

CSE 549: Computational Biology

Substitution Matrices

How should we score alignments

So far, we've looked at "arbitrary" schemes for scoring mutations. How can we assign scores in a more meaningful way?

Are these scores

	A	C	G	T
A	5	-5	-3	-5
C	-5	5	-5	-3
G	-3	-5	5	-5
T	-5	-3	-5	5

better than these scores?

	A	C	G	T
A	4	-1	-1	-1
C	-1	4	-1	-1
G	-1	-1	4	-1
T	-1	-1	-1	4

How should we score alignments

So far, we've looked at “arbitrary” schemes for scoring mutations. How can we assign scores in a more meaningful way?

Are these scores

better than these scores?

	A	C	G	T
A	5	-5	-3	-5
C	-5	5	-3	-5
G	-3	-3	5	-5
T	-5	-3	-5	5

One option — “learn” the substitution / mutation rates from real data

	A	C	G	T
A	4	-1	-1	-1
C	-1	4	-1	-1
G	-1	-1	4	-1
T	-1	-1	-1	4

How should we score alignments

Main Idea: **Assume** we can obtain (through a potentially burdensome process) a collection of high quality, high confidence sequence alignments.

We have a collection of sequences which, presumably, originated from the same ancestor — differences are mutations due to divergence.

Learn the frequency of different mutations from these alignments, and use the frequencies to derive our scoring function.

BLOSUM62 matrix

A	R	N	D	C	Q	E	G	H	I	L	K	M	F	P	S	T	W	Y	V	
5	-2	-2	-2	0	0	0	0	-2	-2	-3	-2	-1	-2	0	0	0	-2	-3	0	A
	5	-2	-3	-3	0	-1	-2	0	-3	-4	1	-3	-3	-2	-2	0	0	-3	-4	R
		5	0	0	0	-2	0	0	-4	-5	-2	-3	-3	-2	0	0	-2	-2	-5	N
			5	-4	0	1	-1	0	-5	-6	-3	-4	-4	0	-2	-2	-2	-2	-5	D
				8	-2	-3	-1	-1	0	-2	-3	0	-1	-1	1	0	0	-2	0	C
					5	2	0	0	-2	-4	0	-2	-3	0	0	0	0	-2	-3	Q
						5	0	0	-3	-4	0	-3	-3	0	0	0	-2	-3	-3	E
							6	0	-4	-5	-2	-3	-2	-2	0	0	0	-2	-3	G
								6	-3	-4	0	-2	0	0	0	0	0	2	-2	H
									4	0	-3	2	0	-2	-3	0	0	-3	2	I
										4	-4	0	0	-3	-4	-3	0	-4	0	L
											4	-2	-4	-1	-2	0	0	-3	-4	K
												6	0	-3	-3	-2	0	-3	2	M
													6	-3	-2	-2	2	2	0	F
														7	0	0	-2	-3	0	P
															4	2	-2	-2	-3	S
																5	-1	-3	0	T
																	9	2	-1	W
																		7	-3	Y
																			4	V

Brick, Kevin, and Elisabetta Pizzi. "A novel series of compositionally biased substitution matrices for comparing Plasmodium proteins." BMC bioinformatics 9.1 (2008): 236.

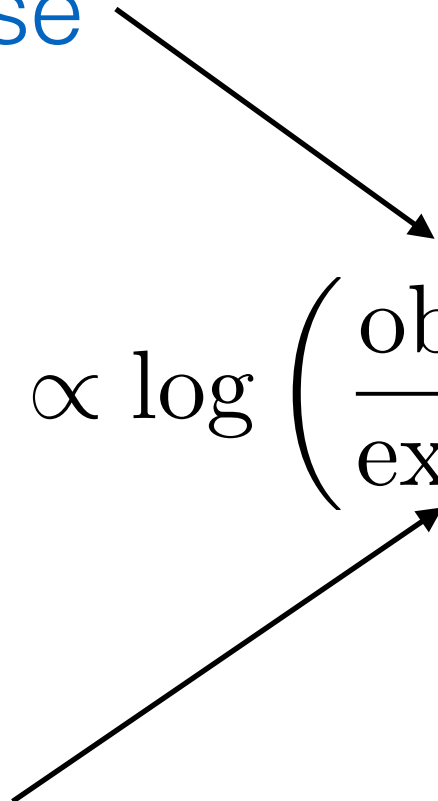
Probabilities to Scores

Assuming we have a reasonable process by which to compute **frequencies**, how can we use this to obtain a **score**?

