

Energy Landscapes of Lattice Proteins

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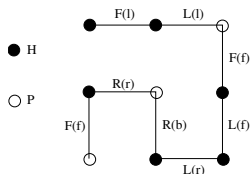
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The HP-model

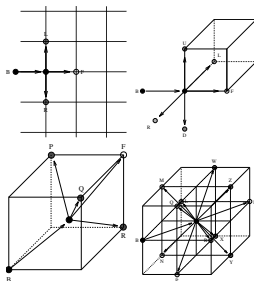
Suggested by Dill, Chan and Lau in the late 1980ies. In this *simplified model*, a conformation is a *self-avoiding walk (SAW)* on a given lattice in 2 or 3 dimensions. Each bond is a straight line, bond angles have a few discrete values. The 20 letter alphabet of amino acids (monomers) is reduced to a two letter alphabet, namely **H** and **P**. H represents **hydrophobic** monomers, P represents **hydrophilic** or *polar* monomers.

Advantages:

- lattice-independent folding algorithms
- simple energy function
- hydrophobicity can be reasonably modeled

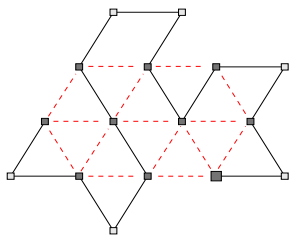


FRRLFLF



Lattice proteins

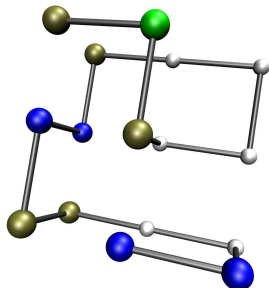
HPHPHHHPRHHPHPH $n = 16$



$$E = -15$$

	<i>H</i>	<i>P</i>
<i>H</i>	-1	0
<i>P</i>	0	0

NNHHPNPNPHHHHPXP $n = 16$



$$E = -16$$

	<i>H</i>	<i>P</i>	<i>N</i>	<i>X</i>
<i>H</i>	-4	0	0	0
<i>P</i>	0	1	-1	0
<i>N</i>	0	-1	1	0
<i>X</i>	0	0	0	0

Folding landscape - energy landscape

The energy landscape of a biopolymer molecule is a complex surface of the (free) energy versus the conformational degrees of freedom.

Number of lattice protein structures

$$c_n \sim \mu^n \cdot n^{\gamma-1}$$

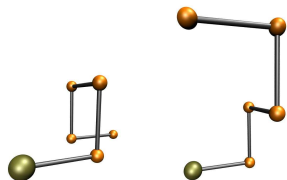
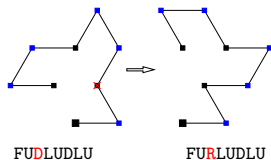
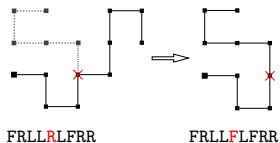
problem is NP-hard

dim	Lattice Type	μ	γ
2	SQ	2.63820	1.34275
	TRI	4.15076	1.343
	HEX	1.84777	1.345
3	SC	4.68391	1.161
	BCC	6.53036	1.161
	FCC	10.0364	1.162

Formally, three things are needed to construct an energy landscape:

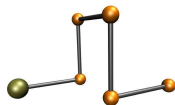
- A set X of configurations
- a notion \mathfrak{N} of neighborhood, nearness, distance or accessibility on X , and
- an energy function $f : X \rightarrow \mathbf{R}$

