- Pre-processing steps:
- 1. Shared peptides between protein-groups removed -> unique peptide for each protein.
- 2. PSM which has missing measurements within each run removed.

 (each PSM should have 6 measurements -number of channels- in each run, i.e.: no NA per Run per PSM)
- 3. Peptide ions overlapped among multiple fractions of same biological mixture removed.
- 4. When there are multiple measurements for certain feature and certain run, the maximum intensities is selected.
- 5. Proteins which have only 1 peptide removed. --> no Single-Shot protein
- 6. Fractions belonging to same mixture are combined.
- Summarizing PSM level quantification to protein level quantification —> method: Median Polish
- 1. Log2 transformation
- 2. Median Polish summarization (similar to averaging)
- 3. Reversing Log2 transformation
- 4. Apply VSN normalisation between Runs and Channels.

VSN automatically transforms intensities to log scale, similar to log2. That's why I reversed the Log2 transformation before VSN normalisation.

There might be better ways. The standard way of doing BETWEEN run normalization for TMT is to have a reference channel (Norm) for each Run. We don't have!

Imp!!! —> Normalization is performed AFTER protein-level summarization

- Finding differentially abundant proteins across conditions in TMT experiment
- 1. Using moderated t-test from Limma
- 2. Adjusted p-value —> benjamini-hochberg correction
- 3. Pairwise comparison between All conditions
- 4. Pairwise comparison between WT and CBLB
- Plots
- 1. Correlation plots between conditions and Biorepiicates.
- 2. Profile plots of every protein. The pdf file contains all ~2500 proteins, showing the intensities of every single Peptide of the protein for each condition.
- 3. Two pairwise volcano plot: one between all possible conditions, and one between WT and CBLB KO.
- Lists
- 1. List of top 1% significantly regulated Proteins for each pairwise comparison.
- 2. List of top 1% significantly regulated Proteins for combined comparison between WT and CBLB KO.

(1% is arbitrary, can be changed as desired.)