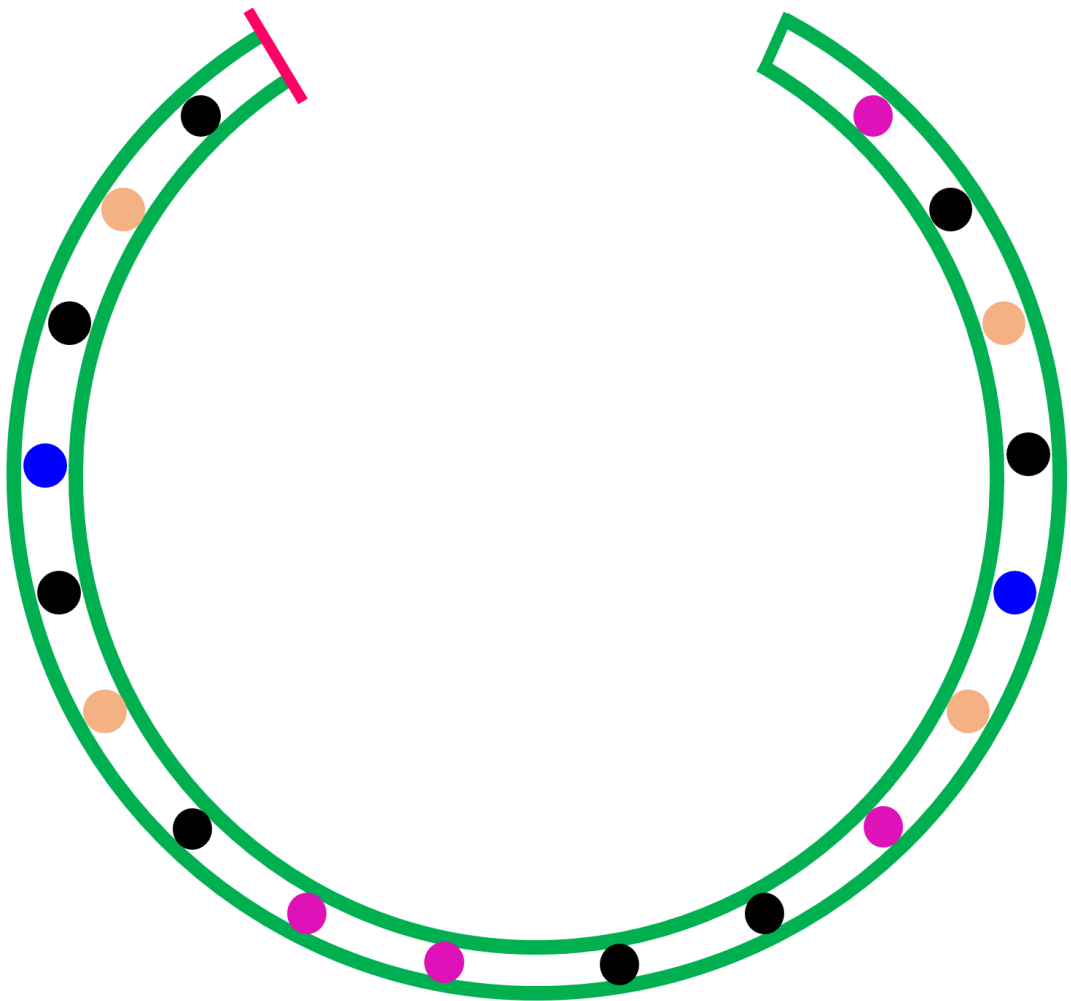
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- Ahmed can only kill, he's an immortal man

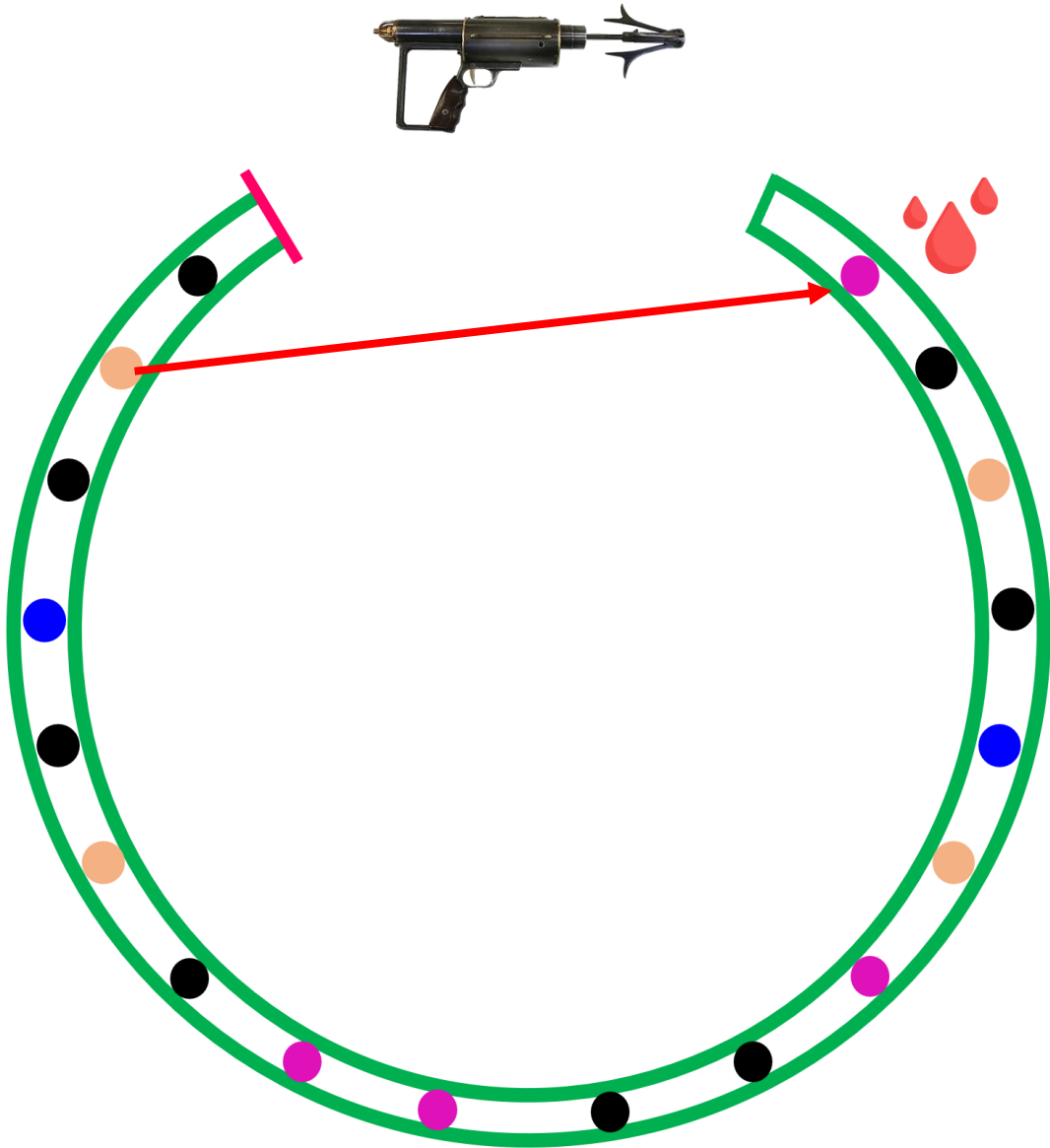


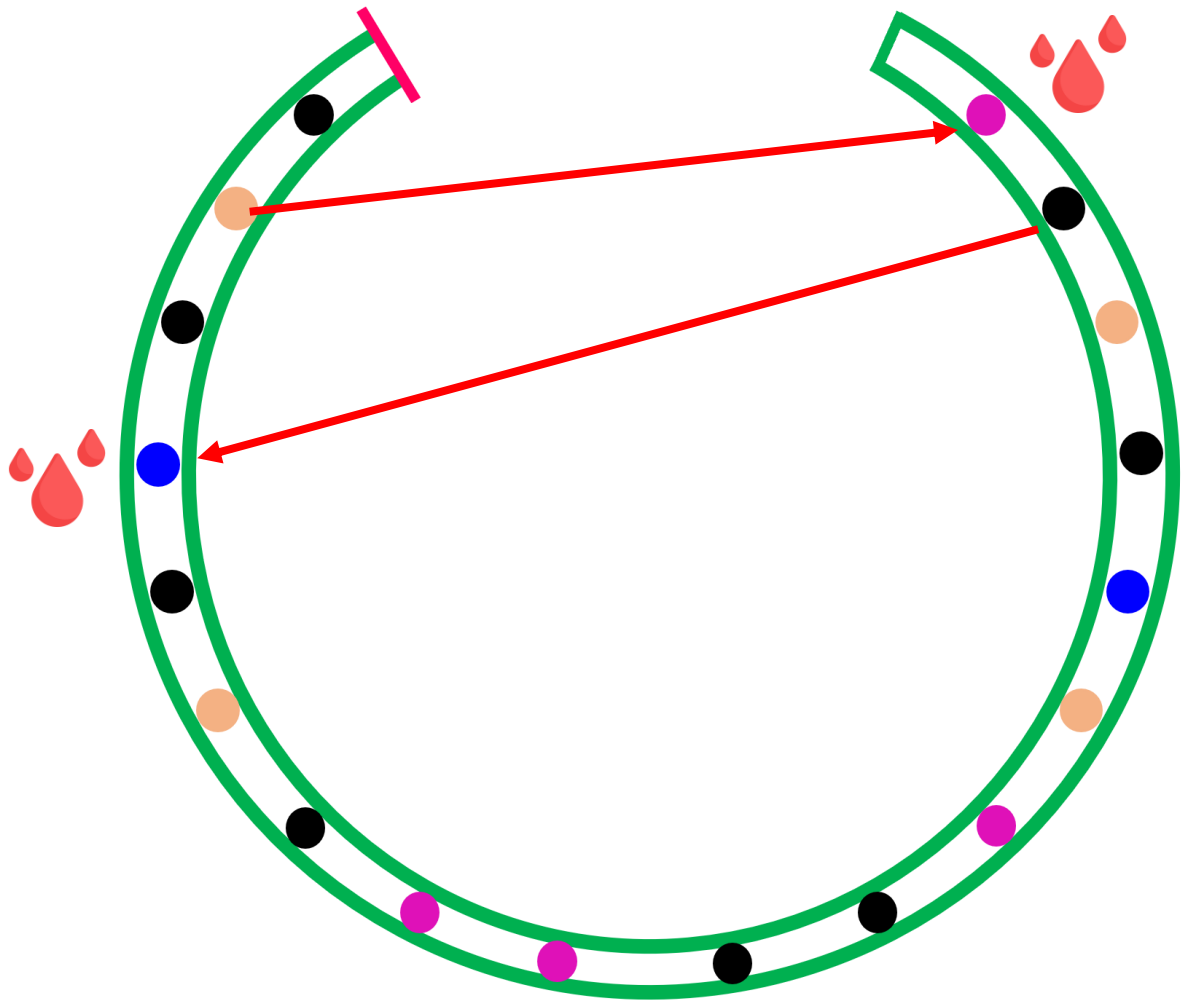
Rules of Hamilton game

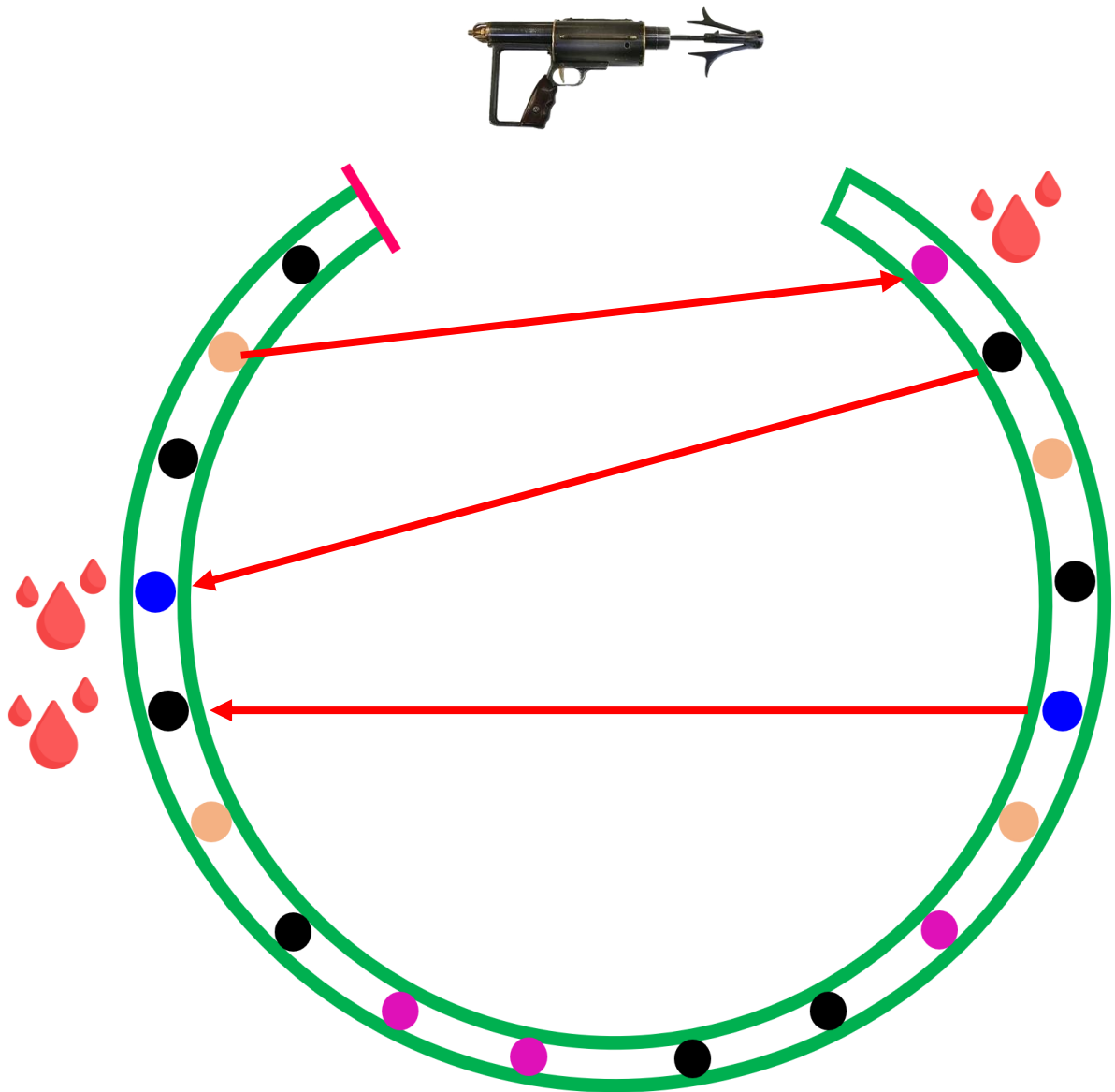
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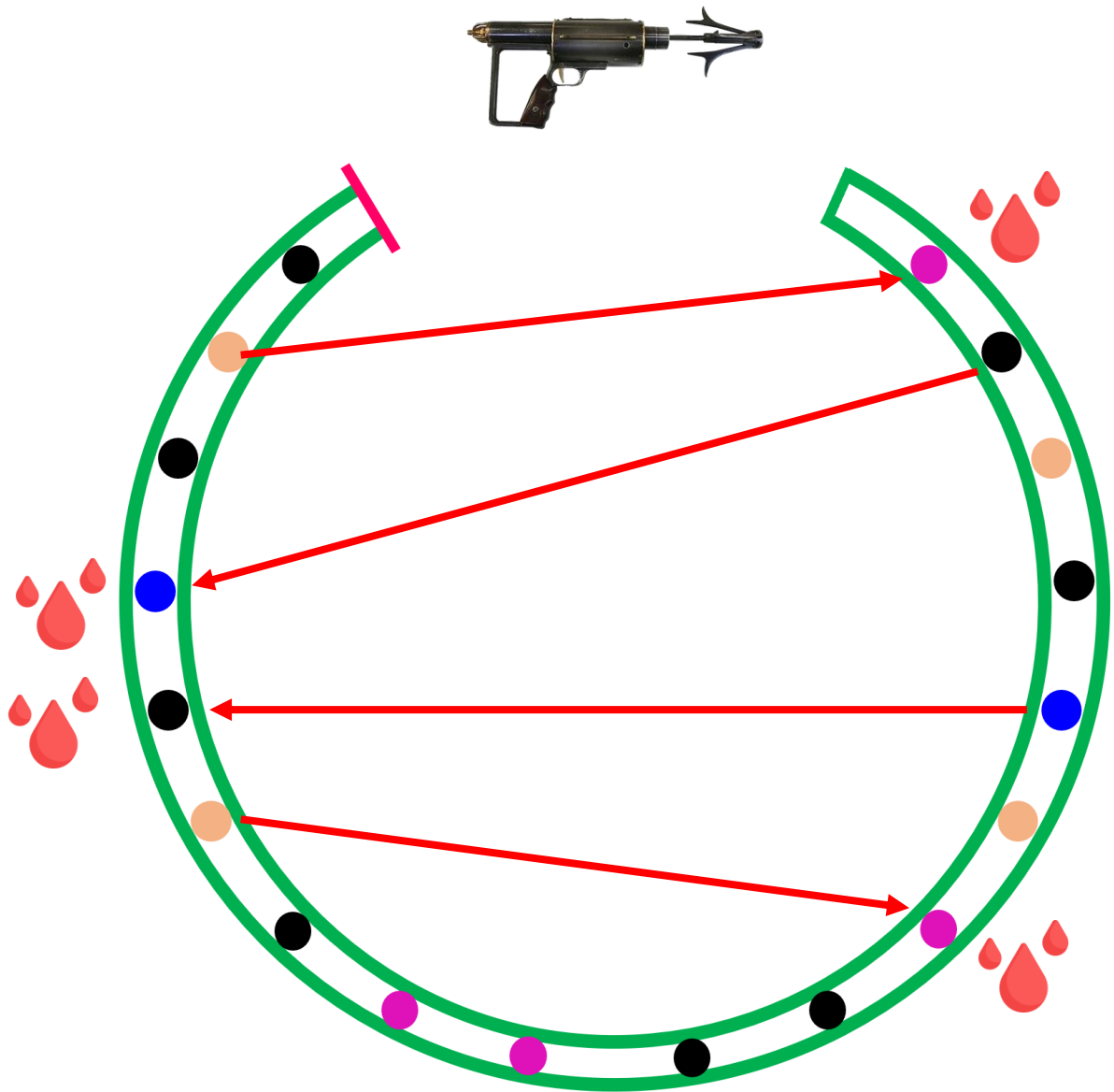


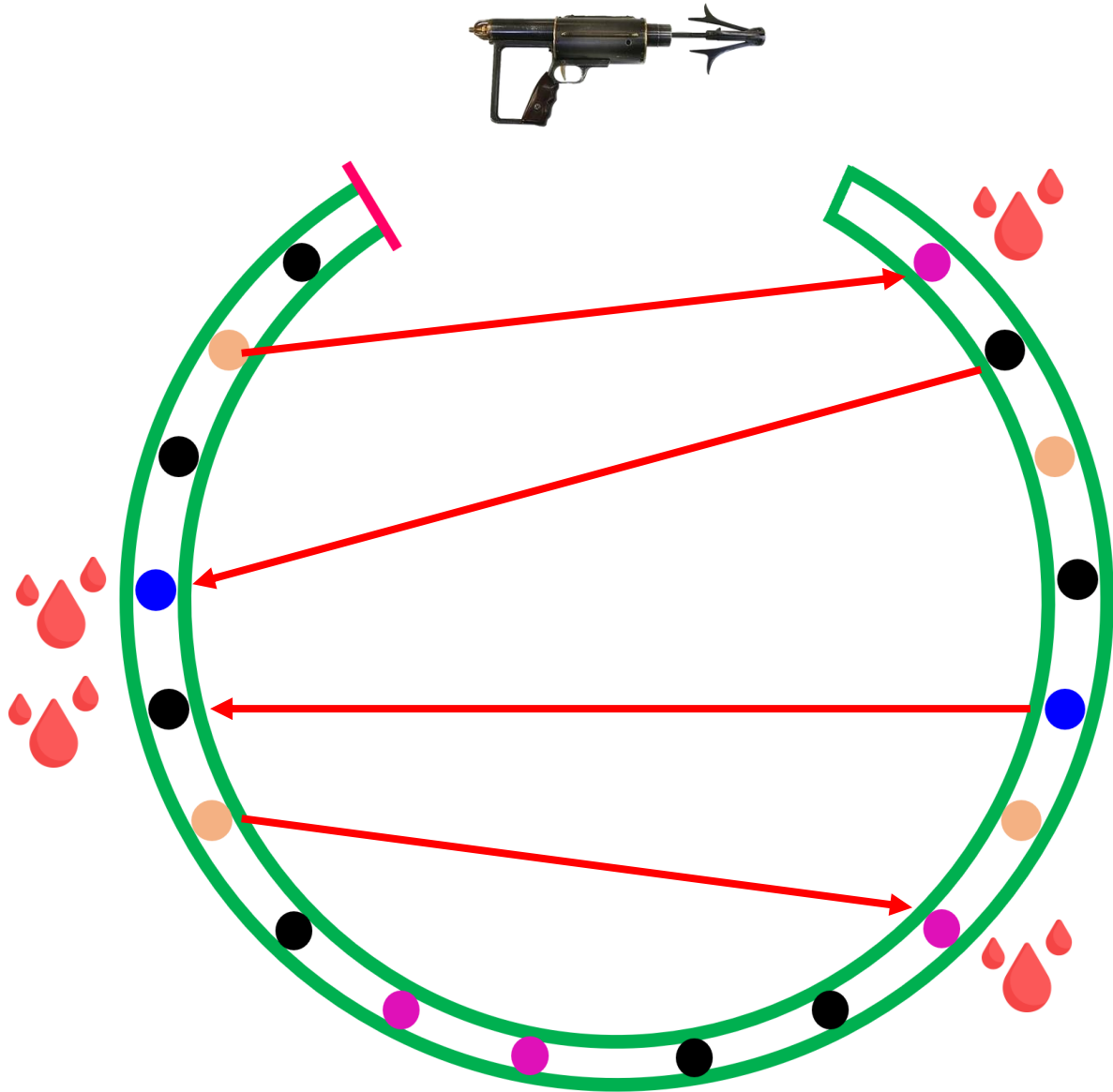




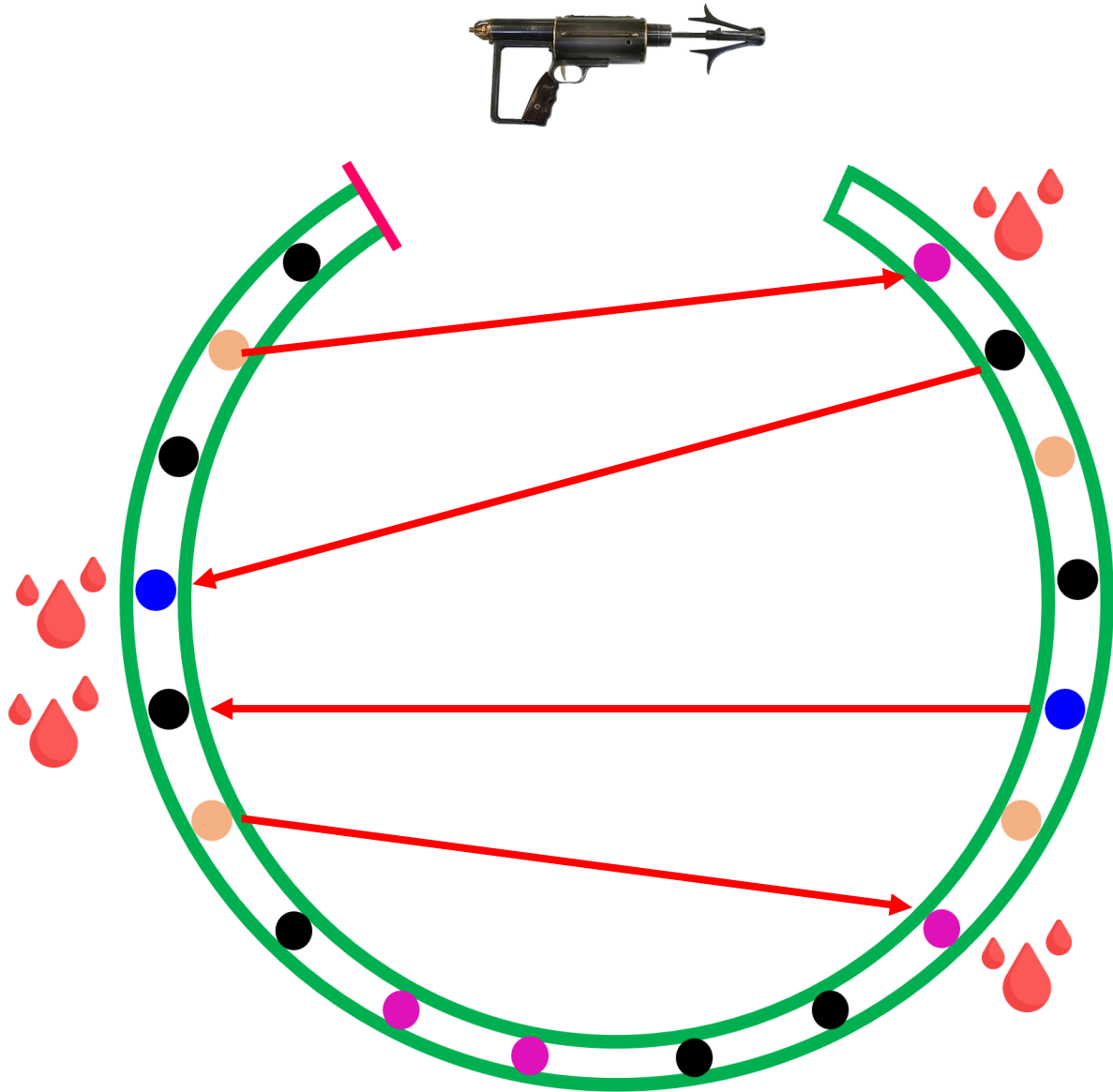








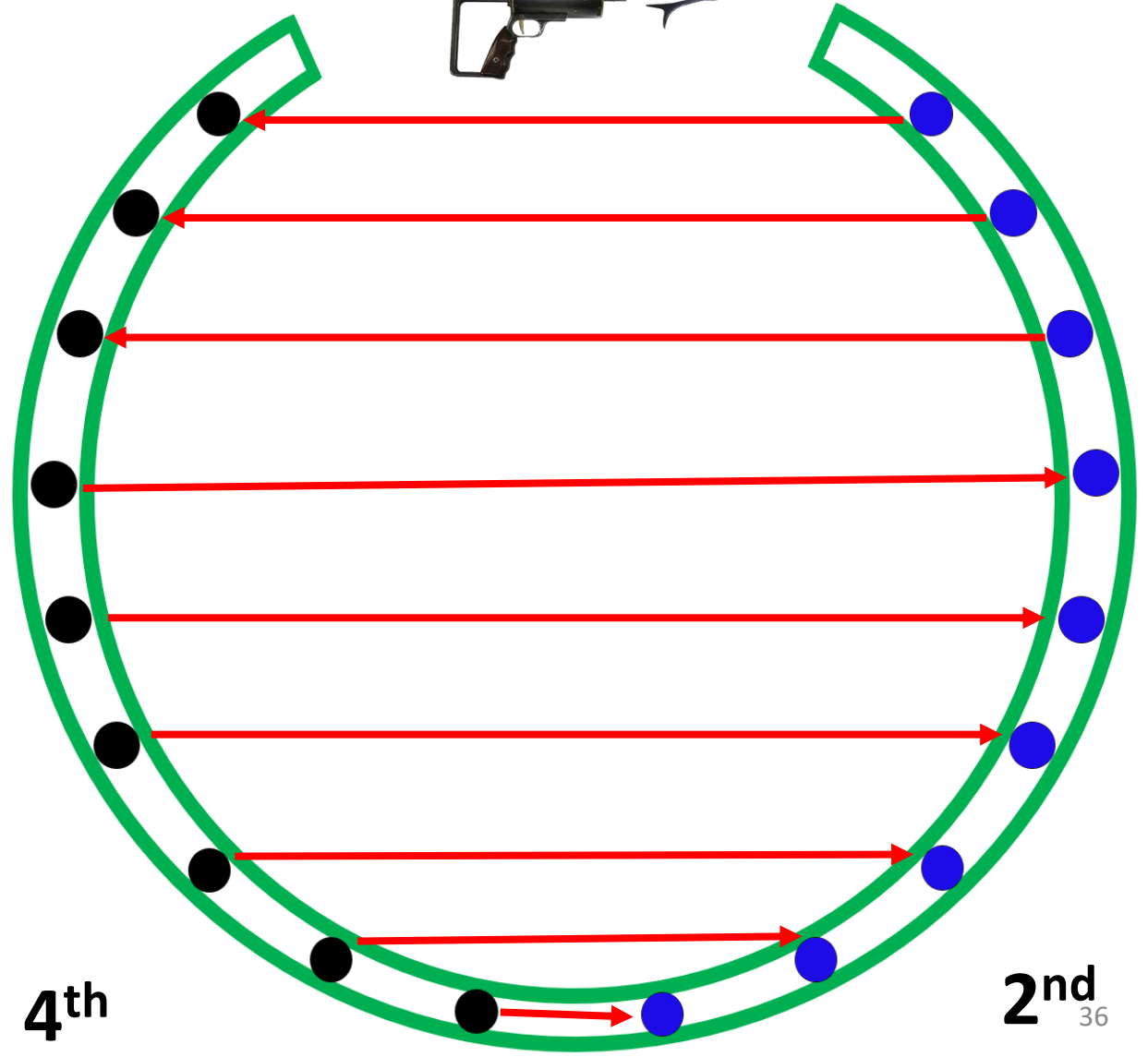
Structure S



Structure S



$N = 18$



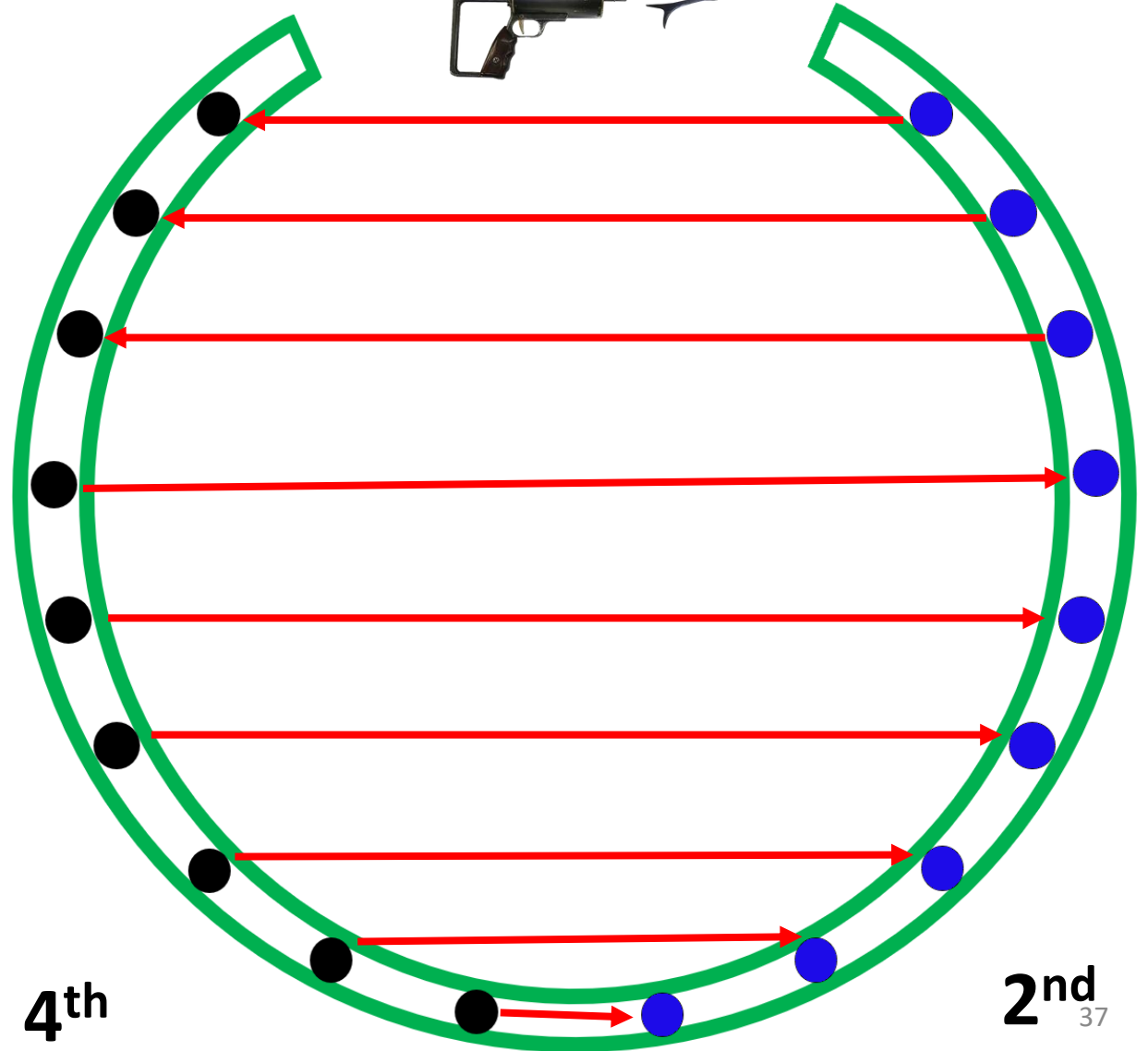
4th

2nd₃₆

$N = 18$



$$\# = \binom{9}{0} + \binom{9}{1} + \dots + \binom{9}{9} = 2^9 = 2^{N/2}$$



4th

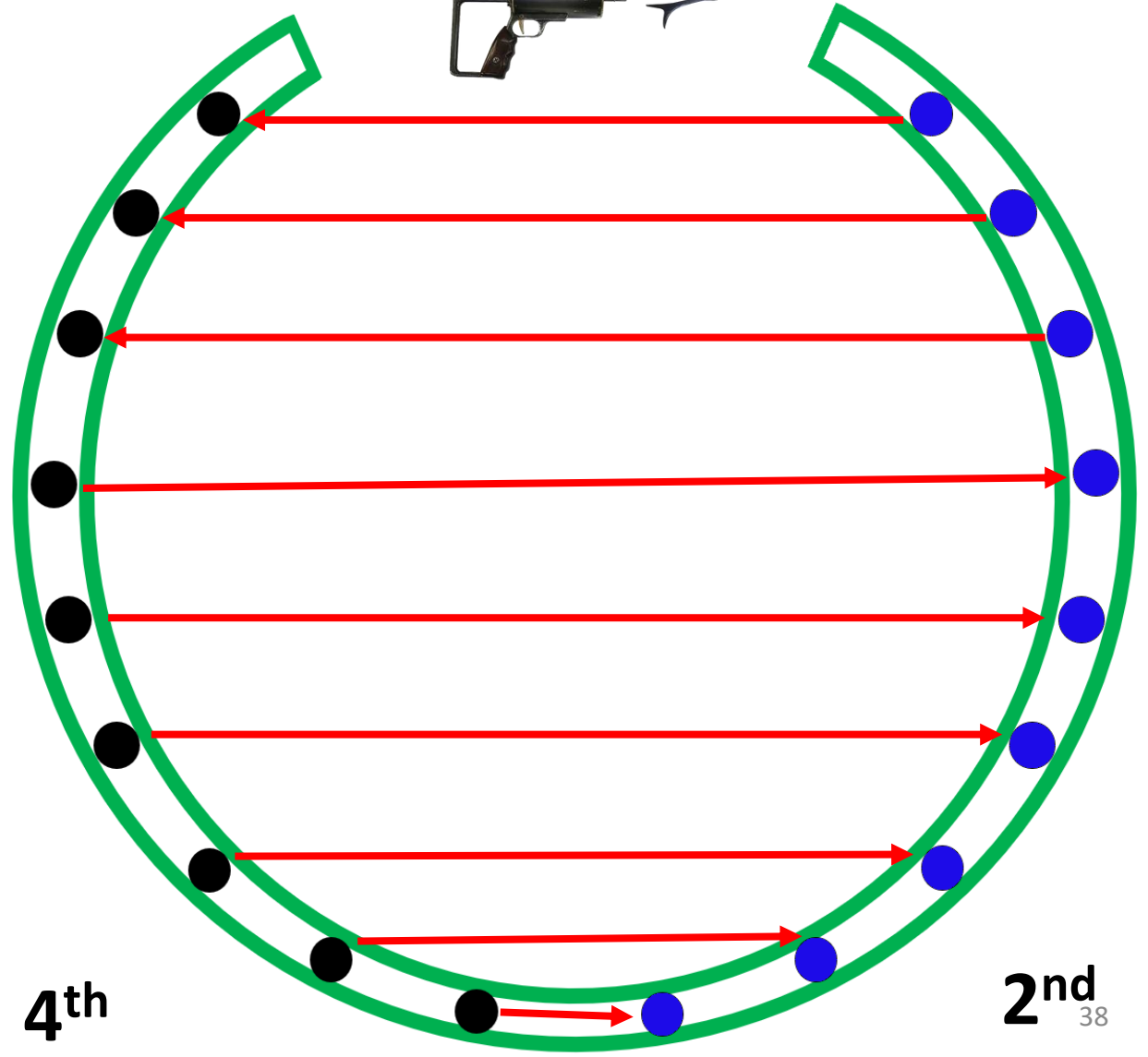
2nd₃₇

$N = 18$



$$\# = \binom{9}{0} + \binom{9}{1} + \dots + \binom{9}{9} = 2^9 = 2^{N/2}$$

Ω : the set of all possible structures that respect the game rules



$N = 18$

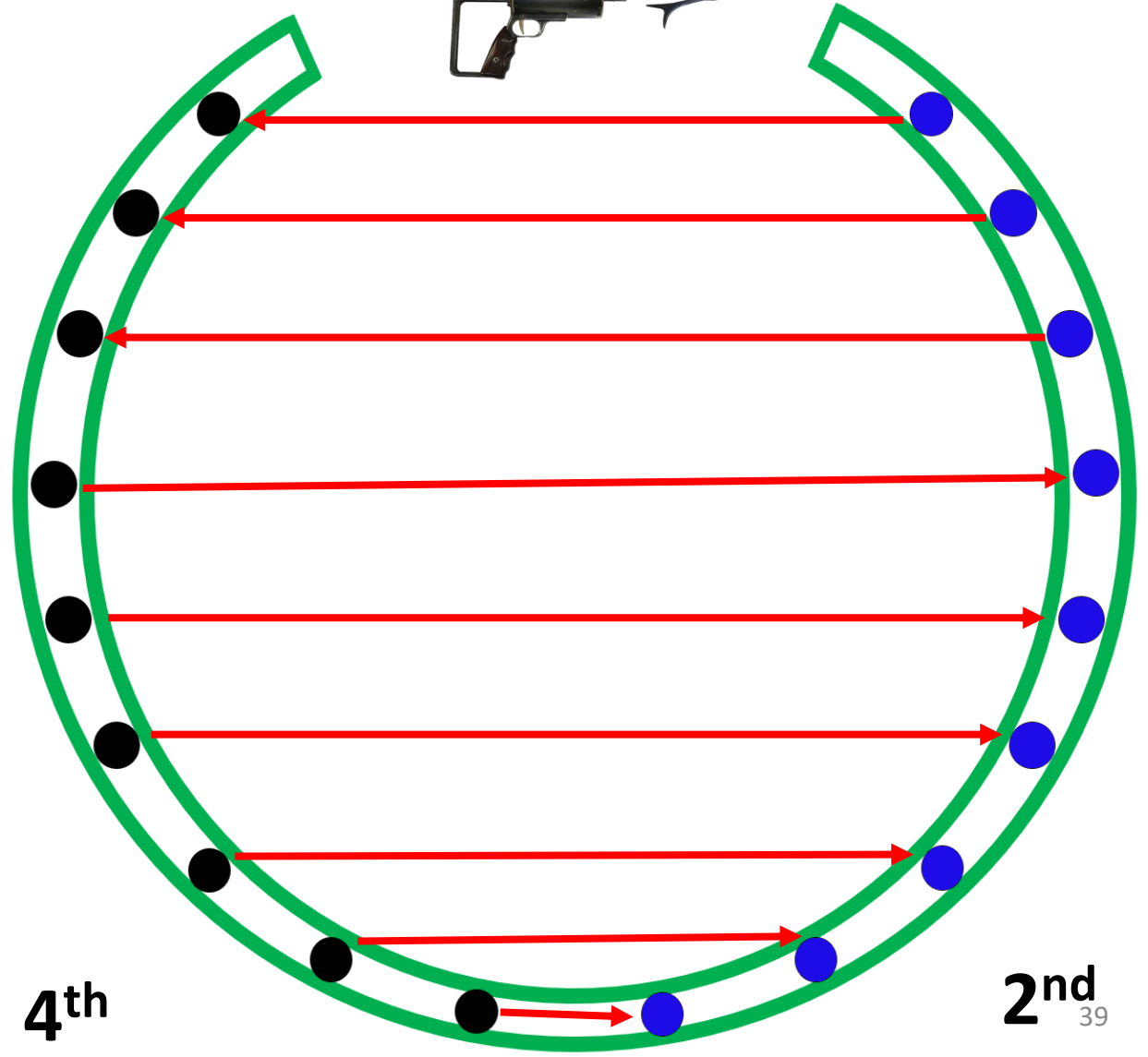


$$\# = \binom{9}{0} + \binom{9}{1} + \dots + \binom{9}{9} = 2^9 = 2^{N/2}$$

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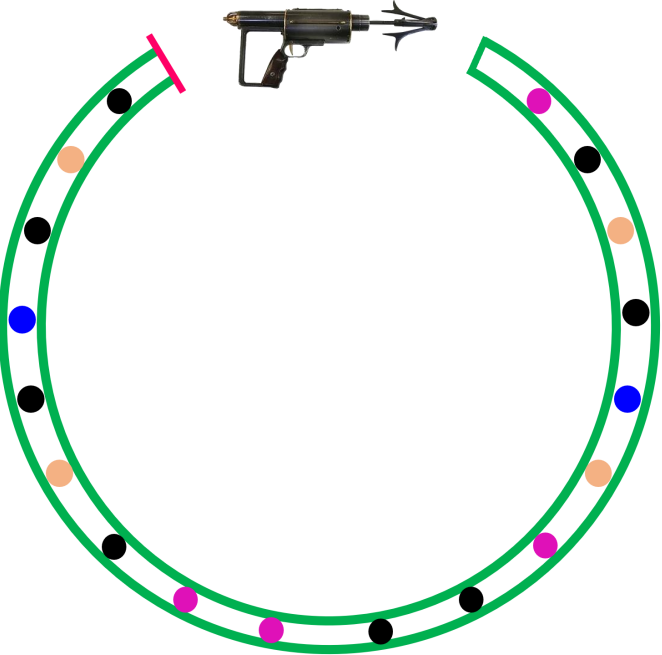
Huge



