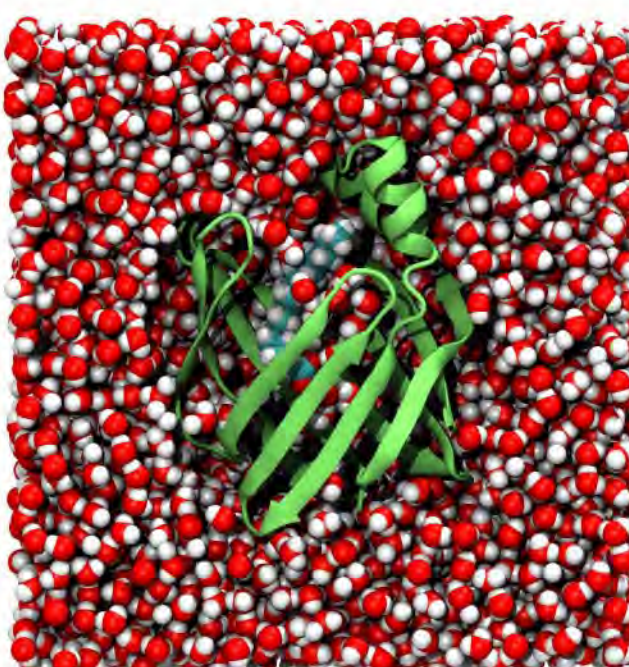


## Protein solvation and MD simulations

### “Types” of water in biology

1. *solvent* (“bulk-like”)
2. *associated* with proteins (e.g. involved in ligand binding, epitope-antibody contacts, catalysis); ex- changes over 10 ps – 100 ps with bulk
3. *structural* (buried); as conserved as amino acids, ex- changes over 10 ns – 0.01 s



### Molecular dynamics (MD) simulations of solvation

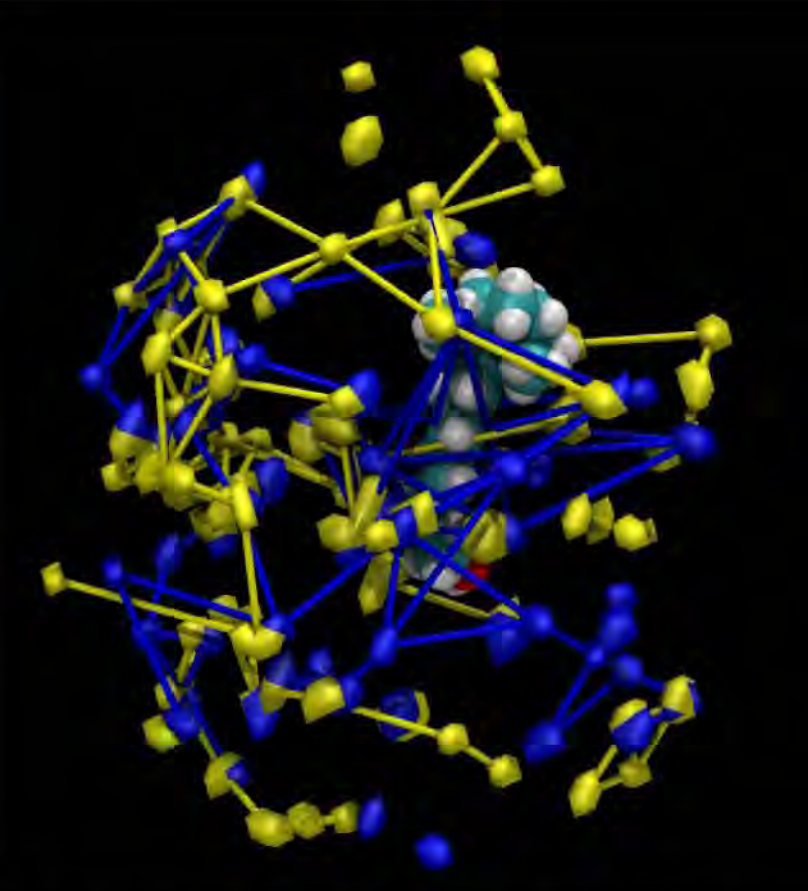
- Trajectories of individual water molecules
- Full atomistic detail
- ... but thousands of particles!

Individual waters are not inter- esting but how waters behave relative to a protein: Analyze trajectories in terms of “hydration sites” in the spirit of X-ray hydration sites [1].

## Hopping analysis of water molecules

### Analyze water movement in terms of “hops” be- tween regions in space (“sites”) [2]

- Align MD trajectory to a common frame of reference (e.g. RMS-fitting to the protein backbone).
- Define *hydration sites* (e.g. where water density is larger than the bulk water density by a cutoff of 2.72).
- Define a *bulk site* (e.g. where water density of water farther away from protein than 4.5 Å has a density > 0.64 of bulk).
- Translate water movement in 3D to 1D movement between sites (“hopping trajectory”), keeping track of site entry and exit times.
- Generate graph from the 1D connectivity.



Hopping graph between hydration sites in CRBP11 (cellular retinol binding protein II) from 20 ns of MD simula- tions. Blue: **apo** protein, yellow: **holo** complex (bound retinol shown).

