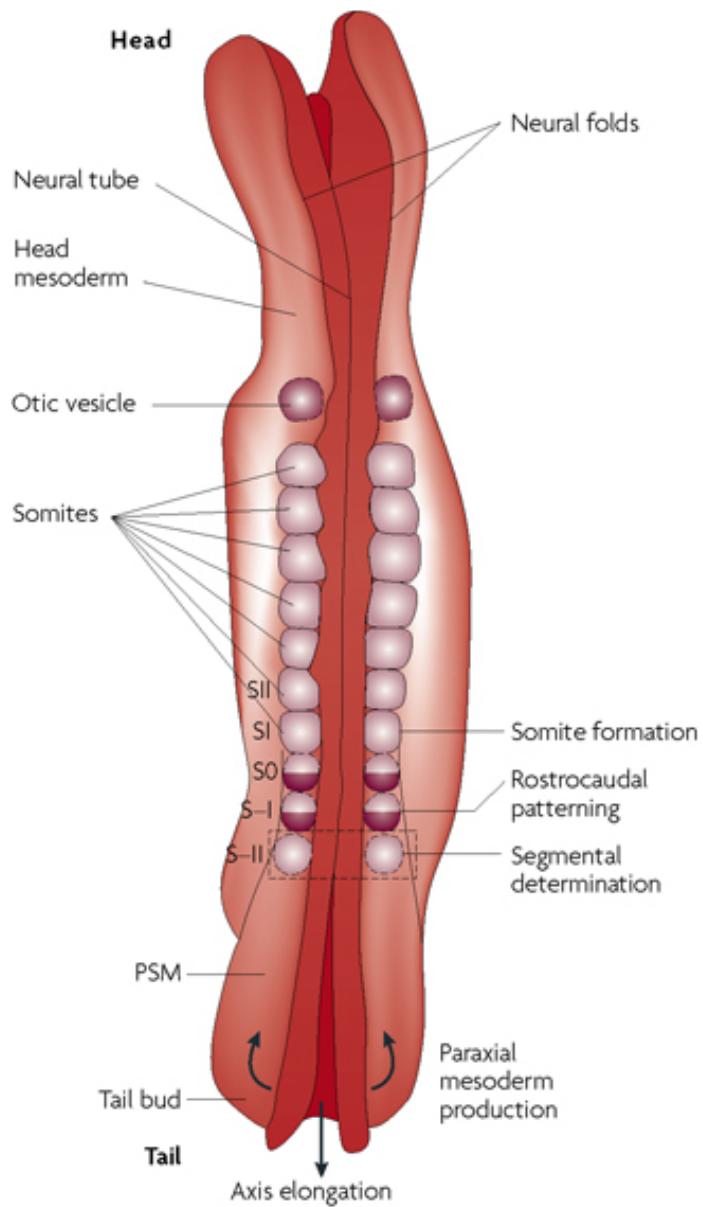


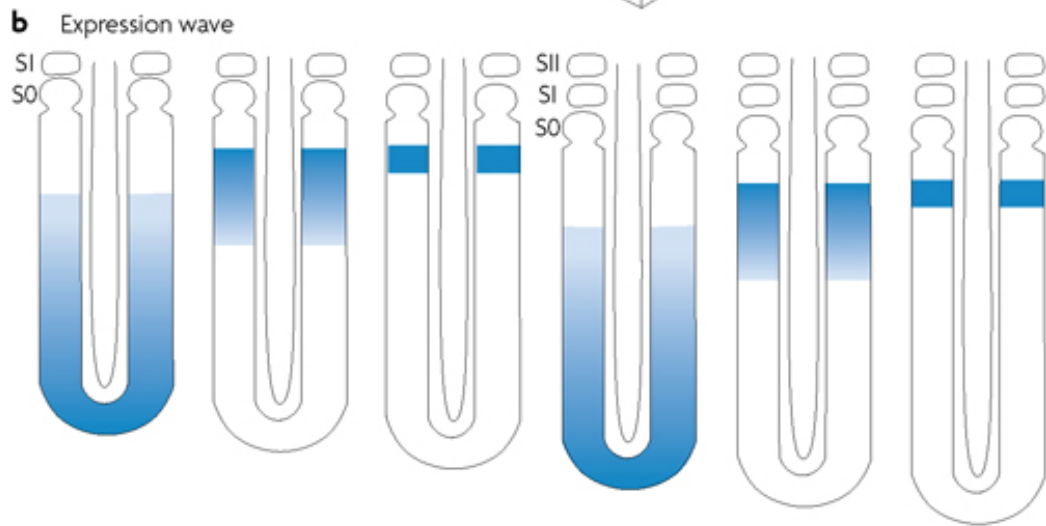
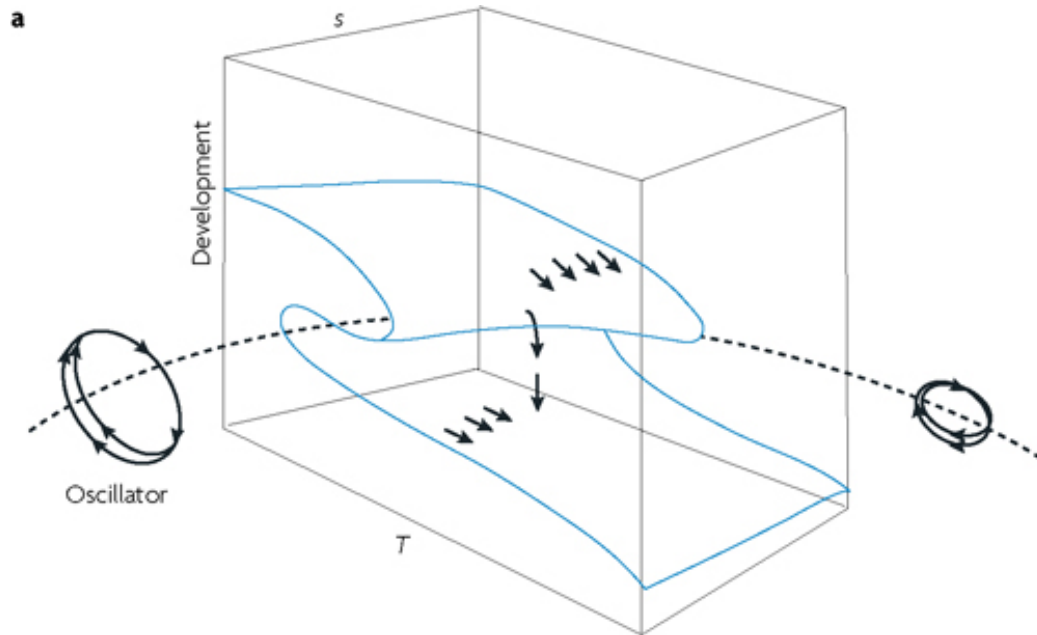
E. Segmentation

