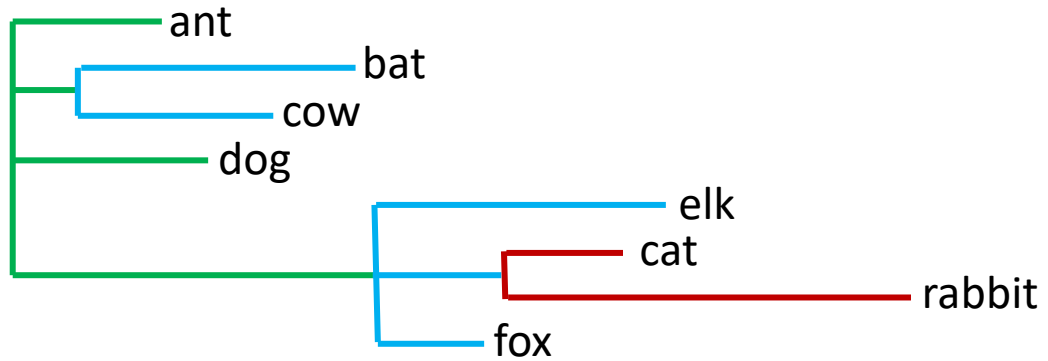


# Newick tree bipartitions algorithm

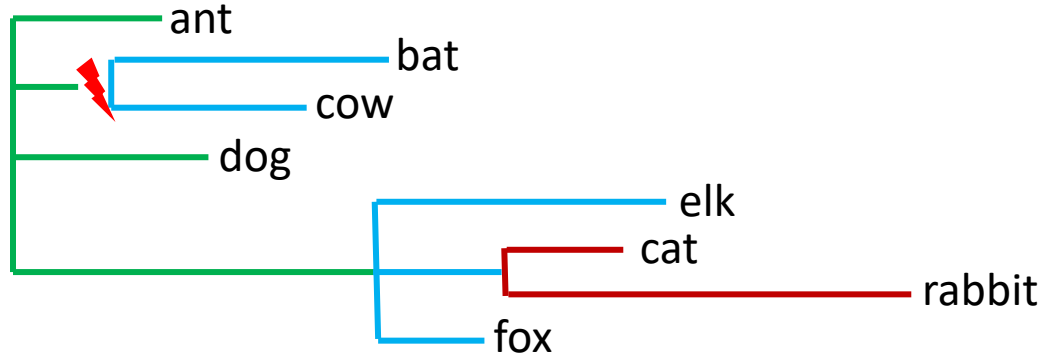
# Newick format

```
(ant, (bat, cow), dog, (elk, (cat, rabbit), fox));
```

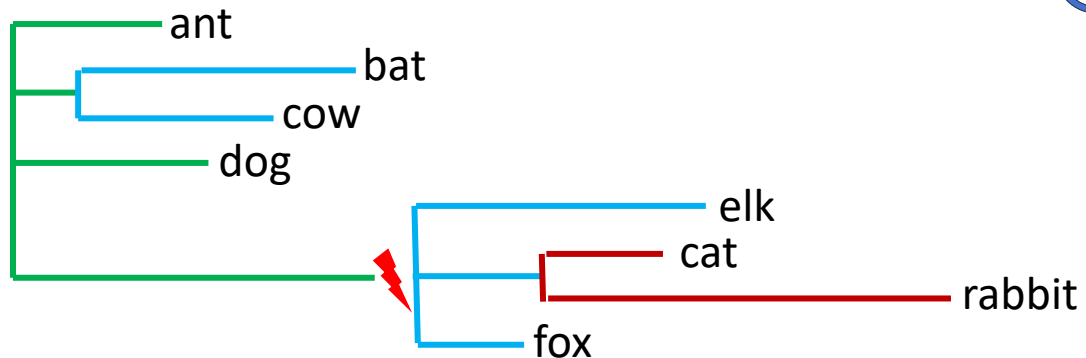


# Possible bipartitions

(ant, (bat, cow), dog, (elk, (cat, rabbit), fox));

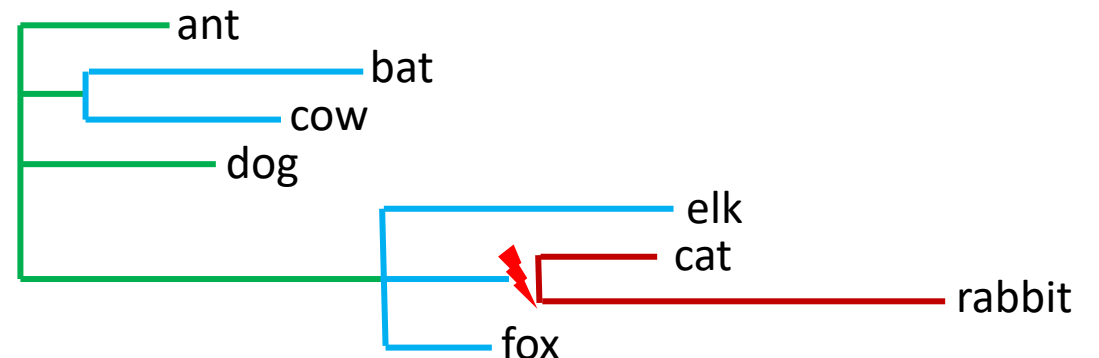


1



2

3




# Algorithm

(ant, (bat, cow), dog, (elk, (cat, rabbit), fox));

