

# Bridging Structure and Evolution

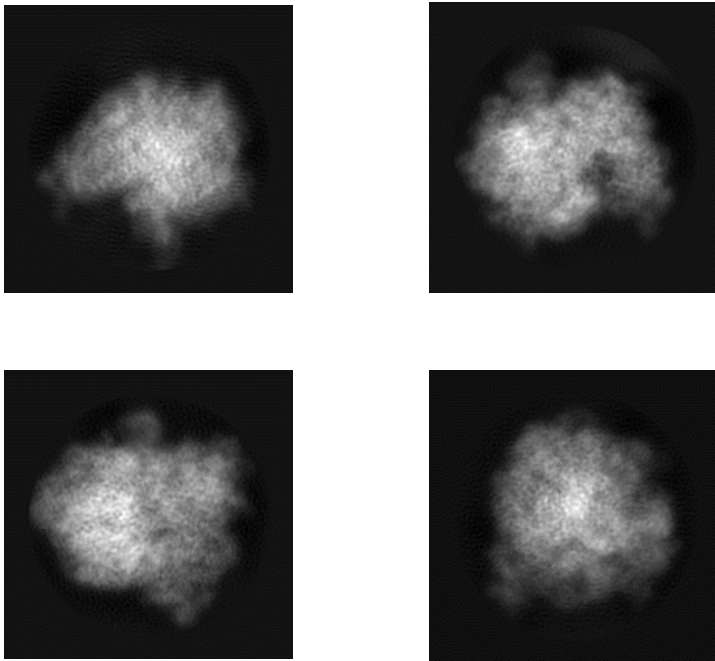
## Evolutionary Discovery of Molecular Structures



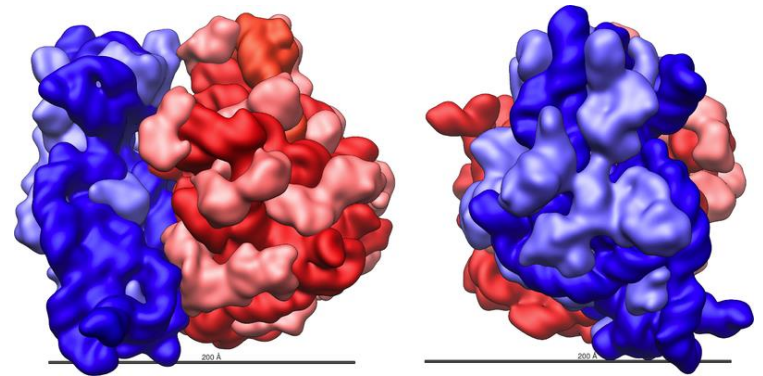
Kyle Harrington  
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Brandeis University



# Micrographs to 3D structures

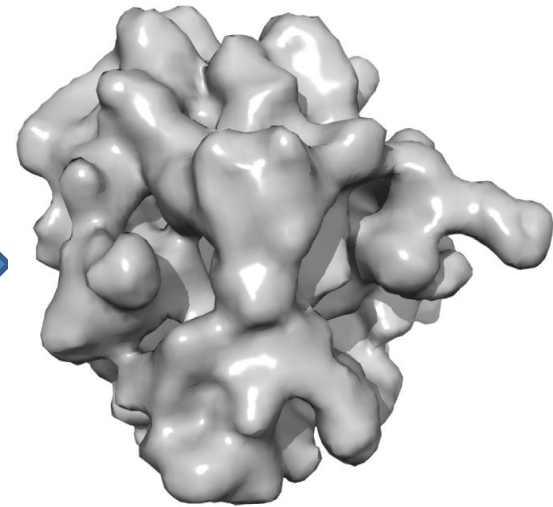
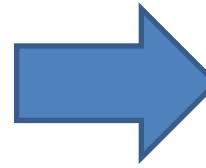
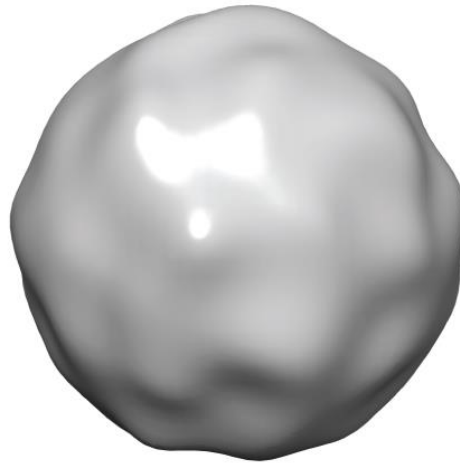
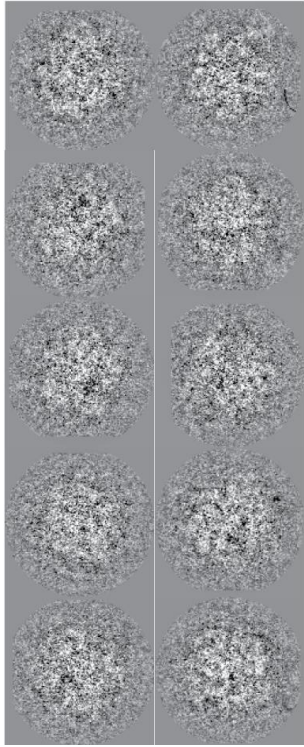


