Stability Score Algorithm

Luca Alessandri'

October 17, 2018

1 Introduction

Stability score will be detected for each cells. To evaluate this score the following algorithm is provided in rCASC.

Stability score Algorithm Be C the count matrix with NXM genes and cells.

$$C = \begin{bmatrix} c_{11} & c_{12} & \dots \\ \vdots & \ddots & \\ c_{N1} & & c_{NM} \end{bmatrix}$$

Be Cl_p the result vector of the clustering algorithm in the permutation p.

 $\left\{ \begin{array}{l} p=0 \ then \ C \ is \ complete \\ p\neq 0 \ then \ C \ is \ a \ subset \ of \ C.A \ specific \ percentage \ of \ cell \ is \ removed. \end{array} \right.$

Be R_p the relation simmetric matrix MXM generated from Cl_p

$$R_p = \begin{bmatrix} Rp_{11} & Rp_{12} & \dots \\ \vdots & \ddots & \\ Rp_{M1} & & Rp_{MM} \end{bmatrix}$$

$$R_p(m_x, m_y) = \begin{cases} 1 & if \ Cl_p(m_x) = Cl_p(m_y) \\ 0 & otherwise \end{cases}$$

Be $R_pC = R_0 + R_p$, S the threshold of the score percentage, be dim() the function that detect how many elements are in a vector, v_{p_m} each row of R_pC , k an interger number and be Length() the function

$$length(v,k) = \sum_{1}^{dim(v)} \begin{cases} 1 \text{ if } R_pC_v = k \\ 0 \text{ otherwise} \end{cases}$$

$$scoreT_{p_m} = \frac{length(v_{p_m},2)}{length(v_{p_m},2) + length(v_{p_m},1)} \ \forall \ m \land \forall \ p$$

$$scoreTT_{p_m} = \begin{cases} 1 \text{ if } scoreT_{p_m} \geq S \\ 0 \text{ otherwise} \end{cases}$$

Be P the total number of permutation

$$Score_m = \sum_{p=1}^{P} \frac{scoreTT_{p_m}}{P}$$

2 Example

Be
$$Cl(p,m) = \begin{cases} 1 & 1 & 1 & 1 & 1 \\ 2 & 2 & 2 & 2 & 2 \\ 2 & 1 & 1 & 1 & 2 \\ 1 & 1 & 2 & 1 & 1 \\ 2 & 2 & 2 & 2 & 2 \end{cases}$$

 $\forall \ p \ R_{p_{\underline{\ }}}$ is calculated,

$$\forall p \ R_p \text{ is calculated,}$$

$$R_0 = \begin{bmatrix} 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 \end{bmatrix}$$

$$R_1 = \begin{bmatrix} 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \end{bmatrix} \dots R_p$$

$$\forall p > 0 \ R_p C \ is \ calculated \ R_1 C = \begin{bmatrix} 2 & 0 & 1 & 2 & 0 \\ 0 & 2 & 1 & 0 & 2 \\ 1 & 1 & 2 & 1 & 1 \\ 2 & 0 & 1 & 2 & 0 \\ 0 & 2 & 1 & 0 & 2 \end{bmatrix} \dots R_P C$$

 $\forall R_p C \ scoreT \ is \ evaluated \ with S = 0.6$

$$scoreTT_1 = \begin{bmatrix} 1\\1\\0\\1\\1 \end{bmatrix}$$

This means that in permutation 1 the third cell is unstable "jumping" from cluster number 1 in P_0 to cluster number 2 in P_1 .

 $Score_m$ is evaluated then for each p

$$Score_{mp} = \begin{bmatrix} 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 0 & 1 & 1 \end{bmatrix} Score_{m} = \begin{bmatrix} 0.6 \\ 0.6 \\ 0.25 \\ 0.6 \\ 0.6 \end{bmatrix}$$
In this example number of cell in P is the second sec

In this example number of cell in P_0 is the same as all the other permutation. What happen in reality is that P_p has a % of cell less then the P_0 . The cells that are not presents in P_p are then removed from P_0 and will be added with a 0 score in the specific position of the matrix ScoreTT.