

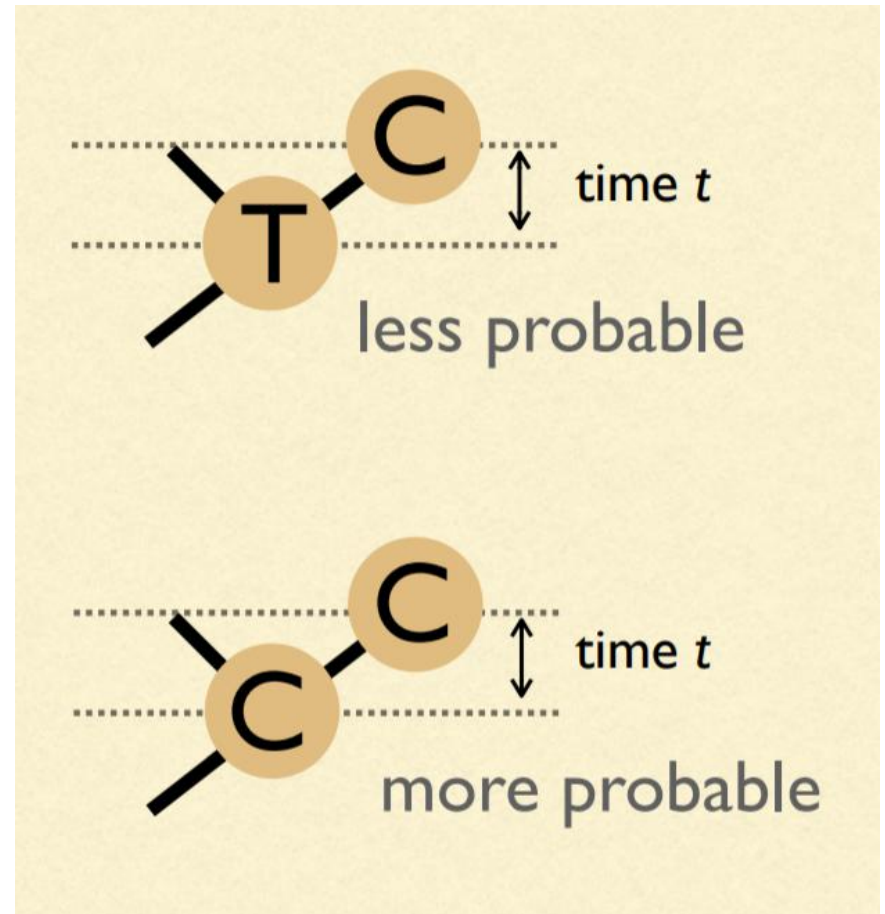
Continuous-Time Markov Models

Markov assumption = probability of change depends only on current state, not how long it has been in that state

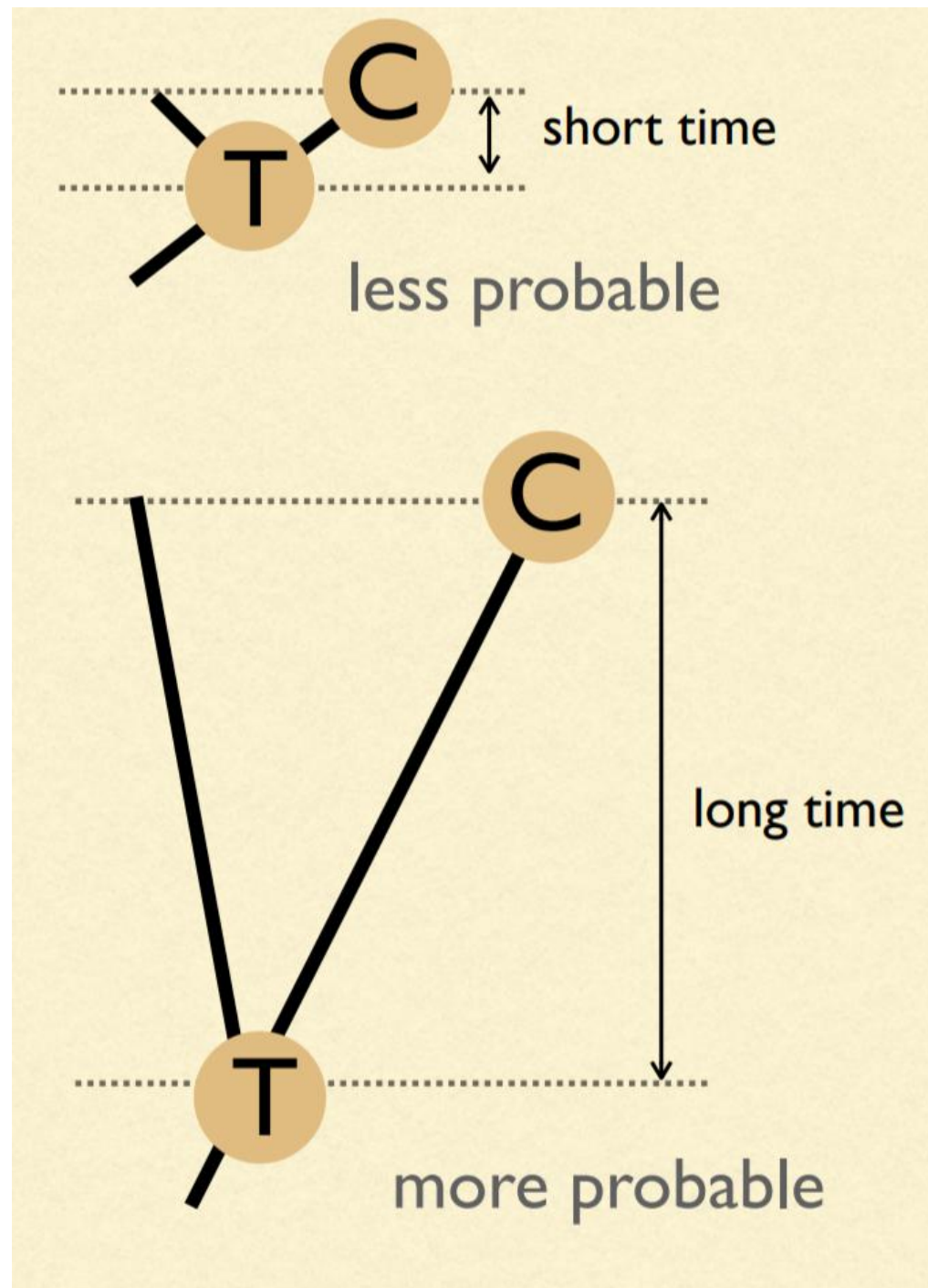
Our model of change depends on time: We must estimate branch lengths

