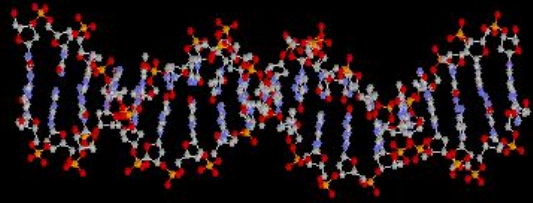


**Biotech is**  
**the *future.***

constructive propaganda



## Desoxyribo-Nucleic Acid

ATGCCGTACGTACTGACGTGTCGATCGTAG

blueprint instructions



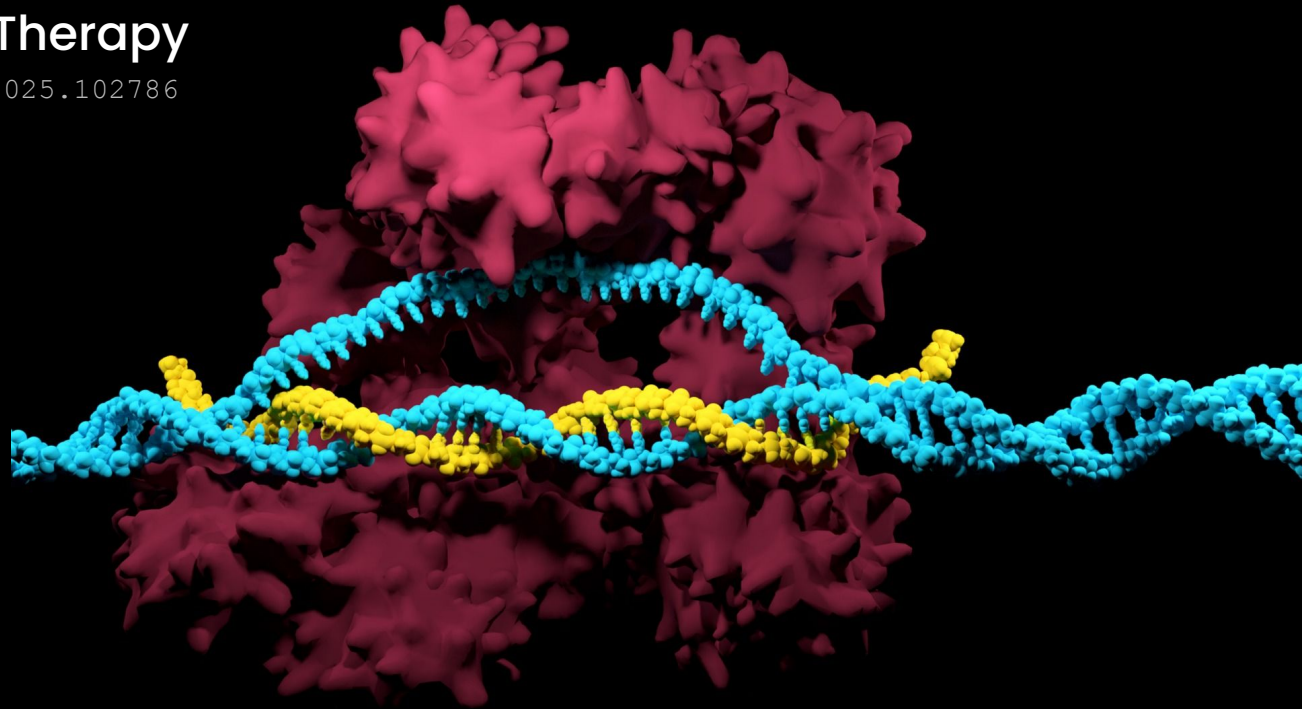
## 3-Dimensional Protein

MEEPQSDPSVEPPLSQETFSDLWKLLPE

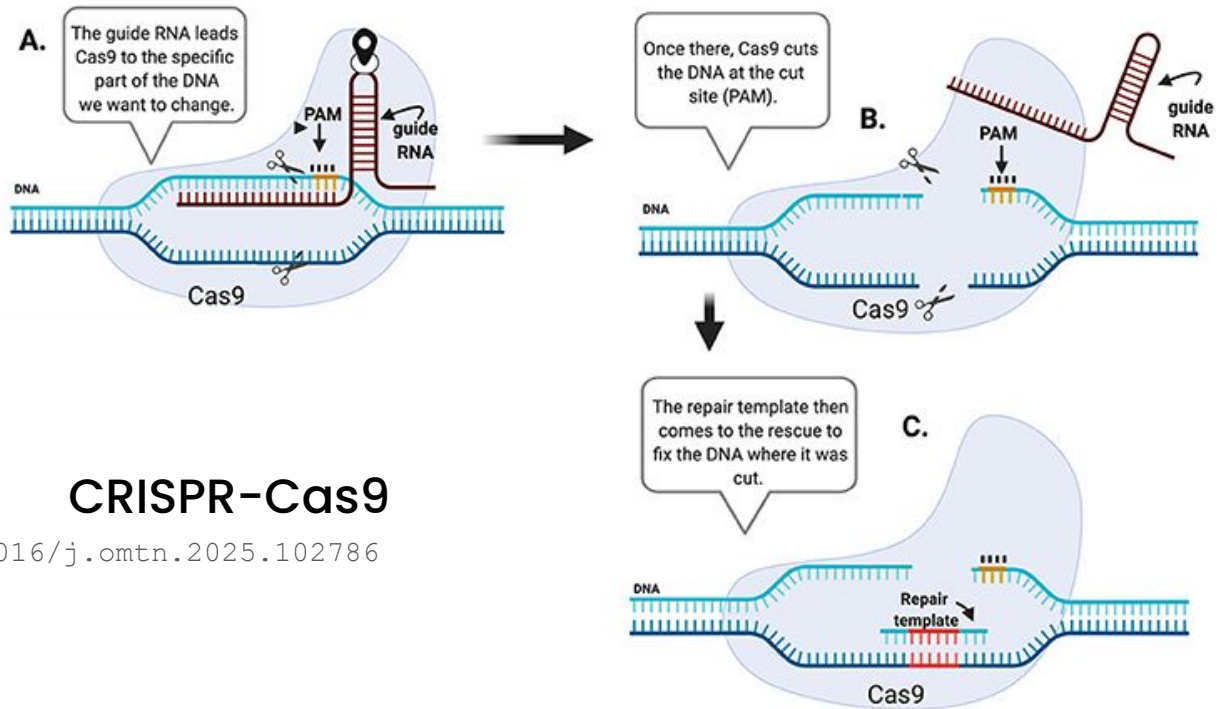
workers and structure

# CRISPR-Cas9 Therapy

10.1016/j.omtn.2025.102786

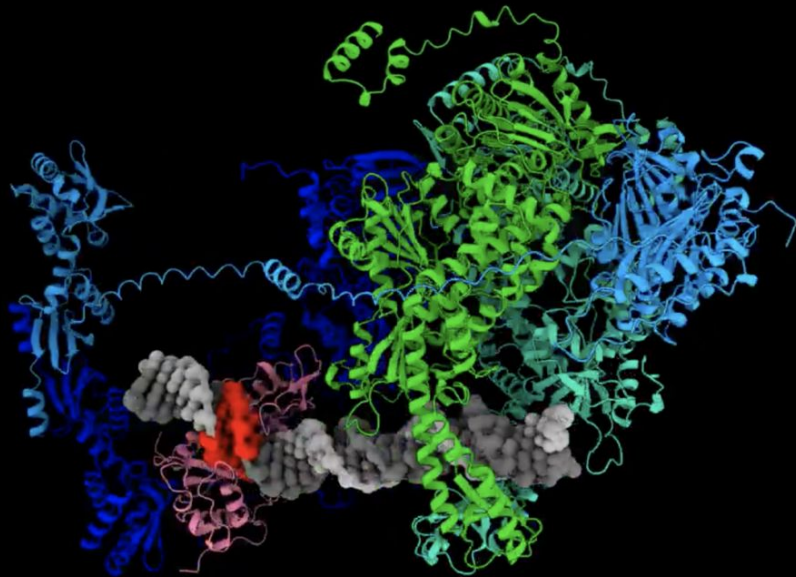


8.5Md USD market (2026)  
used for SCD treatment



## CRISPR-Cas9

10.1016/j.omtn.2025.102786

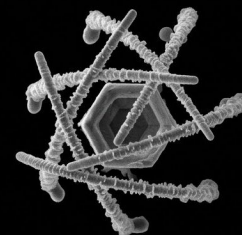
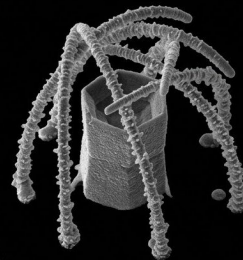
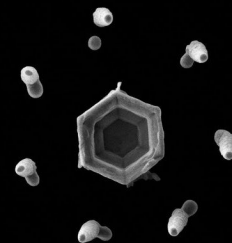
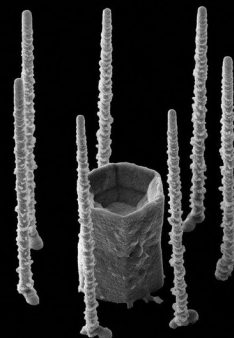


