



The University of
Birmingham

Computational Intelligence for Biological Problems

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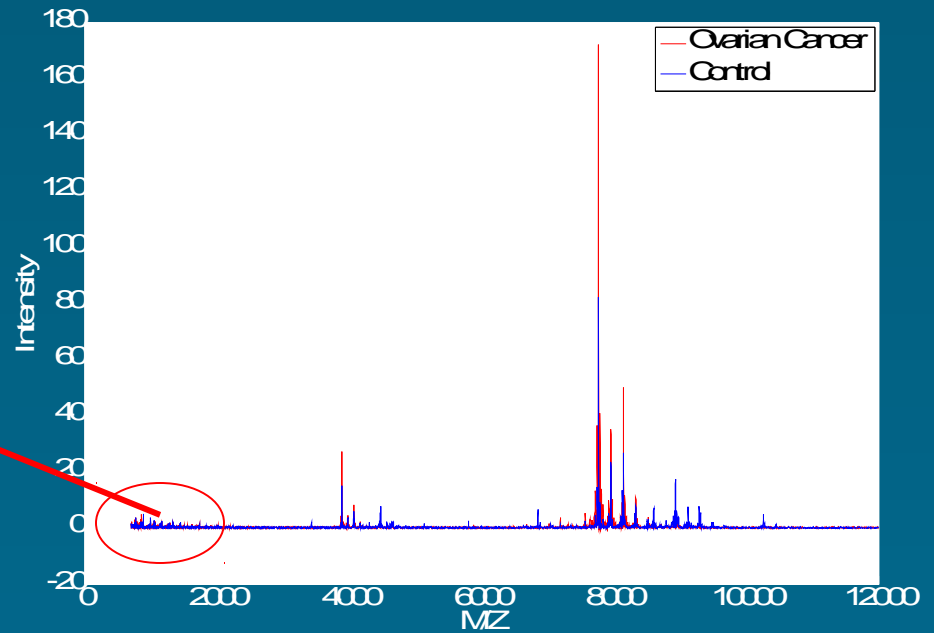
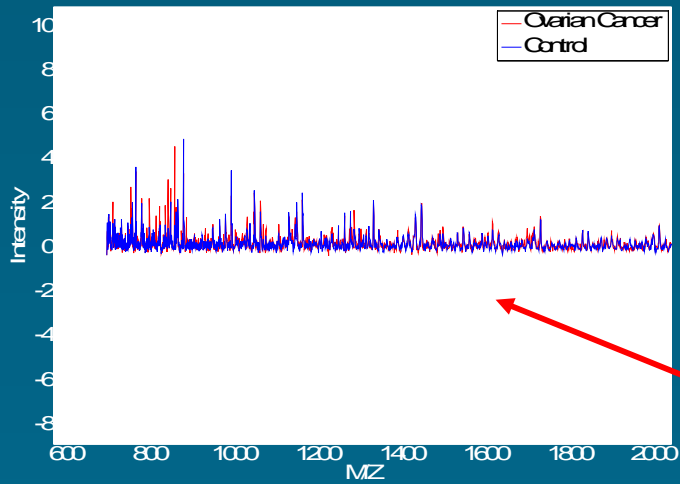
Overview

- Data mining for biomarker discovery from MS proteomics data
 - Optimisation algorithm for the deconvolution of metabolomics data
 - Agent-based modelling of the evolution of self-organising systems
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Profiling proteomics data

- Discover cancer biomarkers from mass spectrometry data
 - High dimensionality
 - Substantial noise
 - Relatively small number of samples
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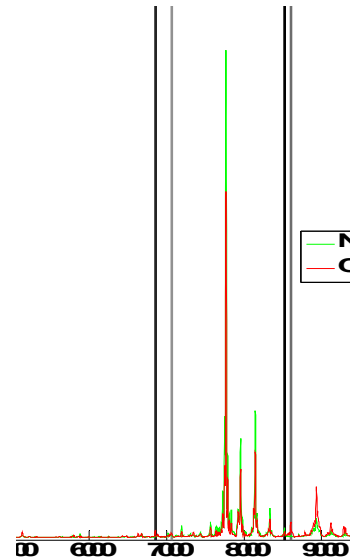
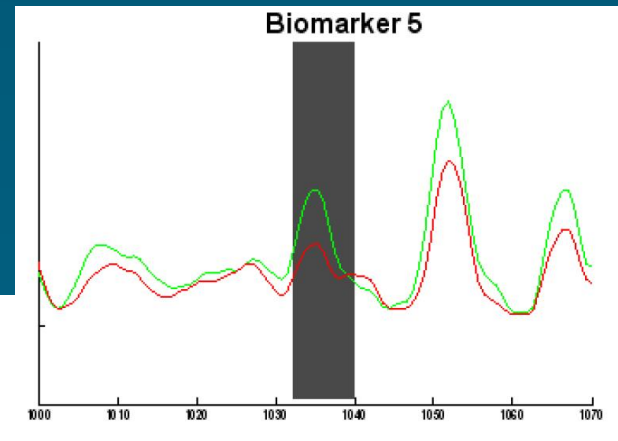
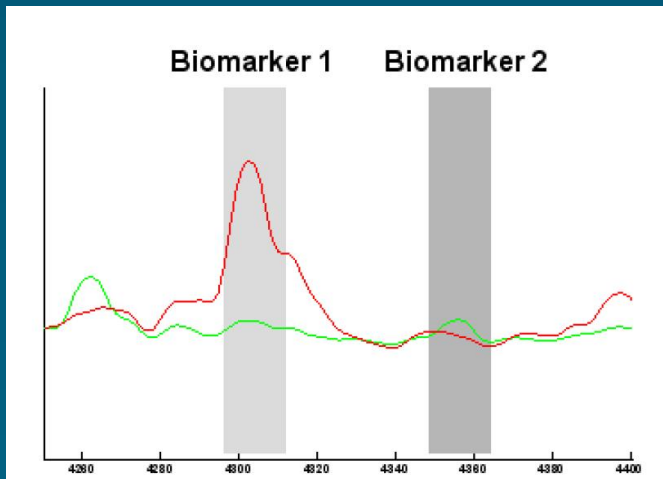
SELDI spectrum



