# ${f 3}$ Exercise solutions – Extension of global alignment

#### 1. DP with score matrix

Use the score matrix below with gap penalty g = 1 and answer the following questions.

	С	G	Α	Т
С	1	0	0	0
G		1	1	0
Α			1	0
Т				1

- (a) Calculate the alignment score.
  - Alignment 1

q: ATGCT d: CA--T

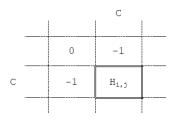
#### Solution: -1

 $\bullet$  Alignment 2

q: CAGCT d: C-A-T

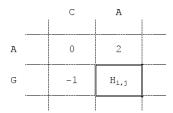
## Solution: 1

- (b) Calculate the score of  $H_{i,j}$ .
  - Table A



#### Solution: 1

• Table B



## Solution: 1

(c) Fill the empty cells with appropriate scores in the DP table. What is the optimal alignment score?

q\d		С	А	Т
	0	-1	-2	-3
С	-1		0	-1
A	-2	0	2	1
G	-3	-1		2
С	-4	-2		1
Т	-5	-3	-1	

#### Solution: 1

(d) There are two different alignments that give the same optimal score in the solution above. Specify both of them.

#### **Solution:**

- q: CAGCT
- d: CA--T
- q: CAGCT
- d: C-A-T

#### 2. Affine gap penalty

Affine gap penalties are often preferable ways to calculate gap scores than linear penalties. A gap with length l can be calculated as:  $g_l = g_{open} + (l-1) * g_{extend}$ .

Use the following scoring scheme and gap penalties to answer the questions.

#### Scoring scheme:

$$R_{ab} = 1 \text{ for a} = b$$

$$R_{ab} = 0$$
 for  $a \neq b$ 

$$g_{open} = 1, g_{extend} = 0.1$$

(a) What is the gap penalty when l=2.

**Solution:** 
$$g_{l=2} = 1 + (2-1) * 0.1 = 1.1$$

- (b) Calculate the scores of the alignments.
  - 1. q: CAGCT
    - d: CT--T

## Solution: 0.9

- 2. q: CAGCT
  - d: C-T-T

#### Solution: 0

- 3. q: CCT-
  - d: ---CT

## Solution: -2.3

# 3. Affine gap with single DP table

You need to check extra cells in addition to the adjacent cells of H when finding an optimal alignment with affine gap penalties.

# Scoring scheme:

$$R_{ab} = 1 \text{ for a = b}$$

$$R_{ab} = 0 \text{ for a } \neq b$$

$$g_{open} = 1, g_{extend} = 0.1$$

		С	G
	0	-1	-1.1
С	-1	1	0
A	-1.1	0	
	-		

Assume we want to update  $H_{2,2}$  and answer the following questions.

(a) Calculate  $H_{1,1} + R_{q_2,d_2}$ .

**Solution:** 1 + 0 = 1

(b) Calculate  $\max_{1 \leq l \leq 2} (H_{2,2-l} - g_l)$ .

**Solution:**  $max(H_{2,1} - g_{l=1}, H_{2,0} - g_{l=2}) = max(01, -1.11.1) = -1$ 

(c) Calculate  $\max_{1 \leq l \leq 2} (H_{2-l,2} - g_l)$ .

**Solution:**  $max(H_{1,2} - g_{l=1}, H_{0,2} - g_{l=2}) = max(01, -1.11.1) = -1$ 

(d) What is the score of  $H_{2,2}$ .

**Solution:** max(1, 1, -1) = 1

#### 4. Initialization for affine gap penalty

Initialize the following tables when  $g_{open} = 10$  and  $g_{extend} = 1$ .

			≦ .	
		Т	G	С
	0	-10	-11	-12
A	-10			
A	-11			

		Т	G	С
	0	-10	-11	-12
A	-11			
Α	-12			

F

	G					
		Т	G	С		
	0	-10	-11	-12		
A	-10					
A	-11					

# 5. Affine gap with three DP tables

Use the following scoring scheme and gap penalties to find the optimal alignment score of two sequences q = AG and d = GGGC.

# Scoring scheme:

$$R_{ab} = 1$$
 for  $a = b$ 

$$R_{ab} = 0 \text{ for a} \neq b$$

$$g_{open} = 1, g_{extend} = 0.1$$

(a) Fill all blank cells in the DP tables E, F, and G.

	E						
		G	G	G	С		
	0	-1	-1.1	-1.2	-1.3		
A	-1	-2	-2.1	-2.2	-2.3		
G	-1.1	-1	-2	-2.1	-2.2		

		G	G	G	С
	0	-1	-1.1	-1.2	-1.3
A	-1	-2	-1		-1.2
G	-1.1	-2.1	-1	0	-0.1

F

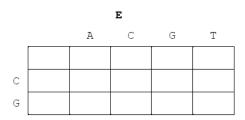
	G					
		G	G	G	С	
	0	-1	-1.1	-1.2	-1.3	
A	-1	0	-1	-1.1	-1.2	
G	-1.1	0	1	0	-1.1	

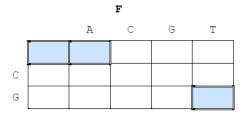
(b) What is the optimal score?

Solution: -0.1

#### 6. Backtrack with affine gap penalty

Perform backtracking on E, F, and G tables to find the optimal alignment. The cells with double border should be visited during backtracking.







(a) Write the optimal alignment.

Solution:

- q: -CG-
- d: ACGT

## 7. Sequence distance with DP

DP can be used to calculate the edit distance (Levenshtein distance) between two sequences.

#### Scoring scheme:

$$R_{ab} = 0$$
 for  $a = b$   
 $R_{ab} = -1$  for  $a \neq b$   
 $g = 1$ 

With the scoring scheme above, the edit distance d is calculated as 1 \* T where T is the optimal score of the DP.

Find the edit distance between two sequences q = AG and d = ACG.

(a) Fill the DP table.

q\d		A	С	T
	0	-1	-2	-3
A	-1	0	-1	-2
G	-2	-1	-1	-2

(b) What is the edit distance between q and d?

## Solution:

2