**Units of branch length
will be expected number
of substitutions per site**

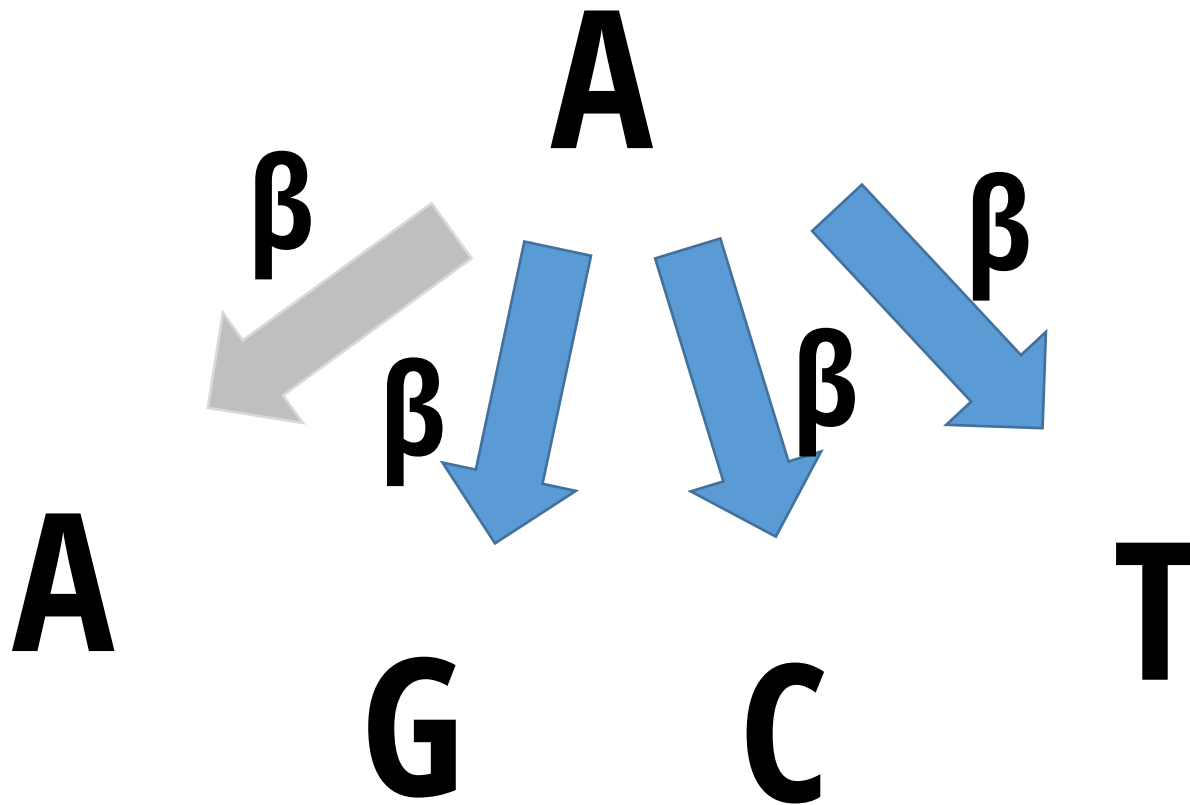
**(= rate of substitutions x
time)**



**Probabilities are
dependent on
time**



$$\mu = 4\beta$$



A (very) simple phylogeny...



$P_{AA} =$

Probability nothing happened +

Probability something happened, but that the last
thing that happened ended in an A

A (very) simple phylogeny...



$$P_{AA} = (e^{-\mu t}) + (1 - e^{-\mu t})(1/4)$$



Probability
something
doesn't
happen



Probability
at least one
thing
happens



Probability that
the last thing
that happened
ends in an A

A (very) simple phylogeny...



$$P_{AG} =$$

$$(1 - e^{-\mu t})(1/4)$$



Probability
at least one
thing
happens



Probability that
the last thing
that happened
ends in an G

A (very) simple phylogeny...



$$P_{AC} =$$

$$(1 - e^{-\mu t})(1/4)$$



Probability
at least one
thing
happens



Probability that
the last thing
that happened
ends in an C

A (very) simple phylogeny...



$$P_{AT} =$$

$$(1 - e^{-\mu t})(1/4)$$



Probability
at least one
thing
happens



Probability that
the last thing
that happened
ends in an T

**One last bit...substitutions vs.
"events"**

$$v = (3/4)\mu t = 3\beta t$$

$$4v/3 = \mu t$$

Only 3 out of 4 events results in a substitution. Thus, we can define the expected number of substitutions for a given time interval t as v .