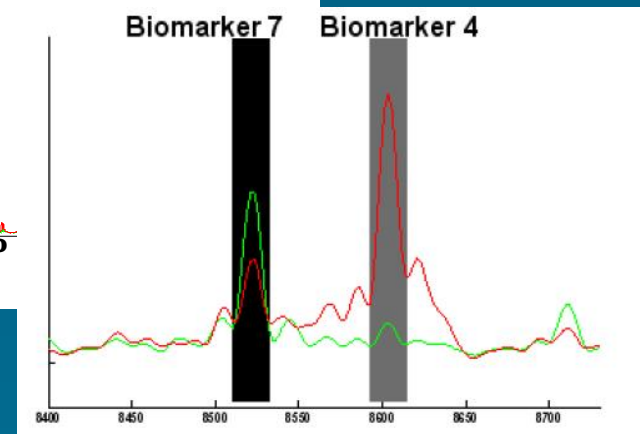
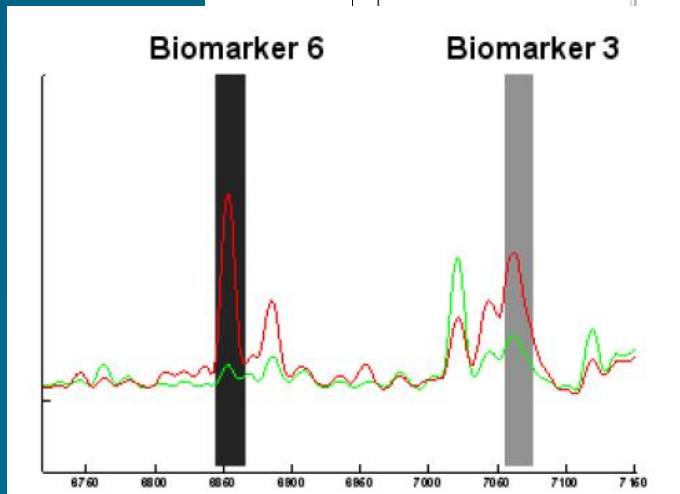
My research in proteomics

- A novel proteomics data preprocessing algorithm
 - A novel feature selection algorithm based on GSO
 - A novel machine learning algorithm
 - Ovarian, pancreatic and liver cancers
-

Biomarkers we found



— Normal neanspectrum
— Cancer neanspectrum

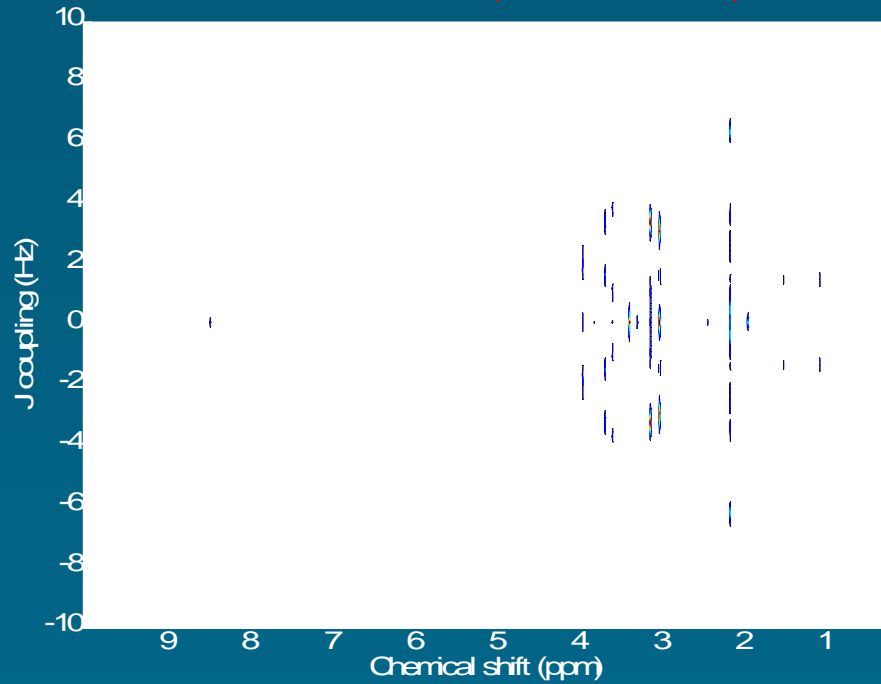


Ident/Quant pure metabolites

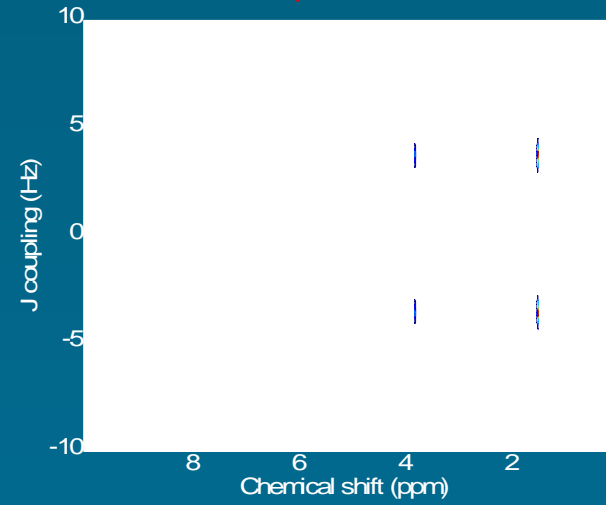
- In collaboration with Dr. Mark Viant in School of Biosciences
 - Objective: To indentify and quantify metabolites in biological samples based upon 2D J-resolved Nuclear Magnetic Resonance (NMR) spectra in conjunction with a metabolite library
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2D J-res NMR spectra

