Assignment Project Exam Help

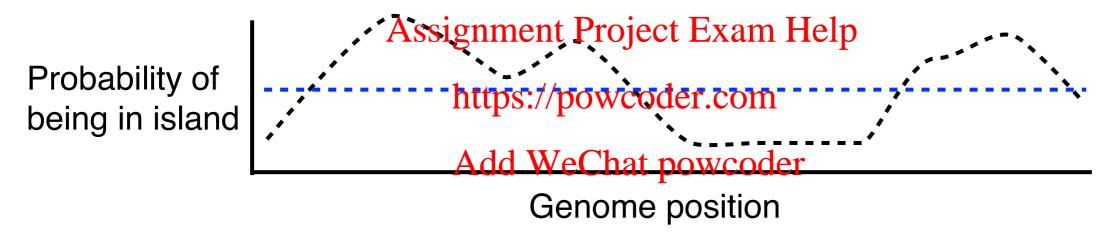
https://powcoder.com
Many pages are from Ben Langmead
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# Problem two: given a genome, search for CpG islands in the genome.

# Sequence models

Can we use Markov chains to pick out CpG islands from the rest of the genome?

Markov chain assigns a score to a string; doesn't naturally give a "running" score across a long sequence

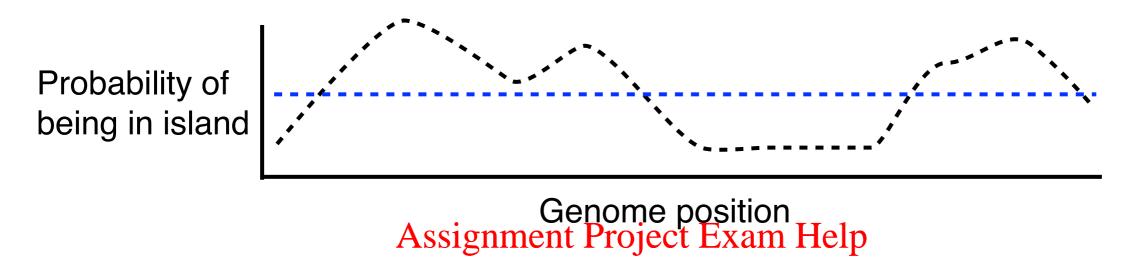


We could use a *sliding window* 

(a) Pick window size w, (b) score every w-mer using Markov chains, (c) use a cutoff to find islands

Smoothing before (c) might also be a good idea

# Sequence models



Choosing w involves an lassumption about how long the islands are

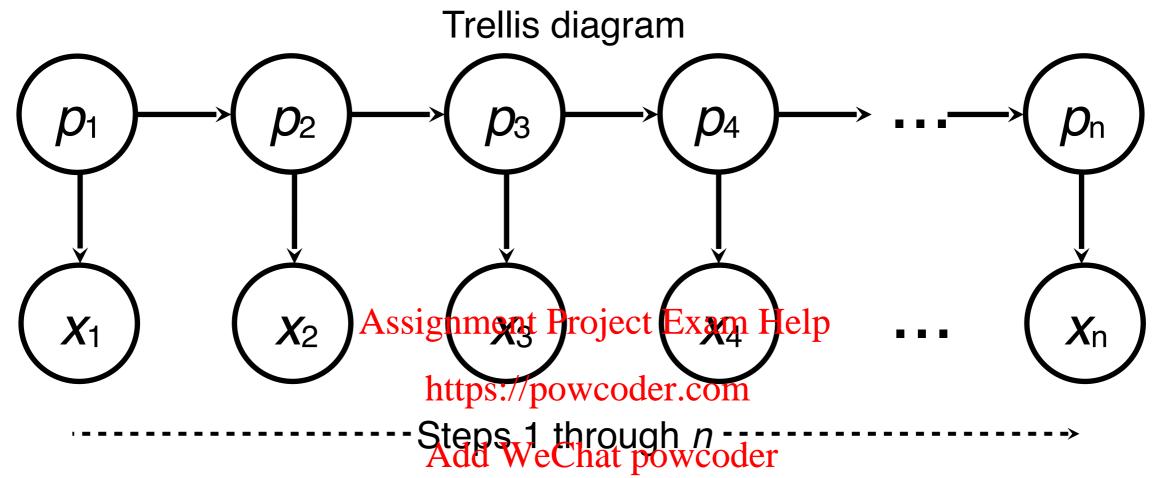
If w is too large, we'll Ands Vs and this lawdeder

If w is too small, we'll get many small islands where perhaps we should see fewer larger ones

In a sense, we want to switch between Markov chains when entering or exiting a CpG island

# Ideal solution: every base (rather than a window) is assigned with a label, inside or outside

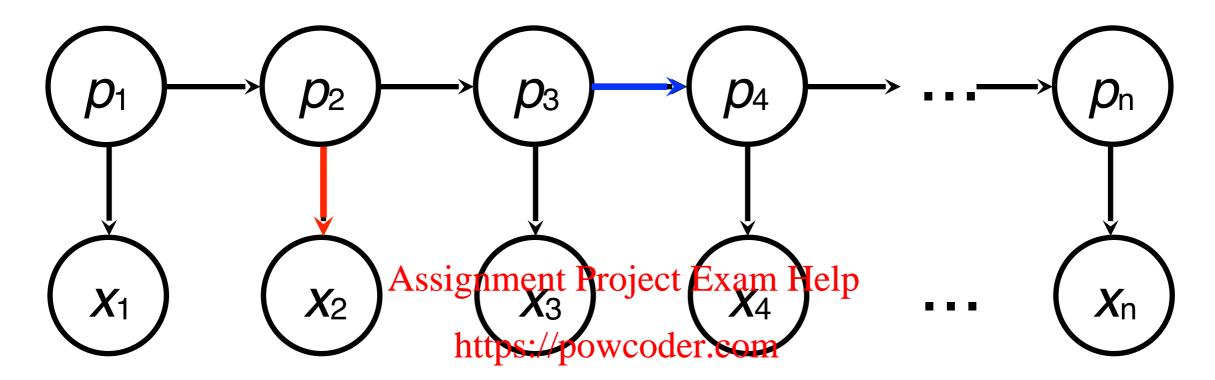




 $p = \{ p_1, p_2, ..., p_n \}$  is a sequence of *states* (AKA a *path*). Each  $p_i$  takes a value from set Q. We **do not** observe p.

 $x = \{x_1, x_2, ..., x_n\}$  is a sequence of *emissions*. Each  $x_i$  takes a value from set  $\Sigma$ . We **do** observe x.

