

## Predictability and diversity in immune repertoires

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Aleksandra M Walczak

Laboratoire de Physique Théorique - ENS, CNRS

work with

Yuval Elhanati, ENS

Quentin Marcou, ENS

Maximilian Puelma Touzel, ENS

Andreas Mayer, ENS

Anand Murugan, Princeton

Vijay Balasubramanian, UPenn

Olivier Rivoire, UJF

Curt Callan, Princeton

Thierry Mora, ENS



European Research Council  
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and

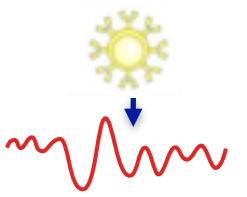
Misha Pogorely, RAS Moscow

Dmitriy Chudakov, RAS Moscow

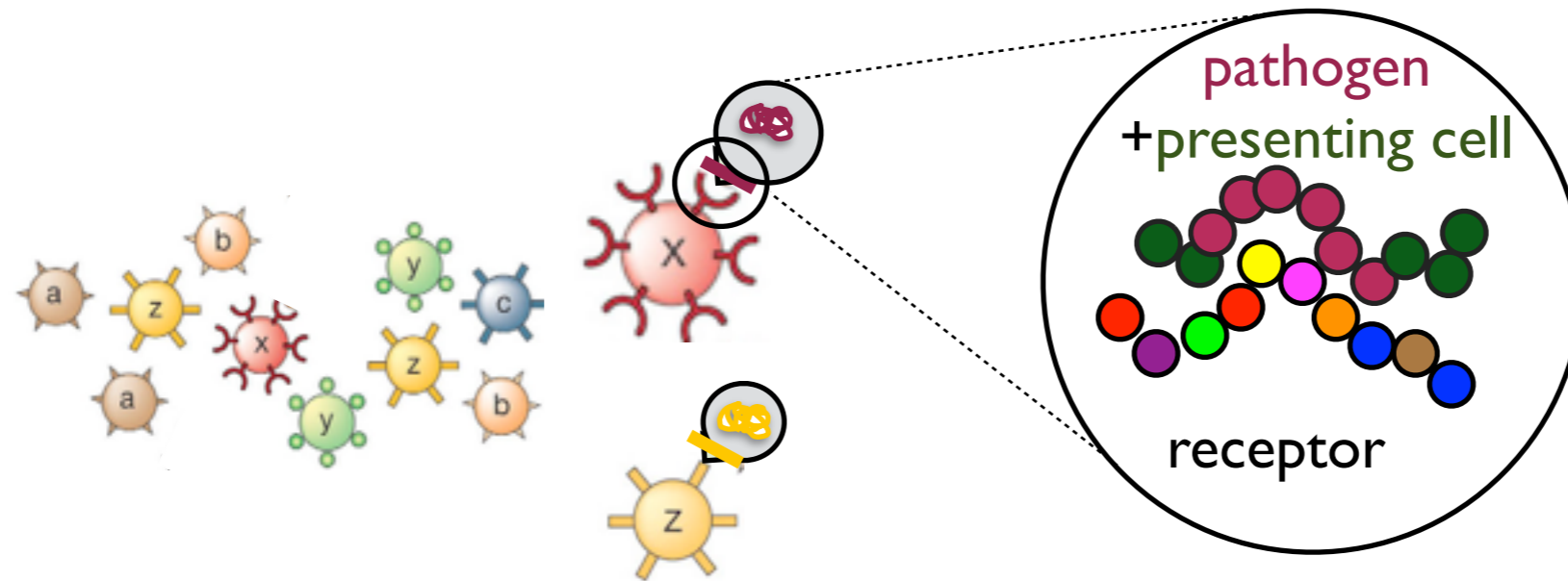
Ilgar Mamedov, RAS Moscow

Yury Lebedev, RAS Moscow

# Immune receptors



- T-cells important actors of immune system



many unique receptors



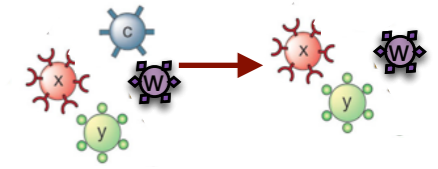
many different pathogens (virus...)

- triggers immune response

natural, healthy (=“normal”) diversity of immune receptors?

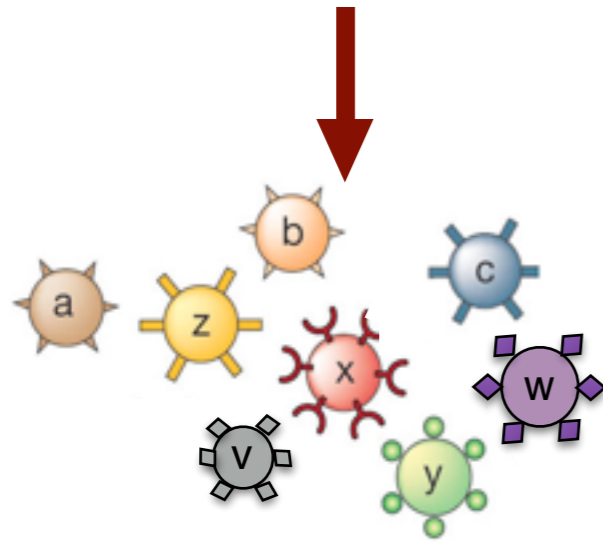
optimal distribution ?

# Repertoire evolution

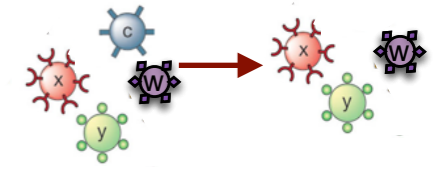


## RECEPTOR GENERATION

combinatorics + *randomness* → diversity

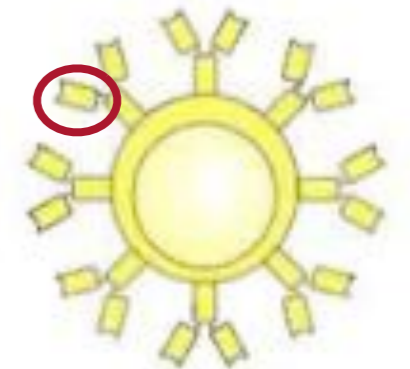
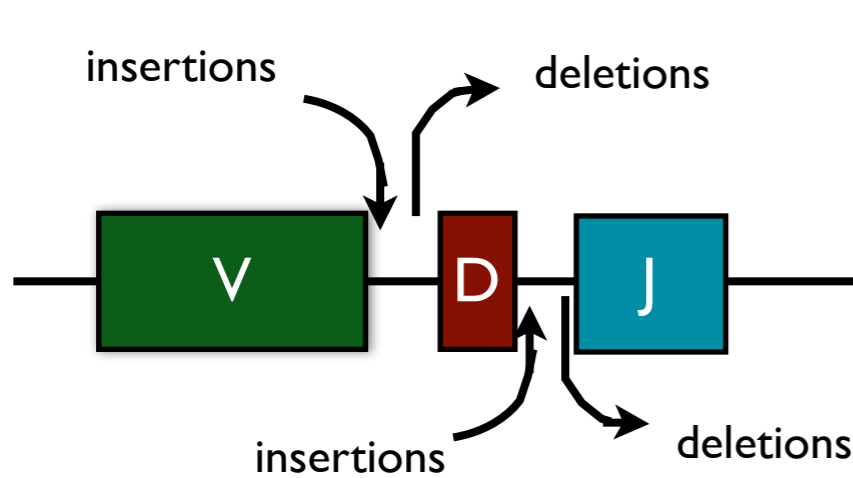
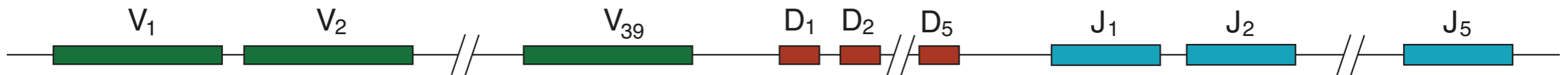
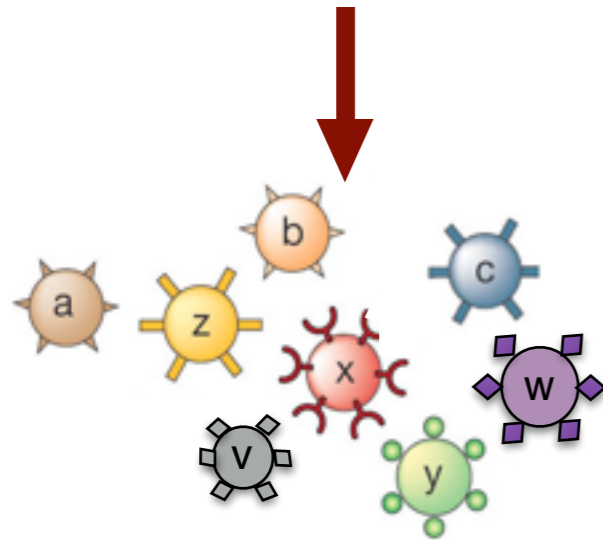


# Repertoire evolution

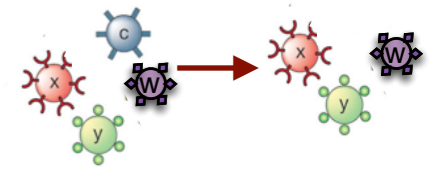


## RECEPTOR GENERATION

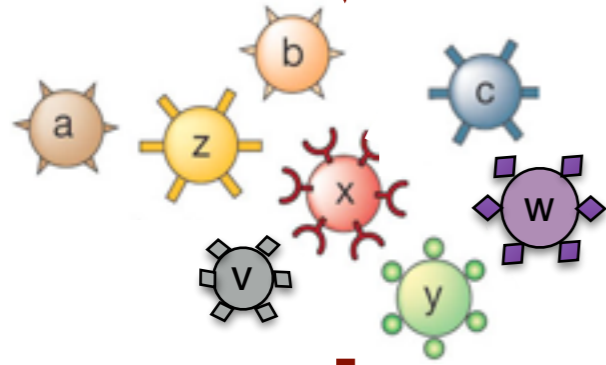
combinatorics + *randomness* → diversity



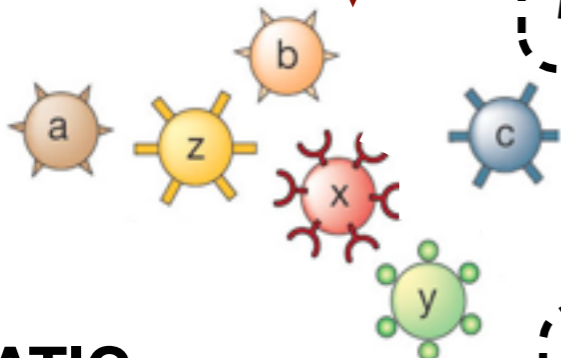
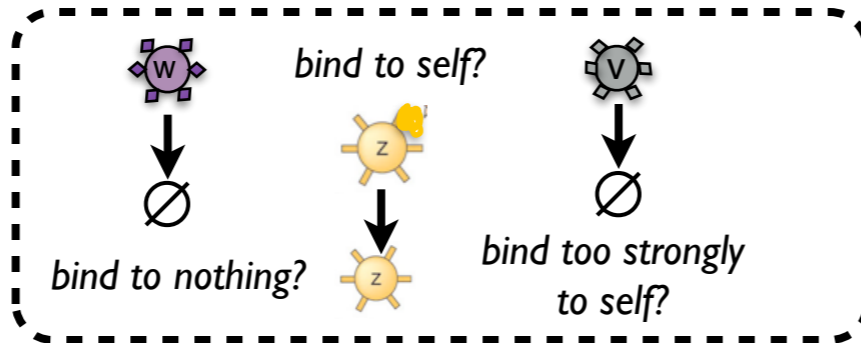
- two chromosomes per cell = two attempts



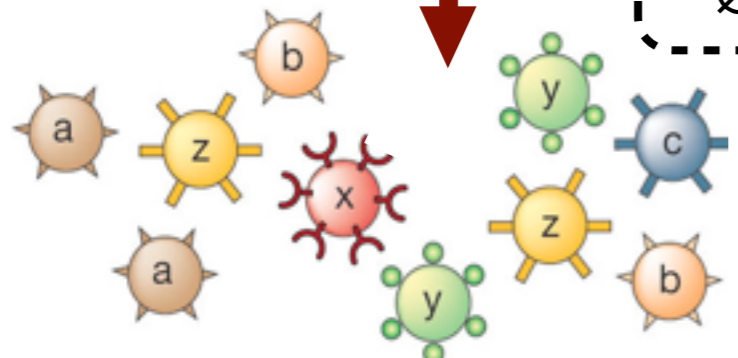
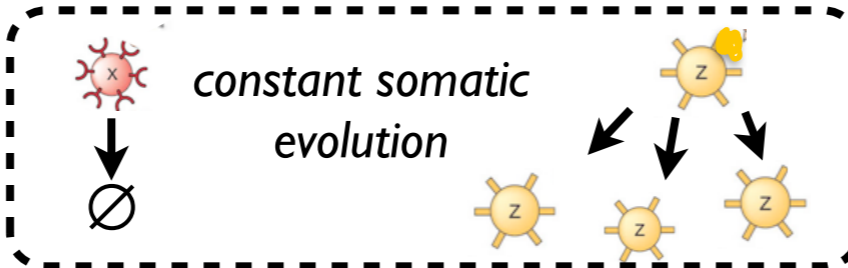
# RECEPTOR GENERATION



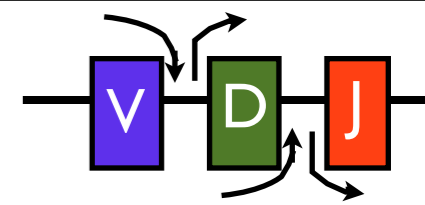
## THYMIC SELECTION



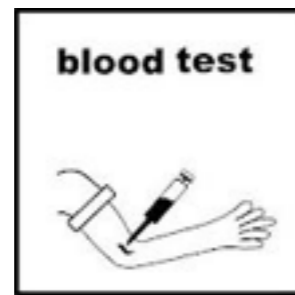
## SOMATIC SELECTION



# Sequence data



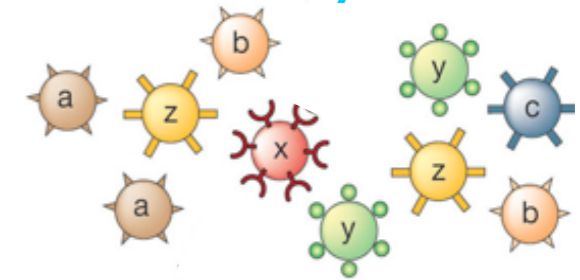
*new data*



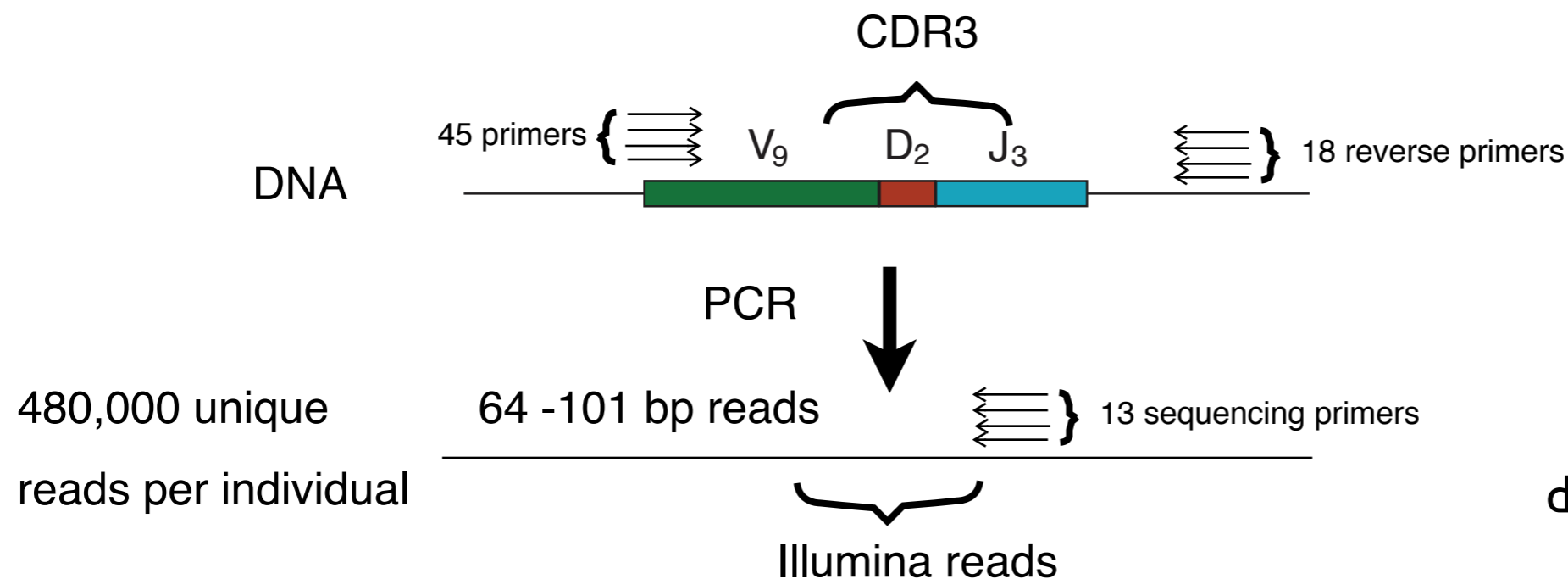
sequencing machine



*natural diversity* distribution

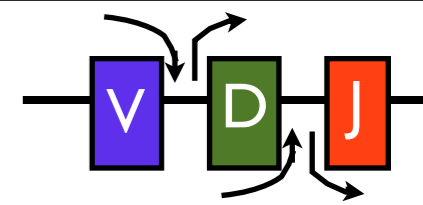


- human T-cell beta chain receptor sequences
- 9 people
- out of frame reads (~14% of each type of cells) = 35,000 unique reads → *generation*
- in frame reads (~235,000 unique reads) → *selection*



data from Robins lab and Chudakov lab

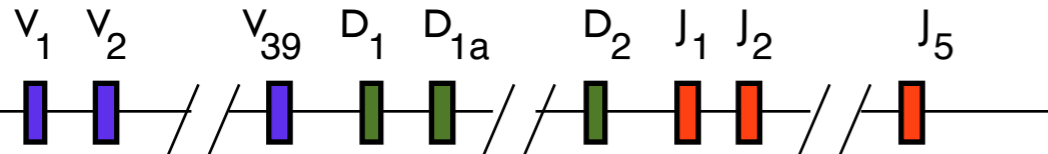
# Probabilistic VDJ recombination annotation



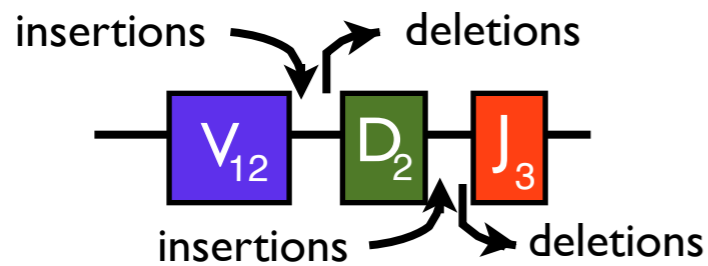
sequence generation:

combinatorics + randomness → diversity

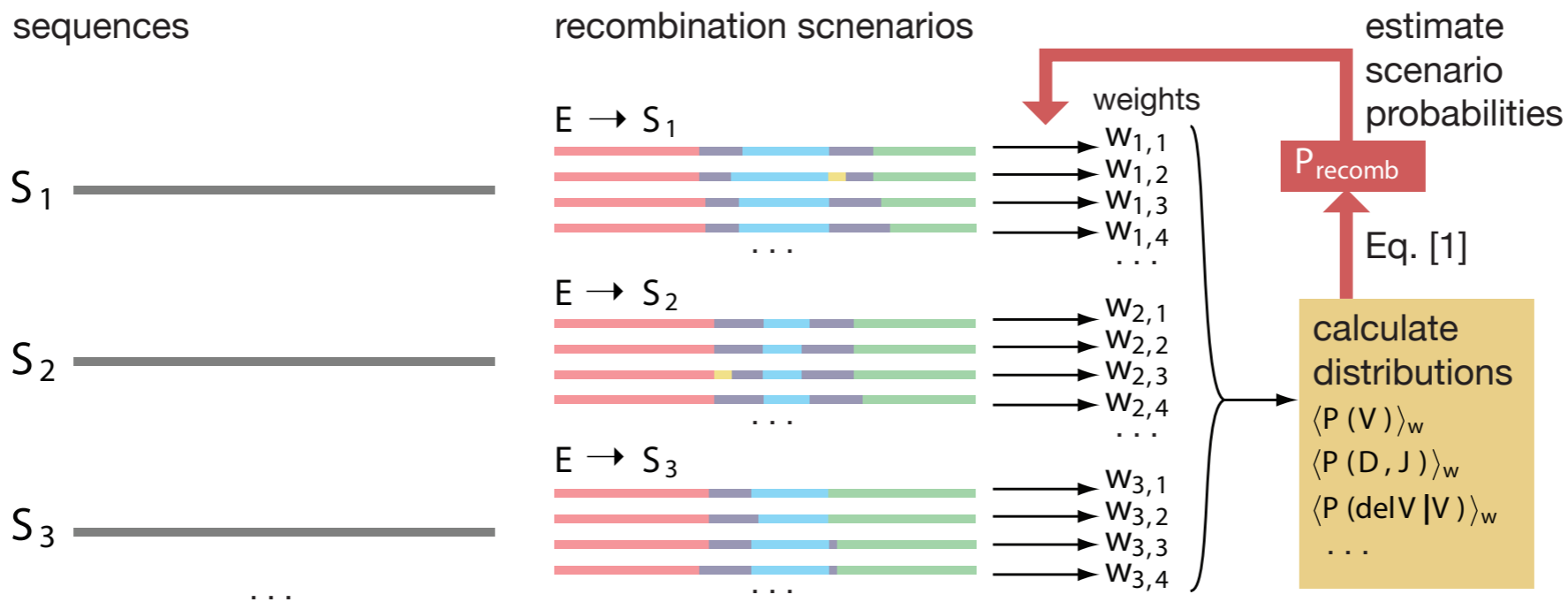
$\vec{\sigma}$  - receptor DNA sequence



```
TAGGACCTCGGAAACCTCTTCTGCTGGCGCAGAGATACAGGGCTGAGTCTTCTT
TATCTGCCGATGTCGCGAAGGCCCTCCCGCTAAGATCACTGGTGGCACAGAAGT
TAGGGAGAGGTGCCTAACTGCTGGCACAGAAGTACAGAGAGGTCTGGTTGGGGT
TCCGCCGCTAGTCCCTGAAACTACTGGCACAGAGATAGAAAGCTGTCGGGTTCT
CGAAACTGCTGGCACAGAAGTACACAGATGTTTGGGAGGGAGCAGCCGACTCCA
TCTTGGCCGCTAGTCCGAGAACTGCTGGCACAGAAGTACACAGATGTTTGGGA
TTGTAGGAGCCGGACCGGCCCTGTCCCTTGGCTGCTGGCGCAGAGATACAG
TCATTTAACGTGCGGCCCGCCTGGCACAGAAGTAAAGAGCTGTCTGGTTGTGGT
TAGTAACTCCGCTTCACTGCTGGCACAGAAGTACACAGATGTCTGGGAGGGAGC
TCCCTCCGGTTTGAAGGGTCTGCTGGCACAGAAGTACACAGATGTTTGGGAGGG
CCGGTGTTCGCACAGCCCTGGGGACCCTGGCGCAAACCCCGCTTCCCTCGAGGA
```



