Assembly of long, error-pront reads using repeat graphs

Mikhail Kolmogorov, Jeffrey Yuan, Yu Lin, and Pavel A. Pevzner

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Long read assembly

error rate long read <-> short read

Long read assembly

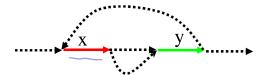
- error rate long read <-> short read
- assembly fragmentation -> repeats

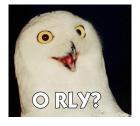
Long read assembly

- error rate long read <-> short read
- assembly fragmentation -> repeats
- ▶ Flye shoult resolve these repeats correctly

Disjointigs

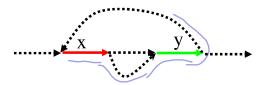
- current assemblers use much time on correct contig assembly
- Flye uses a different approach:
- generate paths from overlapping reads without checking for correct assembly -> disjointigs





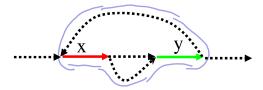
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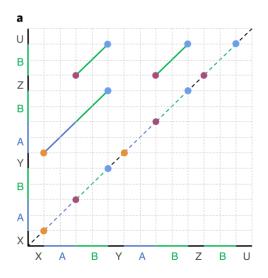
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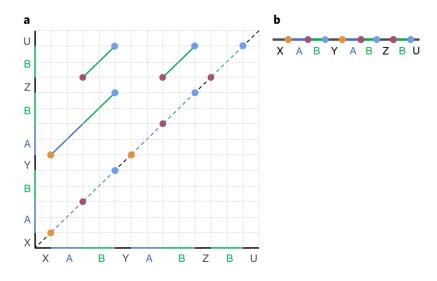


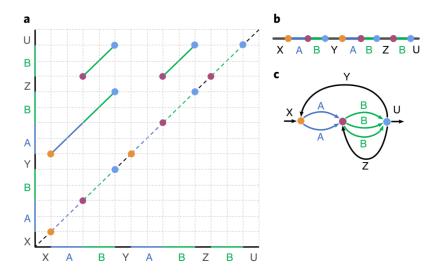
Disjointigs

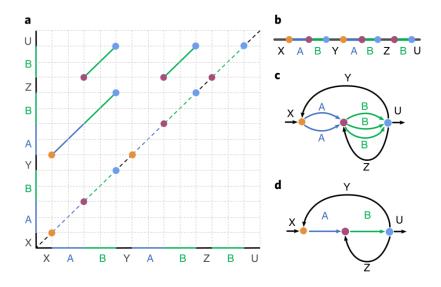
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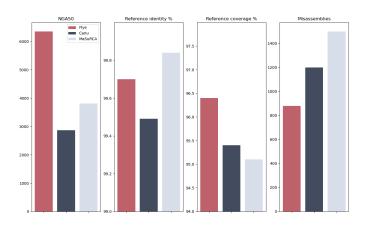






Repeat resolution

Results

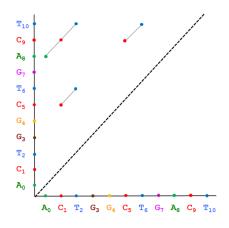


References

Appendix

Dot plot creation





Repeat graphs

generalization of de bruijn graphs

- >- from disjointigs = random walk of reads on the repeat g
- >- means the repeat graph hasn't to be known

Repeat graphs

- generalization of de bruijn graphs
- structure

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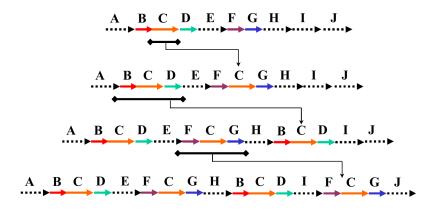
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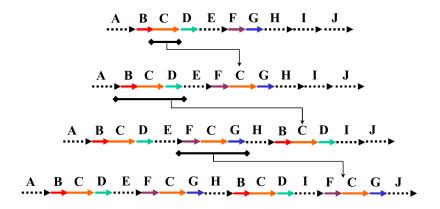
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- de Bruijn graphs need correct bases
- otherwise tangled graph

Segmental duplications



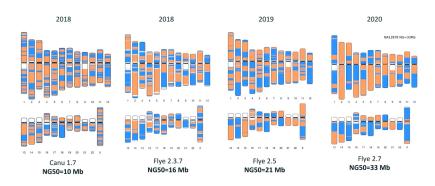
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- ► They often contain sequence features such as high-copy repeats and gene sequences with intron-exon structure.

Contigity improvement



- colors are contigs
- ► color changes -> fragmented