# Living organisms as information traps

# Will we be able to construct a synthetic cell?

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# Goals of Synthetic Biology

- Reconstructing and understanding. Forgetting the "black box" SB reconstructs life, to explore whether we understand what life is and learn missing entities from our failures
- Abstracting. SB keeps the laws defining life, and applies them using objects of a different physico-chemical nature
- Engineering. SB designs and standardises « biobricks » to construct a « cell factory » with Man's interests drive
- Evolving. SB combines design and evolution to use (poorly understood) principles that drive adaptation

However, here is the symmetrical situation ...

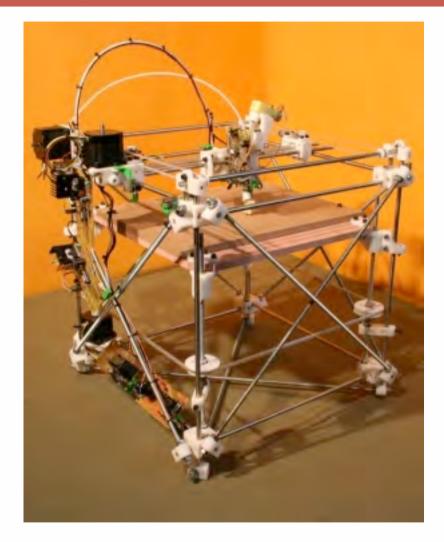
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# A 3D self-reproducing printer

Project RepRap (Replicating Rapidprototyper, 2004) aims at creating a laser 3D self-reproducing printer:

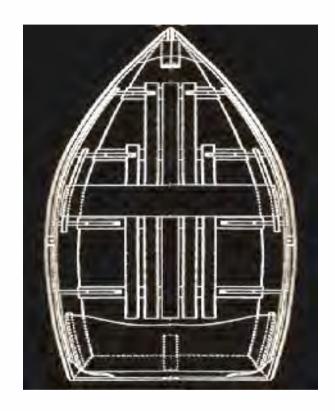
- The machine produces most of its components (= "biobricks")
- What is missing :
  - The program
  - The assembly (managing space and time - sequence of events, and specific functions such as lubrication)

http://reprap.org/



# Biology is « symplectic »

- Biology is a science of relationships between objects
- It is symplectic (συν together, πλεκτειν, to weave), same as « complexus » in Latin; used here to avoid unfortunate contradictions linked to the word « complexity »; used in fairly arcane Geometry, this will have no bad consequences...
- It is an information that expresses what is conserved in the boat, not the matter of its planks!



A. Danchin The Delphic Boat, Harvard University Press, 2003 La barque de Delphes, Odile Jacob, 1998

V. de Lorenzo, A. Danchin Synthetic Biology: discovering new worlds and new words 9: 822-827. EMBO Reports, 2008

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# A fifth category of Reality

## Matter / Energy / Space / Time

- Classical physics
- Quantum physics
- Chemistry
- Biology
  - Development
  - Neurobiology
  - Linguistics
- Mathematics

# Information

# What life is

### Life requires:

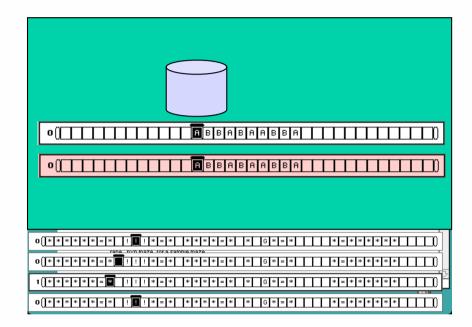
- **■** A machine allowing the program to be enacted (reproduces)
  - 1. Metabolism (a dynamic process)
  - **2.** Compartmentalisation (defining an inside and an outside)
- A program (a "book of recipes", which replicates)
  - 3. Recursive information transfer => coding from one level to a second one as an essential element

The cell is the atom of life

# What computing is

Two entities permit computing:

- A machine able to read and write
- A program on a physical support, split by the human mind (not conceptually!) into two entities:
  - Program (providing the "goal")
  - □ Data (providing the context)



