

M2 AMI2B - Lecture 1

Algorithmic foundations

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November 25st, 2016

1 Introduction

- Dynamic programming 101
- Dynamic programming: Reminder

2 Minimal free-energy folding prediction

- Nussinov-style RNA folding
- Turner energy model
- MFold/Unafold

... or how to make a million bucks by giving change parsimoniously!!

Problem: You have access to unlimited amount of **1**, **20** and **50** cents coins.
A client prefers to travel light, i.e. to **minimize the #coins**.
How to give **N** cents back in change without losing a customer?

Strategy #1: Start with *heaviest* coins, and then complete/fill-up with coins of *decreasing* value.

21 = ??

55

60

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$$21 = \text{20c} + \text{1c}$$

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$$60 = \text{€50} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} ??$$

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$$\begin{aligned} 60 &= \text{€50} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} + \text{€1} ?? \\ &= \text{€20} + \text{€20} + \text{€20} ! \end{aligned}$$

Problem *a priori* (!) non-solvable using such a *greedy* approach, as a (simpler) problem is already NP-complete (thus Efficient solution $\Rightarrow$ 1M\$).

Strategy #2: Brute force enumeration $\rightarrow \#Coins^N$ (Ouch!)

Strategy #3: The following recurrence gives the minimal number of coins:

$$Min\#Coins(N) = \text{Min} \left\{ \begin{array}{ll} \text{1€} & \rightarrow 1 + Min\#Coins(N - 1) \\ \text{2€} & \rightarrow 1 + Min\#Coins(N - 20) \\ \text{5€} & \rightarrow 1 + Min\#Coins(N - 50) \end{array} \right.$$

With some memory (N intermediate computations), the minimum number of coins can be obtained after $N \times \#Coins$ operations. An optimal set of coins can be obtained by **tracing back** the choices performed at each stage, leading to the minimum.

Remark: We still haven't won the million, as N has **exponential value compared to the length of its encoding**, so the algorithm does not qualify as *efficient* (i.e. polynomial).

Still, this approach is much more efficient than a brute-force enumeration:
 $\Rightarrow$ Dynamic programming.

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Dynamic programming: General principle

Dynamic programming = General optimization technique.

Prerequisite: Optimal solution for problem P can be derived from solutions to strict sub-problems of P .

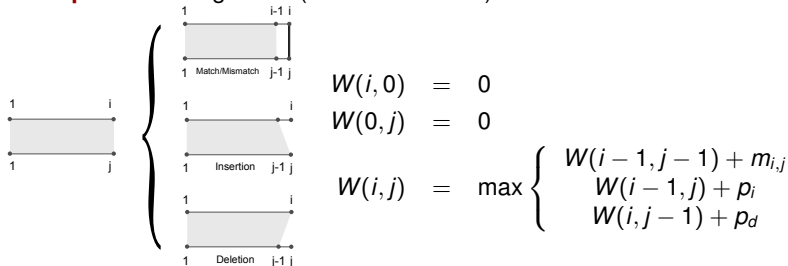
Bioinformatics :

Discrete solution space (alignments, structures...)

+ Additively-inherited objective function (cost, log-odd score, energy...)

⇒ Efficient dynamic programming scheme

Example: Local Alignment (Smith/Waterman)



Dynamic programming scheme defines a space of (sub)problems and a recurrence that relates the score of a problem to that of smaller problems.

Given a scheme, two steps :

- ▶ **Matrix filling:** Computation and tabulation of best scores (Computed from smaller problems to larger ones).
- ▶ **Traceback:** Reconstruct best solution from contributing subproblems.

Complexity of algorithm depends on:

- ▶ **Cardinality** of sub-problem space
- ▶ **Number of alternatives** considers at each step (#Terms in recurrence)

Smith&Waterman example:

- ▶ $i: 1 \rightarrow n + 1 \Rightarrow \Theta(n)$
- ▶ $j: 1 \rightarrow m + 1 \Rightarrow \Theta(m)$
- ▶ 3 operations at each step

$\Rightarrow \Theta(m.n)$ time/memory

$$W(i, 0) = 0$$

$$W(0, j) = 0$$

$$W(i, j) = \max \begin{cases} W(i-1, j-1) + m_{i,j} \\ W(i-1, j) + p_i \\ W(i, j-1) + p_d \end{cases}$$

