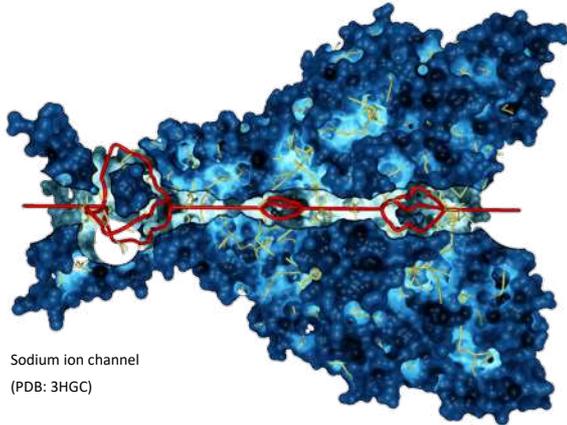


## Visual Analytics of Biomolecular Systems



Sodium ion channel  
(PDB: 3HGC)

Hans-Christian Hege



10<sup>th</sup> Annual SeRC Meeting, Söderköping, May 16, 2019

### Motivation

- *Visualization*
  - Long tradition in molecular visualization
  - Advanced visualization & interaction techniques developed
  - However: **lack of insight** into
    - the molecular sciences
    - the practical needs in molecular sciences
- *Molecular Science*
  - Researchers are building visualization tools *on their own*
  - Tools grow in practice; satisfy many practical needs
  - However:
    - software is **limited** to a certain **complexity** level
    - knowledge transfer from vis research is **delayed**

→ **intensify communication & cooperation** between the fields



SeRC is the  
perfect place  
for this!

## Overview

- **Data Visualization / Visual Analytics**
  - Visualization, Reasoning and Knowledge Advancement
  - Our Mindset, Objectives and Approach
- **Advances in Interactive Biomolecular Visualization**
  - Visualization of metastable conformations
  - Molecular Surfaces: Ligand accessible surface
  - Analysis of dynamic channels in biomolecular systems
  - Multi-scale visualization: bridging the molecular & biological world
- **Future Challenges**

3

## Data Visualization / Visual Analytics

```

0.2098471 1.0287235 -7.0923847
0.2340987 1.4209827 -8.5098723
0.2374923 1.6809283 -6.2570975
0.3981029 1.7095871 -7.1409287
0.2482091 1.5081965 -9.2408712
0.3891032 1.6098725 -6.2864081
0.3021934 1.9208027 -5.7269401
0.4809381 1.4270982 -5.9081726
0.5860298 1.4075263 -8.4209817
0.6892071 1.6082671 -4.2408971
0.6109827 1.5789430 -5.2240989
0.7301928 1.6398569 -2.2408574
0.6829301 1.5432788 -8.9724131
0.7109813 1.5987612 -2.4089746
... ..

```



## Visualization, Reasoning and Knowledge Advancement

**How** does visualization work?

**Why** is visualization so powerful?

### Human Visual System

- Humans perceive the world via various senses; major sense: **visual sense**
- Humans evolved as **visual creatures**
  - **70%** of our sensory receptors are in the eyes
  - Nearly **50%** of our brain is involved in visual processing
  - **90%** of information transmitted to our brain is visual
  - We can recall **80%** of what we see (and do)
  - A **highly capable pattern recognition apparatus** included in the visual system
  - Fast: **150 ms** to process a visual symbol + **100 ms** to give it a meaning

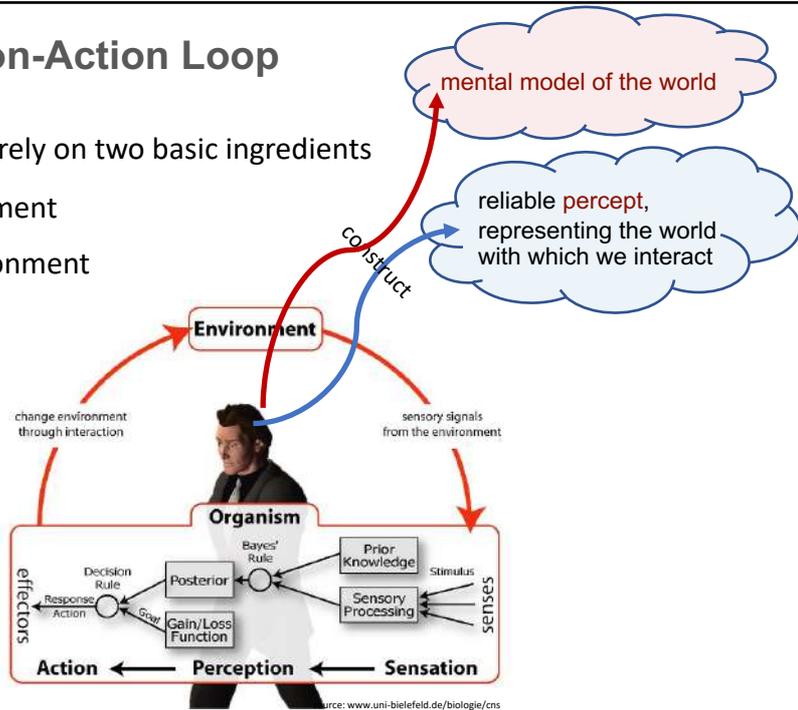


## Sensation-Perception-Action Loop

All human needs & activities rely on two basic ingredients

- Perception of the environment
- Interaction with the environment

*Herrmann von Helmholtz:*  
human perception is  
a problem of inference



## Understanding & Reasoning

From perceived information we form

**mental images & sets of rules**

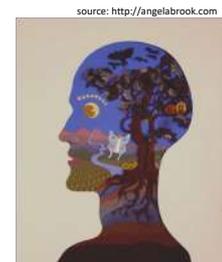
- Bringing facts of the world into meaningful relationships
- Organizing facts mentally

### Understanding

- Kind of compression of **mental images & sets of rules**
- "Understanding X" = being able to figure out a **simple mental image** or a **simple set of rules** that "explains" X

### Reasoning

- **Visualizing mentally** and **applying rule sets mentally**



## Why is Visualization so Powerful?

**External images** encode information – in the first place *spatially* – that can be looked up very quickly if needed for reasoning.