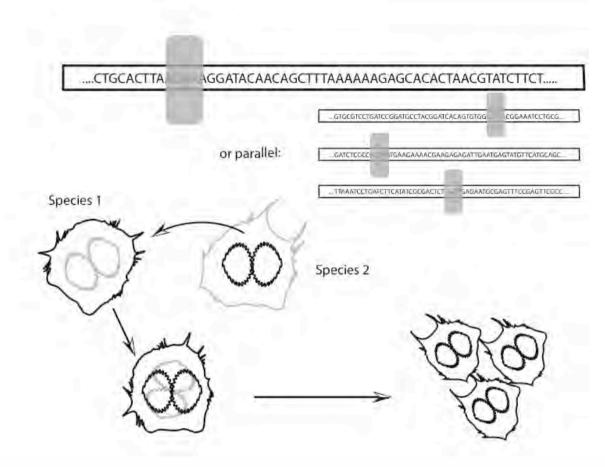
The machine is distinct from the data/program

# Lartigue-Venter's demonstration

# The Turing machine

May exist in a parallel set up

Genome transplantation



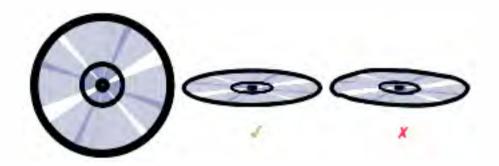
Genome transplantation in bacteria: changing one species to another Lartigue C, Glass JI, Alperovich N, Pieper R, Parmar PP, Hutchison CA 3rd, Smith HO, Venter JC *Science* (2007) **317**: 632-638

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# Objection to the computer model of the cell

"Beside the genetic program, the cell carries a considerable amount of information..."

# Even in authentic computers, mind the physical support!



It is not enough to have a DNA molecule with the right sequence, it needs to be correctly folded!

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# Babies are born very young!

- The machine reproduces
  - Reproduction can improve over time: it is always an aged organism that gives birth to a young one (this implies creation of information)
- The program replicates
  - Replication keeps accumulating errors

# Which genes permit accumulation of information?

# Twice too many persistent genes

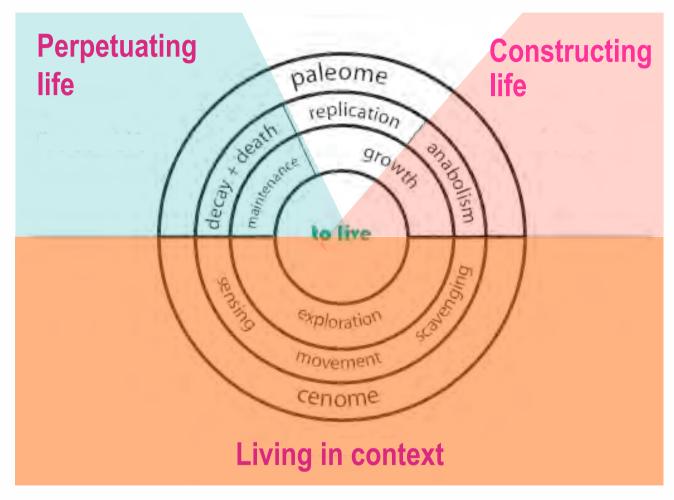
Functional ubiquity does not imply structural ubiquity

Efficient objects tend to persist through generations:

- Looking for « persistence » permits identification of (most) ubiquitous functions
- Is « ubiquitous » a synonym of « essential »?
- ~ 500 genes persist in bacterial genomes, forming the paleome; only ~250 are essential

A variable number permits to occupy a niche (cenome)

# A tale of two genomes



metagenomics

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# A split paleome

- Paleome 1 (essential genes)
  - Constructor: DNA specifies proteins which form the machine that constructs the cell (reproduction)
  - Replicator: DNA specifies proteins that replicate DNA (replication)
- Paleome 2 (persistent non-essential genes)
  - Perennisation of life, energy-dependent degradation
  - Metabolic patches (chemical frustration)

# Natural selection traps information

- Energy-dependent degradative processes make room for newly synthesised entities; energy is used to prevent degradation of functional entities
- This process accumulates information, whatever its origin, in a ratchet-like manner
- Because the process is ubiquitous, the corresponding functions are expected to be coded in the paleome, including the possible energy source

# A synthetic cell?

- The engineering view of SB precludes innovation in synthetic cells
- It is possible to exclude genes permitting accumulation of information
- The consequence is that, as factories, cell factories will age and have to be systematically reconstructed
- This has the considerable societal advantage that the associated risks are minimised

# **Funding**