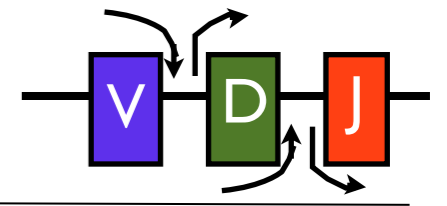
- probabilistic assignment of:



$$P^{\text{recomb}}(\text{scenario}) = P(V)P(D, J)P(\text{deletions } V|V)P(\text{insertions } DJ) \dots$$

[1]

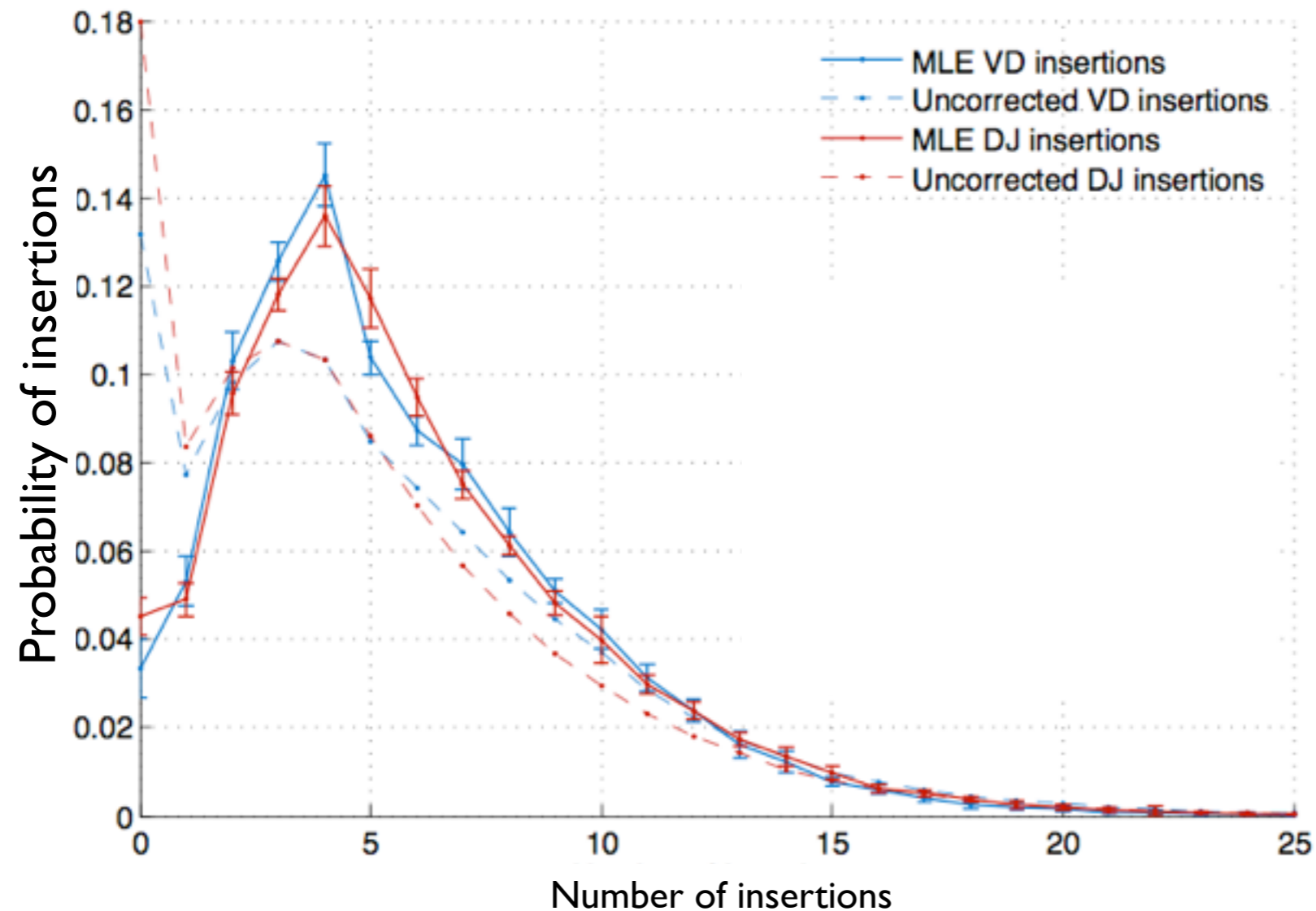
# Universal insertion profiles



→ universal mechanism for generation

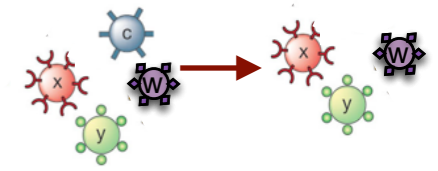


- VD and DJ insertion profiles are identical



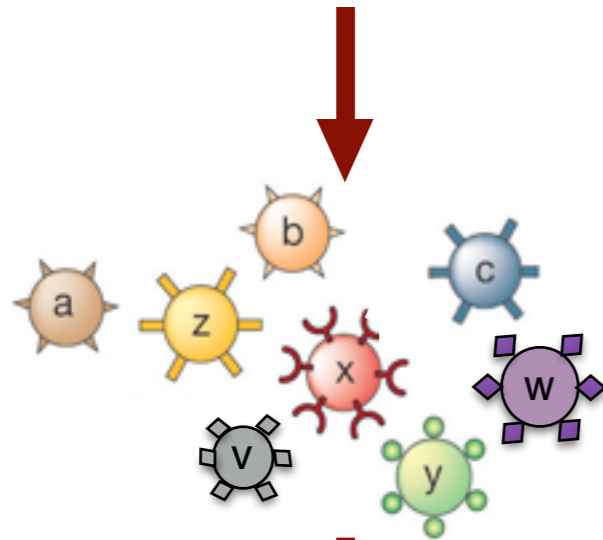


# Receptor sharing



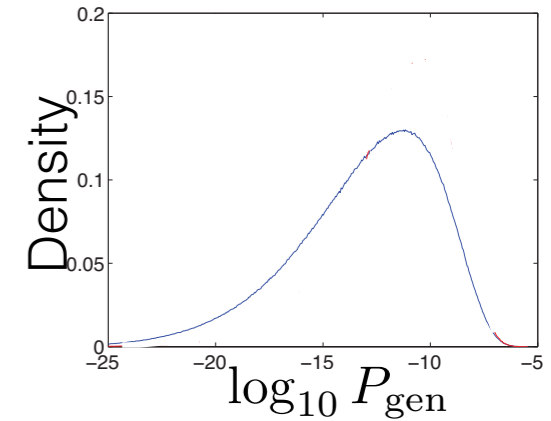
human beta TCR data from Robins lab

## RECEPTOR GENERATION



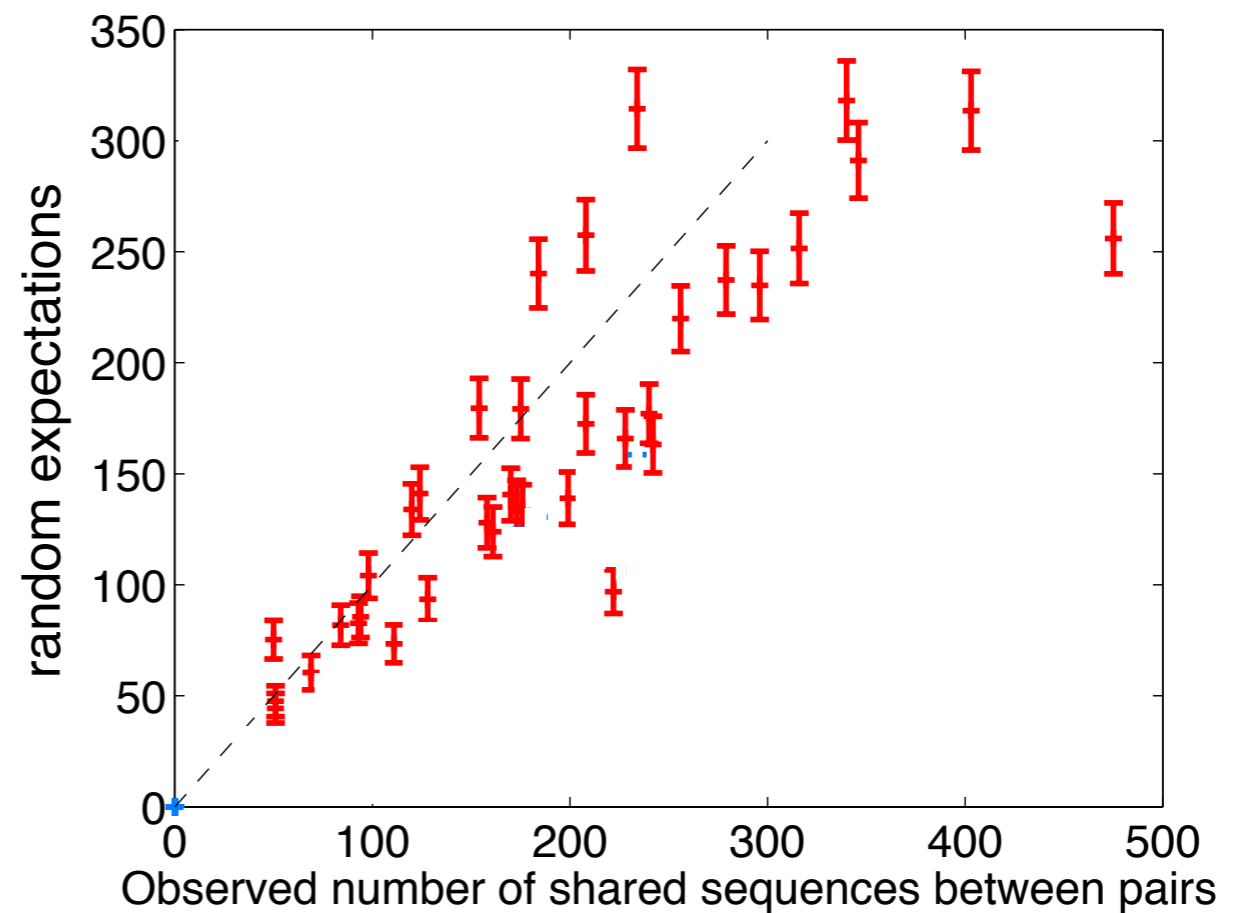
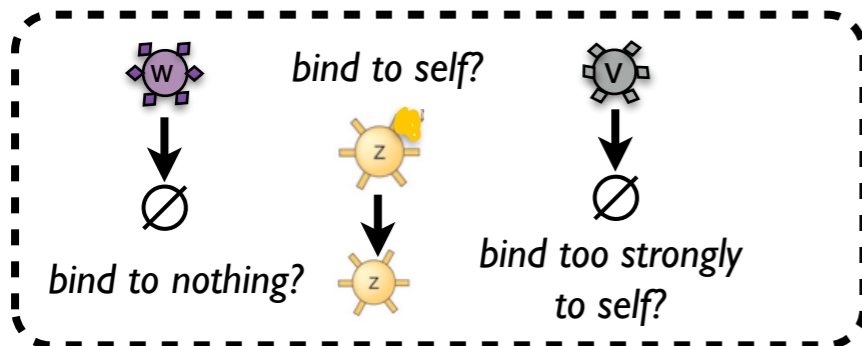
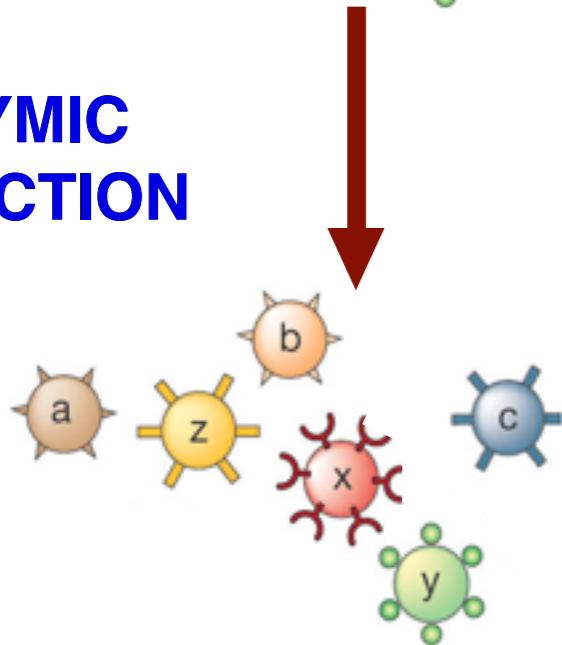
- quantify using selection factors

$$Q(\{\sigma\}) = \frac{P_{\text{post-sel}}(\{\sigma\})}{P_{\text{gen}}(\{\sigma\})}$$



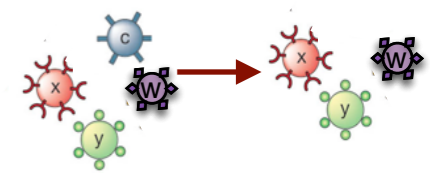
- how many shared receptors between 2 people?

## THYMIC SELECTION

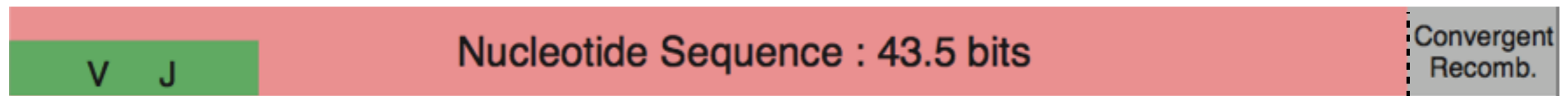


→ close to random expectations

# Entropy of distribution



- entropy of generated repertoire



⇒ repertoire size  $10^{13}$  sequences

- entropy of post-thymic selection repertoire



⇒ repertoire size  $10^{11}$  sequences

→ thymic selection gives 50-fold reduction in diversity

- thymic selection keeps ~15% of sequences but only 2% of diversity

→ thymic selection gets rid of rare clones

selection favours clones that are likely to be generated

# Receptor distributions



pathogens  
(viruses, bacteria)

2010  
FLU EUROPE

2010  
FLU ASIA

2011  
COLD

2011  
HSV

2011  
B19

2011  
FLU EUROPE

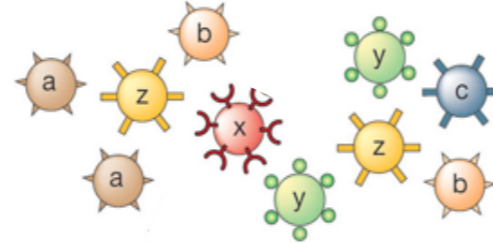
2012  
FLU ASIA

2012  
FLU EUROPE

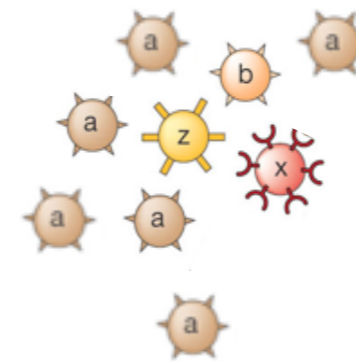
2012  
B19

2012  
COLD

receptor  
statistics

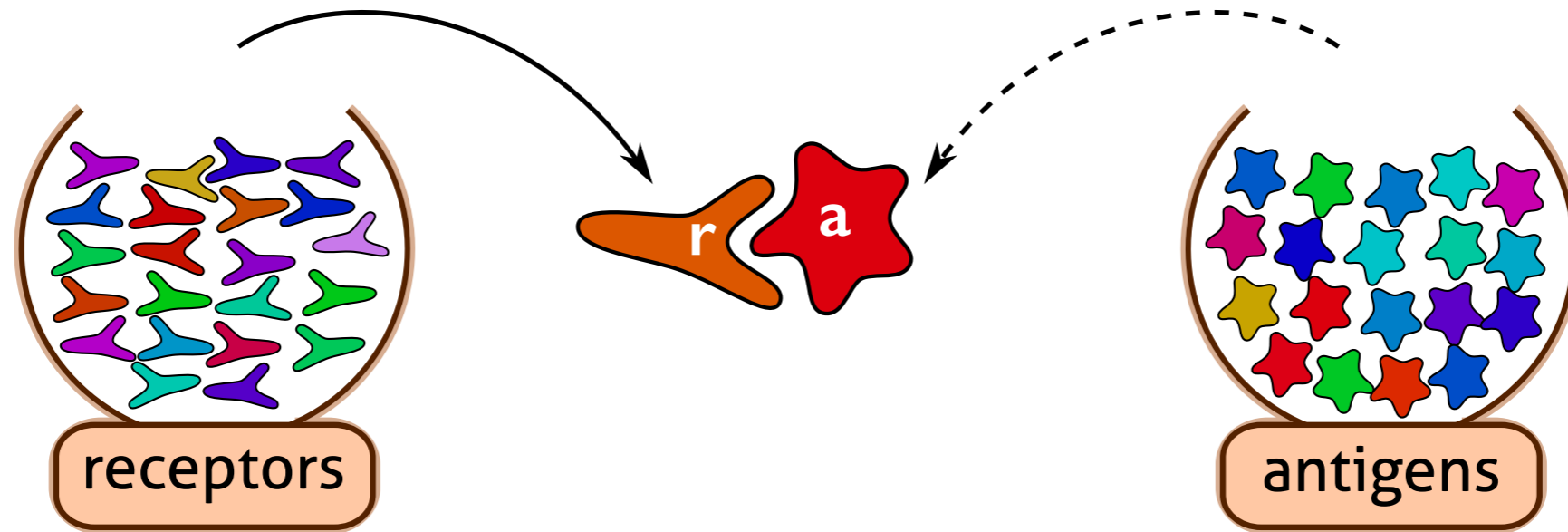


OR



optimal distribution ?

# The trade-off



limited number of encounters

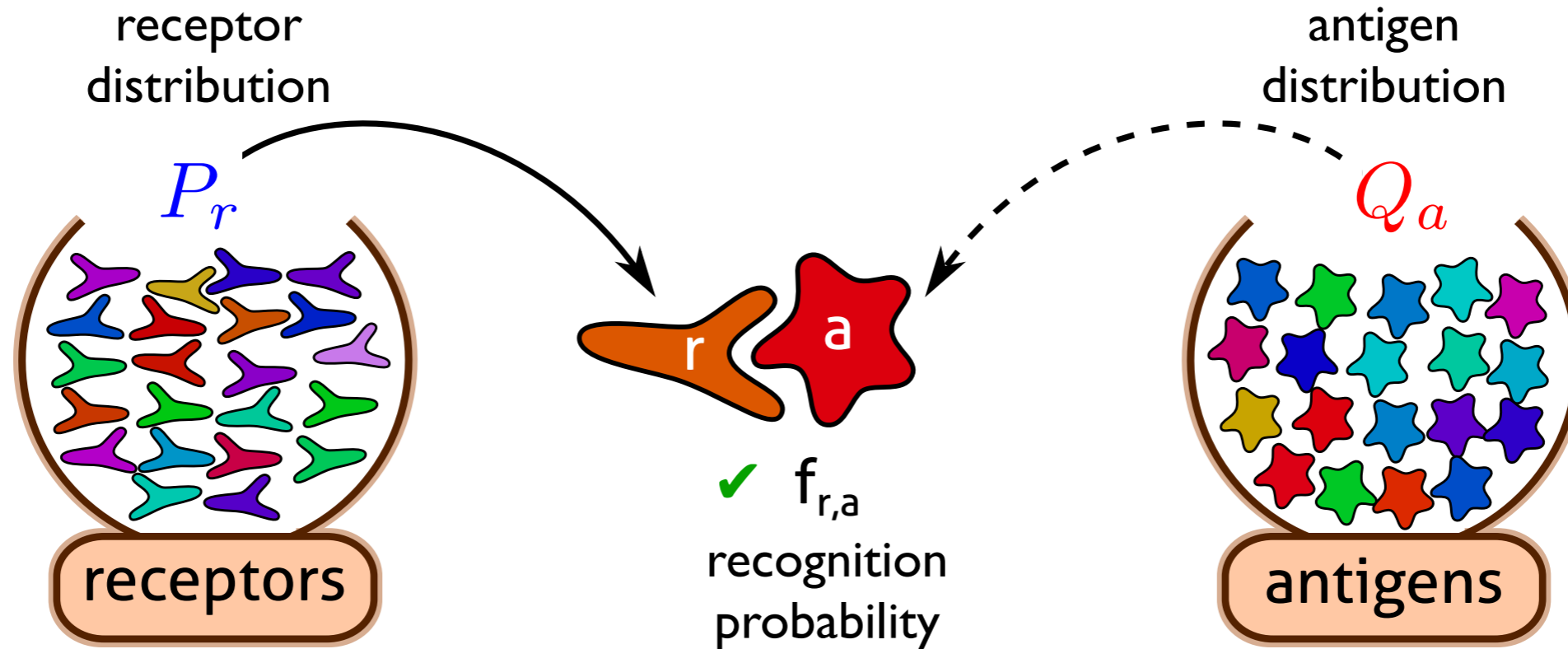
**How should immune receptors be distributed  
to minimize harm from infections?**

lymphocyte  
repertoire



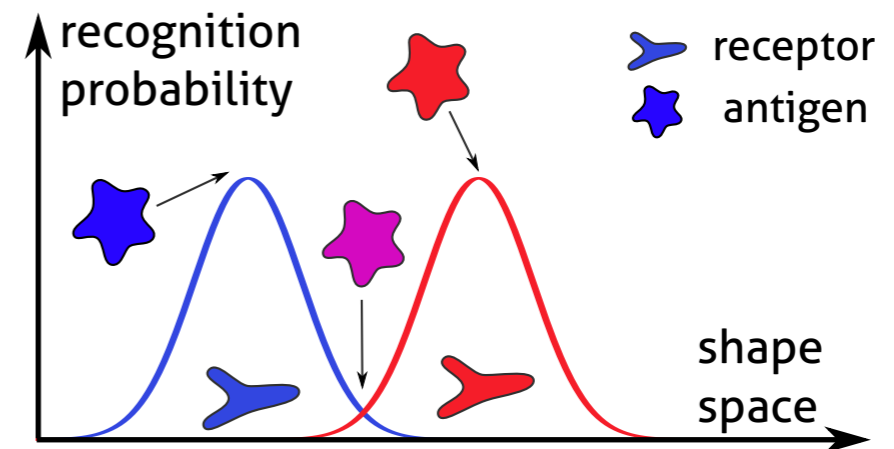
antigenic  
environment

# Cross-reactivity

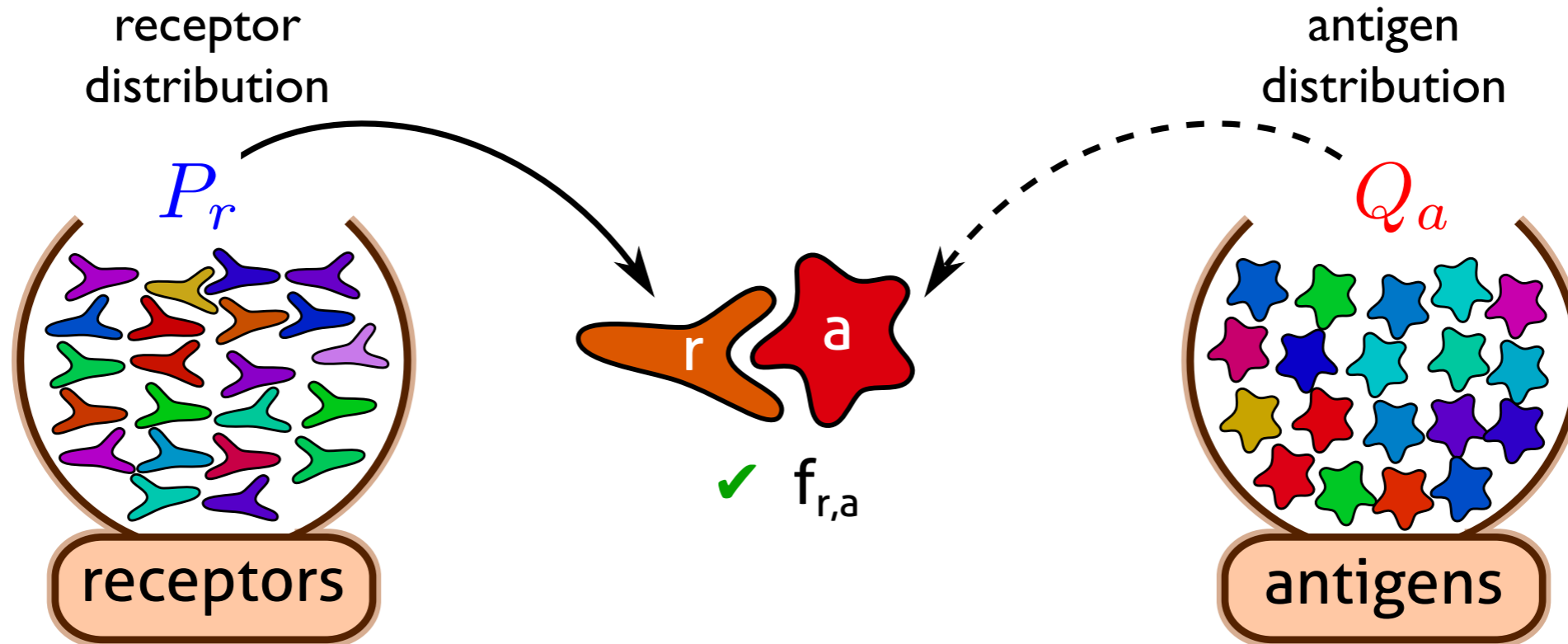


- cross-reactivity - recognition probability
- probability of immune response from encounter with a given antigen

$$\tilde{P}_a = \sum_r f_{r,a} P_r$$

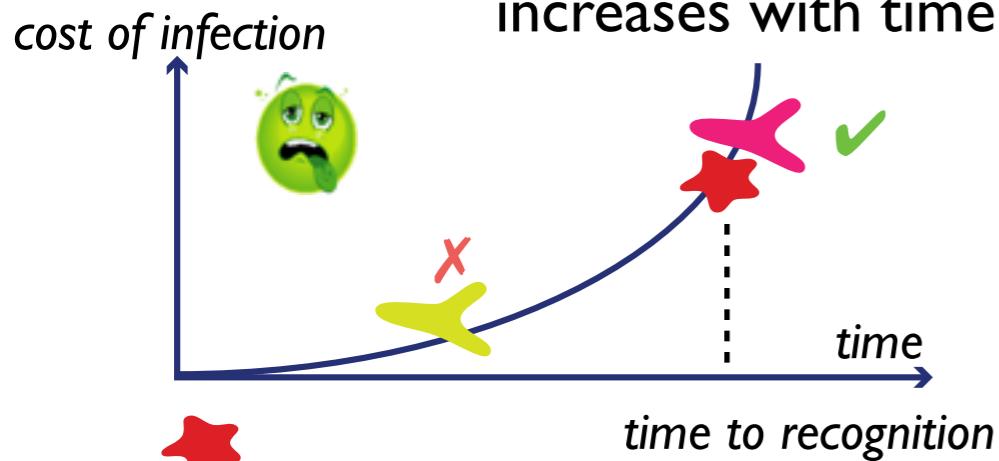


# Receptors - antigens interactions



- probability of immune response from encounter with a given antigen  $\tilde{P}_a = \sum_r f_{r,a} P_r$
- time measured in mean number of encounters  $m$