**AlphaFold Version 3**

10.1038/s41586-024-07487-w

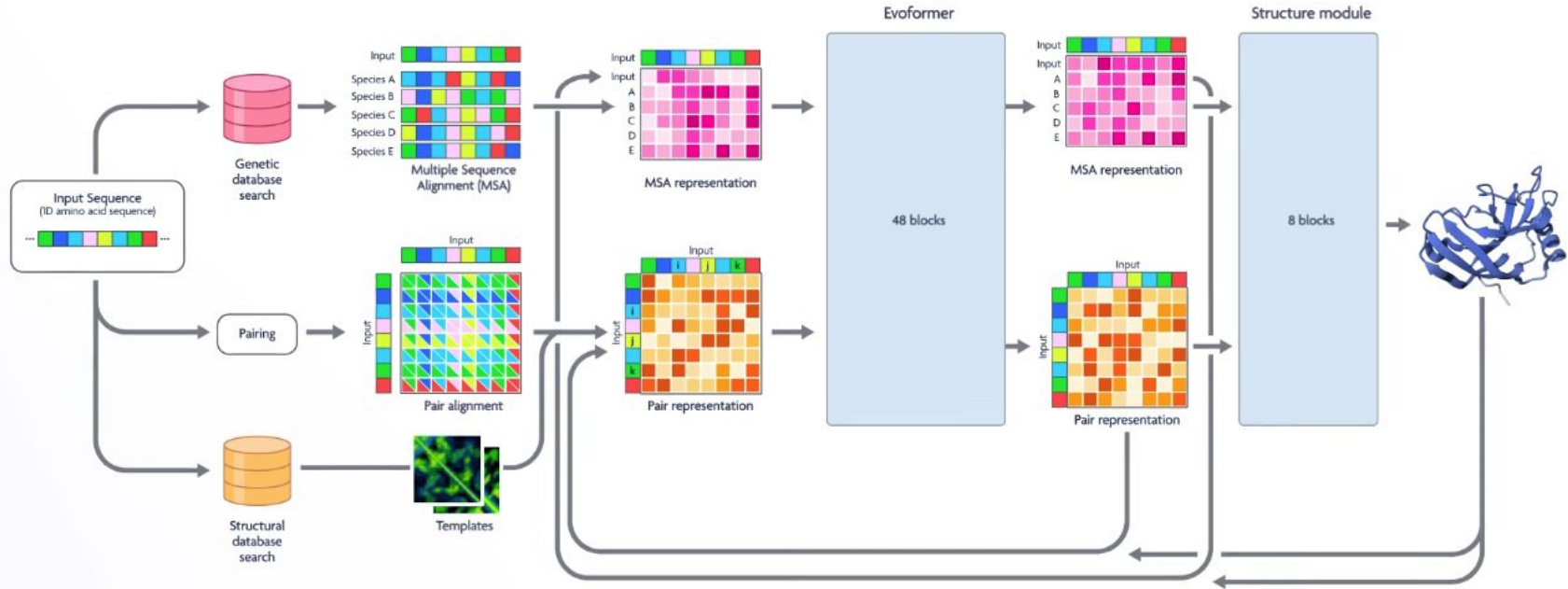
## RFdiffusion Nanocages

10.64898/2026.03.04.709581



# AlphaFold Version 2

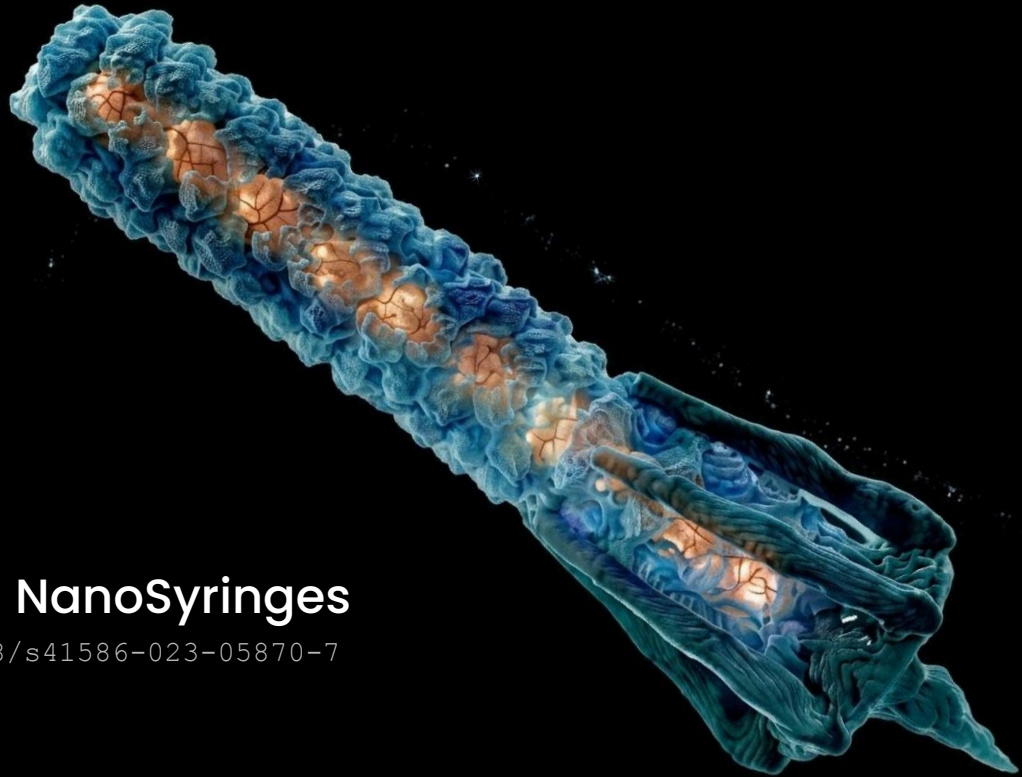
10.1038/s41586-021-03819-2



destroy human tumors  
100% specificity  
can deliver CRISPR

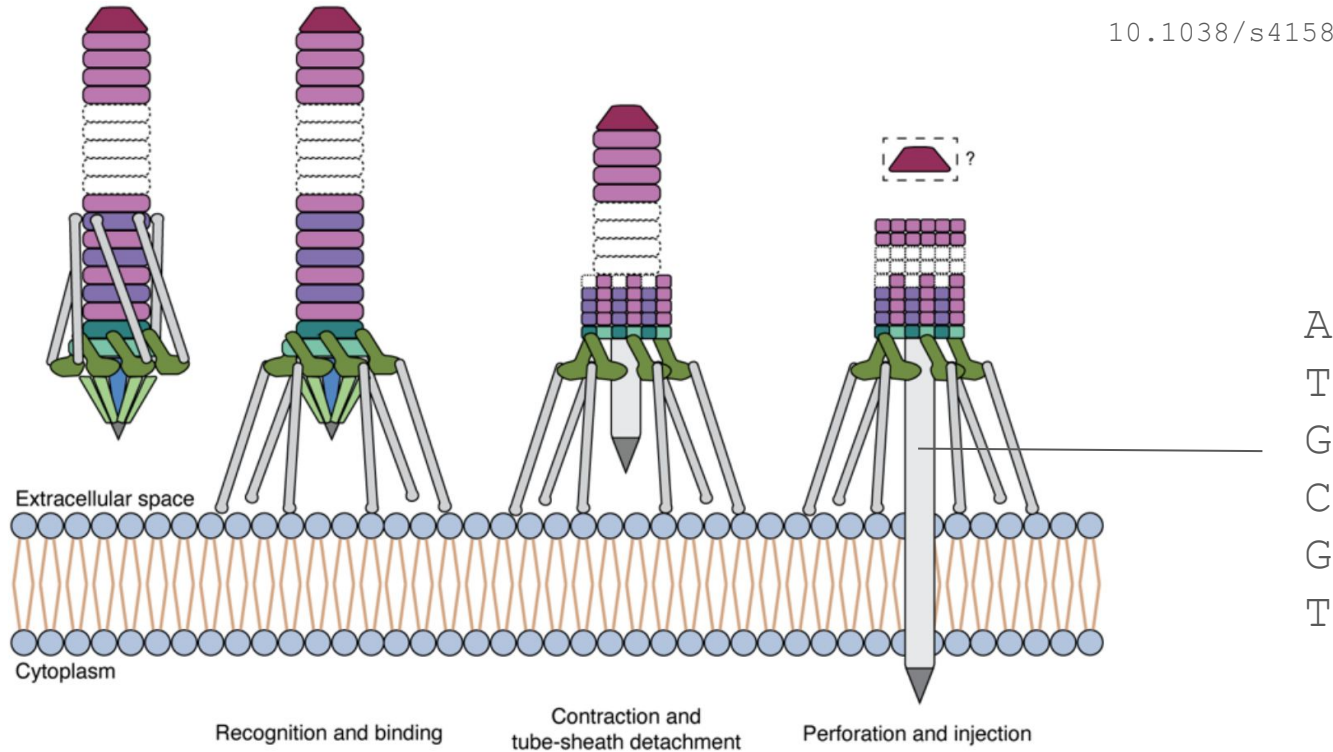
## Bacterial NanoSyringes

10.1038/s41586-023-05870-7



# NanoSyringe

10.1038/s41586-023-05870-7



# Questions ?

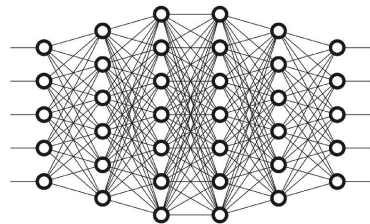
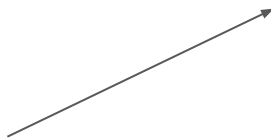
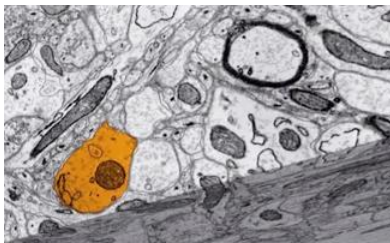
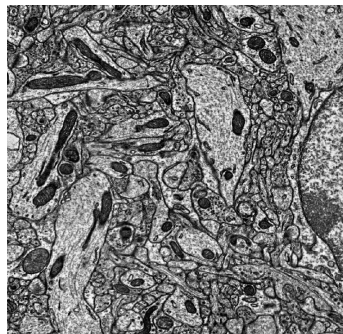
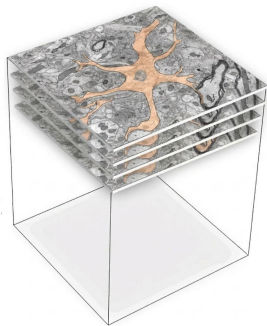
synthetic biology



## Worm Full Simulation

<https://openworm.org/>

```
void floodFill(int x, int y, int fill, int old)
{
    if ((x < 0) || (x >= width)) return;
    if ((y < 0) || (y >= height)) return;
    if (getPixel(x, y) == old) {
        setPixel(fill, x, y);
        floodFill(x+1, y, fill, old);
        floodFill(x, y+1, fill, old);
        floodFill(x-1, y, fill, old);
