Traversing the k-mer Landscape of NGS Read Datasets for Quality Score Sparsification

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The DICT algorithm

Algorithm 1 DICT

```
Input: C, k, r
Output: D
 1: D \leftarrow \{\}
 2: A \leftarrow [0, ..., 0] \in \mathbb{N}^{4^k}
 3: for x \in C_k do
 4: A[x] + +
 5: for x \in [4^k] do
 6: if A[x] \ge r then
    D.append(x)
 8: return D
```

The MARKKMER algorithm

Algorithm 2 MarkKmer **Input:** x, D Output: M 1: if $\Delta(x, D) > 1$ then $M \leftarrow [false, \dots, false] \in \{true, false\}^k$ 3: **else** $M \leftarrow [true, ..., true] \in \{true, false\}^k$ for $y \in D \mid \Delta(x, y) = 1$ do 5: for $i \in [k]$ do 6: if $x_i \neq y_i$ then 7: $M_i \leftarrow false$ 8: 9: **return** M

The MARKREAD algorithm

Algorithm 3 MarkRead

Input: γ, D Output: \mathcal{M}

The $\operatorname{SparsifyRQ}$ algorithm

Algorithm 4 SparsifyRQ

```
Input: \gamma, Q, D, Q_{\text{threshold}}
Output: Q'

1: Q' \leftarrow Q

2: \mathcal{M} \leftarrow \text{MARKREAD}(\gamma, D)

3: for i \in [\text{length}(\gamma)] do

4: if (Q_i > Q_{\text{threshold}}) \lor (\mathcal{M}_i = \text{true}) then

5: Q'_i \leftarrow Q_{\text{threshold}}

6: return Q'
```