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# **foldamers Documentation**

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This documentation is generated automatically using Sphinx, which reads all docstring-formatted comments from Python functions in the ‘foldamers’ repository. (See foldamers/doc for Sphinx source files.)

## COARSE GRAINED MODEL UTILITIES

This page details the functions and classes in `src/cg_model/cgmodel.py`

### 1.1 ‘CGModel’ class for OpenMM simulation

Shown below is a detailed description of the ‘cgmodel’ class object, which contains all information about a coarse grained model.

### 1.2 Other coarse grained model utilities

```
class cg_model.cgmodel.CGModel (positions=None,      polymer_length=12,
                                backbone_length=1,   sidechain_length=1,
                                sidechain_positions=[0],
                                masses=Quantity(value=12.0, unit=dalton),
                                sigma=Quantity(value=8.4, unit=angstrom),
                                epsilon=Quantity(value=0.5,
                                unit=kilocalorie/mole),
                                bond_lengths=Quantity(value=1.0,
                                unit=angstrom),
                                bond_force_constants=990000.0,
                                charges=Quantity(value=0.0,
                                unit=elementary charge),
                                constrain_bonds=False,      in-
                                clude_bond_forces=True,      in-
                                clude_nonbonded_forces=True, in-
                                clude_bond_angle_forces=True,
                                include_torsion_forces=True,
                                check_energy_conservation=True)
```

Construct a coarse grained model.

positions: Positions for all of the particles, default = None

`polymer_length`: Number of monomer units (integer), default = 8

`backbone_length`: Number of beads in the backbone portion of each (individual) monomer (integer), default = 1

`sidechain_length`: Number of beads in the sidechain portion of each (individual) monomer (integer), default = 1

`sidechain_positions`: List of integers defining the backbone bead indices upon which we will place the sidechains, default = [0] (Place a sidechain on the backbone bead with index “0” (first backbone bead) in each (individual) monomer

`masses`: Masses of all particle types ( List ( [ [ Backbone masses ], [ Sidechain masses ] ] ) ) default = [ [ 12.0 \* unit.amu ], [ 12.0 \* unit.amu ] ]

`sigma`: Non-bonded bead Lennard-Jones equilibrium interaction distance ( float \* simtk.unit.distance ) default = 8.4 \* unit.angstrom

`epsilon`: Non-bonded Lennard-Jones equilibrium interaction strength ( float \* simtk.unit.energy ) default = 0.5 \* unit.kilocalorie\_per\_mole

`bond_lengths`: Bond lengths for all bond types ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

`bond_force_constants`: Bond force constants for all bond types ( float ) default = 9.9e5 kJ/mol/A<sup>2</sup>

`charges`: Charges for all beads ( float \* simtk.unit.charge ) default = 0.0 \* unit.elementary\_charge (for all beads)

`num_beads`: Total number of particles in the coarse grained model ( integer ) default = `polymer_length` \* ( `backbone_length` + `sidechain_length` )

`system`: OpenMM system object, which stores forces, and can be used to check a model for energy conservation ( OpenMM System() class object ) default = None

`topology`: OpenMM topology object, which stores bonds, angles, and other structural attributes of the coarse grained model ( OpenMM Topology() class object ) default = None

`constrain_bonds`: Logical variable determining whether bond constraints are applied during a molecular dynamics simulation of the system. ( Logical ) default = False

`bond_list`: List of bonds in the coarse grained model ( List( [ [ int, int ] for # bonds ] ) ) default = None

`angle_list`: List of bond angles that are defined for this coarse grained model ( List( [ [ int, int, int ] for # bond angles ] ) )

`torsion_list`: List of torsions that are defined for this coarse grained model List( [ [ int, int, int, int ] for # torsions ] ) )

`include_bond_forces`: Include contributions from bond (harmonic) potentials when calculating the potential energy ( Logical ) default = True

`include_nonbonded_forces`: Include contributions from nonbonded interactions when calculating the potential energy ( Logical ) default = True

`include_bond_angle_forces`: Include contributions from bond angles when calculating the potential energy ( Logical ) default = False

`include_torsion_forces`: Include contributions from torsions when calculating the potential energy ( Logical ) default = False

`polymer_length` `backbone_length` `sidechain_length` `sidechain_positions` `masses` `sigma` `epsilon` `bond_lengths` `bond_force_constants` `charges` `num_beads` `positions` `system` `topology` `constrain_bonds` `bond_list` `angle_list` `torsion_list` `include_bond_forces` `include_nonbonded_forces` `include_bond_angle_forces` `include_torsion_forces`

**charges = None**

Get bond, angle, and torsion lists.

