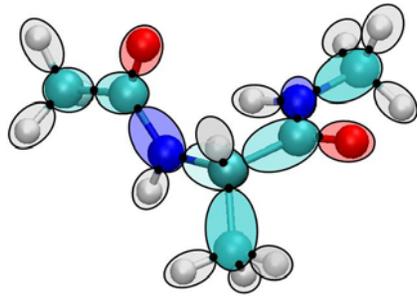


Adaptive RNA Simulation using Molmodel

Kishor D. Bhalerao

**Computational Dynamics Lab
Department of Mechanical, Aerospace, and Nuclear Engineering
Rensselaer Polytechnic Institute, Troy, NY 12180-3590**

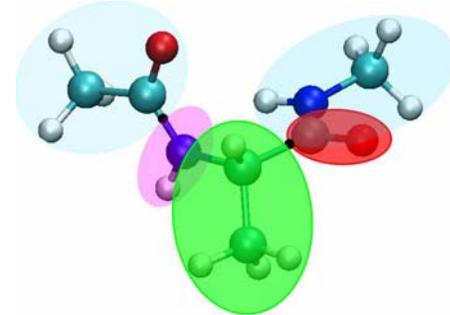
Adaptive MD: Metrics



Reduce fidelity
→

Change model
resolution as required

←
Increase fidelity

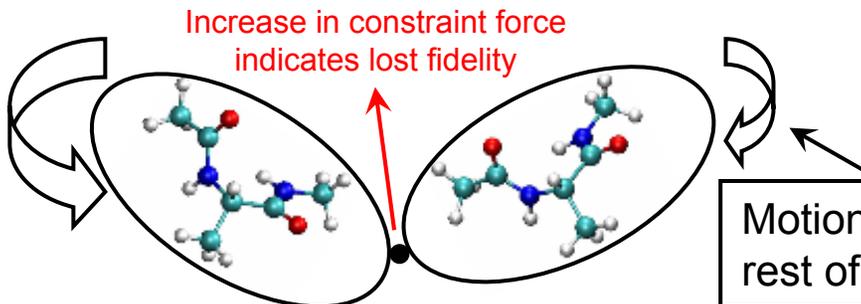


Reduce Fidelity

Spatial configuration determined by the state vector of the system (joint angles). If standard deviation of a joint angle calculated over a moving window of user specified time-length is less than a user specified threshold, the joint is locked.

Increase Fidelity

Activate or release a locked joint if the constraint forces are higher than a user specified threshold.



Thresholds can be adaptively changed as the simulation progresses. The goal is to focus computational effort at active locations.

Adaptive RNA Simulation with Molmodel

Molmodel

Define RNA structure using Molmodel interface

```
SimTK::CompoundSystem
```

```
SimTK::SimbodyMatterSubsystem
```

```
SimTK::DuMMForceFieldSubsystem
```

```
SimTK::RNA
```

Set initial coarse grain structure using

```
RNA::setCompoundBondMobility()
```

```
RNA::setRedisueBondMobility()
```

Set simulation parameters using functions from the class `SimTK::DuMMForceFieldSubsystem`