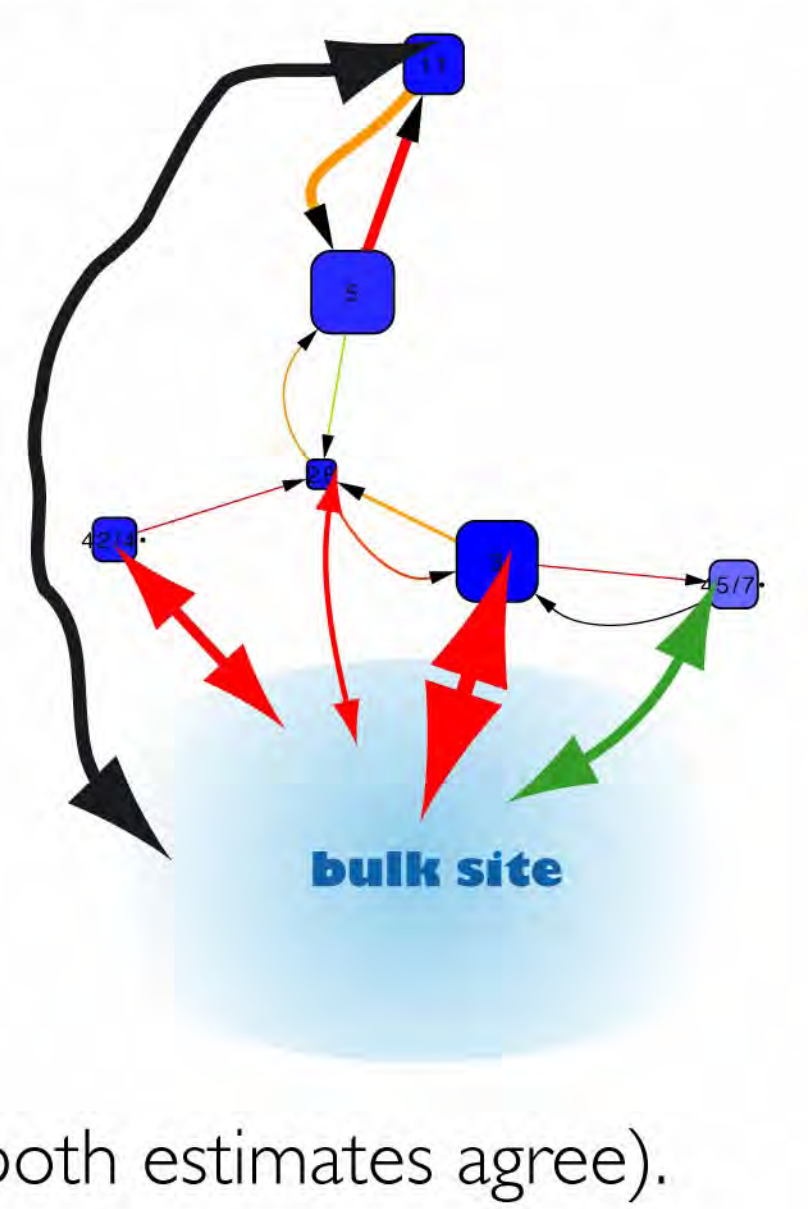
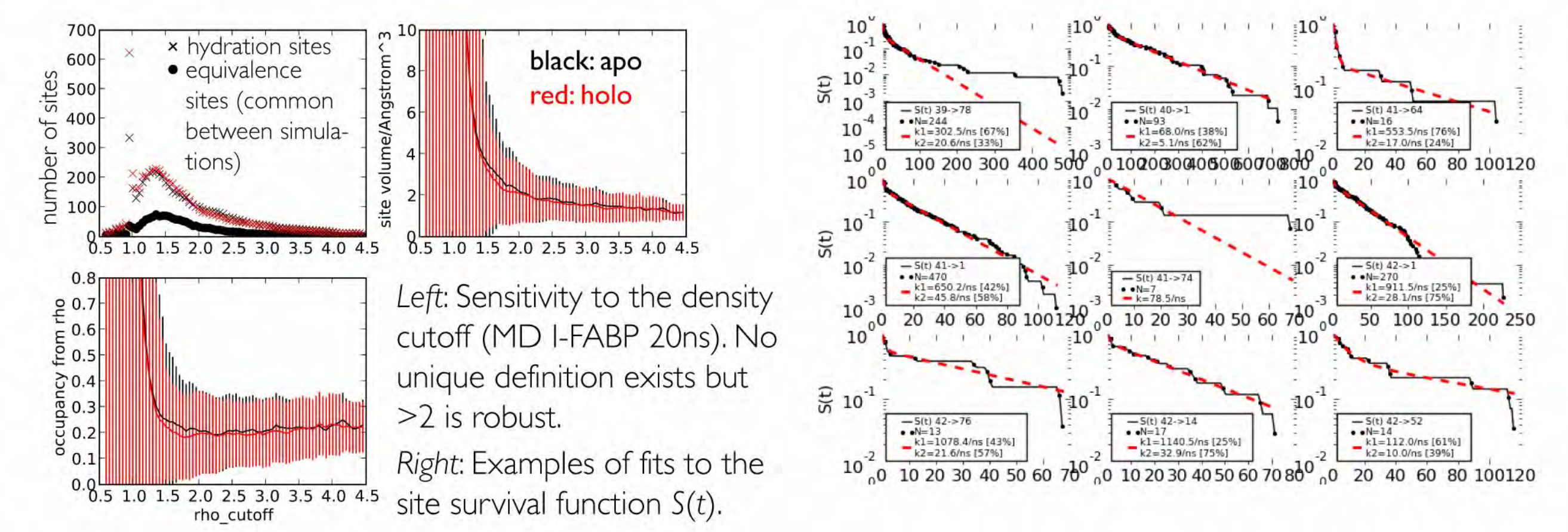


Diagram illustrating the hopping trajectory between hydration sites (represented by blue squares) and a bulk site (represented by a red circle). The trajectory shows the path of water molecules as they move between sites, with arrows indicating the direction of movement. The bulk site is labeled "bulk site".

