

Sequence comparison: Dynamic programming

Genome 559: Introduction to Statistical
and Computational Genomics
Prof. James H. Thomas

Sequence comparison overview

- Problem: Find the “best” alignment between a query sequence and a target sequence.
- To solve this problem, we need
 - a method for **scoring** alignments, and
 - an **algorithm** for finding the alignment with the best score.
- The alignment score is calculated using
 - a substitution matrix
 - gap penalties.
- The algorithm for finding the best alignment is dynamic programming.

A simple alignment problem.

- Problem: find the best pairwise alignment of GAATC and CATAc.
- Use a linear gap penalty of -4.
- Use the following substitution matrix:

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

How many possibilities?

GAATC

GAAT-C

-GAAT-C

CATAC

C-ATAC

C-A-TAC

GAATC-

GAAT-C

GA-ATC

CA-TAC

CA-TAC

CATA-C

- How many different possible alignments of two sequences of length n exist?

How many possibilities?

GAATC

GAAT-C

-GAAT-C

CATAC

C-ATAC

C-A-TAC

GAATC-

GAAT-C

GA-ATC

CA-TAC

CA-TAC

CATA-C

- How many different alignments of two sequences of length n exist?

5	9.2×10^2
10	1.8×10^5
20	1.4×10^{11}
30	1.2×10^{17}
40	1.1×10^{23}

$$\binom{2n}{n} = \frac{(2n)!}{n!^2}$$

A really really huge number

GA
CA

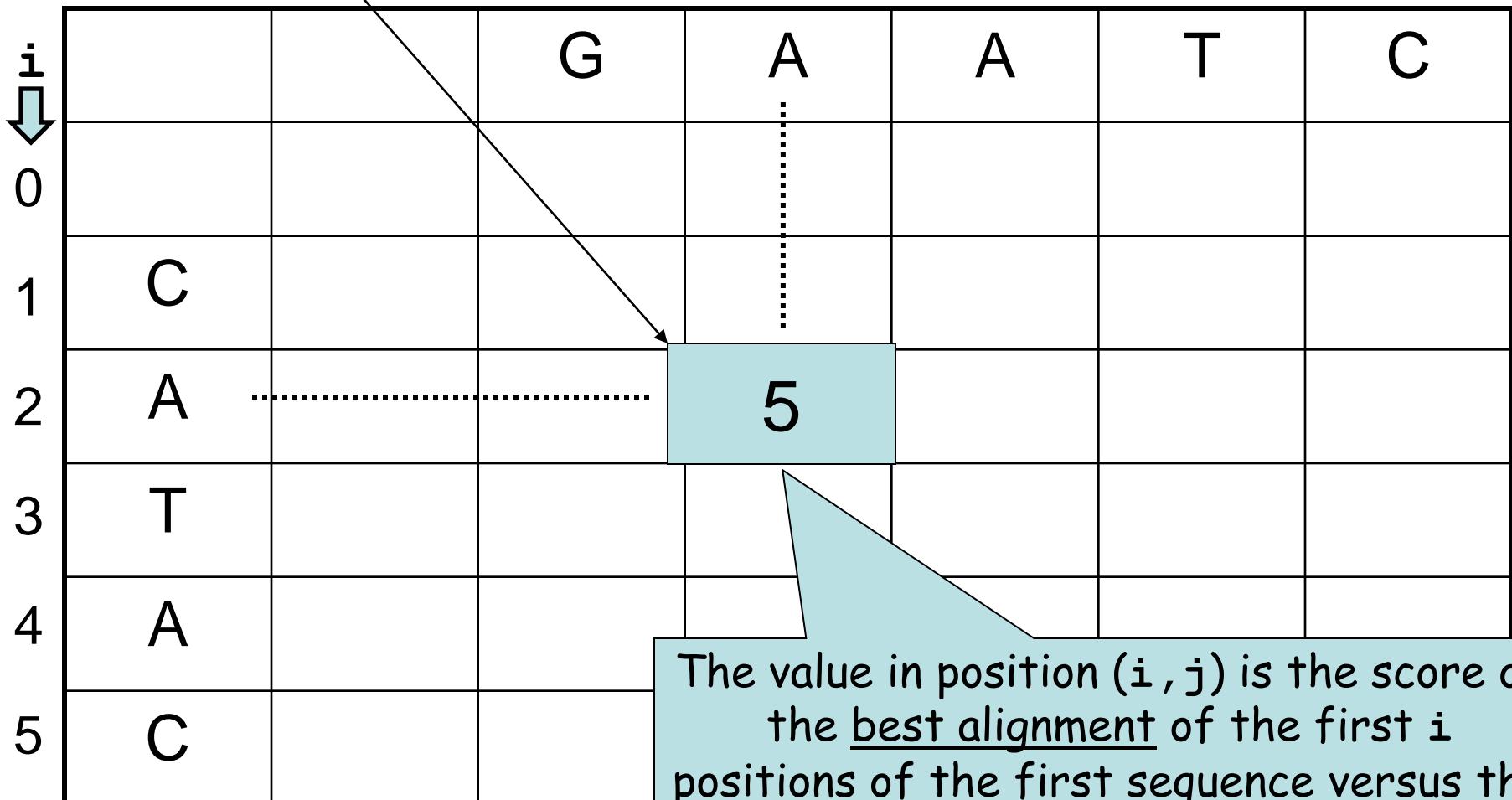
j



DP matrix

3 etc.

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

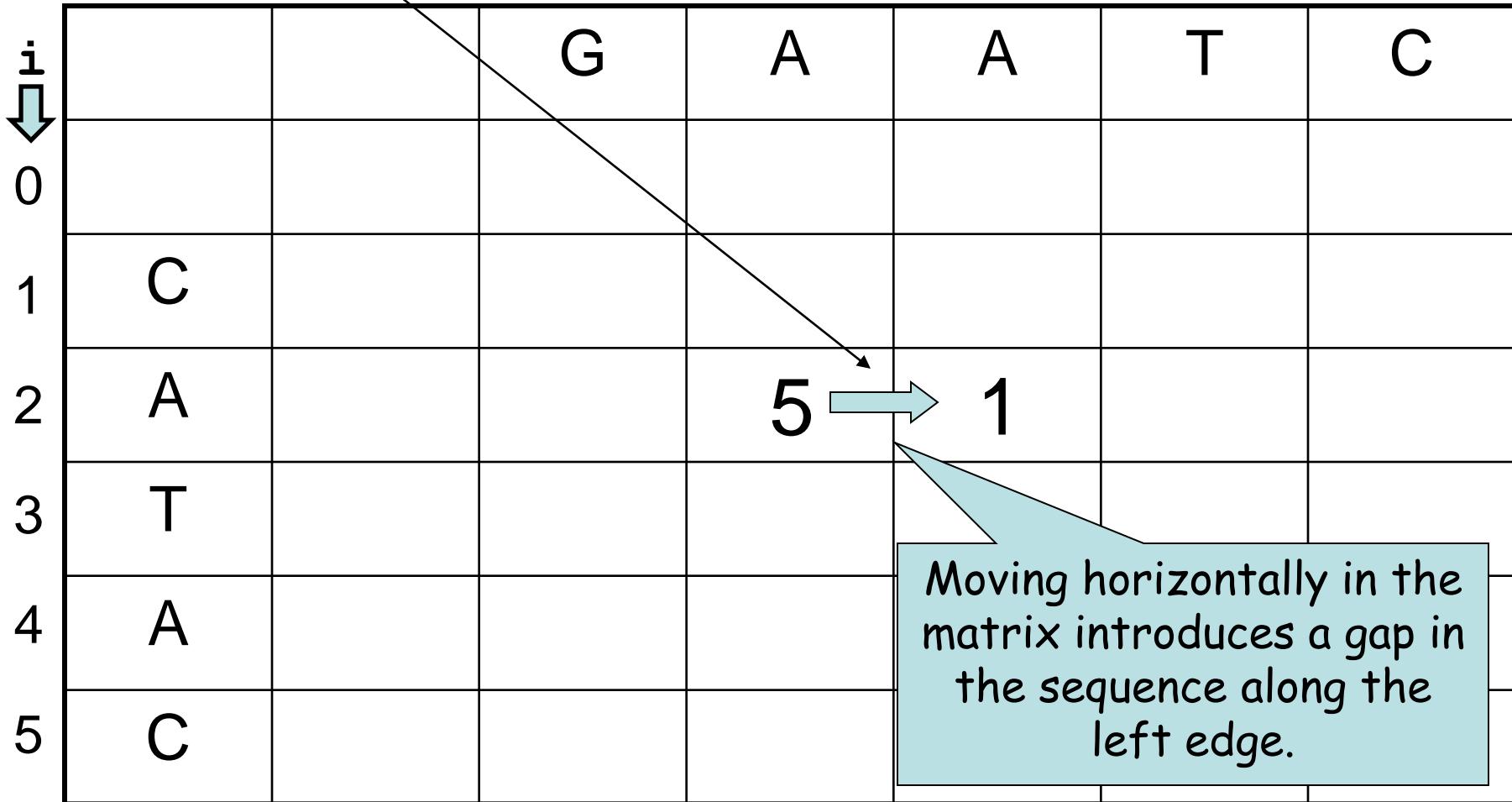


The value in position (i, j) is the score of the best alignment of the first i positions of the first sequence versus the first j positions of the second sequence.

