Browndye: Software for Brownian Dynamics

Second-order rate association rate constants

Site-to-site transfer probabilities



Trajectories for visualization

Inputs

- Atom positions and charges, both molecules Crystal structure PDB2PQR
 - Electric Field APBS Can have nested grids
 - Reaction Criteria
 Atom-atom distances



Software Structure

About 35 preprocessing programs Written mostly in Ocaml

Two simulation programs Written in C++11 Multithreaded

Run many simulations at once while sharing the same data



Software Structure (cont.)

Orchestrator Program (bd_top)

Makes sure that preprocessing programs are called in proper order on input and intermediate files

If a file changes, reruns programs that depend on it



If a change is made to Data 2, only Program B is rerun

XML Files

<roottag> <residue> <atom> <x>1.0</x> <y>2.0</y> <z>3.0</z> <radius>4.0</radius> <charge>1.0</charge> </atom>

<residue>

</roottag>

- Easy to read and edit
- Easy to generate
- Easy to parse, lots of free software for doing so
- Can add additional stuff without breaking software

Software Structure (cont)

- Runs on Linux and Mac
 - can use Cygwin on Windows
 - Docker containers
- Key algorithms are coded in a generic manner
 - C++ templates
 - User can use own data structures
 - User just has to write a little glue code in order to use in own software package

Brownian Dynamics

- Assume rigid bodies with some flexible loops and linkers
- Can be derived from Newton's Laws of Motion
- Assumption: time scale of solute motions >> time scale of solvent molecule motions

$$d\vec{x} = \frac{1}{k_B T} \boldsymbol{D} \cdot \vec{F} dt + \sqrt{2 dt} \boldsymbol{S} \cdot \vec{w}$$

 \vec{W} - Vector of random, Gaussian numbers (mean 0, sdev 1)

Valid only if F does not vary much during a time step

Force Calculations

- Electrostatic (Coulomb's Law)
- Short Ranged
- Desolvation
- Hydrodynamic
- Flexible (MM style)

Electrostatic Forces

- Charges of one molecule feel electric field of other molecule
- Lump charges together to save time



Short-Ranged Forces

- Dispersion (Lennard-Jones)
 - Attract when farther out
 - Strongly repel when too close



Proximity Detection for Short Ranged Forces



Done ahead of time:

- Find smallest enclosing sphere for molecule
- Divide molecule in half, and find enclosing spheres for each half
- Repeat previous steps for halves and their children
- -Stop when just a few atoms in each sphere

Proximity test:

- Test distance between two outer spheres
- If not near, then no collision
- If are near, then recursively test distances between children spheres
- Test individual atoms at lowest level

Additional trick: remove interior atoms beforehand



Desolvation Forces

- Charges like to stay in solution
- Repulsive force between charge and surface



Hydrodynamic Forces

- Movement of molecule causes motion of surrounding fluid
- Fluid pushes on neighboring molecule
- Not in F term in BD equation; rather, in D



Interactions for Flexible Parts

Similar to forces for Molecular Dynamics



Rate Constant Calculation

- Surround larger molecule with two spheres
- Must be large enough so forces are spherically symmetric
- Builds on work by Luty, McCammon, and Zhou

Rate Constant Calculation (cont.)







- Start ligand on inner b-sphere
- If it reaches outer sphere before reacting, then:
 - Compute probability of ever returning to b-sphere
 - Roll the dice: if it returns, place back onto b-sphere according to precomputed probability distribution
 - Figure out how much time was spent in transit by drawing a time from a time distribution
 - Update the rotational states using transit time

Rate Constant Calculation (cont.)

- One trajectory
 - Start on b-sphere
 - Keep going until reaction or escape
- Run many trajectories
 - Probability of reaction vs. escape is used to compute rate constant
 - Need to run enough trajectories to get good statistics and good estimate on rate constant
- Site-site probability start on first site, run until escape or reaching of second site

Infrequent Reactions

- Must run very large number of trajectories
- Instead, run many copies at once and use statistical weighting to get better sampling in less time
- Weighted Ensemble Method

Weighted Ensemble Method



Run many copies

Split and combine copies to keep equal numbers in each bin

Size shown is statistical weight; does not affect physics

Can always measure something even for very rare events

Program Flow

t – thrombin; m - thrombomodulin





Program Flow (cont.)



Used for hydrodynamic interactions

Simulation Programs

- nam_simulation (Northrup-Allison-McCammon)
 - Computes one trajectory at a time
- we_simulation
 - Uses weighted ensemble method
- Overall scheme
 - bd_top runs the preprocessing programs
 - In addition to the various files, an overall simulation file is generated (thrombin_modulin_simulation.xml in example)
 - User then runs simulation programs

Limitations

- Simplified model
- Need to know structure of complex
- Rates are sensitive to reaction criteria distances
 - Big fat adjustable parameter!
 - Okay to tune distances to match rates at one set of conditions, and use for different set (ionic strength, pH, mutations)

Browndye 2.0

- Allows flexible chains and loops in addition to rigid cores
- Allows more than two bodies
- Still untried on complex systems



Conclusion

- browndye.ucsd.edu code and documentation
- Computer Physics Communications 181 (11), 1896-1905 (2010)
- Thanks to Andy McCammon, Robert Konecny, and others
- Howard Hughes Medical Institute, NIH

Ongoing Research

Ability to compute off-rates and thence binding equilibria

Combination with Molecular Dynamics (SEEKR in Amaro lab)

Flexible cores

Box full of many molecules