

# Interactive Protein Manipulation

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# Outline

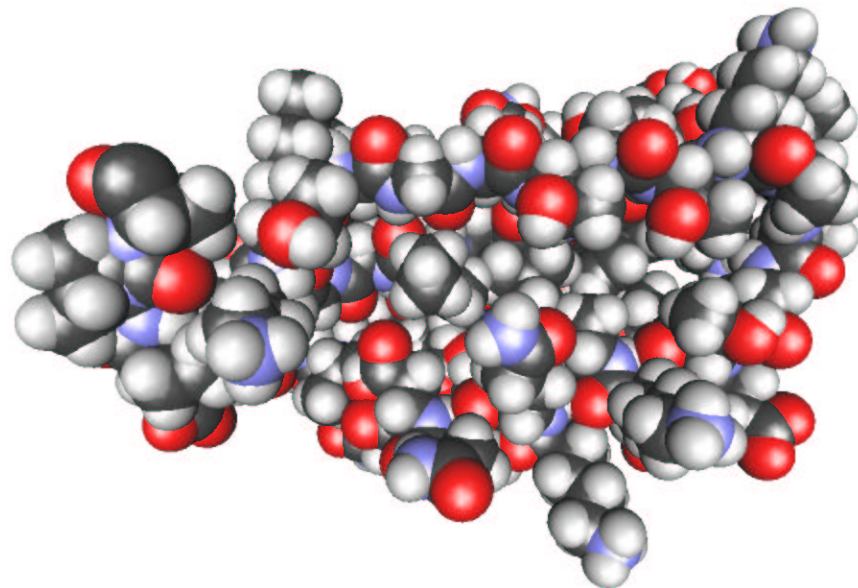
- The problem
- Our approach
  - Creating structures “from scratch”
  - Manipulating structures
- Live demo

# The Problem

Protein folding: The problem of translating

... GCCAATGATAACGGAGTGGACGGGGTA ...

into

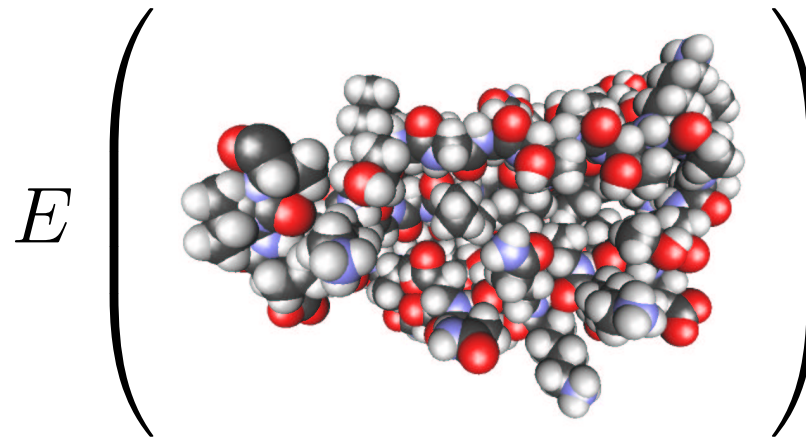


# Why We Want To Solve It

- The genotype–phenotype knowledge gap:
  - Gene defines chemical structure
  - Chemical structure defines 3D structure
  - 3D structure defines protein function
- Traditional techniques too slow and tedious
  - X-ray crystallography
  - NMR
- Quick and reliable structure prediction opens many research and application areas

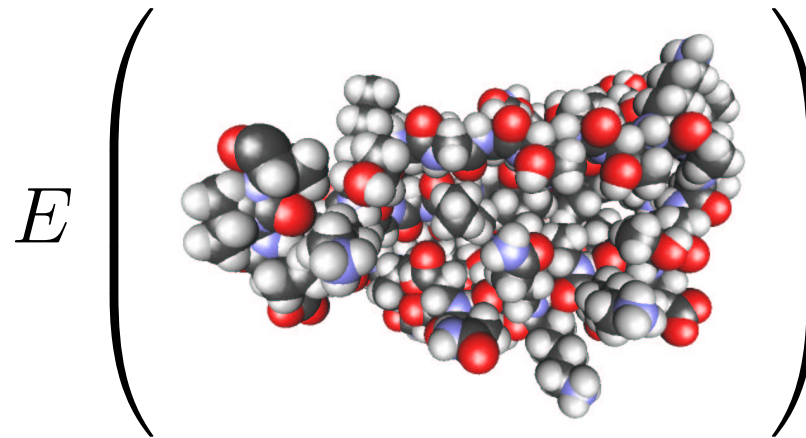
# Protein Folding by Optimization

Approach: Find global minimum of



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⇒ Difficult global optimization problem

- Many degrees of freedom
- Many local minima

# Global Optimization Algorithm

- Create set  $S$  of initial configurations
- Repeat until minimum found:
  - Pick configuration  $C$  from  $S$
  - Modify  $C$  into  $C'$
  - If  $E(C') < E(C)$ , put  $C'$  into  $S$
- Report best configuration(s) from  $S$

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Problem: Creating good initial configurations



# Creating Initial Configurations

Creating a 3D protein configuration from a gene takes three steps:

1. Decode gene
2. Predict secondary structures
3. Concatenate amino acid residues

# Decode Gene

- Each triplet of base pairs (codon) in a gene encodes for one amino acid in a protein
- 64 possible codons encode for 20 amino acid types (and end-of-gene marker)
- Encoding is known

... GCC AAT GAT AAC GGA GTG GAC GGG GTA ...  
A N D N G V D G V

# Predict Secondary Structures

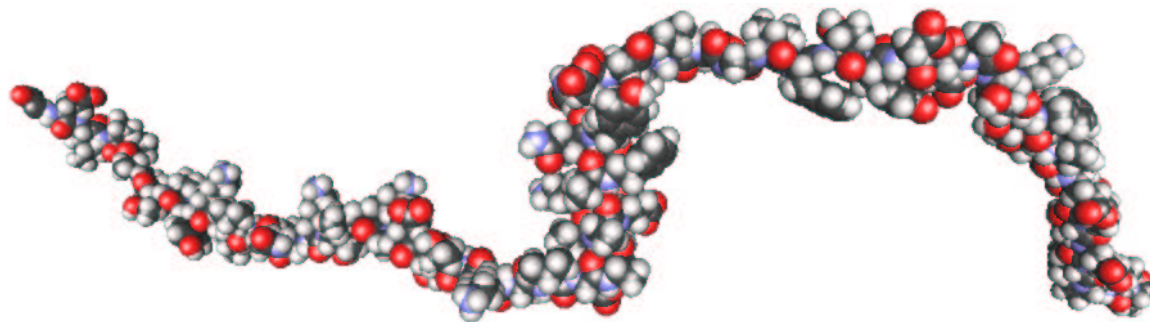
- Three types of substructures:
  - $\alpha$ -helix
  - $\beta$ -strand
  - Coil (loop, turn) region
- Methods of substructure type prediction:
  - Hidden Markov models
  - Neural networks

... ANDNGVDGV ...  
... HHCCEEE ...