        floodFill(x, y-1, fill, old);
    }
}
```



# Eyewire Pipeline

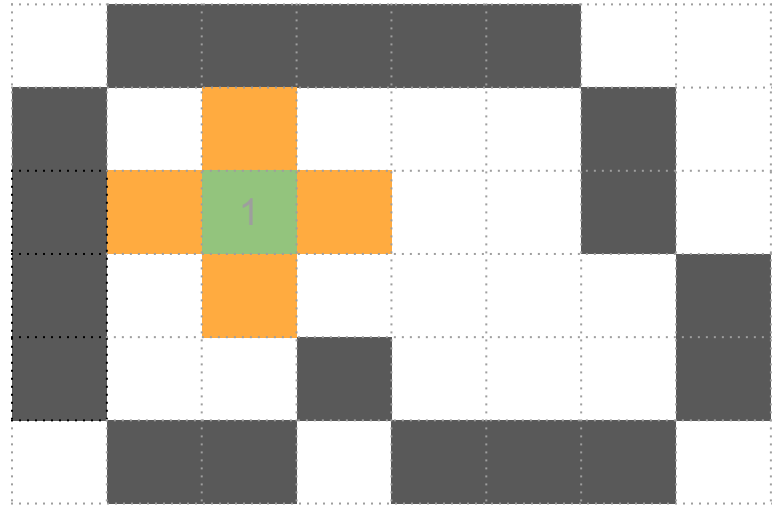
<https://seunglab.org>



```
void floodFill(int x, int y, int fill, int old)
{
    if ((x < 0) || (x >= width)) return;
    if ((y < 0) || (y >= height)) return;
    if (getPixel(x, y) == old) {
        setPixel(fill, x, y);
        floodFill(x+1, y, fill, old);
        floodFill(x, y+1, fill, old);
        floodFill(x-1, y, fill, old);
        floodFill(x, y-1, fill, old);
    }
}
```

# FloodFill Algorithm

[https://en.wikipedia.org/wiki/Flood\\_fill](https://en.wikipedia.org/wiki/Flood_fill)

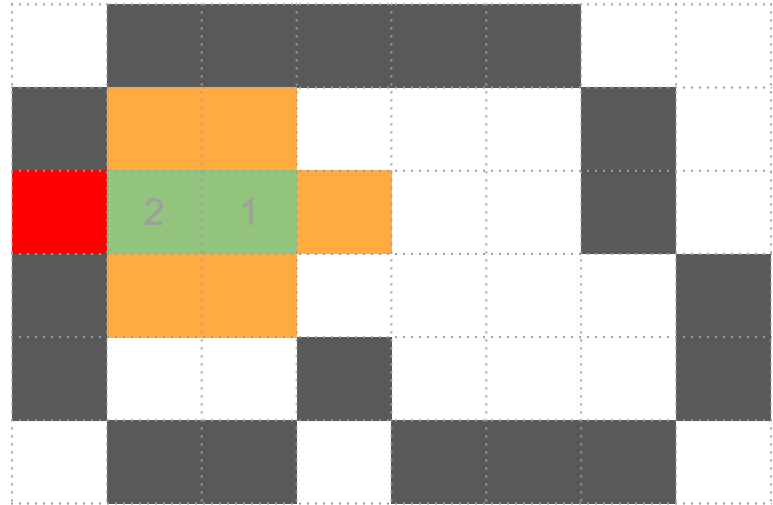


step 1

```
void floodFill(int x, int y, int fill, int old)
{
    if ((x < 0) || (x >= width)) return;
    if ((y < 0) || (y >= height)) return;
    if (getPixel(x, y) == old) {
        setPixel(fill, x, y);
        floodFill(x+1, y, fill, old);
        floodFill(x, y+1, fill, old);
        floodFill(x-1, y, fill, old);
        floodFill(x, y-1, fill, old);
    }
}
```