4th

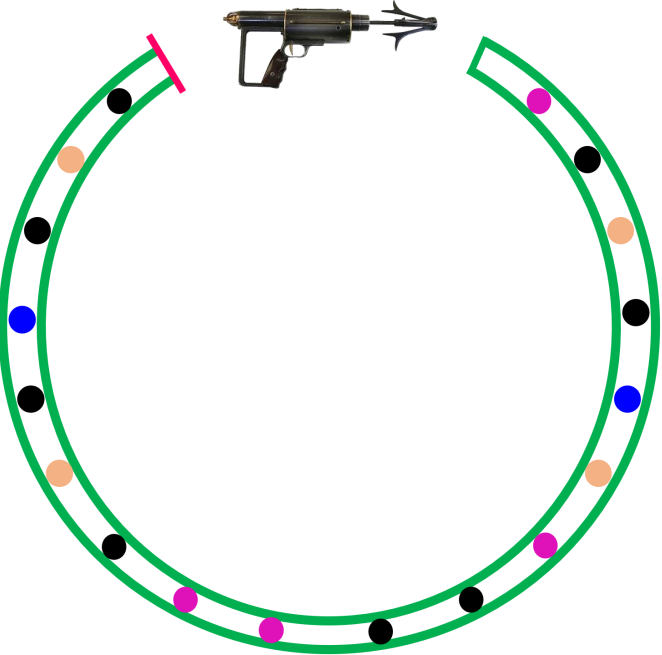
2nd₃₉

Possible scenarios



S_1

Possible scenarios

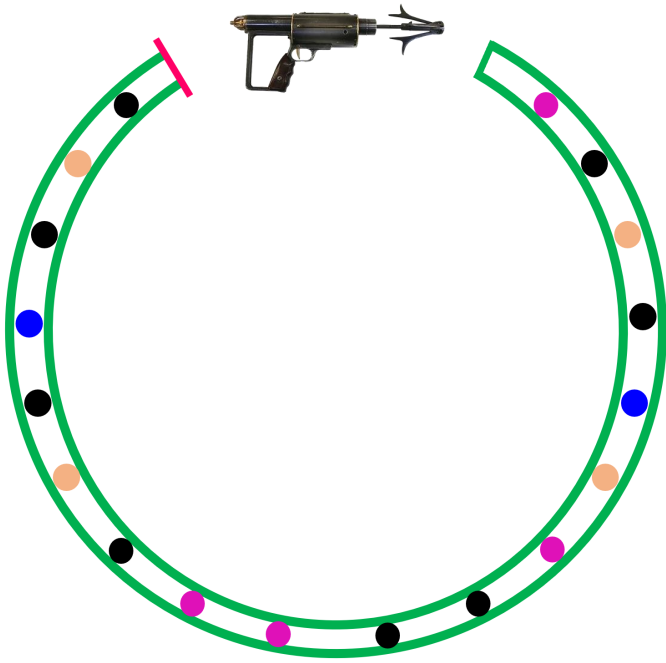


S_1

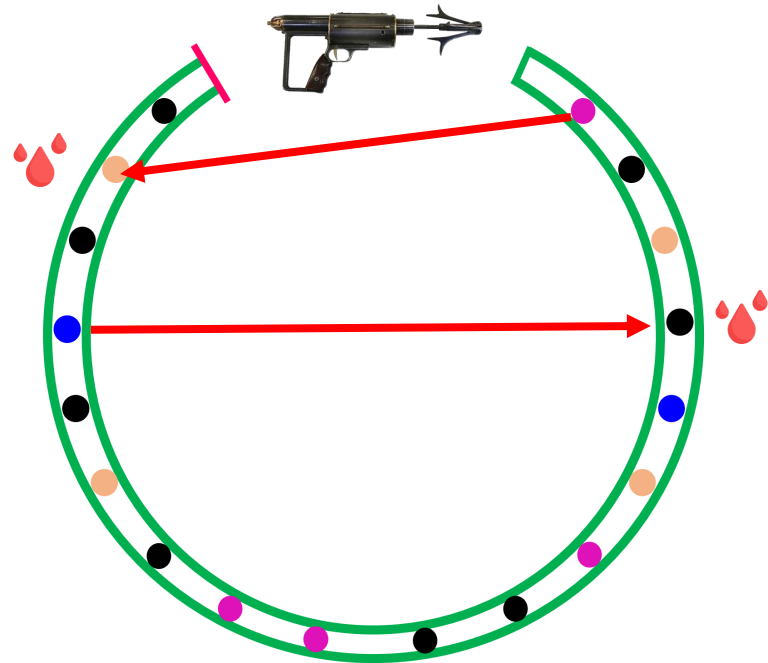


Not cool

Possible scenarios



S_1

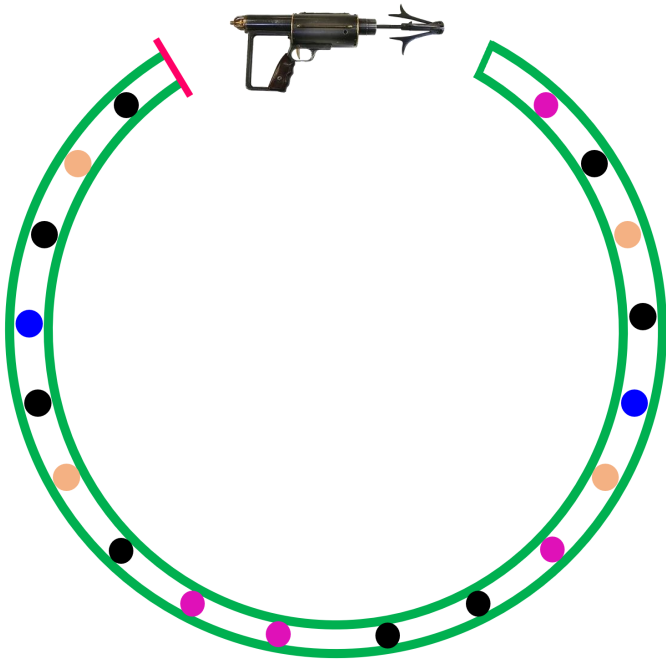


S_2



Not cool

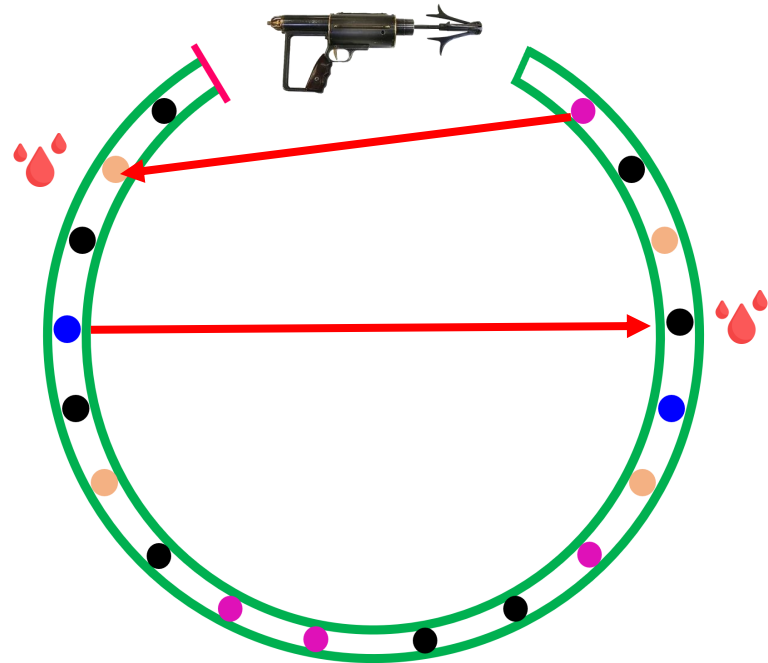
Possible scenarios



S_1



Not cool

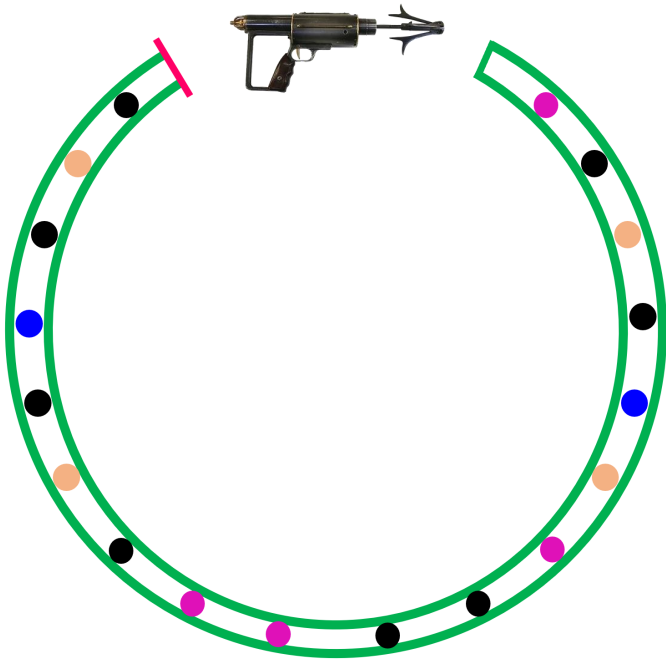


S_2



Getting better

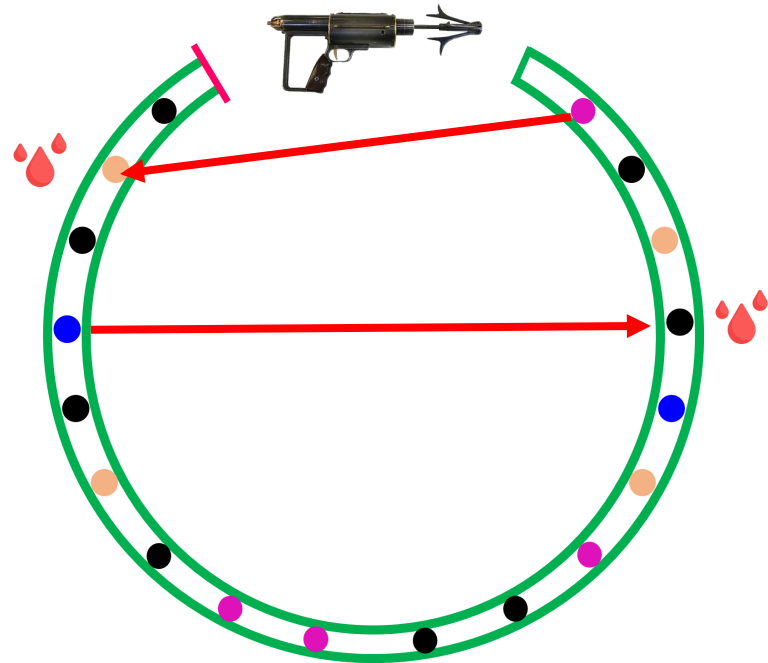
Possible scenarios



S_1



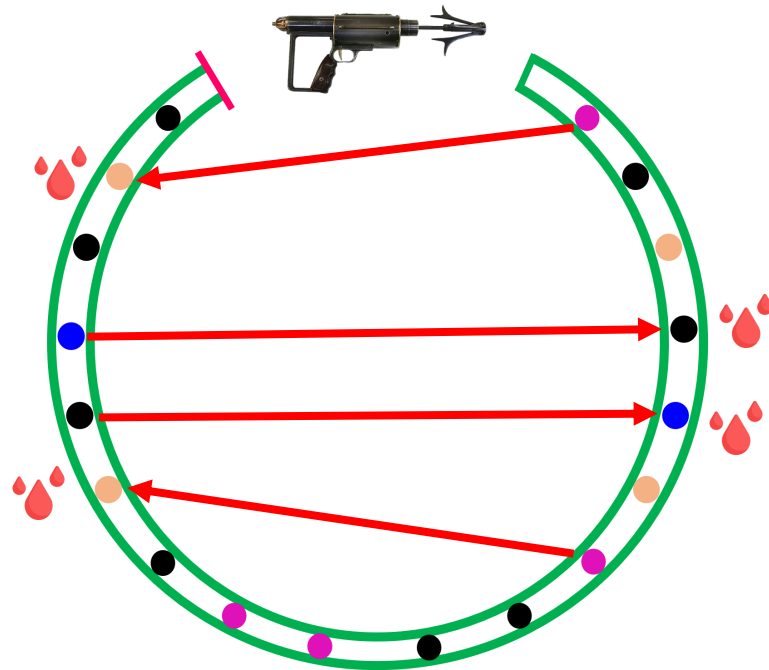
Not cool



S_2

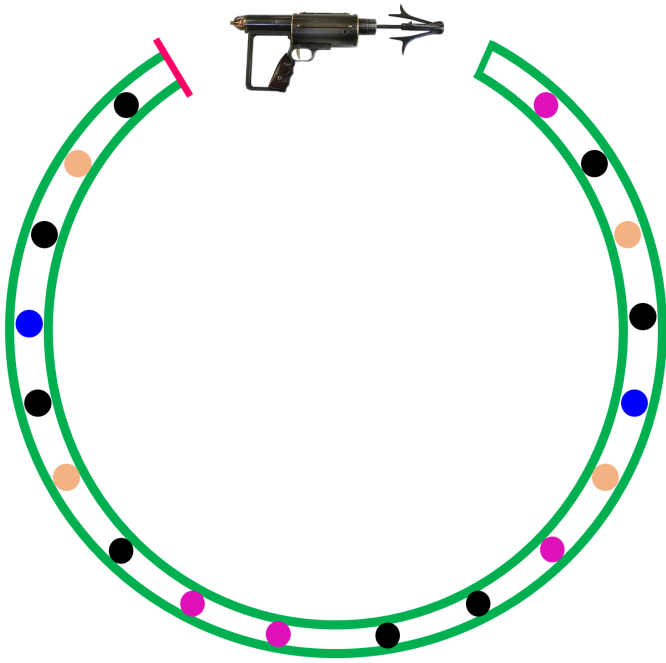


Getting better



S_3

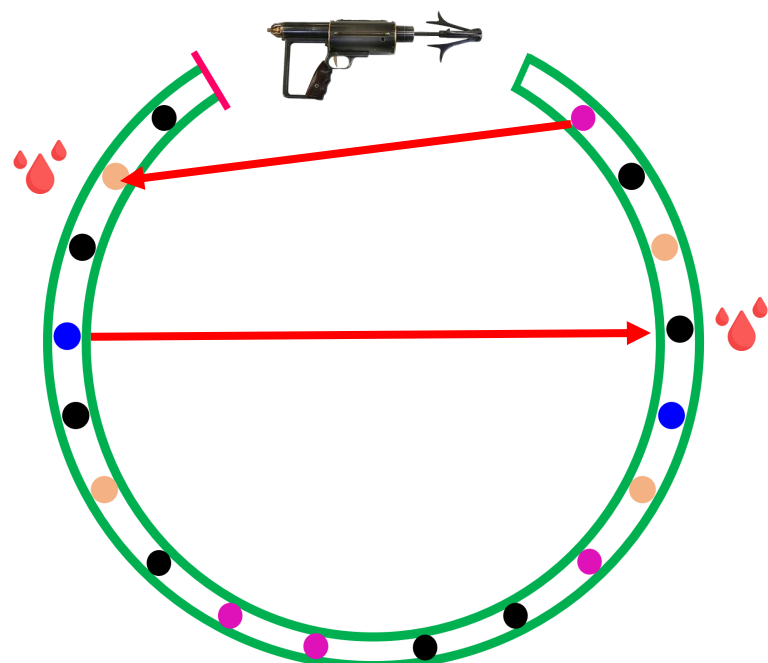
Possible scenarios



S_1



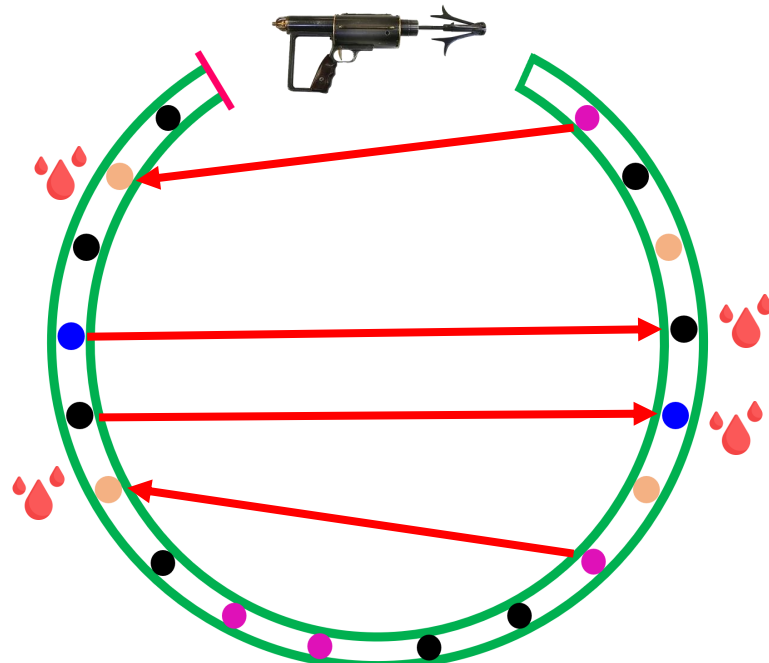
Not cool



S_2



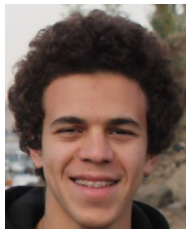
Getting better



S_3



Much better



Ahmed's goal



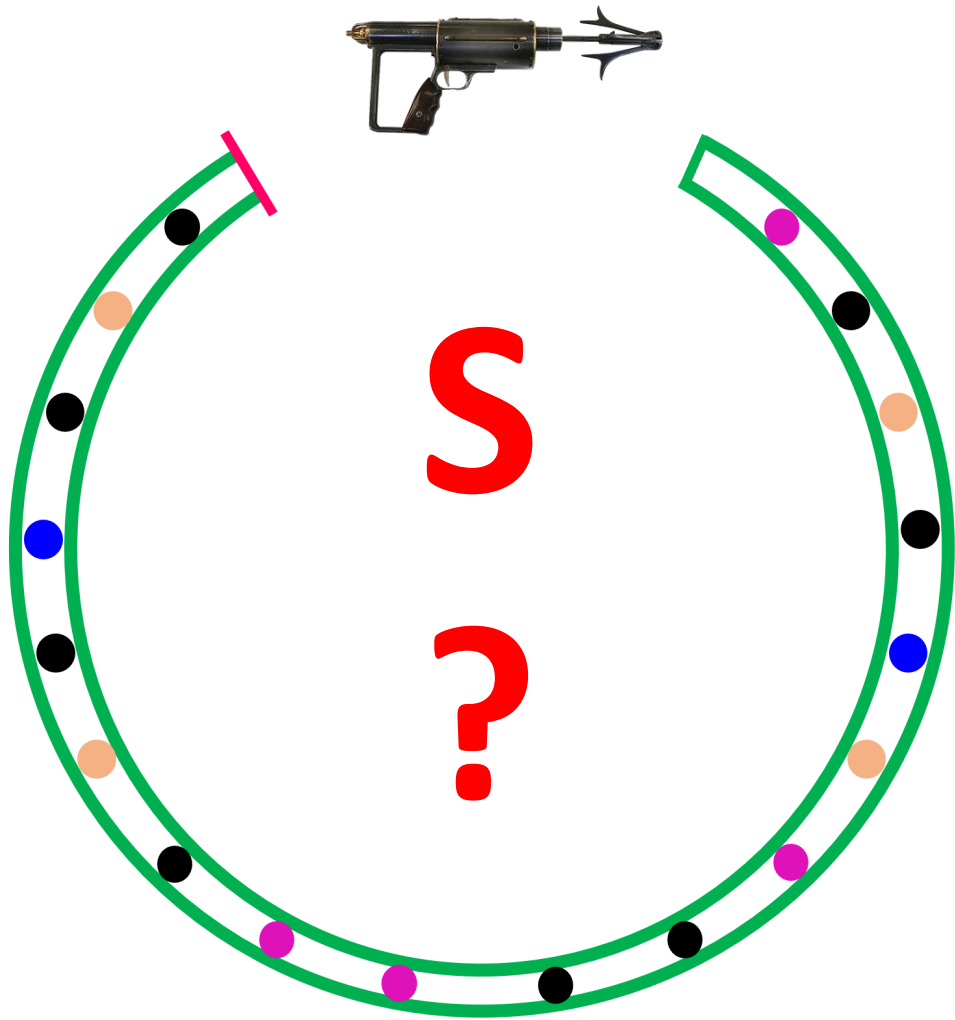
PI

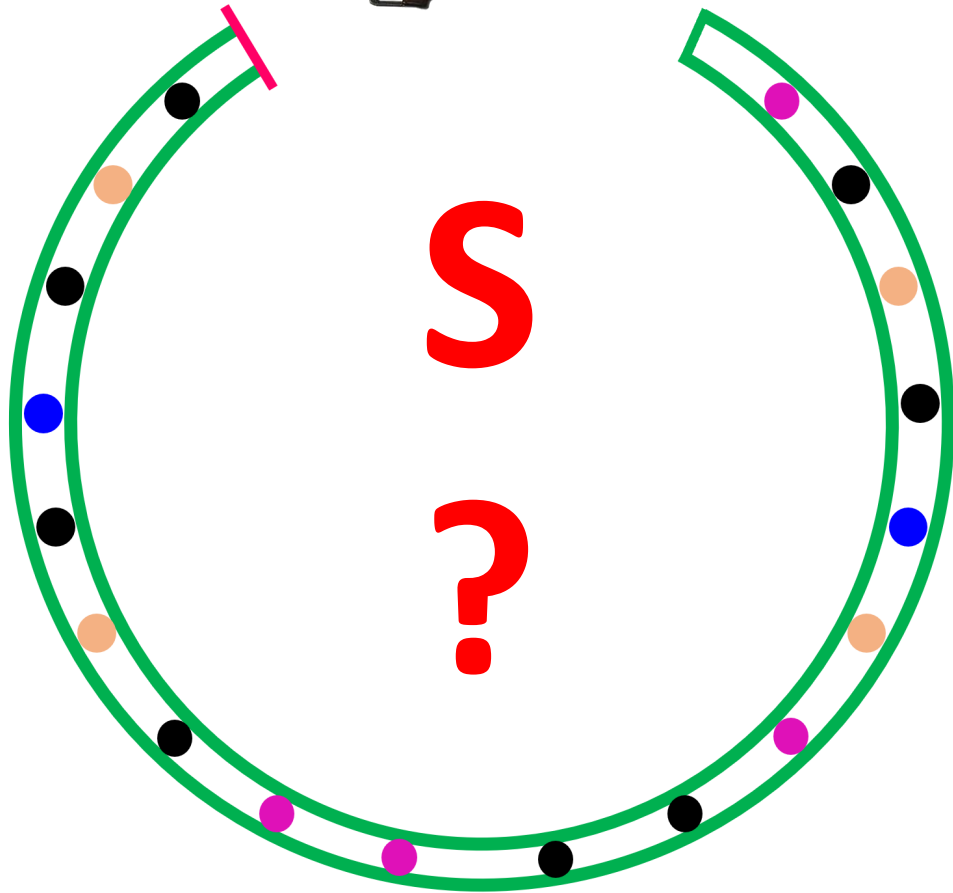
Loves more blood

?

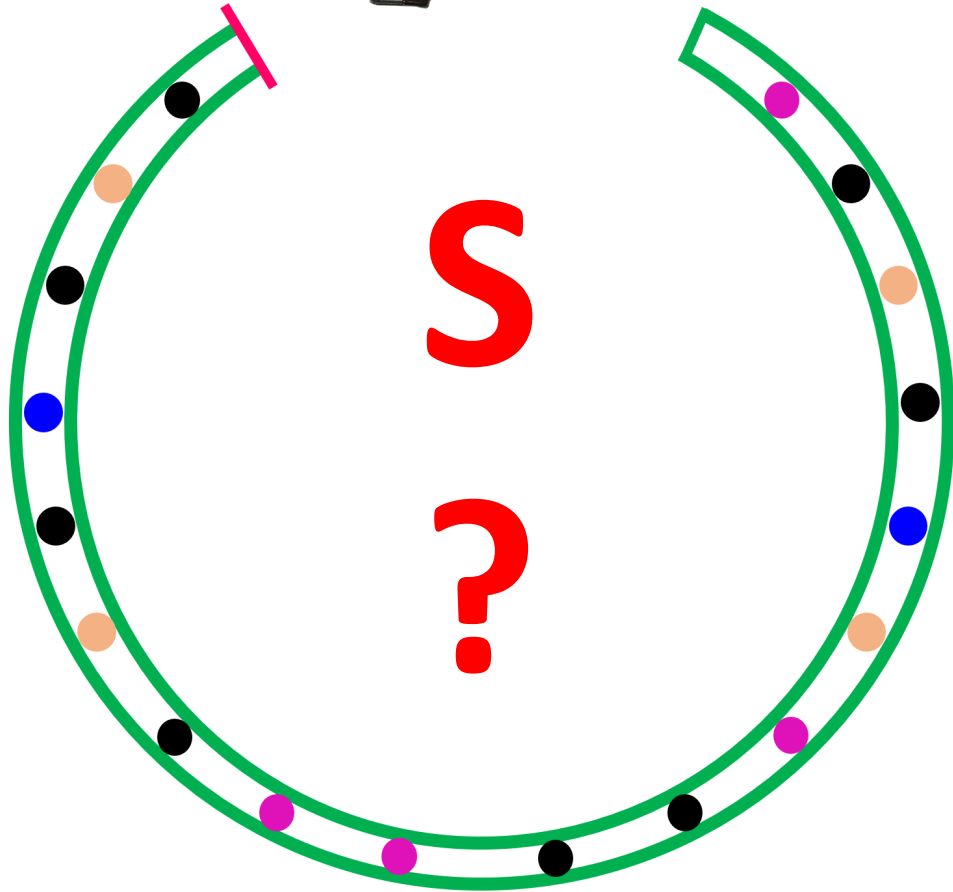
?

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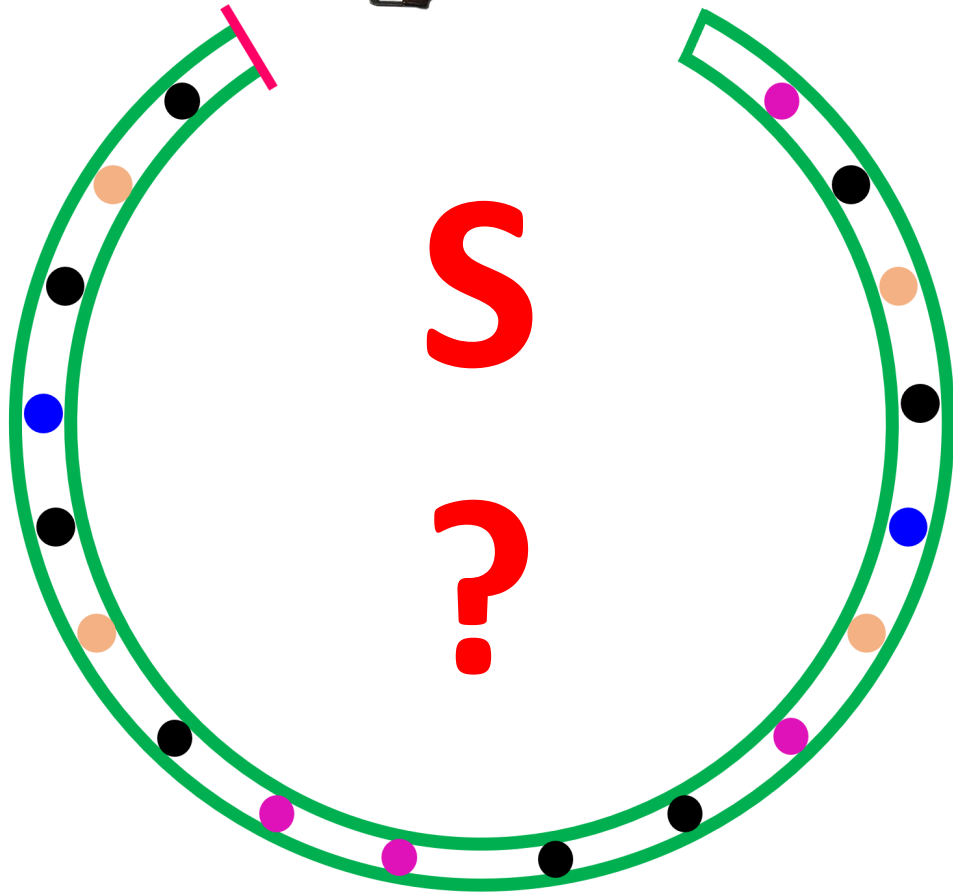
That is so cool!



Some Criteria/Model ?



That is so cool!

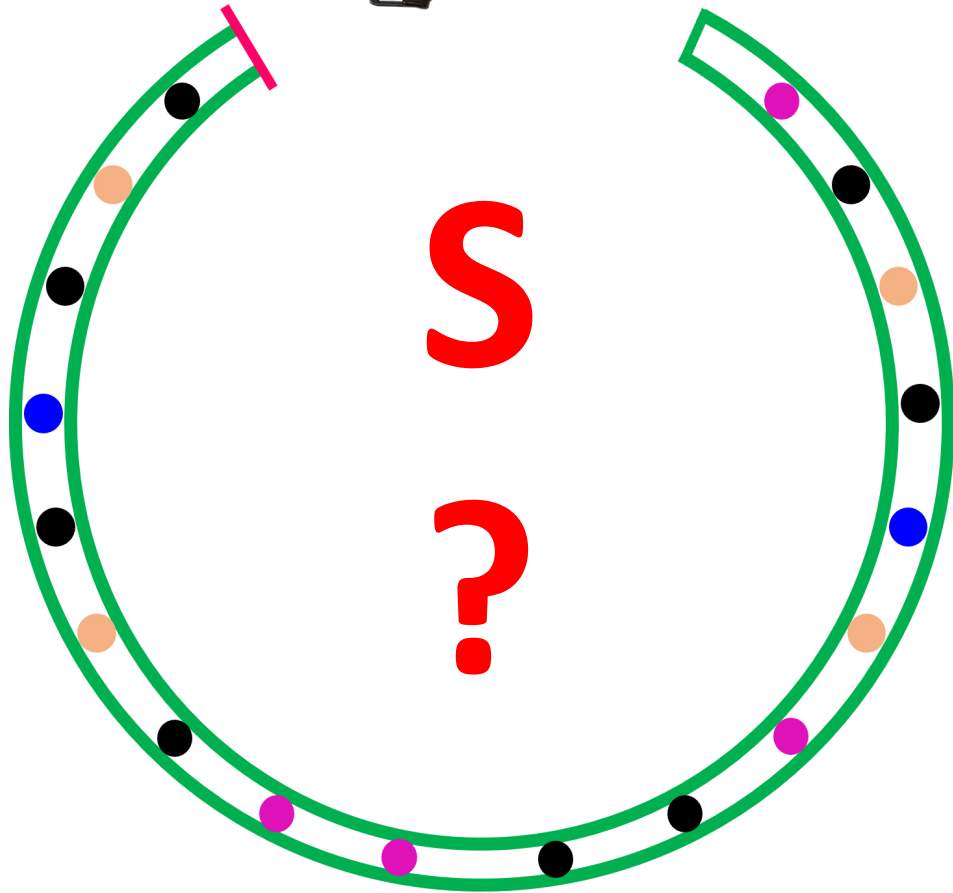


Some Criteria/Model ?

$$B(S) = \text{\#killed PhDs}$$



That is so cool!



Some Criteria/Model ?

$$B(S) = \text{\#killed PhDs}$$

$$\max_{S \in \Omega} B(S)$$

Ω is the set of all possible structures that respect the game rules

How to compute this fast?

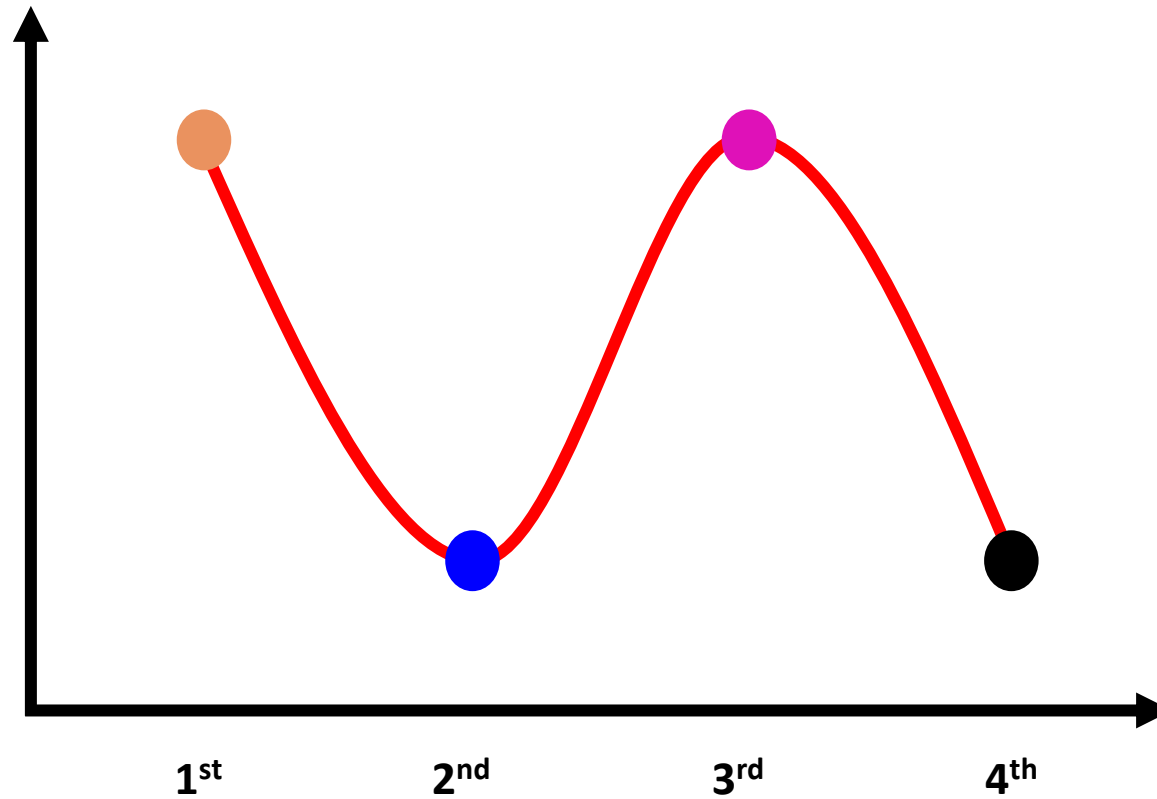


That is so cool!

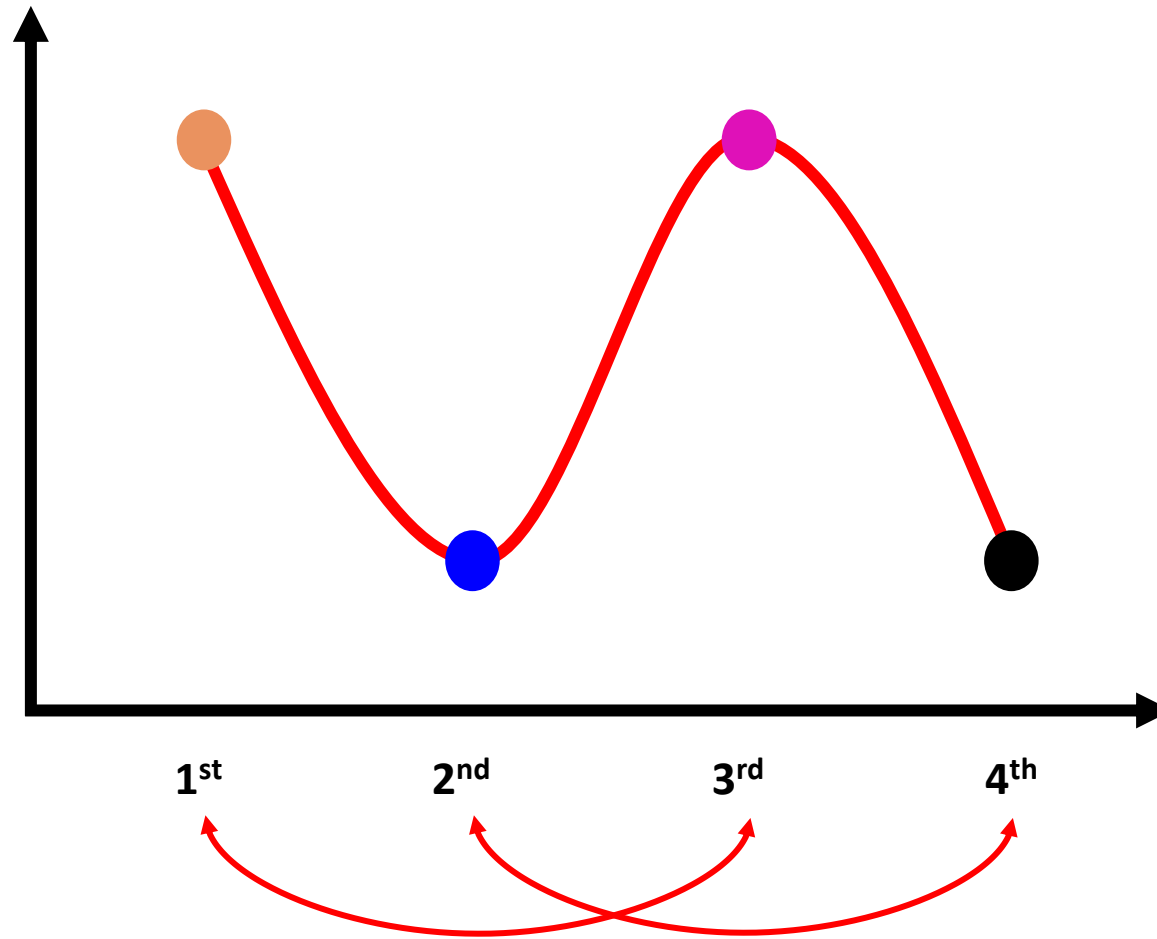
Level 2

After playing that game over and over

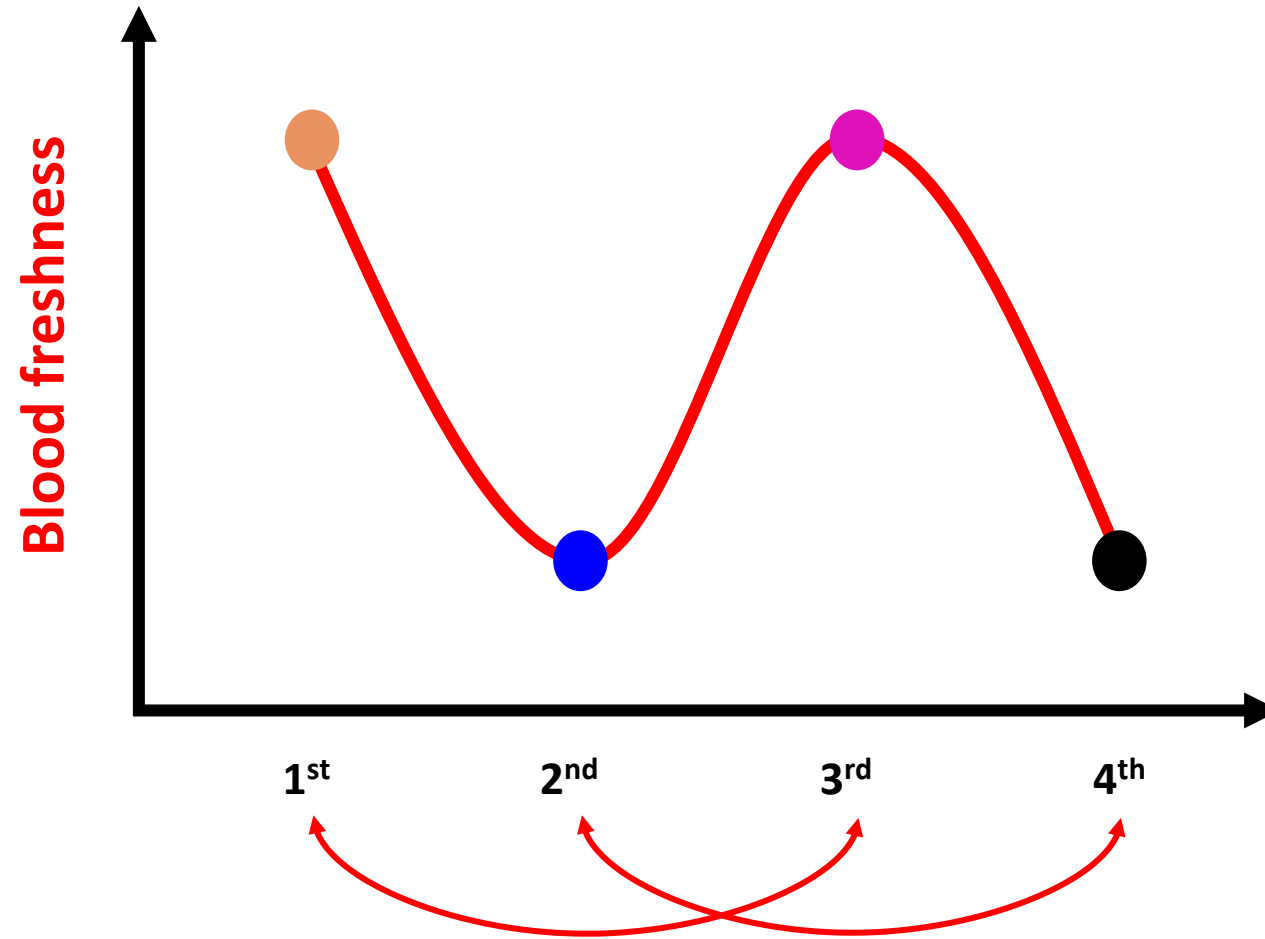
After playing that game over and over

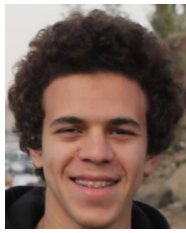


After playing that game over and over



After playing that game over and over





Ahmed's goal



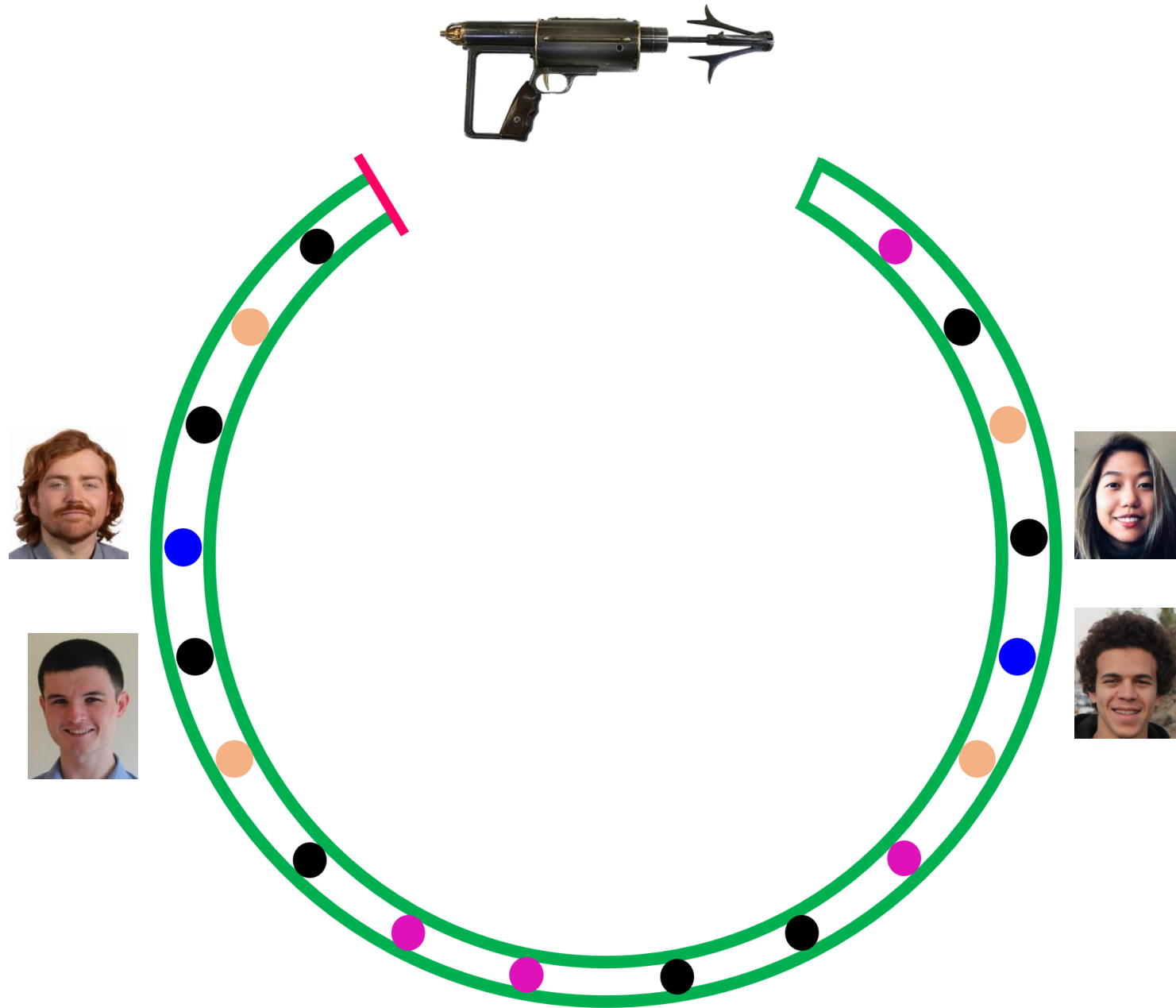
PI

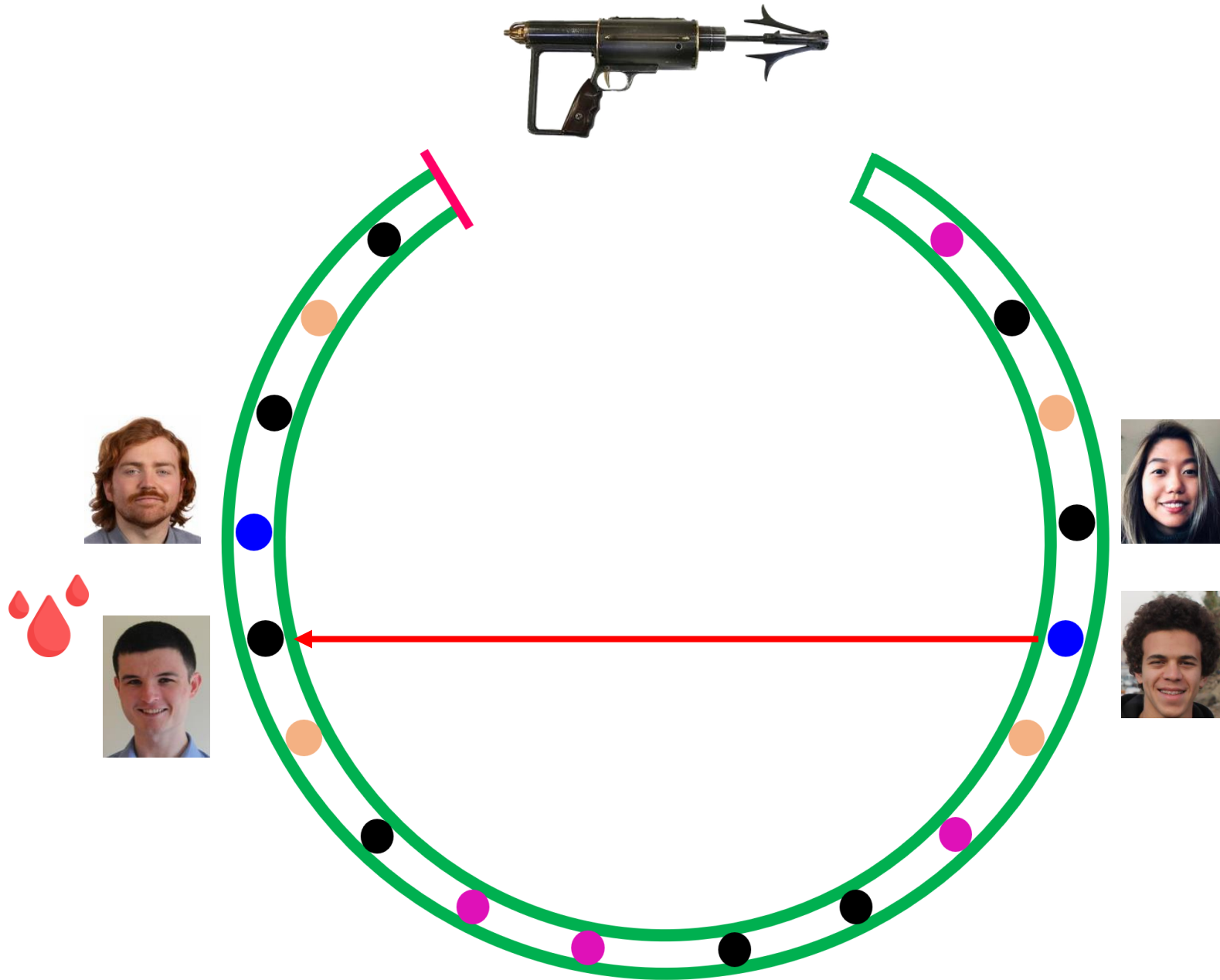
Loves high quality blood

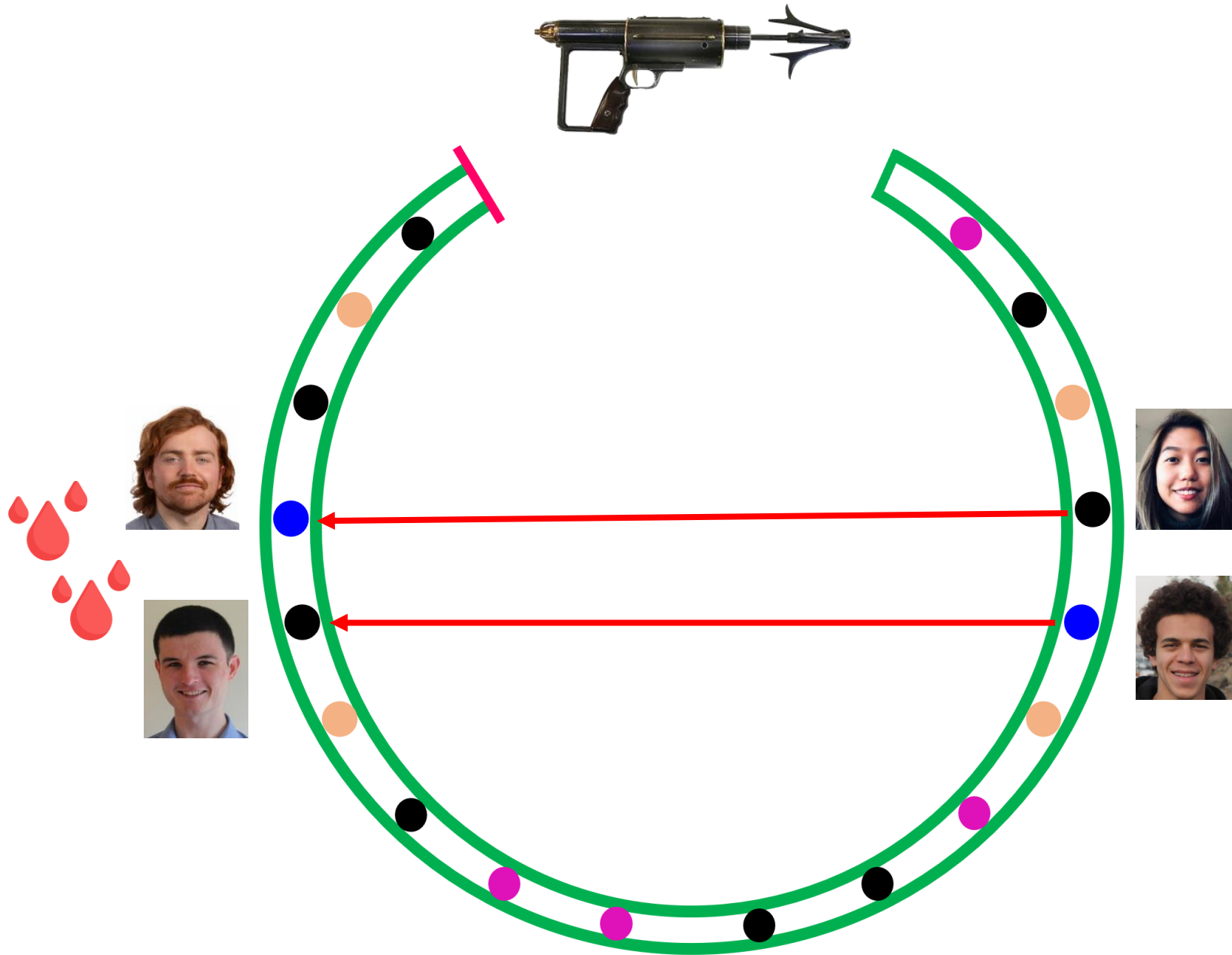
?

?

?

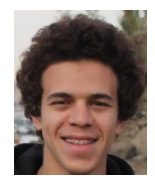
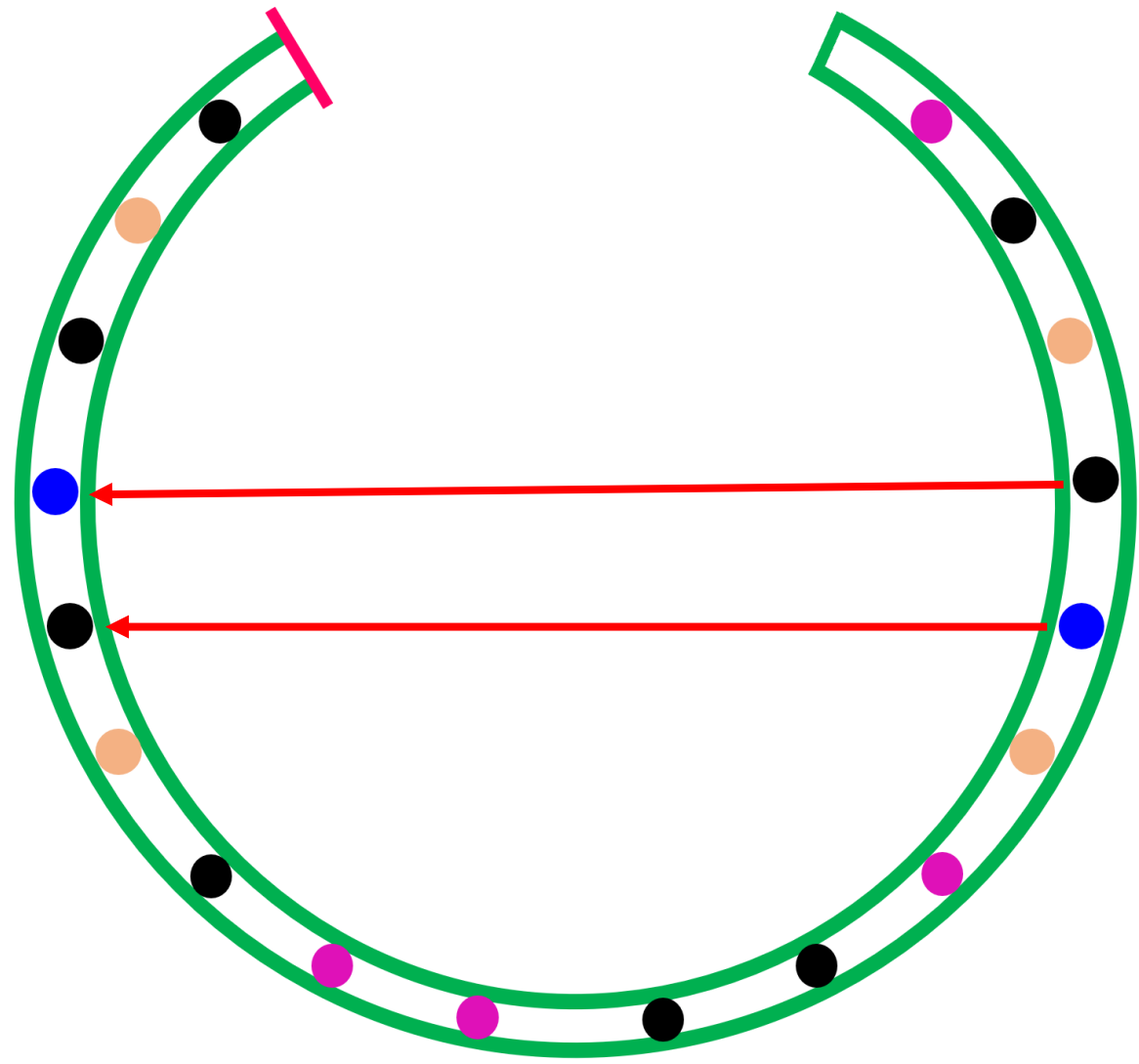


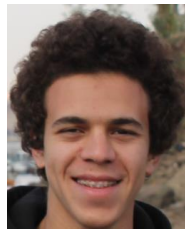






**mixed
blood**





Ahmed's goal



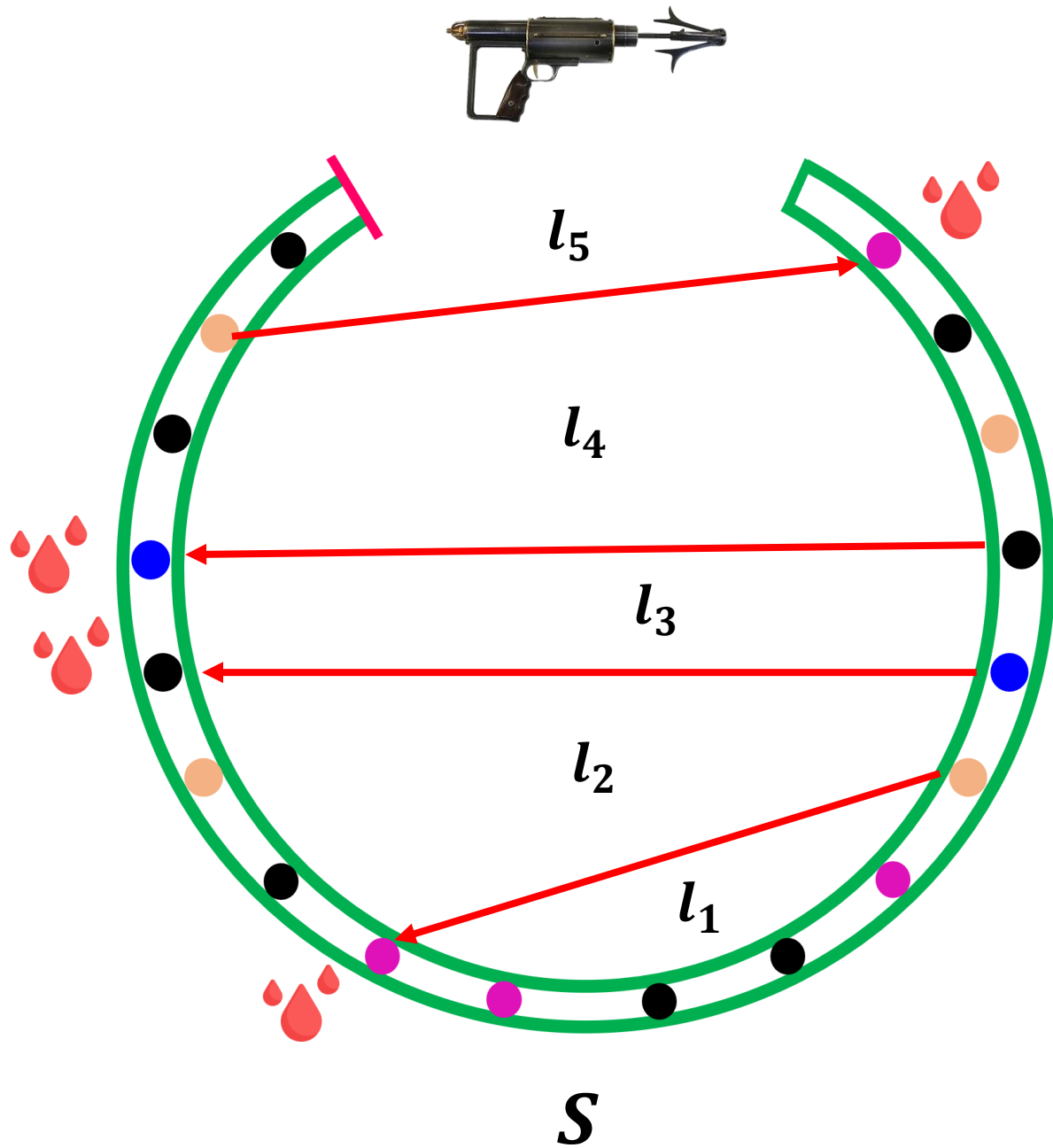
PI

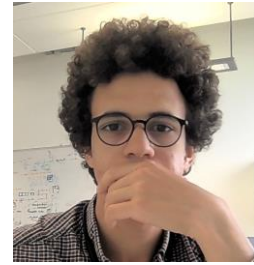
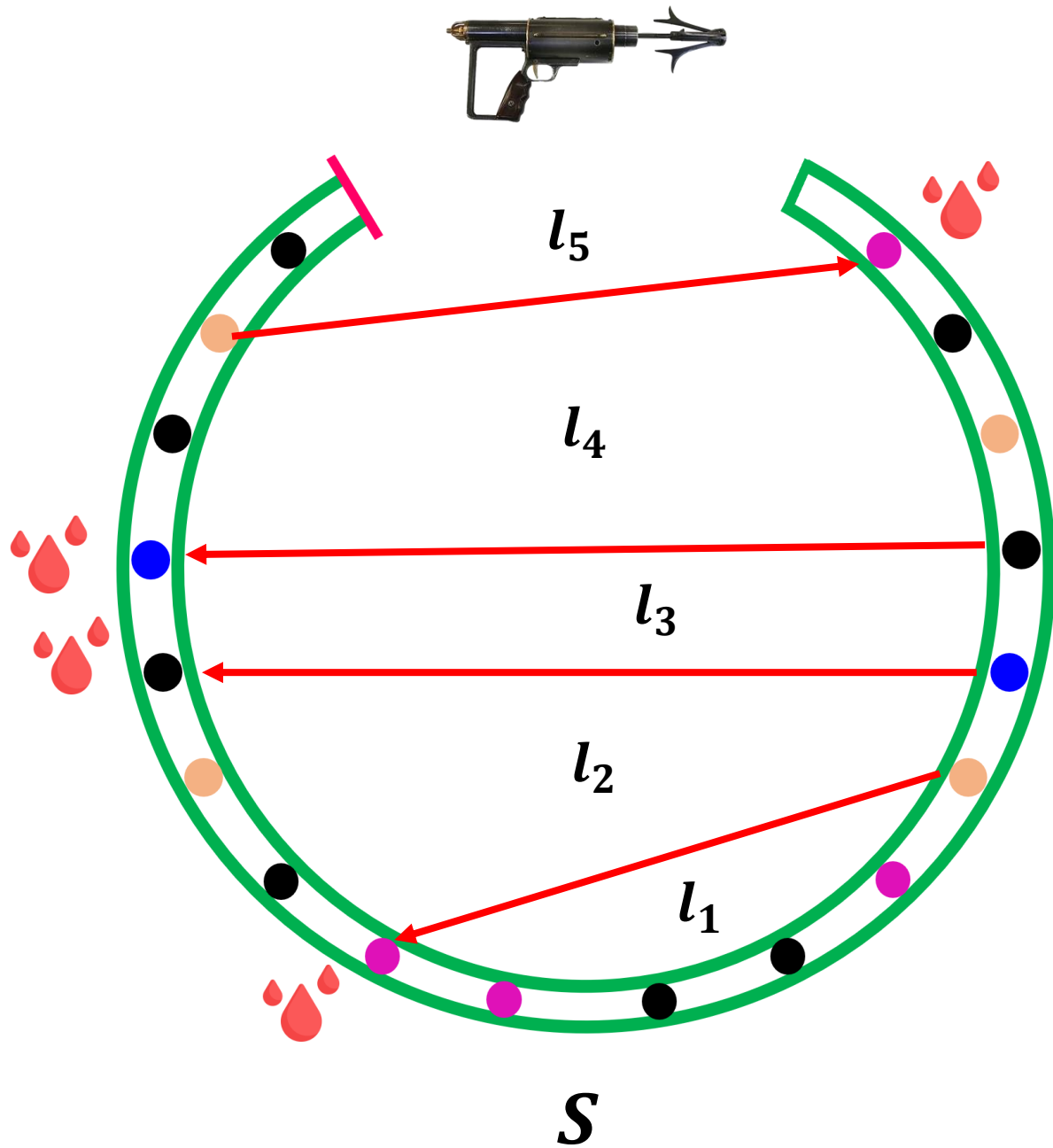
Loves high quality blood

Loves mixed blood

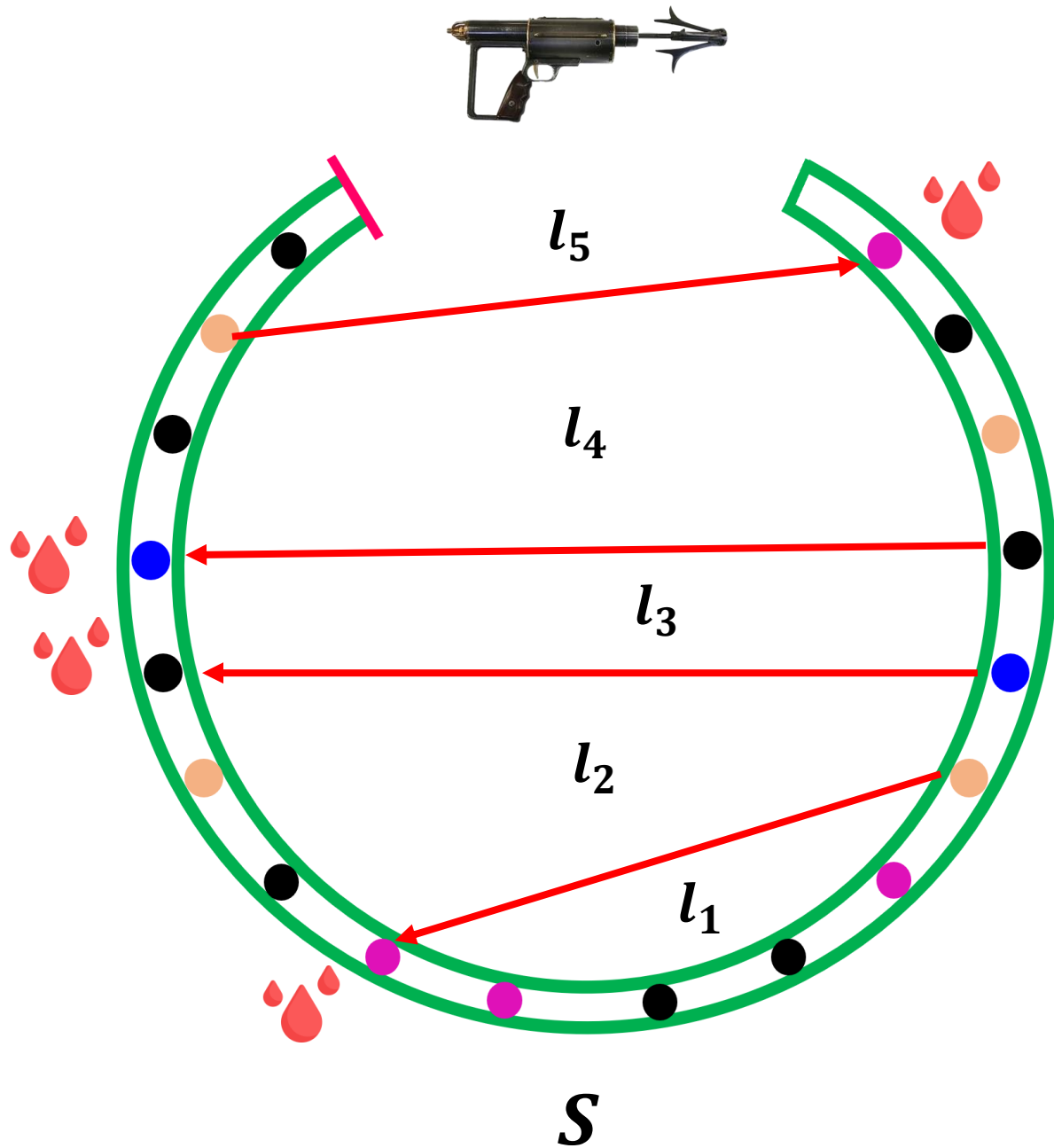
?

