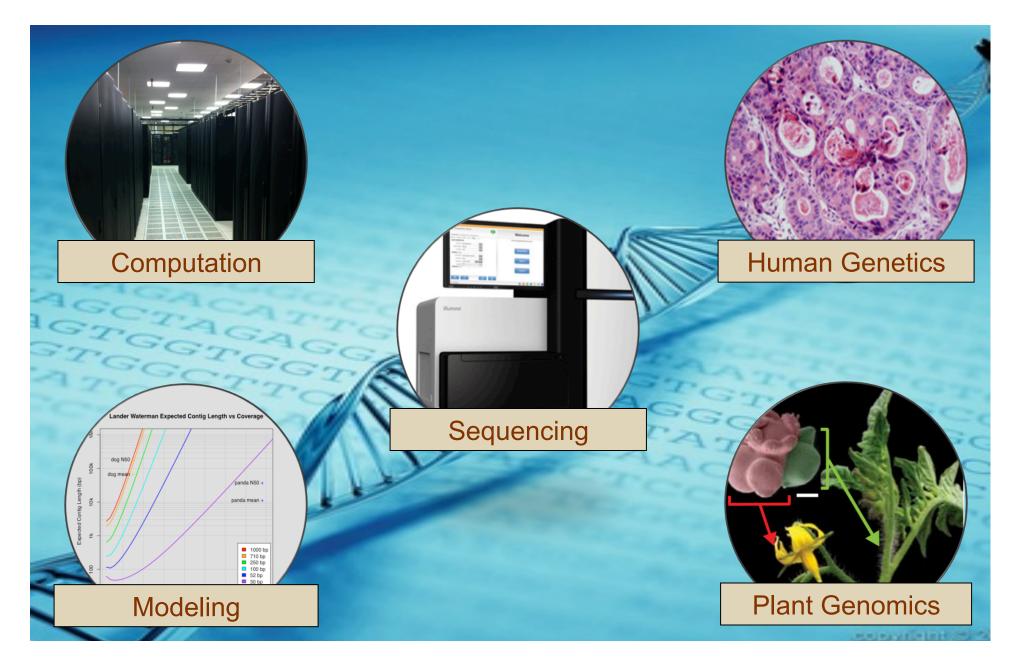
Sequence Alignment & Computational Thinking Michael Schatz

Oct 29, 2013 SBU Graduate Genetics



Schatz Lab Overview

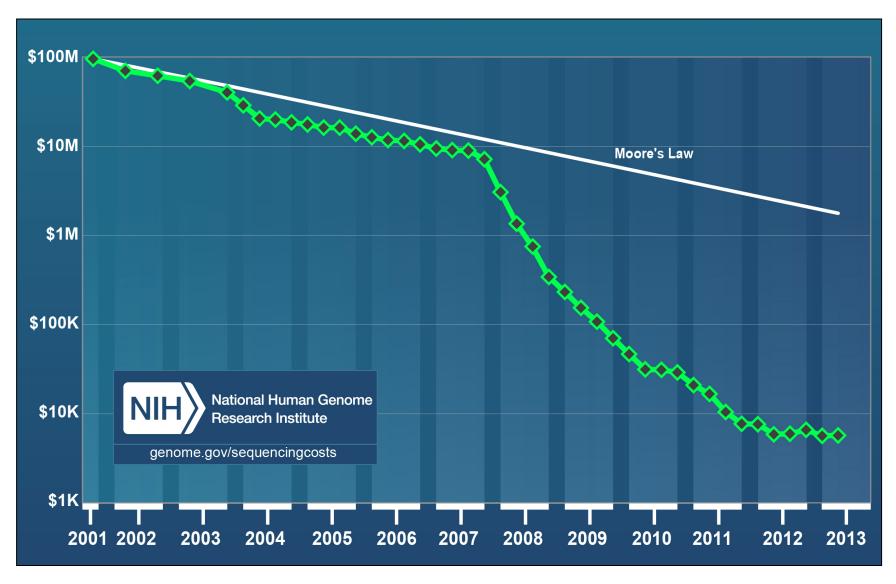




Outline

- I. Rise of DNA Sequencing
- 2. Sequence Alignment Basics
- 3. Understanding Bowtie
- 4. Genetics of Autism

