

# Algorithmic aspects of negative and positive RNA design



# Fundamental dogma of molecular biology



### Fundamental dogma of molecular biology (v2.0)



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### RNA sequence and structure(s)





**Primary Structure** 

Secondary Structure

### **Tertiary Structure**

5s rRNA 5s (PDBID: 1K73:B)

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Primary Structure Secondary Structure Tertiary Structure

5s rRNA 5s (PDBID: 1K73:B)

\*Finally! [Bonnet/Rzążewski/Sikora, RECOMB'18]

- To create building blocks for synthetic systems Rationally-designed RNAs increase orthogonality
- To assess the significance of observed phenomenon Random models should include every established characters... ...including adoption of a single structure
- To test/push our understanding of how RNA folds
   Misfolding RNAs reveal gaps in our energy models and descriptors for the conformational spaces
- To help search for homologous sequences Incomplete covariance models hindered by limited training sets Design can be used to generalize existing alignments
- To fuel RNA-based therapeutics Sequence-based (siRNA, synthetic genes), but structure matters
- To perform controlled experiments

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## **Design stories**

#### The Nobel Prize in Physiology or Medicine 2006



Photo: L. Cicero Andrew Z. Fire Prize share: 1/2



Photo: J. Mottern Craig C. Mello Prize share: 1/2

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#### FDA approval August 2018

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FDA approval August 2018



CRISPR: For better or worse...

### Abstract goals and means of molecular design

But : To achieve a predefined biological function, as abstracted by a model.

**Definition (Positive design)** 

To satisfy constraints induced by a model of function

In practice: To optimize affinity of interaction, to favor thermodynamic stability of a molecule, to respect sequence composition biases...

Definition (Negative design)

To avoid unwanted functions

In practice: To avoid off-target interactions, non-functional alternative foldings, kinetic traps... (inverse combinatorial problems)

#### In the context of RNA:

- Positive design: Seq/struct comparison, composition, +/- motifs, energie(s)
  - $\rightarrow$  Random generation, CSP

► Negative design: Target structure → Minimum Free-Energy + Boltzmann prob → Local search, exp algorithms, black magic (heuristics, \*NN, crowdsourcing...)

# Negative (Local) vs Positive (Global)



# Negative (Local) vs Positive (Global)



# Negative (Local) vs Positive (Global)



# Part 1. Negative design

# Existing approaches for negative design

Based on local search...

- RNAInverse TBI Vienna
- Info-RNA Backofen@Freiburg
- RNA-SSD Condon@UBC
- (Inca)RNAFBinv Barash@BGU
- NUPack Pierce@Caltech

- ... bio-inspired algorithms...
- FRNAKenstein Hein@Oxford
- AntaRNA Backofen@Freiburg
- ERD Ganjtabesh@Tehran
- ... exact approaches...
- RNAIFold Clote@Boston College
- CO4 Will@Leipzig

# Typical issues:

- Naive initialization strategies
- Synthesized sequences do not necessarily fold properly (kinetics)
- Overly GC-rich sequences
- No negative results

### ⇒ Combinatorial foundations!



This talk: Restriction to valid base-pairs = {(A, U), (G, C), (G, U)}

#### RNA structure R: Set of base pairs (BPs)

Motifs: Connected positions + content (e.g. Base Pairs, Stacking, Loops...)

#### Energy model:



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Energy model:
 Motif → Free-energy contribution Δ(m, a) ∈ ℝ ∪ {+∞}, m ⊂ [1, n], a ∈ Σ<sup>[m]</sup>
 Free-energy E(S, R): Sum of energies for motifs in R, given sequence S



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#### Energy model:

$$E_R = 2 \cdot \Delta \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} + 4 \cdot \Delta \begin{pmatrix} 0 \\ 0 \\ c \end{pmatrix} + 2 \cdot \Delta \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$



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### **RNA Inverse Folding**

#### **Definition (INVERSE-FOLDING(E) problem)**

**Input:** Secondary structure R + Energy distance  $\Delta > 0$ . **Output:** RNA sequence  $S \in \Sigma^*$  such that:

```
\forall R' \in \mathbb{S}_{|S|} \setminus \{R\} : E(S, R') \ge E(S, R) + \Delta
```

or  $\varnothing$  if no such sequence exists.