Complete example

Example: Local alignment of AGCACACA and ACACACTA

Costs: Match $m_{i,j} = +2$, Insertion/Déletion $p_i = p_j = -1$

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		A	C	A	C	A	C	T	A
		0	0	0	0	0	0	0	0
A	0								
G	0								
C	0								
A	0								
C	0								
A	0								
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		A	C	A	C	A	C	T	A
		0	0	0	0	0	0	0	0
A	0	2							
G	0								
C	0								
A	0								
C	0								
A	0								
C	0								
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		A	C	A	C	A	C	T	A
	0	0	0	0	0	0	0	0	0
A	0	2	1						
G	0								
C	0								
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		0	0	0	0	0	0	0	0
A	0		2	→ 1	→ 2				
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		0	0	0	0	0	0	0	0
A	0		2	→	1		2	→	1
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		A	C	A	C	A	C	T	A
		0	0	0	0	0	0	0	0
A	0	2	1	2	1	2	1	0	2
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		A	C	A	C	A	C	T	A
	0	0	0	0	0	0	0	0	0
A	0	2	1	2	1	2	1	0	2
G	0	1	1	1	1	1	1	1	0
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	0	0	0	0	0	0	0	0	0
A	0	2	1	2	1	2	1	0	2
G	0	1	1	1	1	1	1	0	1
C	0	0	3	2	3	2	3	2	1
A	0								
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G	0	1	1	1	1	1	1	0	1
C	0	0	3	2	3	2	3	2	1
A	0	2	2	5	4	5	4	3	4
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C	0	0	3	2	3	2	3	2	1
A	0	2	2	5	4	5	4	3	4
C	0	1	4	4	7	6	7	6	5
A	0	2	3	6	6	9	8	7	8
C	0	1	4	5	8	8	11	10	9
A	0	2	3	6	7	10	10	10	12

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C	0	0	3	2	3	2	3	2	1
A	0	2	2	5	4	5	4	3	4
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Best alignment

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	0	0	0	0	0	0	0	0	0
A	0	2	1	2	1	2	1	0	2
G	0	1	1	1	1	1	1	0	1
C	0	0	3	2	3	2	3	2	1
A	0	2	2	5	4	5	4	3	4
C	0	1	4	4	7	6	7	6	5
A	0	2	3	6	6	9	8	7	8
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Complete example

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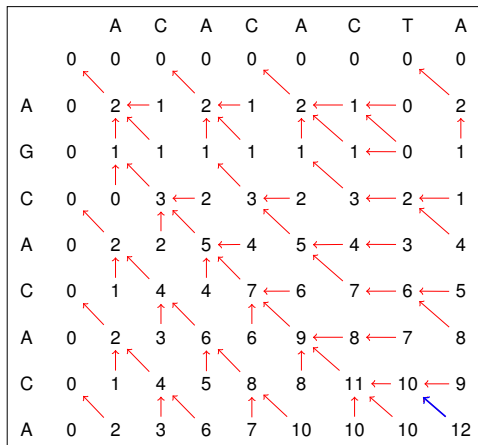
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Best alignment

A
A



Complete example

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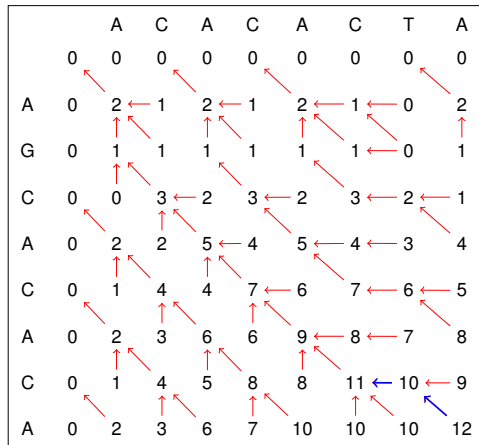
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Best alignment

- A
T A



Complete example

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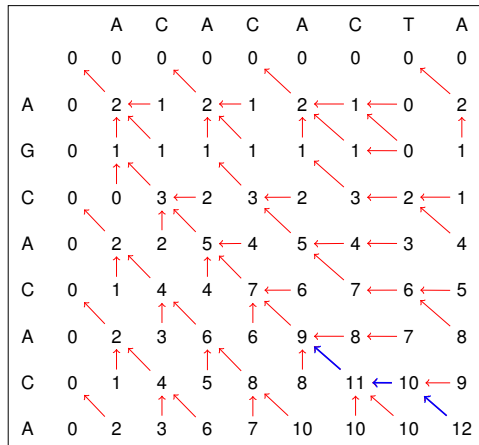
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Best alignment