Rendering of experimentally-  
derived ribosome structure

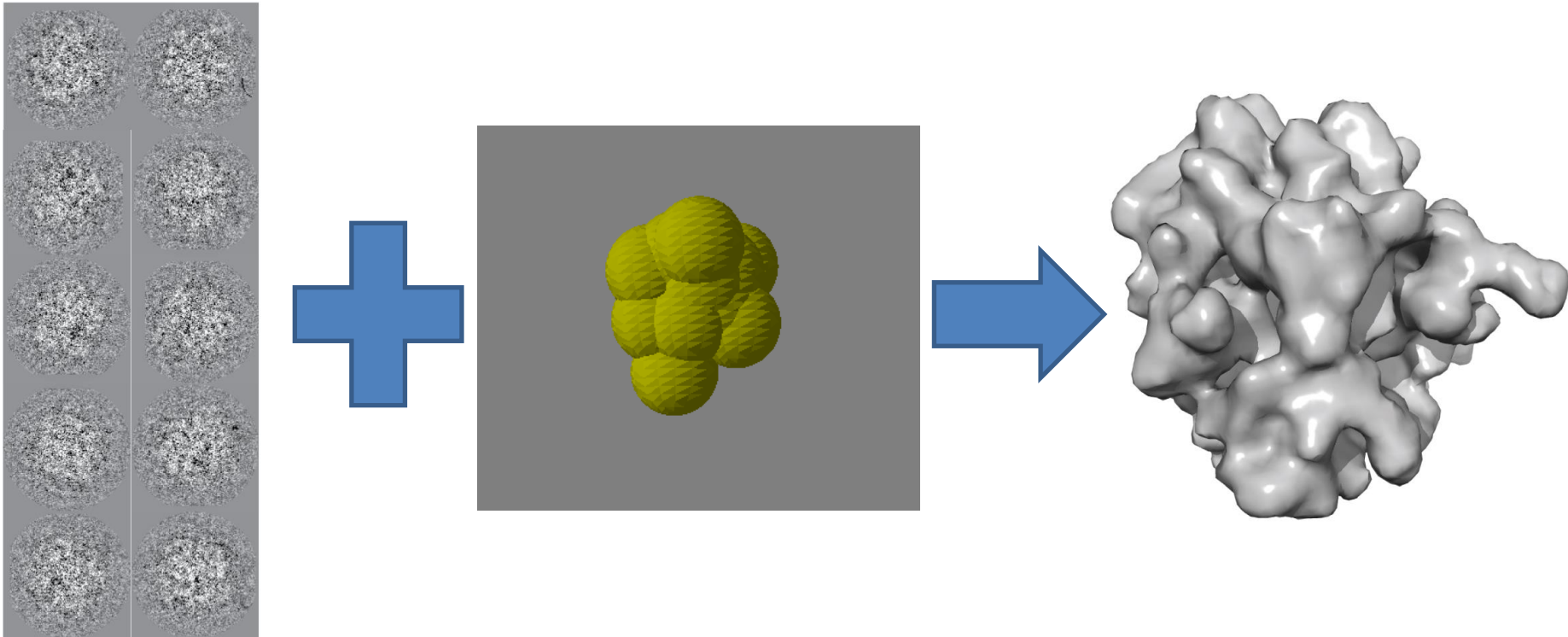


3D reconstruction

# Projection Matching Methods

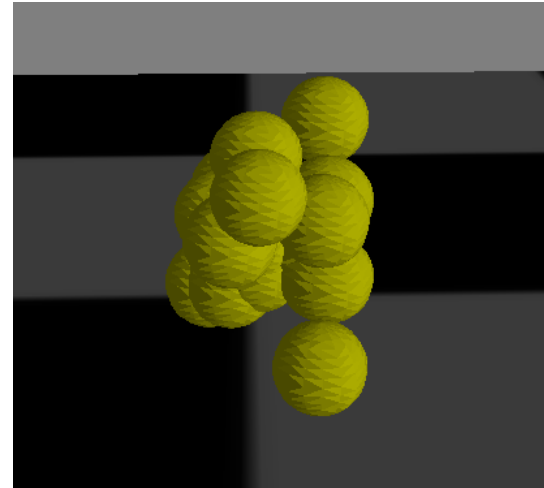
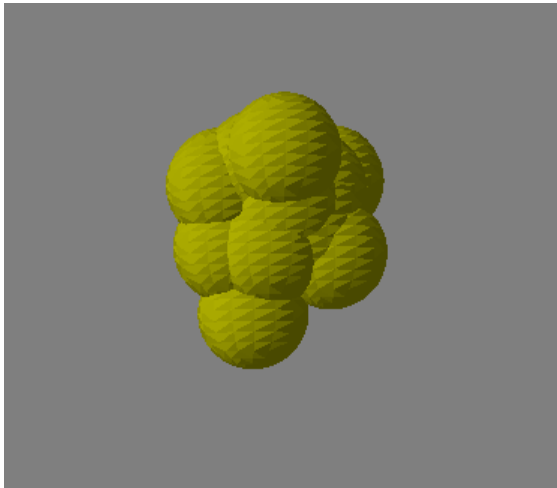


# BEADS Evolutionary Automated Discovery of Structures



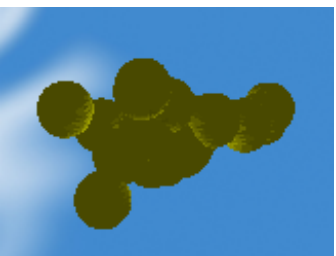
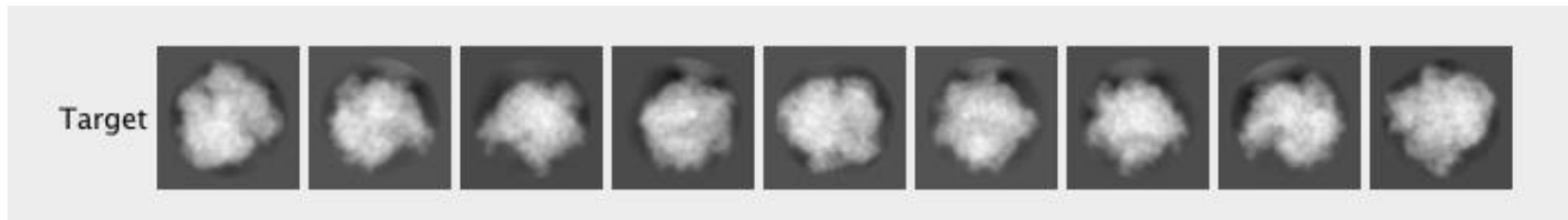
