

Parameterized-complexity algorithms for the RNA sequence/structure alignment problem

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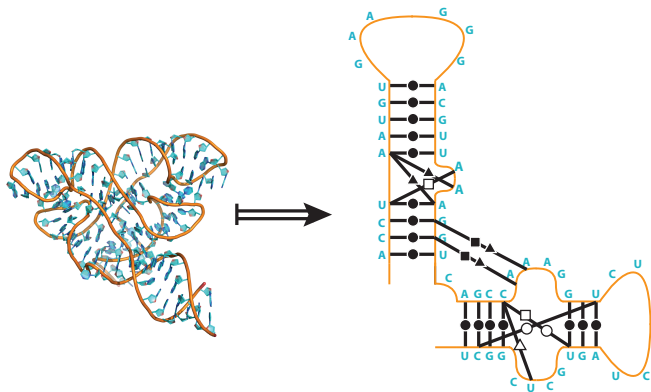
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[°] PIMS, Simon Fraser University

[•] LIX/CNRS, Ecole Polytechnique, France

Discrete Maths Seminar@SFU

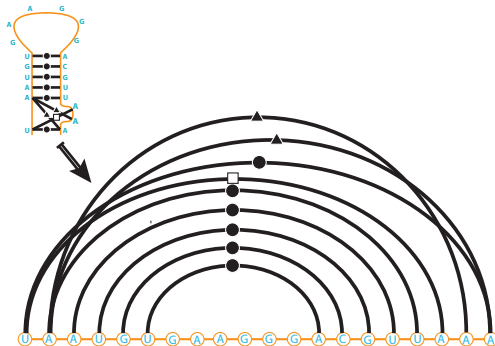




- ▶ **RNA** = Sequence of **nucleotides** {A, C, G, U}
- ▶ **Interactions** = Pairs (Canonical/Non-canonical) of nucleotides
- ▶ **Structure** = Set of base-pairs \approx **Function** (conserved)

Arc-annotated sequences

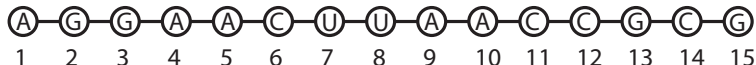
Arc-annotated sequence = Sequence + Interactions



Primary Structure

- ▶ Represents nucleotides sequence
- ▶ No interaction

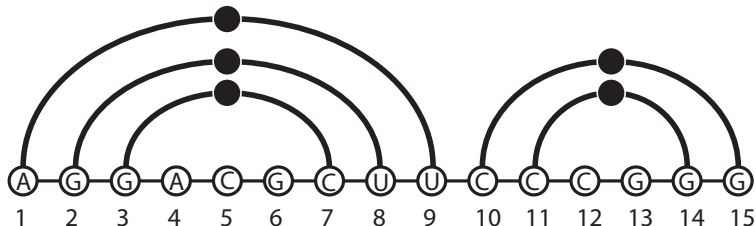
Boring...



Secondary Structure

- ▶ Scaffold/blueprint for 3D
- ▶ Only includes non-crossing canonical interactions (WC/WC cis, GC/AU/GU)
- ▶ Any nucleotide has ≤ 1 partner

Better...

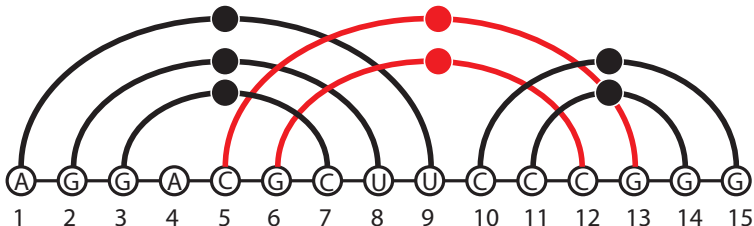


Secondary Structure with Pseudoknots

- ▶ Includes all canonical crossing interactions
- ▶ Any nucleotide has ≤ 1 partner

Wow...

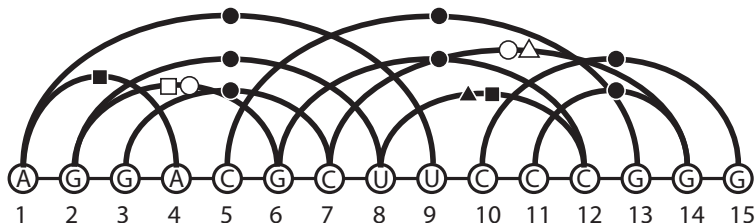
Pseudoknots play a major part in the architecture of some RNAs
Yet they are hard to handle algorithmically!



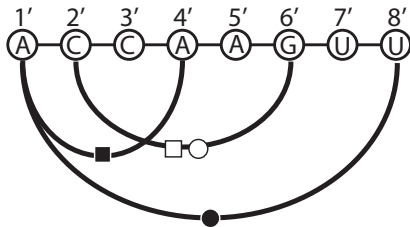
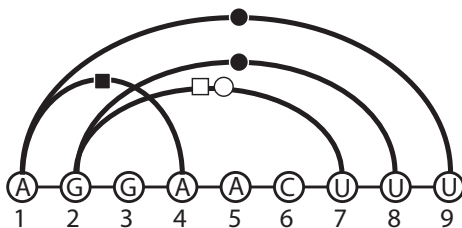
Extended secondary structure

- ▶ Captures any interaction (canonical and non-canonical)
- ▶ Possibly, multiple partners per position

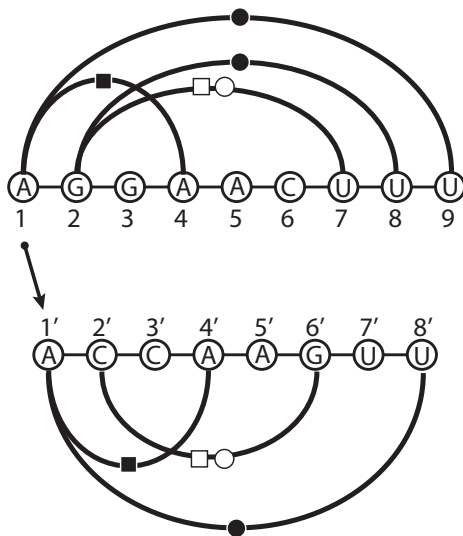
Now we're talking!



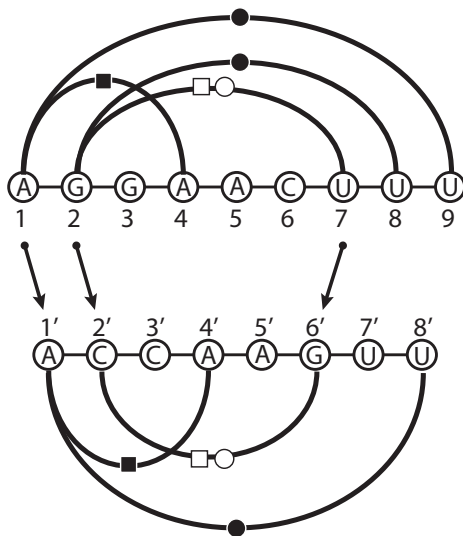
Sequence-structure alignment



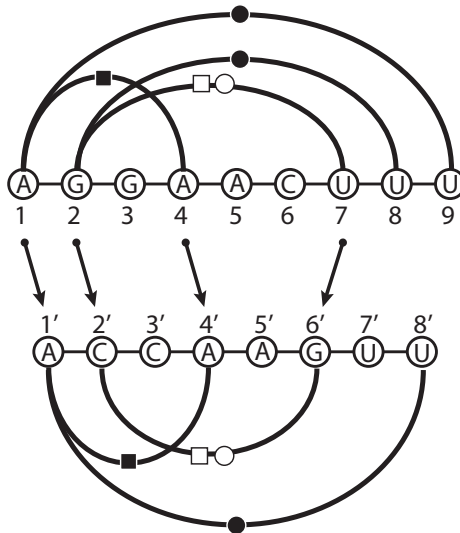
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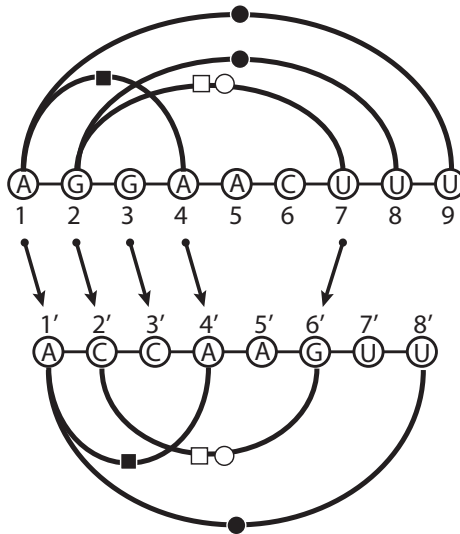
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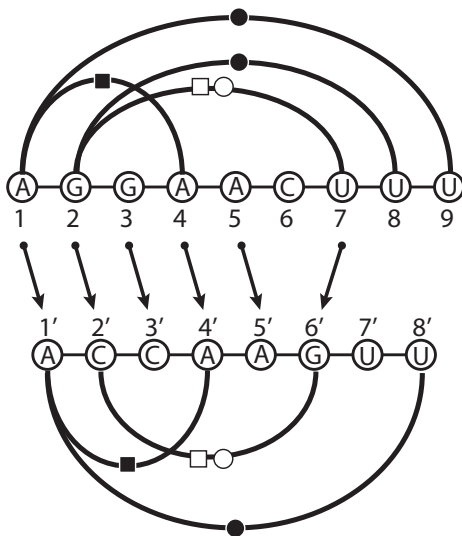
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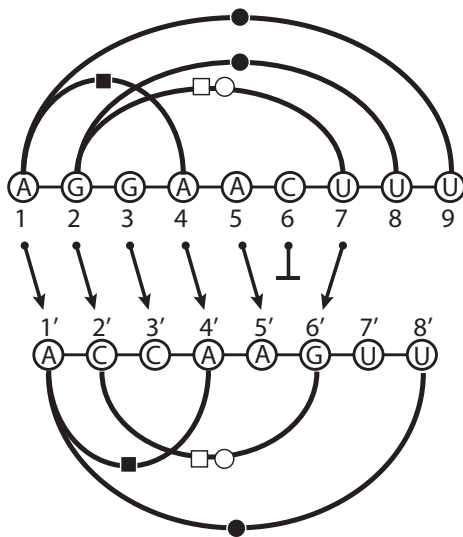
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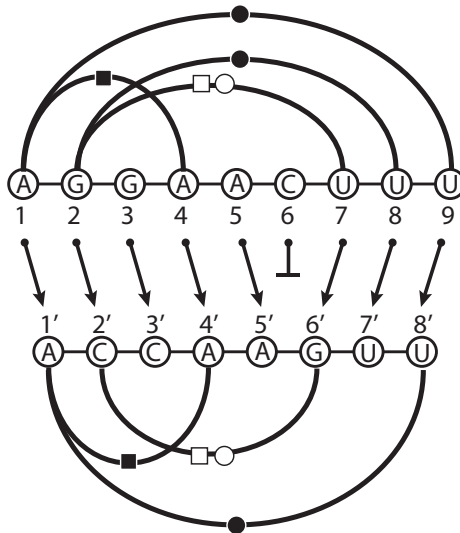
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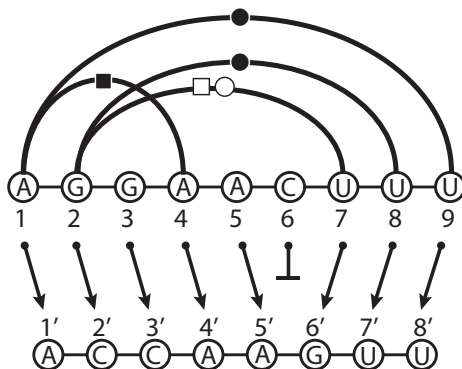
Sequence-structure alignment



