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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The motifs

Definition

- A map $G = (V_c, V, E, next)$ is a **motif** if
 - 1. V_{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 \boldsymbol{c}



Map of motifs

Definition

A connected planar map $G = (V_c, V, E, next)$ 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 $G = (V_c, V, E_G, \text{next}_G)$ be a saturated map of motifs based on \mathcal{M} , we define the **molecular map** $M = (V, E_M, \text{next}_M)$:

- 1. $V = V_{c}$
- **2**. $(c_1, c_2) \in E_M$ if it exists a path (c_1, u, v, c_2) in G
- 3. $\operatorname{next}_M((c, c_1)) = (c, c_2)$ if it exists two paths (c, u_1, v_1, c_1) and (c, u_2, v_2, c_2) in G and $\operatorname{next}_G((c, u_1)) = (c, u_2)$



 $\ensuremath{\mathsf{Figure}}$: The molecular map corresponding to the saturated map of motifs in Fig. 1

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 $S = (S_1, S_2)$ is the number of edges with one end in S_1 and the other in S_2 .

$$sparsity(S) = \frac{size(S)}{\min(|S_1|, |S_2|)}$$

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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.

The number of maps is exponential in n. We would like to design an algorithm whose complexity (\equiv time used) is linear in the number of outputs.

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We generate different families of backbones. Their free vertices (of degree 1) will be folded to get a saturated map.

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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



 $\mathsf{outline} = \{a, \overline{a}, \overline{a}, a\}$

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