

# Computation of sparsest bases in a biological context

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1 Basis of conservation laws

2 CSB Algorithm

3 Benchmarks

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1 Basis of conservation laws

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# Motivation

## Context: modeling in biology

Use of symbolic technics for simplifying the study of biological models.

## My work

**What:** Obtain “good” bases of conservation laws.

**Why:**

- each conservation law discards an equation in ODE systems,
- to prove that some concentrations are bounded.

**How:** Linear algebra methods.

## Publication

On Defining and Computing “Good” conservation laws, F.Lemaire and A.Temperville, CMSB 2014.

# Conservation laws

We consider systems of chemical reactions between species.

## Definition (linear conservation law)

A **linear conservation law** is a linear combination of concentrations of species which is constant over time.

## Example of conservation laws

$$\mathcal{S} : \begin{cases} (r_1) : A & \rightarrow B \\ (r_2) : C + D & \rightarrow \emptyset \end{cases}$$

- 1  $A(t) + B(t) = cst$  is a conservation law.
- 2  $C(t) - D(t) = cst$  is a conservation law.
- 3  $A(t) + B(t) + C(t) - D(t) = cst$  is a conservation law.

# Computing a basis of conservation laws

## Stoichiometry matrix

We can associate to a system of chemical reactions a **stoichiometry matrix**, with rows corresponding to species and columns to reactions.

## Example

From  $\mathcal{S} : \begin{cases} (r_1) : A & \rightarrow B \\ (r_2) : C + D & \rightarrow \emptyset \end{cases}$ , stoichiometry matrix  $M = \begin{matrix} & \begin{matrix} r_1 & r_2 \end{matrix} \\ \begin{matrix} A \\ B \\ C \\ D \end{matrix} & \begin{pmatrix} -1 & 0 \\ 1 & 0 \\ 0 & -1 \\ 0 & -1 \end{pmatrix} \end{matrix}$ .

# Computing a basis of conservation laws

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Any basis of  $\text{Ker}({}^tM)$  is a basis of conservation laws.

We will store the conservation laws by rows in a matrix  $B$ .

# "Good" basis of conservation laws - sparsity

Some conservation laws seem naturally better than others.

## Idea

A "good" basis of conservation laws should:

- 1 be as sparse as possible,
- 2 have few negative coefficients. (not in this talk)

## Interest of sparsity

**preserve sparsity**: using a sparse conservation law in a system of ODEs (for reducing the number of species by 1) keeps the system **sparse**.



# "Good" basis of conservation laws - positiveness

## Interest of positiveness

The concentrations of species are **clearly bounded**.

## Example

$$A(t) + B(t) = cst \Rightarrow A(t), B(t) \in [0, cst].$$

# "Good" basis of conservation laws - positiveness

## Interest of positiveness

The concentrations of species are **clearly bounded**.

### Example

$$A(t) + B(t) = cst \Rightarrow A(t), B(t) \in [0, cst].$$

Laws with negative coefficients sometimes can't be excluded

Some systems don't have laws with only positive coefficients.

### Example

$(r) : C + D \rightarrow \emptyset$  has only one conservation law:  $C(t) - D(t) = cst$ .

# Computing sparse bases - state of art

## Numerical methods computing sparse matrices

- Coleman-Pothen methods
- QR decomposition
- SVD based method
- Turnback algorithm

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Soliman developed a method computing P-invariants (conservation laws with non-negative coefficient with minimal support) but misses sometimes complete bases.

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## Methods computing positive conservation laws

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These methods can sometimes give a sparsest basis.

We present a guaranteed algorithm computing a sparsest basis (published in CMSB 2014).

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# ComputeSparsestBasis algorithm

## Definition

$B'$  is a **sparsest basis** if it is a basis with the fewest number of nonzeros.

## ComputeSparsestBasis algorithm (CSB)

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### Algorithm 1: ComputeSparsestBasis( $B$ )

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**Input:** a basis  $B$  (stored row-wise)

**Output:** a sparsest basis  $B'$

**begin**

1      $B' \leftarrow B$  ;

2     **while** *it is possible* **do**

3         Replace a row of  $B'$  by a sparser row (keeping  $B'$  basis) ;



# Theorem for greedy approach

The following theorem justifies the greedy approach of our algorithm.

## Theorem

The basis  $B$  is not sparsest  $\iff$  a row  $B_j$  can be replaced by a sparser one.

# On an example

## Example

**Question:**  $B = \begin{pmatrix} 1 & 1 & 2 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$  is sparsest or not ? If not, how to reduce it ?

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## Principle of the method

Denote  $\mathcal{N}(v)$  the total number of nonzero coefficients of  $v$ .

Look for a linear combination  $w = \sum_{i=1}^3 \alpha_i B_i$  and an index  $j$  s.t.:

- 1  $\alpha_j \neq 0$ ,
- 2  $\mathcal{N}(w) < \mathcal{N}(B_j)$ .