**harm** caused by a given **antigen** increases with time



$$\bar{F}_a(P_r) = \mu_a \int_0^{+\infty} dm F_a(m) \tilde{P}_a e^{-m \tilde{P}_a}$$

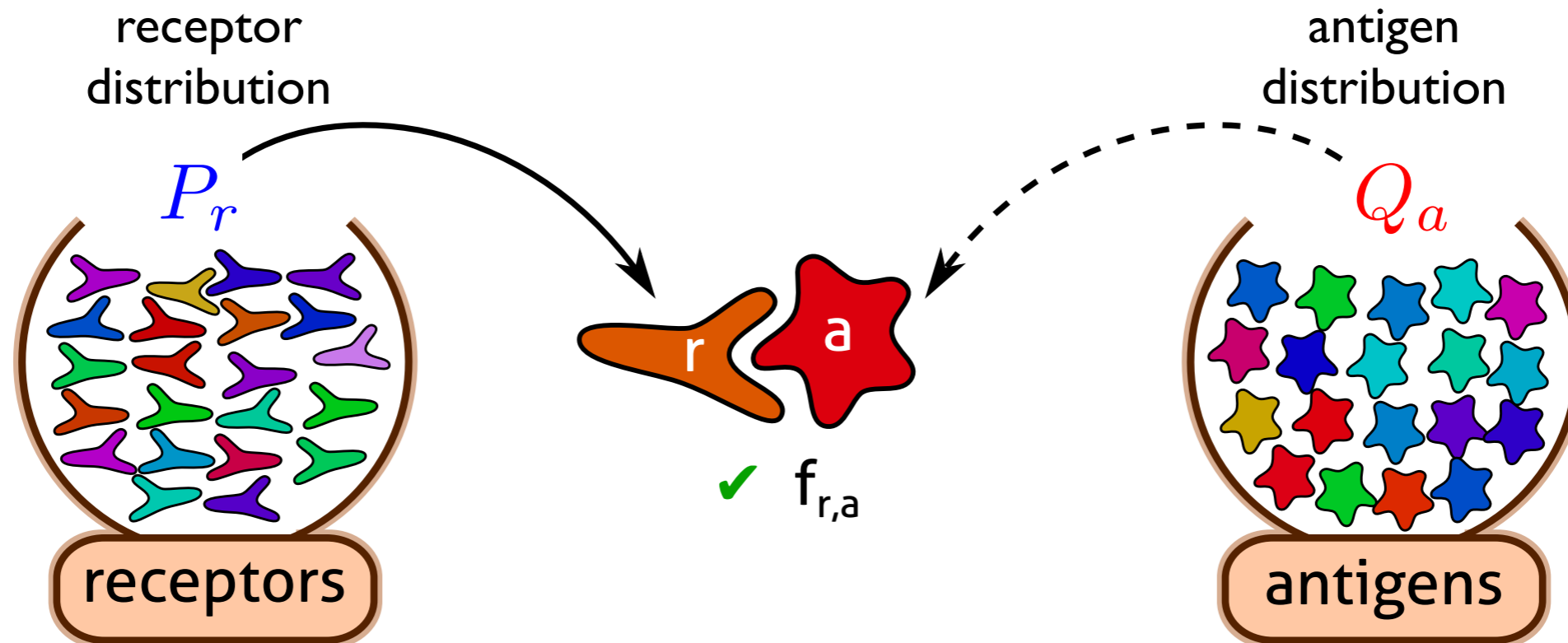
virulence  $\downarrow$

effective cost of infection  $\downarrow$

Poisson distributed recognition  $\uparrow$

$$\text{Cost}(\{P_r\}) = \sum_a Q_a \bar{F}_a(P_r)$$

# Cost

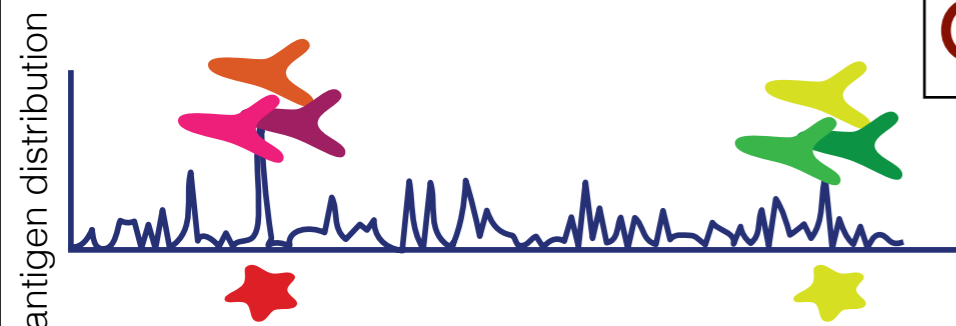


total harm caused by antigen increases with time

$$\text{Cost}(\{P_r\}) = \sum_a Q_a \bar{F}_a(P_r)$$

trade-off: many antigens  $\leftrightarrow$  limited resources

**Optimal repertoire?**



$\rightarrow$  minimize cost given fixed antigen distribution

# Peaked optimal repertoires

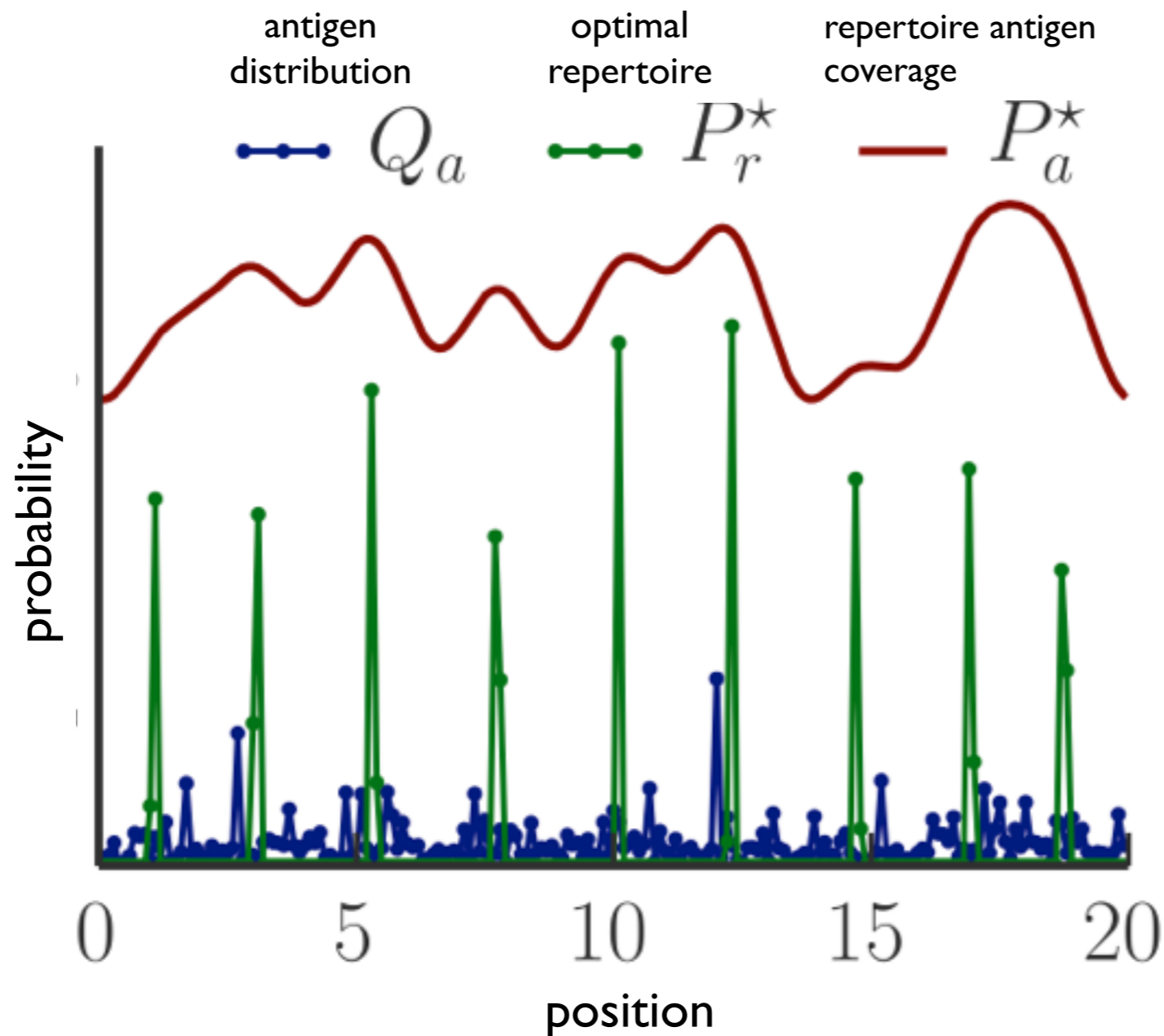


- exponentially expanding antigen population  
+ exponentially growing cost in time

$$F(m) = m$$

- peaked distributions
- tile space

- coverage follows antigen distribution
- but not exactly





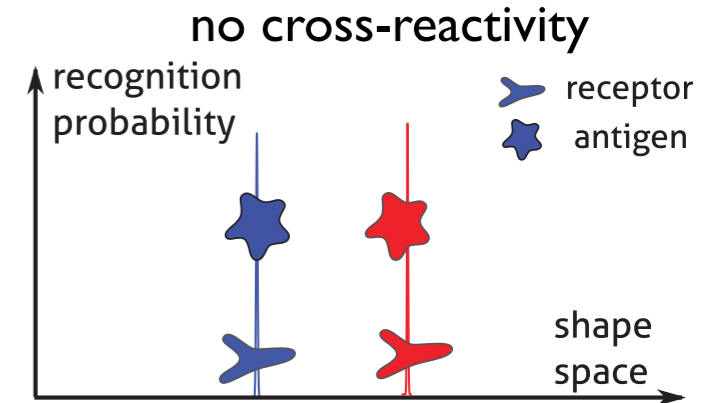
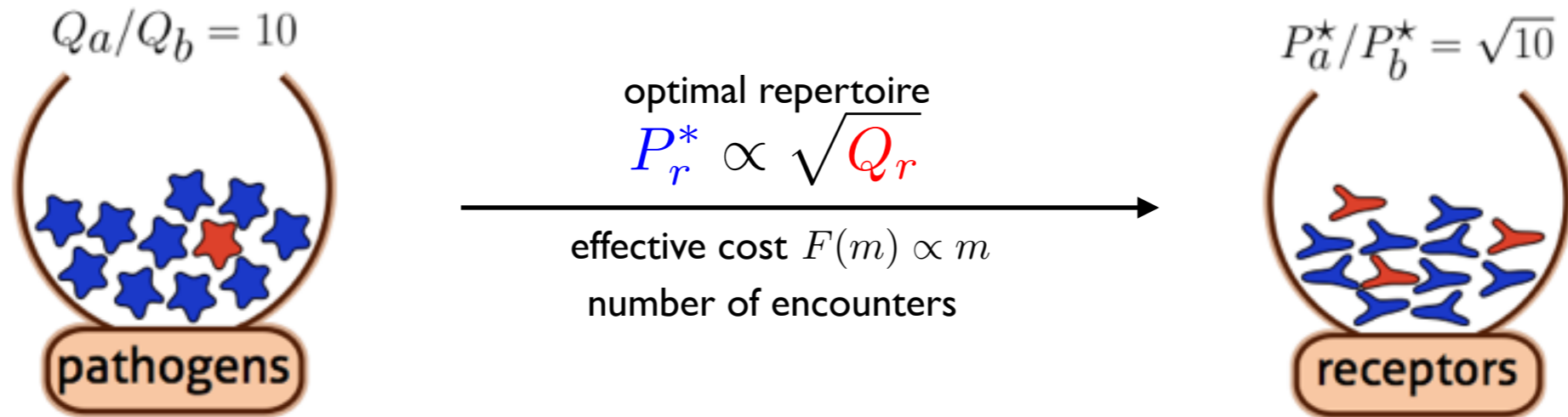
# Covering rare pathogens



How many resources aimed at common/rare antigen?

depends on cost of late recognition → effective cost function

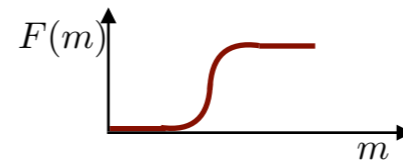
- exponentially expanding antigen population



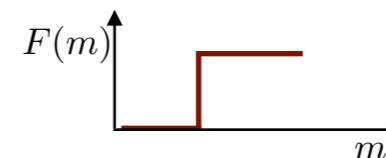
- exponentially expanding antigen population + exponentially growing cost in time

$$F(m) = m^\alpha \quad \rightarrow \quad P_r^* \propto Q_r^{1/(1+\alpha)}$$

- saturated cost → low frequency cut-off

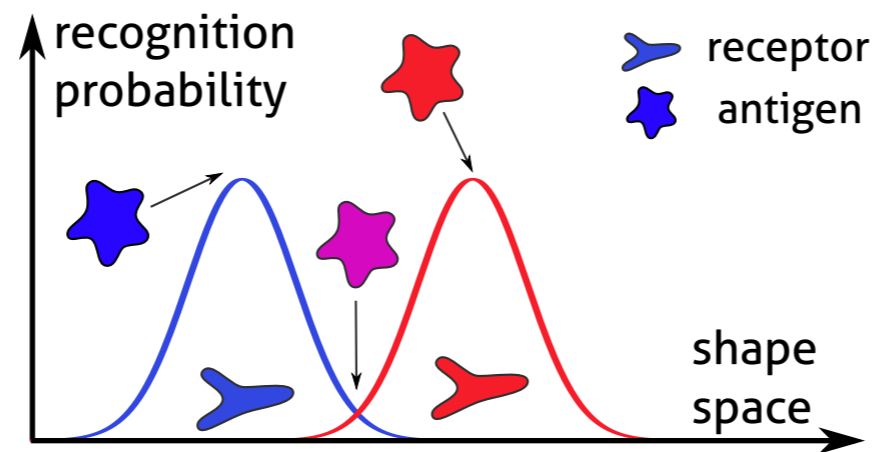


- harm past threshold → flattened receptor distribution

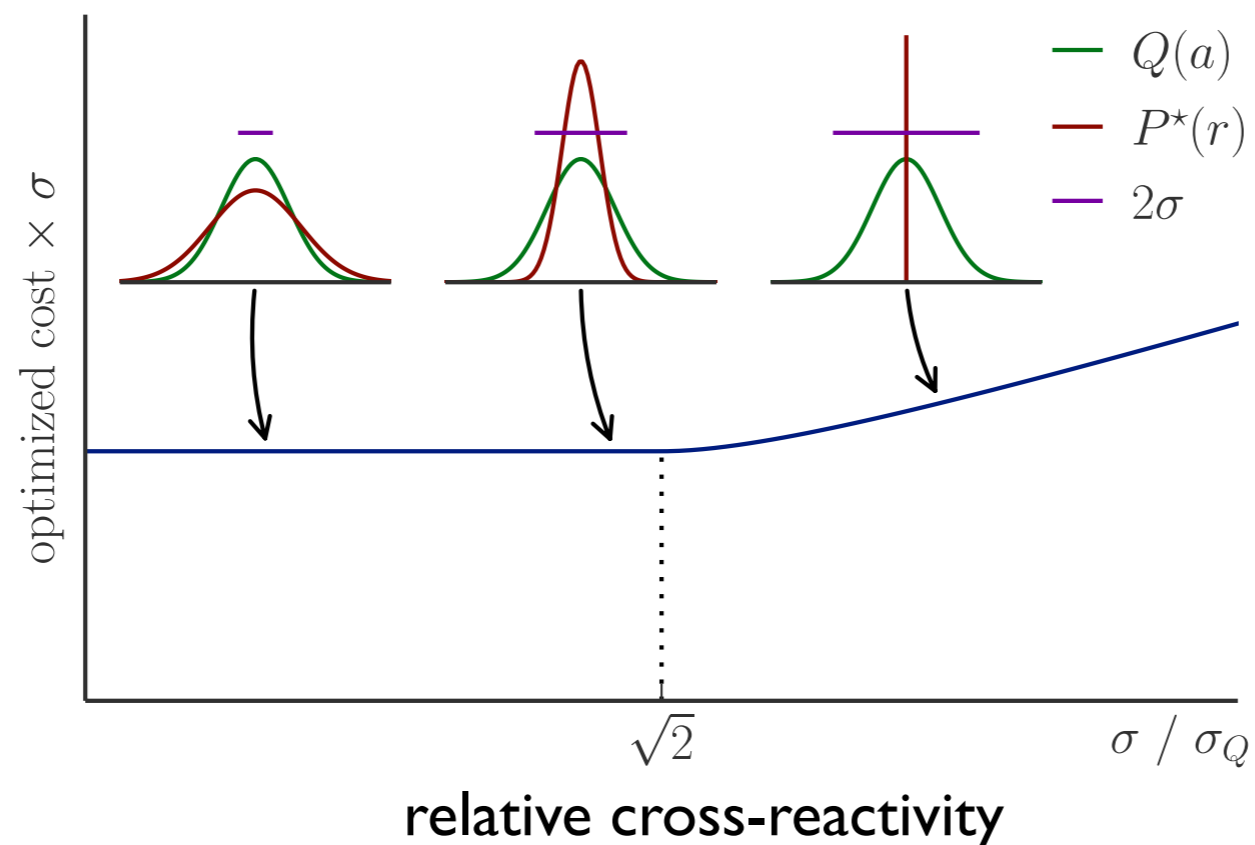


- $P_r^* \propto Q_r \Leftrightarrow$  very slowly increasing cost  $F(m) \propto \ln m$

