CAP 5510: Introduction to Bioinformatics

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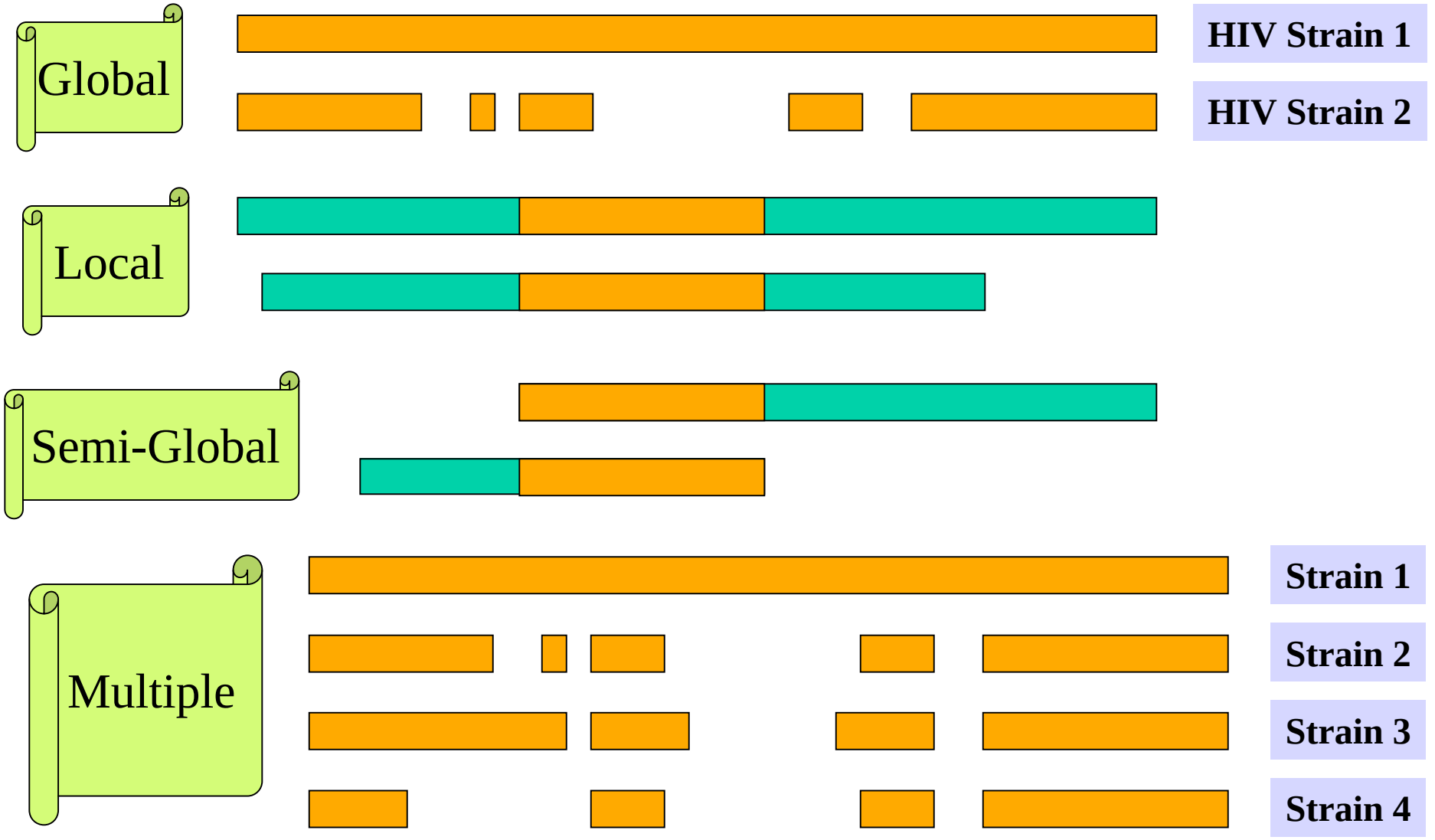
Types of Sequence Alignments



Alternative Scoring Schemes

		G	A	A	T	T	C	A	G	T	T	A
	0	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
G	-2	× 1	← -1	← -2	← -3	← -4	← -5	← -6	← -7	← -8	← -9	← -10
G	-3	↑-1	× -1	← -3	← -4	← -5	← -6	← -7	× -5	← -7	← -8	← -9
A	-4	↑-2	× 0	× 0	← -2	← -3	← -4	← -5	← -6	← -7	← -8	× -7
T	-5	↑-3	↑ -2	↑-2	× 1	← -1	← -2	← -3	← -4	← -5	← -6	← -7
C	-6	↑-4	↑ -3	↑-3	↑-1	× -1	× 0	← -2	← -3	← -4	← -5	← -6
G	-7	↑-5	↑-4	↑-4	↑-2	↑-3	↑-2	× -2	× -1	← -3	← -4	← -5
A	-8	↑-6	↑-5	↑-5	↑-3	↑-4	↑-3	× -1	↑-3	× -3	× -5	× -3

