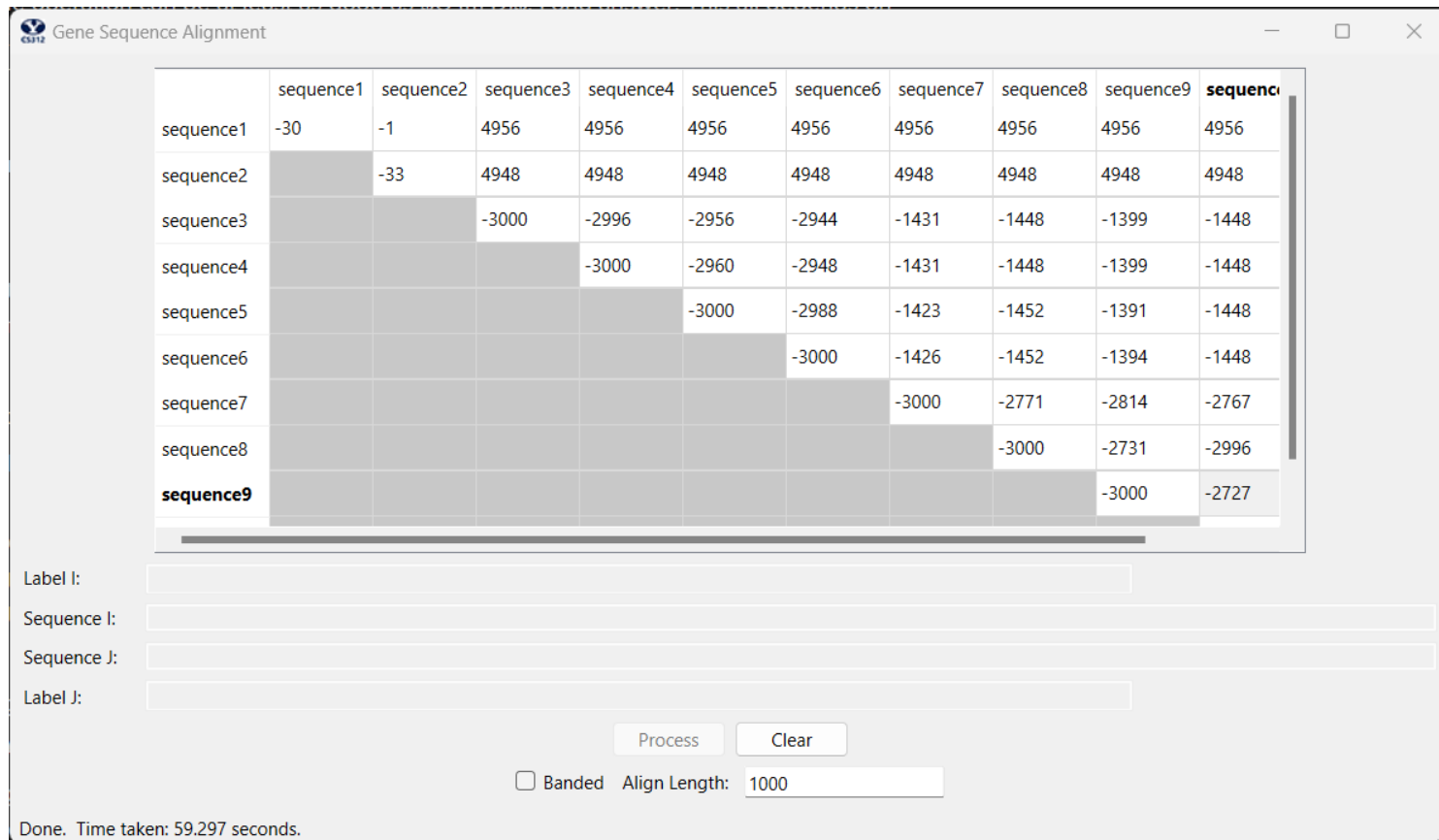


# CS 312 Project 4 – Gene Sequence Alignment

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1. My commented source code for both algorithms is included at the end of this document in the appendix.
2. My discussion of the time and space complexity of each algorithm is quite extensive within the comments of the source code.
3. I've included the two required screenshots below.



Gene Sequence Alignment

	sequence1	sequence2	sequence3	sequence4	sequence5	sequence6	sequence7	sequence8	sequence9	sequence10
sequence1	-30	-1	inf	inf	inf	inf	inf	inf	inf	inf
sequence2		-33	inf	inf	inf	inf	inf	inf	inf	inf
sequence3			-9000	-8984	-8888	-8848	-2735	-2743	-1429	-2735
sequence4				-9000	-8888	-8848	-2739	-2748	-1426	-2740
sequence5					-9000	-8960	-2711	-2739	-1426	-2727
sequence6						-9000	-2708	-2728	-1415	-2716
sequence7							-9000	-8103	-1256	-8099
sequence8								-9000	-1310	-8980
sequence9									-9000	-1315

Label I:

Sequence I:

Sequence J:

Label J:

☒ Banded Align Length:

Done. Time taken: 14.889 seconds.