# Concatenate Amino Acid Residues

- Assemble protein by concatenating amino acid residue templates
- Modify templates during assembly to create secondary structures

Purely geometric approach  $\Rightarrow$  fast



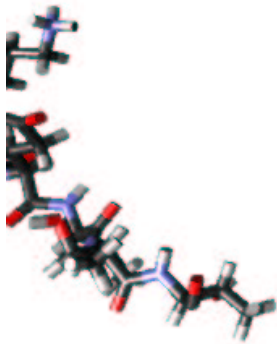
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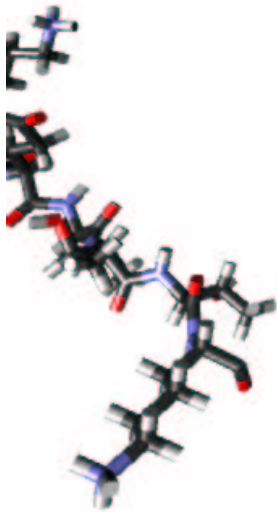
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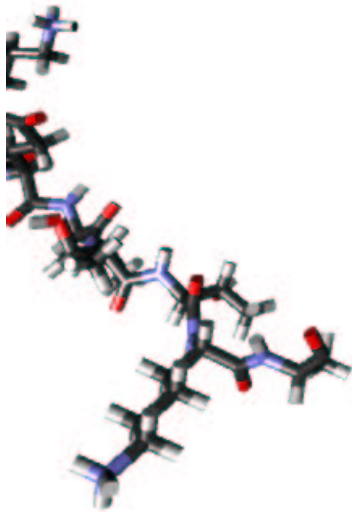
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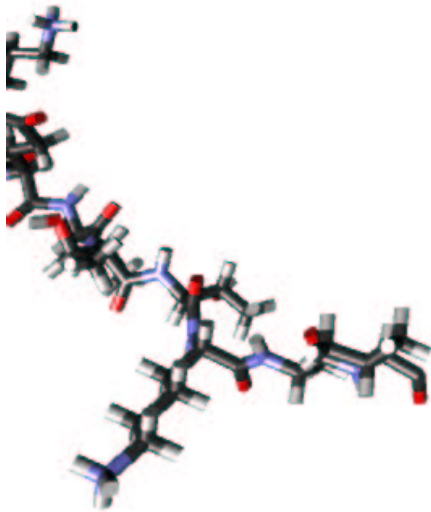


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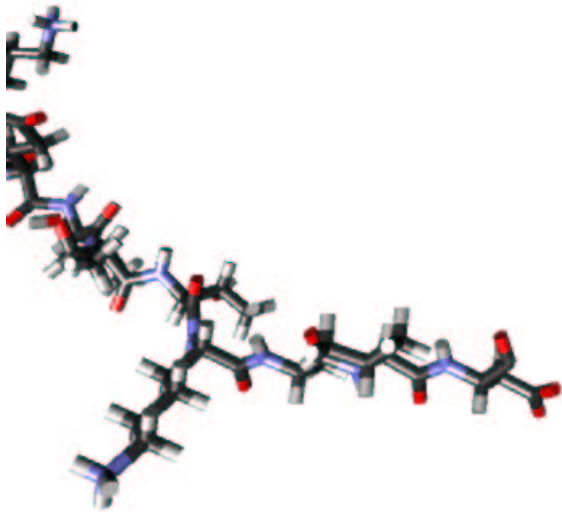




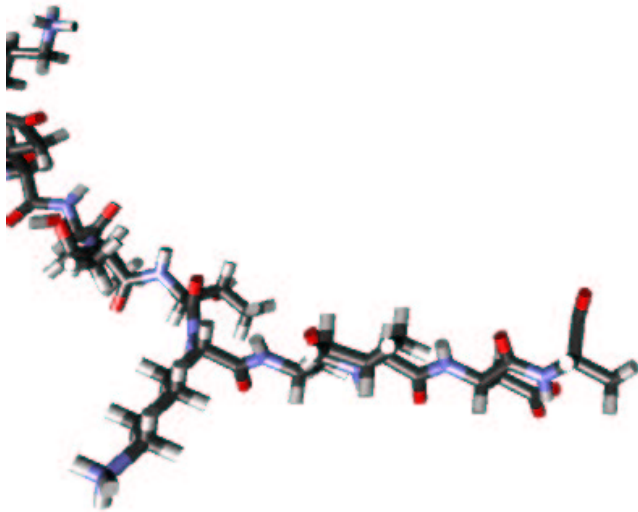
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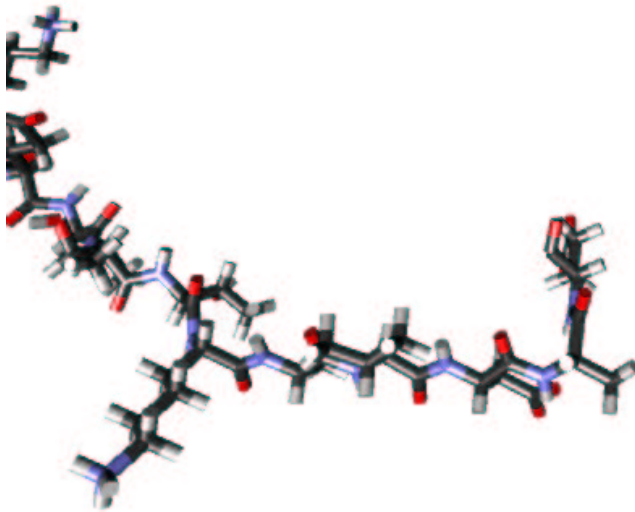
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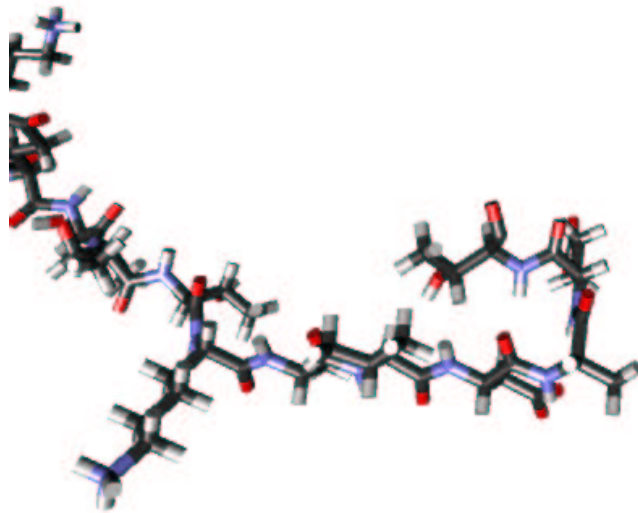
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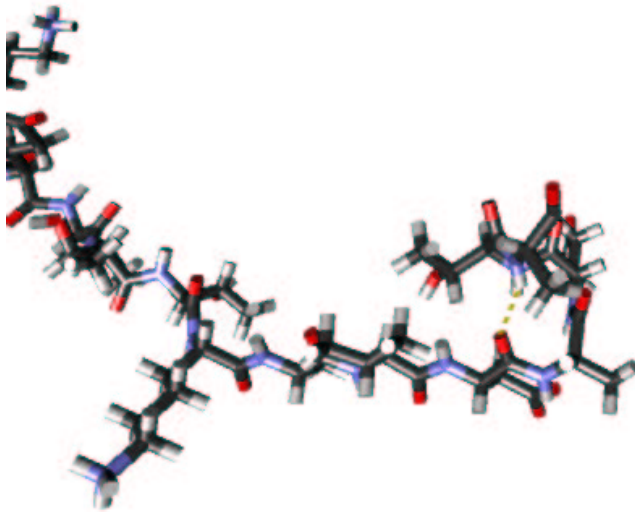
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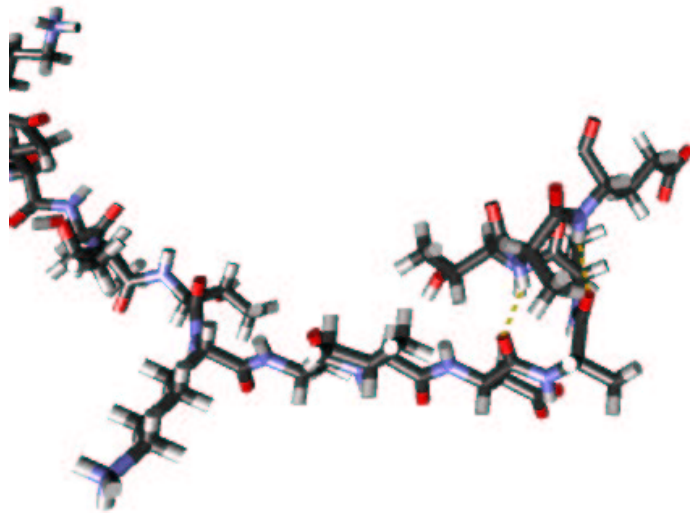
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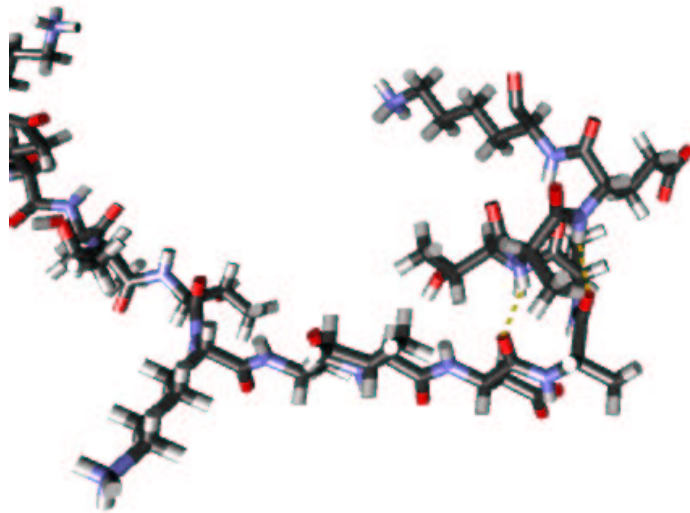
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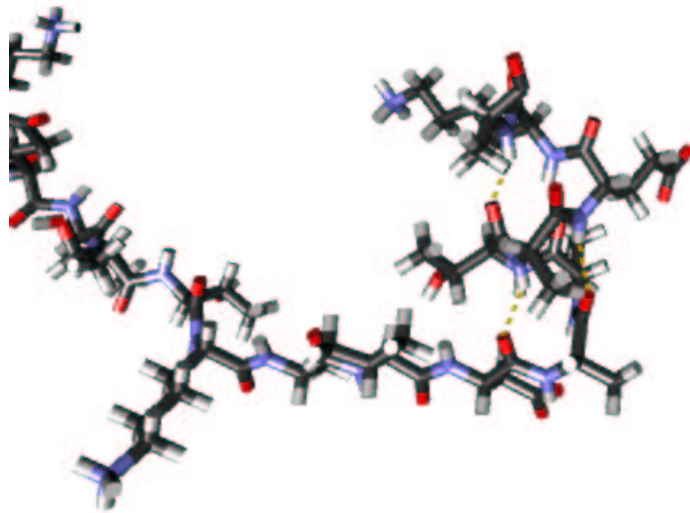


