WG1-WG4: School on bioinformatical analyses of phytoplasma sequences

#### Phylogenetic tree construction

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# Homology: the starting point of molecular phylogeny

Phylogenetic Tree: A branching diagram or "tree" showing the evolutionary relationships among various species, based upon similarities and differences in their genetic characteristics

- Sequence comparison
  - •Bioinformatics tools like ClustalW, JalView, and BLAST
  - •Reference Sequence: A sequence that has been chosen for the purpose of comparison. In genetic testing, a reference sequence is a known and well studied DNA or protein sequence. The reference sequences are chosen because they are of high quality and are thought to represent the sequence from the original organism
  - •Query Sequence: When performing genetic research, your "query sequence" is the sequence you are analyzing or trying to match
  - •Mutation: A change in a DNA or protein sequence

### Sequence comparison

- the number of changes between different sequences is used to understand the evolutionary relatedness of the organisms
  - When sequences from two species are very similar, they are thought to be closely related
  - when sequences from two species are more dissimilar, the species are thought to be more distantly related
- DNA sequences that are more similar to one another are believed to share a more recent common ancestor than DNA sequences that are more different from one another

#### Pairs of Sequences are Compared to Each Other

A: ATGGTGCCG

B: ATGCTGCCG

B: ATGCTGCCG

C: ATGGACACG

B: ATGGTGCCG

D: ATGGTGAAG

A: ATGGTGCCG

D: ATGCAGCCG

D: ATGCAGCCG

C: ATGGACACG

A: ATGGTGCCG

C: ATGGACA¢G

#### Number of Nucleotide Differences:

	Α	В	С	D
Α	0	1	2	3
В	1	0	2	4
C	2	2	0	3
D	3	4	3	0

**Pairwise Comparison:** The process of comparing two DNA or protein sequences to one another to look for similarities and differences between the two sequences

### Comparing DNA Sequences

**Example: Genetic Testing using BLAST** 

Reference Sequence
Query Sequence(s): 1

2

A

C

3

Look for **mutations** or changes relative to **Reference Sequence** 

Example: Multiple Sequence Alignments Using ClustalW

Sequence 1 ATGGTGC

Sequence 2 ATGCTGC

Sequence 3 ATGGACA

Sequence 4 ATGCAGC

Look for **changes** relative to **each other** 

The amount of changes among the sequences reflects the evolutionary relatedness of the organisms

### Multiple Sequence Alignment

- The process of comparing more than two DNA or protein sequences to one another by aligning the sequences and looking for similarities and differences
- > Predicting protein structure, function
- > Primer design
- The information obtained from multiple sequence alignments can be used to construct phylogenetic trees

### Multiple sequence alignment (MSA)

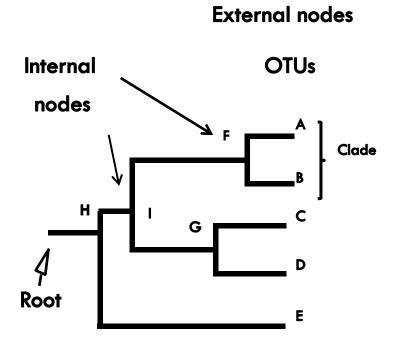
- For the construction of reliable phylogenetic trees the quality of a multiple alignment is of the utmost importance
- There are many programs available for the multiple alignment
  - A good program in the public domain is: ClustalW
  - A similar program is Pileup of the GCG package
- They quickly align sequence pairs and roughly determine the degrees of identity between each pair
- Then the sequences are aligned more precisely in a progressive way starting with the two closest sequences
  - Most programs work better when the sequences have similar length

#### Phylogenetic tree and MSA

- > Phylogenetic trees are a graphical representation of the evolutionary relatedness among the species in the tree
- Multiple sequence alignment (MSA) is closely related to constructing of a phylogenetic tree
- Every position in MSA is a character

#### Phylogenetic Trees Reflect Evolution

Phylogenetics: The study of evolutionary relationships among organisms



Distances are reflected in branch lengths

#### Remarks

In general, the output tree of a phylogenetic analysis is an estimate of the *character's* phylogeny (i.e. a gene tree) and not the phylogeny of the taxa (i.e. species tree) from which these characters were sampled, though ideally, both should be very close

They do not necessarily accurately represent the species evolutionary history

the analysis can be confounded by horizontal gene transfer, hybridization between species, convergent evolution, and conserved sequences

- Noncoding regions are more variable than coding regions
- Some positions in the protein coding genes are more variable then the others
- > Some genes evolute faster then the other
- > Same genes in the different organisms evolute faster then in other

#### Steps of making a phylogenetic tree

- 1. Find and download the sequences to be included in the tree
  - NCBI
- 2. Align the acquired sequences, check and trim the alignment
  - Clustal
  - MEGA 5
- 3. Construct the phylogenetic tree
  - MEGA 5

#### Program packages

There are more than 190 different packages related to phylogenetic analyses

- FAUP (Phylogenetic Analysis Using Parsimony)
- > PHYLIP (**PHYL**ogeny **I**nference **P**ackage) open source

>MEGA 5 MOLECULAR EVOLUTIONARY GENETICS ANALYSIS

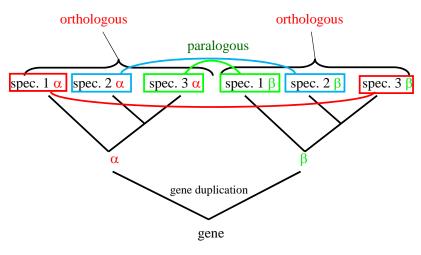






- > Orthologous and paralogous genes
- Two genes are orthologous if they diverged after a speciation event
- Two genes are paralogous if they diverged after a duplication event
- It is likely that two orthologs have similar function, these functions are not necessarily "identical
- Paralogous usualy have different function