$$P_{AA} = (e^{-\mu t}) + (1 - e^{-\mu t})(1/4)$$

$$P_{AG} = (1 - e^{-\mu t})(1/4)$$

$$P_{AC} = (1 - e^{-\mu t})(1/4)$$

$$P_{AT} = (1 - e^{-\mu t})(1/4)$$

$$P_{AA} = (1/4) + (3/4)(e^{-4\nu/3})$$

$$P_{AG} = (1/4) - (1/4)(e^{-4\nu/3})$$

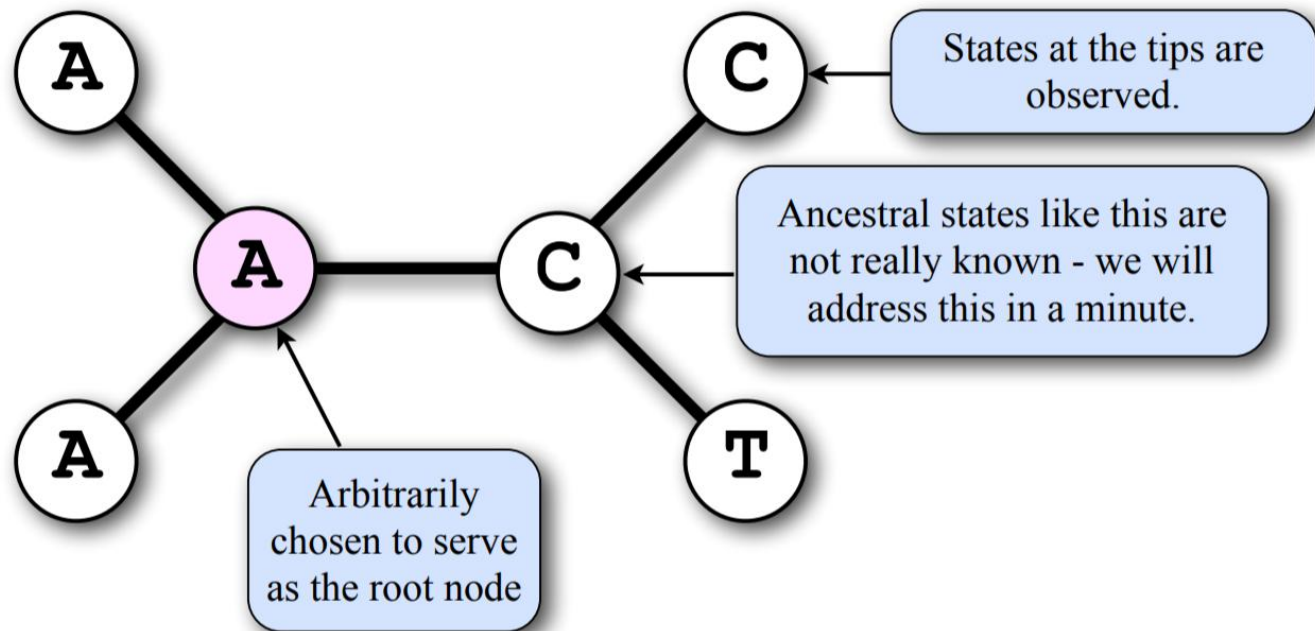
$$P_{AC} = (1/4) - (1/4)(e^{-4\nu/3})$$

$$P_{AT} = (1/4) - (1/4)(e^{-4\nu/3})$$

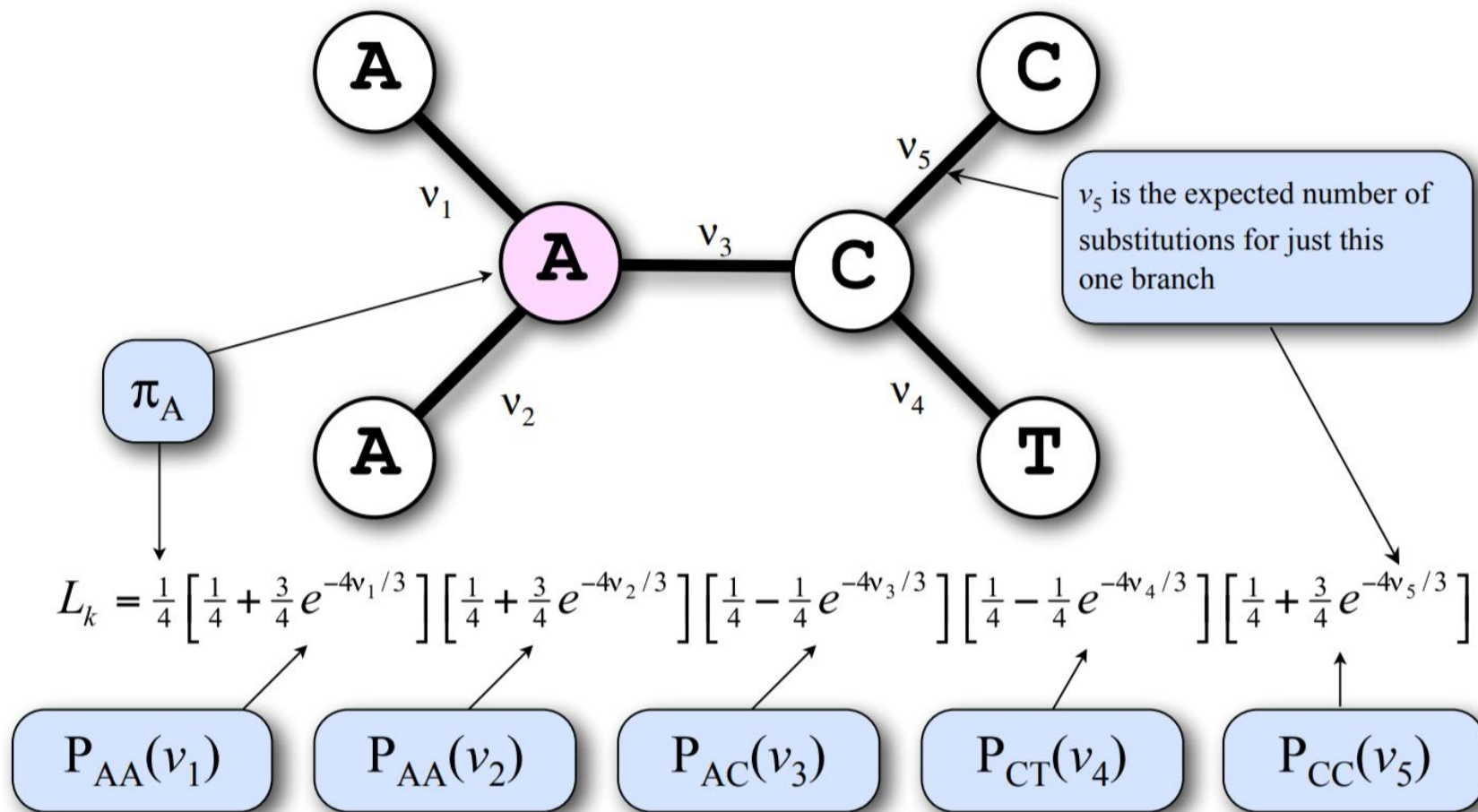
Sanity check:
Do they all add to 1?

Likelihood of an unrooted tree

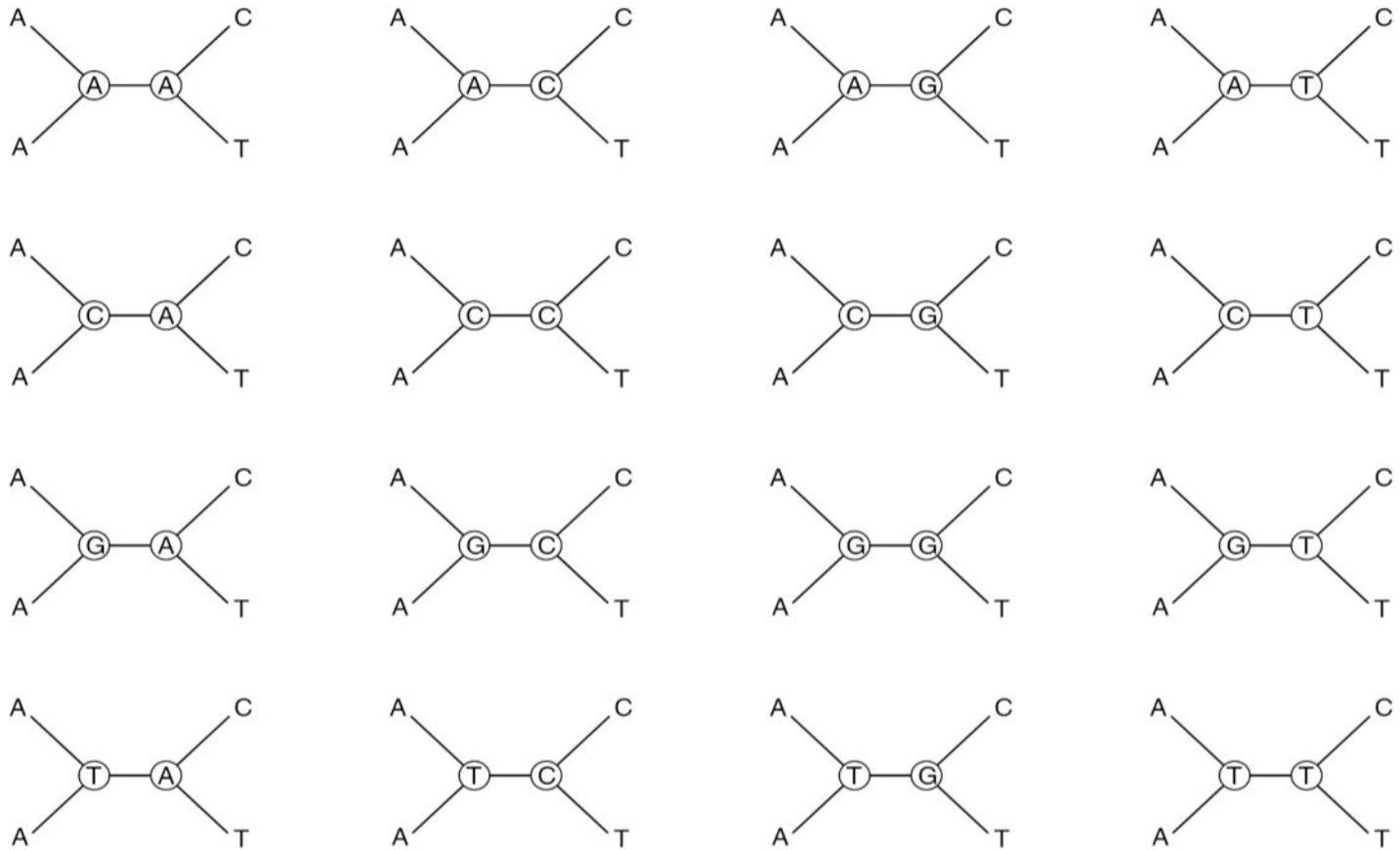
(data shown for only one site)



