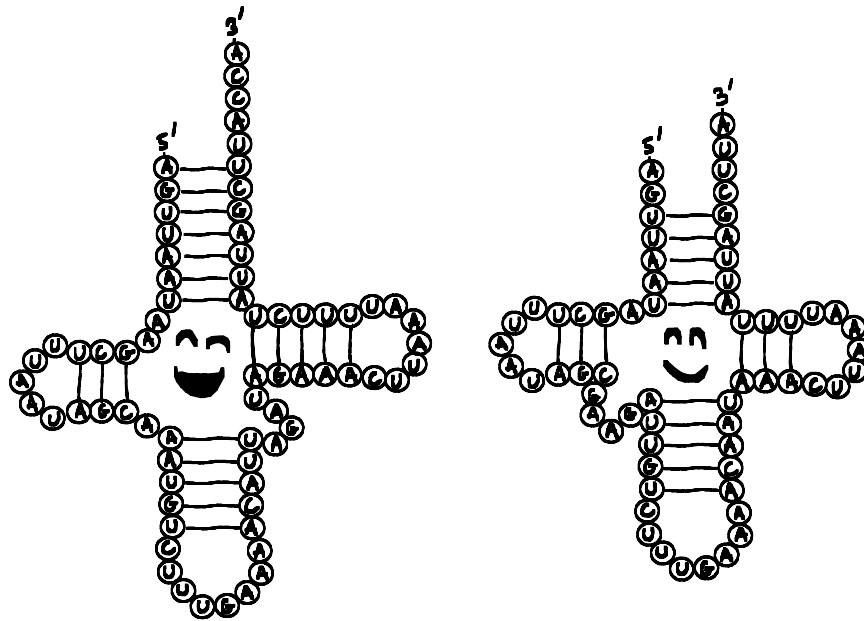

COUNTING, GENERATING AND SAMPLING TREE ALIGNMENTS

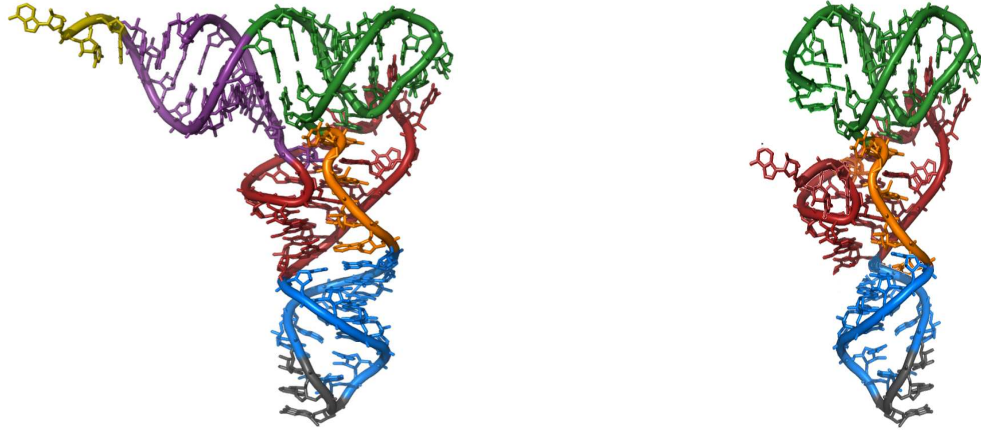
Cedric CHAUVÉ (Simon Fraser University, Vancouver)
Julien COURTIEL (PIMS/Univ. of British Columbia, Vancouver)
Yann PONTY (CNRS/LIX)



Lille, January 5th 2015

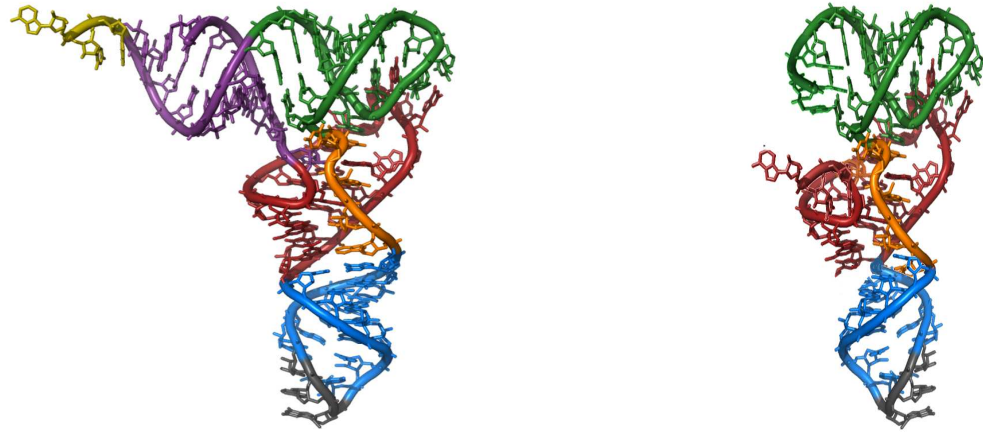
MOTIVATION: RNA COMPARISON

Question: how to measure similarity between two RNAs?



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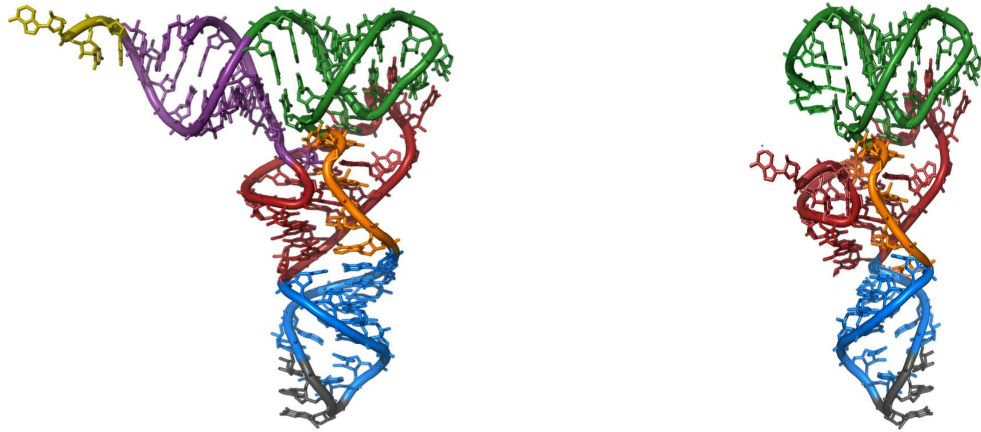
First idea: compare nucleic acid sequences.

RNA 1: AUUCGAUUA...

RNA 2: ACCAUGAUUA...

MOTIVATION: RNA COMPARISON

Question: how to measure similarity between two RNAs?



First idea: compare nucleic acid sequences.
→ sequence alignment

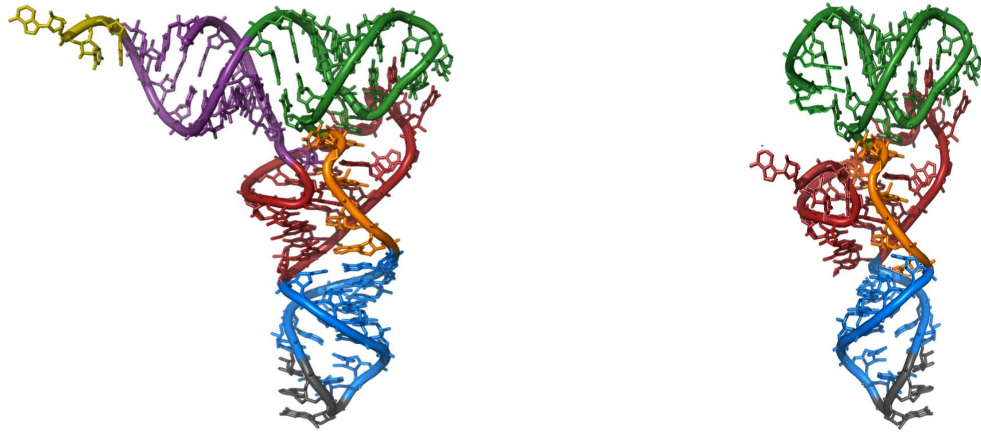
RNA 1: AUUCGAUUA...

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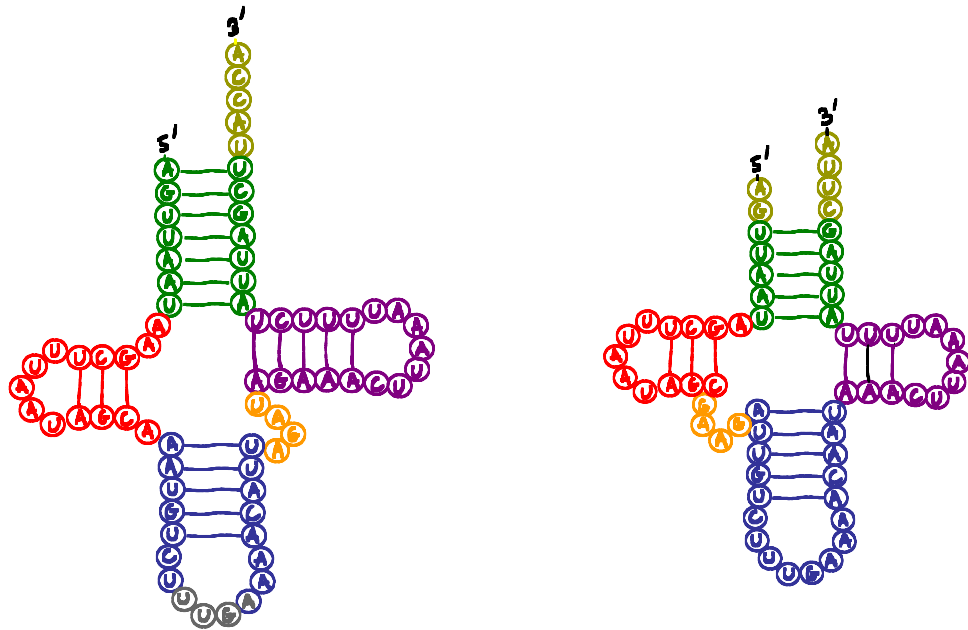
alignment: $\begin{pmatrix} A \\ A \end{pmatrix} \begin{pmatrix} U \\ - \end{pmatrix} \begin{pmatrix} - \\ C \end{pmatrix} \begin{pmatrix} U \\ - \end{pmatrix} \begin{pmatrix} C \\ C \end{pmatrix} \begin{pmatrix} - \\ A \end{pmatrix} \begin{pmatrix} - \\ U \end{pmatrix} \begin{pmatrix} G \\ G \end{pmatrix} \begin{pmatrix} A \\ A \end{pmatrix} \begin{pmatrix} U \\ U \end{pmatrix} \begin{pmatrix} U \\ U \end{pmatrix} \begin{pmatrix} A \\ A \end{pmatrix} \dots$

MOTIVATION: RNA COMPARISON

Question: how to measure similarity between two RNAs?

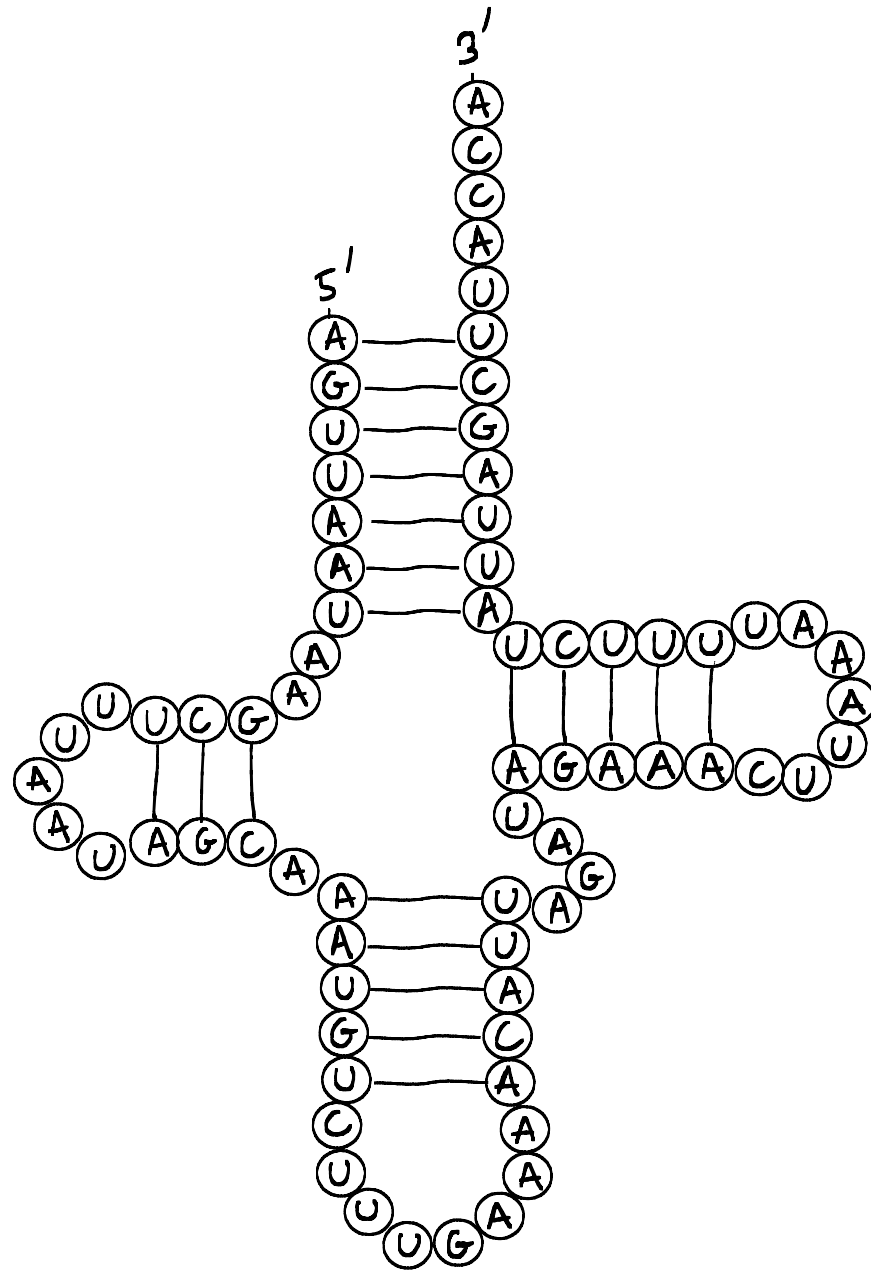


Second idea: compare secondary structures.

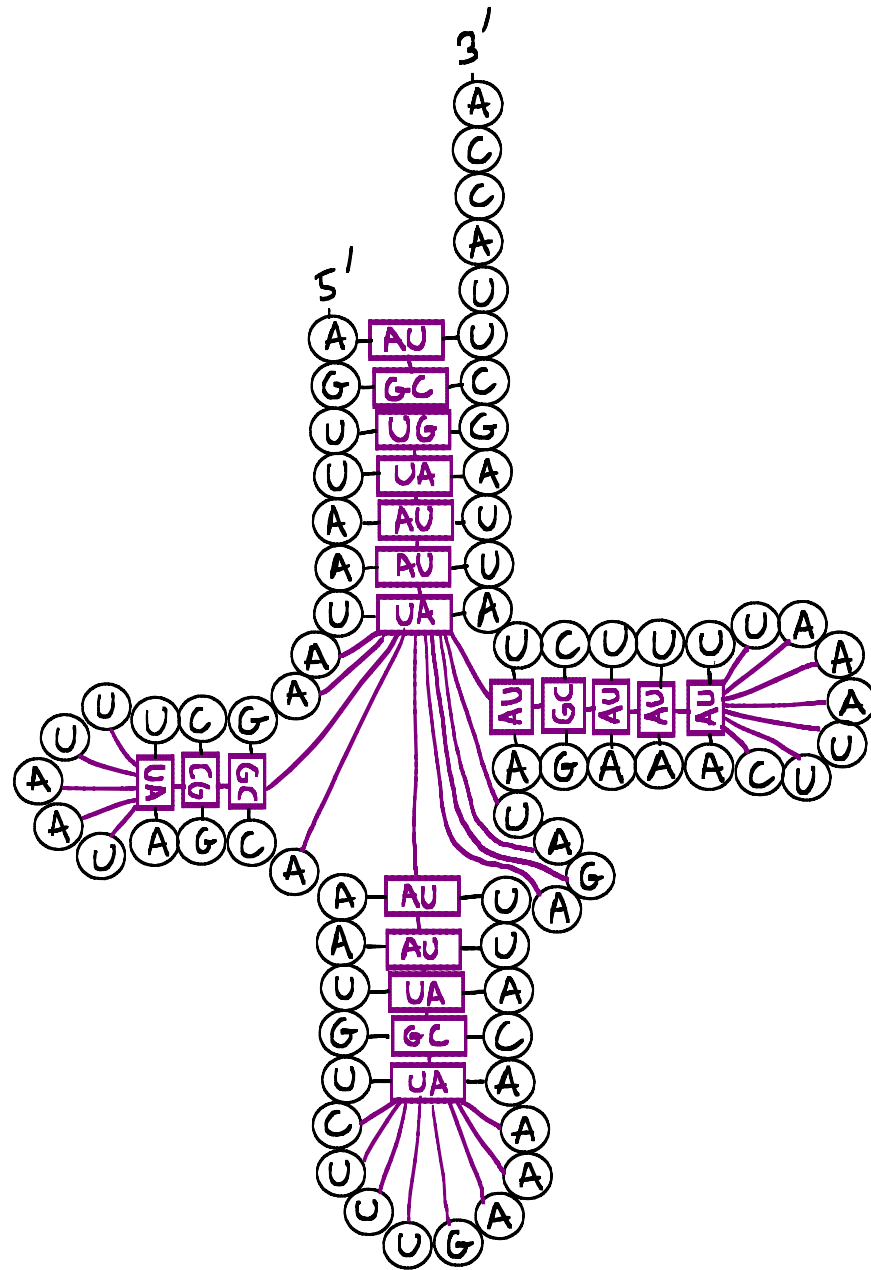


→ notion of
tree alignment
[Jiang, Wang,
Zhang]

