TOPIC 4: Sequence alignment

Biol 525D - Bioinformatics for Evolutionary Biology 2019

Learning Goals

- Be able to define the two main methods of alignment.
- Understand the two main algorithms for NGS alignment, including strengths and weaknesses.
- Be able to read SAM format

Sequence alignment

- Sequence alignment is a way of arranging the sequences of DNA, RNA, or protein to identify regions of similarity that may be a consequence of functional, structural, or evolutionary relationships between the sequences.

Think-Pair-Share

- What makes alignment a hard problem in biology?

Pairwise alignment

- Alignment of two sequences is a relatively straightforward computational problem, but…
  - there are many possible alignments
  - there can be a very large reference
- NOTE: Two sequences can always be aligned and there can be more than one optimal solution

Methods of alignment

- By hand
- Mathematical approach
  - Dynamic programming (slow, but optimal)
- Heuristic methods (fast, but approximate)
  - BLAST, short read aligners

Dynamic programming

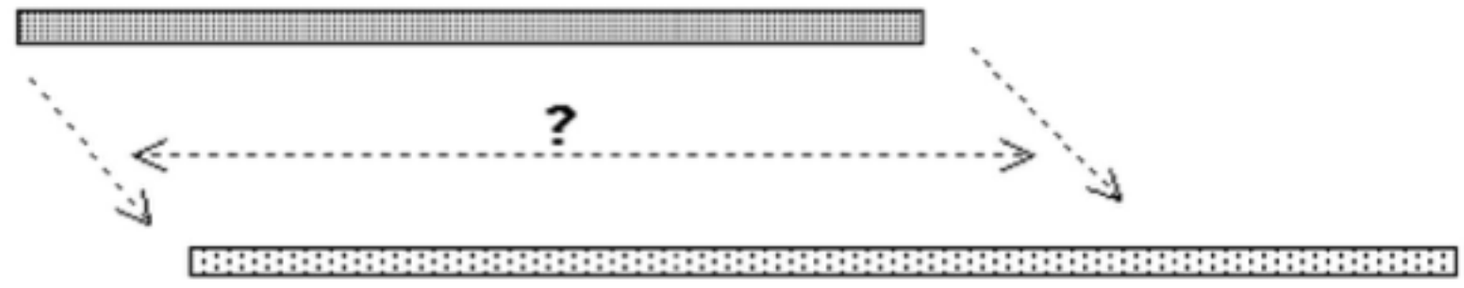
- Dynamic programming is a general programming technique.
- It structures a large search space into a succession of stages
  - The initial stage contains trivial solutions to sub-problems
  - Each partial solution in a later stage can be calculated by recurring a fixed number of partial solutions in an earlier stage
  - The final stage contains the overall solution

Global vs Local alignments

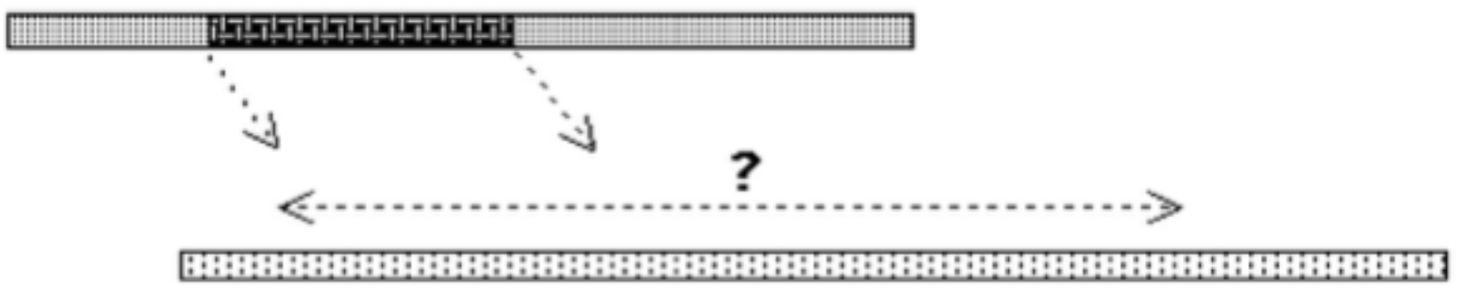
- Global alignment algorithms start at the beginning of two sequences and add gaps to each until the end of one is reached (Needleman-Wunsch).

- Local alignment algorithms finds the region (or regions) of highest similarity between two sequences and build the alignment outward from there (Smith-Waterman).

Global Alignment



Local Alignment



Basic principles of dynamic programming

- There are too many comparisons to try them all so instead:
  - Build alignment path matrix
  - Stepwise calculation of score values
  - Backtracking (evaluation of optimal path)

Scoring methods

- Scoring systems:
    - Each symbol pairing is assigned a numerical value, based on a symbol comparison table.
        - nucleotides
        - amino acids (PAM, BLOSUM)
- Gap penalties:
    - Opening: The cost of introducing a gap.
    - Extension: The cost to elongate a gap.