Our goal: given the observation  $x_1, x_2, ..., x_n$ , derive the hidden states  $p_1, p_2, p_3, ..., p_n$ 



Like for Markov chains, edges capture conditional independence:

 $X_2$  is conditionally independent of everything else given  $p_2$ 

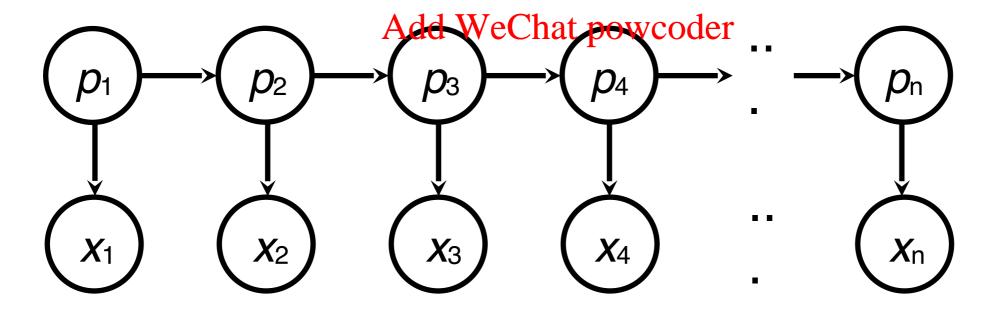
 $p_4$  is conditionally independent of everything else given  $p_3$ . Probability of being in a particular state at step i is known once we know what state we were in at step i-1. Probability of seeing a particular emission at step i is known once we know what state we were in at step i.

Example: occasionally dishonest casino

Dealer repeatedly flips a coin. Sometimes the coin is *fair*, with P(heads) = 0.5, sometimes it's *loaded*, with P(heads) = 0.8. Dealer occasionally switches coins, invisibly to you.

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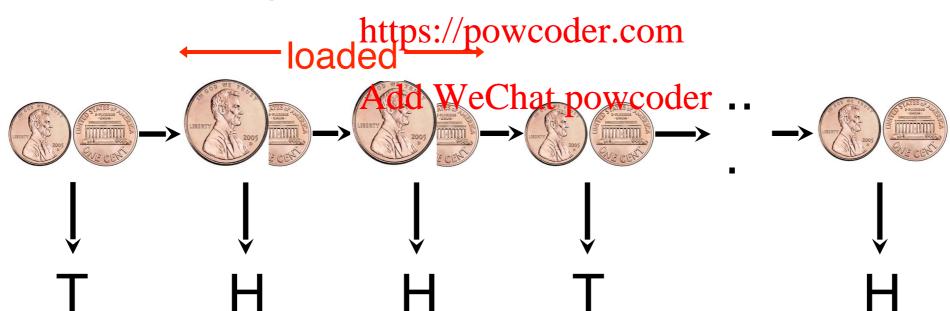
How does this map to antip Moveoder.com



Example: occasionally dishonest casino

Dealer repeatedly flips a coin. Sometimes the coin is *fair*, with P(heads) = 0.5, sometimes it's *loaded*, with P(heads) = 0.8. Dealer occasionally switches coins, invisibly to you.

How does this map to an Home Project Exam Help



Emissions encode flip outcomes (observed), states encode loadedness (hidden)

