



BeadWeaver: A Swift and Versatile Tool to Parameterize Coarse Grained Structures



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Background Coarse Grained and All-Atomistic

- Molecular Dynamics (MD) simulations are used to study the movements of both atoms and molecules over a specific time scale.
- Coarse Grained (CG) simulations are run on the order of nanosecond to microsecond timescale while all-atomistic (AA) simulations are run on the order of order order of order ord

picosecond to nanosecond scale.

BeadWeaver
- BeadWeaver (BW) was created as a way build CG structures by taking per-e-visiting parameterized pieces of other CG structures and stitching them together in any desired orientation and combination.

Challenges With Complex Structures

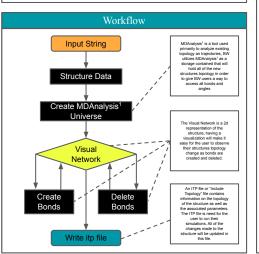
-Tools such as PyCG³, CG Builder⁴, or GROMACS⁵ can create CG structures but not without an atomistic step.
- When building systems containing lipopolysaccharides (LPS),

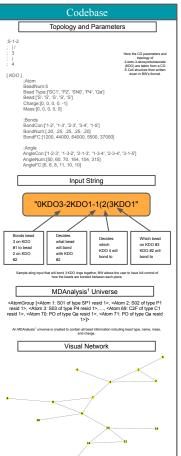
which are primarily found in gram-negative bacteria, existing tools do not have the capabilities to create these lipids much less easily editing the pieces of these lipids. BWF skebility allows complicated structures to be assembled without limitation of size or components.

To test BWF sabilities an already existing model of Escherichia

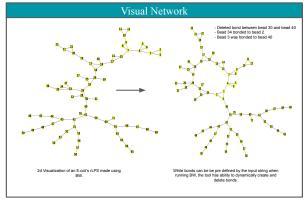
 To test BWs abilities an aiready existing model of escriencinal coll's (E.coli) rough lipopolysaccharide (rLPS) was used in order to create Caulobacter Crescentus (C.crescentus) rLPS as they both have very similar structures.

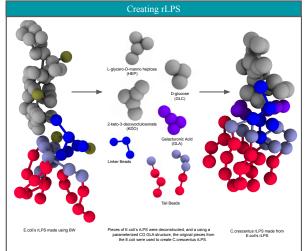






The visual network shows 3 KDO rings bonded together to create a simple structure





Membrane Working along with a modified version MARTING inspect this membrane was made using 6W's model of E colls (15° A, simulation of this membrane was run for 25 m. arm for 25 m. arms for 25 m. arm

Moving Forward

New Features

Testing - Unit Testing will be used in order to make sure every function within

- End-to-End testing will will ensure

BW is correctly working.

- BW's 2d visual will color each individual piece with different color in order for user's to have an easier time when defining bonds between pieces.

- Have BW generate coordinates for each piece of a structure in order to make it easier to work in conjunction with insane² as well as give BW the ability to generate a 3d
- visualization.

 BW's goal is to eventually have a GUI that will make it much easier to create new bonds between pieces as well being able to visualize the structure as it is being built.

the input will always match the expected output. GROMACS® vill be run to test accuracy of ITP files output by BW.

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