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# A few Applications of Pattern Recognition Techniques to Proteomics

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# Overview

- Searching in a database of protein structures
  - Search for a structural "motif"
  - Pairwise comparison
  - All-to-All comparison
- Study the interaction between structures and other molecules (Protein Docking)
  - Molecular surface representation
  - Protein surface comparison
  - Geometric shape descriptors
  - Shape matching algorithms

# PDB

RCSB PDB PROTEIN DATA BANK → RCSB PDB-101

As of Tuesday Jun 19, 2012 at 5 PM PDT there are 82522 Structures | PDB Statistics |    

A MEMBER OF THE PDB

RCSB PDB PROTEIN DATA BANK → RCSB PDB-101

As of Tuesday Jun 25, 2013 at 5 PM PDT there are 91761 Structures | PDB Statistics |    

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Understanding PDB Data  
Molecule of the Month  
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## Biological Macromolecular Resource

Full Description

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RCSB PDB-101

Health & Disease

### Molecule of the Month Dermcidin

Bacteria are a constant threat, so our bodies have many defenses to protect us from infection. One of our first lines of defense is a collection of small peptides, termed antimicrobial peptides, that are secreted from our cells. These peptides are toxic to a broad spectrum of bacteria, binding to their membranes and disrupting their function. For instance, dermcidin is an antimicrobial peptide secreted by sweat glands that attacks any bacteria on our skin.

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2013-06-25

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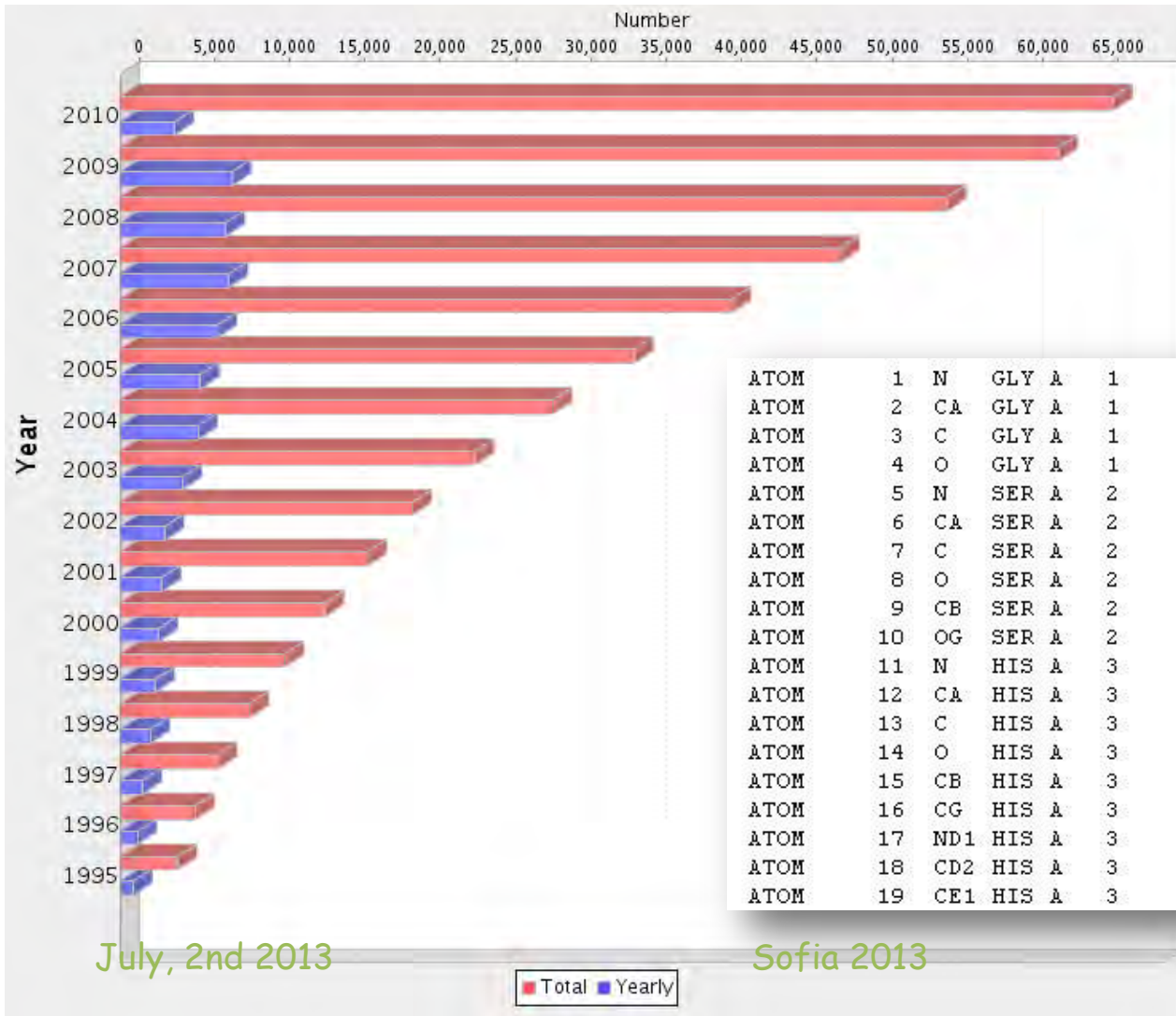
the RCSB PDB

PDB

y-used searches, alerts for new d easily access notes and

# Protein Data Bank (PDB)

<http://www.rcsb.org/pdb/>



ATOM	1	N	GLY	A	1	44.842	51.034	101.284	0.01	27.20
ATOM	2	CA	GLY	A	1	45.640	50.230	100.389	0.01	26.99
ATOM	3	C	GLY	A	1	46.692	49.648	101.308	0.01	26.80
ATOM	4	O	GLY	A	1	46.895	50.222	102.381	0.01	26.91
ATOM	5	N	SER	A	2	47.283	48.516	100.951	1.00	26.26
ATOM	6	CA	SER	A	2	48.277	47.866	101.761	1.00	26.17
ATOM	7	C	SER	A	2	49.212	47.031	100.845	1.00	24.21
ATOM	8	O	SER	A	2	49.060	47.195	99.630	1.00	19.77
ATOM	9	CB	SER	A	2	47.438	47.091	102.800	1.00	26.31
ATOM	10	OG	SER	A	2	46.276	46.356	102.404	1.00	27.99
ATOM	11	N	HIS	A	3	50.147	46.186	101.370	1.00	23.93
ATOM	12	CA	HIS	A	3	51.129	45.389	100.609	1.00	21.44
ATOM	13	C	HIS	A	3	50.953	43.905	100.849	1.00	20.32
ATOM	14	O	HIS	A	3	50.530	43.595	101.950	1.00	22.00
ATOM	15	CB	HIS	A	3	52.555	45.674	100.990	1.00	19.69
ATOM	16	CG	HIS	A	3	52.940	47.090	100.611	1.00	21.44
ATOM	17	ND1	HIS	A	3	53.371	47.470	99.422	1.00	20.87
ATOM	18	CD2	HIS	A	3	52.956	48.175	101.433	1.00	21.69
ATOM	19	CE1	HIS	A	3	53.676	48.730	99.476	1.00	20.57

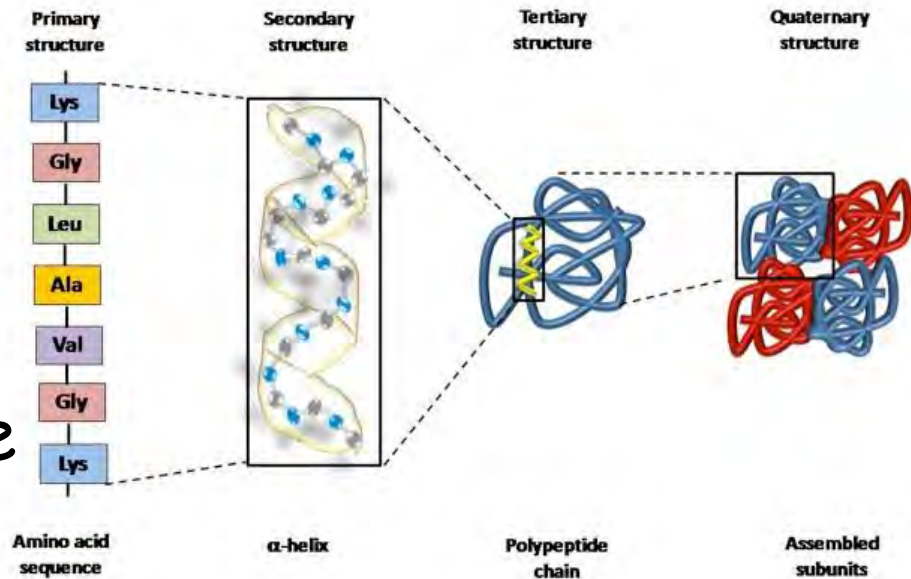
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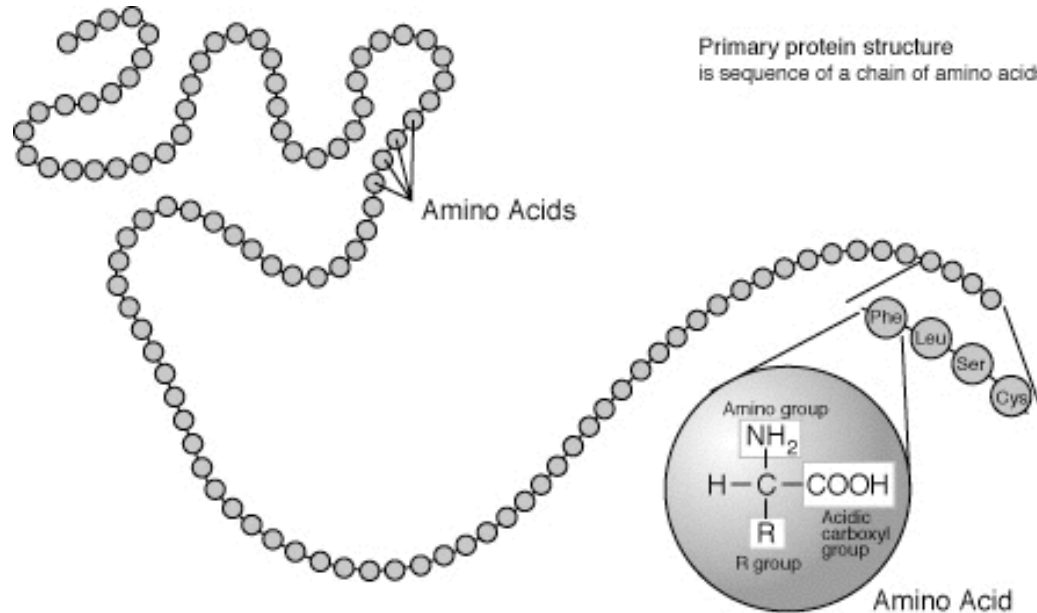
4

# Levels of protein structure representation

- Primary structure
- Secondary structure
- Tertiary structure
- Quaternary structure



# Primary structure: the sequence of amino acids

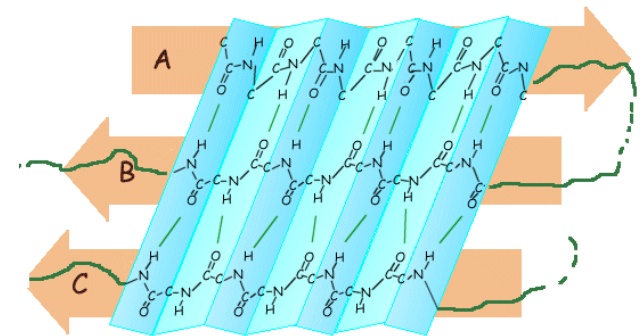


MHGAYRTPRSKTDAYGCQILETRAS

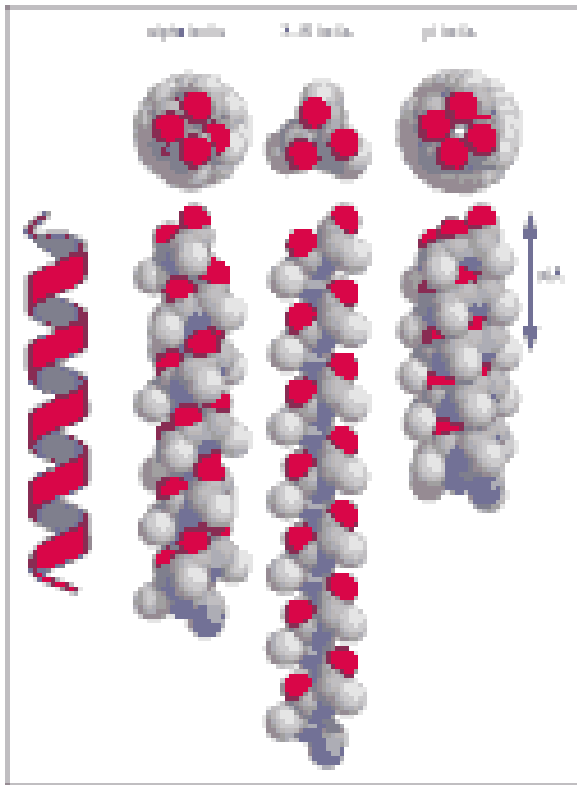
# Secondary structures

Three basic components:

- helix
- sheet
- Loops (linear connections between the components)



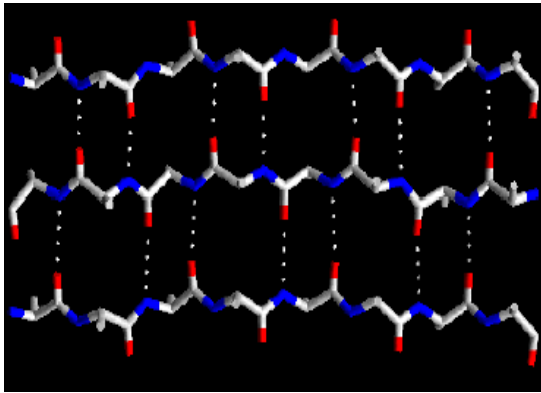
# The helices



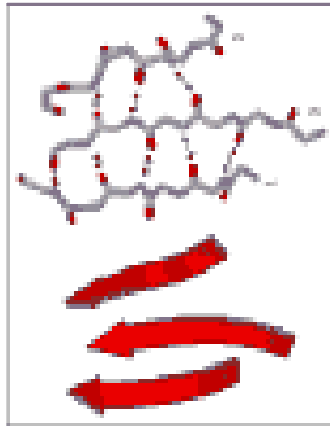
- One of the most closely packed arrangement of residues.
- ~40% of residues in globular proteins



# The sheet



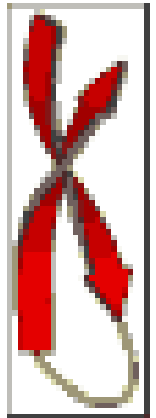
loosely packed  
arrangement of  
residues.



Parallel



Antiparallel



Twisted

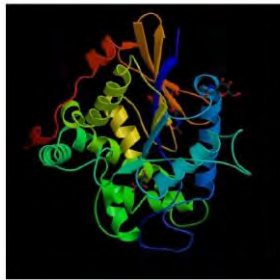
# Secondary Structures Representation

- Secondary structures are represented as linear vectors (segments):  
the **axis** for the helix and the **best fit** segment for a **sheet**
- An alignment algorithm is used to match an helix segments with known axes to determine helix axis. Direct segment fits are made to fit sheet strands.

# Secondary Structure Determination

- Programs: DSSP and STRIDE.
- On the average 4.8% of the target residues were differently assigned, this number reaching 12% for certain targets.

# Protein Structure Comparison



New protein

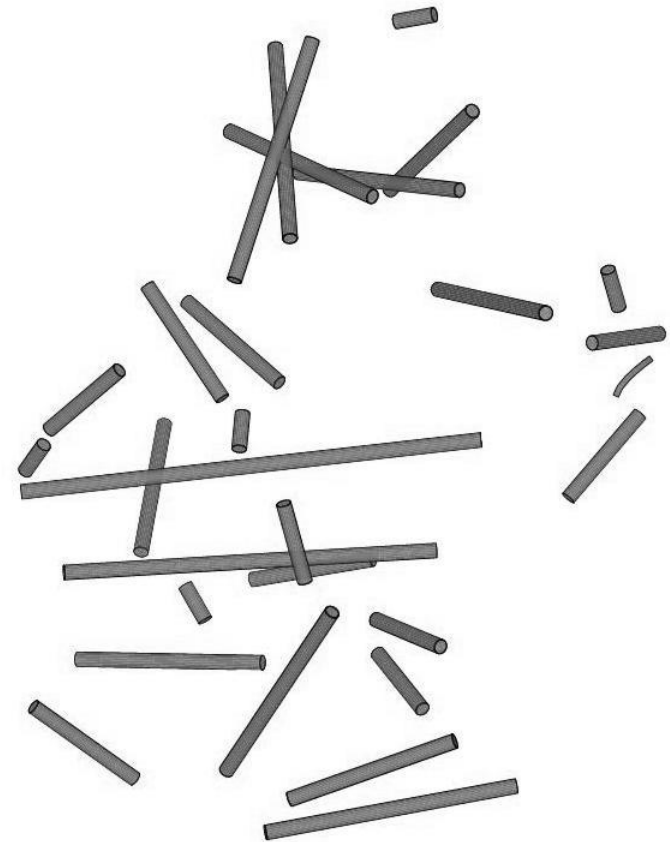
What are  
the most  
similar  
folds ?



PDB

# Secondary structure representation

- Each secondary structure is displayed as a cylinder
- The protein is represented by an ordered sequence of cylinders with two labels: helices or sheets

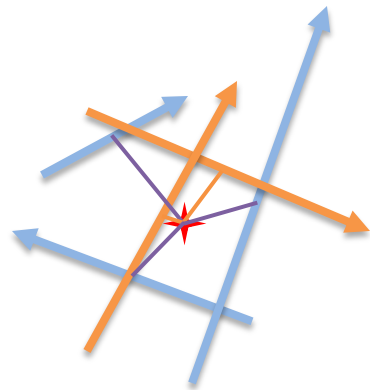


# GHT applied to proteins

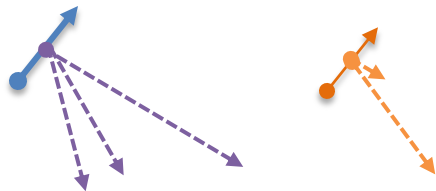
- For every protein, the distance ( $\rho$ ) of every secondary structure from a reference point (RP, eg the geometric center of the protein) and the angle (theta) between the direction of the secondary structure in the 3D space and the segment linking the center of that secondary structure with the RP are first calculated. (GH reference table **RT**)

# In the way of GHT (simplified 2D representation)

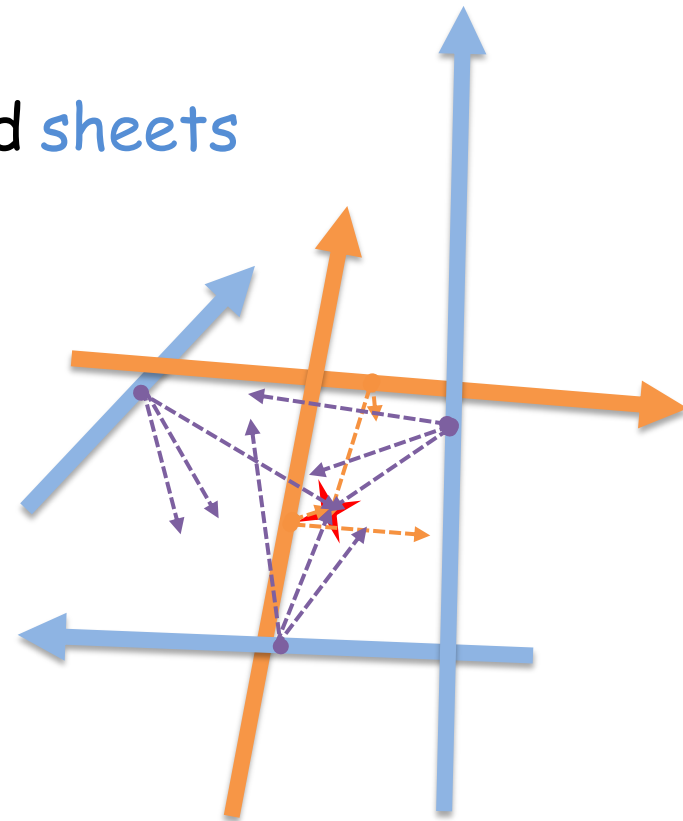
helices and sheets



Query protein  
(scaled 0.5)



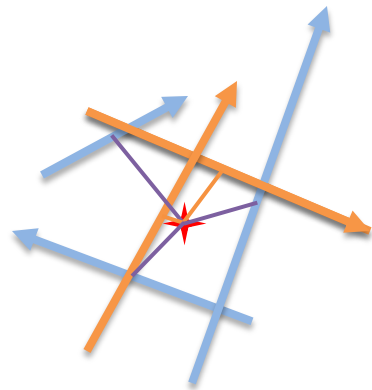
Mapping Rule



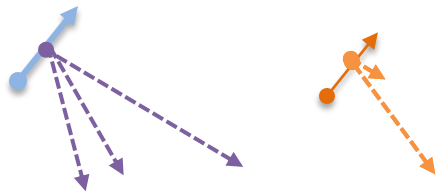
Votes Space

# In the way of GHT

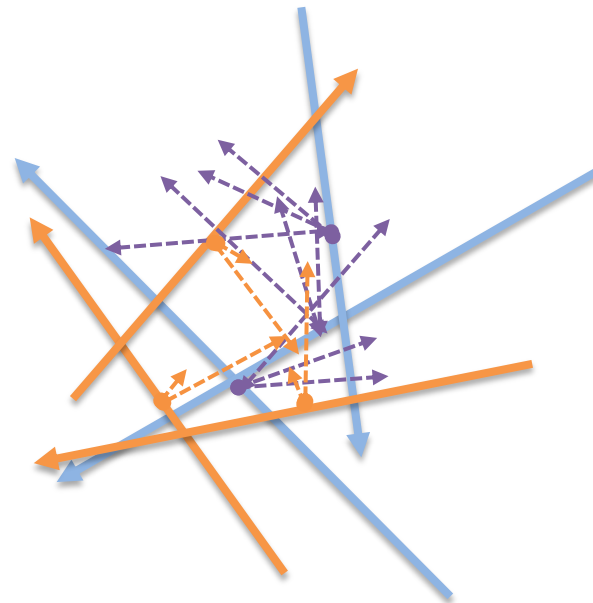
helices and sheets



Query protein



Mapping Rule



Votes Space



# GHT applied to proteins

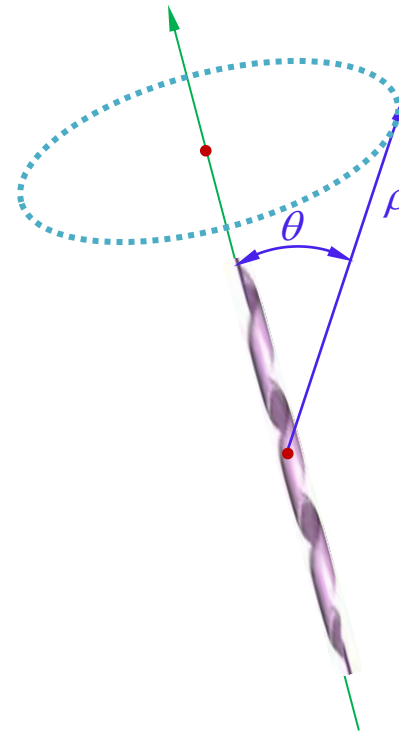
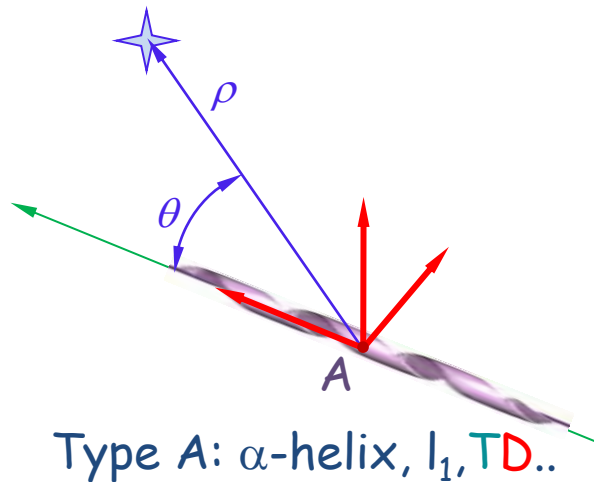
- In the 3D space of a given "object protein", every secondary structure of a "model protein" votes a circumference of points starting from every secondary structure of the object protein.
- If the proteins are similar in shape, the circumferences will all intersect in a given point.

# GHT and Motif Retrieval

- Other than shape resemblance, the algorithm might be used for motif retrieval, as for instance when the “model protein” is one or many possible motifs to be looked for in a given “object protein”.

# Generalized Hough Transform (SSS)

Reference Point



# Main characteristics

- the mapping rule, for each compatible correspondent, in 3D is a circle on a plane perpendicular to the axis of the secondary structure
- Other information can be exploited to increase the S/N ratio:
  - the length of the secondary structure
  - the residues properties contained in the SS
  - any other (biochemical, morphological, etc.) peculiarities.

