Transition Path Theory

Winterschool on Theoretical Chemistry and Spectroscopy 9-13 December 2013, Han-sur-Lesse, Belgium

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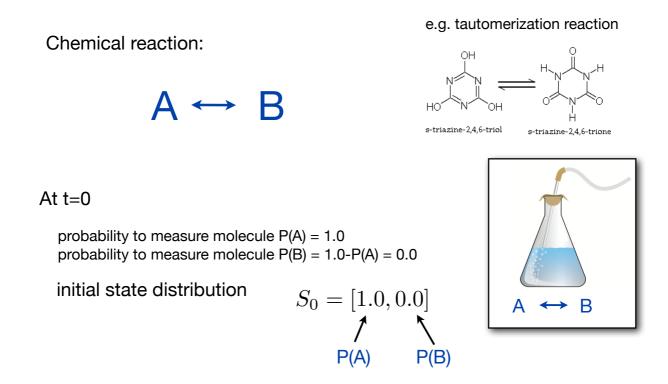


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Content

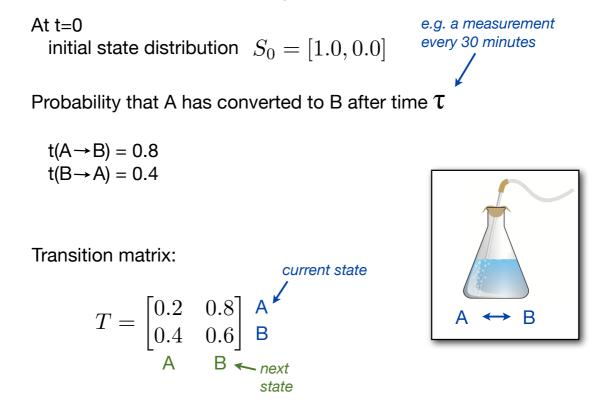
- Lecture 1: Markov processes
- Lecture 2: State clustering
- Lecture 3: Transition Path Theory
- Lecture 4: Sampling Reactive Events

Stochastic processes

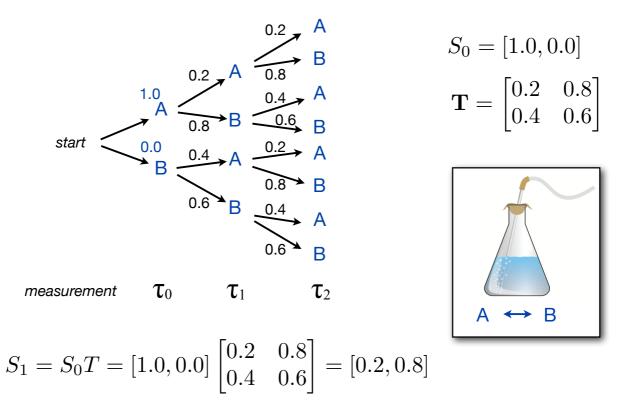


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Stochastic processes



Stochastic processes



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Stochastic processes

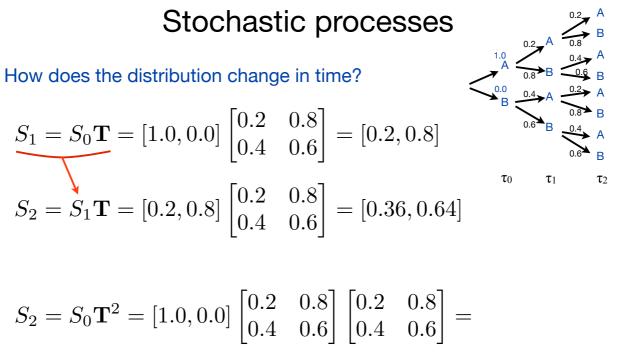
initial state distribution transition matrix $S_0 = [1]$

1.0, 0.0]
$$\mathbf{T} = \begin{bmatrix} 0.2 & 0.8\\ 0.4 & 0.6 \end{bmatrix}$$

 $\begin{array}{c} 1.0 \\ A \\ 0.8 \\ 0.6 \end{array}$ 0.8 B τ_0 τ_1 τ_2

How does the distribution change in time?

