

# "Crystallography without Crystals"

## Determining the Structure of Individual Biological Molecules & Nanoparticles

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## **Acknowledgments**



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## Why Single Molecules?



The Scorecard	Number	Percent
Proteins sequenced	>750,000	
Protein structures determined	44,700	<6%
Membrane protein structures	460	<0.1%

Source: Protein Data Bank, July '07

- 70% of today's drugs aimed at membrane proteins
  - Notoriously difficult to crystallize
- Purification and crystallization major bottlenecks
  - Crystals complicate "inversion problem"







- Synchronized beam of hydrated proteins
  - In native state, not too much water
- Reconstitute 3-D intensity distribution
  - Each 2-D "snapshot" from unknown random orientation

Very few photons scattered "per shot"

- Next-generation synchrotrons (XFELs): ~ 10<sup>3</sup> photons/shot
- Current-generation synchrotrons: ~ 10<sup>-2</sup> photons/shot
- XFEL shot blows molecule apart
- Collect data within 20fs after pulse arrival
  - "After the molecule is blown up, before it has flown apart"

## **Executive Summary**



- Single-molecule scattering "Grand Challenge"
  - Opens research into all macromolecules & nanoparticles
  - Including non-crystallizing proteins and fuels
- Single 500 kDa protein molecule in XFEL scatters 10<sup>7</sup> photons/sec
  - More than enough photons to reconstruct structure
- But only 4.10<sup>-2</sup> photons/pixel per shot
- Each diffraction pattern from unknown orientation
  - Snapshot of rotating molecule
- Dose to orient snapshot at least 100x more than XFEL can deliver
  - Using proposed orientation techniques





- Succeeded in orienting dp's down to ~10<sup>-2</sup> ph/pixel
  - <u>First</u> results; many improvements needed
  - Threshold for XFEL reached
- Using only ≤ 10<sup>5</sup> photons
  - XFEL delivers 10<sup>9</sup> photons in minutes
- Single-molecule crystallography now possible in principle
  - "Scatter & destroy" mode; each pulse blows up molecule
- Can per-shot dose be reduced significantly?
  - Would make XFEL experiments much easier
  - Single-molecule crystallography on 3<sup>rd</sup> Generation sources??

#### Single-Molecule X-ray Scattering: Orders of Magnitude



#### Assumptions:

- a. Macromolecule with N atoms scatters as N carbon atoms
- b. Pixel area: (1/2L)<sup>2</sup>
- c. Need 10<sup>3</sup> scattered photons per pixel
- d. Scattered amplitude: low-angle ~ N<sup>2</sup>; high-angle ~ N
- e. 0.1nm radiation (12.4 keV)
- f. 500 kDa (globular) molecule
  - Yeast proteins: ~ 50kDa
  - Largest known proteins (titins) ~ 3000 kDa
- Number of scattered photons/pulse/pixel:

$$n \sim \Omega_{pixel} W \sigma_C N_{atoms} = \frac{\lambda}{4a^2} W \sigma_C N_{atoms}^{1/3}$$

#### Single-Molecule X-ray Scattering: Orders of Magnitude



A. Ourmazd		Flux per mm <sup>2</sup>	Counts per pulse per pixel		No. of Pulses for 10 <sup>9</sup> scattered photons		Time (sec) for 1E9 scattered photons	
Source	Ø (µm)	per pulse	Small Angle	Large Angle	Small Angle	Large Angle	Small Angle	Large Angle
XFEL	0.1	3.10 <sup>20</sup>	<b>10</b> <sup>4</sup>	4.10-2	0.1	2.10 <sup>4</sup>	10 <sup>-3</sup>	2.10 <sup>2</sup>
APS	0.01	10 <sup>15</sup>	4.10 <sup>-2</sup>	2.10 <sup>-7</sup>	3.10 <sup>4</sup>	6.10 <sup>9</sup>	3.10 <sup>2</sup>	6.10 <sup>7</sup>

1. XFEL scatters 10<sup>9</sup> photons from a 500 kDa protein in minutes

- 2. PLENTY of scattered photons; VERY FEW scattered per shot
- 3. Orienting Diffraction patterns is KEY

#### Aligning the 2-D Snapshots: Common-Line Approach



- Diffraction patterns of same object share "common line" of diffracted intensity
  - "Central Section Theorem"
- Three planes fix relative orientations
  - Two with Ewald-sphere curvature
- No phase information available
  - "Friedel ambiguity"
  - Key difference with cryo-EM
- Friedel ambiguity can be resolved
  - Using "consistency restriction"
  - "Handedness" ambiguity remains



## **Electron Density Recovery**



Model of protein Chignolin (From atom coordinates in PDB)



**Recovered Solution** (From DPs of random orientations)



- 1Å photons; ~ 1 Å resolution (collect semi- $\angle$  ~ 32°); Low-angle data excluded
- Correlation coefficient ~ 0.8
- Shneerson, Ourmazd & Saldin, Acta Cryst, <u>A64</u>, 303 (2008) (<u>arXiv:0710.2561</u>)