Probabilities to Scores

Assuming we have a reasonable process by which to compute **frequencies**, how can we use this to obtain a **score**?

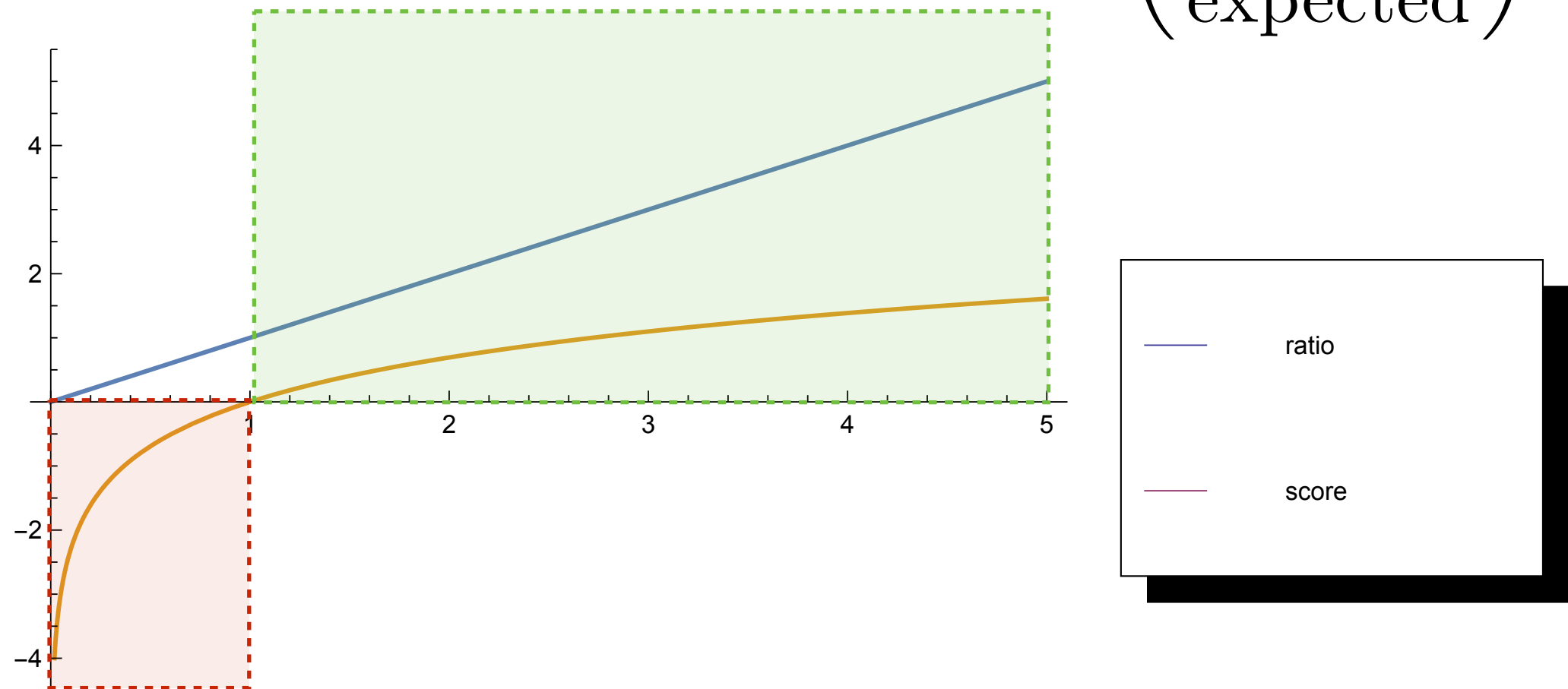
Hypothesis we wish to test; two amino acids are correlated because they are homologous.

$$\text{score} = \log \text{ odds ratio} = s_{AB} \propto \log \left(\frac{\text{observed}}{\text{expected}} \right)$$


Null hypothesis; two amino acids occur independently (and are uncorrelated and unrelated).