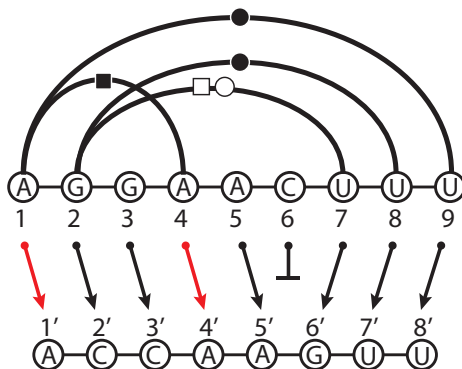
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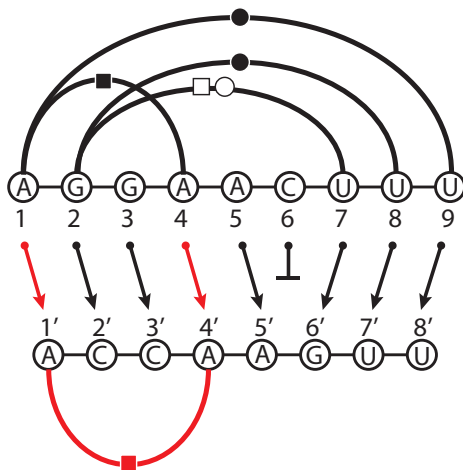
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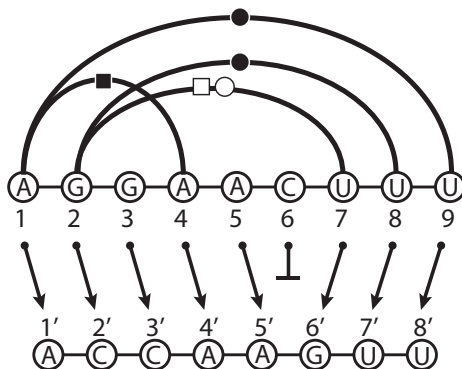
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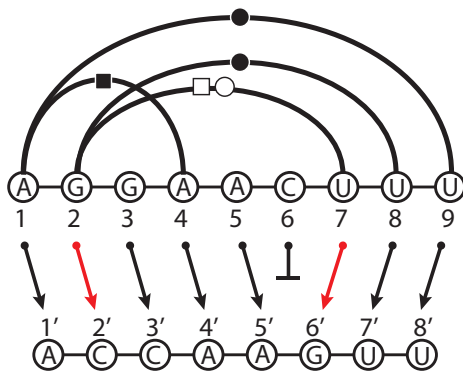
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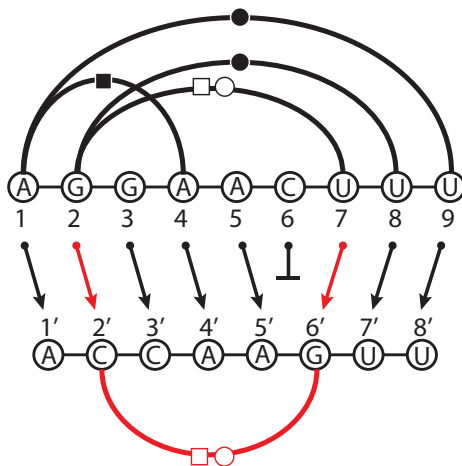
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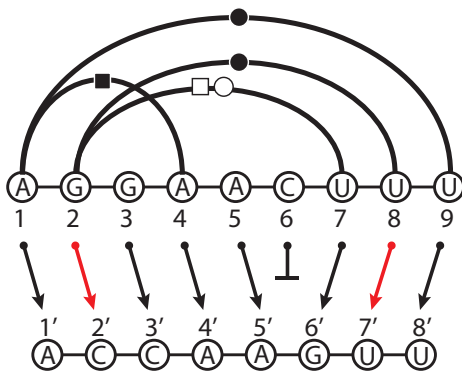
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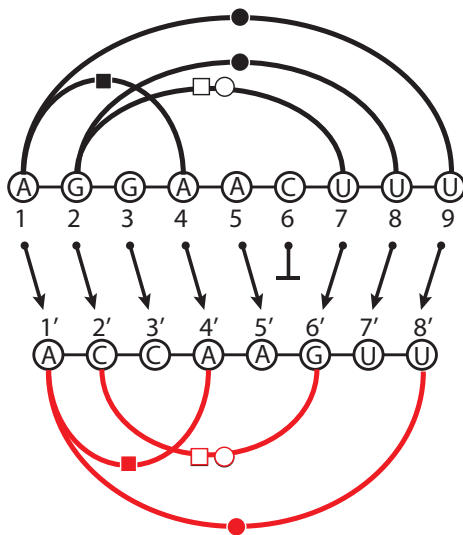
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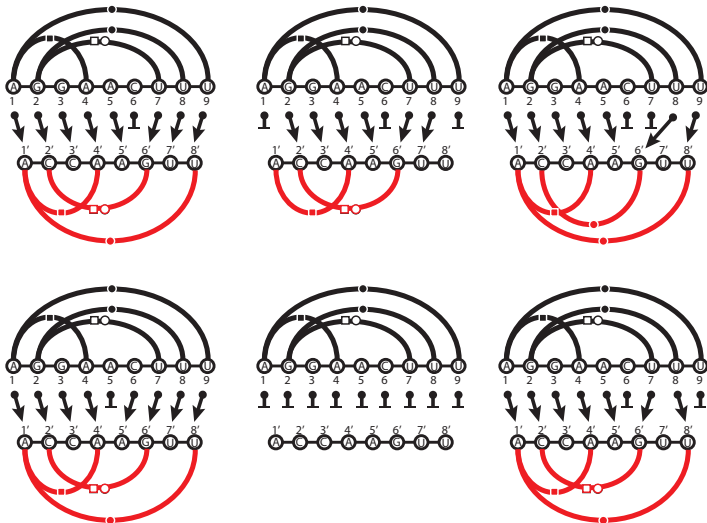
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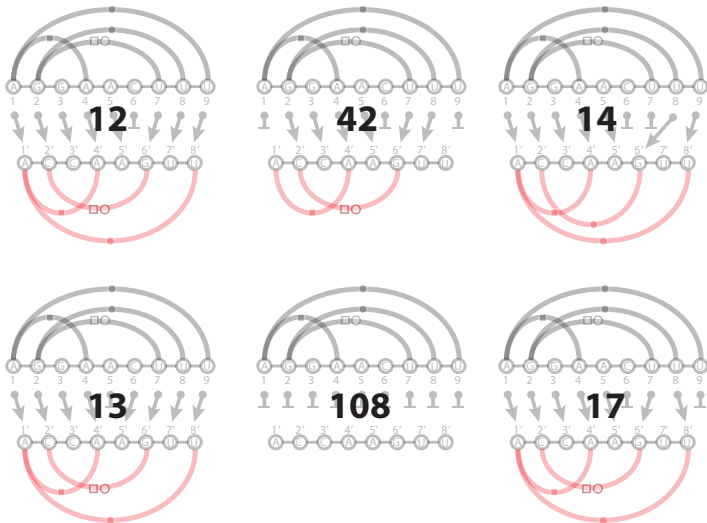