#### Difficult problem: Probably no obvious DP decomposition

- NP-hard problem [Bonnet et al, RECOMB'18]... after almost 30 years!
- Existing algorithms: Heuristics or Exponential-time
- Reason(s): Non locality, no theoretical framework, too many parameters...

# Example

### Designability in simple BP-based energy models

Partial characterization of designable structures [Hales et al, CPM'15+Algorithmica'17]

- Saturated structures: Designable  $\Leftrightarrow$  Degree of multiloops  $\leq 4$  (+  $\Theta(n)$  algo.)
- Designable ⇒ No multiloop of *degree* ≥ 5 (m<sub>5</sub> motif), or *degree* ≥ 3 with ≥ 1 unpaired base(s) (m<sub>3</sub>, motif).

Corollary: Only an exponentially small (on *n*) fraction of structs is designable [Yao et al, ACM-BCB'19]

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**Theorem:** Similar motifs exist for any **energy model** and **design criterion Corollary:** Only an **exponentially small** (on *n*) fraction of structs is designable

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```
► ∃ Separated coloring for structure ⇒ Designable (+ \Theta(n) \text{ algo.})
Base pairs → 3 colors: \bullet \to G \cdot C; \bigcirc \to C \cdot G; \bullet \to A \cdot U \text{ or } U \cdot A.
Coloring rules: Within each loop, #\bullet \le 1, #\bigcirc \le 1, #\bullet \le 2 and #\bullet + #\bigcirc < 2
Level of a base pair = #\bullet - #\bigcirc on path to root.
Separated coloring = •\bullet and unpaired positions occur at different levels
```









Levels of  $\bigcirc$ : {0, 1} + Levels of unpaired/leaves: {2, 4}  $\Rightarrow$  Coloring is separated
### Separated Coloring (example)



Levels of  $\bigcirc$ : {0, 1} + Levels of unpaired/leaves: {2, 4}  $\Rightarrow$  Coloring is separated Design: GAAAAGUUGGUUUUCCUUCUCAGGUUUUCCUGUUUC

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Separated coloring for structure => Designable

 $(+ \Theta(n) \text{ algo.})$ 

[Yao et al, ACM-BCB'19]

**Corollary**: Approximate design for any structure avoiding  $m_5$  and  $m_3$  in  $\Theta(n)$  time **Idea**: Insert new BPs on helices to **offset** unpaired/leaves and  $\bigcirc$ 

- Algorithm/characterization of separated-colorable tree?
- Inserting min #Base pairs: Complexity? Algorithm?
- Complex color sets for more realistic energy models?
- » FPT design for some (yet unknown) parameters?
- In practice? Design (approximate) backbone + local search?

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Separated coloring for structure ⇒ Designable (+ Θ(n) algo.)
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# Part 2. Multiple positive design of RNA

# Multiple RNA design: Motivation



Multiple target structures ightarrow Multiple design of RNAs



Objective: To randomly generate RNA sequences under constraints

- Validity for targeted structures wrt base pairing nucleotides
- 3 Stability (low free-energy, comparable across structures...) of target structures
- Constrained composition: (prescribed GC content), +/- motifs...

Stochastic backtrack: Pre-count and generate valid sequence (uniform distrib.) + Further refinements using local search

