

For written notes on this lecture, please read chapter 10 of *The Practical Bioinformatician*, and chapter 2 and 5 of *Algorithms in Bioinformatics*.

CS2220: Introduction to Computational Biology

Unit 4: Essence of Sequence Comparison

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Plan

- **Dynamic programming**
- **Protein evolution**
- **String comparison**
- **Sequence alignment**
 - Pairwise alignment
 - Multiple alignment
- **Popular tools**
 - FASTA, BLAST, Pattern Hunter

Dynamic programming



Knapsack problem

- **Each item that can go into the knapsack has a size and a benefit**
- **The knapsack has a certain capacity**
- **What should go into the knapsack to maximize the total benefit?**

Formulation of a solution

Source: <http://mat.gsia.cmu.edu/classes/dynamic/node6.html>

- Intuitively, to fill a w -pound knapsack, we must start by adding some item. If we add item j , we end up with a knapsack k' of size $w - w_j$ to fill ...

$$g(w) = \max_j \{ b_j + g(w - w_j) \}$$

where

- w_j and b_j be weight and benefit for item j
- $g(w)$ is max benefit that can be gained from a w -pound knapsack

Exercise #1

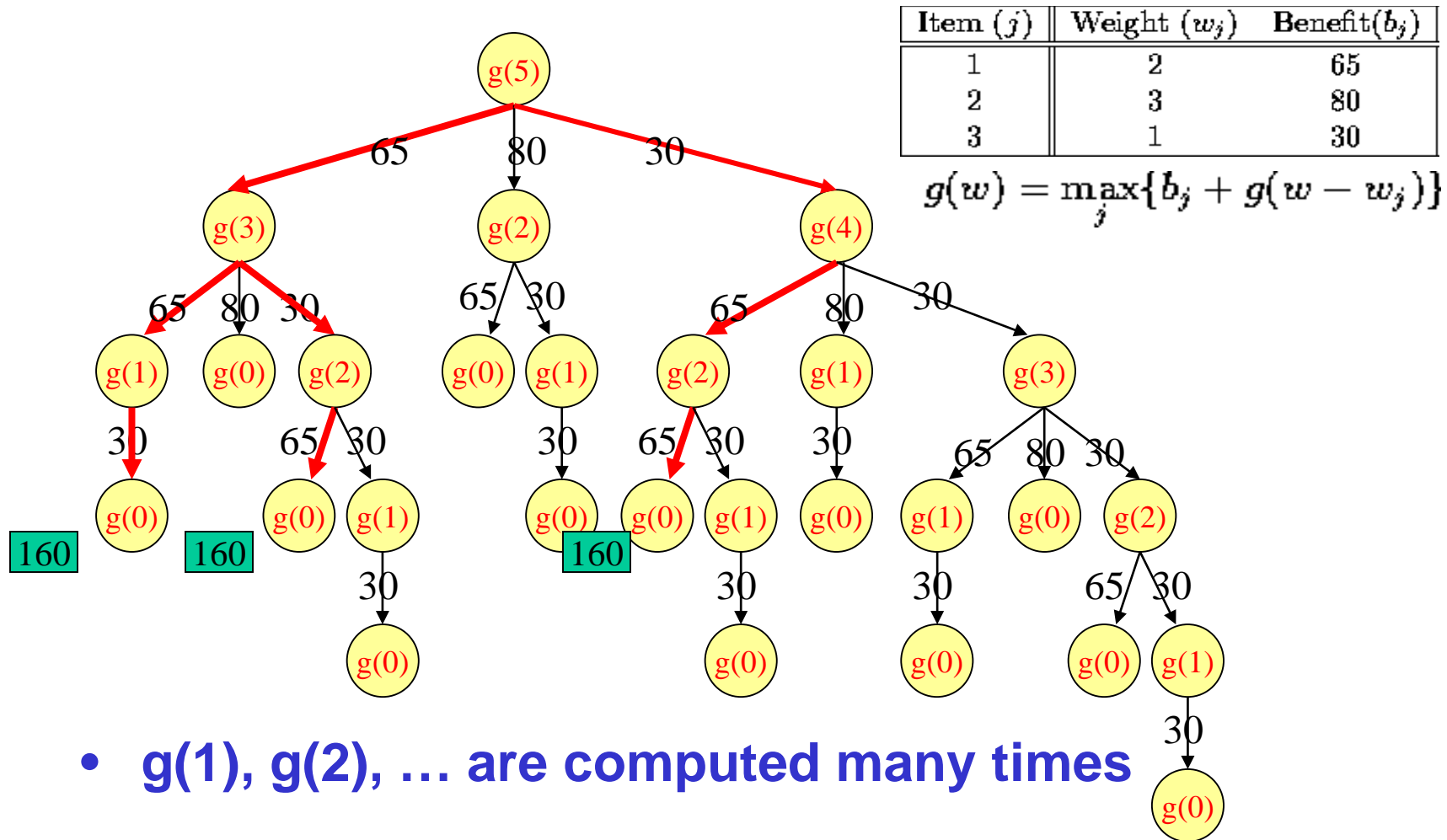
- Does $g(w)$ produce the optimal benefit? Prove it

$$g(w) = \max_j \{b_j + g(w - w_j)\}$$

where

- w_j and b_j be weight and benefit for item j
- $g(w)$ is max benefit that can be gained from a w -pound knapsack

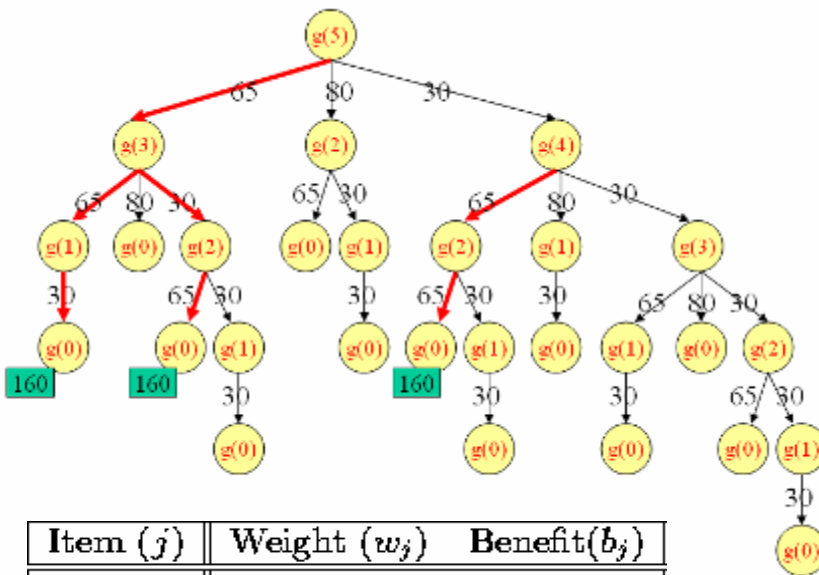
Direct recursive evaluation is inefficient



“Memoize” to avoid recomputation

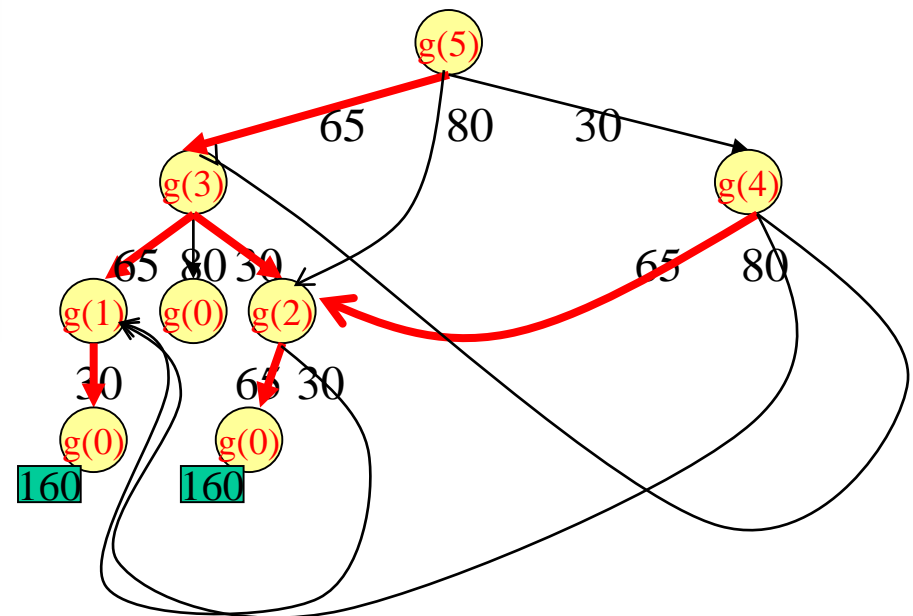
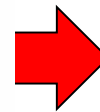
```

int s[]; s[0] := 0;
g'(w) = if s[w] is defined
        then return s[w];
        else {
            s[w] := maxj{bj + g'(w - wj)};
            return s[w]; }
  
```



Item (j)	Weight (w_j)	Benefit(b_j)
1	2	65
2	3	80
3	1	30

$$g(w) = \max_j \{b_j + g(w - w_j)\}$$



Exercise #2

- In what order do $s[0]$, $s[1]$, ... get defined?

```
int s[]; s[0] := 0;
g'(w) = if s[w] is defined
        then return s[w];
        else {
            s[w] := maxj{bj + g'(w - wj)};
            return s[w]; }
```



Remove recursion: Dynamic programming

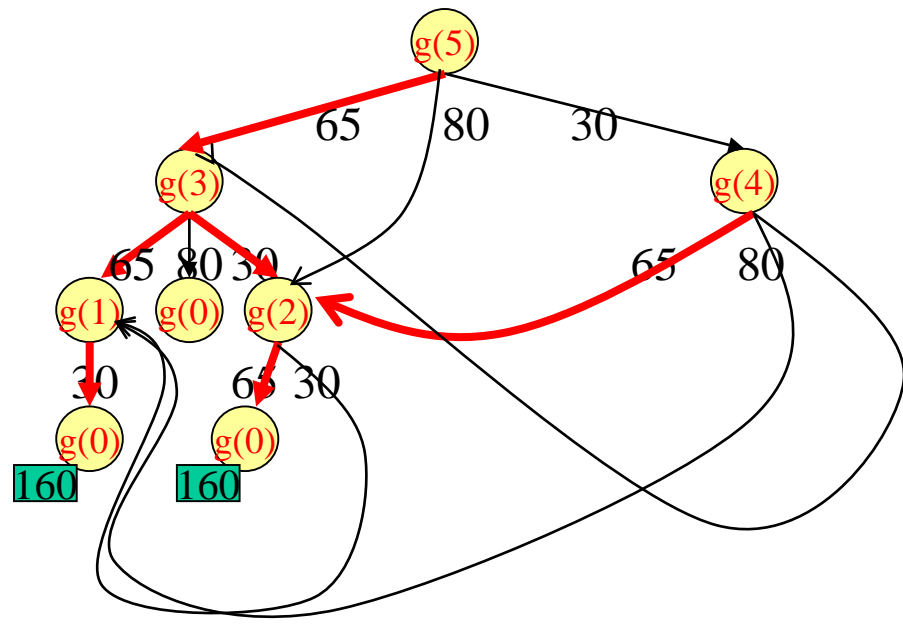
```
int s[]; s[0] := 0;
g'(w) = if s[w] is defined
        then return s[w];
        else {
            s[w] := max_j{b_j + g'(w - w_j)};
            return s[w]; }

```



```
int s[]; s[0] := 0; s[1] := 30;
s[2] := 65; s[3] = 95;
for i := 4 .. w do
    s[i] := max_j{b_j + s[i - w_j]};
return s[w];

```



$g(0) = 0$
 $g(1) = 30$, item 3
 $g(2) = \max\{65 + g(0) = 65, 30 + g(1) = 60\} = 65$, item 1
 $g(3) = \max\{65 + g(1) = 95, 80 + g(0) = 80, 30 + g(2) = 95\} = 95$, item 1/3
 $g(4) = \max\{65 + g(2) = 130, 80 + g(1) = 110, 30 + g(3) = 125\} = 130$, item 1
 $g(5) = \max\{65 + g(3) = 160, 80 + g(2) = 145, 30 + g(4) = 160\} = 160$, item 1/3

