

CS 466

Introduction to Bioinformatics

Lecture 17

Mohammed El-Kebir

October 23, 2020



Outline

- Two-State Perfect Phylogeny
- Multi-State Perfect Phylogeny
- Large Maximum Parsimony Phylogeny Problem
- Summary

Reading:

- Lecture notes

Maximum Parsimony

Small Maximum Parsimony Phylogeny Problem:

Given $m \times n$ matrix $A = [a_{i,j}]$ and tree T with m leaves, find assignment of character states to each internal vertex of T with minimum parsimony score.

Large Maximum Parsimony Phylogeny Problem:

Given $m \times n$ matrix $A = [a_{i,j}]$, find a tree T with m leaves labeled according to A and an assignment of character states to each internal vertex of T with minimum parsimony score.

Binary Characters

	Characters				
	1	2	3	4	5
A	0	1	1	0	0
B	0	0	1	1	0
C	1	1	1	1	0
D	1	1	0	1	1

matrix A

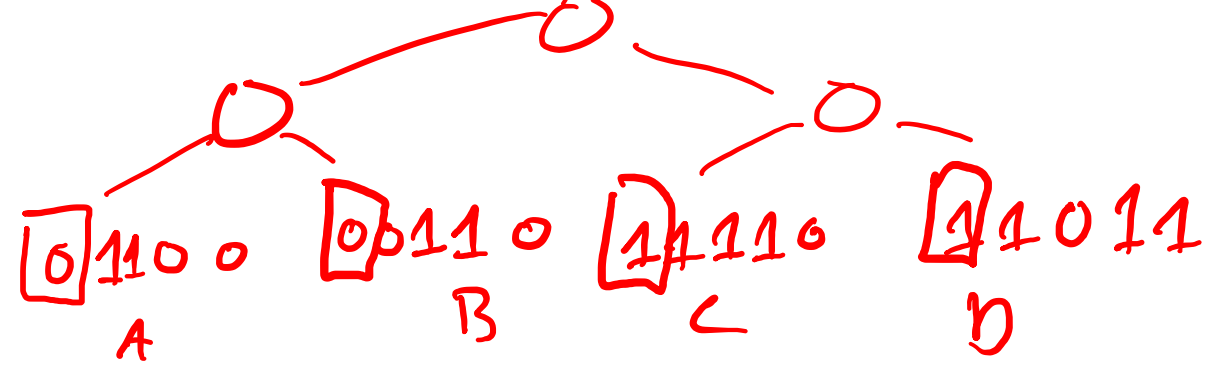
Characters only have two possible states

Possible Encoding:
0 : not-mutated
1 : mutated

Possible Encoding:
0 : no wings
1 : wings

wild type

Binary Characters



	Characters				
	1	2	3	4	5
A	0	1	1	0	0
B	0	0	1	1	0
C	1	1	1	1	0
D	1	1	0	1	1

Characters only have two possible states

Possible Encoding:
0 : not-mutated
1 : mutated

Possible Encoding:
0 : no wings
1 : wings

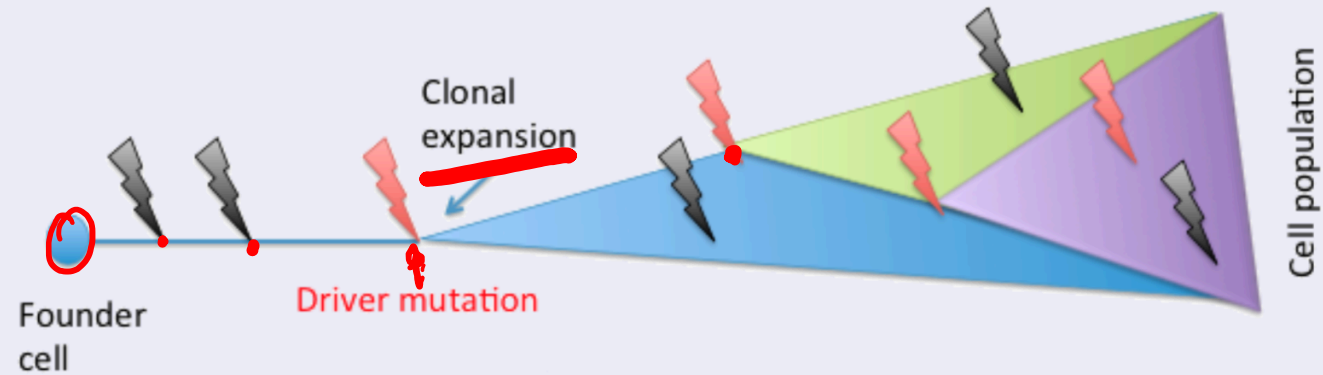
Question: Given n binary characters, what is the smallest parsimony score?

n

Somatic Mutations and Cancer

↳ mutations in normal cells (NOT inherited)

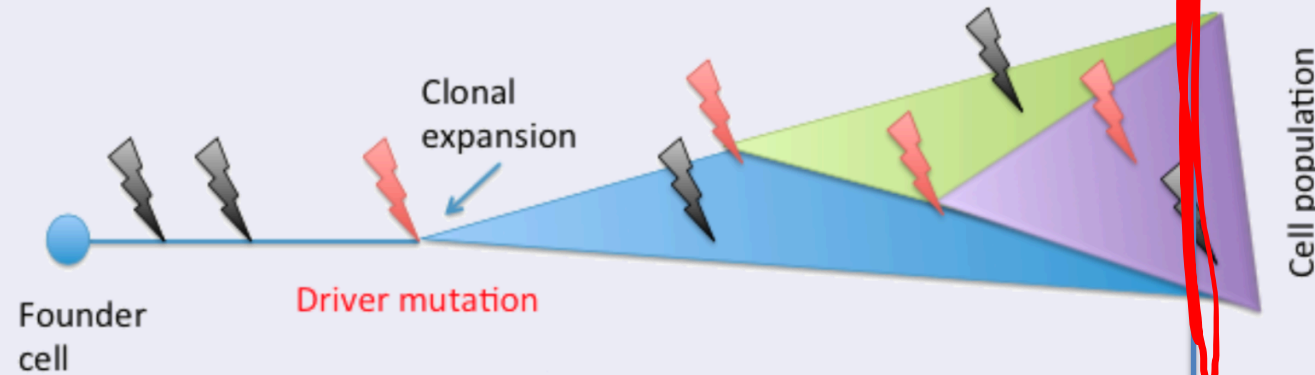
Clonal theory of cancer (Nowell, 1976)



“typical tumor”:
~10 driver mutations
100’s – 1000’s of passenger mutations

Somatic Mutations and Cancer

Clonal theory of cancer (Nowell, 1976)



