



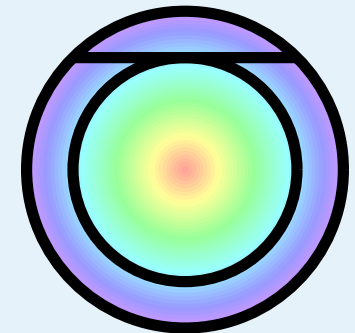
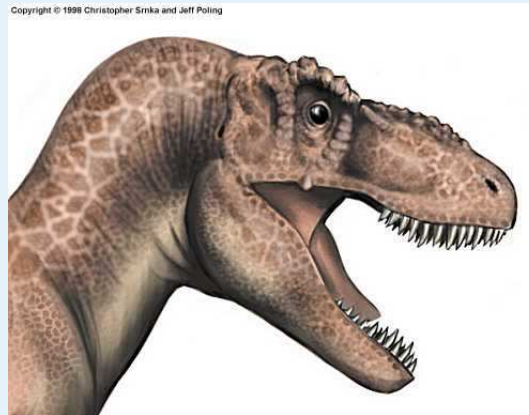
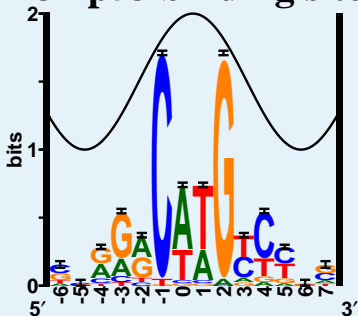
# Evolution of Binding Sites

Thomas D. Schneider, Ph.D.

Frederick National Laboratory for Cancer Research  
Gene Regulation and Chromosome Biology Laboratory

Molecular Information Theory Group

132 p53 binding sites



# El Duomo, Florence, Italy



# Information Theory: One-Minute Lesson

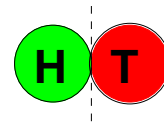
| number of symbols | number of bits | example |
|-------------------|----------------|---------|
|-------------------|----------------|---------|

**M**

**B**

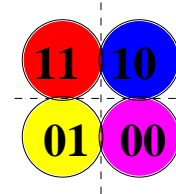
**2**

**1**



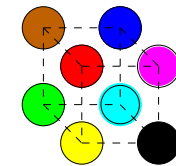
**4**

**2**



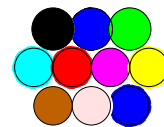
**8**

**3**



$$M=2^B$$

$$B=\log_2 M$$



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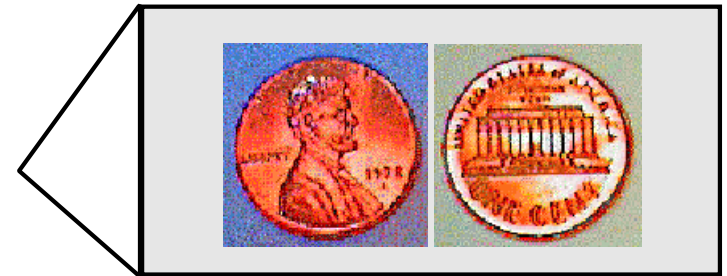
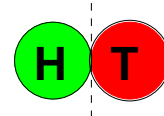
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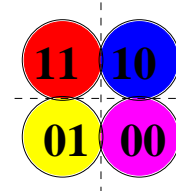
**2**

**1**



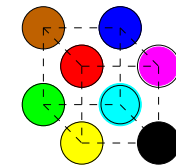
**4**

**2**



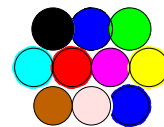
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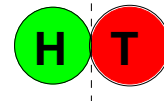
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M

B

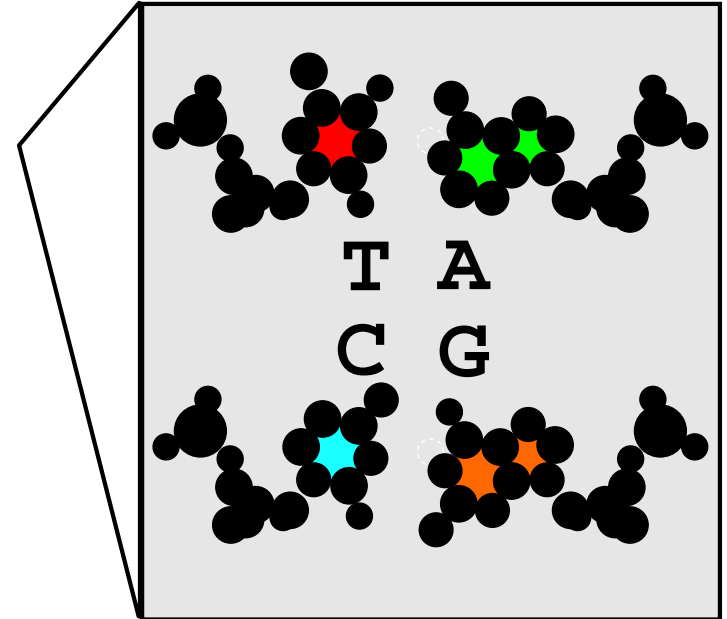
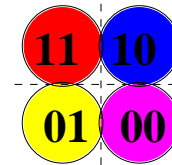
2

1



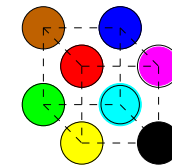
4

2



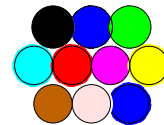
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# Information Theory: One-Minute Lesson

number of  
symbols

number of  
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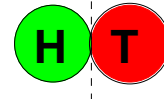
example

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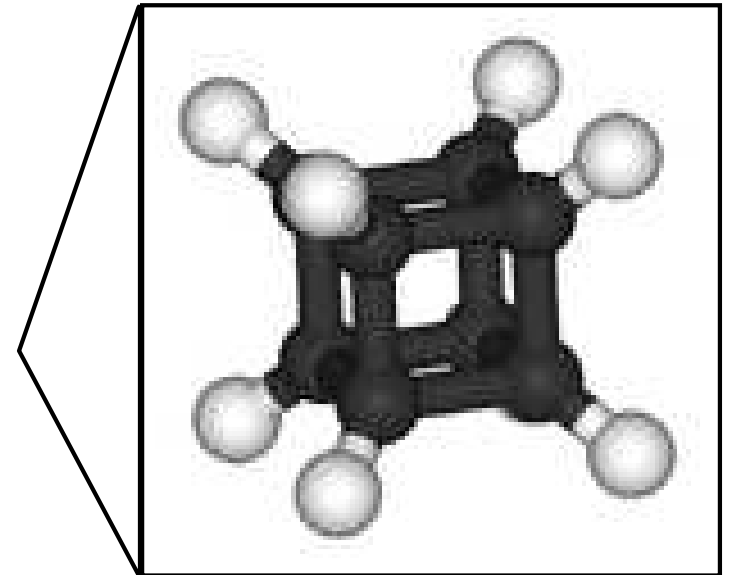
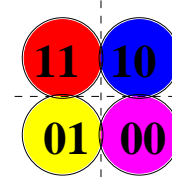
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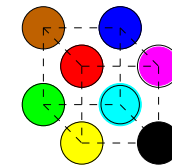
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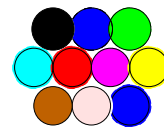
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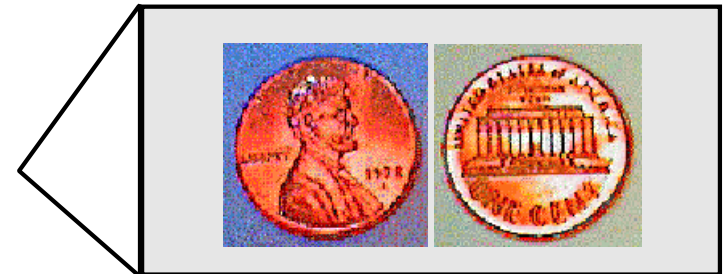
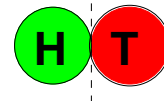
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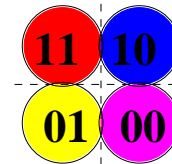
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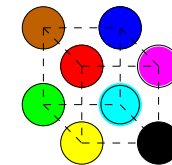
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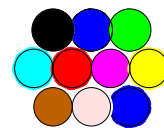
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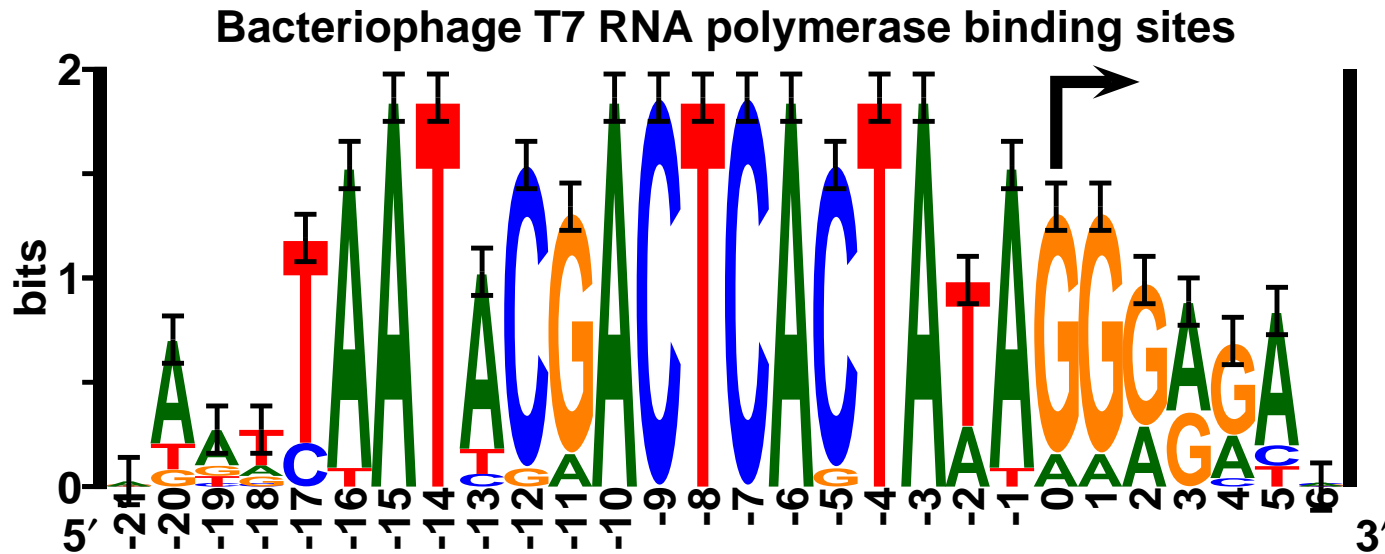