**External images** facilitate

- **Understanding** by supporting the formation of mental images
- **Reasoning** by extending the limited capacity of working memory

The use of **external images** is evolutionarily supported in 2 ways:

- In Human **Perception**: **pictorial transmission & visual processing** is the most effective way of evaluating external information
- In Human **Cognition**: **spatial / visual reasoning** is one of the strongest cognitive abilities

---

Types of Computer-Based Visualization

## 1. Pictorial Representation of Imagined Scenes

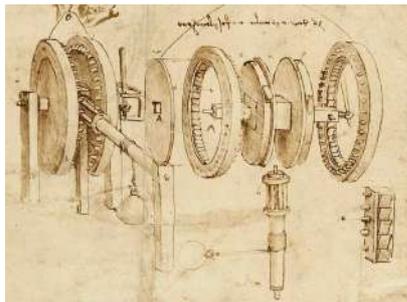


Leonardo da Vinci,  
Study of a Tuscan Landscape, Valley of the Arno,  
1473, pen and ink



Epic Games,  
Study on physically-based rendering,  
2015, Unreal Engine 4

## 2. Pictorial Representation of Imagined Constructions

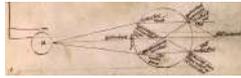


Leonardo da Vinci,  
Transformation of alternating to continuous motion  
Codex Atlanticus f.8v-b, 1504/5  
pen and ink

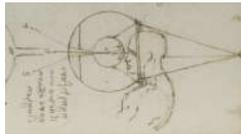


Moh. Visuals, Inc  
Vehicle exploded view animation  
Computer animation, 2011

### 3. Pictorial Representation of Physical Information



Roger Bacon, 1250-60  
Spherical water lens



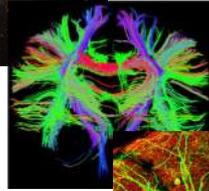
Leonardo da Vinci, 1490-95  
The eye as camera obscura



Galilei Galilei, 1609  
Refracting telescope

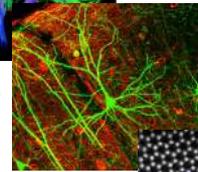


Stephan's quintett;  
group of five galaxies,  
Hubble telescope,  
ERA Team, 2000

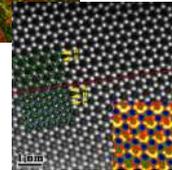


Neuronal pathways  
in human brain,  
DTI,  
Alexander AL et al, 2007

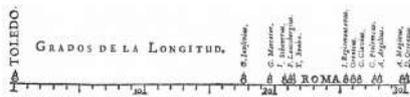
Pyramidal neuron  
from the hippocampus,  
CFM  
Lee WCA, et al, 2005



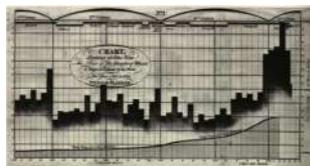
Atomic structure of  
zinc-antimony nanowires,  
TEM,  
Shahbazian-Yassar R et al, 2014



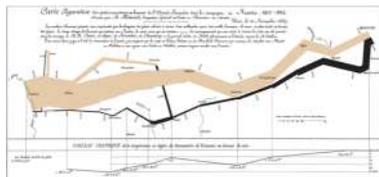
### 4. Pictorial Representation of Digital Information



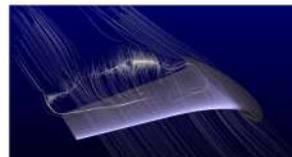
M.F. Van Langren, 1664, Estimates of longitudes



W. Playfair, 1821, price of wheat, wages,  
reigning monarch between 1565-1820



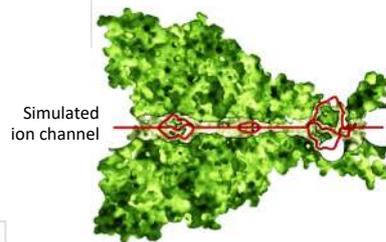
C. Minard, 1869, no. of men in Napoleon's  
1812 army; army location; temperatures



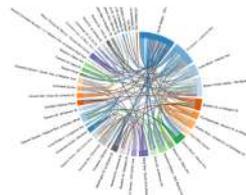
Simulated flow  
over wing



Reconstructed  
antique site



Simulated  
ion channel



Relations  
between sets



App for museum  
information

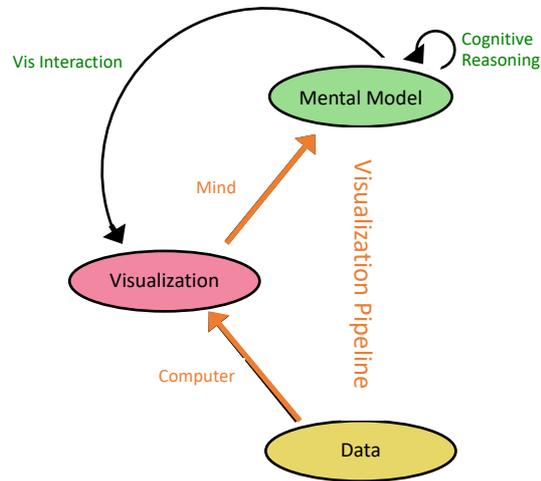
## Our Mindset, Objectives and Approach

### Data Visualization

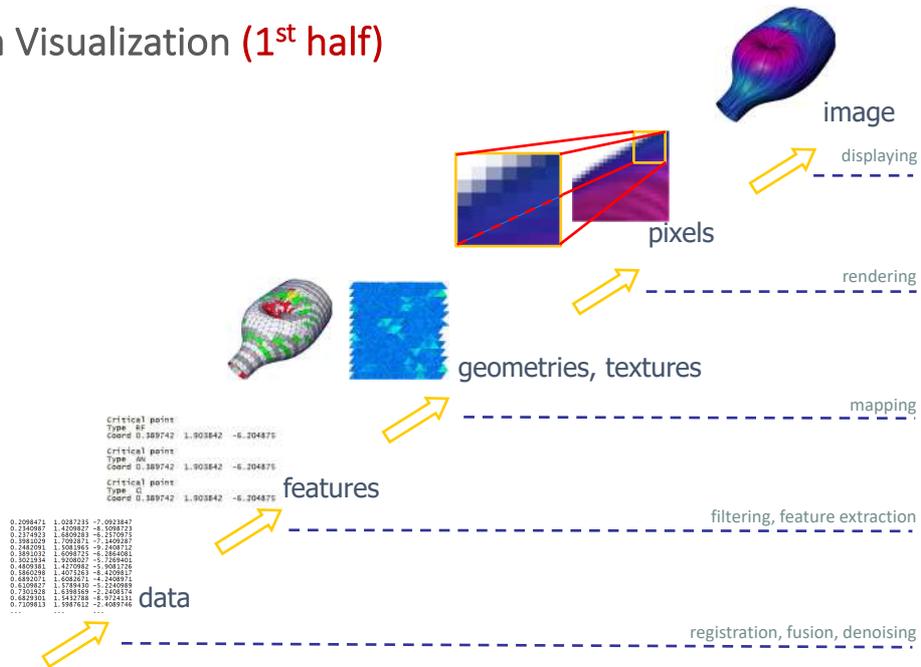
**Starting point:** **Data**, which represent certain aspects of an object or a phenomenon