Probabilities to Scores

$$\text{score} = \log \text{ odds ratio} = s_{AB} \propto \log \left(\frac{\text{observed}}{\text{expected}} \right)$$



Positive scores mean we find “conservative substitutions”

Negative scores mean we find “nonconservative substitutions”

BLOSUM matrix

Introduced by Henikoff & Henikoff in 1992

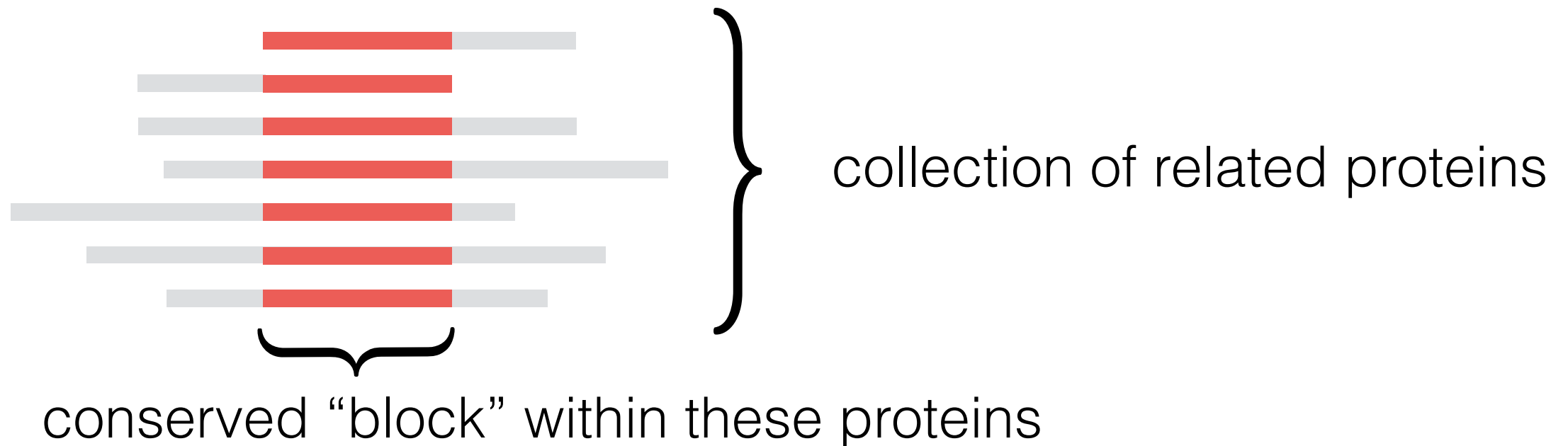
Start with the BLOCKS database (H&H '91)

1. Look for conserved (gapless, $\leq 62\%$ identical) regions in alignments.
2. Count all pairs of amino acids in each column of the alignments.
3. Use amino acid pair frequencies to derive “score” for a mutation/replacement

BLOSUM matrix

Start with the BLOCKS database (H&H '91)

1. Look for conserved (gapless) regions in alignments.



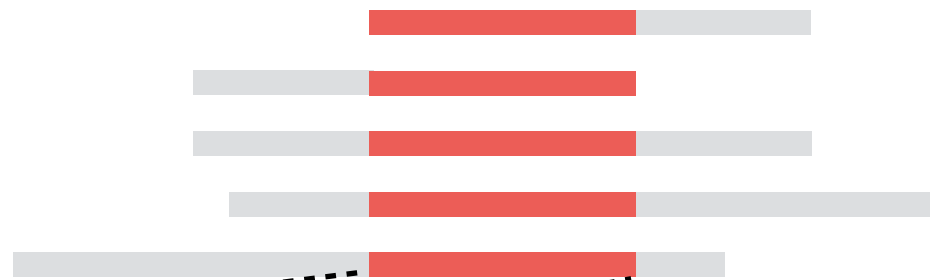
sequences too similar are “clustered” & represented by either a single sequence, or a weighted combination of the cluster members