Protein evolution

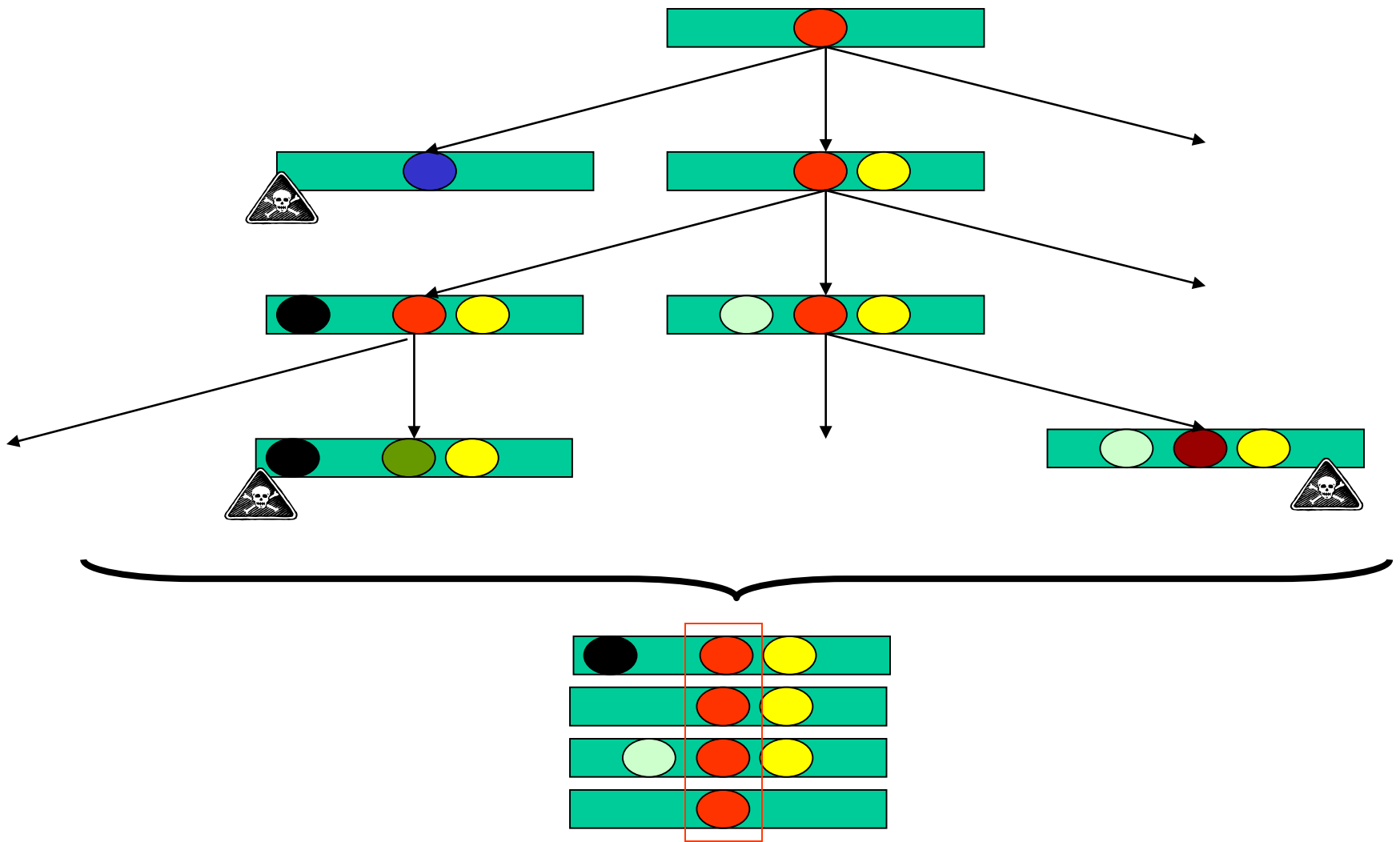


A protein is a ...

- A protein is a large complex molecule made up of one or more chains of amino acids
- Proteins perform a wide variety of activities in the cell



In the course of evolution...



Exercise #3

Let **a** = AFPHQHRVP

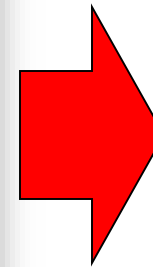
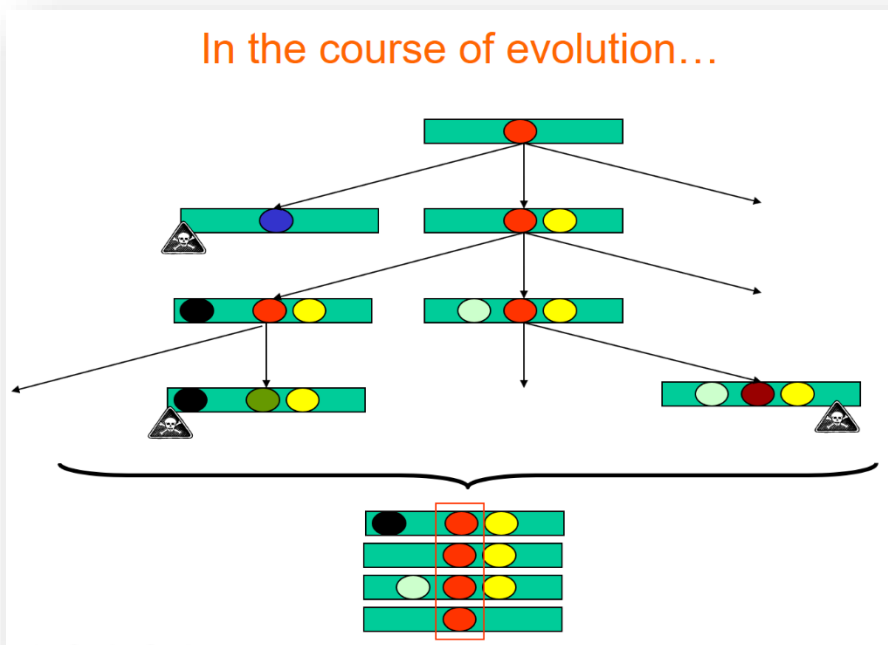
Let **b** = PQVYNIMKE

Suppose each generation differs from the previous by 1 residue

What is the average difference between the 2nd generation of **a**?

What is the average difference between the 2nd generation of **a** and **b**?

Therefore...



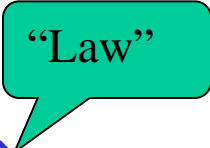
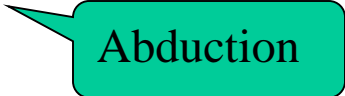
**Two proteins
 inheriting their
 function from a
 common ancestor
 have very similar
 amino acid
 sequences**

Sequence alignment



Why we compare sequences



- **The structure of a protein defines its function**
 - In order for a protein to have a specific function, it must satisfy specific structural constraints
- **Protein evolves → amino acid seq changes → protein structure changes → breaks those structural constraints → protein loses function**

- **The more similar two proteins' amino acid sequences are, the more likely they come from the same ancestor → the more likely they have the same structure and function**


Earliest research in seq comparison

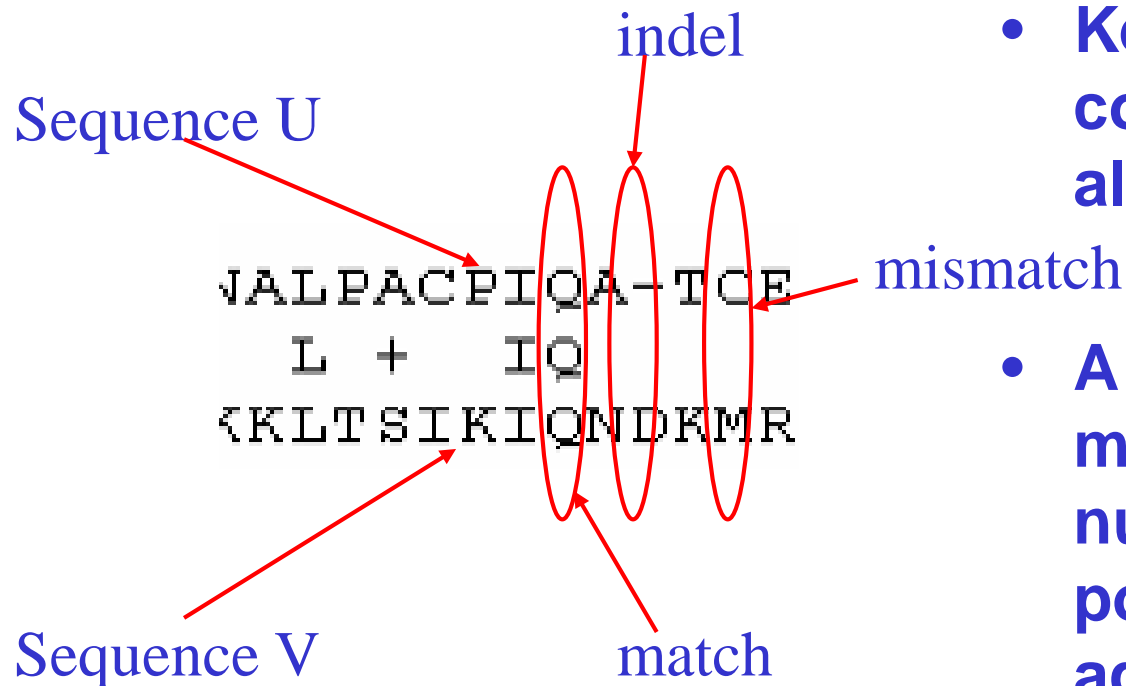
Source: Ken Sung

- Doolittle et al. (*Science*, July 1983) searched for platelet-derived growth factor (PDGF) in his own DB. He found that PDGF is similar to v-sis oncogene

```

PDGF-2   1           SLGSLTIAEPAMIAECKTREEVFCICRRL?DR??  34
p28sis  61  LARGKRSLGSLSVAEPAMIAECKTRTEVFEISRRLIDRTN  100
  
```

Sequence alignment



- Key aspect of seq comparison is seq alignment
- A seq alignment maximizes the number of positions that are in agreement in two sequences

Applications of sequence comparison

- **Infer protein function**
 - When two protein look similar, we conjecture they come from the same ancestor and inherit the ancestor's function (i.e. they are homologous)
- **Find evolution distance between two species**
 - Evolution modifies the DNA of species → Similarity of their genome correlates with their evolutionary distance
- **Help genome assembly**
 - Human genome project reconstructs the whole genome based on overlapping info of a huge amount of short DNA pieces

Poor sequence alignment

- Poor seq alignment shows few matched positions
 ⇒ The two proteins are not likely to be homologous

Alignment by FASTA of the sequences of amicyanin and domain 1 of ascorbate oxidase

	60	70	80	90	100
Amicyanin	MPHNVHVFVAGVLGEAALKGPMMKKEQAYSLTFTEAGTYDYHCTPHPFMRGKVVVE				
			:	:	:
Ascorbate Oxidase	ILQRGTPWADGTASISQCAINPGETFFYNFTVDNPGTFFYHGHLMQRSAGLYGSLI				
	70	80	90	100	110
					120

No obvious match between
 Amicyanin and Ascorbate Oxidase

Good sequence alignment

- Good alignment usually has clusters of extensive matched positions
- ⇒ The two proteins are likely to be homologous

```

□ >gill13476732|ref|NP\_108301.11 unknown protein [Mesorhizobium loti]
  gill14027493|dbj|BAB53762.11 unknown protein [Mesorhizobium loti]
      Length = 105
  
```

```
Score = 105 bits (262), Expect = 1e-22
```

```
Identities = 61/106 (57%), Positives = 73/106 (68%), Gaps = 1/106 (0%)
```

```

Query: 1   MKPGRLASIALAIIFLPMAVPAHAATIEITMENLVISPTEVSAKVGDTIRWVNKDVF AHT 60
          MK G L  ++           MA PA AATIE+T++ LV SP  V AKVGDTI WVN DV AHT
Sbjct: 1   MKAGALIRLSWLAALALMAAPAAAATIEVTIDKLVFSPATVEAKVGDTIEWVNNDVVAHT 60
  
```

good match between
 Amicyanin and unknown M. loti protein

Alignment:

Simple-minded probability & score



Let p , q , r be respectively the probability of a match, a mismatch, and an indel. Then the probability of an alignment $A = (X, Y)$ is

$$\text{prob}(A) = p^m \cdot q^n \cdot r^h$$

where

$$m = |\{i \mid x'_i = y'_i \neq -\}|$$

$$n = |\{i \mid x'_i \neq y'_i, x'_i \neq -, y'_i \neq -\}|$$

$$h = |\{i \mid x'_i = -, y'_i \neq -\} \cup \{i \mid x'_i \neq -, y'_i = -\}|$$

- **Define score $S(A)$ by simple log likelihood as**
 - $S(A) = \log(\text{prob}(A)) - [m \log(s) + h \log(s)]$, with $\log(p/s) = 1$
- **Then $S(A) = \# \text{matches} - \mu \# \text{mismatches} - \delta \# \text{indels}$**

Exercise: Derive μ and δ

Global pairwise alignment:
Problem definition



- The problem of finding a global pairwise alignment is to find an alignment A so that $S(A)$ is max among exponential number of possible alternatives
- Given sequences U and V of lengths n and m , then number of possible alignments is given by
 - $f(n, m) = f(n-1, m) + f(n-1, m-1) + f(n, m-1)$
 - $f(n, n) \sim (1 + \sqrt{2})^{2n+1} n^{-1/2}$

Global pairwise alignment: Dynamic programming solution



- Define an indel-similarity matrix $s(.,.)$; e.g.,
 - $s(x,x) = 2$
 - $s(x,y) = -\mu$, if $x \neq y$
- Then

Let U and V be two sequences of length n and m . Then their global pairwise alignment can be extracted from the dynamic programming computation of $S_{n,m}$, where

$$S_{i,j} = \max \left\{ \begin{array}{l} S_{i-1,j-1} + s(u'_i, v'_j) \\ S_{i-1,j} - \delta \\ S_{i,j-1} - \delta \end{array} \right\}$$

This is the basic idea of the Needleman-Wunsch algorithm

Exercise #4

- What happens when δ is large?