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abcdefghijklmnopqrstuv
(((((.)).(((.))).))).
((.))((...))..(((..)))
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# **Our problem (simplified)**



**Question:** How many valid sequences over  $\Sigma^n := {A, C, G, U}^n$ ?

#### Problem (#ValidSequences)

**Input:** Secondary structures  $\Re = \{R_1, ..., R_k\}$  of length *n* **Output:** Num. of valid sequences

 $|\{S \in \Sigma^n \mid \forall (i, j) \in R_{\ell}, (S_i, S_j) \text{ forms a valid base pair}\}|$ 

$$A \downarrow U$$
  
 $G \downarrow C$ 

Valid base pairs

# State of the art

### Abfalter/Flamm/Stadler 2003:

- Ear decomposition [Whitney 1932]
- Peel input graph as paths A<sub>1</sub>, ..., A<sub>k</sub> such that only the ends of A<sub>i</sub> are in ∪<sub>i>i</sub>A<sub>i</sub>



- Dynamic programming: Counting #valid paths for each component, conditioned by nucleotide chosen for its anchors (black nodes);
- Careful combination of values yields #valid sequences.

**Complexity:**  $\Theta(n.4^{\Omega})$  where  $\Omega = Max$  #anchors. Worst-case:  $\Omega \in \Theta(n)$ 

#### Some comments:

- Is this optimal? Other algorithms/parameters?
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# Question: How many valid sequences? Answer: 4<sup>#Unpaired</sup> × 6<sup>#BPs</sup> → 6879707136



Valid base pairs (BPs) = Including Wobble base pairs



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Question: How many valid sequences?

Answer:  $\neq \emptyset$ ! (dep. graph and valid BPs both bipartite [Flamm *et al*, RNA 2001]) #Designs(G) =  $\prod_{c \in CC(G)}$ #Designs(*cc*)

- p(n) : #Valid sequences for **path** of length *n*.
- c(n) : #Valid sequences for cycle of length *n*.

### Theorem (#Valid sequences for paths and cycles)

$$p(n) = 2 \mathcal{F}_{n+2}$$
 et

where  $\mathcal{F}_n$  is the *n*-th Fibonacci number.

For paths: A simple automaton...



**Remark:** A  $\leftrightarrow$  C/G  $\leftrightarrow$  U symmetry

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$$m_{\bullet}(n) = m_{\circ}(n-1)$$
  

$$m_{\circ}(n) = m_{\circ}(n-1) + m_{\bullet}(n-1)$$
  

$$= m_{\circ}(n-1) + m_{\circ}(n-2)$$
  

$$= \mathcal{F}(n+2)$$

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For paths: A simple automaton...



**Remark:**  $A \leftrightarrow C/G \leftrightarrow U$  symmetry

 $c(n) = 2 \mathcal{F}_n + 4 \mathcal{F}_{n-1}$ 

$$m_{\bullet}(n) = m_{\circ}(n-1)$$
  

$$m_{\circ}(n) = m_{\circ}(n-1) + m_{\bullet}(n-1)$$
  

$$= m_{\circ}(n-1) + m_{\circ}(n-2)$$
  

$$= \mathcal{F}(n+2)$$

(Since  $m_{\circ}(0) = 1$  and  $m_{\circ}(1) = 2$ )

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Theorem (#Valid sequences for paths and cycles)

$$p(n) = 2 \mathcal{F}_{n+2}$$
 et

where  $\mathcal{F}_n$  is the *n*-th Fibonacci number.

For paths: A simple automaton...



$$\boldsymbol{c}(\boldsymbol{n}) = 2\,\mathcal{F}_n + 4\,\mathcal{F}_{n-1}$$

**Remark:** A  $\leftrightarrow$  C/G  $\leftrightarrow$  U symmetry

$$m_{\bullet}(n) = m_{\circ}(n-1)$$
  

$$m_{\circ}(n) = m_{\circ}(n-1) + m_{\bullet}(n-1)$$
  