$$S_{1} = S_{0}\mathbf{T} = \begin{bmatrix} 1.0, 0.0 \end{bmatrix} \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = \begin{bmatrix} 0.2, 0.8 \end{bmatrix}$$
$$S_{2} = S_{1}\mathbf{T} = \begin{bmatrix} 0.2, 0.8 \end{bmatrix} \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = \begin{bmatrix} 0.36, 0.64 \end{bmatrix}$$
$$S_{3} = S_{2}\mathbf{T} = \begin{bmatrix} 0.36, 0.64 \end{bmatrix} \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = \begin{bmatrix} 0.328, 0.672 \end{bmatrix}$$



$$= \begin{bmatrix} 1.0, 0.0 \end{bmatrix} \begin{bmatrix} 0.36 & 0.64 \\ 0.32 & 0.68 \end{bmatrix} = \begin{bmatrix} 0.36, 0.64 \end{bmatrix}$$

Stochastic processes

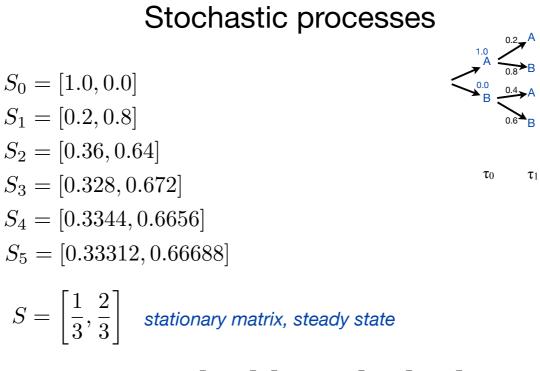
$$S_{0} = [1.0, 0.0]$$

$$S_{1} = S_{0}\mathbf{T} = [1.0, 0.0] \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = [0.2, 0.8]$$

$$S_{2} = S_{1}\mathbf{T} = [0.2, 0.8] \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = [0.36, 0.64]$$

$$S_{3} = S_{2}\mathbf{T} = [0.36, 0.64] \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = [0.328, 0.672]$$

Does the distribution converge to a stable state?



$$S\mathbf{T} = \begin{bmatrix} \frac{1}{3}, \frac{2}{3} \end{bmatrix} \begin{bmatrix} 0.2 & 0.8\\ 0.4 & 0.6 \end{bmatrix} = \begin{bmatrix} \frac{1}{3}, \frac{2}{3} \end{bmatrix} = S$$

Markov process

Stochastic processes

- Poisson process:
 - number of events per time
 - · no dependence between events
 - exponential decay
 - · radioactive decay, earthquakes, jobs in printer queue

Markov process:

- stochastic process with simple relation between states X₁, X₂, X₃, X₄,...
- probability to move to state X_{t+1} depends only on X_t (not on the past!)

formally: $P(X_{n+1=x}|X_1 = x_1, X_2 = x_2, \dots, X_n = x_n) = P(X_{n+1=x}|X_n = x_n)$

- probability that it rains in your garden (X discrete, time continue)
- brain activity (X continue, time continue)
- game of goose, DNA base at position t (X discrete, "time" discrete)
- daily solar activity (X continue, time discrete)



 τ_2

Andrej Markov





Andrej Andrejevitsj Markov (<u>Russisch</u>: Андрей Андреевич Марков, <u>Rjazan</u>, <u>14 juni</u> <u>1856</u> - <u>Petrograd</u>, <u>20 juli</u> <u>1922</u>) was een <u>Russisch wiskundige</u>, naar wie de <u>Markovketens</u>, de <u>Markovprocessen</u> en de <u>Markovongelijkheid</u> zijn vernoemd. Zijn zoon (<u>1903-1979</u>) draagt dezelfde naam en is op het gebied van de <u>algebra, topologie, mechanica</u> en <u>logica</u> eveneens een bekend Russisch wiskundige.

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Markov chain

A Markov chain is a discrete time Markov process

A regular Markov chain has a regular transition matrix

A transition matrix, \mathbf{T} , is regular if some power of it, \mathbf{T}^n , has only positive (non-zero) entries

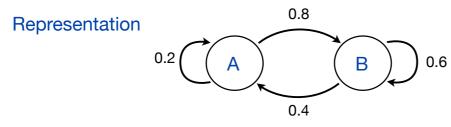
$$\mathbf{T} = \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} \qquad \mathbf{T} = \begin{bmatrix} 0.0 & 1.0 \\ 1.0 & 0.0 \end{bmatrix} \qquad \mathbf{T} = \begin{bmatrix} 0.3 & 0.7 \\ 1.0 & 0.0 \end{bmatrix}$$
regular
regular
regular
regular

