A Framework for Understanding Rosetta

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→ Origin of Rosetta

- Introduction to Basic Rosetta Methodology
- → Overview of Rosetta Implementation

Rosetta: an algorithm for *ab initio* structure prediction

PROTEINS: Structure, Function, and Genetics Suppl 3:171-176 (1999)

AB INITIO: PREDICTION REPORTS

Ab Initio Protein Structure Prediction of CASP III Targets Using ROSETTA

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Critical Assessment of Techniques for Protein Structure Prediction



protein folding problem



CASP



CASP8



Functional expansion of Rosetta algorithms



Introduction to Basic Rosetta Methodology

- → States & State Changes
- → Scoring Functions
- → Search & Optimization Routines
- → Output

States Used in **Rosetta** State = Discrete Conformational Unit



States & State Changes

→ sequences

- → static state for folding & loop modeling
- → amino acid substitutions in parallel design
- → rotamers
- → dihedrals
- → fragments
- → ligands
- → protein subunits
- →pose & fold trees

Rotamers

States for full-atom scoring and design



rotamers (rotational isomers):

- highly populated combinations of sidechain dihedral angles.
 - low energy side-chain conformations.
- a small library of about 100-150 rotamers can cover 96-97% of the conformations found in protein structures.

Dunbrack rotamer libraries:

Backbone dependent and independent libraries.

rosetta_database/bbdep02.May.sortlib



rotamer move = substitution

Dihedrals States used in most protocols

Small scale dihedral moves (i.e. refinement, minimization)

- → Random torsion angle perturbation

 - "shear" = randomly perturb phi, equal & opposite perturbation to preceding psi
- → fragment insertion
- rapid torsion angle optimization to offset global perturbations
 - "wobble" = continuous variation of phi, psi near perturbation to minimize downstream MSD
- ➡ gradient descent = dE / dPhi,Psi evaluated, followed by...
 - → linmin (line searches):
 - → find minimum in direction of steepest descent and stop
 - → not the best way to explore a complex landscape
 - → dfpmin (Davidson, Fletcher, Pal quasi-Newton method):
 - → the core minimization routine
 - ➡ iterations of moves and derivative calculations
 - → smarter than steepest descent



Fragments → definition → fragment moves

Fragments

States for ab initio and loop modeling

- → 3 and 9 residue fragments
- → database created from crystal structures
 - → < 2.5Å resolution</p>
 - → < 50% sequence identity
- ➡ rosetta_fragments/nnmake_database/vall.dat.2006-05-05
- → custom fragment database possible
- → low resolution modeling
 - → centroid representation of side chains

Augura and

Making Fragment Libraries Overview

- → Fragments are selected from database and ranked according to:
 - → input amino acid sequence
 - ➡ FASTA format
 - → *possible* to use only secondary structure information
 - → secondary structure predictions
 - ➡ programs
 - → PSI-PRED
 - → default and predictions carry largest weight
 - → JUFO
 - → SAM
 - ➡ PROF
 - \rightarrow more = better
 - → manual

Note: we are leaving "Rosetta"

Fragment Moves

Fragment insertion

- conformation modification occurs in torsion space
- ➡ small changes in dihedrals
 - "chuck" = fragments that result in MSD of atoms below threshold randomly inserted (Cartesian)
 - "Gunn" = fragments that result in translation & rotation below threshold are randomly inserted (independent of coordinate system)





Ligand Moves

analog of protein design with flexible backbone (& docking)



Pose & Fold Trees Methodological Inconvenience

Rosetta folding



Sampling and minimization in TORSIONAL space

Sampling and minimization in RIGID-BODY space

Rosetta docking



Pose & Fold Trees Fold tree representation

Allows simultaneous optimization of rigid-body and backbone/sidechain torsional degrees of freedom.



Construct fold-trees to treat a variety of protein folding and docking problems.

Bradley and Baker, Proteins 2006

Energy Functions

- → purpose: score states
- → major classes
 - → low resolution
 - → high resolution

Major Classes of Energy Functions

→ Low resolution: reduced atom representation

- → simplified energy function
- → used for aggressive search of state space

→ High resolution: full-atom representation

- → detailed energy function
- → local search of state space
- → refinement and minimization



Atom Model

centroid reduction of side chains

Energy function terms

van der Waals repulsion

"pair" terms (electrostatics)

residue environment (prob of burial)

2º structure pairing terms (H-bonds)

radius of gyration

packing density

In general ...

Weighted linear combination

 $Energy = w_1^* term_1 + w_2^* term_2 + \dots$

Pair-wise decomposable

Heavily trained on PDB statistics

Discriminate "near native" vs "non native"

No single low resolution score

Several functions with different weights

Low resolution:



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High resolution:

Atom Model

full atom representation

Energy function terms

Rotamer (Dunbrack)

Ramachandran

Solvation (Lazaridius Karplus)

Hydrogen bonding

Lennard-Jones

Pair (electrostatic)

Reference energies

In general ...