# FloodFill Algorithm

[https://en.wikipedia.org/wiki/Flood\\_fill](https://en.wikipedia.org/wiki/Flood_fill)

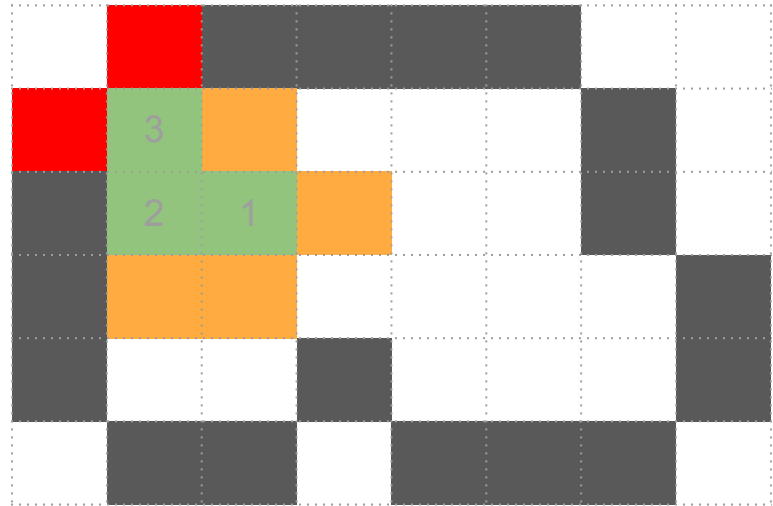


step 2

```
void floodFill(int x, int y, int fill, int old)
{
    if ((x < 0) || (x >= width)) return;
    if ((y < 0) || (y >= height)) return;
    if (getPixel(x, y) == old) {
        setPixel(fill, x, y);
        floodFill(x+1, y, fill, old);
        floodFill(x, y+1, fill, old);
        floodFill(x-1, y, fill, old);
        floodFill(x, y-1, fill, old);
    }
}
```

# FloodFill Algorithm

[https://en.wikipedia.org/wiki/Flood\\_fill](https://en.wikipedia.org/wiki/Flood_fill)

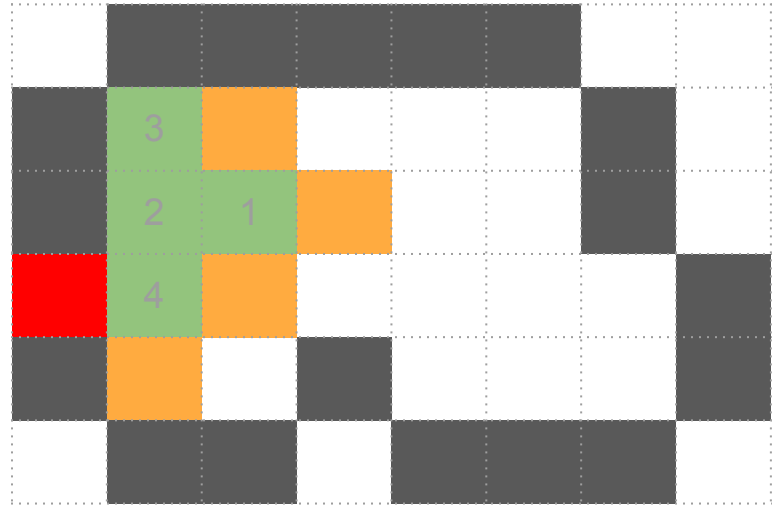


step 3

```
void floodFill(int x, int y, int fill, int old)
{
    if ((x < 0) || (x >= width)) return;
    if ((y < 0) || (y >= height)) return;
    if (getPixel(x, y) == old) {
        setPixel(fill, x, y);
        floodFill(x+1, y, fill, old);
        floodFill(x, y+1, fill, old);
        floodFill(x-1, y, fill, old);
        floodFill(x, y-1, fill, old);
    }
}
```

# FloodFill Algorithm

[https://en.wikipedia.org/wiki/Flood\\_fill](https://en.wikipedia.org/wiki/Flood_fill)

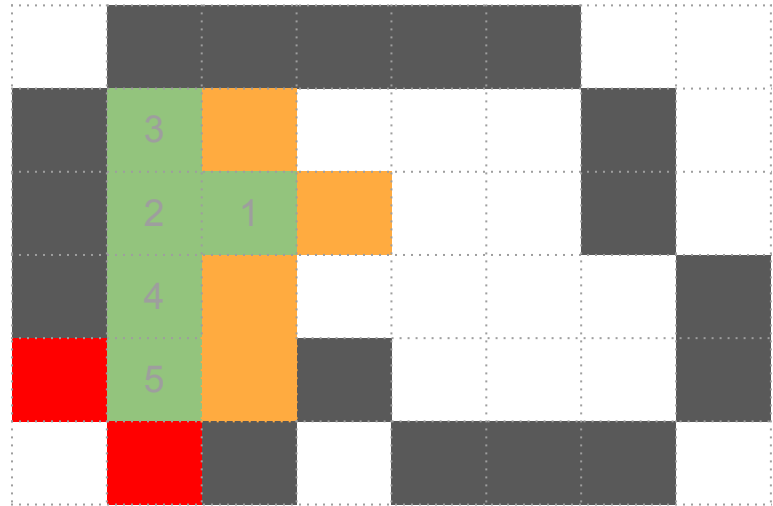


step 4

```
void floodFill(int x, int y, int fill, int old)
{
    if ((x < 0) || (x >= width)) return;
    if ((y < 0) || (y >= height)) return;
    if (getPixel(x, y) == old) {
        setPixel(fill, x, y);
        floodFill(x+1, y, fill, old);
        floodFill(x, y+1, fill, old);
        floodFill(x-1, y, fill, old);
        floodFill(x, y-1, fill, old);
    }
}
```

# FloodFill Algorithm

[https://en.wikipedia.org/wiki/Flood\\_fill](https://en.wikipedia.org/wiki/Flood_fill)



