NOTE postprocessing of mu prefilter uses -sensitive

Mu prefilter (F) class MuPrefilter

|  |  |  |
| --- | --- | --- |
| Identifier | Value | Option |
| muprefilter\_pattern | "1110011" |  |
| MuPrefilter::m\_RSB.m\_B | RSB\_SIZE=1500 |  |
| GetTmpFileName() | Win ".", Linux /tmp | $TMPDIR |

Mu K-mer filter (FS) MuKmerFilter DSSAligner::m\_MKF

|  |  |  |
| --- | --- | --- |
| Identifier | Value | Option |
| MuKmerFilter::HASHW | 4 |  |
| DSSParams::m\_MKFPatternStr | "111" |  |
| DSSParams::m\_MKFL | fast 500, sens 600, vs 99999 | mkfl |
| DSSParams::m\_MKFX1 | fast 8, sens 8 | xdrop1 |
| DSSParams::m\_MKFX2 | fast 8, sens 8 | xdrop2 |
| DSSParams::m\_MKF\_MinHSPScore | fast 50, sens 50 | minhsp |
| DSSParams::m\_MKF\_MinMegaHSPScore | fast -4, sens -4 | minmegahsp |

Mu d.p. filter (FS) DSSAligner::MuDPFilter()

|  |  |  |
| --- | --- | --- |
| Identifier | Value | Option |
| MuKmerFilter::m\_Omega | fast 22, sens 12 | omega |
| MuKmerFilter::m\_OmegaFwd | fast 20, sens 20 | omegafwd |
| DSSParams::m\_ParaMuGapOpen | 2 | para\_mugapopen |
| DSSParams::m\_ParaMuGapExt | 1 | para\_mugapext |

E-value (FSV) DSSAligner::CalcEvalue()

|  |  |  |
| --- | --- | --- |
| Identifier | Value | Option |
| DSSParams::m\_MinFwdScore | 7.0 | minfwdscore |
| const float dpw = 1.7f;  const float lddtw = 0.13f;  const float ladd = 250.0f;  const float revtsw = 2.0f;  const float a = 5.0f;  const float b = -40.0f;  float logE = a + b\*m\_NewTestStatisticA; |  |  |
| DSSParams::m\_DBSize |  | -dbsize |

SW d.p. (FSV) DSSAligner::Align\_NoAccel()

|  |  |  |
| --- | --- | --- |
| Identifier | Value | Option |
| DSSParams::m\_GapOpen | 0.685533 | gapopen |
| DSSParams::m\_GapExt | 0.051881 | gapext |

DSS members

int m\_Density\_W = 50;

int m\_Density\_w = 3;

int m\_SSDensity\_W = 50;

int m\_SSDensity\_w = 8;

float m\_Density\_Radius = 20.0;

float m\_NU\_ND\_Radius = 20.0;

int m\_NEN\_W = 100;

int m\_NEN\_w = 12;

int m\_NUDX\_W = 50;

float m\_DefaultNENDist = 10.0;

float m\_SSDensity\_epsilon = 1;

uint m\_SSE\_MinLength = 8;

uint m\_SSE\_Margin = 8;

uint m\_PMDelta = 8;