4. The unrestricted alignment, with n=1000, of sequences #3 and #10:

Label 3:

Sequence 3:

Sequence 10:

Label 10:

☐ Banded Align Length:

The banded alignment, with n=3000, of sequences #3 and #10:

Label 3:	<input type="text" value="gi 15077808 gb AF391541.1 Bovine coronavirus isolate BCoV-ENT, complete genome."/>
Sequence 3:	<input type="text" value="gattgcgagcgatttgcggtgcgtgcacccgcttc-actg--at-ctcttgtagatcttttcataatctaaactttataaaaacatccaactccctgta-"/>
Sequence 10:	<input type="text" value="-ataa-gagtgattggcggtccgtacgtaccctttctactctcaaactcttgtagtttaaatac-taatctaaactttataaa--cggc-acttcctgtgt"/>
Label 10:	<input type="text" value="gi 7769340 gb AF208066.1 Murine hepatitis virus strain Penn 97-1, complete genome."/>

Process

Clear

☒ Banded    Align Length:

## Appendix

```
def __init__( self ):
    self._subCost = 1
    self._matchCost = -3
    self._delCost = 5
    self._inCost = 5
    pass

def align( self, seq1, seq2, banded, align_length):
    self.banded = banded
    self.MaxCharactersToAlign = align_length

    # only align the sequences up to the specified length
    seq1 = seq1[:align_length]
    seq2 = seq2[:align_length]

    if self.banded:
        score, alignment1, alignment2 = self.bandedDist(seq1, seq2, d=3)
    else:
        score, alignment1, alignment2 = self.editDist(seq1, seq2)

    # We always return the first 100 characters of each alignment, for visualization
    return {'align_cost':score, 'seqi_first100':alignment1[:100],
'seqj_first100':alignment2[:100]}

def editDist(self, seq1, seq2):
    """
    This function runs the normal, unrestricted Needleman/Wunsch edit distance algorithm,
    using penalty values of 1 for each substitution, 5 for each insertion/deletion, and -3
```

for each character match. If the length of seq1 is m and the length of seq2 is n, the time complexity to make the matrix  $O(mn)$  and space complexity is also  $O(mn)$ . To visit every cell in that matrix takes  $O(mn)$  time, and then we also add the time ( $O(m + n)$ ) and space ( $O(1)$ ) complexity of `self._get_alignment()` to get

Overall time complexity:  $O(mn) = O(mn + m + n) = O(mn) + O(m + n)$

Overall space complexity:  $O(mn) = O(mn + 1) = O(mn) + O(1)$

"""

m, n = len(seq1) + 1, len(seq2) + 1

# I've been told list comprehensions are very efficient, so this should be at most  $O(mn)$

matrix = [[(5 \* i, 0) for i in range(n)] + [(5 \* j, 1)] + [(math.inf, 0)] \* (n - 1) for j  
in range(1, m)]

# Time complexity of nested loop:  $O(mn)$

for i in range(1, m): # Time complexity:  $O(m)$

for j in range(1, n): # Time complexity:  $O(n)$

# We store the backpointers as the second element of the tuple that we save to each  
cell.

# Insertions are 0, deletions are 1, and subs/matches are 2 in order to break ties in  
the

# proper order

topCost = (matrix[i - 1][j][0] + self.\_delCost, 1)

leftCost = (matrix[i][j - 1][0] + self.\_inCost, 0)

diag = matrix[i - 1][j - 1][0]

if seq1[i - 1] == seq2[j - 1]:

diagCost = (diag + self.\_matchCost, 2)

else:

diagCost = (diag + self.\_subCost, 2)

matrix[i][j] = min(leftCost, topCost, diagCost)

```
return self._get_alignment(matrix, seq1, seq2)
```

```
def bandedDist(self, seq1, seq2, d=3):
```

```
    """
```

This function runs the banded Needleman/Wunsch edit distance algorithm, only considering alignments in which the  $i$ th character of  $seq1$  is within distance  $d$  of the  $j$ th character of  $seq2$ . If the length of  $seq1$  is  $m$ , the length of  $seq2$  is  $n$ , and  $k = 2d + 1$ , we do this by creating an  $m \times k$  matrix where the  $i$ th row contains the relevant band corresponding to the  $i$ th character of  $seq1$ . We then iterate through this matrix and the two sequences, in roughly the same way as for the unrestricted algorithm. The primary difference is that to determine the value of cell  $(i, j)$ , we now get the value for deletions from cell  $(i - 1, j + 1)$ ; the value for insertions in cell  $(i, j - 1)$ , and the value for matches/subs from cell  $(i - 1, j)$ . The time complexity to initialize the matrix is  $O(mk)$  and space complexity is also  $O(mk)$ . To visit every cell in that matrix takes  $O(mk)$  time, and then we also add the time  $O(m + n)$  and space  $O(1)$  complexity of `self._get_banded_alignment()`. Noting that alignment is impossible in the case where  $\text{abs}(m - n) > k$ , our time complexity to check this condition is  $O(1)$ , and we thus get

