

Searching for Population Structure

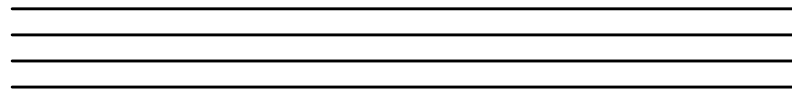
Principal Component Analysis and Clustering

Phillip Compeau

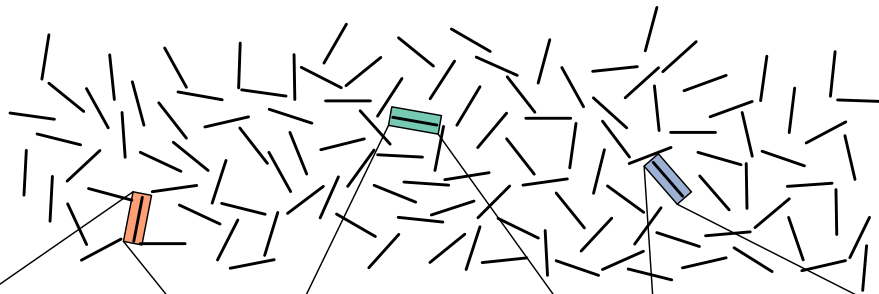
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Recall: Mapping Reads against Reference

Multiple identical copies of a genome



Shatter the genome into reads



Sequence the reads
(Lab)

AGAATATCA

TGAGAATAT

GAGAATATC

Then, we "map" these reads against a reference human genome (the most commonly used reference is 70% RP11, or "some guy from Buffalo").

Another Aim: Understanding “Population Structure”

Population structure: genetic differences between subpopulations in a population of individuals (i.e., the human species).

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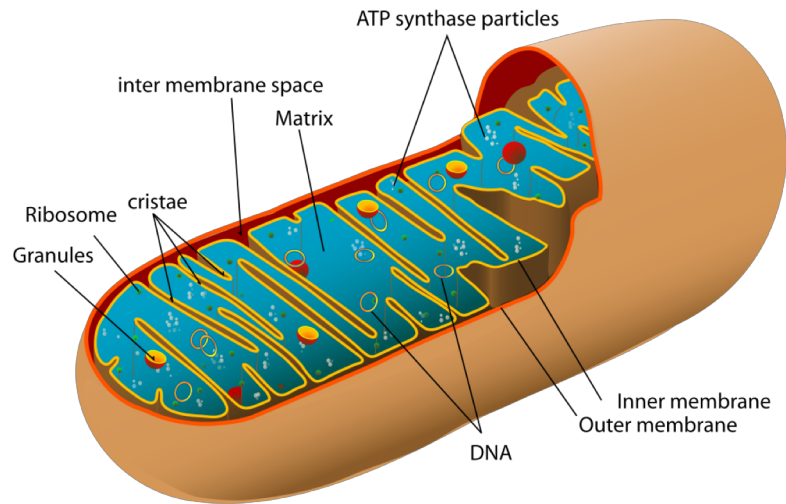
Population structure: genetic differences between subpopulations in a population of individuals (i.e., the human species).

Checkpoint: any thoughts on how we could use existing approaches we have learned to find population structure?

This sounds a lot like evolutionary tree construction.

Mitochondrial Sequencing Reveals Population Structure

Mitochondrial genome: a 16,569 base-pair circular chromosome replicated independently of “nuclear DNA” in mitochondria and inherited maternally.

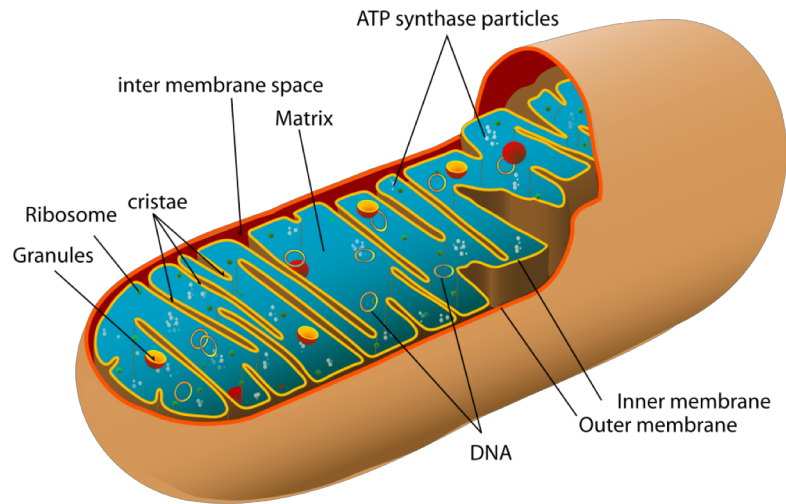


https://commons.wikimedia.org/wiki/Mitochondrion#/media/File:Animal_mitochondrion_diagram_en.svg

Mitochondrial Sequencing Reveals Population Structure

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Checkpoint: Where do you think that mitochondria came from?

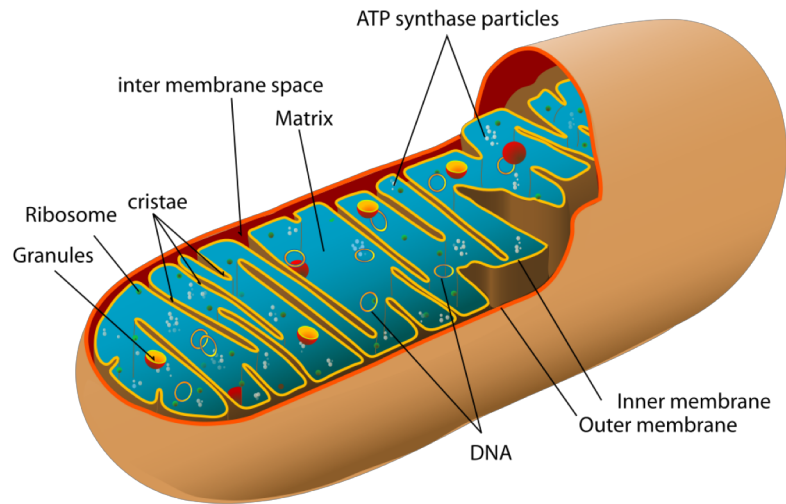


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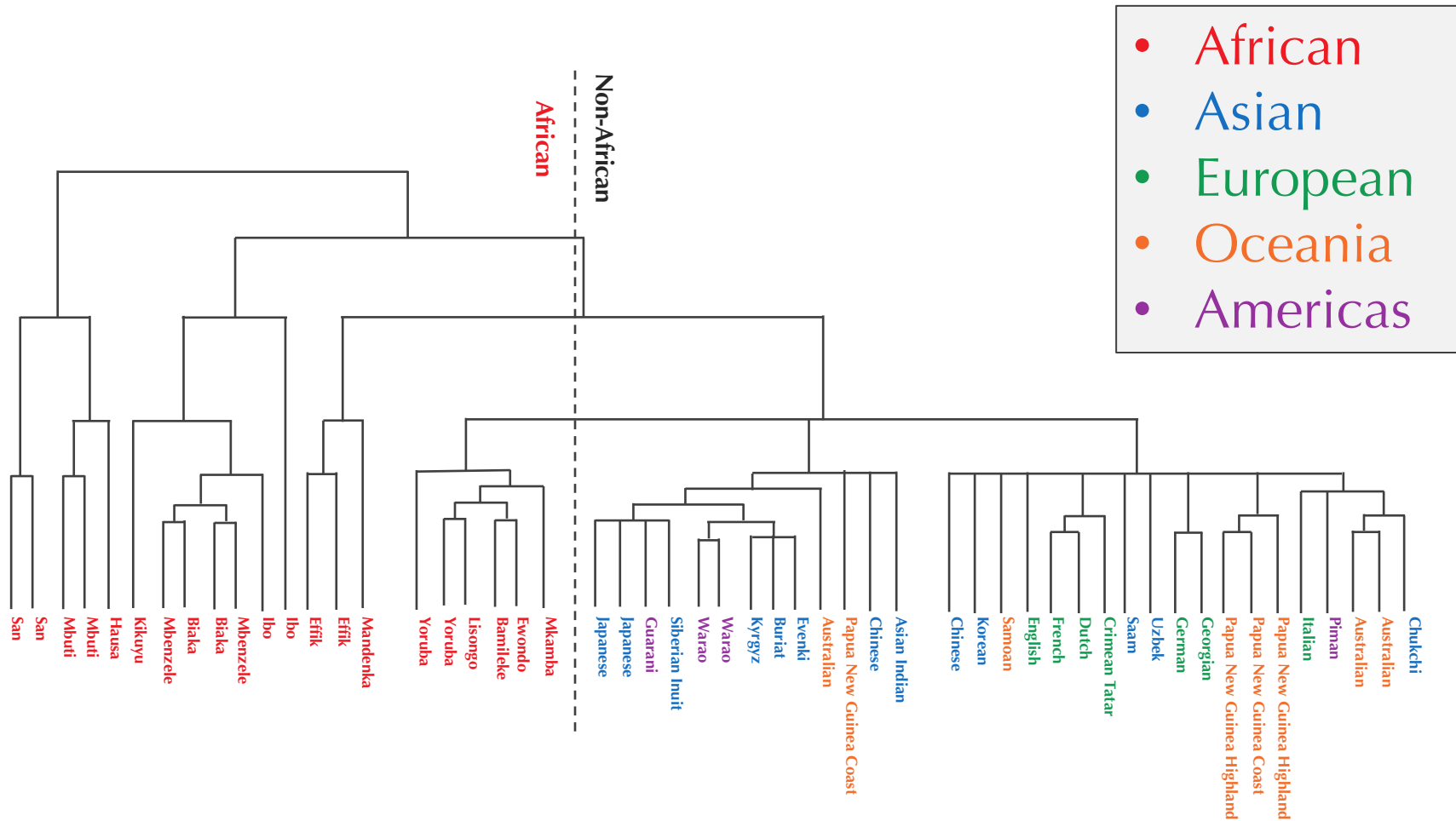
Mitochondrial genome: a 16,569 base-pair circular chromosome replicated independently of “nuclear DNA” in mitochondria and inherited maternally.

Note: “mtDNA” was used in human studies before cheap full genome sequencing because it is abundant in cells and short.

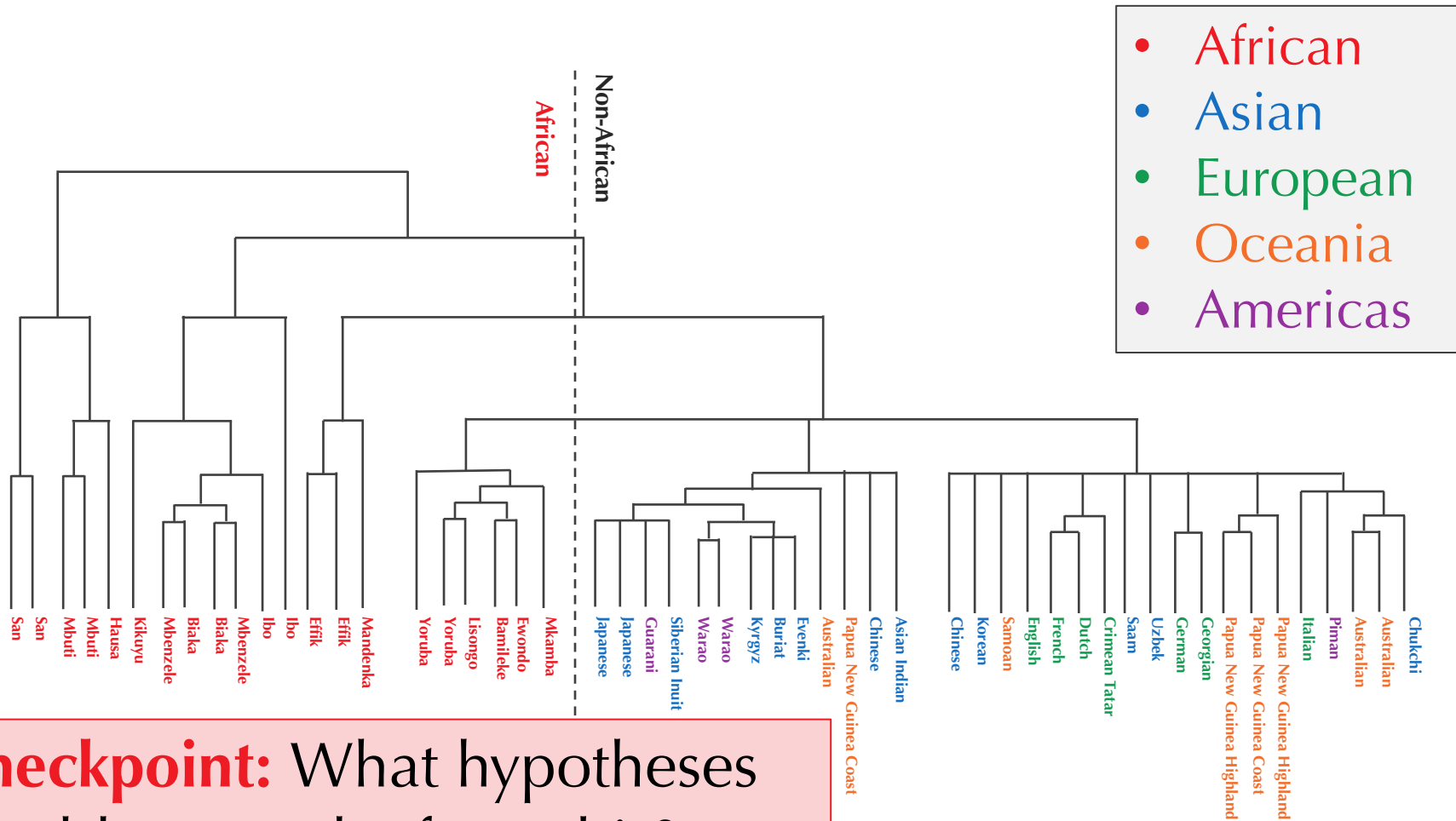


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Mitochondrial Sequencing Reveals Population Structure