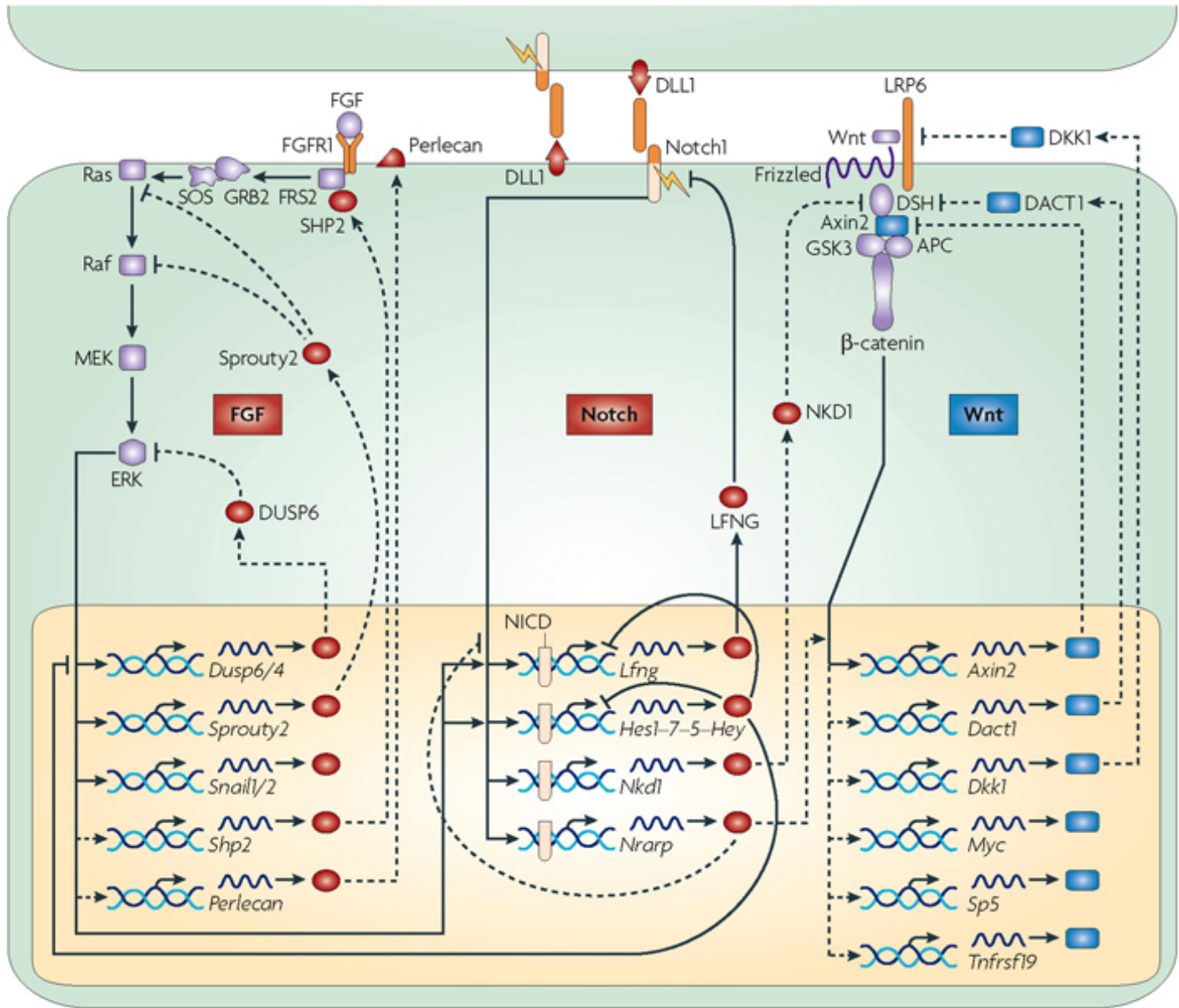
(in embryological development)