Cost per Genome



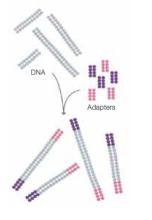
http://www.genome.gov/sequencingcosts/

Inside the NY Genome Center

Sequencing Capacity: 16 HiSeq 2500 @ 600 Gbp / 11 day = 872 Gbp / day



Illumina Sequencing by Synthesis

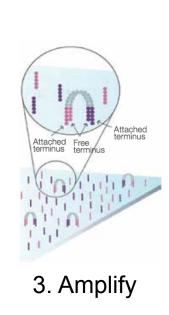


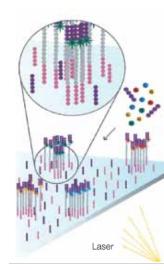
1. Prepare

Adapter Adapter

Adapter DNA fragment

2. Attach





4. Image





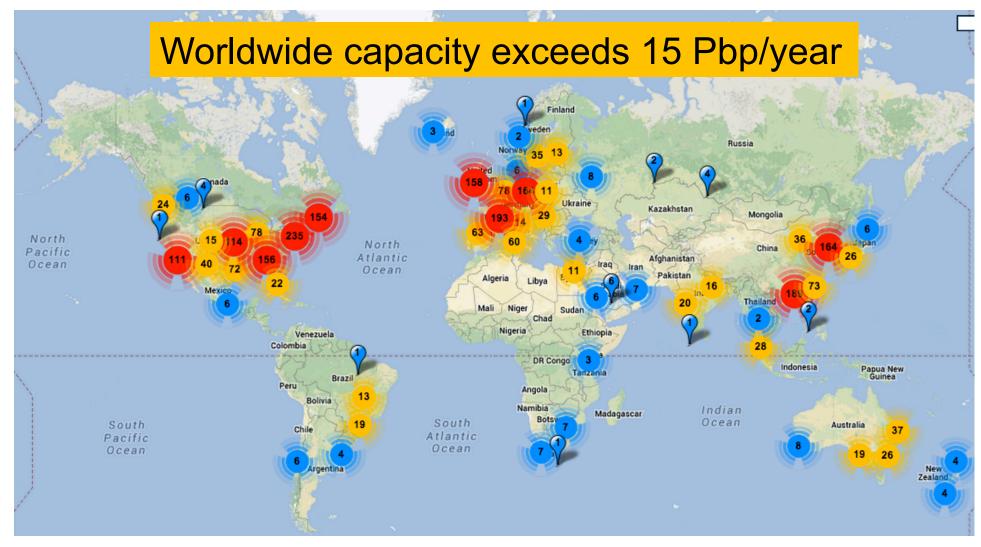






5. Basecall

Sequencing Centers



Next Generation Genomics: World Map of High-throughput Sequencers

http://omicsmaps.com

Milestones in Molecular Biology

There is tremendous interest to sequence:

- What is your genome sequence?
- How does your genome compare to my genome?
- Where are the genes and how active are they?
- How does gene activity change during development?
- How does splicing change during development?
- How does methylation change during development?
- How does chromatin change during development?
- How does is your genome folded in the cell?
- Where do proteins bind and regulate genes?
- What virus and microbes are living inside you?
- How has the disease mutated your genome?
- What drugs should we give you?



• .

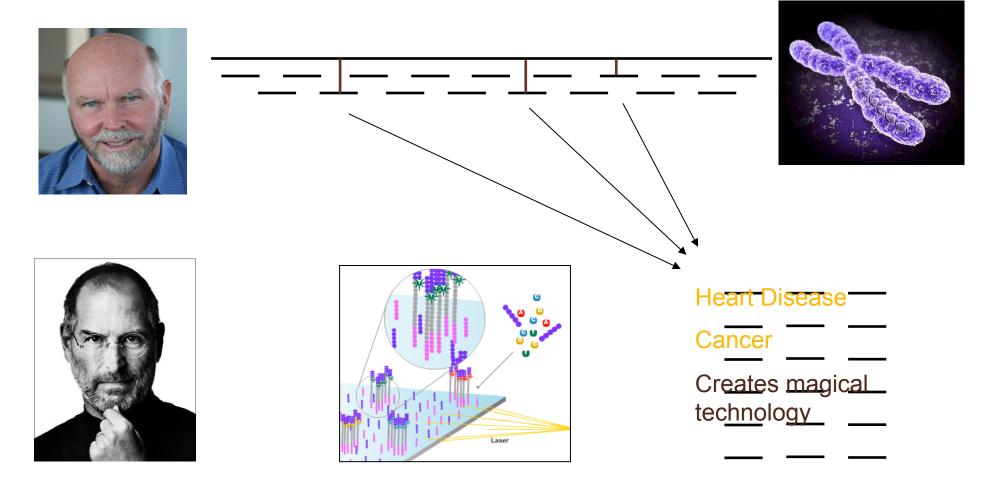


Outline

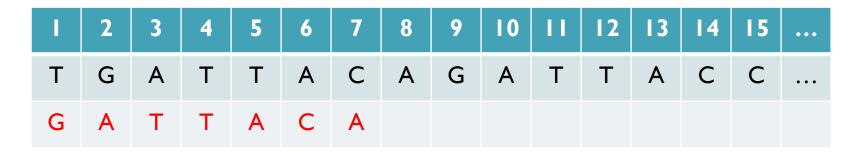
- I. Rise of DNA Sequencing
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Personal Genomics

How does your genome compare to the reference?