?



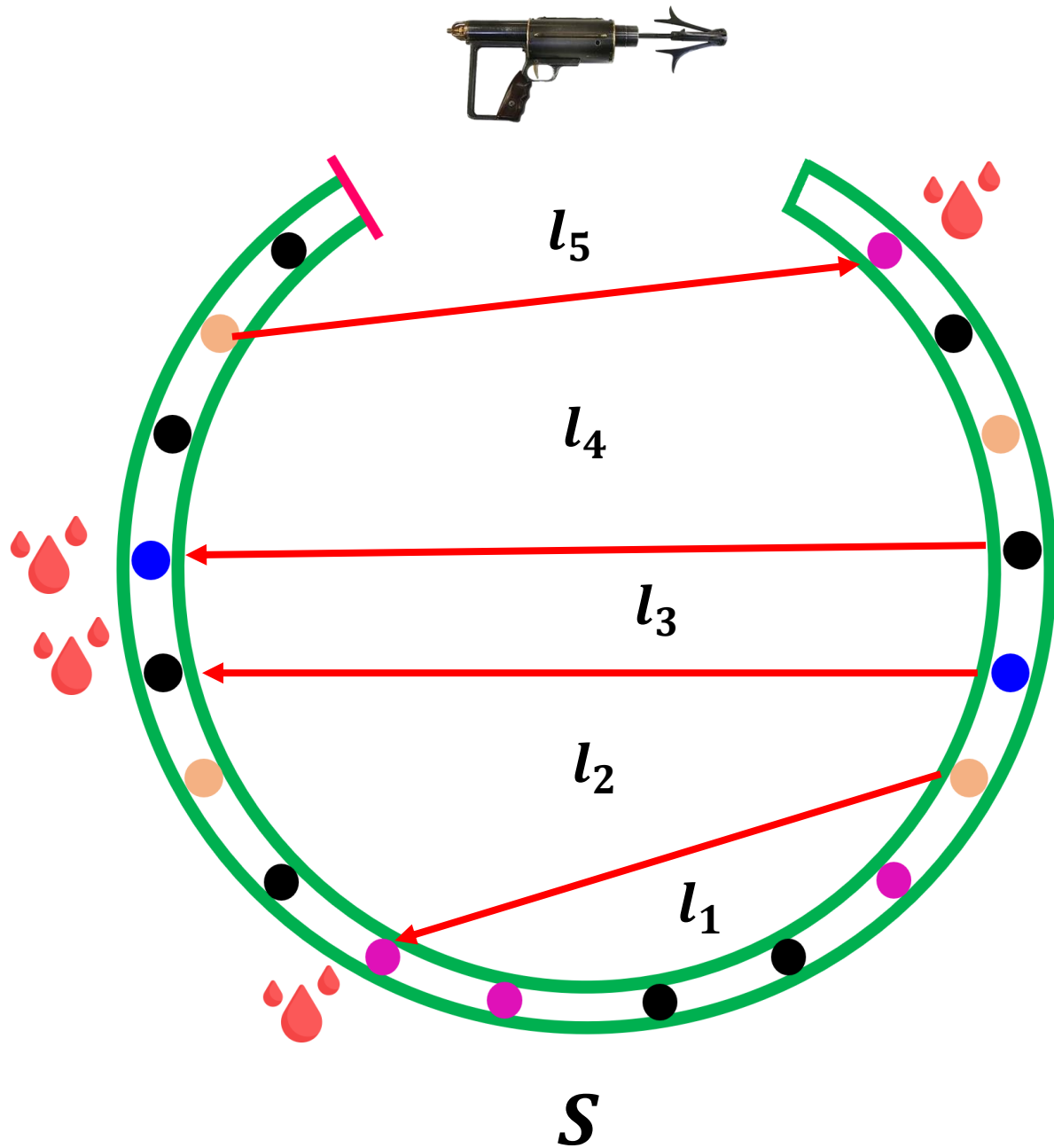


Some Criteria/Model ?



Some Criteria/Model ?

$$B(S) = \sum_l B(l)$$



Some Criteria/Model ?

$$B(S) = \sum_l B(l)$$

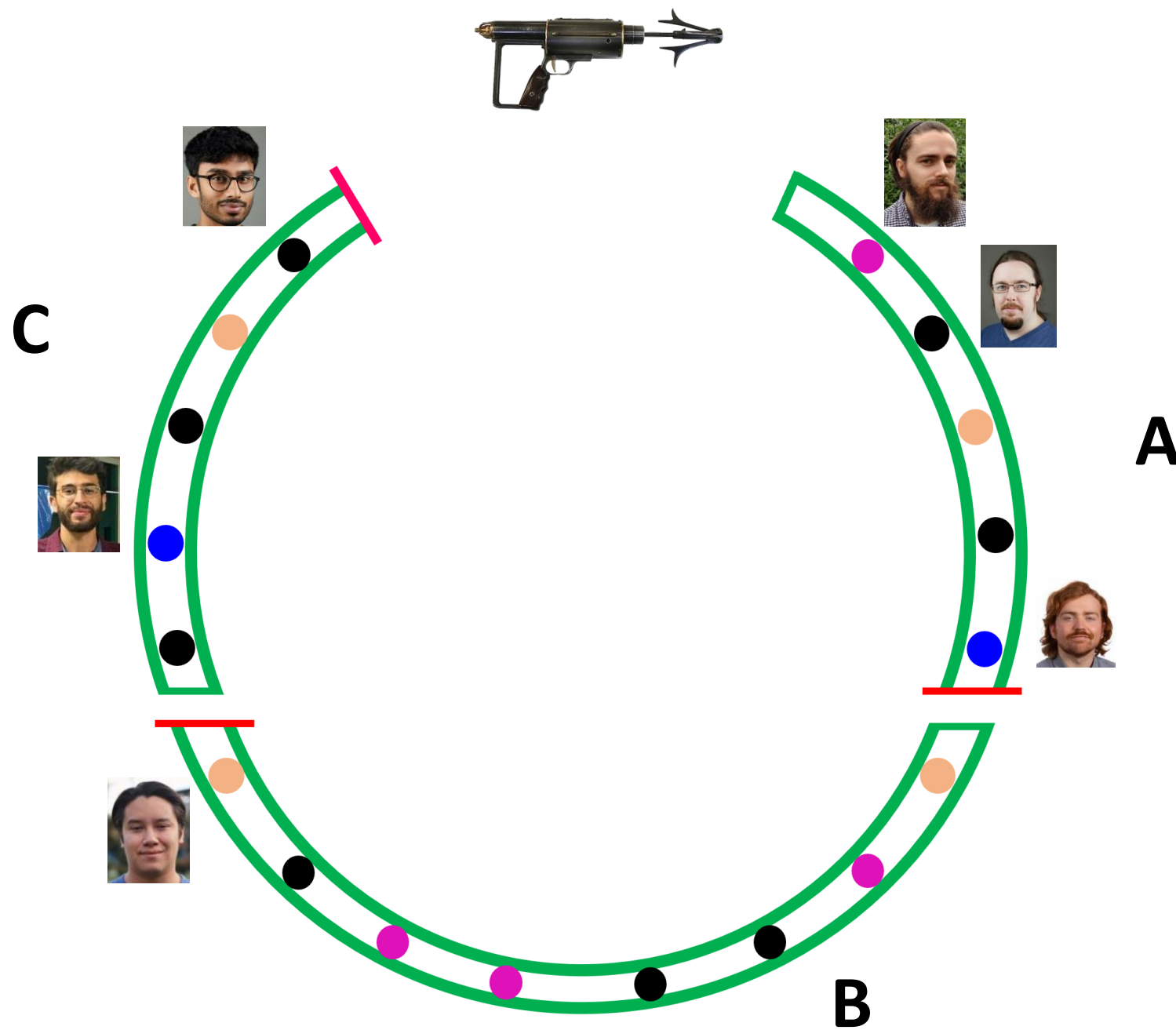
$$\max_{S \in \Omega} B(S)$$

How to compute this fast?

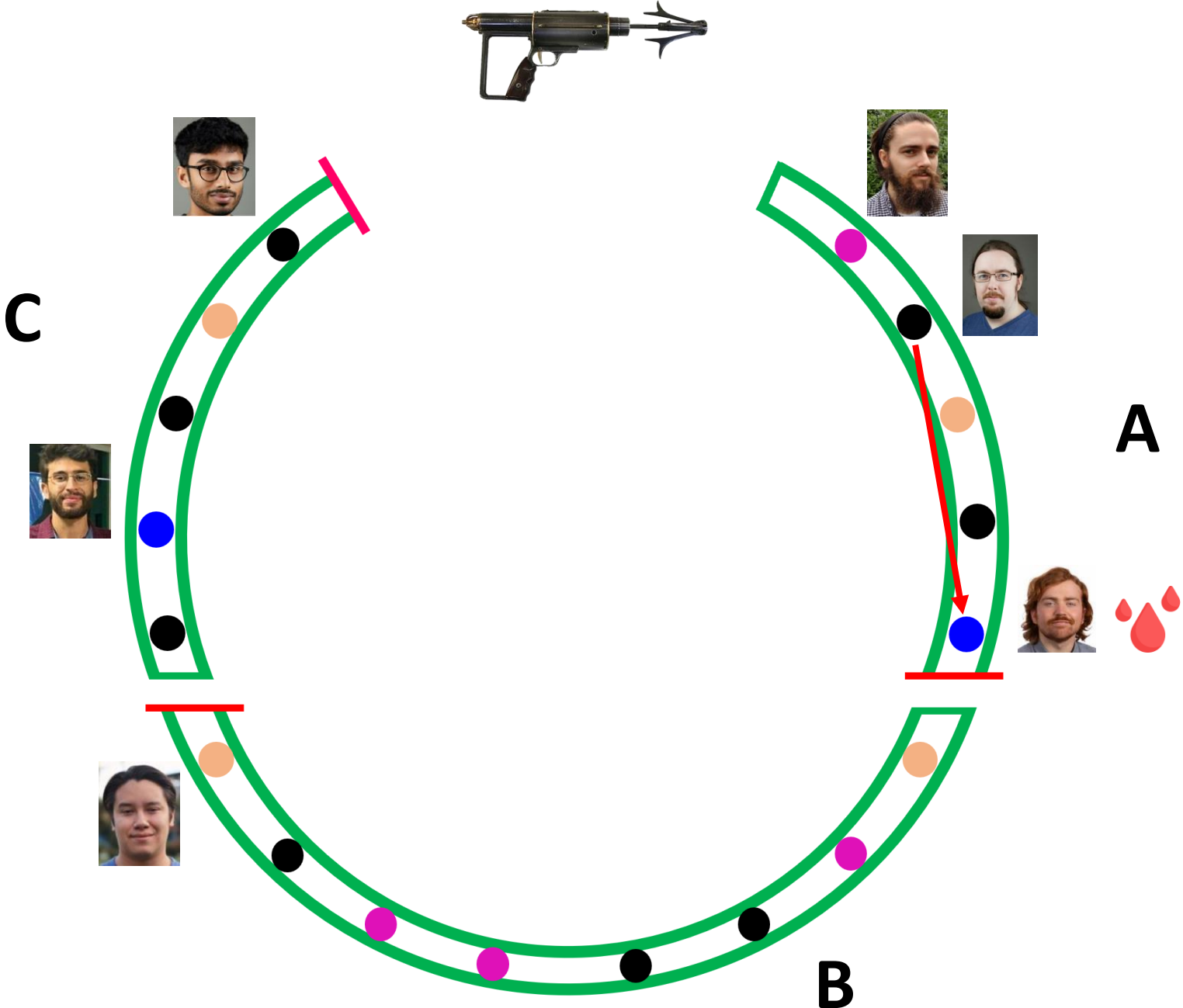
Level 3



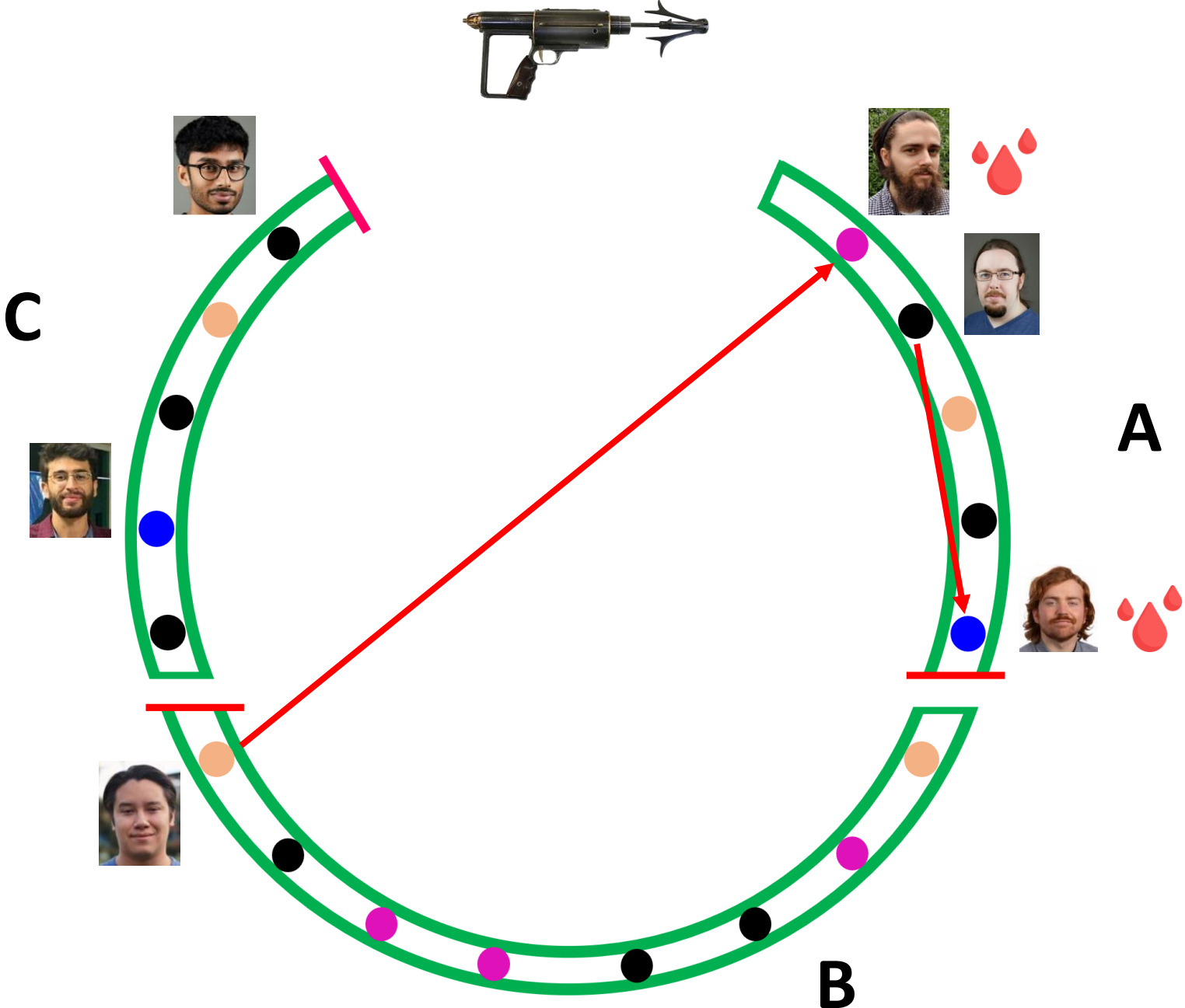
c = 3 sofas



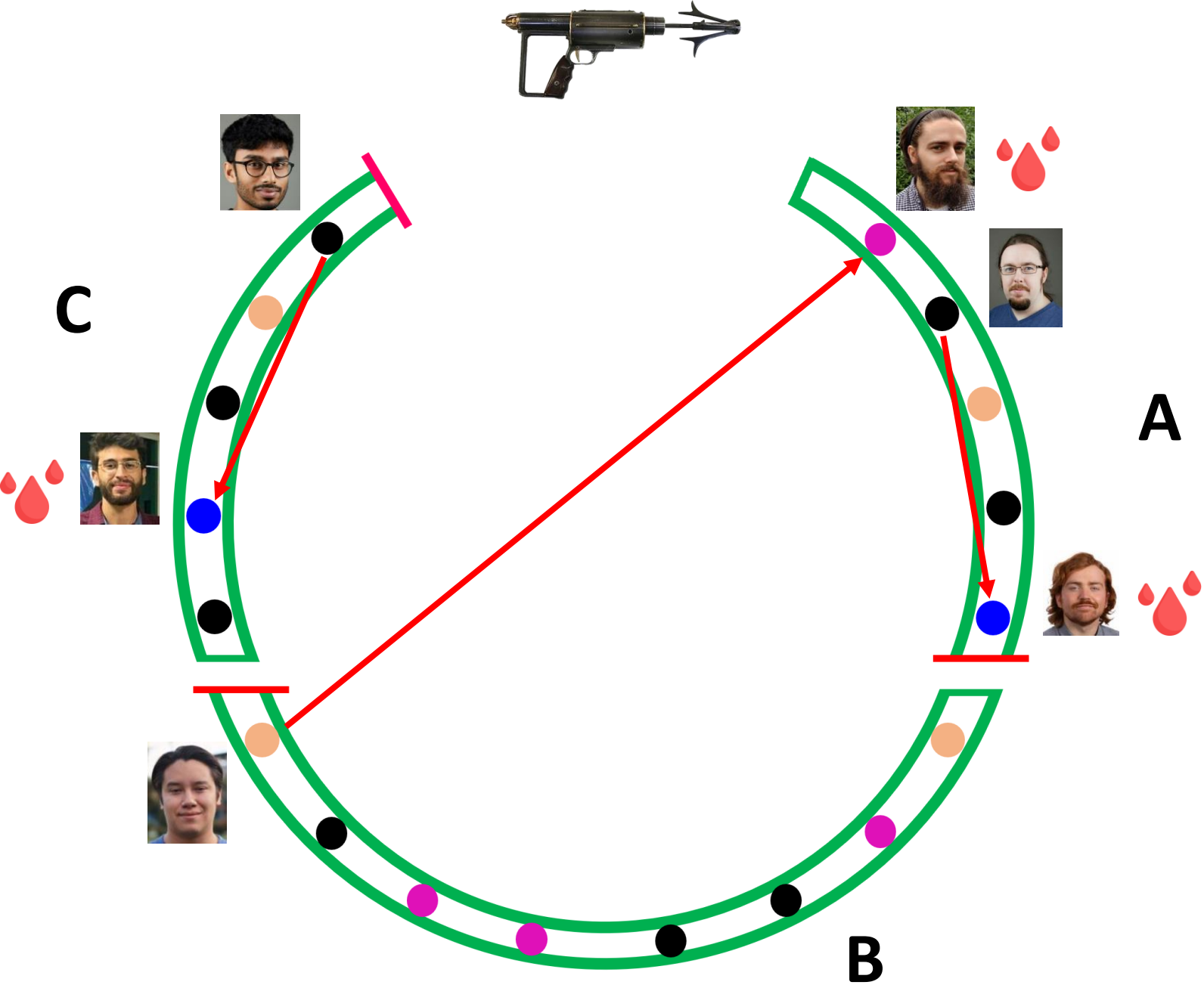
c = 3 sofas



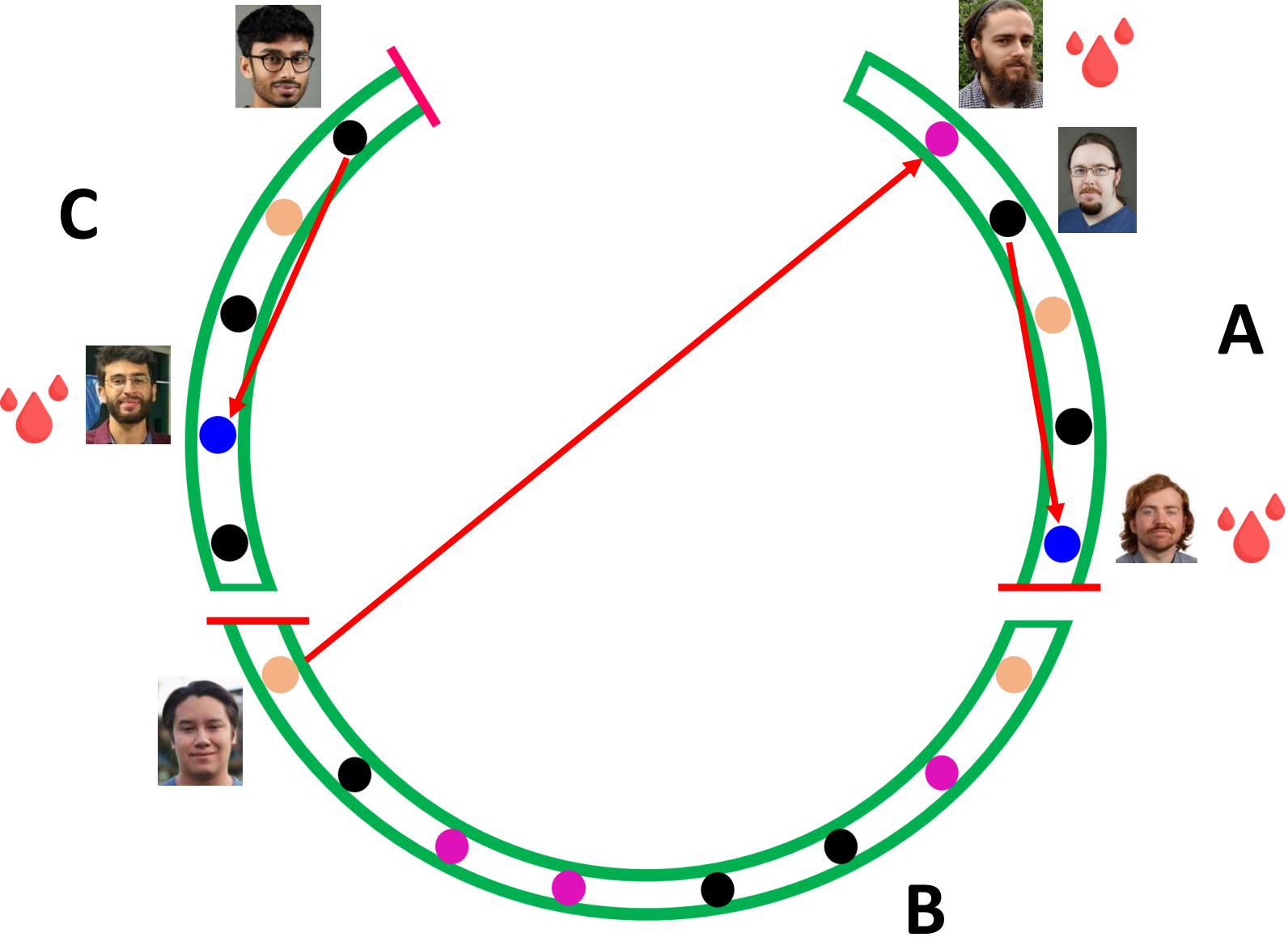
c = 3 sofas



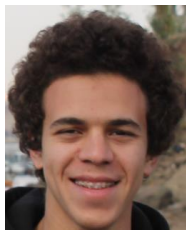
c = 3 sofas



c = 3 sofas



That is so bad!



Ahmed's goal



PI

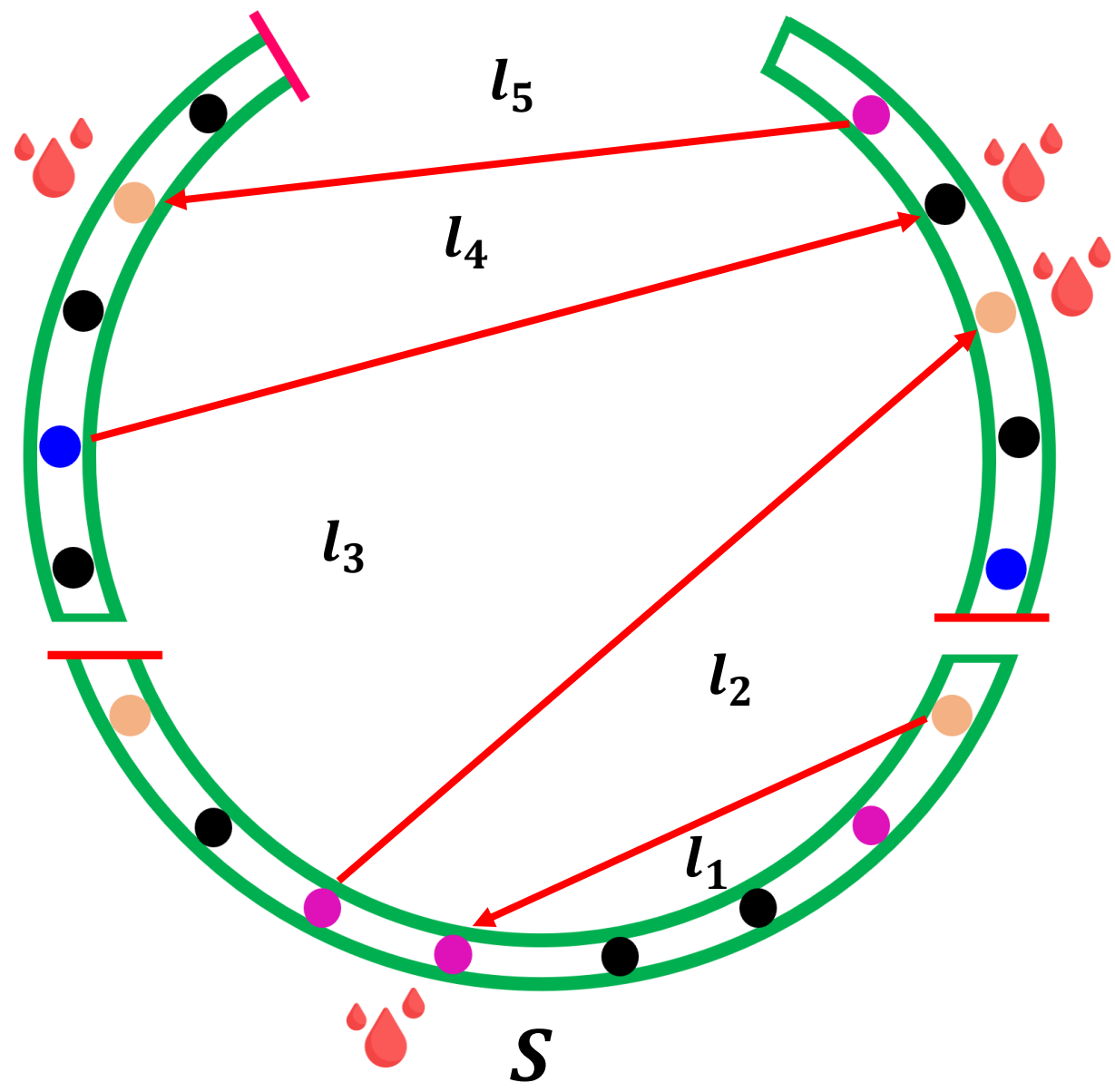
Loves high quality blood

Loves mixed blood

Hates disconnectedness

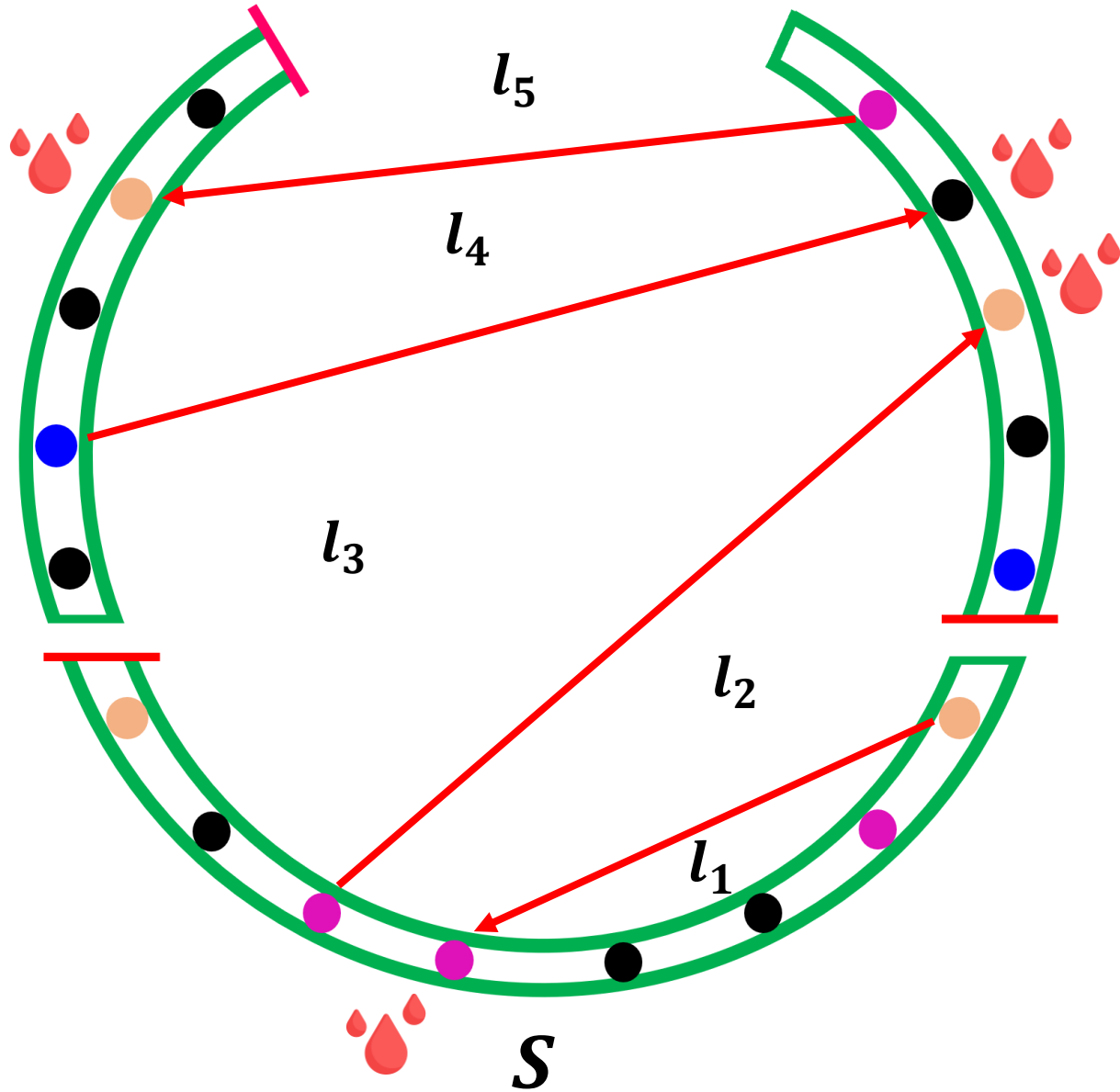
?

$c = 3$ sofas



Ω : the set of all connected structures that respect the game rules

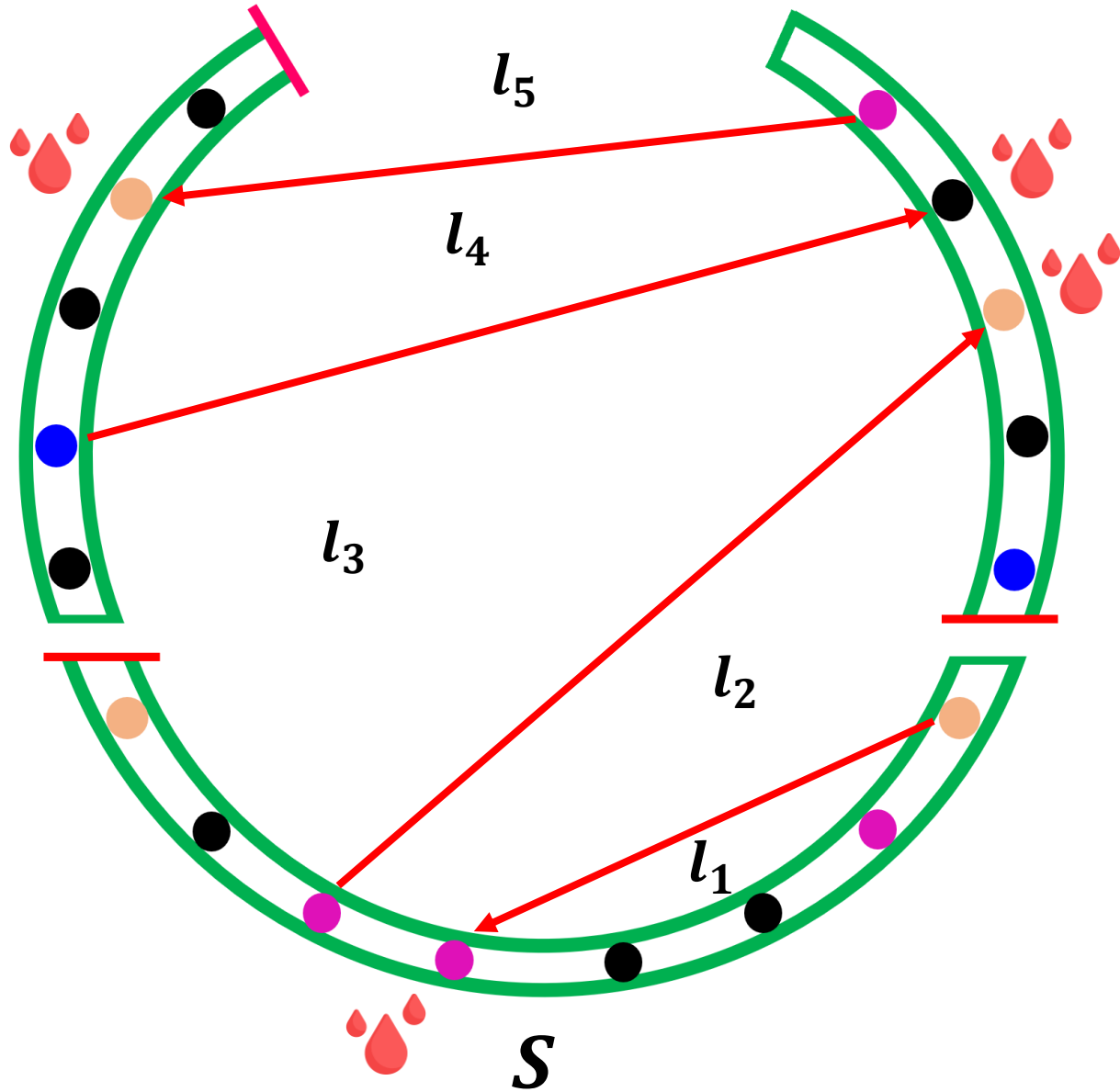
$c = 3$ sofas



Some Criteria/Model ?

Ω : the set of all connected structures that respect the game rules

$c = 3$ sofas

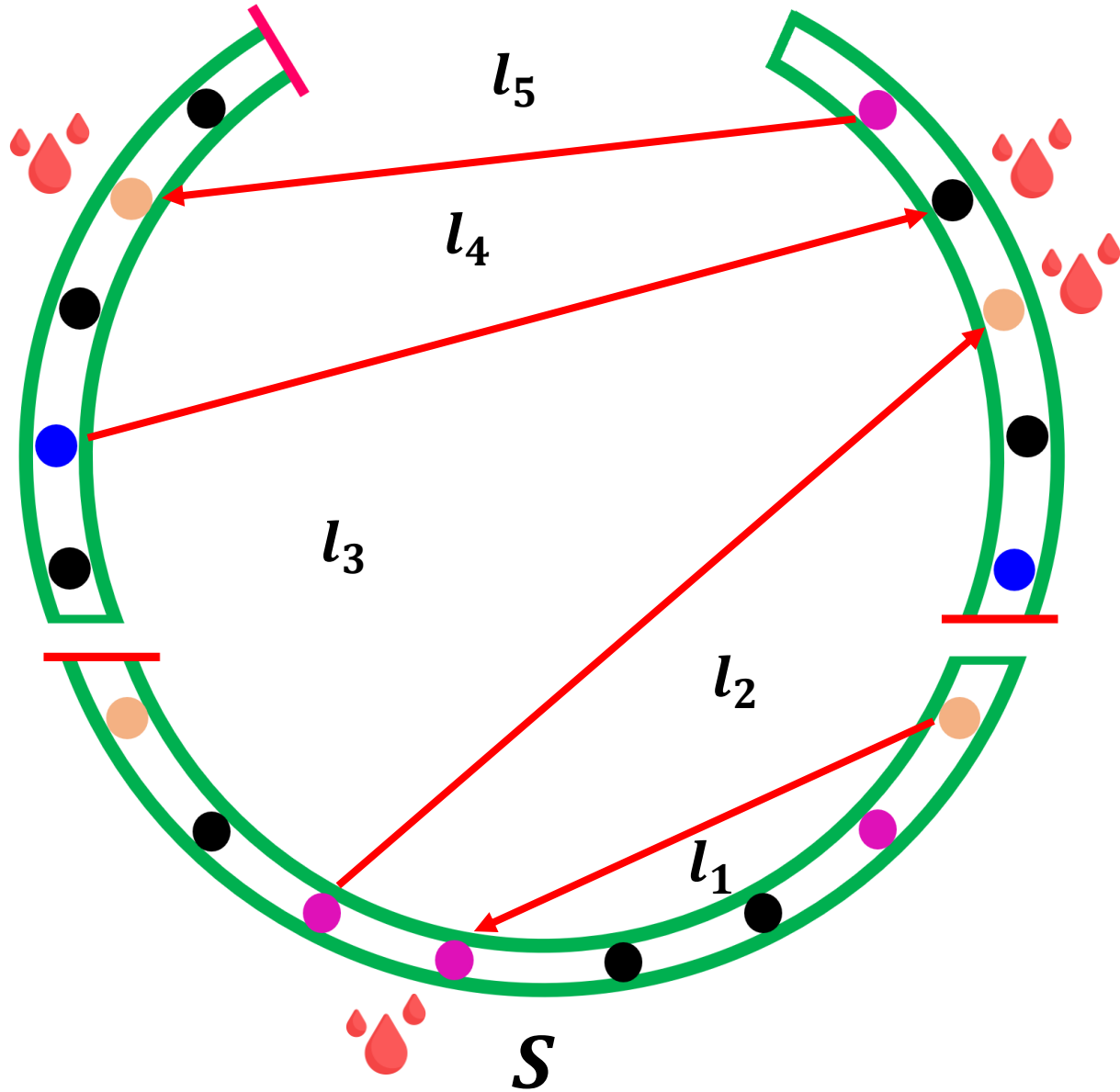


Some Criteria/Model ?

$$B(S) = \sum_l B(l) - (c - 1) B^{\text{assoc}}$$

Ω : the set of all connected structures that respect the game rules

$c = 3$ sofas



Some Criteria/Model ?

$$B(S) = \sum_l B(l) - (c - 1) B^{\text{assoc}}$$

$$\max_{S \in \Omega} B(S)$$

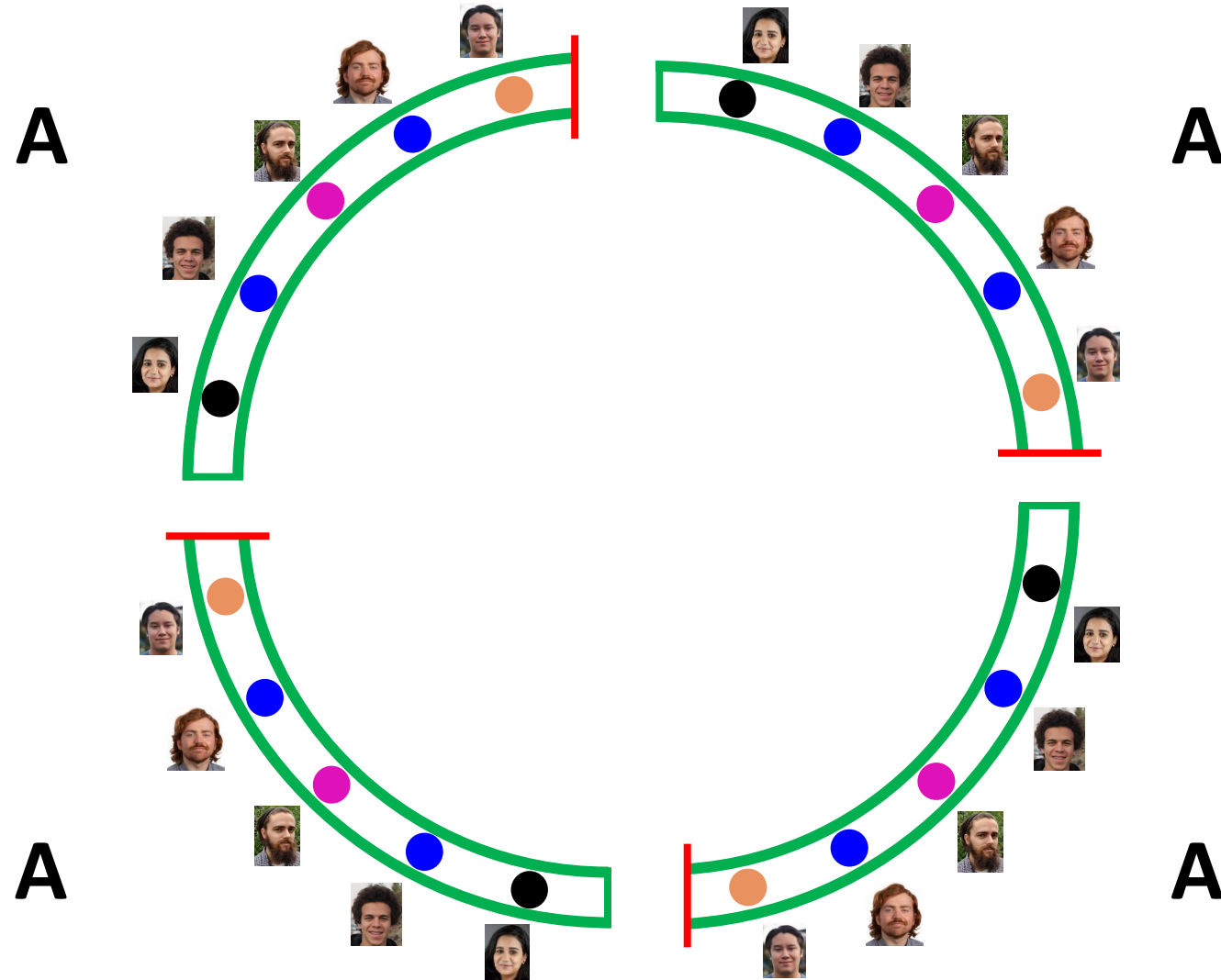
Ω : the set of all connected structures that respect the game rules

How to compute this fast?