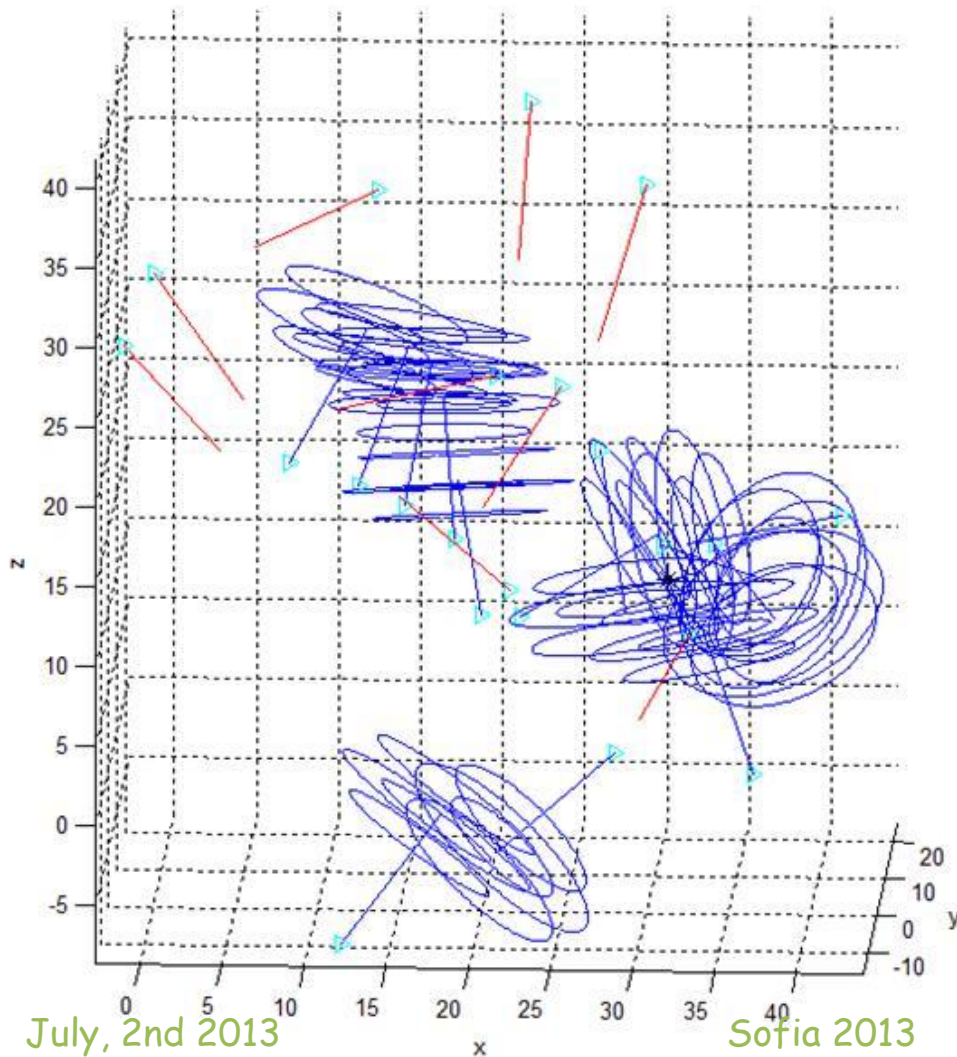
# The implementation

- The voting space is smoothed by accumulation of nearby votes (within a given radius) for each point
- After smoothing, the highest peaks in the voting space are detected (avoiding to pick high votes that however are not the top of a peak but lie close to one such peak)
- Only the relevant votes are stored in memory: there isn't a matrix with all the possible cells.

# Smoothing Algorithm

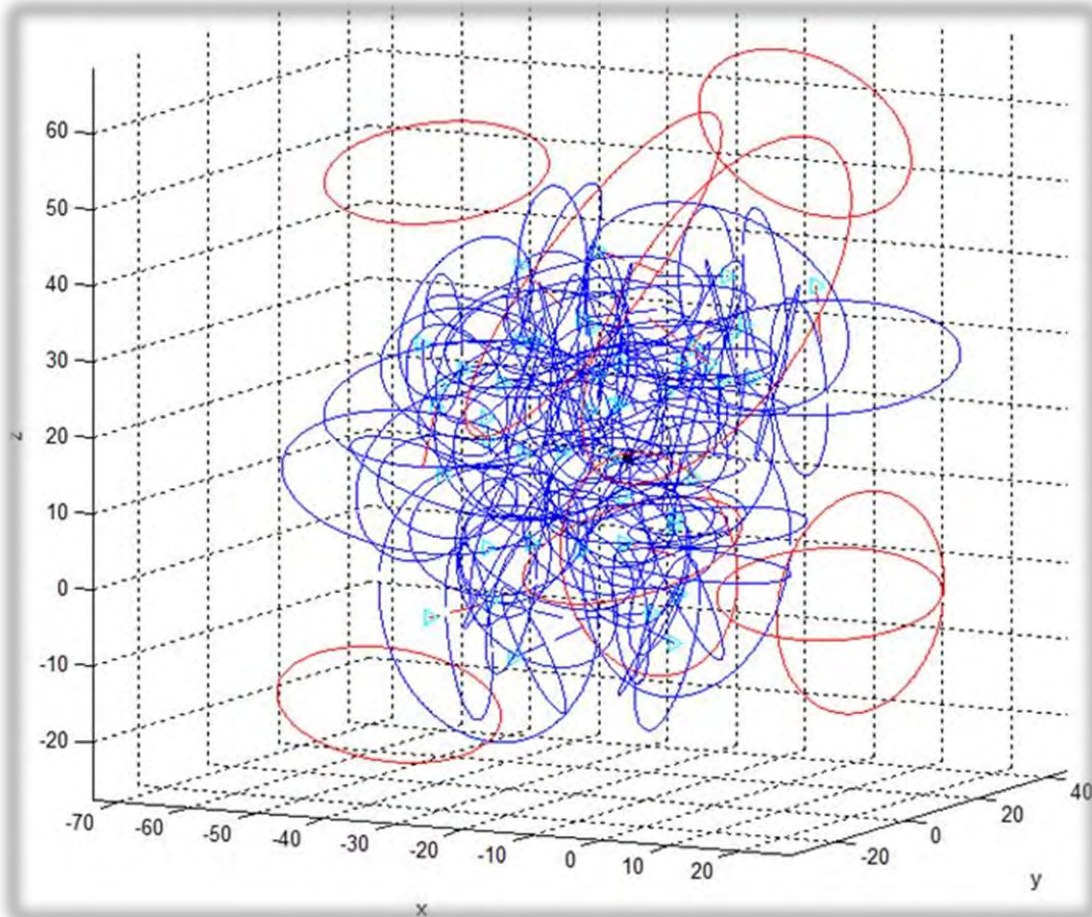
- Smoothing is performed by accumulating votes within a given radius, for every point in the vote space.
- The classic version, i.e., checking every vote for the vicinity condition, has been proven to be too time-consuming for applications, with a time complexity of  $O(n^2)$ , where  $n$  is the number of votes in the vote space.
- The smoothing problem can be seen as an "orthogonal search" problem, i.e., finding points within a given cube in space.
- A particular structure has been implemented for solving this problem with a  $O(n \log^3(n))$  complexity: Range Trees.

# PROTEIN 1FNB



The protein contains 22 Secondary Structure. Searched motif: Greek key (4  $\beta$ -sheets). The **red** circles are the *helices* and the **blue** circles are the *sheets*. The **cyan blue** triangles indicate the *orientation* of the secondary structures. The **black** point is the *reference point*.

# PROTEIN 7FAB



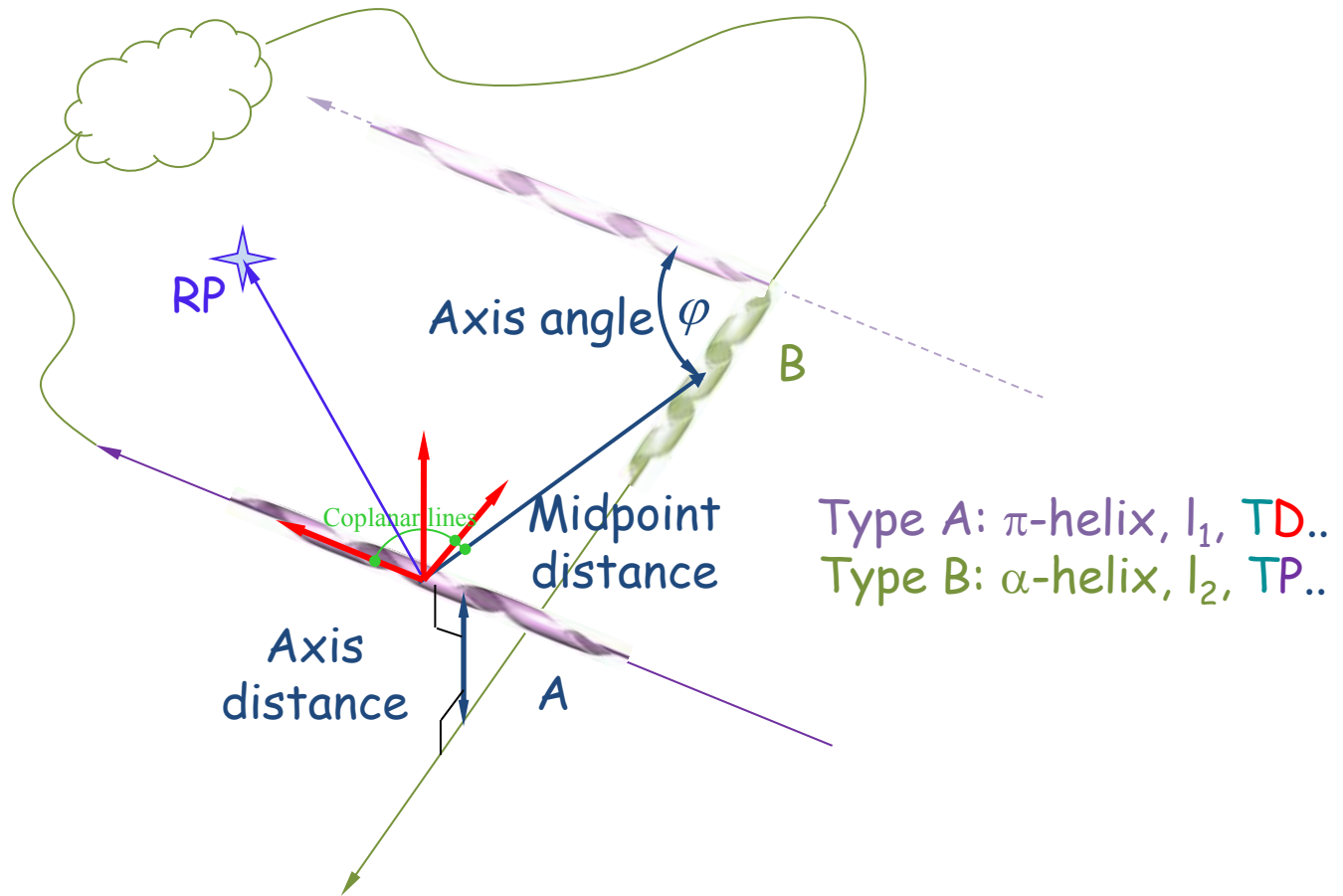
The protein contains 46 Secondary Structure. Searched motif: 3 helix and 2 sheet.

The red circles are the helices and the blue circles are the sheets. The cyan blue triangles indicate the orientation of the secondary structures.

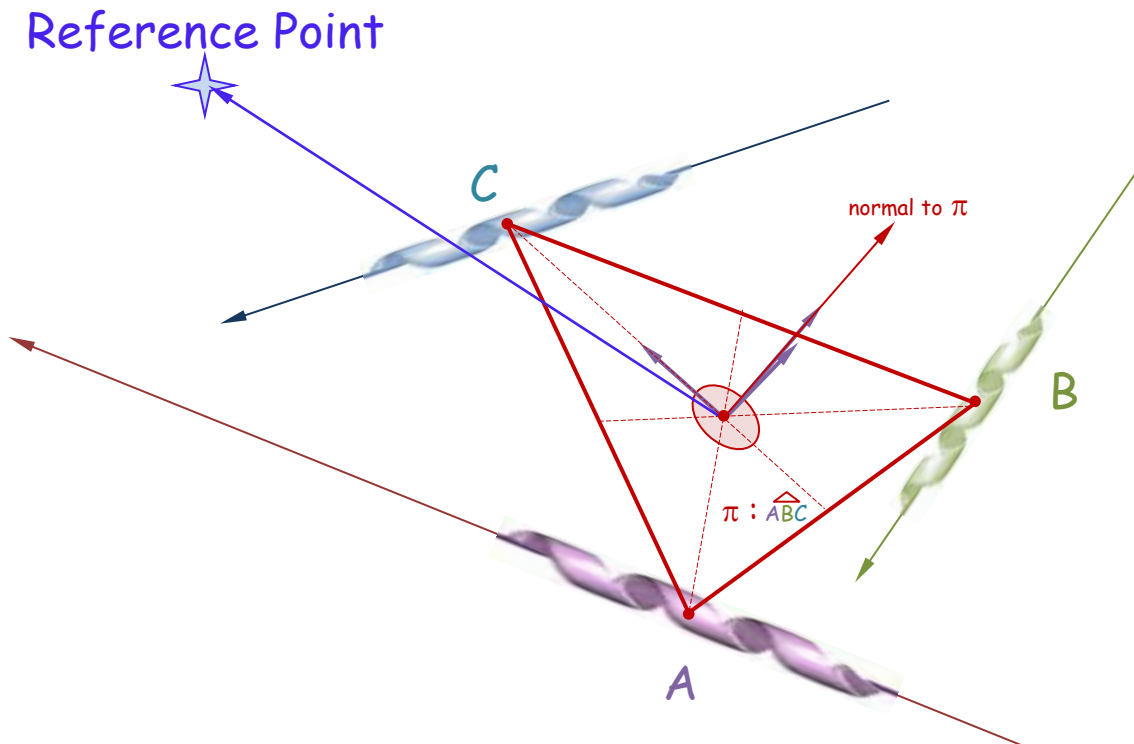
The black point is the reference point.



# SSC: Secondary Structures Co-occurrences



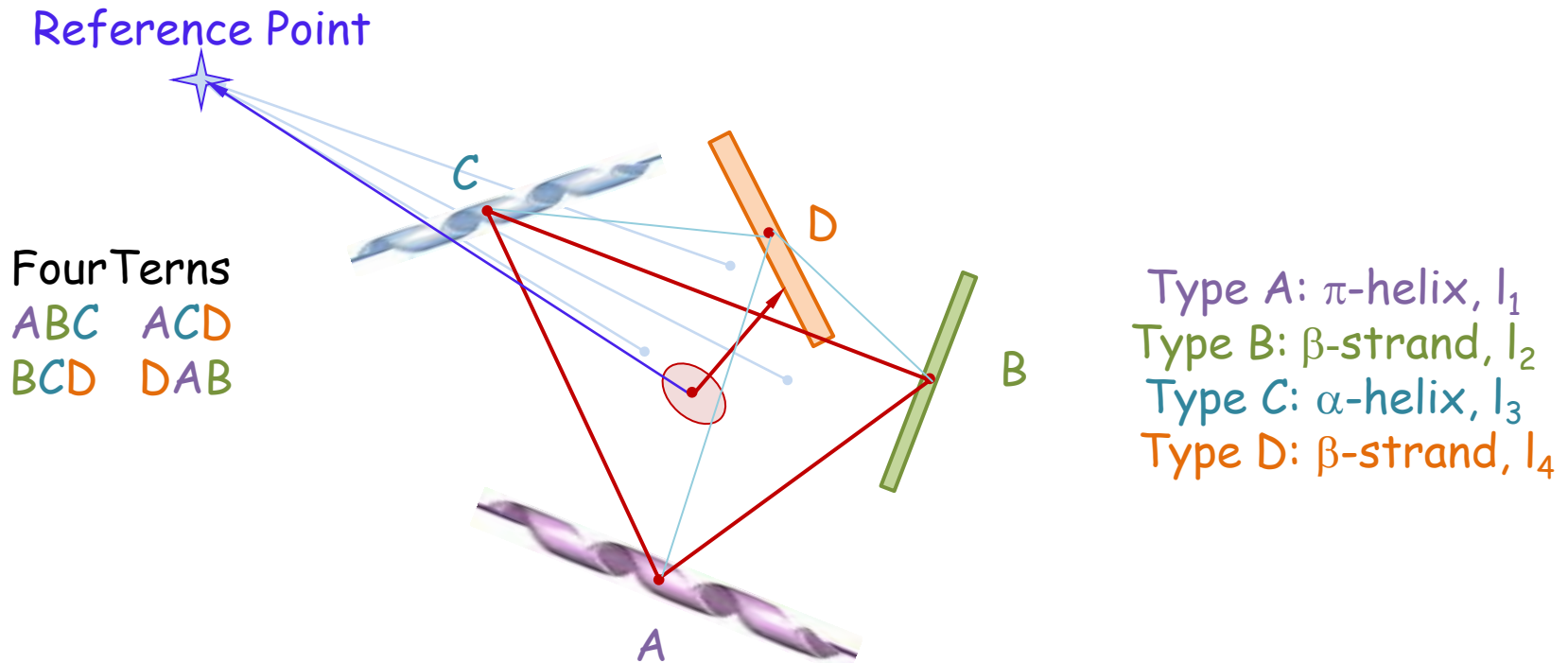
# SST: Secondary Structures Triplets



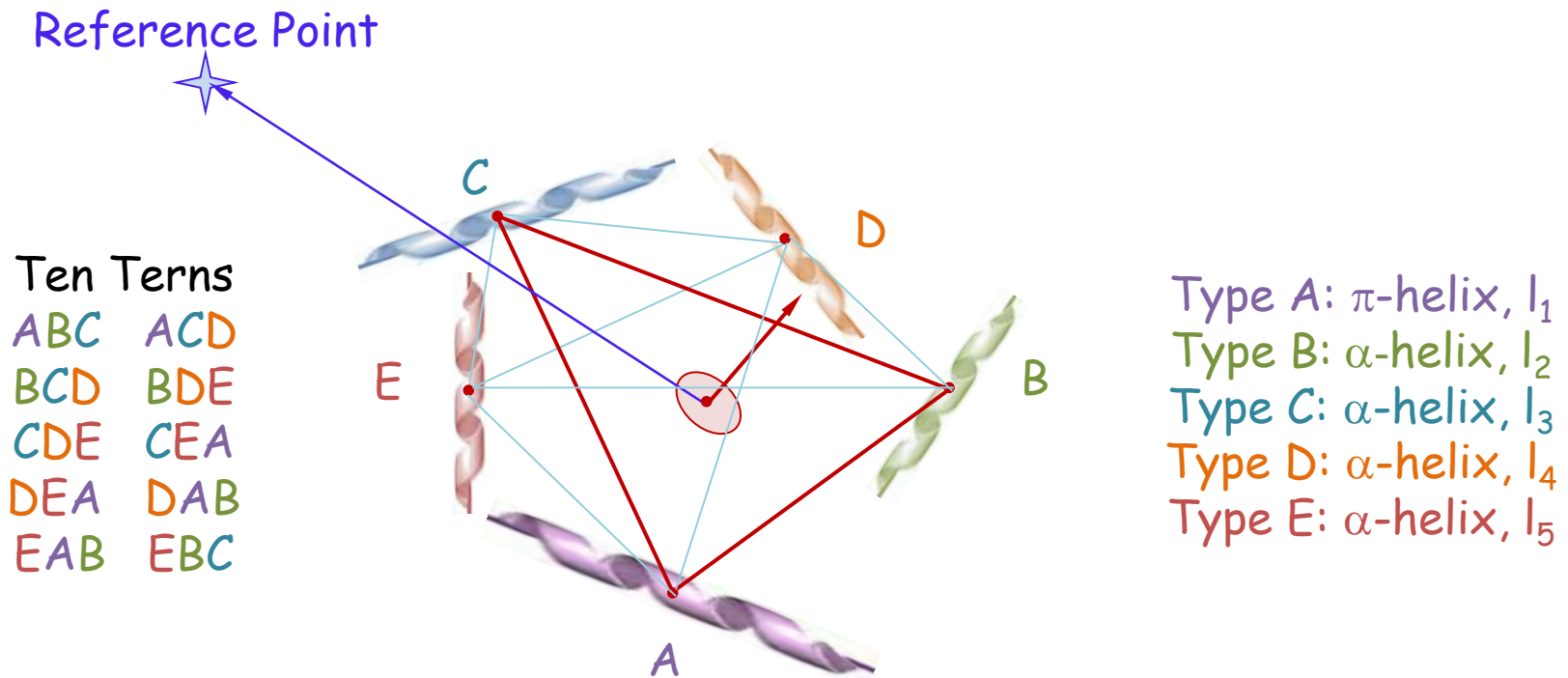
$$\widehat{ABC} : l_{AB}, l_{BC}, l_{CA}$$

- Type A:  $\pi$ -helix,  $l_1$
- Type B:  $\alpha$ -helix,  $l_2$
- Type C:  $\alpha$ -helix,  $l_3$

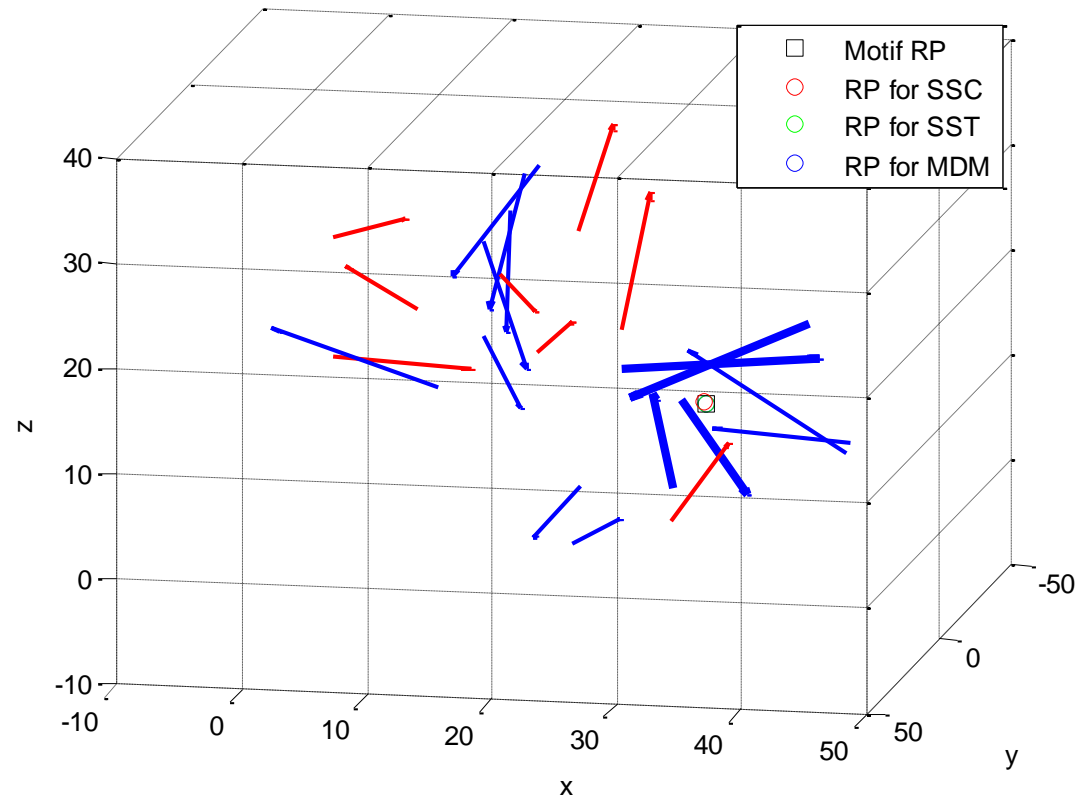
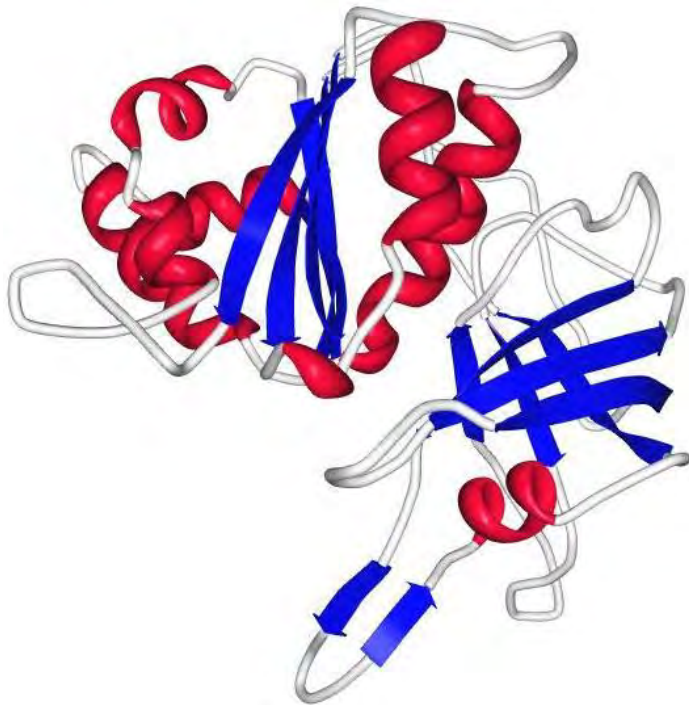
# 4 SSs motif: Terns co-occurrence