C - A
C T A



Complete example

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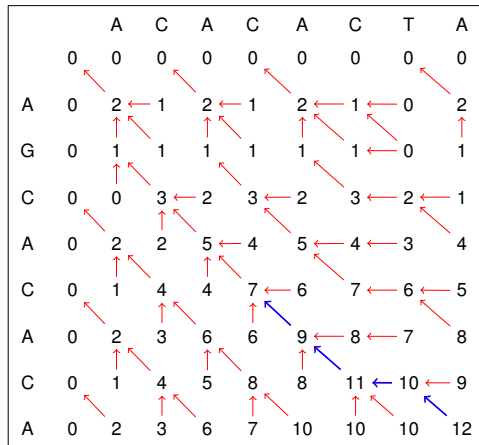
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Best alignment

A C - A
A C T A



Complete example

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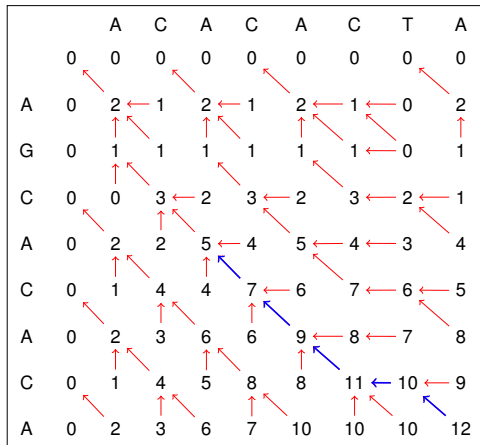
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Best alignment

C A C - A
C A C T A



Complete example

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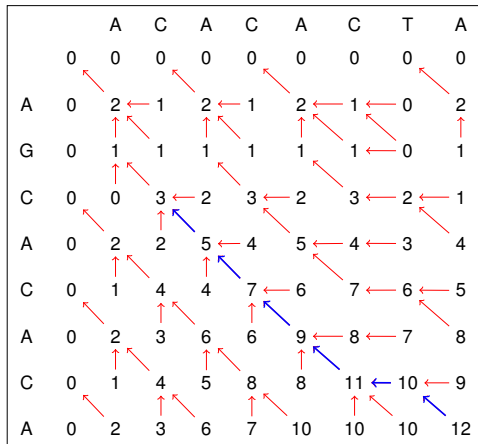
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Best alignment

A	C	A	C	-	A
A	C	A	C	T	A



Complete example

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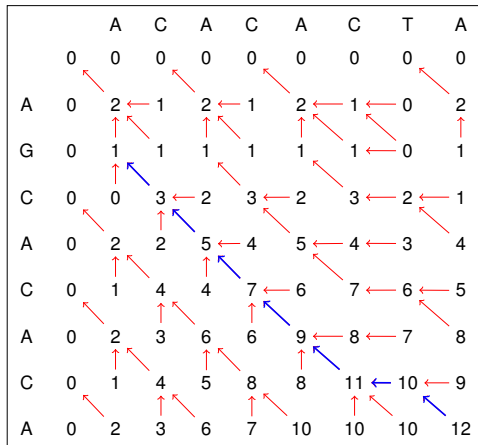
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Best alignment

C	A	C	A	C	-	A
C	A	C	A	C	T	A



Complete example

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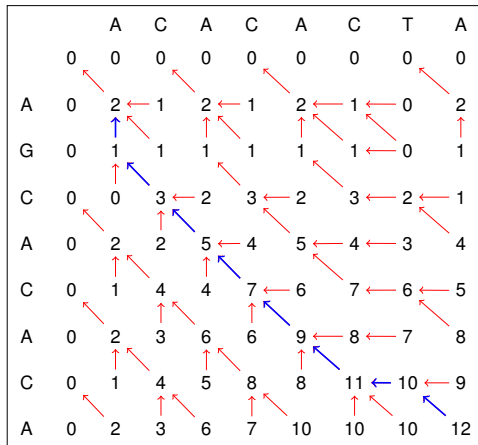
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Best alignment