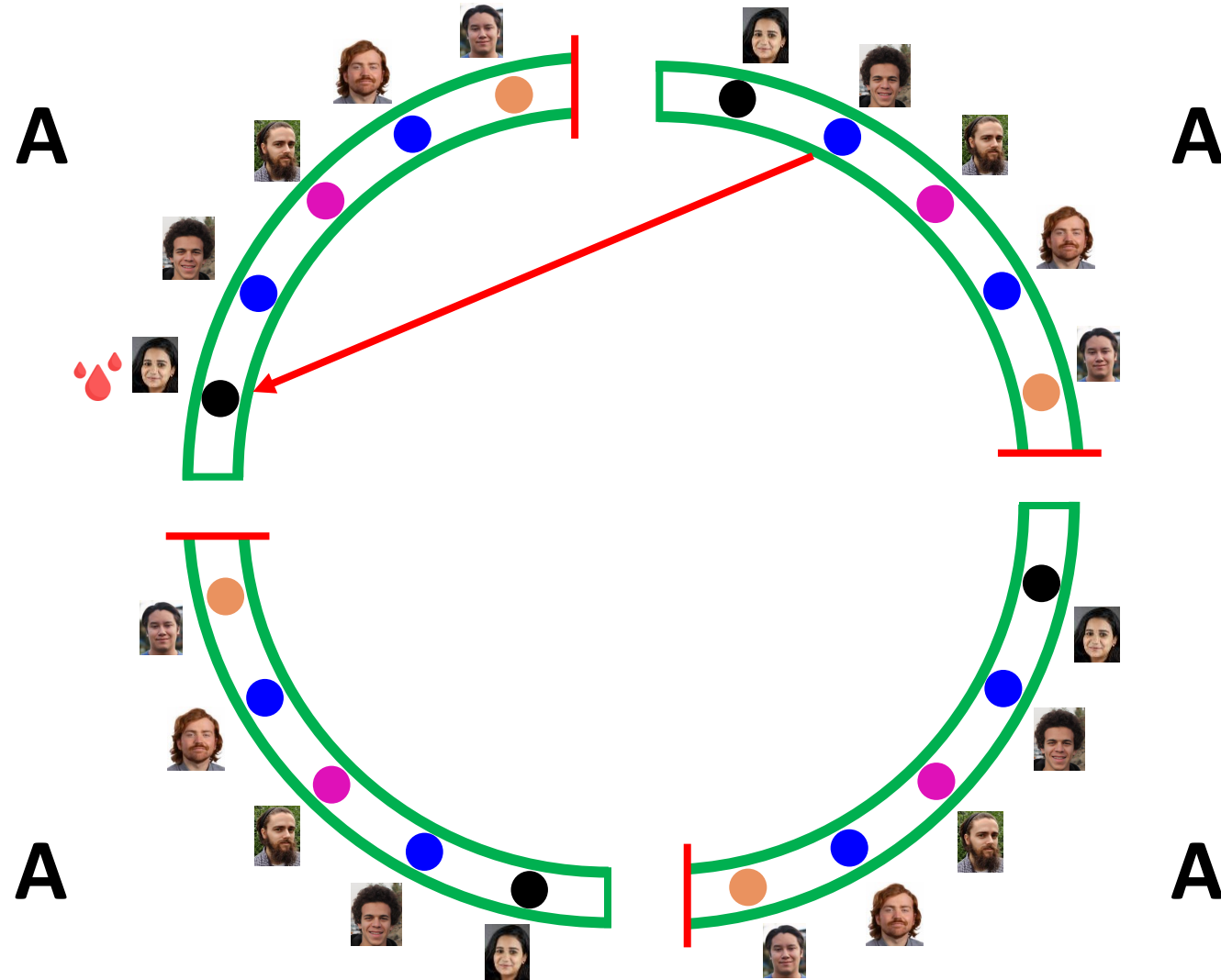
Level 4



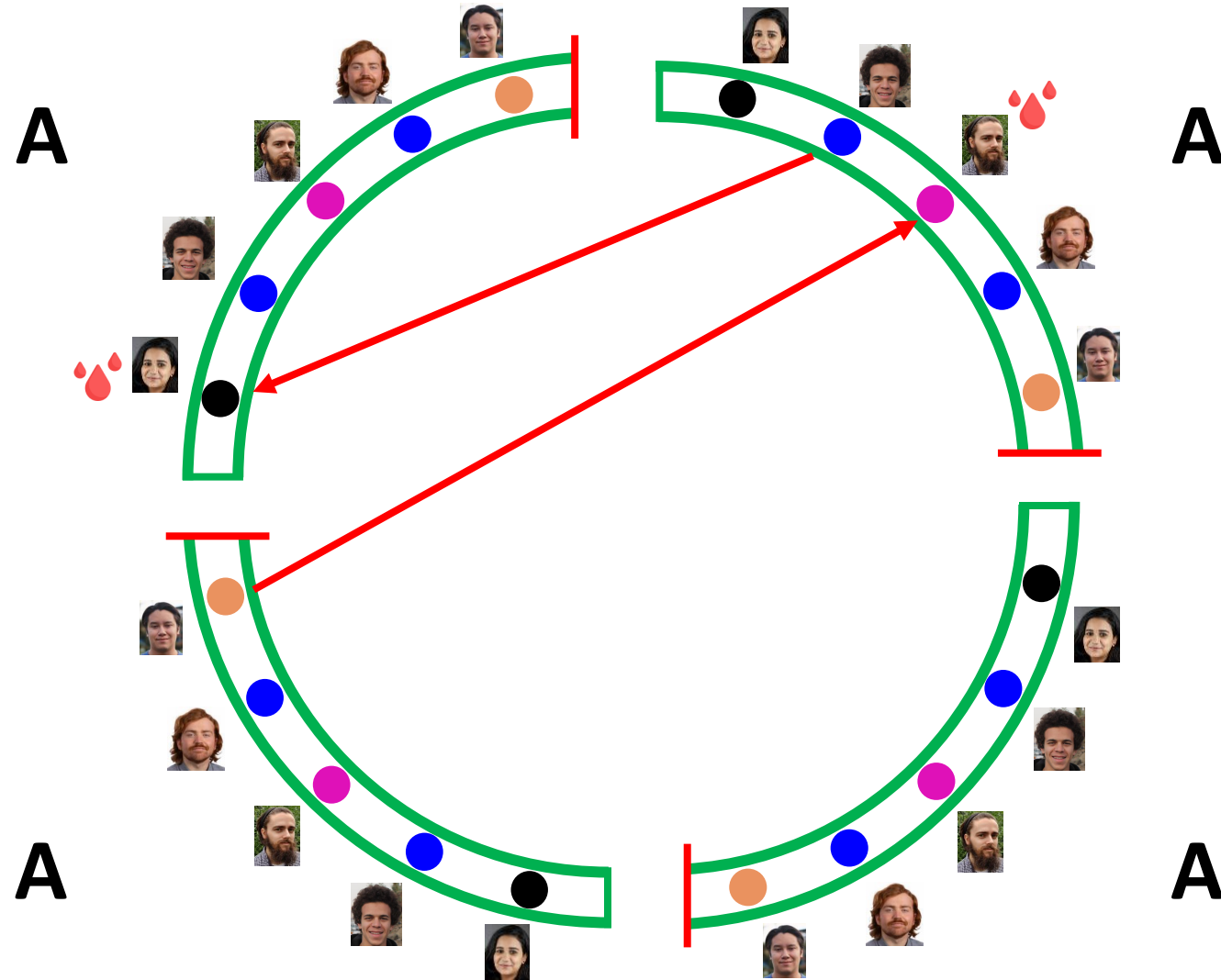
c = 4 sofas



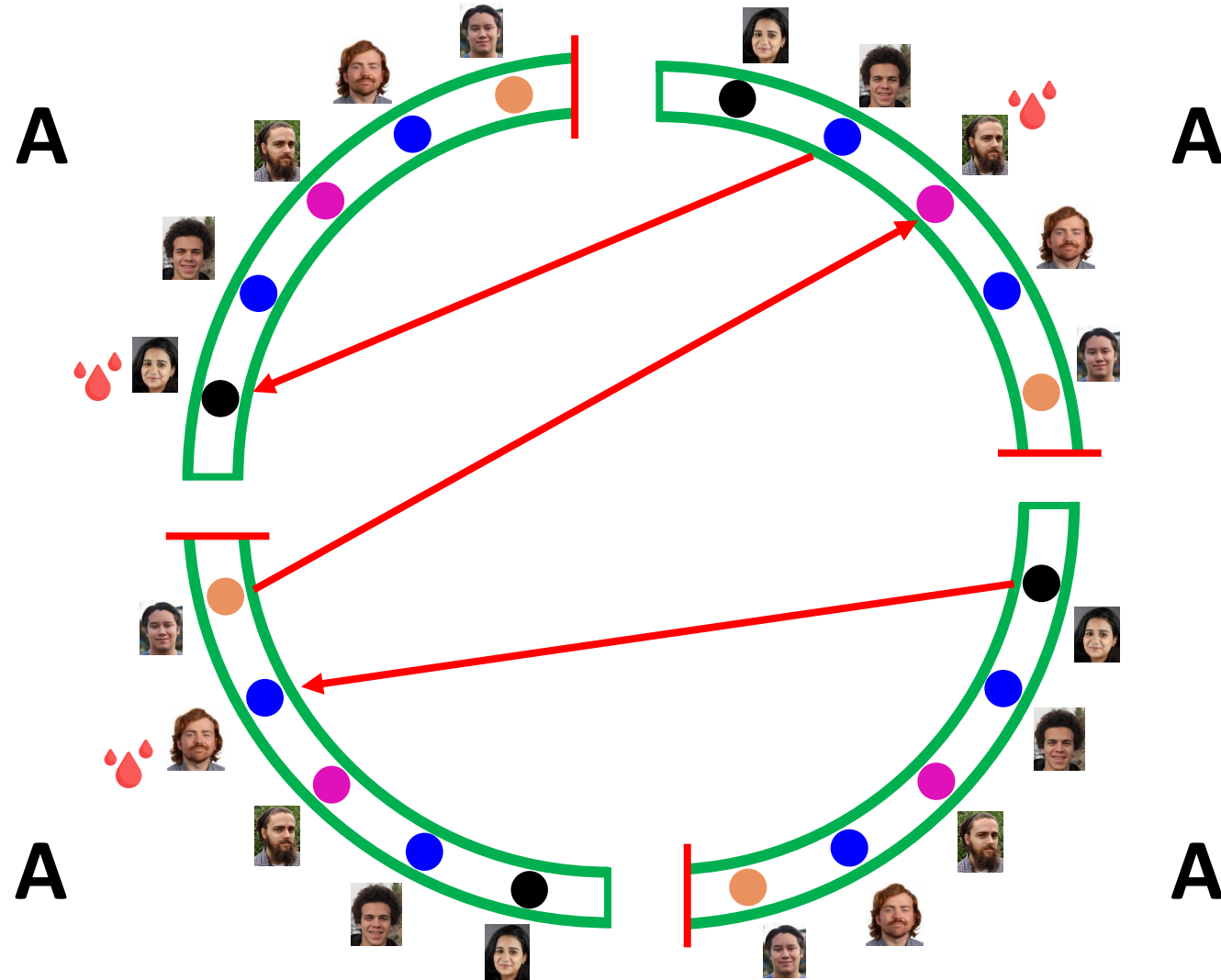
c = 4 sofas



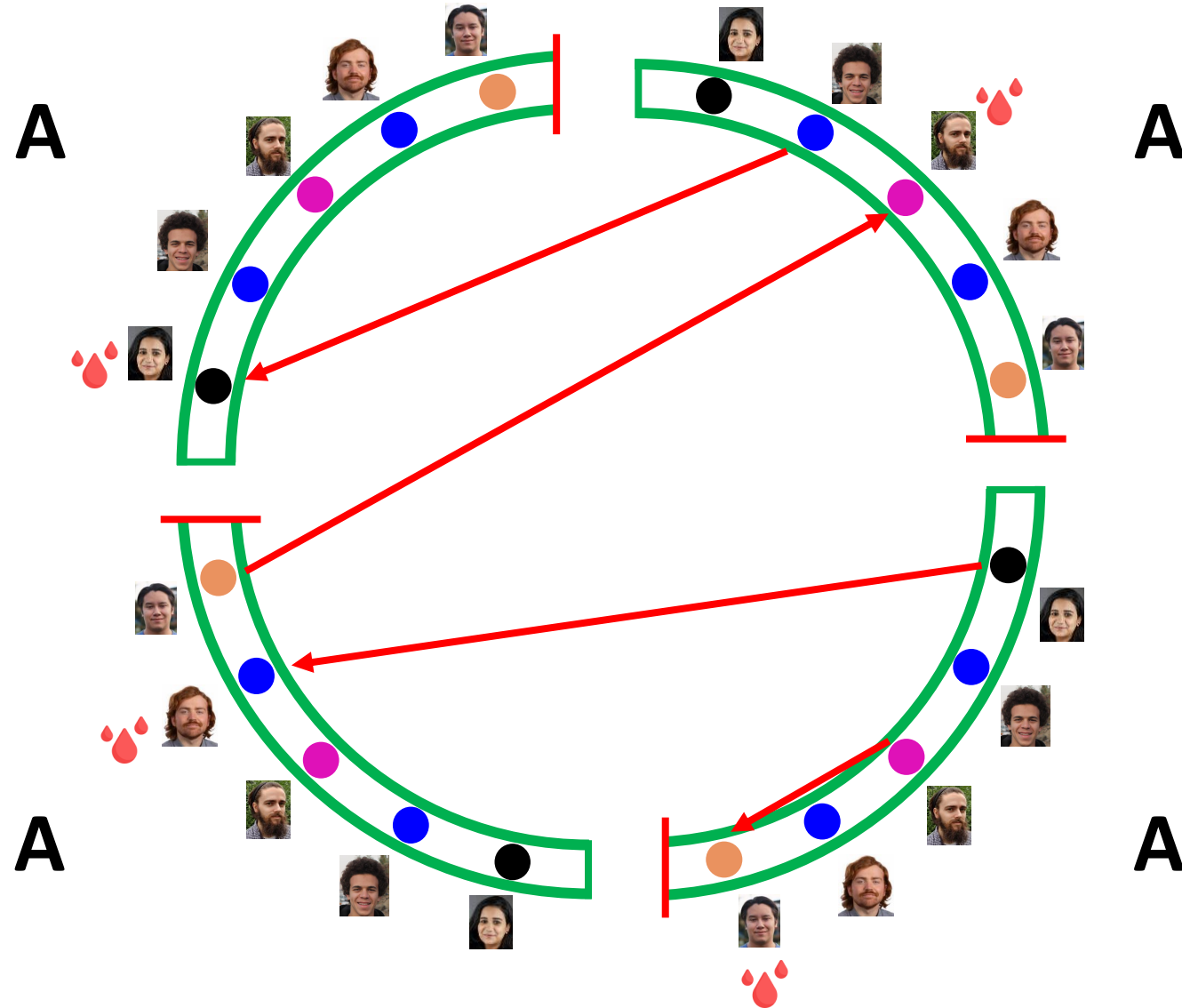
c = 4 sofas



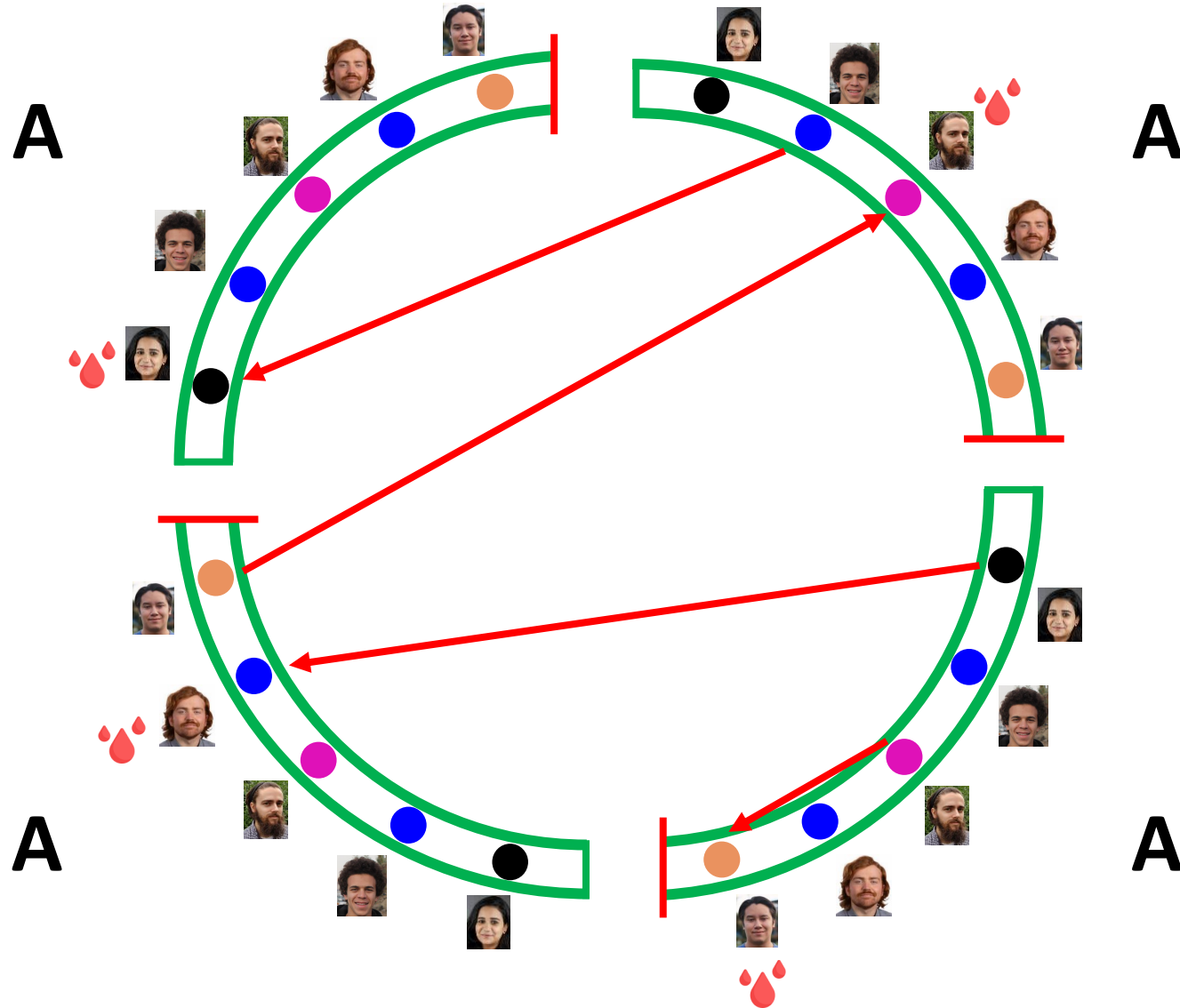
c = 4 sofas



c = 4 sofas

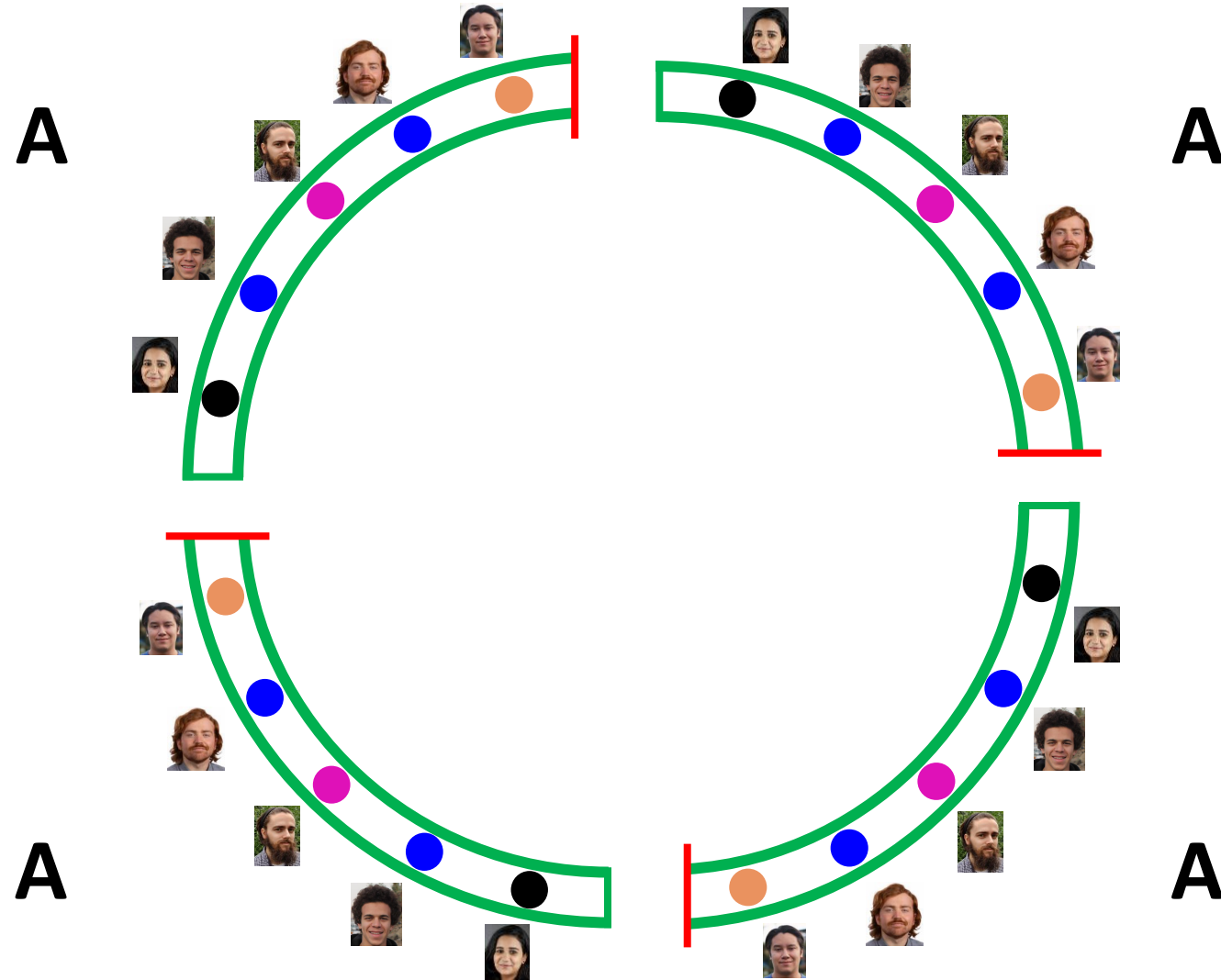


c = 4 sofas

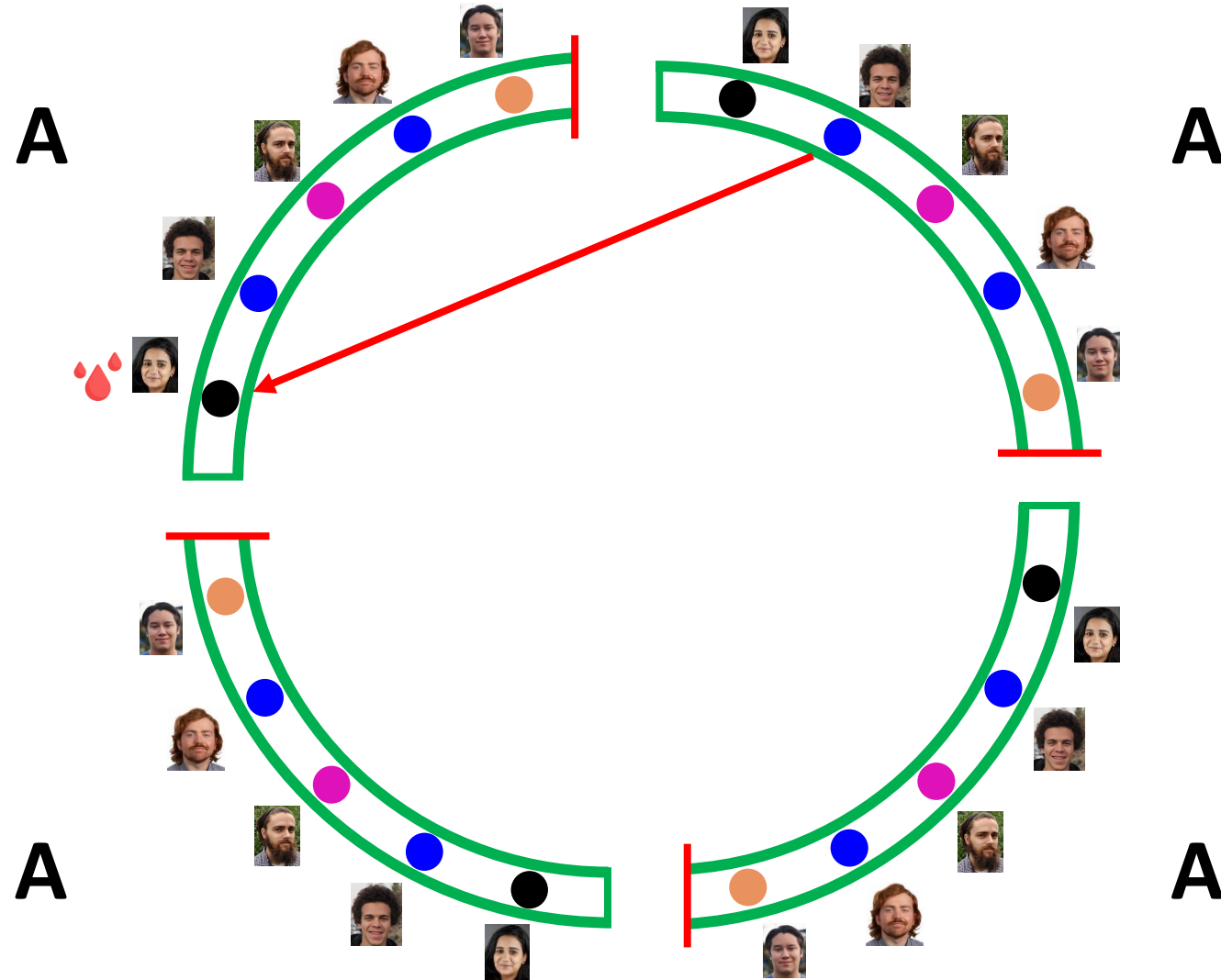


20
That is ok!

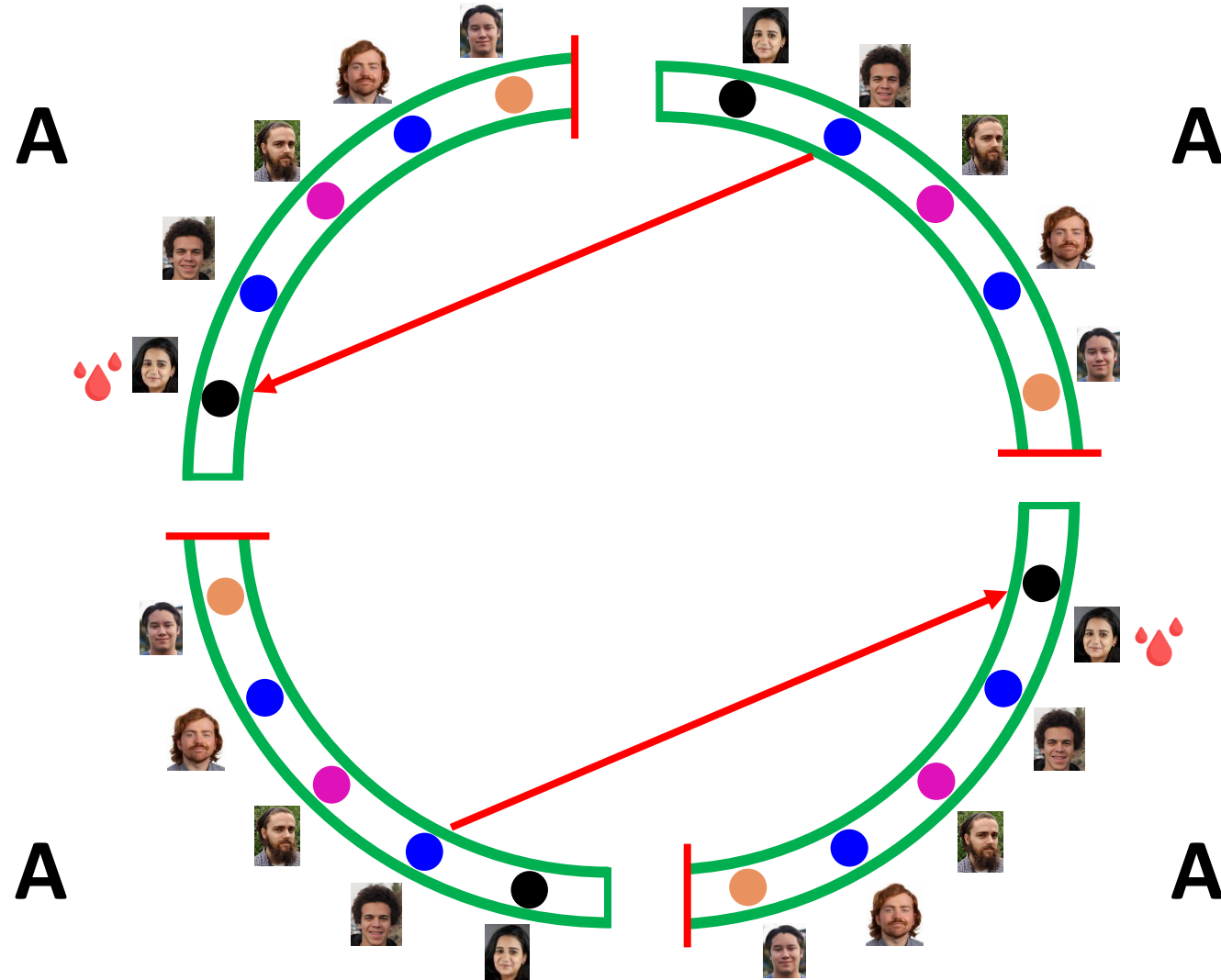
c = 4 sofas



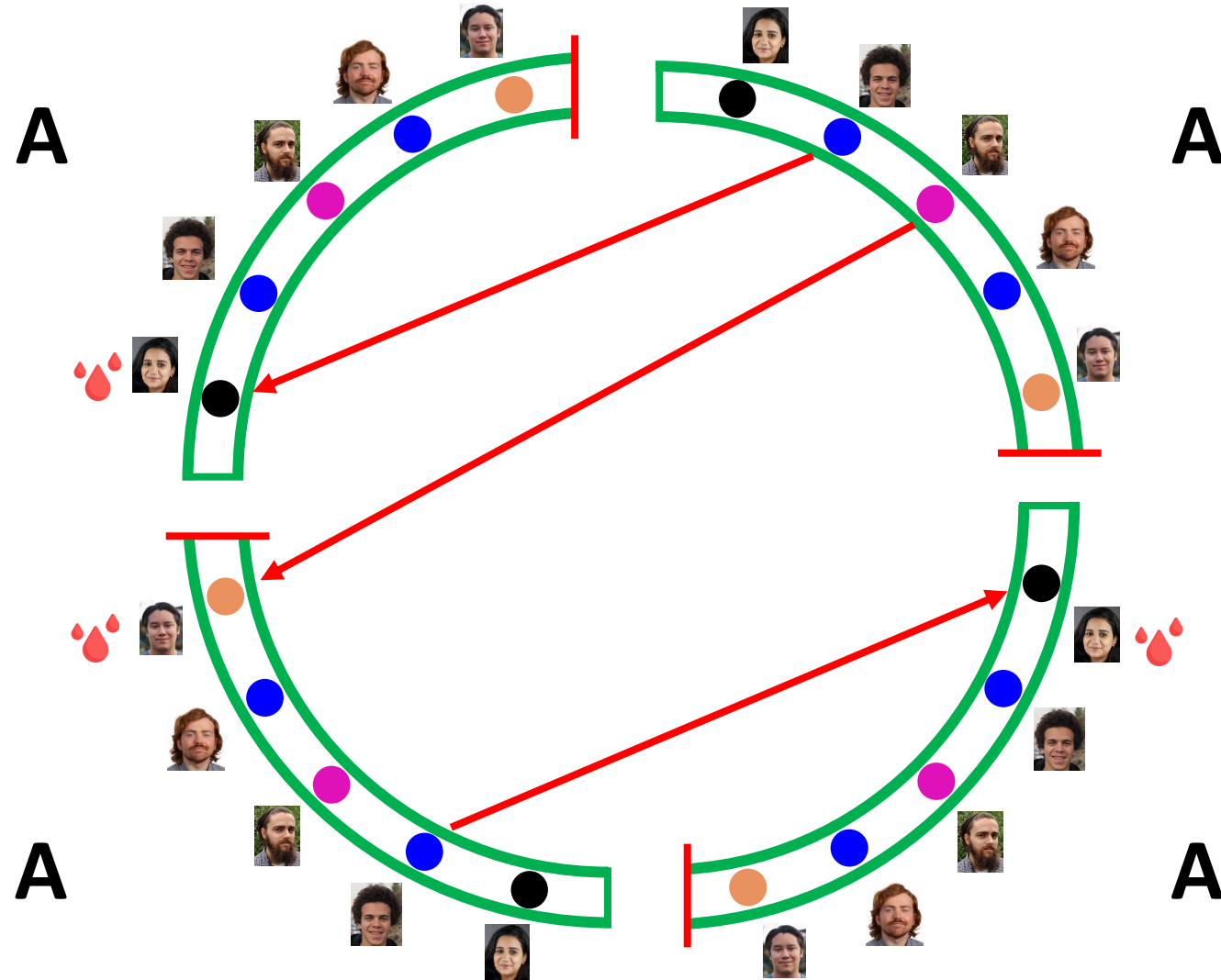
c = 4 sofas



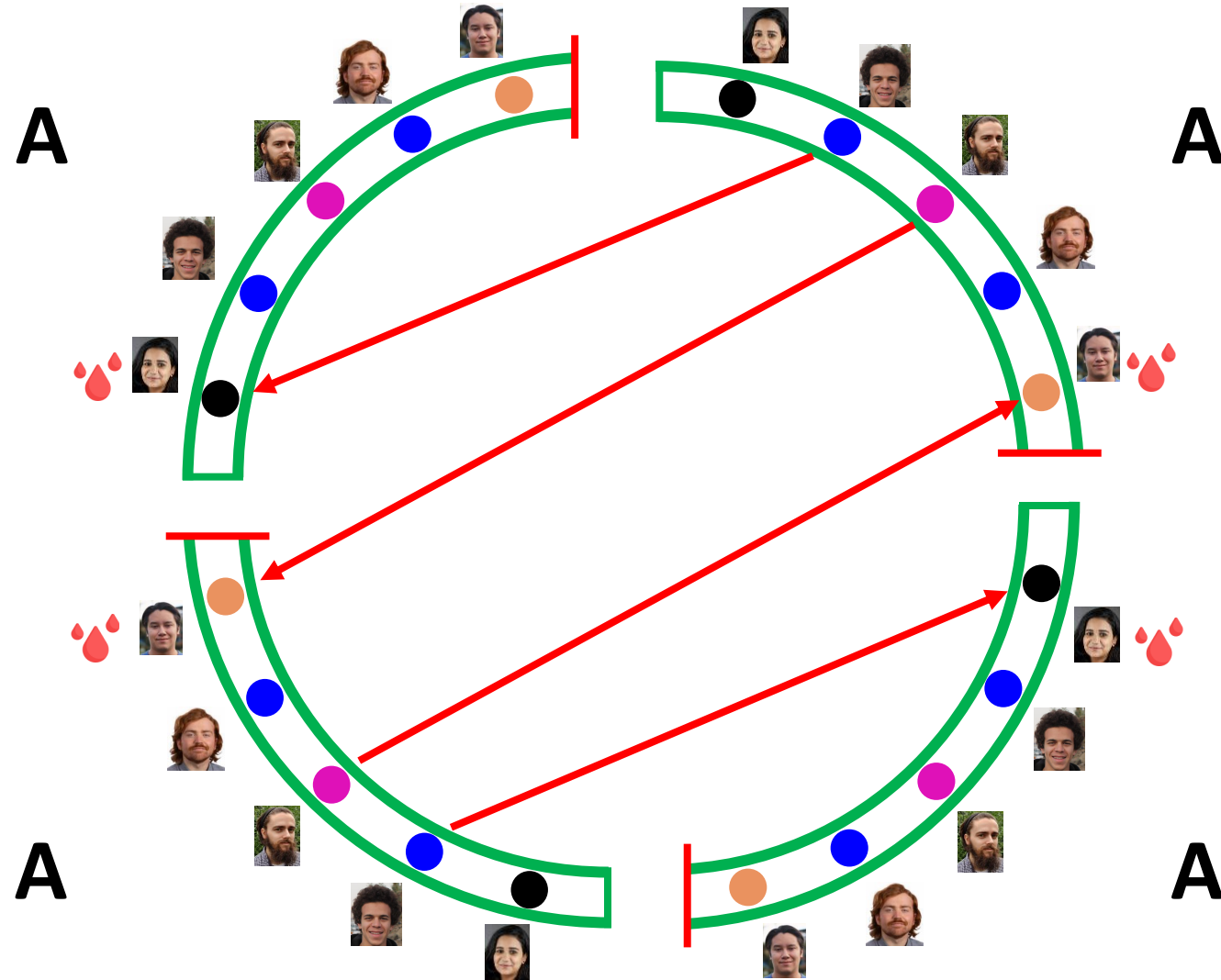
c = 4 sofas



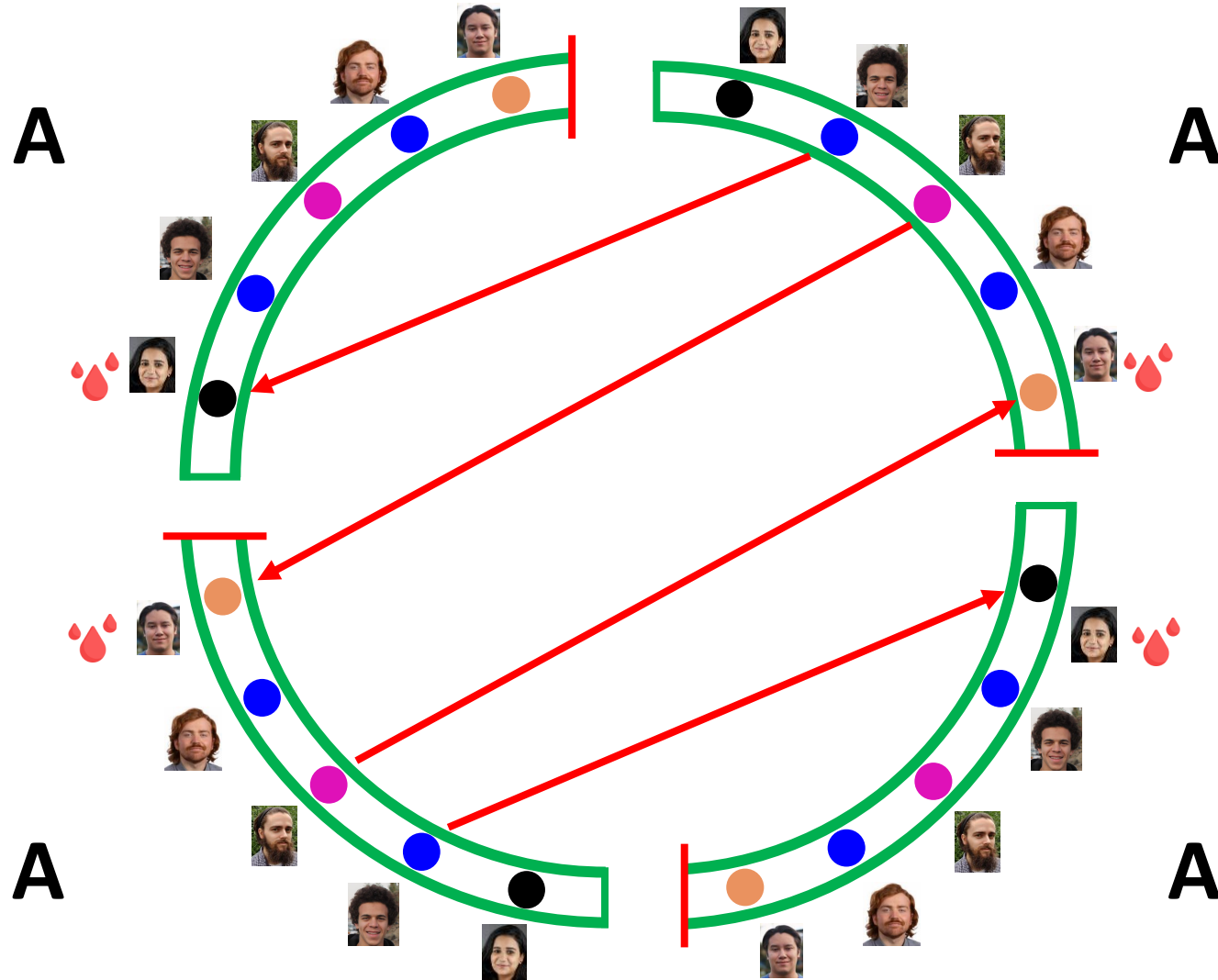
c = 4 sofas



c = 4 sofas

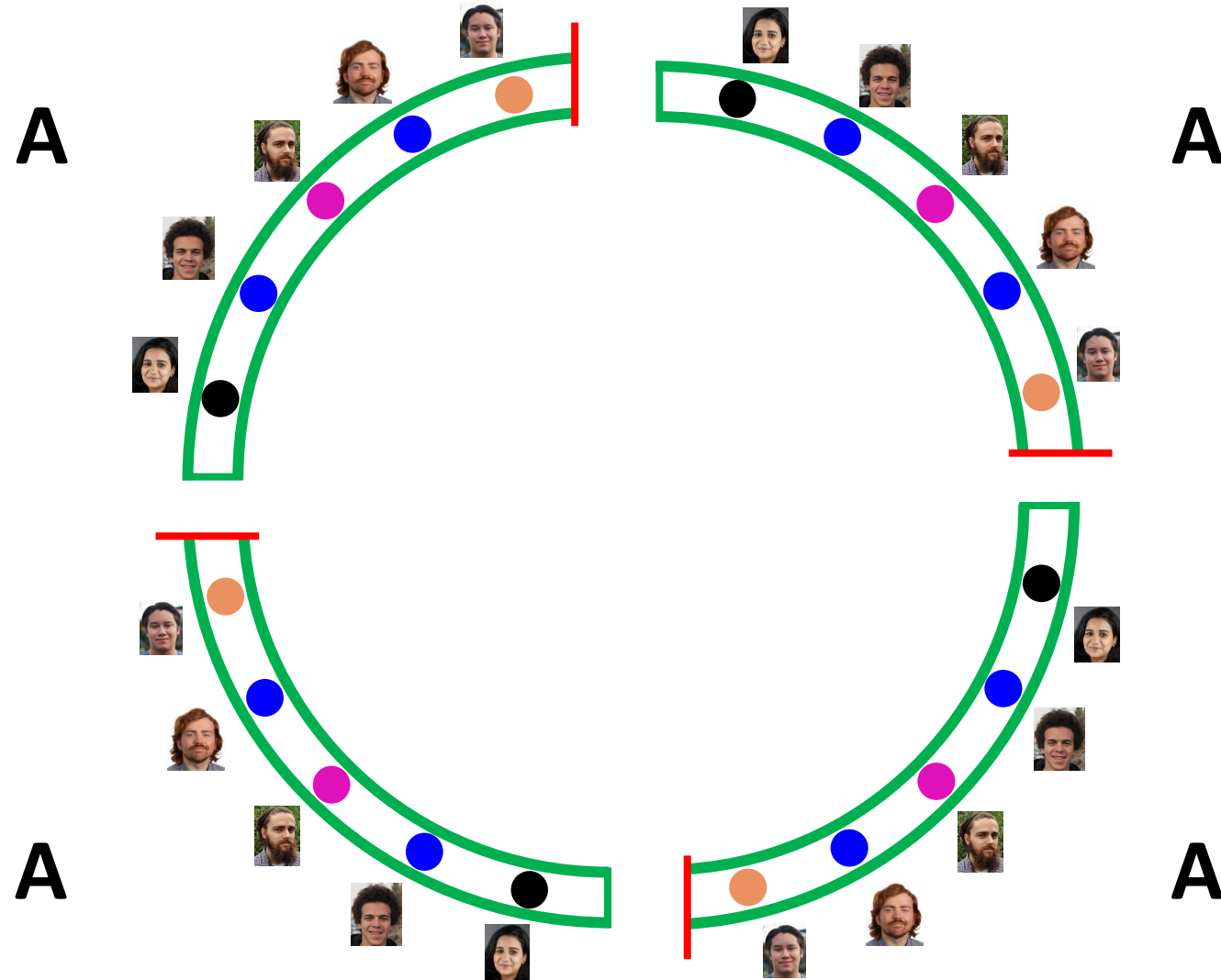


c = 4 sofas

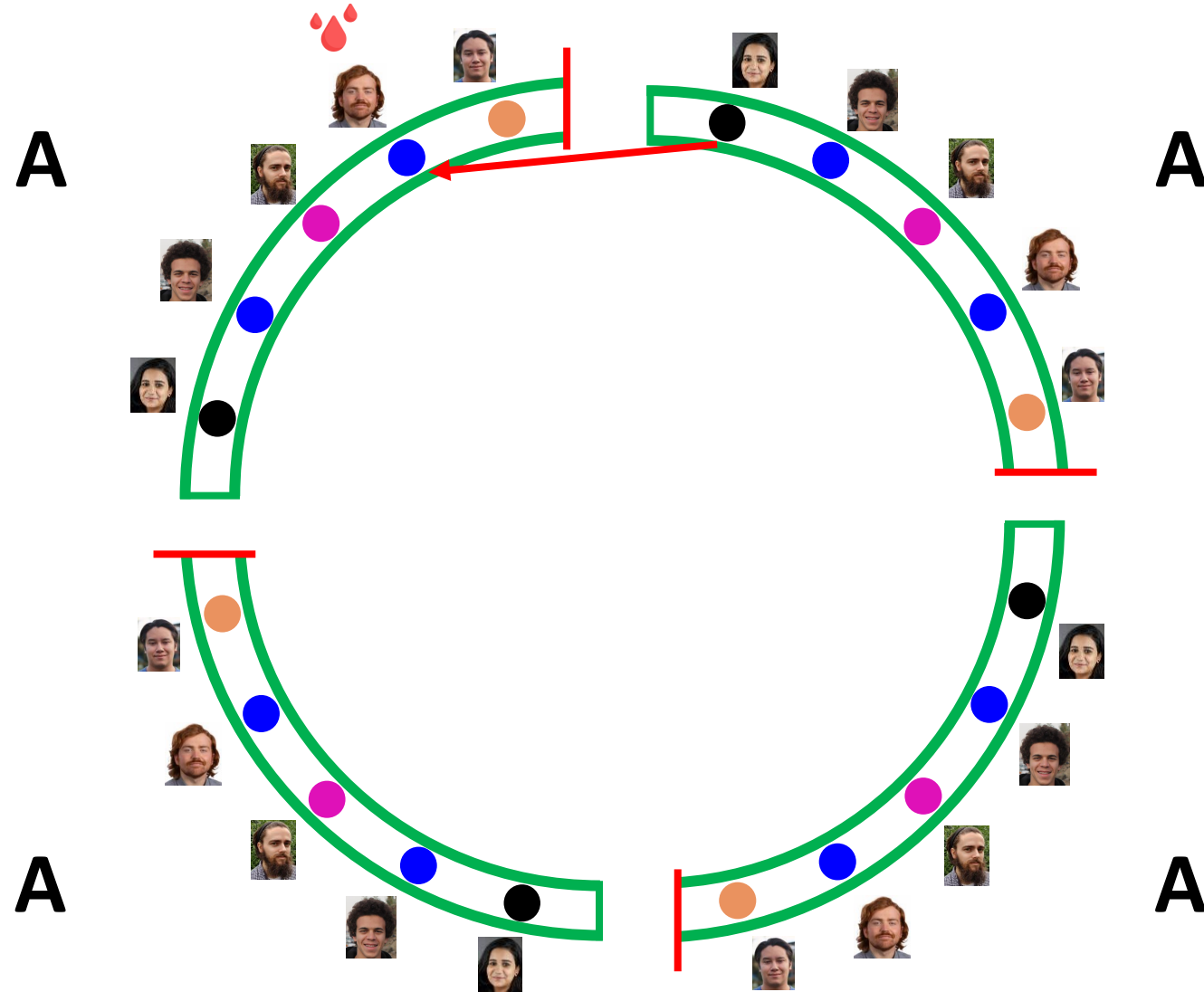


26
That is ugh!

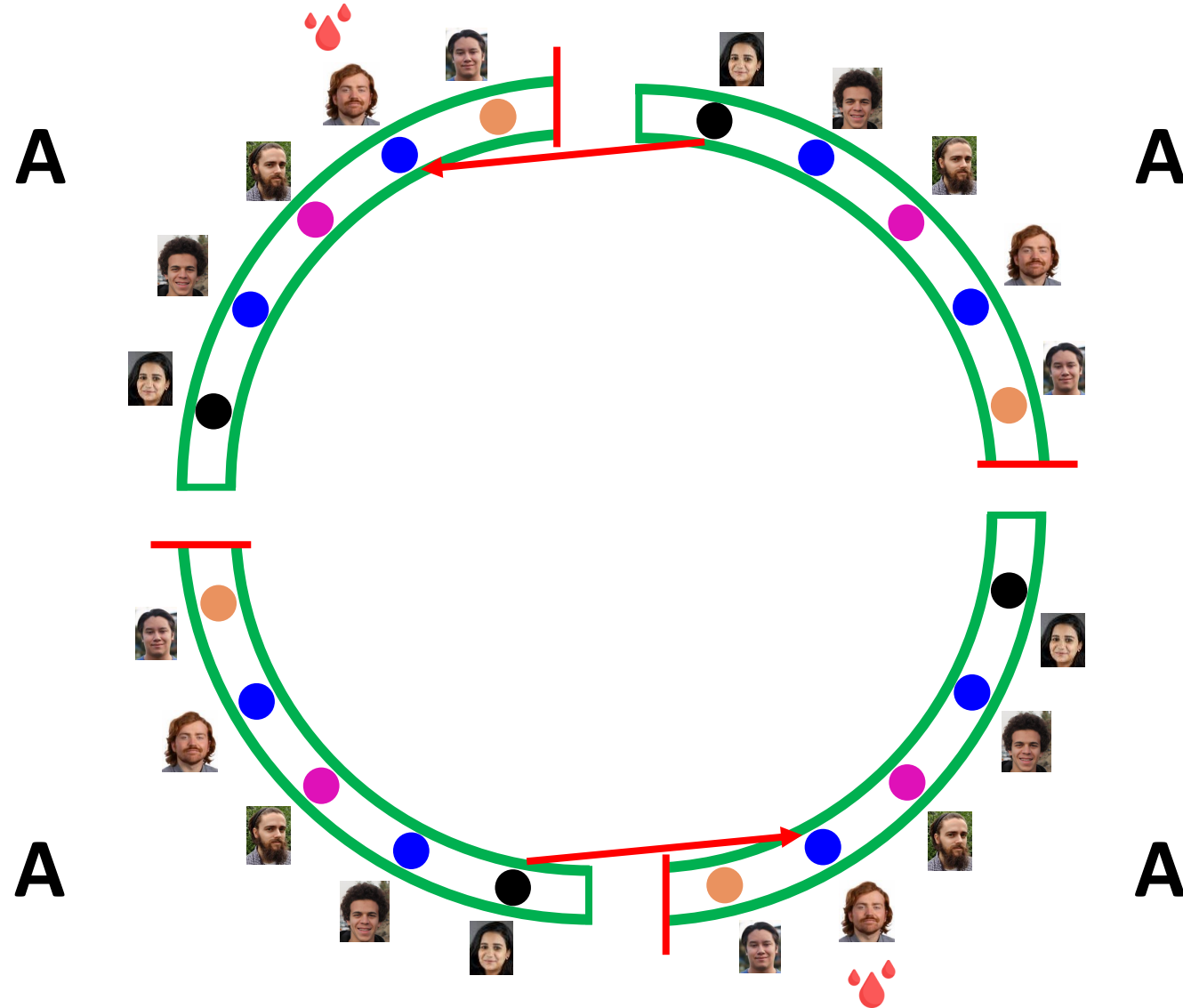
c = 4 sofas



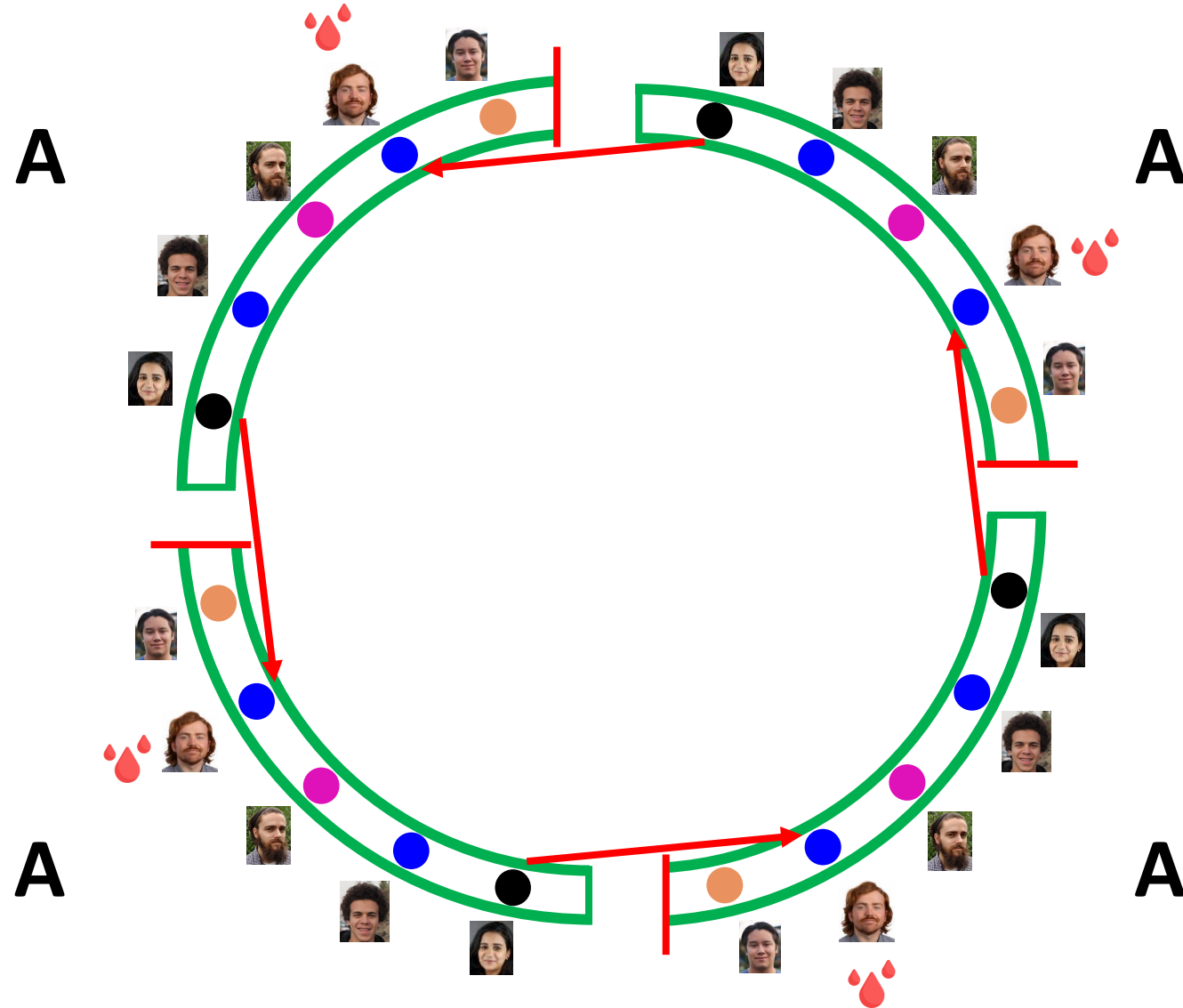
c = 4 sofas



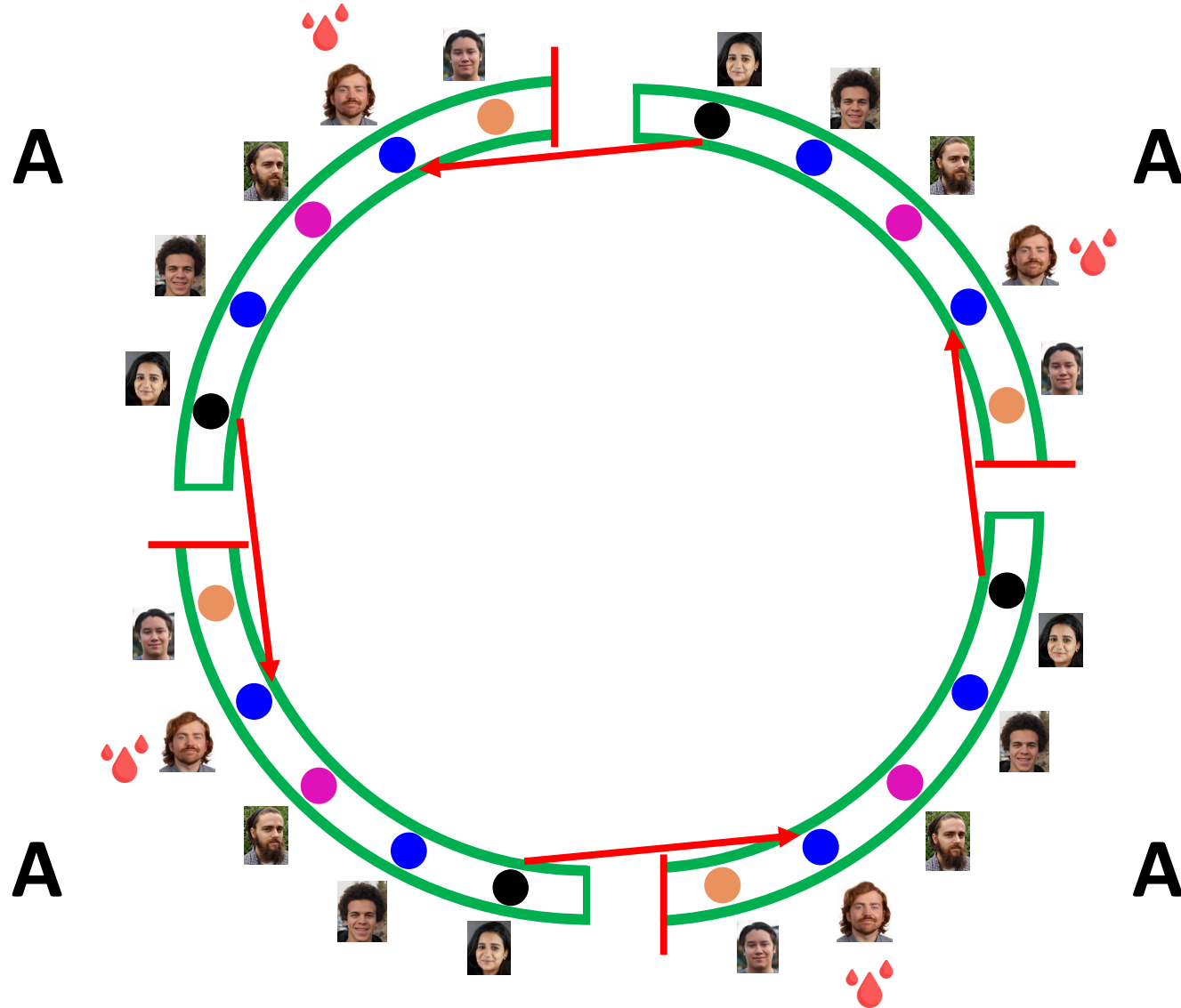
c = 4 sofas



c = 4 sofas

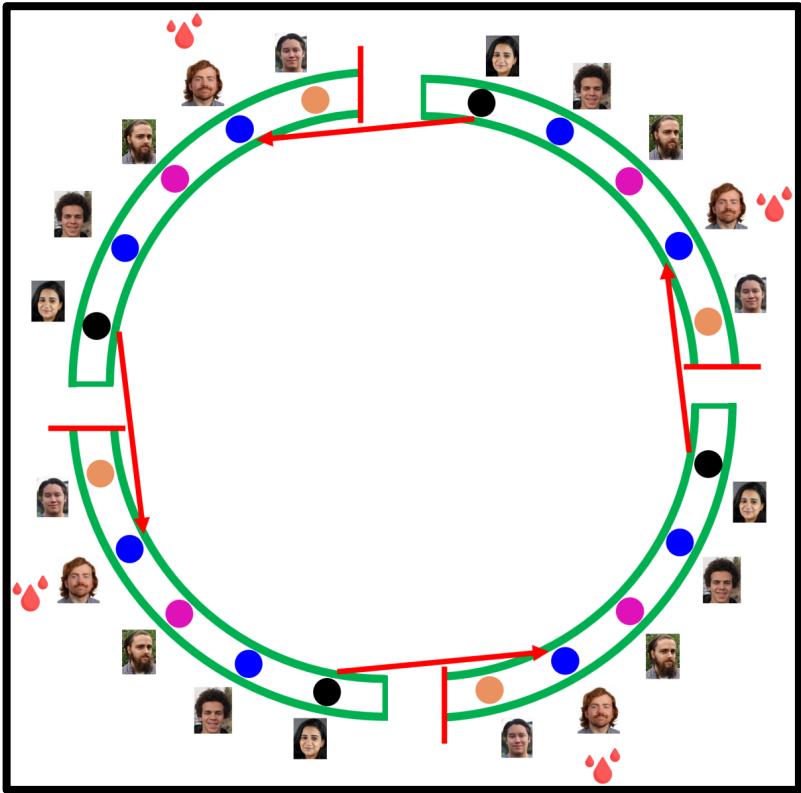
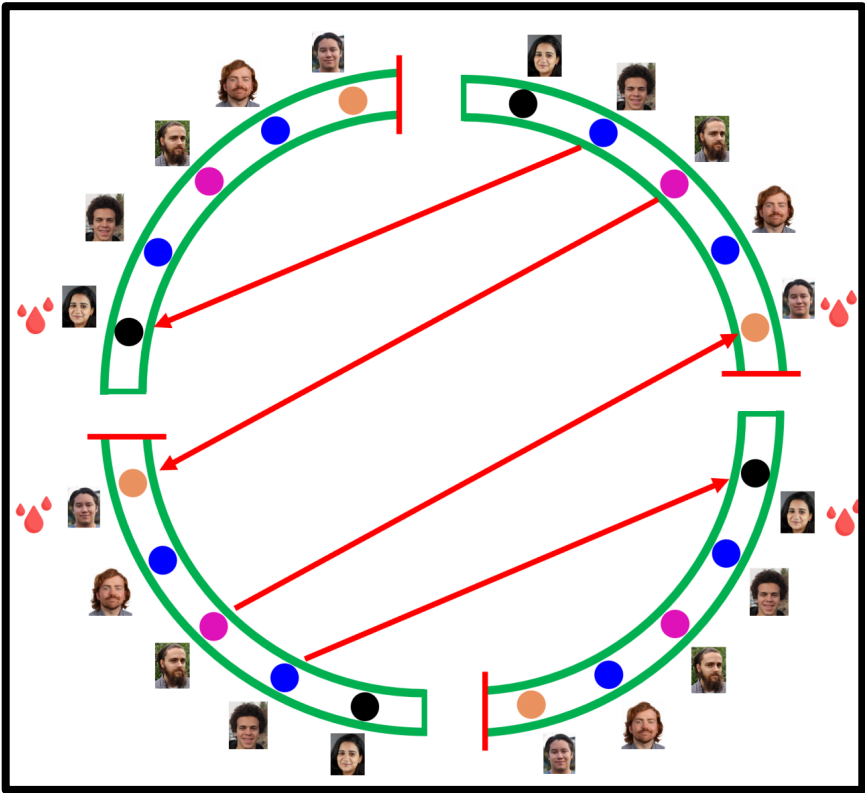
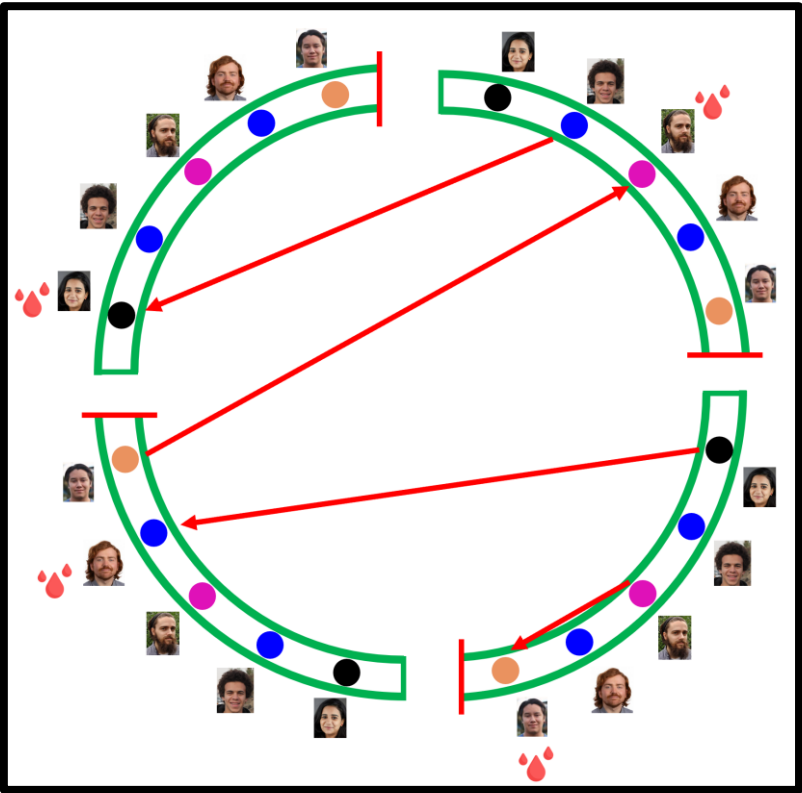


