

















What's in a tree?

r vou can use polarized characters.

- Trees form molecular data are usually calculated as unrooted trees (at least they should be - if they are not this is usually a mistake). To root a tree you either can assume a molecular clock (substitutions occur at a constant rate, again this assumption is
- usually not warranted and needs to be tested).
- usually not warranted and needs to be tested), you can use an **utgroup** (i.e. samething that you know forms the deepest branch). For example, to root a phylogeny of birds, you cauld use the homologous characters from a reptile as augroup; to find the root in a tree depicting the relations between different human mitochondria, you could use the mitochondria from chimpances or from Neanderthals as an ourgroup; to root a phylogeny of alpha hemoglobins you could use a beta hemoglobin sequence, or a myoglobin sequence as outgroup, to root the tree of life, you could use ancient paralogs, such as in the ATP synthases.
- Trees have a branching pattern (also called the topology), and branch lengths.

Often the branch lengths are ignored in depicting trees (these trees often are referred to as cladograms - note that cladograms should be considered rooted). You can swap branches attached to a node, and in an unrooted you can depict to tree as rooted in any branch you like without changing the tree.

Terminology for Trees

·(Leaves, OTUs), (Branches, splits, bipartitions), Nodes In a rooted tree: clades (for unrooted trees sometimes the term clann is used)

Mono-, Para-, polyphyletic groups, cladists and a natural taxonomy The term cladogram refers to a strictly bifurcating diagram, where each clade is defined by a common ancestor that only gives rise to members of this clade. I.e., a clade is nonophyletic (derived from one ancestor) as opposed to polyphyletic (derived from many incestors). (Note: you do need to know where the root is!)

A clade is recognized and defined by

- I have be recognize used within a W shared derived characters (= synapomorphies). Shared primitive characters (= synaplesiomorphies, alternative spelling is symplesiomorphies) do not define a clade, but a paraphyletic group. Characters that evolved twice independently are known as Homoplasies. They define polyphyletic groups (see in class example drawing ala Hennig).

To use these any terms ((aside from homoplasy) you need to have polarized characters; for most molecular characters you don't know which state is primitive and which is derived

exceptions:....).

See the wikipedia entries for Willi Hennig , cladistics, and monophyly – see holophyly and the link to Ashlock's paper for a divergent view.













Terminology

autapomorphy = a derived character that is only present in one group; an autapomorphic character does not tell us anything about the relationship of the group that has this character ot other groups.

Related terms:

homoplasy = a derived character that was derived twice independently (convergent evolution). Note that the characters in question might still be homologous (e.g. a position in a sequence alignment, frontlimbs turned into wings in birds and bats).

apaphyletic = a taxonomic group that is defined by a common ancestor, however, the common ancestor of this group also has decendants that do not belong to this taxonomic group. Many systematistis despise paraphyletic groups are reptiles and profists. Many consider the archeat to be paraphyletic.) Examples for paraphyletic groups are reptiles and profists. Many consider the archeat to be paraphyletic as well.

holophyletic = same as above, but the common ancestor gave rise only to members of the group

Phylogenetic reconstruction - How

Distance analyses

calculate pairwise distances (different distance measures, correction for multiple hits, correction for codon bias)

make distance matrix (table of pairwise corrected distances)

calculate tree from distance matrix

i) using optimality criterion (e.g.: smallest error between distance matrix and distances in tree, or use ii) algorithmic approaches (UPGMA or neighbor joining) See wikipedia entry on Neighbor joining for a good illustration on how NJ works. See here approved for a worked example of UPGMA

Phylogenetic reconstruction - How

- Parsimony analyses (see wikipedia entry for Parsimony)
- find that tree that explains sequence data with minimum number of substitutions (tree includes hypothesis of sequence at each of the nodes)

Maximum Likelihood analyses

- given a model for sequence evolution, find the tree that has the highest probability under this model.
- This approach can also be used to successively refine the model. Bayesian statistics
- use ML analyses to calculate posterior probabilities for trees, clades and evolutionary parameters. Especially MCMC approaches have become very popular in the last year, because they allow to estimate evolutionary parameters (e.g., which site in a virus protein is under positive selection), without assuming that one actually knows the "true" phylogeny.