GAA
CA-

DP matrix

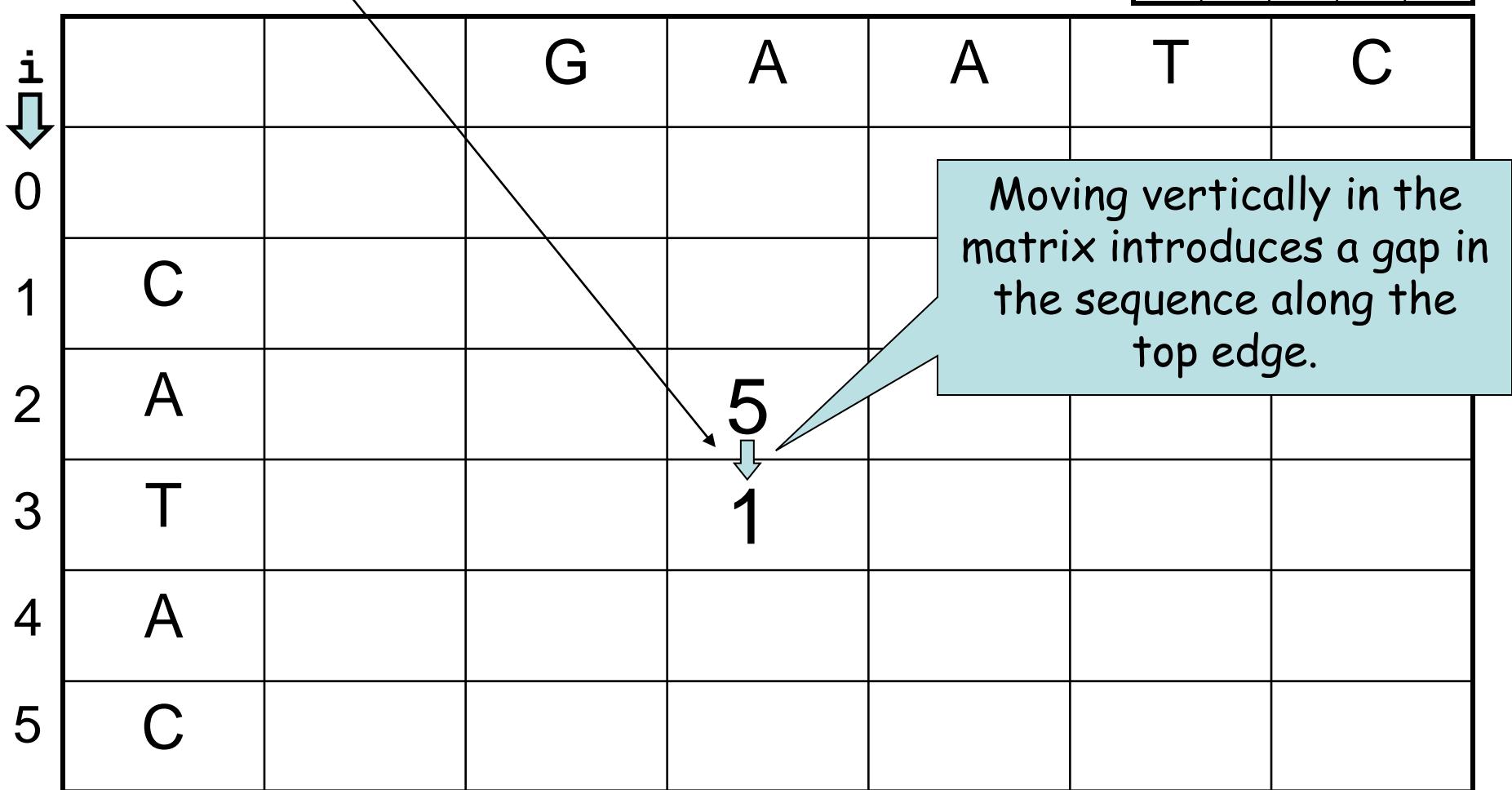
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



GA-
CAT

DP matrix

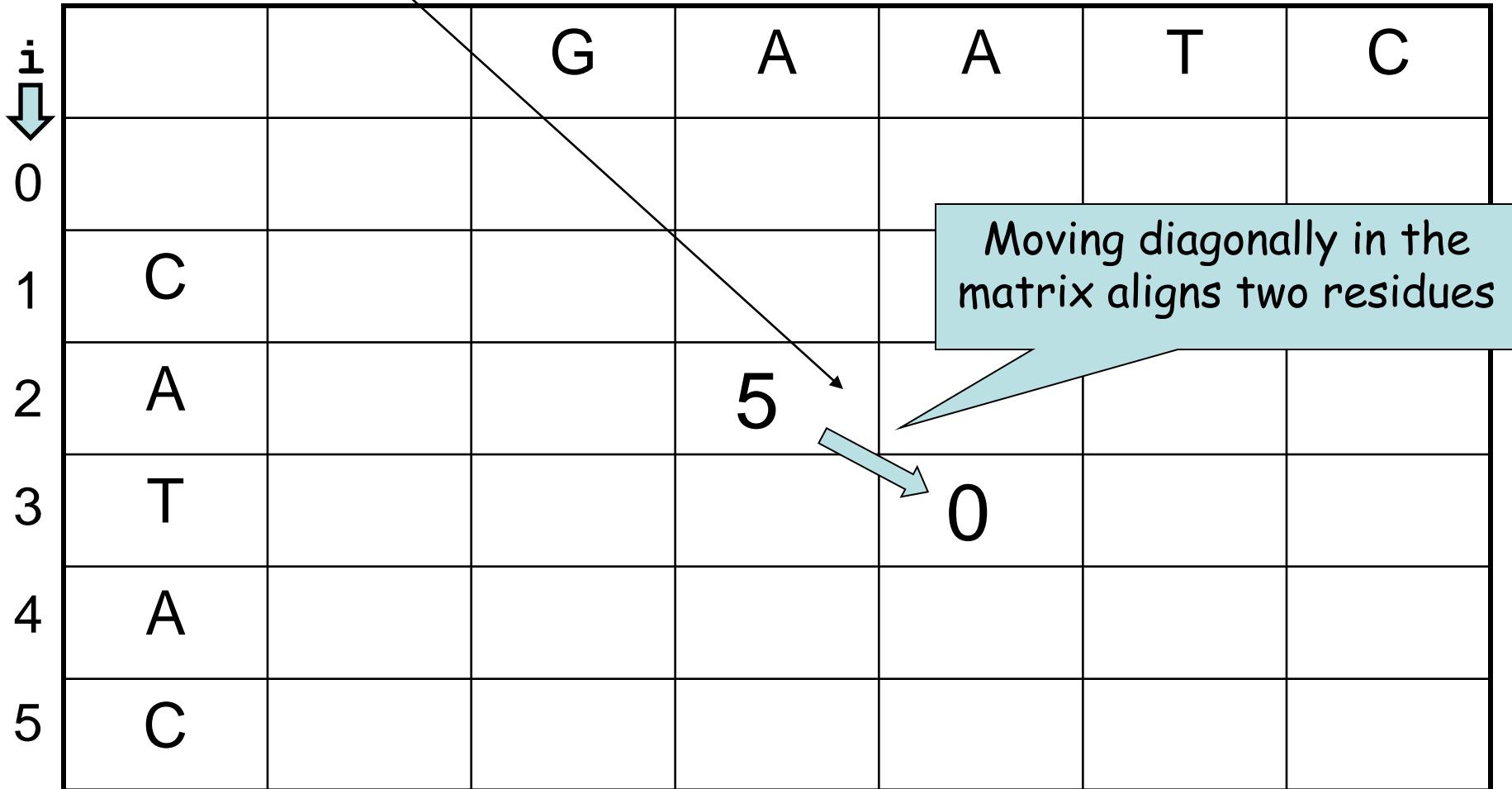
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



GAA
CAT

DP matrix

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



Start at top
left and move
progressively

Initialization

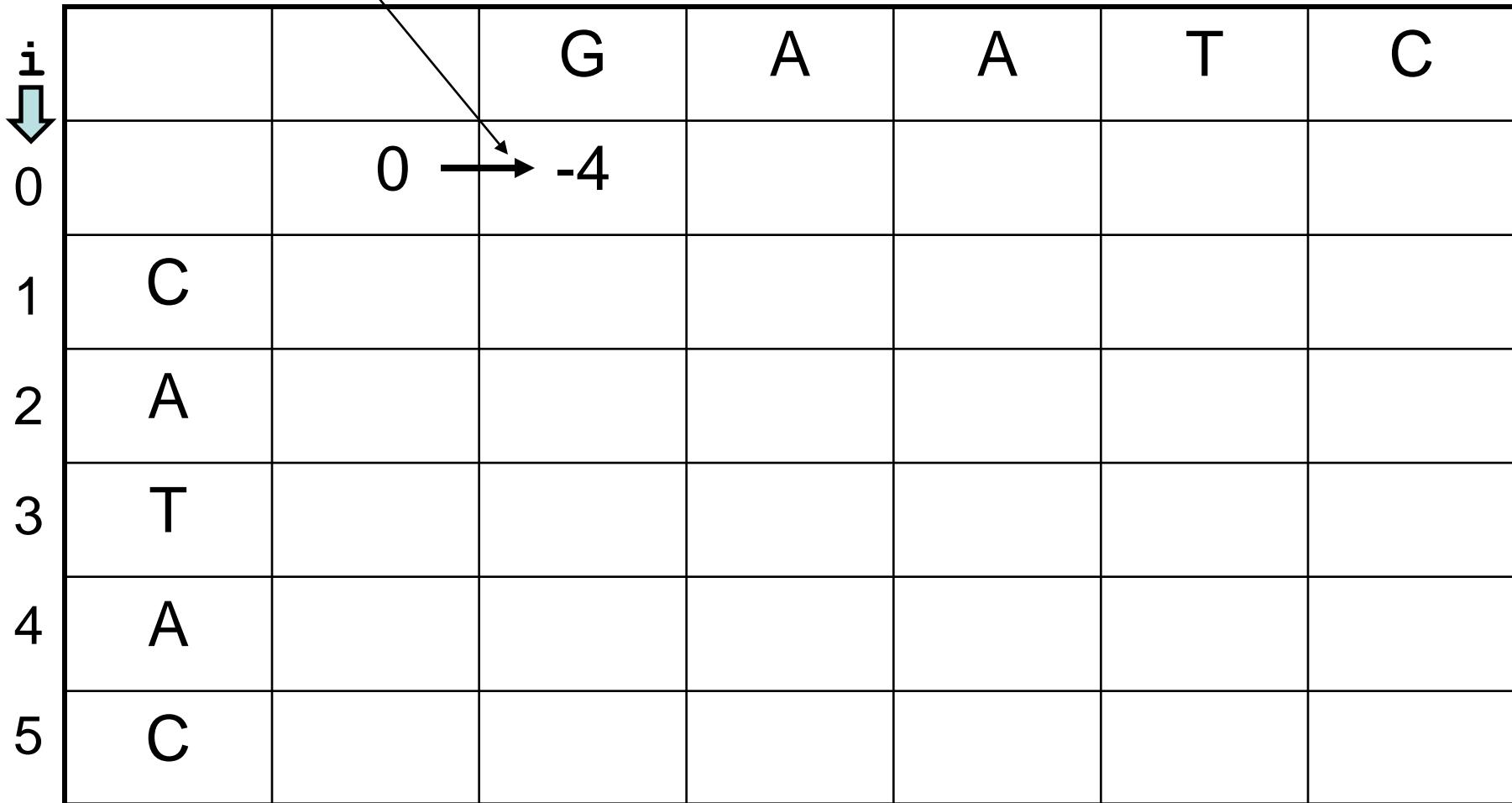
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

