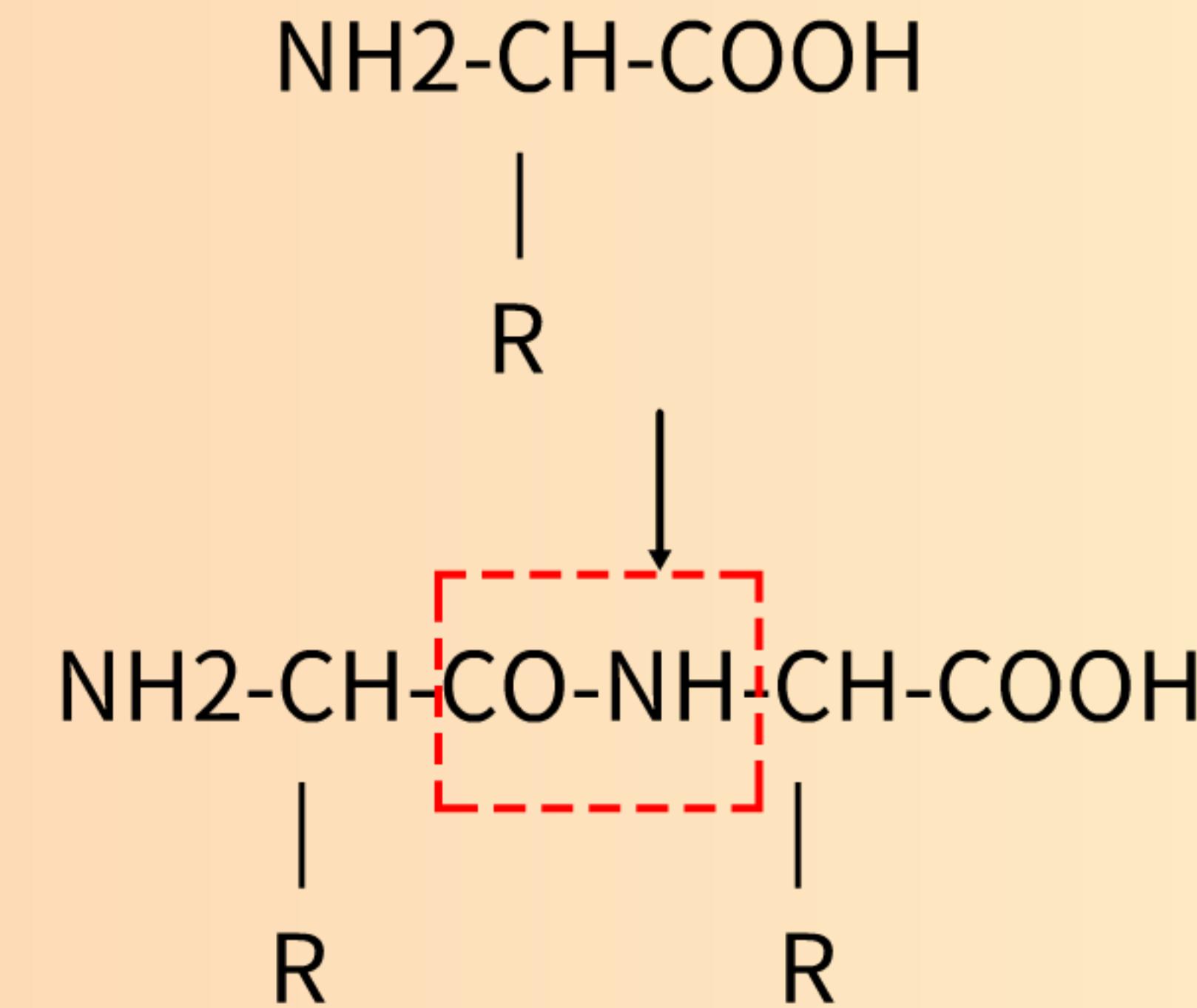


蛋白质基础知识

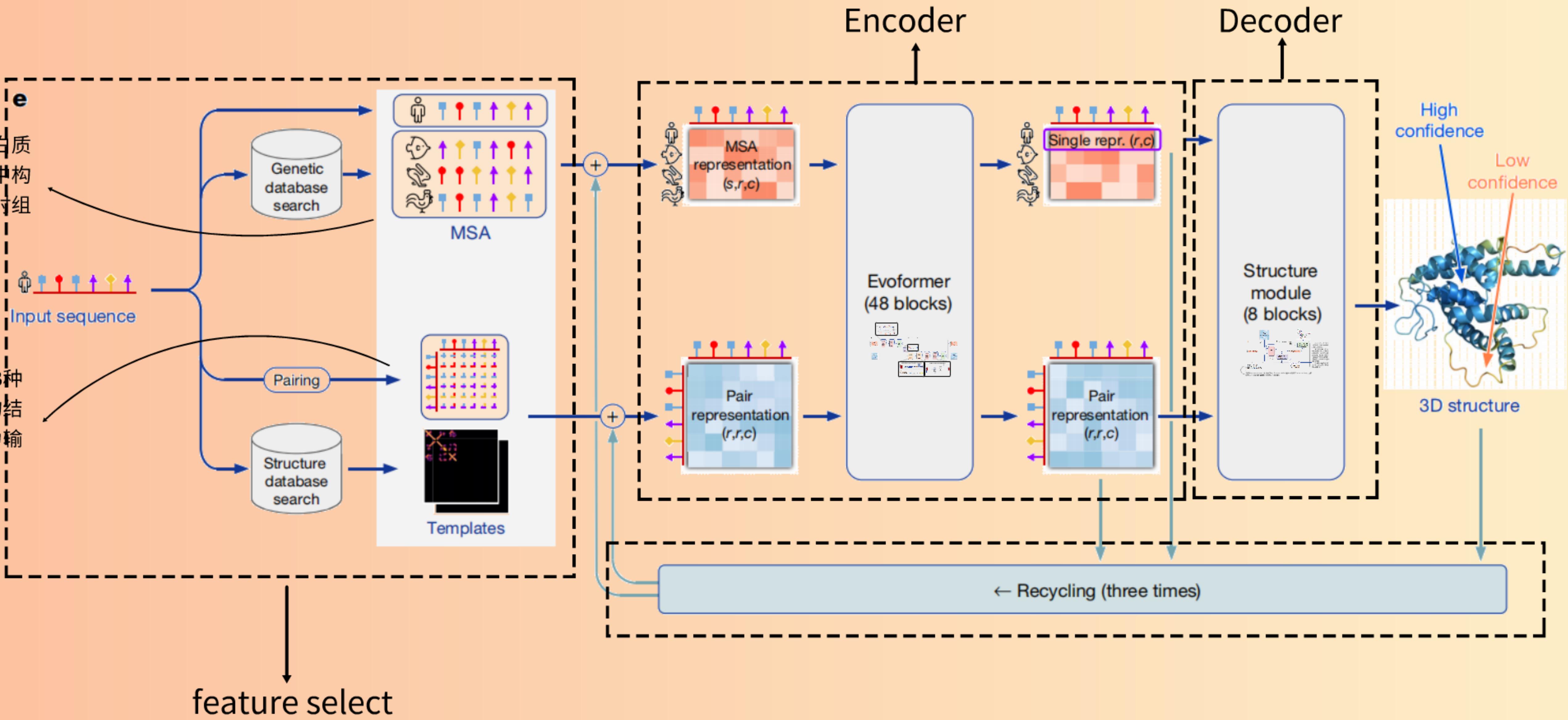
蛋白质是由氨基酸通过肽键连接而成的长链分子。每条蛋白质链称为一条多肽链 (polypeptide)。蛋白质的结构和功能取决于其氨基酸序列、三维结构 (四级) 以及与其他分子的相互作用。

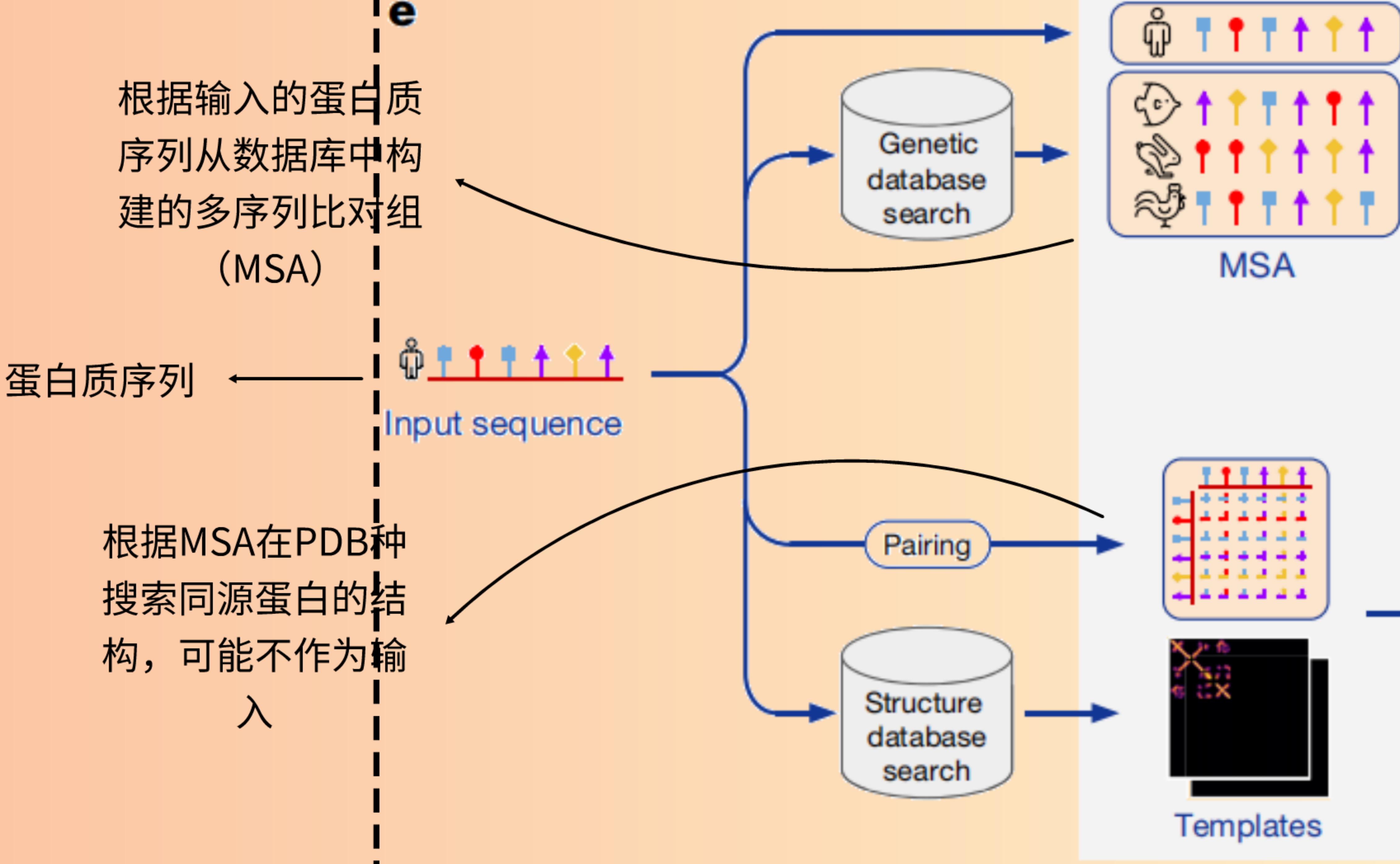
三级结构是指蛋白质链在三维空间中的整体折叠形式。三级结构由氨基酸侧链之间的相互作用 (如氢键、疏水作用、离子键等) 决定。