# Cross-reactivity

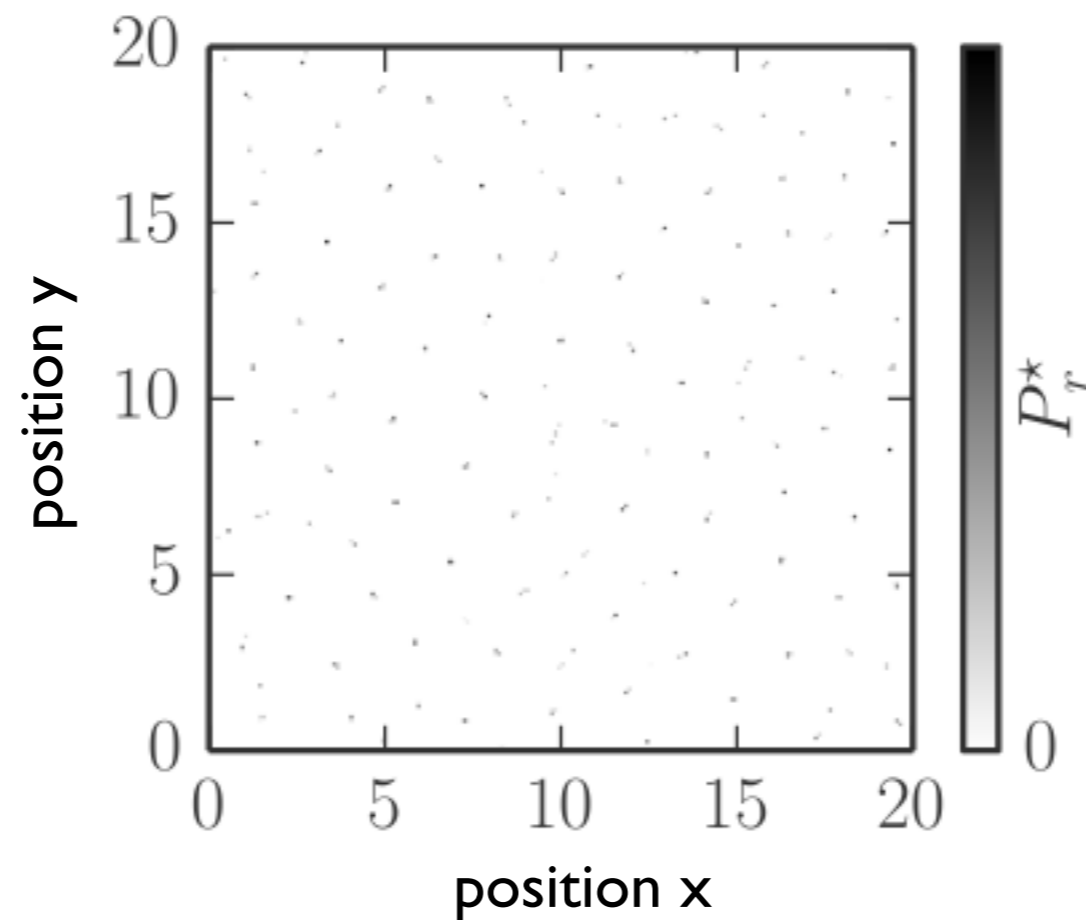
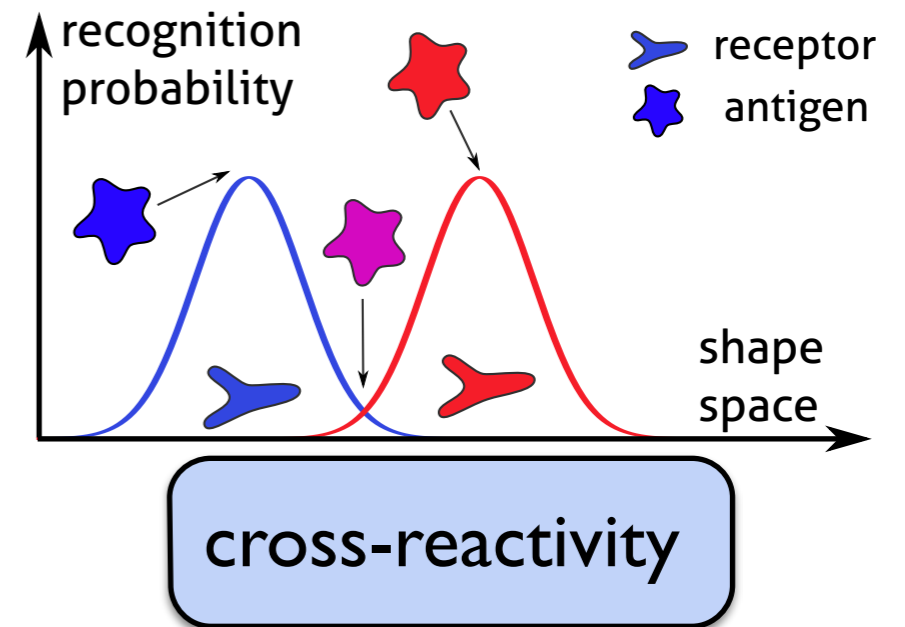
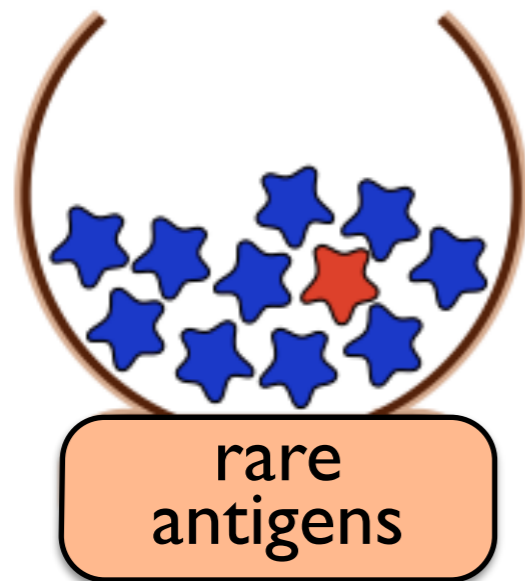


- antigen distribution + cross-reactivity Gaussian



→ large cross-reactivity concentrates distribution

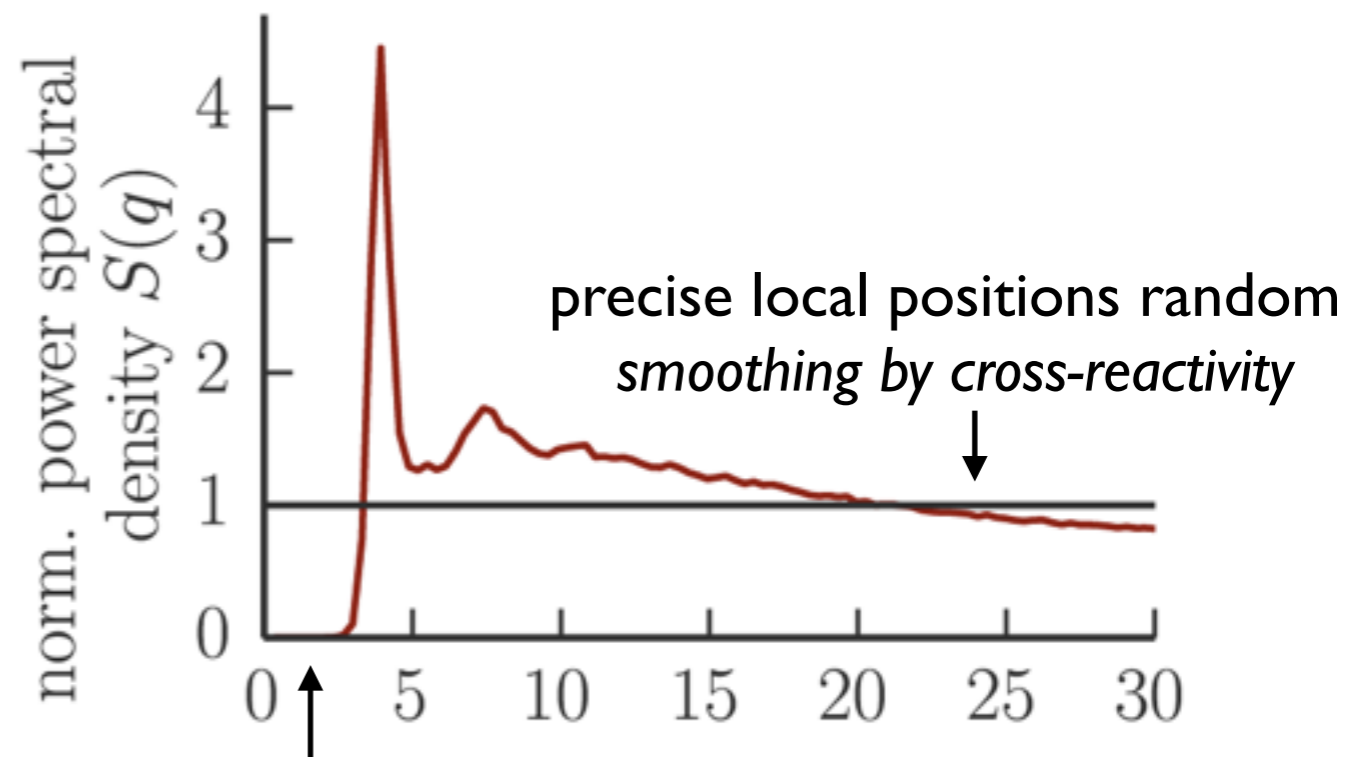
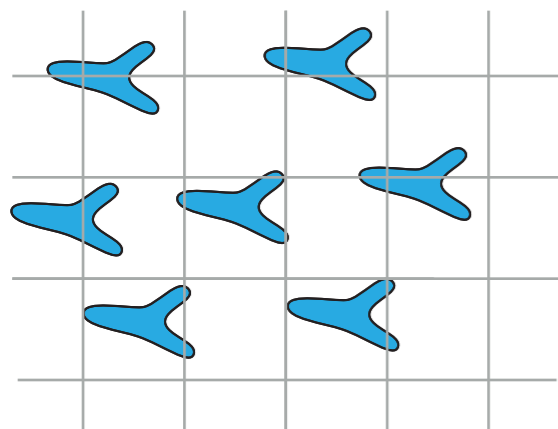
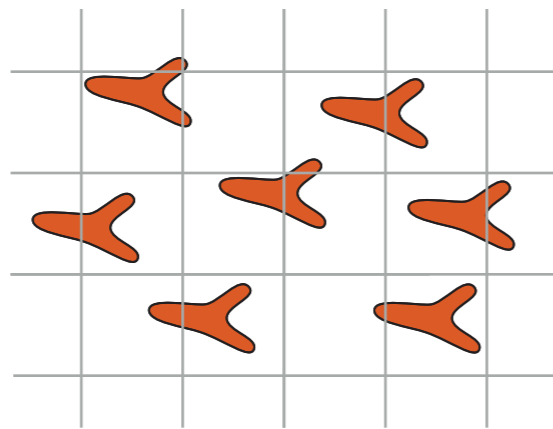
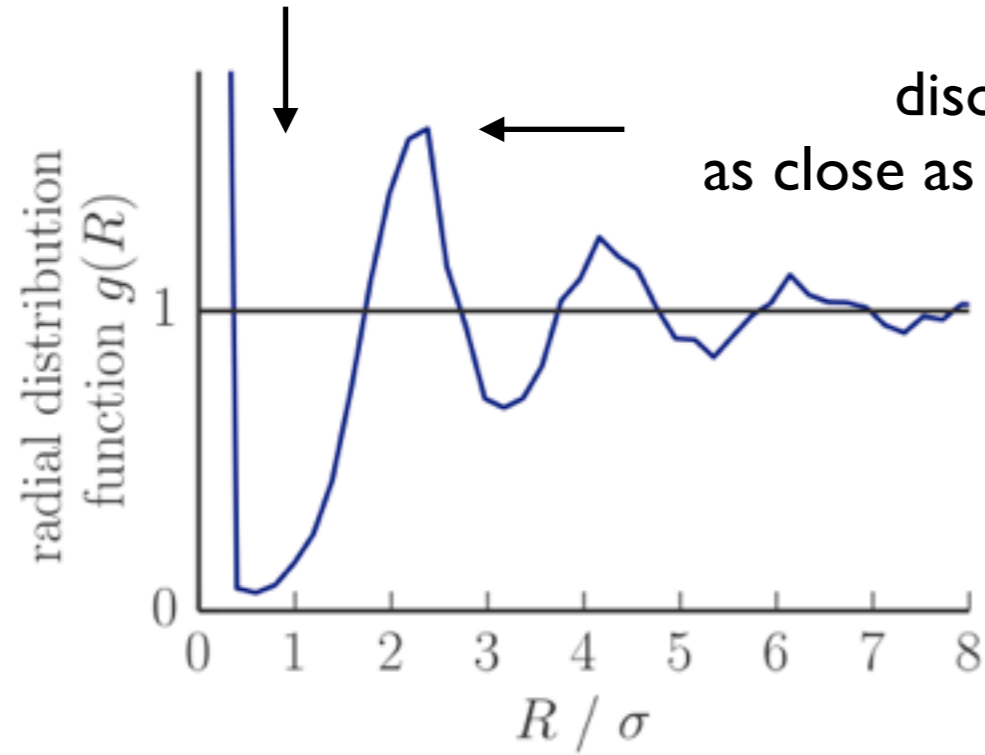
# Peaked optimal repertoires



# Disordered hyperuniformity



receptors cannot be close to each other

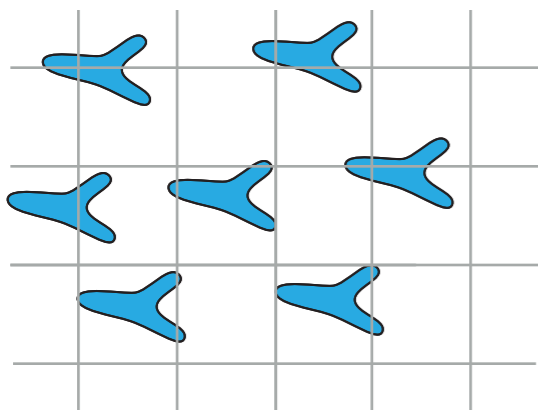
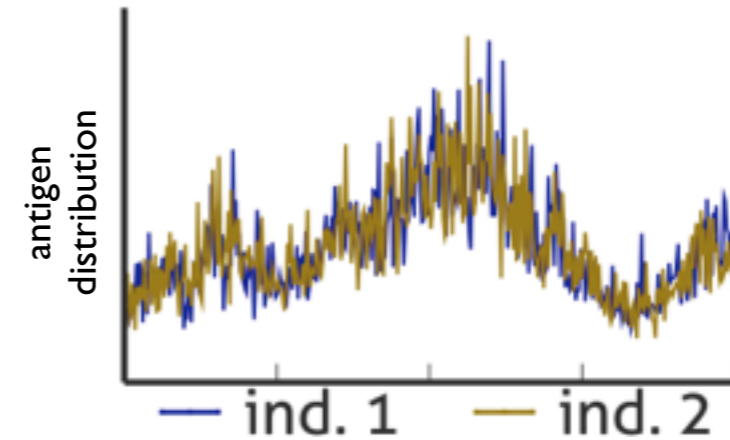


reproducible number of receptors in large space  
tracking of antigen

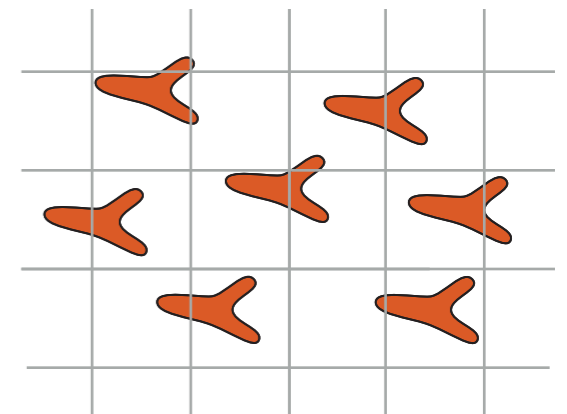
# Personalized responses



two individuals see the environment slightly differently



→ very different repertoires



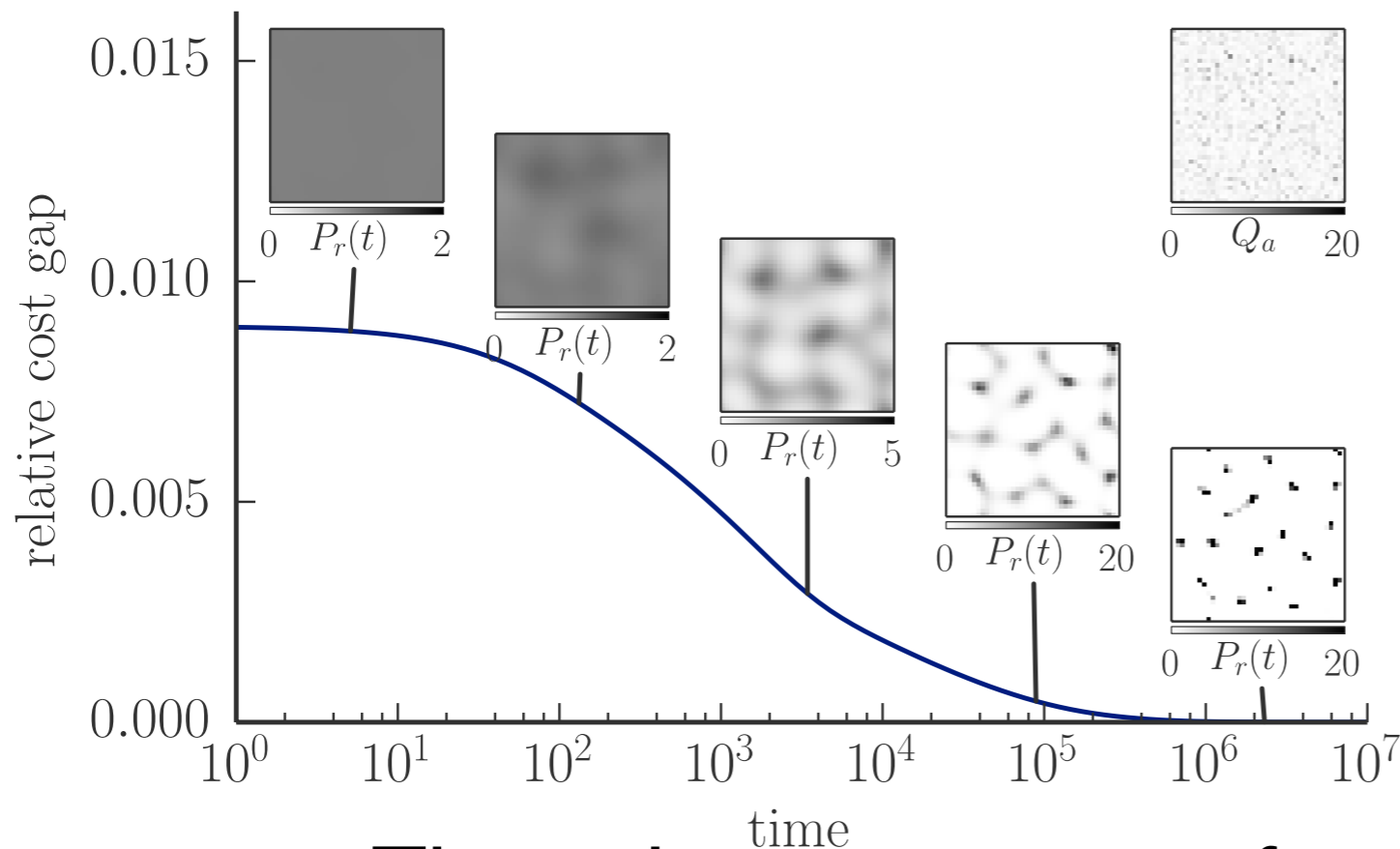
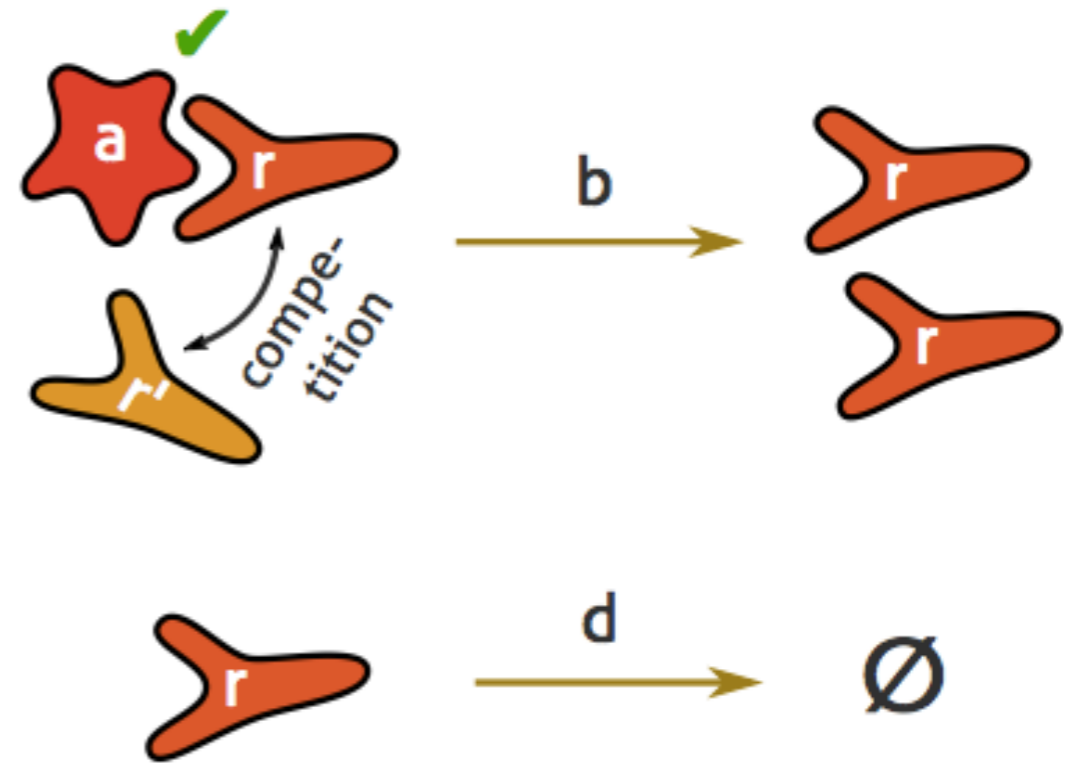
# Self-organized dynamics



Can optimal repertoires be reached via dynamics?

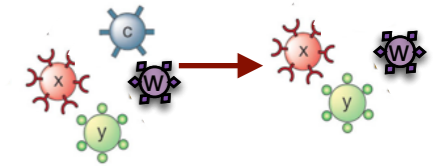
$$\dot{N}_r = N_r \left[ b \sum_p Q_p f_{r,a} A \left( \sum_{r'} N_{r'} f_{r',a} \right) - d \right]$$

population size  $\rightarrow N_r$   
 proliferation rate  $\rightarrow b$   
 detectable pathogen  $\rightarrow \sum_p Q_p f_{r,a}$   
 availability of pathogen  $\rightarrow$  reduced by competition  
 e.g.  $A(\bar{N}_a) = \frac{1}{(1+\bar{N}_a)^2}$   
 death rate  $\rightarrow d$



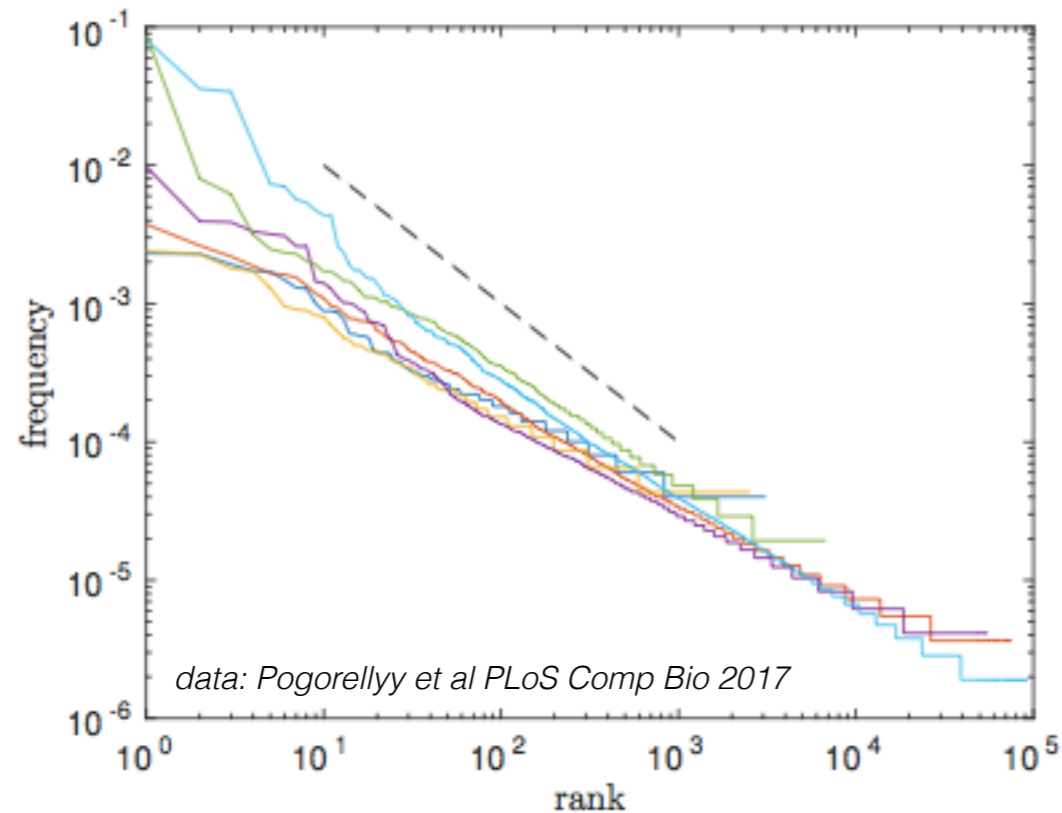
→ Through competition of receptors for antigen

