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Emerging Adaptive Architectures for Biomolecular Computation

Matthew Fleetwood *Portland State University*

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Neural network in Python

The goal of this work is to explore applications of reservoir computing in biomolecular computation. Reservoir computing is a unique model for representing a recurrent neural network. The hidden layer is comprised of randomly connected neurons, which are linked with a single or multiple output neuron(s). The output layer is trained using a learning algorithm. The reservoir model is investigated using the Python programming language and object oriented programming. Neurons are created by bundling attributes like input data and attributes of the network, which utilize methods (for instance the sum of a dot product, the hyperbolic tangent function) to operate on data (e.g. arbitrary input arrays, two variable binary inputs). This work is motivated by the idea of using adaptable algorithms instead of hardcoding information to solve classification problems in biomolecular computation, such as identifying molecular information like presence of a virus.

Reservoir Computing Applications for Biomolecular Computation

Department of Electrical and Computer Engineering (ECE)

Matt Fleetwood Professor Christof Teuscher Portland State University, Portland, Oregon 97201-5256 E-mail: **fleet@pdx.edu**

Abstract

Biological inspiration

Abstraction roadmap

Formal Model $\sqrt{W_i X_i} > 0$ 1 2 . CRN $X_1 \rightarrow X_3+X_2$ 3. Translated CRN $X_i + G_i \longrightarrow W_{1,i} + O_i$ O_i + $T_i \rightarrow W_{2,i}$ + X_2 + X_3 4 1 8 5 9
 4^* 1^* 8^* 5^* . DNA Domains . DNA Sequences CGTCGCGACGGTCGCA **GCAGCGCTGCCAGCGT** 4 4 4 4 6. DNA Molecules

Feedforward and reservoir pros and cons

Conclusion

Neural networks and DNA

used with limited success to map functions.

Fig 3. A feedforward neural network comprised of three columns (or layers) of 5 artificial neurons:

input, hidden, and output. Feedforward networks improve the limited performance of an individual

neuron by making a network out of them. Algorithmic training such as the backpropagation can modify

Fig 6. A class blueprint in the Python programming language. Python was used in conjunction with Object Oriented Programming methodologies, which encapsulate objects with data, their attributes, and methods. A class represents a blueprint for an object (such as a neuron, a connection link, and a network). Attributes are used to represent features of an object, like inputs or an output. Function definitions within the class definition are methods that operate on data given to the object and the defined attributes. Common methods typically include getters and setters for attributes and an initializer that defines default attribute values for an object.

all weights of the network such that the network improves classification performance. However this

method is inefficient for networks of increasing size and complexity.

 \mathcal{D}

Fig 4. A reservoir computing model, which reflects a new design and training methodology for recurrent networks. The core network is made up of random and fixed connections between artificial neurons. Only the readout layer or classifier neurons are trained. This improves the efficiency of training recurrent networks because a significant amount of connections do not need to be trained.

Fig 1. A roadmap by former PhD student Peter Banda captures the levels of abstraction from a formal neural network model to DNA molecules. The formal model is mapped to a chemical reaction network (CRN), which can be described by kinetics without regarding atomic structure or identity. In 3 the CRN is translated to a realistic series of chemical reactions. These reactions are then defined by DNA domains (4), sequences (5), and molecules (6). This suggests that DNA molecules can be used to carry out therapeutical reactions as governed by a higher level of design methodology, i.e. artificial neurons and networks. (Figs 1 and 5 redrawn from [2].)

> The authors acknowledge the support of the Semiconductor Research Corporation (SRC) Education Alliance (award # 2009-UR-2032G) and of the Maseeh College of Engineering and Computer Science (MCECS) through the Undergraduate Research and Mentoring Program (URMP). Fig 5. Reservoir networks as dynamic systems approximators of CRNs. The reservoir computing architecture is ideal for mapping to chemical reaction networks (a), which can be thought of as dynamic systems and can be described in detail using DNA domains (b) sequences and molecules (c). DNA molecules are desirable for parallelism and base-pair properties and avoid the limitations of a traditional semiconductor material such as silicone. Soloveichik et. al have also shown that DNA molecules "can be constructed that closely approximate the dynamic behavior of arbitrary systems … " [4].

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Reservoir computing appears to be more efficient as a training methodology for recurrent networks. This is clear from the fact that only the output layer needs to be trained. The work presented in Python suggests step 1 in Fig 2 can be achieved with marginal error using such a programming language and OOP. Standardizing steps one through four of the roadmap would improve the accessibility of designing and applying molecular computation for desired medicinal purposes. Regardless it is evident from research in reservoir computing [3] and the abstraction roadmap that DNA chemical reaction networks [2] as modeled by a reservoir network would be ideal for therapeutic or industrial applications of biomolecular circuits.

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Table I. Advantages and disadvantages of using a feedforward or a reservoir structure for design of a neural network.

- category #1
	-
- category #3

-
-

Feedforward networks Reservoir networks Pros Cons Pros Slow Less ambiguous Efficient training training optimize structure Only output weights All weights Harder to Guranteed are trained are trained convergence construct **Universal function** Undesirable for Dynamic mapping machine time series functions system approximator State Property

b.

c.

CGTCGCGACGGTCGCA

GCAGCGCTGCCAGCGT

1 | | | | | | | | | | |