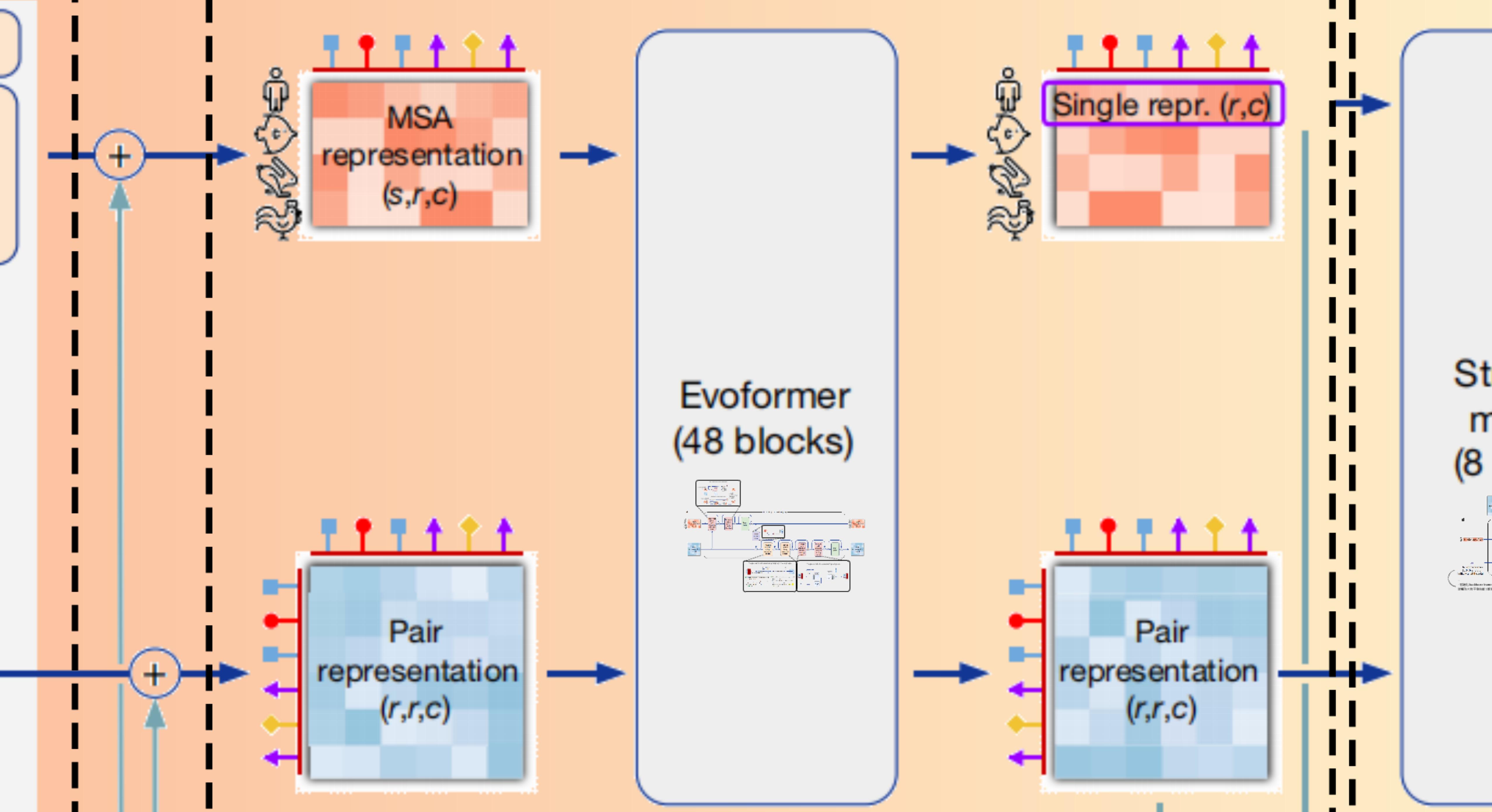


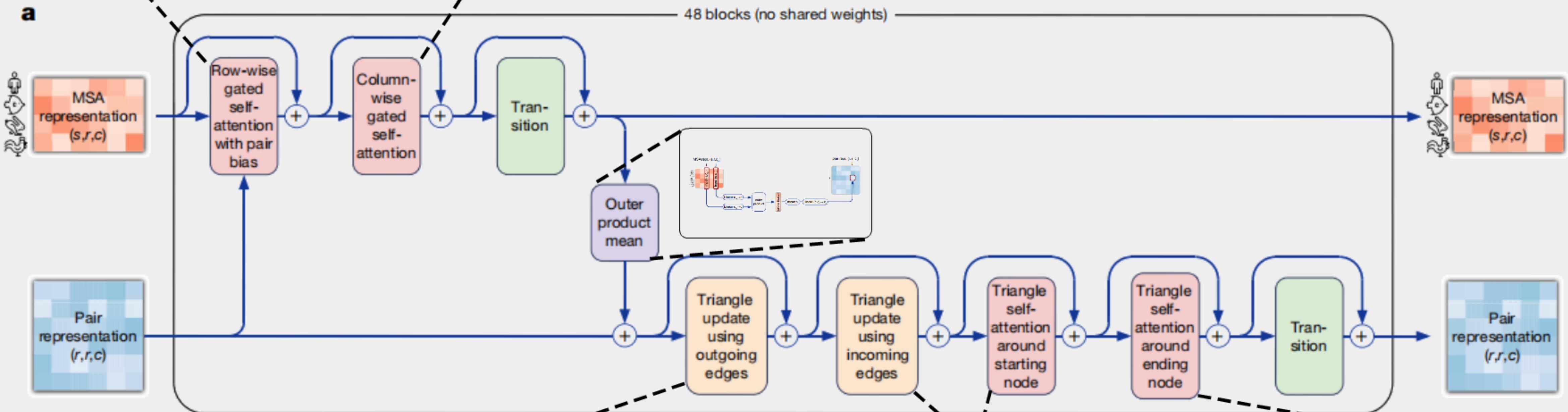
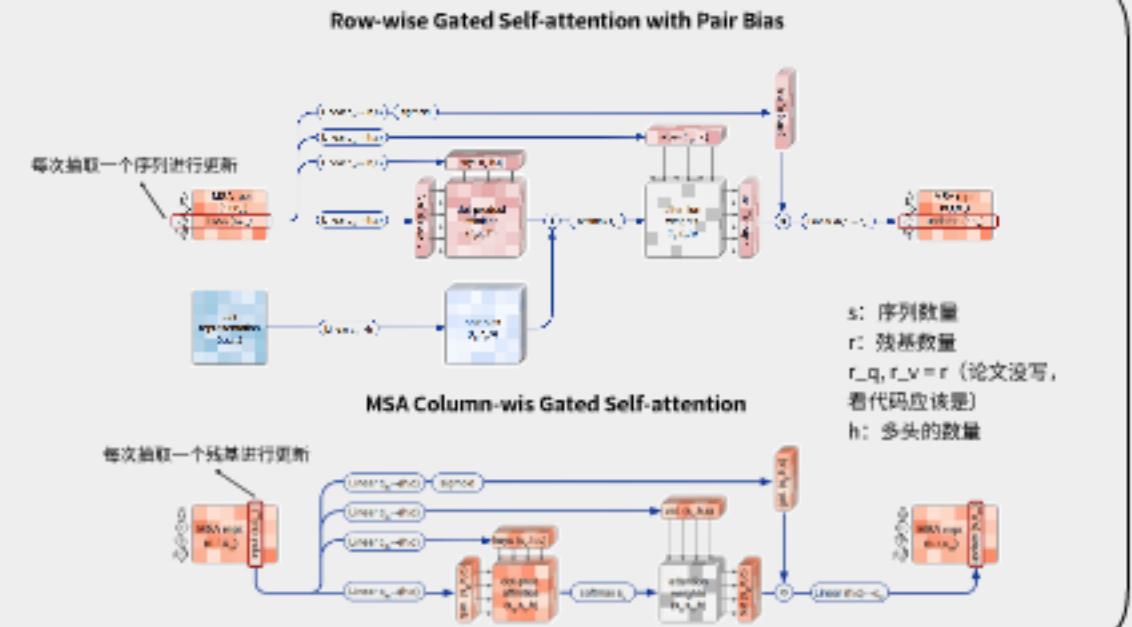
Encoder
↑