Likelihood for site k

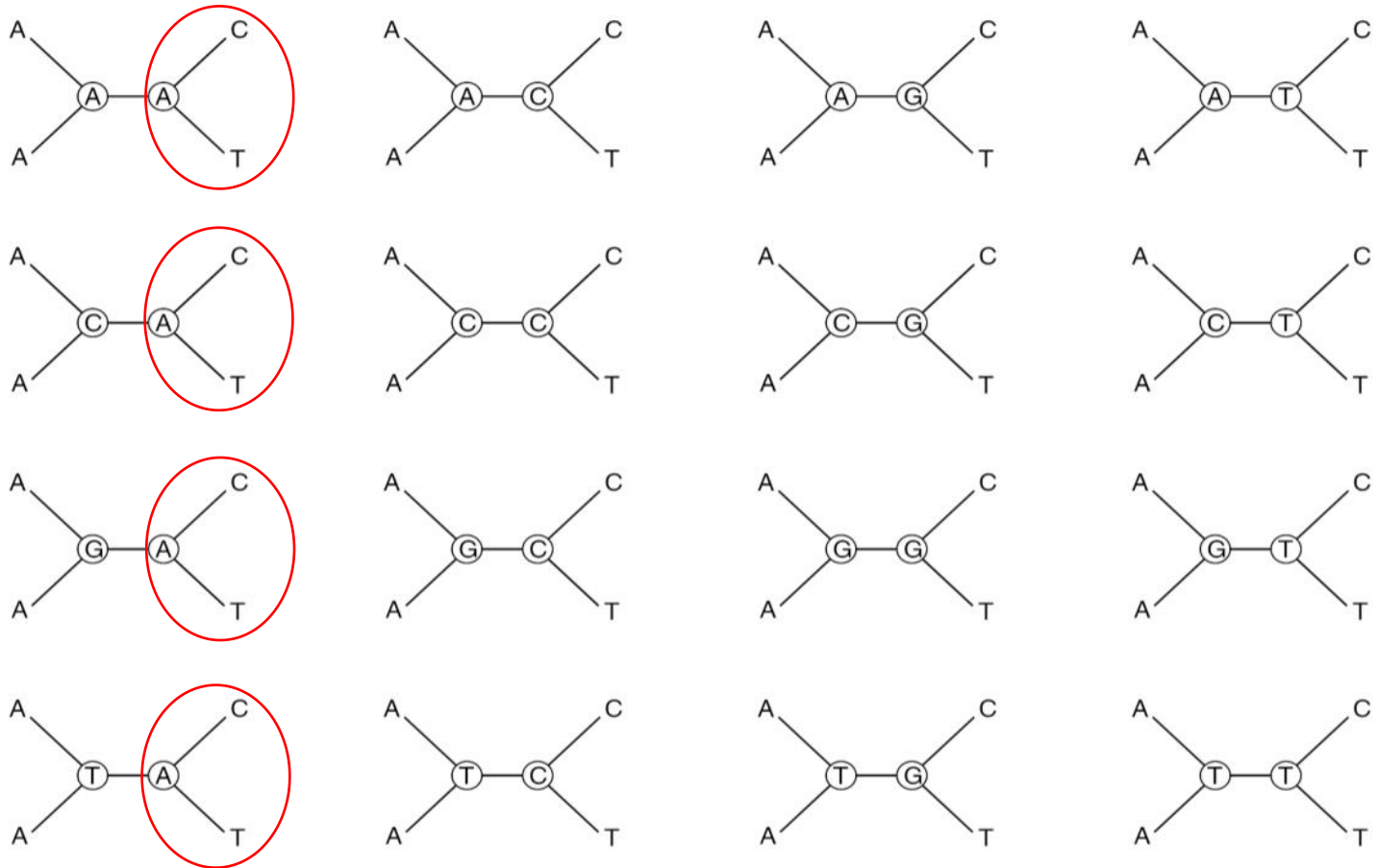


Brute force approach would be to calculate L_k for all 16 combinations of ancestral states and sum them