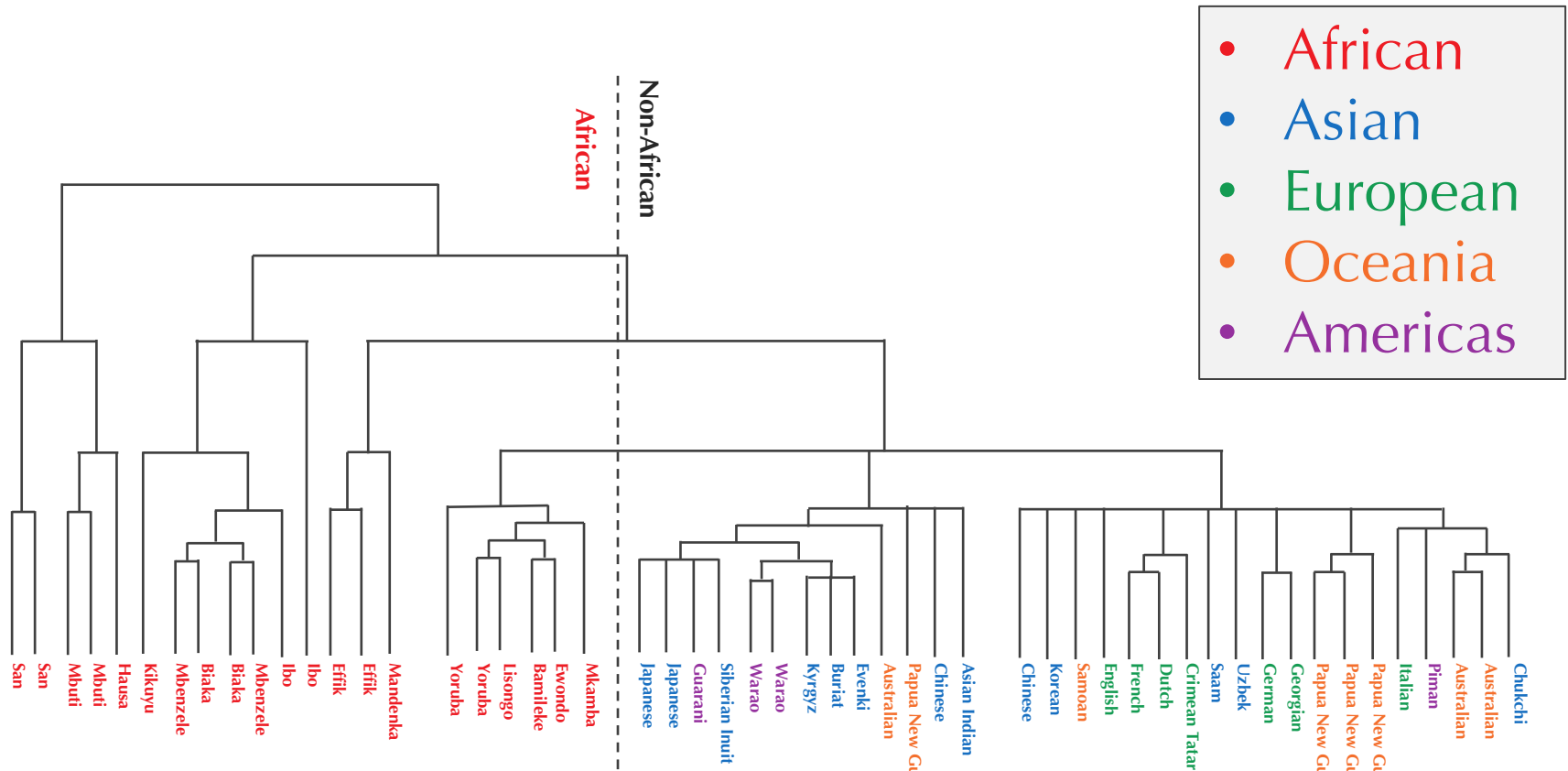


Mitochondrial Sequencing Reveals Population Structure



Checkpoint: What hypotheses would you make from this?

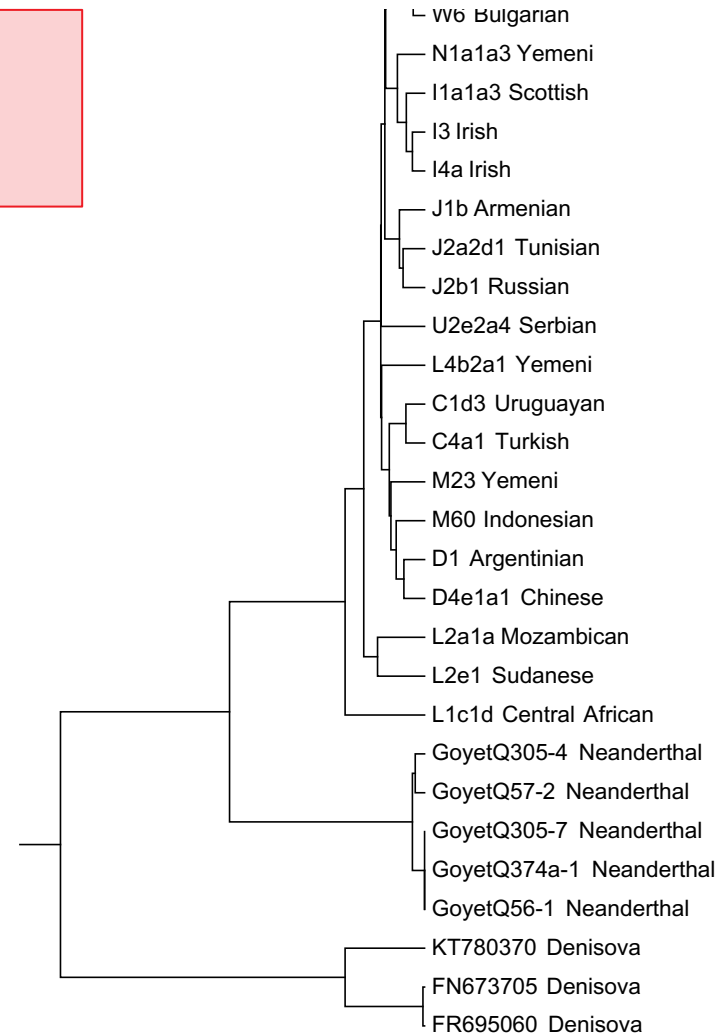
Mitochondrial Sequencing Reveals Population Structure



Out of Africa Hypothesis: All non-Africans are descended from a migration ~70,000 years ago.

Adding Neanderthals/Denisovans to the Mix

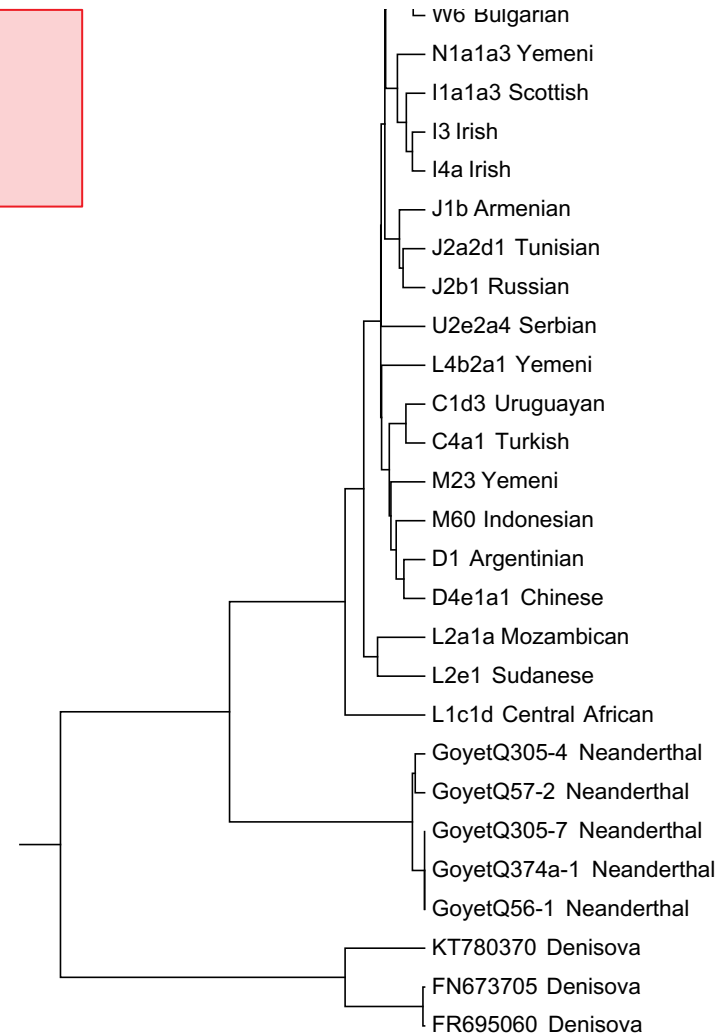
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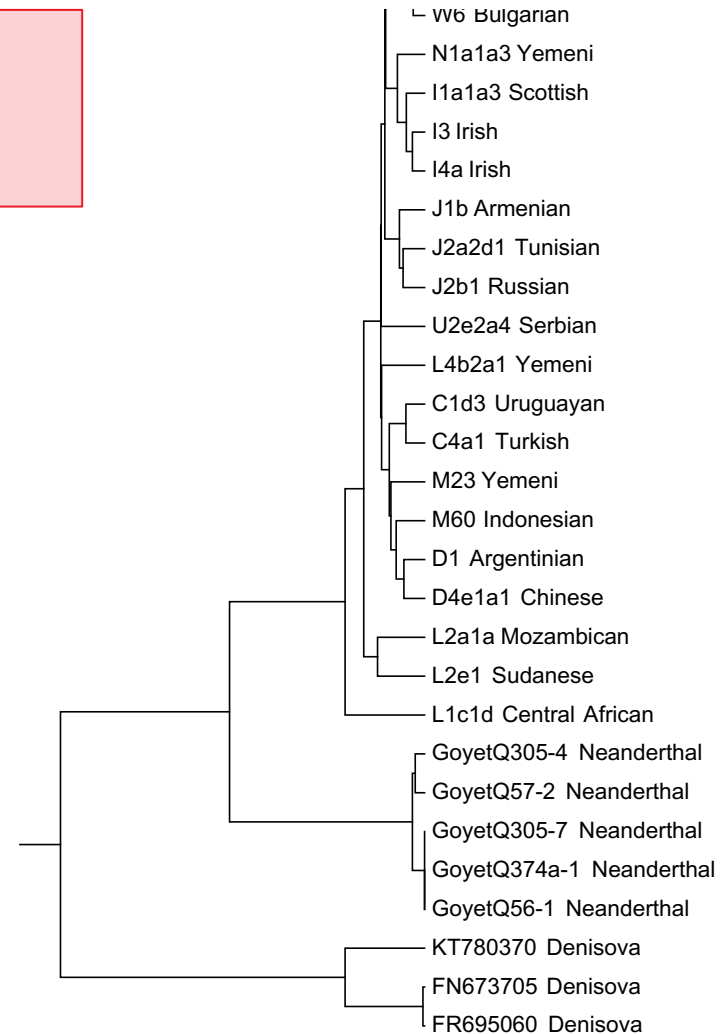
Neanderthals/Denisovans, ancient humans living in Europe/Siberia, seem to be distinct from modern humans.



Adding Neanderthals/Denisovans to the Mix

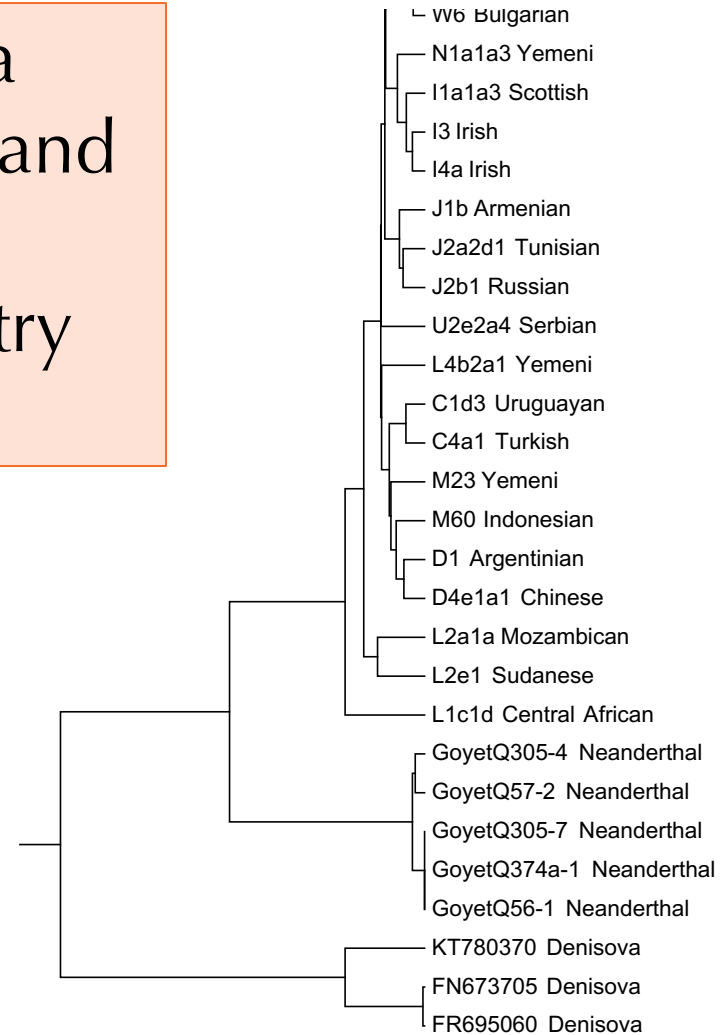
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Wrong! Europeans may be up to 4% Neanderthal, and Australian aborigines up to 6% Denisovan.



From Strict Population Structure to Admixture

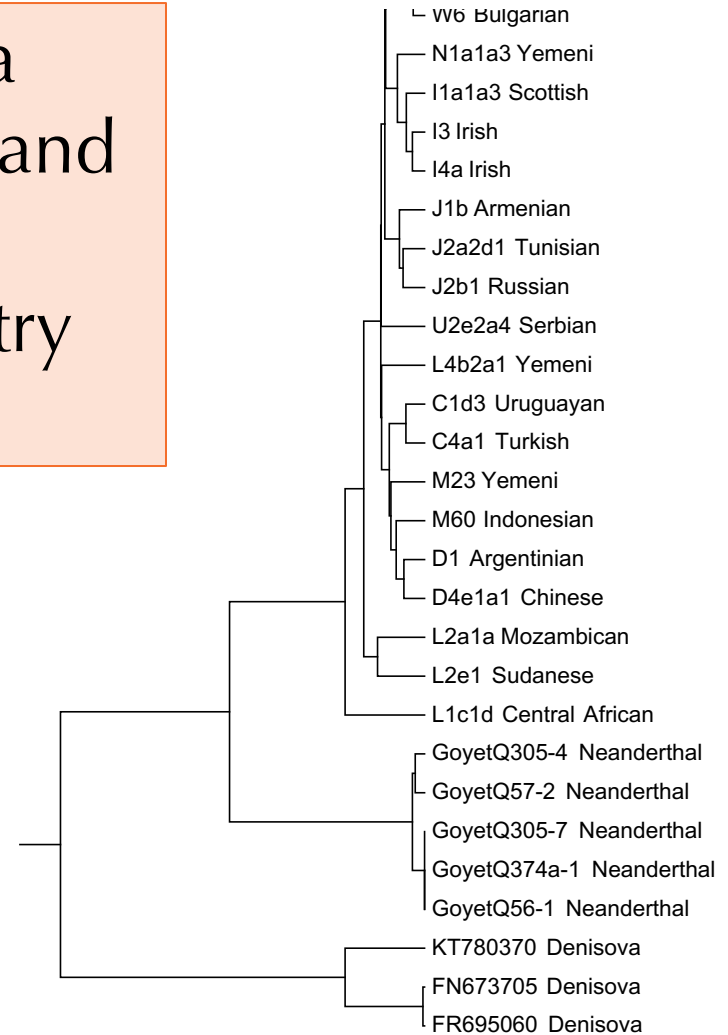
An evolutionary tree gives us a very one-dimensional picture and is only reliable if we sample individuals with known ancestry for many generations.