Else spectral analyses, like evolutionary parsimony, look only at patterns of substitutions

- Another way to categorize methods of phylogenetic reconstruction is to ask if they are using
- an optimality criterion (e.g.: smallest error between distance matrix and distances in tree, least number of steps, highest probability), or
- algorithmic approaches (UPGMA or neighbor joining)
- Packages and programs available: PHYLIP, phyml, MrBayes, Tree-Puzzle, PAUP*, clustalw, raxml, PhyloGenie, HyPhy



Boostrap Support Values for Embedded Quartets vs. **Bipartitions:**

> Performance evaluation using sequence simulations and phylogenetic reconstructions



























Why could a gene tree be different from the species tree?

- Lack of resolution
- Lineage sorting
- Gene duplications/gene loss (paralogs/ orthologs)
- Gene transfer
- Systematic artifacts (e.g., compositional bias and long branch attraction)





Note:

We likely will not cover the following slides on Phylip, phyml, etc.

Note the assignment for next week on the last slide.

Tree of animal life, Depiction of the tree proposed by Peter Simon Pallas, from Carl Edward von Eichwald's **Zoologia specialis** (1829). (From: Mark A. Ragan: "Trees and networks before and after Darwin", Biol Direct. 2009 Nov 16:4:43.)

Ciay OS, ritch wwi (1955). Evolution of antibiotic resistance genes: the DNA sequence of a kanamycin resistance gene from *Staphylococcus aureus*. *Mol Biol Evol 1983*, 1(1):57-66.

Sorin Sonea (1988): The global organism: A new view of bacteria. *The Sciences*, 28:38-45.

IL.	**		K	1
According to	o Horst Bredekamp,	parts of the diagram in Darwin	n's origin of species (cent	er) may
reflect the b	ranching properties of	of a specimen Darwin collected	I himself.	

<u>Phylip</u> written and distributed by Joe Felsenstein and collaborators (some of the following is copied from the PHYLIP homepage)

PHYLIP (the PHYLogeny Inference Package) is a package of programs for inferring phylogenies (evolutionary trees).

PHYLIP is the most widely-distributed phylogeny package, and competes with PAUP* to be the one responsible for the largest number of published trees. PHYLIP has been in distribution since 1980, and has over 15,000 registered users.

Output is written onto special files with names like "outfile" and "outtree". Trees written onto "outtree" are in the <u>Newick</u> format, an informal standard agreed to in 1986 by authors of a number of major phylogeny packages.

Input is either provided via a file called "infile" or in response to a prompt.

input and output files Input and output files For most of the PIYLIP programs, information comer from a series of input files, and ends up in a series of output files infile ------> infile ------> infile -----> program intree -----> outfile weights ----> program cuttere categories ----> program The programs interact with the user by procenting a new. Adde from the user's choices from the mean, they read all other input files. The program interact with the user by program interact with the user by program interact. The program interact with the user by program interact infine in the interact of the interact interact interact with the user by program interact interaction interactinteraction interaction interaction i

What's in PHYLIP

Programs in PHYLIP allow to do parsimony, distance matrix, and likelihood methods, including bootstrapping and consensus trees. Data types that can be handled include molecular sequences, gene frequencies, restriction sites and fragments, distance matrices, and discrete characters.

Phylip works well with protein and nucleotide sequences Many other programs mimic the style of PHYLIP programs. (e.g. TREEPUZZLE, phyml, protml)

Many other packages use PHYIP programs in their inner workings (e.g., PHYLO_WIN)

PHYLIP runs under all operating systems

Web interfaces are available

For example:

SEQBOOT take one set of aligned sequences and writes out a file containing bootstrap samples.

PROTDIST takes a aligned sequences (one or many sets) and calculates distance matices (one or many)

FITCH (or NEIGHBOR) calculate best fitting or neighbor joining trees from one or many distance matrices

CONSENSE takes many trees and returns a consensus tree

.... modules are available to draw trees as well, but often people use <u>treeview</u> or <u>niplot</u>

The Phylip Manual is an excellent source of information.

Brief one line descriptions of the programs are here

The easiest way to run PHYLIP programs is via a command line menu (similar to clustalw). The program is invoked through clicking on an icon, or by typing the program name at

- the command line.
- > seqboot
- > protpars > fitch

If there is no file called infile the program responds with:

[gogarten@carrot gogarten]\$ seqboot

seqboot: can't find input file "infile"
Please enter a new file name>

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2001, 2:58 PM	promik.exe	protdist	protpars.ex	restdist	restml.exe	retree.exe	seqboot	Syvdist	test

TreePuzzle ne PUZZLE

TREE-PUZZLE is a very versatile maximum likelihood program that is particularly useful to analyze protein sequences. The program was developed by Korbian Strimmer and Arnd von Haseler (then at the Univ. of Munich) and is maintained by von Haseler, Heiko A. Schmidt, and Martin Vingron (contacts see http://www.tree-puzzle.de/).

