# Supplementary information for "OverProt: secondary structure consensus for protein families"

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### 1 Introduction

OverProt is a tool for construction and visualization of the secondary structure consensus for protein families. The consensus produced by OverProt can be used as a template for annotation of secondary structure elements by SecStrAnnotator.

OverProt consists of three main parts: the main algorithm **OverProt Core** constructs the secondary structure consensus, **OverProt Viewer** visualizes the consensus, and **OverProt Server** presents the results on the web and allows user-defined computations.

# 2 Terminology

- Protein structure a set of atoms with assigned 3D coordinates. A structure consists of one ore more chains. A chain is a sequence of residues, which consist of the individual atoms. OverProt works with structures in mmCIF format. Structures deposited in the PDB [cite] are referenced by their PDB ID (e.g. 1tqn). OverProt follows the label\* numbering scheme when referencing chains and residues within a structure (i.e. items label\_asym\_id and label\_seq\_id in the mmCIF file) this is sometimes different from the auth\* numbering scheme.
- **Protein domain** a part of protein structure, either a whole chain or a range (ranges) of residues in a chain. A domain is defined by the structure identifier (PDB ID), chain identifier, and one or more ranges of residues, e.g. 1tqn, A, 7:478 or 1n26, A, 2:9, 94:192. Residue ranges include the start and end residue (e.g. 5:8 means residues 5, 6, 7, 8).
- **Protein family** a set of protein domains with reasonable structural similarity. The set can be provided by the user or it can be defined based on the CATH database [cite], in which case the family (*CATH superfamily*) is identified by its CATH ID (e.g. 1.10.630.10) and domains are identified by CATH domain ID (e.g. 1tqnA00).
- Secondary structure element (SSE) a section of a protein chain with some secondary structure pattern. OverProt focuses on two types of SSEs helices (H) and  $\beta$ -strands (E). Each SSE within a protein structure can be identified by its chain identifier, start (index of its first residue), end (index of its last residue), and type (H/E). For comparing SSEs, it is convenient to simplify an SSE to a line segment (i.e. 3D coordinates of the start and end point).

The term  $\beta$ -connectivity refers to the way in which the strands are connected: a  $\beta$ -ladder is a connection of two strands and can be either parallel or antiparallel; a  $\beta$ -sheet is a set of strands which are connected by  $\beta$ -ladders.

- This model is kept as simple as possible (different helix types ( $\alpha$ ,  $3_{10}$ ,  $\pi$ ) are not distinguished; other SSE type (loops, turns) are not taken into account). Secondary structure assignment (i.e. detection of SSEs) is performed by **SecStrAnnotator**, more details can be found in its original paper [cite].
- Consensus SSE a set of equivalent SSEs from different family members. The occurrence of a consensus SSE is the number of domains that contain it, divided by the total

number of domains in the family. E.g. consensus helix  $X = \{\text{helix H1 in domain1, helix H3 in domain2, helix H3 in domain3}\};$  domain4 contains no helix X; the occurrence is 3/4 = 0.75 or 75%.

• **Secondary structure consensus** – a set of consensus SSEs together with their ordering and β-connectivity.

### 3 Methods - OverProt Core

**OverProt Core** is an algorithm that constructs the secondary structure consensus for a given protein family. The algorithm proceeds in a number of steps. (In the following text, --xx refers to a command-line option of overprot.py, [xx]yy refers to a setting yy in section xx in the configuration file (overprot-config.ini).)

### 3.1 Preparation

- Download the list of domains for the family (if not already given by --domains) from PDBe API (https://www.ebi.ac.uk/pdbe/api/mappings/{family\_id}).
- Select sample: If --sample\_size is different from all (default), select a random subset of the domain list.

  The family may contain multiple domains from the same PDB entry. If [sample\_selection]
  - unique\_pdb is True, then these are treated as duplicates and only one of them is selected (the first in alphabetical order).
- Download structures: The structures of listed domains are downloaded in mmCIF format, domains are cut out from the structures and saved in separate files. The sources of structures are given by --structure\_source and [download]structure\_sources. Structures are also converted to PDB format for some later steps (MAPSCI). The download step is performed by StructureCutter written in C#.