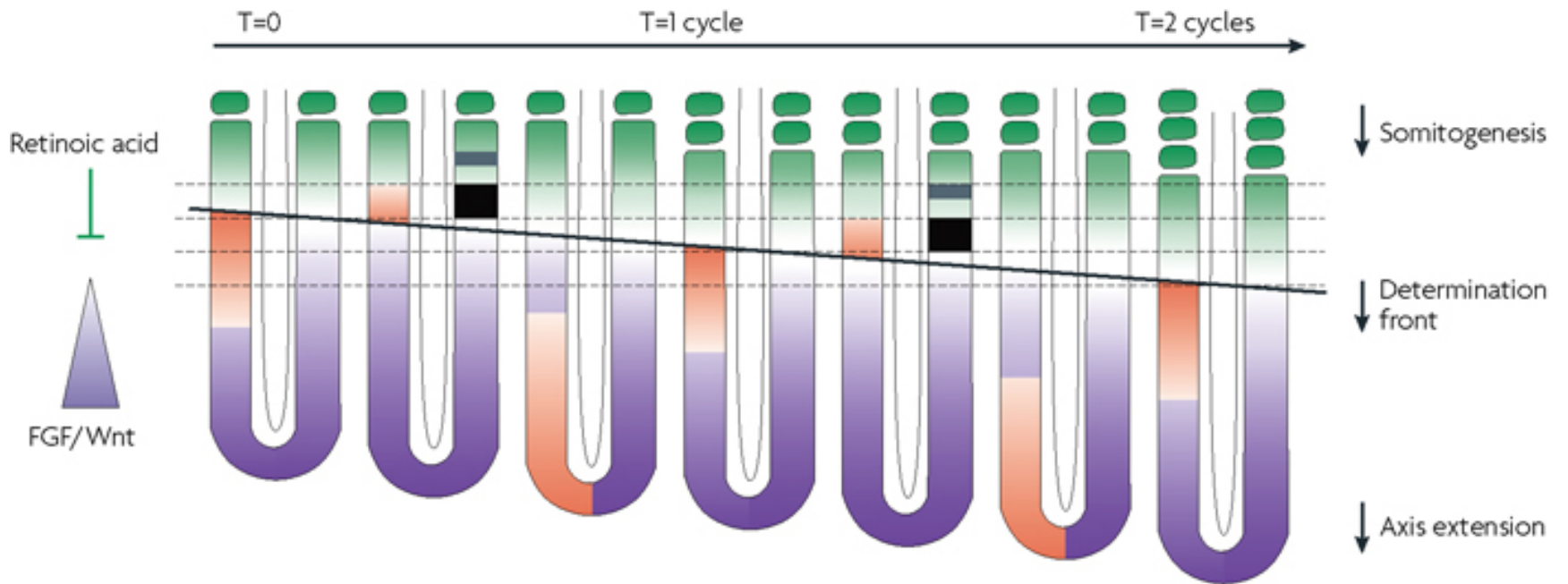
Vertebrae

- Humans: 33, chickens: 55, mice: 65, corn snake: 315
- Characteristic of species
- How does an embryo “count” them?
- “Clock and wavefront model” of Cooke & Zeeman (1976)

