### Self-Assembly

Lecture 2 Models of Self-Assembly

#### Models of Self-Assembly

- The aim: Solving the engineering problems of self-assembly: forward, backward and the yield.
  - understand the feasibility

- Many long molecular chain objects selfassemble into helical shapes (DNA, α-helix of a protein).
- Why it happens?
- Is it possible to predict the helix parameters?

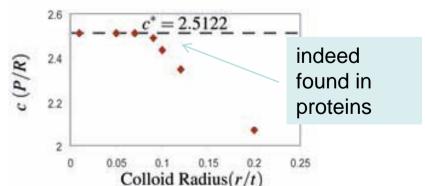
 Model: solid elastic rod of length L, radius t and persistence length I<sub>p</sub> is immersed in the solution of hard spheres (radius r, concentration n)

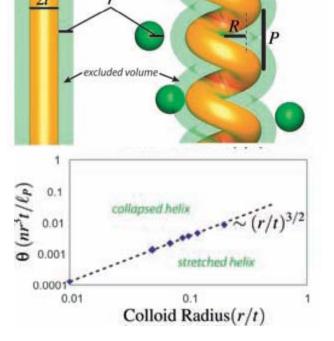
From a pure thermodynamic reason, the energy change upon

bending the rod:

$$\Delta F \propto \frac{1}{2} L l_p \kappa^2 - n V_0$$

In a helix  $V_0/L$  is related to  $\kappa$ . and the optimal helix parameters can be found:





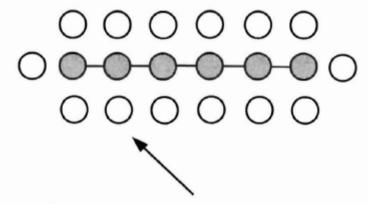
overlap volum

Y. Snir and R. D. Kamien, Science 307, 1067 (2005)

simple model: a bent rod on a lattice

$$\vec{m} = \left[m_0, m_1, ..., m_N\right]$$
 straight rod Elastic energy =  $\alpha \sum_{i=1}^N m_i^2$  bent rod Excluded volume energy =  $\beta(V_s - V_e) = \beta V(\vec{m})$   $E(\vec{m}) = \alpha \sum_{i=1}^N m_i^2 - \beta V(\vec{m})$ 

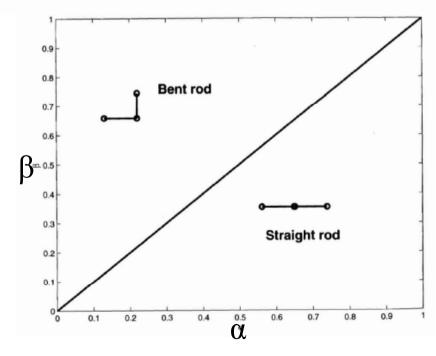
• The excluded volume in a lattice model:



Empty circles are the excluded volume

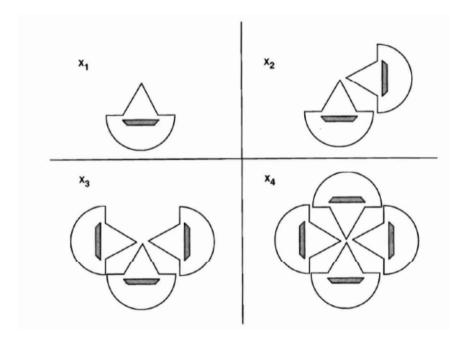
• For N=1

$$E[1,0] = 0$$
$$E[1,1] = \alpha - \beta$$



#### Chemical kinetics model

 In Hosokawa experiment there are 4 possible configuration of tiles:



possible reactions:

$$2X_{1} \rightarrow X_{2}$$

$$X_{1} + X_{2} \rightarrow X_{3}$$

$$X_{1} + X_{3} \rightarrow X_{4}$$

$$2X_{2} \rightarrow X_{4}$$

The state of the system can be described

$$\vec{x}(t) = [x_1(t), x_2(t), x_3(t), x_4(t)]^T$$

#### Chemical kinetics model

The evolution of the system can be described as

$$\vec{x}(t+1) = \vec{x}(t) + AP(\vec{x}(t))$$

$$A = \begin{bmatrix} -2 & -1 & -1 & 0 \\ 1 & -1 & 0 & -2 \\ 0 & 1 & -1 & 0 \\ 0 & 0 & 1 & 1 \end{bmatrix} \qquad \begin{array}{c} 2X_1 \to X_2 \\ X_1 + X_2 \to X_3 \\ X_1 + X_3 \to X_4 \\ 2X_1 \to X_2 \end{array}$$

possible reactions:

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$$X_{1} + X_{3} \rightarrow X_{4}$$

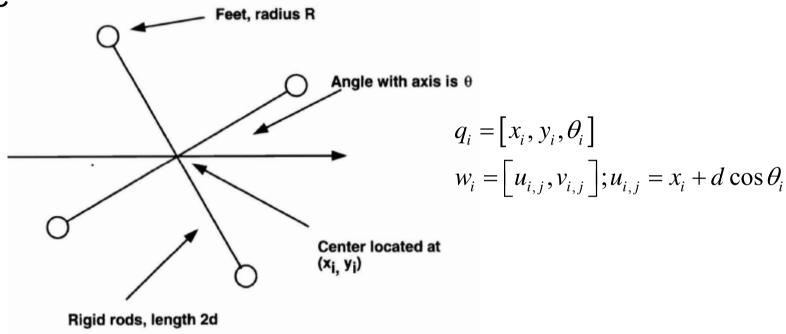
$$2X_{2} \rightarrow X_{4}$$

$$P[\vec{x}(t)] = \frac{1}{S^2} \left[ P_{11} x_1^2, 2P_{12} x_1 x_2, 2P_{13} x_1 x_3, P_{22} x_2^2 \right]^T$$

probability of bond formation

#### The Waterbug model

 The model is motivated by the capillary force driven assembly but can be reformulated for magnetic and electrostatic force as we"



The state of the system can be described as:

$$q = [q_1, q_2, ..., q_N]$$

#### The Waterbug model

 The energy can be calculated as a sum of potential energy (e.g. due to surface tension) and kinetic energy.

$$u(q_i, q_k) = -\sum_{i=1}^4 \sum_{l=1}^4 c_{ijkl} K_0(\rho||w_{i,j} - w_{k,l}||).$$
  $c_{ijkl} = 2\pi \gamma Q_{ij} Qkl.$ 

$$U(q) = \sum_{1 \le i \ne k \le n} u(q_i, q_k).$$

$$K_i = \frac{m}{2}(\dot{x}_i^2 + \dot{y}_i^2 + d^2\dot{\theta}_i^2) \qquad K = \sum_{i=1}^n K_i.$$

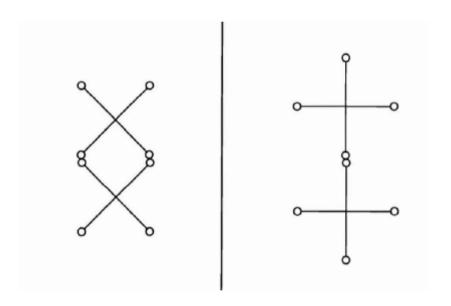
Equating the Langrangian to the friction forces and minimizing

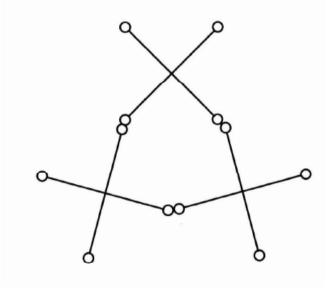
$$\begin{split} 8m\ddot{x}_i + \sum_{k=1, k \neq i}^2 \frac{\partial}{\partial x_i} u(q_i, q_k) &= -4k_f \dot{x_i} \\ 8m\ddot{y}_i + \sum_{k=1, k \neq i}^2 \frac{\partial}{\partial y_i} u(q_i, q_k) &= -4k_f \dot{y_i} \\ 8md^2 \ddot{\theta} + \sum_{k=1, k \neq i}^2 \frac{\partial}{\partial \theta_i} u(q_i, q_k) &= -4k_f d^2 \dot{x_i}. \end{split}$$

can be solved numerically

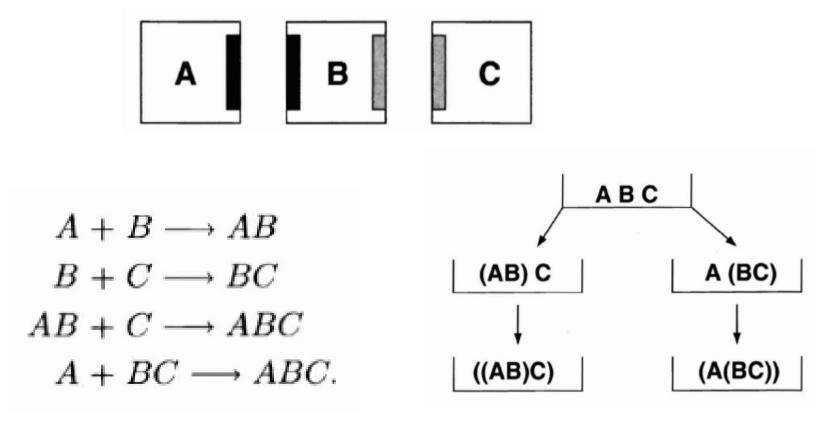
#### The Waterbug model

- The model can predict stability of the systems
- Demonstrate what wettability control can do to eliminate defects and to construct finite structures