Gap penalties

- Too little gap penalty gives nonsense non-homologous alignments.

- Gaps are common, so too high gap penalty removes real alignments.

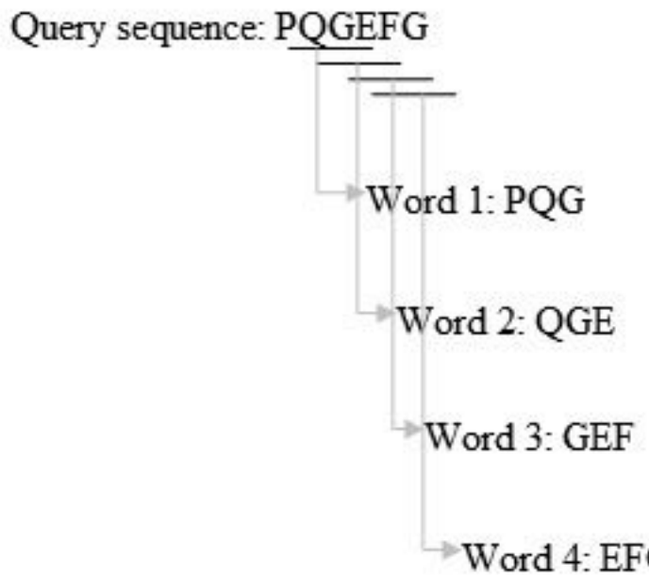
- “Affine” gap penalty has a large penalty to introduce a gap and a smaller penalty to extend one.

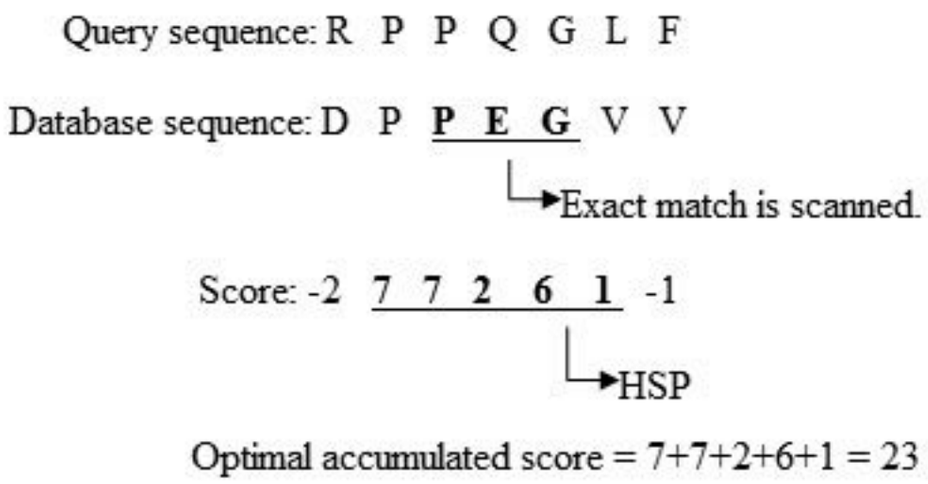
BLAST - Best Local Alignment Search Tool

- Designed to identify homologous sequences.

- Hashed seed-extend algorithm

- First finds highly conserved or identical sequences which are then extended with a local alignment

