



SCHWIRLLIE ALWESPER A

Nussinov Algorithm: The Table

- Compares a sequence against itself in a dynamic programming matrix.
- Since structure folds upon itself, it is only necessary to calculate half the matrix.
- The value of M[i,j] is the number of base pairs in the maximally base-paired structure.
- Four rules for scoring the structure at a particular point.

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Nussinov Algorithm: Initialization

- Initialization: fill the main diagonal and the diagonal just below it with zeros
- Formally, the scoring matrix, M, is initialized:
 - -M[i,i] = 0 for i = 1 to L (main diagonal)
 - -M[i,i-1] = 0 for i = 2 to L (diagonal below main diagonal)

Biological Sequence Analysis by Durbin et al., 2001, page 270 $\,$

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Nussinov Algorithm: Recursion Matrix Fill: Starting with all subsequences of length 2, to length I

Matrix Fill: Starting with all subsequences of length 2, to length L do

M[i,j] = max of the following:

M[i+1,j] (base i is hanging off by itself)

M[i,j-1] (base j is hanging off by itself) $M[i+1,j-1] + S(x_i, x_i)$ (base i and j are paired;

if $x_i = \text{complement of } x_p \text{ then } S(x_p, x_p) = 1; \text{ otherwise it is 0}$ $M[i,j] = MAX_{i < k < j} (M[i,k] + M[k+1,j])$

(merging two substructures)

Biological Sequence Analysis by Durbin et al., 2001, page 270 Adapted from leah.haifa.ac.il/~zfrenkel/Sasha/CB/ ©2013 Sami Khur

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Nussinov: Traceback Stage

Push (1,L) onto stack (Start with this coordinate: i=1, j=L)

Recursion: Repeat until stack is empty
-pop (i,j);
if i >=j continue;

else if M(i+1,j) = M(i,j) then push (i+1,j);
else if M(i,j-1) = M(i,j) then push (i,j-1);

else if M(i+1,j-1) = M(i,j) + d[i,j] then
record base i,j;
push (i+1,j-1);

else for k = i+1 to j-1: if M(i,k) + M(k+1,j) = M(i,j) then
push (k+1,j);
push (i,k);
break;

Biological Sequence Analysis by Durbin et al., 2001, page 271
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