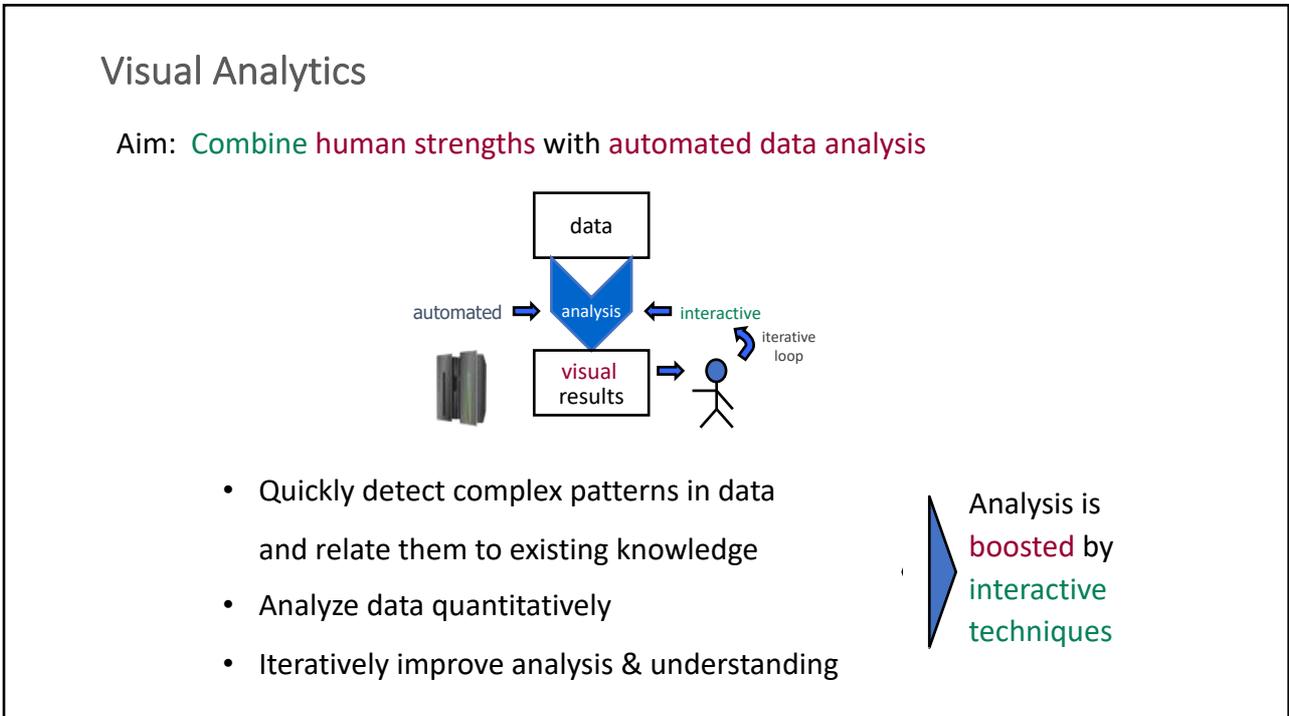
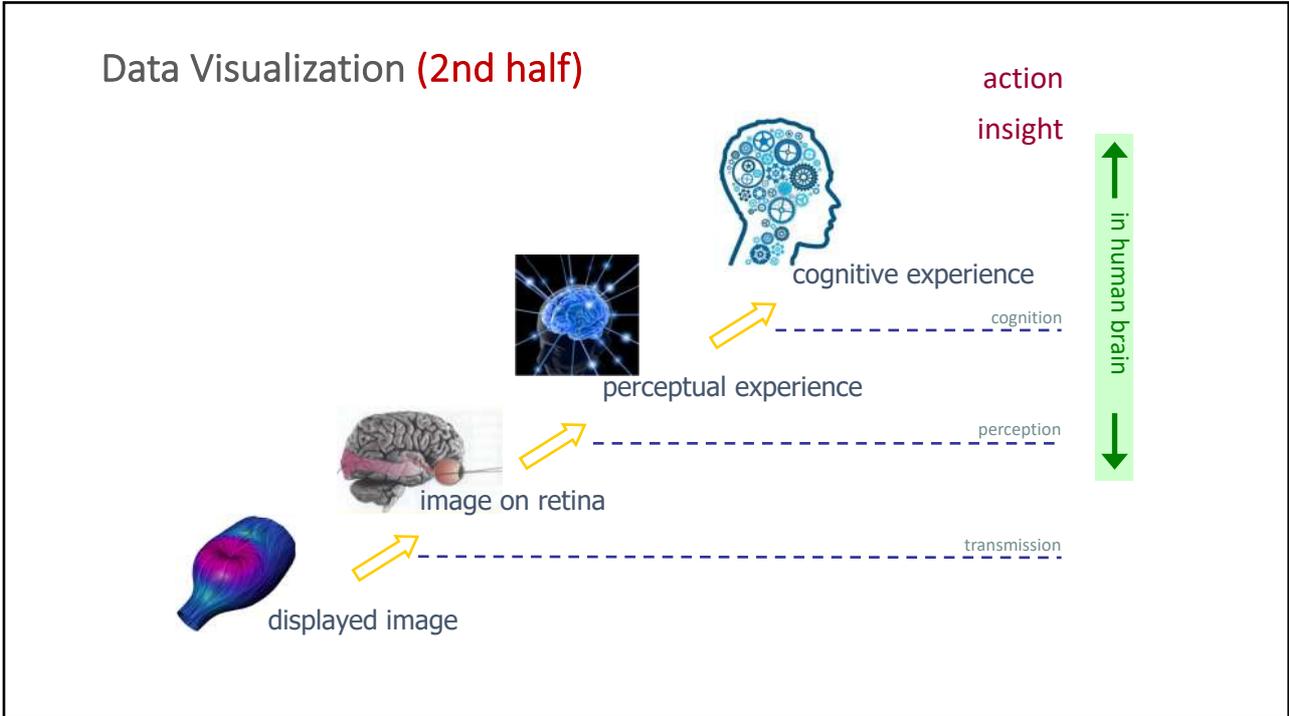
**Task:** From the **data**,  
create **external** visualizations  
such that the  
resulting **internal** visualizations  
convey **insight**.

### Conceptual Core of Data Visualization



### Data Visualization (1<sup>st</sup> half)





## Data Visualization: Place Information Visibly in Space

Space is nothing but a [...] set of relations among bodies [...].

*Gottfried Wilhelm Leibniz*

1716, in a letter to Samuel Clarke

[Data] Visualization is made by a series of basic components that are determined by 6 basic variables ...

*Jaques Bertin*

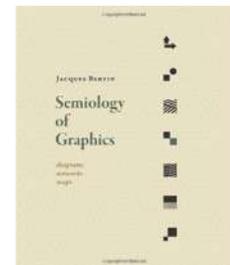
1967, *Sémiologie Graphique*.

