Dynamic Programming: String Comparison

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Algorithmic Design and Techniques Algorithms and Data Structures

Cystic Fibrosis

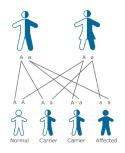
Cystic fibrosis (CF): An often fatal disease which affects the respiratory system and produces an abnormally large amount of mucus.

 Mucus is a slimy material that coats epithelial surfaces and is secreted into fluids such as saliva.



Approximately 1 in 25 Humans Carry a Faulty CF Gene

- When BOTH parent carry a faulty gene, there is a 25% chance that their child will have cystic fibrosis.
- In the early 1980s biologists hypothesized that CF is caused by mutations in an unidentified gene.



- In the late 1980s, biologists narrowed the search for the CF gene to a million nucleotide long region on chromosome 7.
- However, this regions contained many genes and it was unclear which of them was responsible for CF.



chromosome 7

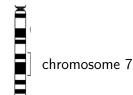
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7. Chromosome 7 However, this regions contained many

Hint 1: Cystic fibrosis involves sweet secretion with abnormally high sodium levels

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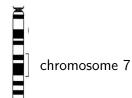


 However, this regions contained many genes and it was unclear which of them

Hint 1: Cystic fibrosis involves sweet secretion with abnormally high sodium levels

Hint 2: By that time biologists already knew the sequences of some genes responsible for secretion, e.g., **ATP binding proteins** act as transport channels responsible for secretion

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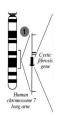
Hint 1: Cystic fibrosis involves sweet secretion with abnormally high sodium levels

Hint 2: By that time biologists already knew the sequences of some genes responsible for secretion, e.g., **ATP binding proteins** act as transport channels responsible for secretion

Hint 3: Should we search for genes in this region that are similar to known genes responsible for secretion?

Identifying the Cystic Fibrosis Gene

 BINGO: One of the genes in this region was similar to ATP binding proteins that act as transport channels responsible for secretion.



Hint 1: Cystic fibrosis involves sweet secretion with abnormally high sodium levels

Hint 2: By that time biologists already knew the sequences of some genes responsible for secretion, e.g., **ATP binding proteins** act as transport channels responsible for secretion

Hint 3: Should we search for genes in this region that are similar to known genes responsible for secretion?

Outline

1 The Alignment Game

2 Computing Edit Distance

3 Reconstructing an Optimal Alignment

Alignment game: remove all symbols from two strings in such a way that the number of points is maximized:

Remove the 1st symbol from **both** strings:

- 1 point if the symbols match,
- 0 points if they don't match

Remove the 1st symbol from **one** of the strings:

0 points

```
A T G T T A T A
A T C G T C C
+1
```

```
A T G T T A T A
A T C G T C C
+1+1
```

```
A T - G T T A T A
A T C G T C C
+1+1
```

```
A T - G T T A T A
A T C G T C C
+1+1 +1
```

```
A T - G T T A T A
A T C G T C C
+1+1 +1+1
```

```
A T - G T T A T A
A T C G T - C C
+1+1 +1+1
```

```
A T - G T T A T A
A T C G T - C C
+1+1 +1+1
```

```
A T - G T T A T A
A T C G T - C - C
+1+1 +1+1
```

```
A T - G T T A T A
A T C G T - C - C
+1+1 +1+1
```

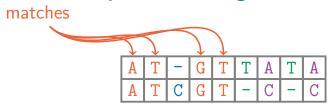
```
A T - G T T A T A
A T C G T - C - C
+1+1 +1+1 ==4
```

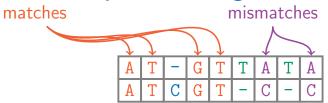
Α	Т	_	G	Т	Т	Α	Т	Α
Α	Т	C	G	Т	-	C	_	C

```
Alignment of two strings is a two-row matrix:

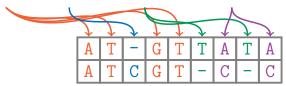
1st row: symbols of the 1st string (in order)
interspersed by "-"

2nd row: symbols of the 2nd string (in order)
interspersed by "-"
```





matches insertions deletions mismatches



Alignment Score



Alignment score: premium for every match (+1) and penalty for every mismatch $(-\mu)$, indel $(-\sigma)$.