“typical tumor”: ~10 driver mutations
100’s – 1000’s of passenger mutations

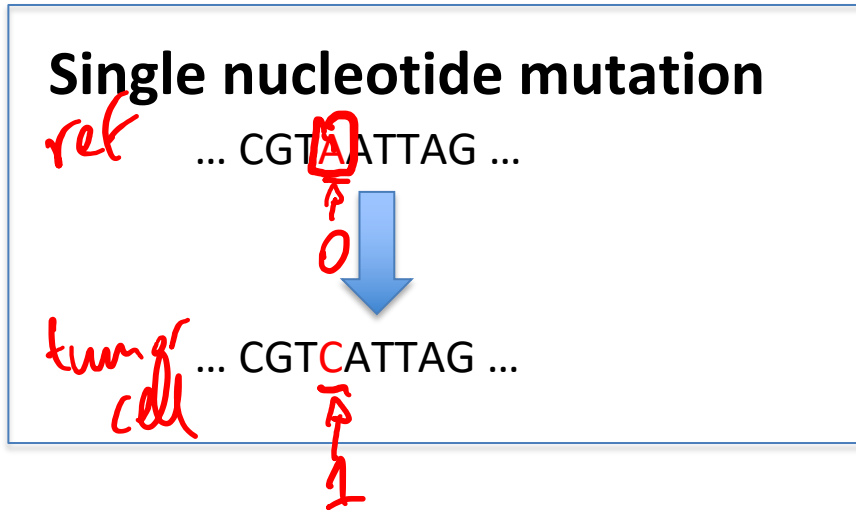


International Cancer Genome Consortium



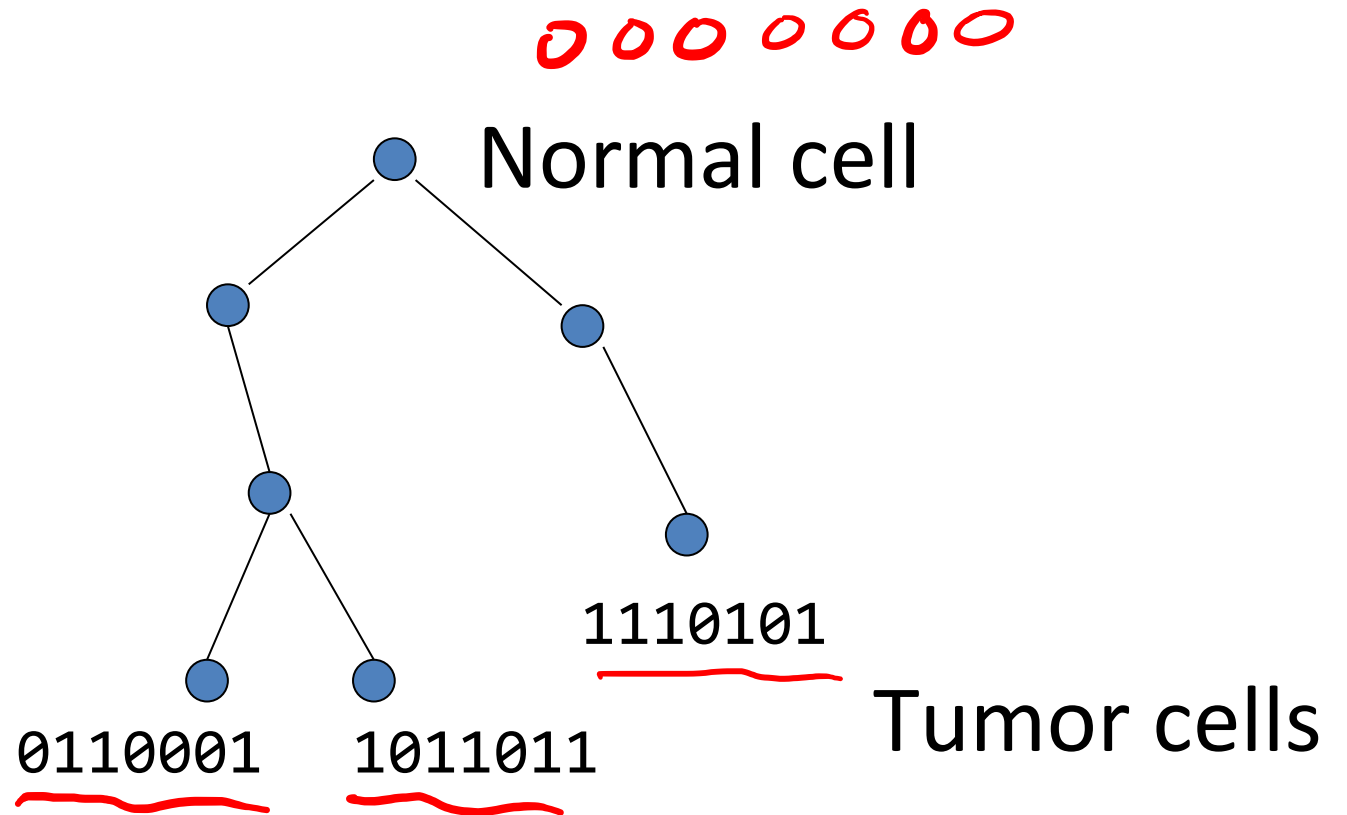
Sequence genome

Progression of Somatic Mutations



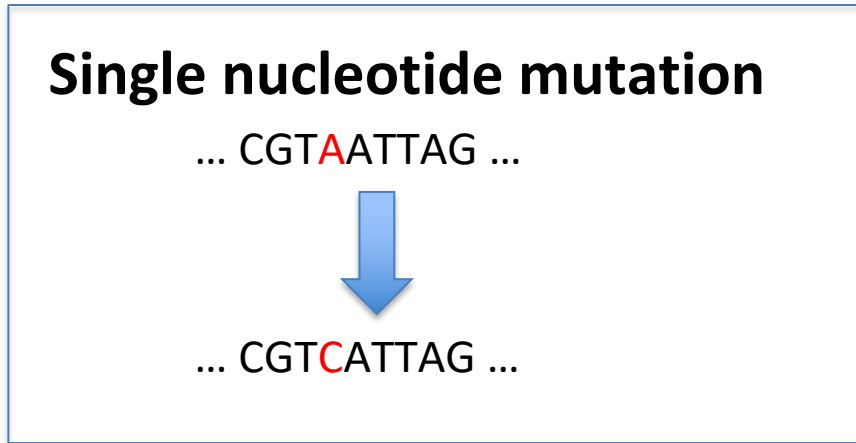
0 = normal

1 = mutated

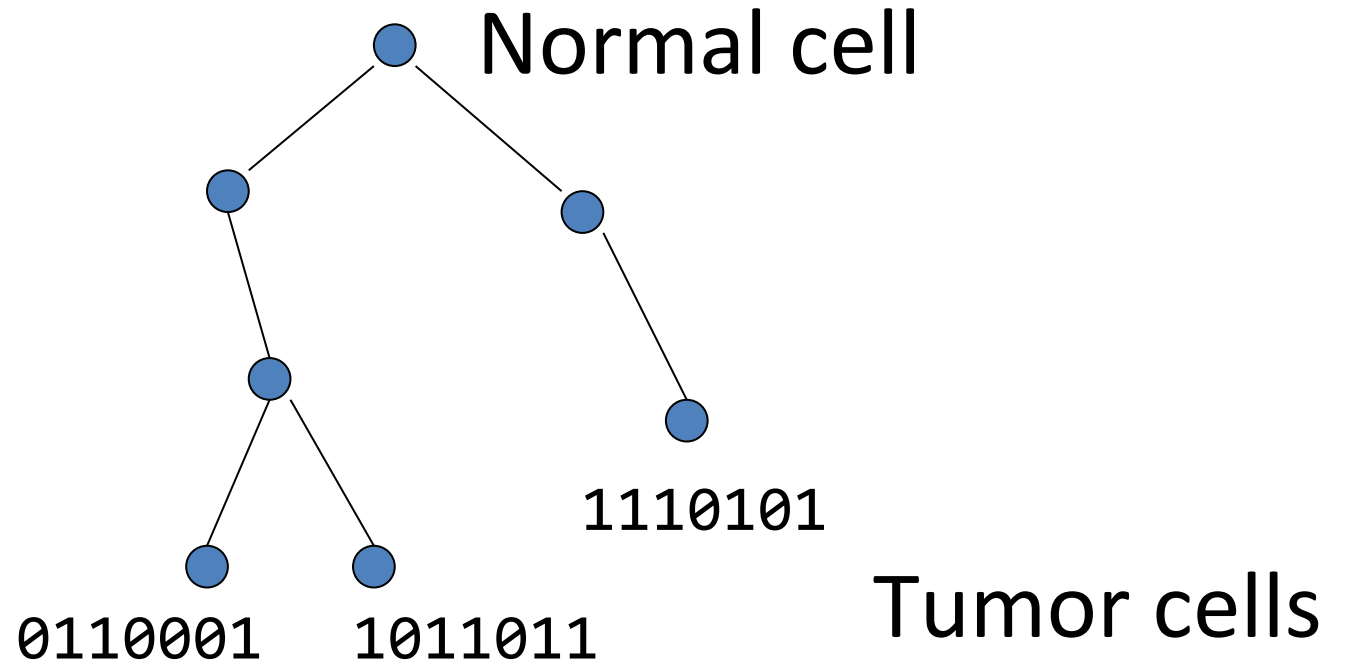


Root is the normal, founder cell and leaves are cells in tumor.

