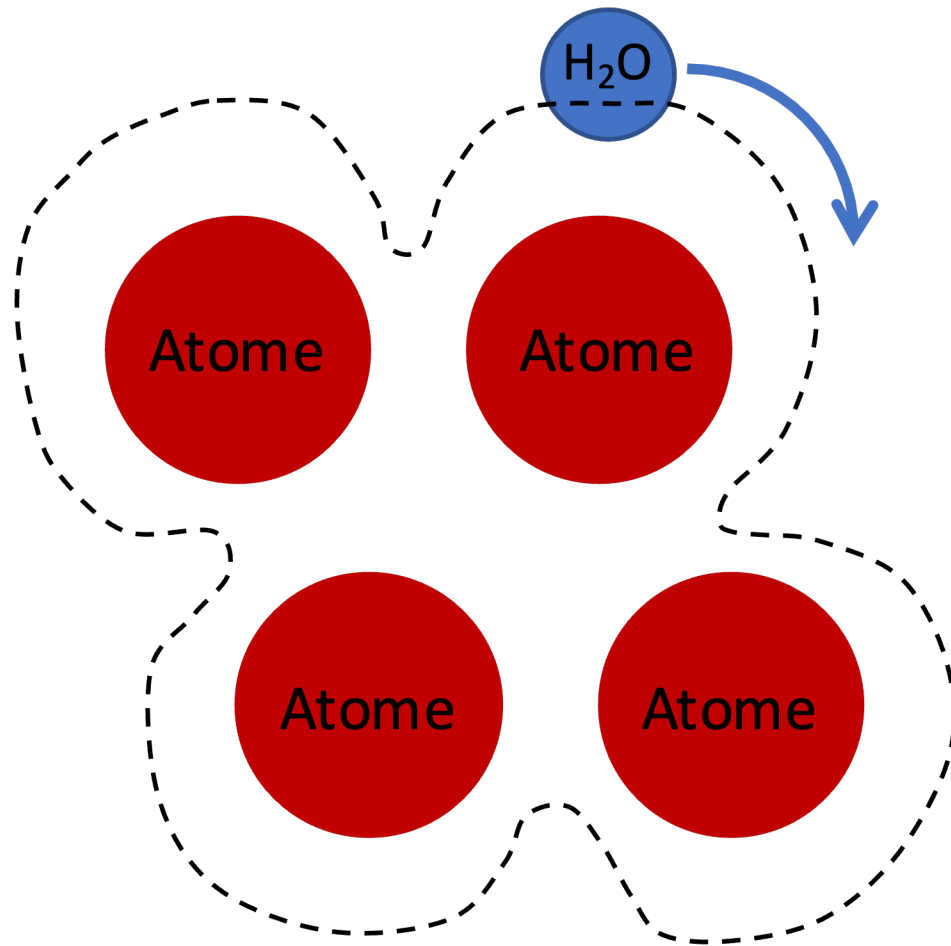


Short project : Subject n°2

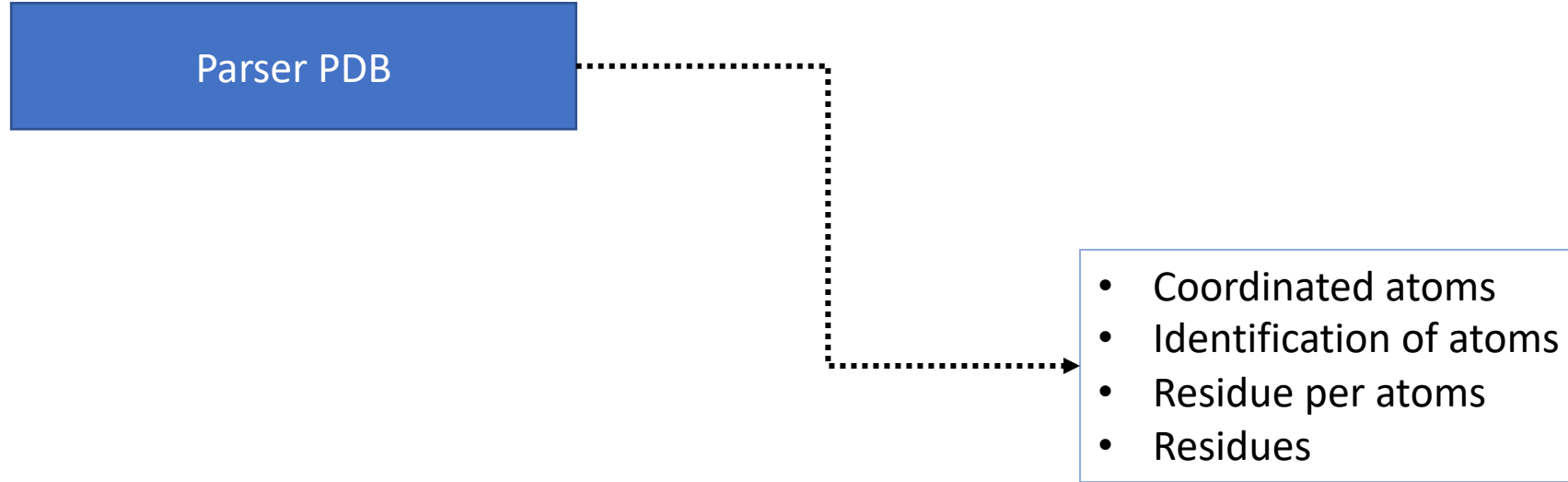
# Calculation of the solvent accessible surface of a protein

# Objectif

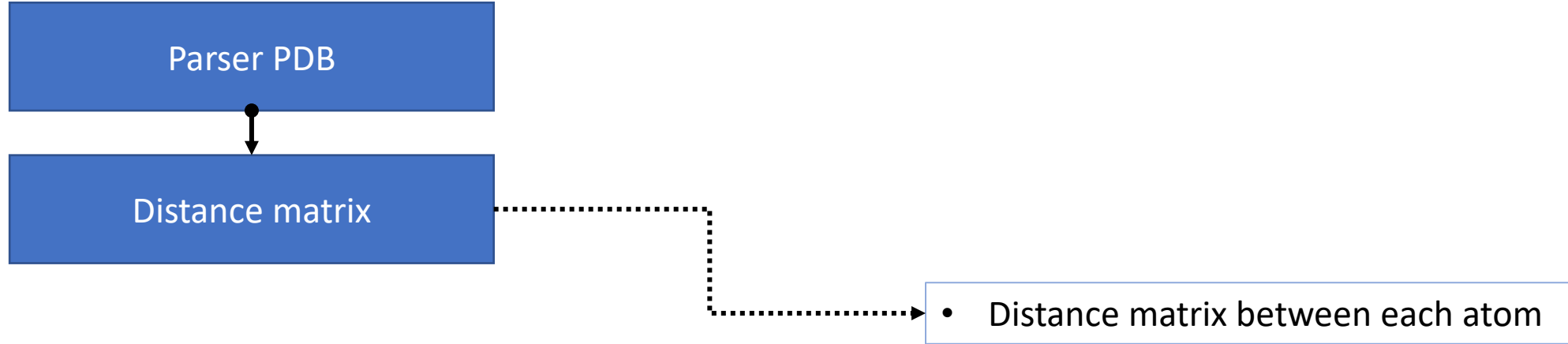


- Calculation of the protein's surface incorporating the water molecule.
- This method uses the principle of rolling a water molecule over the atoms to determine the accessible solvant surface.