# Our Representation

- Volumes of density as spheres
  - Variable number of spheres
  - Variable radius



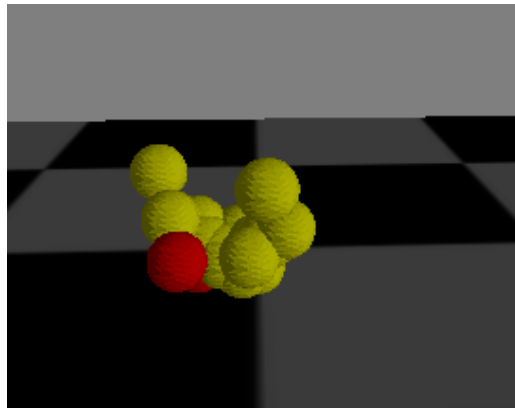
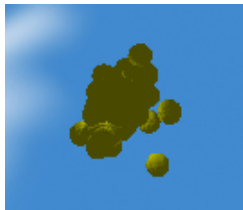
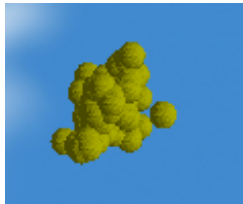
# Evaluating a candidate model

- Computing fitness of a model
  - Simulate microscope imaging
  - Ray-trace from imaging plane