c = 4 sofas

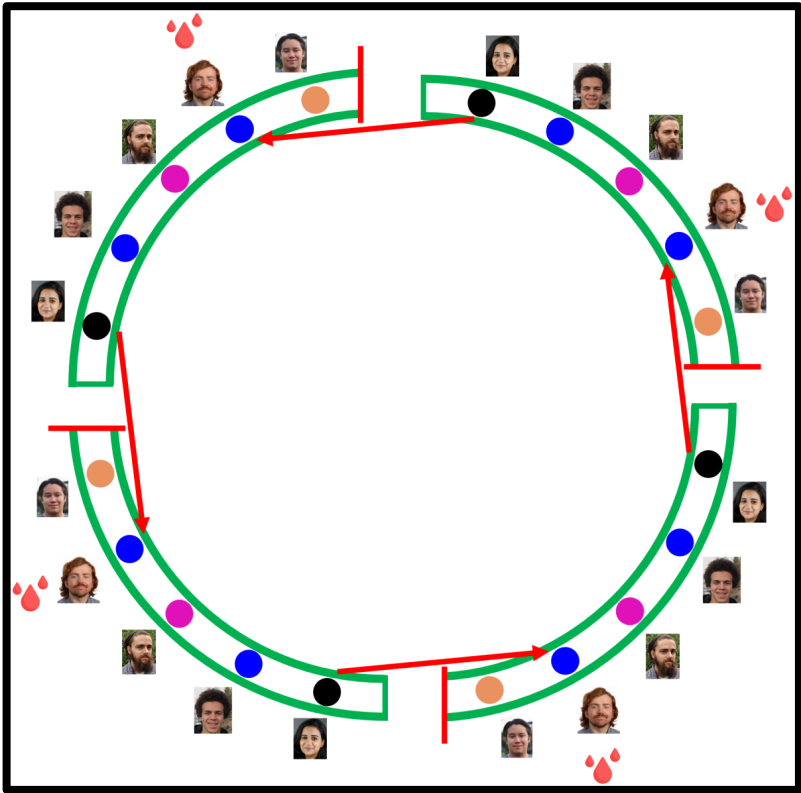
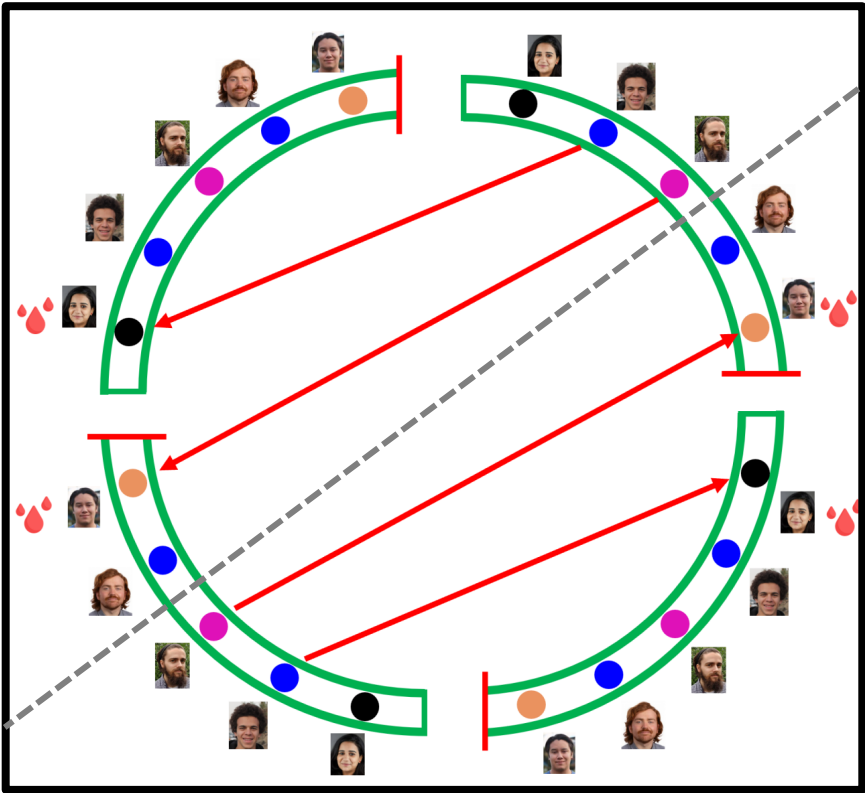
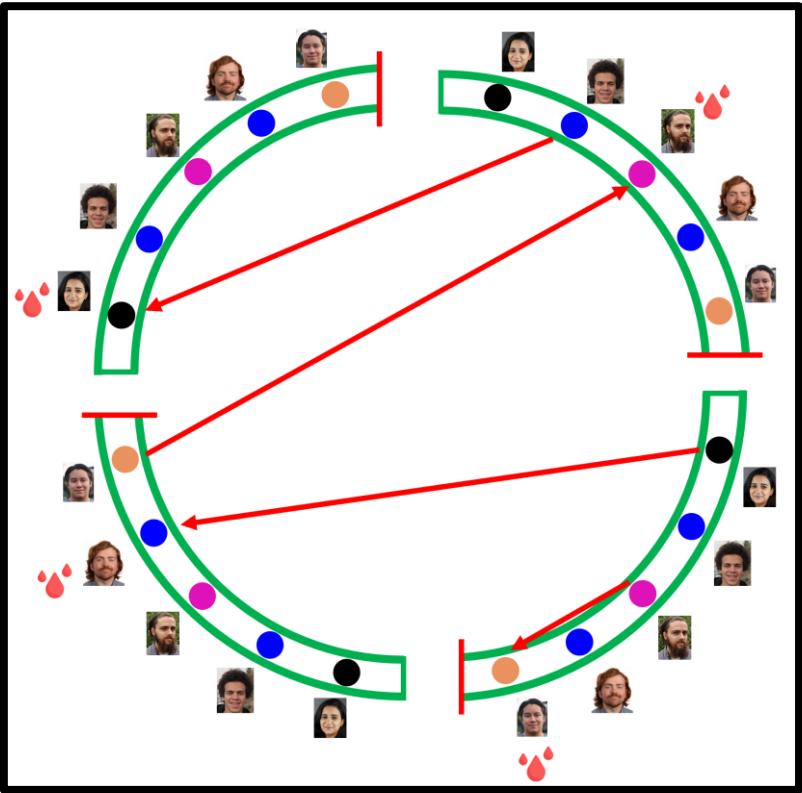


That is ugh ugh!

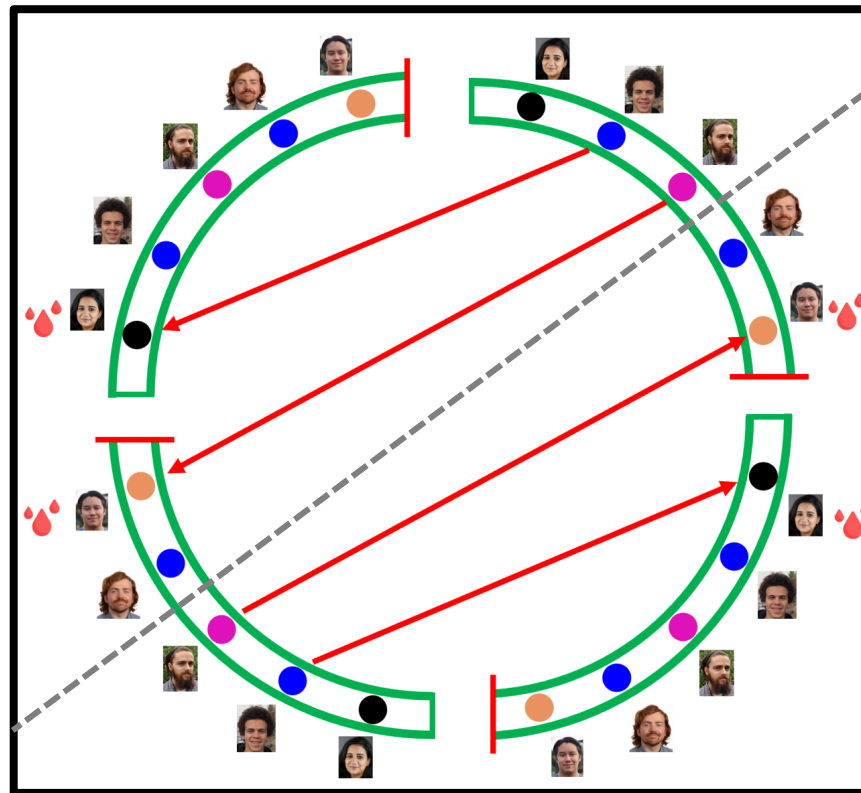
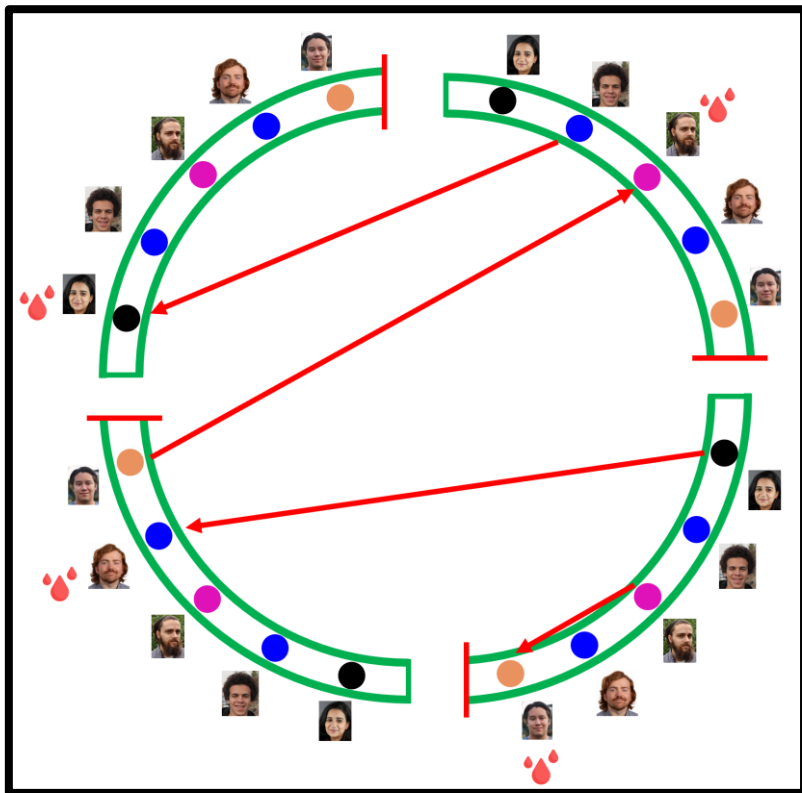
Let's analyse this



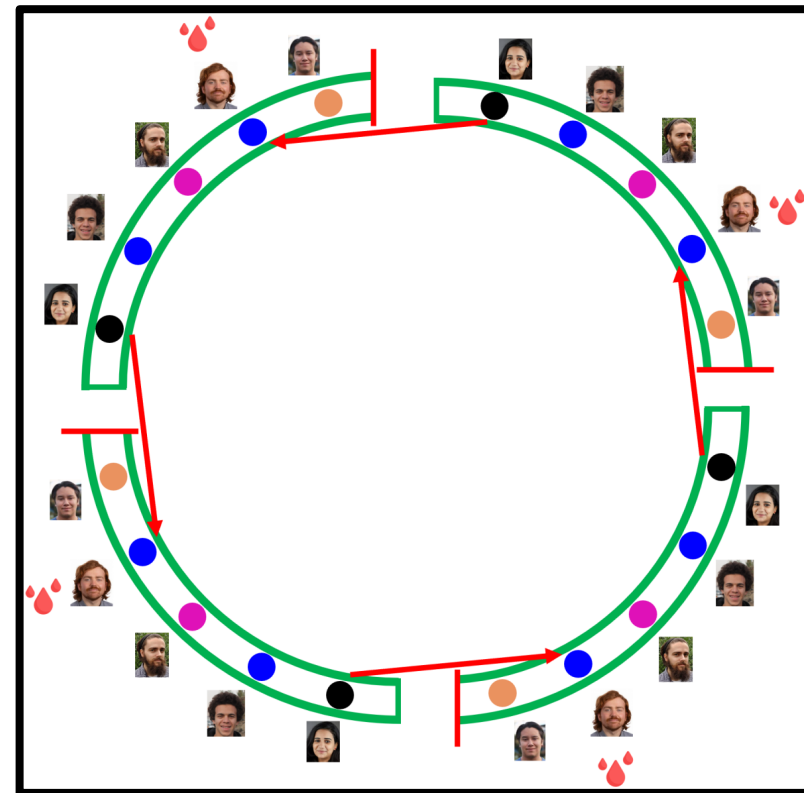
Let's analyse this



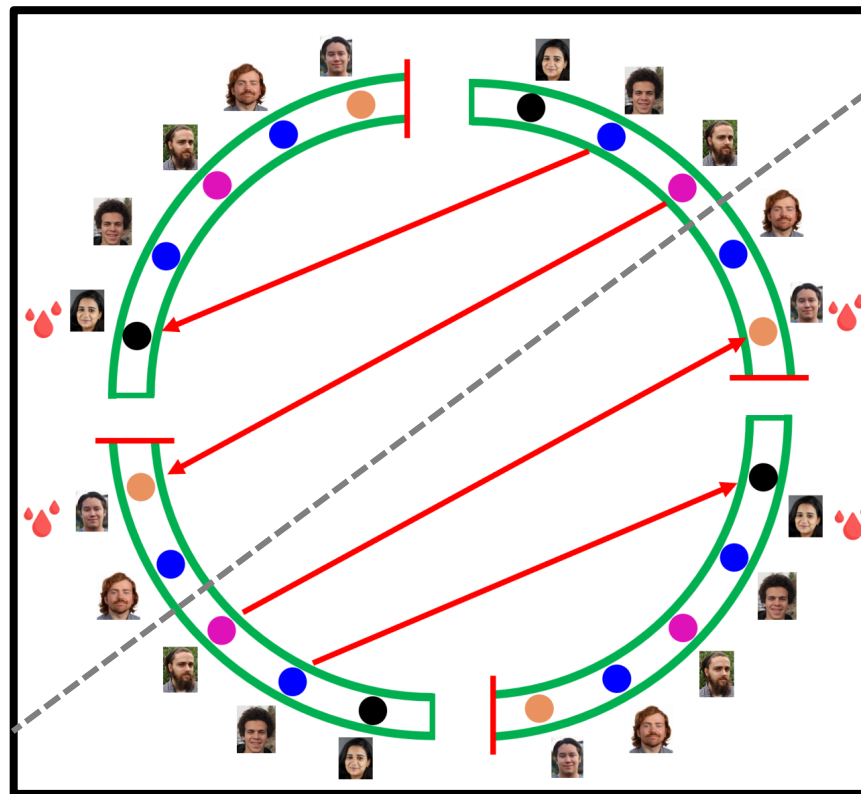
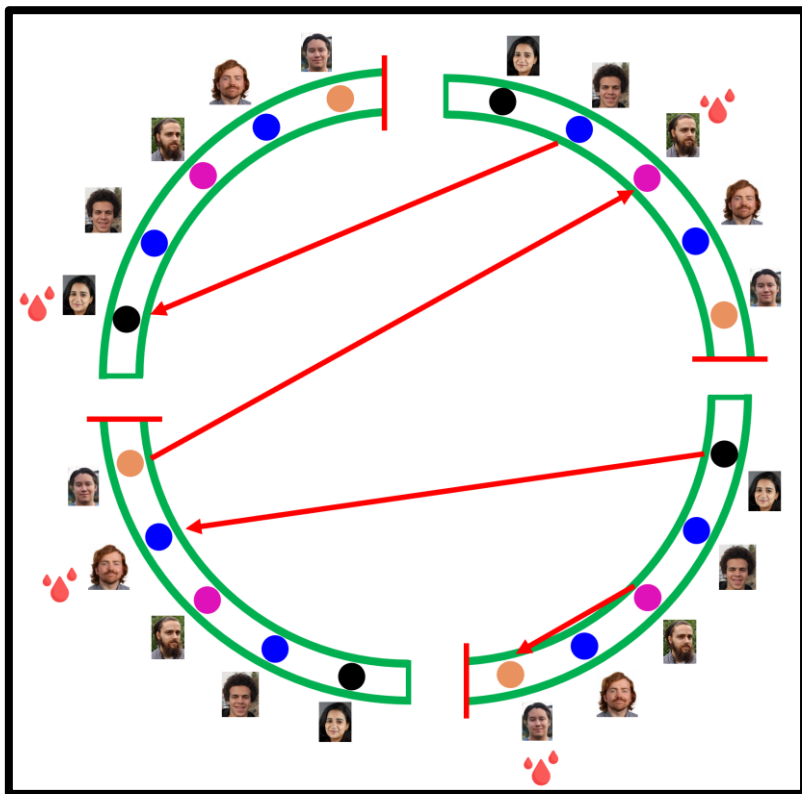
Let's analyse this



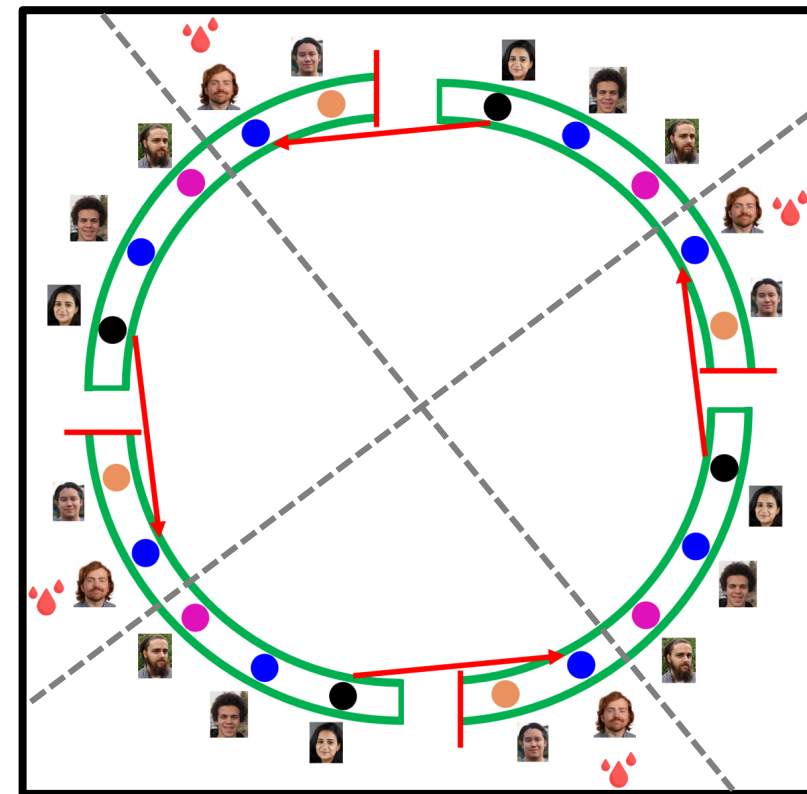
Rotate by 180 degrees



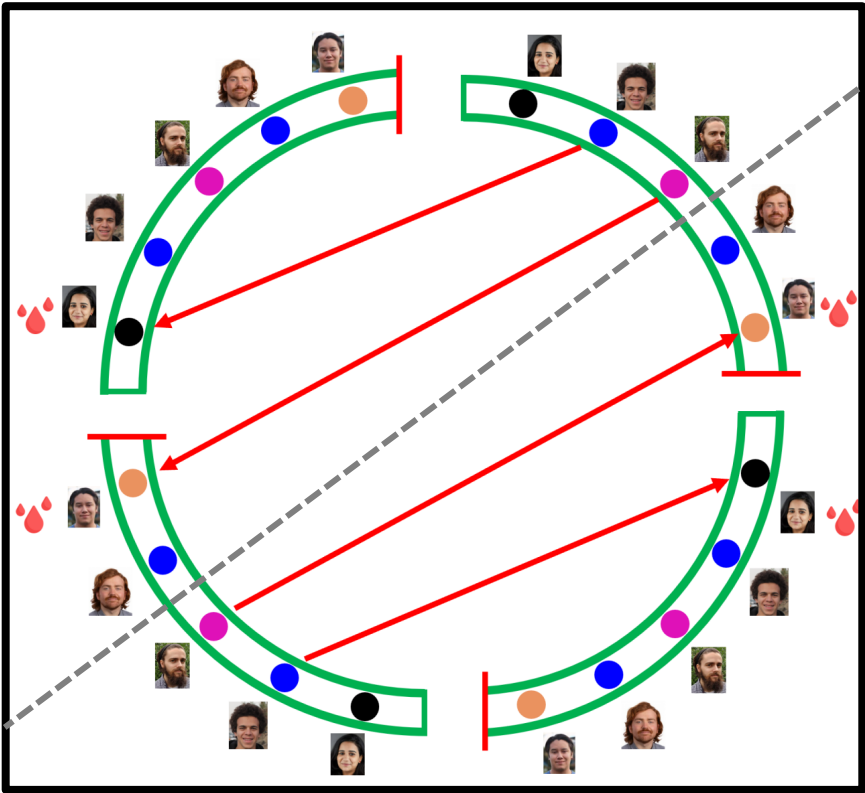
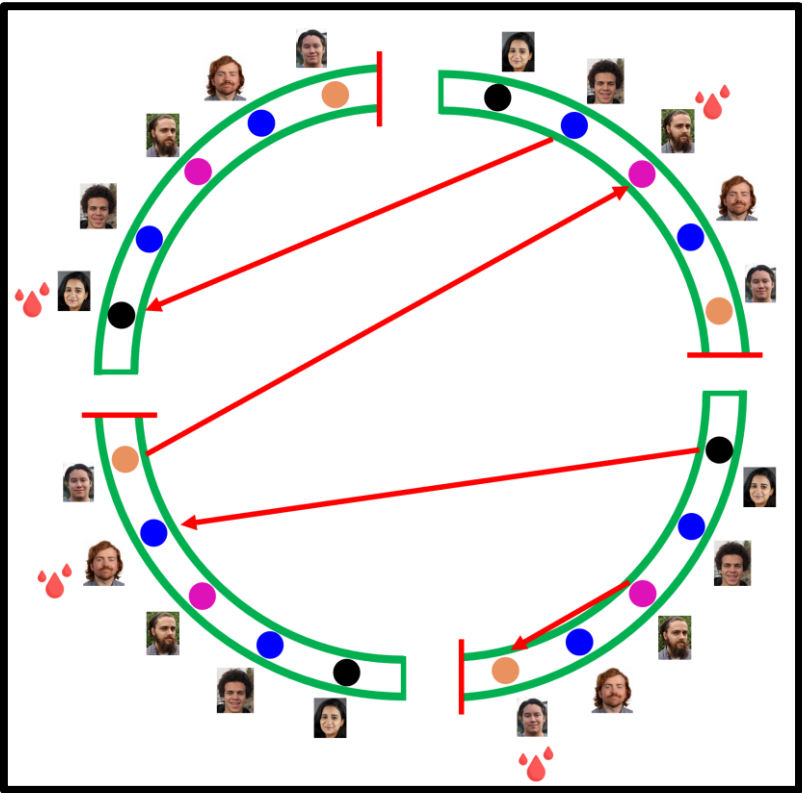
Let's analyse this



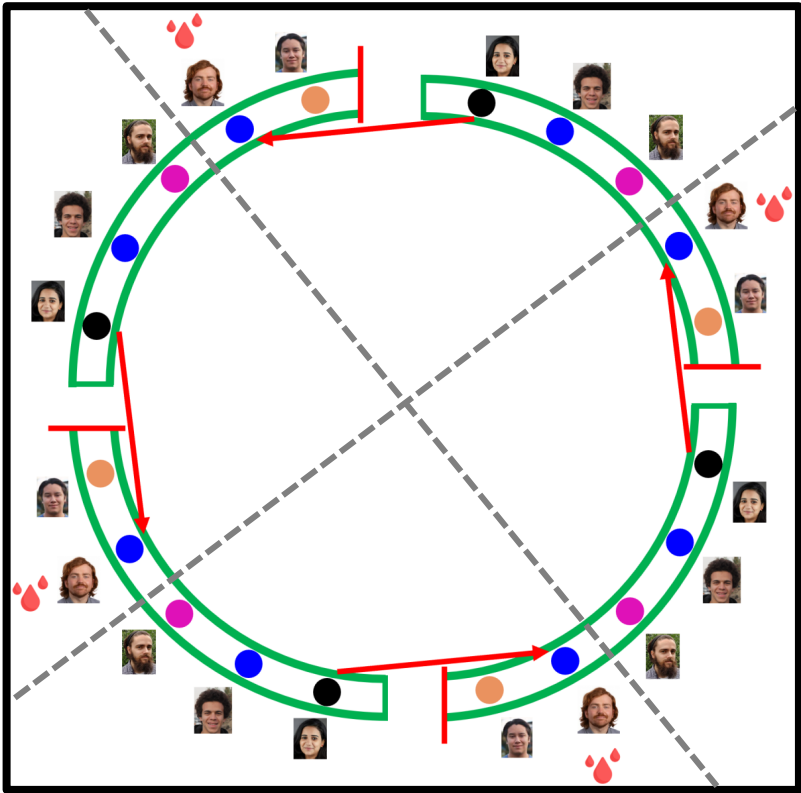
Rotate by 180 degrees



Let's analyse this

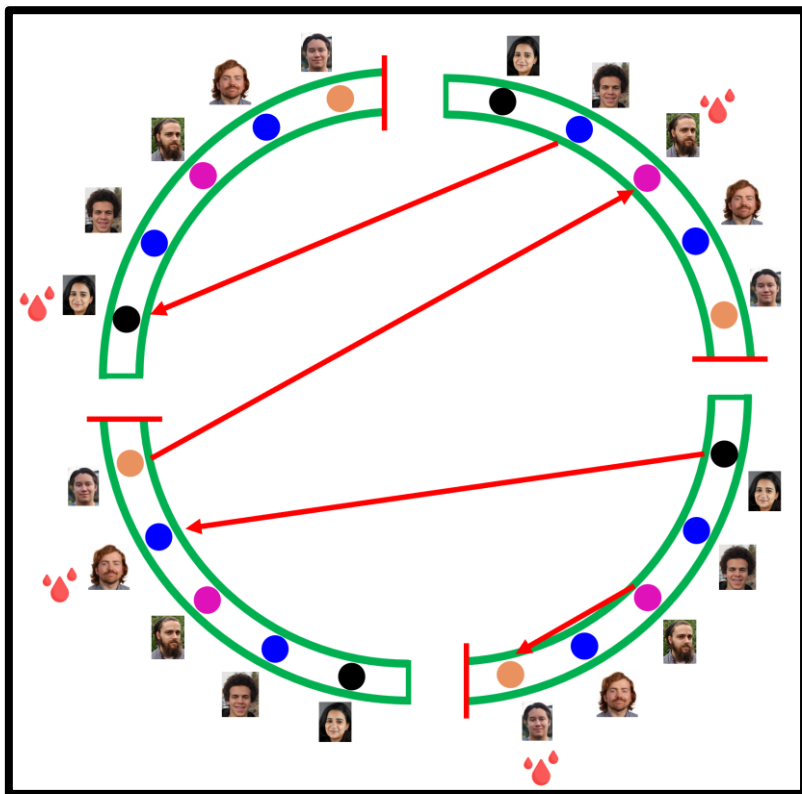


Rotate by 180 degrees

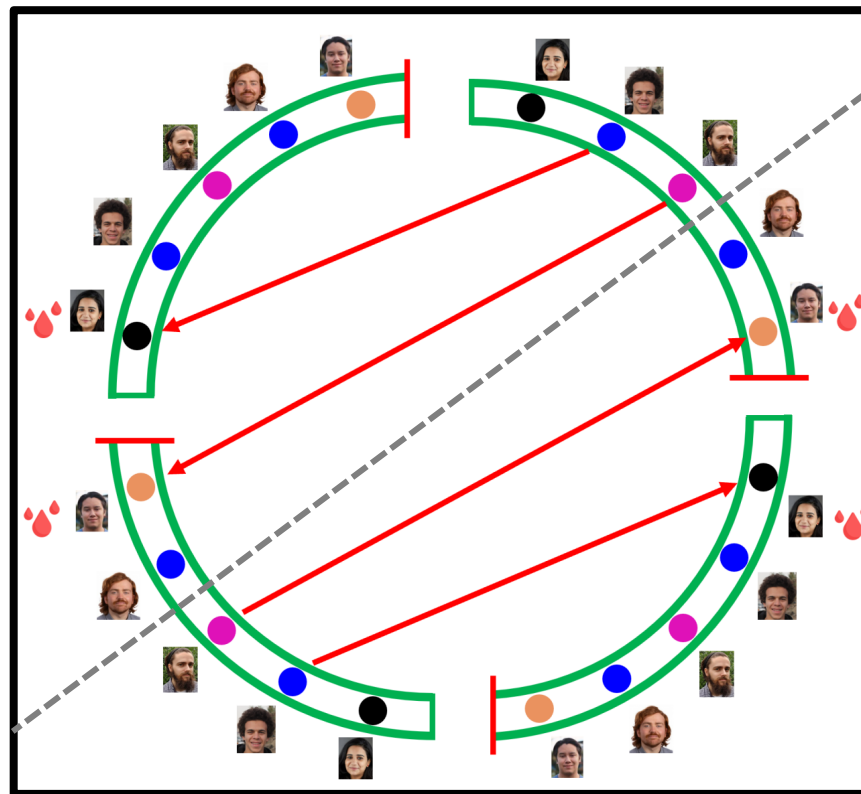


Rotate by 90 degrees

Let's analyse this

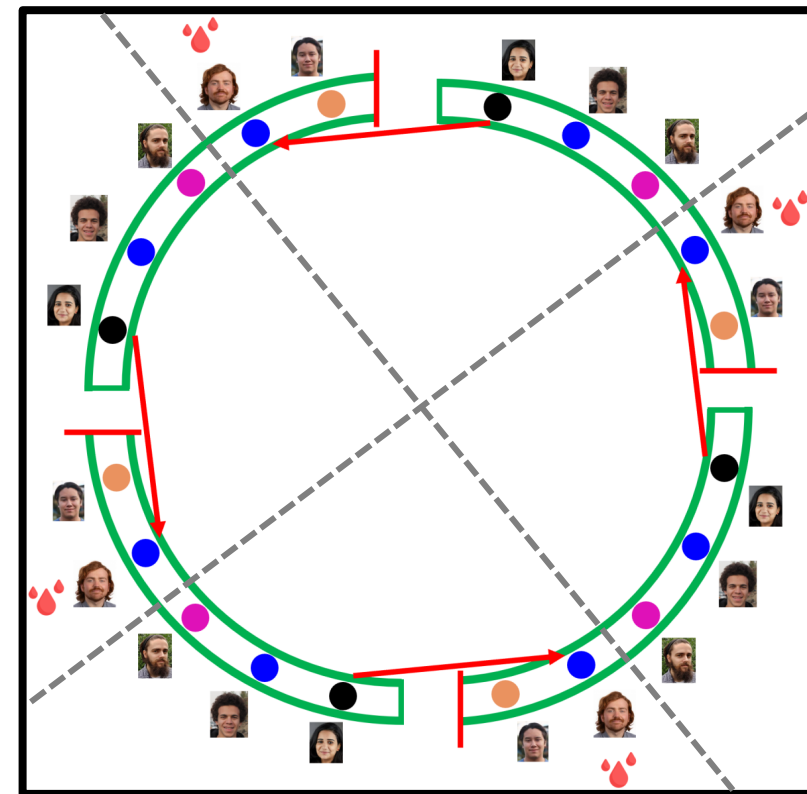


$$R = 1$$



Rotate by 180 degrees

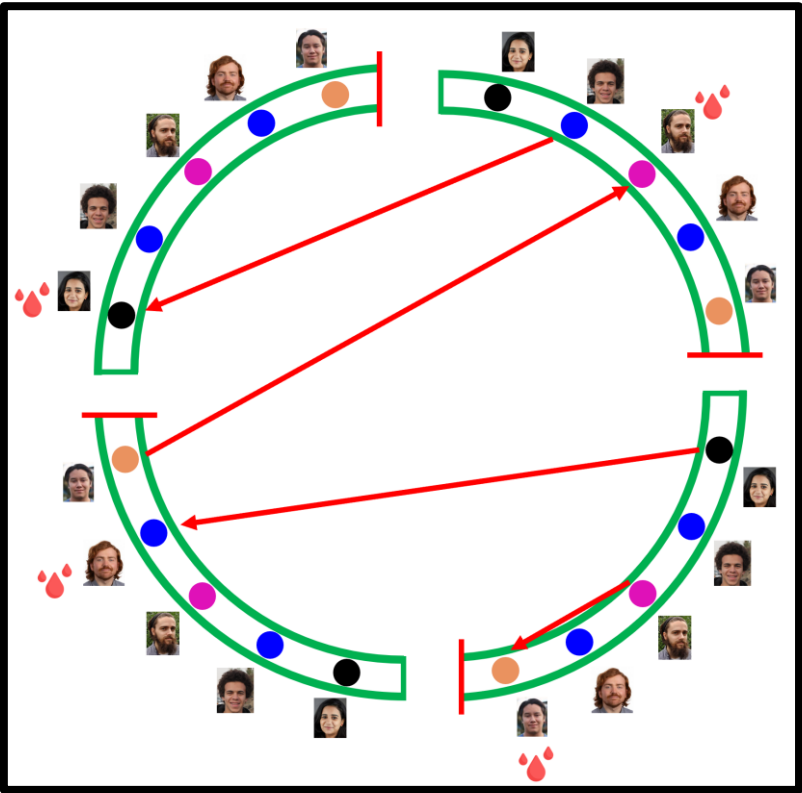
$$R = 2$$



Rotate by 90 degrees

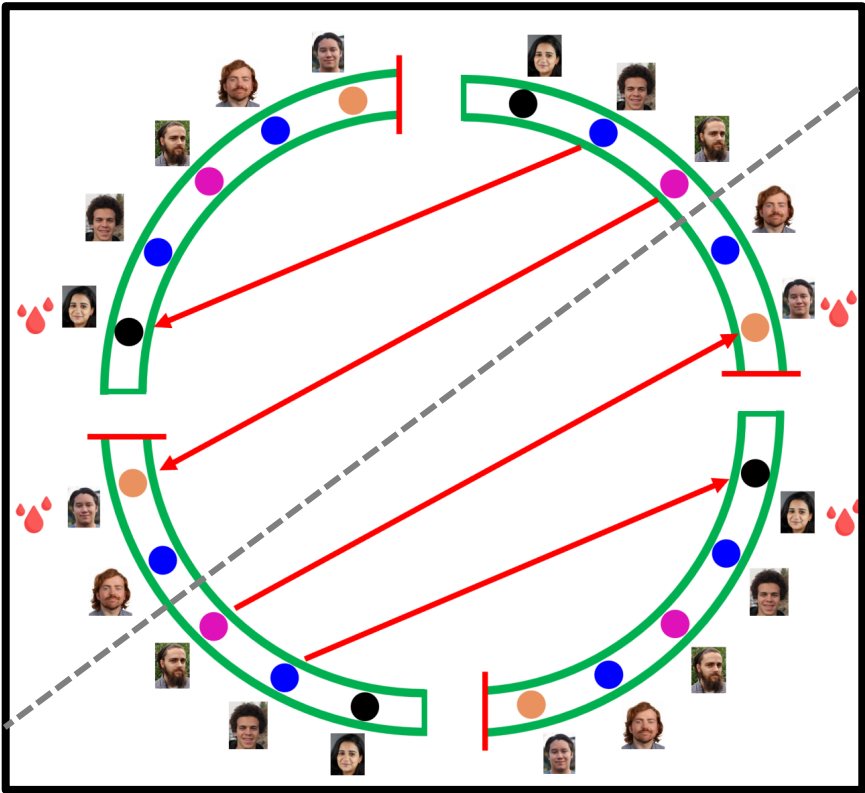
$$R = 4$$

Let's analyse this



$$R = 1$$

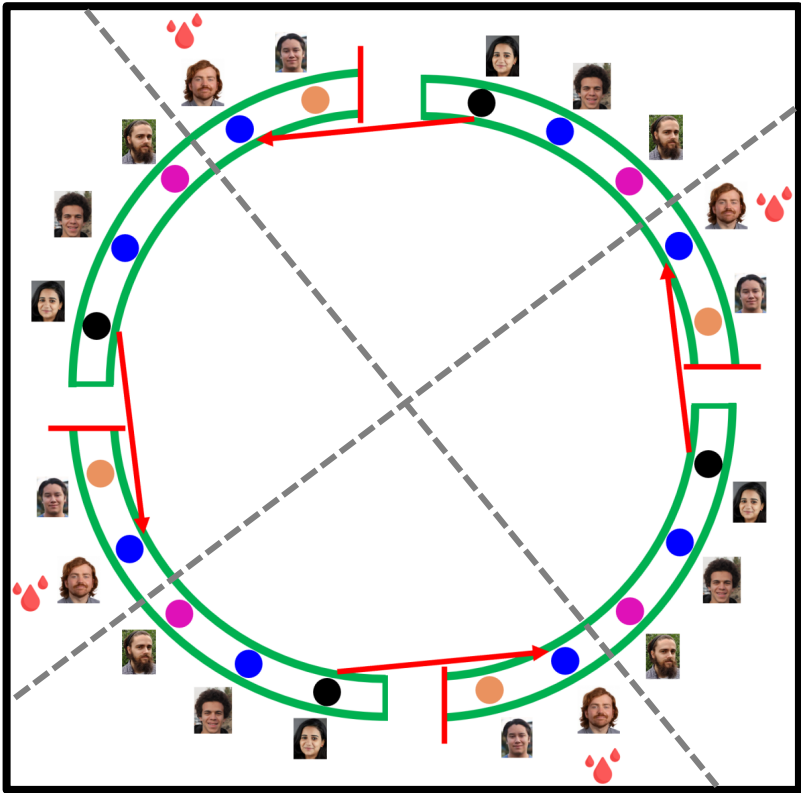
Doesn't penalize



Rotate by 180 degrees

$$R = 2$$

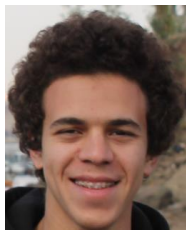
Penalize a little bit



Rotate by 90 degrees

$$R = 4$$

Penalize more



Ahmed's goal



PI

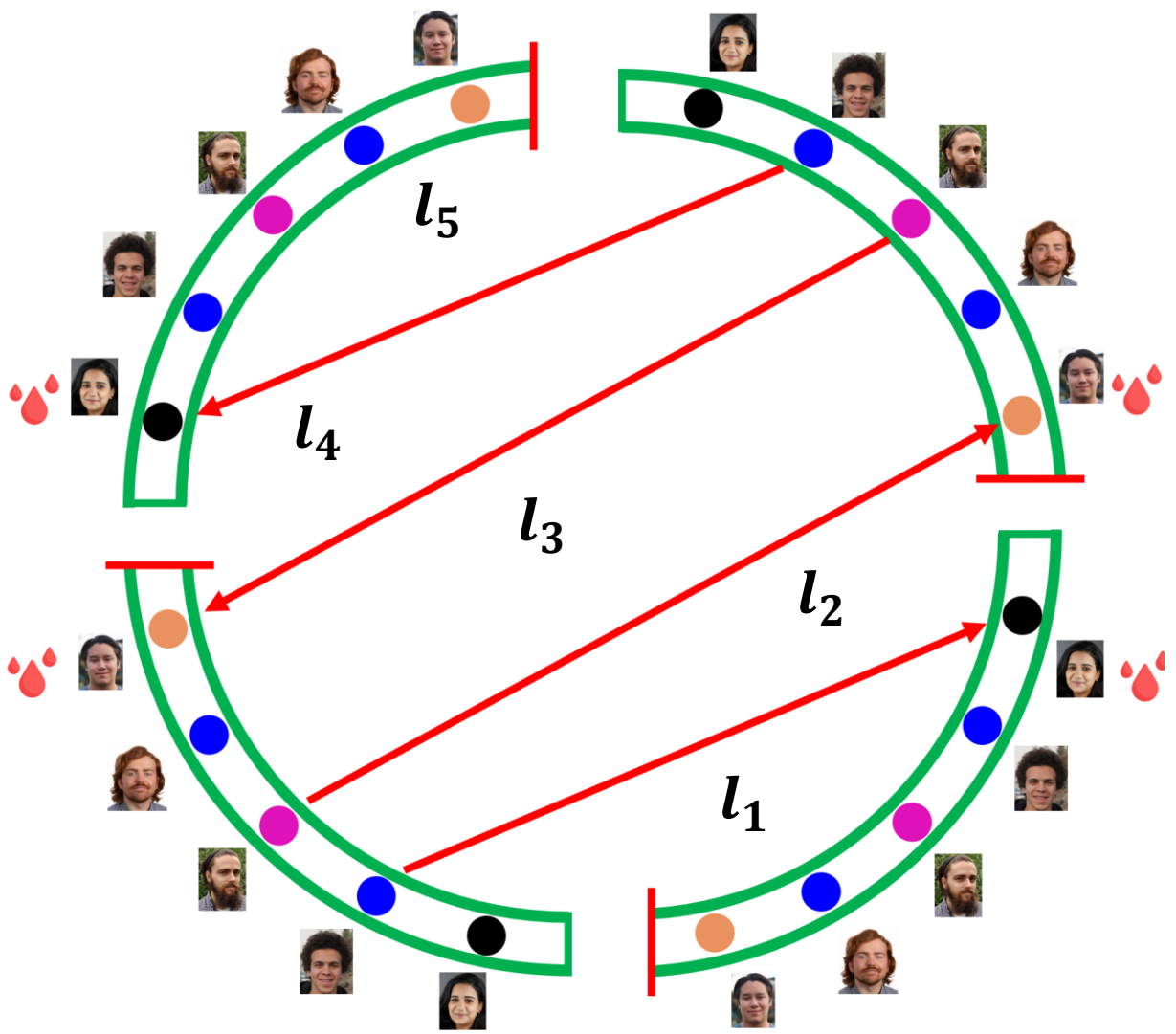
Loves high quality blood

Loves mixed blood

Hates disconnectedness

Hates rotational symmetry

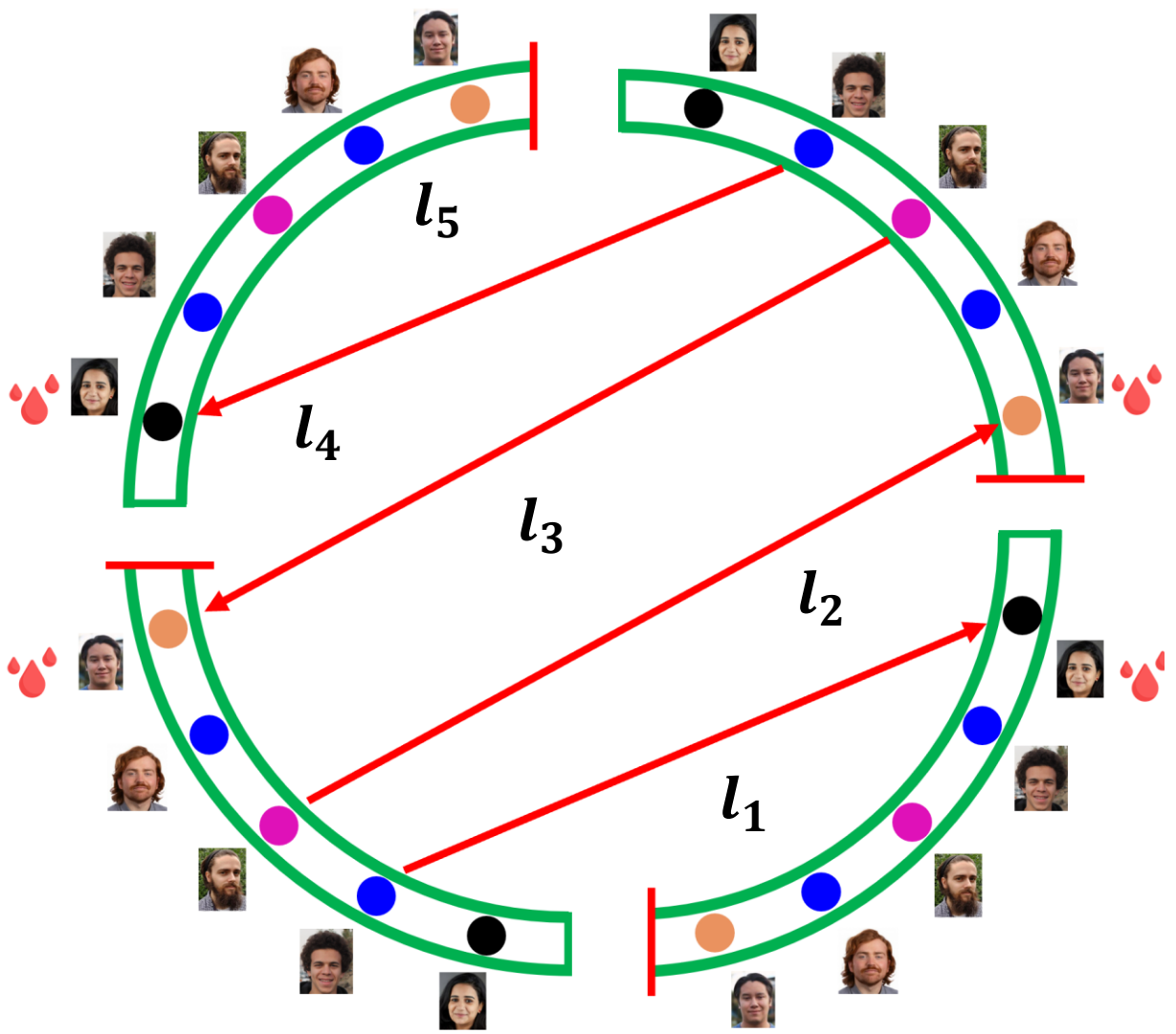
c = 4 sofas



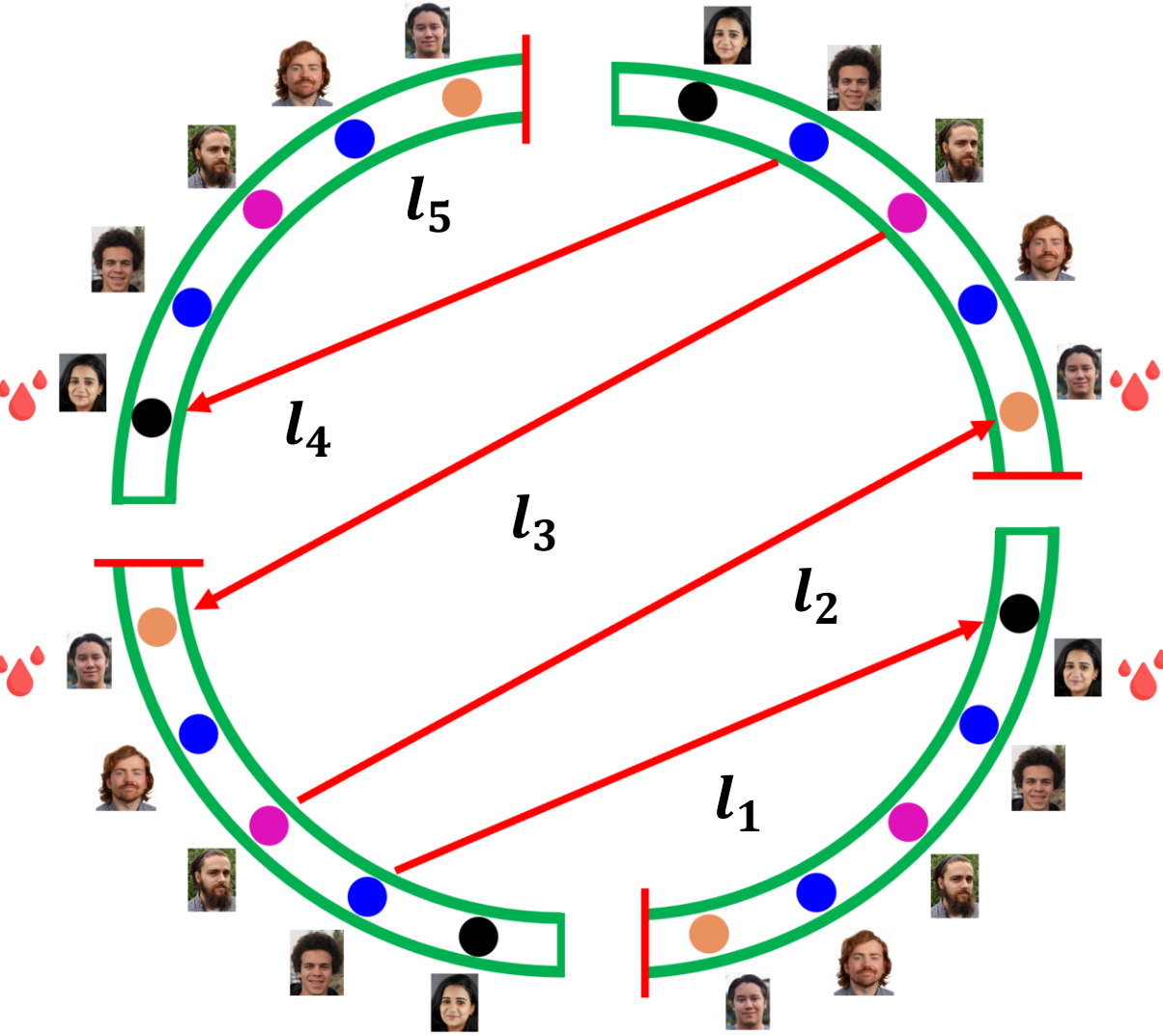
c = 4 sofas



Some Criteria/Model ?