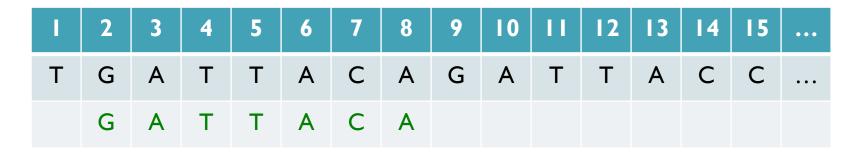


- Where is GATTACA in the human genome?
- Strategy I: Brute Force



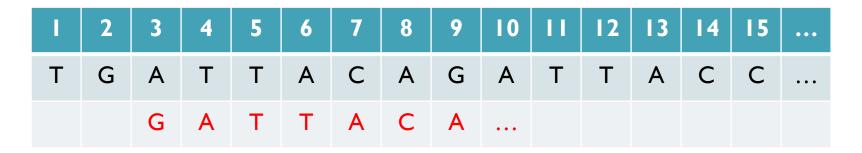
No match at offset I

- Where is GATTACA in the human genome?
- Strategy I: Brute Force



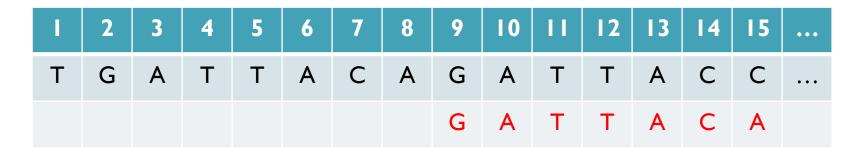
Match at offset 2

- Where is GATTACA in the human genome?
- Strategy I: Brute Force



No match at offset 3...

- Where is GATTACA in the human genome?
- Strategy I: Brute Force



No match at offset 9 <- Checking each possible position takes time

Brute Force Analysis

- Brute Force:
 - At every possible offset in the genome:
 - Do all of the characters of the query match?
- Analysis
 - Simple, easy to understand
 - Genome length = n
 - Query length = m
 - Comparisons: (n-m+1) * m
- Overall runtime: O(nm)

[How long would it take if we double the genome size, read length?] [How long would it take if we double both?]

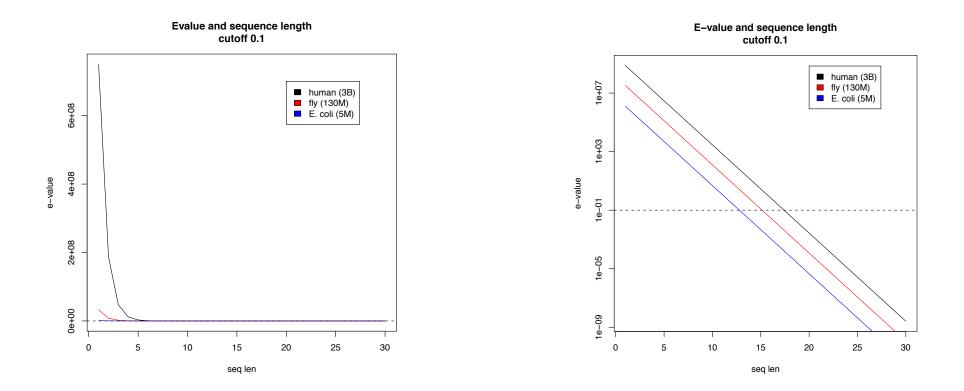
[3B] [7] [21B]

Expected Occurrences

The expected number of occurrences (e-value) of a given sequence in a genome depends on the length of the genome and inversely on the length of the sequence

- I in 4 bases are G, I in 16 positions are GA, I in 64 positions are GAT, ...
- I in 16,384 should be GATTACA
- $E=n/(4^{m})$

[183,105 expected occurrences] [How long do the reads need to be for a significant match?]



Brute Force Reflections

Why check every position?

- GATTACA can't possibly start at position 15

[WHY?]



- Improve runtime to O(n + m)

[3B + 7]

- If we double both, it just takes twice as long
- Knuth-Morris-Pratt, 1977
- Boyer-Moyer, 1977, 1991
- For one-off scans, this is the best we can do (optimal performance)
 - We have to read every character of the genome, and every character of the query
 - For short queries, runtime is dominated by the length of the genome

Suffix Arrays: Searching the Phone Book

- What if we need to check many queries?
 - We don't need to check every page of the phone book to find 'Schatz'
 - Sorting alphabetically lets us immediately skip 96% (25/26) of the book without any loss in accuracy
- Sorting the genome: Suffix Array (Manber & Myers, 1991)
 - Sort every suffix of the genome



Split into n suffixes Sort suffixes alphabetically

[Challenge Question: How else could we split the genome?]

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA
 - Lo = I; Hi = 15;

Lo	#	Sequence	Pos
->	I	ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
	8	CC	14
	9	GATTACAGATTACC	2
	10	GATTACC	9
	11	TACAGATTACC	5
	12	TACC	12
	13	TGATTACAGATTACC	I
	14	TTACAGATTACC	4
Hi	15	TTACC	11

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC

Lo	#	Sequence	Pos
-	I ACAGATTACC		6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
	8	CC	14
	9	GATTACAGATTACC	2
	10	GATTACC	9
	11	TACAGATTACC	5
	12	TACC	12
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Hi	15	TTACC	11

- Strategy 2: Binary search •
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA ٠
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC => Higher: Lo = Mid + I