Progression of Somatic Mutations



0 = normal
1 = mutated

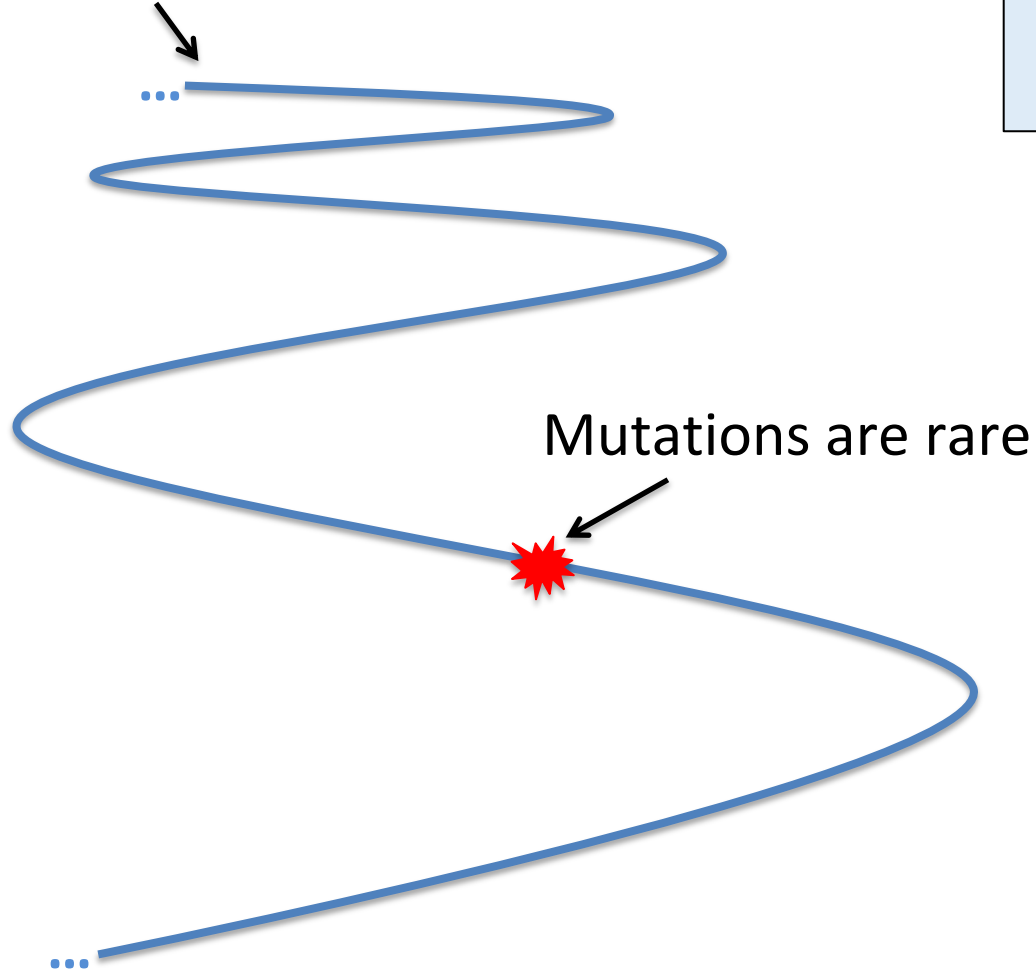


Root is the normal, founder cell and leaves are cells in tumor.

Infinite sites assumption: each locus mutates only once.

Infinite Sites Model = Two-state Perfect Phylogeny

The genome is large



[Kimura, 1969]

Infinite sites model: multiple mutations never occur at the same position

Mutated Loci

Species (cancer cells)	Red	Blue	Green	Purple	Orange	Yellow
A	0	0	0	0	1	1
B	0	0	0	1	1	1
C	0	0	1	0	1	0
D	1	0	0	0	0	0
E	1	1	0	0	0	0

1: mutated

0: not

All sites are bi-allelic: mutated or not.

Two-state Perfect Phylogeny

Matrix $M \in \{0, 1\}^{n \times m}$ has n taxa and m characters

- Taxon f has state 1 for character c
 $\Leftrightarrow f$ possesses character c

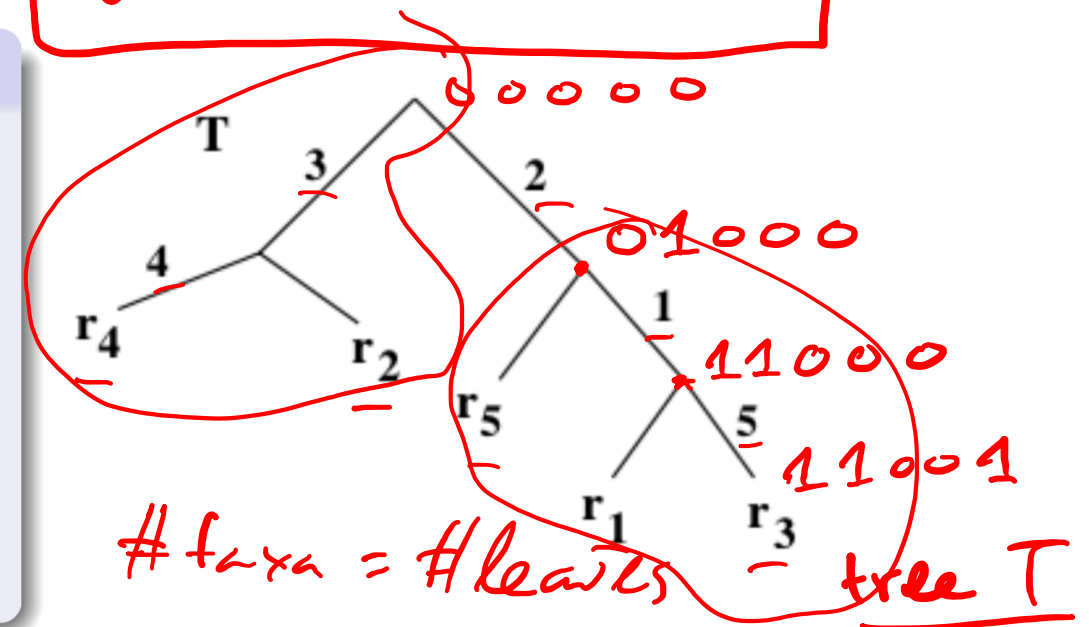
	characters					
	c_1	c_2	c_3	c_4	c_5	
r_1	1	1	0	0	0	c_1, c_2
r_2	0	0	1	0	0	c_3
r_3	1	1	0	0	1	c_1, c_2, c_5
r_4	0	0	1	1	0	c_3, c_4
r_5	0	1	0	0	0	c_2

input

Definition

A perfect phylogeny for M is a rooted tree T with n leaves such that:

- 1 Each taxon labels only one leaf
- 2 Each character labels only one edge
- 3 Character s possessed by a taxon are on unique path to root



Root node is all zero ancestor

Two-state Perfect Phylogeny Problem

Input:

Matrix $M \in \{0, 1\}^{n \times m}$ has n taxa and m characters

- Taxon f has state 1 for character c
 $\Leftrightarrow f$ possesses character c

	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	0	1
r_4	0	0	1	1	0
r_5	0	1	0	0	0

Problem

Given $M \in \{0, 1\}^{n \times m}$ does M have a perfect phylogeny? If so, construct this tree?

Try it yourself!

Only one of these matrices can be used to build a perfect phylogeny.

- (1) As a group, **decide on an approach** to try to determine which one is which.
- (2) Try out your approach to see if you can construct the tree.
- (3) What did you learn from your attempt?

$\checkmark M_1 =$

		Characters				
		C ₁	C ₂	C ₃	C ₄	C ₅
Species	A	0	1	0	0	0
	B	0	0	1	0	0
	C	1	1	0	0	0
	D	0	0	1	1	0
	E	1	1	0	0	1

$I(C_1) = \{A, C, E\}$
 $I(C_2) = \{A, C, E\}$
 $I(C_2) \supseteq I(C_1)$

$M_2 =$

		Characters				
		C ₁	C ₂	C ₃	C ₄	C ₅
Species	A	0	0	1	1	0
	B	0	0	1	0	1
	C	1	1	0	0	1
	D	1	1	0	0	0
	E	0	1	0	0	1

$O(n^3 m^2)$
 $O(m^2 n)$

(Handwritten notes: Red boxes around character columns C1-C2 and C3-C5 in M1. Red boxes around character columns C3-C5 in M2. Red arrows pointing to character columns in both matrices. Red circles around M2. Red checkmark next to M1.)

Problem. Does a given binary matrix $B \in \{0,1\}^{n \times m}$ have a two-state p.p. T ? If so, construct T .

necessary & sufficient

Goal: $O(mn)$ time ~~decides if~~ solves problem.

① Let $\bar{B} \in \{0,1\}^{n \times m}$ obtained from B by sorting columns of B in descending order by the number of ones they contain. Matrix B has a two-state p.p. if and only if matrix \bar{B} has a two-state p.p.