### Observables

- Exchange **rates** between sites: calculate as expo- nential fits to the site survival function of the waiting times for the exchange  $i \rightarrow j$ ,  $S_{ij} = \langle \Theta(t_j - t) \rangle$ .
- **Occupancy** (average number of waters in the site volume) is calculated directly from MD and rates (both estimates agree).

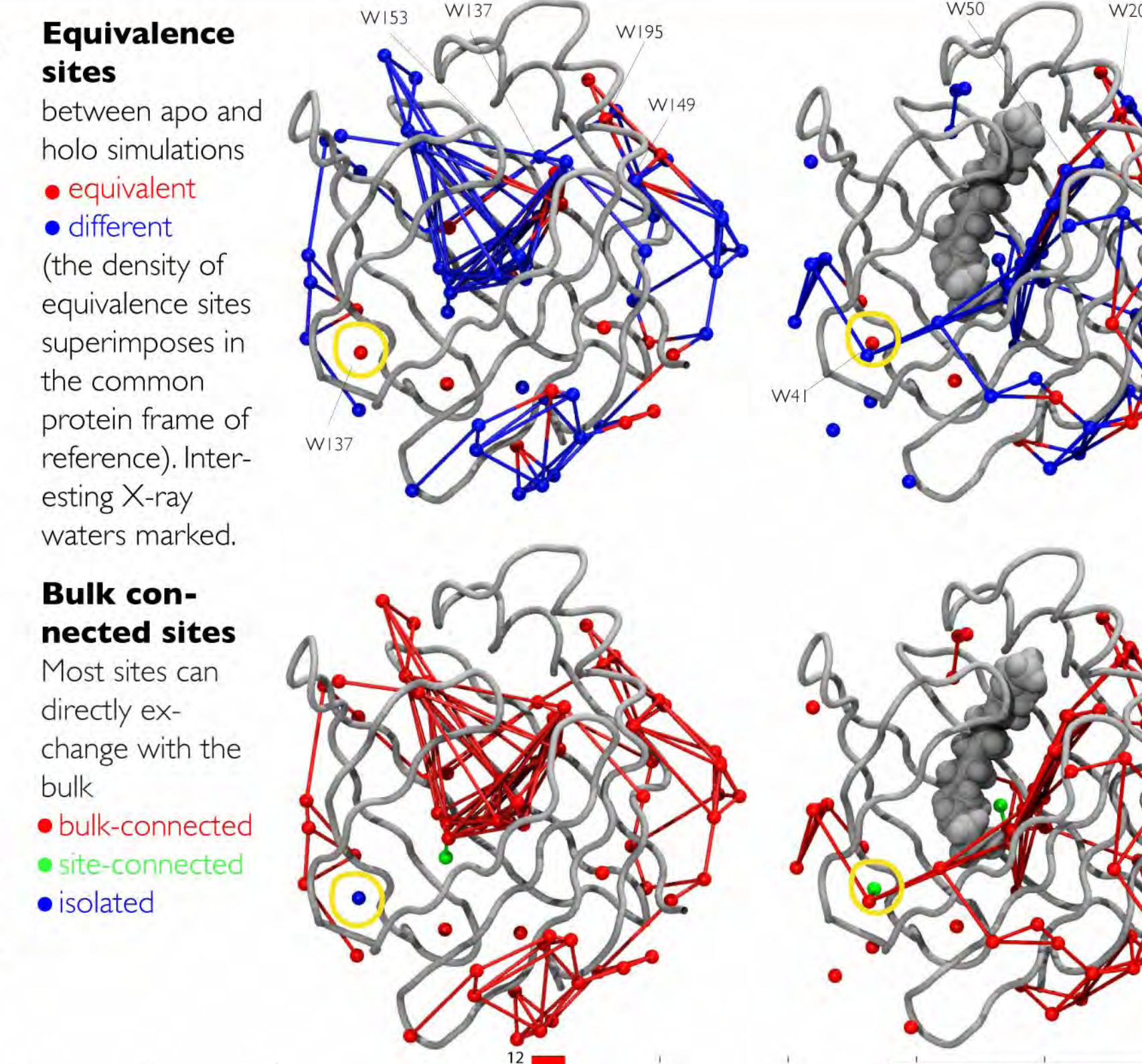


## Application I: Water network in apo vs holo fatty acid binding protein

I-FABP binds fatty acids such as palmitate in a central cavity. Between 20 to 30 water molecules are seen in the cavity, both in X-ray structures and MD simulations, even with the ligand bound.

