Coarse-grained Molecular Dynamics Simulations with Membrane Proteins

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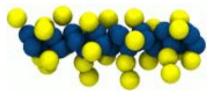


MSc in Bioinformatics

Molecular Dynamics Simulations

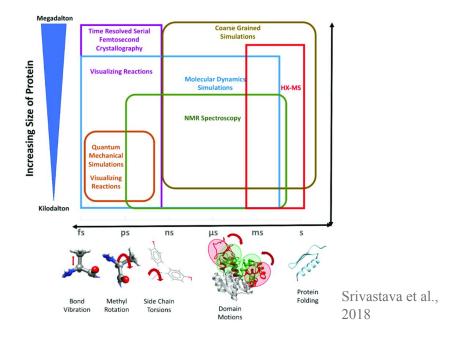
- Molecular dynamics (MD) simulations as 'computational microscopes'.
- When computationally modeling biomolecular systems, the **molecular model** (degrees of freedom) can be either:
 - Atomic model (All Atom MD)
 - Models grouping atoms (Coarse-Grained MD)
- The molecular model will depend on the type of properties of interest of the system under study.

- Coarse-grained models reduce the level of description by grouping all atom types in larger particles.

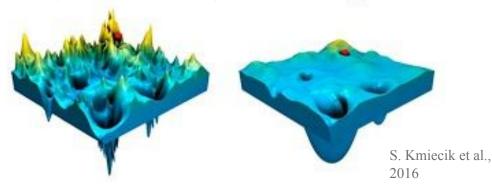


- The lack of resolution confers **unique properties** to the MD simulations. This comes with advantages and limitations of this type of models.
- Depending on the particular parameters we need to analyse for our study: only AA or CG (usually); or both type of models can be suitable.

- Simulation of large systems and long timescales which are inaccessible to traditional AA simulations.



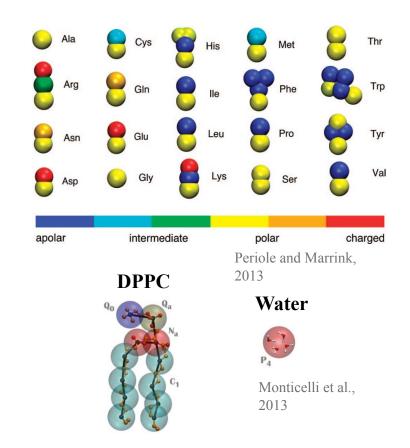
- Simulation of large systems and long timescales which are inaccessible to traditional AA simulations.
- CG simulations show a smoothened potential energy landscape (reduced friction) → In the same simulation time, a CG system can therefore sample more of that energy landscape in a given time of period. → Speed up of the system kinetics. → The event of study usually occurs in less simulation time (not well defined).



- Simulation of large systems and long timescales which are inaccessible to traditional AA simulations.
- CG simulations show a smoothened potential energy landscape (reduced friction) → In the same simulation time, a CG system can therefore sample more of that energy landscape in a given time of period. → Speed up of the system kinetics. → The event of study usually occurs in less simulation time (not well defined).
- This advantages come from a **lack of resolution** → The questions under investigation cannot strongly depend on the lost degrees of freedom.
 - Increase resolution, hybrid systems, backmapping?

The MARTINI Forcefield

- 4 to 1 mapping.
 - 4 main types of particle (charged (Q), polar (P), non-polar (N) and apolar (C)).
 - 18 final bead types or 'building blocks'
- Realistic structural information.
 - Preferred interaction modes
 - Aggregation patterns
 - *Lipid-mediated effects*
- Speed up of the system kinetics (time scale)
- Limitations
 - Resolution
 - Elastic Network
 - Excessive aggregation







PDB (4dkl)

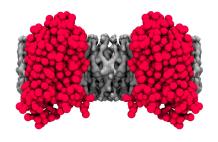
Today's Protocol

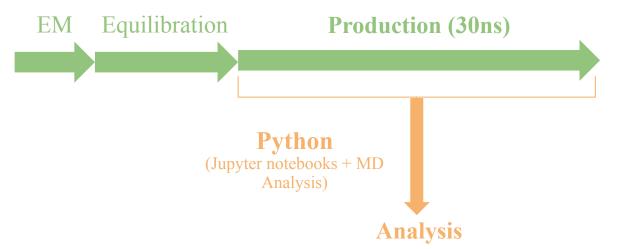


CHARMM-GUI (MARTINI MAKER module)

GROMACS + MARTINI FF

(MD simulation package)







CHARMM is a versatile program for atomic-level simulation of many-particle systems, particularly macromolecules of biological interest. - M. Karplus

about us :: input generator :: Q&A :: archive :: charmm docs :: lectures :: movie gallery :: video demo :: citations :: update log :: jobs & events :: giving

Some lectures, job postings, and FAQ are now available. See upload log for update history and giving for donation. Contact info is given below.