② $B' \in \{0,1\}^{n \times m'}$ from $B \in \{0,1\}^{n \times m}$. B' does not contain any repeated columns in B .

$$m' \leq m.$$

Def 2. Binary matrix $B \in \{0,1\}^{n \times m}$

conflict free if no pair of columns

c and d contain the three pairs
 $(0,1)$ $(1,0)$ $(1,1)$.

$O(mn)$ time ~~$n \cdot m^2$~~

Thm, Matrix B has a two-state p.p.
iff and only if B is conflict free.

Two naive algorithms for checking
conflict free property

- ③ $O(mn)$
time
- ① look at all 3×2 submatrices
 $O(n^3 m^2)$ time
- ② $O(nm^2)$ { look at all pairs of columns $\rightarrow O(m^2)$
→ for each pair scan through rows $O(n)$

Lemma (Shared prefix property).

(Pre: B is "sorted")

Let d be the rightmost column in B possessed by two taxa F and g .

Then, if no pair of columns of B conflict,

F and g must be identical from column 1 to d .

→ F 0 1 . 1

→ g 0 1 . 1

The Perfect Phylogeny Problem – Preliminaries

$O(mn)$ time alg.

Problem

Given $M \in \{0, 1\}^{n \times m}$ does M have a perfect phylogeny?

Definition

$I(c)$ is the set of taxa that possess character c ; and $\sigma(f)$ is the set of characters possessed by taxon f .

n rows

	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	0	1
r_4	0	0	1	1	0
r_5	0	1	0	0	0

m characters

$I(c_1) = \{r_1, r_3\}$
 $\sigma(r_1) = \{c_1, c_2\}$

$m \log m$ time

	c_1 (2)	c_2 (1)	c_3 (3)	c_4 (5)	c_5 (4)
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	1	0
r_4	0	0	1	0	1
r_5	1	0	0	0	0

0 1 2 3 4 5

3 2 2 1 1

$O(n)$

$O(mn)$ time

Sort columns of M s.t. $c < d$ iff $|I(c)| \geq |I(d)|$. Break ties arbitrarily.

- Consider rows of M iteratively

- T_i is tree of first i rows of M

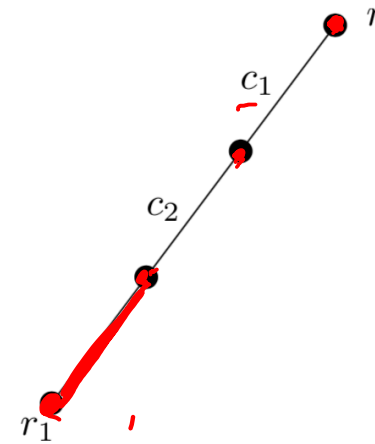
- T_1 is a path graph

- Terminal nodes r and 1

- $|\sigma(1)| + 1$ edges labeled by $\sigma(1)$

$$c < d \text{ iff } |I(c)| \geq |I(d)|$$

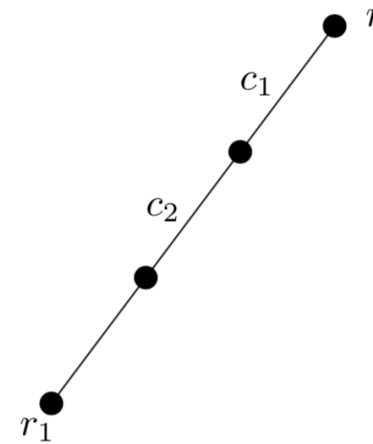
	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	1	0
r_4	0	0	1	0	1
r_5	1	0	0	0	0



$$c < d \text{ iff } |I(c)| \geq |I(d)|$$

- Consider rows of M iteratively
 - ▶ T_i is tree of first i rows of M
- T_1 is a path graph
 - ▶ Terminal nodes r and 1
 - ▶ $|\sigma(1)| + 1$ edges labeled by $\sigma(1)$
- T_{i+1} is a supertree of T_i
 - ▶ Let v be last node on walk from r matching characters $\sigma(i + 1)$
 - ★ Character d is the last match
 - ★ Unmatched characters $\tau(i + 1)$

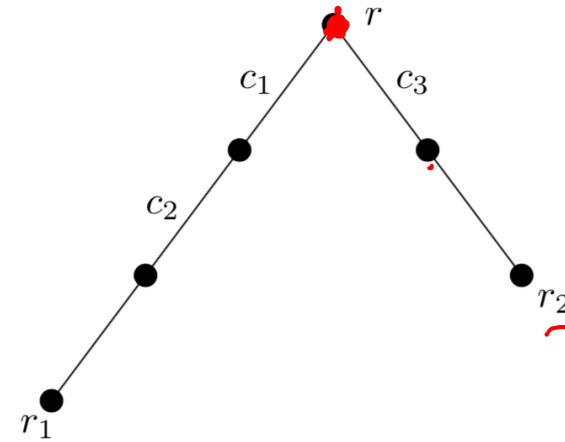
	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	1	0
r_4	0	0	1	0	1
r_5	1	0	0	0	0



- Consider rows of M iteratively
 - ▶ T_i is tree of first i rows of M
- T_1 is a path graph
 - ▶ Terminal nodes r and 1
 - ▶ $|\sigma(1)| + 1$ edges labeled by $\sigma(1)$
- T_{i+1} is a supertree of T_i
 - ▶ Let v be last node on walk from r matching characters $\sigma(i + 1)$
 - ★ Character d is the last match
 - ★ Unmatched characters $\tau(i + 1)$
 - ▶ Extend T_i with path Π
 - ★ Π has terminals v and $i + 1$
 - ★ Π has $|\tau(i + 1)| + 1$ edges labeled by $\tau(i + 1)$

$$c < d \text{ iff } |I(c)| \geq |I(d)|$$

	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	1	0
r_4	0	0	1	0	1
r_5	1	0	0	0	0



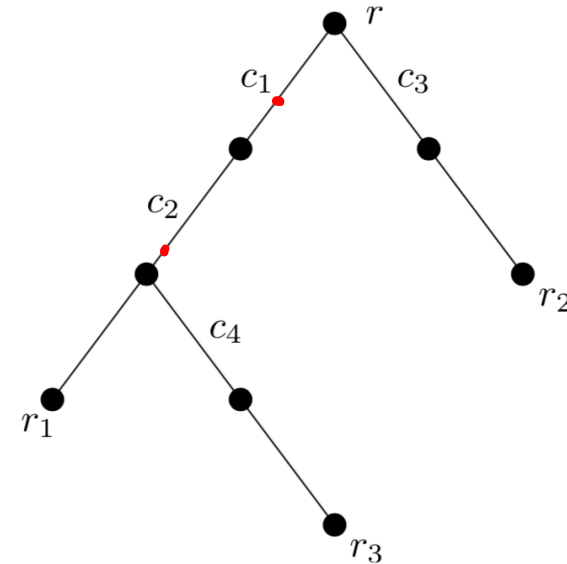
- Consider rows of M iteratively
 - ▶ T_i is tree of first i rows of M
- T_1 is a path graph
 - ▶ Terminal nodes r and 1
 - ▶ $|\sigma(1)| + 1$ edges labeled by $\sigma(1)$
- T_{i+1} is a supertree of T_i
 - ▶ Let v be last node on walk from r matching characters $\sigma(i + 1)$
 - ★ Character d is the last match
 - ★ Unmatched characters $\tau(i + 1)$
 - ▶ Extend T_i with path Π
 - ★ Π has terminals v and $i + 1$
 - ★ Π has $|\tau(i + 1)| + 1$ edges labeled by $\tau(i + 1)$

$$c < d \text{ iff } |I(c)| \geq |I(d)|$$

∧

∧

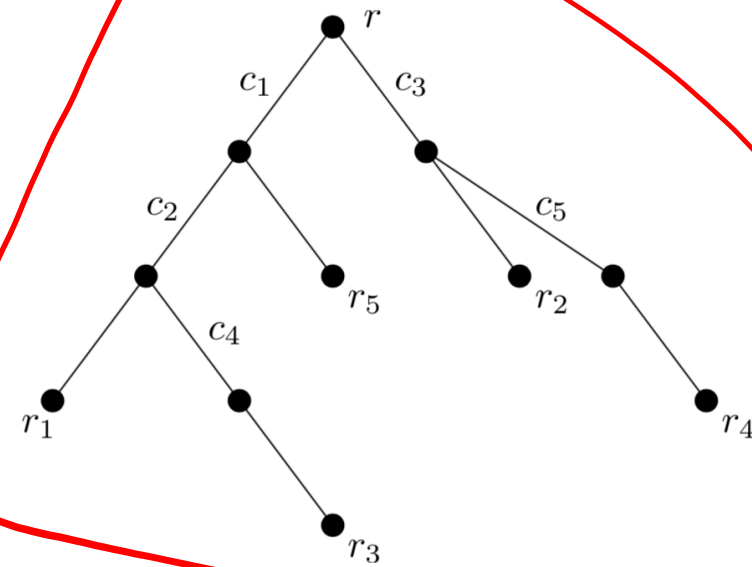
	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	1	0
r_4	0	0	1	0	1
r_5	1	0	0	0	0