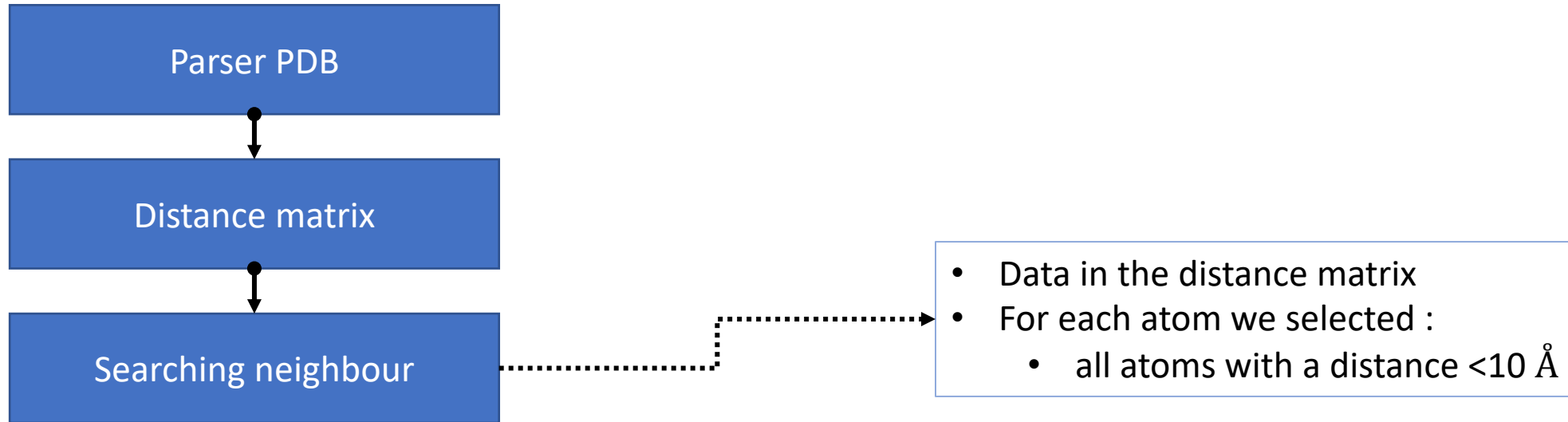
# Pipeline



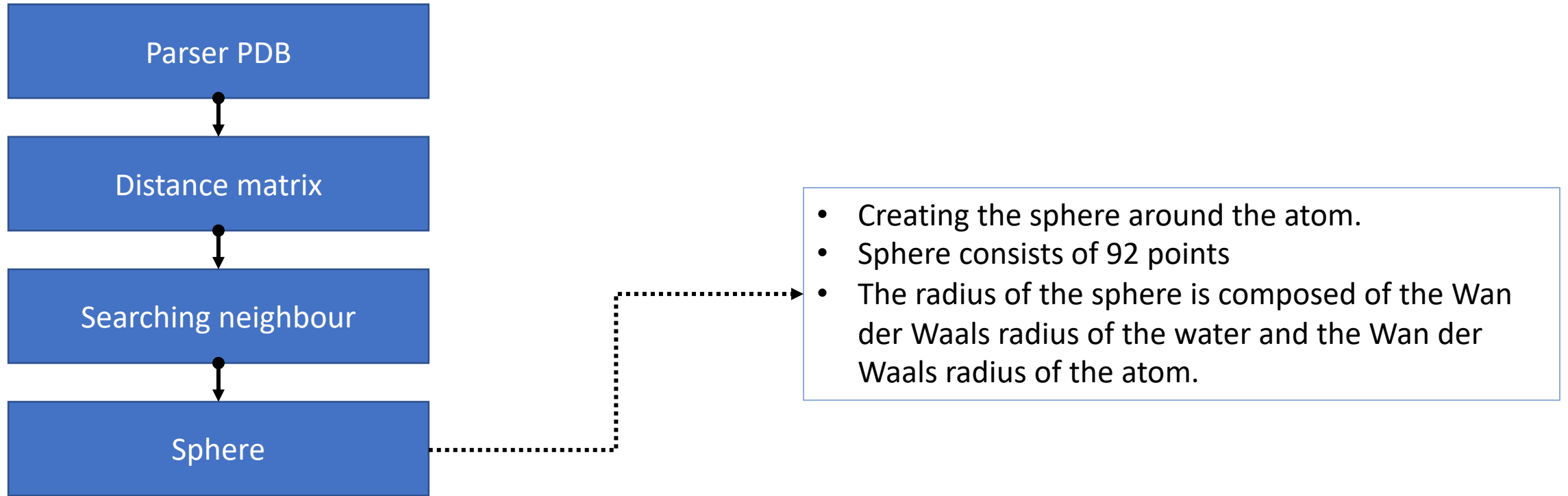