### Water network in apo (IIFC) and holo (2IFB) I-FABP from 20 ns MD simulations

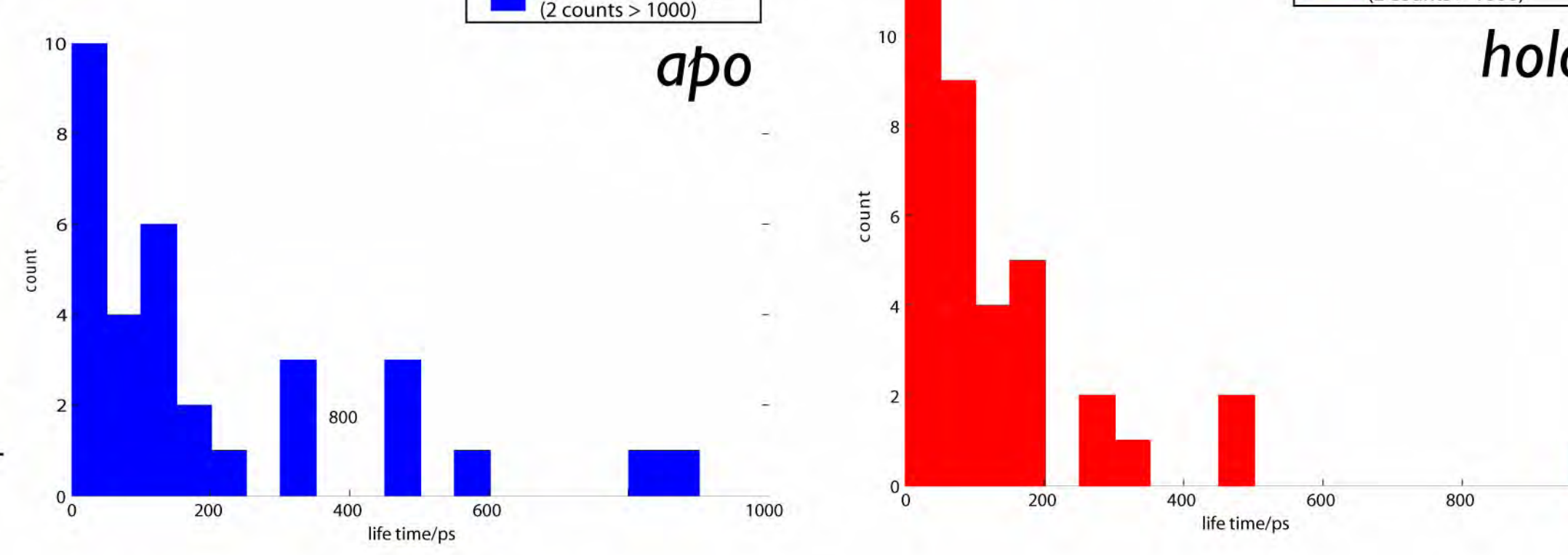
- 18 equivalent sites between apo and holo simulations including the structural water molecule **W135/W41**
- Apo simulation shows 10 of the X-ray hydration sites, holo shows 11.
- Clear water access pathways through the “portal” region and D-E gap; most sites are also directly accessible from the bulk
- Life times of sites: 2–3 long lived (>7ns) and 15–20 “or- dered” (0.1 ns<t<1ns), in agreement with experiments [3] and simulations [4].
- Network representation integrates many observables and summarizes solvation dy- namics.



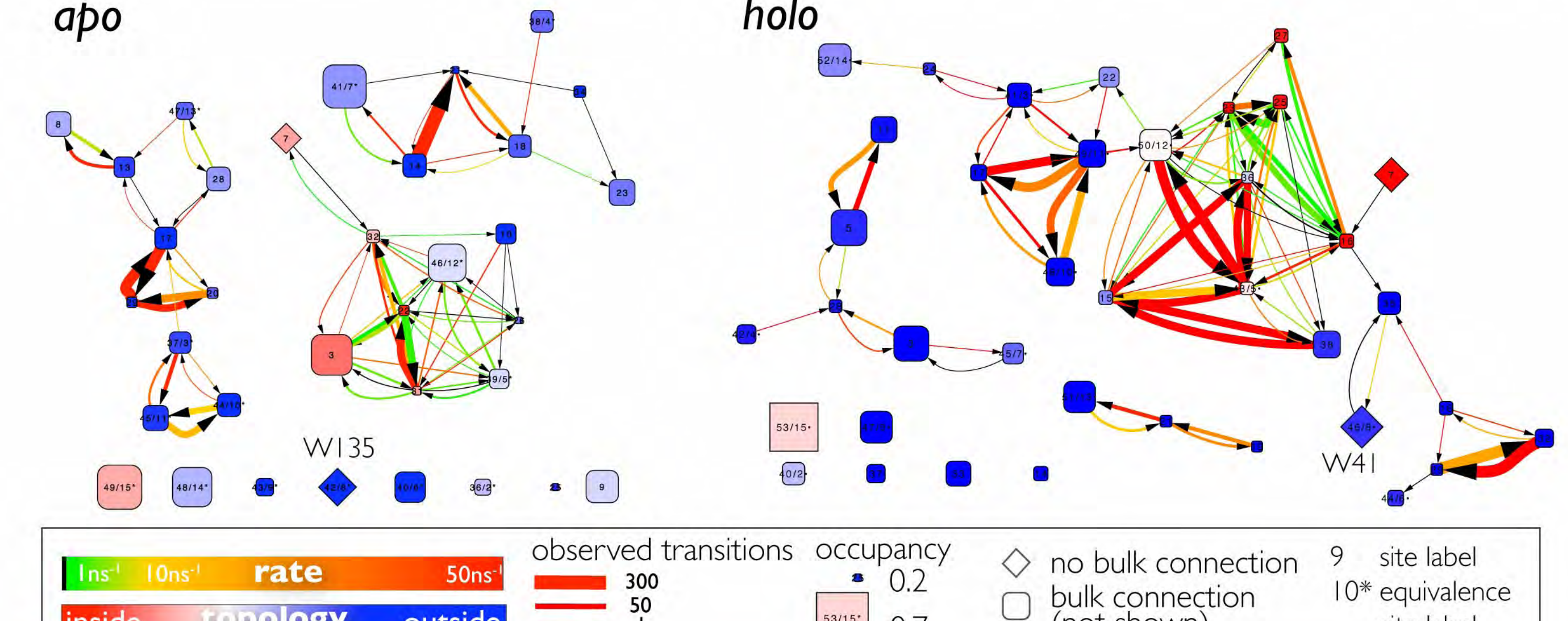
Equivalence sites between apo and holo simulations: red dot = equivalent, blue dot = different (the density of equivalence sites superimposes in the common protein frame of reference). Interesting X-ray waters marked.

