Samuel Thompson Nov. 12<sup>th</sup>, 2014

#### **Timeline**

- 11/12 (Today) Overview of multi-state design
  - Multi-state design (MSD) in Rosetta
  - Fitness functions for optimization in MSD
  - How to design an patch with MSD
- 11/17 (Monday) Present your plan
  - Expectations at the end of this presentation
  - We will distribute MSD scripts
- 11/19 (Wednesday) Check-in on progress

### Goals for Multi-state Design in PUBS

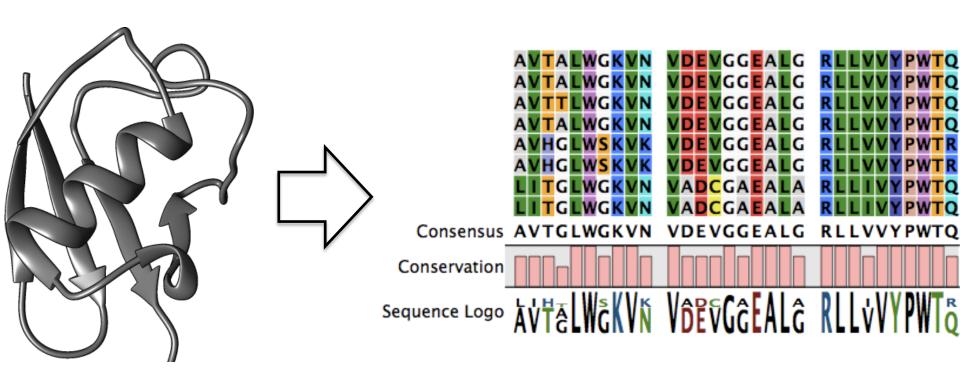
 Examine how interactions in multiple states shape protein sequences

 Model the interactions that might inform analysis of your experimental selection data

#### **MULTI-STATE DESIGN IN ROSETTA**

## Rosetta Stabilizes a Protein Fold/ Conformation

 We want to be able to model function in terms of 1) a structure and 2) its biophysical energy

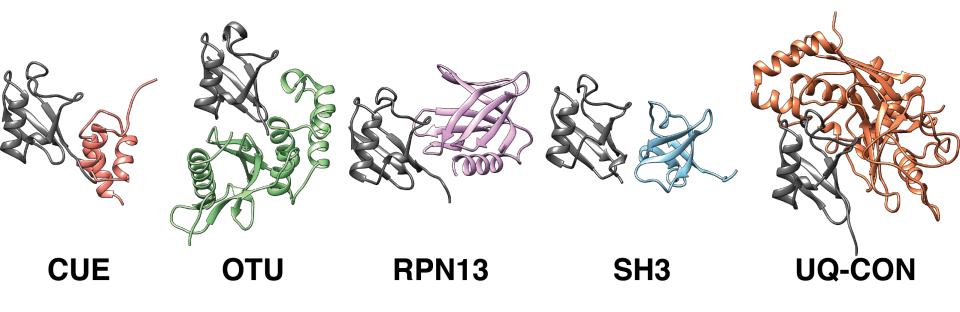


Input structure

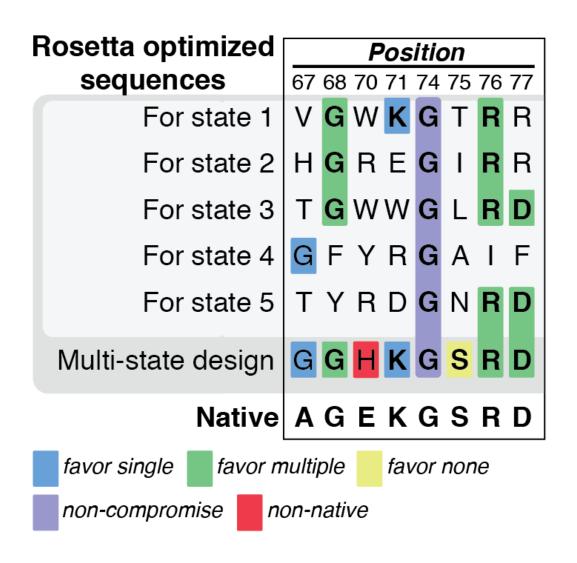
**Tolerated sequence space** 

## Rosetta Stabilizes a Protein Fold/ Conformation

- We want to be able to model function in terms of 1) a structure and 2) its biophysical energy
- What about proteins that adopt multiple states/conformations?



