DNA重复序列查找器

```
vy@XY:/mnt/c/Users/xy/Documents/GitHub/lab1$ gcc -march=znver4 -mtune=znver4 -Ofast -flto -fuse-linker-plugin -fgraphite
-identity -floop-nest-optimize -fprefetch-loop-arrays -funroll-loops -funroll-all-loops -fomit-frame-pointer -mavx2 -mfm
a -pthread -fopenmp -fopt-info-vec-optimized -fmodulo-sched -fmodulo-sched-allow-regmoves -floop-interchange -floop-unr
oll-and-jam -ftree-loop-distribution -ftree-vectorize -funsafe-math-optimizations -ftracer -fweb -frename-registers -fin
line-functions -fipa-pta -falign-functions=64 -DCPU_RYZEN_7940HX -DNUM_CORES=16 -DNUM_THREADS=32 -DL1_CACHE_SIZE=32768 -
DL2_CACHE_SIZE=512000 -DL3_CACHE_SIZE=32768000 dna_repeat_finder_new.c -o dna_repeat_finder_new
dna_repeat_finder_new.c:335:20: optimized: basic block part vectorized using 64 byte vectors
dna_repeat_finder_new.c:335:20: optimized: basic block part vectorized using 64 byte vectors
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编译

```
gcc -march=znver4 -mtune=znver4 -Ofast -flto -fuse-linker-plugin -fgraphite-identity -floop-nest-optimize -fprefetch-loop-arrays -funroll-loops -funroll-all-loops -fomit-frame-pointer -mavx2 -mfma -pthread -fopenmp -fopt-info-vec-optimized -fmodulo-sched -fmodulo-sched-allow-regmoves -floop-interchange -floop-unroll-and-jam -ftree-loop-distribution -ftree-vectorize -funsafe-math-optimizations -ftracer -fweb -frename-registers -finline-functions -fipa-pta -falign-functions=64 -DCPU_RYZEN_7940HX -DNUM_CORES=16 -DNUM_THREADS=32 -DL1_CACHE_SIZE=32768 -DL2_CACHE_SIZE=512000 -DL3_CACHE_SIZE=32768000 dna_repeat_finder_new.c -o dna_repeat_finder_new
```

运行

```
./dna_repeat_finder_new
```

算法原理

该程序用于在查询DNA序列和参考DNA序列之间查找重复的DNA片段,包括正向重复和反向互补重复。

主要算法伪代码

```
FIND-REPEATS(query, reference)

1 repeats ← 空数组

2 repeat_count ← 0

3 for length ← MIN_LENGTH to MAX_LENGTH

4 window_positions ← 新建哈希表()

5

6 // 为查询序列构建哈希索引

7 for i ← 0 to |query| - length
```

```
8
           segment ← query[i..i+length-1]
9
           window_positions[segment] ← window_positions[segment] ∪ {i}
10
       // 检查参考序列中的片段
11
       for i ← 0 to |reference| - length
12
           segment ← reference[i..i+length-1]
13
14
           // 检查正向重复
15
           positions ← window_positions[segment]
16
17
           if |positions| ≥ 2
18
               groups ← FIND-CONSECUTIVE-GROUPS(positions, length)
19
               for each group in groups
20
                   if repeat_count < MAX_REPEATS</pre>
21
                       repeats[repeat_count] \( \{ \) {position: i, length: length, }
22
                                                repeat_count: |group|, is_reverse:
false,
23
                                                original_sequence: segment,
query position: group的起始位置}
                       repeat_count + repeat_count + 1
25
26
           // 检查反向互补重复
27
           rev comp ← GET-REVERSE-COMPLEMENT(segment)
           positions ← window_positions[rev_comp]
28
29
           if |positions| ≥ 2
30
               groups ← FIND-CONSECUTIVE-GROUPS(positions, length)
31
               for each group in groups
32
                   if repeat_count < MAX_REPEATS</pre>
33
                       repeats[repeat_count] \( \) {position: i, length: length,
                                                repeat_count: |group|, is_reverse:
34
true,
35
                                                original sequence: segment,
query position: group的起始位置}
                       repeat_count ← repeat_count + 1
37
38 FILTER-NESTED-REPEATS(repeats, repeat count)
39 SORT-REPEATS(repeats, repeat_count)
40 return repeats
```

查找连续组的伪代码