BLOSUM r : the matrix built from blocks with no more than $r\%$ of similarity – e.g., BLOSUM62 is the matrix built using sequences with no more than 62% similarity.*

BLOSUM matrix

Start with the BLOCKS database (H&H '91)

2. Count all pairs of amino acids in each column of the alignments.



FPTADAGGRS
FVTADALGRS
FPTPDAGLRN
FVTAEAGIRQ
FPTAEAGGRS

$$c_{AB}^{(i)} = \begin{cases} \binom{c_A^{(i)}}{2} & \text{if } A = B \\ c_A^{(i)} \times c_B^{(i)} & \text{otherwise} \end{cases}$$

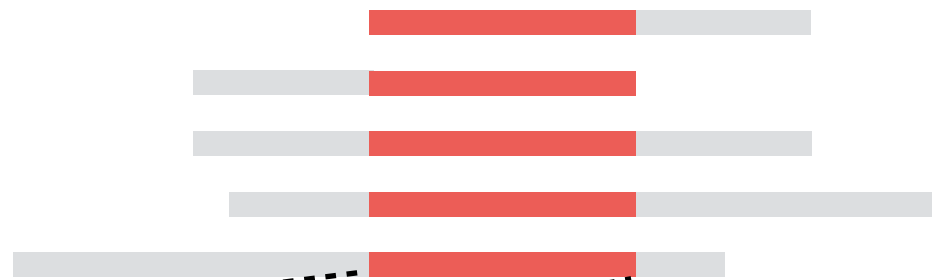
$c_A^{(i)}$ = num. of occurrences of A in column i

What is the intuition behind this expression?

BLOSUM matrix

Start with the BLOCKS database (H&H '91)

2. Count all pairs of amino acids in each column of the alignments.



F	P	T	A	D	A	G	G	R	S
F	V	T	A	D	A	L	G	R	S
F	P	T	P	D	A	G	L	R	N
F	V	T	A	E	A	G	L	R	Q
F	P	T	A	E	A	G	G	R	S

Example:

$$c_{GG}^{(i)} = \binom{3}{2} = 3$$

$$c_{GL}^{(i)} = 3 \times 2$$

$$c_{LL}^{(i)} = \binom{2}{2} = 1$$

In this column, there are 3 ways to pair G with G, 6 potential ways to pair G with L and 1 potential way to pair L with L.

Computing Scores

3. Use amino acid pair frequencies to derive “score” for a mutation/replacement

Total # of potential align. between A & B: $c_{AB} = \sum_i c_{AB}^{(i)}$

Total number of pairwise char. alignments: $T = \sum_{A \geq B} c_{AB}$

Normalized frequency of aligning A & B: $q_{AB} = \frac{c_{AB}}{T}$

BLOSUM matrix



FPTADAGGRS

FVTADALGRS

FPTPDAGLRN

FVTAEAGLRQ

FPTAEAGGRS

In our example, we get

$$q_{GL} = \frac{0 + 0 + 0 + 0 + 0 + 0 + 4 + 6 + 0 + 0}{10^{\frac{(5)(4)}{2}}} = \frac{10}{100}$$

BLOSUM matrix



FPTADAGGRS

FVTADALGRS

FPTPDAGLRN

FVTAEAGLRQ

FPTAEAGGRS

In our example, we get

$$q_{GL} = \frac{0 + 0 + 0 + 0 + 0 + 0 + 4 + 6 + 0 + 0}{10^{\frac{(5)(4)}{2}}} = \frac{10}{100}$$

why does this denominator work?