We can use HMM to estimate what coin the dealer is using for each flip

States encode which coin is used

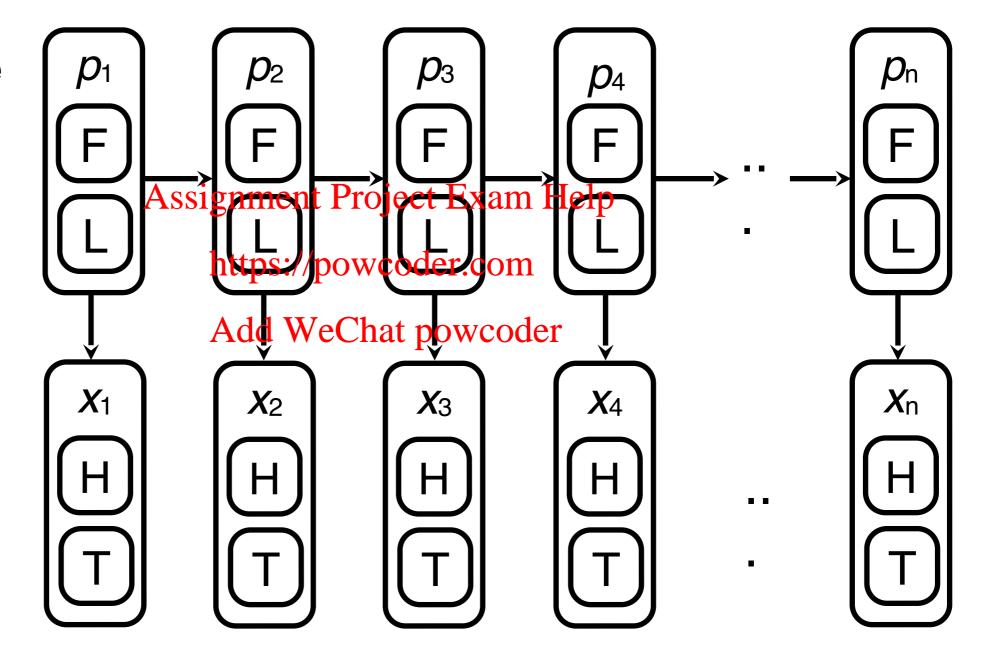
 $\mathbf{F} = \text{fair}$ 

L = loaded

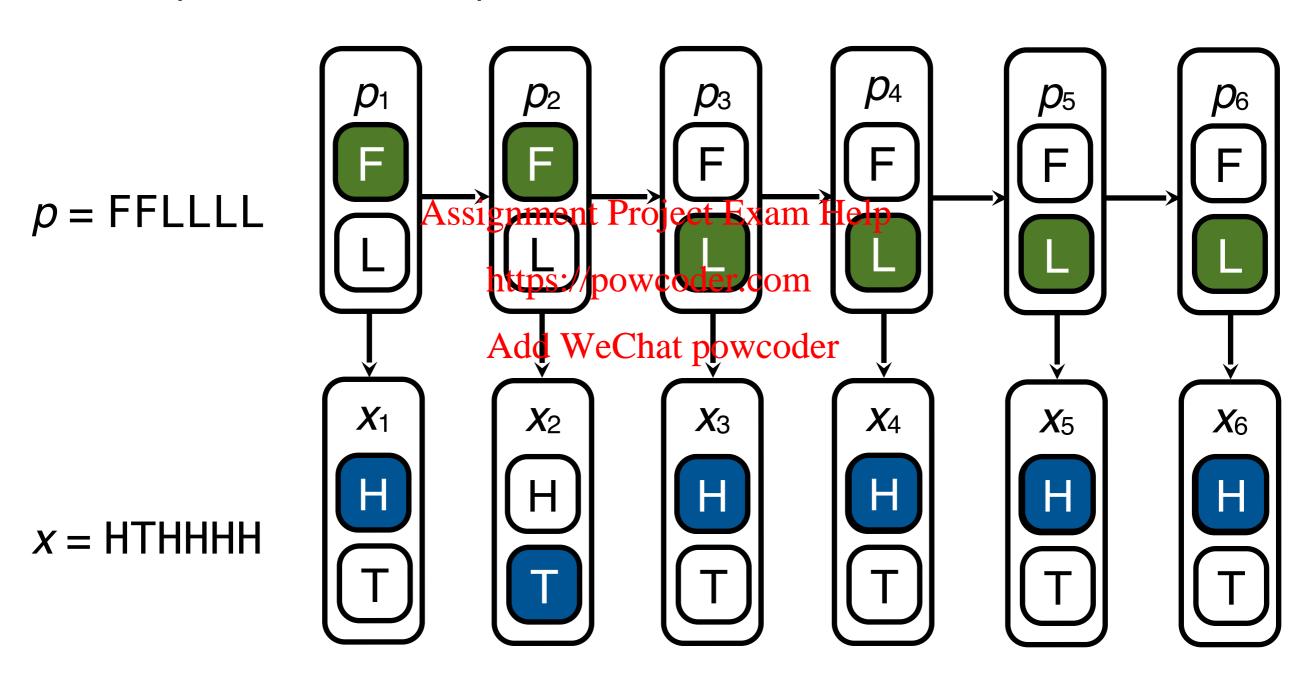
Emissions encode flip outcomes

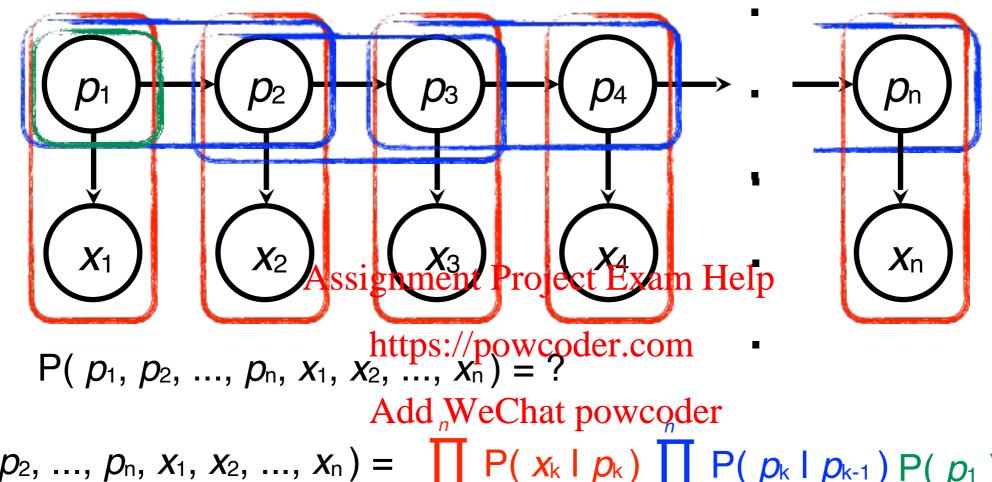
 $\mathbf{H} = \text{heads}$ 

T = tails



Example with six coin flips:





$$P(p_1, p_2, ..., p_n, X_1, X_2, ..., X_n) = \prod_{k=1}^{n} P(X_k | p_k) \prod_{k=2}^{n} P(p_k | p_{k-1}) P(p_1)$$

 $|Q| \times |\sum |emission matrix E encodes P(x_i | p_i) E[p_i, x_i] = P(x_i | p_i)$ 

 $|Q| \times |Q|$  transition matrix A encodes  $P(p_i | p_{i-1})$   $A[p_{i-1}, p_i] = P(p_i | p_{i-1})$ 

I Q I array I encodes initial probabilities of each state  $I[p_i] = P(p_1)$ 

Q: the state set.  $\Sigma$ : the symbol set

Dealer repeatedly flips a coin. Coin is sometimes *fair*, with P(heads) = 0.5, sometimes *loaded*, with P(heads) = 0.8. Dealer occasionally switches coins, invisibly to you.

After each flip, dealer switches coins with probability 0.4

		Assignment Project Exam Help						
		Н	1	nttps://powcod			<b>T</b>	
<b>A:</b>	Щ	0.6	0.4	Add WeChat p	owco	d <mark>@</mark> r5	0.5	
transition	L	0.4	0.6	emission	L	8.0	0.2	

 $|Q| \times |\sum |\text{ emission matrix } E \text{ encodes } P(x_i | p_i) | E[p_i, x_i] = P(x_i | p_i)$   $|Q| \times |Q| \text{ transition matrix } A \text{ encodes } P(p_i | p_{i-1}) | A[p_{i-1}, p_i] = P(p_i | p_{i-1})$ 

Given A & E (right), what is the joint probability of p & x?

A	F	L
F	0.6	0.4
L	0.4	0.6

E	H	Т
H	0.5	0.5
L	0.8	0.2

p	F	Āss	ig <mark>n</mark> m	ent-Pı	oject	Exan	ı <mark>H</mark> elp	, <b>F</b>	F	F	F
X	T	Н	https T Add	://pov <b>H</b> WeC	wcode <b>H</b> hat po	r.con H owcoo	n <b>T</b> der	I	Т	Т	Н
P( x <sub>i</sub> l p <sub>i</sub> )	0.5	0.5	0.5	0.8	0.8	0.8	0.5	0.5	0.5	0.5	0.5
P( p <sub>i</sub> I p <sub>i-1</sub> )	-	0.6	0.6	0.4	0.6	0.6	0.4	0.6	0.6	0.6	0.6

If P( $p_1 = F$ ) = 0.5, then joint probability = 0.5° 0.8° 0.6° 0.4° = 0.0000026874

Given flips, can we say when the dealer was using the loaded coin? How many different paths can generate X?

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We want to find  $p^*$ , the most likely path given the emissions. Add WeChat powcoder

$$p^* = \underset{p}{\operatorname{argmax}} P(p | x) = \underset{p}{\operatorname{argmax}} P(p, x)$$

How to find p\*? How many different state path p can produce x?

This is decoding. Viterbi is a common decoding algorithm.

# Viterbi (from Wikipedia)

#### Andrew Viterbi

From Wikipedia, the free encyclopedia

Andrew James Viterbi (born Andrea Giacomo Viterbi; March 9, 1935) is an American electrical engineer and businessman who co-founded Qualcomm Inc. and invented the Viterbi algorithm. He is currently Presidential Chair Professor of Electrical Engineering at the University of Southern California's Viterbi School of Engineering, which was named in his honor in 2004 in recognition of his \$52 million gift.

#### Contents [hide]

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Viterbi School of Engineering, west wall

#### Early life [edit]

Viterbi was born to Italian Jewish family<sup>[2]</sup> in Bergamo, Italy and emigrated with them to the United States two years before World War II. His original name was Andrea, but when he was naturalized in the US, his parents anglicized it to Andrew.