# Estimating frequencies



- trying to infer species frequencies

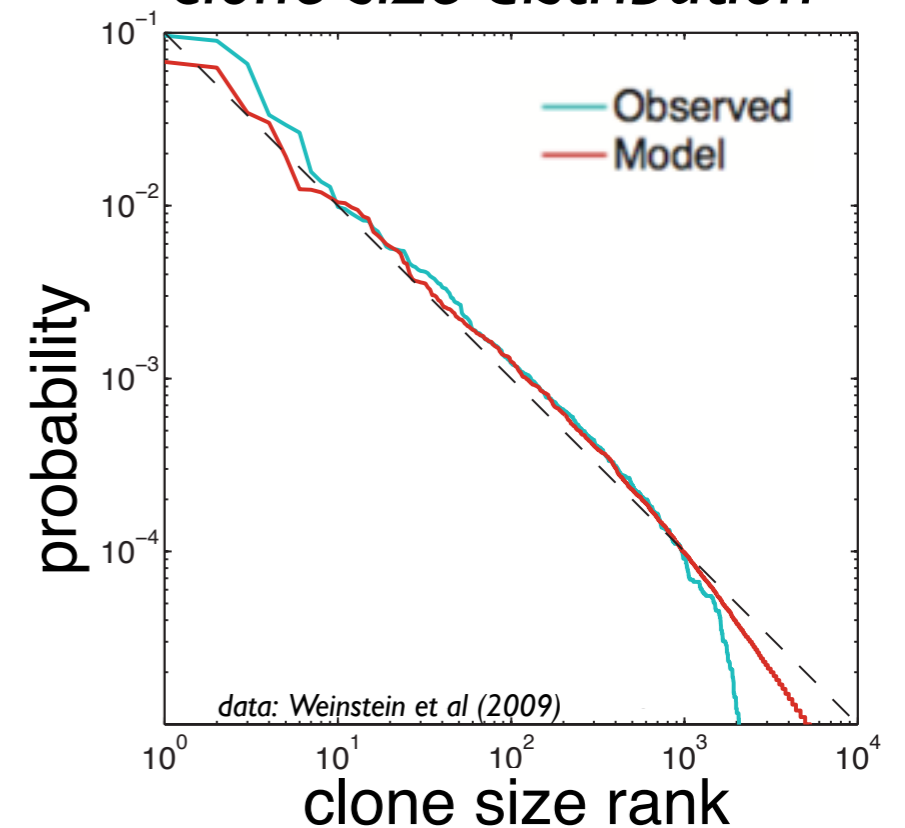
*human T-cells:*



beta chain

Post-selection: 38 bits

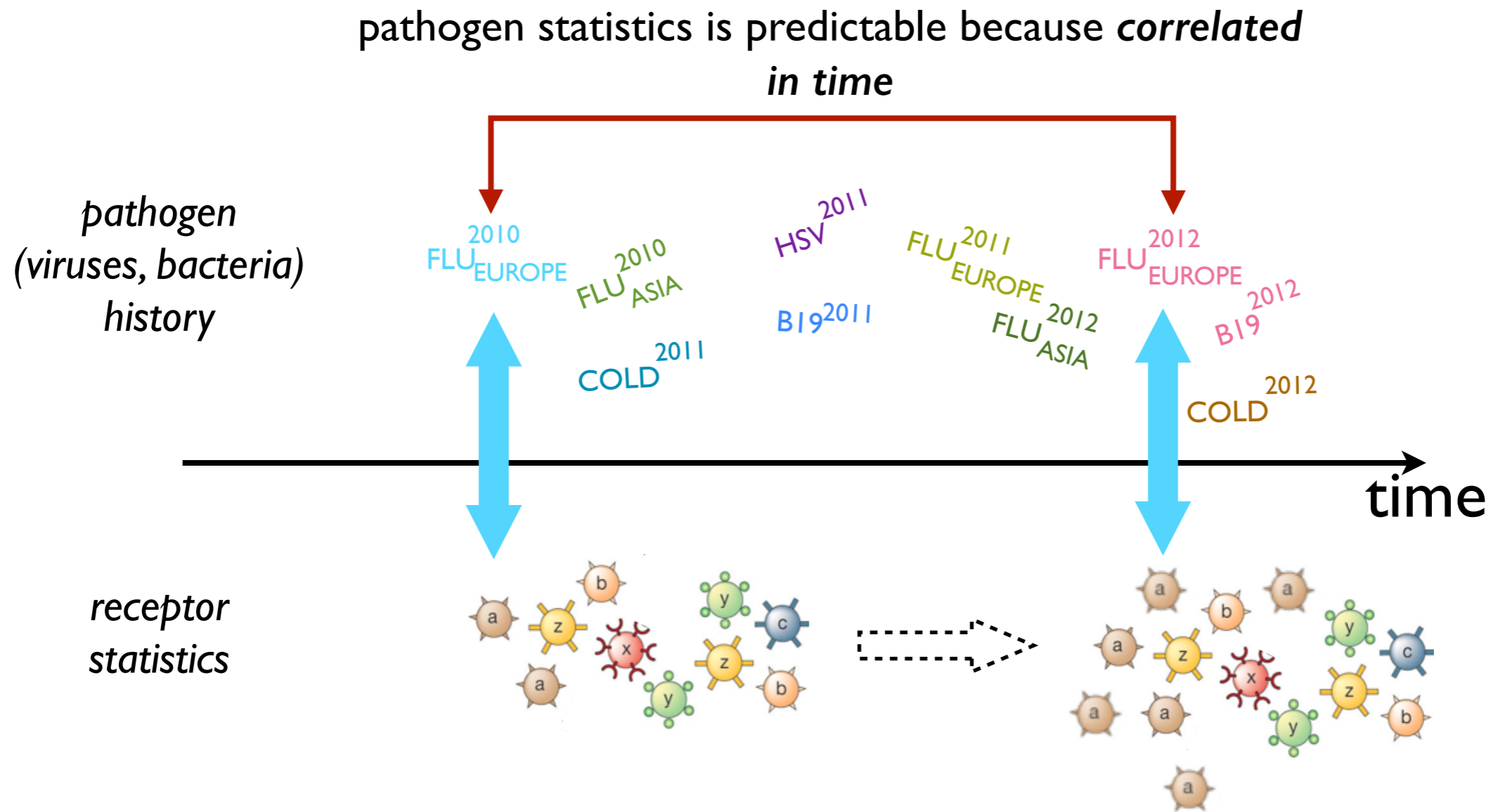
*zebrafish B-cells:  
clone size distribution*



- also in other environments (microbiome, ponds, forests)

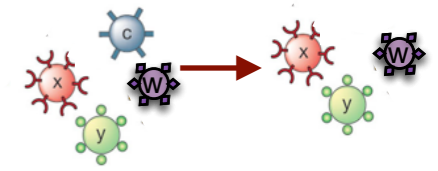
# How to update receptor frequencies?

- *adaptive* immune system - optimal predictor of future pathogens?

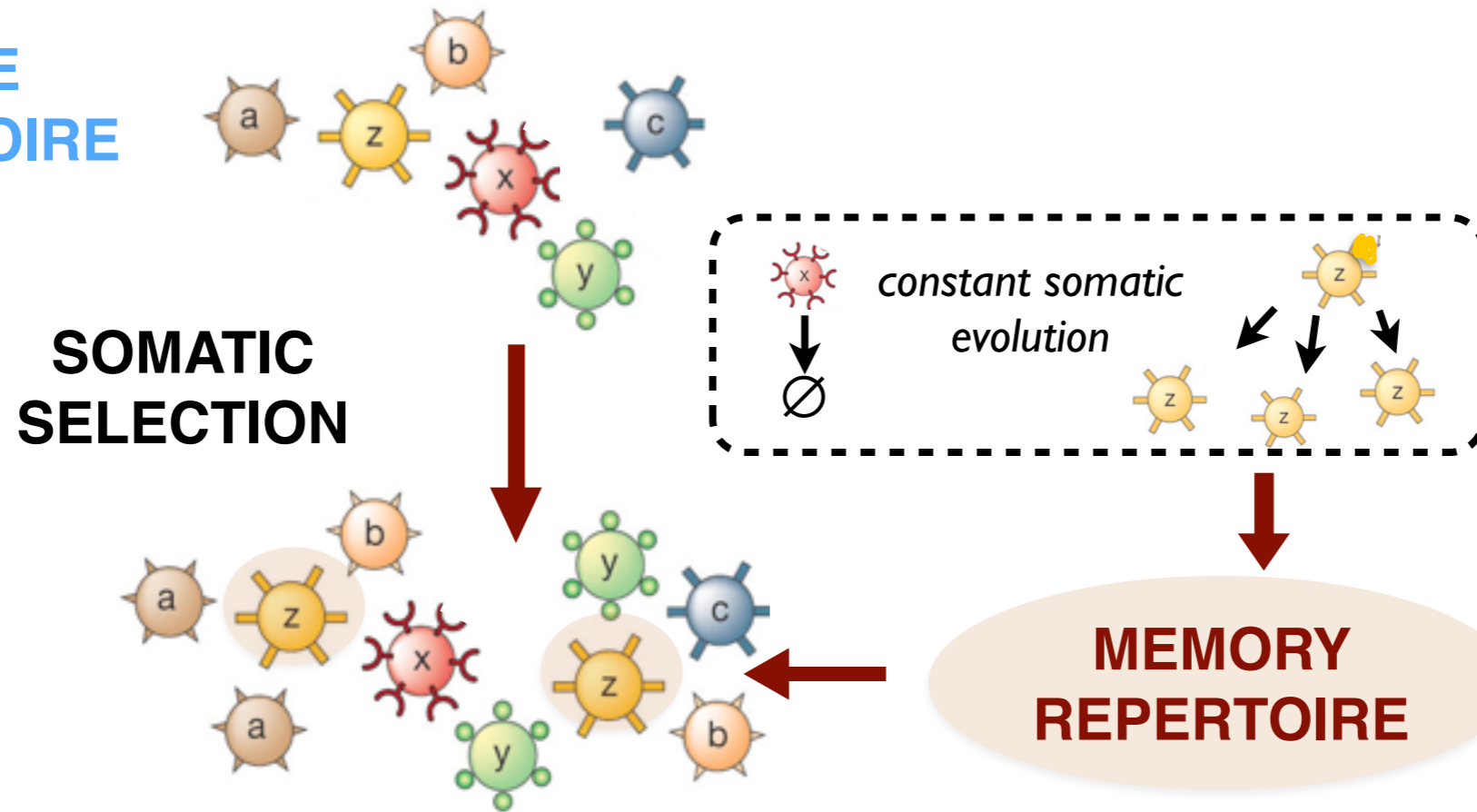




# How to remember?



**NAIVE  
REPERTOIRE**



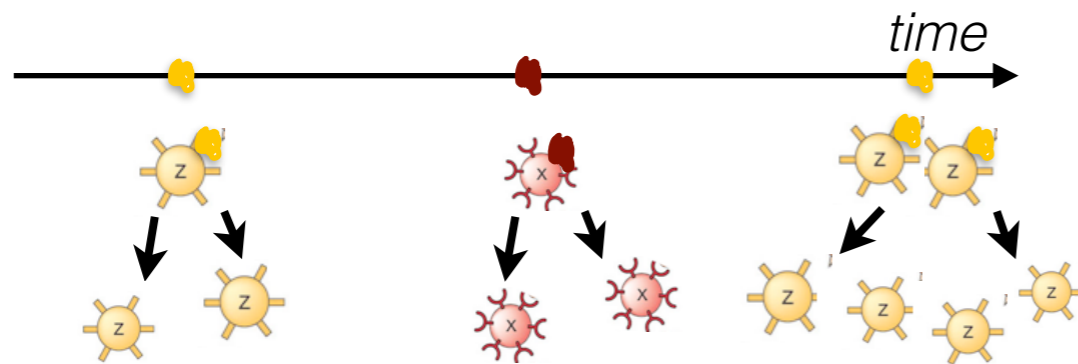
**SOMATIC  
SELECTION**

constant somatic  
evolution

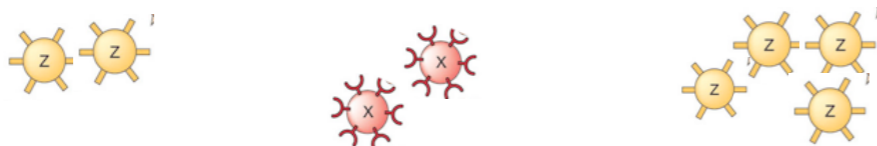
**MEMORY  
REPERTOIRE**

is **memory** useful ?

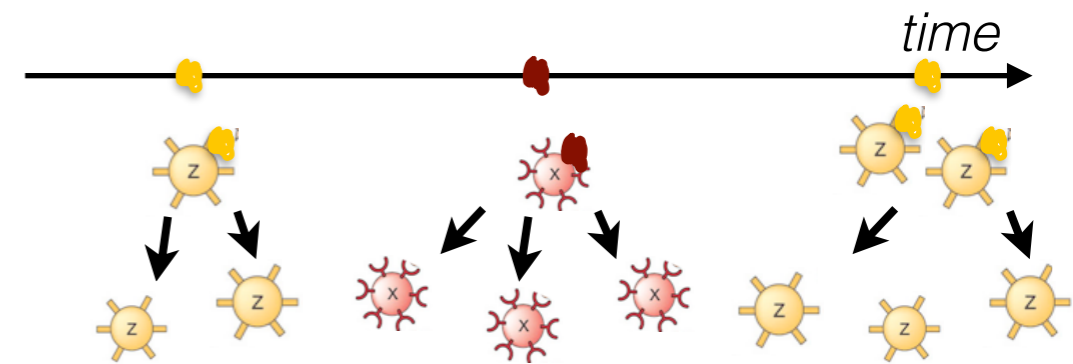
option 1:



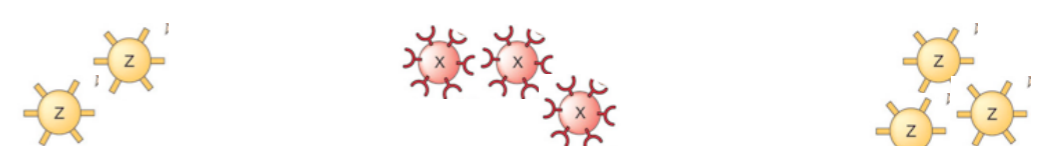
**proportional** memory update:



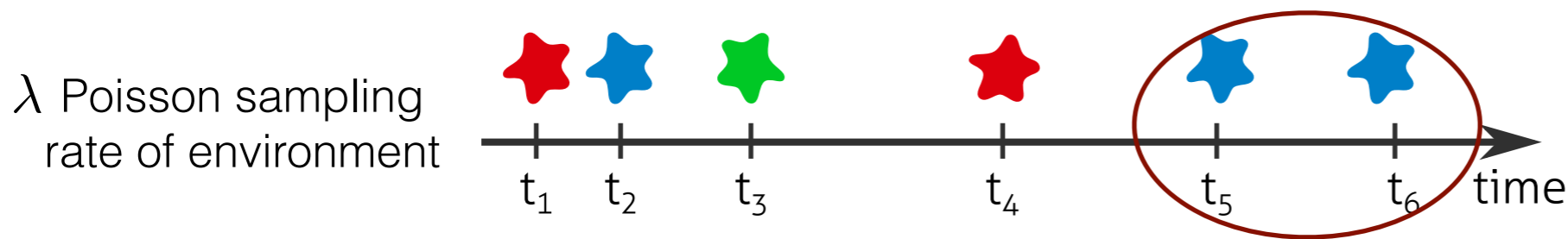
option 2:



**modulated** memory update:



# Estimate pathogen frequencies



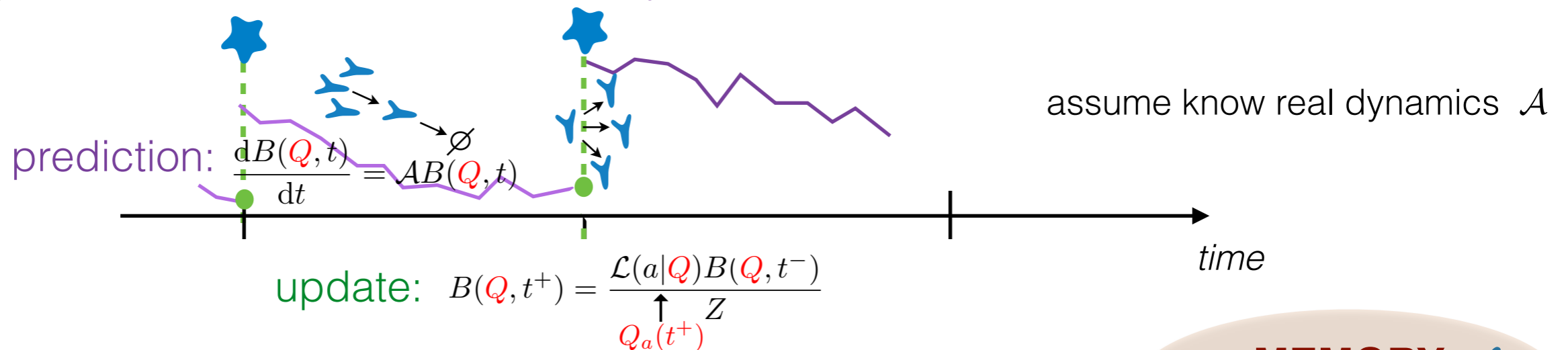
what receptor distribution  $P(t)$  minimizes expected harm?

- $Q(t)$  unknown  $\rightarrow$  estimate it

$$\langle \text{Cost} (P(t), Q(t)) \rangle = \int dQ \text{Cost} (P(t), Q) B(Q, t) \xrightarrow{\min \text{Cost}} P^*(t) = f(\langle Q(t) \rangle)$$

$\uparrow$  expected cost of an infection       $\downarrow$  belief of  $Q(t)$

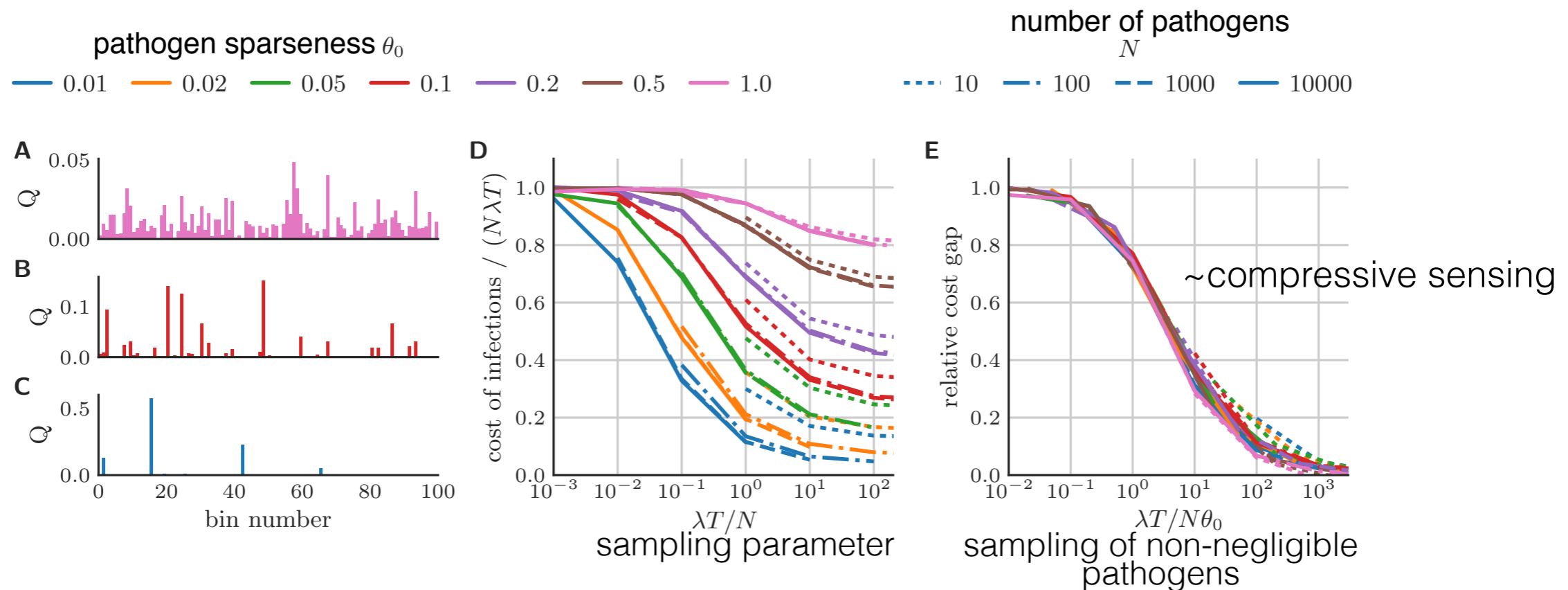
- propagate belief in time = encounters + prior



**MEMORY REPERTOIRE**

# Memory helps

- memory helps in sparse environments
  - fast detection of few pathogens

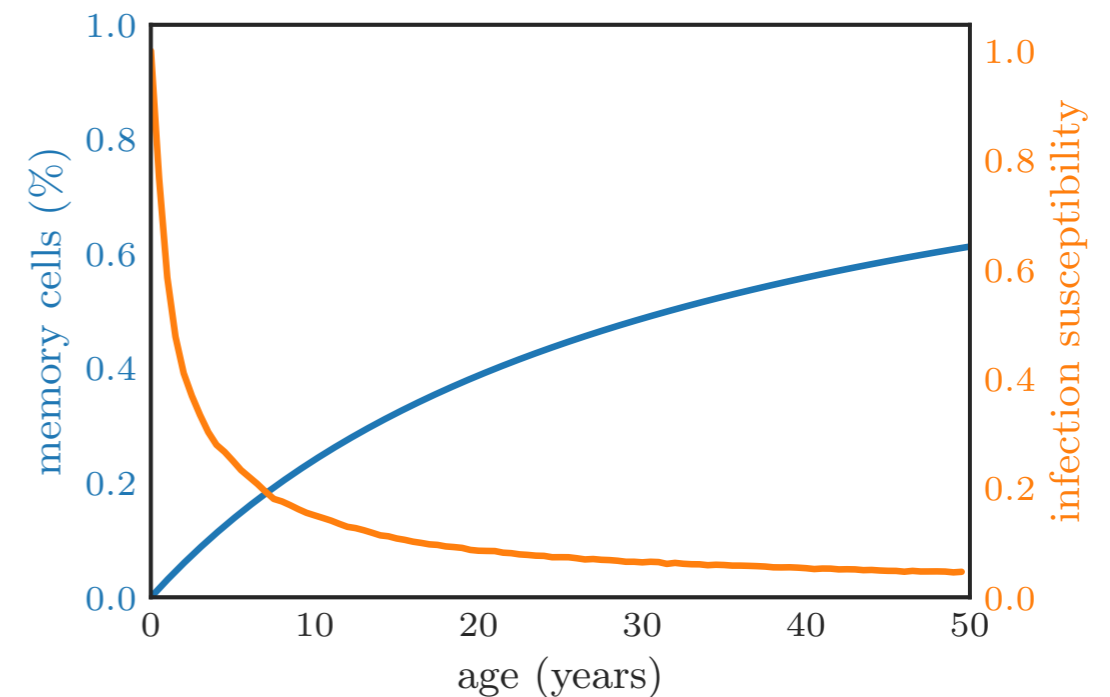
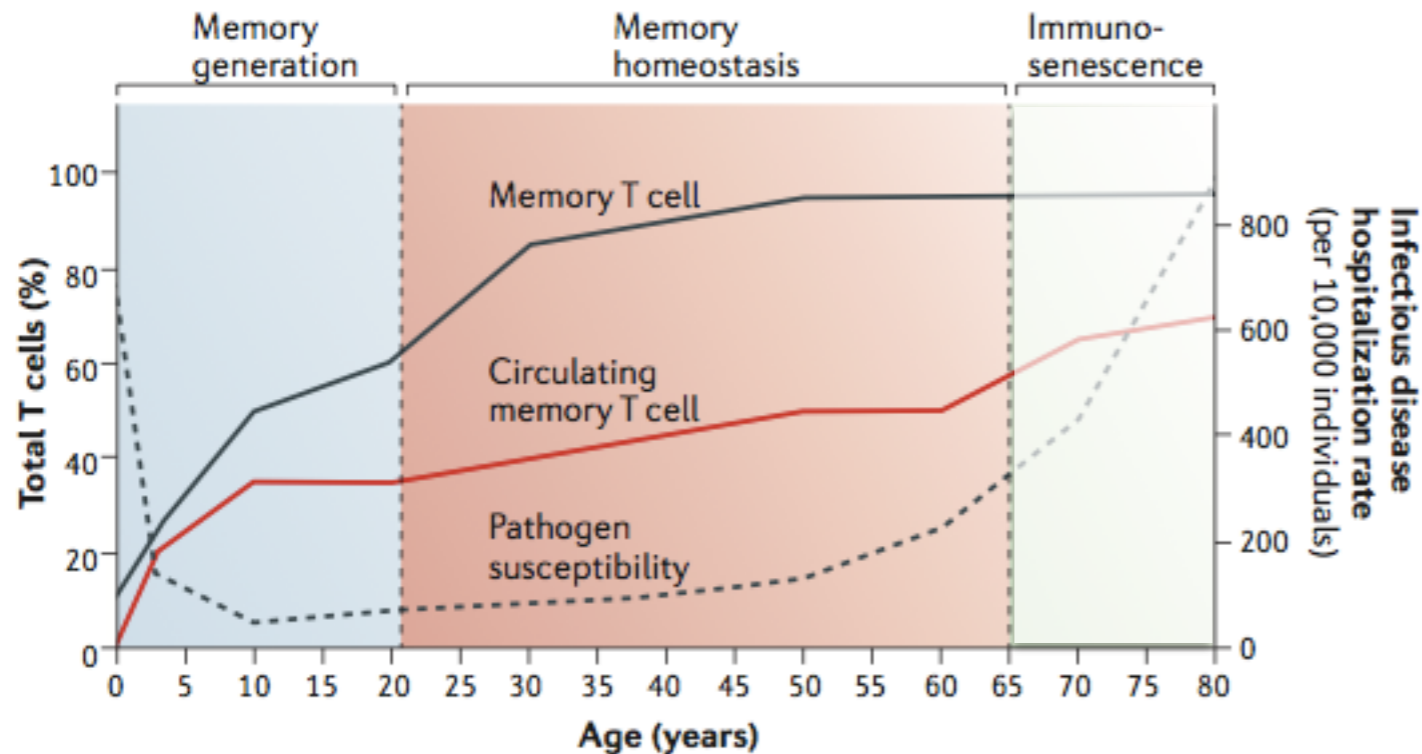