A regular Markov chain has a unique stationary state

Markov chain

Properties

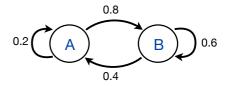
- 1. A regular Markov chain has a unique stationary state
- 2. The stationary state is found by solving: $S \mathbf{T} = S$
- 3. From any starting distribution S_0 the Markov chain will reach the stationary state
- 4. The matrices **T**ⁿ approach a stationary matrix in which each row is the stationary state



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Example, find the stationary state



$$S \mathbf{T} = S$$

$$S \mathbf{T} = [S_1, S_2] \begin{bmatrix} 0.2 & 0.8 \\ 0.4 & 0.6 \end{bmatrix} = [S_1, S_2] = S$$

$$0.2S_1 + 0.4S_2 = S_1$$
1) and 2) are linear dependent

 $0.2S_1 + 0.4S_2 = S_1$ $0.8S_1 + 0.6S_2 = S_2$ $S_1 + S_2 = 1$ 1) and 2) are linear dependent 3) extra rule: probabilities add up to 1

$$S_1 = 1/3$$
$$S_2 = 2/3$$

Markov chain

Other properties:

Time homogeneous Markov chain: transition matrix is time independent (otherwise time inhomogeneous).

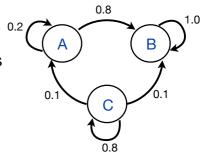
Absorbing Markov chain: there is an absorbing state from which you cannot escape once you reach it.

nth order Markov chain does not only depend on knowledge of the current state (=1st order) but also previous n-1 states.

A Markov chain is ergodic if there is a number of steps N in which each state can be reached from every other state (no loops, periodicity, absorbing state).

A Markov chain is reversible if it obeys detailed balance.

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 $\mathbf{T} = \begin{bmatrix} 0.2 & 0.8 & 0.0 \\ 0.0 & 1.0 & 0.0 \\ 0.1 & 0.1 & 0.8 \end{bmatrix}$

absorbing state: check diagonal for 1.0

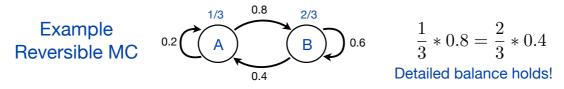
Reversible Markov chains

Detailed balance

$$\rho_i P(X_{n+1} = j | X_n = i) = \rho_j P(X_{n+1} = i | X_n = j)$$
$$\rho_i t_{ij} = \rho_j t_{ji}$$

The probability be in state *i* times the probability to go to state *j* from state *i* is equal to be in state j times the probability to move from *j* to *i*.

The probability to be in state i, ρ_i , is an element of the equilibrium (stationary) state distribution S.



Reversible Markov chains

Example

$$\mathbf{T} = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$

transition matrix

stationary state solution

Detailed balance

 $\rho_i t_{ij} = \rho_j t_{ji}$

S = [0.25, 0.25, 0.25, 0.25]

Detailed balance does not hold!

See also a chain sample: ...ABCDABCDABCD... Reverse B->C transitions do not occur.

Mind you, if the stationary state solution is uniform so that

$$\rho_i = \rho_j \,\forall \, i \neq j \quad \longrightarrow \quad t_{ij} = t_{ji}$$

then the transition matrix should be symmetric for a reversible MC

For a reversible Markov chain it is not possible to determine the direction of the process from the observed state sequence alone.

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Chapman-Kolmogorov

Transition matrix **T** An element of **T** gives the transition probality:

$$t_{ij} = P(X_{n+1} = j | X_n = i)$$

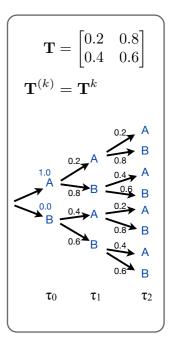
The probability of going from state i to state j in k time steps is:

$$t_{ij}^{(k)} = P(X_{n+k} = j | X_n = i)$$

The Chapman–Kolmogorov equation says that for any *m* such that 0 < m < k,

$$p_{ij}^{(k)} = \sum_{r \in Z} p_{ir}^{(m)} p_{rj}^{(k-m)}$$

with the sum over all intermediate states r in the state space Z.