Sequence-structure alignment



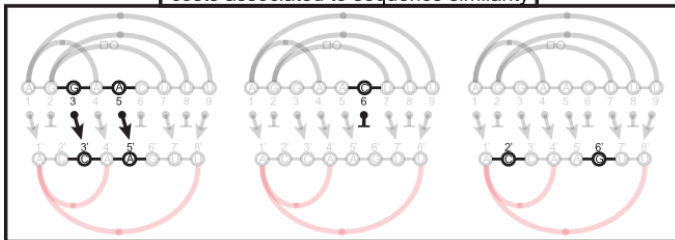
Problem: Find minimal-cost alignment (assignment subject to constraints)

Sequence-structure alignment

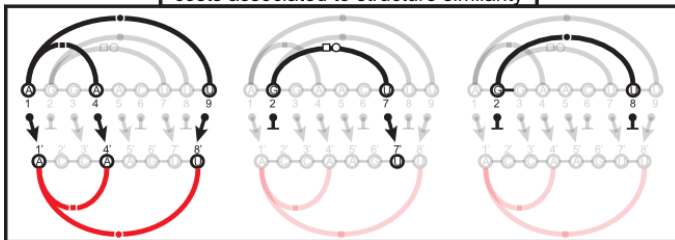


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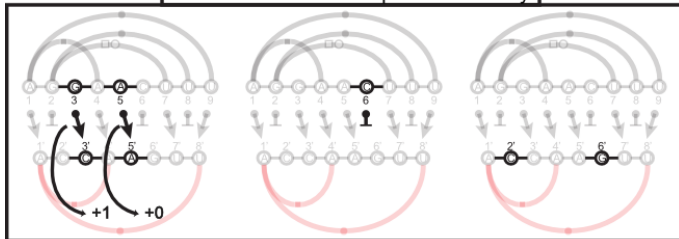
costs associated to sequence similarity



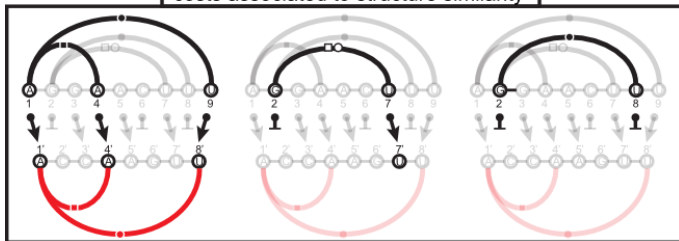
costs associated to structure similarity



costs associated to sequence similarity

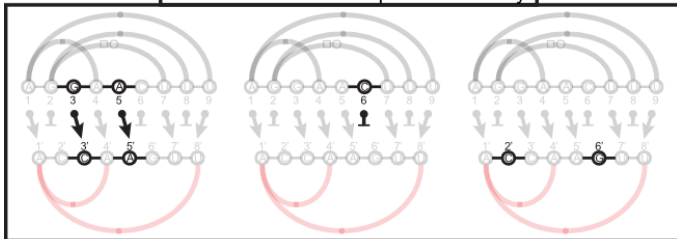


costs associated to structure similarity

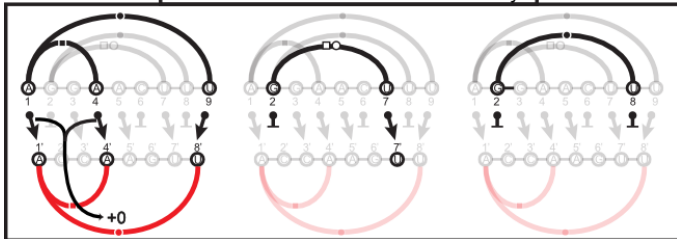


Alignment cost

costs associated to sequence similarity



costs associated to structure similarity



Complexity of structure-sequence alignment

n = Structure Length, m = Sequence Length

Secondary Structure – Sequence	$O(n \cdot m^3)$
Pseudoknots – Sequence	MAX-SNP-Hard
Extended Secondary Structure – Sequence	MAX-SNP-Hard

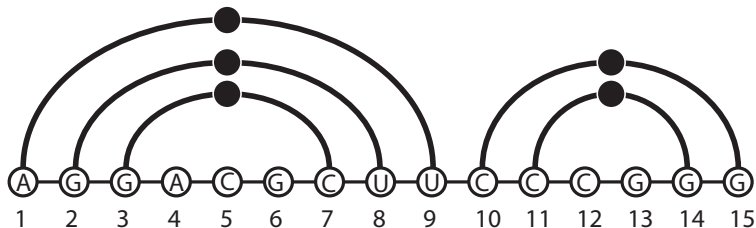
Jiang *et al.* 2001

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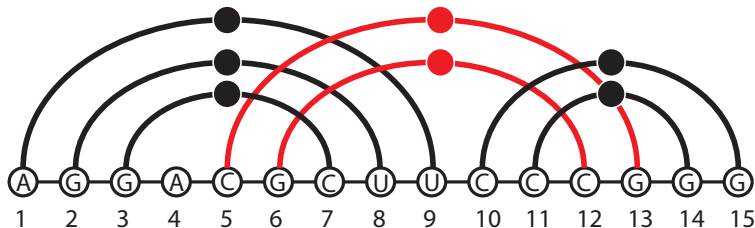


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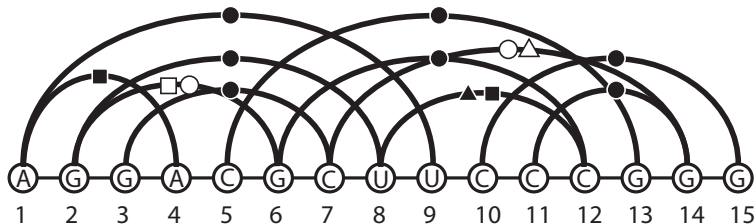


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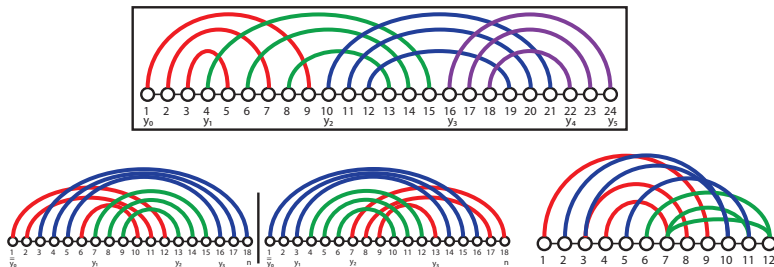
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Complexity of struct.-seq. alignment: Polynomial classes

n = Structure Length, m = Sequence Length, b = #Bands

Standard Pseudoknots	$O(n \cdot m^b)$
Standard Embedded Pseudoknots	$O(n \cdot m^{b+1})$
Simple Non-standard Pseudoknots	$O(n \cdot m^{b+1})$
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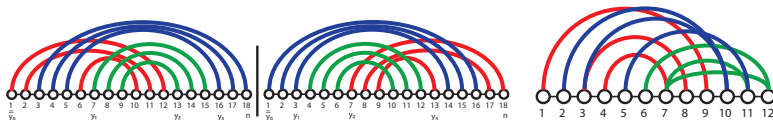
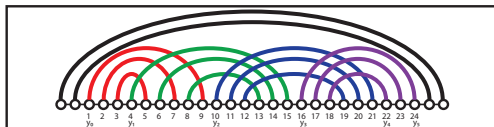


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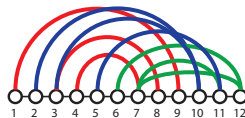
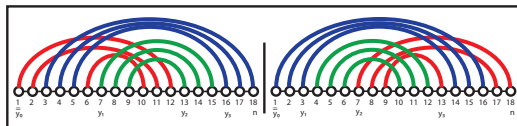
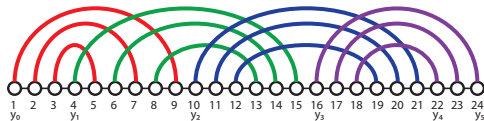


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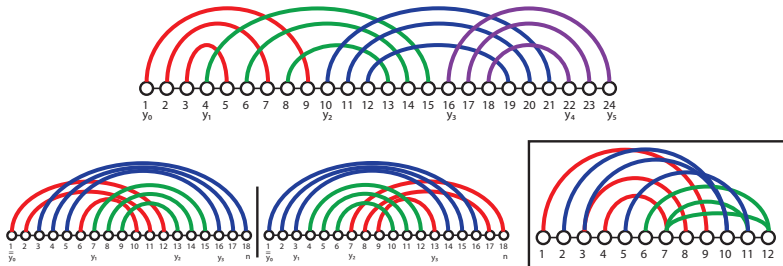


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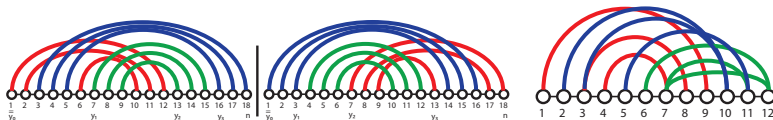
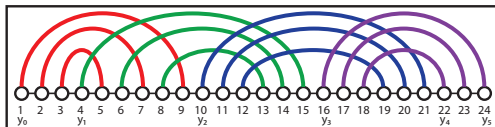


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+ Other $O(n \cdot m^4)/O(n \cdot m^6)$ classes based on folding DP schemes

[Möhl/Will/Backofen 2009]

Message#1

No such a thing as **free** cupcakes

Just ask Marni about it...



Message#2

One class \Rightarrow One algorithm

Is that really necessary...?

*What will you do with **this** RNA?*

Message#3

Despite **huge time/memory consumptions**, existing algorithms
disregard most non-canonical motifs/modules.

