# Implementing RNA\_DENOVO in R.O.S.I.E

Rosetta Online Server that Includes Everyone

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http://rosie.rosettacommons.org

#### Talk overview

- Importance and benefits of having a central hub for Rosetta servers.
- How much it took to implement RNA\_Denovo (our test case)
- New licensing approach when dealing with startups that want to develop commercial servers
- Discussion

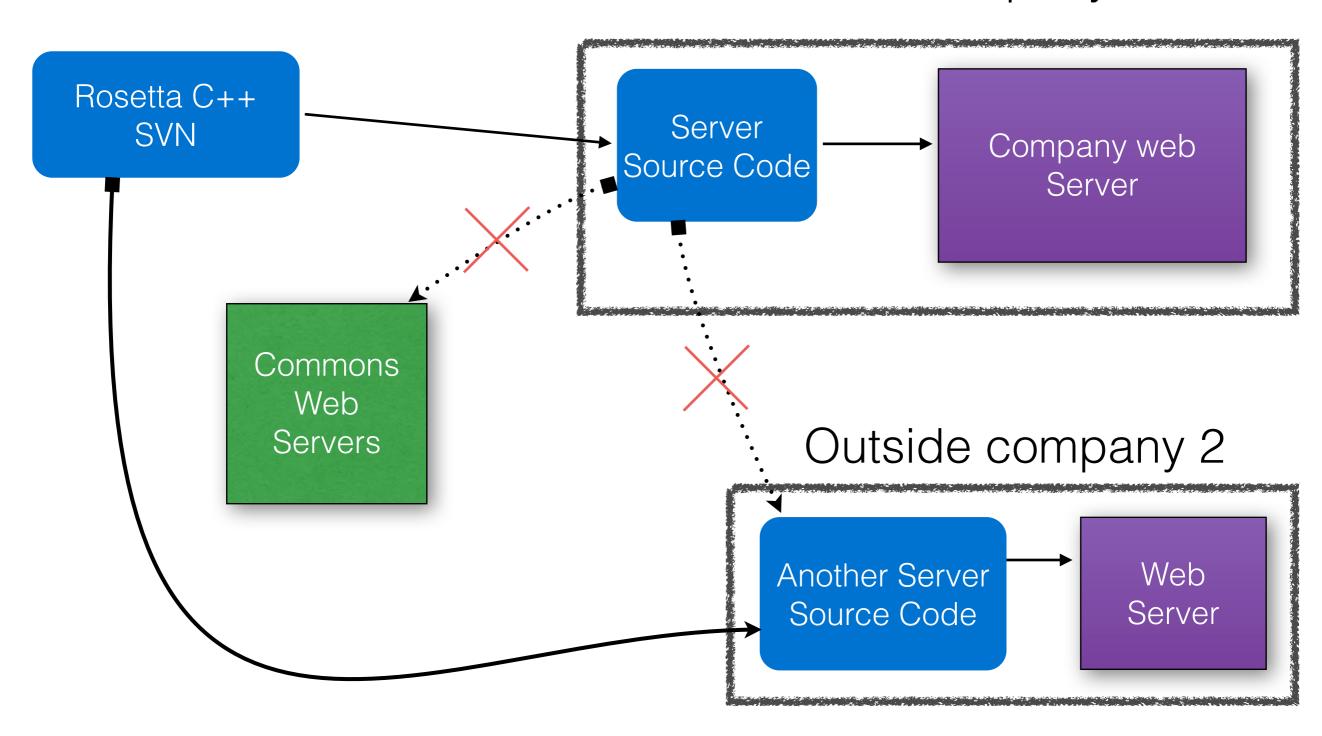
### Current state of server affairs and problems that we encounter

#### Typical lifecycle of a Rosetta web server:

- New student joins the lab
- Implements a beautiful web server in very advanced but obscure framework that no one but him could understand
- Graduates!
- Things work until next major OS update/Database/disk crash...
  and then no one knows how to fix it => server is quietly retired
- New student joins the lab... AND STARTS FROM SCRATCH
- Bottom line: 3-5 years of work get lost from humanity knowledge pool forever...

