

# Lezione 12

## Bioinformatica

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## Lezione 12: Algoritmo generazione dendritica



# Forward computation

## Example

6	1	4	2	2	6	4	5	6	6	1	4	2	2	6	4	5	6
7	6	6	4	2	6	1	3	1	7	6	6	4	2	6	1	3	1
6	1	3	1	4	2	7	5	3	6	1	3	1	4	2	7	5	3
7	3	6	5	5	4	3	4	5	7	3	6	5	5	4	3	4	5
1	6	2	3	6	7	3	2	2	<sup>12</sup> 6	2	3	6	7	3	2	2	
4	5	4	7	4	1	1	4	<sup>15</sup> 4	<sup>11</sup> 1	<sup>13</sup> 5	<sup>13</sup> 3	7	4	1	1	4	4
4	2	1	3	5	2	3	<sup>12</sup> 1	<sup>11</sup> 7	<sup>8</sup> 7	<sup>9</sup> 8	<sup>12</sup> 9	5	2	3	1	5	
3	5	4	5	3	1	<sup>16</sup> 6	<sup>11</sup> 6	<sup>3</sup> 3	<sup>6</sup> 5	<sup>9</sup> 4	<sup>11</sup> 5	<sup>12</sup> 1	6	5	3		
6	1	4	1	3	<sup>15</sup> 4	<sup>10</sup> 2	<sup>6</sup> 4	<b>0</b>	1	<sup>5</sup> 1	<sup>6</sup> 9	<sup>14</sup> 4	4	2	4		
6	1	4	2	2	6	<sup>14</sup> 4	<sup>11</sup> 6	<sup>10</sup> 6	<sup>2</sup> 6	<sup>4</sup> 2	<sup>8</sup> 10	<sup>16</sup> 6	4	5	6		
7	6	6	4	2	6	1	<sup>14</sup> 3	<sup>11</sup> 7	<sup>3</sup> 8	<sup>12</sup> 4	<sup>2</sup> 12	6	1	3	1		
6	1	3	1	4	2	7	5	<sup>14</sup> 3	<sup>15</sup> 9	<sup>12</sup> 1	4	2	7	5	3		
7	3	6	5	5	4	3	4	5	7	<sup>12</sup> 3	6	5	5	4	3	4	5
1	6	2	3	6	7	3	2	2	1	6	2	3	6	7	3	2	2
4	5	4	7	4	1	1	4	4	4	5	4	7	4	1	1	4	4
4	2	1	3	5	2	3	1	5	4	2	1	3	5	2	3	1	5
3	5	4	5	3	1	6	5	3	3	5	4	5	3	1	6	5	3
6	1	4	1	3	5	4	2	4	6	1	4	1	3	5	4	2	4



# Basic tools

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```
1 def colortable (n):
2     """ To build a color lookup table with n elements
3         Return a list of GLcolor
4     """
5     return [ GLcolor((array([1.0/n,0,0,0])*k).tolist()) for
6             k in range(1,n+1) ]
7
8 colors = colortable(10)
9 size = 5
10 coords = [[i,j] for i in range(size) for j in range(size)]
11 table = STRUCT(map(item, coords))
12 numbers = STRUCT(map(mass, coords))
```



# Basic tools

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```
1 def item((i,j)):  
2     """ to generate a single colored cell of the table.  
3     Return a colored unit square translated in (i,j). """  
4     transl = T([1,2])([i,j])  
5     if a[i,j] > 0: color = colors[a[i,j]]  
6     else: color = WHITE  
7     return COLOR(color)(transl(CUBOID([1,1])))  
8  
9 def mass ((i,j)):  
10    """ To write the field value in position (i,j)  
11    Return a text suitably positioned in 2D space- """  
12    transl = T([1,2])([i+0.5,j])  
13    m = TEXTWITHATTRIBUTES('centre',0.0,0.3,0.5,0.0) (  
14        str(abs(a[i,j])))  
15    return transl(T(2)(0.25)(m))
```



# Forward computation

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Algorithm FORWARD( $A, h$ )

**Require:** a (weighted) matrix  $A$ ; a *goal* cell ( $h$ )

**Ensure:**  $A$  filled with minimal distances from goal.

- 1: boundary =  $h$
- 2:  $A[h] = 0$
- 3: **while** boundary  $\neq \emptyset$  **do**
- 4:     pop( $c$ , boundary)
- 5:     insert (boundary, CELLFORWARD( $c$ ))
- 6: **end while**