CHARMM-GUI

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Front Page

Since its original development in 2006, CHARMM-GUI has proven to be an ideal web-based platform to interactively build complex systems and prepare their inputs with well-established and reproducible simulation protocols for state-of-the-art biomolecular simulations using widely used simulation packages such as CHARMM, NAMD, GROMACS, AMBER, GENESIS, LAMMPS, Desmond, and OpenMM. The CHARMM-GUI development project has been widely adopted for various purposes and now contains a number of different modules designed to set up a broad range of biomolecular simulation systems in Input Generator. Many original modules were developed as an in-house effort, but we have established close collaborations with the developers of CHARMM and other MD simulation packages for addition of newer modules.

Our philosophy in CHARMM-GUI development is less about providing the nuts and bolts of molecular modeling, but instead focused on helping users to achieve a task, such as building a membrane system or solvating a protein, by providing a streamlined interface. This design principle helps us to think of the workflow critically when designing the interface, which leads CHARMM-GUI to be accessible to users with little experience in modeling tools and remains useful to experts, especially for batch generation of systems. CHARMM-GUI has been used by many researchers, and it is a well-recognized tool in the biomolecular modeling and simulation communities (see Google Scholar Citations).

The CHARMM-GUI development project is still ongoing. These functionalities are not only based on requests from general users and developers, but also on an emerging need for a unified platform to prepare and execute various advanced simulation approaches that have been developed and will be developed by many developers in diverse simulation communities and packages. CHARMM-GUI will continue to help expert and non-expert researchers from a broader range of the modeling and simulation community to build the complex biomolecular systems of their interest and prepare the input files for any general and advanced modeling and simulation through the large and unique scope of CHARMM-GUI functionality. It will also provide an effective one-stop online resource for the biomedical research community to carry out innovative and novel biomolecular modeling and simulation research.



CHARMM is a versatile program for atomic-level simulation of many-particle systems, particularly macromolecules of biological interest. - M. Karplus

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Input Generator

Job Retriever

PDB Reader

Glycan Reader & Modeler

Ligand Reader & Modeler

Glycolipid Modeler

LPS Modeler

Nanomaterial Modeler

Multicomponent Assembler

Solution Builder

Membrane Builder

Martini Maker

PACE CG Builder

Drude Prepper

Free Energy Calculator

MAP Utilizer

DEER Facilitator

NMR Structure Calculator Generate various nanomaterial sys

PBEQ Solver

Implicit Solvent Modeler Com

Boundary Potential Utilizer

GCMC/BD Ion Simulator

Input Generator

One easiest way to support CHARMM-GUI is to cite the CHARMM-GUI main paper as well as the papers of the modules used in users' publications. Please see <u>Citations</u> for details.

Since most modules start with PDB Reader, it is strongly recommended to read the PDB Reader page and to see the PDB Reader demo in <u>Video Demo</u>.

Job Retriever

Facilitates recovery of jobs, when the Job ID is known

PDB Reader

Read a PDB file (RCSB or CHARMM formats) into CHARMM

Glycan Reader & Modeler

Read carbohydrate structures from a PDB file into CHARMM and/or model user-specified N-/O-glycan or glycan-only structure(s)

Ligand Reader & Modeler

Generate various ligand structures using the CHARMM force field

Glycolipid Modeler

Provide various glycolipid structure and PSF files

LPS Modeler

Provide various lipopolysaccharide (LPS) structure and PSF files

Nanomaterial Modeler

Generate various nanomaterial systems for molecular dynamic simulation

Multicomponent Assembler

Combine PSF/CRD of non-membrane molecules into a heterogeneous system

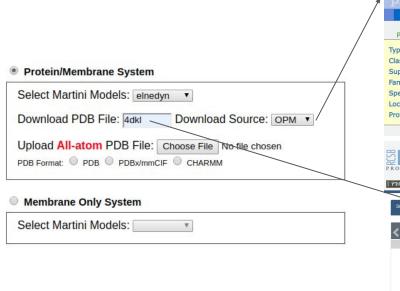
Solvato

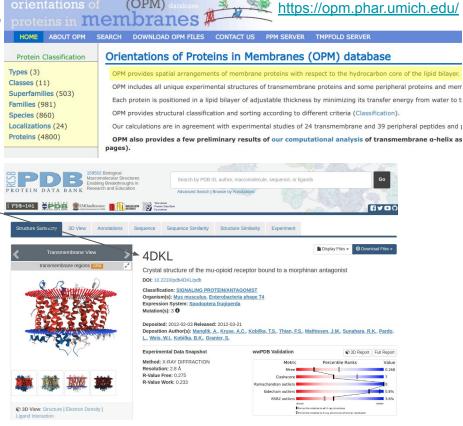
Solvate globular protein, or generate various shapes of water box