- Consider rows of M iteratively
 - ▶ T_i is tree of first i rows of M
- T_1 is a path graph
 - ▶ Terminal nodes r and 1
 - ▶ $|\sigma(1)| + 1$ edges labeled by $\sigma(1)$
- T_{i+1} is a supertree of T_i
 - ▶ Let v be last node on walk from r matching characters $\sigma(i + 1)$
 - ★ Character d is the last match
 - ★ Unmatched characters $\tau(i + 1)$
 - ▶ Extend T_i with path Π
 - ★ Π has terminals v and $i + 1$
 - ★ Π has $|\tau(i + 1)| + 1$ edges labeled by $\tau(i + 1)$

$$c < d \text{ iff } |I(c)| \geq |I(d)|$$

	c_1	c_2	c_3	c_4	c_5
r_1	1	1	0	0	0
r_2	0	0	1	0	0
r_3	1	1	0	1	0
r_4	0	0	1	0	1
r_5	1	0	0	0	0



Olman
tree

Lemma

Let $M_i \in \{0, 1\}^{i \times m}$ be a submatrix of M . If M is conflict-free then T_i is a perfect phylogeny for M_i .

Outline

- Two-State Perfect Phylogeny ✓
- Multi-State Perfect Phylogeny
- Large Maximum Parsimony Phylogeny Problem
- Summary

Reading:

- Lecture notes

Integer Characters

n Characters

	1	2	3	4	5
A	2	1	1	0	0
B	0	2	1	2	2
C	1	2	1	1	1
D	1	1	0	1	2

Species

binary characters $k=2$

$\hookrightarrow n$

Characters have k possible states

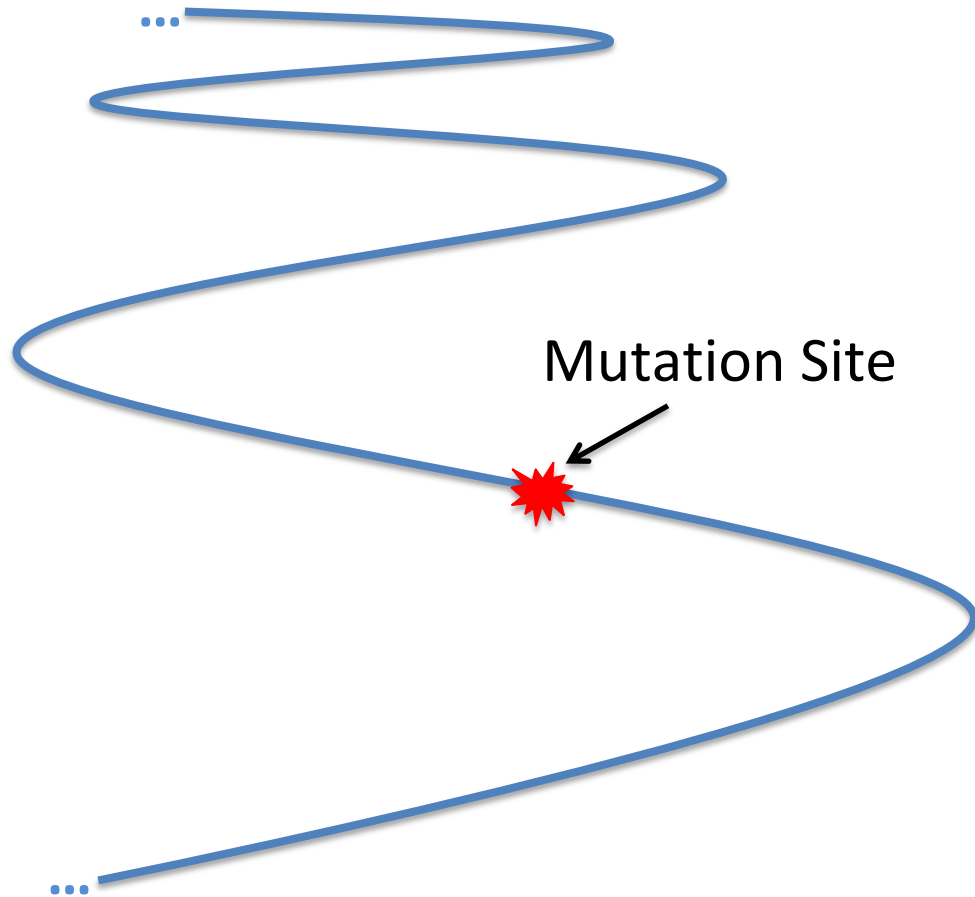
$n \cdot (k-1)$

$k=2 : n(2-1) = n$

Question: Given n integer characters with k states, what is the smallest parsimony score?

Infinite Alleles Model = Multi-state Perfect Phylogeny ^{$k \neq 2$}

vs.
Infinite Sites Model ($k=2$)



Infinite alleles model:

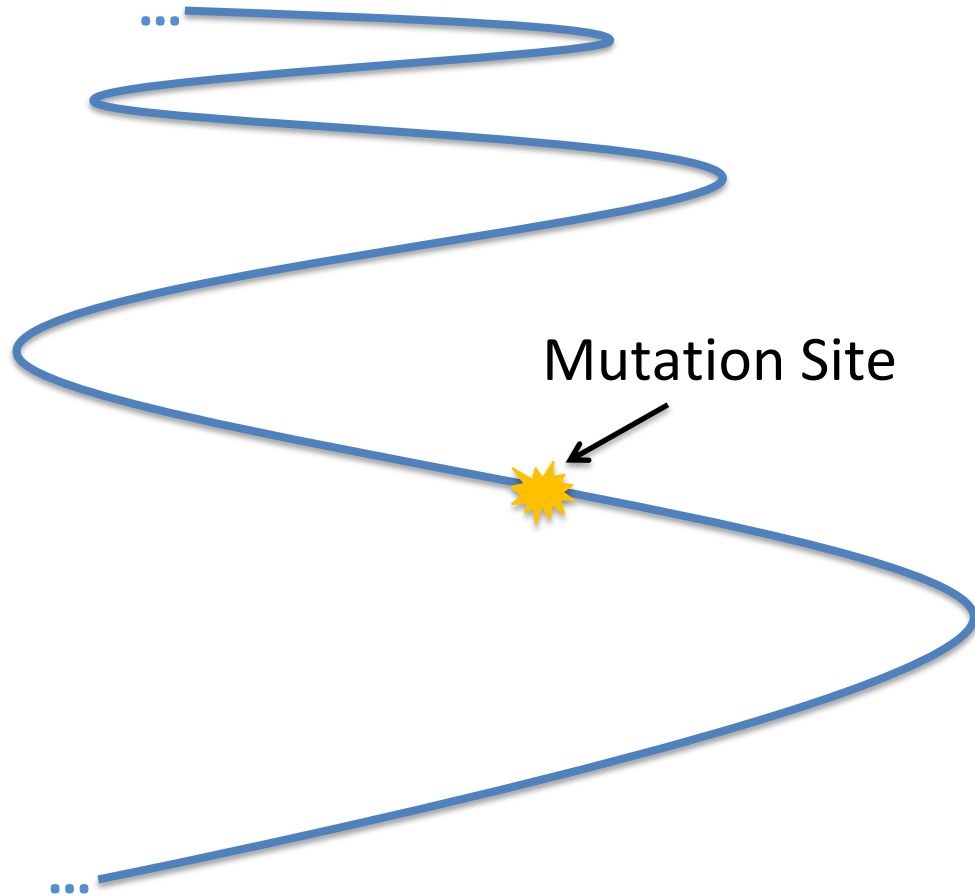
- For any mutation, there are an infinite number of possibilities of what mutation looks like (states).
- So, the same position can be mutated multiple times, but it never mutates to the same “allele” or state.

