

## **Supporting information**

### **Optimizing Combinations of Flavonoids Deriving from Astragali Radix in Activating the Regulatory Element of Erythropoietin by a Feedback System Control Scheme**

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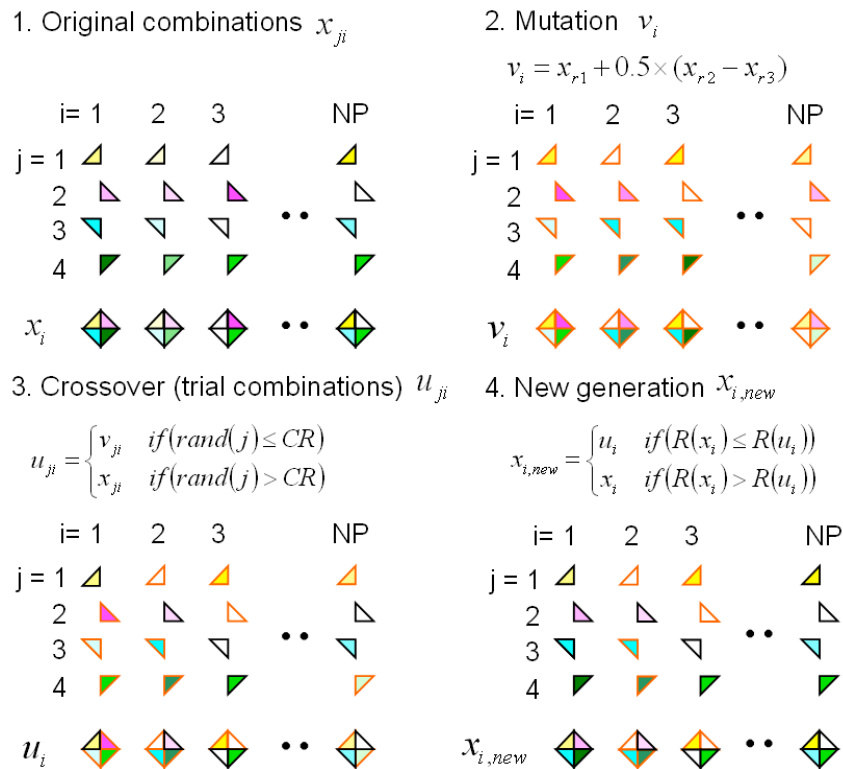
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**Fig. 1S** A typical DE/rand/1/bin strategy introduced in optimization of flavonoid combinations [21]. Initially, NP (number of population) combinations of the four flavonoids were generated. For each original combination  $x_i$ , a mutation combination  $v_i$  was generated following the formula in step 2, where  $r_1$ ,  $r_2$  and  $r_3$  are randomly generated integers in the range of 1~NP. Then the originals  $x_i$  (black border) and mutations  $v_i$  (orange border) were crossed to produce crossover combinations  $u_i$ , controlled by the crossover constant  $CR$  in step 3. The crossover combinations were used as the trial combinations to compete with the original combinations. Combinations that derived better desired biological activities were carried over to the new generation  $x_{i,new}$ . We decided to start with NP=6 and CR=0.5 to achieve fast convergence, and gradually increase to NP=18 and CR=0.9 to avoid being trapped by localized maximum responses. The brightness of the colors represented different concentration levels of each flavonoid.

**Fig. 1S**

## The Median Effect Equation

$$\begin{aligned}
 & \text{(1) } f_a/f_u = (D/D_m)^m \\
 & \text{(2) } \text{Log}(f_a/f_u) = m\text{log}(D) - m\text{log}(D_m) \\
 & \text{(3) } f_a = 1/[1 + (D_m/D)^m] \\
 & \text{(4) } D_x = D_m[f_a/(1 - f_a)]^{1/m}
 \end{aligned}$$

$D$  = Dose  
 $f_a$  = fraction affected  
 $f_u$  = fraction unaffected  
 $D_m$  = median-effect dose  
 $m$  = slope, or kinetic order

$$\text{(5) } CI = \frac{(D)_1}{(D_x)_1} + \frac{(D)_2}{(D_x)_2} = \frac{1}{(DRI)_1} + \frac{1}{(DRI)_2}$$

$CI$  = Combination index  
 $CI = 1$  (Summation)  
 $< 1$  (Synergism)  
 $> 1$  (antagonism)