Lo	#	Sequence	Pos
I ACAGATTACC		ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
	8	CC	14
	9	GATTACAGATTACC	2
	10	GATTACC	9
	11	TACAGATTACC	5
	12	TACC	12
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Hi	15	TTACC	11

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC
 => Higher: Lo = Mid + I
 - Lo = 9; Hi = 15;

	#	Sequence	Pos
	Ι	ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
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Lo →	8	CC	14
->	9	GATTACAGATTACC	2
	10	GATTACC	9
	11	TACAGATTACC	5
	12	TACC	12
	13	TGATTACAGATTACC	I
	14	TTACAGATTACC	4
Hi	15	TTACC	11

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC
 => Higher: Lo = Mid + I
 - Lo = 9; Hi = 15; Mid = (9+15)/2 = 12
 - Middle = Suffix[12] = TACC

	#	Sequence	Pos
	I	ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
Lo	8	CC	14
\rightarrow	9	GATTACAGATTACC	2
	10	GATTACC	9
	11	TACAGATTACC	5
	12	TACC	12
	13	TGATTACAGATTACC	I
	14	TTACAGATTACC	4
Hi	15	TTACC	11

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA •
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC = Higher: Lo = Mid + I
 - Lo = 9; Hi = 15; Mid = (9+15)/2 = 12
 - Middle = Suffix[12] = TACC => Lower: Hi = Mid - I
 - Lo = 9; Hi = 11;

	#	Sequence	Pos
	Ι	ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
Lo	8	CC	14
-	9	GATTACAGATTACC	2
	10	GATTACC	9
Hi	11	TACAGATTACC	5
-	12	TACC	12
	13	TGATTACAGATTACC	I
	14	TTACAGATTACC	4
	15	TTACC	11

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC
 => Higher: Lo = Mid + I
 - Lo = 9; Hi = 15; Mid = (9+15)/2 = 12
 - Middle = Suffix[12] = TACC
 => Lower: Hi = Mid 1
 - Lo = 9; Hi = 11; Mid = (9+11)/2 = 10
 - Middle = Suffix[10] = GATTACC

	#	Sequence	Pos
	I	ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
Lo	8	CC	14
~	9	GATTACAGATTACC	2
	10	GATTACC	9
Hi	11	TACAGATTACC	5
-	12	TACC	12
	13	TGATTACAGATTACC	I
	14	TTACAGATTACC	4
	15	TTACC	

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
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 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC
 => Higher: Lo = Mid + I
 - Lo = 9; Hi = 15; Mid = (9+15)/2 = 12
 - Middle = Suffix[12] = TACC
 => Lower: Hi = Mid 1
 - Lo = 9; Hi = 11; Mid = (9+11)/2 = 10
 - Middle = Suffix[10] = GATTACC
 => Lower: Hi = Mid I
 - Lo = 9; Hi = 9;

#	Sequence	Pos
Ι	ACAGATTACC	6
2	ACC	13
3	AGATTACC	8
4	ATTACAGATTACC	3
5	ATTACC	10
6	C	15
7	CAGATTACC	7
8	CC	4
9	GATTACAGATTACC	2
10	GATTACC	9
	TACAGATTACC	5
12	TACC	12
13	TGATTACAGATTACC	I
14	TTACAGATTACC	4
15	TTACC	11

Lo

H

- Strategy 2: Binary search
 - Compare to the middle, refine as higher or lower
- Searching for GATTACA
 - Lo = 1; Hi = 15; Mid = (1+15)/2 = 8
 - Middle = Suffix[8] = CC
 => Higher: Lo = Mid + I
 - Lo = 9; Hi = 15; Mid = (9+15)/2 = 12
 - Middle = Suffix[12] = TACC
 => Lower: Hi = Mid 1
 - Lo = 9; Hi = 11; Mid = (9+11)/2 = 10
 - Middle = Suffix[10] = GATTACC
 => Lower: Hi = Mid 1
 - Lo = 9; Hi = 9; Mid = (9+9)/2 = 9
 - Middle = Suffix[9] = GATTACA...
 => Match at position 2!

	#	Sequence	Pos
	Ι	ACAGATTACC	6
	2	ACC	13
	3	AGATTACC	8
	4	ATTACAGATTACC	3
	5	ATTACC	10
	6	C	15
	7	CAGATTACC	7
Lo	8	СС	14
HÌ	9	GATTACAGATTACC	2
	10	GATTACC	9
		TACAGATTACC	5
	12	TACC	12
	13	TGATTACAGATTACC	I
	14	TTACAGATTACC	4
	15	TTACC	

Binary Search Analysis

Binary Search

Initialize search range to entire list mid = (hi+lo)/2; middle = suffix[mid] if query matches middle: done else if query < middle: pick low range else if query > middle: pick hi range Repeat until done or empty range

[WHEN?]

- Analysis
 - More complicated method
 - How many times do we repeat?
 - How many times can it cut the range in half?
 - Find smallest x such that: $n/(2^x) \le I$; $x = lg_2(n)$ [32]
- Total Runtime: O(m lg n)
 - More complicated, but much faster!
 - Looking up a query loops 32 times instead of 3B

[How long does it take to search 6B or 24B nucleotides?]



