

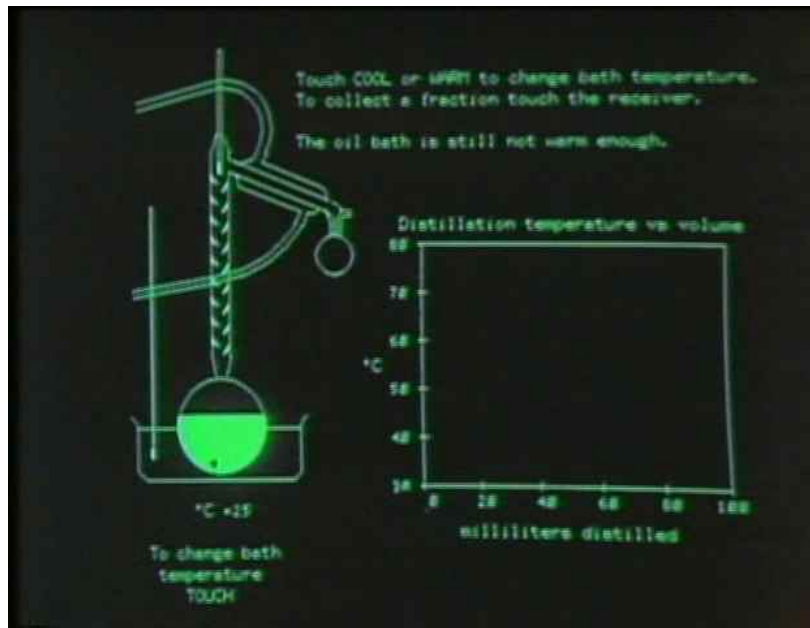
Computer Graphics for Cheminformatics

Daniel Probst, University of Bern

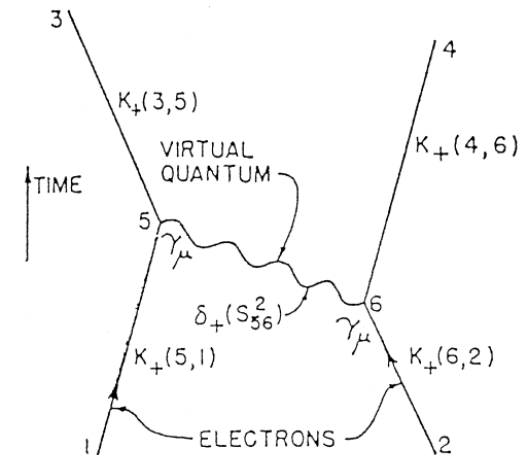
Daniel Probst (Me)



1970s and earlier



PLATO (Programmed Logic for Automatic Teaching Operations) was the first generalized computer-assisted instruction system.



Feynman, Richard P. "Simulating physics with computers." *International journal of theoretical physics* 21.6 (1982): 467-488.