The move set



FU~~RR~~

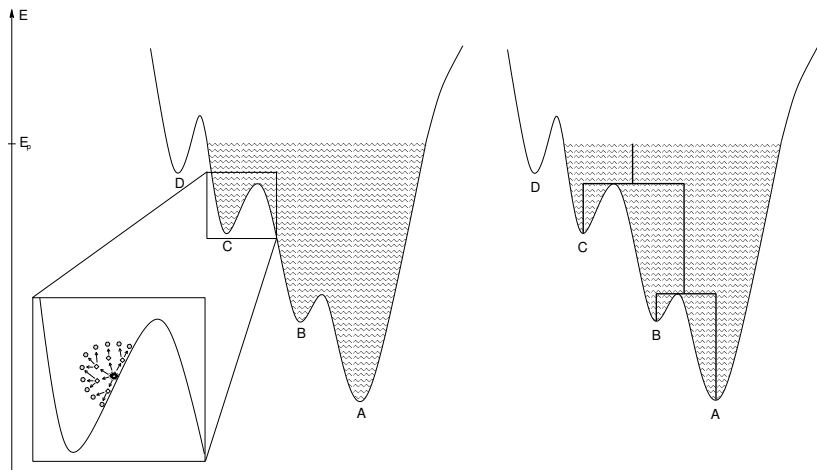
FU~~DRR~~



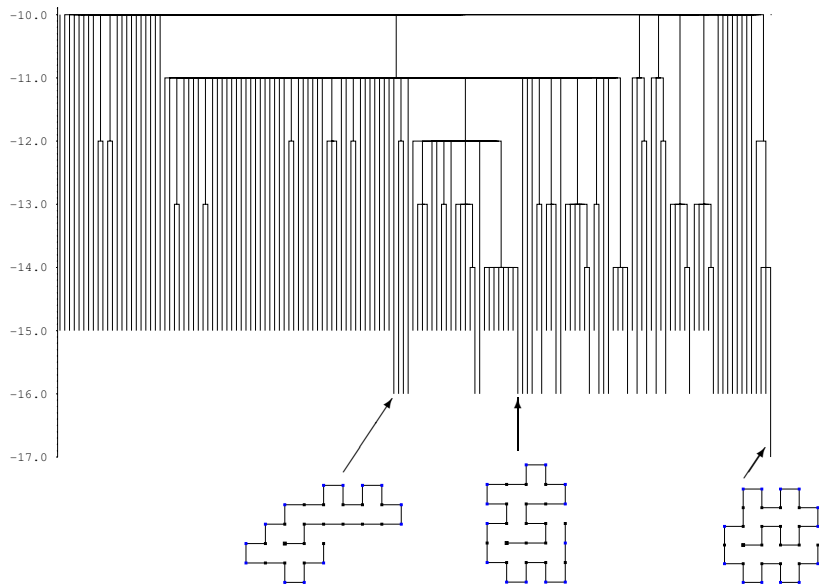
FU~~D~~L~~R~~

- For each move there must be an inverse move
- Resulting structure must be in X
- Move set must be *ergodic*

Low-energy states of lattice proteins



LP Energy Landscape



Kinetic Folding Algorithm

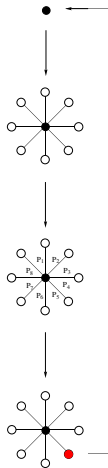
Simulate folding kinetics by a rejection-less Monte-Carlo type algorithm:

Generate all neighbors using the move-set

Assign rates to each move, e.g.

$$P_i = \min \left\{ 1, \exp \left(-\frac{\Delta E}{kT} \right) \right\}$$

Select a move with probability proportional to its rate
Advance clock $1/\sum_i P_i$.



Dynamics of biopolymers

The probability distribution P of structures as a function of time is ruled by a set of forward equations, also known as the master equation

$$\frac{dP_t(x)}{dt} = \sum_{y \neq x} [P_t(y)k_{xy} - P_t(x)k_{yx}]$$

Given an initial population distribution, how does the system evolve in time? (What is the population distribution after n time-steps?)

$$\frac{d}{dt}P_t = \mathbf{U}P_t \implies P_t = e^{t\mathbf{U}}P_0$$

For a reduced description we need

- **macro-states** that form a partition of full configuration space
- **transition rates** between macro-states, e.g.