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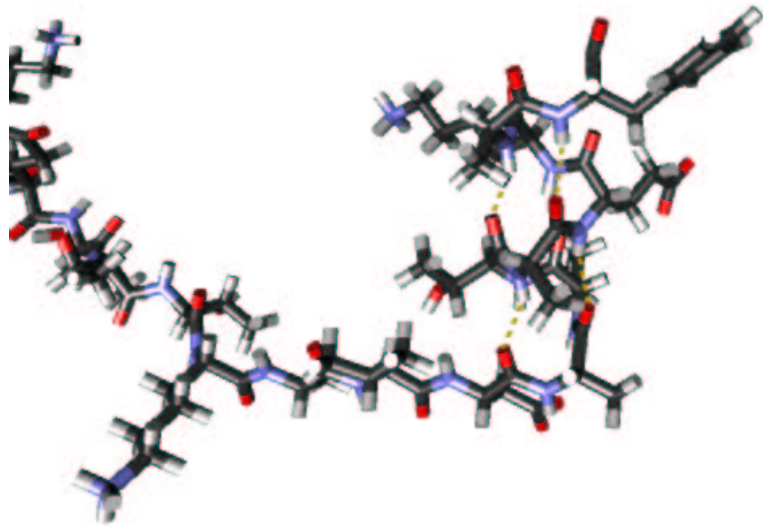




