# Computational Pangenomics #CPANG19

Day 3 (September 11, 2018)

Erik Garrison and Mikko Rautiainen

#### Wrap up of day 2

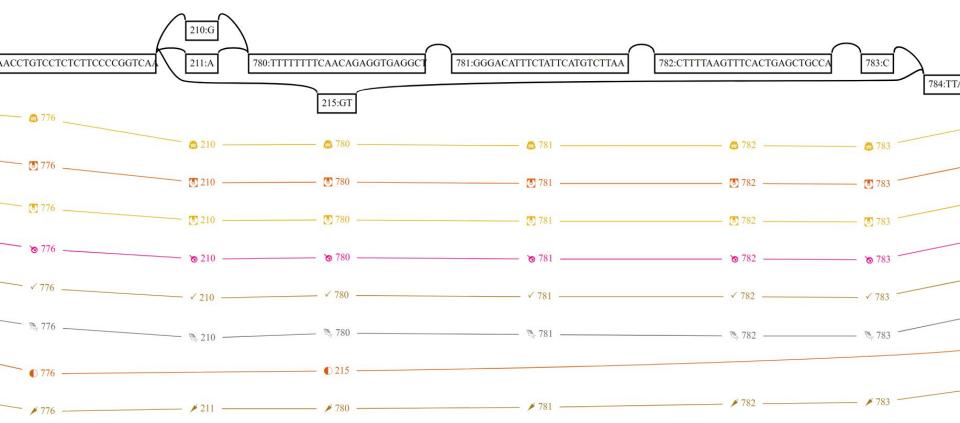
New commands in vg: msga, surject, vectorize, mod, prune, augment

New challenges: building and evaluating pangenome graphs for 5 HIV quasispecies

### vg msga

#### 

vg view -dp L-3139.vg



#### vg surject

vg map -x z.xg -g z.gcsa -G z.sim | vg surject -d z.xg >aln.bam

vg map -d z -G z.sim --surject-to bam >aln.bam

Select the path to surject into with --into-path or --into-paths

26791 26801 26811 26821 26831 FAAATGAAATGGCAACTGAAAGGACAGGTGGAAGGATGTGTGGGTAACTAGA	26841 26851 TGGGAGGGTGAATAGAATAAT			26881 ATGTCTAGO	26891 CTCTTGCCCC	26901 ICTCTTCCCA	26911 ACTGCCTTTT
MY		<del> </del>					
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,	,,,,,,,,	,,,,,,,,,,,	,,,,,,,,,,	,,,,,,,,,,
c,,,,,,t,,,,,,,,a,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,,,,,,,,,,	,,,,,,,,	,,,,,,,,,,,	111111111	,,,,,,,,,,
	,,,,,t,,,,,,,,		,,,,,,,,,,	,,,,,,,,	,,,,,,,,,,,		,,,,,,,,,,
CA	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,,,,,,,,,,	,,,,,,,,	,,,,,,,,,,,		,,,,,,,,,,
,,,,,,,,,,,,,a,,,,a						TT	
C							
C,,,,,,,,		,,,,,t,,,,	,,,,,,,,,,	,,,,,,,,,	,,,,,,,,,,,		,,,,,,,,,,
CT		,,,t,,,,,	,,,,,,,,,,	, C, , , , ,	,,,,,,,,,,,	,,,,,,,,,	,,,,,,,,,,
c,,,,,,,,,,,,,,a,,,a,,,,,,,,,,,,,,,,,,		111	,,,,,,,,,,	,,,,,,,,	,,,,,,,,,,,	,,,,,,,,,	,,,,,,,,,,
C					11111	,,,,,,,,,	,,,,,,,,,,
C						,,,,,,,,,	,,,,,,,,,,
,,,,C,g,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	111111				111111	,,,,,,,,,
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,					111	,,,a,,,cg
c,,,,,t,c,,,,,,,,,,,,,,,,t,c,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,						
C,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	111111				
		A					
C							
,,,,,,,,,,,,,,,,,a,,,,a,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,,,,,,,,,,	,,,,,,,,	, ,		
c,,,,,,,,,,,,,,,a,,,a,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,	111		
,,,,,,,C,,,,,,,,a,,,,a,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,,,,,,,,,,	,,,,,,,,	,,,,,,,,,,,	111111111	,,,,,,,,,,
,,,,,,,,,,,,,,,a,,,a,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	11111111	11111111111	111111111	1111111111
,,,,,,,a,,,,a,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		,,,,,,,,,,	11111111	1111111111111	111111111	,,,,,,,,,
A		G					