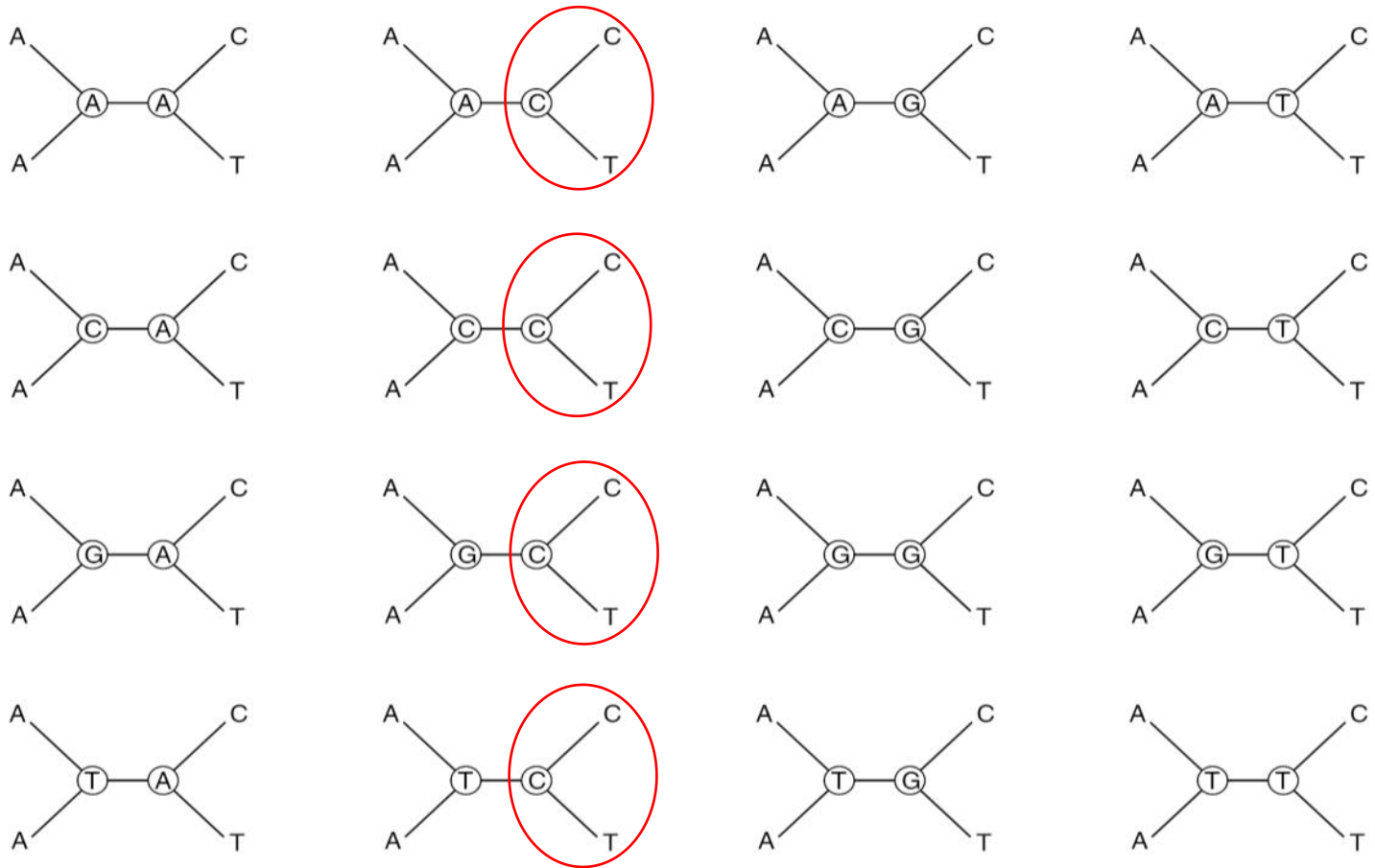
Note use of the OR probability rule

Pruning algorithm



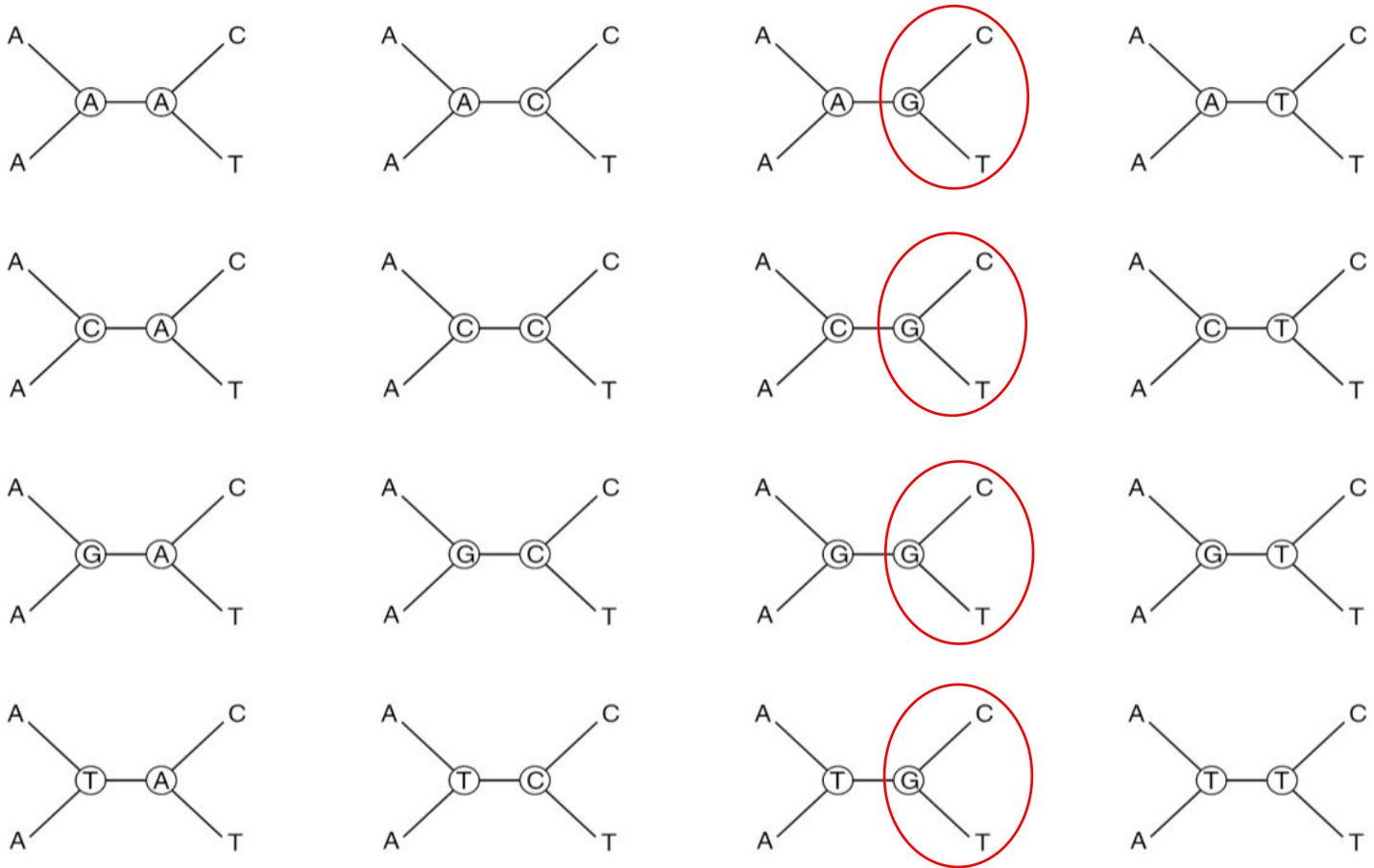
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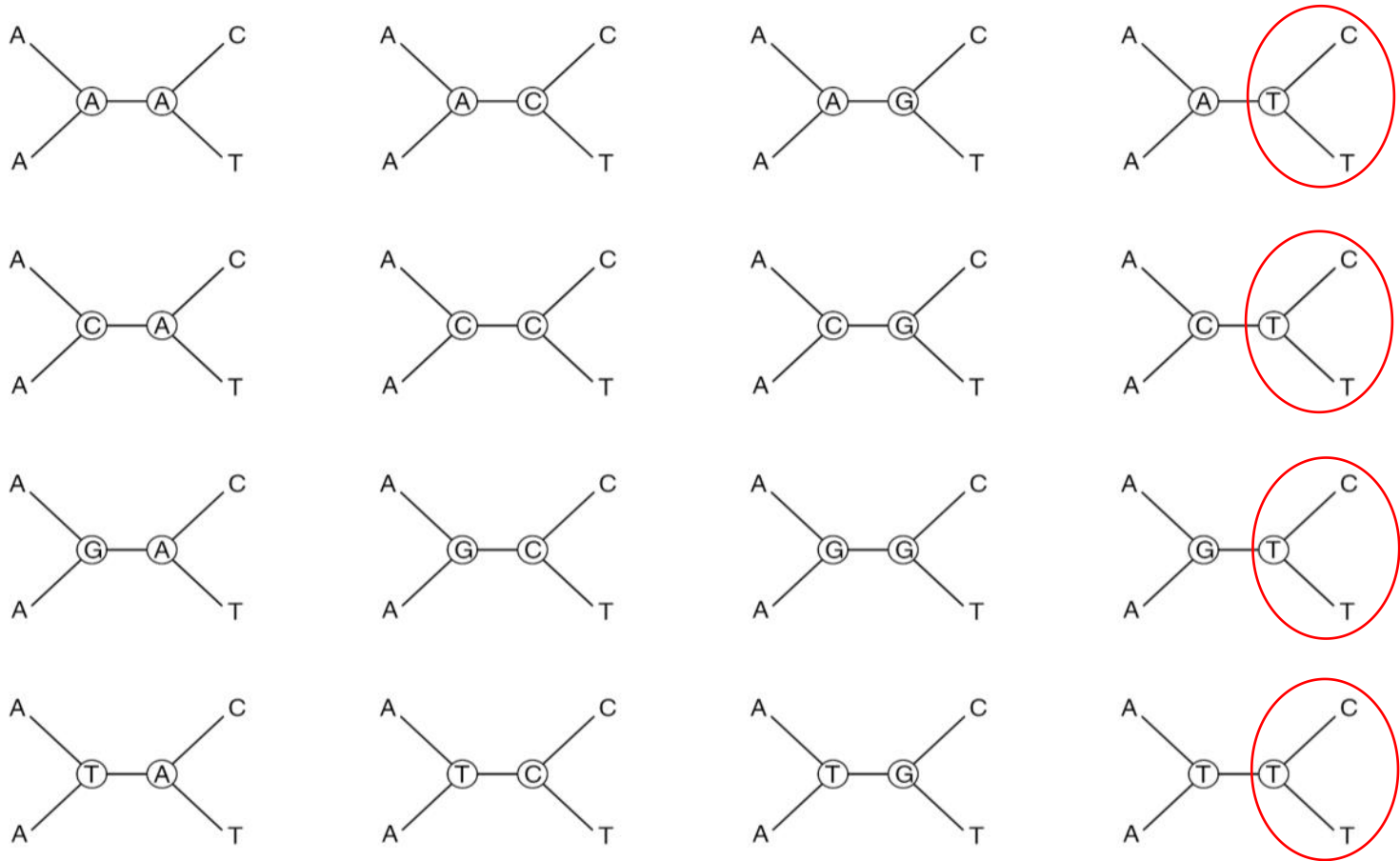
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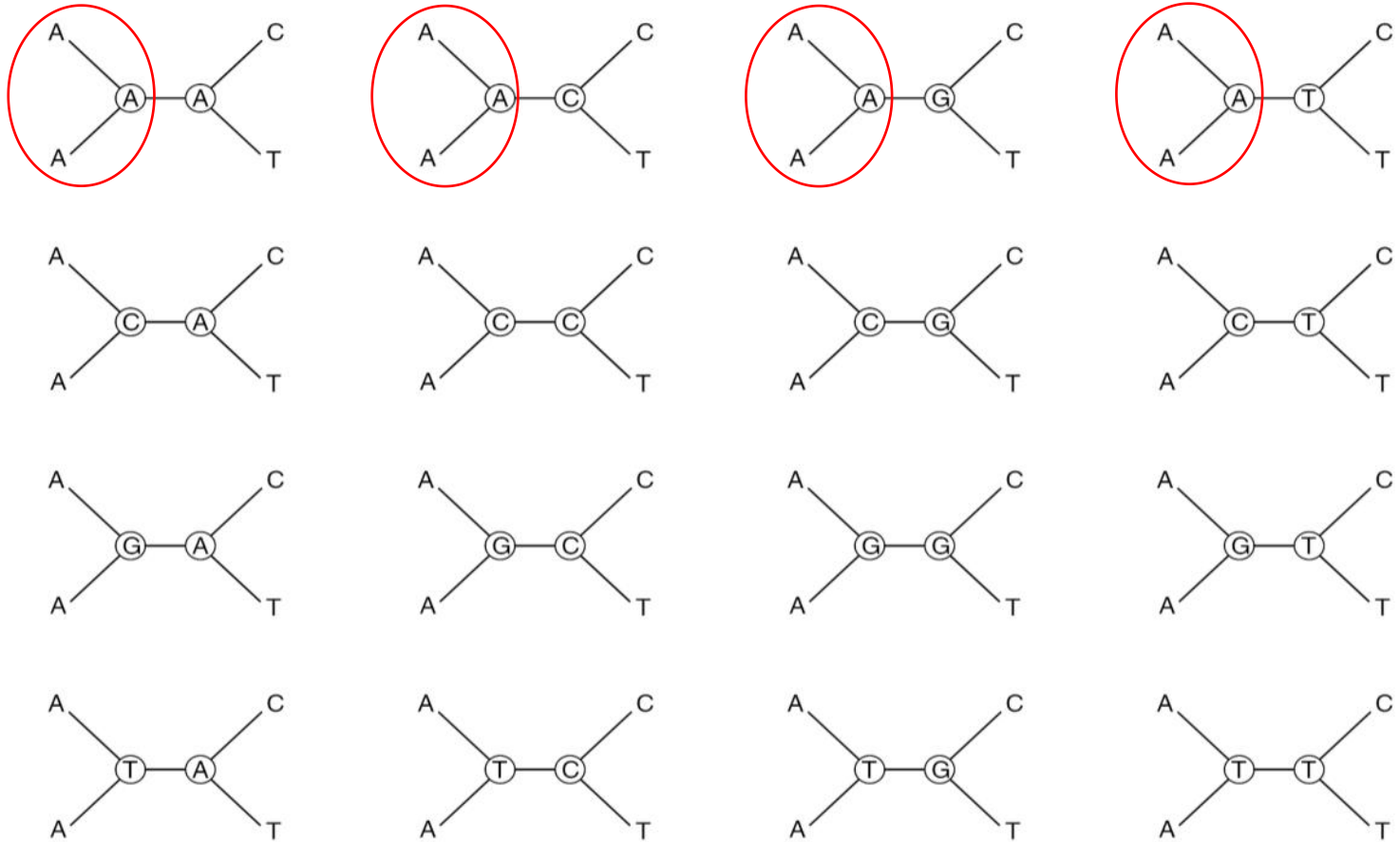
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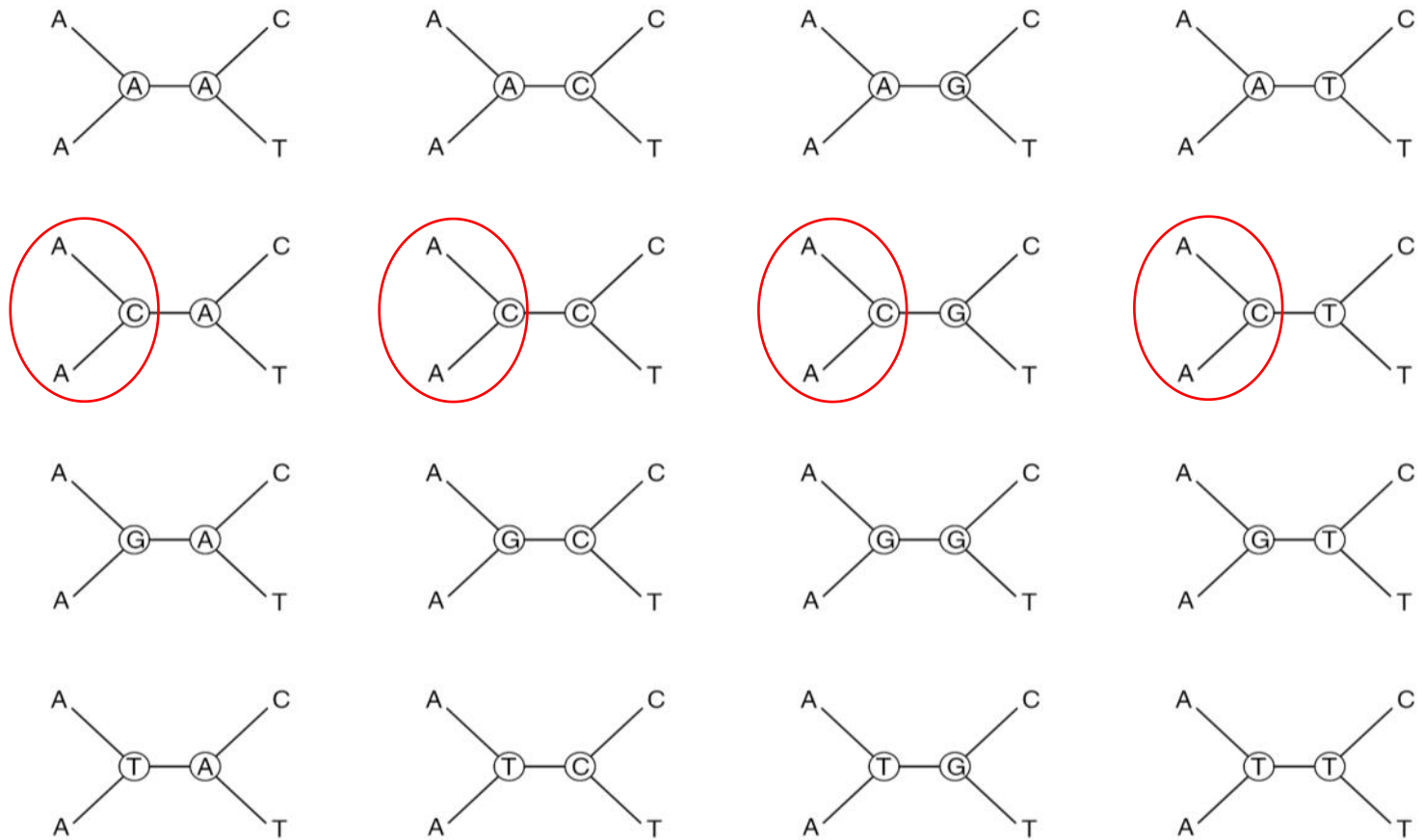
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Pruning algorithm