Solution Builder (new Quick MD Simulator)
Setup subsequent steps for molecular dynamics simulations of globular proteins

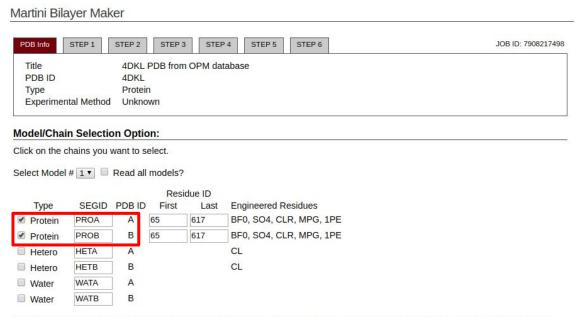
all atom

coarse-grained

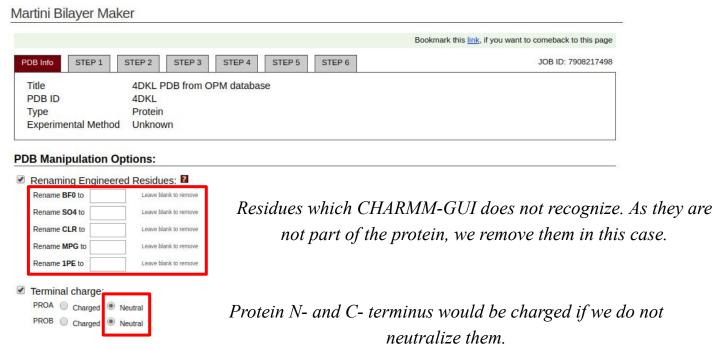


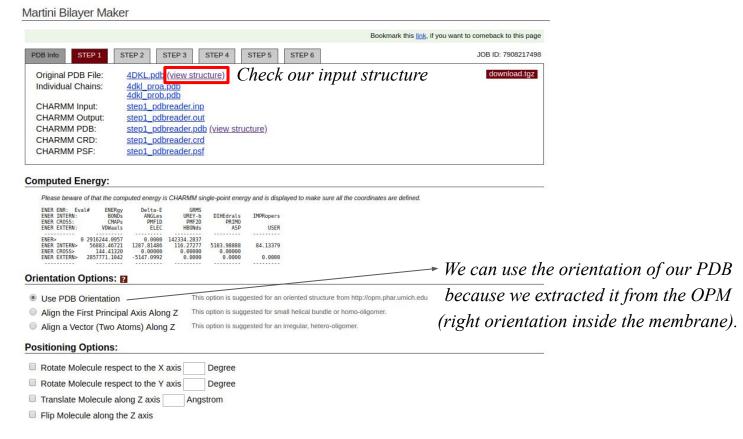


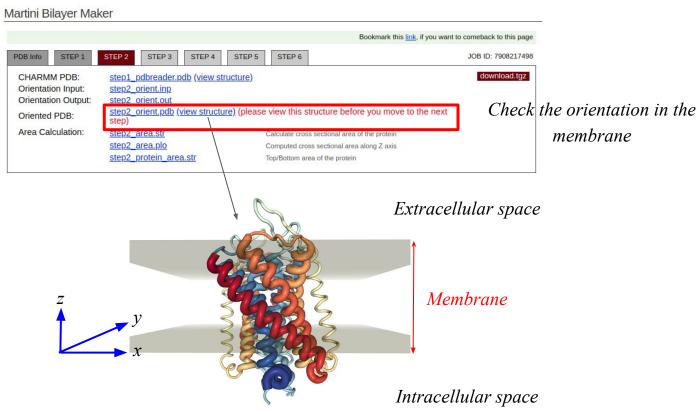
https://www.rcsb.org/structure/4dkl



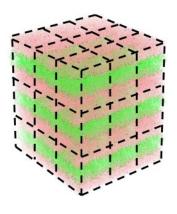
CHARMM-GUI uses internal segid format PRO[A-Z] (protein), DNA[A-Z] (DNA), RNA[A-Z] (RNA), and HET[A-Z] (ligands), instead of PDB chain id.