Let U and V be two sequences of length n and m . Then their global pairwise alignment can be extracted from the dynamic programming computation of $S_{n,m}$, where

$$S_{i,j} = \max \left\{ \begin{array}{l} S_{i-1,j-1} + s(u'_i, v'_j) \\ S_{i-1,j} - \delta \\ S_{i,j-1} - \delta \end{array} \right\}$$

Needleman-Wunsch algorithm (I)



Source: Ken Sung

- Consider two strings $S[1..n]$ and $T[1..m]$
- Let $V(i, j)$ be score of optimal alignment betw $S[1..i]$ and $T[1..j]$
- **Basis:**
 - $V(0, 0) = 0$
 - $V(0, j) = V(0, j - 1) - \delta$
 - **Insert j times**
 - $V(i, 0) = V(i - 1, 0) - \delta$
 - **Delete i times**

Needleman-Wunsch algorithm (II)



Source: Ken Sung

- **Recurrence: For $i > 0, j > 0$**

$$V(i, j) = \max \begin{cases} V(i-1, j-1) + s(S[i], T[j]) & \text{Match/mismatch} \\ V(i-1, j) - \delta & \text{Delete} \\ V(i, j-1) - \delta & \text{Insert} \end{cases}$$

- **In the alignment, the last pair must be either match/mismatch, delete, insert**



Example (I)

Source: Ken Sung

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3	-4	-5	-6	-7
A	-1							
C	-2							
A	-3							
A	-4							
T	-5							
C	-6							
C	-7							

Example (II)

Source: Ken Sung

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3	-4	-5	-6	-7
A	-1	2						
C	-2							
A	-4							
T	-5							
C	-6							
C	-7							

$$S_{1,1} = \max \begin{cases} S_{0,0} + s(A, A) & \begin{cases} 0 & + & 2 \\ -1 & - & 1 \\ -1 & - & 1 \end{cases} \\ S_{0,1} - 1 & \\ S_{1,0} - 1 & \end{cases} = \max \begin{cases} 0 & + & 2 \\ -1 & - & 1 \\ -1 & - & 1 \end{cases} = 2$$

Example (III)

Source: Ken Sung

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3	-4	-5	-6	-7
A	-1	2	1					
C	-2	$\left\{ \begin{array}{l} S_{0,1} + s(A,G) \\ S_{0,2} - 1 \\ S_{1,1} - 1 \end{array} \right.$			$\left\{ \begin{array}{l} -1 + -1 \\ -2 - 1 \\ 2 - 1 \end{array} \right.$			
$S_{1,2} = \max$				1	$= \max$			1
A	-4			1				
T	-5							
C	-6							
C	-7							

Example (IV) / Exercise #5

Source: Ken Sung

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3	-4	-5	-6	-7
A	-1	2	1	0	-1	-2	-3	-4
C	-2	1	1	3	2			
A	-3							
A	-4							
T	-5							
C	-6							
C	-7							

Can you tell from these entries what are the values of $s(A,G)$, $s(A,C)$, $s(A,A)$, etc.?

Example (V) / Exercise #6

Source: Ken Sung

What is the alignment corresponding to this?

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3	-4	-5	-6	-7
A	-1	2	1	0	-1	-2	-3	-4
C	-2	1	1	3	2	1	0	-1
A	-3	0	0	2	5	4	3	2
A	-4	-1	-1	1	4	4	3	2
T	-5	-2	-2	0	3	6	5	4
C	-6	-3	-3	0	2	5	5	7
C	-7	-4	-4	-1	1	4	4	7

Pseudo codes

Source: Ken Sung

```

Create the table  $V[0..n,0..m]$  and  $P[1..n,1..m]$ ;
 $V[0,0] = 0$ ;
For  $j=1$  to  $m$ , set  $V[0,j] := v[0,j - 1] - \delta$  ;
For  $i=1$  to  $n$ , set  $V[i,0] := V[i - 1,0] - \delta$  ;
For  $j=1$  to  $m$  {
    For  $i = 1$  to  $n$  {
        set  $V[i,j] := V[i,j - 1] - \delta$  ;
        set  $P[i,j] := (0, - 1)$ ;
        if  $V[i,j] < V[i - 1,j] - \delta$  then
            set  $V[i,j] := V[i - 1,j] - \delta$  ;
            set  $P[i,j] := (- 1, 0)$ ;
        if ( $V[i,j] < V[i - 1, j - 1] + s(S[i],T[j])$ ) then
            set  $V[i,j] := V[i - 1, j - 1] + s(S[i],T[j])$ ;
            set  $P[i,j] := (- 1, - 1)$ ;
    }
}
Backtracking  $P[n,m]$  to  $P[0,0]$  to find optimal alignment;
  
```

Analysis

Source: Ken Sung

- We need to fill in all entries in the $n \times m$ matrix
 - Each entry can be computed in $O(1)$ time
- ⇒ Time complexity = $O(nm)$
- ⇒ Space complexity = $O(nm)$

Exercise: Write down the memoized version of Needleman-Wunsch. What is its time/space complexity?

Problem on speed

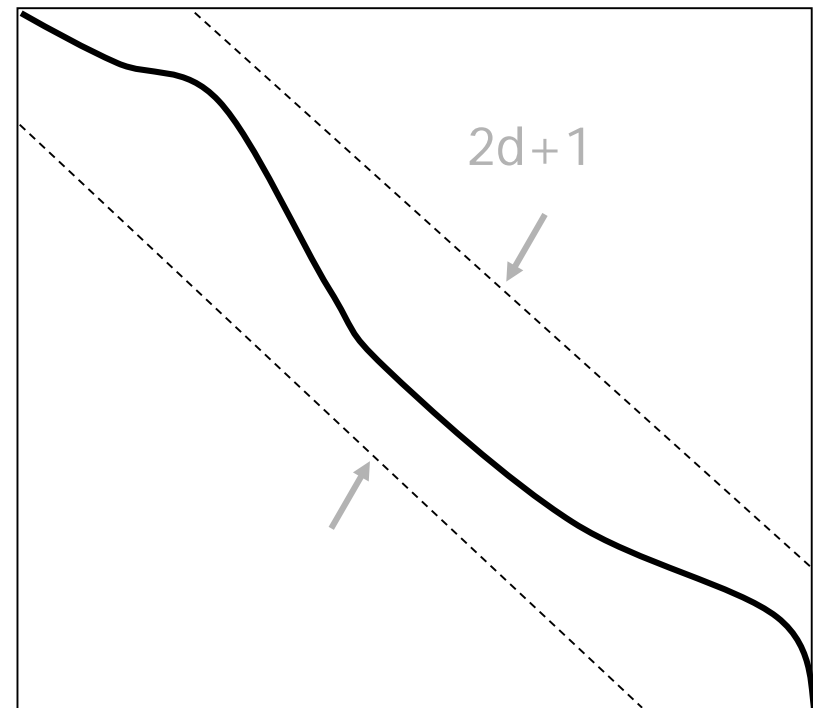
Source: Ken Sung

- **Aho, Hirschberg, Ullman 1976**
 - If we can only compare whether two symbols are equal or not, the string alignment problem can be solved in $\Omega(nm)$ time
- **Hirschberg 1978**
 - If symbols are ordered and can be compared, the string alignment problem can be solved in $\Omega(n \log n)$ time
- **Masek and Paterson 1980**
 - Based on Four-Russian's paradigm, the string alignment problem can be solved in $O(nm/\log^2 n)$ time
- **Let d be the total number of inserts and deletes. Thus $0 \leq d \leq n+m$. If d is smaller than $n+m$, can we get a better algorithm? Yes!**

$O(dn)$ -time algorithm

Source: Ken Sung

- The alignment should be inside the $2d+1$ band
- ⇒ No need to fill-in the lower and upper triangle
- ⇒ Time complexity: $O(dn)$



Example

- $d=3$

A_CAATCC

AGCA_TGC

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3				
A	-1	2	1	0	-1			
C	-2	1	1	3	2	1		
A	-3	0	0	2	5	4	3	
A		-1	-1	1	4	4	3	2
T			-2	0	3	6	5	4
C				0	2	5	5	7
C					1	4	4	7

Exercise #7 /

Recursive equation for $O(dn)$ -time algo

$$v(i, j, d) = \max \begin{cases} \overline{v(i-1, j-1, d) + s(S[i], S[j])} \\ v(i-1, j, d-1) - \delta & \text{if } d > 0 \\ v(i, j-1, d-1) - \delta & \text{if } d > 0 \end{cases}$$

Write down the base cases, the memoized version, and the non-recursive version.

Problem on space

- **Dynamic programming requires $O(mn)$ space**
- **When we compare two very long sequences, space may be the limiting factor**
- **Can we solve the string alignment problem in linear space?**

Easy, if no need to recover alignment

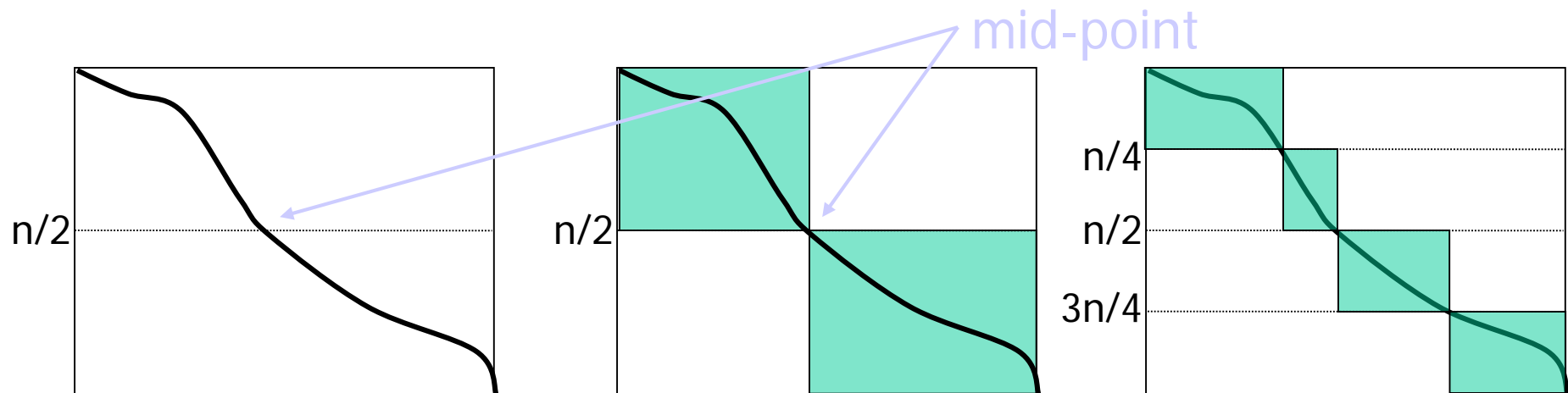
- When filling row 4, it depends only on row 3
 - No need to keep rows 1 and 2
- I.e., we only need to keep two rows

	_	A	G	C	A	T	G	C
_	0	-1	-2	-3	-4	-5	-6	-7
A	-1	2	1	0	-1	-2	-3	-4
C	-2	1	1	3	2	1	0	-1
A	-3	0	0	2	5	4	3	2
A	-4	-1	-1	1	4	4	3	2
T	-5	-2	-2	0	3	6	5	4
C	-6	-3	-3	0	2	5	5	7
C	-7	-4	-4	-1	1	4	4	7

⇒ “Cost only” algo

Recovering alignment in $O(n+m)$ space

- Use cost-only algo to find mid-point of alignment
- Divide the problem into two halves
- Recursively deduce alignments for the two halves



How to find mid-point

$$V(S[1..n], T[1..m]) =$$

$$\max_{0 \leq j \leq m} \left\{ V(S[1.. \frac{n}{2}], T[1..j]) + V(S[\frac{n}{2} + 1..n], T[j+1..m]) \right\}$$

- **Do cost-only dynamic programming for 1st half**
 - i.e., find $V(S[1..n/2], T[1..j])$ for all j
- **Do cost-only dynamic programming for 2nd half**
 - i.e., find $V(S[n/2+1..n], T[j+1..m])$ for all j
- **Determine j which maximizes the sum above**

Example

Step 1

	_	A	G	C	A	T	G	C	_
_	0	-1	-2	-3	-4	-5	-6	-7	
A	-1	2	1	0	-1	-2	-3	-4	
C	-2	1	1	3	2	1	0	-1	
A	-3	0	0	2	5	4	3	2	
A	-4	-1	-1	1	4	4	3	2	
T									
C									
C									
_									

Step 2

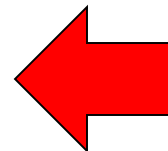
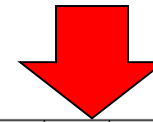
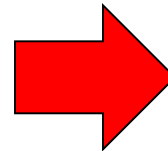
	_	A	G	C	A	T	G	C	_
_									
A									
C									
A									
A	-4	-1	-1	1	4	4	3	2	
T		-1	0	1	2	3	0	0	-3
C		-2	-1	1	-1	0	1	1	-2
C		-4	-3	-2	-1	0	1	2	-1
_		-7	-6	-5	-4	-3	-2	-1	0

Step 4: Recursive on subproblems

	_	A	G	C	A	T	G	C	_
_									
A									
C									
A									
A									
T									
C									
C									
_									

Step 3

	_	A	G	C	A	T	G	C	_
_									
A									
C									
A									
A	-4	-1	-1	1	4	4	3	2	
T		-1	0	1	2	3	0	0	-3
C									
C									
_									



Complexity analysis

- **Space**
 - $O(m)$ working memory for finding mid-point
 - Once mid-point is found, can free working memory → In each recursive call, we only need to store the alignment path
 - Alignment subpaths are disjoint → total space required is $O(n+m)$
- **Time?** This one is for you to think about 😊

Global pairwise alignment: More Realistic Handling of Indels



- In Nature, indels of several adjacent letters are not the sum of single indels, but the result of one event
- So reformulate as follows:

Let $g(k)$ be the indel weight for an indel of k letters. Typically, $g(k) \leq k \cdot g(1)$. Let U and V be two sequences of length n and m . Then their global pairwise alignment can be extracted from the dynamic programming computation of $S_{n,m}$, where

$$S_{0,0} = 0, \quad S_{0,j} = -g(j), \quad S_{i,0} = -g(i)$$

$$S_{i,j} = \max \left\{ \begin{array}{l} S_{i-1,j-1} + s(u'_i, v'_j) \\ \max_{1 \leq k \leq j} \{ S_{i,j-k} - g(k) \} \\ \max_{1 \leq k \leq i} \{ S_{i-k,j} - g(k) \} \end{array} \right\}$$

