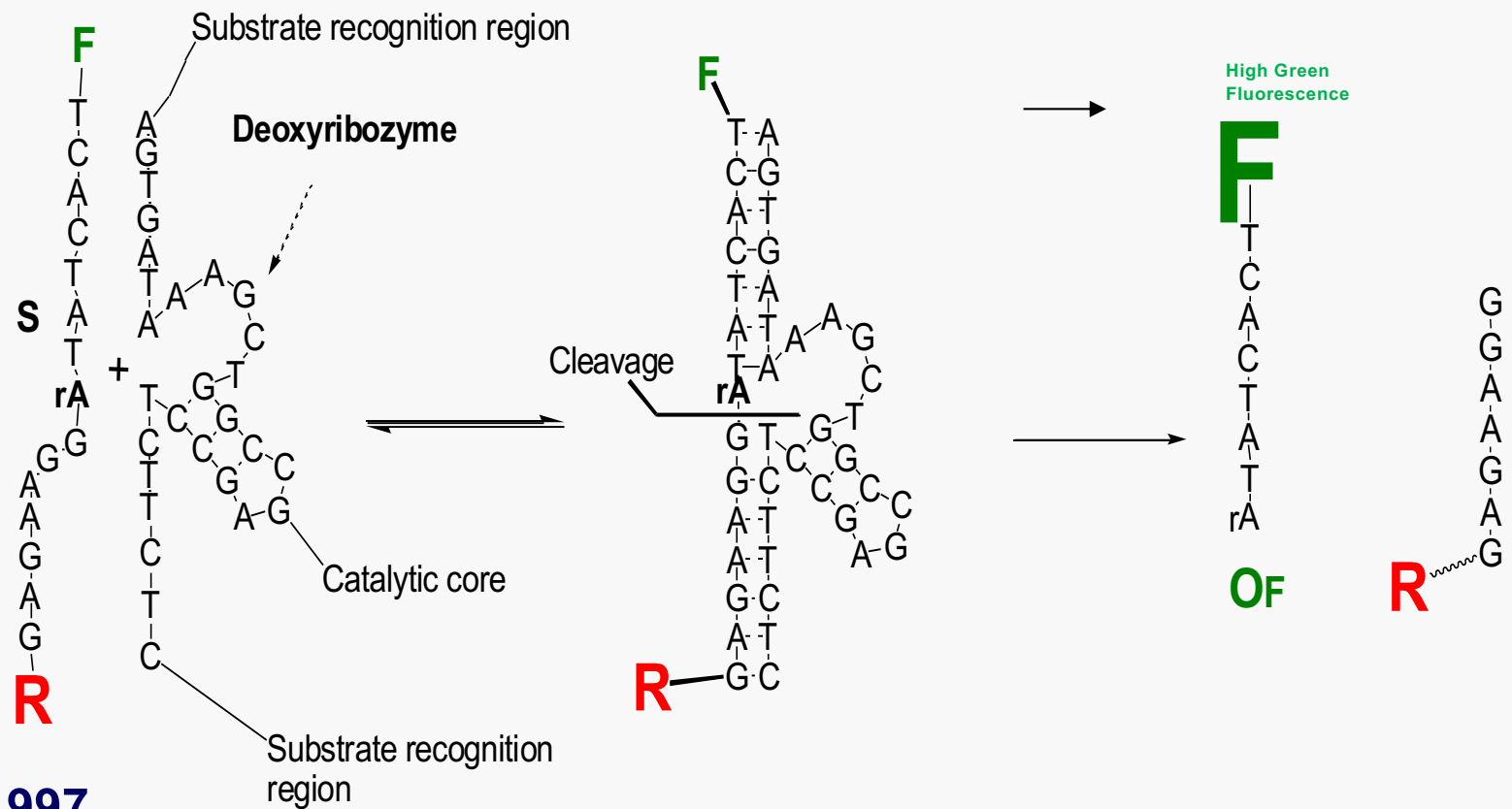


# **DNA Computing and Robotics Using DNAzymes**

**Milan N. Stojanovic**  
**NSF Center for Molecular Cybernetics**  
**Department of Medicine**  
**Columbia University**

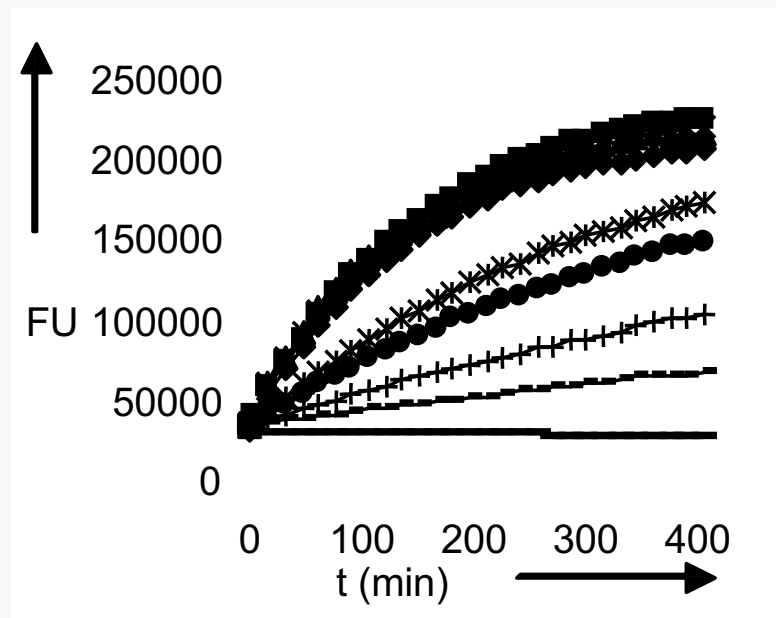
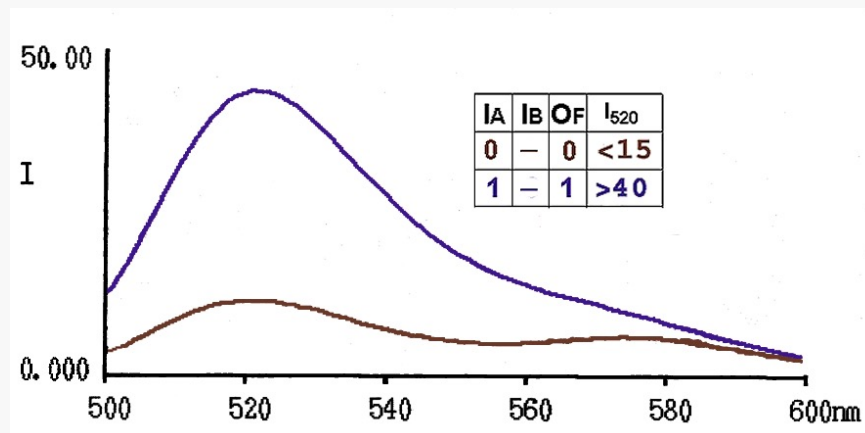
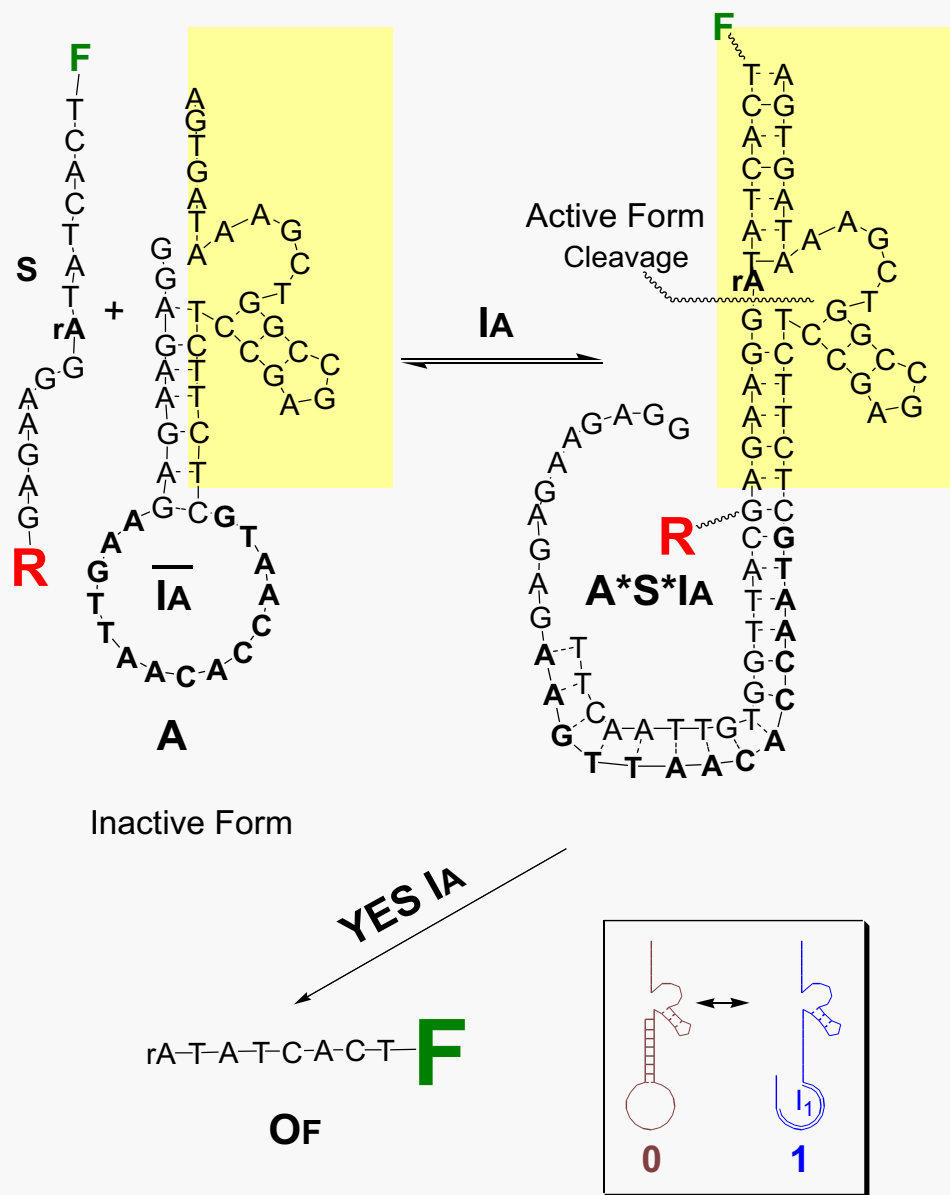


# Ribozymes used to cut double stranded DNA at Recognition Sites:

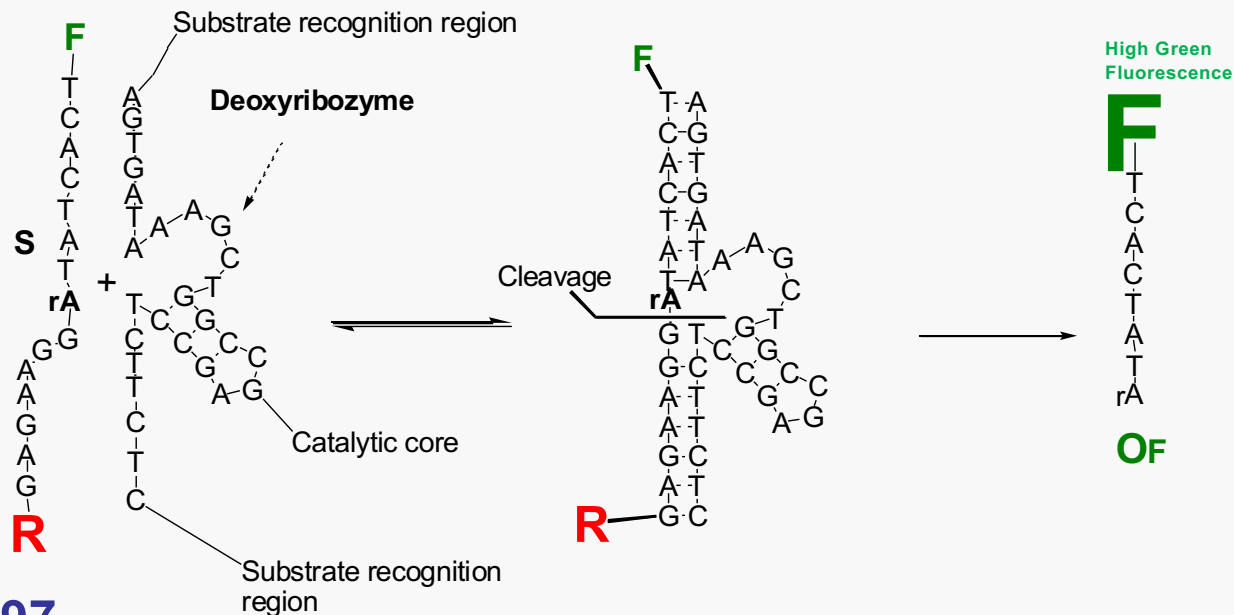
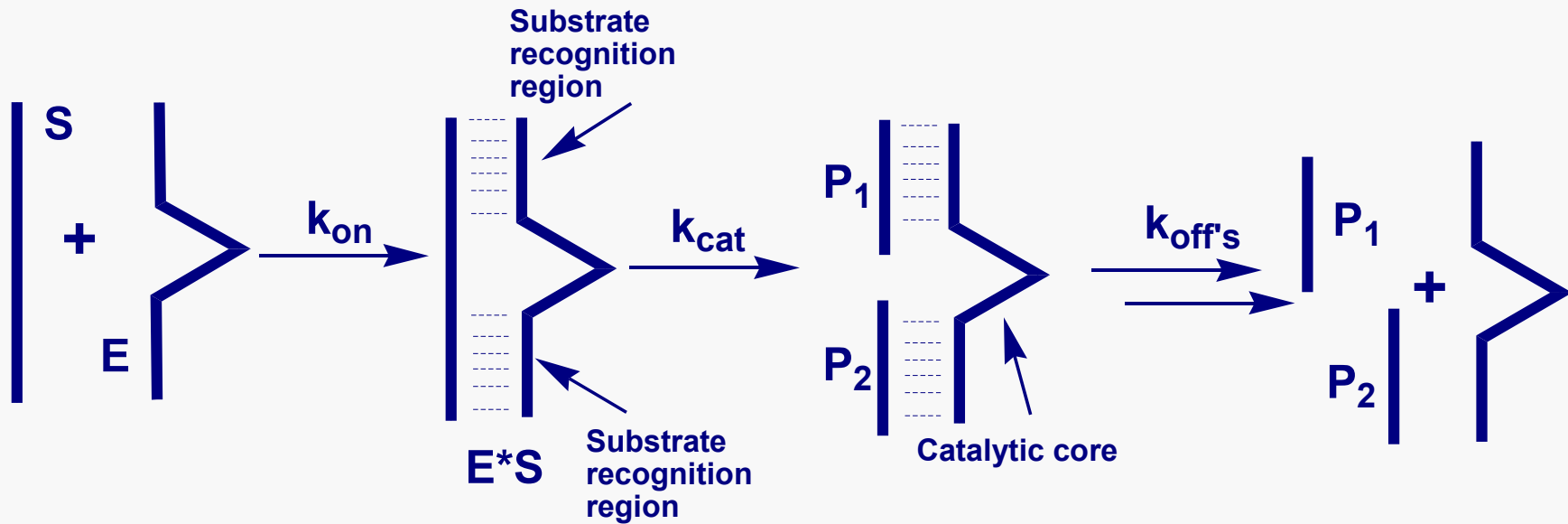


Joyce 1995, 1997

# Catalytic Molecular Beacons as Sensor Gates Detector



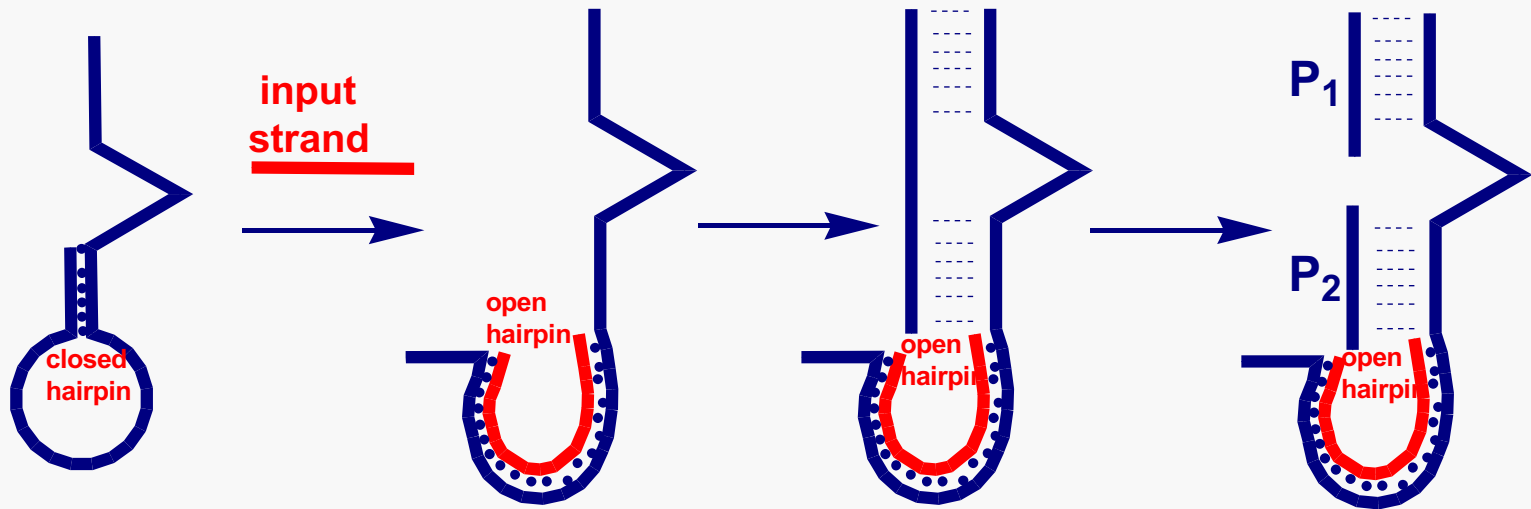
# Ribozymes used to cut double stranded DNA at Recognition Sites:



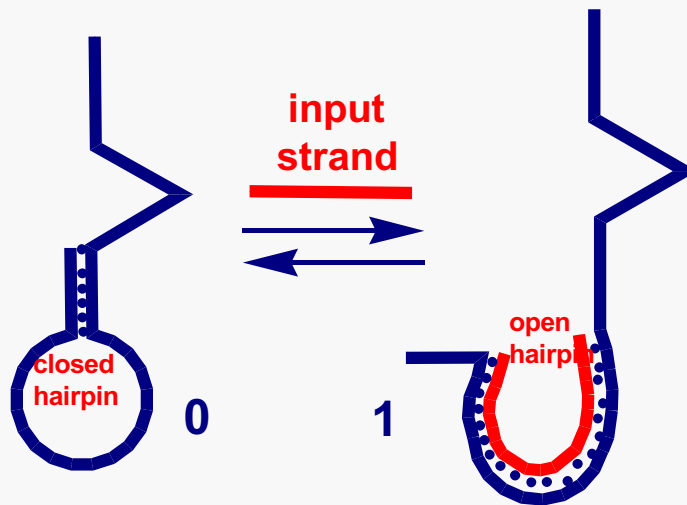
Joyce 1995, 1997

# We can combine Ribozymes with stem loops: into a two-state switch:

Details of  
Reactions:



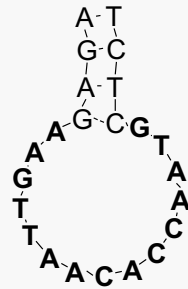
Summary of  
Reactions:



Detector gate  
or  
sensor  
or  
YES gate  
or  
...