G	C	A	C	A	C	-	A
-	C	A	C	A	C	T	A



Complete example

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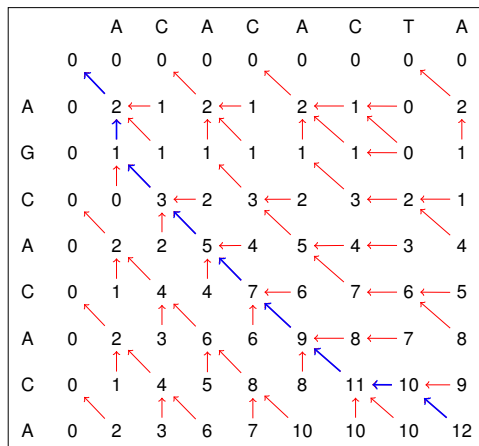
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Best alignment

A	G	C	A	C	A	C	-	A
A	-	C	A	C	A	C	T	A



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Nussinov/Jacobson energy model (NJ)

Base-pair maximization (with a twist):

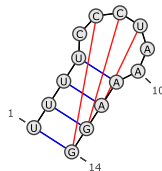
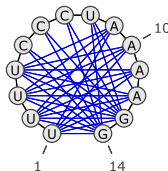
- ▶ Additive model on **independently contributing** base-pairs;
- ▶ **Canonical base-pairs** only: Watson/Crick (A/U,C/G) and Wobble (G/U)

$$\Rightarrow E_{\omega, S} = -\#Paires(S)$$

Folding in NJ model $\Leftrightarrow$ **Base-pair** (weight) maximization

Example:

UUUUCCCUAAAAGG



Variant: Weight each pair with $-\#Hydrogen\ bonds$

$$\Delta G(G \equiv C) = -3$$

$$\Delta G(A = U) = -2$$

$$\Delta G(G - U) = -1$$

Nussinov/Jacobson energy model (NJ)

Base-pair maximization (with a twist):

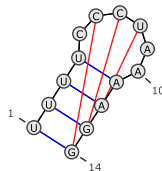
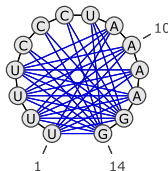
- ▶ Additive model on **independently contributing** base-pairs;
- ▶ **Canonical base-pairs** only: Watson/Crick (A/U,C/G) and Wobble (G/U)

$$\Rightarrow E_{\omega,S} = -\#Paires(S)$$

Folding in NJ model $\Leftrightarrow$ **Base-pair** (**weight**) maximization

Example:

UUUUCCCUAAAAGG



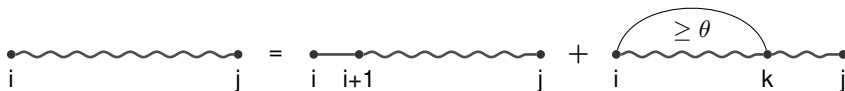
Variant: Weight each pair with $-\#Hydrogen\ bonds$

$$\Delta G(G \equiv C) = -3$$

$$\Delta G(A = U) = -2$$

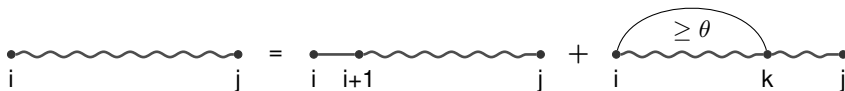
$$\Delta G(G - U) = -1$$

Nussinov/Jacobson DP scheme



$$N_{i,t} = 0, \quad \forall t \in [i, i + \theta]$$

$$N_{i,j} = \min \begin{cases} N_{i+1,j} & i \text{ unpaired} \\ \min_{k=i+\theta+1}^j \Delta G_{i,k} + N_{i+1,k-1} + N_{k+1,j} & i \text{ paired with } k \end{cases}$$

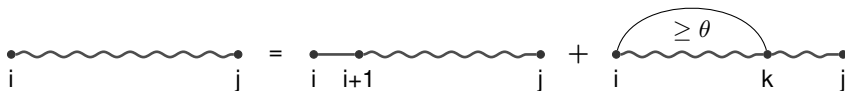


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Correctness. Goal = Show that MFE over interval $[i, j]$ is indeed found in $N_{i,j}$ after completing the computation. Proceed by induction:

- ▶ Assume that property holds for any $[i', j']$ such that $j' - i' < n$.
- ▶ Consider $[i, j], j - i = n$. Let $\text{MFE}_{i,j} :=$ Base-pairs of best struct. on $[i, j]$. Then first position i in $\text{MFE}_{i,j}$ is either:
 - ▶ **Unpaired:** $\text{MFE}_{i,j} = \text{MFE}_{i+1,j} \rightarrow \text{free-energy} = N_{i+1,j}$
 - ▶ **Paired to k :** $\text{MFE}_{i,j} = \{(i, k)\} \cup \text{MFE}_{i+1,k-1} \cup \text{MFE}_{k+1,j}$.
(Indeed, any BP between $[i+1, k-1]$ and $[k+1, j]$ would cross (i, k))
 $\rightarrow \text{free-energy} = \Delta G_{i,k} + N_{i+1,k-1} + N_{k+1,j}$



