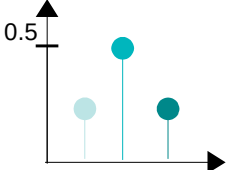


(I) Initialization

Prior genotypes distribution
(0.25, 0.5, 0.25)



(II) E step

(1)

0	0	0	0
0	0	1	0
1	0	0	0
0	0	0	0

x 0.01932

0	0	0	0
0	0	2	0
1	0	0	0
0	0	0	0

x 0.00966

0	0	0	0
0	0	1	0
2	0	0	0
0	0	0	0

x 0.00966

0	0	0	0
0	0	2	0
2	0	0	0
0	0	0	0

x 0.00483

(2)

0	0	0	0
1	0	0	0
0	0	1	0
0	0	0	0

x 0.01932

0	0	0	0
1	0	0	0
0	0	2	0
0	0	0	0

x 0.00966

0	0	0	0
2	0	0	0
0	0	1	0
0	0	0	0

x 0.00966

0	0	0	0
2	0	0	0
0	0	2	0
0	0	0	0

x 0.00483

(3)

0	0	0	0
1	0	1	0
0	0	1	0
0	0	0	0

x 0.03864

0	0	0	0
1	0	1	0
0	0	2	0
0	0	0	0

x 0.01932

0	0	0	0
1	0	2	0
0	0	1	0
0	0	0	0

x 0.01932

0	0	0	0
2	0	1	0
0	0	1	0
0	0	0	0

x 0.01932

(4)

0	0	0	0
1	0	2	0
0	0	2	0
0	0	0	0

x 0.00966

0	0	0	0
2	0	1	0
0	0	2	0
0	0	0	0

x 0.00966

0	0	0	0
2	0	2	0
0	0	1	0
0	0	0	0

x 0.00966

0	0	0	0
2	0	2	0
0	0	2	0
0	0	0	0

x 0.00483

(5)

0	0	0	0
0	0	{1,2}	0
{1,2}	0	{1,2}	0
0	0	0	0

X ...

0	0	0	0
{1,2}	0	0	0
{1,2}	0	{1,2}	0
0	0	0	0

X ...

0	0	0	0
{1,2}	0	{1,2}	0
{1,2}	0	0	0
0	0	0	0

X ...

0	0	0	0
{1,2}	0	{1,2}	0
{1,2}	0	{1,2}	0
0	0	0	0

X ...

(6)

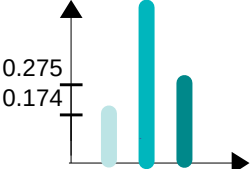
$\sum (proportion \times$

0	0	0	0
...	0	...	0
...	0	...	0
0	0	0	0

$) =$

0	0	0	0
-1	0	-1	0
-1	0	-1	0
0	0	0	0

Expected-Maximized-Rescaled frequencies from conditional proportions



(III) Maximization

$\Sigma =$

counts	0	0.69565
counts	1	2.20290
counts	2	1.10145
total		4

Most likely counts for the pattern ((2,2,0), (2,2,0)) assuming the prior is the true distribution

(IV) Rescaling (het. degeneracy)

alleles	GT	weights
00	0	1
01	1	2
10	1	
11	2	1

(a) Prior updating

$\Sigma / \text{prior} \times (1,2,1)$
 $= (0.174, 0.551, 0.275)$ after 1 iteration