Overall time complexity:  $O(mk)$ , since  $O(mk) + O(m + n) = O(mk + n) = O(mk)$  for  $\text{abs}(m - n) \leq k$

Overall space complexity:  $O(mk)$

```
    """
```

```
    if abs(len(seq1) - len(seq2)) > 2*d + 1:
```

```
        return math.inf, 'No Alignment Possible', 'No Alignment Possible'
```

```
    m, n = len(seq1) + 1, (2*d + 1)
```

```
    matrix = [(math.inf, 0) for j in range(n)] for i in range(m)]
```

```

for j in range(d + 1):
    matrix[0][j + d] = (5 * j, 0)
    matrix[j][d - j] = (5 * j, 1)

for i in range(1, len(seq1) + 1):
    for j in range(1, len(seq2) + 1):
        # We store the backpointers as the second element of the tuple that we save to each
cell.

        # Insertions are 0, deletions are 1, and subs/matches are 2 in order to break ties in
the

        # proper order
        if abs(i - j) <= d:
            adj_j = j + d - i
            if adj_j > 0:
                leftCost = (matrix[i][adj_j - 1][0] + self._inCost, 0)
            else:
                leftCost = (math.inf, 0)
            if adj_j < n - 1:
                topCost = (matrix[i - 1][adj_j + 1][0] + self._delCost, 1)
            else:
                topCost = (math.inf, 1)
            diag = matrix[i - 1][adj_j][0]
            if seq1[i - 1] == seq2[j - 1]:
                diagCost = (diag + self._matchCost, 2)
            else:
                diagCost = (diag + self._subCost, 2)
            matrix[i][adj_j] = min(leftCost, topCost, diagCost)
    return self._get_banded_alignment(matrix, seq1, seq2)

```

```
def _get_alignment(self, matrix, seq1, seq2):
```

```
    """
```

Given two sequences and the corresponding dynamic programming matrix created by running an edit distance algorithm on them, return the minimum cost of that alignment and the actual aligned sequences, using hyphens to represent insertions and deletions. If we don't include the space required to store the input, our space complexity is really constant. We also note that since we don't need to visit EVERY cell in the matrix on the way back, but only one specific contiguous path, the number of visits to cells is at most  $m + n$ . As the computation at each cell is constant, the time complexity is just  $O(m + n)$ .

Overall time complexity:  $O(m + n)$

Overall space complexity:  $O(1)$

```
    """
```

```
    m, n = len(matrix), len(matrix[0])
```

```
    i, j = m - 1, n - 1
```

```
    cost = matrix[i][j][0]
```

```
    align1 = ''
```

```
    align2 = ''
```

```
    while i != 0 or j != 0: #  $O(m + n)$ 
```

```
        if matrix[i][j][1] == 2:
```

```
            align1 = seq1[i - 1] + align1
```

```
            align2 = seq2[j - 1] + align2
```

```
            i -= 1
```

```
            j -= 1
```

```
        elif matrix[i][j][1] == 1:
```

```
            align1 = seq1[i - 1] + align1
```

```
            align2 = '-' + align2
```

```
            i -= 1
```

```
        else:
```



```

        align1 = '-' + align1
        align2 = seq2[j - 1] + align2
        j -= 1
    return cost, align1, align2

def _get_banded_alignment(self, matrix, seq1, seq2):
    """
    The logic for this function needs to be a little different from that of the
    _get_alignment() function in order to account for cases when alignment isn't
    possible and to backtrack along the entire length of both seq1 and seq2 along
    a matrix that only has width  $k = 2*d+1$ . The time and space complexity remain the
    same, however, as described below.
    Overall time complexity:  $O(m + n)$ 
    Overall space complexity:  $O(1)$ 
    """

    # If the alignment is possible, the cost will be the rightmost finite number
    # on the last row of the matrix. The process of checking that is, in the worst
    # case,  $O(k)$ , where  $k$  is the number of columns in the matrix.
    possible = False
    m, n = len(matrix), len(matrix[0])
    d = (n - 1) // 2
    i, j, adj_j = m - 1, n - 1, 0
    cost = math.inf
    for index, v in reversed(list(enumerate(matrix[m - 1]))):
        if v[0] != math.inf:
            possible = True
            adj_j = index
            cost = v[0]

```

```

        break
    if not possible:
        return cost, 'No Alignment Possible', 'No Alignment Possible'

    align1 = ''
    align2 = ''
    # This process of finding the alignment is no more efficient than in the
    # unbanded case, since in this situation, we can actually INCREMENT j as
    # necessary in order to account for times when we move up in the matrix,
    # rather than left or diagonal. As such the running time is O(m + n)
    while i != 0 and j != 0:
        j = adj_j - d + i
        if matrix[i][adj_j][1] == 2:
            align1 = seq1[i - 1] + align1
            align2 = seq2[j - 1] + align2
            i -= 1
        elif matrix[i][adj_j][1] == 1:
            align1 = seq1[i - 1] + align1
            align2 = '-' + align2
            i -= 1
            adj_j += 1
        else:
            align1 = '-' + align1
            align2 = seq2[j - 1] + align2
            adj_j -= 1
    return cost, align1, align2

```