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Fast gapped-read alignment with Bowtie 2

Ben Langmead and Steven Salzberg (2012) Nature Methods. 9, 357–359

In-exact alignment

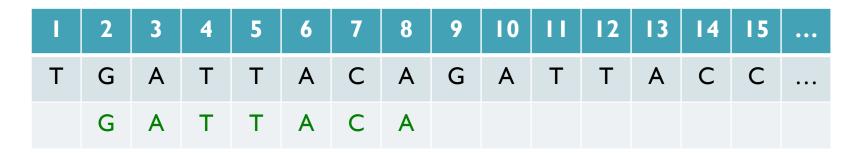
- Where is GATTACA *approximately* in the human genome?
 - And how do we efficiently find them?
- It depends...
 - Define 'approximately'
 - Hamming Distance, Edit distance, or Sequence Similarity
 - Ungapped vs Gapped vs Affine Gaps
 - Global vs Local
 - All positions or the single 'best'?
 - Efficiency depends on the data characteristics & goals
 - Smith-Waterman: Exhaustive search for optimal alignments
 - BLAST: Hash-table based homology searches
 - Bowtie: BWT alignment for short read mapping

• Where is GATTACA *approximately* in the human genome?



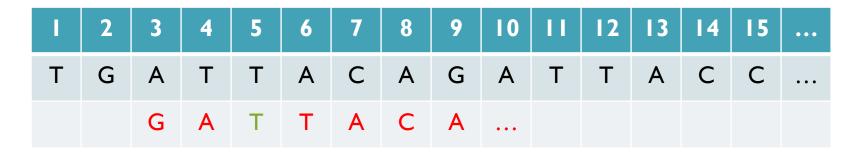
Match Score: 1/7

• Where is GATTACA *approximately* in the human genome?



Match Score: 7/7

• Where is GATTACA *approximately* in the human genome?



Match Score: 1/7

• Where is GATTACA *approximately* in the human genome?



Match Score: 6/7 <- We may be very interested in these imperfect matches Especially if there are no perfect end-to-end matches

Similarity metrics

- Hamming distance
 - Count the number of substitutions to transform one string into another

GATTACA	GATTTTTACA
x	xxxxxx
GATCACA	GATTACA
1	6

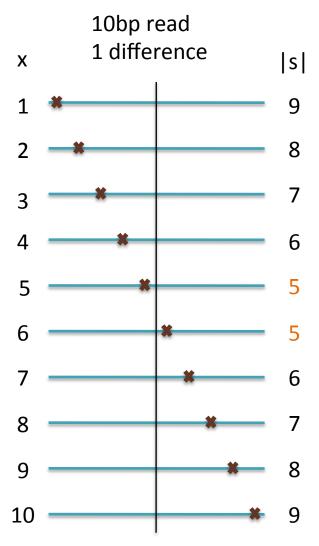
- Edit distance
 - The minimum number of substitutions, insertions, or deletions to transform one string into another

GATTACA	GATTTTTACA
X	xxx
GATCACA	GATTACA
1	3

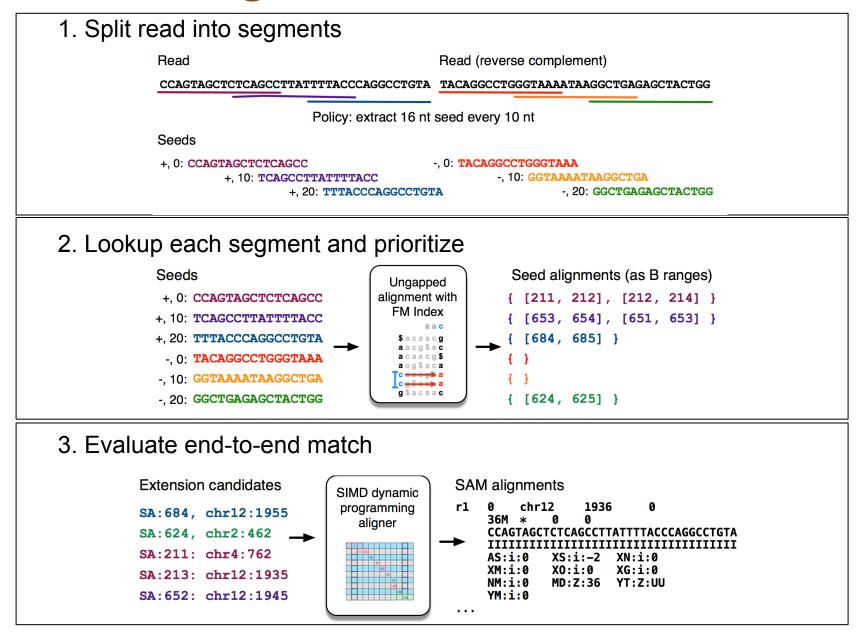
Seed-and-Extend Alignment

Theorem: An alignment of a sequence of length mwith at most k differences **must** contain an exact match at least s=m/(k+1) bp long (Baeza-Yates and Perleberg, 1996)