# Hypothesis: sequences are an energetic compromise between states

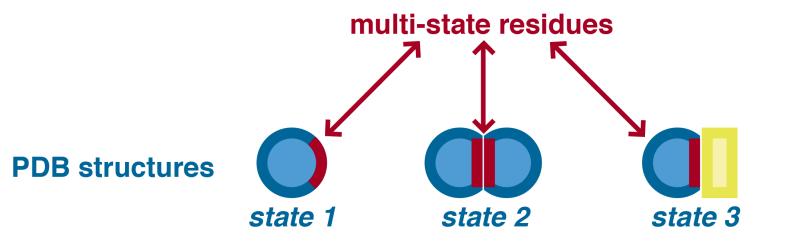


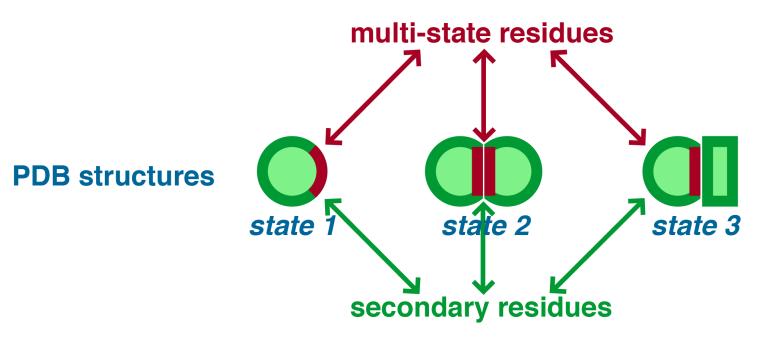
**PDB** structures

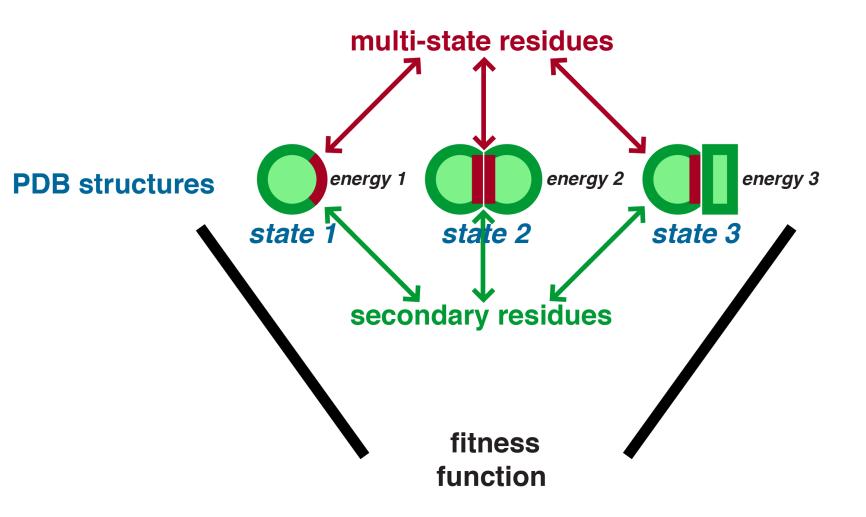












## To make your life easier...

We are giving you a python script that generates all the necessary files.