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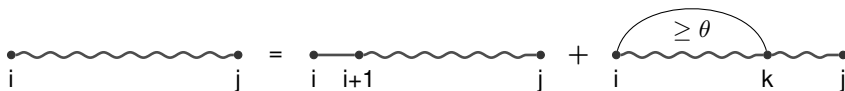
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▶ **Unpaired:** $\text{MFE}_{i,j} = \text{MFE}_{i+1,j}$ $\rightarrow$ free-energy = $N_{i+1,j}$

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(Indeed, any BP between $[i+1, k-1]$ and $[k+1, j]$ would cross (i, k))

$\rightarrow$ free-energy = $\Delta G_{i,k} + N_{i+1,k-1} + N_{k+1,j}$



$$N_{i,t} = 0, \quad \forall t \in [i, i + \theta]$$

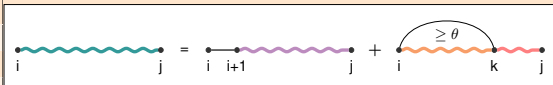
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 $\rightarrow \text{free-energy} = \Delta G_{i,k} + N_{i+1,k-1} + N_{k+1,j}$

$\Rightarrow N_{i,j}$ indeed contains MFE over $[i, j]$.

	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
C																0	0	0
G																	0	0
A																		0



	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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C																0	0	0
G																	0	0
A																		0



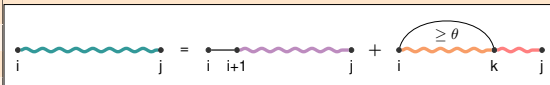
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G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
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U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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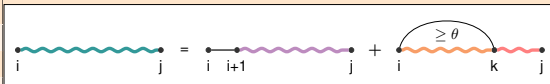
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G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
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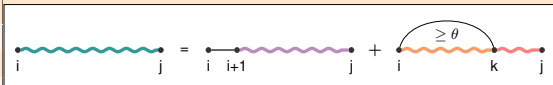
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C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
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U									0	0	0	0	2	3	5	5	5	7
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U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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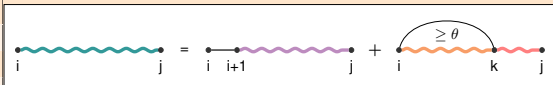
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G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
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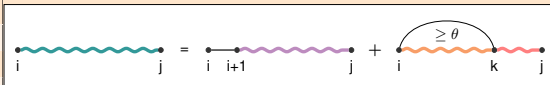
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G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
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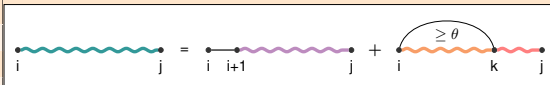
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G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
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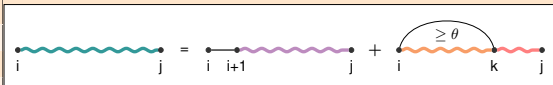
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G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
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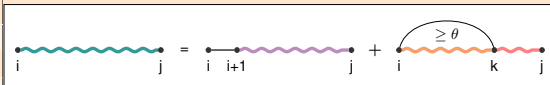
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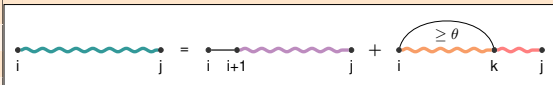
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G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A															0	0	0	0
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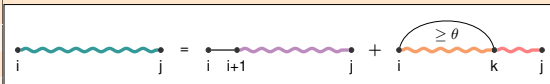
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C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A															0	0	0	0
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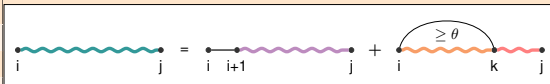
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	(	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
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C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A															0	0	0	0
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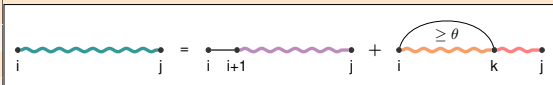
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	(	(	.	.	.	.	.	.	.	.	.	.	.	.	.	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
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C							0	0	0	0	0	0	2	5	5	5	8	8
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U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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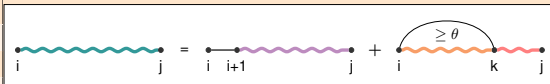
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	(	(	.	.	.	.	.	.	.	.	.	.	.	.	.	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A															0	0	0	0
C																0	0	0
G																	0	0
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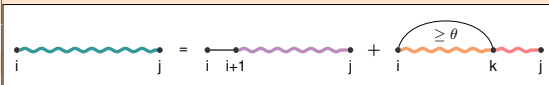
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	(	(	.	.	.	.	.	.	.	.	.	.	.	.	.	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A															0	0	0	0
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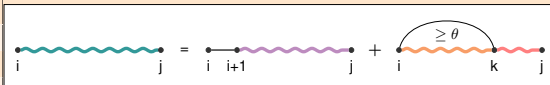
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C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
C																0	0	0
G																	0	0
A																		0