BLOSUM matrix



FPTADAGGRS

$$C_{VP} = 2 * 3 = 6$$

FVTADALGRS

$$C_{PP} = 3 \text{ choose } 2 = 3$$

FPTPDAGLRN

$$C_{VV} = 2 \text{ choose } 2 = 1$$

FVTAEAGLRQ

$$\text{So } C_{VP} + C_{PP} + C_{VV} = 10 = 5 \text{ choose } 2$$

FPTAEAGGRS

In our example, we get

$$q_{GL} = \frac{0 + 0 + 0 + 0 + 0 + 0 + 4 + 6 + 0 + 0}{10 \frac{(5)(4)}{2}} = \frac{10}{100}$$

why does this denominator work?

BLOSUM matrix



FPTADAGGRS

FVTADALGRS

FPTPDAGLRN

FVTAEAGLRQ

FPTAEAGGRS

In our example, we get

$$q_{GL} = \frac{0 + 0 + 0 + 0 + 0 + 0 + 4 + 6 + 0 + 0}{10 \frac{(5)(4)}{2}} = \frac{10}{100}$$

total column sum is always # rows choose 2

Computing Scores

3. Use amino acid pair frequencies to derive “score” for a mutation/replacement

Probability of occurrence of amino acid A in any {A,B} pair:

$$p_A = q_{AA} + \sum_{A \neq B} q_{AB}$$

Expected likelihood of each {A,B} pair, assuming independence:

$$e_{AB} = \begin{cases} (p_A)(p_B) = (p_A)^2 & \text{if } A = B \\ (p_A)(p_B) + (p_B)(p_A) = 2(p_A)(p_B) & \text{otherwise} \end{cases}$$

Computing Scores

Recall the original idea (likelihood \rightarrow scores)

$$\text{score} = \log \text{ odds ratio} = s_{AB} \propto \log \left(\frac{\text{observed}}{\text{expected}} \right)$$

$$\text{score} = \log \text{ odds ratio} = s_{AB} = \text{Round} \left(\left(\frac{1}{\lambda} \right) \log_2 \left(\frac{q_{AB}}{e_{AB}} \right) \right)$$

Scaling factor used to produce scores that can be rounded to integers; set to 0.5 in H&H '92.

Scores are data-dependent

distribution of amino acids across columns matters

GG

GA

WG

WA

NG

GA

GA

$$p_G = 0.5$$

$$e_{GG} = 0.25$$

$$q_{GG} = 0.214$$

$$\begin{aligned} s_{GG} &= \text{Round}[(2)\log_2(0.214 / 0.25)] \\ &= \text{Round}[(2)(-0.22)] = 0 \end{aligned}$$

GW

GA

GW

GA

GN

GA

GA

$$p_G = 0.5$$

$$e_{GG} = 0.25$$

$$q_{GG} = 0.5$$

$$\begin{aligned} s_{GG} &= \text{Round}[(2)\log_2(0.5 / 0.25)] \\ &= \text{Round}[(2)(1)] = 2 \end{aligned}$$

Scores are data-dependent

{G,W} observed a lot

GG

GA

WG

AW

NG

GA

GA

$$p_G = 0.5 \quad p_W = 0.143$$

$$e_{GW} = 0.143$$

$$q_{GW} = 0.167$$

$$\begin{aligned} s_{GW} &= \text{Round}[(2)\log_2(0.167 / 0.143)] \\ &= \text{Round}[(2)(0.224)] = 0 \end{aligned}$$

{G,W} observed rarely

GW

GA

GW

GA

GN

GA

AG

$$p_G = 0.5 \quad p_W = 0.143$$

$$e_{GW} = 0.143$$

$$q_{GW} = 0.048$$

$$\begin{aligned} s_{GW} &= \text{Round}[(2)\log_2(0.048 / 0.143)] \\ &= \text{Round}[(2)(-1.575)] = -3 \end{aligned}$$