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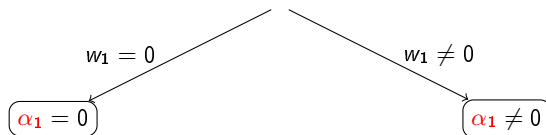
## In theory, we can do an exhaustive search

- ① Consider  $w = \sum_{i=1}^3 \alpha_i B_i = (\alpha_1, \alpha_1 + \alpha_3, 2\alpha_1 + \alpha_2 + \alpha_3, \alpha_1, \alpha_1 + \alpha_2)$ ,
- ② Compute  $2^5$  possible patterns with  $w_i = 0$  or  $w_i \neq 0$ .

# Binary tree

## Example

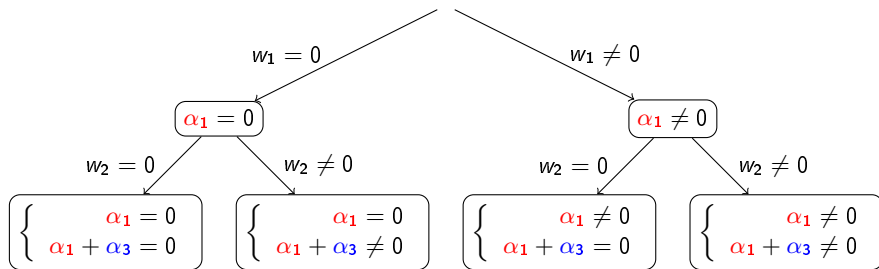
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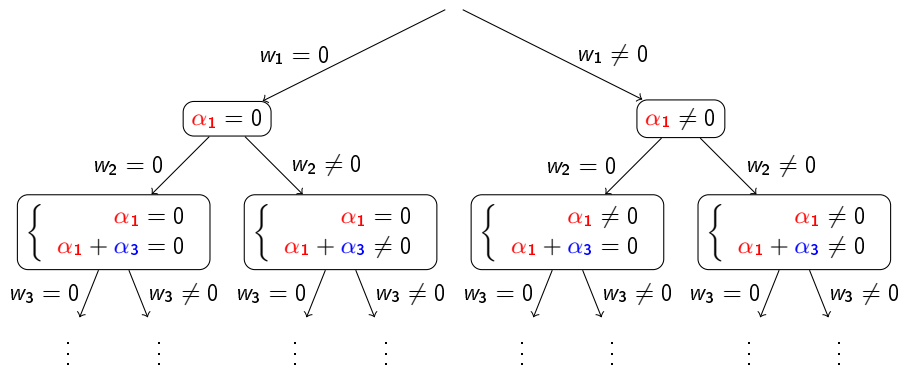
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# Binary tree

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# In practise, branches are cut

## Example

$$w = \sum_{i=1}^3 \alpha_i B_i = (\alpha_1, \alpha_1 + \alpha_3, 2\alpha_1 + \alpha_2 + \alpha_3, \alpha_1, \alpha_1 + \alpha_2)$$

## Branches and solutions

- Some branches can be cut : if  $w_1 = w_2 = 0$  then  $\alpha_1 = \alpha_1 + \alpha_3 = 0$  so  $\alpha_1 = \alpha_3 = 0$  and  $\alpha_2$  free. No linear combination possible.
- Some leaves do not give a solution
- Some leaves are solutions



# In practise, branches are cut

## Example

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## Branches and solutions

- Some branches can be cut
- Some leaves do not give a solution : if  $w_1 = w_3 = w_4 = 0$  and  $w_2, w_5 \neq 0$ , then  $\alpha_1 = 0$  and  $\alpha_2 = -\alpha_3 \neq 0$ .  $w$  is not sparser than  $B_2$  nor  $B_3$ :  $2 = \mathcal{N}(w) = \mathcal{N}(B_2) = \mathcal{N}(B_3)$ .
- Some leaves are solutions

# In practise, branches are cut

## Example

$$w = \sum_{i=1}^3 \alpha_i B_i = (\alpha_1, \alpha_1 + \alpha_3, 2\alpha_1 + \alpha_2 + \alpha_3, \alpha_1, \alpha_1 + \alpha_2)$$

## Branches and solutions

- Some branches can be cut
- Some leaves do not give a solution
- Some leaves are solutions : if  $w_2 = w_3 = w_5 = 0$  and  $w_1, w_4 \neq 0$ , then  $\alpha_3 = \alpha_2 = -\alpha_1 \neq 0$ . Linear combination possible on row 1 as  $\alpha_1 \neq 0$  and  $2 = \mathcal{N}(w) < \mathcal{N}(B_1) = 5$ .

# End of example

## Solution found

We have found a solution with  $j = 1$  and  $(\alpha_1, \alpha_2, \alpha_3) = (1, -1, -1)$ , this corresponds to:  $B_1 \leftarrow B_1 - B_2 - B_3$ .

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After this linear combination:  $B = \begin{pmatrix} 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$ .

