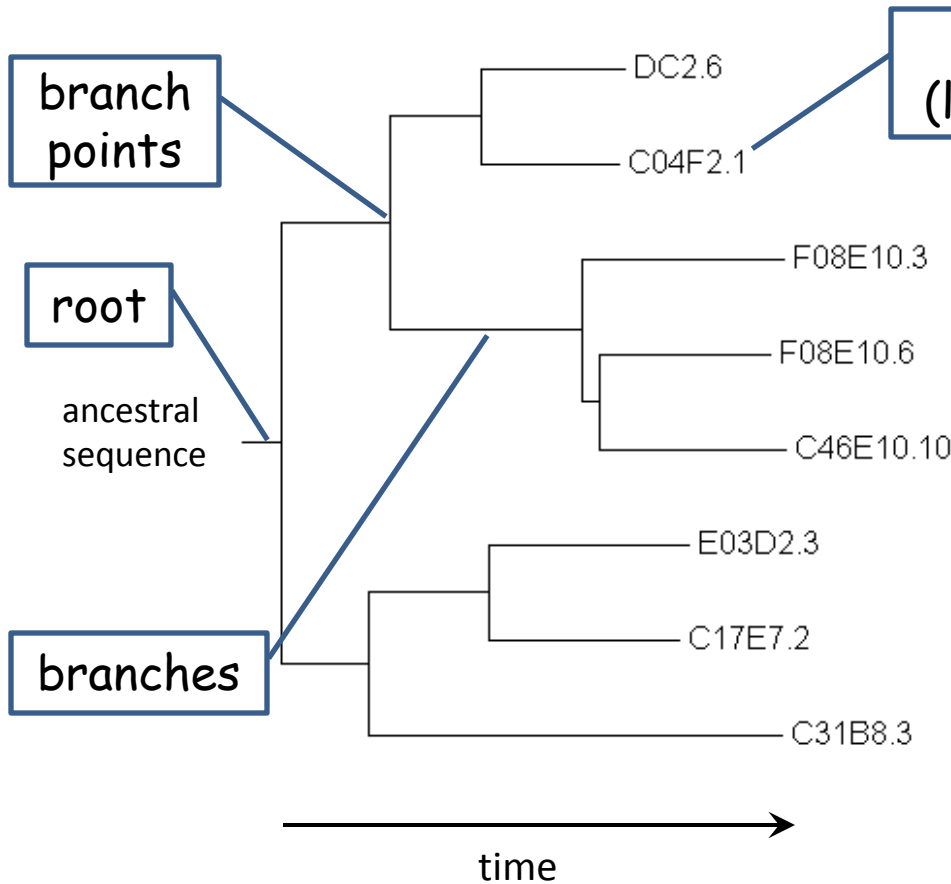


Computing a tree: I

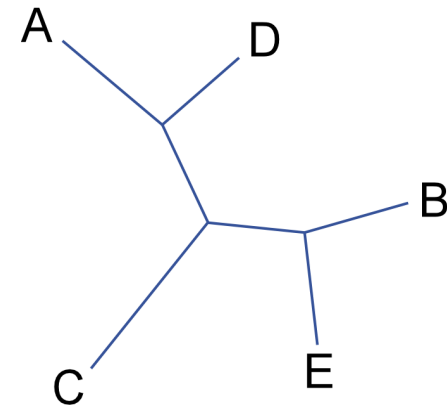
Genome 559: Introduction to Statistical
and Computational Genomics
Prof. James H. Thomas

Defining what a tree means

rooted tree (all real trees are rooted):



unrooted tree (used when the root isn't known):