To run this script you need to decide two things:

- 1) Which residues to design?
- 2) How to weight each state in the fitness function?(not the same fitness from your experiments)

#### **SELECTING PATCHES FOR DESIGN**

## 2-3 Minute Group Discussion

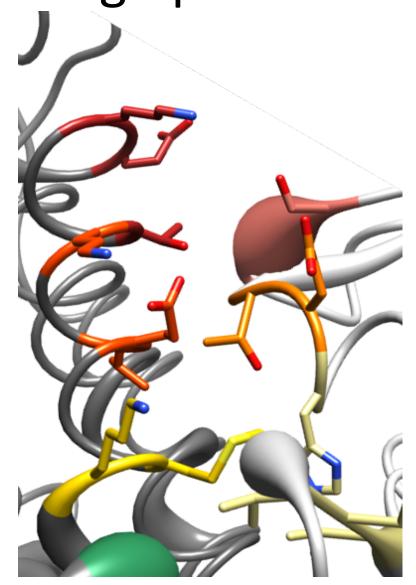
With the people near you:

 What residues in a protein with multiple states are likely to compromise?

How will you identify them?

## First task: picking design patches

- Patch: set of residues proximal to each other
- One simulation designs one patch
- Try to limit to 6-8 residues. Don't go above 9.
- Overlap your patches to reduce edge effects



#### Chimera Demo

- Selecting an interface in Chimera
  - Open the command line tool
  - \$sel :.a & :.b z < 5</p>
  - Selects residues in chain A that are 5Å from chain B
- Use the MatchMaker tool to align structures
  - Look for conformational changes
- Use attributes to paint information onto the structure
  - http://www.rbvi.ucsf.edu/chimera/docs/ ContributedSoftware/defineattrib/ defineattrib.html#attribdef
- Feel free to get more clever in picking your patch...

## THE MULTI-STATE DESIGN FITNESS FUNCTIONS

#### Fitness functions

- The fitness function determines what we optimize during the simulation
- We want a fitness function that compromises for all modeled binding interactions
- Simple fitness function: Fitness =  $E_1 + E_2 + E_3$ ...
  - − E<sub>1</sub> is the Rosetta energy of state 1, and so on

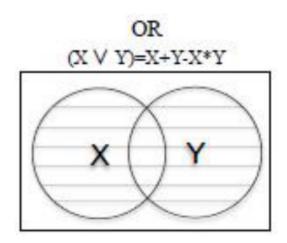
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  - $-E_1$  is the Rosetta energy of state 1, and so on
- What are some of the potential problems with a simple fitness function?

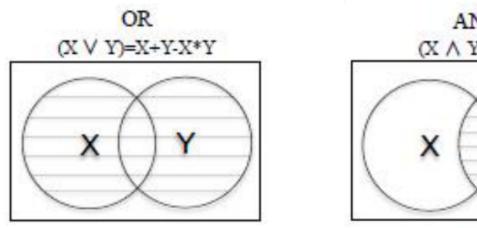
# We can think of multi-state design in terms of logic

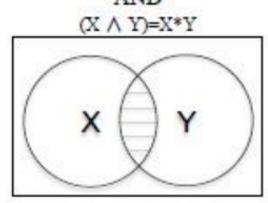
A simple fitness function gives us "or" logic



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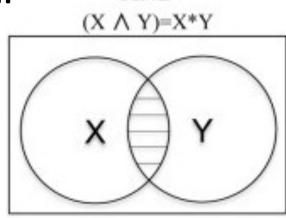




What we want is "and" logic

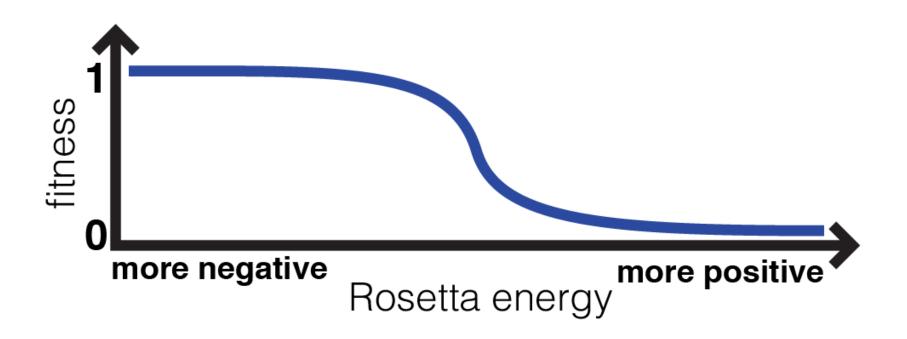
# To address some of these issues, we will use a fuzzy logic fitness function

