# Phylogeny

**Bioinformatics Applications (PLPTH813)** 

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# Genomic variants (polymorphism)

**Point mutation Inversion** TGCATTGCGTAGGC 1. SNP TGCATTCCGTAGGC Chromosome fusion Insertion TGCATTTAGGC TGCATTCCGTAGGC ccg— 2. INDEL **Genome duplication Deletion** TGCATTCCGTAGGC TGCATTTAGGC MHMHHM **Gene duplication** 

- 3. genomic structural variation
- copy number variation (presence-absence variation)
- other re-arrangements

# Alignment-based SNP discovery

#### **General procedure**

- Reads cleanup (adaptor, quality trimming, e.g., trimmomatic)
- Reads aligned to the reference genome with aligners
  - 1. BWA, Bowtie (DNA-Seq reads)
  - 2. GSNAP, Tophat, star (RNA-Seq reads)
- Post-alignment filtering and convert SAM (alignment file) to BAM (samtools or others)
- SNP calling with software packages: Samtools, GATK, VarScan2
- Use population information or some criteria to filter SNP sets

# Outline

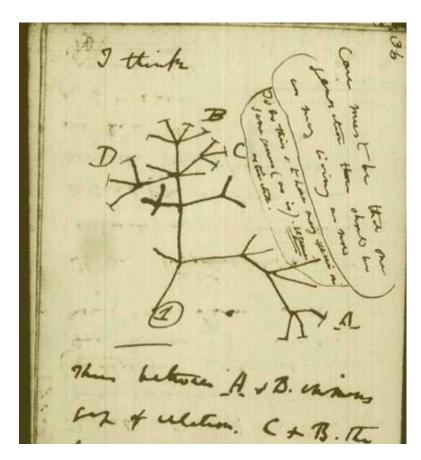
- Background
- Algorithms to build phylogeny
- Interpretation of phylogenic trees

#### Tree of life

The **tree of life** is a metaphor used to describe the relationships between organisms. Its use dates back to at least the early 1800s. It was employed by *Charles Darwin* to express the concept of the branching divergence of varieties and then species in a process of descent from common ancestors.

**Ernst Haeckel** coined the term **phylogeny** for the evolutionary relationships of species through time, and went further than Darwin in proposing phylogenic histories of life. The modern development of this idea is called the **phylogenetic tree**.

- wikipedia



A page from Darwin's Notebook B showing his sketch of the tree of life

# **Evolution and Phylogeny**

 Evolution is a process of change. At the molecular level, evolution is a process of mutation with selection.

 Molecular evolution is the study of changes in genes and proteins throughout different braches of the tree of life.

 Phylogeny is the inference of evolutionary relationships, providing hypotheses of past biological events.

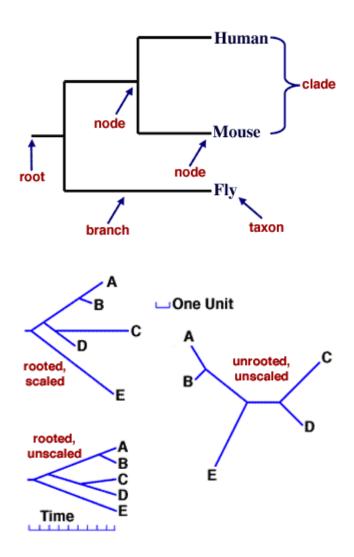
# Applications of phylogenic trees (examples)

- to represent the relationships among species/isolates/ varieties/genotypes/lines
- 2. to describe relationships among homologs in a gene family
- 3. to infer the evolutionary and epidemiological dynamics of pathogens
- 4. to classify metagenomic sequences

Nowadays, every biologist needs to know something about phylogenetic inference!

### Tree components

- A phylogeny is a tree containing nodes that are connected by braches. The pattern of branching determines the tree's topology.
- Root represents a common ancestor of all taxa shown in the tree.
- Rooted trees are thus directional, since all taxa evolved from the root.
- Unrooted trees illustrate relationships only.