# Pipeline



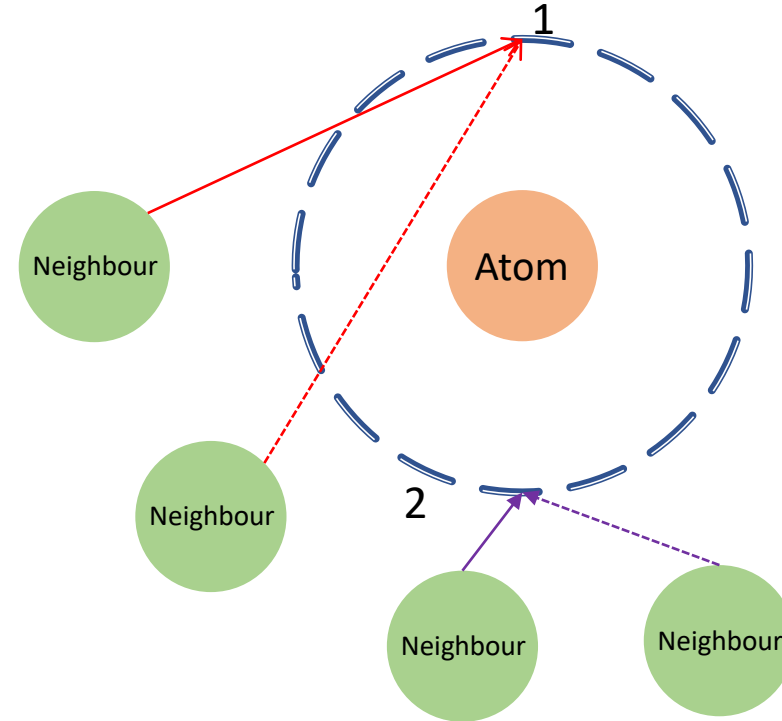
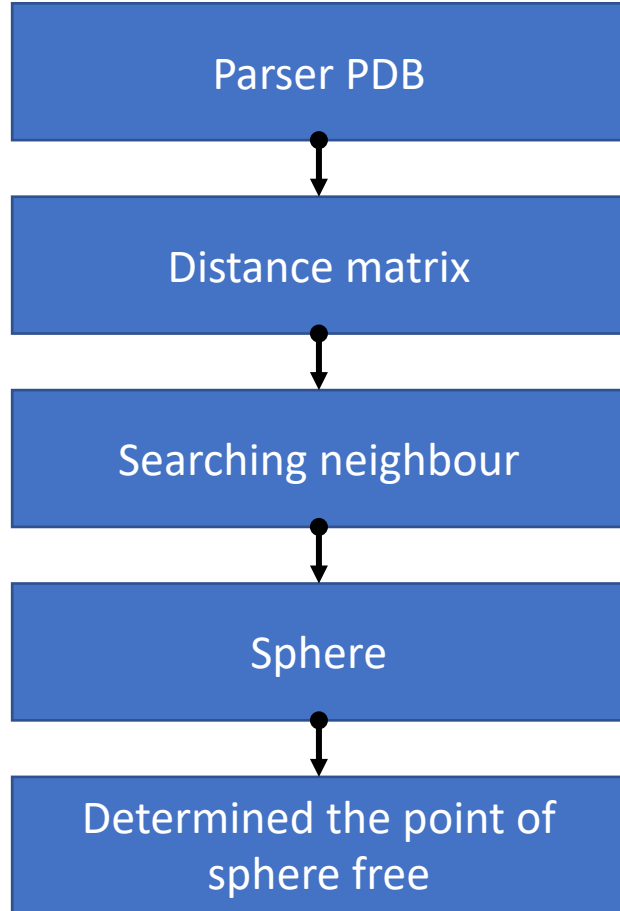
# Pipeline



