Water models / solvation

Biggest effects of water

- electrostatic
- dynamic

Model types

- explicit
- implicit

Dynamic effects of water

Dynamic effects of water

one lonely moving particle



- initial velocity \dot{x}_t
- future velocity easy $\dot{x}_{t+\delta t} = \dot{x}_t$
- energy? constant $\frac{m \dot{x}^2}{2}$

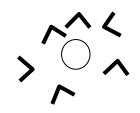
two particles? interacting?

- future velocity a bit more difficult
- easily bounded cannot be more than $\frac{m_1\dot{x}_1^2 + m_2\dot{x}_2^2}{2}$

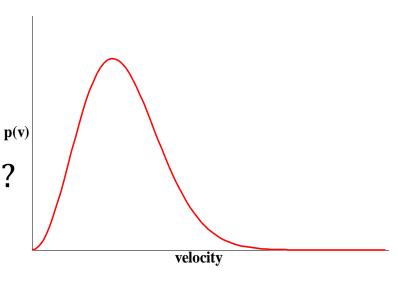
one particle in water...

Velocities of particles in water

• lots of random interactions



- a small velocity?
- a big velocity?
- a probability distribution
- how does \dot{x}_t tell us about $\dot{x}_{t+\delta t}$?
 - much less



Modelling dynamic effects

Summary

- solvent will add fluctuations
- makes us forget velocity faster

Can this be modelled?

- yes (in molecular dynamics simulations)
- not really a force field / energy topic
- add random fluctuations to velocities
- can be made to look like water

Electrostatic effects of water

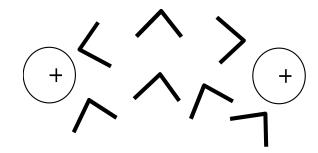
water molecules

- not charged
- polar

Interaction between charges very different if water in between

details soon

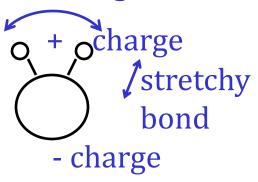




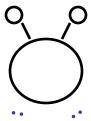
Explicit water

- earlier descriptions of proteins
 - a set of connected atoms
- extend to include water
- what does water look like?

flexible angle



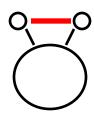
- what else has it got?
 - think about electron pairs on "O"
- what is really important?



Important features of a water model

Do we care about water internal dynamics?

- usually not
- make bonds rigid
- make angle rigid
 - treat as a bond

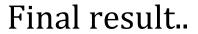


Dimensions

- protons are really small
- does water geometry matter
 - usually not

Charge

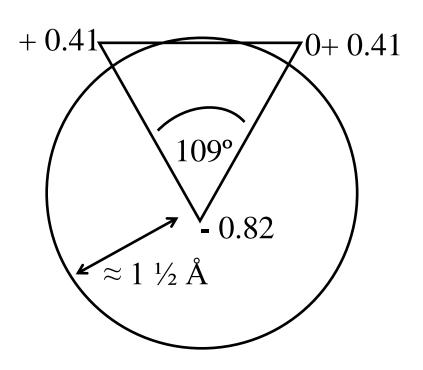
most important





A useful explicit water model

- 3 charges
- 1 Lennard-Jones radius
- 3 masses why?
 - only for molecular dynamics
- 3 bonds (completely rigid)
- has a name "SPC"
- what can it do?
 - diffusion, density, compressibility, heat capacity
 - dielectric constant
 - solvation energies?
- perfect?
 - no
 - add polarisation, bonds, bond angles, offset charge from mass



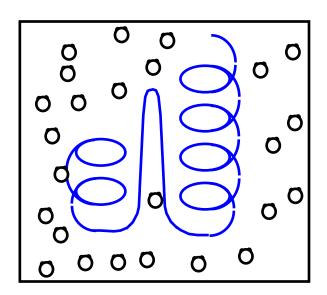
Explicit water + protein

Protein water interactions

- via charge
- via Lennard-Jones term (r^{-12} and r^{-6}) Only average properties are interesting
- useful only in simulations (MC, MD) Elegant
- automatically incorporates
 - dynamic effects
 - electrostatics

Problems

- very expensive
- typical simulation 10³ protein atoms
- 10⁴ solvent atoms



worst case for proteins + water

Imagine a world with no cutoffs for interactions

- scales as $O(n^2)$
- adding water takes 5 or 10 times as many atoms
- takes 25 or 100 times as much CPU time

Even worse

proteins move more slowly in water (viscosity)

What to do?

look for cheaper model

Cheaper water models

Do we really need dynamic effects of water?