Normalized Binned NMR Spectrum of Ecdi samples



Normalized Binned NMR Spectrum of Pure Metabolite Alanine



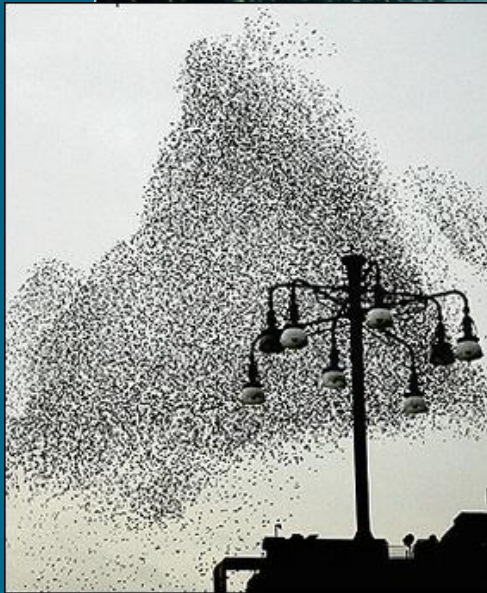
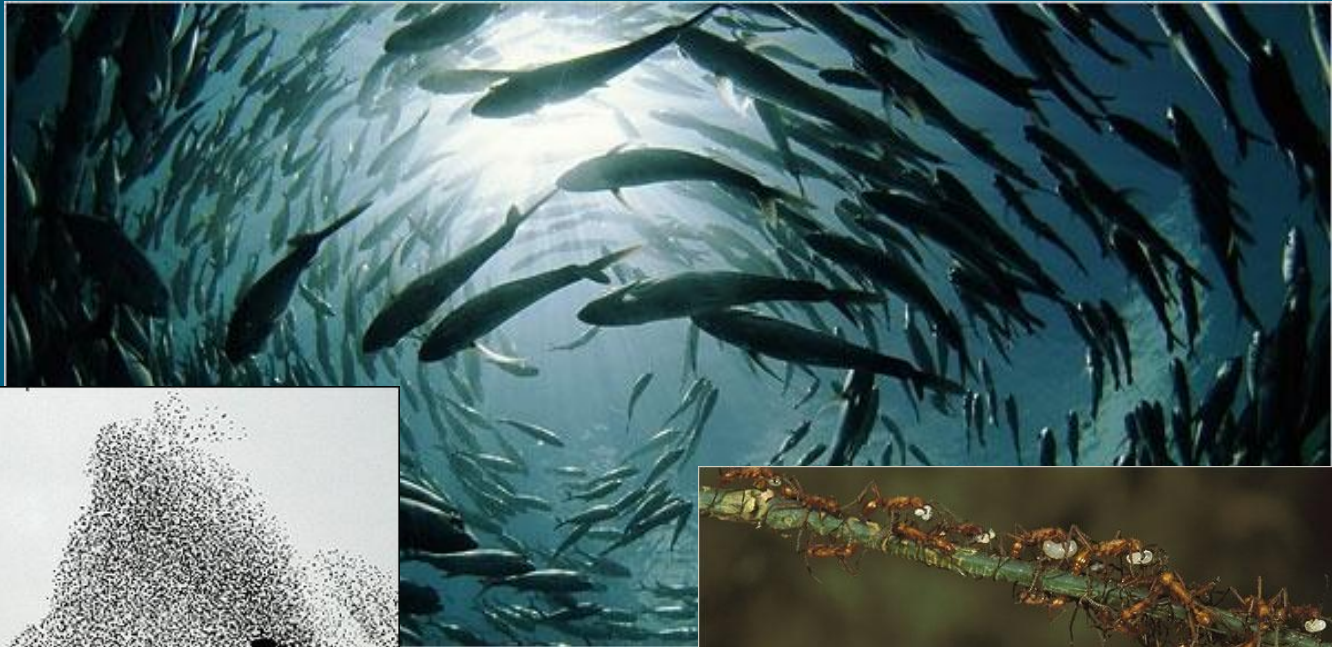
Our method

- Screen candidate pure metabolites
 - Non-negative Constrained Linear Least-Square (NCLLS) algorithm
 - The first identification/quantification algorithm for 2D JRES spectra
-

Results

- 3 simulated biological mixtures: cancer cell, mussel and Medaka fish embryo
 - Screening: 100% sensitivity and 94.5% specificity
 - Quantification: 5-6% error
-

Self-organising aggregation



Open problems

- Q1: How animals aggregate and coordinate?
- Q2: Why solitary animals evolved aggregation?
- Q3: How aggregation evolved through natural selection?

D. J. T. Sumpter. “The principles of collective animal behaviour”. *Philos Trans R Soc Lond B Biol Sci.*, 361:5–22, 2006.

J. K. Parrish et al., “Complexity, pattern, and evolutionary trade-offs in animal aggregation”. *Science*, 284:99–101, 1999.