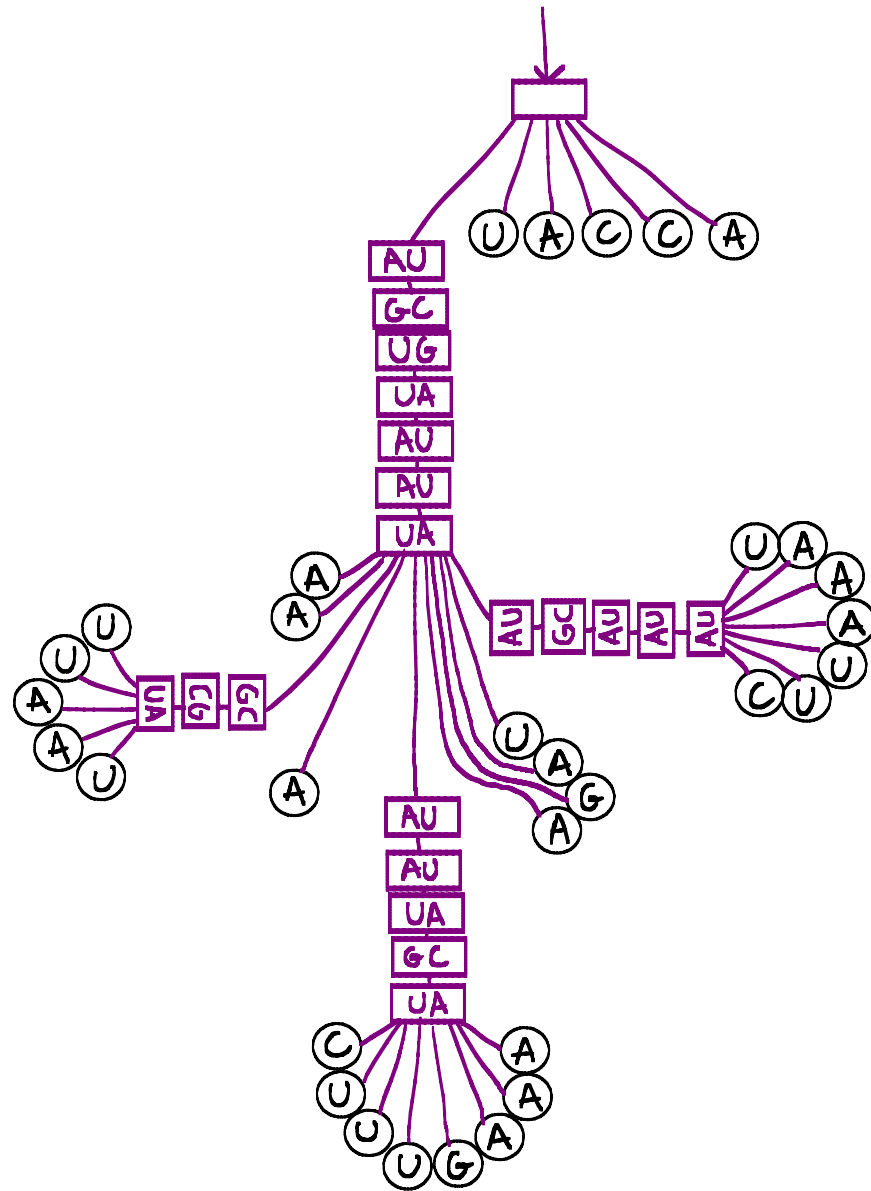
FROM SECONDARY STRUCTURES TO TREES



FROM SECONDARY STRUCTURES TO TREES

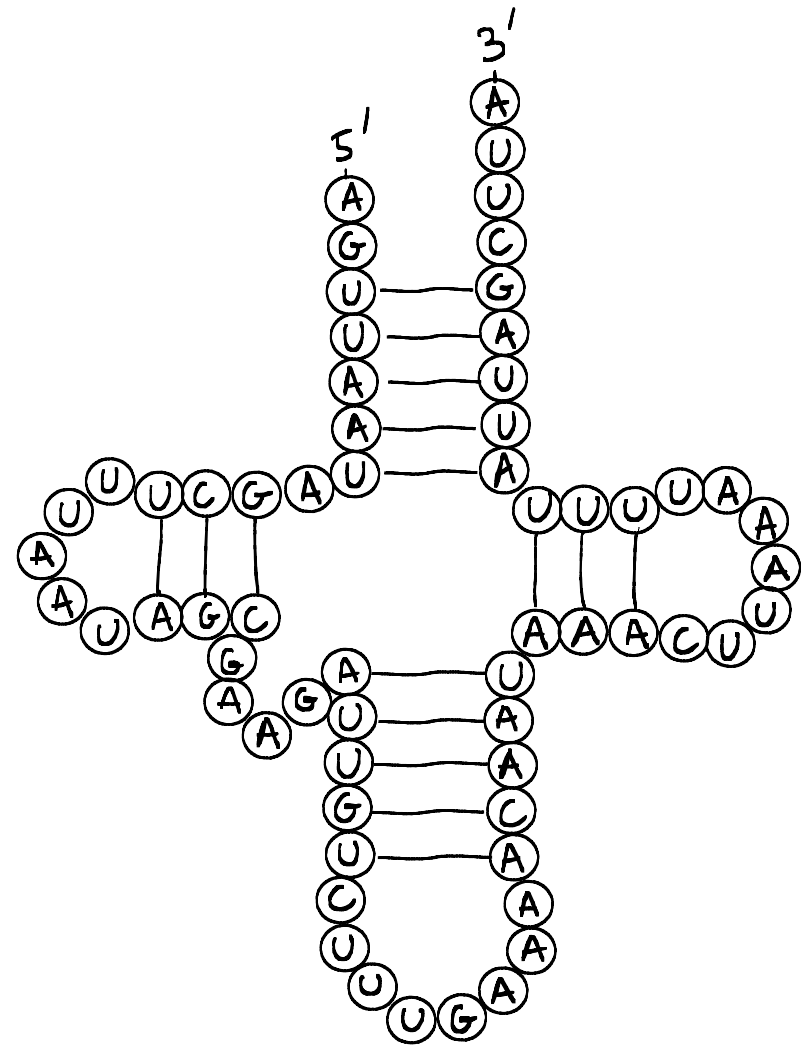
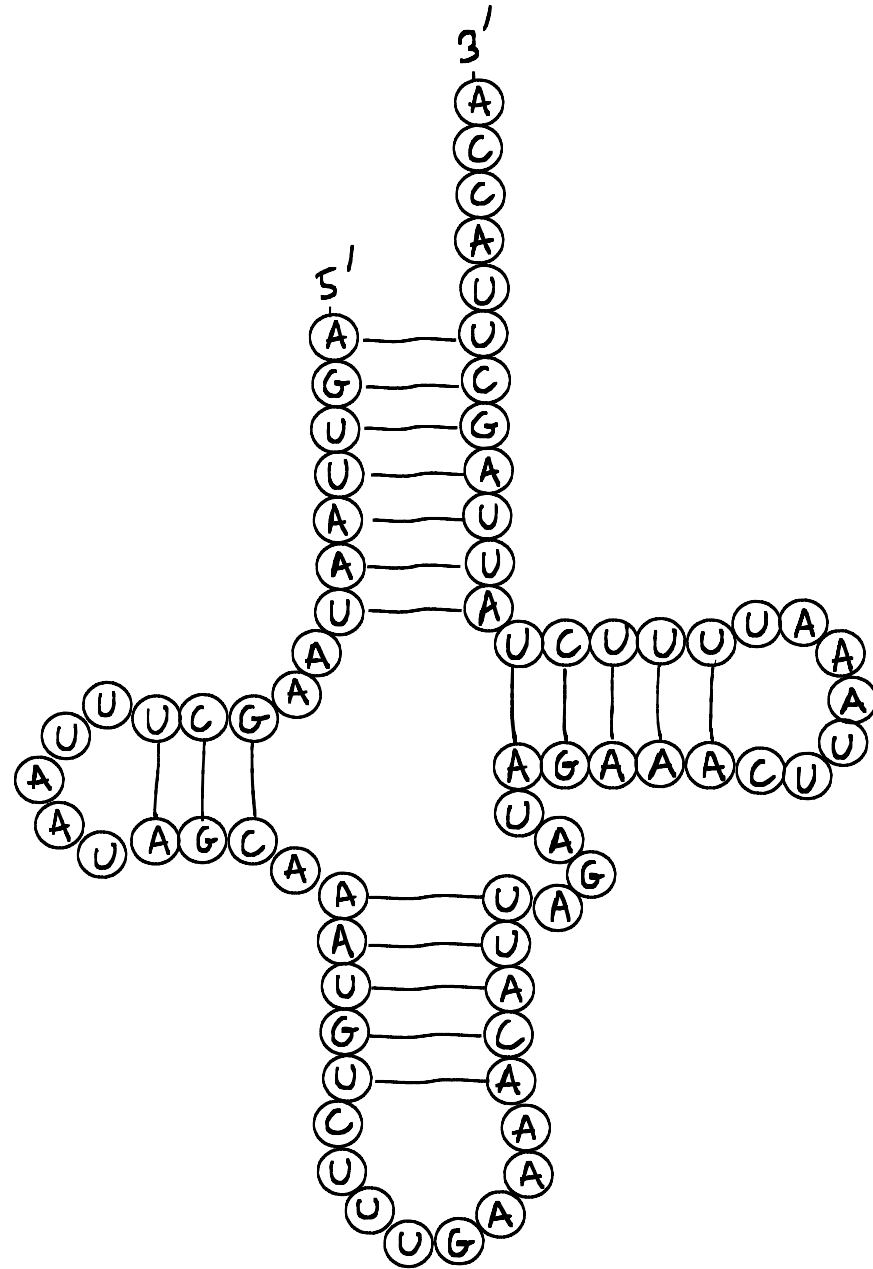


FROM SECONDARY STRUCTURES TO TREES



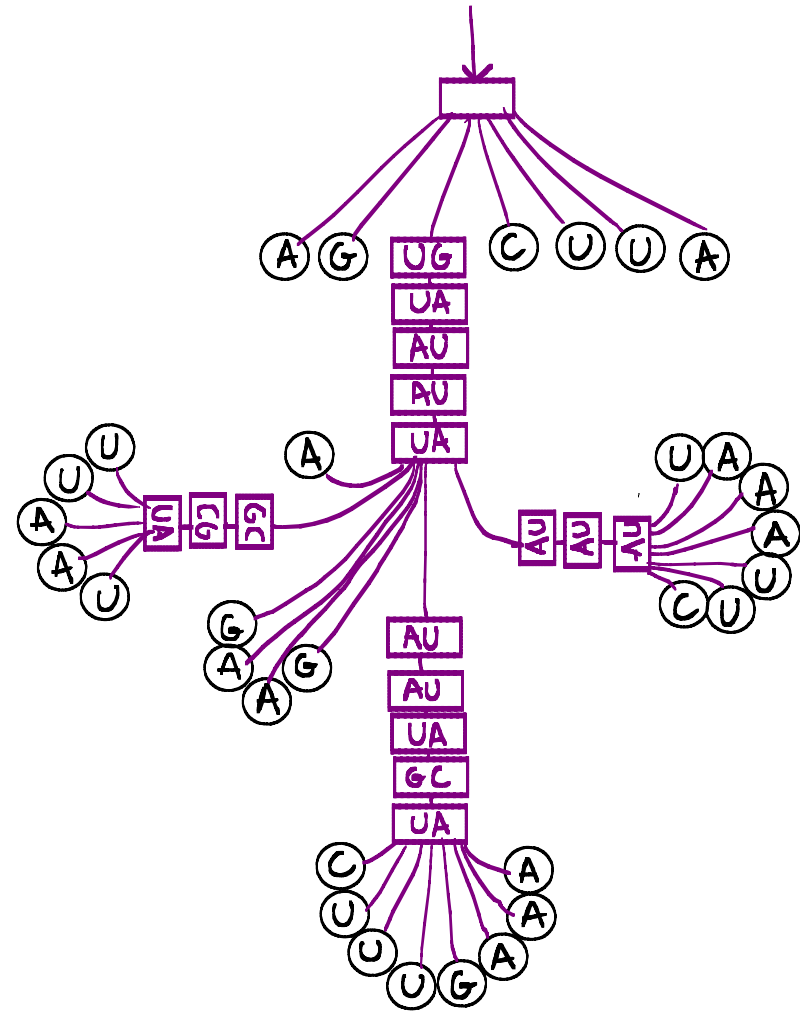
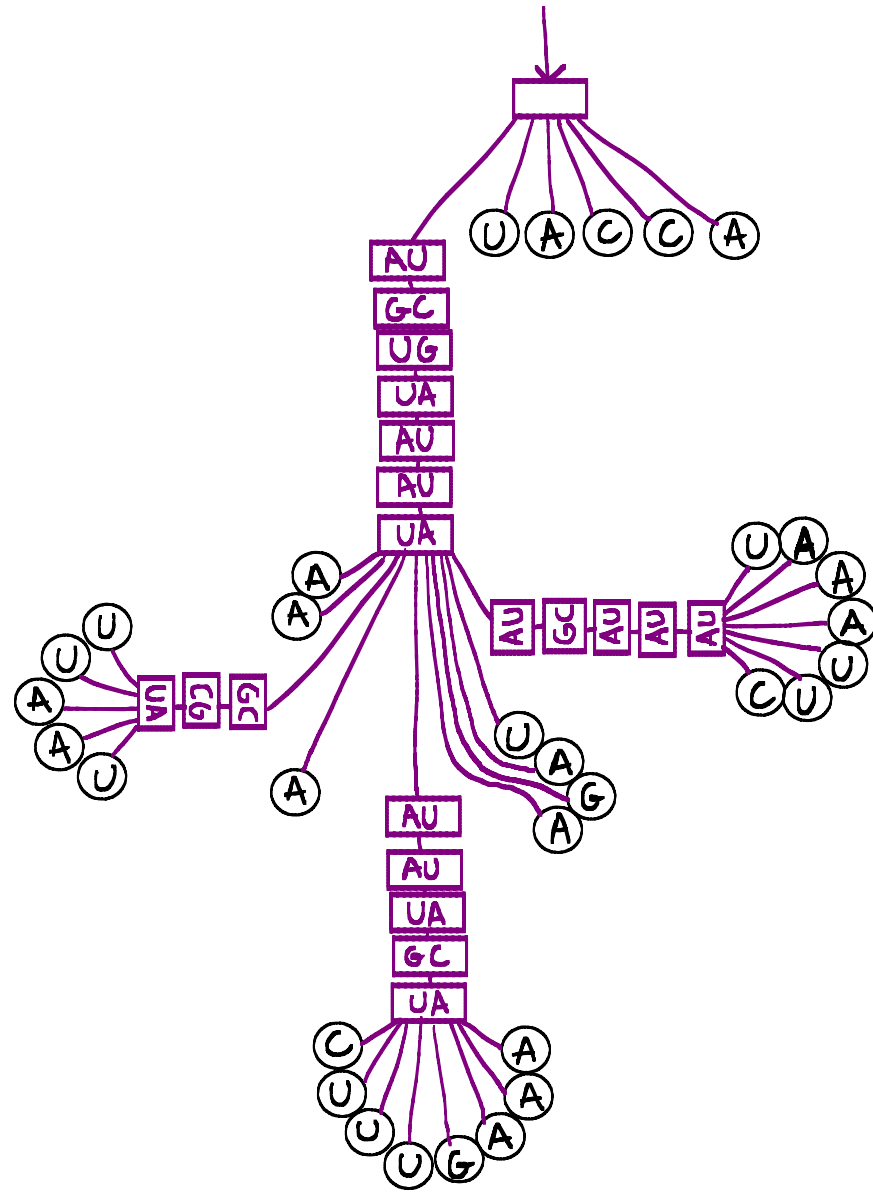
FROM SECONDARY STRUCTURES TO TREES

Objective: Align trees coming from RNA 2^{ary} structures



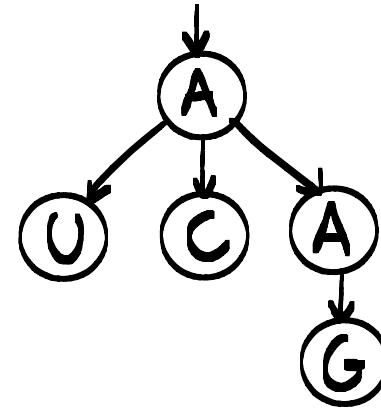
FROM SECONDARY STRUCTURES TO TREES

Objective: Align trees coming from RNA 2^{ary} structures



TREES AND SUPERTREES

Trees are plane, rooted, and vertices are labeled by an alphabet Σ .

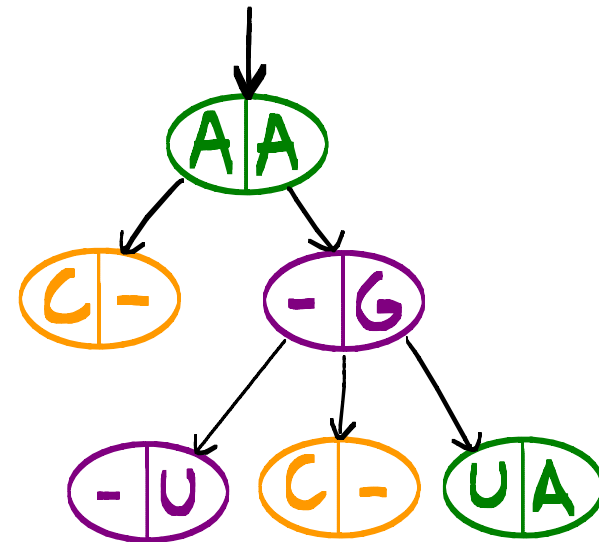


Supertree = tree with 3 types of vertices:

$(X|Y)$ (mis)match

$(X|-)$ insertion

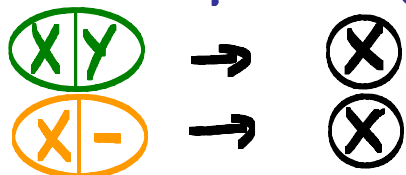
$(-|Y)$ deletion



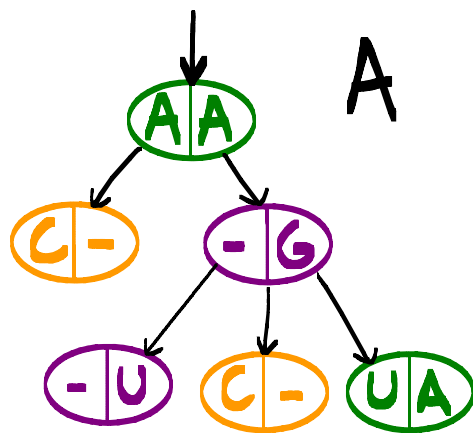
SUPERTREES INDUCE TREE ALIGNMENTS

Let A be a supertree,

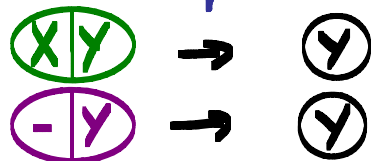
$\Pi_1(A)$ = tree
obtained by changing



and removing -|Y .



$\Pi_2(A)$ = tree
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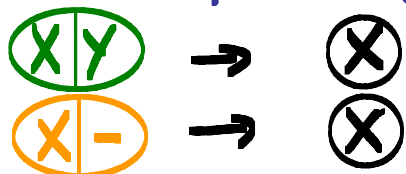


and removing X|- .

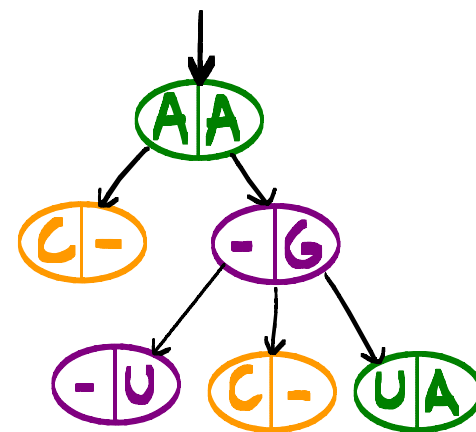
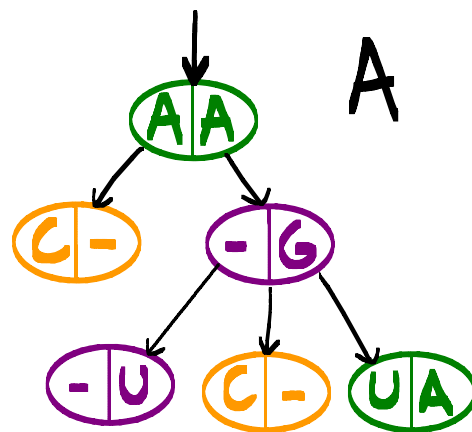
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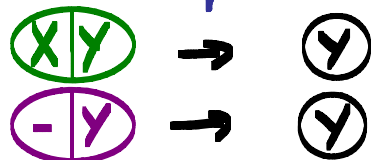
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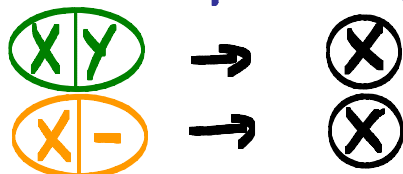


and removing X|- .

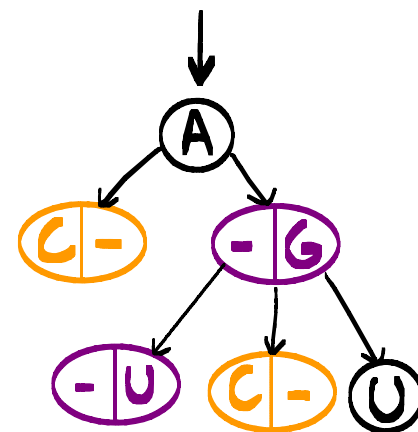
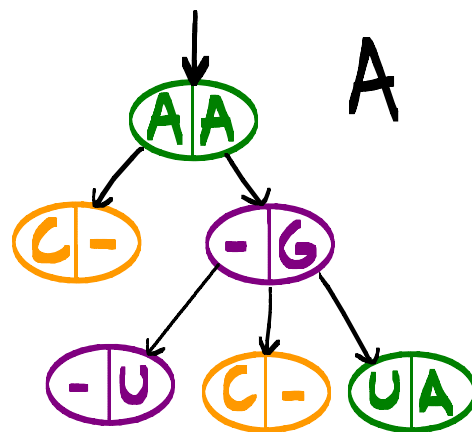
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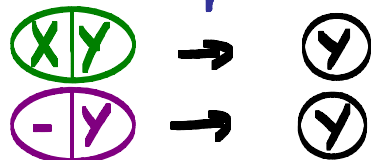
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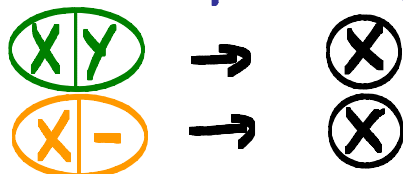


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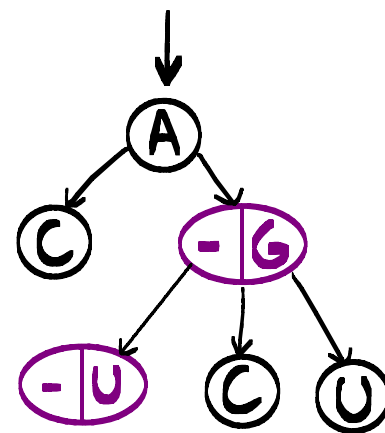
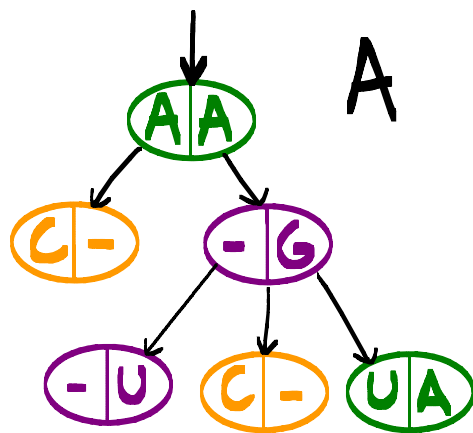
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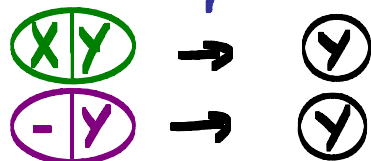
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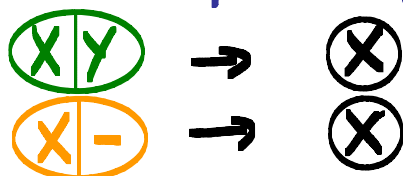


and removing X|- .

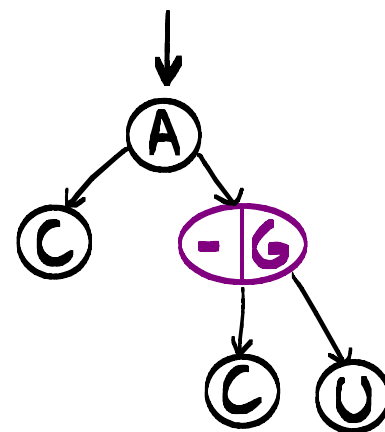
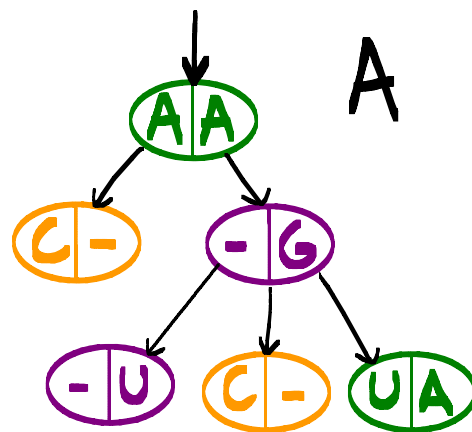
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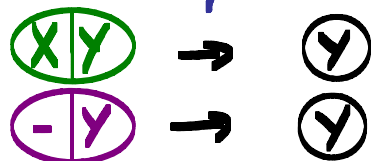
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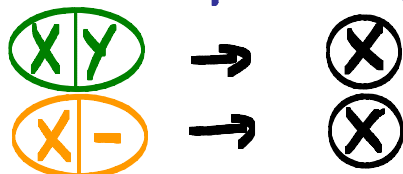


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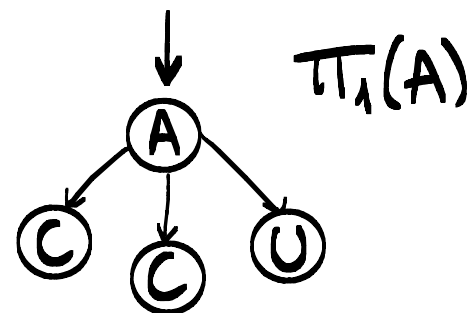
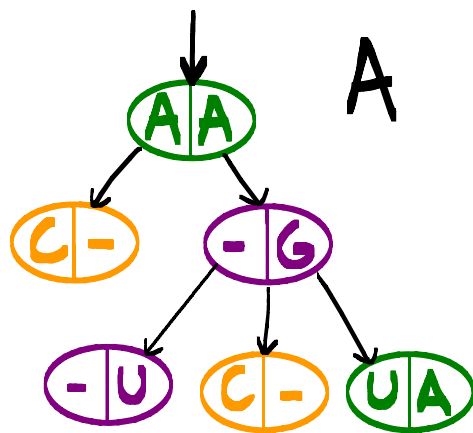
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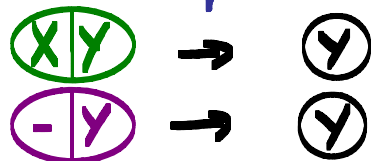
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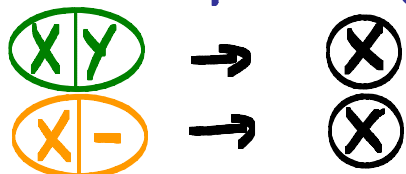


and removing $\textcircled{X|-}$.

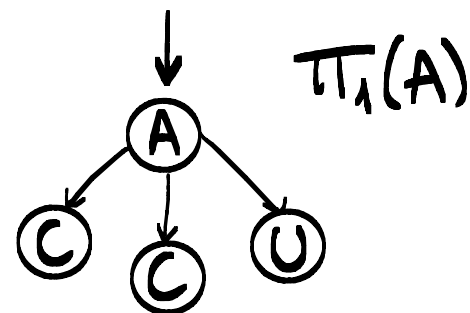
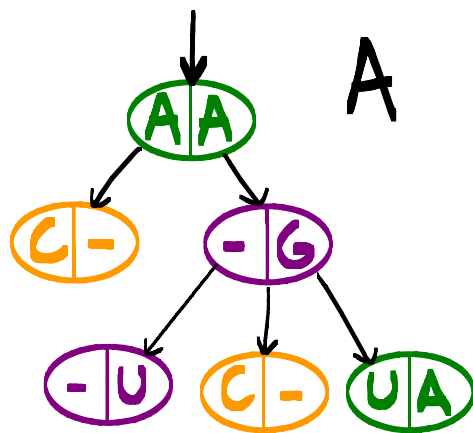
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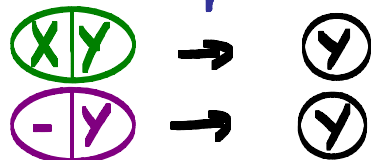
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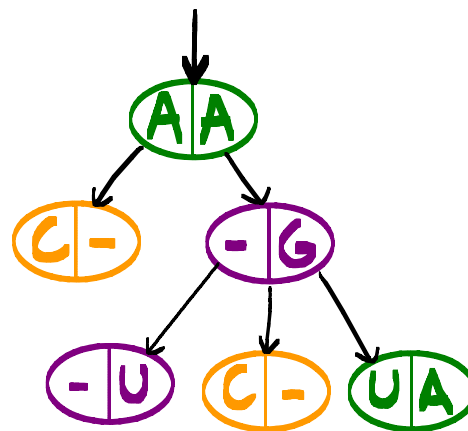
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$\pi_2(A)$ = tree
obtained by changing



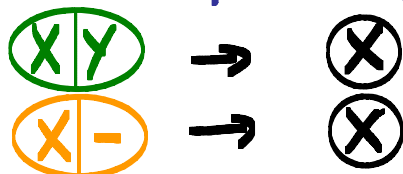
and removing X|- .