# 5 SSs motif: Terns co-occurrence



# PROTEIN 1FNB



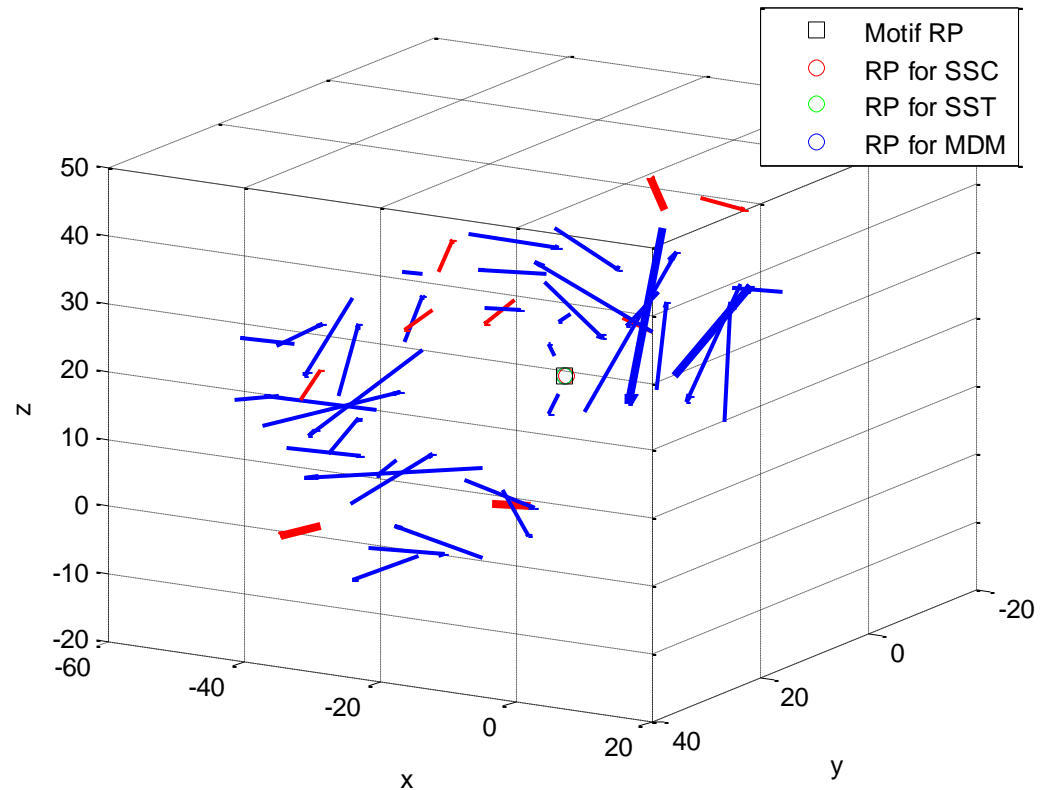
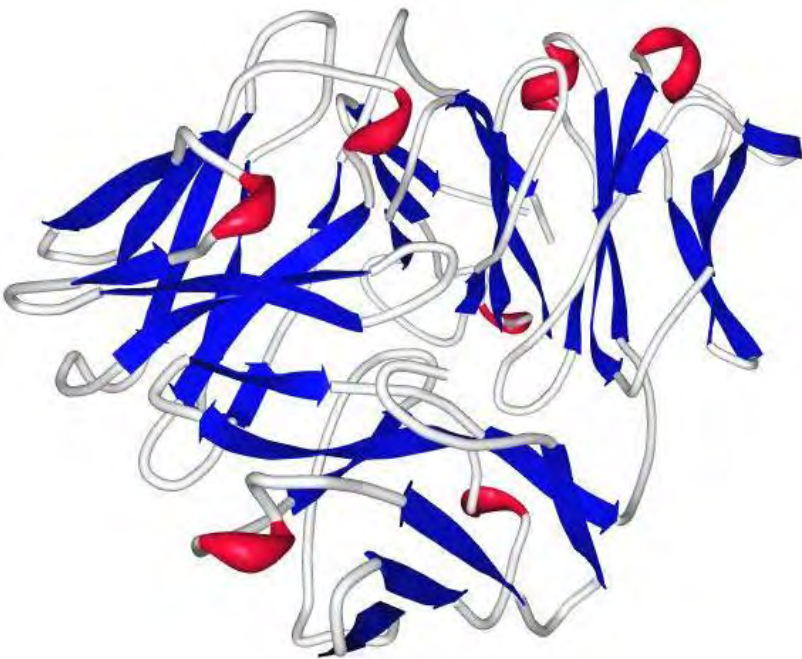
The protein contains 22 Secondary Structure. Searched motif: Greek key (4  $\beta$ -sheets).  
The **red** circles are the **helices** and the **blue** circles are the **sheets**, in **bold** the motif SSs.

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# PROTEIN 7FAB



The protein contains 46 Secondary Structure. Searched motif: 3 helices and 2 sheets. The **red** circles are the **helices** and the **blue** circles are the **sheets**, in **bold** the motif SSs.

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# Searching performances

Searching a Greek Key motif (4 SSs, all  $\beta$ -sheets) in 1FNB

Methods	Candidate RP	Error Rate %	SearchTime
SSS	[31.41 1.16 11.94]	0.32	35.2sec
SSC	[31.33 1.08 11.79]	0.33	3.86sec
SST	[31.38 1.08 11.69]	0.00	5.76 sec
MDM	[31.40 1.12 11.66]	0.16	7.59sec

Searching a motif with 5 SSs (3 helices and 2 sheets) in 7FAB

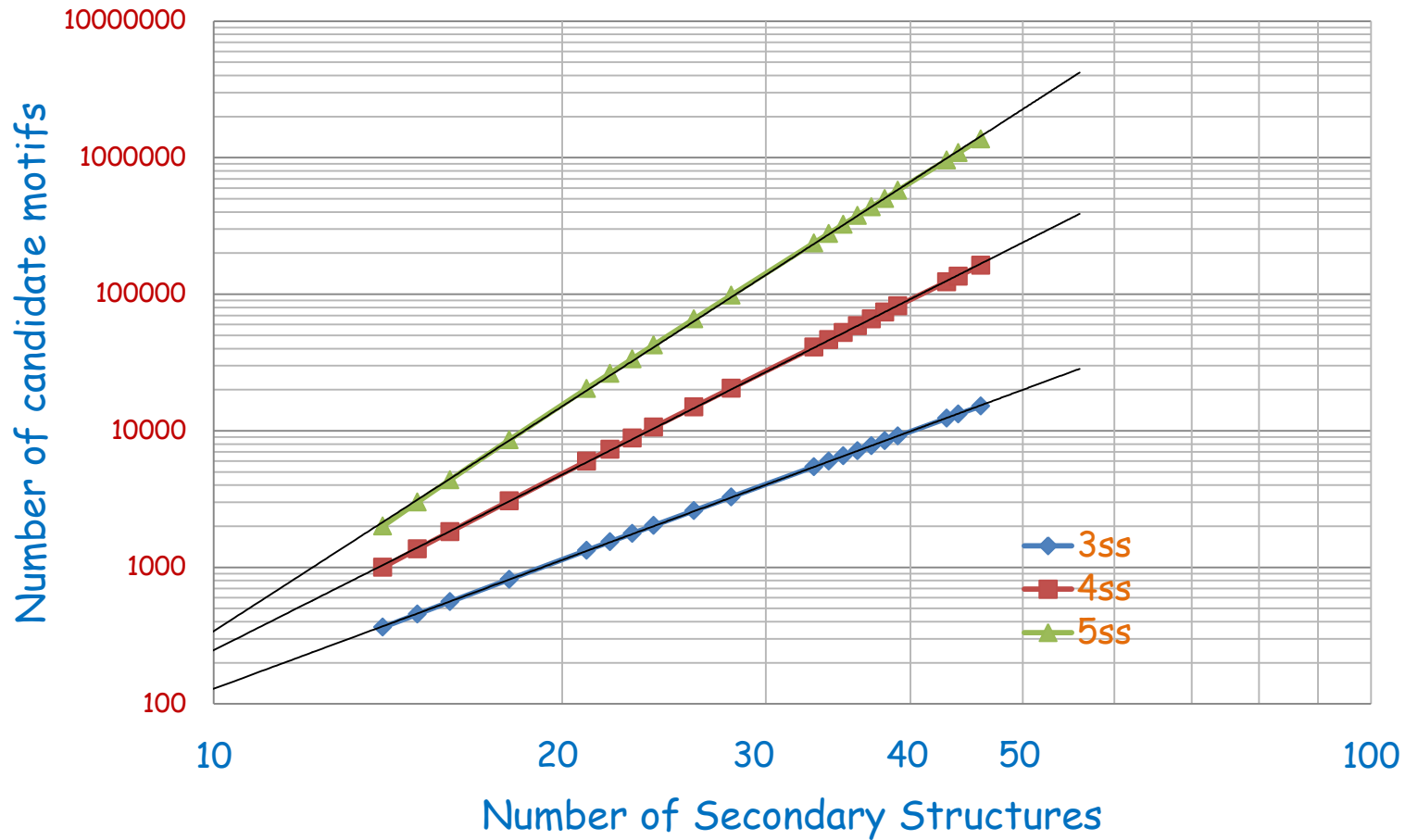
Methods	Candidate RP	Error Rate %	Search Time
SSS	[-17.56 9.46 15.17]	0.28	108sec
SSC	[-17.40 9.14 15.48]	0.34	42.51sec
SST	[-17.48 9.17 15.48]	0.00	48.89sec
MDM	[-17.45 9.16 15.50]	0.15	112.17sec

# PV Benchmark (20 proteins)

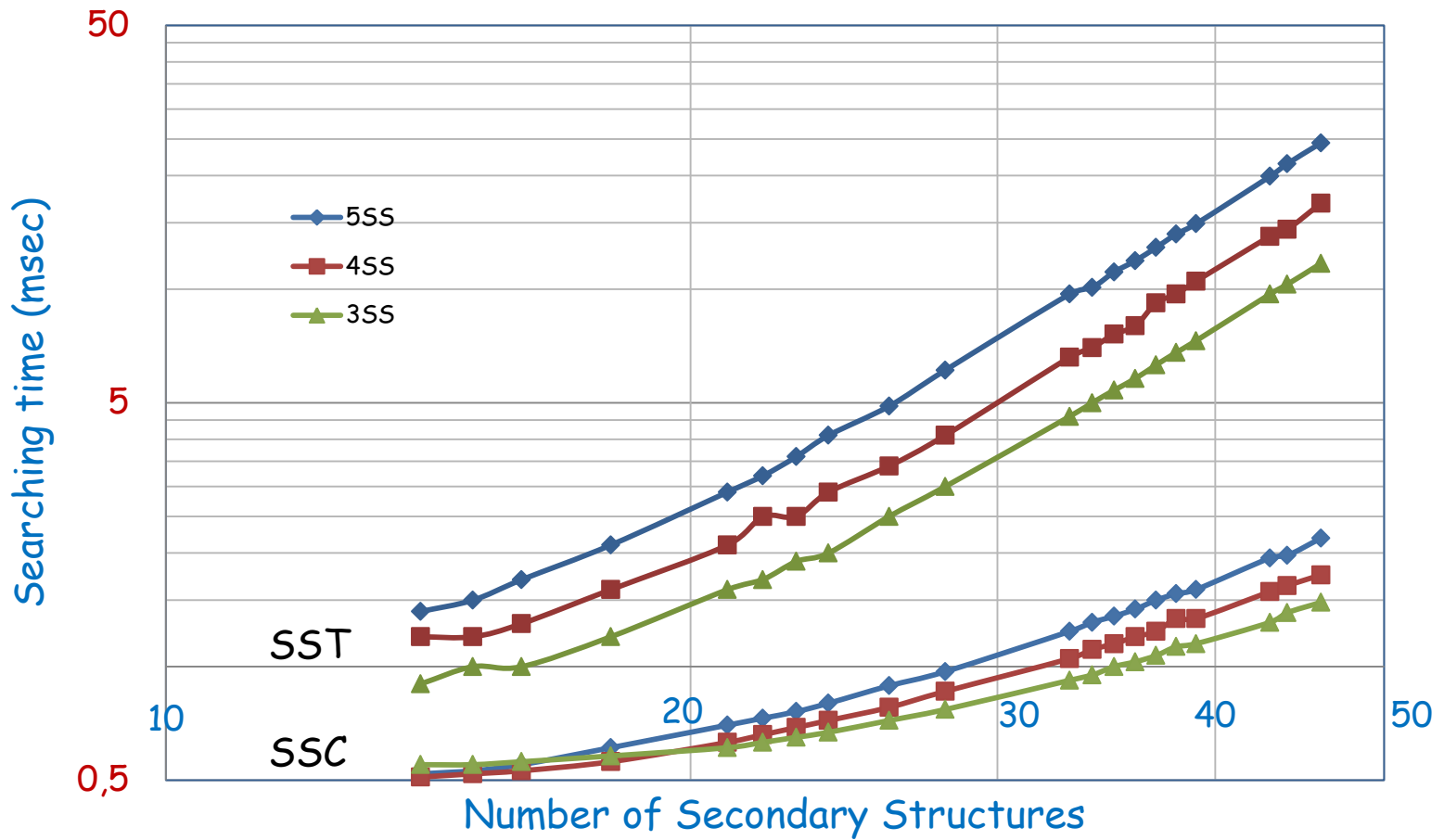
PDB ID	Description	Number of SSs
2Z98	FMN-dependent NADH-azoreductase	14
2Z9C	FMN-dependent NADH-azoreductase	15
2Z9B	FMN-dependent NADH-azoreductase	16
4GCR	GAMMA-B CRYSTALLIN	18
3E9O	Pre-mRNA-splicing factor 8	21
1FNB	FERREDOXIN-NADP+ REDUCTASE	22
3E9L	Pre-mRNA-processing-splicing factor 8	23
2PZN	Aldose reductase	24
3C3U	Aldo-keto reductase family 1 member C1	26
2Z7G	Adenosine deaminase	28
2Z7K	Queuine tRNA-ribosyltransferase	33
2PRL	Dihydroorotate dehydrogenase, mitochondrial	34
2QX8	Ribosyldihydronicotinamide dehydrogenase [quinone]	35
2QMY	Ribosyldihydronicotinamide dehydrogenase	36
3C94	Exodeoxyribonuclease I	37
2QX9	Ribosyldihydronicotinamide dehydrogenase [quinone]	38
3C95	Exodeoxyribonuclease I	39
3DC7	Putative uncharacterized protein <i>lp</i> <sub>3</sub> 323	43
3DHP	Alpha-amylase 1	44
7FAB	IGG1-LAMBDA NEW FAB (LIGHT CHAIN)	46



# PV Benchmark: basic features



# PV Benchmark: performances



# Average performances

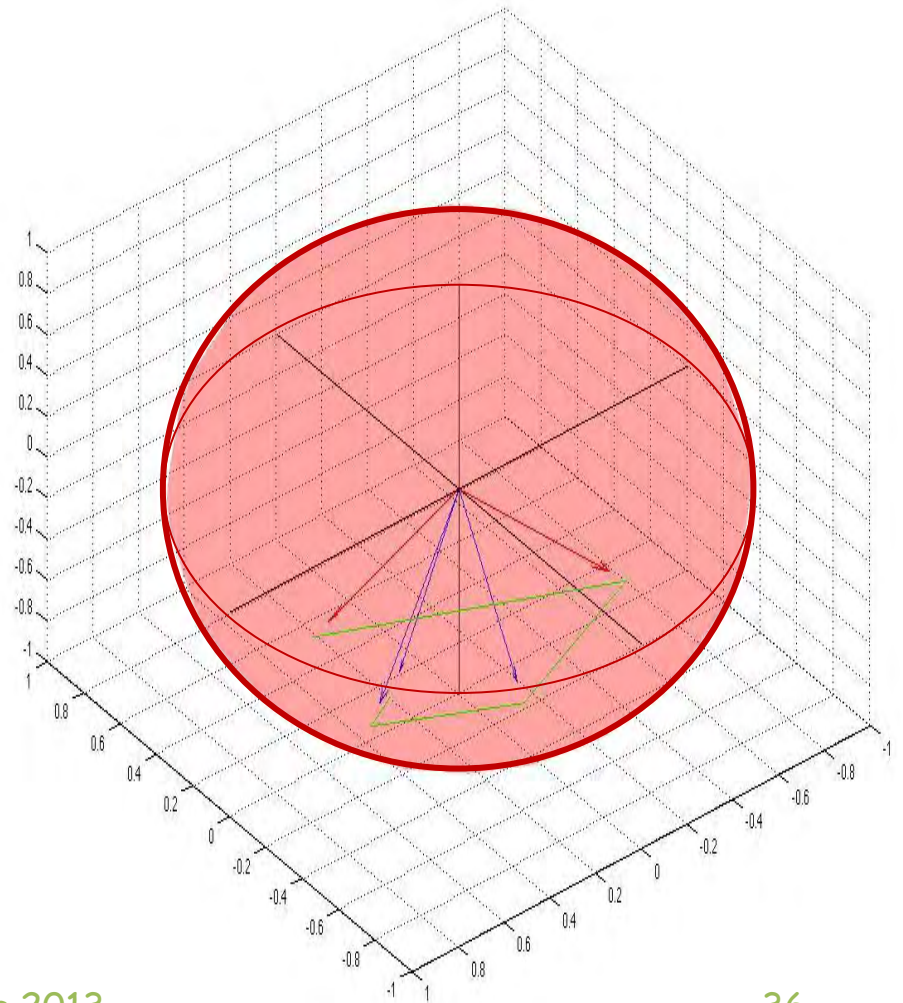
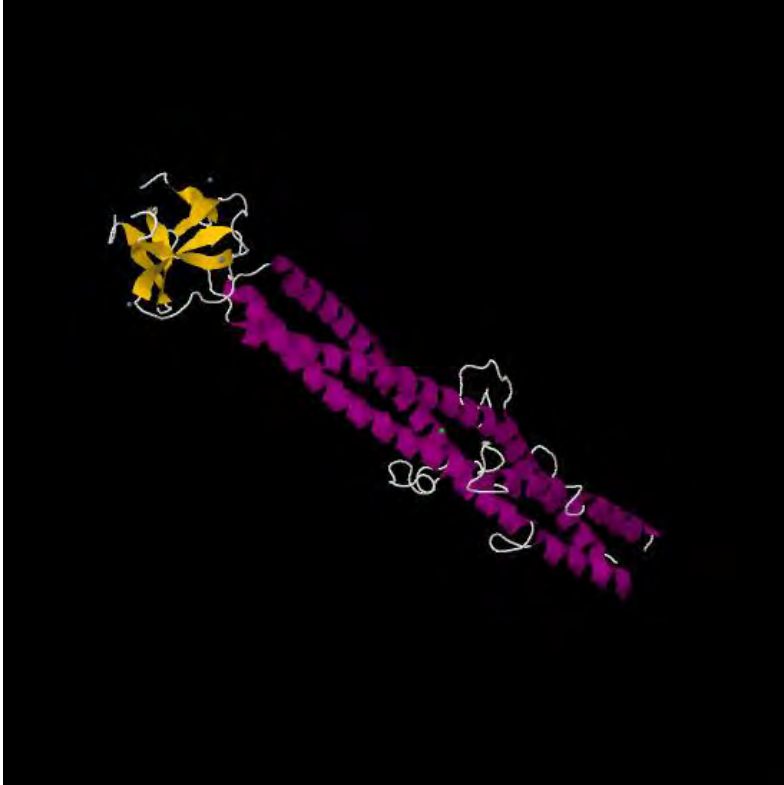
## SSC

Number of proteins	Number of SSs per motif	Total number of motifs	Total Searching Time (sec)	Average Searching Time per motif (msec)
20	3	105971	119.882	1.1 [0.55-1.48]
20	4	918470	1275.585	1.4 [0.51-1.75]
20	5	6455009	11261.911	1.7 [0.52-2.19]

## SST

Number of proteins	Number of SSs per motif	Total number of motifs	Total Searching Time (sec)	Average Searching Time per motif (msec)
20	3	105971	768.508	7.3 [0.9-11.7]
20	4	918470	10303.806	11.2 [1.2-16.9]
20	5	6455009	111809.428	17.3 [1.4-24.4]

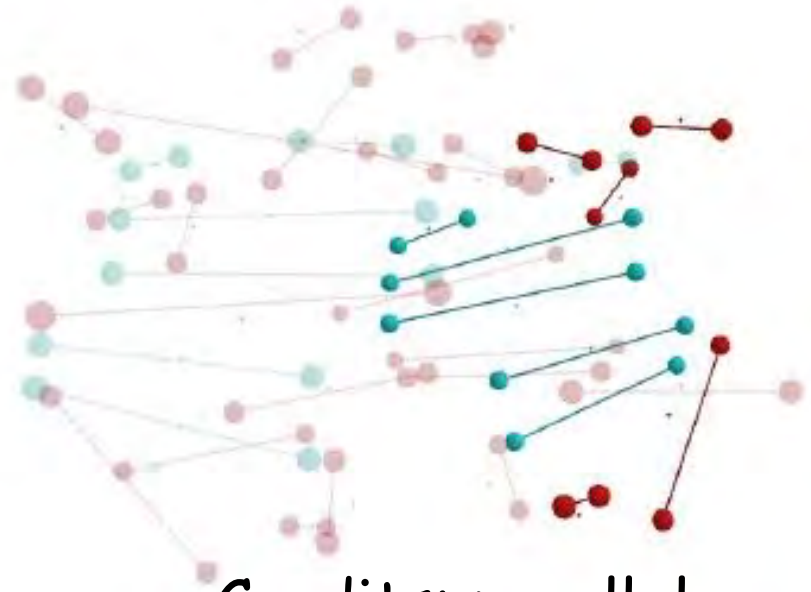
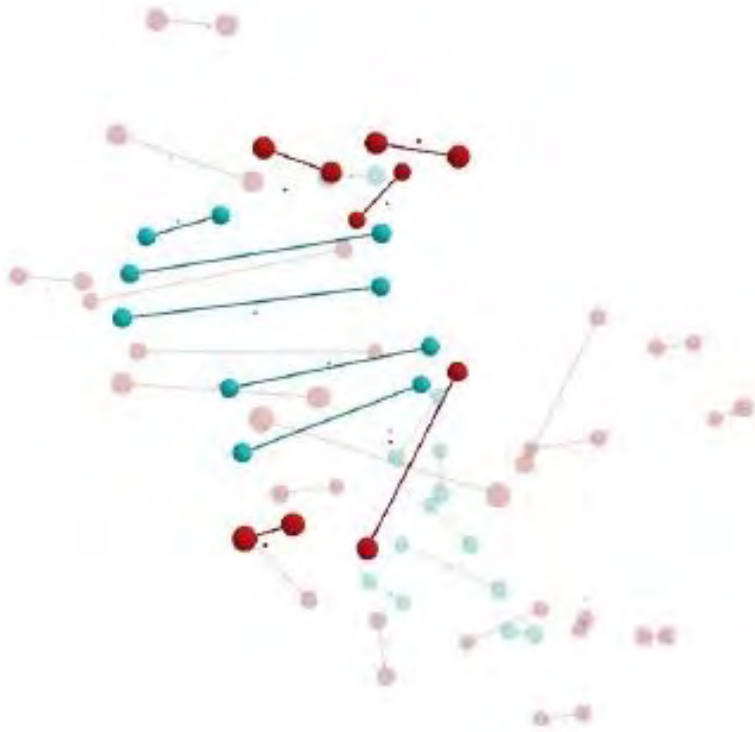
# EGI - protein 1aa01



# Future outlook

- These algorithms are extremely interesting, not to the least for its capability to be executed on parallel computing systems (thanks to the inherent parallel nature thereof).
- The accuracy of the comparison has the potential to be increased to competitive standards with respect to other approaches.