*Les diagrammes, les réseaux, les cartes*

	Points	Lines	Areas	Best to show
Shape		possible, but too weird to show	cartogram	qualitative differences
Size			cartogram	quantitative differences
Color Hue				qualitative differences
Color Value				quantitative differences
Color Intensity				qualitative differences
Texture				qualitative & quantitative differences

## Visual Design

- J. Bertin: Proposal for effective visualization by scale-dependent use of variables (1967)
- Rediscovered by computer scientists (1991 for GUI Design, 1994 for data visualization)
- **Today**
  - Visual design – more and more on a rational basis
  - Empirically evaluated by user studies
  - Considering cognitive aspects – sometimes
- **Future**
  - Theory of design?
  - Simulate the user?



## Data Visualization – Major Ingredients – Past, Present, Future

- Time sharing computers ~ 50's
- I/O devices ~ 60's
- Interactive computer graphics ~ 70's
- Graphics hardware ~ 80's
- Virtual & augmented reality ~ 90's
- Advanced visualization techniques ~ 00's
- Visual Analytics ~ 10's
- VA + ML, Cognitive Computing ~ 20's

## How We Typically Proceed

- **Requirement analysis** types of data ?, types of “features” ?, analysis tasks ?
- **Features** formal definition + extraction algorithm
- **Visual design** using a large body of knowledge
- **Implementation** analysis + graphics
- **Practical testing**
- **Evaluation** technical; perceptual & cognitive
- **Publication**

## Visualization: When is it Helpful?

- When**
- Aiming at **communication of facts** (to laypeople and professionals)
  - **Seeking overview**, no definite questions a-priori
  - Aiming at **consistency checking**: internal, mental model ↔ real model
  - Data **too complex** for automatic processing / analysis
  - Programming effort too high for automatic processing / analysis
  - Data features are **qualitative**, not yet quantified/quantifiable
  - Aiming at **discovery of unknown** facts, relations, or correlations (including **errors!**)
  - Aiming at creation of meaningful **hypotheses**

Advances in Interactive Biomolecular Visualization

Thanks to:



Norbert Lindow



Daniel Baum



Nicoleta Bondar

27

## Understanding the Biomolecular World

### Experimental Structure Determination

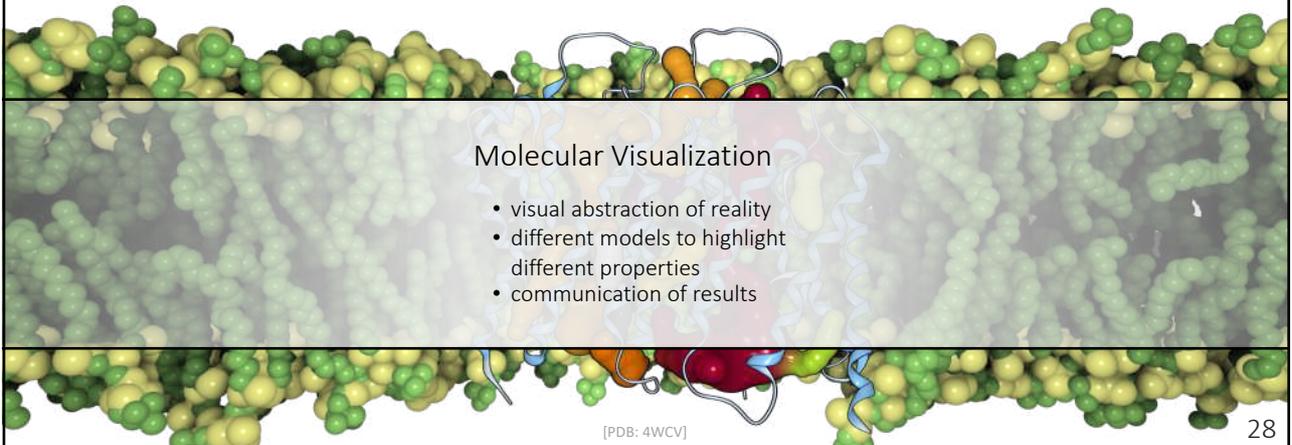
- X-ray crystallography
- nuclear magnetic resonance spectroscopy (NMR)
- cryo-electron microscopy

### Simulation of Dynamics

- NAMD
- Gromacs
- AMBER

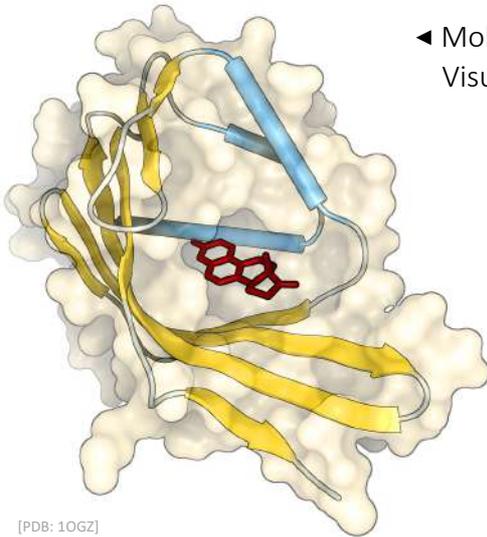
### Molecular Visualization

- visual abstraction of reality
- different models to highlight different properties
- communication of results



28

### Biomolecular Visualization



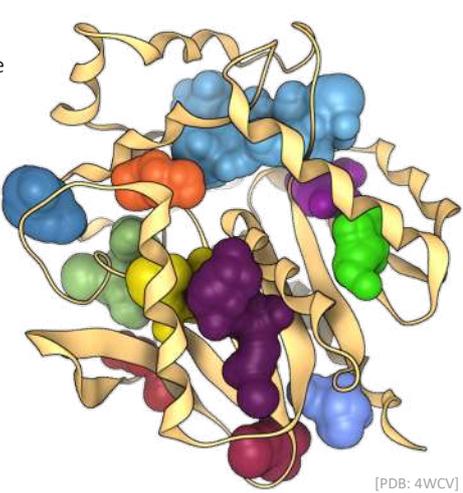
[PDB: 1OGZ]

◀ Molecular Structure Visualization

- Ball-and-stick
- Protein Secondary structure
- Molecular surfaces
- DNA & RNA

Molecular Cavity Visualization ▶

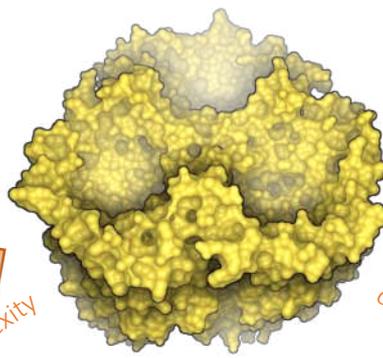
- Definition & Classification
- Computation
- Visualization
- Dynamics analysis