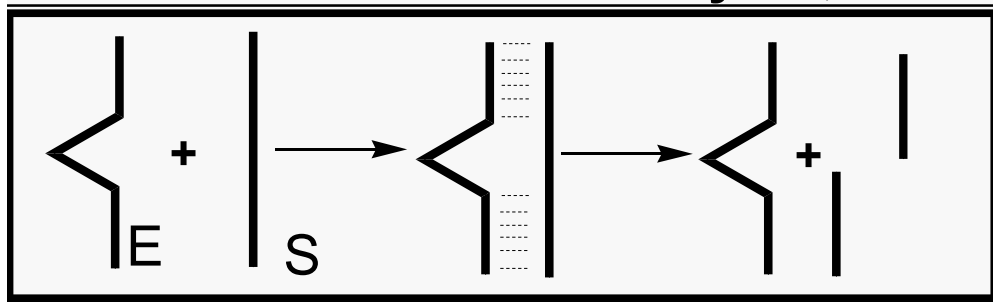
# Recipe for Computing Primitives:

1. Take Recognition Regions,

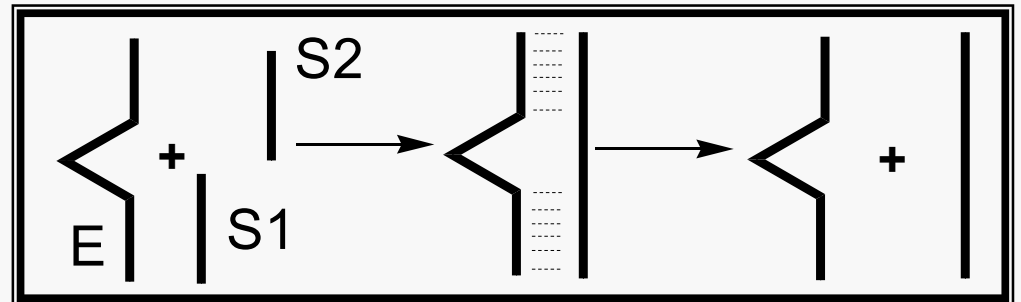


Beacons (Tyagi and Kramer)

2. Take Nucleic acid catalysts,

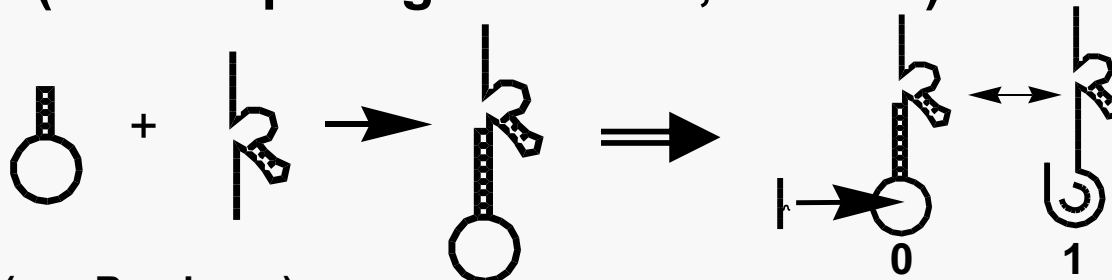


Phosphodiesterase (Joyce)



Ligase (Szostak)

3. And combine (for computing elements, at least) them in:

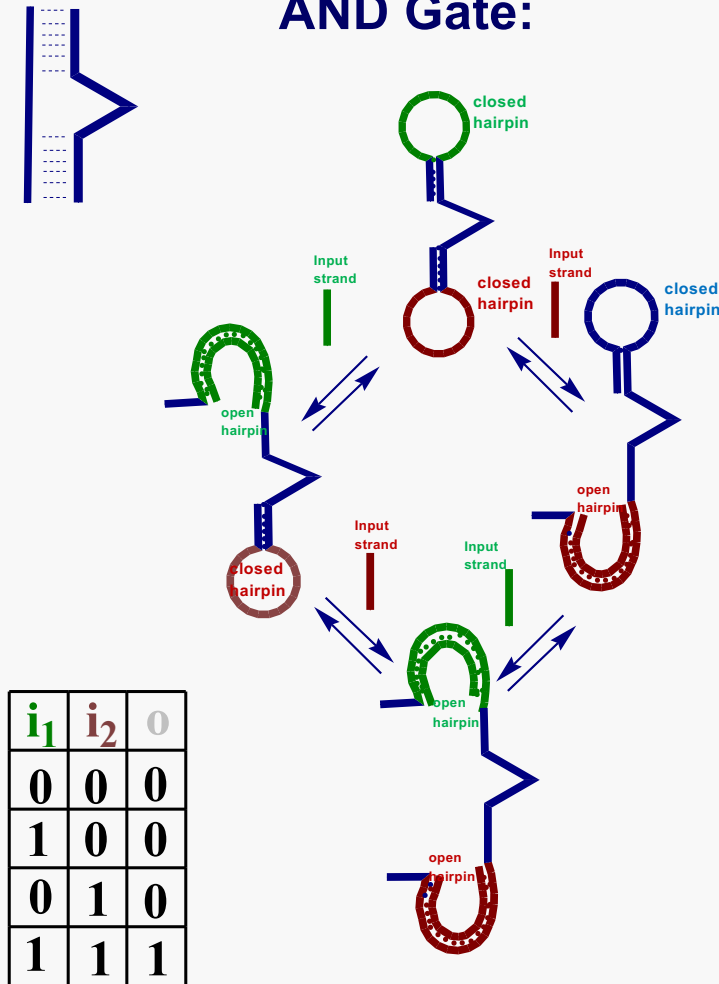


Cf. modular design (e.g. Breaker...)

# Complete set of Boolean Logic switches:

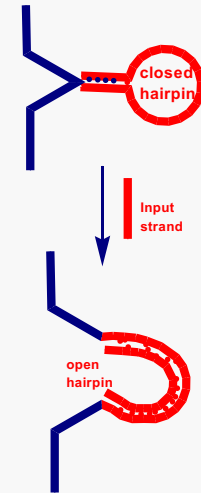
DNAzyme

AND Gate:

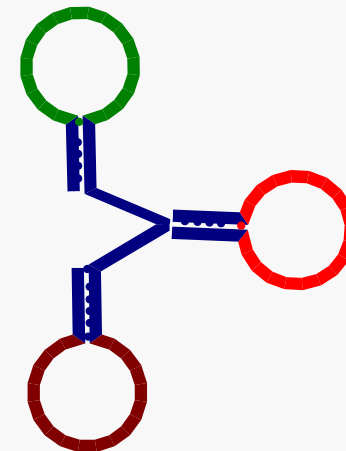


NOT Gate:

| $i_1$ | 0 |
|-------|---|
| 0     | 1 |
| 1     | 0 |

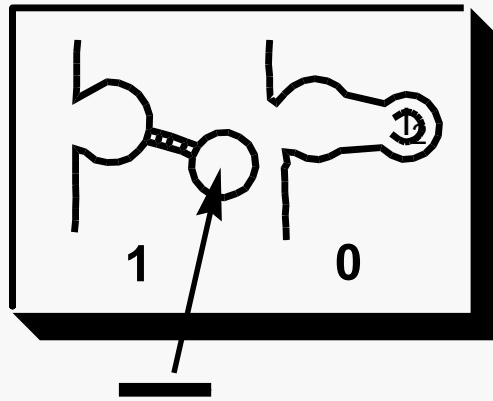


ANDANDNOT:

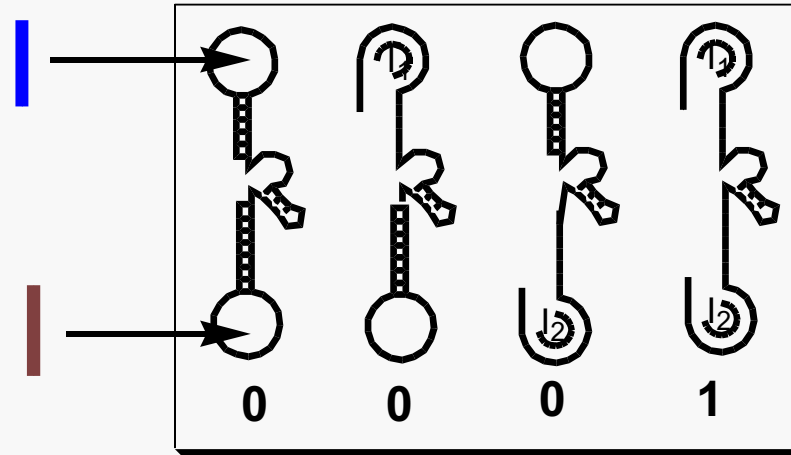


| $i_1$ | $i_2$ | $i_3$ | 0 |
|-------|-------|-------|---|
| 0     | 0     | 0     | 0 |
| 1     | 0     | 0     | 0 |
| 0     | 1     | 0     | 0 |
| 0     | 0     | 1     | 0 |
| 1     | 1     | 0     | 1 |
| 1     | 0     | 1     | 0 |
| 0     | 1     | 1     | 0 |
| 1     | 1     | 1     | 0 |

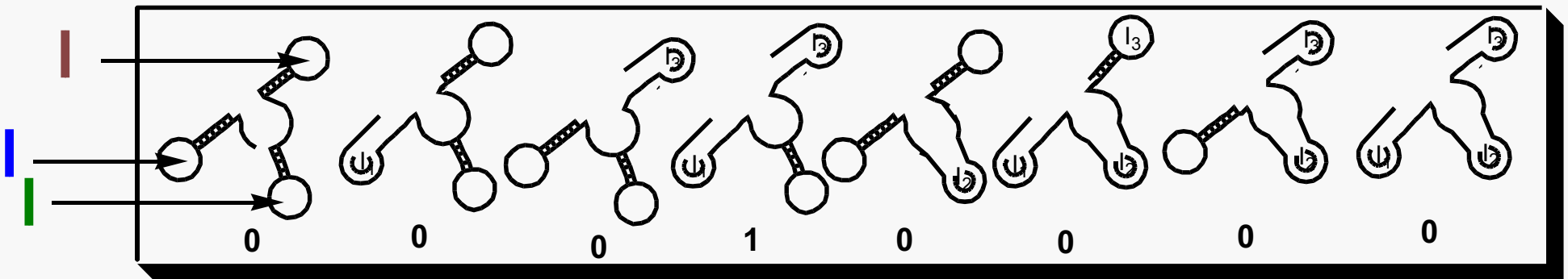
# Switching Primitives (Logic Gates):



**NOT**



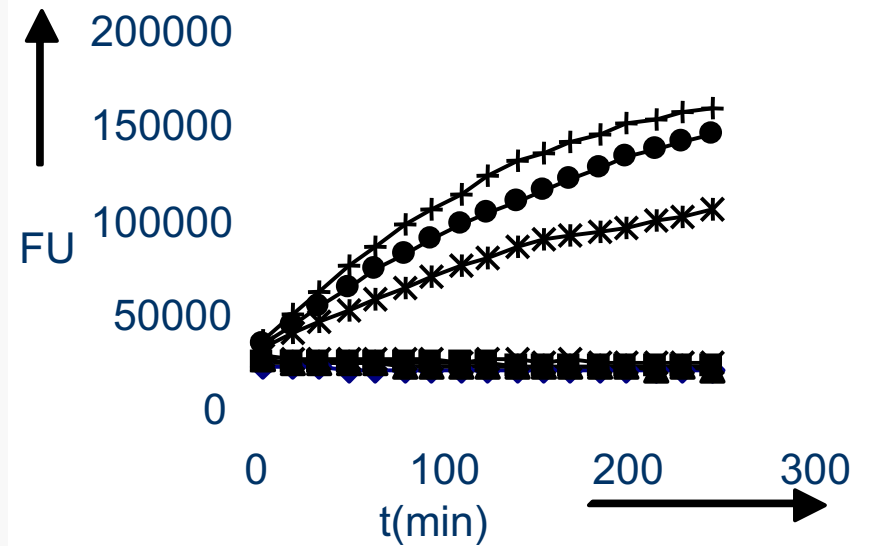
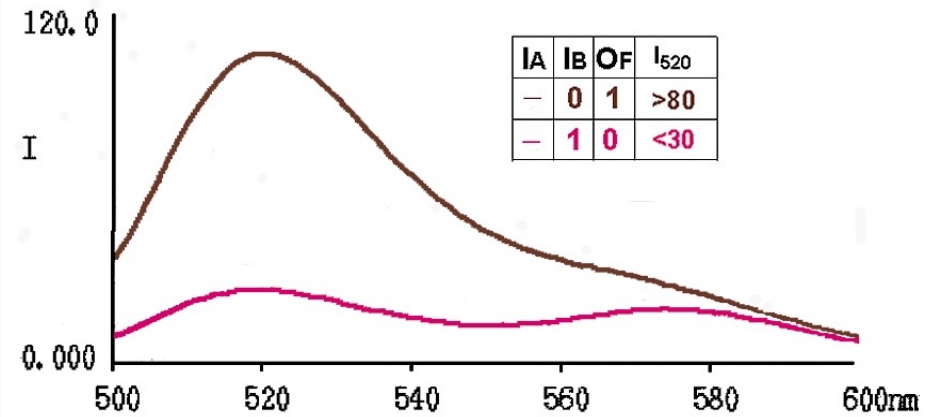
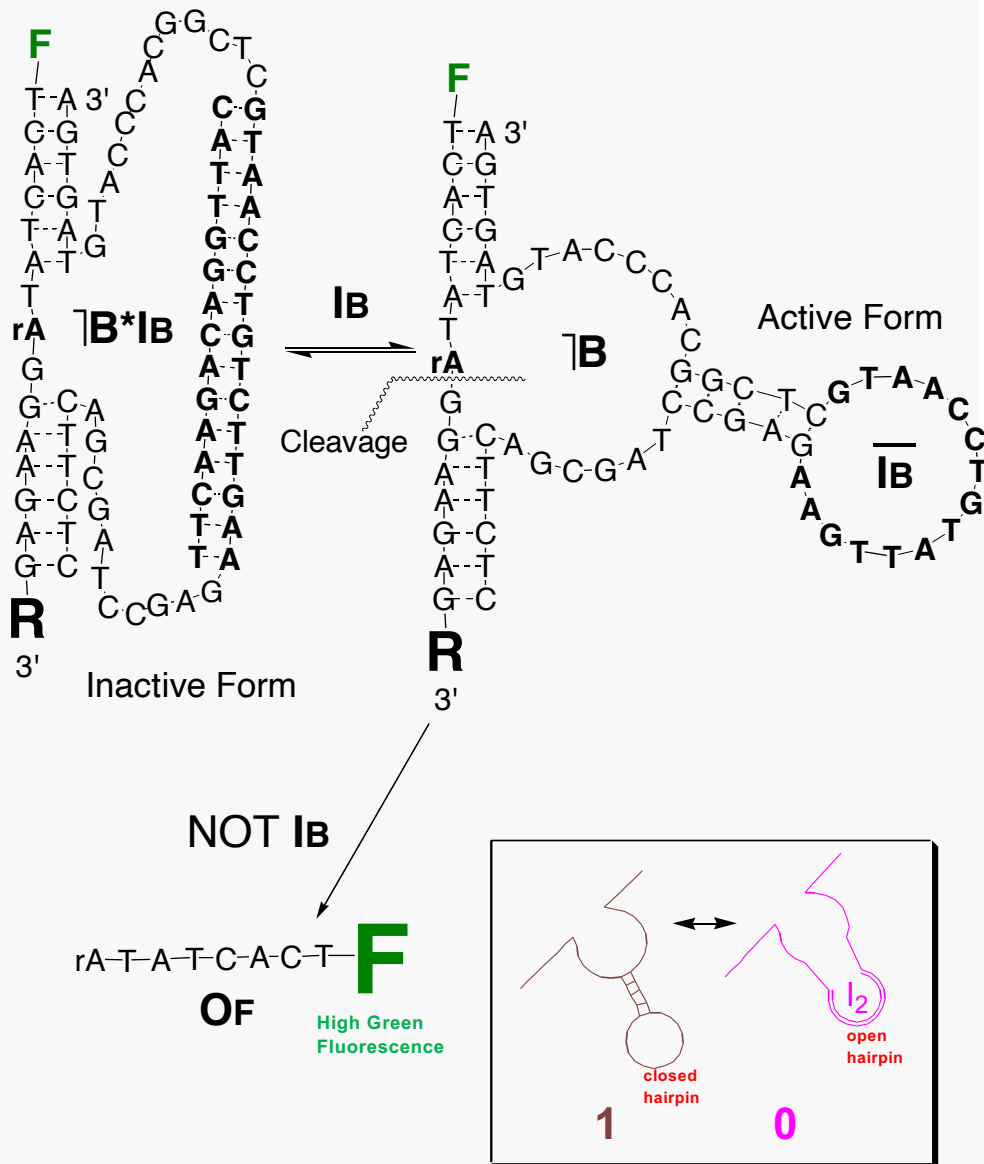
**AND**



