



BIO 285/CSCI 285/MATH 285

Bioinformatics

Programming Lecture 12

Phylogenetic Tree - UPGMA

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Phylogenetic inference

1. Selection of sequences for analysis

- **DNA:**
 - Higher phylogenetic signal:
 - Synonymous vs nonsynonymous substitutions
- **Protein:**
 - Phylogenetic signal less predominant than in DNA
 - Better to construct a tree for evolutionary distant species or genes
- **RNA:** rRNA often used for constructing species trees

Phylogenetic inference

2. Multiple sequence alignment

- This is a critical step in the analysis as in many cases the alignment of amino acids or nucleotides in a column implies that they share a common ancestor
- If you misalign a group of sequences you will still be able to produce a tree. However, it is not likely to be biologically meaningful.

Crap in is crap out!

- Inspect the alignment to be sure that all sequences are homologous
- Some times with ClustalW distantly related sequences are not well aligned. Try different gap and extension parameters to improve the alignment
- Only use these columns of the multiple alignment for which you have data for all organisms or sequences. Delete the columns for which this is not the case.
- Delete columns with gaps

Phylogenetic inference

3. Tree building

	Character-based methods	Non-character based methods
Methods based on an explicit model of evolution	Maximum Likelihood Methods/Bayesian Phylogeny	Pairwise distance methods
Methods not based on an explicit model of evolution	Maximum Parsimony Methods	

Phylogenetic Tree

Definition of the "best"

- **Distance-based**
a distance is a measure of the overall differences/similarities between two objects
- **Character-based**
a character is a characteristic that has well-defined, limited number of states
- **Maximum likelihood**
Finds a tree such that the likelihood of the data given the tree structure is maximum

Distance based Methods

Distance based methods:

- calculate the distances between molecular sequences using some distance metric
- A clustering method (UPGMA, neighbour joining) is used to infer the tree from the pairwise distance matrix
- treat the sequence from a **horizontal perspective**, by calculating a single distance between entire sequences

- Advantage:
 - Fast
 - Allow using evolutionary models
- Disadvantage:
 - sequences reduced to one number

Distance based Methods

Character based methods:

- treat the sequences from a **vertical perspective**
- they search for each column of the alignment, the simplest explanation for how the characters evolved.
- For instance, MP involves a search for a tree with the fewest number of amino acid (or nucleotide character) changes that account for the observed differences between the protein (gene) sequences.

Distance Calculation

Approach:

- align pairs of sequences and count the number of differences (Hamming distance).
- For an alignment of length N with n sites at which there are differences: $D = (n/N * 100)$.

Problem:

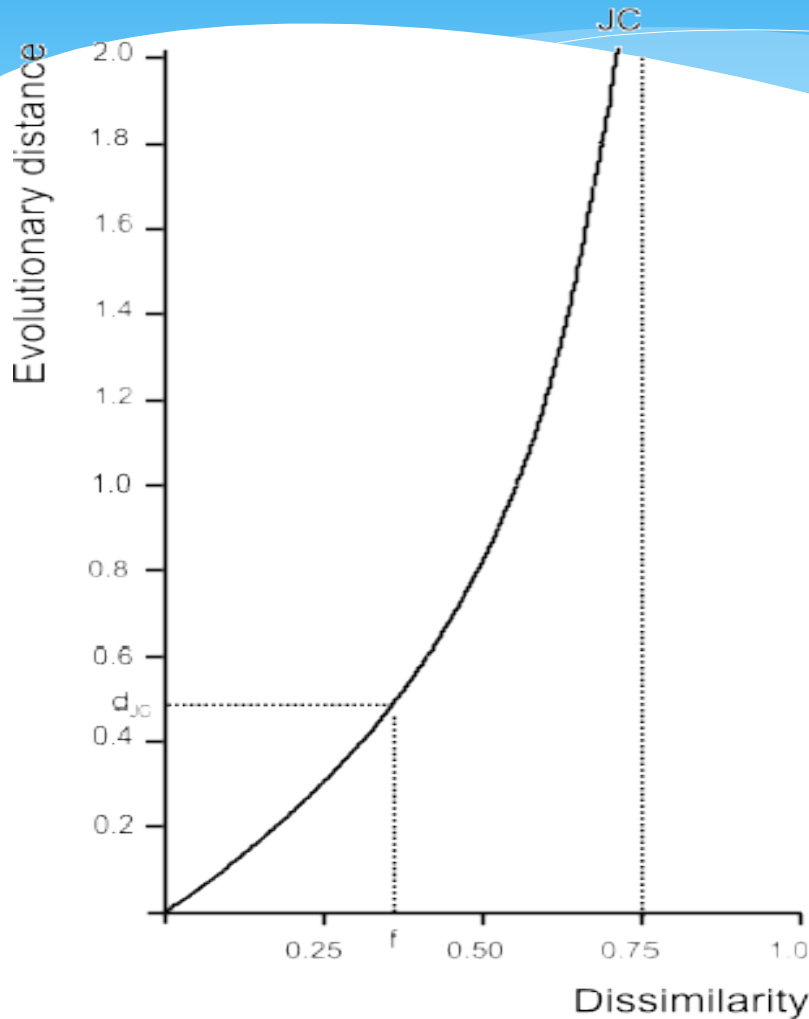
- observed differences \leftrightarrow actual genetic distances between the sequences.

