

More on overlapping shapes (part II)

Note that S_{ij} is a symmetric matrix while R_{ij} is not. It is also interesting to note that the matrix of the Lagrange multipliers -- $\lambda_{ij} = (\Lambda)_{ij}$ is symmetric too. Can you prove it?

With the help of the above definition we can write $\frac{\partial F}{\partial u_{ij}} = 0$ in a more compact form

$$U(S + \Lambda) - R = 0$$

We have one matrix equation with two unknown matrices (!) -- U and Λ . Of course, things are not so bad since we still have the constraint equation: $UU^T = 1$

Note also that $(S + \Lambda)$ is a symmetric matrix. On the other hand R is not symmetric which makes our problem a little more interesting. The following trick will eliminate some of our problems: Multiply the last equation by its transpose:

$$(S + \Lambda)^T U^T U (S + \Lambda) = R^T R$$

and using $U^T U = 1$ (our favorite constraint) eliminates U from the equation. This does not seem like a positive step since the rotation matrix U is what we are after... Nevertheless, some insight to the problem will be given from the equation below

$$(S + \Lambda)(S + \Lambda) = R^T R$$

The eigenvectors of $(S + \Lambda)$ -- a_k are the same as the eigenvectors of $R^T R$ (assuming no eigenvalue degeneracy for the symmetric matrix $(S + \Lambda)$). The eigenvalues of $R^T R$ are μ_k^2 . The corresponding eigenvalues of $(S + \Lambda)$ are therefore

$(S + \Lambda)a_k = \pm \mu_k a_k$ (the eigenvalues of the symmetric matrix must be real but since we have only the eigenvalues of the square of the matrix, the eigenvalues themselves are determined only up to a sign)

We now use the eigenvectors a_k to reconsider the matrix equation after multiplying from the right with a_k

$$U(S + \Lambda)a_k = Ra_k$$

Since a_k is an eigenvector of $(S + \Lambda)$ we can also write

$$U(\pm \mu_k)a_k = Ra_k$$

We have three orthogonal eigenvectors a_k $k=1,2,3$. The rotation matrix U transforms these three vectors to another set that we call b_k $k=1,2,3$. Note that the b_k set is also a set of orthogonal vector. This is easy to appreciate as follows:

$$(b_i)^t (b_j) = (Ua_i)^t (Ua_j) = a_i^t U^t U a_j = a_i^t a_j = \delta_{ij}$$

Using the "b" notation we can also write

$$b_k = \pm \frac{1}{\mu_k} R a_k$$

Note that right hand side includes only known (by now) entities. So we can use R , a_k and μ_k to compute the b_k -s. Since we also knows that

$$U a_k = b_k$$

We can reconstruct the rotation matrix as a solution to the above equation, i.e.,

$$U = \sum_{k=1}^3 b_k a_k^t$$

where we have used the orthogonality of the a_k -s. This “optimal” U can be plugged in the initial equation for the distance to compute the “optimal” distance. There is however a few more subtle points that are discussed below, and we postpone for the moment the calculation of the distance.

We note that we can also write an expression for the matrix R in terms of the two sets of vectors

$$R = \sum_{k=1}^3 b_k (\pm \mu_k) a_k^t$$

A few more comments: The set of orthonormal vectors b_k is obtained by rotating the set a_k with the (unknown) U . However the b_k are also the “left” eigenvectors of R . The right and the left eigenvectors, and the eigenvalues can be obtained directly from Singular Value Decomposition (SVD) of the asymmetric matrix R . Using SVD (without going into details exactly what it means) is the simplest approach to our problem using the facilities and the resources of MATLAB.

Finally our optimal distance can be computed more directly without thinking on U at all (of course to make a nice plot of overlapping structures requires the rotation matrix. In contrast to the argument below the rotation matrix is also required to avoid inversion):

$$\begin{aligned}
D^2 &= \sum_n (U r_n^A - r_n^B)^2 = \sum_n (r_n^A)^2 + (r_n^B)^2 - 2 \sum_n r_n^B (U r_n^A) \\
&= \sum_n (r_n^A)^2 + (r_n^B)^2 - 2 \sum_n \sum_k (b_k r_n^B) (r_n^A a_k) \\
&= \sum_n (r_n^A)^2 + (r_n^B)^2 - 2 \sum_k (b_k) (R a_k) \\
&= \sum_n (r_n^A)^2 + (r_n^B)^2 - 2 \sum_k \pm \mu_k
\end{aligned}$$

where we have used the known forms of U and R in terms of the vectors a_k and b_k to arrive at the final amazingly simple expression in the last line. Since the sum $\sum_n (r_n^A)^2 + (r_n^B)^2$ is a constant, the only term that can make a difference is the $-2 \sum_k \pm \mu_k$.

If we wish (and we do!) to make the distance as small as possible we should only positive values for the μ_k . Hence to compute the minimal distance we need to compute only the eigenvalues of $R^T R$ and not the eigenvectors.

There is however one caveat. So far we made sure that the constraint $UU^T = I$ is satisfied, however, we did not take care of the second condition for a proper rotation $\det(U) = 1$. It is possible that the rotation matrix defined by $U = \sum_{k=1}^3 b_k a_k^T$ has a determinant of -1 . This can be tested for by explicit construction of the rotation matrix and calculation of the determinant.

What are we going to do if the determinant is negative?

We clearly need to modify the rotation matrix to have a determinant of $+1$. This is the place where we can go back and re-investigate the \pm sign we have before the eigenvalue. The smallest possible distance between the structures will be obtained for all positive eigenvalues (choosing only the $+$ sign). However, if the rotation is not proper (determinant is equal to -1), we may need to compromise on something else. We can change the sign of the determinant by changing the sign of the vector b_k to $-b_k$. A negative eigenvalue $-\mu_k$ means that we also change the sign of the “secondary” eigenvector b_k to $-b_k$. (Note $R a_k = \mu_k b_k$ if we change the sign of the vector b_k we must change the sign of the eigenvalue to maintain the equality i.e. $R a_k = (-\mu_k) \cdot (-b_k)$). Since the eigenvalues of U are all of norm 1, changing the sign of one of the left eigenvectors (b_k) changes the sign of the corresponding eigenvalue and the sign of the determinant (as desired). The distance between the two proteins will not be the shortest possible after the adjustment but this is the price we have to pay in order to obtain a proper rotation.