# 3.2 Structural alignment

Multiple structure alignment is performed in 2 steps:

- Program MAPSCI [cite Ilinkin et al., 2010] is used to calculate a consensus structure (mapsci/consensus.cif). For performance reasons, at most 100 domains are selected for this calculation (in a quasi-random way, i.e. for the same family it selects the same subset every time).
  - To reduce indeterminism and ease later visualization, the consensus structure is centered to the origin (0, 0, 0), rotated so that its PCA components are aligned to the XYZ axes ("the structure is laid flat"), and flipped in a consistent way (roughly so that the chain goes left-top to right-bottom and its ends are more in front).
  - In general, MAPSCI produces a reasonable consensus structure, but the alignment of the individual domains is often poor therefore the following re-alignment step is necessary.

• In the realignment step, all domains are structurally aligned onto the consensus structure via cealign algorithm [cite Shindyalov and Bourne, 1998] provided in PyMOL module [cite]. In rare cases cealign fails (when the domain is too short) – in such cases a simple alignment algorithm <code>DumbAlign</code> is used instead (theretically inefficient and not allowing gaps, but sufficient for these very short domains).

### 3.3 Secondary structure assignment

The SSEs in each domain are detected by SecStrAnnotator [cite Midlik et al., 2019, 2021] (options --onlyssa --verbose --batch).

#### 3.4 Guide tree

The domains are clustered by agglomerative clustering to produce a guide tree. During this step, each domain is first converted into a **weighted structure** (a sequence of C-alpha coordinates with individual weight for each point). The two most similar weighted structures are then merged into a new weighted structure, and this is repeated until we end up with a single weighted structure, corresponding to the tree root.

This agglomerative algorithm can be expressed by the following pseudocode:

```
Workset = { a weighted structure for each input domain }
while |Workset| > 1:
    A, B = two nearest weighted structures in Workset
    C = merge(A, B)
    Children of C = {A, B}
    Workset = Workset - {A, B} U {C}
```

At the end, Workset will only contain one weighted structure, which is the tree root. The topology of the tree will be defined by Children. An example is show in Figure 1.

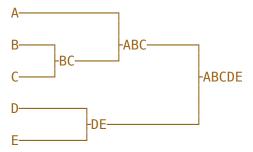


Figure 1: An example of the guide tree construction. 5 structures were initially in Workset. B+C were merged into BC, then D+E into DE, then A+BC into ABC, and finally ABC+DE into ABCDE.

Details of the algorithm are described in Appendix (distance function  $D^*$ , which determines the nearest weighted structures; operation merge).

# 3.5 Merging

This step is the core of the consensus generation algorithm. On the input, we have a set of k protein domains. Each domain is simplified to a sequence of SSEs (defined by their type, line

segment, etc.). The required output is a clustering of all input SSEs. However, the clustering must fulfil these constraints:

- 1. Each cluster can contain only elements of the same type (only helices or only strands).
- 2. A cluster must not contain more than one element from the same protein domain.
- 3. There must be a partial order of the clusters.

The third constraint can be formalized:

- SSE x precedes SSE y (written x → y) iff they are from the same protein domain and x goes before y in the sequence.
- Cluster A directly precedes cluster B (A  $\Rightarrow$  B) iff there exist SSEs  $x \in A, y \in B$  such that  $x \rightarrow y$ .
- Cluster A precedes cluster B (A  $\rightarrow$  B) iff there exists a sequence of clusters A  $\Rightarrow$  C<sub>1</sub>  $\Rightarrow$  ...  $\Rightarrow$  C<sub>n</sub>  $\Rightarrow$  B where  $n \ge 0$  (i.e.  $\rightarrow$  is the transitive closure of  $\Rightarrow$ ).
- There must be no clusters A, B, such that  $A \to B$  and  $B \to A$ .

Note: The order of some clusters may be undefined (i.e. neither  $A \to B$  nor  $B \to A$ ) if they contain no SSEs from the same domain. Therefore  $\to$  is a partial order on the clusters (not a total order). We visualize the order by a directed acyclic graph (DAG), see Figure 2.