## 1 Splitting Newick by levels

vector<pair<string, int>> :

(ant ; 0) , (bat , cow ; 1) , (dog ; 0) , (elk ; 1) , (cat, rabbit ; 2) , (fox ; 1)



## 2 Cutting initial vector by levels

IF level changes :

(bat , cow ; 1) , (dog ; 0) , (elk ; 1) , (cat, rabbit ; 2) , (fox ; 1)

(elk ; 1) , (cat, rabbit ; 2) , (fox ; 1)

(cat, rabbit ; 2) , (fox ; 1)

Returns  vector<string>

# Algorithm

(ant, (bat, cow), dog, (elk, (cat, rabbit), fox))

## 3 Creating bipartition pairs from previous `vector<string>`

(bat, cow) , (elk, cat, rabbit, fox) , (cat, rabbit)



(bat, cow) , (**all species** – bat and cow )

(elk, cat, rabbit, fox), (**all species** - elk, cat, rabbit, fox)

(cat, rabbit), (**all species** - cat, rabbit)

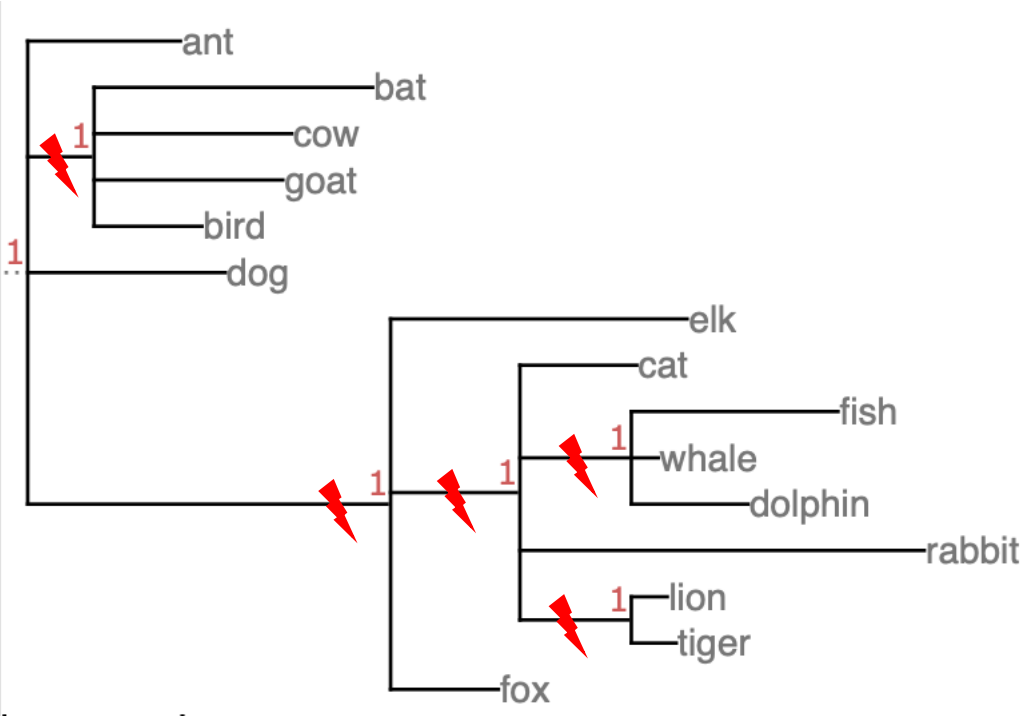


`vector<pair<list<string>, list<string>>>`

`Vector<list<string>>`

# Execution example :

(ant:17, (bat:31, cow:22, goat:21, bird:12):7, dog:22, (elk:33, (cat:13, (fish:23, whale:3, dolphin:13):12, rabbit:45, (lion:4, tiger:5):12):14, fox:12):40)



FIRST :	FIRST :	FIRST :	FIRST :	FIRST :
bat	elk	cat	fish	lion
cow	cat	fish	whale	tiger
goat	fish	whale	dolphin	-----
bird	whale	dolphin	-----	SECOND :
-----	dolphin	rabbit	SECOND :	bat
SECOND :	rabbit	lion	bat	cow
fish	lion	tiger	cow	goat
whale	tiger	-----	goat	bird
dolphin	fox	SECOND :	bird	fish
lion	-----	bat	lion	whale
tiger	SECOND :	cow	tiger	dolphin
cat	bat	goat	cat	cat
rabbit	cow	bird	rabbit	rabbit
elk	goat	elk	elk	elk
fox	bird	fox	fox	fox
ant	ant	ant	ant	ant
dog	dog	dog	dog	dog