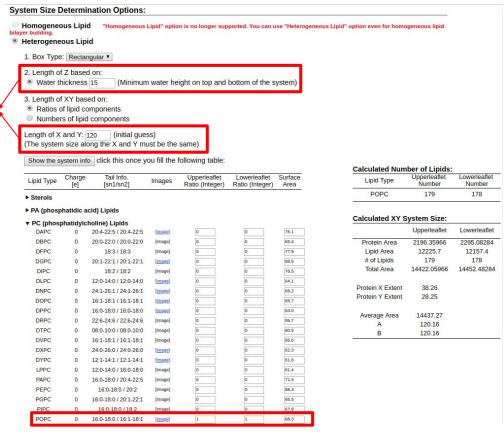




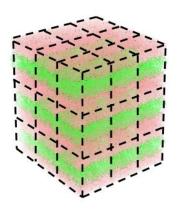


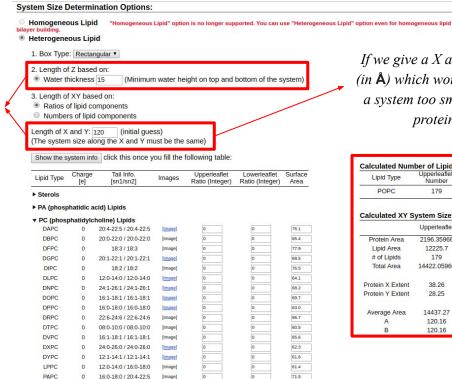
In no case, the protein should be able to interact herself with any of the images in the periodic boundary conditions.





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[Image]

[Image]

65.5

PAPC

PEPC

PGPC

16:0-18:0 / 20:4-22:5

16:0-18:0 / 20:1-22:1

16:0-18:0 / 16:1-18:1

If we give a X and Y length (in A) which would generate a system too small for our protein...

Lipid Type	Upperleaflet Number	Lowerleaflet Number	
POPC	179	178	
Calculated XY S	System Size:		
	Upperleaflet	Lowerleaflet	
Protein Area	2196.35966	2295.08284	
Lipid Area	12225.7	12157.4	
# of Lipids	179	178	
Total Area	14422.05966	14452.48284	
Protein X Extent	38.26		
Protein Y Extent	28.25		
Average Area	14437.27		
Α	120.16		

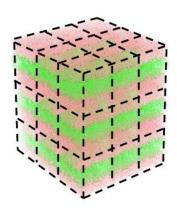
Lipid Type	Upperleaflet Number	Lowerleafler Number
POPC	5	4
Calculated XY S	system Size:	
	Upperleaflet	Lowerleafle
Protein Area	2196.35966	2295.08284
Lipid Area	341.5	273.2
# of Lipids	5	4
Total Area	2537.85966	2568.28284
Protein X Extent	38.26	
Protein Y Extent	28.25	
Average Area	2553.07	
A	50.53	

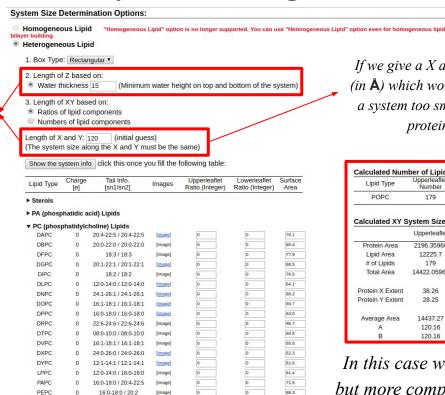
The system is smaller than the protein extent.

50.53

Information about the system that will be generated

In no case, the protein has to be able to interact herself with any of the images in the periodic boundary conditions.





[Image]

65.5

16:0-18:0 / 20:1-22:1

16:0-18:0 / 16:1-18:1

PGPC

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A	50.53	
В	50.53	

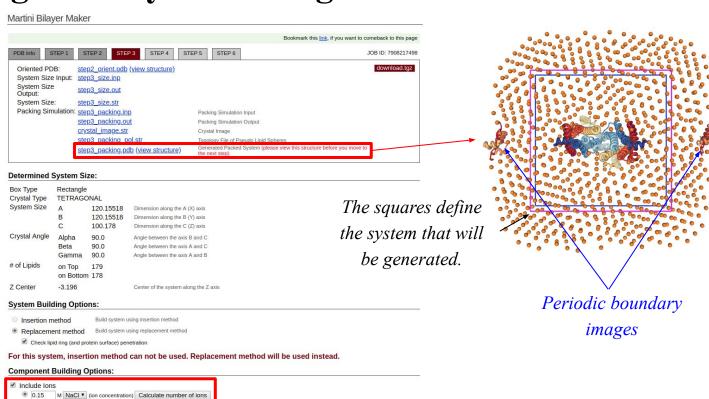
The system is smaller than the protein extent.