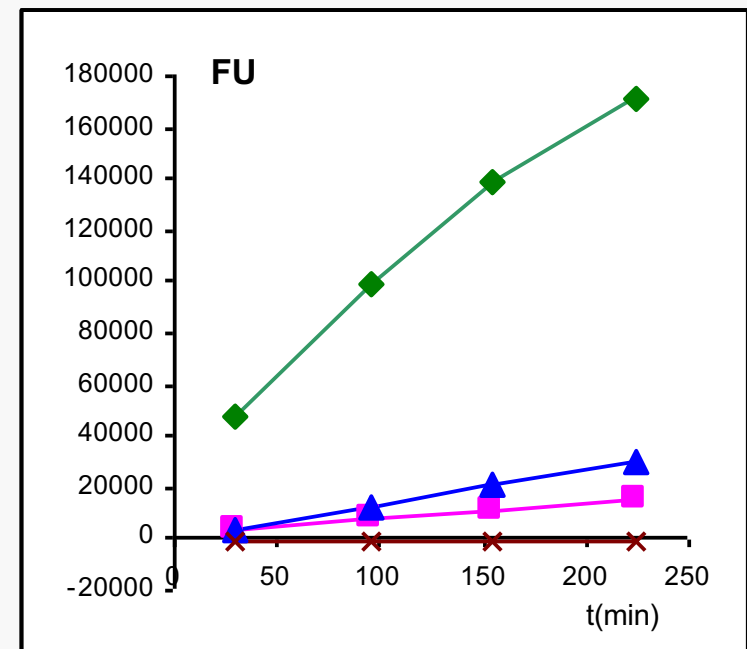
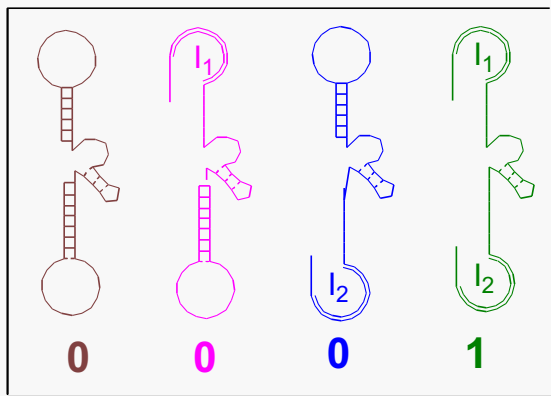
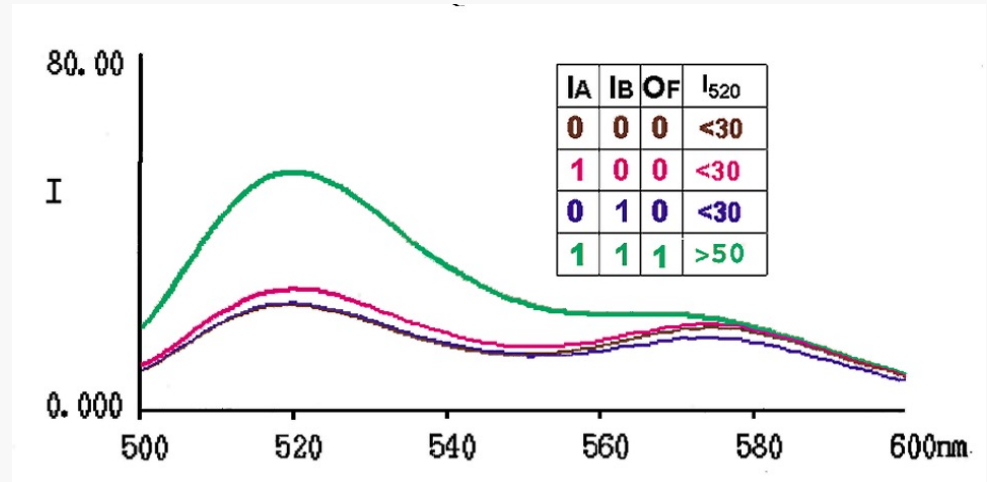
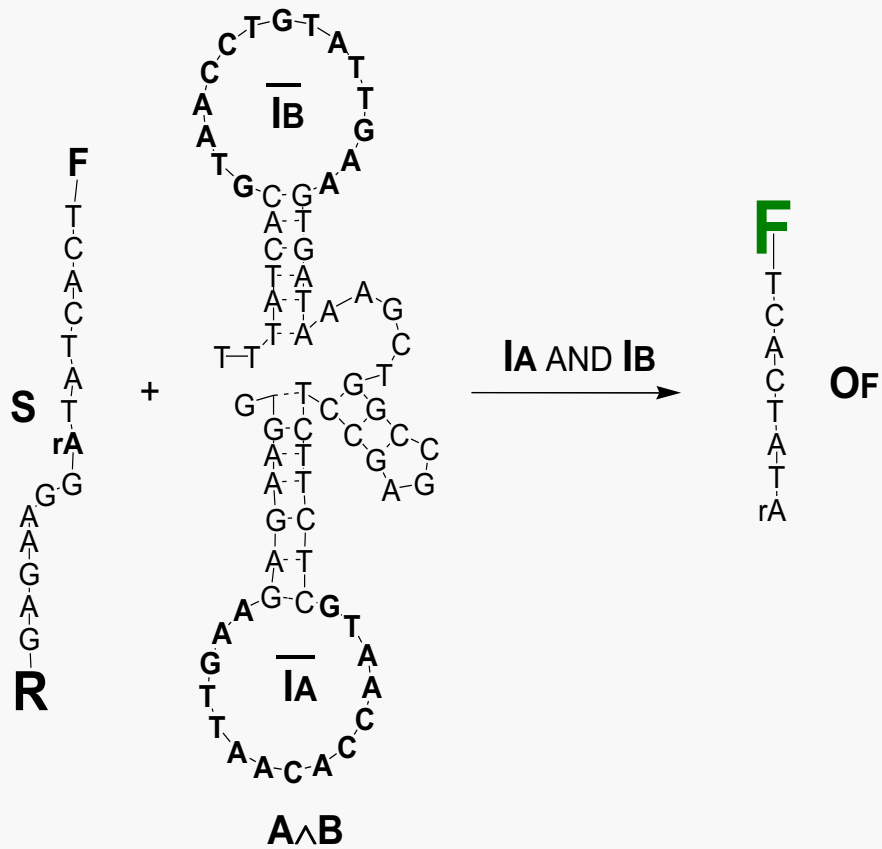
**Three-input Gates**



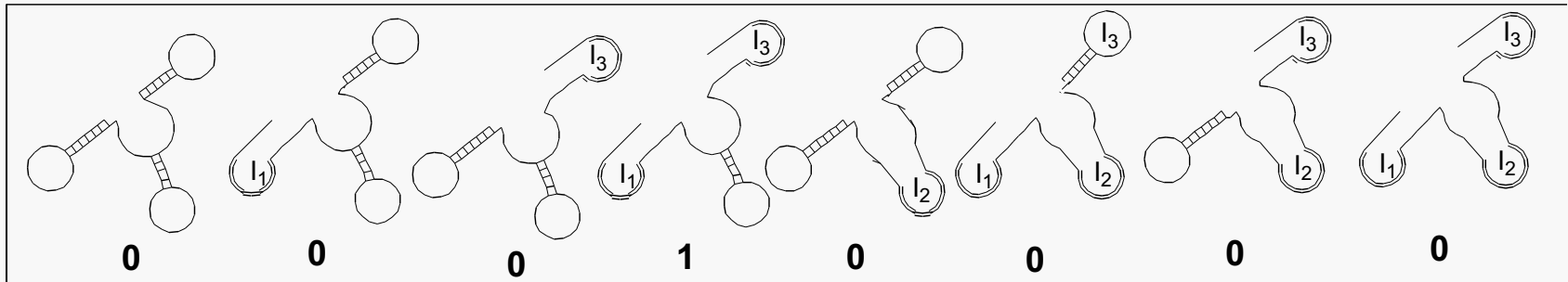
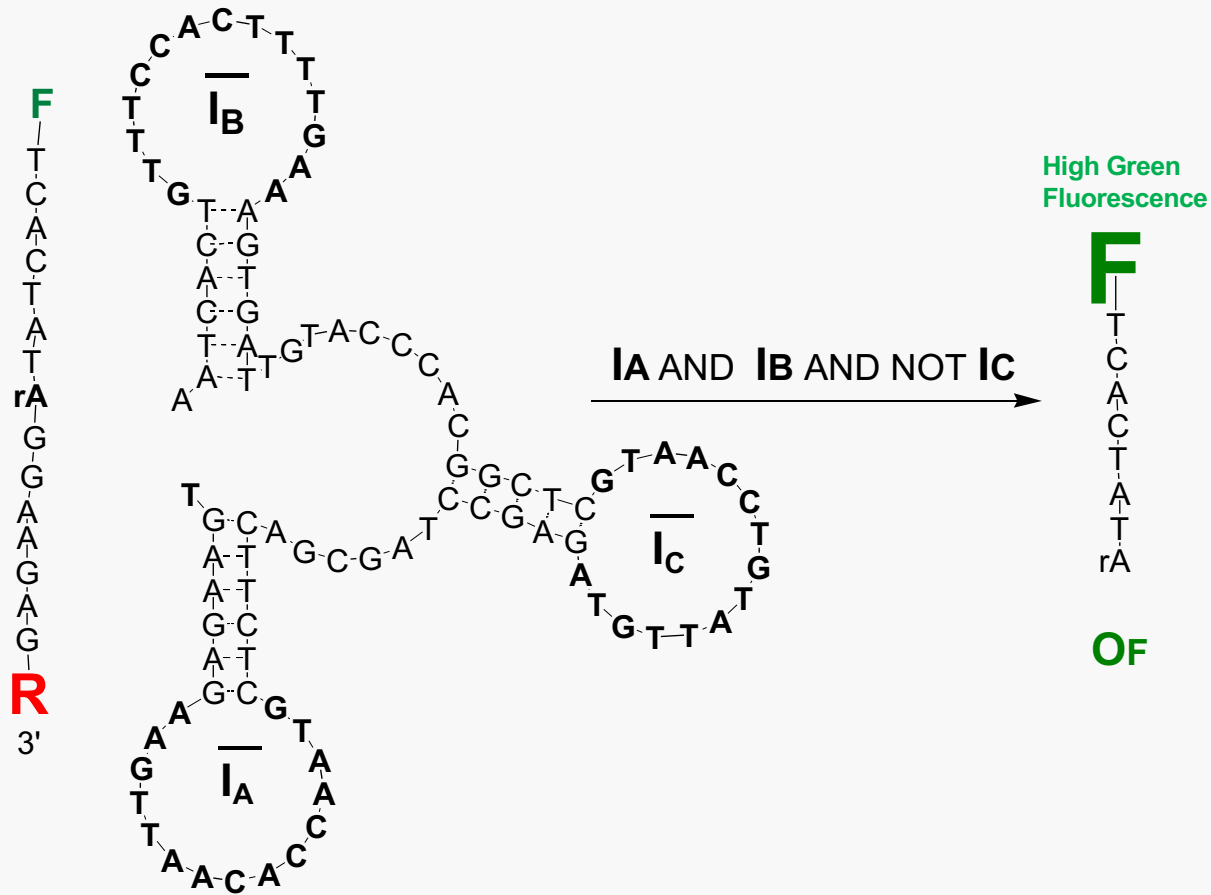
# NOT Gates – Inverters:



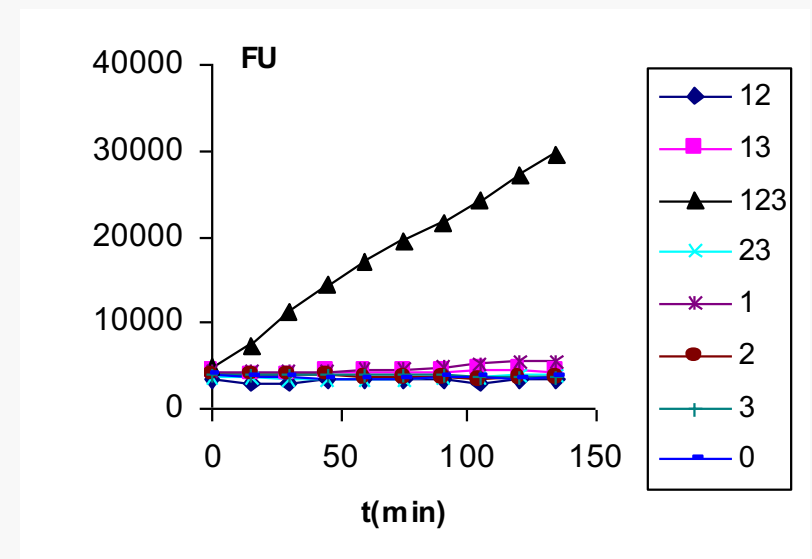
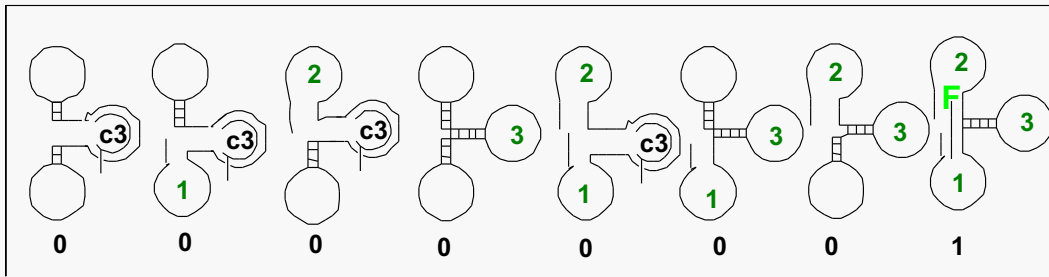
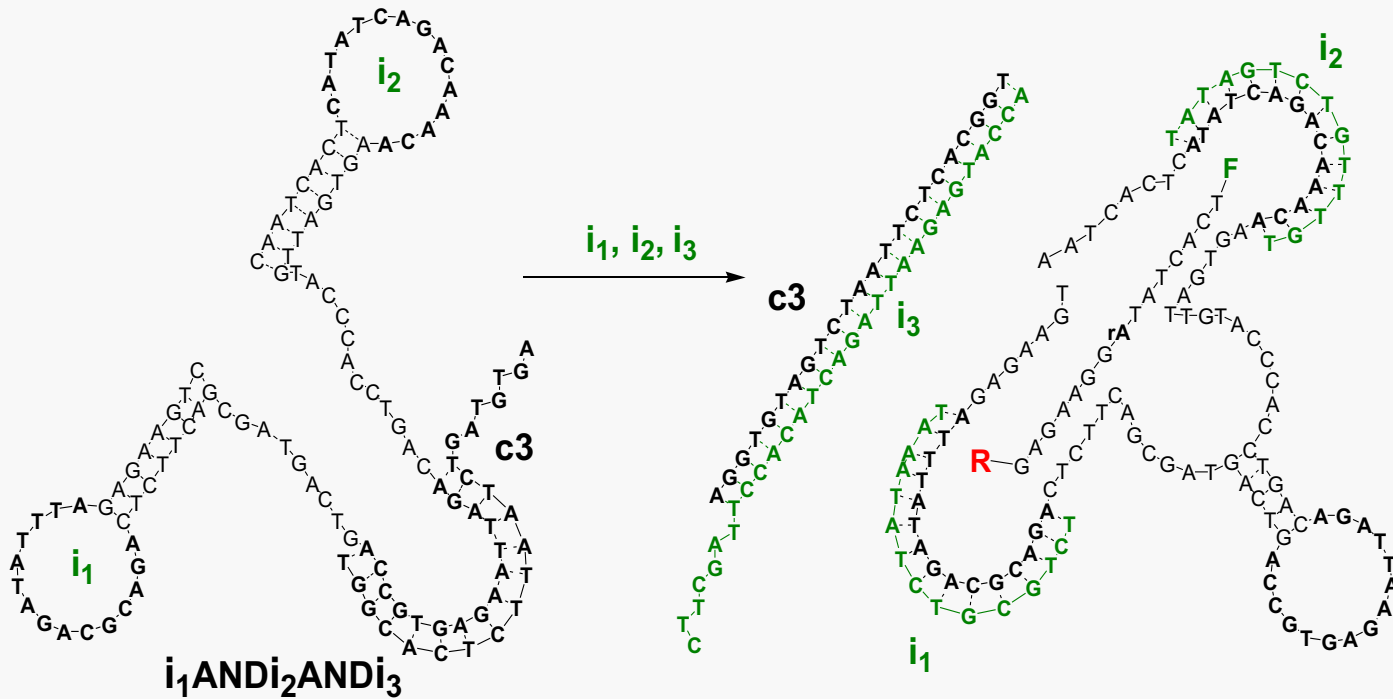
# Dual Input Molecular Computation Elements: AND Gate