# Example of match with cardinality 10 between proteins 2qx8 (source) and 2qx9 (search)



Credits: parallel  
implementation  
by Mirto Musci

Study interaction between  
structures and other molecules  
(Protein Docking)  
through mathematical morphology

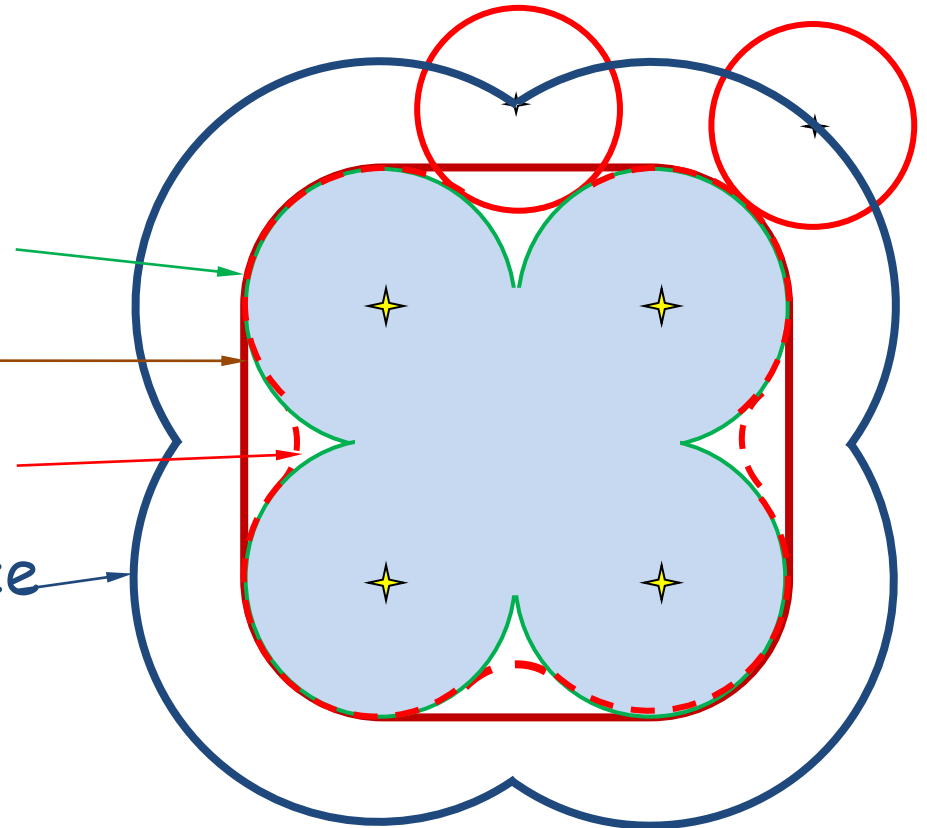
# Surface Modeling

Van der Waals surface

Convex hull

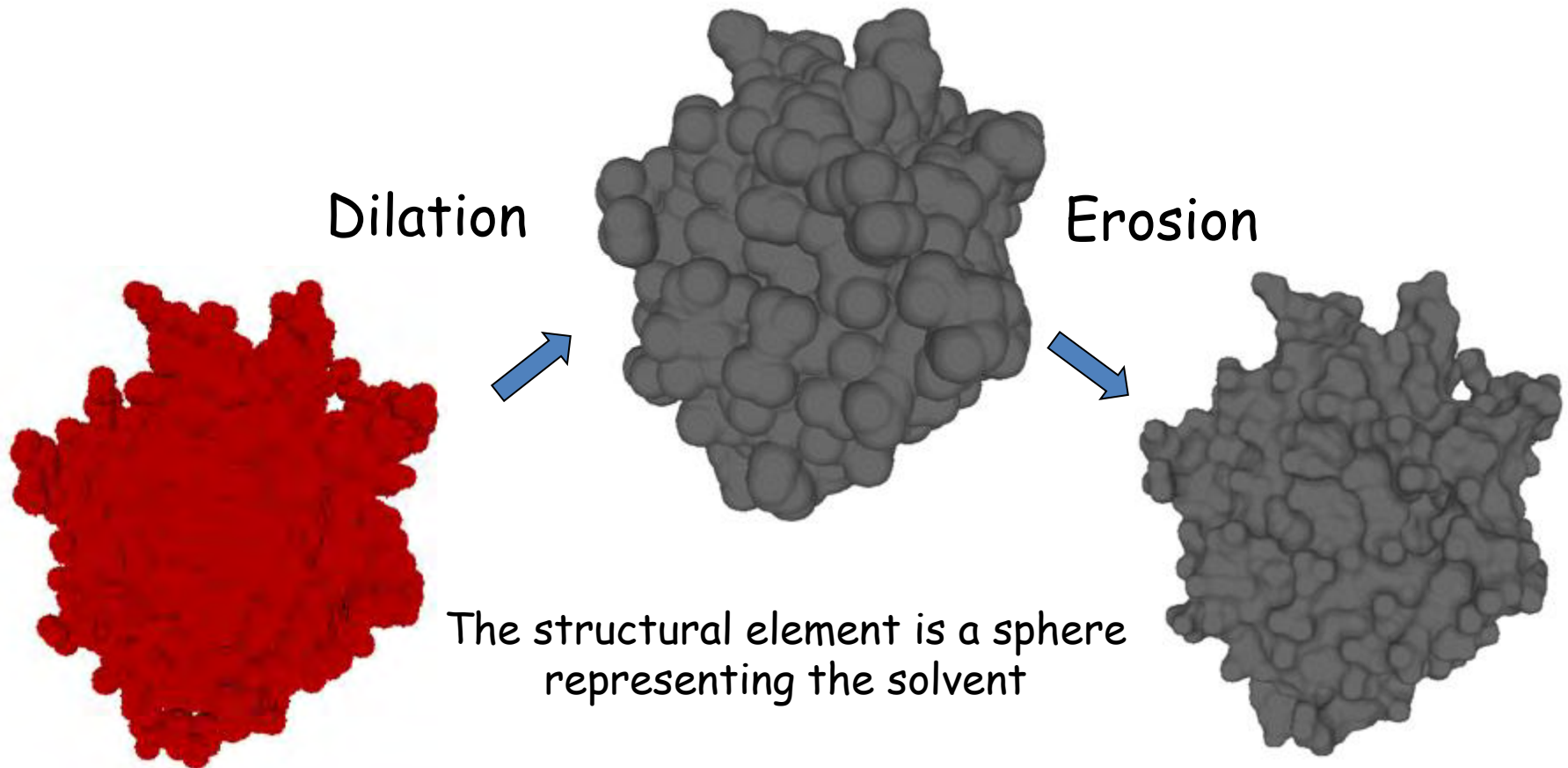
Solvent-excluded surface

Solvent accessible surface



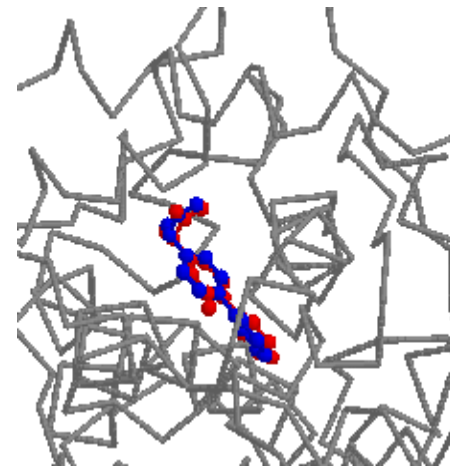
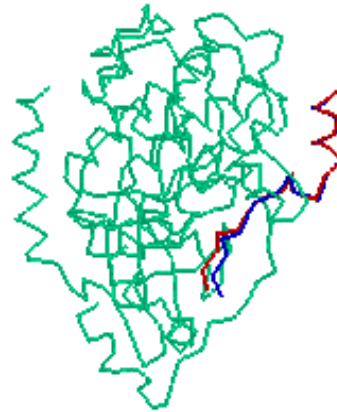


# Mathematical morphology: Closing Operation



# Protein-ligand docking

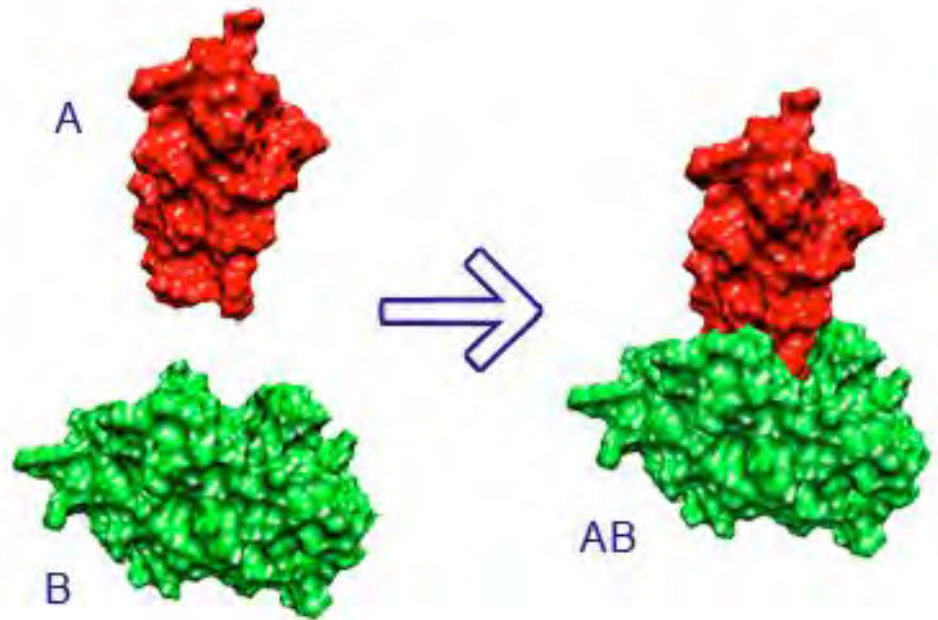
- A large molecule (receptor) and a small molecule (ligand) docking in a cavity.
- Key in lock



# Docking Protein-Protein Interfaces



The docking site is more **planar** rather than a cavity.



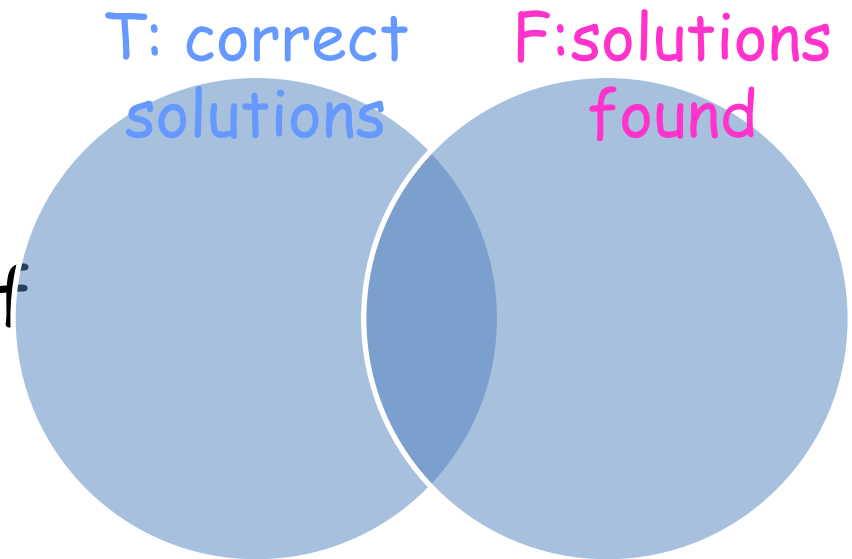
# Accuracy vs coverage

- Accuracy: how many of the solutions found were correct?

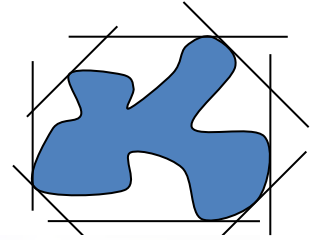
$$A = (F \cap T) / F$$

- Coverage: How many of the correct solutions were found?

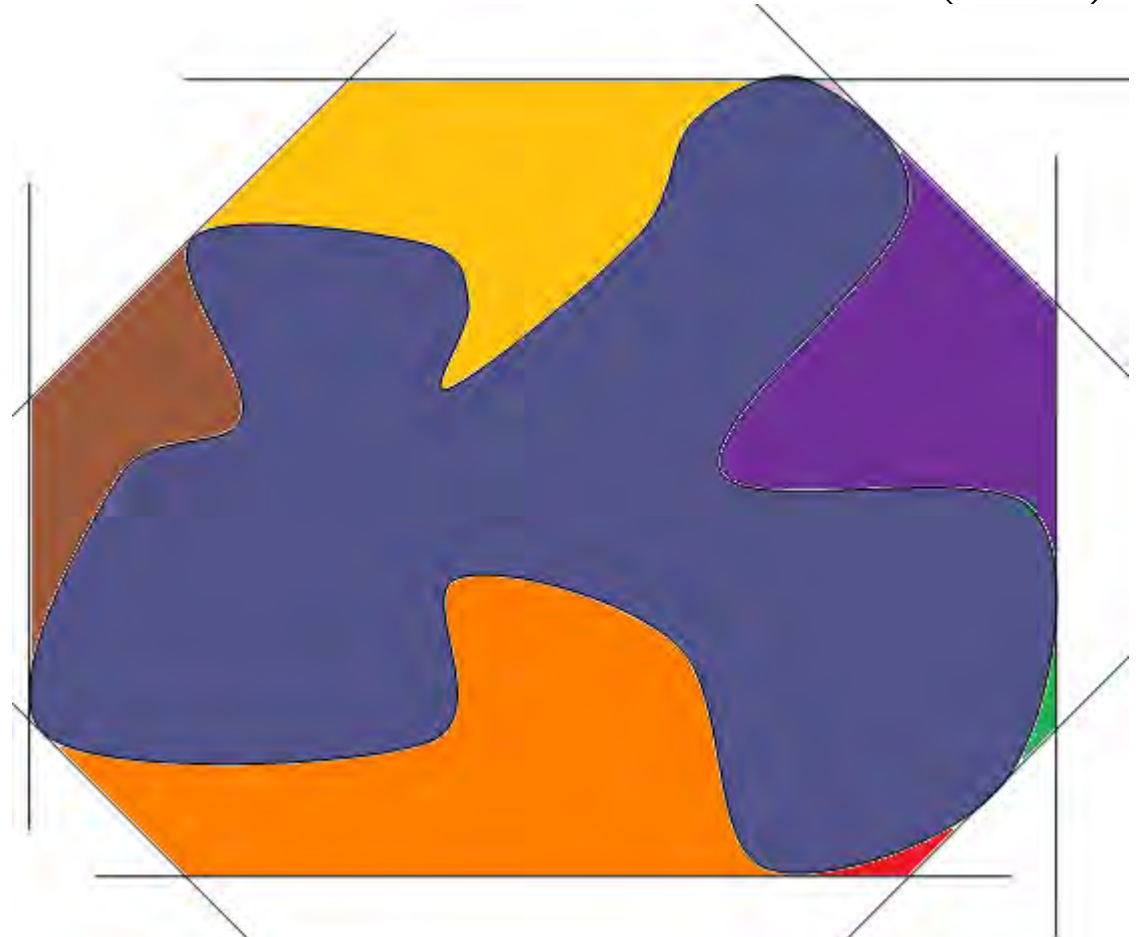
$$C = (F \cap T) / T$$



# Convex Hull

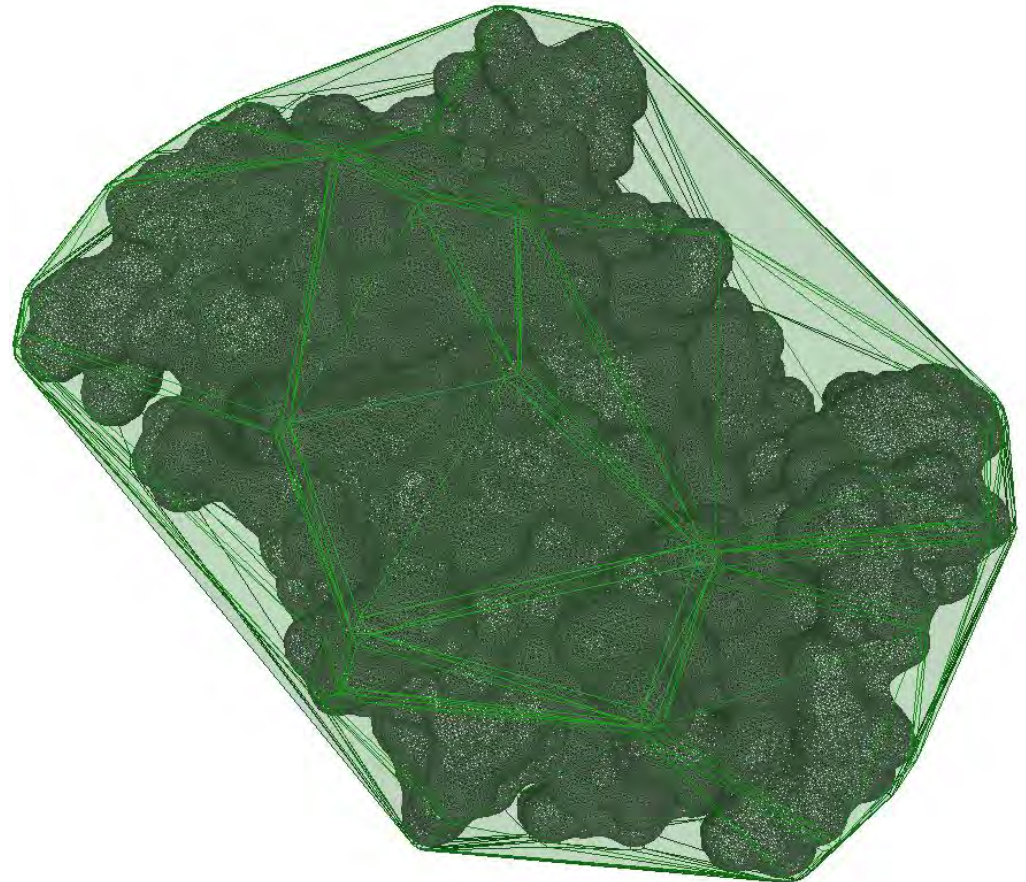


Note that straight lines (facet in 3D) are represented in a point in the EGI, and their 'spike' can be easily eliminated, leaving only the true contour (surface) of the object (protein).



# A CH of a molecule (1MK5)

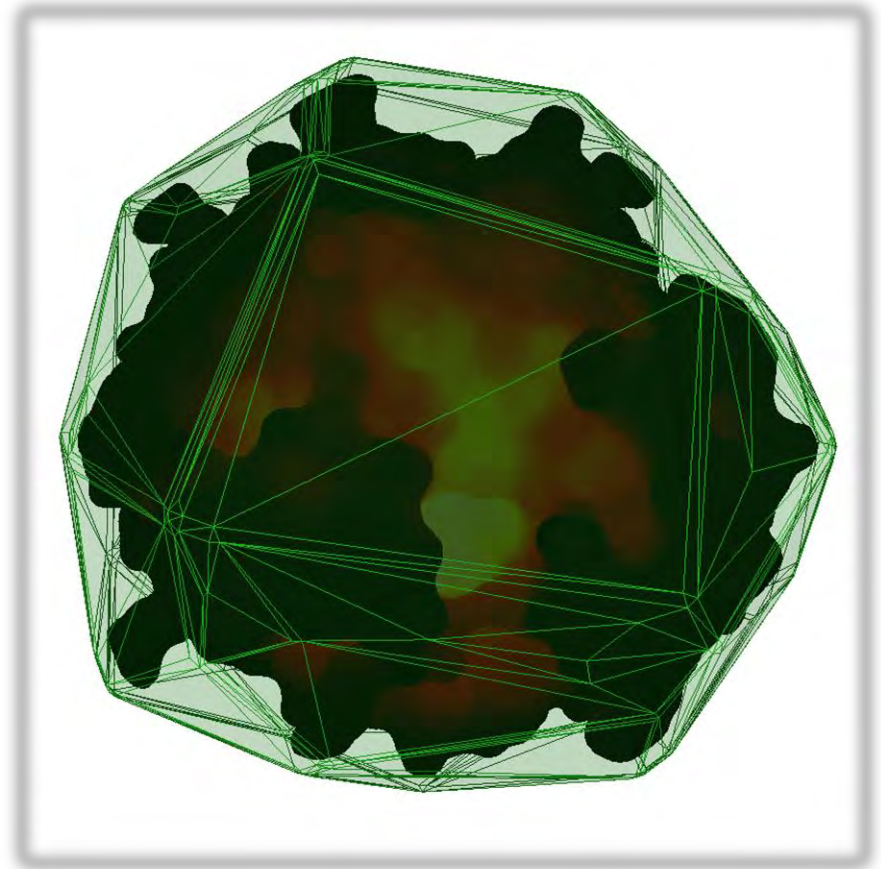
- The CH of a molecule is the smallest convex polyhedron that contains the molecule
- A practical  $O(n \log n)$  algorithm for general dimensions CH computing, is Quickhull (Barber, 1996)



# Propagation in concavity volume from CH



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# Propagation in the concavity volume

- The *concavity volume* is the region  $R$  between the  $CH$  and the  $SES$
- $B_{CH}$  is the set of the border voxels of  $CH$
- $A$  is the increasing set of voxels contained in  $R$ ;  $E$  is to the recruited near neighbors
- $d_n + w_n$  is the minimum distance in the near neighbors by the displacement  $w$

$$D_i = \begin{cases} 1 & \text{iff } i \in B_{CH} \\ 0 & \text{otherwise} \end{cases}$$

