



**Finding Signals from the
Candidates of Interaction Sites
for Photosystem I Reduction**

SHONDALYN A. SMITH

STEVYN SAWYER

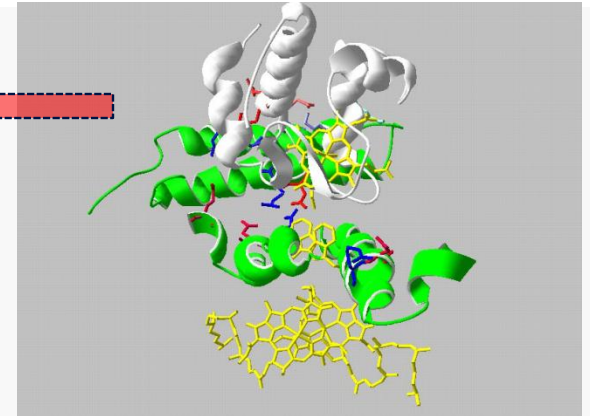
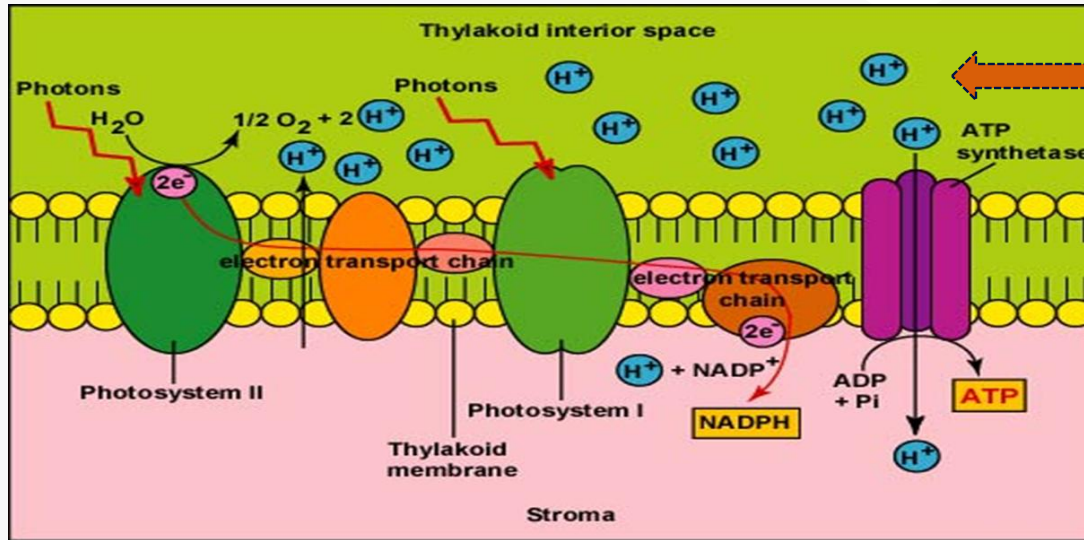
DR. WEI CHEN, ADVISOR

DEPARTMENT OF COMPUTER SCIENCE

TENNESSEE STATE UNIVERSITY

COLLEGE OF ENGINEERING

Research Background



Artificially adding c6 and psaF in Photosystem I speed up the process and produce more hydrogen

- Natural system produces hydrogen but in small amounts.
- Artificially adding c6 and psaF proteins produces more amounts quickly.
- Previous senior project group predicted the candidates for the interaction.

In order to make the prediction more precise, we want to find more common signals from these candidates !!!

Problem Statement



Find common signal (motif) from the candidates of interaction sites in psaF and c6 protein families.

GGGCT	ATcCAgCT	GGGTCGTCACATTCCCCTTTTGA
TGAGGGTGCCCAATAA	ggGCAACT	CCAAAGCGGACA
	ATGgAtCT	GATGCCGTTTGACGACCTAAATCAACGG
	GGAgCAACc	CCAGGAGCGCCTTTGCTGGTCTACC
TTTTCTAAAAAGATTATAATGTCGGTCC	tTGgAACT	
GCTGTACACACTGGATCATGCTGC	ATGcAtT	TTCA
CATGATCTTTG	ATGgCACT	TGGATGAGGGAATGAT

Challenge – Then same motif in different proteins can be different after have had mutation. Finding motif is computationally very expensive.

It is NP(No-deterministic Polynormal(-hard))!!!

Goal and Objectives



Goal:

Find further information (motif) from the identified candidates of interaction sites in c6 and psaF protein families.

Research Objectives:

- 1) Design new algorithm for finding motif effectively and efficiently.
- 2) Implement and evaluate the algorithm and analyze the results with existing algorithms.

