

DNA Motif search using Genetic Algorithms

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Co-regulation

> Gene 1 Promoter

CAAAACCCTCAAATACATTTTAGAAACACAATTCAGGATTATAAAAAGTTAAATTCATCTAGTTATACAA

> Gene 2 Promoter

TCTTTTCTGAATCTGTATAAAACTTTTATTCTGTAGATGGTGGCTGTAGGAATCTGTCACACAGCATGA

> Gene 3 Promoter

CCACGTGGTTAGTGGCAACCTGGTGACCCCCCTTCCTGTGATTTTTATAAAAGAGCAGCCGGCATCGTT

> Gene 4 Promoter

GGAGAGTGTTTATAAAAGATGACTACAGTCAAACCAGGTACAGGATTCACACTCAGGGAACACGTGTGG

> Gene 5 Promoter

TCACCATCAAACCTGAATCAAGGCAATGAGCAGGTATAAAAGCCTGGATAAGGAAACCAAGGCAATGAG

DNA Motif

All genes that have the motif in their sequence will be regulated by the same transcription factor.

Often this means that they will have similar expression patterns.

Degeneracy

> Gene 1 Promoter

CAAACCTCAAATACATTTTAGAAACACAATTCAGGATTATTAAAGTAAATTCATCTAGTTATACAA

> Gene 2 Promoter

TCTTTTCTGAATCTGAATAAATACTTTTATTCTGTAGATGGTGGCTGTAGGAATCTGTCACACAGCATGA

> Gene 3 Promoter

CCACGTGGTTAGTGGCAACCTGGTGACCCCCCTTCCTGTGATTTTTACAAATAGAGCAGCCGGCATCGTT

> Gene 4 Promoter

GGAGAGTGTTTTTAAGAAGATGACTACAGTCAAACCAGGTACAGGATTCACACTCAGGGAACACGTGTGG

> Gene 5 Promoter

TCACCATCAAACCTGAATCAAGGCAATGAGCAGGTATACATAGCCTGGATAAGGAAACCAAGGCAATGAG

In many cases, the DNA signal is not absolute but some error tolerance is allowed.

How do we represent the (common) motif sequence?

How do we decide what is a match and what isn't?

Gibbs motif sampling

Optimize starting from a random start in $n-1$ sequences

> Gene 1 Promoter

CAAACCTCAAATACATTTTAGAAACACAATTCAGGATATTAAGTTAAATTCATCTAGTTATACAA

> Gene 2 Promoter

TCTTTCTGAATCTGAATAAATACTTTTATTCTGTAGATGGTGGCTGTAGGAATCTGTACACAGCATGA

> Gene 3 Promoter

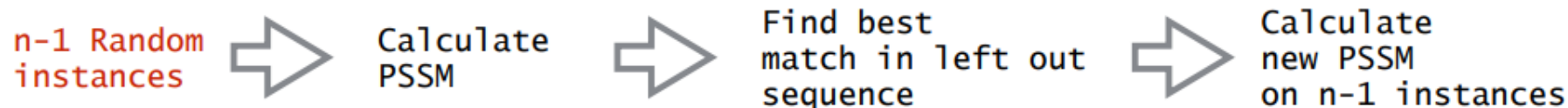
CCACGTGGTTAGTGGCAACCTGGTGACCCCTTCCTGTGATTTTACAAATAGAGCAGCCGGCATCGTT

> Gene 4 Promoter

GGAGAGTGTTTTAAGAAGATGACTACAGTCAAACCAGGTACAGGATTCACACTCAGGGAACACGTGTGG

> Gene 5 Promoter

TCACCATCAAACCTGAATCAAGGCAATGAGCAGGTATACATAGCCTGGATAAGGAAACCAAGGCAATGAG



Recursion until optimum is reached

Consensus sequence

Known instances but unknown motif

Known instances	TATTAAAA
	AATAAATA
	TACAAATA
	TTTAAGAA
	TATACATA
Motif	TATAAATA

List the most frequent base at each position

CAAAACCCTCAAATACATTTTAGAAACACAATTCAGGATATTAAGTTAAATTCATCTAGTTATACAA

TCTTTTCTGAATCTGAATAATACTTTTATTCTGTAGATGGTGGCTGTAGGAATCTGTCACACAGCAA

CCACGTGGTTAGTGGCAACCTGGTGACCCCCCTTCCTGTGATTTTACAATAGAGCAGCCGGGTT

Motif

Genome [] =
list of letters

Example

Genome [] = ['A', 'C',
'G', 'C', 'A', 'T']