$$= m_{\circ}(n-1) + m_{\circ}(n-2)$$
  

$$= \mathcal{F}(n+2)$$

(Since  $m_{\circ}(0) = 1$  and  $m_{\circ}(1) = 2$ )

 $p(n) := m_{\varepsilon}(n) = 2 m_{\bullet}(n-1) + 2 m_{\circ}(n-1) = 2(\mathfrak{F}(n) + \mathfrak{F}(n+1)) = 2\mathfrak{F}(n+2)$ 

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For cycles: A slightly more complex automaton...



p(n) and c(n): #Valid sequences for **paths** and cycles of length *n*.

Theorem (#Valid sequences for paths and cycles)

$$p(n) = 2 \mathcal{F}_{n+2}$$
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where  $\mathcal{F}_n$  is the *n*-th Fibonacci number.

*G*: Dependency graph, merging the two structures (max degree  $\leq$  2). *G* uniquely decomposed in  $\mathcal{P}(G)$  paths and  $\mathcal{C}(G)$  cycles.

Theorem (#Valid sequences for 2-structures)

The number #Designs(G) of valid sequences for G is

$$\#\mathsf{Designs}(G) = \prod_{\pmb{\rho} \in \mathfrak{P}(G)} 2\,\mathfrak{F}_{|\pmb{\rho}|+2} \times \prod_{\pmb{c} \in \mathfrak{C}(G)} \left(2\,\mathfrak{F}_{|\pmb{c}|} + 4\,\mathfrak{F}_{|\pmb{c}|-1}\right)$$

 $c(n) = 2 \mathcal{F}_n + 4 \mathcal{F}_{n-1}$ 

Caterpilar tree:  $\frac{(2+\sqrt{3})\times(1+\sqrt{3})^n+(2-\sqrt{3})\times(1-\sqrt{3})^n}{2}$  (*n* nodes) Complete binary: 2 *a*<sub>k</sub> (height *k*) *a*<sub>k</sub> = (*a*<sub>k-2</sub> + 1)<sup>4</sup> + 2(*a*<sub>k-1</sub> + 1)(*a*<sub>k-2</sub> + 1)<sup>2</sup> + (*a*<sub>k-1</sub> + 1)<sup>2</sup> - 1



Valid base pairs (BPs) = Including Wobble base pairs



Question: How many valid sequences?

Answer : $\neq \emptyset$ ! (both BP and dependency graphs bipartite) #Designs(G) =  $\prod_{c \in CC(G)}$ #Designs(cc) = 2322432
### Counting valid sequences: WC/Wobble + > 2 structures



**Question:** How many valid sequences? Answer: Non-bipartite  $\rightarrow \emptyset$ ; Bipartite  $\rightarrow ????$ 

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**Remark: Black circles** non-adjacent in valid sequences

Up to trivial symmetry<sup>\*</sup> (*e.g.* north-western position  $\in \{U, C\}$ ):

 $\mathsf{Designs}^\star(\mathsf{cc}) \subseteq \mathsf{IndSets}(\mathsf{cc})$ 

#### Independent sets Solution Sequences



**Remark: Black circles** non-adjacent in valid sequences Up to trivial symmetry\* (*e.g.* north-western position  $\in \{U, C\}$ ): Designs\*(cc)  $\subseteq$  IndSets(cc)

Independent Sets (black) + NW  $\in \{U,C\} \Rightarrow$  Valid sequence

#### Independent sets Solution Sequences



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 $Designs^*(cc) \subseteq IndSets(cc)$ 

Independent Sets (black) + NW  $\in \{U, C\} \Rightarrow$  Valid sequence

 $\Rightarrow$  Bijection between Designs<sup>\*</sup>(cc) and IndSets(cc).

Theorem (#Designs and ind. sets in connected bipartite graphs)

Let G be a bipartite and connected dependency graph:

 $\#Designs(G) = 2 \times \#Designs^{*}(G) = 2 \times \#IndSets(G)$ 

For **bipartite** dependency graph *G*, one has:

 $\# Designs(G) = \prod_{cc \in CC(G)} 2 \times \# IndSets(cc) = 2^{|CC(G)|} \times \# IndSets(G)$ 