Approach



- Investigate known algorithms.
- Design new algorithm.
- Compare the proposed algorithm with existing algorithms.

Functional Requirements



1. Protein pairs of c6 and psaF family from the same organism need to be provided.
2. The candidates of interaction sites of the given protein pairs need to be provided.
3. Identify and compare the existing software/tools/databases for motif/signal search of proteins for c6 and psaF.
4. Efficient algorithms and software that fits motifs/signals search from the candidates of interaction sites of c6 and psaF family are required.

Non-functional Requirements



1. Utilize standard database to find signals from the candidates of the interaction sites.
2. Compare the results from standard database and propose algorithm.
3. Algorithm implementation will utilize C# in Visual Studios.

System Design



- Dataset preparation to find signal from candidates of interaction sites.
- Utilize existing database/tools/software.
- Algorithm design.

System Design: Dataset preparation



- *Example 1: one pair of psaF and c6 proteins.*
- **psaF:**
 - DIAGLTPCSESKAYAKLEKKELKTLEKRLKQYEADSAPAVALKAT
MERTKARFANYAKAGLLCGNDGLPHLIADPGLALKYGHAGEVFI
PTFGFLYVAGYIGYVGRQYLIAVKGEAKPTDKEIIIDVPLATKLAW
QGAGWPLAAVQELQRGTLLEKEENITVSPR
- **c6:**
 - ADLALGAQVFNGNCAACHMGGRNSVMPEKTLDKAALEQYLDGG
FKVESIIYQVENGKGAMPAWADRLSEEEIQAVA EYVFKQATDAA
WKY

Algorithm Design

Calculate the score of a motif (All algorithms will use this method)

Example: Seven 36- nucleotide DNA sequences with a hid pattern TGCAACT mutated in two positions.

GGGCTATcCAgCTGGGTCGTCACATTCCCCTTTCTGA
TGAGGGTGCCCAATAAggGCAACTCCAAAGCGGACA
ATGgAtCTGATGCCGTTTGACGACCTAAATCAACGG
GGAaGCAACcCCAGGAGCGCCTTTGCTGGTTCTACC
TTTTCTAAAAAGATTATAATGTCGGTCCtTGgAACT
GCTGTACACACTGGATCATGCTGCATGCcAtTTTCA
CATGATCTTTTGATGgcACTTGGATGAGGGAATGAT

GGGCT	<u>ATcCAgCT</u>	GGGTCGTCACATTCCCCTTTCTGA
TGAGGGTGCCCAATAA	<u>ggGCAACT</u>	CCAAAGCGGACA
	<u>ATGgAtCT</u>	GATGCCGTTTGACGACCTAAATCAACGG
GG	<u>AaGCAACc</u>	CCAGGAGCGCCTTTGCTGGTTCTACC
TTTTCTAAAAAGATTATAATGTCGGTCC	<u>tTGgAACT</u>	
GCTGTACACACTGGATCATGCTGC	<u>ATGCcAt</u>	TTCA
CATGATCTTTTG	<u>ATGgcACT</u>	TGGATGAGGGAATGAT

A	5	1	0	0	5	5	0	0
T	1	5	0	0	0	1	1	6
G	1	1	6	3	0	1	0	0
C	0	0	1	4	2	0	6	1

Consensus ATGCAACT

position = (6,17,1,3,29,25,13)
Score = 5+5+6+4+5+5+6+6 = 42

Existing Algorithms for Finding Motifs

BruteForce



BruteForce(DNA, t, n, l)

```

bestScore := 0;
for i1 := 1 to n-l+1
  for i2 := 1 to n-l+1
    .....
    for it := 1 to n-l+1
      S = (i1, i2, ..., it)
      if (Score(S, DNA) > bestScore)
        bestScore := Score(S, DNA)
        bestMotifPosition = S
return bestScore & bestMotifPosition;
    
```

DNA: DNA sequences

t: number of DNA sequences

n: length of DNA sequences

l: length of the motif

Time Complexity : $O(n^t l t)$

Example: t=7, n=36, l=8,

	GGGCT	A T c C A g C T	GGGTCGTCACATTCCCTTTGCA
	TGAGGGTGCCCAATAA	g g G C A A C T	CCAAAGCGGACA
		A T G g A t C T	GATGCCGTTTGACGACCTAAATCAACGG
		GG A a G C A A C c	CCAGGAGCGCCTTTGCTGGTTC TACC
TTTTCTAAAAAGATTATAATGTCGGTCC		t T G g A A C T	
GCTGTACACACTGGATCATGCTGC		A T G C c A t T	TTCA
CATGATCTTTTG		A T G g c A C T	TGGATGAGGGAATGAT
Profile	A	5 1 0 0 5 5 0 0	S = (6,17,1,3,29,25,13) Score(S) = 5+5+6+4+5+5+6+6 = 42
	T	1 5 0 0 0 1 1 6	
	G	1 1 6 3 0 1 0 0	
	C	0 0 1 4 2 0 6 1	

