

Giulia Bernadini, Huiping Chen, Inge Li Gørtz, *Christoffer Krogh*, Grigorios Loukides, Solon P. Pissis, Leen Stougie, Michelle Sweering



Overview

- Previous Work
- This Work



Previous Work

Making de Bruijn Graphs Eulerian

- Authors ① Giulia Bernardini ⁰, Huiping Chen ⁰, Grigorios Loukides ⁰, Solon P. Pissis ⁰, Leen Stougie, Michelle Sweering
- → Part of: Volume: 33rd Annual Symposium on Combinatorial Pattern Matching (CPM 2022)
 - Series: Leibniz International Proceedings in Informatics (LIPIcs)
 - 22 Conference: Annual Symposium on Combinatorial Pattern Matching (CPM)
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- > Publication Date: 2022-06-22







ullet Collection of length k strings



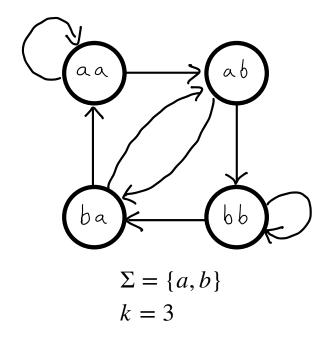
- Collection of length *k* strings
- Vertices are length k-1 subtrings

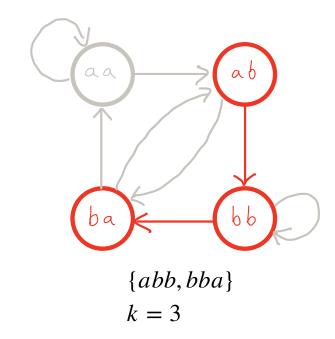


- Collection of length *k* strings
- Vertices are length k-1 subtrings
- Edges iff corresponding string exists in collection



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- Vertices are length k-1 subtrings
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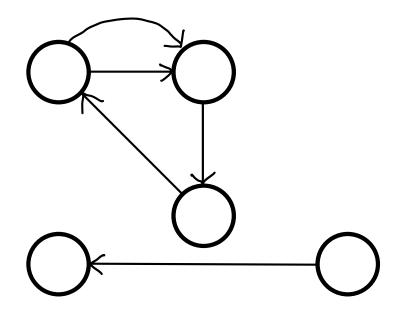
Circuit of every edge exactly once



- Circuit of every edge exactly once
- Euler's Theorem:
 - 1. Edges must be connected
 - 2. Vertices must be balanced

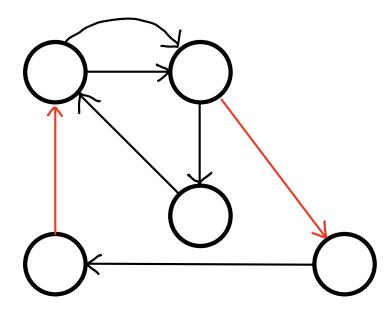


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Eulerian Extension of de Bruijn Graphs (EXTEND-DBG)





Eulerian Extension of de Bruijn Graphs (EXTEND-DBG)

• Given a de Bruijn graph







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Eulerian Extension of de Bruijn Graphs (EXTEND-DBG)

- Given a de Bruijn graph
- Make Eulerian from the complete de Bruijn graph



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Eulerian Extension of de Bruijn Graphs (EXTEND-DBG)

- Given a de Bruijn graph
- Make Eulerian from the complete de Bruijn graph
- Minimize number of new edges



DNA sequencing



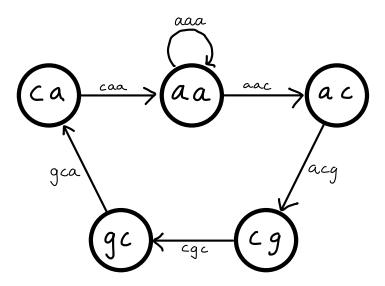
DNA sequencing

• $caaacgca \Rightarrow \{caa, aaa, aac, acg, cgc, gca\}$



DNA sequencing

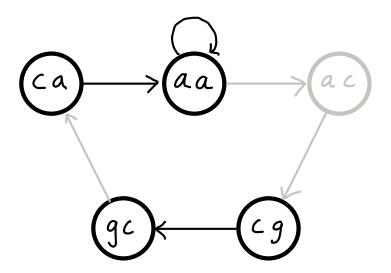
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DNA sequencing

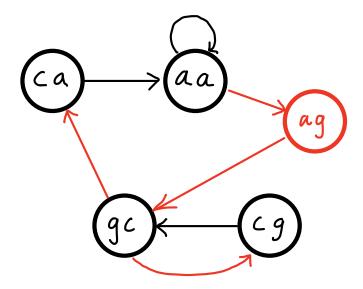
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DNA sequencing

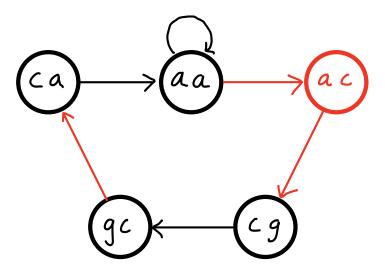
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DNA sequencing

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- EXTEND-DBG is NP-hard
 - -even when only adding edges



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- •Split problem in two:



- EXTEND-DBG is NP-hard
 - even when only adding edges
- Split problem in two:
 - 1.Connect de Bruijn Graph

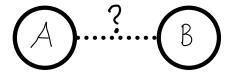


- EXTEND-DBG is NP-hard
 - even when only adding edges
- Split problem in two:
 - 1. Connect de Bruijn Graph

2.Balance de Bruijn Graph



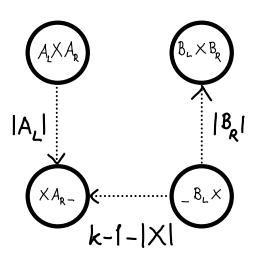
$$A = A_L X A_R$$
$$B = B_L X B_R$$





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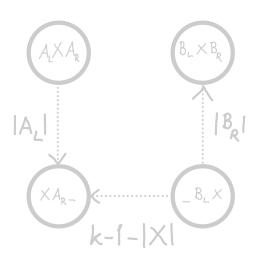


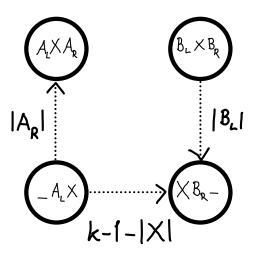




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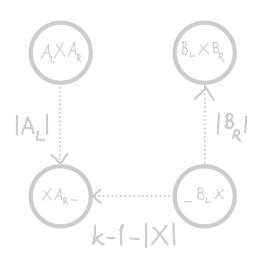


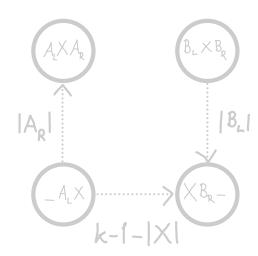




$$A = A_L X A_R$$
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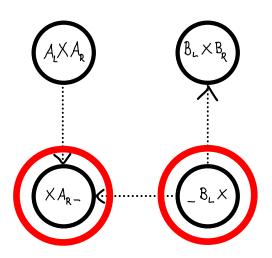
$$d(A, B) = k - 1 - |X| + \min\{A_L + B_R, A_R + B_L\}$$

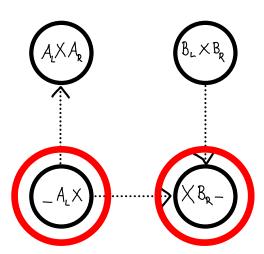
Connecting de Bruijn Graphs 25.06.2024 **Technical University of Denmark**



$$A = A_L X A_R$$
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Technical University of Denmark 25.06.2024 Connecting de Bruijn Graphs