**But** #IndSets(G) is #P-hard on bipartite graphs (#BIS) [Dyer & Greenhill'00] (+ Any graph G is the dependency graph of some structure

**So**  $\exists$  Poly-Time algorithm for  $\#Designs(G) \rightarrow$  Poly-Time algorithm for #BIS...

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### Consequences

#### Corollary (#Approximability for $\leq 5$ structures) [Weitz'06]

For  $\leq$  5 structures (crossings allowed), #Design(*G*) can be approximated within any ratio in Poly-time (PTAS)

#### Corollary (#BIS-hardness for > 5 structures) [Cai, Galanis et al 16]

For more than 5 structures (crossings allowed), #Design is **equally as hard** to approximate as general #BIS.

Why crossings/Pseudokots? Because any bipartite graph of max degree  $\triangle$  can be decomposed in  $\triangle$  matchings in Poly-Time (Vizing theorem).

Connection between counting and sampling [Jerrum/Valiant/Vazirani'86].

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Quasi-uniform generation as hard as approximation of general #BIS

⇒ Sampling #P hard?

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# Tree decomposition and Boltzmann sampling of sequences



# Tree decomposition and width

**Tree decomposition** *T* for a graph G = (V, E):

- Nodes of T = Some subsets of V
- **All vertices present:**  $\forall v \in V, \exists b \in B \text{ s.t. } v \in b$
- **3** All edges present:  $\forall (v, v') \in E, \exists b \in B \text{ s.t. } \{v, v'\} \subseteq B$
- **(4)** Nodes having  $v \in V$  form a **connected** subtreee

a	b	с	d	е
( (	( (	(	) ) )	) )

#### **Target structures**



Dependency graph



Tree decomposition

 $\mathcal{Z}(T_b \mid b_2 \leftarrow v_2 \dots) = \sum_{\substack{b_1 \leftarrow v_1 \\ v_1 \in \{A, C, G, U\}}} \prod_{\substack{c \text{ fils de } b}} \mathcal{Z}(T_c \mid b_1 \leftarrow v_1, b_2 \leftarrow v_2 \dots)$ 

**Complexity:**  $\Theta(n m k + n k 2^{w})$  for **uniform generation** of *m* sequences (*k* structs)

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- **3** All edges present:  $\forall (v, v') \in E, \exists b \in B \text{ s.t. } \{v, v'\} \subseteq B$
- **Output** Nodes having  $v \in V$  form a **connected** subtreee

a	b	с	d	е
(			)	
	(	(	)	)
(	(		)	)

**Target structures** 



**Dependency graph** 

 $b = \{b_1, b_2 \dots\}$ : node of D $T_b$ : subtree rooted at b

w: Width of tree decomposition D (=max<sub>b∈B</sub> |b| - 1)

$$\mathcal{Z}(T_b \mid b_2 \leftarrow v_2 \ldots) = \sum_{\substack{b_1 \leftarrow v_1 \\ v_1 \in \{A, C, G, U\}}} \prod_{\substack{c \text{ fils de } b}} \mathcal{Z}(T_c \mid b_1 \leftarrow v_1, b_2 \leftarrow v_2 \ldots)$$

**Complexity:**  $\Theta(nmk + nk2^{w})$  for **uniform generation** of *m* sequences (*k* structs)



Tree decomposition

### Counting valid sequences: WC/Wobble + > 2 structures



Question: How many valid sequences? Answer: Non-bipartite  $\rightarrow \emptyset$ ; Bipartite  $\rightarrow 496\,672$ 

# Our problem for general free-energy models



## Question: Which partition function for valid sequences

#### Problem (PFDesigns)

Input: Structures  $\mathcal{R} = \{R_1, ..., R_k\}$  of length  $n_k$  + Weight  $(x_1, ..., x_k)$ Output: Partition function  $\mathcal{Z} = \sum_{\substack{S \in \Sigma^n \\ S \text{ valid for } \mathcal{R}}} \prod_{i=1}^{k} x_i^{E(S, R_i)}$ 