# Triple Input Elements: ANDANDNOT (INHIBIT)

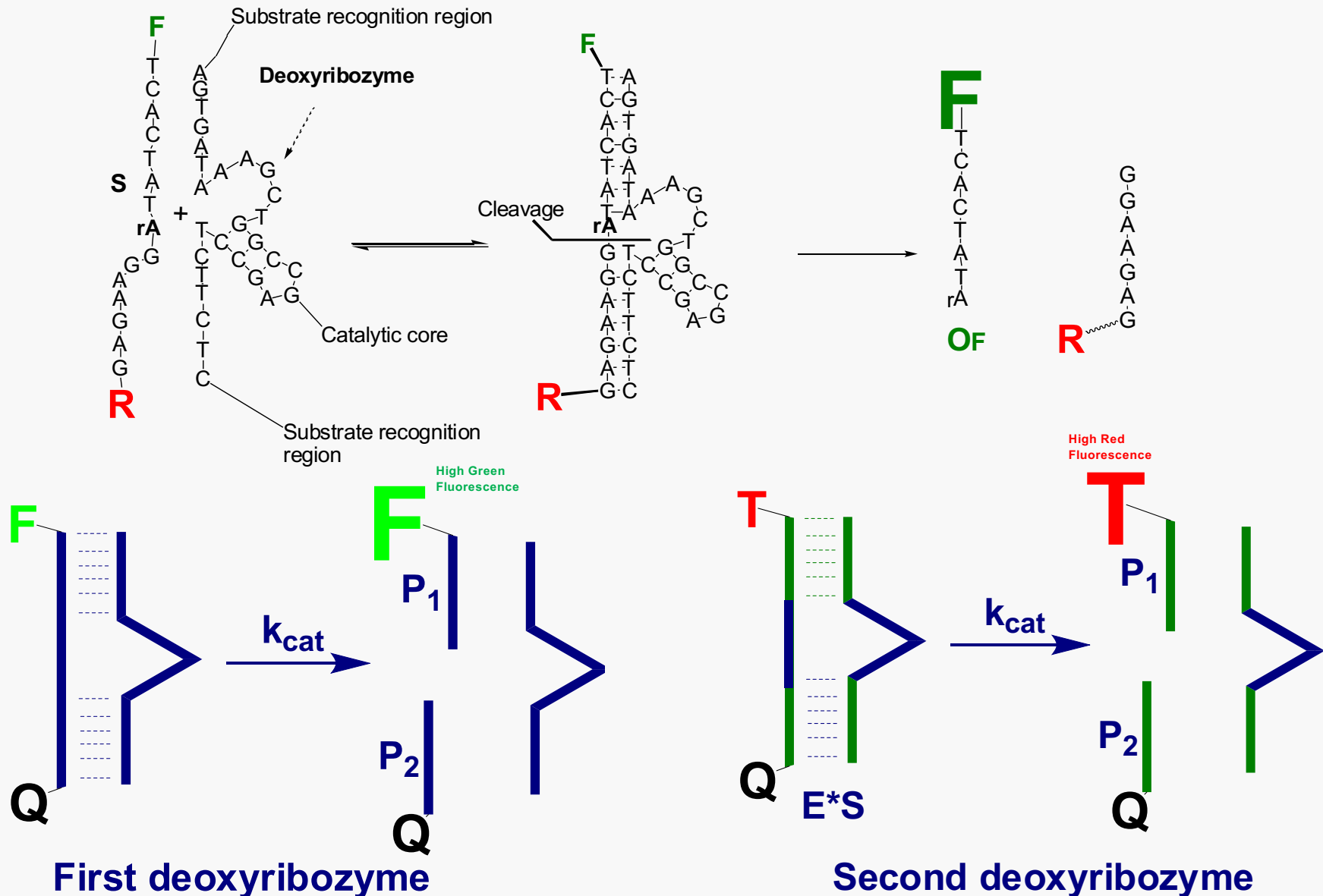


# Triple Input Elements: ANDAND



# Before we give examples of gates, a reminder:

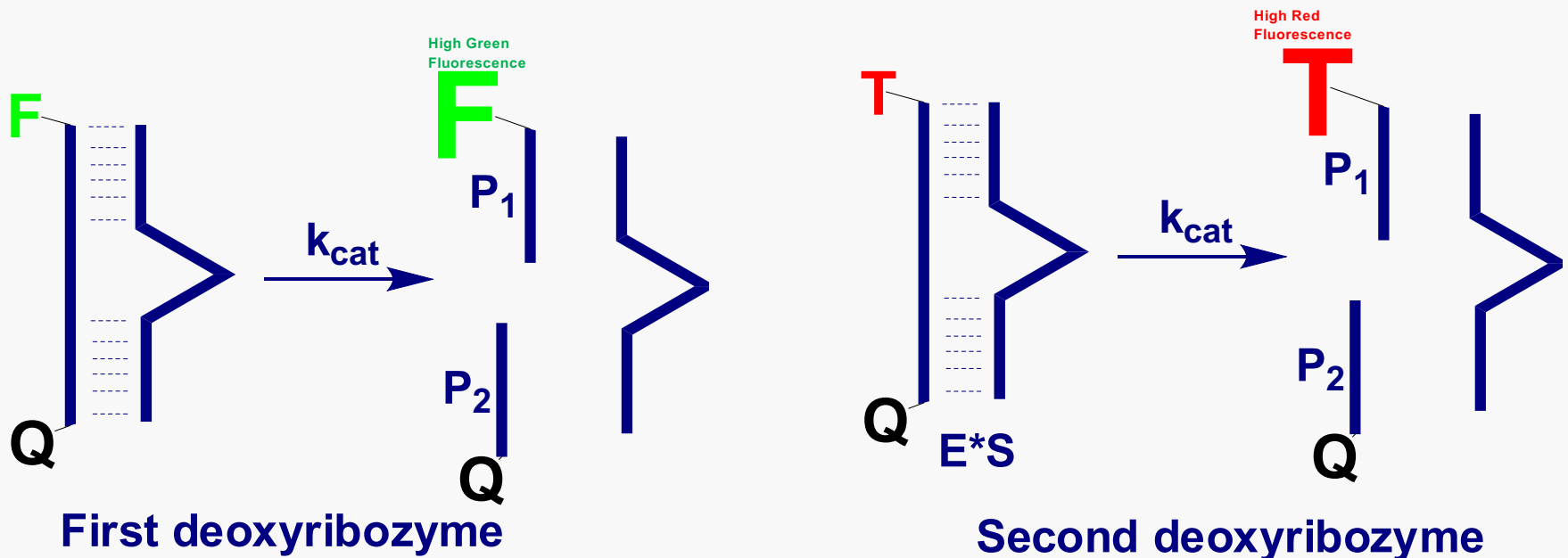
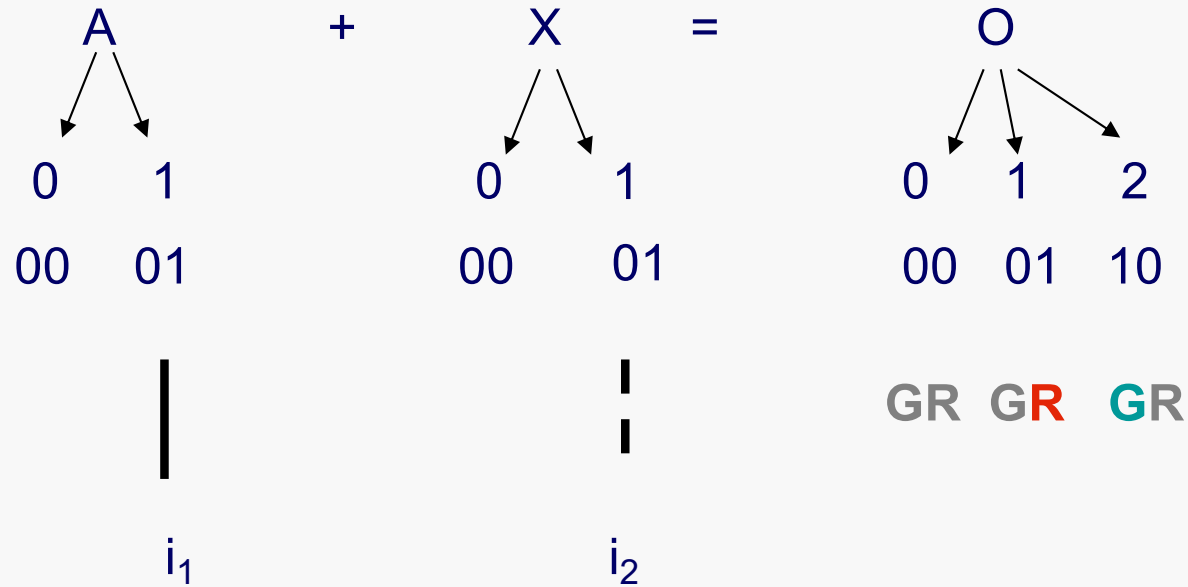
1 is an increase in fluorescence, 0 no such increase!



# Example:

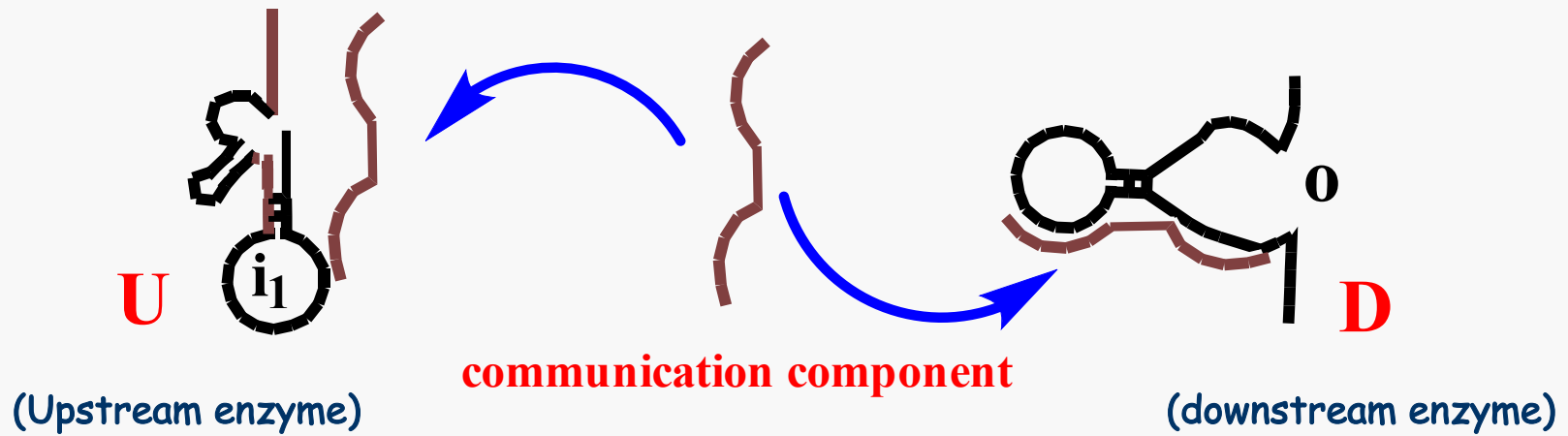
**add A (0 or 1) and X (0 or 1) and get O (0 or 1, or 2):**

---

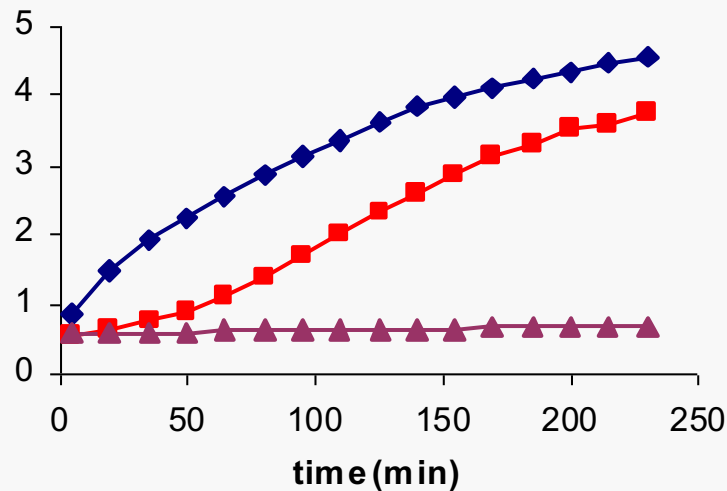
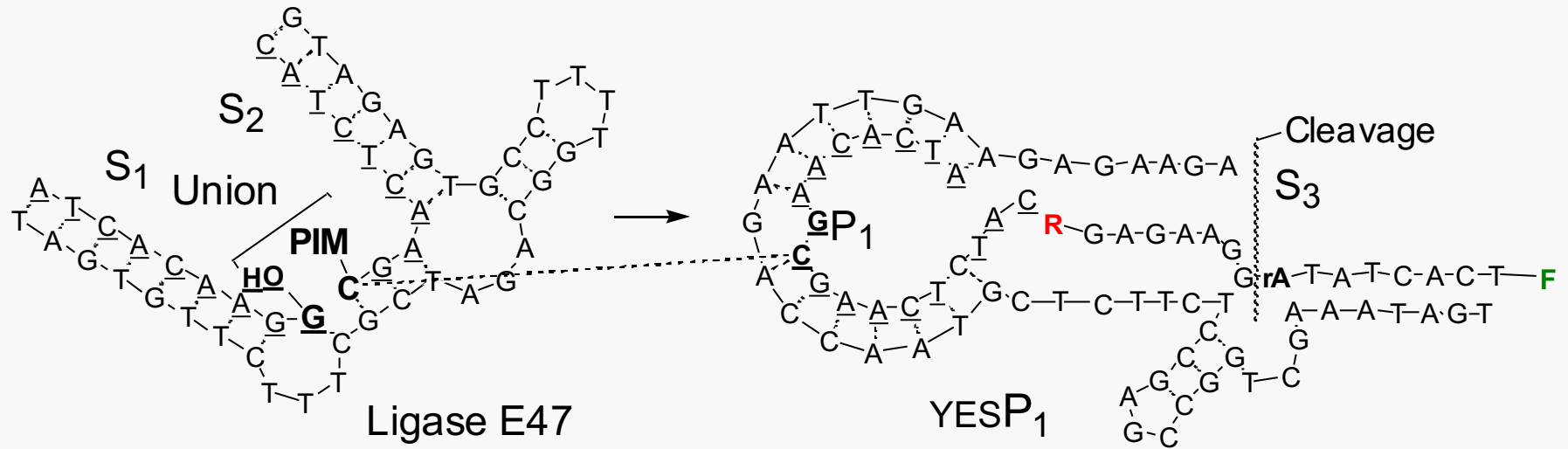


# Is it possible to have serial circuits?

---



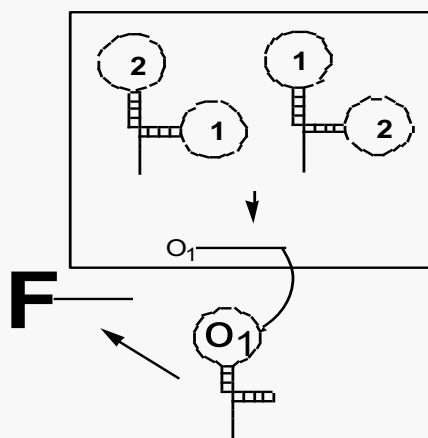
# Intergate Communication : Ligase-Cleavase