- Boolean logic: 1 = True and 0 = False
- Fuzzy logic: 1 > more True > more False > 0
- "And" Fitness =  $F = f_1 * f_2 * f_3 * ...$ 
  - Where f1 is the fitnessof state 1, and so on...

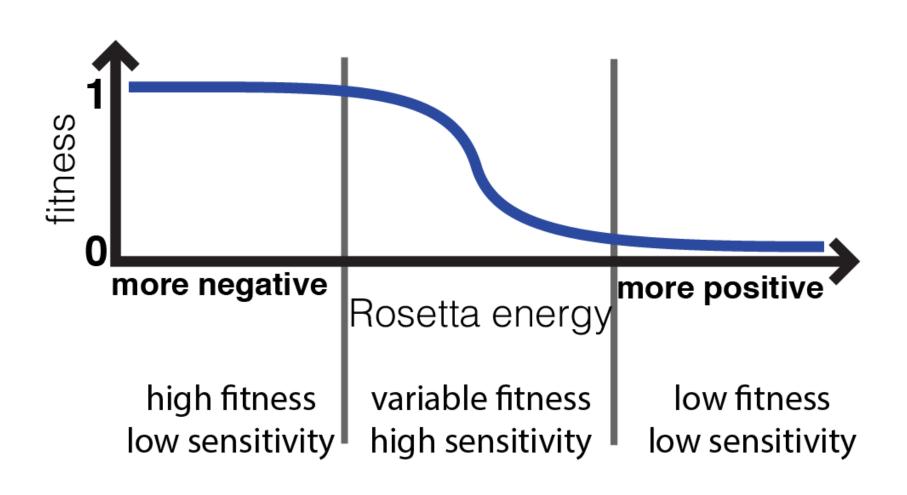


Want a function for f<sub>i</sub> that varies from 1 to 0

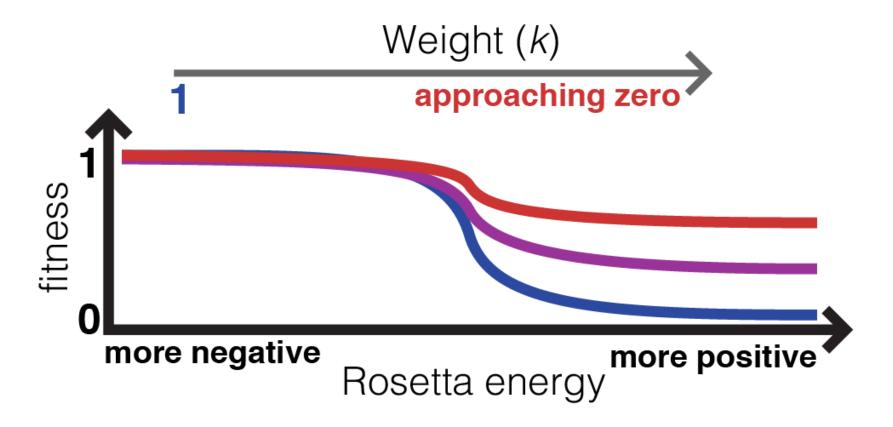
## Sigmoids can model the fitness of an individual state



