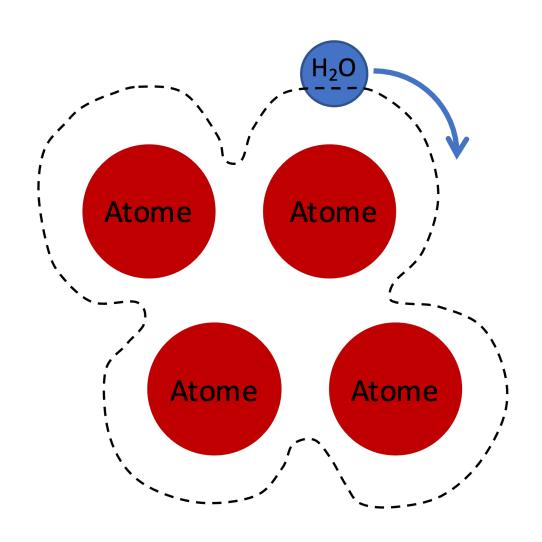




Short project : Subject n°2

Calculation of the solvent accessible surface of a protein

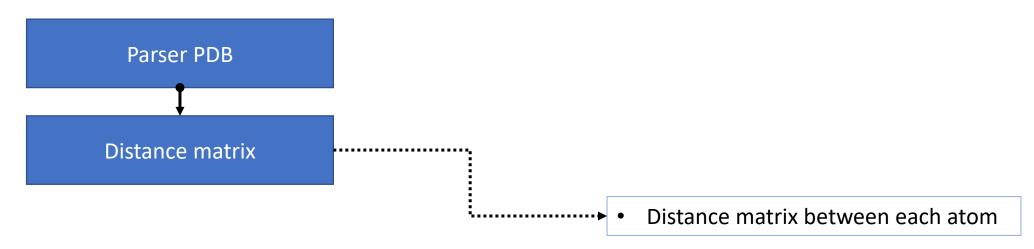
Objectif

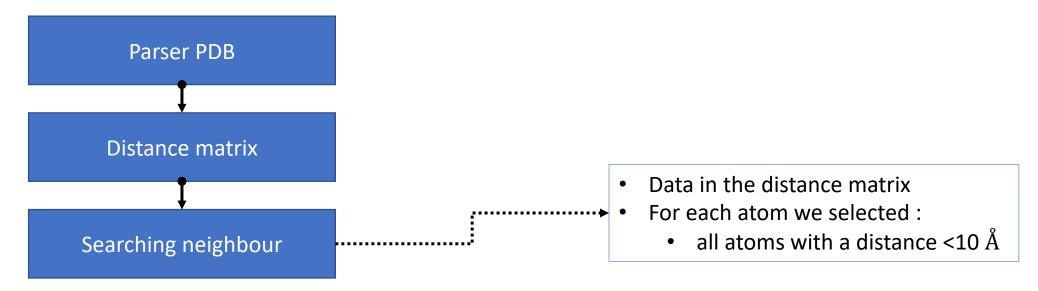


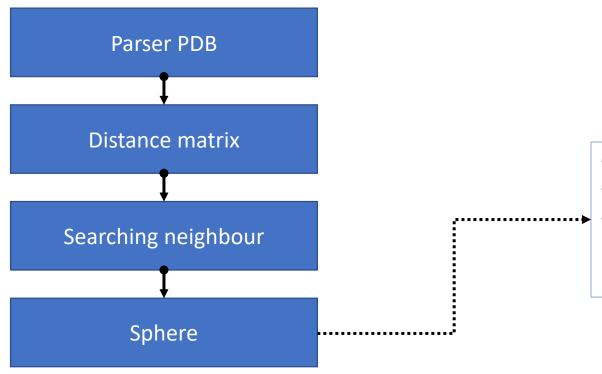
- Calculation of the protein's surface incorporating the water molecule.
- This method uses the principle of rolling a water molecule over the atoms to determine the accessible solvant surface.

Parser PDB

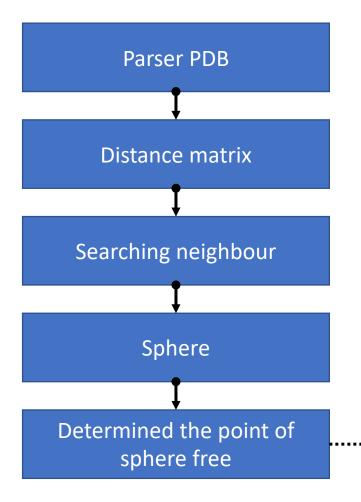
- Coordinated atoms
- Identification of atoms
- Residue per atoms
- Residues