# Counting/sampling, the Boltzmann-Gibbs way



 $b = \{b_1, b_2 \dots\}$ : node of D $T_b$ : subtree rooted at bw: Width of treedecomposition D

**Tree Decomposition** 

$$\mathcal{Z}(T_b \mid b_2 \leftarrow v_2 \dots) = \sum_{\substack{b_1 \leftarrow v_1 \\ v_1 \in \{A, C, G, U\}}} \prod_{i=1}^k x_i^{\sum_{E \in b} E(b, v_1, \dots)} \prod_{c \text{ fils de } b} \mathcal{Z}(T_c \mid b_1 \leftarrow v_1, \dots)$$

**Complexity:**  $\Theta(nmk + nk2^{w+\#CC})$  for sampling in Boltzmann-Gibbs distrib.

## Practical impact of Boltzmann-Gibbs sampling

Boltzmann probability of structure R, pour une séquence S:

$$\mathbb{P}(R \mid S) = \frac{e^{-\frac{E(S,R)}{\beta T}}}{\mathbb{Z}_S} \quad \mathbb{Z}_S := \sum_R e^{-\frac{E(S,R')}{\beta T}}$$

Objectif classique du design négatif (-> spécificité)



# RNARedPrint: a flexible method for (positive) design



#### [Hammer/P/Wang/Will, RECOMB'18 + BMC Bioinfo 2019]

- Fixed Parameter Tractable algorithm based on tree width
- Uniform or Boltzmann-Gibbs sampling, to favor diversity and stability
- Multidimensional Boltzmann sampling for controlling free-energy, GC%...

https://github.com/yannponty/RNARedPrint

# **Multidimensional Boltzmann sampling**

#### Multidimensional Boltzmann sampling [Bodini, P, DMTCS 2011]

**Input:** Targeted free-energies  $(E_{\ell}^{\star})_{\ell=1}^{k}$ , weights  $(x_{\ell})_{\ell=1}^{k}$  such that  $\mathbb{E}(E(w, S_{\ell})) = E_{\ell}^{\star}, \forall \ell$ :

$$\mathbb{P}(w \mid x_1 \cdots x_k) \sim \prod_{\ell=1}^k x_\ell^{E(w,S_\ell)} + \text{Efficient rejection} \to \mathbb{O}(n^{k/2}) \text{ exact}/\mathbb{O}(\alpha^k) \text{ approx.}$$

Empirical efficiency for additive *concentrated* constraints (GC%, dinucleotides ...)
 → Partial functions → Hyper-edges, *aka* cliques<sup>1</sup>
 General framework for integer-valued constraints; Concentration tests.



<sup>1</sup>But tree width *∧* 

## Strangely enough, it actually works!



where *EFE* = ensemble free-energy *EFE*(*S*) :=  $-\beta T \log \mathbb{Z}_S$ .

#### Our contribution :

- General framework for generating constrained sequences Ideas similar to/generalized from CTE framework (R. Dechter);
- Application to multiple RNA design, proven #P hard;
- Uses efficient rejection scheme for practical control of complex constraints;
- Practical efficiency (reasonable tree width).

#### **Perspectives :**



- Complexity of sequence generation for k < 5 structures?
- How to deal with additional sequence constraints? (DFA "product")
- How to locally navigate the space of valid sequences? (Local search)



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- How to simplify dense graphs? (DCA potentials)

Largest vertex set given tree-width budget?


## Merci – תּוֹדָה – Thank you

## **Collaborators:**

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ШF

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משרד המדע, הטכנולוגיה והחלל

Ministry of Science, Technology & Space