Connect de Bruijn Graph with Paths

CONNECT-DBG-P	



Connect de Bruijn Graph with Paths

CONNECT-DBG-P

• Given a de Bruijn Graph



Connect de Bruijn Graph with Paths

CONNECT-DBG-P

- Given a de Bruijn Graph
- Weakly connect adding only directed paths



CONNECT-DBG-P

- Given a de Bruijn Graph
- Weakly connect adding only directed paths
- Minimize number of new edges



CONNECT-DBG-P

- Given a de Bruijn Graph
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Solve in $\mathcal{O}(|V|k\log d + |E|)$ time,

d is the number of connected components



CONNECT-DBG-P

- Given a de Bruijn Graph
- Weakly connect adding only directed paths
- Minimize number of new edges

Solve in $\mathcal{O}(|V|k\log d + |E|)$ time,

d is the number of connected components

Balance de Bruijn Graph

BALANCE-DBG

- Given a de Bruijn Graph
- Balance all vertices
- Minimize number of new edges



CONNECT-DBG-P

- Given a de Bruijn Graph
- Weakly connect adding only directed paths
- Minimize number of new edges

Solve in $\mathcal{O}(|V|k\log d + |E|)$ time, d is the number of connected components

Balance de Bruijn Graph

BALANCE-DBG

- Given a de Bruijn Graph
- Balance all vertices
- Minimize number of new edges

Solve in $\mathcal{O}(k|V| + |E| + |A|)$ time, |A| is the number of added edges



Overview

- Previous Work
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Connecting de Bruijn Graphs

Authors ① Giulia Bernardini ⑤, Huiping Chen ⑥, Inge Li Gørtz ⑥, Christoffer Krogh ⑥, Grigorios Loukides ⑥, Solon P. Pissis ⑥, Leen Stougie ⑥, Michelle Sweering ®

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Technical University of Denmark Connecting de Bruijn Graphs 25.06.2024



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Results

1. Connecting de Bruijn Graphs is NP-hard



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Results

1. Connecting de Bruijn Graphs is NP-hard

2. 2-approximation for CONNECT-DBG

Connecting de Bruijn Graphs

Connecting de Bruijn Graphs

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- Connecting de Bruijn Grephs - Lande de Lande

Results

- 1. Connecting de Bruijn Graphs is NP-hard
- 2. 2-approximation for CONNECT-DBG*

3. Improved and simplified solution to CONNECT-DBG-P



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Connecting de Bruijn Graphs

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Results

- 1. Connecting de Bruijn Graphs is NP-hard
- 2. 2-approximation for CONNECT-DBG*
- 3. Improved and simplified solution to CONNECT-DBG-P

4. Integer linear program formulation

Counsecting de Bruijn Graphs

Children Semendering 100

The Low Counse Counse







Reduction from Vertex Cover

• Given an undirected graph



- Given an undirected graph
- Choose vertices such that at least one endpoint of every edge is chosen



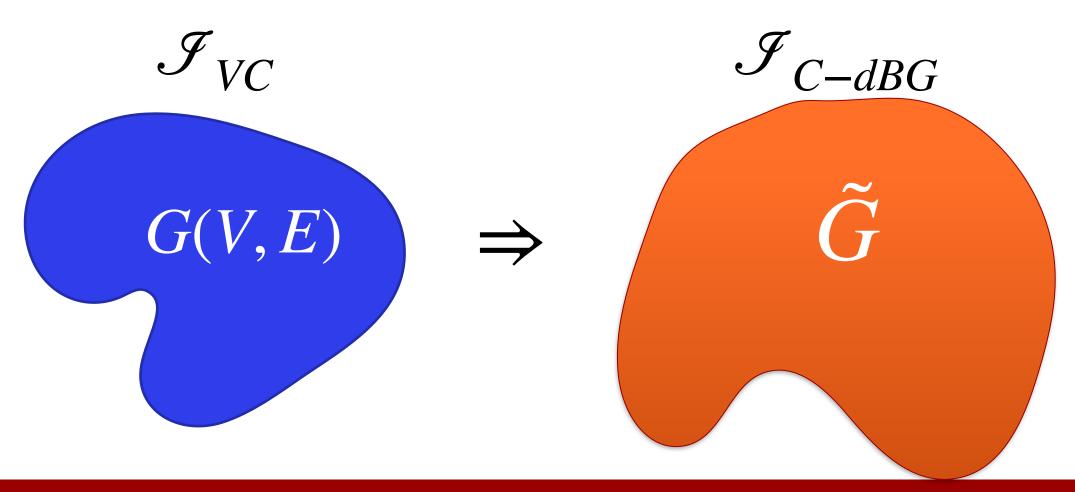
- Given an undirected graph
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$$\mathcal{I}_{VC} = G(V, E) \quad \Rightarrow \quad \mathcal{I}_{C-dBG}$$

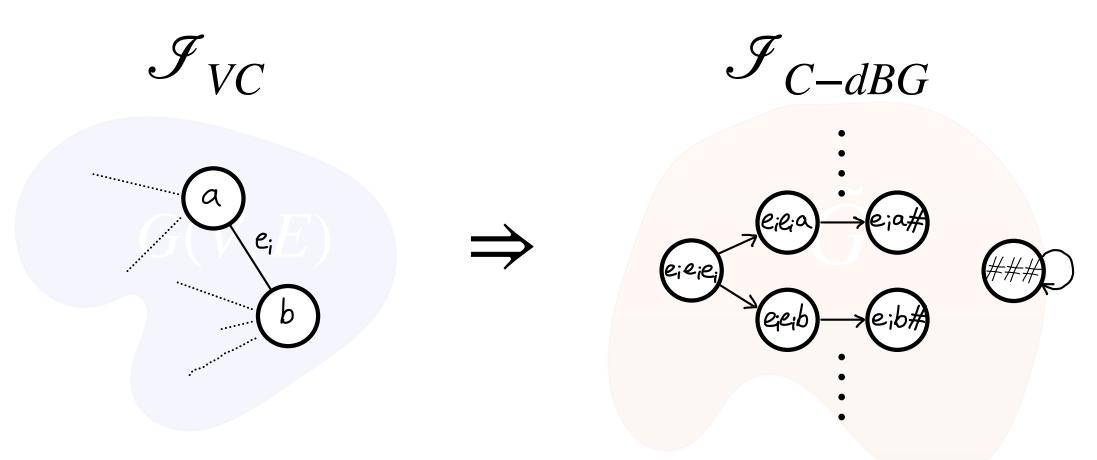


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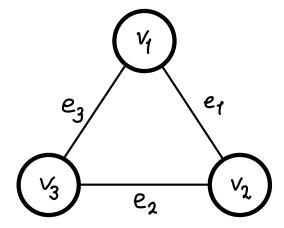


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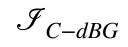