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# Sequence Logo



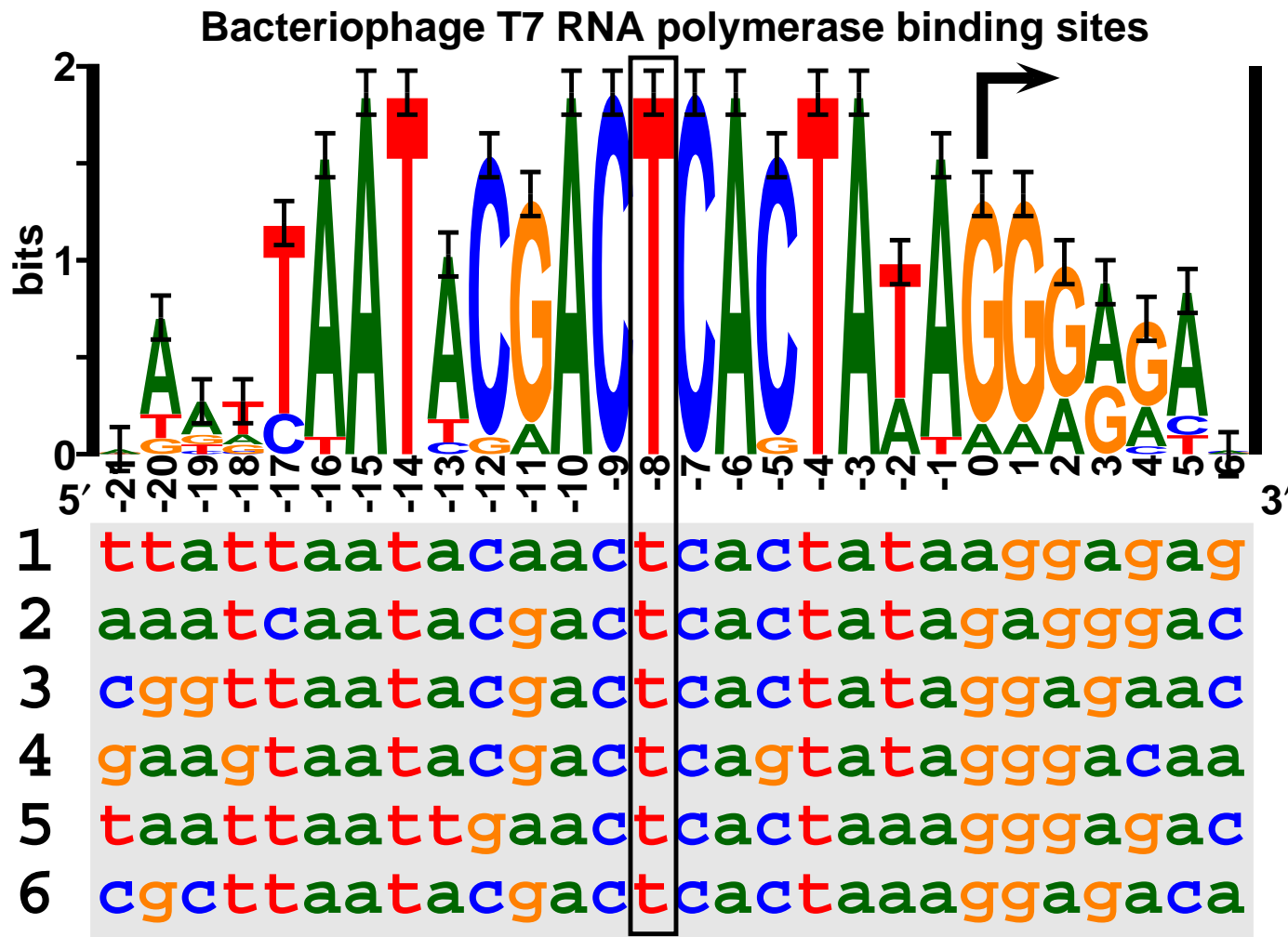
Schneider &  
Stephens  
*Nucl. Acids Res.*  
**18:** 6097-6100  
1990

```
1 ttattaatacaactcactataaggagag
2 aaatcaatacgaactcactatagaggac
3 cggttaatacgaactcactataggagaac
4 gaagtaatacgaactcagtatagggacaa
5 taattaattgaactcactaaaggggagac
6 cgcttaatacgaactcactaaagggagaca
```

6 of 17 sites



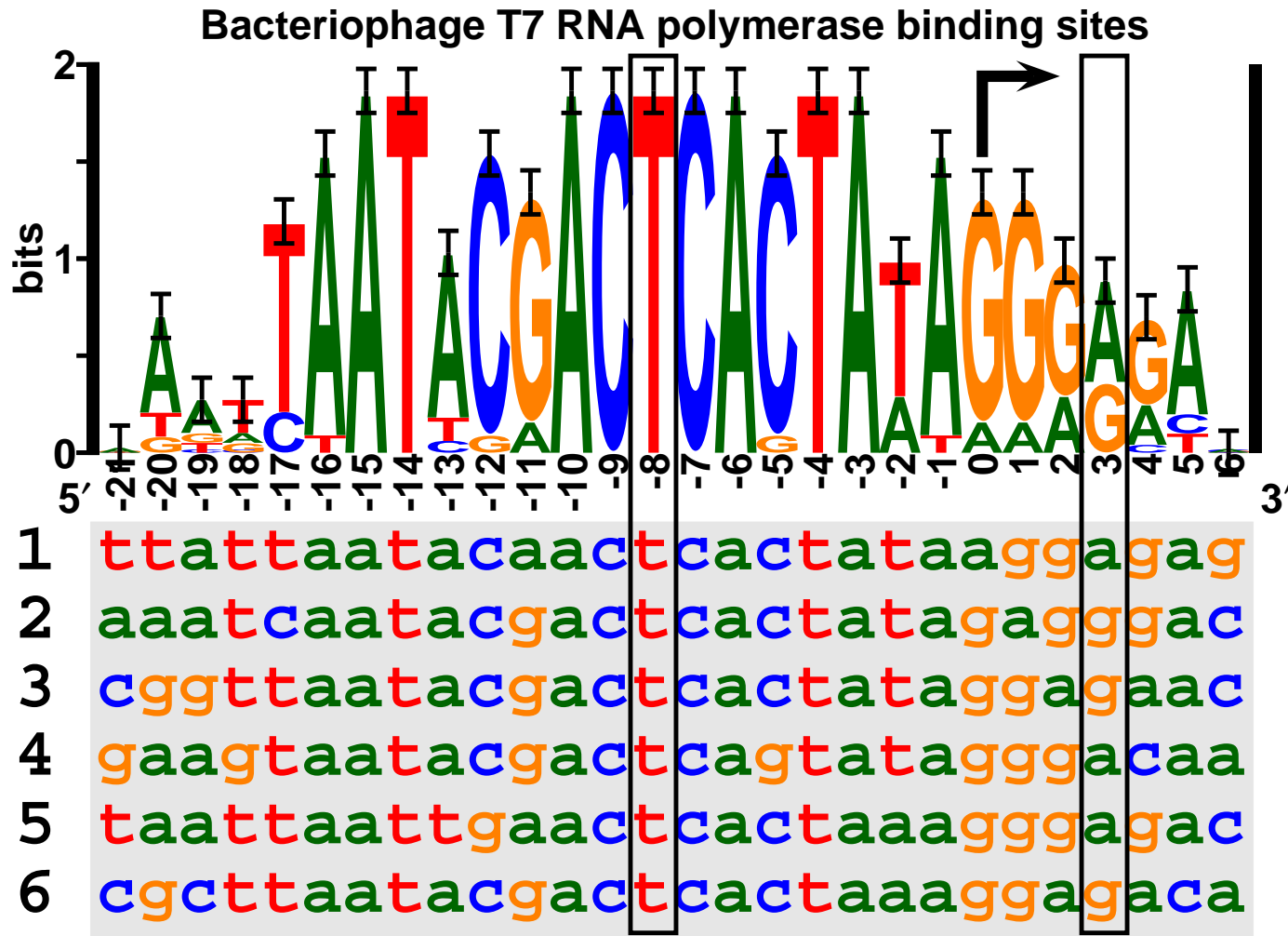
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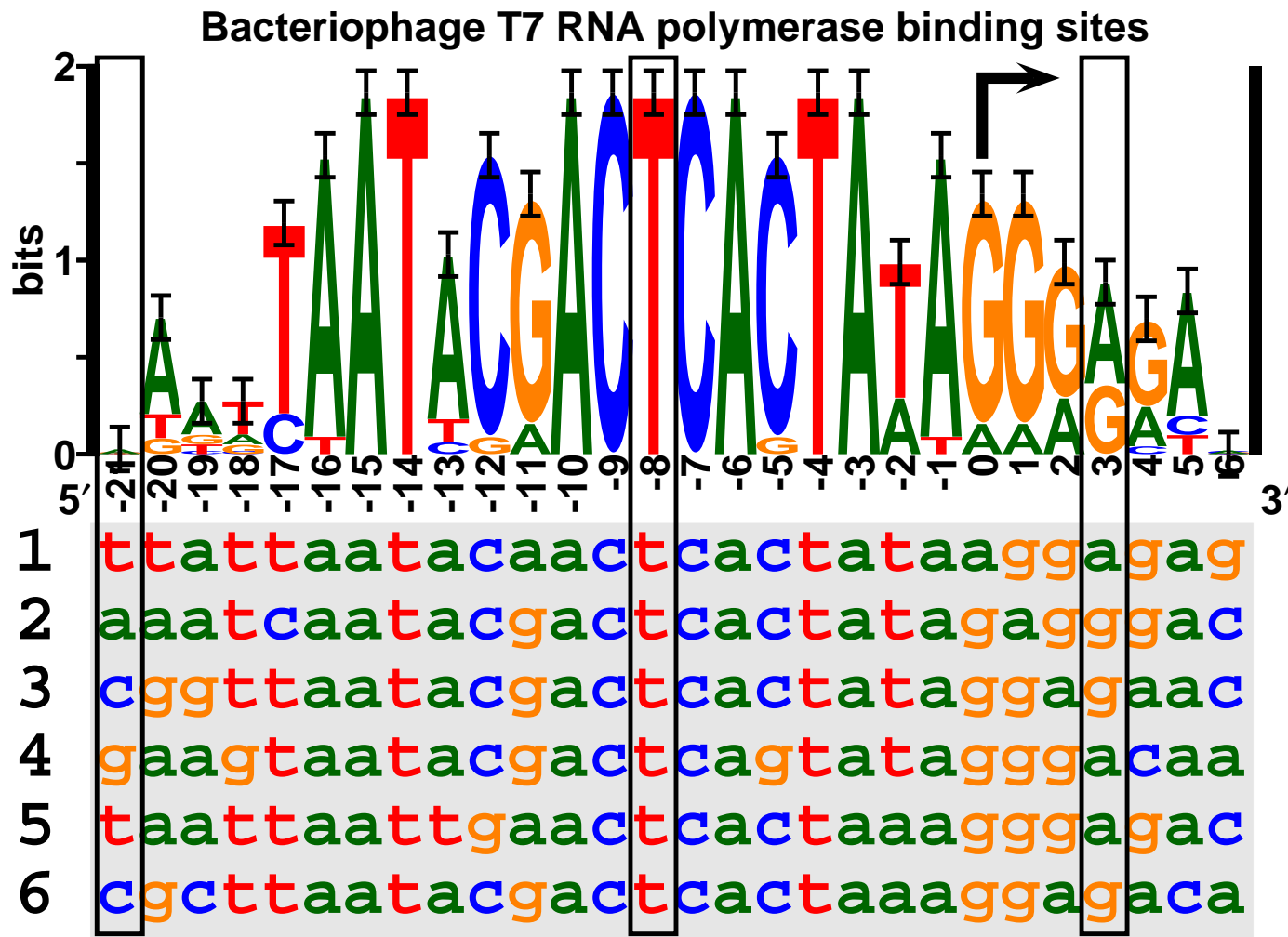
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If the probabilities  $P_i$  of different symbols,  $i$ , are not equal, then the **surprisal** is:

$$u_i \equiv -\log_2 P_i. \tag{2}$$

how surprised one is to see a symbol



## EXAMPLE

A phone rings once every 1024 seconds.