Gap penalty

Source: Ken Sung

- $g(q): \mathbb{N} \rightarrow \mathbb{R}$ is the penalty of a gap of length q
- Note $g()$ is subadditive, i.e, $g(p+q) \leq g(p) + g(q)$
- If $g(k) = \alpha + \beta k$, the gap penalty is called **affine**
 - A penalty (α) for initiating the gap
 - A penalty (β) for the length of the gap

N-W algo w/ general gap penalty

Source: Ken Sung

- **Global alignment of $S[1..n]$ and $T[1..m]$:**
 - Denote $V(i, j)$ be the score for global alignment between $S[1..i]$ and $T[1..j]$
 - Base cases:
 - $V(0, 0) = 0$
 - $V(0, j) = g(j)$
 - $V(i, 0) = g(i)$

N-W algo w/ general gap penalty (II)

Source: Ken Sung

- Recurrence for $i > 0$ and $j > 0$,

$$V(i, j) = \max \left\{ \begin{array}{l} V(i-1, j-1) + \delta(S[i], T[j]) \\ \max_{0 \leq k \leq j-1} \{V(i, k) + g(j-k)\} \\ \max_{0 \leq k \leq i-1} \{V(k, j) + g(i-k)\} \end{array} \right.$$

Match/mismatch
Insert T[k+1..j]
Delete S[k+1..i]

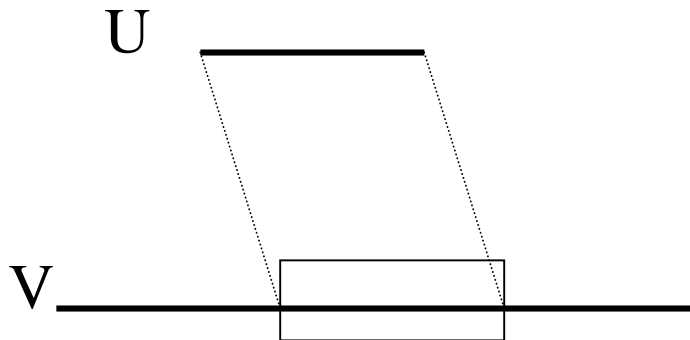
Analysis

Source: Ken Sung

- **We need to fill in all entries in the $n \times m$ table**
- **Each entry can be computed in $O(\max\{n, m\})$ time**
 - \Rightarrow **Time complexity = $O(nm \max\{n, m\})$**
 - \Rightarrow **Space complexity = $O(nm)$**

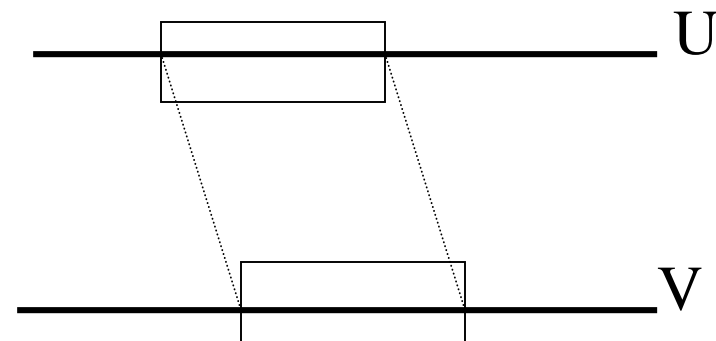
Variations of pairwise alignment

- Fitting a “short” seq to a “long” seq



- Indels at beginning and end are not penalized

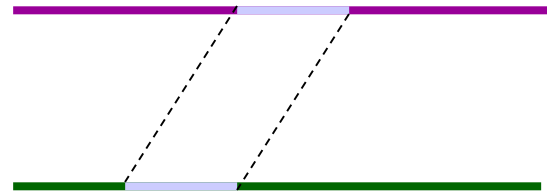
- Find “local” alignment



- Find i, j, k, l , so that
 - $S(A)$ is maximized,
 - A is alignment of $u_i \dots u_j$ and $v_k \dots v_l$

Local alignment

Source: Ken Sung



- **Given two long DNAs, both of them contain the same gene or closely related gene**
 - Can we identify the gene?

- **Local alignment problem: Given two strings $S[1..n]$ and $T[1..m]$, among all substrings of S and T , find substrings A of S and B of T whose global alignment has the highest score**

Brute-force solution

Source: Ken Sung

- **Algorithm:**
 - For every substring A of S , for every substring B of T , compute the global alignment of A and B
 - Return the pair (A, B) with the highest score
- **Time:**
 - There are n^2 choices of A and m^2 choices of B
 - Global alignment computable in $O(nm)$ time
 - In total, time complexity = $O(n^3m^3)$
- **Can we do better?**

Some background / Exercise #8



Source: Ken Sung

- X is a **suffix** of $S[1..n]$ if $X=S[k..n]$ for some $k \geq 1$
- X is a **prefix** of $S[1..n]$ if $X=S[1..k]$ for some $k \leq n$
- E.g.
 - Consider $S[1..7] = \text{ACCGATT}$
 - ACC is a prefix of S , GATT is a suffix of S
 - Empty string is both prefix and suffix of S

Which other string is both a prefix and suffix of S ?

Dynamic programming for local alignment problem



Source: Ken Sung

- **Define $V(i, j)$ be max score of global alignment of A and B over**
 - all suffixes A of $S[1..i]$ and
 - all suffixes B of $T[1..j]$
- **Then, score of local alignment is**
 - $\max_{i,j} V(i, j)$

Smith-Waterman algorithm

Source: Ken Sung

- Basis:**

$$V(i, 0) = V(0, j) = 0$$

- Recursion for $i > 0$ and $j > 0$:**

$$V(i, j) = \max \left\{ \begin{array}{ll} 0 & \text{Ignore initial segment} \\ V(i-1, j-1) + s(S[i], T[j]) & \text{Match/mismatch} \\ V(i-1, j) - \delta & \text{Delete} \\ V(i, j-1) - \delta & \text{Insert} \end{array} \right.$$

- Score for match = 2
- Score for insert, delete, mismatch = -1

Example (I)

Source: Ken Sung



	_	C	T	C	A	T	G	C
_	0	0	0	0	0	0	0	0
A	0							
C	0							
A	0							
A	0							
T	0							
C	0							
G	0							

- Score for match = 2
- Score for insert, delete, mismatch = -1

Example (II) / Exercise #9



Source: Ken Sung

	_	C	T	C	A	T	G	C
_	0	0	0	0	0	0	0	0
A	0	0	0	0	2	1	0	0
C	0	2	1	2	1	1	0	2
A	0	0	1	1	4	3	2	1
A	0	0	0	0	3	3	2	1
T	0	0	2	1	2			
C								
G								

Analysis / Exercise #10

Source: Ken Sung

- Need to fill in all entries in the $n \times m$ matrix
- Each entries can be computed in $O(1)$ time
- Finally, finding the entry with the max value

⇒ Time complexity = ??

⇒ Space complexity = $O(nm)$

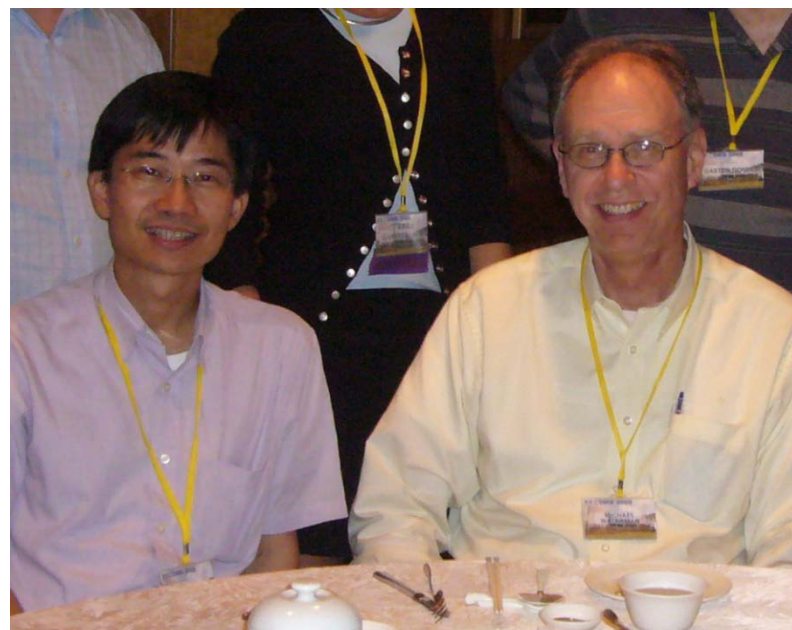
What is the time complexity?

Photos

Limsoon & Temple Smith



Ken & Michael Waterman



Scoring function



Scoring function for DNA

- For DNA, since we only have 4 nucleotides, the score function is simple
 - BLAST matrix
 - Transition-transversion matrix: Give mild penalty for replacing purine by purine. Similar for replacing pyrimadine by pyrimadine

	A	C	G	T
A	5	-4	-4	-4
C	-4	5	-4	-4
G	-4	-4	5	-4
T	-4	-4	-4	5

BLAST Matrix

	A	C	G	T
A	1	-5	-1	-5
C	-5	1	-5	-1
G	-1	-5	1	-5
T	-5	-1	-5	1

Transition-Transversion Matrix

Scoring function for protein



- **Commonly, it is devised based on two criteria:**
 - Chemical/physical similarity
 - Observed substitution frequencies

Scoring function for protein using physical/chemical properties



- **An amino acid is more likely to be substituted by another if they have similar property [Karlin & Ghandour, PNAS, 82:8597, 1985]**
- **The score matrices can be derived based on hydrophobicity, charge, electronegativity, & size**
- **E.g., give higher score for substituting nonpolar amino acid to another nonpolar amino acid**

Scoring function for protein based on statistical model



- **Most often used approaches**
- **Two popular matrices:**
 - Point Accepted Mutation (PAM) matrix
 - BLOSUM
- **Both methods define the score as the log-odds ratio between the observed substitution rate and the expected substitution rate**
- https://en.wikipedia.org/wiki/Substitution_matrix

Point Accepted Mutation (PAM)



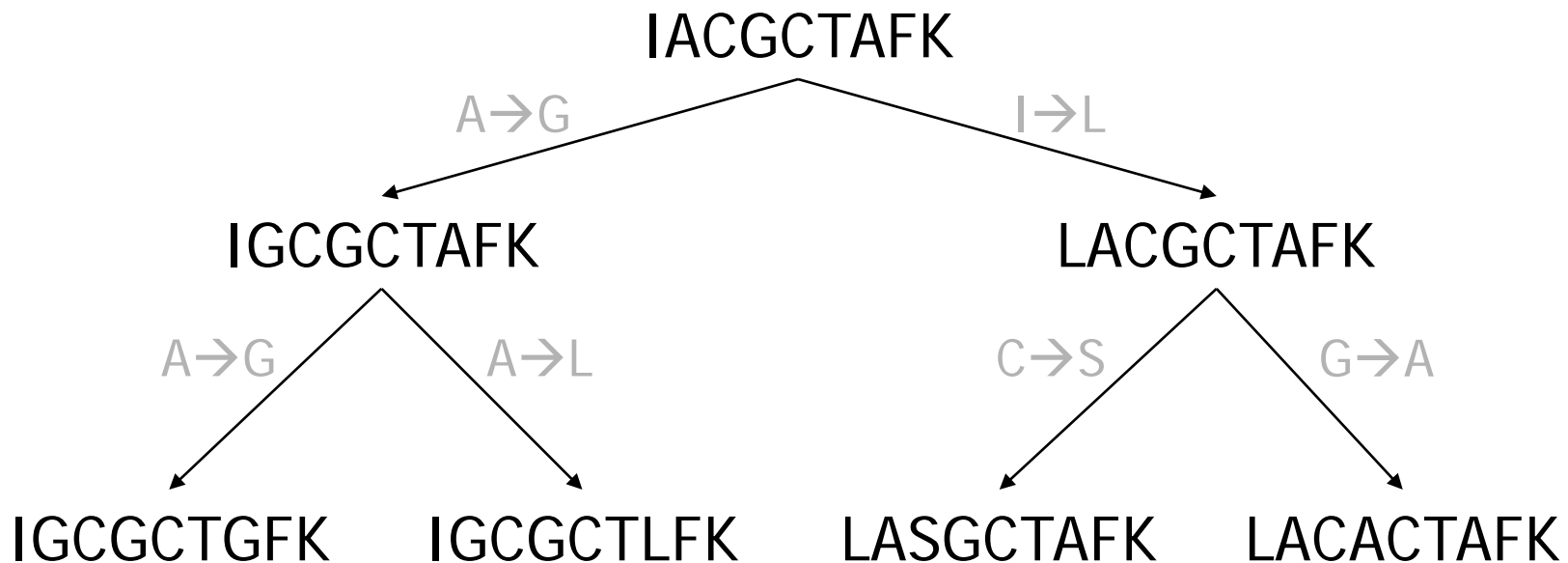
- **PAM was developed by Dayhoff (1978)**
- **A point mutation means substituting one residue by another**
 - It is called an accepted point mutation if the mutation does not change the protein's function or is not fatal
- **Two sequence S1 and S2 are said to be 1 PAM diverged if a series of accepted point mutations can convert S1 to S2 with an average of 1 accepted point mutation per 100 residues**

PAM matrix by example (I)

- **Ungapped alignment is constructed for high similarity amino acid sequences (usually >85%)**
- **Below is a simplified gap-free global multiple alignment of some highly similar amino acid seqs**
 - IACGCTAFK
 - IGCGCTAFK
 - LACGCTAFK
 - IGCGCTGFK
 - IGCGCTLFK
 - LASGCTAFK
 - LACACTAFK

