



# Genome-Wide DNA Read Mapping (or DNA Database Search)

Algorithms for Sequence Analysis

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#### Overview

#### Previously: Error Tolerant Pattern Matching

- Many online algorithms
- Index-based: Error-tolerant backward search (FM-index + NFA-like table)



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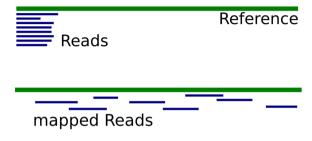
- Many online algorithms
- Index-based: Error-tolerant backward search (FM-index + NFA-like table)

#### Today's Lecture: Genome-Wide DNA Sequence Search

- Read Mappers: bwa-sw, bwa-mem, bowtie2
- Seed-and-extend principle (anchors)



# Read Mapping and DNA Database Search Problems



## Read Mapping

Find (possible) origin(s) of (short) piece of DNA ("read") within genome; Find (possible) origin(s) of parts of (long) piece of DNA within genome.

#### **DNA** Database Search

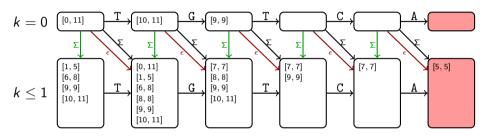
Find (parts of) DNA query in huge DNA database (NCBI GenBank)





## Reminder: Error Tolerant Backward Search

$$T = \texttt{AAAACGTACCT\$}, \quad P = \texttt{ACTGT}, \quad \Sigma = \{\texttt{A}, \texttt{C}, \texttt{G}, \texttt{T}\} \text{:}$$



- Green edges: insertions
- Red edges ( $\varepsilon$ ): deletions
- Black edges: matches (horizontal) and mismatches (diagonal)
- Note: numbers for illustration only, not necessarily correct.

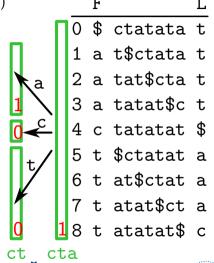
(Example: cta, Hamming distance 1.)

	r		ᅩ
0	\$	ctatata	t
1	a	t\$ctata	t
2	a	tat\$cta	t
3	a	tatat\$c	t
4	С	tatatat	\$
5	t	<pre>\$ctatat</pre>	a
6	t	at\$ctat	a
7	t	atat\$ct	a
8	t	atatat\$	С

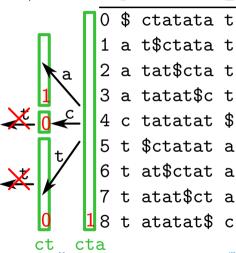
(Example: cta, Hamming distance 1.)

\$ ctatata t 1 a t\$ctata t
2 a tat\$cta t
3 a tatat\$c t
4 c tatatat \$
5 t \$ctatat a
6 t at\$ctat a
7 t atat\$ct a
8 t atatat\$ c

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# Running time of Approximate Backward Search

(with NFA states or by branching on-the-fly)

#### Worst case

All strings in edit/Hamming neighborhood are enumerated, i.e. the set

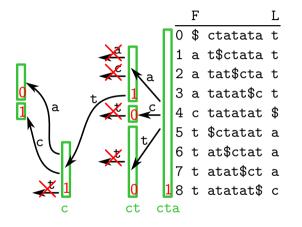
$$\{P' \in \Sigma^* \mid d(P, P') \leq k\},\$$

where  $P \in \Sigma^m$  is the pattern and k a distance threshold.

- $\blacksquare$   $\Rightarrow$  Running time is **exponential** in k in the worst case.
- In practice, it might be less bad, depending on the string that is searched.



# Getting the Actual Positions of Matches



#### Question

Given: interval on BWT

Sought: position of matches in

original string

#### Answer

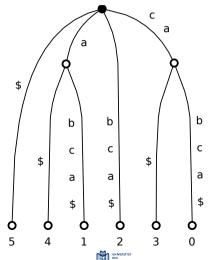
Use (sparse) suffix array pos





# Alternative: Branch on Suffix Tree (Forward Search)

Examples (Hamming distance 1 for simplicity): (1) acc, (2) bab



# Approaches in Practice

- Suffix tree (forward search) not used: memory footprint too large
- NFA states not used (memory overhead)



# Approaches in Practice

- Suffix tree (forward search) not used: memory footprint too large
- NFA states not used (memory overhead)
- **bwa-sw**: approximate backward search with branching on-the-fly, intervals examined using depth-first search.
- bwa-sw starts at several locations in the read (local matches),
   allows for smaller edit distance thresholds
- bwa-sw collects a large number of intervals first, then performs batch lookup in suffix array

#### Literature: bwa-sw

Heng Li & Richard Durbin:

Fast and accurate short read alignment with Burrows–Wheeler transform. *Bioinformatics* 25(14):1754–1760 (2009).