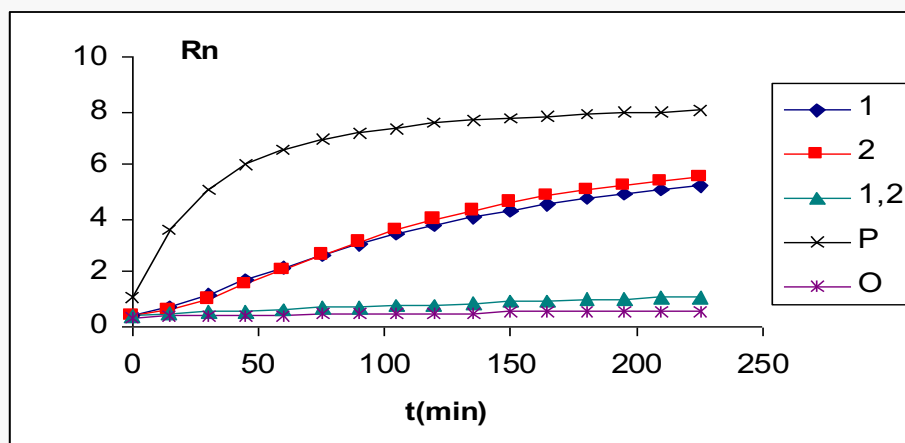


# Ligase-cleaves XOR circuit:

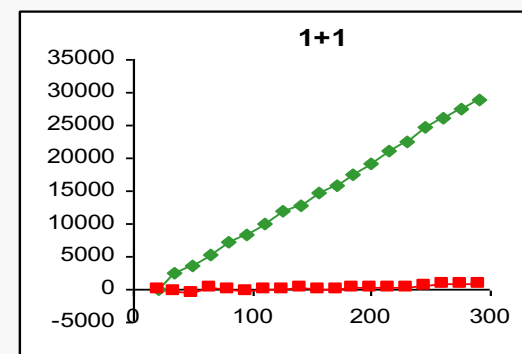
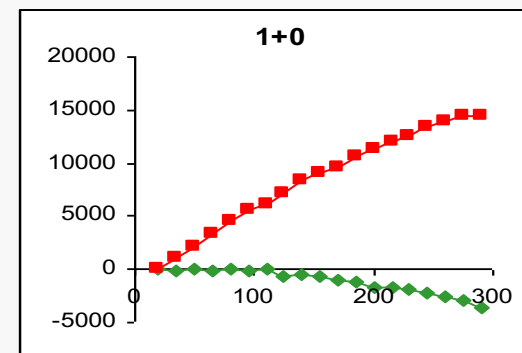
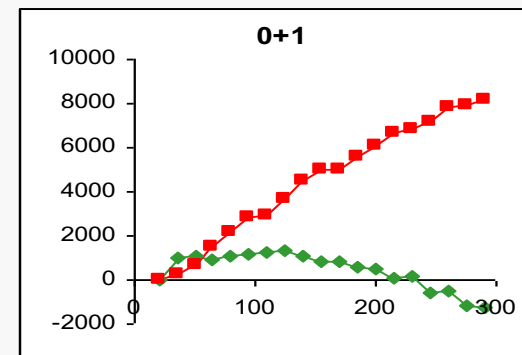
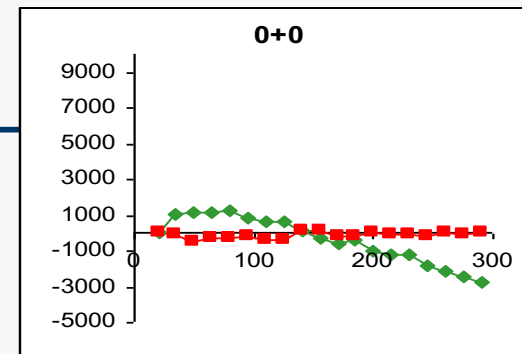
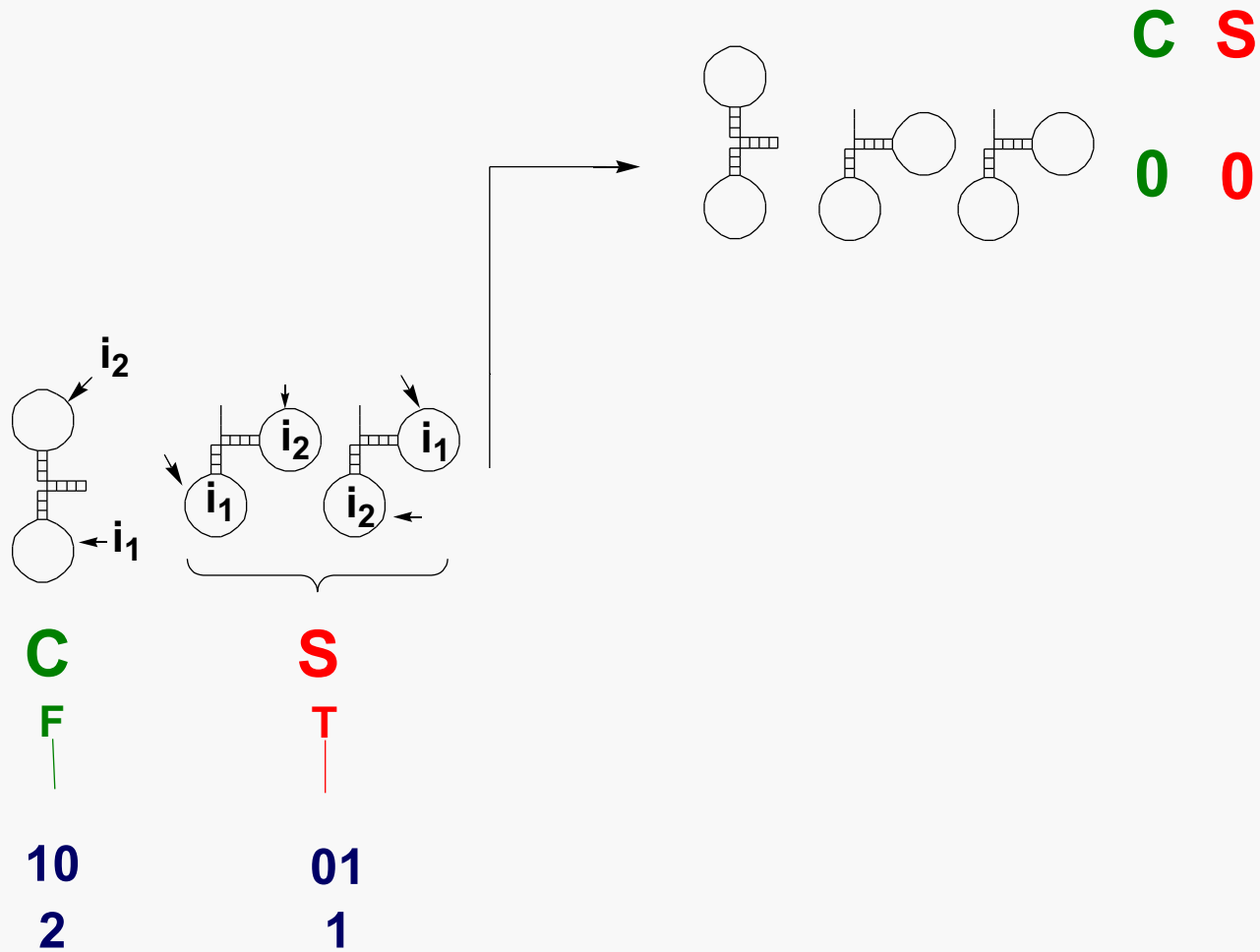
XOR



| $I_A$ | $I_B$ | $O$ |
|-------|-------|-----|
| 0     | 0     | 0   |
| 1     | 0     | 1   |
| 0     | 1     | 1   |
| 1     | 1     | 0   |

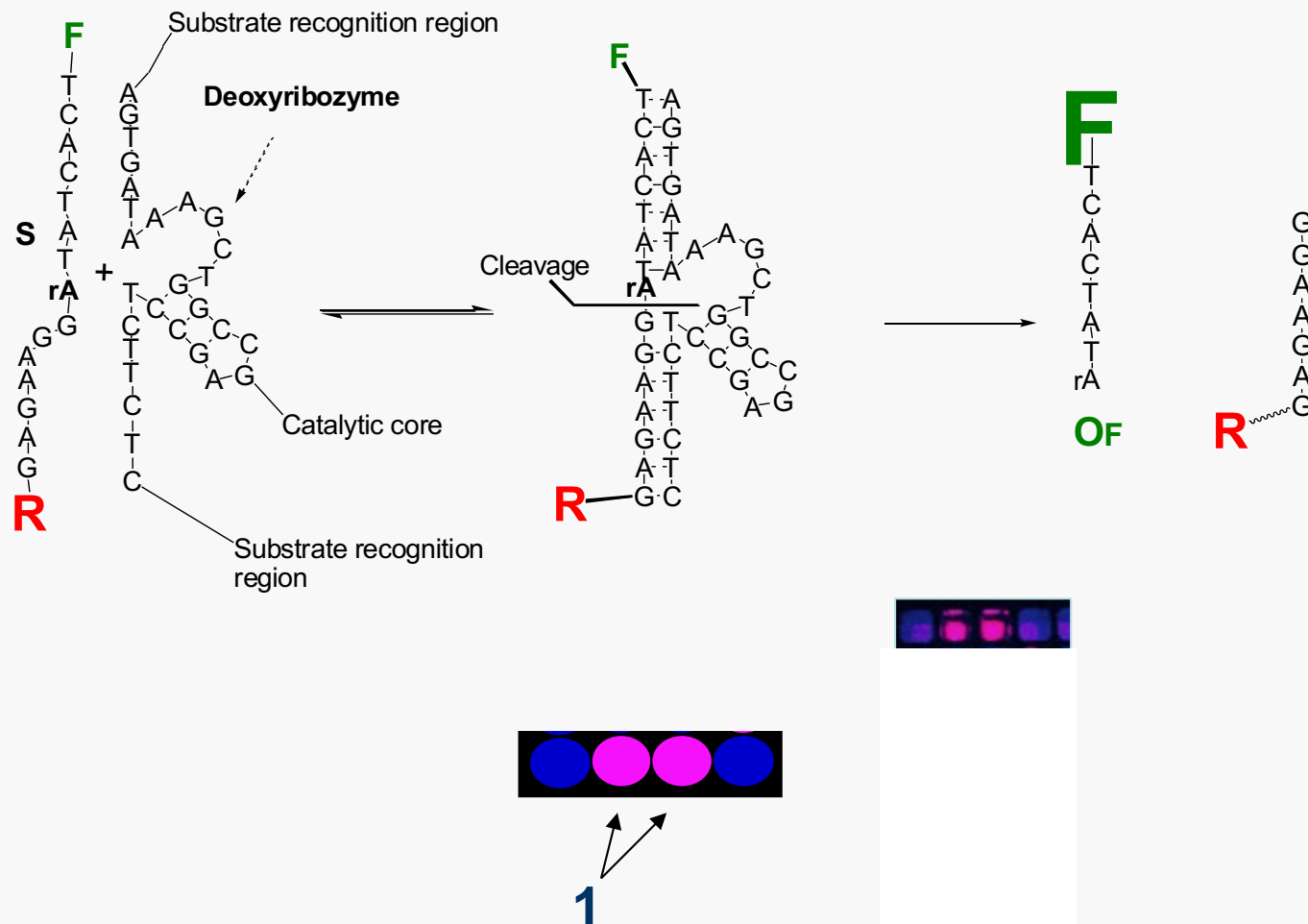


# Implement addition with gates:

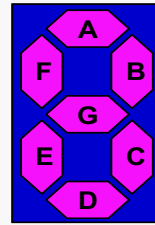
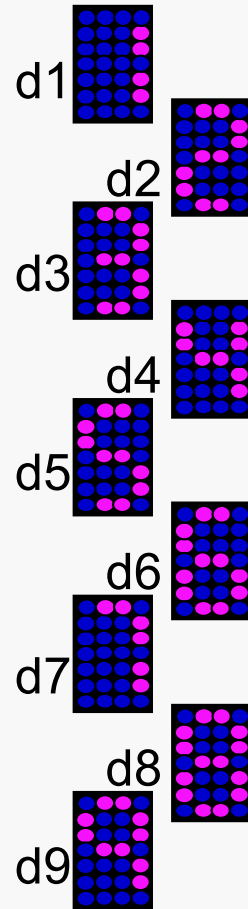


# Now, a twist:

1 is an increase in fluorescence, 0 no such increase!



# Example: 7-segment display:



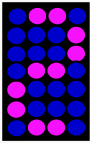
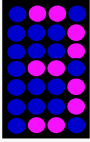
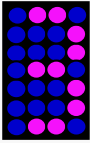
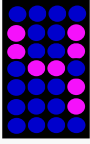
Segments required

|   | A | B | C | D | E | F | G |
|---|---|---|---|---|---|---|---|
| 1 | x | ✓ | ✓ | x | x | x | x |
| 2 | ✓ | ✓ | x | ✓ | ✓ | x | ✓ |
| 3 | ✓ | ✓ | ✓ | ✓ | x | x | ✓ |
| 4 | x | ✓ | ✓ | x | x | ✓ | ✓ |
| 5 | ✓ | x | ✓ | ✓ | x | ✓ | ✓ |
| 6 | ✓ | x | ✓ | ✓ | ✓ | ✓ | ✓ |
| 7 | ✓ | ✓ | ✓ | x | x | x | x |
| 8 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| 9 | ✓ | ✓ | ✓ | x | x | ✓ | ✓ |

# More arithmetical operations:

---

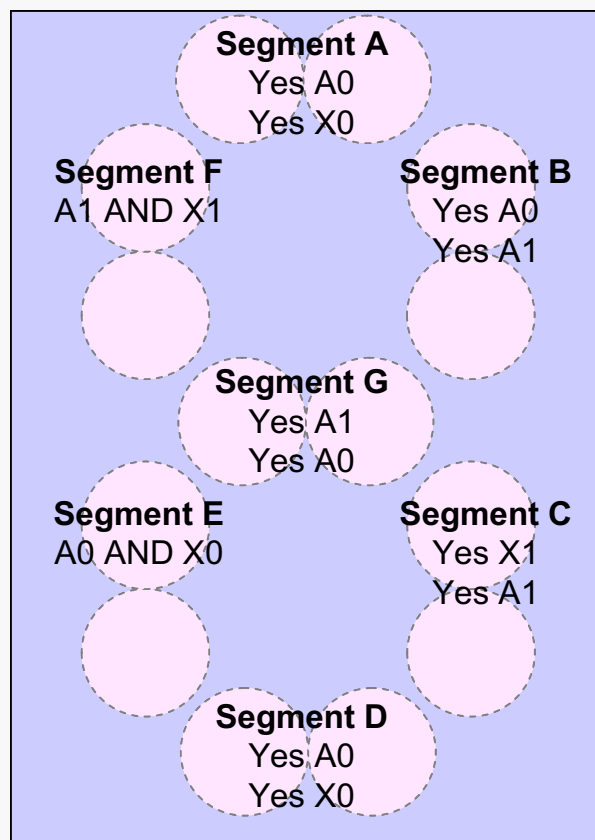
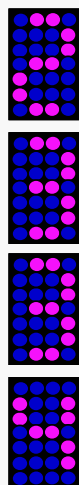
Test by constructing simple **2+2-bit adder**

|   | Binary inputs |       |   |       |       | Non general    |   |   |  |
|---|---------------|-------|---|-------|-------|----------------|---|---|--|
|   | $A_1$         | $A_0$ | + | $X_1$ | $X_0$ | Display output |   |   |  |
| Designate 4<br>oligonucleotides<br>as binary inputs | 1+1:          | 0     | 1 | +     | 0     | 1              | = |    | Expected display<br><br>Adder result<br>"hard-wired" into<br>decoder |
|   | 1+2:          | 0     | 1 | +     | 1     | 0              | = |   |  |
|   | 2+1:          | 1     | 0 | +     | 0     | 1              | = |  |  |
|   | 2+2:          | 1     | 0 | +     | 1     | 0              | = |  |  |

# Adding 2+2 with visual display:

- Determine logic gates required, and layout in wells (via Microsoft Excel)

|      | Binary inputs  |                |                |                |   | Non general Display output |  |  |  |  |
|------|----------------|----------------|----------------|----------------|---|----------------------------|--|--|--|--|
|      | A <sub>1</sub> | A <sub>0</sub> | X <sub>1</sub> | X <sub>0</sub> |   |                            |  |  |  |  |
| 1+1: | 0              | 1              | +              | 0              | 1 | =                          |  |  |  |  |
| 1+2: | 0              | 1              | +              | 1              | 0 | =                          |  |  |  |  |
| 2+1: | 1              | 0              | +              | 0              | 1 | =                          |  |  |  |  |
| 2+2: | 1              | 0              | +              | 1              | 0 | =                          |  |  |  |  |



Very simple logic gate arrangement required:

- 4 YES gates
- 2 AND gates

Fully constructible from reagents in freezer

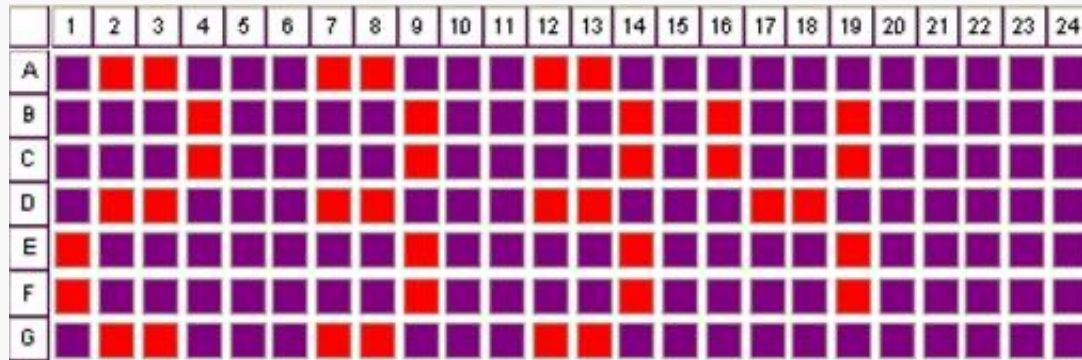
Tested with all input combinations....

