



CS 68: BIOINFORMATICS

Prof. Sara Mathieson
Swarthmore College
Spring 2018



Outline: Jan 24

- Central dogma of molecular biology
- Sequencing pipeline
- Begin: genome assembly

Note: office hours [Monday 3-5pm](#) and [Wednesday 1-3pm](#)

Outline: Jan 24

- Central dogma of molecular biology
- Sequencing pipeline
- Begin: genome assembly

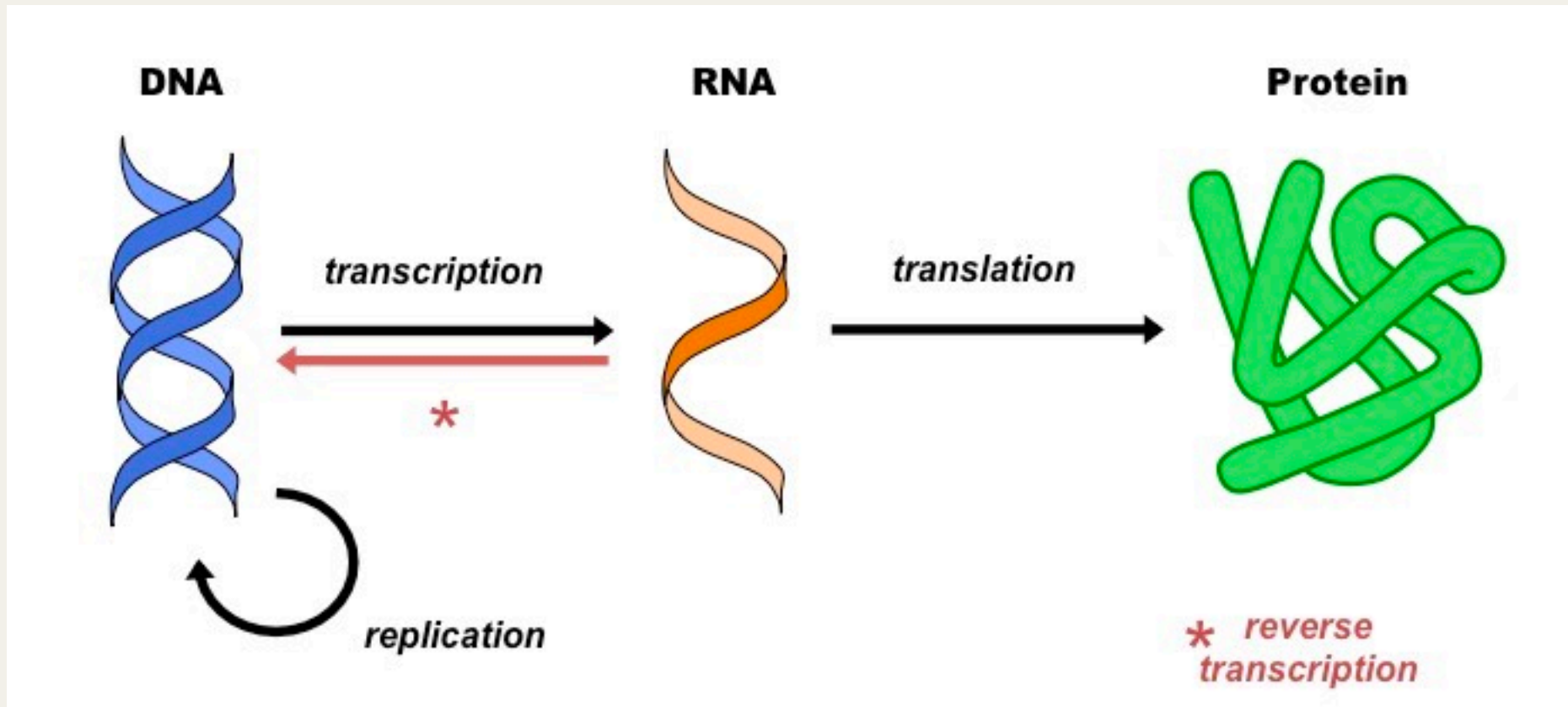
Note: office hours [Monday 3-5pm](#) and [Wednesday 1-3pm](#)

Age of universe: 13.8 billion, Age of earth: 4.5 billion, Age of life: 3.8 billion

The Central Dogma of Molecular Biology

Central Dogma of Molecular Biology

- More correctly stated: *“The central dogma states that information in nucleic acid can be perpetuated or transferred but the transfer of information into protein is irreversible.”* (B. Lewin, 2004)



Central Dogma of Molecular Biology

- More correctly stated: “*The central dogma states that information in nucleic acid can be perpetuated or transferred but the transfer of information into protein is irreversible.*” (B. Lewin, 2004)

DNA

ATGCAATCAGATTAG

RNA

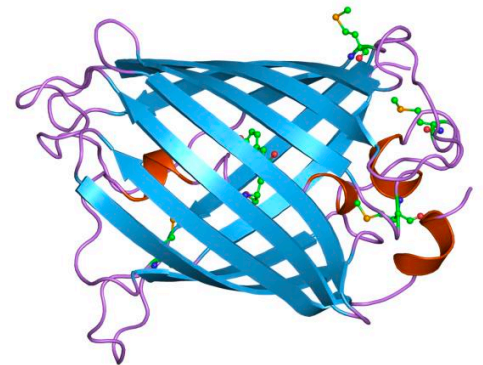
CAAUCAGAU

protein

Q S D



GFP protein example



Codons

- Codons are made up of 3 consecutive RNA bases
- Transcription begins at the start codon (ATG) and stops at one of the stop codons (TAG, TGA, or TAA)
- Each codon is translated into an amino acid, and amino acids make up proteins
- If each triplet of bases encoded a unique amino acid, how many amino acids would there be?

