

List of Figures

1.1	Number of different folds in the PDB	3
2.1	Protein structure levels	7
2.2	Amino acid configurations	8
2.3	Resonance effect of a peptide bond	9
2.4	Polypeptide chain	10
2.5	Ramachandran plots	11
2.6	Alpha helix	14
2.7	Antiparallel β -sheet	15
2.8	Amino acid distributions	18
2.9	Contact map and protein graph	23
2.10	<i>Total</i> contact potentials	25
2.11	Contact type distributions	26
2.12	SSE <i>ca</i> contact potentials using Stride	27
2.13	<i>SS</i> contact potentials using Stride	29
3.1	Protein structure of <i>1timA</i> and <i>1ai9A</i>	31
3.2	<i>2uagA1</i> : TOPS diagram and structure	32
3.3	<i>1bec</i> : structure and protein graph	34
3.4	Topology diagrams of <i>1lenC</i> and <i>1ton</i>	35
3.5	Graph representations of <i>1lenC</i> and <i>1ton</i>	36
3.6	The KEY notation for <i>1ars</i>	37
3.7	The KEY notation for <i>1gmpB</i>	37
3.8	ADJ and RED notations for <i>1ars</i>	38
3.9	The ADJ and the SEQ notation of <i>1ars</i>	39
3.10	The RED notation of <i>1adeA</i>	41
3.11	Screenshot of the PTGL 'topology browser'	42
3.12	Four-helix-bundle	43
3.13	The Greek-key motifs	45
3.14	Jelly-roll motif	45
3.15	Beta barrel protein	47
5.1	Protein structure corresponding protein graph	67
5.2	Protein graphs <i>2uagA1</i> and <i>1gkuB1</i>	68
5.3	GA encoding for <i>2uagA1</i>	70
5.4	SSE alignment	70
5.5	Crossover operators	73
5.6	Possible residue shifts	75
5.7	Structural superposition of <i>2uagA1</i> and <i>1gkuB1</i>	81

5.8	The distribution of GANGSTA <i>scores</i>	83
5.9	Coverage-versus-error-rate plot for GANGSTA <i>scores</i>	84
5.10	Four-Helix-Bundle alignments	88
5.11	TRAF-Immunogloblin alignments	89
5.12	Rossmann structural motif alignments	90
6.1	The GANGSTA method: an overview	97
6.2	Maximal common subgraphs	99
6.3	The MCS problem	100
6.4	Edge product graph	102
6.5	The BK and the BKC algorithm	106
6.6	The ExactGANGSTA method: an overview	109
6.7	Protein graph vertex distribution	111
6.8	Protein graph edge distributions	112
6.9	ExactGANGSTA versus GA: Objective function	113
6.10	ExactGANGSTA versus GA: GANGSTA <i>score</i>	113
6.11	ExactGANGSTA versus GA: edge number vs. runtime	115
6.12	ExactGANGSTA: cliques and alignments	115
7.1	MultipleGANGSTA	120
F.1	<i>SS</i> contact potentials using DSSP	136
F.2	<i>Helix-helix</i> contact potentials using DSSP	137
F.3	<i>Strand-strand</i> contact potentials using DSSP	138
F.4	<i>Helix-strand</i> contact potentials using DSSP	139
F.5	<i>Helix-helix</i> contact potentials using Stride	140
F.6	<i>Strand-strand</i> contact potentials using Stride	141
F.7	<i>Helix-strand</i> contact potentials using Stride	142