Bulk con- nected sites: Most sites can directly ex- change with the bulk. Red dot = bulk-connected, green dot = site-connected, blue dot = isolated.

Life times of sites: 2–3 long lived (>7ns) and 15–20 “or- dered” (0.1 ns<t<1ns), in agreement with experiments [3] and simulations [4].



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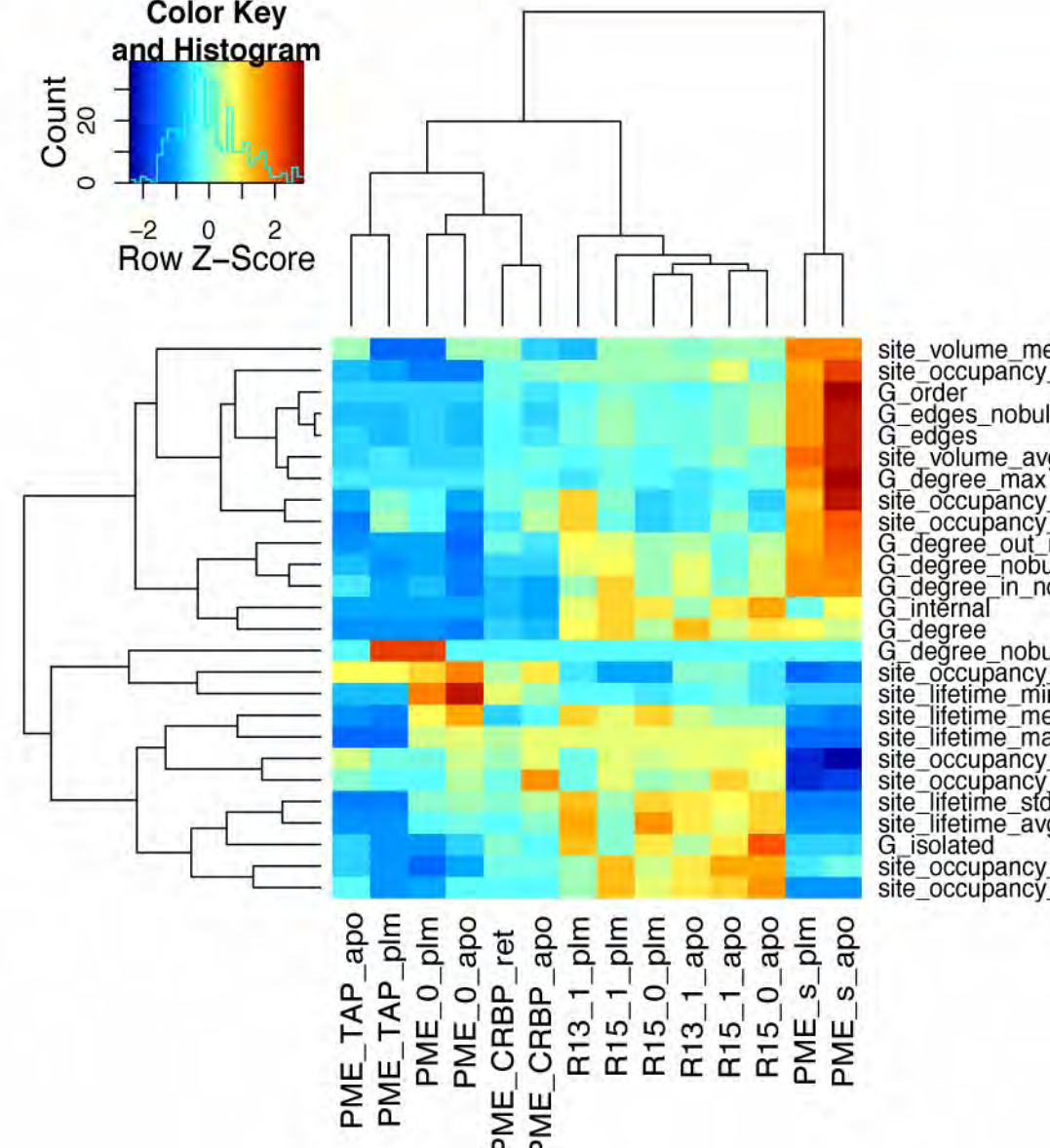


Hopping graphs for apo and holo I-FABP. The graphs show the connectivity between hydration sites (represented by blue squares) and a bulk site (represented by a red circle). The apo graph shows a simpler network, while the holo graph shows a more complex network with many more connections.