Site History:



Characters have integer states

Infinite Alleles Model = Multi-state Perfect Phylogeny



Infinite alleles model:

- For any mutation, there are an infinite number of possibilities of what mutation looks like (states).
- So, the same position can be mutated multiple times, but it never mutates to the same “allele” or state.

Site History:

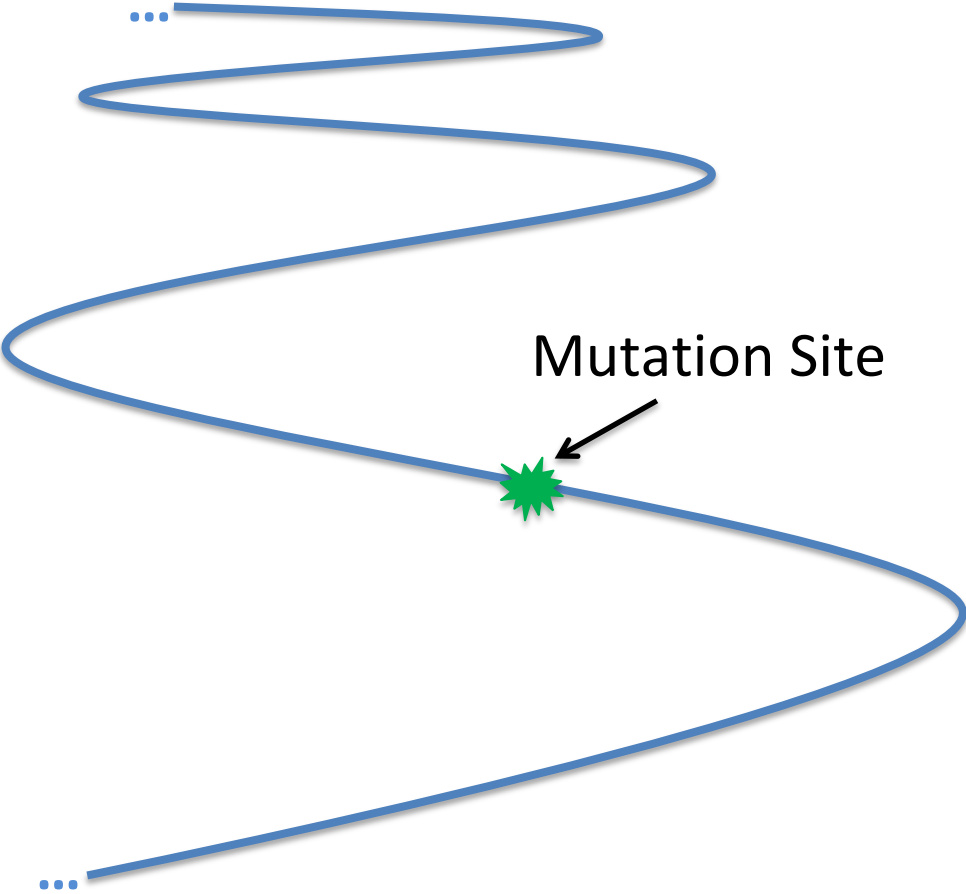


Time

Characters have integer states

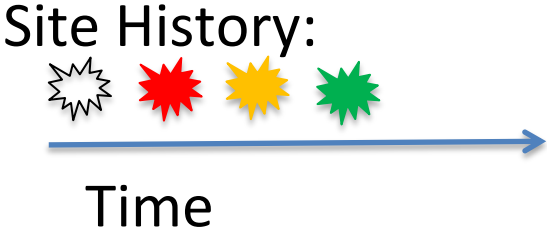
Infinite Alleles Model = Multi-state Perfect Phylogeny

$(h-1) \times n$



Infinite alleles model:

- For any mutation, there are an infinite number of possibilities of what mutation looks like (states).
- So, the same position can be mutated multiple times, but it never mutates to the same “allele” or state.



Characters have integer states

Multi-state Perfect Phylogeny

Matrix $M \in \{0, \dots, k-1\}^{n \times m}$ has n taxa and m characters

m characters

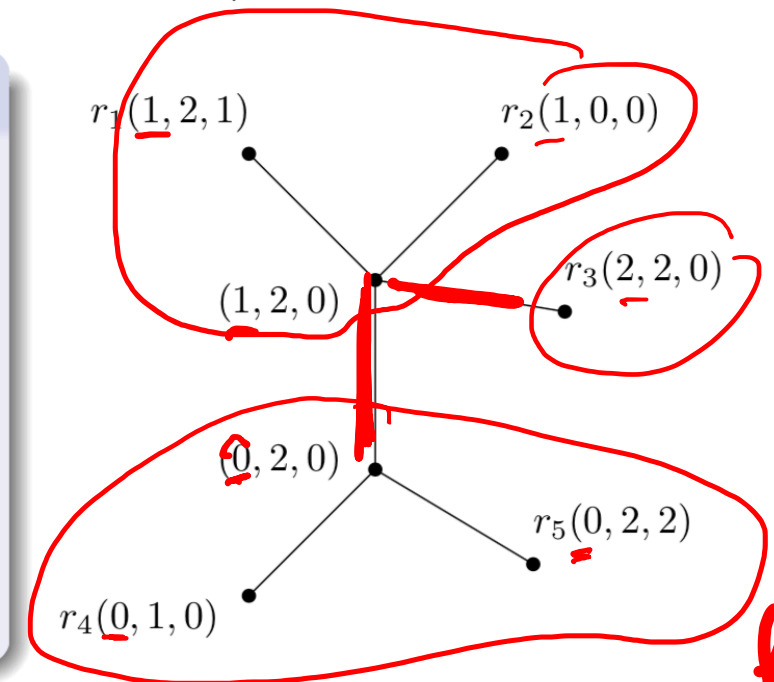
	c_1	c_2	c_3
r_1	1	2	1
r_2	1	0	0
r_3	2	2	0
r_4	0	1	0
r_5	0	2	2

n taxa

Definition

A multi-state perfect phylogeny for M is a tree T with n leaves such that:

- 1 Each taxon labels exactly one leaf
- 2 Each node is labeled by $\{0, \dots, k-1\}^m$
- 3 Nodes labeled with state i for character c form a connected subtree $T_c(i)$



$c = 1$
 $c = 0$

$h = o(n)$

$h = o(n)$

Theorem (Bodlaender et al., 1992) [Bodlaender, Fellows and Warnow]

For general k , the multi-state perfect phylogeny problem is NP-complete

Cladistic vs. Qualitative Characters

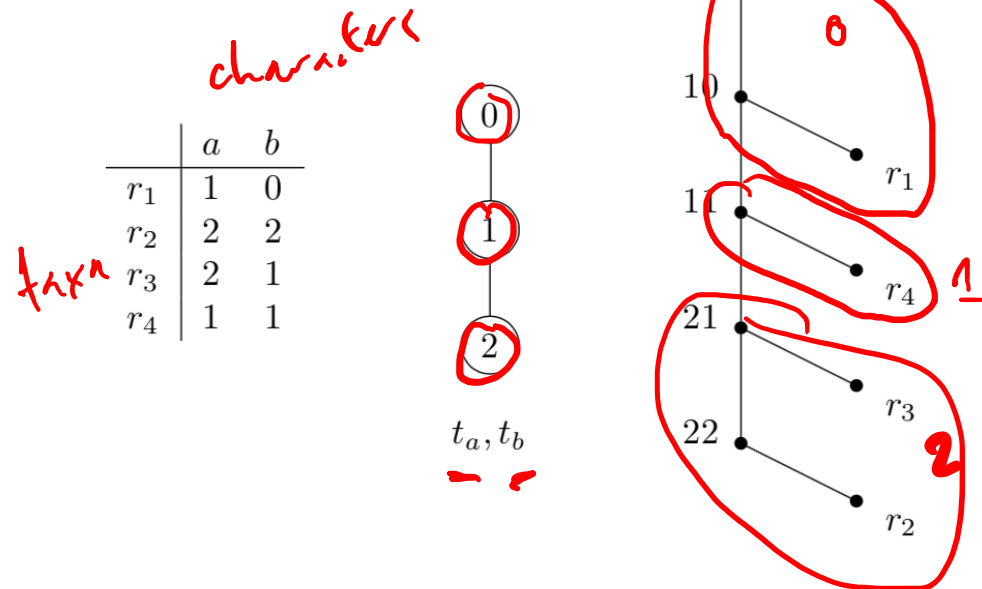
Definition

A **multi-state perfect phylogeny** for M is a tree T with n leaves such that:

- ① Each taxon labels exactly one leaf
- ② Each node is labeled by $\{0, \dots, k - 1\}^m$
- ③ Nodes with state i for character c form a connected subtree $T_c(i)$

A **cladistic** character c has a **state tree** t_c on its states

A phylogeny T is **consistent** if the reduced tree $\sigma(T, c)$ is identical with t_c for all c



Cladistic vs. Qualitative Characters

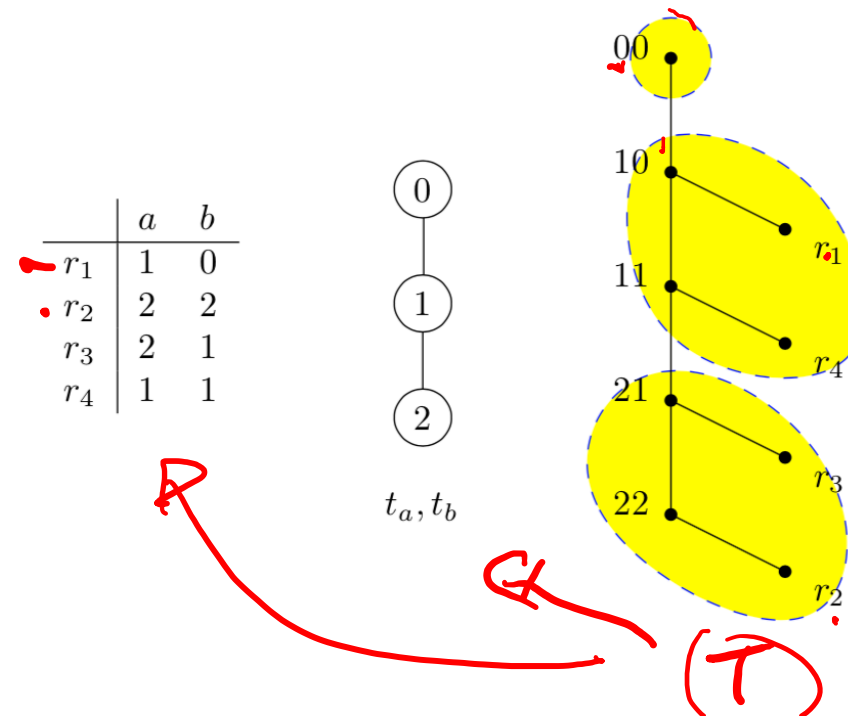
Definition

A **multi-state perfect phylogeny** for M is a tree T with n leaves such that:

- 1 Each taxon labels exactly one leaf
- 2 Each node is labeled by $\{0, \dots, k - 1\}^m$
- 3 Nodes with state i for character c form a connected subtree $T_c(i)$

A **cladistic** character c has a **state tree** t_c on its states

A phylogeny T is **consistent** if the reduced tree $\sigma(T, c)$ is identical with t_c for all c



Cladistic vs. Qualitative Characters

Definition

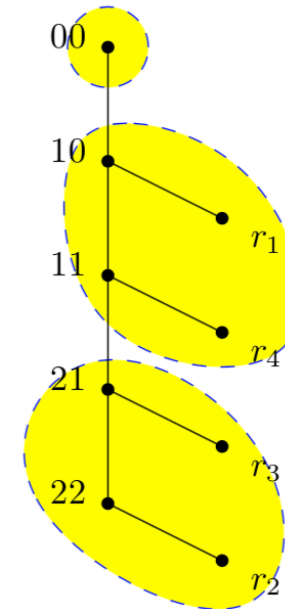
A **multi-state perfect phylogeny** for M is a tree T with n leaves such that:

- 1 Each taxon labels exactly one leaf
- 2 Each node is labeled by $\{0, \dots, k - 1\}^m$
- 3 Nodes with state i for character c form a connected subtree $T_c(i)$

A **cladistic** character c has a **state tree** t_c on its states

A phylogeny T is **consistent** if the reduced tree $\sigma(T, c)$ is identical with t_c for all c

	a	b
r_1	1	0
r_2	2	2
r_3	2	1
r_4	1	1



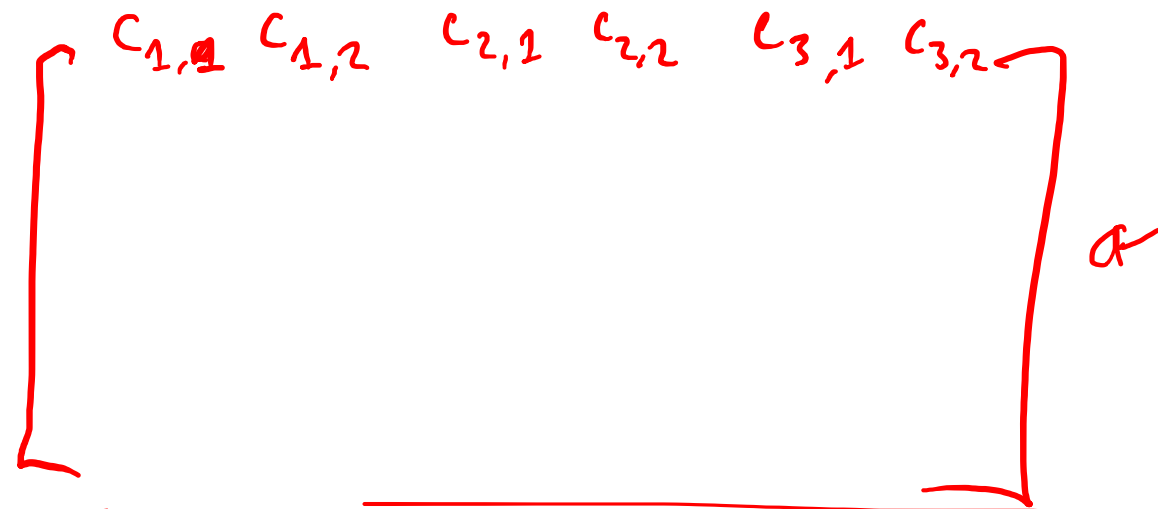
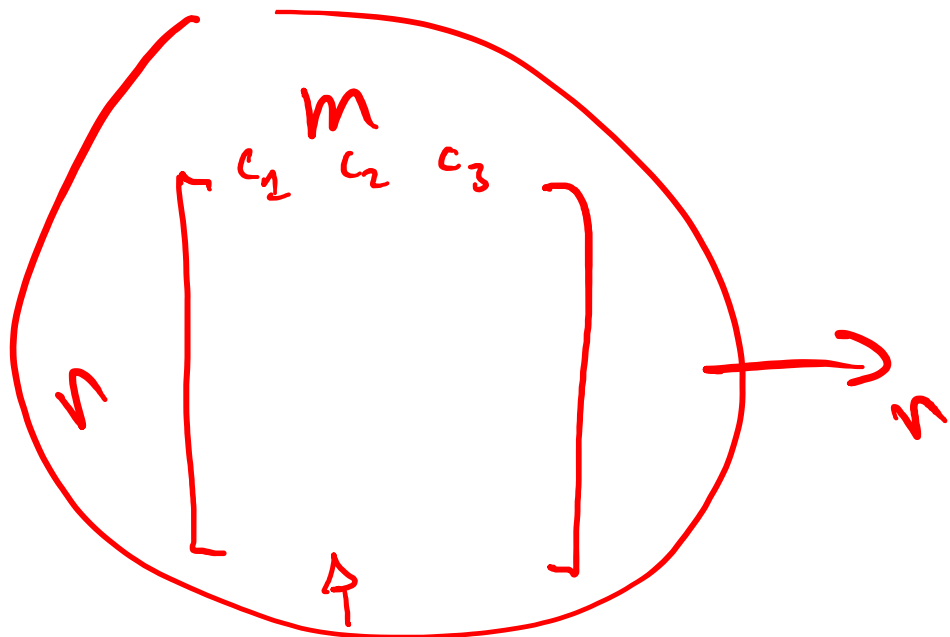
Multi-state Cladistic Perfect Phylogeny

$n \times m$ matrix $A \in \{0, \dots, h-1\}^{n \times m}$

Use t_1, \dots, t_m
 $n \times (h-1)m$

$B \in \{0, 1\}^{m(h-1)}$

$d = 3$



Outline

- Two-State Perfect Phylogeny
- Multi-State Perfect Phylogeny
- Large Maximum Parsimony Phylogeny Problem
- Summary

Reading:

- Lecture notes

Small and a Large Problem

Small Maximum Parsimony Phylogeny Problem:

Given $m \times n$ matrix $A = [a_{i,j}]$ and tree T with m leaves, find assignment of character states to each internal vertex of T with minimum parsimony score.

