# Whole cell modeling

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PSL-ITI – Course "Modelling and engineering of biological systems"

How can a living being emerge from non-living matter?

How can a living cell emerge from sugar, water, and a couple of salts?



Minimal Medium for E. coli					
Glucose	5 g/l				
$Na_{2}HPO_{4}$	6 g/l				
KH <sub>2</sub> PO <sub>4</sub>	3 g/l				
NH <sup>4</sup> CI	1 g/l				
NaCl	0.5 g/l				
$MgSO_4$	0.12 g/l				
CaCl <sub>2</sub>	0.01 g/l				

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How much energy and material will be "wasted"?



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L'essentiel est invisible pour les yeux.



Budding yeast (microscope picture of a cell)



Budding yeast (relative protein abundances)



#### Initial questions for this lecture

- What does a living cell need to do to proliferate, i.e., to reproduce all its components?
- How can it do so in "cost-saving" ways, given physical and biochemical limitations?
- If cells function "optimally", how will they behave and what will they look like?
- How can we describe all this by mathematical models?



#### Analogy: a self-replicating factory

- We consider a factory that produces all the machines it contains, and needs to reproduce itself
- If we know all possible types of machines in this factory, can we predict their optimal numbers?
- Can we predict how these numbers will change depending on energy supply (or energy cost), the need to produce extra products to be sold, the threat of machine failures, etc?

#### Three requirements for living cells to survive

- Cells are alive and fragile they need to be able to **reproduce (almost) all of their parts**
- Cells are dynamic they need to coordinate and regulate all these processes
- Cells compete they need to replicate faster, and be more efficient or resilient than others

#### So .. what do we need to study the "economics" of self-replication?

- A **blueprint of the cell** in question
- Simulation models for cellular processes (e.g., metabolism and protein production), implementing physical laws and biochemical facts
- Ideas about cells "should" function, formulated as mathematical optimality problems

#### Three levels of description

- "Topics" (in the sense of "components and layout")
- Dynamics
- Economics (flows of production, and allocation of resources)

#### Why is fast reproduction a relevant task?

- Fast replication (or withstanding harsh conditions) can be critical for cell survival. Thus, **evolutionary pressures may already have shaped cells** to be "economical"
- In biotechnology, one needs to understand the biological systems that one manipulates (not only how they work physically, but also how they are adjusted to work well).

**Genetic modifications that put little burdens on cells** are preferable: they increase production or cell growth and reduce the risk to be outcompeted by burden-free mutants.

- Among the many things cells need to do (to survive and proliferate in the long run), self-replication under constant conditions is one important task. it is easier to understand than many other tasks (can you think of such other tasks?)
- Self-replication is just interesting! A machine that copies itself; a programming language whose compiler is written in the language itself; snowball systems; ...

## Part 1: Topics\* - A blueprint of the cell

\* from topos, place

#### Microbial cells – external appearance

#### Escherichia coli bacteria



#### Budding yeast Saccharomyces cerevisiae



What do you know about cells?

