

# Genome Sciences 373

## Genome Informatics

Quiz Section 4

April 21, 2015

# Topics today

- Questions about homework
- Smith-Waterman algorithm: local alignment
- Reading files in python
- Functions in python

# Smith-Waterman alignment

- Local alignment means:
  - We don't have to end at the bottom right
  - We don't have to end at the top left
- Best alignment may only be a single pair of nucleotides!

# S-W: what to check when finished

- All cells with positive numbers should have **arrows pointing in**
  - (how did I get here?)
- ...but not necessarily **pointing out**
- **Calculate** the alignment score by hand and double-check your work

Let's align two sequences:

CGTTA &  
GACGT

*Note: they don't have to  
be the same length!*

**substitution matrix**

	<b>A</b>	<b>C</b>	<b>G</b>	<b>T</b>
<b>A</b>	4	-2	0	-2
<b>C</b>		4	-2	0
<b>G</b>			4	-2
<b>T</b>				4

**gap penalty -3, linear**


		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	<b>0</b>					
<b>G</b>						
<b>A</b>						
<b>C</b>						
<b>G</b>						
<b>T</b>						

		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0					
<b>A</b>	0					
<b>C</b>	0					
<b>G</b>	0					
<b>T</b>	0					

		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0				
<b>A</b>	0					
<b>C</b>	0					
<b>G</b>	0					
<b>T</b>	0					



		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>G</b>	<b>0</b>	<b>0</b>	<b>4</b>			
<b>A</b>	<b>0</b>					
<b>C</b>	<b>0</b>					
<b>G</b>	<b>0</b>					
<b>T</b>	<b>0</b>					



		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	0	0	1	2	0	4
<b>C</b>	0	4	1	0	0	1
<b>G</b>	0	1	8	5	2	0
<b>T</b>	0	0	5	12	9	6

		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	0	0	1	2	0	4
<b>C</b>	0	4	1	0	0	1
<b>G</b>	0	1	8	5	2	0
<b>T</b>	0	0	5	12	9	6

		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	0	0	1	2	0	4
<b>C</b>	0	4	1	0	0	1
<b>G</b>	0	1	8	5	2	0
<b>T</b>	0	0	5	12	9	6

The image shows a 7x7 grid of numbers. The first row and first column are headers. The grid contains the following values:

		C	G	T	T	A
	0	0	0	0	0	0
G	0	0	4	1	0	0
A	0	0	1	2	0	4
C	0	4	1	0	0	1
G	0	1	8	5	2	0
T	0	0	5	12	9	6

Orange arrows indicate dependencies between cells:

- From (0,2) to (1,3)
- From (1,3) to (1,4)
- From (1,3) to (2,3)
- From (1,3) to (2,4)
- From (2,6) to (2,7)
- From (2,7) to (3,7)
- From (3,1) to (3,2)
- From (3,2) to (3,3)
- From (3,2) to (4,2)
- From (3,3) to (4,3)
- From (4,3) to (4,4)
- From (4,3) to (5,3)
- From (4,4) to (5,4)
- From (4,4) to (5,5)
- From (4,5) to (5,5)
- From (4,5) to (5,6)
- From (5,3) to (5,4)
- From (5,4) to (5,5)
- From (5,5) to (5,6)
- From (5,6) to (5,7)

The value 12 is highlighted in blue.

		C	G	T	T	A
	0	0	0	0	0	0
G	0	0	4	1	0	0
A	0	0	1	2	0	4
C	0	4	1	0	0	1
G	0	1	8	5	2	0
T	0	0	5	12	9	6

		C	G	T	T	A
	0	0	0	0	0	0
G	0	0	4	1	0	0
A	0	0	1	2	0	4
C	0	4	1	0	0	1
G	0	1	8	5	2	0
T	0	0	5	12	9	6

		C	G	T	T	A
	0	0	0	0	0	0
G	0	0	4	1	0	0
A	0	0	1	2	0	4
C	0	4	1	0	0	1
G	0	1	8	5	2	0
T	0	0	5	12	9	6

		C	G	T	T	A
	0	0	0	0	0	0
G	0	0	4	1	0	0
A	<del>X</del>	0	1	2	0	4
C	0	4	1	0	0	1
G	0	1	8	5	2	0
T	0	0	5	12	9	6



		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	<b>X</b>	0	1	2	0	4
<b>C</b>	0	4	1	0	0	1
<b>G</b>	0	1	8	5	2	0
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Best local alignment is:

CGT

CGT

# S-W: what to check when finished

- All cells with positive numbers should have arrows **pointing in**
  - (how did I get here?)
- ...but not necessarily **pointing out**
- **Calculate** the alignment score by hand and double-check your work

		<b>C</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	<b>X</b>	0	1	2	0	4
<b>C</b>	0	4	1	0	0	1
<b>G</b>	0	1	8	5	2	0
<b>T</b>	0	0	5	12	9	6

Best local alignment is:  
 CGT  
 CGT

Calculate the score

gap penalty -3,  
 linear

substitution matrix

	<b>A</b>	<b>C</b>	<b>G</b>	<b>T</b>
<b>A</b>	4	-2	0	-2
<b>C</b>		4	-2	0
<b>G</b>			4	-2
<b>T</b>				4

		<b>C</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	0	0	1	2	0	4
<b>C</b>	0	4	1	5	2	1
<b>G</b>	0	1	8	5	3	0
<b>T</b>	0	0	5	8	9	6

Here we make a small change to one of the sequences

		<b>C</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>
	0	0	0	0	0	0
<b>G</b>	0	0	4	1	0	0
<b>A</b>	0	0	1	2	0	4
<b>C</b>	0	4	1	5	2	1
<b>G</b>	0	1	8	5	3	0
<b>T</b>	0	0	5	8	9	6

Note that our score drops and then goes up again!

# Practice problem

align **TGCATT** and **GGCA**  
using Smith-Waterman  
local alignment

Gap = -3

	A	C	T	G
A	3	-2	-2	-1
C	-2	3	-1	-2
T	-2	-1	3	-2
G	-1	-2	-2	3

# Practice problem

align **TGCATT** and **GGCA**  
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Gap = -3

	A	C	T	G
A	3	-2	-2	-1
C	-2	3	-1	-2
T	-2	-1	3	-2
G	-1	-2	-2	3

Answer:

**GCA**

**GCA**

with score = 9

# Reading files: several options

Example code to read just one line:

```
my_filename = sys.argv[1]
my_open_file= open(my_filename, "r")

# read just the first line
my_first_line = my_open_file.readline()

# now I can read another line
my_second_line = my_open_file.readline()
my_third_line = my_open_file.readline()
```



# Reading files: several options

Example code to read it all at once:

```
my_filename = sys.argv[1]
my_open_file= open(my_filename, "r")

# read all of my file at once.
# note: if your file is really big (like, say, >1Gb)
# then you do NOT want to do this!
my_entire_file = my_open_file.read()

# split it into a list of strings
my_lines = my_entire_file.split("\n")

for my_line in my_lines:
    do_something()
```

# Reading files: several options

Example code to read all lines, one at a time:

```
my_filename = sys.argv[1]
my_open_file= open(my_filename, "r")

num_lines = 0
for my_line in my_open_file:
    my_line = my_line.strip() # chop off the "\n" at the end
    do_something()
    num_lines += 1
print "I found %d lines" % num_lines

# alternative way
for my_line in my_open_file.readlines():
    my_line = my_line.strip() # chop off the "\n" at the end
    do_something()
```

# Functions in Python: a brief overview

You've already seen several functions in python:

**int(*argument*)**     convert *argument* to an integer, return the integer

**float(*argument*)**     convert *argument* to a float, return the float

**len(*argument*)**     calculate the length of *argument*, return the length

# Functions in Python: a brief overview

Functions are:

**reusable** pieces of code, that  
take zero or more **arguments**,  
perform some **actions**, and  
**return** one or more values

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conceptually

function “**sum**”

takes arguments a, b  
adds a and b  
returns sum

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take zero or more **arguments**,  
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conceptually

```
function "sum"  
  takes arguments a, b  
  adds a and b  
  returns sum
```

in python...

```
def sum(a, b):  
    total = a + b  
    return total  
  
# later in the program  
my_sum = add(2, 5)  
# my_sum is now 7
```

# Functions in Python: a brief overview

Functions are:

**reusable** pieces of code, that  
take zero or more **arguments**,  
perform some **actions**, and  
**return** one or more values

stuff that happens in  
here is invisible outside  
of the function



in python...

```
def sum(a, b):  
    total = a + b  
    return total
```

```
# later in the program  
my_sum = add(2, 5)  
print total # this won't work!
```

# In-class example:

Write a function to  
calculate the factorial  
of an integer