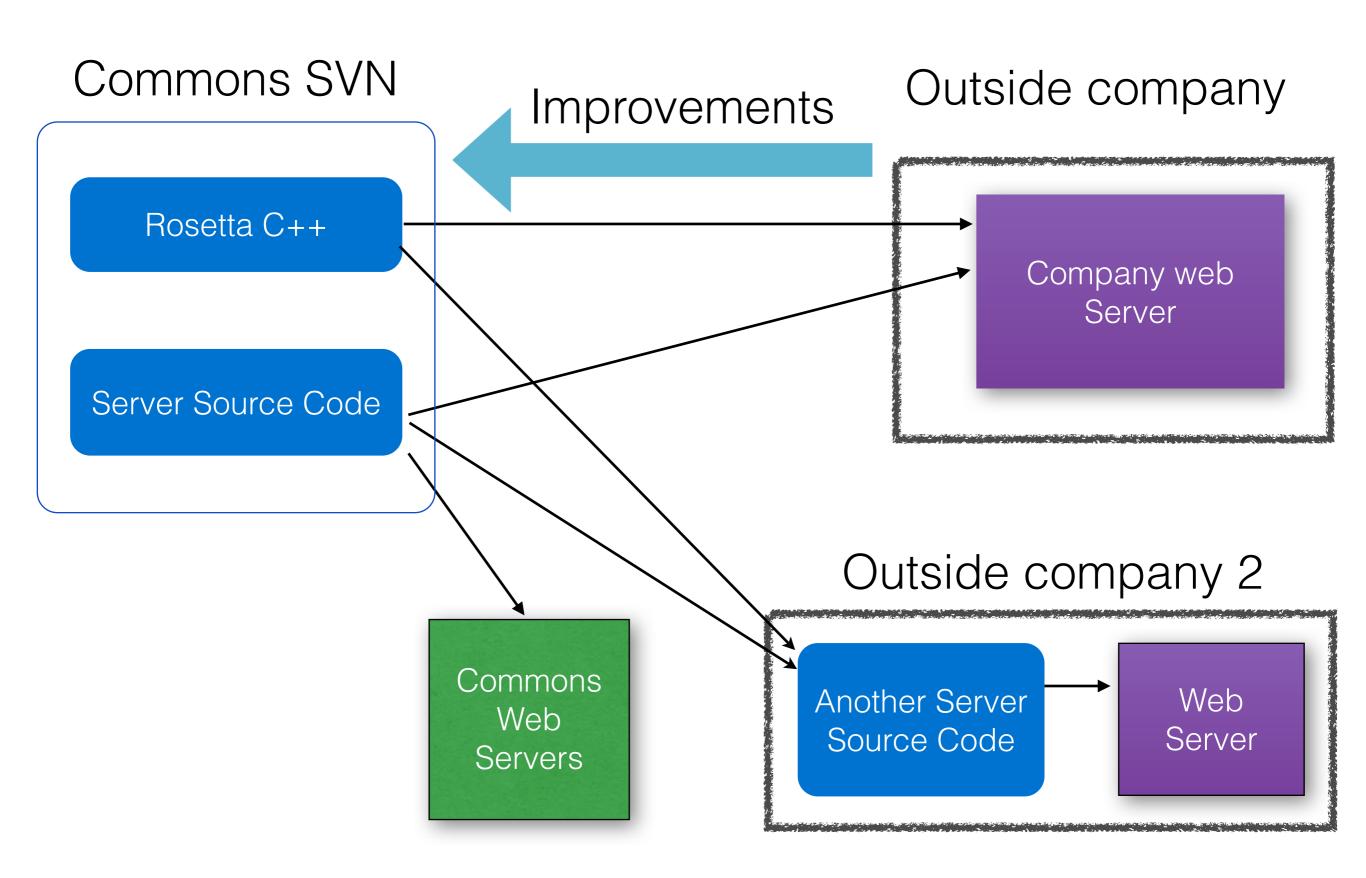
Our previous server licensing strategy created conflict of interest situation:

#### Outside company



## So what we need is to create a central pool where code/ knowledge will be accumulating and which will allow us to build on previous work

This will allow up to keep source code wellmaintained and up to date with the latest web frameworks And new strategy allows us to avoid conflict of interest



#### R.O.S.I.E

#### Rosetta Online Server that Includes Everyone

- So it's already in SVN trunk/RosettaServer
- All basic functionality like job queue, user management and etc. is implemented and protocols developers do not need to reinvent the wheel
- BackEnd is written in a way that allows it to be decoupled from particular HPC system and allow later to be adapted to any particular job manager or cloud computing.
- And we implemented two protocols Docking and RNA\_Denovo to test the grounds

#### RNA Denovo implementation

http://rosettaserver.graylab.jhu.edu/rna\_denovo/viewjob/274

- BackEnd (computational part): 2 files less then 10kB of code in Python
- FrontEnd (WebServer part): 5 files, 10kB of code and 20kB of html like templates.
- As we develop our codebase time for simple protocols implementation could be weeks or even less!

#### Advantages

- Central pool for all server projects that will share code and improvements.
- Since Commons owns the source code there will be no legal obstacles to deploy one or more academic servers and rebrand them as we see fit, and also sell it.
- Because academic servers and commercial ones are running the same code there will be no question of additional validity of results for com. servers.
- No conflict of interest between Commons and startups!
- Clear separation of responsibilities. With this approach, Commons could concentrate on implementing scientific parts of the servers right and worry less of implementation of payment systems, security and other things with which we have no expertise.
- Less code to write for outside companies. It will take much less effort to create startup and offer some of Rosetta web servers, so most of our grad students will be able to do it!

#### Wrapping up:

- Docking and RNA\_Denovo modes now implemented.
- Add Sequence Tolerance protocol (collaboration with Tanja Kortemme and Shane O'Connor, in progress),
- Erraser protocols (collaboration with Rhiju Das and Fang-Chieh Chou, in progress)
- Antibody protocol as soon as it is ported to Rosetta3 code base.
- We are beta testing Server VirtualBox image that has all env. installed (ask me for URL, user name and password if you want to check it out).

#### Our future goals:

- More protocols by next RosettaCon (10?)
- Get more developers from different labs involved (streamline the VM approach to simplify things)

<Rhiju part>

Discussion