## Sigmoids can model the fitness of an individual state

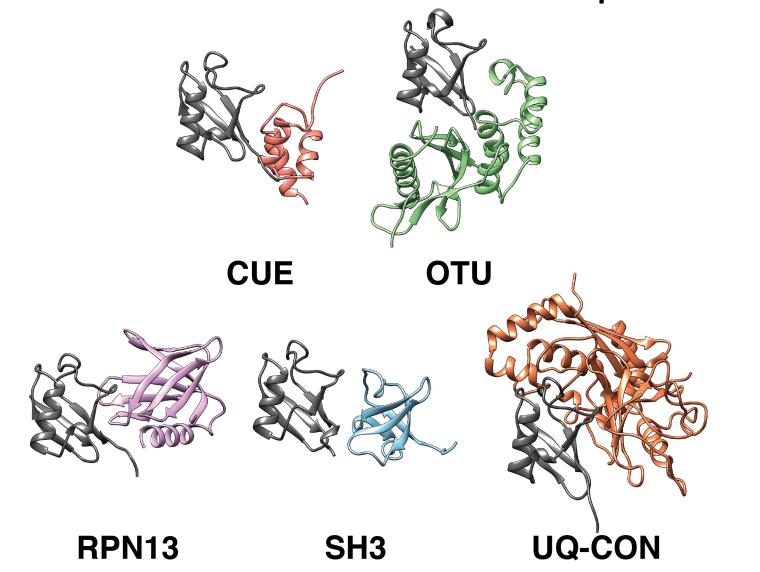


## Your task: Adjusting the weights



Meaning of changing the weights: the change in fitness for some states may be less important for optimization.

# The states that you will be using are the structures of the 5 complexes



## 2-3 Minute Group Discussion

#### Within your team:

 What states do you want to examine? Which states would you keep fully weighted? Which states would you down weight?

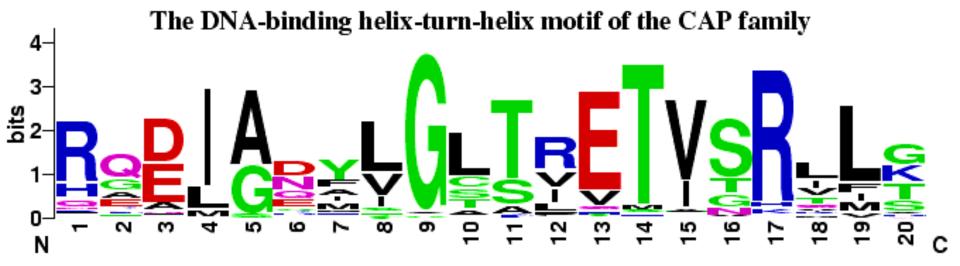
 What simulation(s) would constitute a control/comparison for these simulations?

## AFTER YOU HAVE GENERATED DATA WITH MULTI-STATE DESIGN

## Analyzing the Results

- Output of multi-state design is a fasta file of highfitness sequences
- Need to compare the results of multiple simulations
  - Multi-state to single state (k = 0 for all but one)
  - Multi-state to multi-state
- Also need to compare Rosetta results to your experimental data

### Sequence Logos are Visual and Intuitive



- Column height = Information = Max entropy Observed entropy
- Character height = Amino acid frequency \* Information at position
- Generated from a fasta file of sequences
  - http://weblogo.berkeley.edu/logo.cgi
  - http://weblogo.threeplusone.com/create.cgi

Robison et al., Journal of Molecular Biology, 1998 Schneider and Stephens, Nucleic Acids Research, 1990

# What we are looking for when you present your plan on Monday:

- Justification of using multi-state design to compare with the *in vivo* selection data
- What what residues make up your patch?
  - How did you determine this?
  - Based on your experimental data, which of these residues are you most interested in?
  - What residues are in your patches?
  - Include images of the patch
- What k-values (weights) will you be testing?
- How will you compare sequencing data to the output sequences from Rosetta?
  - Include any relevant outline/flow-chart and equations

## Three parameters modulate the fitness curve

sigmoidal equation for fitness of a state

$$f_i = (1 - k) + \frac{k}{1 + e^{s(E_{state} - o)}}$$