$$A = B_{CH};$$

$$N = (A \oplus K) \cap R;$$

$$E = N - A;$$

while  $E \neq \emptyset$  do

$$\forall e \in E: d_e = \min_{n \in nn_n} (d_n + w_n);$$

$$A = N;$$

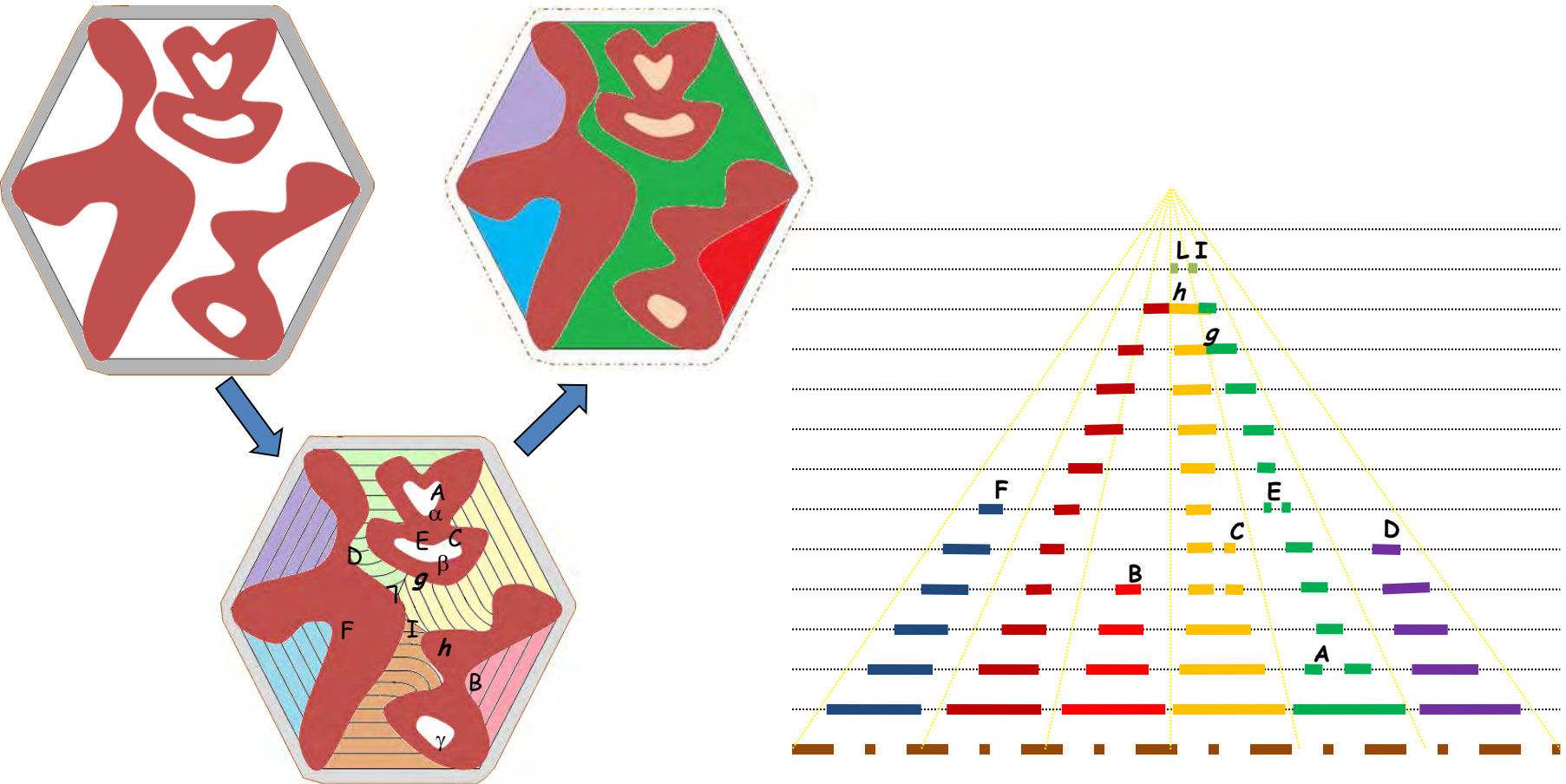
$$N = (A \oplus K) \cap R;$$

$$E = N - A;$$

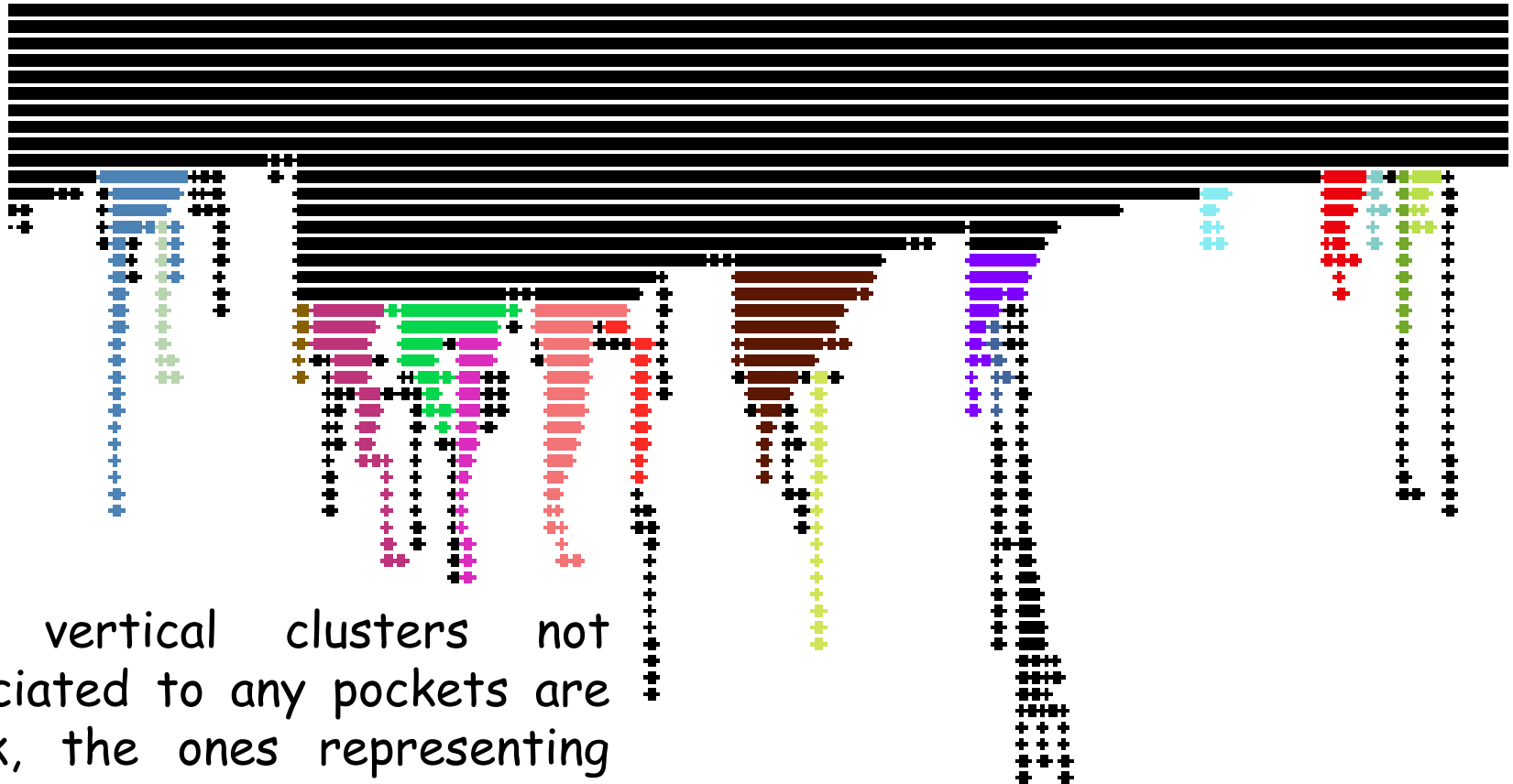
done



# Propagation in the CV: 2D sketch

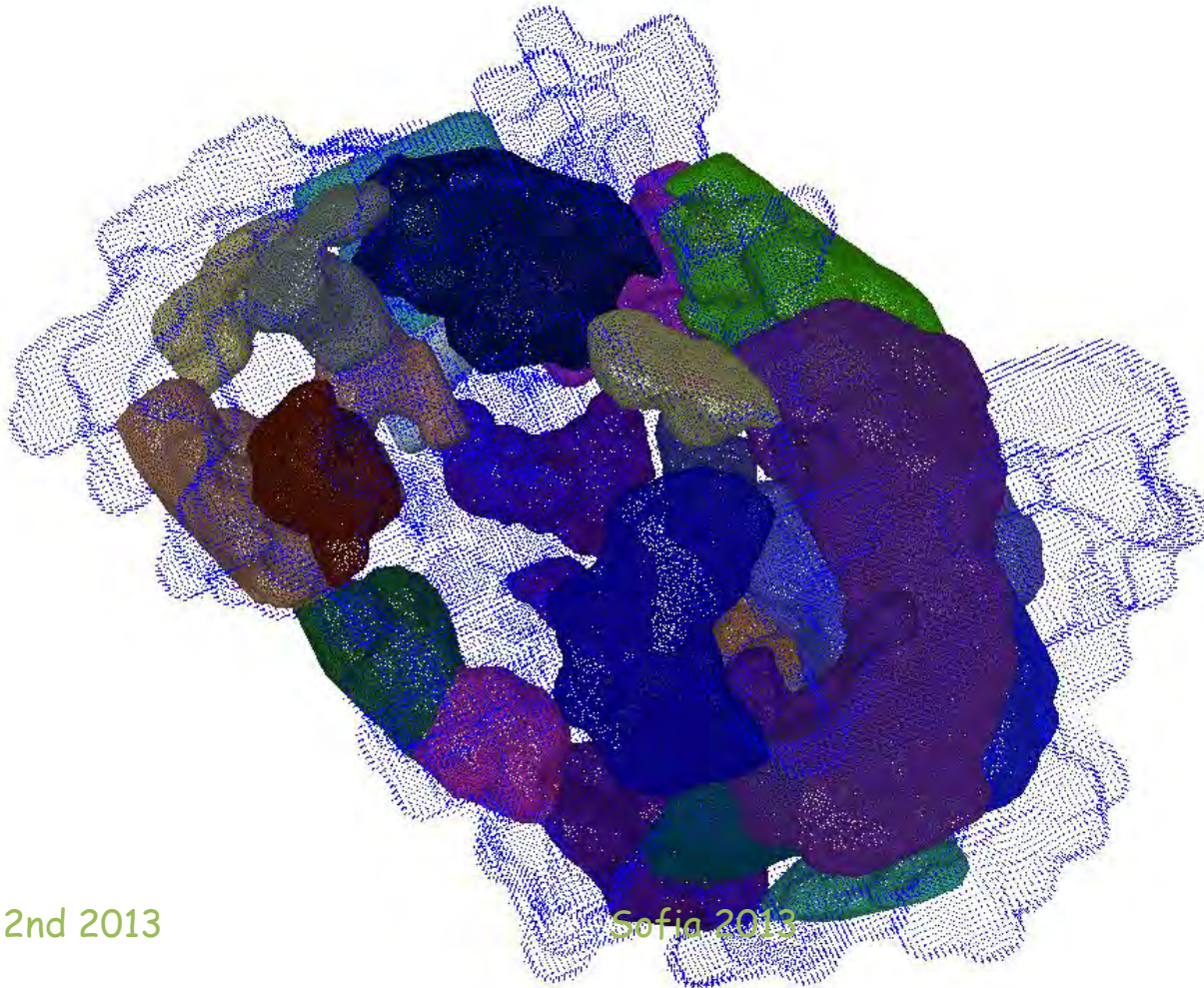


# Back-propagation for pockets and tunnels search (1MK5)

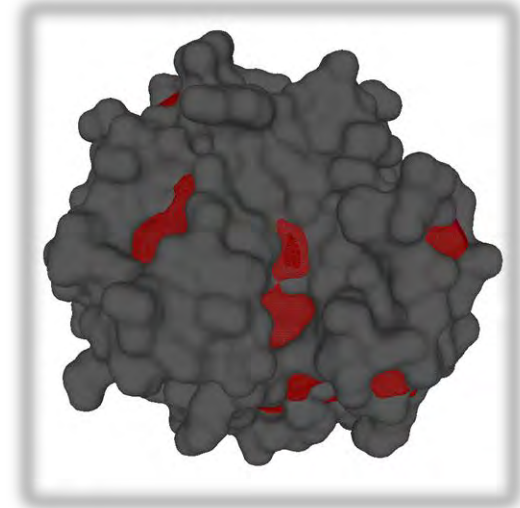
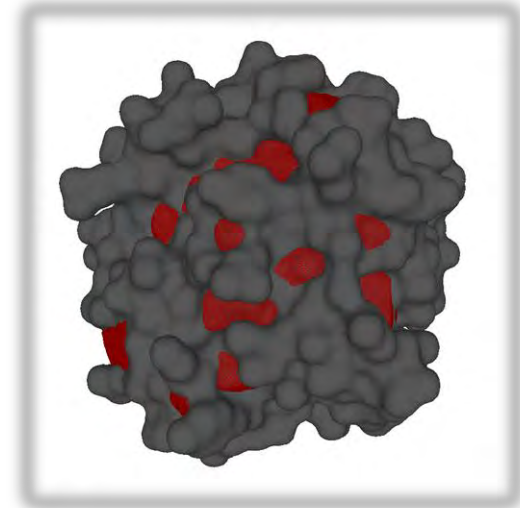
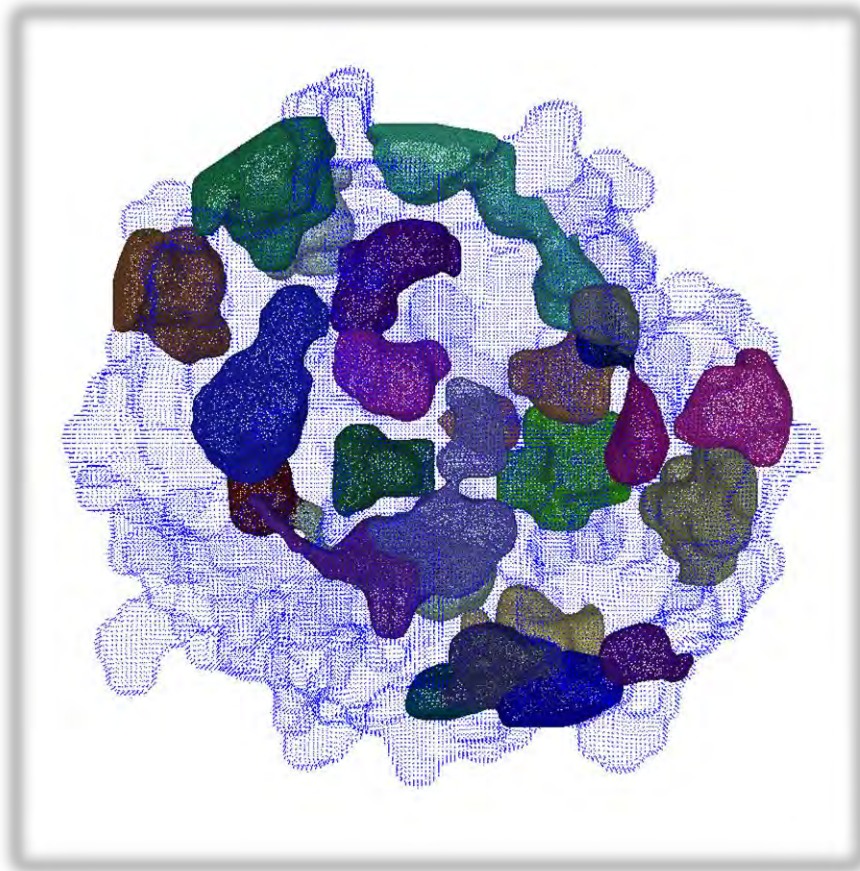


The vertical clusters not associated to any pockets are black, the ones representing pockets are colored

# Pockets detected on the 1MK5

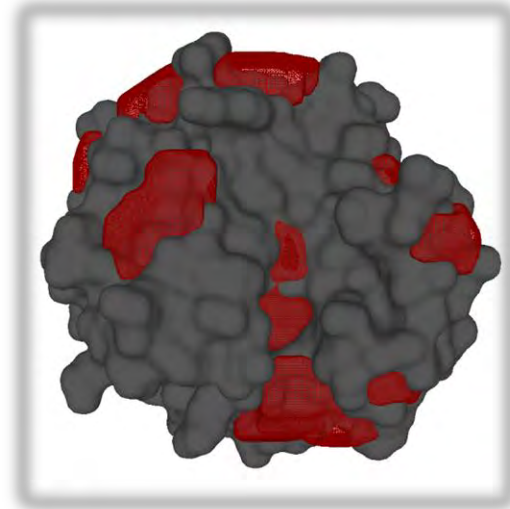
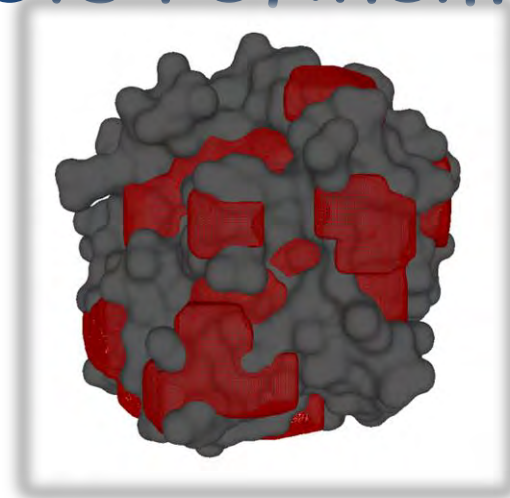
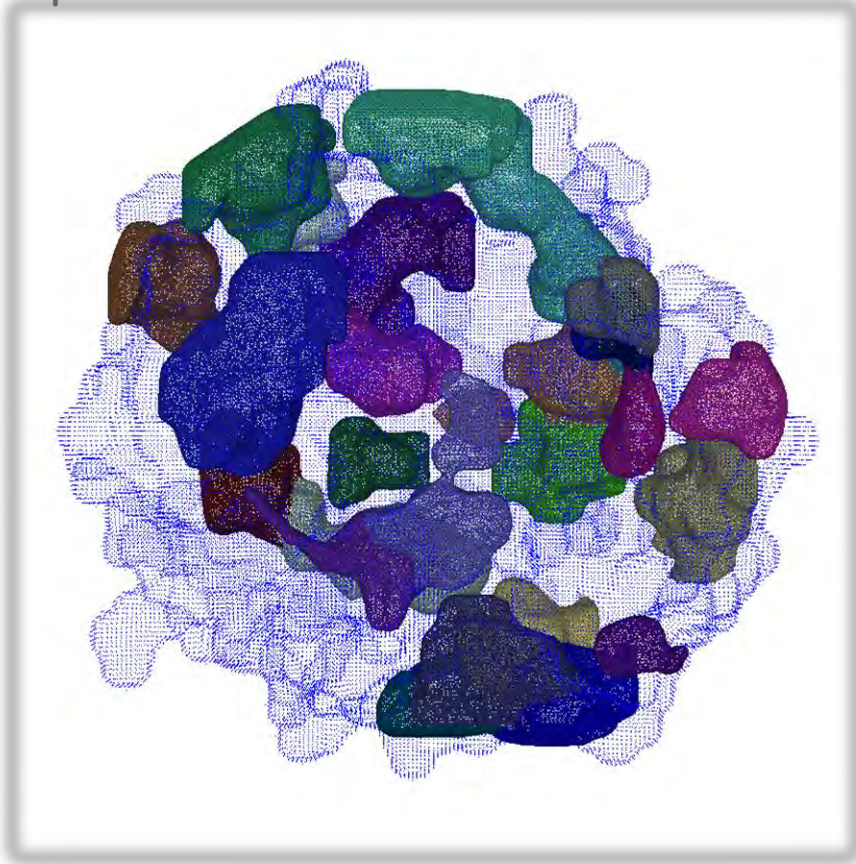


# Protein Inspector - finding pockets



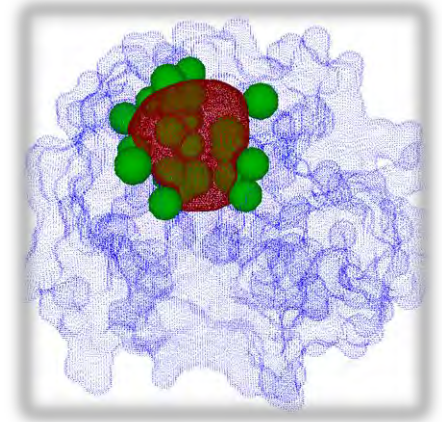
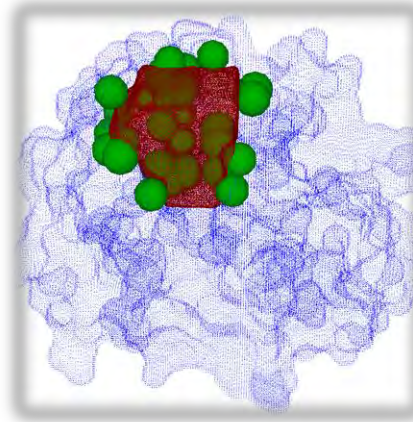
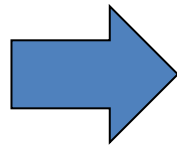
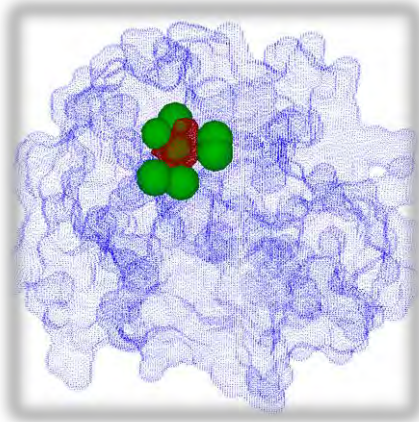
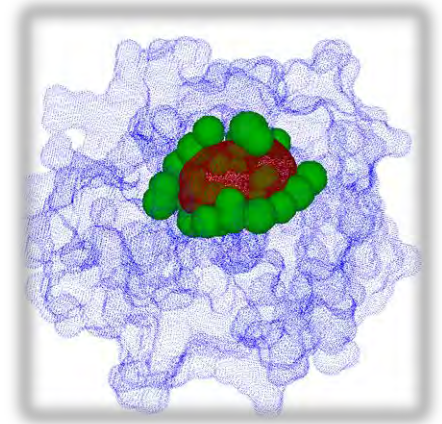
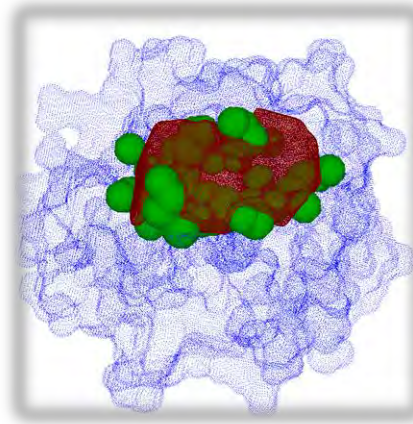
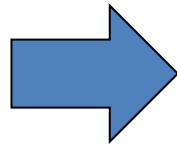
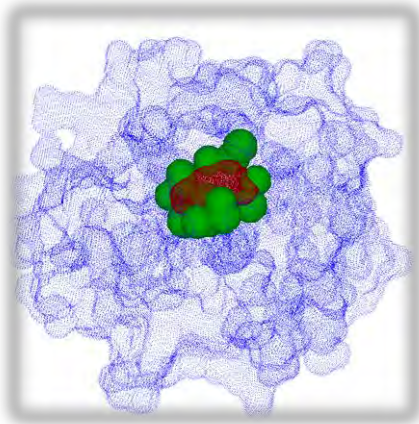
# Protein Inspector: pockets refinement

All pockets at once with TD constraint



# Protein Inspector - pockets refinement

Single pocket with TD and ligand box constraints

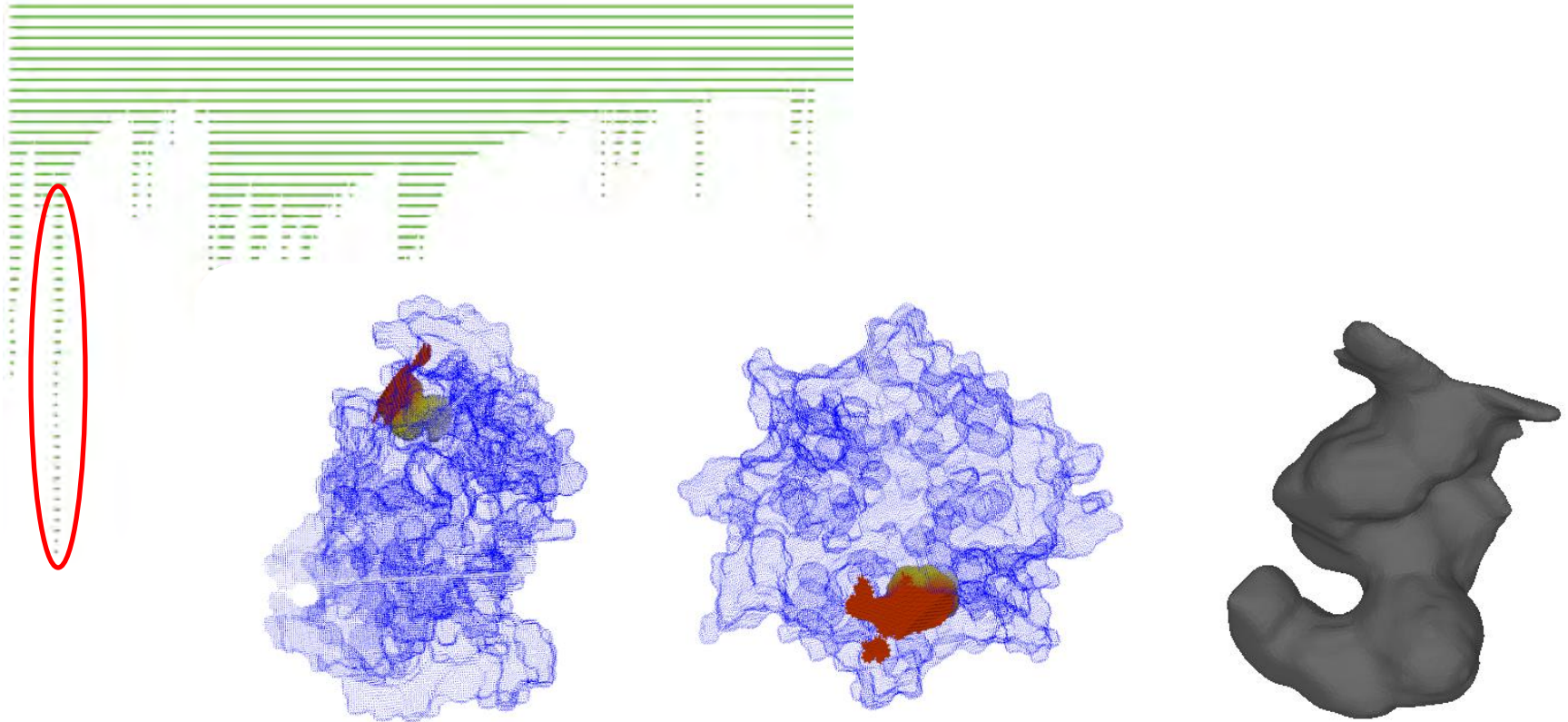


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# The main pocket

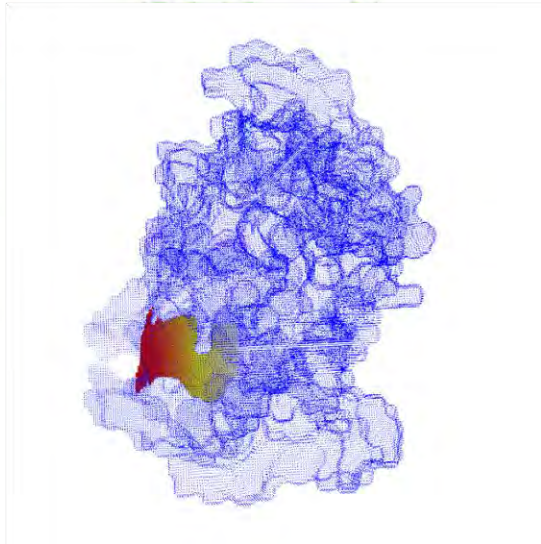
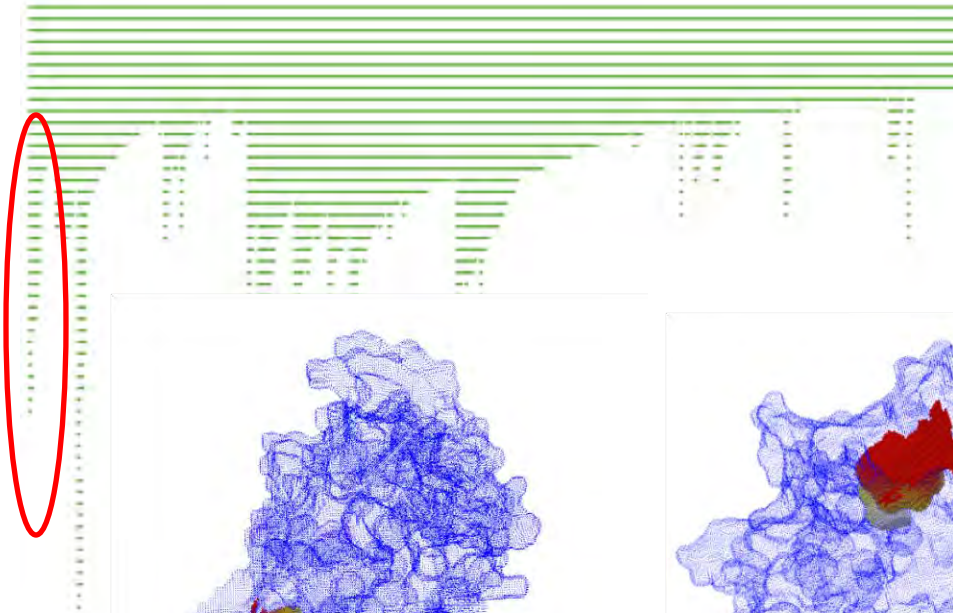


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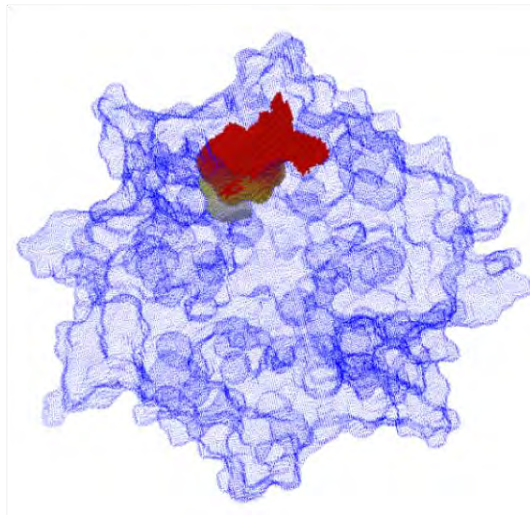
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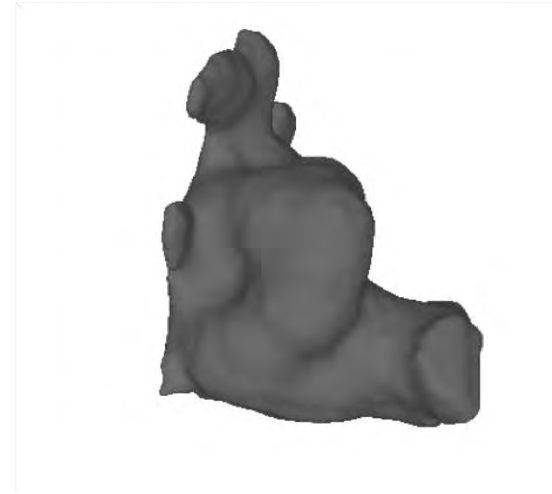
# The second main pocket