- Proof: Pigeonhole principle
 - I pigeon can't fill 2 holes
- Seed-and-extend search
 - Use an index to rapidly find short exact alignments to seed longer in-exact alignments
 - BLAST, MUMmer, Bowtie, BWA, SOAP, ...
 - Specificity of the depends on seed length
 - Guaranteed sensitivity for k differences
 - Also finds some (but not all) lower quality alignments <- heuristic



Algorithm Overview



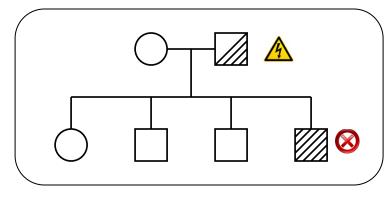


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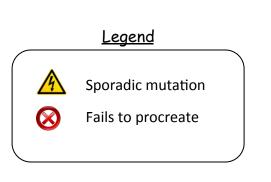
Unified Model of Autism

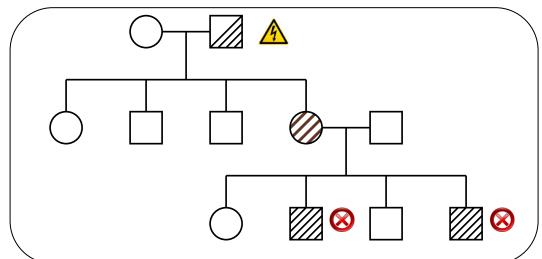
Sporadic Autism: 1 in 100



Prediction: De novo mutations of high penetrance contributes to autism, especially in low risk families with no history of autism.

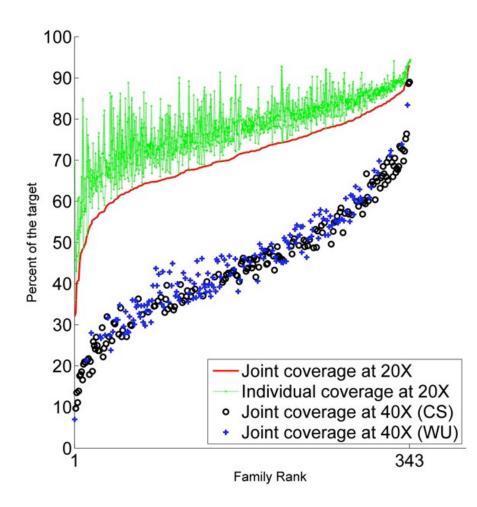
Familial Autism: 90% concordance in twins





A unified genetic theory for sporadic and inherited autism Zhao et al. (2007) PNAS. 104(31)12831-12836.

Exome-Capture and Sequencing



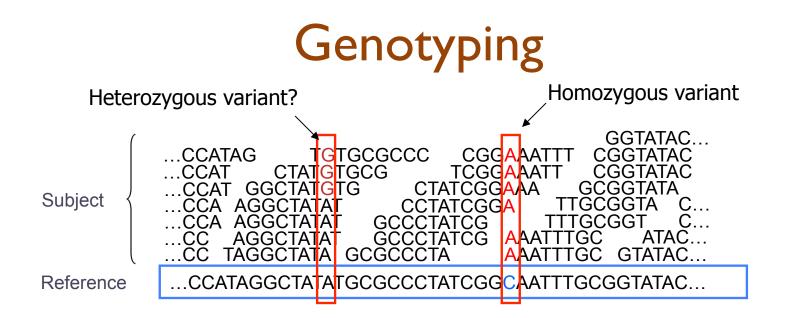
Sequencing of 343 families from the Simons Simplex Collection

- Parents plus one child with autism and one non-autistic sibling
- Enriched for higher-functioning individuals

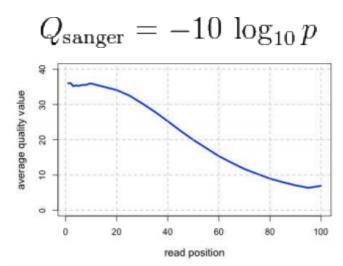
Families prepared and captured together to minimize batch effects

- Exome-capture performed with NimbleGen SeqCap EZ Exome v2.0 targeting 36 Mb of the genome.
- ~80% of the target at >20x coverage with ~93bp reads