$$P_{\text{ring}} = 1/1024 \quad (3)$$

$$P_{\text{silent}} = 1023/1024 \quad (4)$$

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## More Information Theory - 2

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For  $M$  symbols use the sum ( $\sum$ ) notation:

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$$= - \sum_{i=1}^M P_i \log_2 P_i \quad \text{bits per symbol} \quad (11)$$

Information is a decrease in uncertainty

$$R = H_{\text{before}} - H_{\text{after}} \quad (12)$$

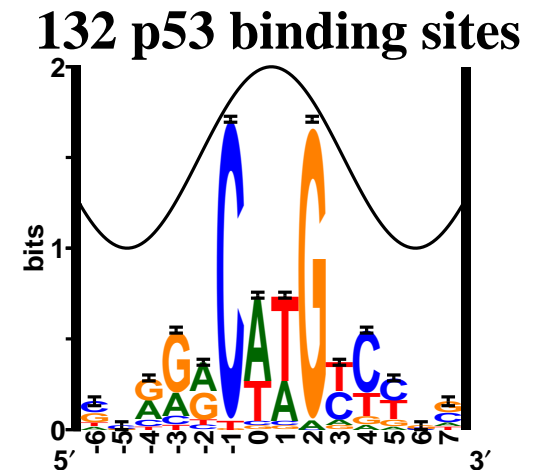
# More Information Theory - 4

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**Example** a sequence logo is computed from equiprobable bases before:

$$H_{\text{before}} = 2 \text{ bits/base} \quad (13)$$



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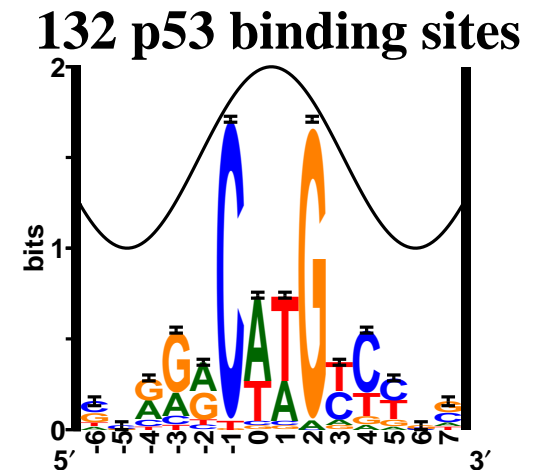
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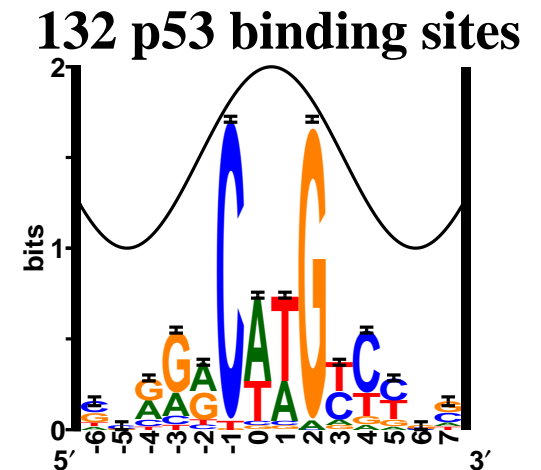
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**Note:** with only one base,  $H_{\text{after}} = 0$   
so  $R = 2$  bits/base.





## Information required to find a set of binding sites

$G = \#$  of potential binding sites

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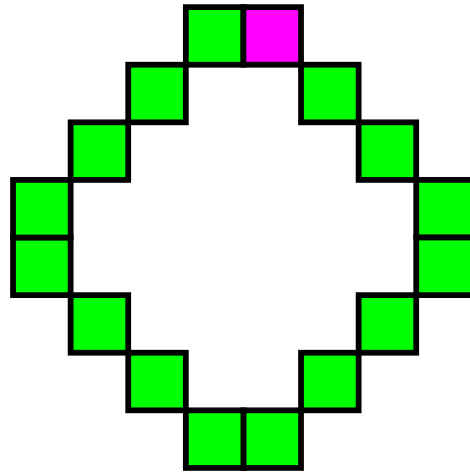
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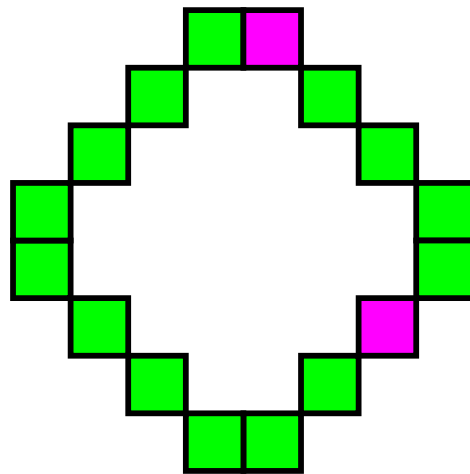
$$\begin{aligned} R_{frequency} &= H_{before} - H_{after} \\ &= \log_2 G - \log_2 \gamma \\ &= -\log_2 \gamma/G \end{aligned}$$



# Information required to find a set of binding sites in a genome

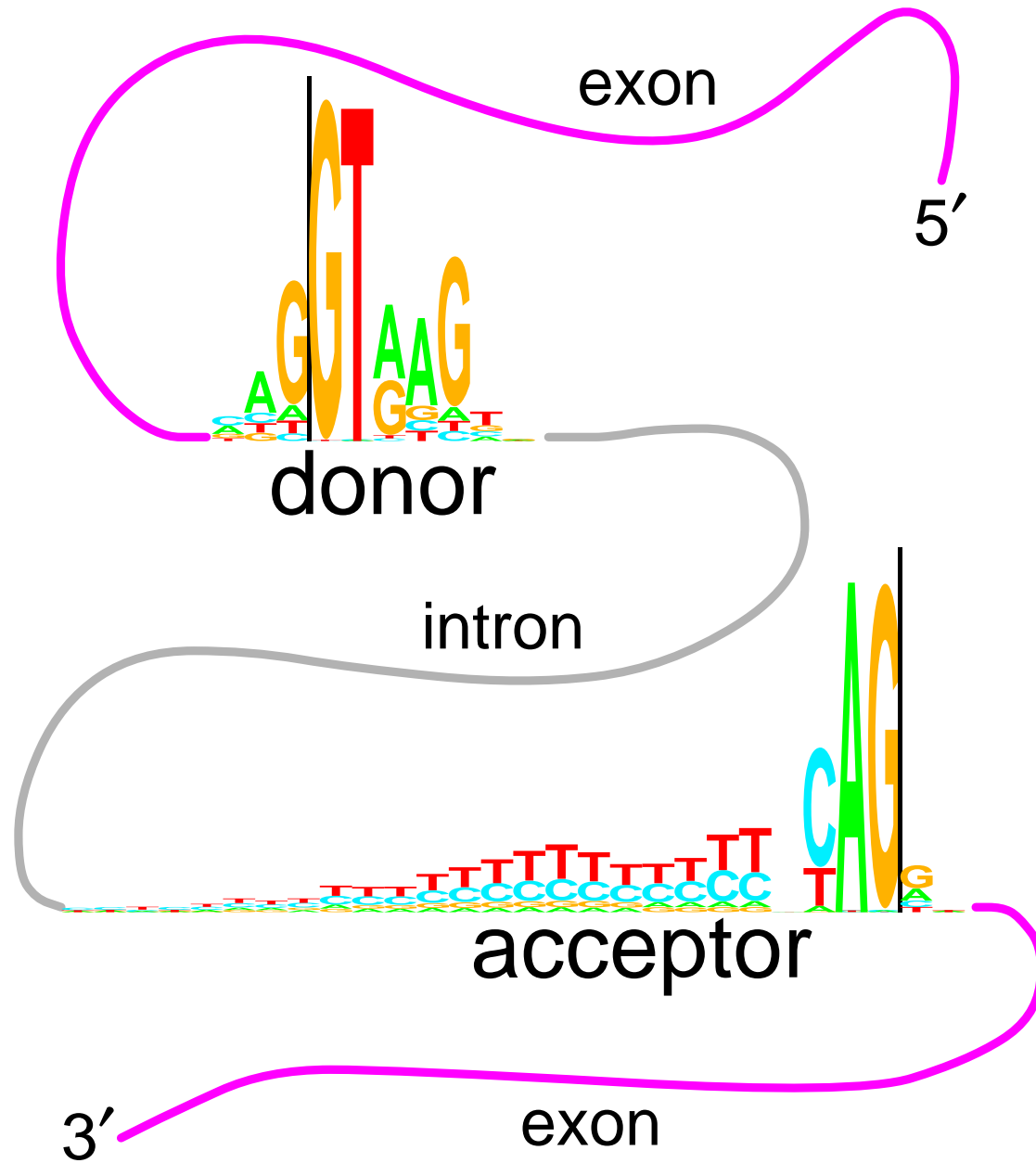


16 positions  
1 site  
 $\log_2 16/1 = 4$  bits



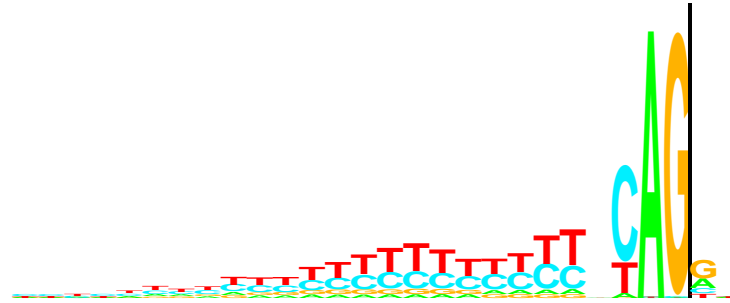
16 positions  
2 sites  
 $\log_2 16/2 = 3$  bits

# Donor and acceptor logos



# Rsequence and Rfrequency for Splice Acceptors

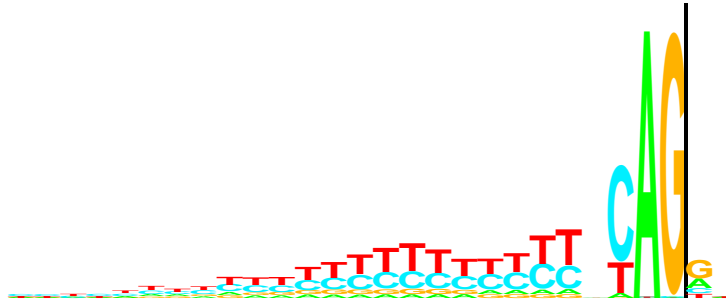
$R_{sequence}$



- Information at binding site sequences (area under sequence logo)
- from: binding site sequences
- 9.4 bits per site