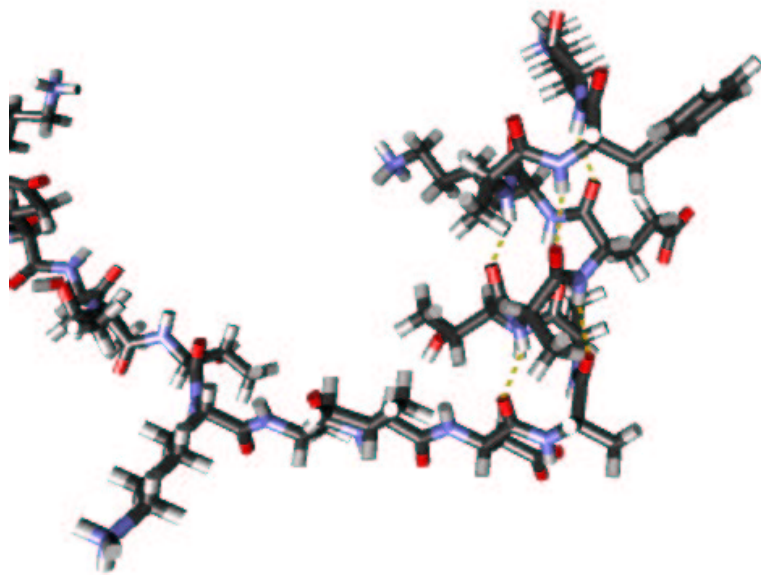
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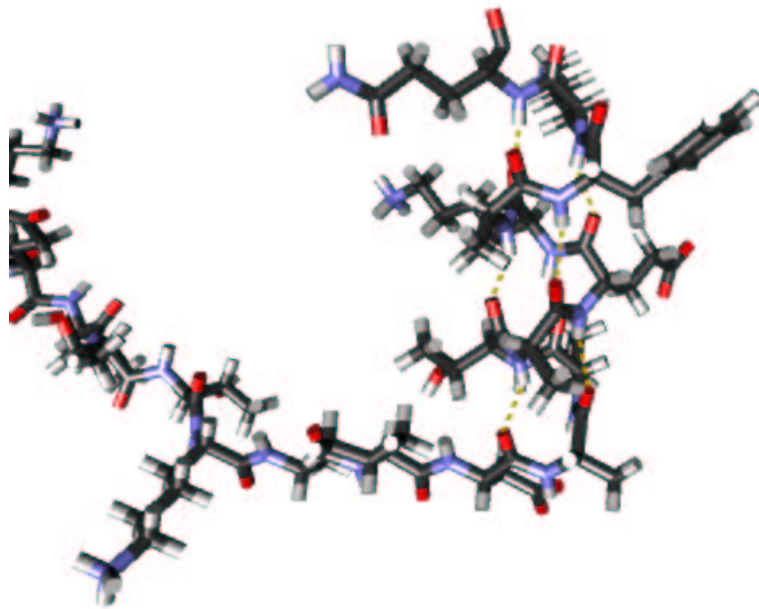
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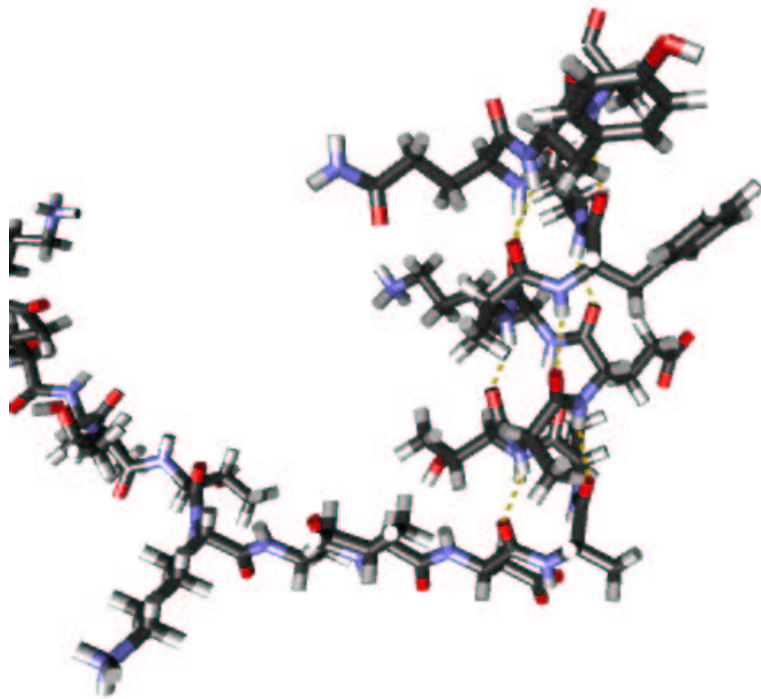
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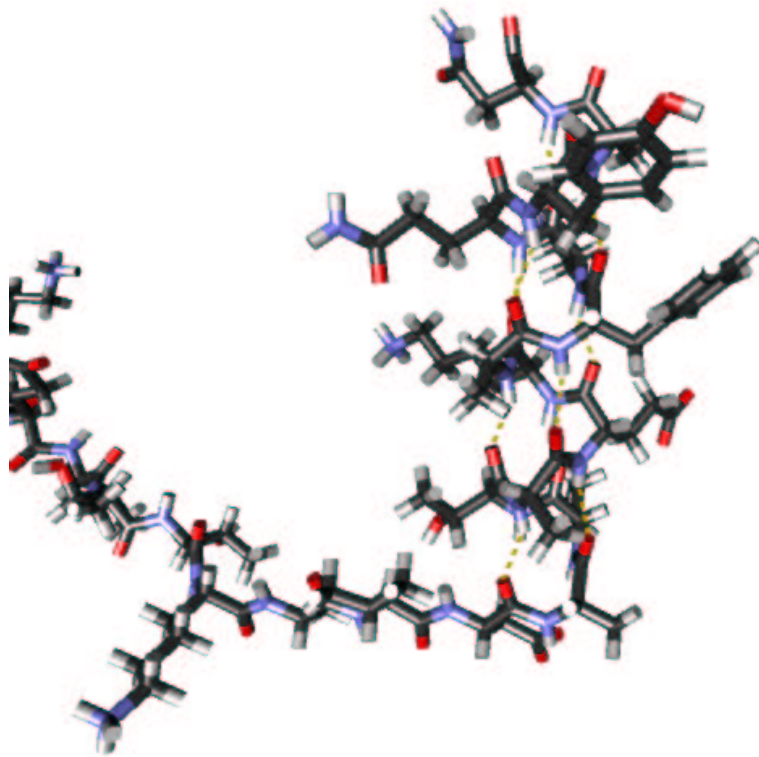
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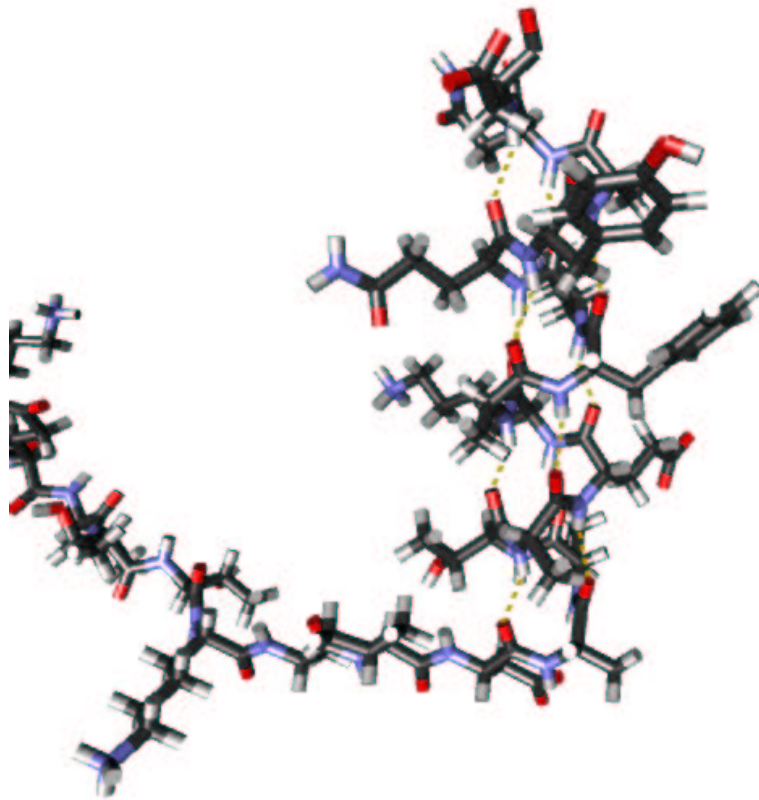
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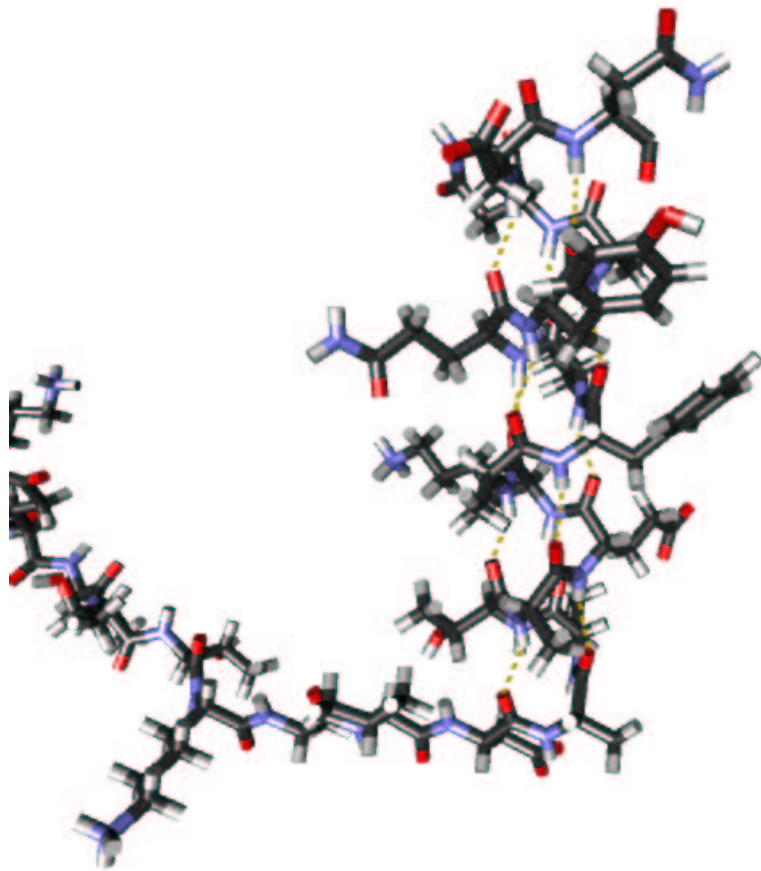