Decoder
↑

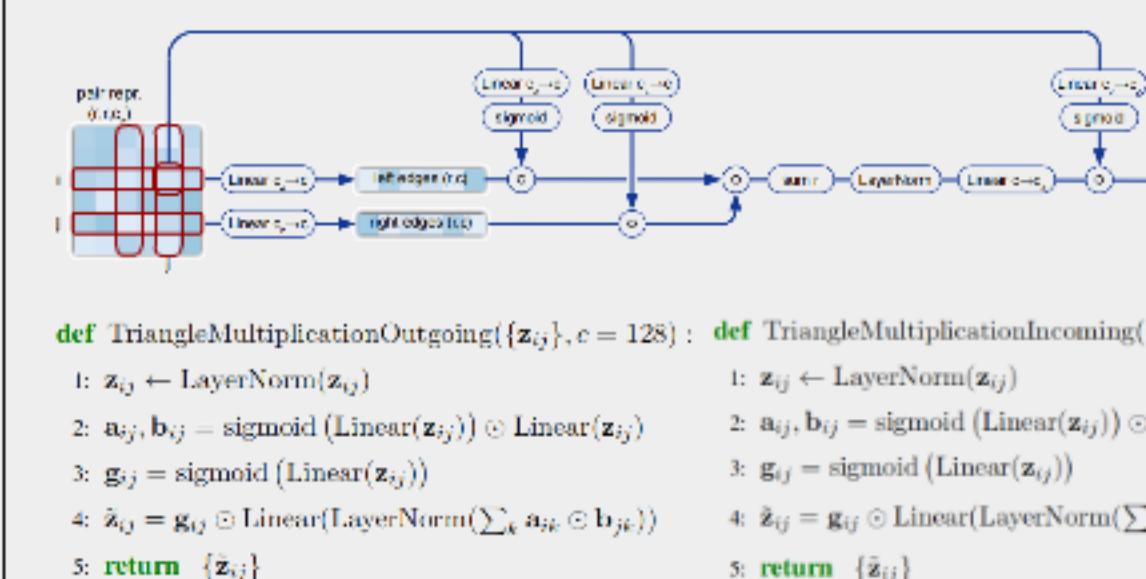




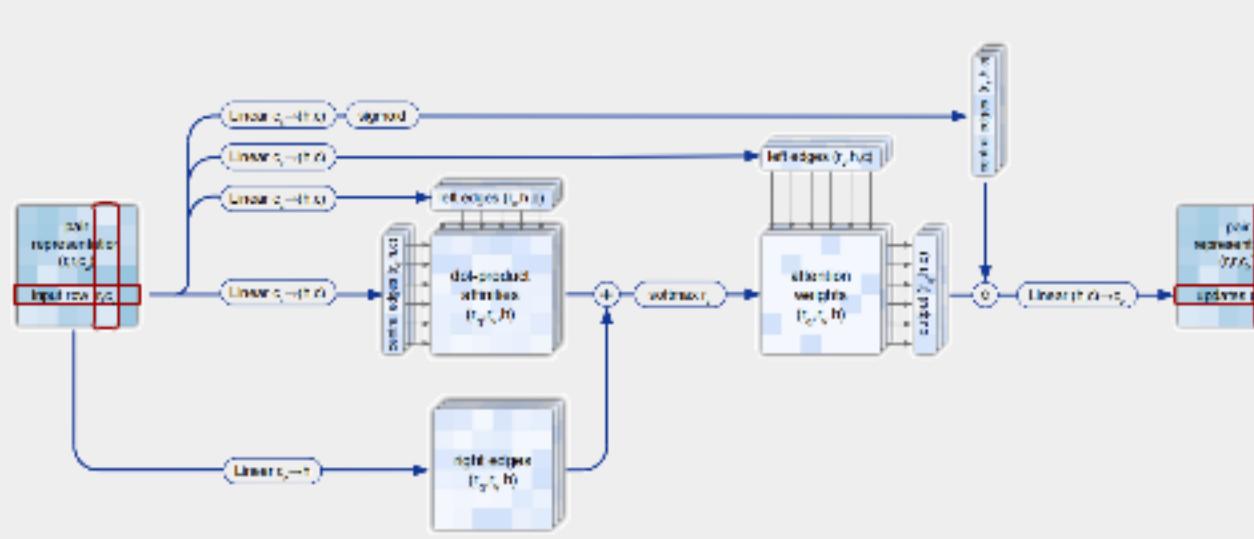




Triangular multiplicative update using "outgoing" / "incoming" edges

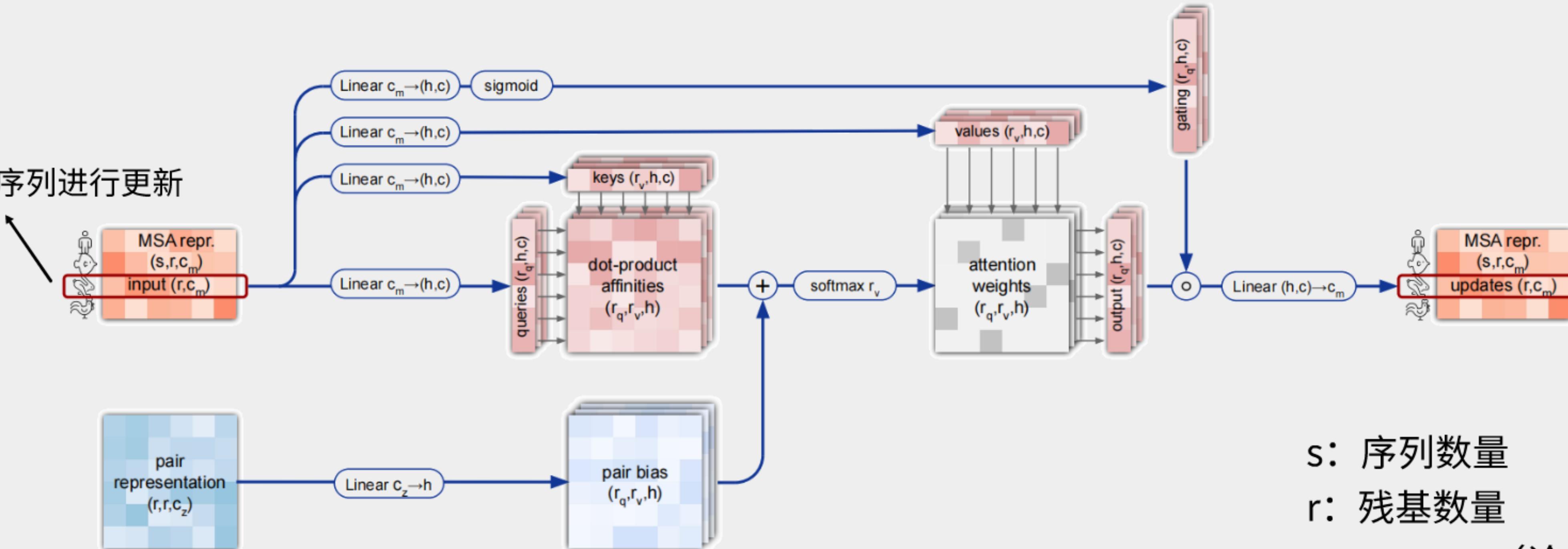


Triangular self-attention around starting/ending node



Row-wise Gated Self-attention with Pair Bias

每次抽取一个序列进行更新



s : 序列数量

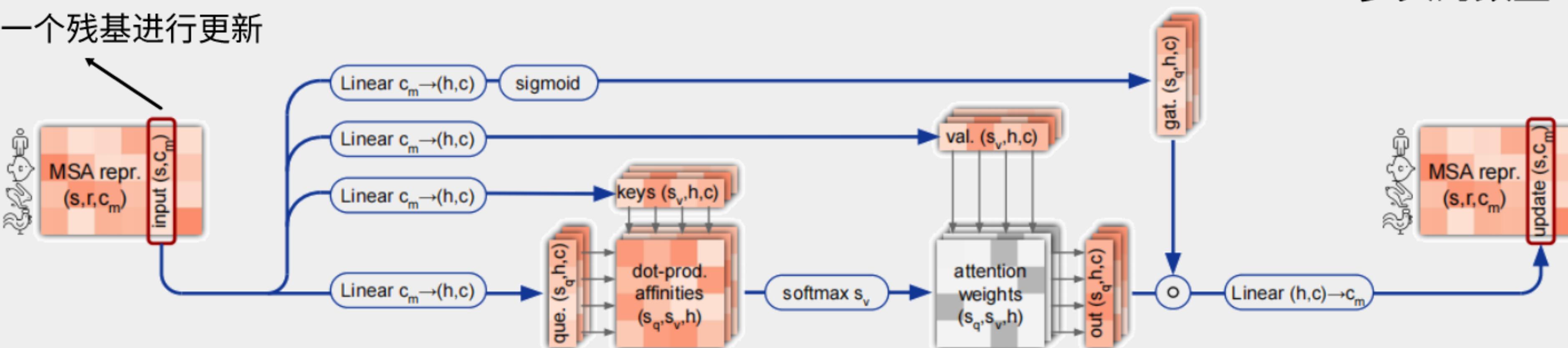
r : 残基数量

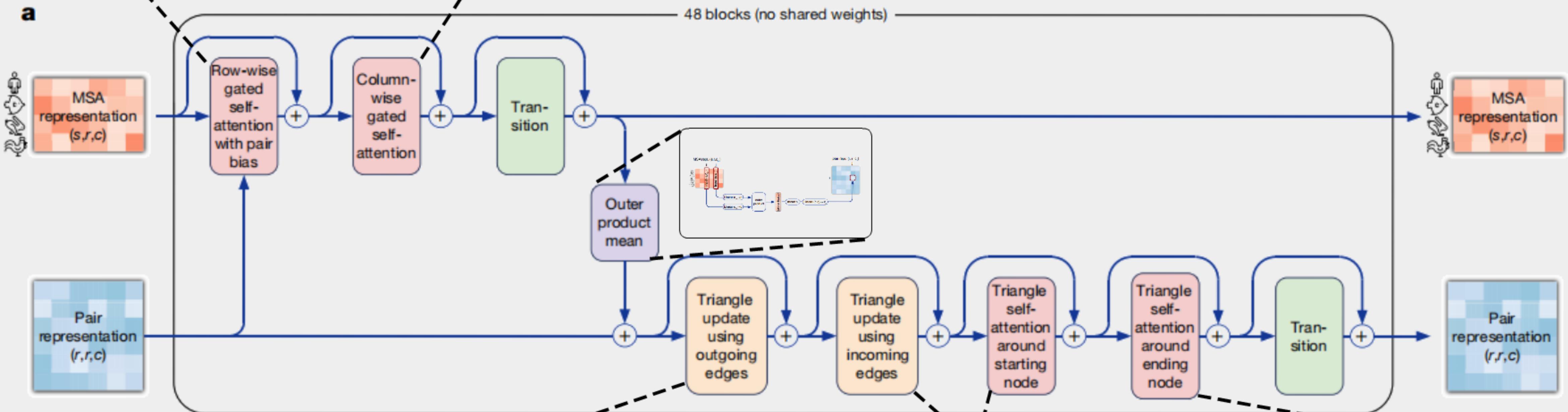
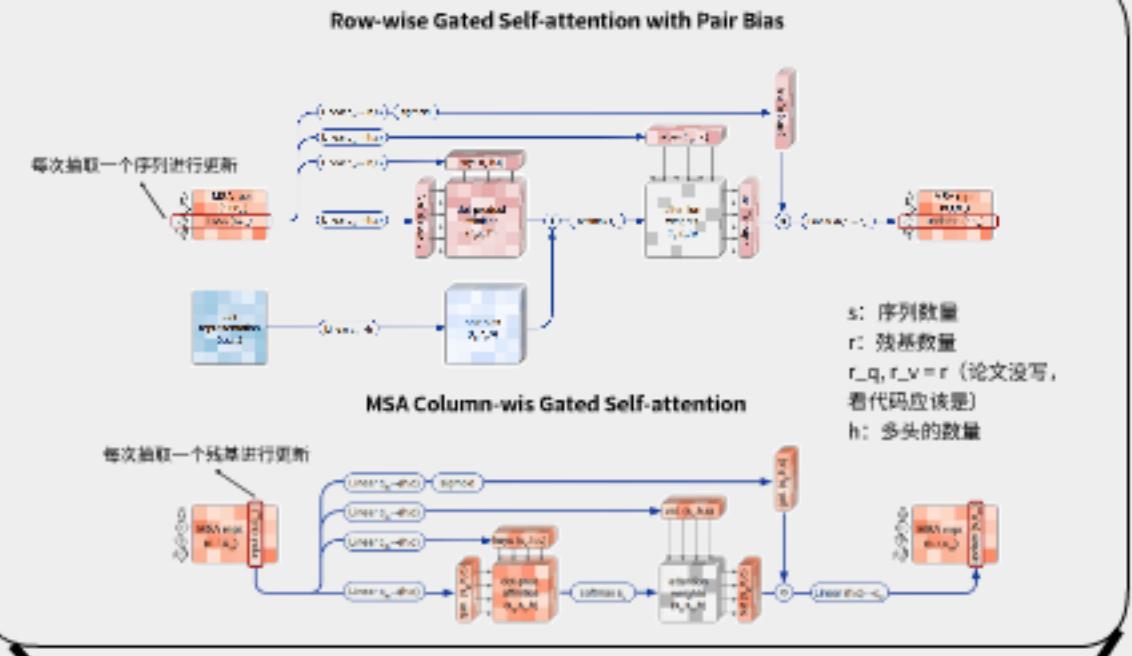
$r_q, r_v = r$ (论文没写,
看代码应该是)