1980s



Q*bert is an arcade game developed and published by Gottlieb in 1982

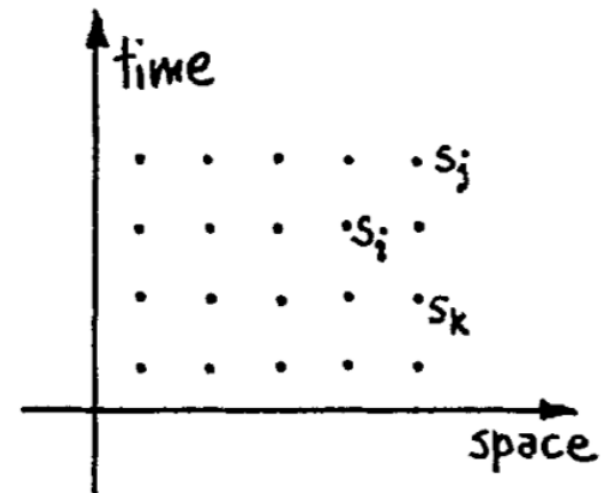


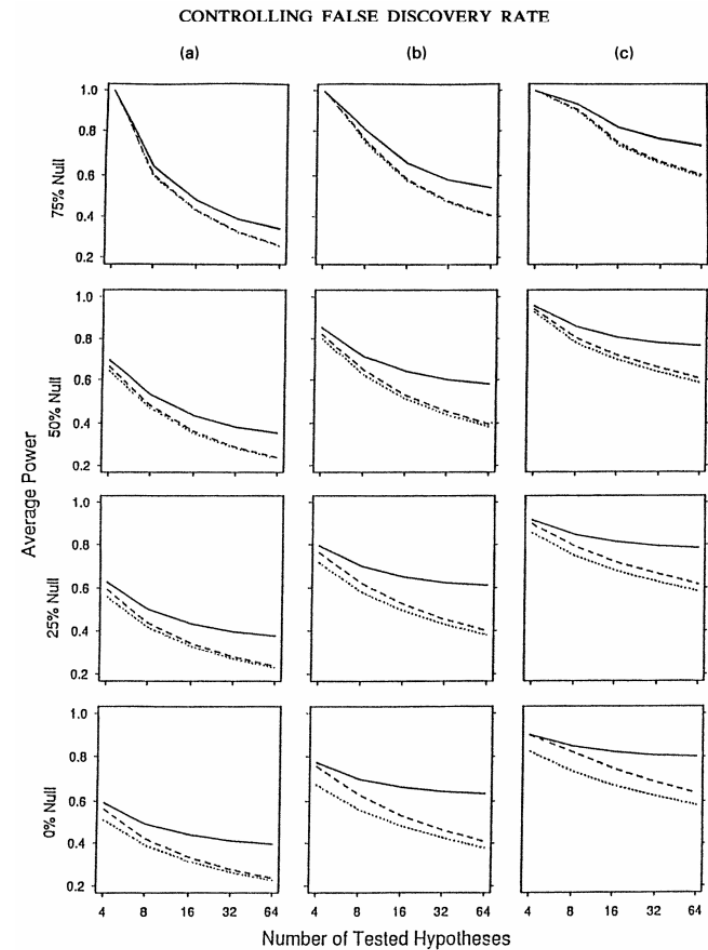
Fig. 1.

Feynman, Richard P. "Simulating physics with computers." *International journal of theoretical physics* 21.6 (1982): 467-488.

1990s



Warcraft II: Tides of Darkness published by Blizzard Entertainment and first released for DOS in 1995
 Star Wars: TIE Fighter is a 1994 space flight simulator released by LucasArts



Benjamini, Yoav, and Yosef Hochberg. "Controlling the false discovery rate: a practical and powerful approach to multiple testing." *Journal of the royal statistical society. Series B (Methodological)* (1995): 289-300.

2000s



Civilization IV was designed by Soren Johnson under the direction of Sid Meier and Firaxis Games.
Battlefield 2 developed by Digital Illusions CE

JME Editor of Peter Ertl

Chemical Chemistry Laboratory
<http://www.vcclab.org>

ALOGPS 2.1 program!

press the "submit" button

submit

upload file molecule editor

delete get values

Aniline

CAS RN	62-53-3	formula	C ₆ H ₇ N	MW	93.13
SMILES	c1ccccc1N				
logP (exp)	0.90		logS (exp)	-0.41 (36.23 g/l)	
ALOGPs	0.89 <-0.01>		ALOGpS	-0.71 (17.99 g/l) <-0.30>	
IA logP	1.07 <+0.17>		IA logS	-0.32 (44.57 g/l) <+0.09>	
AB/LogP	1.14 <+0.24>		AB/logS	-0.70 (18.58 g/l) <-0.29>	
COSMOFrag	1.08 <+0.18>				
QlogP	1.39 <+0.49>		AB/pKa (Base)	4.60	
mlogP	1.01 <+0.11>		AB/pKa (Acid)		
KOWWIN	1.08 <+0.18>				
XLOGP	1.21 <+0.31>		PhysProp reference		
Average logP	1.11(+/-0.15) <+0.21>		Sangster's reference		
User's LogP LIBRARY	upload library		User's LogS LIBRARY	upload library	

Click on calculated result to see method description or details of calculations.
Press LogP or LogS LIBRARY to read how to improve your predictions.
We wish you to have only good results!

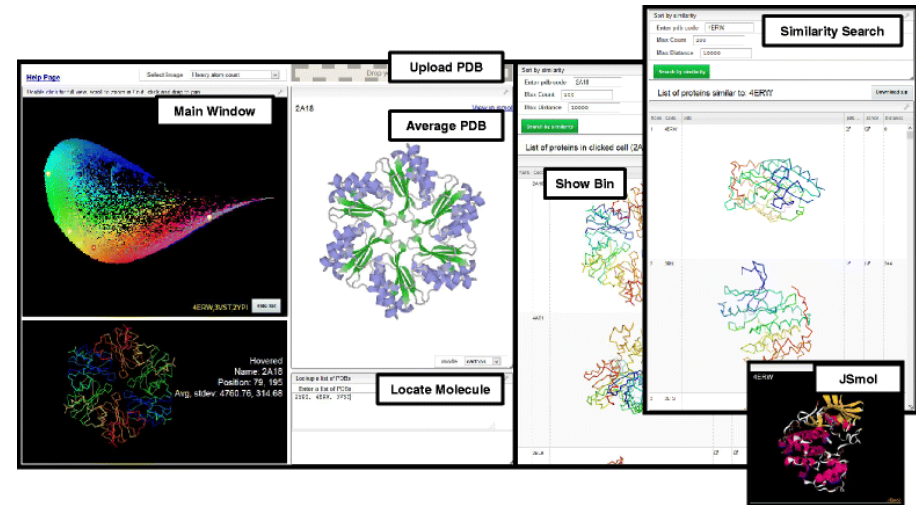
The calculated results are available.