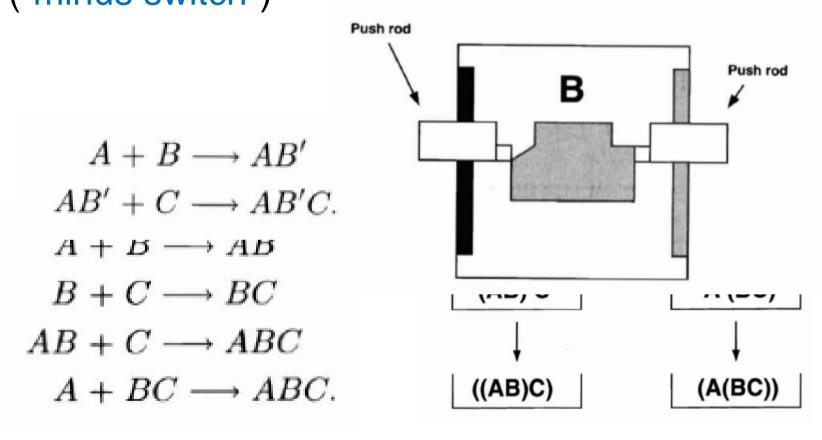


 Let's consider a system of 3 particles A,B,C that can form bonds:



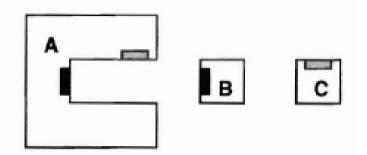
 How a preferred route of self-assembly can be created?

 We can introduce a conformational switch in the Btile ("minus switch")



 How a preferred route of self-assembly can be created?

 Let's consider a different system:

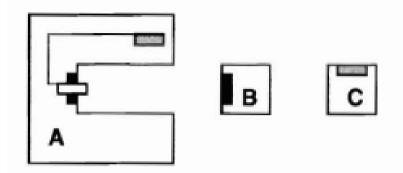


 Tile C here can block access to tile B preventing the desired structure formation

$$\begin{array}{c} A+B \longrightarrow AB \\ AB+C \longrightarrow ABC \\ A+C \longrightarrow AC. \end{array}$$

 How a preferred route of self-assembly can be created?

 To avoid it we can introduce a switch:



Then the possible reactions are:

$$A + B \longrightarrow A'B$$
  
 $A'B + C \longrightarrow A'BC$ 

- Imagine we have to form (AB) complex in a system with a large excess of A
- The process will be very slow and within the finite time we will not get high concentration AB.
- We can introduce a different type of conformational switch in the A-tile ("plus switch")

$$A + A \longrightarrow AA'$$
.  
 $AA' + B \longrightarrow A + AB$ .

 This will reduce the concentration of A and increase the yield

Now let's consider 4 particle system

```
A + B \longrightarrow AB
B + C \longrightarrow BC
C + D \longrightarrow CD
AB + C \longrightarrow ABC
ABC + D \longrightarrow ABCD
B + CD \longrightarrow BCD
A + BCD \longrightarrow ABCD
AB + CD \longrightarrow ABCD
```

- We have 5 possible assembly sequences: (((AB)C)D); ((AB)(CD)), (A((BC)D), (A(B(CD))), (A(BC)D)
- Can we do it with a "minus device" again? No.

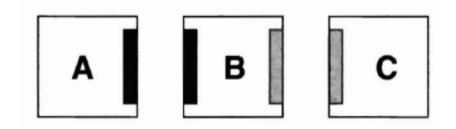
• Saitou and Jakiela proved that in a general case of self-assembling automation (SA), defined as a pair of a finite set of components and a finite set of rules of the form:  $a^{\alpha} + b^{\beta} \rightarrow a^{\gamma}b^{\delta}$ .

$$a^{\alpha}b^{\beta} \rightarrow a^{\gamma}b^{\delta}$$
.

 any assembly sequences can be encoded with just 3 conformational state per particle.