#### An unrooted tree

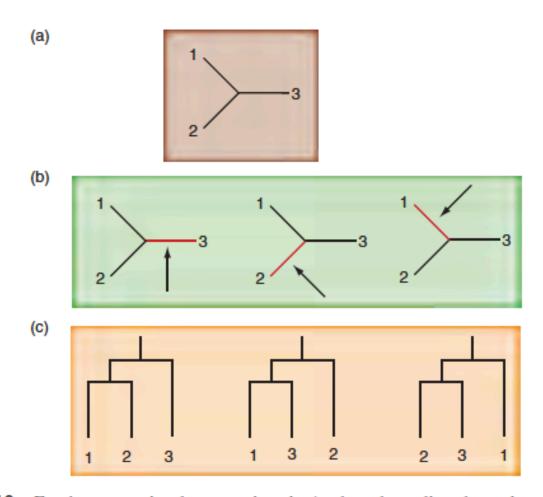
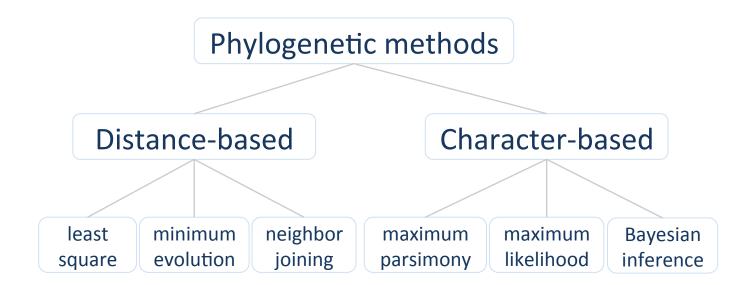


FIGURE 7.10 For three operational taxonomic units (such as three aligned protein sequences 1–3), there is (a) one possible unrooted tree. (b) Any of these edges may be used to select a root (see arrows), from which (c) three corresponding rooted trees are possible.

# Approaches to construct phylogenic trees



#### Distance-based method

Distance calculation to build a distance matrix

A distance matrix is a table that indicates pairwise dissimilarity.

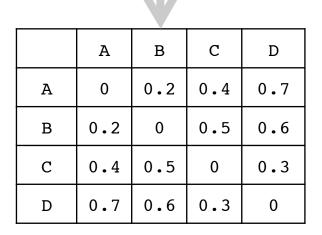
	A	В	U	D
Α	0	3	4	6
В	3	0	5	7
С	4	5	0	6
D	6	7	6	0

	В	С	D
А	3	4	6
В		5	7
С			6

### Distance between DNA sequences

• Distance (e.g., percentage of difference) between DNA sequences

A	ATTTGCGGTA
В	ATCTGCGATA
С	ATTGCCGTTT
D	TTCGCTGTTT



#### e.g., DNA sequences

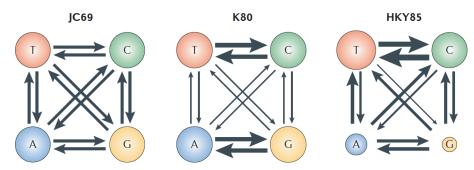
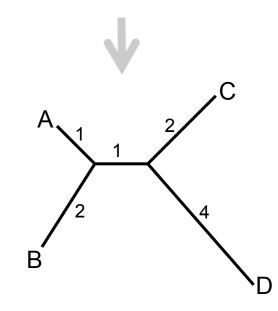


Figure 1 | Markov models of nucleotide substitution. The thickness of the arrows indicates the substitution rates of the four nucleotides (T, C, A and G), and the sizes of the circles represent the nucleotide frequencies when the substitution process is in equilibrium. Note that both JC69 and K80 predict equal proportions of the four nucleotides.

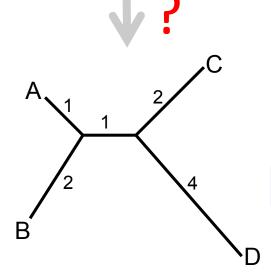
#### From distance matrix to a tree

	В	C	D
А	3	4	6
В		5	7
С			6

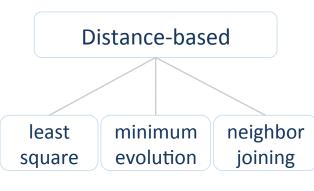
	В	С	D
А	3	4	7
В		4	7
С			6



Perfect match



No perfect matches



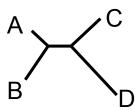
# Distance-based method – least squares

least squares

	В	C	D
Α	3	4	7
В		4	7
С			6

- 1) Given the distance matrix data, a tree is assumed and a new distance matrix is determined based on the tree
- 2) Determine Q values
- 3) Repeat 1 and 2 for all the possible trees
- 4) The tree with the smallest Q score is the least squares estimate of the true tree.