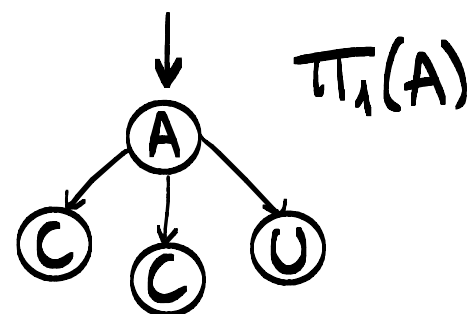
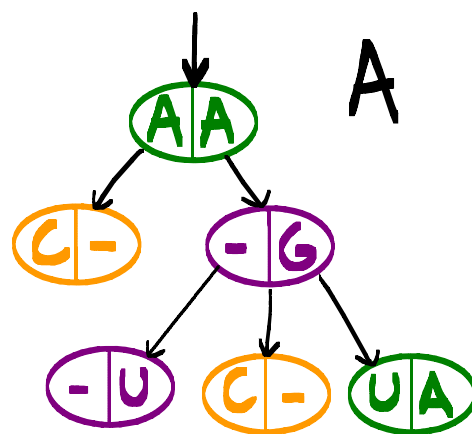
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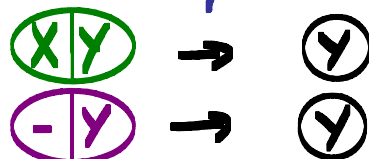
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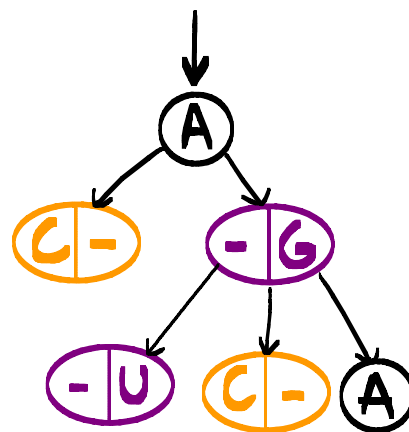
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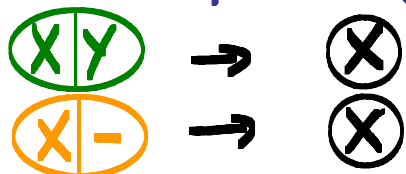
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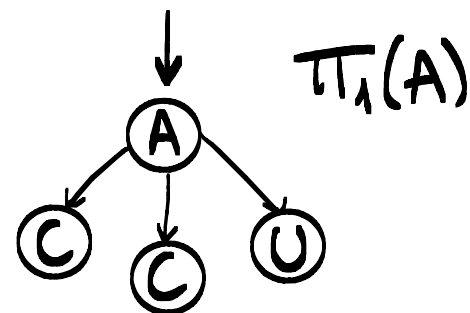
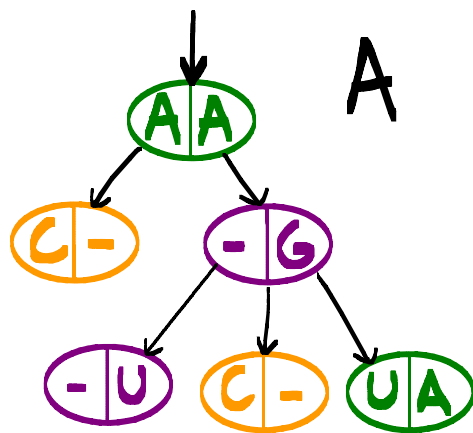
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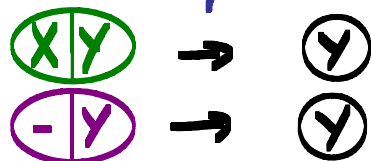
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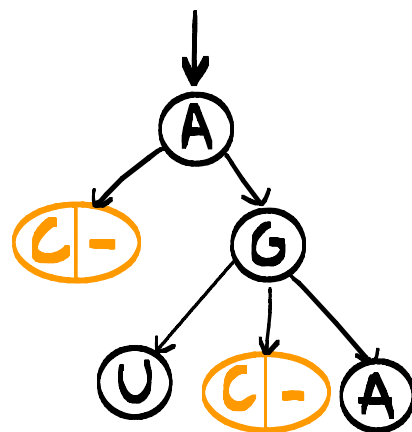
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$\pi_2(A)$ = tree
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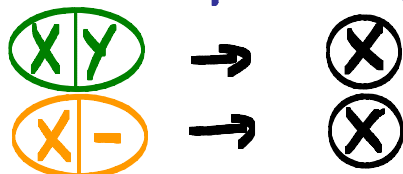
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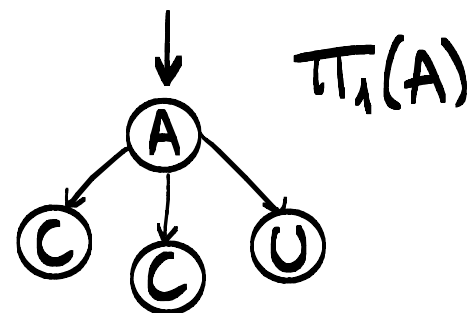
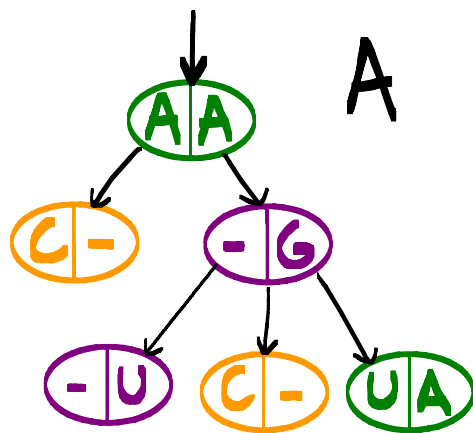
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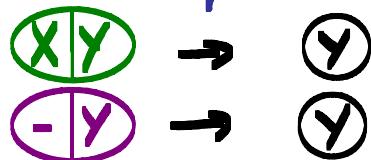
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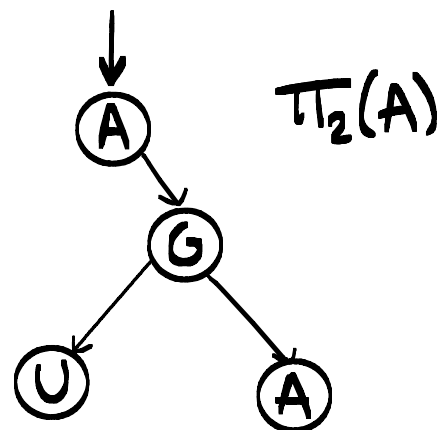
and removing $\textcircled{-Y}$.



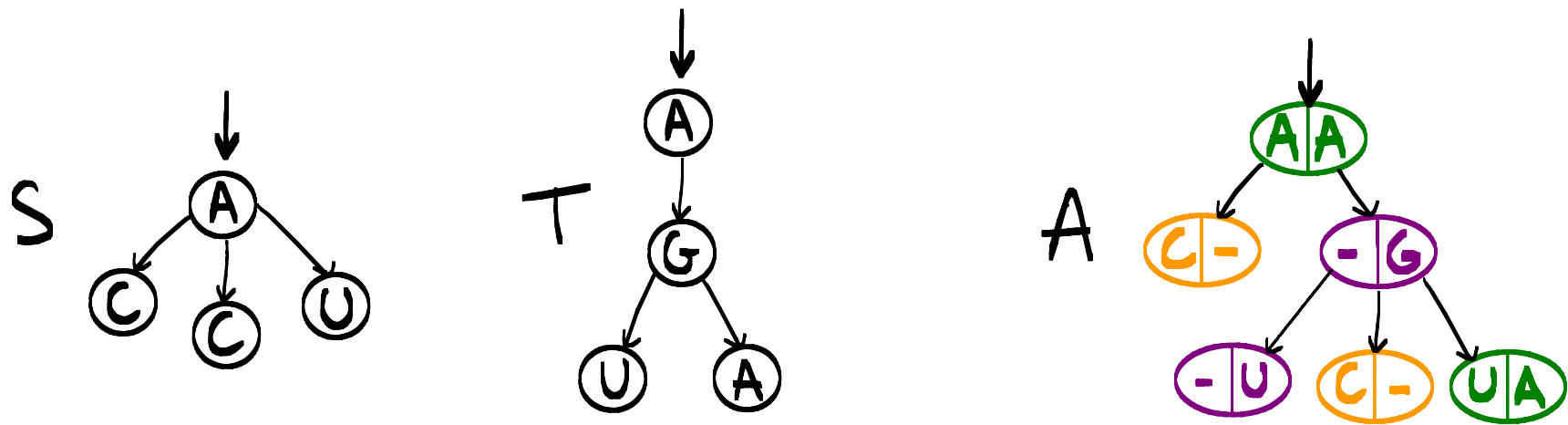
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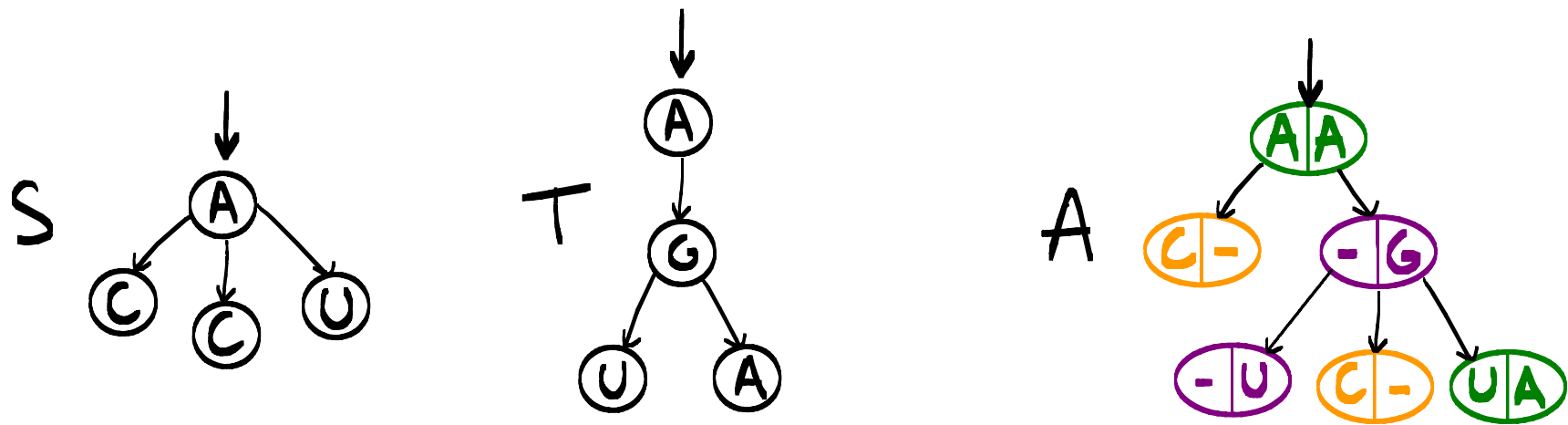


SUPERTREES INDUCE TREE ALIGNMENTS



Given two trees S and T ,
a supertree A defines an alignment between S and T
if $\pi_1(A) = S$ and $\pi_2(A) = T$.

SUPERTREES INDUCE TREE ALIGNMENTS



Given two trees S and T ,
a supertree A defines an alignment between S and T
if $\pi_1(A) = S$ and $\pi_2(A) = T$.

$\text{cost}(A) = \text{nb of insertions} + \text{deletions} + \text{mismatches}$
(can be changed more complicated models)

CONNECTION WITH SEQUENCE ALIGNMENTS

Tree alignments generalize sequence alignments.

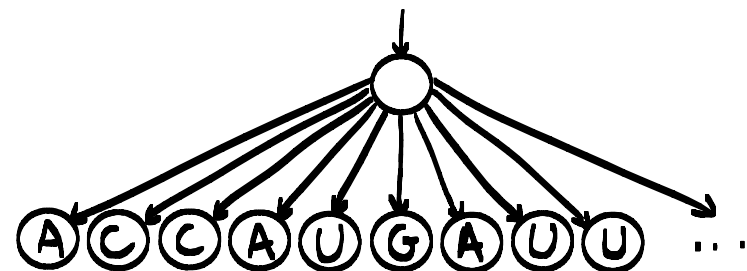
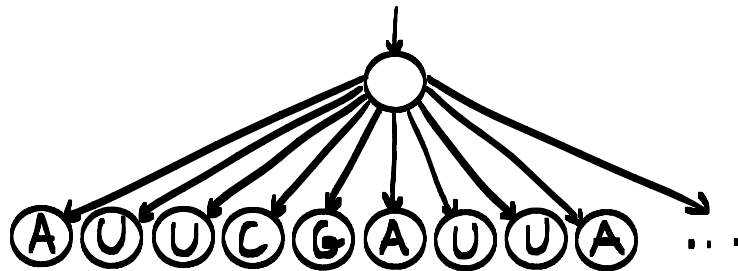
MCZWCQMS

AUUCGAUUA...

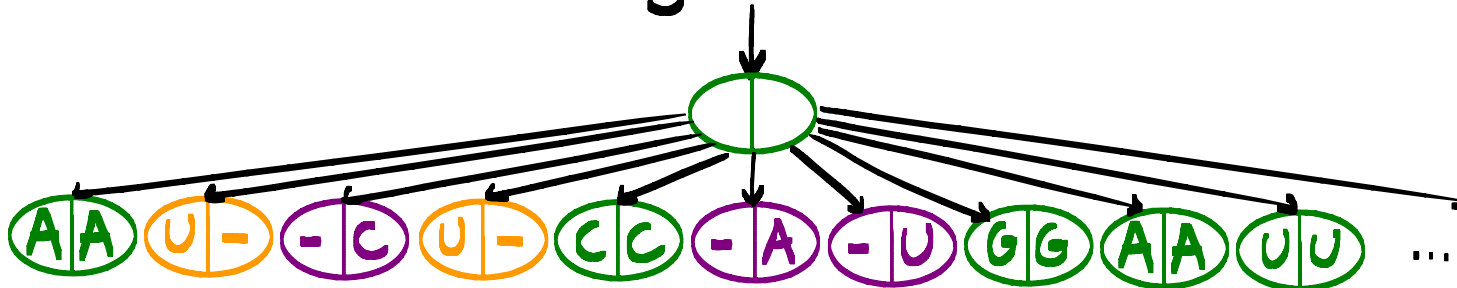
ACCAUGAUUA...

alignment:

(A)(U)(-)(U)(C)(-)(-)(G)(A)(U)(U)(A) ...
(A)(-)(C)(-)(C)(A)(U)(G)(A)(U)(U)(A) ...



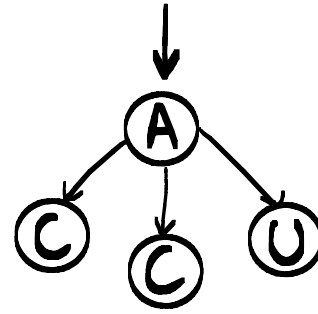
alignment:



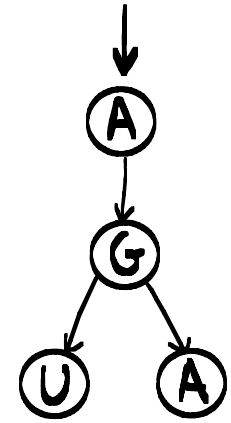
MMW

SPACE OF ALIGNMENTS

Which alignment between
is the most likely?

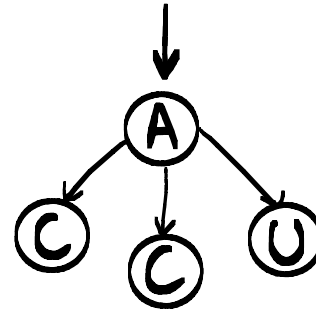


and

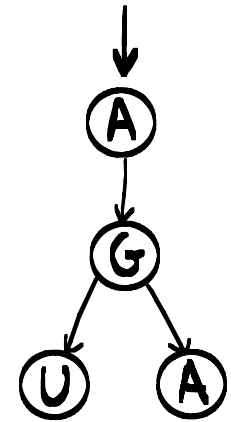


SPACE OF ALIGNMENTS

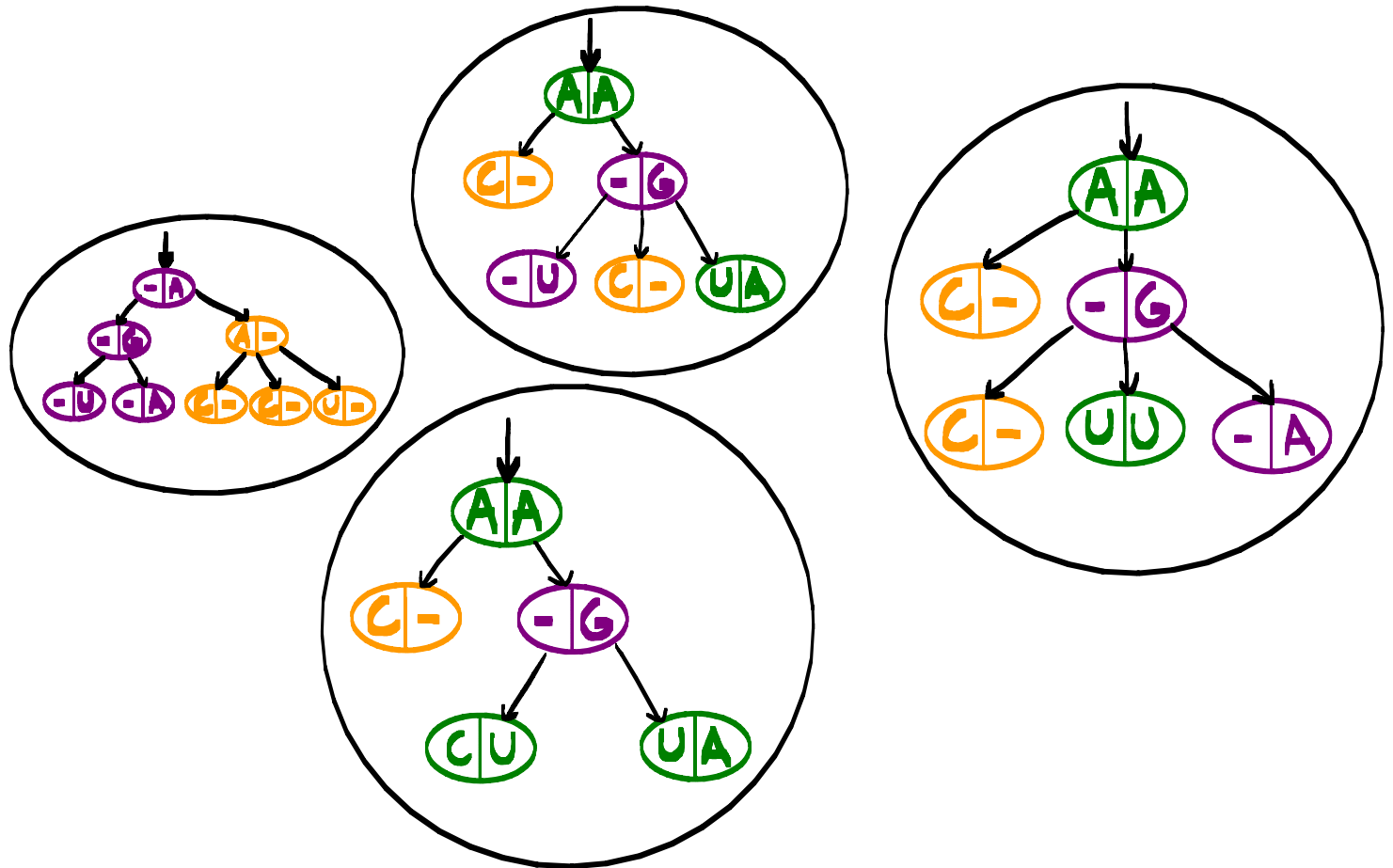
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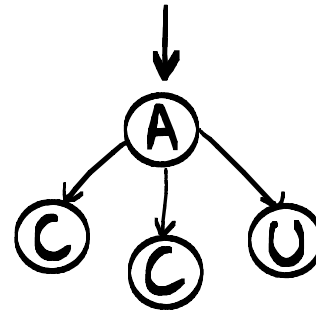


probability of
an alignment A
 $\propto e^{-\frac{\text{cost}(A)}{k}}$
(Gibbs-Boltzmann
distribution)

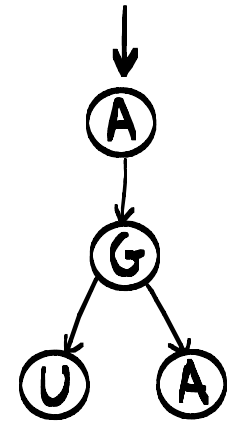


SPACE OF ALIGNMENTS

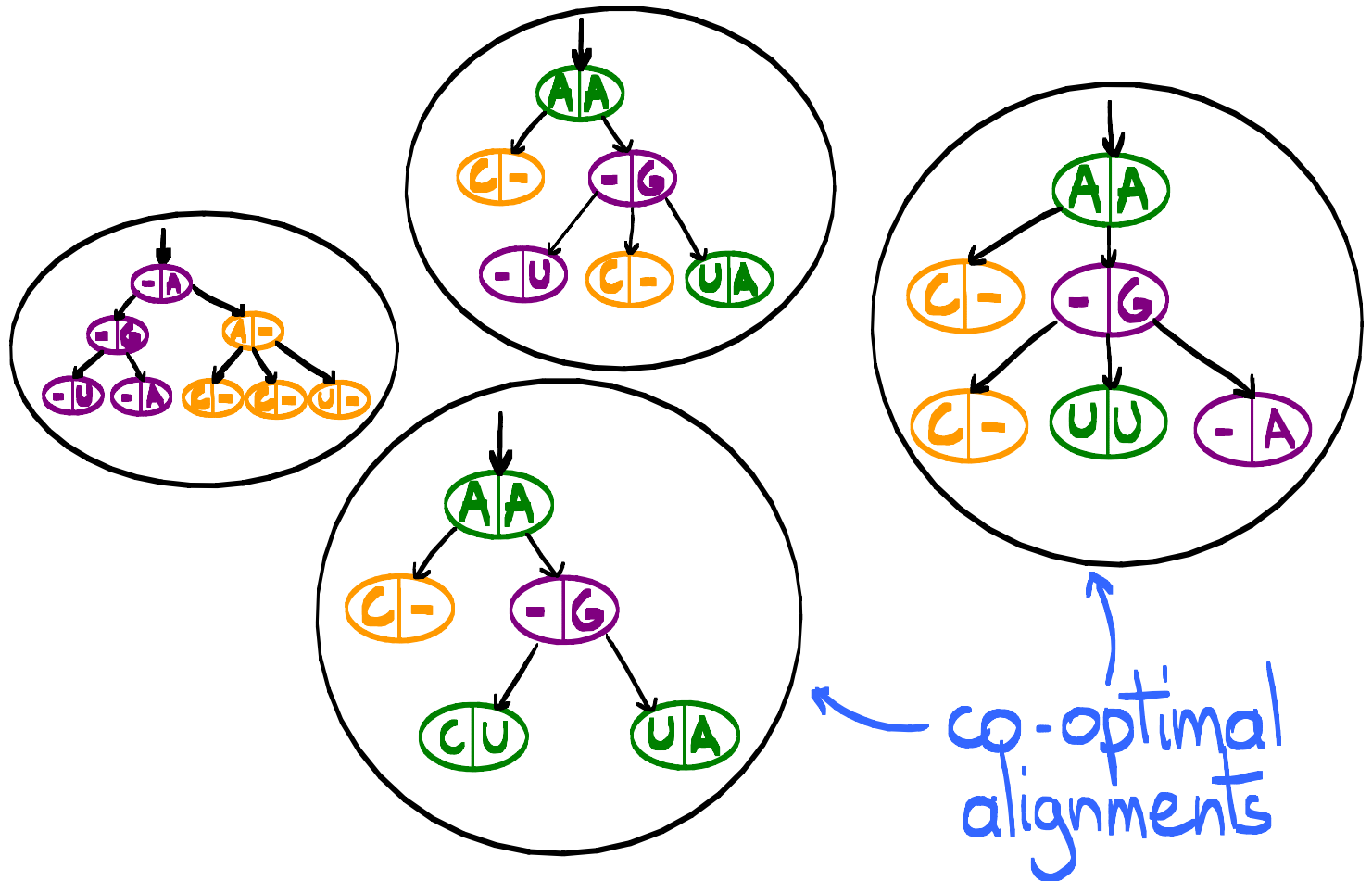
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and