Tetko, Igor V., et al. "Virtual computational chemistry laboratory—design and description." Journal of computer-aided molecular design 19.6 (2005): 453-463.

2010s

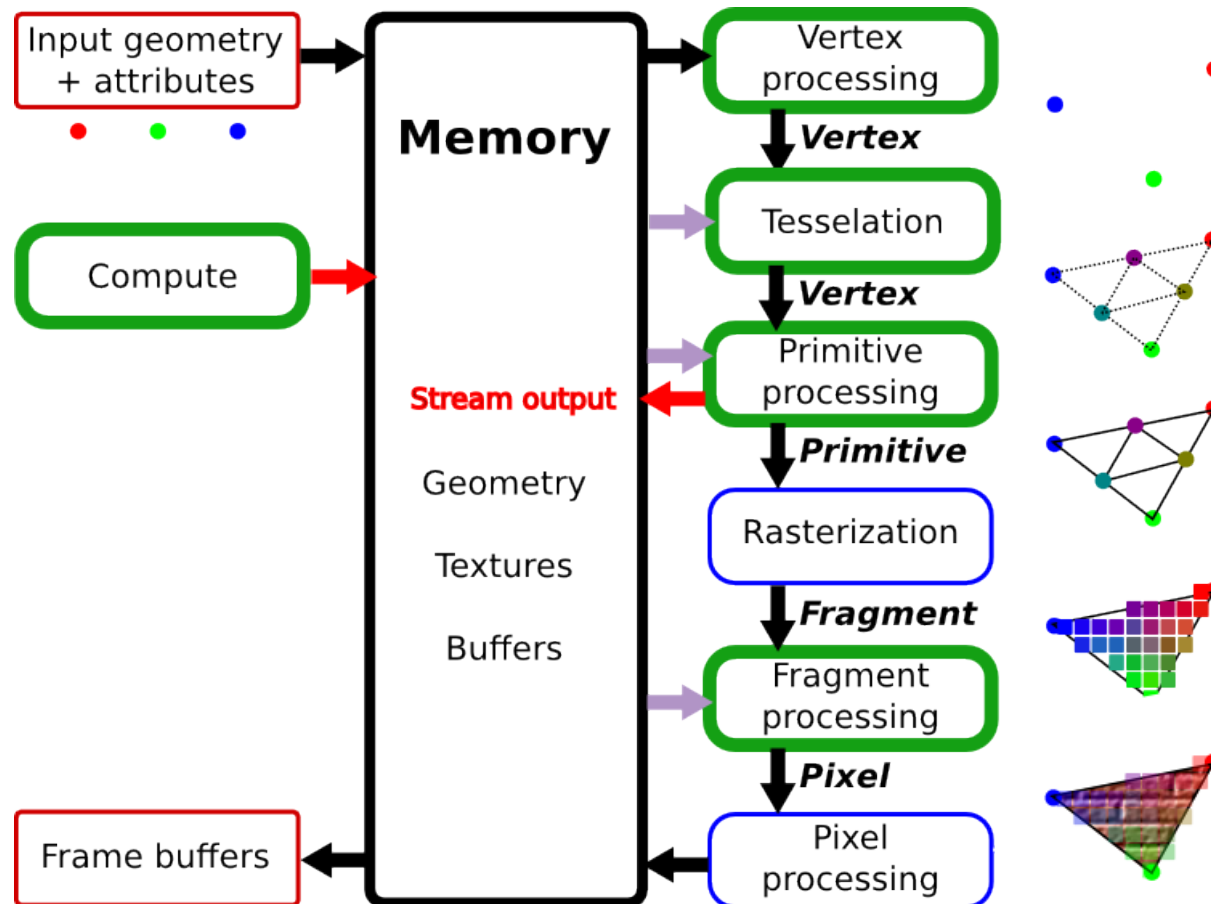


The Witcher 3: Wild Hunt[a] developed and published by CD Projekt.
Fallout Shelter developed by Bethesda Game Studios