1



	В	C	D
Α	$d_{AB}$	$d_{AC}$	$d_{AD}$
В		$d_{BC}$	$d_{BD}$
С			$d_{CD}$

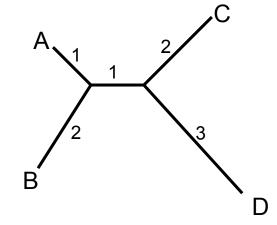
$$Q = \sum_{i=1}^{s} \sum_{j=1}^{s} (\hat{d}_{ij} - d_{ij})^{2}$$

- $Q_1, Q_2, Q_3, ...$
- The tree with the smallest Q

### Distance-based method – least squares

#### least squares

d <sub>ij</sub>			
	В	С	D
Α	3	4	7
В		4	7
С			6



d <sub>ij</sub> (hat	d <sub>ij</sub> (hat)				
	В	C			

	В	С	D
Α	3	4	5
В		5	6
С			5

- 1) Given the distance matrix data, a tree is assumed and a new distance matrix is determined based on the tree
- 2) Determine Q values

$$Q = \sum_{i=1}^{s} \sum_{i=1}^{s} (\hat{d}_{ij} - d_{ij})^{2}$$

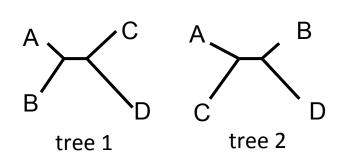
$$(3-3)^2 + (4-4)^2 + (5-7)^2 + (5-4)^2 + (6-7)^2 + (5-6)^2 - 7$$

$$(5-6)^2 = 7$$

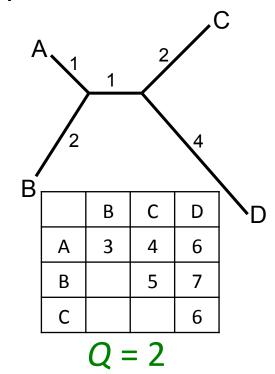
### Distance-based method – least squares

#### least squares

$d_{ij}$			
	В	С	D
Α	3	4	7
В		4	7
С			6



$$Q = \sum_{i=1}^{s} \sum_{i=1}^{s} (\hat{d}_{ij} - d_{ij})^{2}$$



- 1) Given the distance matrix data, a tree is assumed and a new distance matrix is determined based on the tree
- 2) Determine Q values
- 3) Repeat 1 and 2 for all the possible trees
- 4) The tree with the smallest Q score is the least squares estimate of the true tree.

#### Distance-based method –minimum evolution

#### minimum evolution

uses the tree length (which is the sum of branch lengths) instead of Q for tree selection. Under the minimum evolution criterion, shorter trees are more likely to be correct than longer trees are.

# sum of $d_{ij}$ (hat)

	В	С	D
Α	3	4	6
В		5	7
С			6

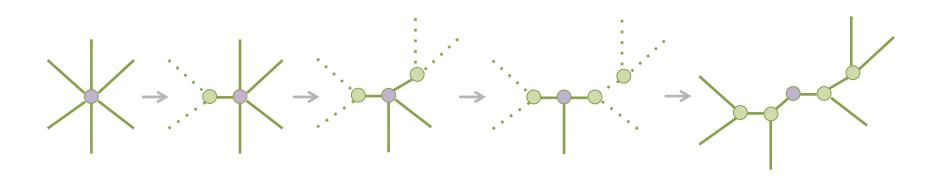
	В	С	D
Α	3	4	5
В		5	6
С			5

$$3+4+6+5+7+6=31$$
 <  $3+4+5+5+6+5=28$ 

# Distance-based method – neighbor joining

- neighbor joining (the most popular algorithm)
- Find a pair of leaves that are close to each other but far from other leaves

The algorithm operates by starting with a star tree and successively choosing a pair of taxa to join together (based on the taxon distances), until a fully resolved tree is obtained.