	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	(	(	(	.	.	.	)	.	.	.	.	.	.	.	.	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	2	2	4	5	7	7	8	10	
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	2	5	5	5	8	8	
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A															0	0	0	0
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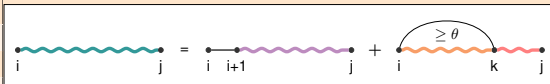
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	(	(	(	.	.	.	)	.	.	.	.	.	.	.	.	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
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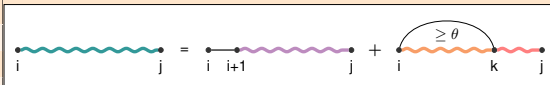
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C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
C																0	0	0
G																	0	0
A																		0



	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	(	(	(	.	.	.	)	.	.	.	.	.	.	.	.	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
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U					0	0	0	0	0	2	2	4	5	7	7	8	10	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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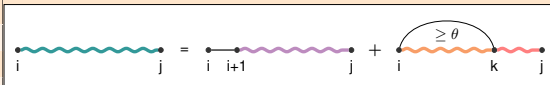
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C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	2	2	4	5	7	7	8	10	
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C							0	0	0	0	0	2	5	5	5	8	8	
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U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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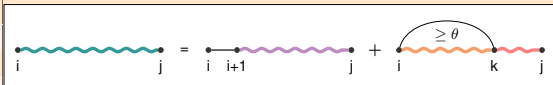
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C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
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C							0	0	0	0	0	0	2	5	5	5	8	8
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U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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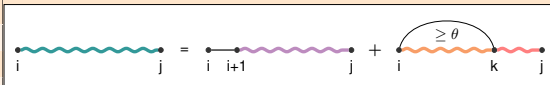
	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	(	(	(	.	.	.	)	.	(	.	.	.	.	.	)	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
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C							0	0	0	0	0	0	2	5	5	5	8	8
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U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
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U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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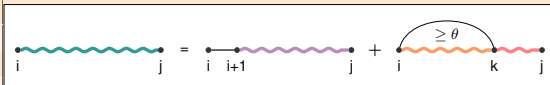
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	(	(	(	.	.	.	)	.	(	.	.	.	.	.	)	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
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A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
C																0	0	0
G																	0	0
A																		0



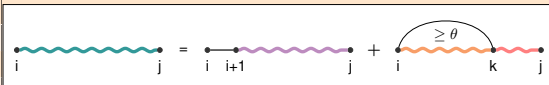
	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	(	(	(	.	.	.	)	.	(	.	.	.	.	.	)	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
C																0	0	0
G																	0	0
A																		0



	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	(	(	(	.	.	.	)	.	(	(	.	.	.	)	)	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
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A																		0