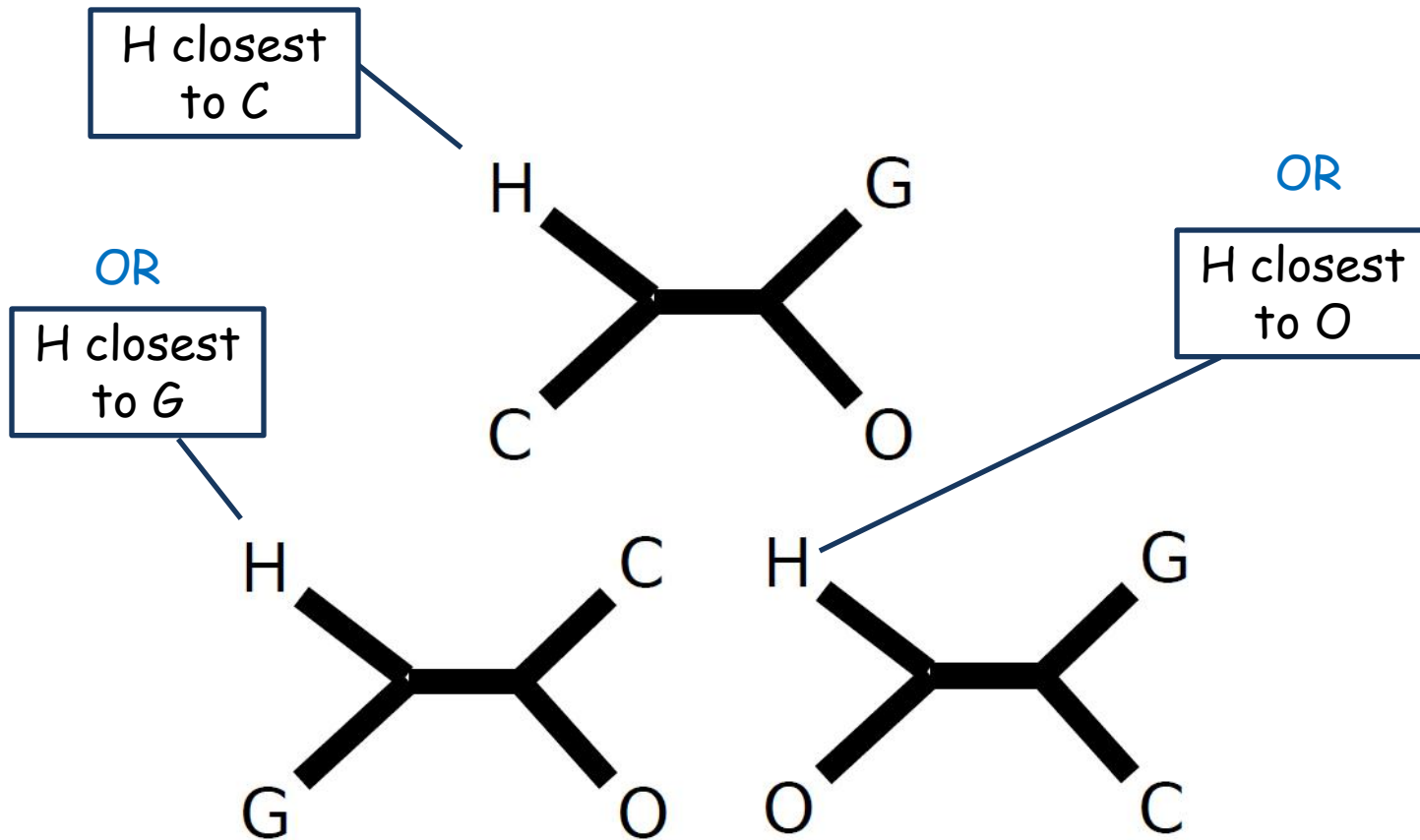
time vaguely radiates out from somewhere near the center

...divergence time is the sum of (horizontal) branch lengths

Parsimony principle

Find the tree that requires
the fewest changes

Consider 4 sequences - all possible unrooted trees

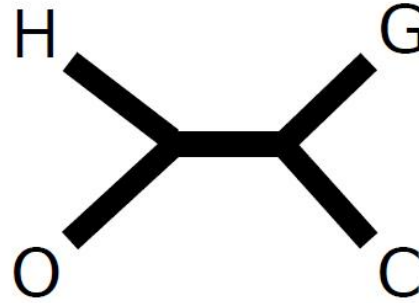
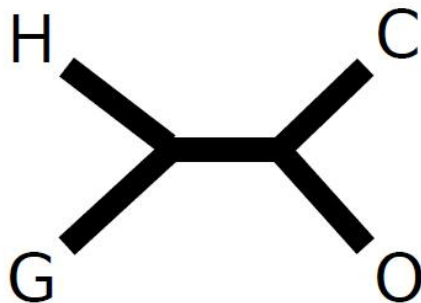
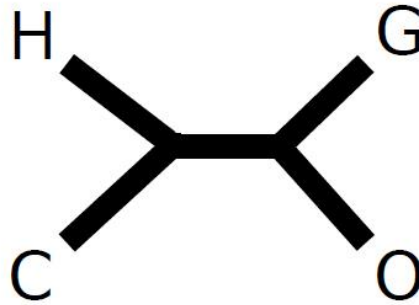