[PDB: 4WCV]

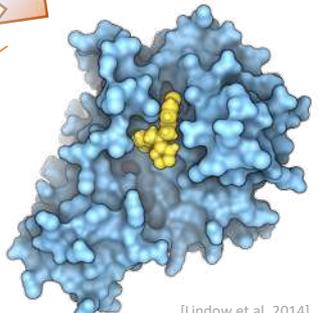
29

### Molecular Structure Visualization



[Lindow et al. 2010]

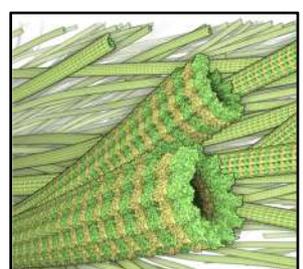
performance ↔ complexity



[Lindow et al. 2014]

◀ ~~Variable Width Surface~~ ▶

Shows the accessibility according to the radius of a ligand



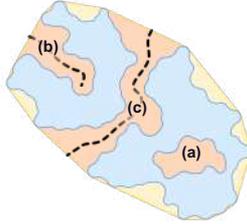
[Lindow et al. 2012]

30

### Molecular Cavity Visualization

**Definition & Classification**

[Krone et al. 2016]



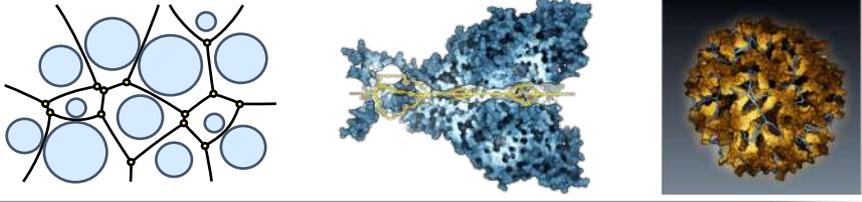
```

graph TD
    Cavity --> ClosedCavity["Closed Cavity (a)"]
    Cavity --> OpenCavity["Open Cavity"]
    ClosedCavity --> BuriedCavity["• Buried Cavity"]
    ClosedCavity --> InternalCavity["• Internal Cavity"]
    ClosedCavity --> EnclosedCavity["• Enclosed Cavity"]
    OpenCavity --> SingleEntryCavity["Single-Entry Cavity (b)"]
    OpenCavity --> MultipleEntryCavity["Multiple-Entry Cavity (c)"]
    SingleEntryCavity --> Pocket["• Pocket"]
    SingleEntryCavity --> Tunnel["• Tunnel"]
    SingleEntryCavity --> Cleft["• Cleft"]
    SingleEntryCavity --> Groove["• Groove"]
    MultipleEntryCavity --> Channel["• Channel"]
    MultipleEntryCavity --> Pore["• Pore"]
    
```

---

**Computation & Visualization**

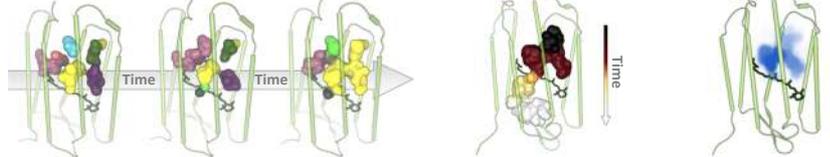
[Lindow et al. 2011]



---

**Tracing & Analysis**

[Lindow et al. 2012, 2013]



31

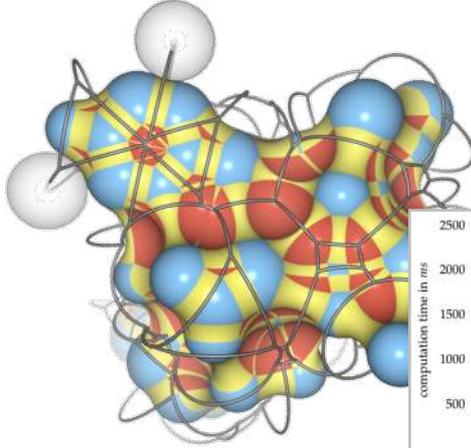
### Solvent Excluded Surface

[Lindow et al. 2010]

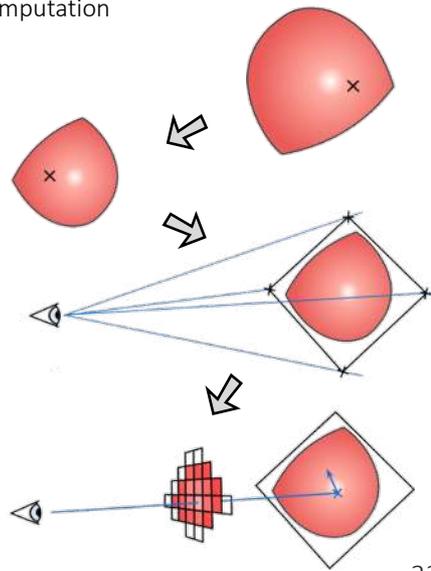
Problem: Real-time visualization of molecular surfaces for time-dependent data

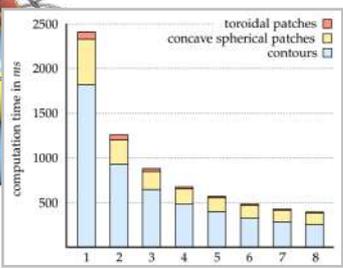
Contributions:

- Fast detection of local neighborhood for patch computation
- Parallel computation of the surface description
- GPU-based ray casting per patch



[PDB: 1UGT]

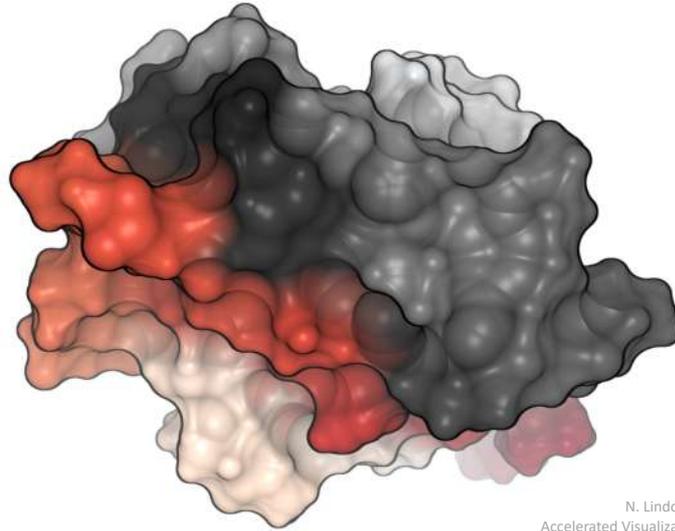




Iteration	Contours (ms)	Concave Spherical Patches (ms)	Toroidal Patches (ms)
1	1800	100	100
2	1000	200	100
3	700	150	100
4	550	100	100
5	450	100	100
6	400	100	100
7	350	100	100
8	300	100	100