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```
1 goal = (0, (2,2))
2 update (goal)
3 VIEW(show(table))
4
5 boundary = [goal]
6 while boundary != []:
7     c = boundary.pop()[1]
8     new = cellforward(c)
9     for e in new: insert(boundary, e)
10    VIEW(show(table))
```



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side effect:  $A$  is being updated with  $\min \text{dist}(k)$  from goal

Algorithm CELLFORWARD( $A, k$ )

**Require:** a matrix  $A$ ; a *current* boundary cell ( $k$ )

**Ensure:** a subset of boundary cells.

- 1: adjacent ( $k$ ) =  $\{i \text{ for } i \in \text{NEIGHBOR}(k) \text{ if } a[i] \geq 0.0\}$
- 2: **for**  $i \in$  adjacent ( $k$ ) **do**
- 3:      $a[i] = -(a[i] + a[k])$
- 4: **end for**
- 5: **return** adjacent





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```
1 def cellforward(multiindex):
2     adjacent = filter(lambda i: a[tuple(i)] > 0,
3                       neighbor(multiindex))
4     for i in adjacent:
5         a[tuple(i)] = a[multiindex] - a[tuple(i)]
6     return [(a[tuple(i)], tuple(i)) for i in adjacent]
```



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a  $d$ -cell  $\gamma$  is represented as a multi-index  $k = (k_0, \dots, k_{d-1}) \in \mathbb{Z}^d$

Algorithm NEIGHBOR( $k$ )

**Require:** an  $d$ -cell ( $k$ )

**Ensure:** the set of  $d$ -cells  $\delta\partial k - \{k\}$ .

1: **return**  $\delta\partial k - \{k\}$



# Laplace-Beltrami operator $\delta\partial$

Compute the coboundary of the boundary of a cell. Return a list of multiindices of cells

```
1 def neighbor(multiindex):
2     def pred(k): return k-1
3     def succ(k): return k+1
4     def close(f, sequence, k):
5         local = list(sequence)
6         local[k] = f(local[k])
7         return local
8     def adj(f, index):
9         ret = []
10        for k in range(len(index)):
11            ret += [close(f, index, k)]
12        return ret
13    def lowfilter(seq):
14        zeros = [0]*len(shape(a))
15        return AND(AA(ISLE)(TRANS([seq, zeros])))
16    def highfilter(seq):
17        return AND(AA(ISGT)(TRANS([seq, shape(a)])))
18    lower = filter(lowfilter, adj(pred, multiindex))
19    upper = filter(highfilter, adj(succ, multiindex))
20    return lower + upper
```



# Laplace-Beltrami operator $\delta\partial$

## Examples in several dimensions

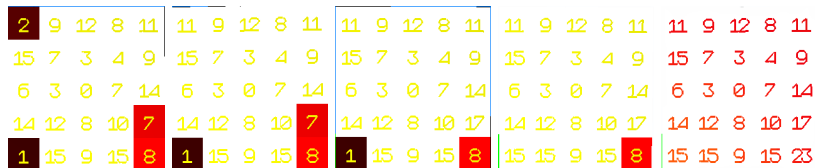
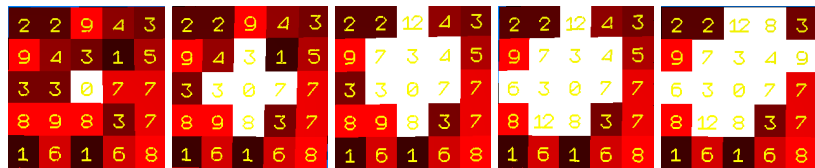
```
1 >>> print neighbor([8,7])
2 [[7, 7], [8, 6], [9, 7], [8, 8]]
3 >>> print neighbor([7])
4 [[6], [8]]
5 >>> print neighbor([1,2,3])
6 [[0, 2, 3], [1, 1, 3], [1, 2, 2], [2, 2, 3], [1, 3, 3],
7   [1, 2, 4]]
8 >>> print neighbor([1,2,3,4])
9 [[0, 2, 3, 4], [1, 1, 3, 4], [1, 2, 2, 4], [1, 2, 3, 3],
10  [2, 2, 3, 4], [1, 3, 3, 4], [1, 2, 4, 4], [1, 2, 3,
   5]]
11 >>> print neighbor([0,0])
12 [[1, 0], [0, 1]]
```

The output is bounded by the 0-values of the indices, and by the actual `shape` of the underlying array, named `a`.