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Example: $\mu=0$ and $\sigma=1$

Alignment Score

#matches $-\mu \cdot \#$ mismatches $-\sigma \cdot \#$ indels

Optimal alignment

Input: Two strings, mismatch penalty μ ,

and indel penalty σ .

Output: An alignment of the strings

maximizing the score.

Common Subsequence

A	Т	_	G	Т	Τ	Α	Т	Α
A	Т	C	G	Т	_	C	_	C

Matches in an alignment of two strings (ATGT) form their common subsequence

Longest common subsequence

Input: Two strings.

Output: A longest common subsequence of these strings.

Longest common subsequence

Input: Two strings.

Output: A longest common subsequence of

these strings.

Maximizing the length of a common subsequence corresponds to maximizing the score of an alignment with $\mu = \sigma = 0$.

Edit distance

Input: Two strings.

Output: The minimum number of operations (insertions, deletions, and substitutions of symbols) to transform one string into another.

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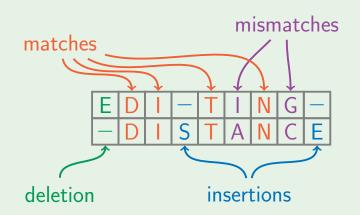
transform one string into another.

The minimum number of insertions, deletions and mismatches in an alignment of two strings (among all possible alignments).

Example



Example







the total number of symbols in two strings=



the total number of symbols in two strings=

- +2·#matches
- +2·#mismatches
- $+1 \cdot \#$ insertions
- $+1\cdot$ #deletions



the total number of symbols in two strings=

```
+2 \cdot \# \text{matches} \\ +2 \cdot \# \text{matches} \\ +2 \cdot \# \text{mismatches} \\ +1 \cdot \# \text{insertions} \\ +1 \cdot \# \text{deletions} \\ +2 \cdot \# \text{mismatches} \\ +2 \cdot \# \text{insertions} \\ +2 \cdot \# \text{deletions}
```



the total number of symbols in two strings=



minimizing edit distance

=

maximizing alignment score

Outline

1 The Alignment Game

2 Computing Edit Distance

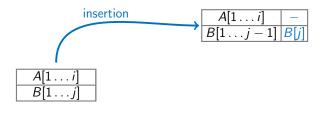
3 Reconstructing an Optimal Alignment

 $A[1 \dots i]$ $B[1 \dots j]$

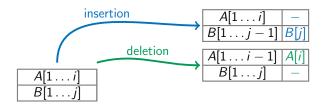
Given strings A[1 ... n] and B[1 ... m], what is an optimal alignment (an alignment that results in minimum edit distance) of an i-prefix A[1 ... i] of the first string and a j-prefix B[1 ... j] of the second string?

 $A[1 \dots i]$ $B[1 \dots i]$

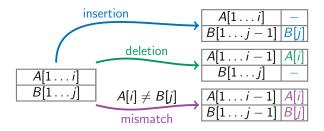
The last column of an optimal alignment is either



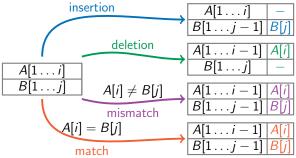
The last column of an optimal alignment is either an insertion,



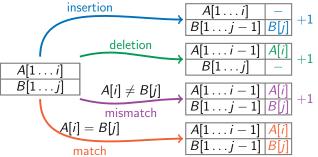
The last column of an optimal alignment is either an insertion, a deletion,



The last column of an optimal alignment is either an insertion, a deletion, a mismatch,



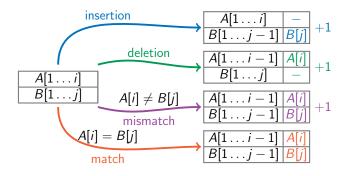
The last column of an optimal alignment is either an insertion, a deletion, a mismatch, or a match.



The last column of an optimal alignment is either an insertion, a deletion, a mismatch,

or a match.

What is left (after the removal of the last column) is an **optimal** alignment of the corresponding two prefixes.