step 5

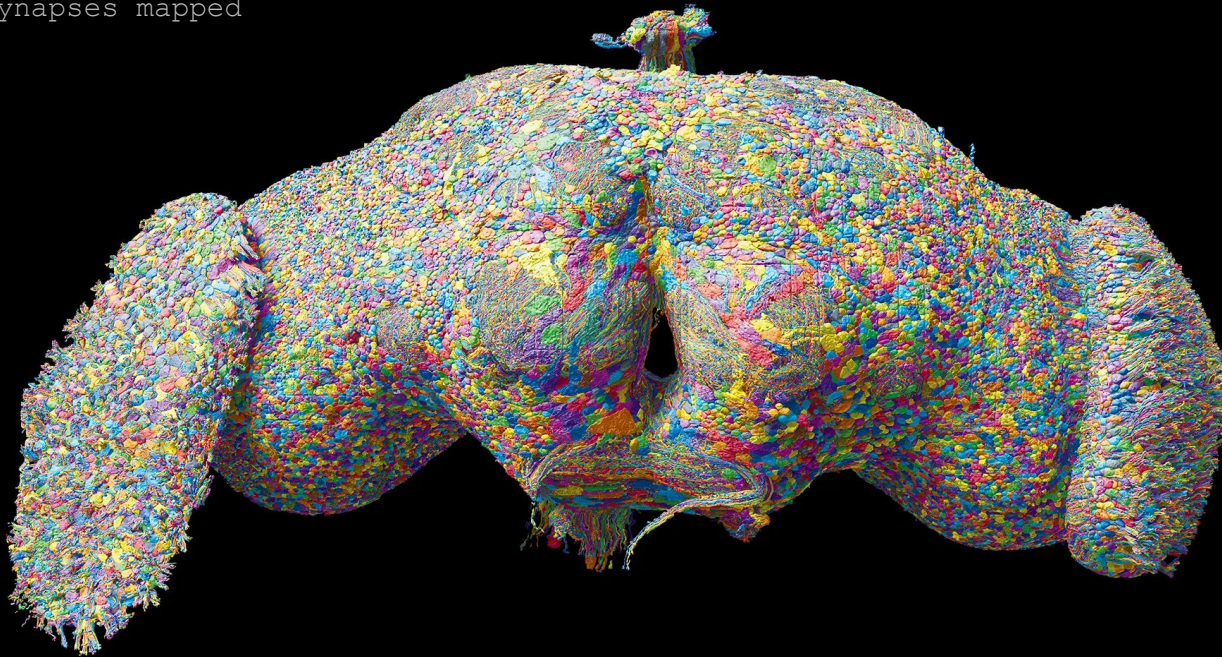


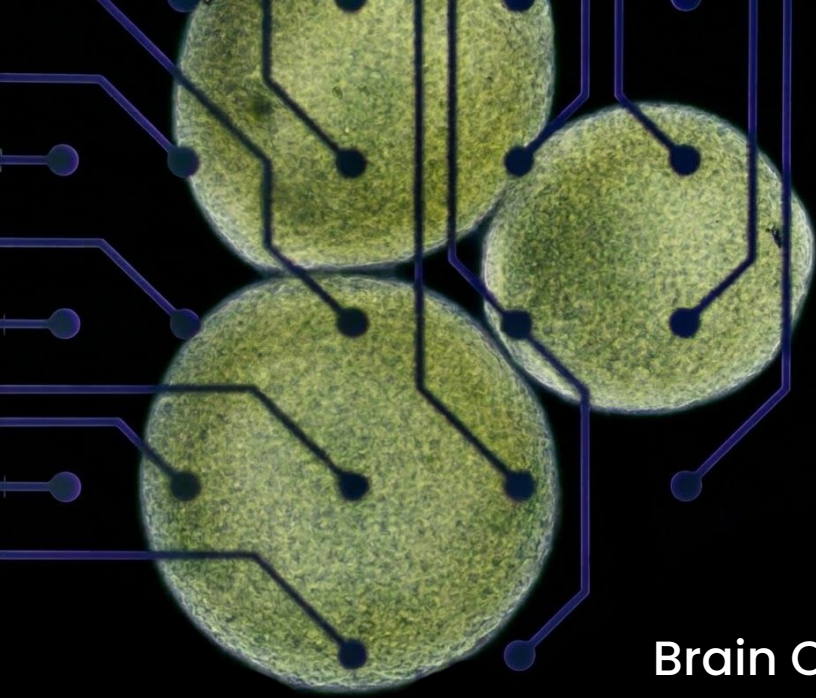
# Drosophila Connectome

<https://flywire.ai>

139255 neurons

>50M synapses mapped





## Brain Organoids

10.1016/j.neuron.2022.09.001

can learn pong <5mins  
more plasticity than AI

## Running Butterfly

<https://finalspark.com/>

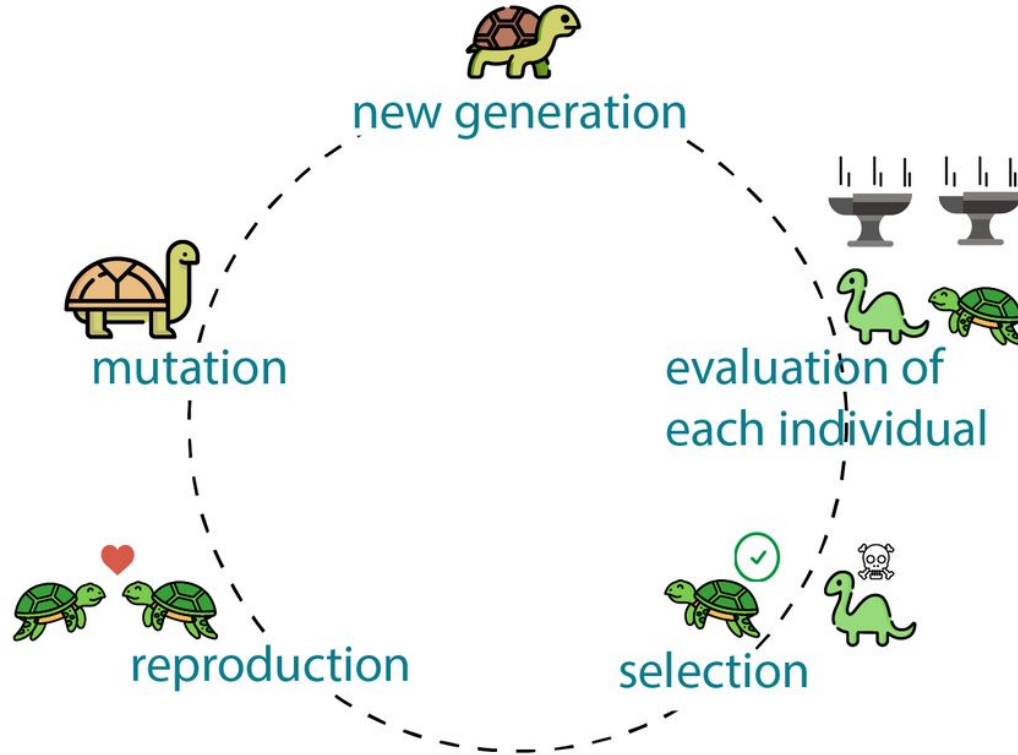


# Questions ?

computational neuroscience

# Genetic Algorithm

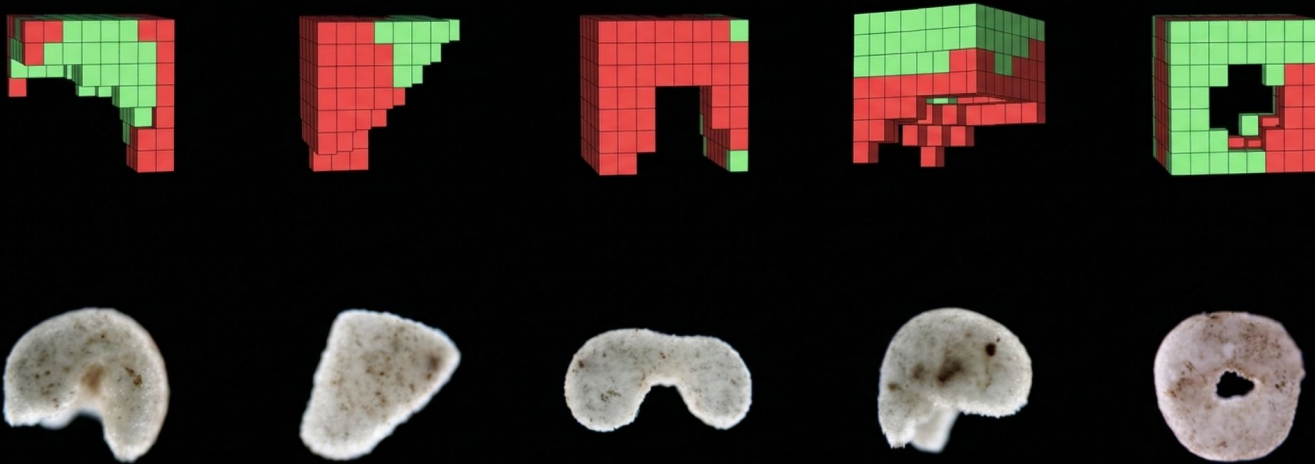