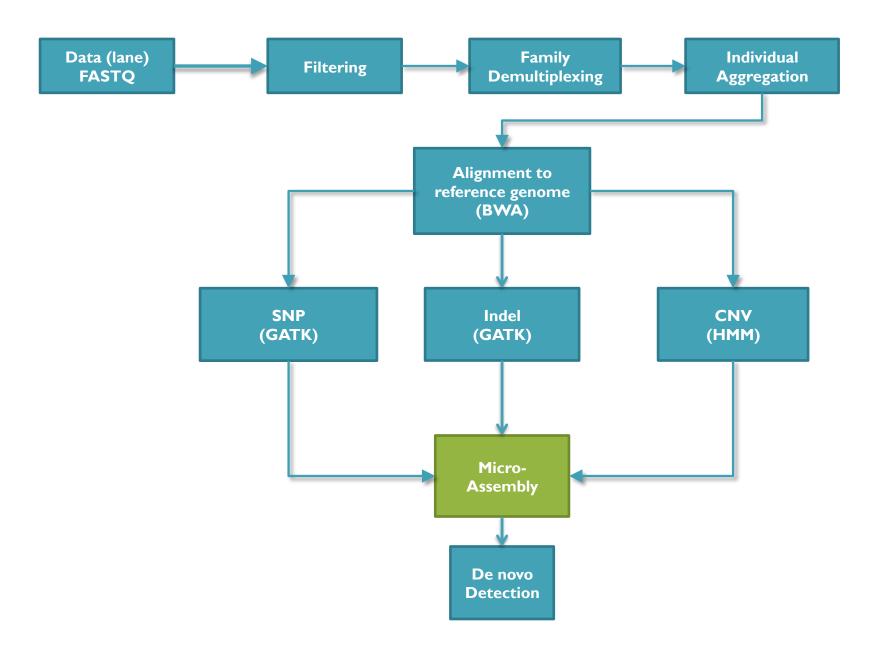
De novo gene disruptions in children on the autism spectrum lossifov et al. (2012) Neuron. 74:2 285-299



- Sequencing instruments make mistakes
 - Quality of read decreases over the read length
- A single read differing from the reference is probably just an error, but it becomes more likely to be real as we see it multiple times
 - Often framed as a Bayesian problem of more likely to be a real variant or chance occurrence of N errors
 - Accuracy improves with deeper coverage



Exome Sequencing Pipeline



Scalpel: Haplotype Microassembly

G. Narzisi, J. O'Rawe, I. Iossifov, Y. Lee, Z. Wang, G. Lyon, M. Wigler, and M. C. Schatz

DNA sequence **micro-assembly** pipeline for accurate detection and validation of *de novo* mutations (SNPs, indels) within exome-capture data.



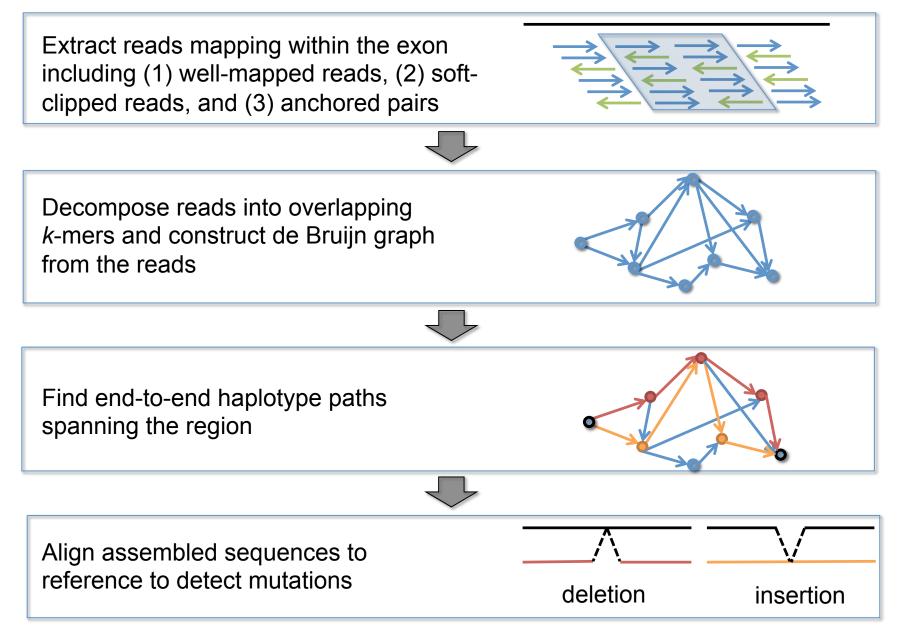
- I. Combine mapping and assembly
- 2. Exhaustive search of haplotypes
- 3. De novo mutations



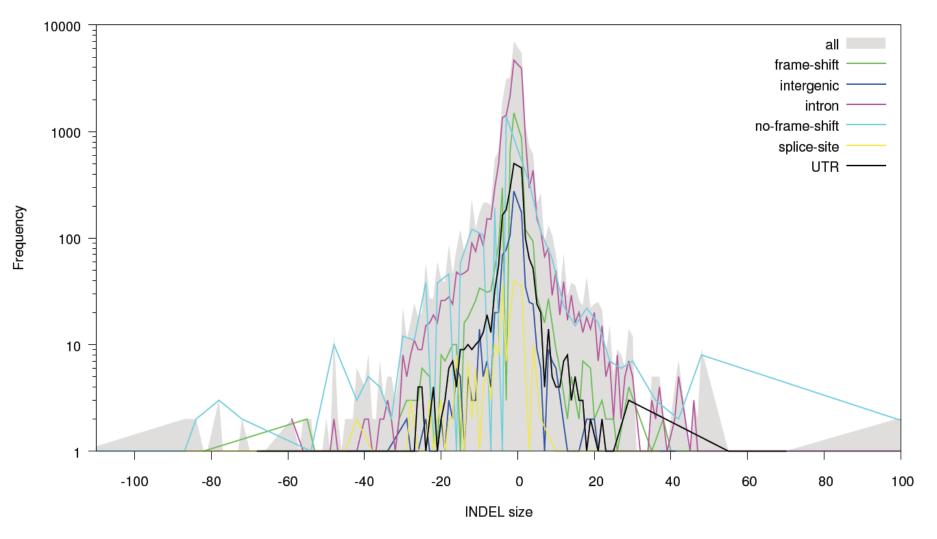
NRXN1 *de novo* SNP (auSSC12501 chr2:50724605)