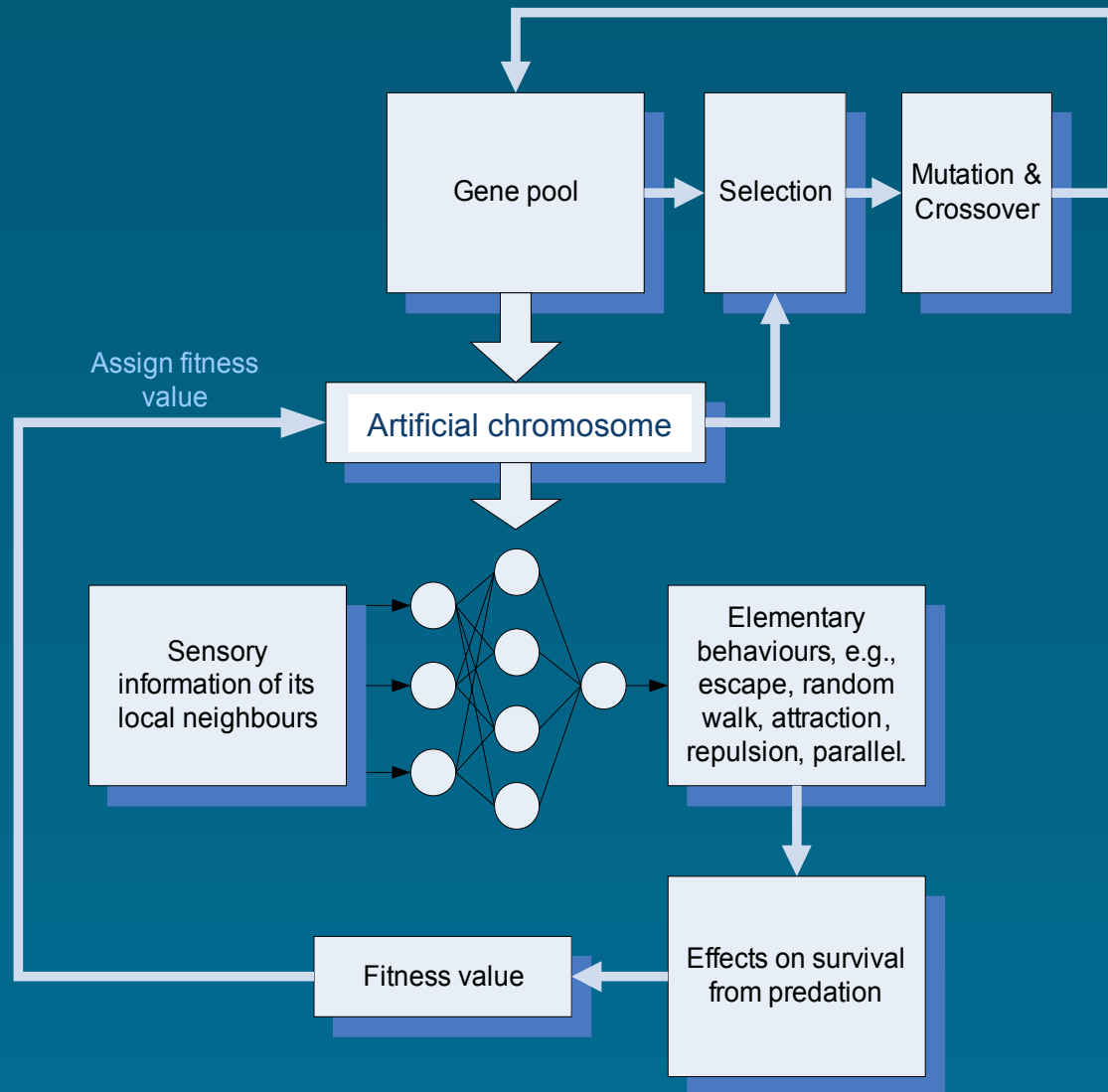
Previous research

- Agent-based models – rule-based
 - Possible mechanisms: Self-organisation
 - A set of simple behavioural rules interacting locally
 - Rules biologically plausible??
 - Difficult to incorporate evolution dynamics
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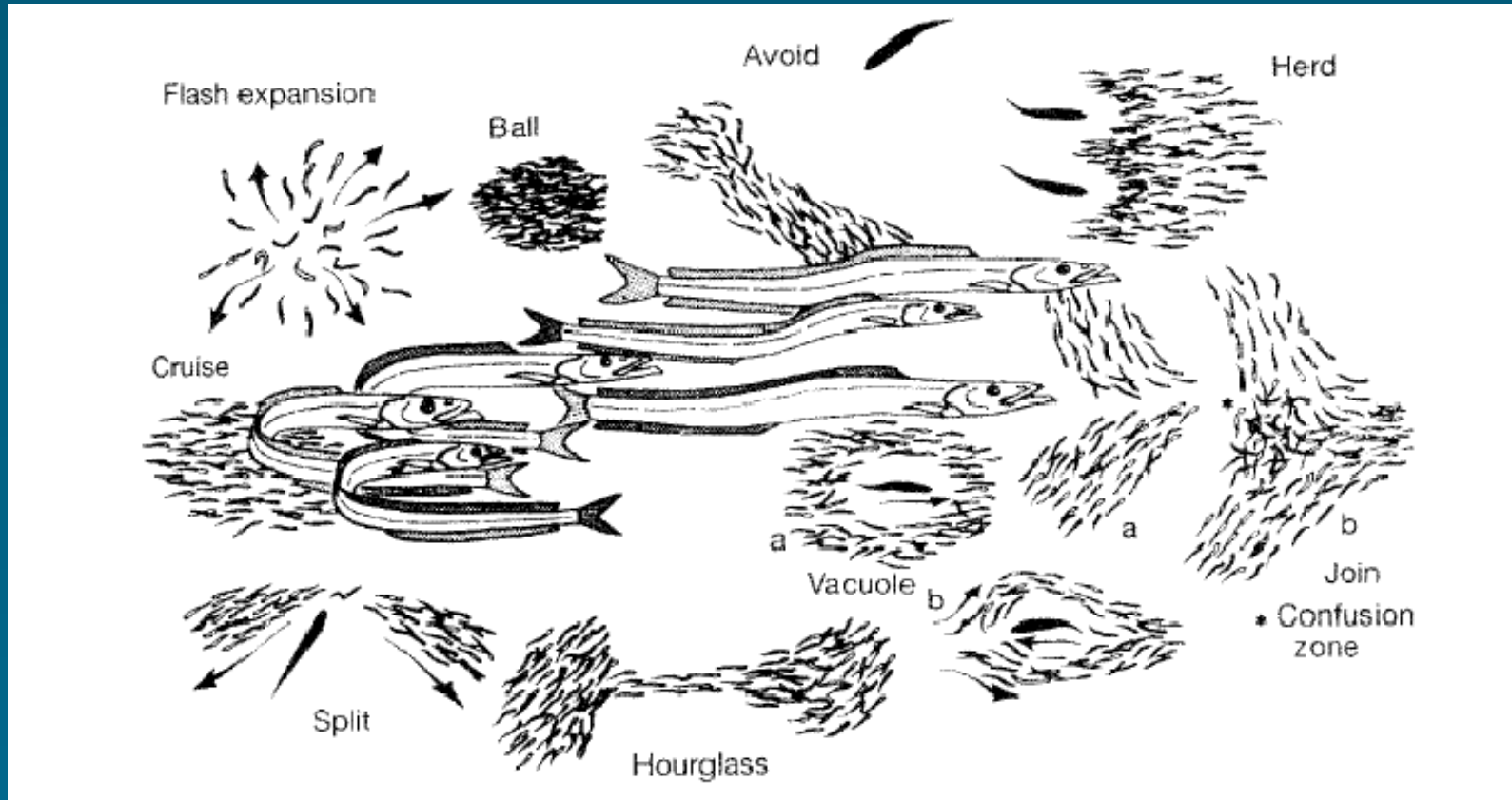
My research

