## Generating sound molecular cages

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Modelling

Generating Planar map with constraints

Overwiew of the algorithm
Generating backbones
Folding the map
Computing the indices

## Introduction



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But what kind of nice cages can be built from basic components ?

## The motifs

## Definition

A map $G=\left(V_{\mathrm{c}}, V, E\right.$, next $)$ is a motif if

1. $V_{\mathrm{c}}$ contains only one vertex $c$ called the center
2. each vertex in $V$ is colored with a color in $\mathcal{A}$ a fixed alphabet
3. $E=\{(c, u), u \in V\}$
4. next gives an order on the edges of $c$


## Map of motifs

## Definition

A connected planar map $G=\left(V_{c}, V, E\right.$, next $)$ is a map of motifs based on $\mathcal{M}$ if,

1. each vertex in $V$ is connected to at most one vertex in $V$, which is of the complementary colour.
2. when all edges between vertices in $V$ are removed, the remaining connected components must all be motifs of $\mathcal{M}$


Figure : Example of two maps of motifs based on $\mathcal{M}=\{\mathbf{Y}, \mathbf{I}\}$, the first map is unsaturated while the second map is saturated.

## Molecular map

## Definition

Let $G=\left(V_{\mathrm{c}}, V, E_{G}, \operatorname{next}_{G}\right)$ be a saturated map of motifs based on $\mathcal{M}$, we define the molecular map $M=\left(V, E_{M}\right.$, next $\left._{M}\right)$ :

1. $V=V_{\mathrm{c}}$
2. $\left(c_{1}, c_{2}\right) \in E_{M}$ if it exists a path $\left(c_{1}, u, v, c_{2}\right)$ in $G$
3. $\operatorname{next}_{M}\left(\left(c, c_{1}\right)\right)=\left(c, c_{2}\right)$ if it exists two paths $\left(c, u_{1}, v_{1}, c_{1}\right)$ and $\left(c, u_{2}, v_{2}, c_{2}\right)$ in $G$ and $\operatorname{next}_{G}\left(\left(c, u_{1}\right)\right)=\left(c, u_{2}\right)$


Figure: The molecular map corresponding to the saturated map of motifs in Fig. 1

## The indices

Why is a molecular map a good representation of a molecula ?

1. Constraint on the edges: possible chemical connections 2. The size of a cut $S=\left(S_{1}, S_{2}\right)$ is the number of edges with one end in $S_{1}$ and the other in $S_{2}$.


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## The problem

## Enumeration problem

We want to generate, given a set of motifs $\mathcal{M}$ and a size $n$, all molecular maps based on $\mathcal{M}$ and of size $n$.

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3. Cycles


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## Fold and outline

The fold operation on the vertices $u$ and $v$ is adding the edge $(u, v)$ to $G$. Valid when $u$ and $v$ are:

1. free
2. of complementary colors
3. in the same face of $G$

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## Example



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\text { outline }=\{a, \bar{a}, \bar{a}, a\}
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Figure: A map of three motifs on $\mathcal{A}_{M}=\left\{\mathbf{V}, \mathbf{V}^{\prime}, \mathbf{J}\right\}$ and its outline before a fold operation.

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Figure : A map of three motifs on $\mathcal{A}_{M}=\left\{\mathbf{V}, \mathbf{V}^{\prime}, \mathbf{J}\right\}$ and its outline after a fold operation.

## When is a map foldable?

The outline is a circular sequence of vertices. The fold remove two vertices of compatible colours.

Enough to work with the sequence of colours of the vertices. In the previous example $a \bar{a} \bar{a} a$.

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A map is foldable if and only if the associated word is a Dyck word.
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This yields a linear time algorithm to test whether a map is foldable.

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## How to avoid non foldable maps?

Definition
A map is almost foldable if for every letter in $a \in \mathcal{A}$, there are as many vertices labeled with $a$ and $\bar{a}$.

Since a foldable backbone is always almost foldabe, we would like to enumerate almost foldable backbones only.

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= Build the matrix $M$ such that $M_{i, j}$ is true if and only if the subword $w_{i} \ldots w_{j}$ is foldable.

- In the enumeration algorithm a partially folded word is a set of subwords.
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Some hidden costs:

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2. Study specific class of motifs and design algorithms for them.
3. For a specific base of motifs, we fix the indices we want and we generate a family of graphs with the desired indices.

Thanks!