Information about the system that will be generated

In this case we'll use a 100% POPC membrane. but more complex and realistic membranes can be created by combination of lipid ratios.

78 positive ions and 102 negative ions will be generated. Note that this is the estimated ion numbers, so the actual ion numbers may differ.

✓ Ion Placing Method: Distance ▼



Martini Bilayer Maker



Check lipid pentration

The protein surface penetration check finds the lipid tails that go beyond the protein surface, and the lipid ring penetration check detects the lipid tails that pass through the cyclic groups (e.g., cholesterol ring) in the simulation systems. Energy minimization can resolve many of these bad contacts, but one might need to visually check the following lipid molecules to ensure the following contacts are resolved. The user can regenerate the lipid bilayer if necessary.

Protein surface penetration:

No protein surface penetration is found.

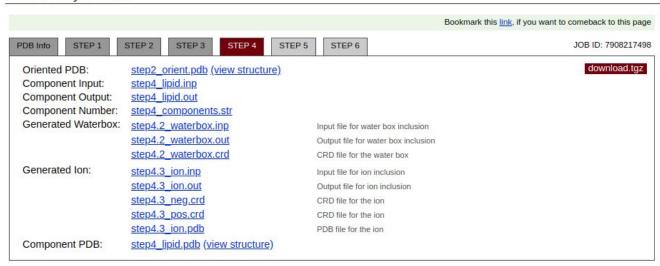
Lipid ring penetration:

No lipid ring penetration is found.

Building Ion and Waterbox

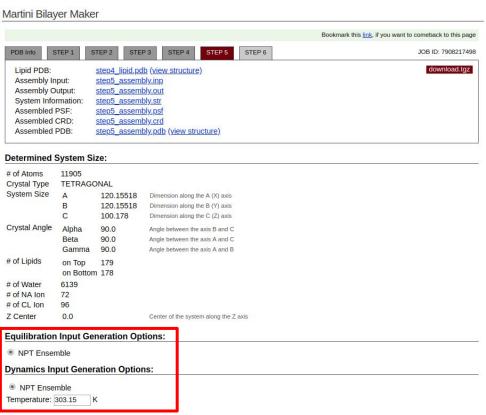
Membrane components are generated. Due to time constrains, we first generate the lipid bilayer then generate ions and the water box. Click "Next Step" to generate ions and the water box.

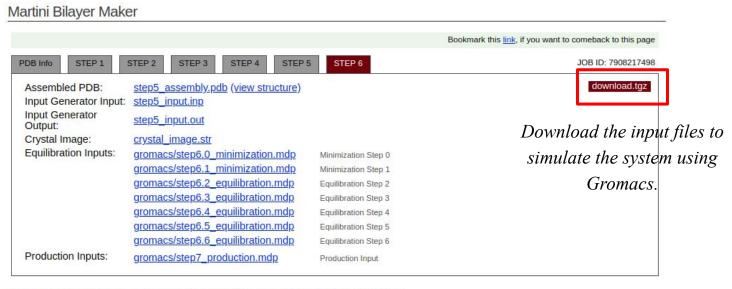
Martini Bilayer Maker



Assemble Generated Components:

Membrane components are generated. Click "Next Step" to assemble those components together.

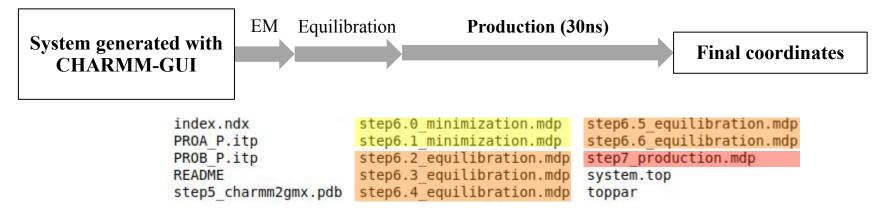




Please download "download.tgz" to continue equilibration and production simulations.

CG MD Protocol

GROMACS + MARTINI FF



To simulate with GROMACS we need:

Coordinates (.gro/.pdb)

FF + Topologies (.top/.itp)

Simulation options (.mdp)