Pairwise and Multiple Sequence Alignment

local alignment algorithm -- Smith and Waterman (1981)

- Optimal local alignment of two sequences
- Performs an exhaustive search for the optimal local alignment
 - Complexity $O(n \times m)$ for sequence lengths n and m
- * Based on the 'dynamic programming' (DP) algorithm
 - Fill the DP matrix
 - Find the maximal value (score) in the matrix
 - Trace back from the score until a 0 value is reached

Smith-Waterman Algorithm

$$H(i, j) = \max \begin{cases} 0 \\ H(i-1, j) - W_i \\ H(i, j-1) - W_i \\ H(i-1, j-1) + S(S1_i, S2_j) \end{cases}$$

$$H(i,0) = 0, \ 0 \le i \le m$$

$$H(0,j) = 0, \ 0 \le j \le n$$

$$m = length(S1)$$

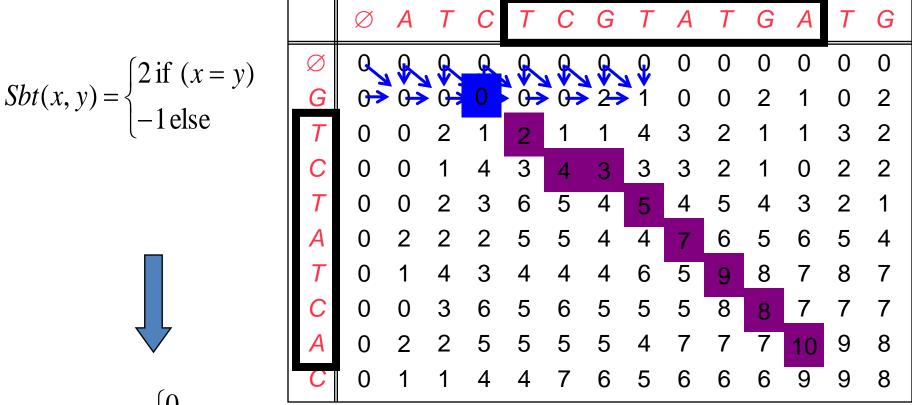
$$n = length(S2)$$

$$S(S1_i,S2_j)$$
 is a similarity function on the alphabet $H(i,j)$ is the maximum Similarity-Score W_i is the gap-scoring scheme

Smith-Waterman Algorithm (Example)

• Align S1=ATCTCGTATGATG S2=GTCTATCAC

$$Sbt(x, y) = \begin{cases} 2 \text{ if } (x = y) \\ -1 \text{ else} \end{cases}$$



$$H(i, j) = \max \begin{cases} H(i-1, j) - 1 \\ H(i, j-1) - 1 \\ H(i-1, j-1) + Sbt(S1_i, S2_j) \end{cases}$$

Smith-Waterman Algorithm (Example)

- Sequence 1 = ACACACTA
- Sequence 2 = AGCACACA

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s(a, b) = +2 \text{ if } a = b \text{ (match)}, -1 \text{ if } a \neq b \text{ (mismatch)}
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$$W_i = -1$$

Smith-Waterman Algorithm (Example)

- Sequence 1 = ACACACTA
- Sequence 2 = AGCACACA

$$s(a,b) = +2 \text{ if } a = b \text{ (match)}, -1 \text{ if } a \neq b \text{ (mismatch)}$$

The results are:

Sequence 1 = A-CACACTA Sequence 2 = AGCACAC-A