- Anti-predation → Animal aggregation
 - Predator-prey games
 - Agent-based modelling + Evolutionary Artificial Neural Networks (EANN)
 - Each EANN controls an agent
 - Local information → behaviours
 - Level of selection
-

Evolutionary process



Aggregation patterns in nature



J. K. Parrish, S. V. Viscido, D. Grunbaum. "Self-Organized Fish Schools: An Examination of Emergent Properties". *Biol Bull*, Vol. 202, No. 3. 2002

Main results

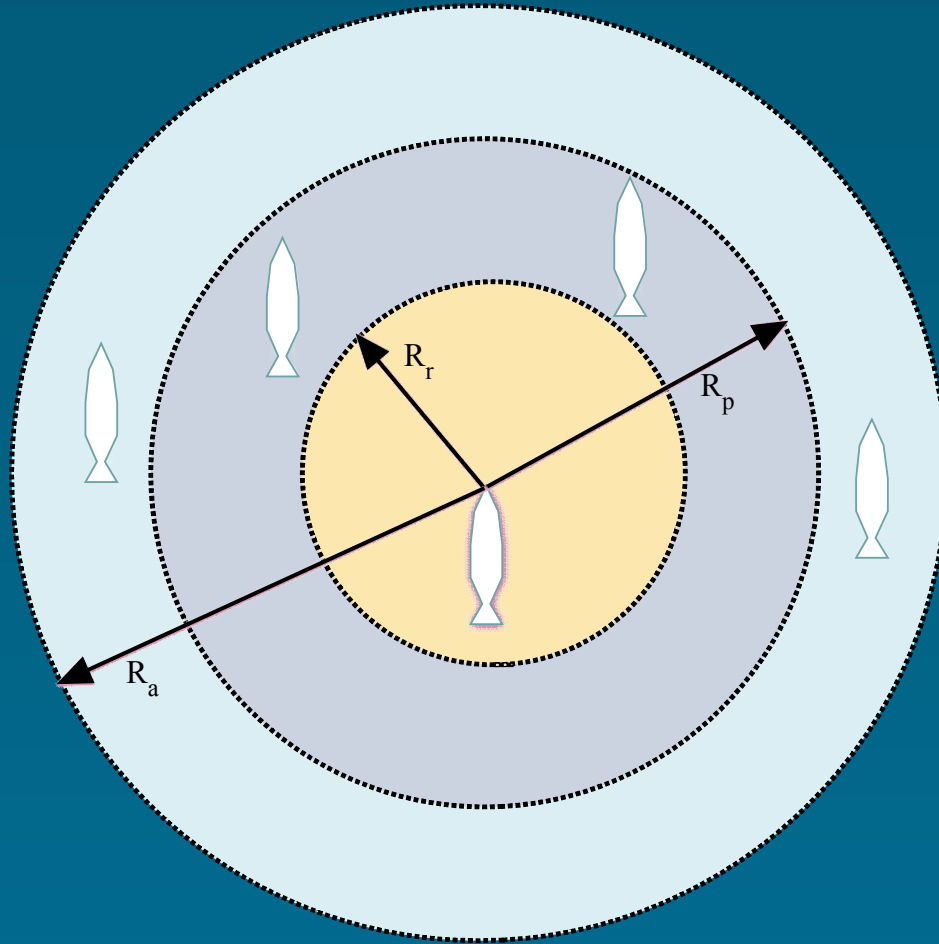
- Anti-predation is sufficient to evolve aggregation from solitary individuals by selection at individual level
 - Open questions & major transitions
 - Novel computational framework
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Surprising result!

