

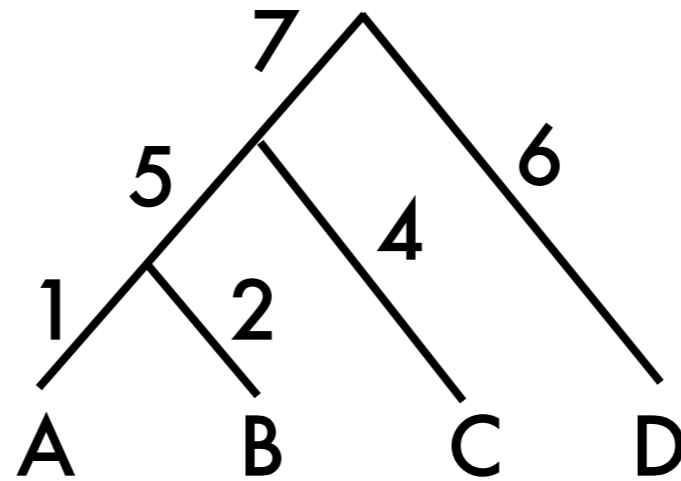
Averaging Metric Trees

Ezra Miller
Megan Owen
Scott Provan

Duke
NCSU/SAMSI
UNC

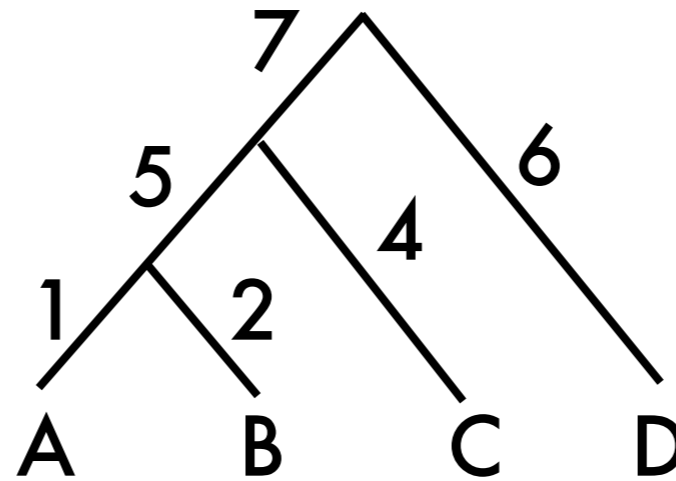
Phylogenetic Trees

- a metric tree:







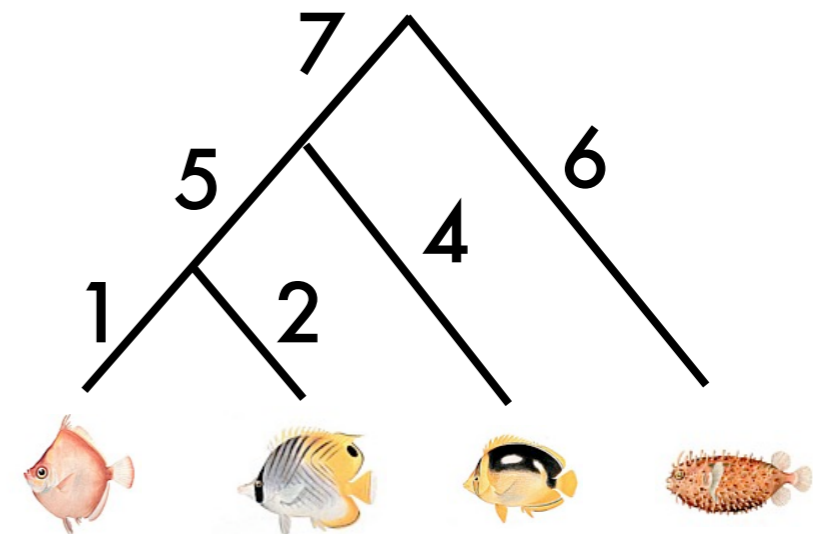
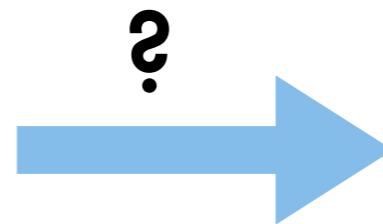
Phylogenetic Trees

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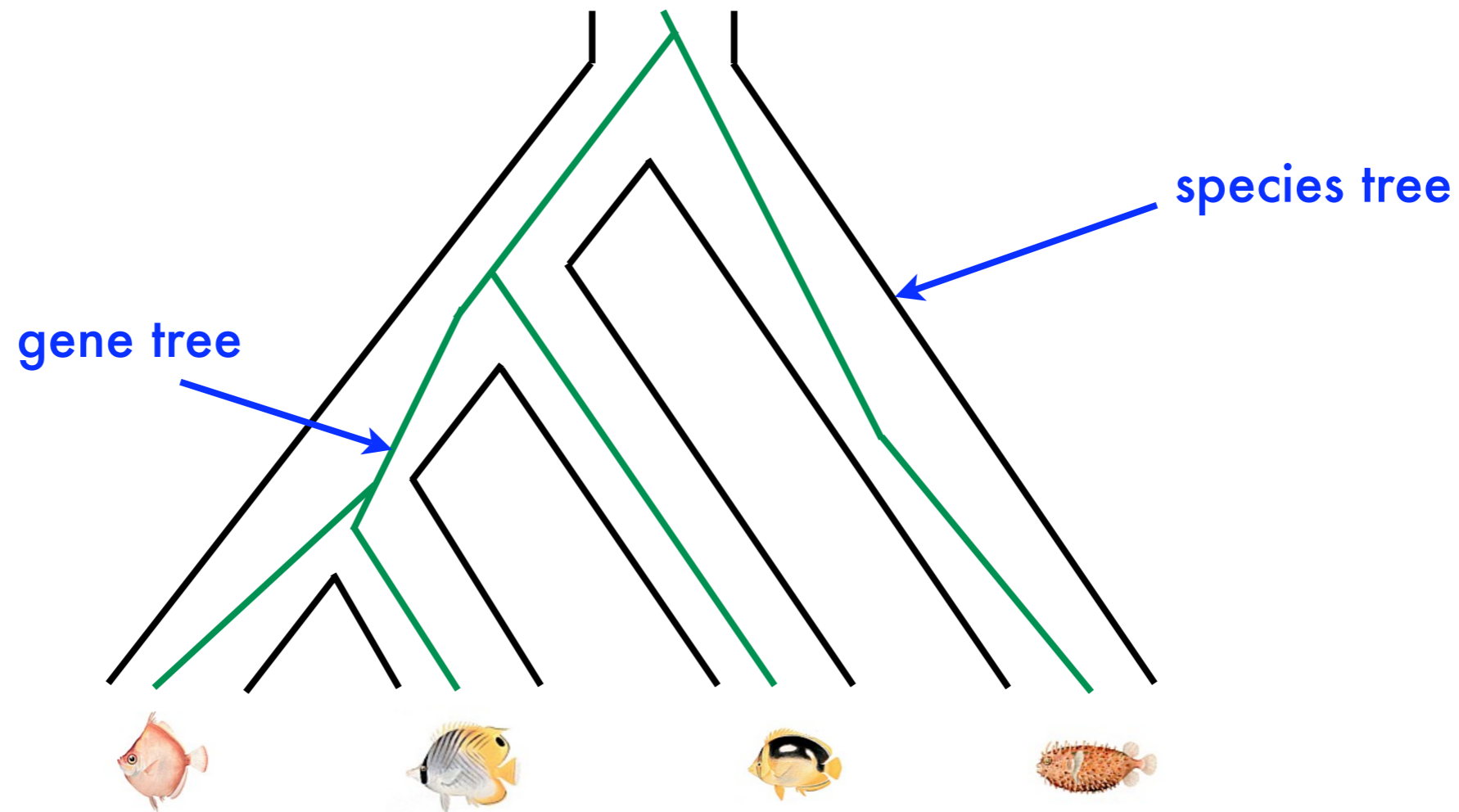
- a phylogenetic tree:

	AGTTCTGAAT
	AGCTCTGATT
	AGCTCAGAAT
	GGCTCTGATT



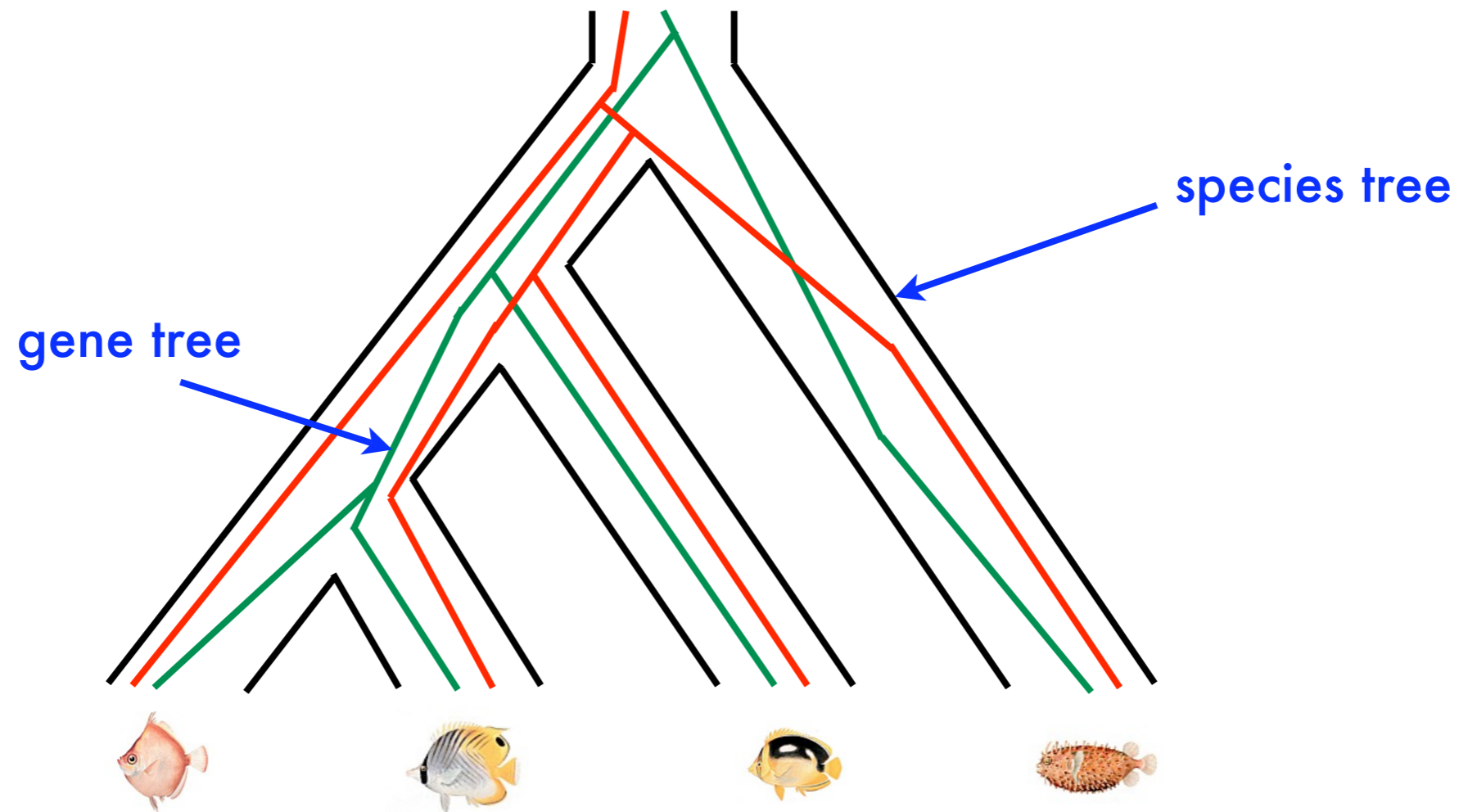
Gene and Species Trees

- want species trees, but DNA gives us gene trees



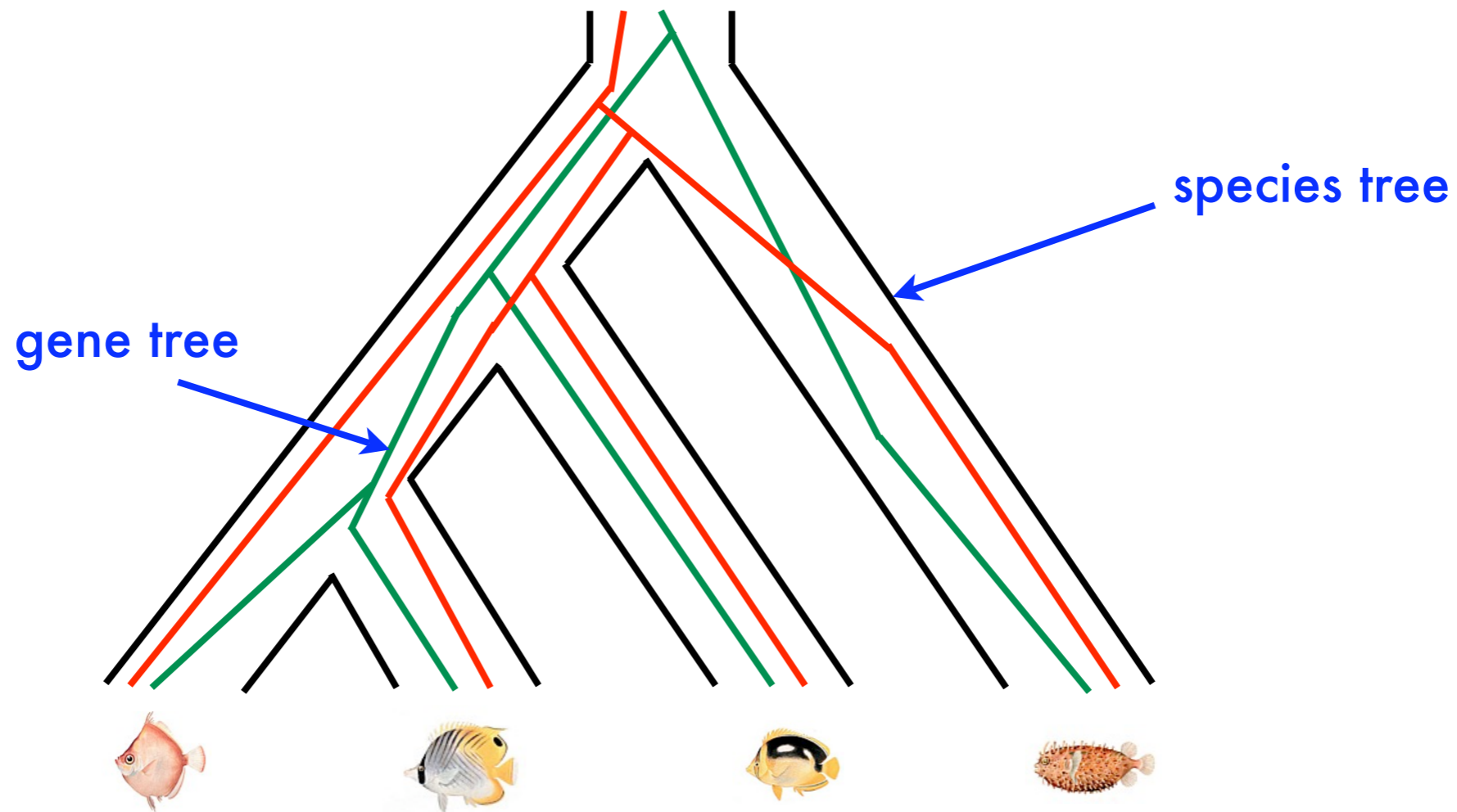
Gene and Species Trees

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Gene and Species Trees

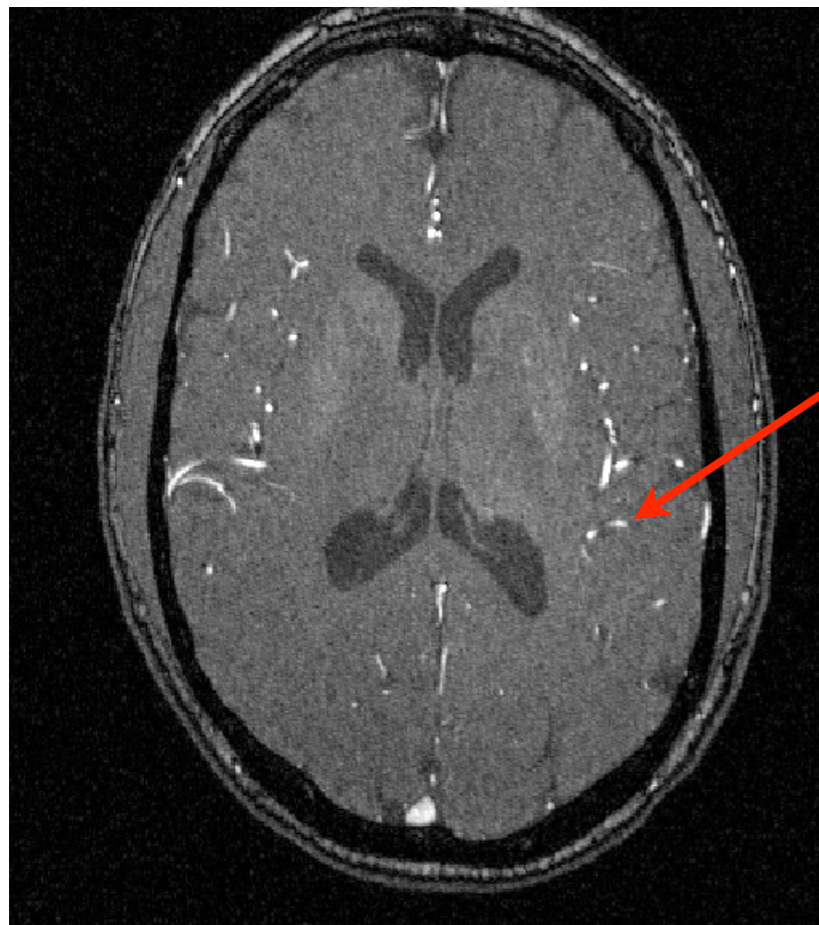
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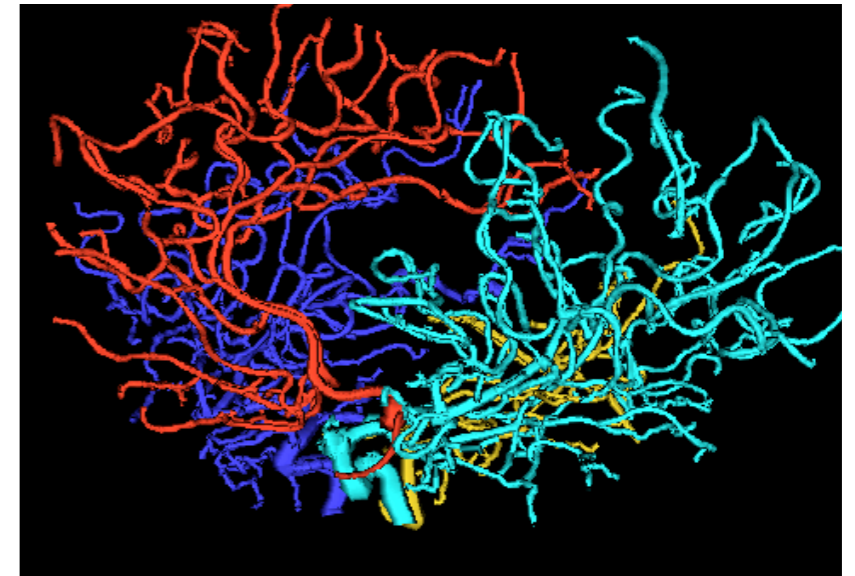
- average of gene trees = species tree ?