#### Andrew J. Viterbi<sup>[1]</sup>



Born

Andrea Giacomo Viterbi March 9, 1935 (age 85)

Bergamo, Italy

Citizenship American

Bottom-up dynamic programming **S**Fair, 3  $S_{k,i}$  = score/probability of the most likely path up to step *i* with  $p_i = k$ Assignment Project Start at step 1, calculate https://po successively longer Sk, i Add WeChat powcoder *X*<sub>1</sub> **X**n **X**2 **X**3 Question for you: use S<sub>k,l</sub> to represent the maximum probability of seeing x

Given transition matrix *A* and emission matrix *E* (right), what is the most probable path *p* for the following *x*? Initial probabilities of F/L are 0.5 (no preference for fair or loaded coin)

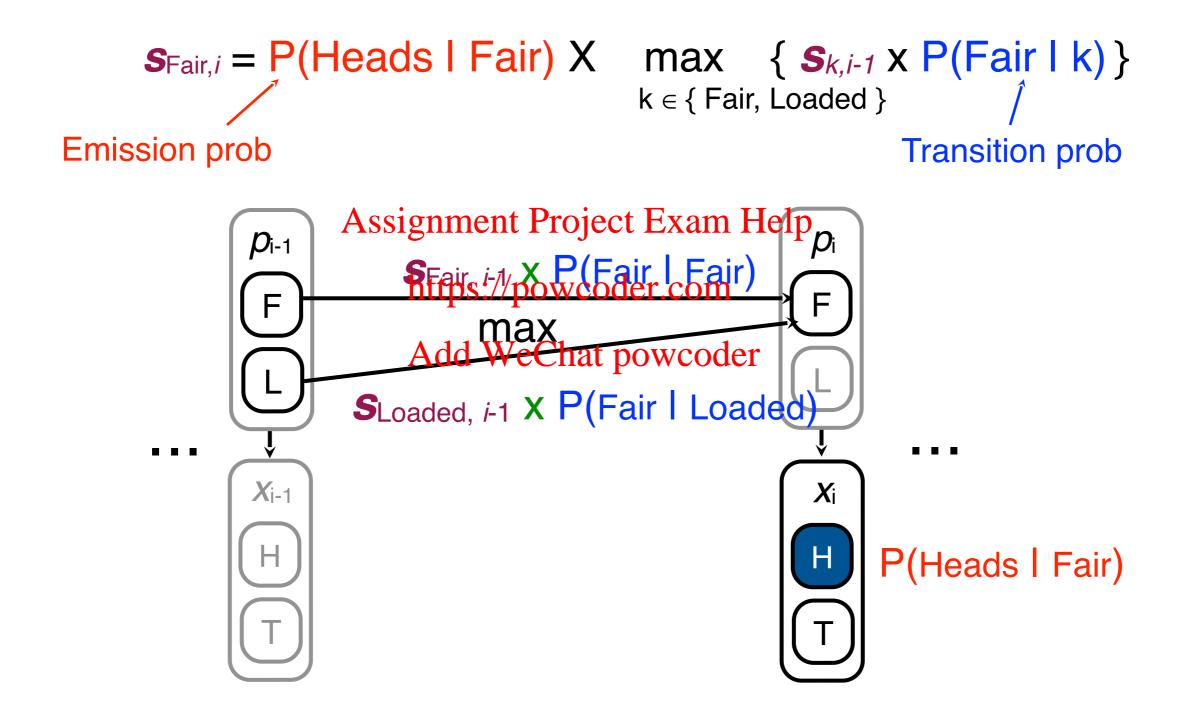
A	F	L
H	0.6	0.4
	0.4	0.6

E	Ι	Т
F	0.5	0.5
L	8.0	0.2

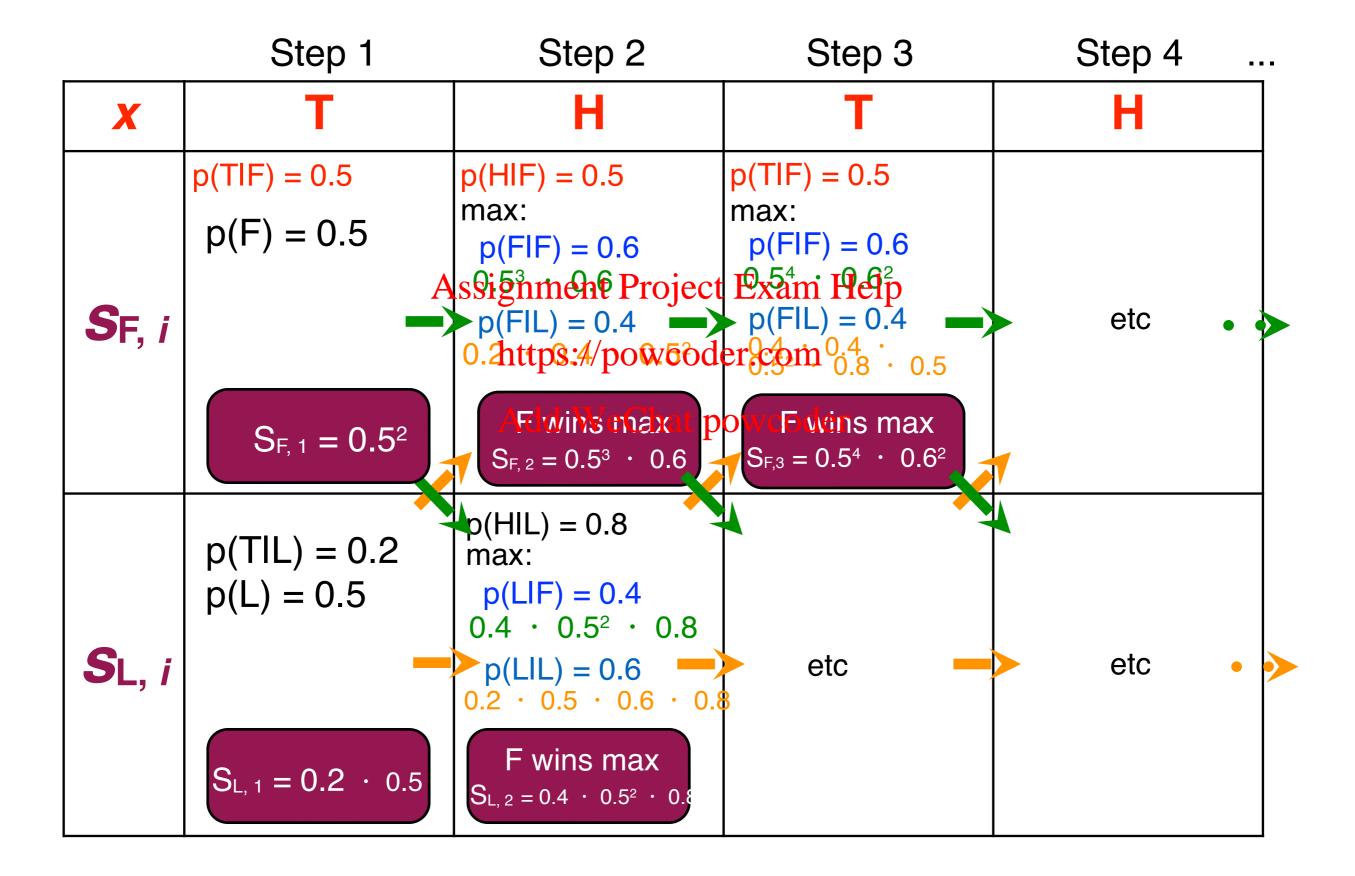
p	?	?-	? h	ttps://p	owcoc	ler.con	?	?	<b>?</b> -	<b>?</b> -	?:
X	T	Н	TA	dd We	C <b>ha</b> t p	owco	ler <b>T</b>	Н	T	T	Н
<b>S</b> Fair, <i>i</i>	0.25	?	?	?	?	?	?	?	?	?	?
<b>S</b> Loaded, i	0.1	?	?	?	?	?	?	?	?	?	?