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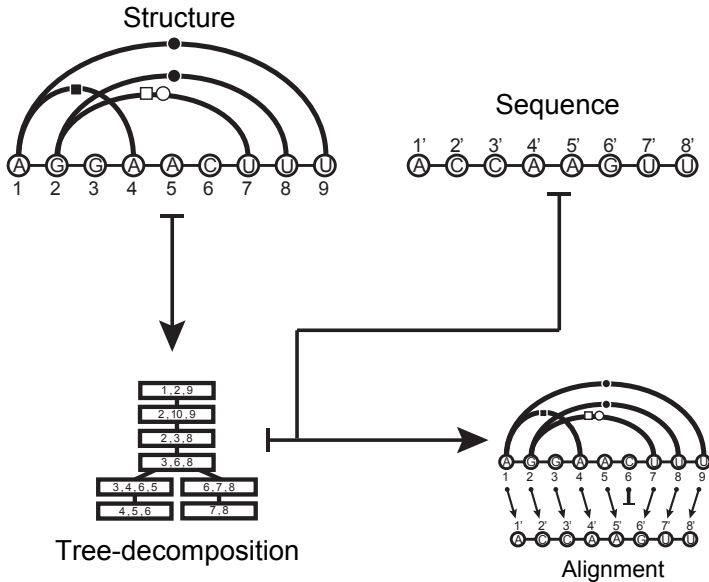
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Outline of general parameterized approach

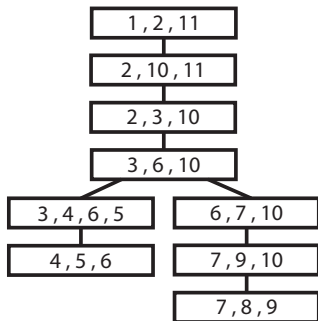
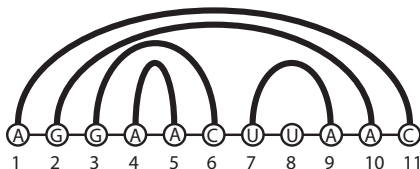


Structure-centric alignment \Rightarrow Constraints

- ▶ Adjacent positions in structure \rightarrow Precedence
- ▶ Paired positions \rightarrow Both partners needed to assign score

Sets of structure-side positions (**bags** $\{\mathcal{B}_i\}$), in a **tree** such that:

- ▶ Every position in the structure appears **at least once**
- ▶ Each **interacting** pair of positions **simultaneously appear** in ≥ 1 bag
- ▶ If $x \in \mathcal{B} \cap \mathcal{B}'$, then x is in **every bag** \mathcal{B}'' on the path from \mathcal{B} to \mathcal{B}'

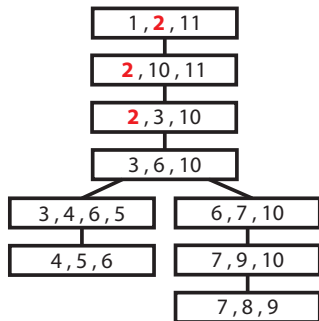
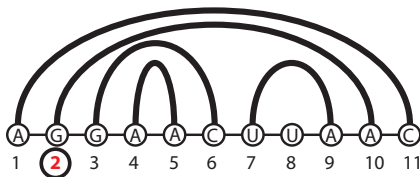


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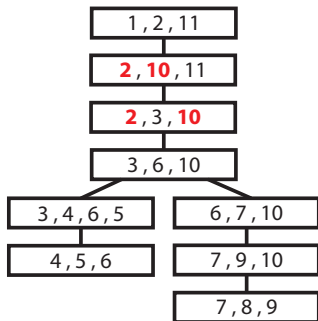
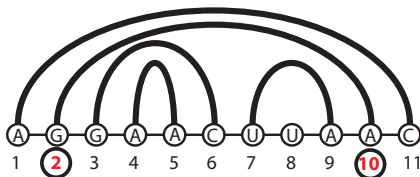


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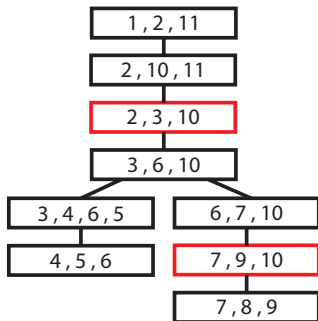
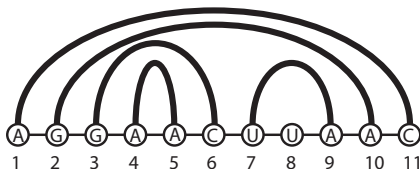


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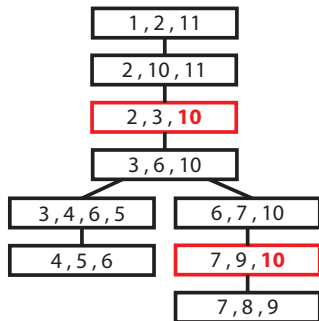
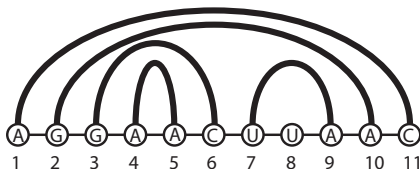


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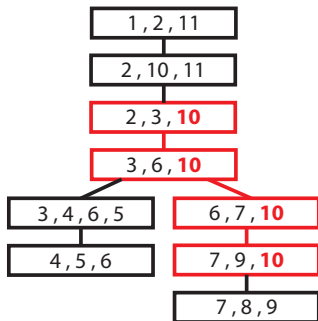
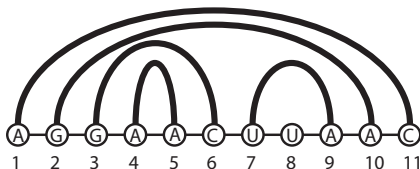


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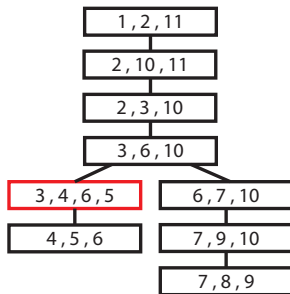
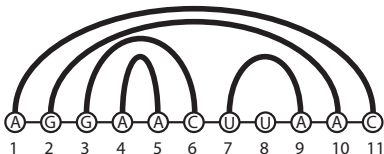


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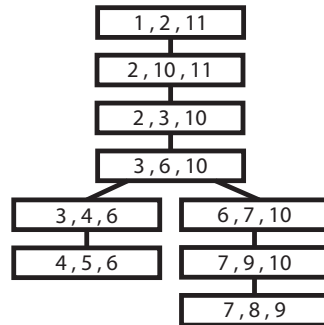
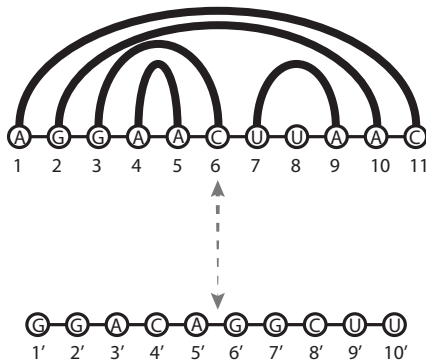
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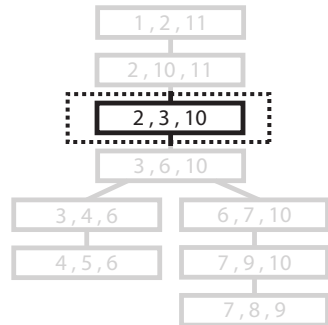
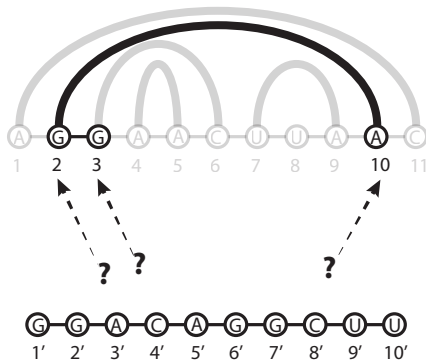
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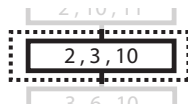
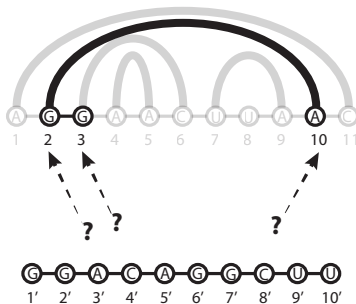
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- ▶ If $x \in \mathcal{B} \cap \mathcal{B}'$, then x is in **every bag** \mathcal{B}'' on the path from \mathcal{B} to \mathcal{B}'



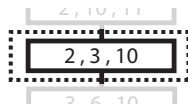
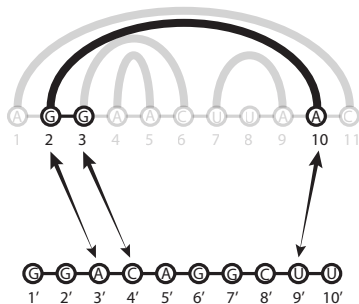
Width k = Size of biggest bag minus one.