i		G	A	A	T	C
0	0					
1	C					
2	A					
3	T					
4	A					
5	C					

G
-

Introducing a gap

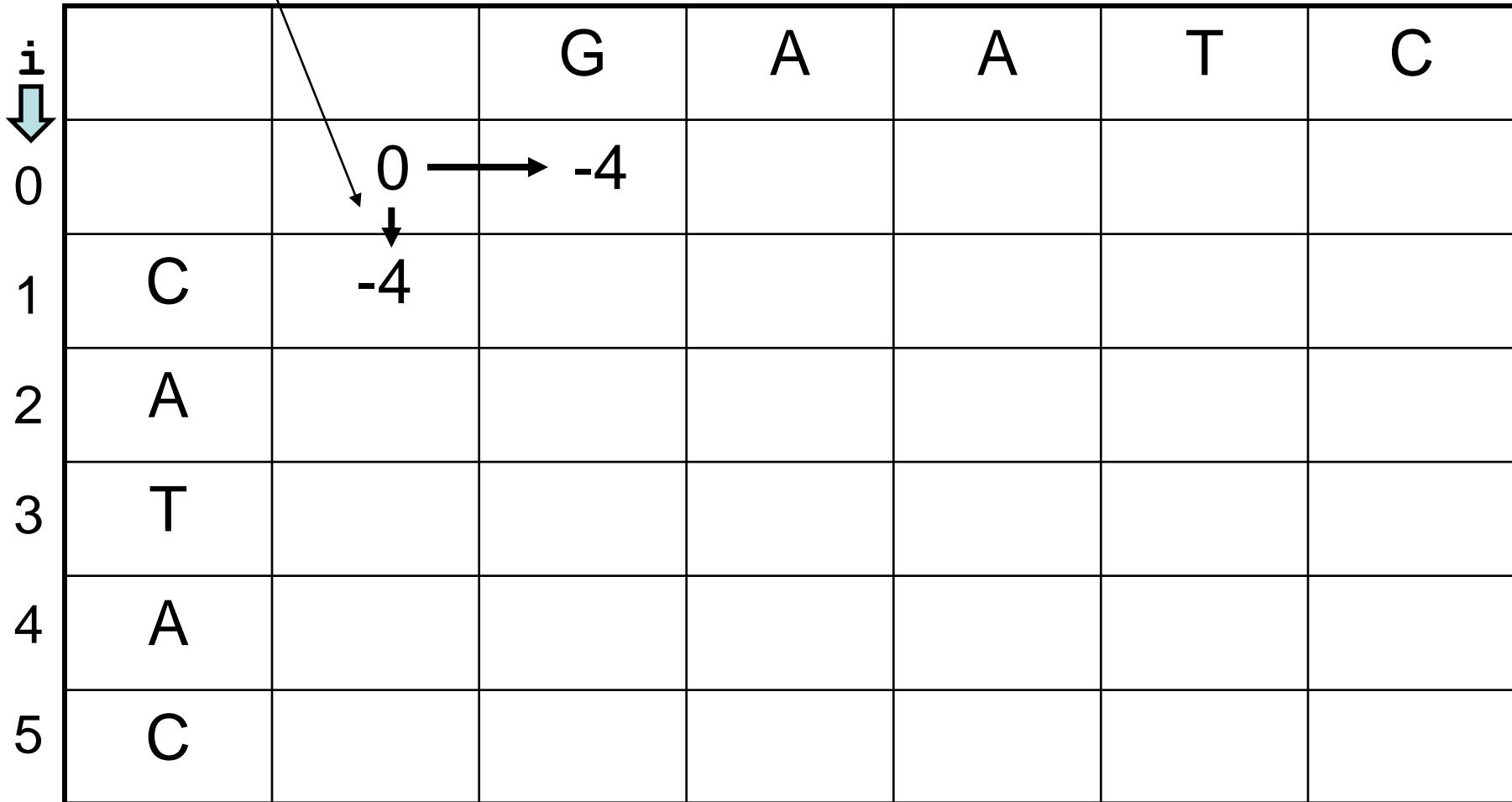
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



-
C

Introducing a gap

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



G-
-C

Three ways to get to $i=1, j=1$

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

i		G	A	A	T	C
0		0 → -4				
1	C		-8			
2	A					
3	T					
4	A					
5	C					

-G
C-

Three ways to get to $i=1, j=1$

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

i ↓		G	A	A	T	C
0		0				
1	C	-4	→ -8			
2	A					
3	T					
4	A					
5	C					

G
C

Three ways to get to $i=1, j=1$

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

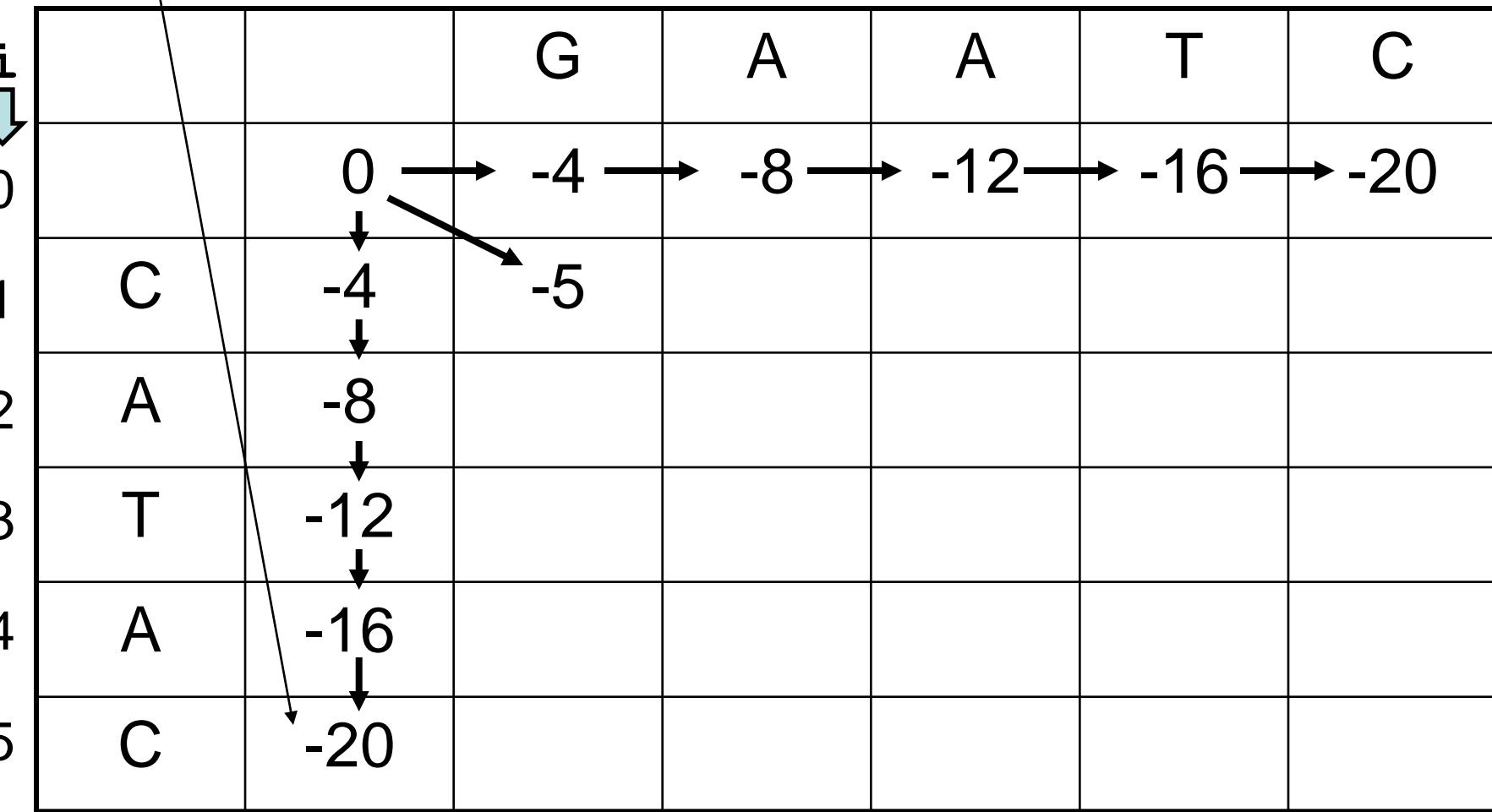
i ↓		G	A	A	T	C
0		0				
1	C		-5			
2	A					
3	T					
4	A					
5	C					