Let D(i, j) be the edit distance of an i-prefix A[1 ... i] and a j-prefix B[1 ... j].

insertion
$$A[1 \dots i] - B[1 \dots j-1] B[j] + 1$$

$$A[1 \dots i] - B[1 \dots j-1] B[j] + 1$$

$$A[1 \dots i] - B[1 \dots j] - B[1 \dots j] - B[1 \dots j] - B[1 \dots j-1] B[j] + 1$$

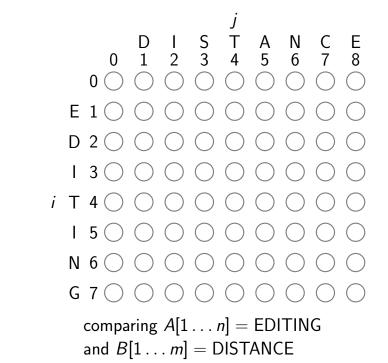
$$A[i] = B[j] - A[1 \dots i-1] A[i] B[1 \dots j-1] B[j]$$

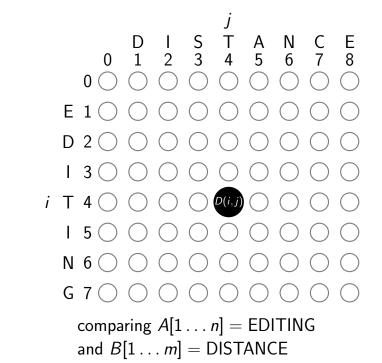
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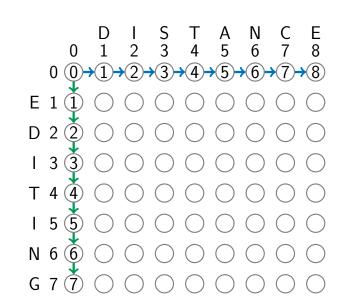
$$B[1 \dots j-1] B[j]$$

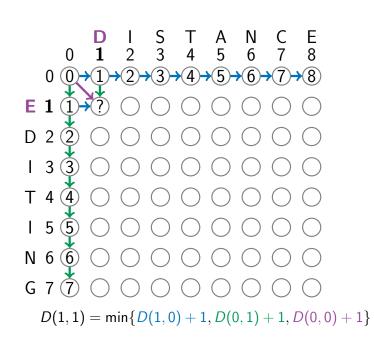
$$D(i,j) = \min egin{cases} D(i,j-1) + 1 \ D(i-1,j) + 1 \ D(i-1,j-1) + 1 & ext{if } A[i]
eq B[j] \ D(i-1,j-1) & ext{if } A[i] = B[j] \end{cases}$$

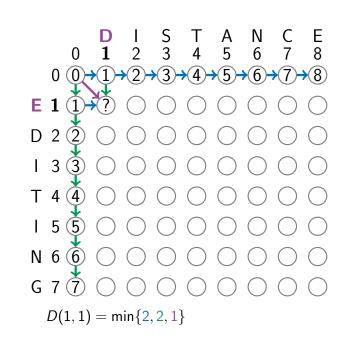


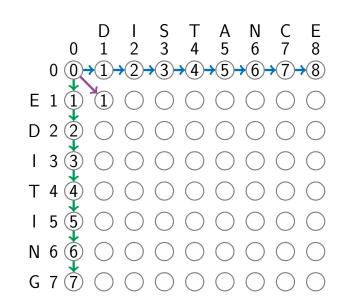


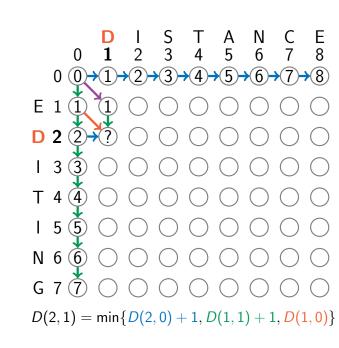
0 E 1 D 2 I 3 T 4 I 5 N 6 G 7	0	D 1	1 2	S 3	T 4	A 5	N 6	C 7	E 8
0	0	\bigcirc							
E 1	1	\bigcirc							
D 2	2	\bigcirc							
Ι 3	3	\bigcirc							
T 4	4	\bigcirc							
l 5	5	\bigcirc							
N 6	6	\bigcirc							
G 7	7	\bigcirc							