Codon table

A:	GCU,GCC,GCA,GCG,AGA
R:	CGU,CGC,CGA,CGG,AGG
N:	AAU,AAC
D:	GAU,GAC
C:	UGU,UGC
Q:	CAA,CAG
E:	GAA,GAG
G:	GGU,GGC,GGA,GGG
H:	CAU,CAC
I:	AUU,AUC,AUA
L:	UUA,UUG,CUU,CUC,CUA,CUG
K:	AAA,AAG
M:	AUG
F:	UUU,UUC
P:	CCU,CCC,CCA,CCG
S:	UCU,UCC,UCA,UCG,AGU,AGC
T:	ACU,ACC,ACA,ACG
W:	UGG
Y:	UAU,UAC
V:	GUU,GUC,GUA,GUG

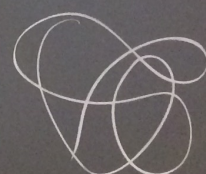
DNA

5' - ^{Start codon} ATG CAA TCA GAT TAG - 3' ^{stop codon}
3' - TAC GTT AGT CTA ATC - 5'
(reverse complement)

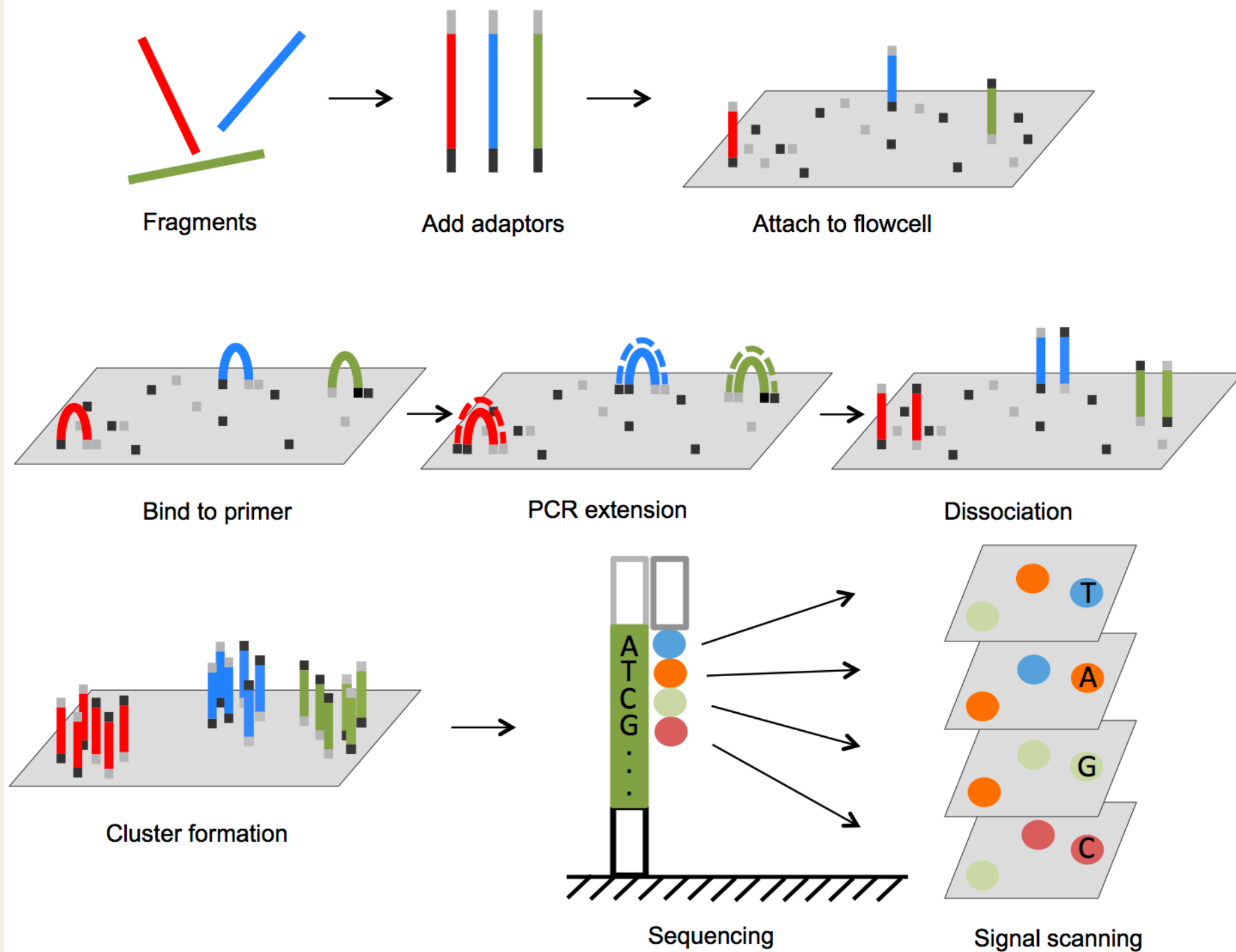
RNA [5-~~ATG~~ CAA UCA GAU ~~UAG~~-3']
codon codon codon