Example

FPTADAGGRS

FVTADALGRS

FPTPDAGLRN

FVTAEAGLRQ

FPTAEAGGRS



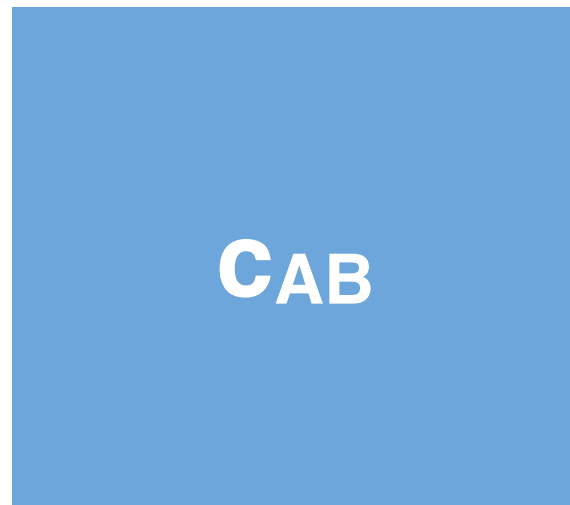
$$c_{AB} = \sum_i c_{AB}^{(i)} \longrightarrow$$

Matrix of c_{AB} values

	A	D	E	F	G	L	N	P	Q	R	S	T	V
A	16												
D		3											
E		6	1										
F				10									
G					9								
L					10	1							
N							0						
P	4							3					
Q							1		0				
R										10			
S							3		3		3		
T												10	
V								6					1

Example

Matrix of q_{AB} values

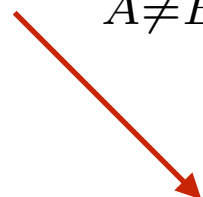


$$q_{AB} = \frac{C_{AB}}{T}$$



	A	D	E	F	G	L	N	P	Q	R	S	T	V
A	0.16												
D		0.03											
E		0.06	0.01										
F				0.1									
G					0.09								
L					0.1	0.01							
N							0						
P	0.04							0.03					
Q							0.01		0				
R										0.1			
S							0.03		0.03		0.03		
T												0.1	
V								0.06					0.01

$$p_A = q_{AA} + \sum_{A \neq B} \frac{q_{AB}}{2}$$



P_A	P_D	P_E	P_F	P_G	P_L	P_N	P_P	P_Q	P_R	P_S	P_T	P_V
0.18	0.06	0.04	0.1	0.14	0.06	0.02	0.08	0.02	0.1	0.06	0.1	0.04

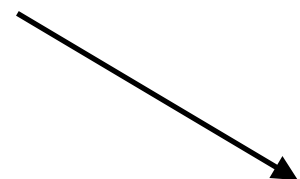
Example

Matrix of e_{AB} values

	A	D	E	F	G	L	N	P	Q	R	S	T	V
A	0.0324												
D	0.0216	0.0036											
E	0.0144	0.0048	0.0016										
F	0.0360	0.0120	0.0080	0.0100									
G	0.0504	0.0168	0.0112	0.0280	0.0196								
L	0.0216	0.0072	0.0048	0.0120	0.0168	0.0036							
N	0.0072	0.0024	0.0016	0.0040	0.0056	0.0024	0.0004						
P	0.0288	0.0096	0.0064	0.0160	0.0224	0.0096	0.0032	0.0064					
Q	0.0072	0.0024	0.0016	0.0040	0.0056	0.0024	0.0008	0.0032	0.0004				
R	0.0360	0.0120	0.0080	0.0200	0.0280	0.0120	0.0040	0.0160	0.0040	0.0100			
S	0.0216	0.0072	0.0048	0.0120	0.0168	0.0072	0.0024	0.0096	0.0024	0.0120	0.0036		
T	0.0360	0.0120	0.0080	0.0200	0.0280	0.0120	0.0040	0.0160	0.0040	0.0200	0.0120	0.0100	
V	0.0144	0.0048	0.0032	0.0080	0.0112	0.0048	0.0016	0.0064	0.0016	0.0080	0.0048	0.0080	0.0016