## Graph Grammar (E.Klavins)

 Is it possible to incorporate conformational switching into graph approach?



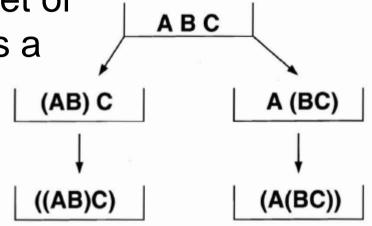
 Assume we have tiles A, B,C, but now we want to form AB and CC.

AB – unstable complex, ABC – stable complex, CC – unreachable complex.

## Graph Grammar (E.Klavins)

Formally, graph G over an alphabet
 Σ is a triple G(V,E,I) where V is set of vertices, E – set of edges and I is a labelling function

 In addition, we need to attach a set of rules to the graph



example of constructive rules

$$egin{array}{ll} a & a \longrightarrow b-b \ a & b \longrightarrow b-c \ b & b \longrightarrow c-c. \end{array}$$

example of destructive rules

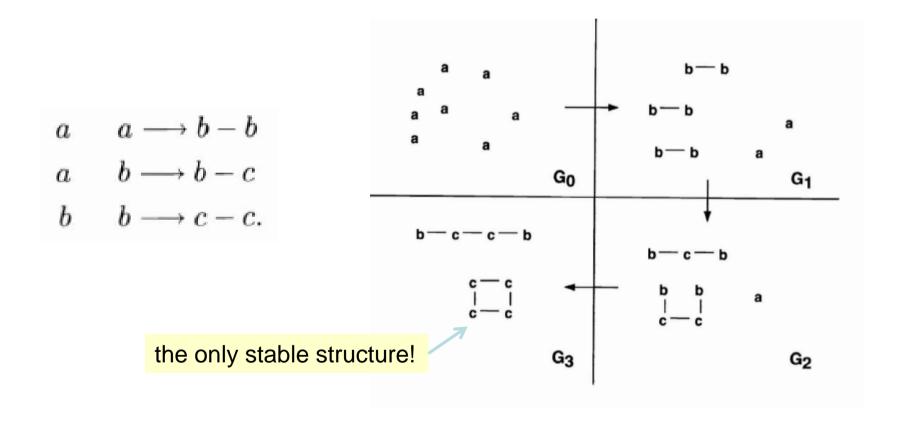
$$b-b \longrightarrow a$$
 a

example of relabelling rules

$$b-b\longrightarrow a-c$$
.

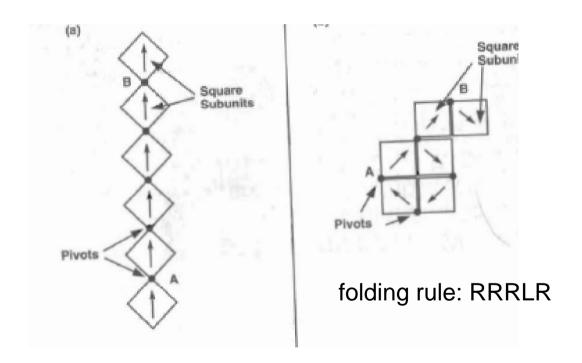
# Graph Grammar (E.Klavins)

Let's look how our rules work on a graph:



## Assembly by folding

Let's make a mechanical model of a protein:



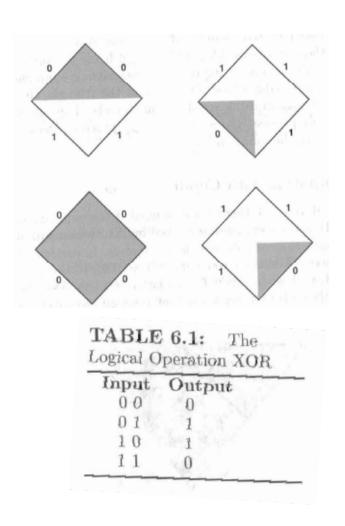
#### Assembly by folding

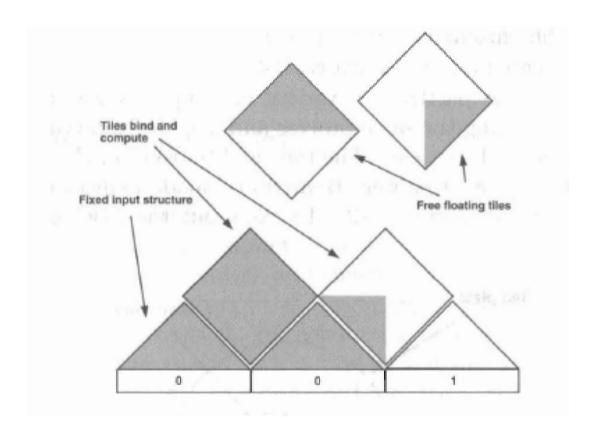
 From this model we can define topological construction possible or impossible to reach by folding:

 impossible constructions can be made possible by increasing thickness.