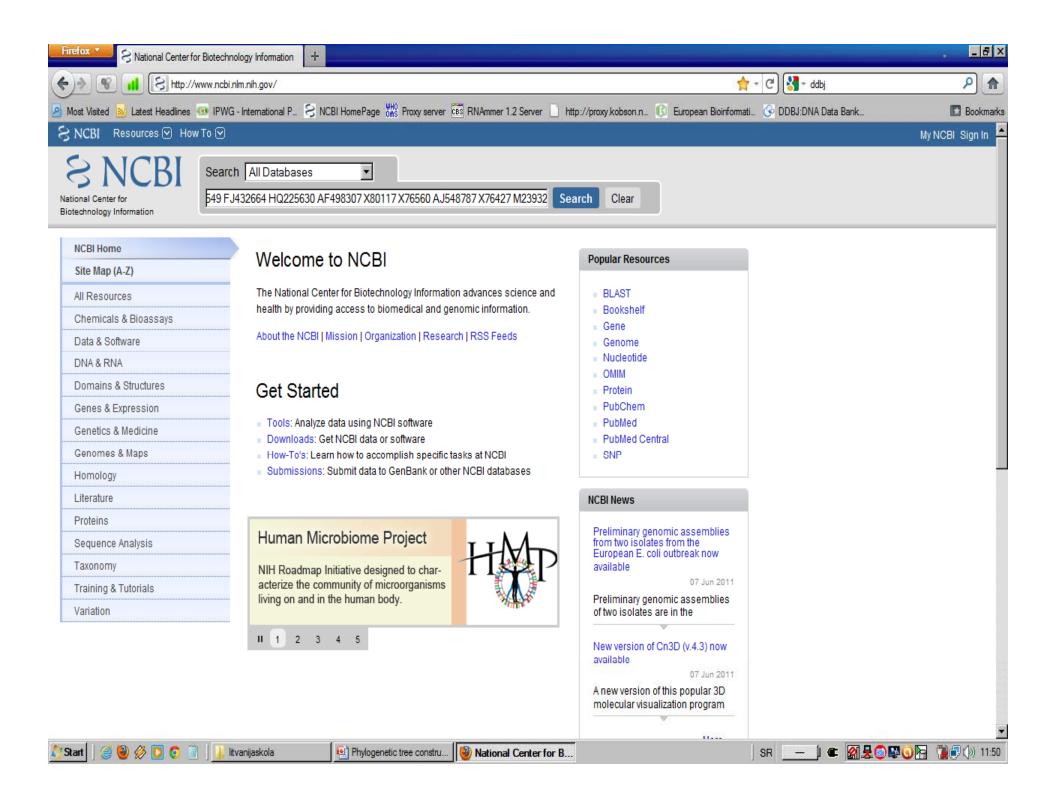


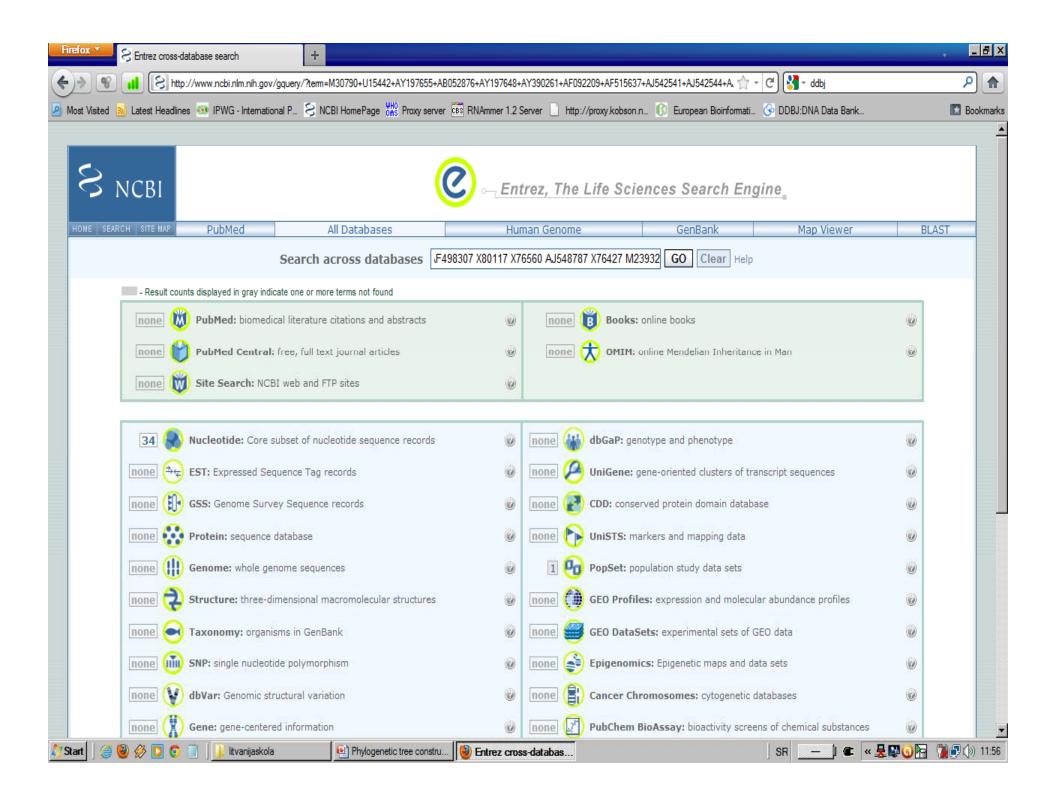
- ➤ Homologous sequences as result of horizontal transfer between 2 species, and not common ancestor
- Homologous sequences as result of convergence