PAM matrix by example (II)

- Build the phylogenetic tree for the sequences

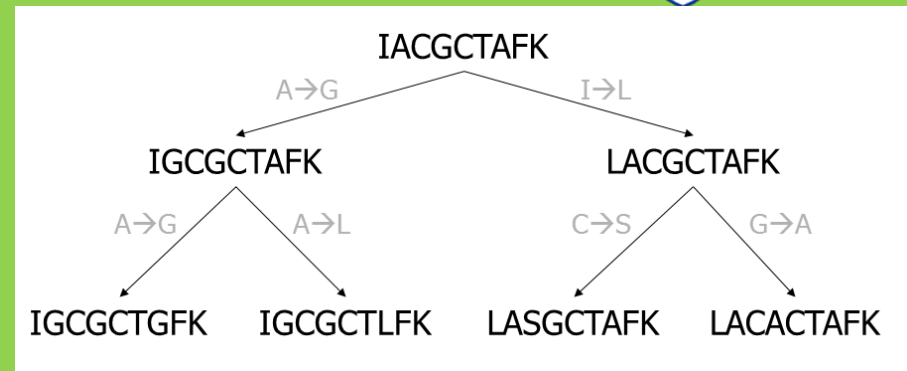


PAM-1 matrix

$$\delta(a, b) = \log_{10} \frac{O_{a,b}}{E_{a,b}}$$

- $O_{a,b}$ and $E_{a,b}$ are observed and expected freq
 - $O_{a,a} = 99/100$, as PAM-1 assumes 1 mutation per 100 residues
 - For $a \neq b$, $O_{a,b} = F_{a,b} / (100 \sum_x \sum_y F_{x,y})$ where $F_{a,b}$ is freq of substituting a by b or b by a
 - $E_{a,b} = f_a * f_b$ where f_x is # of x divided by total residues
- E.g., $F_{A,G} = 3$, $F_{A,L} = 1$, $f_A = f_G = 10/63$, then $O_{A,G} = 3 / (100 * 2 * 6) = 0.0025$, $E_{A,G} = (10/63)(10/63) = 0.0252$, $\delta(A,G) = \log (0.0025 / 0.0252) = \log (0.09925) = -1.0034$

Exercise #11



- $O_{A,G} = 3/(100 * 2 * 6)$
- Where do the 2 and 6 come from?

PAM-1 matrix

$$\delta(a,b) = \log_{10} \frac{O_{a,b}}{E_{a,b}}$$

- $O_{a,b}$ and $E_{a,b}$ are observed and expected freq
 - $O_{a,a} = 99/100$, as PAM-1 assumes 1 mutation per 100 residues
 - For $a \neq b$, $O_{a,b} = F_{a,b} / (100 \sum_x \sum_y F_{x,y})$ where $F_{a,b}$ is freq of substituting a by b or b by a
 - $E_{a,b} = f_a * f_b$ where f_x is # of x divided by total residues
- E.g., $F_{A,G} = 3$, $F_{A,L} = 1$, $f_A = f_G = 10/63$, then $O_{A,G} = 3/(100 * 2 * 6) = 0.0025$, $E_{A,G} = (10/63)(10/63) = 0.0252$, $\delta(A,G) = \log(0.0025 / 0.0252) = \log(0.09925) = -1.0034$

PAM-n matrix

- Let $M_{a,b} = O_{a,b} / f_a$ be prob that a is mutated to b
 - $M^n(a,b)$ is prob that a is mutated to b after n mutations
 - PAM-n matrix is created by extrapolating PAM-1
 - PAM-n matrix is computed as follows.
 - At time t, suppose the residue is a
 - At time t+1, prob that it becomes j is $M(a,b)$
 - At time t+2, prob that it becomes j is $M^2(a,b)$
 - ...
 - At time t+n, prob that it becomes j is $M^n(a,b)$
- ⇒ (a,b) entry of PAM-n matrix is $\log(f_a M^n(a,b) / f_a f_b) = \log(M^n(a,b) / f_b)$

BLOSUM (BLOck SUBstitution Matrix)



- **PAM did not work well for aligning evolutionarily divergent sequences since the matrix is generated by extrapolation**
- **Henikoff and Henikoff (1992) proposed BLOSUM**
- **Unlike PAM, BLOSUM matrix is constructed directly from the observed alignment (instead of extrapolation)**

Generating conserved blocks



- In BLOSUM, the input is a set of multiple alignments for nonredundant groups of protein families
- Based on PROTOMAT, blocks of nongapped local alignments are derived
- Each block represents a conserved region of a protein family

Extract frequencies from blocks

- From all blocks, we count the frequency f_a for each amino acid residue a .
- For any two amino acid residues a and b , we count the frequency p_{ab} of aligned pair of a and b .
- For example,
 - ACGCTAFKI
 - GCGCTAFKI
 - ACGCTAFKL
 - GCGCTGFKI
 - GCGCTLFKI
 - ASGCTAFKL
 - ACACTAFKL
- There are $7 \times 9 = 63$ residues, including 9's A and 10's G. Hence, $F_A = 9/63$, $F_G = 10/63$.
- There are $9 * \binom{7}{2} = 189$ aligned residue pairs, including 23 (A,G) pairs. Hence, $p_{AG} = 23 / 189$.

BLOSUM scoring function

- For each pair of aligned residues a and b, the alignment score $\delta(a,b) = 1/\lambda \ln p_{ab}/(p_a p_b)$
 - p_{ab} is prob that a and b are observed to align together
 - p_a and p_b are freq of residues a and b
 - λ is a normalization constant
- Example: $p_L=0.099$, $p_A=0.074$, $p_{AL} = 0.0044$. With $\lambda=0.347$, $\delta(A,L) = -1.47$

What is BLOSUM 62?

- To reduce multiple contributions to amino acid pair freq from the most closely related members of a family, similar seqs are merged within block
- BLOSUM p matrix is created by merging seqs with $\geq p\%$ similarity
- **Example**
 - AVAAA, AVAAA, AVAAA, AVLAA, VVAAL
 - First 4 seqs have $\geq 80\%$ similarity. Similarity of last seq with the other 4 sequences is $< 62\%$
 - For BLOSUM 62, we group first 4 seqs and get $AV[A_{0.75}L_{0.25}]AA, VVAAL$. Then $p_{AV} = 1/5$, $p_{AL} = (0.25 + 1)/5$.

BLOSUM vs PAM

- BLOSUM 80 \approx PAM 1
- BLOSUM 62 \approx PAM 120
- BLOSUM 45 \approx PAM 250

- BLOSUM 62 is the default matrix for BLAST 2.0

	A	C	D	E	F	G	H	I	K	L	M	N	P	Q	R	S	T	V	W	Y
A	4	0	-2	-1	0	-2	-1	-1	-1	-1	-2	-2	-1	-1	-1	1	0	0	-3	-2
C	0	9	-3	-4	-2	-3	-3	-1	-3	-1	-1	-3	-3	-3	-3	-1	-1	-1	-2	-2
D	-2	-3	6	2	-3	-1	-1	-3	-1	-4	-3	1	-1	0	-2	0	-1	-3	-4	-3
E	-1	-4	2	5	-3	-2	0	-3	1	-3	-2	0	-1	2	0	0	-1	-2	-3	-2
F	0	-2	-3	-3	6	-3	-1	0	-3	0	0	-3	-4	-3	-3	-2	-2	-1	1	3
G	-2	-3	-1	-2	-3	6	-2	-4	-2	-4	-3	0	-2	-2	-2	0	-2	-3	-2	-3
H	-1	-3	-1	0	-1	-2	8	-3	-1	-3	-2	1	-2	0	0	-1	-2	-3	-2	2
I	-1	-1	-3	-3	0	-4	-3	4	-3	2	1	-3	-3	-3	-3	-2	-1	3	-3	-1
K	-1	-3	-1	1	-3	-2	-1	-3	5	-2	-1	0	-1	1	2	0	-1	-2	-3	-2
L	-1	-1	-4	-3	0	-4	-3	2	-2	4	2	-3	-3	-2	-2	-2	-1	1	-2	-1
M	-2	-1	-3	-2	0	-3	-2	1	-1	2	5	-2	-2	0	-1	-1	-1	1	-1	-1
N	-2	-3	1	0	-3	0	1	-3	0	-3	-2	6	-2	0	0	1	0	-3	-4	-2
P	-1	-3	-1	-1	-4	-2	-2	-3	-1	-3	-2	-2	7	-1	-2	-1	-1	-2	-4	-3
Q	-1	-3	0	2	-3	-2	0	-3	1	-2	0	0	-1	5	1	0	-1	-2	-2	-1
R	-1	-3	-2	0	-3	-2	0	-3	2	-2	-1	0	-2	1	5	-1	-1	-3	-3	-2
S	1	-1	0	0	-2	0	-1	-2	0	-2	-1	1	-1	0	-1	4	1	-2	-3	-2
T	0	-1	-1	-1	-2	-2	-2	-1	-1	-1	-1	0	-1	-1	-1	1	5	0	-2	-2
V	0	-1	-3	-2	-1	-3	-3	3	-2	1	1	-3	-2	-2	-3	-2	0	4	-3	-1
W	-3	-2	-4	-3	1	-2	-2	-3	-3	-2	-1	-4	-4	-2	-3	-3	-2	-3	11	2
Y	-2	-2	-3	-2	3	-3	2	-1	-2	-1	-1	-2	-3	-1	-2	-2	-2	-1	2	7

Multiple sequence alignment



What is a domain

- A **domain** is a component of a protein that is self-stabilizing and folds independently of the rest of the protein chain
 - Not unique to protein products of one gene; can appear in a variety of proteins
 - Play key role in the biological function of proteins
 - Can be "swapped" by genetic engineering between one protein and another to make chimeras
- May be composed of one, more than one, or not any **structural motifs** (often corresponding to **active sites**)

Discovering domain and active sites

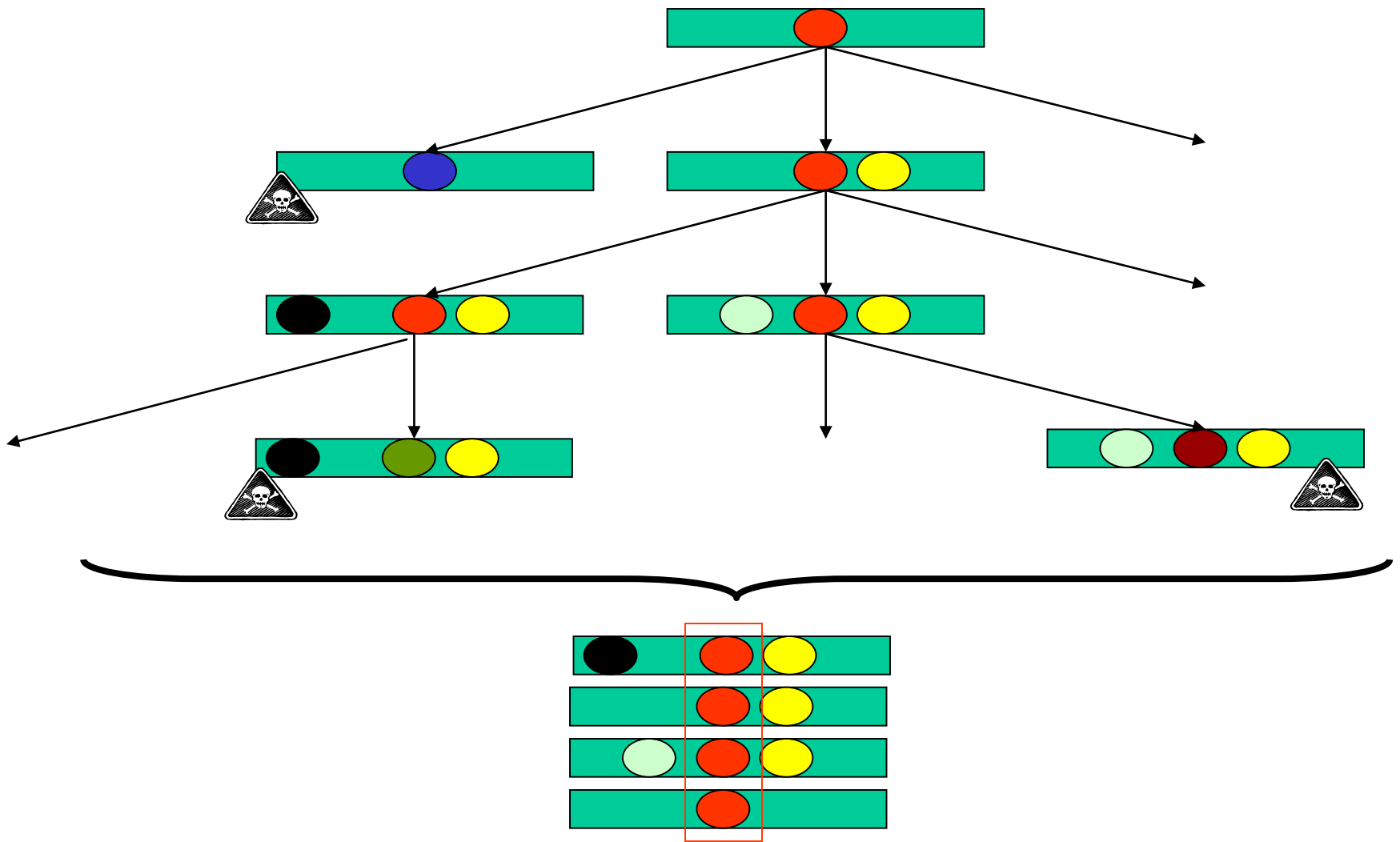
```
>gi|475902|emb|CAA83657.1| protein-tyrosine-phosphatase alpha
MDLWFFVLLLGSGLISVGATNVTTTEPPTTVPTSTRIPTKAPTAAPDGGTTPRVSSLNVSSPMTTSAPASE
PPTTTATSISP NATTASLNASTPGTSVPTSAPVAISLPPSATPSALLTALPSTEAE MTERNVSATVTTQE
TSSASHNGNSDRRDETP I IAVMVALSLLVIVF I IIVLYMLRFK K YKQAGSHS NSFR L P NGR TDDAEPQS
MPLLARSPSTNRKY PPLPVDKLEEE INRRIGDDNKL F REEFNALPACPIQATCEAASKEENKEKNRYVNI
LPYDHSRVHLTPVEGV PDSHYINTSFINSYQEKNKF IAAQGPKEETVND FWRMIWEQNTAT IVMVTNLKE
RKECKCAQYWPDQGCW TYGNIRVSVEDVTVLVDYTVRKF C IQQVGDVTNKKPQRLVTQFHFTSWP DFGVP
FTP I GMLKFLKKVKTCNPQYAGAI VVHCSAGVGRTGTF IVIDAML DMMHAERKVDVYGFVSRIRAQRCQM
VQ TDMQYVFIYQALLEHYLYGDTELEVTSLEIHLQKIYNKVPGTSSNGLEEEFKKLT SIKIQNDKMRTGN
LPANMKKNRVLQIIPYEFNRVIIPVKRGEENTDYVNASFIDGYRRRTPTCQPRPVQHTIEDFWRMIWEWK
SCSIVMLTELEERGQEKCAQYWPSDGSVSYGDINVELKKEEECESYTVRDLLVTNTRENKSRQIRQFHFH
GWPEVGIPSDGKGMINI IAAVQKQQQQSGNHMPMHCHCSAGAGRTGTFCALSTVLERVKAEGILDVVFQTVK
SLRLQRPHMVQTLEQYEF CYKVVQEYIDAFSDYANFK
```