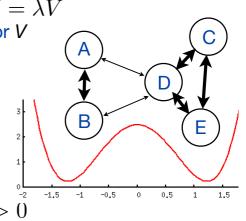


Spectral decomposition

Transition matrix **T** of dimension *d* has *d* solutions of the linear equation: $\mathbf{T} V = \lambda V$ each with an eigenvalues λ with eigenvector *V*

Factorizing **T** in: $\mathbf{T} = \mathbf{V} \mathbf{\Lambda} \mathbf{V}^{-1}$

in which Λ is the diagonal matrix of eigenvalues, which can be ordered:



 $1 = \lambda_1 > |\lambda_2| \ge |\lambda_3| \ge \cdots \ge |\lambda_N| > 0$

- Spectral decomposition allows to analyze how the system relaxes to equilibrium
- Eigenvalues close to 1 and significantly larger than the other eigenvalues indicate one or more slow relaxation times and metastability (rare events) between states.

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Summary



A stochastic hopping between states is Markovian if the probability to reach the next state does not depend on the past (no memory)

- reversible Markov chains (detailed balance)
- ergodicity
 - spectral decomposition (convergence to equilibrium)

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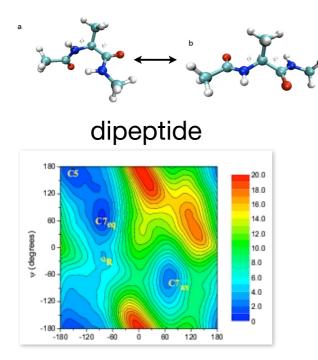
MSM of peptide dynamics

Markov State Modeling applied as analysis tool of the dynamics of a small peptide

- Analysis of molecular dynamics simulation
- Clustering based on structures
- Relation to free energy landscape
- Transition probability between clusters (states)

Is peptide dynamics Markovian?

How does a peptide (or protein) dynamically behave?

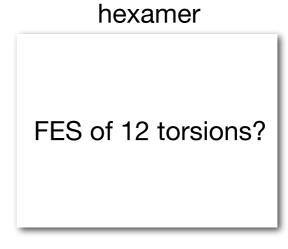


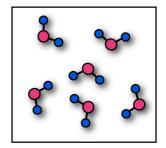
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- can I distinguish characteristic structures/states?

- does it visit all states equally often?
- is there an order in visiting states?
- how do I know if it visited all possible states?

- can I compute the probability to visit a state?
- can I compute the probability to go from 1 state to any other state?





atom positions and velocities

$$r(t + \Delta t) = r(t) + v(t + \Delta t/2)\Delta t$$
$$v(t + \Delta t/2) = v(t - \Delta t/2) + \Delta t \frac{f(t)}{m}$$

Newtonian dynamics

Molecular Dynamics

$$\begin{array}{rcl} f &=& m \cdot a \\ f &=& -\nabla V(r) \end{array}$$

$$\Delta t \approx 1 \, \text{fs} = 0.00000000000001 \, \text{sec}$$

forcefield

$$V(\mathbf{r}) = \sum_{bonds} k_r (r - r_{eq})^2 + \sum_{angles} k_{\theta} (\theta - \theta_{eq})^2 + \sum_{dihedrals} \frac{1}{2} \nu_n (1 + \cos(n\phi - \phi_0)) + \sum_{i < j} \left(\frac{a_{ij}}{r_{ij}^{12}} - \frac{b_{ij}}{r_{ij}^6} + \frac{q_i q_j}{\epsilon r_{ij}} \right)$$

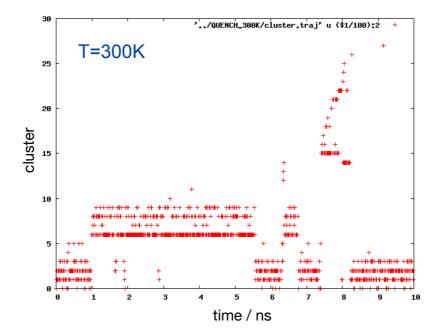
bonds bends torsions non-bonded

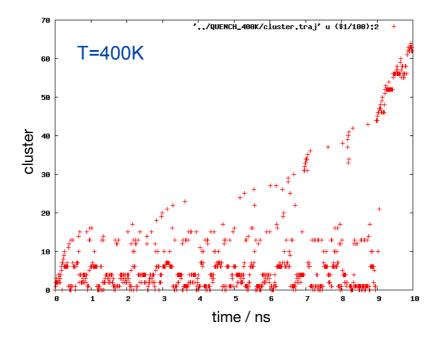
- 3x 10-20 ns simulations at T= 300, 400, and 500 K
- take a frame every 10 ps and quench in to zero Kelvin
- cluster quenched frames based on torsion angles

Clustering of structures based on resemblance between observed geometries in the trajectory, e.g. $RMSD(R_i, R_j) < TOLL$

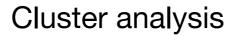
many flavors of clustering methods exist typically involves an iterative procedure over the trajectory