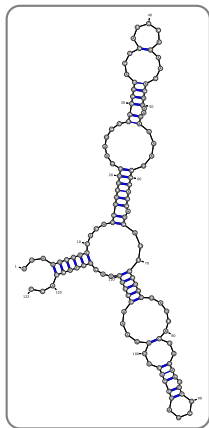


	C	G	G	A	U	A	C	U	U	C	U	U	A	G	A	C	G	A
	(	(	(	.	.	.	)	.	(	(	.	.	.	)	)	)	)	.
C	0	0	0	0	0	0	3	4	4	6	6	6	6	9	9	11	14	14
G		0	0	0	0	0	3	4	4	6	6	6	6	7	9	11	11	11
G			0	0	0	0	3	3	3	5	5	5	5	6	8	10	10	10
A				0	0	0	0	2	2	2	2	4	4	5	7	7	8	10
U					0	0	0	0	0	0	2	2	4	5	7	7	8	10
A						0	0	0	0	0	2	2	2	5	5	5	8	8
C							0	0	0	0	0	0	2	5	5	5	8	8
U								0	0	0	0	0	2	3	5	5	6	7
U									0	0	0	0	2	3	5	5	5	7
C										0	0	0	0	3	3	3	5	5
U											0	0	0	0	2	2	2	3
U												0	0	0	0	0	1	2
A													0	0	0	0	0	0
G														0	0	0	0	0
A															0	0	0	0
C																0	0	0
G																	0	0
A																		0



Based on **unambiguous** decomposition of 2^{ary} structure into **loops**:

- ▶ Internal loops
- ▶ Bulges
- ▶ Terminal loops
- ▶ Multi loops
- ▶ Stackings



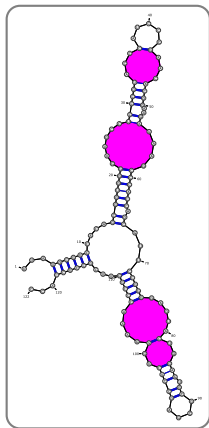
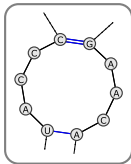
Free-energy ΔG of a loop depend on
bases, asymmetry, dangles ...

Experimentally determined
+ Interpolated for larger loops.

Improved results by taking stacking into account.

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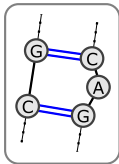
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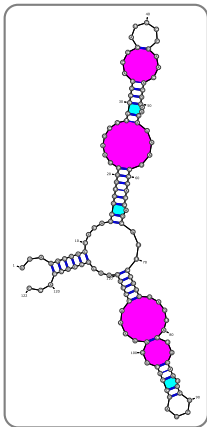
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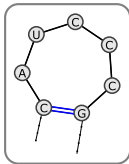
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Based on **unambiguous** decomposition of 2^{ary} structure into **loops**:

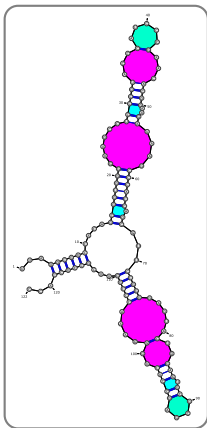
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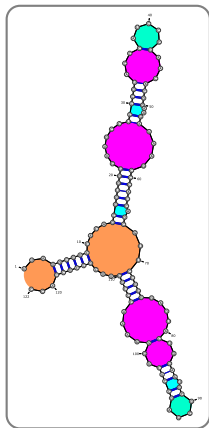
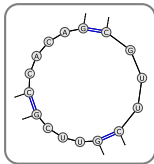
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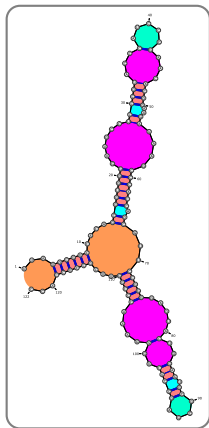
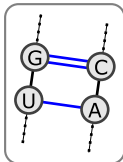
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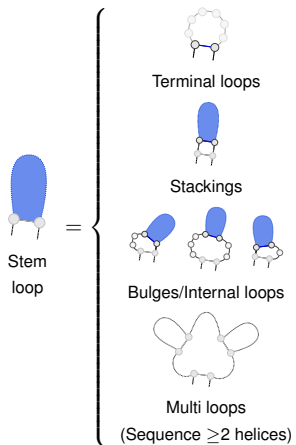