## **Common-Line Method**



- Can align dp's and recover structure in absence of noise
  - RMS alignment accuracy < 0.5°</p>
- Works with ≥ 10 photons/pixel + shot noise
  - 3 orders of magnitude from expected signal levels
  - Significant performance degradation below 100 ph/pixel
- Cannot be fixed by orientational classification & averaging
  - Flux for reliable classification 100x higher than focused XFEL beam
  - [Bortel & Faigel, J. Structural Biology <u>158</u>, 10 (2007)]
- Common-line makes poor use of available information
  - Uses correlations between lines of diffracted intensity
  - Highly susceptible to noise
- Must use correlations in entire diffracted photon ensemble
  - From <u>diffraction pattern alignment</u> to <u>photon assignment</u>

# Proposed "Algorithm"

[E.g., Huldt et al, J. Structural Biology 144, 219 (2003)]





- Averaging over "similar patterns" needed to orient diffraction patterns
  - Requires classifying single-shot patterns containing few photons
- Needs single-shot fluence ≥10<sup>22</sup> photons/mm<sup>2</sup>
  - XFEL delivers ~10<sup>20</sup> photons/mm<sup>2</sup> into 100nm Ø probe
  - [Bortel & Faigul, J. Structural Biology <u>158</u>, 10 (2007)]
- Insufficient flux for orientational classification (& averaging)

## **Common-Line Method**



- Imagine classification could be done (somehow)
  - DP's could be averaged to enhance signal/noise
- Common-line needs 10 ph/pixel; 10<sup>-2</sup> available in each dp
  - Must average  $10^3$  dp's  $\Rightarrow$  need  $10^3$  dp's per orientation class
  - For 100Å particle, need 10<sup>6</sup> orientational classes [B&G]
  - Must collect 10<sup>9</sup> dp's
- One experiment would take > 4 months of beam time at LCLS
  - 100 patterns collected per second
- Going to larger molecules does not help
  - 300Å particle gives 3x more signal, needs 20x more classes
- Move from <u>dp alignment</u> to <u>photon assignment</u>
  - Use correlations in entire diffracted photon ensemble

**Reconstructing the 3D Diff. Intensity: New Approach** 



- How do you put a broken glass back together?
  - Like a 3-D jigsaw puzzle
  - Based on correlations between the pieces
- Reconstructing unseen vase broken into 10<sup>6</sup> pieces
  - About the number of orientations of the molecule
  - I.e., the number of diffraction snapshots
- Can you put it back together?
  - I.e., reconstruct the 3-D diffracted intensity distribution
  - Like tomography with no orientational information
- Under a light delivering 10<sup>-2</sup> photons per detector pixel

#### That's what we are trying to do!

## **New Approach: Summary**



- Uses ensemble of scattered photons
  - To first order, does not rely on photons scattered per shot
- Reconstructs diff. intensity distribution from correlations
  - Within scattered photon ensemble
- Based on generative Bayesian mixture modeling
  - Developed originally for data visualization & neural networks
- Can align diffraction patterns down to MPC ~ 0.01 ph/pixel
  - Anticipated MPC for 500kDa protein with LCLS
  - 1000x improvement over previous techniques
  - Uses 10<sup>5</sup> scattered photons only (compared with 10<sup>9</sup> from LCLS)
  - Anticipate significant room for improvement

#### New Approach: Data Representation



- All we have is ensemble of diffracted intensities
  - A diffraction pattern is  $\mathbf{t}_i = (t_1, \dots, t_p)$
  - A vector in p-dimensional "intensity space"
  - Total dataset is collection of vectors  $\mathbf{T} = (\mathbf{t}_1, \dots, \mathbf{t}_d)$



#### **Reconstituting the 3-D Diffracted Intensity Distribution**



- Diffracted intensity vectors live in p-dimensional space
- But intensities (& vector) function of only three variables
  - Angles ( $\theta$ ,  $\phi$ ,  $\psi$ ) defining molecular orientation
- Vectors define a 3-D manifold in p-dimensional space



## **Manifest & Latent Spaces**





- Diffraction pattern vectors function of three latent (hidden) variables
  - Confines vectors to 3-D manifold in p-dimensional space
- Mapping between two spaces nonlinear
  - Maps 3-D reciprocal space to 3-D manifold in intensity space
- Maps 3-D intensity distribution to p-D vector distribution
  - Links distributions in "latent" reciprocal and "manifest" intensity spaces



- Type of (nonlinear) factor analysis
  - Developed for data visualization, neural network applications
  - Linear factor analysis used in bio- & psychometrics
- Fits low-D manifold to data to determine mapping function
  - "Principled" probabilistic approach (Bayesian statistics)
- Allows reconstruction of 3-D intensity distribution
  - Links 3-D reciprocal space to p-D intensity space
  - Based on maximum likelihood, Bayesian statistics
  - Uses correlations in entire diffracted photon ensemble
- Might allow direct connection to electron density