Match +1
Mismatch –2
Gap (-2, -1)

```
V: G A A T T C A G T T A
   |   | |   |   |     |
W: G G A T - C – G - - A
```

Local Sequence Alignment

- Example: comparing long stretches of anonymous DNA; aligning proteins that share only some motifs or domains.
- Smith-Waterman Algorithm

Recurrence Relations (Global vs Local Alignments)

- S[I, J] = MAXIMUM {
  S[I-1, J-1] + δ(V[I], W[J]),
  S[I-1, J] + δ(V[I], —),
  S[I, J-1] + δ(— , W[J]) }

Global Alignment

- S[I, J] = MAXIMUM { 0,
  S[I-1, J-1] + δ(V[I], W[J]),
  S[I-1, J] + δ(V[I], —),
  S[I, J-1] + δ(— , W[J]) }

Local Alignment

Local Alignment: Example

		G	A	A	T	T	C	A	G	T	T	A
	0	0	0	0	0	0	0	0	0	0	0	0
G	0	× 1	0	0	0	0	0	0	0	0	0	0
G	0	× 1	← 0	0	0	0	0	0	× 1	0	0	0
A	0	0	× 2	× 1	0	0	0	× 1	0	0	0	× 1
T	0	0	↑ 0	× 1	× 2	← 1	0	0	0	× 1	× 1	0
C	0	0	0	0	↑ 0	× 0	× 2	0	0	0	0	0
G	0	0	0	0	0	0	0	0	× 1	0	0	0
A	0	0	× 1	× 1	0	0	0	× 1	0	0	0	× 1

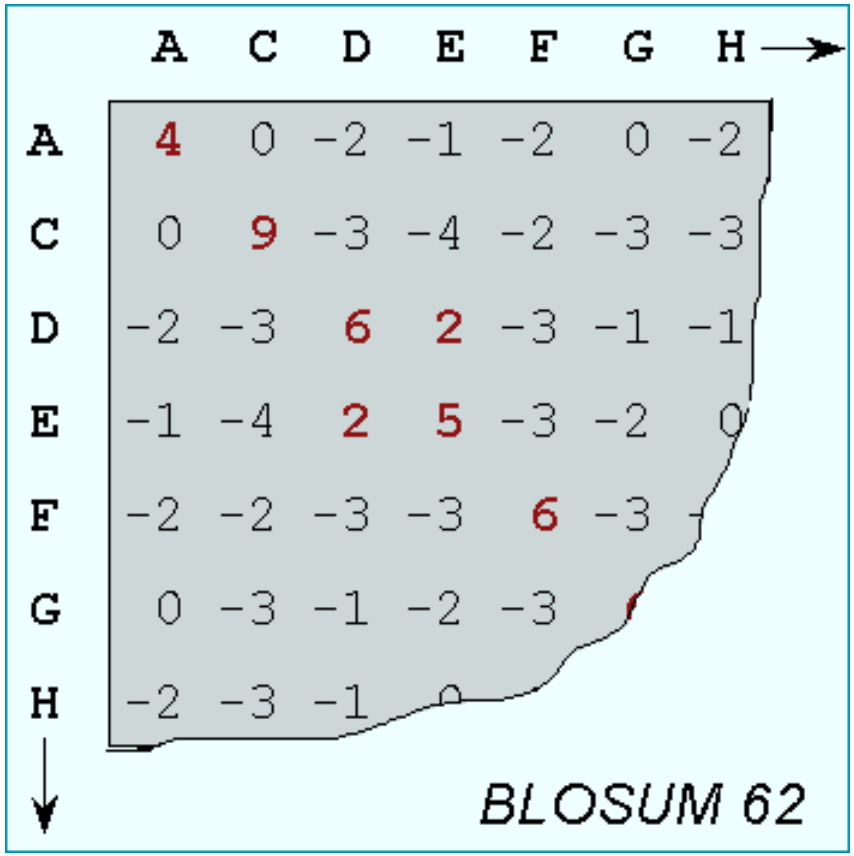
Match +1
Mismatch –1
Gap (-1, -1)

```
V: - G A A T T C A G T T A
     |   |   |     |
W: G G - A T - C – G - - A
```

Properties of Smith-Waterman Algorithm

- How to find all regions of "high similarity"?
  - Find all entries above a threshold score and traceback.
- What if: Matches = 1 & Mismatches/spaces = 0?
  - Longest Common Subsequence Problem
- What if: Matches = 1 & Mismatches/spaces = $-\infty$?
  - Longest Common Substring Problem
- What if the average entry is positive?
  - Global Alignment

How to score mismatches?