=> dissimilarity is an underestimation of the true evolutionary distance, because of the fact that some of the sequence positions are the result of multiple events

Solution:

- Use an evolutionary model that corrects for multiple mutations

Distance Calculation



A model of evolution is based on certain presumptions!

E.g. substitution model of Jukes & Cantor (1969)

- all substitutions are independent
- all sequence positions are equally likely to change
- substitutions occur randomly among the four types of nucleotides: there is no bias in the direction of change
- no insertions or deletions have occurred

Based on a model of evolution, we can derive an equation that expresses the relationship between dissimilarity (fraction of observed differences) and evolutionary distance (fraction of expected differences)

$$D_{AB} = -\frac{3}{4} \ln \left(1 - \frac{4}{3} f_{AB} \right)$$

Distance Calculation

Step 1 Estimation of evolutionary distances

```

3 U U C A A U C A G G C C C G A
  | | | |
1 U C A A G U C A G G U U C G A
  | | | |
2 U C C A G U U A G A C U C G A
  | | | |
3 U U C A A U C A G G C C C G A
  
```

Convert dissimilarity into evolutionary distance
by correcting for multiple events per site e.g.
Jukes & Cantor (1969):

$$d_{AB} = -\frac{3}{4} \ln \left(1 - \frac{4}{3} 0.266 \right) = 0.328$$

	1	2	3
2	0.266		
3	0.333	0.333	

dissimilarities

	1	2	3
2	0.328		
3	0.441	0.441	

evolutionary distances

Step 2 Infer tree topology on the basis of estimated evolutionary distances

UPGMA

UPGMA (Unweight Pair Group Method using Arithmetic averages)

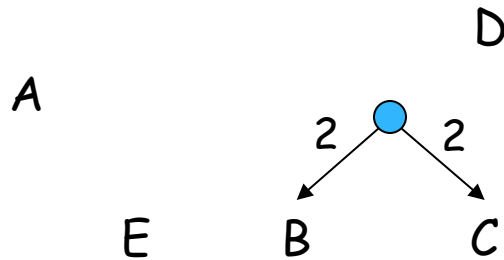
- One of the most popular phylogenetic tree algorithms.
- Produce a rooted tree (unlike MP method).
- UPGMA produces **ultrametric** trees. The distance from any internal node (including the root) to its descendant leaves is identical!
- Assume a constant rate of evolution rate (molecular clock hypothesis).

UPGMA

- * Create a distance matrix between all pairs of taxa
- * Iteratively do following until all taxa are merged
 - * Merge the pair (x, y) with smallest distance $d(x, y)$ and form xy
 - * Set distance
 - * $d(z, xy) = \frac{d(z,x)+d(z,y)}{2}$ for all z
 - * For clusters,
 - * $d(C_i, C_j) = \frac{1}{|C_i||C_j|} \sum_{p \text{ in } C_i, q \text{ in } C_j} d(p, q)$
($|C_i|$ is the number of taxa in C_i)
 - * $d(z, C_i C_j) = \frac{d(z, C_i)|C_i| + d(z, C_j)|C_j|}{|C_i| + |C_j|}$

UPGMA

$$\begin{aligned}
 d(A, BC) &= \frac{d(A, B) + d(B, C)}{2} \\
 &= \frac{10 + 12}{2} = 11
 \end{aligned}$$



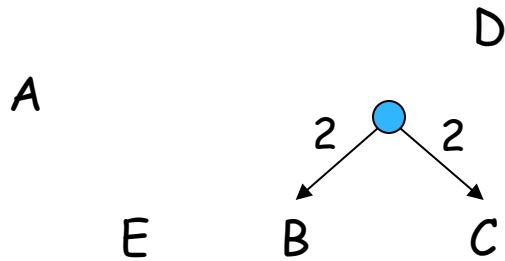
Distance of new cluster
to nodes in original clusters
is half of original distance