CATACT

DP matrix

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

i
↓



	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

DP matrix

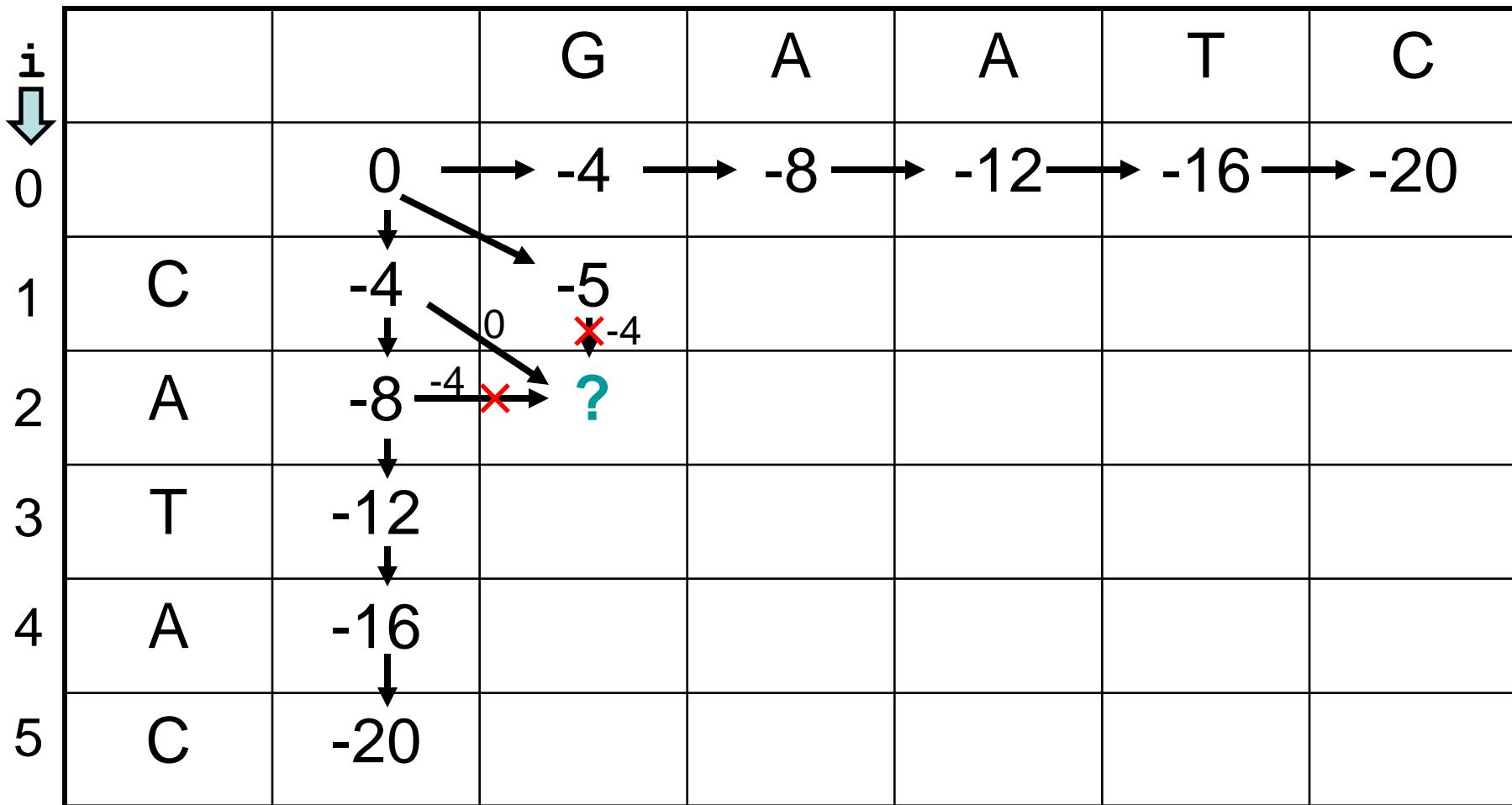
i ↓

		G	A	A	T	C
0	0	-4	-8	-12	-16	-20
1	C	-4	-5			
2	A	-8	?			
3	T	-12				
4	A	-16				
5	C	-20				

~~-G~~
~~CA~~
~~-4~~ ~~G-~~
~~CA-~~
~~-9~~ ~~-12~~

DP matrix

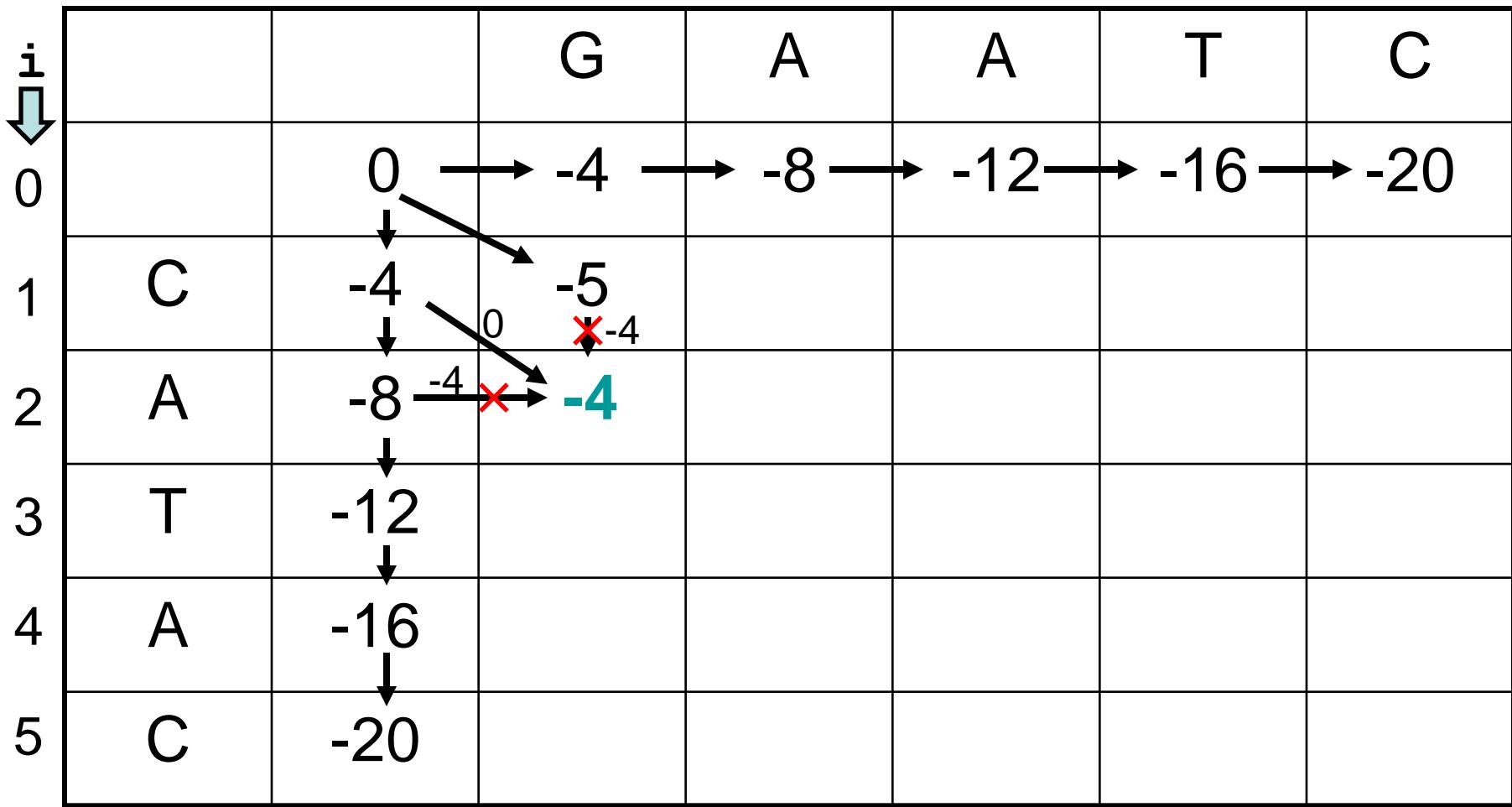
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