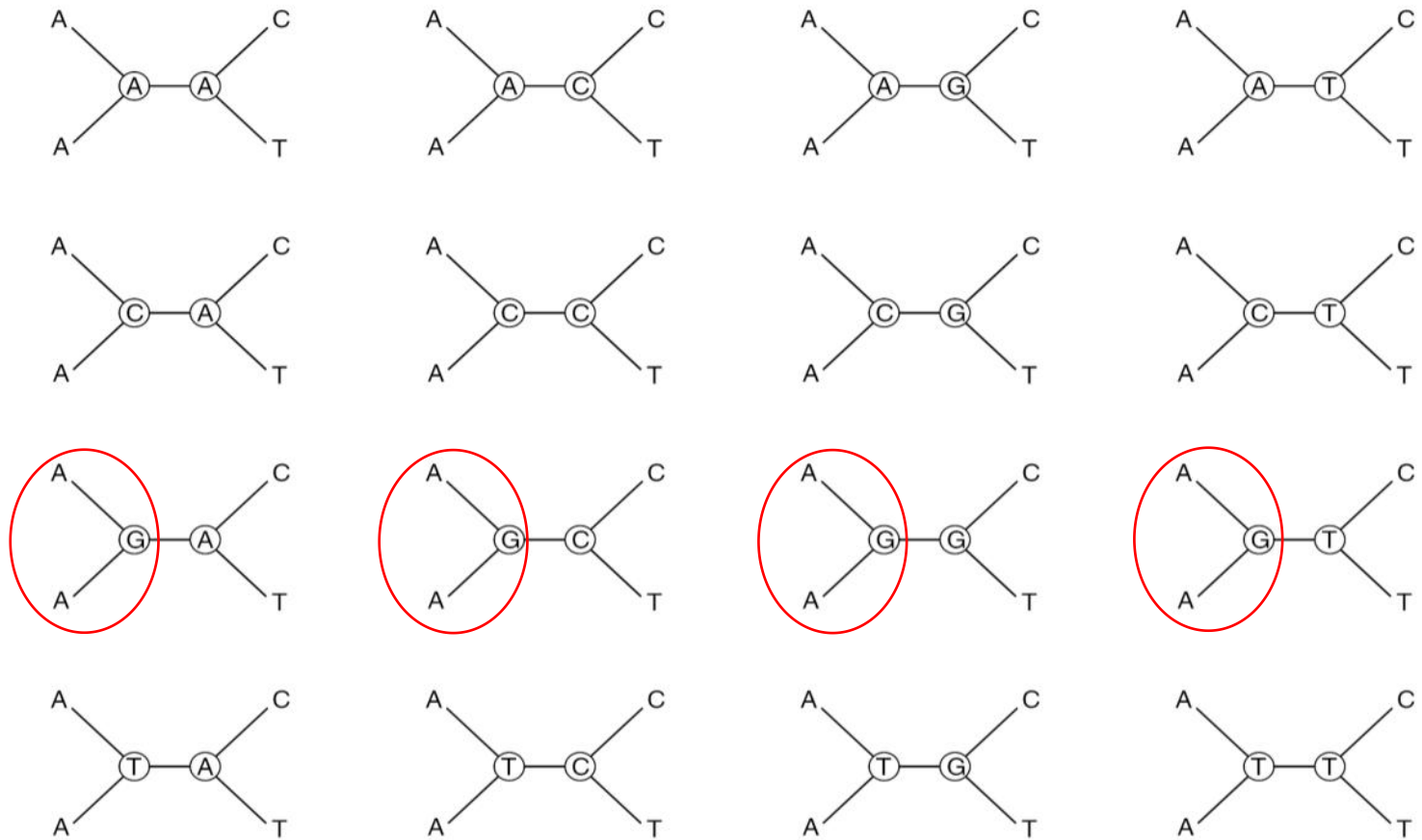
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Pruning algorithm