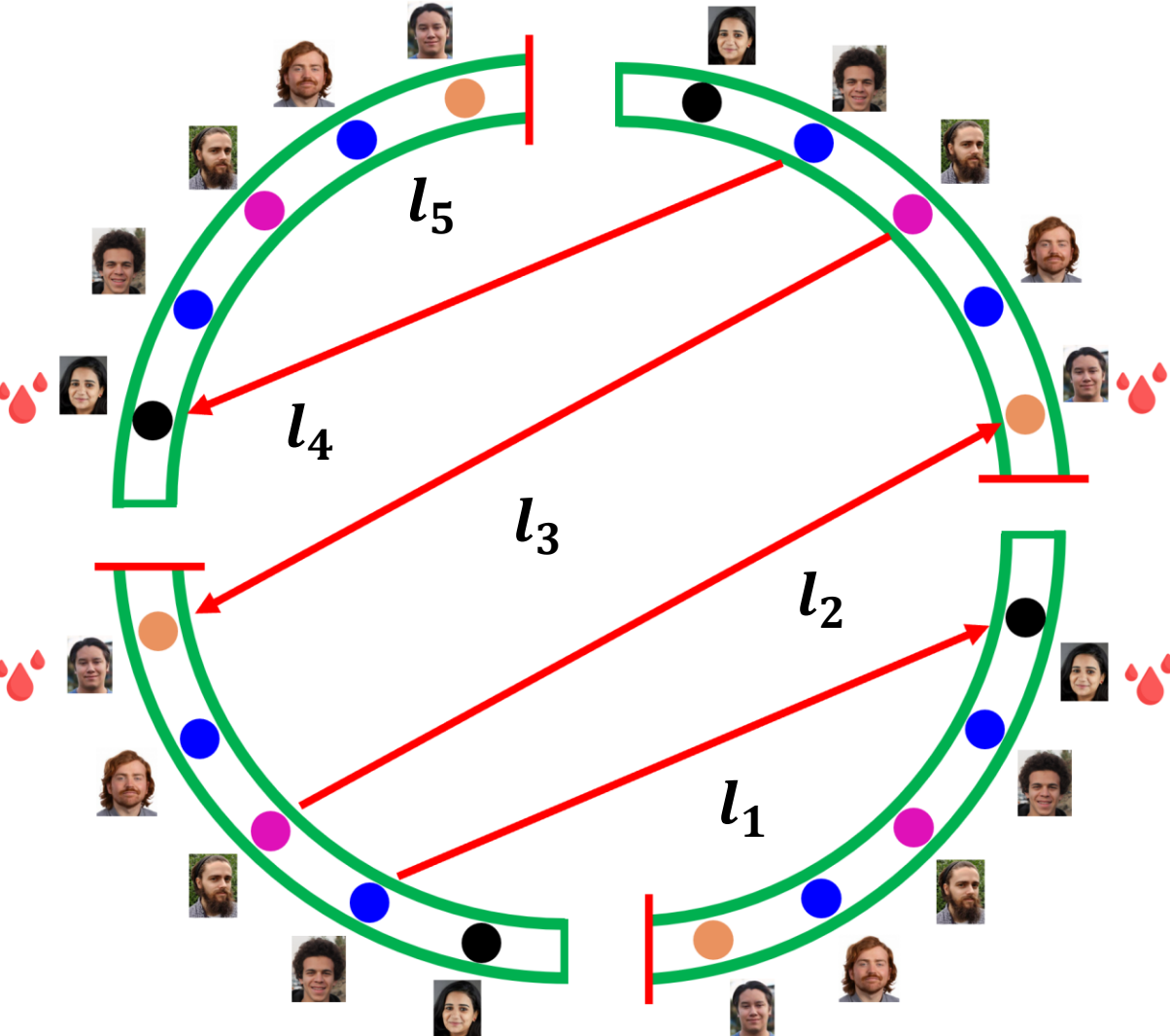
c = 4 sofas



Some Criteria/Model ?

$$B(S) = \sum_l B(l) - (c - 1)B^{\text{assoc}} - k_B T * \log R$$

c = 4 sofas



Some Criteria/Model ?

$$B(S) = \sum_l B(l) - (c - 1)B^{\text{assoc}} - k_B T * \log R$$

$$\max_{S \in \Omega} B(S)$$

How to compute this fast?

We are done

Hamilton game

Why

Why, Ahmed?

Hamilton game

First year

Daniel
Augustina
·
·
·

Second year

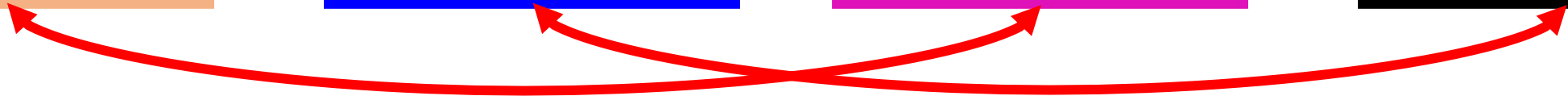
Ahmed
Andre
Paddy
Cormac
·
·

Third year

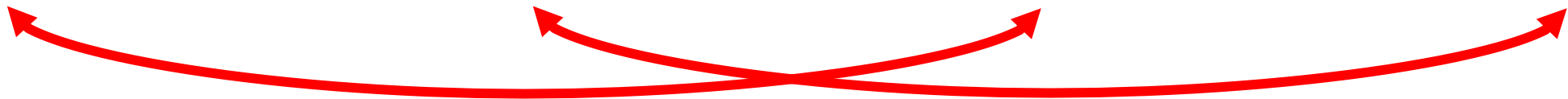
Dara
Solmaz
Oluwayomi
·
·
·

fourth year

Akash
Yc
Emma
Darshana
·
·



Hamilton game



Hamilton game

G **A** **C** **T**



Hamilton game



Chemical bonds

DNA secondary structures

G **A** **C** **T**

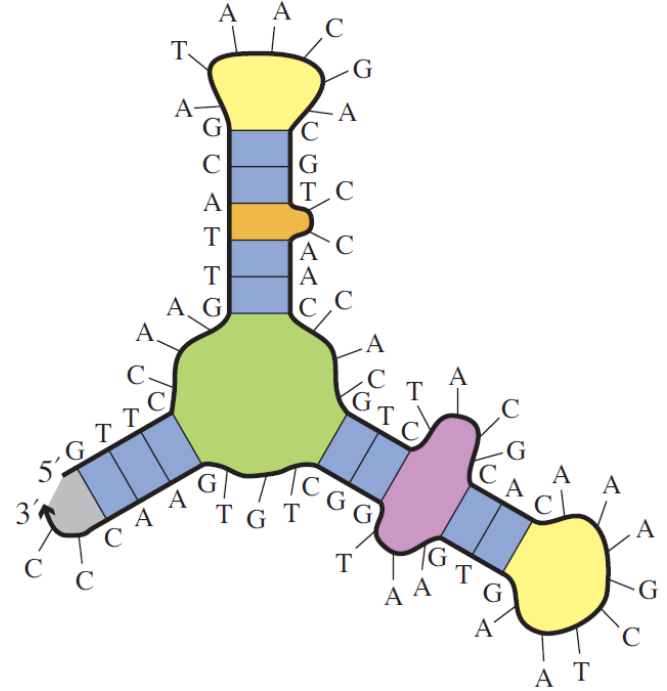


Chemical bonds

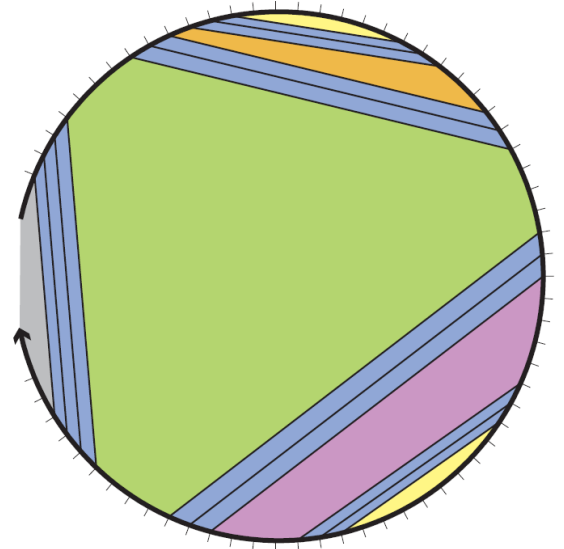
DNA secondary structure



Single stranded DNA

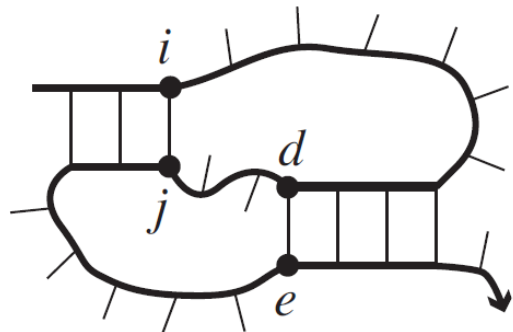


Secondary structure
=
A list of base pairs

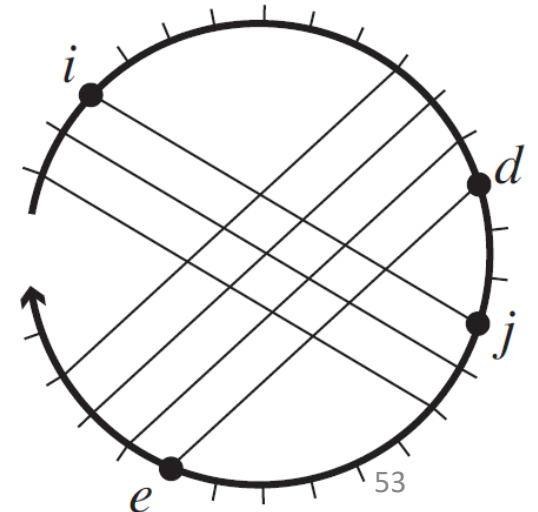


Polymer graph representation

NP – Hard

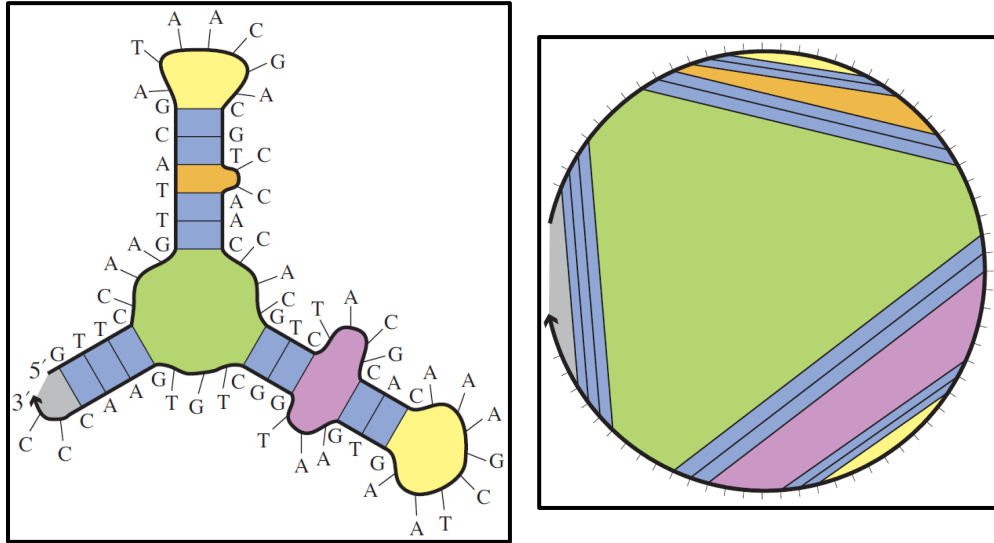


pseudoknotted

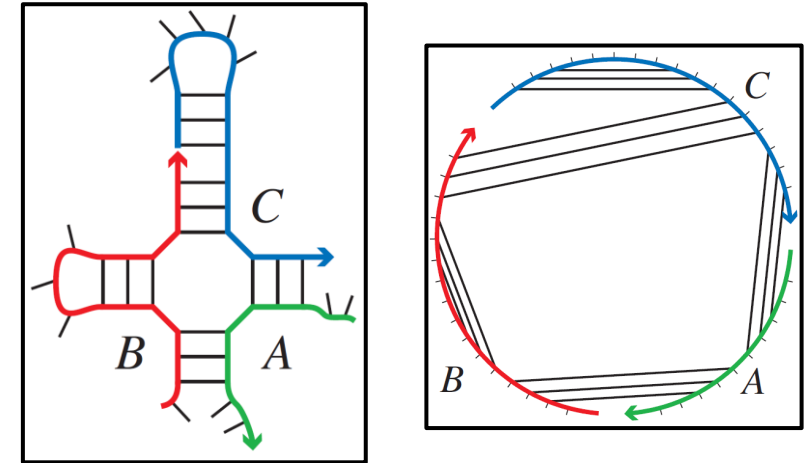


Energy models and Minimum Free Energy

Single stranded system

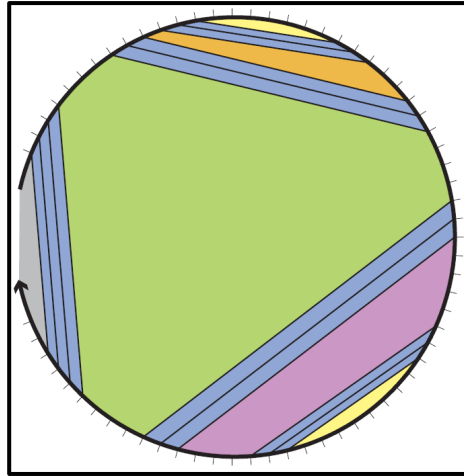
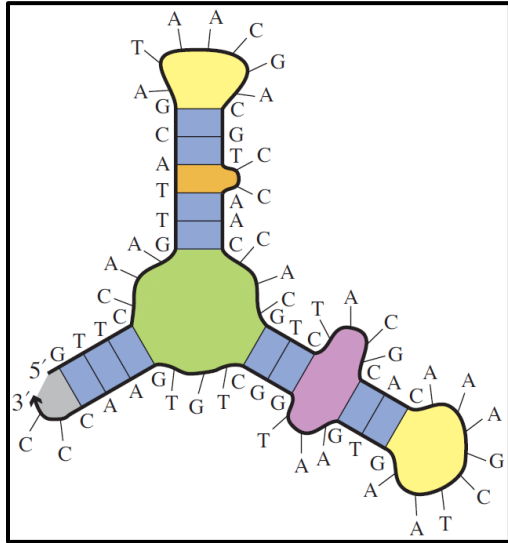


Multi stranded system of s strands



Energy models and Minimum Free Energy

Single stranded system

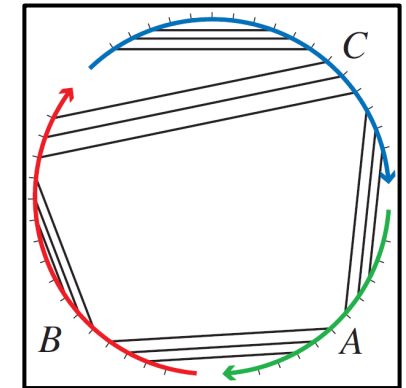
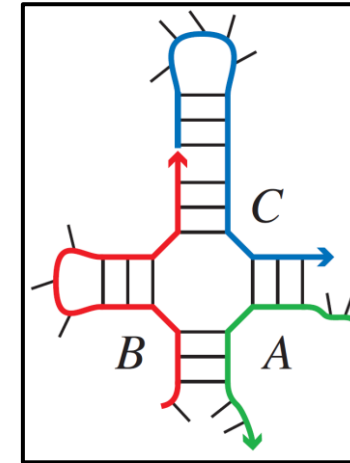


$$\Delta G(S)$$

Energy model

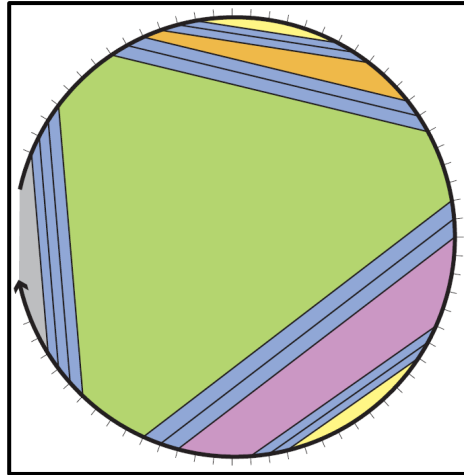
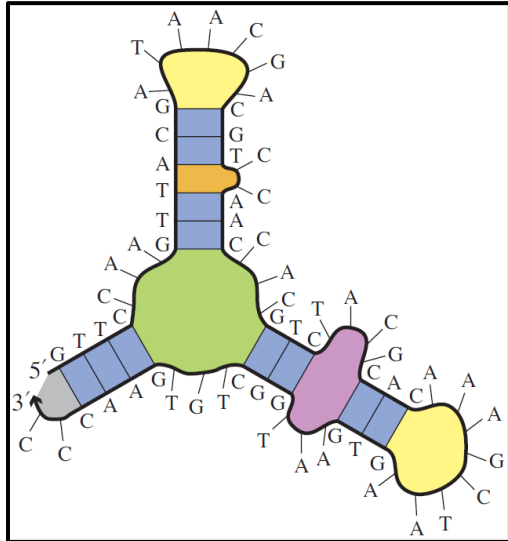
Capture the free energy
of secondary structure

Multi stranded system of s strands



Energy models and Minimum Free Energy

Single stranded system

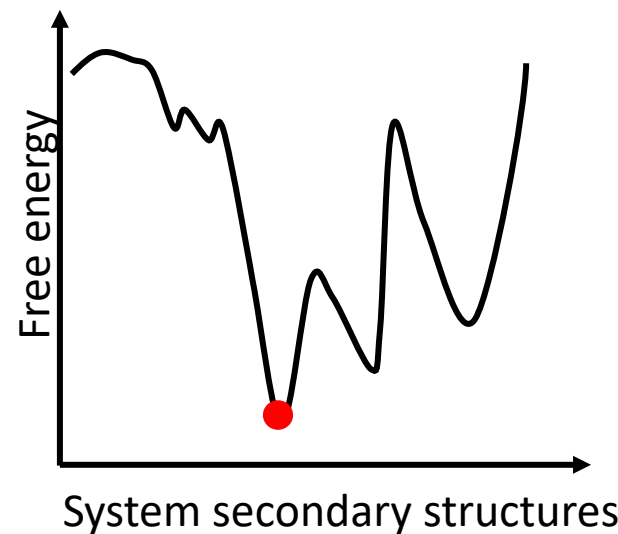
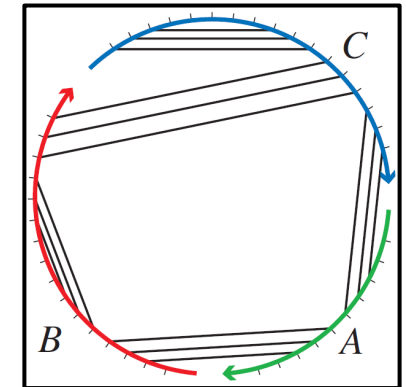
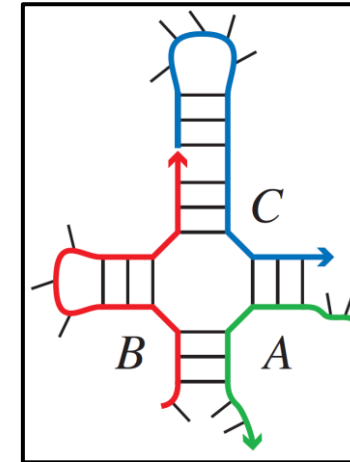


$$\Delta G(S)$$

Energy model

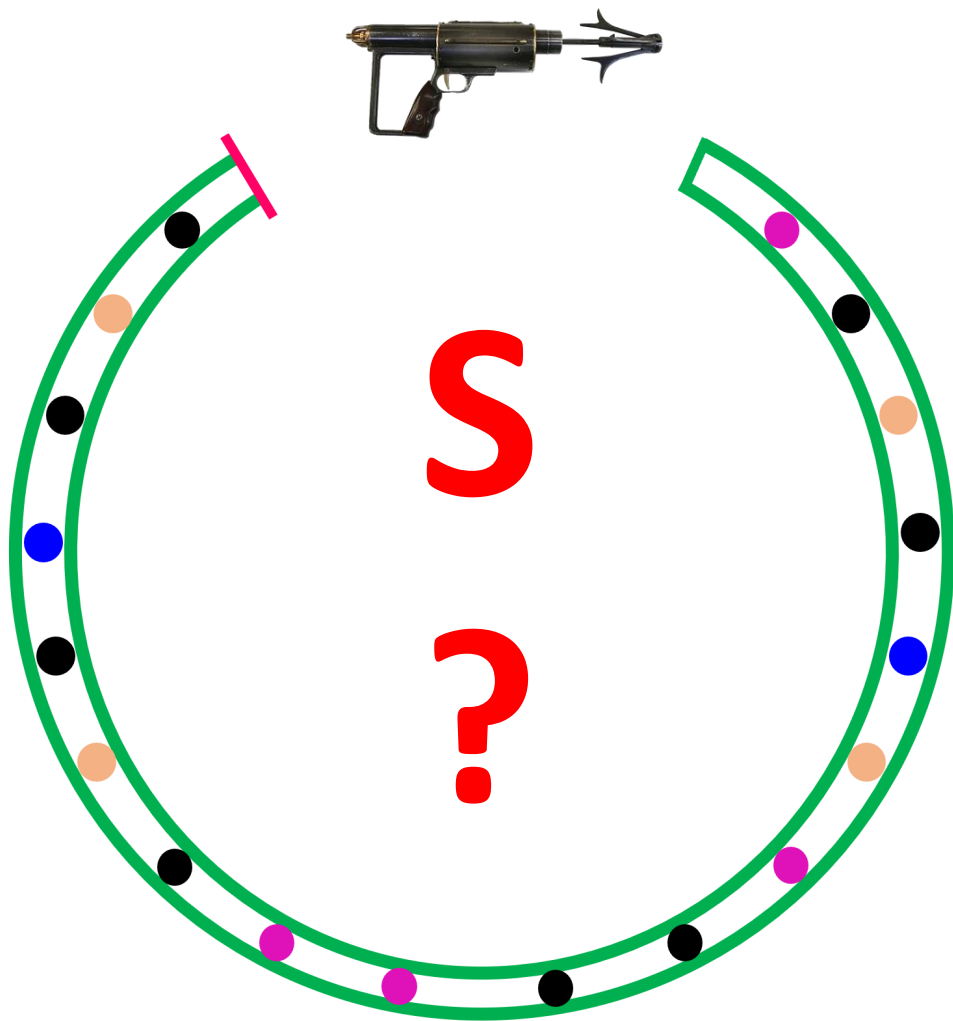
Capture the free energy of secondary structure

Multi stranded system of s strands



$$\text{MFE} = \min_{S \in \Omega} \Delta G(S)$$

Minimum Free Energy



That is so cool!

1



Some Criteria/Model ?

$$B(S) = \text{\#killed PhDs}$$

$$\max_{S \in \Omega} B(S)$$

Ω is the set of all possible structures that respect the game rules

How to compute this fast?

1



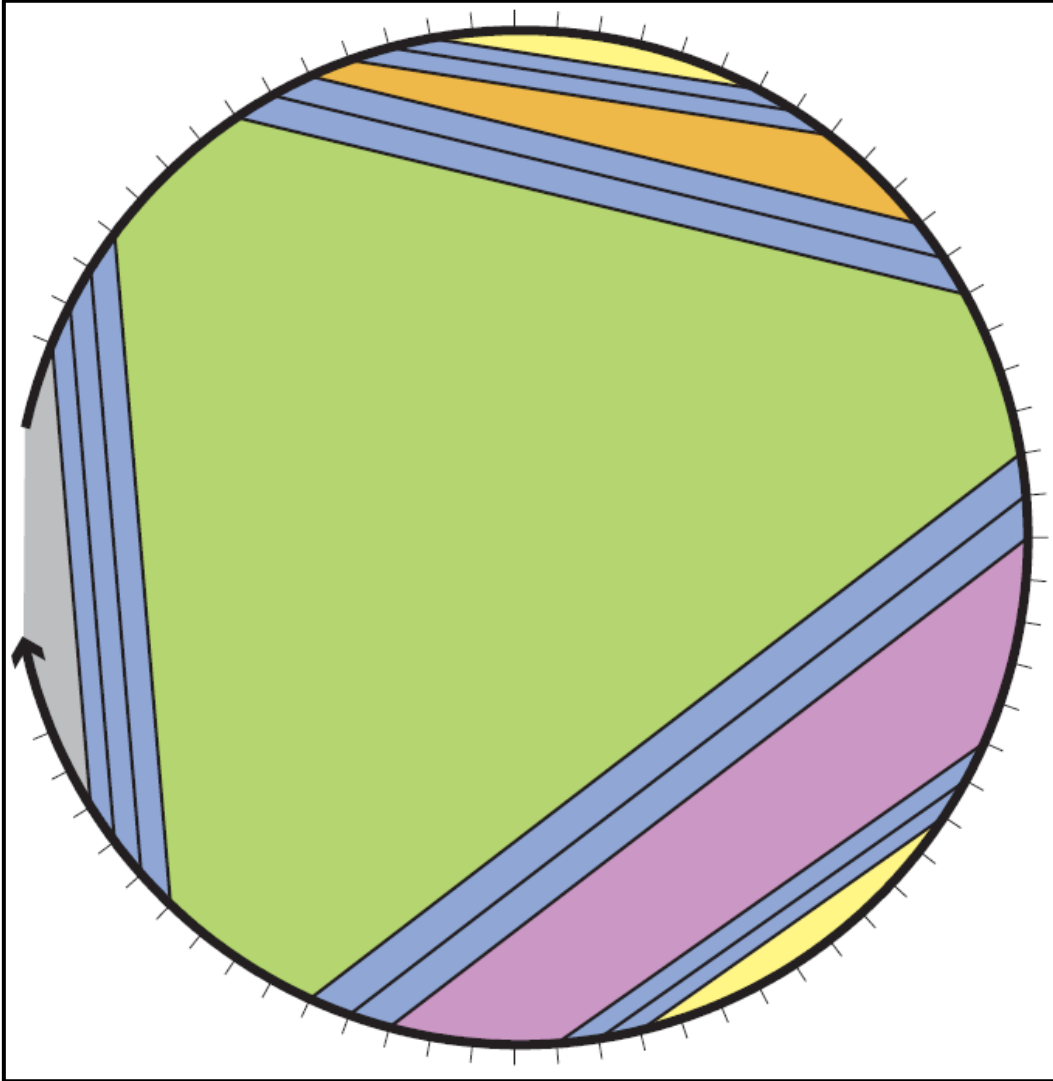
Some Criteria/Model ?

$$\Delta G(S) = -\#\text{base pairs}$$

$$\min_{S \in \Omega} \Delta G(S)$$

Ω is the set of all possible structures that respect the game rules

How to compute this fast?



1



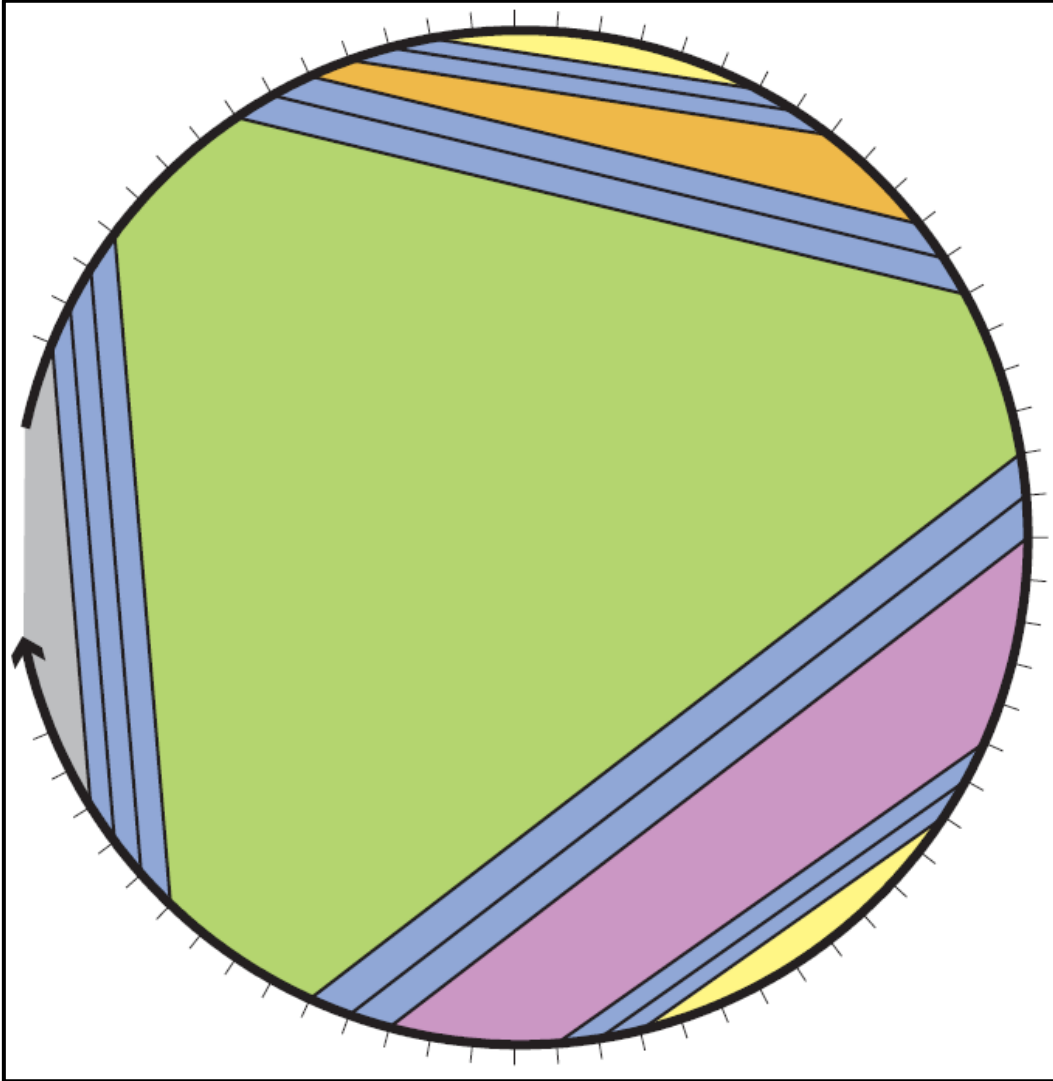
Some Criteria/Model ?

$$\Delta G(S) = -\#\text{base pairs}$$

$$\min_{S \in \Omega} \Delta G(S)$$

Ω is the set of all possible structures that respect the game rules

How to compute this fast? **Yes**



2

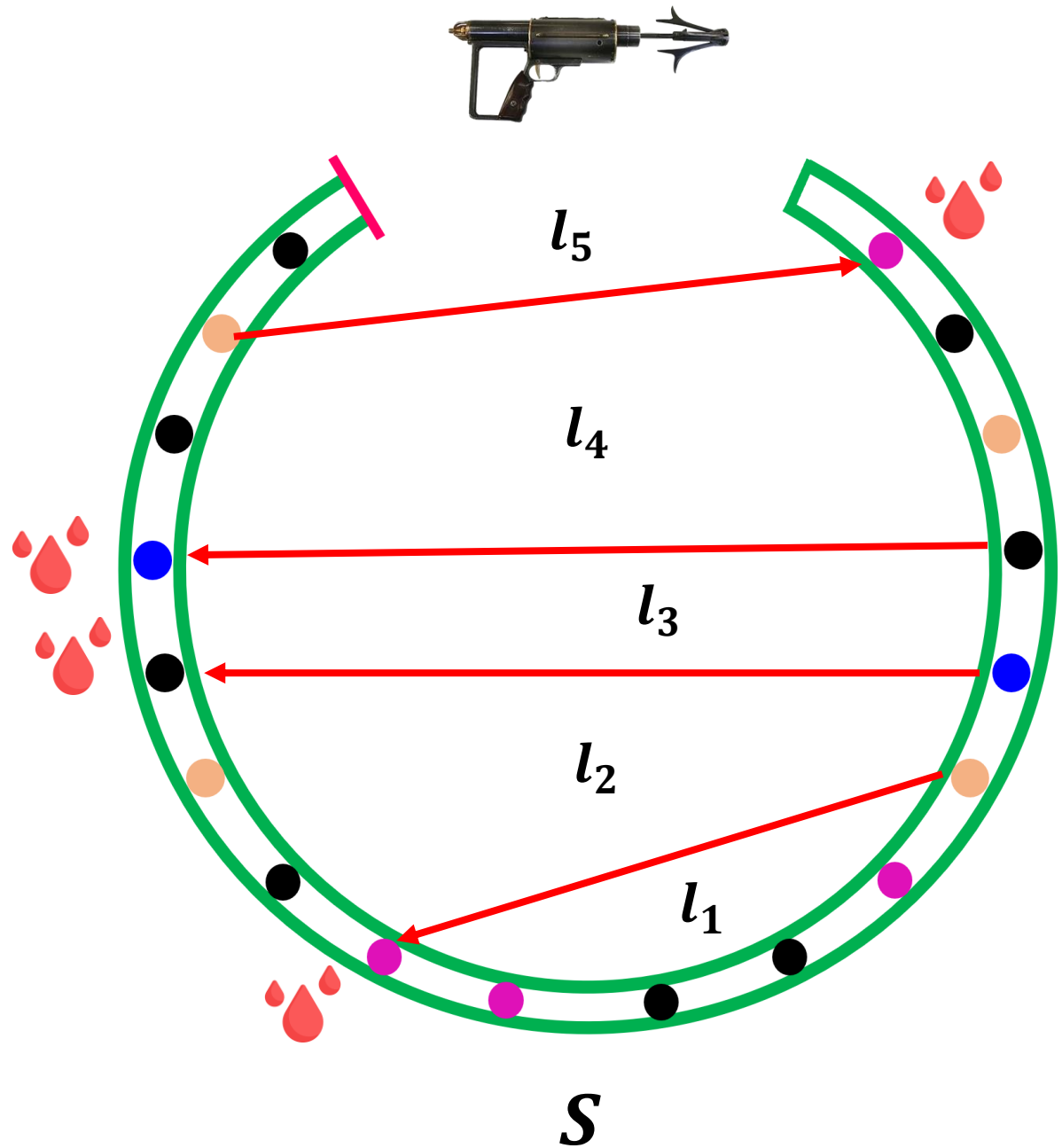


Some Criteria/Model ?

$$B(S) = \sum_l B(l)$$

$$\max_{S \in \Omega} B(S)$$

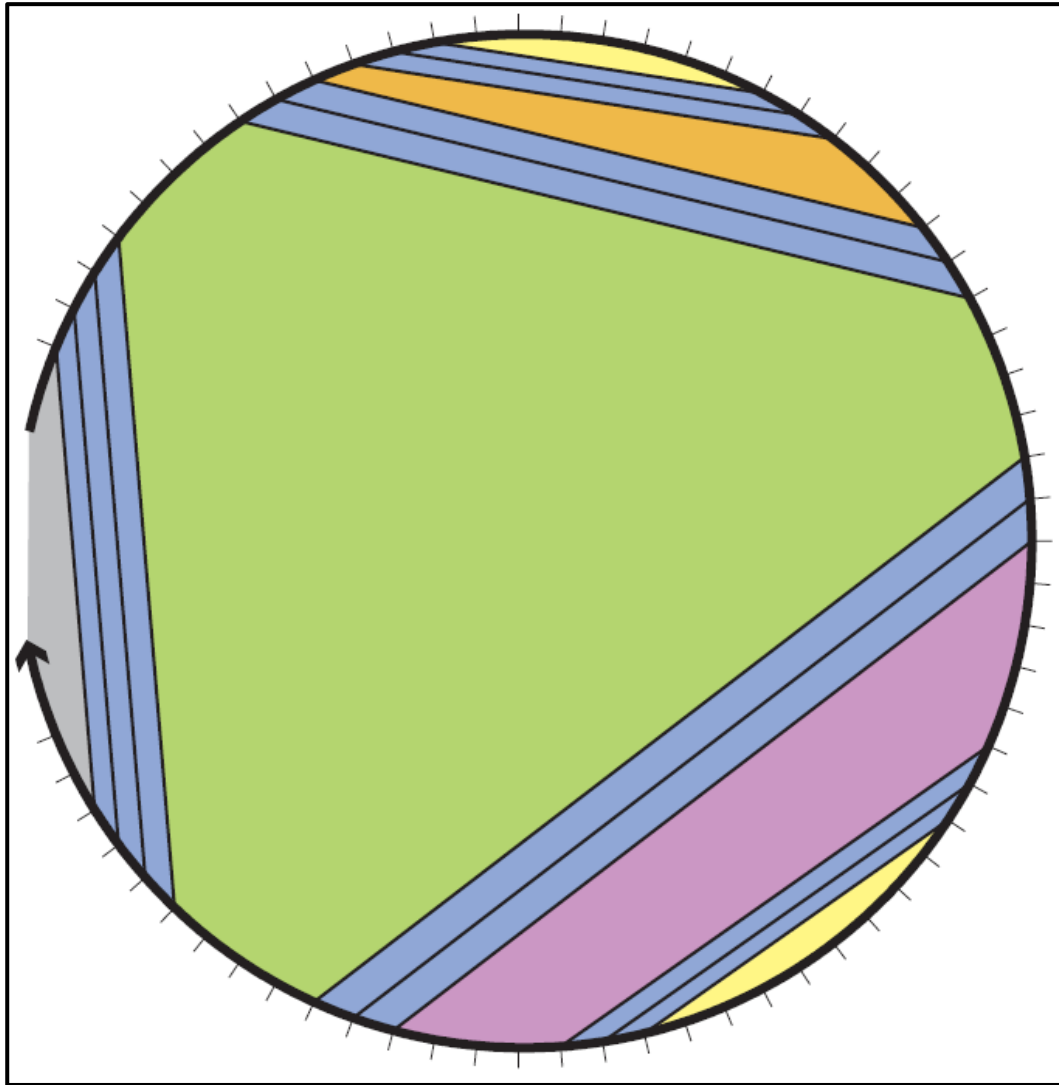
How to compute this fast?



2



Some Criteria/Model ?



S

$$\Delta G(S) = \sum_l \Delta G(l)$$

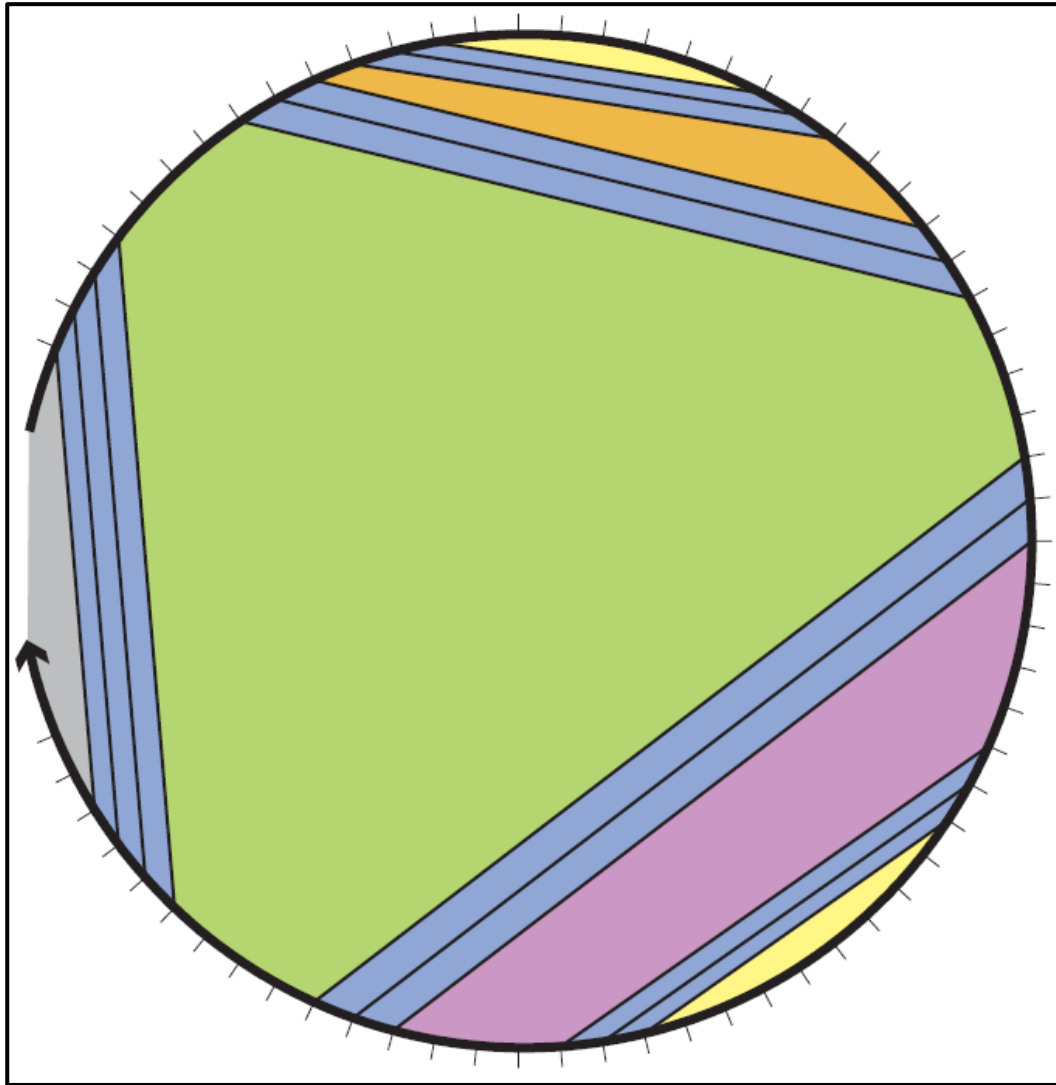
$$\min_{S \in \Omega} \Delta G(S)$$

How to compute this fast?

2



Some Criteria/Model ?



S

$$\Delta G(S) = \sum_l \Delta G(l)$$

$$\min_{S \in \Omega} \Delta G(S)$$

How to compute this fast? Yes

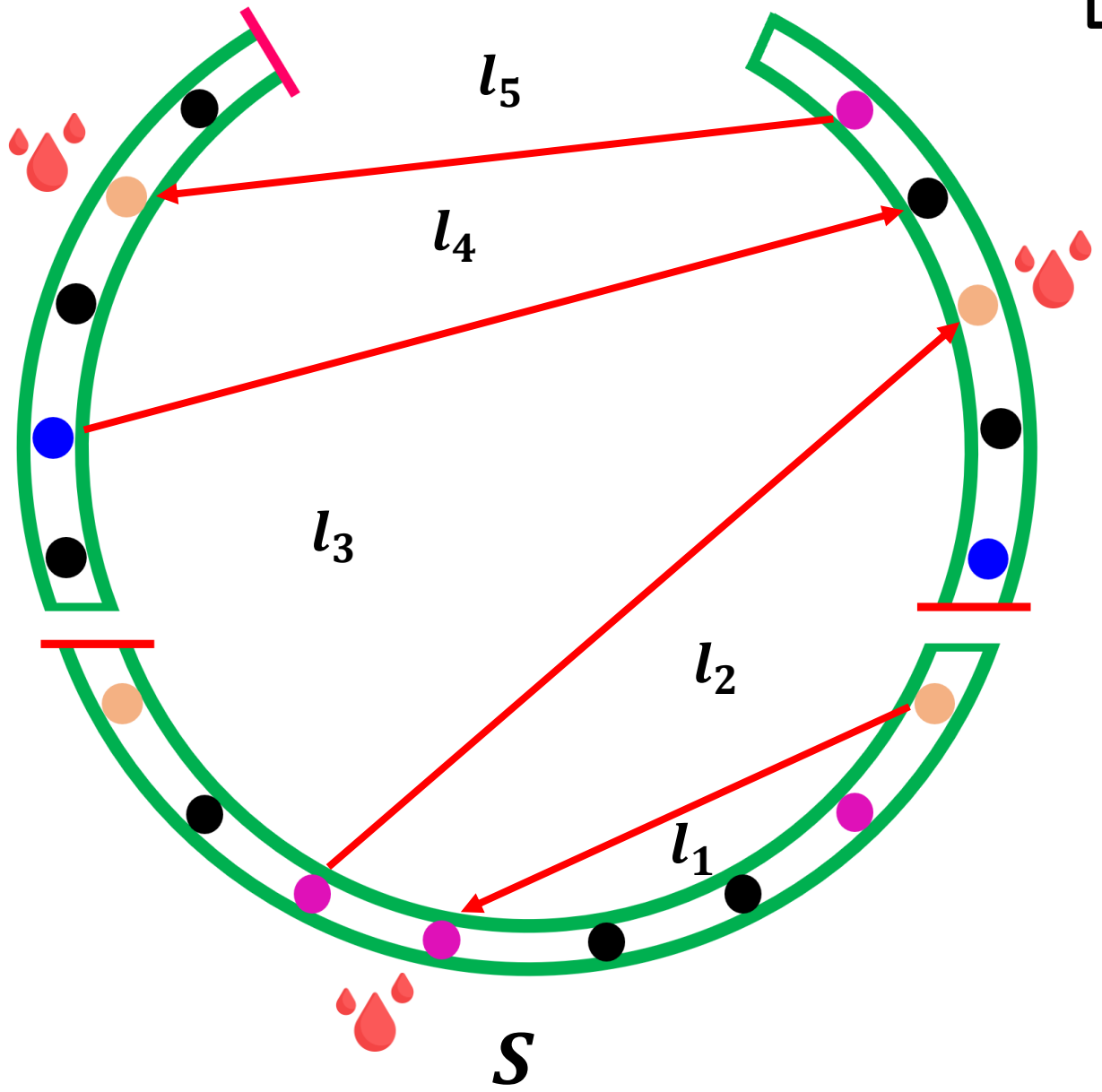
c = 3 sofas



3



Some Criteria/Model ?



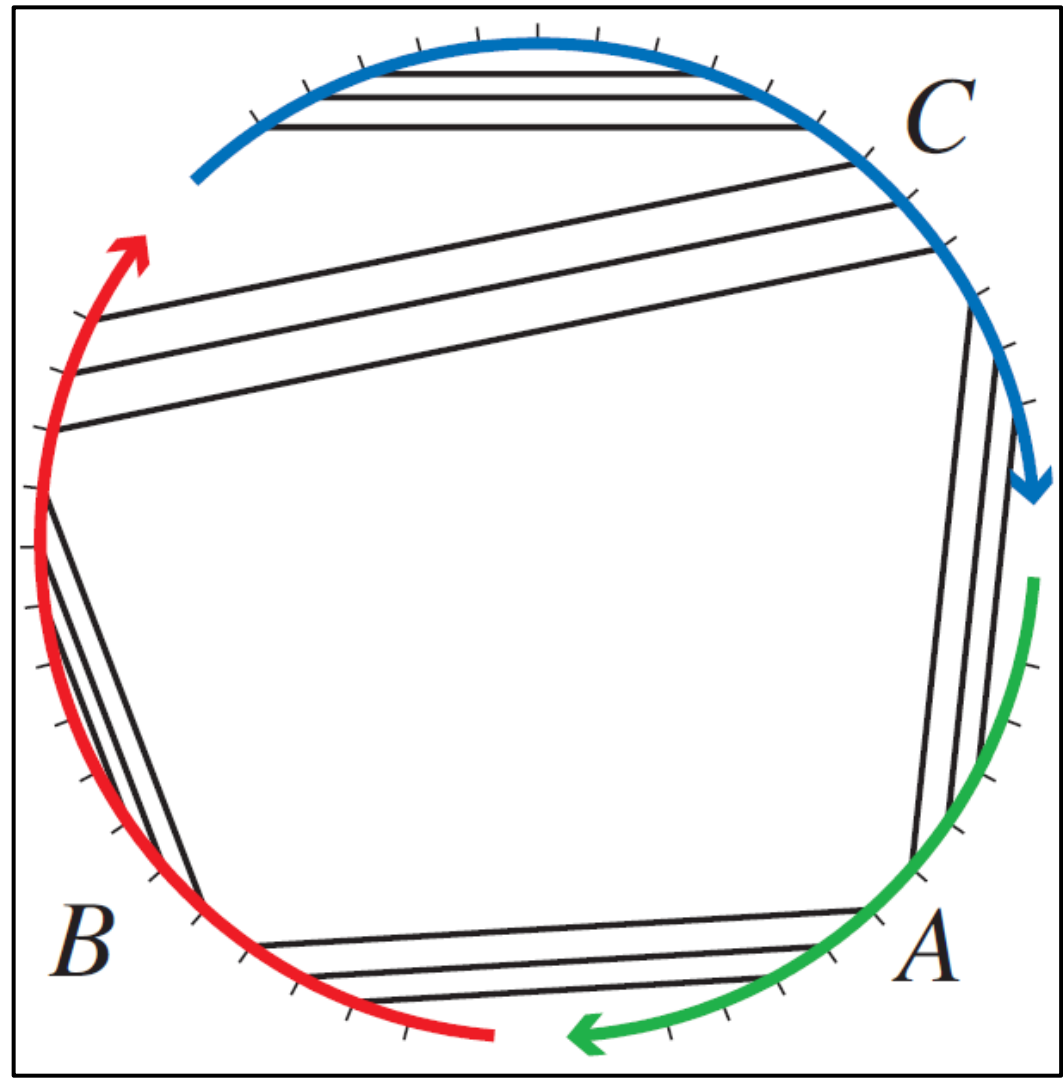
$$B(S) = \sum_l B(l) - (c - 1) B^{\text{assoc}}$$

$$\max_{S \in \Omega} B(S)$$

Ω : the set of all connected structures that respect the game rules

How to compute this fast? ⁶³

c = 3 strands



S

3



Some Criteria/Model ?

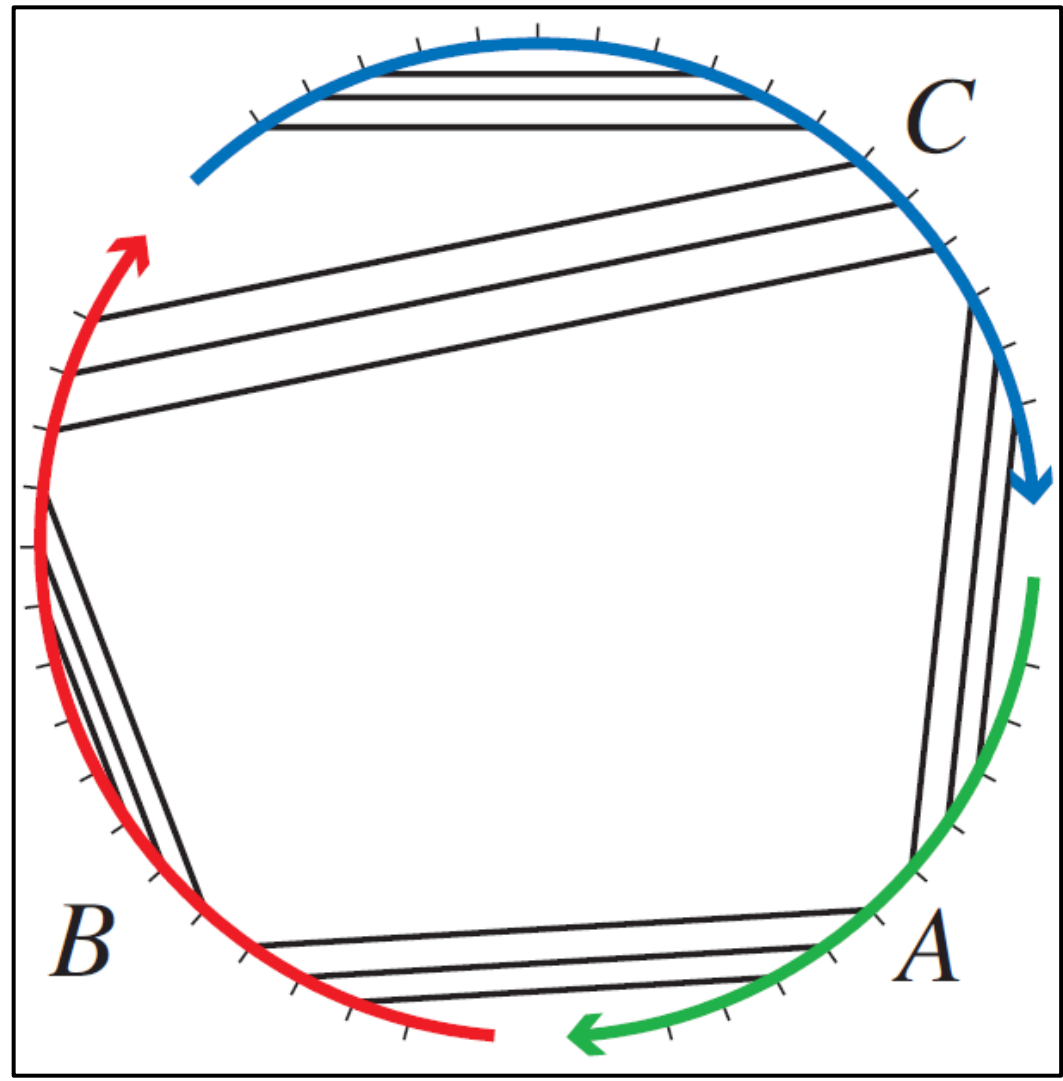
$$\Delta G(S) = \sum_l \Delta G(l) + (c - 1) \Delta G^{\text{assoc}}$$

$$\min_{S \in \Omega} \Delta G(S)$$

Ω: the set of all connected structures that respect the game rules

How to compute this fast? 64

c = 3 strands



S

3



Some Criteria/Model ?

$$\Delta G(S) = \sum_l \Delta G(l) + (c - 1) \Delta G^{\text{assoc}}$$

$$\min_{S \in \Omega} \Delta G(S)$$

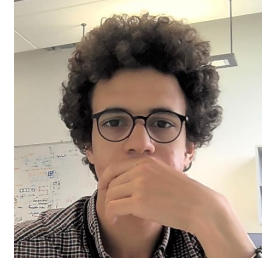
Ω: the set of all connected structures that respect the game rules

How to compute this fast? ⁶⁵ Yes

c = 4 sofas



4

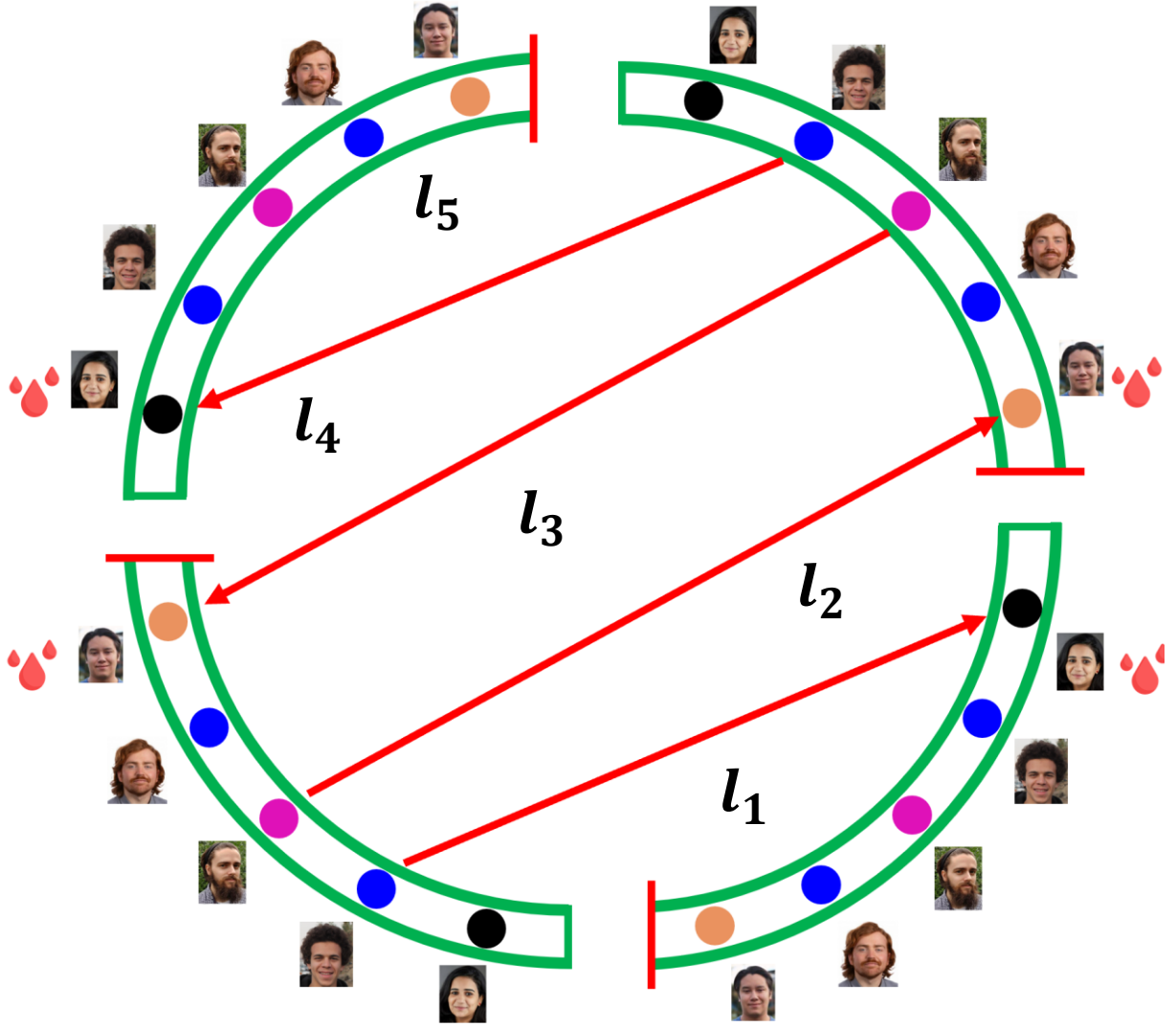


Some Criteria/Model ?