## Application II: Comparison of simulation methods

Graph properties can be used to characterize water behavior at a global level and provide a “fingerprint” of a whole simulation. With long and converged samples from two or more methods we can use clustering to assess the degree of overlap. In principle answers should be insensitive to boundary conditions or system size. By applying a range of different methods to the same calculation we can cluster methods that give similar an- swers and those that are dramatically different. This then might be a good way to decide whether some approximations are simply too approximate to be useful.

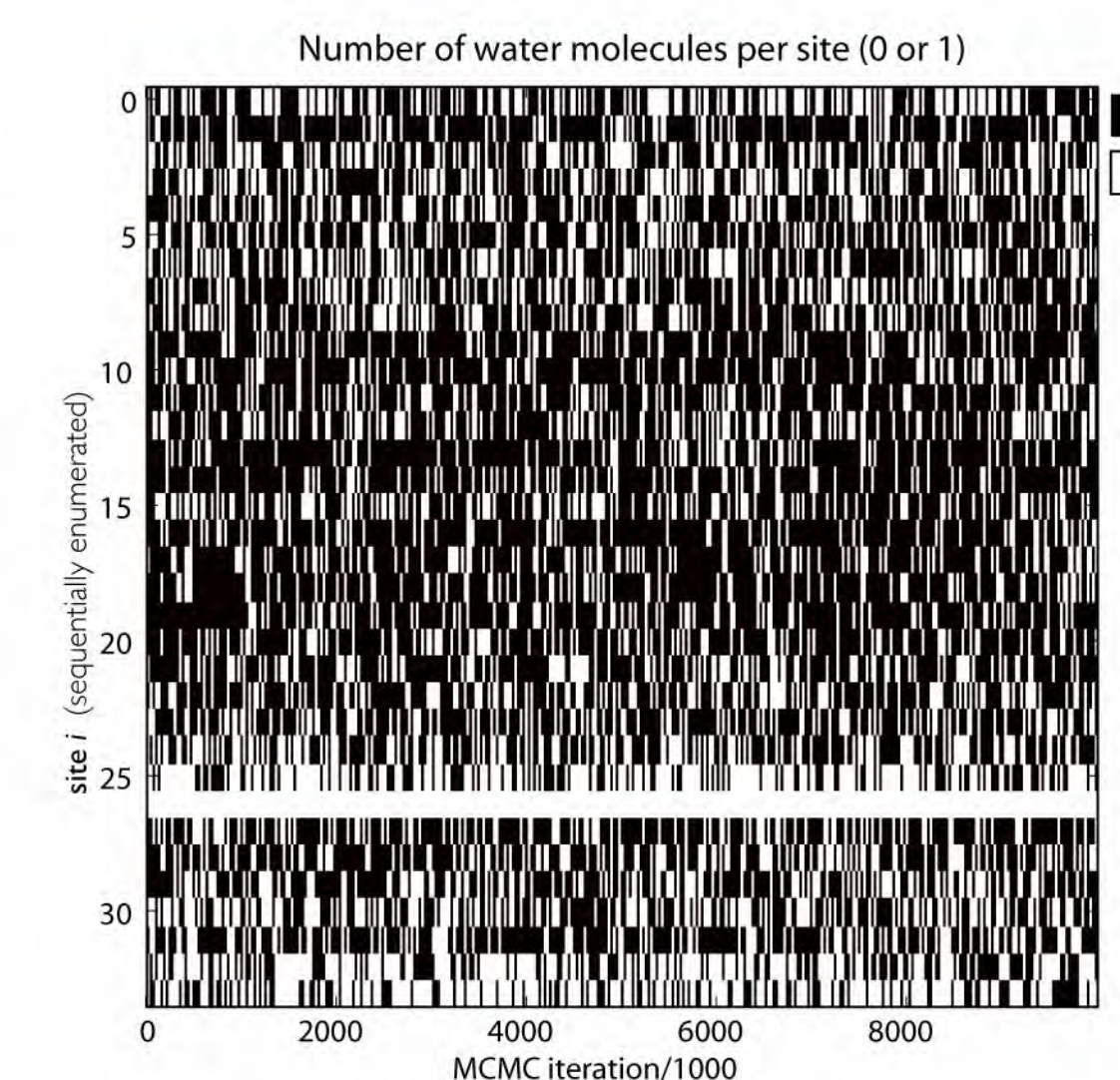
Here we compare 20 ns of apo and holo simulations with periodic boundary conditions and Ewald electro- statics (PME) with simulations in a solvent droplet around the FABP cavity, using the Generalized Solvent Boundary Potential in Chamm with radii R=13 Å and 15 Å. We look at multiple runs (Rxx\_0 and Rxx\_1), short PME (1ns, PME\_s), and a different method to calculate hydration site densities [2] (PME\_TAP).