# neighbor joining (NJ) procedure - I

#### Distance matrix

	Α	В	С	D
Α	0	2	4	6
В		0	3	7
С			0	10
D				0

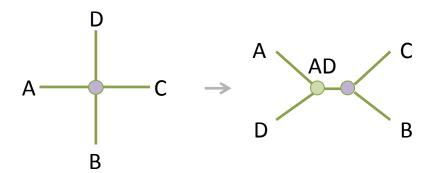
$$Q(i,j) = (n-2)d(i,j) - \sum_{k=1}^{n} d(i,k) - \sum_{k=1}^{n} d(j,k)$$

$$Q_{AB} = (4-2)*2 - (2+4+6) - (2+3+7) = -20$$
  
 $Q_{AC} = (4-2)*4 - (2+4+6) - (4+3+9) = -20$   
 $Q_{AD} = (4-2)*6 - (2+4+6) - (6+7+9) = -22$   
 $Q_{BC} = (4-2)*3 - (2+3+7) - (4+3+9) = -20$   
 $Q_{BD} = (4-2)*7 - (2+3+7) - (6+7+9) = -20$   
 $Q_{CD} = (4-2)*9 - (4+3+6) - (6+7+6) = -14$ 

#### Q matrix

	Α	В	С	D
Α	0	-20	-20	-22
В		0	-20	-20
С			0	-14
D				0

- 1. Based on the current distance matrix calculate the matrix Q.
- Find the pair of distinct taxa i and j for which Q<sub>i,j</sub> has the lowest value. These taxa are joined to a newly node (e.g., AB), which is connected to the central node.



# neighbor joining (NJ) procedure - II

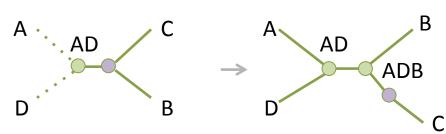
#### Updated distance matrix

$$d(u,k) = \frac{1}{2}[d(f,k)+d(g,k)-d(f,g)]$$

	AD	В	С
AD	0		
В		0	
С			0

$$Q(i,j) = (n-2)d(i,j) - \sum_{k=1}^{n} d(i,k) - \sum_{k=1}^{n} d(j,k)$$

- 1. Based on the current distance matrix calculate the matrix Q.
- 2. Find the pair of distinct taxa i and j for which  $Q_{i,j}$  has its lowest value. These taxa are joined to a newly node (AD), which is connected to the central node.
- 3. Calculate the distance from each of the taxa in the pair to this new node.
- 4. Calculate the distance from each of the taxa outside of this pair to the new node.
- 5. Repeat until resolving all



#### Character-based methods

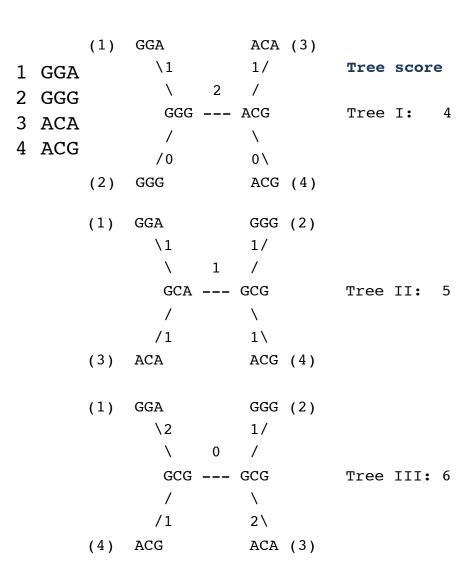
Character-based

maximum maximum Bayesian likelihood inference

### character-based method - maximum parsimony

The maximum parsimony method minimizes the number of changes on a phylogenetic tree by assigning character states to interior nodes on the tree.

The character length is the minimum number of changes required for that site, whereas the tree score is the sum of character lengths over all sites. The maximum parsimony tree is the tree that minimizes the tree score.



#### maximum likelihood

#### maximum likelihood

The maximum likelihood estimates (MLEs) of parameters are the parameter values that maximize the likelihood.

From a statistical point of view, the tree is a model, whereas branch lengths on the given tree and substitution parameters are parameters in the model.

- 1. optimization of branch lengths to calculate the tree likelihood for each candidate tree
- 2. a search in the tree space for the tree with the maximum likelihood.

### Bayesian inference methods

Bayesian inference methods

$$P(T,\theta|D) = \frac{P(T,\theta)P(D|T,\theta)}{P(D)}$$

where  $P(T,\theta)$  is the **prior probability** for tree T and parameter  $\theta$ ,  $P(D|T,\theta)$  is the likelihood or probability of the data given the tree and parameter, and  $P(T,\theta|D)$  is the **posterior probability**. The denominator P(D) is a normalizing constant, as its role is to ensure that  $P(T,\theta|D)$  sums over the trees and integrates over the parameters to one.

the posterior probability of a tree is simply the probability that the tree is correct