## Solvent Excluded Surface

Real-time visualization of molecular surfaces for proteins



[PDB: 1UGT]  
[Data: B. Kallies]

N. Lindow, D. Baum, S. Prohaska, H.-C. Hege  
Accelerated Visualization of Dynamic Molecular Surfaces  
Comput. Graph. Forum, (2010)

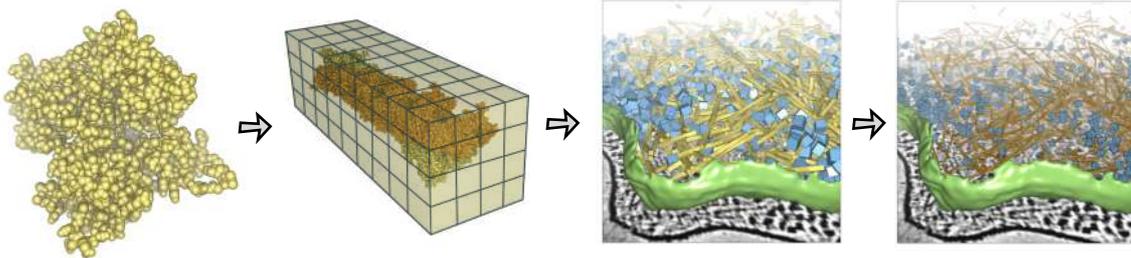
33

## Van der Waals Surface

[Lindow et al. 2012]

Problem: How to render biological structures with **billions** of atoms

Method:



create recurrent components, each consisting of multiple proteins

render boxes of many instances

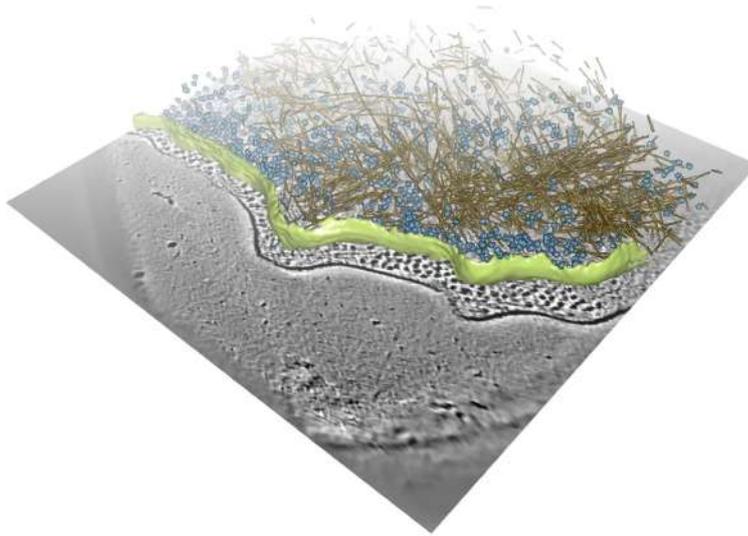
ray casting within each box

- Contributions:
- A rendering technique that allows bridging 5 orders of magnitude in length scale without explicit LoD
  - Deferred shading with a three-step normal computation to avoid artifacts and to improve the structure perception

34

### Van der Waals Surface

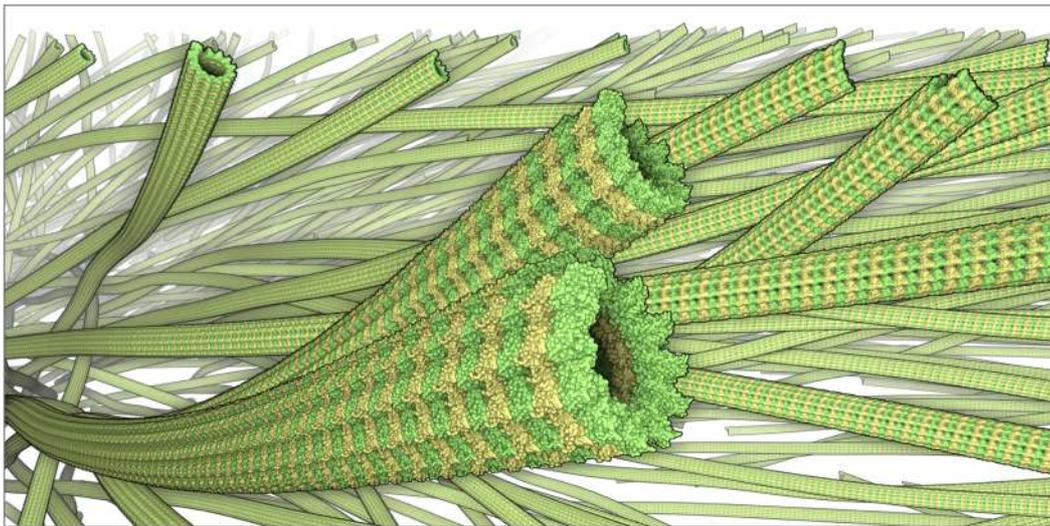
[Lindow et al. 2012]



[Data: A. Rigort, W. Baumeister, Reconstruction: D. Günther, A. Rigort] 35

### Van der Waals Surface

[Lindow et al. 2012]



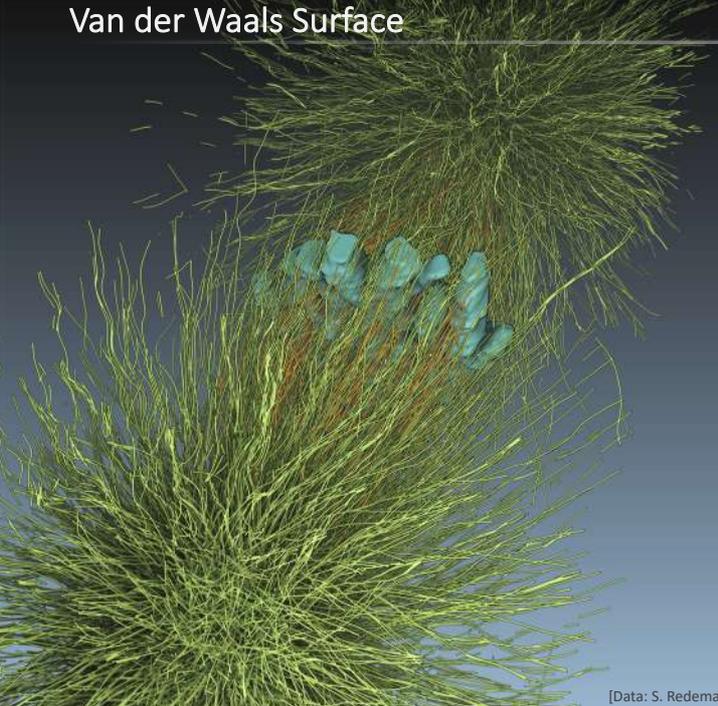
[Data: S. Redemann, T. Müller-Reichert, Reconstruction: B. Weber]