Consider 4 sequences - all possible unrooted trees

positions in alignment (usually called "sites")

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c

sequences represented on the tree

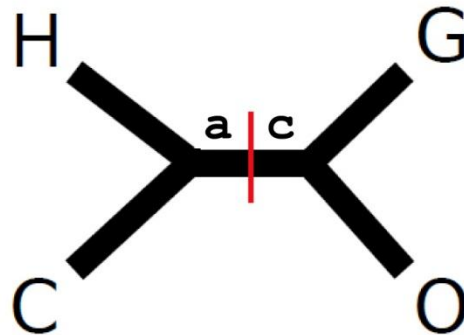


Consider site 1

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c

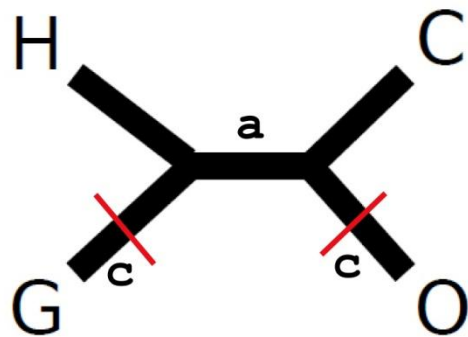
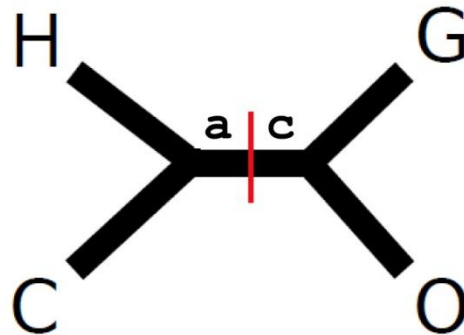
Consider site 1

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c



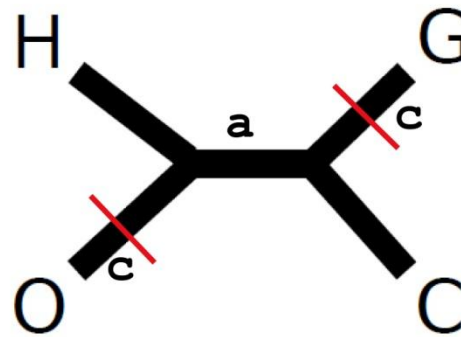
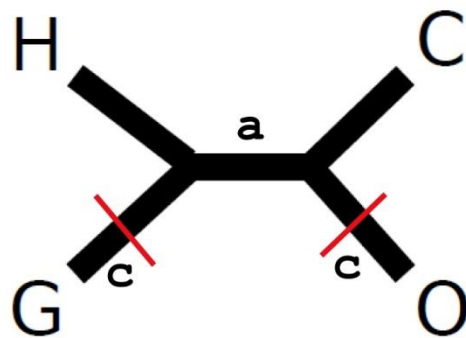
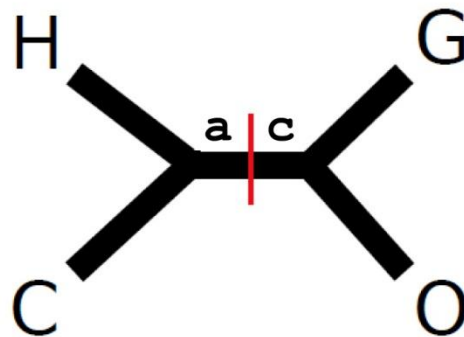
Consider site 1