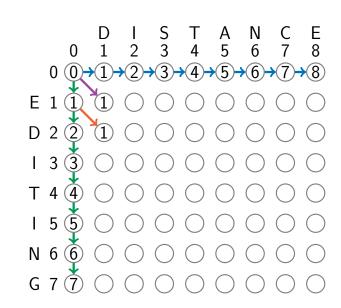


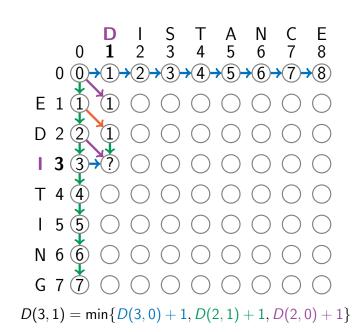


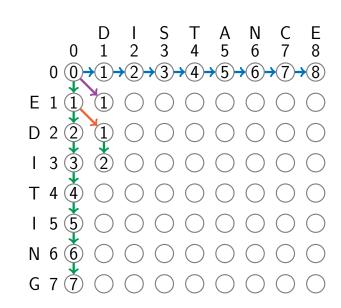


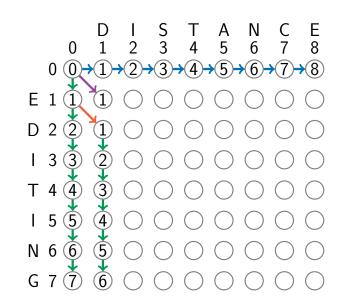


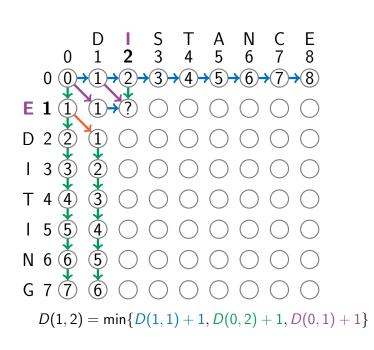


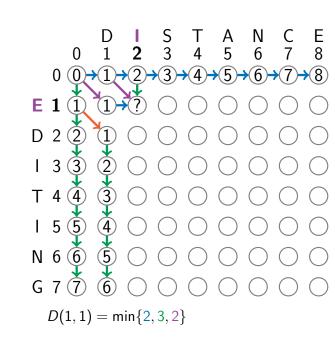


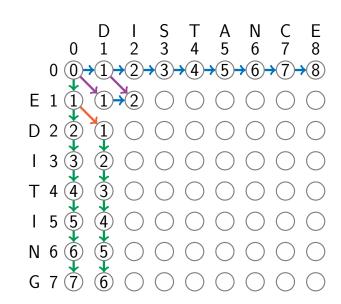


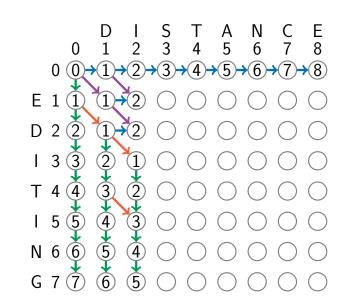


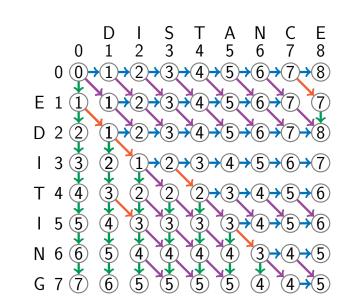












EditDistance $(A[1 \dots n], B[1 \dots m])$ $D(i,0) \leftarrow i$ and $D(0,j) \leftarrow j$ for all i,j

for j from 1 to m: for i from 1 to n: insertion $\leftarrow D(i, i-1) + 1$ $deletion \leftarrow D(i-1, j) + 1$ $match \leftarrow D(i-1, j-1)$ $mismatch \leftarrow D(i-1, j-1) + 1$

if A[i] = B[i]: $D(i,j) \leftarrow \min(insertion, deletion, match)$ else: $D(i,j) \leftarrow \min(insertion, deletion, mismatch)$

return D(n, m)

Outline

1 The Alignment Game

2 Computing Edit Distance

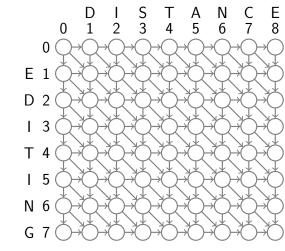
3 Reconstructing an Optimal Alignment

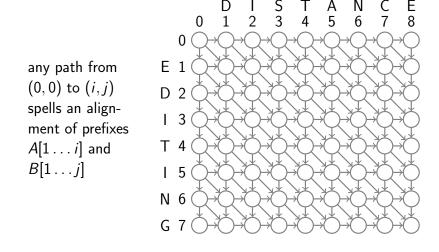
Optimal Alignment

We have computed the edit distance, but how can we find an optimal alignment?