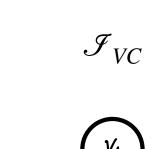


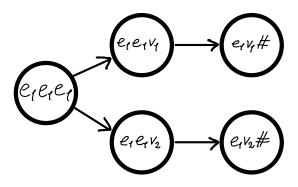


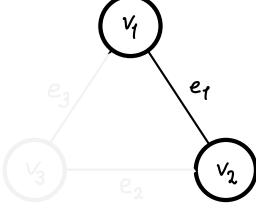




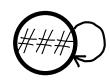




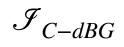


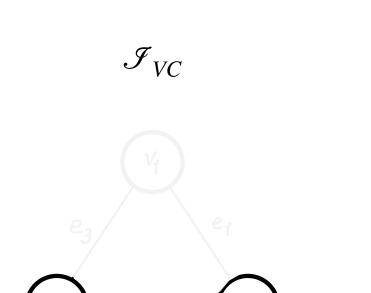






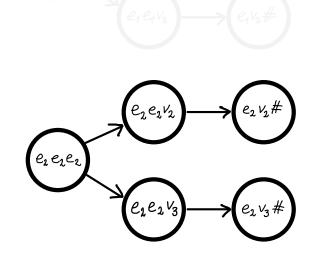






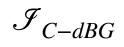
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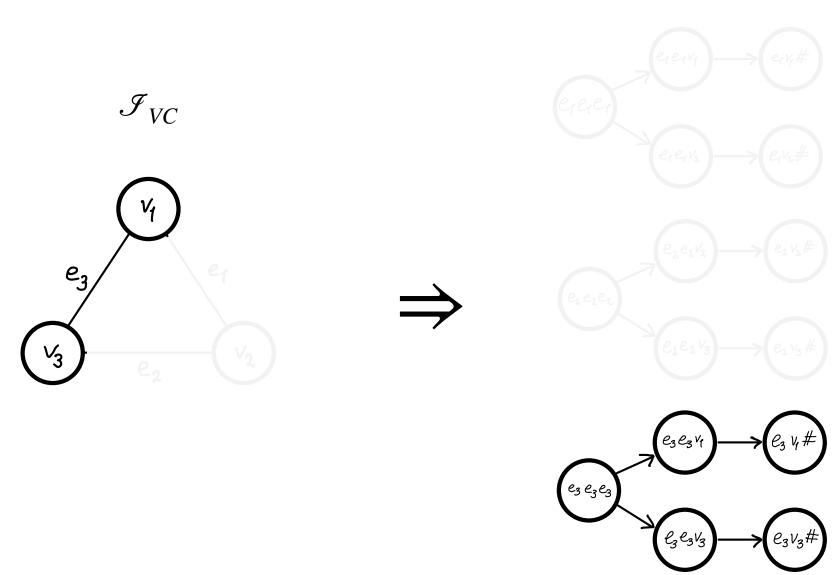