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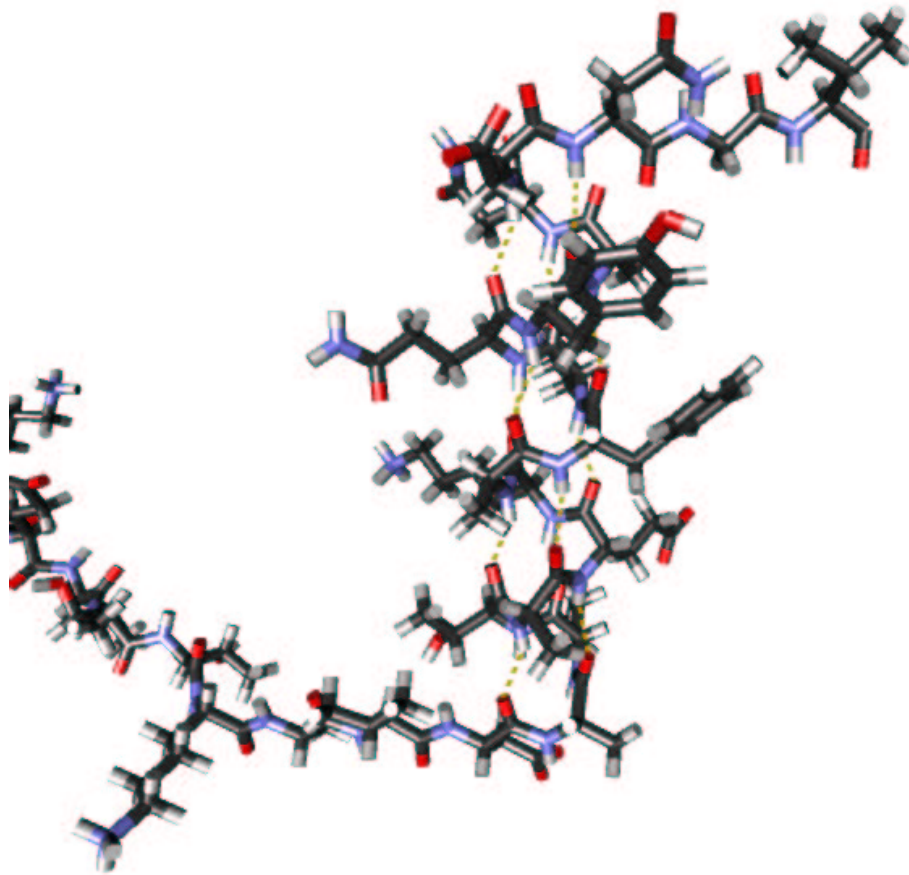
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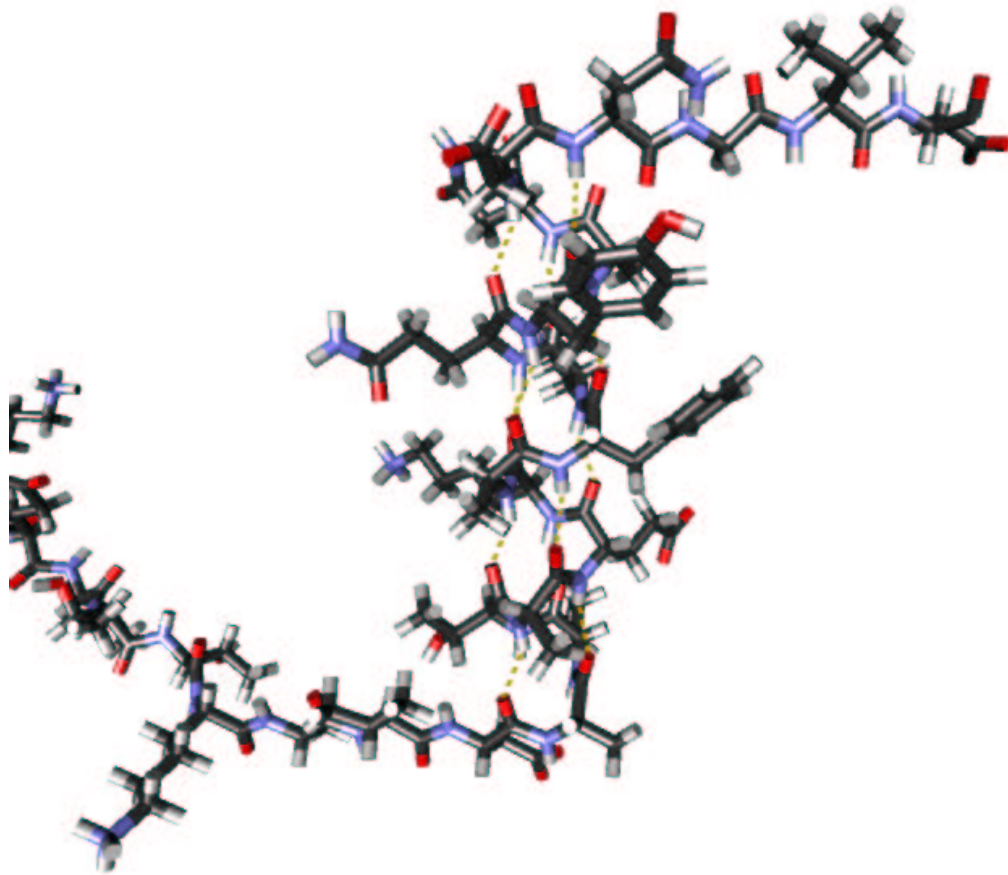
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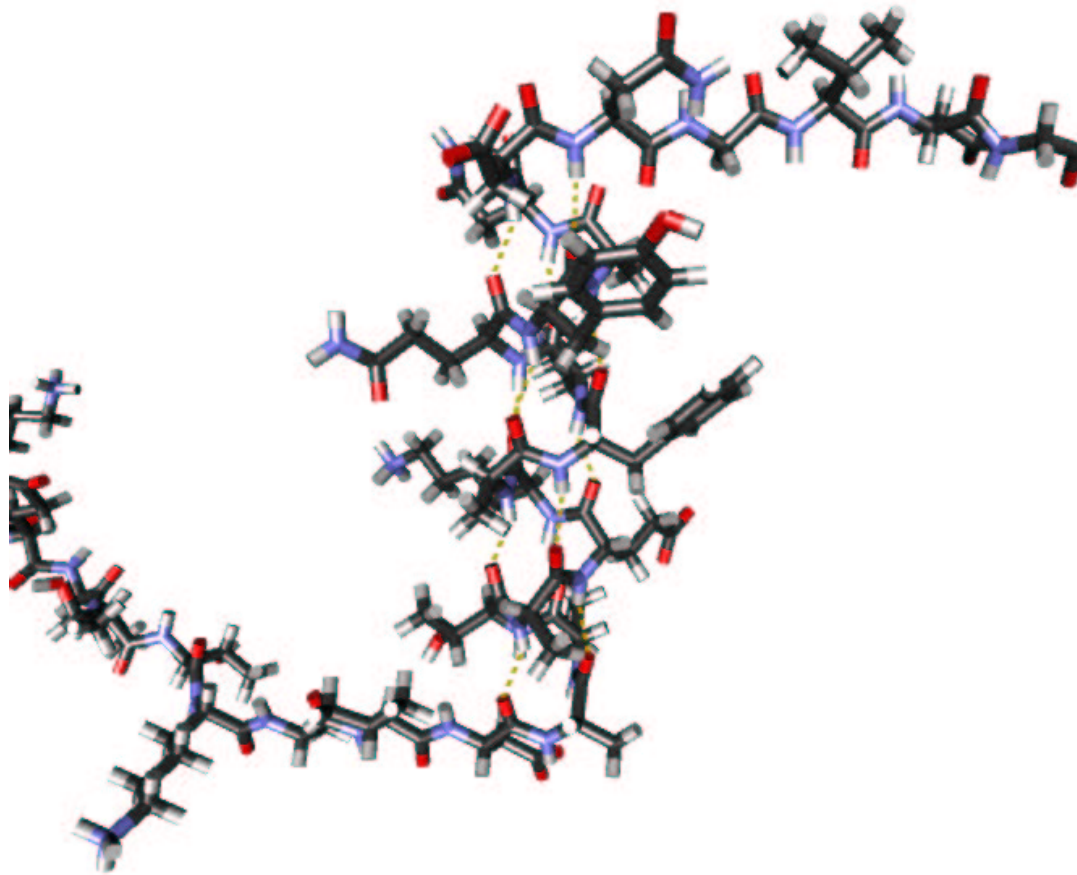
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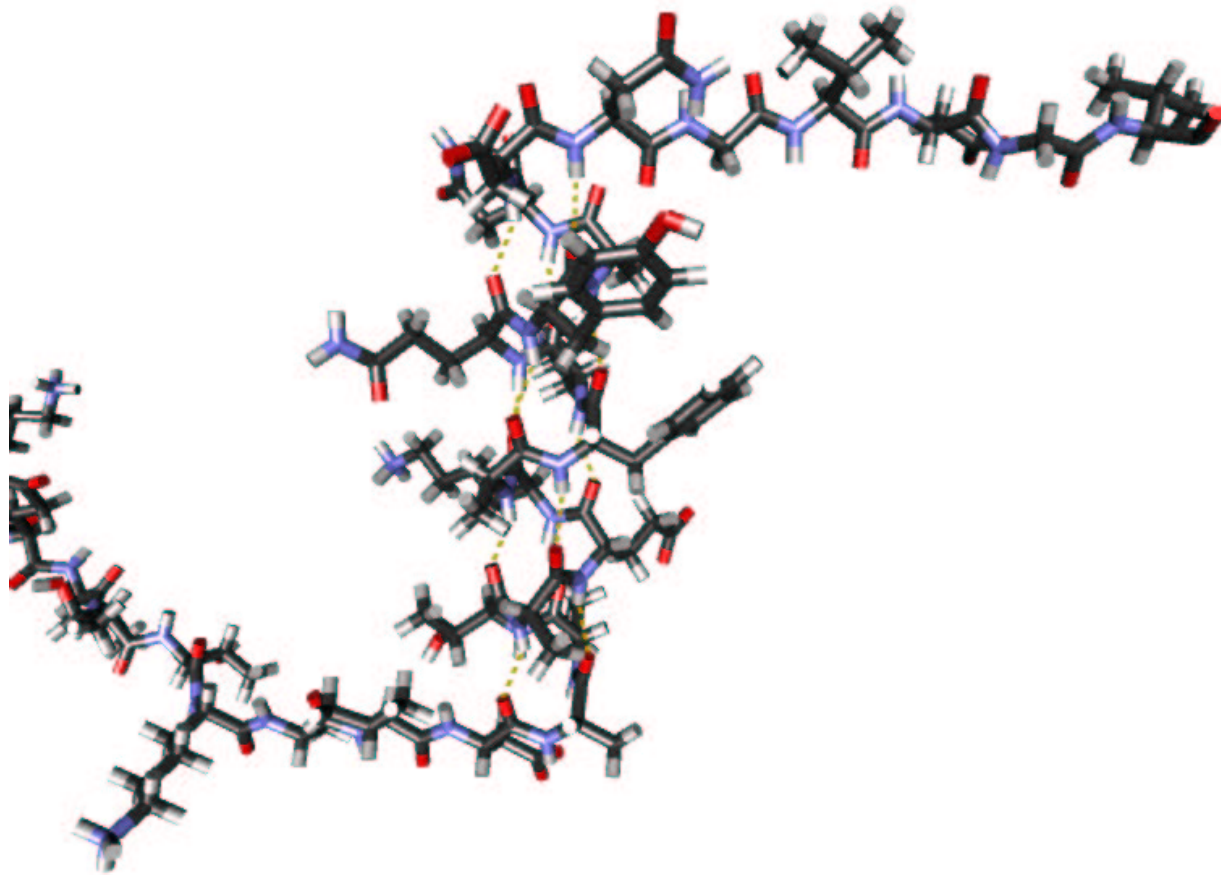
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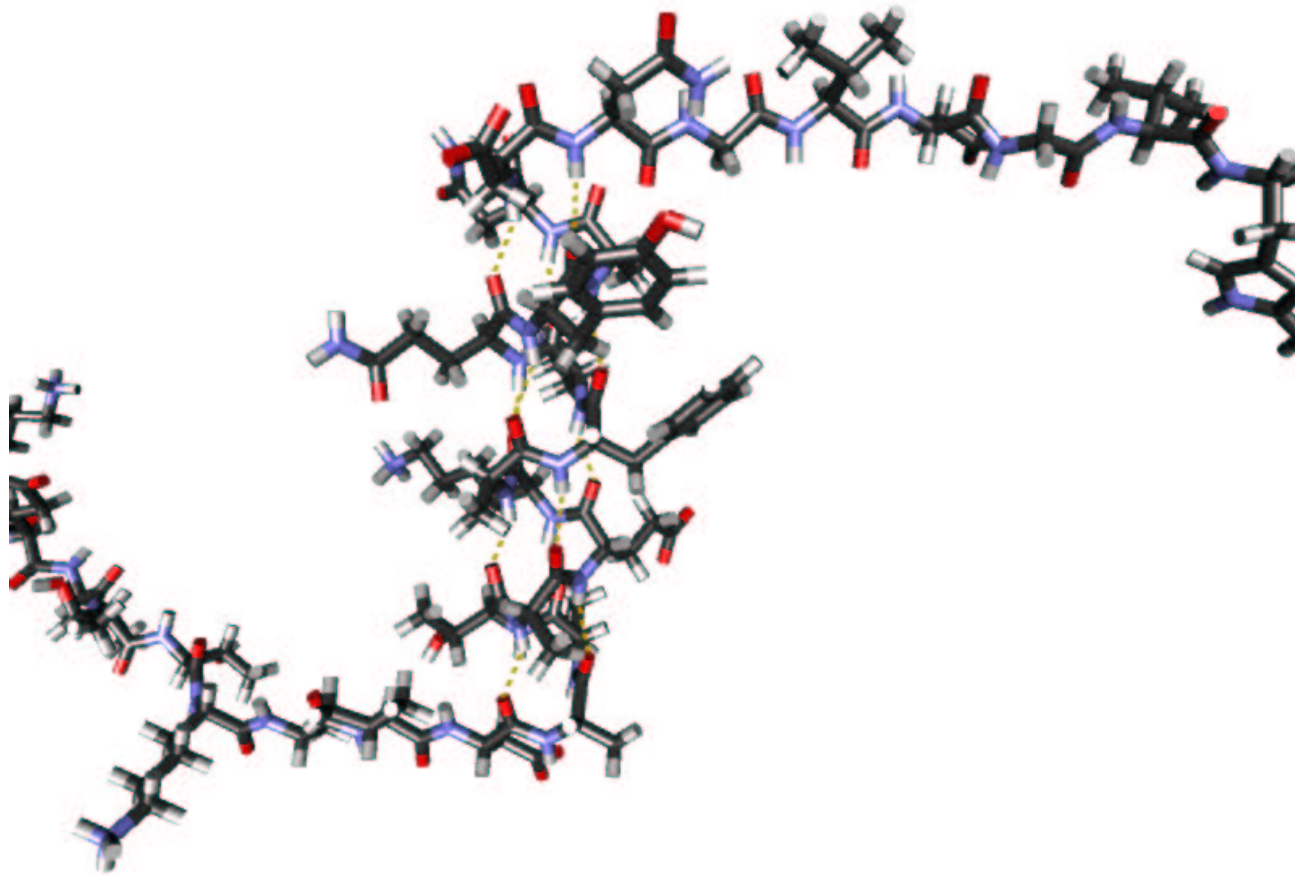
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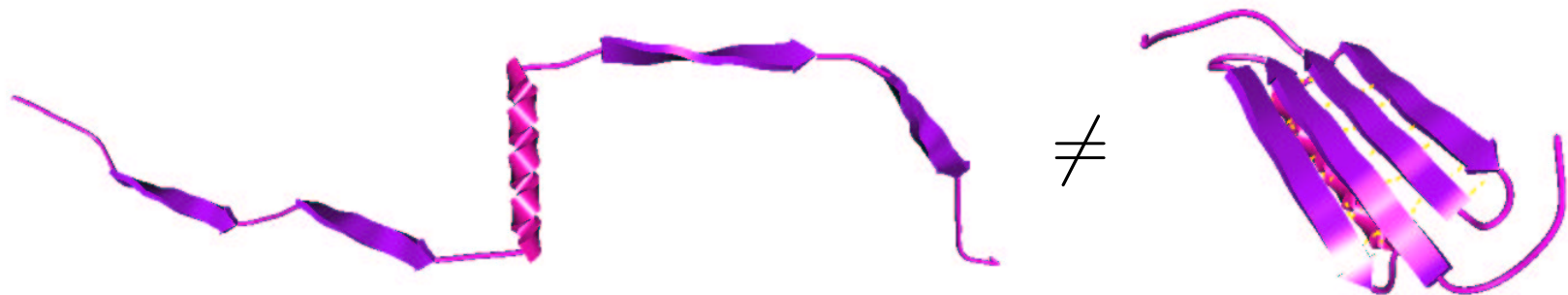
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# Creating Better Configurations

