# Protein Gaussian Image (PGI): a protein structural representation based on the spatial attitude of secondary structure

Virginio Cantoni, Department of Computer Engineering and Systems Science, University of Pavia, Pavia, Italy, <a href="mailto:virginio.cantoni@unipv.it">virginio.cantoni@unipv.it</a>

Alessio Ferone, Department of Applied Science, University of Naples Parthenope, Naples, Italy, <a href="mailto:alessio.ferone@uniparthenope.it">alessio.ferone@uniparthenope.it</a>

Romina Oliva, Department of Applied Science, University of Naples Parthenope, Naples, Italy, <a href="mailto:romina.oliva@uniparthenope.it">romina.oliva@uniparthenope.it</a>

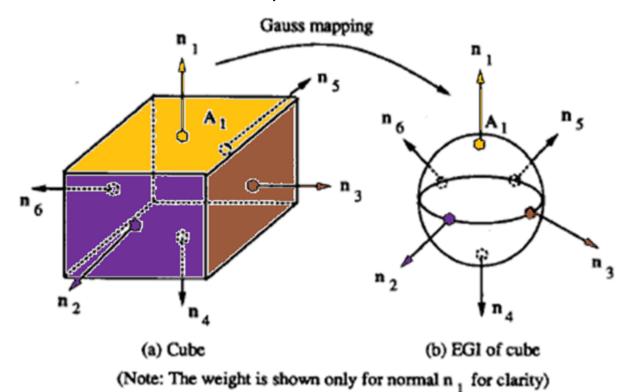
Alfredo Petrosino, Department of Applied Science, University of Naples Parthenope, Naples, Italy, alfredo.petrosino@uniparthenope.it

## PGI Protein Gaussian Image

- A new data structure for protein structural analysis
- Derived from two basic object representation approaches
- Developed by the pattern recognition community
- Extended Gaussian Image (EGI)
- Needle Maps (NMs)

## 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.



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

#### **EGI**

- Each surface patch is mapped to a point on the unit Gaussian sphere according to its surface normal
- A point on the Gaussian sphere is the total sum of area of all the surface patches that are of that surface normal
- EGI is in principle invariant to translation

### Needle Map

- A needle map represents an object showing unit surface normals at points on the surface on a regular grid
- The needle-map is a valid representation for object recognition
  - midway between model (3-D) and appearance-based (2-D) recognition.
- Two values are sufficient to describe the direction of each normal
  - the third component may be determined from the other two
  - matching can be performed using 2-D vectors

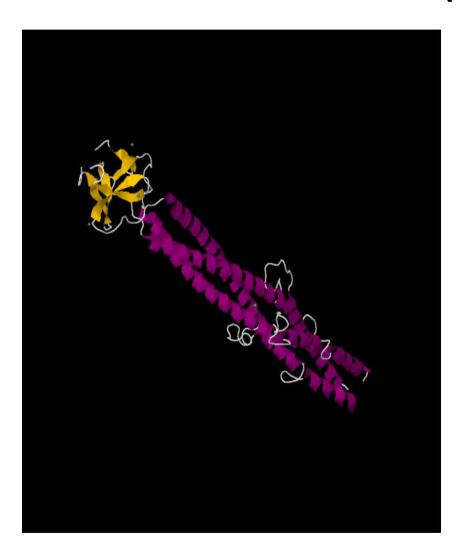
#### **PGI**

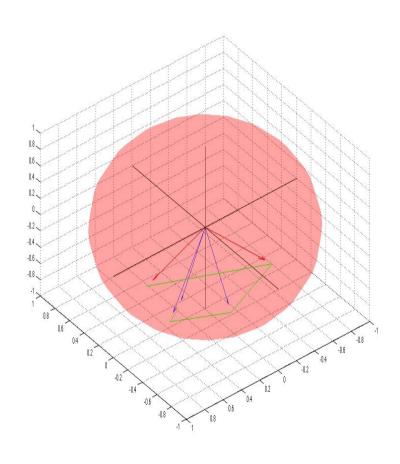
- PGI is a representation in the Gaussian image
- Each SS is mapped with a unit vector from the origin of the sphere having the orientation of the SS
- Each point of the sphere surface contains the data orientation
  - length
  - location of starting and ending residue
  - Etc...
- The chain sequence of SS is recorded as a list
  - mapped on the sphere surface