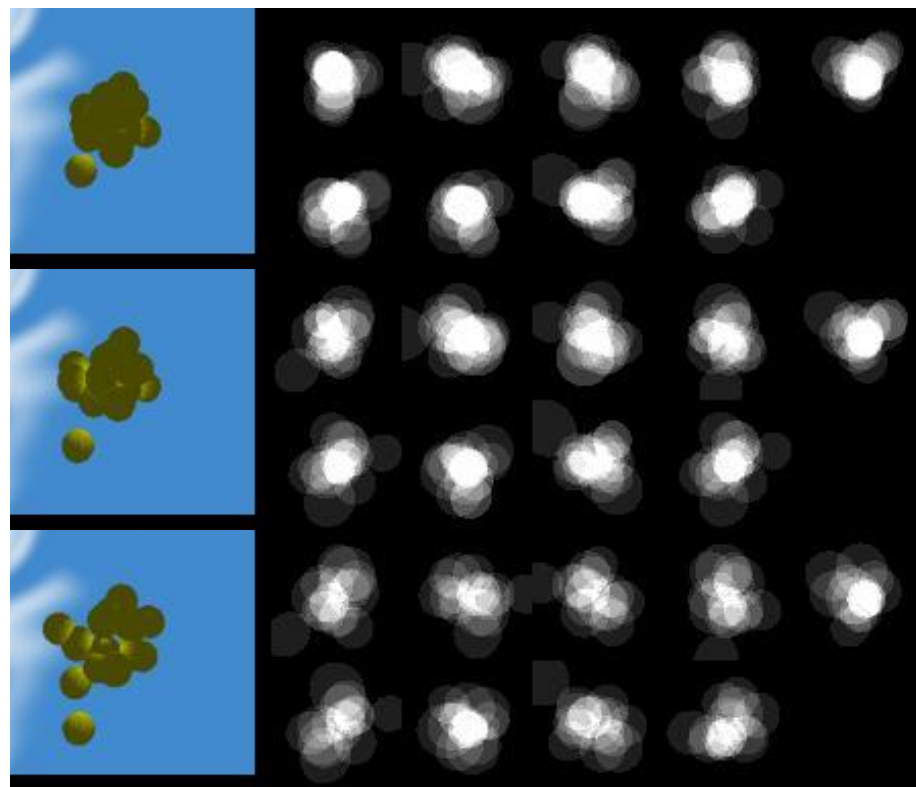
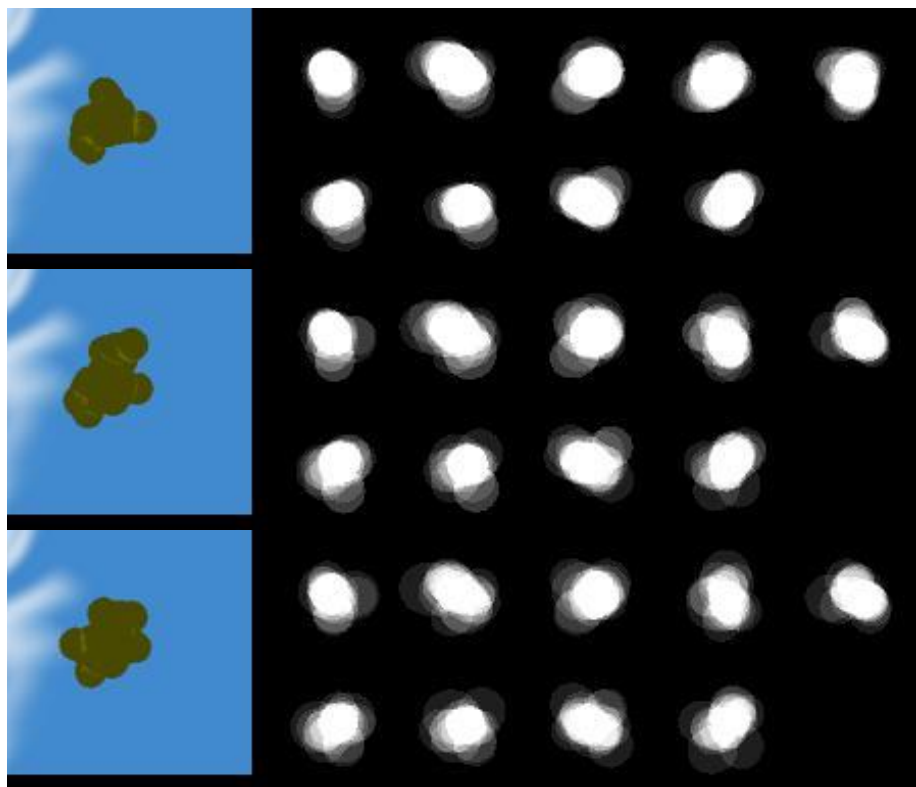
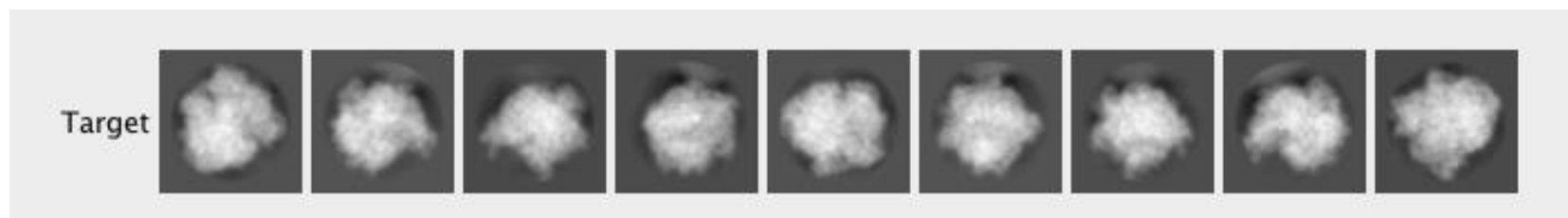