#### Microbial cells – internal structure



R. Milo and R. Phillips, Cell biology by the numbers

#### Molecule types and sizes













#### Metabolic networks and their regulation



(a) Allosteric regulation

(b) Transcriptional regulation









### Chemical composition of a cell





sum of concentrations  $\approx$  200 mM

macromolecule	percentage of total dry weight	weight per cell (fg)	characteristic molecular weight (Da)	number of molecules per cell
protein	55	165	3 x 10 <sup>4</sup>	3,000,000
RNA	20	60		
23 S rRNA		32	1 x 10 <sup>6</sup>	20,000
16 S rRNA		16	5 x 10 <sup>5</sup>	20,000
5 S rRNA		4 1	4 x 10 <sup>4</sup>	20,000
transfer		9	2 x 10 <sup>4</sup>	200,000
messenger		_ 2	1 x 10 <sup>6</sup>	1,400
DNA	3	9	3 x 10 <sup>9</sup>	2
lipid	9	27	800	20,000,000
lipopolysaccharide	3	9	8000	1,000,000
peptidoglycan	3	9	(1000) <sub>n</sub>	1
glycogen	3	9	1 x 10 <sup>6</sup>	4,000
metabolites and cofactors pool	3	9	<ul> <li>composition rules of thumb</li> <li>carbon atoms ~10<sup>10</sup></li> <li>1 molecule per cell gives ~1 nM conc.</li> <li>ATP required to build and maintain cell over a cell cycle ~10<sup>10</sup></li> <li>glucose molecules needed per cell</li> </ul>	
inorganic ions	1	3		
total dry weight	100	300		
water (70% of cell)		700		
total cell weight		1000 cycle $\sim 3x10^9$ (2/3 of carbons used for biomass and 1/3 used for ATP)		

#### Molecule numbers in bacterial cells

### Protein "investment" in functional subsystems





- "Central dogma": Production of DNA, RNA, and protein
- Metabolism
- Membranes and transport
- Stress reponse, repair
- ... and many others

### Bionumbers website: relevant numbers for cell biology



Developed by Ron Milo, please send me your <u>feedback</u> (data to add, errors found or a thumbs up...)

http://bionumbers.hms.harvard.edu



Book by R. Milo and R. Phillips, Cell biology by the numbers

### Guess some (typical) numbers

- What is the volume of a cell? ..
- What is the size of a protein?
- How many protein molecules exist in a cell?
- What is the number of genes?
- How long does it take to transcribe a gene?
- How long does it take to produce a protein molecule?
- What is the minimal doubling time of a cell?
- What other questions come to your mind?

Precise values do not matter here – think about orders of magnitude Work in pairs and check the results at http://bionumbers.hms.harvard.edu

### Cells – some typical numbers

property	E. coli	budding yeast	mammalian (HeLa line)
cell volume	0.3–3 μm <sup>3</sup>	30–100 μm <sup>3</sup>	1,000–10,000 μm <sup>3</sup>
proteins per µm <sup>3</sup> cell volume		2-4×10 <sup>6</sup>	
mRNA per cell	10 <sup>3</sup> -10 <sup>4</sup>	10 <sup>4</sup> -10 <sup>5</sup>	10 <sup>5</sup> -10 <sup>6</sup>
proteins per cell	~10 <sup>6</sup>	~10 <sup>8</sup>	~10 <sup>10</sup>
mean diameter of protein	0	4–5 nm	
genome size	4.6 Mbp	12 Mbp	3.2 Gbp
number protein coding genes	4300	6600	21,000
regulator binding site length	4	10–20 bp	
promoter length	~100 bp	~1000 bp	~10 <sup>4</sup> -10 <sup>5</sup> bp
gene length	~1000 bp	~1000 bp	~10 <sup>4</sup> –10 <sup>6</sup> bp (with introns)
concentration of one protein per cell	~1 nM	~10 pM	~0.1–1 pM
diffusion time of protein across cell (D $\approx$ 10 $\mu$ m <sup>2</sup> /s)	~0.01 s	~0.2 s	~1-10 s
diffusion time of small molecule across cell (D $\approx 100 \ \mu m^2/s)$	~0.001 s	~0.03 s	~0.1-1 s
time to transcribe a gene	<1 min (80 nts/s)	~1 min	~30 min (incl. mRNA processing)
time to translate a protein	<1 min (20 aa/s)	~1 min	~30 min (incl. mRNA export)
typical mRNA lifetime	2–5 min	~10 min to over 1 h	5-100 min to over 10 h
typical protein lifetime	1 h	0.3–3 h	10–100 h
minimal doubling time	20 min	1 h	20 h
ribosomes/cell	~10 <sup>4</sup>	~10 <sup>5</sup>	~10 <sup>6</sup>
transitions between protein states (active/inactive)		1–100 μs	
timescale for equilibrium binding of small molecule to protein (diffusion limited)	per-	— 1–1000 ms (1 μM–1 nM affi	nity)
timescale of transcription factor binding to DNA site		~1 s	
mutation rate	60		n ———