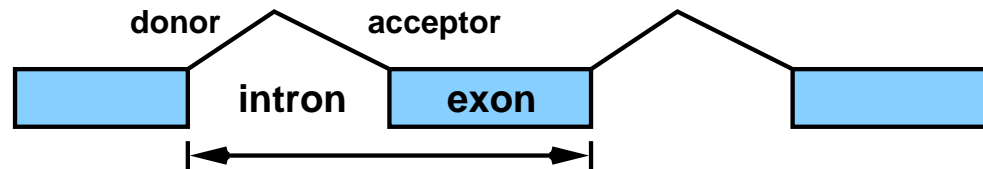
# Rsequence and Rfrequency for Splice Acceptors

$R_{sequence}$



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$R_{frequency}$



- Information needed to locate the sites
- from: size of genome and number of sites (length of intron+exon)
- 9.7 bits per site

$$R_{frequency} / R_{sequence} = 0.97$$

## Hypothesis:

The information in  
binding site patterns  
is just sufficient  
for the sites to be found  
in the genome

# Rsequence versus Rfrequency

| Binding Site Recognizer <sup>1</sup> | Total Pattern Information<br>= $R_{\text{sequence}}$<br>(bits) | Information needed to Locate Site in Genome<br>= $R_{\text{frequency}}$<br>(bits) | $\frac{\text{Pattern Info}}{\text{Location Info}}$<br>= $\frac{R_{\text{sequence}}}{R_{\text{frequency}}}$ |
|--------------------------------------|--|---|--|
| Spliceosome acceptor <sup>2</sup>    | <b>9.35 ± 0.12</b>   | <b>9.66</b>   | <b>0.97 ± 0.01</b>   |
| Spliceosome donor                    | <b>7.92 ± 0.09</b>   | <b>9.66</b>   | <b>0.82 ± 0.01</b>   |
| Ribosome                             | <b>11.0</b>  | <b>10.6</b>   | <b>1.0</b>   |
| $\lambda$ cl/cro                     | <b>17.7 ± 1.6</b>  | <b>19.3</b>   | <b>0.9 ± 0.1</b>   |
| LexA                                 | <b>21.5 ± 1.7</b>  | <b>18.4</b>   | <b>1.2 ± 0.1</b>   |
| TrpR                                 | <b>23.4 ± 1.9</b>  | <b>20.3</b>   | <b>1.2 ± 0.1</b>   |
| LacI                                 | <b>19.2 ± 2.8</b>  | <b>21.9</b>   | <b>0.9 ± 0.1</b>   |
| ArgR                                 | <b>16.4</b>  | <b>18.4</b>   | <b>0.9</b>   |
| O ( $\lambda$ Origin)                | <b>20.9</b>  | <b>19.9</b>   | <b>1.0</b>   |
| Ara C                                | <b>19.3</b>  | <b>19.3</b>   | <b>1.0</b>   |
| Transcription at TATA <sup>3</sup>   | <b>3.3</b>   | <b>~ 3</b>  | <b>~ 1</b>   |
| T7 Promoter                          | <b>35.4</b>  | <b>16.5</b>   | <b>2.1</b>   |

<sup>1</sup>T. D. Schneider, G. D. Stormo, L. Gold, and A. Ehrenfeucht. J. Mol. Biol., 188:415-431, 1986.

<sup>2</sup>R. M. Stephens and T. D. Schneider. J. Mol. Biol., 228:1124-1136, 1992.

<sup>3</sup>F. E. Penotti. J Mol Biol, 213:37-52, 1990.

## $R_{sequence}$ versus $R_{frequency}$ - meaning

The information in the binding site pattern ( $R_{sequence}$ )  
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But for a species in a stable environment:

- size of genome ( $G$ ) is fixed (e. g. *E. coli* has  $4.7 \times 10^6$  bp)
- number of binding sites ( $\gamma$ ) is fixed (e. g. there are  $\sim 50$  *E. coli* LexA sites)

so  $R_{frequency} = \log_2 G/\gamma$  is fixed



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**$R_{sequence}$  must evolve towards  $R_{frequency}$ !**

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Setup a Computer Model, 'Ev':

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- a defined genome size ( $G$ )
- predetermined binding site locations ( $\gamma$ )  
(to fix the frequency of sites)

# Evolution of Binding Sites

- $R_{frequency}$  is fixed relative to  $R_{sequence}$
- Does  $R_{sequence}$  evolve toward  $R_{frequency}$ ?

Setup a Computer Model, 'Ev':

A population of "creatures" with

- genomes containing 4 bases (A, C, G, T)
  - a defined genome size ( $G$ )
  - predetermined binding site locations ( $\gamma$ )  
(to fix the frequency of sites)
- }  $R_{frequency}$   
is fixed



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A population of "creatures" with

- genomes containing 4 bases (A, C, G, T)
  - a defined genome size ( $G$ )
  - predetermined binding site locations ( $\gamma$ )  
(to fix the frequency of sites)
  - a recognizer gene encoded in the sequence:  
use a weight matrix
- }  $R_{frequency}$   
is fixed

# How A Weight Matrix Works

Sequence matrix,  $s(b, l, j)$  for sequence  $j$

| base b | position l |    |    |   |   |   |   |   |   |   |
|--------|------------|----|----|---|---|---|---|---|---|---|
|        | C          | A  | G  | G | T | C | T | G | C | A |
|        | -3         | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| A      | 0          | 1  | 0  | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| C      | 1          | 0  | 0  | 0 | 0 | 1 | 0 | 0 | 1 | 0 |
| G      | 0          | 0  | 1  | 1 | 0 | 0 | 0 | 1 | 0 | 0 |
| T      | 0          | 0  | 0  | 0 | 1 | 0 | 1 | 0 | 0 | 0 |

Individual information weight matrix,  $R_{iw}(b, l)$

| base b | position l |      |      |      |      |      |      |      |      |      |
|--------|------------|------|------|------|------|------|------|------|------|------|
|        | -3         | -2   | -1   | 0    | 1    | 2    | 3    | 4    | 5    | 6    |
| A      | +0.4       | +1.3 | -1.4 | -8.8 | -5.8 | +1.1 | +1.5 | -1.8 | -0.7 | +0.0 |
| C      | +0.6       | -0.8 | -2.4 | -7.8 | -5.5 | -3.7 | -1.6 | -2.2 | -0.5 | -0.2 |
| G      | -0.6       | -1.0 | +1.6 | +2.0 | -6.2 | +0.7 | -1.1 | +1.7 | -0.3 | +0.4 |
| T      | -1.0       | -0.9 | -1.7 | -5.8 | +2.0 | -3.4 | -1.6 | -2.2 | +0.9 | -0.5 |

# How A Weight Matrix Works

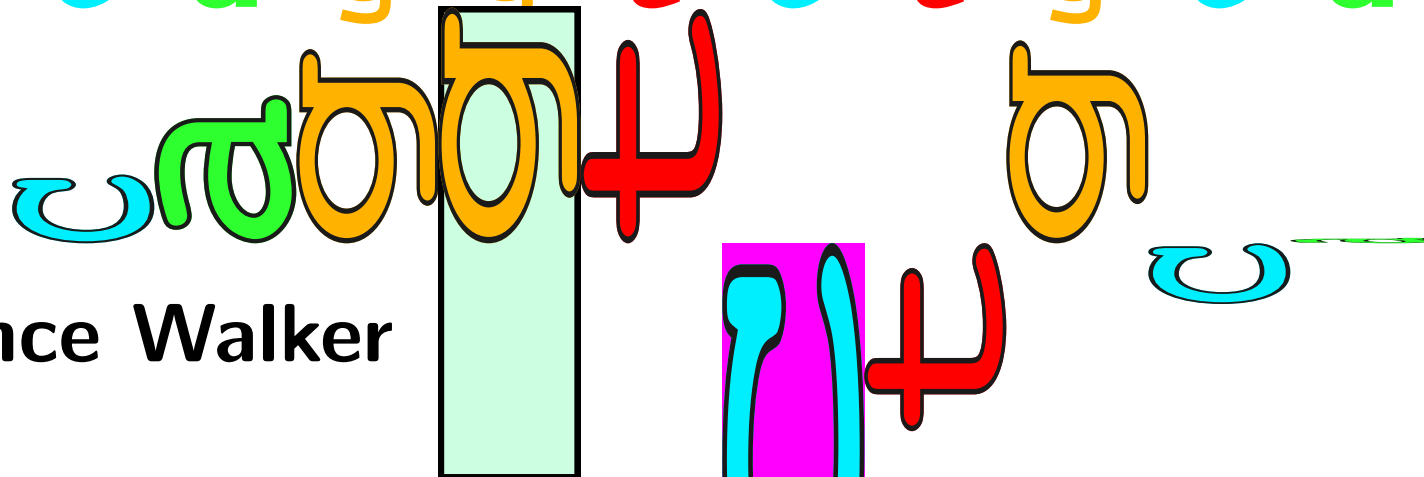
Sequence matrix,  $s(b, l, j)$  for sequence  $j$

| base b | position l |    |    |   |   |   |   |   |   |   |
|--------|------------|----|----|---|---|---|---|---|---|---|
|        | C          | A  | G  | G | T | C | T | G | C | A |
|        | -3         | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| A      | 0          | 1  | 0  | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| C      | 1          | 0  | 0  | 0 | 0 | 1 | 0 | 0 | 1 | 0 |
| G      | 0          | 0  | 1  | 1 | 0 | 0 | 0 | 1 | 0 | 0 |
| T      | 0          | 0  | 0  | 0 | 1 | 0 | 1 | 0 | 0 | 0 |