```
FIND-CONSECUTIVE-GROUPS(positions, length)
1 if |positions| < 2
2
       return 空数组
3
4 groups ← 空数组
5
  current_count ← 1
6
7
  for i \leftarrow 1 to |positions| - 1
8
       if positions[i] = positions[i-1] + length
9
           current_count ← current_count + 1
10
       else
```

```
if current_count ≥ 2
groups ← groups ∪ {current_count}
current_count ← 1

f current_count ≥ 2
groups ← groups ∪ {current_count}
return groups
```

过滤嵌套重复的伪代码

```
FILTER-NESTED-REPEATS(repeats, repeat_count)
1 if repeat_count ≤ 1
2
       return
3
4 to remove ← 长度为repeat_count的布尔数组,初始化为false
5
  new_count ← repeat_count
6
7 for i \leftarrow 0 to repeat_count - 1
8
       if to_remove[i] = false
9
           for j \leftarrow i + 1 to repeat_count - 1
10
               if to_remove[j] = false
11
                   if repeats[i].position = repeats[j].position ∃
12
                      repeats[i].is_reverse = repeats[j].is_reverse
13
                       if repeats[i].length > repeats[j].length
14
                           to_remove[j] ← true
15
                           new_count ← new_count - 1
16
                       else
                           to_remove[i] ← true
17
18
                           new_count ← new_count - 1
19
                           break
20
21
   // 重新排列数组,移除被标记的重复
22 write ← 0
23 for read ← 0 to repeat count - 1
24
        if to_remove[read] = false
25
            if write ≠ read
26
                repeats[write] \( \text{repeats[read]} \)
27
            write ← write + 1
28
        else
            释放repeats[read].original sequence的内存
29
30
31
   repeat_count ← new_count
```

排序重复序列的伪代码

```
QUICK-SORT-REPEATS(repeats, left, right)

1 if left < right

2 pivot ← PARTITION(repeats, left, right)
```

```
3 QUICK-SORT-REPEATS(repeats, left, pivot - 1)
4 QUICK-SORT-REPEATS(repeats, pivot + 1, right)

PARTITION(repeats, left, right)
1 pivot_value ← repeats[right].length × repeats[right].repeat_count
2 i ← left - 1
3 for j ← left to right - 1
4 if repeats[j].length × repeats[j].repeat_count ≥ pivot_value
5 i ← i + 1
6 交换repeats[i]和repeats[j]
7 交换repeats[i + 1]和repeats[right]
8 return i + 1
```

算法复杂度分析

时间复杂度

- 总体算法:O(L × (M + N))
 - ∘ L是检查的长度范围(MAX_LENGTH MIN_LENGTH)
 - o M是查询序列长度
 - o N是参考序列长度
- 哈希表操作:

o 创建:O(1)

• 插入:平均O(1)(最坏情况为O(n)·因为哈希碰撞)• 查找:平均O(1)(最坏情况为O(n)·因为哈希碰撞)

• 过滤嵌套重复:O(n²), n为找到的重复数量

• 排序重复序列:O(n log n)·使用快速排序·n为重复数量(最坏情况为O(n²))

空间复杂度

- 哈希表:O(Q) 存储查询序列中所有子串的位置
- 重复数组:O(min(MAX REPEATS, R×L)) 存储所有找到的重复
- 临时缓冲区: O(L) 用于存储片段和反向互补序列

主要优化策略

1. 哈希索引:使用哈希表进行O(1)的序列位置查找

2. 特殊区域聚焦: 对生物学意义重要的区域进行更深入的分析

3. 基于长度的处理: 先处理较短的片段以过滤嵌套重复

4. 过滤算法: 移除嵌套重复以专注干最显著的模式