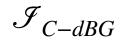


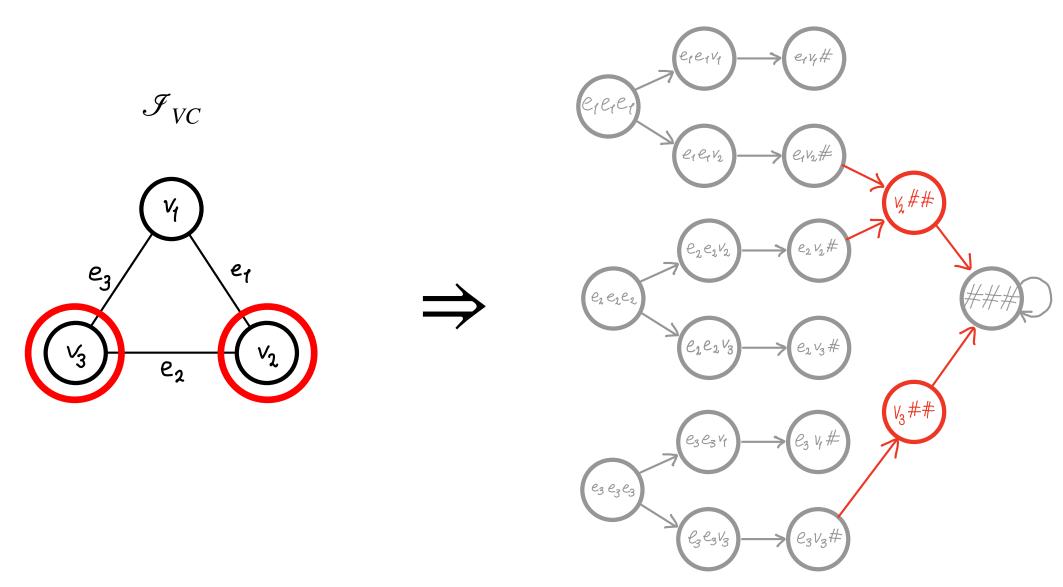








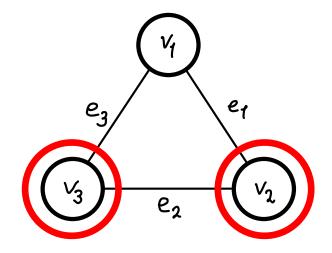




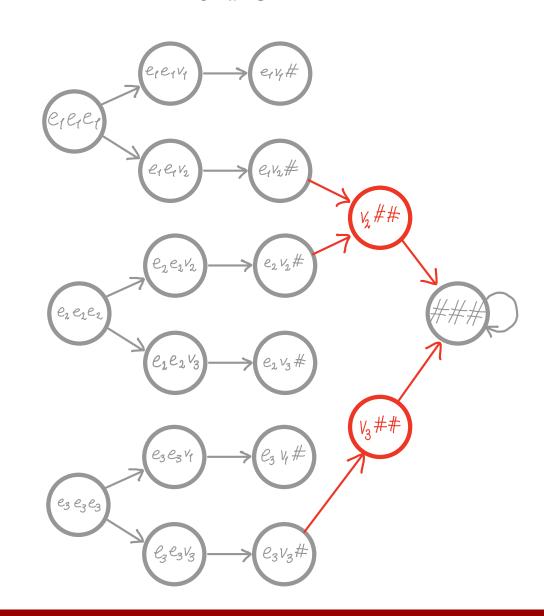


$$OPT(\mathcal{I}_{C-dBG}) = 2 + |E| = 5$$

$$OPT(\mathcal{I}_{VC}) = 2$$

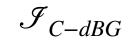


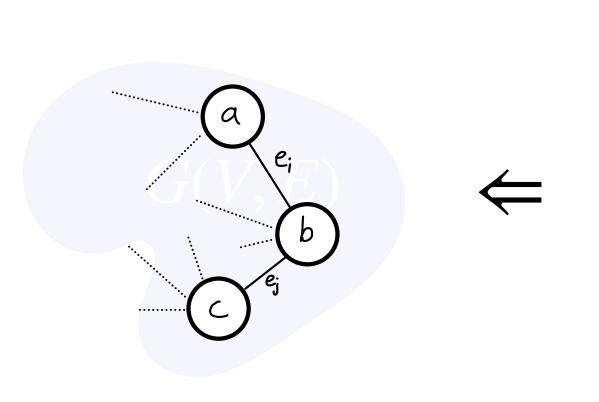


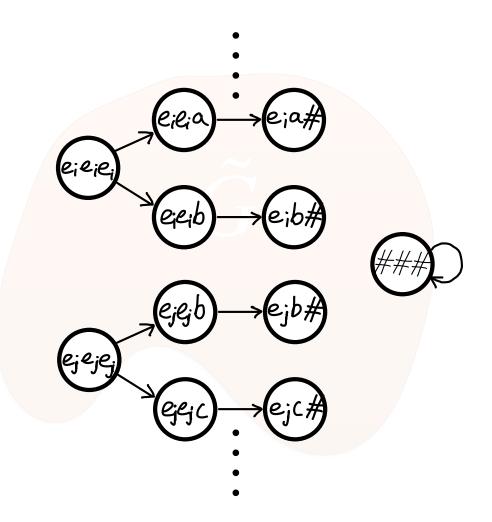




 \mathcal{I}_{VC}

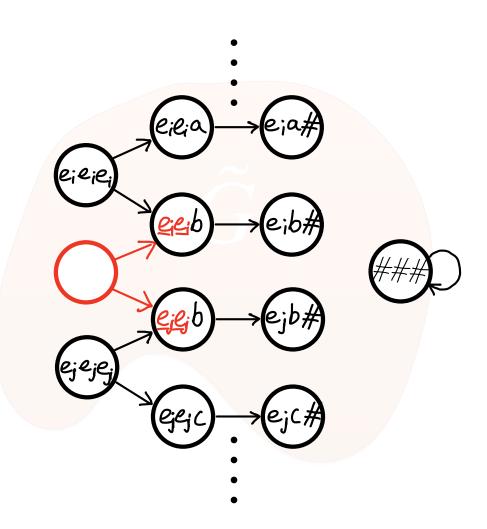






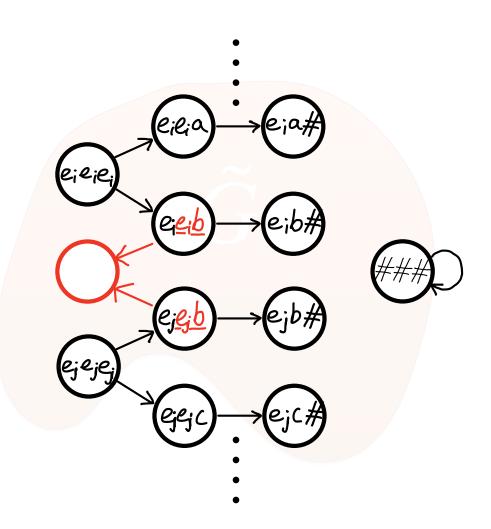


$$\mathcal{I}_{C-dBG}$$



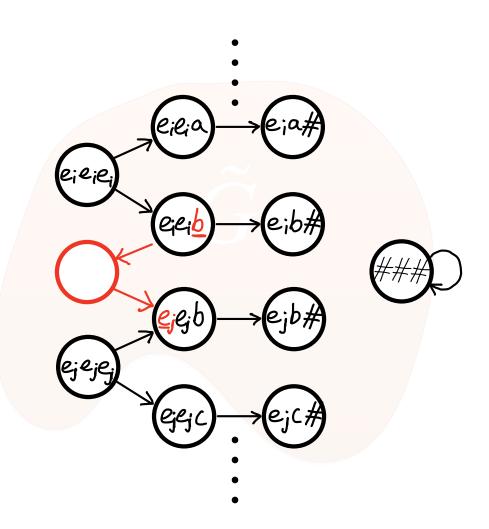


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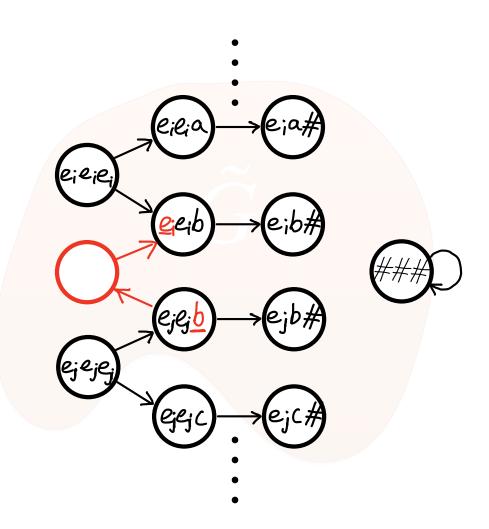


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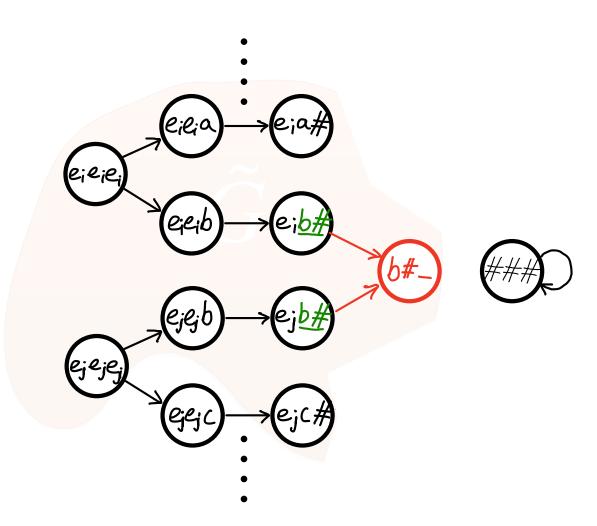


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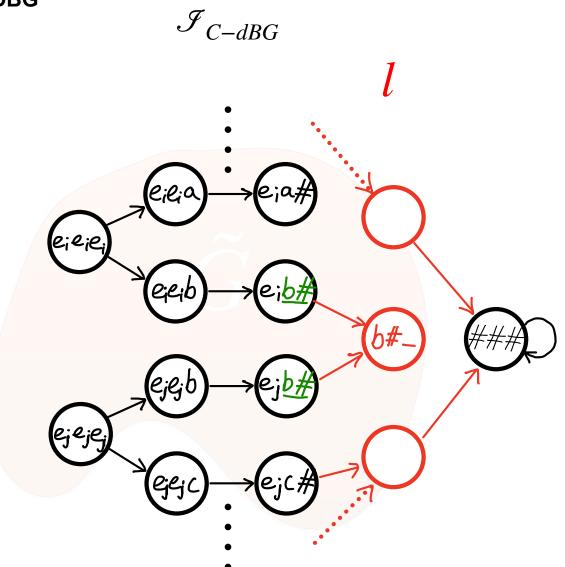




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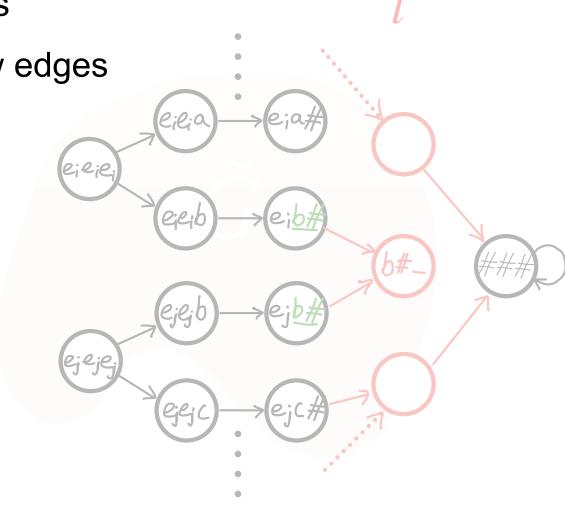