Mutation

Motif

Genome [] = ['A', 'G',
'G', 'C', 'A', 'T']

Each gene has a
{mutationRate} %
chance to mutate

Crossover

P1

Genome [] = ['A', 'C',
'G', 'C', 'A', 'T']

P2

Genome [] = ['T', 'G',
'T', 'A', 'A', 'G']

Midpoint(random) = 2

Child

Genome [] = ['A', 'C',
'T', 'A', 'A', 'G']

Repeat while top fitness < treshhold

Evaluate
current
generation*

Sort by fitness

Generate
new generation

['A','C','G','C','A','T']

0.16

['G','T','A','A','C','G']

0.80

['G','T','A','C','G','T']

['T','C','T','C','G','T']

0.60

['T','C','T','C','G','T']

0.60

['T','C','T','A','C','G']

['G','T','A','A','C','G']

0.80

['A','C','G','C','A','T']

0.16

['A','C','G','C','C','G']

Initial
population
of random
motifs

CAAACCCTCAAATACATTTTAGAAACACAATTCAGGATATTAAGTTAAATTCATCTAGTTATACAA

TCTTTTCTGAATCTGAATAATACTTTTATTCTGTAGATGGTGGCTGTAGGAATCTGTCACACAGCAA

CCACGTGGTTAGTGGCAACCTGGTGACCCCCCTTCCTGTGATTTTACAAATAGAGCAGCCGGGTT

Current Generation

['A','C','G','C','A','T']

['T','C','T','C','G','T']

['G','T','A','A','C','G']

While next generation not full

Select
Parents

→ Crossover

Mutate

['A','C','G','C','G','T'] → ['A','C','G','A','G','T']

Next Generation

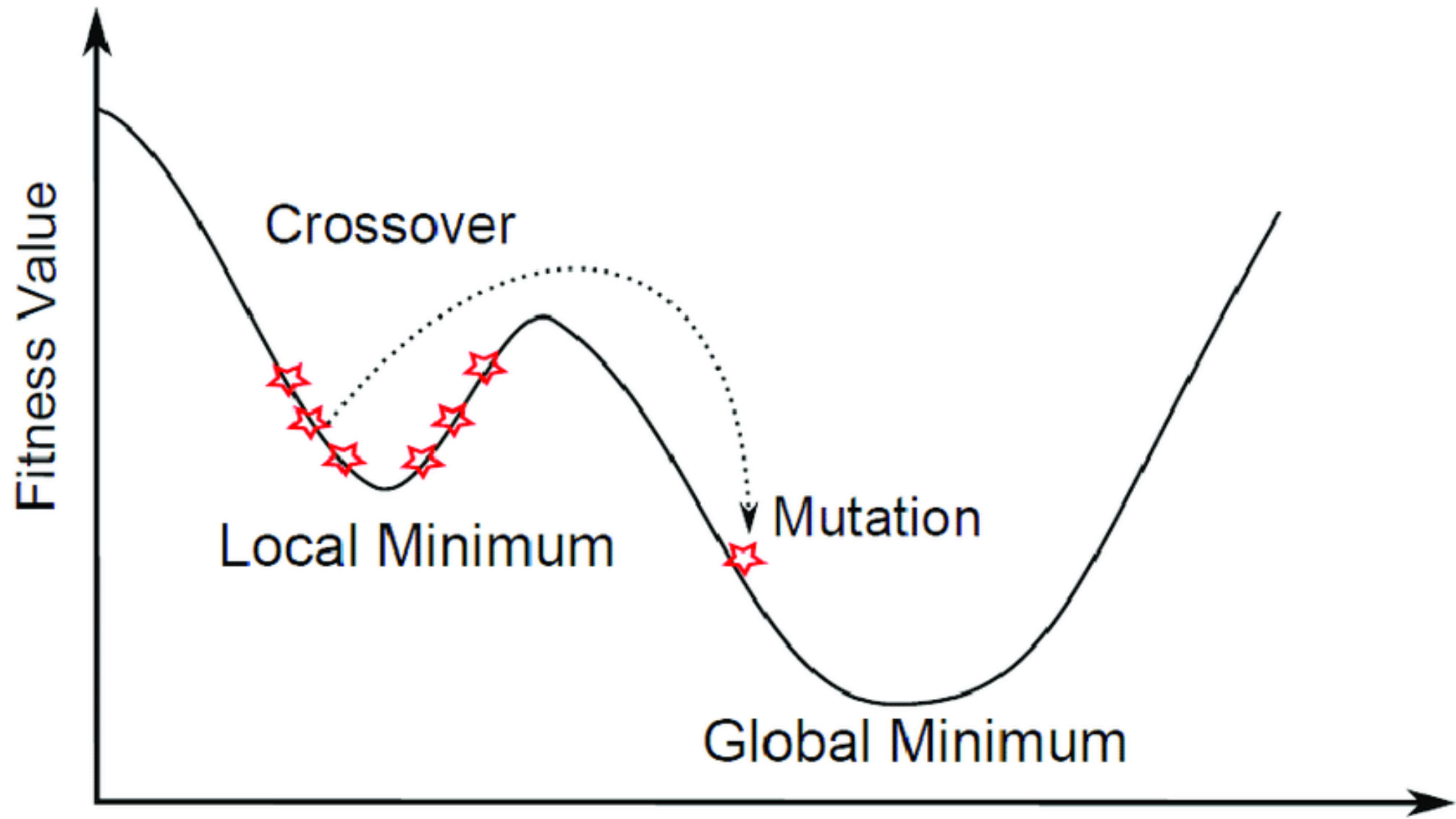
['A','C','G','A','G','T']