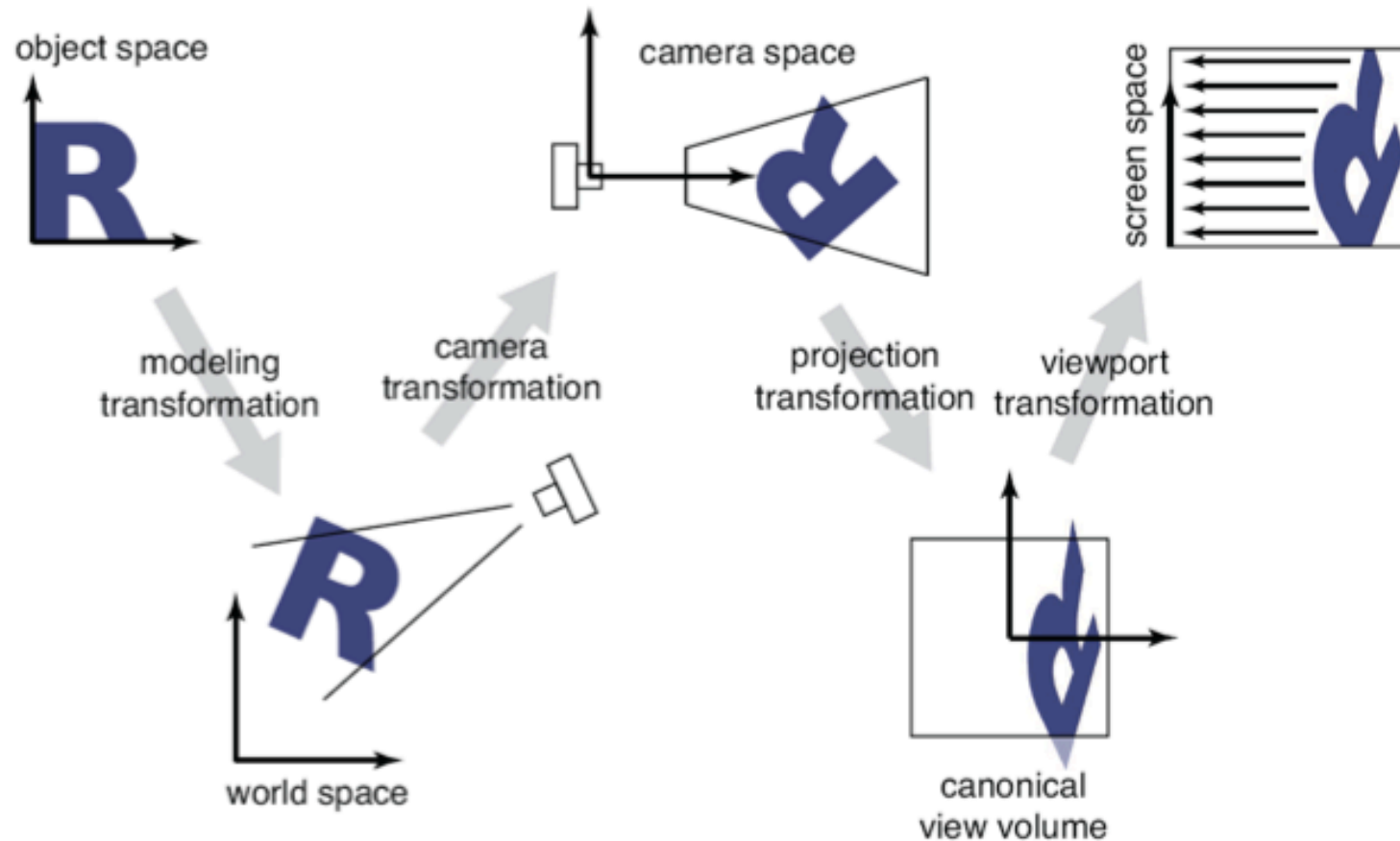


PDB-Explorer: a Web-Based Interactive Map of the Protein Data Bank in Shape Space. X Jin, M Awale, M Zasso, D Kostro, L Patiny, JL Reymond, BMC Bioinform., 2015, 16, 33

Computer Graphics



Linear Algebra is Fun



Some guy from a forum

Linear Algebra is Fun

$$\underbrace{\begin{bmatrix} 1.25 & 0 & 0 & 0 \\ 0 & 1.667 & 0 & 0 \\ 0 & 0 & -1.1333 & -10.667 \\ 0 & 0 & -1 & 0 \end{bmatrix}}_{\text{projection}} \underbrace{\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & -14 \\ 0 & 0 & 0 & 1 \end{bmatrix}}_{\text{view}} \underbrace{\begin{bmatrix} 0.9107 & -0.2440 & 0.3333 & 0 \\ 0.3333 & 0.9107 & -0.2440 & 0 \\ -0.2440 & 0.3333 & 0.9107 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}}_{\text{model}}$$

$$\underbrace{\begin{bmatrix} 0.9107 & -0.2440 & 0.3333 & 0 \\ 0.3333 & 0.9107 & -0.2440 & 0 \\ -0.2440 & 0.3333 & 0.9107 & -14 \\ 0 & 0 & 0 & 1 \end{bmatrix}}_{\text{modelview}}$$

$$\underbrace{\begin{bmatrix} 1.1384 & -0.3050 & 0.4167 & 0 \\ 0.5556 & 1.5178 & -0.4067 & 0 \\ 0.2766 & -0.3778 & -1.0321 & 5.2 \\ 0.2440 & -0.3333 & -0.9107 & 14 \end{bmatrix}}_{\text{modelview-projection}}$$