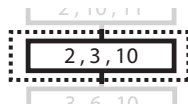
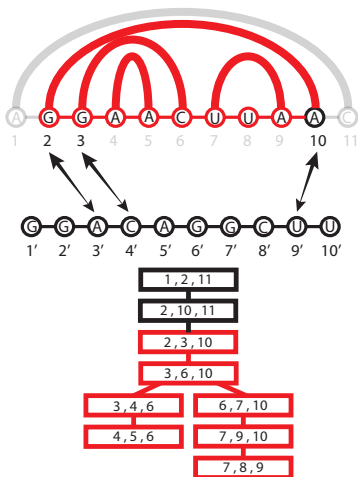




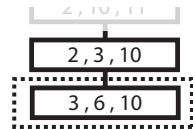
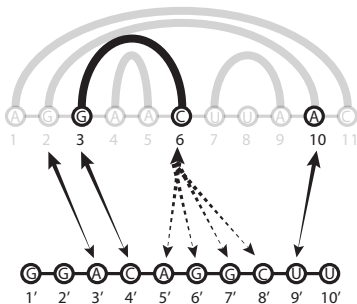
2	3	10	costs
1'	2'	3'	
1'	2'	4'	
3'	4'	9'	
7'	9'	10'	
8'	9'	10'	



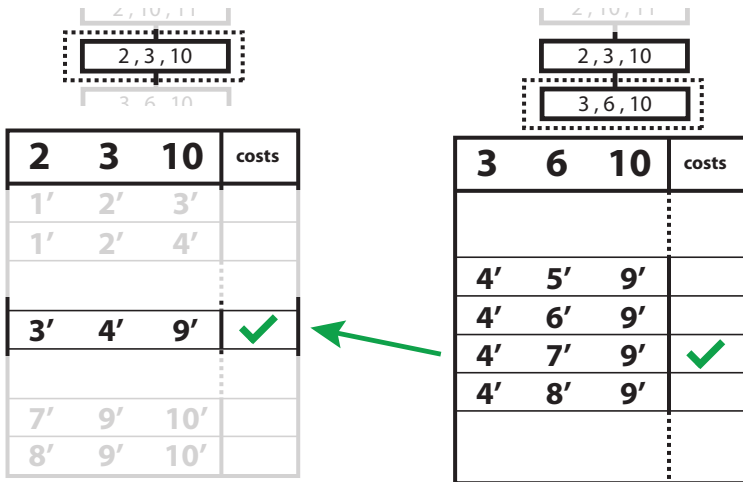
2	3	10	costs
1'	2'	3'	
1'	2'	4'	
3'	4'	9'	
7'	9'	10'	
8'	9'	10'	



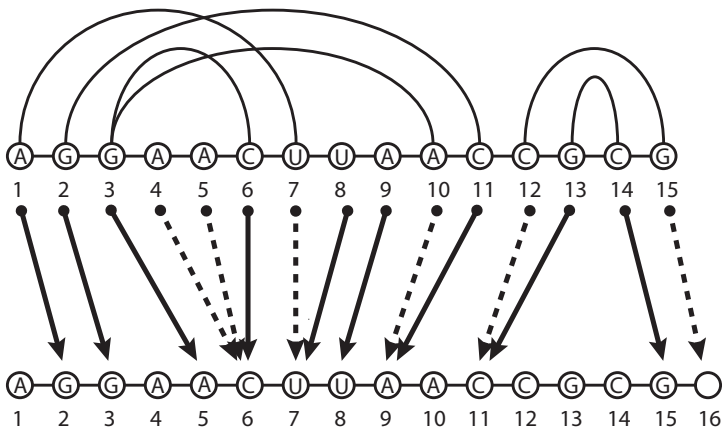
2	3	10	costs
1'	2'	3'	
1'	2'	4'	
3'	4'	9'	✗
7'	9'	10'	
8'	9'	10'	



3	6	10	costs
4'	5'	9'	
4'	6'	9'	
4'	7'	9'	
4'	8'	9'	



Encoding structure-sequence alignments



Theorem

- ▶ Structure of length n
- ▶ Sequence of length m
- ▶ Tree decomposition of structure, having width k

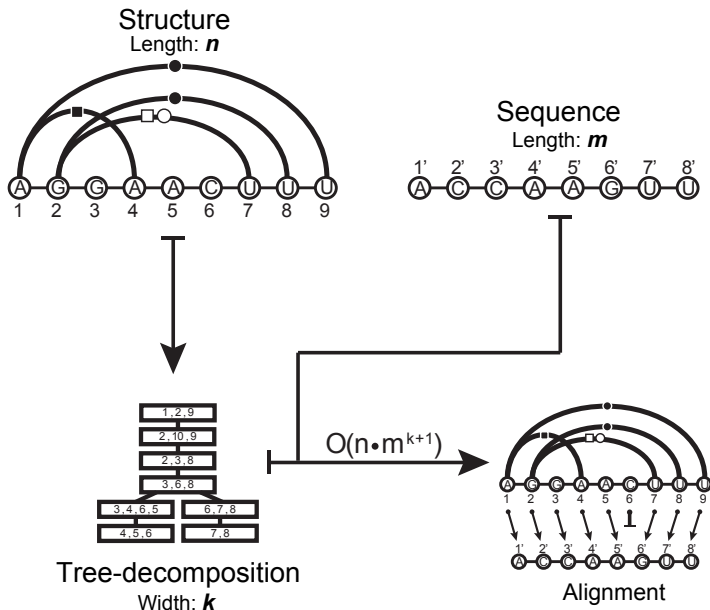
⇒ Best structure-sequence alignment can be computed in $\mathcal{O}(n.m^{k+1})$ time
and $\mathcal{O}(n.m^k)$ space

Dynamic programming equation:

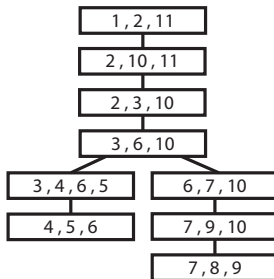
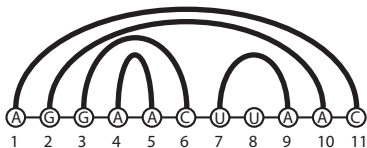
$$\text{Cost}(l, f) = \min_{\substack{f'=(\mu', \delta') \in \mathcal{F}|_{X_l} \\ f' \text{ compatible with } f}} \left\{ \phi(X_l, f') + \sum_{s \text{ child of } l} \text{Cost}(s, f'|_{X_{s,l}}) \right\},$$

where $\phi(X_l, f')$: local cost contribution of alignment f' to a bag X_l

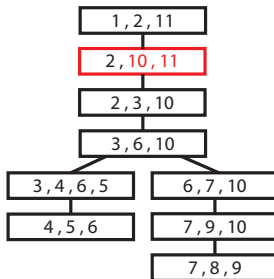
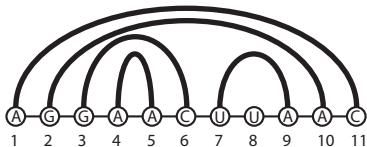
Algorithm: In **depth-first** order, **Compute/Memorize** Cost (+Best assignment)



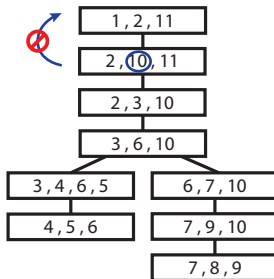
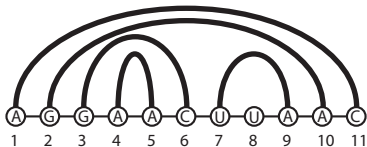
Smooth tree-decomposition



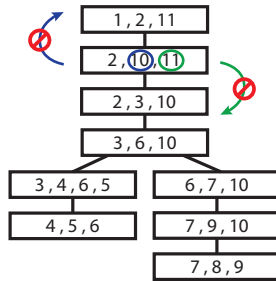
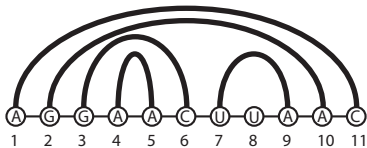
Smooth tree-decomposition



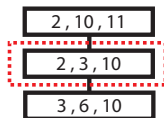
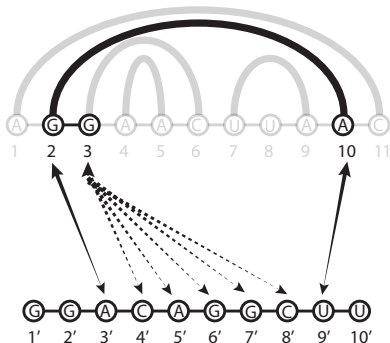
Smooth tree-decomposition



Smooth tree-decomposition

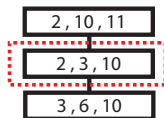
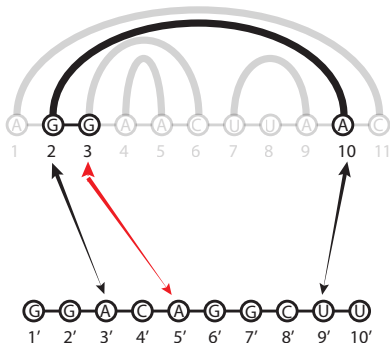


Aligning smooth tree-decomposition



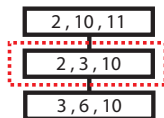
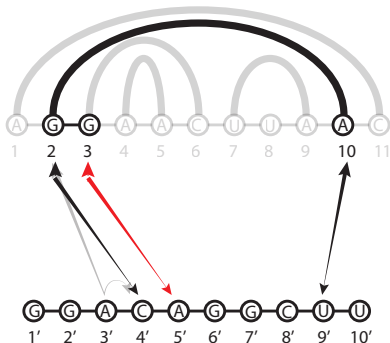
2	3	10	costs
3'	?	9'	

Aligning smooth tree-decomposition



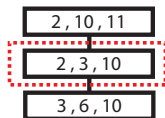
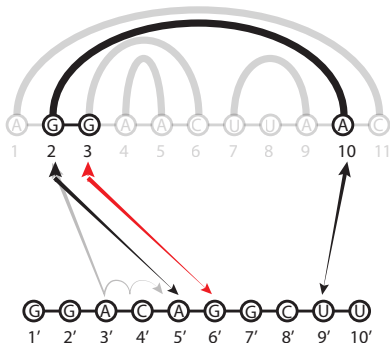
2	3	10	costs
3'	?	9'	

Aligning smooth tree-decomposition



2	3	10	costs
4'	?	9'	+ coût d'un-gap
3'	?	9'	