Comparing brains

With Steve Marron, Ipek Oguz , Scott Provan, Martin Styner (all UNC)



blood vessel



MRI scans →

tree representing
arteries in a brain

- how do we compare trees to determine changes in brain due to aging or disease?
- moving average

Goal

- **goal:**
 - **compute a meaningful average of a set of metric trees**
- **metric tree parameters:**
 - **tree topology**
 - **edge lengths**
- **so not a standard statistical problem!**

Tree Space Framework

continuous, polyhedral space of phylogenetic trees

- *Geometry of the space of phylogenetic trees*, Billera, Holmes, and Vogtmann, 2001.

= tree complex

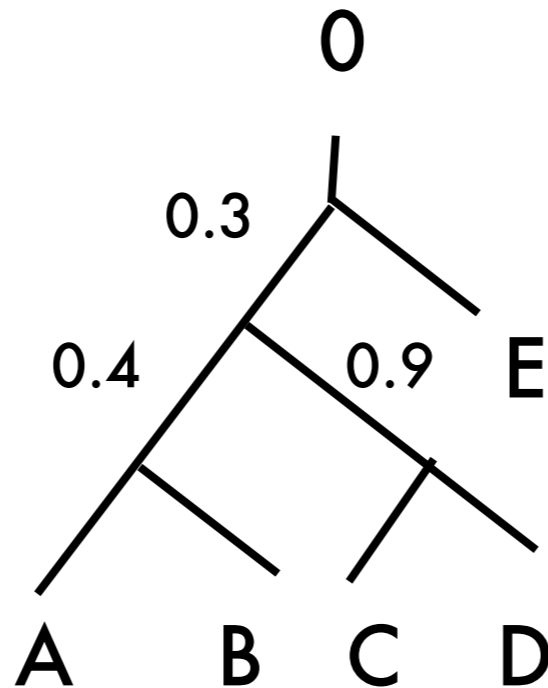
- *Shellability of complexes of trees*, Trappmann and Ziegler, 1998.
- *The tree representation of σ_{n+1}* , Robinson and Whitehouse, 1996.

+ metric (geodesic distance)

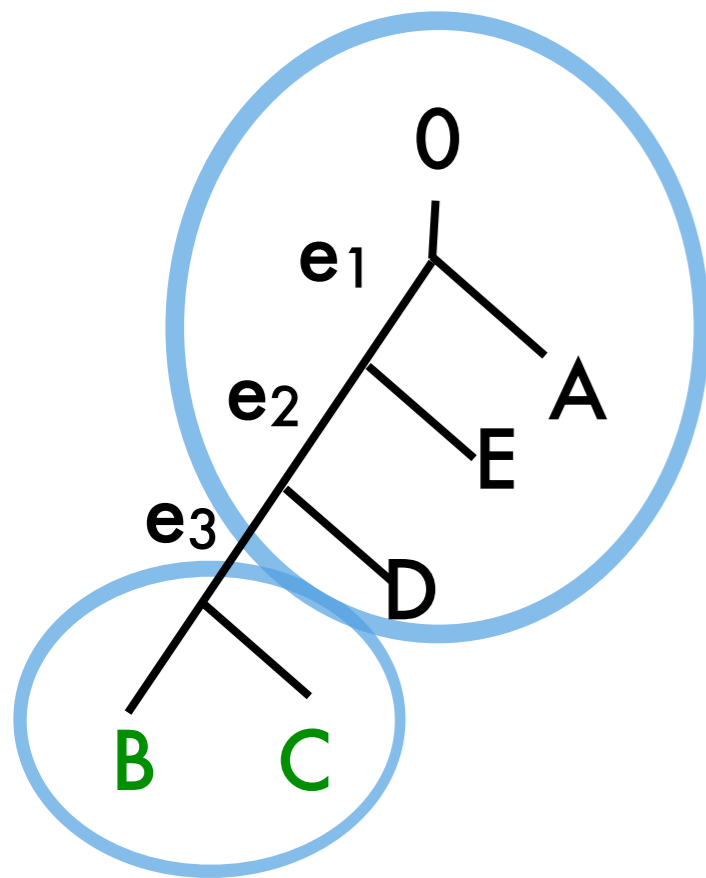
- computable in polynomial time (Owen and Provan, 2009)

Tree Space \mathbb{T}_n

- trees in \mathbb{T}_n have:
 - n leaves
 - interior edges with lengths ≥ 0



Splits



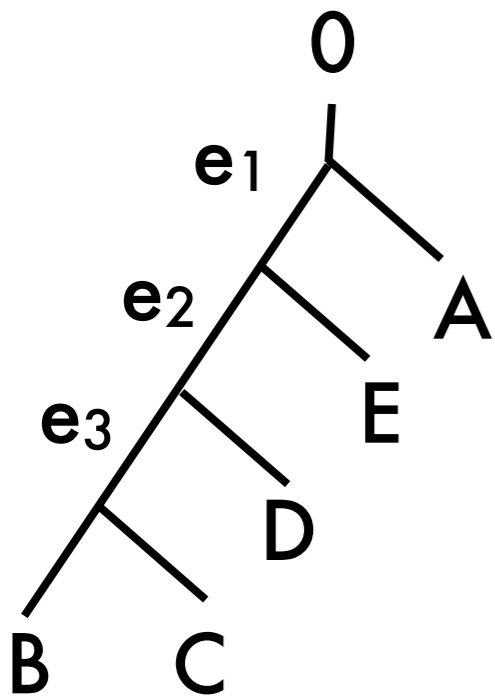
- each interior edge induces a *split*
- a *split* is a partition of the set of leaves plus the root 0:

$$e_3 = \{ \{B, C\}, \{0, A, E, D\} \}$$

$$\text{or } e_3 = BC \mid 0AED$$

Split Compatibility

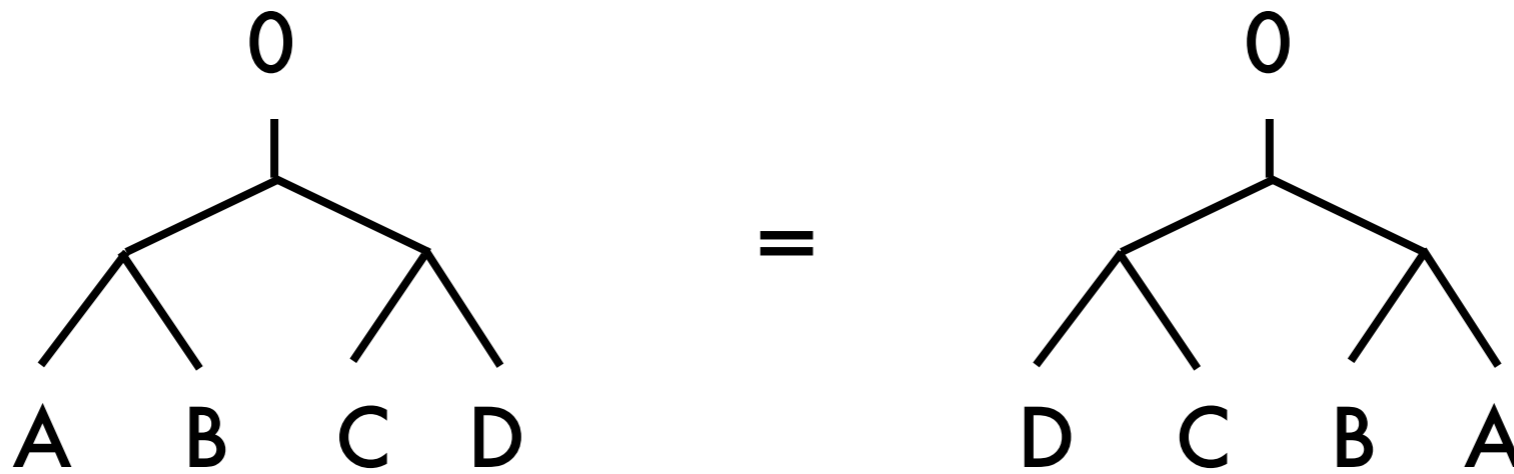
- $e_x = X|X'$ is compatible with $e_y = Y|Y'$ if there exists a tree containing both splits



ex. $e_3 = BC | 0AED$ is compatible
with $e_2 = BCD | 0AE$
but not with $f = AB | 0CDE$