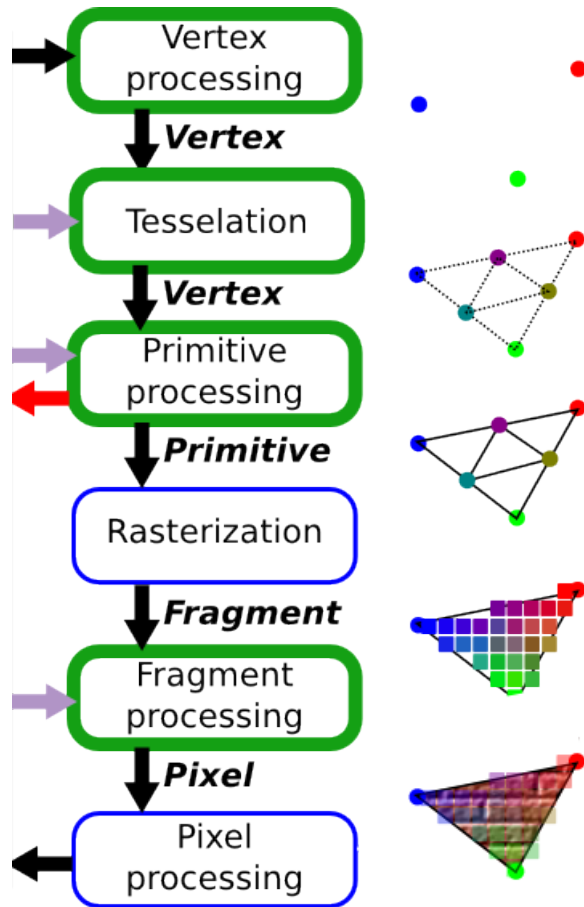
Matrix-by-matrix multiplication is associative so $PVM = P(VM) = (PV)M$

OpenGL keeps V and M "together" because eye-space is a convenient space for lighting

Linear Algebra is Fun



Shaders



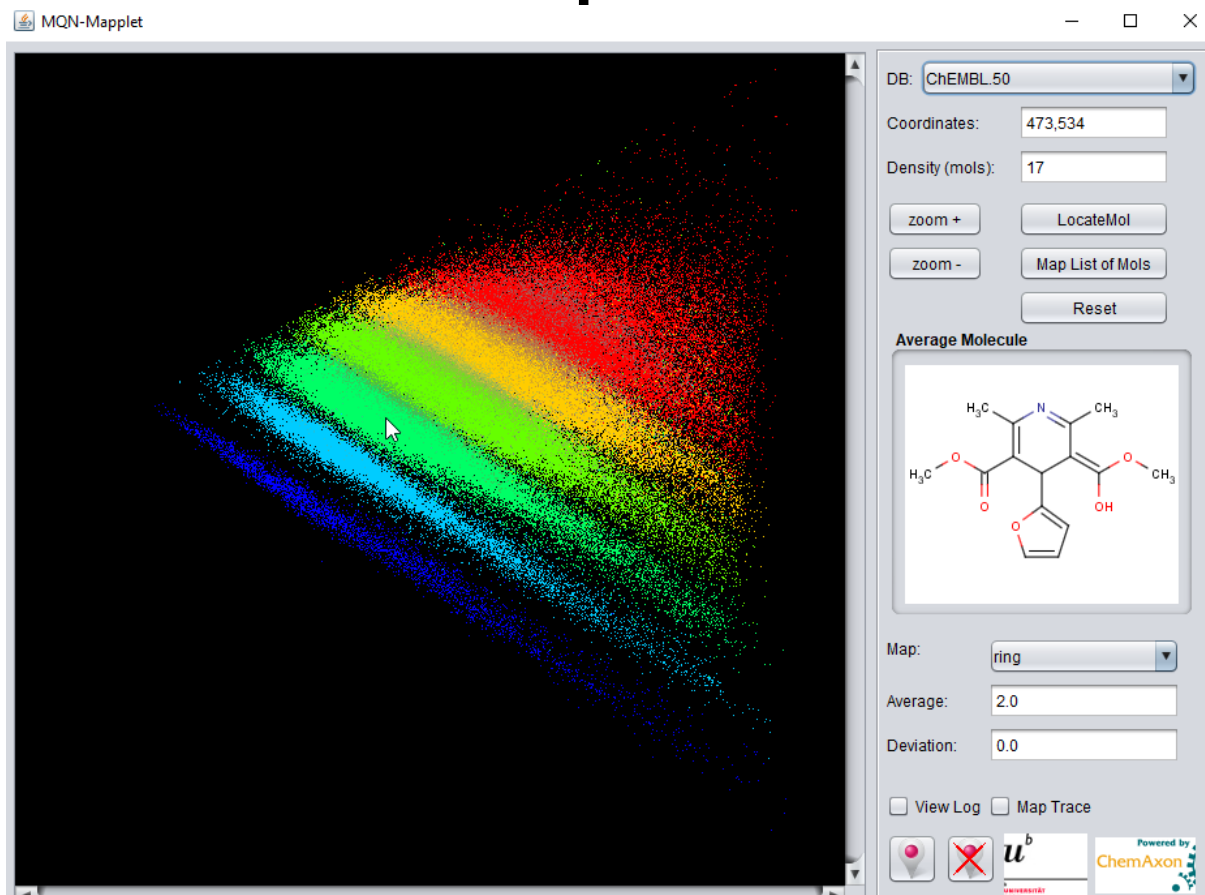
Get Hacking

```
1  #version 150
2
3  in vec4 position;
4  uniform mat4 Model;
5  uniform mat4 View;
6  uniform mat4 Projection;
7
8  void main() {
9      gl_Position = Projection * View * Model * position;
10 }
```