#### vg vectorize -f -x tiny.xg aln.gam

### vg vectorize

aln.name	node.1	node.2	node.3	node.4	node.5	node.6	node.7	node.8	node.9	node.10	node.11	node.12	node.13	node.14	node.15
d20030447889ddce	1	0	1	1	Θ	1	1	Θ	1	1	0	1	1	0	1
617e3f3871de4388	1	1	0	1	Θ	1	0	1	1	0	1	1	0	1	1
47747b2abe90ed0c	1	Θ	1	1	Θ	1	Θ	1	1	0	1	1	Θ	1	1
37b9b60a8a5213ff	1	1	Θ	1	Θ	1	Θ	1	1	1	0	1	Θ	1	1
e5d31d6cd282cf8d	1	0	1	1	Θ	1	0	1	1	0	1	1	0	1	1
57dda702eaeb82c9	1	Θ	1	0	1	1	1	0	1	1	0	1	1	0	1
08343878ae5b90f3	1	Θ	1	0	1	1	1	Θ	1	0	1	1	Θ	1	1
757b525e41d48830	1	1	Θ	1	Θ	1	1	Θ	1	1	Θ	1	Θ	1	1
cd17bf40552fc5a2	1	Θ	1	1	Θ	1	0	1	1	0	1	1	Θ	1	1
1b8e295543bed0e8	1	1	0	1	Θ	1	0	1	1	0	1	1	1	0	1

#### vg mod

MANY graph modification tools in one command line utility.

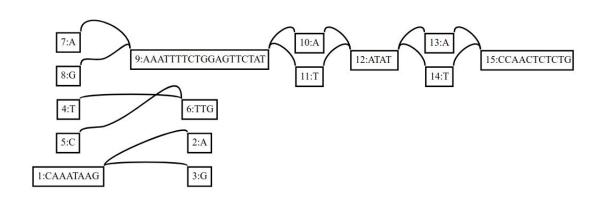
- Sorting
- Chopping
- Simplification
- Augmentation
- Unfolding/unrolling
- Path manipulation (add, remove, keep)
- ... etc, etc

#### vg mod -pl / vg prune



vg mod -pl 8 -e 2 tiny.vg
or
vg prune -k 8 -e 2 -s 0 tiny.vg

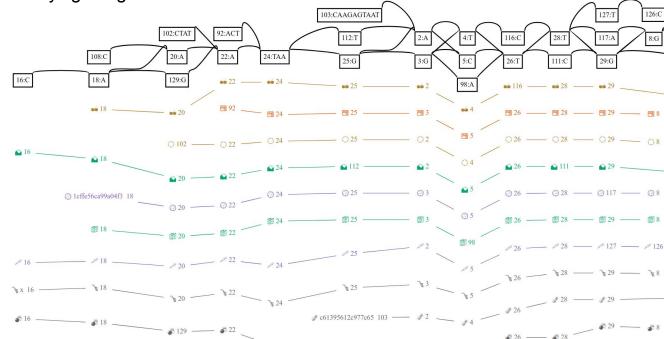
Removes edges for which we would have crossed 2 bifurcations in a path of 8 bases. (Used in indexing.)





#### vg mod -i / vg augment

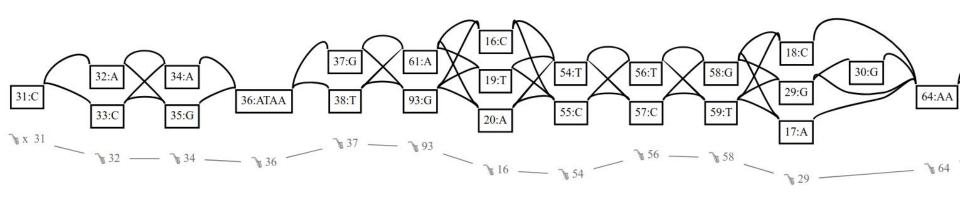
vg map -d tiny -G <(vg sim -n 10 -e 0.1 -i 0.05 -l 50 -a -x tiny.xg) >aln.gam vg mod -i aln.gam tiny.vg >tiny+.vg vg augment -g 1 -A aln+aug.gam tiny.vg aln.gam





#### vg mod -i / vg augment

vg map -d tiny -G <(vg sim -n 10 -e 0.1 -i 0.05 -l 50 -a -x tiny.xg) >aln.gam vg mod -i aln.gam tiny.vg >tiny+.vg vg augment -g 1 -A aln+aug.gam tiny.vg aln.gam



## Questions

How confident are you with building your own workflows within vg framework?

# How confident are you creating graphs using vg msga?

# How confident are you with modifying graphs using vg mod?

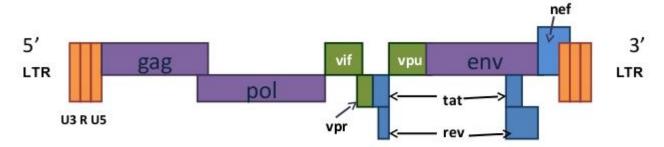
How confident are you with exploring the properties of mixed sequencing data sets using genome graphs?

How well do you understand algorithmic challenges that come with transitioning from linear reference genomes to graph genomes?

#### Presentations on HIV experiments

# Automatic circularization of vg msga progressive assembly resulted from HIV's ~700bp LTR

#### **HIV Genome**



gag - core proteins (including p24)

pol - envelope glycoproteins

env - enzymes (RT, protease, Integrase)

tat, rev, nef, vif, vpu, vpr – proteins in the modification of host cell to enhance virus growth and regulate viral gene expression

LTR - Long Terminal Repeats- for initiation of transcription.