BLOSUM n Substitution Matrices

- For each amino acid pair a, b
  - For each BLOCK
    - Align all proteins in the BLOCK
    - Eliminate proteins that are more than n% identical
    - Count F(a), F(b), F(a,b)
    - Compute Log-odds Ratio

$$\log\left(\frac{F(a,b)}{F(a)F(b)}\right)$$

BLAST & FASTA

- FASTA

  [Lipman, Pearson '85, '88]

- Basic Local Alignment Search Tool

  [Altschul, Gish, Miller, Myers, Lipman '90]

BLAST Overview

- Program(s) to search all sequence databases
- Tremendous Speed/Less Sensitive
- Statistical Significance reported
- WWWBLAST, QBLAST (send now, retrieve results later), Standalone BLAST, BLASTcl3 (Client version, TCP/IP connection to NCBI server), BLAST URLAPI (to access QBLAST, no local client)

BLAST Strategy & Improvements

- Lipman et al.: speeded up finding "runs" of "hot spots".
- Eugene Myers '94: "Sublinear algorithm for approximate keyword matching".
- Karlin, Altschul, Dembo '90, '91: "Statistical Significance of Matches"

BLAST Variants

- **Nucleotide BLAST**
  - **Standard blastn**
  - **MEGABLAST** (Compare large sets, Near-exact searches)
  - **Short Sequences** (higher E-value threshold, smaller word size, no low-complexity filtering)
- **Protein BLAST**
  - **Standard blastp**
  - **PSI-BLAST** (Position Specific Iterated BLAST)
  - **PHI-BLAST** (Pattern Hit Initiated BLAST; reg expr. Or Motif search)
  - **Short Sequences** (higher E-value threshold, smaller word size, no low-complexity filtering, PAM-30)
- **Translating BLAST**
  - **Blastx**: Search nucleotide sequence in protein database (6 reading frames)
  - **Tblastn**: Search protein sequence in nucleotide dB
  - **Tblastx**: Search nucleotide seq (6 frames) in nucleotide DB (6 frames)

BLAST Cont'd

- **RPS BLAST**
  - Compare protein sequence against Conserved Domain DB; Helps in predicting rough structure and function
- **Pairwise BLAST**
  - blastp (2 Proteins), blastn (2 nucleotides), tblastn (protein-nucleotide w/ 6 frames), blastx (nucleotide-protein), tblastx (nucleotide w/6 frames-nucleotide w/ 6 frames)
- **Specialized BLAST**
  - Human & Other finished/unfinished genomes
  - *P. falciparum*: Search ESTs, STSs, GSSs, HTGs
  - VecScreen: screen for contamination while sequencing
  - IgBLAST: Immunoglobin sequence database

BLAST Credits

- Stephen Altschul
- Jonathan Epstein
- David Lipman
- Tom Madden
- Scott McGinnis
- Jim Ostell
- Alex Schaffer
- Sergei Shavirin
- Heidi Sofia
- Jinghui Zhang

Databases used by BLAST

- **Protein**
  - nr (everything), swissprot, pdb, alu, individual genomes
- **Nucleotide**
  - nr, dbest, dbsts, htgs (unfinished genomic sequences), gss, pdb, vector, mito, alu, epd
- **Misc**

BLAST Parameters and Output

- Type of sequence, nucleotide/protein
- Word size, w
- Gap penalties, p_1 and p_2
- Neighborhood Threshold Score, T
- Score Threshold, S
- E-value Cutoff, E
- Number of hits to display, H
- Database to search, D
- Scoring Matrix, M
- Score s and E-value e
  - E-value e is the expected number of sequences that would have an alignment score greater than the current score s.

Scoring Matrix to Use

- PAM 40 — Short alignments with high similarity (70-90%)
- PAM 160 — Members of a protein family (50-60%)
- PAM 250 — Longer alignments (divergent sequences) (~30%)

- BLOSUM90 — Short alignments with high similarity (70-90%)
- BLOSUM80 — Members of a protein family (50-60%)
- BLOSUM62 — Finding all potential hits (30-40%)
- BLOSUM30 — Longer alignments (divergent sequences) (<30%)

Rules of Thumb

- Most sequences with significant similarity over their entire lengths are homologous.
- Matches that are > 50% identical in a 20-40 aa region occur frequently by chance.
- Distantly related homologs may lack significant similarity. Homologous sequences may have few absolutely conserved residues.
- A homologous to B & B to C $\Rightarrow$ A homologous to C.
- Low complexity regions, transmembrane regions and coiled-coil regions frequently display significant similarity without homology.
- Greater evolutionary distance implies that length of a local alignment required to achieve a statistically significant score also increases.

Rules of Thumb

- Results of searches using different scoring systems may be compared directly using normalized scores.
- If S is the (raw) score for a local alignment, the **normalized** score S' (in bits) is given by

$$S' = \frac{\lambda - \ln(K)}{\ln(2)}$$

The parameters depend on the scoring system.

- **Statistically significant normalized score**,

$$S' > \log\left(\frac{N}{E}\right)$$

where E-value = E, and N = size of search space.