

# Identification of Novel Protein Complexes through Pseudo Clique Enumeration

Andrew Schoenrock

December 3, 2010

- Introduction & Background
  - Protein-Protein Interactions and Protein Complexes
  - PIPE: Protein-protein Interaction Prediction Engine
  - What's the problem?
- Generating Discrete Objects with Reverse Search
- Pseudo Clique Enumeration based on Reverse Search
  - Basic Definitions
  - Algorithm
  - Example
- Identifying Novel Human Protein Complexes
- Conclusions

# Introduction: Proteins & Protein-Protein Interactions

- Proteins are essential organic compounds in all organisms and participate in virtually every process within a cell
- Proteins can work together (interact) to carry out various functions and do so for a majority of biological functions
- Protein-protein interactions are responsible for a cell's general behaviour and its response to stimuli
- A protein complex is a group of two or more that interact with one another to perform a certain function
- Protein complexes are a cornerstone of many biological processes

# Introduction: PIPE

- PIPE: Protein-protein Interaction Prediction Engine
- A computational tool used to predict whether two proteins interact or not
- PIPE3 has produced the first proteome-wide protein-protein interaction predictions for *C. Elegans* and *Homo Sapiens* organisms
- These proteome-wide predictions can be viewed as graphs where:
  - Each vertex represents a protein
  - Each edge represents an interaction (known or predicted)

# What is the problem?

- Problem: Enumerate all protein complexes within the proteome-wide interaction prediction graphs to identify previously unknown protein complexes.
- What will a protein complex look like in the graph?
  - Protein complexes are identified as dense subgraphs (pseudo cliques) where each protein interacts with a significant number of the other complex proteins.
- Base Problem: Enumerate all dense subgraphs  $G'$  of a graph  $G$  such that the  $G'$  has a significantly high number of edges.

# Reverse Search for Enumeration

- Several known search techniques for enumeration problems
  - backtrack search
  - incremental search
  - DFS or BFS when objects to be listed are vertices of a graph
- Reverse search is an exhaustive search technique which can be considered as a special graph search

# Reverse Search for Enumeration

- Assume we have a problem for which we would like to enumerate a set of objects
- Let  $G$  be a graph where the vertices represent the objects we wish to enumerate and the edges represent two objects that are considered adjacent
- A local search algorithm on  $G$  is a procedure to move from one vertex to a larger neighbour with respect to some objective function
- A vertex without a larger neighbour is a local optimum

# Reverse Search for Enumeration

Imagine a simple case where there is only one local optimal vertex  $v^*$ .

- Consider the digraph  $T$  with the same vertex set as  $G$  and the edge set made up of the ordered pairs  $(x, x')$  of consecutive pairs generated by the local search algorithm.
- $T$  is a tree spanning all vertices for  $G$ , rooted at  $v^*$ .
- If we trace through  $T$  systematically (eg. by a DFS), we can enumerate all vertices.
- The major operation here is tracing each edge against its orientation (reversing the local search algorithm)
- No information regarding visited vertices needs to be stored since  $T$  is a tree.



# Reverse Search for Enumeration

---

**Algorithm 1:** ReverseSearch( $v$ )

---

output  $v$

**foreach** *neighbour*  $w$  of  $v$  **do**

**if**  $f(w) = v$  **then**  
        ReverseSearch( $w$ )

---

where  $f$  is the local search function.

To iterate over all vertices of  $G$ , we run ReverseSearch( $v^*$ )

# Applying Reverse Search to Pseudo Clique Enumeration

- We want to apply this idea to enumerate over all pseudo cliques of a given graph
- We need:
  - a way to score pseudo cliques
  - a definition of adjacent pseudo cliques
  - a parent-child relationship to define a traversal tree over all pseudo cliques

# Pseudo Clique Enumeration: Basic Definitions

- Let  $G = (V, E)$  be a graph with vertex set  $V$  and edge set  $E$
- For a vertex set  $U \subseteq V$ ,  $E[U]$  is the set of edges whose endpoints are both in  $U$
- $G[U] = (U, E[U])$  is the vertex induced subgraph by  $U$
- the density of a vertex induced subgraph is defined as  $d(G[U]) = |E[U]|/clq(|U|)$ , where  $clq(n)$  is the number of edges in a clique of  $n$  vertices
- For a given threshold  $\theta$ ,  $0 \leq \theta \leq 1$ ,  $G[U]$  is considered a pseudo clique if the density of  $G[U]$  is no less than  $\theta$

# Pseudo Clique Enumeration: Defining a Parent

**Lemma 1:** Let  $v$  be a vertex in  $G[K]$  with the degree no greater than the average degree in  $G[K]$ . The density of  $K - \{v\}$  is no less than the density of  $K$ .

