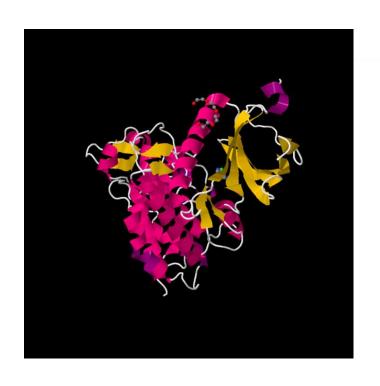
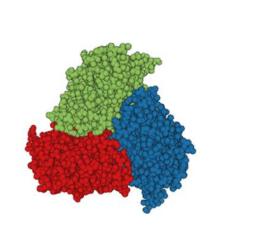
XLPM Map Viewer

A PROTEIN-PROTEIN INTERACTION MAP VIEWER

Proteins







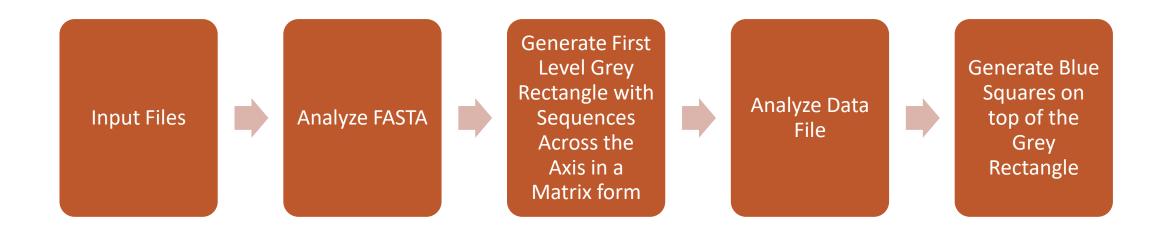
Protein Data Bank

- Protein data bank is a database for all known existing proteins
- PDB is a source of information for protein sequencing, modeling and mapping
- You can download data files for any protein: PDB files, FASTA Files, Mapping files
- http://www.rcsb.org/pdb/home/home.do
- These provided materials are used to develop software tools to help biologists and other users understanding proteins

XLPM Algorithm

- Cross Link protein-protein mapping is an algorithm developed by students at the Bioinformatics lab
- It analysis the data coming out of what is called cross link analysis of two proteins
- Proteins → Peptides → Amino Acids → Residues → Molecules → Atoms
- It assigns a score two every two interacting peptides and based on this score the user can infer some conclusions
- The algorithm produces a text file with all the analysis data having a specific format

Data Flow



Data Flow

Click on one data element representing two peptides interacting across the file



Generate a tree map describing the scores of the pair of peptides across the files



Click on one of the pairs to see interaction on the residue level

Visualization Details

- Inputs to this system are FASTA files and XLPM Data files
- The visualization is a representation of the data file on three levels including the molecular level
- The first level is a heat map for showing the overall interactions between the parts of the two protein sequences
- In the first level only the highest scored interaction is shown on the heat map for each pair of peptides

Visualization Details

- Clicking on any of the point on the heat map opens a level 2 visualization for that particular peptide pair
- Level 2 is a tree map showing all the analyzed spectra that found the interaction between the peptide pair chosen in the first level
- Selecting any of the spectra in the tree map opens a third level of visualization
- The third level of visualization is a heat map showing the cross-linking between pairs of residues

3D Models

- Understanding PDB files and FASTA files is so important to be able to parse it
- Using three.js WebGL based library to generate the molecules
- User enters either the Pdb Id or uploads a pdb file
- The system queries the PDB webservice for the PDB files
- Start parsing the PDB files and extracting coordinates, colors and sizes of Atoms

Data Types

- Ordered Data
- Flat Files
- After parsing the data I structure them in tables to be able to query easily

Sequence Table

- Id
- uniqueNumber
- Sequence
- Type

Block Table

- Id
- Fragment_1
- Fragment_2
- Score

Precursor Info Table

- Block Id
- Fragment_1
- Fragment_2
- Score

Data Points Table

- Id
- BlockId
- Sequence_1
- Sequence_2
- Value

Applied Tufte

- Scaling is applied on the first and the third levels on color opacity
- Size Scaling is applied on the treemap third level
- Clear labeling is applied through mouse overs to avoid any ambiguity
- Data variation is clear on the three levels
- Also data ink ratio is maximized
- Avoided junk as much as possible

Demo

www.i3akef.net/xlpm

https://iaebeid@bitbucket.org/iaebeid/xlpmviewer.git

References

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Michael Bostock et. al. (2011) IEEE Trans. Visualization & Comp. Graphics (Proc. InfoVis)

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https://github.com/typicaljoe/taffydb

https://github.com/jakiestfu/Snap.js/