# Mutation

- Mutation randomly perturbs candidate model

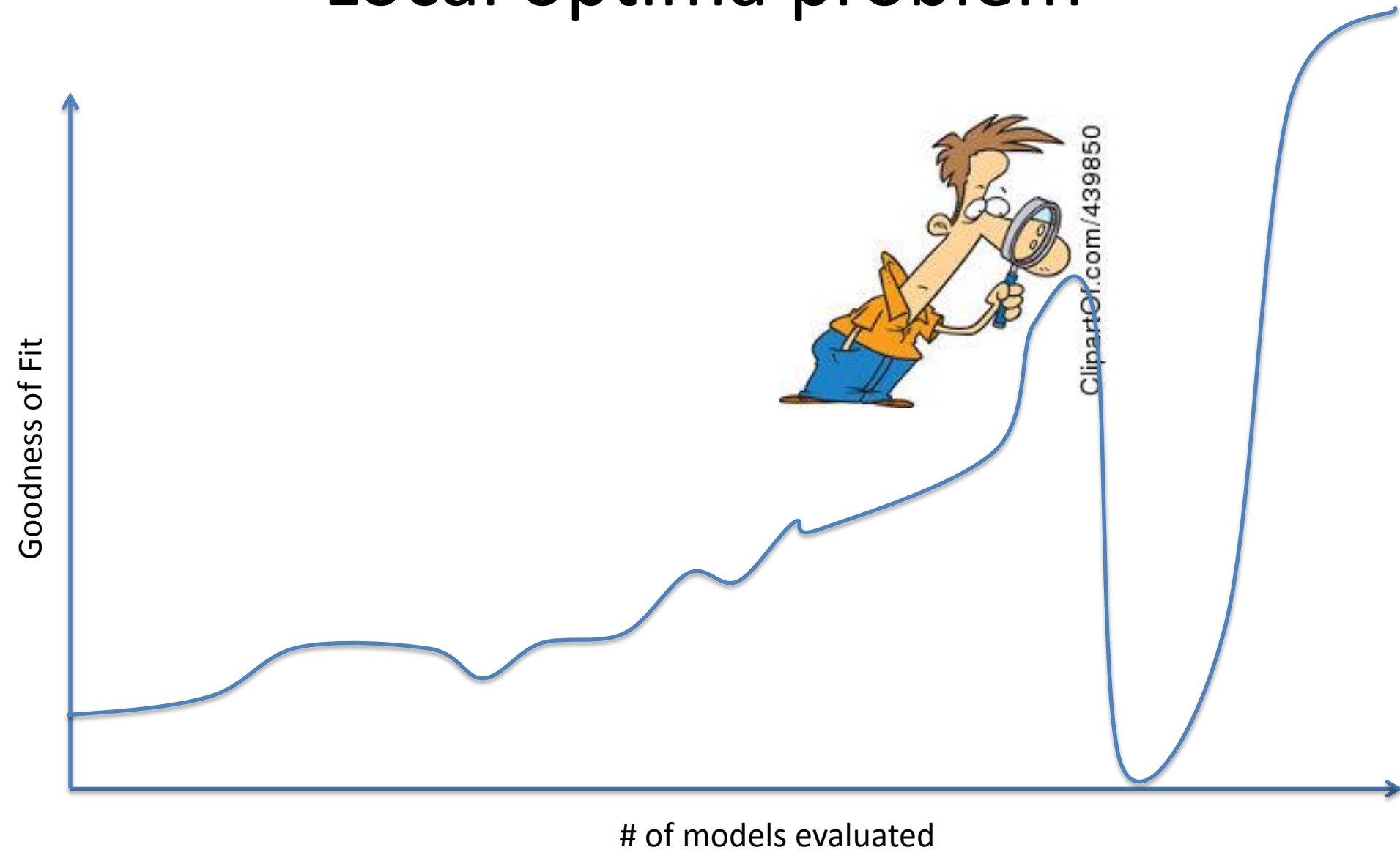


# Example: Structure Search



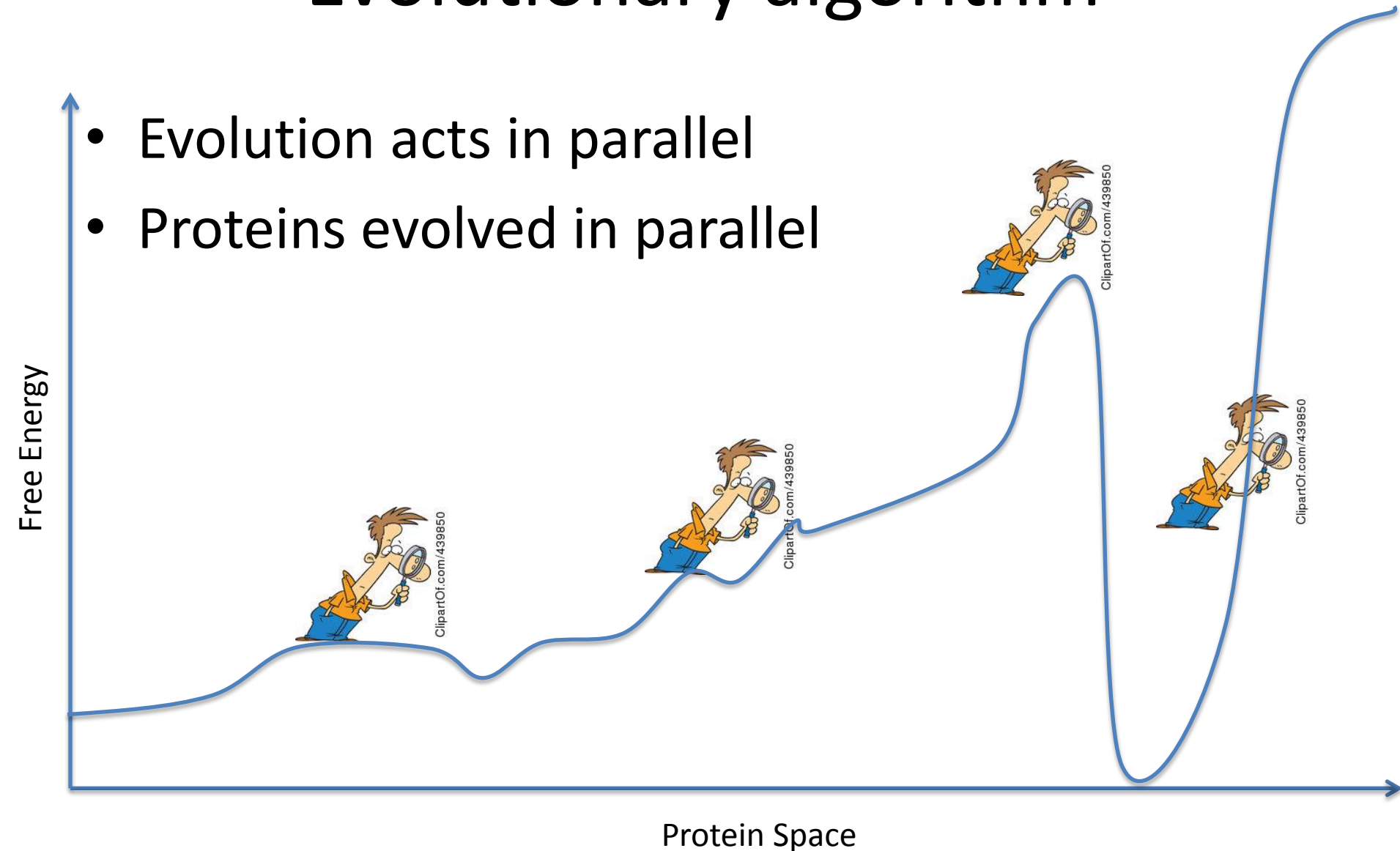


# Local optima problem