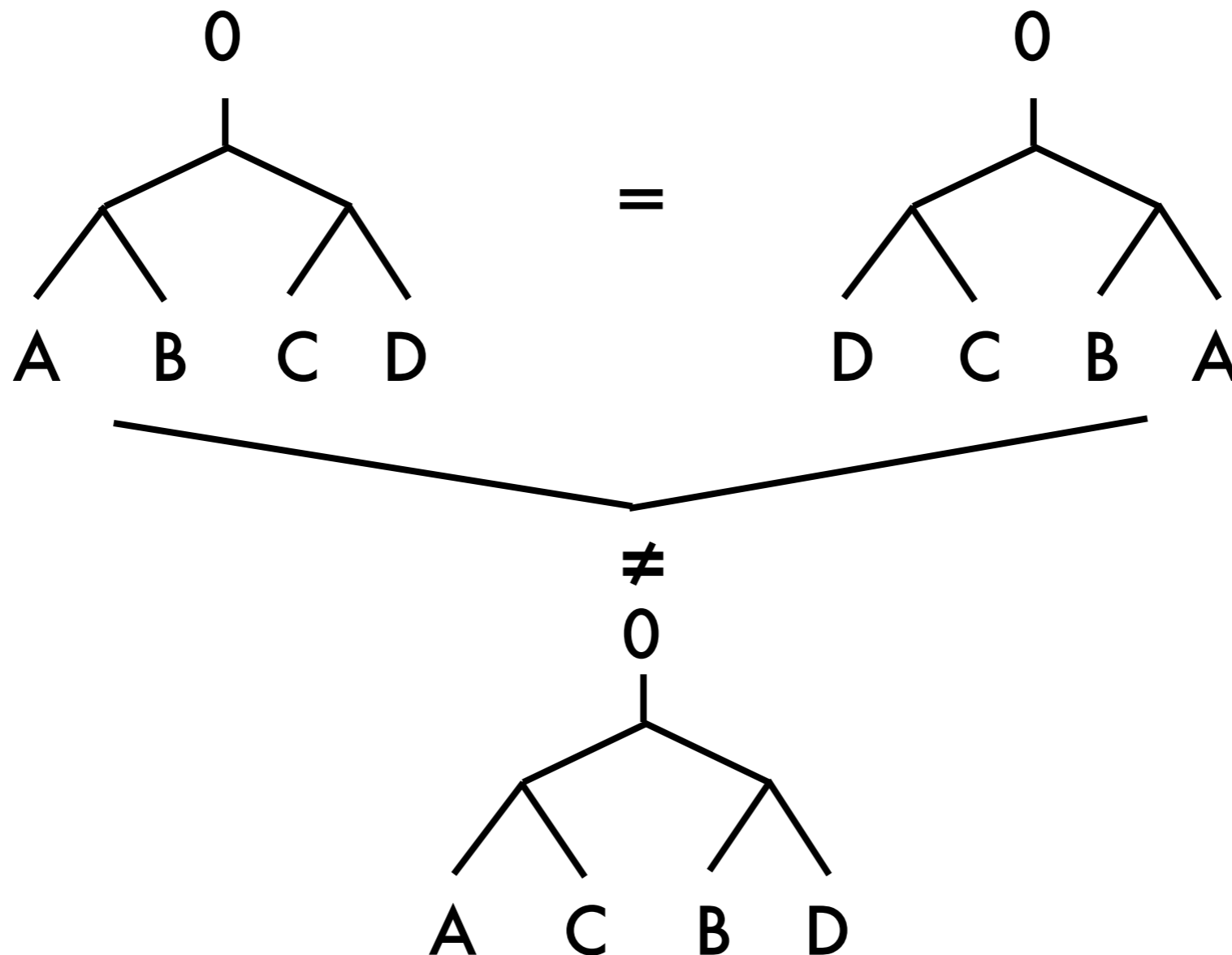
The trees

- embedding in plane irrelevant



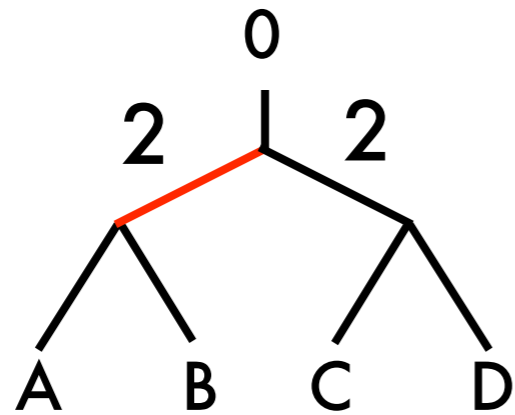
The trees

- embedding in plane irrelevant



Orthants

CD | 0AB



2



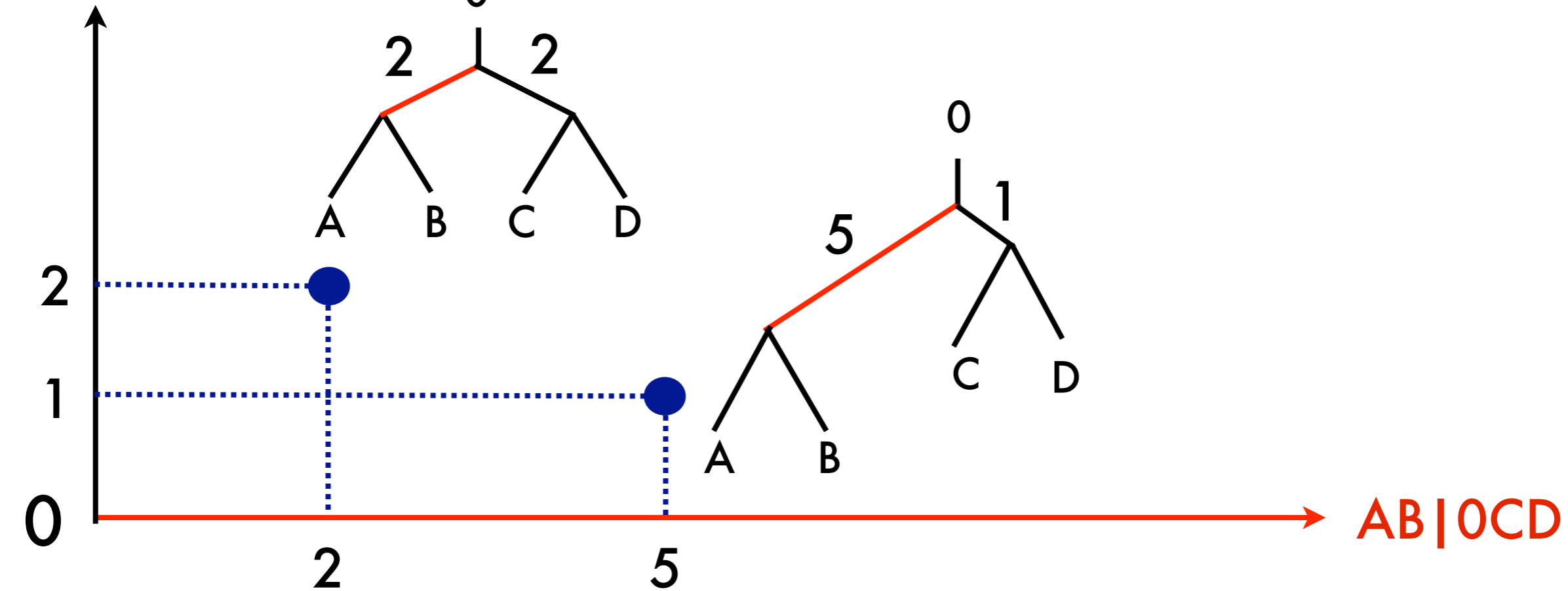
0

2

AB | 0CD

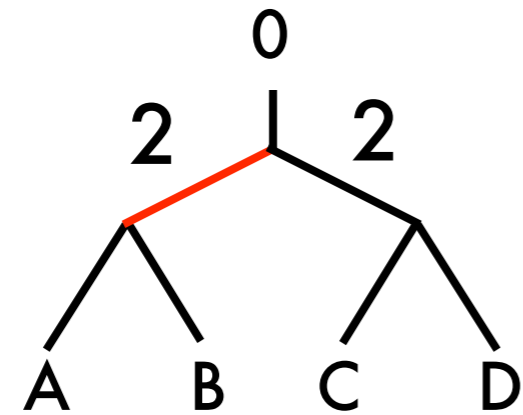
Orthants

CD | 0AB



Orthants

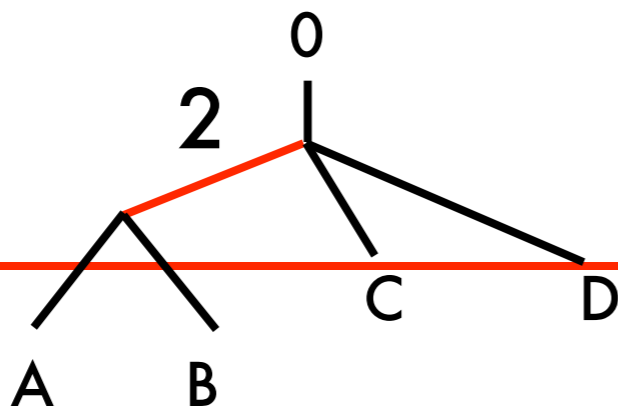
CD | 0AB



2



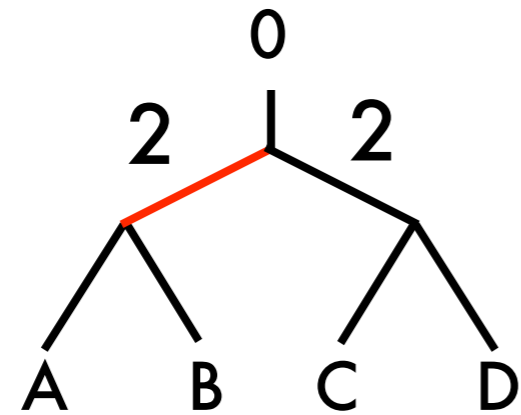
0



AB | 0CD

Orthants

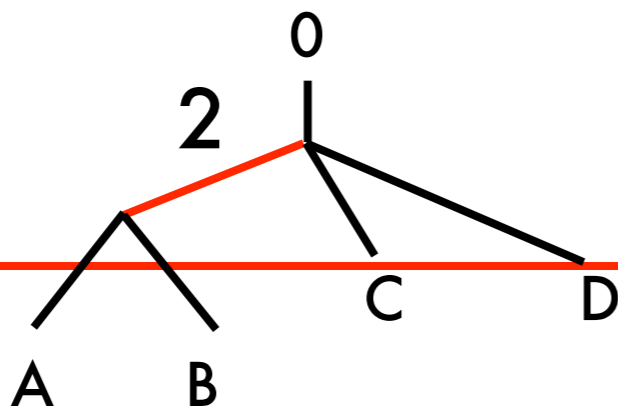
CD | 0AB



2

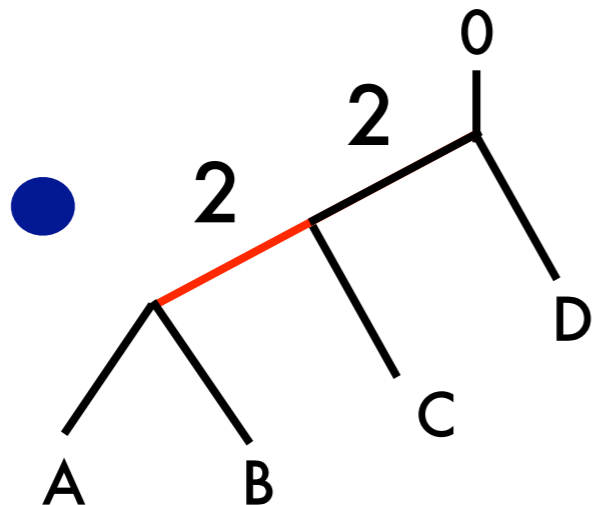


0



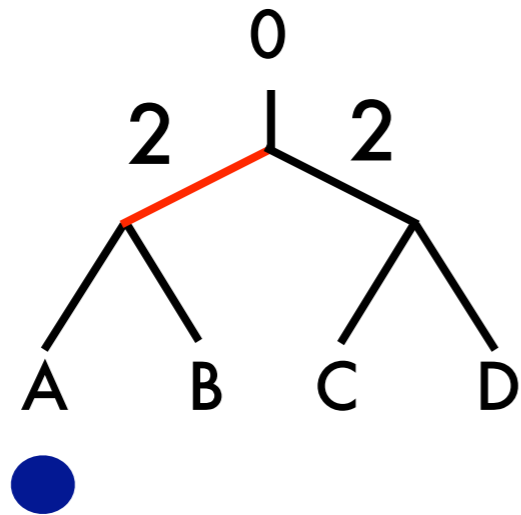
AB | 0CD

ABC | 0D



Orthants

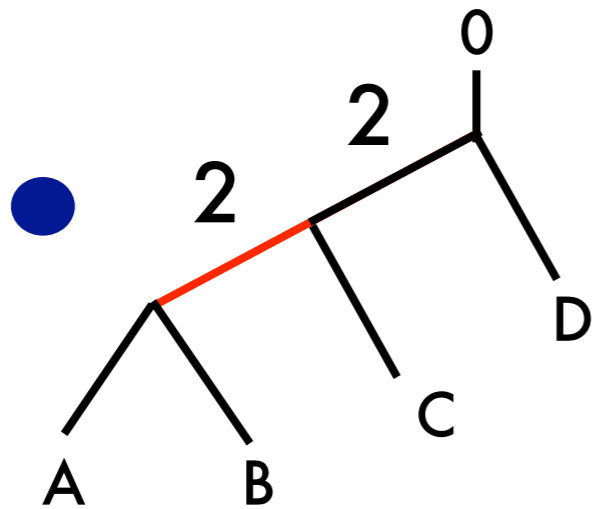
CD | 0AB



0

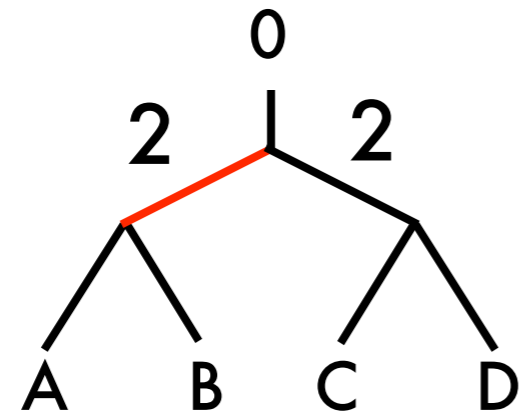
AB | 0CD