protein → $4^3 = 64$ 20 amino acids

Q S D



Sequencing Pipeline



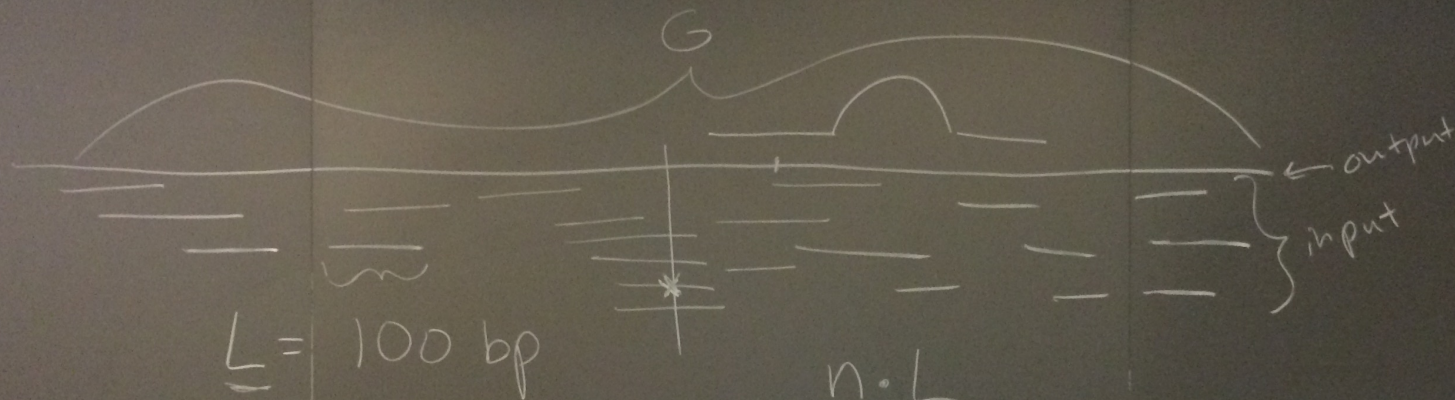
Genome Assembly

Goal of genome assembly

- Input: millions of “reads” from next-generation sequencing
- Output: (ideally) entire “consensus” sequence of the original DNA

Assembly vocabulary

- **Long read:** a fragment that has been “read” from a genomic sequence (DNA for us), usually > 1000 bp
- **Short read:** same as a long read but < 1000 bp (usually 50-100 bp)
- **Paired-end read:** both ends of a fragment are “read”, but the portion between them is unknown
- **bp:** base pair
- **kb, Mb, Gb:** kilo bases 10^3 , mega bases 10^6 , giga bases 10^9
- **Coverage:** number of times (on average) any given base is sequenced. Total number of bases in all reads (n reads $\times L$ bases/read), divided by the length of the genome G .



$L = 100 \text{ bp}$

$$C = \frac{n \cdot L}{G}$$

↑
coverage (want high coverage)

$$C = \frac{6 \cdot 10}{20}$$

$$C = 3$$

Could you design an algorithm for genome assembly?

- 1) With a partner, analyze these given reads. What is L (length of each read)? What is n (number of reads)?
- 2) Try to assemble these given reads into one continuous string. For these small numbers we can often do this “by eye”, but what if $n =$ millions and $L = 100$? How would you tell a computer to assemble them?
- 3) What is G (length of the resulting genome)? From all the numbers, compute the coverage.

Overlap graph assembly

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

 GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA

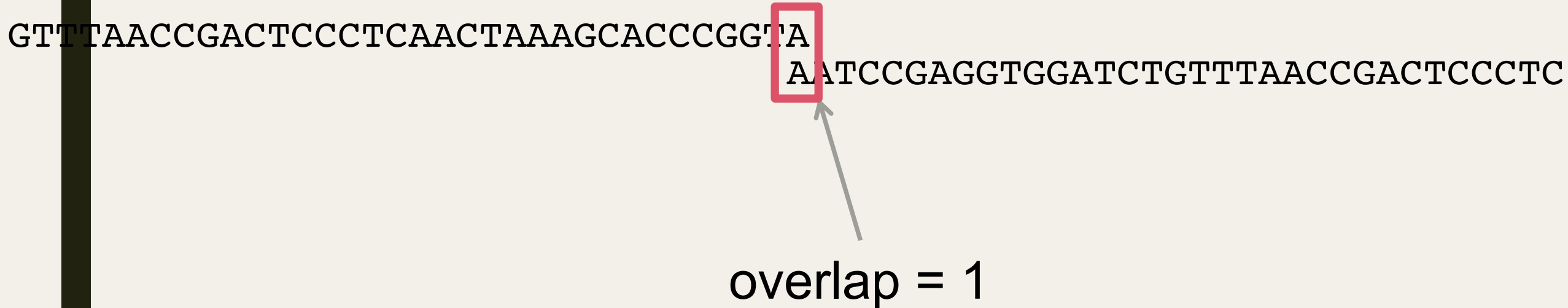
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC

GTTAAACCGACTCCCTCAACTAAAGCACCCGGTA
 AATCCGAGGTGGATCTGTTAAACCGACTCCCTC

overlap = 17

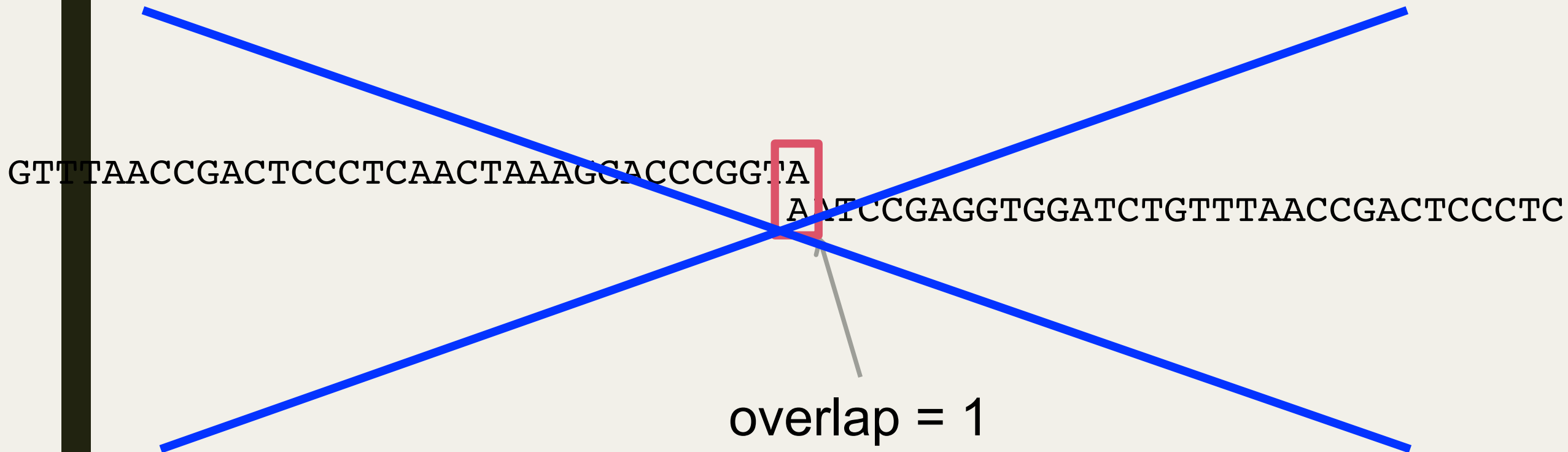
Overlap graph assembly

read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC



Overlap graph assembly

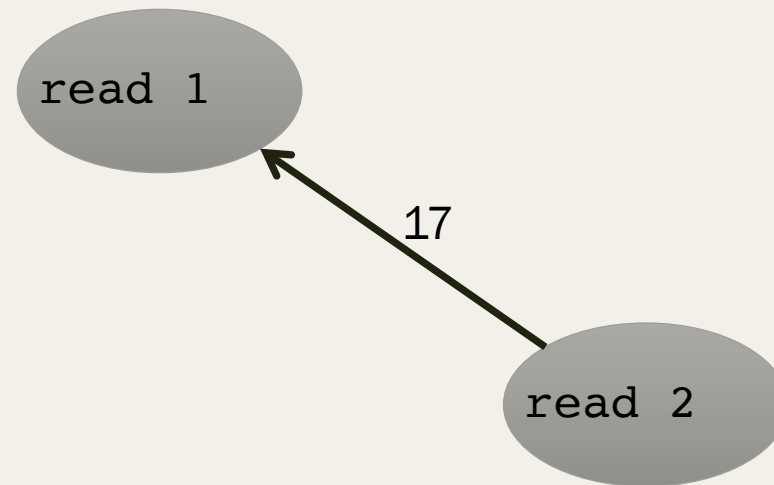
read 1: GTTTAACCGACTCCCTCAACTAAAGCACCCGGTA
read 2: AATCCGAGGTGGATCTGTTTAACCGACTCCCTC



Takeaways

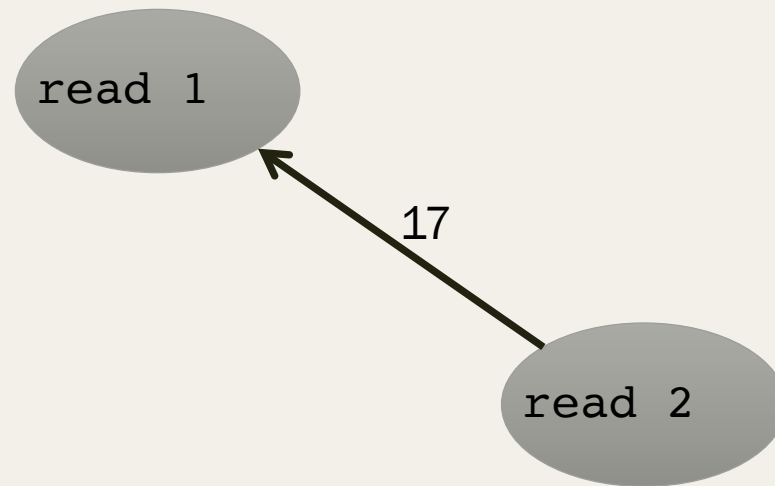
- Overlaps should meet some minimum threshold T (often $1/3$ of the read length)
- Overlaps should have a maximum number of errors allows (roughly 2-3 depending on the error rate and overlap threshold)

Overlap graph (directed, why?)