h : 多头的数量

MSA Column-wis Gated Self-attention

每次抽取一个残基进行更新





Triangular multiplicative update using "outgoing" / "incoming" edges

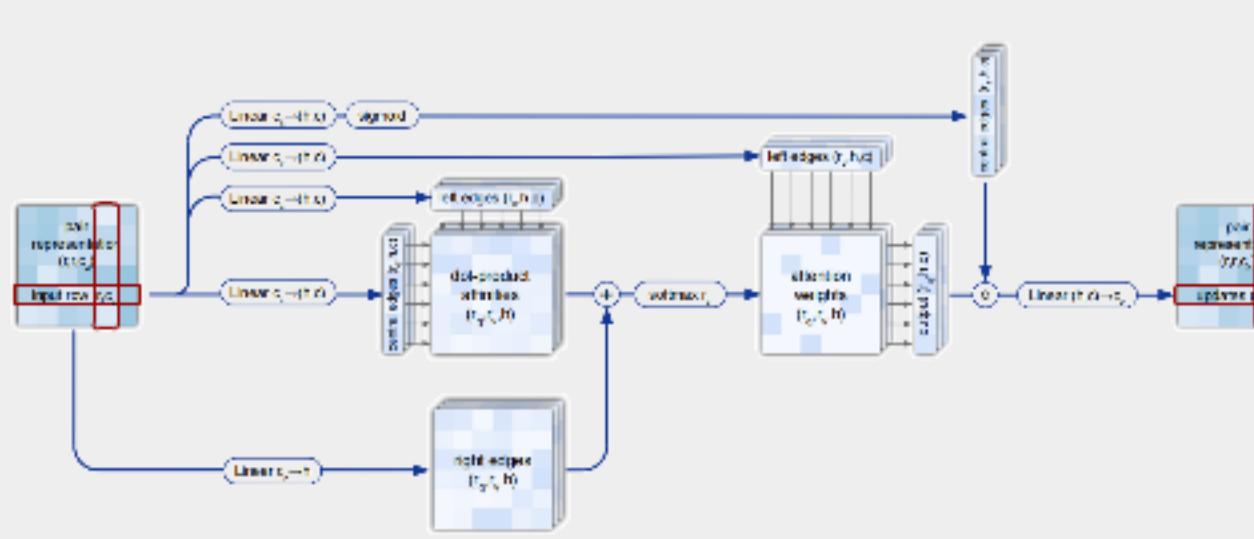
```

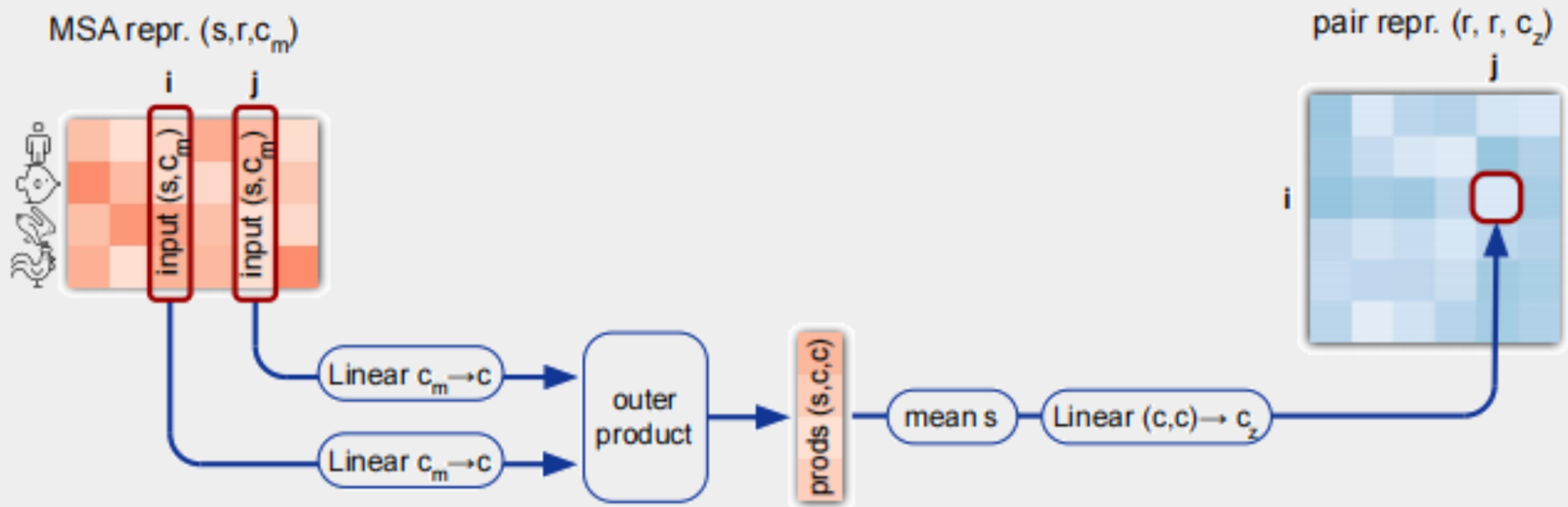
def TriangleMultiplicationOutgoing( $\{\mathbf{z}_{ij}\}$ , c = 128) :
    1:  $\mathbf{z}_{ij} \leftarrow \text{LayerNorm}(\mathbf{z}_{ij})$ 
    2:  $\mathbf{a}_{ij}, \mathbf{b}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij})) \odot \text{Linear}(\mathbf{z}_{ij})$ 
    3:  $\mathbf{g}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij}))$ 
    4:  $\tilde{\mathbf{z}}_{ij} = \mathbf{g}_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k \mathbf{a}_{ik} \odot \mathbf{b}_{kj}))$ 
    5: return  $\{\tilde{\mathbf{z}}_{ij}\}$ 

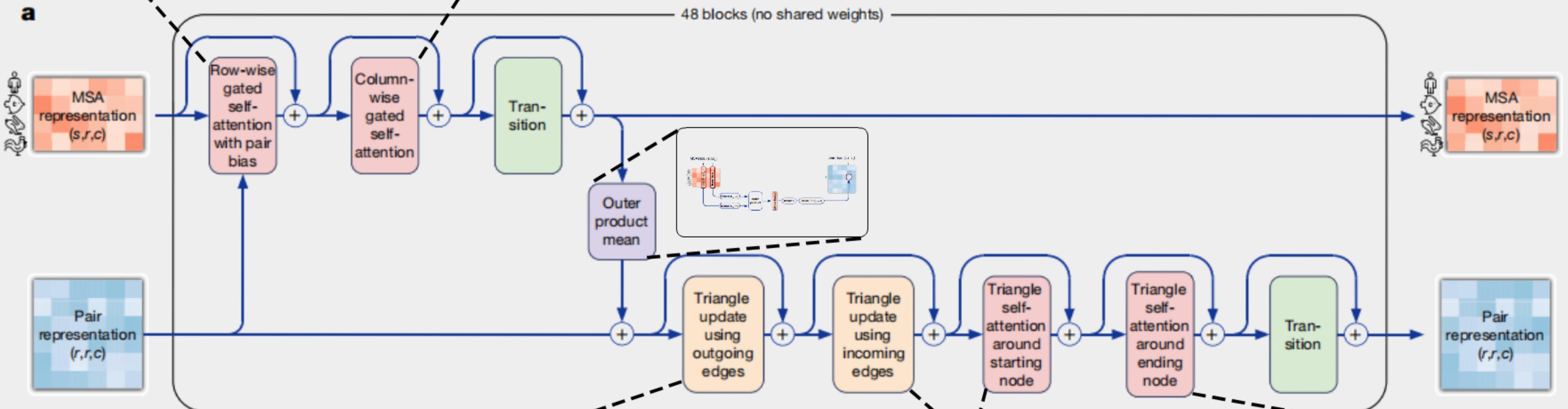
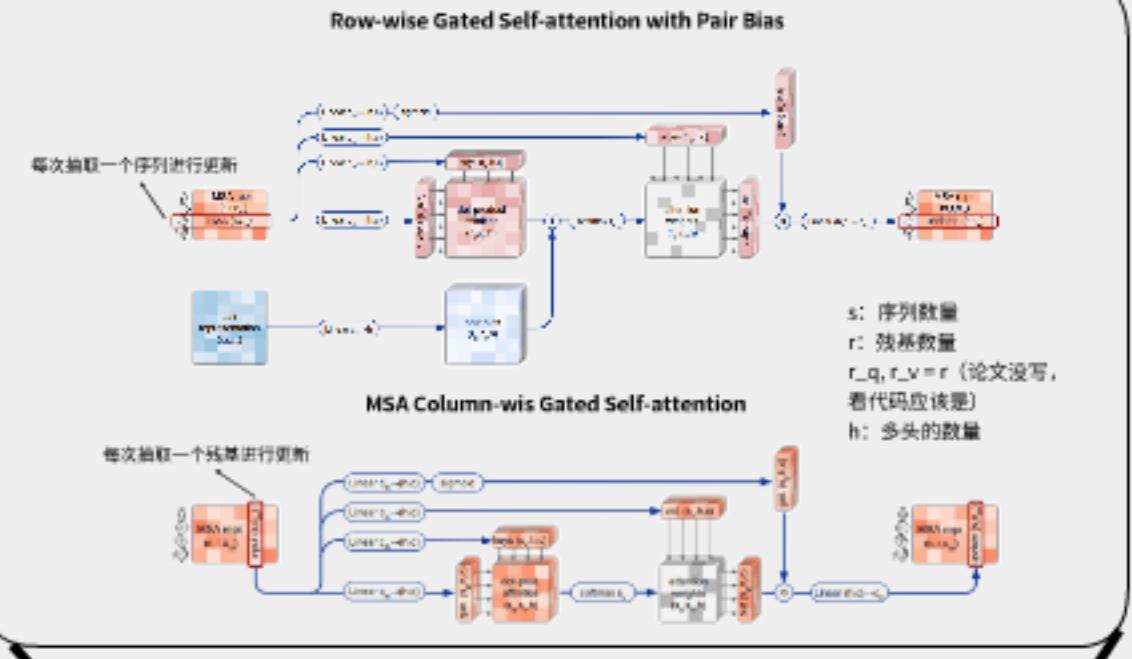
def TriangleMultiplicationIncoming( $\{\mathbf{z}_{ij}\}$ , c = 128) :
    1:  $\mathbf{z}_{ij} \leftarrow \text{LayerNorm}(\mathbf{z}_{ij})$ 
    2:  $\mathbf{a}_{ij}, \mathbf{b}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij})) \odot \text{Linear}(\mathbf{z}_{ij})$ 
    3:  $\mathbf{g}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij}))$ 
    4:  $\tilde{\mathbf{z}}_{ij} = \mathbf{g}_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k \mathbf{a}_{ki} \odot \mathbf{b}_{kj}))$ 
    5: return  $\{\tilde{\mathbf{z}}_{ij}\}$ 

```

Triangular self-attention around starting/ending node







Triangular multiplicative update using "outgoing" / "incoming" edges

```

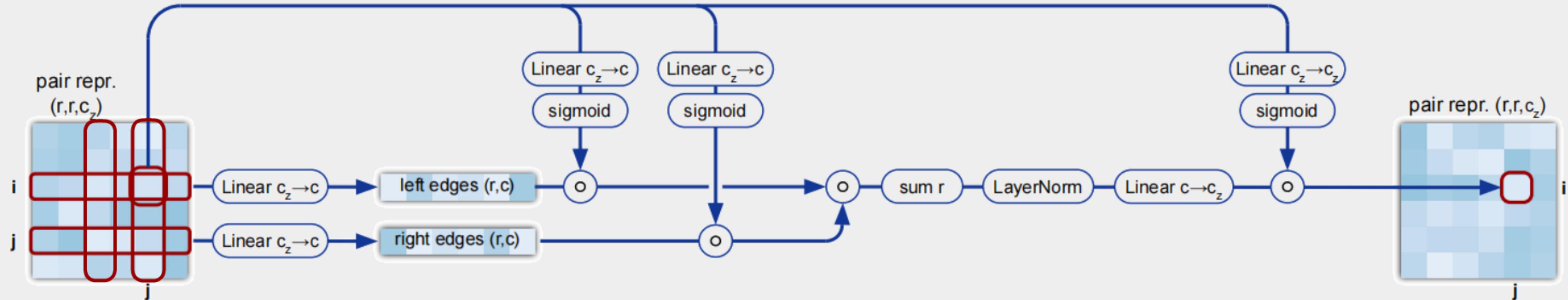
def TriangleMultiplicationOutgoing({z_ij}, c = 128):
    1:  $z_{ij} \leftarrow \text{LayerNorm}(z_{ij})$ 
    2:  $a_{ij}, b_{ij} = \text{sigmoid}(\text{Linear}(z_{ij})) \odot \text{Linear}(z_{ij})$ 
    3:  $g_{ij} = \text{sigmoid}(\text{Linear}(z_{ij}))$ 
    4:  $\tilde{z}_{ij} = g_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k a_{ik} \odot b_{kj}))$ 
    5: return {z_ij}
  
```

Triangular self-attention around starting/ending node

```

def TriangleMultiplicationIncoming({z_ij}, c = 128):
    1:  $z_{ij} \leftarrow \text{LayerNorm}(z_{ij})$ 
    2:  $a_{ij}, b_{ij} = \text{sigmoid}(\text{Linear}(z_{ij})) \odot \text{Linear}(z_{ij})$ 
    3:  $g_{ij} = \text{sigmoid}(\text{Linear}(z_{ij}))$ 
    4:  $\tilde{z}_{ij} = g_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k a_{ki} \odot b_{kj}))$ 
    5: return {z_ij}
  