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Orthants

CD|0AB



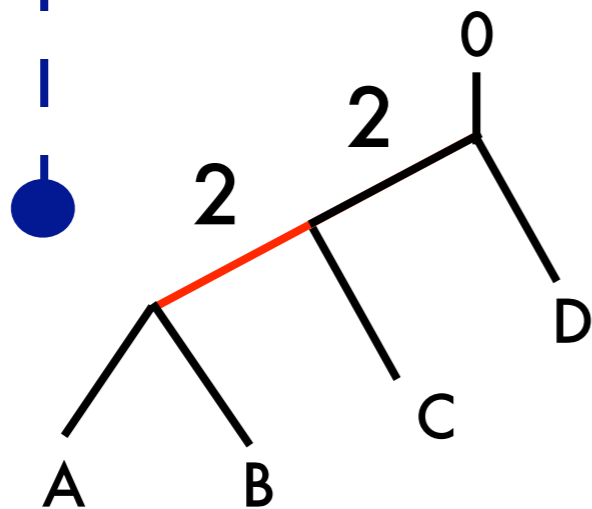
--- = geodesic



$d(T_1, T_2)$

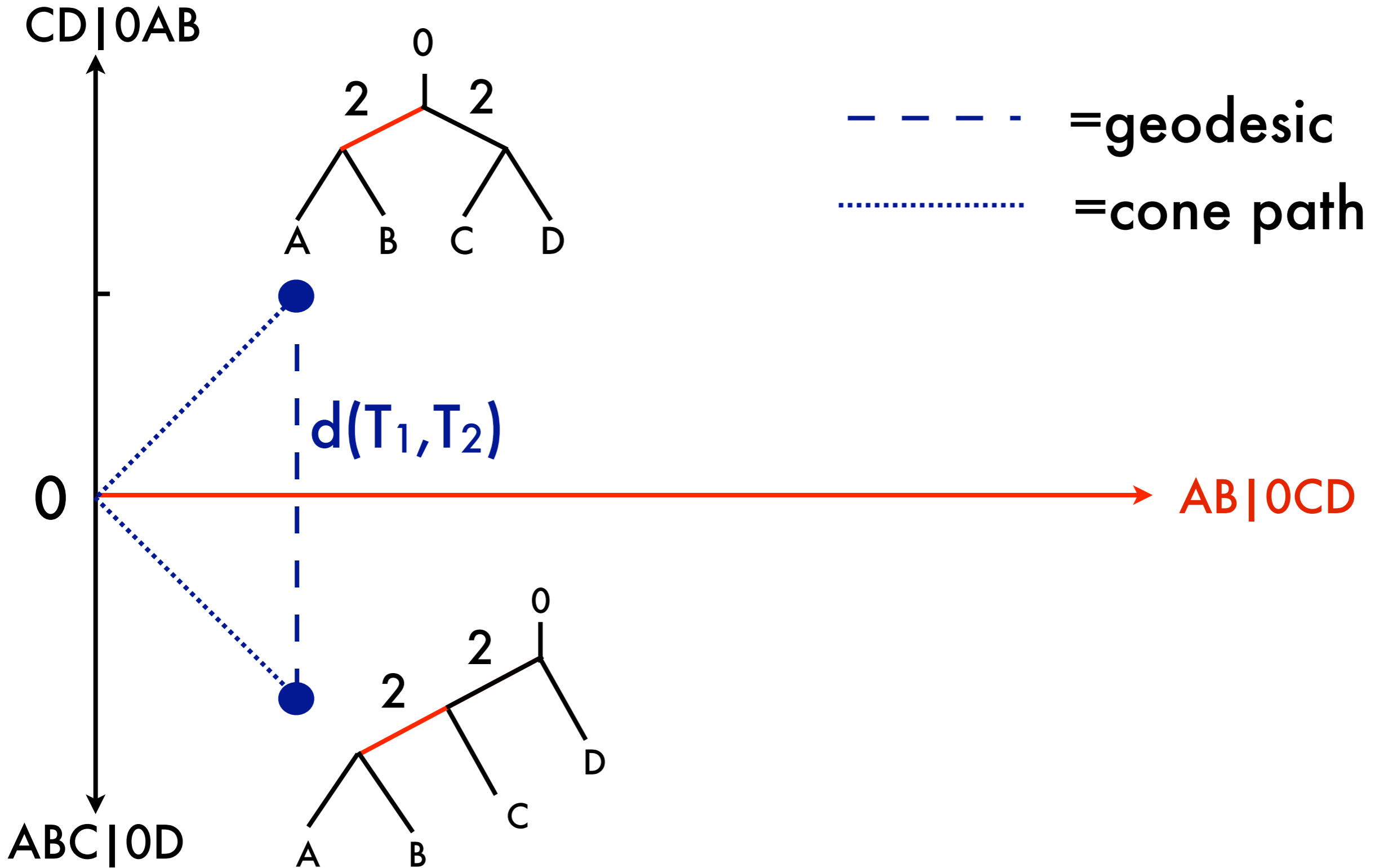
0

AB|0CD

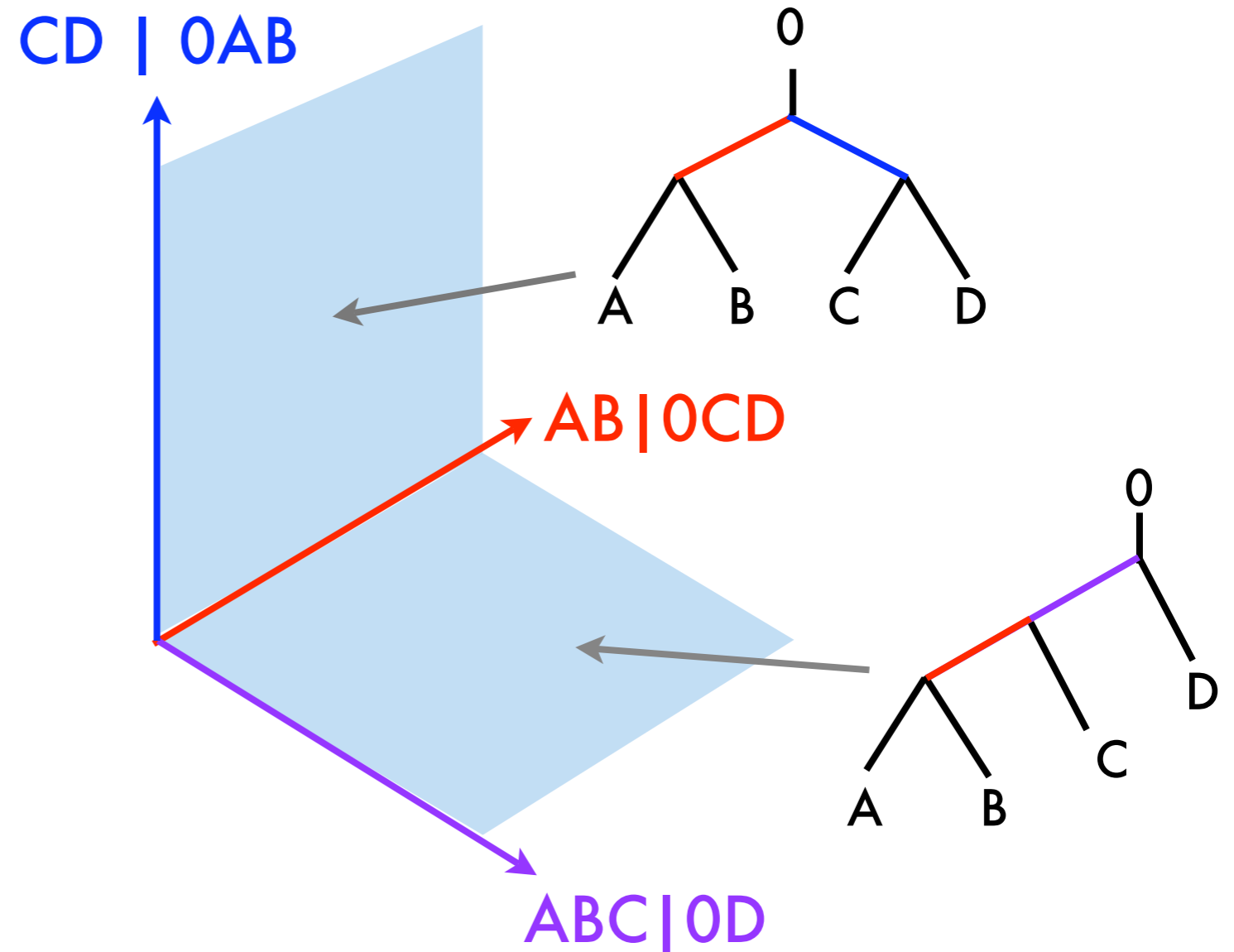


ABC|0D

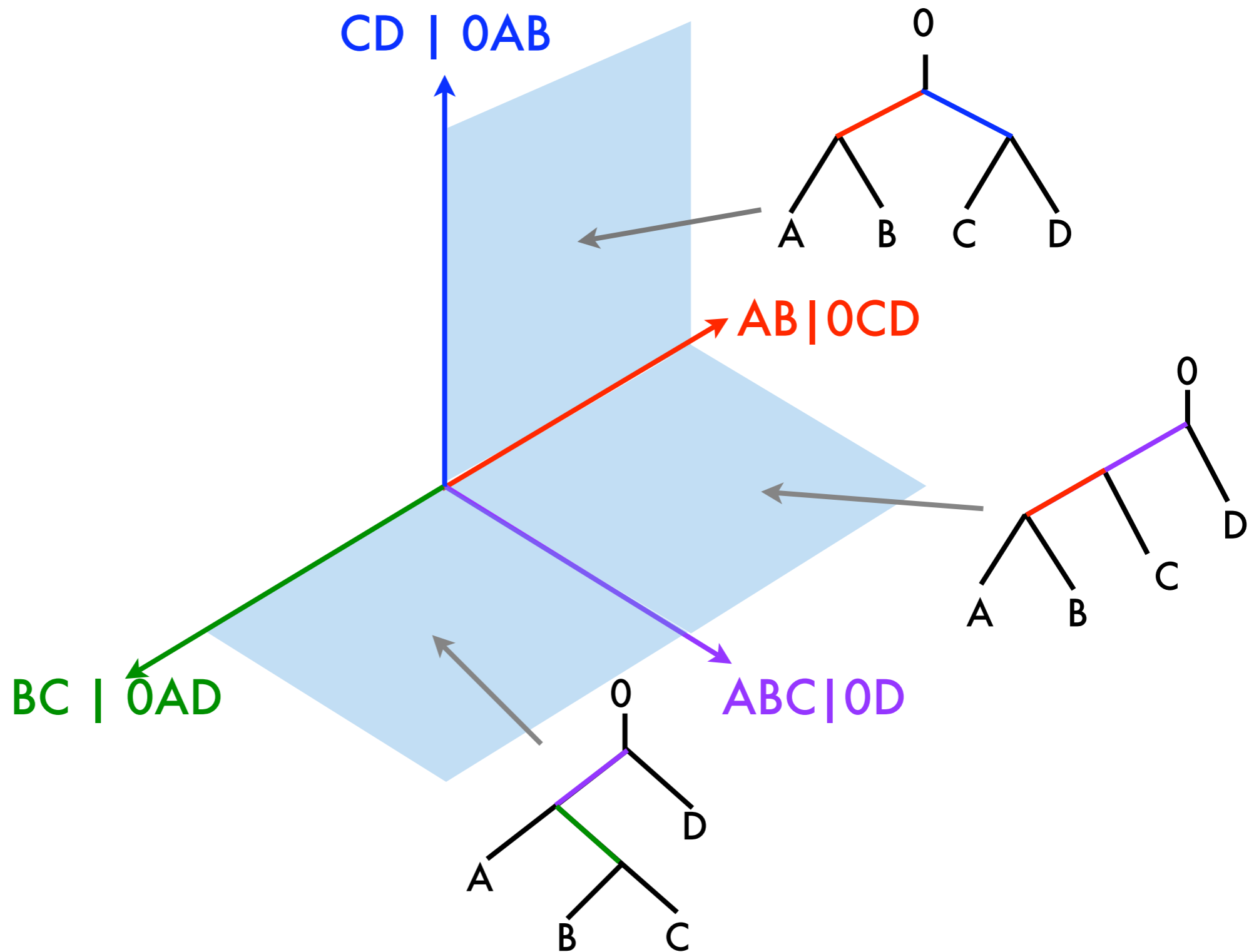
Orthants



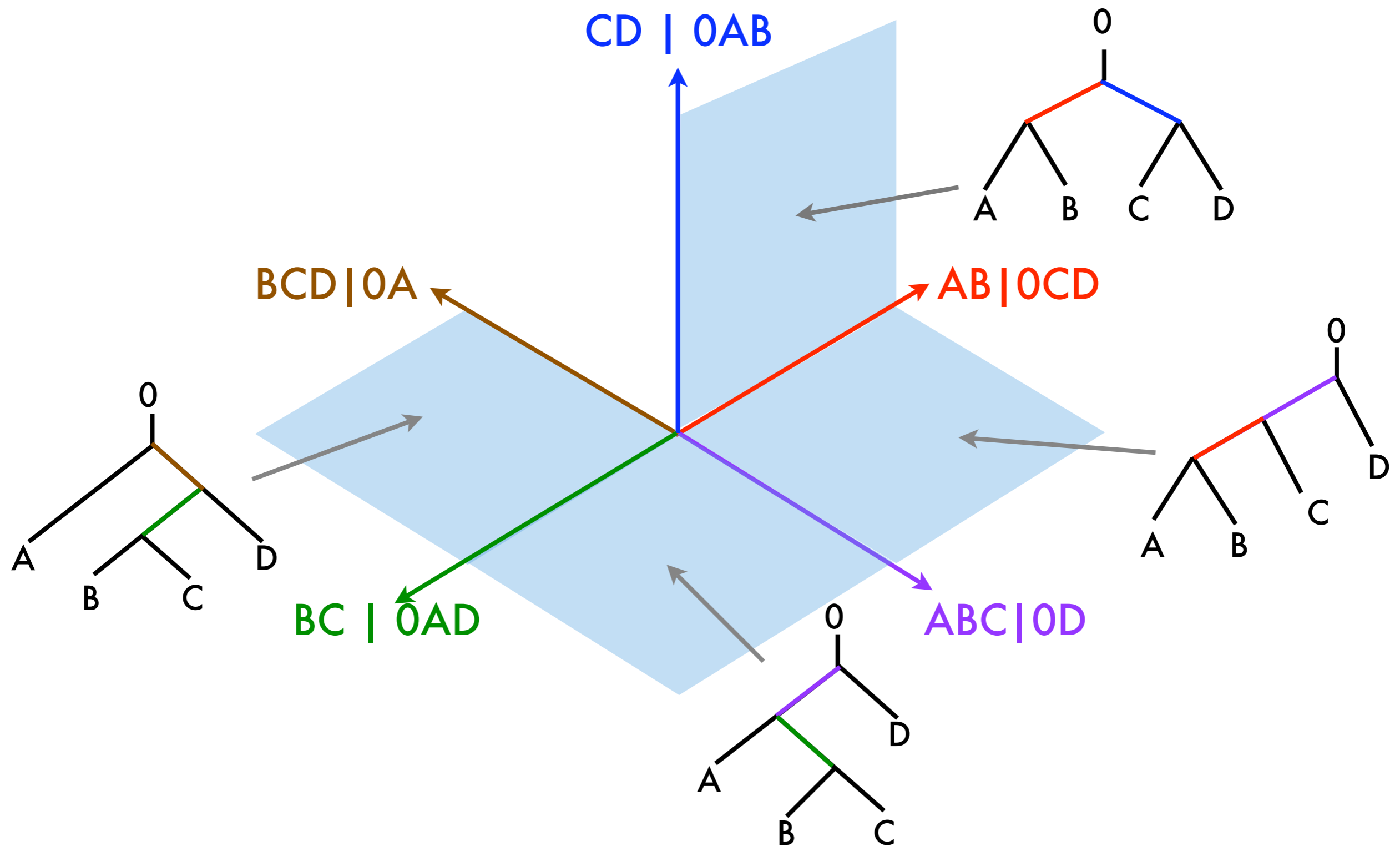
Structure of T_4



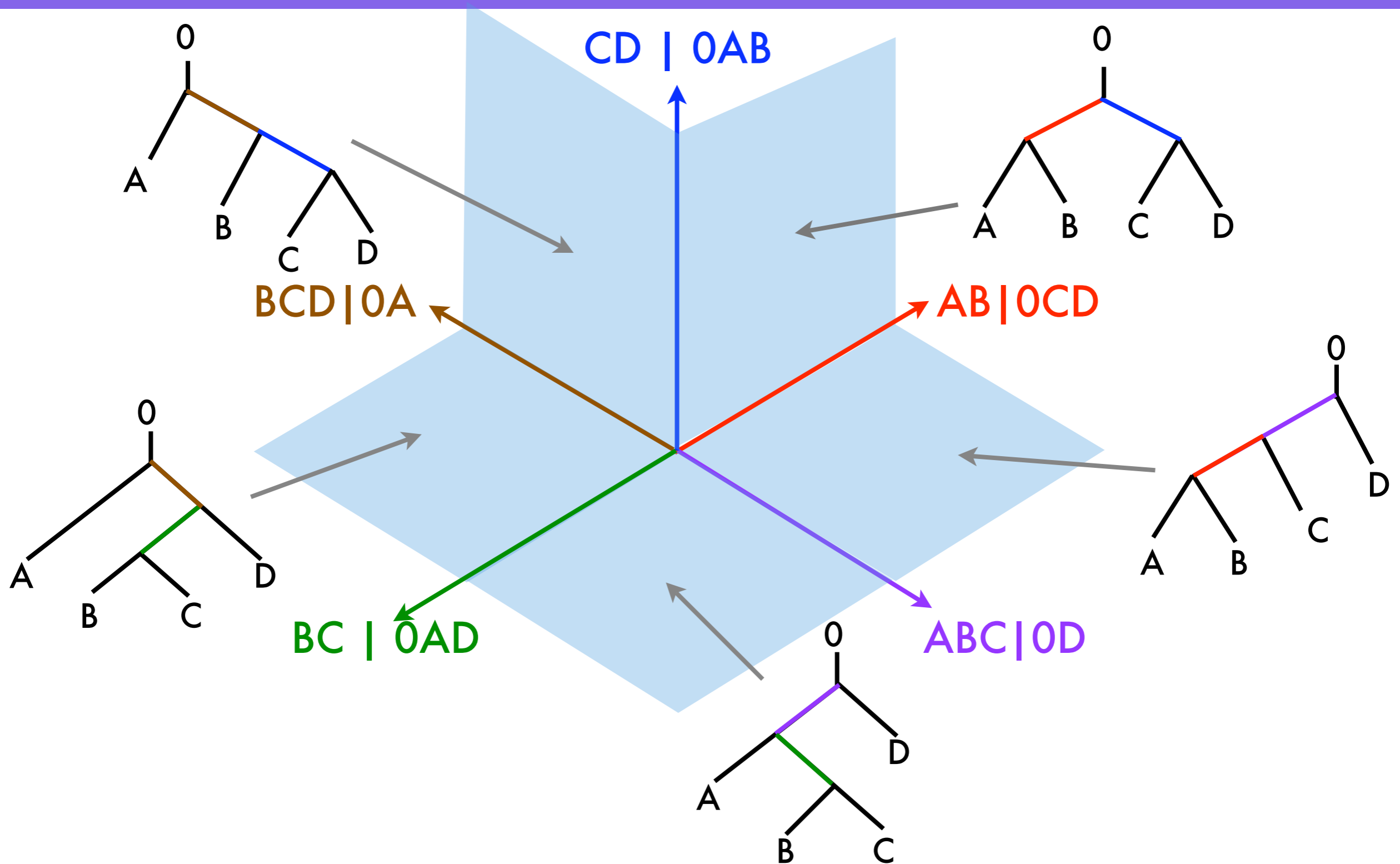
Structure of T_4



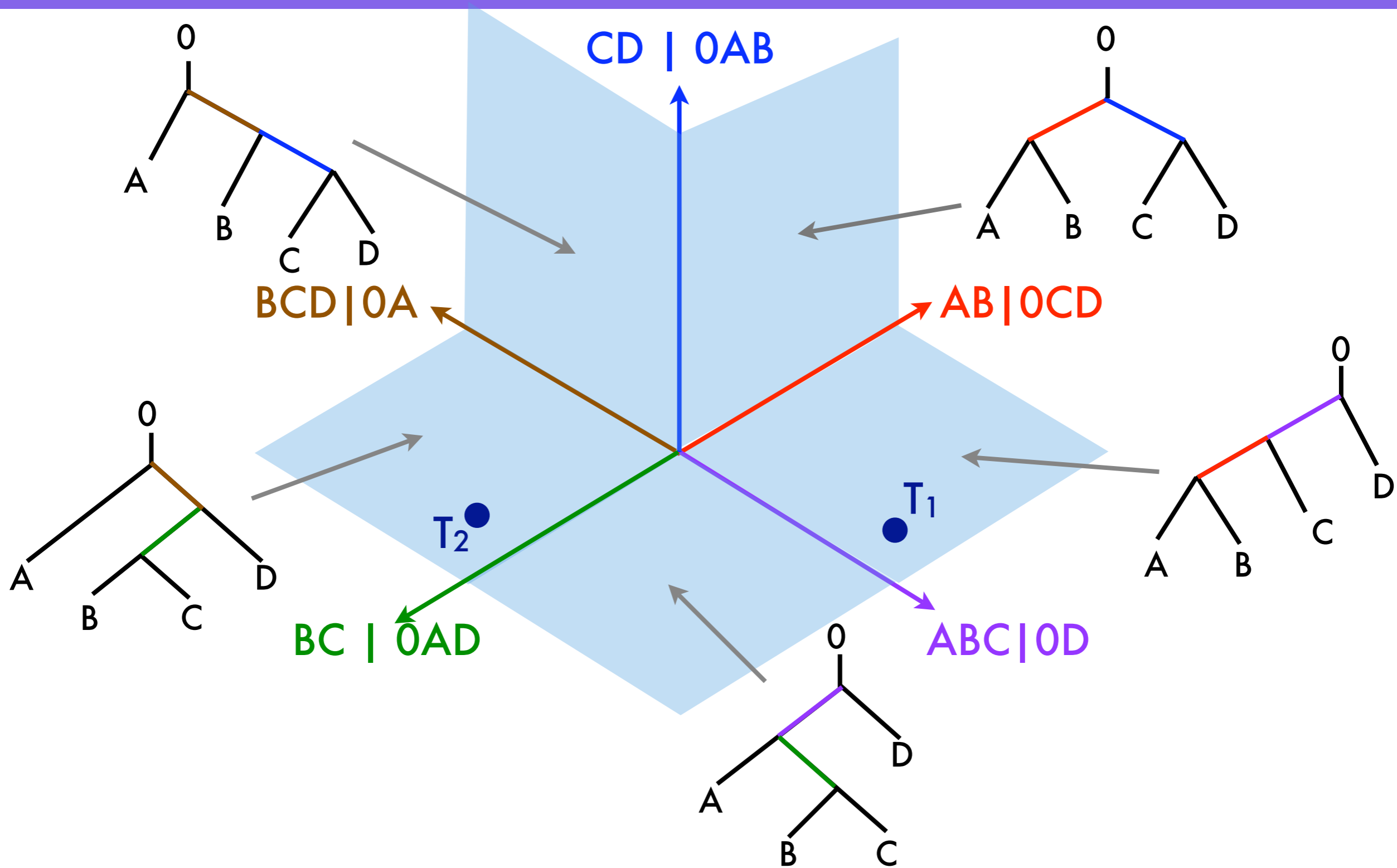
Structure of T_4



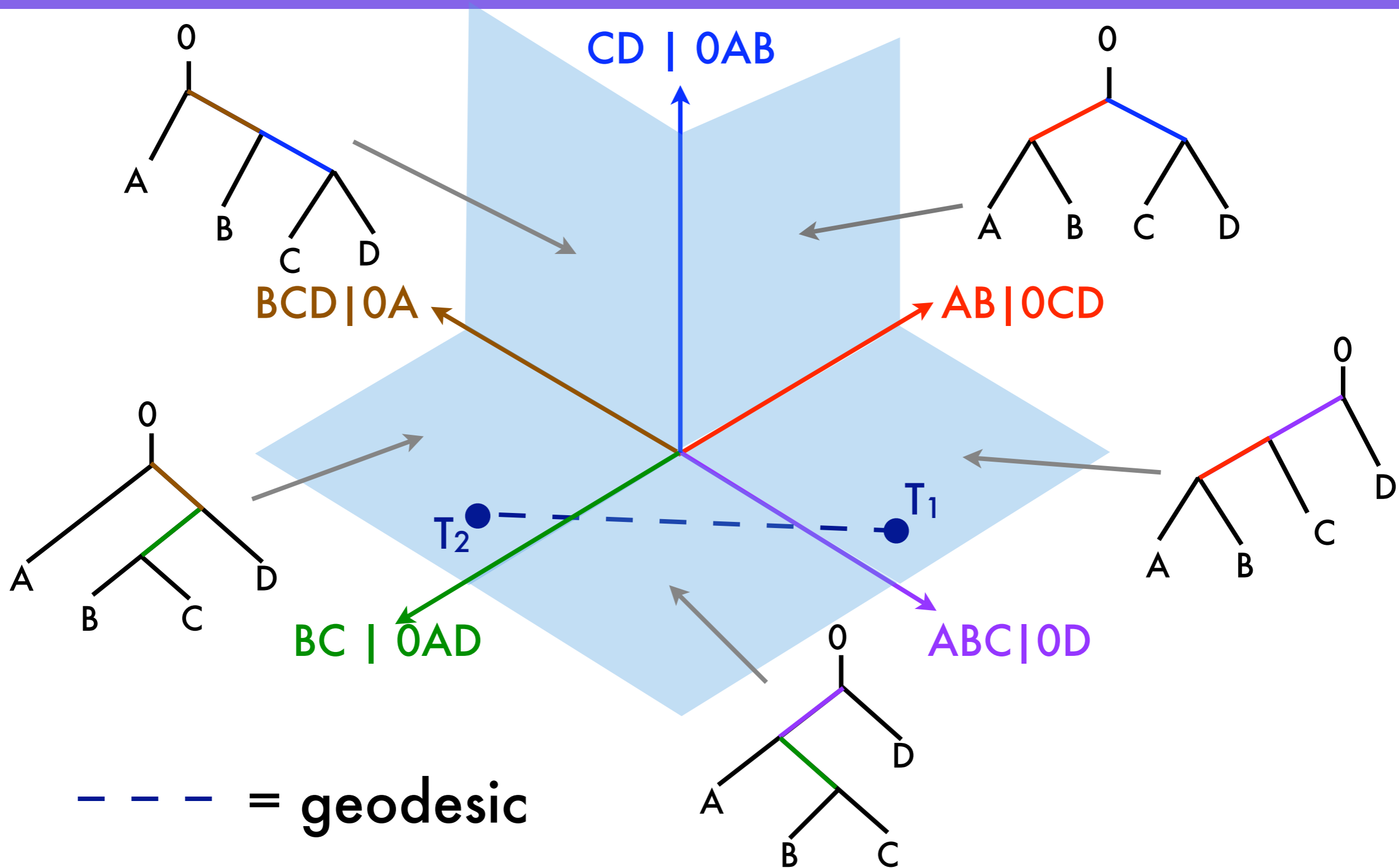
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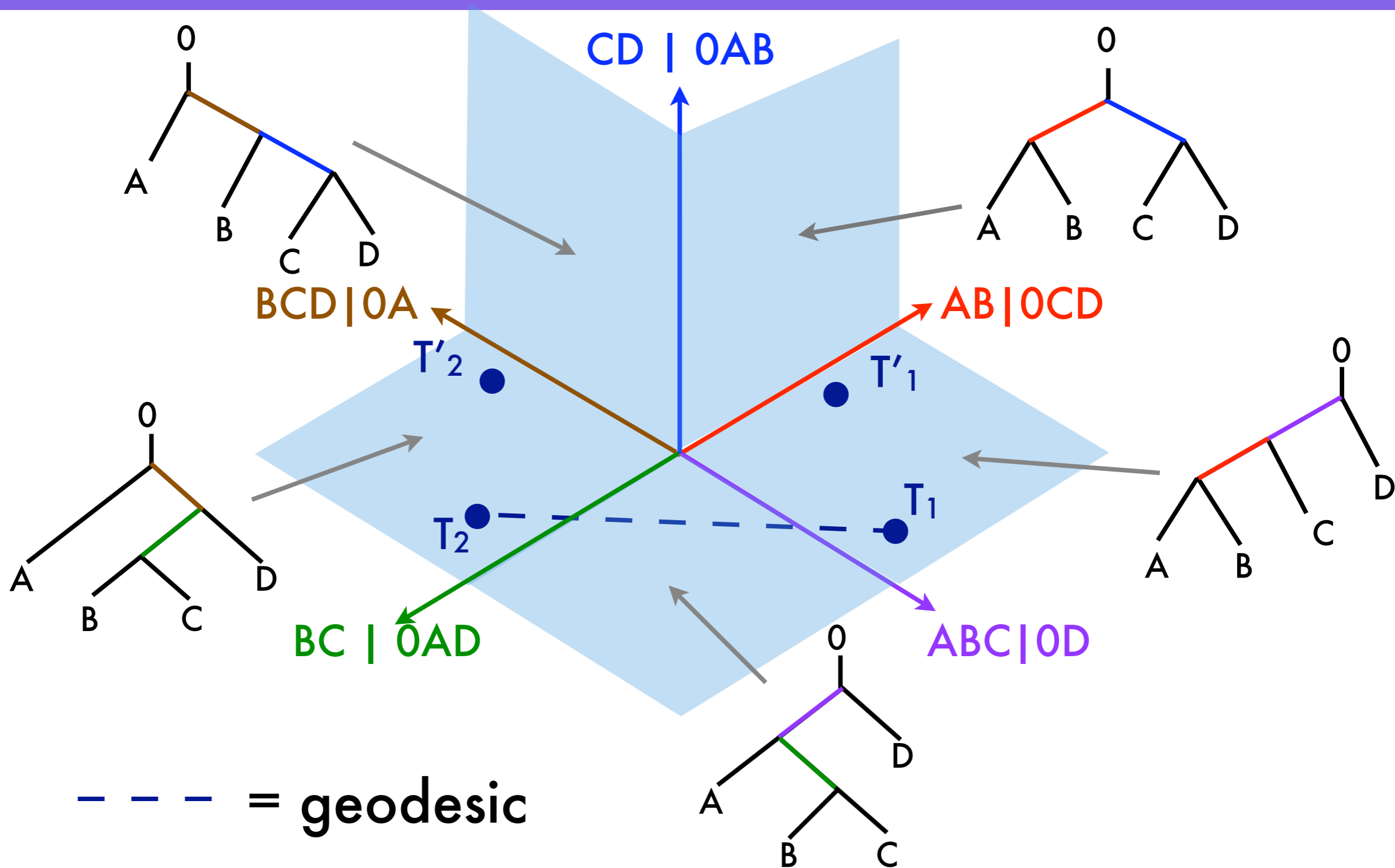
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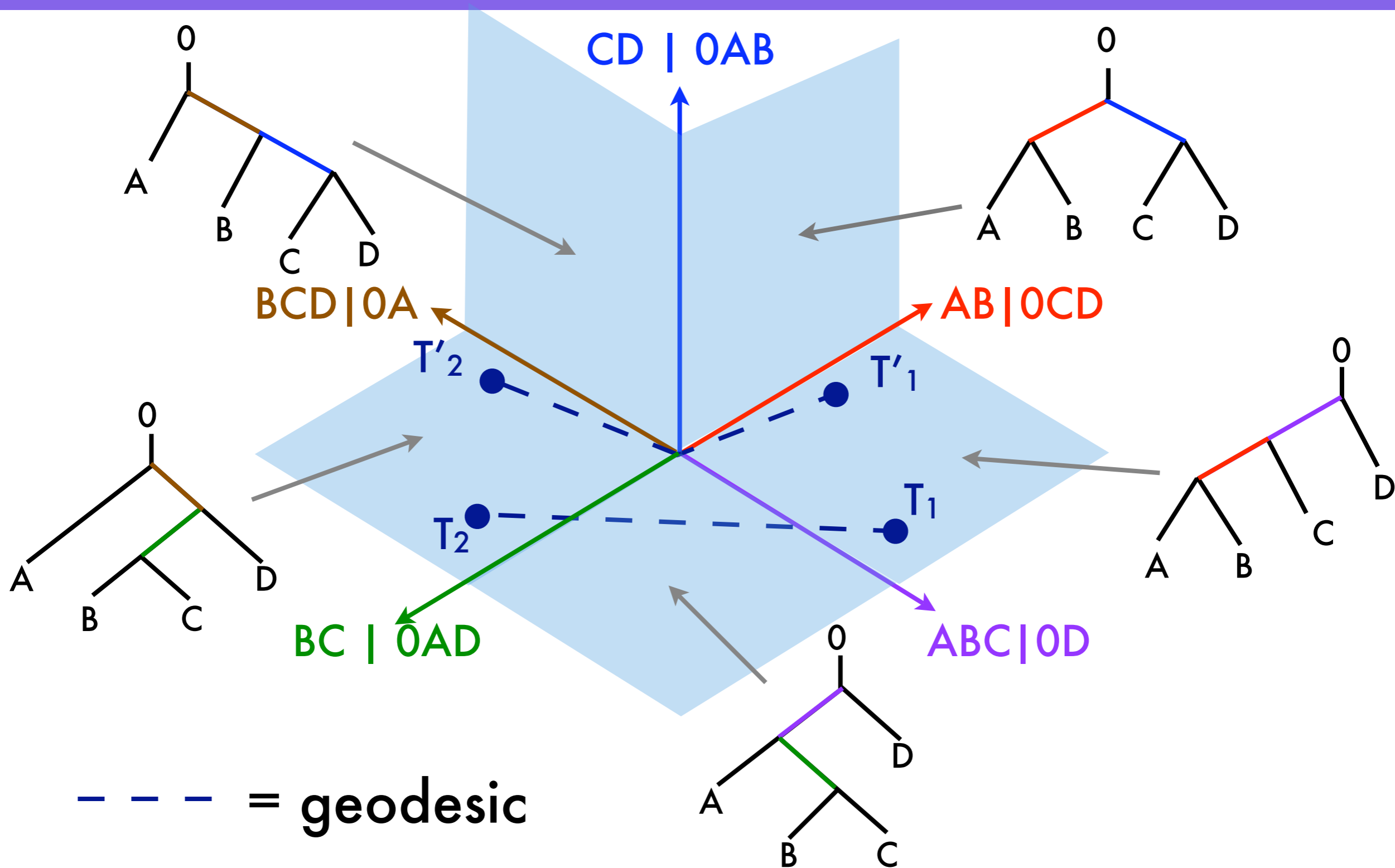
Structure of \mathbb{T}_4