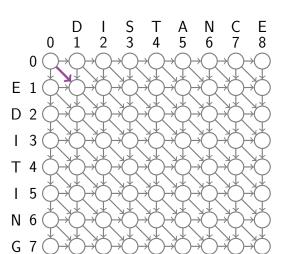
Optimal Alignment

- We have computed the edit distance, but how can we find an optimal alignment?
- The backtracking pointers that we stored will help us to reconstruct an optimal alignment.

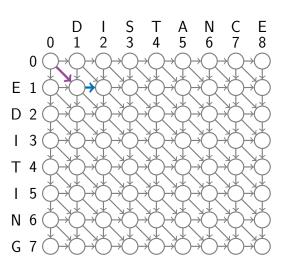




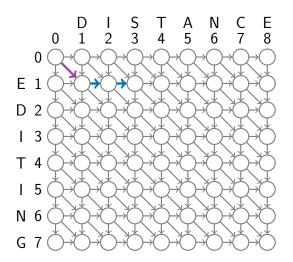
any path from (0,0) to (i,j) spells an alignment of prefixes $A[1 \dots i]$ and $B[1 \dots j]$



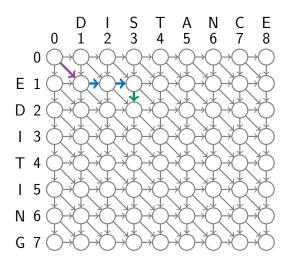




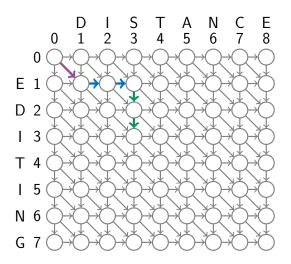




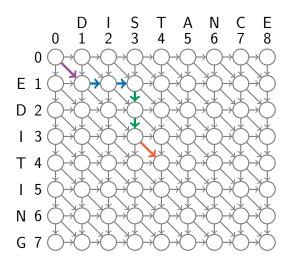




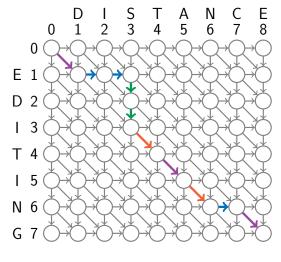






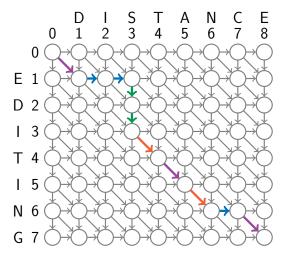






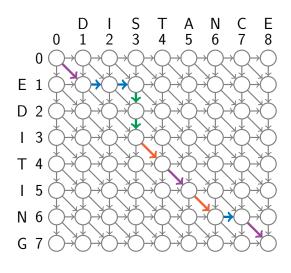


the constructed path corresponds to distance 8 and is not optimal (edit distance is 5)

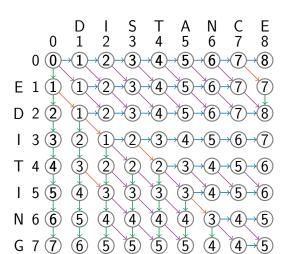


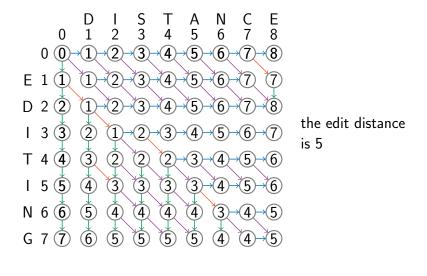


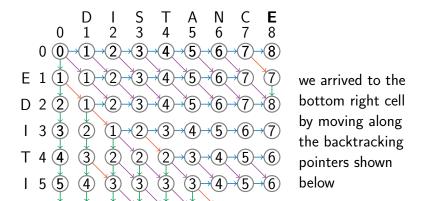
to construct an optimal alignment we will use the backtracking pointers