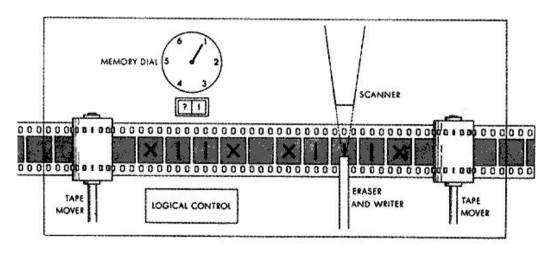
# Computing with tiles

#### • Rothemund's tiles:



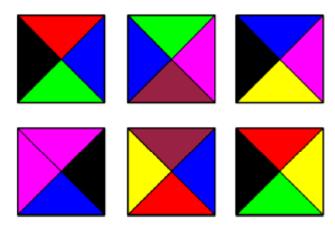


Turing machine (introduced by Alan Turing in 1936)

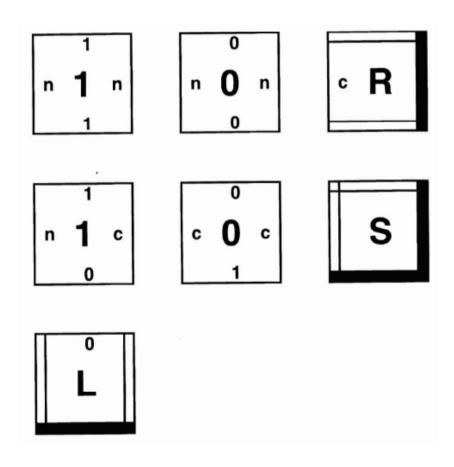


- Action of Turing machine:
- A read/write head hovers above a tape where each square can either be left blank, or can contain a zero or a one.
- This read-write head can erase a symbol, write a symbol, and advance the tape one square in either direction.
- The decision is made based on the internal state of a head. The head has a finite number of states and a look-up table that dictates how it should behave once it reads the tape.
- If a special halting state where the Turing Machine stops all operation.

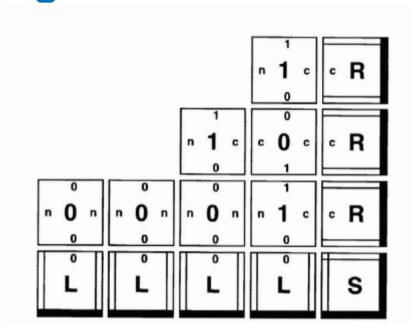
- Turing proved that this machine provides a model of computation and this model is universal.
- Other universal models of computation can be created but if they are equivalent to the Universal Turing Machine.
- As was shown Hao Wang in 1961, a model known as Wang Tiles is equivalent to the Turing Universal Machine
  - Square tiles on a square grid.
  - Tiles have four colored faces
  - Tiles must not be rotated
  - Abuttant faces have to have the same color



 Erik Winfree suggested to model self-assembly with tiles using instead of colours binding domains, assigning the bond strength and the temperature



 Temperature means that only bonds of given strength "survives". This leads to cooperative bonding.



**T=2** 

### Complexity of a System

Kolmogorov's definition of complexity:

 For a given bit string the complexity can be defined as the length of the shortest computer program required to produce a string on a Universal Turing Machine

1111111111

for i=1..10 write 1 end

1011001110

write 1; write 0; write 1; write 0; for i=1..3 write 0 end; write 0

- Problems with the Kolmogorov's definition:
  - Proving that given program is the shortest possible
  - Random string are the most complex according to the definition

#### Complexity of systems

 Complexity can be defined in terms of tiles required to self-assemble a given bit string

111111111 1 tile

1010101010 2 tiles

- What complexity is required to assemble a square of NxN?
  - Complexity is ~N<sup>2</sup> at T=1
  - but ~log(N) at T=2

#### Problems

- (7) For a lattice model of a rod with N=2, compute possible configurations and sketch a phase diagram
- Home:
  - (9) Hosokawa model simulation.