Weighted linear combination

 $Energy = w_1^* term_1 + w_2^* term_2 + \dots$

Pair-wise decomposable

Pre- tabulate energies

Hybrid Statistical / MM-like score

Weights trained for different applications

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Search and Optimization

- → size of state spaces
- → algorithm(s)
 - ➡ Monte Carlo
 - → simulated annealing
 - → Metropolis

Approximate size of different state spaces

- → Folding: given either alpha, beta, or loop conformation, for protein of nres, 3^{nres} possible conformations.
 - → Levinthal paradox (*Cyrus Levinthal, J. Chim. Phys. 65, 44; 1968*):
 - → If *nres* = 100, sampling a conformation every 10^{-13} seconds, it would take 10^{27} years to fold. Universe is 10^{10} years old.
 - → Folding is non-random and cooperative.
- → Design:
 - \rightarrow for protein of *nres*, 20^{nres} possible sequences
 - \rightarrow given 10 rotamers per fixed amino acid, 10^{nres} possible states
- \rightarrow **Docking**: 360³ x Angstroms³ (for 10 Angstroms, 4.6 x 10¹⁰ states)
- → etc.

Basic Rosetta optimization algorithm Monte Carlo search Simulated Annealing & Metropolis



= acceptance criterion



Rosetta methodology in real time

NOTE: <u>MOVIES REPRESENT SINGLE TRAJECTORIES</u> typical simulation involves 100-100000 trajectories



- → <u>ab initio movie</u>
- → docking movie

Overview of Rosetta output

- →decoys and funnels
- Computational power versus accuracy
- ➡constraints
- ⇒filters

Funnels: decoy RMSD to native versus energy 1 decoy/point = 1 trajectory



Similar energy landscapes for Rosetta predictions:

- energy function accurately scores states
- models can be selected by energy/score only

slide content credits: Ora Furman-Schueler Ken Dill Phil Bradley Kristian Kaufmann

Constraint: user input limitation of state space search

constraint methodology

- violation of a constraint increases the decoy score
- Implemented through files (.cst, .dpl, .dst)

types of constraints

- → mainly apply to *ab initio* mode
- ➡ NMR derived dipolar coupling constraints
- → barcode constraints (features like ss, phi/psi, etc.)
- → distance constraints (docking)

→ future expansion to other modes

Filters: absolute constraints

- ➡ filter methodology
 - ➡ violation causes decoy to be discarded
 - → implemented through command line options
- ➡ physical attributes
 - ➡ disulfides
 - → knot
 - ➡ SASA
 - → vdw
 - → radius of gyration
 - ➡ score
 - → etc.

Overview of Rosetta Implementation

- Implementation Details of Select Modes
- ➡ Brief Description of Select Modes
 - → Loop Modeling Protocols
- ➡ Introduction to the Rosetta command line
- → Flow-chart of Rosetta Execution

Brief Description of Select Modes								
mode	description	main flag(s)	main code					
ab initio	predict the structure from sequence	none (original mode) -abrelax	fold_abinitio.cc					
relax	refine the structure using Rosetta energy functions	-relax	relax_structure.cc					
idealize	replace bond geometries with ideal values	-idealize	idealize.cc					
loop modeling	build and refine local structurally variable regions in context of a structural template	-loops	fold_loops.cc					
design	optimize sequence given a structure	-design	design_structure.cc					
docking	structure prediction for a protein-protein complex given subunits	-dock	dock_structure.c docking.cc					
ligand	ligand docking, design	-ligand	ligand.cc					
interface	ddG calculation for mutations made across a complex interface	-interface	analyze_interface_ddg.cc					
scoring	score input conformations with Rosetta energy functions	-score	scorefxns.cc					
domain assembly	fixed domains connected by variable regions	-assemble	assemble_domains.cc					
pose	a set of algorithms which improve previous implementations	-pose -pose_*	pose_*.cc					

Brief Description of Select Modes								
mode	d	Loop modeling protocols						
ab initio	p	Protocol	Reference	Genera	characteristics	Di	ffering input files	
relax		"Classical"	Carol Rohl et al. <i>Proteins</i> 2004.	classical <i>ab initio</i> fragment insertion with minimization		(1pdbC.ssa) - secondary structure assignments 1pdb.loops		
idealize						- loop library		
loop modeling		"Pose-based"	Chu Wang et al. <i>JMB</i> 2007	+ explicit cyclic coordinate descent for loop closure		1pdbC.pose_loops - loop definitions and options		
design docking		"Loop relax"	Bin Qian et al. <i>Nature</i> 2007	+ full ator	+ full atom minimization		<pre>lpdbC.loopfile - loop definitions</pre>	
ligand	d li	"Termini"	Sood et al. <i>JMB</i> 2006	centroid b protein te	based extension of rmini	1pdbC.loops - special loop library		
interface	d co	"Loop design"	Xiaozhen Hu et al. <i>PNAS</i> 2007	specialize backbone	ed flexible e design	(custom method and inputs, stay tuned)		
scoring	sc fui	score input conformations with Rosetta ener functions		a energy	-score		scorefxns.cc	
domain assembly	fix	fixed domains connected by variable regions			-assemble		assemble_domains.cc	
pose	a : im	a set of algorithms which improve previous implementations		-pose -pose_*		pose_*.cc		

Introduction to the Rosetta command line

UNIX-like: executable -flags e.g. ls -a