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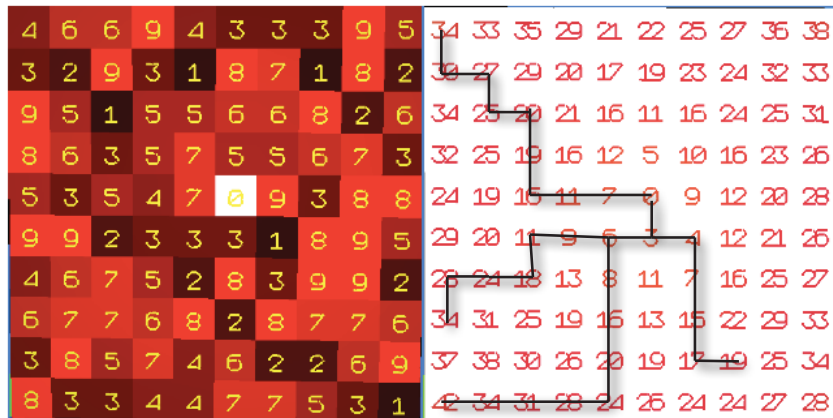
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4	6	6	9	4	3	3	3	9	5	34	33	35	29	21	22	25	27	36	38
3	2	9	3	1	8	7	1	8	2	30	27	29	20	17	19	23	24	32	33
9	5	1	5	5	6	6	8	2	6	34	25	20	21	16	11	16	24	25	31
8	6	3	5	7	5	5	6	7	3	32	25	19	16	12	5	10	16	23	26
5	3	5	4	7	0	9	3	8	8	24	19	16	11	7	0	9	12	20	28
9	9	2	3	3	3	1	8	9	5	29	20	11	9	6	3	4	12	21	26
4	6	7	5	2	8	3	9	9	2	28	24	18	13	8	11	7	16	25	27
6	7	7	6	8	2	8	7	7	6	34	31	25	19	16	13	15	22	29	33
3	8	5	7	4	6	2	2	6	9	37	38	30	26	20	19	17	19	25	34
8	3	3	4	4	7	7	5	3	1	42	34	31	28	24	26	24	24	27	28



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```
1 def maxClimb(a, element):
2     coboundary = neighbor(element)
3     maxelement = coboundary.pop()
4     while coboundary != []:
5         temp = coboundary.pop()
6         if a[tuple(temp)] > a[tuple(maxelement)]:
7             maxelement = temp
8     return maxelement
```





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```
1 def backPath(a, List):
2     path = List
3     if a[tuple(path[-1])] != 0:
4         path += [maxClimb(a, path[-1])]
5         backPath(a, path)
6     return map(tuple, path)
```



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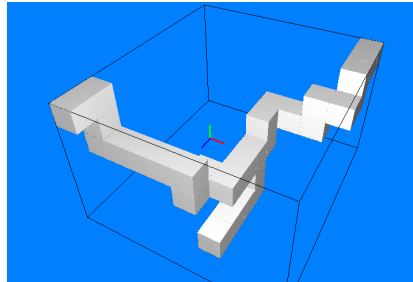
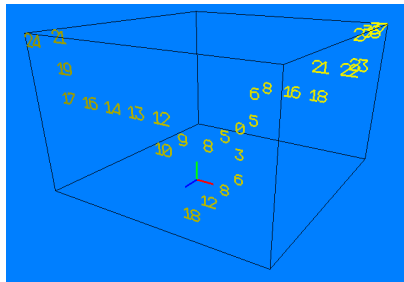
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```
1 def backward(a, points):  
2     tree = set([])  
3     for point in points:  
4         tree = tree.union(backPath(a, [point]))  
5     return list(tree)
```



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# Multidimensional update

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```
1 def item((i, j)):  
2     """ to generate a single colored cell of the table.  
3     Return a colored unit square translated in (i, j). """  
4     transl = T([1,2])([i, j])  
5     if a[i, j] > 0: color = colors[a[i, j]]  
6     else: color = WHITE  
7     return COLOR(color)(transl(CUBOID([1,1])))
```

```
1 def item (index):  
2     """ to generate a single colored d-cell of the table  
3     Return a colored cuboid translated in (i, j, ..., k) """  
4     coords = range(1, len(index)+1)  
5     transl = T(coords)(index)  
6     if a[tuple(index)] > 0:  
7         color = colors[a[tuple(index)]]  
8     else: color = WHITE  
9     return COLOR(color)(transl(CUBOID([1]*len(index))))
```



# Multidimensional update

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```
1 def mass ((i, j)):  
2     """ To write the field value in position (i, j)  
3     Return a text suitably positioned in 2D space-"""  
4     transl = T([1,2]) ([i+0.5, j])  
5     m = TEXTWITHATTRIBUTES('centre', 0.0, 0.3, 0.5, 0.0) (  
6         str(abs(a[i, j])))  
7     return transl(T(2) (0.25) (m))
```

```
1 def mass (index):  
2     """ To write the field value in position (i, j)  
3     Return a text suitably positioned in space"""  
4     coords = range(1, len(index)+1)  
5     tpar = [0]*len(index)  
6     tpar[0] = 0.5  
7     transl = T(coords) (array(index) + array(tpar))  
8     m = TEXTWITHATTRIBUTES('centre', 0.0, 0.3, 0.5, 0.0)  
9         (str(abs(a[tuple(index)])))  
10    return transl(T(2) (0.25) (m))
```