- maybe not
 - only want energies
 - only care about structures
- or
 - model with a random force

Then look for model which gets most essential aspects of water

- electrostatics
 - distance dependent dielectric
 - reaction field
 - surface area methods

Distance dependent idea

$$+ \longleftrightarrow U(r_{ij}) = \left(\frac{1}{4\pi\epsilon_0}\right) \frac{q_i q_j}{r_{ij}}$$

Bare charges

$$\equiv \frac{q_i q_j}{Dr_i}$$

With solvent $U(r_{ij})$ changes less than $\frac{q_i q_i}{D_i r_i}$

$$\frac{q_i q_j}{D r_{ij}}$$

Net effect?

- water is very polar and tends to orient itself around charges
- as if the water "screened" the charges (makes them smaller)

Distance dependent dielectric implementation

Invent approximation $D_{eff} = r_{ij}$ then

$$U(r_{ij}) \approx \frac{q_i q_j}{D_{eff} r_{ij}} \approx \frac{q_i q_j}{r_{ij}^2}$$

Is this physics?

• no

Does it work?

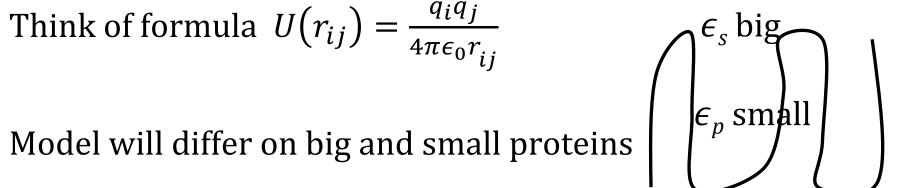
- a bit (ugly)
- little real physical basis
- water does not behave so simply
- fundamental problem...

Fundamental problem with distance dependent D

Of we rely on distance dependent dielectric constant

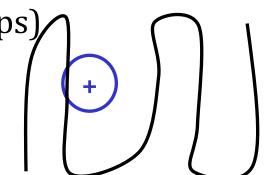
assume one 'fix' works everywhere (not true)

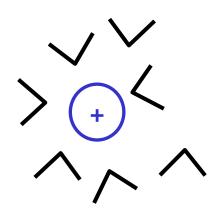
Think of formula
$$U(r_{ij}) = \frac{q_i q_j}{4\pi\epsilon_0 r_{ij}}$$



Reaction field idea

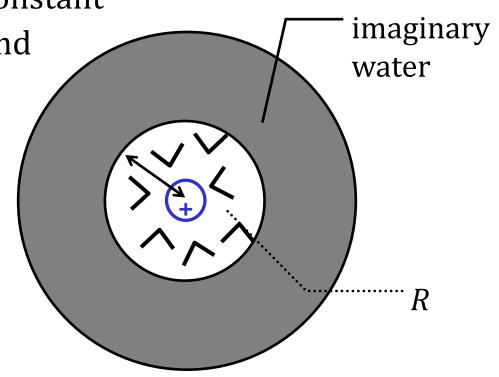
- different problem to before
- charge in a protein (lots of neutral CH groups)
 - not much happens
- particle in water
 - what does the water do?
 - tends to orient
 - lots of q^+q^- interactions
 - much better energy
 - is this like a force?
 - yes, think $\frac{-dU}{dr}$
 - can this be modelled?

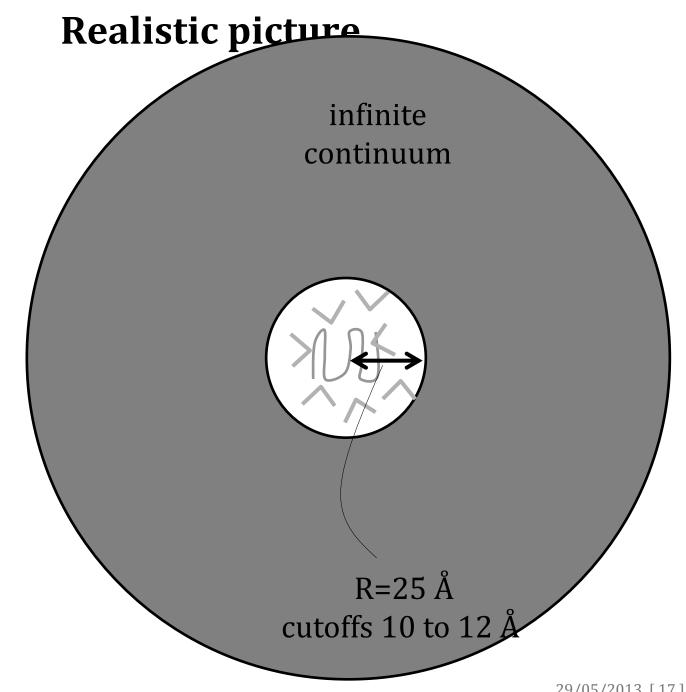




interaction with imaginary solvent

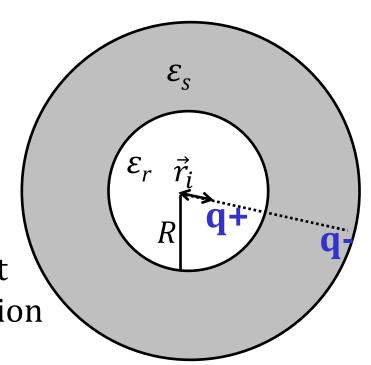
- think of particle interacting with distant water molecules
- our charge interacts with them all but
 - if they are far away (big *R*) less important
 - depends on dielectric constant
 - inside white region ε_r and
 - grey region ε_s
- within white region
 - treat atoms with a correction
- grey region
 - treat as continuum