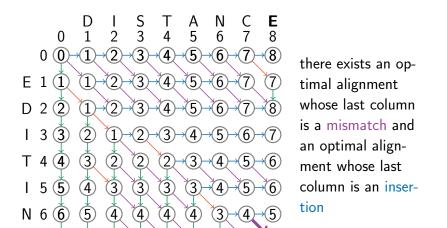


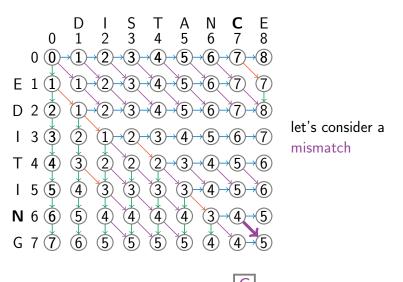




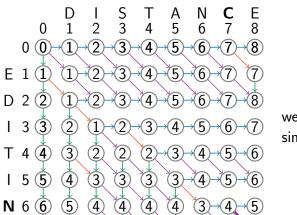


N 6

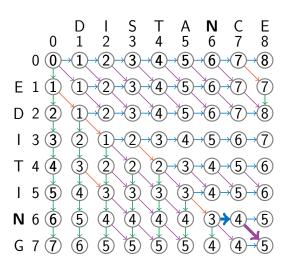


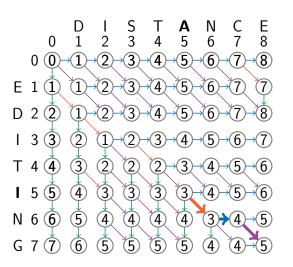


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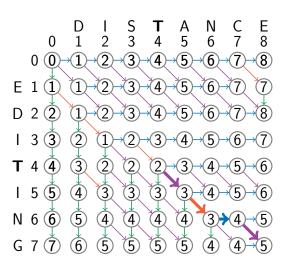


we continue in a similar fashion

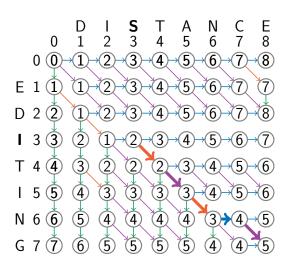




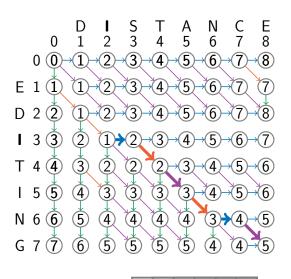




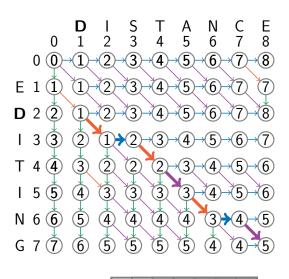




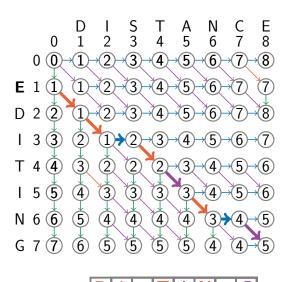




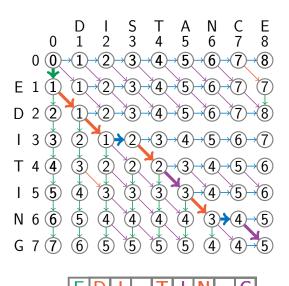














OutputAlignment(i, j)if i = 0 and j = 0:

return

if $backtrack(i, j) = \downarrow$: OutputAlignment(i-1,j)

print A[i]

else if $backtrack(i, j) = \rightarrow$:

OutputAlignment(i, i-1)

print

else:

OutputAlignment(i-1, j-1)

OutputAlignment(i, j)if i = 0 and j = 0:

```
return
if i > 0 and D(i, j) = D(i - 1, j) + 1:
```

OutputAlignment
$$(i-1,j)$$

print
$$A[i]$$
else if $i > 0$ and

else if j > 0 and D(i, j) = D(i, j - 1) + 1:

else if
$$j > 0$$
 and OutputAlignmen

OutputAlignment(i, i-1)

$$\begin{array}{c}
\text{putAlignmen} \\
-\\
B[j]
\end{array}$$

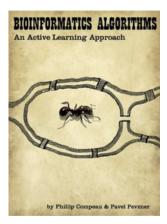
print else:

OutputAlignment(i-1, j-1)

$$(j-1) + 1$$
:



Comparing Genes, Proteins, and Genomes MOOC (a part of Bioinformatics Specialization on Coursera)



Bioinformatics Algorithms textbook at bioinformaticsalgorithms.org (2nd two-volume edition was published in 2015)