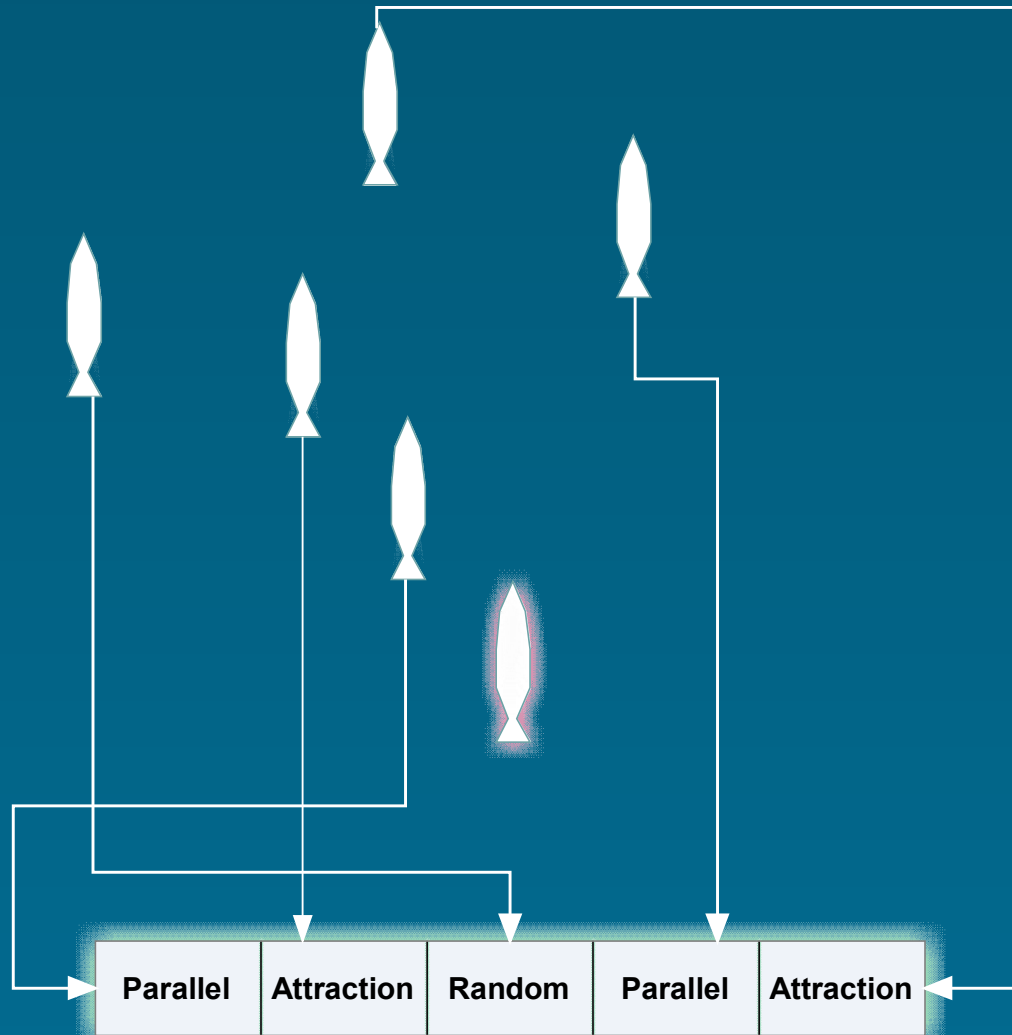
- Rule-extraction from EANNs
- Topological not metric interactions!!
- Topological interactions among flock of starlings

M. Ballerini, et al. “Interaction ruling animal collective behavior depends on topological rather than metric distance: Evidence from a field study”.
Proceedings of the National Academy of Sciences, 105, 2008.

Metric interaction



Topological interaction



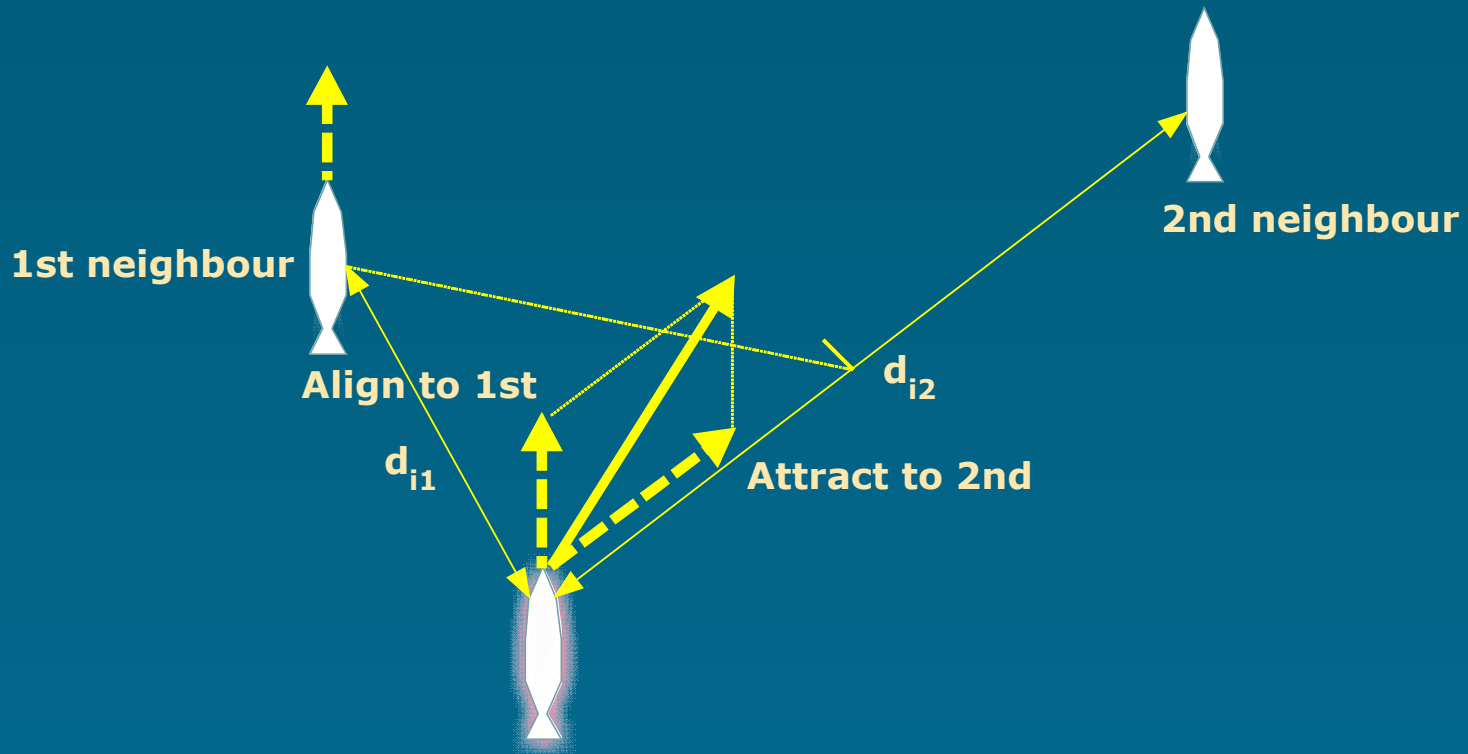
ANN outputs

More surprising result!!