Microtubules with 10 billion atoms at 3 fps

37

### Van der Waals Surface

[Lindow et al. 2012]



Full microtubule spindle containing  
32,000 microtubules and  
330 billion atoms

[Data: S. Redemann, T. Müller-Reichert, Reconstruction: B. Weber]

38

### Molecular Cavity Computation

[Lindow et al. 2011]

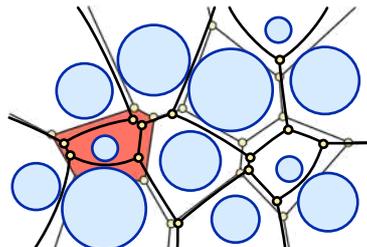
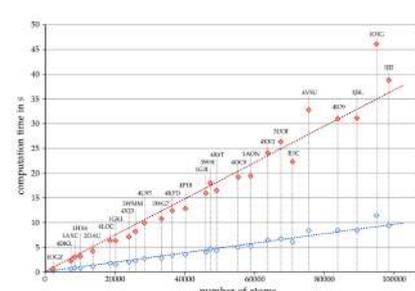
Problem: Molecular cavity computation with high geometrical accuracy

Method: Computation of Voronoi diagrams of atom spheres for geometrically optimal paths

$$V_i = \{p \in \mathbb{R}^3 \mid \|p - p_i\| \leq \|p - p_j\| \forall j \in \{1, \dots, m\} \setminus \{i, \neq i\}, j \neq i\}$$

Contributions:

- New algorithms that **scales linearly** for molecular data
- It is more than **twice as fast** as the method by Manak et al. (2010)
- Efficient filtering to get the skeleton of **all** cavities

39

### Molecular Cavity Computation

Filtering

skeleton of one cavity

40

### Molecular Path & Cavity Visualization

Problem:  
 Visualization of molecular structure in combination with paths or cavities

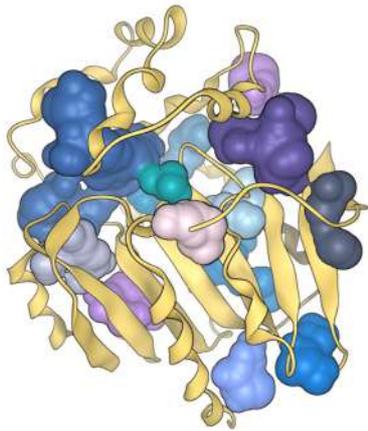
Contribution:  
 A novel path illumination technique using many small point lights

- direct illumination
- ambient occlusion
- light placement
- glow

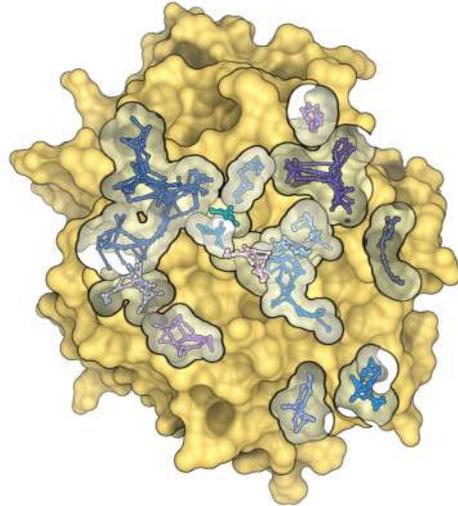
[PDB: 5PEP] 41

### Molecular Path & Cavity Visualization

- Contributions:
- Cavity visualization using the skin surface
  - A view-dependent molecular surface clipping



[PDB: 4WCV]



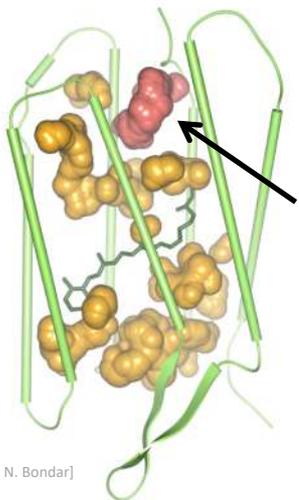
42

### Cavity Dynamics

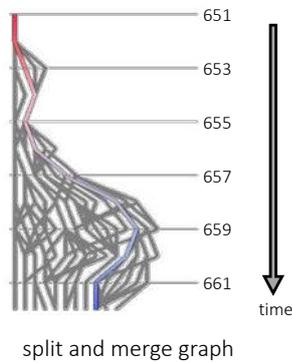
Problem: How to **trace cavities** over time and how to **investigate their dynamics**

[Lindow et al. 2012, 2013]

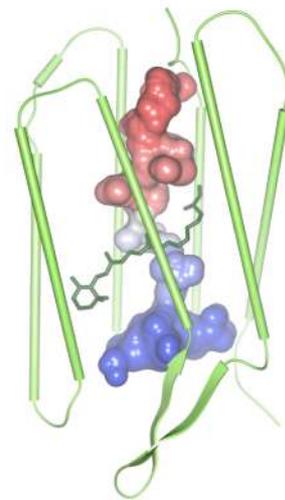
- Method:
- Computation of cavities for each time step
  - Interactive tracing of cavities over time
  - Selection and visualization of dynamic cavities



[Data: N. Bondar]