~~-G~~
~~G-~~
~~CA~~
~~CA-~~
-4 -9 -12

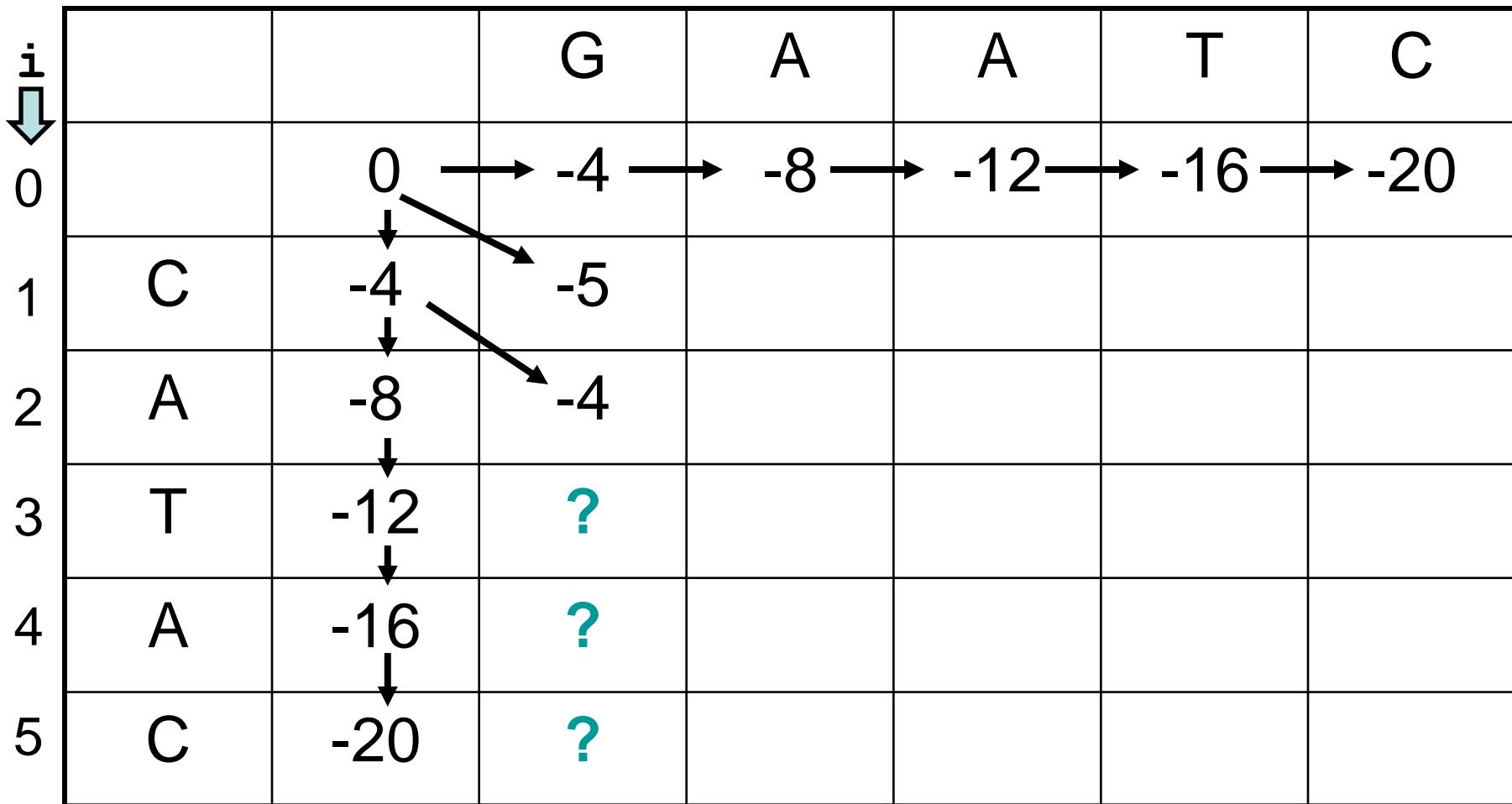
DP matrix

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



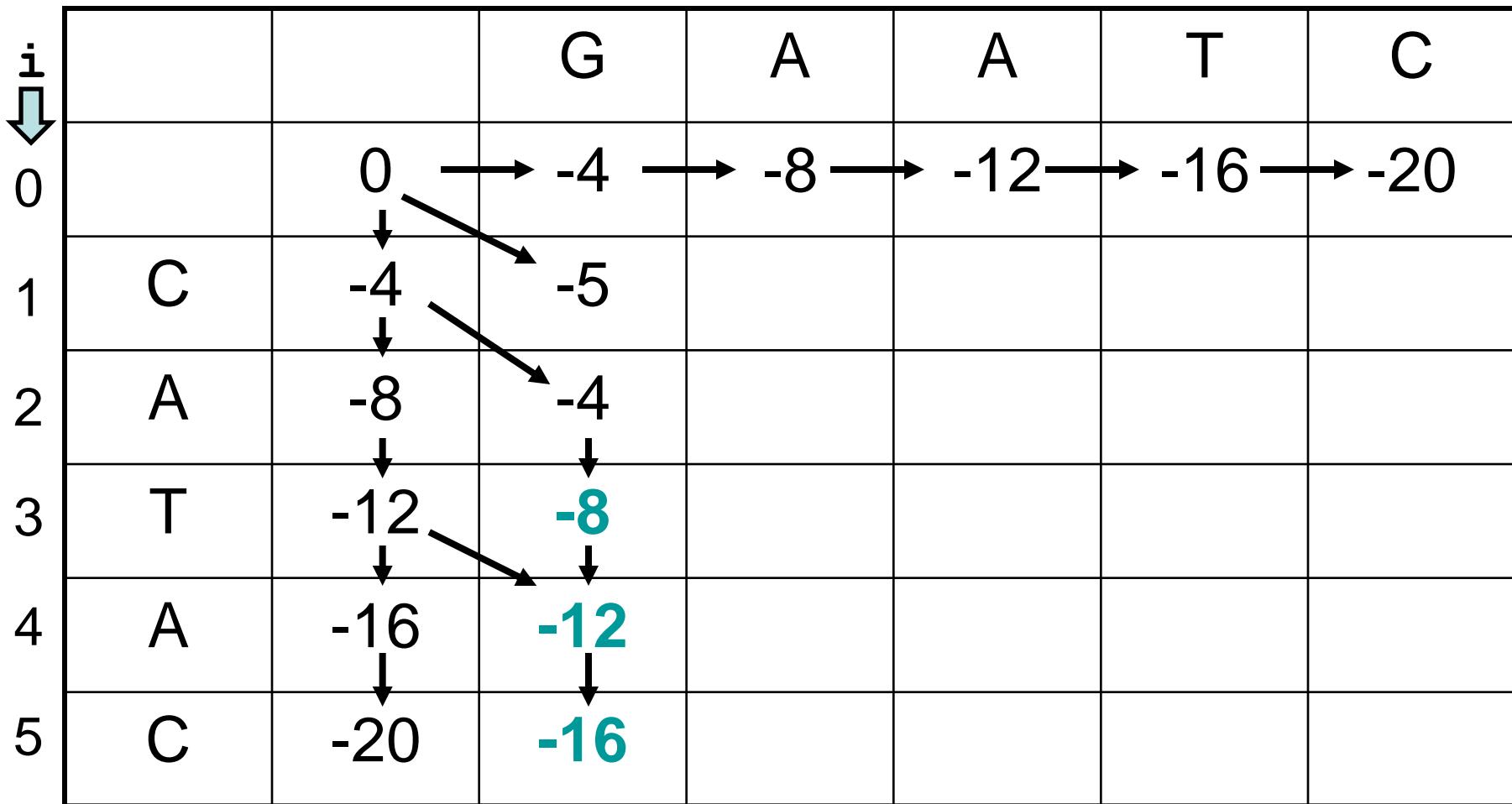
DP matrix

	A	C	G	T
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C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



	A	C	G	T
A	10	-5	0	-5
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G	0	-5	10	-5
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DP matrix



	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

DP matrix

i ↓

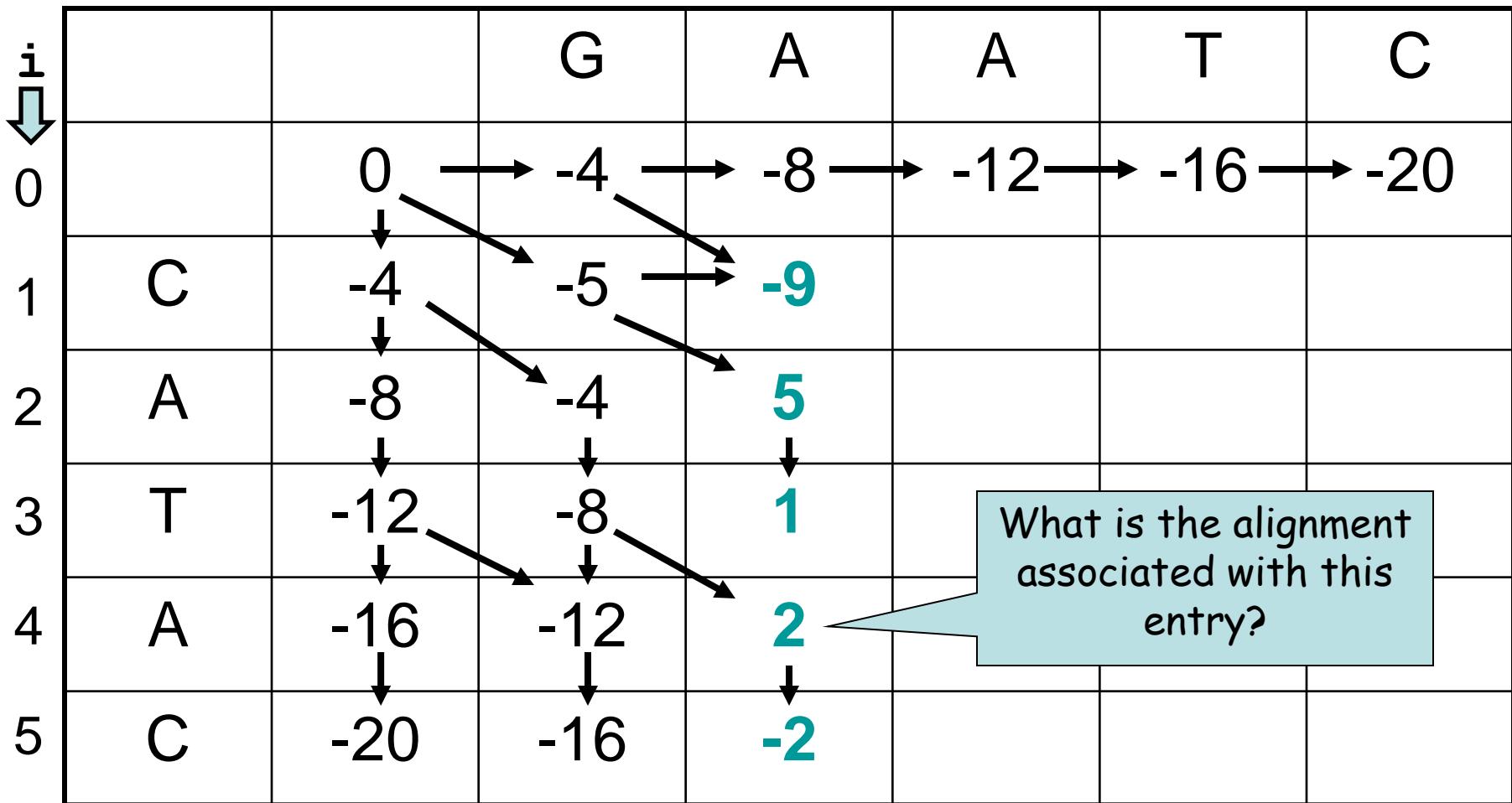
		G	A	A	T	C
0	0	-4	-8	-12	-16	-20
1	C	-4	-5	?		
2	A	-8	-4	?		
3	T	-12	-8	?		
4	A	-16	-12	?		
5	C	-20	-16	?		