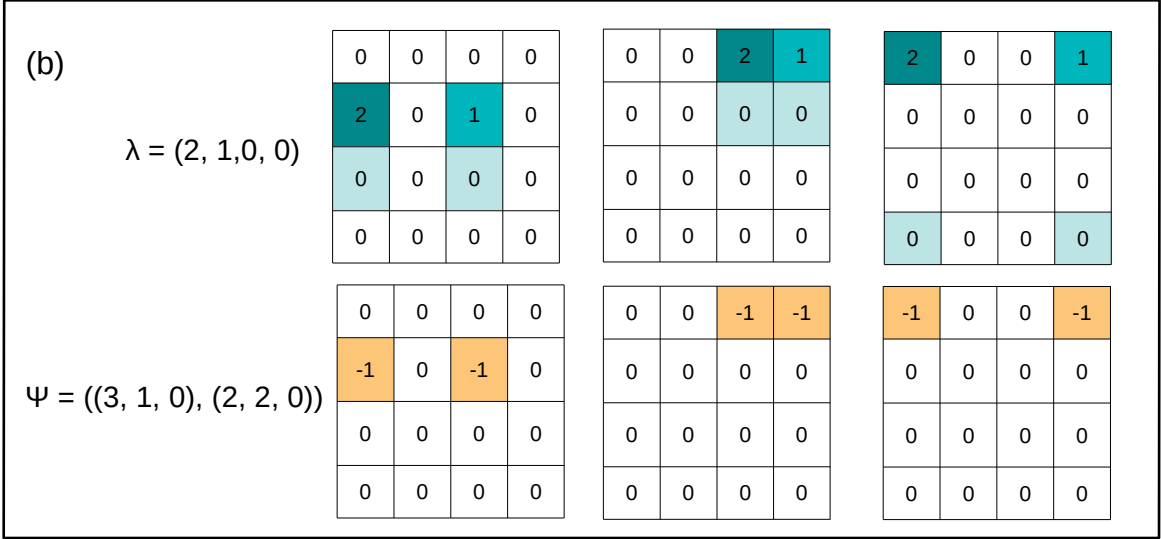
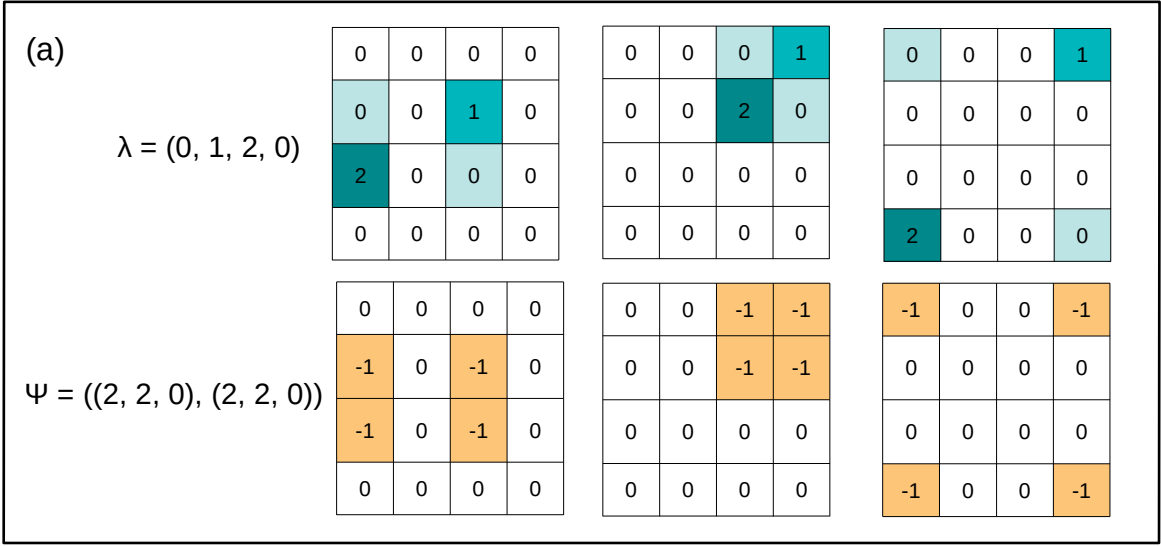
(b) Termination – Posterior computation

$\Sigma \times (1,0.5,1)$
 $= (0.240, 0.380, 0.380)$ after 1 iteration

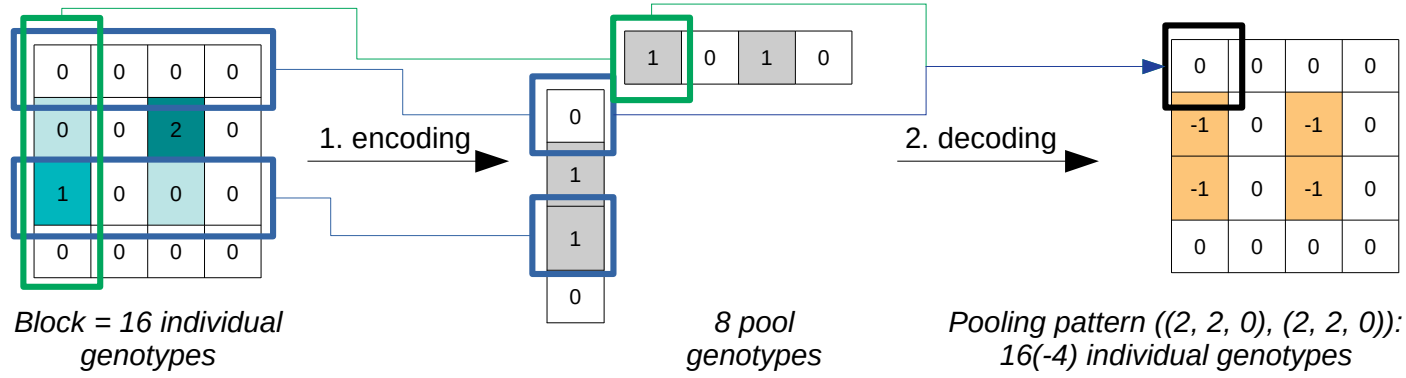
Expected-Maximized-Rescaled frequencies from conditional proportions

After m iterations

counts	0	0.791
counts	1	1.604
counts	2	1.604
total		4



(a) Genotypes pooling simulation in two steps, decoding to GT



(b) Genotypes pooling simulation in two steps, decoding to 'adaptive' GL