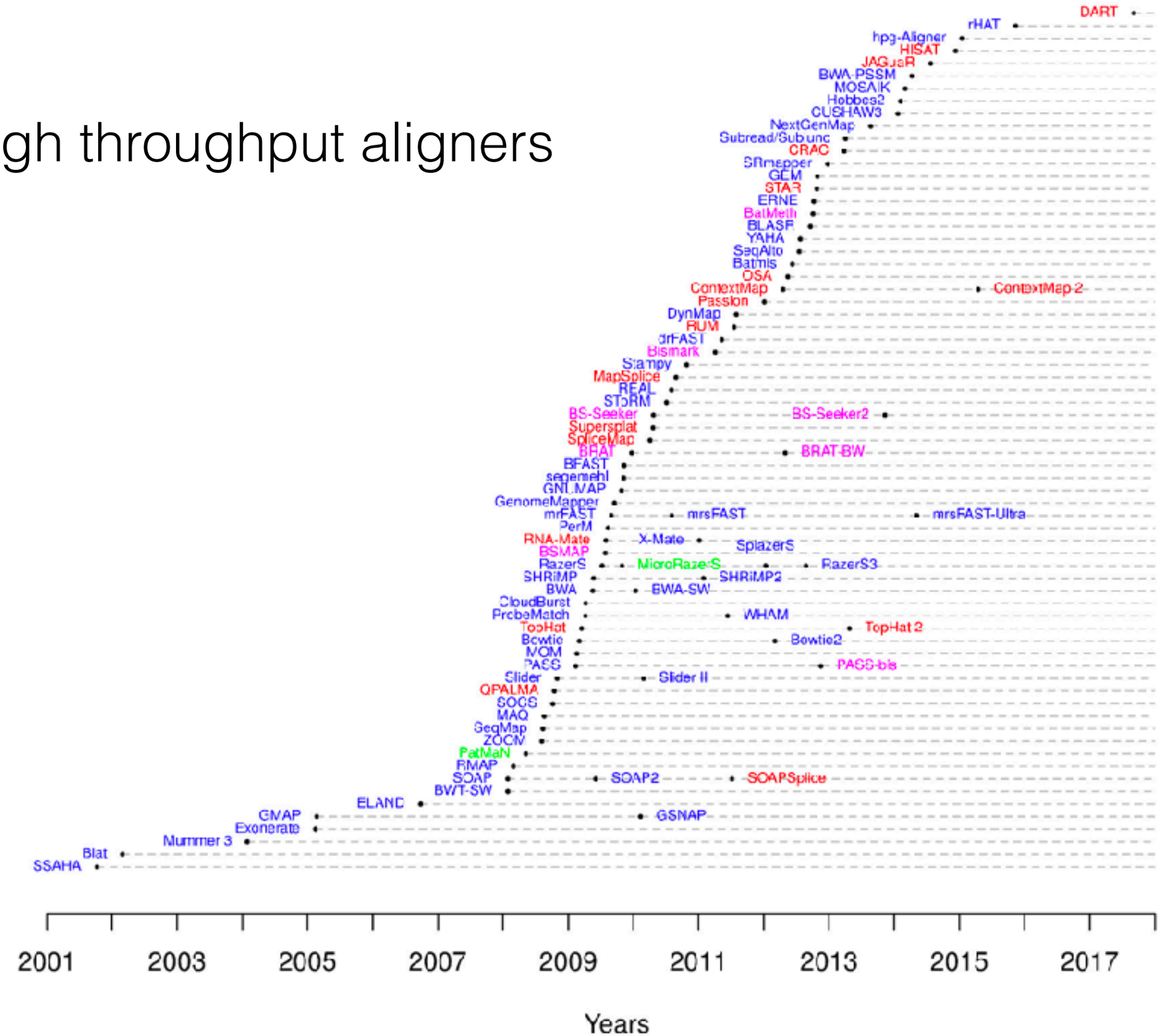




BLAST

- Why not use BLAST for short read data?
  - Typically takes 0.1 to 1 second to search 1 sequence against a database
  - 60 million reads equates to 70 CPU days