p_A

q_{AB}

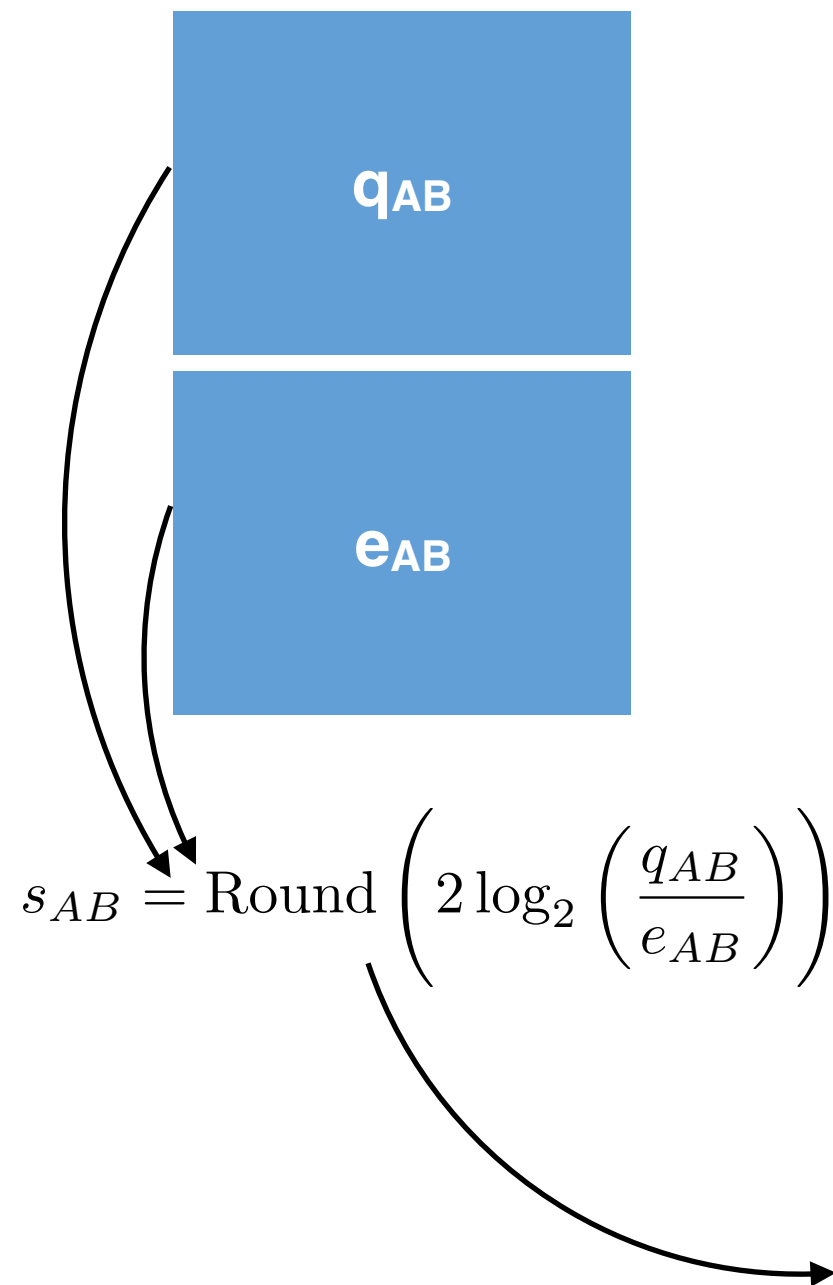


$$e_{AB} = \begin{cases} (p_A) (p_B) = (p_A)^2 & \text{if } A = B \\ (p_A) (p_B) + (p_B) (p_A) = 2 (p_A) (p_B) & \text{otherwise} \end{cases}$$



Example

Matrix of scores



	A	D	E	F	G	L	N	P	Q	R	S	T	V
A	5												
D		6											
E		7	5										
F				7									
G					4								
L					5	3							
N													
P	1							4					
Q							7						
R										7			
S							7		7		6		
T												7	
V								6					5

Blank cells are “missing data” (i.e. no observed values); wouldn’t happen with sufficient training data.