The diagram illustrates the DP matrix with arrows indicating transitions between states. The arrows show the movement from one state to the next, with values assigned to each transition. The transitions are as follows:

- From state 0 to state 1: Value -4
- From state 1 to state 2: Value -5
- From state 2 to state 3: Value -4
- From state 3 to state 4: Value -8
- From state 0 to state 1: Value -4 (diagonal)
- From state 1 to state 2: Value -5 (diagonal)
- From state 2 to state 3: Value -4 (diagonal)

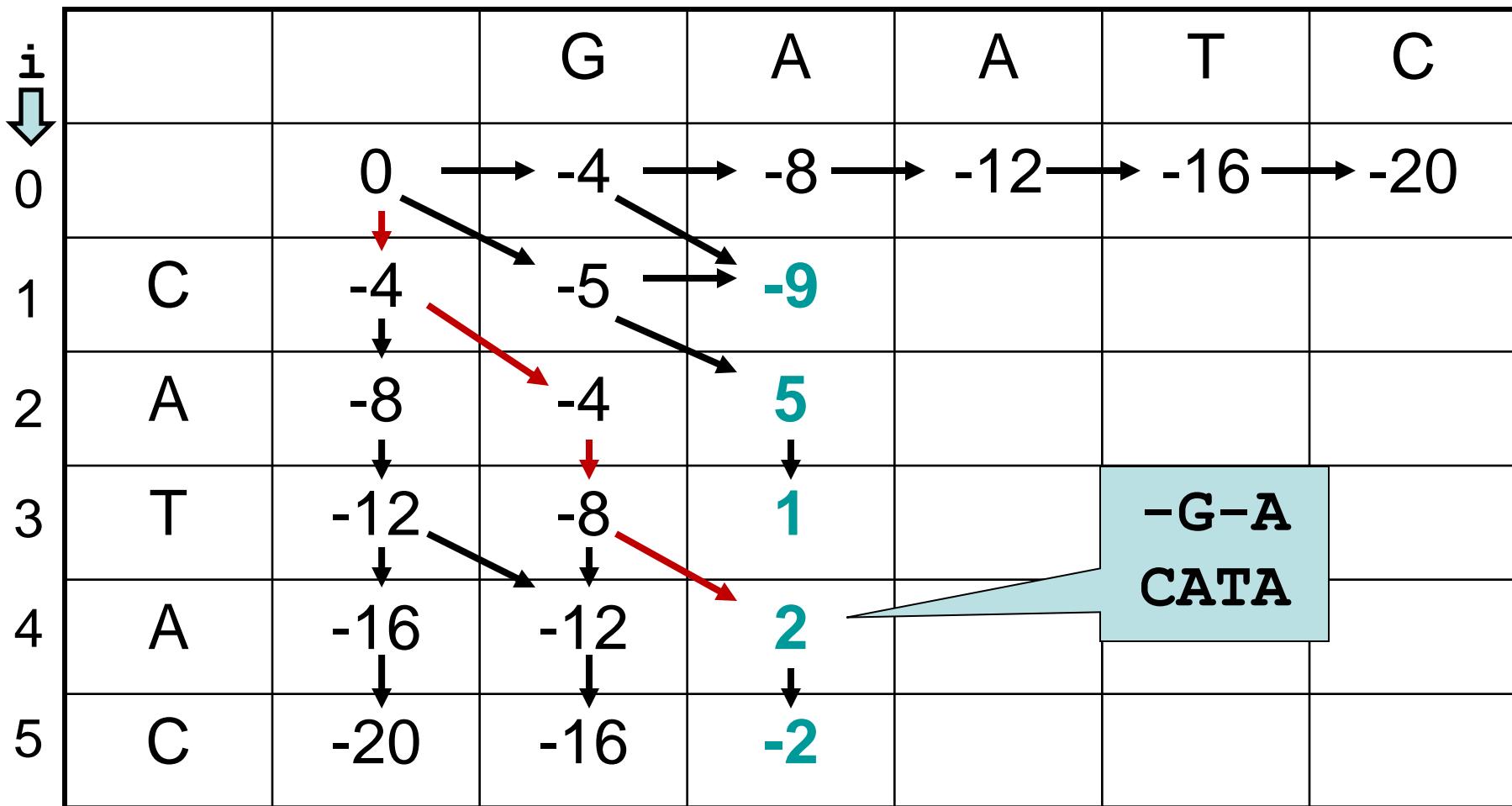
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

DP matrix



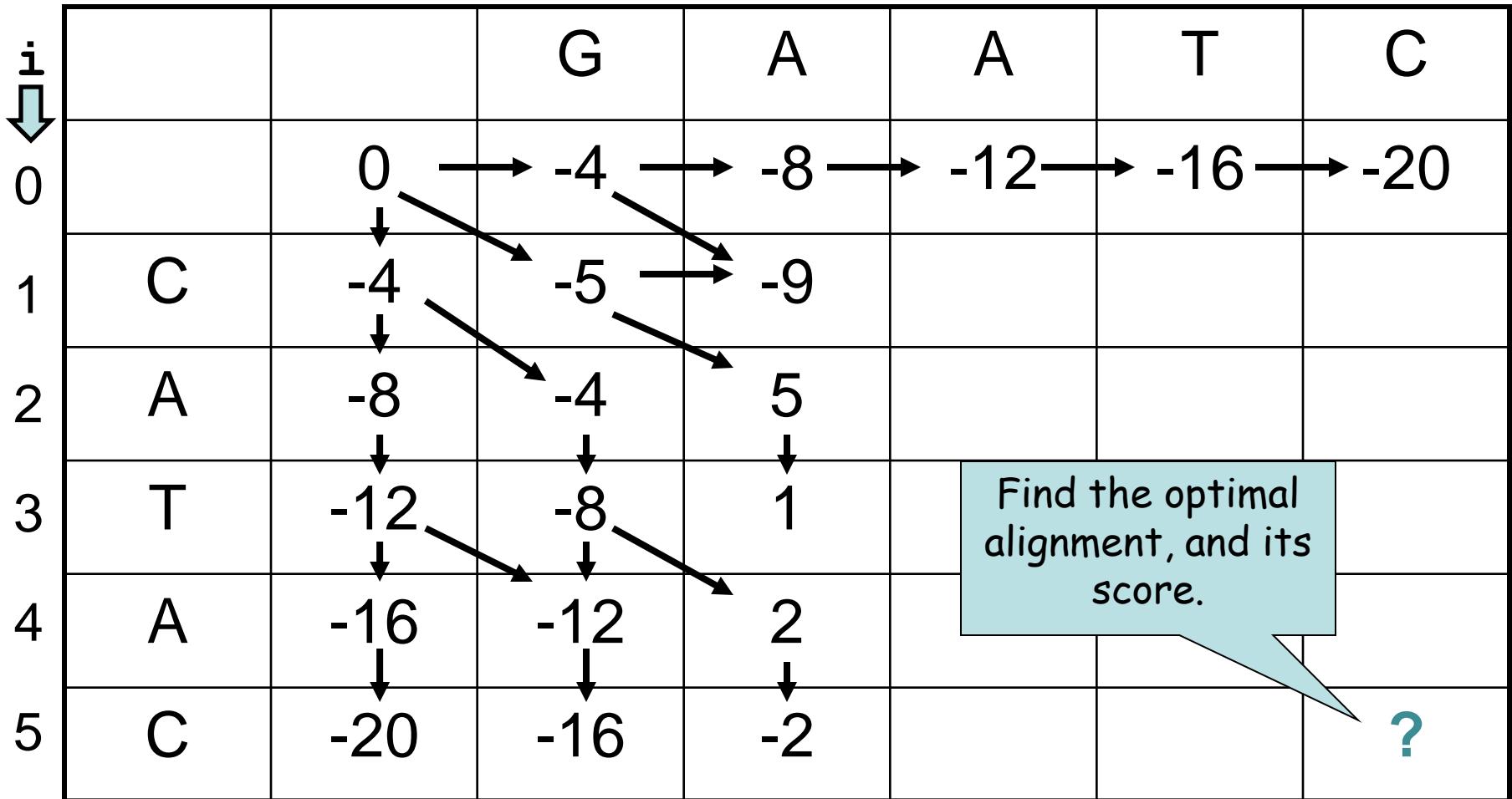
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