High throughput aligners



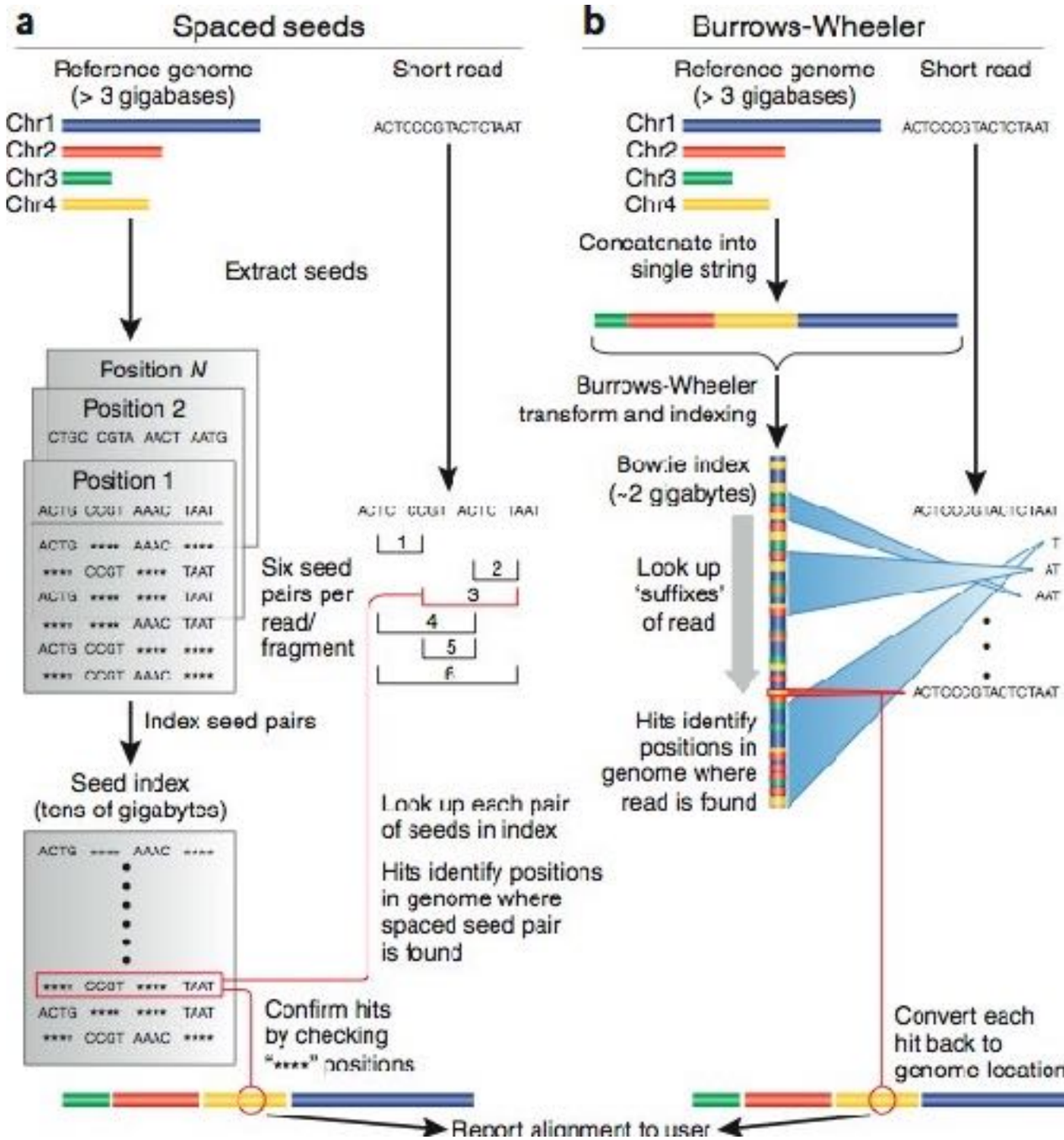
http://www.ebi.ac.uk/~nf/hts_mappers/

Short read alignment is hard

- Billions of short sequences aligned to a very long reference

- Short reads contain less information and are less likely to have a unique mapping location

Approaches to align short reads



Trapnell & Salzberg 2009

Hashed seed-extend algorithms

- Two step process:
  - Identify a match to the seed sequence in the reference
  - Extend match using sensitive (but slow) Smith-Waterman algorithm

Seed-extend algorithm

Reference sequence:

…GATCTCGATCGATGATCGTAGGATTGATCAGCTA…

Short read:

TCGATCGATGATCGAAGGATTGATCAG

Seed-extend algorithm

Reference sequence:

…GATCTCGATCGATGATCGTAGGATTGATCAGCTA…

Short read:

TCGATCGAT GATCGAAGG ATTGATCAG

9bp seed 9bp seed 9bp seed

The algorithm will try to match each seed to the reference. If there is a match with any seed, it performs a local alignment

Seed-extend algorithm

Reference sequence:

seed ->Extend with Smith-Waterman->

…GATCTCGATCGATGATCGTAGGATTGATCAGCTA…

TCGATCGATGATCGAAGGATTGATCAG

Short read:

TCGATCGAT GATCGAAGG ATTGATCAG

9bp seed 9bp seed 9bp seed

Here there is a match with at least one seed

Seed-extend algorithm

Reference sequence:

…GATCTCGATCGATGATCGTAGGATTGATCAGCTA…

Short read:

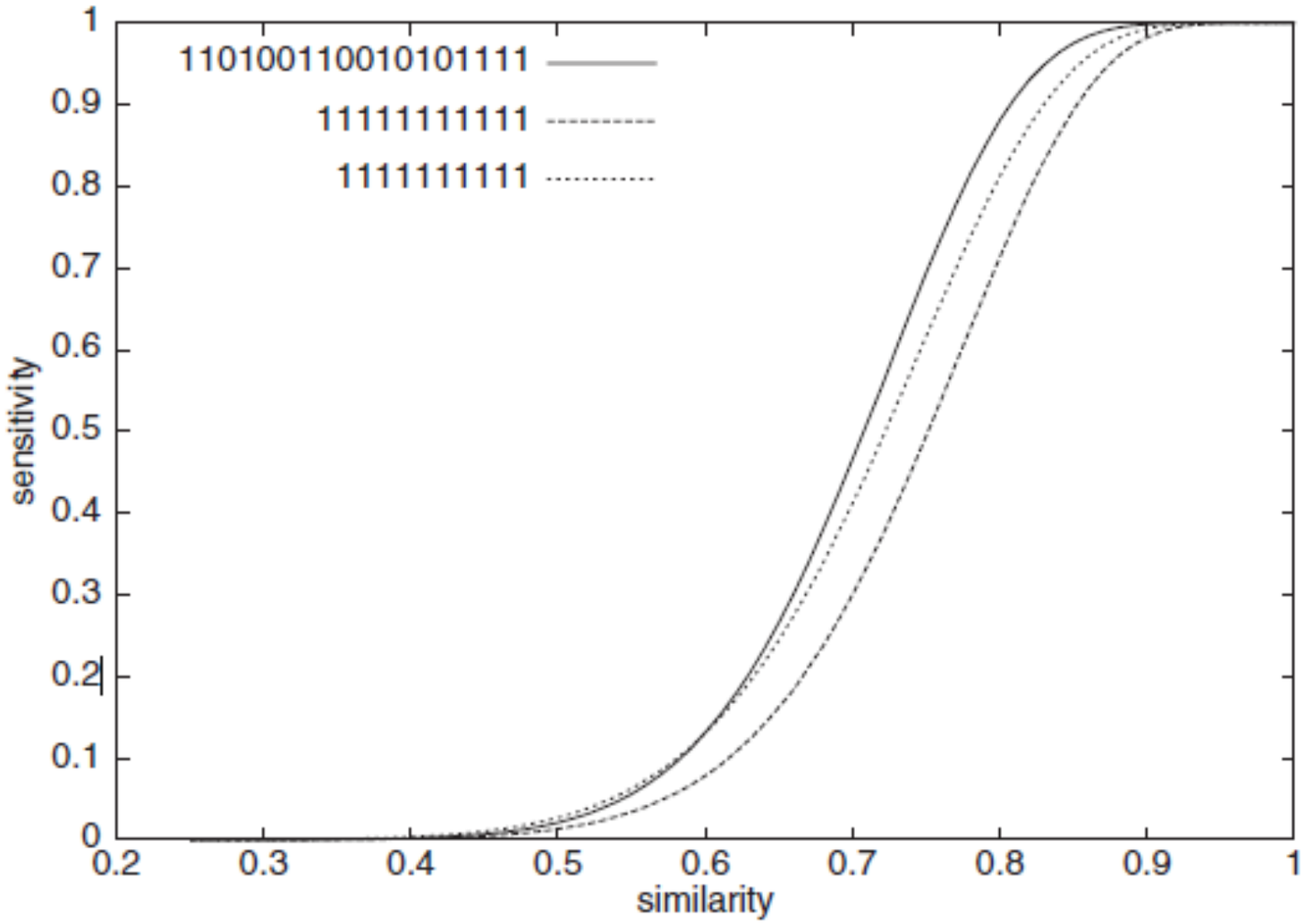
TAGATCGAT GATCGAAGG ATTGAGCAG

9bp seed 9bp seed 9bp seed

With three sequencing errors/SNPs, there can be no matches

Spaced seeds

- To increase sensitivity we can used spaced-seeds:



Spaced seeds

- To increase sensitivity we can used spaced-seeds:

```
   111111111
GATAGCTAGCTAAT
  AGCTAGCTA
```

Consecutive seed template with **length** 9bp

Reference

Query

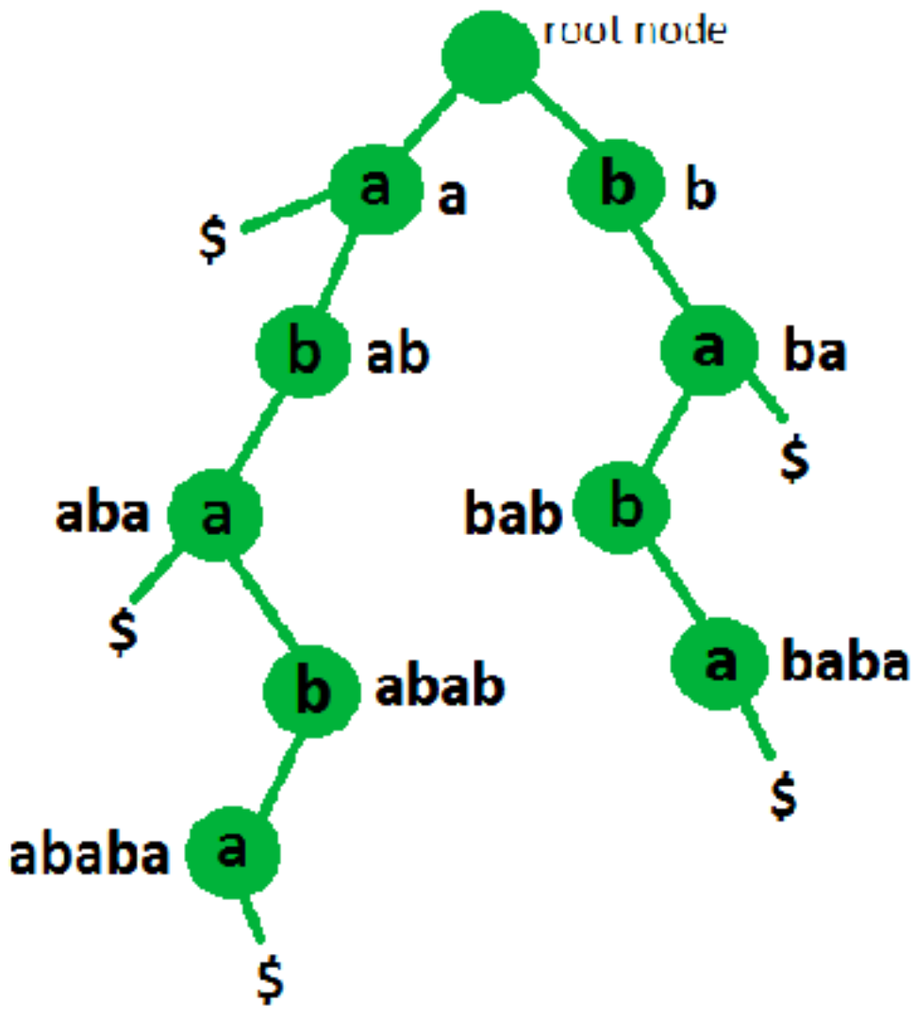
```
101011010011011
GATAGCTAGCTAAT
GATAGCGAGCTAAT
```