Structure of \mathbb{T}_4



Structure of \mathbb{T}_4



T_n is CAT(0)

- CAT(0) space (non-positively curved)
 - ⇒ unique geodesic (shortest path between two points)
 - ⇒ well-defined mid-point tree
- **geodesic distance** = length of geodesic between two trees T_1 and T_2 , in
- computable in polynomial time $O(n^4)$ (Owen and Provan, 2010)

Average or Mean Trees

- **mean tree**

= center of mass of given set of trees

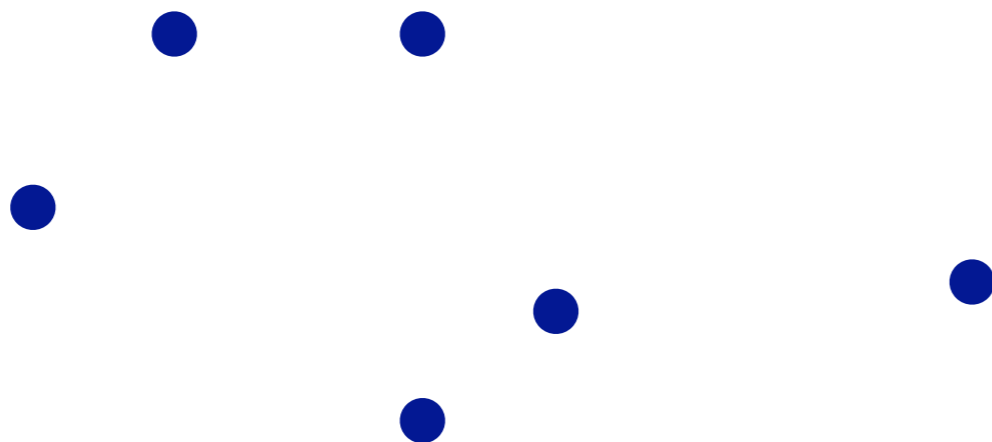
= tree T' minimizing sum of square geodesic distances from T' to each tree in a given set \mathcal{T}

$$\text{mean tree} = \underset{T'}{\operatorname{argmin}} \sum_{T \in \mathcal{T}} d(T, T')^2$$

Mean Trees

Theorem (Sturm, 2003): the following algorithm converges to the mean tree:

- $m_0 = T_1$
- i^{th} iteration:
 - randomly choose tree T_i from given set
 - $m_i = \frac{1}{i+1}$ (geodesic from m_{i-1} to T_i)

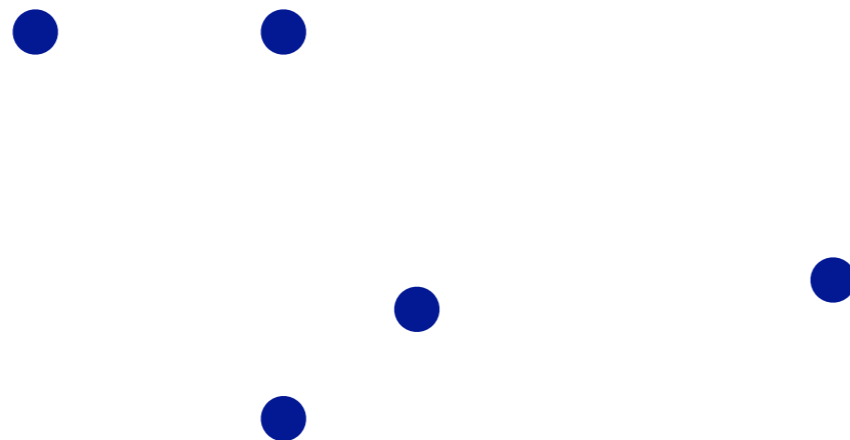


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$m_0 = T_1$ ●



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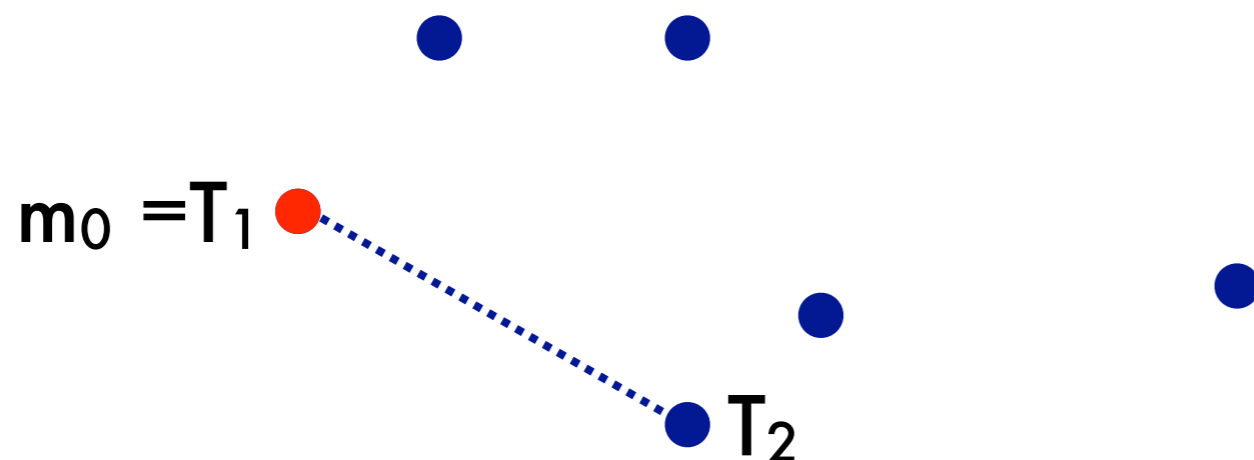
● T_2



Mean Trees

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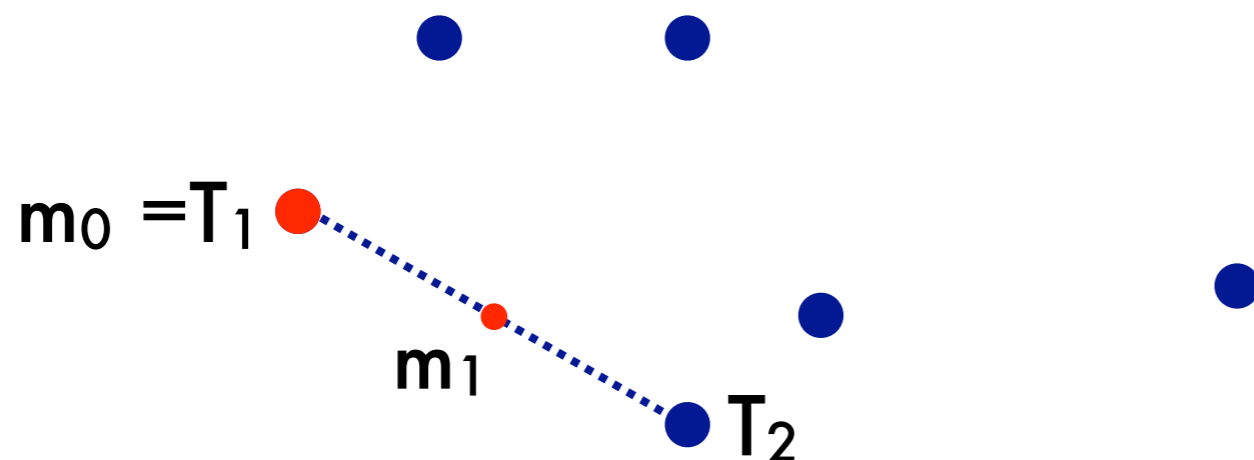
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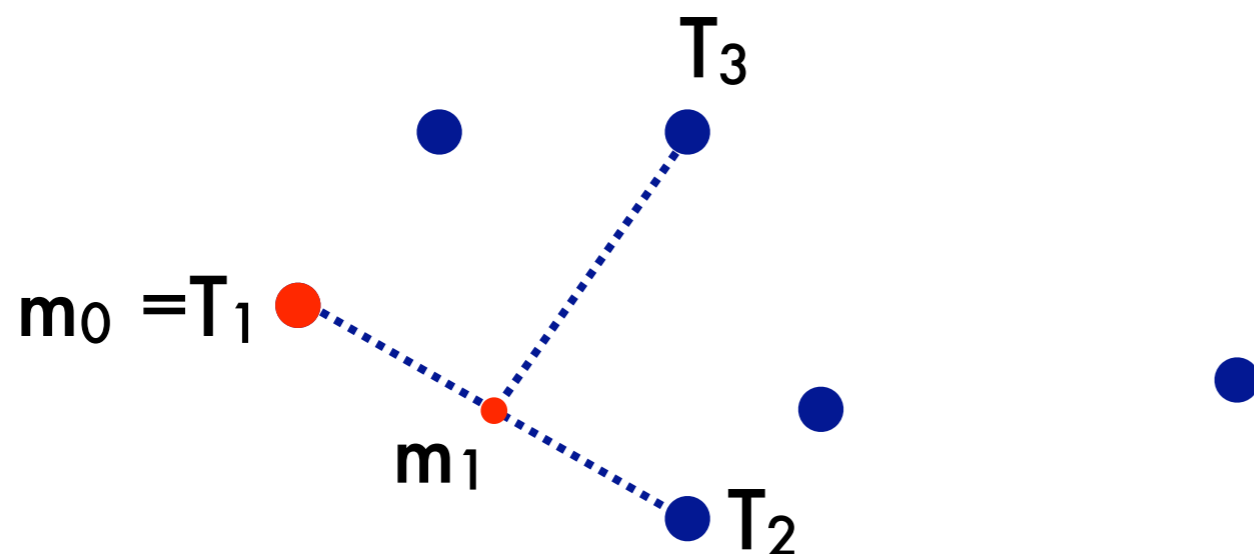
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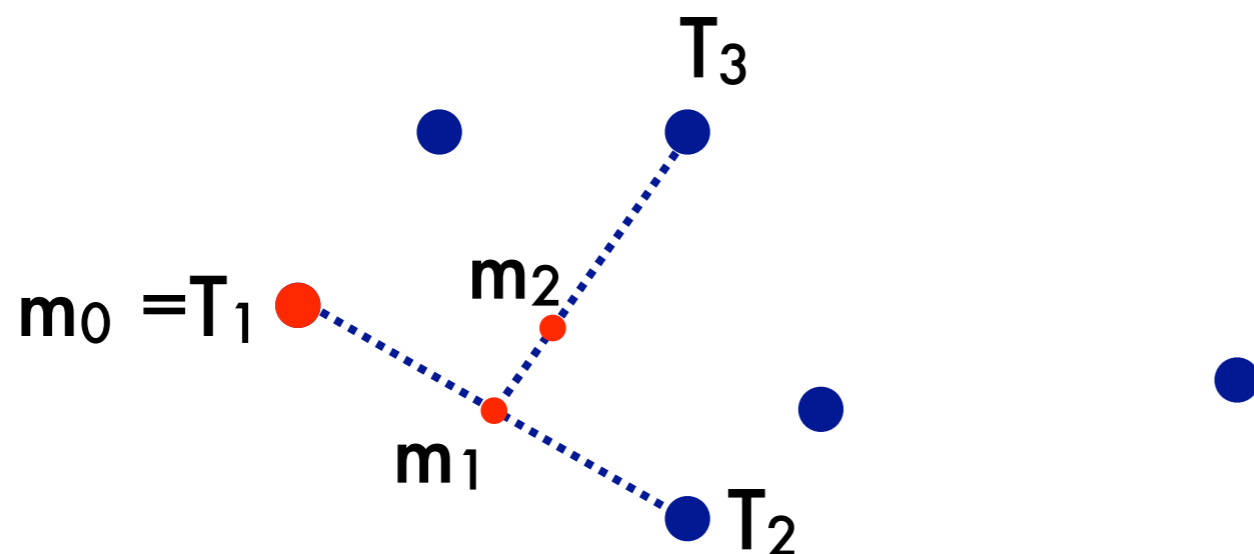
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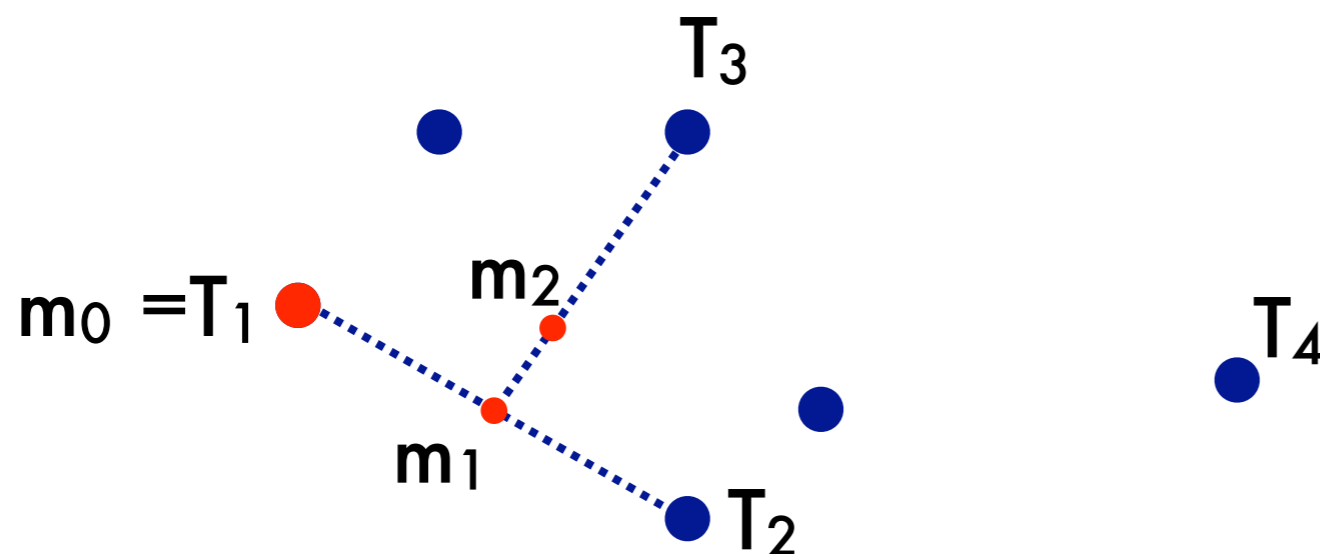
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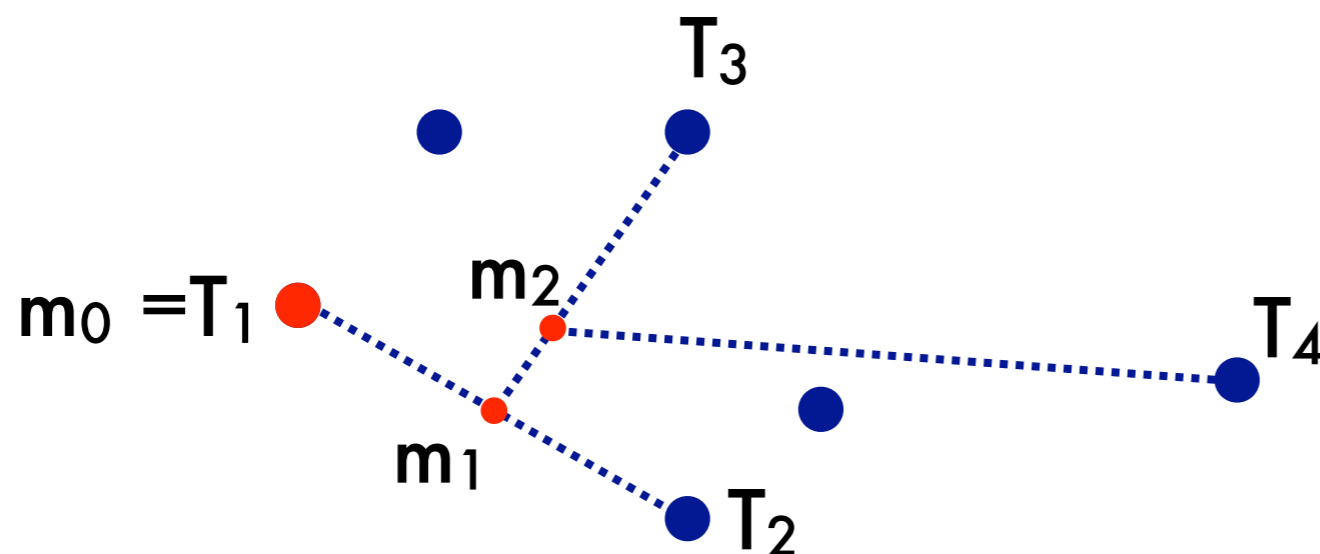
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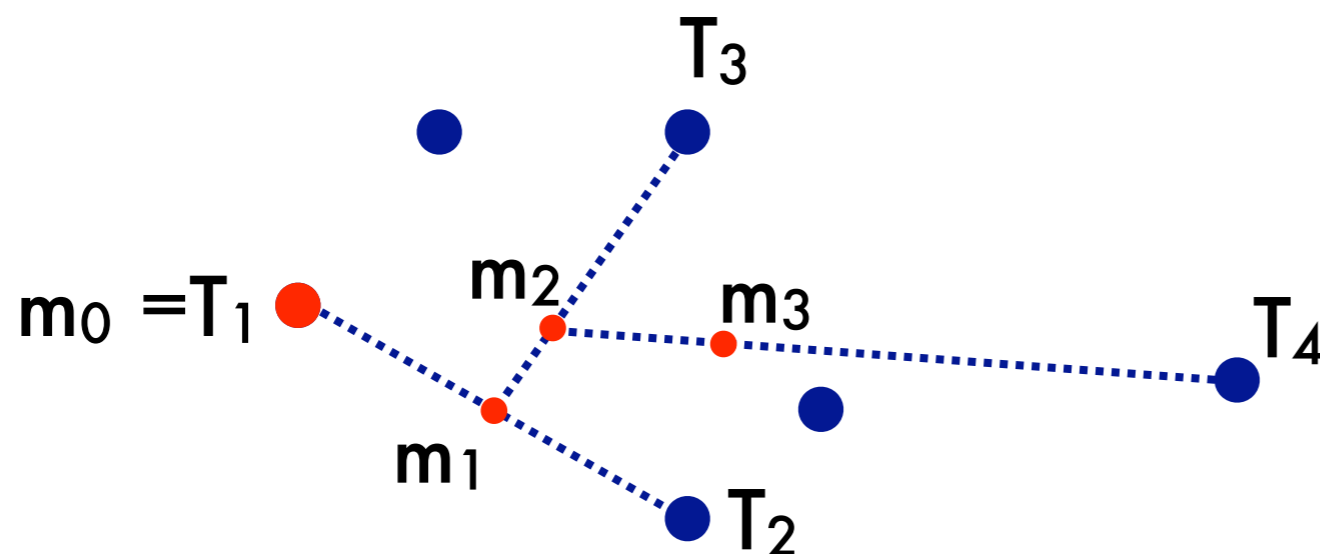
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Mean Trees