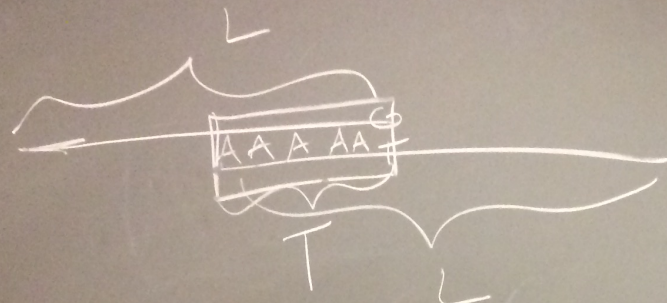
What is the runtime for creating the overlap graph?

Overlap graph (directed, why?)



What is the runtime for creating the overlap graph?

$O(n^2)$ pairs, $O(L^2)$ for each pair, => really slow



$O(L)$
 $O(L)$
⋮
 $O(L)$

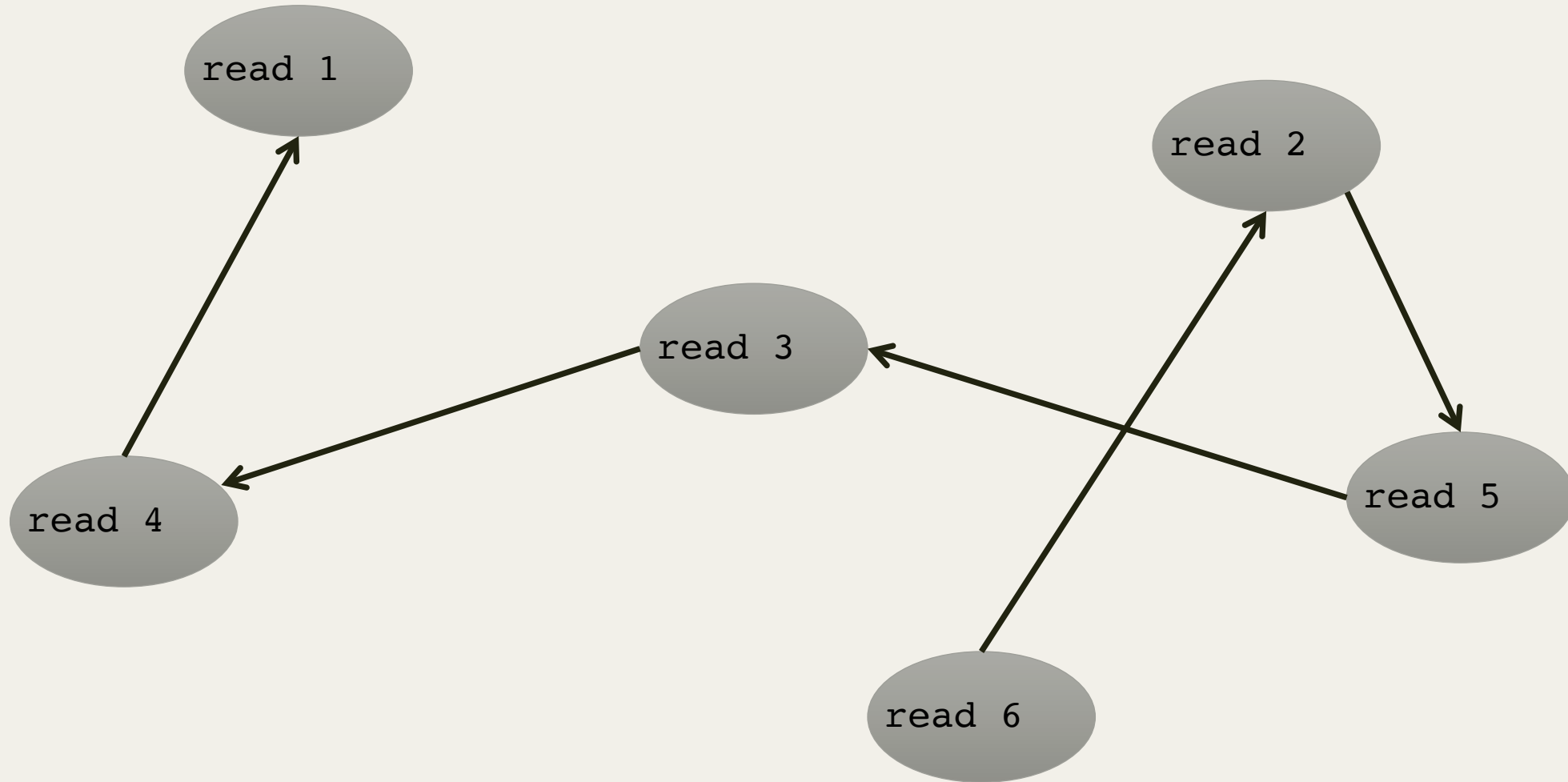
$O(L^2)$

$\binom{n}{2}$

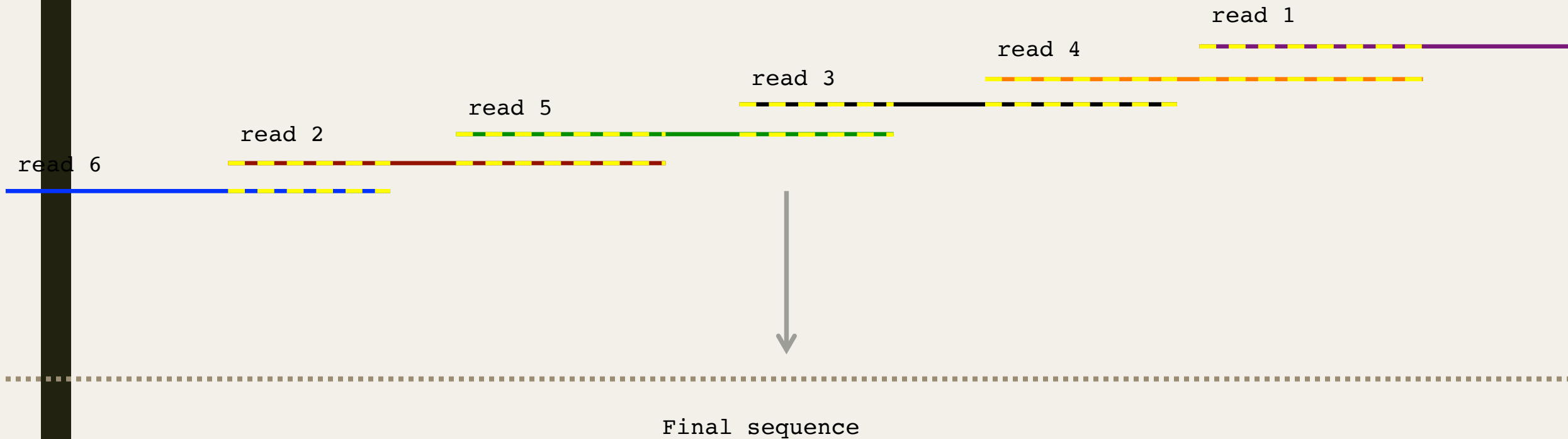
pairs $\rightarrow O(n^2)$

$O(L^2 n^2)$

Overlap graph



Perfect graph traversal



Activity example: $L = 10$, $T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

R2 : TGGCGTATCG

R3 : GGCGTATCGC

R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC

Activity example: $L = 10$, $T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

★ R1 : ACTGGCGTAT
R2 : TGGCGTATCG
R3 : GCGTATCGC
R4 : CGTATCGCAG
R5 : TATCGCAGTA
R6 : CGCAGTAAAC

R1

R2

R3

R4

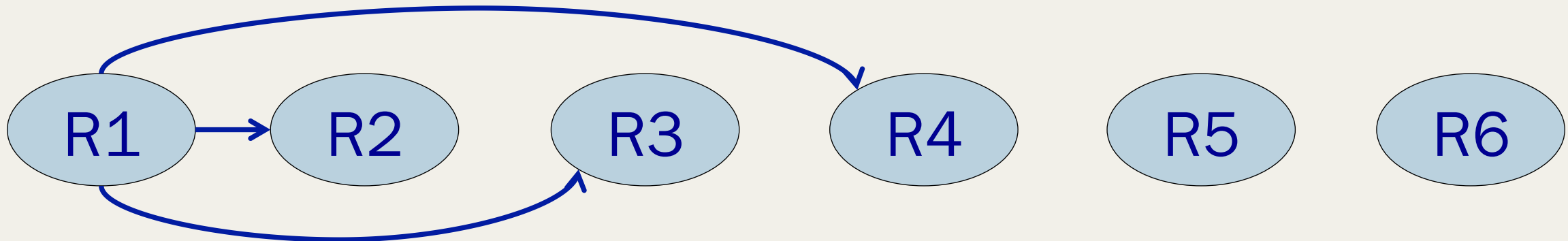
R5

R6

Activity example: $L = 10$, $T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

★ R1 : ACTGGCGTAT
R2 : TGGCGTATCG
R3 : GGC GTATCGC
R4 : CGTATCGCAG
R5 : TATCGCAGTA
R6 : CGCAGTAAAC



Activity example: $L = 10$, $T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

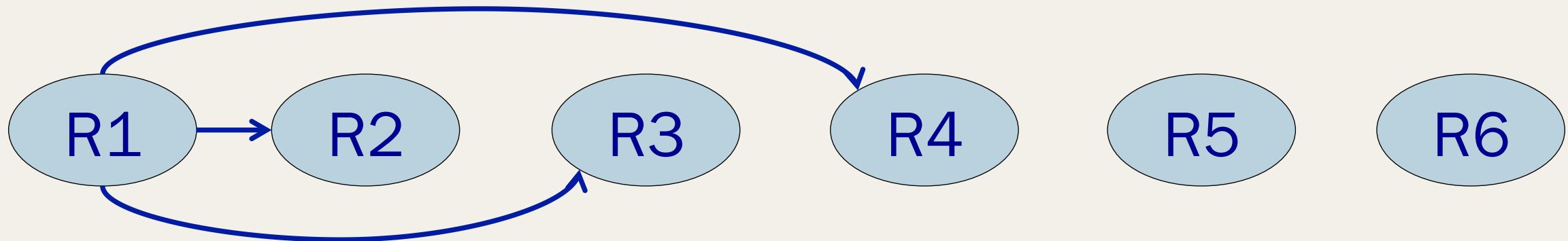
★ R2 : TGGCGTATCG

R3 : GGCGTATCGC

R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10, T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