```

Triangular multiplicative update using "outgoing" / "incoming" edges

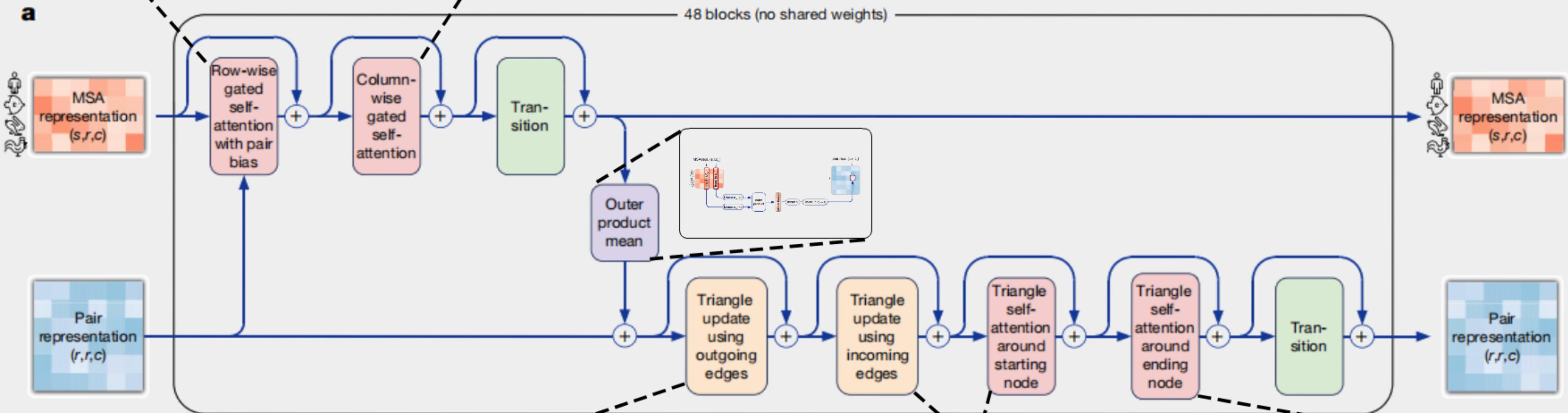
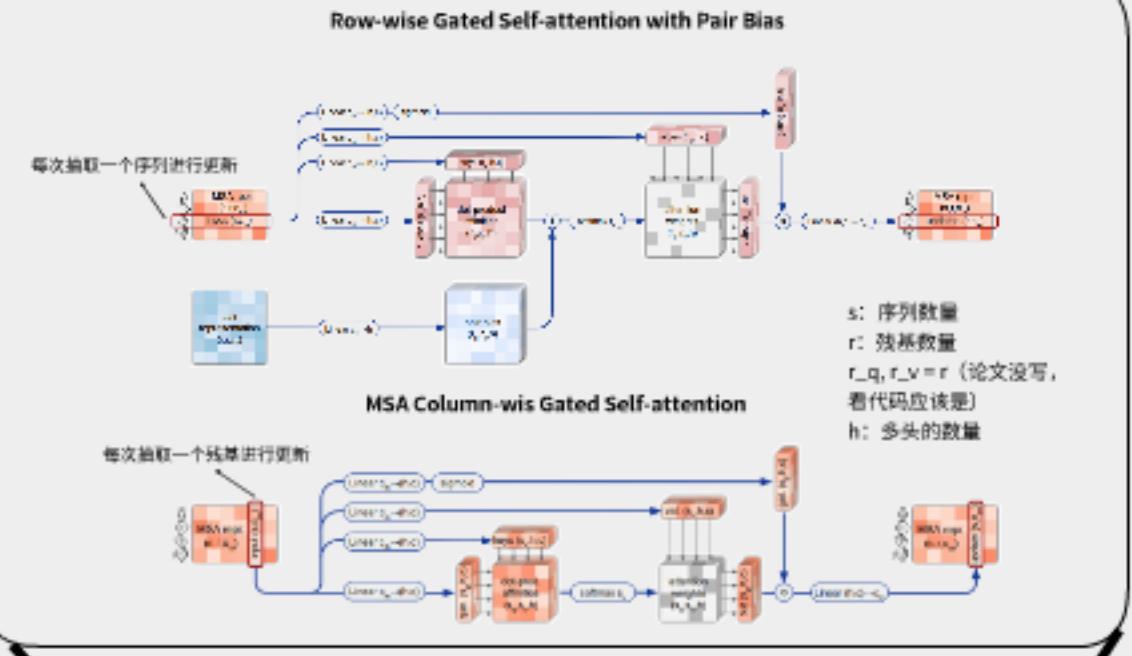


```

def TriangleMultiplicationOutgoing({ $\mathbf{z}_{ij}$ }, c = 128) :
    1:  $\mathbf{z}_{ij} \leftarrow \text{LayerNorm}(\mathbf{z}_{ij})$ 
    2:  $\mathbf{a}_{ij}, \mathbf{b}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij})) \odot \text{Linear}(\mathbf{z}_{ij})$ 
    3:  $\mathbf{g}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij}))$ 
    4:  $\tilde{\mathbf{z}}_{ij} = \mathbf{g}_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k \mathbf{a}_{ik} \odot \mathbf{b}_{jk}))$ 
    5: return { $\tilde{\mathbf{z}}_{ij}$ }

def TriangleMultiplicationIncoming({ $\mathbf{z}_{ij}$ }, c = 128) :
    1:  $\mathbf{z}_{ij} \leftarrow \text{LayerNorm}(\mathbf{z}_{ij})$ 
    2:  $\mathbf{a}_{ij}, \mathbf{b}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij})) \odot \text{Linear}(\mathbf{z}_{ij})$ 
    3:  $\mathbf{g}_{ij} = \text{sigmoid}(\text{Linear}(\mathbf{z}_{ij}))$ 
    4:  $\tilde{\mathbf{z}}_{ij} = \mathbf{g}_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k \mathbf{a}_{ki} \odot \mathbf{b}_{kj}))$ 
    5: return { $\tilde{\mathbf{z}}_{ij}$ }

```



Triangular multiplicative update using "outgoing" / "incoming" edges

```

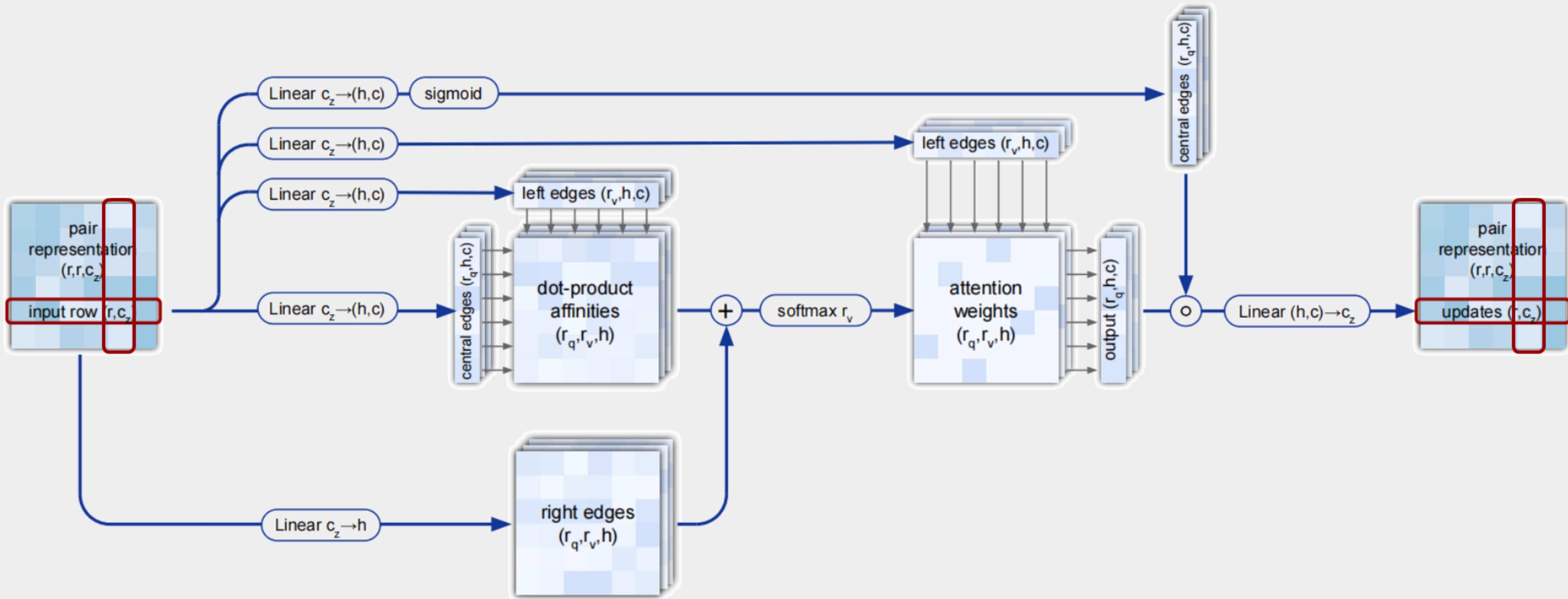
def TriangleMultiplicationOutgoing({z_ij}, c = 128):
    1:  $z_{ij} \leftarrow \text{LayerNorm}(z_{ij})$ 
    2:  $a_{ij}, b_{ij} = \text{sigmoid}(\text{Linear}(z_{ij})) \odot \text{Linear}(z_{ij})$ 
    3:  $g_{ij} = \text{sigmoid}(\text{Linear}(z_{ij}))$ 
    4:  $\tilde{z}_{ij} = g_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k a_{ik} \odot b_{kj}))$ 
    5: return {z_ij}
  
```

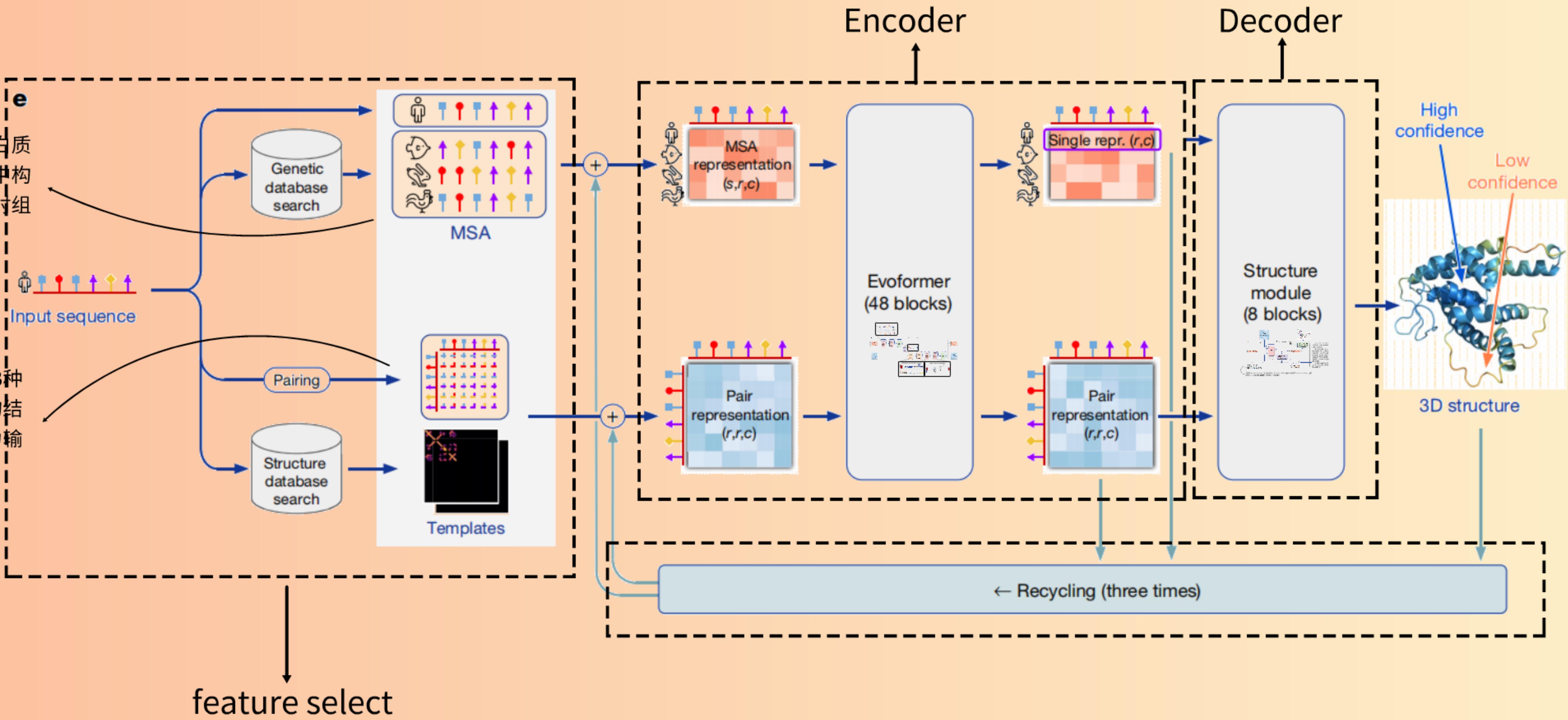
Triangular self-attention around starting/ending node