Consecutive seed template with **weight** 9bp

Reference

Query

Suffix-Trie



Trie for string ababa with corresponding substring for each node

Suffix-Prefix Trie

- A family of methods which uses a Trie structure to search a reference sequence (e.g. Bowtie, BWA, SOAP2)

- Trie – data structure which stores the suffixes (i.e. ends of a sequence)

- Key advantage over hashed algorithms:

    - Alignment of multiple copies of an identical sequence in the reference only needs to be done once

    - Use of an FM-Index to store Trie can drastically reduce memory requirements (e.g. Human genome can be stored in 2Gb of RAM)

    - Burrows Wheeler Transform to perform fast lookups

Burrows-Wheeler Algorithm

- Encodes data so that it is easier to compress
- Can be reversed to recover the original word

Transformation				
Input	**All Rotations**	**Sorting All Rows in Alphabetical Order by their first letters**	**Taking Last Column**	**Output Last Column**
^BANANA|	^BANANA| |^BANANA A|^BANAN NA|^BANA ANA|^BAN NANA|^BA ANANA|^B BANANA|^	ANANA|^B ANA|^BAN A|^BANAN BANANA|^ NANA|^BA NA|^BANA ^BANANA| |^BANANA	ANANA|^B ANA|^BAN A|^BANAN BANANA|^ NANA|^BA NA|^BANA ^BANANA| |^BANANA	BNN^AA|A

Suffix-Prefix Trie

- Less sensitive for sequences that are more different from the reference.
  - Sequencing errors
  - Query - Reference differences

Comparison

Hash referenced spaced seeds (NextGenMap)

- Requires more RAM
- Runs slower
- Simpler to program
- More sensitive

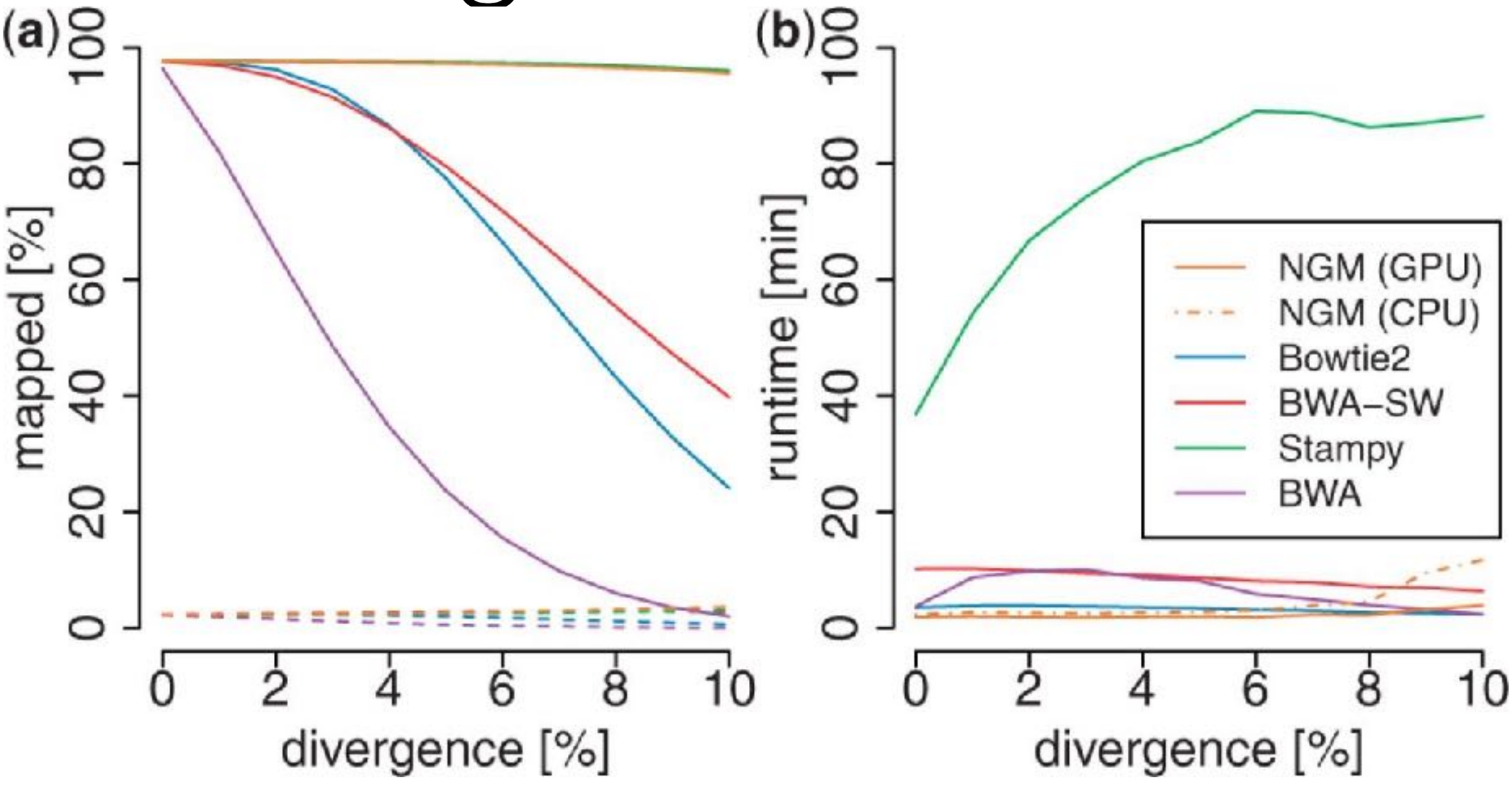
Suffix/Prefix Trie (BWA)

