Creating DNA from Scratch for DNA-based Data Storage

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Introduction

Problem Statement:

- DNA sequencing is well-developed, but DNA synthesis is expensive and difficult to access in small quantities.
- This project has a wide range of potential applications in fields such as data storage, biotechnology, medicine, and genomics.

Solution:

- To facilitate small scale synthesis, we will use custom built software in tandem with integrated hardware and a modular flow device to create DNA fabrication technology.
- This will be used to make DNA strands for testing and research purposes.

Functionality and Requirements



Functionality:

To combine fluid flow control, UV light projection, and software to create DNA strands from nucleotide solutions



System needed to be:

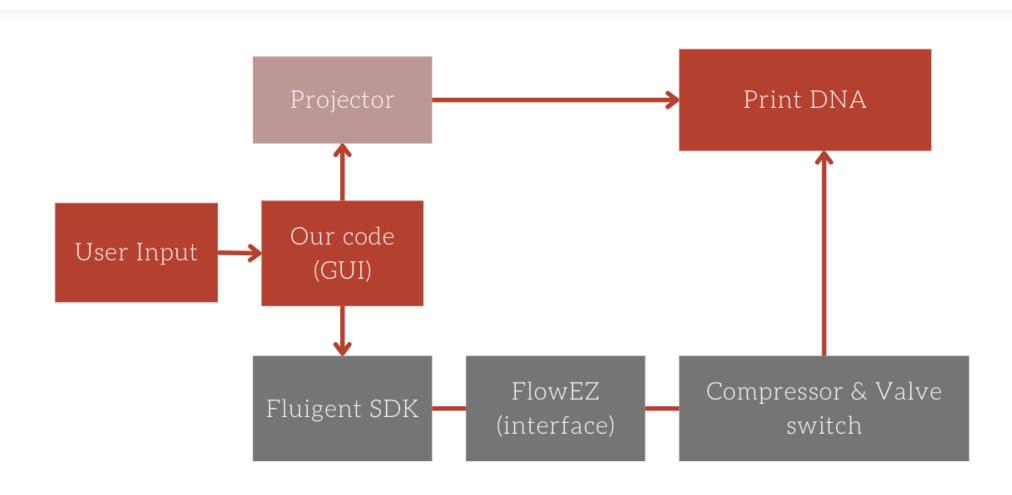
User-friendly

Modular

Accessible

Easy to maintain

Whole System Breakdown

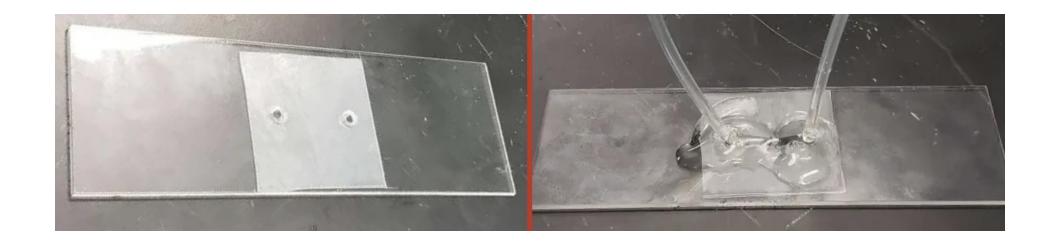


Fluid Flow System

- Software Development Kit (SDK) in C# provided by Fluigent
- Pressure adjustment, sensor reading
- Nucleotide solutions, switcher, interfaces
- Housing for fluid flow system



Flow Cell Construction



Glass slide with tubing ports, channel cut between ports
This is where DNA strand is built and cured by the UV light