<https://wikipedia.org>



genetic algorithm search  
kinematic auto-movement

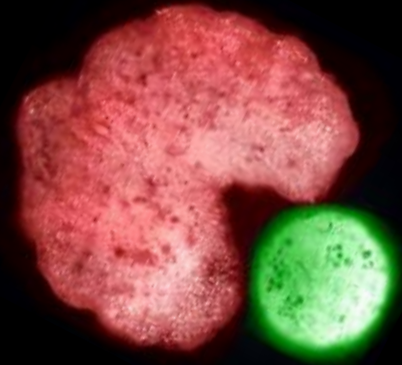
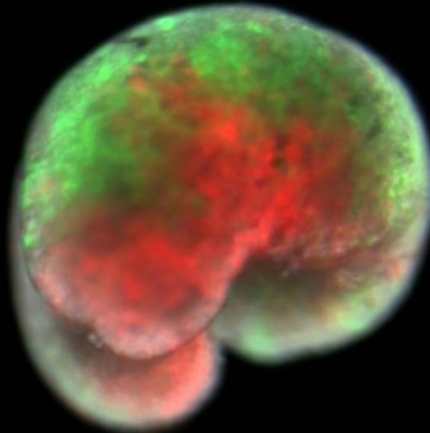
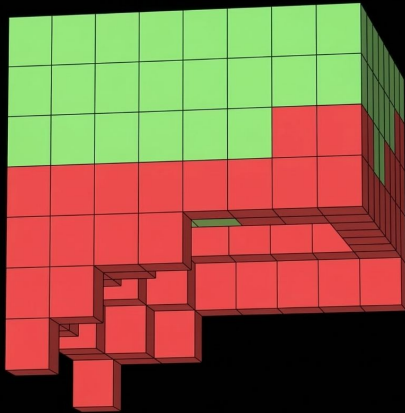
## Xenobots Selection

10.1073/pnas.1910837117



# Programmable Xenobots

10.1073/pnas.1910837117



kinematic self-replication  
can repair human neurons

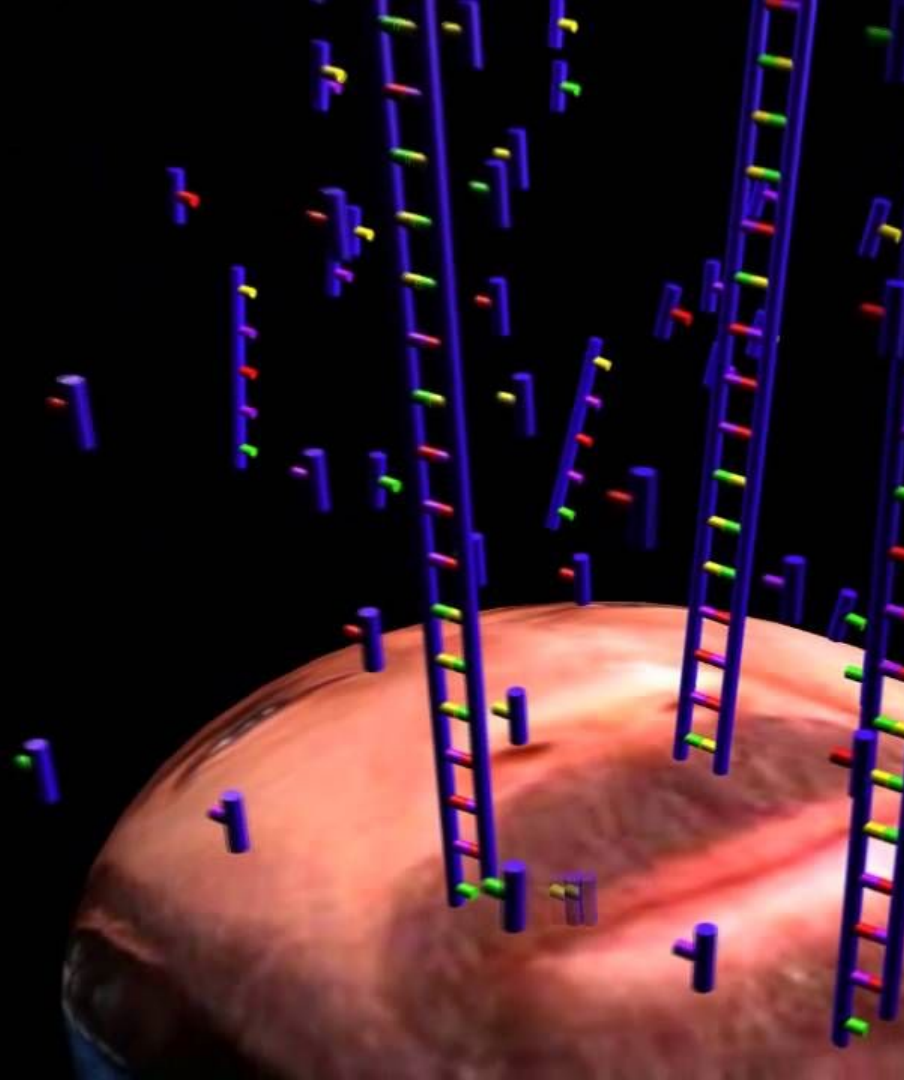
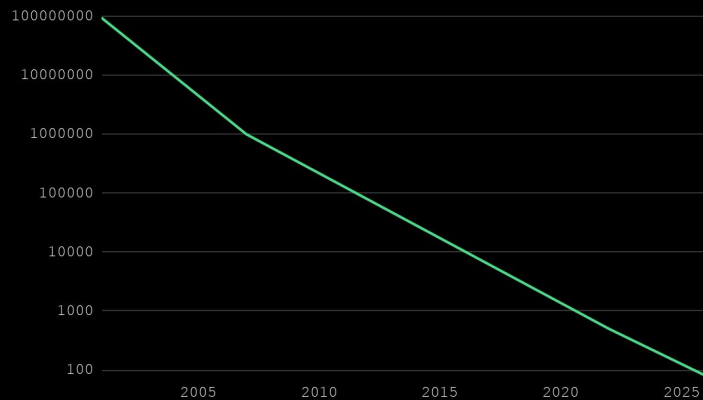
# Questions ?