- Requires less RAM
- Runs much faster
- Complicated to program
- Less sensitive

Popular short read aligners

Program	Algorithm	Speed	Accuracy in for divergent sequences
Bowtie2	Suffix/Prefix	Very fast	Low
BWA	Suffix/Prefix	Fast	Medium
Stampy	Hashing ref	Slow	High
Soap2	Suffix/Prefix	Fast	Low
Novoalign	Hashing ref	Slow	High
NextGenMap	Hashing ref	Med	High

Alignment stats



*From NextGenMap paper

Think-Pair-Share

- Third generation sequencing can produce very long reads (10-50 Kbp), but are very error prone (~5-10% errors)

- Why would suffix-trie based aligners do poorly with this data?

Long read alignment

- Longer reads have more information, but more error.

Long read alignment

1. Find exact matches between read fragment and reference

2. Look for chains of matches

3. Use local alignment of read to best reference region.

Long read alignment

- Longer reads have more information, but more error.

- Example: **NGMLR** uses k-mers to pick region and smith-waterman for exact placement.

- Other programs:

  - KART, BWA-MEM, BLASR, minimap2

Alignment choice

- Speed needed?
- How divergent is sequence from reference? Same species or relative?
- How much variation in your samples?
- Genome size of reference?

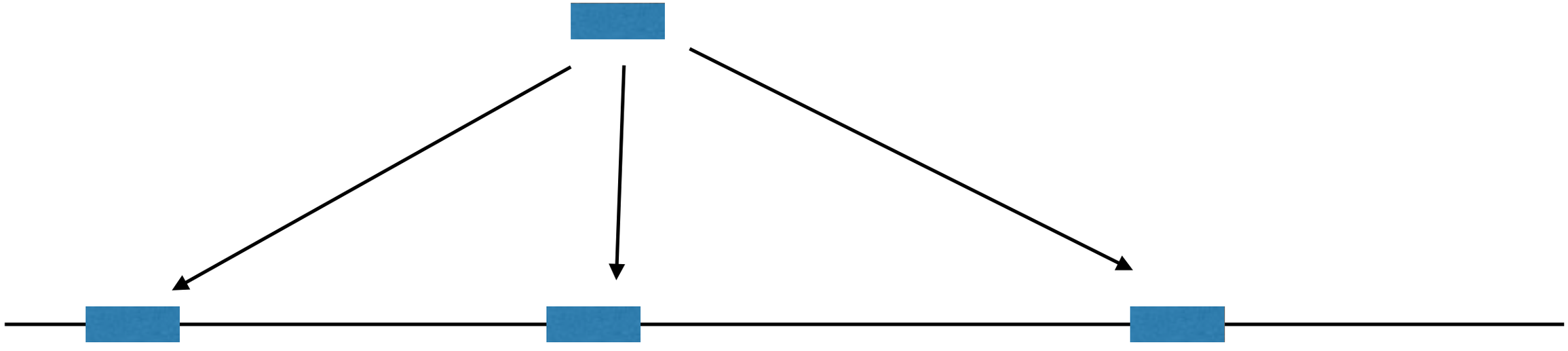
Other considerations

- PCR duplicates
- Multi-mapping reads
- Spliced-read mapping

PCR duplicates

- Most library preps have at least one PCR amplification step
    - PCR can introduce errors and then sequencing multiple copies makes it seem like a real SNP
- SAMtools and Picard can flag or remove these duplicates based on alignment location
    - Samples with same start and stop position are considered duplicates
    - Don’t flag duplicates for GBS (set start and stop)