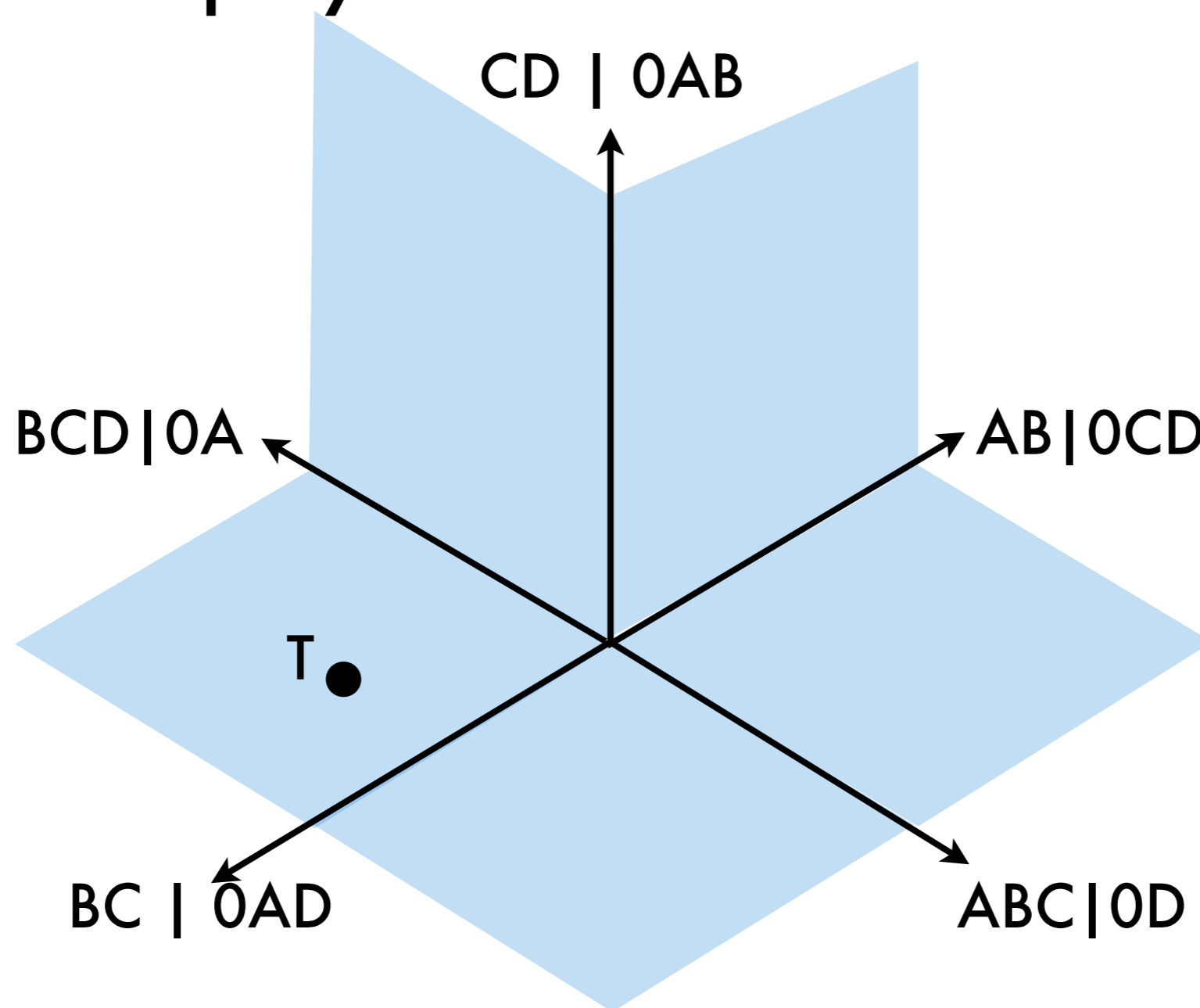
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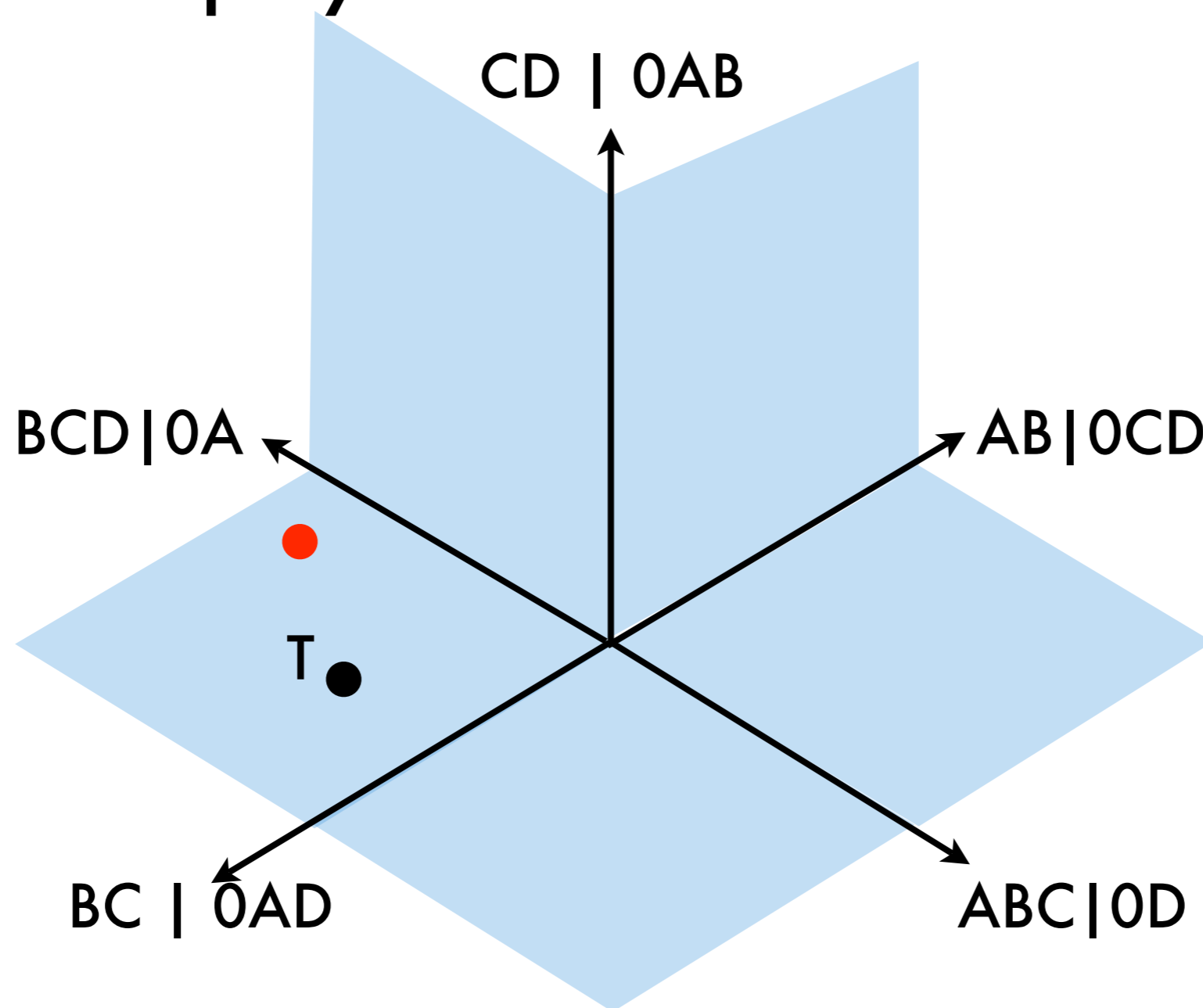
Mean Trees

- combinatorial type of geodesic to a fixed tree T induces a polyhedral subdivision on tree space