$DRI$  = Dose-Reduction Index  
 $(DRI)_1 = \frac{(D_x)_1}{(D)_1}$  .  $(DRI)_2 = \frac{(D_x)_2}{(D)_2}$

$$\begin{aligned}
 & [(D_x)_{1,2} = (D)_1 + (D)_2] \\
 & [\text{and } (D)_1/(D)_2 = P/Q] \\
 & (D)_1 = (D_x)_{1,2} \times P/(P + Q) \\
 & (D)_2 = (D_x)_{1,2} \times Q/(P + Q)
 \end{aligned}$$

For  $n$  Drug Combinations:

$$CI = \sum_{j=1}^n \frac{(D)_j}{(D_x)_j}$$

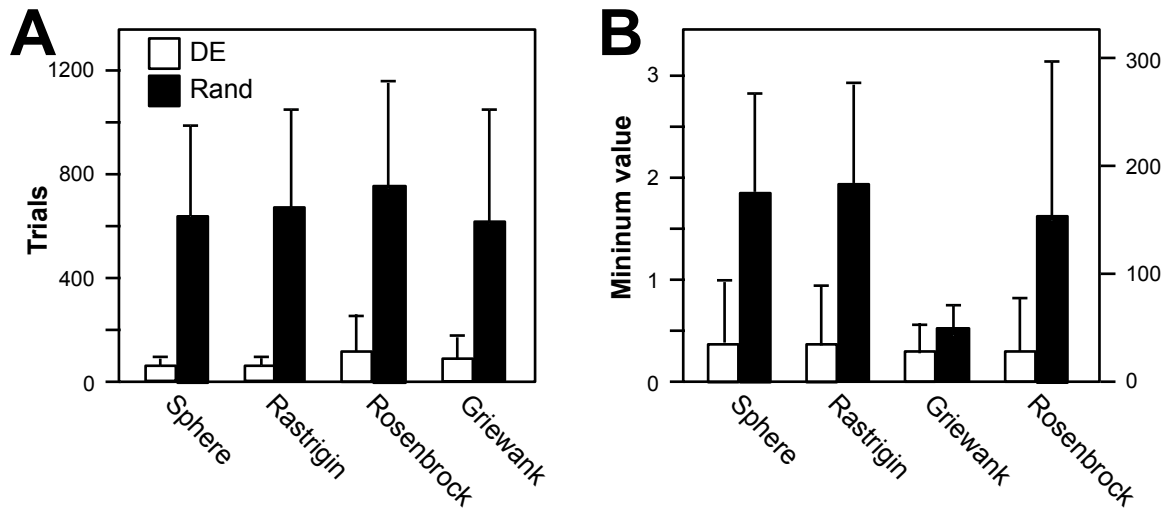
**Fig. 2S** The median effect equation for computerized simulation of synergism, additivism and antagonism of the effect of multiple drugs: in optimization of flavonoid combinations, the fraction affected  $f_a$  was expressed as  $f_a=C/T$ , where  $C$  was the control response, and  $T$  represented drug induced response [26].

**Fig. 2S**

Yu et al 2013

**Table. 1S Definition of the four benchmark functions**

Name	Definition (n=4)	Search space
Sphere	$f(x) = \sum_{i=1}^n x_i^2$	$[-2, -1, 0, 1, 2, 3]^4$
Rastrigin	$f(x) = 10n + \sum_{i=1}^n (x_i^2 - 10 \cos(2\pi x_i))$	$[-2, -1, 0, 1, 2, 3]^4$
Rosenbrock	$f(x) = \sum_{i=1}^{n-1} [100(x_i^2 - x_{i+1})^2 + (x_i - 1)^2]$	$[-2, -1, 0, 1, 2, 3]^4$
Griewank	$f(x) = \sum_{i=1}^{n-1} \frac{x_i^2}{4000} - \prod_{i=1}^n \cos(x_i / \sqrt{i}) + 1$	$[-20, -10, 0, 10, 20, 30]^4$



**Fig. 3S** Benchmark test results of four functions for 50 times: **(A)** number of trials required to find the solutions of the four functions using DE algorithm and the exhaustive algorithm (Rand). Differential evolution (DE) solved the problems within only  $58 \pm 11$ ,  $53 \pm 11$ ,  $131 \pm 103$  and  $90 \pm 46$  trials for the four functions; **(B)** minimum value found by both algorithms in 60 trials; With DE, the minimum values were  $0.42 \pm 0.61$ ,  $0.38 \pm 0.57$ ,  $25.48 \pm 43.38$ , and  $0.31 \pm 0.23$ , and out of the 50 runs, there were 32, 33, 22, and 11 runs, that the minimum value 0 was found in 60 trials for the four functions, respectively.

**Fig. 3S**

Yu et al 2013