#### Maybe we're at coffee break?

### Classical (bacterial) pangenomics

#### New commands

index (of alignments), chunk, call, genotype, pack

#### vg index -a (start-node sorted alignment index)

```
vg construct -r small/x.fa -v small/x.vcf.gz >x.vg
vg index -x x.xg -g x.gcsa -k 16 x.vg
vg map -d x -G <(vg sim -n 100 -e 0.01 -i 0.005 -l 50 -a -x x.xg) >aln.gam
vg index -d aln.gam.idx -a aln.gam
vg index -d aln.gam.idx -D
```

```
"value":{"refpos": [{"is_reverse": true, "offset": 103, "name": "x"}],
                 "value":{"refpos": [{"is_reverse": true, "offset": 103, "name": "x"}],
                 "value":{"refpos":
                                     [{"is_reverse": true, "offset": 142, "name": "x"}],
                  "value":{"refpos": [{"is_reverse": true, "offset": 172, "name": "x"}], "identity
 "key":"+a+36+0",
"kev":"+a+42+0",
                 "value":{"refpos":
                                     [{"offset": 186, "name": "x"}], "identity": 1.0, "sequence":
                                     [{"offset": 189, "name": "x"}], "identity": 1.0, "sequence":
{"key":"+a+43+0", "value":{"refpos":
                                     [{"offset": 201, "name": "x"}], "identity": 1.0, "sequence":
"kev":"+a+46+0",
                 "value":{"refpos":
"kev":"+a+49+0",
                 "value":{"refpos":
                                     [{"is_reverse": true, "offset": 204, "name": "x"}], "identity
                                     [{"offset": 219, "name": "x"}], "identity": 0.97999999999999
{"key":"+a+52+0", "value":{"refpos":
"key":"+a+53+0", "value":{"refpos":
                                     [{"is_reverse": true, "offset": 222, "name": "x"}], "identity
"kev":"+a+55+0",
                  "value":{"refpos":
                                     [{"is_reverse": true, "offset": 221, "name": "x"}],
                                    [{"is_reverse": true, "offset": 221, "name": "x"}], "identity
                  "value":{"refpos":
{"key":"+a+55+0",
                                     [{"offset": 255, "name": "x"}], "identity": 0.979999999999999
{"kev":"+a+55+0",
                 "value":{"refpos":
                  "value":{"refpos": [{"is_reverse": true, "offset": 221, "name": "x"}],
                 "value":{"refpos":
                                     [{"is reverse": true, "offset": 221, "name": "x"
```

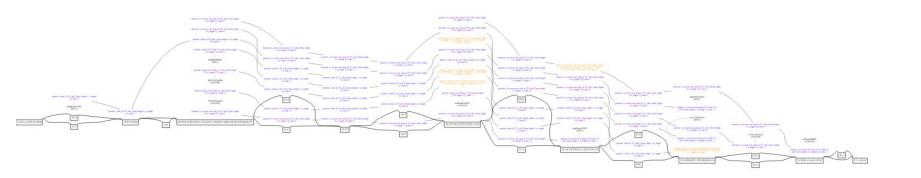
#### Sorting alignments (by start node id)

```
vg index -A -d aln.gam.idx | vg view -a -
vg index -A -d aln.gam.idx >aln.sort.gam
vg view -a aln.sort.gam | jq '.path.mapping[0].position.node_id' | head
```

. . . .

#### vg index -N (node to alignment index)

```
vg index -N -d aln.sort.gam.idx aln.sort.gam
vg find -d aln.sort.gam.idx -o 24 | vg view -a - | wc -l
vg find -d aln.sort.gam.idx -o 23 | vg view -a - | wc -l
vg find -x x.xg -n 24 -c 1 >m.vg
vg view -dA <(vg find -d aln.sort.gam.idx -A m.vg) <(vg find -x x.xg -G
<(vg find -d aln.sort.gam.idx -A m.vg))
```



#### vg explode (break graphs apart)

```
vg mod -pl 16 -e 3 x.vg | vg explode - parts parts/component0.vg x parts/component1.vg x parts/component3.vg x parts/component4.vg x parts/component5.vg parts/component6.vg x parts/component7.vg x parts/component7.vg x parts/component8.vg x parts/component8.vg x parts/component9.vg x
```

#### vg chunk (break graphs into pieces)

```
Is chunk*
   chunk 0 ids 1 23.vg
   chunk 1 ids 21 46.vg
   chunk 3 ids 66 90.vg
   chunk 5 ids 109 133.vg
   chunk_7_ids_153_177.vg
   chunk 9 ids 197 210.vg
   chunk 0 ids 1 5 trace annotate.txt
   chunk 2 ids 43 68.vg
   chunk_4_ids_88_112.vg
   chunk 6 ids 131 155.vg
   chunk 8 ids 175 200.vg
```

vg chunk -x x.xg -n 10

#### vg pack (graph coverage vectors)

```
vg pack -x x.xg -g aln.gam -d -n
```

```
5
6
8
9
10
11
12
```

. . . .