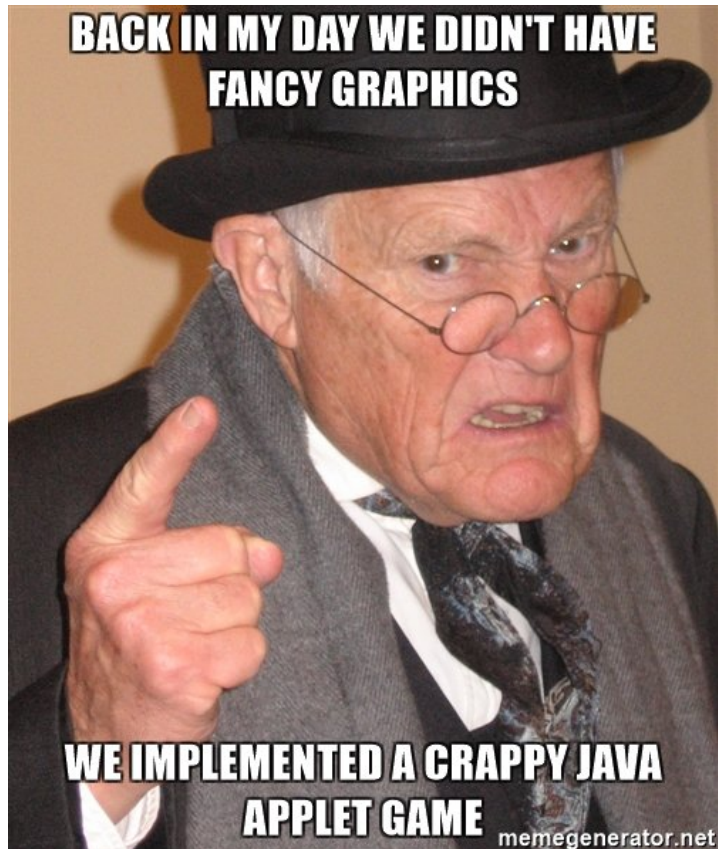
<https://shaderfrog.com>

Chemical Space



The MQN-Mapplet: Visualization of Chemical Space with Interactive Maps of DrugBank, ChEMBL, PubChem, GDB-11 and GDB-13. M. Awale, R. van Deursen, J.-L. Reymond, J. Chem. Inf. Model. 2013, 53, 509-518.

JavaApplets



Oracle signals the end of Java applet support for browsers

Oracle will depreciate the Java browser plug-in in JDK 9

How to use Java in Google Chrome | Tech Help KB

<https://techhelpkb.com/how-to-use-java-in-google-chrome/> ▼

Apr 8, 2016 - Learn how to use Java in Google Chrome, along with other NPAPI plugins like Silverlight and Unity. There is no reason to switch web browsers.

How to enable Java in Google Chrome 42 and higher | THKB

<https://techhelpkb.com/enable-java-in-google-chrome-42/> ▼

Apr 14, 2015 - Did you start seeing This plug-in is not supported after upgrading Chrome? You, and everyone else who uses Chrome to view Java content in their web browser. When Google released Chrome 42, it disabled some historically problematic browser plug-ins by default. Plug-ins, such as Java from Oracle and ...