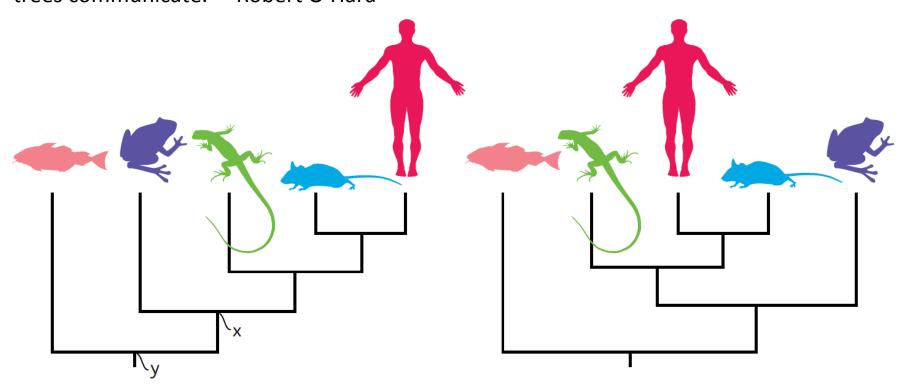
# Strengths and weaknesses

Table 2 | A summary of strengths and weaknesses of different tree reconstruction methods

Strengths	Weaknesses
Parsimony methods	
<ul> <li>Simplicity and intuitive appeal</li> <li>The only framework appropriate for some data (such as SINES and LINES)</li> </ul>	<ul> <li>Assumptions are implicit and poorly understood</li> <li>Lack of a model makes it nearly impossible to incorporate our knowledge of sequence evolution</li> <li>Branch lengths are substantially underestimated when substitution rates are high</li> <li>Maximum parsimony may suffer from long-branch attraction</li> </ul>
Distance methods	
<ul> <li>Fast computational speed</li> <li>Can be applied to any type of data as long as a genetic distance can be defined</li> <li>Models for distance calculation can be chosen to fit data</li> </ul>	<ul> <li>Most distance methods, such as neighbour joining, do not consider variances of distance estimates</li> <li>Distance calculation is problematic when sequences are divergent and involve many alignment gaps</li> <li>Negative branch lengths are not meaningful</li> </ul>
Likelihood methods	
<ul> <li>Can use complex substitution models to approach biological reality</li> <li>Powerful framework for estimating parameters and testing hypotheses</li> </ul>	<ul> <li>Maximum likelihood iteration involves heavy computation</li> <li>The topology is not a parameter so that it is difficult to apply maximum likelihood theory for its estimation. Bootstrap proportions are hard to interpret</li> </ul>
Bayesian methods	
<ul> <li>Can use realistic substitution models, as in maximum likelihood</li> <li>Prior probability allows the incorporation of information or expert knowledge</li> <li>Posterior probabilities for trees and clades have easy interpretations</li> </ul>	<ul> <li>Markov chain Monte Carlo (MCMC) involves heavy computation</li> <li>In large data sets, MCMC convergence and mixing problems can be hard to identify or rectify</li> <li>Uninformative prior probabilities may be difficult to specify. Multidimensional priors may have undue influence on the posterior without the investigator's knowledge</li> <li>Posterior probabilities often appear too high</li> <li>Model selection involves challenging computation<sup>138,139</sup></li> </ul>

#### Which tree is correct?

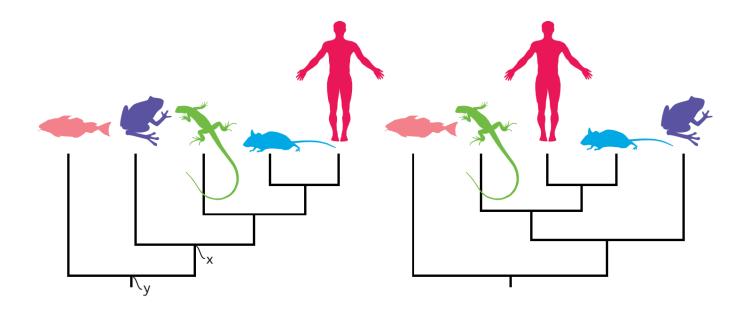
"just as beginning students in geography need to be taught how to read maps, so beginning students in biology should be taught how to read trees and to understand what trees communicate." - Robert O'Hara



The more recently species share a common ancestor, the more closely related they are.