$$S_{Fair,I} = 0.5*0.5$$

Viterbi fills in all the question marks

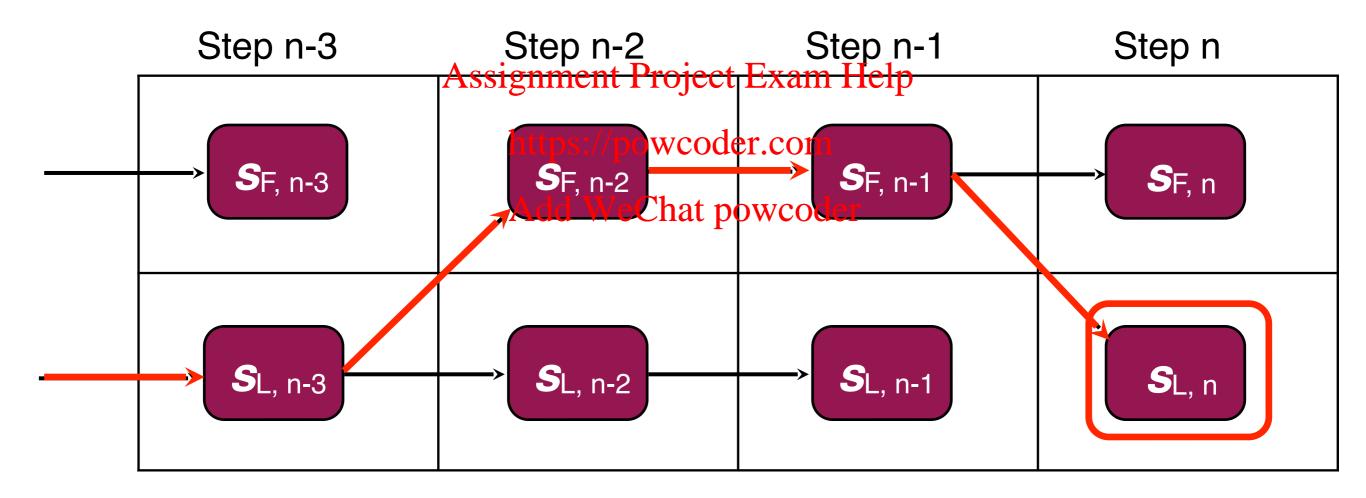


 $S_{k,i}$  = score/probability of the most likely path up to step *i* with  $p_i = k$ 

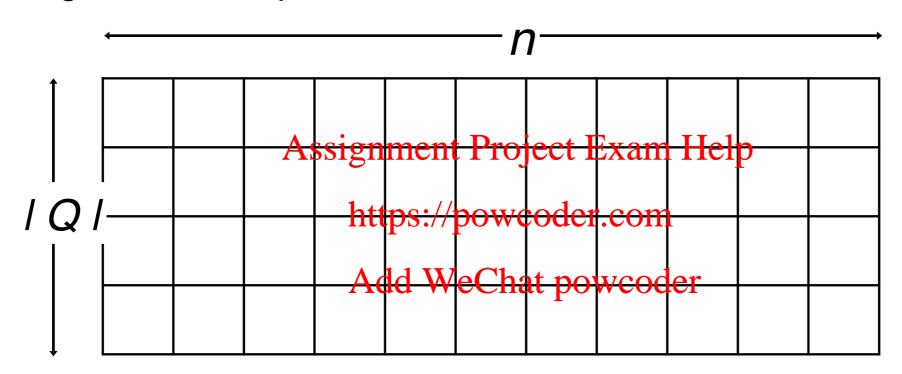


Pick state in step *n* with highest score; *backtrace* for most likely path

Backtrace according to which state *k* "won" the max in:



How much work did we do, given Q is the set of states and n is the length of the sequence?



#  $S_{k,i}$  values to calculate =  $n \cdot |Q|$ , each involves max over |Q| products  $O(n \cdot |Q|^2)$ 

Matrix A has  $I Q I^2$  elements, E has  $I Q II \sum I$  elements, I has I Q I elements

```
>>> hmm = HMM({"FF":0.6, "FL":0.4, "LF":0.4,

"LL":0.6},
... {"FH":0.5, "FT":0.5, "LH":0.8,

"LT":0.2},
... {"F":0.5, "L":0.5})

>>> prob, _ = hmm.viterbi("THTHHHTHTTH")

>>> print prob

2.86654464e-06

https://powcoder.com

>>> prob, _ = hmm.viterbi("THTHHHTHTTH" * 100) times

>>> print prob

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0.0
```

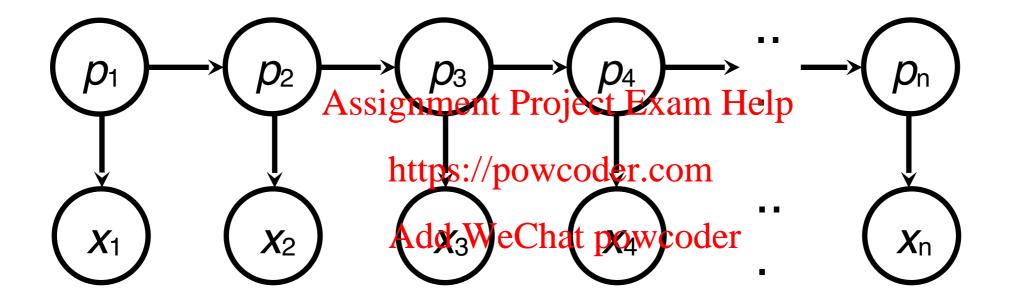
Occasionally dishonest casino setup

What happened? Underflow!