Dealing with sequence redundancy

E.g., for BLOSUM-80, group sequences that are >80% similar

TCMN_STRGA (331)	IADLGGGDGWFLAQILRRHPHATGLIMDLPRVA	74	
TCMO_STRGA (173)	FVDLGGARGNLAHLHRAHPHLRATCFDLPEME	81	
ZRP4_MAIZE (204)	LVDVGGGIGAAAQAISKAFPHVKCSVLDLAHV	68	
COMT_EUCGU (205)	VVDVGGGTGAVLSMIVAKYPSMKGINFDLPHVI	42	} 1 sequence (1/3 for each)
CHMT_POPTM (204)	LVDVGGGTGAVVNTIVSKYPSIKGINFDLPHVI	41	
COMT_MEDSA (204)	LVDVGGGTGAVINTIVSKYPTIKGINFDLPHVI	47	
CRTF_RHOSH (205)	IMDVGGGTGAFLAAVGRAYPLMELMLFDLPVVA	59	
OMTA_ASPPA (250)	VVDVGGGRGHLRVRVSQKHPHLRFIVQDLPAVI	47	

- Sequences are not independent because they are closely related, in this case COMT_EUCGU, CHMT_POPTM, and COMT_MEDSA are all >80 identical, and the others are more different
- BLOSUM approach accounts for this by treating the group of 3 as a count of 1
- One then gets a Weighted (BLOSUM 80) count of transitions for column 1:

$$\begin{array}{llll}
 c_{FF} = 0 & c_{FI} = 1 & c_{FL} = 2.67 & c_{FV} = 1.33 \\
 & c_{II} = 0 & c_{IL} = 2.67 & c_{IV} = 1.33 \\
 & & c_{LL} = 2.33 & c_{LV} = 3.33 \\
 & & & c_{VV} = 0.33
 \end{array}$$

(slide from Michael Gribskov)

Other Scoring Matrices

PAM vs. BLOSUM

PAM	BLOSUM
To compare the closely related sequences, PAM matrices with lower numbers are created.	To compare the closely related sequences, BLOSUM matrices with higher numbers are created.
To compare the distantly related proteins, PAM matrices with high numbers are created.	To compare the distantly related proteins, BLOSUM matrices with low numbers are created.

PAM	BLOSUM
PAM100	BLOSUM90
PAM120	BLOSUM80
PAM160	BLOSUM60
PAM200	BLOSUM52
PAM250	BLOSUM45

Other Scoring Matrices

PAM vs. BLOSUM

PAM

Based on global alignments of closely related proteins.

PAM1 is the matrix calculated from comparisons of sequences with no more than 1% divergent

Other PAM matrices are extrapolated from PAM1

Larger numbers in name denote larger evolutionary distance

Based on explicit, Markovian, model of evolution

BLOSUM

Based on local alignments of protein segments.

BLOSUM 62 is calculated from comparisons of sequences no less than 62% identical

Other BLOSUM matrices are not extrapolated, but computed based on observed alignments at different identity percentage

Larger numbers in name denote higher sequence similarity (& therefore smaller evolutionary distance)

Not based on any explicit model of evolution, but learned empirically from alignments

What about gap penalties?

Despite some work⁺, the setting of gap penalties is still much more arbitrary than the selection of a substitution matrix.

★ Gap penalty values are designed to reduce the score when an alignment has been disturbed by indels. The value should be small enough to allow a previously accumulated alignment to continue with an insertion of one of the sequences, but should not be so large that this previous alignment score is removed completely.

Changing the gap function can have significant effects on reported alignments. People often resort to “defaults” to avoid having to justify a choice.

⁺Reese, J. T., and William R. Pearson. "Empirical determination of effective gap penalties for sequence comparison." *Bioinformatics* 18.11 (2002): 1500-1507.

★ http://en.wikipedia.org/wiki/Gap_penalty