Scalpel Pipeline



Revised Analysis of the SSC

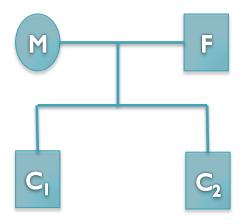


Constructed database of >IM transmitted and de novo indels Many new gene candidates identified, population analysis underway

De novo mutation discovery and validation

Concept: Identify mutations not present in parents.

Challenge: Sequencing errors in the child or low coverage in parents lead to false positive de novos



Ref: ... TCAGAACAGCTGGATGAGATCTTAGCCAACTACCAGGAGATTGTCTTTGCCCGGA...

- Father: ...TCAGAACAGCTGGATGAGATCTTAGCCAACTACCAGGAGATTGTCTTTGCCCGGA...
- Mother: ...TCAGAACAGCTGGATGAGATCTTAGCCAACTACCAGGAGATTGTCTTTGCCCGGA...
- Sib: ...TCAGAACAGCTGGATGAGATCTTAGCCAACTACCAGGAGATTGTCTTTGCCCGGA...
- Aut(1): ...TCAGAACAGCTGGATGAGATCTTAGCCAACTACCAGGAGATTGTCTTTGCCCGGA...
- Aut(2): ...TCAGAACAGCTGGATGAGATCTTA<u>C</u>C----CC<u>G</u>GGAGATTGTCTTTGCCCCGGA...

6bp heterozygous deletion at chr13:25280526 ATP12A

De novo Genetics of Autism

- In 343 family quads so far, we see significant enrichment in de novo *likely gene killers* in the autistic kids
 - Overall rate basically I:I (432:396)
 - 2:1 enrichment in nonsense mutations
 - 2:1 enrichment in frameshift indels
 - 4:1 enrichment in splice-site mutations
 - Most de novo originate in the paternal line in an age-dependent manner (56:18 of the mutations that we could determine)
- Observe strong overlap with the 842 genes known to be associated with fragile X protein FMPR
 - Related to neuron development and synaptic plasticity

De novo gene disruptions in children on the autism spectrum lossifov et al. (2012) Neuron. 74:2 285-299

Computational Biology

"Computer science is no more about computers than astronomy is about telescopes." Edsger Dijkstra

- Computer Science = Science of Computation
 - Solving problems, designing & building systems
 - Computers are very, very dumb, but we can instruct them
 - Build complex systems out of simple components
 - They will perfectly execute instructions forever
- CompBio = Thinking Computationally about Biology
 - Processing: Make more powerful instruments, analyze results
 - Designing & Understanding: protocols, procedures, systems

"Think Harder & Compute Less" Dan Gusfield



Recommended: CSE 549 - Introduction to Computational Biology

Acknowledgements

Schatz Lab Giuseppe Narzisi Shoshana Marcus James Gurtowski Srividya Ramakrishnan Hayan Lee Rob Aboukhalil Mitch Bekritsky Charles Underwood Tyler Gavin **Alejandro Wences Greg Vurture Eric Biggers** Aspyn Palatnick

<u>CSHL</u> Hannon Lab Gingeras Lab Iossifov Lab Levy Lab Lippman Lab Lyon Lab Martienssen Lab McCombie Lab Ware Lab Wigler Lab

IT Department

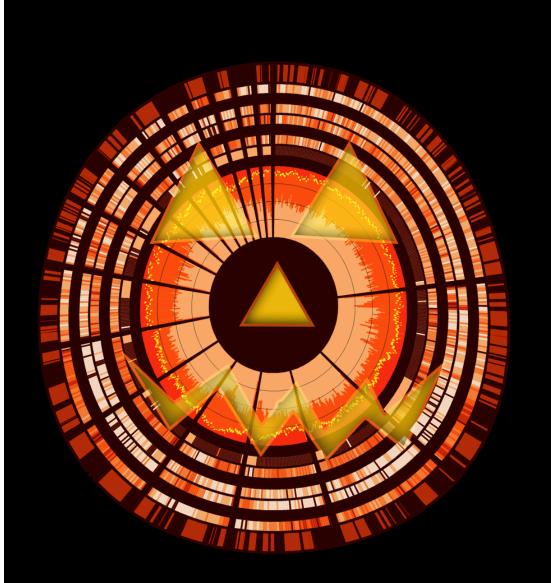
<u>NBACC</u> Adam Phillippy Sergey Koren SFARE SIMONS FOUNDATION AUTISM RESEARCH INITIATIVE



National Human Genome Research Institute







See you at

Genome Informatics

Oct 30 – Nov 2

http://schatzlab.cshl.edu @mike_schatz