Figure 2: An example of a DAG representing clusters of SSEs. The height of each rectangle shows the number of SSEs in the cluster. The color shows the cluster type (gray = helix, blue = strand). The direction of the edges is implicit (left to right). The egdes that can be inferred from transitivity are not shown (i.e. we show only the transitive reduction).

The merging step follows the guide tree. First, each guide tree leaf is populated with the DAG of SSEs of its respective domain (in the leaves the DAG is always a path). In each internal node, the DAGs from the two children nodes are matched together and merged. The root then contains the consensus SSEs of the whole family (see Figure 3).

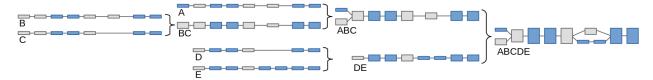


Figure 3: The process of merging 5 DAGs based on the guide tree from Figure 1.

The matching and merging of two SSE graphs is in principle similar to matching (aligning) and merging of two weighted structures. The best matching is also found by dynamic programming. However, it is more complicated here, because 1) clusters of different type cannot be matched (this can cause the branching in the resulting DAG), and 2) the dynamic programming algorithm is not as straightforward for matching DAGs as it is for matching sequences.

The  $\beta$ -connectivity is not directly considered in the merging algorithm (though it is included in the distance function for DAG matching). Therefore it is necessary to determine the  $\beta$ -connectivity of the resulting clusters based on the  $\beta$ -connectivity of the original SSEs.

A  $\beta$ -ladder UVo (connecting strand clusters U and V with orientation o (parallel/antiparallel)) is included in the resulting consensus if

$$\frac{n_{UVo}}{\min{\{n_U,n_V\}}} \geq 0.5$$

where  $n_U$  is the number of strands in cluster U,  $n_V$  is the number of strands in cluster V, and  $n_{UVo}$  is the number of ladders connecting a strand in U to a strand in V with orientation o (see Figure 4).

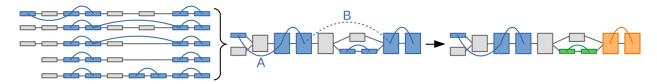


Figure 4: Merging  $\beta$ -ladders from 5 domains. Lower arcs show parallel, upper arcs antiparallel ladders. Ladder A is included because  $n_{UVo}/\min\{n_U,n_V\} = 1/\min\{1,5\} = 1 \ge 0.5$ . Ladder B is not included because  $n_{UVo}/\min\{n_U,n_V\} = 2/\min\{5,5\} = 0.4 < 0.5$ . The last column shows the separation of the consensus strands into sheets (connected components).

#### 3.6 Annotation

This is an optional step, in which the generated SSE consensus is used as annotation template for SecStrAnnotator and all family members are annotated. Before the annotation, the SSEs with low occurrence (< 5%) are removed, which dramatically reduces the running time of SecStrAnnotator. Options for SecStrAnnotator: --ssa file --align none --metrictype 3 --fallback 30 --unannotated.

#### 3.7 Visualization

The generated SSE consensus is visualized by several SVG diagrams with different settings and diagram.json file is produced, which will be used for interactive visualization by Over-Prot Viewer. A PyMOL session (.pse) is created, with the structure consensus from MAPSCI (shown as ribbon) and the SSE consensus (shown as cylinders and arrows). The width of each cylinder/arrow shows to the occurrence of the corresponding helix/strand. A PNG image is also rendered from the session. A session with all domains and their SSEs is generated if [visualization]create\_multi\_session is True (very slow, not recommended for larger families).

#### 3.8 Execution

OverProt Core is implemented mostly in Python and designed to run in the Linux environment (tested on Ubuntu 20.04). On the other operating systems, it can be run in Docker. Before

the first execution, the dependencies must be installed:

```
sh install.sh --clean
```

All steps of the algorithm are combined in overprot.py. It is run in a Python virtual environment. The arguments are the CATH family ID and the output directory.

```
. venv/bin/activate
python overprot.py --help
python overprot.py 1.10.630.10 data/cyp/
```

Multiple families can be processed in parallel using overprot\_multifamily.py. The arguments are the family list and the output directory.

```
. venv/bin/activate
python overprot_multifamily.py --help
python overprot_multifamily.py data/families.txt data/multifamily/
```

# 4 Interactive visualization by OverProt Viewer

**OverProt Viewer** is a web component for interactive visualization of the SSE consensus. Its input is the preprocessed diagram. j son file. It is implemented in TypeScript with D3.js.