Running Time: 7 hours

Existing Algorithms for Finding Motifs

Greedy Algorithm

```

Greedy-MotifFinding(DNA, t, n, l)
    bestMotif := (1,1,...,1);
    s := (1,1,...,1)
    for s1 := 1 to n-l+1
        for s2 := 1 to n-l+1
            S := (s1, s2, 1, ... , 1)
            if (Score(S, Seq) > bestScore)
                bestScore := Score(S, DNA);
                bestMotif Position:= S
    for i := 3 to t
        for si := 1 to n-l+1
            S:= (s1, s2, ... , si, 1, ... , 1)
            if (Score(S, DNA) > bestScore)
                bestScore := Score(S, Seq);
                bestMotif Pos:= S;
    return bestScore & bestMotifPosition
    
```

Local optimal solution for first 2 strings

Local optimal solution for 3rd - tth strings

Time Complexity: $O(n^2tl + nt^2l)$

DNA[0] = "GCTGTACACA**CTGGATCAT**GCTGCATGCCATTTTCA"
 DNA[1] = "CATGATCTTTTGATGGCACTTGGATGAG**GGGAATGAT**"
 DNA[2] = "A TGA TCTGATGCCGTTTGACGACCTAAATCAACGG"
 DNA[3] = "GGAAGCAAC**CCCCAGGAGCGC**CTTTGCTGGTTCTACC"
 DNA[4] = "T TT TCTAA**AAAGATTATAAT**GTCCGGTCCTTGGAACT"

 DNA[13] = "TGAGGGTG**CCCAATAAGGGCAACT**CCAAAGCGGACA"

↓

DNA[0] = "GCTGTACACA**CTGGATCAT**GCTGCATGCCATTTTCA"
 DNA[1] = "CATGATCTTTTGATGGCACTTGGATGAG**GGGAATGAT**"
 DNA[2] = "**ATGGATCT**GATGCCGTTTGACGACCTAAATCAACGG"
 DNA[3] = "GGAAGCAAC**CCCCAGGAGCGC**CTTTGCTGGTTCTACC"
 DNA[4] = "T TT TCTAA**AAAGATTATAAT**GTCCGGTCCTTGGAACT"

 DNA[13] = "TGAGGGTG**CCCAATAAGGGCAACT**CCAAAGCGGACA"

↓

DNA[0] = "GCTGTACACA**CTGGATCAT**GCTGCATGCCATTTTCA"
 DNA[1] = "CATGATCTTTTGATGGCACTTGGATGAG**GGGAATGAT**"
 DNA[2] = "**ATGGATCT**GATGCCGTTTGACGACCTAAATCAACGG"
 DNA[3] = "**GGAAGCAAC****CCCCAGGAGCGC**CTTTGCTGGTTCTACC"
 DNA[4] = "T TT TCTAA**AAAGATTATAAT**GTCCGGTCCTTGGAACT"

 DNA[13] = "TGAGGGTG**CCCAATAAGGGCAACT**CCAAAGCGGACA"

↓

Running Time: instant

Proposed Algorithms for Finding Motifs

Improved Greedy Algorithm (using Divide-and-Conquer)

ImprovedMotifFinding(DNA[i..j], t, n, l)

if (j-i) < 4

return Greedy(DNA[i..j], t, n, l)

else

k = (i+j-1)/2

x = **ImprovedMotifFinding**(DNA[i..k], t, n, l)

y = **ImprovedMotifFinding**(DNA[k+1..j], t, n, l)

if x.score > y.score

improve DNA[k+1..j] by the motifs in DNA[i..k]

else

improve DNA[i..j] by the motifs in DNA[k+1..j]

return bestScore and bestMotifPosition

Time Complexity :

