

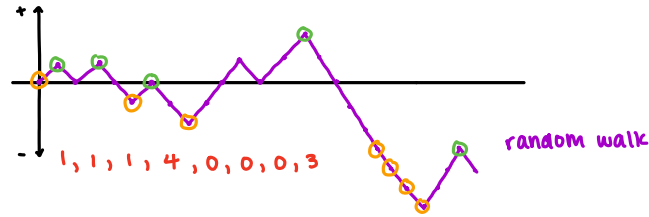
Ch 1: The BLAST Algorithm

1.1 Random Walks

↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓
 GGAGACTGTAGACAGCTAATGCTATA
 GAACGCCCTAGCCACGAGCCCTATC
 +1 -1 +1 -1 -1 +1 -1 +1 +1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1 -1

• ungapped alignment

↳ match +1
 mismatch -1 } for DNA



def: Ladder point ★

• points on the walk lower than any previously reached point

def: Excursion ★

• highest point in the walk from the ladder point before the next ladder point

BLAST

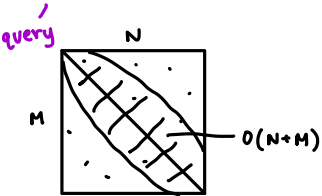
• $O(N+M)$

linear time
empirical
approximation

$J = DB$ - database

$|J| = M$

$|Q| = N$

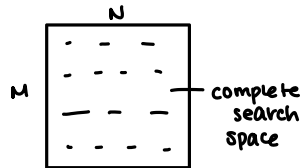


Smith-Waterman

★ both local alignment algorithms

• $O(NM)$

quadratic $N=M$
 $O(N^2)$



Protein Sequences : T Q L A A W C R ...

R H L D D W R R ...

BLOSUM scoring matrix

-1 1 5 -2 1 15 -4 7

• consider an ungapped alignment of two protein sequences both of length N

The Null Hypothesis to be tested is that for each alignment pair of amino acids, the two amino acids were generated by a random process independently such that if amino acid j occurs with probability p_j at any position in the first sequence, and amino acid k occurs at any position in the second sequence with probability p_k , then the probability that they occur together in the alignment is:

$$\text{prob}(j,k) = p_j * p_k$$

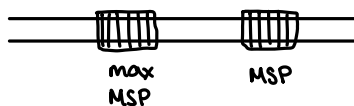
The Alternative Hypothesis

$$\text{prob}(j,k) = q(j,k)$$

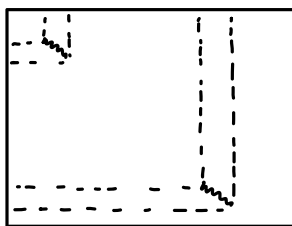
★ $q(j,k)$ function to be determined

$q(j,k)$ related to substitution matrices (BLOSUM, PAM)
(scoring)

Maximum Segment Pair (MSP)



- highest scoring subsequences



BLAST Random Walk

alignment $\Rightarrow$ score: cumulative

score $\Rightarrow$ random walk

N = number of positions in alignment

$S(j, k)$ = score of aligning amino acid (aa) j with aa k

Scoring Matrix :

two axioms :

AX1: at least one positive score

AX2: The Null Hypothesis score to have negative mean

$$\sum_{j,k} p_j p_k S(j, k) < 0$$

$\hookrightarrow$ when the Null Hypothesis is true, the random walk has a negative drift and will go through a succession of increasingly negative ladder point

Let $Y_1, Y_2, \dots$ be the heights of the excursions of this walk

Let $Y_{\max}$ be the max of these excursions

$Y_{\max}$ = the test statistic of BLAST

It is necessary to find the Null Hypothesis of $Y_{\max}$

The variables $Y_1, Y_2, \dots$ are identically distributed random variables

The asymptotic distribution of the Y_i is a geometric-like distribution

$$P_r(Y \geq y) \approx c e^{-y^\lambda}$$

* constants c, λ depend on the substitution matrix

p_j, p_k frequencies of aa

m = # ladder points

$$P_r(Y_{\max} \geq y) \approx 1 - e^{-m c e^{-y^\lambda}}$$

$$e^{-m c e^{-y^\lambda}} \leq P_r(Y_{\max} \leq y) \leq e^{-m c e^{-\lambda(y-1)}}$$

P-values for $Y_{\max}$

$$1 - e^{-m c e^{-y^\lambda}} \leq \text{P-value} \leq 1 - e^{-m c e^{-\lambda(y-1)}}$$

Do the two sequences have a common ancestor? Homology

- random match, high score alignment is just by chance
- how long the alignment needs to be to be statistically significant?