# 5 Data computation for OverProt Server

**OverProt Server** serves precomputed SSE consensuses (database) and runs the OverProt Core algorithm for user-defined sets of domains (jobs).

The database is constructed in this way:

- Retrieve the current list of families from CATH (ftp://orengoftp.biochem.ucl.ac.uk/cath/releases/latest-release/cath-classification-data/cath-domain-list.txt). (This file also contains the domain definitions, but they are in an incompatible numbering scheme (auth\*), therefore they are not used). This is currently 6631 families, out of which 64 are empty families (December 2021).
- Retrieve the domain lists for each family, including chains and residue ranges, from PDBe API (https://www.ebi.ac.uk/pdbe/api/mappings/{family\_id}). This is currently over 470k domains (December 2021).
- Remove duplicates (i.e. multiple domains from the same PDB entry). This is currently over 200k domains (December 2021).
- Apply the OverProt Core algorithm to each family.

The whole process is realized by:

```
python overprot_multifamily.py --download_family_list_by_size
--config working_scripts/overprot-config-overprotserverdb.ini
--collect xxx all $UPDATE_DIRECTORY
```

The database is updated weekly.

# 6 Appendix

### 6.1 Computation of distance function for two weighted structures

A weighted structure A is a tuple  $(n^A, \mathbf{R}^A, \mathbf{W}^A, k^A)$  where  $n^A$  is the length of the weighted structure (number of points),  $\mathbf{R}^A$  is the matrix of their coordinates  $(n^A \times 3)$ ,  $\mathbf{W}^A$  is the vector of their relative weights  $\in (0,1]$ , and  $k^A$  is the absolute weight of A. Example of a weighted structure:

$$n^A = 4$$
  $\mathbf{R}^A = \begin{bmatrix} -1.1 & -2.9 & 0.1 & 0.4 \\ 0.0 & 1.1 & 0.9 & -2.7 \\ 5.2 & 2.1 & 0.0 & 0.8 \end{bmatrix}$   $\mathbf{W}^A = \begin{bmatrix} 1 & 0.5 & 0.8 & 1 \end{bmatrix}$   $k^A = 10$ 

 $\mathbf{r}_i^A$  and  $w_i^A$  will refer to *i*-th column of  $\mathbf{R}^A$  and  $\mathbf{W}^A$ .

TODO: nice format (matrices and vectors in bold)

A protein domain can be converted into a weighted structure as follows: n is the number of residues,  $\mathbf{r}_i^A$  are the coordinates of the C-alpha atom of i-th residue,  $w_i^A$  is 1, and  $k^A$  is 1.

The distance function *d* is defined for two weighted points:

$$d\left((\mathbf{r}_{i}^{A}, w_{i}^{A}), (\mathbf{r}_{j}^{B}, w_{j}^{B})\right) = \left(1 - e^{-\|\mathbf{r}_{i}^{A} - \mathbf{r}_{j}^{B}\|/R_{0}}\right) \cdot \min\{w_{i}^{A}, w_{j}^{B}\} + \frac{1}{2}|w_{i}^{A} - w_{j}^{B}|$$

In case that one of the weighted points is undefined ( $\perp$ ), d is still defined:

$$d\left((\mathbf{r}_i^A, w_i^A), \bot\right) = \frac{1}{2}w_i^A \qquad d\left(\bot, (\mathbf{r}_j^B, w_j^B)\right) = \frac{1}{2}w_j^B$$

(Note: Distance d is not the Euclidean distance of the two points.  $d \in [0,1)$ .)