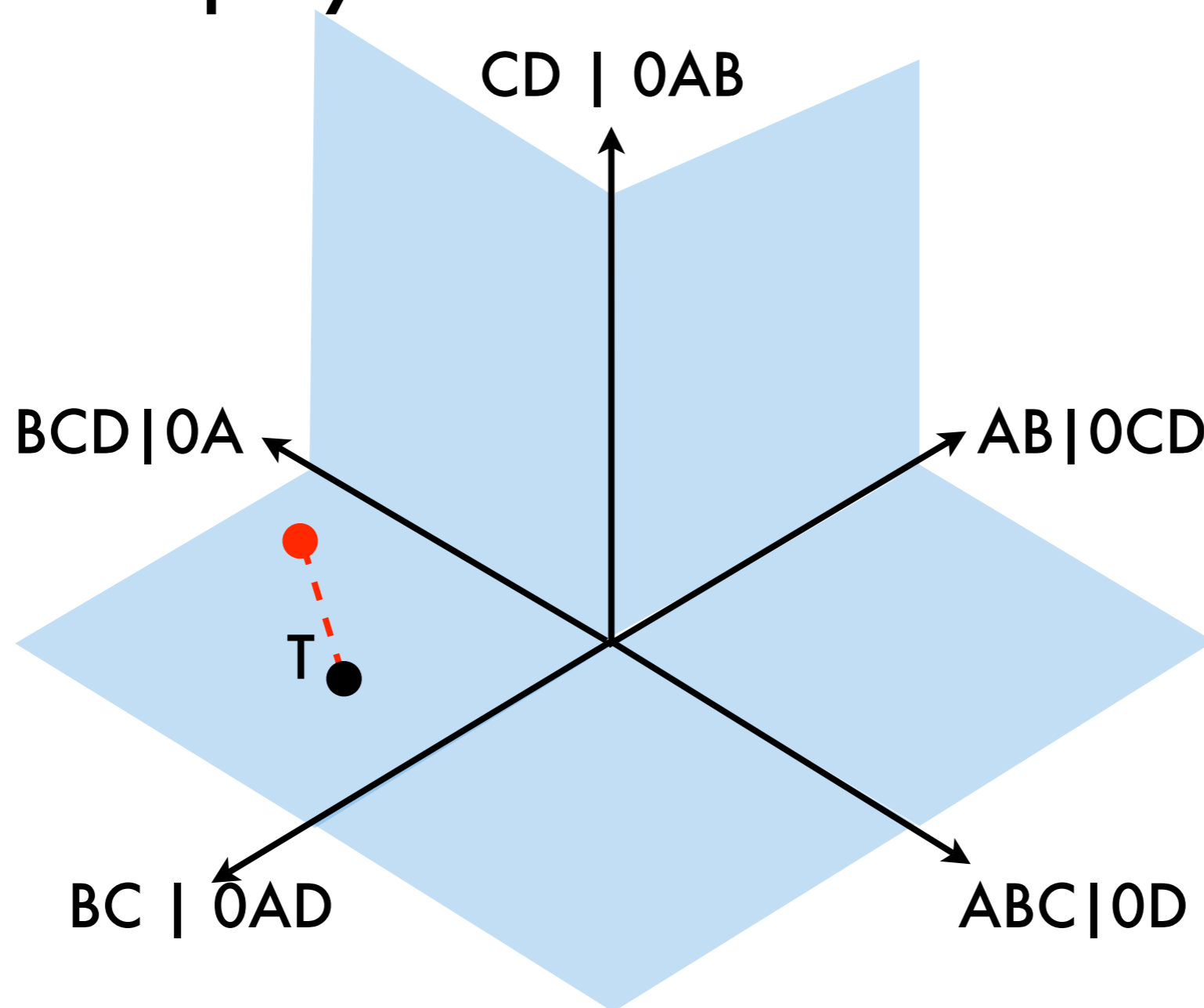
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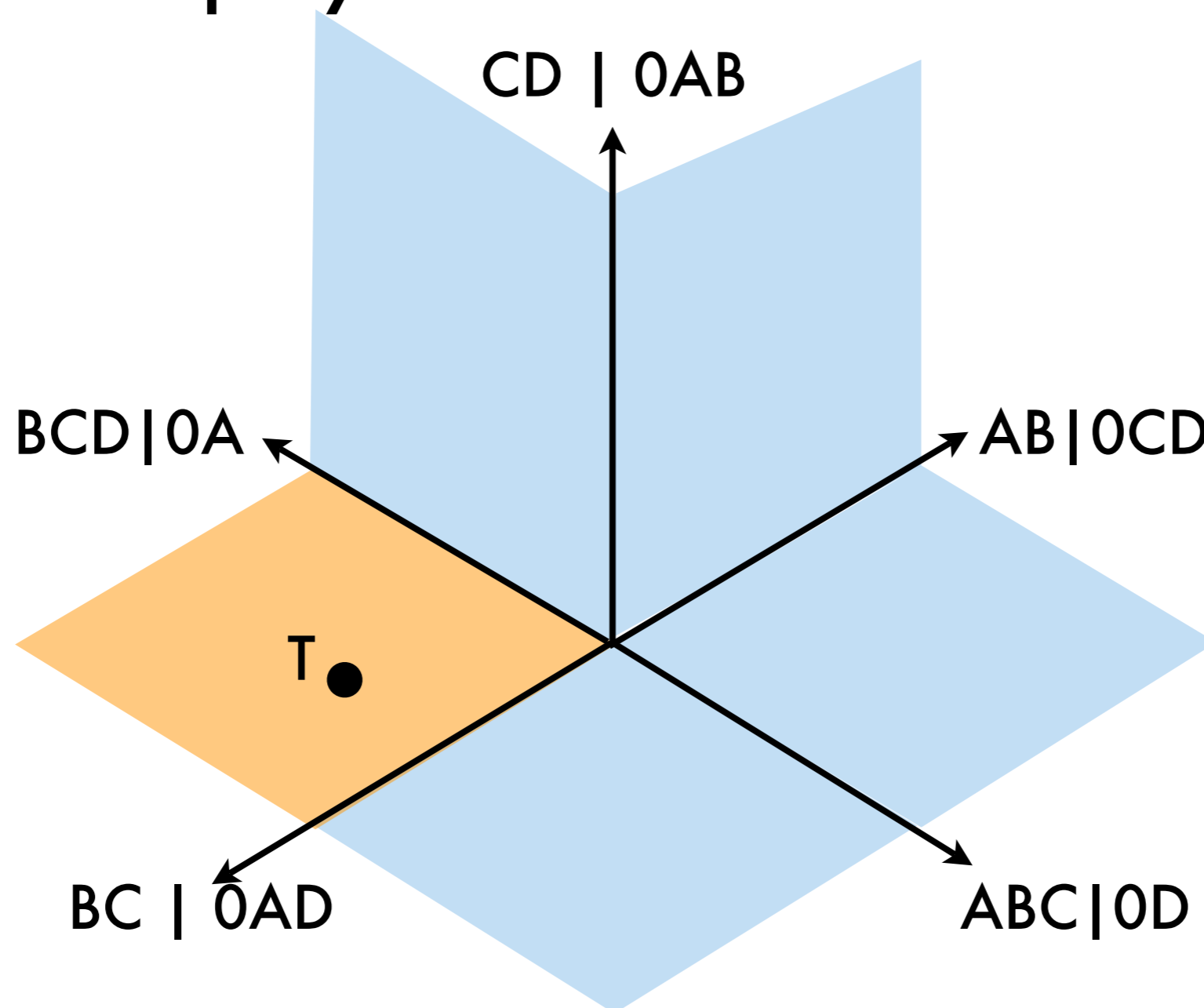
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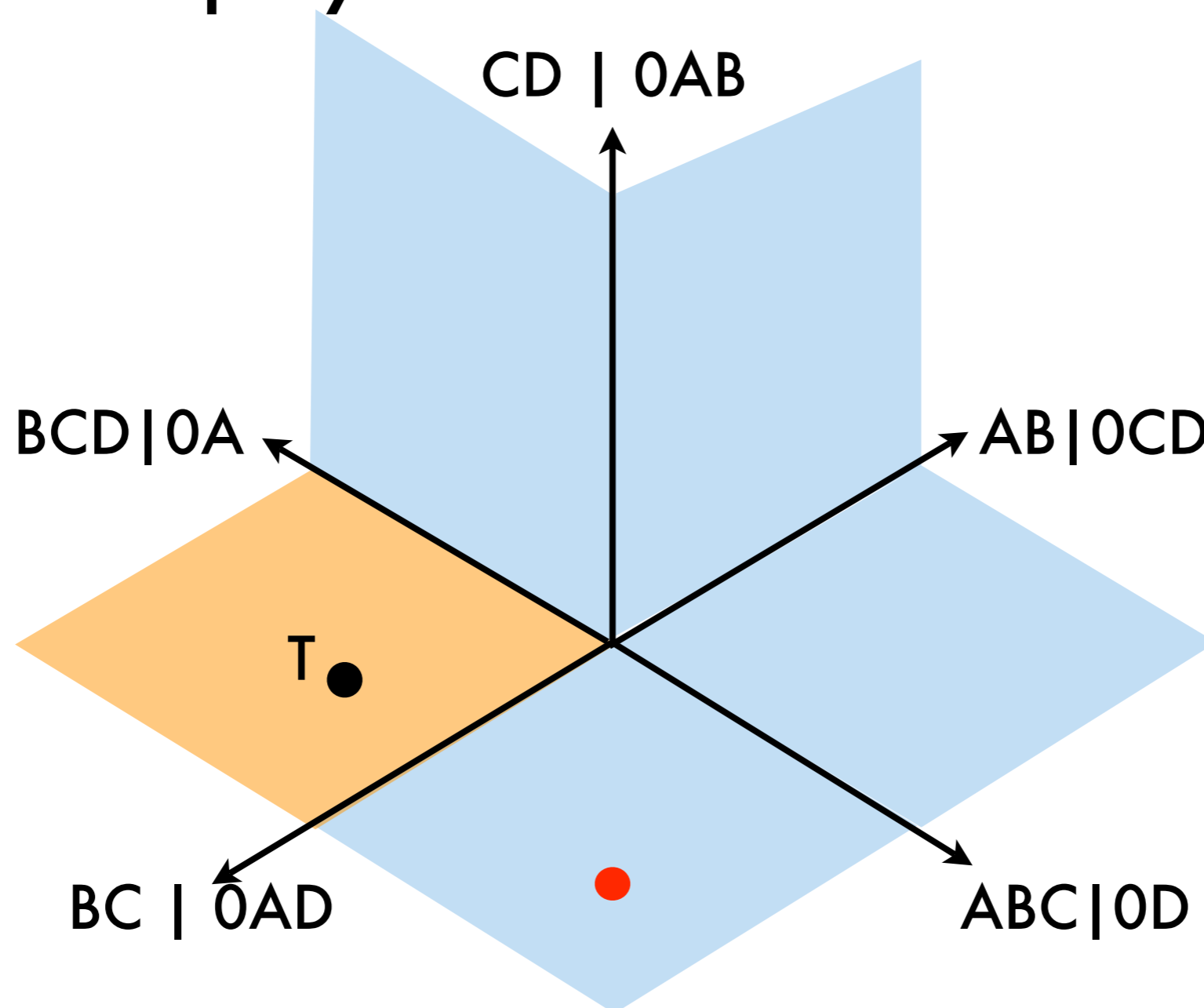
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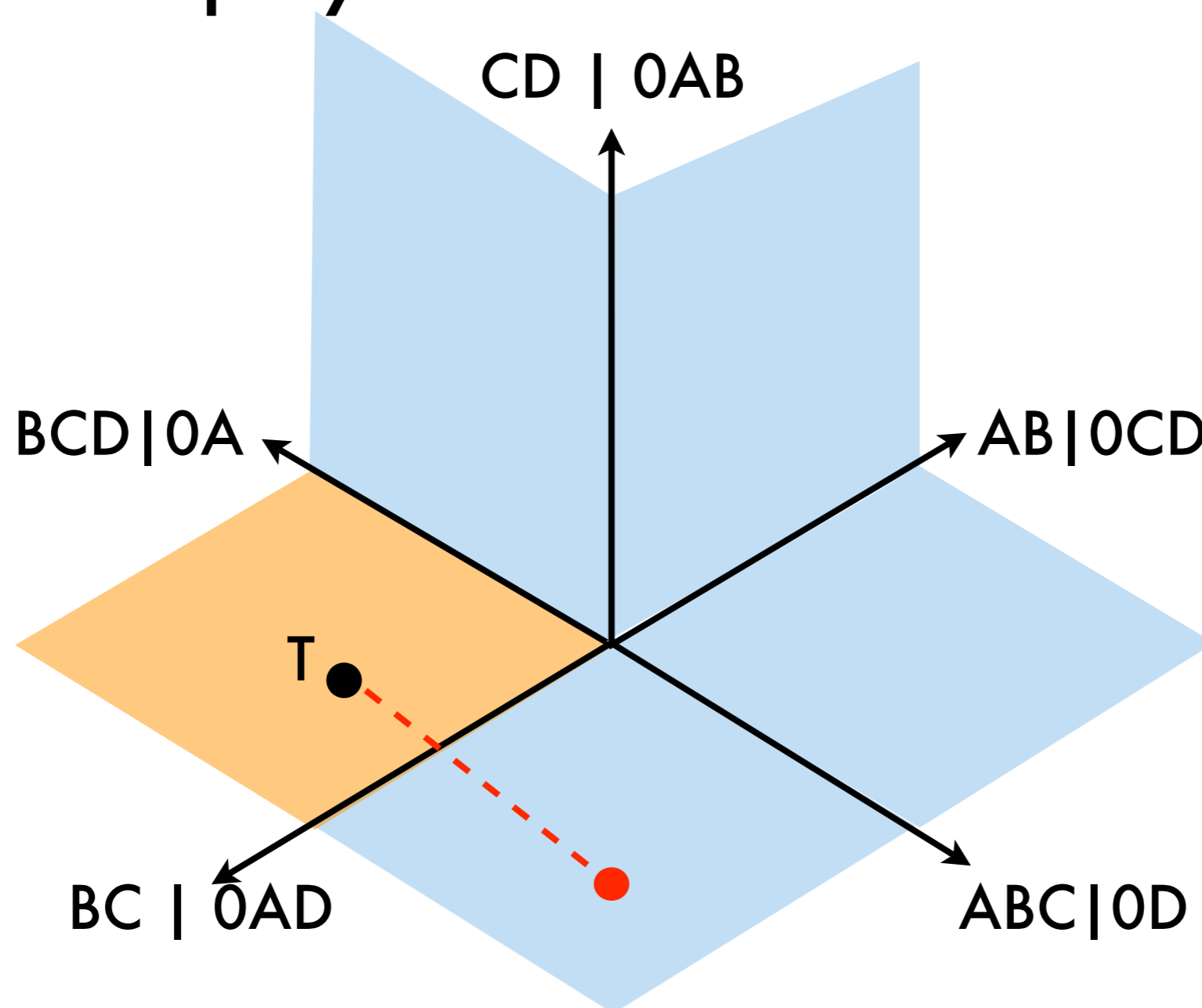
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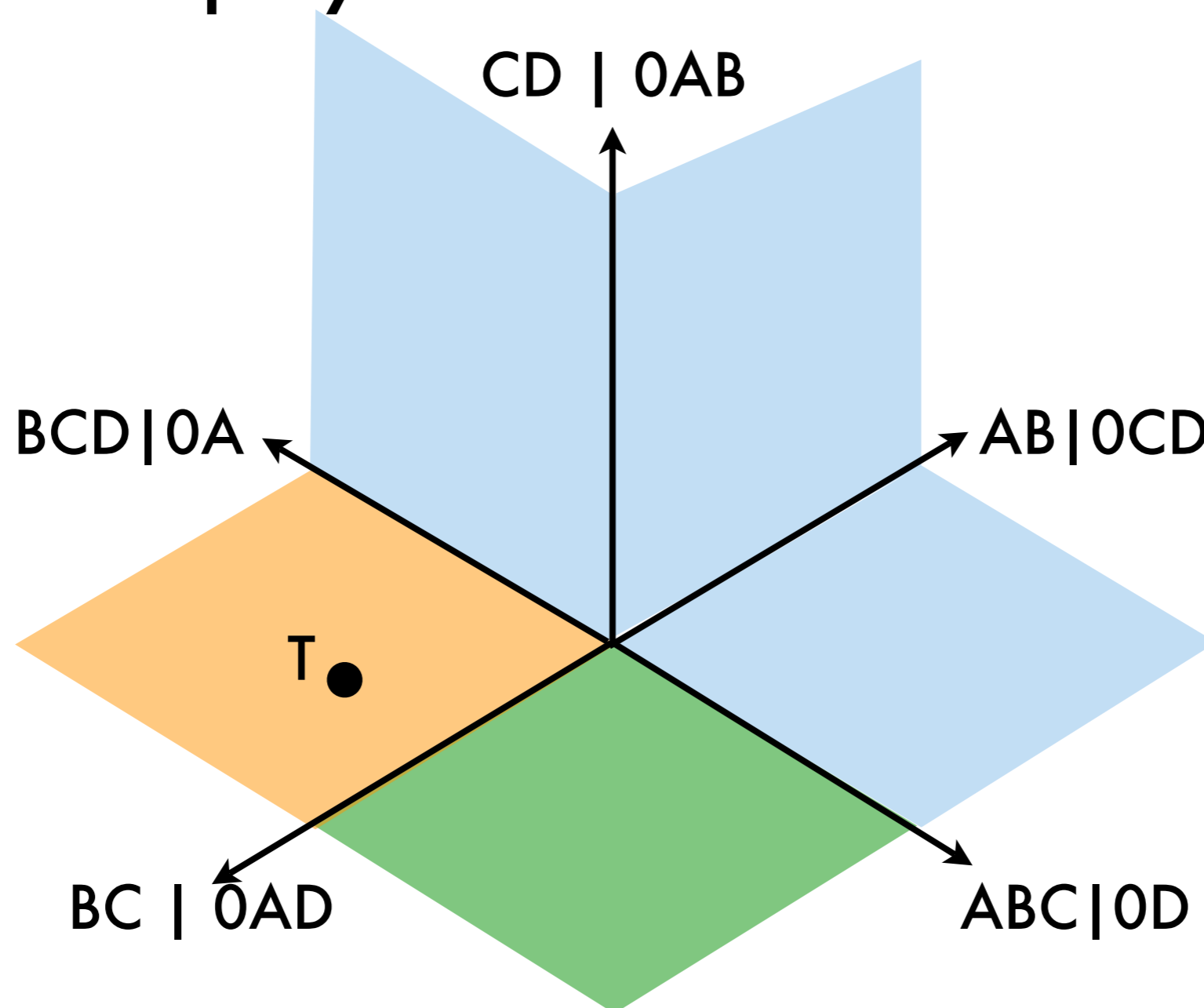
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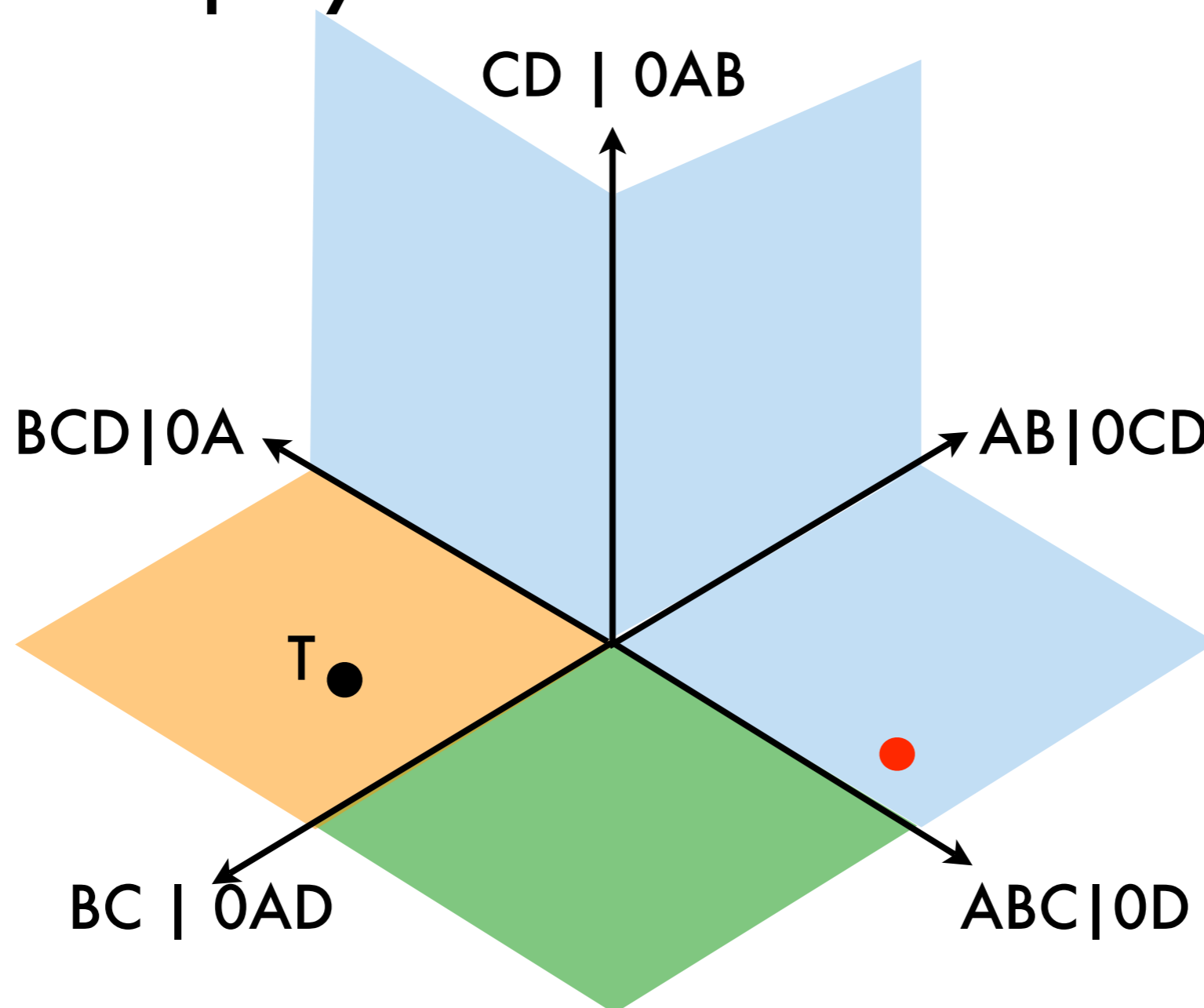
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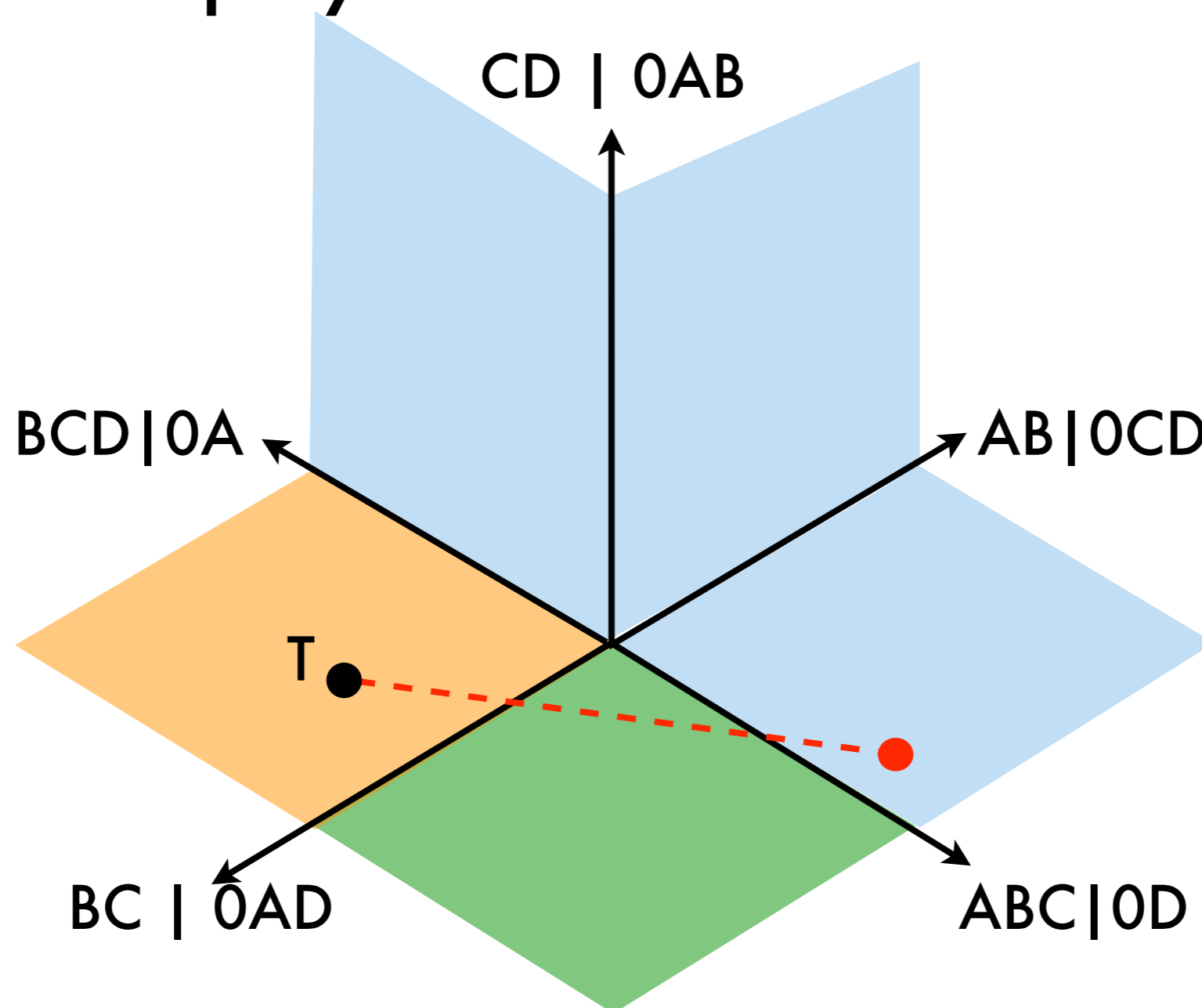
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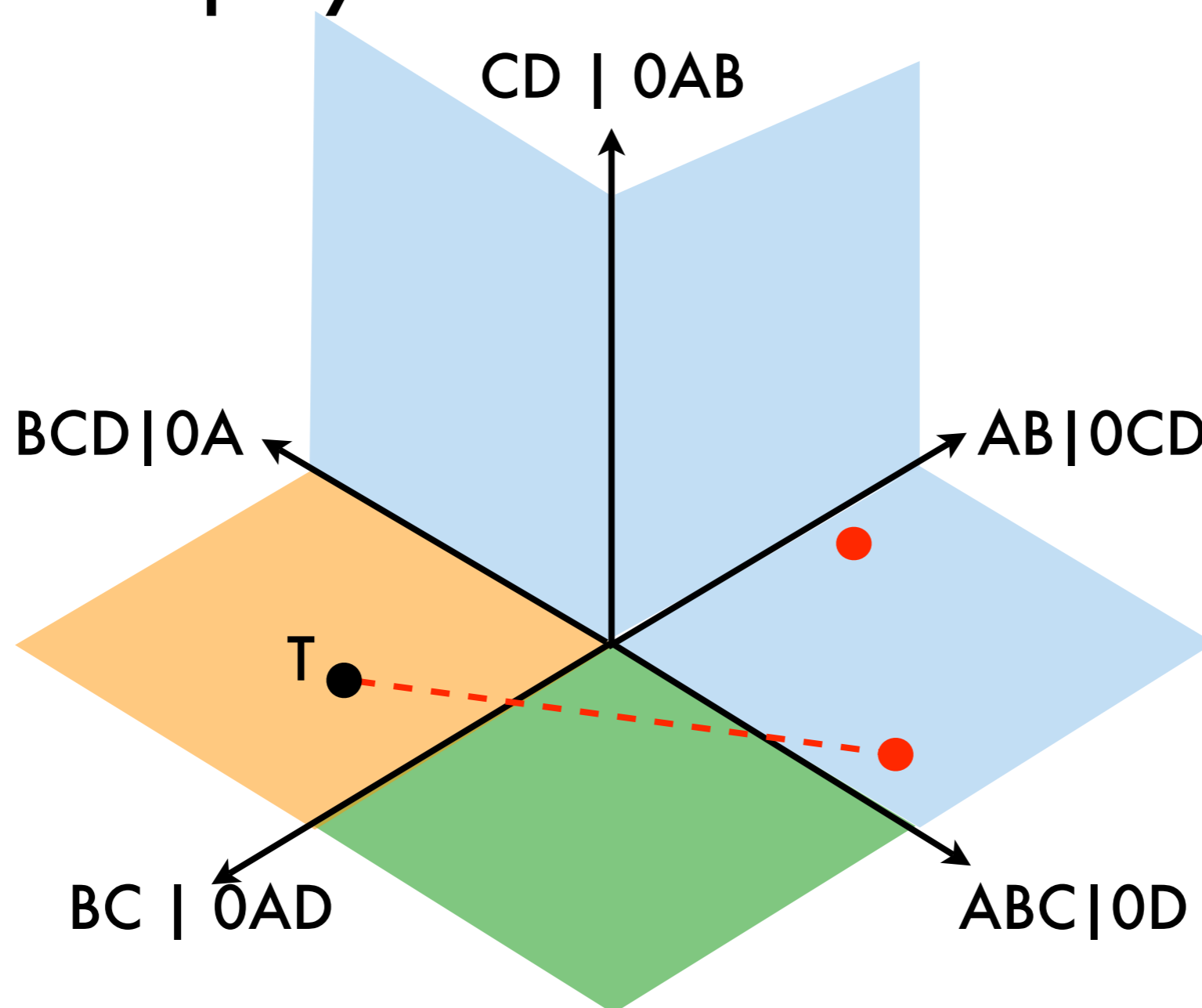
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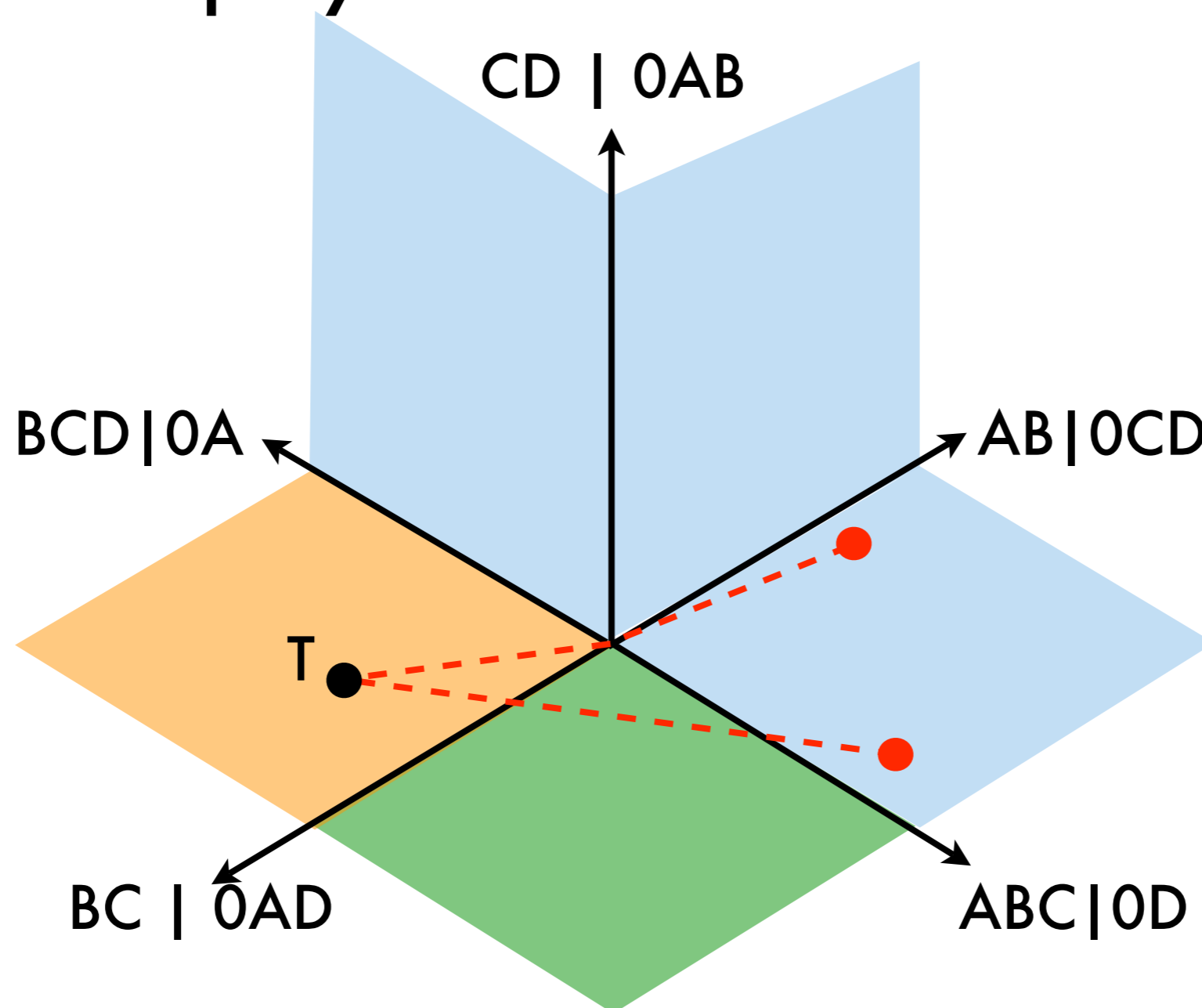