# Adding 2+2 with visual display:

$$(A_1A_0 + X_1X_0 \Rightarrow \text{display})$$

Binary inputs: 01+01=    01+10=    10+01=    10+10=    *No inputs*

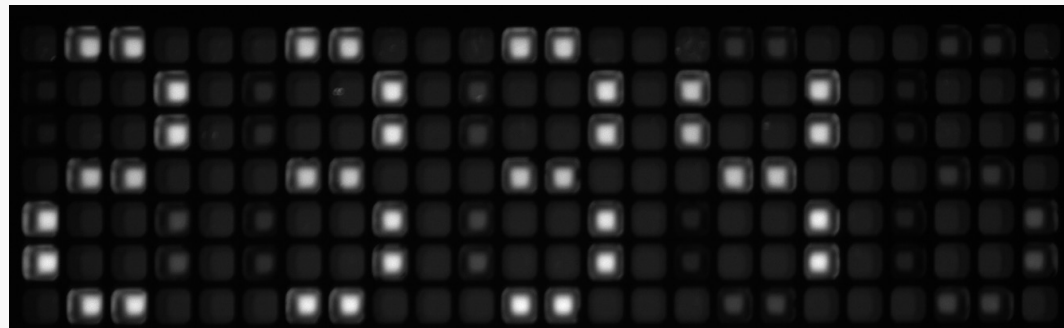
Constructed & tested in a single day



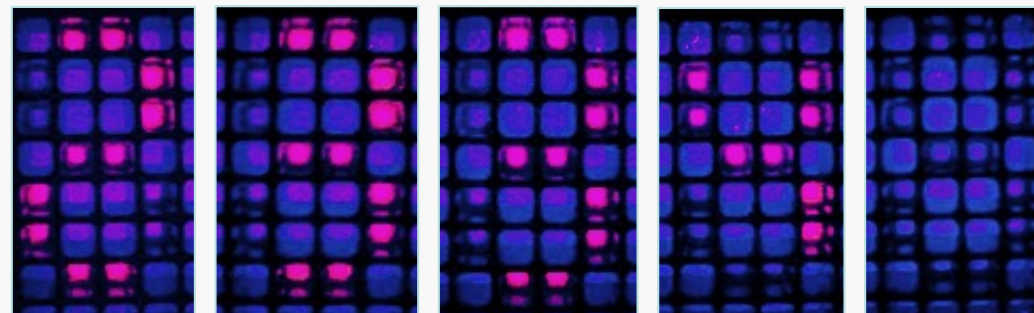
Perfect digital behavior

Fluorescence reader  
~20-30mins

7-segment Display



B&W imager  
within ~1hr



Color photograph  
~5hrs

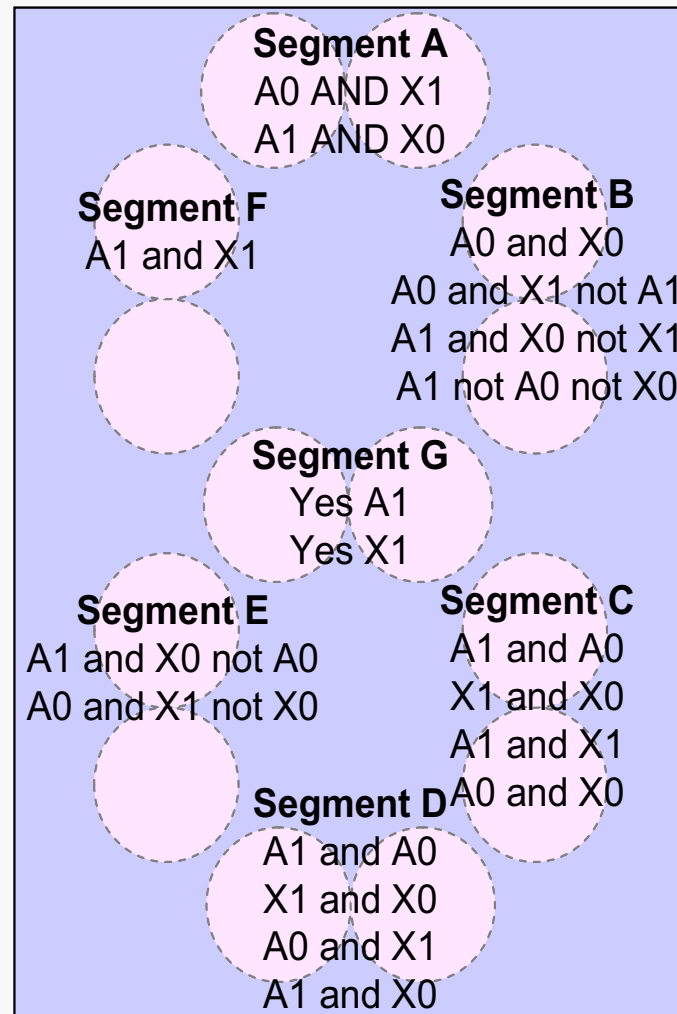
Arithmetic (1+1=2)    (1+2=3)    (2+1=3)    (2+2=4)    Background

# 2x2 multiplier with visual display:

$$(A_1A_0 \times X_1X_0 \Rightarrow \text{display})$$

Gate arrangement

19 gates required



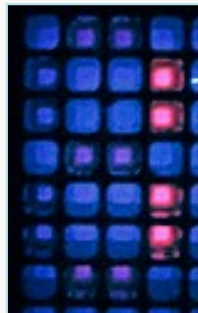


# 2x2 multiplier with visual display:

Color photography  $(A_1A_0 \times X_1X_0 \Rightarrow \text{display})$

Binary inputs:  $01 \times 01 =$   $01 \times 10 =$   $01 \times 11 =$   $10 \times 01 =$   $10 \times 10 =$

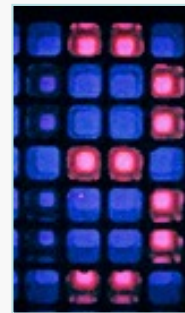
7-segment  
Display



$(1 \times 1 = 1)$



$(1 \times 2 = 2)$



$(1 \times 3 = 3)$



$(2 \times 1 = 2)$



$(2 \times 2 = 4)$

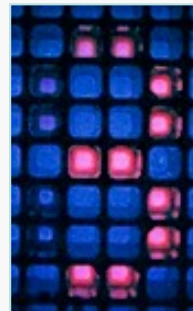
*Arithmetic*

Binary inputs:  $10 \times 11 =$   $11 \times 01 =$   $11 \times 10 =$   $11 \times 11 =$   $(00 \times 00)$

7-segment  
Display



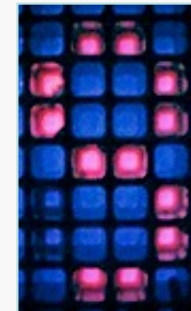
$(2 \times 3 = 6)$



$(3 \times 1 = 3)$



$(3 \times 2 = 6)$



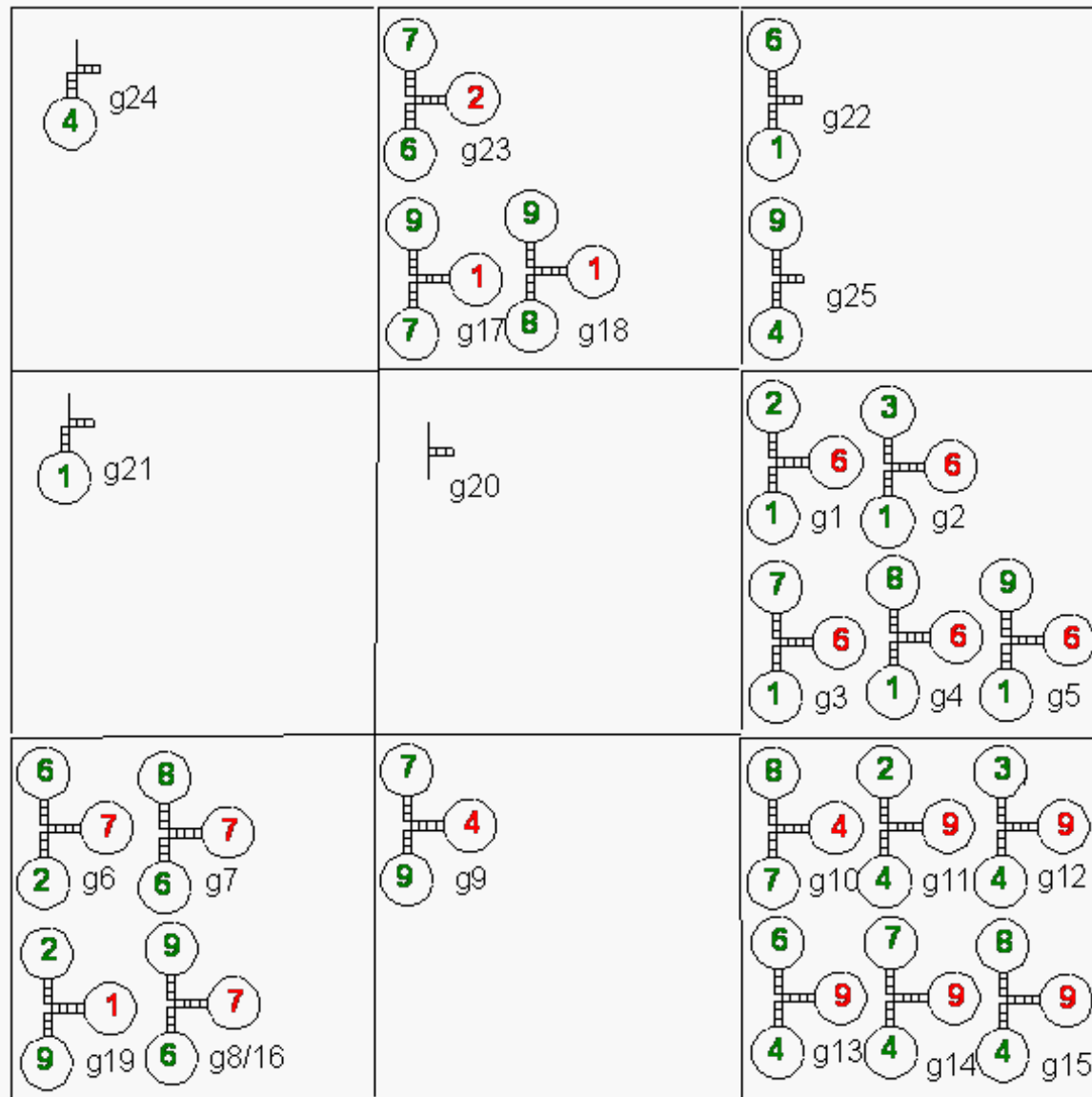
$(3 \times 3 = 9)$



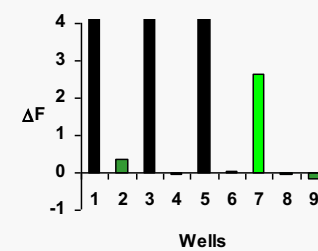
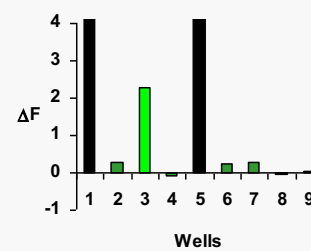
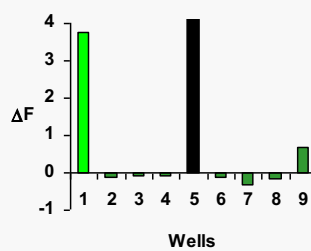
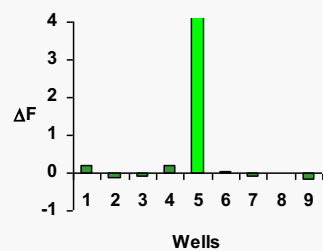
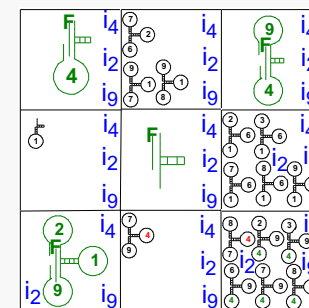
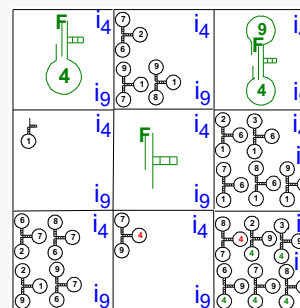
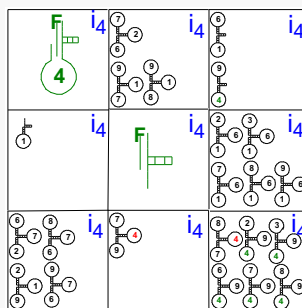
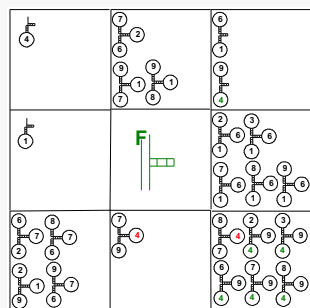
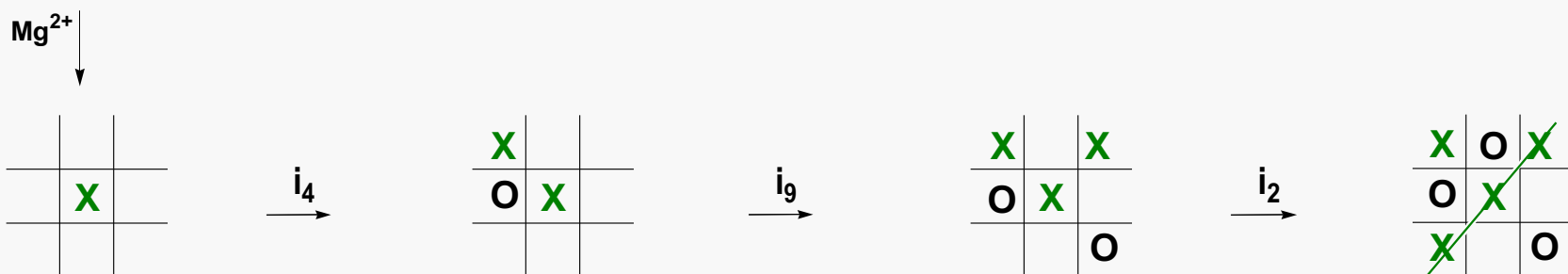
*no input  
control*

*Arithmetic*

# Implementation of tic-tac-toe playing algorithm with deoxyribozymes: Molecular Array of YES and ANDANDNOT Gates (MAYA)



# MAYA vs. Milan: Losing Game

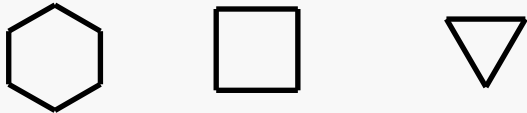


# MAYA vs. Milan: losing game

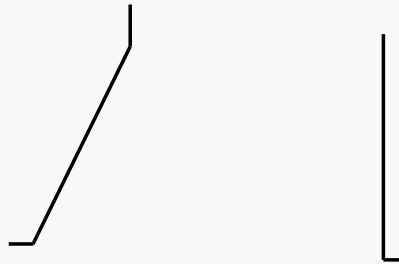


# Suppose we have a set of primitives:

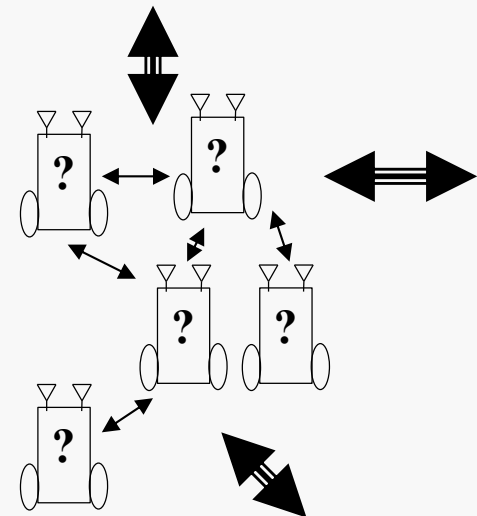
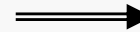
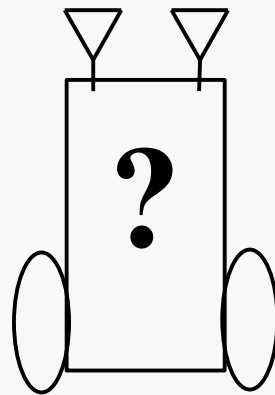
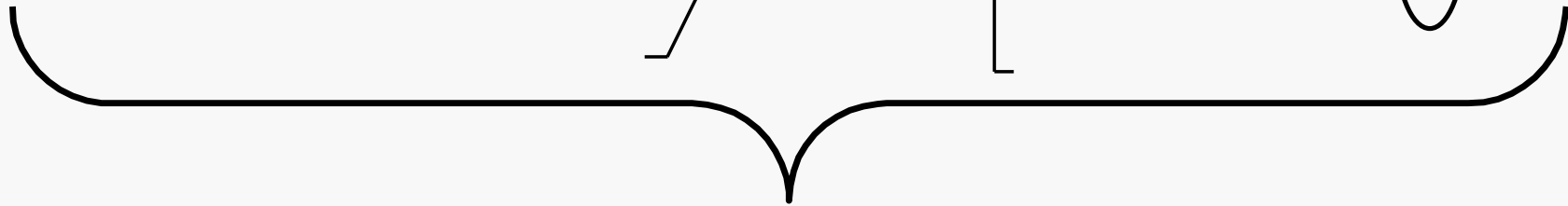
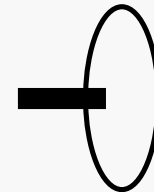
Sensor primitives:



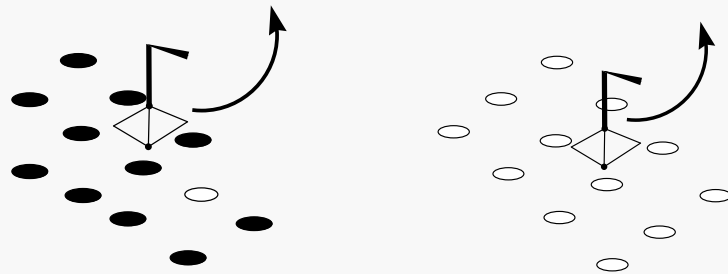
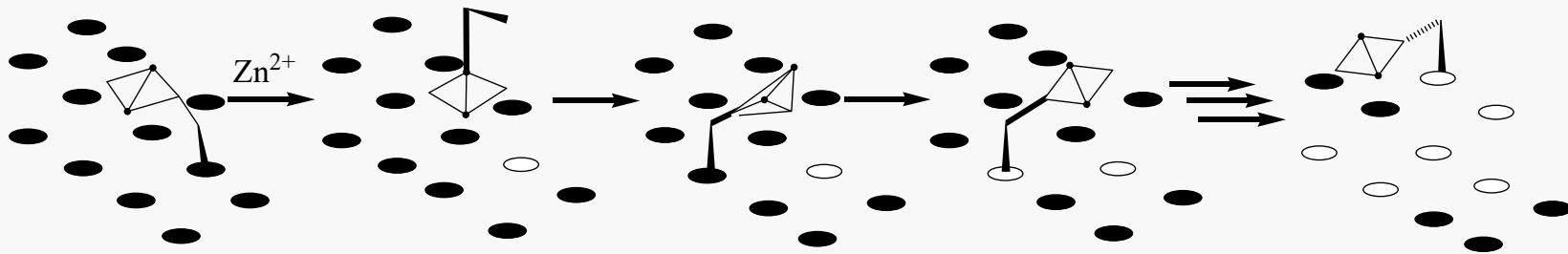
Computing primitives:



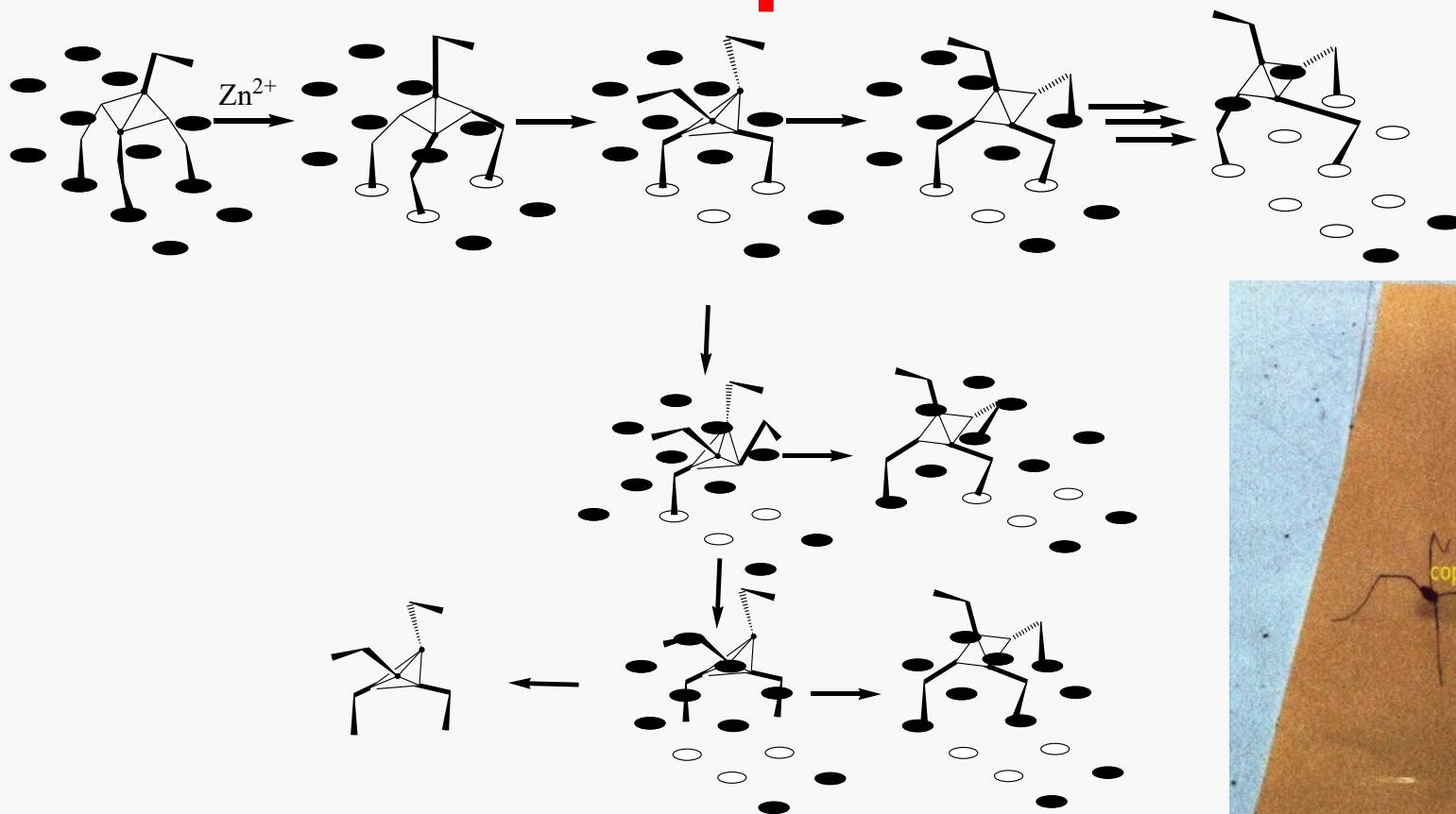
Moving primitives:



# The Simplest Moving Primitive:



# But, what about multivalent design? => Molecular Spider

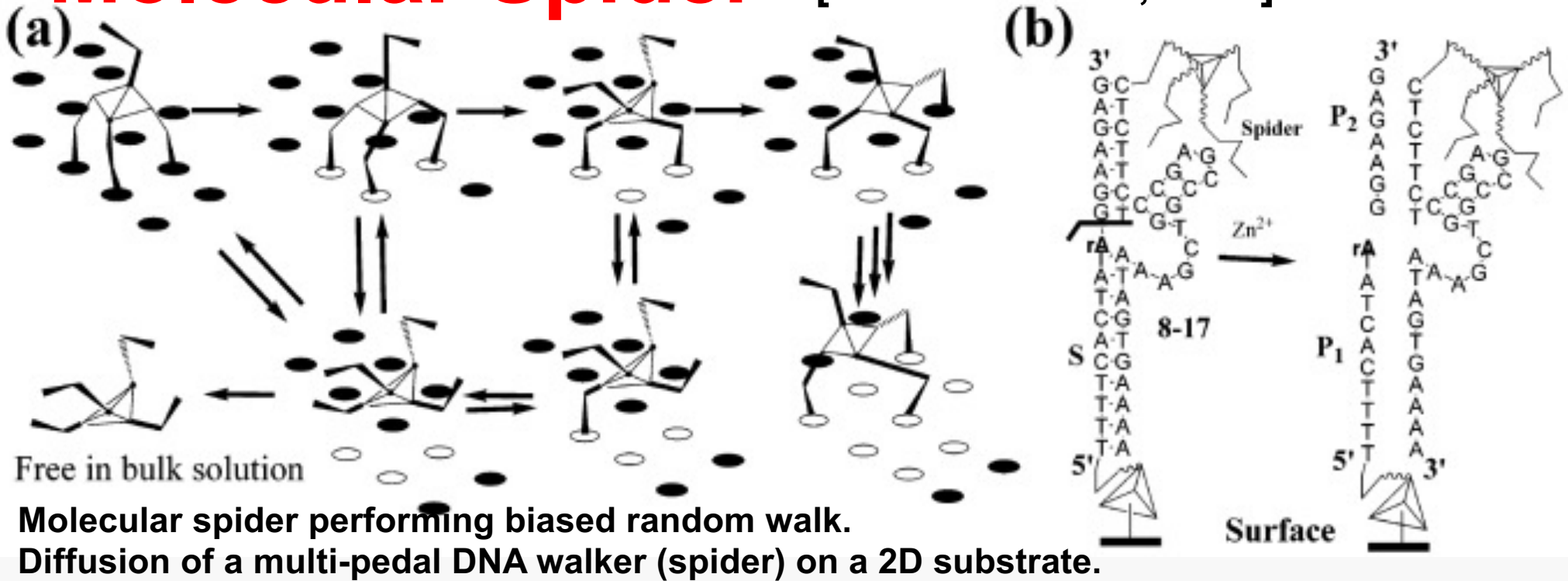


[Pei et. al JACS, 2006]

R Pei, S Taylor, D Stefanovic, S Rudchenko, T Mitchell, M Stojanovic,  
*Behavior of Poly- catalytic Assemblies in a Substrate-displaying Matrix,*  
*Journal of the American Chemical Society, vol. 128, no. 39, pp. 12693-12699, 2006.*

# Molecular Spider

[Pei et. al *JACS*, 2006]



The legs form duplexes - double stranded links - to the complementary strands in the surface.

One of the duplexes is cleaved and the leg explores the surrounding surface forming another duplex at another position.

If the leg binds to a position already visited, its stay there is brief as it 'remembers' the process; for new positions, the cleavage takes longer.

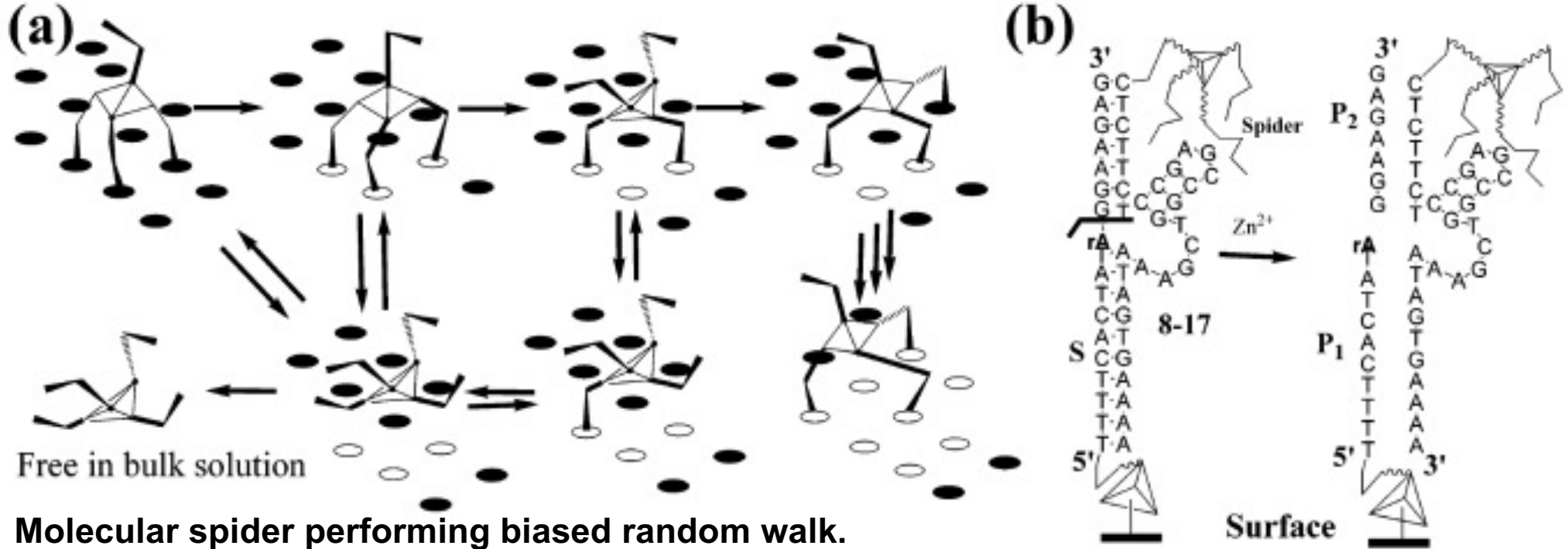
By repeating this process the walker moves along the surface independently.

At the end of the track the walker binds to uncleavable DNA strands and stops.



# Molecular Spider

[Pei et. al JACS, 2006]