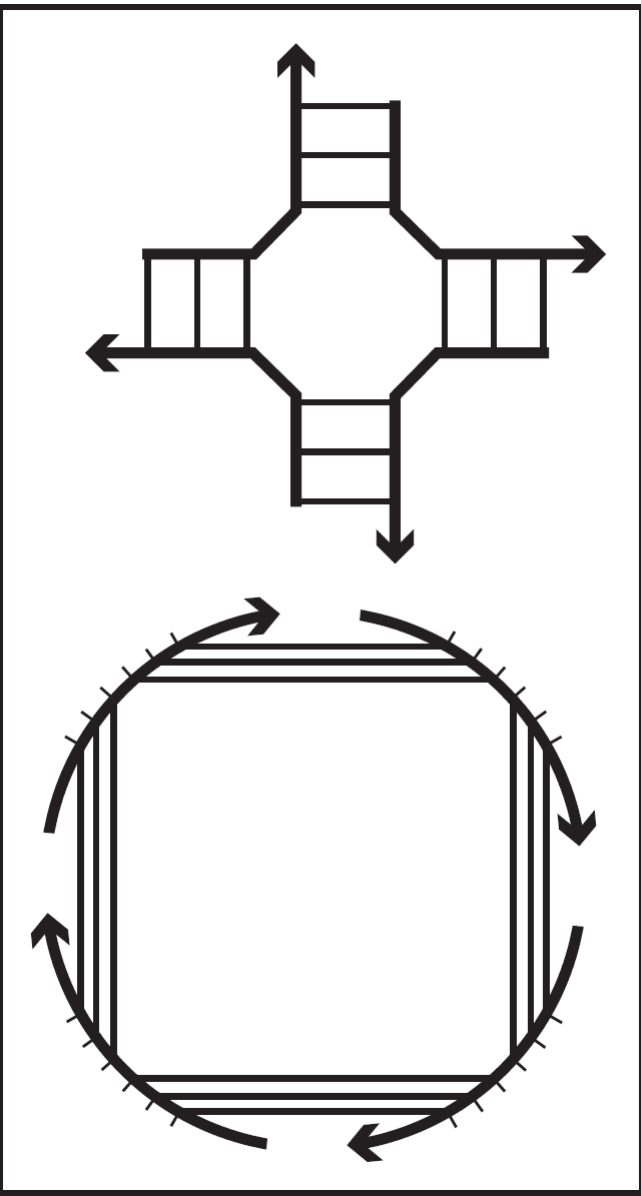
$$B(S) = \sum_l B(l) - (c - 1)B^{\text{assoc}} - k_B T * \log R$$

$$\max_{S \in \Omega} B(S)$$

How to compute this fast?



c = 4 strands



4



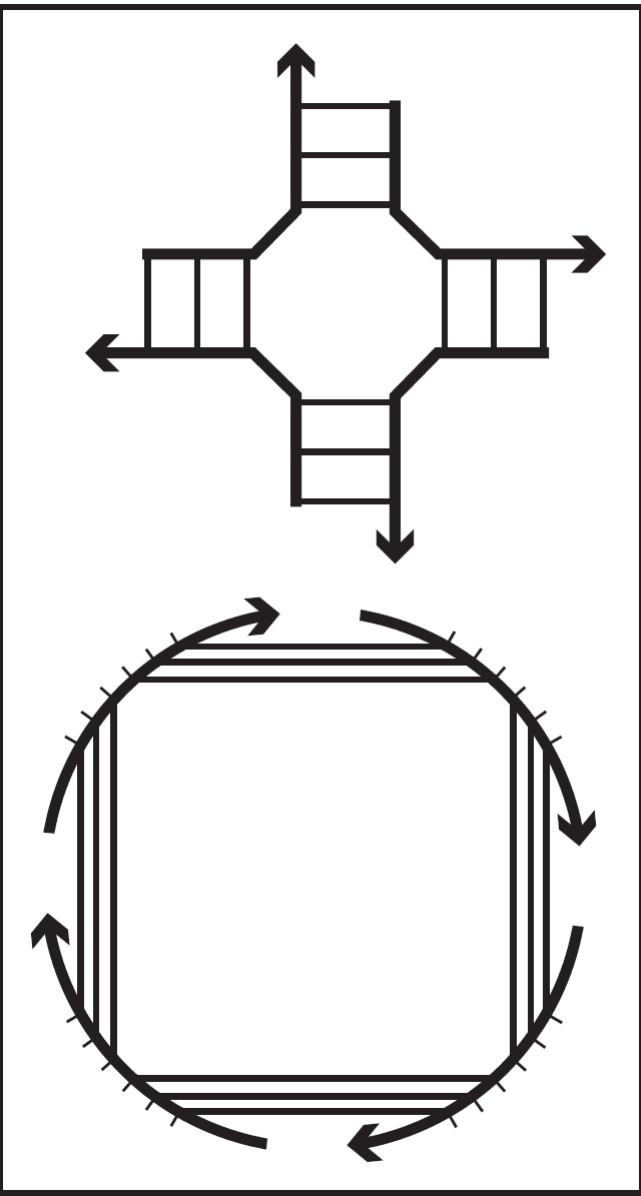
Some Criteria/Model ?

$$\Delta G(S) = \sum_l \Delta G(l) + (c - 1)\Delta G^{\text{assoc}} + k_B T * \log R$$

$$\min_{S \in \Omega} \Delta G(S)$$

How to compute this fast?

c = 4 strands



4



Some Criteria/Model ?

$$\Delta G(S) = \sum_l \Delta G(l) + (c - 1)\Delta G^{\text{assoc}} + k_B T * \log R$$

$$\min_{S \in \Omega} \Delta G(S)$$

How to compute this fast?

No, till now

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

N bases, c strands

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
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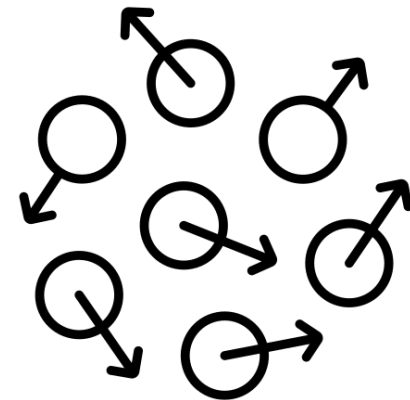
N bases, c strands

Open problem for ≈ 20 years

Why symmetry makes that difference?

Why symmetry makes that difference?

Entropy

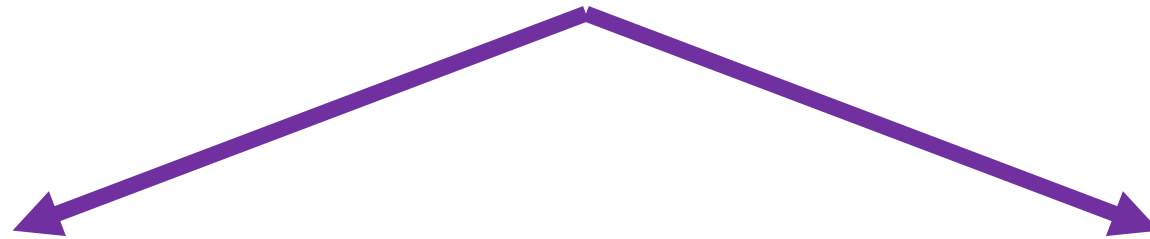


ΔG

Free energy

ΔG

Free energy



Enthalpy

H

Entropy

S



Solid



Liquid



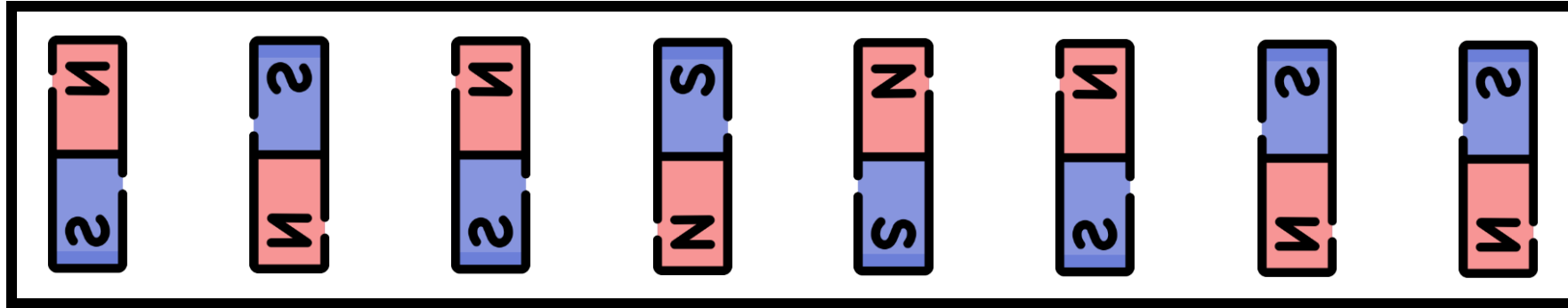
Gas



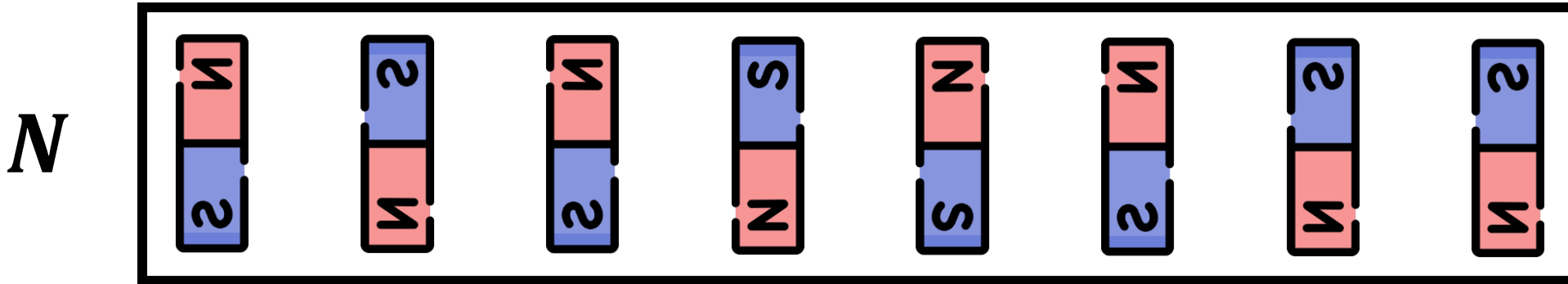
Increasing Entropy

$$S = k_B \log \Pi$$

N

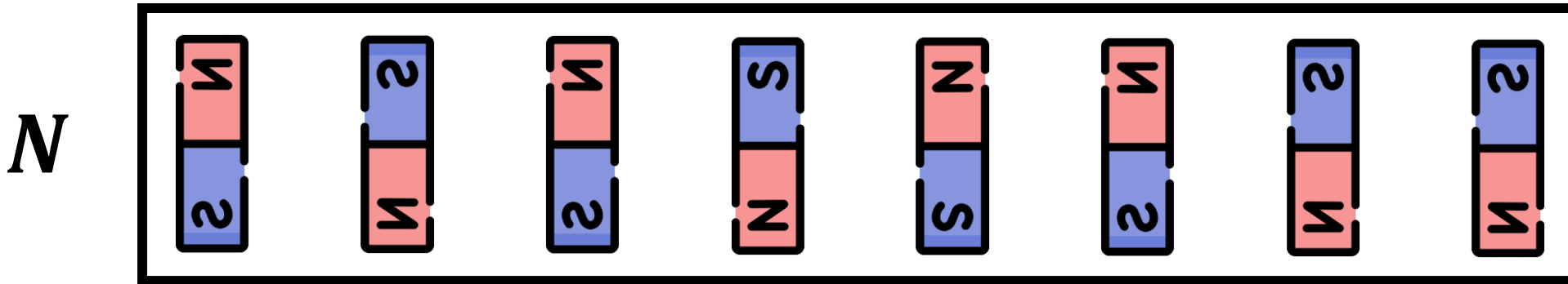


$$S = k_B \log \Pi$$



The total number of states of the N magnets is $\Pi = 2^N$

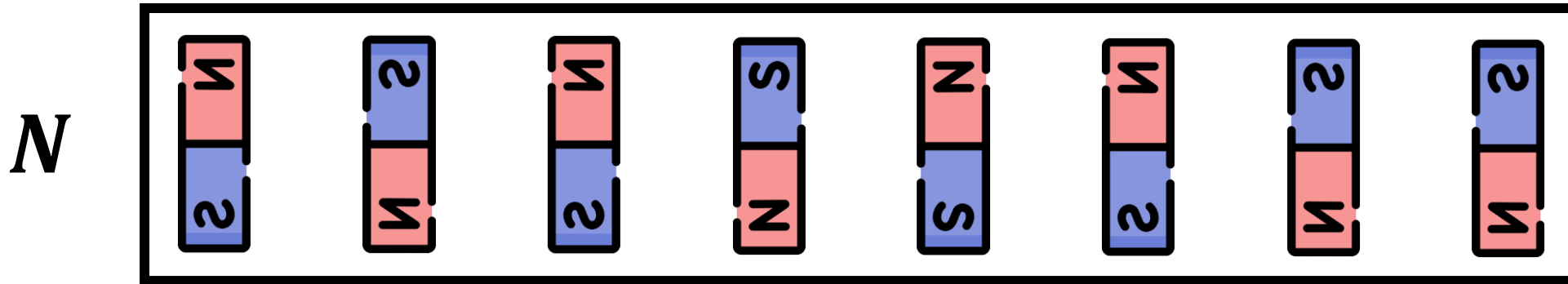
$$S = k_B \log \Pi$$



The total number of states of the N magnets is $\Pi = 2^N$

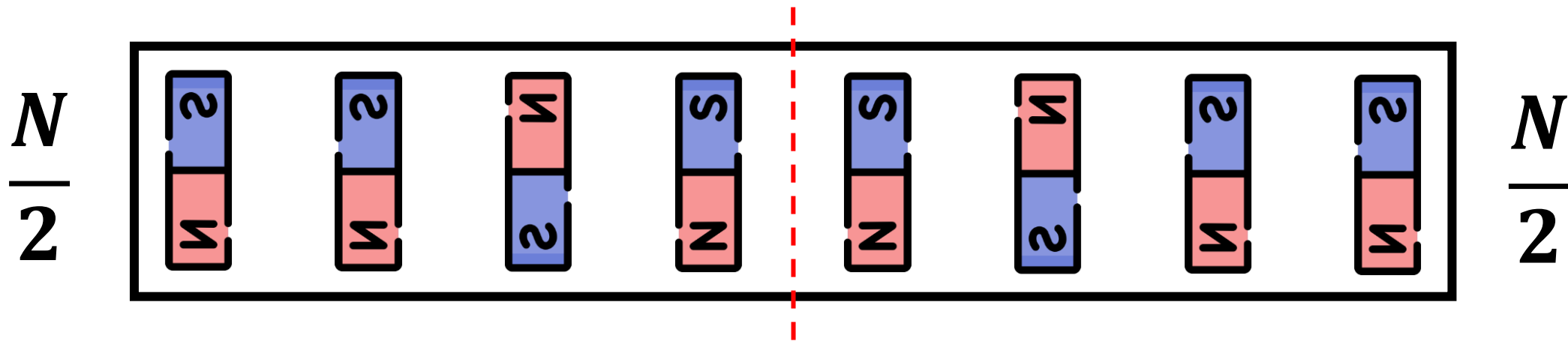
$$S = k_B N \log 2$$

$$S = k_B \log \Pi$$

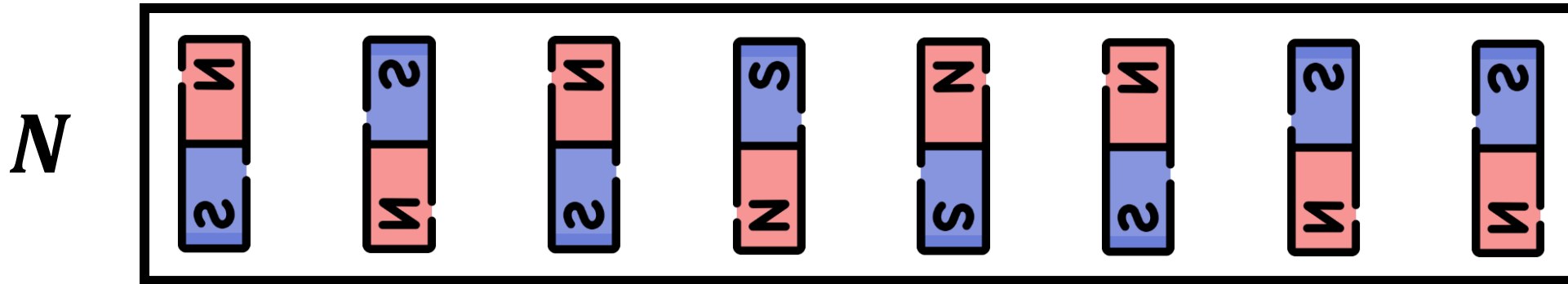


The total number of states of the N magnets is $\Pi = 2^N$

$$S = k_B N \log 2$$

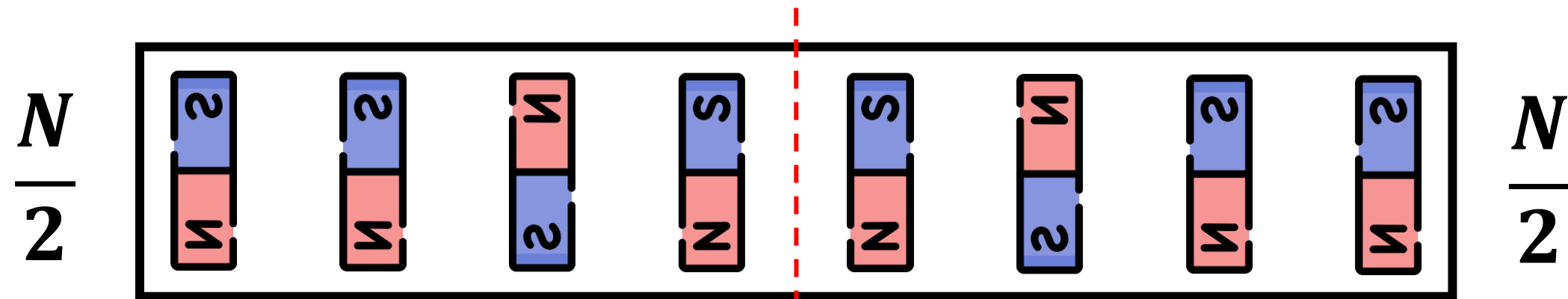


$$S = k_B \log \Pi$$



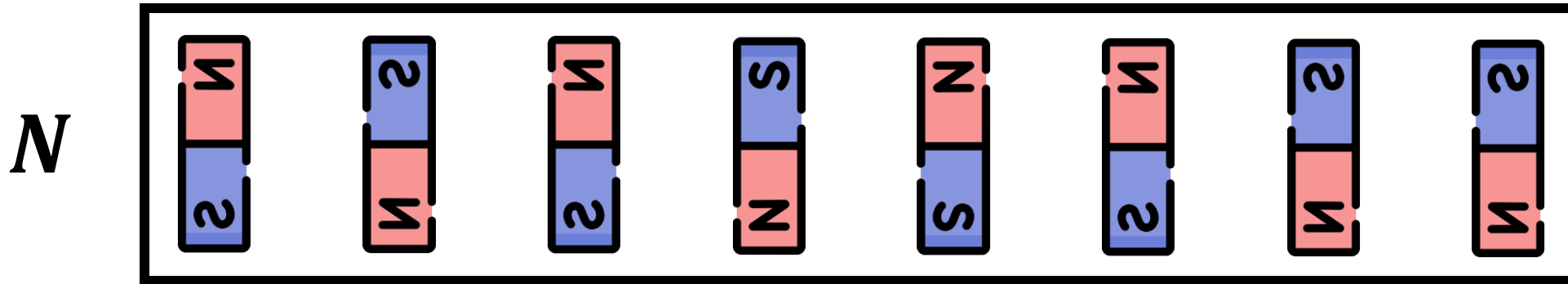
The total number of states of the N magnets is $\Pi = 2^N$

$$S = k_B N \log 2$$



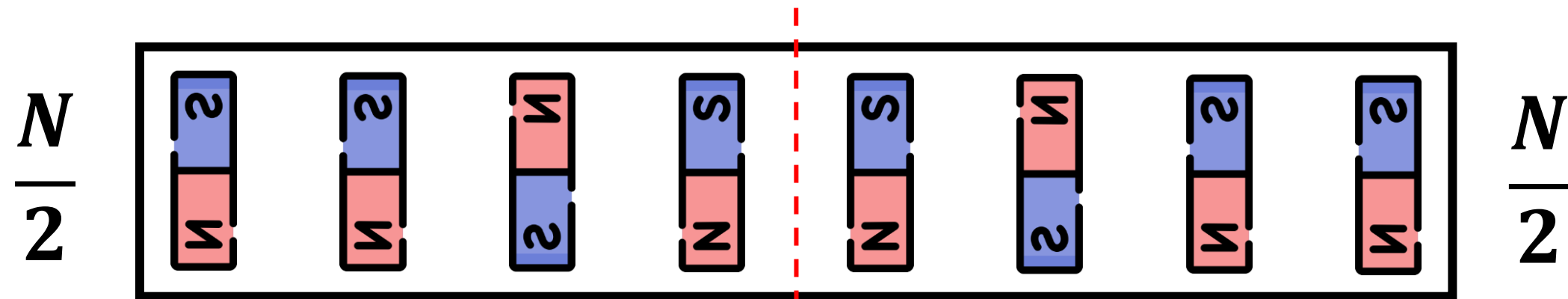
$$\Pi = 2^{N/2}$$

$$S = k_B \log \Pi$$



The total number of states of the N magnets is $\Pi = 2^N$

$$S = k_B N \log 2$$

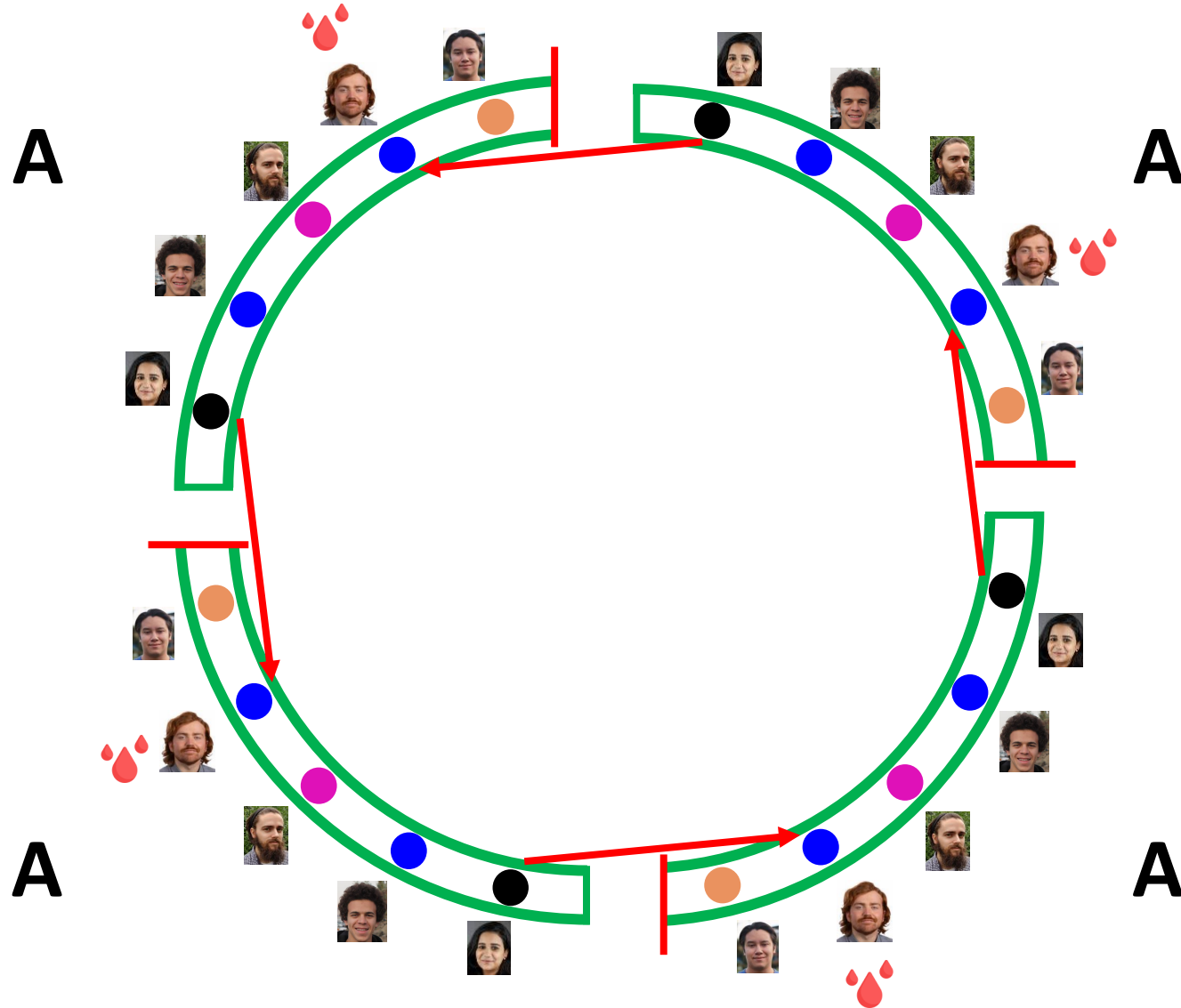


$$\Pi = 2^{N/2}$$



$$S = k_B \frac{N}{2} \log 2$$

c = 4 sofas



83
That is ugh ugh!

Free energy

Loop energy

Entropic association cost

Symmetry penalty

$$\Delta G(S) = \sum_{l \in S} \Delta G(l) + (c - 1) * \Delta G^{\text{assoc}} + k_B T * \log R$$

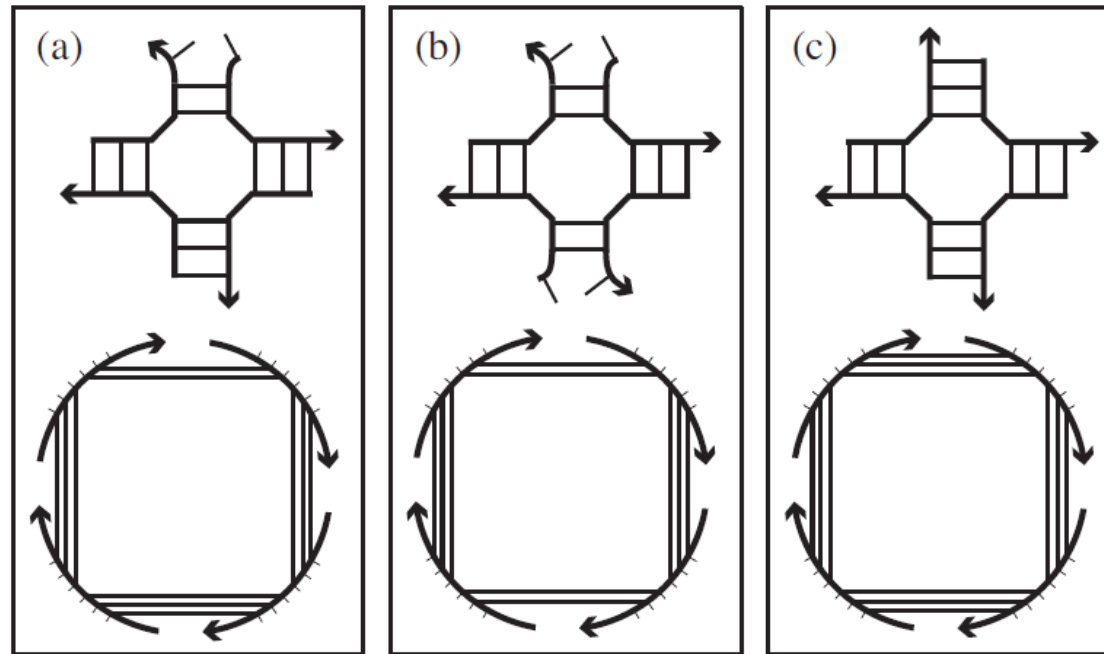


Fig. 2.2 Sample secondary structures and polymer graphs for a complex of four indistinguishable strands. (a) 1-fold (i.e., no) rotational symmetry. (b) 2-fold rotational symmetry. (c) 4-fold rotational symmetry.

Why is this difficult?

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c - 1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

N bases, c strands

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
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4	Multiple Strands, Bounded ($\leq c$)	?

N bases, c strands

All of these are **dynamic programming** algorithms

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
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N bases, c strands

All of these are **dynamic programming** algorithms

Subproblems  Big problem

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

*N bases, c strands

All of these are **dynamic programming** algorithms

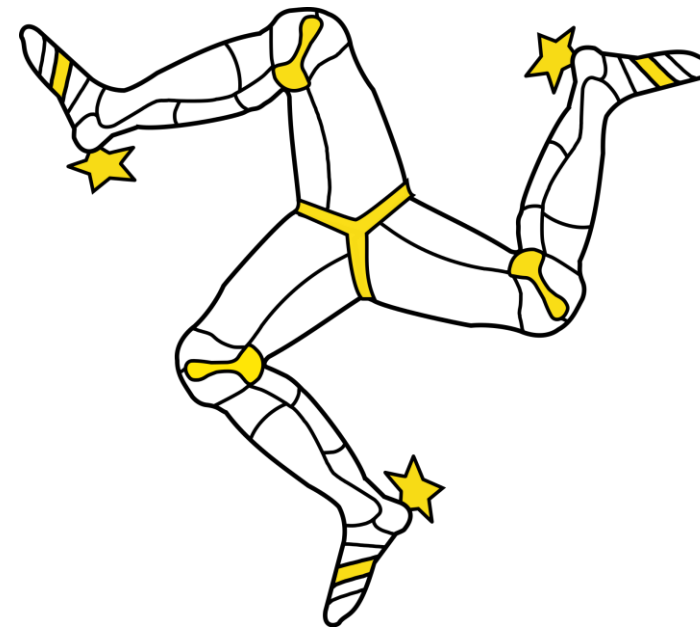


Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^2)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

© 2005, C. S. G. S.

All of these are **dynamic programming algorithms**

Subproblems \longrightarrow Big problem

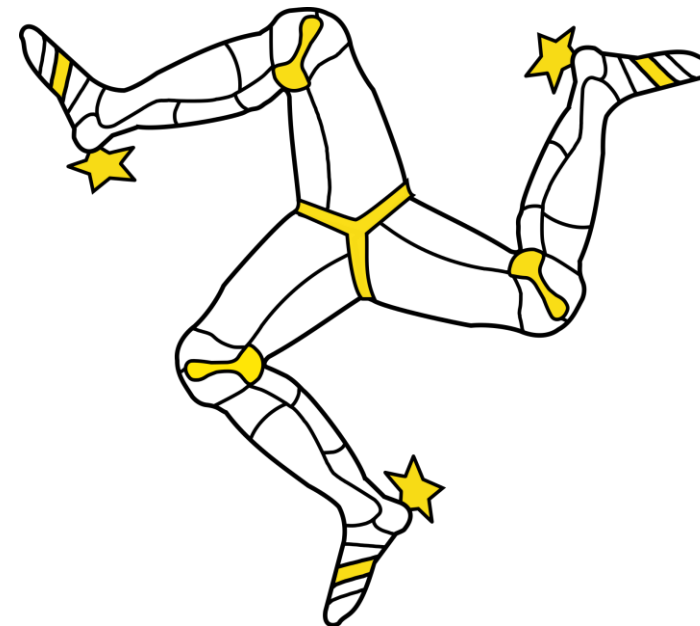


Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

© 2005, C. S. G. S.

All of these are **dynamic programming algorithms**

Subproblems \longrightarrow Big problem



Global property

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)^1$
4	Multiple Strands, Bounded ($\leq c$)	?

¹ X bases, c strands.

All of these are **dynamic programming algorithms**

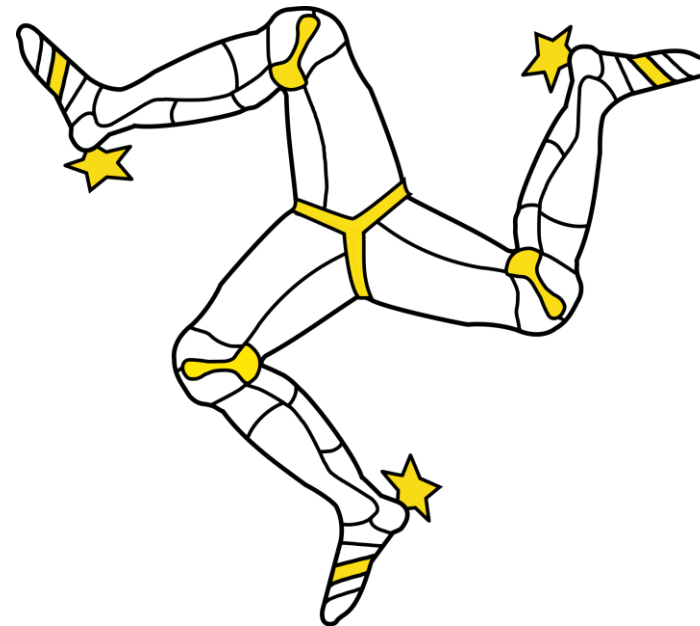
Subproblems



Big problem



Local point of view



Global property

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)^c$
4	Multiple Strands, Bounded ($\leq c$)	?

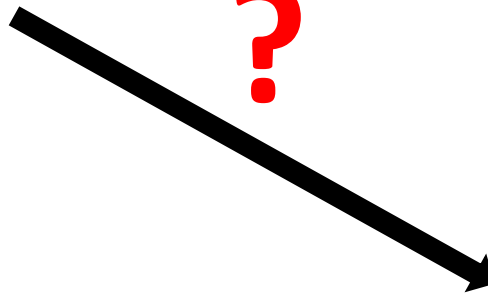
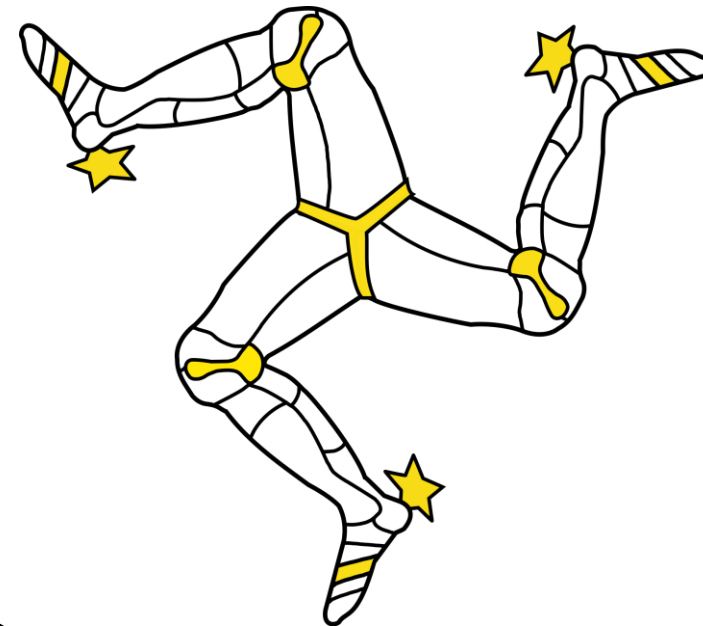
³ N bases, c strands

All of these are **dynamic programming algorithms**

Subproblems \longrightarrow Big problem



Local point of view



Global property

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

N bases, c strands

$$B(S) = \sum_l B(l) - (c-1) B^{\text{assoc}}$$

Computational complexity of Minimum Free Energy algorithms

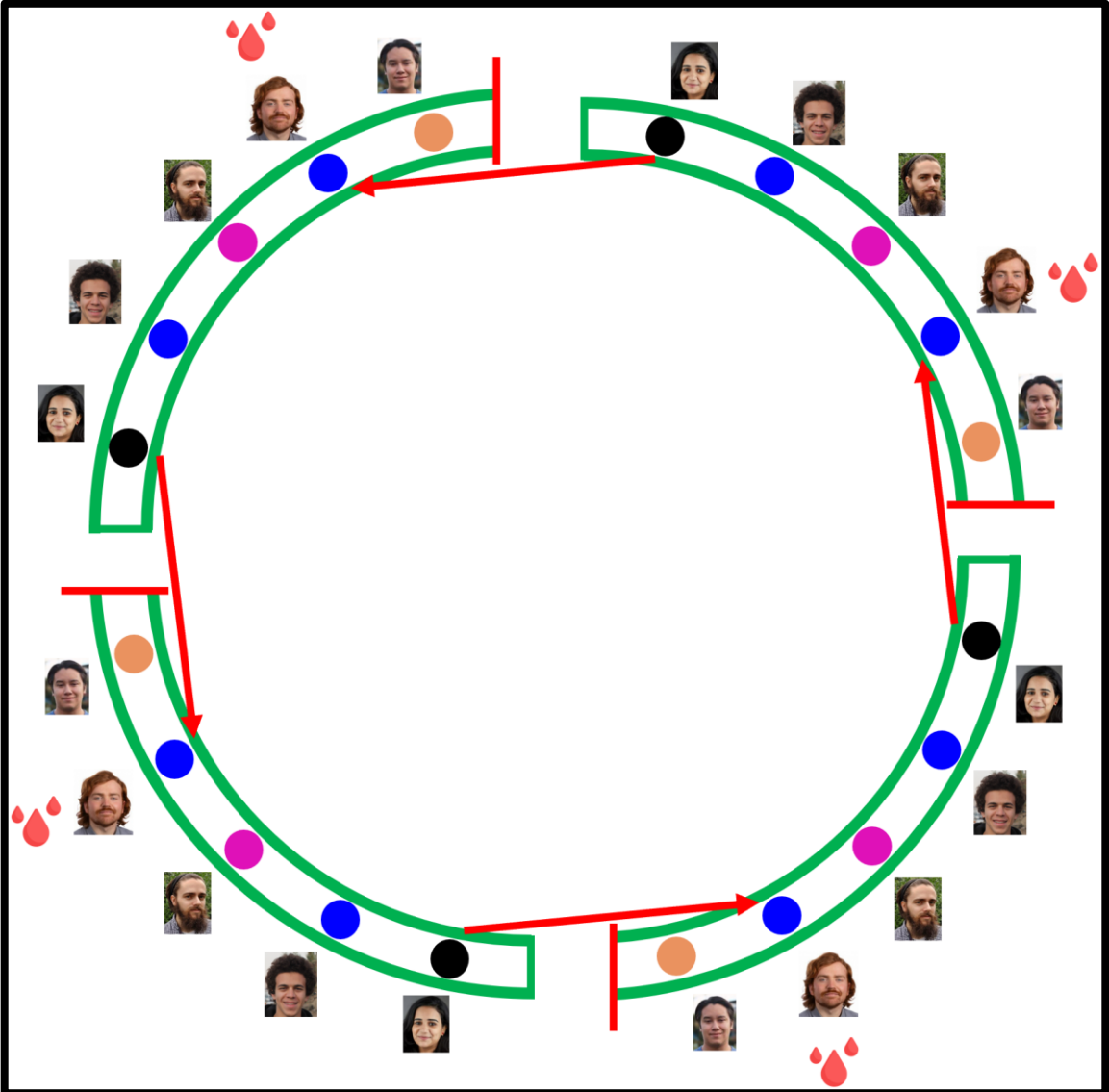
Level	Input Type	MFE
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N bases, c strands

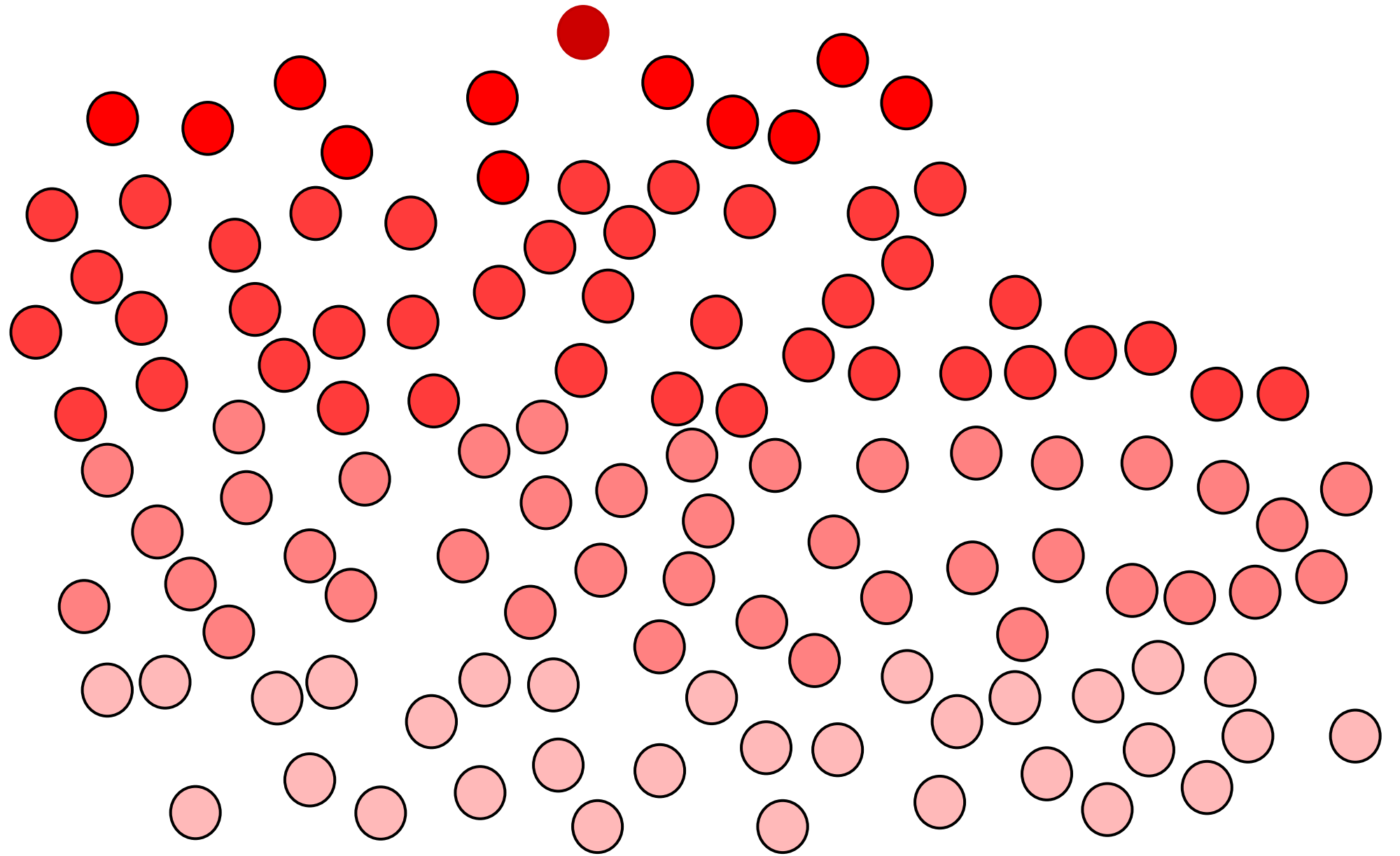
$$B(S) = \sum_l B(l) - (c - 1) B^{\text{assoc}}$$

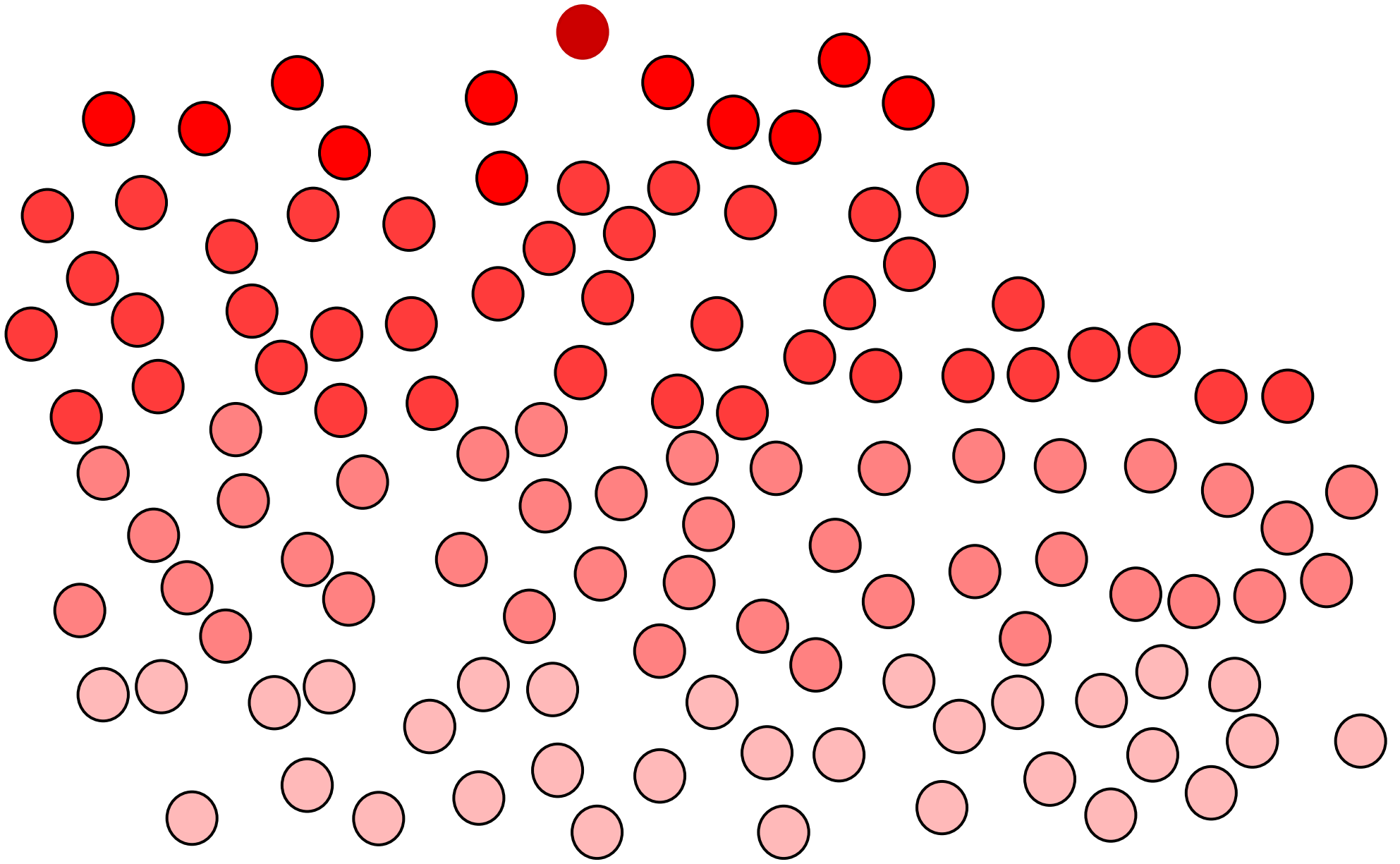
$$B(S) = \sum_l B(l) - (c - 1) B^{\text{assoc}} - k_B T * \log R$$