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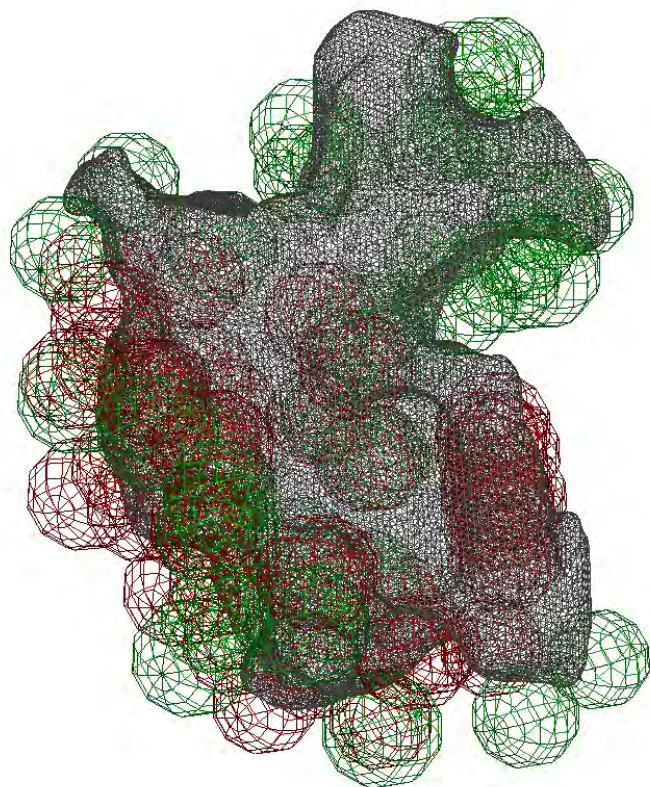
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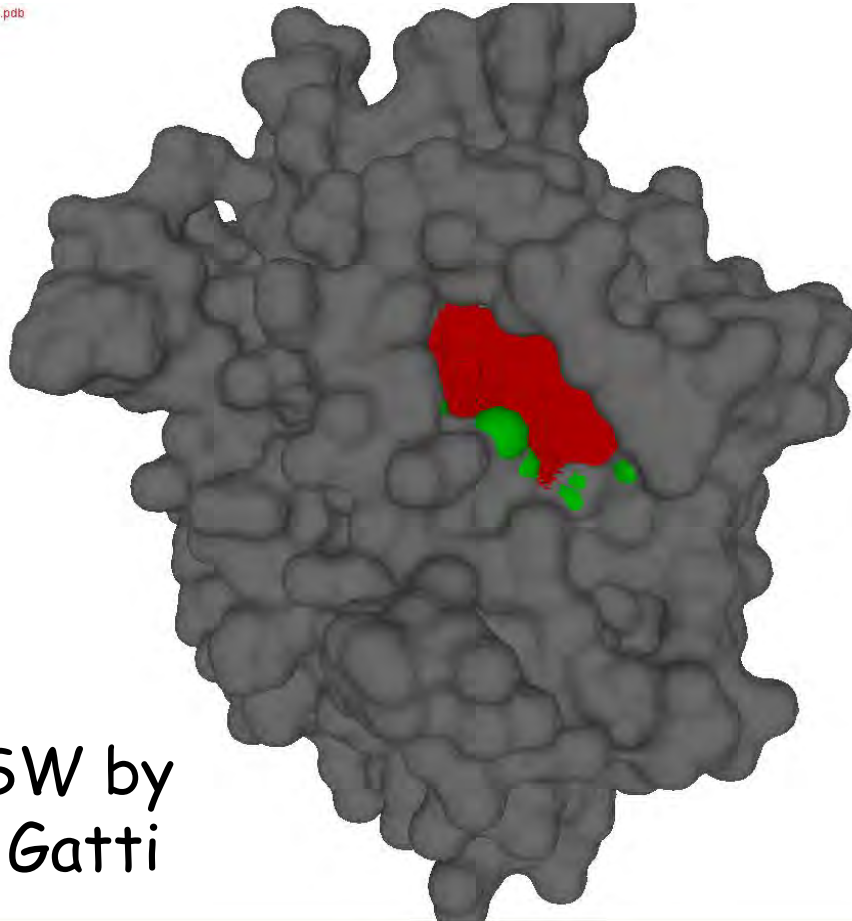
# The main pocket of 1MK5



- Adjacent atoms
  - green from CAST<sub>p</sub>
  - Red and green from PPS

# 1MK5

1MK5.pdb



**VISUALIZATION**

wireframe  
 space filling atoms  
 space filling voxels  
 march cubes

**MATH MORF**

Radius

**CONVEX HULL**

**C.HULL VISUALIZATION**

c.hull triangles  
 c.hull voxels

SLICES +|

**TUNNELS**

Tunnel No.   
tunnel max   
tunnel min

**TUNNELS VISUALIZATION**

single tunnel  
 single cluster  
tunnel number   
cluster number

**PROTUSIONS**

protusion number   
base max size   
max radius

**TEST**

show test di  
parameters

**PRINT PROP. IMG.**

**BATCHES**

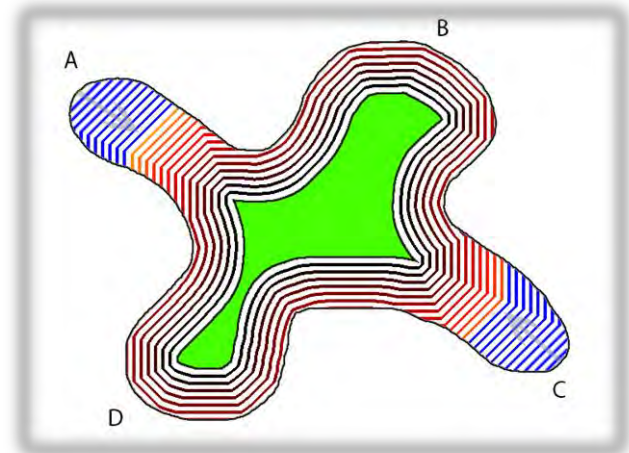
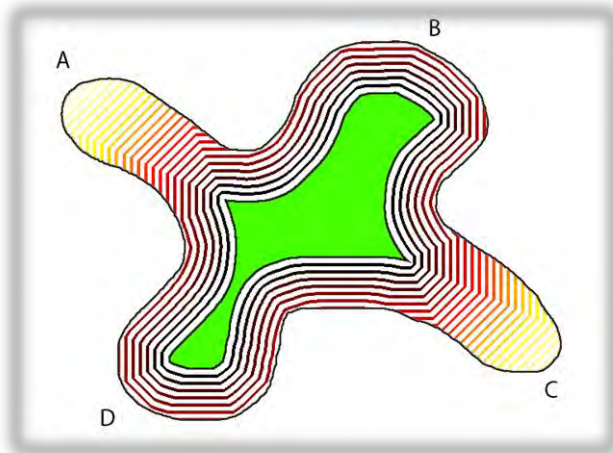
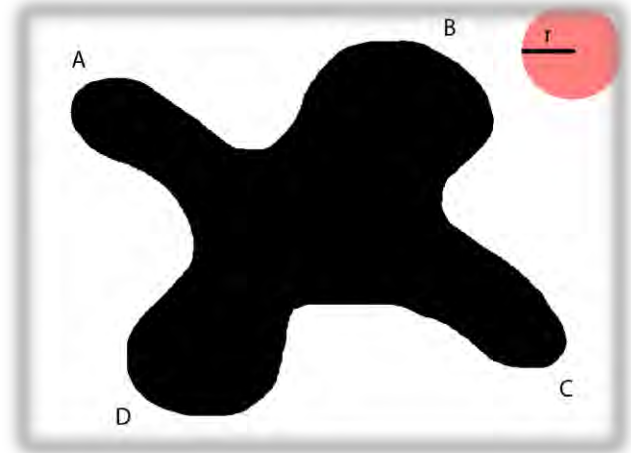
show pocket  
pocket id

show pocket  
pocket\_id

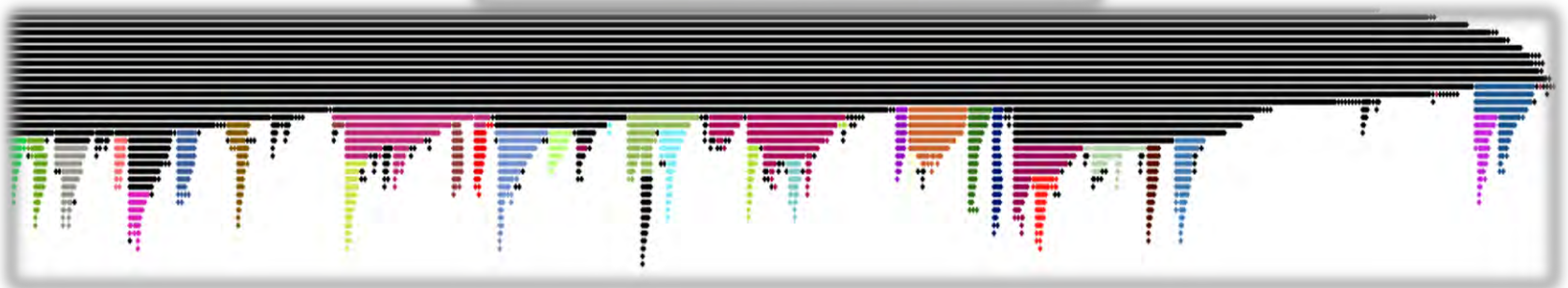
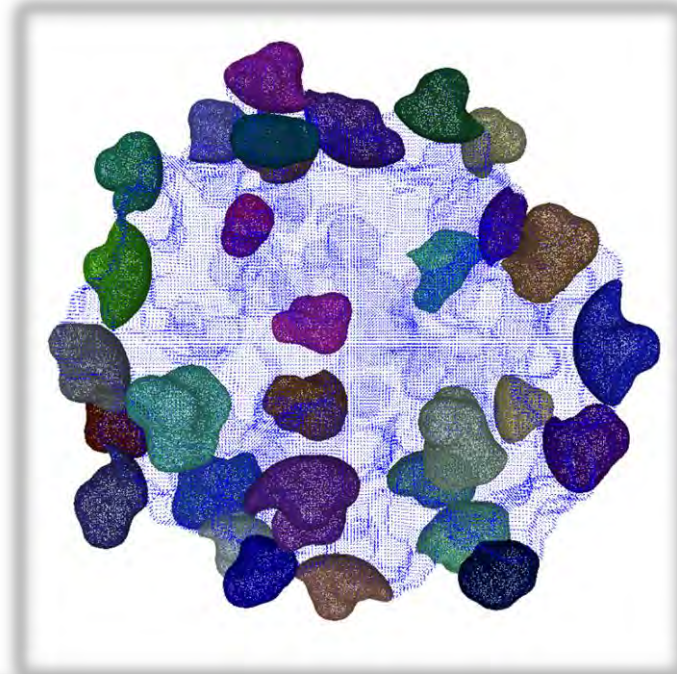
Credits: SW by  
Riccardo Gatti

# Protein Inspector - finding protrusions

Segmentation of protrusions  
for a 2D shape



# Protein Inspector - finding protrusions

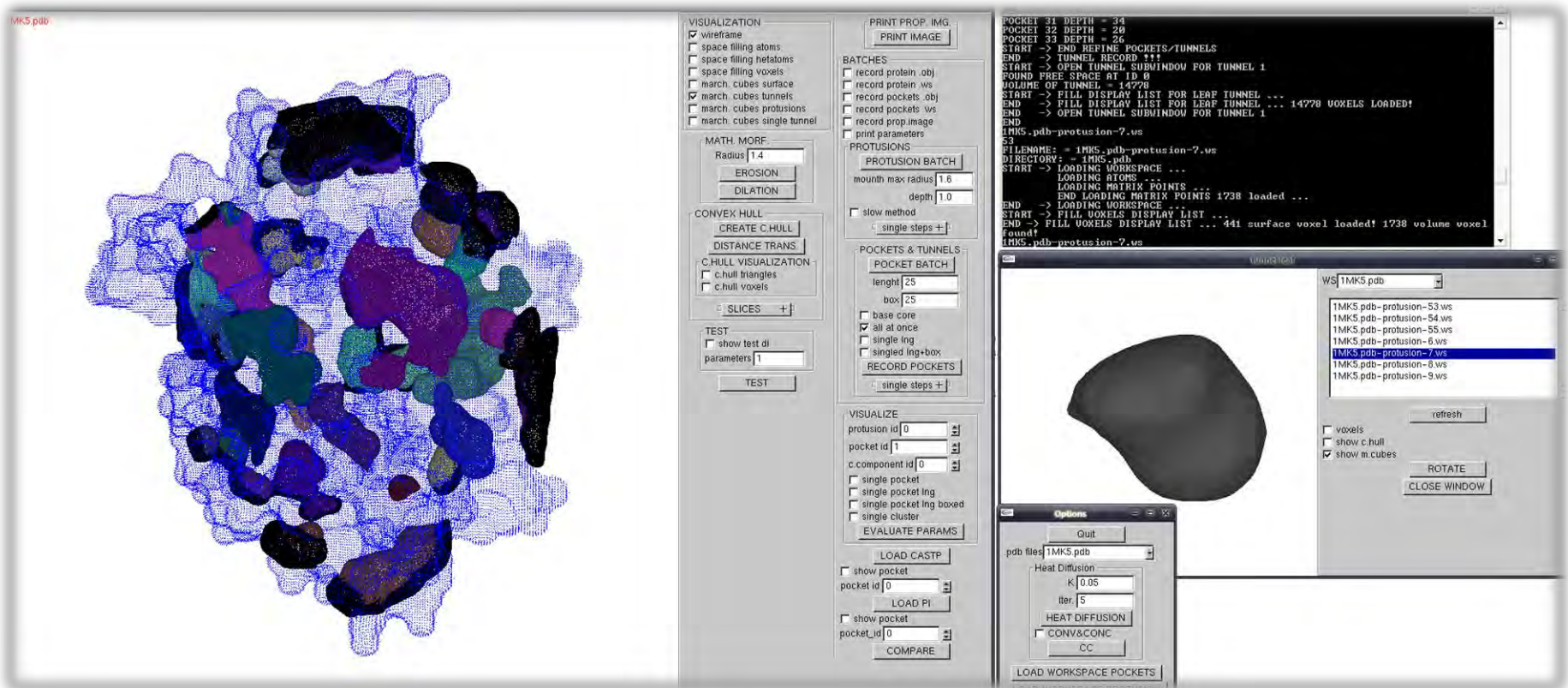


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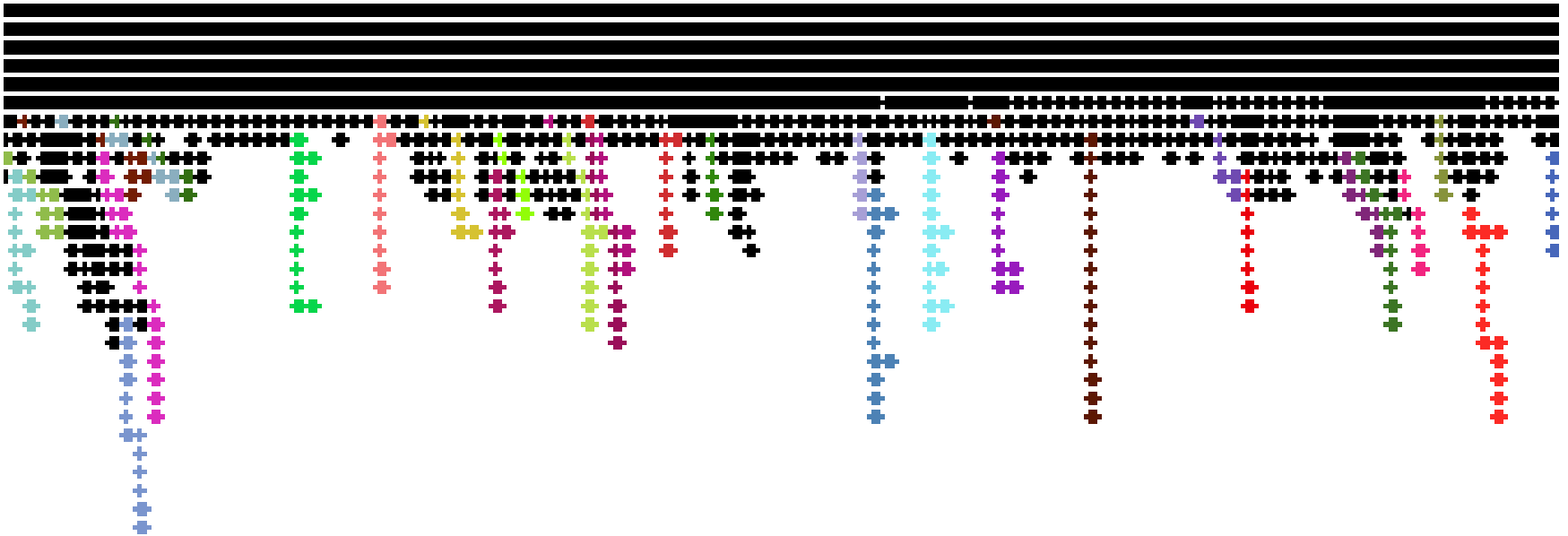
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# Protein inspector - user interface



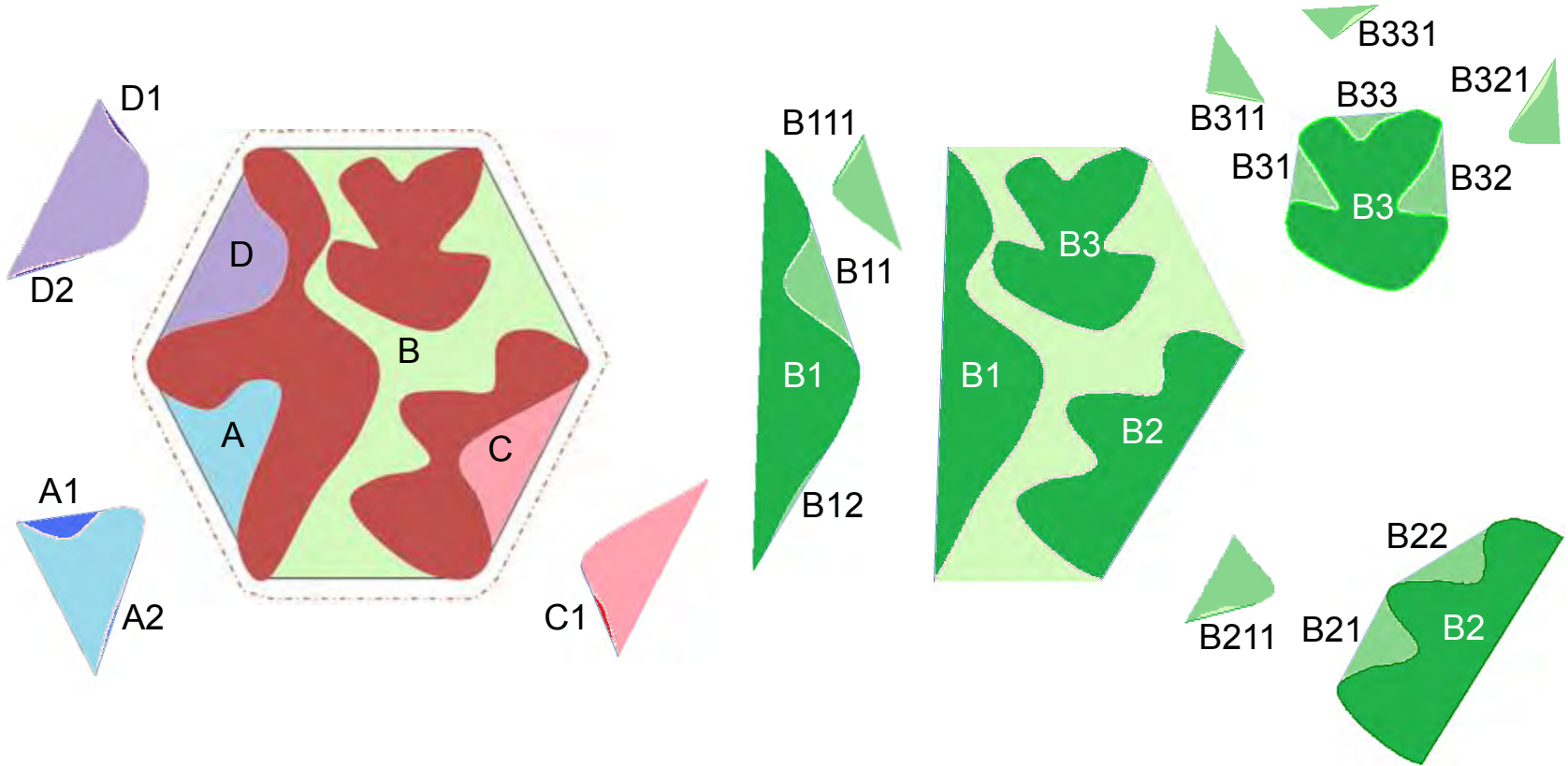
# 2D sketch for searching protuberances



# Active sites matching

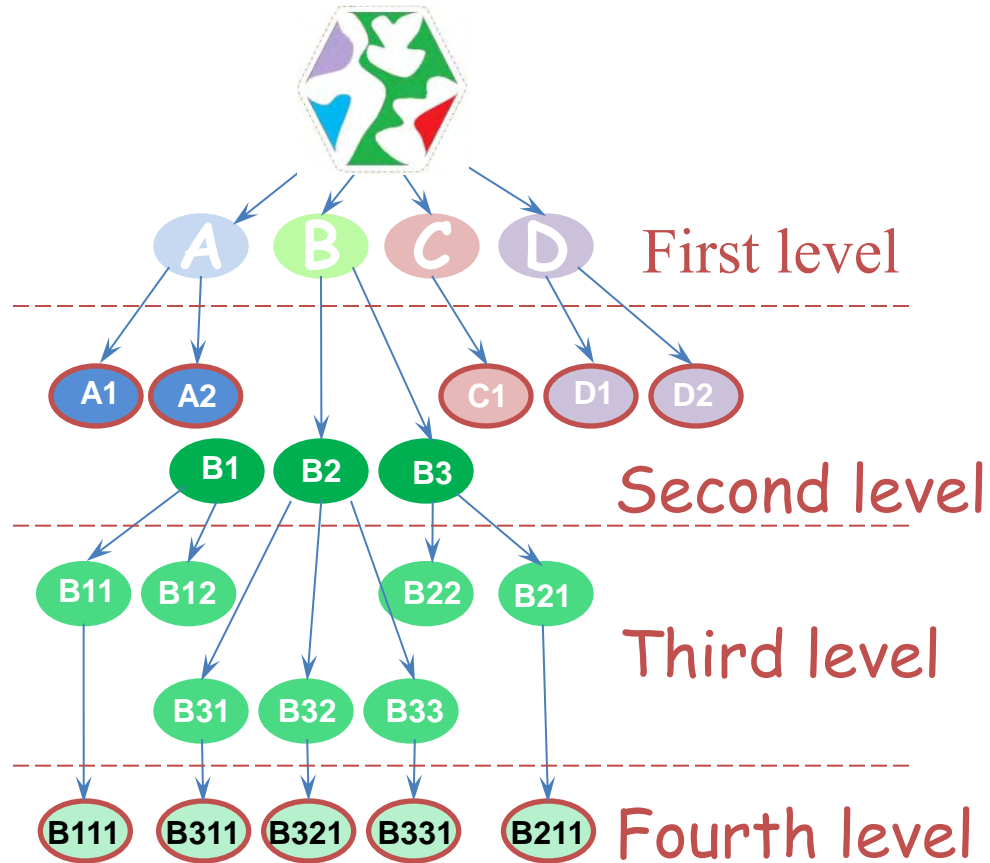
- Two data structures are proposed:
  - the **Concavity Tree**  
Arcelli C, Sanniti di Baja G (1978) "Polygonal covering and concavity tree of binary digital pictures", Proceeding International Conference MECO '78, Athens, pp. 292-297.
  - the **Extended Gaussian Image**  
Hu, Z., · Chung, R., · Fung K. S. M., (2010), "EC-EGI: enriched complex EGI for 3D shape registration", Machine Vision and Applications, 2, 177-188.