#### **DSSP**

- Most commonly used method to define secondary structure
- 8 types of secondary structures
  - helices
    - 3<sub>10</sub>-helix
    - α-helix
    - π-helix
  - sheets or strands
    - extended strand (parallel and/or anti-parallel b-sheet)
  - Coils
    - Turn
    - bend
    - Unclassified amino acid

# PGI (1aa01)

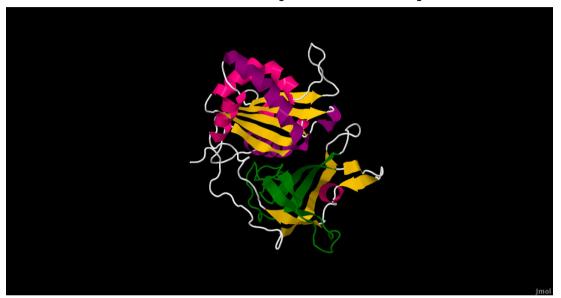


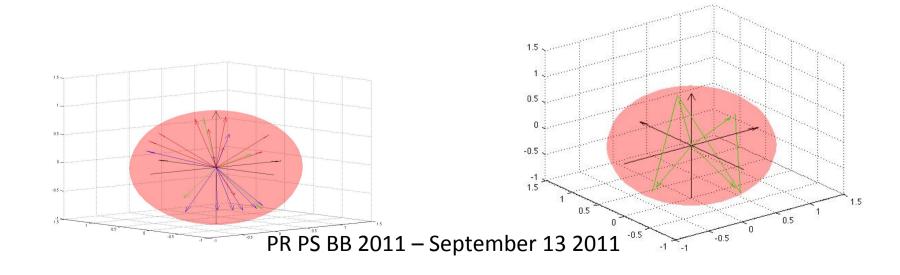


#### **PGI**

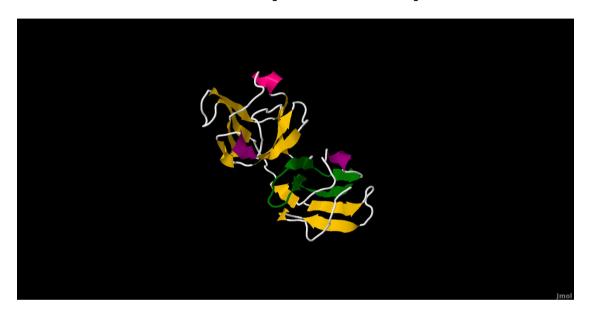
- This data structure is
  - complete
    - no information is lost for an analytic analysis
  - effective from the computational viewpoints
    - only two reference coordinates are needed
  - supports effectively the structural perception.

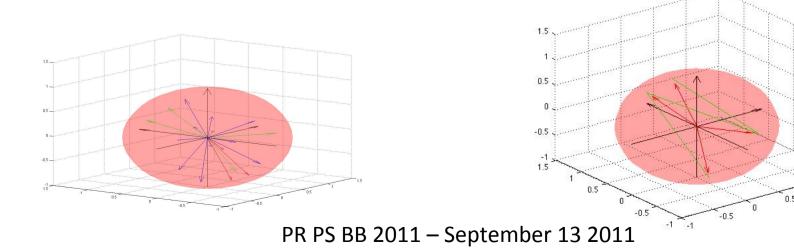
# PGI (1FNB)





# PGI (4GCR)





#### Conclusions

- A new data structure that supports both artificial and human analysis of protein structure.
- Analysis of the effectiveness of the representation for practical problems
- Structural block retrieval
  - Motifs
  - domains
  - units