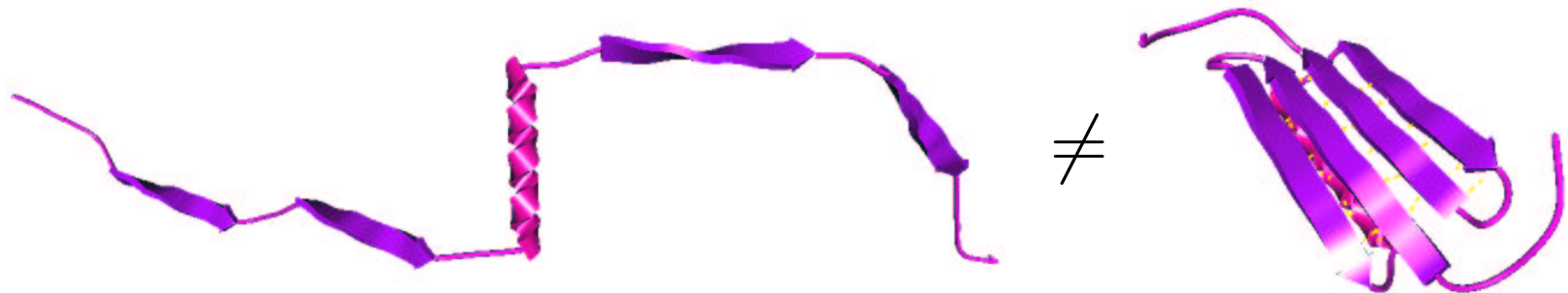
Problem: *Pre-configurations* are not good enough for subsequent global optimization