['T','A','A','C','T','A']

.
. .
.

['C','C','T','A','G','G']

Genetic Algorithm	population	elite	tournament	mutation rate
#1	16	1	2	2%
#2	32	1	2	2%
#3	64	1	3	2%
#4	128	1	3	2%
#5	256	1	6	2%



TATTAAAA
AATAAATA
TACAAATA
TTTAAGAA
TATACATA



T	.7	.1	.7	.1	.1	.1	.5	.1
A	.1	.7	.1	.7	.7	.7	.3	.7
C	.1	.1	.1	.1	.1	.1	.1	.1
G	.1	.1	.1	.1	.1	.1	.1	.1



TATTAAAA	1.61
AATAAATA	2.23
TACAAATA	2.23
TTTAAGAA	3.29
TATACATA	2.23

Table 2: Results with less sequences and lower sequence length.

Sequences:	10	Algorithm	Average motif score	Average search time (s)
Sequence length:	50	Gibbs sampling	9.04288	0.01282
Motif length:	10	Genetic Algorithm #1	9.32464	0.28475
Tests:	50	Genetic Algorithm #2	9.20012	0.50256
		Genetic Algorithm #3	9.07553	0.77744
		Genetic Algorithm #4	9.10533	1.42294
		Genetic Algorithm #5	8.99614	1.77420

Table 3: Results with more sequences and higher sequence length.

Sequences:	50	Algorithm	Average motif score	Average search time (s)
Sequence length:	400	Gibbs sampling	5.14713	0.42961
Motif length:	10	Genetic Algorithm #1	4.37700	9.53665
Tests:	50*	Genetic Algorithm #2	4.29795	13.16963
		Genetic Algorithm #3	4.17668	16.94488
		Genetic Algorithm #4	4.09512	40.12148
		Genetic Algorithm #5	3.89320	50.84550

Table 4: Results with bigger motif length.

Sequences:	50	Algorithm	Average motif score	Average search time (s)
Sequence length:	400	Gibbs sampling	11,86501005	0,49003258
Motif length:	20	Genetic Algorithm #1	10,84175872	35,8983025
Tests:	10	Genetic Algorithm #2	9,726592314	51,09821664

Table 5: Results with UCSC Cat sequences.

UCSC-Cat		Average motif score	Average search time (s)
Sequences:	50		
Sequence length	5000	Gibbs sampling	13.20885
Motif length	20	Genetic Algorithm #2	14.39913
Tests	10		823.04195

Conclusies