# Concavity Tree

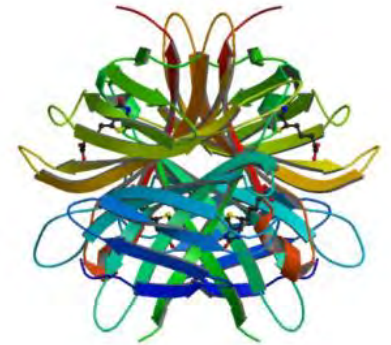
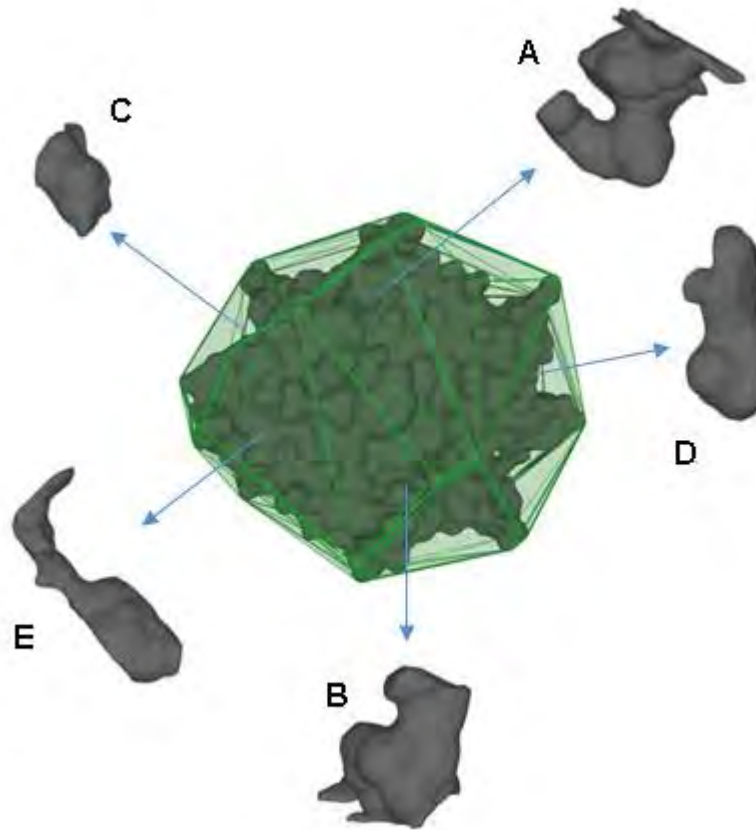
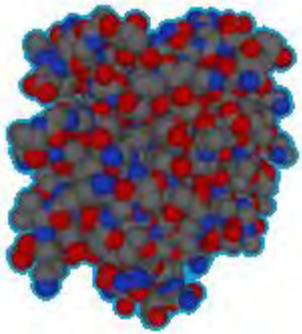




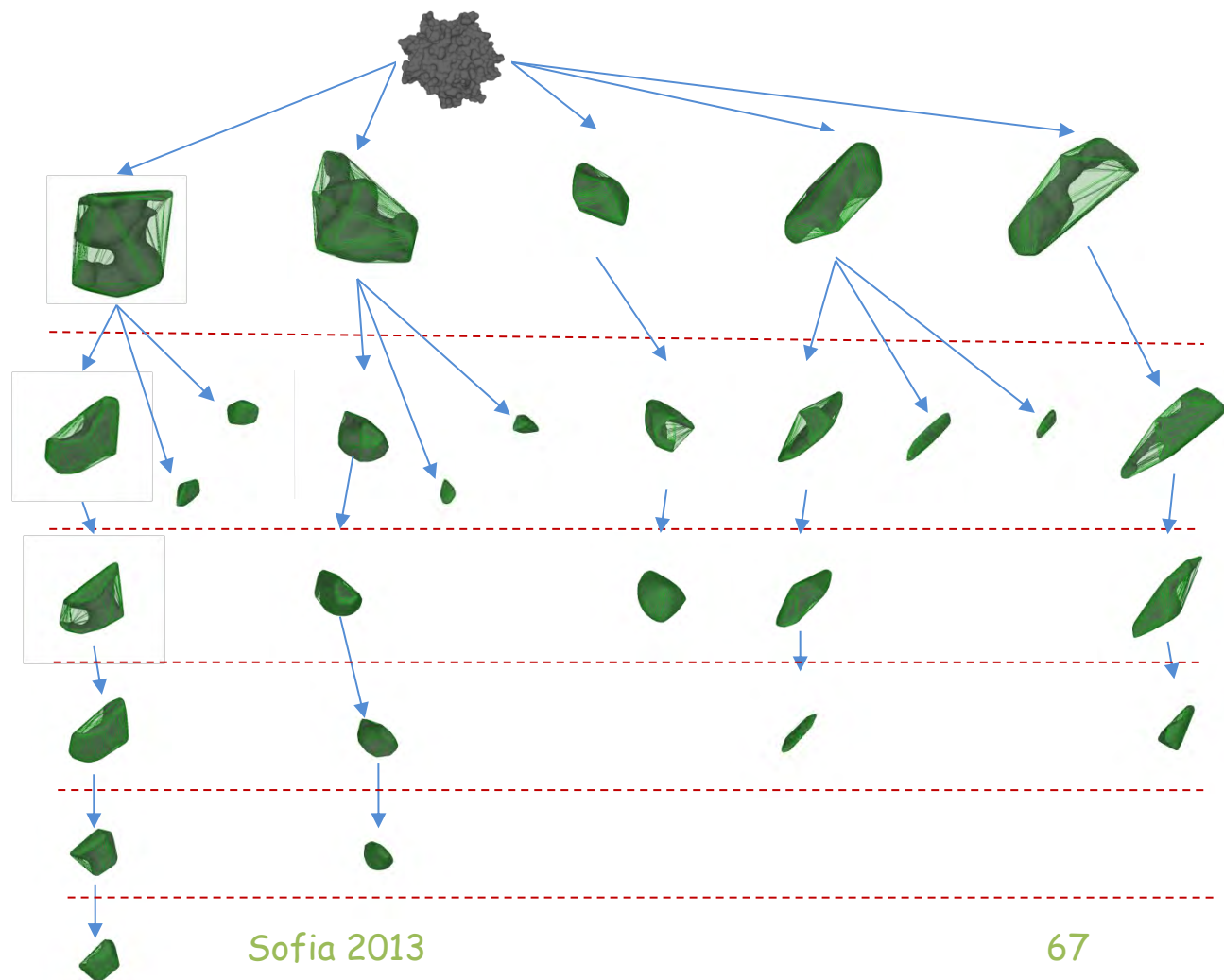
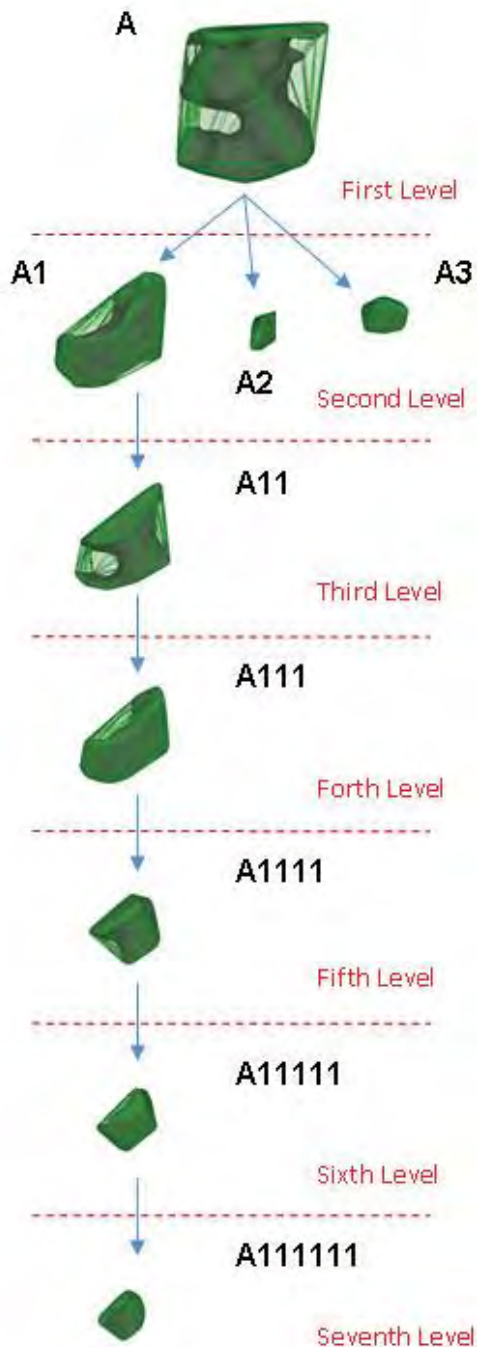
# Concavity Tree



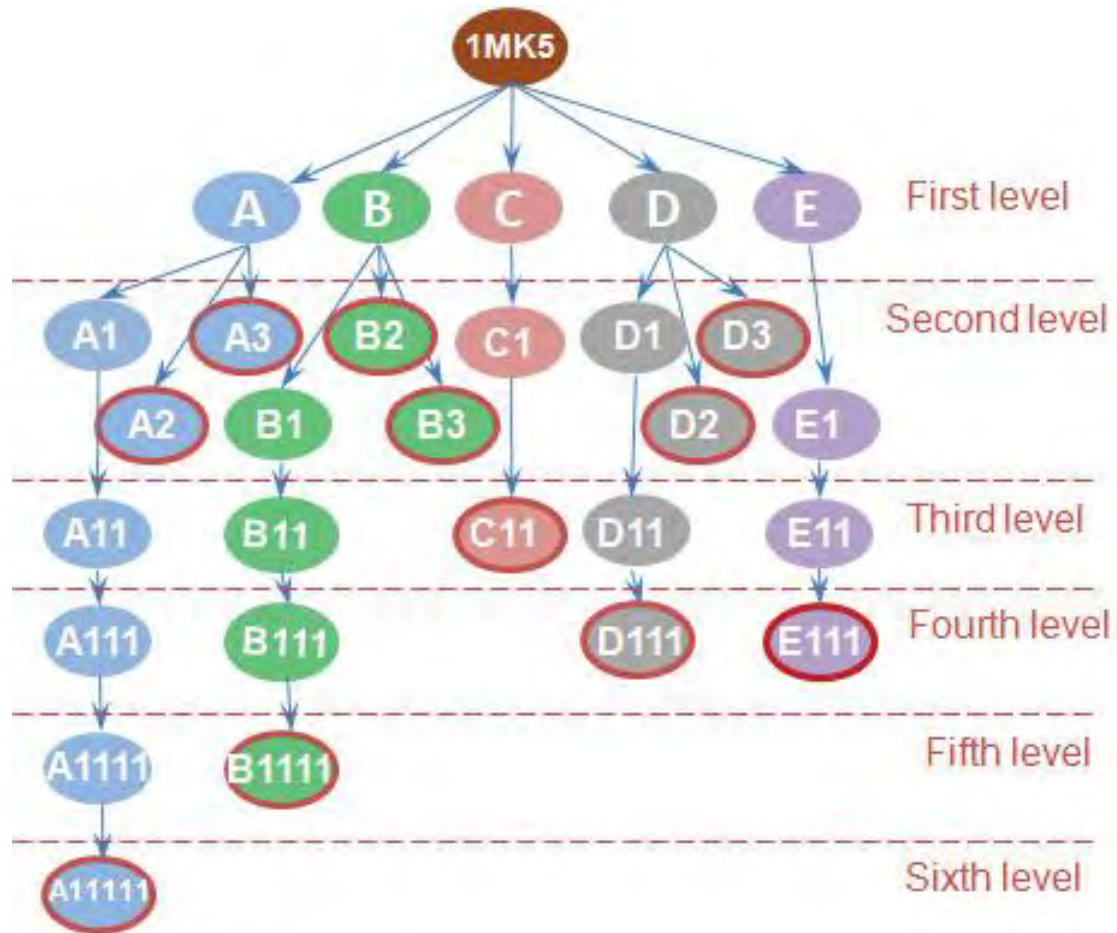
# Protein 1MK5



# Protein 1MK5 concavity tree



# Concavity tree

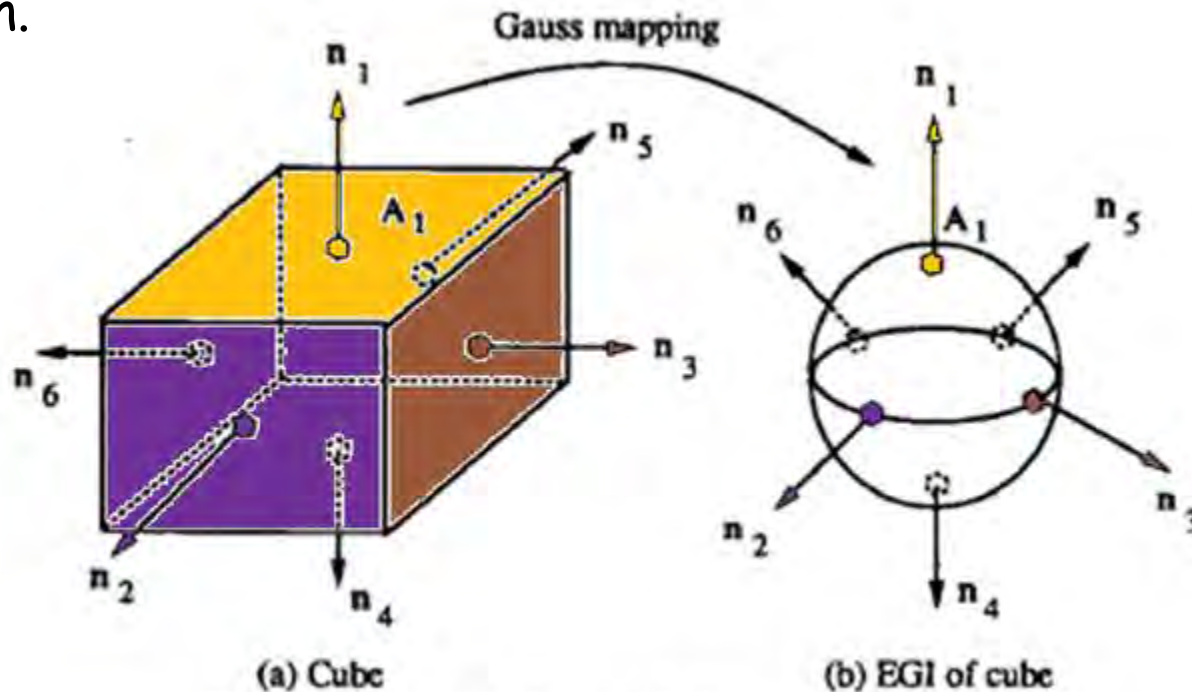


# CT: node content

- *Volume*
- *Surface to Volume Ratio*
- *Skewness of Height Distribution*
- *Kurtosis of Height Distribution*
- *Mouth Aperture*
- *Travel Depth*
- *Top Five Peaks and Valleys*
- *Summit Density*
- *Mean Summit Curvatures*
- *Interfacial Area Ratio*
- *Residue Conservation*

# Extended Gaussian Image

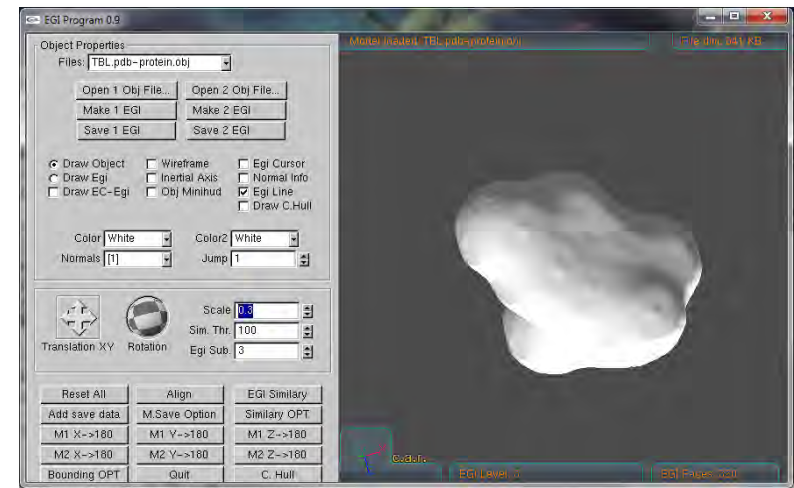
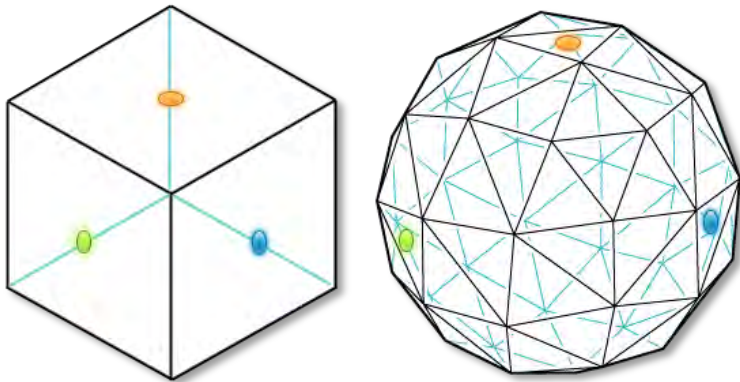
The EGI of a 3D object or shape is an orientation histogram that records the distribution of surface area with respect to surface orientation.



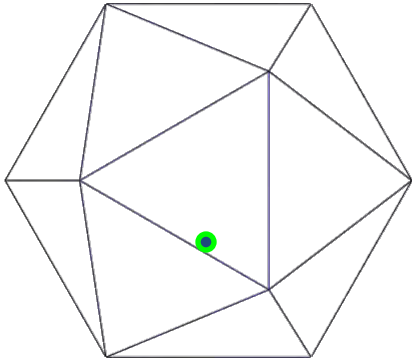
(Note: The weight is shown only for normal  $n_1$  for clarity)

*B.K.P. Horn, Extended Gaussian Images, 1984*

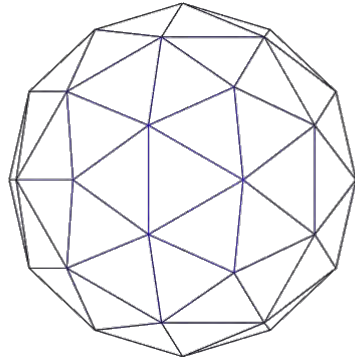
# Extended Gaussian Image



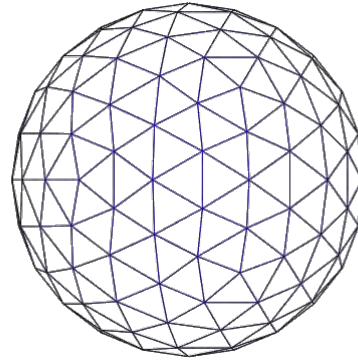
# Hierarchical Search



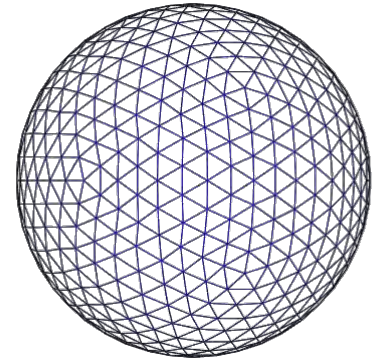
20 Faces  
Icosahedron



80 Faces



320 Faces

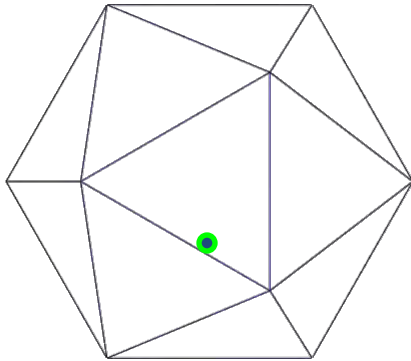


1280 Faces

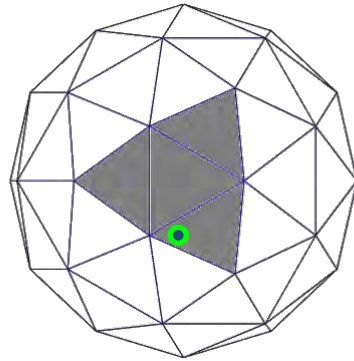
*Funk et al., SIGGRAPH 2004*



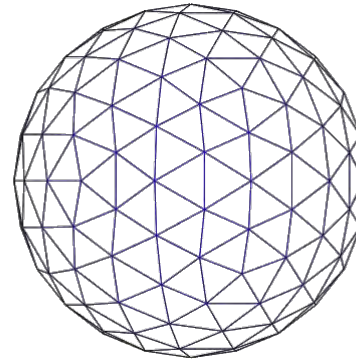
# Hierarchical Search



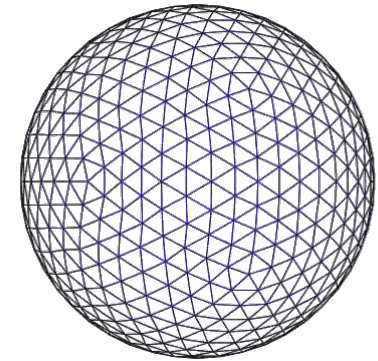
20 Faces  
Icosahedron



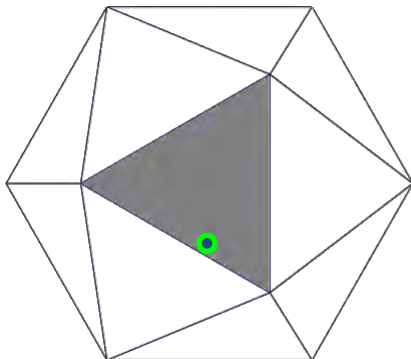
80 Faces



320 Faces



1280 Faces



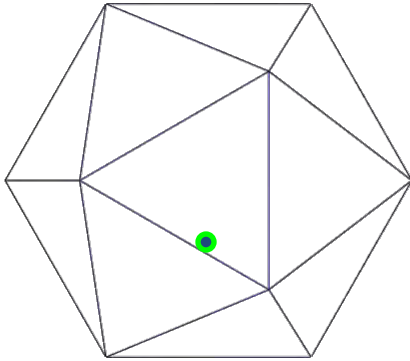
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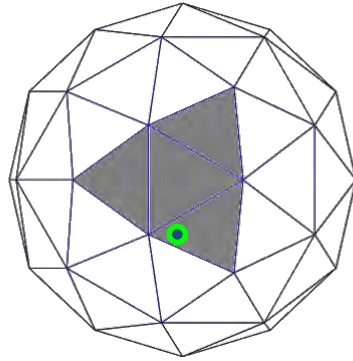
*Funk et al., SIGGRAPH 2004*

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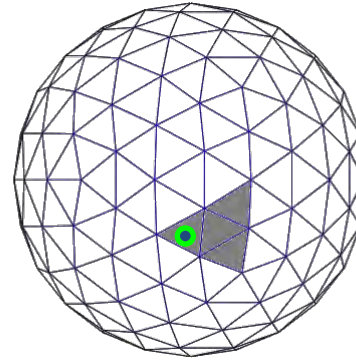
# Hierarchical Search



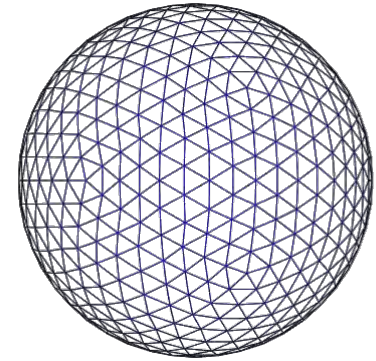
20 Faces  
Icosahedron



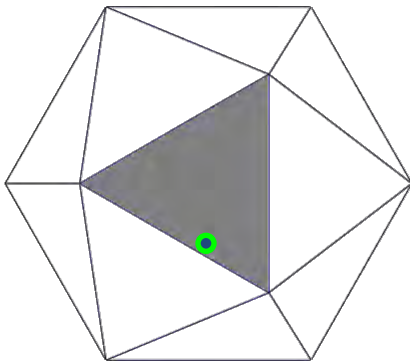
80 Faces



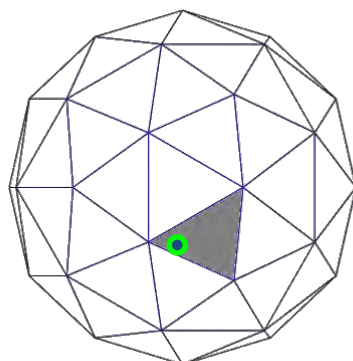
320 Faces



1280 Faces



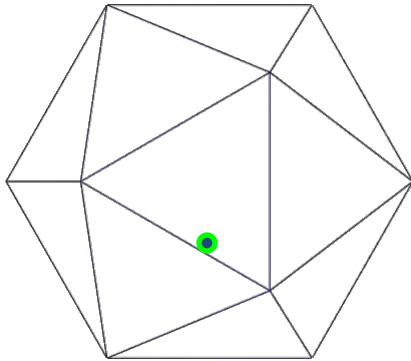
July, 2nd 2013



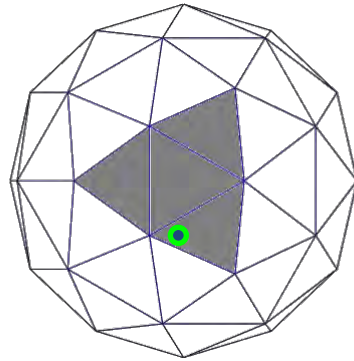
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*Funk et al., SIGGRAPH 2004*

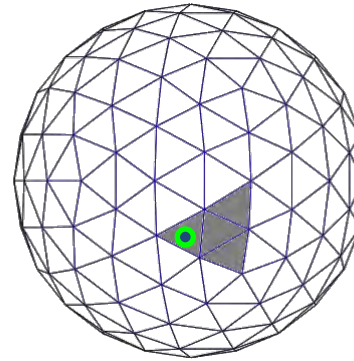
# Hierarchical Search



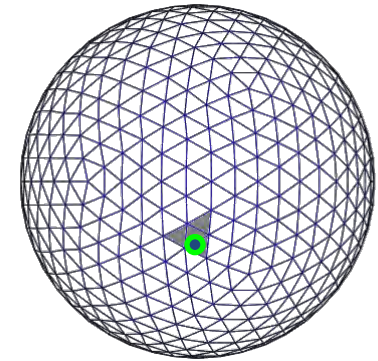
20 Faces  
Icosahedron



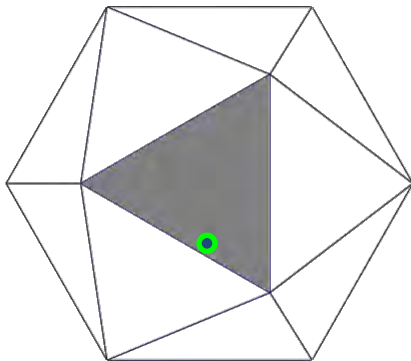
80 Faces



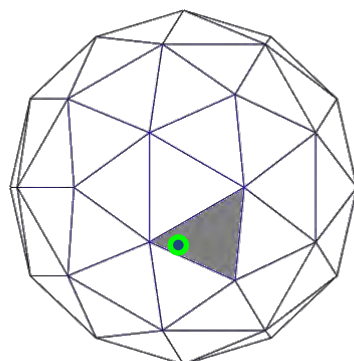
320 Faces



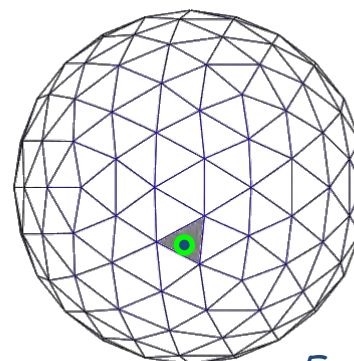
1280 Faces



July, 2nd 2013

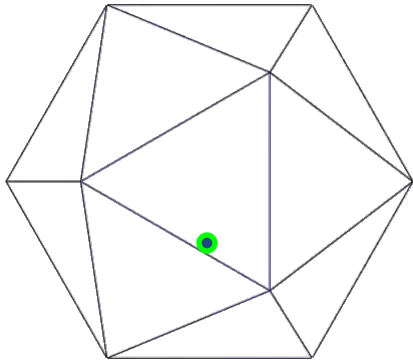


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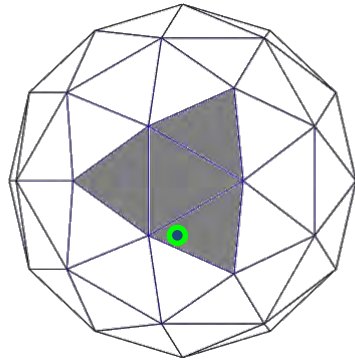


