**Gotoh algorithm**: Distance-based dynamic programming algorithm for global pairwise alignment where gap of length k is penalized a+bk (a is gap—opening penalty, b is gap—continuation penalty).

Gotoh O (1982) An improved algorithm for matching biological sequences. J Mol Biol 162:705–708

Goal is to align sequences A and B.

Let  $d^{AB}(A^i, B^j)$  be penalty (distance) associated with best alignment between  $A^i$  and  $B^j$  that ends by pairing  $A_i$  and  $B_j$ .

Let  $d^{A-}(A^i, B^j)$  be penalty (distance) associated with best alignment between  $A^i$  and  $B^j$  that ends by pairing  $A_i$  with a gap character.

Let  $d^{-B}(A^i, B^j)$  be penalty (distance) associated with best alignment between  $A^i$  and  $B^j$  that ends by pairing  $B_j$  with a gap character.

Initial Conditions:  $d^{AB}(A^0, B^0) = 0$ ,  $d^{A-}(A^0, B^0) = d^{-B}(A^0, B^0) = \infty$ . There are other boundary conditions that will not be detailed ...

Let w(i, j) be penalty for aligning type i with type j (neither i nor j can represent a gap character here).

$$d^{AB}(A^{i}, B^{j}) = \min(d^{AB}(A^{i-1}, B^{j-1}), d^{A-}(A^{i-1}, B^{i-1}, B^{i-1}), d^{A-}(A^{i-1}, B^{i-1}, B^{i-1}), d^{A-}(A^{i-1}, B^{i-1}, B^{i-1}), d^{A-}(A^{i-1}, B^{i-1}, B^{i-1}), d^{A-}(A^{i-1}, B^{i-1}, B^{i-1}, B^{i-1}), d^{A-}(A^{i-1}, B^{i-1}, B^{i$$

$$d^{A-}(A^{i}, B^{j}) = \min(d^{AB}(A^{i-1}, B^{j}) + a, d^{A-}(A^{i-1}, B^{j}), d^{-B}(A^{i-1}, B^{j}) + a) + b$$

$$d^{-B}(A^{i}, B^{j}) = \min(d^{AB}(A^{i}, B^{j-1}) + a, d^{A-}(A^{i}, B^{j-1}) + a, d^{$$

Score of best alignment is minimum of  $d^{AB}(A, B)$ ,  $d^{A-}(A, B)$ , and  $d^{-B}(A, B)$ .

Traceback procedure is then employed to recover optimal alignment

Smith—Waterman algorithm is a similarity-based dynamic programming algorithm for local alignment with "affine" gap weights.

The algorithm that is usually termed "Smith-Waterman" is a combination of ideas from Gotoh (1982, see above) and ...

Smith, T.F. and Waterman, M.S. 1981. Identification of common molecular subsequences. J. Mol. Biol. 147:195–197.

The Smith-Waterman algorithm is quite similar to the Gotoh algorithm seen above.

Goal is to align sequences A and B.

Let  $s^{AB}(A^i, B^j)$  be similarity score associated with the best local alignment between  $A^i$  and  $B^j$  that ends by pairing  $A_i$  and  $B_j$ . If this score would be negative, we set  $s^{AB}(A^i, B^j)$  to 0.

Let  $s^{A-}(A^i, B^j)$  be similarity score associated with best local alignment between  $A^i$  and  $B^j$  that ends by pairing  $A_i$  with a gap character.

Let  $s^{-B}(A^i, B^j)$  be similarity score associated with best local alignment between  $A^i$  and  $B^j$  that ends by pairing  $B_j$  with a gap character.

Initial Conditions:  $s^{AB}(A^i, B^j) = 0$  when i or j or both are 0,  $s^{A-}(A^i, B^j) = s^{-B}(A^i, B^j) = -\infty$  when i or j or both are 0.

Let w(i, j) be similarity score for aligning type i with type j (neither i nor j can represent a gap character here).

$$s^{AB}(A^{i}, B^{j}) = \max(0, s^{AB}(A^{i-1}, B^{j-1}) + w(A_{i}, B_{j}),$$
  

$$s^{A-}(A^{i-1}, B^{j-1}) + w(A_{i}, B_{j}), s^{-B}(A^{i-1}, B^{j-1}) + w(A_{i}, B_{j}))$$

$$s^{A-}(A^{i}, B^{j}) = \max(s^{AB}(A^{i-1}, B^{j}) + a, s^{A-}(A^{i-1}, B^{j}),$$
  
$$s^{-B}(A^{i-1}, B^{j}) + a) + b$$

$$s^{-B}(A^{i}, B^{j}) = \max(s^{AB}(A^{i}, B^{j-1}) + a, s^{A-}(A^{i}, B^{j-1}) + a, s^{B-1}(A^{i}, B^{j-$$

Score of best alignment is maximum over all  $(A^i, B^j)$  of  $s^{AB}(A^i, B^j)$ ,  $s^{A-}(A^i, B^j)$ , and  $s^{-B}(A^i, B^j)$ .

Traceback procedure is again used to recover best local alignment. However, the traceback begins at the position corresponding to the highest value among all values of  $s^{AB}(A^i, B^j)$ ,  $s^{A-}(A^i, B^j)$ ,  $s^{-B}(A^i, B^j)$ . The traceback ends either at the  $(A^0, B^0)$  entry or at the first entry on the traceback path that is equal to 0.

For this algorithm to return sensible alignments, a and b should be less than 0. Also, the expected score of two "random" sequences should be negative.