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SPACE OF ALIGNMENTS

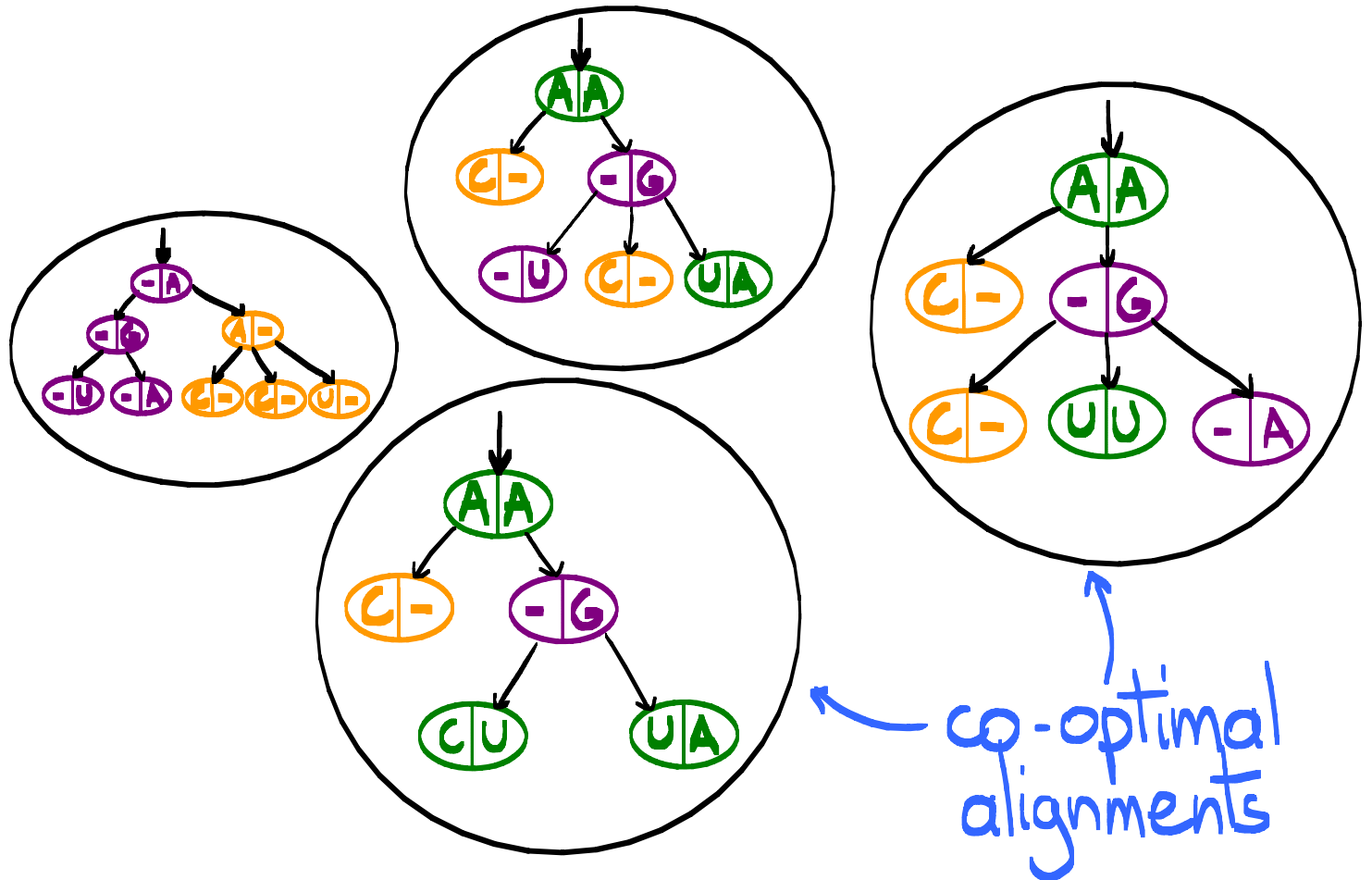
Why finding one optimal alignment may be inadequate:

- ▶ Co-optimal alignments can be very different.
(see for instance [Vingron, Argos, 1990])
- ▶ Exploring the space of alignments enables the detection of high probability features.

SPACE OF ALIGNMENTS

Objective: Sampling alignments under the Gibbs-Boltzmann probability distribution.

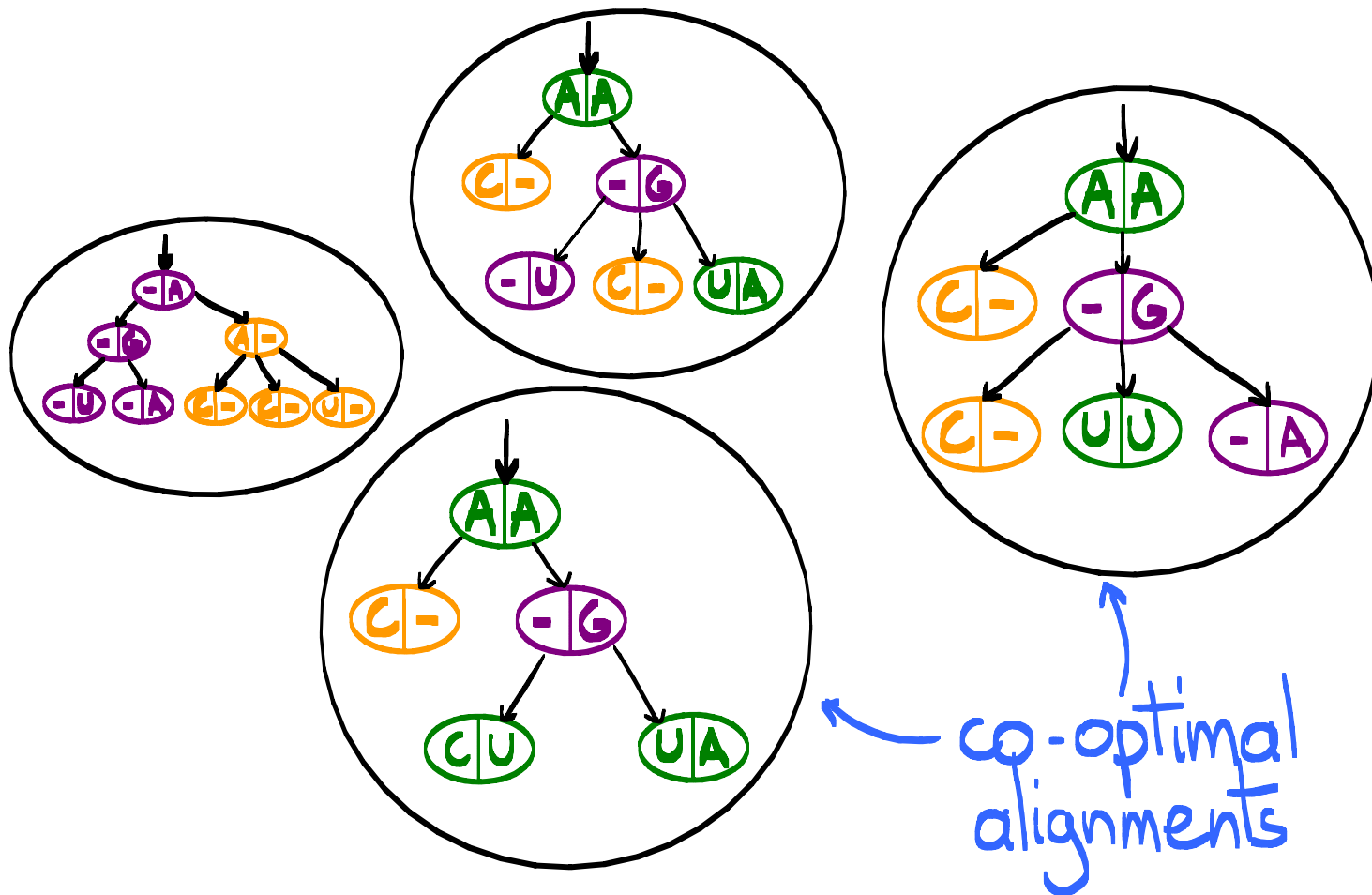
probability of an alignment A
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SPACE OF ALIGNMENTS

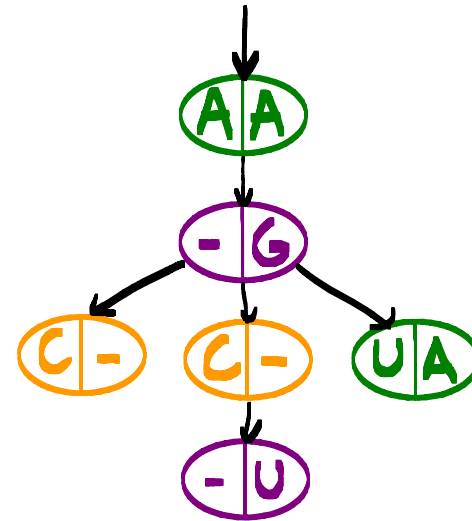
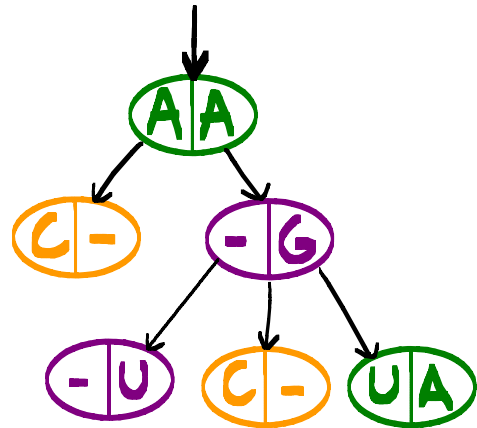
Objective: Sampling alignments under the Gibbs-Boltzmann probability distribution.

? probability of
an alignment A
 $\propto e^{-\frac{\text{cost}(A)}{k}}$
(Gibbs-Boltzmann
distribution)

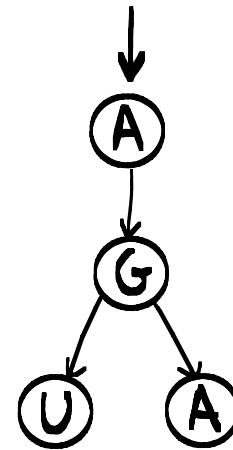
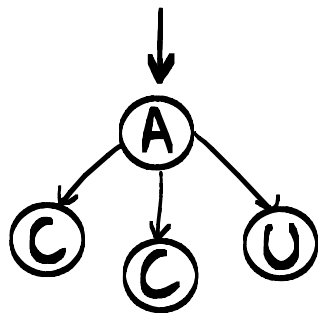


AMBIGUITY OF ALIGNMENTS

The two supertrees

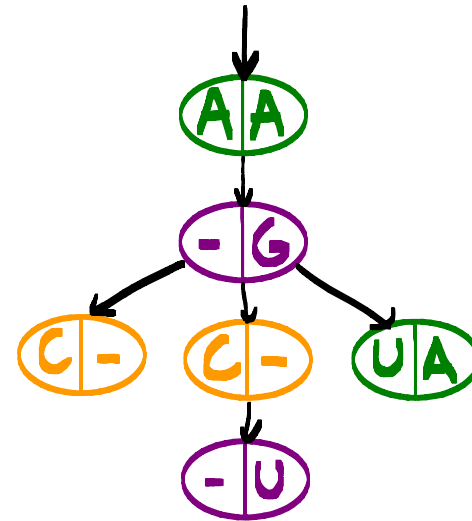
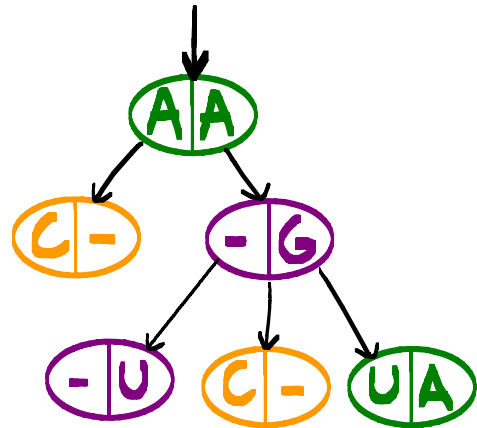


induce the same alignment between the trees

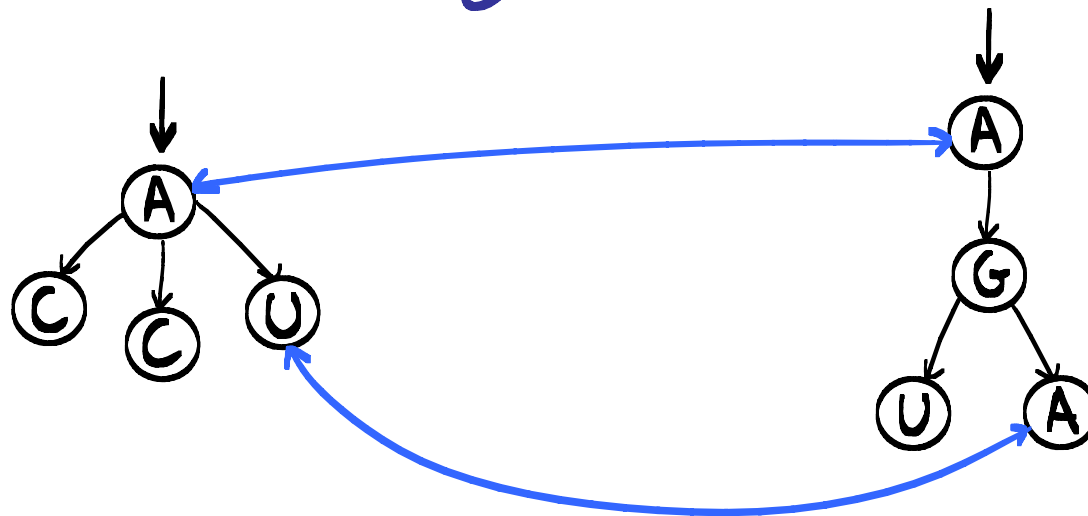


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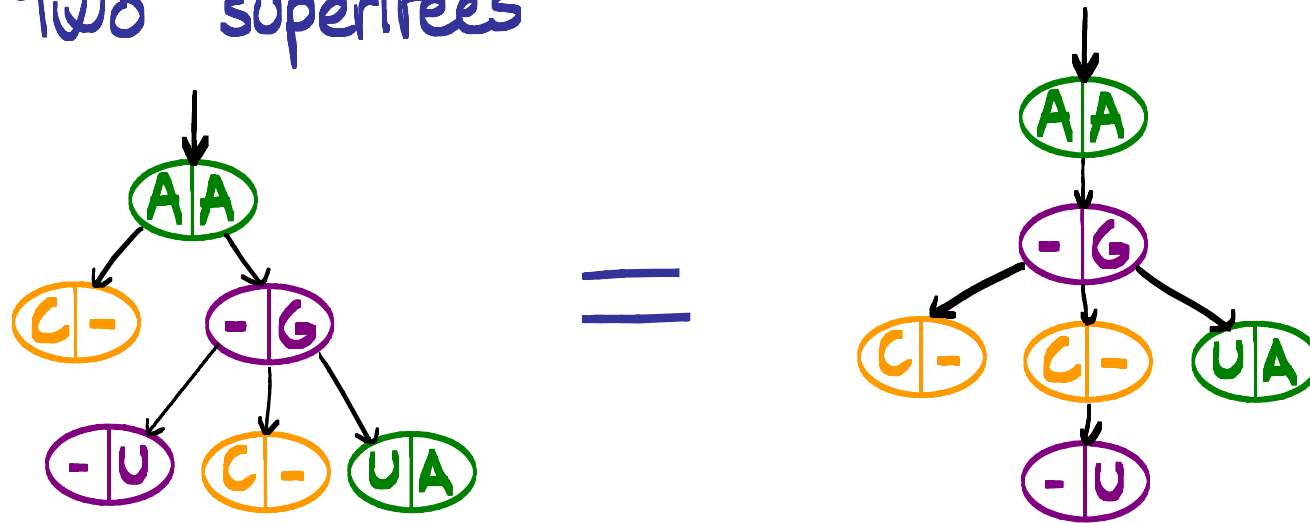


induce the same alignment between the trees

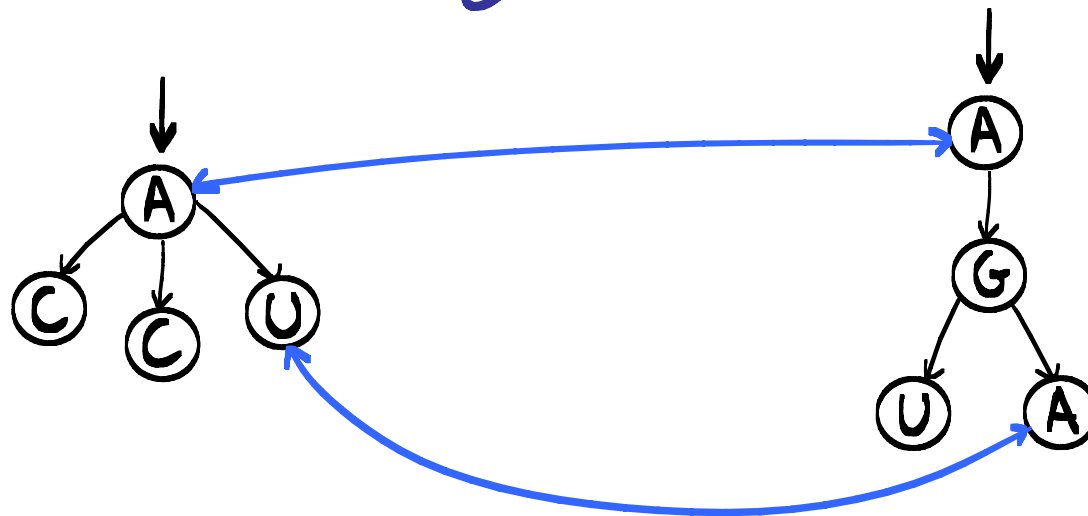


AMBIGUITY OF ALIGNMENTS

The two supertrees



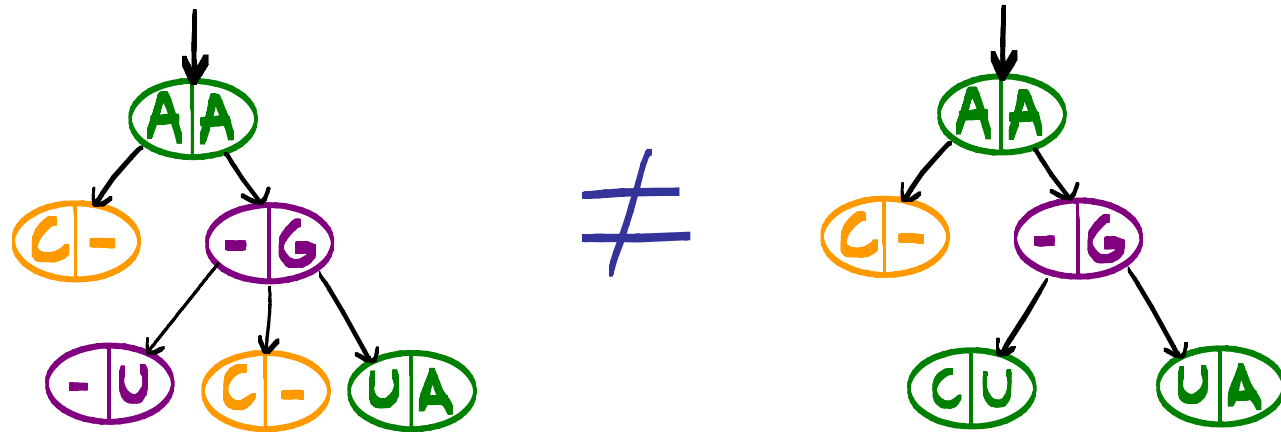
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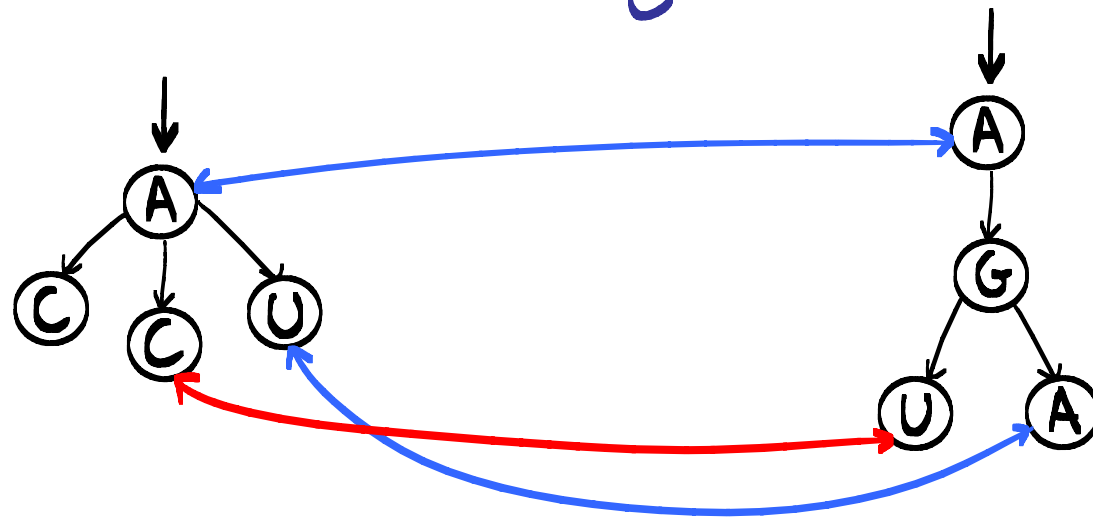
They are the same!