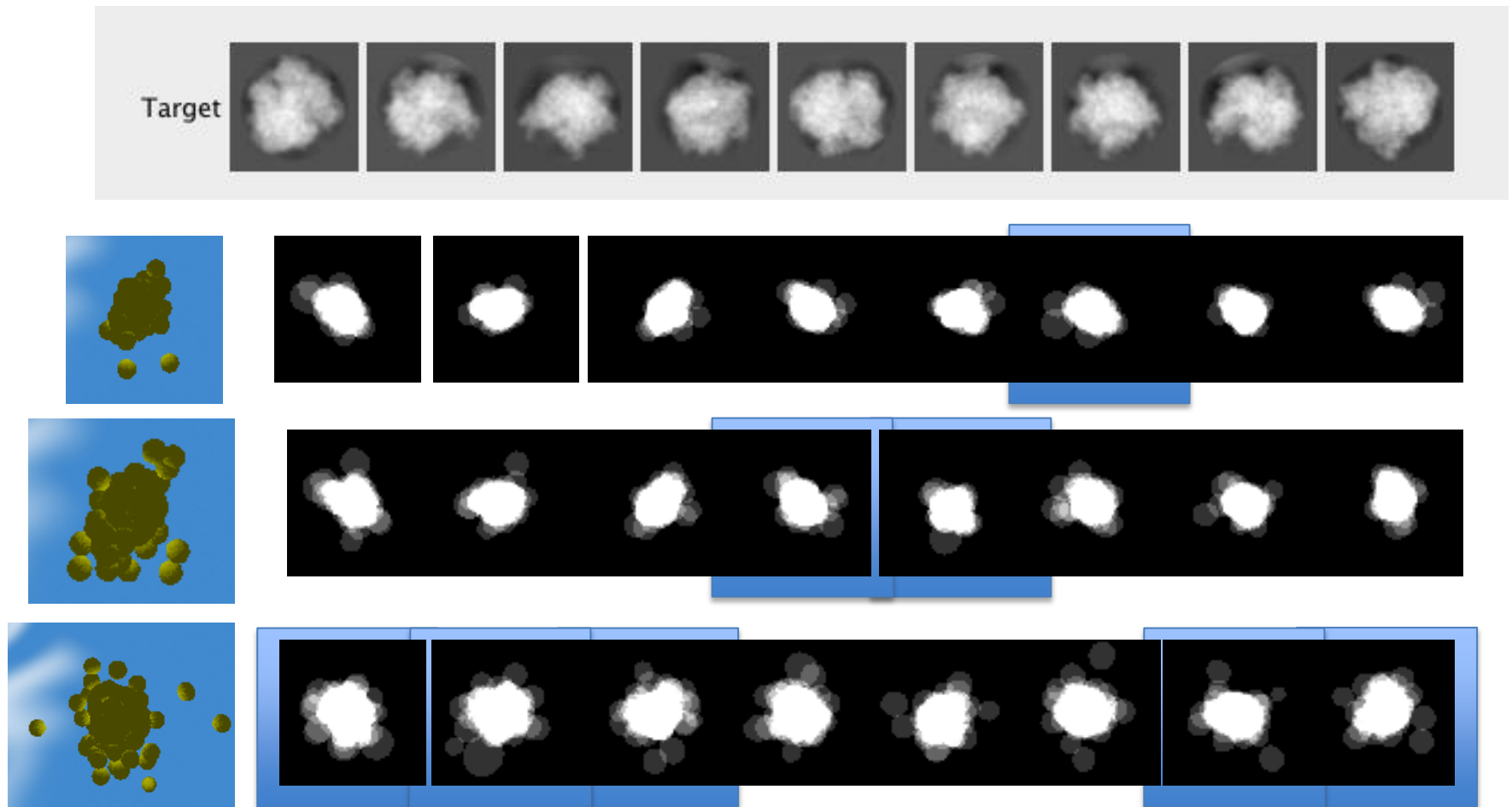
# Evolutionary algorithm

- Evolution acts in parallel
- Proteins evolved in parallel



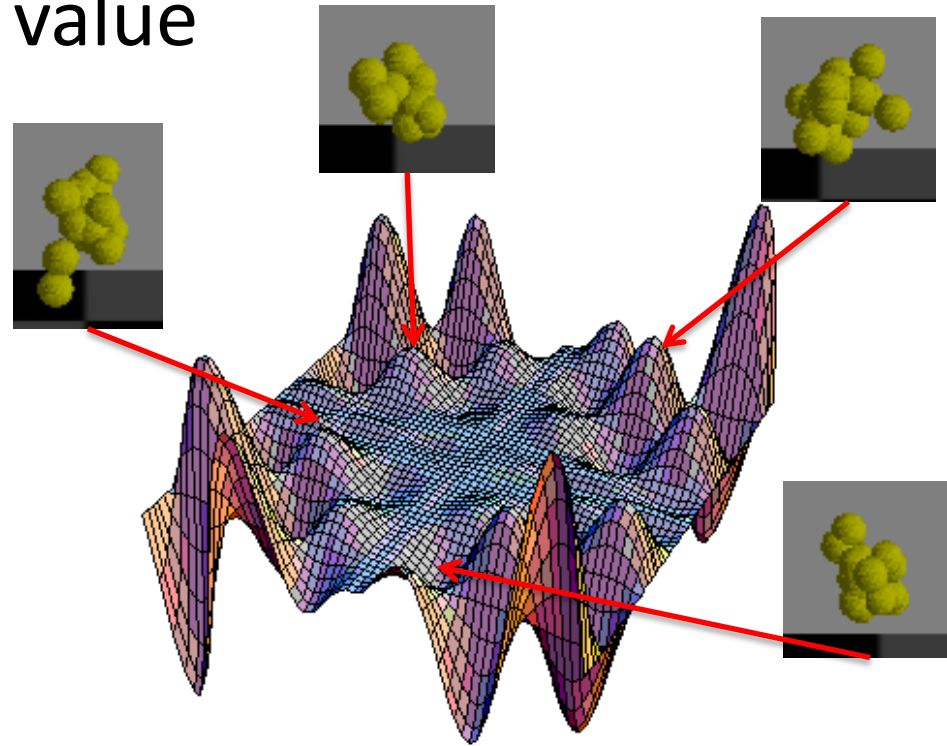
# Populations of models

- Individual