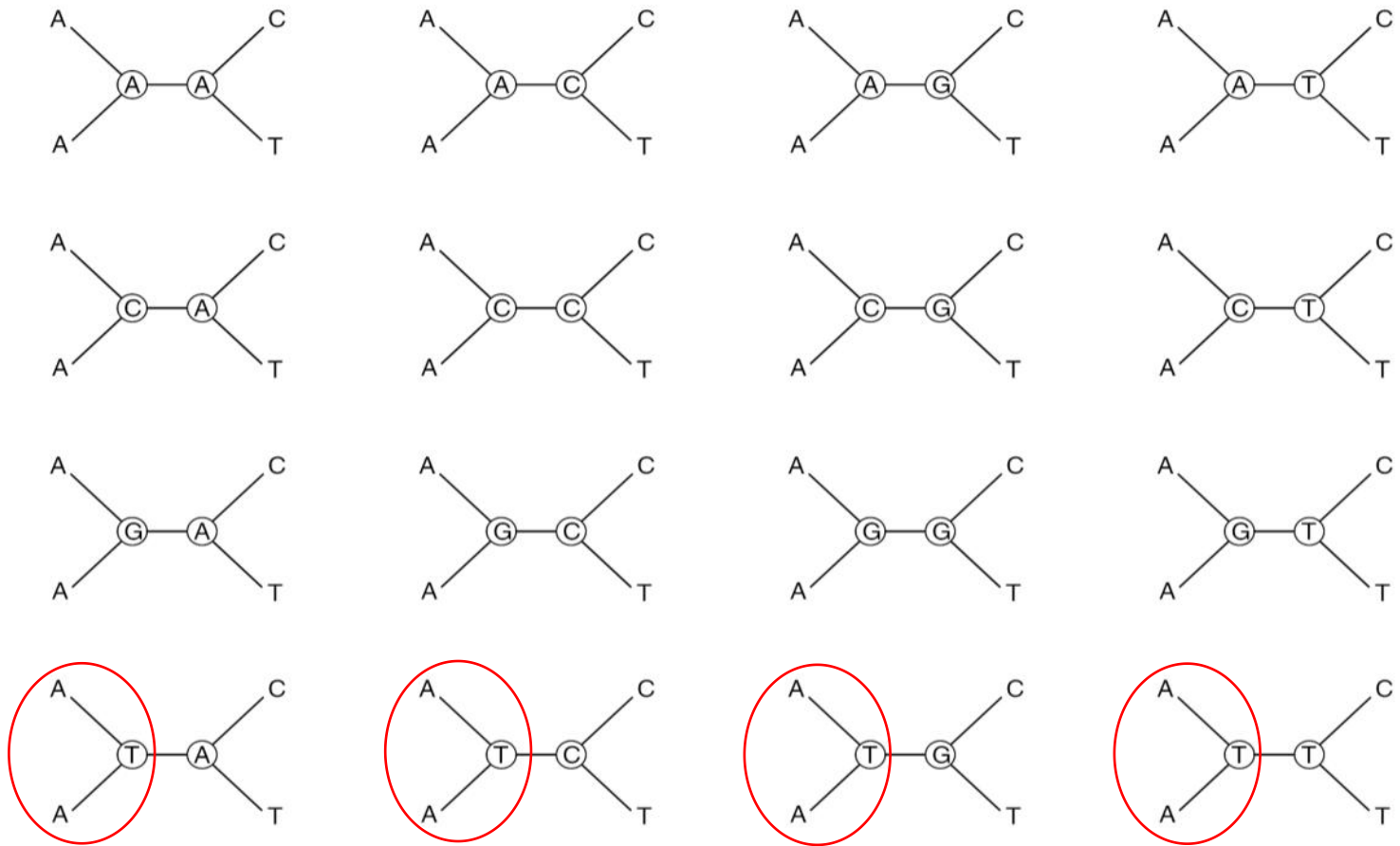
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Pruning algorithm