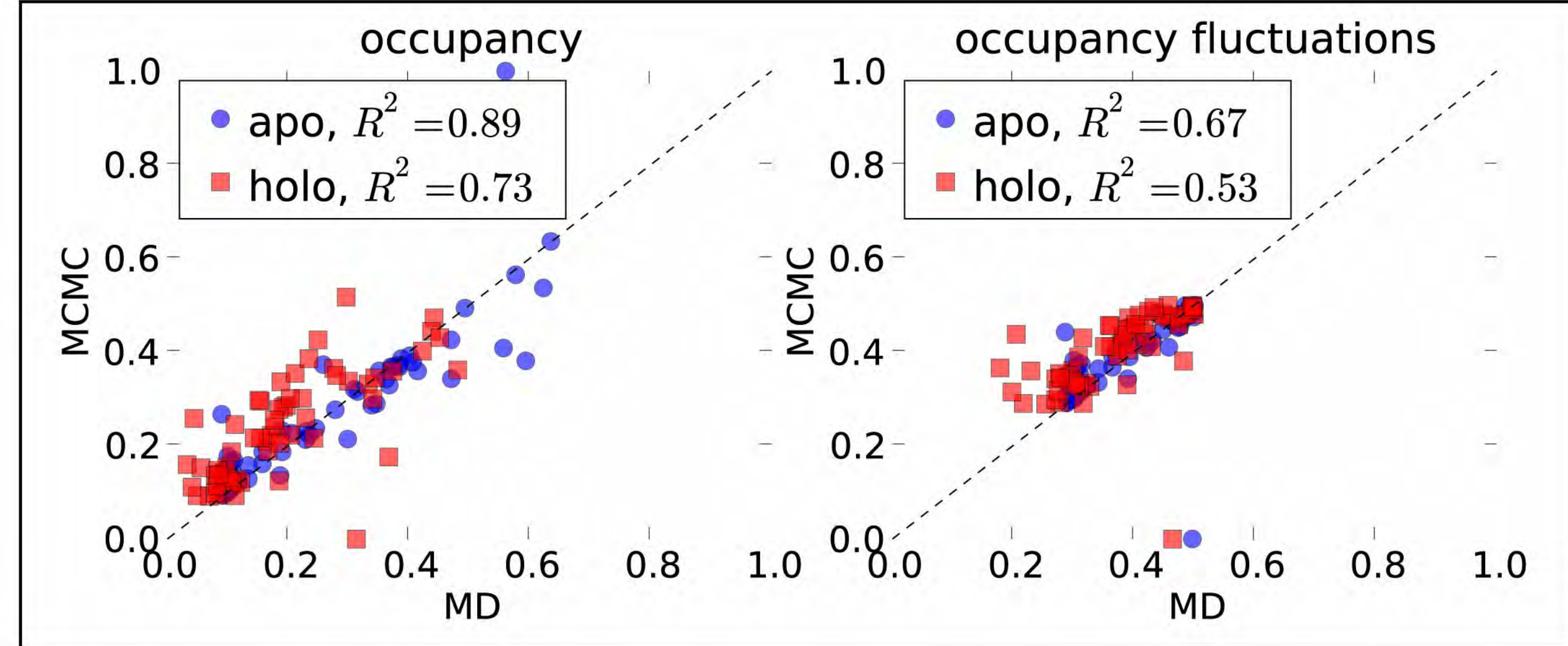
Heatmap showing the Flow Z-score for different simulation methods. The color key indicates the Z-score, ranging from -2 (blue) to 2 (red). The methods are clustered on the y-axis, and the sites are clustered on the x-axis.

## Application III: Generating solvent configurations from the hop- ping graph via Markov Chain Monte Carlo sampling

The hopping graph (with rates) provides a *coarse grained description* of solvation. If the MD trajectory sampled sufficiently then this description implicitly con- tains the probability distribution  $\pi(n)$  of all the site oc- cupancies  $n=(n_1, n_2, \dots, n_N)$ . Generating new, independent, and equilibrium- distributed solvent configurations  $n$  rapidly can be useful for free energy perturbation calculations in water accessible cavities with slow exchange or possi- bly for docking/screening protocols where MD or Grand Canonical Monte Carlo is too slow.



Number of water molecules per site (0 or 1) over MCMC iterations. The plot shows the occupancy of each site over time, with the x-axis representing MCMC iteration/1000 and the y-axis representing the site index (sequentially enumerated).