Baum et al., 2005, Science. 310: 979-978

# Interpretation of a tree

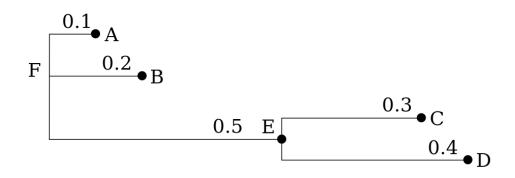


The correct way to read a tree is as a set of hierarchically nested groups, known as *clades*.

# Flat file formats for phylogenetic trees

- Newick: Newick files are simply text files that consist of one or more tree descriptions in the Newick notation.
- Nexus: Nexus is widely used in phylogenetics and can contain trees in Newick notation and furthermore also information about taxa and phylogenetic data sets such as sequence alignments.
- phyloXML: phyloXML is a XML format for the analysis, exchange, and storage of phylogenetic trees (or networks) and associated data. It allows to store much more information about the tree nodes.

### an example of the Newick format



#### Newick file:

```
(,,(,))
(A,B,(C,D))
(A,B,(C,D)E)F
(:0.1,:0.2,(:0.3,:0.4):0.5)
(:0.1,:0.2,(:0.3,:0.4):0.5):0.0
(A:0.1,B:0.2,(C:0.3,D:0.4):0.5)F
((B:0.2,(C:0.3,D:0.4)E:0.5)F:0.1)A
```

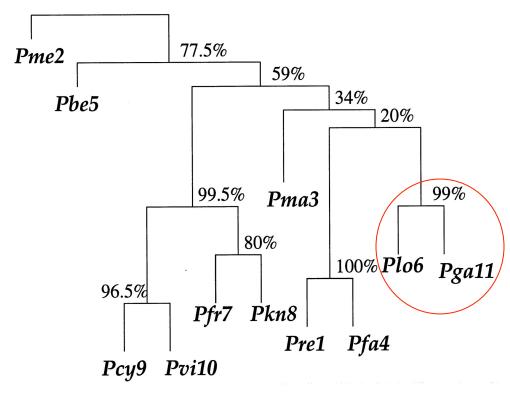
#### Notes:

no nodes are named
leaf nodes are named
all nodes are named
all but root node have a distance to parent
all have a distance to parent
distances and leaf names (popular)
distances and all names
a tree rooted on a leaf node (rare)

### Outgroup rooting

- Many methods (NJ) construct unrooted tree. An outgroup can be introduced to identify the "root". Although the inferred tree for all species is still unrooted, the root is believed to be located along the branch that leads to the outgroup so that the tree for the ingroup species is rooted. This strategy is called outgroup rooting.
- A good outgroup needs to satisfy:
- 1. not a member of the ingroup
- 2. close related to the ingroup

# Tree evaluation: Bootstrap analysis



Boostrapping measures how consistently the data support given taxon bipartitions (Hedges, 1992).

Plo6 and Pga11 are grouped together in 99% bootstrap replicates.

<sup>\*</sup> B = 200 bootstrap replications.

# An R package - ape

Analysis of Phylogenetics and Evolution ("ape") is an R software package for use in molecular evolution and phylogenetics.

Table 1. Special functions available in APE 1.1

Application	Available commands
Input/output	<pre>read.dna, write.dna, read.nexus,   write.nexus, read.tree, write.tree,   read.GenBank</pre>
Graphics	<pre>add.scale.bar, plot.mst, plot.phylo,   plot.skyline, lines.skyline,   ltt.plot</pre>
Tree manipulation	<pre>bind.tree, drop.tip, is.binary.tree,   is.ultrametric</pre>
Comparative method	<pre>compar.gee, compar.lynch, pic,   vcv.phylo</pre>
Diversification	<pre>birthdeath, cherry, diversi.gof,   diversi.time, gamma.stat</pre>
Population genetics	branching.times, coalescent.intervals, collapsed.intervals, find.skyline.epsilon, heterozygosity, skylineplot, skyline, theta.h, theta.k, theta.s
Molecular dating Miscellaneous	chronogram, ratogram, NPRS.criterion all.equal.phylo, balance, base.freq, dist.dna, dist.gene, dist.phylo, GC.content, klastorin, mantel.test, mst, summary.phylo
Data sets	bird.families, bird.orders, hivtree, landplants, opsin, woodmouse, xenarthra

#### citations

Yang et al., 2012, Molecular phylogenetics: principles and practice, Nature Reviews Genetics, 13: 303-314

Paradis et al., 2004, APE: Analyses of Phylogenetics and Evolution in R language, Bioinformatics, 20 (2): 289-290

Baum et al. The tree-thinking challenge, 2005, Science, 310:979-980