- Novel **non-metric-nor-topological** interaction - never reported before!!!
 - Interacting with only 2 neighbours
-

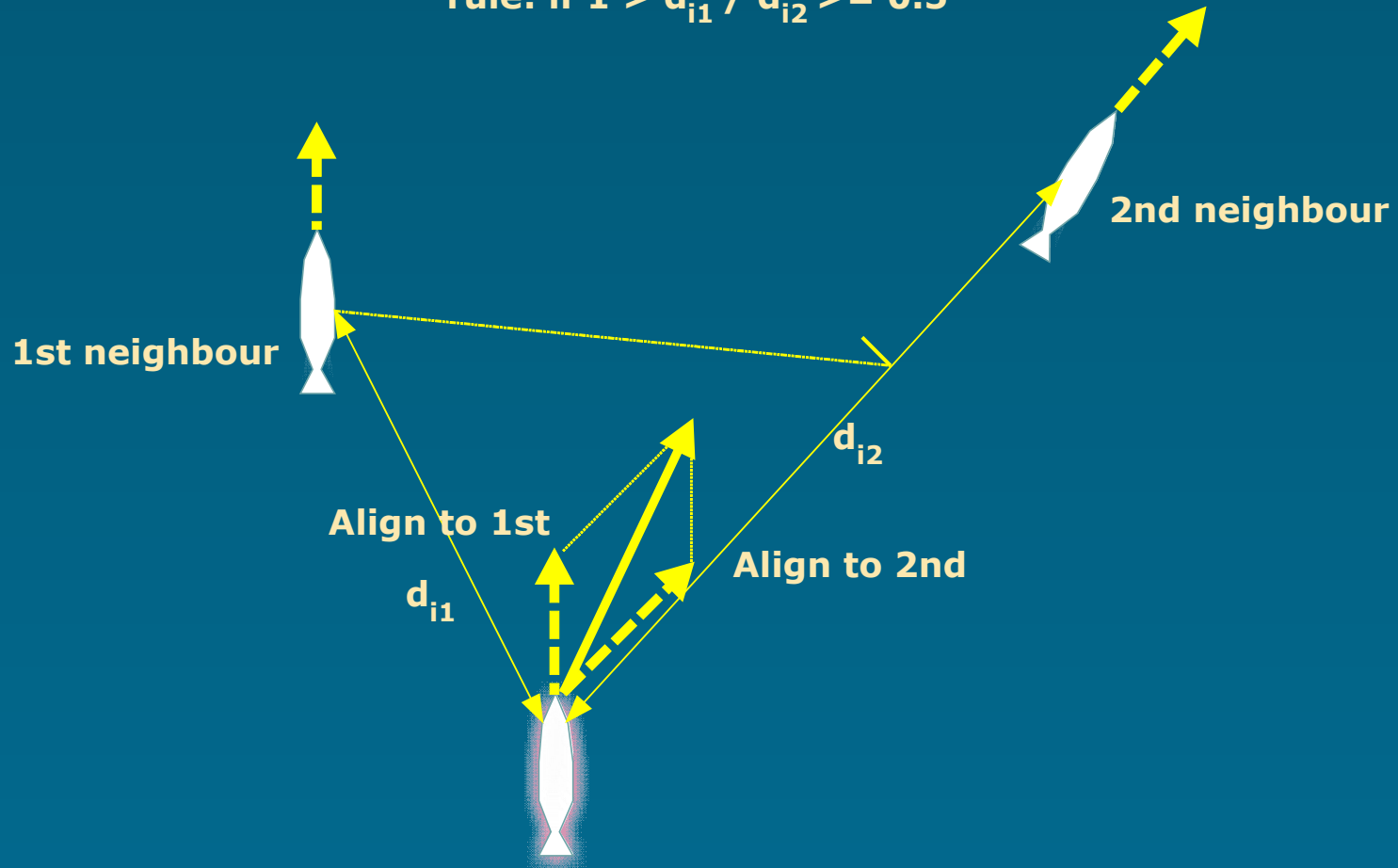
Novel interaction rule

rule: if $d_{i1} / d_{i2} < 0.5$



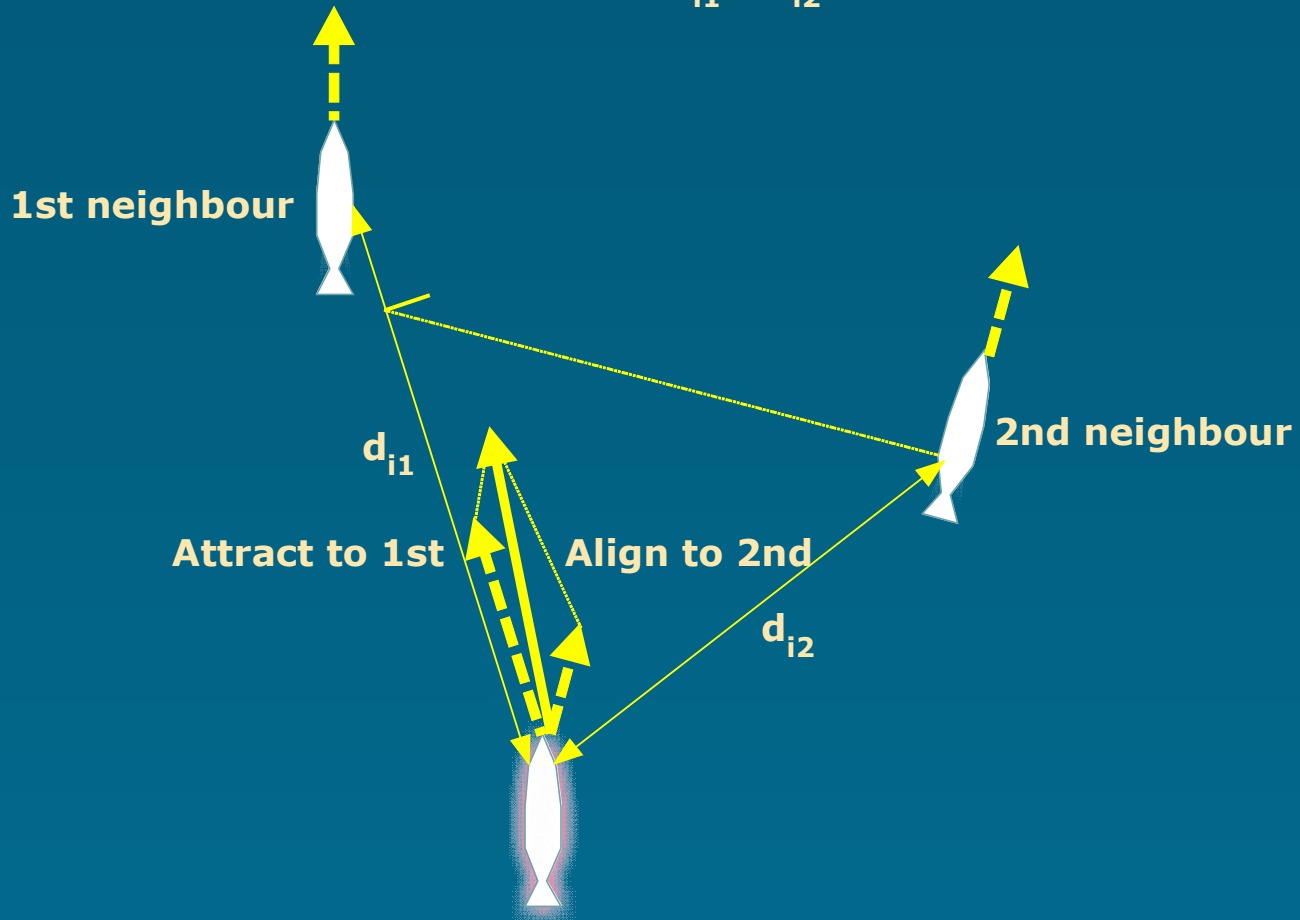
Novel interaction rule

rule: if $1 > d_{i1} / d_{i2} \geq 0.5$



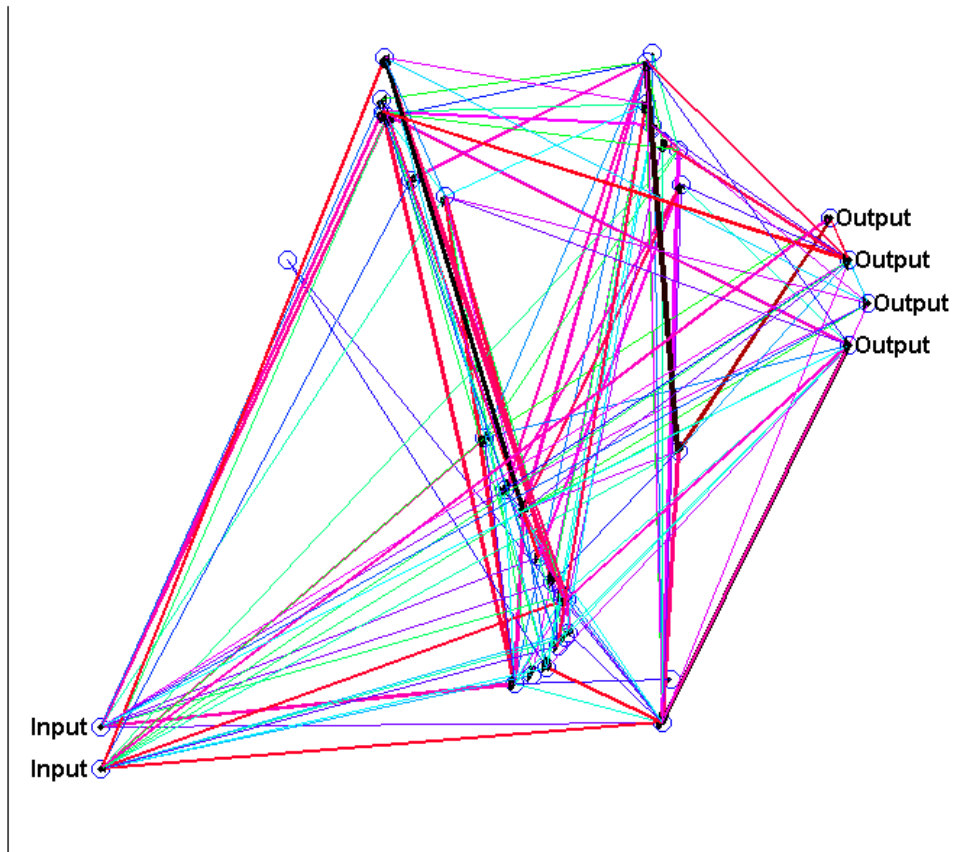
Novel interaction rule

rule: if $d_{i1} / d_{i2} > 1$



Visualisation of EANN

0th generation



Thank you!

Encoding scheme

- Marker-based encoding

...	start	key	initial_value	k_1	w_1	k_2	w_2	...	k_n	w_n	end	...
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where

start	- Start marker.
key	- Node label used in the connections.
initial_value	- Output value of this node prior to first evaluation.
k_i	- Connection source.
w_i	- Connection weight.
end	- End marker.