User defined values in main()

```
Real AngleThreshold
```

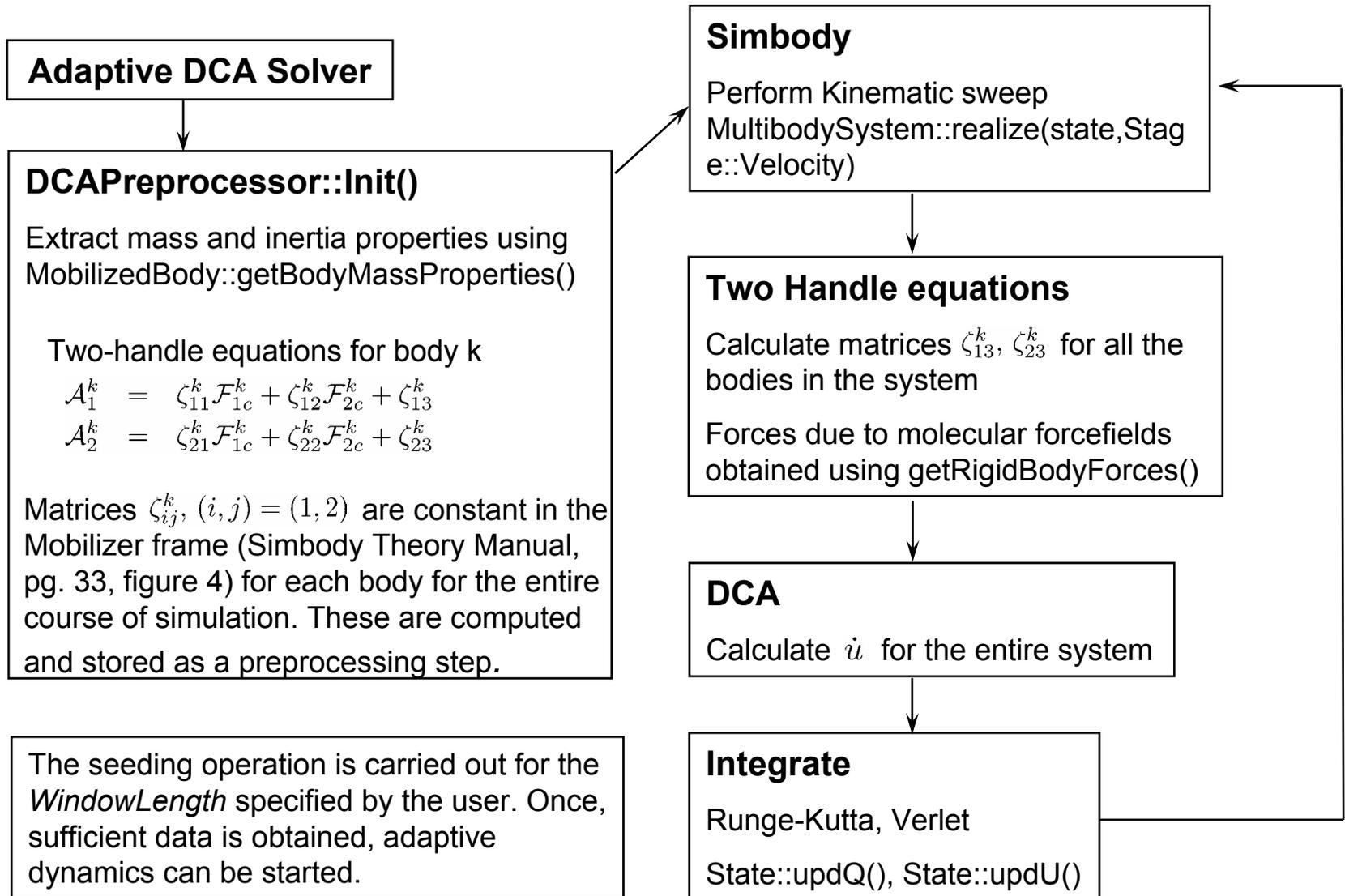
```
Real ForceThreshold
```

```
int LengthofMovingWindow
```