models may favor different features

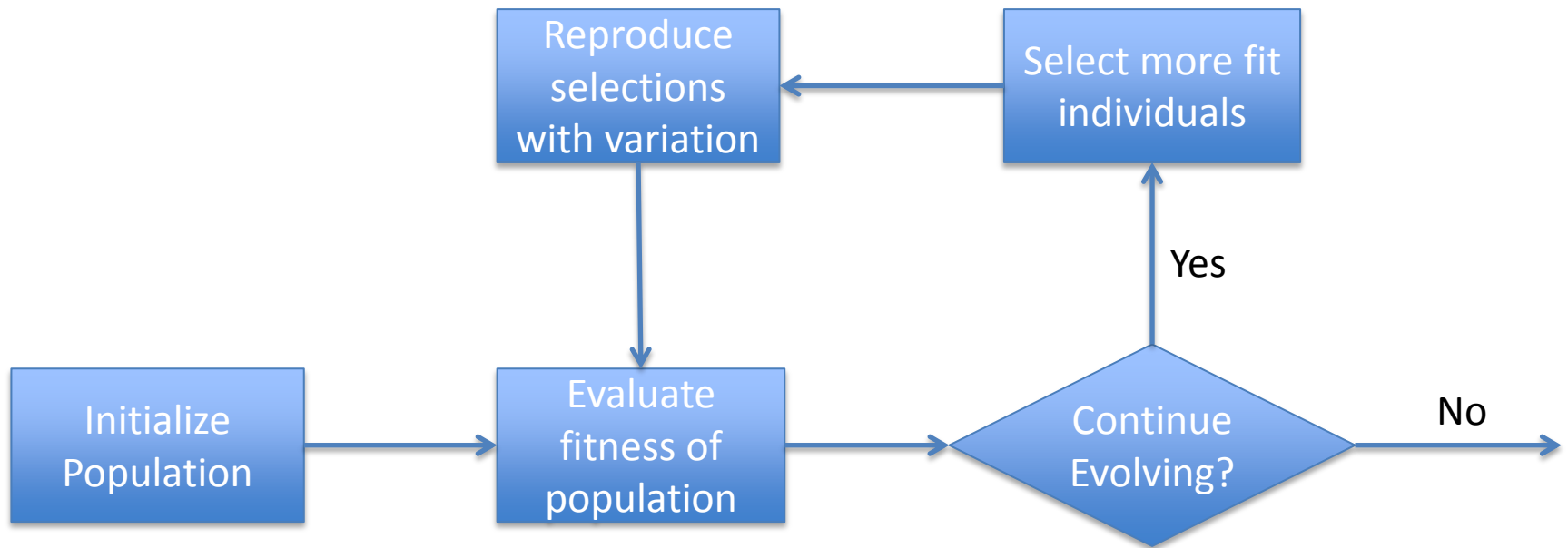


# Fitness Landscapes

- Fitness landscape describes the distribution of phenotypes by fitness value
- Local optima
- Multiple peaks
- Deceptive optima



# Evolving Structural Models



# Thank you

- Jordan Pollack
- Jeff Gelles and Jane Kondev
- QB program
- Audience

# Brevis

- <http://brevis.goleemics.org>
- New standalone IDE