DP matrix



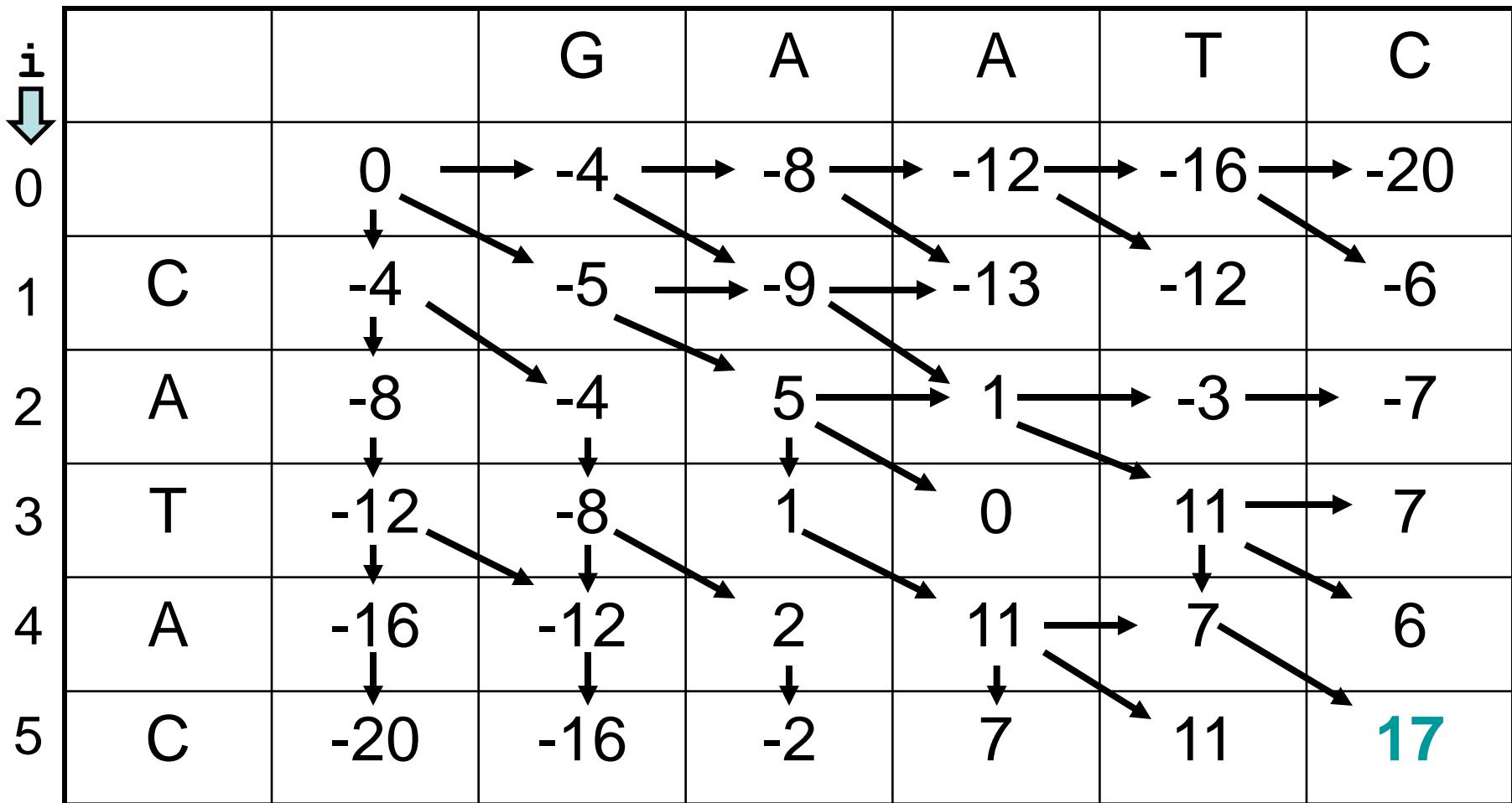
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

DP matrix



	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
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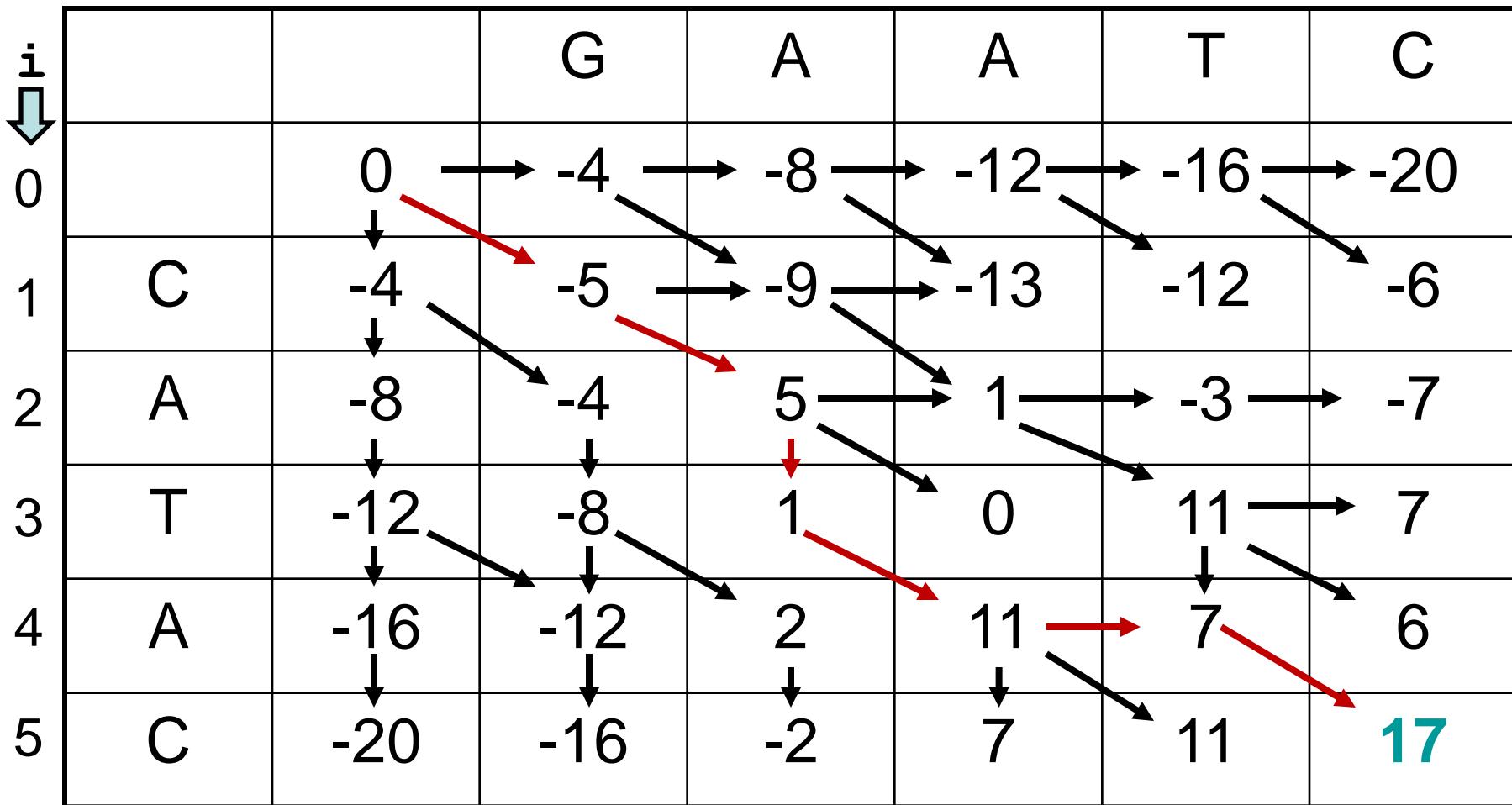
DP matrix



GA-ATC
CATA-C

One best path

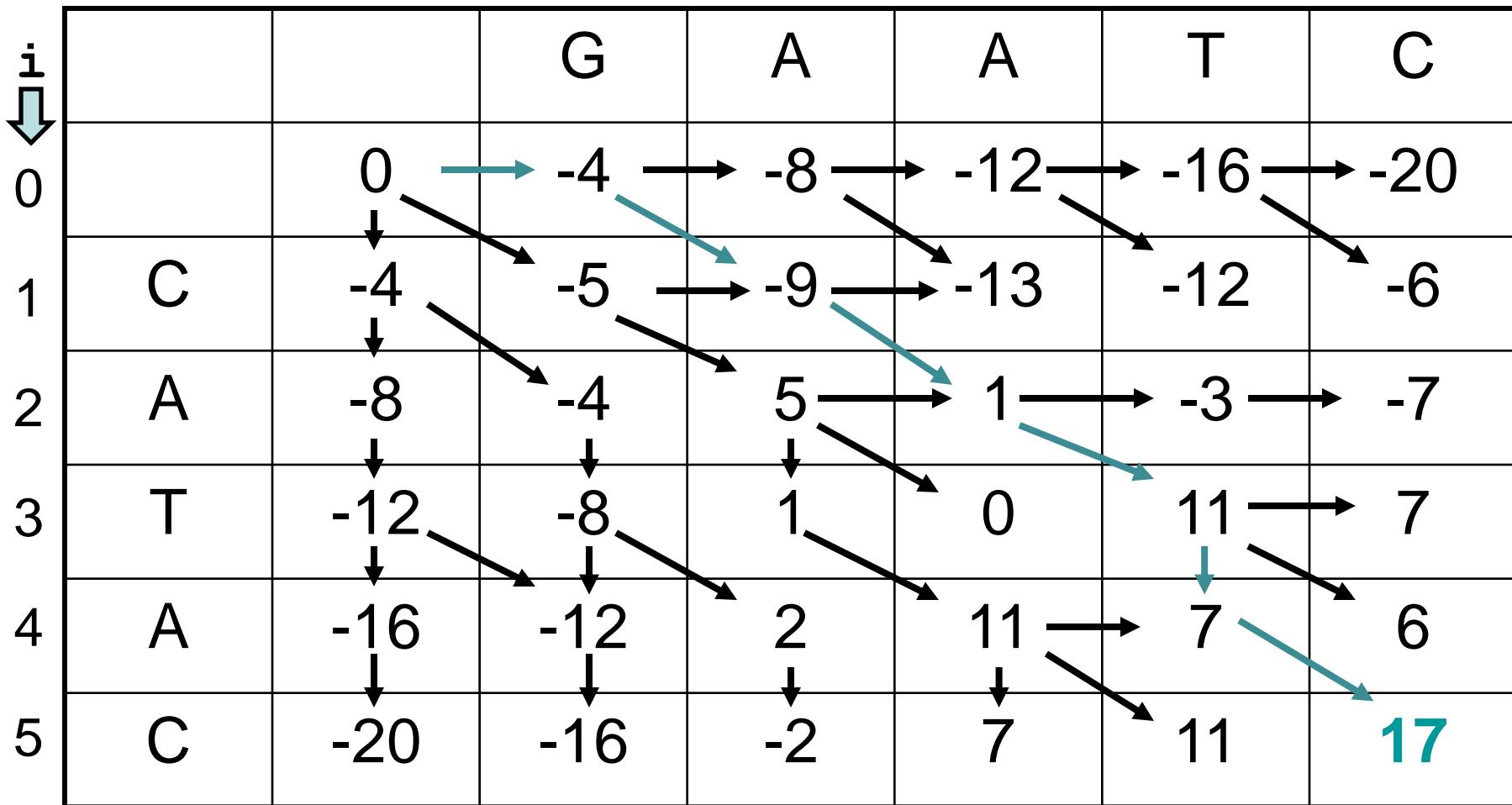
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



