



# **SMD/IMD** Publications

- "Steered molecular dynamics investigations of protein function." J. Molec. Graphics & Modeling, 2001.
- "Steered molecular dynamics and mechanical functions of proteins." *COSB*, 2001.
- "Mechanical unfolding intermediates in titin modules." *Nature*, 2000.

- "Simulated refolding of stretched titin immunoglobulin domains." *Biophys. J.*, 2001.
- "Comparison of the early stages of forced unfolding of fibronectin type III modules." *PNAS*, 2001.
- "Structural determinants of MscL gating studied by molecular dynamics simulations." *Biophys. J.*, 2001.
- "A system for interactive molecular dynamics simulation." 2001 ACM Symposium on Interactive 3D Graphics.

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# Force Application in SMD

- Linear forces: a moving harmonic restraint or constant forces drag selected atoms in a given direction.
- Surface tension: nonequilibrium boundary conditions rescale atomic coordinates and momenta.

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• Torque: Rotating restraints allow the simulation of rotating biomolecular assemblies.



















## A Haptic Interface

- Haptic devices allow multidimensional manipulation and force feedback.
- Pathways for steered molecular dynamics simulations can be identified interactively.

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# Force Feedback Model

- The response of the IMD system to user input is ultimately determined by \*:
  - Speed of the simulation;
  - Strength of applied forces;
  - Scaling of atomic coordinates.
- The sensitivity of the haptic interface to atomic interactions goes as the *square* of the speed of the simulation.
- Responsiveness can be improved by increasing the simulation force, but at the cost of sensitivity.
  - \* Stone, Gullingsrud & Schulten, 2001.

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#### **IMD** Test Applications • Gramicidin A system: ion channel system with 4400 atoms. • Dynamics were calculated at 79 timesteps/sec using 32 PC's - fast enough to feel collisions. Lac repressor: docking simulation with 4500 atoms Able to guide ligand into binding pocket. NIH Resource for Biomolecular Modeling and Bioinformatics Beckman Institute, UIUC http://www.ks.uiuc.edu

### Future Work

- Improve interactivity through faster dynamics integrators and more efficient haptic update schemes.
- Torque feedback or multiple haptic devices for interactive docking.
- Apply to more interesting biological systems.



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