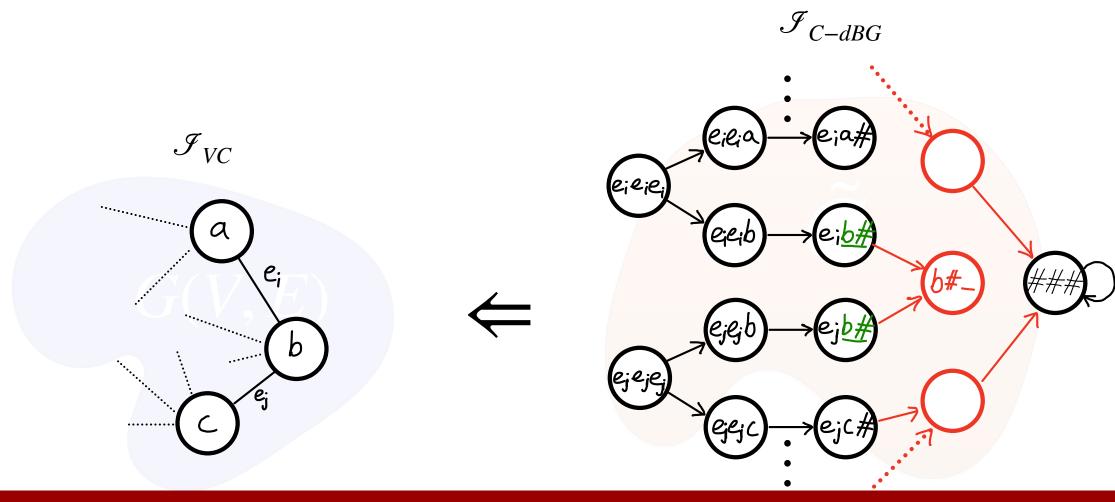
 \mathcal{I}_{C-dBG}

- *l* new vertices
- |E| + l new edges





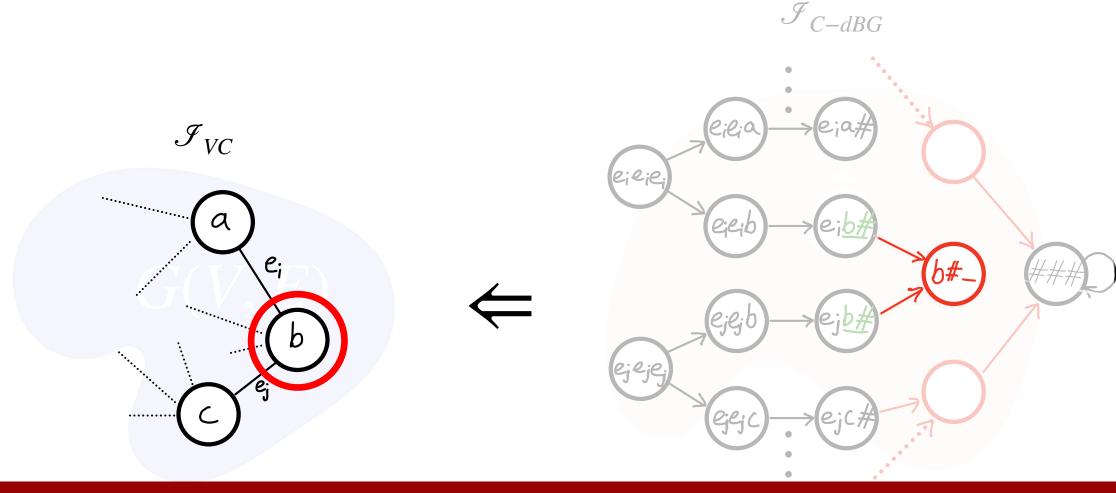
For every new vertex:





For every new vertex:

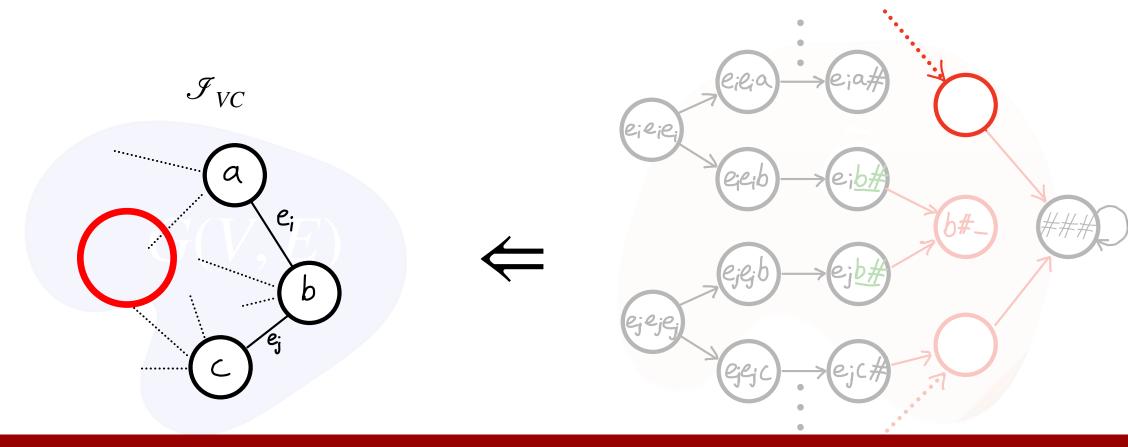
If 2 adjacent edge-gadgets → choose corresponding vertex





For every new vertex:

- If 2 adjacent edge-gadgets → choose corresponding vertex
- Otherwise choose one endpoint of corresponding edge \mathcal{I}_{C-dBG}

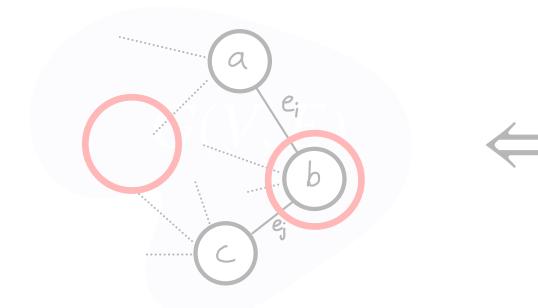


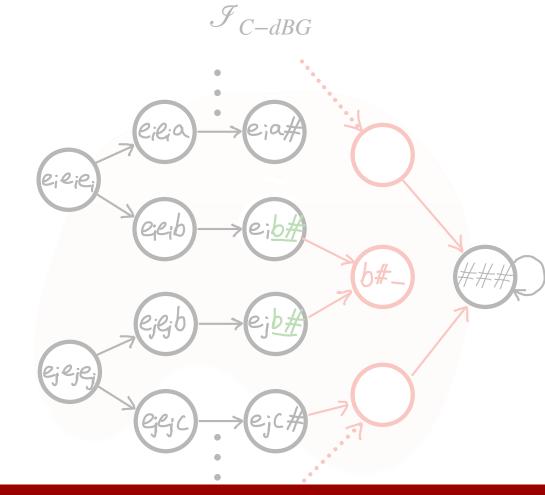


For every new vertex:

- If 2 adjacent edge-gadgets → choose corresponding vertex
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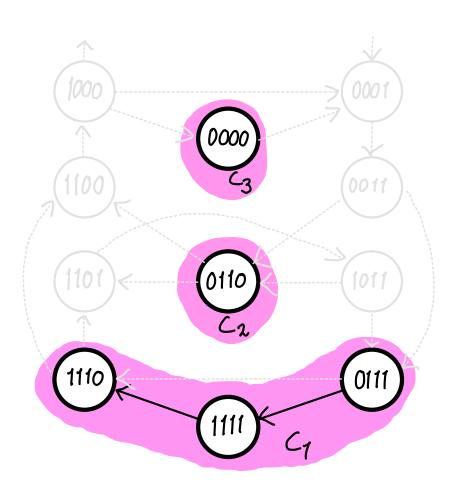
Hardness of Connect-DBG