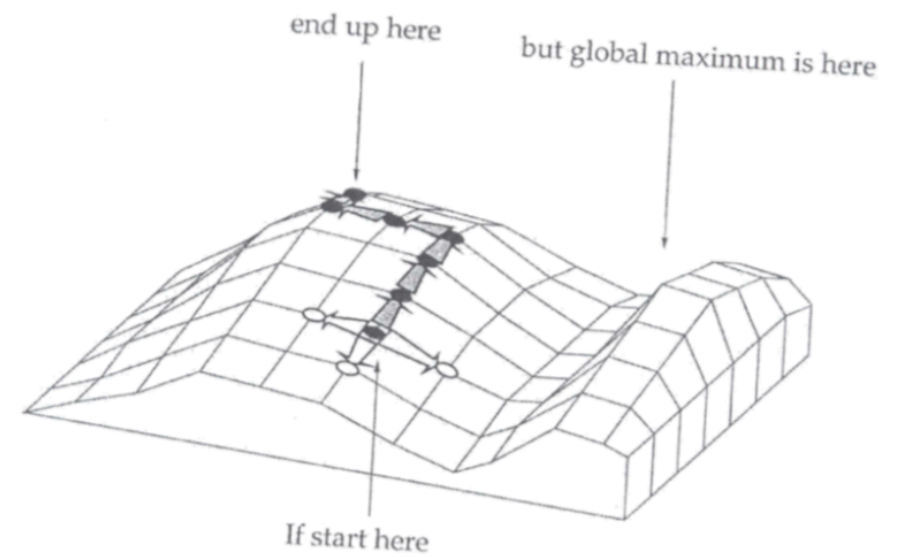
Large Maximum Parsimony Phylogeny Problem:

Given $m \times n$ matrix $A = [a_{i,j}]$, find a tree T with m leaves labeled according to A and an assignment of character states to each internal vertex of T with minimum parsimony score.

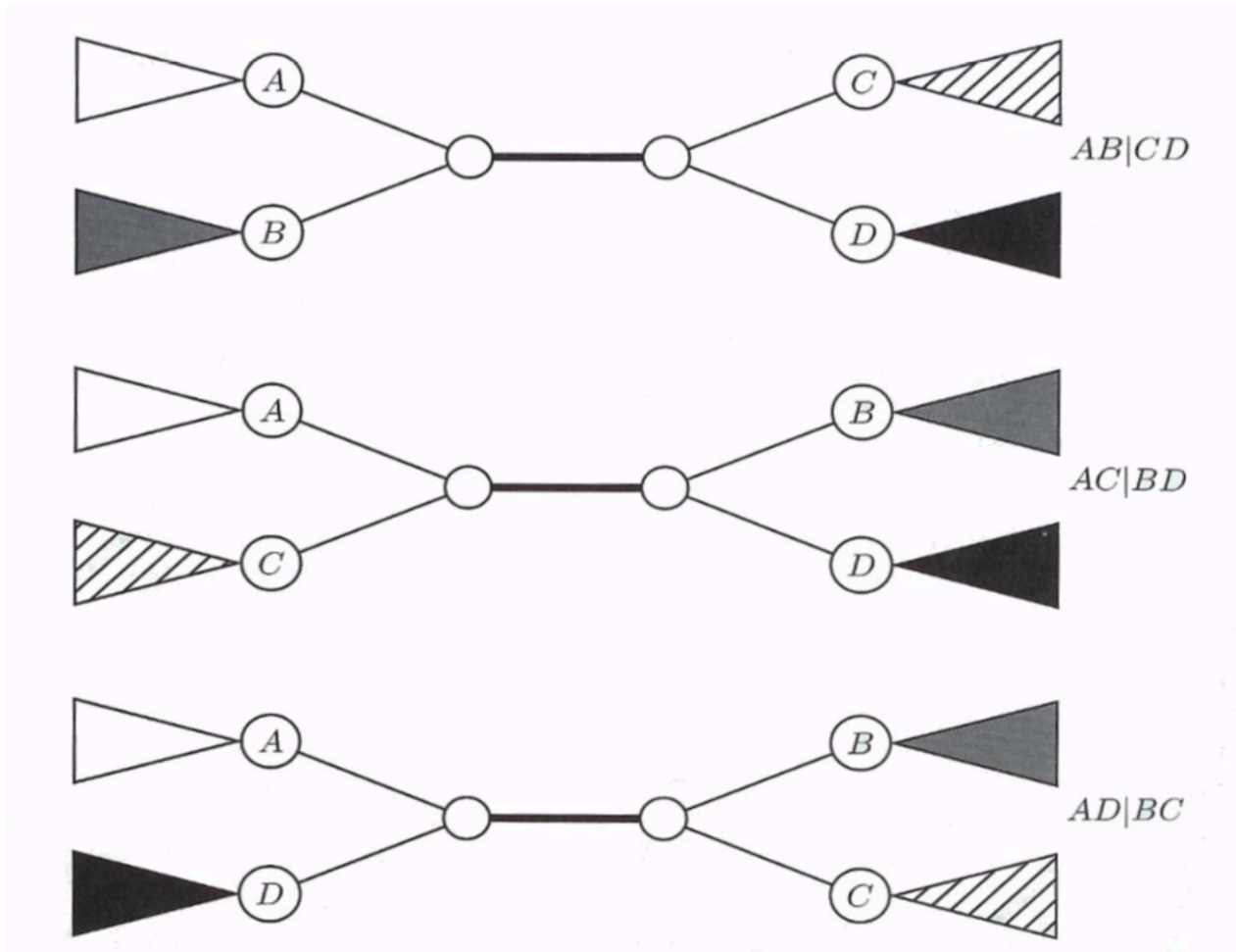
General Large Maximum Parsimony Phylogeny

- This problem is NP-hard
- Heuristics using local search (tree moves)
 1. Start with an arbitrary tree T .
 2. Check “neighbors” of T .
 3. Move to a neighbor if it provides the best improvement in parsimony/likelihood score.

Caveats:
Could be stuck in **local** optimum, and not achieve global optimum



Example: Nearest-Neighbor Interchange (NNI)



Rearrange four subtrees
defined by one
internal edge

Figure: Jones and Pevzner

Outline

- Two-State Perfect Phylogeny
- Multi-State Perfect Phylogeny
- Large Maximum Parsimony Phylogeny Problem
- **Summary**

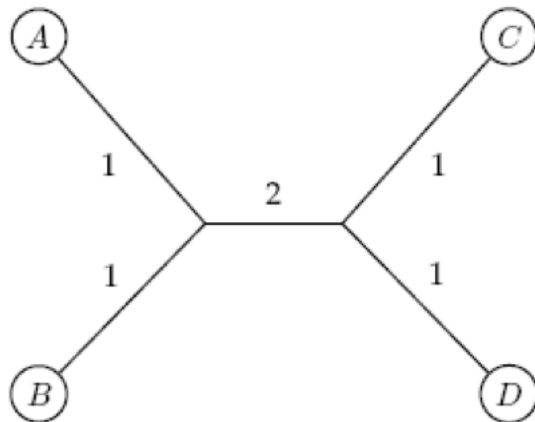
Reading:

- Lecture notes

Distance-based Phylogeny

- Small additive distance phylogeny problem
 - In P
 - Recursive algorithm using neighboring leaves
- Large additive distance phylogeny problem
 - In P -- two algorithms:
 1. Find degenerate triples and resolve these
 2. Neighbor joining: identifies neighboring leaves even when tree is not given
 - Complete characterization of additive matrices using the four-point condition

	A	B	C	D
A	0	2	4	4
B	2	0	4	4
C	4	4	0	2
D	4	4	2	0



Character-based Phylogeny

- Small maximum parsimony problem
 - Sankoff algorithm: dynamic programming
- Two-state perfect phylogeny problem
 - In P: $O(mn)$ time
 - Complete characterization as conflict free binary matrices
- Multi-state perfect phylogeny problem
 - NP-hard in general
 - In P given state trees
- Large maximum parsimony problem
 - NP-hard
 - Heuristic using local search