**constrain\_bonds = None**

Make a list of coarse grained particle masses:

**get\_bond\_angle\_list()**

Construct a list of bond angles for our coarse grained model

**get\_bond\_list()**

Construct a bond list for the coarse grained model

**get\_nonbonded\_interaction\_list()**

Construct a nonbonded interaction list for our coarse grained model

**get\_torsion\_list()**

Construct a torsion list for our coarse grained model

`cg_model.cgmodel.add_new_elements(cgmodel, list_of_masses)`

Adds new coarse grained particle types to OpenMM

`cgmodel`: CGModel() class object

`list_of_masses`: List of masses for the particles we want to add to OpenMM

`cg_model.cgmodel.build_system(cgmodel)`

Builds an OpenMM System() class object, given a CGModel() class object as input.

`cgmodel`: CGModel() class object

`system`: OpenMM System() class object

`cg_model.cgmodel.get_parent_bead(cgmodel, bead_index, backbone_bead_index=None, sidechain_bead=False)`

Determines the particle to which a given particle is bonded. (Used for coarse grained model construction.)

`cgmodel`: CGModel() class object

bead\_index: Index of the particle for which we would like to determine the parent particle it is bonded to. ( integer ) Default = None

backbone\_bead\_index: If this bead is a backbone bead, this index tells us its index (within a monomer) along the backbone ( integer ) Default = None

sidechain\_bead: Logical variable stating whether or not this bead is in the sidechain. ( Logical ) Default = False

parent\_bead: Index for the particle that 'bead\_index' is bonded to. ( Integer )

`cg_model.cgmodel.get_particle_masses (cgmodel)`

Returns a list of unique particle masses

cgmodel: CGModel() class object

List( unique particle masses )

## **THERMODYNAMIC ANALYSIS TOOLS FOR COARSE GRAINED MODELING**

This page details the functions and classes in src/thermo

### **2.1 Tools to calculate the heat capacity with pymbar**

Shown below are functions/tools used in order to calculate the heat capacity with pymbar.



## UTILITIES FOR THE ‘FOLDAMERS’ PACKAGE

This page details the functions and classes in `src/util`.

### 3.1 Input/Output options (`src/utilities/iotools.py`)

Shown below is a detailed description of the input/output options for the foldamers package.

`utilities.iotools.write_pdbfile_without_topology` (*CGModel*, *filename*)

Writes the positions in ‘CGModel’ to the file ‘filename’.

CGModel: Coarse grained model class object

filename: Path to the file where we will write PDB coordinates.

### 3.2 Utilities and random functions (`src/utilities/util.py`)

`utilities.util.assign_position` (*positions*, *bond\_length*, *sigma*, *bead\_index*,  
*parent\_index*)

Assign random position for a bead

*positions*: Positions for all beads in the coarse-grained model. ( `np.array( num_beads x 3 )` )

*bond\_length*: Bond length for all beads that are bonded, ( `float * simtk.unit.distance` ) default  
= `1.0 * unit.angstrom`

*positions*: Positions for all beads in the coarse-grained model. ( `np.array( num_beads x 3 )` )

`utilities.util.assign_position_lattice_style` (*cgmodel*, *positions*,  
*distance\_cutoff*,  
*bead\_index*, *parent\_index*)

Assign random position for a bead

*positions*: Positions for all beads in the coarse-grained model. ( `np.array( num_beads x 3 )` )

**bond\_length**: Bond length for all beads that are bonded, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

**positions**: Positions for all beads in the coarse-grained model. ( np.array( num\_beads x 3 ) )

`utilities.util.attempt_lattice_move(parent_coordinates, bond_length, move_direction_list)`

Given a set of cartesian coordinates, assign a new particle a distance of 'bond\_length' away in a random direction.

**parent\_coordinates**: Positions for a single particle, away from which we will place a new particle a distance of 'bond\_length' away. ( np.array( float \* unit.angstrom ( length = 3 ) ) )

**bond\_length**: Bond length for all beads that are bonded, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

**trial\_coordinates**: Positions for a new trial particle ( np.array( float \* unit.angstrom ( length = 3 ) ) )

`utilities.util.attempt_move(parent_coordinates, bond_length)`

Given a set of cartesian coordinates, assign a new particle a distance of 'bond\_length' away in a random direction.