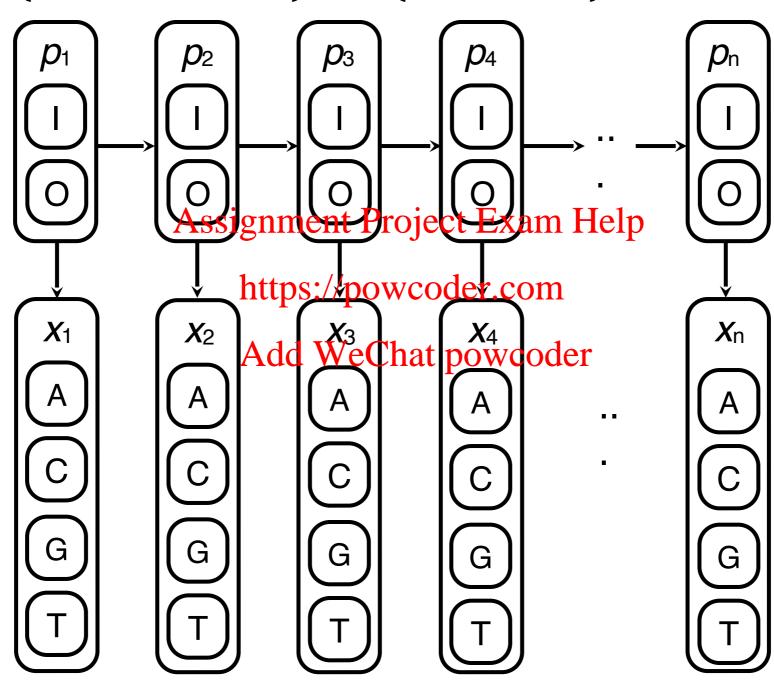
When multiplying many numbers in (0, 1], we quickly approach the smallest number representable in a machine word. Past that we have *underflow* and processor rounds down to 0.

Switch to log space. Multiplies become adds.

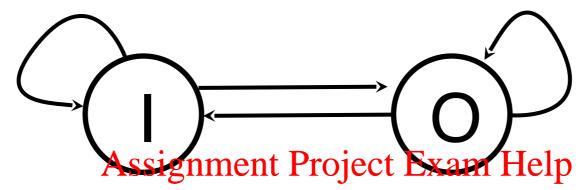
Task: design an HMM for finding CpG islands?



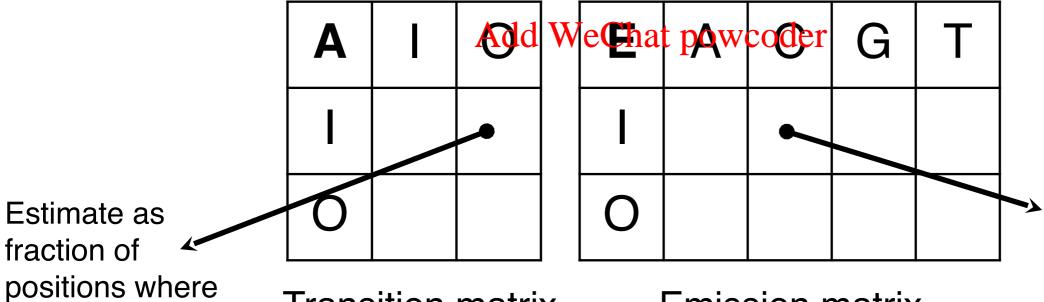
Idea 1: Q = { inside, outside },  $\Sigma$  = { A, C, G, T }



Idea 1: Q = { inside, outside },  $\Sigma$  = { A, C, G, T }



inside outside outside



Transition matrix

**Emission matrix** 

Estimate as fraction of nucleotides inside islands that are C

fraction of positions where we transition from inside to outside

Example 1 using HMM idea 1:

A		0		Е	Α	C	G	Τ	
I	0.8	Signan Signan	ien	ıt Projec	t <b>O</b> xam	HOLp4	0.4	0.1	
0	0.2			/pomcoo			0.25	0.25	
<u> </u>	Add WeChat powcoder								

(from Viterbi)

Example 2 using HMM idea 1:

A		0		Е	Α	C	G	Τ	
I	0.8	Signan Signan	ien	ıt Projec	t <b>O</b> xam	HOLp4	0.4	0.1	
0	0.2			/pomcoo			0.25	0.25	
<u> </u>	Add WeChat powcoder								

Example 3 using HMM idea 1:

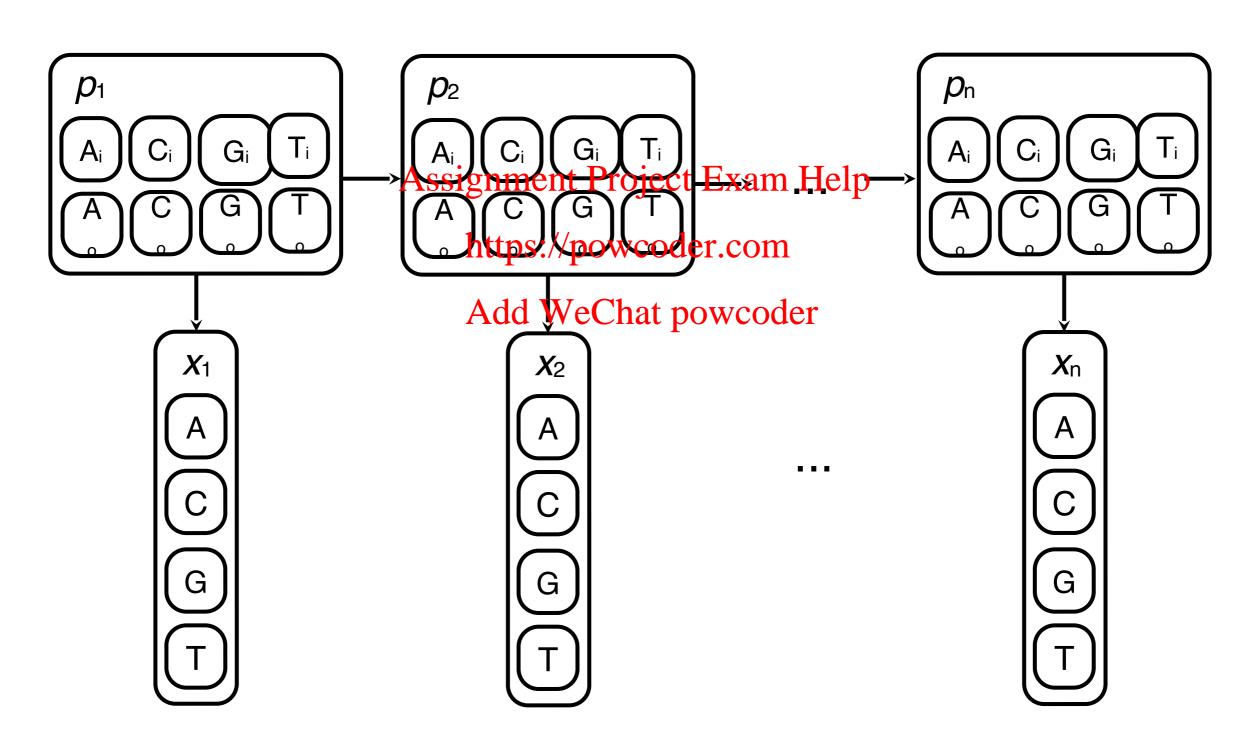
Α		0		Е	Α	С	G	Т
I	0.8	Og 2	ier	ıt Proje	ct <b>Œx</b> lar	n <b>OleA</b> p	0.4	0.1
0	0.2			/powco			0.25	0.25
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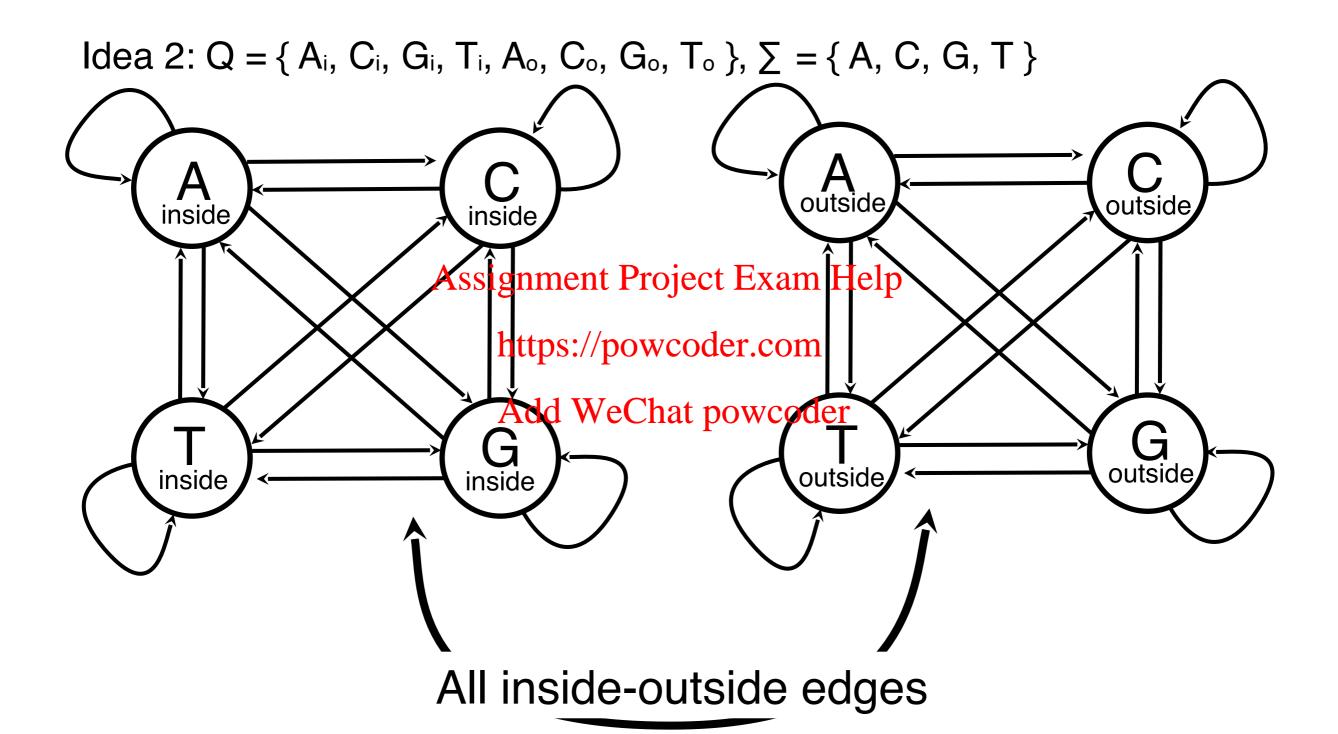
# 

(from Viterbi)

Oops - not a CpG island!

Idea 2:  $Q = \{A_i, C_i, G_i, T_i, A_o, C_o, G_o, T_o\}, \Sigma = \{A, C, G, T\}$ 





Idea 2: Q = {  $A_i$ ,  $C_i$ ,  $G_i$ ,  $T_i$ ,  $A_o$ ,  $C_o$ ,  $G_o$ ,  $T_o$  },  $\Sigma$  = { A, C, G, T }

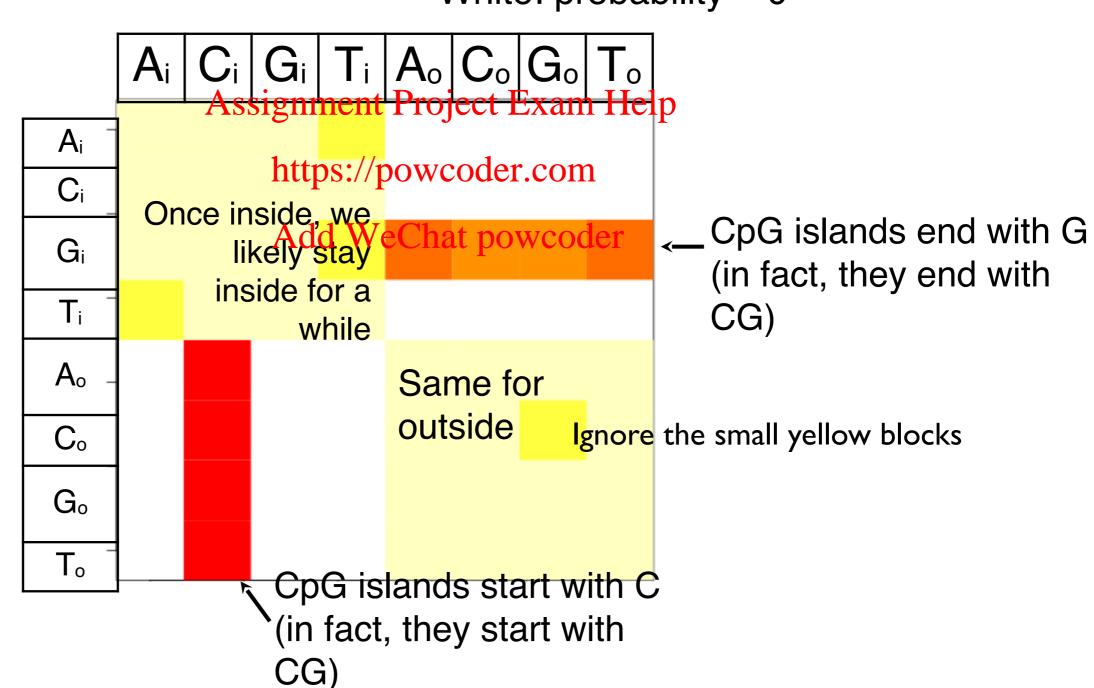
A	Ai	Ci	Gi	Ti	Ao	Co	Go	To		E	Α	С	G	Т
Ai					•			•		Ai	1	0	0	0
Ci				A					Exam 1	Help Ci	0	1	0	0
Gi							•		er.com	Gi	0	0	1	0
Ti		1		Estim	ate F	$C_{i}$	<b>l</b> i)	<del>ia</del> t p	owcode	$T_{i}$	0	0	0	1
Ao				as fra dinuc	leotic	des w	here			Ao	1	0	0	0
Co				irst is secor			,			Co	0	1	0	0
G <sub>o</sub>								5		Go	0	0	1	0
To										To	0	0	0	1