- **How do we find the domain and associated active sites in the protein above?**

Domain/active sites as emerging patterns

- **How to discover active site and/or domain?**
- **If you are lucky, domain has already been modelled**
 - BLAST, HMMPFAM, ...
- **If you are unlucky, domain not yet modelled**
 - Find homologous seqs
 - Do multiple alignment of homologous seqs
 - Determine conserved positions
 - ⇒ Emerging patterns relative to background
 - ⇒ Candidate active sites and/or domains

In the course of evolution...



Multiple alignment: Example

- Multiple seq alignment maximizes number of positions in agreement across several seqs
- Seqs belonging to same “family” usually have more conserved positions in a multiple seq alignment

```

gi|126467|      FHFTSWPDFGVPFTP I GMLKFLKVKKACNP--QYAGAI VVHCSAGVGRTGTFVVIDAML D
gi|2499753     FHFTGWPDHGVPYHATGLLSF IRRVKLSNP--PSAGPI VVHCSAGAGRTGTCYIVIDIMLD
gi|462550|     YHYTQWPDMGVPEYALPVLTFVRRSSAARM--PETGPVI VVHCSAGVGRTGT YIVIDSMLQ
gi|2499751     FHFTSWPDHGVPD TTDLLINFRYLVRDYMKQSPPE SPILVHCSAGVGRTGTF I AIDRLIY
gi|1709906     FQFTA WPDHGVP EHP T PFLAFLRRVKTCNP--PDAGPM VVHCSAGVGRTGCF IVIDAMLE
gi|126471|     LHFTSWPDFGVPFTP I GMLKFLKVKKTLNP--VHAGPI VVHCSAGVGRTGTF IVIDAMMA
gi|548626|     FHFTGWPDHGVPYHATGLLSF IRRVKLSNP--PSAGPI VVHCSAGAGRTGTCYIVIDIMLD
gi|131570|     FHFTGWPDHGVPYHATGLLGFVRQVKS KSP--PNAGPL VVHCSAGAGRTGCF IVIDIMLD
gi|2144715     FHFTSWPDHGVPD TTDLLINFRYLVRDYMKQSPPE SPILVHCSAGVGRTGTF I AIDRLIY
..*  ***  ***      .  *      ..***** *  ****...  **  ..

```

Conserved sites



Multiple alignment: Naïve approach

- Let $S(A)$ be the score of a multiple alignment A . The optimal multiple alignment A of sequences U_1, \dots, U_r can be extracted from the following dynamic programming computation of S_{m_1, \dots, m_r} :

$$S_{m_1, \dots, m_r} = \max_{\epsilon_1 \in \{0,1\}, \dots, \epsilon_r \in \{0,1\}} \left\{ S_{m_1 - \epsilon_1, \dots, m_r - \epsilon_r} + s(\epsilon_1 \cdot u'_{1, m_1}, \dots, \epsilon_r \cdot u'_{r, m_r}) \right\}$$

where

$$\epsilon_i \cdot a = \begin{cases} a & \text{if } \epsilon_i = 1 \\ - & \text{if } \epsilon_i = 0 \end{cases}$$

- This requires $O(2^r)$ steps

Exercise for the Brave:

Propose a practical approximation

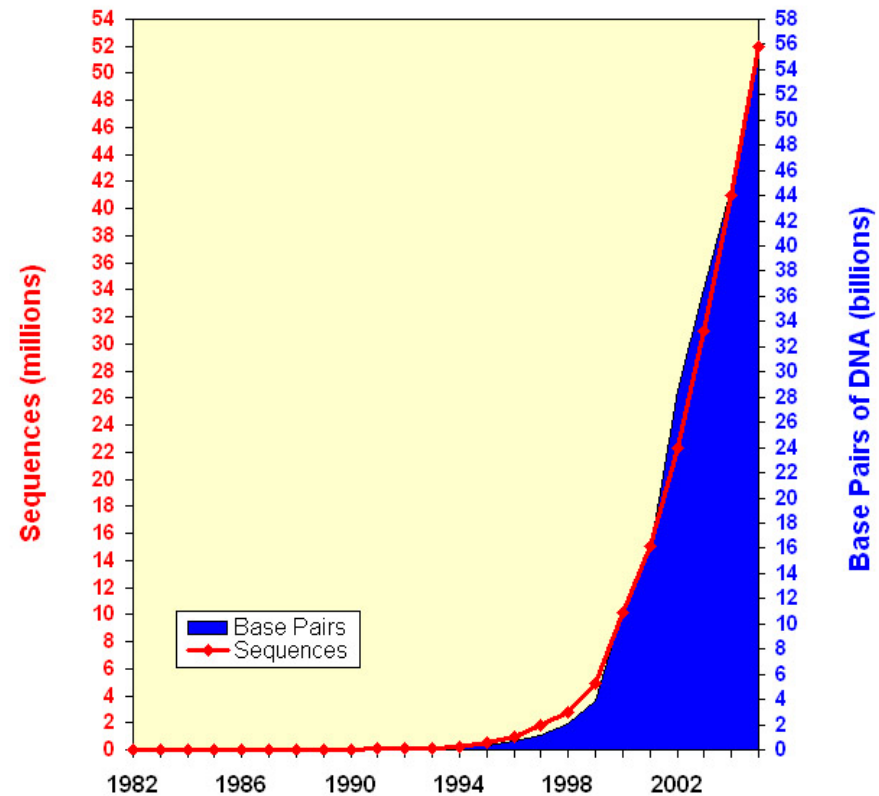
Popular tools for sequence comparison: FASTA, BLAST, Pattern Hunter



Scalability

- Increasing # of sequenced genomes: yeast, human, rice, mouse, fly, ...
- S/w must be “linearly” scalable to large datasets

Growth of GenBank
(1982 - 2005)



Database search

- Consider a database D of genomic sequences (or protein sequences)
- Given a query string Q ,
 - Look for string S in D which is the closest match to the query string Q
 - Two meanings for closest match:
 - S and Q has a semi-global alignment (forgive the spaces at the two ends of Q)
 - S and Q have a local alignment

Goodness of a search algorithm



- **Sensitivity**
 - Ability to detect “true positive”
 - Measured as the probability of finding the match given the query and the database sequence has only $x\%$ similarity
- **Specificity**
 - Ability to reject “false positive”
- **A good search algorithm should be both sensitive and specific**

Need heuristics for sequence comparison



- Time complexity for optimal alignment is $O(n^2)$, where n is seq length
- ⇒ Given current size of seq databases, use of optimal algorithms is not practical for database search
- Heuristic techniques:
 - BLAST
 - FASTA
 - Pattern Hunter
 - MUMmer, ...
- Speed up:
 - 20 min (optimal alignment)
 - 2 min (FASTA)
 - 20 sec (BLAST)

Exercise: Describe MUMer

Basic idea: Indexing & filtering



- **Good alignment includes short identical, or similar fragments**
- ⇒ **Break entire string into substrings, index the substrings**
- ⇒ **Search for matching short substrings and use as seed for further analysis**
- ⇒ **Extend to entire string find the most significant local alignment segment**

BLAST in 3 steps

Altschul et al, *JMB* 215:403-410, 1990



- **Similarity matching of words (3 aa's, 11 bases)**
 - No need identical words
- **If no words are similar, then no alignment**
 - Won't find matches for very short sequences
- **MSP: Highest scoring pair of segments of identical length. A segment pair is locally maximal if it cannot be improved by extending or shortening the segments**
- **Find alignments w/ optimal max segment pair (MSP) score**
- **Gaps not allowed**
- **Homologous seqs will contain a MSP w/ a high score; others will be filtered out**