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c



Consider site 1

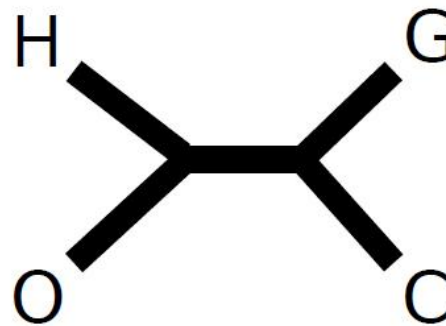
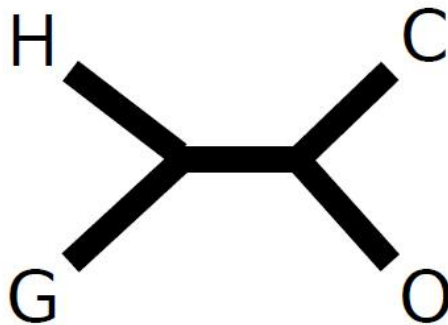
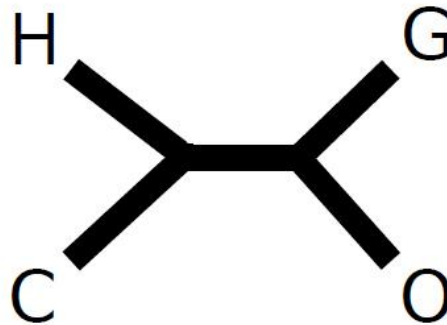
	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c



Consider site 2

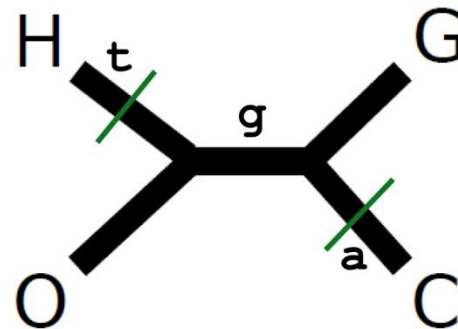
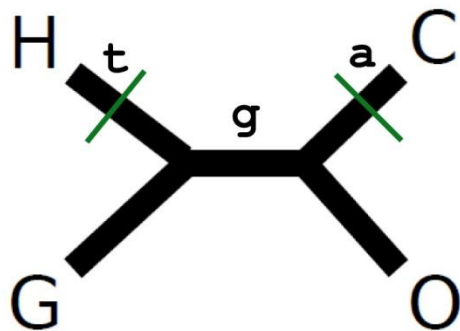
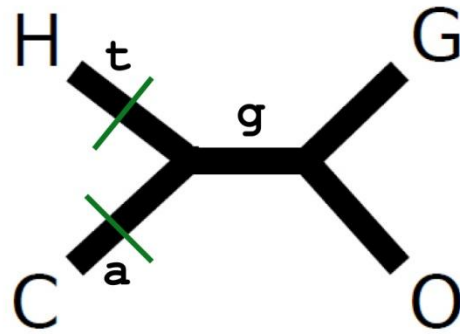
	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c

Uninformative
(no changes)



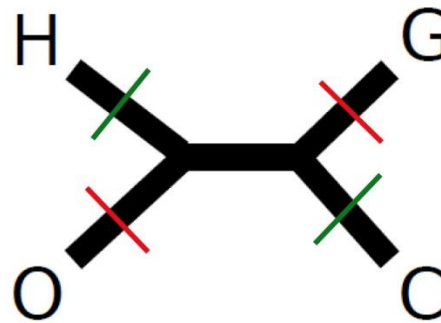
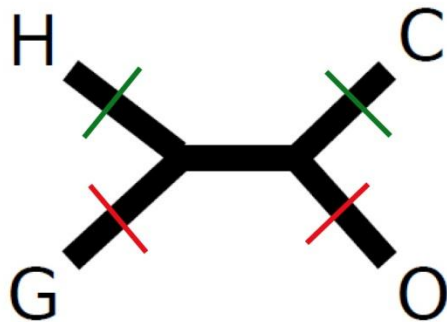
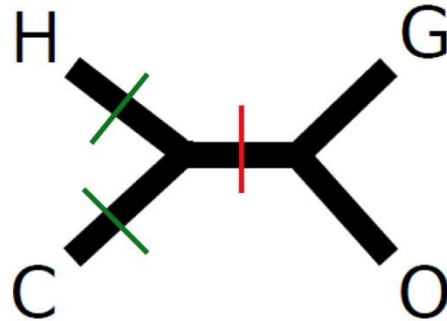
Consider site 3