- advantage of memory - depends on sampling

→ control theory rationalizes existence of immunological memory

# Rapidly acquired memory

- quickly learn global features of the distribution



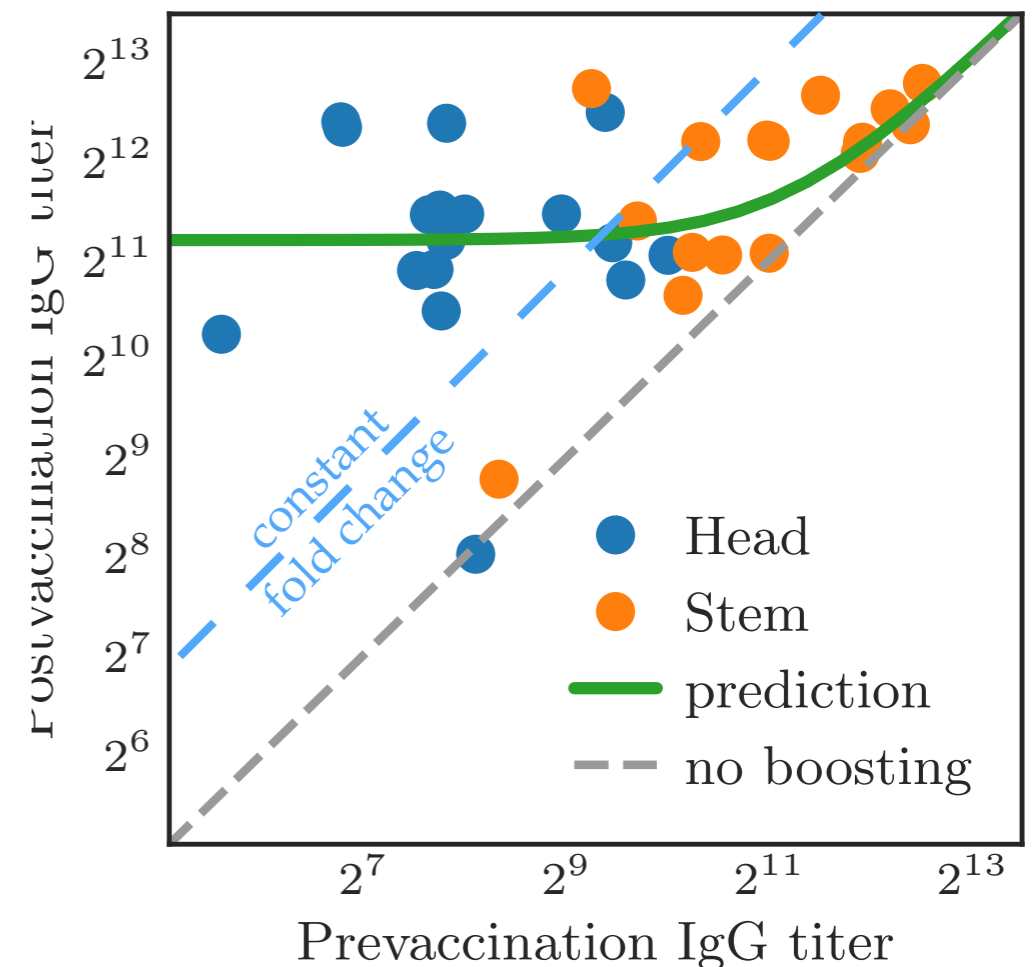
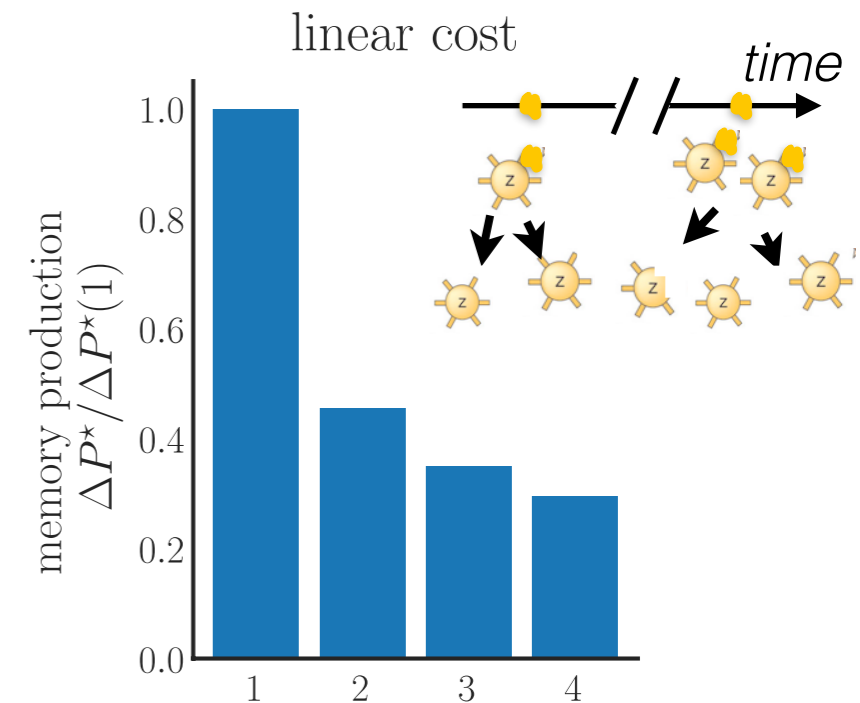
- predictive learning reproduces experimental features

# Learning

- subsequent observations count as less evidence

→ *vaccination*

- booster vaccination titers for epitopes of hemagglutinin following vaccination with inactivated H5N1



data from [Ellebedy et al. PNAS 2014](#)

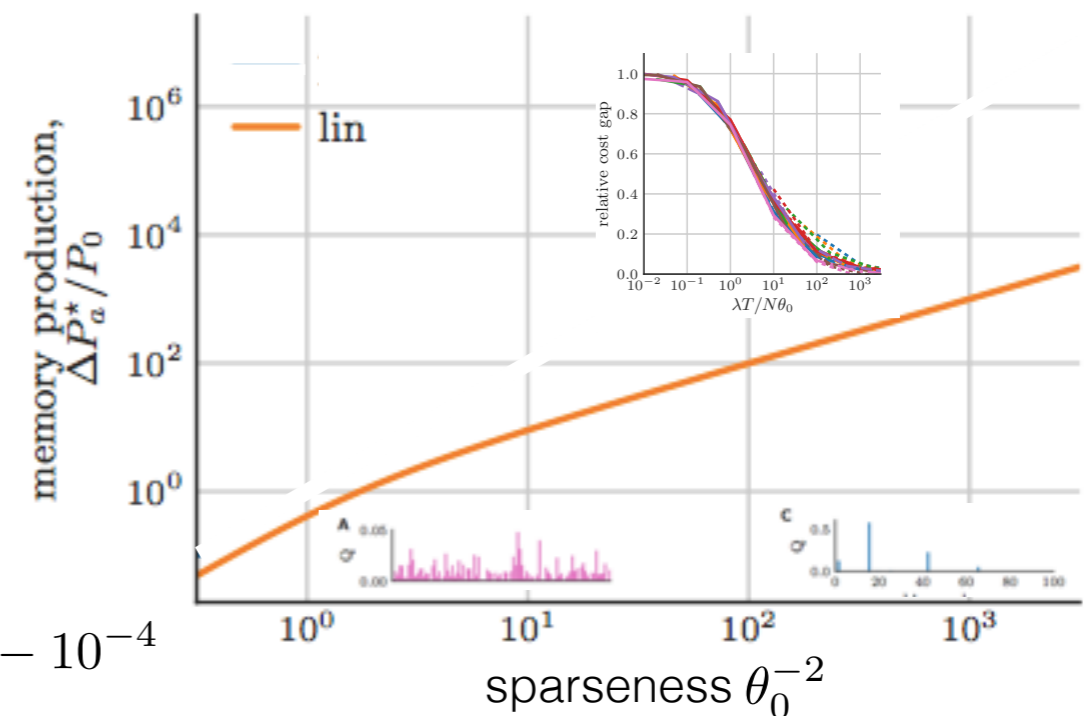
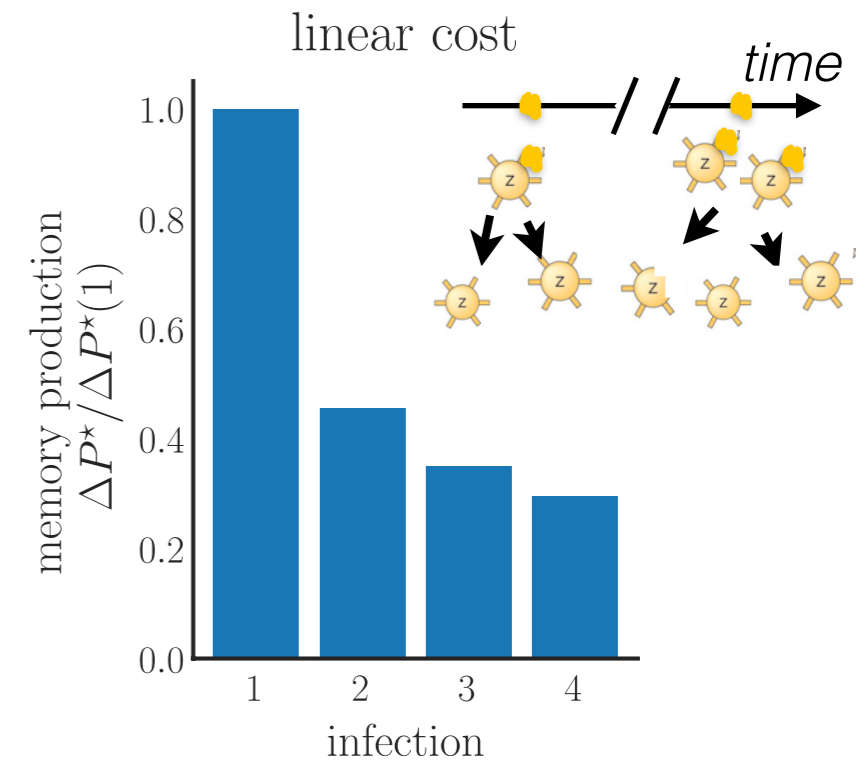
# Learning

- subsequent observations count as less evidence
- stronger response in sparse environments

memory increase  $\sim 100-1000^*$

→ very sparse environment  $\theta_0 \sim 10^{-6} - 10^{-4}$

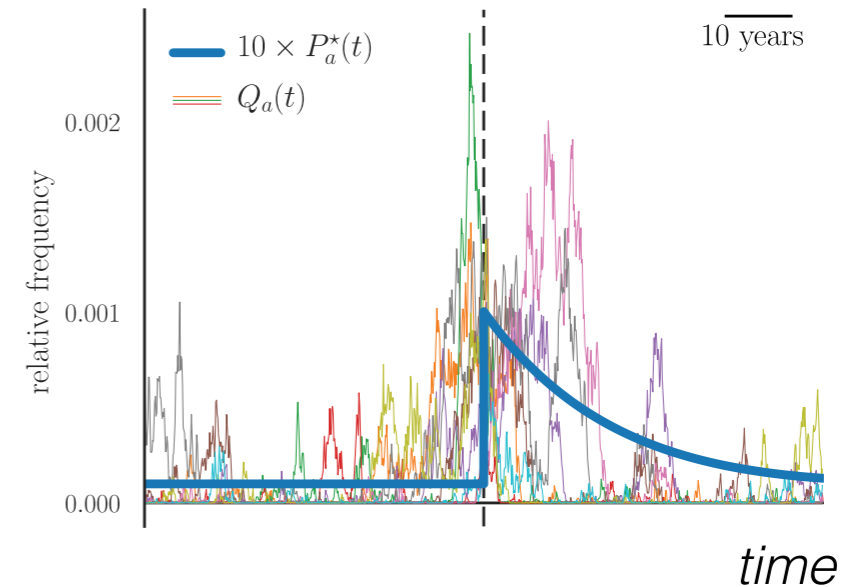
→ pathogen seen once - memory gives  $\sim 2$  fold cost decrease



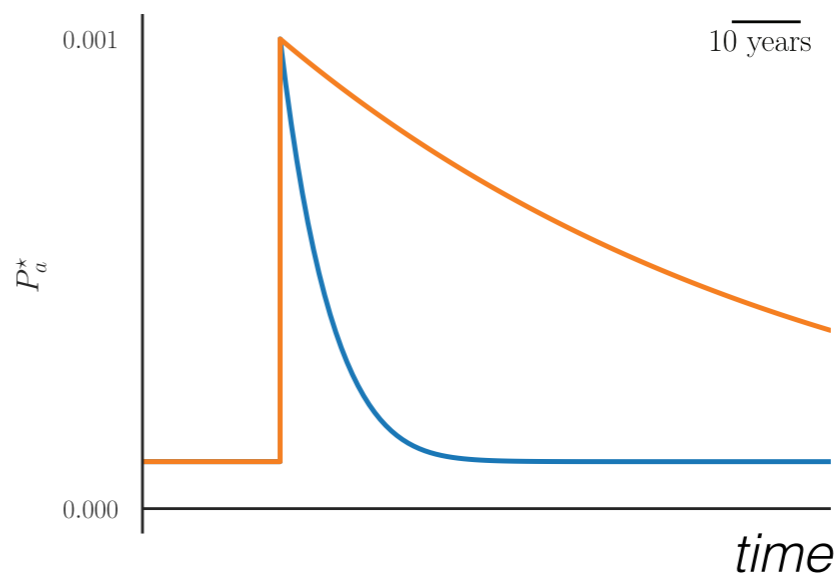
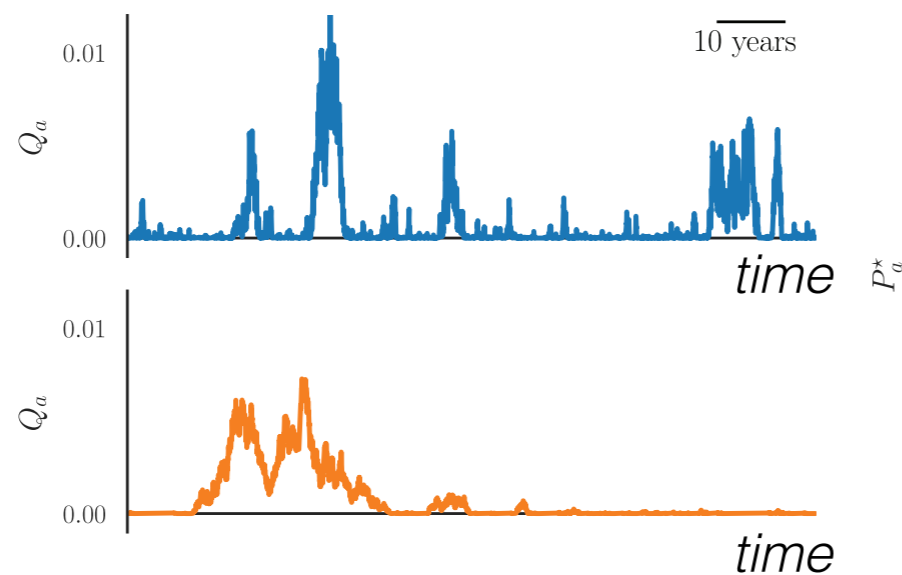
# Forgetting

- changing environment  $\rightarrow$  propagate belief between sampling

- Bayesian prediction of changing environment



- forget faster in rapidly changing environments



# Different immune strategies

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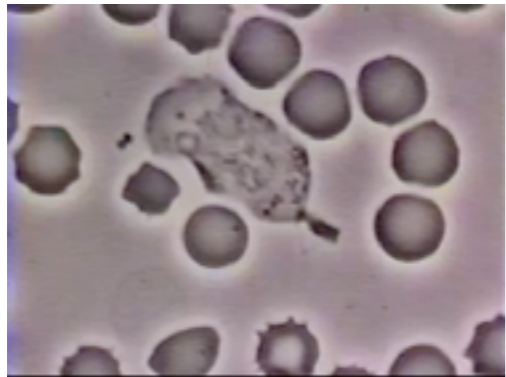


adaptive immunity



# Other immune strategies

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innate immunity

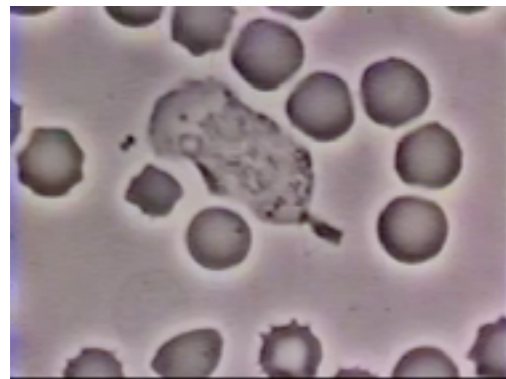


CRISPR immunity



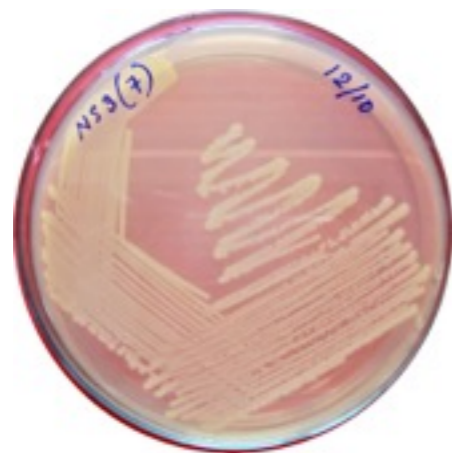
adaptive immunity

# Common strategic choices



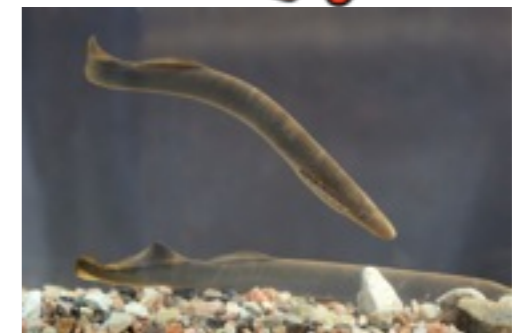
innate immunity

heritable



CRISPR immunity

randomly acquired



adaptive immunity

non-heritable

regulated

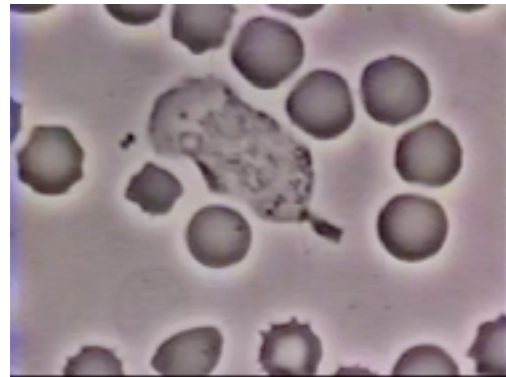
constitutive

actively acquired

Processing information about the environment on **evolutionary** timescales

Response during **organism** lifetime

# Common strategic choices



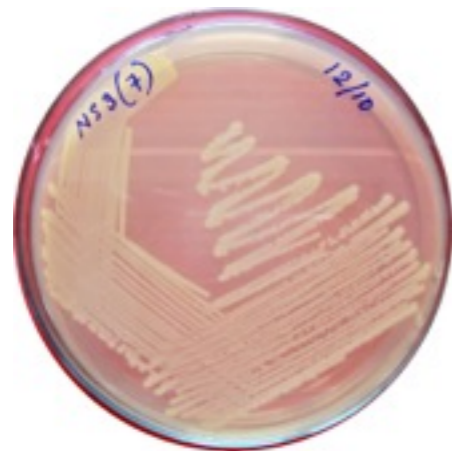
randomly acquired

regulate

in

optimal immunity?

ty



constitutive

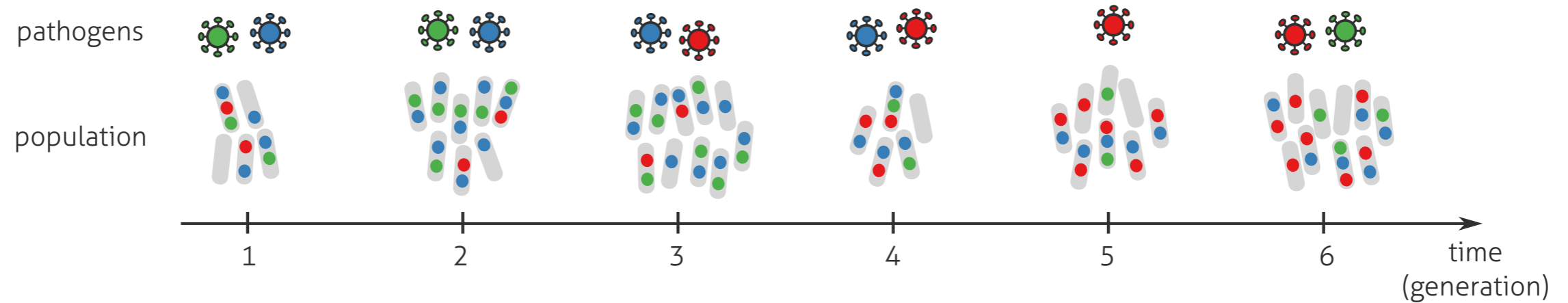
actively acquired

Processing information about the environment on **evolutionary** timescales

Response during **organism** lifetime

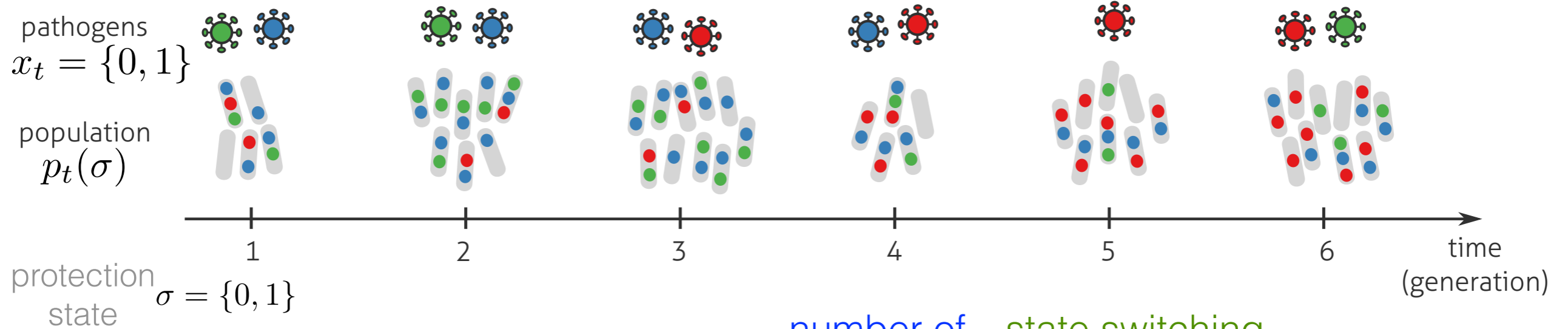
CRISPR immunity

# Optimal immunity



- match environment statistics
  - ensure long term population growth
- immunity as adaptation to pathogen statistics
- consider different strategies
  - optimize long term population growth