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An evolutionary tree gives us a very one-dimensional picture and is only reliable if we sample individuals with known ancestry for many generations.

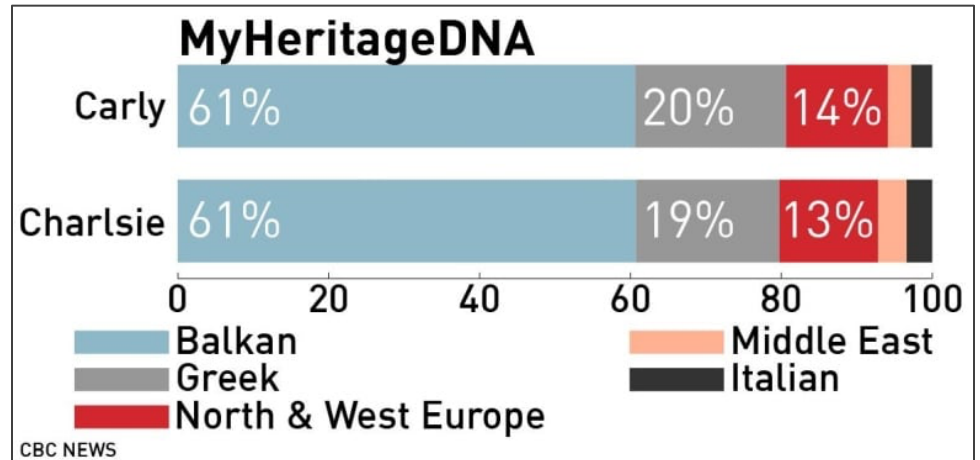
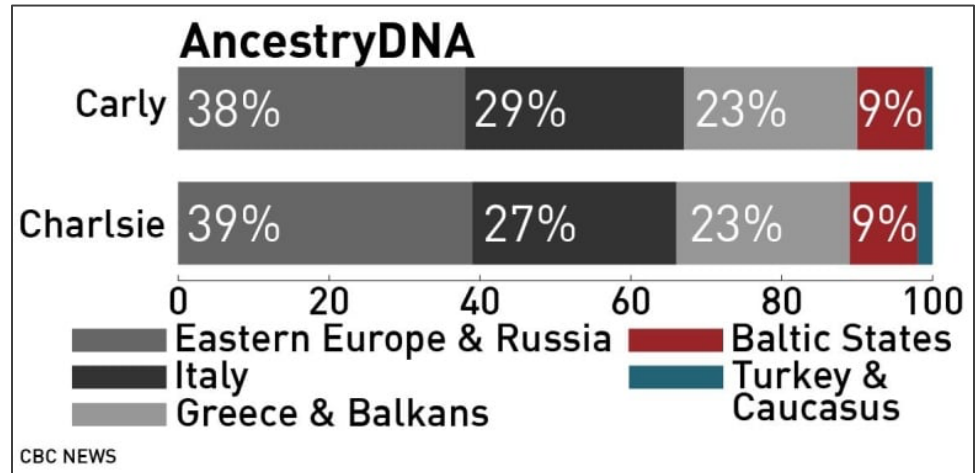
But how can we say that you are $x\%$ Eastern European, $y\%$ West African, $z\%$ Native American, etc.? This is **admixture**.



"Twins get 'Mystifying' [Genotyping] Results"

"[Genotyping is] kind of a science and an art" – Paul Maier, population geneticist at FamilyTreeDNA

"Compromise is the shared hypotenuse of the conjoined triangles of success." – Jack Barker, Silicon Valley



<https://www.cbc.ca/news/technology/dna-ancestry-kits-twins-marketplace-1.4980976>

From Genomics to Genotyping

Genotyping: Identifying a collection of genetic **markers** that an individual possesses without obtaining full sequencing information.

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- **Single-nucleotide polymorphisms (SNPs):** single nucleotide variants present in $> 1\%$ of population.
- **Short tandem repeats (STRs):** short number of base pairs repeating a variable number of times consecutively.

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Companies will sample 100K to 1 million markers on the order of \$100.

Toward a Computational Problem

- **Input:** A collection of n markers for m individuals.
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Checkpoint: How could we represent the n markers for a given individual?

Toward a Computational Problem

- **Input:** A collection of n markers for m individuals.
- **Output:** an identification of population structure in a multi-dimensional way that makes it easy for us to visualize admixture.

Answer: Each individual corresponds to a $\{0, 1, 2\}$ -valued point (vector) in n -dimensional space.

(2, 1, 0, 1, 1, 0, 0, 1, 2, 1, 1, 0, 1, 2, 0, 1)

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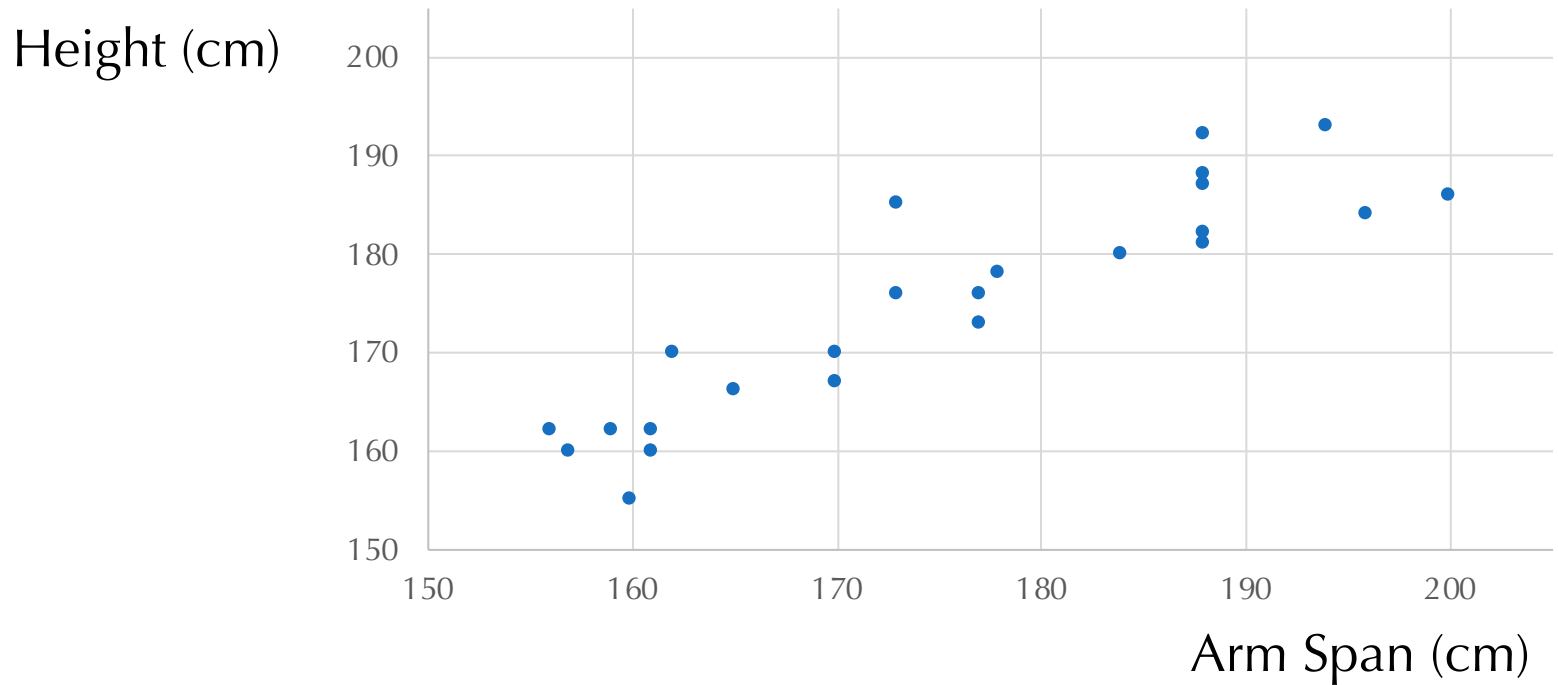
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(2, 1, 0, 1, 1, 0, 0, 1, **2**, 1, 1, 0, 1, 2, 0, 1)

Number of alleles over two chromosomes for k th marker

A 2-Dimensional Example

Arm Span vs. Height in Humans

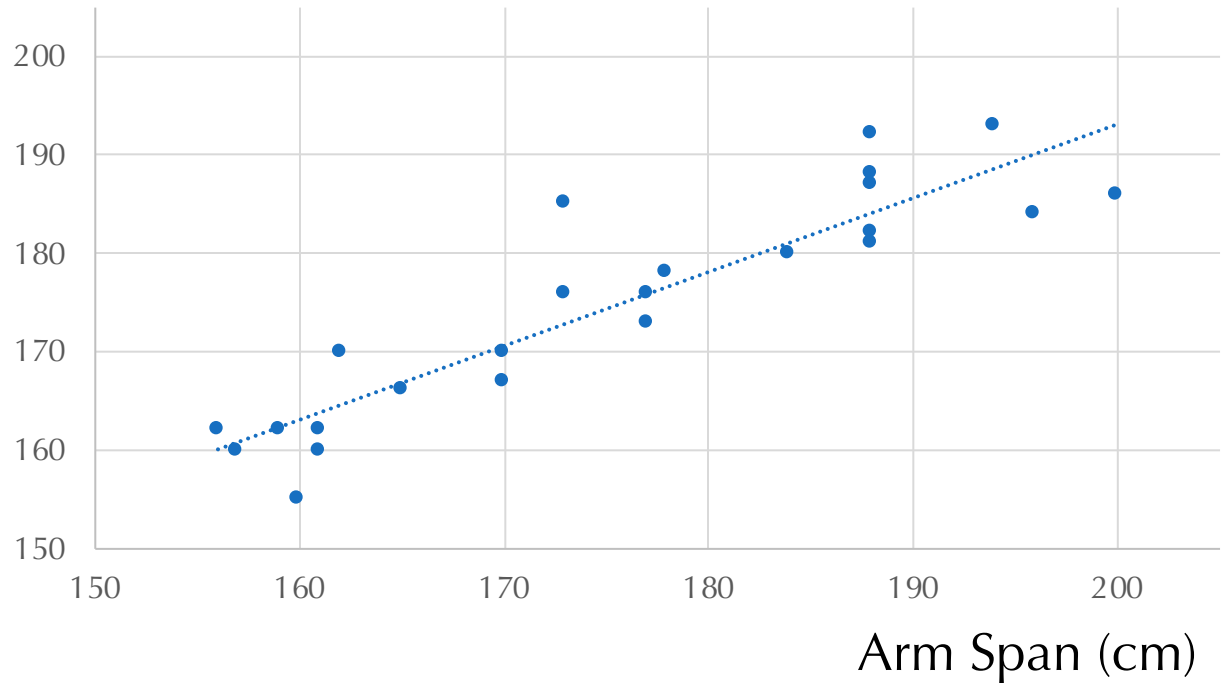


https://www.learner.org/courses/learningmath/data/session7/part_a/further.html

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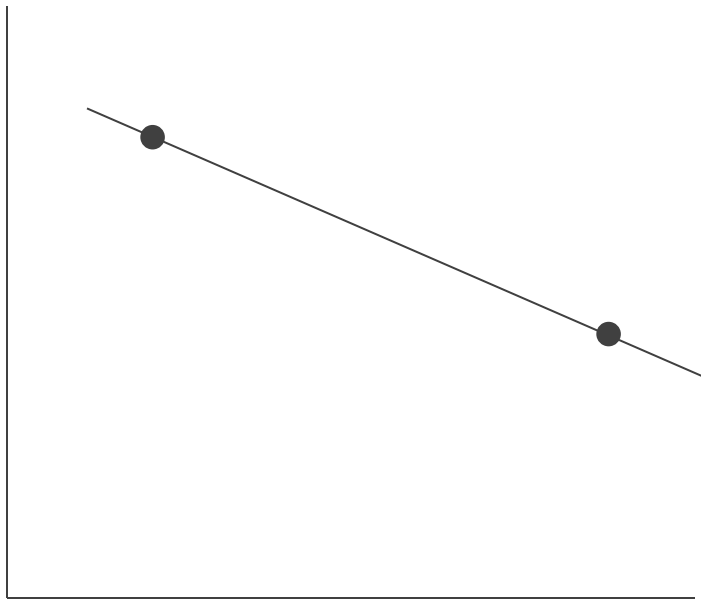
Height (cm)



Note: The line is a 1-D object that does a good job approximating a 2-D dataset.

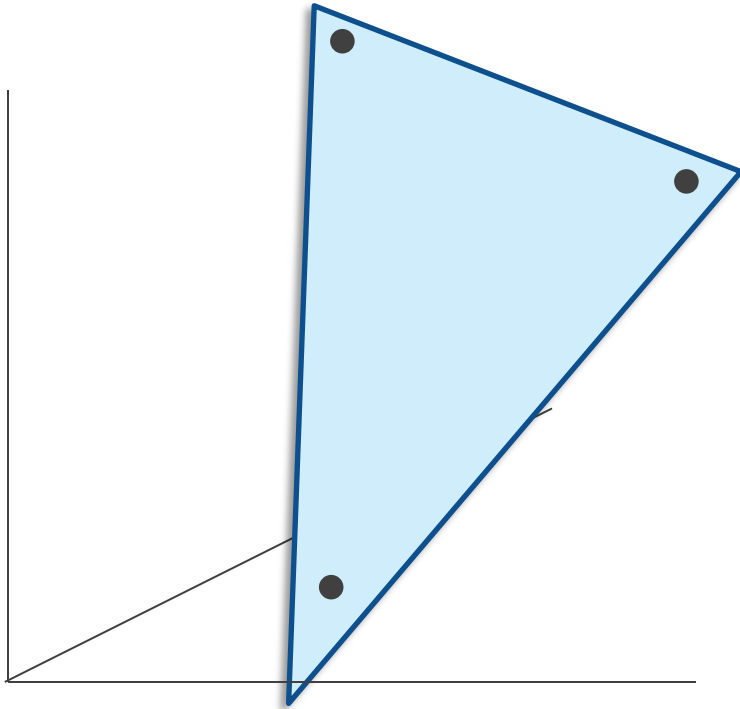
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The Need for Dimension Reduction



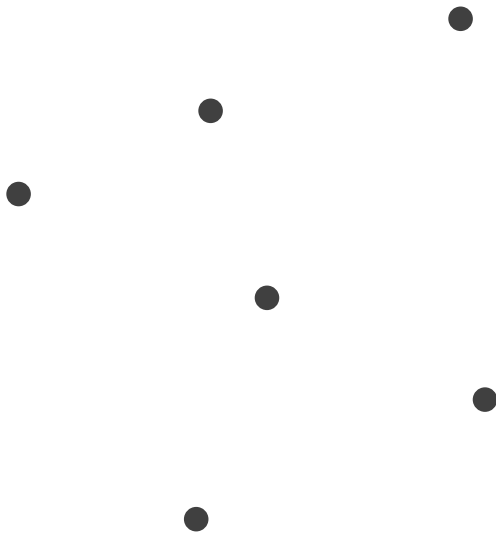
In any dimensional space, I can always find a line that “perfectly explains” two given points.