# Pipeline

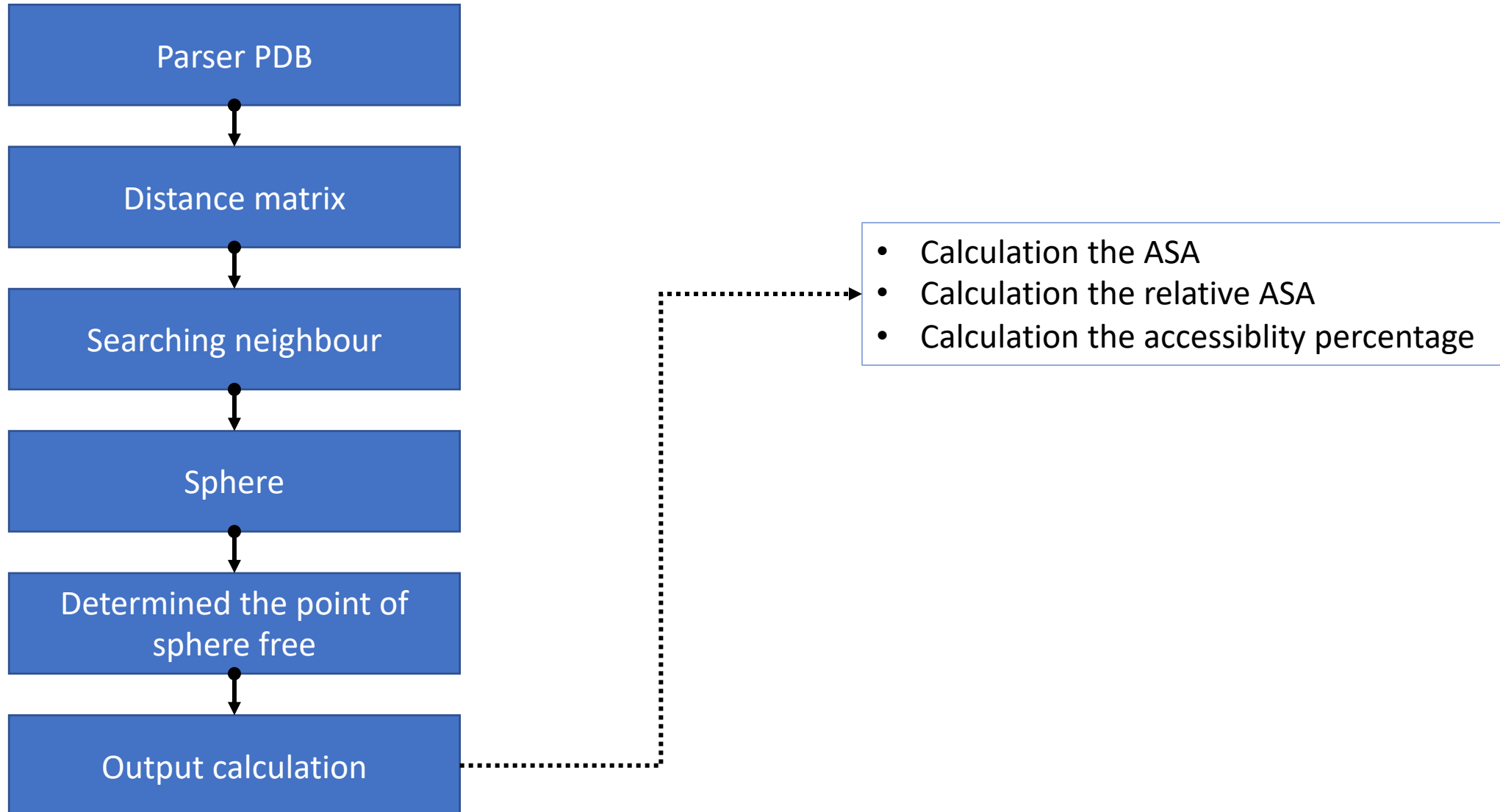


# Pipeline



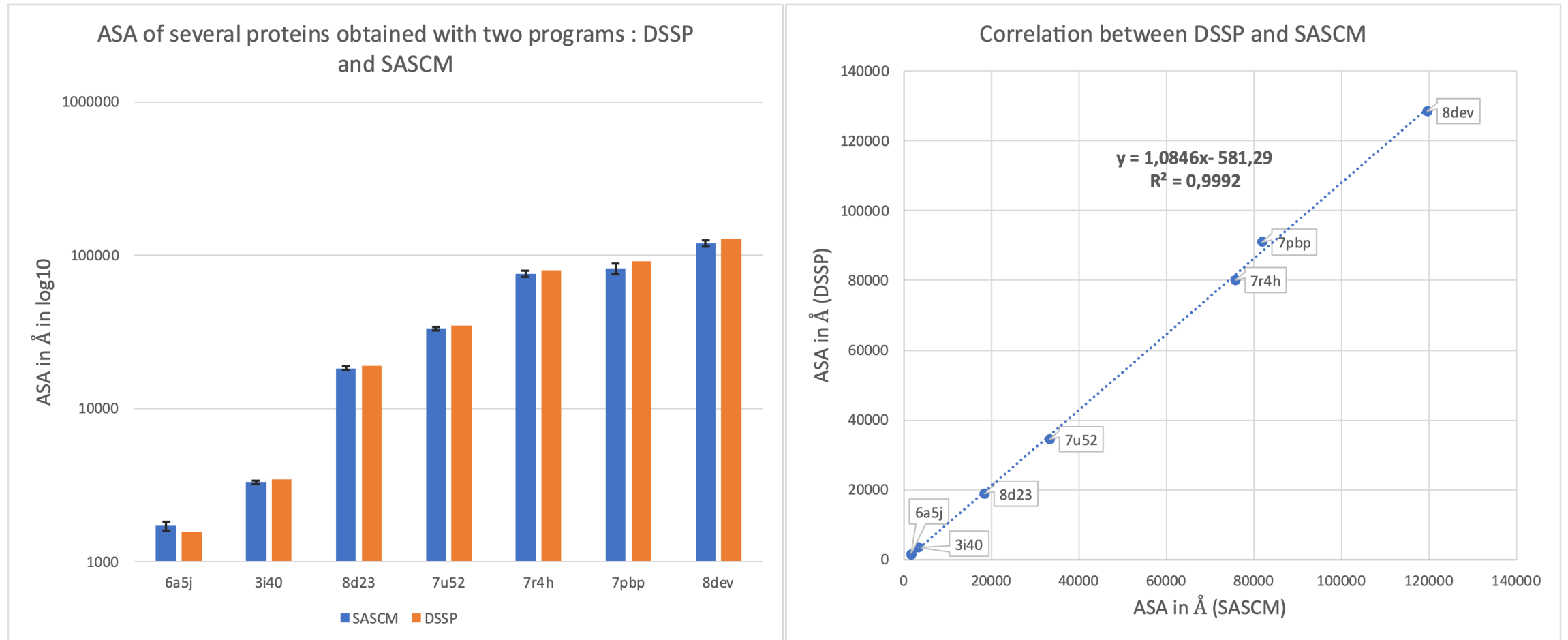
- Calculation of the distance between a point on the sphere and the neighbouring atoms.
- $\text{distance} < \text{radius of neighbouring Wan der Waals} + \text{water}$
- 1 : free point
- 2 : not free point

# Pipeline





# 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.