AMBIGUITY OF ALIGNMENTS

The two supertrees



do not induce the same alignment between the trees



A GRAMMAR FOR ALIGNMENTS

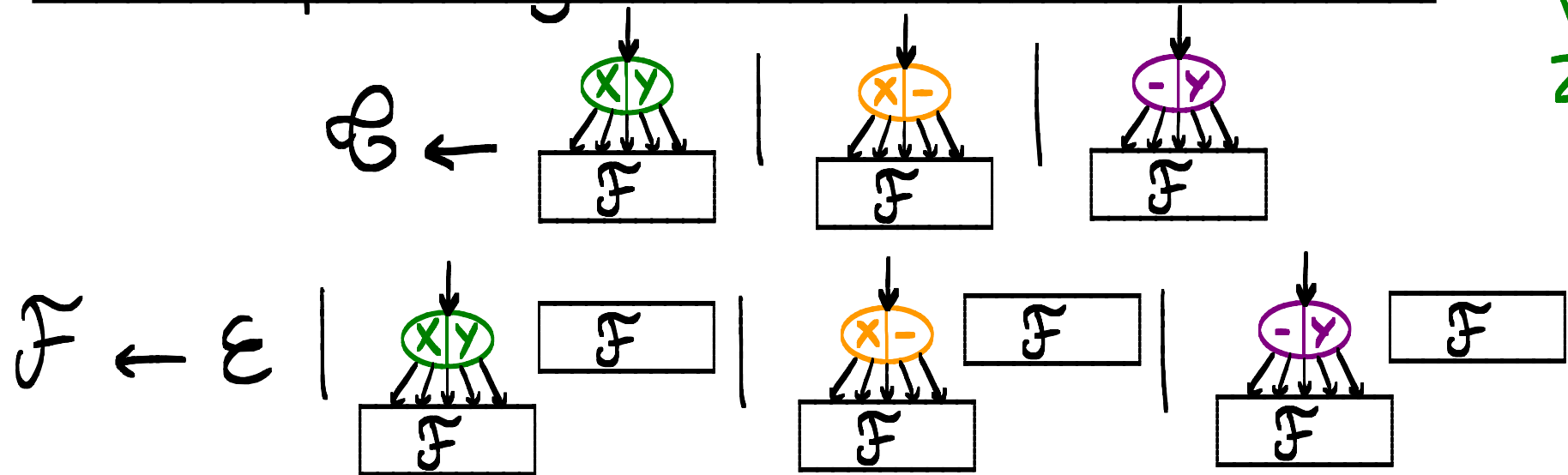
Strategy: Build a context-free grammar that generates every alignment exactly once

A GRAMMAR FOR ALIGNMENTS

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An example of grammar that does not work:

[Jiang,
Wang,
Zhang]

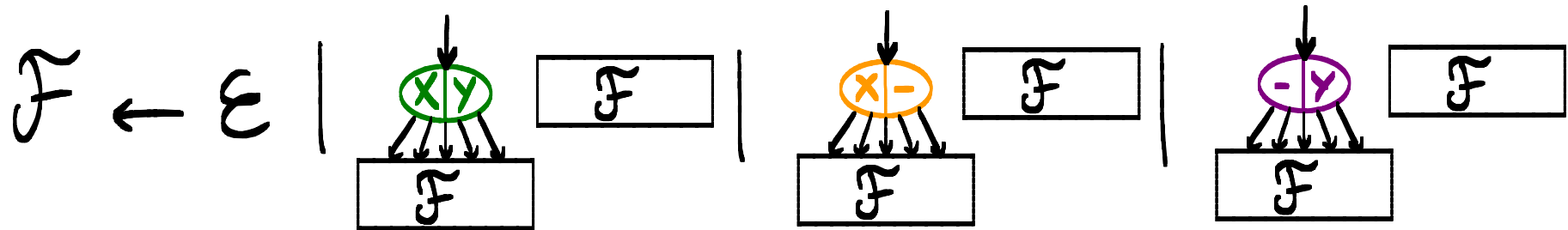
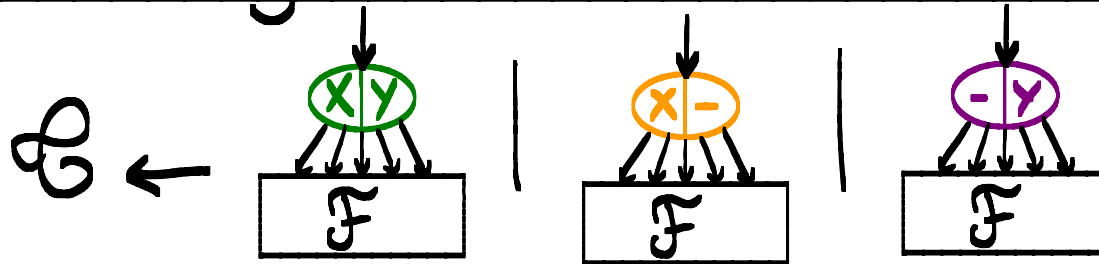


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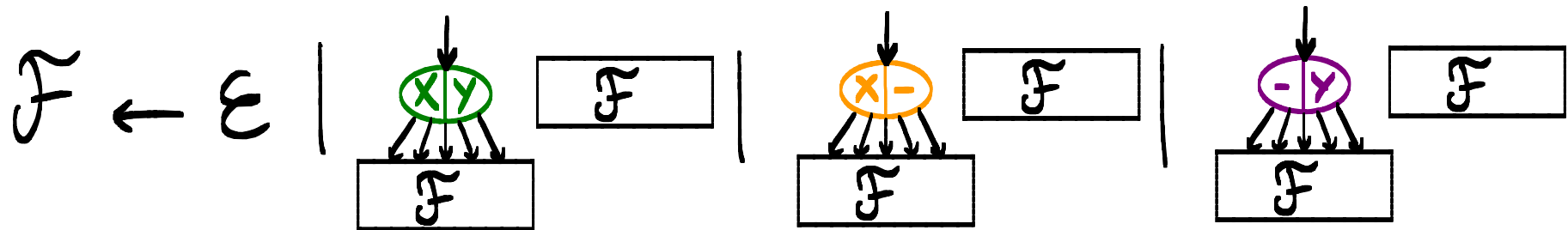
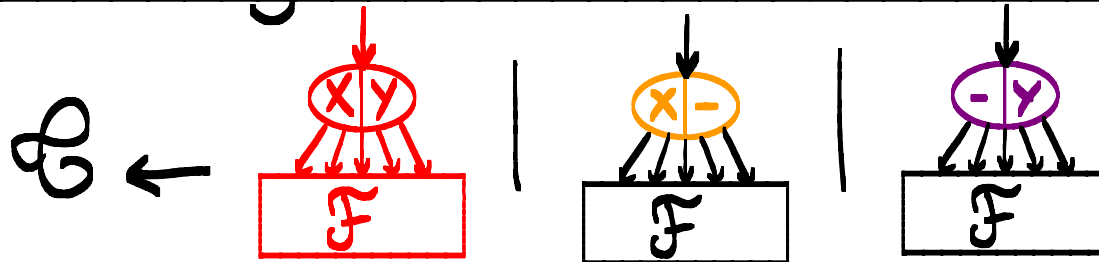


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$\epsilon \leftarrow F$

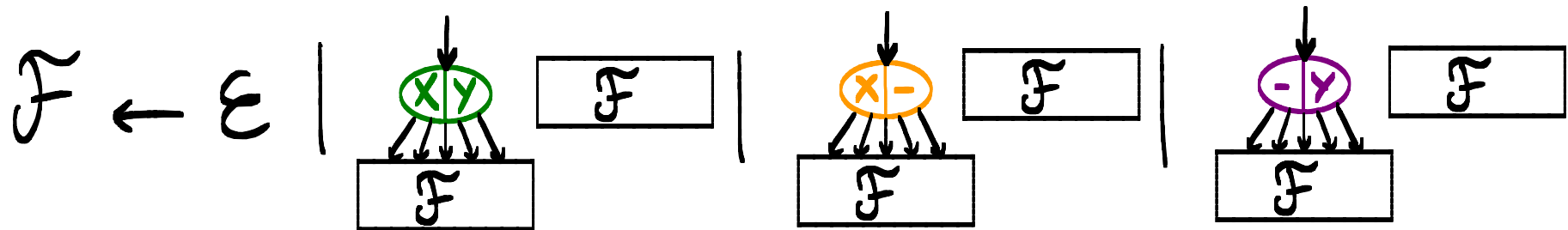
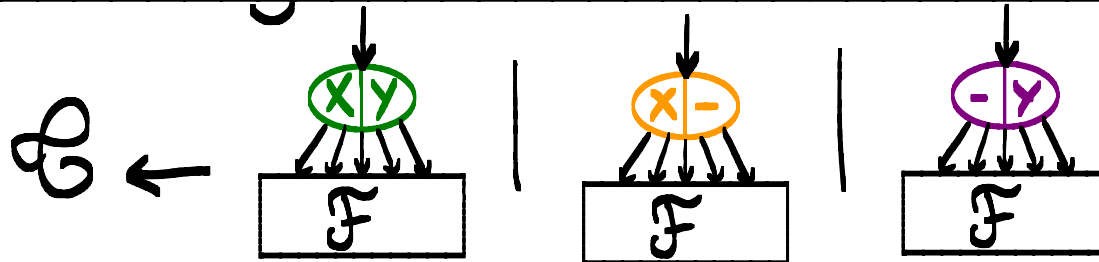


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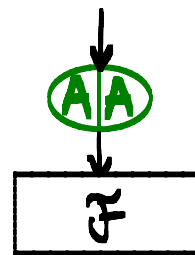
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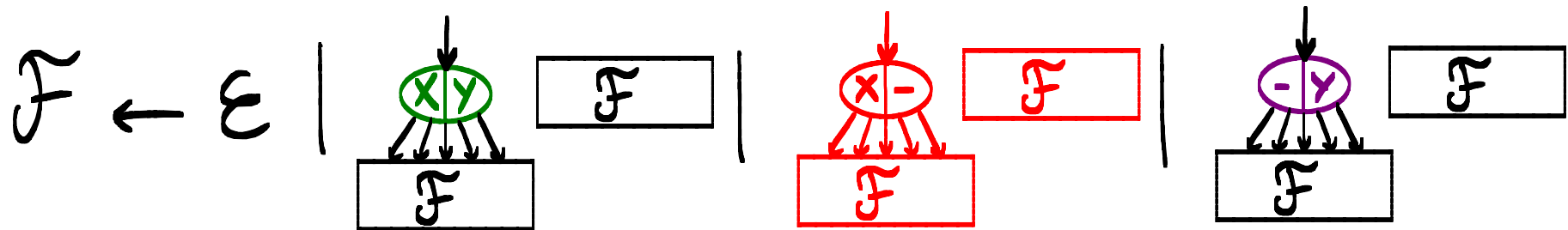
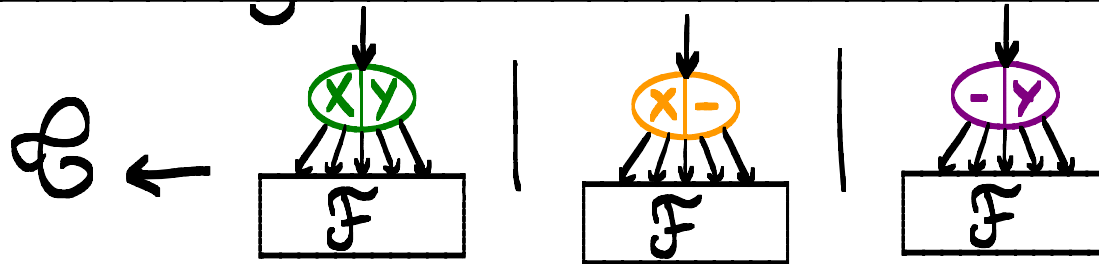


A GRAMMAR FOR ALIGNMENTS

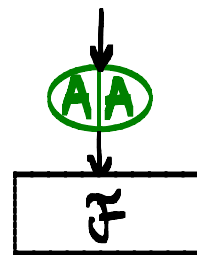
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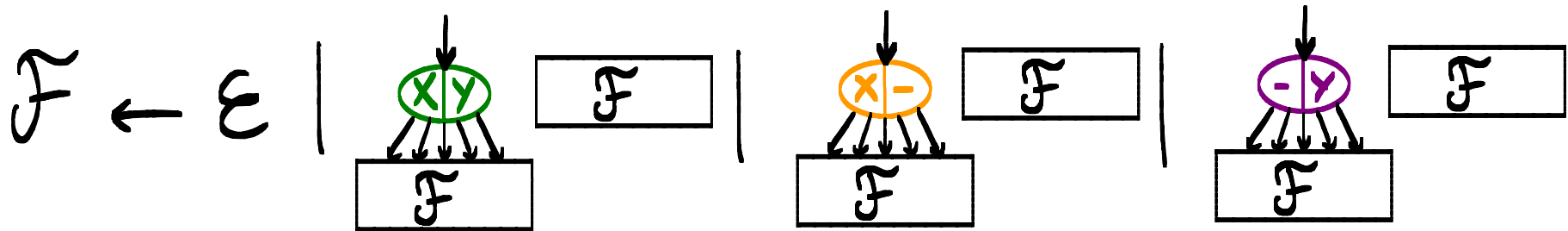
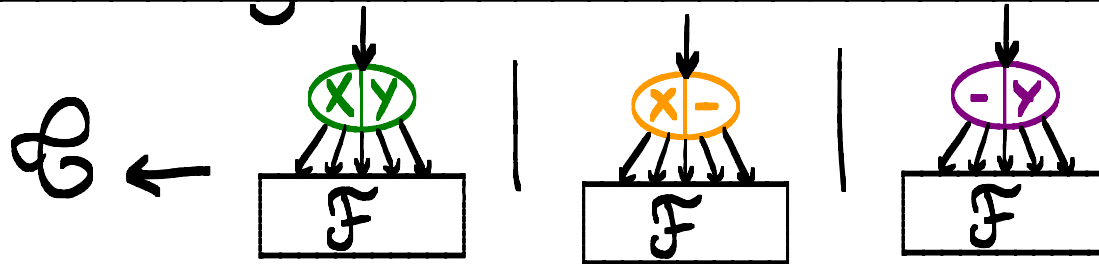


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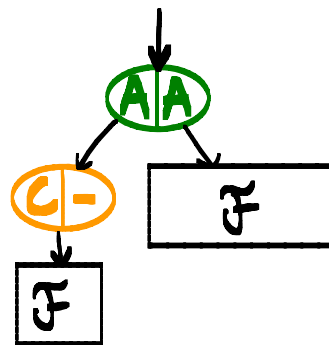
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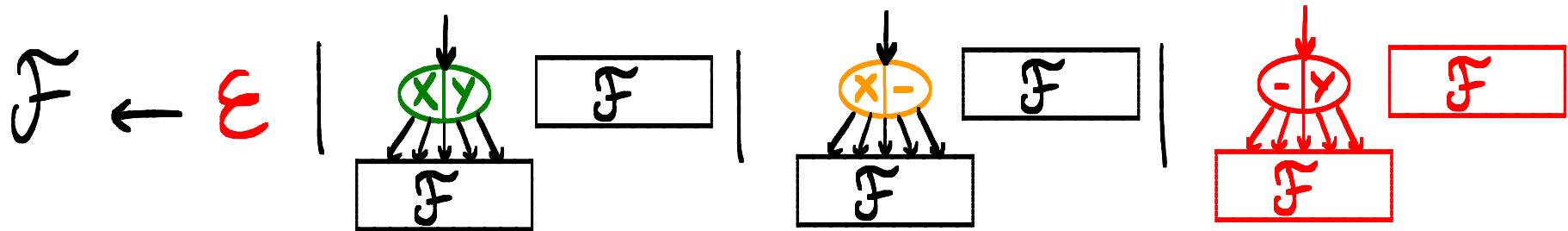
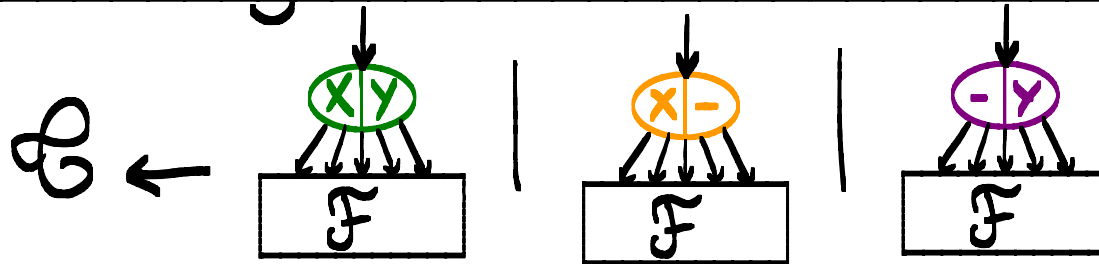


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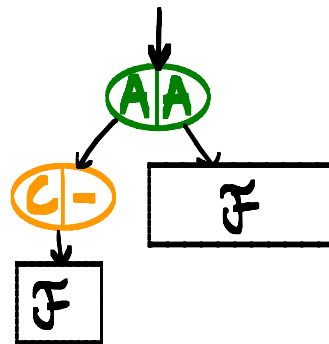
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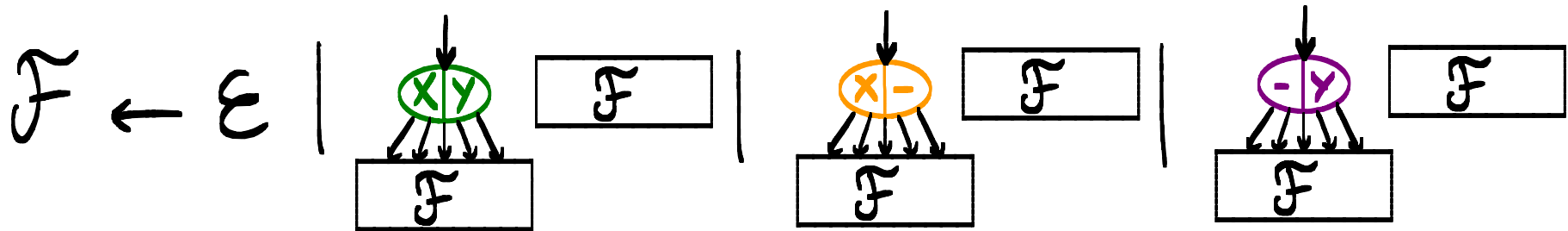
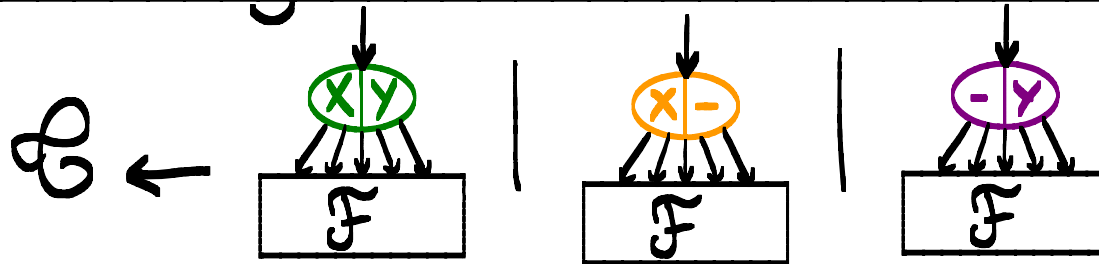


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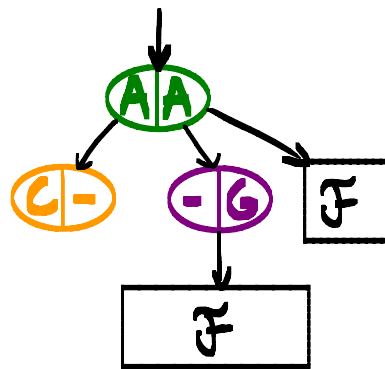
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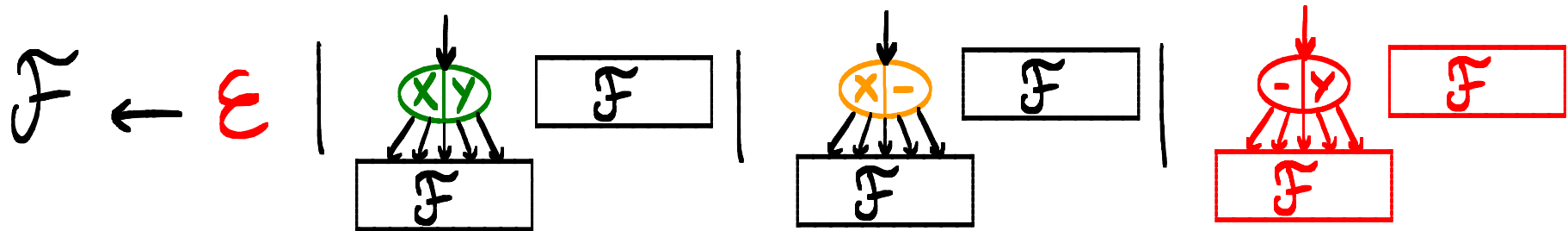
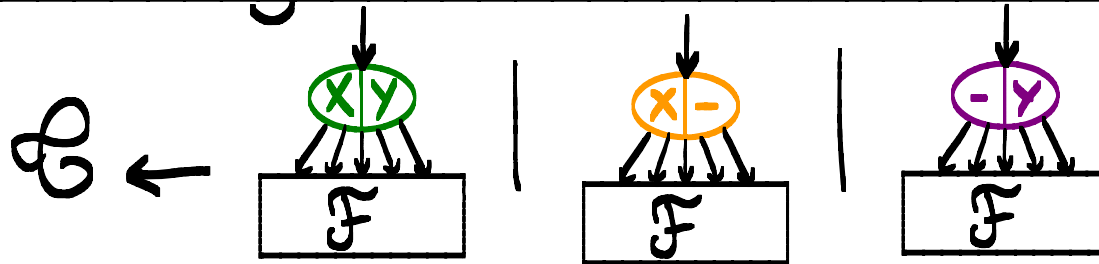


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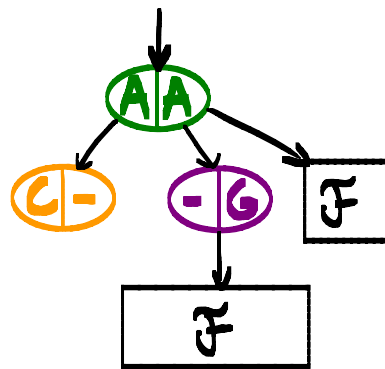
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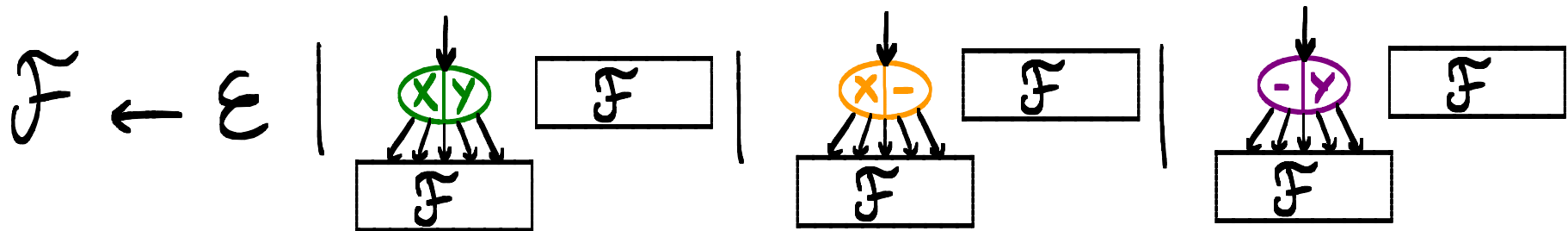
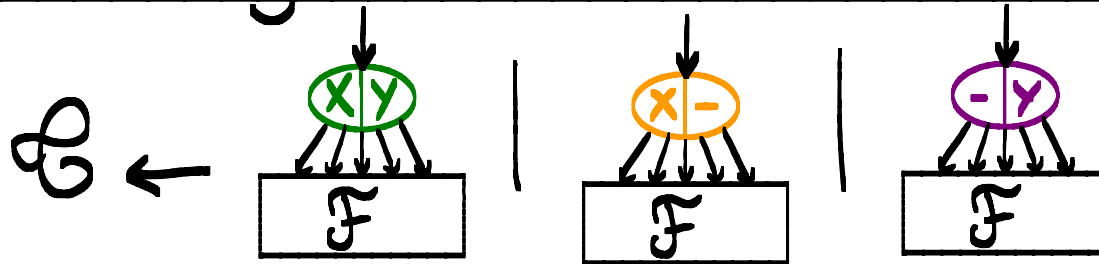