# Seed and Extend Idea for Filter-based Approaches



#### Motivation

#### Branching on errors is computationally expensive

- Running time exponential in the number of errors
- Exact matches are inexpensive to compute
- Idea: Find exact matches
  - of fixed length q (q-grams) or k (k-mers)
  - of maximal length (MEMs, maximal exact matches) using FM-index
- Then perform anchored local alignment around the match (seed).



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#### Literature: bwa-mem

#### Heng Li:

Aligning sequence reads, clone sequences and assembly contigs with BWA-MEM arXiv:1303.3997 [q-bio.GN]



# Pigeon Hole Principle, Seed and Extend

# When we allow a read to contain up to 1 error, the following scenarios are possible: No error Error left Error right

# Pigeon Hole Principle, Seed and Extend

#### Example

When we allow a read to contain up to 1 error, the following scenarios are possible:



#### More than one error?

**Pigeon hole principle** holds for  $d \ge 1$  errors:

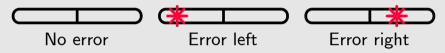
- Cut pattern into d+1 parts
- Then, at least one part without error has to exist.



# Pigeon Hole Principle, Seed and Extend

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#### More than one error?

**Pigeon hole principle** holds for  $d \ge 1$  errors:

- Cut pattern into d+1 parts
- Then, at least one part without error has to exist.

#### Seed and Extend

- Seed: Find origins of exact match
- **Extend:** Continue search allowing errors around exact match



#### **Bowtie**

#### Implementation of seed-extend in bowtie

- Use two indexes: for searching forward/backward, respectively
- Seed: search for left/right half without errors using FM index
- **Extend:** continue search using branching in FM index



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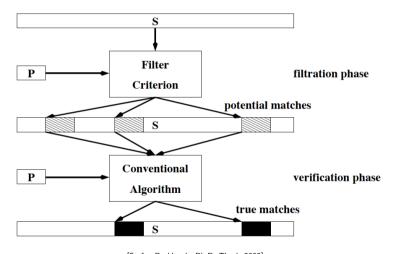
- Use two indexes: for searching forward/backward, respectively
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#### Variants used in other read mappers or search tools

- seed phase using index, extend phase using alignment
- multiple seeds, then alignment



# Abstraction: Filter-based approximate search



 $[\mathsf{Stefan}\ \mathsf{Burkhardt},\ \mathsf{Ph.D.}\ \mathsf{Thesis}\ \mathsf{2002}]$ 



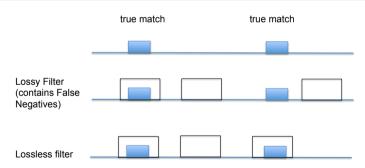


#### Filter-based Search

A filter restricts the expensive verification to promising regions of the target sequence.

- A lossy filter may miss true matches in the target.
- A lossless filter contains all true matches.

A good filter always balances sensitivity and speed.



#### **Definitions**

#### q-gram

A q-gram of a string s is a substring of length q of s.

#### Matching Problem

Given a reference text T and a query string s, the approximate matching problem with d differences and window length w consists of finding a pair of substrings (s[i...i+w-1],t) such that

- 1 s[i, i + w 1] is a length-w substring of s, and t is a substring of T,
- 2  $d_{\text{edit}}(s[i...i+w-1],t) \leq d$ , i.e., edit distance is at most d.



# Q-gram lemma

#### Lemma

Let an occurrence of s[i, i+w-1] with at most d differences end at position j in T. Then at least w+1-(d+1)q q-grams of s[i, i+w-1] occur in T[j-w+1, j].



# Q-gram lemma

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#### Proof

- each error destroys at most q q-grams (Y positions below)
- lacksquare the last q-1 positions have no q-grams (X positions below)

intact 
$$q$$
-grams:  $w-dq-(q-1)=w+1-(d+1)q$ 

**Example:** q=3 (valid positions of 3-grams are M below)

target ATTGACAC query ATTCACAC 3-grams MYYYMMXX



# QUASAR algorithm

Task: Find approximate matches of s in T

#### Seed-and-extend based on q-gram lemma

- **1** Pre-compute the threshold  $\alpha$  for a window of length w using the q-gram lemma.
- **2** Partition T into blocks (larger than window length w)
- $oldsymbol{3}$  Count all q-grams in  $s[1\dots w]$  for each block along T
- 4 Each block that contains an approximate match has a counter of at least  $\alpha$ . (The reverse is not true. We may have false positive blocks)
- **5** Advance the window in s from s[i...j] to s[i+1...j+1]



# QUASAR - counting q-grams

In order to count the q-gram matches in a window, we need an efficient data structure.