RANDOM $\equiv$ NOISE

De-noising : $l_{\text{denoising}} < \text{align score}$

The Karlin-Altschul Theory of BLAST

· BLAST paper : S. Altschul, G. Myers, D. Lipman

↳ Brown alumni : Applied Math, Biology
Director of NCBI/NIH
Engineering BLAST tool

5 axioms

- AX1: The scoring matrix must have a positive entry
 - AX2: The expected score of the scoring matrix needs to be negative
 - AX3: The letters of the random sequences in this model are independently and identically distributed (iid)
 - AX4: The sequences are infinitely long
 - AX5: Alignments do not contain gaps
- reasonable constraints for the used data
- false

The Karlin-Altschul Equation

$$E = k \cdot m \cdot n \cdot e^{-\lambda S}$$

- E = number of alignments expected by chance during a sequence database search, is a function of the size of the search space ($m \cdot n$), and the normalized score (λS), and constant (k)
- m = size of the query
- n = size of the database of sequences

NOTES

1. The relation step between the search space ($m+n$) and E = expected number of alignments by chance is linear
2. If the size of the search space is doubled, then the expected number of alignments E with a particular score S is expected to double
3. The relationship between E and the score S is exponential
Small changes in score can lead to large differences in E

The Karlin-Altschul statistics provides a way to calculate just how long a sequence must be before it can produce an alignment with statistical significance

The minimum length is usually referred to as the expected HSP length

$$l = \frac{\ln(k \cdot m \cdot n)}{H}$$

H = relative entropy of the scoring matrix

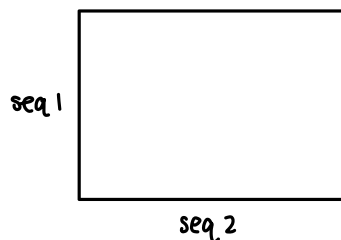
Information Theory

BLAST Algorithm

BLAST Program	DB	query
BLAST N	DNA	DNA
BLAST P	proteins	protein
BLAST X	proteins	DNA
TBLAST N	DNA	protein
TBLAST X	DNA → proteins	DNA

3 stages

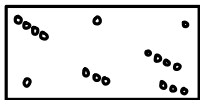
- I. SEEDING
- II. EXTENSION
- III. EVALUATION



SEEDING

Def : word of length k (k-mer)

word hit : •



Def : hit

- two $\equiv$ just identical strings not good enough
- A concept : Neighborhood

Def : The neighborhood of a word contains the word w itself and all of the words of equal length over the input alphabet Σ that have an alignment score with w at least T (score in the scoring matrix)

 ...
score 1 score 2 score 3

score $i > T \Rightarrow \alpha_i$ in the neighborhood of N

- adjusting T controls the size of the neighborhood

BLAST N : T never used

α = size of word ($= 7$)

BLAST P : $\alpha = 2$ or 3

$T = 999$ for $\alpha = 3$

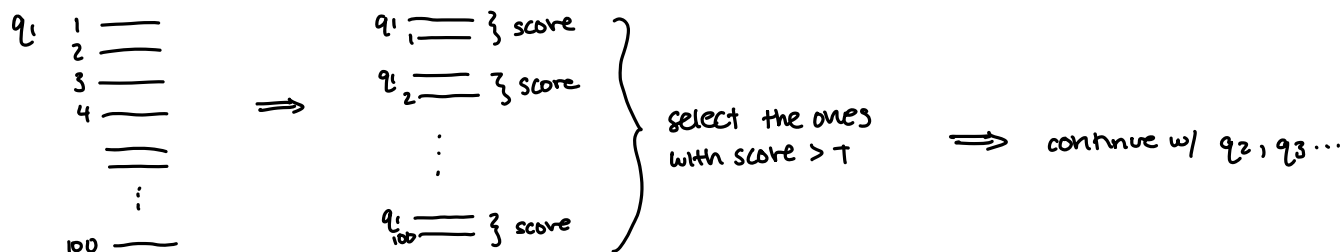
A database query algorithm:

Q = query sequence "local alignments between Q and sequences from DB"

