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Hiroshi Matsuno • Satoru Miyano

Foundations of Systems Biology

Using Cell Illustrator® and Pathway Databases



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Foreword

Today, as hundreds of genomes have been sequenced and thousands of proteins and more than ten thousand metabolites have been identified, navigating safely through this wealth of information without getting completely lost has become crucial for research in, and teaching of, molecular biology.

Consequently, a considerable number of tools have been developed and put on the market in the last two decades that describe the multitude of potential/putative interactions between genes, proteins, metabolites, and other biologically relevant compounds in terms of metabolic, genetic, signaling, and other networks, their aim being to support all sorts of explorations through bio-data bases currently called *Systems Biology*.

As a result, navigating safely through this wealth of information-processing tools has become equally crucial for successful work in molecular biology.

To help perform such navigation tasks successfully, this book starts by providing an extremely useful overview of existing tools for finding (or designing) and investigating metabolic, genetic, signaling, and other network databases, addressing also user-relevant practical questions like

- Is the database viewable through a web browser?
- Is there a licensing fee?
- What is the data type (metabolic, gene regulatory, signaling, etc.)?
- Is the database developed/maintained by a curator or a computer?
- Is there any software for editing pathways?
- Is it possible to simulate the pathway?

It then goes on to introduce a specific such tool, that is, the fabulous “Cell Illustrator 3.0” tool developed by the authors. The book explains in great detail how this tool can be used for creating, analyzing, and simulating models explicating and testing our current understanding of basic biological processes. They pertain, for example, to

— the organization and control of metabolic networks and metabolic flux analysis,
— the regulation of gene transcription, processing, and translation, or

— the processing of information via signaling pathways.

The book deals with such topics by providing a fascinating array of detailed examples. Thus, it can serve as a perfect introduction to contemporary cell biology for anybody who wants to quickly gain insight into the most important and topical directions of research in this field. In particular, the book provides invaluable help for anybody who wants to learn more about why and how the current big bio-data bases can be used to develop and support Systems Biology research.

Therefore, any biology student can, and actually should, just work through these examples on his own screen to quickly gain important and solid expertise and become a valuable and well-informed member of the continuously growing Systems Biology research community.

The authors Masao Nagasaki, Ayumu Saito, Atsushi Doi, Hiroshi Matsuno, and Satoru Miyano have been working at the forefront of *in silico*-based biology for quite a few years, and are highly respected in the community.

I am therefore very happy to have their book appear in this series, and I congratulate the publishers for the very good work they have done in dealing with the challenging task of appropriately editing such a strongly digitally-oriented manuscript.

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Director

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June 2008

Preface

It has been said that “Systems Biology” is an important postgenomic challenge in biology to understand “life as systems”. That being said, what does it mean? What can be done with signaling pathways, metabolic pathways, and gene regulatory networks using computers? For those with similar concerns or questions, this should be the first book you consult for an understanding of *Systems Biology*.

The definition of *Systems Biology* varies from scientist to scientist. Some of you may have skimmed books or scientific papers with “Systems Biology” in the title and seen alien terms such as “robustness analysis”, “stochastic differential equations”, or “bifurcation analysis” fly by. Some may have felt that this is similar to lining up toy soldiers called differential equations and making them march. Those of you who have felt that way are the intended audience of this book.

Biological organisms consist of many molecules, such as proteins, which fulfill their functions and interact with others. One of the ways to understand this system is to construct the system in parts on a computer and analyze. Beneath the current attentions to Systems Biology is the compilation of large amounts of genomic data and biological knowledge on the parts that compose everything from bacteria to human beings. Since the basic mechanisms of these parts have been considerably well defined, it is now time to understand how the interactions between these parts create the high degree of complexity in biological systems.

On one hand, man-made systems such as electrical circuits and machinery can be made over and over once there are parts and blueprints, since the system is known from the beginning. On the other hand, organisms are made by nature and evolution, and there is a large gap between gathering the parts and understanding the system. Modeling and simulation are necessary technologies to close this gap. In order to understand this system, it needs to be modeled with a high-level language including mathematics and entered into a computer for computation. We should say a good-bye to messy (in Japanese, we say “Gochagocha”) printed diagrams with arrows and circles of various shapes with narrations. This is the point of entry of “Cell Illustrator”, which is a software tool for biological pathway modeling and simulation.

Reading the book and using Cell Illustrator bundled in the CD-ROM should make it possible to create highly complex pathways and simulations. There is no need for

prior knowledge in differential equations or programming. The prerequisites are interest in biology, ability to operate a cell phone (or equivalent), and mathematical ability of a standard middle school student or better.

Using Cell Illustrator, reading the book, and finishing the exercises—answers are provided—should make you realize how easy this can be “(^o^)v”. Although pathway drawing does not require any mathematical or programming skills, drawing pathways may require some artistic sense. In addition, just by drawing pathways using Cell Illustrator, pathway knowledge will become better organized, and the reader should feel a sense of accomplishment. The columns interspersed in the book are addendums and digressions; they can be skimmed at the reader’s discretion.

This book is designed and structured to be used for a semester-long course text at the undergraduate level or can be used as a part of graduate courses. Chapter 1 describes a minimum biological knowledge and Chapters 2 and 3 explain some of the important pathway databases and software tools together with their related concepts. Chapter 4 describes the detailed first steps and elements for modeling pathways with Cell Illustrator. The reader may find that graphical pictures representing biological entities and processes help understanding the elements of pathways. Chapter 5 will guide the reader to model three kinds of pathways in a step-by-step manner as exercises. Chapter 6 discusses the computational functionalities required for Systems Biology. This book is an English translation of the original Japanese version published by Kyoritsu Shuppan Co., Ltd. With this edition, the data on software and database versions are updated and Chapter 6 is enhanced with some new topics.

We are grateful to many people. First and foremost, we would like to thank the current and former members of the Cell System Markup Language Project: Emi Ikeda, Euna Jeong, Kaname Kojima, Chen Li, Hiroko Nishihata, Kazuyuki Numata, Yayoi Sekiya, Yoshinori Tamada, Kazuko Ueno of Human Genome Center; Kanji Hioka, Yuto Ikegami, Hironori Kitakaze, Yoshimasa Miwa, Daichi Saihara, Tomoaki Yamamotoya of Yamaguchi University.

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Tokyo,
June 2008

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