Reaction field / image charge formula

- as if we interact with an "image" charge
- size $q_{im} = -\frac{\epsilon_s \epsilon_r}{\epsilon_s + \epsilon_r} \frac{q_i R}{r_i}$
- location $\left(\frac{R}{r_i}\right)^2 \vec{r}_i$
- near middle
 - $R \gg r_i$
 - image far away
- near boundary
 - imaginary solvent important
 - strong (favourable) interaction
- important result
 - we have modelled the happiness of a charge in solution
 - charges happiest on outside of protein



Reaction fields and pairs

- charge q_i interacts with water
- water responds
- q_j feels effect of water

• no longer
$$U(r_{ij}) = \frac{q_i q_j}{4\pi\epsilon_0 r_{ij}}$$

• instead, $U(r_{ij}) = \frac{q_i q_j}{4\pi\epsilon_0 r_{ij}} \cdot f(q_i, q_j, \text{distances to centre, ...})$

Simpler ways to model solvent

Problem with real physics

- if you use this model, you are obliged to use
 - real charges, real coordinates...
- parameters not perfect
- hard to rationalise repairs

Many effects simultaneously

- charges interacting with water dipoles
- loss of water water interactions
- change of solvent entropy
- change of solute entropy?

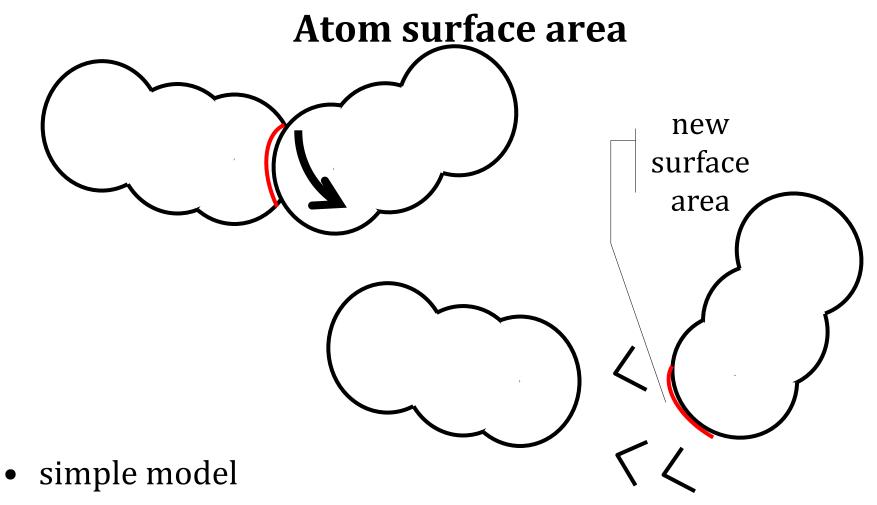
Different approach

less rigorous models

Basis of quick water model

Philosophy

- I can not model water properly
- find a very general way to incorporate effects
- Water makes some atoms happy
- Others do not care too much
- Find some very general way to include water effects
 - whether they are favourable / unfavourable
- what is easiest way to think about water influence?



• for each atom, energy depends on surface area

Formalising SASA model

- Solvent accessible surface area (SASA)
- for every atom, i $G_i^{solv}(\vec{r}_i) = \gamma_i A_i(\vec{r}_i)$
- *G* because we no longer have a pure potential energy
- $G_i^{solv}(\vec{r}_i)$ because the energy term depends on coordinates
- γ_i is a specific parameter for each kind of atom
 - for O, N will be negative
 - for CH, CH₂, CH₃ will be positive or near zero
- area, *A*_i, has to be calculated

Problems

- *A_i* is difficult to calculate
 - use approximation
- γ_i not easy to estimate

Example SASA calculation¹

- classical atomistic force field
- distance dependent dielectric
- two γ_i parameters, $\gamma_{\rm C.S}$ =0.012 and $\gamma_{\rm O.N}$ = 0.060 kcal mol⁻¹

Results

- better than in vacuo
 - deviation from known structure during simulation
 - not too many H-bonds formed
 - radius of gyration ? (how big is protein)
- why do they appear OK? why only two γ_i ?
 - not tested in detail
 - worst problems fixed

summary

- Explicit water is best, but expensive
- We have not discussed dynamic effects
- distance dependent dielectric +
 - SASA style models
 - complementary
- many variations
 - surface accessible volume
 - more γ_i parameters
 - add in reaction field for better long range electrostatics
- changes and flaws in one parameter are hidden by others