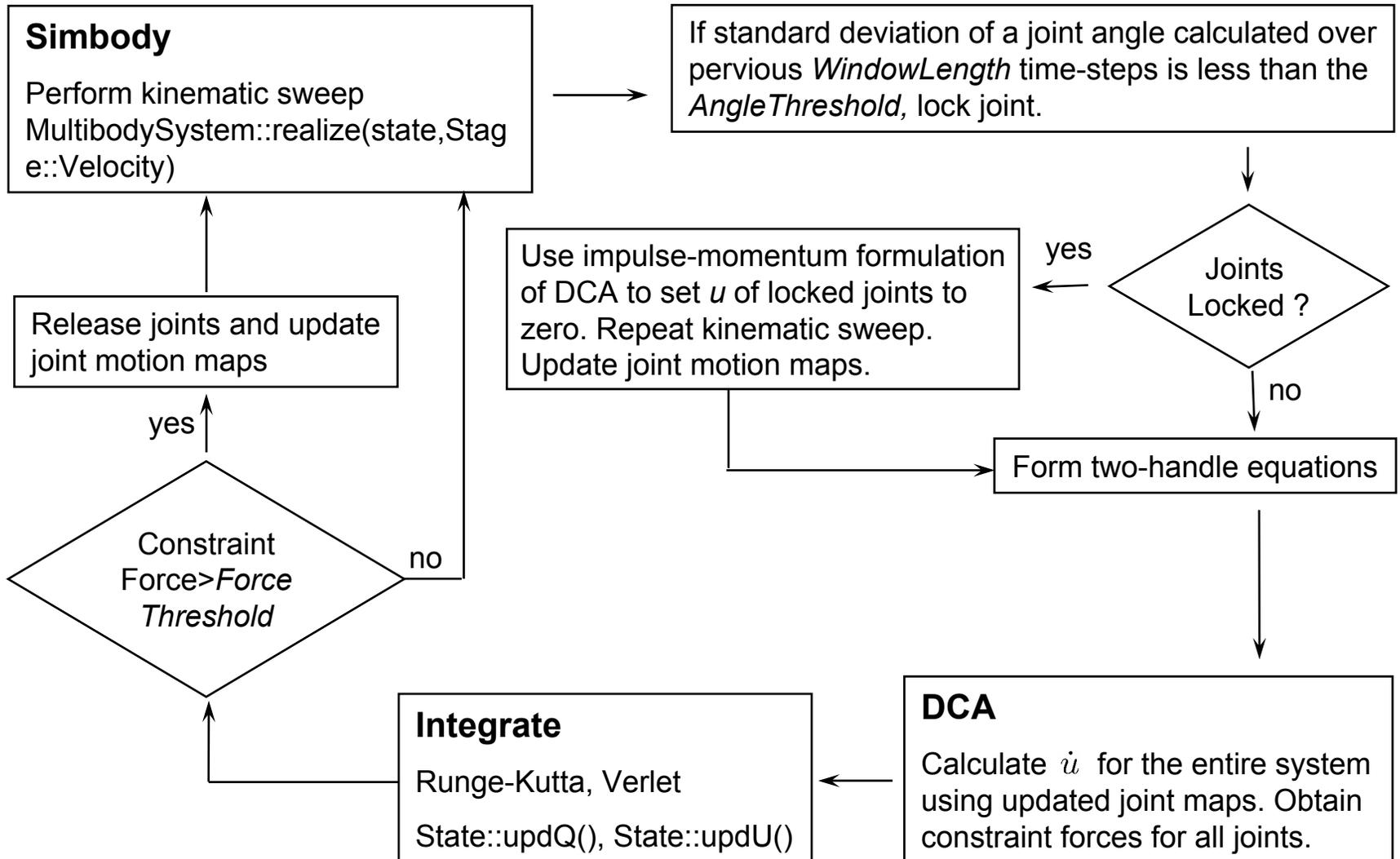
Adaptive DCA Solver

system, matter, state

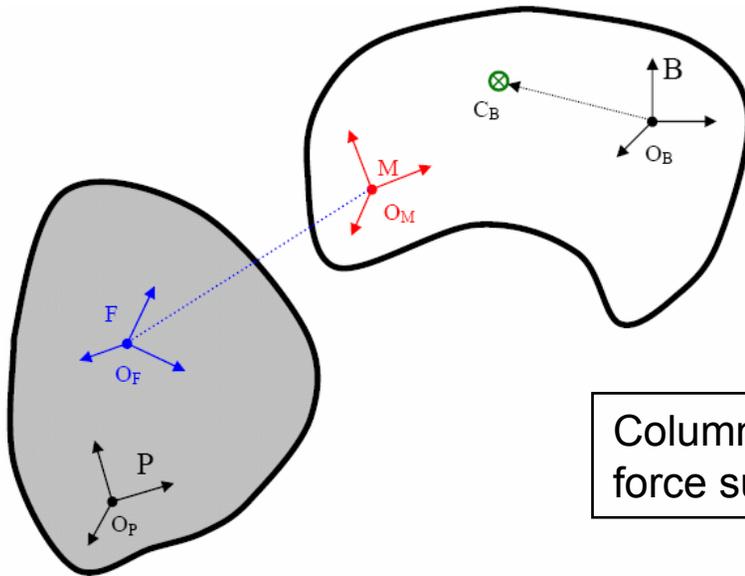
Adaptive RNA Simulation with Molmodel



Adaptive RNA Simulation with Molmodel



Adaptive RNA Simulation with Molmodel



Joint Motion Maps

The spatial velocity of frames M and F are related by the equation $\mathcal{V}_M = \mathcal{V}_F + H\mathbf{u}$

Define matrix D such that $D^T \cdot H = 0$

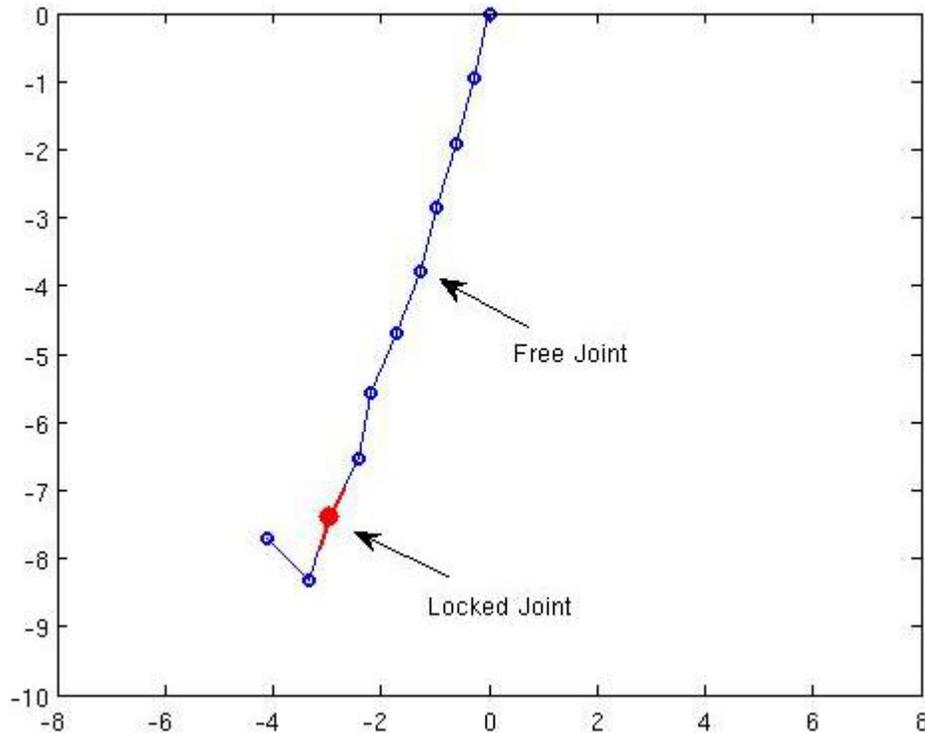
Columns of matrix D span the constraint force subspace of the joint

e.g. for a revolute joint about z axis

$$H = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}_{6 \times 1}, \quad D = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}_{6 \times 5}$$

If a joint is locked, the matrix D is a 6 x 6 identity matrix. In DCA, to turn an active joint to a rigid joint and vice versa, just the appropriate D matrix is required. Rest of the simulation code is identical. This makes the adaptive implementation easier.

Example



Simulation parameters

AngleThreshold: 3°

Force Threshold: 10

WidthofMovingWindow: 1000

Integrator: Runge-Kutta 4th order

Time-step: 0.001

Animation can be found at the following location

<https://simtk.org/docman/view.php/327/1350/pend.gif>