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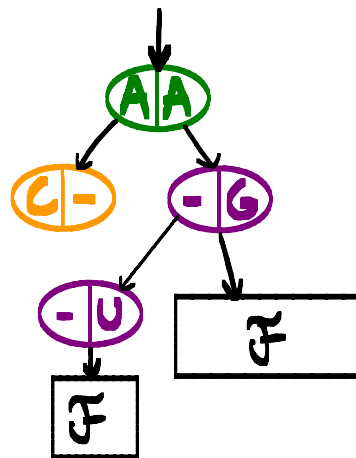
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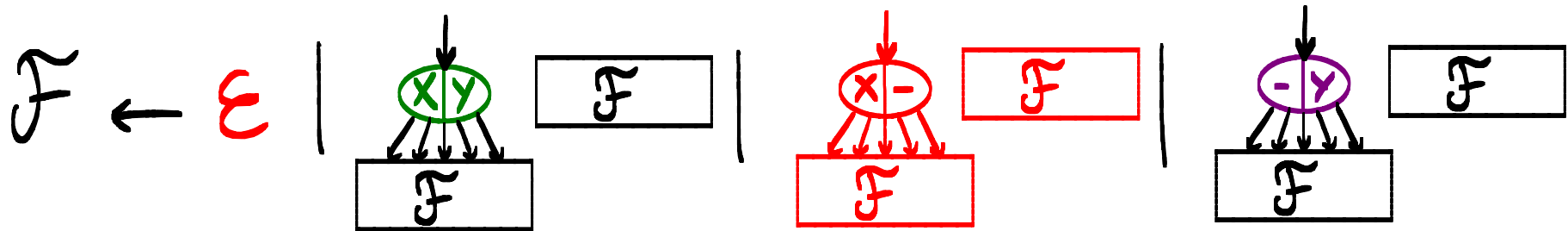
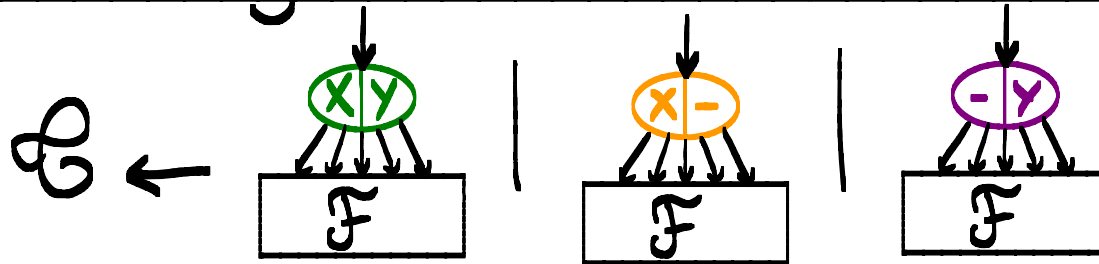


A GRAMMAR FOR ALIGNMENTS

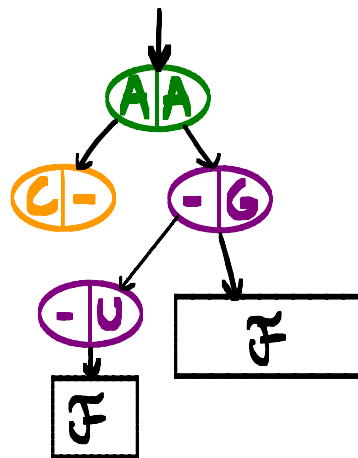
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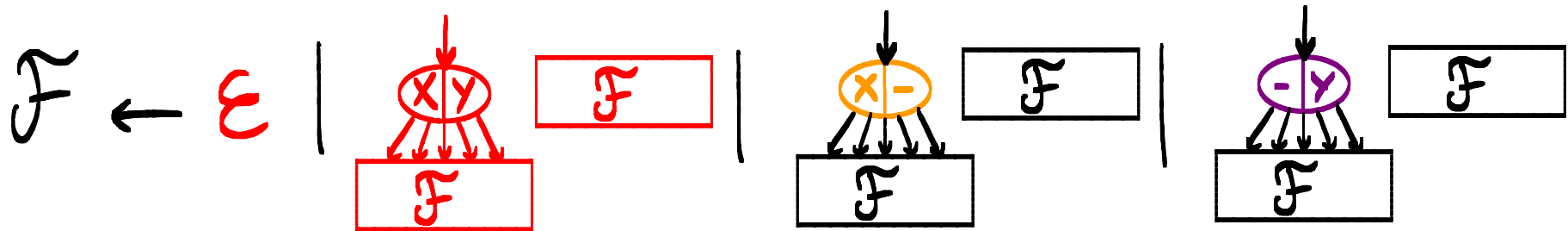
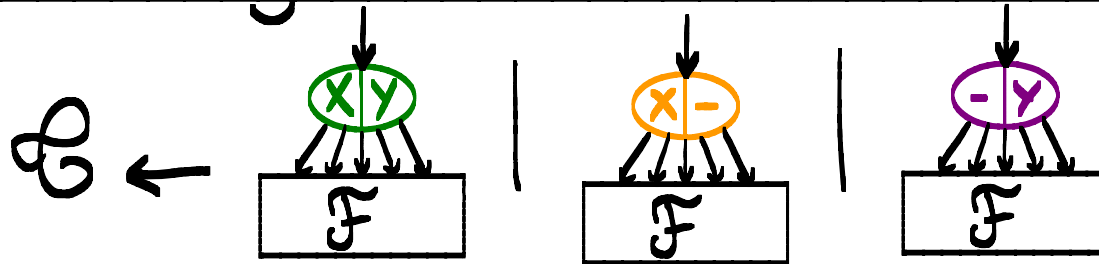


A GRAMMAR FOR ALIGNMENTS

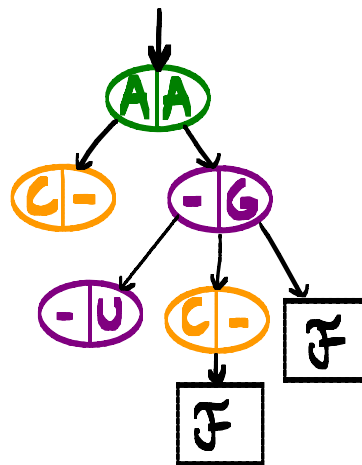
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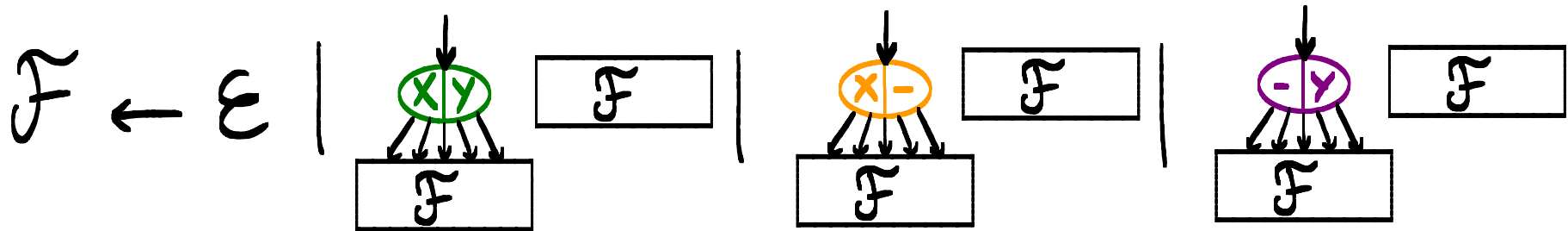
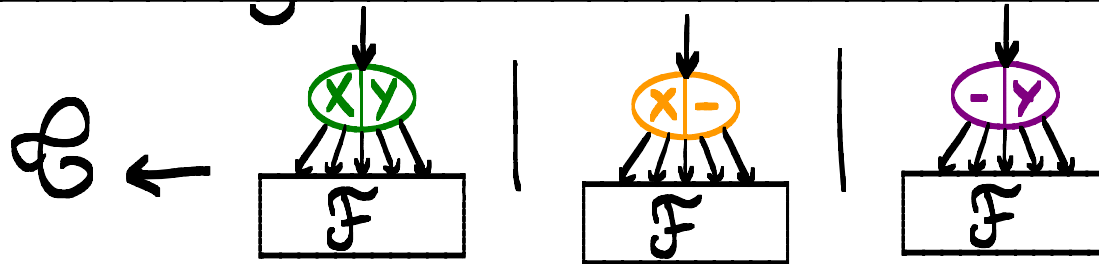


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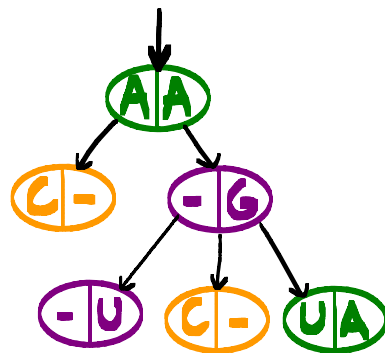
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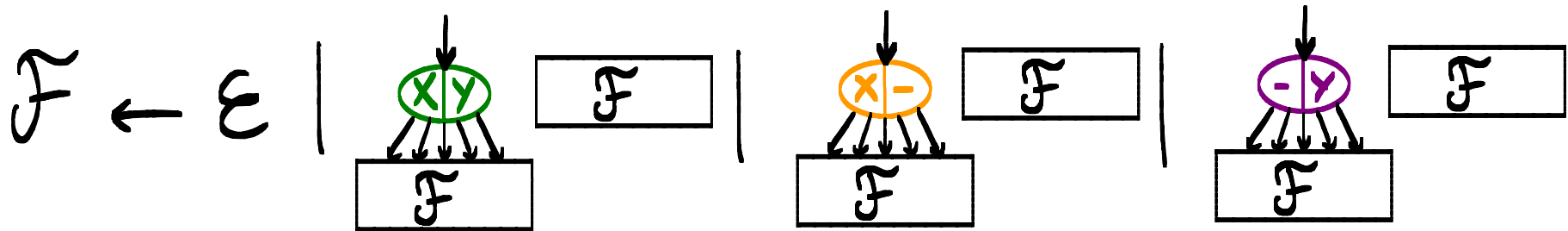
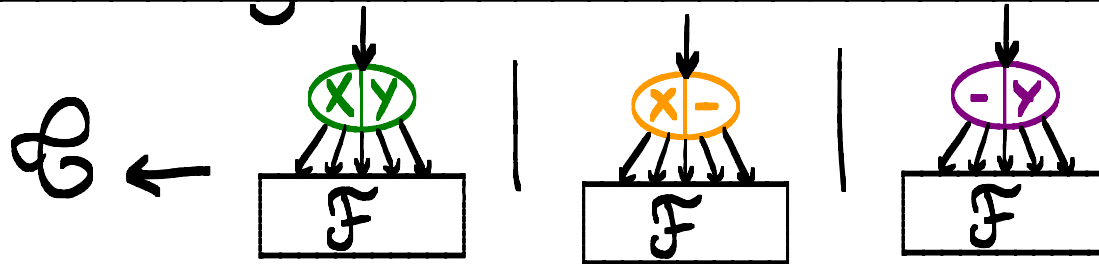


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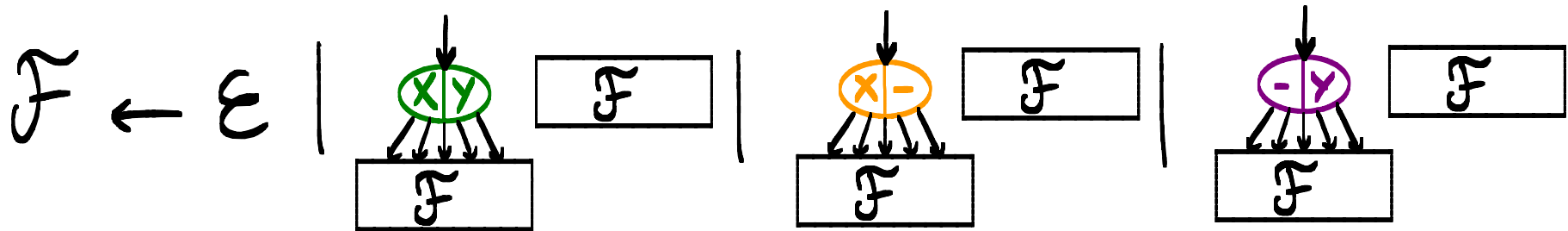
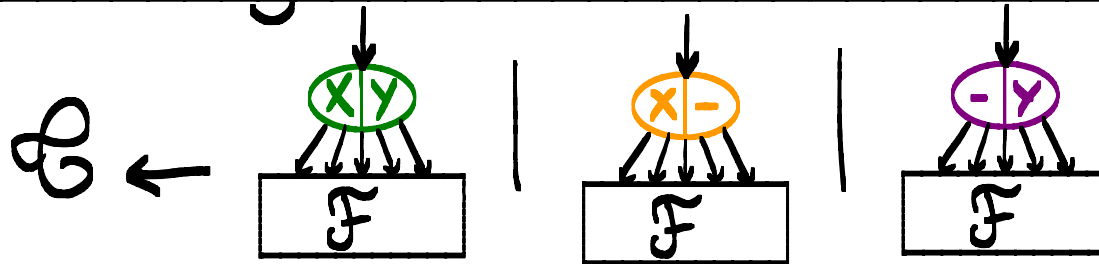


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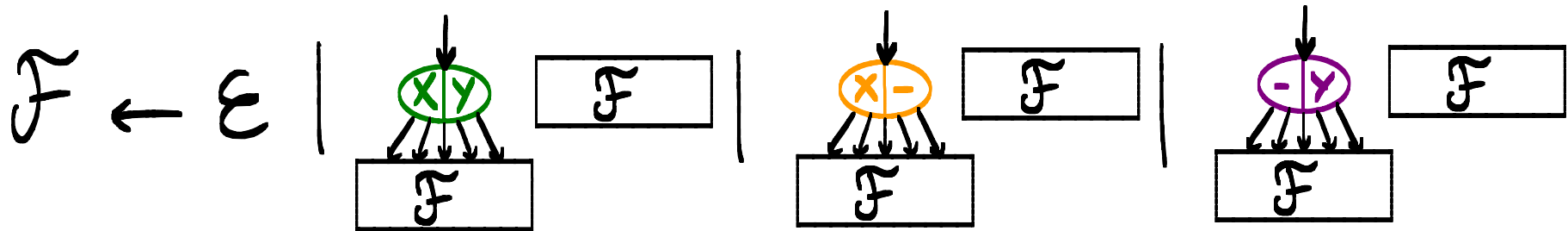
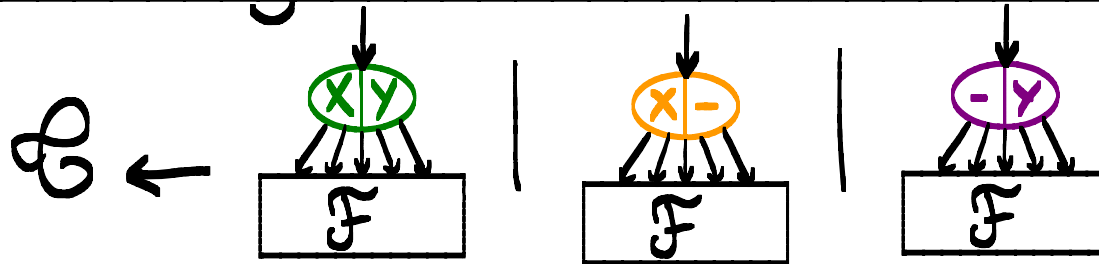


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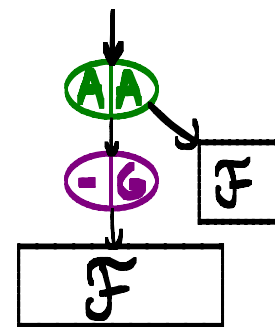
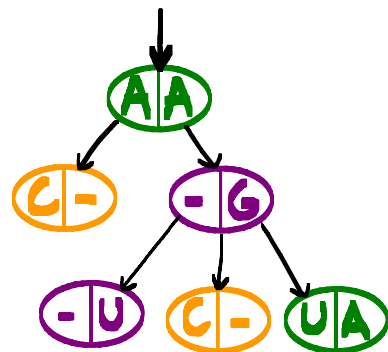
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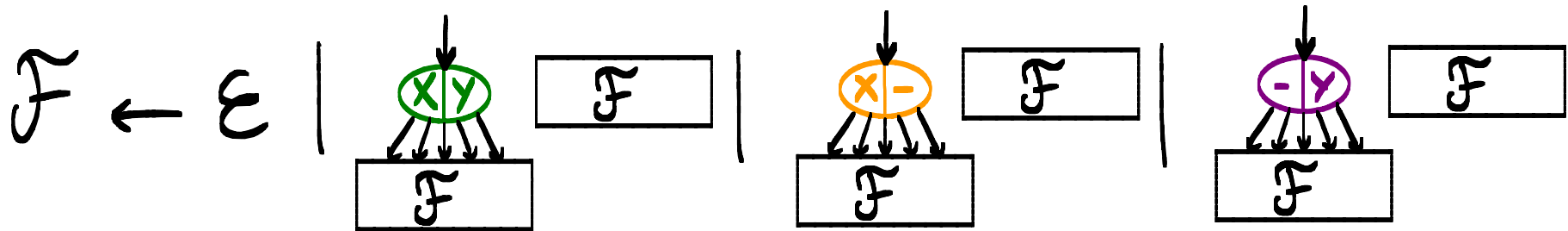
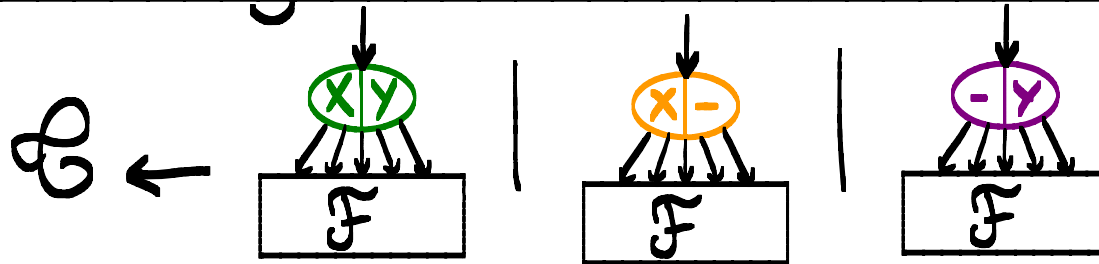


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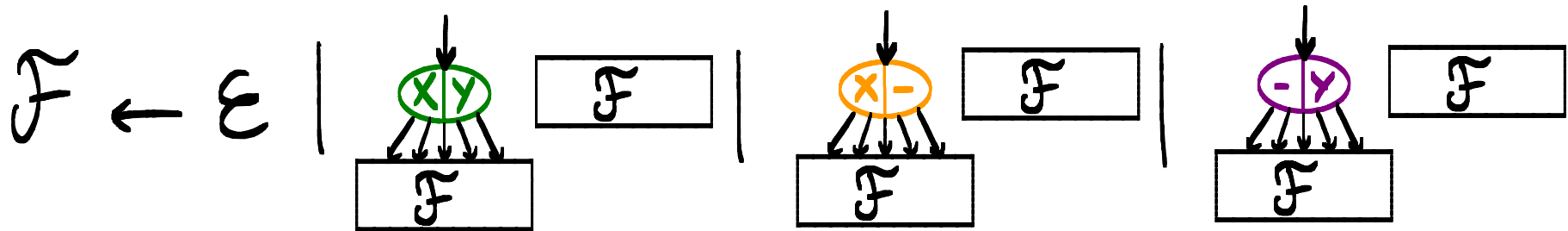
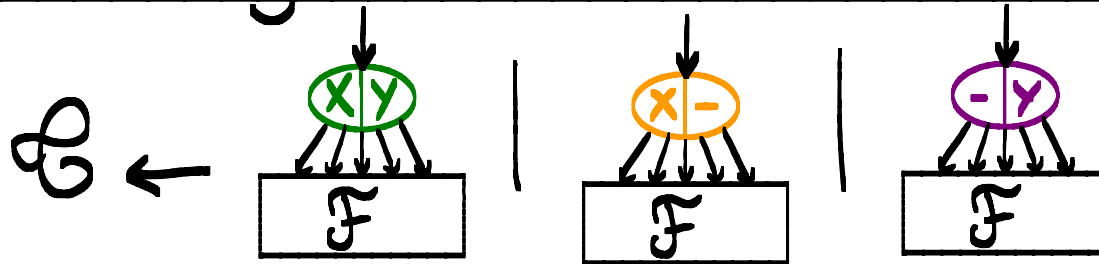


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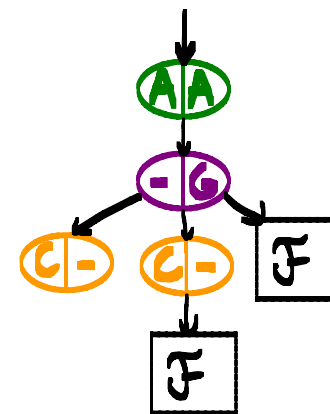
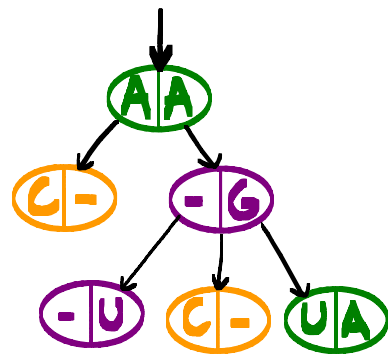
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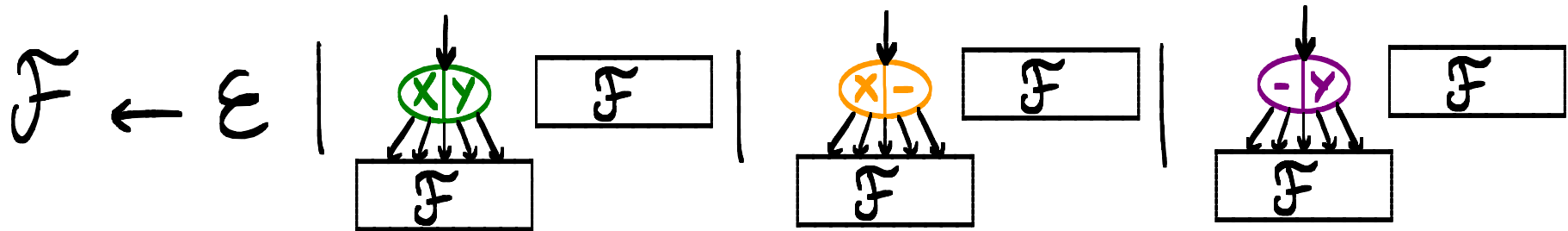
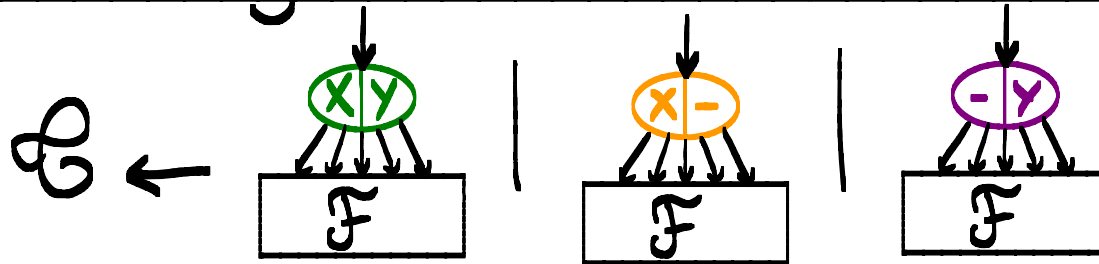


