

# BIOINFORMATICS: GENOMES AND ALGORITHMS

Computer analysis of genetic information

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# GENOMES AND ALGORITHMS

1. Genomic texts
- 2. Genes and proteins**
3. Gene prediction
4. Sequence comparison
5. Phylogenetic trees

## 2. Genes and proteins

- **The sequence as a model of DNA**
- Genes: from Mendel to molecular biology
- The genetic code
- A translation algorithm
- Implementing the genetic code
- Algorithms + data structures = programs
- The algorithm design trade-off
- DNA sequencing
- Whole genome sequencing
- How to find genes?

# The sequence as a model of DNA

# DNA is a molecule

- Organized in chromosomes, plasmids, segments,...
- Compacted within the cell
  - In the nucleus of eukaryotic cells
  - Directly in the cytoplasm in prokaryotic cells
- May be altered through interactions with other molecules
  - Example: methylation
- Is a sequence of characters  
a good model of a DNA molecule?

# What is a good model?

- An exact and complete model?
  - No model is an exact representation of its object
  - The object itself is the only exact model
  - Remember the example of the mythical map at scale 1:1
    - ✓ Unfeasible
    - ✓ Useless
- A model is an oriented simplified description of its object
- Oriented by the set of questions it is expected to answer

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A good model is a useful model

# Is the sequence a useful model of DNA?

- It is a linear text which ignores the 3D structure of DNA
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- A previous example: the prediction of the origin of replication
- A new example to come: the prediction of genes,  
or protein coding regions

# Be careful with the vocabulary!

**Biologists, bioinformaticians and computer scientists see the same entities at different modelling levels.**

The terms they use to denote these entities reveal these levels:

- The biologist: “DNA molecule”, “nucleotides”
- The bioinformatician: “sequence”, “bases”
- The computer scientist: “string”, “characters”