Aligning smooth tree-decomposition



2	3	10	costs
5'	?	9'	+ coût d'un gap
4'	?	9'	+ coût d'un gap
3'	?	9'	+ coût d'un gap

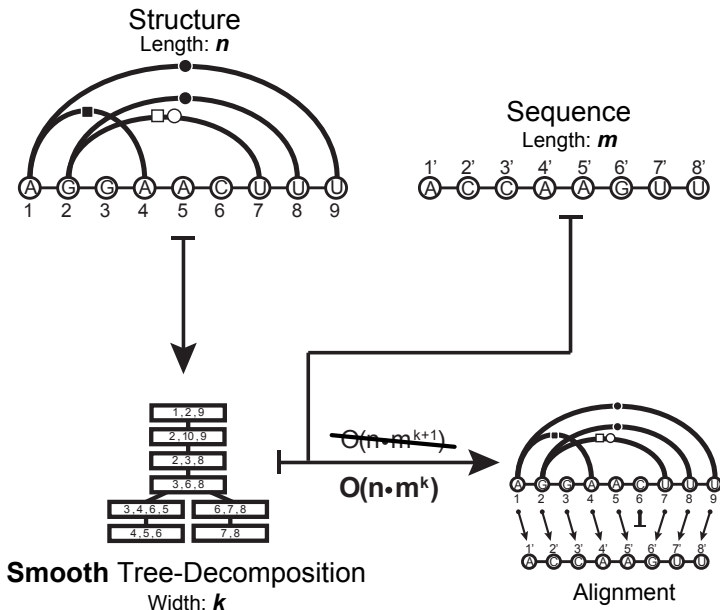
Theorem

- ▶ Structure of length n
 - ▶ Sequence of length m
 - ▶ **Smooth** tree decomposition of width k (+affine costs)
- ⇒ Best structure-sequence alignment computed in $\mathcal{O}(n.m^k)$ time/space

$$C_f^l = \min \left\{ \begin{array}{l} \min_{f'=(\mu', \delta') \in \mathcal{F}|_{X_l}} \Delta_l(f') \\ \text{s.t. } f' = f \text{ on } X_{l,r} \\ \alpha_B + \beta_B + D_{f''}^l \end{array} \right. \quad D_f^l = \min \left\{ \begin{array}{l} \min_{f'=(\mu', \delta') \in \mathcal{F}|_{X_l}} \Delta_l(f') \\ \text{s.t. } f' = f \text{ on } X_{l,r} \\ \alpha_B + D_{f''}^l \end{array} \right.$$

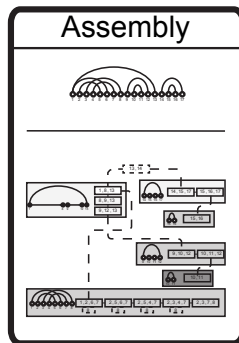
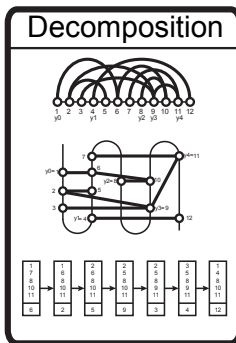
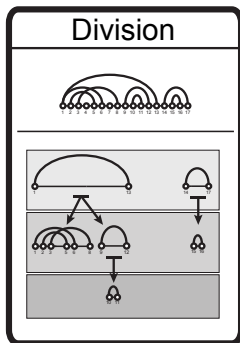
$$C_f^l = \min \left\{ \begin{array}{l} \min_{f'=(\mu', \delta') \in \mathcal{F}|_{X_l}} \Delta_l(f') \\ \text{s.t. } f' = f \text{ on } X_{l,r} \\ \alpha_B + \beta_B + D_{f''}^l \end{array} \right. \quad D_f^l = \min \left\{ \begin{array}{l} \min_{f'=(\mu', \delta') \in \mathcal{F}|_{X_l}} \Delta_l(f') \\ \text{s.t. } f' = f \text{ on } X_{l,r} \\ \alpha_B + D_{f''}^l \end{array} \right.$$

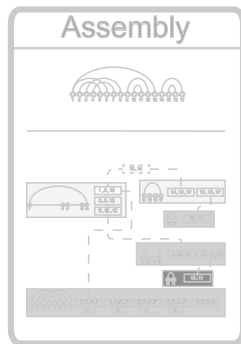
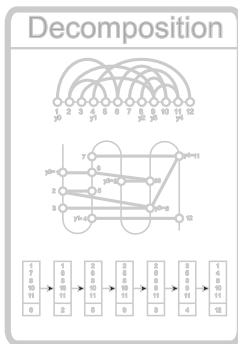
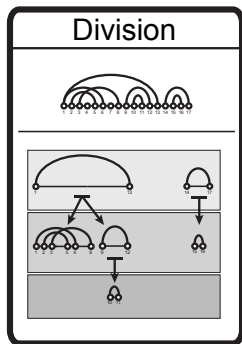
where $\Delta_l(f) := \phi(X_l, f) + \sum_{s \in \text{children}(l)} C_{f|_{X_{s,l}}}^s$



Building tree-decompositions

(aka solving an NP-hard problem in three easy steps...)

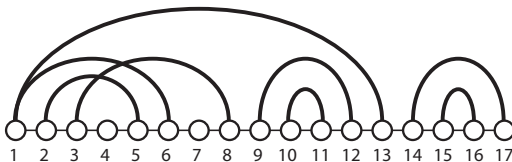




Conflict graph

Vertices = Interactions

Edges = Pairs of crossing interactions



1, 13

14, 17

1, 6

2, 5

3, 8

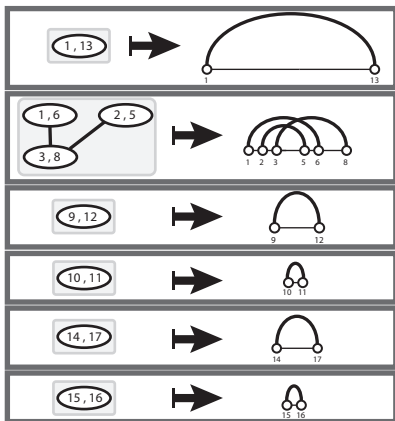
9, 12

10, 11

15, 16

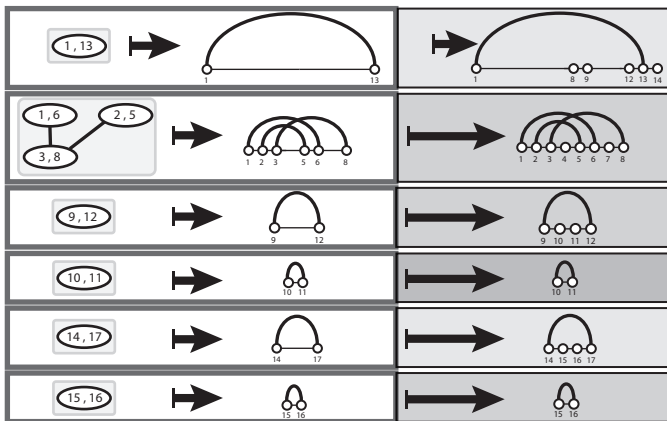
Primitive Structures

Primitives structures \Leftrightarrow Connected components of conflict graph



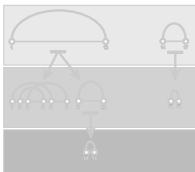
Primitive Structures

Primitives structures \Leftrightarrow Connected components of conflict graph

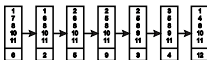
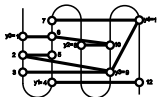


Decomposition through wave-embedding

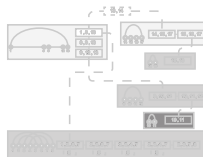
Division



Decomposition



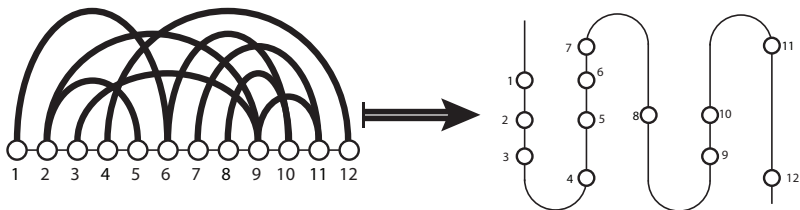
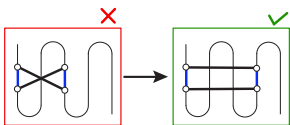
Assembly



Decomposition through wave-embedding

Goal: Find embedding as waves such that

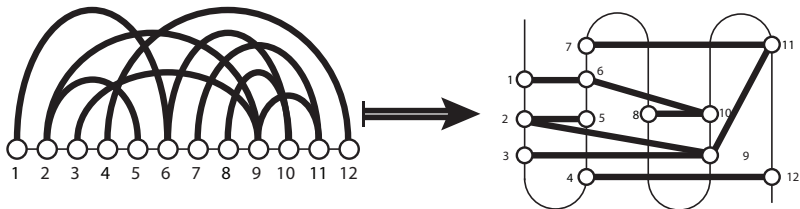
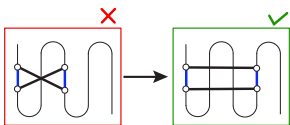
- ▶ Number of stems is **minimized**
- ▶ No **twisted alternating** cycles (\neq planarity)
- ▶ Base-paired positions \Rightarrow **Different stems**