Multiple mapping reads

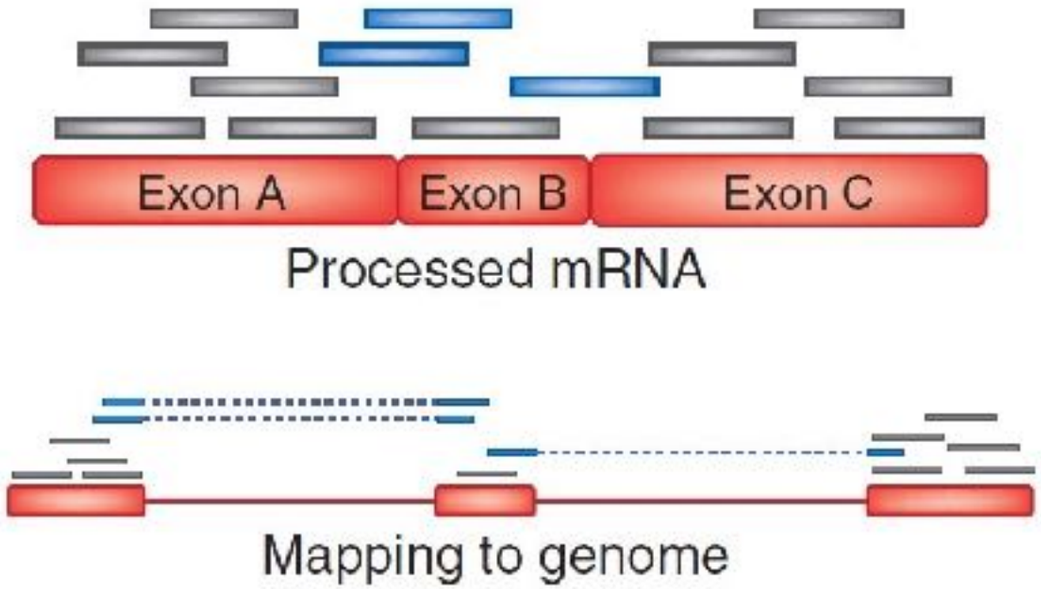


- A single read may occur more than once in a reference genome, due to gene/chromosome duplication or repetitive elements

- Reads may be assigned to one random location

- Affects mapping quality

Spliced-read mapping



- Need to account for splicing
- Examples: TopHat, SubRead, Star

SAM (BAM) format

- Sequence Alignment/Map format
  - Universal standard.
  - Generally aligned to reference, but not necessarily
  - Human-readable (SAM) and compressed (BAM) forms
- Structure:
  - Header: Version, sort order, reference sequences, read groups, program/processing history
  - Alignment records

SAM format

```
@HD     VN:1.5  GO:none SO:coordinate
@SQ     SN:cp_gi_88656873       LN:151104
@SQ     SN:mt_gi_571031384      LN:300945
@SQ     SN:rDNA_gi_563582565    LN:9814
@SQ     SN:Ha1  LN:175985764
@SQ     SN:Ha2  LN:209013747
@SQ     SN:Ha3  LN:203472901
@SQ     SN:Ha4  LN:216026857
@SQ     SN:Ha5  LN:271056985
@SQ     SN:Ha6  LN:100519666
@SQ     SN:Ha7  LN:109221022
@SQ     SN:Ha8  LN:192129815
@SQ     SN:Ha9  LN:253478808
@SQ     SN:Ha10 LN:327788049
@SQ     SN:Ha11 LN:208730832
@SQ     SN:Ha12 LN:208068730
@SQ     SN:Ha13 LN:239367298
@SQ     SN:Ha14 LN:230295834
@SQ     SN:Ha15 LN:202246870
@SQ     SN:Ha16 LN:226777971
@SQ     SN:Ha17 LN:267415242
@SQ     SN:Ha0_73Ns     LN:359367108
@RG     ID:HI.2034.006.Index_18.W70_NHK_2013_5  LB:Anomalus     PL:ILLUMINA     SM:HI.2034.006.Index_18.W70_NHK_2013_5  PU:Anomalus
@PG     ID:ngm  PN:ngm  CL:" --affine 0 --argos_min_score 0 --bam 1 --block_multiplier 2 --bs_cutoff 6 --bs_mapping 0 --cpu_threads 11 --dualstrand 1
@PG     ID:ngm.1        PN:ngm  CL:" --affine 0 --argos_min_score 0 --bam 1 --block_multiplier 2 --bs_cutoff 6 --bs_mapping 0 --cpu_threads 11 --
@PG     ID:ngm.2        PN:ngm  CL:" --affine 0 --argos_min_score 0 --bam 1 --block_multiplier 2 --bs_cutoff 6 --bs_mapping 0 --cpu_threads 11 --
```

Sort order

Reference sequence name and length

Read group information

Program information

SAM format

Read lines

SRR035022 163 chr16 59999 37 22D54M = 60102 179 CCAACCCAAC... >AAA=>?AA... XT:A:M XN:i:2 SM:i:37

<QNAME> <FLAG> <RNAME> <POS> <MAPQ> <CIGAR> <MRNM> <MPOS> <ISIZE> <SEQ> <QUAL> [<TAG>]

Mapping Quality

- MapQ = Qs = -10 $\log_{10}$(P)
- P = probability that this mapping is NOT the correct one
- MapQ = 0 = equally likely to map somewhere else
- Different programs use different formulas for P