BLAST in 3 steps

Altschul et al, *JMB* 215:403-410, 1990



Step 1

- For the query, find the list of high scoring words of length w

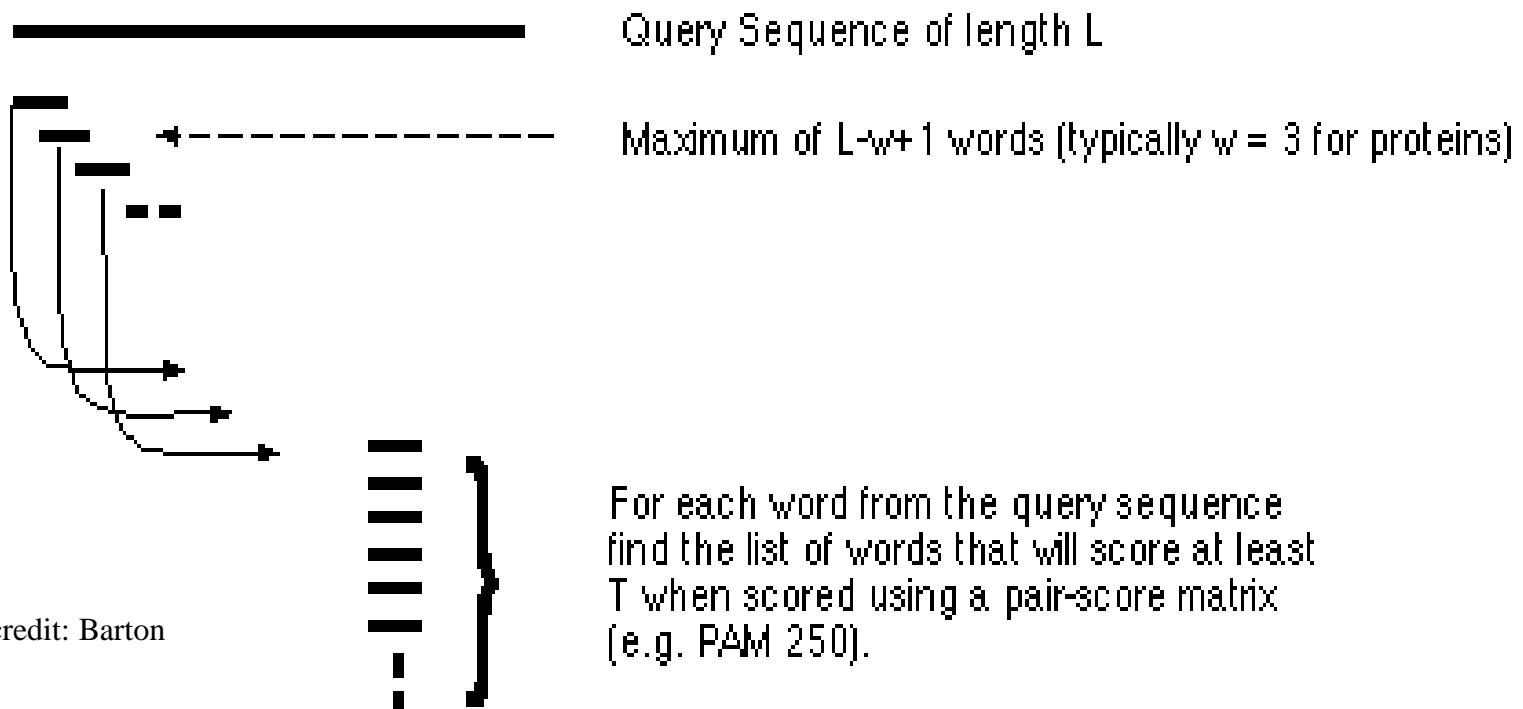


Image credit: Barton

BLAST in 3 steps

Altschul et al, *JMB* 215:403-410, 1990



Step 2

- Compare word list to db & find exact matches

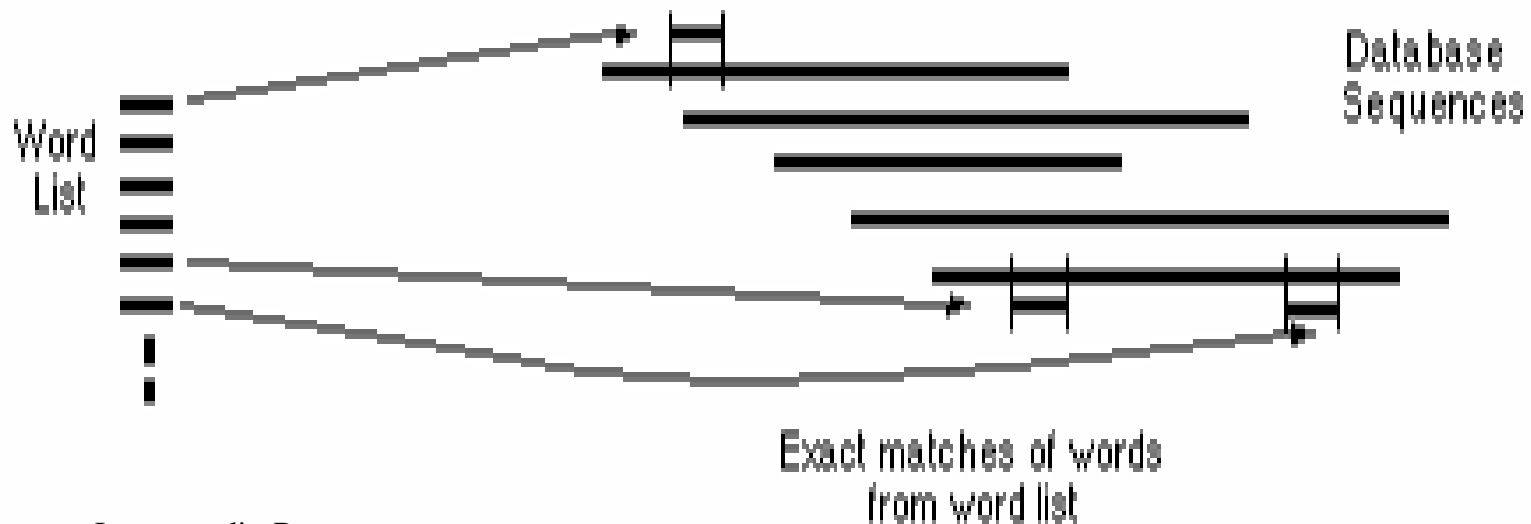


Image credit: Barton

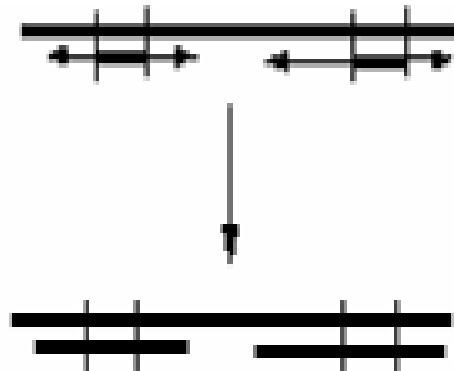
BLAST in 3 steps

Altschul et al, *JMB* 215:403-410, 1990



Step 3

- For each word match, extend alignment in both directions to find alignment that score greater than a threshold s



Maximal Segment Pairs (MSPs)

Image credit: Barton

Spaced seeds

- **111010010100110111** is an example of a spaced seed model with
 - 11 required matches (weight=11)
 - 7 “don’t care” positions

```

GAGTACTCAACACCAACATTAGTGGCAATGGAAAAT...
|| ||||| ||||| || ||||| |||||
GAATACTCAACAGCAACACTAATGGCAGCAGAAAAT...
      111010010100110111
  
```

- **1111111111** is the BLAST seed model for comparing DNA seqs

Observations on spaced seeds

- **Seed models w/ different shapes can detect different homologies**
 - the 3rd base in a codon “wobbles” so a seed like 110110110... should be more sensitive when matching coding regions
- ⇒ **Some models detect more homologies**
 - More sensitive homology search
 - PatternHunter I
- ⇒ **Use >1 seed models to hit more homologies**
 - Approaching 100% sensitive homology search
 - PatternHunter II

Exercise: Why does the 3rd base wobble?

PatternHunter I

Ma et al., *Bioinformatics* 18:440-445, 2002



- BLAST's seed usually uses more than one hits to detect one homology

⇒ Wasteful

```

TTGACCTCACC?
| | | | | | | | | ?
TTGACCTCACC?
111111111111
  111111111111
  
```

1/4 chances to have 2nd hit
next to the 1st hit

- Spaced seeds uses fewer hits to detect one homology

⇒ Efficient

```

CAA?A??A?C??TA?TGG?
| | | ? | ?? | ? | ?? | | ? | | | ?
CAA?A??A?C??TA?TGG?
111010010100110111
  111010010100110111
  
```

1/4⁶ chances to have 2nd hit
next to the 1st hit

PatternHunter I

Ma et al., *Bioinformatics* 18:440-445, 2002



Proposition. The expected number of hits of a weight- W length- M model within a length- L region of similarity p is $(L - M + 1) * p^W$

Proof.

For any fixed position, the prob of a hit is p^W .

There are $L - M + 1$ candidate positions.

The proposition follows.

Implication

- For $L = 1017$

- BLAST seed expects $(1017 - 11 + 1) * p^{11} = 1007 * p^{11}$ hits

- But ~1/4 of these overlap each other. So likely to have only $\sim 750 * p^{11}$ distinct hits

- Our example spaced seed expects $(1017 - 18 + 1) * p^{11} = 1000 * p^{11}$ hits

- But only $1/4^6$ of these overlap each other. So likely to have $\sim 1000 * p^{11}$ distinct hits



PatternHunter I
Ma et al., *Bioinformatics* 18:440-445, 2002

- BLAST's seed usually uses more than one hits to detect one homology
⇒ Wasteful
- Spaced seeds uses fewer hits to detect one homology
⇒ Efficient

TTGACCTCACC?	CAA?A??A?C??TA?TGG?
	? ?? ? ?? ? ? ?
TTGACCTCACC?	CAA?A??A?C??TA?TGG?
111111111111	111010010100110111
111111111111	111010010100110111

1/4 chances to have 2nd hit next to the 1st hit

1/4 chances to have 2nd hit next to the 1st hit

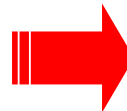
Copyright © 2004 by Limsoon Wong

PatternHunter I
Ma et al., *Bioinformatics* 18:440-445, 2002

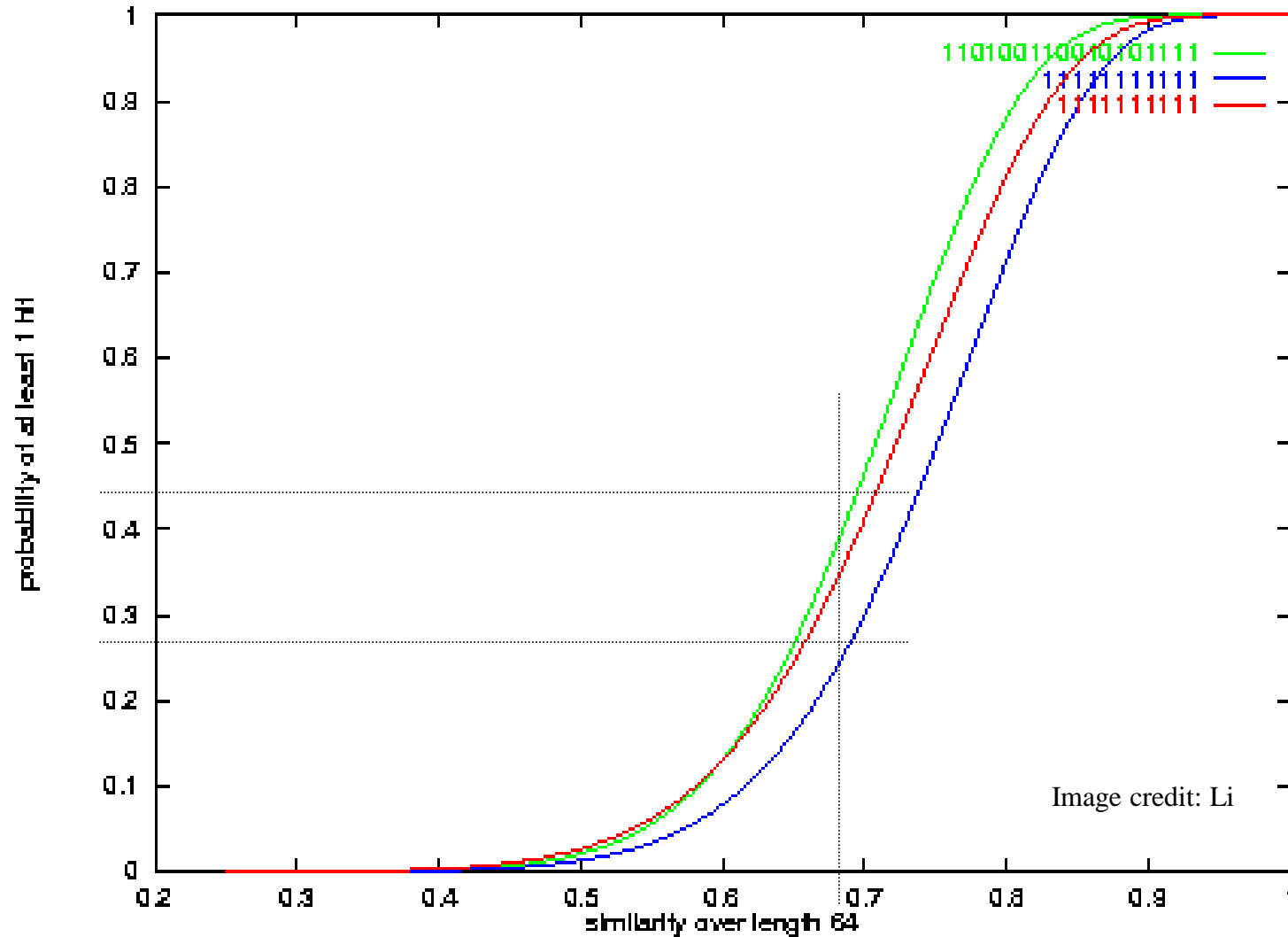
Proposition. The expected number of hits of a weight-W length-M model within a length-L region of similarity p is $(L - M + 1) * p^W$

Proof. For any fixed position, the prob of a hit is p^W . There are $L - M + 1$ positions. The proposition follows.

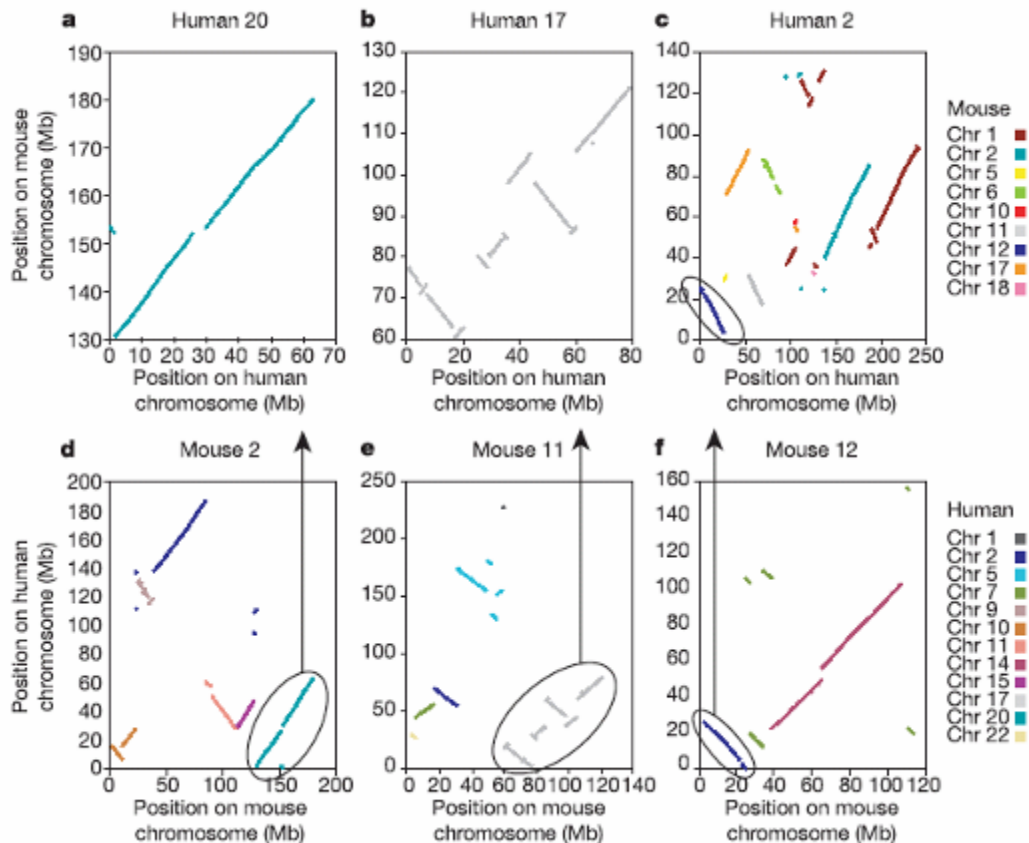
Copyright © 2004 by Limsoon Wong



Sensitivity of PatternHunter I



Speed of PatternHunter I



Nature, 420:520-522, 2002

- **Mouse Genome Consortium used PatternHunter to compare mouse genome & human genome**
- **PatternHunter did the job in a 20 CPU-days --- it would have taken BLAST 20 CPU-years!**

How to increase sensitivity?

- **Ways to increase sensitivity:**
 - “Optimal” seed
 - Reduce weight by 1
 - Increase number of spaced seeds by 1
- **Intuitively, for DNA seq,**
 - Reducing weight by 1 will increase number of matches 4 folds
 - Doubling number of seeds will increase number of matches 2 folds
- **Is this really so?**

How to increase sensitivity?