$$OPT(\mathcal{I}_{VC}) = l \Leftrightarrow OPT(\mathcal{I}_{C-dBG}) = |E| + l$$



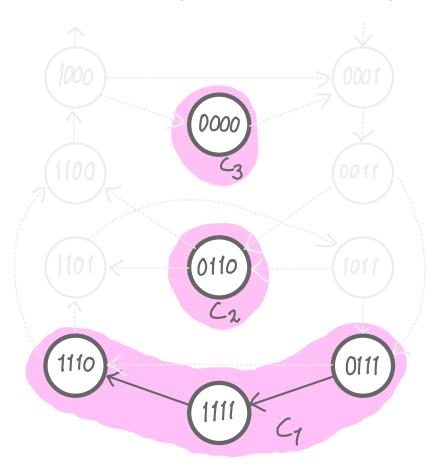
Approximation of CONNECT-DBG





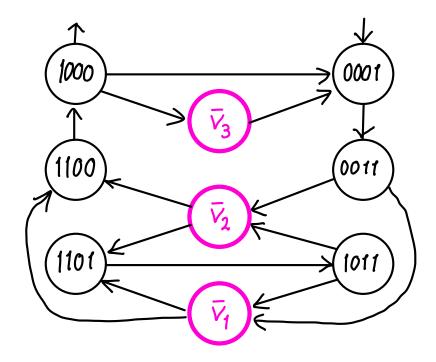


• Collapse each connected component into a supernode in the complete dBG



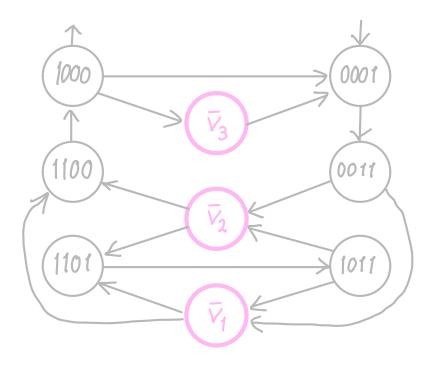


• Collapse each connected component into a supernode in the complete dBG



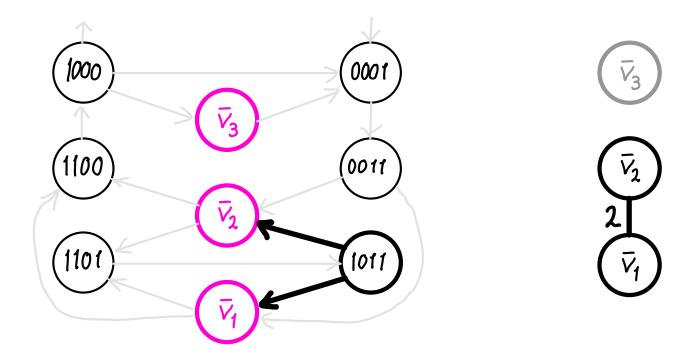


Construct the metric closure



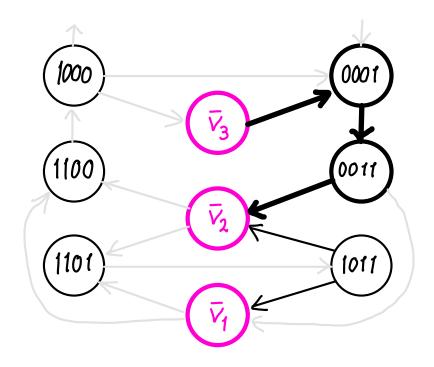


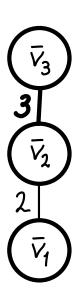
• Construct the metric closure





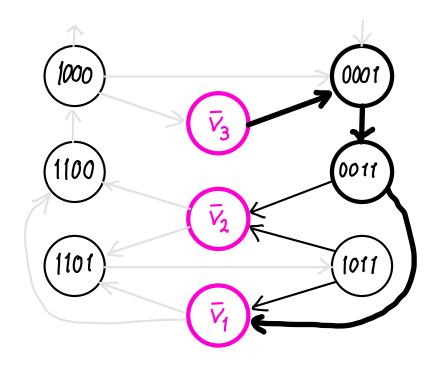
• Construct the metric closure

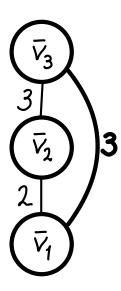






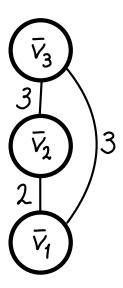
• Construct the metric closure







• Use 2-approximation for metric closure of Steiner Tree Problem by Kou et al. (1981)¹

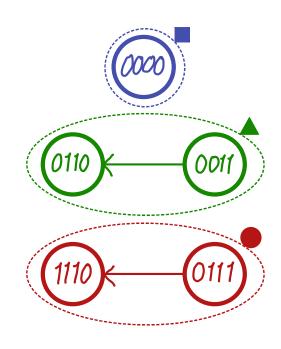


¹Lawrence T. Kou, George Markowsky, and Leonard Herman. A fast algorithm for Steiner trees. *Acta Informatica*, 15:141-145, 1981. doi:10.1007/BF00288961



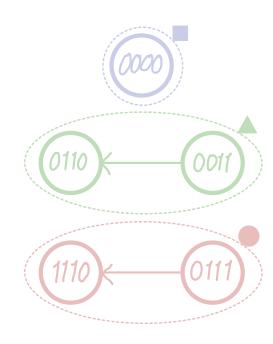
Improvement of CONNECT-DBG-P





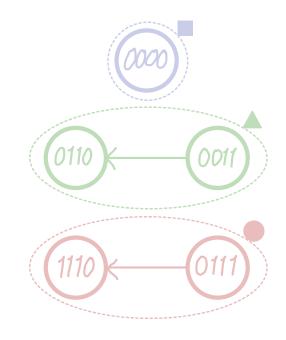


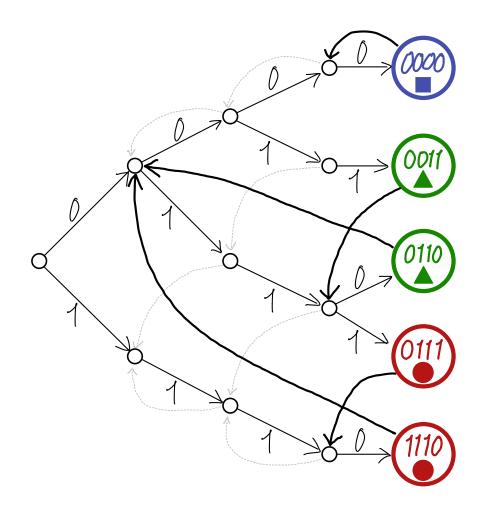
• Aho-Corasick (AC) Machine (KMP generalization)





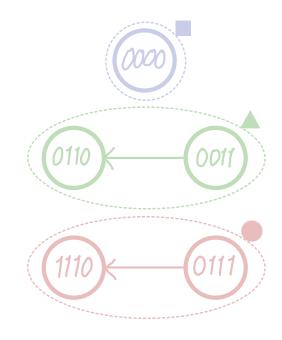
• Aho-Corasick (AC) Machine (KMP generalization)

