Comparison of multiple biological sequences

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MSA and SP score

Gusfield's approximation algorithm

MST heuristic algorithm

Implementation

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MSA and SP score

$$\mathcal{M} = \begin{bmatrix} A & C & C & A & C & C & A & G & -G & T \\ G & C & -A & -C & T & -A & -T \\ A & C & C & -A & T & G & A & G & G \end{bmatrix}$$

$$= \sum_{0 \leq c < \ell} \sum_{0 \leq i < j < k} d(M_{i,c}, M_{j,c})$$

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$$A_{1} = \begin{bmatrix} A & C & C & A & C & C & A & G & -G & T \\ G & C & -A & -C & T & -A & -T \end{bmatrix}$$

$$A_{2} = \begin{bmatrix} G & C & -A & C & C & A & G & G & G \\ A & C & C & A & C & G & A & G & G \end{bmatrix}$$

$$A_{3} = \begin{bmatrix} A & C & C & A & C & C & A & G & -G & T \\ A & C & C & -A & A & G & G & G & G \end{bmatrix}$$

MSA and SP score

$$M = \begin{bmatrix} A & C & C & A & C & C & A & G & - & G & T \\ G & C & - & A & - & C & T & - & A & - & T \\ A & C & C & - & A & T & G & A & G & G \end{bmatrix} > 0$$

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$$A_{z} = \begin{bmatrix} G & C & - & A & Y & C & T & - & A & - & T \\ A & C & C & - & A & A & T & G & A & G & G \end{bmatrix}$$

$$A_{3} = \begin{bmatrix} A & C & C & A & C & C & A & G & - & G & T \\ A & C & C & - & - & A & T & G & A & G & G \end{bmatrix}$$

$$SP(M) = \sum_{0 \le c < \ell} \sum_{0 \le i < j < k} d(M_{i,c}, M_{j,c})$$

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▶ Dyn. prog.: $O(n^k)$.

MSA and SP score

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- ▶ Dyn. prog.: $O(n^k)$.
- Gusfield and MST algo.: $O(k^2n^2)$.

MSA and SP score

Gusfield's approximation algorithm

MST heuristic algorithm

Implementation

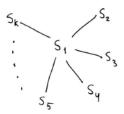
Gusfield's approximation algorithm

$$\arg\min_{S_1}\sum_{s\in S}OPT(S_1,s).$$



Gusfield's approximation algorithm

$$\arg\min_{S_1} \sum_{s \in S} OPT(S_1, s).$$



Algorithm GUSFIELD-MSA(S)

```
1: S_1 \leftarrow center(S)

2: M \leftarrow []

3: for i = 2 to k do

4: A \leftarrow align(S_1, S_i)
```

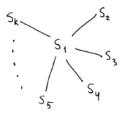
5: $M \leftarrow extend(M, A)$

6: end for

7: return M

Gusfield's approximation algorithm

$$\arg\min_{S_1} \sum_{s \in S} OPT(S_1, s).$$



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 $\blacktriangleright \text{ Time } O(k^2n^2).$

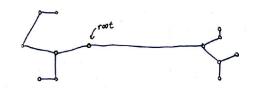
MSA and SP score

Gusfield's approximation algorithm

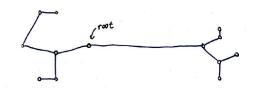
MST heuristic algorithm

Implementation

MST algorithm



MST algorithm



Algorithm MST-MSA(MST)

- 1: $M \leftarrow []$
- 2: for $(S_i, S_j) \in MST$ do 3: $A \leftarrow align(S_i, S_j)$
- $M \leftarrow extend(M, A)$
- 5: end for
- 6: return M

Prim's algorithm

Algorithm MST-PRIM-SIMPLE(G, w, root)

```
1: for each u \in V[G] do
     key[u] \leftarrow \infty
    \pi[u] \leftarrow NIL
 4: end for
 5: key[root] \leftarrow 0
 6: for i = 1 to |V[G]| do
 7:
     u \leftarrow \text{FIND-MIN}(V[G], key)
 8:
    report (\pi[u], u)
 9:
     for each v \in Adj[u] do
10:
             if v \notin MST and w(u, v) < key[v] then
11:
                 \pi[v] \leftarrow u
12:
                 key[v] \leftarrow w(u, v)
13:
             end if
14:
         end for
15: end for
```

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Implementation

```
def MST_MSA_approx(seg_indices, segs, sub_matrix, gap_cost):
       M = \Gamma I
       # Keep track of seq index us row index in M
3
       seq_idx_to_row = [None] * len(seq_indices)
       # Iterate MST edges
5
       MST = MST_prim(seq_indices, seqs, sub_matrix, gap_cost)
       for i in range(len(MST)):
7
            # Edge (parent, node)
8
            parent = MST[i][0]
9
           node = MST[i][1]
10
            # Fill out dyn. proq. table for pairwise alignment
11
            table = fill_table(segs[parent], segs[node],
12
                    sub_matrix, gap_cost)
13
            # Construct opt. pairwise align. from table
14
            A = construct_alignment(table, seqs[parent], seqs[node],
15
                sub_matrix, gap_cost)
16
            if i == 0:
                seq_idx_to_row[parent] = 0
                seq_idx_to_row[node] = 1
19
                M = A
20
            else:
21
                seq_idx_to_row[node] = len(M)
22
                M = extend_M(M, A, seg_idx_to_row[parent])
23
       return M
24
```