# Creating Better Configurations

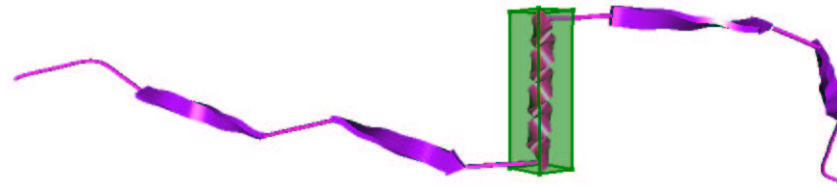
Problem: *Pre-configurations* are not good enough for subsequent global optimization



Solution: Use human intuition and interactive manipulation to create sets of better configurations

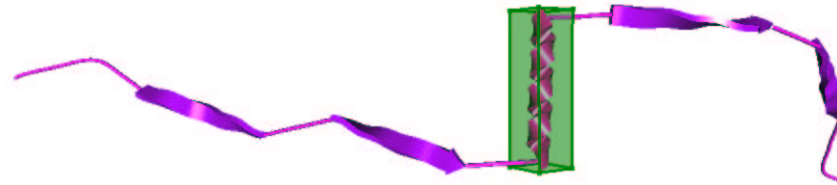
# Manipulating Proteins

- Idea: Let user assemble proteins by dragging substructures



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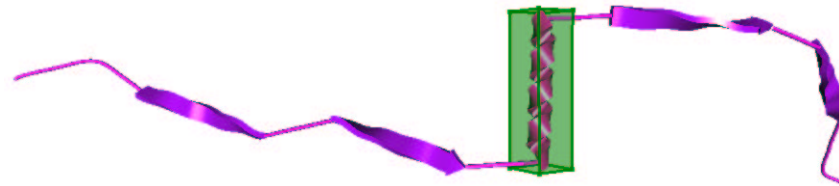
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- Problem: When only a part of a protein is moved, bonds will break

# Manipulating Proteins

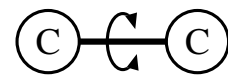
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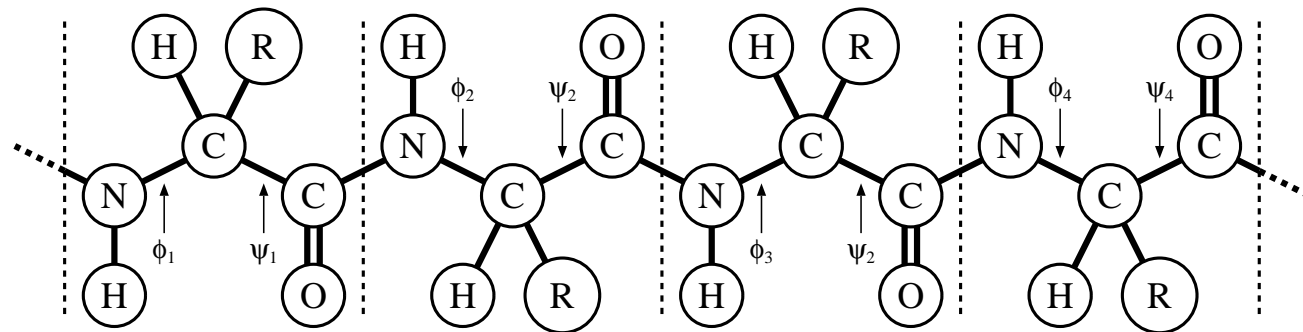
- Problem: When only a part of a protein is moved, bonds will break
- Solution: Use inherent flexibility of protein to preserve chemical structure

# Flexibility of Proteins

- Each single covalent bond along the amino acid chain can rotate around its bond axis

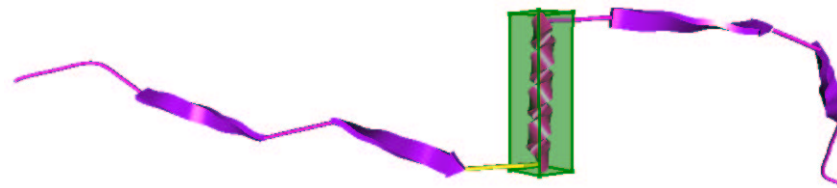


- Protein's overall shape is determined by vector of *dihedral angles* ( $\phi_i$ ) and ( $\psi_i$ )



# Inverse Kinematics

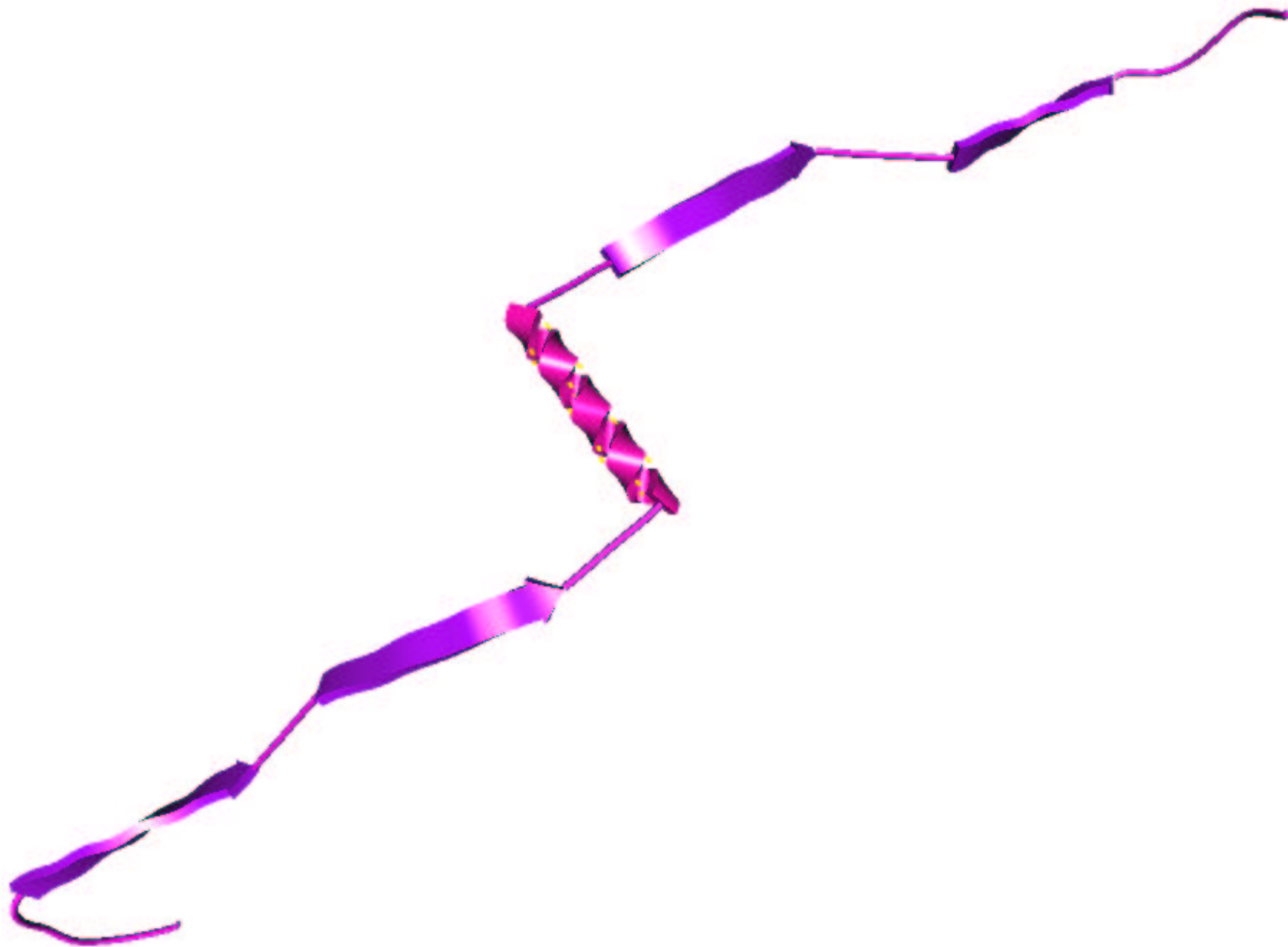
- Use coil regions between selected structures as movement buffers



