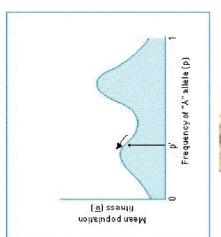
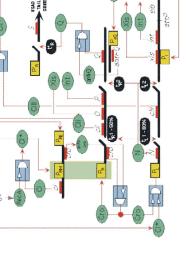
### Programmed Cell Death and **Evolutionary Cheating:** Could Ageing Solve the Puzzle?

Physics Dept. and BioMaPS Inst. Rutgers University Anirvan Sengupta

## The gap between evolutionary theory and systems biology







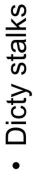




#### **Evolution of Regulatory** ß Elements Xal Xa2 Xa3

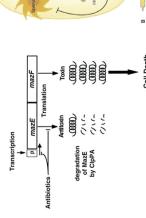
- Evolutionary drift takes regulatory sequences far from consensus, subject to some binding constraints.
  - Model indicates that more pleiotropic ->less specific (Sengupta, Djordjevic, Shraiman, PNAS, 2002).

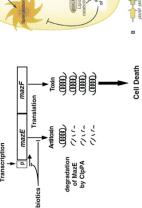
### unicellular organisms "Altruistic suicide" in

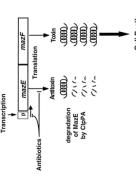


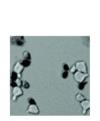
Bacteria

Yeast









### But, why?

Usual argument: "It is good for the species! Provides nutrients for a few which could grow!"

Rebuttal from evolutionary biologists: "Group selection!"

## **Group Selection**

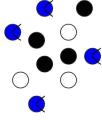
of the group as a whole. Groups containing altruistic danger or forego reproduction for the greater good individuals would have some selective advantage Individual animals often expose themselves to over groups lacking such members.: Vero C. Wynne-Edwards

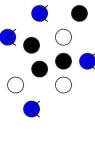


"Group selection was not strong enough to produce ... biotic adaptation... organisms' playing roles that would subordinate individual interest for some higher value as in the often proposed benefit to the species" -George C. Williams

### The problem of mixed populations

(or gets generated by mutation) What if a "selfish" cell invades the altruistic population?





Would it take over the population?

## **Evolutionary Game Theo** Hawks and Doves:





John Maynard-Smith

# **Evolutionarily Stable Strategy**

	If it meets	If it meets
	a Hawk	a Dove
Hawk gets (G-C)/2	(G-C)/2	G
Dove gets	0	G/2

Optimal fraction of hawks, x, determined by x(G-C)/2+(1-x)G=(1-x)G/2Or x=G/C

# Replicator Dynamics

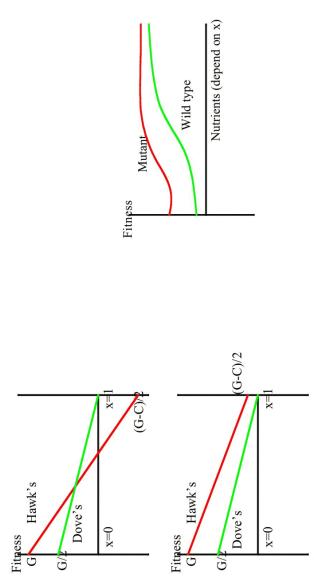
$$dx_i / dt = x_i((Ax)_i - x \cdot Ax)$$

$$x_1 = \text{fraction of hawks} = x$$

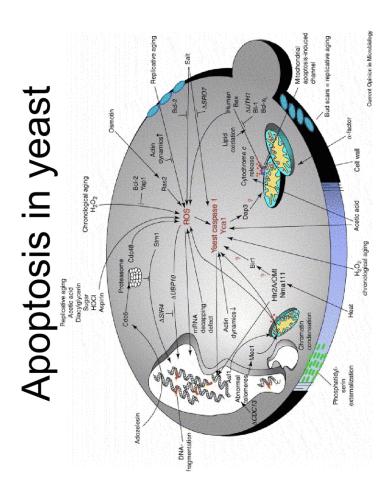
$$x_2 = \text{fraction of doves} = 1 - x$$

$$A = \begin{pmatrix} (G - C)/2 & G \\ 0 & G/2 \end{pmatrix}$$

# Similarities and Differences

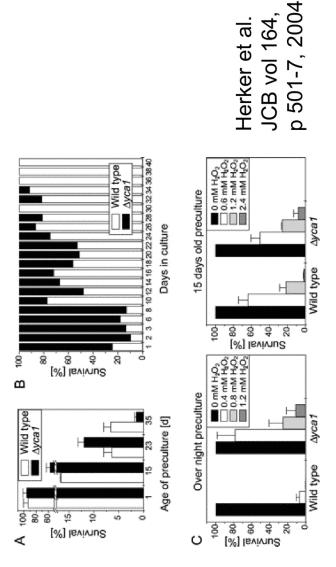


Ours is more like a n-player game, with n tending to infinity. In the hawk-dove problem, we have two player conflicts. same medium. As a result, everyone is exposed to the



From Madeo et al., Curr. Opin. Microbiol., 2004

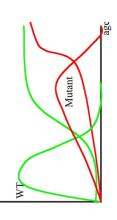
# Is this what is happening?



## Could additional structure the population help?

- Aging
- Damage

cells secrete something in the medium that helps younger cells more than the older cells then may be this will help have a higher proportion of aged/damaged cell. If dying Plausible argument: Mutants with less death rate would the wild type to recover.



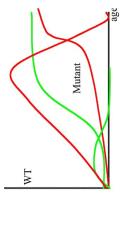
## Simple Model

Wild type abundances: {x<sub>i</sub>|i=1,...,N} Mutant abundances: {y<sub>i</sub>|i=1,...,N}

 $dx_i/dt = \sum_j q_{ij}(\vec{s})x_j - x_i/\tau_i(\vec{s})$ 

 $dx_{i}/dt = \sum_{j} q_{ij}(S) x_{j} - x_{i}/\tau_{i}(S)$   $dy_{i}/dt = \sum_{j} q_{ij}(\vec{S}) y_{j} - y_{i}/\tau'_{i}(\vec{S})$   $d\vec{S}/dt = \vec{f}(\vec{x}, \vec{y})$ 

 $\tau'_i(\vec{s}) > \tau_i(\vec{s})$ , for each *i* 



# Impossibility of Altruism?

and a mutant with the same (ageing or damage) substructure If we have two well mixed populations, the wild type with the following properties:

- (a) the only way they interact with each other is via secretions in the medium;
- rates for each subcategory of the mutant compared to the (b) the only difference between them is the higher death wild type;
- then the wild type would be susceptible to being overtaken (c) the secretions affect both populations similarly; by the mutant.

# What are the alternatives?

- All mutants have fitness deficits
- Mutant specific poisons
- together. Locality helps. Similar to kin Cells of the same kind are bunched selection.
- Maybe nothing is stable: One always gets new mutants as a result of such contests

Each of these possibilities is could be subjected to experimental tests!

### Conclusion

- dynamics is well-studied, saturated subjects. Evolutionary game theory and population
- death could resurrect the subject put some of Recent developments in programmed cell these ideas to test.
- theory and biological mechanism narrow at Hopefully the gap between evolutionary some point.