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Running time

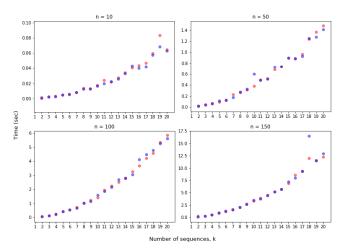


Figure: Running time of the two algorithms on random data as a function of k for four different values of n. Gusfield is red. MST is blue.

Running time

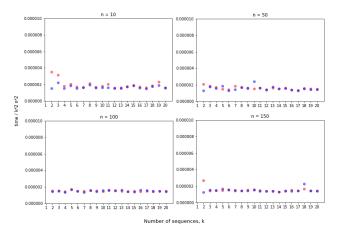


Figure: Running time of the two algorithms divided by expected worst case running time, $k^2 n^2$, on random data. Gusfield is red, MST is blue.

SP score - random data

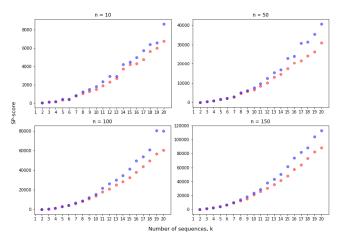


Figure: SP scores for the two algorithms as a function of k for four different values of n on random data. Gusfield is red. MST is blue.

SP score - low mutation rate data

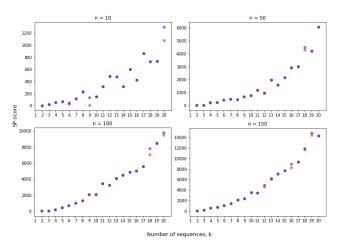
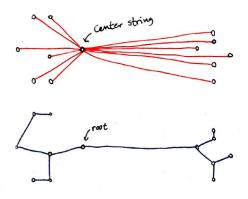


Figure: SP scores for the two algorithms as a function of k for four different values of n for simulated data with a low substitution rate of 0.05. Gusfield is red, MST is blue.

Clustered data



SP score - two clusters

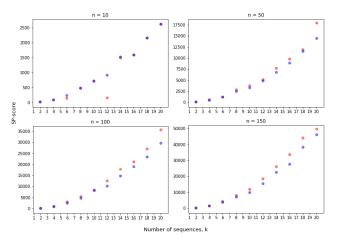
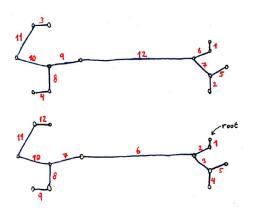


Figure: SP scores for the two algorithms as a function of k for four different values of n for simulated data consisting of two clusters (each made with a low substitution rate of 0.05). Gusfield is red, MST is blue.

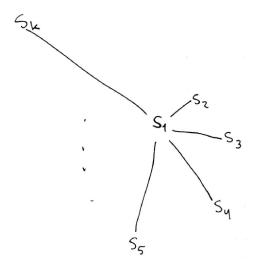
Conclusion

- ▶ Random data, high mutation rate: Gusfield is best.
- Low mutation rate: Very similar results.
- Two clusters: MST is best.

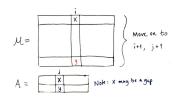
Alternative MST approach: Kruskal

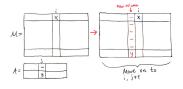


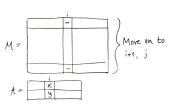
Alternative star tree approach



Extending M







Prim's algorithm using queue

Algorithm MST-PRIM(G, w, root)

```
1: for each u \in V[G] do
     key[u] \leftarrow \infty
 3: \pi[u] \leftarrow NIL
 4: end for
 5: key[root] \leftarrow 0
 6: Q \leftarrow V[G]
 7: while Q \neq \emptyset do
 8:
     u \leftarrow \text{EXTRACT-MIN}(Q)
     report (\pi[u], u)
 9:
10: for each v \in Adj[u] do
11:
             if v \in Q and w(u, v) < key[v] then
12:
                 \pi[v] \leftarrow u
13:
                 key[v] \leftarrow w(u, v)
14:
             end if
15:
         end for
16: end while
```

FIND-MIN

Algorithm FIND-MIN(V, key)

```
    min_key ← ∞
    min_node ← NIL
    for v ∈ V do
    if v ∉ MST and key[v] < min_key then</li>
    min_node ← v
    min_key ← key[v]
    end if
    end for
    return min_node
```