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## Example

After this linear combination:  $B = \begin{pmatrix} 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$ .

## Second step: trying to find another linear combination

On the new matrix  $B$ , no row can be made sparser. Then,  $B$  is a sparsest basis.

# Complexity for one row improvement

## Notation

Consider a basis  $B$  of dimensions  $m \times n$ . Denote

$$d = \max\{\mathcal{N}(B_i), i \in \llbracket 1, m \rrbracket\}.$$

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## Number of processed nodes (for one row improvement)

At most  $\sum_{i=0}^d \binom{k}{i}$  nodes at depth  $k$  are reached when going to the right at most  $d$  times. One shows that the total number of processed nodes in the

tree is bounded by: 
$$\sum_{i=0}^d \binom{n+1}{i+1} \leq 2(n+1)^{d+1}.$$

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## Remarks

We observed that models with small values of  $d$  were easily solved. The total number of row improvements is bounded by  $nd$ .



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# Experiments on the 'BioModels' database

We study the curated models on the biomodels database:  
[www.ebi.ac.uk/biomodels-main/](http://www.ebi.ac.uk/biomodels-main/).

bases of models with one compartment		
214		
already sparsest	can be improved	aborted after 2 days running
141	71	2

Most of systems of reactions have less than 50 conservation laws and less than 200 species.

# Maple times on CSB algorithm

Model	Size of $B$	$d$	Time
068	$3 \times 8$	4	0.06s
064	$4 \times 21$	18	1.99s
183	$4 \times 67$	61	36.50s
086	$5 \times 17$	12	3.12s
336	$5 \times 18$	7	0.30s
237	$6 \times 26$	17	0.91s
431	$6 \times 27$	15	10.93s
475	$7 \times 23$	14	10.59s

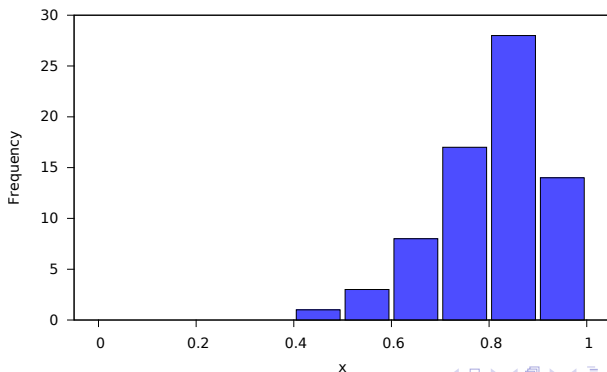
Model	Size of $B$	$d$	Time
014	$8 \times 86$	45	235.9s
478	$11 \times 33$	11	1.85s
153	$11 \times 75$	38	964.6s
152	$11 \times 64$	32	97.46s
334	$13 \times 73$	50	132.6s
019	$15 \times 61$	13	24.36s
332	$25 \times 166$	49	$\approx 4000s$
175	$36 \times 194$	42	$\approx 1\text{day}$

$d$ : number of nonzeros in the row of  $B$  with the most of nonzeros  
 $(d = \max\{\mathcal{N}(B_i), i \in \llbracket 1, m \rrbracket\})$

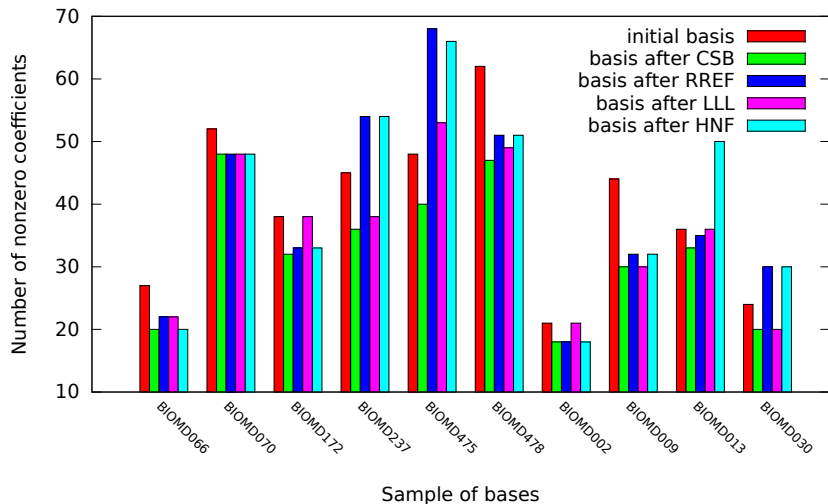
# Improvement ratio on the 71 non sparsest bases

## Improvement ratio

Consider an initial basis  $B$  and a sparsest basis  $B'$  computed by CSB for every model. We define the ratio  $x = \frac{\mathcal{N}(B')}{\mathcal{N}(B)}$ . For the 71 non sparsest bases, this ratio satisfies  $0 < x < 1$ .



# Comparison of sparsity on exact algorithms



# Questions/Suggestions

Thank you for



your attention

Any questions or suggestions ?