An alignment of two weighted structures A, B is a sequence of pairs  $[(p_1,q_1),(p_2,q_2),...,(p_n,q_n)]$  (for better reading written as a matrix  $\begin{bmatrix} p_1 & p_2 & ... & p_n \\ q_1 & q_2 & ... & q_n \end{bmatrix}$ ), where  $p_i$  and  $q_i$  are indices of the points of A and B. Indices must be increasing and must include each index exactly once for both A and B. Value  $\bot$  means that a particular point was not matched. Example of a valid alignment for  $n^A = 4$ ,  $n^B = 5$ :

$$\begin{bmatrix} 1 & 2 & 3 & 4 & \bot & \bot \\ 1 & \bot & 2 & 3 & 4 & 5 \end{bmatrix}$$

The distance function D for two weighted structures A and B with a given alignment M is defined:

$$D(A, B, M) = \sum_{(p,q) \in M} d\left((\mathbf{r}_p^A, w_p^A), (\mathbf{r}_q^B, w_q^B)\right)$$

The distance function  $D^*$  of two weighted structures A and B is then:

$$D^*(A,B) = D(A,B,M^*)$$

where  $M^*$  is the best alignment of A and B, i.e. the alignment which minimizes  $D(A, B, M^*)$ .

The best alignment is found by dynamic programming (this is basically the Needleman-Wunsch algorithm [cite]). For this, the distance function d is converted into a score function s:

$$s\left((\mathbf{r}_i^A, w_i^A), (\mathbf{r}_j^B, w_j^B)\right) = \frac{1}{2}w_i^A + \frac{1}{2}w_j^B - d\left((\mathbf{r}_i^A, w_i^A), (\mathbf{r}_j^B, w_j^B)\right)$$

$$s\left((\mathbf{r}_i^A, w_i^A), \perp\right) = 0$$
  $s\left(\perp, (\mathbf{r}_i^B, w_i^B)\right) = 0$ 

Similarly, D is converted into S:

$$S(A, B, M) = \sum_{(p,q) \in M} s\left((\mathbf{r}_p^A, w_p^A), (\mathbf{r}_q^B, w_q^B)\right) = \sum_{i=1}^{n^A} w_i^A + \sum_{j=1}^{n^B} w_j^B - D(A, B, M)$$

From this equation it can be seen, that maximizing S by dynamic programming also minimizes D.

A useful property of the distance function  $D^*$  is that it is a metric (i.e.  $D^*(A, A) = 0$ ,  $D^*(A, B) = D^*(B, A)$ , and  $D^*(A, B) + D^*(B, C) \ge D^*(A, C)$  for any weighted structures A, B, C).

# 6.2 Merging two weighted structures

Having two weighted structures A, B and their best alignment  $M^*(A, B) = [(p_1, q_1), ..., (p_n, q_n)]$ , we can define operation merge as follows:

$$merge(A, B) = C = (n^C, \mathbf{R}^C, \mathbf{W}^C, k^C)$$

$$n^C = n$$

$$\mathbf{r}_{i}^{C} = \frac{\mathbf{r}_{p_{i}}^{A}w_{p_{i}}^{A}k^{A} + \mathbf{r}_{q_{i}}^{B}w_{q_{i}}^{B}k^{B}}{w_{p_{i}}^{A}k^{A} + w_{q_{i}}^{B}k^{B}}$$

$$w_i^C = w_{p_i}^A k^A + w_{q_i}^B k^B$$

$$k^C = k^A + k^B$$

(If  $p_i = \bot$ , the values can be calculated by setting  $w_{p_i}^A = 0$ , thus simplifying to  $\mathbf{r}_i^C = \mathbf{r}_{q_i}^B$ ,  $w_i^C = w_{q_i}^B$ . Similarly for  $q_i = \bot$ .)

Remark: When finding the two nearest items in the work set, it is not necessary to calculate the distance  $D^*$  for every pair of items – there are specialized data structures that can significantly decrease the number of distance calculations. We use a non-standard structure NN-tree (nearest neighbour tree). In some larger protein families this can reduce the number of distance computations to roughly 20%. (Standard structures like VP-tree, GH-tree, GNAT, M-tree etc. (TODO: name what I tried) either miss some of the necessary operations (insert, delete) or perform worse than NN-tree for this particular application.)

# 7 References