Free-energy ΔG of a loop depend on
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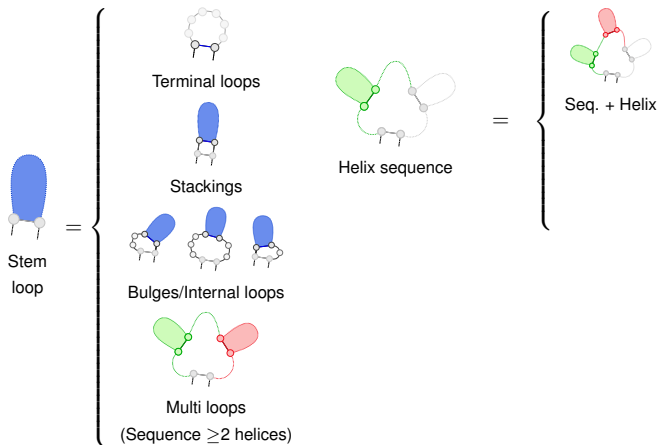
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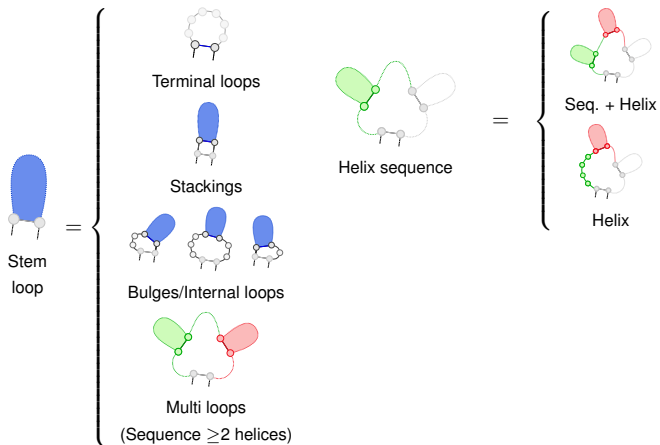
MFE DP equations



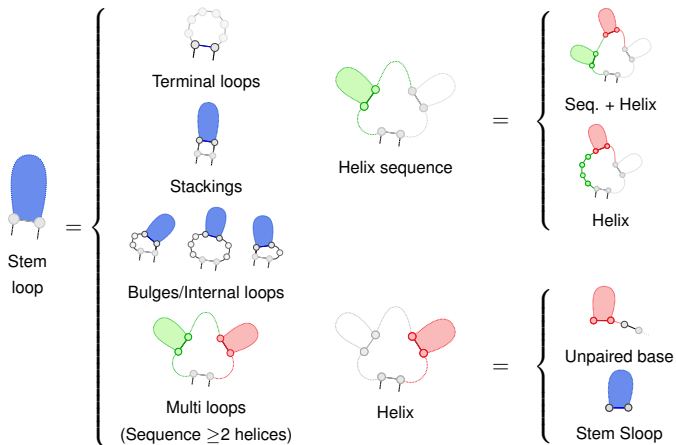
MFE DP equations



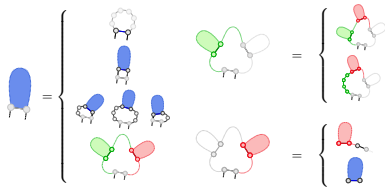
MFE DP equations



MFE DP equations



- ▶ $E_H(i, j)$: Energy of terminal loop *enclosed by* (i, j) pair
- ▶ $E_{BI}(i, j)$: Energy of bulge or internal loop *enclosed by* (i, j) pair
- ▶ $E_S(i, j)$: Energy of stacking $(i, j)/(i + 1, j - 1)$
- ▶ Penalty for multi loop (a), and occurrences of unpaired base (b) and helix (c) in multi loops.



DP recurrence

$$\begin{aligned}
 \mathcal{M}'_{i,j} &= \min \left\{ \begin{array}{l} E_H(i, j) \\ E_S(i, j) + \mathcal{M}'_{i+1, j-1} \\ \text{Min}_{i', j'} (E_{BI}(i, i', j', j) + \mathcal{M}'_{i', j'}) \\ a + c + \text{Min}_k (\mathcal{M}_{i+1, k-1} + \mathcal{M}^1_{k, j-1}) \end{array} \right. \\
 \mathcal{M}_{i,j} &= \text{Min}_k \left\{ \min (\mathcal{M}_{i, k-1}, b(k-1)) + \mathcal{M}^1_{k, j} \right\} \\
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 \end{aligned}$$

Backtracking to reconstruct most stable structure from MFE:

$$\begin{aligned}
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 \end{aligned}$$

Complexity:

For each min, $\mathcal{O}(n)$ potential contributors

⇒ **Worst-case** complexity in $\mathcal{O}(n^2)$ for **naive backtrack**.

Keep best contributor for each Min ⇒ **Backtracking in $\mathcal{O}(n)$**

⇒ Unafold [MZ08]/RNAfold [HFS⁺94] compute the MFE for the Turner model in **overall**¹ time/space complexities in $\mathcal{O}(n^3)/\mathcal{O}(n^2)$

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Fast folding and comparison of RNA secondary structures.

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Springer, 2008.