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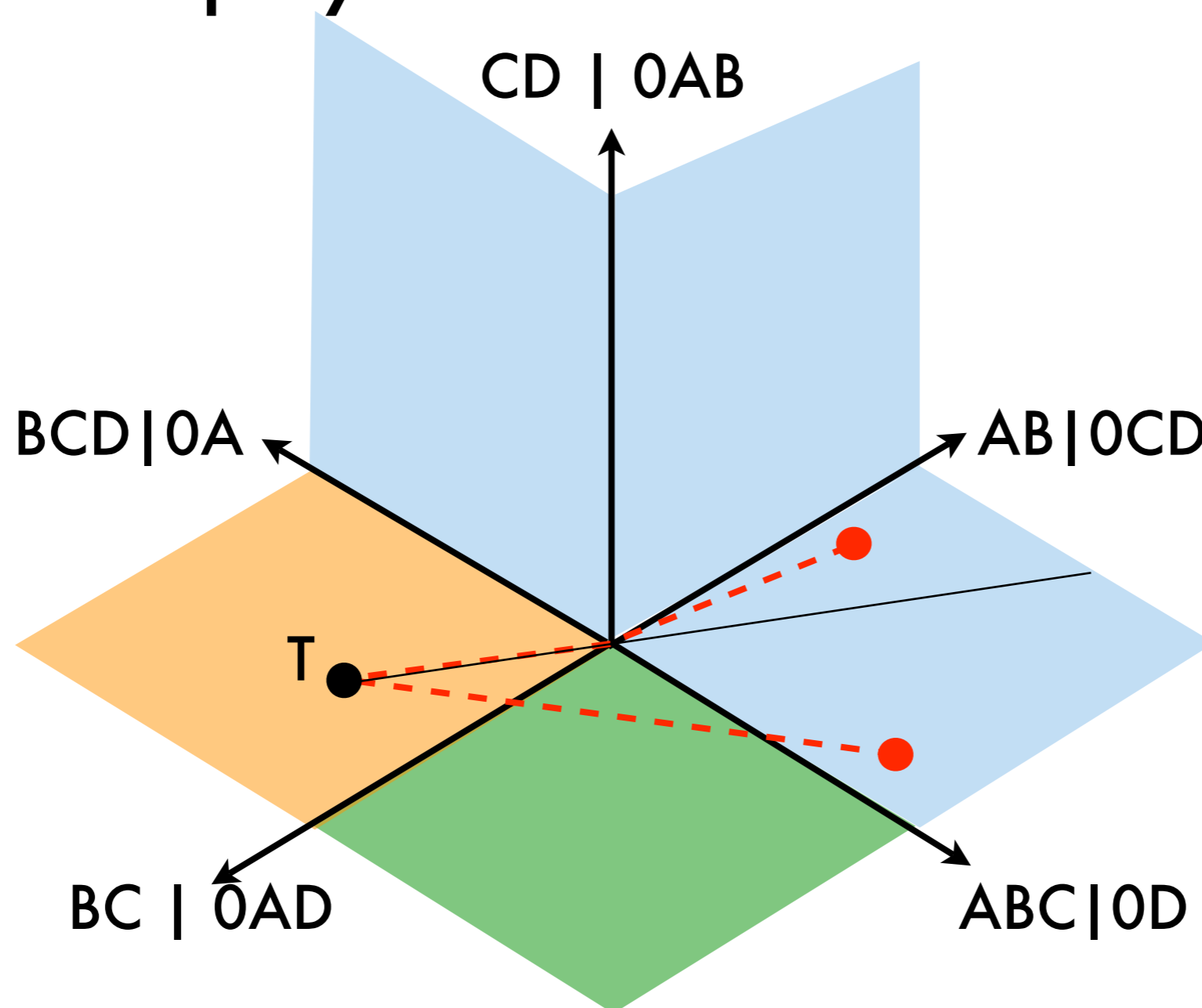
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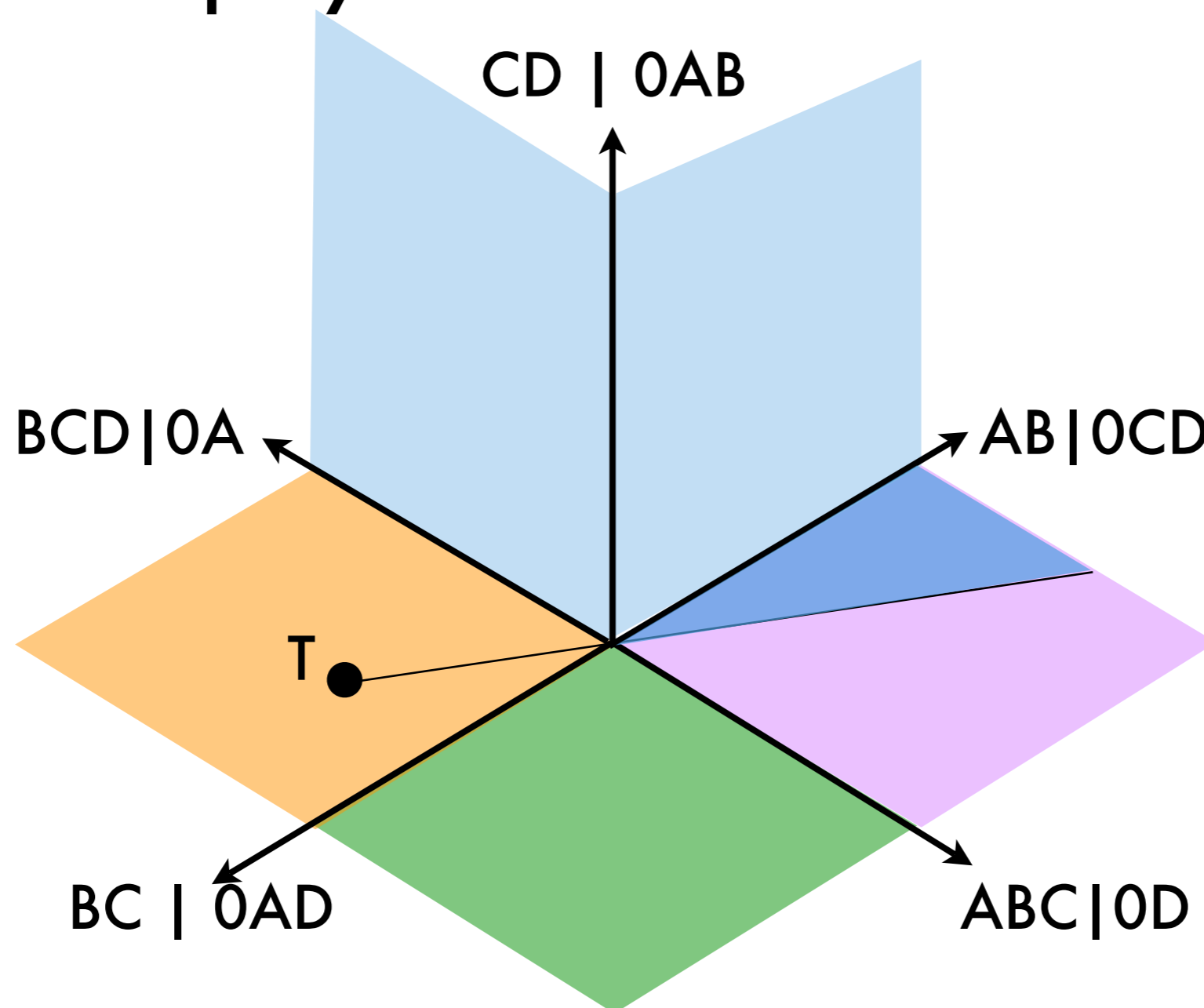
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Mean Trees

- combinatorial type of the geodesic to a fixed tree T induces a polyhedral subdivision on tree space
- use non-linear optimization to improve Sturm's algorithm:
 - once in correct polyhedral subdivision, gradient descent method will give minimum

Current and Future Work

- **determine convergence of algorithm**
- **grouping similar trees using Principal Component Analysis**
- **using the geodesic distance and tree space to do statistics on trees**

Thank You

- *A fast algorithm for computing geodesic distances in tree space (Owen and Provan, 2010)*

<http://arxiv.org/abs/0907.3942>