[[ 1.85152516e-01	2.75974026e-01	4.00289017e-01
1.37026750e-01		
3.19045117e-04	3.19045117e-04	6.38090233e-04
2.81510397e-04]	2	2 52060527- 01
[ 1.89303979e-01 1.97836007e-01	3.58523577e-01	2.52868527e-01
4.28792308e-04	5.72766368e-04	3.75584503e-05
4.28792308e-041	3.727003000 01	31/33013030 03
[ 1.72369088e-01	3.29501650e-01	3.55446538e-01
1.40829292e-01		
3.39848138e-04	4.94038497e-04	7.64658311e-04
2.54886104e-04]	Assignment Project	Exam-Holp
[ 9.38783432e-02	3.40823149e-01ect	3.75970400e-01
1.86949063e-01 2.56686367e-04	5.57197235e-04	1.05804868e-03
5.07112091e-04]		
[ 0.0000000e+00	3.78291020e-05	0.00000000e+00
0.00000000e+00		
2.94813496e-01	1.94641138e-01	2.86962055e-01
2.23545482e-01]	7	
[ 0.0000000e+00	7.57154865e-05	0.00000000e+00
0.000000000e+00 3.26811872e-01	2.94079570e-01	6.17258712e-02
3.17306971e-01]	2.940/93/06-01	0.1/230/126-02
[ 0.0000000e+00	5.73810399e-05	0.00000000e+00
0.00000000e+00		
2.57133507e-01	2.33483327e-01	2.94234944e-01
2.15090841e-01]		
[ 0.0000000e+00	3.11417347e-05	0.00000000e+00

Actual trained transition matrix A: Red & orange: low probability

Yellow: high probability

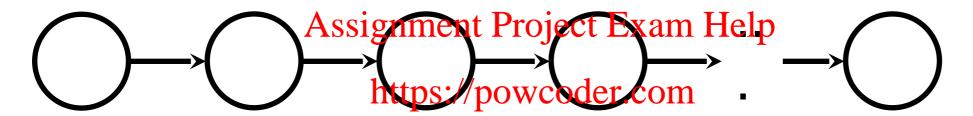
White: probability = 0



ataViterbitesult: lowercase atautside tuppercase atainside tatatatatatatatatatat 

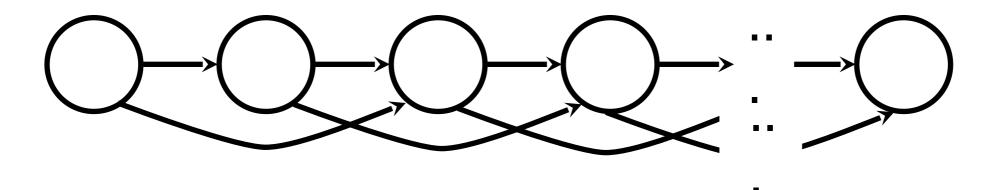
Many of the Markov chains and HMMs we've discussed are *first* order, but we can also design models of higher orders

First-order Markov chain:

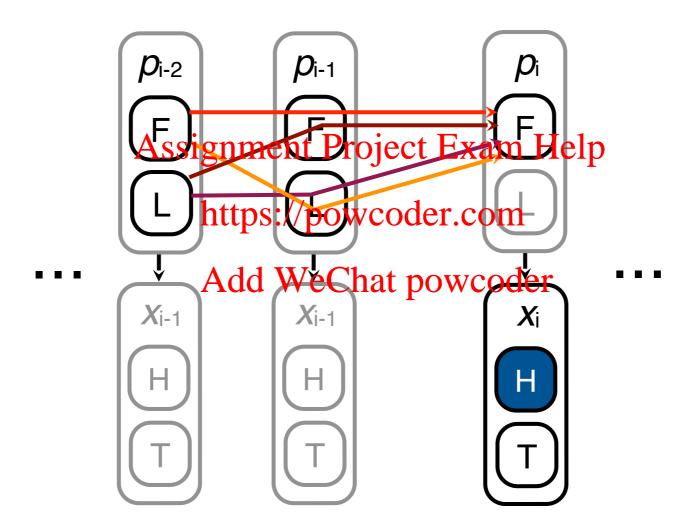


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Second-order Markov chain:

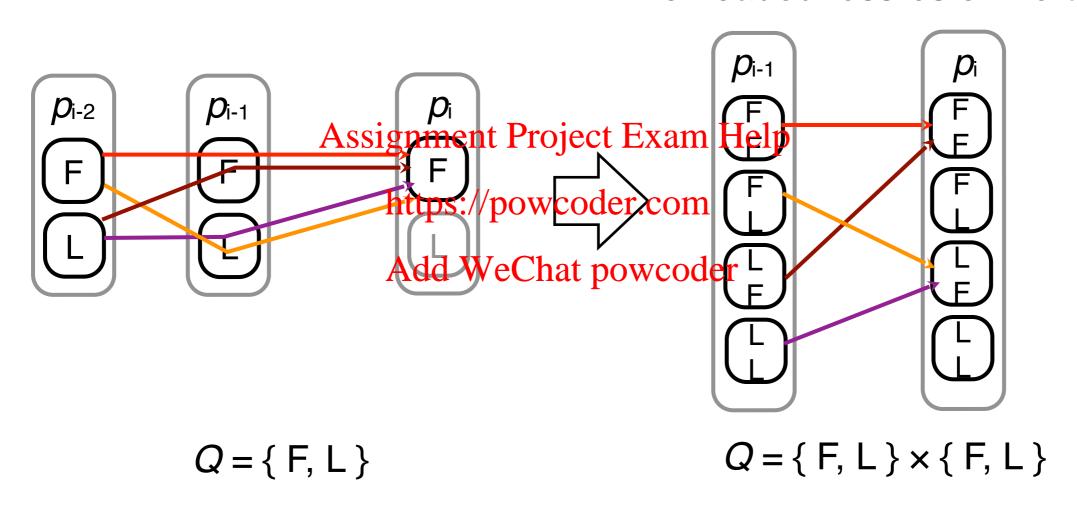


For higher-order HMMs, Viterbi **S**<sub>k</sub>, *i* no longer depends on just the previous state assignment



Can sidestep the issue by expanding the state space...

Now *one* state encodes the last *two* "loadedness"es of the coin



After expanding, usual Viterbi works fine.