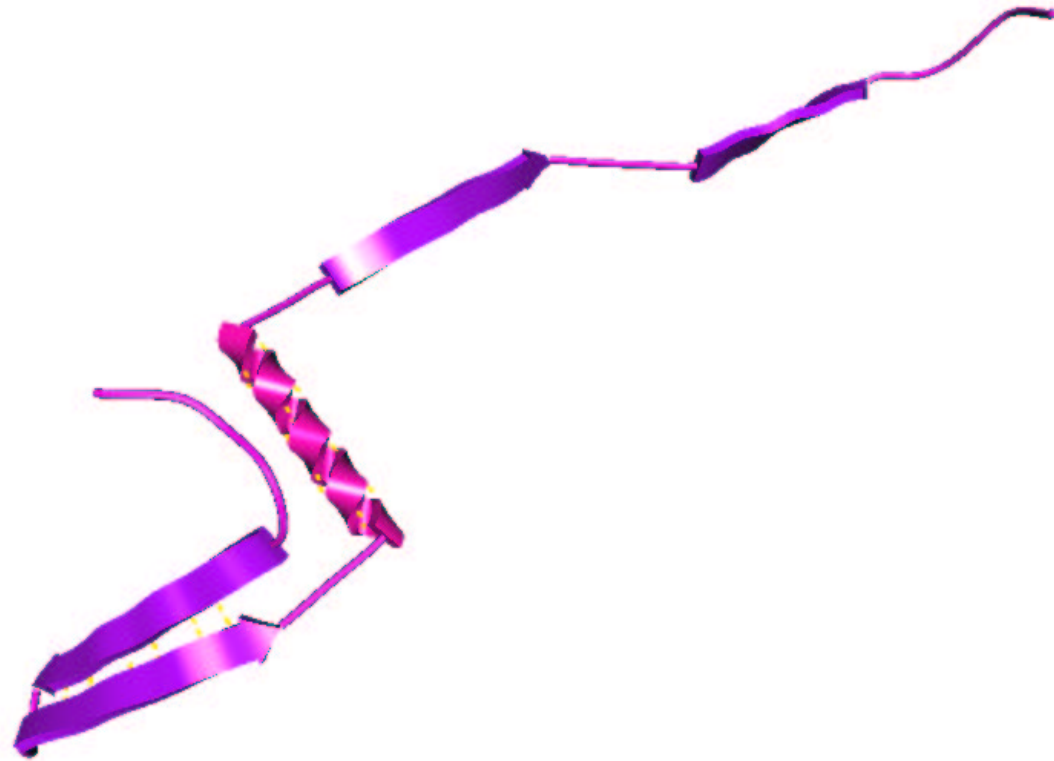
- Use Inverse Kinematics (IK) to translate structure movements into dihedral angle changes



# Example Manipulation



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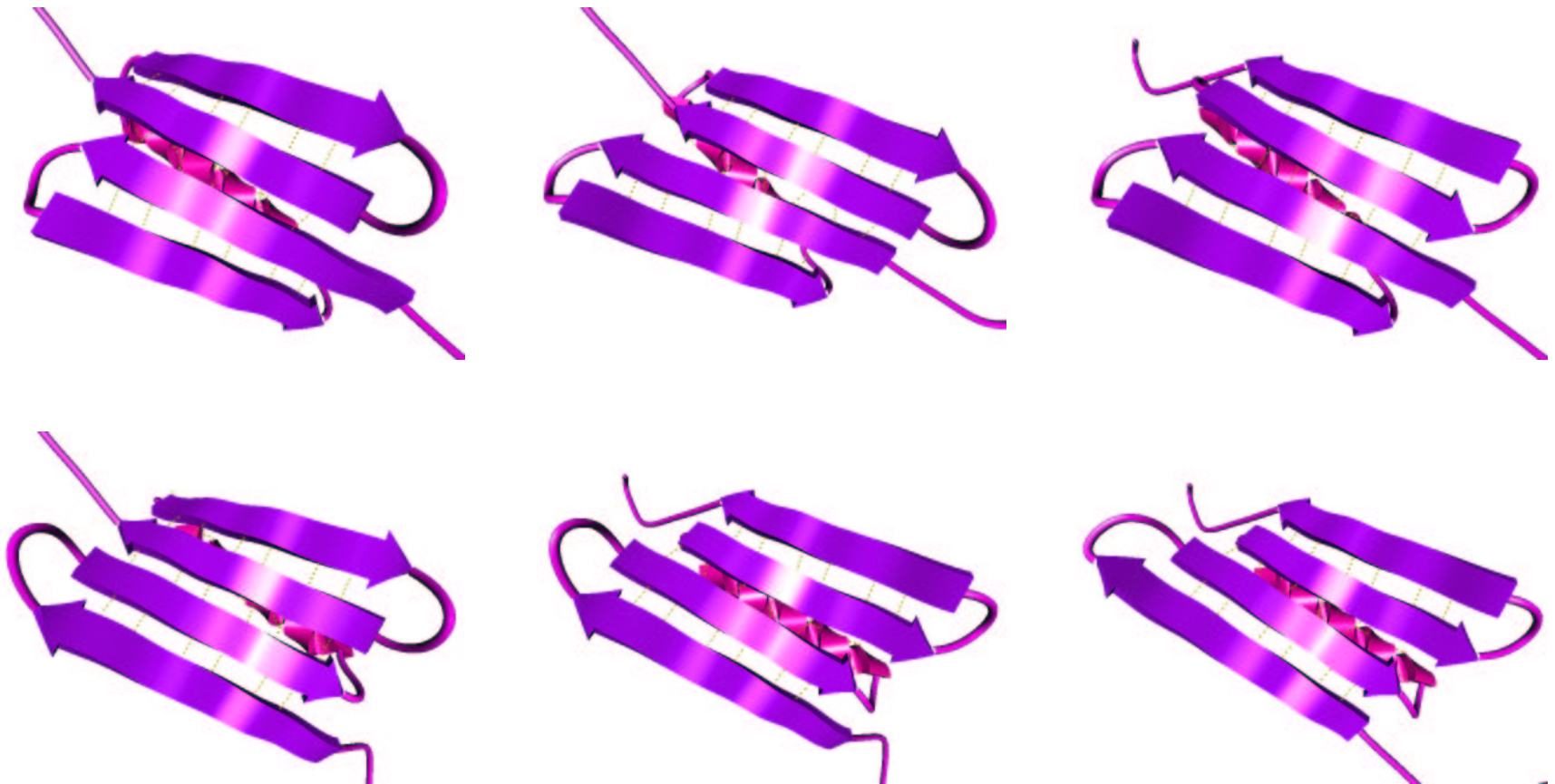
# Example Manipulation



# Example Manipulation



# Set of Initial Configurations



# ProtoShop I

*ProtoShop* is a tool combining

- standard molecular visualization techniques,
- interactive manipulation (using IK),
- interaction-specific visual guides, and
- real-time visual feedback

to allow creating good initial configurations for subsequent protein folding.

# ProtoShop II

## ProtoShop...

- was used extensively during CASP5 competition
  - Created 20–30 configurations each for over a dozen large proteins
- has been released to research community:  
<http://proteinshop.lbl.gov>
- is being evaluated/used by several dozen research groups world-wide

# Lessons Learned

- Protein folding needs human intuition
- ProtoShop offers direct method to translate intuition into 3D protein configurations
- More and better configurations can be created in less time
- Improved overall performance

# Current and Future Work

- Better user interface for manipulation
  - 6-DOF input devices
  - Virtual reality environment
- Steering of global optimization process itself
  - Monitoring of configuration set
  - On-the-fly manipulation of configurations
  - Pruning of optimization tree
- Visualization of internal energy
- Integration of local energy optimization



# Acknowledgments

- Collaborators:
  - University of California, Berkeley
  - University of Colorado, Boulder
  - Lawrence Berkeley National Laboratory
  - Center for Image Processing and Integrated Computing, University of California, Davis
- Funding agencies:
  - DOE, NSF, NPACI, NIH, NIMH, . . .