The Need for Dimension Reduction



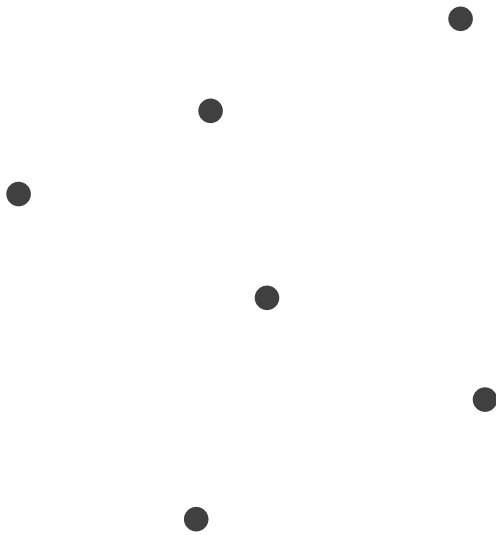
In any dimensional space, I can always find a line or a plane that “perfectly explains” three given points.

The Need for Dimension Reduction



In n dimensional space, I can always find a “hyperplane” of dimension at most $k - 1$ that “perfectly explains” $k < n$ given points.

The Need for Dimension Reduction



In n dimensional space, I can always find a “hyperplane” of dimension at most $k - 1$ that “perfectly explains” $k < n$ given points.

Checkpoint: What will happen if we use 1 million markers for a sample of 100,000 people?

The Need for Dimension Reduction

Curse of dimensionality: The phenomenon that having more dimensions than samples can produce a space so sparse that any “signal” gets washed out.

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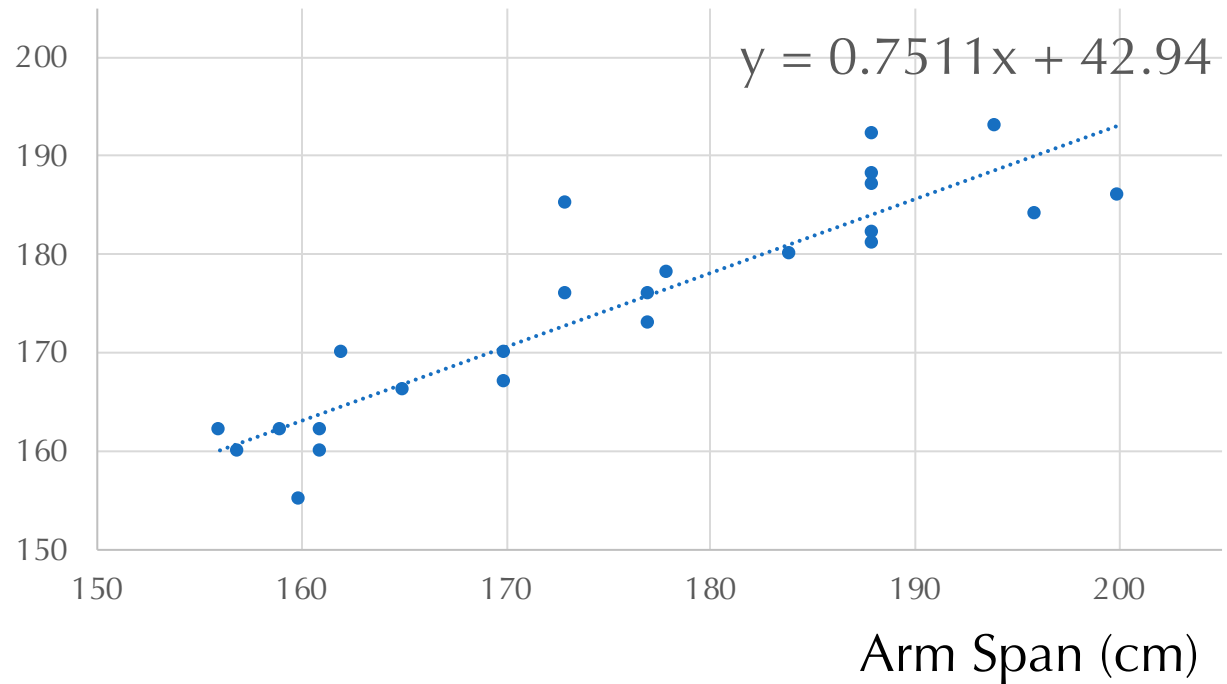
Dimension reduction: Reducing the number of dimensions of a dataset in order to avoid the “curse” and better visualize its analysis.

Back to Our Example

Arm Span vs. Height in Humans

Height (cm)

Goal: Find the line explaining “as much variance as possible”



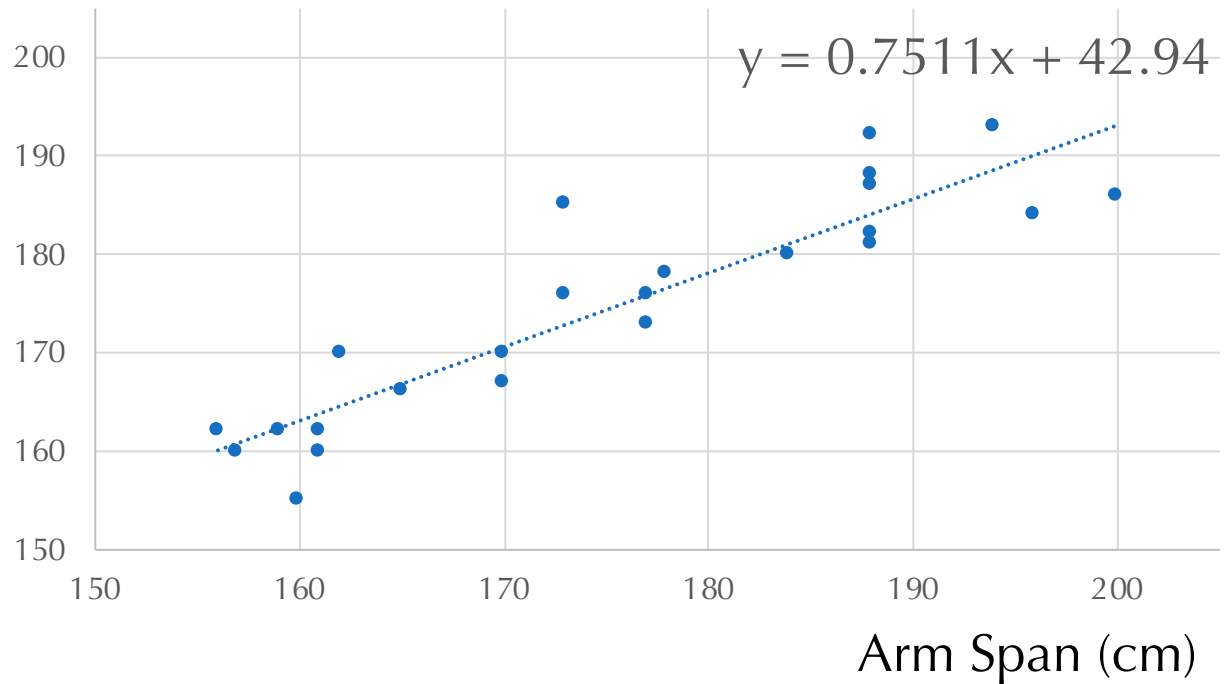
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Back to Our Example

Arm Span vs. Height in Humans

Height (cm)

Checkpoint:
Where do you think the equation for the line comes from?



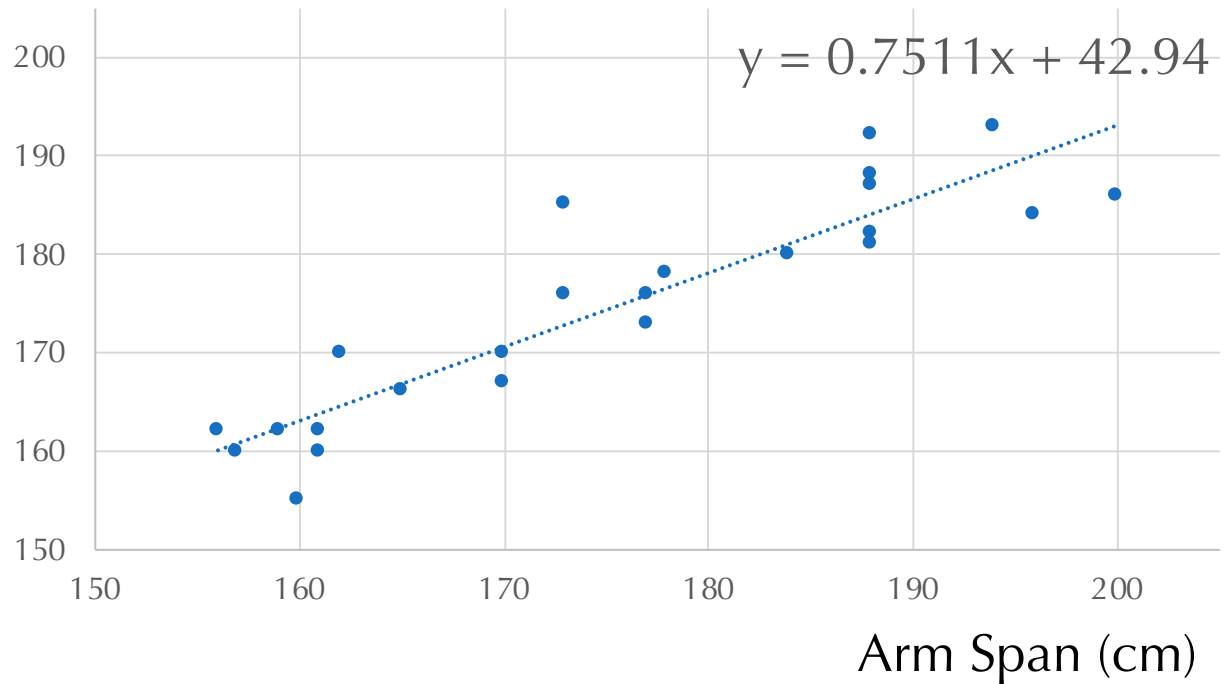
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Regression:
Minimize
the sum of
 $(y_{\text{observed}} - y_{\text{predicted}})^2$
over all y .



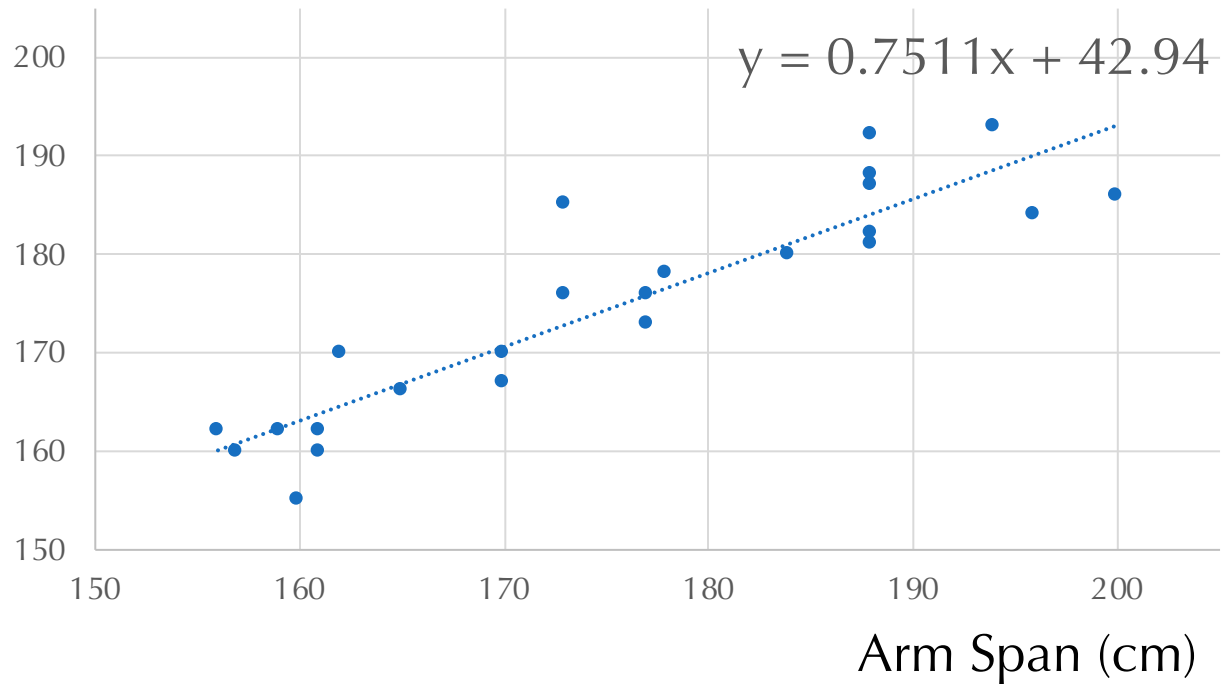
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Back to Our Example

Arm Span vs. Height in Humans

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Checkpoint:
where are
the $(y_{\text{observed}} - y_{\text{predicted}})^2$
in this plot?