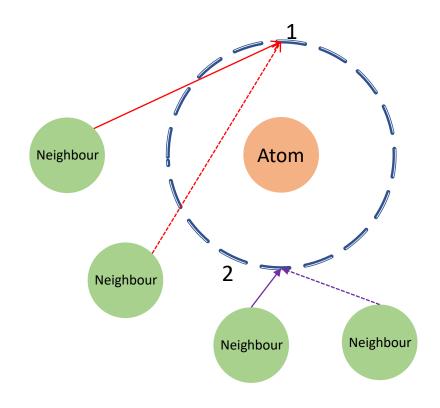




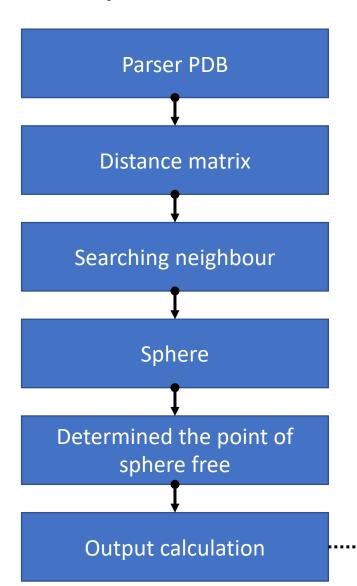


- Creating the sphere around the atom.
- Sphere consists of 92 points
- The radius of the sphere is composed of the Wan der Waals radius of the water and the Wan der Waals radius of the atom.



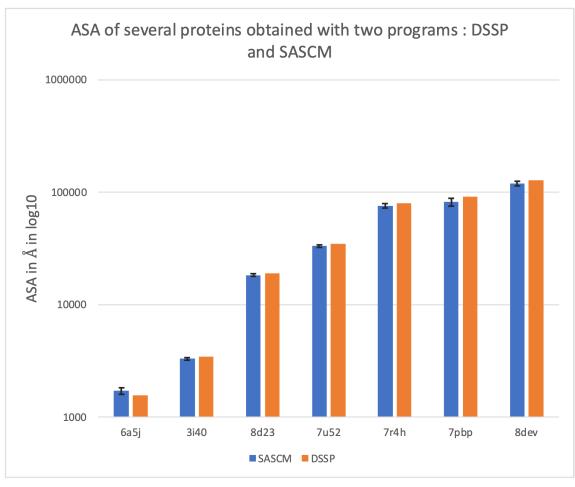


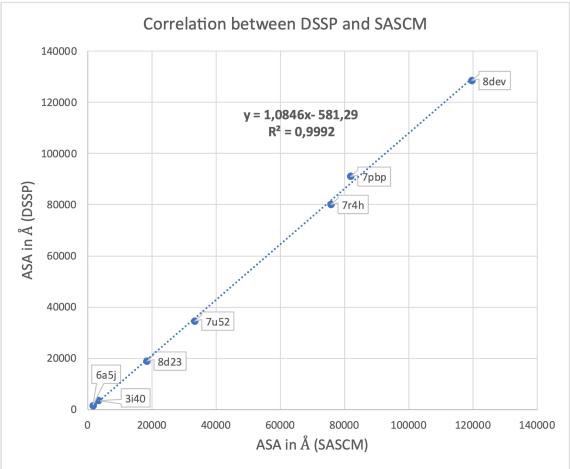
- Calculation of the distance between a point on the sphere and the neighbouring atoms.
- distance < radius of neighbouring Wan der Waals + water
- 1 : free point
- 2 : not free point



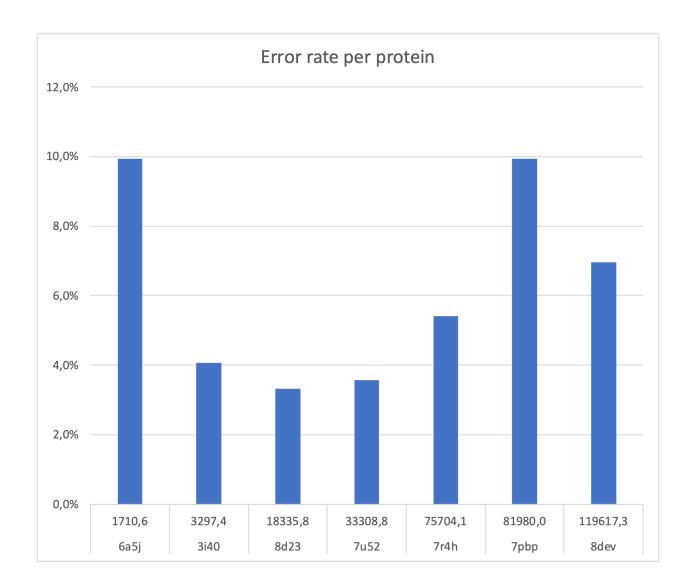
- Calculation the ASA
- Calculation the relative ASA
- Calculation the accessibility percentage

Results





Results



Conclusion

- Similar results between DSSP and SASCM with an error percentage varying between 3 and 10%.
- Longer time of execution : a few seconds to a few minutes depending on the size of the protein.
- To save time → implement parallelization.