FIX: How To Enable Java In Google Chrome In 2017 - YouTube



<https://www.youtube.com/watch?v=QXb8nvpGBIA> ▼

Sep 13, 2015 - Uploaded by MDTechVideos

UPDATE: This tutorial still works in 2017. Will only work on Chrome installations on Windows machines. Mac ...

how to enable java in chrome? - Google Product Forums

productforums.google.com/d/topic/chrome/YjYREblZoyc ▼

Feb 26, 2012 - 73 posts - 49 authors

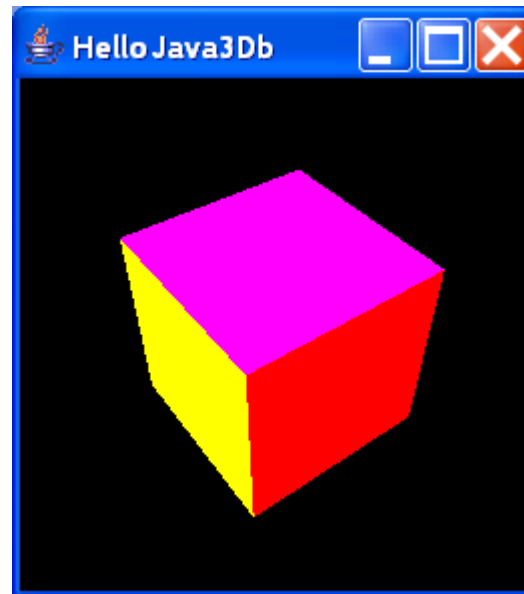
If you type "java" into the search settings, you'll be taken to "javascript". After updating to a fresh chrome and installing java, the applets are still saying you need to install java. When you navigate to the "test java installation" page, even that says you need java. This tells me that Java is not being enabled on ...

Enabling Java Runtime Environment (JRE) in Chrome 42

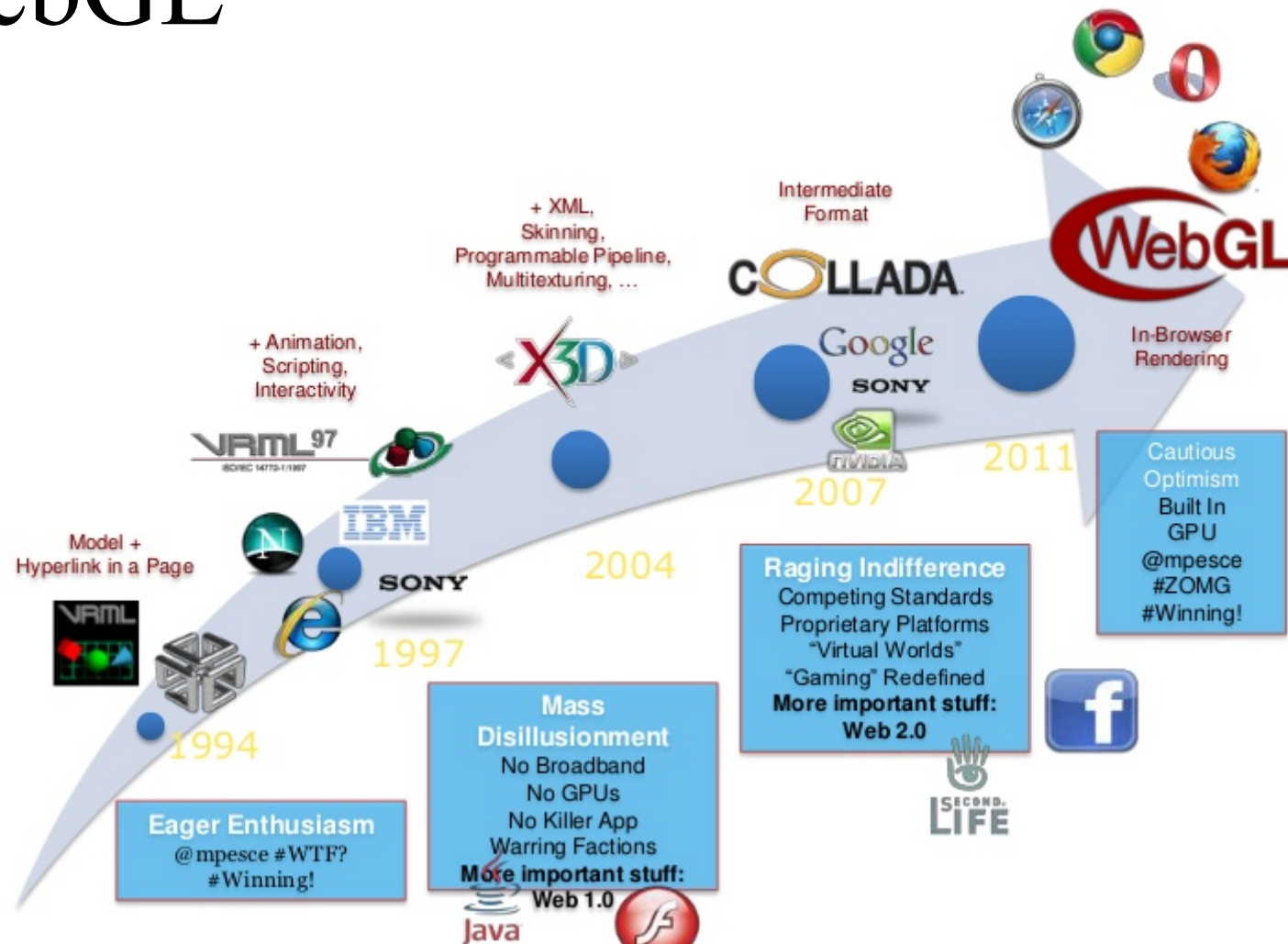
<https://www.cas.org/products/chrome42-jre> ▼