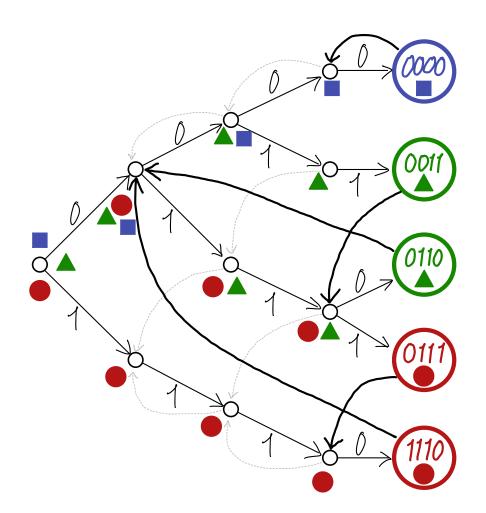






- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors

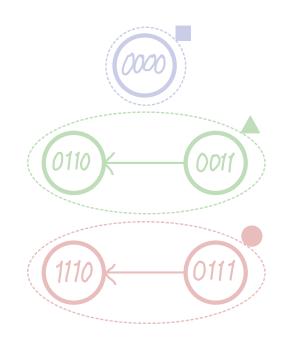


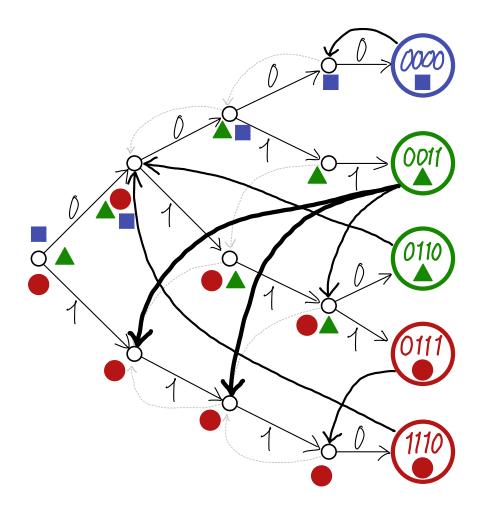




- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors

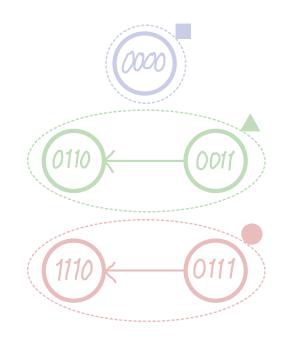
Add backward edges

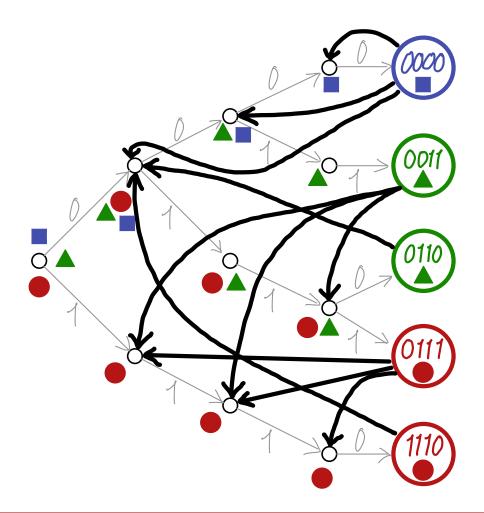






- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors
- Add backward edges



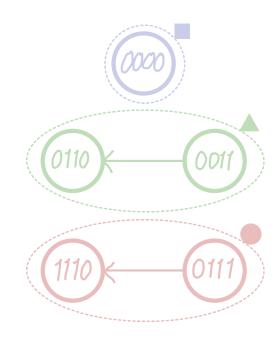


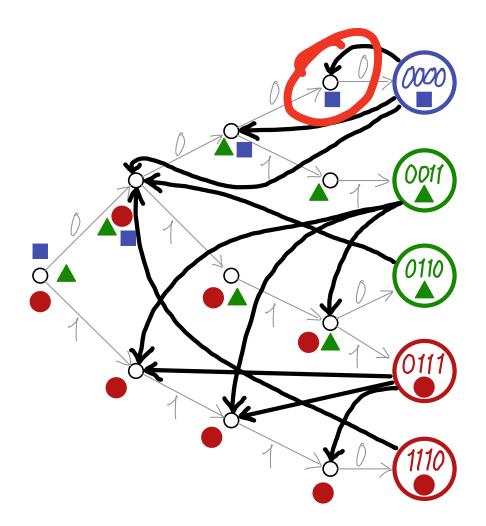


- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors
- Add backward edges

Reverse BFS from root:

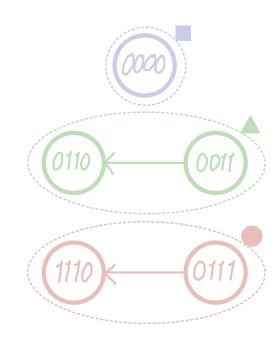
• Compare backward edges to colors

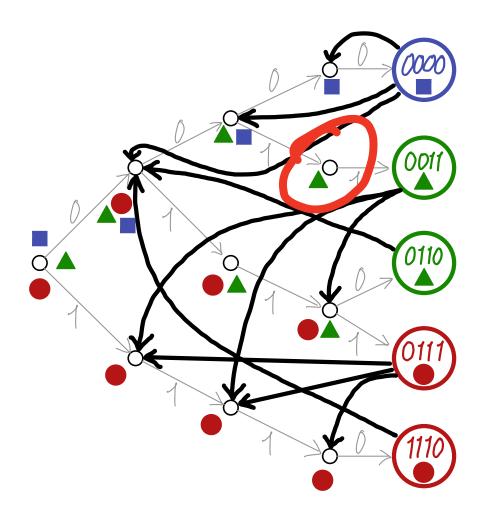






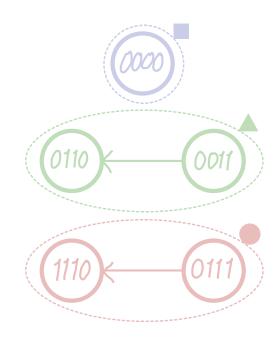
- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors
- Add backward edges
- Reverse BFS from root:
 - Compare backward edges to colors

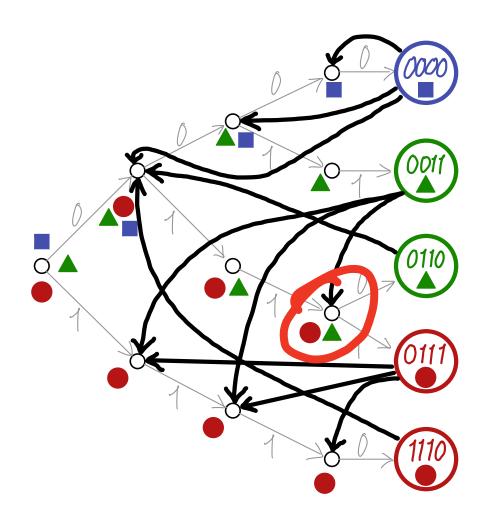






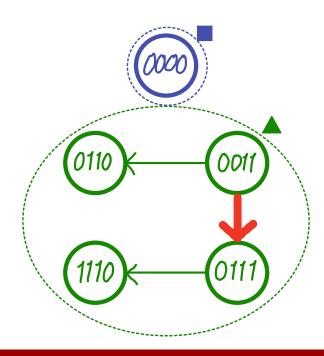
- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors
- Add backward edges
- Reverse BFS from root:
 - Compare backward edges to colors
 - Connect with paths

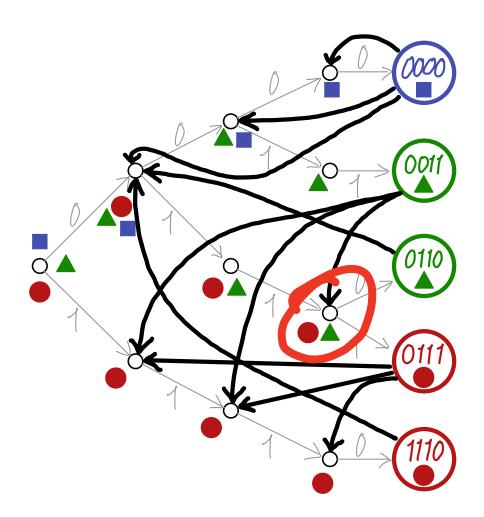






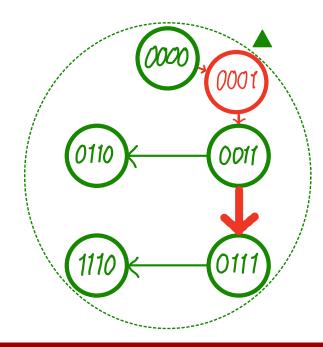
- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors
- Add backward edges
- Reverse BFS from root:
 - Compare backward edges to colors
 - Connect with paths

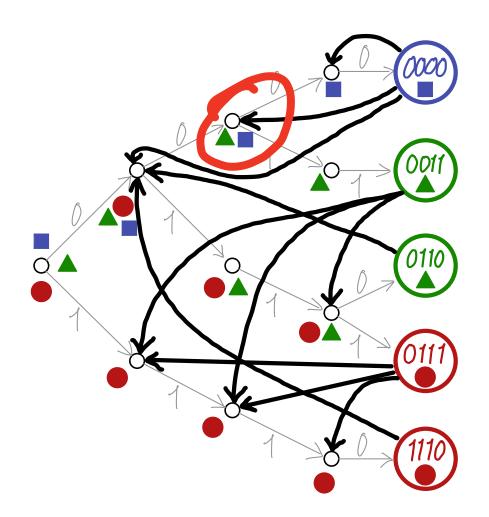






- Aho-Corasick (AC) Machine (KMP generalization)
- Add colors
- Add backward edges
- Reverse BFS from root:
 - Compare backward edges to colors
 - Connect with paths







- Aho-Corasick (AC) Machine (KMP generalization)
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- Add backward edges
- Reverse BFS from root:
 - Compare backward edges to colors
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$$\mathcal{O}(k|V|\alpha(|V|) + |E|)$$
 time