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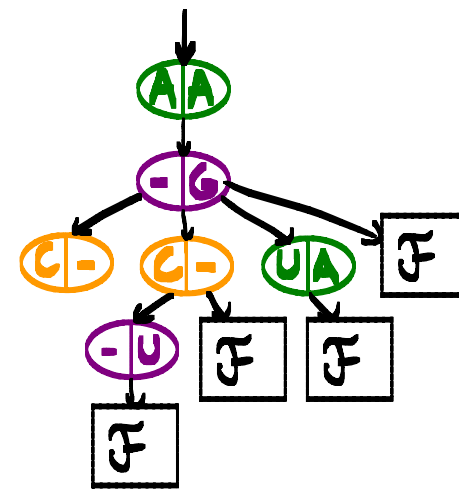
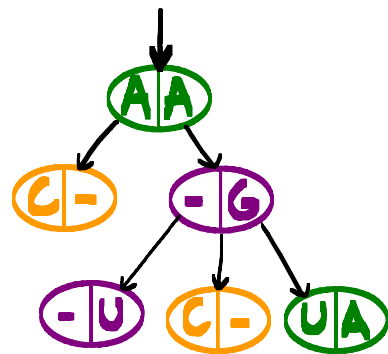
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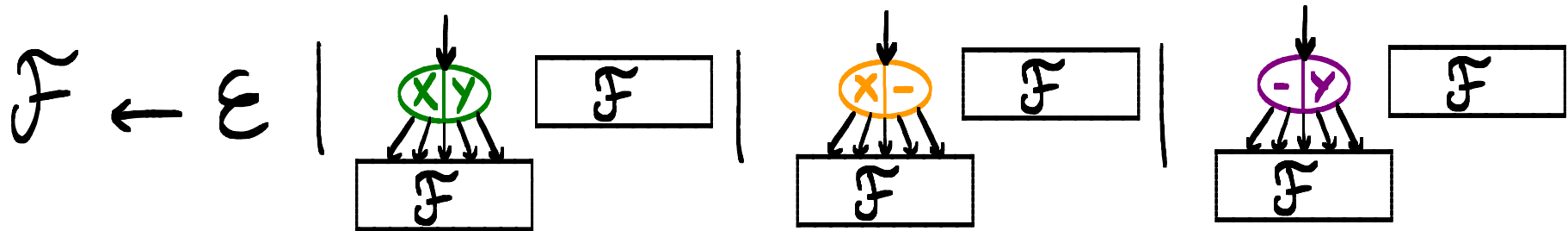
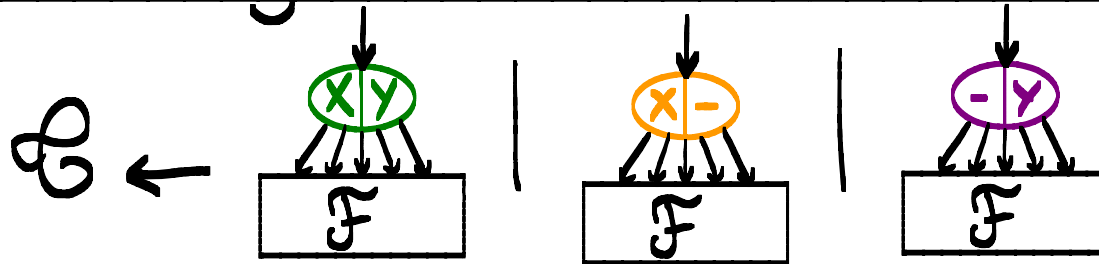


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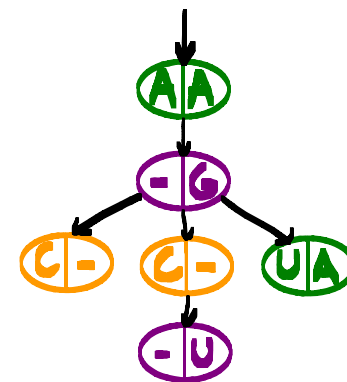
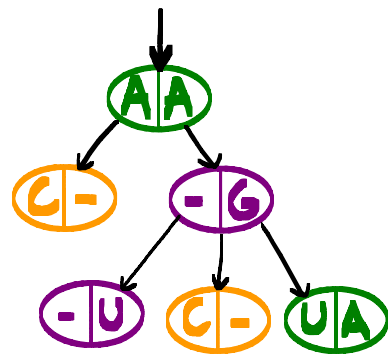
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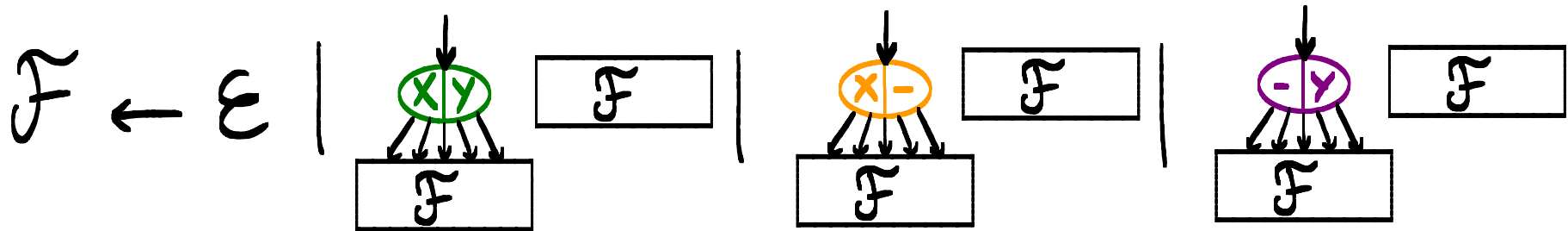
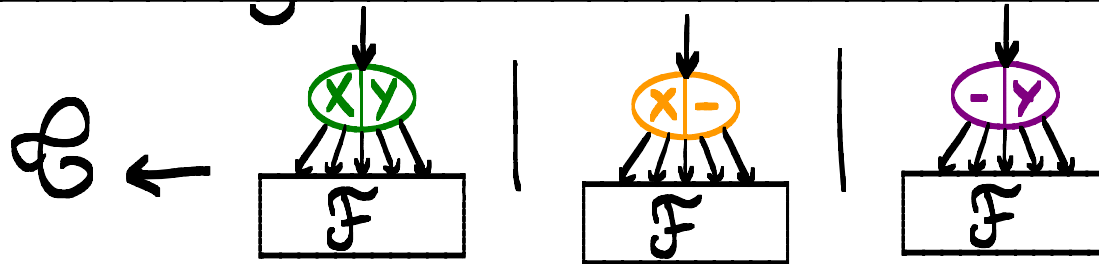


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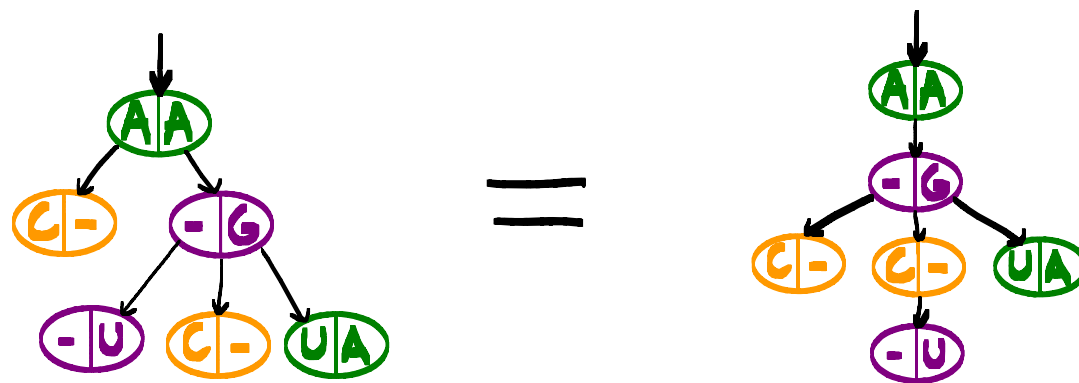
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An example of grammar that does not work:

[Jiang, Wang, Zhang]



Ex:



ambiguous grammar

A GRAMMAR FOR ALIGNMENTS

Theorem : The set \mathcal{A} generated by the following grammar contains every tree alignment exactly once.

APPLICATION 1: COUNTING.

$a_n =$ number of tree alignments of size n

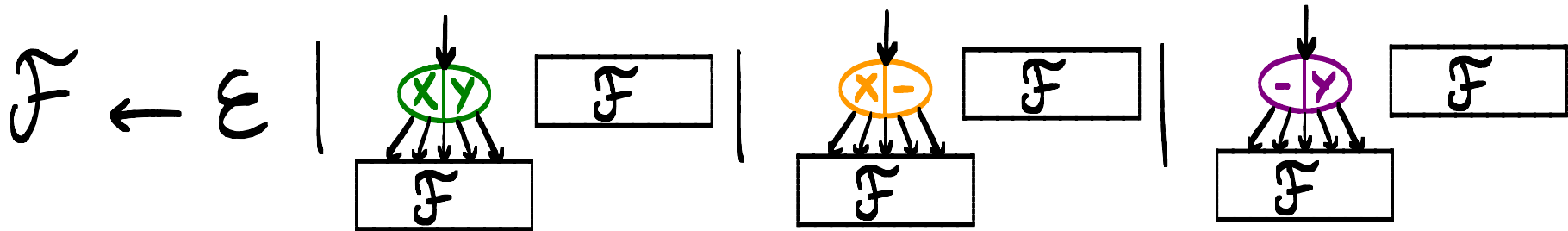
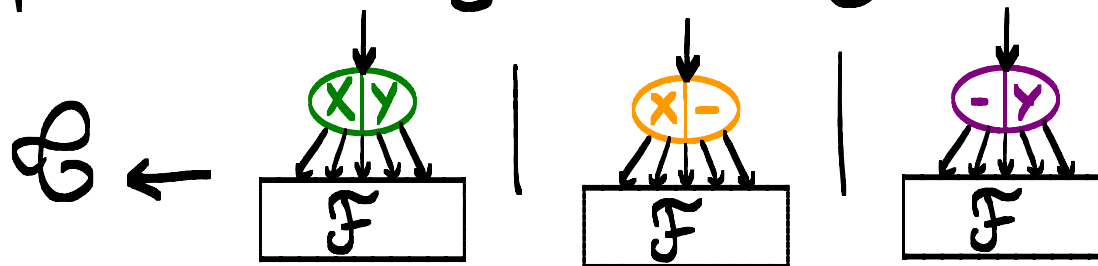
Generating function: $A(z) = \sum_{n \geq 0} a_n z^n$

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The principle on Jiang et al.'s grammar:

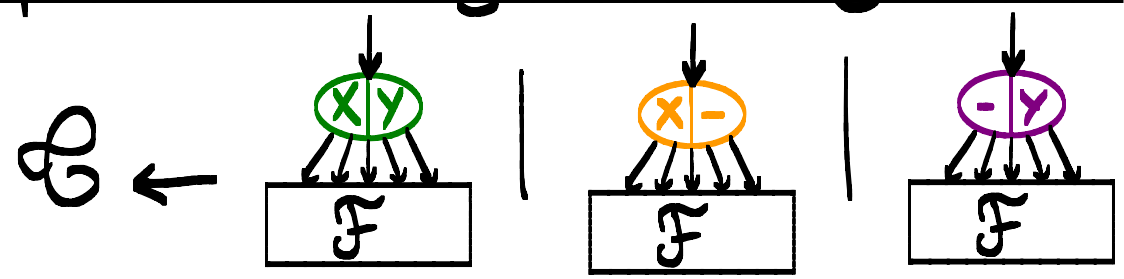


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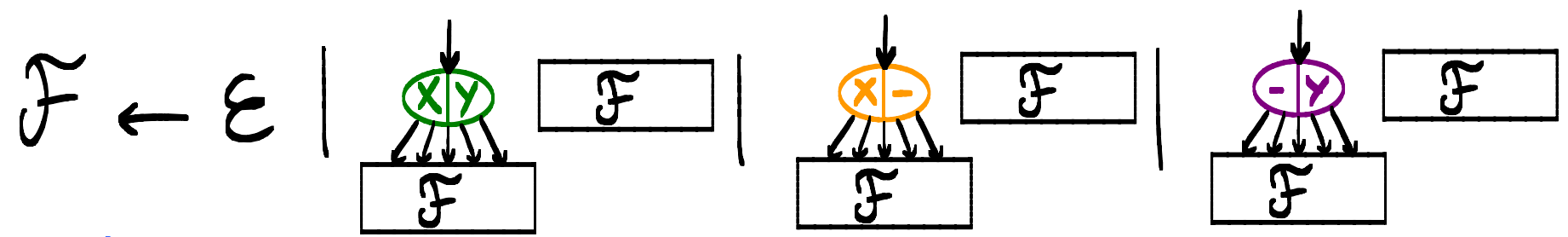
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$$T(z) = F(z) + F(z) + F(z)$$



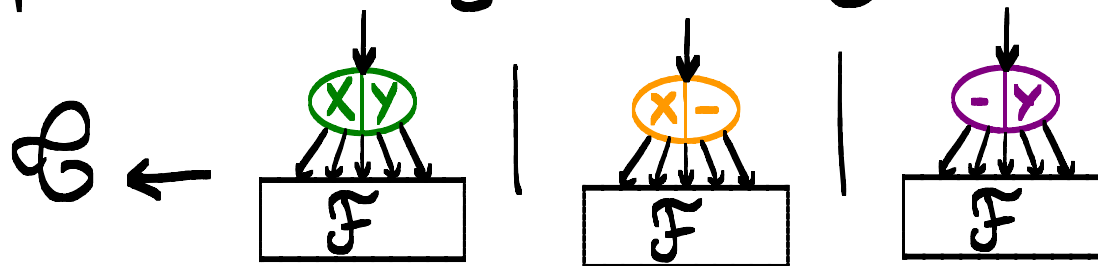
$$F(z) = 1 + F(z) \times F(z) + F(z) \times F(z) + F(z) \times F(z)$$

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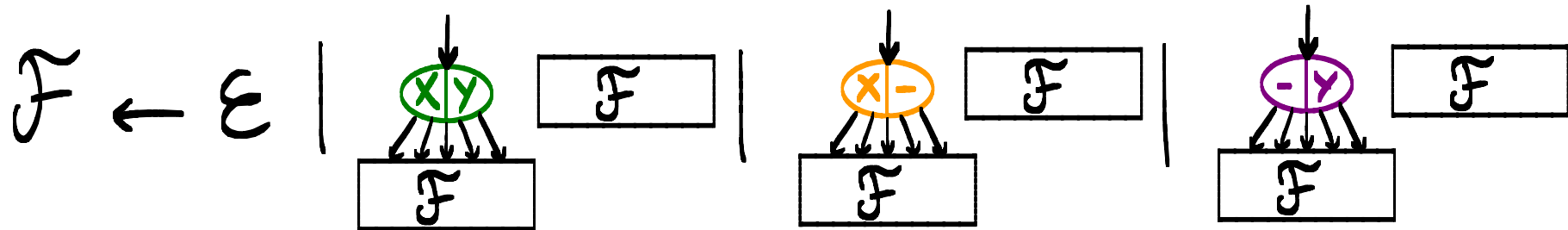
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The principle on Jiang et al.'s grammar:



$$T(z) = F(z) + F(z) + F(z)$$



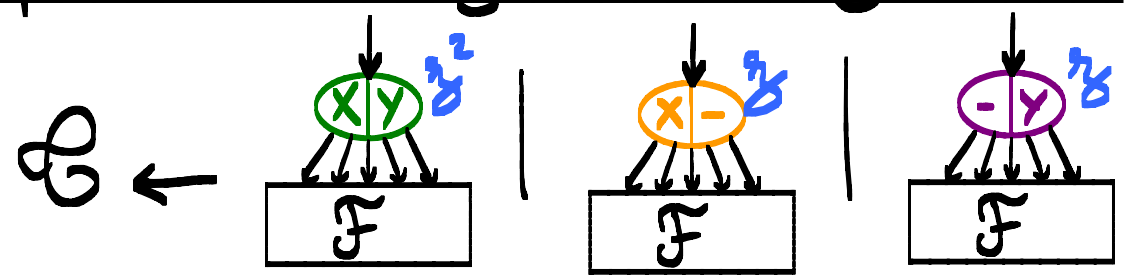
$$F(z) = 1 + F(z)^2 + F(z)^2 + F(z)^2$$

APPLICATION 1: COUNTING.

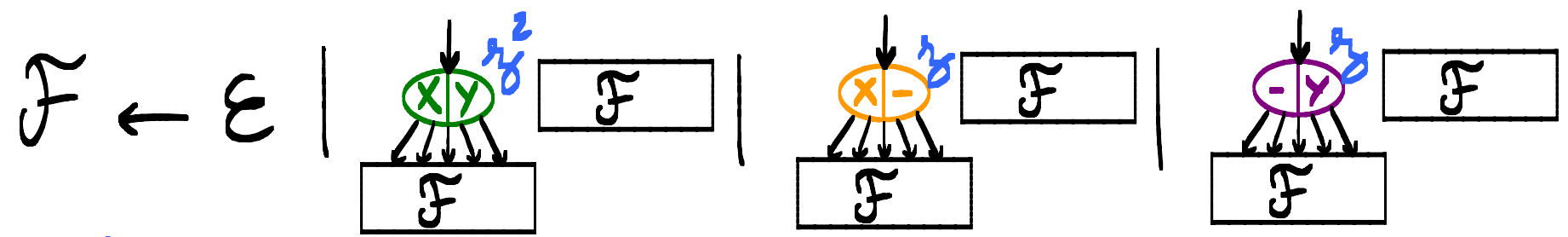
$a_n =$ number of tree alignments of size n

Generating function: $A(z) = \sum_{n \geq 0} a_n z^n$

The principle on Jiang et al.'s grammar:



$$T(z) = F(z) + F(z) + F(z)$$



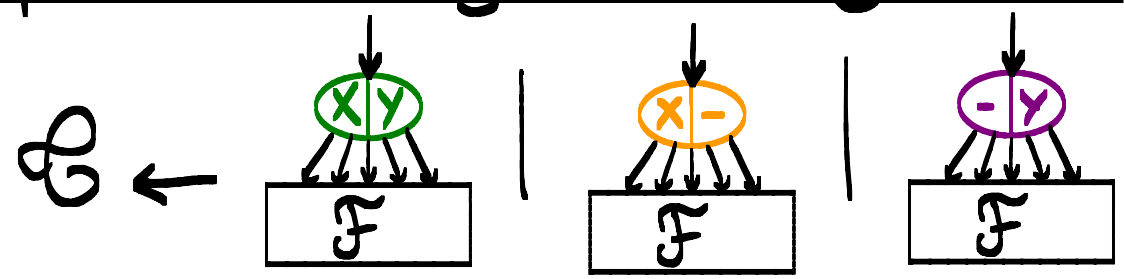
$$F(z) = 1 + F(z)^2 + F(z)^2 + F(z)^2$$

APPLICATION 1: COUNTING.

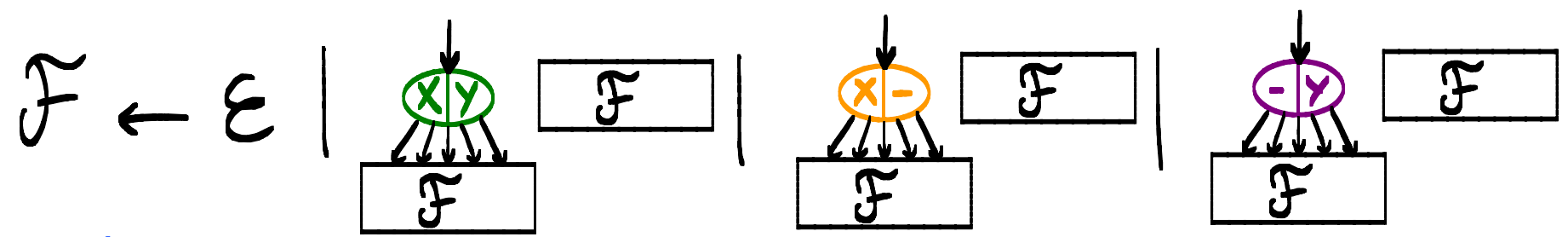
$a_n =$ number of tree alignments of size n

Generating function: $A(z) = \sum_{n \geq 0} a_n z^n$

The principle on Jiang et al.'s grammar:



$$T(z) = z^2 \times F(z) + z \times F(z) + z \times F(z)$$



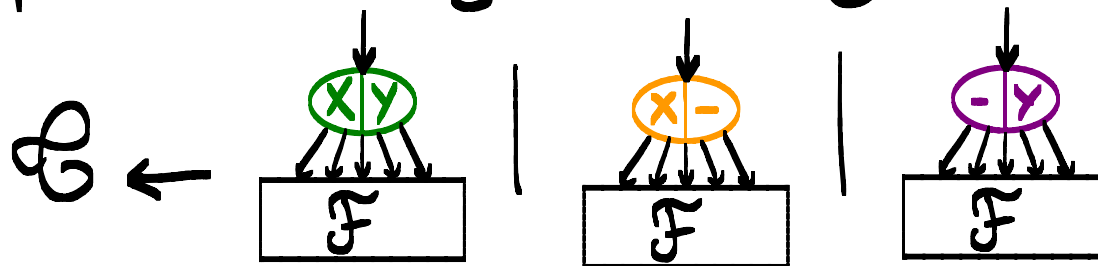
$$F(z) = 1 + z^2 \times F(z)^2 + z \times F(z)^2 + z \times F(z)^2$$

APPLICATION 1: COUNTING.

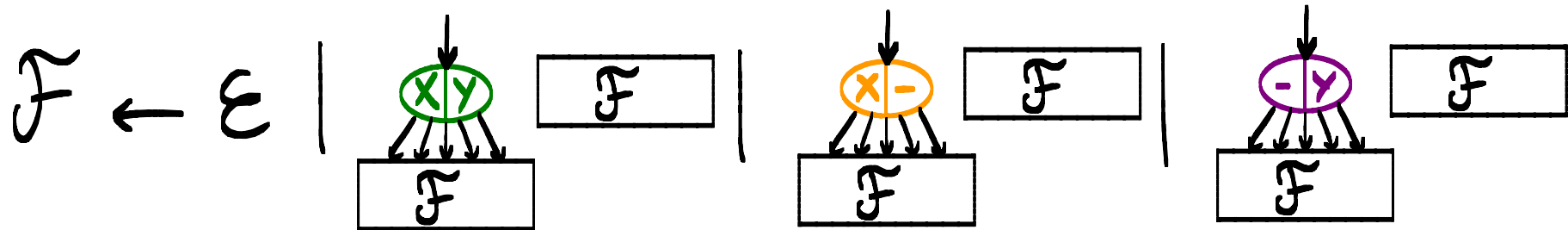
$a_{n,k}$ = number of tree alignments of size n
and k matches

Generating function: $A(z, u) = \sum_{n \geq 0} a_{n,k} z^n u^k$

The principle on Jiang et al.'s grammar:



$$T(z, u) = u \times z^2 F(z, u) + z \times F(z, u) + z \times F(z, u)$$



$$F(z, u) = 1 + u \times z^2 F(z, u)^2 + z \times F(z, u)^2 + z \times F(z, u)^2$$

APPLICATION 1: COUNTING.

Theorem: The generating function $A(z, u)$ of tree alignments satisfies

$$A(z, u) = \left(z^2 + z - uz^2 + \frac{z}{\sqrt{1-4z}} \right) \times B(z, u)$$

where

$$(uzC(z)^2 - z^2C(z)^2 + 2z)B(z, u)^2 + (z^2C^4(z) - 2zC(z)^2 - 1)B(z, u) + C^2(z) = 0$$

and

$$C(z) = \frac{1 - \sqrt{1-4z}}{2z} \quad \text{Catalan generating function}$$

SOME STATISTICAL PROPERTIES

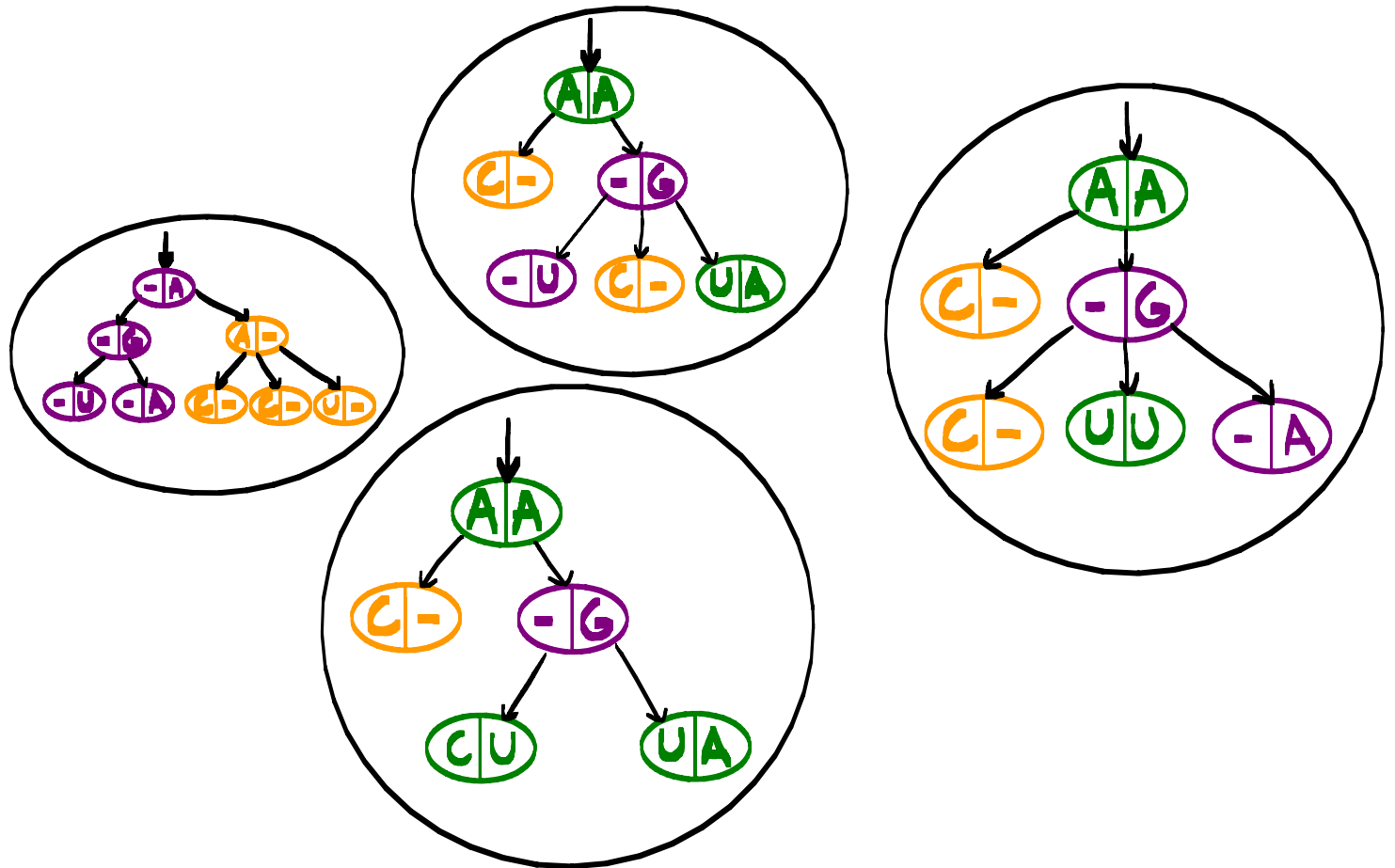
Theorem There are on average
 $C \times 1.5^n$ alignments
between two random trees of cumulative size n
where $C = 0.299\dots$

Corollary: A same alignment was repeated
 $\sim 0.875 \times 1.412^n$ times on
average in the previous
ambiguous grammar.

APPLICATION 2. SAMPLING

Objective: Sampling alignments under the Gibbs-Boltzmann probability distribution.

probability of
an alignment A
 $\propto e^{-\frac{\text{cost}(A)}{k}}$
(Gibbs-Boltzmann
distribution)



APPLICATION 2. SAMPLING

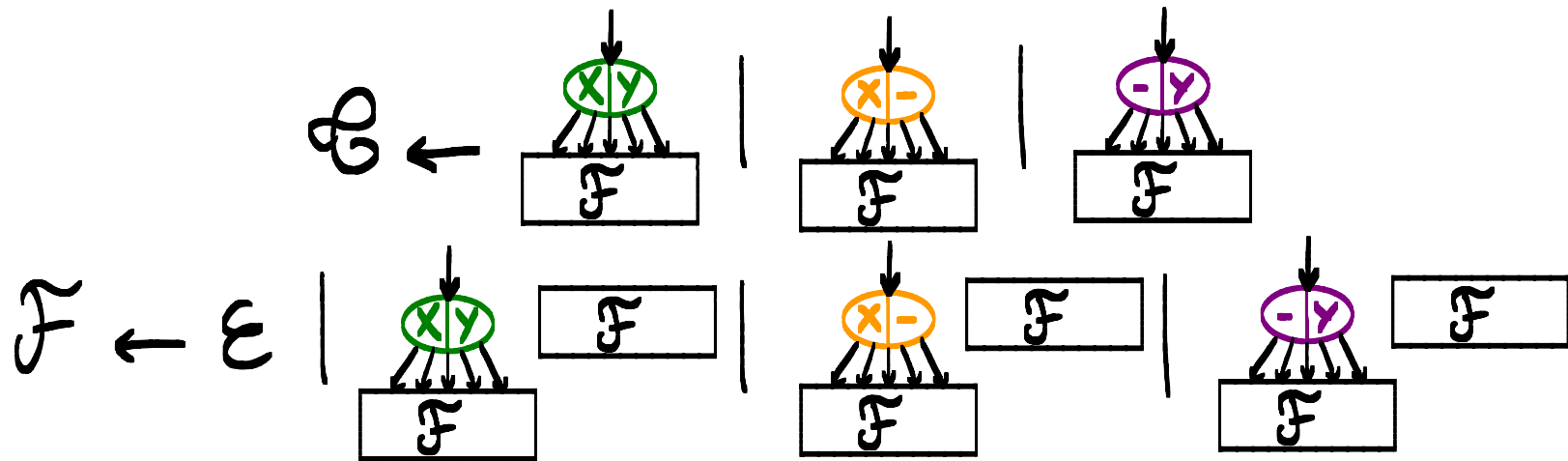
Objective: Sampling alignments under the Gibbs-Boltzmann probability distribution.

Strategy:

- Filter the grammar to obtain a new grammar that only generates alignments between two fixed trees S and T
- Use dynamic programming.

GRAMMAR OF ALIGNMENTS BETWEEN TWO FIXED TREES

The principle on Jiang et al.'s grammar:



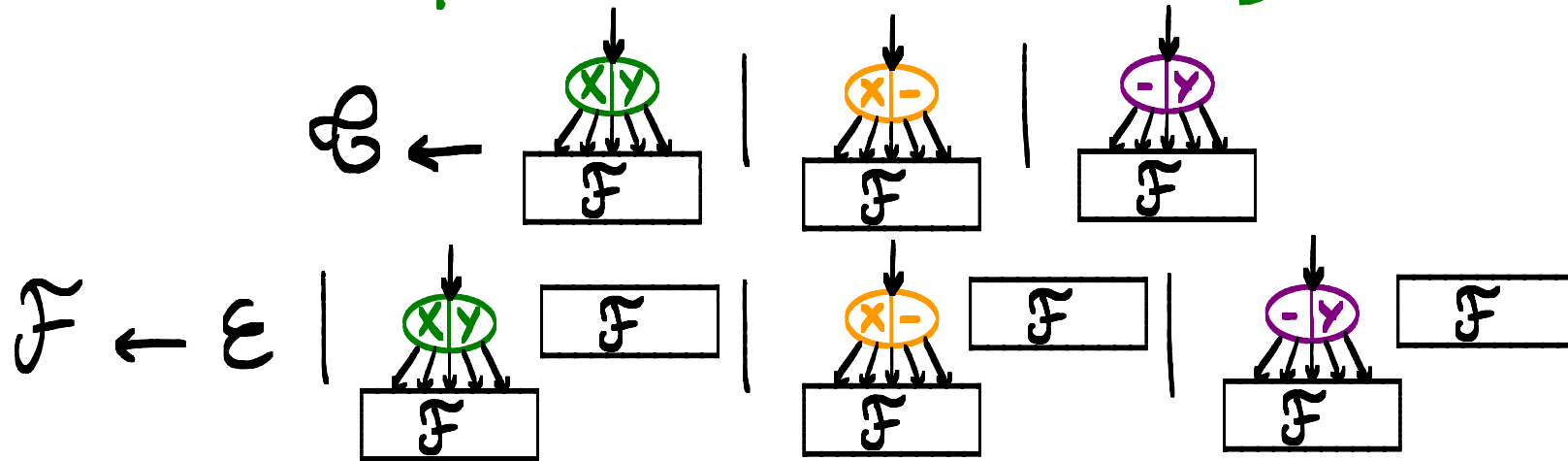
GRAMMAR OF ALIGNMENTS BETWEEN TWO FIXED TREES

The principle on Jiang et al.'s grammar:

We fix two trees S and T .

Let F be a subforest of S and G a subforest of T

$\mathcal{J}[F, G] = \{ \text{alignments between } F \text{ and } G \}$



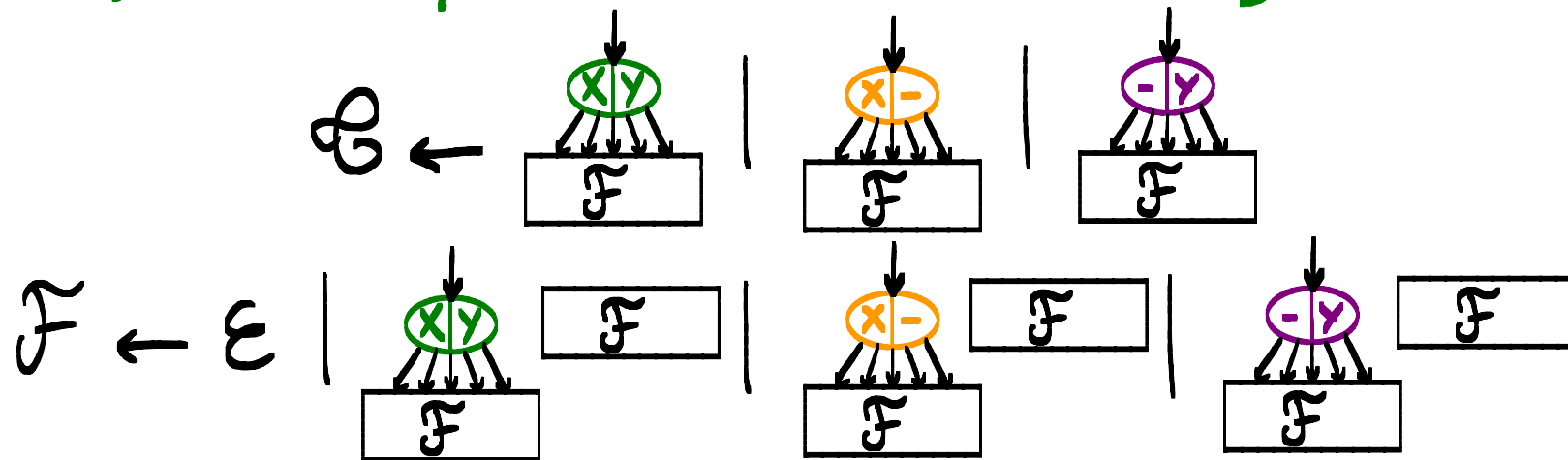
GRAMMAR OF ALIGNMENTS BETWEEN TWO FIXED TREES

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If $F = \emptyset$ and $G = \emptyset$, then

$J[F, G] \leftarrow \epsilon$

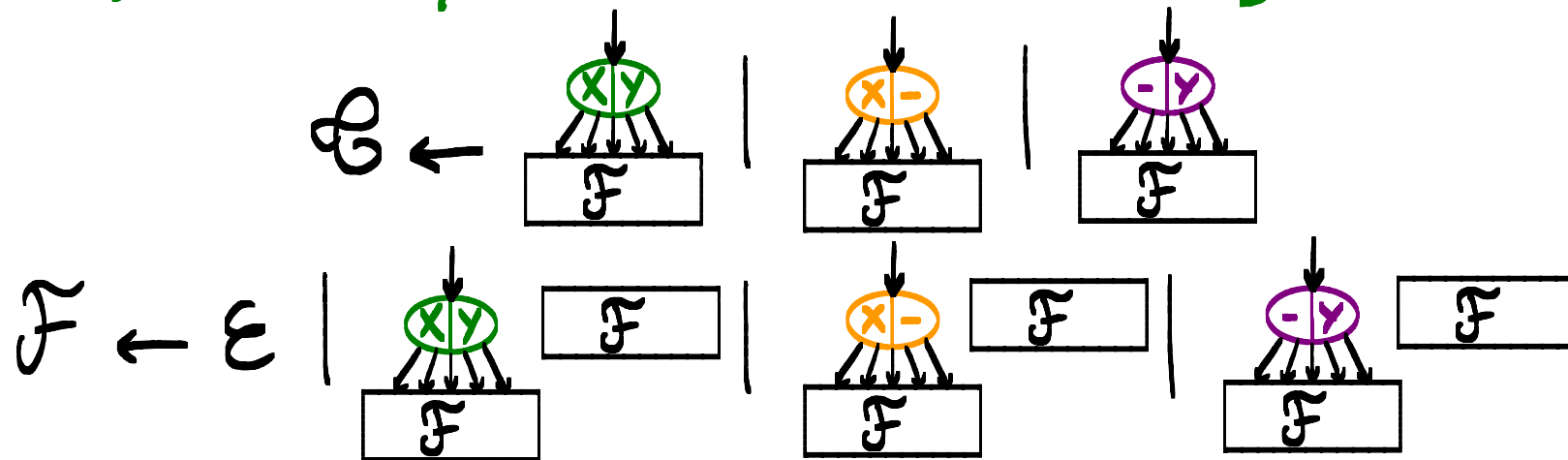
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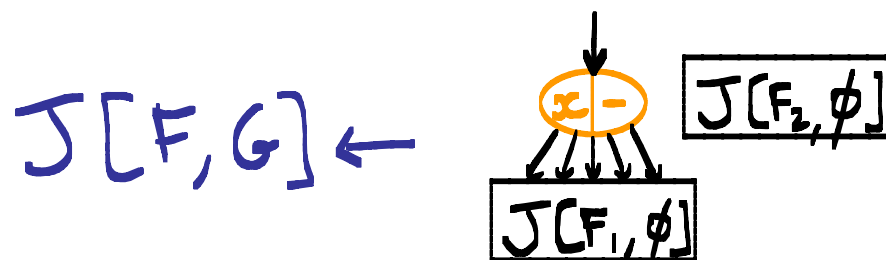
We fix two trees S and T .

Let F be a subforest of S and G a subforest of T

$J[F, G] = \{ \text{alignments between } F \text{ and } G \}$



If $F = \begin{matrix} \text{Ⓚ} \\ \downarrow \\ \boxed{F_1} \end{matrix} \boxed{F_2}$ and $G = \emptyset$, then



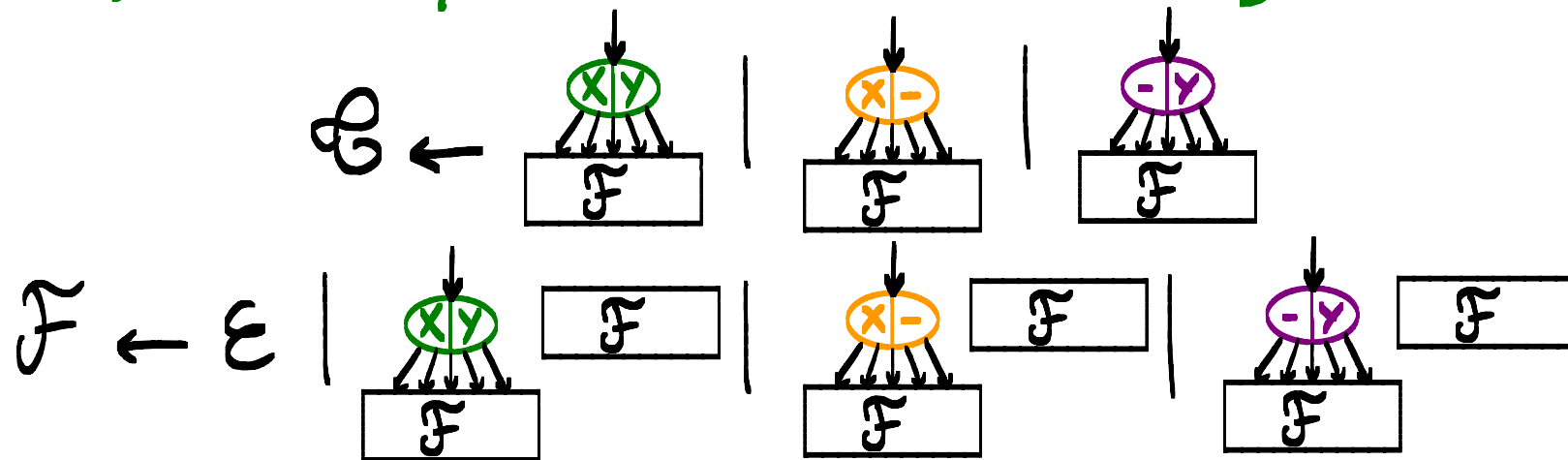
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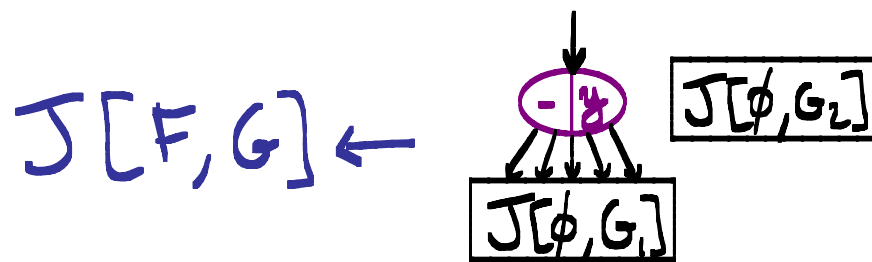
We fix two trees S and T .

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$J[F, G] = \{ \text{alignments between } F \text{ and } G \}$



If $F = \emptyset$ and $G = \begin{matrix} \text{root} \\ \swarrow \quad \searrow \\ G_1 \quad G_2 \end{matrix}$, then



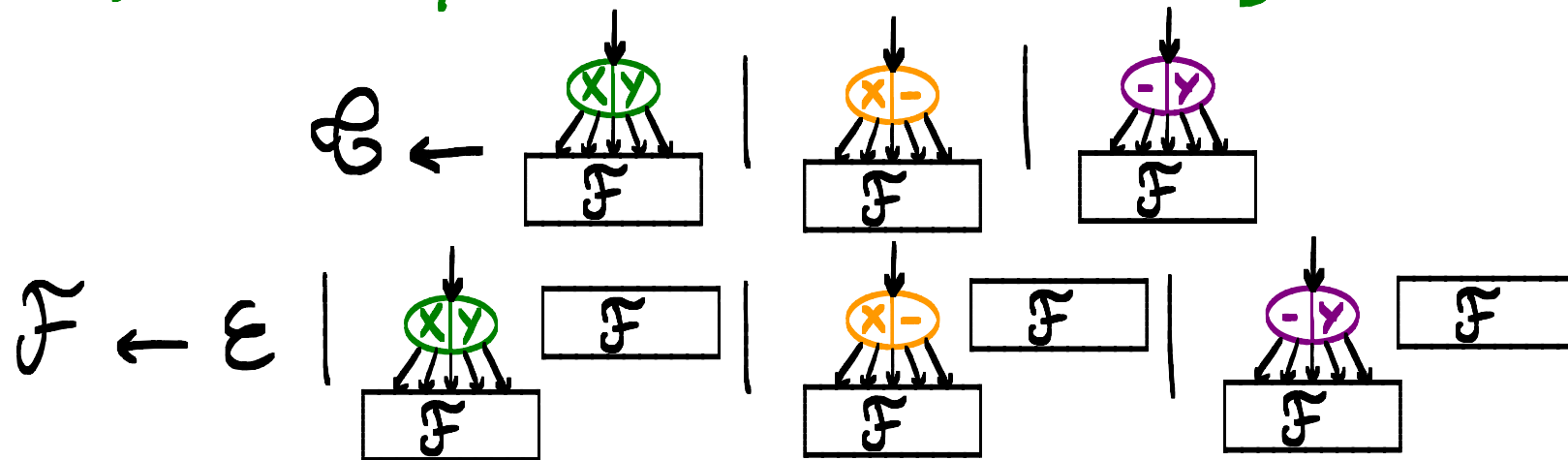
GRAMMAR OF ALIGNMENTS BETWEEN TWO FIXED TREES

The principle on Jiang et al.'s grammar:

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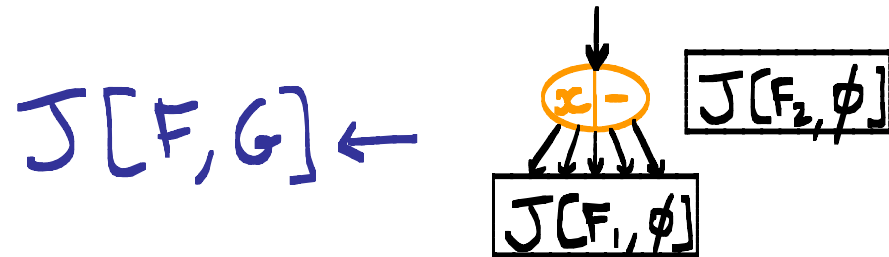
If $F = \begin{matrix} \text{root} \\ \uparrow \\ \boxed{F_1} \end{matrix} \boxed{F_2}$ and $G = \begin{matrix} \text{root} \\ \uparrow \\ \boxed{G_1} \end{matrix} \boxed{G_2}$, then



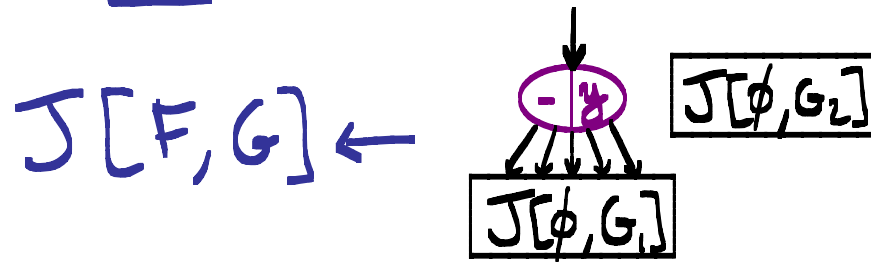
GRAMMAR OF ALIGNMENTS BETWEEN TWO FIXED TREES

• If $F = \emptyset$ and $G = \emptyset$, then $J[F, G] \leftarrow \varepsilon$

• If $F = \begin{array}{c} \textcircled{z} \\ \text{---} \\ \boxed{F_1} \end{array} \boxed{F_2}$ and $G = \emptyset$, then



• If $F = \emptyset$ and $G = \begin{array}{c} \textcircled{y} \\ \text{---} \\ \boxed{G_1} \end{array} \boxed{G_2}$, then



• If $F = \begin{array}{c} \textcircled{z} \\ \text{---} \\ \boxed{F_1} \end{array} \boxed{F_2}$ and $G = \begin{array}{c} \textcircled{y} \\ \text{---} \\ \boxed{G_1} \end{array} \boxed{G_2}$, then



SAMPLING

Theorem Let S and T be two trees of size n_1 and n_2 . Sampling alignments between S and T under the Gibbs-Boltzmann distribution can be done with worst-case time and space complexities $O(n_1 n_2 (n_1 + n_2)^2)$ and with average-case time and space complexities $O(n_1 n_2)$.

SAMPLING

Theorem Let S and T be two trees of size n_1 and n_2 .
Sampling alignments between S and T under the Gibbs-Boltzmann distribution can be done with worst-case time and space complexities $O(n_1 n_2 (n_1 + n_2)^2)$ and with average-case time and space complexities $O(n_1 n_2)$.

Proof inspired by
[Herrbach, Denise, Dulucq]

CONCLUSION

→ We are using our grammar and adapted dynamic programming algorithms to revisit the 3D alignments of RNA structures.

→ more general method?

new way to design
dynamic programming algorithms?