developmental engineering

# Next Gen Sequencing

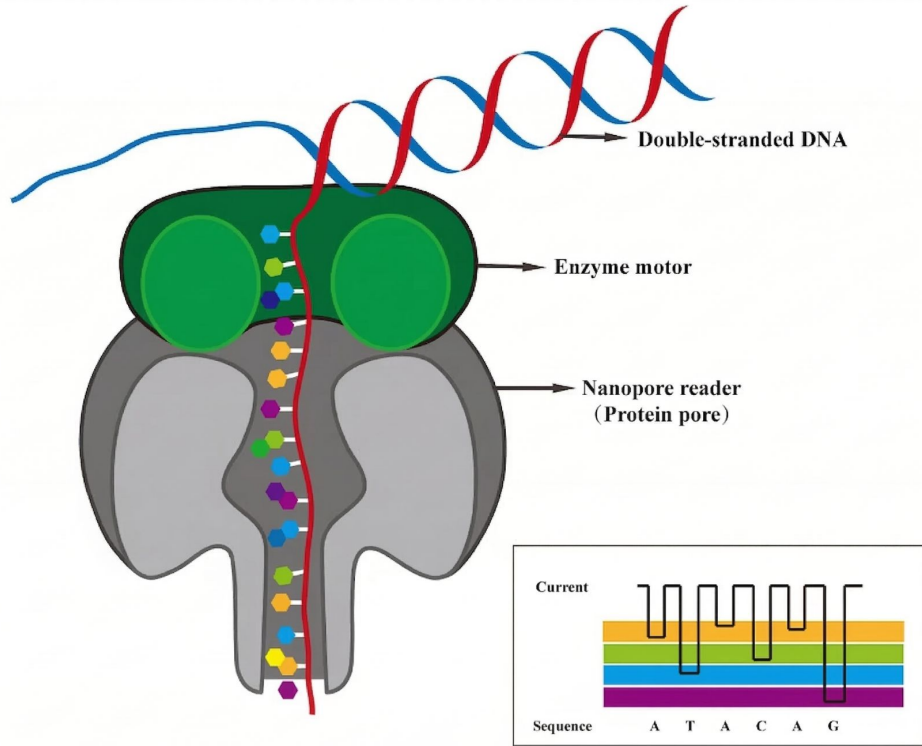
10.1038/nature07517

genome sequencing cost  
(\$USD)



# Nanopore Sequencing

<https://nanoporetech.com>



A  
T  
G  
C  
G  
T

**TAGCTATCGTAGTGAT**

TAGCTAT      AGTGAT

**TAGCTATCGTAGTGAT**

TAGACTATCGTAGTGAT

**TAGCTATCGTAGTGAT**

TAGCTATCGTAGGTAT

## Sequence Alignment

10.1016/0022-2836(70)90057-4

find twin sequences

billion DNA entries

	∅	G	C	A	T	G	C	G
∅	0	1	2	3	4	5	6	7
G	1			x				
A	2							
T	3							
T	4		x					
A	5							
C	6							
A	7							x

## Needleman–Wunsch

<https://wikipedia.org>

x compare "G" et "GCA"

x compare "GATT" et "GC"

x le nombre que l'on cherche

Le nombre affiché est  
le nombre minimal de  
modifications à faire  
pour passer de l'un à  
l'autre

	∅	G	C	A	T	G	C	G
∅	0	1	2	3	4	5	6	7
G	1	0						
A	2							
T	3							
T	4							
A	5							
C	6							
A	7							

## Needleman–Wunsch

<https://wikipedia.org>

Comparaison entre G et G :

- Score de "G" et "" + 1 car il suffit de rajouter G
- Score de "" et "G" + 1 car il suffit de supprimer G
- Score de "" et "" +
  - 0 si les derniers caractères sont égaux
  - 1 sinon

=> **3ème option dans notre cas**

	<b>∅</b>	<b>G</b>	<b>C</b>	<b>A</b>	<b>T</b>	<b>G</b>	<b>C</b>	<b>G</b>
<b>∅</b>	0	1	2	3	4	5	6	7
<b>G</b>	1	0	1	2	3	4	5	6
<b>A</b>	2							
<b>T</b>	3							
<b>T</b>	4							
<b>A</b>	5							
<b>C</b>	6							
<b>A</b>	7							

## Needleman–Wunsch

<https://wikipedia.org>

	<b>∅</b>	<b>G</b>	<b>C</b>	<b>A</b>	<b>T</b>	<b>G</b>	<b>C</b>	<b>G</b>
<b>∅</b>	0	1	2	3	4	5	6	7
<b>G</b>	1	0	1	2	3	4	5	6
<b>A</b>	2	1	1	1	2	3	4	5
<b>T</b>	3							
<b>T</b>	4							
<b>A</b>	5							
<b>C</b>	6							
<b>A</b>	7							

## Needleman–Wunsch

<https://wikipedia.org>

	∅	G	C	A	T	G	C	G
∅	0	1	2	3	4	5	6	7
G	1	<b>0</b>	<b>1</b>	2	3	4	5	6
A	2	1	<b>1</b>	<b>1</b>	2	3	4	5
T	3	2	2	2	<b>1</b>	2	3	4
T	4	3	3	3	<b>2</b>	<b>2</b>	3	4
A	5	4	4	3	3	<b>3</b>	<b>3</b>	4
C	6	5	4	4	4	4	<b>3</b>	4
A	7	6	5	4	5	5	4	<b>4</b>

## Needleman–Wunsch

<https://wikipedia.org>

	∅	G	C	A	T	G	C	G
∅	0	1	2	3	4	5	6	7
G	1	0	1	2	3	4	5	6
A	2	1	1	1	2	3	4	5
T	3	2	2	2	1	2	3	4
T	4	3	3	3	2	2	3	4
A	5	4	4	3	3	3	3	4
C	6	5	4	4	4	4	3	4
A	7	6	5	4	5	5	4	4

## Needleman–Wunsch

<https://wikipedia.org>

GCA\_TGCG

G\_ATTACA

	∅	G	C	A	T	G	C	G
∅	0	1	2	3	4	5	6	7
G	1	0	1	2	3	4	5	6
A	2	1	1	1	2	3	4	5
T	3	2	2	2	1	2	3	4
T	4	3	3	3	2	2	3	4
A	5	4	4	3	3	3	3	4
C	6	5	4	4	4	4	3	4
A	7	6	5	4	5	5	4	4

## Needleman–Wunsch

<https://wikipedia.org>

GCAT\_GCG  
G\_ATTACA

	∅	G	C	A	T	G	C	G
∅	0	1	2	3	4	5	6	7
G	1	0	1	2	3	4	5	6
A	2	1	1	1	2	3	4	5
T	3	2	2	2	1	2	3	4
T	4	3	3	3	2	2	3	4
A	5	4	4	3	3	3	3	4
C	6	5	4	4	4	4	3	4
A	7	6	5	4	5	5	4	4