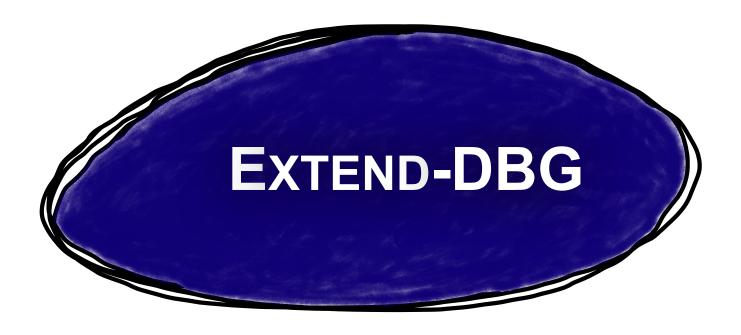
- Aho-Corasick (AC) Machine (KMP generalization)
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$$\mathcal{O}(k|V|\alpha(|V|) + |E|)$$
 time

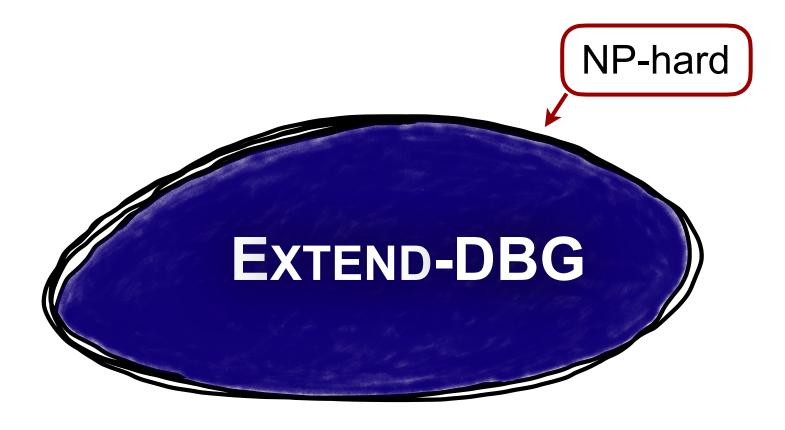
 $\alpha(\,\cdot\,)$ is the inverse Ackermann function $\alpha(n)$ grows slower than $\log^* n$



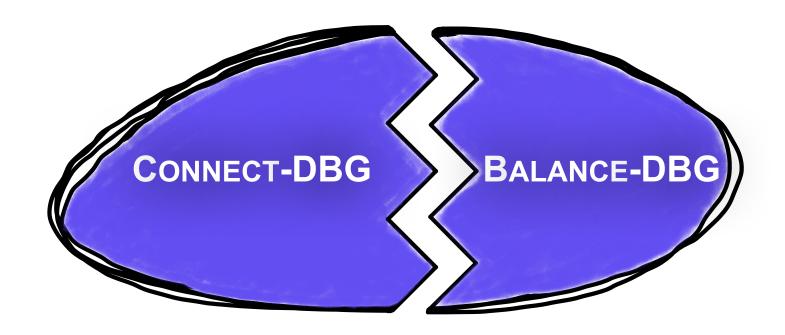




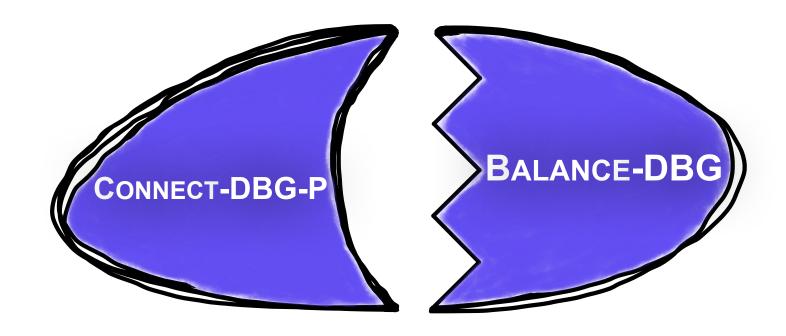




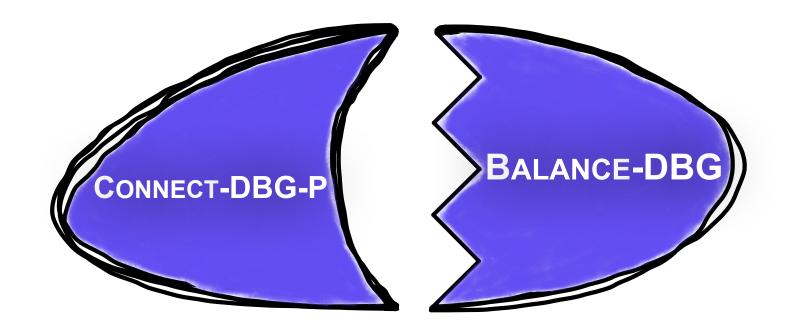








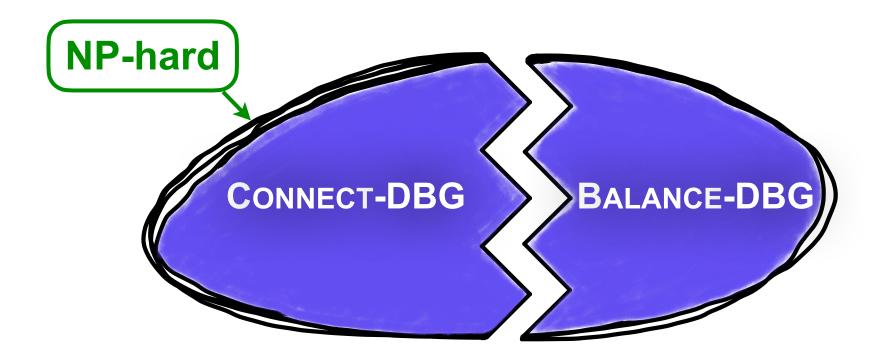




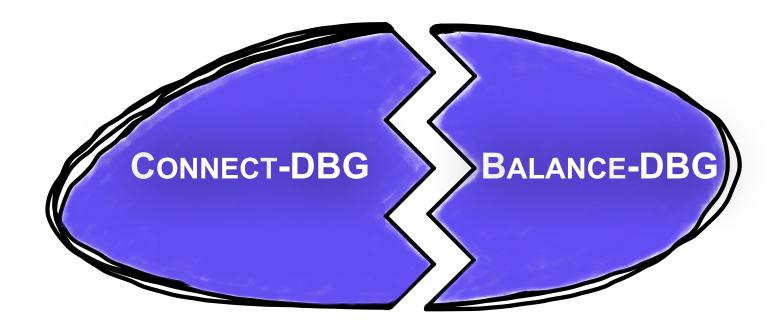
$$\mathcal{O}(k|V|\alpha(|V|) + |E|)$$
 time

$$\mathcal{O}(k|V| + |E| + |A|)$$
 time





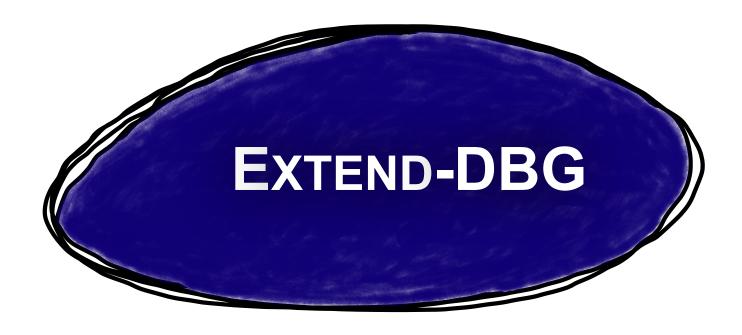
$$\mathcal{O}(k|V| + |E| + |A|)$$
 time



2-approximation

$$\mathcal{O}(k|V| + |E| + |A|)$$
 time





Approximation?