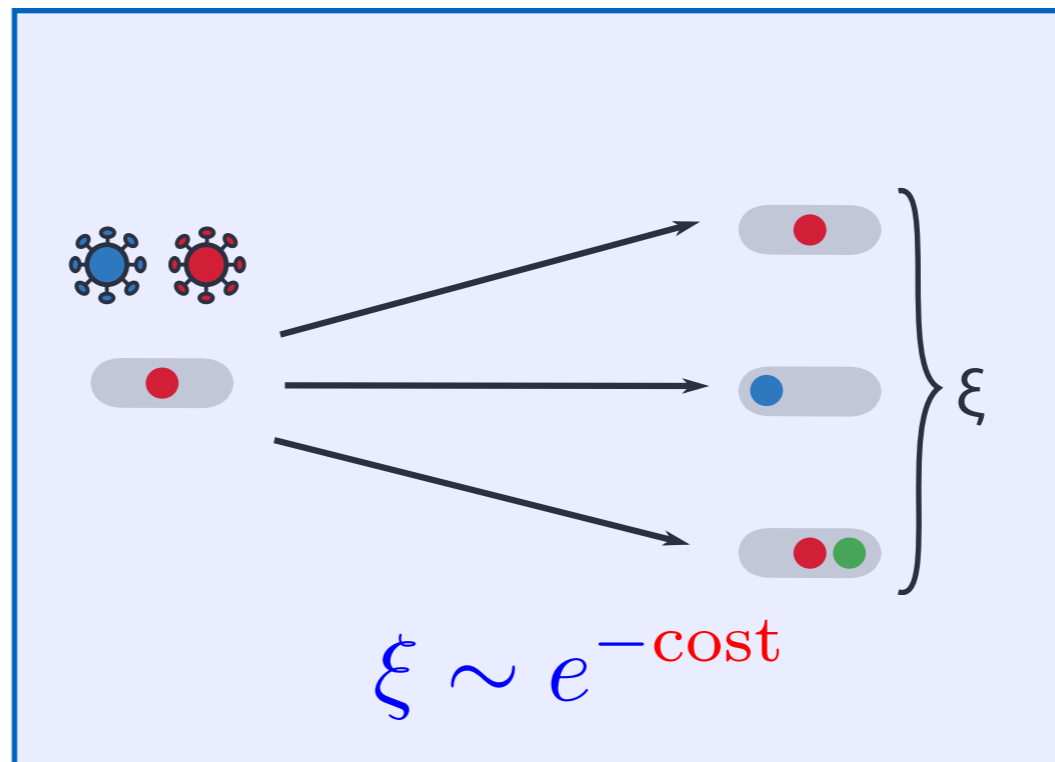
# Population growth



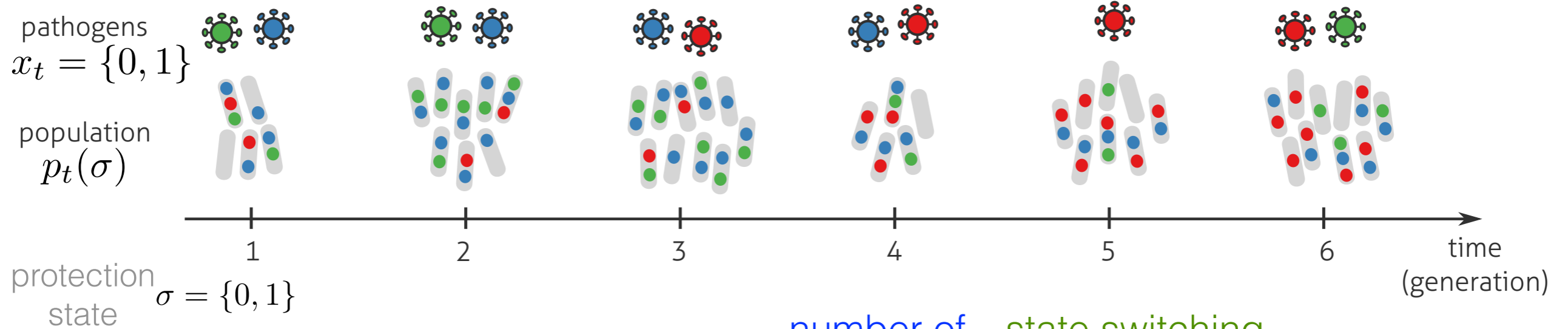
$$p_{t+1}(\sigma) = \frac{1}{Z_t} \sum_{\sigma'} \xi(\sigma', x_t) \pi(\sigma | \sigma', x_t) p_t(\sigma')$$

number of offspring  $\xi(\sigma', x_t)$

state switching probability  $\pi(\sigma | \sigma', x_t)$



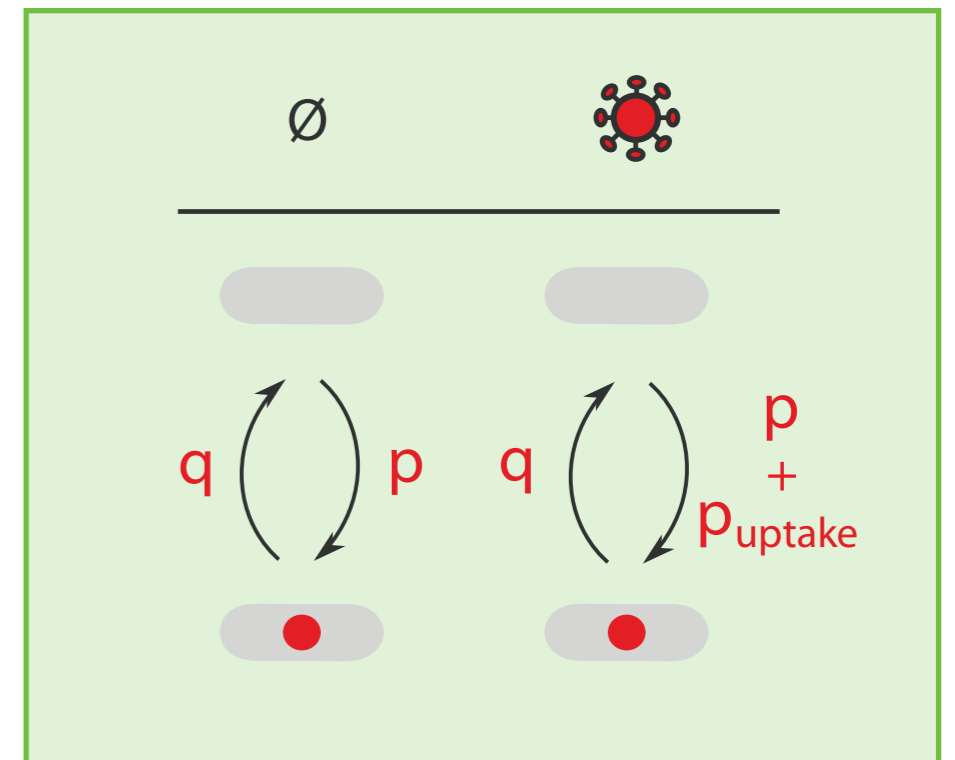
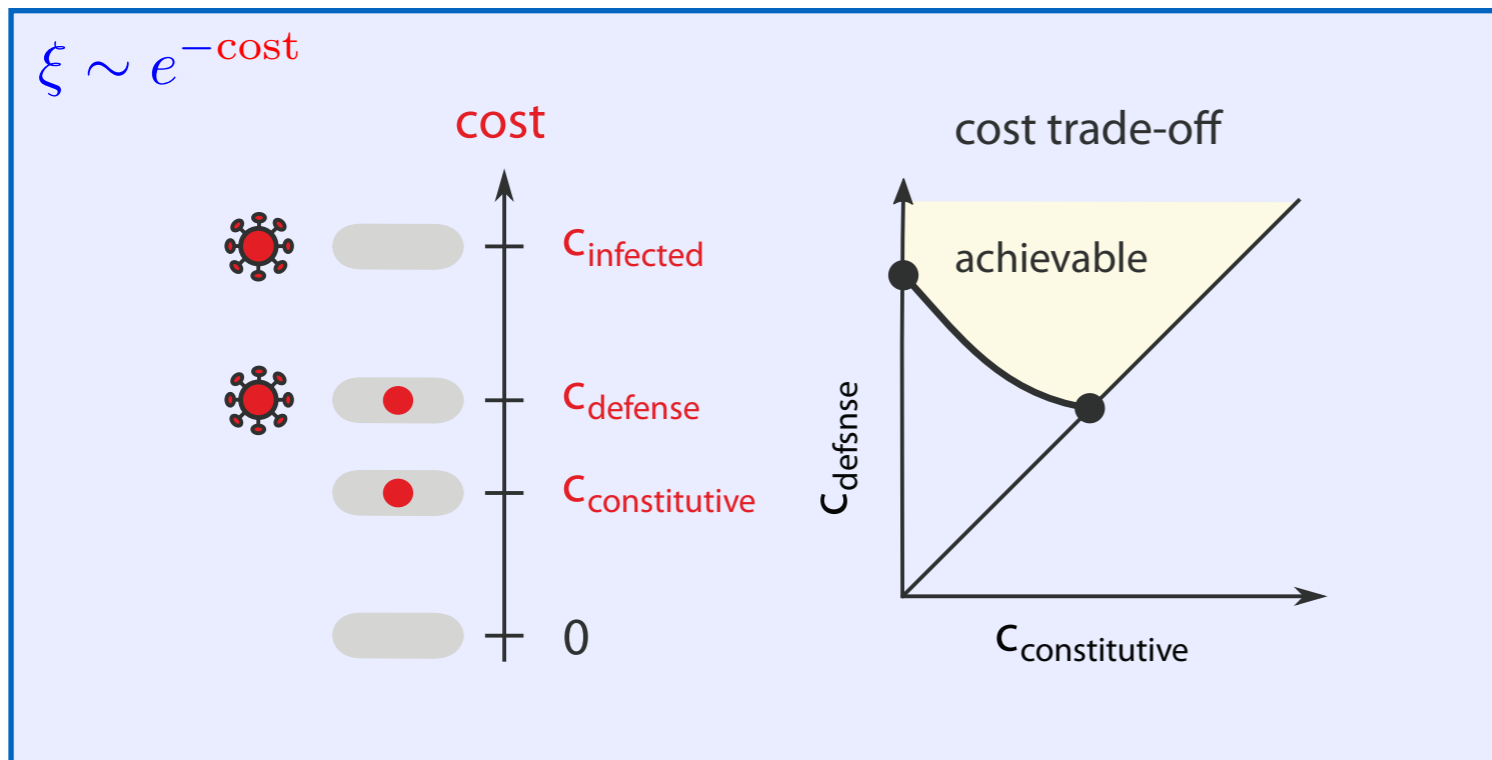
# Population growth



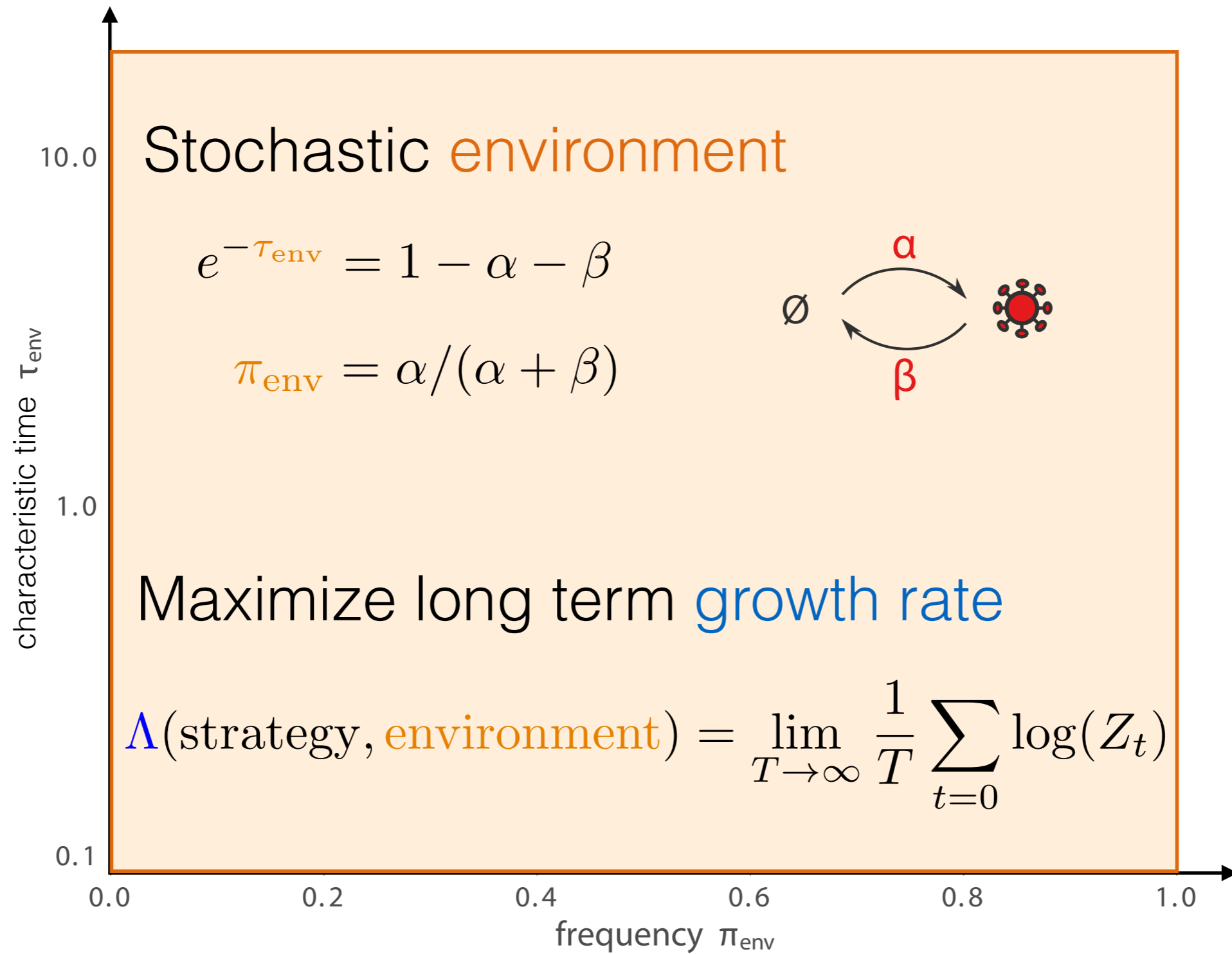
$$p_{t+1}(\sigma) = \frac{1}{Z_t} \sum_{\sigma'} \xi(\sigma', x_t) \pi(\sigma | \sigma', x_t) p_t(\sigma')$$

number of offspring  $\xi(\sigma', x_t)$

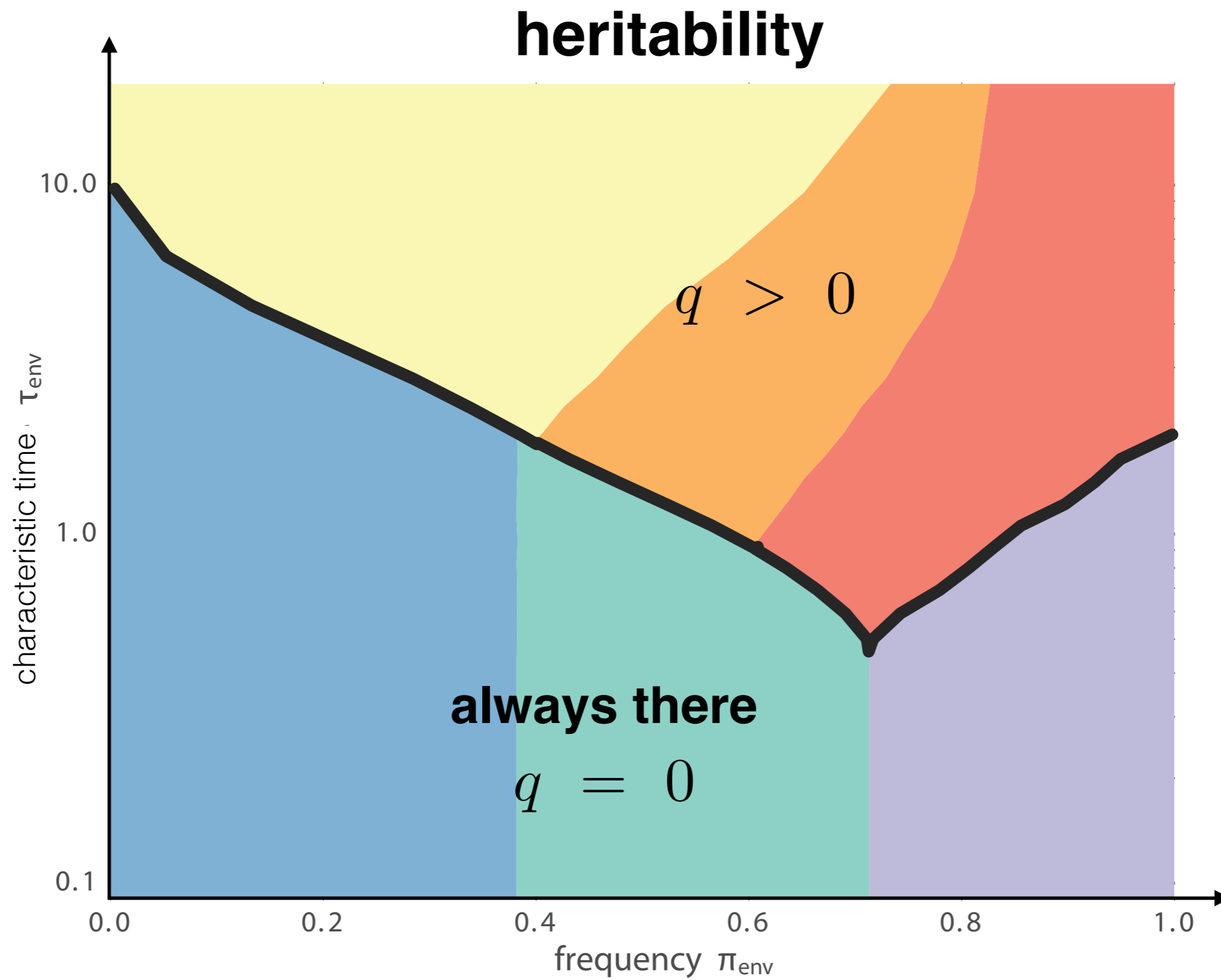
state switching probability  $\pi(\sigma | \sigma', x_t)$