Individual information weight matrix,  $R_{iw}(b, l)$

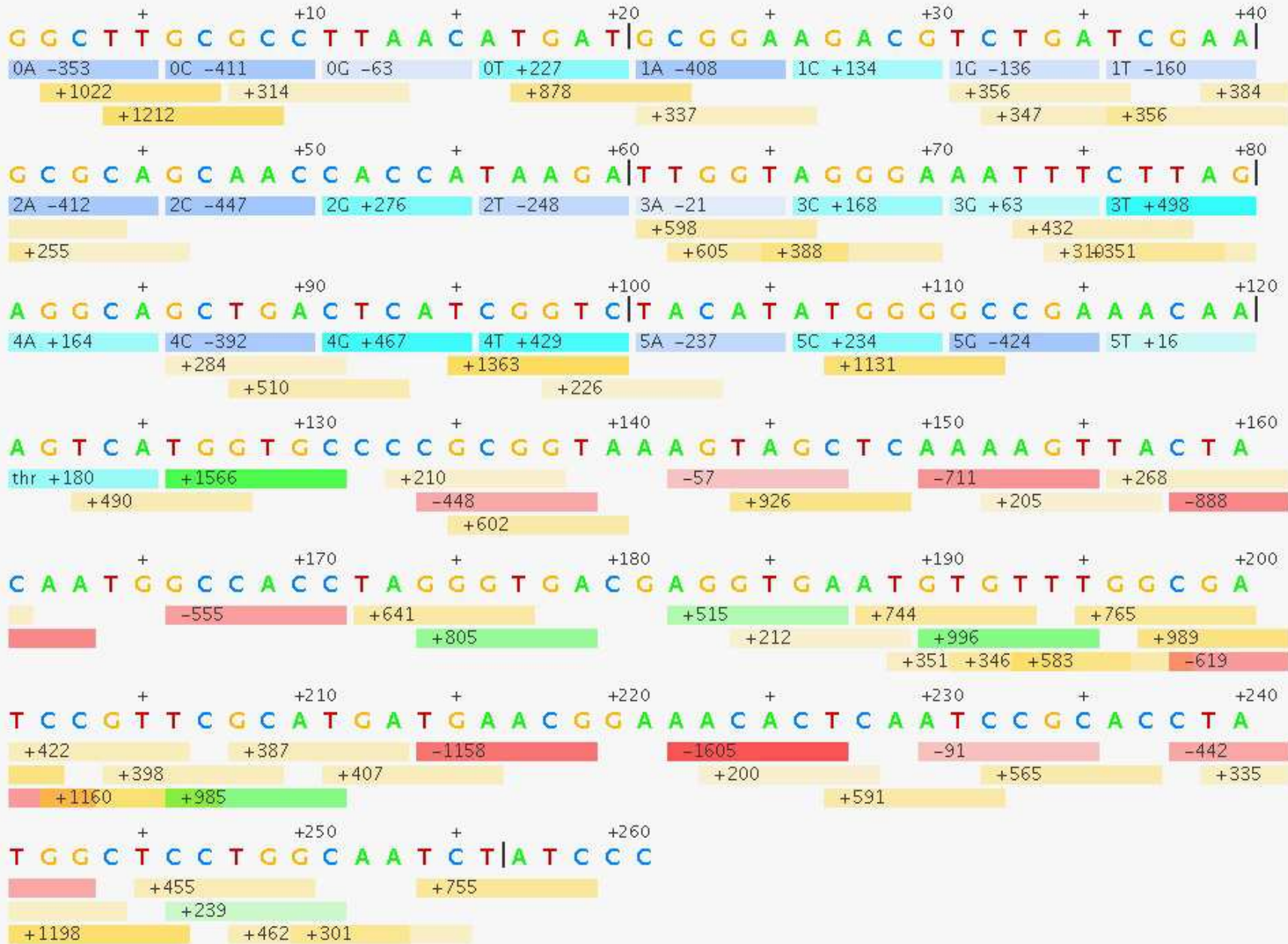
| base b | position l |      |      |      |      |      |      |      |      |      |
|--------|------------|------|------|------|------|------|------|------|------|------|
|        | -3         | -2   | -1   | 0    | 1    | 2    | 3    | 4    | 5    | 6    |
| A      | +0.4       | +1.3 | -1.4 | -8.8 | -5.8 | +1.1 | +1.5 | -1.8 | -0.7 | +0.0 |
| C      | +0.6       | -0.8 | -2.4 | -7.8 | -5.5 | -3.7 | -1.6 | -2.2 | -0.5 | -0.2 |
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| T      | -1.0       | -0.9 | -1.7 | -5.8 | +2.0 | -3.4 | -1.6 | -2.2 | +0.9 | -0.5 |

5' **c** **a** **g** **g** **t** **c** **t** **g** **c** **a** 3'