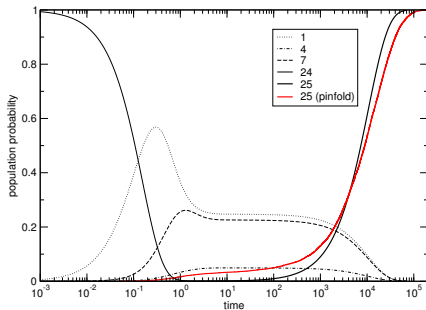
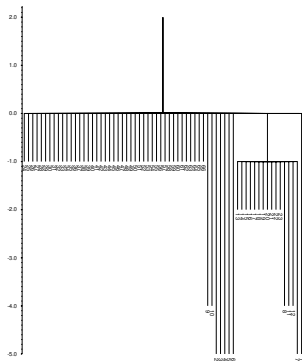
$$r_{\beta\alpha} = \Gamma_{\beta\alpha} \exp\left(-\frac{(E_{\beta\alpha}^* - G_{\alpha})}{kT}\right) \text{ or}$$

$$r_{\beta\alpha} = \sum_{y \in \beta} \sum_{x \in \alpha} r_{yx} \text{Prob}[x|\alpha] \quad \text{for } \alpha \neq \beta \text{ with } r_{yx} = \begin{cases} e^{-\frac{\Delta E}{kT}} & \text{if } \Delta E > 0 \\ 0 & y \notin \mathcal{N}(x) \\ 1 & \end{cases}$$

All relevant quantities can be computed via the flooding algorithm.

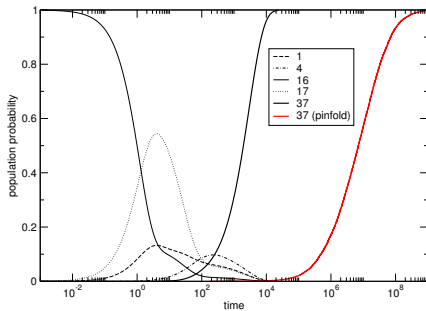
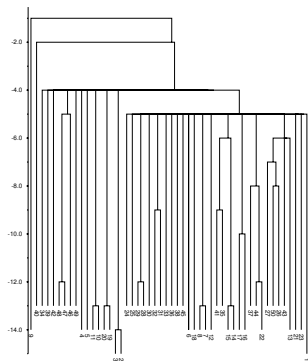
Dynamics of lattice proteins: HEX lattice

NNHHPPNNPHHHHPXP $n = 16$



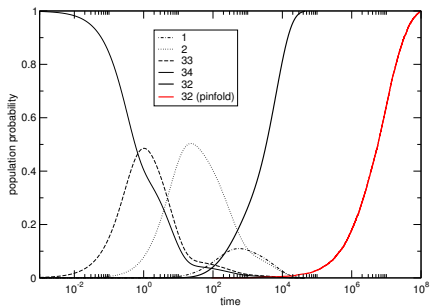
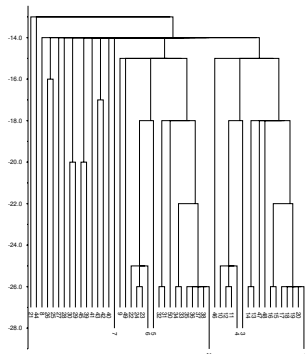
Dynamics of lattice proteins: TET lattice

NNHPPNPNHHHPXP $n = 16$



Dynamics of lattice proteins: TRI lattice

NNHPPNPPHHHPXP $n = 16$



Conclusion

- **Discrete models** allow a detailed study of the energy surface.
- **Barrier trees** approximate the landscape topology and folding kinetics.
- A **macrostate approach** of folding kinetics reduces simulation time drastically.
- The **accuracy of the model** is mostly sufficient for lattice proteins.
- This **newly generated framework** provides a powerful method for further refinement of biopolymer folding landscapes.

Thanks

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