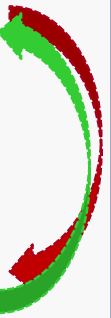
$$T(n) = 2T(n/2) + nt^2l/2 \quad \text{if } t > 4$$

$$= n^2tl \quad (\text{use greedy}) \quad \text{if } t \leq 4$$

$$T(n) = O(n^3tl)$$

If score of the motifs in first part is larger

CTGTACACACTGATCATGCTGCATGCCATTTTCA
CATGATCTTTTGATGGCACTTGGATGAGGGAATGAT
ATGGATCTGATGCCGTTTGACGACCTAAATCAACGG
GGAAGCAACCCAGGAGCGCCTTTGCTGGTTCTACC
TTTTCTAAAAAGATTATAATGTCGGTCCTTGGAAC
TTTTCTAAAAAGATTATAATGTCGGTCCTTGGAAC
GCTGTACACACTGGATCATGCTGCATGCCATTTTCA
CATGATCTTTTGATGGCACTTGGATGAGGGAATGAT
GGGCTATCCAGCTGGGTCGTCACATTCCCCTTTCGA
TGAGGGTGCCCAATAAGGGCAACTCCAAAGCGGACA
TGGATCTGATGCCGTTTGACGACCTAAATCAACGG
GGAAGCAACCCAGGAGCGCCTTTGCTGGTTCTACC
GGGCTATCCAGCTGGGTCGTCACATTCCCCTTTCGA
TGAGGGTGCCCAATAAGGGCAACTCCAAAGCGGACA



If score of the motifs in second part is larger

Test results and algorithm comparison

Dataset 1: Number of DNA sequences = 7,
Length of DNA sequence = 32, length of motif = 8



GGGCTATCCAGCTGGGTCGTCACATTCCCCTTTCGA
TGAGGGTGCCCAATAAGGGCAACTCCAAAGCGGACA
ATGGATGTGATGCCGTTTGAGGACCTAAATCAACGG
GGAAGCAACCCAGGAGCGCCTTTGCTGGTTCTACC
TTTTCTAAAAAGATTATAATGTCGGTCTTTGGAAC
GCTGTACACACTGGATCATGCTGCATGCCATTTTCA
CATGATCTTTTGATGGCACTTGGATGAGGGAATGAT

Greedy/Improved-greedy



GGGCTATCCAGCTGGGTCGTCACATTCCCCTTTCGA
TGAGGGTGCCCAATAAGGGCAACTCCAAAGCGGACA
ATGGATGTGATGCCGTTTGAGGACCTAAATCAACGG
GGAAGCAACCCAGGAGCGCCTTTGCTGGTTCTACC
TTTTCTAAAAAGATTATAATGTCGGTCTTTGGAAC
GCTGTACACACTGGATCATGCTGCATGCCATTTTCA
CATGATCTTTTGATGGCACTTGGATGAGGGAATGAT

Brute Force

Algorithm	Score of Motif	Position of Motif	Run Time
Brute Force	42	5, 15, 0, 2, 27, 19, 12	7 hours
Greedy	37	14, 4, 2, 13, 23, 0, 0	4.2816 ms
Improved Greedy	37	14, 4, 2, 13, 23, 0, 0	7.9553 ms

Test results and algorithm comparison

Dataset 2: Number of DNA sequences = 14,
Length of DNA sequence = 32, length of motif = 8

GCTGTACACACTGGATCATGCTGCATGCCATTTTCA CATGATCTTTTGATGGCACTTGGATGAGGGAATGAT ATGGATCTGATGCCGTTTGACGACCTAAATCAACGG GGAAGCAACCCAGGAGCGCCTTTGCTGGTTCTACC TTTTCTAAAAAGATTATAATGTCGGTCCTTGGA TTTTCTAAAAAGATTATAATGTCGGTCCTTGGA GCTGTACACACTGGATCATGCTGCATGCCATTTTCA CATGATCTTTTGATGGCACTTGGATGAGGGAATGAT GGGCTATCCAGCTGGGTCGTACATTCCCCTTTTCA TGAGGGTGCCCAATAAGGGCAACTCCAAAGCGGACA ATGGATCTGATGCCGTTTGACGACCTAAATCAACGG GGAAGCAACCCAGGAGCGCCTTTGCTGGTTCTACC GGGCTATCCAGCTGGGTCGTACATTCCCCTTTTCA TGAGGGTGCCCAATAAGGGCAACTCCAAAGCGGACA	Algorithm	Score of Motif	Position of Motif	Run Time
	Brute Force			Years
	Greedy	68	10, 27, 0, 11, 8, 8, 10, 26, 0, 2, 0, 2, 1, 2	7.0717 ms
	Improved Greedy	76	10, 26, 0, 11, 28, 28, 10, 26, 11, 2, 0, 11, 11,2	21.0426 ms

↑
Improved-
greedy

Future Work



- Continue to find better algorithms.
- Apply proposed algorithm to the candidates of the interaction sites in c6 and psaF protein families.

Acknowledgements



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