Let's ignore the symmetry for a while



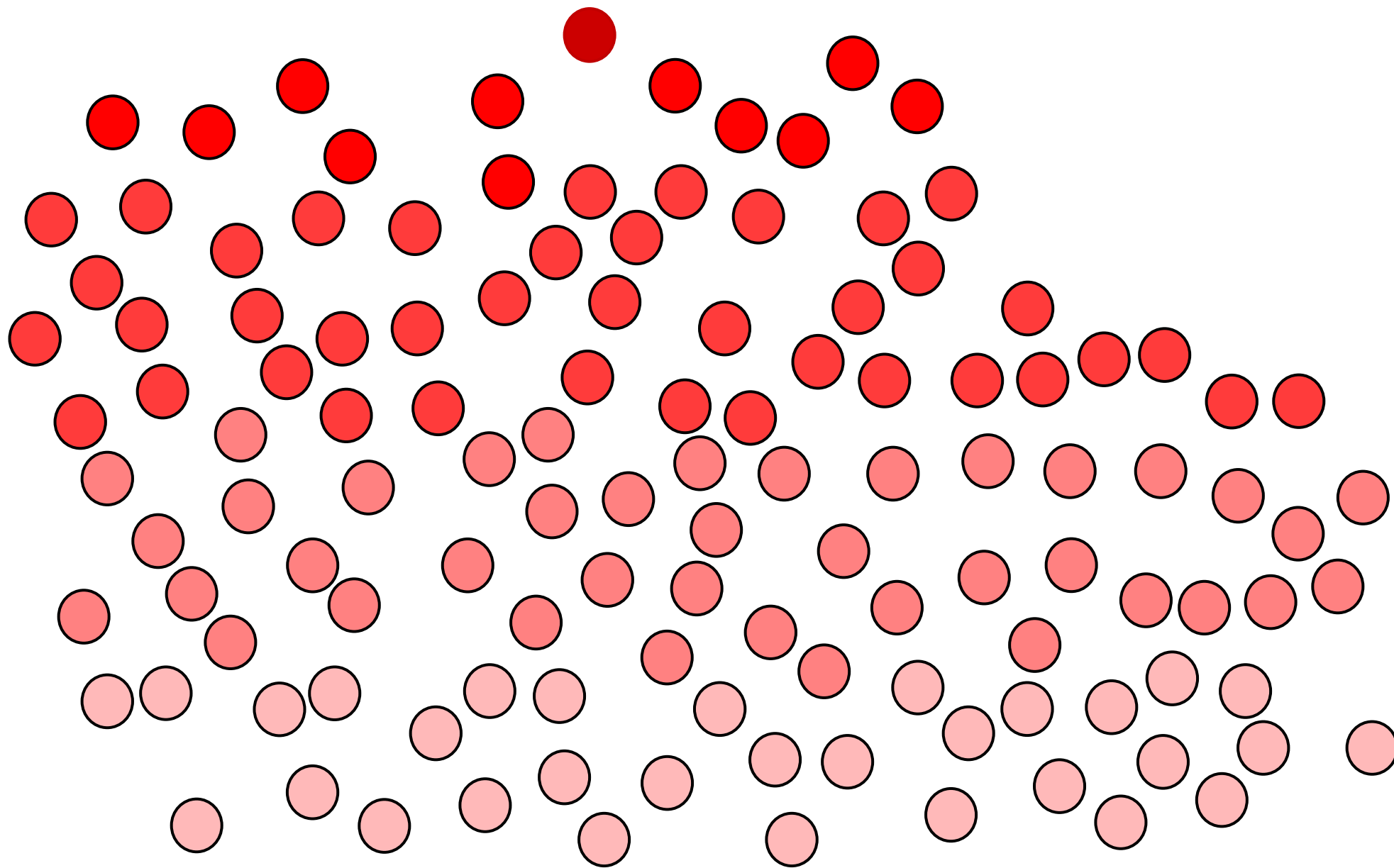






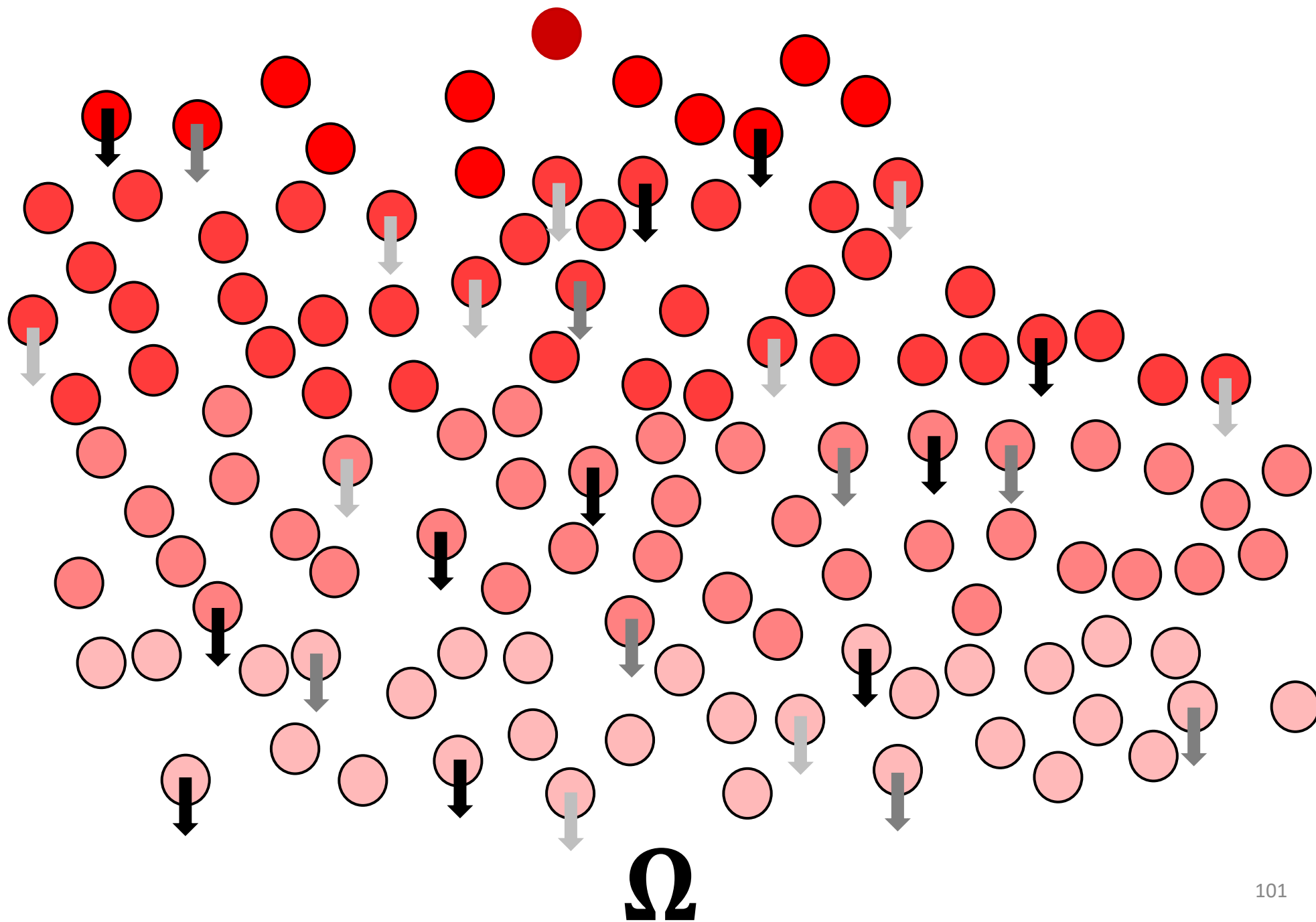
Ω

$B(S)$



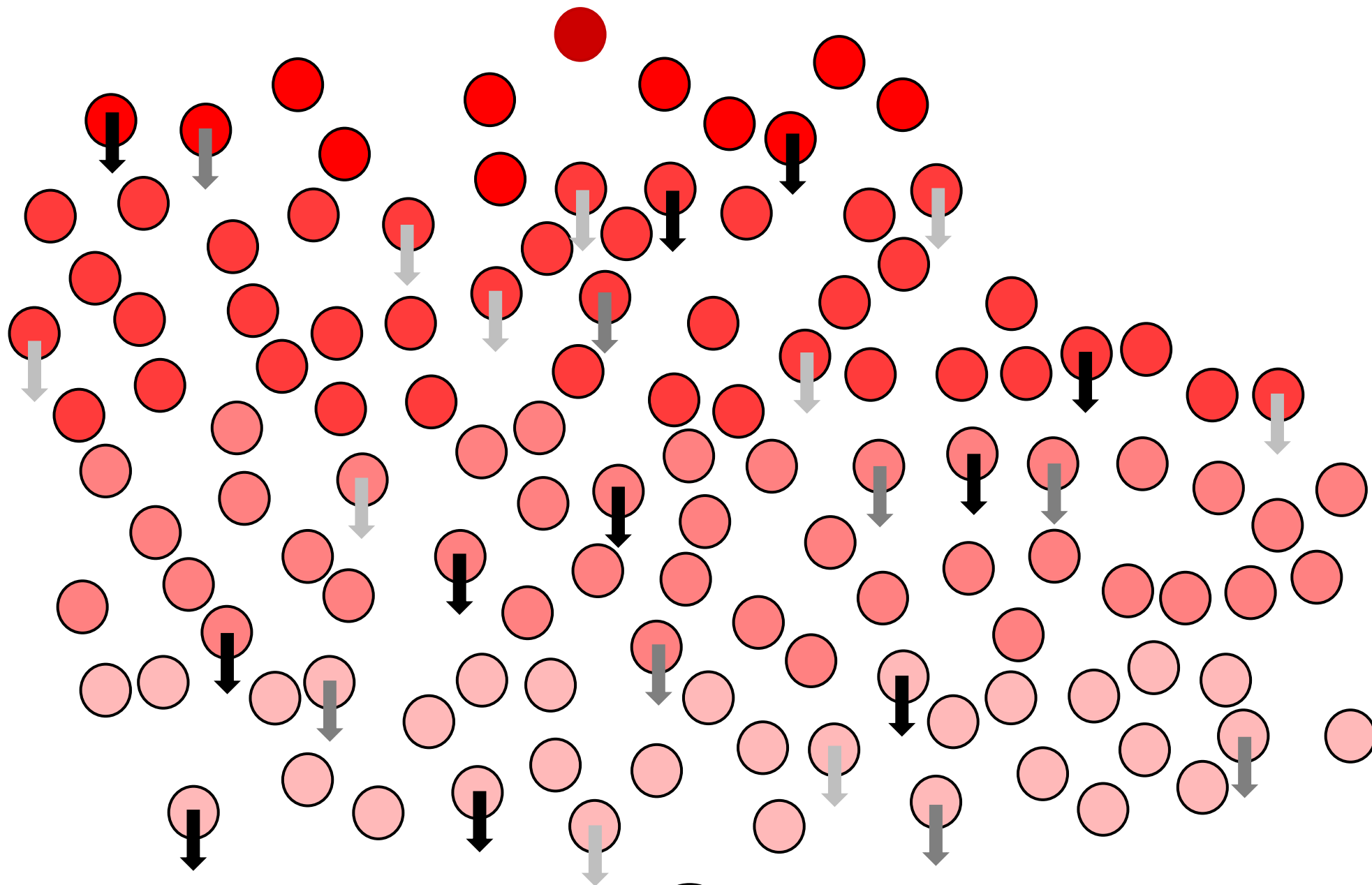
Ω

$B(S)$



$B(S)$

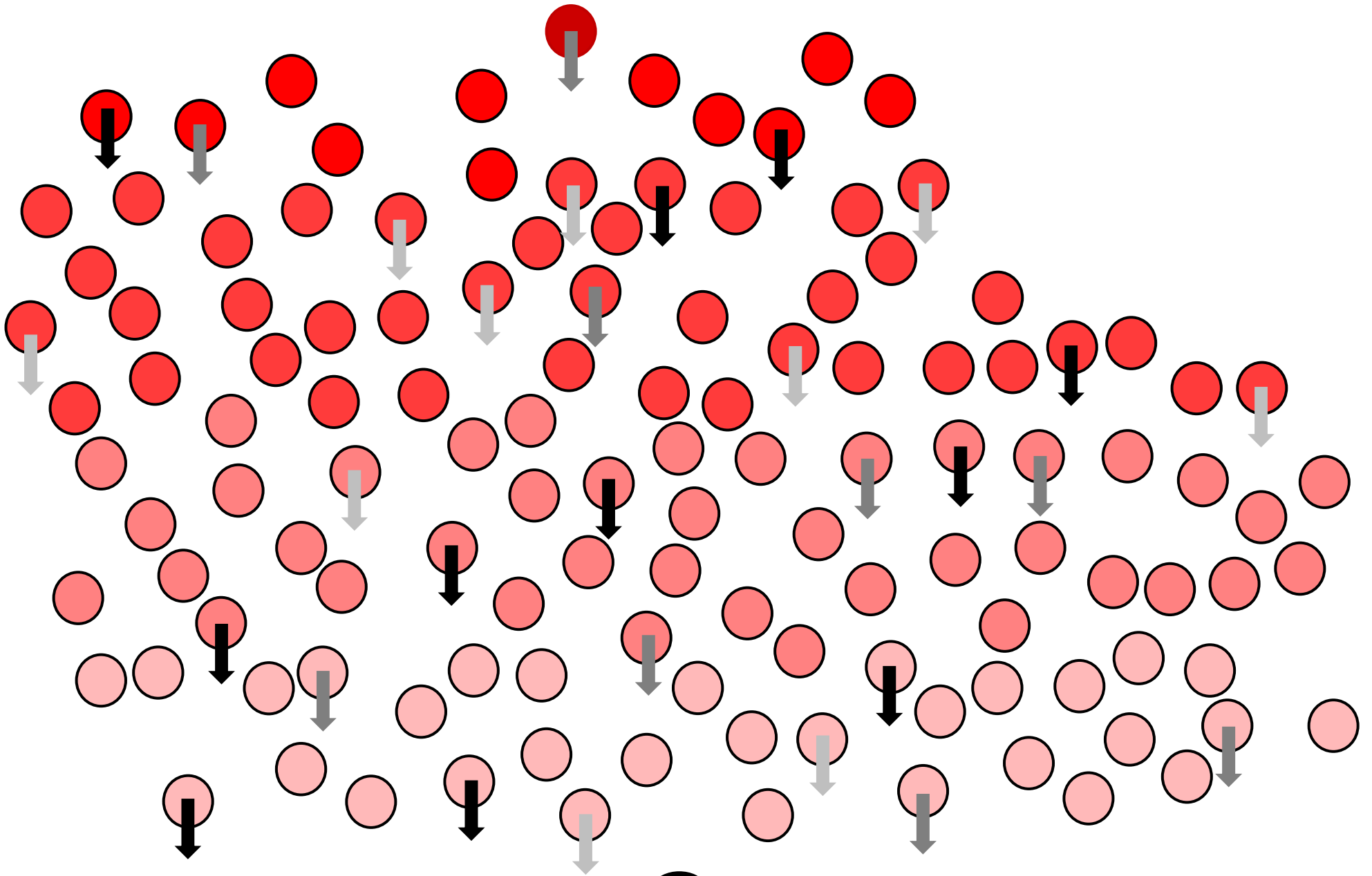
1



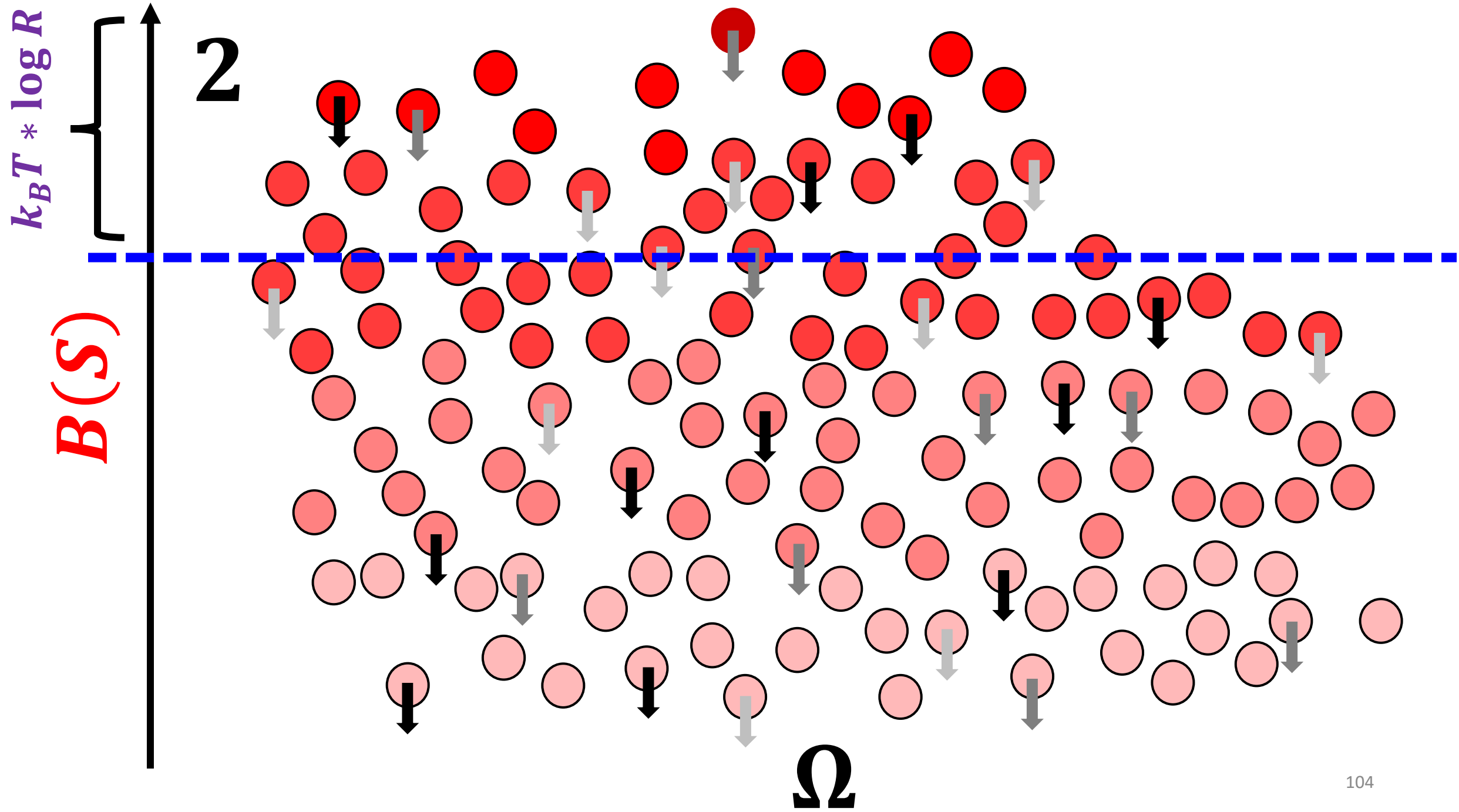
Ω

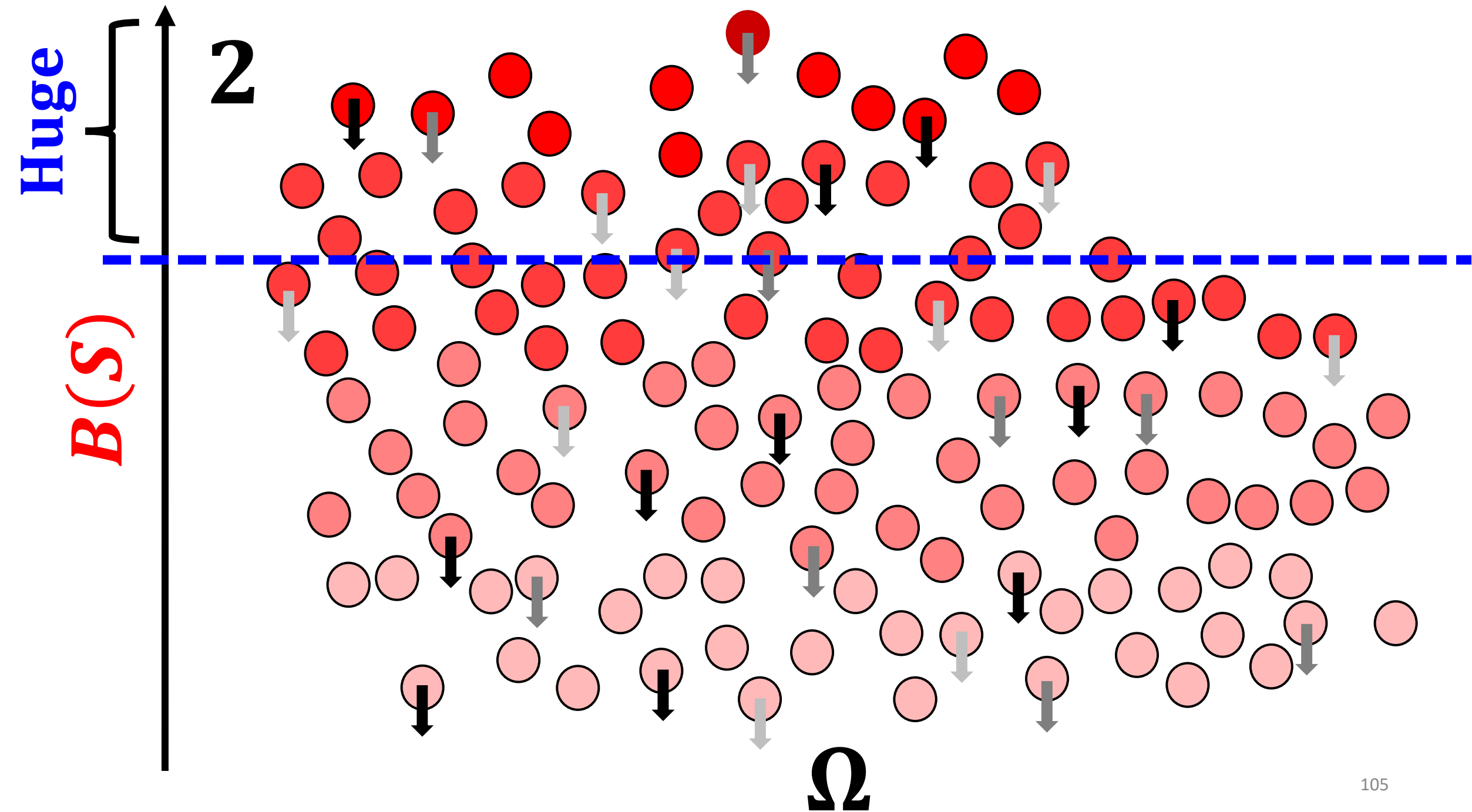
$B(S)$

2



Ω





Is there any hope?



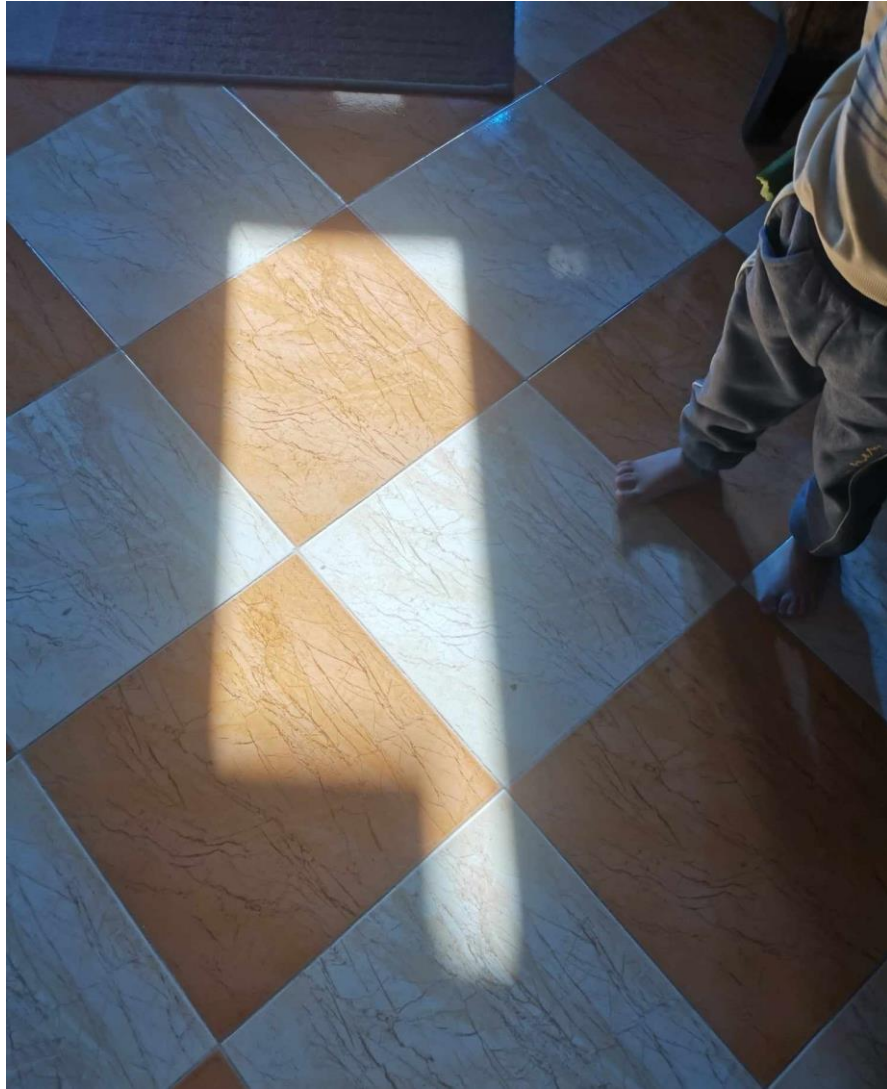
**TAKE
MAK
BREAK**

Yasso











Last summer, we went to Japan

Minimum Free Energy, Partition Function and Kinetics Simulation Algorithms for a Multistranded Scaffolded DNA Computer

Ahmed Shalaby ✉ 

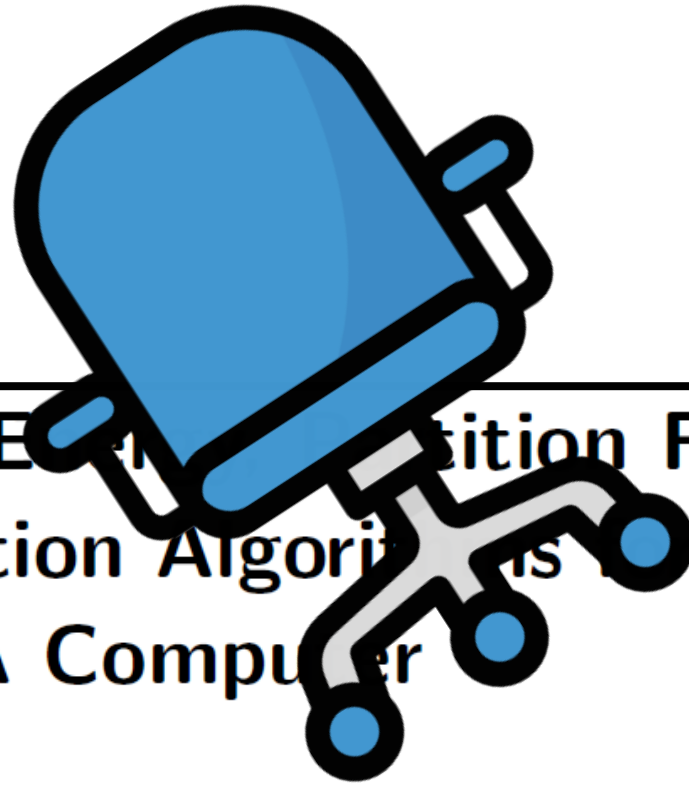
Hamilton Institute, Department of Computer Science, Maynooth University, Ireland

Chris Thachuk ✉ 

Paul G. Allen School of Computer Science & Engineering, University of Washington, Seattle, WA, USA

Damien Woods ✉ 

Hamilton Institute, Department of Computer Science, Maynooth University, Ireland



Minimum Free Energy Transition Function and Kinetics Simulation Algorithms for a Multistranded Scaffolded DNA Computer

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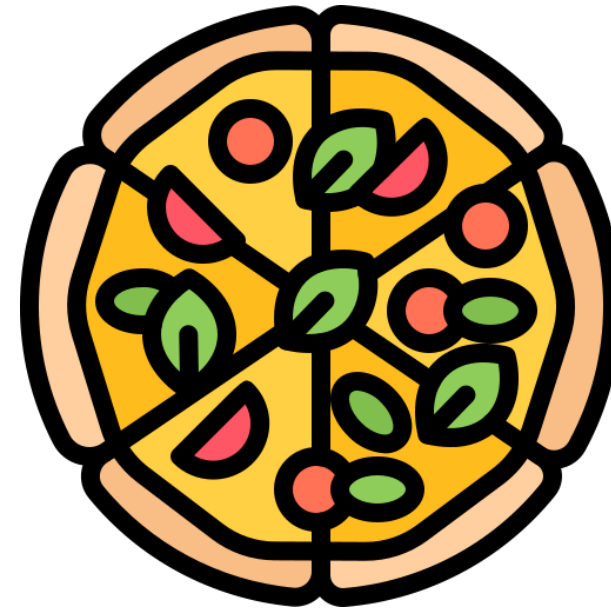
Hamilton Institute, Department of Computer Science, Maynooth University, Ireland



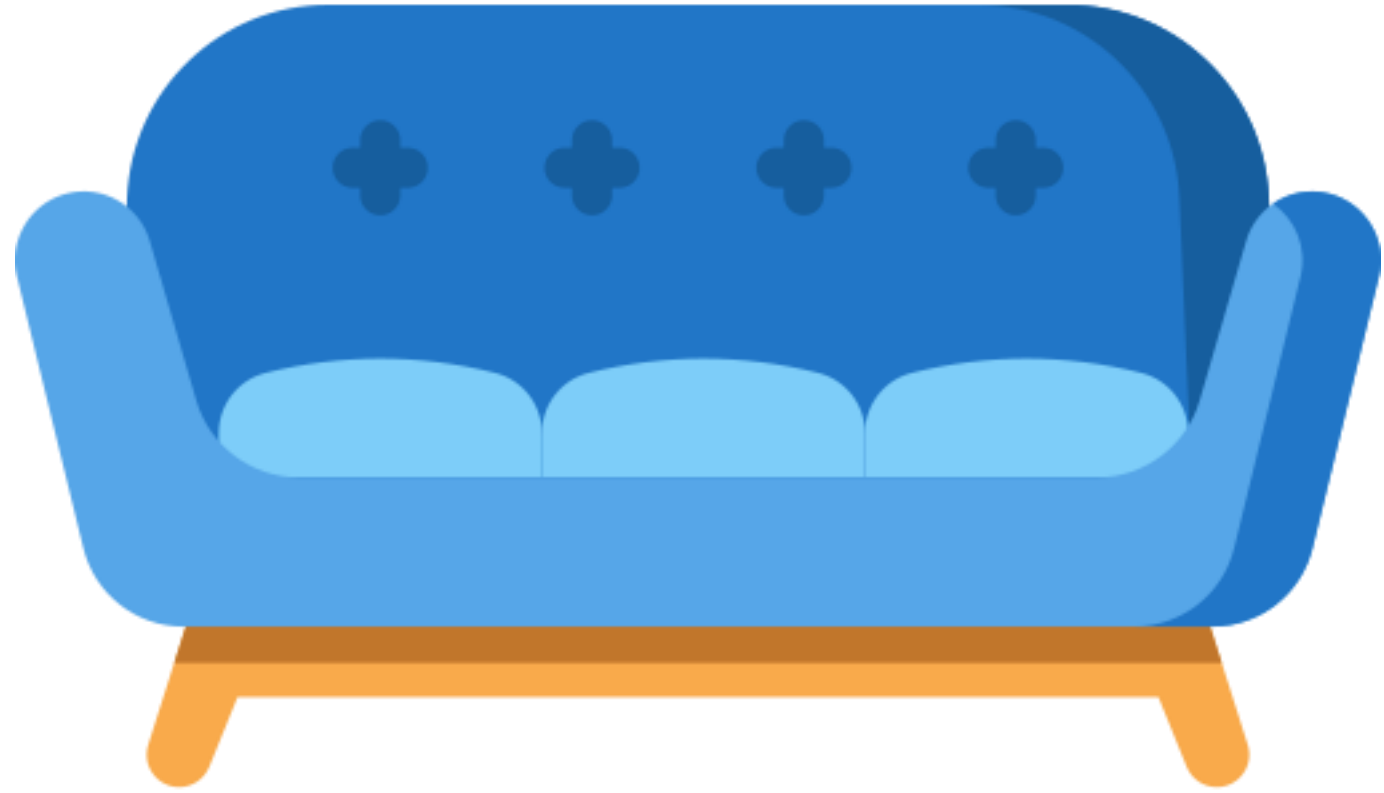


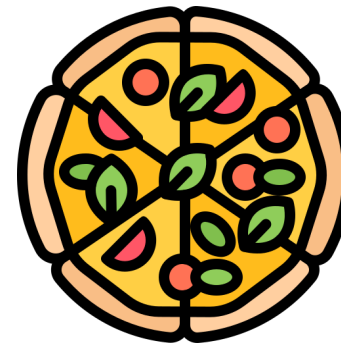
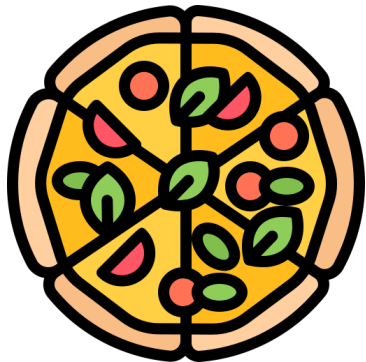
Welcome home

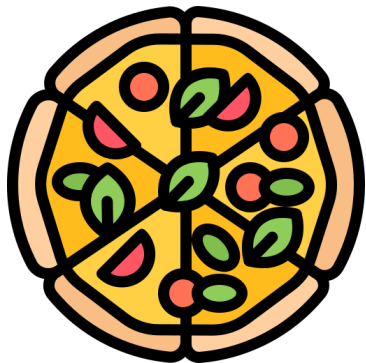
Yasso loves

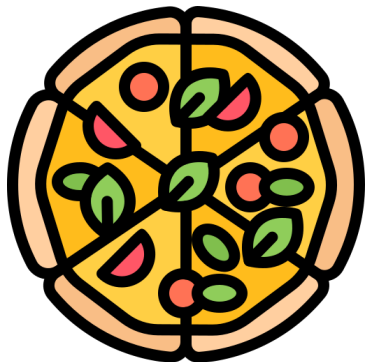


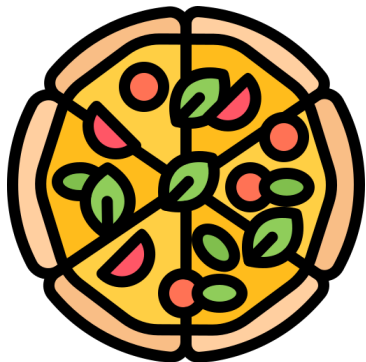


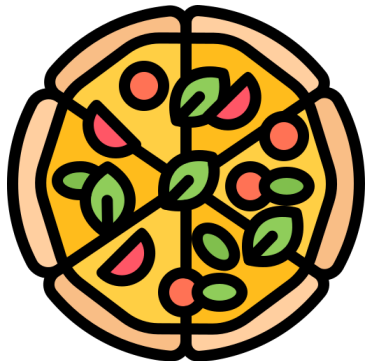


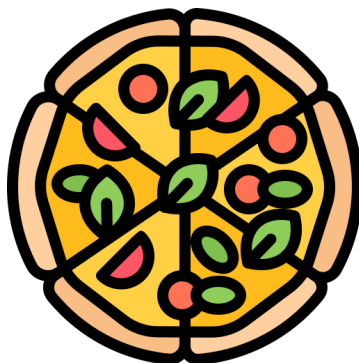






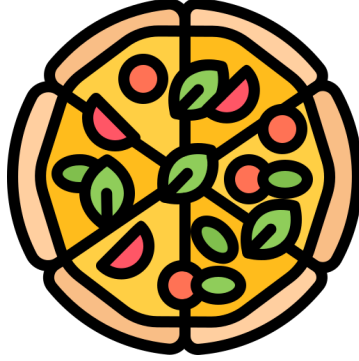


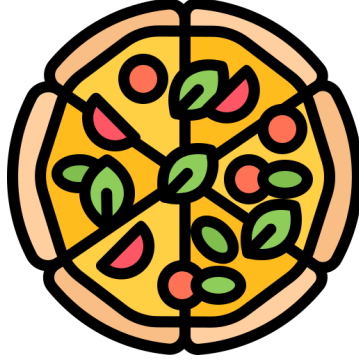






كله تمام يا خالو احمد!



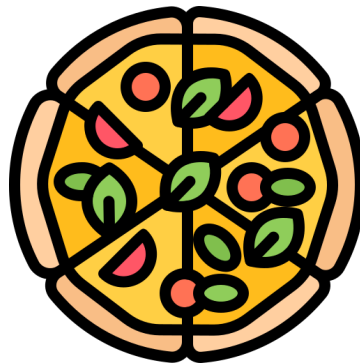


كله تمام يا خالو احمد!





S_x

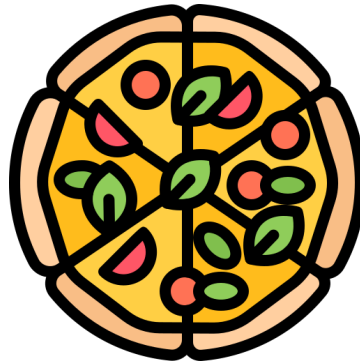


S_y

$B(S)$



$$B(S_y) \leq B(S_x)$$



S_y

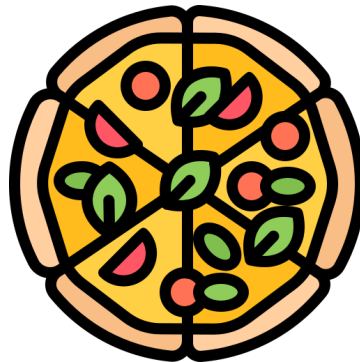


S_x

$B(S)$



$$B(S_y) \leq B(S_x)$$



S_y Symmetric



S_x Symmetric

$B(S)$



$$B(S_y) \leq B(S_x)$$

$$B(S_y) \leq B(S_z) \leq B(S_x)$$

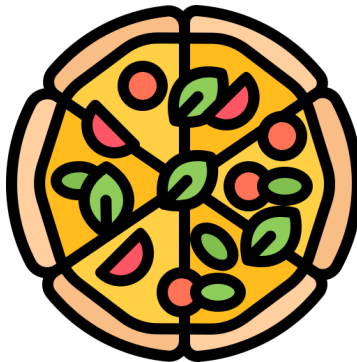


S_x Symmetric

X



S_z Asymmetric



S_y Symmetric

$B(S)$



$$B(S_y) \leq B(S_x)$$

$$B(S_y) \leq B(S_z) \leq B(S_x)$$

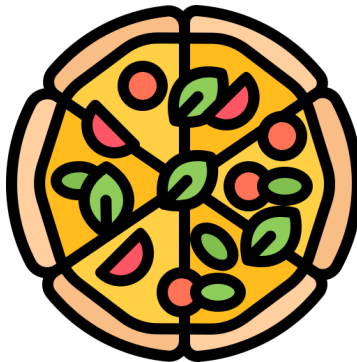


S_x Symmetric

X



S_z Asymmetric

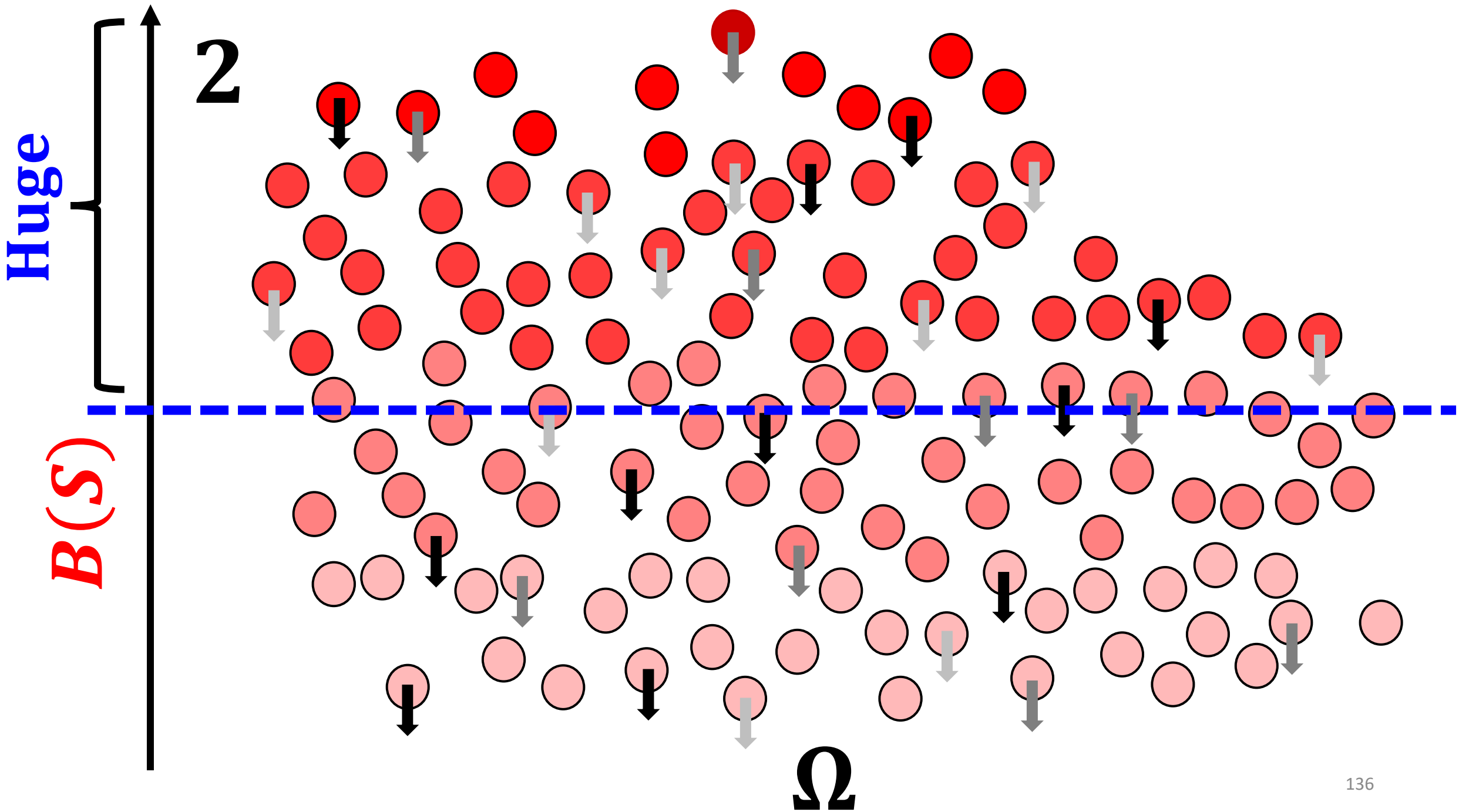


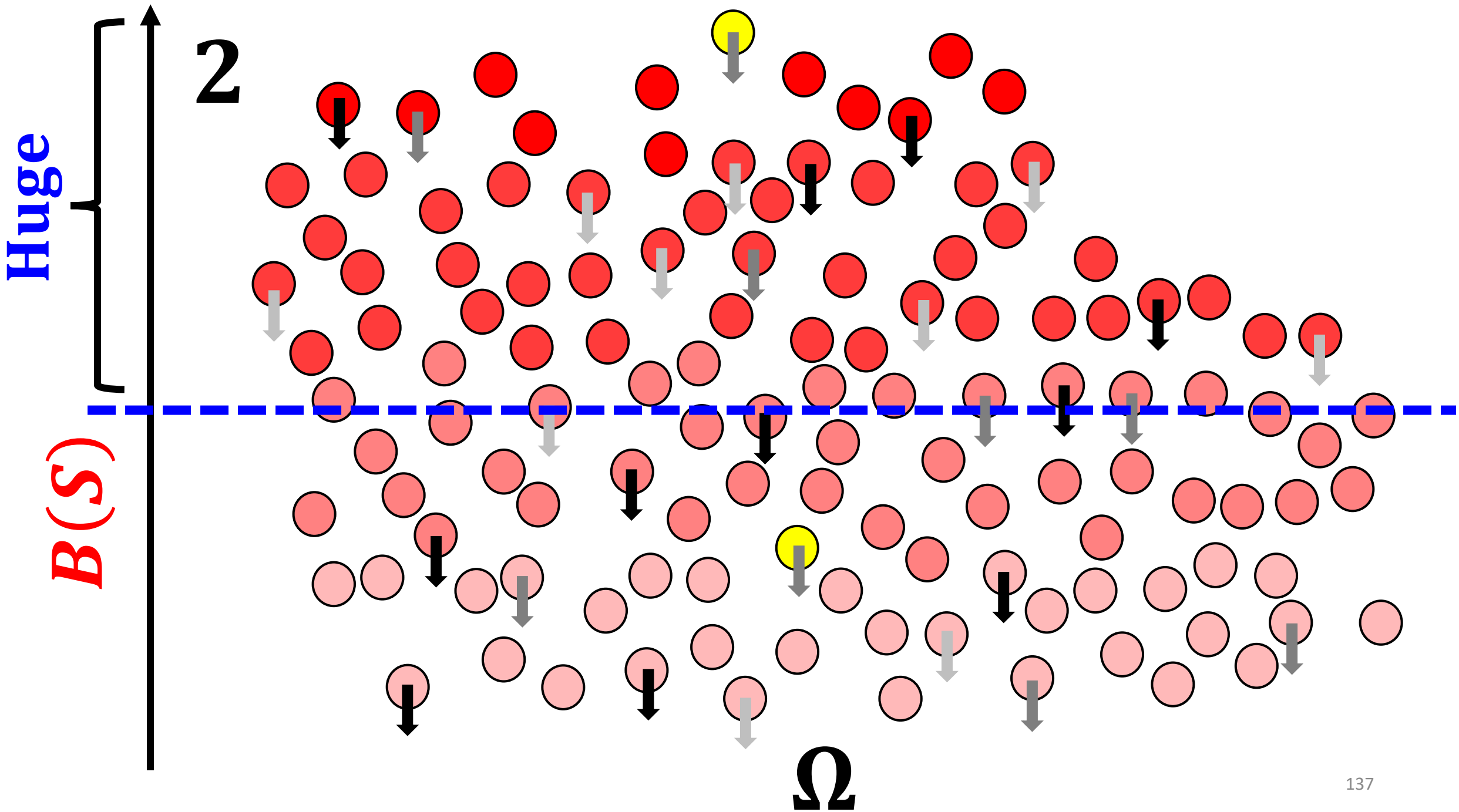
S_y Symmetric

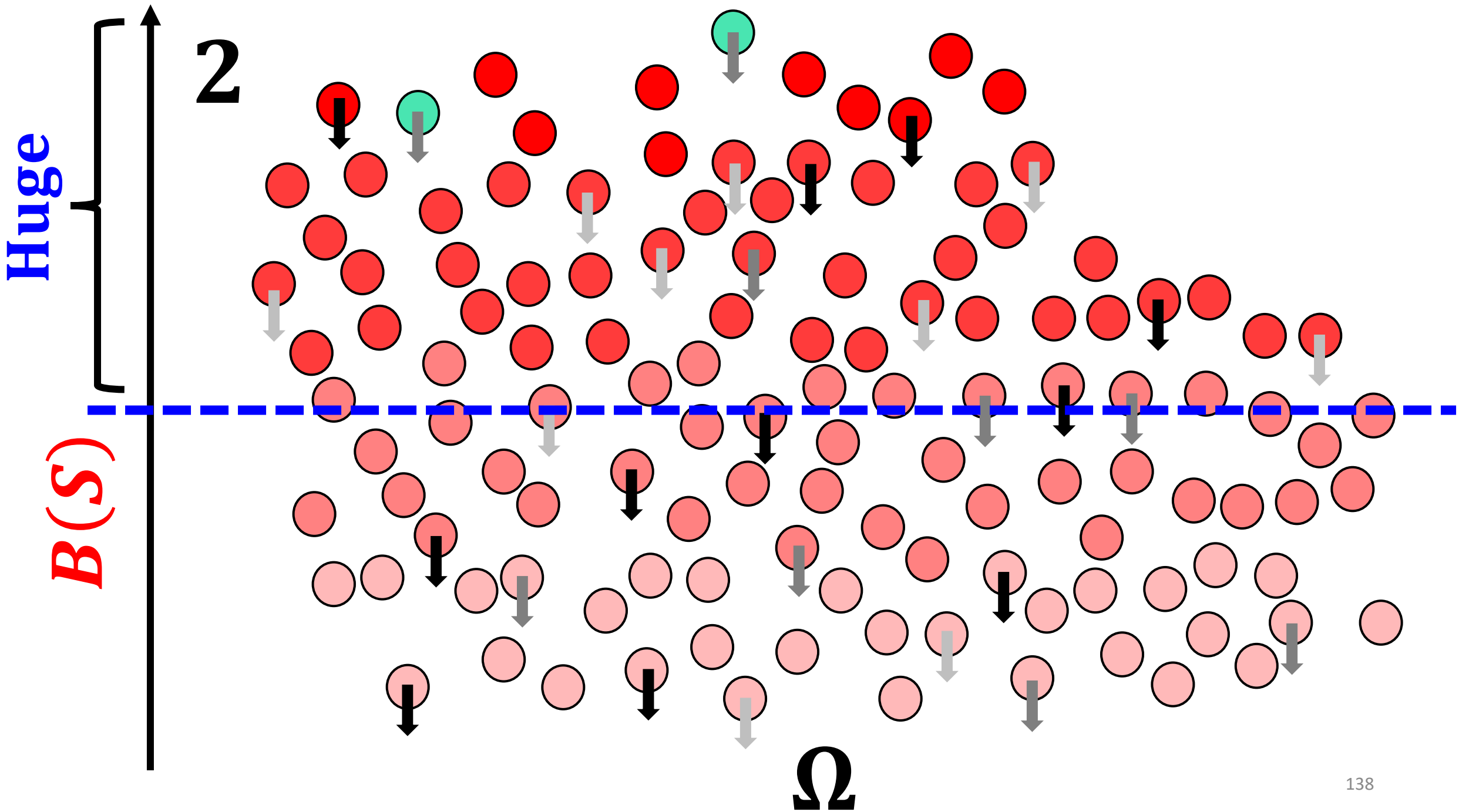
S_x and S_y
Admissible cut

The sandwich theorem of secondary structures

Does this solve the problem?







$B(S)$

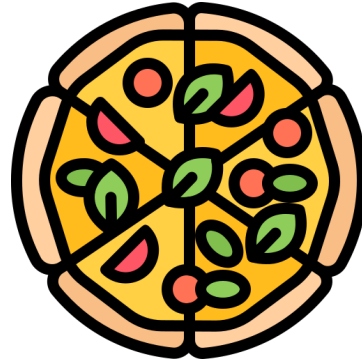


$$B(S_y) \leq B(S_x)$$

$$B(S_y) \leq B(S_z) \leq B(S_x)$$



X



S_y



S_z



S_x

$B(S)$

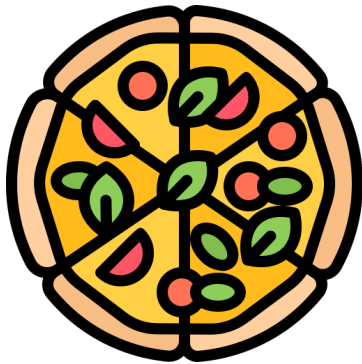


$$B(S_y) \leq B(S_x)$$

$$B(S_y) \leq B(S_z) \leq B(S_x)$$



X



S_y



S_z



S_x

Upper bound

$$\frac{N-c}{v(\pi)} (\sigma(v(\pi)) - v(\pi))$$

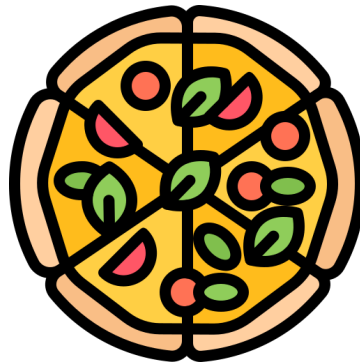
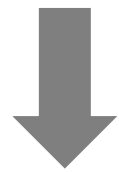
$B(S)$



$$B(S_y) \leq B(S_x)$$

$$B(S_y) \leq B(S_z) \leq B(S_x)$$

X



S_y



S_z



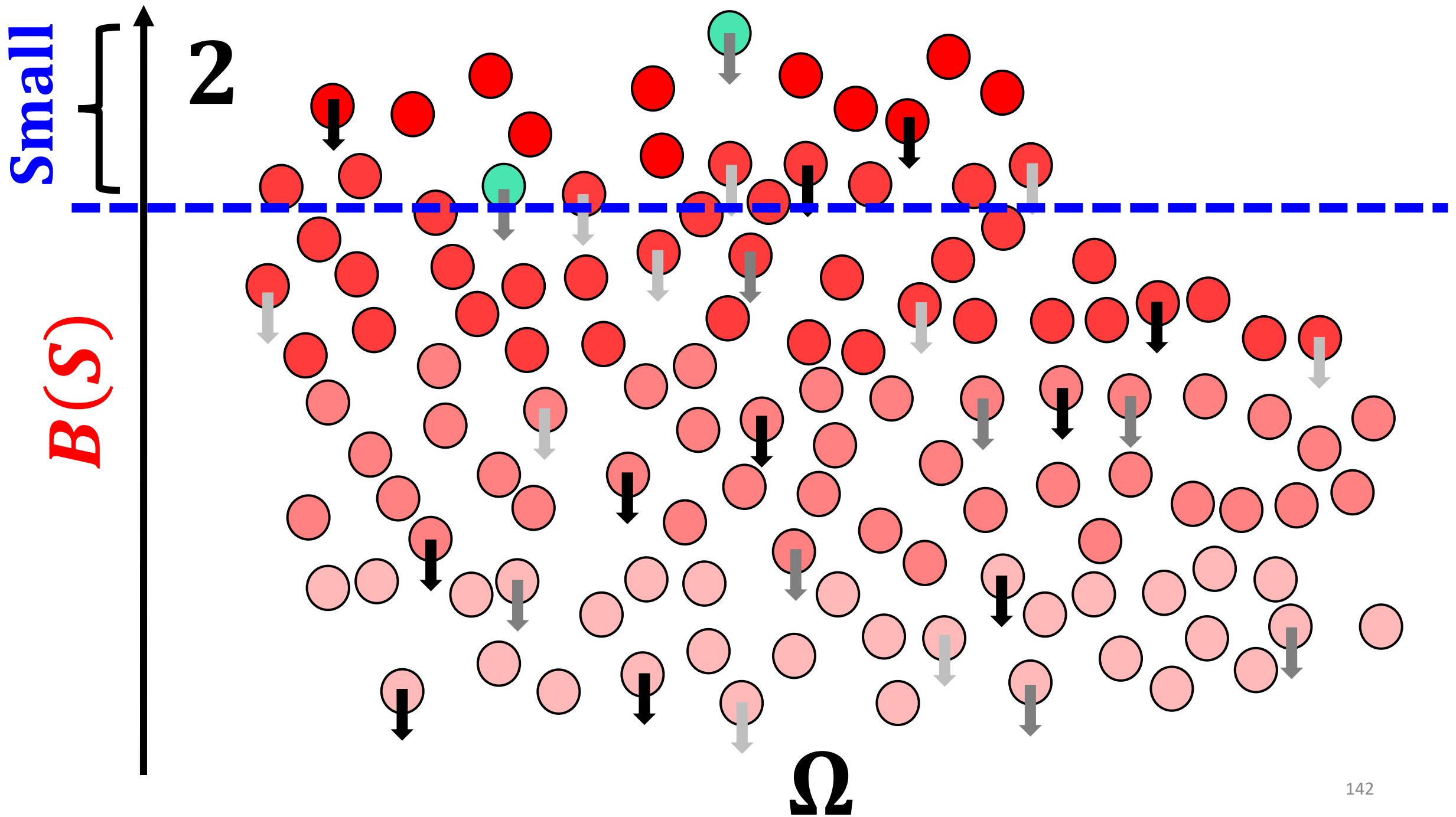
S_x

Upper bound

$$\frac{N-c}{v(\pi)} (\sigma(v(\pi)) - v(\pi))$$

+

$$N^2/16$$



► **Lemma 28.** *For any two 2-fold rotational symmetric secondary structures, the maximum number of all distinct central internal loops is $\sum_{s \in y} (\|A\|_s \|T\|_s + \|G\|_s \|C\|_s - \mathcal{I}_s) \leq N^2/16$,*

where $\pi = y^2$, and \mathcal{I}_s is an indicator function such that $\mathcal{I}_s = \begin{cases} 1 & c > 2 \text{ and } s(1) = \overline{s(|s|)}. \\ 0 & \text{otherwise} \end{cases}$.

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
2	Single Strand (Loop model)	$O(N^3)$
3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	?

N bases, c strands

Open problem for ≈ 20 years

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
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3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
4	Multiple Strands, Bounded ($\leq c$)	$O(N^4(c-1)!)$

N bases, c strands

Computational complexity of Minimum Free Energy algorithms

Level	Input Type	MFE
1	Single Strand (Maximum matching)	$O(N^3)$
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3	Multiple unique Strands, Bounded ($\leq c$)	$O(N^3(c-1)!)$
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N bases, c strands



Thanks



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