GAAT-C
-CATAAC

Another best path

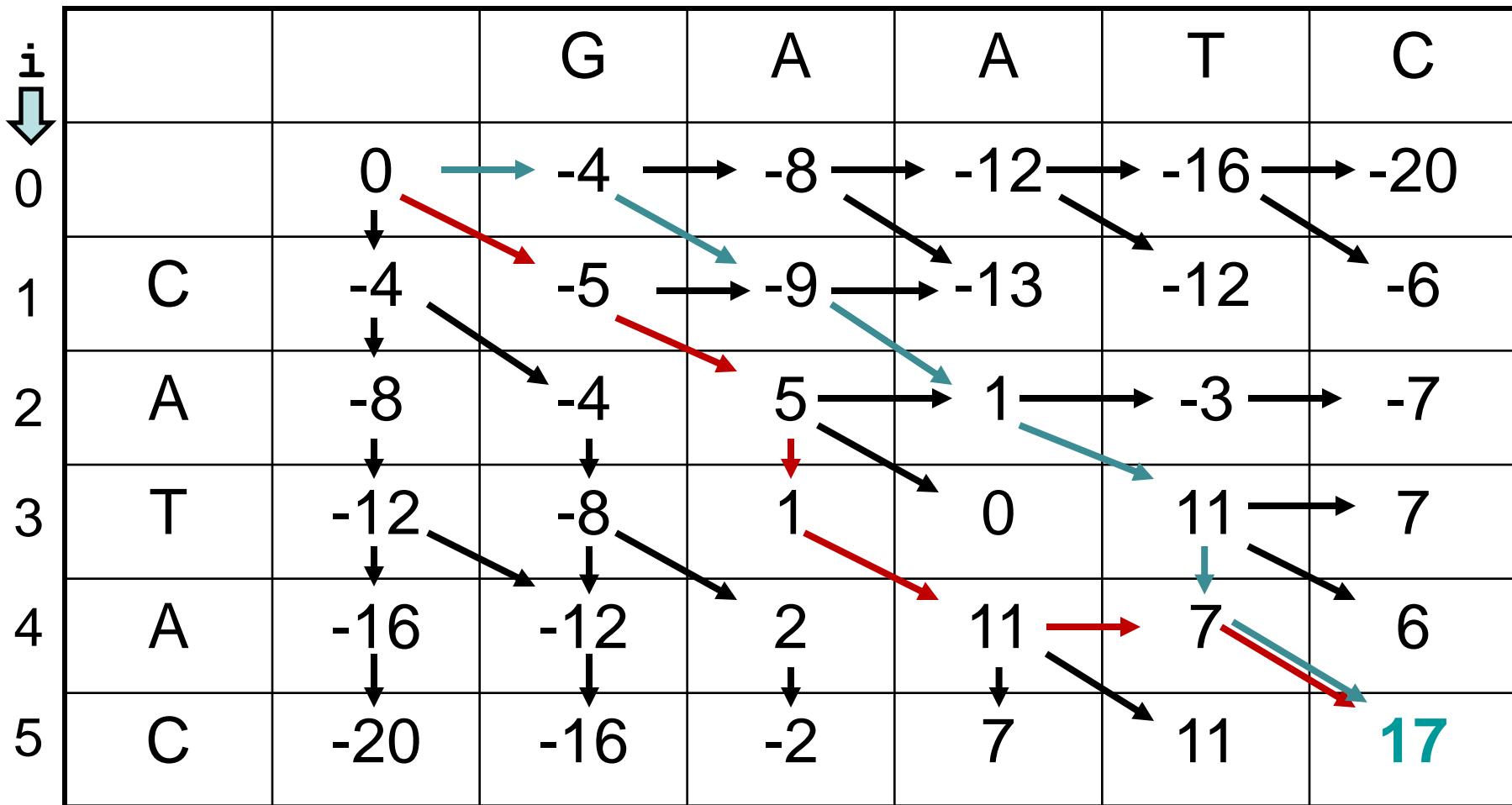
	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



GAAT-C
-CATAC

GA-ATC
CATA-C

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10



Multiple solutions

GA-ATC

CATA-C

GAAT-C

CA-TAC

GAAT-C

C-ATAC

GAAT-C

-CATAC

- When a program returns a sequence alignment, it may not be the **only** best alignment.

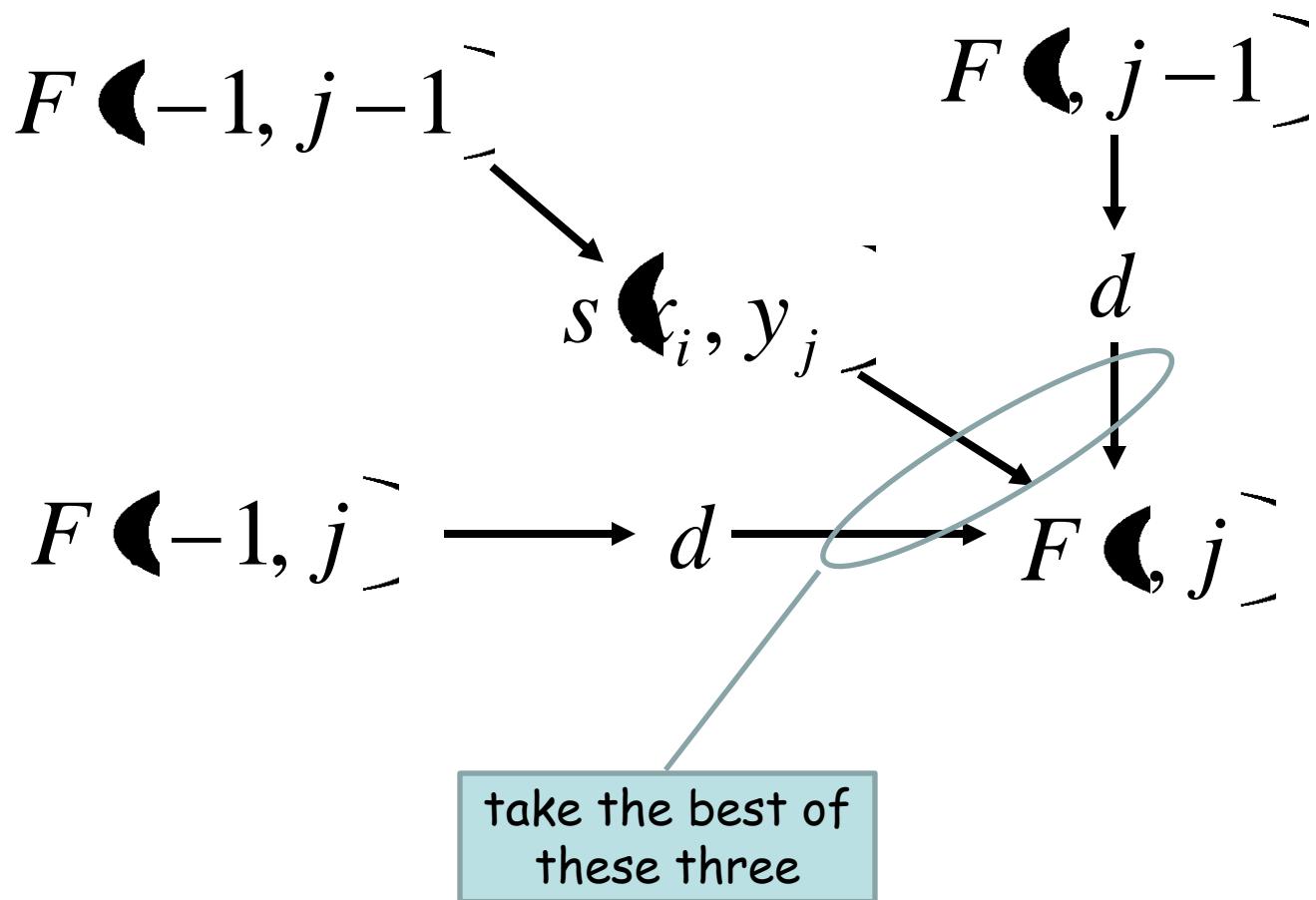
DP in equation form

- Align sequence x and y .
- F is the DP matrix; s is the substitution matrix; d is the linear gap penalty.

$$F(\emptyset, 0) = 0$$

$$F(\cdot, j) = \max \begin{cases} F(-1, j-1) + s(x_i, y_j) \\ F(-1, j) + d \\ F(j-1) + d \end{cases}$$

DP equation graphically



Dynamic programming

- Yes, it's a weird name.
- DP is closely related to recursion and to mathematical induction.
- We can prove that the resulting score is optimal.

Summary

- Scoring a pairwise alignment requires a substitution matrix and gap penalties.
- Dynamic programming is an efficient algorithm for finding an optimal alignment.
- Entry (i, j) in the DP matrix stores the score of the best-scoring alignment up to that position.
- DP iteratively fills in the matrix using a simple mathematical rule.

Problem: find a best pairwise alignment of GAATC and AATTC

	A	C	G	T
A	10	-5	0	-5
C	-5	10	-5	0
G	0	-5	10	-5
T	-5	0	-5	10

$$d = -4$$

		G	A	A	T	C
	0					
A						
A						
T						
T						
C						