**parent\_coordinates**: Positions for a single particle, away from which we will place a new particle a distance of 'bond\_length' away. ( np.array( float \* unit.angstrom ( length = 3 ) ) )

**bond\_length**: Bond length for all beads that are bonded, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

**trial\_coordinates**: Positions for a new trial particle ( np.array( float \* unit.angstrom ( length = 3 ) ) )

`utilities.util.collisions(distance_list, distance_cutoff)`

Determine whether there are any collisions between non-bonded particles, where a "collision" is defined as a distance shorter than the user-provided 'bond\_length'.

**distances**: List of the distances between all nonbonded particles. ( list ( float \* simtk.unit.distance ( length = # nonbonded\_interactions ) ) )

**bond\_length**: Bond length for all beads that are bonded, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

**collision**: Logical variable stating whether or not the model has bead collisions. default = False

`utilities.util.distance(positions_1, positions_2)`

Construct a matrix of the distances between all particles.

**positions\_1**: Positions for a particle ( np.array( length = 3 ) )

**positions\_2**: Positions for a particle ( np.array( length = 3 ) )

**distance** ( float \* unit )

`utilities.util.distance_matrix(positions)`

Construct a matrix of the distances between all particles.

positions: Positions for an array of particles. ( `np.array( num_particles x 3 )` )

distance\_matrix: Matrix containing the distances between all beads. ( `np.array( num_particles x 3 )` )

`utilities.util.distances(interaction_list, positions)`

Calculate the distances between a trial particle ('new\_coordinates') and all existing particles ('existing\_coordinates').

new\_coordinates: Positions for a single trial particle ( `np.array( float * unit.angstrom ( length = 3 ) )` )

existing\_coordinates: Positions for a single trial particle ( `np.array( float * unit.angstrom ( shape = num_particles x 3 ) )` )

distances: List of the distances between all nonbonded particles. ( `list ( float * simtk.unit.distance ( length = # nonbonded_interactions ) )` )

`utilities.util.first_bead(positions)`

Determine if we have any particles in 'positions' Parameters ——— positions: Positions for all beads in the coarse-grained model. ( `np.array( float * unit ( shape = num_beads x 3 )` ) ) Returns ——— first\_bead: Logical variable stating if this is the first particle.

`utilities.util.get_move(trial_coordinates, move_direction, distance, bond_length, finish_bond=False)`

Given a 'move\_direction', a current distance, and a target 'bond\_length' ( Index denoting x,y,z Cartesian direction), update the coordinates for the particle.

trial\_coordinates: positions for a particle ( `np.array( float * unit.angstrom ( length = 3 ) )` )

move\_direction: Cartesian direction in which we will attempt a particle placement, where: x=0, y=1, z=2. ( integer )

distance: Current distance from parent particle ( `float * simtk.unit.distance` )

bond\_length: Target bond\_length for particle placement. ( `float * simtk.unit.distance` )

finish\_bond: Logical variable determining how we will update the coordinates for this particle.

trial\_coordinates: Updated positions for the particle ( `np.array( float * unit.angstrom ( length = 3 ) )` )

`utilities.util.random_positions(cgmodel, max_attempts=100)`

Assign random positions for all beads in a coarse-grained polymer.

polymer\_length: Number of monomer units (integer), default = 8

backbone\_length: Number of beads in the backbone portion of each (individual) monomer (integer), default = 1

sidechain\_length: Number of beads in the sidechain portion of each (individual) monomer (integer), default = 1

sidechain\_positions: List of integers defining the backbone bead indices upon which we will place the sidechains, default = [0] (Place a sidechain on the backbone bead with index “0” (first backbone bead) in each (individual) monomer

bond\_length: Bond length for all beads that are bonded, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

sigma: Non-bonded bead Lennard-Jones interaction distances, ( float \* simtk.unit.distance ) default = 8.4 \* unit.angstrom

bb\_bond\_length: Bond length for all bonded backbone beads, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

bs\_bond\_length: Bond length for all backbone-sidechain bonds, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

ss\_bond\_length: Bond length for all beads within a sidechain, ( float \* simtk.unit.distance ) default = 1.0 \* unit.angstrom

positions: Positions for all beads in the coarse-grained model. ( np.array( num\_beads x 3 ) )

`utilities.util.random_sign(number)`

Returns ‘number’ with a random sign.

number: float

number

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