# **Approximating the Bacterial Ancestral Recombination Graph**

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#### **Bacterial Reproduction**



- Bacteria reproduce clonally:
  - Single bacteria splits into two identical copies

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- Bacteria reproduce clonally:
  - Single bacteria splits into two identical copies
- But exchange DNA:
  - Transformation from the environment
  - Transduction transmission via bacteriophage
  - Conjugation direct from another bacterium

#### **Forward in time models**

Moran model with constant population size N = 6.

#### Timestep:

- 1. Each individual gives birth at rate b.
- 2. A randomly chosen individual is killed for each birth.



#### The coalescent

Pure death process with rate k(k-1)/2 where k is the number of lineages alive at a given time.



Allows us to calculate probability of a given tree.

#### **Recombination model**

Allow recombination to occur with probability r for each birth; a second parent is chosen at random.



### **Ancestral recombination graph**

Birth-death process with recombination (birth) at rate  $\rho k/2$  and coalescence (death) at rate k(k-1)/2.



Allows us to calculate probability of a given graph.

### **ARG with crossover**

When a recombination occurs, a point S is chosen uniformly at random on the gene. The material on the left of S follows one line of descent and the material on the right the other.



- Symmetry of the two parents;
- This is the version of the ARG found in most of the literature.

# **ARG with gene conversion**

When a recombination occurs, a small fragment is contributed by the donor cell and the rest by the recipient.



- Asymmetry of the two parents (recipient/donor);
- This is the version of the ARG which is relevant to bacteria;
- Studied by Wiuf and Hein (2000).

# **Clonal genealogy**

If we always follow the line of the recipient, we get a tree called "clonal genealogy".



- Concept unique to ARG with gene conversion;
- The clonal genealogy is distributed as a coalescent tree.

#### **Ancestral material and local trees**

For each branch, the material that ends up in the leaves is called "ancestral material" and shown in bold. If we follow the ancestral material for a given site, we get the "local tree" of that site.



Local tree for the first DNA base

Local tree for the last DNA base

# **Full ARG inference**

• Probability of the model:

 $P(Graph|Data) \propto P(Data|Graph)P(Graph)$ 

- Inference under the full ARG model is difficult:
  - The state-space of ARGs is huge;
  - The data are uninformative about the actual ARG;
  - An ARG is more than the sum of its local trees.
- Importance sampling algorithm of Fearnhead and Donnelly (2001): a month for 31 sequences of 500bp;
- Can we find a good approximation?

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# **Approximating the ARG**

- A good approximation to the ARG should:
  - Contain the parts of the ARG that are well informed and biologically important
  - Simplify the rest of the graph to make inference possible
- The clonal genealogy is of central interest in most studies. It is also likely to be well informed when the data is large and the recombination rate not too big.
- Thus we use the clonal genealogy as the centre of our approximation, and simplify the recombination process.

#### The weak ARG model



- Two differences with full ARG:
  - Recombinant edges not allowed to coalesce with each other;
  - Recombinant edges not allowed to recombine.
- The weak ARG is a "tree with added edges" rather than a graph

# **Probability of a wARG**

- A weak ARG is made of a clonal genealogy  $\mathcal{T}$  and a set  $\mathcal{R}$  of recombinant edges.
- Each recombinant edge in  $\mathcal{R}$  is characterized by an origin  $a_i$  on  $\mathcal{T}$ , a destination  $b_i$  on  $\mathcal{T}$ , a starting site  $x_i$  and an ending site  $y_i$ .
- Probability of a wARG:

$$P(Graph) = P(\mathcal{T})P(\mathcal{R}|\mathcal{T})$$

with:

$$P(\mathcal{T}) = \prod_{i=2}^{N} \exp\left(-\binom{i}{2}t_i\right)$$

$$P(\mathcal{R}|\mathcal{T}) = \exp(-\rho T/2) \left(\frac{\rho T}{2}\right)^R \prod_{i=1}^R P(x_i, y_i) T^{-1} \exp(-L(a_i, b_i))$$

# **Bayesian Inference**

- Inference problem: given a set of observed sequences, can we infer the ancestry graph?
- Likelihood calculation: as for the full ARG, the wARG defines a local tree for each site, so we can use Felsenstein's pruning algorithm.
- Reversible-jump Monte-Carlo Markov Chain
- Moves:
  - Subtree pruning and regrafting for  $\mathcal{T}$ ;
  - Add and remove recombinant edges in  $\mathcal{R}$  (only the local likelihood needs recalculating);
  - Updates for mutation rate  $\theta$ , recombination rate  $\rho$  and mean import length  $\delta$ .

# Implementation

- Implementation in progress, should be ready this year
- Current status: infer the recombination process given the clonal genealogy
- In progress: jointly infer the clonal genealogy
- The current implementation is interesting in itself, when the clonal genealogy is clear (eg. because *ρ* is low or lots of data) and we want to characterize patterns of recombination
- Example: Multi-Locus Sequence Typing (MLST) data for 57 isolates from the *Bacillus cereus* group (Priest *et al.*, 2004).
- These are very preliminary results!

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0.1



Problem: how can we summarize all iterations?



Distribution of orgins for the imports on a given branch

### **Bacillus analysis**



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# **Bacillus analysis**



# Conclusions

- The ancestral recombination graph is a powerful model of ancestry, but is not usable in inference
- Need for efficient approximations
- Ignoring recombination completely (as most methods do) is dangerous
- The weak ARG is based on the existence in bacteria of a clonal genealogy, and approximates the recombination process by modelling the origin of each import but not its full ancestry
- Our approximation is simple enough to perform inference
- Our program can reveal patterns of recombination
- It can also be used to infer the clonal genealogy