# The environment

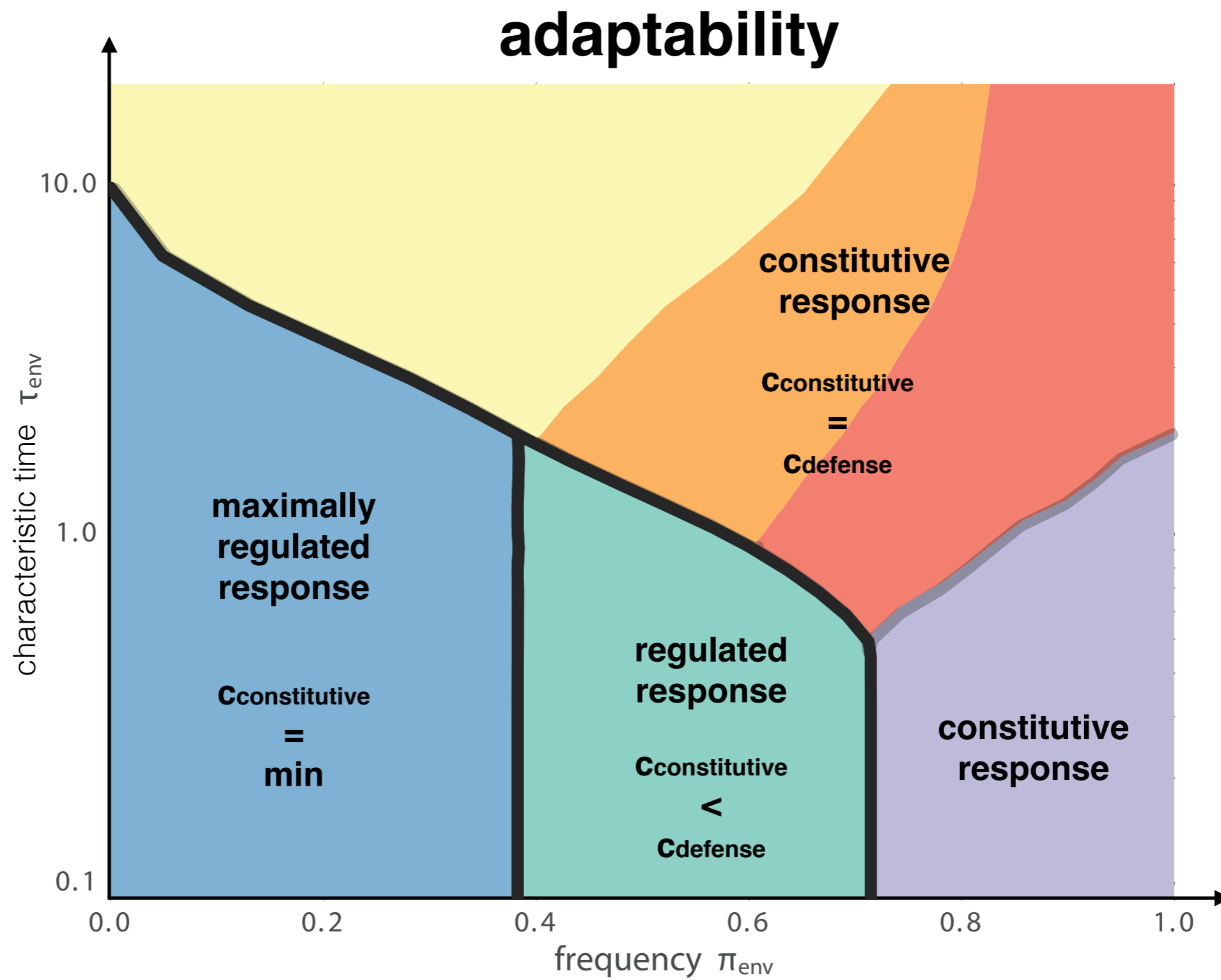


# Optimal strategies

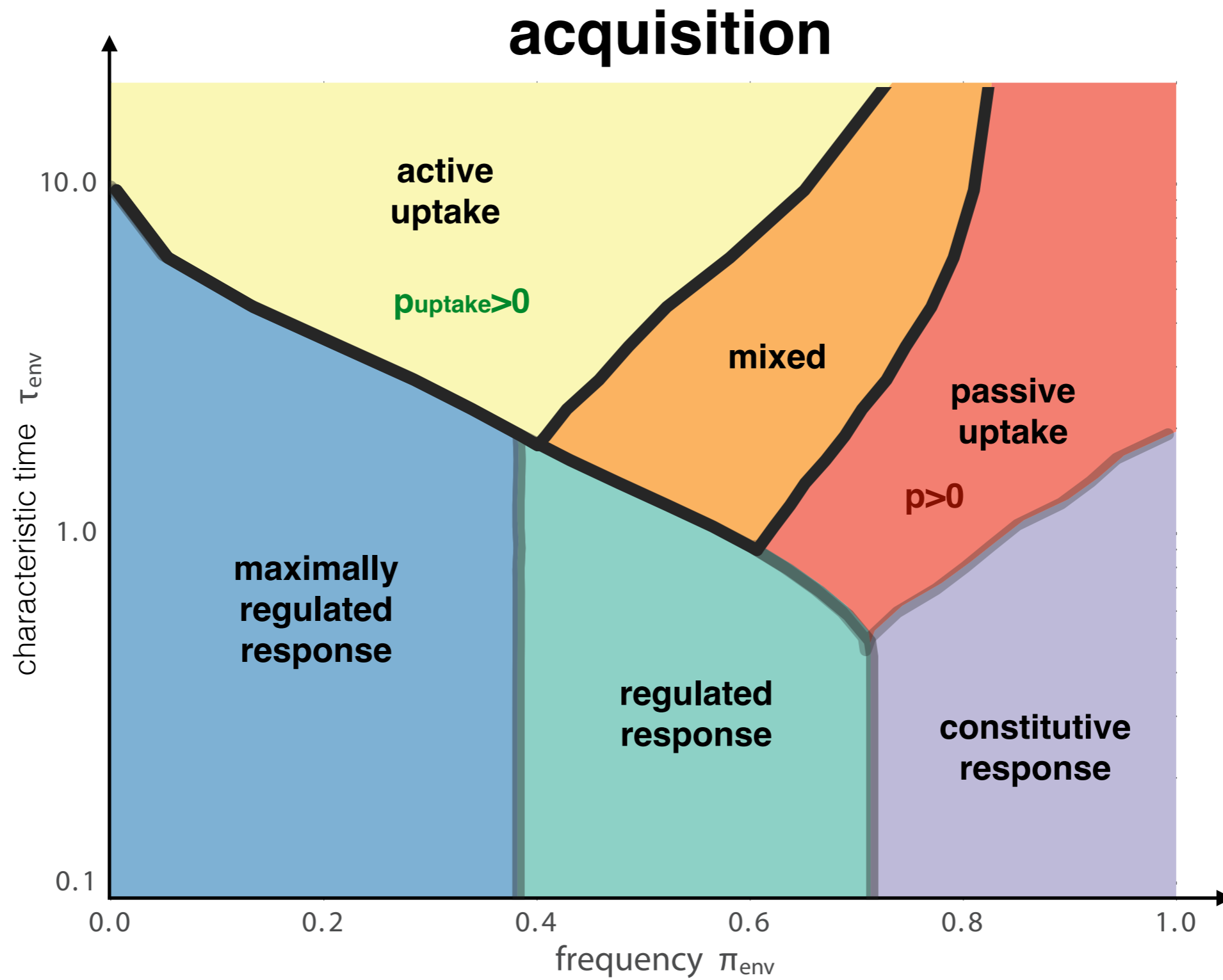




# Optimal strategies



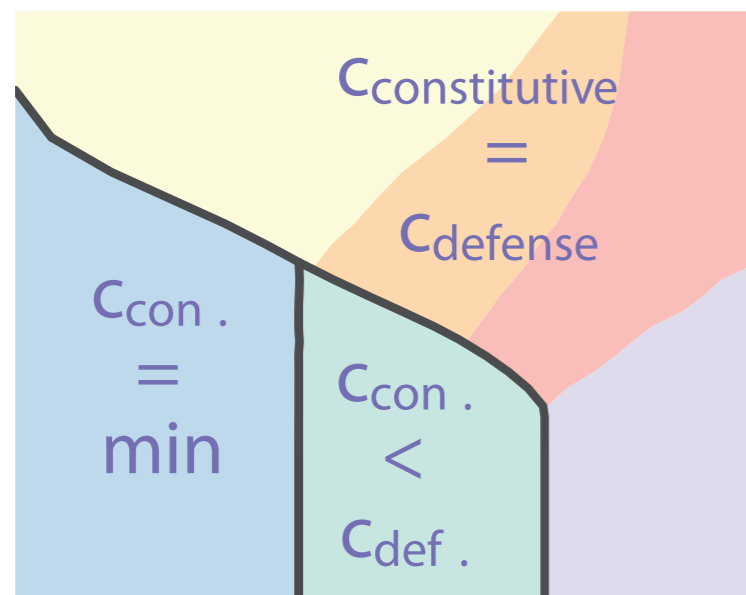
# Optimal strategies



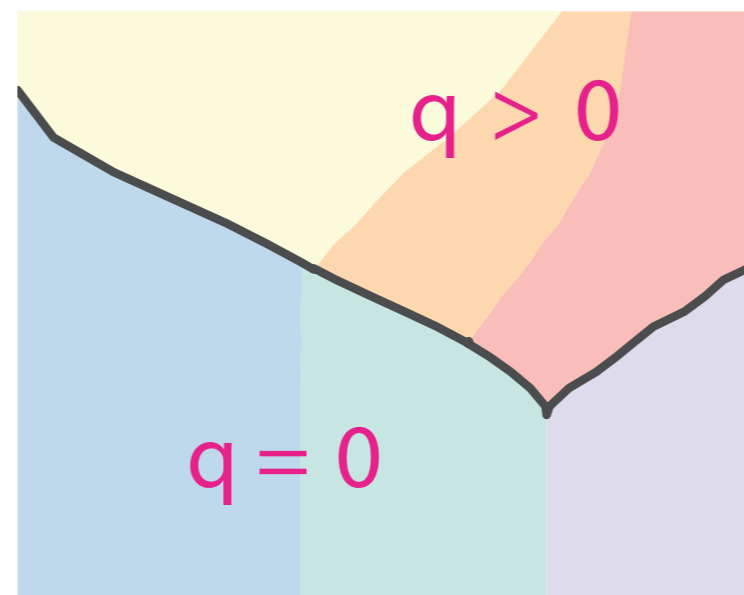
# Three strategy axes

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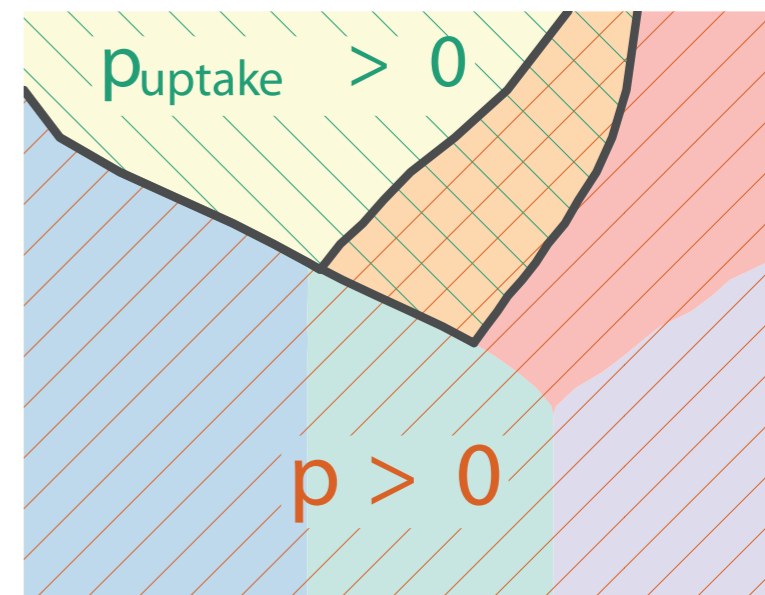
adaptability



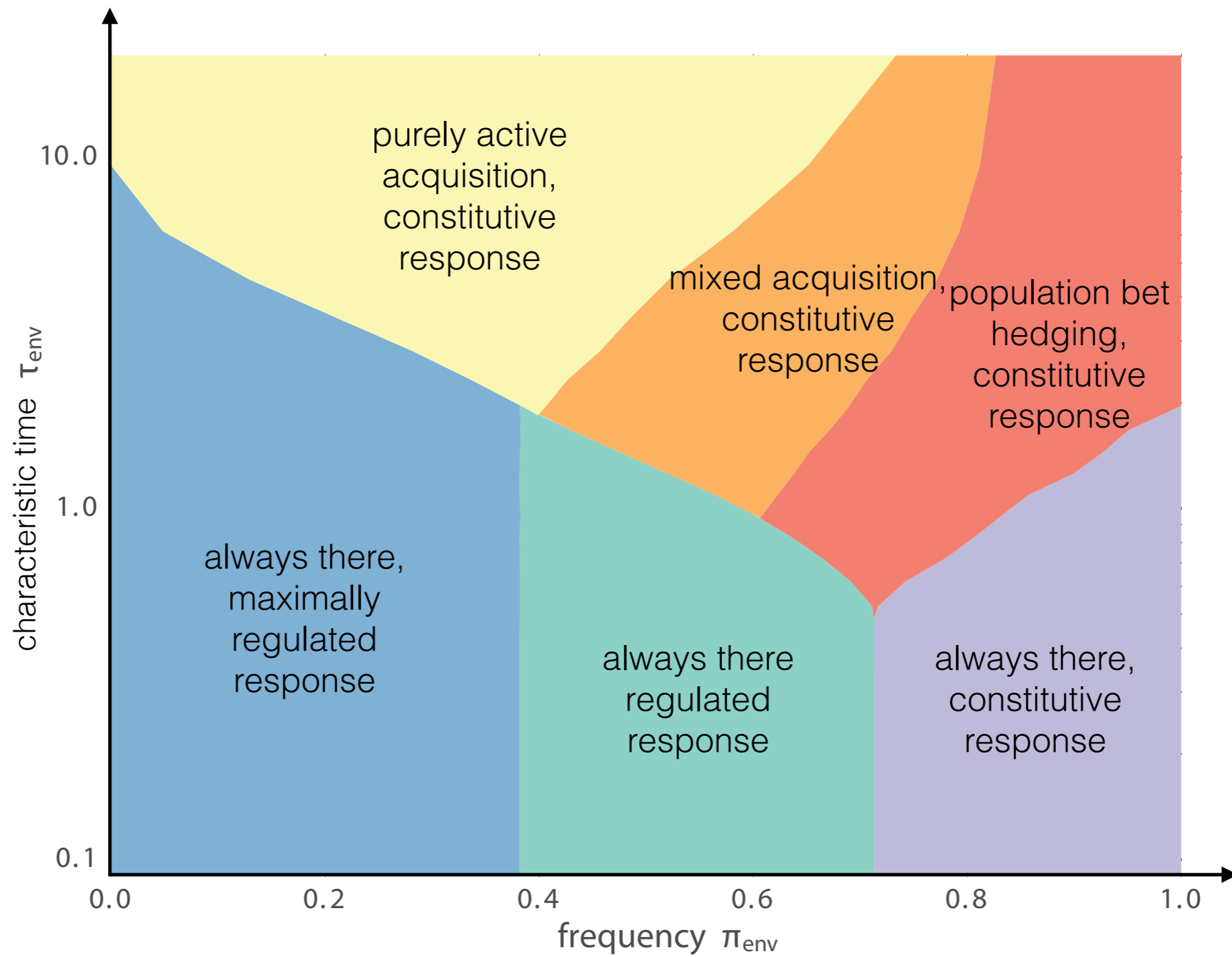
heritability



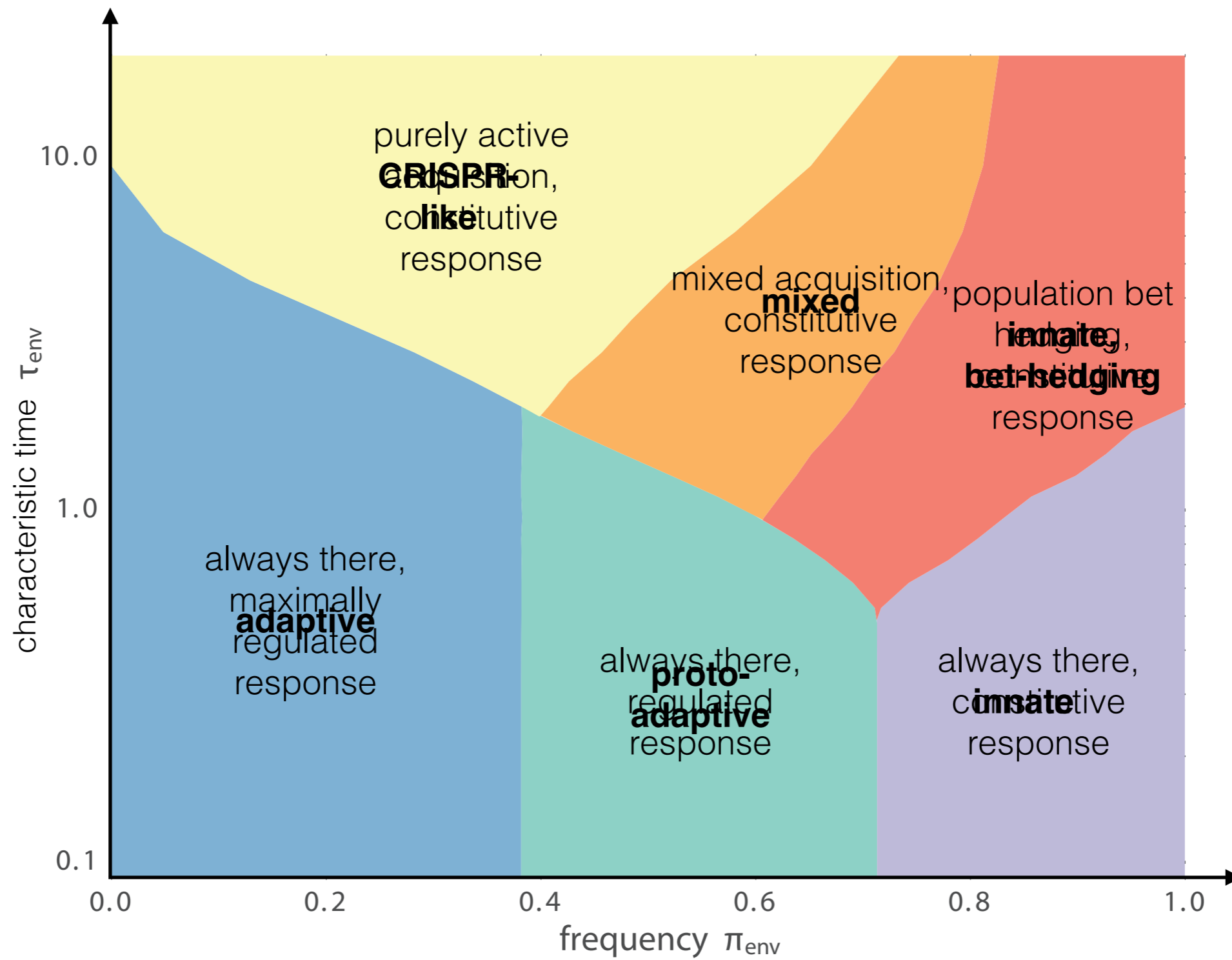
acquisition mode



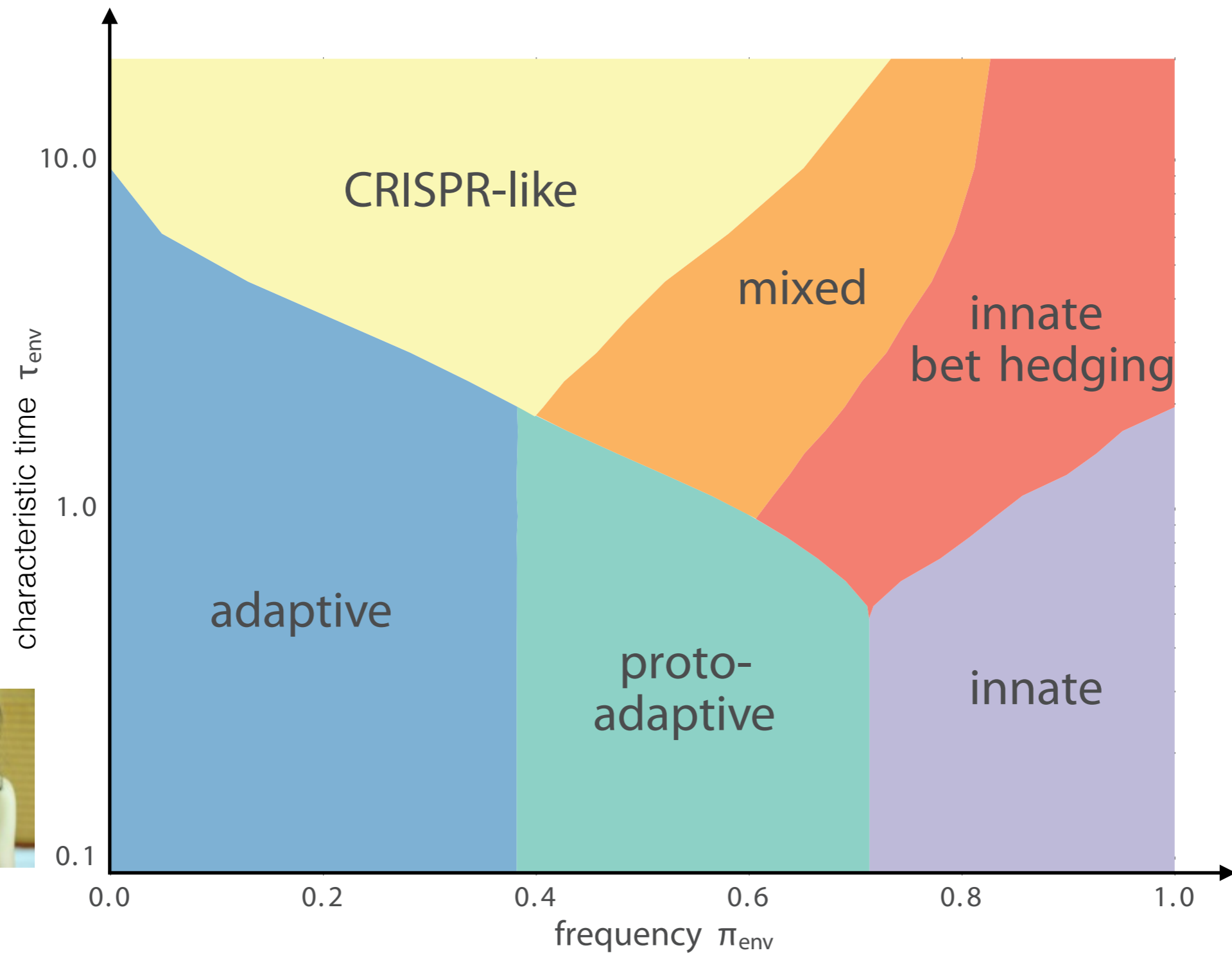
# Optimal strategies



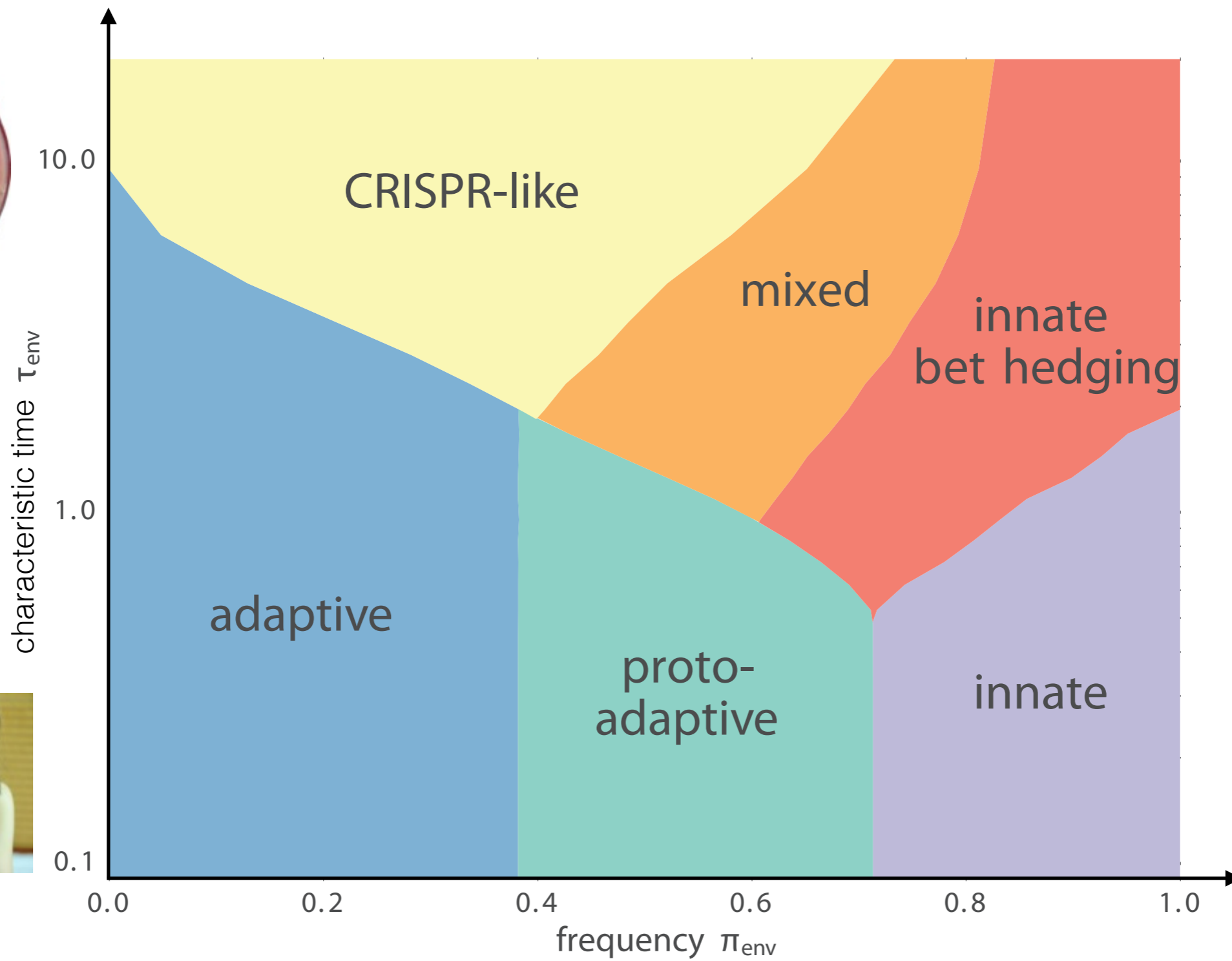
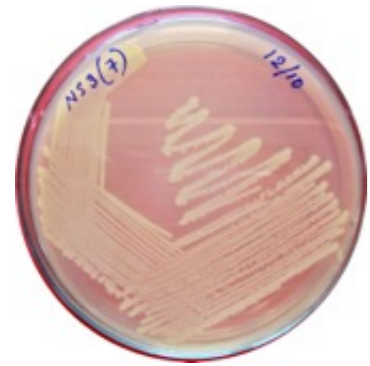
# Optimal immune systems



# Optimal immune systems



# Optimal immune systems





## generating diversity and selection:

- random overlap between (most) individuals
- very long lived clones

## optimal repertoires:

- cover space but are random
- differ in two individuals

## predicting immune systems:

- use dynamics to anticipate frequencies
- memory useful in sparse environments

## optimal immunity:

- known immunity from evolutionary constraints
- depends on environment statistic

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