split and merge graph

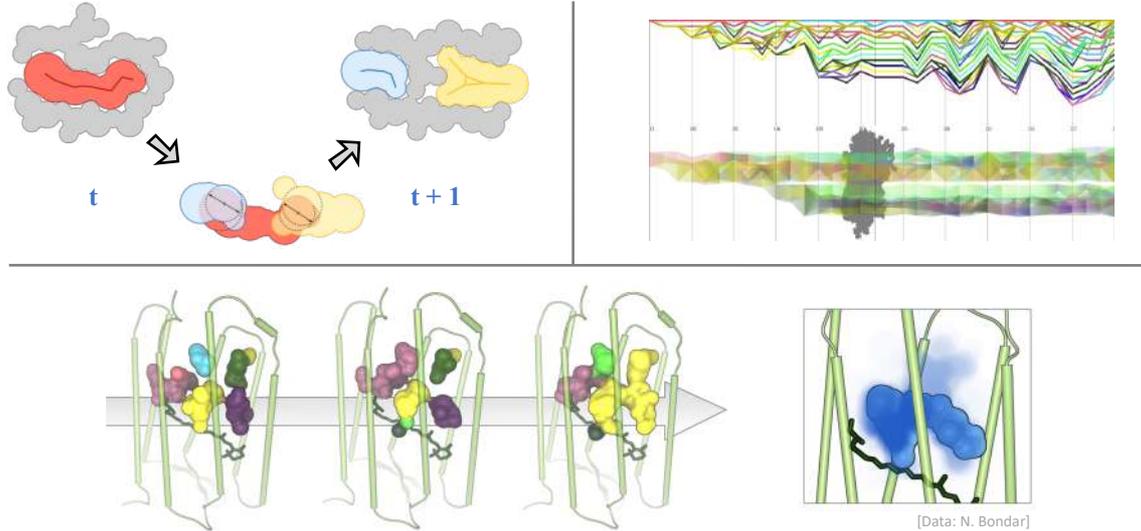


44

### Cavity Dynamics

[Lindow et al. 2012, 2013]

- Contributions:
- Fast **overlap** approximation for interactive tracing
  - Graph visualization for cavity dynamics
  - 3D dynamics visualizations



### Ligand Excluded Surface

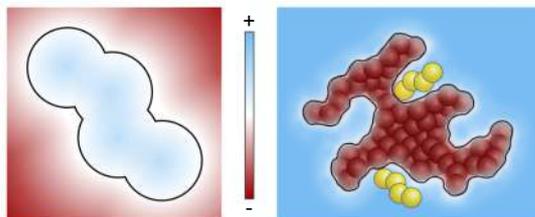
[Lindow et al. 2014]

Problem: The **shape of most ligands** significantly **differs from a sphere**

- Contributions:
- Definition of a new molecular surface that considers the ligand's geometry and dynamics
  - Development of an efficient discrete algorithm to compute the surface and the complementary cavities

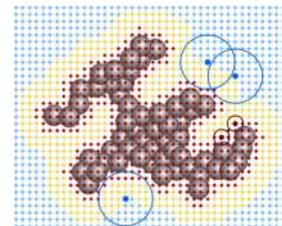
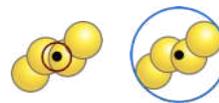
$$I_{ij}(k, T, R) = \begin{cases} 1, & \|p_j^i - (Rp_k^i + T)\| \geq r_j^i + r_k^i, \forall i = 1, \dots, n, \forall j = 1, \dots, m \\ 0, & \text{otherwise.} \end{cases}$$

$$d_{ij}(p) = \max_{k=1..m} \begin{cases} \max_{T \in \mathbb{R}^3, R \in SO^3} \{ r_j^i - \|p - (Rp_k^i + T)\|, & I_{ij}(k, T, R) = 1 \\ -\infty, & \text{otherwise.} \end{cases}$$

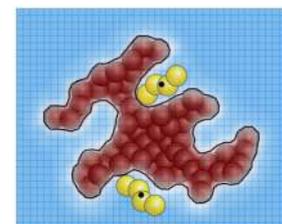
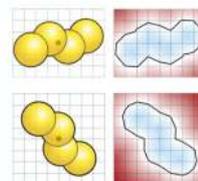


Implicit surface definition of distance function

Phase I

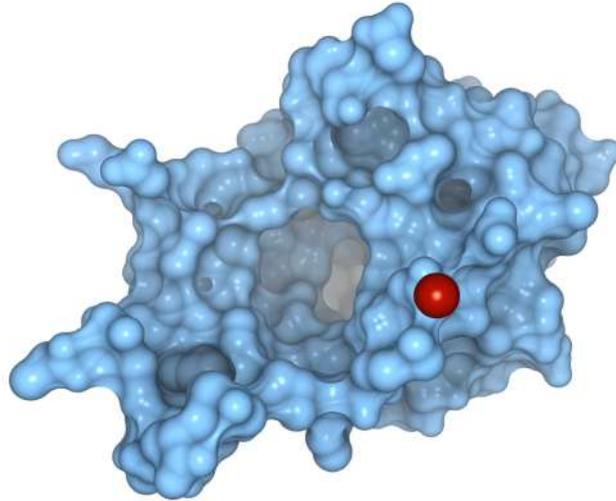


Phase II



### Ligand Excluded Surface

[Lindow et al. 2014]



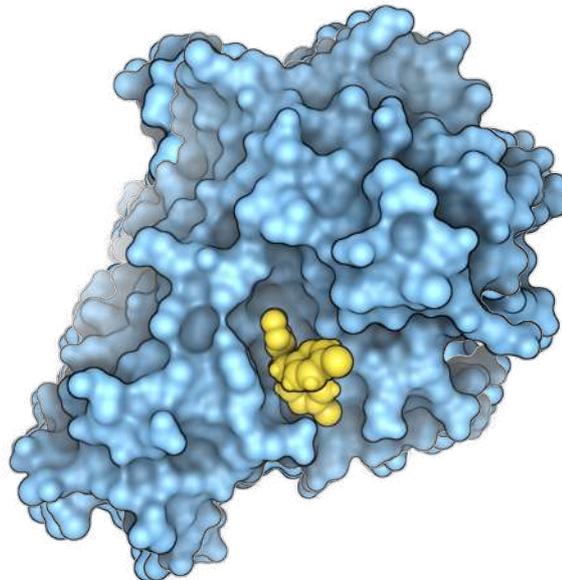
47

### Ligand Excluded Surface

[Lindow et al. 2014]

Outlook:

Connection of valid  
ligand states  
over time



[Data: G. Bowman]

48

## Future Challenges

## Outlook

### Within the classical model:

- Depict more physics (depending on context)
- Tools for interactive specification of start conditions (simulation set up)
- Use atomic accessibility radii (reflecting the accessibility of atoms)
- Multi-scale approaches for visualization and cavity analysis
- Further accelerations and visual improvements

### Considering quantum effects:

- Orbital visualization ( $\Rightarrow$  Orbkit)
- Depict electron / nuclear densities / fluxes (equilibrium geometries, reaction energetics)
- Multielectron wave functions (?)

## State of the Art Reports

B Kozlíková, M Krone, M Falk, N Lindow, M Baaden, D Baum, I Viola, J Parulek and H-C Hege.

**Visualization of biomolecular structures: State of the art revisited.**

Comput. Graph. Forum, 36:8, pp. 178-204, 2017. DOI: 10.1111/cgf.13072

M Krone, B Kozlíková, N Lindow, M Baaden, D Baum, J Parulek, H-C Hege and I Viola.

**Visual analysis of biomolecular cavities: State of the art.**

Comput. Graph. Forum, 35:3, pp. 527-551, 2016. DOI: 10.1111/cgf.12928

Thank YOU !