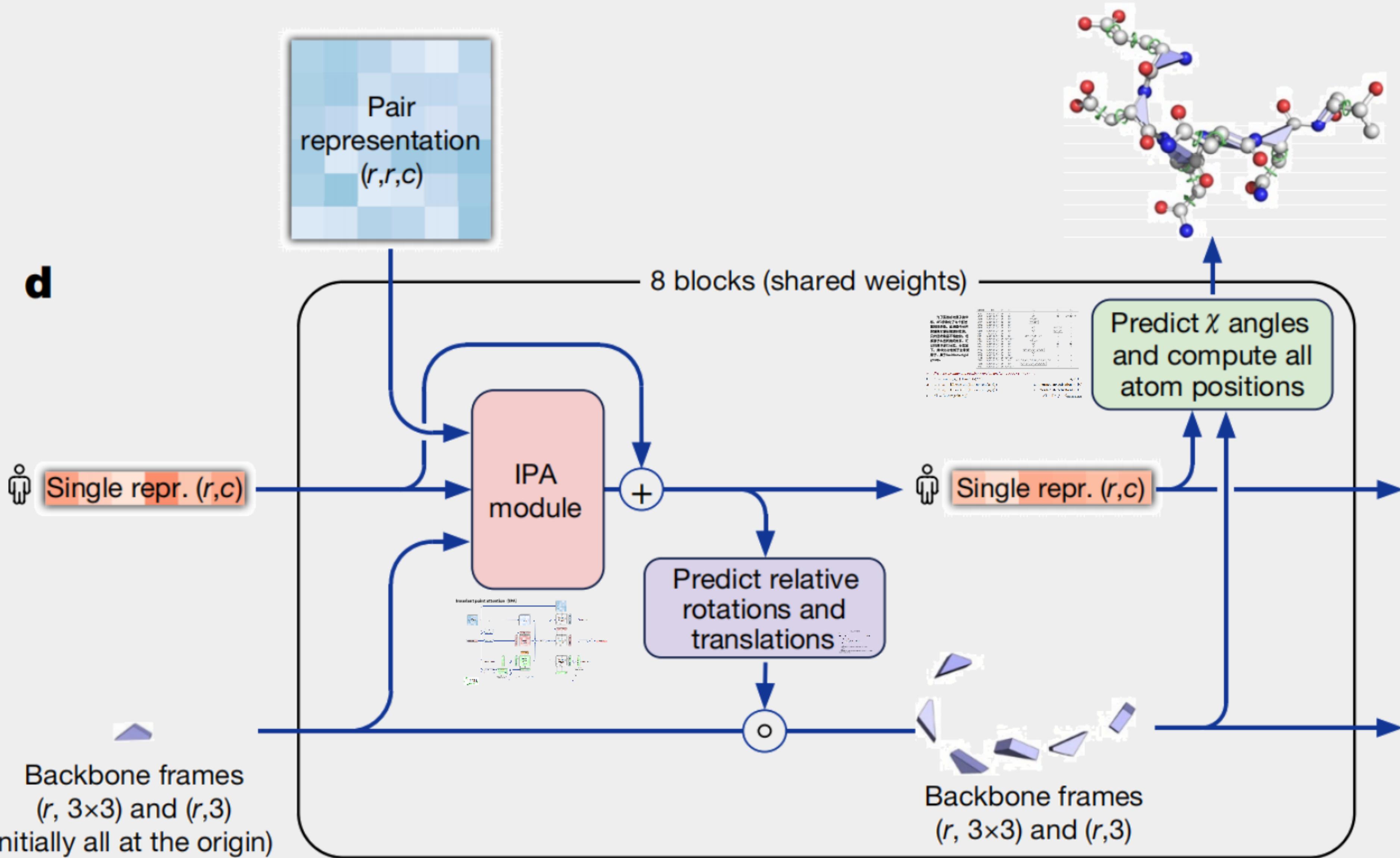
```

def TriangleMultiplicationIncoming({z_ij}, c = 128):
    1:  $z_{ij} \leftarrow \text{LayerNorm}(z_{ij})$ 
    2:  $a_{ij}, b_{ij} = \text{sigmoid}(\text{Linear}(z_{ij})) \odot \text{Linear}(z_{ij})$ 
    3:  $g_{ij} = \text{sigmoid}(\text{Linear}(z_{ij}))$ 
    4:  $\tilde{z}_{ij} = g_{ij} \odot \text{Linear}(\text{LayerNorm}(\sum_k a_{ki} \odot b_{kj}))$ 
    5: return {z_ij}
  
```

Triangular self-attention around starting/ending node







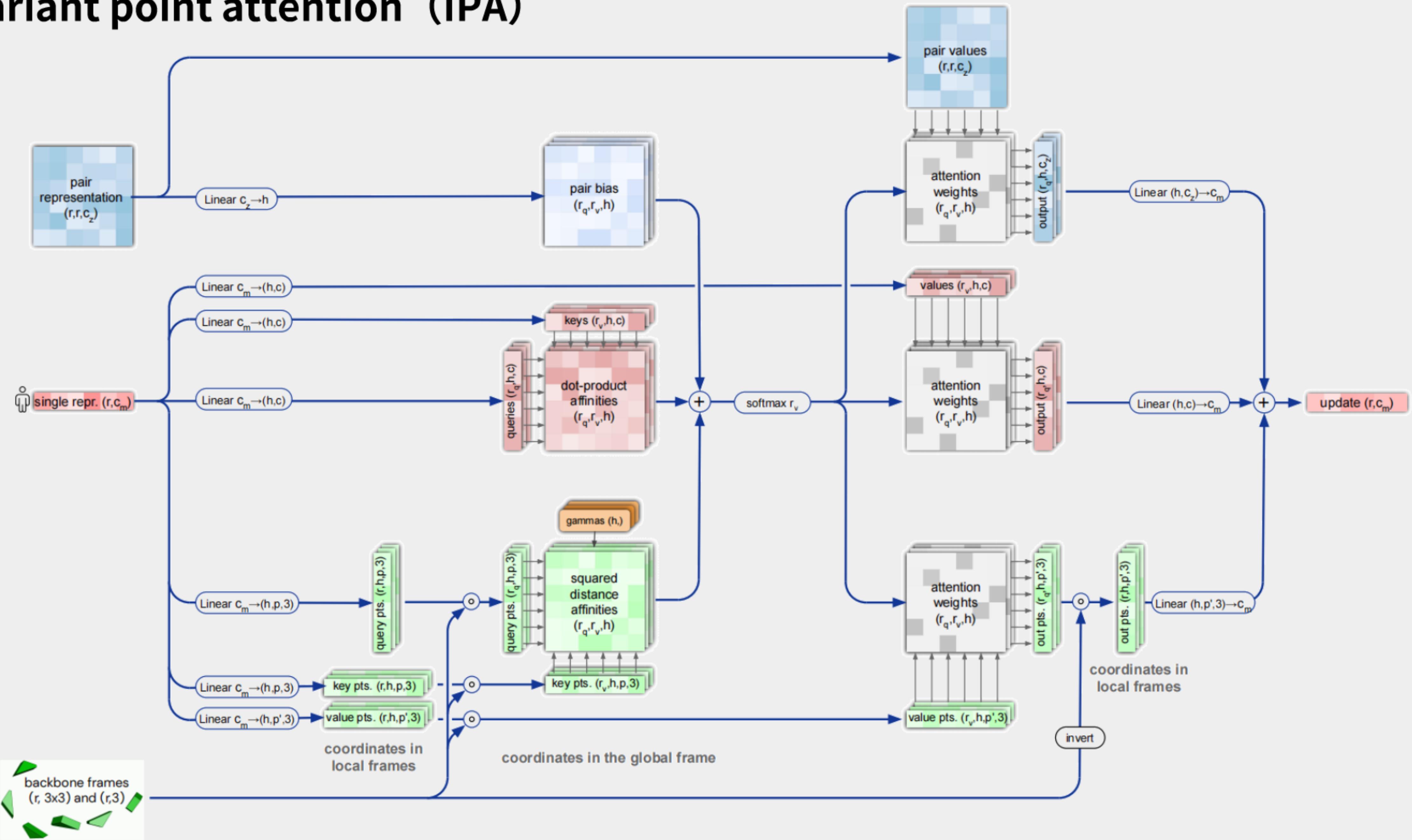
- 初始化 backbone frame: 对于每个残基, Structure Module 使用一个初始的 backbone frame, 其旋转矩阵 R 和平移向量 t 都设置为单位矩阵 I 和零向量 0 。

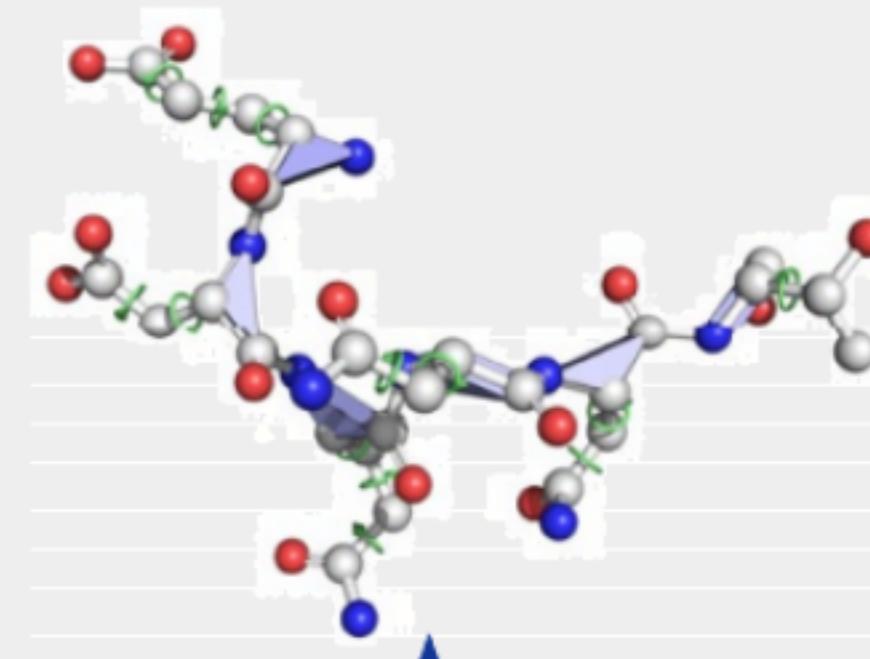
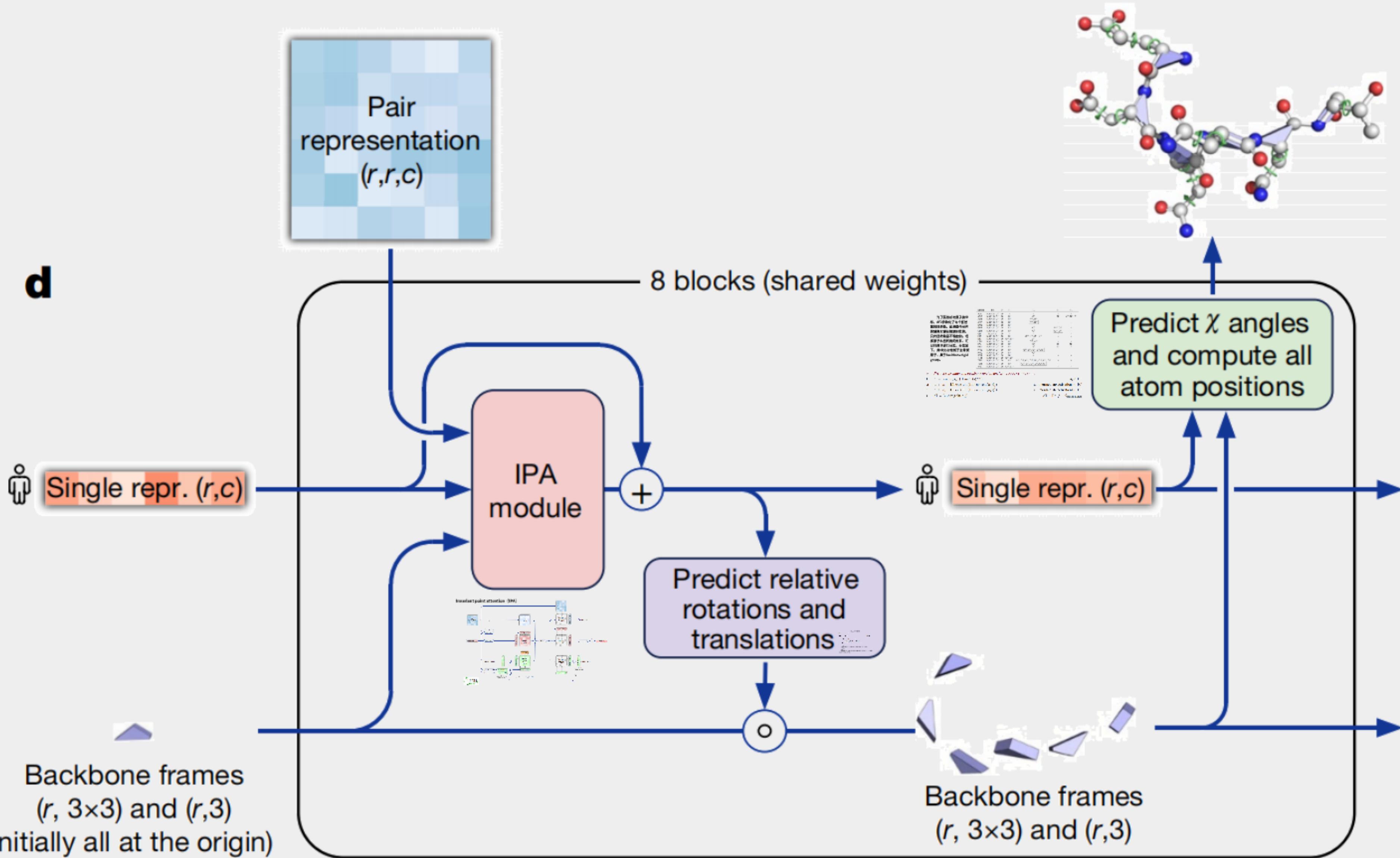
在AlphaFold中，蛋白质结构预测分为主干网络预测和分支结构预测。