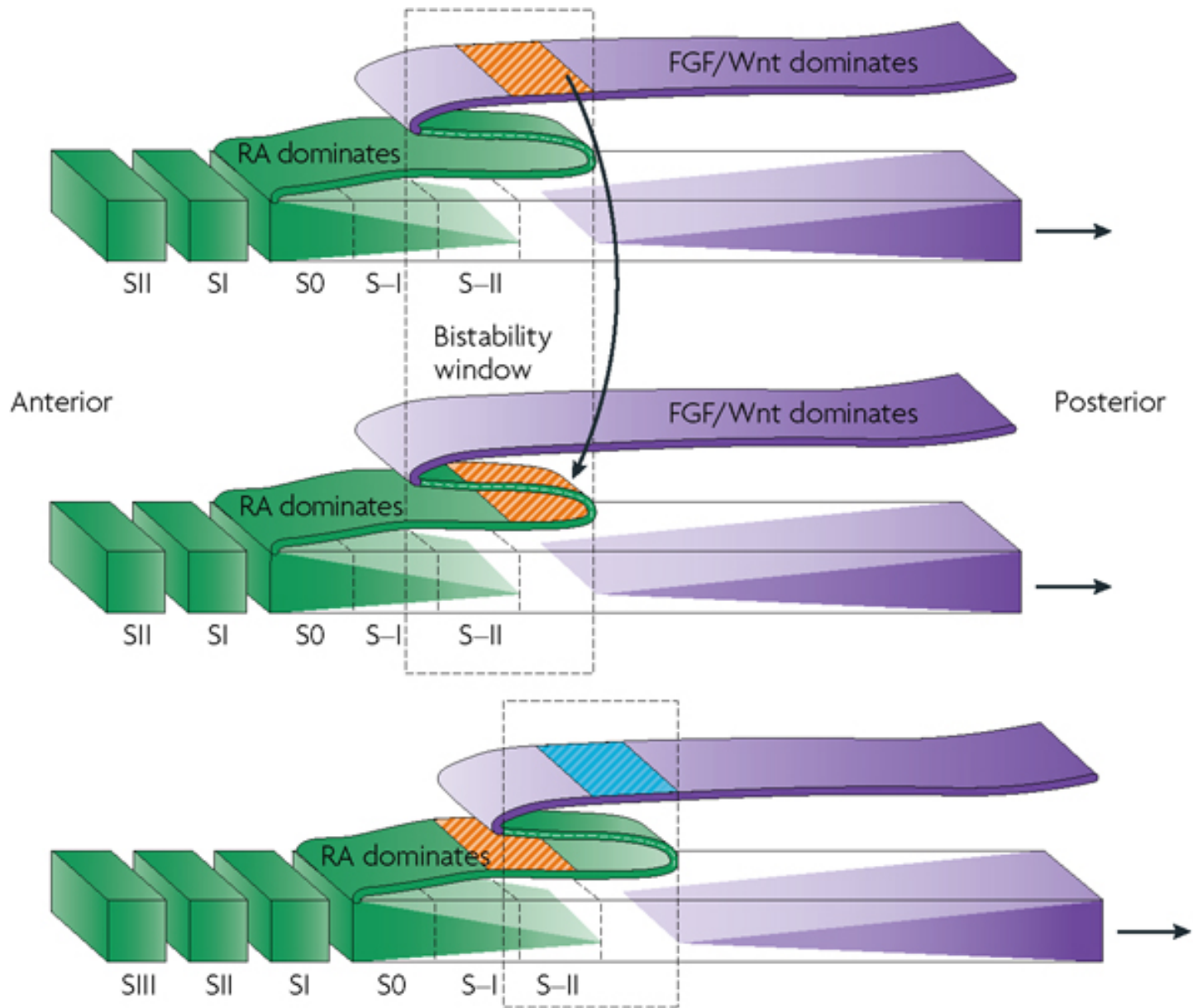




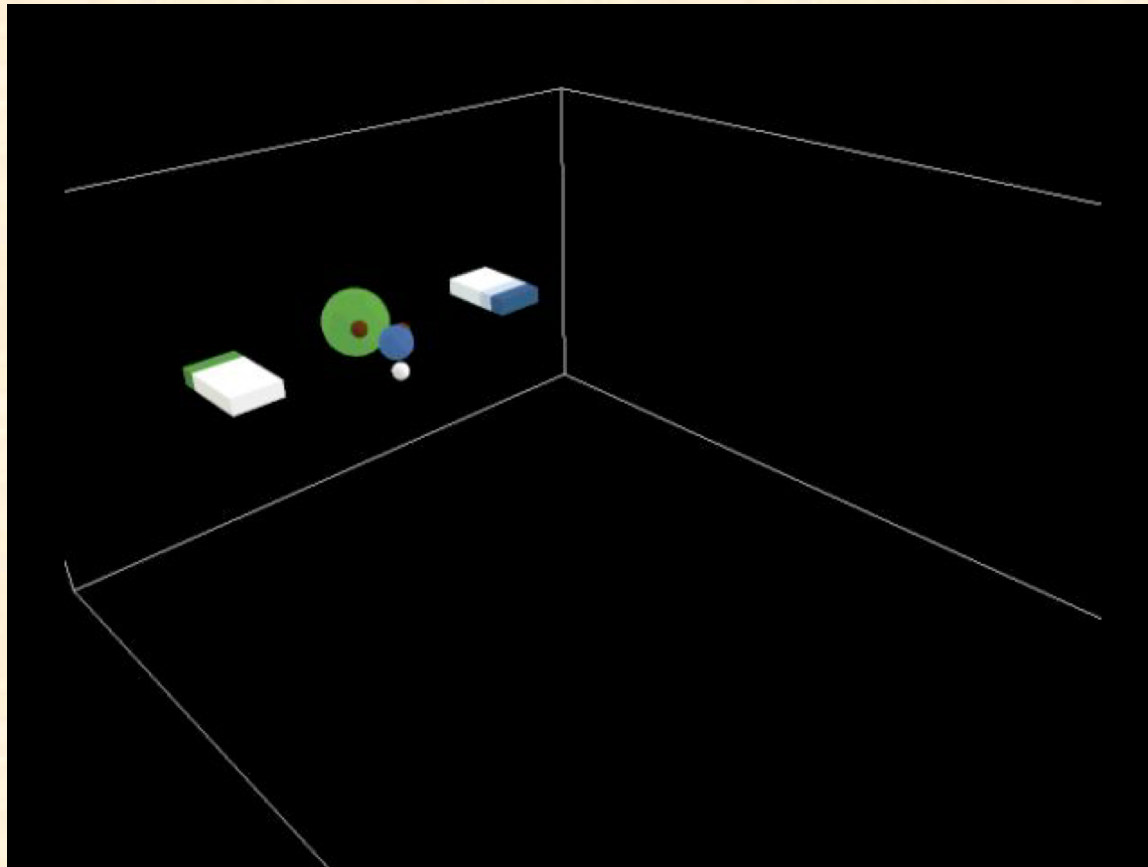




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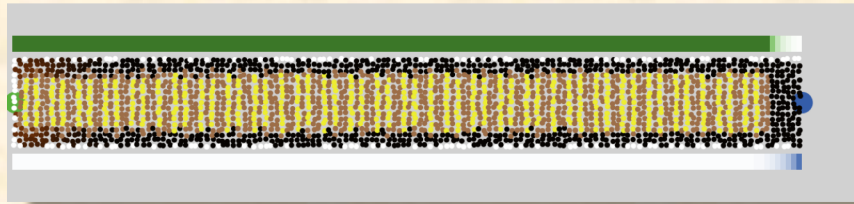
Simulated Segmentation by Clock-and-Wavefront Process



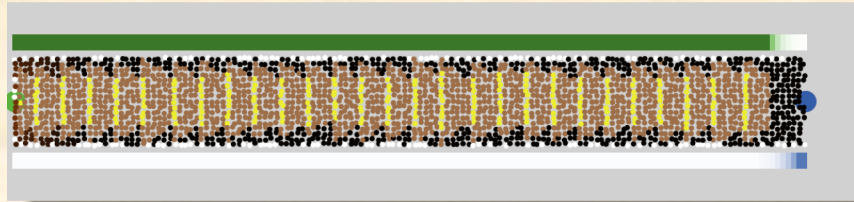
2D Simulation of Clock-and-Wavefront Process



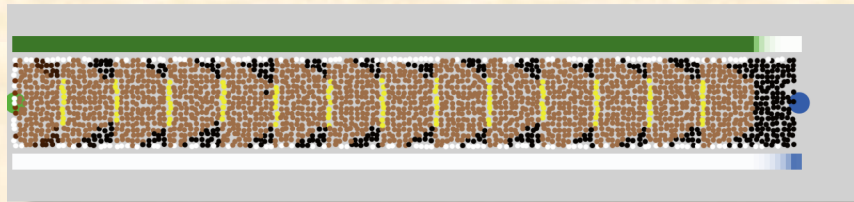
Effect of Growth Rate