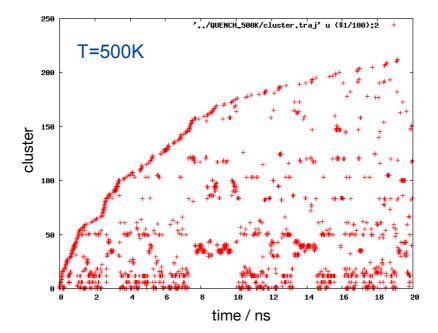
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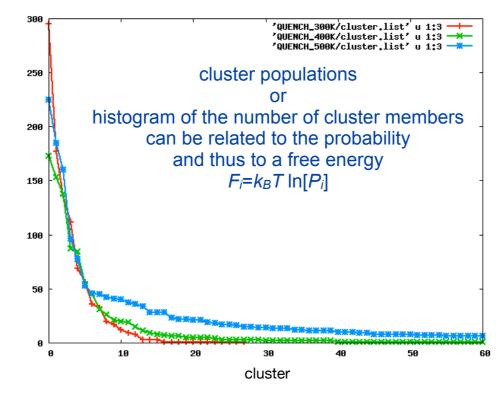




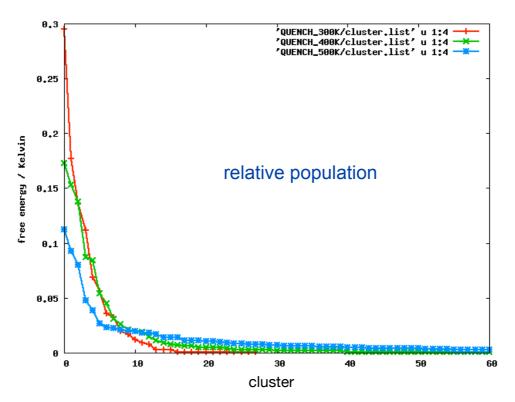
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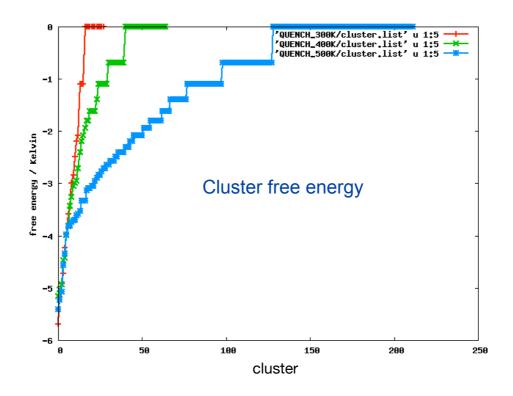




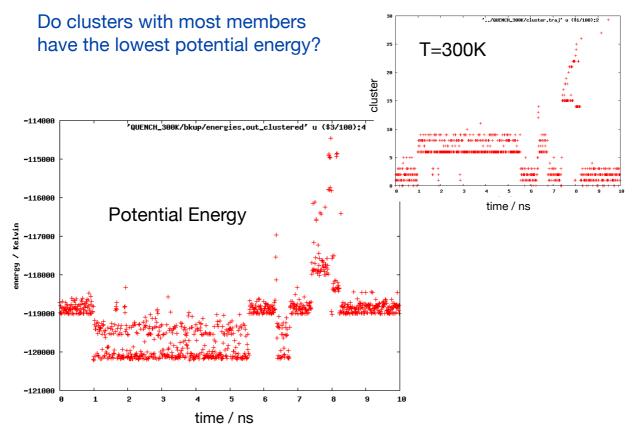


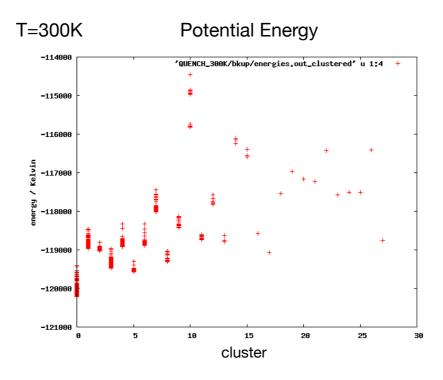
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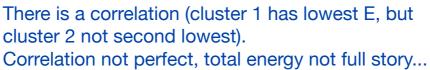