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c



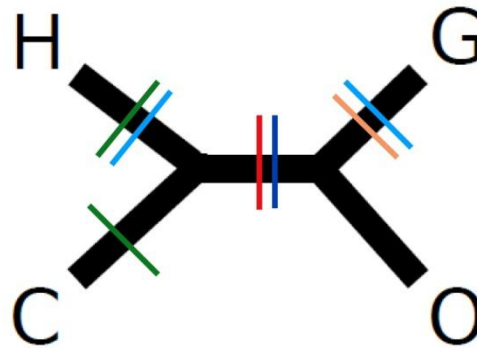
Put sites 1 and 3 together

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c

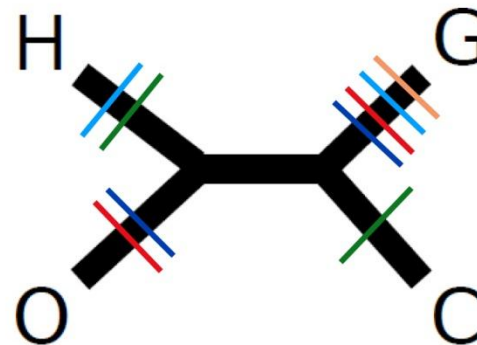
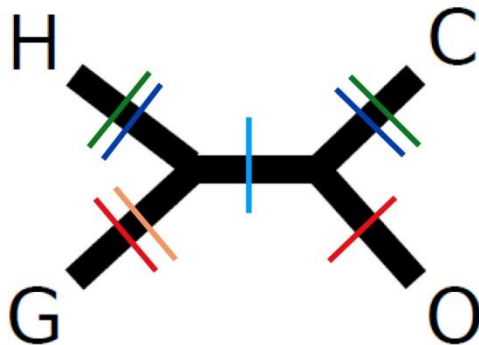


Now put all of them together

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c

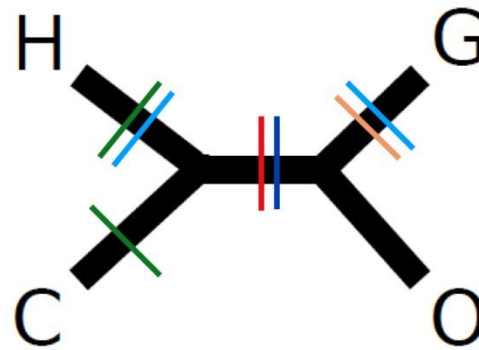


Which tree
is most
parsimonious?



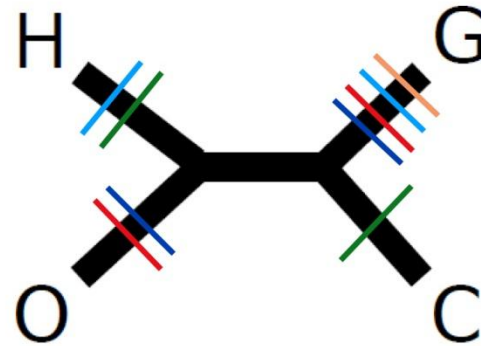
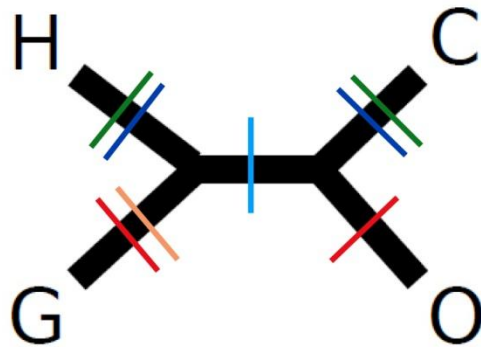
human
chimp
gorilla
orangutan

1	2	3	4	5	6
a	g	t	c	t	c
a	g	a	g	t	c
c	g	g	c	a	g
c	g	g	g	a	c



parsimony
score

8



9

Parsimony algorithm

- 1) Construct all possible trees
- 2) For each informative site in alignment count changes on each tree
- 3) Add them all up for each tree
- 4) Pick the lowest scoring

Distance trees

- Measure pairwise distance between each pair of sequences.
- Use a clustering method to build up a tree, starting with the closest pair (next lecture).

	1	2	3	4	5	6
human	a	g	t	c	t	c
chimp	a	g	a	g	t	c
gorilla	c	g	g	c	a	g
orangutan	c	g	g	g	a	c

human - chimp has 2 changes out of 6 sites

human - orang has 4 changes of out 6 sites

etc.