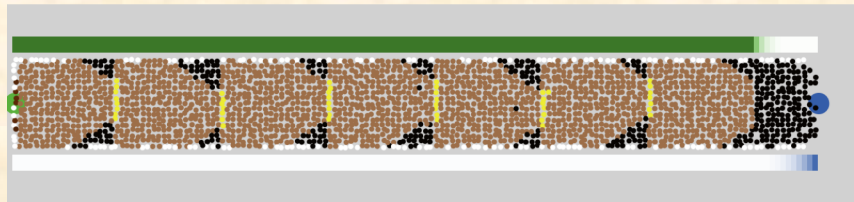
500



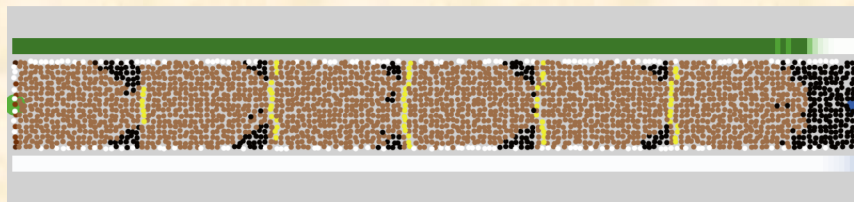
1000



2000



4000



5000

- Segment length = growth rate \times pacemaker frequency
- Number of segments = pacemaker frequency \times growth duration

NetLogo Simulation of Segmentation

[Run Segmentation.nlogo](#)

Segmentation References

1. Cooke, J., & Zeeman, E.C. (1976). A clock and wavefront model for control of the number of repeated structures during animal morphogenesis. *J. Theor. Biol.* **58**: 455–76.
2. Dequéant, M.-L., & Pourquié, O. (2008). Segmental patterning of the vertebrate embryonic axis. *Nature Reviews Genetics* **9**: 370–82.
3. Gomez, C., Özbudak, E.M., Wunderlich, J., Baumann, D., Lewis, J., & Pourquié, O. (2008). Control of segment number in vertebrate embryos. *Nature* **454**: 335–9.