*Funk et al., SIGGRAPH 2004*  
78

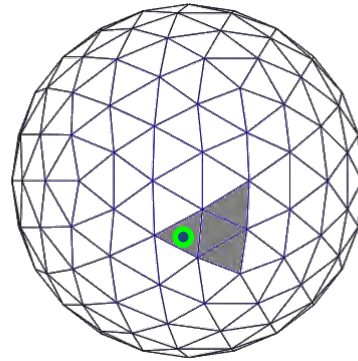
# Hierarchical Search



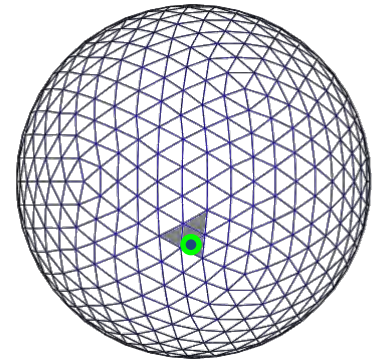
20 Faces  
Icosahedron



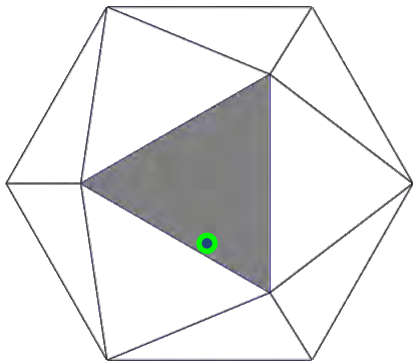
80 Faces



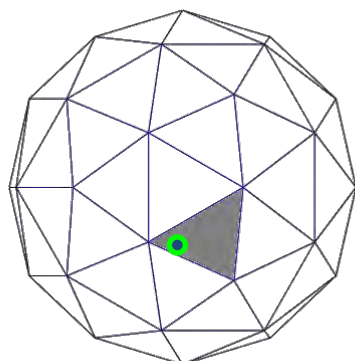
320 Faces



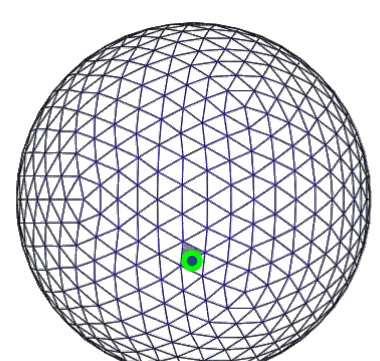
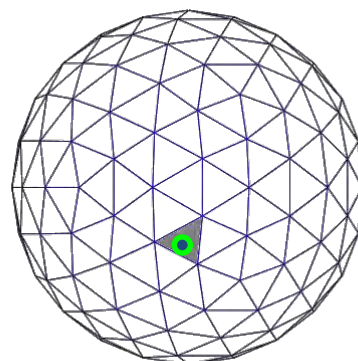
1280 Faces



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# Extended Gaussian Image

- **EGI** The EGI of a 3D object or shape is an orientation histogram that records the distribution of surface area with respect to surface orientation.

Horn, B.K.P.: Extended Gaussian images. In: Proceedings of the IEEE 72, 1671-1686 (1984).

- **CEGI** The Complex EGI encodes each surface patch's signed perpendicular distance from the reference coordinate center.

Kang, S.B., Ikeuchi, K.: Determining 3-D object pose using the complex extended Gaussian image. In: IEEE Computer Society Conference on Computer Vision and Pattern Recognition, pp. 580-585 (1991).

- **MEGI** The More Extended Gaussian Image (MEGI) model consists of a set of position vectors for surfaces and their normal vectors.

H. Matsuo and A. Iwata, "3-D Object Recognition Using MEGI Model from Range Data." Proc. 12th Int'l Conf. Pattern Recognition, pp. 843-846, Jerusalem, Israel, Oct. 1994.

- **MSEGI** The multi shell EGI

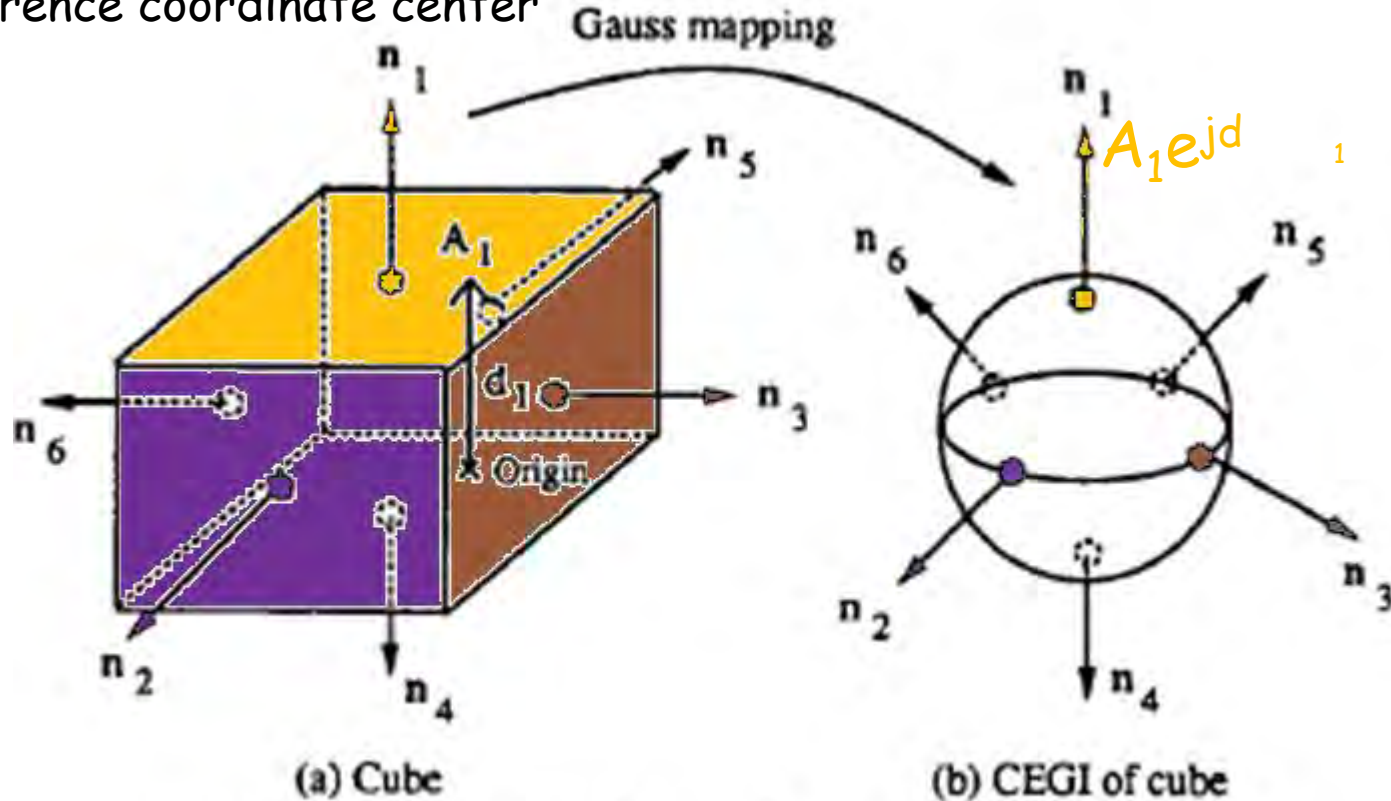
Dingwen Wang<sup>1,2</sup>, Jiqi Zhang<sup>2</sup>, Hau-San Wong<sup>2</sup>, and Yuanxiang Li, 3D Model Retrieval Based on Multi-Shell Extended Gaussian Image, G. Qiu et al. (Eds.): VISUAL 2007, LNCS 4781, pp. 426-437, 2007.

- **ECEGI** The Enriched CEGI encodes each surface patch's signed with its 3D position.

Zhaozheng Hu · Ronald Chung · Kenneth S. M. Fung: EC-EGI: enriched complex EGI for 3D shape registration, Machine Vision and Applications (2010) 21:177-188.

# Complex EGI (C-GEI)

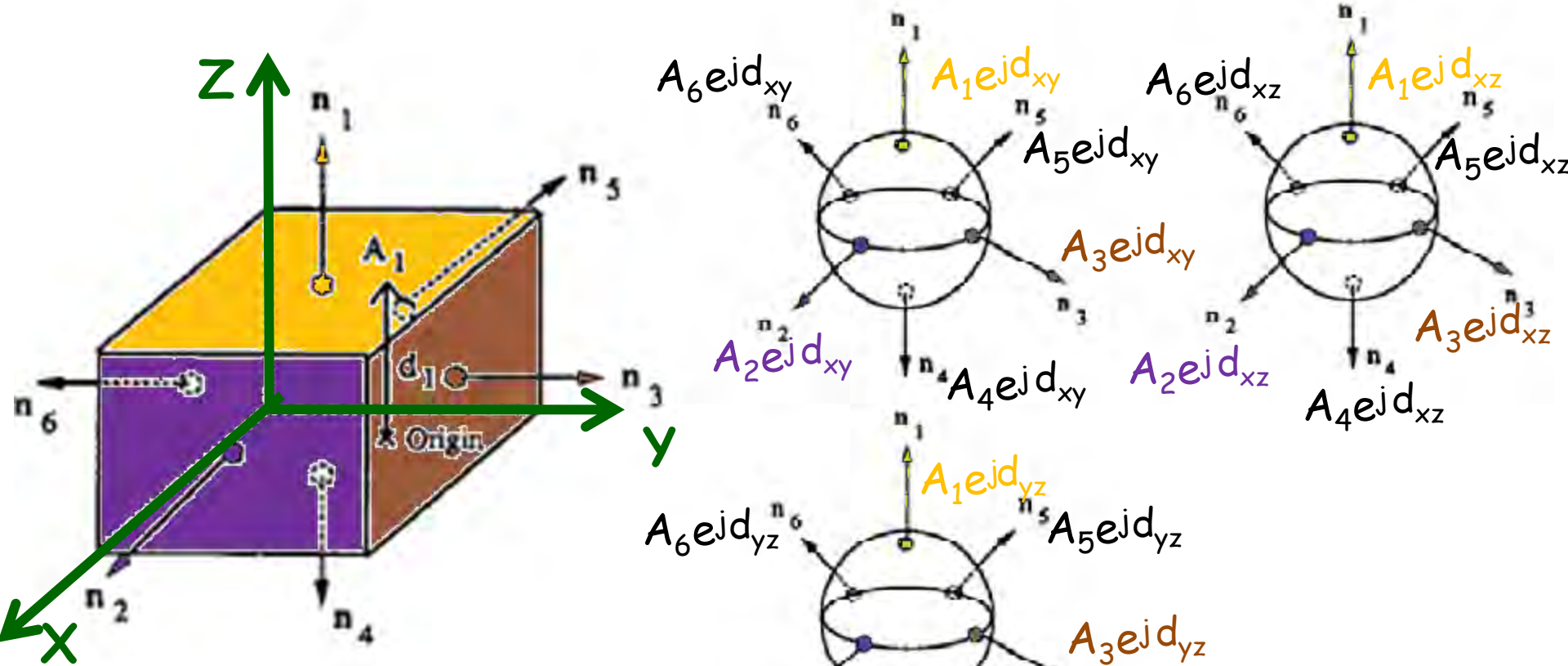
CEGI encodes each surface patch's signed perpendicular distance from the reference coordinate center



(Note: The weight is shown only for normal  $n_1$  for clarity)

Sing Bing Kang and Katsushi Ikeuchi, 3-D Object Pose Determination Using Complex EGI, 1993

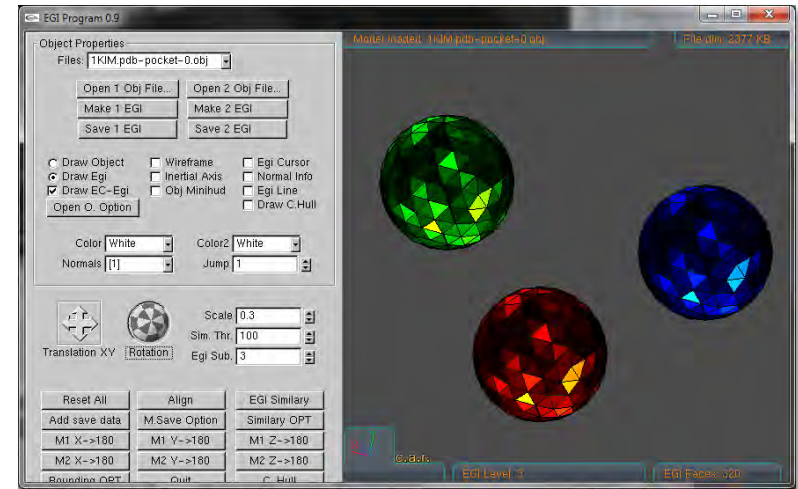
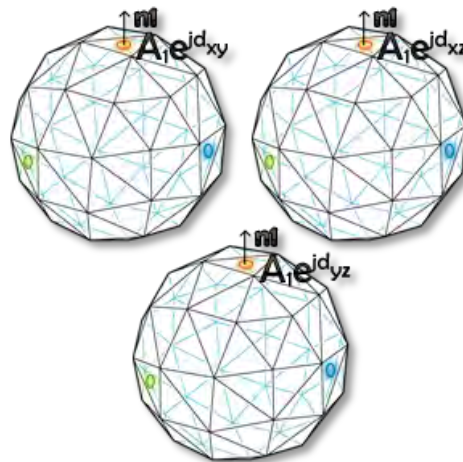
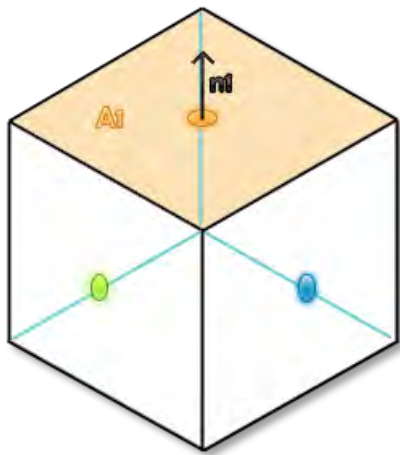
# Enriched C-EGI (EC-EGI)



The EC-EGI encodes each surface patch's signed with its 3D position

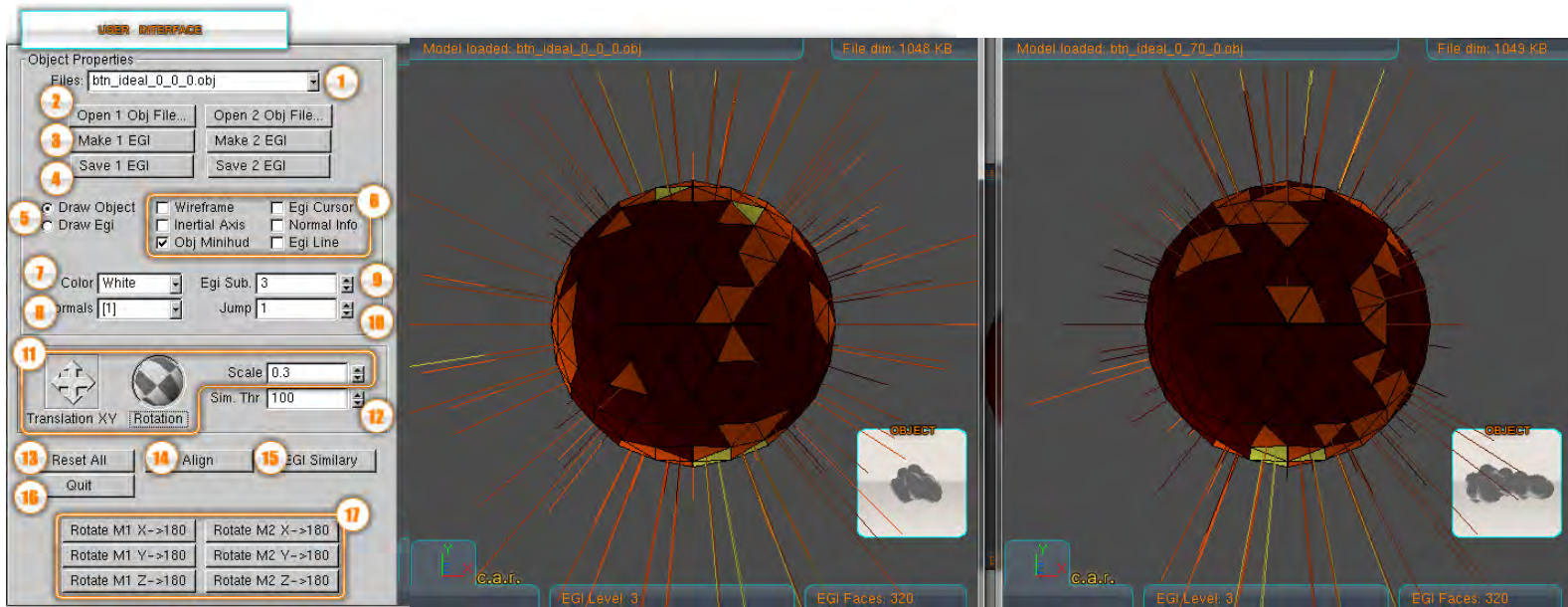
Hu, Z., · Chung, R., · Fung K. S. M., (2010), "EC-EGI: enriched complex EGI for 3D shape registration", Machine Vision and Applications, 2, 177-188.

# Enriched C-E.G.I.





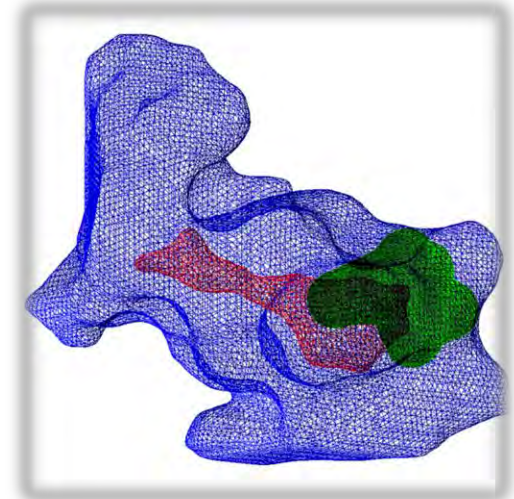
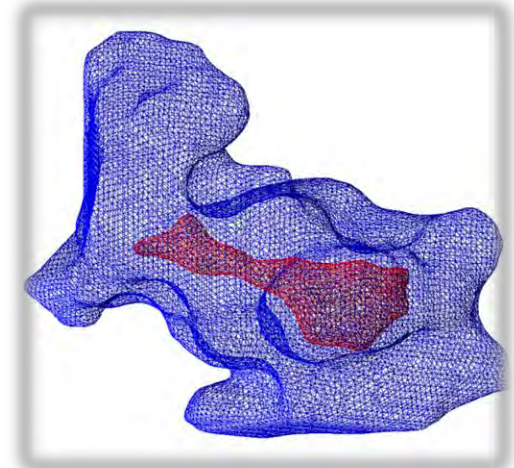
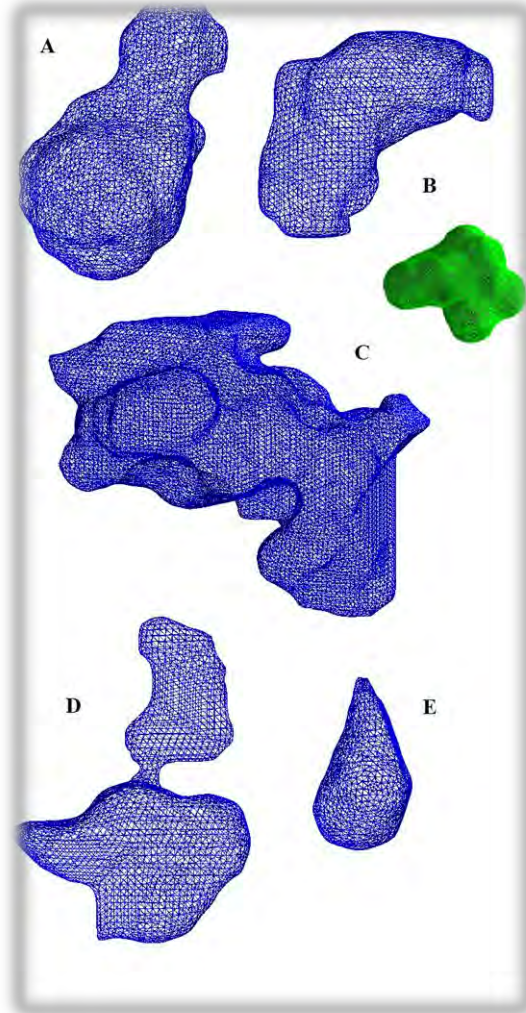
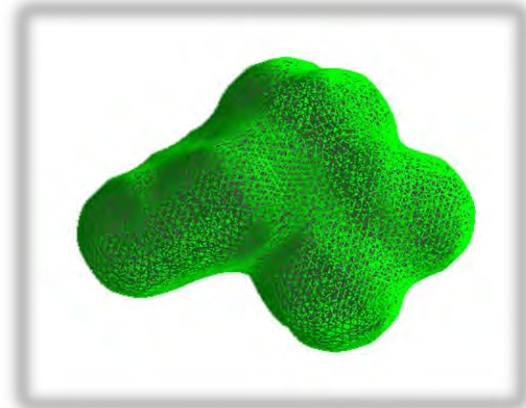
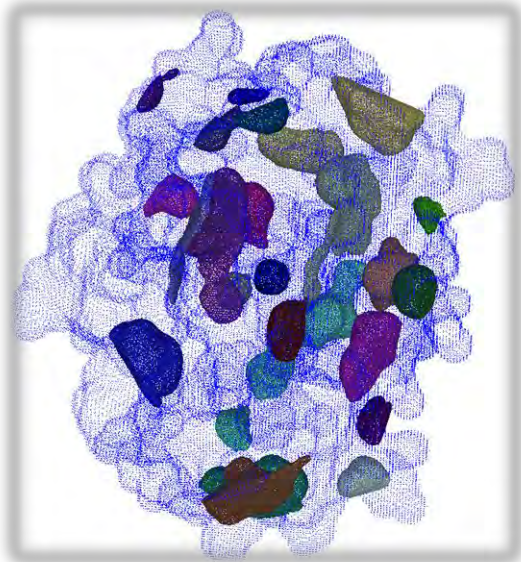
# EGI in progress



- |                                      |  |  |
|--------------------------------------|--|--|
| 1 OBJECT SELECT COMBOBOX             | 8 EGI ICOSAHEDRON SUBDIVISION LEVEL        | 17 ALIGN SUPPORT ROTATIONS FOR USER CORRECTION |
| 2 OPEN A FILE IN THE SELECTED WINDOW | 10 JUMP TO THE SELECTED NORMAL IN EGI MODE | 18 MODEL FILENAME                              |
| 3 MAKE EGI FOR THE SELECTED MODEL    | 11 USER VIEW COMMANDS                      | 19 FILE DIMENSION                              |
| 4 SAVE EGI DATA TO A TEXT FILE       | 12 SIMILARITY THRESHOLD                    | 20 VIEW MODE: MODEL REPRESENTATION             |
| 5 SELECT MODEL OR EGI DRAW MODE      | 13 RESET ALL PROJECTION AND VIEW STATUS    | 21 C.A.R. (CURRENT AXIS ROTATION)              |
| 6 VARIOUS VISUALIZATION OPTIONS      | 14 ALIGN THE TWO MODELS                    | 22 EGI SUBDIVISION LEVEL                       |
| 7 MODEL COLOUR COMBOBOX              | 15 CHECK FOR MODELS' SIMILARITY            | 23 NUMBER OF FACES OF THE CURRENT EGI          |
| 8 NORMALS SELECT COMBOBOX FOR EGI    | 16 QUIT PROGRAM                            |  |

Credits: SW by  
Alessandro Gaggia

# Protein-Ligand Interaction



July, 2nd 2013

Sofia 2013

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# CAPRI: Critical Assessment of PRediction of Interactions

- CAPRI (Critical Assessment of PRedicted Interaction) is an international effort, aimed at objectively assessing the performance of these methods by inviting developers to test their algorithms on the same protein targets and objectively evaluating the results.