Note use of the OR probability rule

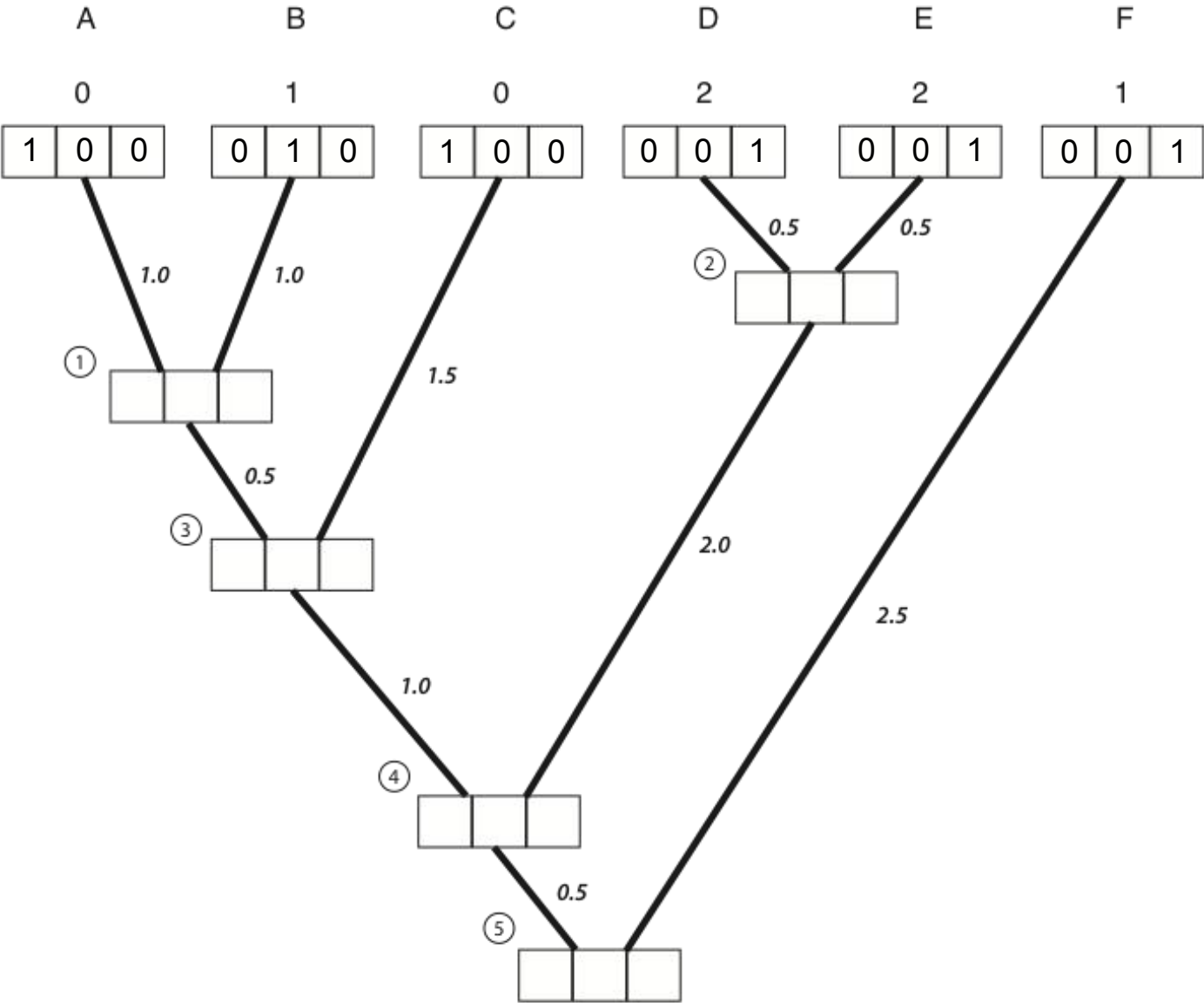
Pruning algorithm



Note use of the OR probability rule

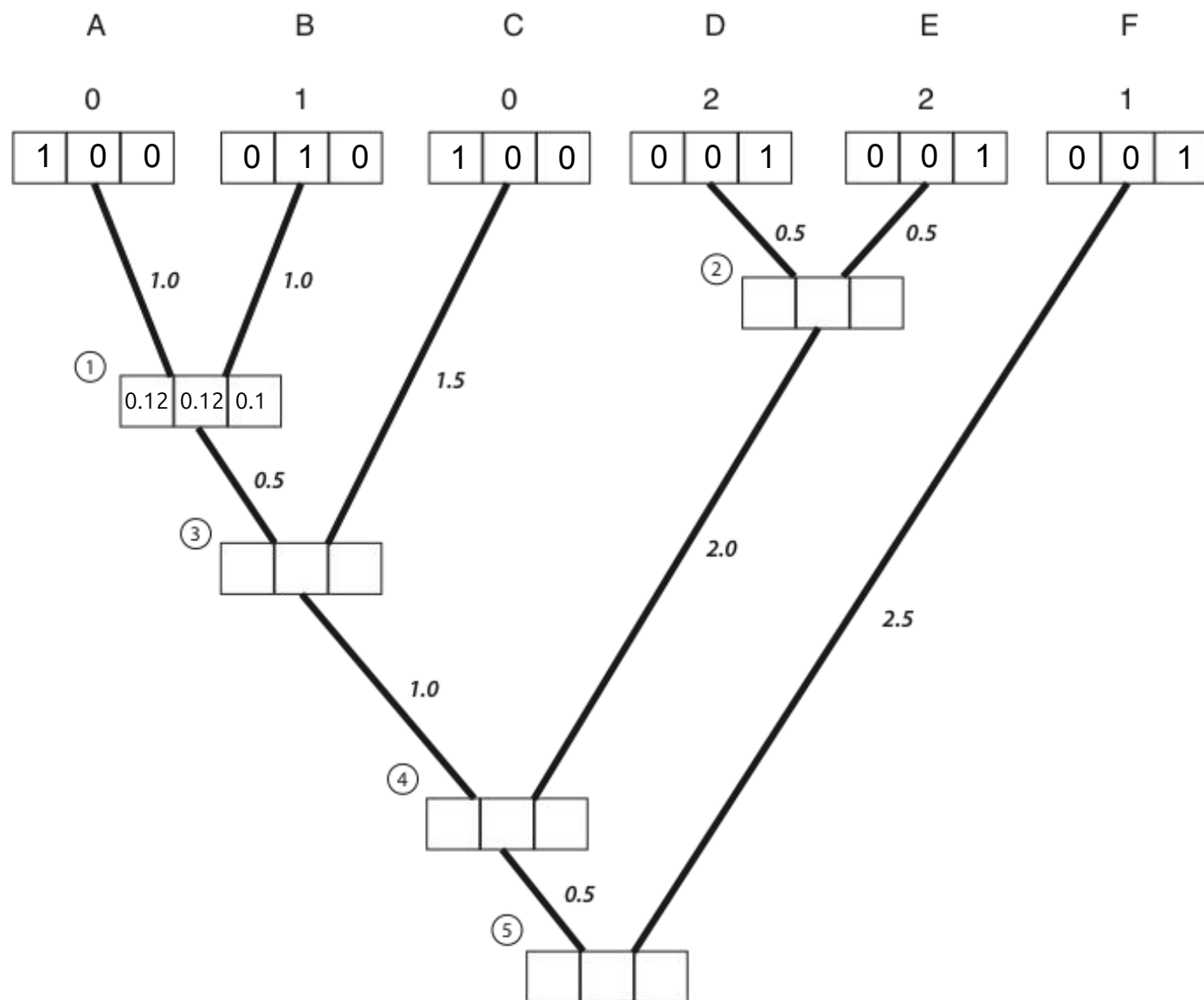
Species

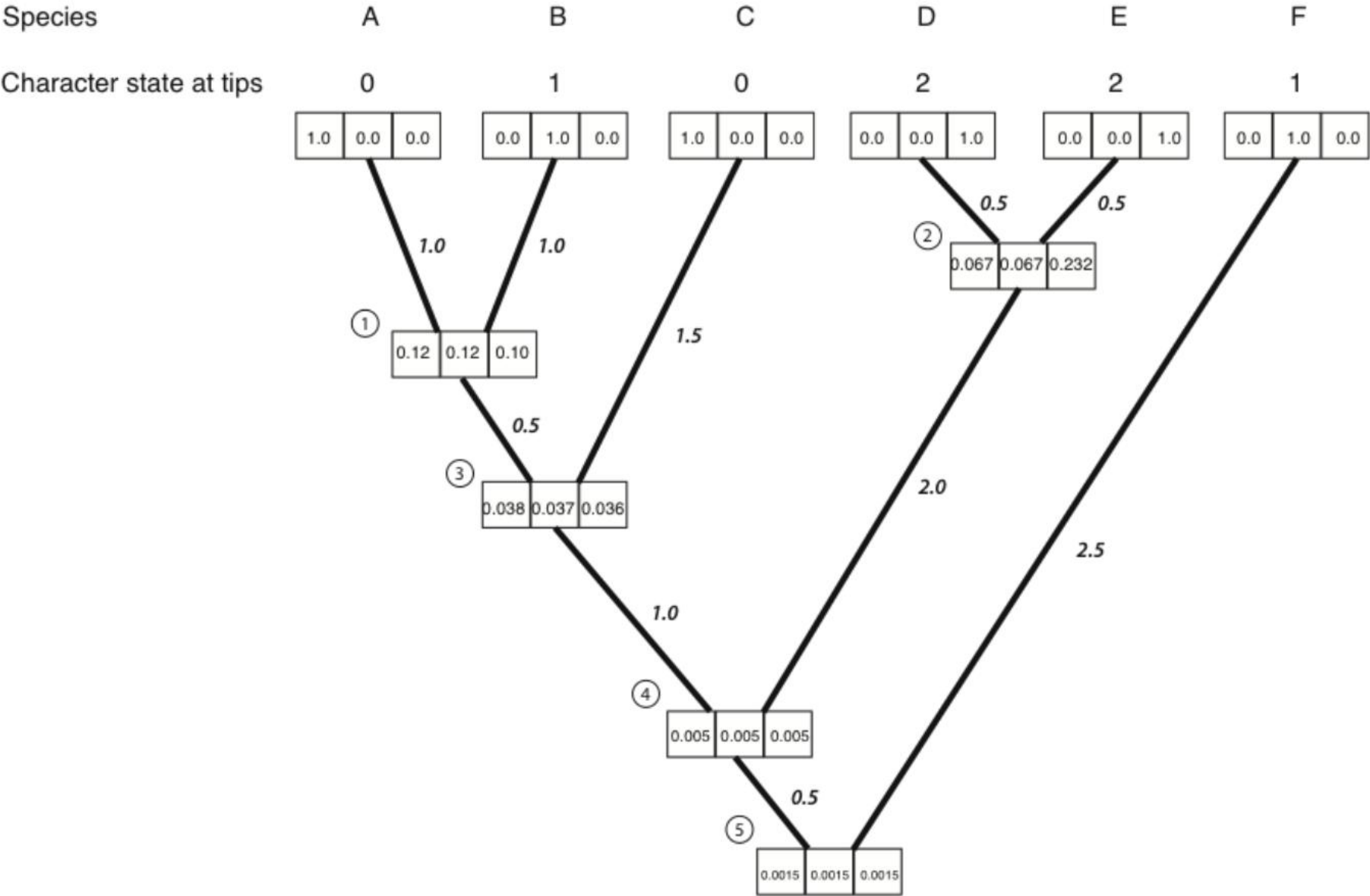
Character state at tips



Species

Character state at tips





Lab Exercise in R

Goal:

Get some experience R

Understand probability, likelihoods, and Bayesian inference using non-phylogenetic models (linear regression)