DB = sequences

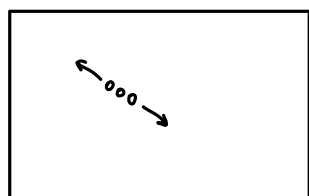
• Q all the k-mers of Q

$q_1, q_2, \dots, q_m$



All k-mers from Σ^k with $> T$ score of alignment to a k-mer in Q = hits

EXTENSION



• no gap extensions

- how much negative score do you tolerate? **Z bound** — lowest score you allow
- heuristic clusterings of hits clusters
- want as many high-scoring segment pairs (HSPs) as possible

EVALUATION

The seeds are extended in both directions to create ungapped alignments that are evaluated to be statistically significant by using the Karlin-Altschul statistic

We use a threshold S to sort alignments into low and high scoring

- S, E are related to each other in the Karlin-Altschul Eq.
So a score threshold is synonymous to a statistical threshold
- However, there are complex dependencies

Random Walk Theory

- special cases of Markov chains
- Random walk theory supplies the basic probability theorem of BLAST

BLAST: searches for high-scoring local alignments between two sequences and then tests for significance of the scores found via p-values

- The p-value calculation takes into account the lengths of the sequences in value since longer sequences are more likely to be significant by chance

The Simple Random walk

A random process: starts at an arbitrary point h and moves independently of the past history
a step down every unit of time with probability q , or
a step up with probability p

$$p + q = 1$$

h = initial position of the walk

This walk is restricted to the interval $[a, b]$, where a and b are integers with

$$a < h < b,$$

and the walk stops when it reaches a or b

Two fundamental questions:

Q1: what is the probability that eventually the walk finishes at b rather than a ?

Q2: what is the mean number of steps until the walk stops?

Difference Equations

Def absorption probability

let w_h = the prob that the simple random walk eventually finishes, or it is absorbed at point b rather than a given the initial point h

$w_h = p w_{h+1} + q w_{h-1}$ $w_a = 0, \quad w_b = 1$	a homogeneous difference eq. with boundary conditions
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A solution of the eq is a set of values for w_h that satisfy the eq. for all integer values of h

One solution of the eq is of the form:

$$w_h = e^{\theta h}$$

for some constant θ

To solve for θ , we substitute in the eq

$$e^{\theta h} = p e^{\theta(h+1)} + q e^{\theta(h-1)} \quad \text{multiply both sides by } e^{\theta-h}$$

$$e^{\theta-h} e^{\theta h} = e^{\theta-h} p e^{\theta(h+1)} + e^{\theta-h} q e^{\theta(h-1)}$$

$$e^{\theta} = p e^{2\theta} + q$$

$$p e^{2\theta} - p e^{\theta} + q = 0$$

$$x = p^{\theta} \Rightarrow p x^2 - x + q = 0 \quad \begin{cases} x_1 = 1 \\ x_2 = \frac{q}{p} \end{cases}$$

$p \neq q$

$$e^{\theta} = 1, \quad e^{\theta} = \frac{q}{p}$$

$\Downarrow$

$$\theta = 0, \quad \theta = \log\left(\frac{q}{p}\right)$$

General solution is any given combination of the two solutions

$$\underline{A1}: w_h = \frac{e^{\theta^* h} - e^{\theta^* a}}{e^{\theta^* b} - e^{\theta^* a}} \quad \text{finishes at } b$$

$$\underline{A'1}: u_h = \frac{e^{\theta^* b} - e^{\theta^* h}}{e^{\theta^* b} - e^{\theta^* a}} \quad \text{finishes at } a$$

$$w_h + u_h = 1$$

$$\underline{A2}: m_h = \frac{h-a}{b-a} - \left(\frac{b-a}{q-p}\right) \left(\frac{e^{\theta^* h} - e^{\theta^* a}}{e^{\theta^* b} - e^{\theta^* a}}\right)$$

Extension (continued)

+1 match
-1 mismatch

THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG

THE QUIET BROWN CAT PURRS WHEN SHE SEES HIM

score $\rightarrow$ 1 2 3 4 5 6 5 4 5 6 7 8 9 8 7 6 5 6 5 4 5 4 3 4 3 2 3 4 3 2 1 0 -1 -2 -3

dropoff score $\rightarrow$ 0 0 0 0 0 1 2 1 0 0 0 0 1 2 3 4 0 1 2 0 ...

