Bioinformatics Algorithms

(Fundamental Algorithms, module 2)

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Pairwise Alignment 2

- match: 1, mismatch: -1,
 - gap: -1

CAGCGTACACT CAGCGTACACT ---CCTA--- C--C-T--A- score -5 score -3

- match: 1, mismatch: -1,
 - gap: -1



- The left alignment seems better, but it has a lower score.
- We would like the extremal gaps (before and after the second string) not to count at all.
- Note that this is not covered by local alignment (why?).

match: 1, mismatch: -1,

gap: -1

If we do not count the extremal gaps, then we get:

CAGCGTACACT	CAGCGTACACT
CCTA	CC-TA
score 2	score -1

 \ldots as desired, the score now reflects that the left alignment is better than the right one.

Semiglobal alignment: algorithm

gaps matched here should be free	action
beginning of <i>s</i>	0s in first column
end of <i>s</i>	maximize over last column
beginning of <i>t</i>	0s in first row
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Analysis

time and space O(nm)

Semiglobal alignment: example

The global similarity of the two strings s = ACGC and t = GCTC is 0, with (unique) optimal alignment $\binom{ACGC}{GCTC}$. Let us compute an optimal semiglobal alignment of s and t, where we set all four types of external gaps as free, and match: +1, mism., gap = -1.

	С	Т	С	G			D(i,j)
	4	3	2	1	0		
optimal semiglobal	0	0	0	0	0	0	
alignment:	-1	-1	-1	-1	0	1	A
ACGC GCTC	0	-1	0	-1	0	2	С
score $= 2$	-1	-1	0	1	0	3	G
	0	1	2	0	0	4	С

N.B.

- Semiglobal alignment is also called *end-space-free alignment*.
- It is not *one* algorithm, but (strictly speaking) 15 different ones, depending on where we want to have charge-free gaps (e.g. beginning and end of first sequence; beginning of first, end of second; etc.)

Applications include:

- find a prefix of *s* with maximum similarity to *t* which variant do we need?
- overlap finding (e.g. for sequence assembly): find prefix s' of s and suffix t' of t s.t. sim(s', t') maximal, or vice versa (prefix of t with suffix of s) - which variant do we need?
- substring match: find a substring s' of s with sim(s', t) maximal which variant do we need?

match: 2, mismatch: -1, gap: -1

- GACGCTGCCAC GACGCTGCCAC -AC----CA- -A--C--C-A-
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- Occam's razor: The simplest explanation is the best.

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Affine gap functions:

- gap open: *h* < 0
- gap extend: g < 0
- score of k gaps = h + kg, for $k \ge 1$
- typically: h < g

match: 2, mismatch: -1, gaps: h = -3, g = -1

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• But how do we compute the new score?

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If ${\mathcal A}$ is an alignment and ${\mathcal B}$ is the same al. without the last column, then

- score(A) = score(B) + score(last column).
- If ${\mathcal A}$ is optimal, then ${\mathcal B}$ is also optimal.
- There are 3 possibilities for the last column:
 - 1. last column is $\binom{*}{*}$ (char-char)2. last column is $\binom{*}{-}$ (char-gap)
 - 3. last column is $\binom{-}{*}$ (gap-char)

Recall the **central idea** of the DP-algorithm:

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1. last column is
$$\binom{*}{*}$$
 (char-char)2. last column is $\binom{*}{-}$ (char-gap)3. last column is $\binom{-}{*}$ (gap-char)

The problem now is that in cases 1. and 3., the score of the last column depends on what comes before! E.g. with h = -3, g = -1, the score of $\binom{A}{-}$ is -1 if preceded by a column of the type $\binom{*}{-}$, and -4 otherwise.

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- So we have to distinguish between different types of B's (current alignment without last column), according to what type its last column is.
- We will do this via 3 different matrices, each of size (n+1)(m+1):
 - A(i, j) = highest score of an alignment of *i*-length prefix of *s* and *j*-length prefix of *t* ending with $\binom{s_i}{t_i}$
 - B(i, j) = highest score of an alignment of *i*-length prefix of *s* and *j*-length prefix of *t* ending with $\binom{-}{t_i}$
 - C(i, j) = highest score of an alignment of *i*-length prefix of *s* and *j*-length prefix of *t* ending with $\binom{s_1}{-}$

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 - C(i, j) = highest score of an alignment of *i*-length prefix of *s* and *j*-length prefix of *t* ending with $\binom{s_i}{-}$
- Computation of entries will depend on entries from the other matrices.

Matrix A: Score of last column does not depend on alignment \mathcal{B}

- for i = 0 or j = 0: There is no alignment ending with a column $\binom{*}{*}$
- for i, j > 0: A(i, j) = best alignment of any type + match/mismatch

 $f(s_i,t_i)$

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Computation of entries:

• $A(i,0) = A(0,j) = -\infty$ for i = 1, ..., n, j = 1, ..., m, and A(0,0) = 0 (this is necessary for the recursion) • for i,j > 0: $A(i,j) = \max \begin{cases} A(i-1,j-1) + f(s_i, t_j) \\ B(i-1,j-1) + f(s_i, t_j) \\ C(i-1,j-1) + f(s_i, t_j) \end{cases}$

Matrix B: Score of last column depends on \mathcal{B}

- for j = 0: There is no alignment ending with a column $\binom{-}{*}$
- for i = 0, j > 0: Score of alignment is score of one gap of length j.
- for i, j > 0: $B(i, j) = max \begin{cases} best al. of type B + extend an existing gap \\ best al. of types A or C + start a new gap \end{cases}$

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Computation of entries:

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$$B(i,0) = -\infty$$
 for $i = 0, ..., n$,
• $B(0,j) = h + j \cdot g$ for $j = 1, ..., m$
• for $i,j > 0$: $B(i,j) = \max \begin{cases} A(i,j-1) + (h+g) \\ B(i,j-1) + g \\ C(i,j-1) + (h+g) \end{cases}$

Matrix C: Score of last column depends on \mathcal{B}

- for i = 0: There is no alignment ending with a column $\binom{*}{-}$
- for i > 0, j = 0: Score of alignment is score of one gap of length j.
- for i, j > 0: $C(i, j) = max \begin{cases} best al. of type C + extend an existing gap \\ best al. of types A or B + start a new gap \end{cases}$

Matrix C: Score of last column depends on \mathcal{B}

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• for $i,j > 0$: $C(i,j) = \max \begin{cases} A(i-1,j) + (h+g) \\ B(i-1,j) + (h+g) \\ C(i-1,j) + g \end{cases}$

Analysis

- Space: for each matrix: O(nm), so altogether O(nm)
- Time: Computation of every entry is constant, and there are 3(n+1)(m+1) = O(nm) entries, so altogether O(nm).
- Backtracing: as before, possibly jumping between different matrices. Time: O(length of optimal alignment) = O(n + m)
- Thus asymptotically the same time and space complexity as the basic algorithm.
- However, we do pay for the better gap function by increasing both time and space by a factor of 3.
- Affine gap penalties are much more reasonable (realistic, useful) than linear gap penalties, and they are universally applied. (All alignment programs use affine gap functions.)