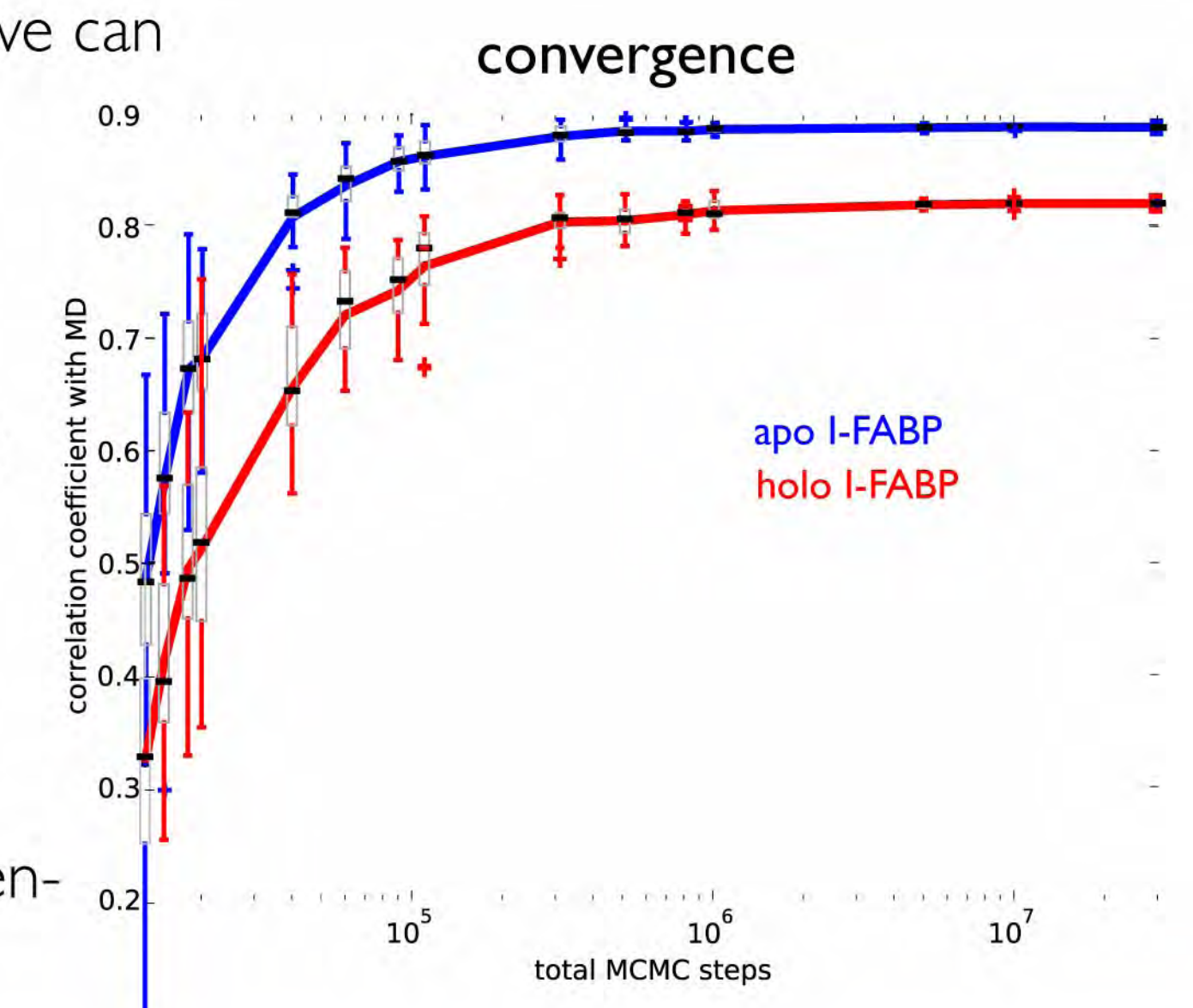


Occupancy and occupancy fluctuations plots. The left plot shows the occupancy of sites over MCMC iterations, with the x-axis representing MCMC iteration/1000 and the y-axis representing the site index. The right plot shows the occupancy fluctuations, with the x-axis representing MCMC iteration/1000 and the y-axis representing the site index.

Using a Markov Chain Monte Carlo algorithm we can generate configurations in minutes:

- reproduces MD site *occupancies* (average number of particles per site)
- reproduces *fluctuations in the occupancies*
- converges after ~1 Mio steps (or ~5 Min run time on a dated PowerBook G4 laptop)
- can use any sensible definition of “site” to define regions (e.g. Voronoi volumes)

Note: This is a method to *enhance sampling* of states that have already been explored in conven- tional MD not to simulate solvation de novo.



Convergence plot showing the correlation coefficient with MD over total MCMC steps. The x-axis represents total MCMC steps (log scale) and the y-axis represents the correlation coefficient with MD. The plot shows the convergence of the correlation coefficient for apo I-FABP (blue) and holo I-FABP (red).

## Summary

- Hopping analysis captures an integrated picture of solvation dynamics.
- Embedding of the hopping graph in 3D space around the protein allows analysis of permeation pathways trivially.
- Graph properties can be used as a fingerprint to characterize solvation.
- MCMC sampling on the graph opens up the possibility of enhanced sampling of solvation states

## Acknowledgements & References

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CRBP11 simulations provided by Hirsh Nanda. Analysis is implemented with the MDANALYSIS python library [mdanalysis.googlecode.com](http://mdanalysis.googlecode.com) and NETWORKX [networkx.lanl.gov](http://networkx.lanl.gov). John Stone provided a customized version of VMD [www.ksu.edu/Research/vmd](http://www.ksu.edu/Research/vmd) for 3D net- work images (rendered with TACHYON). 2D networks were drawn with CYTOSCAPE [www.cytoscape.org](http://www.cytoscape.org).

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