Mapping between (3-D) latent and (p-D) manifest spaces nonlinear

$$\mathbf{y} = \mathbf{W}\phi(\mathbf{x})$$

$$\phi(\mathbf{x}) = \{\phi_j(\mathbf{x})\}, \qquad 0 \le j \le M$$

**y** : Mapping function; **x** : Latent space coordinate  $\phi(\mathbf{x})$ : Basis set; **W** : Free parameters

- Determine nonlinear function by fitting 3-D manifold to data
  - In data space, by adjusting weights W
  - Use maximum likelihood (EM) algorithm
  - [C.M. Bishop, Neural Networks for Computation, OUP (1995)]
- Map vector distribution to diffracted intensity distribution
  - From "manifest" intensity space to "latent" reciprocal space
  - Through nonlinear function y, Bayesian statistics

## **Reconstructing a Protein**



- Take small protein
  - Chignolin, 10 residues, ~ 100 atoms
- Simulate diff. patterns at random molecular orientations
  - Each one corresponding to a diffraction snapshot
- Signal ~ 10<sup>-2</sup> photons per pixel + shot noise
  - Signal/noise expected for 500kDa molecule
- Determine orientations with no prior information
  - Other than dimensionality of rotation space (1-D or 3-D)
- Compare with correct orientations

## **Model Protein: Chignolin**





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#### Diffraction Snapshot No Noise





#### Diffraction Snapshot 4x10<sup>-2</sup> Photon/Pixel + Shot Noise





#### Angles Determined by GTM Molecule Rotating About One Axis





## **Diffraction Geometry**





#### Reciprocal Lattice Filling Rotation About One Axis





#### Reciprocal Lattice Filling Rotation About Two Axes





Produce uniform gird of points in reciprocal space for "Phasing"

## **Model Protein: Chignolin**



**Ball-and-Stick Model Electron Density** 53

## **Reconstructed Electron Density** Noise-Free



# **Reconstructed with GTM Angles Actual Electron Density** 53

## **Reducing Mean Photon Count**



- Shot noise increases
  - Modeled as Poisson statistics
- Need ~ 5 photons/pixel for "phasing"
  - Iterative recovery of electron density from intensities
- Need ~ 100 ph/pixel for gridding
  - Due to inadequacies of gridding algorithm?
- Reconstruction at 0.04 MPC needs ~30 million dp's
  - Average patterns to reach 100 ph/pixel (1-D rotation axis)
  - GTM of this magnitude beyond our desktop CPU/memory capacity
- Distribute dp's according to GTM accuracy @ 0.4MPC
  - Simulated 300,000 dp's, distributed to mimic GTM error
  - Gridding and phasing

### **Reconstructed Electron Density** Mean Photon Count: 0.4 per Pixel



**Reconstructed with GTM Angles** 



Actual Electron Density



## **Reconstructed Electron Density** Mean Photon Count: 0.04 per Pixel



**Reconstructed with GTM Angles** 

#### Actual Electron Density



#### Alignment 3-D Rotational Freedom



- Orientational distance metric
  - How do you define orientational "proximity" in SO3?
  - Quaternions
- Figure of Merit
  - How well has the orientation been determined?
  - To within two or three latent space nodes
- Effect of noise
  - How low can we go in mean photon count per pixel?
  - Demonstrated performance down to 0.04 ph/pixel with Poisson noise
- Computational load
  - Memory is primary limitation
  - Present limit: 10<sup>4</sup> data vectors, each a 4x40 pixel diffraction pattern
  - ~30°x 30°x30° patches of orientational angles

#### Aligning in 3D: Interim Results No Noise





#### **Aligning in 3D with Poisson Noise**







- Alignment possible to within 2-3 resolution elements
  - Each element corresponds to ~ 1°- 3°
- Alignment possible down to 0.01 photons/pixel
  - Using ensemble of only ~ 10<sup>5</sup> scattered photons
- Anticipate significant room for improvement
  - Replace Gaussian noise model in GTM with Poisson
  - Provide more photons
  - Can collect 10<sup>9</sup> scattered photons in an hour with LCLS
- Encouraging preliminary results



- Can reconstruct diffracted intensity distribution down to MPC 0.04
  - From correlations within diff. photon ensemble from small protein
  - Mean photon count (MPC) 0.04 / pixel expected from 500 kDa protein
- Can trade single-shot flux for total number of shots?
  - Such that enough photons are scattered in experiment
- Reduce single-shot flux below damage threshold?
  - Provided experimental times remain reasonable
- What is the damage threshold for single molecule?
  - Indications it might be 100x higher than Henderson limit
  - If so, "sweet spot" is 10<sup>18</sup> photons/mm<sup>2</sup>/shot
  - Molecule not destroyed by shot
  - Data collection window extended to ps-ns regime

## Conclusions



- Can reconstruct 3-D intensity distribution down to ~10<sup>-2</sup> ph/pixel
  - Applicable to single molecules, single particles, colloids, etc.
  - Removed the tyranny of single-shot dose requirement
  - Using correlations within entire scattered photon ensemble
- Could be used for range of other important problems
  - Should allow <u>direct</u> access to electron density
  - Adaptive digital energy filter
- Critical issues remain
  - Minimum photon count needed for structure recovery?
  - Radiation damage threshold; suitable operating regime, etc.
- Success would have significant & broad impact
  - Access to all macromolecules, possibly different conformations
  - Implications for physics, materials, biochemistry, drug design