	A	B	C	D	E
A	0	10	12	8	7
B		0	4	4	14
C			0	6	16
D				0	12
E					0

	A	BC	D	E
A	0	11	8	7
BC		0	5	15
D			0	12
E				0

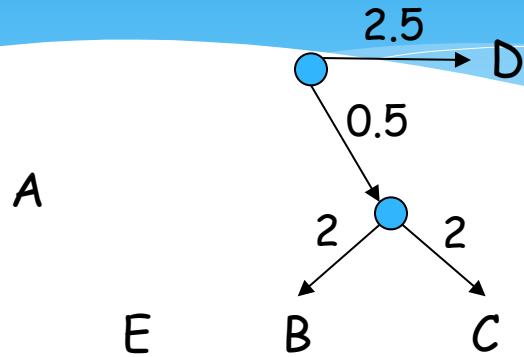
Update distance matrix

UPGMA



	A	BC	D	E
A	0	11	8	7
BC		0	5	15
D			0	12
E				0

UPGMA



	A	BC	D	E
A	0	11	8	7
BC		0	5	15
D			0	12
E				0

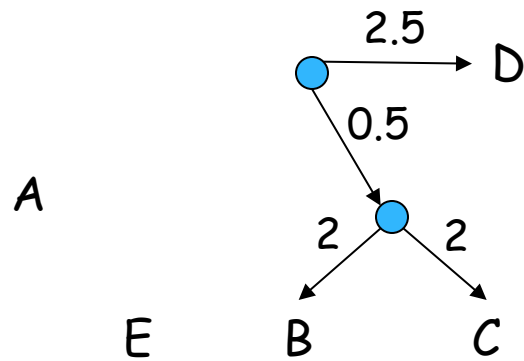
$$d(A, BCD) = \frac{2 * d(A, BC) + d(A, D)}{2 + 1}$$

$$= \frac{2 * 11 + 8}{3} = 10$$

$$d(E, BCD) = \frac{2 * 15 + 12}{2 + 1} = 14$$

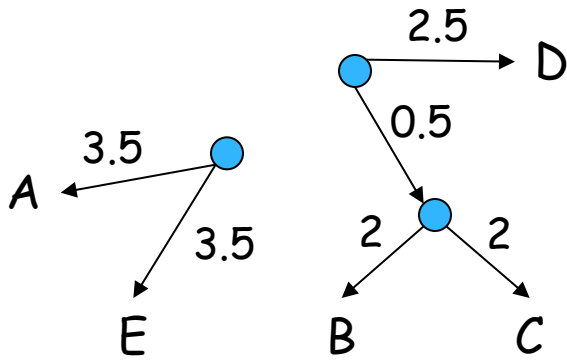
	A	BCD	E
A	0	10	7
BCD		0	14
E			0

UPGMA



	A	BCD	E
A	0	10	7
BCD		0	14
E			0

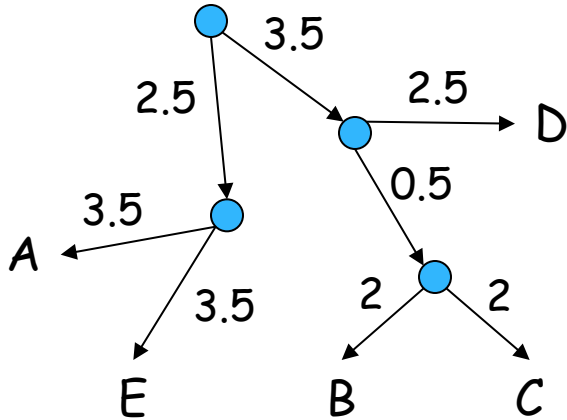
UPGMA



	A	BCD	E
A	0	10	7
BCD		0	14
E			0

	AE	BCD
AE	0	12
BCD		0

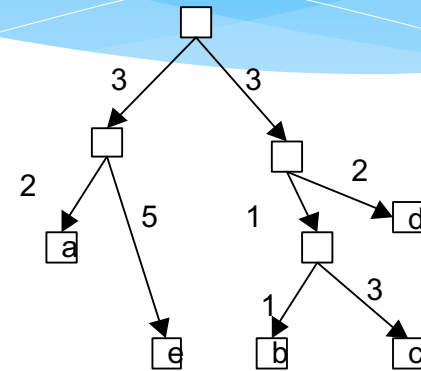
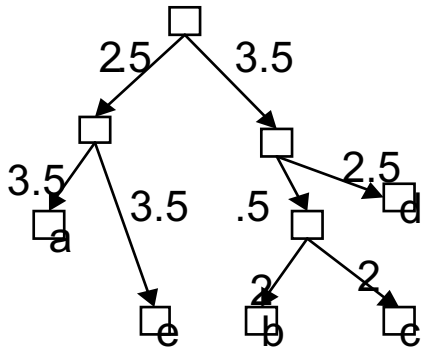
UPGMA



	A	B	C	D	E
A	0	10	12	8	7
B		0	4	4	14
C			0	6	16
D				0	12
E					0

produced tree
(((B, C), D), (A, E))

UPGMA Result



	A	B	C	D	E
A	0	10	12	8	7
B		0	4	4	14
C			0	6	16
D				0	12
E					0

	A	B	C	D	E
A	0	10	12	10	7
B		0	4	4	13
C			0	6	15
D				0	13
E					0

UPGMA

UIUC TeachEnG UPGMA game

<http://teacheng.illinois.edu/PhylogeneticTree>