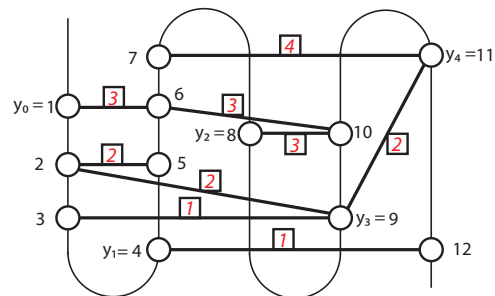
Decomposition through wave-embedding

Goal: Find embedding as waves such that

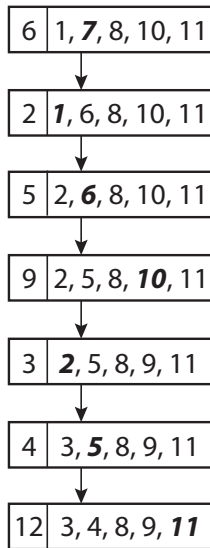
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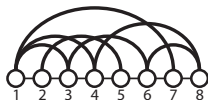
Decomposition through wave-embedding



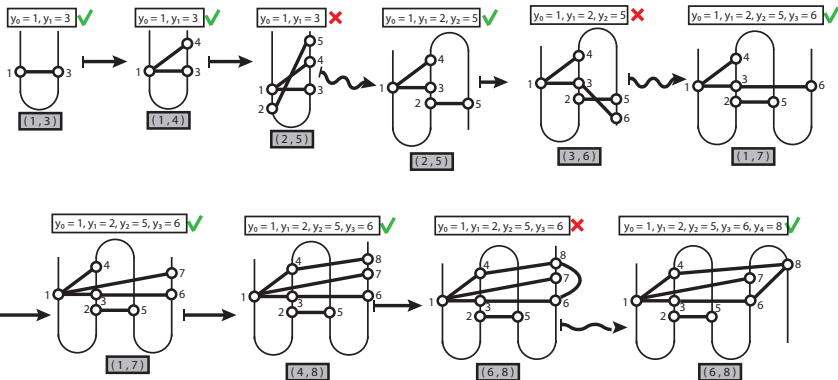
Niveau	4	3	3	3	3	2	2	2	1	1	1	1
Positions	7	1	6	8	10	2	5	11	3	4	9	12

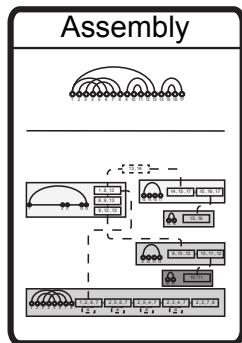
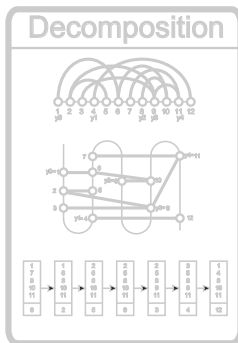
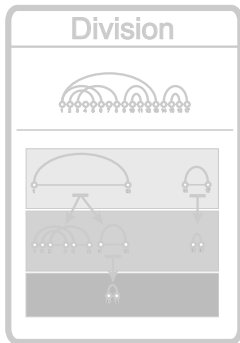


Building a wave embedding: A greedy heuristic



$\{(1,3)\} \quad \{(1,4)\} \quad \{(2,5)\} \quad \{(3,6)\} \quad \{(1,7)\} \quad \{(4,8)\} \quad \{(6,8)\}$





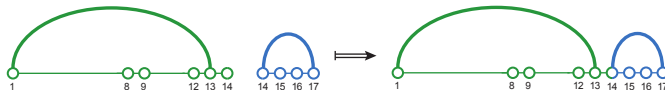
Primitive tree-decompositions are re-assembled hierarchically



Directly nested



Consecutive

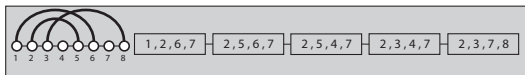
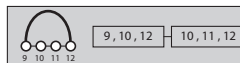
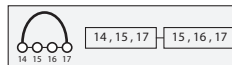
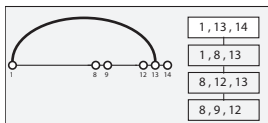


Assembling primitive structures

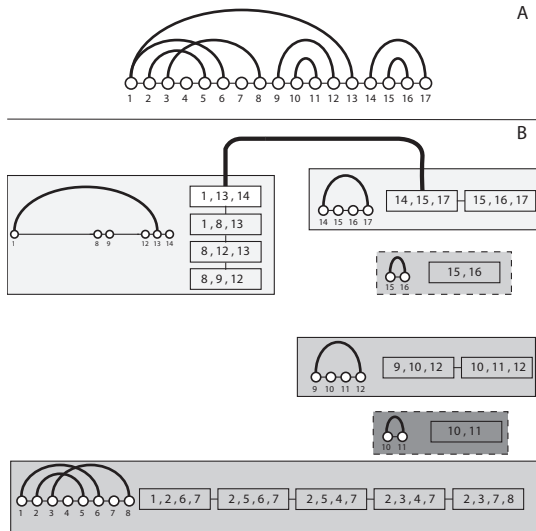


A

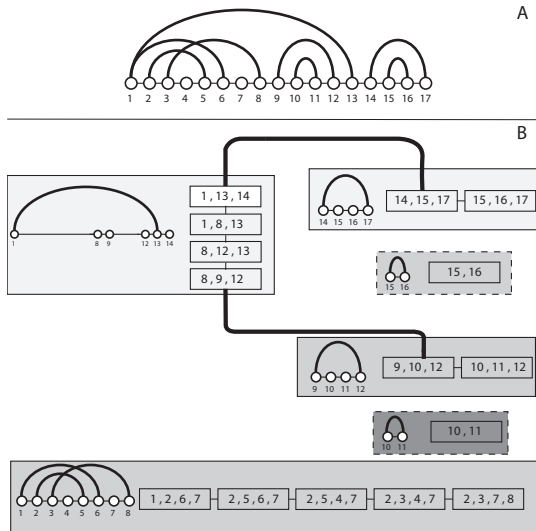
B



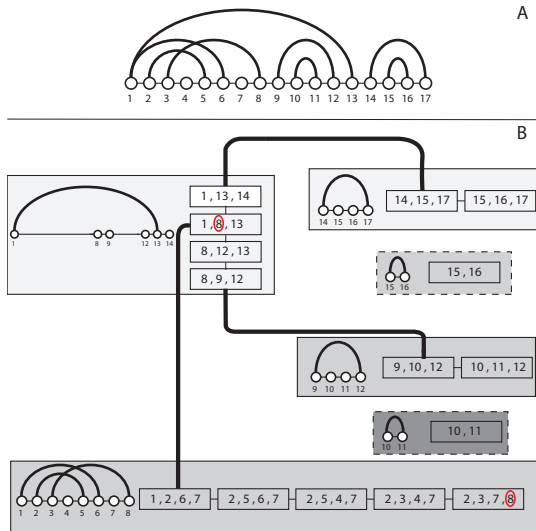
Assembling primitive structures



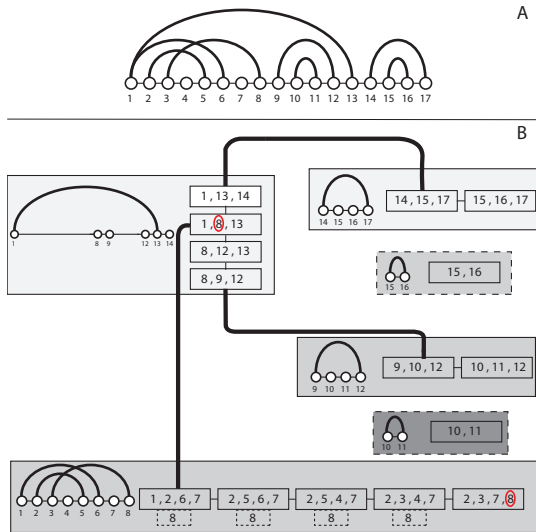
Assembling primitive structures



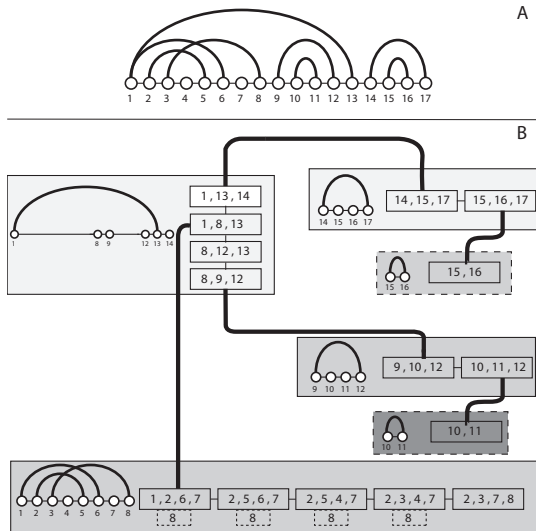
Assembling primitive structures



Assembling primitive structures

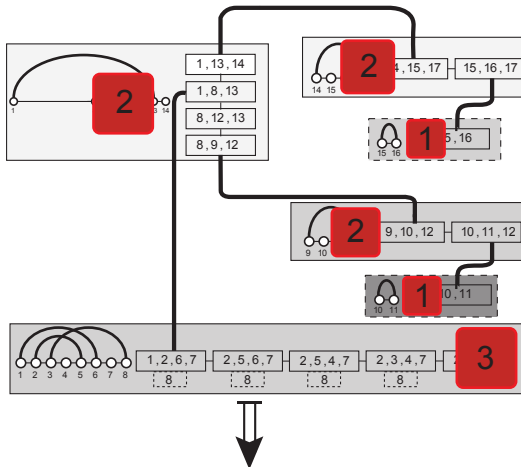


Assembling primitive structures

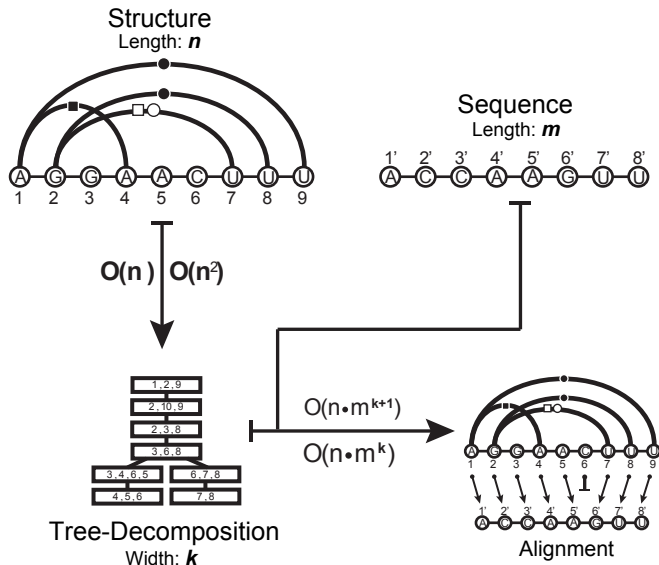


Assembling primitive structures

Final tree width \leq Biggest tree-width of a primitive part $+1$



Final decomposition has width 4



Message #4

Generic, one-size-fits-all, FPT algorithm based on Dynamic-Programming

Message #5

Same/better complexities than preexisting *ad-hoc* algorithms.
Practical competitive time/memory consumption (prototype).