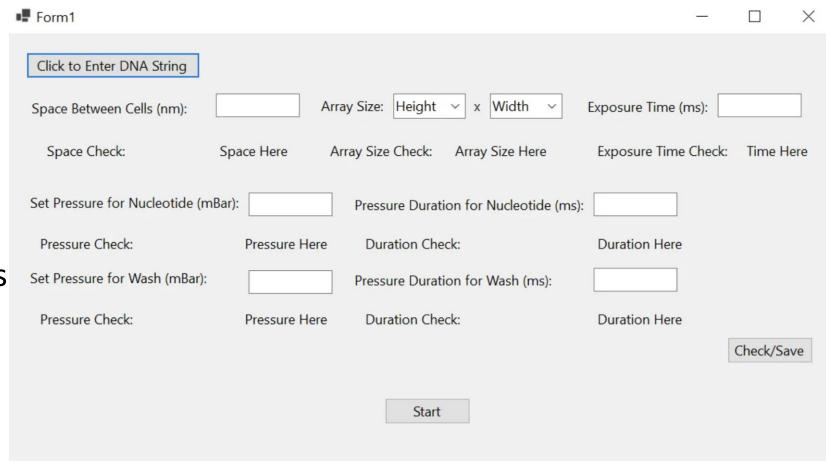
Projector

- Ultra-Violet Projector from SICUBE
- HDMI connection
- Added 5 mm Lens Extension

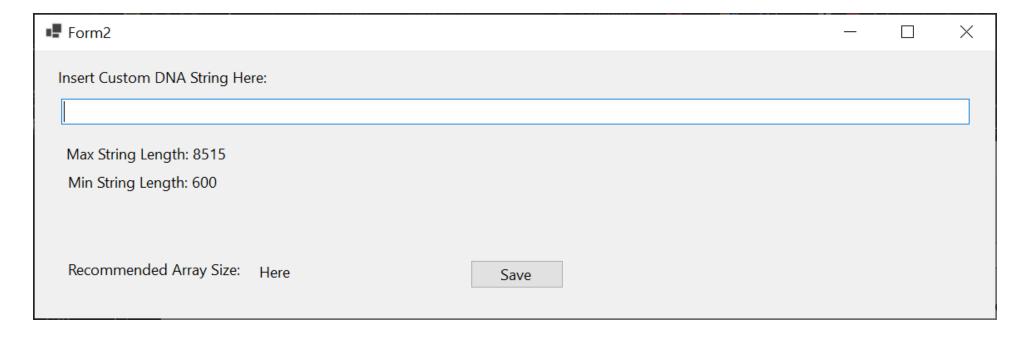


Graphical User Interface (GUI) - Form 1

- User inputs allow customization of DNA printing process
- Check/Save button saves information in global variables



GUI – Form 2



- When "Click to Enter DNA String" is clicked this form will open
- Paste the DNA string and it will get stored in a global variable

GUI – Form 3

- Start button is in the top left and disappears when printing process starts
- Progress bar located bottom left
- White dots are projected onto the flow cell to cure nucleotides



Technical Challenges & Design Changes

Fluid Flow System

Made use of OxyGen Software to control the flow cell

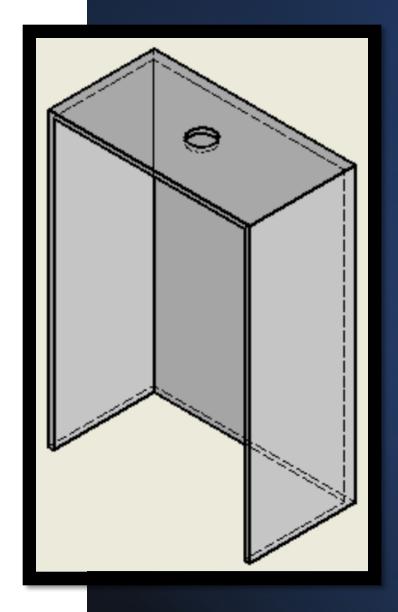
 Used SDK and altered the code according to the project's requirements

 Tried to get the code running on multiple different applications and finally settled on Visual Studio

Worked on connecting the flow system to the GUI

Projector

- Initially used a TI projector with replacing the blue internal LED with a UV LED
 - Overheating issues
- Replaced with the current Ultra-Violet Projector from SICUBE
 - Went through resolution testing using Photolithography
- Still needing higher resolution, added a 5mm lens extender to allow for smaller imaging
- New housing designed to use with projector