$\lambda = 5$ (tolerate in the negative decreasing score)

Evaluate the significance of the HSP scores

GUMBEL extreme value distribution

$$\begin{matrix} & x \\ -e & \\ e & \end{matrix}$$

$$Y_1, Y_2, \dots, Y_N \quad Y_i = c e^{-\lambda x} \quad \leftarrow \text{exponentially distributed}$$

$$Y_{\max} = \max[Y_1, \dots, Y_N]$$

$$P(S \geq x) = 1 - e^{-e^{-\lambda(x-\mu)}}$$

$$\mu = \frac{\log(k m' n')}{\lambda}, \quad \lambda, k \text{ constants}$$

m = size of query

n = size of DB

$$m' = m - \frac{\ln(kmn)}{H}$$

$$n' = n - \frac{\ln(kmn)}{H}$$

H = average expected score per aligned pairs of aa of two random sequences

Making two or more HSPs into a longer alignment

- two methods: Poisson method and sum of squares method

Karlin-Altschul Theory

1. single sequences of numbers



2. pair of aligned sequences



The single sequence case

-2, 20, 13, -5, -100, 31, -1, 21, -5, -10

- charge, volume, hydrophobicity, secondary structure α -helices

① Introduce a statistical model that provides precise formulas for accessing statistical significance of any subsequence with high aggregate score (aggregate = summing)

② Set of results describing the statistical properties of the high scoring segments

* Line of research is focusing on the fundamental question:

Which scoring schemes are "optimal" for distinguishing biologically relevant patterns?

Theory

Given an alphabet $\Sigma = \{a_1, a_2, \dots, a_n\}$ we define a Random model m_0 as follows:

- a random sequence consists of letters sampled independently from Σ with respective prob. $p_1, p_2, \dots, p_n$

$a_1, a_2, \dots, a_n$

associated with each letter a_i there is a score s_i

PB1: study the segments of the sequence with greatest aggregate additive score
'max segment' score

Two conditions on the scores

① at least one score is positive

② the expected score per letter $E = \sum_{i=1}^n p_i s_i < 0$

Two Theorems

To assess the stat. significance of high-scoring segments (subsequences), we need to know the probability distribution for max-segment scores from random sequences of length n

The theorems use a key parameter λ^* , which is the unique positive solution of the equation:

$$\sum_{i=1}^n p_i e^{\lambda s_i} = 1$$

* observe 0 is a solution also

let $M(n)$ denote the length of the max score segment

$$\tilde{M}(n) = M(n) - \frac{\ln(n)}{\lambda^*} \quad \tilde{M}(n) = \text{centered max segment score}$$

THEOREM 1

The random variable $\tilde{M}(n)$ has the close approximating distribution

$$P[\tilde{M}(n) > x] \approx 1 - e^{-\lambda^* x}$$

THEOREM 2

As the length of the random sequence grows $n \rightarrow \infty$, the frequency of letter a_i in any sufficiently high scoring segment approaches

$$p_i e^{\lambda^* s_i}$$

with probability = 1

Dayhoff

PAM

IPAM = 1% aa substitution

LOD scores (logs odds ratio)

$$\text{lod}(\text{pair of aa}) = \log_2 \left(\frac{\text{obs. freq.}}{\text{expected freq.}} \right)$$

$\uparrow$ random model

$$\text{score } s_{ij} = \log \frac{q_{ij}}{p_i p_j}$$

$p_i p_j$ freq of $a_i a_j$ aa

* If obs. freq = exp. freq

$$\Rightarrow \text{LOD} = 0$$

* If $\text{LOD} > 0$ then $\frac{a_i}{a_j}$ is common

* If $\text{LOD} < 0$ then $\frac{a_i}{a_j}$ is unlikely

Converting raw scores to normalized scores requires matrix specific constant λ

Sum of target frequencies

$$\sum_{i=1}^n \sum_{j=1}^i q_{ij} = 1 \Rightarrow \lambda s_{ij} = \log_e \left(\frac{q_{ij}}{p_i p_j} \right)$$

To solve for λ :

$$\sum \sum q_{ij} = \sum \sum p_i p_j e^{\lambda s_{ij}} = 1$$

λ : expectation score for every HSP

Relative entropy

The expected score of a scoring matrix is the sum of its raw scores multiplied by the frequencies

$$E = \sum_{i=1}^{20} \sum_{j=1}^i p_i p_j s_{ij} \leftarrow \text{raw scores}$$

Relative entropy of a scoring matrix (H) summarizes the general properties of the matrix

$$H = - \sum_{i=1}^{20} \sum_{j=1}^i q_{ij} \lambda s_{ij} \leftarrow \text{normalized score}$$

H = average number of bits per position in an alignment and it is always positive