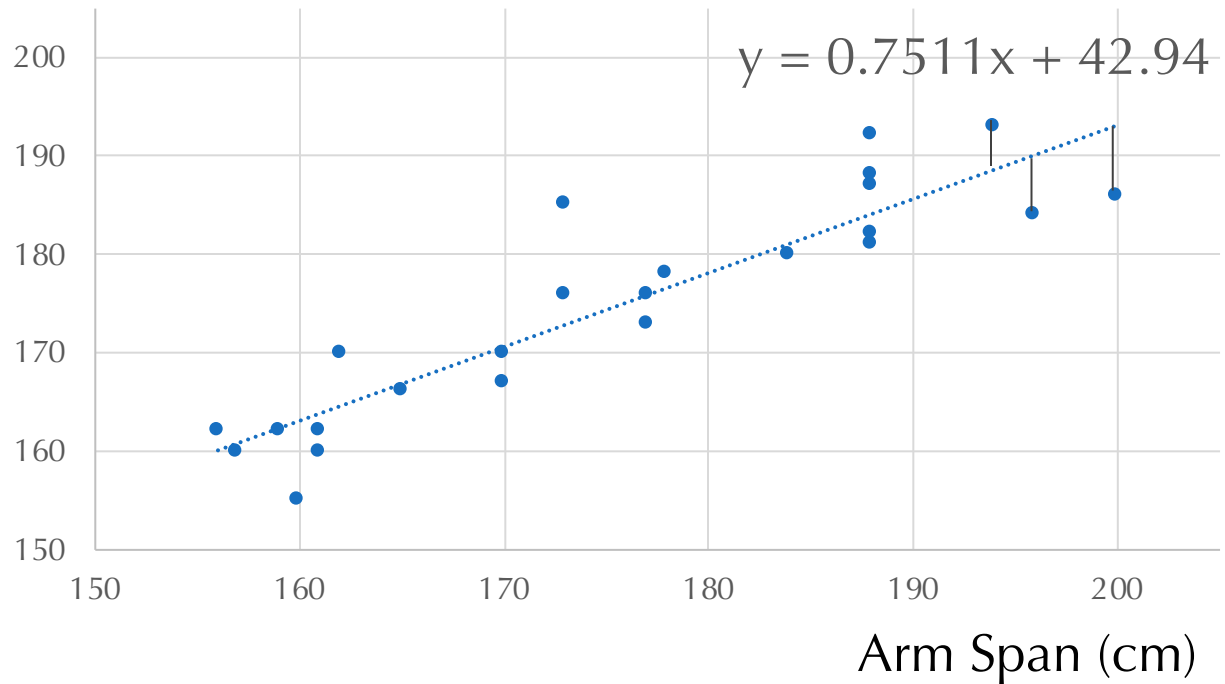
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Back to Our Example

Arm Span vs. Height in Humans

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Answer: The (square of) vertical distances from each point to the line.



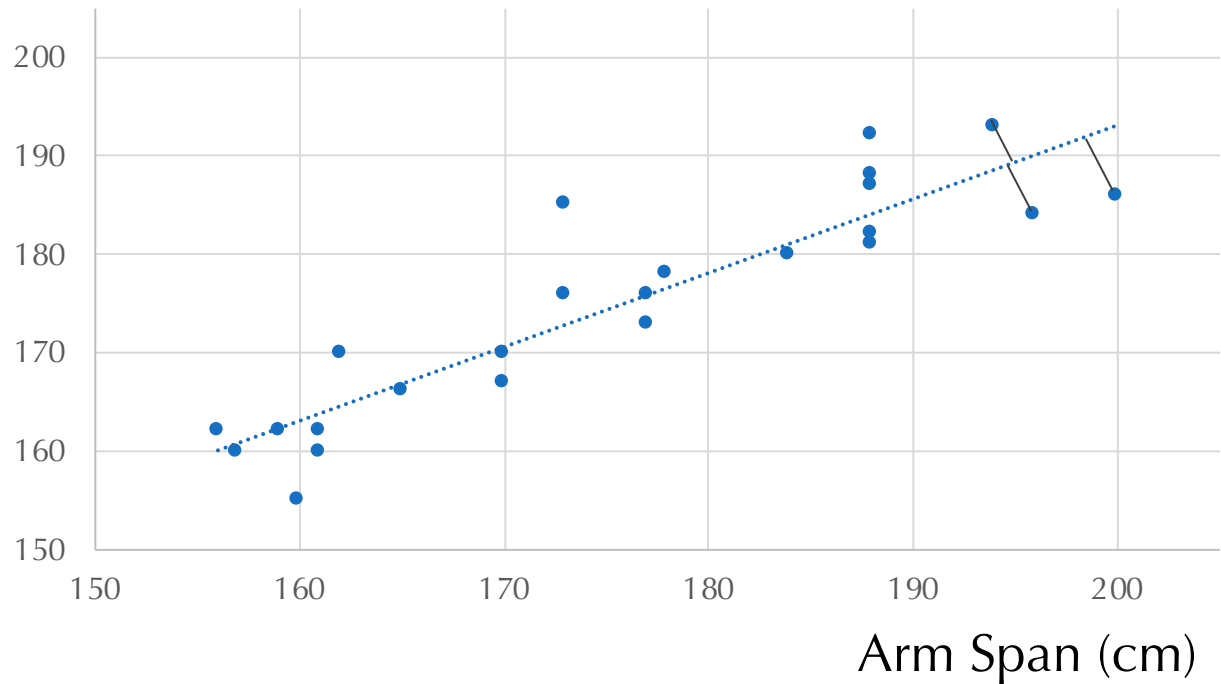
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Arm Span vs. Height in Humans

Height (cm)

If y isn't a function of x , we should minimize squared distances to line.



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Principal Component Analysis

Principal Component Analysis (PCA) Problem

- **Input:** A collection of data points $Data$ in n -dimensional space and an integer $d < n$.
- **Output:** the d -dimensional “linear hyperplane” through $Data$ minimizing the sum of squared distances from points in $Data$ to the hyperplane.

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Checkpoint: In matrix algebra, Principal Component Analysis is called _____.

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Answer: In matrix algebra, Principal Component Analysis is called “singular value decomposition”.

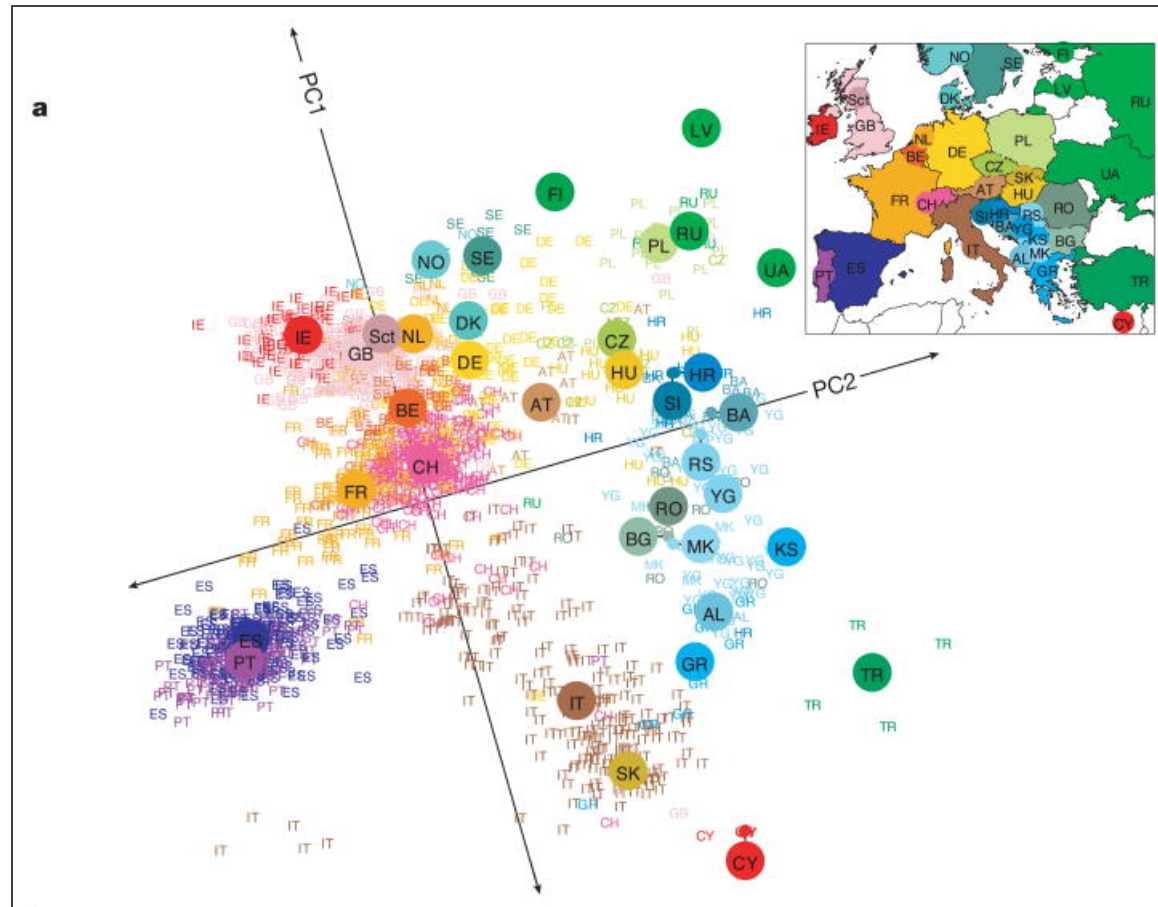
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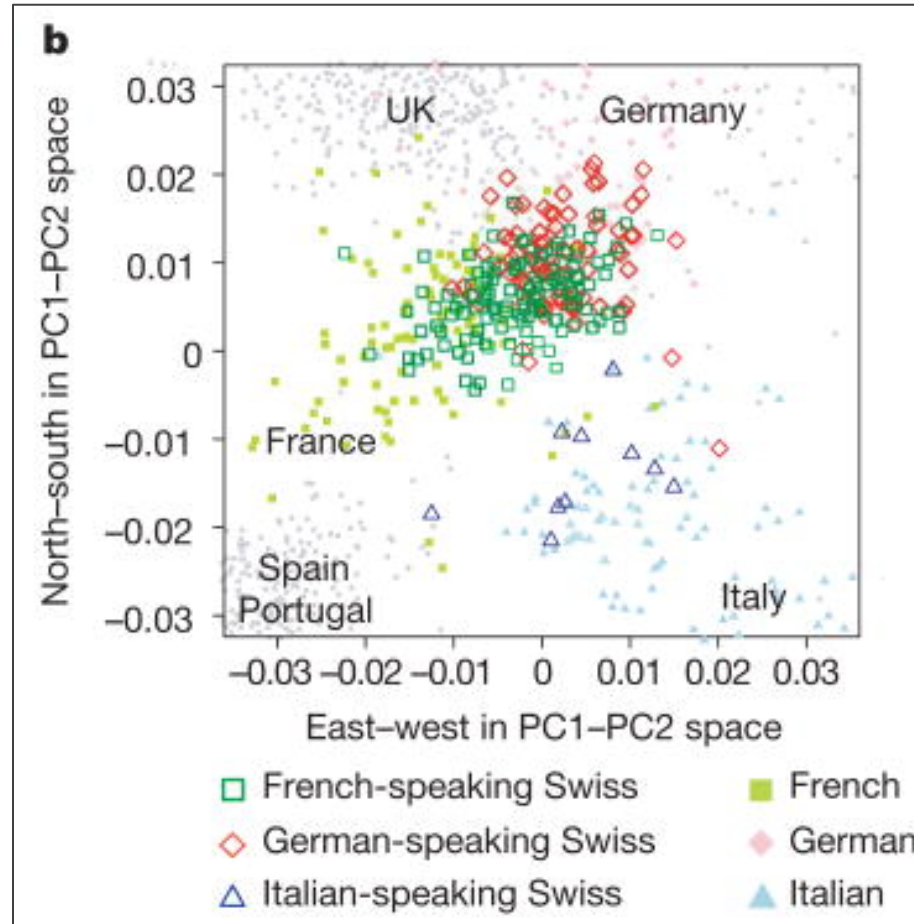
Note: we can then associate each point $Datapoint$ with its nearest point $Datapoint'$ on the hyperplane and “reduce” the dimension of $Data$ to d .

PCA with $d = 2$ Shows Europe is Inbred



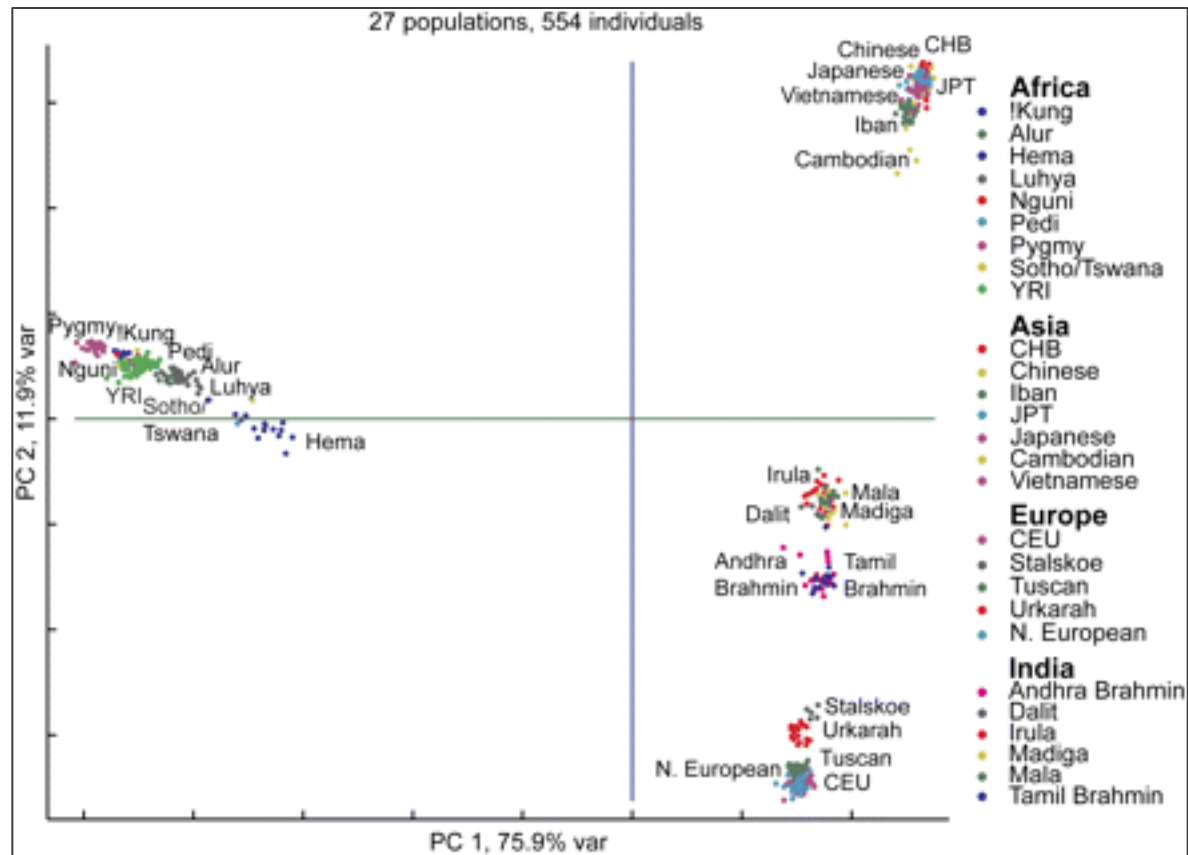
Novembre et al. 2008,
<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC2735096/>

Switzerland's Genes Divide out by Language Spoken



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Continental Structure is Visible Too



Xing et al. 2009,
<https://genome.cshlp.org/content/19/5/815.full.html>

Returning to Our Original Aim

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Note: dimensionality reduction will help *as an initial step*, but we should address this problem under the assumption that we don't know the ancestry of most or all individuals.

High-Level Overview of Classification

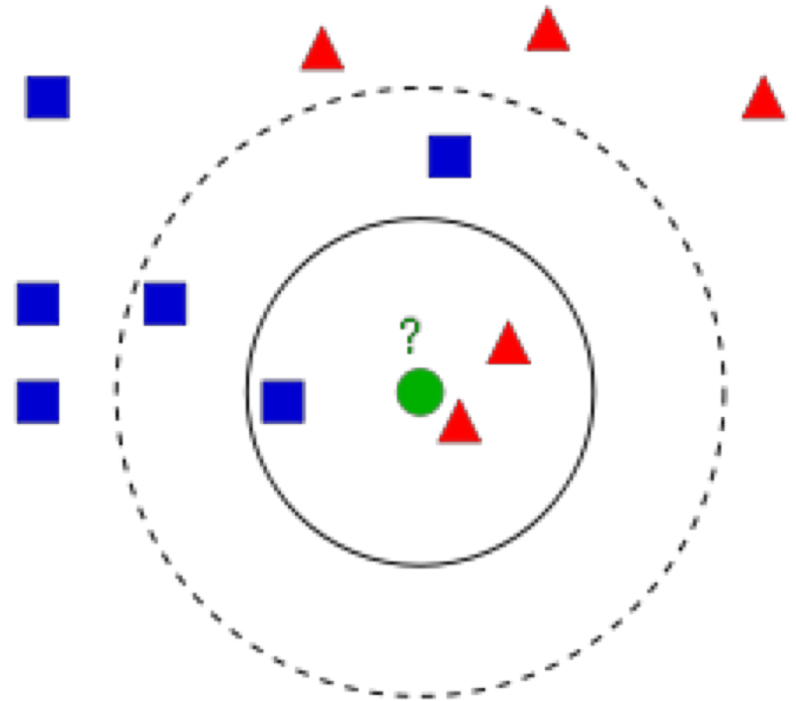
Classification Problem

- **Input:** A collection of data points divided into a **training set** (known ancestry) and a **test set**. (unknown ancestry). Each training data point has a **label** corresponding to its ancestry.
- **Output:** a predictive labeling of all the points in the test set.

k -Nearest Neighbors Algorithm

Say that we have classified training data labeled blue and red, and a new point (green).

Checkpoint: How would you classify the green point? Why?

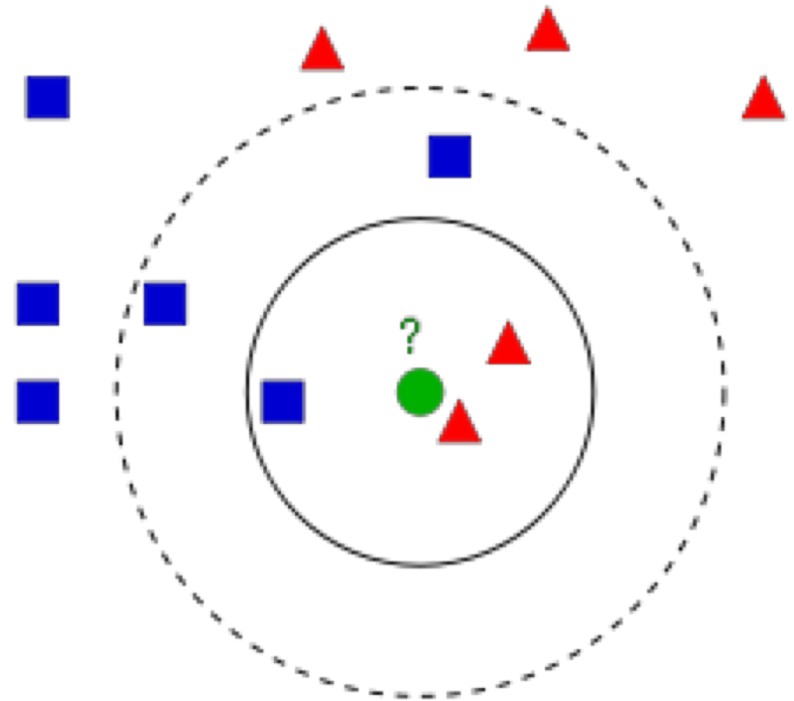


https://en.wikipedia.org/wiki/K-nearest_neighbors_algorithm#/media/File:Knn Classification.svg

k -Nearest Neighbors Algorithm

Say that we have classified training data labeled blue and red, and a new point (green).

The simplest thing we could do would be to assign this point to be red because a red point is its nearest training point.

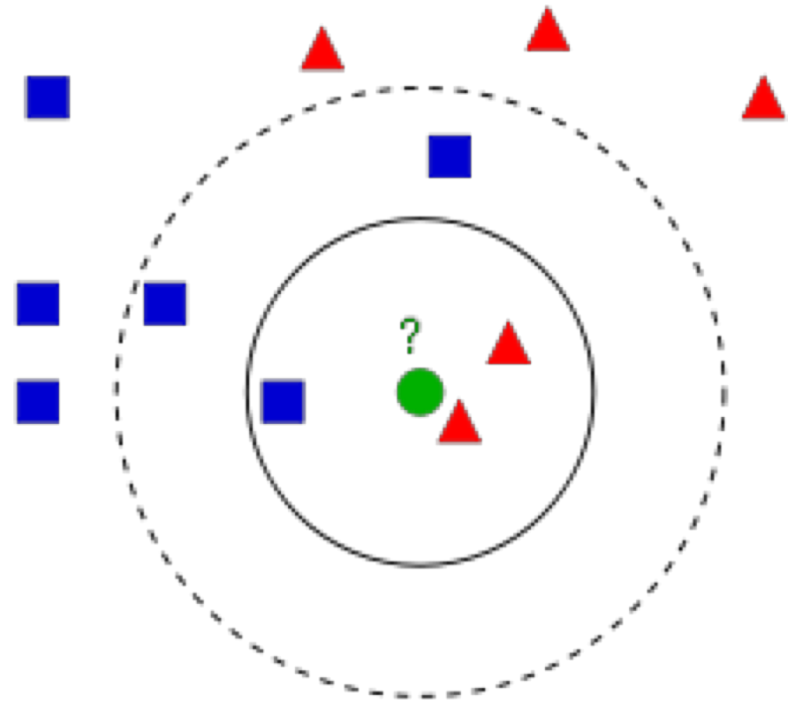


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k -Nearest Neighbors:
classify the unknown point according to the majority of its k nearest neighbors.

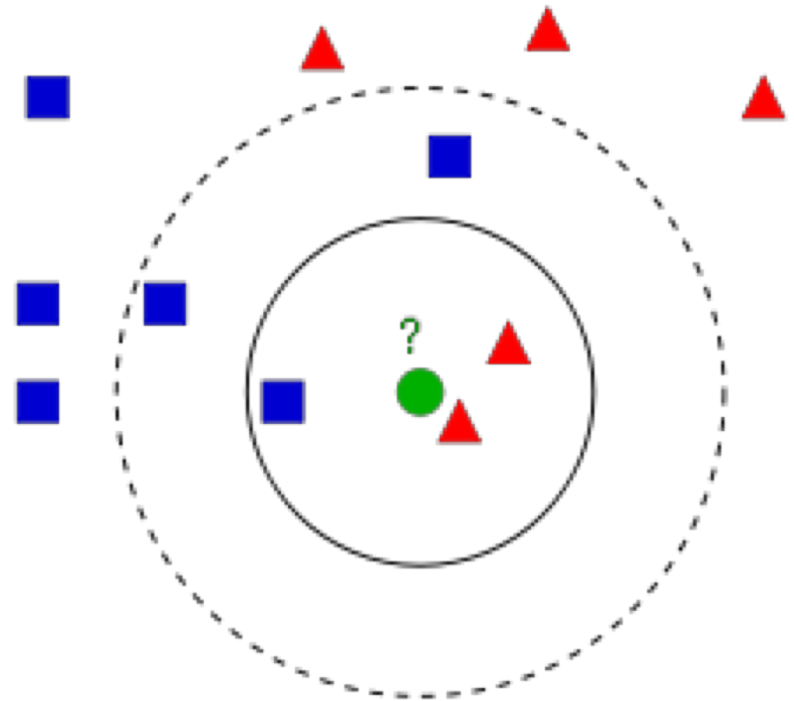


https://en.wikipedia.org/wiki/K-nearest_neighbors_algorithm#/media/File:Knn Classification.svg

k -Nearest Neighbors Algorithm

$k = 1$: point is labeled red.
 $k = 3$: point is labeled red.
 $k = 5$: point is labeled blue.

k -Nearest Neighbors:
classify the unknown point
according to the majority of
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The Problem with Classification

Classification Problem

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- **Output:** a predictive labeling of all the points in the test set.

The problem with genotyping as a classification problem is that we usually don't have many gold standard training samples compared to the test data.

High-Level Overview of Clustering

Clustering Problem

- **Input:** A collection of (unlabeled) data points in n dimensional space, and an integer k .
- **Output:** An “optimal” assignment of the input points to k “clusters” (labels).

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Clustering Problem

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Note: Just like the classification problem, this isn't well defined and we get different results depending on how we define “optimal”.

k-Means Clustering: A Popular Approach

The **squared error distortion** between m points *Data* and m points *Centers*:

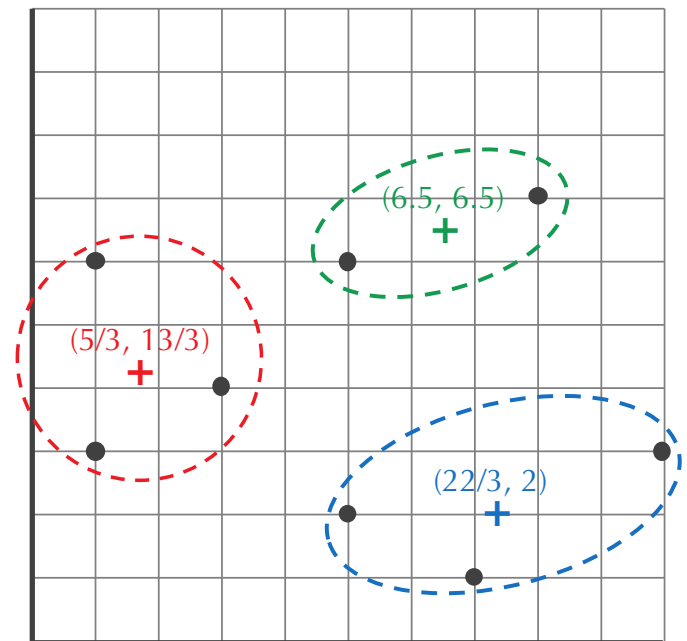
$$\text{Distortion}(\text{Data}, \text{Centers}) = \sum_{\text{DataPoint from Data}} d(\text{DataPoint}, \text{Centers})^2 / m$$

k -Means Clustering: A Popular Approach

The **squared error distortion** between m points $Data$ and m points $Centers$:

$$Distortion(Data, Centers) = \sum_{DataPoint \text{ from } Data} d(DataPoint, Centers)^2 / m$$

Exercise: Compute the squared error distortion of the points and centers (shown as crosses) at right.



k-Means Clustering: A Popular Approach

The **squared error distortion** between m points $Data$ and m points $Centers$:

$$Distortion(Data, Centers) = \sum_{DataPoint \text{ from } Data} d(DataPoint, Centers)^2 / m$$

***k*-Means Clustering Problem:**

- **Input:** A set of points $Data$ in n -dimensional space and an integer k .
- **Output:** A set of k points $Centers$ that minimizes $Distortion(Data, Centers)$ over all choices of $Centers$.

k-Means Clustering: A Popular Approach

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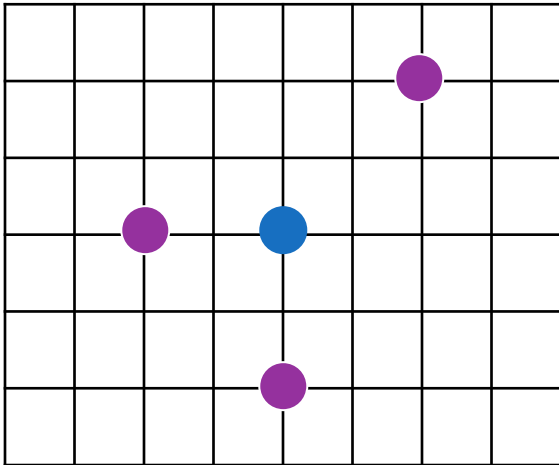
$$Distortion(Data, Centers) = \sum_{DataPoint \text{ from } Data} d(DataPoint, Centers)^2 / m$$

***k*-Means Clustering Problem:** NP-Hard for $k > 1$

- **Input:** A set of points $Data$ in n -dimensional space and an integer k .
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Center of Gravity

The **center of gravity** of m points $Data$ is the point whose i -th coordinate is the average of the i -th coordinates of all points in $Data$.

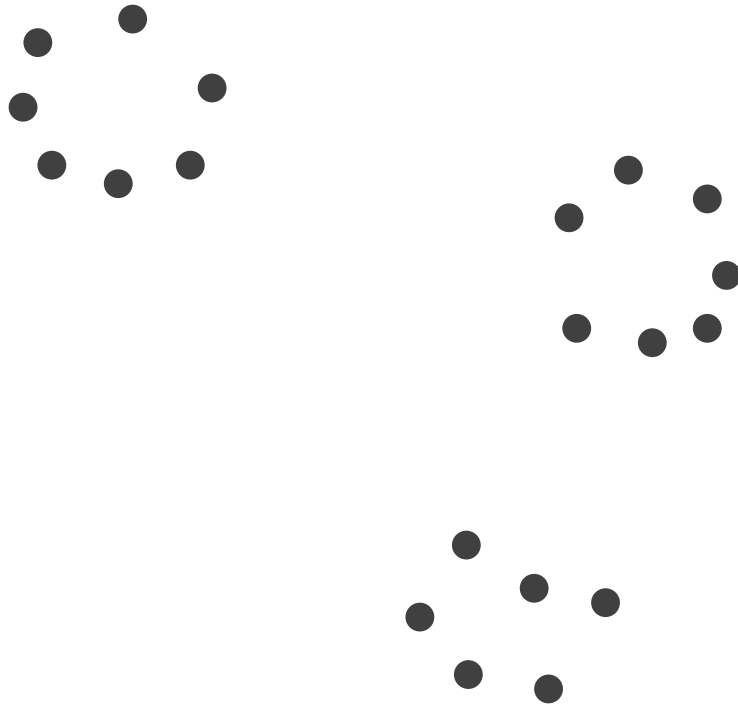


i -th coordinate of **center of gravity** = average of the i -th coordinates of datapoints:

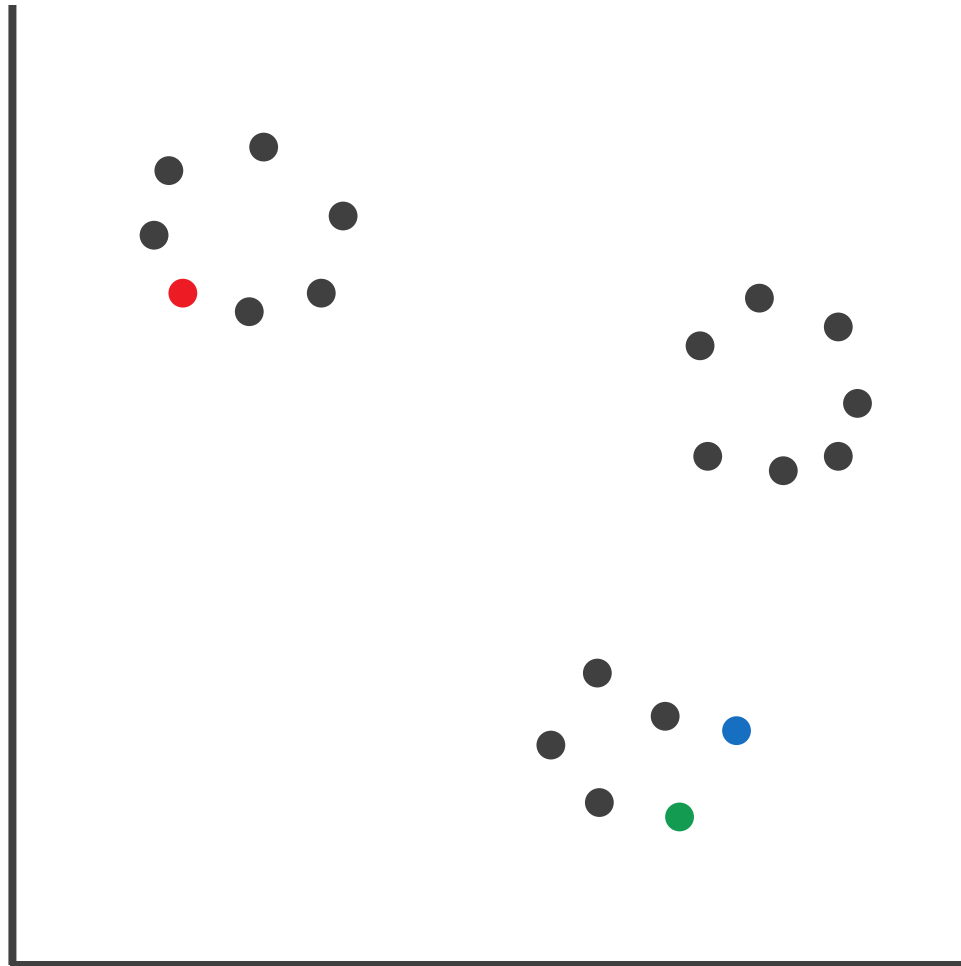
$$((2+4+6)/3, (3+1+5)/3) = (4, 3)$$

The Lloyd Algorithm in Action

Lloyd algorithm: a clustering heuristic that alternates between updating centers of gravity and assigning points to their nearest centers.

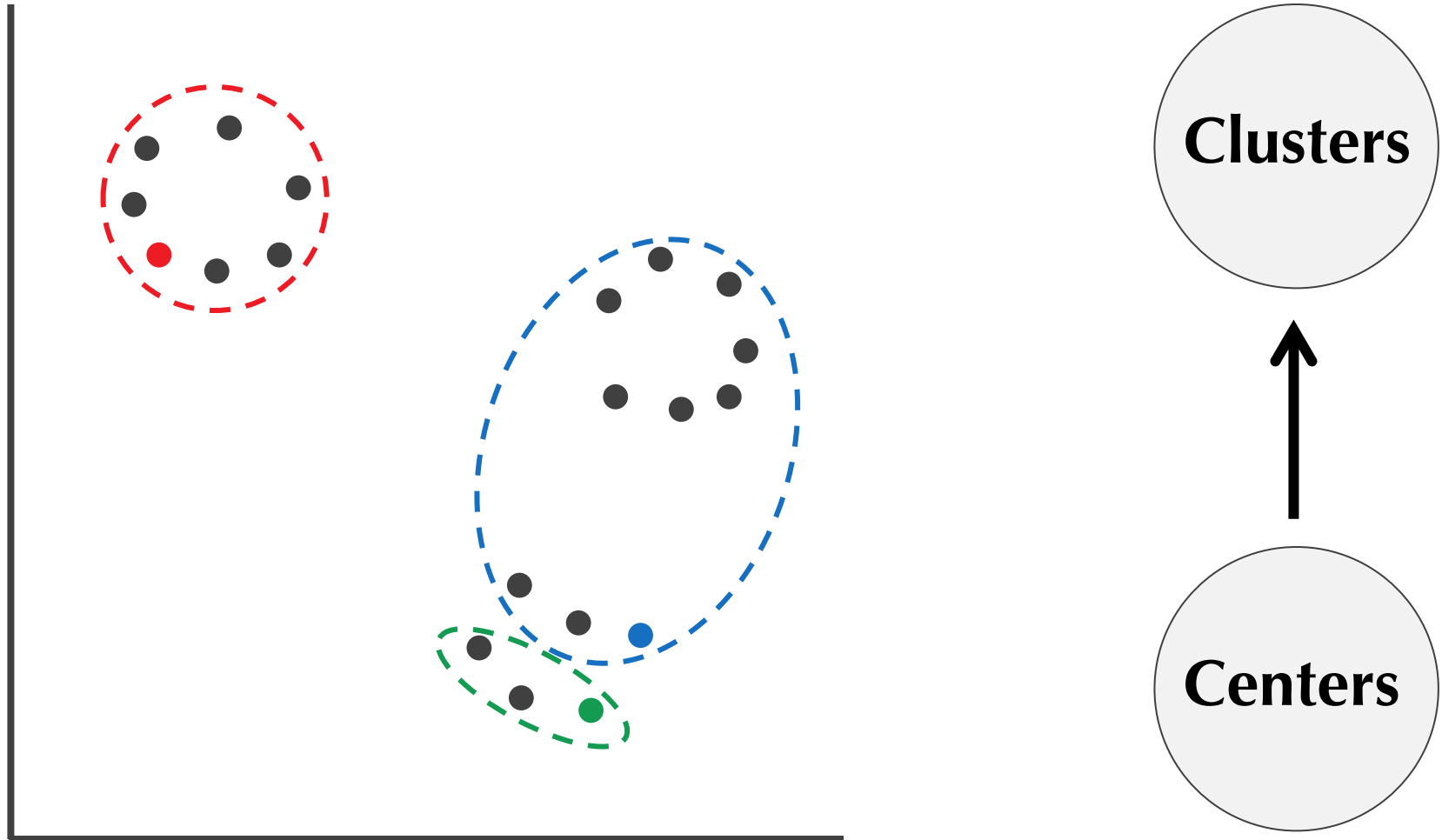


The Lloyd Algorithm in Action



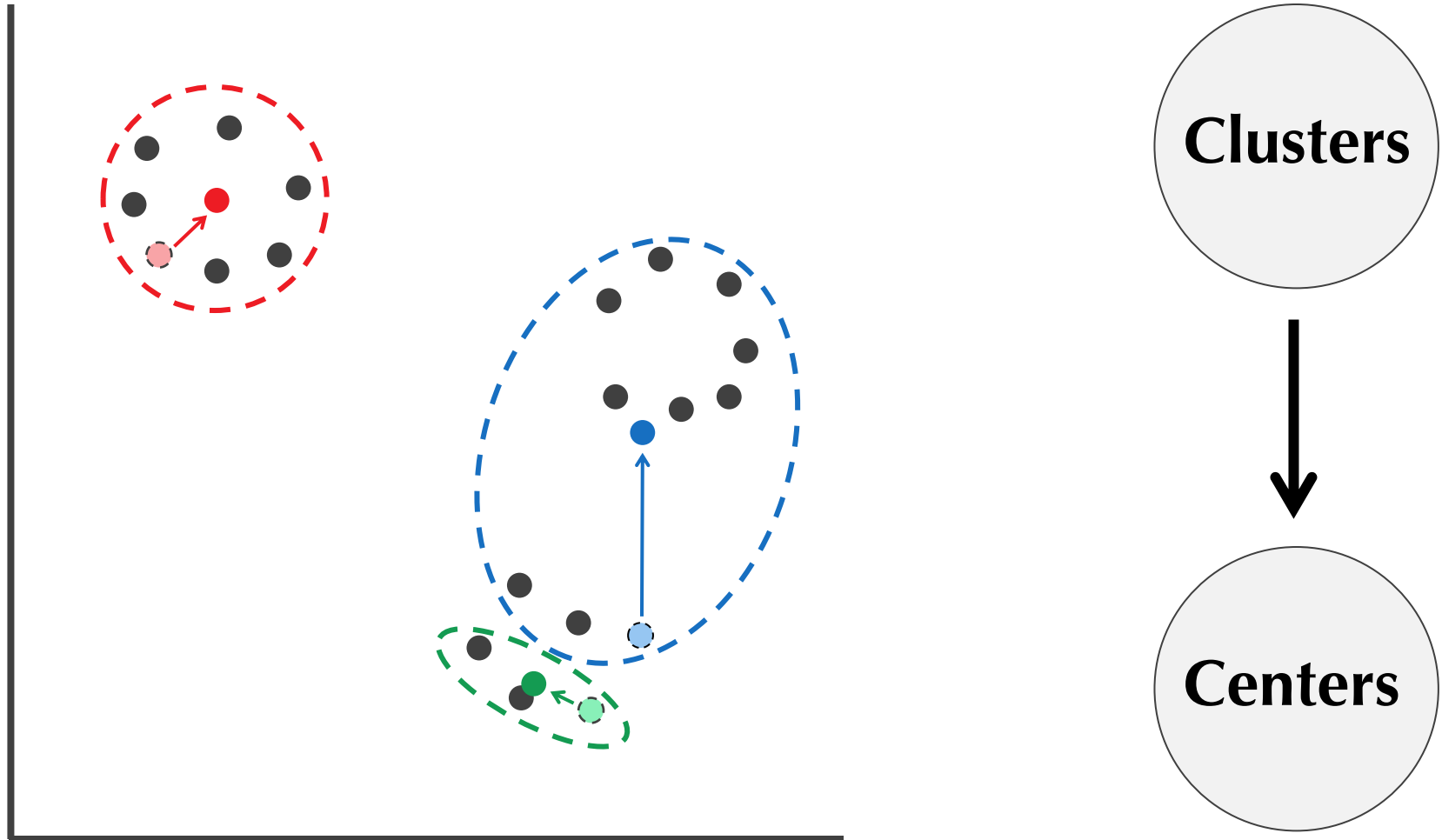
Select k arbitrary data points as *Centers*

The Lloyd Algorithm in Action



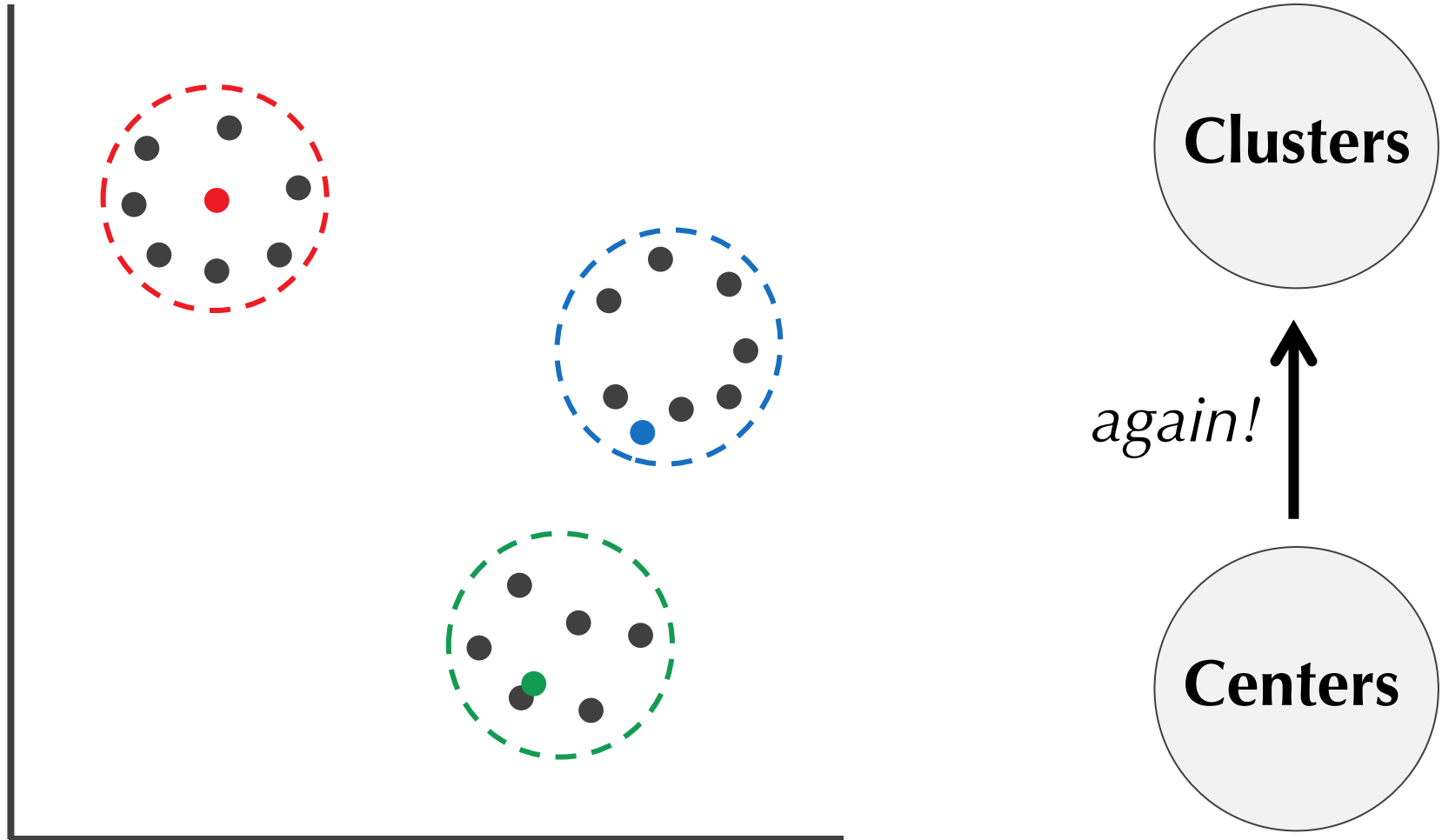
assign each data point to its nearest center

The Lloyd Algorithm in Action



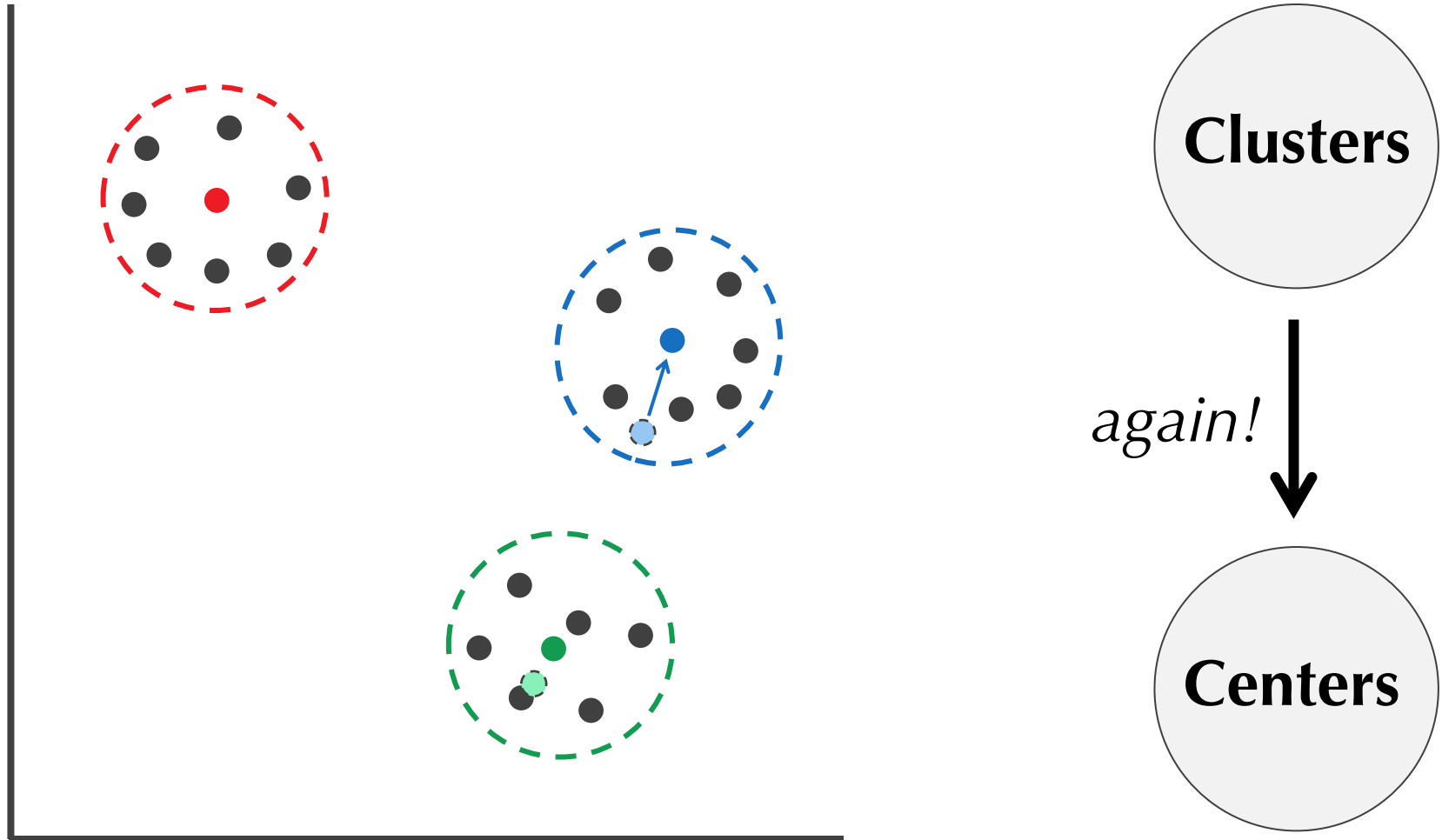
new centers ← clusters' centers of gravity

The Lloyd Algorithm in Action



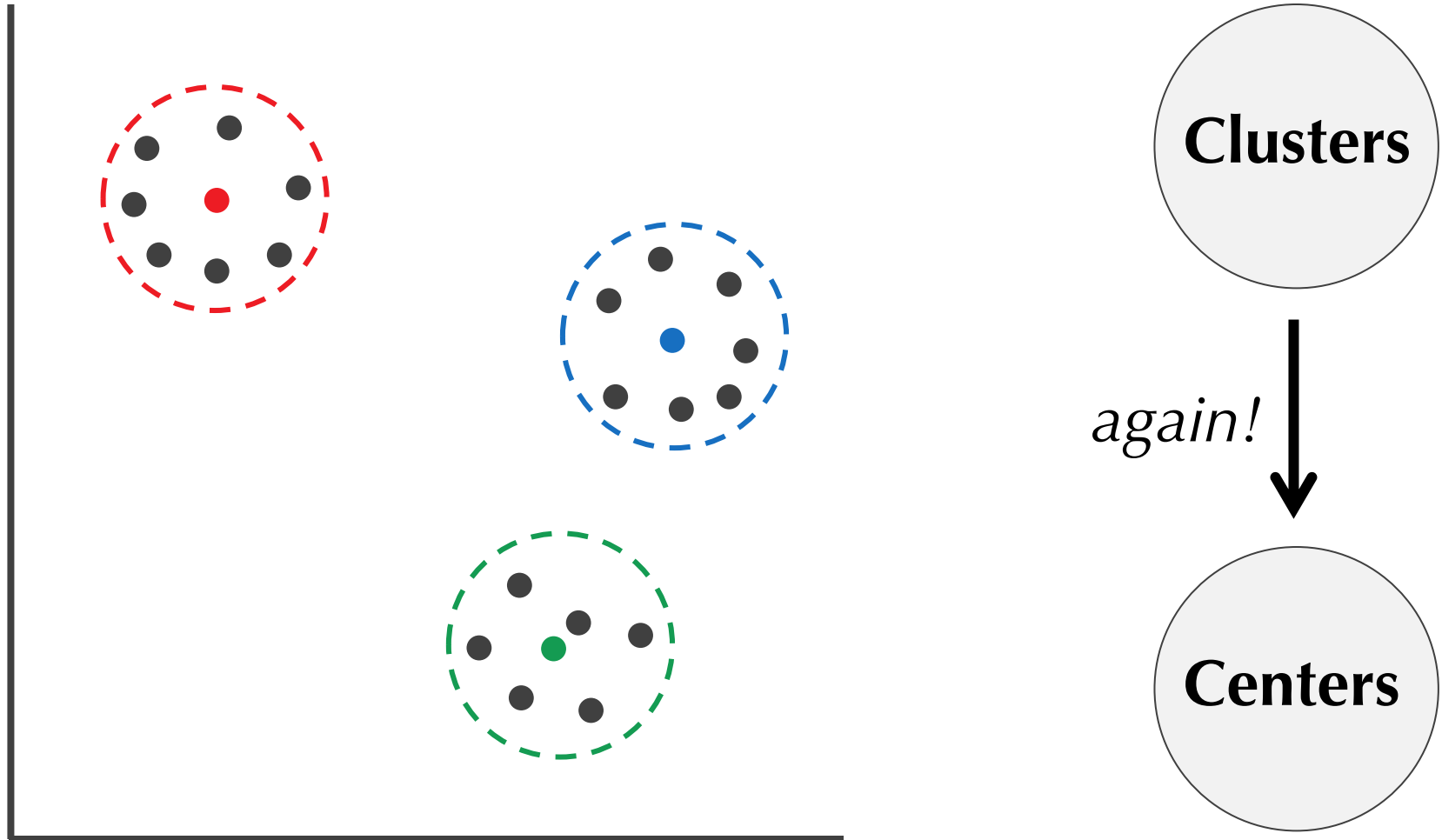
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The Lloyd Algorithm in Action



new centers ← clusters' centers of gravity

The Lloyd Algorithm in Action



assign each data point to its nearest center

Lloyd Algorithm in Summary

Select k arbitrary data points as *Centers* and then iteratively perform the following steps:

- **Centers to Clusters:** Assign each data point to the cluster corresponding to its nearest center (ties are broken arbitrarily).
- **Clusters to Centers:** After the assignment of data points to k clusters, compute new centers as clusters' center of gravity.

Lloyd Algorithm in Summary

Select k arbitrary data points as *Centers* and then iteratively perform the following steps:

- **Centers to Clusters:** Assign each data point to the cluster corresponding to its nearest center (ties are broken arbitrarily).
- **Clusters to Centers:** After the assignment of data points to k clusters, compute new centers as clusters' center of gravity.

The algorithm terminates when the centers stop moving (**convergence**).

Lloyd Algorithm in Summary

Select k arbitrary data points as *Centers* and then iteratively perform the following steps:

- **Centers to Clusters:** Assign each data point to the cluster corresponding to its nearest center (ties are broken arbitrarily).
- **Clusters to Centers:** After the assignment of data points to k clusters, compute new centers as clusters' center of gravity.

Checkpoint: What does the Lloyd algorithm remind you of?

Lloyd Algorithm in Summary

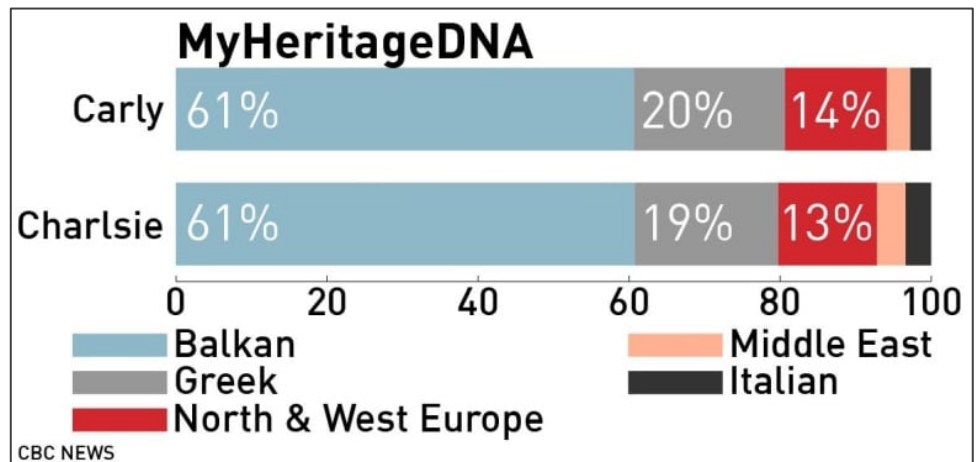
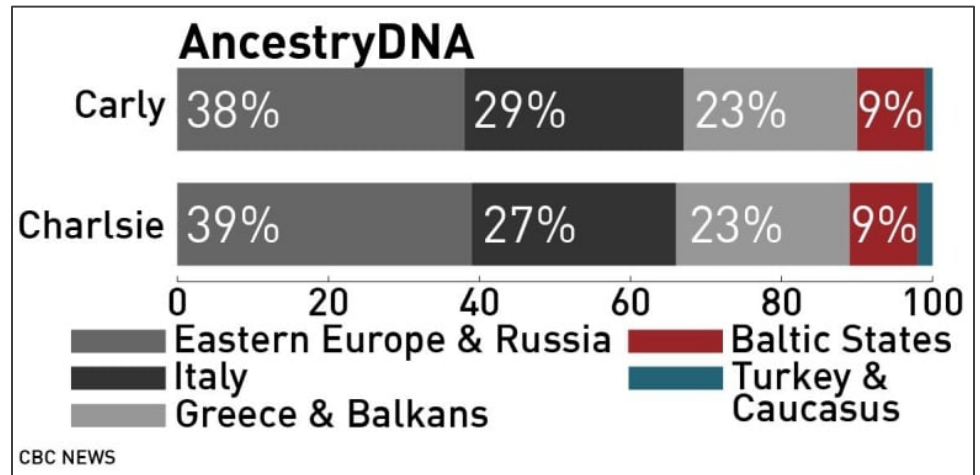
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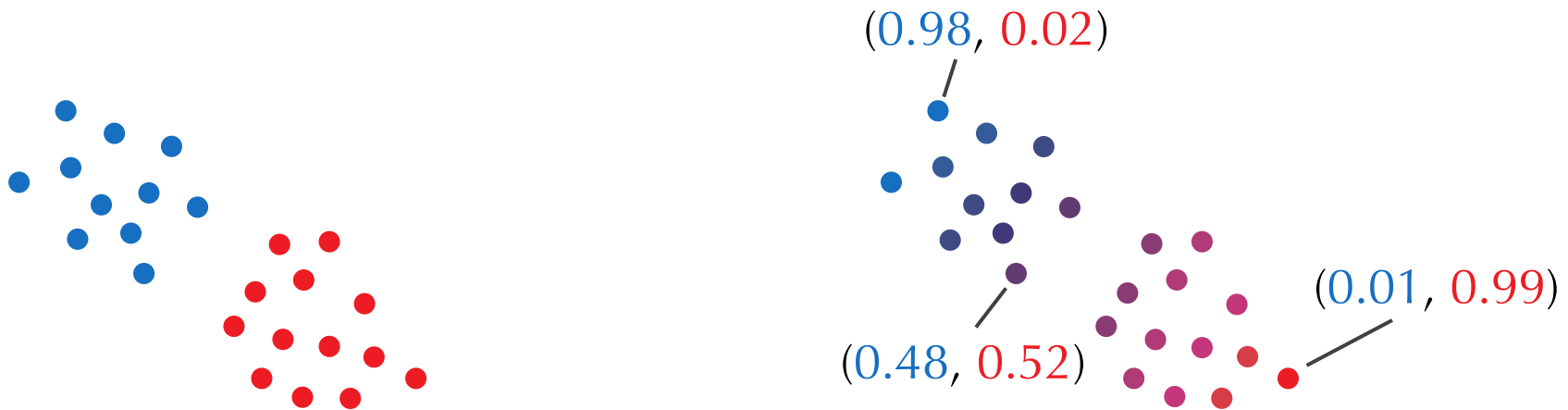
Answer: centers and clusters are both hidden and we try to infer them in stages ... just like EM/Gibbs!

Returning to Admixture

Checkpoint: Clusters give a rigid assignment of individuals to populations. How do you think that we can conclude a collection of percentages for an individual? And why might they differ?



From Hard to Soft Clustering



Hard choices: points are colored red or blue depending on their cluster membership.

Soft choices: points are assigned “red” and “blue” *responsibilities* r_{blue} and r_{red} ($r_{\text{blue}} + r_{\text{red}} = 1$)