Message #6

- ▶ (Free!) extension of previous classes.
- ⇒ Handles **previously ignored** tertiary motifs/modules.

Message #4

Generic, one-size-fits-all, FPT algorithm based on Dynamic-Programming

Message #5

Same/better complexities than preexisting *ad-hoc* algorithms.
Practical competitive time/memory consumption (prototype).

Message #6

- ▶ (Free!) extension of previous classes.
- ⇒ Handles previously ignored tertiary motifs/modules.

Message #4

Generic, one-size-fits-all, FPT algorithm based on Dynamic-Programming

Message #5

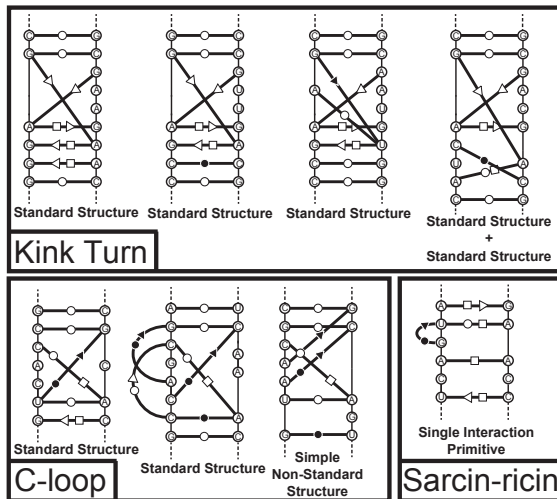
Same/better complexities than preexisting *ad-hoc* algorithms.
Practical competitive time/memory consumption (prototype).

Message #6

- ▶ (Free!) extension of previous classes.
- ⇒ Handles **previously ignored** tertiary motifs/modules.

Class of Structures	Time comp.	Multiple interactions	Ref.
Recursive Classical Structures	$O(n \cdot m^{k+2})$	✓	—
└ Secondary Structures (Pseudoknot-free)	$O(n \cdot m^3)$		[Jiang et al 02]
└ Embedded Standard Pseudoknots	$O(n \cdot m^{k+1})$		[Han et al 08]
└ Standard Structures	$O(n \cdot m^k)$	✓	—
└ └ Standard Pseudoknots	$O(n \cdot m^k)$		[Han et al 08]
└ 2-Level Recursive Simple Non-Standard PKs	$O(n \cdot m^{k+2})$		[Wong et al 11]
└ Simple Non-Standard Structures	$O(n \cdot m^{k+1})$	✓	—
└ └ Simple Non-Standard Pseudoknots	$O(n \cdot m^{k+1})$		[Wong et al 11]
└ Extended Triple Helices	$O(n \cdot m^3)$	✓	—
└ └ Triple Helices	$O(n \cdot m^3)$	✓	[Wong et al 12]

Class of Structures	Time comp.	Multiple interactions	Ref.
Recursive Classical Structures	$O(n \cdot m^{k+2})$	✓	—
└ Secondary Structures (Pseudoknot-free)	$O(n \cdot m^3)$		[Jiang et al 02]
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└ └ Standard Pseudoknots	$O(n \cdot m^k)$		[Han et al 08]
└ └ 2-Level Recursive Simple Non-Standard PKs	$O(n \cdot m^{k+2})$		[Wong et al 11]
└ Simple Non-Standard Structures	$O(n \cdot m^{k+1})$	✓	—
└ └ Simple Non-Standard Pseudoknots	$O(n \cdot m^{k+1})$		[Wong et al 11]
└ Extended Triple Helices	$O(n \cdot m^3)$	✓	—
└ └ Triple Helices	$O(n \cdot m^3)$	✓	[Wong et al 12]

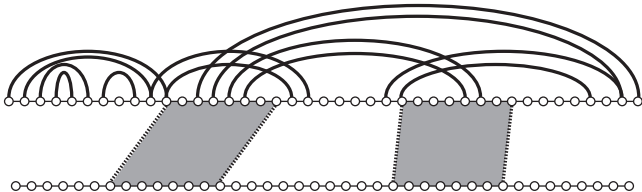


Recursive Classical Structures	$O(n \cdot m^{k+2})$
└ Standard Structures	$O(n \cdot m^k)$
└ Simple Non-Standard Structures	$O(n \cdot m^{k+1})$
└ Extended Triple Helices	$O(n \cdot m^3)$

- ▶ Finalizing a generic implementation and applications.
- ▶ Improving alignment quality:
 - ⇒ Suboptimal alignments: Trivial! (unambiguous DP scheme)
 - ⇒ Good cost functions (e.g. isostericity, Boltz. prob., ML...).

[illegible]

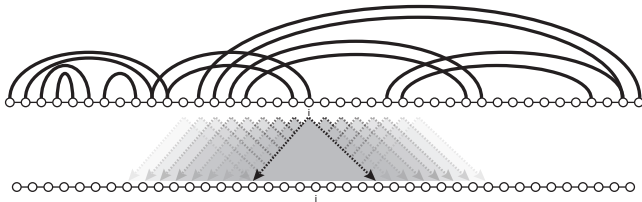
- ▶ Improve runtime/memory \Rightarrow Heuristics.



- ▶ Finalizing a generic implementation and applications.
- ▶ Improving alignment quality:
 - ⇒ Suboptimal alignments: Trivial! (unambiguous DP scheme)
 - ⇒ Good cost functions (e.g. isostericity, Boltz. prob., ML...).

	CC	Family	EW 200	Updated	Cons	CC	EA	CA	IG	CG	GC	MC	UC	IC	CA	GA	AA	AA
	CC	Family	EW 200	Updated	Cons	CC	EA	CA	IG	CG	GC	MC	UC	IC	CA	GA	AA	AA
AA	2.90																	
AG	1.78	3.49																
AG	-0.02	-0.10	1.32															
AA	0.06	-0.07	-0.67	1.79														
CA	0.40	0.30	0.54	-1.92	1.78													
CG	-0.83	-0.61	0.41	-1.17	0.76	1.41												
CG	-1.80	3.00	0.90	-1.40	0.90	0.78	1.13											
CG	1.43	1.75	-0.03	0.75	-0.70	0.39	-0.56	3.38										
CA	-0.11	0.36	-1.71	-0.53	-1.48	-1.82	-2.31	-0.40	3.25									
CG	-0.62	0.36	-0.90	-1.13	-1.82	-0.37	-0.96	0.74	-2.05	1.03								
CG	-1.20	-0.43	0.88	-1.38	0.24	0.95	0.72	-0.40	1.33	-0.33	2.99							
CG	-1.82	-1.34	-0.33	-3.21	-1.44	-2.59	1.00	2.63	-0.62	0.00	2.93							
UA	1.50	-2.70	-1.16	0.09	-0.14	-0.63	-1.16	-3.61	-1.28	-0.91	-2.27	-2.86	2.06					
UA	-0.17	0.57	-1.47	-0.33	-1.78	-0.82	-3.14	-1.25	-0.53	0.77	-1.37	-0.77	-3.83					
UA	-0.41	0.76	0.16	-2.44	0.75	-0.10	-1.14	-1.02	-1.67	-1.51	-0.28	0.05	1.15	2.24				
UA	0.57	-0.52	0.17	-0.49	-1.58	-0.64	-0.74	0.18	-1.24	-0.70	-0.36	-0.54	1.86	2.00	2.66			
AA	CC	AG	CA	CG	CC	CA	CG	CG	GU	UA	UC	UA	UC	UA	UC	UA	UC	UA

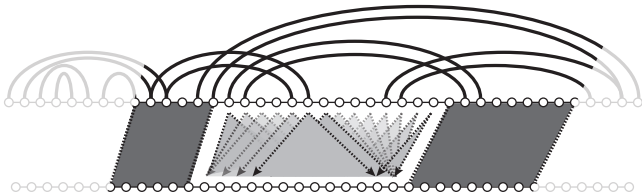
- ▶ Improve runtime/memory \Rightarrow Heuristics.



- ▶ Finalizing a generic implementation and applications.
- ▶ Improving alignment quality:
 - ⇒ Suboptimal alignments: Trivial! (unambiguous DP scheme)
 - ⇒ Good cost functions (e.g. isostericity, Boltz. prob., ML...).

[illegible]

- ▶ Improve runtime/memory \Rightarrow Heuristics.



Thanks for listening

(aka hey wake up, it's finally over!)

