

# A PAC-Learning Algorithm for Conformation Rules and its Experiments

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## 1 Introduction

Computational methods for protein conformation have been extensively developed for searching minimal free-energy conformations. A recursive method is developed to identify a large number of low energy conformations and genetic algorithms are also applied to this problem. Another interesting heuristic method is the hydrophobic zipper method in [1, 2]. Based on the fact many hydrophobic contacts are topologically local, the hydrophobic zipper method randomly selects hydrophobic contacts among neighbors in a sequence and zips up other hydrophobic contacts.

Inspired by this hydrophobic zipper method, but apart from the free-energy minimization problem, we define a conformation rule as a rewriting rule of hypergraphs. Then we develop a PAC-learning algorithm for conformation rules and present some experimental results on amino acid sequences of proteins.

## 2 PAC-Learning of Conformation Rules

A protein  $P$  with a tertiary structure  $(p_1, A_1), \dots, (p_n, A_n)$ , where  $p_i = (x_i, y_i, z_i)$  is the position of the amino acid residue  $A_i$  for  $1 \leq i \leq n$ , is loosely represented by a node-labeled hypergraph  $G = (V, F, \varphi)$  in the following way: The node set is  $V = \{1, \dots, n\}$ , where the number  $i$  corresponds to the position of the  $i$ th amino acid residue. The nodes are labeled with an alphabet  $\Delta$  of "colors" by a mapping  $\varphi$ . It is often used to classify the amino acid residues into several categories (e.g., hydrophobicity).  $\varphi$  and  $\Delta$  represent such a classification of amino acid residues. A hyperedge  $e$  in  $F$  describes that the nodes in  $e$  are within some distance. We assume that  $\{i, i+1\}$  is in  $F$  for  $1 \leq i \leq n-1$ . Thus there are many variations for representing the structure of a protein by a hypergraph.

A *bundle rule* is a pair  $\rho = (B, U)$  of a hypergraph  $B = (V, F, \psi)$  and a subset  $U$  of  $V$  such that  $|U| \geq 2$ ,  $U \notin F$  and  $e \cap U \neq \emptyset$  for any hyperedge  $e$  in  $F$ . This bundle rule creates a new hyperedge  $U$  if the neighborhood of  $U$  is in the form of  $B$ .

A *conformation unit* is a finite set  $\gamma = \{(B_1, U_1), \dots, (B_t, U_t)\}$  of bundle rules and a *conformation rule* is defined as a sequence  $\sigma = (\gamma_1, \dots, \gamma_m)$  of conformation units. A conformation rule is applied to a sequence from local toward global as shown in Fig. 1, and finally produces a hypergraph.

We have shown that some class of conformation rules is polynomial-time PAC-learnable in the sense of [3] and have developed a PAC-learning algorithm which produces a conformation rule from a collection of sequences.

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Input: a conformation rule  $(\gamma_1, \dots, \gamma_m)$  and  $s = x_1 \dots x_n$  in  $\Delta^+$ 
Output: a hyper graph  $H_s = (V_s, F_s, \psi_s)$ 
procedure Conform $((\gamma_1, \dots, \gamma_m), s)$ 
begin
   $V_s := \{1, \dots, n\}$ ;
  let  $\psi_s$  be a mapping defined by  $\psi_s(i) = x_i$  for  $1 \leq i \leq n$ ;
   $F := \{\{i, i+1\} \mid 1 \leq i \leq n-1\}$ ;
   $\tau := \min\{n, m\}$ ;
  for  $\ell = 1$  to  $\tau$  do
  begin
     $w := \ell + 2$ ; /*  $w$  is the window size */
     $TEMP := \emptyset$ ;
    foreach  $i : 1 \leq i \leq n - w + 1$  do
    begin
       $j := i + w - 1$ ;
      foreach  $e : e \subseteq \{i, \dots, j\}$  with  $|e| \leq k$  do
      begin
         $\tilde{F} := \bigcup_{l \in e} N_H(l)$ , where  $H = (V_s, F, \psi_s)$ ;
         $\tilde{V} := \{u \mid u \in e' \text{ for some } e' \in \tilde{F}\}$ ;
         $\tilde{\psi} := \psi_s|_{\tilde{V}}$ ; /* the restriction of  $\psi_s$  to  $\tilde{V}$  */
        if  $\tilde{B} = (\tilde{H}, e) \approx B$  for some  $B$  in  $\gamma_\ell$ , where  $\tilde{H} = (\tilde{V}, \tilde{F}, \tilde{\psi})$ ;
          then add a hyperedge  $e$  to  $TEMP$ ;
      end;
    end;
     $F := F \cup TEMP$ ;
  end;
   $F_s := F$ ;
end

```

Fig. 1: Conformation algorithm

### 3 Method of Experiments

We have implemented the PAC-learning algorithm with Common Lisp and chosen 153 proteins from PDB for our experiments. Each protein file is expressed as a distance matrix  $\mathcal{M}$  of positions of amino acid residues, where the  $(i, j)$ -entry of  $\mathcal{M}$  is 1 if the distance between the  $i$ th and  $j$ th amino acid residues is at most 6Å and 0 otherwise.

The size of a hyperedge is restricted to be two, three and four because of the difficulty arising from time and space complexity. The alphabet  $\Delta$  is set to be the collection of the three symbols,  $H$  (hydrophobic),  $P$  (hydrophilic) and  $N$  (neutral).

The first step is to learn a conformation rule from 5~20 proteins. The second step is to apply the conformation rule to a sequence for prediction. The comparison between the prediction and the original structure shows that, for some part of a sequence, the corresponding structure is correctly predicted.

### References

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