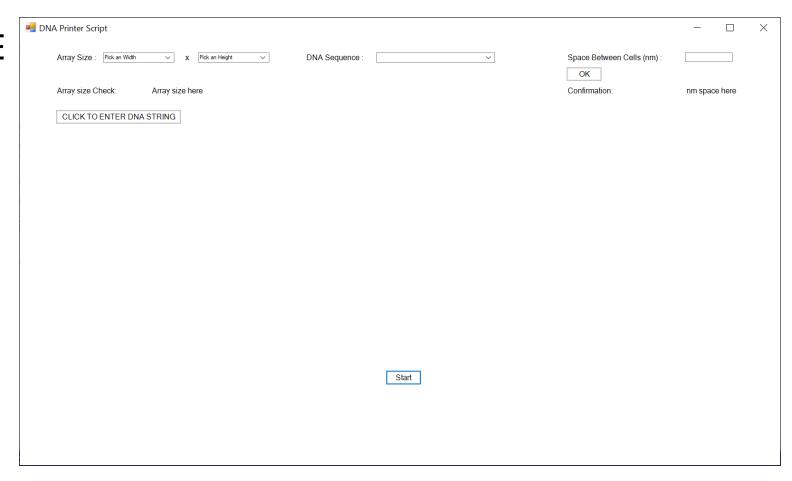


GUI 1.0

 Started in Powershell ISE to create a customizable windows form

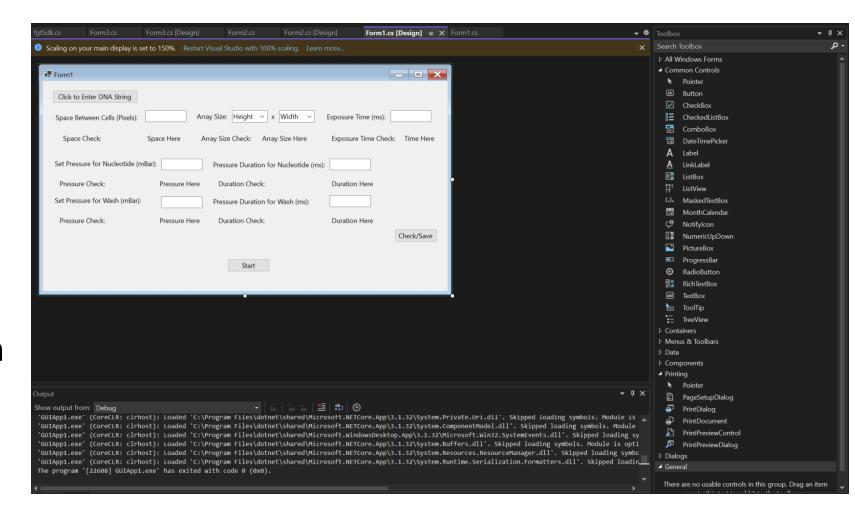
 Didn't have functionality to communicate to Fluid Flow SDK

 Needed to move to Visual Studio



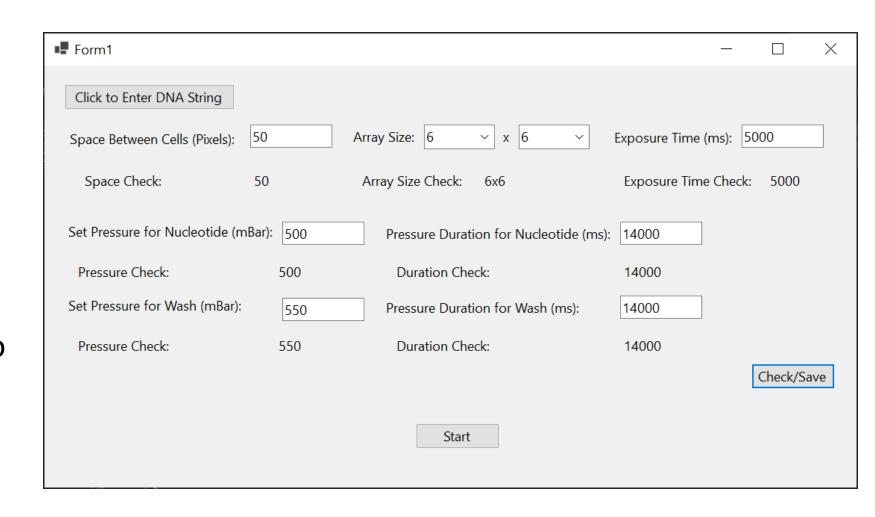
GUI 2.0

- Used Visual Studio design functionality
- Converted main logic
- Used .NET Framework4.7 Windows Application



GUI 3.0 (Current Version)

- Fluid Flow System SDK uses .NET CORE 3.1
- .NET Framework 4.7 not compatible with .NET CORE 3.1
- Changed from a timer to "Task.Delay()" to avoid threading issues



Demonstration Video

Video Link:

Senior Design Demo.mov

Thank You

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Questions?