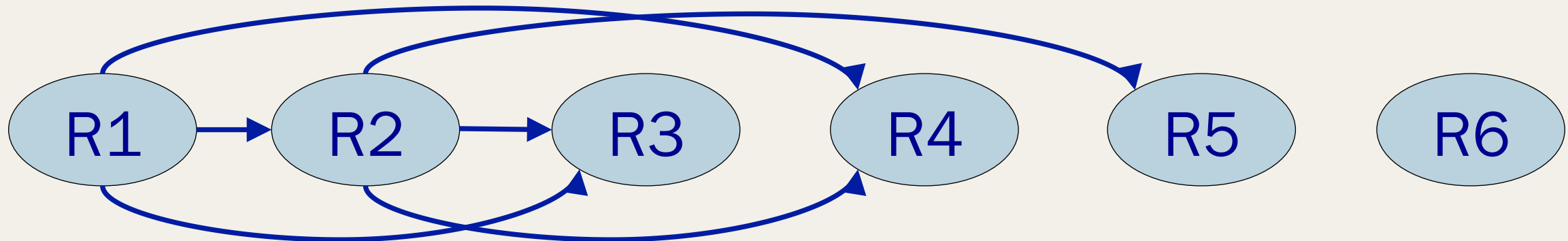
★ R2 : TGGCGTATCG

R3 : GGCGTATCGC

R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10, T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

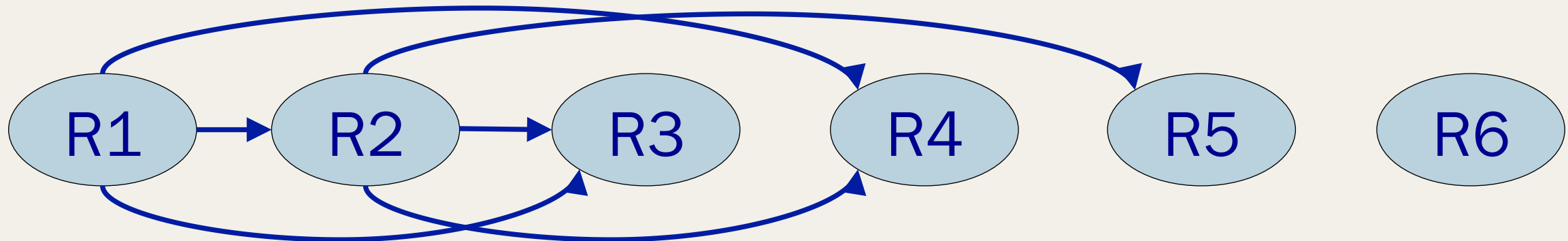
R2 : TGGCGTATCG

★ R3 : GGCGTATCGC

R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10, T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

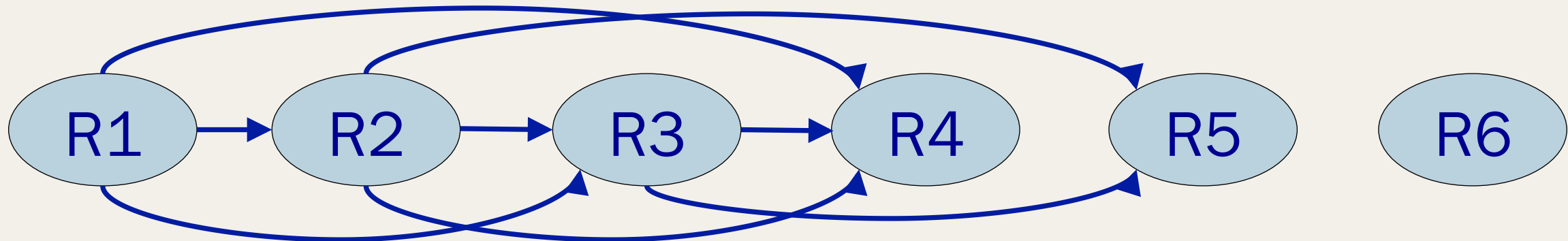
R2 : TGGCGTATCG

★ R3 : GGCGTATCGC

R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10, T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