Instructions for enabling Java Runtime Environment in Chrome 42.

Java 🐌 ...



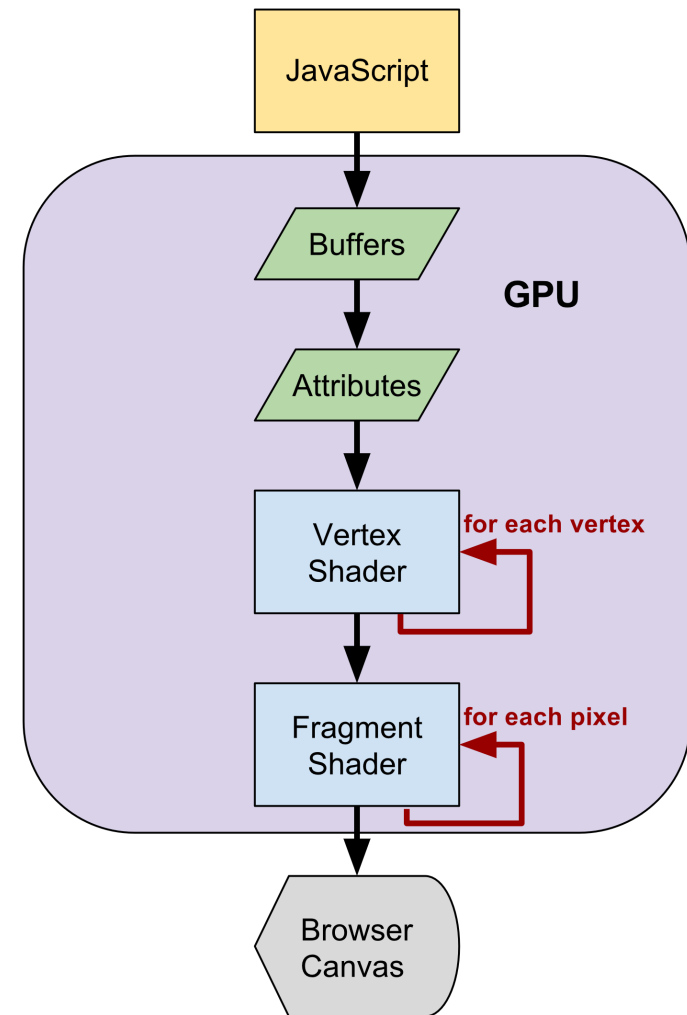
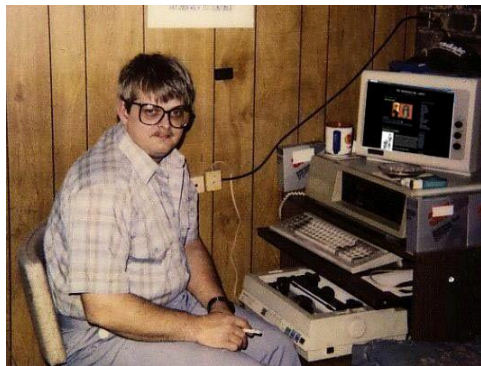
WebGL



WebGL

```
1 <html>
2 ...
3 <canvas></canvas>
4 ...
5 </html>
```

```
1 <script>
2 ...
3 let ctx = canvas.getContext('webgl');
4 ...
5 </script>
```



<https://jsfiddle.net/greggman/8djzyjL3/>

Faerun