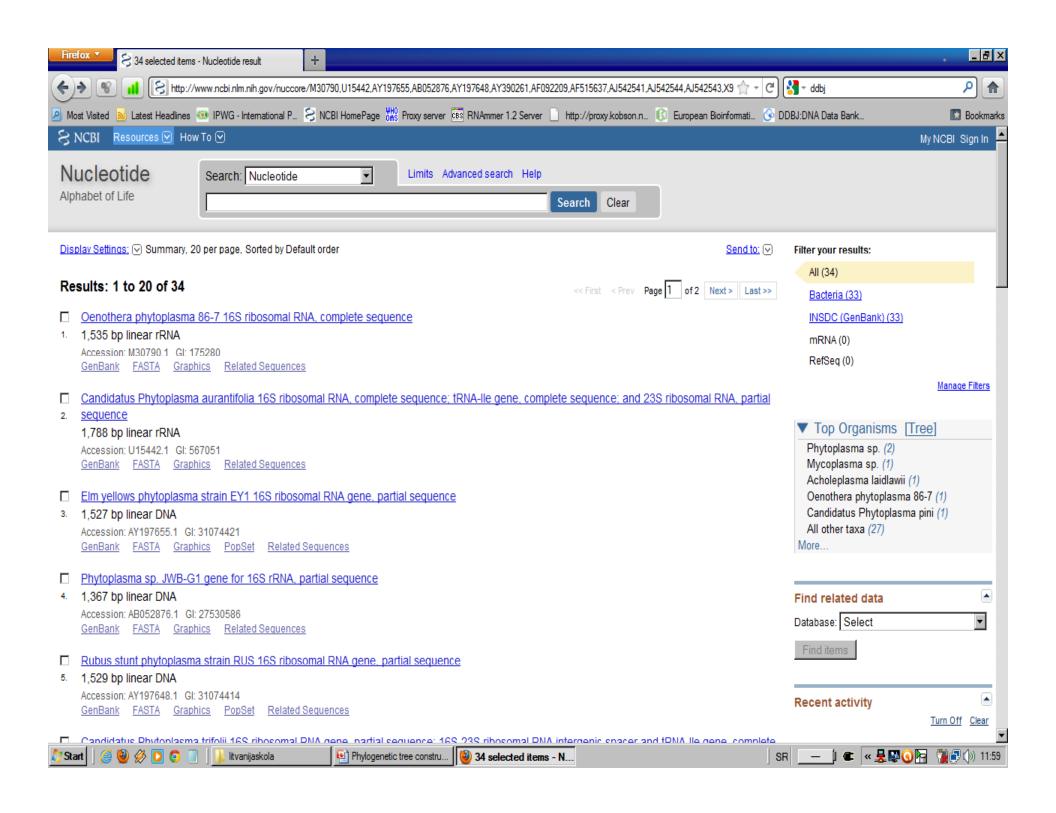
1. Find and download the sequences to be included in the tree

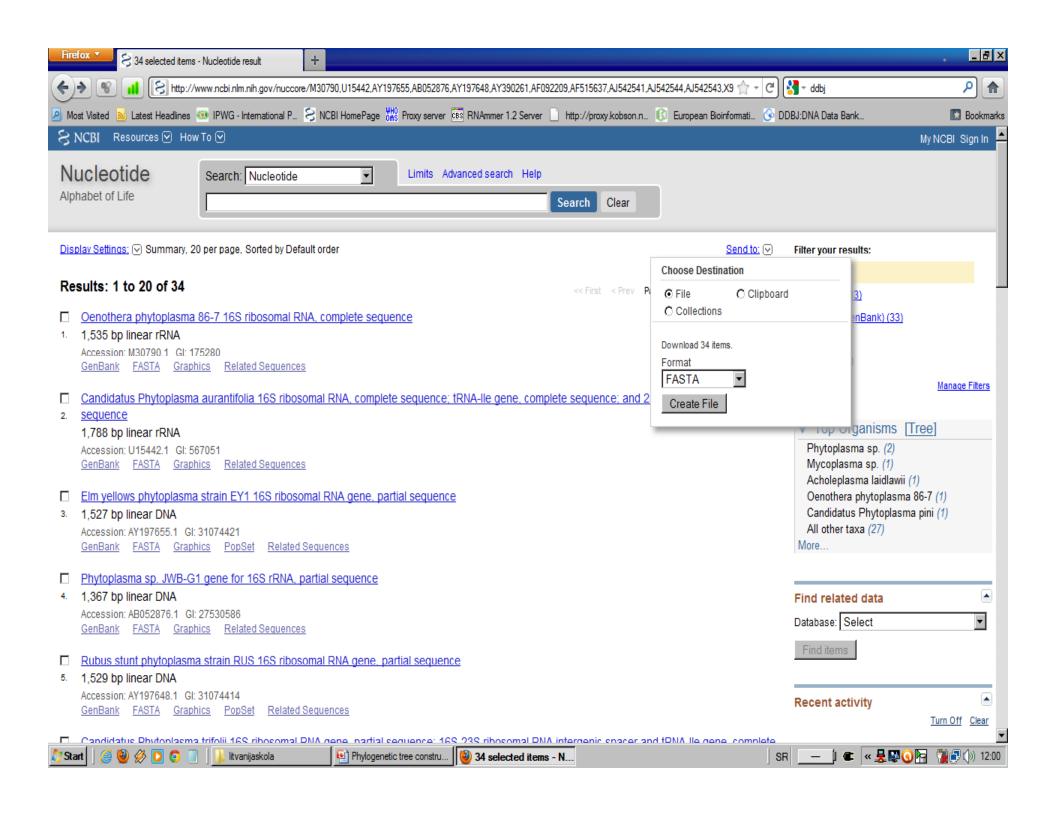
Sequence databases

- □ NCBI: http://www.ncbi.nlm.nih.gov/
- EMBL: http://www.ebi.ac.uk/
- DDBJ: http://www.ddbj.nig.ac.jp/