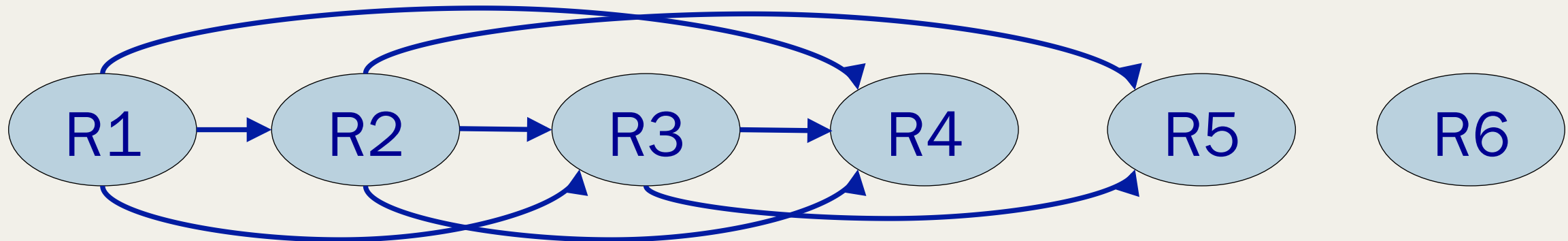
R2 : TGGCGTATCG

R3 : GGCGTATCGC

★ R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10$, $T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

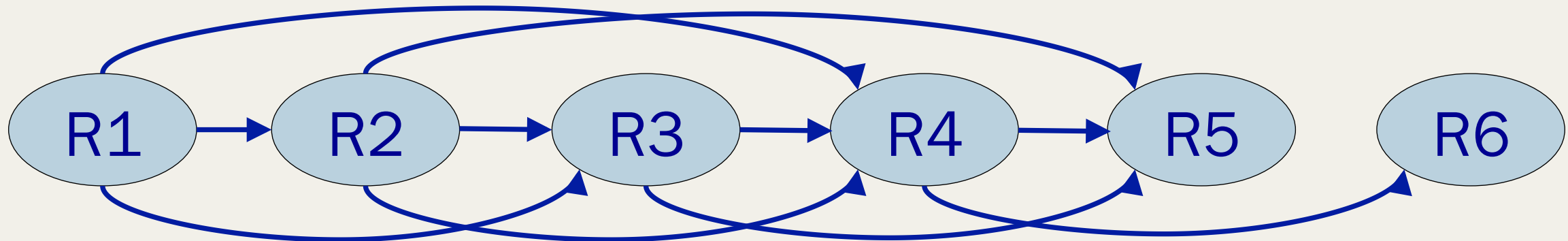
R2 : TGGCGTATCG

R3 : GGCGTATCGC

★ R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10, T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

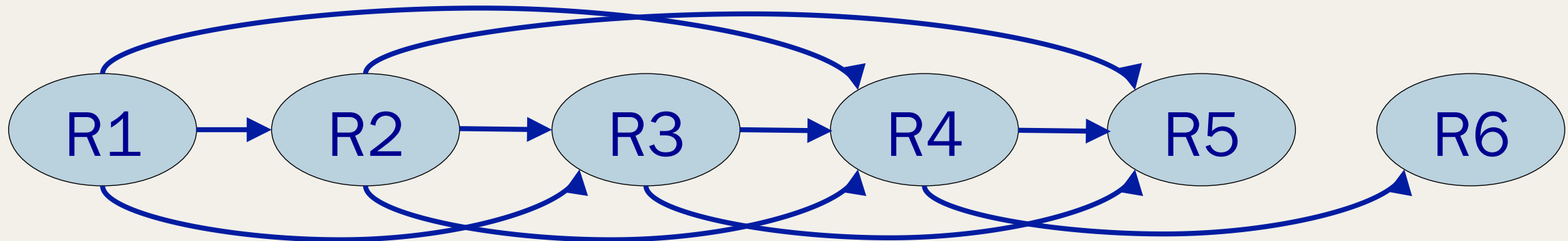
R2 : TGGCGTATCG

R3 : GGCGTATCGC

R4 : CGTATCGCAG

★ R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10$, $T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

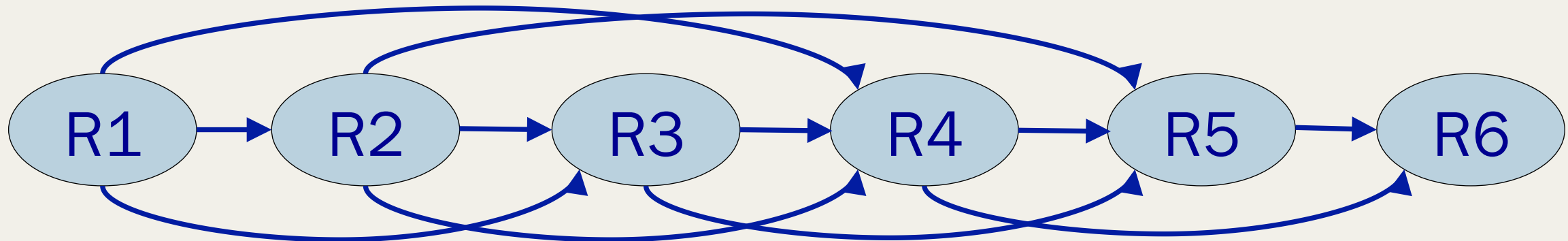
R2 : TGGCGTATCG

R3 : GGCGTATCGC

R4 : CGTATCGCAG

★ R5 : TATCGCAGTA

R6 : CGCAGTAAAC



Activity example: $L = 10, T = 5$

ATATATACTGGCGTATCGCAGTAAACGCGCCG

R1 : ACTGGCGTAT

R2 : TGGCGTATCG

R3 : GGCGTATCGC

R4 : CGTATCGCAG

R5 : TATCGCAGTA

R6 : CGCAGTAAAC