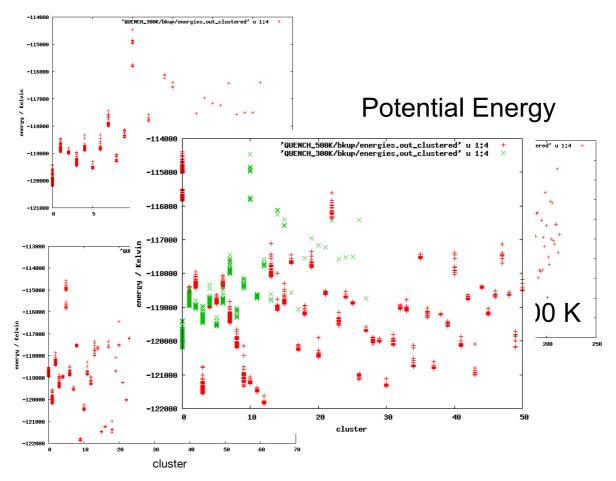


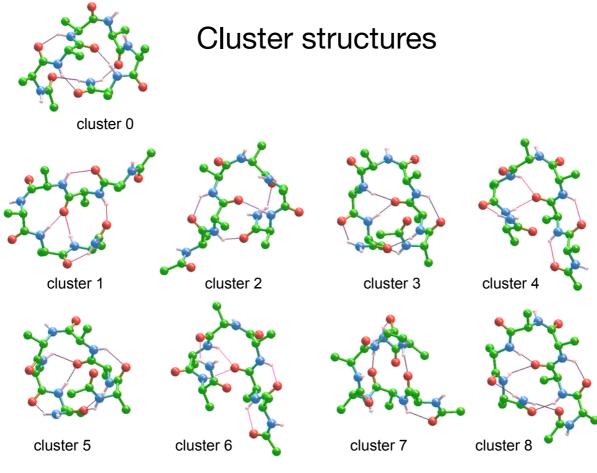
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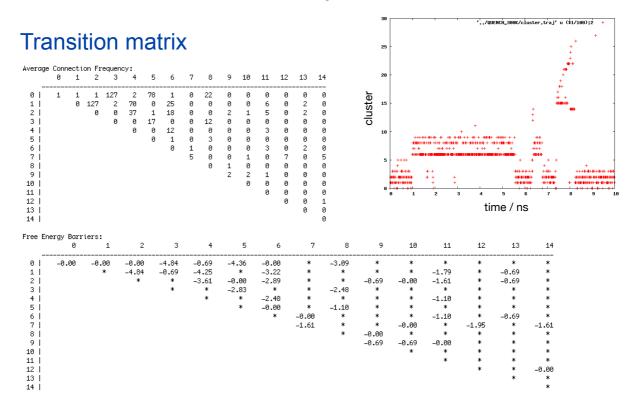




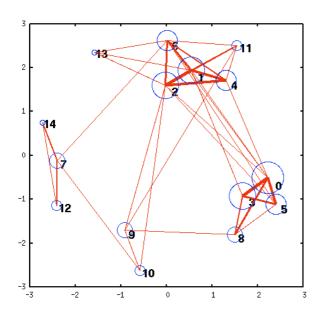




Cluster Dynamics



Network diagram



circle size: free energy of cluster

line thickness: transition probability

We can think of the peptide dynamics as a Markov chain at different levels: - 14 small states - 4 combined states

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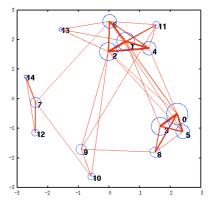
A Markov model

Are we allowed to apply a Markov model for analysis?

(mind you, the molecular dynamics was deterministic (not stochastic)).

We assume that the system jumps from state to state in a stochastic manner

- i.e. there is a separation of timescales such that the system stays long enough in metastable state to loose memory of the previous state ($\tau_{ij} >> \tau_{relax}$)



If the cluster analysis is not converged, we may find that the Markov chain is not reversible...

The Markov model can be stochastically sampled using Langevin dynamics, kinetic Monte Carlo, Fokker-Planck,....

Summary

part 1

A stochastic hopping between states is Markovian if the probability to reach the next state does not depend on the past (no memory)

- reversible Markov chains (detailed balance)
- ergodicity
 - spectral decomposition (convergence to equilibrium)

Markov State Modeling applied as analysis tool of the dynamics of a small peptide

- part 2
- Analysis of molecular dynamics simulation
- Clustering based on structures
- Relation to free energy landscape based on cluster size
- Transition probability between clusters (states)
- Using the MSM the dynamics can be sampled in a coarse-grain manner, e.g. using kinetic Monte-Carlo