### Multiple sequence alignment

 Align the acquired sequences, check and trim the alignment

Programs that performs multiple sequence alignments.

- Muscule
- ClustalW: performs very well in practice.
  - MEGA 5

### Multiple sequence alignment

A multiple sequence alignment (MSA) is obtained by inserting gaps ('-') into the original sequences such that all resulting sequences have equal length and no column consists of gaps only

The most commonly used approach to MSA is probably progressive alignment (ClustalW)

One of the first progressive alignment algorithms was published 1987 by Feng and Doolittle

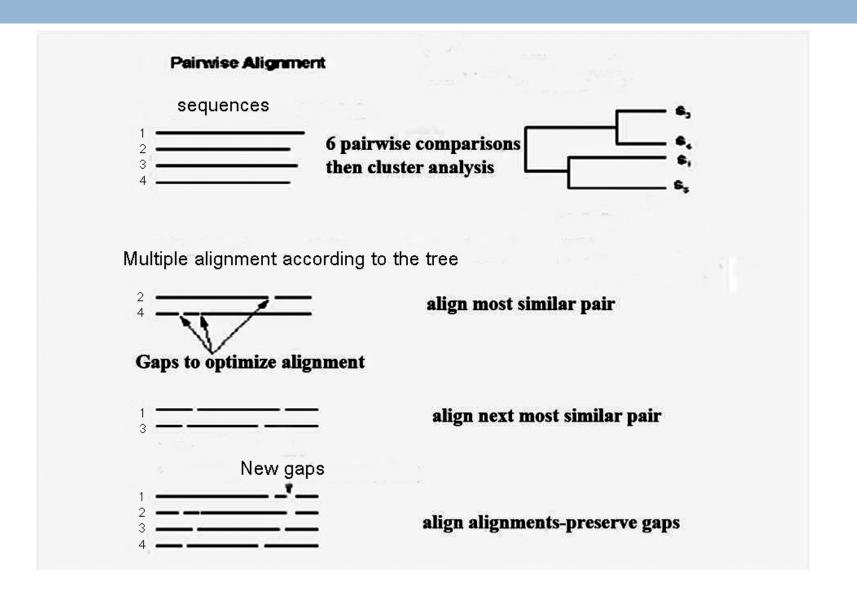
CLUSTAL is one of the most popular programs for computing an MSA. It is based on the Feng-Doolittle method

Feng, D-F & Doolittle, RF. Progressive sequence alignment as a prerequisite to correct phylogenetic trees. J. Mol. Evol. 25:351-360, 1987

### Multiple sequence alignment

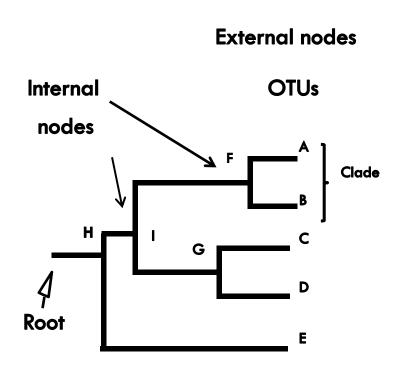
- •The algorithm starts by computing a rough distance matrix between each pair of sequences based on pairwise sequence alignment scores
- •Next, the algorithm uses the neighbor-joining method with midpoint rooting to create a guide tree, which is used to generate a global alignment. The guide tree serves as a rough template for clades that tend to share insertion and deletion features
- •The most similar sequences, that is, those with the best alignment score are aligned first. Then progressively more distant groups of sequences are aligned until a global alignment is obtained
  - 1. Fast
  - 2. This generally provides a close-to-optimal result, especially when the data set contains sequences with varied degrees of divergence

### Progressive alignment



### Align the sequences

#### Some useful information about phylogenetic trees



A-E are external nodes OTUs are operational taxonomic units They can be: species

F-J are internal (ancestral) nodes They are existing or extinct

Root: a common ancestor for all sequences

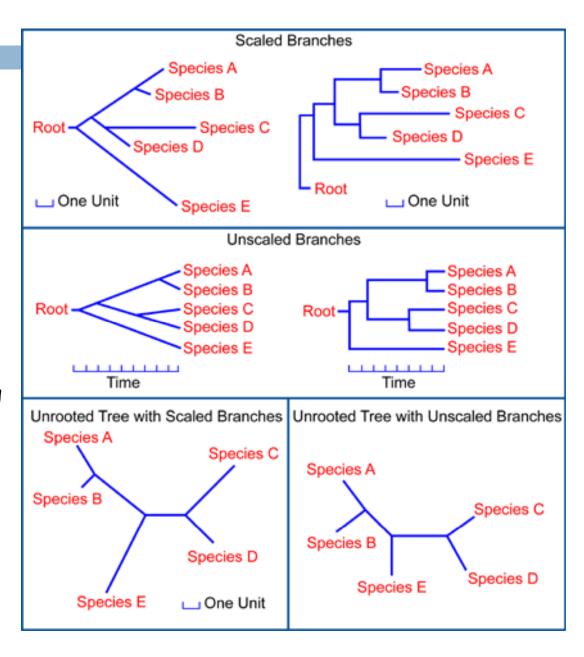
Clade: a group consisting of an organism and all its descendants. In the terms of biological systematics, a clade is a single branch on the tree

Branch length: represents number of changes
Topology: order of the nodes on the tree

### A phylogenetic tree can be

rooted path from root to a noderepresents an evolutionary paththe root represents the common ancestor

unrooted specifies relationships among things, but not evolutionary paths



#### How to root an unrooted tree?

- To root a tree one should add an outgroup to the dataset. An outgroup is an operational taxonomic unit (OUT) that branched off before all other taxa
- Do not choose an outgroup that is very distantly related to your taxa. This may result in serious topolocical errors
- Do not choose either an outgroup that is too closely related to the taxa in question.
   In this case it may not be a true outgroup
- The use of more than one outgroup generally improves the estimate of tree topology
- In the absence of a good outgroup the root may be positioned by assuming approximately equal evolutionary rates over all the branches. In this way the root is put at the midpoint of the longest pathway between two OTUs

### Bootstrapping

statistical method for obtaining an estimate of errors

- Bootstrapping is a way of testing the reliability of a phylogenetic tree
- The pseudo-replicate datasets are generated by randomly sampling the original character matrix to create new matrices of the same size as the original
- The frequency with which a given branch is found is recorded as the bootstrap proportion, and it can be used as a measure of the reliability
- is used to examine how often a particular cluster in a tree appears when nucleotides or aminoacids are re-sampled

### Phylogenetic tree building methods

#### Molecular phylogenetic tree building methods

- Are mathematical and/or statistical methods for inferring the divergence order of taxa, as well as the lengths of the branches that connect them
- There are many phylogenetic methods available today, each having strengths and weaknesses
- None of the methods is reliable when OTUs with highly unequal evolutionary separation are included in the data set
- Most can be classified as follows:

### Phylogenetic tree building methods

Distance-based methods— Methods for making phylogenetic trees with DNA or protein sequences that involves calculating the percent difference between each pair of sequences, and using these percent differences to construct the phylogenetic tree

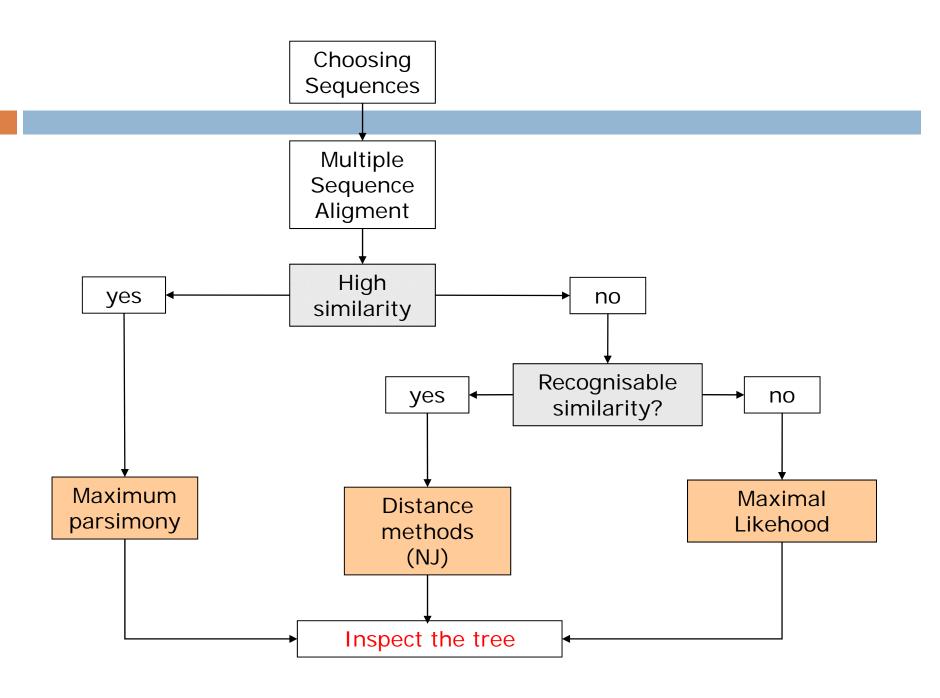
Neighbor Joining

Character-based methods - are said to be more powerful than distance methods because they use the raw data

- Parsimony searches in all possible phylogenetic trees that needs the minimum number of substitutions of nucleic acids or amino acids (mutations), so the best tree is the one that have the minimum number of mutations
- Maximum likelihood the best estimate of a parameter is that giving the highest probability that the observed set of measurements will be obtained

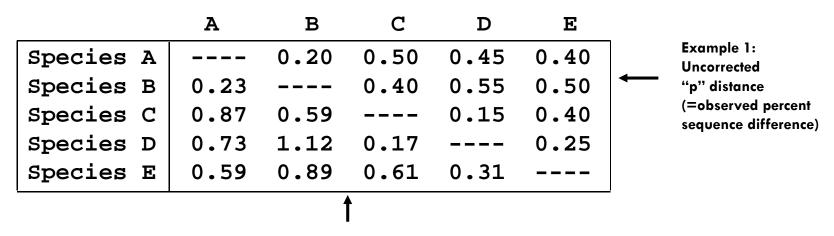
### Phylogenetic tree building methods

- Distance methods or distance based trees are easy to set up, and you can apply them in most situations, but they aren't necessarily the most accurate. The main disadvantage of distance-matrix methods is their inability to efficiently use information about local high-variation regions
- Distance approaches (UPGMA, Neighbor Joining etc.) do not use the original (sequence) data, but calculate the percent difference between each pair of sequences, and are using these percent differences to construct the phylogenetic tree. Some information is said to be lost
- Character-state approaches (maximum parsimony, maximum likelihood) are said to be more powerful than distance methods because they use the raw data
- Maximum parsimony uses only the relevant sites. So when the number of informative sites is not large, this method is often less efficient than distance methods (Saitou and Nei, 1986). Maximum parsimony is notorious for its sensitivity to codon bias and unequal rates of evolution
- Likelihood methods are the most accurate and the best, because it uses all data, but the problem is that they run very slow because of their long algorithms



#### **Distance-based methods**

Transform the sequence data into pairwise distances (dissimilarities), and then use the matrix during tree building



Example 2: Kimura 2-parameter distance (estimate of the true number of substitutions between taxa)

Maximum Composite Likelihood-increases the accuracy of calculating the pairwise distances

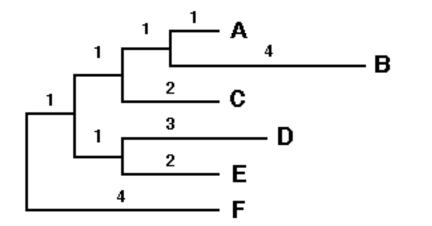
#### Distance-based methods

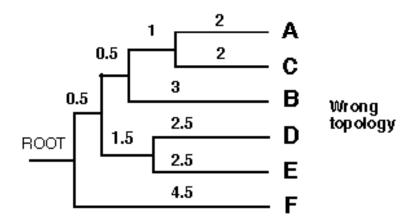
**UPGMA** (**U**nweighted **P**air **G**roup **M**ethod with **A**rithmetic Mean) assumes a constant rate of evolution, and is not a well-regarded method for inferring relationships unless this assumption has been tested and justified for the data set being used.  $\Rightarrow$  construct a rooted tree

**NJ** (*Neighbor Joining*) - unlike UPGMA does not assume a constant rate of evolution across lineages different branch lengths, unrooted tree

## Unequal rates of mutation lead to wrong trees UPGMA

- The UPGMA clustering method is very sensitive to unequal evolutionary rates
- UPGMA tree construction based on the data of the left tree would result in the erroneous tree at the right





#### Neighbor Joining (NJ) (Saitou and Nei, 1987)

- The principle of this method is to find pairs of operational taxonomic units (OTUs) that minimize the total branch length at each stage of clustering of OTUs starting with a starlike tree
- The branch lengths as well as the topology of a parsimonious tree can quickly be obtained by using this method

# Neighbor Joining (NJ) The algorithm Step 1

 The raw data of the tree are represented by the following distance matrix

	A	В	С	D	E
В	5				
С	4	7			
D	7	10	7		
Е	6	9	6	5	
F	8	11	8	9	8

■ We have in total 6 OTUs (N=6)

We calculate the net divergence r (i) for each OTU from all other OTUs

$$r(A) = 5+4+7+6+8=30$$

$$r(B) = 42$$

$$r(C) = 32$$

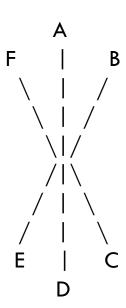
$$r(D) = 38$$

$$r(E) = 34$$

$$r(F) = 44$$

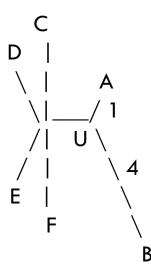
- Now we calculate a new distance matrix using for each pair of OUTs the formula
- $\square$  M(ij)=d(ij) [r(i) + r(j)]/(N-2)
- $\square$  M(AB)=d(AB) -[(r(A) + r(B)]/(N-2) = -13

	A	В	С	D	E
В	-13				
С	-11.5	-11.5			
D	-10	-10	-10.5		
Е	-10	-10	-10.5	-13	
F	-10.5	-10.5	-11	-11.5	-11.5



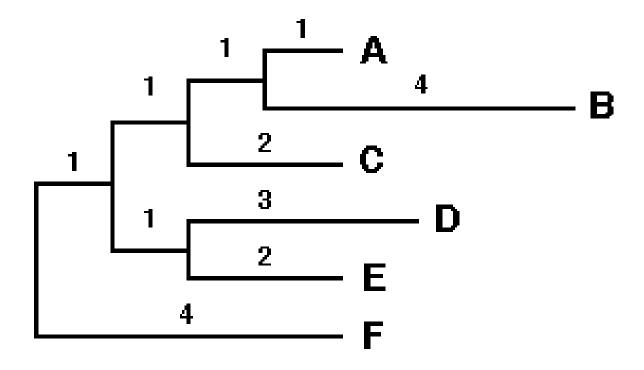
- Now we choose as neighbors those two OTUs for which Mij is the smallest. These are A and B and D and E. Let's take A and B as neighbors and we form a new node called U. Now we calculate the branch length from the internal node U to the external OTUs A and B.
- $\Box$  S(AU) =d(AB) / 2 + [r(A)-r(B)] / 2(N-2) = 1
- $\square$  S(BU) =d(AB) -S(AU) = 4

The resulting tree will be the following



- Now we define new distances from U to each other terminal node:
- $\Box$  d(CU) = d(AC) + d(BC) d(AB) / 2 = 3
- $\Box$  d(DU) = d(AD) + d(BD) d(AB) / 2 = 6
- d(EU) = d(AE) + d(BE) d(AB) / 2 = 5
- $\Box$  d(FU) = d(AF) + d(BF) d(AB) / 2 = 7
- and we create a new matrix
- $\square$  N= N-1 = 5
- The entire procedure is repeated starting at step 1

	U(AB)	C	D	E
С	3			
D	6	7		
Е	5	6	5	
F	7	8	9	8



# Neighbor Joining (NJ)

- Advantages and disadvantages of the neighbor-joining method
- Advantages
  - is fast and thus suited for large datasets and for bootstrap analysis
  - permits lineages with largely different branch lengths
  - permits correction for multiple substitutions (from Jukes-Cantor model)
  - gives only one possible tree
- Disadvantages
  - sequence information is reduced
  - strongly dependent on the model of evolution used
  - gives only one possible tree

## NJ tree

#### **Character-based methods**

- Maximum parsimony (MP) is a method of identifying the potential phylogenetic tree that requires the smallest total number of evolutionary events to explain the observed sequence data
- Maximum likelihood method (ML) Inferring the most likely evolutionary tree for a group of sequences by considering the probability of all possible mutational paths between them

# Maximum Parsimony analysis

- Parsimony implies that simpler hypotheses are preferable to more complicated ones
- Maximum parsimony is a character-based method that infers a phylogenetic tree by minimizing the total number of evolutionary steps required to explain a given set of data, or in other words by minimizing the total tree length

# Maximum Parsimony Methods

- Use sequence information rather than distance information
- Calculate for all possible trees and find the tree that represents the minimum number of substitutions at each informative site

#### Maximum parsimony-minimum change

- The tree that requires the smallest number of changes to explain the data is the most likely tree (the most parsimonious tree)
- MP method does not use specific models to estimate the trees
- By changing the topology or OTUs the parsimony score is changed
- The MP method produces many equally parsimonious trees

#### Informative sites

```
1 2 3 4 5 6 7 8 9
```

#### Sequence

```
1 A A G A G T G C A
2 A G C C G T G C G
3 A G A T A T C C A
4 A G A G A T C C G
* * *
```

# Maximum Parsimony analysis

- The number of **rooted** trees (Nr) for n OTUs is given by:  $Nr = (2n 3)!/(2\exp(n 2)) (n 2)!$
- The number of **unrooted** trees (Nr) for n OTUs is given by:  $Nu = (2n 5)!/(2\exp(n 3)) (n 3)!$

Number	of		
OTUs	unrooted	trees	rooted tree
2	1		1
3	1		3
4	3		15
5	15		105
6	105		945
7	954		10,395
8	10,395		135,135
9	135,135		34,459,425
10	34,459,425		2.13E15
15	2.13E15		8.E21

This rapid increase in number of trees to be analysed may make it impossible to apply the method to very large datasets. In that case the parsimony method may become very time consuming, even on very fast computers

### Parsimony

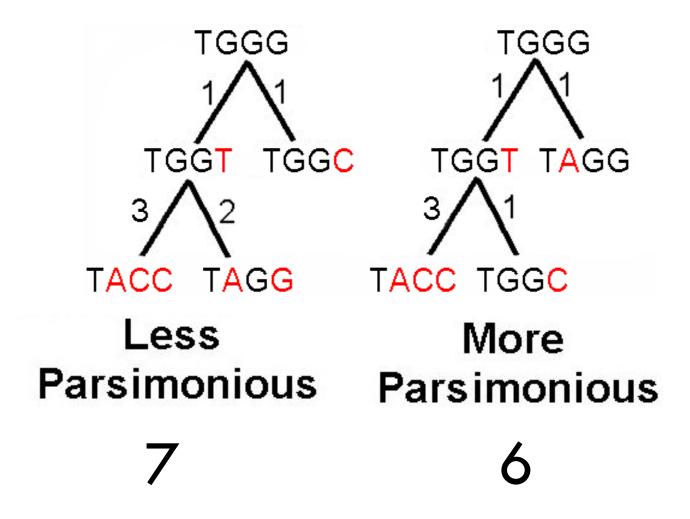
- > Two problems
  - > The Small Parsimony Problem
    - to compute the parsimony score for a given tree

- > The large parsimony problem
  - How to find the best tree?

# The Small Parsimony Problem

- The Fitch algorithm
- In 1971, Walter Fitch published a dynamic programming algorithm that solves the small parsimony problem efficiently

### Parsimony



### Large parsimony problem

- Number of trees to be searched is HUDGE:
  - $\square$  (2n 3)!! Number of possible rooted trees
  - $\square$  (2n 5)!! Number of possible unrooted trees
- Exhaustive enumeration of all possible tree topologies will only work for small number of sequences ( $n \le 10$ )

```
# seq. # unrooted # rooted
trees trees
10 2,027,025 34,459,425
```

Thus, we need more efficient strategies that either solve the problem exactly, such as the "branch and bound" technique, or return good approximations, such as "heuristic searches"

#### How to find the best tree?

- Maximum parsimony searches for the optimal (minimal) tree. In this process more than one minimal trees may be found. In order to guarantee to find the best possible tree an exhaustive evaluation of all possible tree topologies has to be carried out. However, this becomes impossible when there are more than 12 OTUs in a dataset
- Branch and Bound: is a variation on maximum parsimony that garantees to find the minimal tree without having to evaluate all possible trees. This way a larger number of taxa can be evaluated but the method is still limited
- Heuristic searches is a method with step-wise addition and rearrangement (branch swapping) of OTUs. Here it is not guaranteed to find the best tree