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TREE-PUZZLE

- I allows fast and accurate estimation of ASRV (through estimating the shape parameter alpha) for both nucleotide and amino acid sequences. It has a "fast" algorithm to calculate trees through quartet puzzling (calculating ml trees for guartets of species and building the multispecies tree from the quartets).
- The program provides confidence numbers (puzzle support values). which tend to be smaller than bootstrap values (i.e. provide a more
- the program calculates branch lengths and likelihood for user defined trees, which is great if you want to compare different tree topologies, or
- different models using the maximum likelihood ratio test. Branches which are not significantly supported are collapsed.
- TREE-PUZZLE runs on "all" platforms
 TREE-PUZZLE reads PHYLIP format, and communicates with the
- user in a way similar to the PHYLIP programs.

phyml

PHYML - A simple, fast, and accurate algorithm to estimate large phylogenies by maximum likelihood

An online interface is <u>here</u>; there is a command line version that is described <u>here (not as</u>

straight forward as in clustalw); a phylip like interface is automatically invoked, if you type "phyml" - the manual is here.

Phyml is installed on bbcxsrv1.

Do example on atp_all.phy Note data type, bootstrap option within program, models for ASRV (pinvar and gamma), by default the starting tree is calculated via neighbor joining.

Maximum likelihood ratio test

cannot be freely chosen)

If you want to compare two models of evolution (this includes the tree) given a data set, you can utilize the so-called maximum likelihood ratio test.

If L_1 and L_2 are the likelihoods of the two models, d =2(logL_1-logL_2) approximately follows a Chi square distribution with n degrees of freedom. Usually n is the difference in model parameters. I.e., how many parameters are used to describe the substitution process and the tree. In particular n can be the difference in branches between two trees (one tree is more resolved than the other). In principle, this test can only be applied if on model is a more refined version of the other. In the particular case, when you compare two trees, one calculated without assuming a clock, the other assuming a clock, the degrees of freedom are the number of OTUs - 2 (as all sequences end up in the present at the same level, their branches

To calculate the probability you can use the CHISQUARE calculator for windows available from Paul Lewis.

TREE-PUZZLE allows (cont)

- TREEPUZZLE calculates distance matrices using the ml specified
- model. These can be used in FITCH or Neighbor. PUZZLEBOOT automates this approach to do bootstrap analyses –
- WARNING: It has a distance matrix analyses! The official script for PUZZLEBOOT is <u>here</u> you need to create a command file (puzzle.cmds), and puzzle needs to be envocable
- through the command puzzle.
- Your input file needs to be the renamed outfile from seaboot A slightly modified working version of puzzleboot mod.sh is here,
- and here is an example for puzzle.cmds . Read the instructions before you run this!
- Maximum likelihood mapping is an excellent way to
- assess the phylogenetic information contained in a dataset.

ML mapping can be used to calculate the support around one branch

@@@ Puzzle is cool, don't leave home without it! @@@

TREE-PUZZLE - PROBLEMS/DRAWBACKS

The more species you add the lower the support for individual branches. While this is true for most algorithms, in TREE-PUZZLE this can lead to completely unresolved trees with only a handful of sequences.

Trees calculated via quartet puzzling are usually not completely resolved, and they do not correspond to the ML-tree: The determined multi-species tree is not the tree with the highest likelihood, rather it is the tree whose topology is supported through ml-quartets, and the lengths of the resolved branches is determined through maximum likelihood.

- Assignments for next week Monday:
- 1. Write a script that prints out a hash sorted on the keys in alphabetical order.
- 2. How can you remove an entry in a hash (key and value)?
- 3. Write a program that it uses hashes to calculates mono-, di-, tri-, and quartet-nucleotide frequencies in a genome.
- 4. Turn your project outline into a step by step to-do list / pseudocode

assignments continued

Assume that you have the following non-aligned multiple sequence files in a directory:

<u>A.fa</u>: vacuolar/archaeal ATPase catalytic subunits; <u>B.fa</u>: vacuolar/archaeal ATPase non-catalytic subunits; <u>atpina fa</u>: F-ATPases non-catalytic subunits, <u>beta fa</u>: F-ATPases catalytic subunits, <u>Fa</u>: ATPases involved in the assembly of the bacterial flagella.

Write a perl script that executes muscle or clustalw2 and

aligns the sequences within each file
 successively calculates profile alignments between all aligned sequences.