预测相对位置：蛋白质结构是各种原子，分子相互作用的结构，预测相对位置更加友好。可以通过相互可采用乘以一个 3×3 的旋转矩阵 R 再加上一个 3×1 的平移向量相互转换。

对于每一个氨基酸内部的原子，只需要表达出其旋转的角度即可。

Invariant point attention (IPA)





- 初始化 backbone frame: 对于每个残基, Structure Module 使用一个初始的 backbone frame, 其旋转矩阵 R 和平移向量 t 都设置为单位矩阵 I 和零向量 0 。

在AlphaFold中，蛋白质结构预测分为主干网络预测和分支结构预测。

预测相对位置：蛋白质结构是各种原子，分子相互作用的结构，预测相对位置更加友好。可以通过相互可采用乘以一个 3×3 的旋转矩阵 R 再加上一个 3×1 的平移向量相互转换。

对于每一个氨基酸内部的原子，只需要表达出其旋转的角度即可。

更新主干位置预测

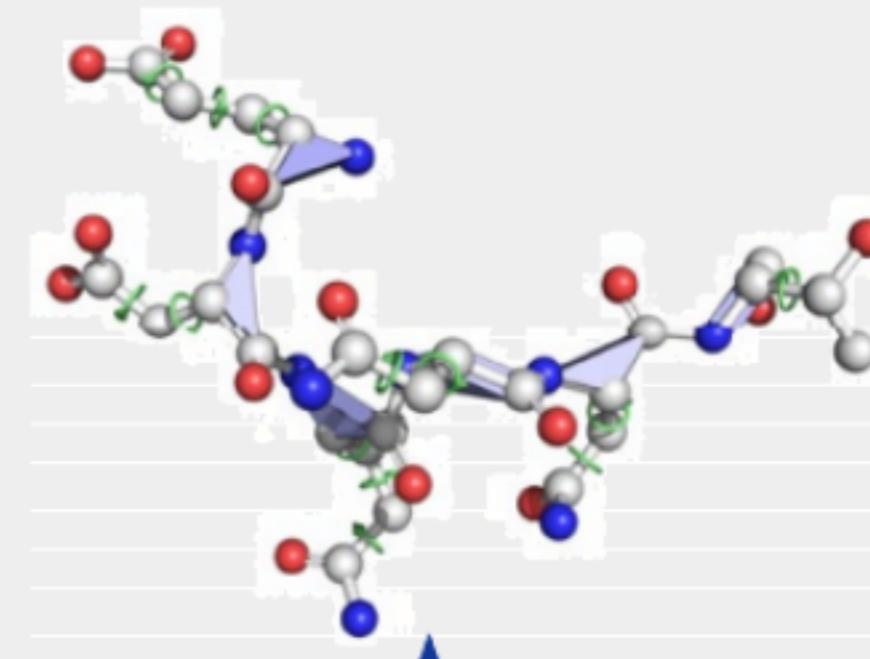
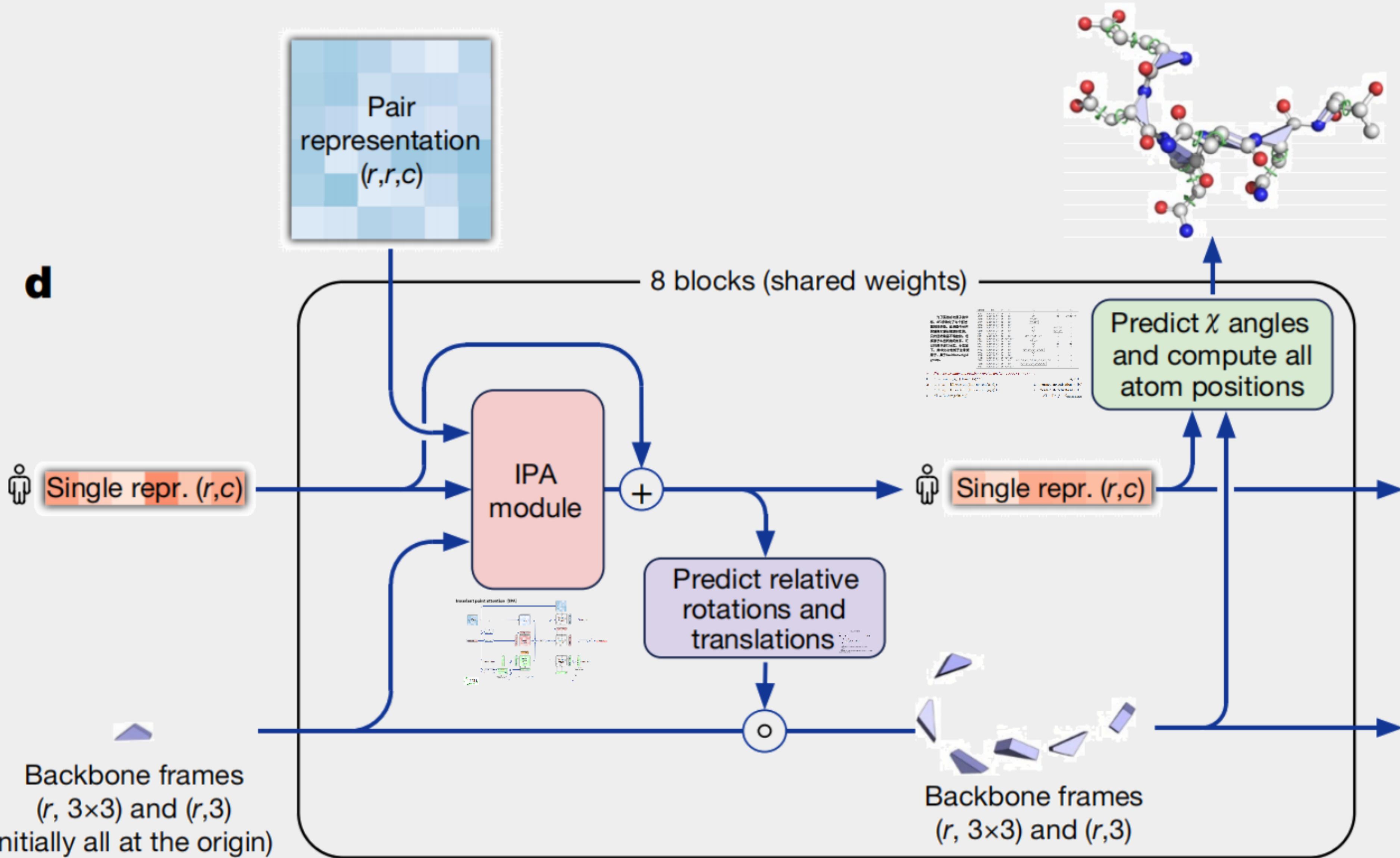
Algorithm 23 Backbone update

```
def BackboneUpdate( $\mathbf{s}_i$ ) :  
    1:  $b_i, c_i, d_i, \vec{\mathbf{t}}_i = \text{Linear}(\mathbf{s}_i)$   $b_i, c_i, d_i \in \mathbb{R}, \vec{\mathbf{t}}_i \in \mathbb{R}^3$   
       # Convert (non-unit) quaternion to rotation matrix.  
    2:  $(a_i, b_i, c_i, d_i) \leftarrow (1, b_i, c_i, d_i) / \sqrt{1 + b_i^2 + c_i^2 + d_i^2}$   
    3:  $R_i = \begin{pmatrix} a_i^2 + b_i^2 - c_i^2 - d_i^2 & 2b_i c_i - 2a_i d_i & 2b_i d_i + 2a_i c_i \\ 2b_i c_i + 2a_i d_i & a_i^2 - b_i^2 + c_i^2 - d_i^2 & 2c_i d_i - 2a_i b_i \\ 2b_i d_i - 2a_i c_i & 2c_i d_i + 2a_i b_i & a_i^2 - b_i^2 - c_i^2 + d_i^2 \end{pmatrix}$   
    4:  $T_i = (R_i, \vec{\mathbf{t}}_i)$   
    5: return  $T_i$ 
```

主干网络上预测的是相邻氨基酸的相对旋转变换矩阵R，则必须有性质：

1. 正交阵
2. $|R| = 1$ 。

AlphaFold的做法是不直接输出矩阵各个维度的值，而是输出几个常量，并在其基础上构造出合法的单位旋转矩阵来。



- 初始化 backbone frame: 对于每个残基，Structure Module 使用一个初始的 backbone frame，其旋转矩阵 R 和平移向量 t 都设置为单位矩阵 I 和零向量 0 。

在AlphaFold中，蛋白质结构预测分为主干网络预测和分支结构预测。

预测相对位置：蛋白质结构是各种原子，分子相互作用的结构，预测相对位置更加友好。可以通过相互可采用乘以一个 3×3 的旋转矩阵 R 再加上一个 3×1 的平移向量相互转换。

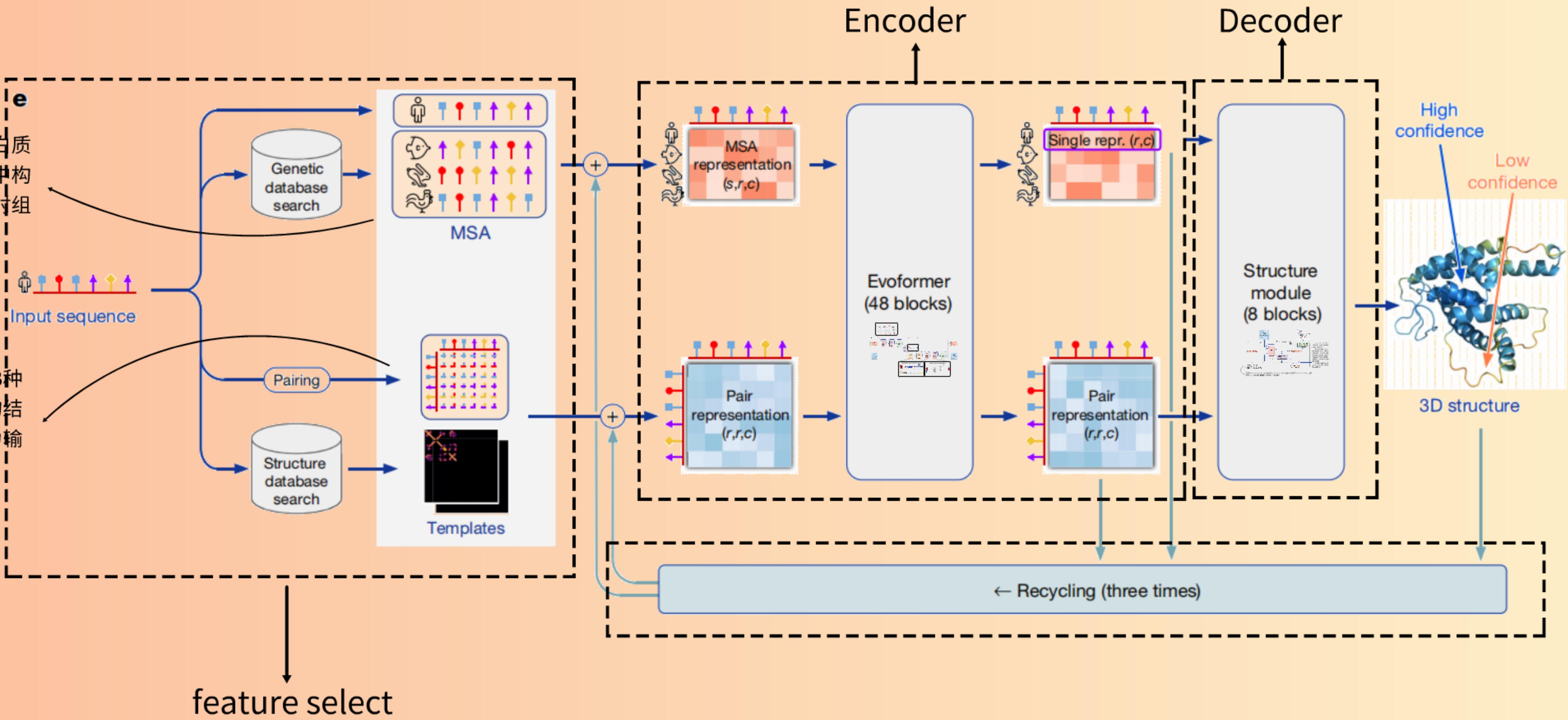
对于每一个氨基酸内部的原子，只需要表达出其旋转的角度即可。

为了获得所有原子的坐标，AF2参数化了每个氨基酸的扭转角。氨基酸中所有的键角和键长都是刚性的，只有扭转角是不确定的。根据原子和扭转角的关系，可以将原子进行分类，分类如下，其中bb仅依赖于主骨架原子，属于backbone rigid group。