- Tree Searching Methods
  - Exhaustive search (exact)
  - Branch and bound search (exact)
  - Heuristic search methods (approximate)
    - Stepwise addition
    - Star decomposition
    - Branch swapping
    - Close-Neighbor-Interchange (CNI)

#### Branch and bound search

- Application of branch-and-bound to evolutionary trees was first suggested by Mike Hendy and Dave and Penny (1982)
- While this algorithm is guaranteed to find all the MP trees, a branch-and-bound search often is too time consuming for more than 15 sequences
- In practice, using branch and bound one can obtain exact solutions for data sets of twenty or more sequences, depending on the sequence length and the "messiness" of the data

Hendy, M. D. and Penny, D. (1982). Branch and bound algorithms to determine minimal evolutionary trees. Mathematical Biosciences 59: 277-290

### Close-Neighbor-Interchange (CNI)

- This algorithm reduces the time spent searching by first producing a temporary tree, and then examining all of the topologies that are different from this temporary tree by a topological distance of dT = 2 and 4. If this is repeated many times, and all the topologies previously examined are avoided, it can usually obtain the tree being sought
- For the MP method, the CNI search can start with a tree generated by the random addition of sequences. This process can be repeated multiple times to find the MP tree

Nei M & Kumar S (2000) Molecular Evolution and Phylogenetics. Oxford University Press, New York.

#### Maximum parsimony can be inconsistent

- •Under certain conditions *long branch attraction* can occurs
  - •where there are long branches (a high level of substitutions) for two characters, but short branches for another two. And all diverged from a common ancestor

#### Some final notes on maximum parsimony

- MP positive points:
  - is based on shared and derived characters
  - does not reduce sequence information to a single number
  - evaluates different trees
- MP negative points:
  - is slow in comparison with distance methods
  - does not use all the sequence information (only informative sites are used)
  - does not correct for multiple mutations (does not imply a model of evolution)
  - does not provide information on the branch lengths
  - the most parsimonious tree is not always the correct one;
  - similarity between sequences on long branches may be explained by independent substitutions to the same nucleotide and not by their closer relationship

# MP tree

#### Maximum likehood

- The method of maximum likelihood is a contribution of RA Fisher, who first investigated its properties in 1922
- Principle: evaluate all possible trees (topology and branch lengths) and substitution model parameters (TS/TV, base freq, rate heterogeneity etc.). Choose the one that maximizes the likelihood of your data (the alignment)

#### Maximum likehood

- · Pick an Evolutionary Model
- For each position, Generate all possible tree structures
- Based on the Evolutionary Model, calculate
   Likelihood of these Trees and Sum them to get the
   Column Likelihood for each OTU cluster
- Calculate Tree Likelihood by multiplying the likelihood for each position
- Choose Tree with Greatest Likelihood

#### Maximum likehood

- Similar to maximum parsimony, an optimal MLE tree is determined by a search in tree space
- The method searches for the tree with the highest probability or likelihood
- The likelihood of observing a given set of data is maximized for each topology, and the topology that gives the highest maximum likelihood is chosen as the final tree
- The parameters to be considered are not the topologies but the branch lengths for each topology, and the likelihood is maximized to estimate branch lengths rather than the topology

#### Likelihood for the full tree

The likelihood for the full tree is the product of the likelihood at each site

Since the individual likelihoods are extremely small numbers it is convenient to sum the log likelihoods at each site and report the likelihood of the entire tree as the log likelihood

#### The maximum likelihood tree

- □ This procedure is repeated for all possible topologies, and the topology that shows the highest likelihood is chosen as the final tree
- According to this method, the nucleotides or amino acids of all sequences at each site are considered separately (as independent), and the log-likelihood of having these bases are computed for a given topology by using a particular probability model
- The method requires that evolution at different sites and along different lineages must be statistically independent
- Maximum likelihood is thus well suited to the analysis of distantly related sequences, but because it formally requires search of all possible combinations of tree topology and branch length, it is computationally expensive

 Parsimony picks the most probable path, likelihood method sums over all paths

Parsimony ignores evolution time t

# Advantages and disadvantages of the maximum likelihood method

- There are some supposed adavantages of maximum likelihood methods over other methods.
  - It is the estimation method least affected by sampling error
  - with very short sequences it tends to outperform alternative methods such as parsimony or distance methods.
  - evalutates different tree topologies
  - uses all the sequence information
- There are also some supposed disadvantages
  - maximum likelihood is very CPU intensive and thus extremely slow
  - result is dependent on the model of evolution used

## Bayesian Inference of Tree

- Mr Bayes (http://mrbayes.csit.fsu.edu/)
- Character based
- Posterior probability The posterior probability distribution of trees is impossible to calculate analytically; instead, MrBayes uses a simulation technique called Markov chain Monte Carlo (or MCMC) to approximate the posterior probabilities of trees
- Begins with a tree (randomly chosen)
- Evaluate the tree
- Change the tree and evaluate it (better-accept)
- Calculate the consensus of the recorded trees (with posterior probabilities)

#### Conclusions

- Neighbor-joining is good when evolutionary rates vary. Proven to construct the correct tree
- Parsimony is good for closely related sequences
- Likelihood method is the most general of all
- Using several phylogenetic methods is instructive
- If more characters are used to construct the phylogenetic tree it is better

# Thank you for your attention