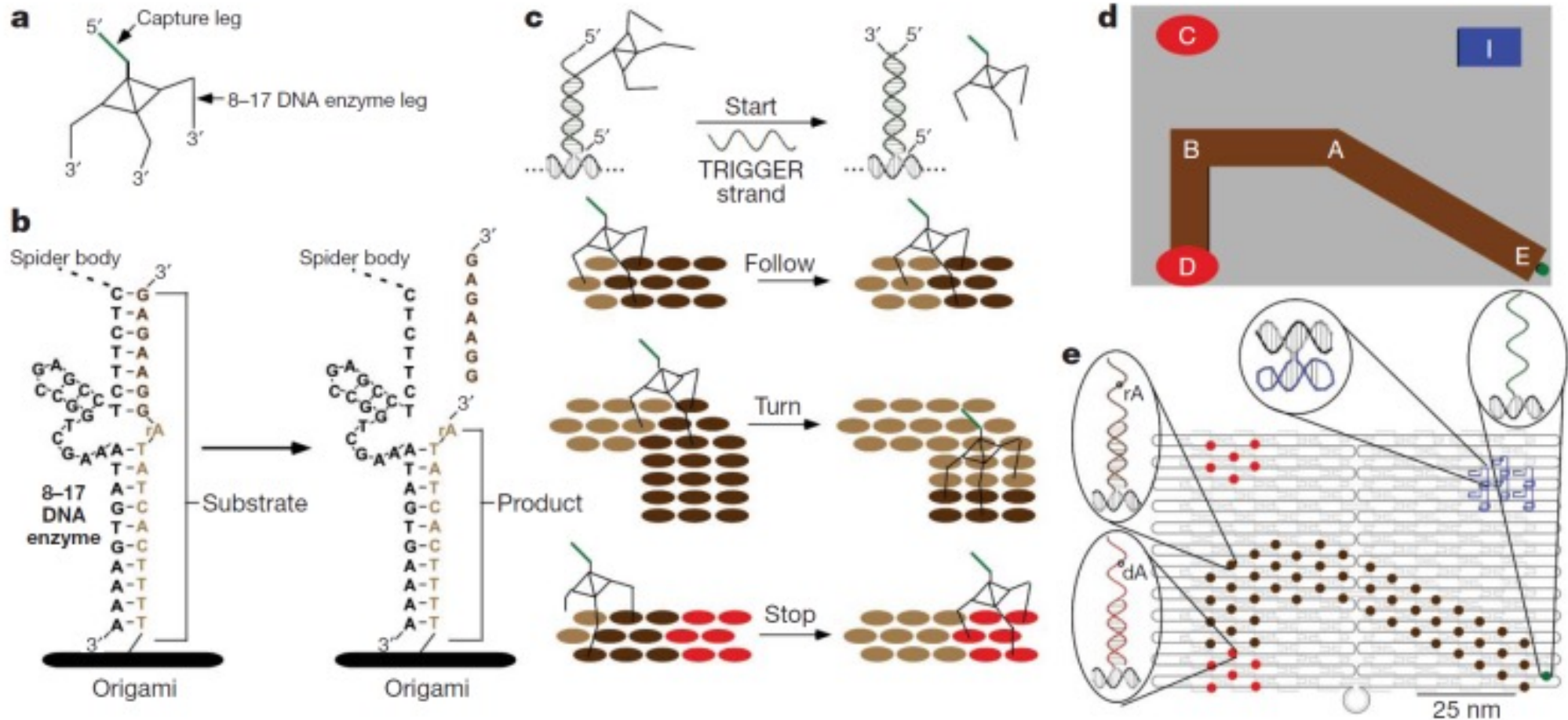


**Molecular spider performing biased random walk.**

**Diffusion of a multi-pedal DNA walker (spider) on a 2D substrate.**

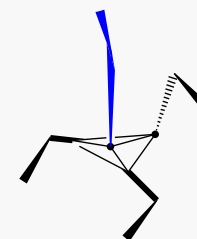
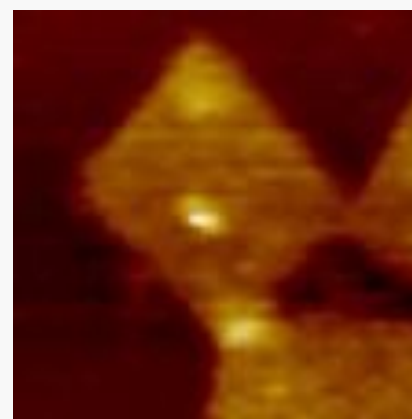
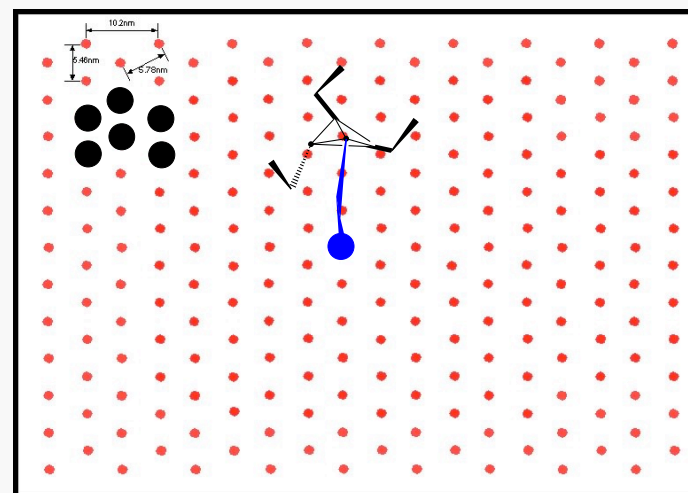
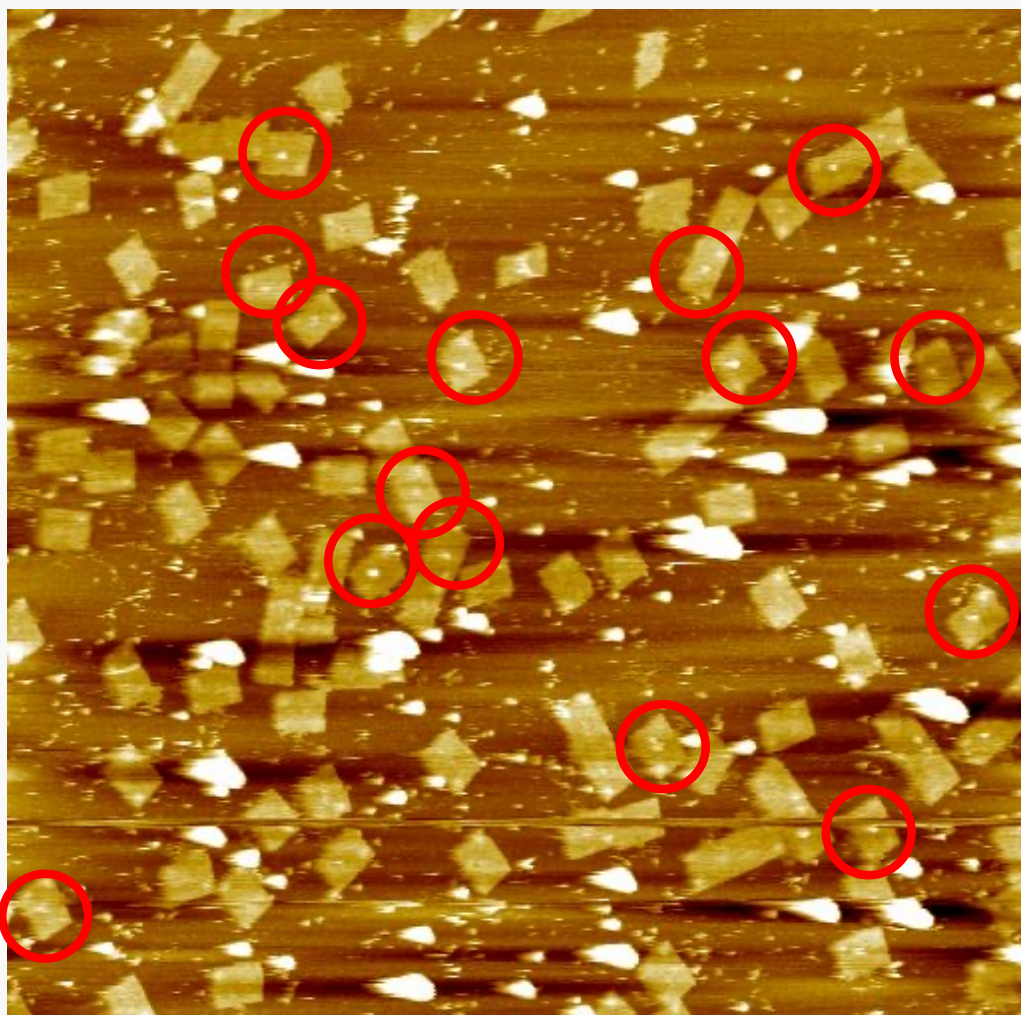
- Body of spider is a molecule of streptavidin, and
- The 4 legs are DNAzyme molecules attached to the body.
- The spiders crawls a surface by attaching and detaching from RNA substrates via DNAzyme.
- Leg attachment occurs via DNA-RNA hybridization while the detachment is via the catalytic restriction of the RNA stator by the DNAzyme followed by spontaneous denaturation from short strands due to entropic effects.
- Once a leg detaches from a substrate it binds (with high probability) to a new substrate and the process continues.
- The spider is biased towards binding unvisited substrates.

# Molecular Spider [Pei et. al JACS, 2006]



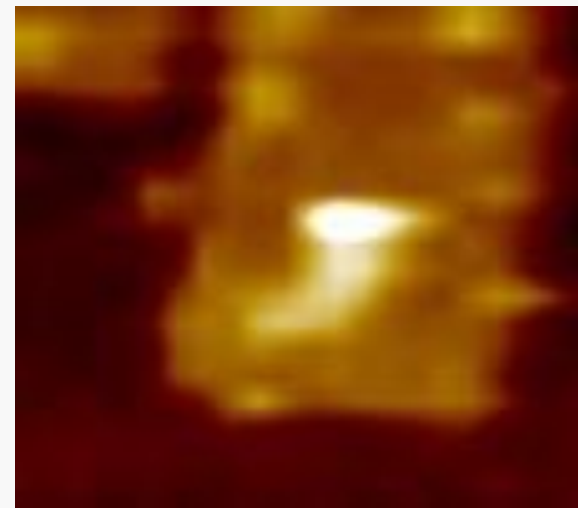
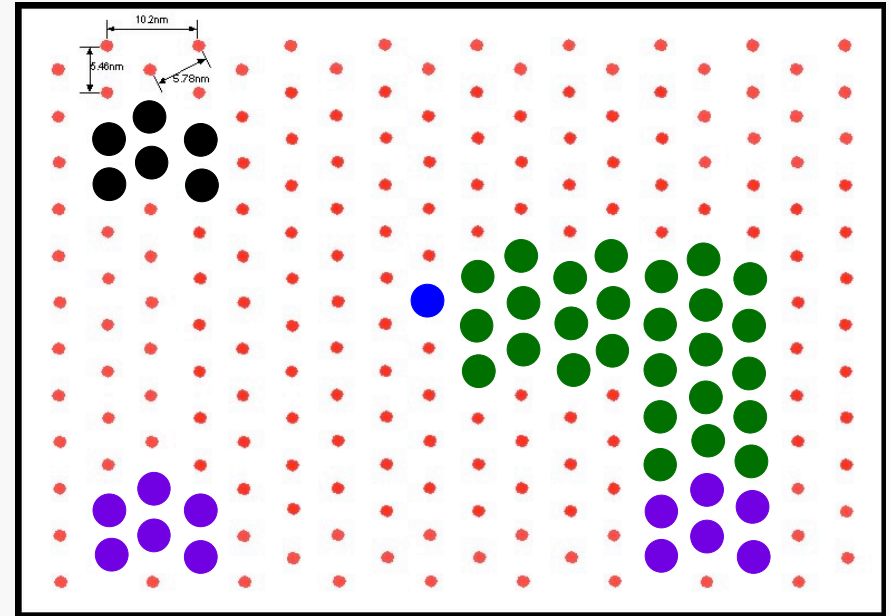
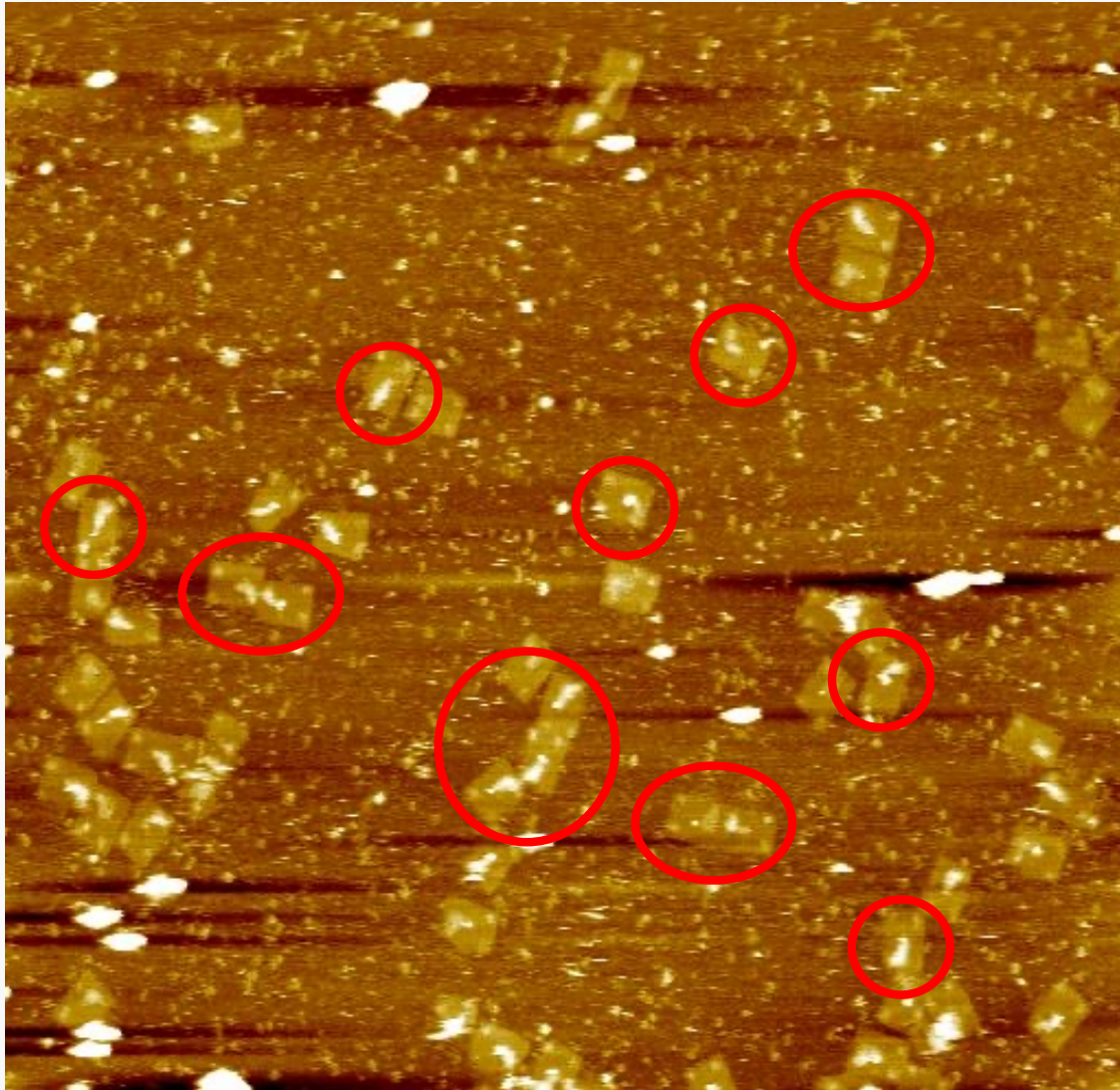
Molecular spider performing biased random walk.  
Diffusion of a multi-pedal DNA walker (spider) on a 2D substrate.

# AFM Images of Spider at Starting Point



Kyle Lund, Hao Yan, video now: with Nadine Dabby, Erik Winfree

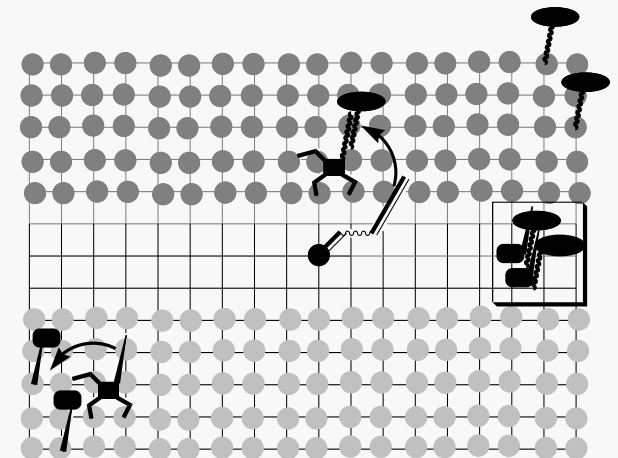
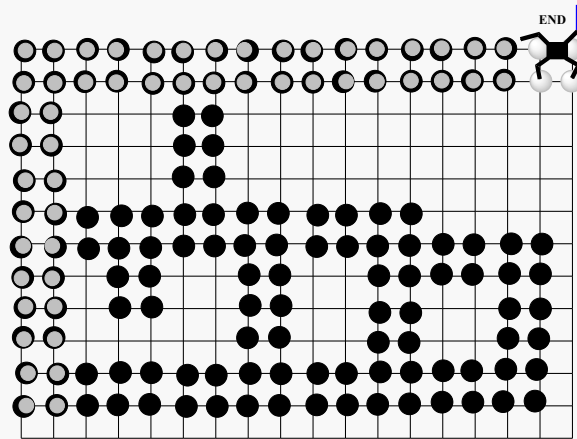
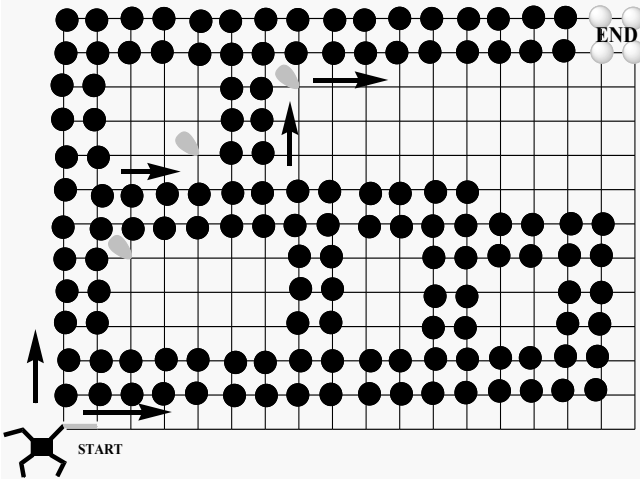
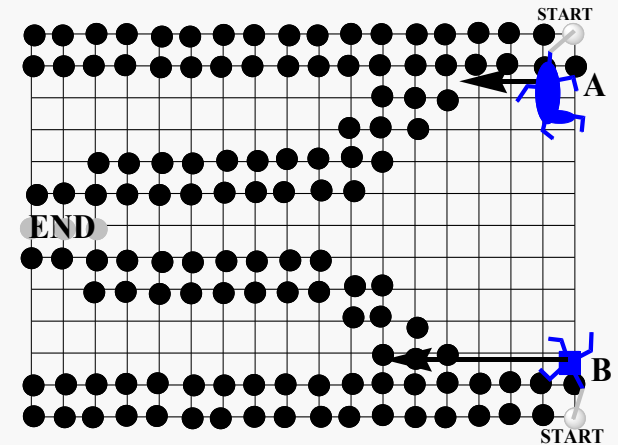
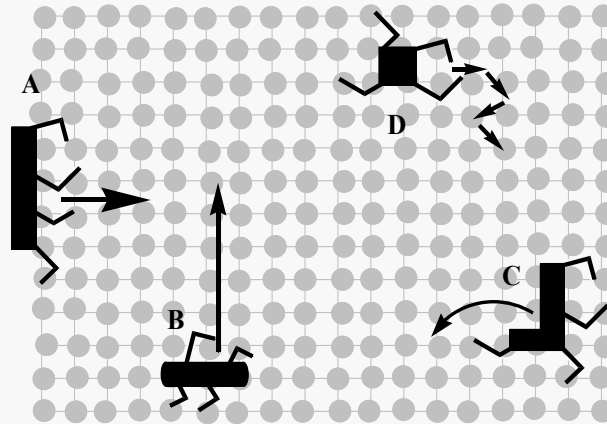
# AFM images of Spider on Lanes of Substrates



Kyle Lund, Hao Yan

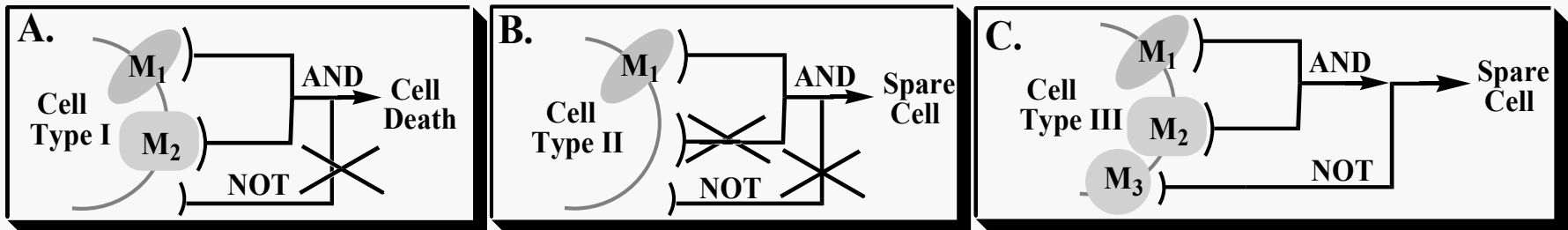
Video with: Nadine Dabby, Erik Winfree

# Programming Spider Walking Paths



# Potential practical applications:

## 1. Cell-death by Boolean Calculations:



## 2. Glucose-triggered movement of catalytic nanoassemblies:

