

# 1. Genomic texts

- The cell, atom of the living world
- At the heart of the cell: the DNA macromolecule
- DNA codes for genetic information
- What is an algorithm?
- Counting nucleotides
- GC and AT contents of DNA sequence
- DNA walk
- Compressing the DNA walk
- **Predicting the origin of DNA replication?**
- Overlapping sliding window

# What about the screen size?

- Resolution of a screen
  - The number of distinct pixels in each dimension that can be displayed
  - For example: 1024 x 768

- Problem:

How to fit a series of several millions or billions segments in one screen?

- Compression is the answer

SeqLength, L, InitW, nbA,nbC,nbG,nbT, NbStepsRight, NbStepsUp: **integer**

XEndSegment, YEndSegment, Step: **real**

sequence: character string [1:\*]

nbA,nbC,nbG,nbT  $\leftarrow$  0

InitW $\leftarrow$  1

**CAGACCACTCAGACCTCAAGGACCCAGAAGTGAACAC**

**repeat**

**for** i **from** InitW **to** InitW + L - 1 **do**

**case** sequence [i] **of**

"A": nbA  $\leftarrow$  nbA + 1

"C": nbC  $\leftarrow$  nbC + 1

"G": nbG  $\leftarrow$  nbG + 1

"T": nbT  $\leftarrow$  nbT + 1

**endcase**

**endfor**

NbStepsRight  $\leftarrow$  nbC - NbG

NbStepsUp  $\leftarrow$  nbA - nbT

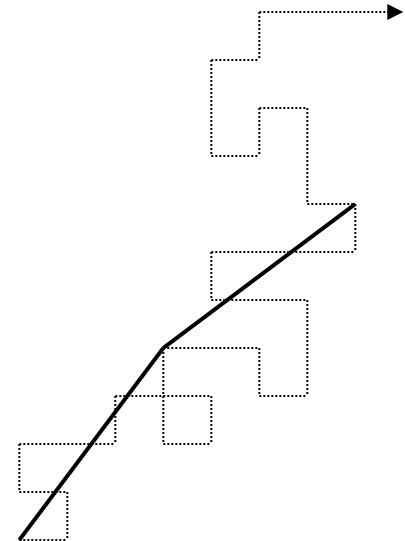
XEndSegment  $\leftarrow$  NbStepsRights \* Step

YEndSegment  $\leftarrow$  NbStepsUp \* Step

DrawTill (XEndSegment, YEndSegment)

InitW  $\leftarrow$  InitW + L

**until** InitW > SeqLength



SeqLength, L, InitW, nbA,nbC,nbG,nbT, NbStepsRight, NbStepsUp: **integer**

XEndSegment, YEndSegment, Step: **real**

sequence: **character string** [1:\*

nbA,nbC,nbG,nbT  $\leftarrow$  0

InitW $\leftarrow$  1

**CAGACCACTCAGACCTCAAGGACCCAGAAGTGAACAC**

**repeat**

**for** i **from** InitW **to** min (InitW + L - 1, SeqLength) **do**

case sequence [i] of

"A": nbA  $\leftarrow$  nbA + 1

"C": nbC  $\leftarrow$  nbC + 1

"G": nbG  $\leftarrow$  nbG + 1

"T": nbT  $\leftarrow$  nbT + 1

**endcase**

**endfor**

NbStepsRight  $\leftarrow$  nbC - NbG

NbStepsUp  $\leftarrow$  nbA - nbT

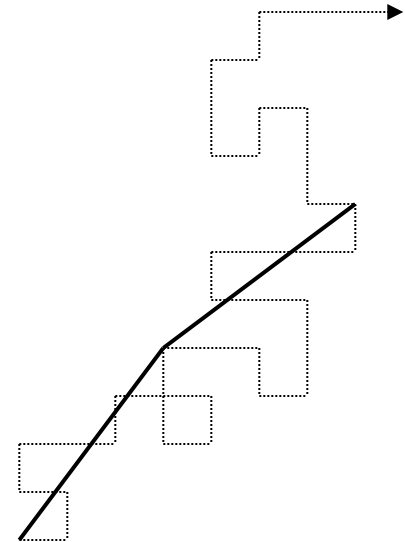
XEndSegment  $\leftarrow$  NbStepsRights \* Step

YEndSegment  $\leftarrow$  NbStepsUp \* Step

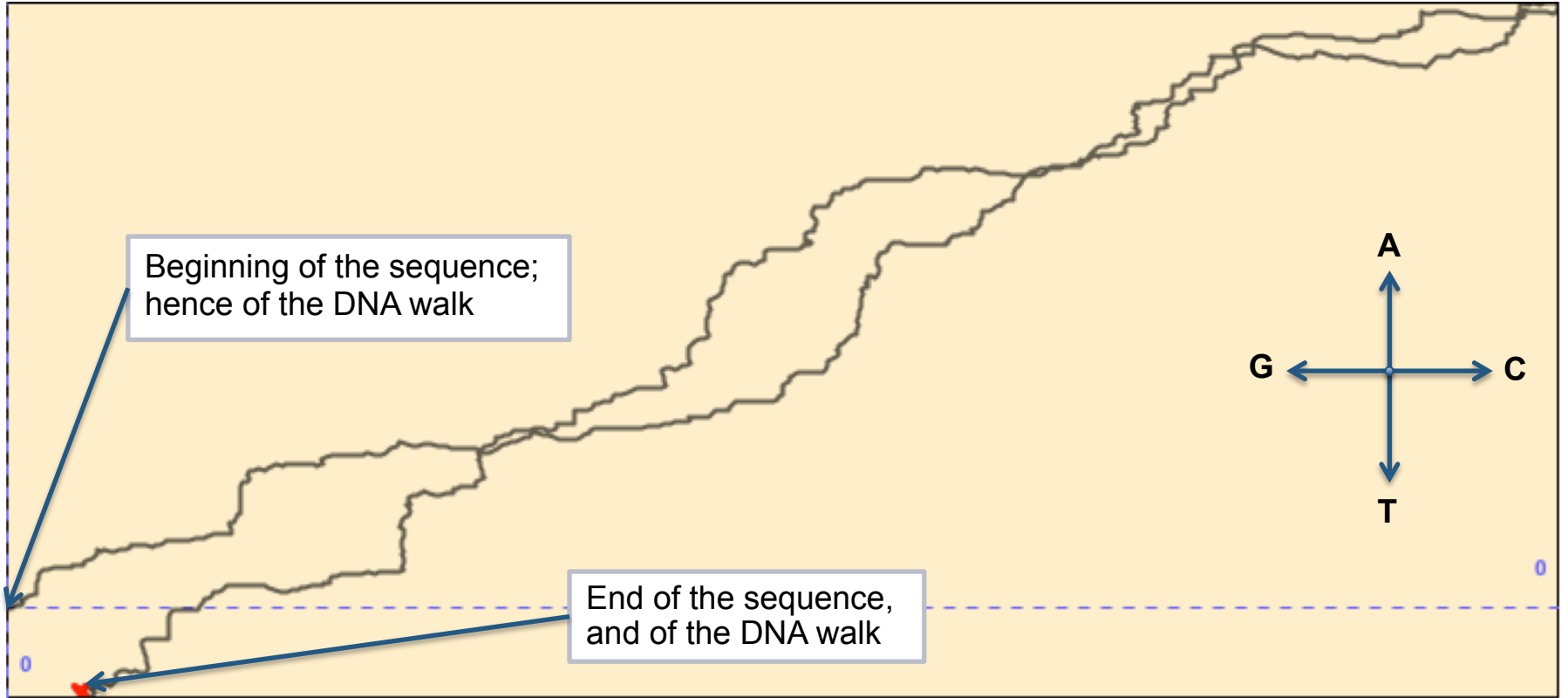
DrawTill (XEndSegment, YEndSegment)

InitW  $\leftarrow$  InitW + L

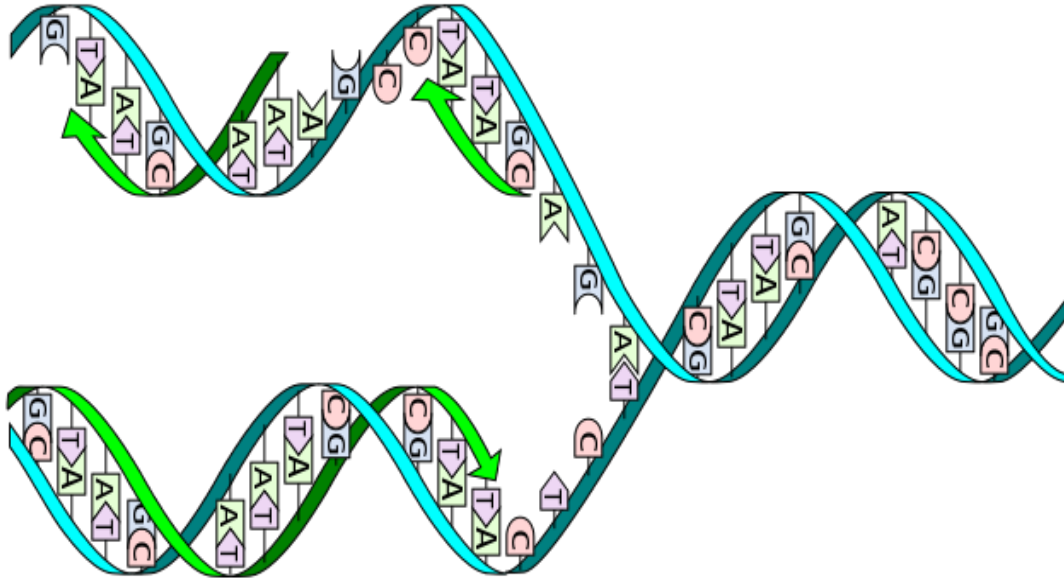
**until** InitW > SeqLength



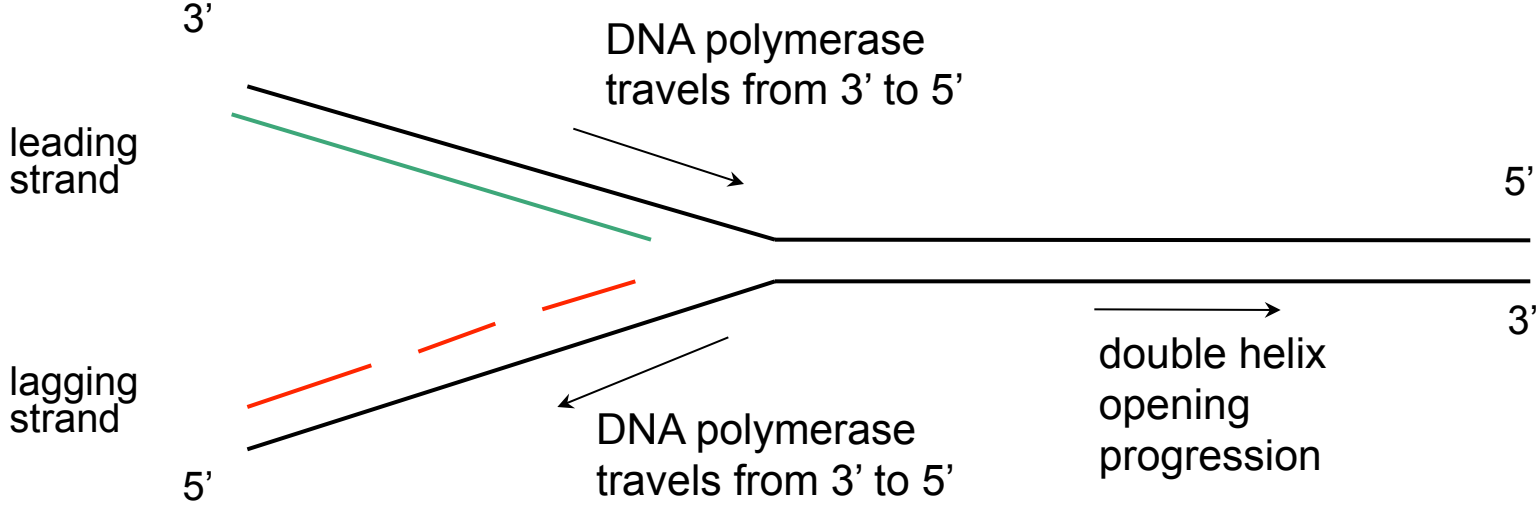
# Running the algorithm on *Borrelia burgdorferi*



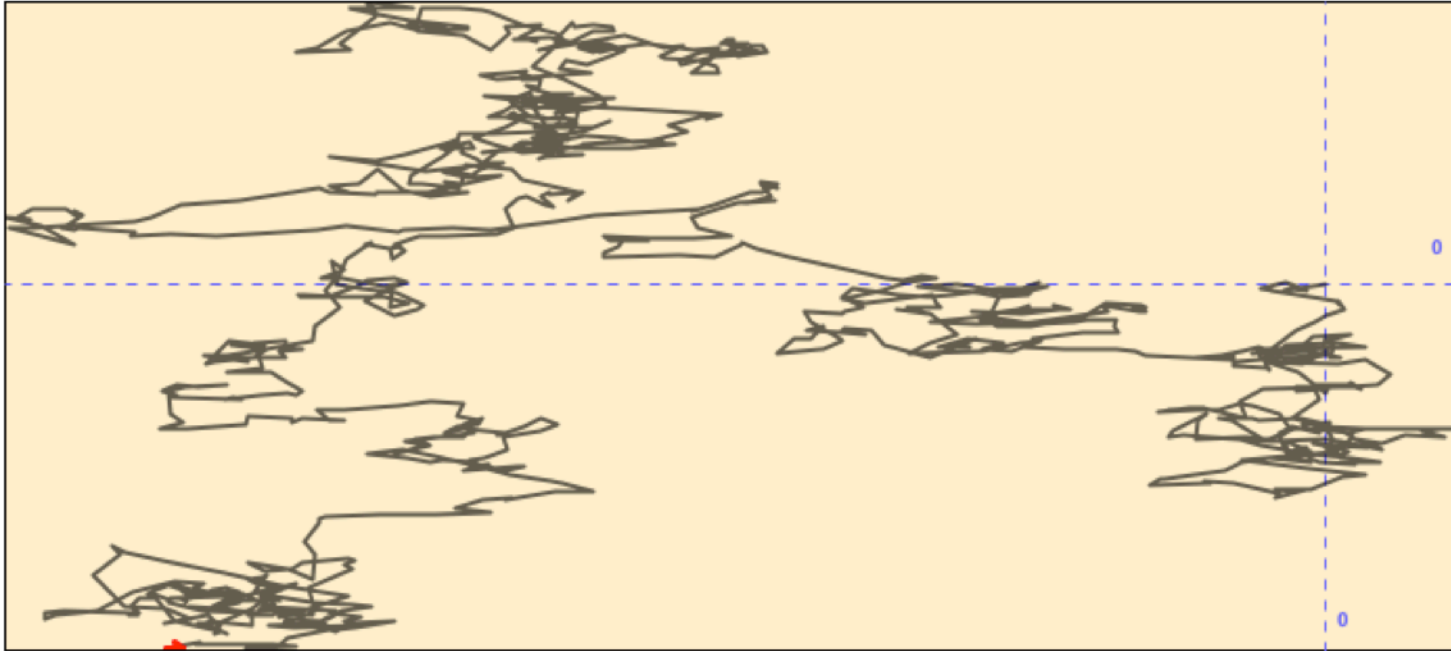
# DNA walk and the origin of replication



# The DNA replication fork



# You cannot win every time you play!



*Synechocystis* sp.



# Pictures & movies : material licensing

p. 6, p. 7 : "DNA replication split" by I, Madprime. Licensed under CC BY-SA 3.0 via Wikimedia Commons