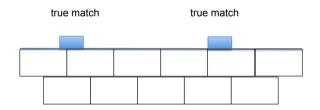
In order to count the q-gram matches in a window, we need an efficient data structure. The q-gram index:

- 1 Construct the suffix array pos of T
- **2** Create a table of size  $|\Sigma|^q$  that maps a q-gram to its starting rank in pos, to allow constant time lookup.
- 3 q-grams are integer-encoded as numbers  $0...|\Sigma|^q-1$ , e.g. DNA: TTGCCA =  $(332110)_4 = 3988$  (base-4 number)



# QUASAR - Blockwise counting

- Keeping a counter for each possible window of length w of the text would lead to a huge array of size O(|T|)
- To save space, we define two arrays of blocks of size  $b \ge 2w$ . The first block array is shifted by b/2 positions against the second.



# QUASAR - Efficient counting and shifting

When the query window  $s[i \dots j]$  is moved to  $s[i+1 \dots j+1]$ , the only difference for the block counters are two q-grams, one that leaves (blue) and one that enters the window (red).

```
i j
ACTGTAAGAT
```



# QUASAR - Efficient counting and shifting

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So for each shift update, change the block counters as follows:

- subtract the count of the leading q-gram (blue) from blocks, unless the block counter is  $\geq \alpha$  (lock-in)
- add a count to all blocks that contain the trailing q-gram (red)



# Gapped q-Grams

#### Definition

Gapped q-grams are specified with a mask, a string of

- # characters denote required matches
- . characters denote "don't care" positions

For example ##.#.# denotes a gapped 4-gram of span (length) 6.



# Gapped q-Grams

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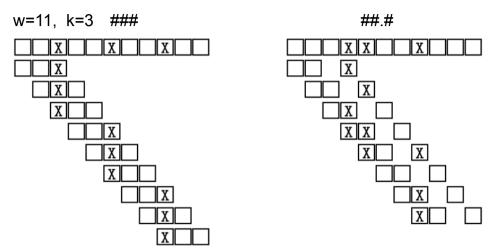
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- Gapped *q*-grams can improve the filter efficiency by orders of magnitude.
- The q-gram lemma is not tight for gapped q-grams and there is no closed formula for computing the threshold for a given edit distance d.



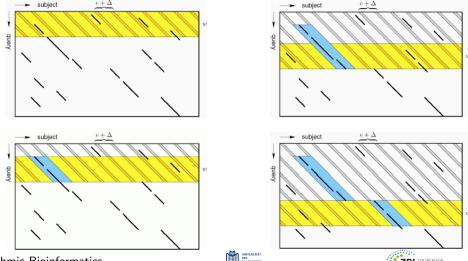
# Gapped Q-Grams: Example



[Stefan Burkhardt and Juha Kärkkäinen, Fundamenta Informaticae, 2003]

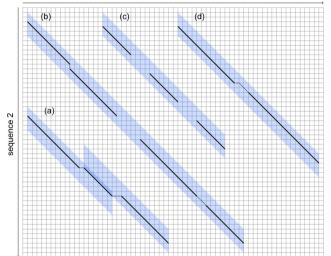
# SWIFT algorithm: Parallelograms instead of blocks

Slide length-w window over query, count q-grams in diagonals



# SWIFT - Examples





from Kehr, Weese, Reinert, BMC Bioinformatics 2011





#### Other Tools

There are a number of read mappers that were made for the analysis of next-generation sequencing reads against large genomes and use variants of filter algorithms with q-grams

- RMAP
- RazerS and RazerS3
- Hobbes
- GEM
- Stellar
- and many more



#### Literature

- Q-gram Based Database Searching Using a Suffix Array (QUASAR).
   Burkhardt et al., RECOMB 1999
- Efficient q-Gram Filters for Finding All  $\epsilon$ -Matches over a Given Length. Rasmussen, Stoye, Myers, Journal of Computational Biology, 2006
- Better filtering with gapped q-grams.
   Stefan Burkhardt and Juha Kärkkäinen, Fundamenta Informaticae, 2003





# Summary

#### Approximatie pattern matching with index

- NFA or branching on FM index
- Branching on suffix tree
- Examples: bwa-sw
- Seed-extend principle: avoid branching by using exact matches
- Examples: bwa-mem, bowtie
- q-gram lemma
- Fast *q*-gram access: *q*-gram index
- Filtration approaches (QUASAR, SWIFT)
- Idea of gapped q-grams



## Possible Exam Questions

- How can a suffix tree be used to search for approximate pattern occurrences?
- What is the resulting running time?
- What is the benefit of using an FM index instead of a suffix tree?
- Explain approximate search on an FM index by means of an example.
- What's the main idea behind the "seed and extend" paradigm?
- What is the purpose of a filter?
- What is a lossy vs. a lossless filter?
- Explain the q-gram lemma.
- What is a *q*-gram index? How is it related to the suffix array?
- What is the idea of gapped q-grams?