- **Ways to increase sensitivity:**
 - “Optimal” seed
 - Reduce weight by 1
 - Increase number of spaced seeds by 1
- **For $L = 1017$ & $p = 50\%$**
 - 1 weight-11 length-18 model expects $1000/2^{11}$ hits
 - 2 weight-12 length-18 models expect $2 * 1000/2^{12} = 1000/2^{11}$ hits
 - ⇒ When comparing regions w/ >50% similarity, using 2 weight-12 spaced seeds together is more sensitive than using 1 weight-11 spaced seed!



Proposition. The expected number of hits of a weight- W length- M model within a length- L region of similarity p is $(L - M + 1) * p^W$

Proof. For any fixed position, the prob of a hit is p^W . There are $L - M + 1$ positions. The proposition follows.

Exercise #12: Proof this claim

PatternHunter II

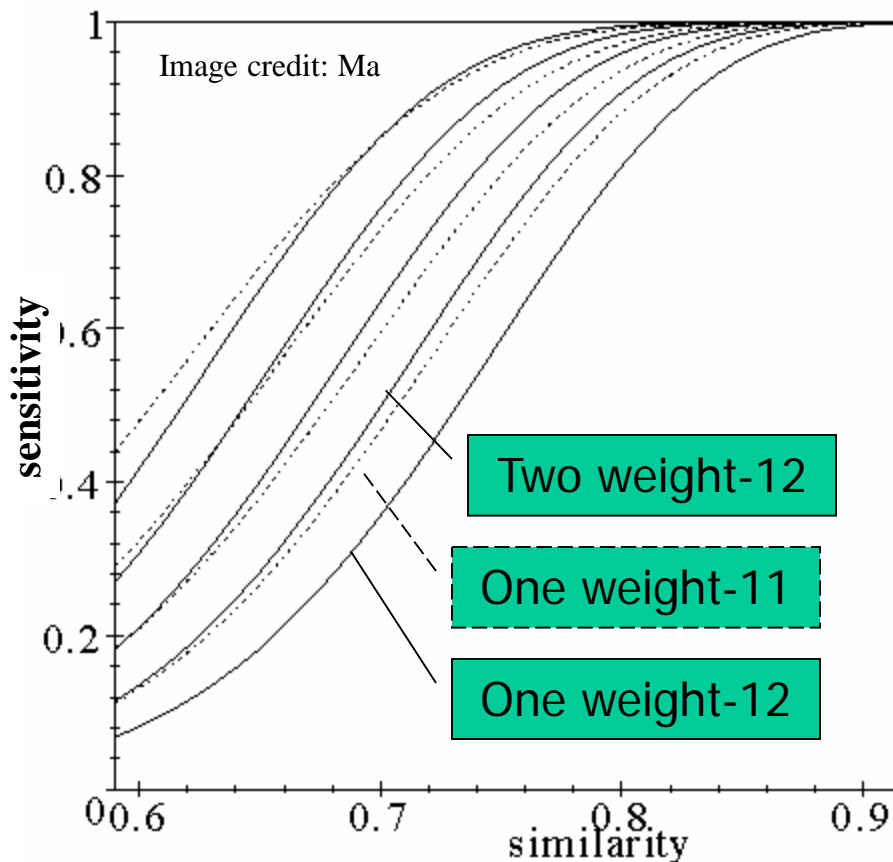
Li et al, *G/W*, 164-175, 2003



- **Idea**
 - Select a group of spaced seed models
 - For each hit of each model, conduct extension to find a homology
- **Selecting optimal multiple seeds is NP-hard**
- **Algorithm to select multiple spaced seeds**
 - Let A be an empty set
 - Let s be the seed such that $A \cup \{s\}$ has the highest hit probability
 - $A = A \cup \{s\}$
 - Repeat until $|A| = K$
- **Computing hit probability of multiple seeds is NP-hard**

But see also Ilie & Ilie, “Multiple spaced seeds for homology search”, *Bioinformatics*, 23(22):2969-2977, 2007

Sensitivity of PatternHunter II

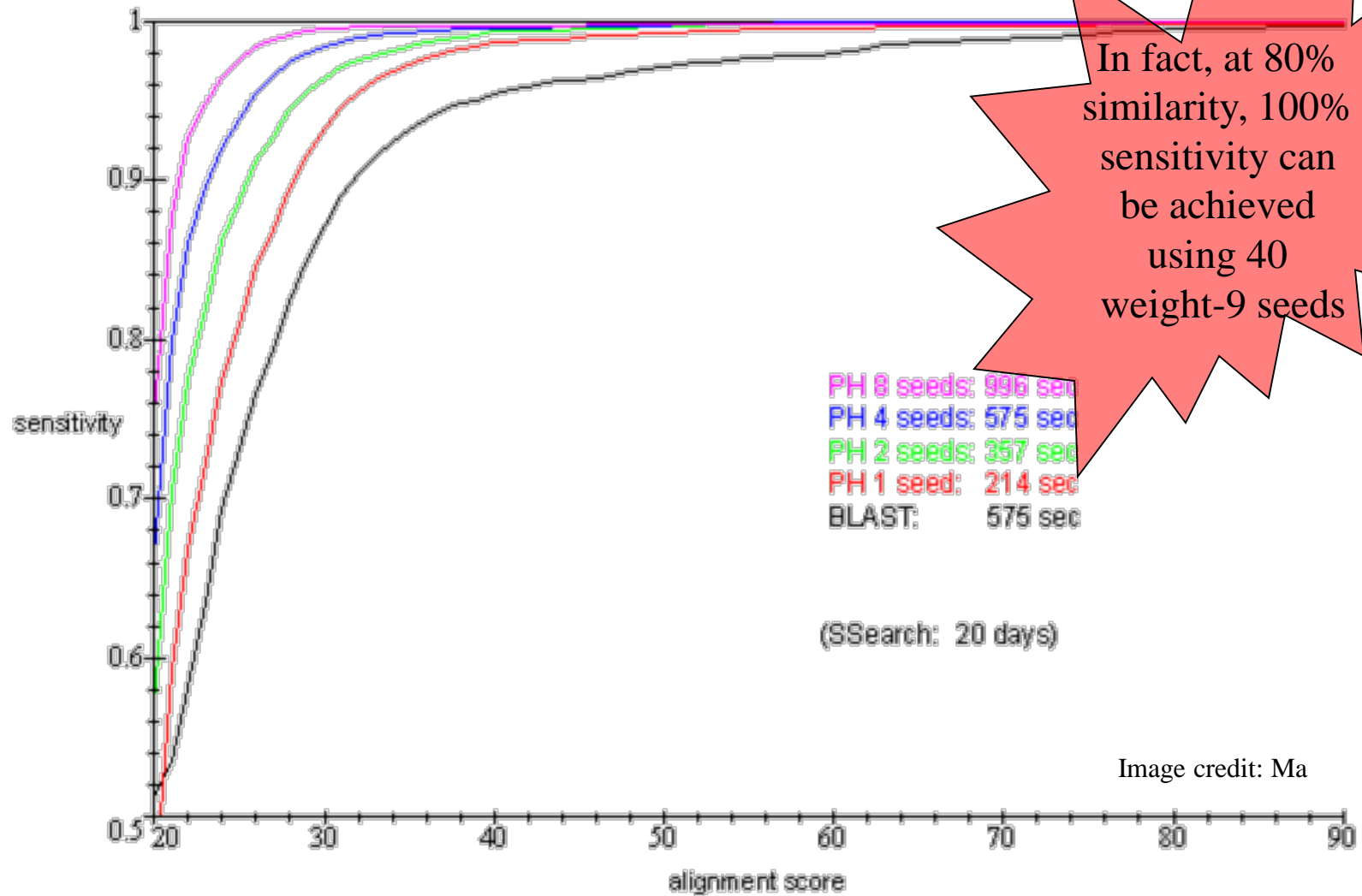


- **Solid curves: Multiple (1, 2, 4, 8, 16) weight-12 spaced seeds**
 - **Dashed curves: Optimal spaced seeds with weight = 11, 10, 9, 8**
- ⇒ “Double the seed number” gains better sensitivity than “decrease the weight by 1”

Expts on real data

- **30k mouse ESTs (25Mb) vs 4k human ESTs (3Mb)**
 - downloaded from NCBI genbank
 - “low complexity” regions filtered out
- **SSearch (Smith-Waterman method) finds “all” pairs of ESTs with significant local alignments**
- **Check how many percent of these pairs can be “found” by BLAST and different configurations of PatternHunter II**

Results



Farewell to Supercomputer Age of sequence comparison!

Computer: PIII 700Mhz Redhat 7.1, 1G main memory

Sequence Length	Blastn	PatternHunter
816k vs 580k	47 sec	9 sec
4639k vs 1830k	716 sec	44 sec
20M vs 18M	out of memory	13 min

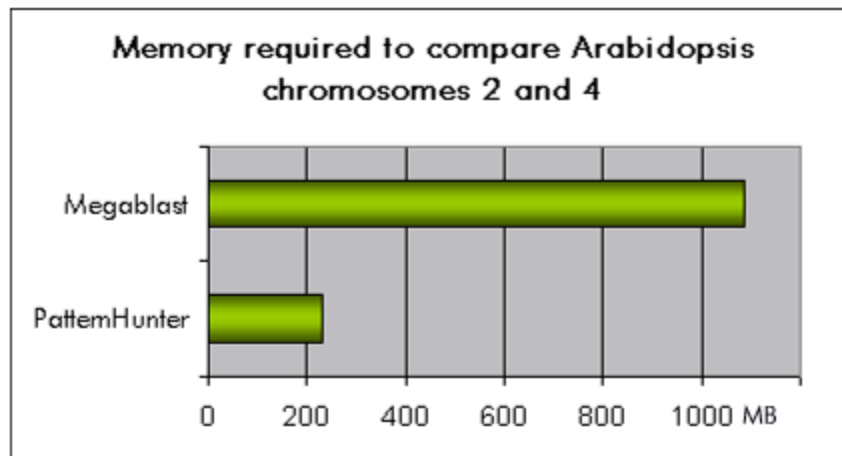
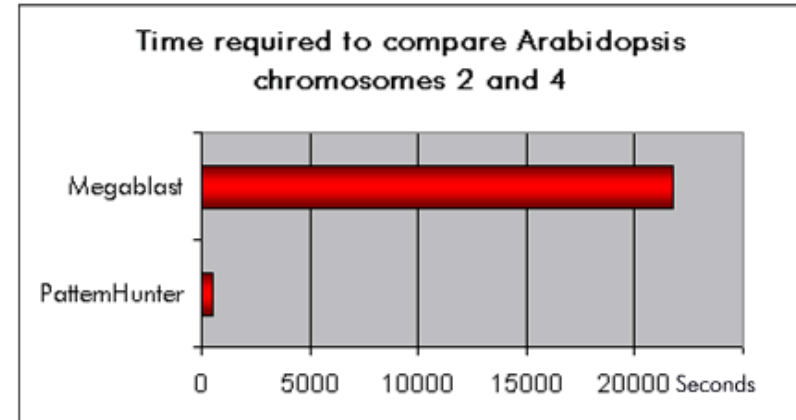
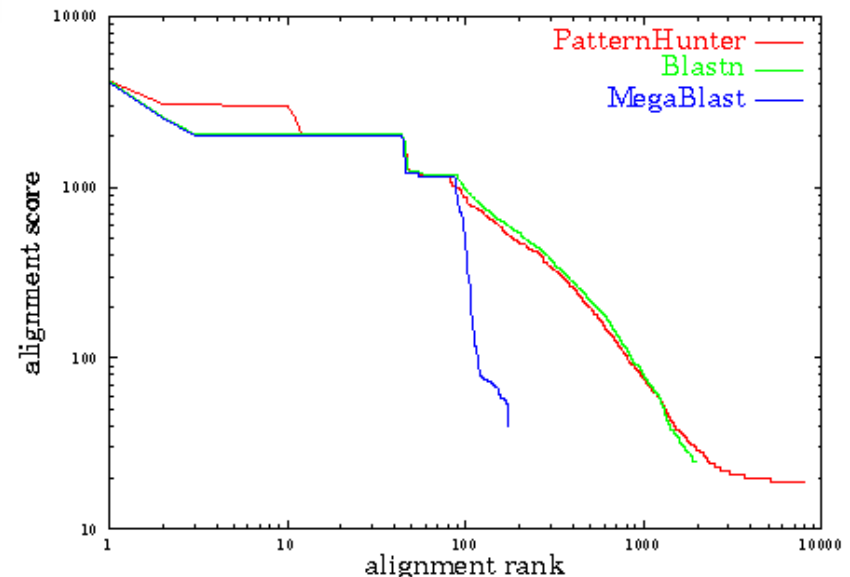


Image credit: Bioinformatics Solutions Inc



About the inventor: Ming Li



- **Ming Li**
 - Canada Research Chair
Professor of
Bioinformatics,
University Professor,
Univ of Waterloo
 - Fellow, Royal Society of
Canada. Fellow, ACM.
Fellow, IEEE

Concluding remarks



What have we learned?

- **General methodology**
 - Dynamic programming
- **Dynamic programming applications**
 - Pairwise Alignment
 - **Needleman-Wunsch global alignment algorithm**
 - **Smith-Waterman local alignment algorithm**
 - Multiple Alignment
- **Important tactics**
 - Indexing & filtering (BLAST)
 - Spaced seeds (Pattern Hunter)

Any question?



Acknowledgements

- **Some slides on popular sequence alignment tools are based on those given to me by Bin Ma and Dong Xu**
- **Some slides on Needleman-Wunsch, Smith-Waterman, and scoring functions are based on those given to me by Ken Sung**

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