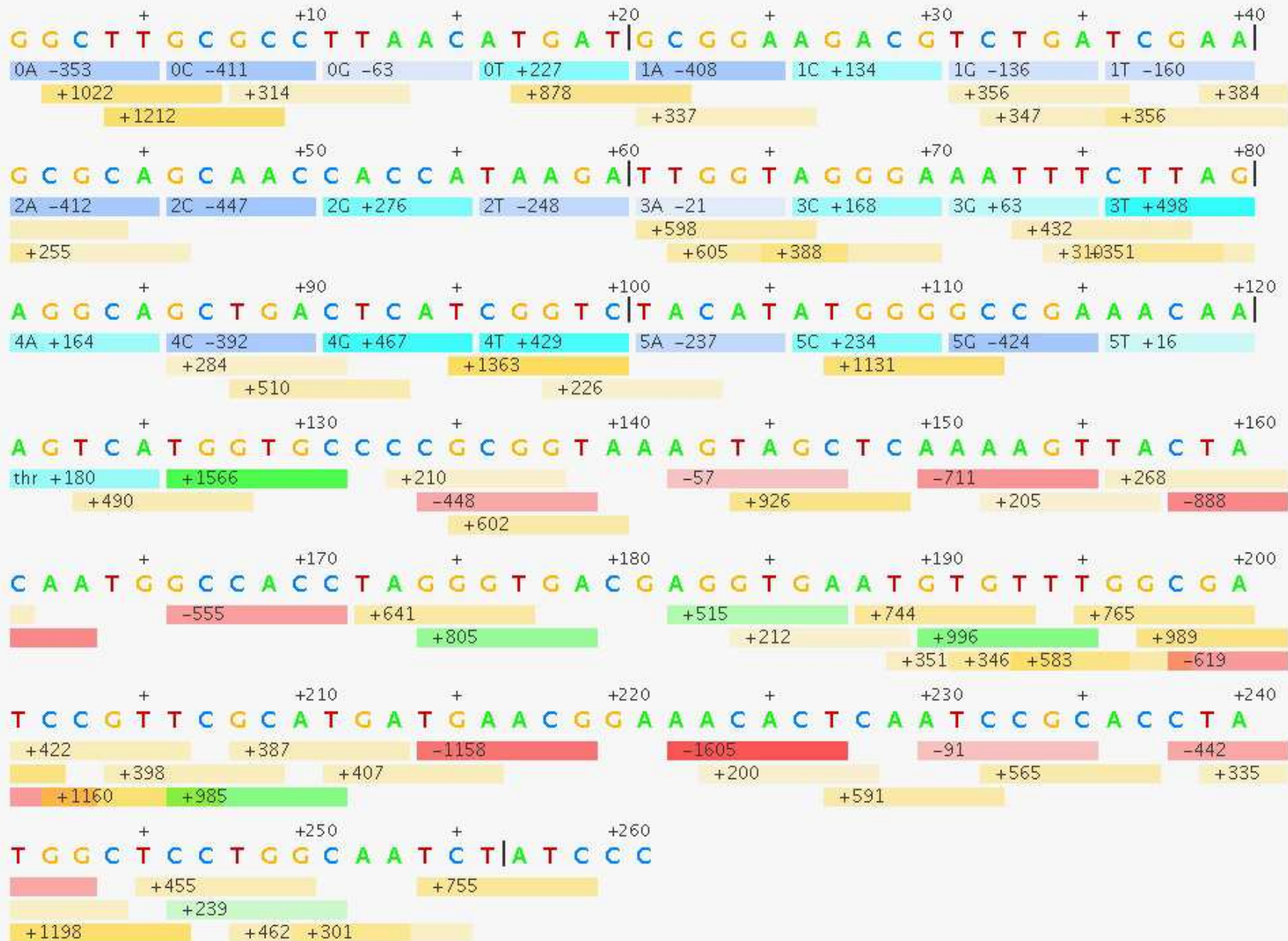


Sequence Walker

# Unevolved Ev Creature



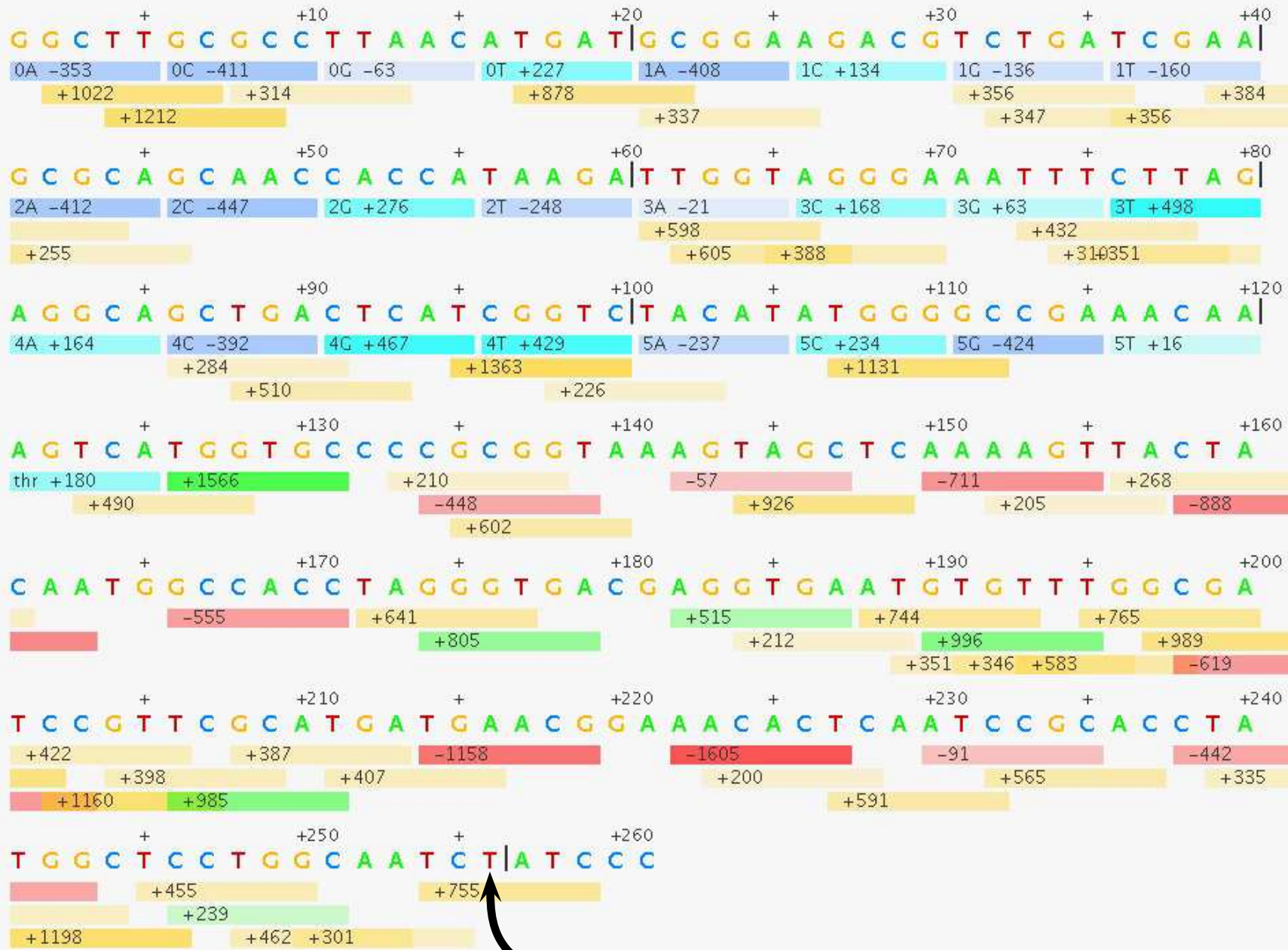
# Unevolved Ev Creature



“blue”  
gene  
weight  
matrix:  
6 bp  
wide



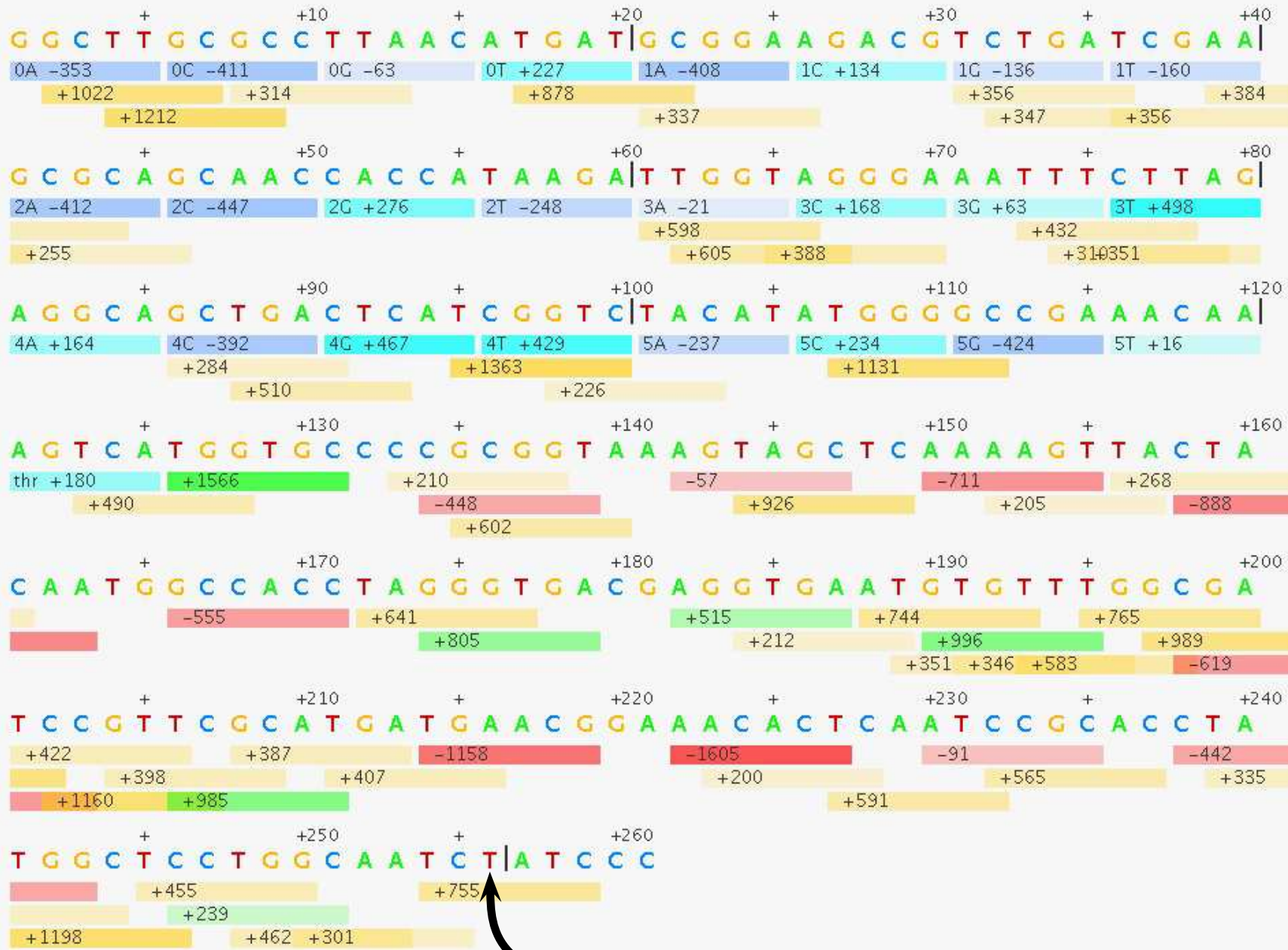
# Unevolved Ev Creature



“blue”  
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wide

Genome positions available  $G = 256$  bases

# Unevolved Ev Creature



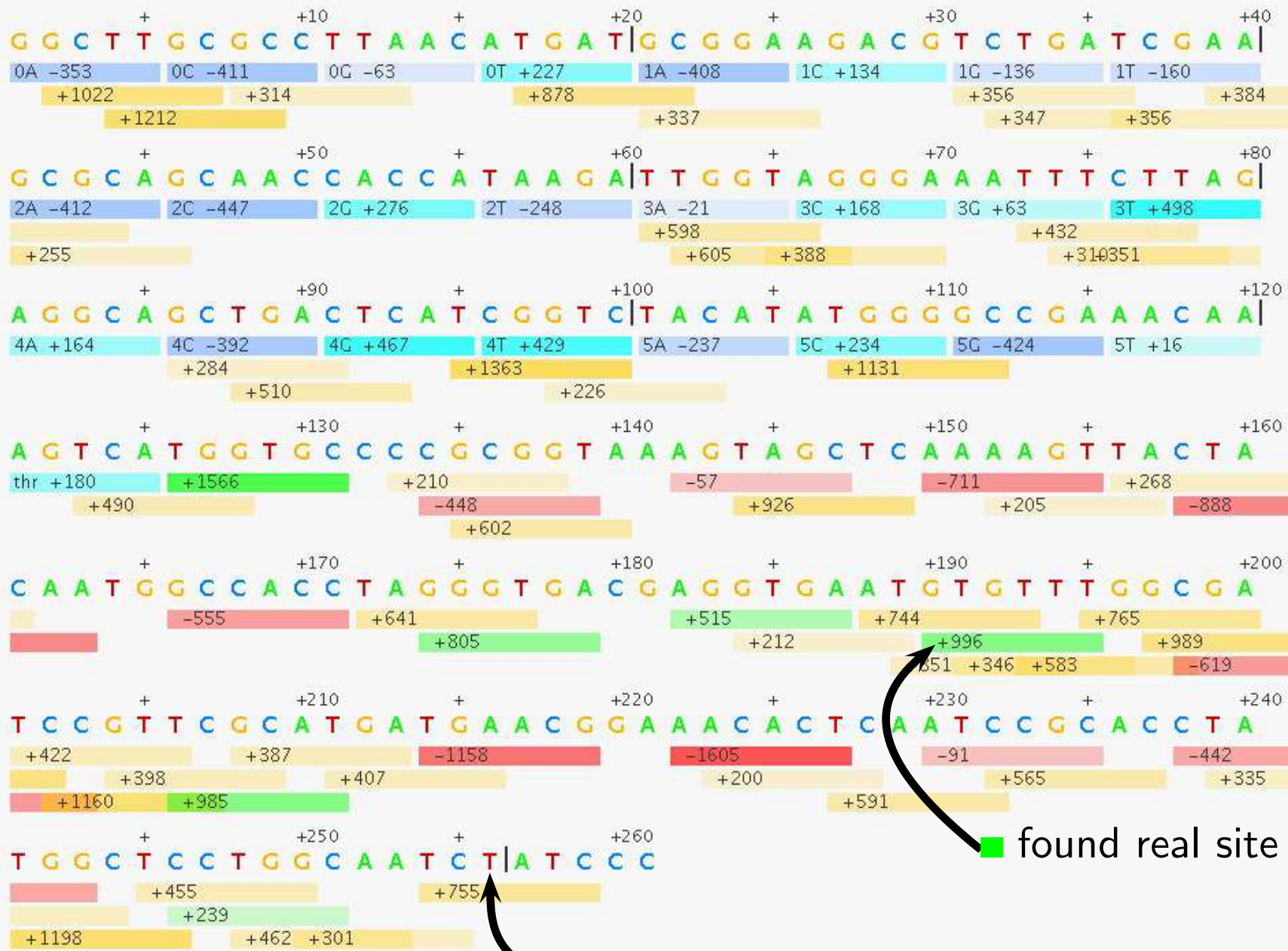
“blue”  
gene  
weight  
matrix:  
6 bp  
wide

$\gamma = 16$   
binding  
sites

Genome positions available  $G = 256$  bases  
 $R_{frequency} = \log_2 256/16 = 4$  bits



# Unevolved Ev Creature



“blue”  
gene  
weight  
matrix:  
6 bp  
wide

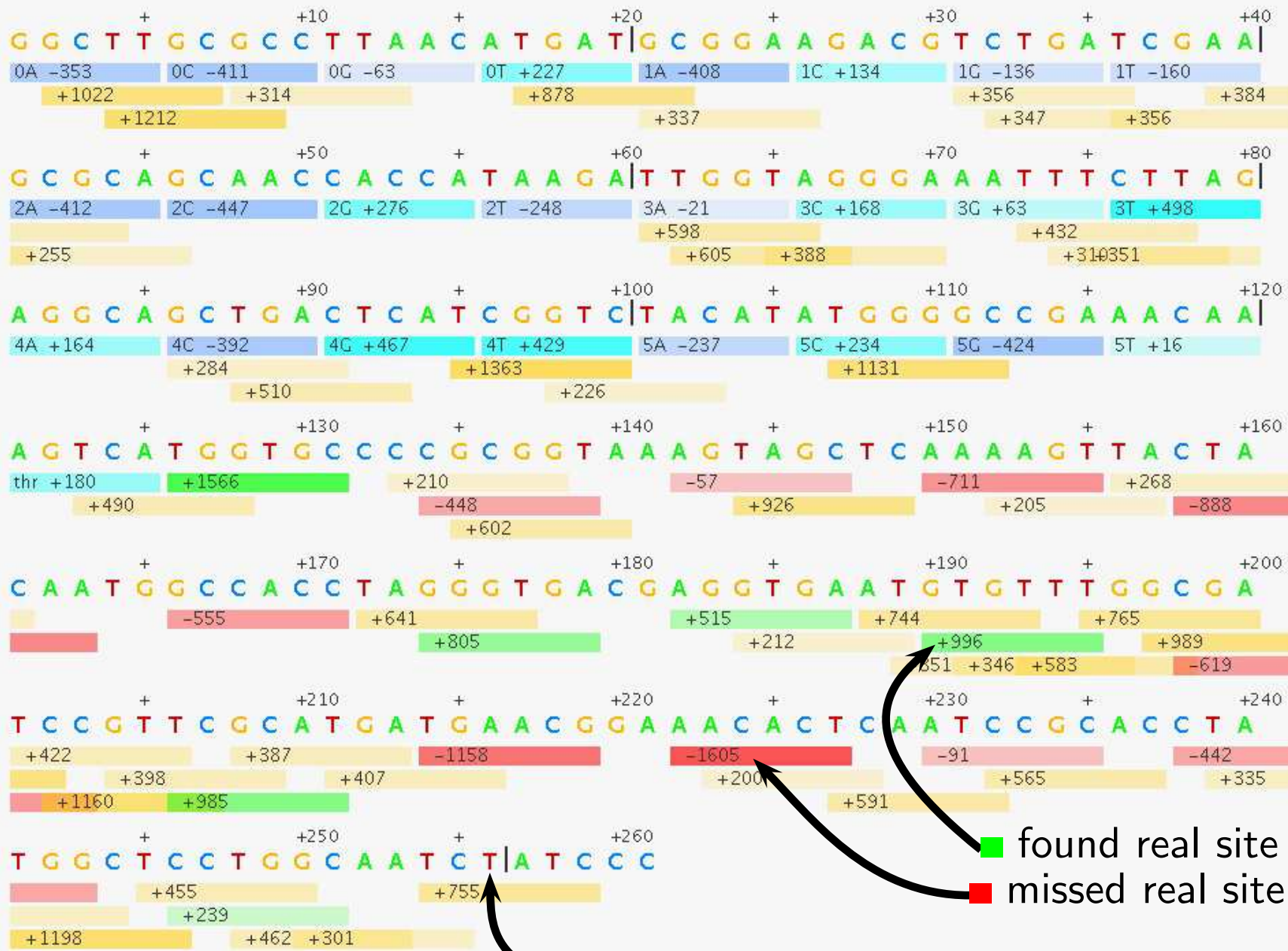
$\gamma = 16$   
binding  
sites

found real site

Genome positions available  $G = 256$  bases  
 $R_{frequency} = \log_2 256/16 = 4$  bits