- For any pseudo clique  $K$ ,  $K - \{v\}$  is also a pseudo clique.
- Since any  $K$  will always have such a vertex, vertices can be iteratively removed from  $K$  until  $K = \emptyset$ , passing through only pseudo cliques
- This definition of adjacency spans all pseudo cliques
- The graph induced by this adjacency is not a tree

# Pseudo Clique Enumeration: Defining a Parent

- For a vertex set  $K \neq \emptyset$ , we define  $v^*(K)$  to be the vertex with minimum degree in  $G[K]$ . If there are two vertices of minimum degree, take the lexicographically smaller one.
- Define the parent  $prt(K)$  of  $K$  by  $K - \{v^*(K)\}$
- If  $K$  is a pseudo clique,  $prt(K)$  is a pseudo clique
- The graph induced by this parent-child relation forms a tree
- The definition of a parent does not depend on the threshold value, so the parent-child relationship is identical for all threshold values.

# Pseudo Clique Enumeration: Defining Children

- The definition of the set of children of a given pseudo clique  $K$  is obtained directly from the definition of the parent.
- For a pseudo clique  $K \subseteq V$ ,  $K'$  is a child of  $K$  if and only if  $K' - K = \{v^*(K')\}$
- We can list the children of  $K$  by computing the density of  $K \cup \{v\}$  and  $\{v^*(K')\}$  for each vertex  $v \notin K$
- $K$  has at most  $|V| - |K|$  children

# Reverse Search for Pseudo Clique Enumeration

---

**Algorithm 2:** EnumeratePseudoCliques( $G = (V, E), K$ )

---

output  $K$

**foreach**  $v \notin K$  **do**

**if**  $K \cup \{v\}$  *is a pseudo clique* **then**

**if**  $v = \{v^*(K \cup \{v\})\}$  **then**

            EnumeratePseudoCliques( $G = (V, E), K \cup \{v\}$ )

---

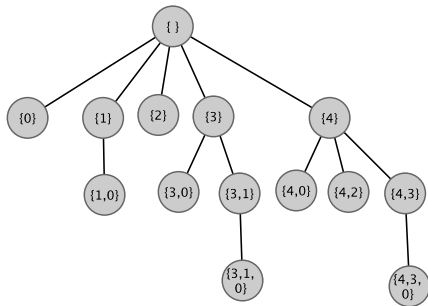
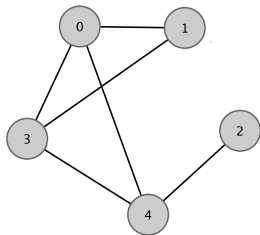
To iterate over all pseudo cliques of  $G$ , we run  
EnumeratePseudoCliques( $G = (V, E), \{\}$ )

# Reverse Search for Pseudo Clique Enumeration Example

$G = (V, E)$  where,

- $V = \{0, 1, 2, 3, 4\}$
- $E = \{\{0, 1\}, \{0, 3\}, \{0, 4\}, \{1, 3\}, \{2, 4\}, \{3, 4\}\}$

EnumeratePseudoCliques( $G, \{ \}$ ) with  $\theta = 1$





# Identifying Novel Human Protein Complexes

- The human predicted protein-protein interaction graph has:
  - 172,184 interactions (edges), 130,470 which are novel predictions made by PIPE
  - up to 22,513 proteins (data set has not been completely compared)
- Next steps:
  - Run code on graph to identify all potential complexes with a relatively low  $\theta$
  - Filter list for complexes with
    - 4-12 proteins
    - a mix of known and predicted interactions

# Conclusion

- Proteins, protein-protein interactions and protein complexes
- Reverse search for enumeration
- Pseudo clique enumeration using reverse search
- Plans to identify novel human protein complexes