## Needleman–Wunsch

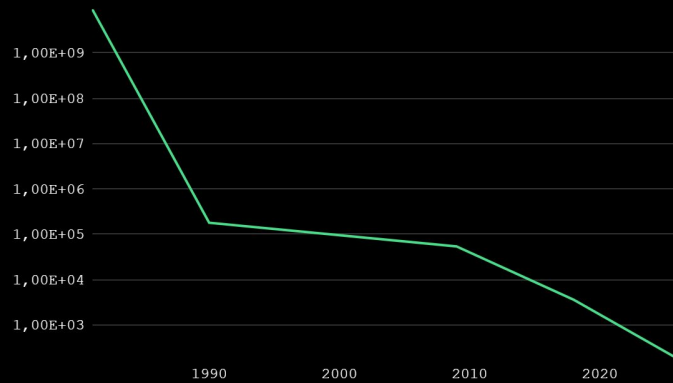
<https://wikipedia.org>

GCATG\_CG

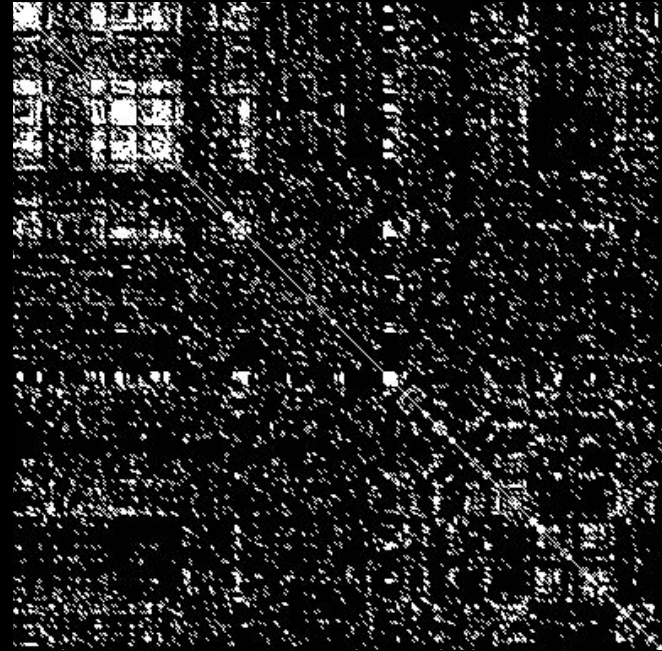
G\_ATTACA

# Instant DNA Alignment

10.1016/0022-2836(70)90057-4



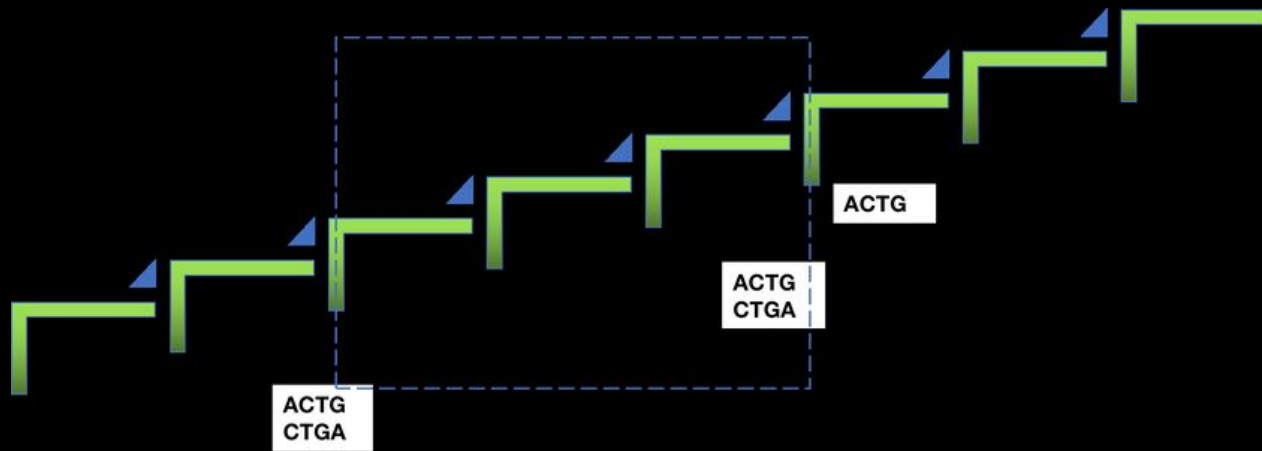
genome alignment time (seconds)



215000 To/g (x484000)  
1000 years, no cooling  
283M USD market (2026)

# DNA Data Storage

10.1126/science.1226355

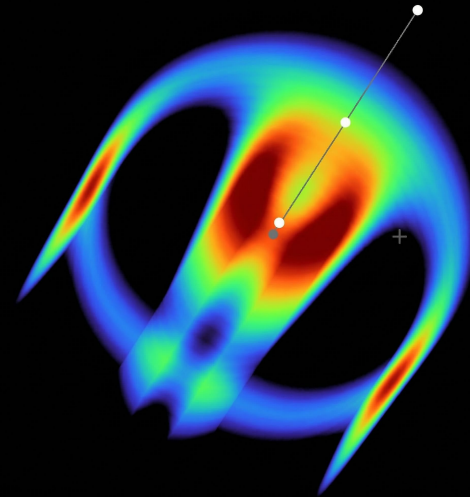
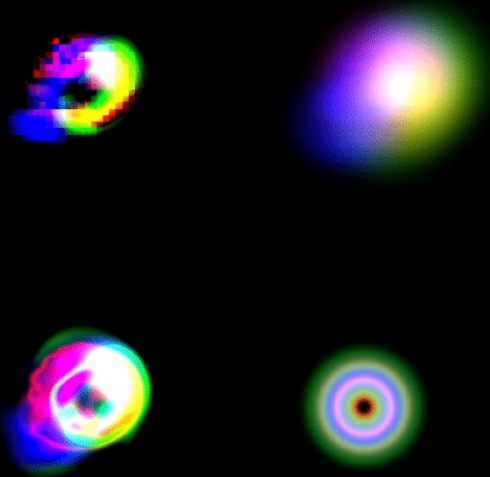


# Questions ?

applied bioinformatics

# Continuous Automata

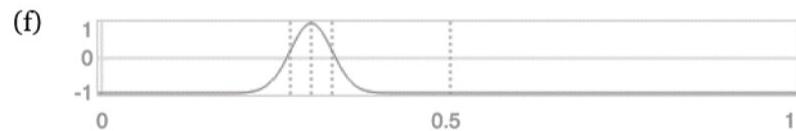
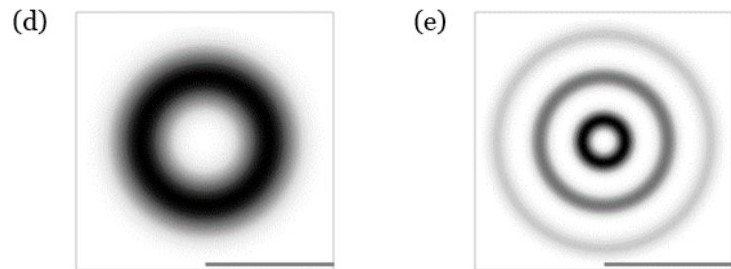
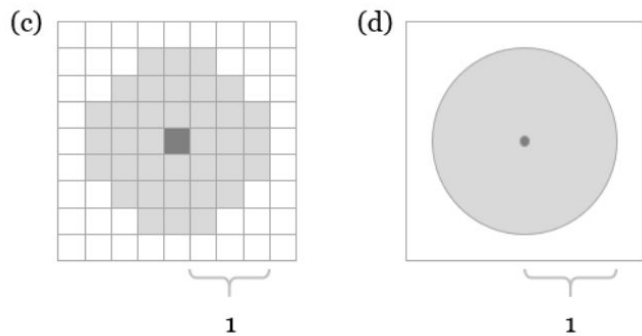
10.48550/arXiv.1812.05433



emerging self-reproduction  
solves obstacles, mazes  
coded as matrix products

# Lenia Cell Automata

10.48550/arXiv.1812.05433



$$A^{t+1} = \sigma\left(A^t + \Delta t \cdot G * K\right)$$

# Questions ?

computational life

## **Bee-Free Honey**

iGEM Technion 2019

## **Lake P-Pumps**

iGEM Uppsala 2018

## **Real Vegan Cheese**

<https://realvegancheese.org>

## **Spider-Free Silk**

iGEM Uppsala 2014

## **Mycelium Bricks**

iGEM Design League

## **Moon Biostimulant**

iGEM Toulouse 2024

## **Open Insuline Project**

<https://openinsulin.org>

## **Magnetic Gene Control**

iGEM Cambridge 2024

## Foldit Protein Game

<https://fold.it/>

## DNA Fountain Healing

10.1126/science.aaj2038

## Cell Code Compiler

<https://cidarlab.org/cello>

## Eyewire Neuron Game

<https://eyewire.org/>

## Phylogenetic Inference

<https://nextstrain.org/>

## DNA Steganography

10.1038/21092

## Universal DNA Registry

<https://bricks.bio>

## ViennaRNA Package

[github.com/ViennaRNA](https://github.com/ViennaRNA)



## English Playlist

<https://youtube.com/playlist?list=PLwiRVNw-iD2wYNyCPUcZ3sR3YtI91hdsW&si=ONzNQjCYxZidJTLO>



## French Playlist

[https://youtube.com/playlist?list=PLwiRVNw-iD2xOaWHnrwUZ7nY\\_-6D7fE-z&si=t2KsuOeGvXMzR4sv](https://youtube.com/playlist?list=PLwiRVNw-iD2xOaWHnrwUZ7nY_-6D7fE-z&si=t2KsuOeGvXMzR4sv)