aatype	bb	ψ	χ_1	χ_2	χ_3	χ_4
ALA	N, C $^{\alpha}$, C, C $^{\beta}$	O	-	-	-	-
ARG	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta}$	N $^{\epsilon}$	N $^{\eta 1}$, N $^{\eta 2}$, C $^{\zeta}$
ASN	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	N $^{\delta 2}$, O $^{\delta 1}$	-	-
ASP	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	O $^{\delta 1}$, O $^{\delta 2}$	-	-
CYS	N, C $^{\alpha}$, C, C $^{\beta}$	O	S $^{\gamma}$	-	-	-
GLN	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta}$	N $^{\epsilon 2}$, O $^{\epsilon 1}$	-
GLU	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta}$	O $^{\epsilon 1}$, O $^{\epsilon 2}$	-
GLY	N, C $^{\alpha}$, C	O	-	-	-	-
HIS	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta 2}$, N $^{\delta 1}$, C $^{\epsilon 1}$, N $^{\epsilon 2}$	-	-
ILE	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma 1}$, C $^{\gamma 2}$	C $^{\delta 1}$	-	-
LEU	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta 1}$, C $^{\delta 2}$	-	-
LYS	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta}$	C $^{\epsilon}$	N $^{\zeta}$
MET	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	S $^{\delta}$	C $^{\epsilon}$	-
PHE	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta 1}$, C $^{\delta 2}$, C $^{\epsilon 1}$, C $^{\epsilon 2}$, C $^{\zeta}$	-	-
PRO	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta}$	-	-
SER	N, C $^{\alpha}$, C, C $^{\beta}$	O	O $^{\gamma}$	-	-	-
THR	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma 2}$, O $^{\gamma 1}$	-	-	-
TRP	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta 1}$, C $^{\delta 2}$, C $^{\epsilon 2}$, C $^{\epsilon 3}$, N $^{\epsilon 1}$, C $^{\eta 2}$, C $^{\zeta 2}$, C $^{\zeta 3}$	-	-
TYR	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma}$	C $^{\delta 1}$, C $^{\delta 2}$, C $^{\epsilon 1}$, C $^{\epsilon 2}$, O $^{\eta}$, C $^{\zeta}$	-	-
VAL	N, C $^{\alpha}$, C, C $^{\beta}$	O	C $^{\gamma 1}$, C $^{\gamma 2}$	-	-	-

Predict side chain and backbone torsion angles $\omega, \phi, \psi, \chi_1, \chi_2, \chi_3, \chi_4$

- 11: $\mathbf{a}_i = \text{Linear}(\mathbf{s}_i) + \text{Linear}(\mathbf{s}_i^{\text{initial}})$ $\mathbf{a}_i \in \mathbb{R}^c$
- 12: $\mathbf{a}_i \leftarrow \mathbf{a}_i + \text{Linear}(\text{relu}(\text{Linear}(\text{relu}(\mathbf{a}_i))))$ all intermediate activations $\in \mathbb{R}^c$
- 13: $\mathbf{a}_i \leftarrow \mathbf{a}_i + \text{Linear}(\text{relu}(\text{Linear}(\text{relu}(\mathbf{a}_i))))$ all intermediate activations $\in \mathbb{R}^c$
- 14: $\vec{\alpha}_i^f = \text{Linear}(\text{relu}(\mathbf{a}_i))$ $\vec{\alpha}_i^f \in \mathbb{R}^2, f \in \mathcal{S}_{\text{torsion names}}$



Loss function

$$\mathcal{L} = \begin{cases} 0.5\mathcal{L}_{\text{FAPE}} + 0.5\mathcal{L}_{\text{aux}} + 0.3\mathcal{L}_{\text{dist}} + 2.0\mathcal{L}_{\text{msa}} + 0.01\mathcal{L}_{\text{conf}} & \text{training} \\ 0.5\mathcal{L}_{\text{FAPE}} + 0.5\mathcal{L}_{\text{aux}} + 0.3\mathcal{L}_{\text{dist}} + 2.0\mathcal{L}_{\text{msa}} + 0.01\mathcal{L}_{\text{conf}} + 0.01\mathcal{L}_{\text{exp resolved}} + 1.0\mathcal{L}_{\text{viol}} & \text{fine-tuning} \end{cases}$$

Algorithm 28 Compute the Frame aligned point error

def computeFAPE($\{T_i\}, \{\vec{x}_j\}, \{T_i^{\text{true}}\}, \{\vec{x}_j^{\text{true}}\}, Z = 10\text{\AA}, d_{\text{clamp}} = 10\text{\AA}, \epsilon = 10^{-4}\text{\AA}^2$) :

$T_i, T_i^{\text{true}} \in (\mathbb{R}^{3 \times 3}, \mathbb{R}^3)$
 $\vec{x}_j, \vec{x}_j^{\text{true}} \in \mathbb{R}^3,$
 $i \in \{1, \dots, N_{\text{frames}}\}, j \in \{1, \dots, N_{\text{atoms}}\}$

1: $\vec{x}_{ij} = T_i^{-1} \circ \vec{x}_j \quad \vec{x}_{ij} \in \mathbb{R}^3$

2: $\vec{x}_{ij}^{\text{true}} = T_i^{\text{true}-1} \circ \vec{x}_j^{\text{true}} \quad \vec{x}_{ij}^{\text{true}} \in \mathbb{R}^3$

3: $d_{ij} = \sqrt{\|\vec{x}_{ij} - \vec{x}_{ij}^{\text{true}}\|^2 + \epsilon} \quad d_{ij} \in \mathbb{R}$

step1/2: 计算pred和label的local coord

step3: 计算pred和label相差的欧式距离

4: $\mathcal{L}_{\text{FAPE}} = \frac{1}{Z} \text{mean}_{i,j}(\min(d_{\text{clamp}}, d_{ij})) \quad \text{step4: 归一化}$

5: **return** $\mathcal{L}_{\text{FAPE}}$

Algorithm 27 Side chain and backbone torsion angle loss

def torsionAngleLoss($\{\vec{\alpha}_i^f\}$, $\{\vec{\alpha}_i^{\text{true}, f}\}$, $\{\vec{\alpha}_i^{\text{alt truth}, f}\}$) :

- 1: $\ell_i^f = \|\vec{\alpha}_i^f\|$ step1/2: 归一化 (AlphaFold用单位圆上的坐标)
- 2: $\hat{\vec{\alpha}}_i^f = \vec{\alpha}_i^f / \ell_i^f$ 表示扭转角度)
- 3: $\mathcal{L}_{\text{torsion}} = \text{mean}_{i,f}(\min(\|\hat{\vec{\alpha}}_i^f - \vec{\alpha}_i^{\text{true}, f}\|^2, \|\hat{\vec{\alpha}}_i^f - \vec{\alpha}_i^{\text{alt truth}, f}\|^2))$ step3: 计算预测与真实值的MSE
- 4: $\mathcal{L}_{\text{anglenorm}} = \text{mean}_{i,f}(|\ell_i^f - 1|)$ step4: 辅助损失鼓励网络预测的扭转角尽量在单位圆上
- 5: **return** $\mathcal{L}_{\text{torsion}} + 0.02\mathcal{L}_{\text{anglenorm}}$

Algorithm 29 Predict model confidence pLDDT

def predictPerResidueLDDT_Ca($\{\mathbf{s}_i\}$, $\mathbf{v}_{\text{bins}} = [1, 3, 5, \dots, 99]^\top$, $\{r_i^{\text{true LDDT}}\}$, $c = 128$) :

- 1: $\mathbf{a}_i = \text{relu}(\text{Linear}(\text{relu}(\text{Linear}(\text{LayerNorm}(\mathbf{s}_i)))))$ \mathbf{a}_i , and intermediate activations $\in \mathbb{R}^c$
- 2: $\mathbf{p}_i^{\text{pLDDT}} = \text{softmax}(\text{Linear}(\mathbf{a}_i))$ step1/2: 线性层预测lDDT-C α 分数概率 (50bin) $\mathbf{p}_i^{\text{pLDDT}} \in \mathbb{R}^{|\mathbf{v}_{\text{bins}}|}$
- 3: $\mathbf{p}_i^{\text{true LDDT}} = \text{one_hot}(r_i^{\text{true LDDT}}, \mathbf{v}_{\text{bins}})$ step3: 通过pred和label计算真实的lDDT-C α 分数 (维度为50的一hot编码)
- 4: $\mathcal{L}_{\text{conf}} = \text{mean}_i(\mathbf{p}_i^{\text{true LDDT}}^\top \log \mathbf{p}_i^{\text{pLDDT}})$ step4: CEloss计算预测的lDDT-C α 分数和真实分数
- 5: $r_i^{\text{pLDDT}} = \mathbf{p}_i^{\text{pLDDT}}^\top \mathbf{v}_{\text{bins}}$ step5: 最终预测的置信分数 $r_i^{\text{pLDDT}} \in \mathbb{R}$
- 6: **return** $\{r_i^{\text{pLDDT}}\}, \mathcal{L}_{\text{conf}}$

$$\mathcal{L} = \begin{cases} 0.5\mathcal{L}_{\text{FAPE}} + 0.5\mathcal{L}_{\text{aux}} + 0.3\mathcal{L}_{\text{dist}} + 2.0\mathcal{L}_{\text{msa}} + 0.01\mathcal{L}_{\text{conf}} & \text{training} \\ 0.5\mathcal{L}_{\text{FAPE}} + 0.5\mathcal{L}_{\text{aux}} + 0.3\mathcal{L}_{\text{dist}} + 2.0\mathcal{L}_{\text{msa}} + 0.01\mathcal{L}_{\text{conf}} + 0.01\mathcal{L}_{\text{exp resolved}} + 1.0\mathcal{L}_{\text{viol}} & \text{fine-tuning} \end{cases}$$

L_FAPE:

类型: FAPELoss

最终输出的所有预测的frame和原子坐标与真实frame和原子坐标计算loss, 这个loss会评估主链和侧链的所有原子坐标。

L_aux:

类型: FAPELoss+torsionAngleLoss

在structure module中的每一层都需要计算主链的Ca的FAPE损失+主侧链的扭转角损失。

L_dist

类型: CrossEntropyLoss

logits: 将pair representation中的对称表征 ($z_{ij} + z_{ji}$) 通过线性层投影到 64 个距离 bin 中。

label: one-hot编码的分箱残基距离, 该距离是根据除甘氨酸以外的所有氨基酸的真实 β 碳位置计算得出的, 其中甘氨酸使用 α 碳代替。

L_msa

类型: CrossEntropyLoss

logits: 将MSA representation中的表征通过线性层映射到23个类别上 (20个标准氨基酸+未知+掩码+缺口)。

label: 真实的one-hot编码的氨基酸类型。

L_conf

类型: pLDDTLoss