# Unevolved Ev Creature

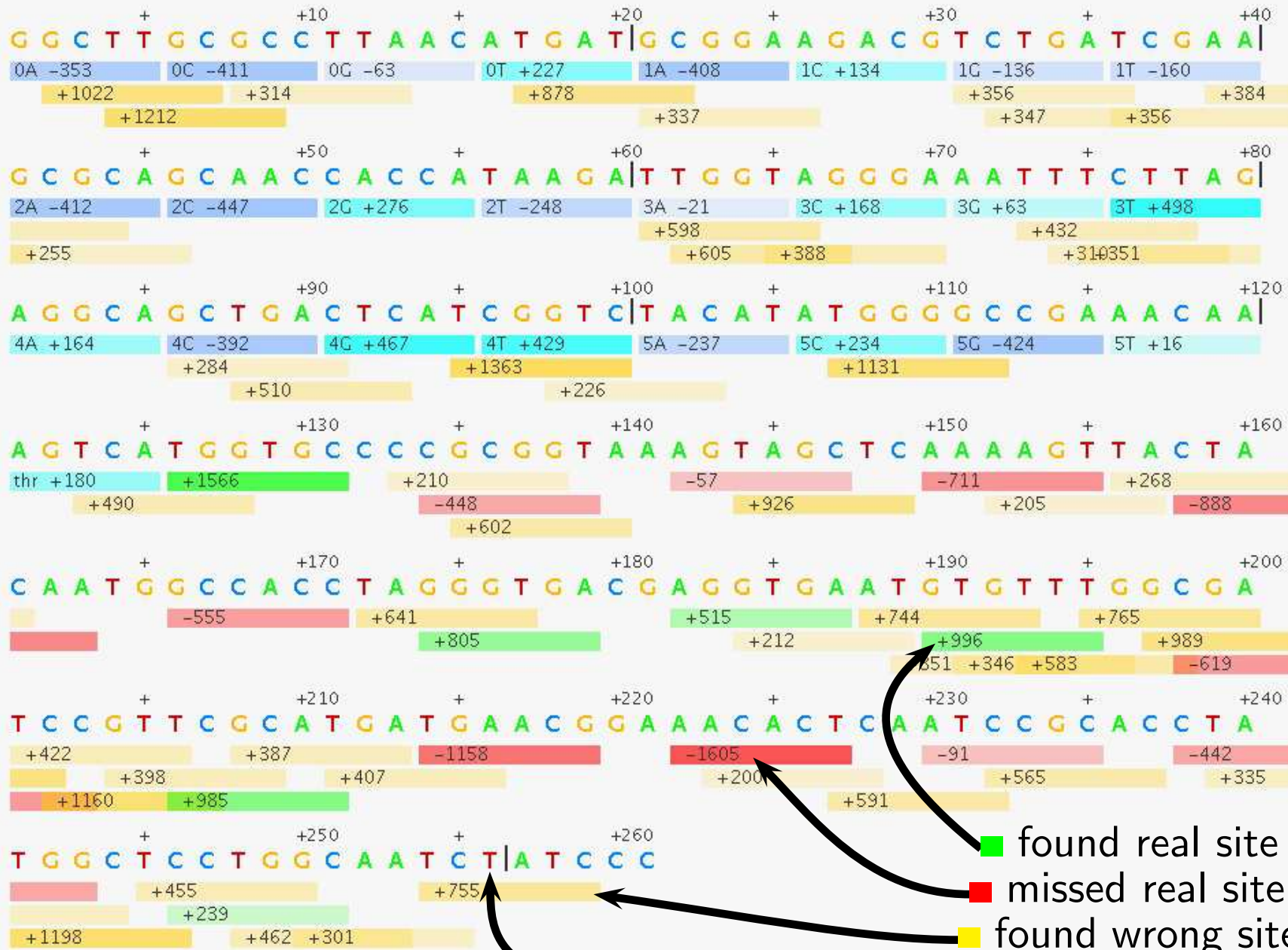


“blue”  
gene  
weight  
matrix:  
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$\gamma = 16$   
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Genome positions available  $G = 256$  bases  
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# Unevolved Ev Creature



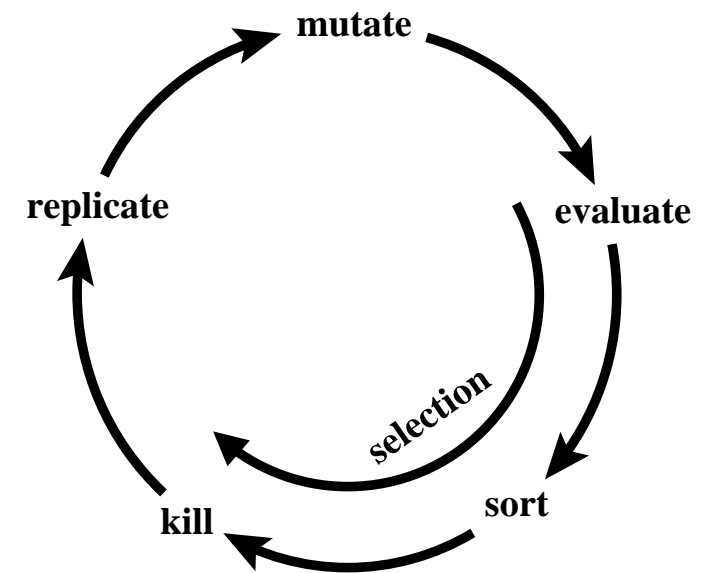
“blue” gene weight matrix: 6 bp wide

$\gamma = 16$  binding sites

Genome positions available  $G = 256$  bases  
 $R_{frequency} = \log_2 256/16 = 4$  bits

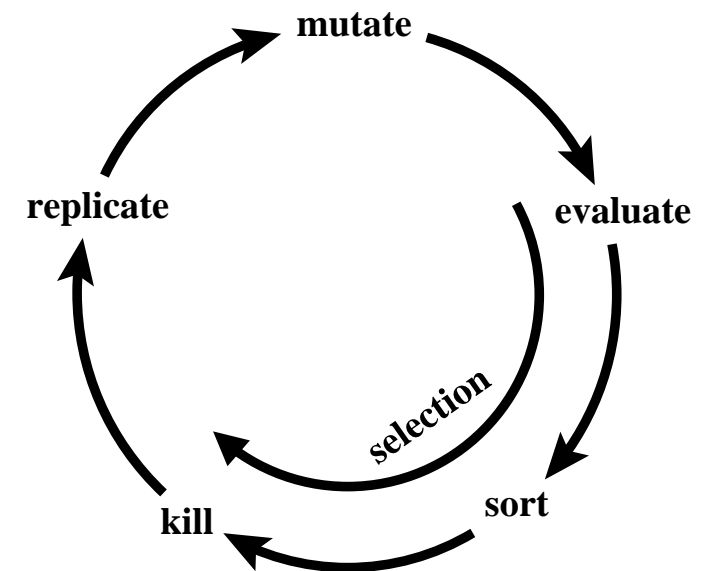
# Evolution Cycle

- EVALUATE each creature



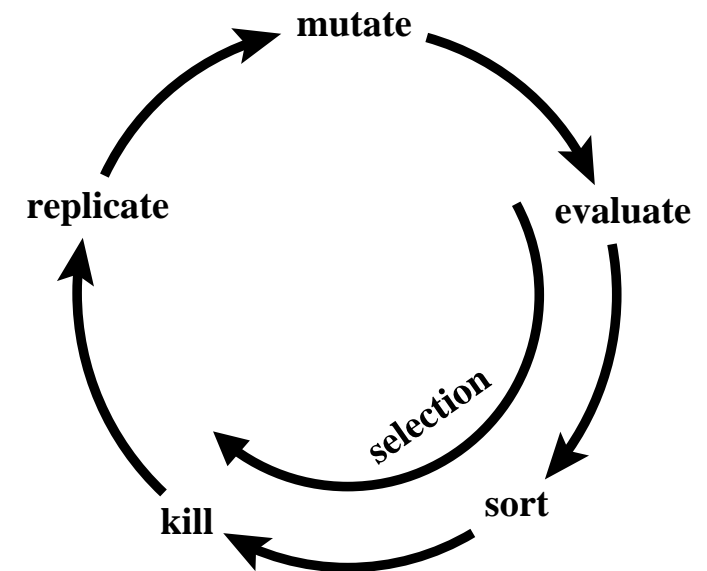
# Evolution Cycle

- EVALUATE each creature
  - translate the recognizer gene into a weight matrix



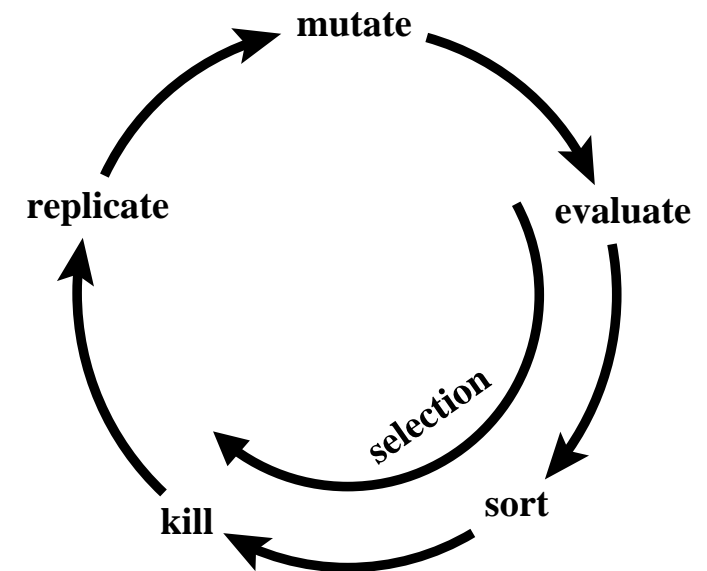
# Evolution Cycle

- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome



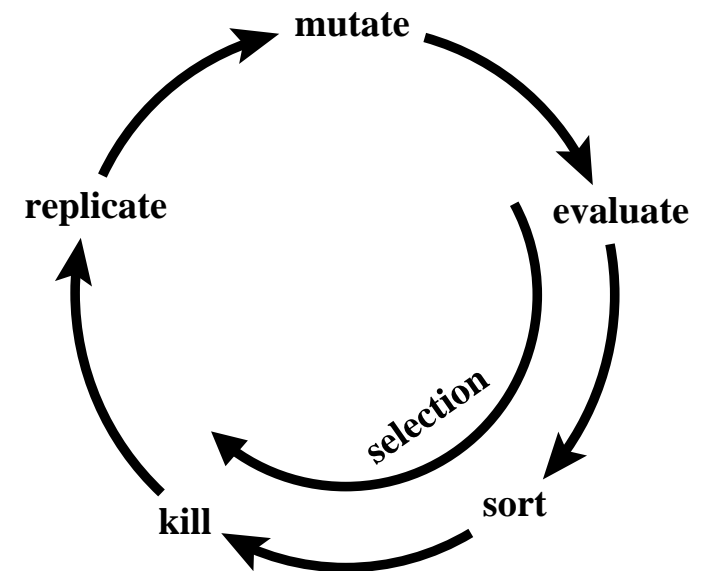
# Evolution Cycle

- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome
  - count the number of mistakes:



# Evolution Cycle

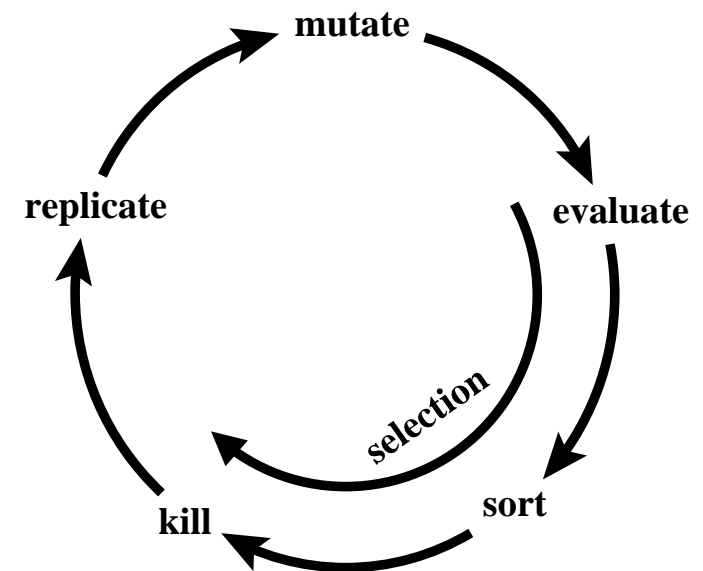
- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome
  - count the number of mistakes:
    - missing a site at a right place





# Evolution Cycle

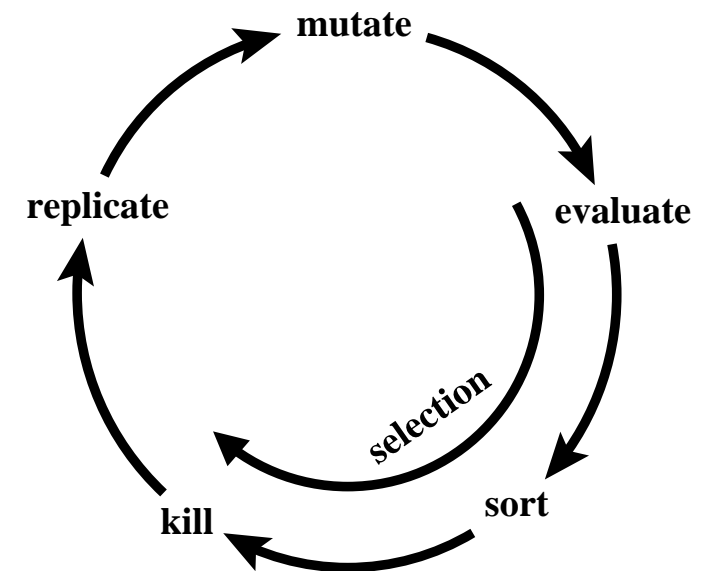
- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome
  - count the number of mistakes:
    - missing a site at a right place
    - finding a site at a wrong place





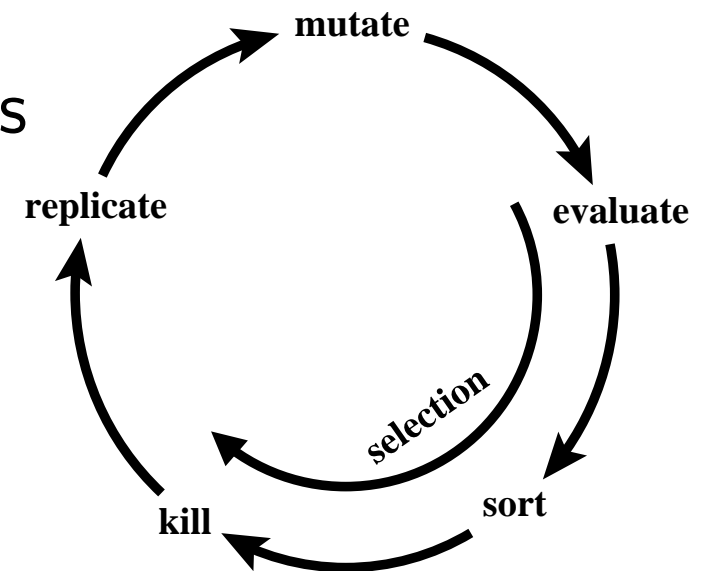
# Evolution Cycle

- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome
  - count the number of mistakes:
    - missing a site at a right place
    - finding a site at a wrong place
  - Sort the creatures by their mistakes



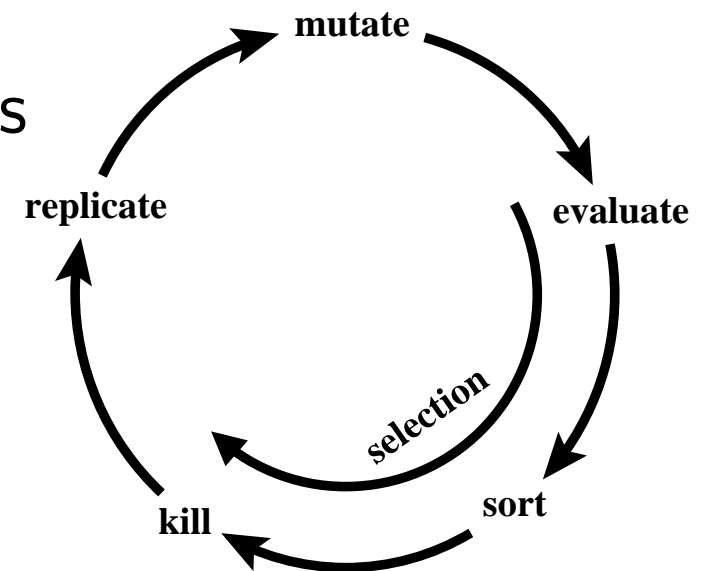
# Evolution Cycle

- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome
  - count the number of mistakes:
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    - finding a site at a wrong place
  - Sort the creatures by their mistakes
- REPLICATE: the best creatures are duplicated and replace the worst ones

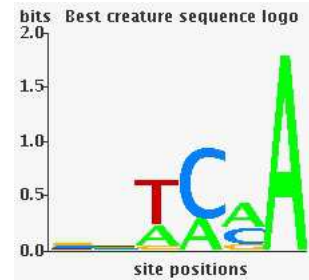


# Evolution Cycle

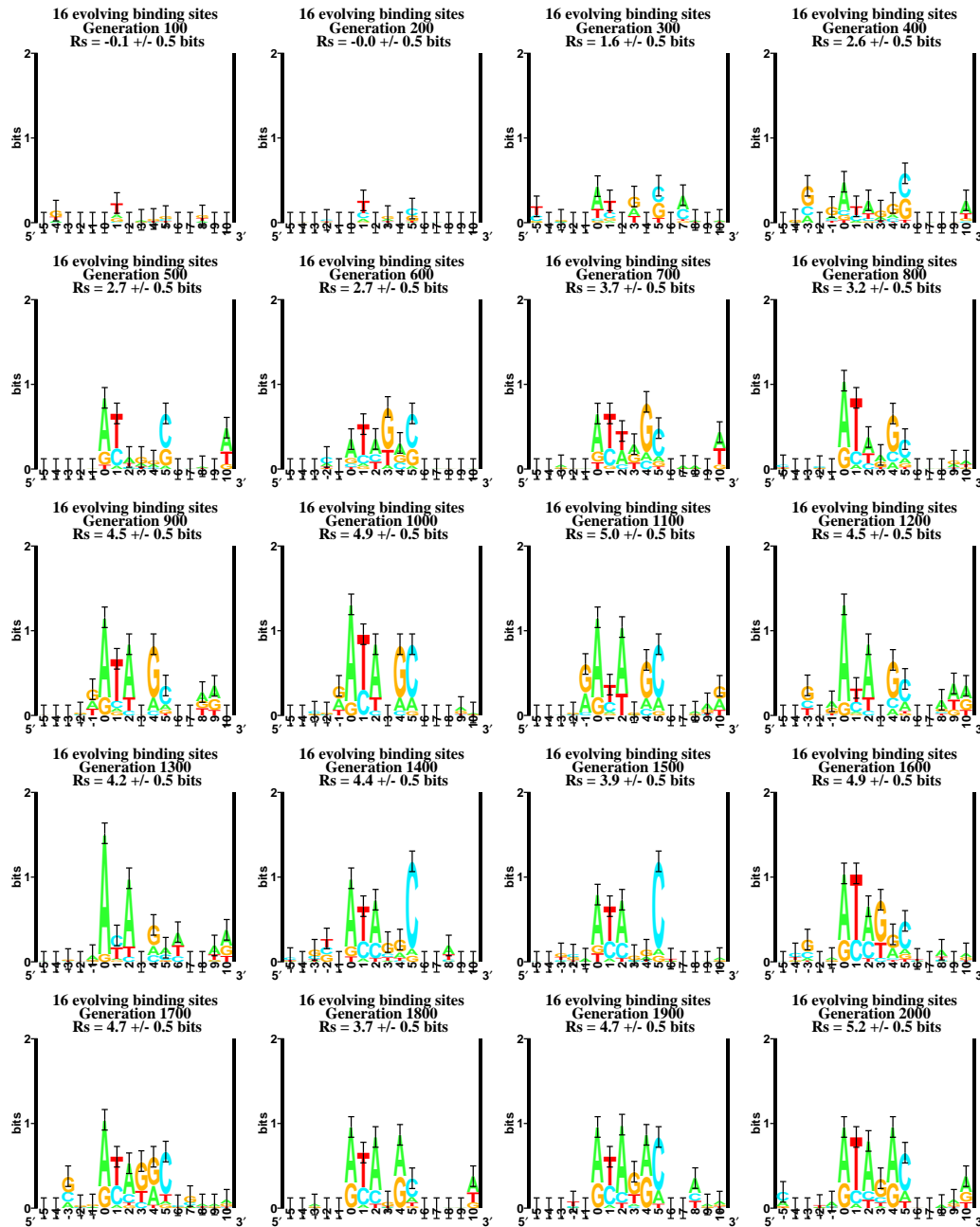
- EVALUATE each creature
  - translate the recognizer gene into a weight matrix
  - scan the weight matrix across the genome
  - count the number of mistakes:
    - missing a site at a right place
    - finding a site at a wrong place
  - Sort the creatures by their mistakes
- REPLICATE: the best creatures are duplicated and replace the worst ones
- MUTATE all genomes randomly



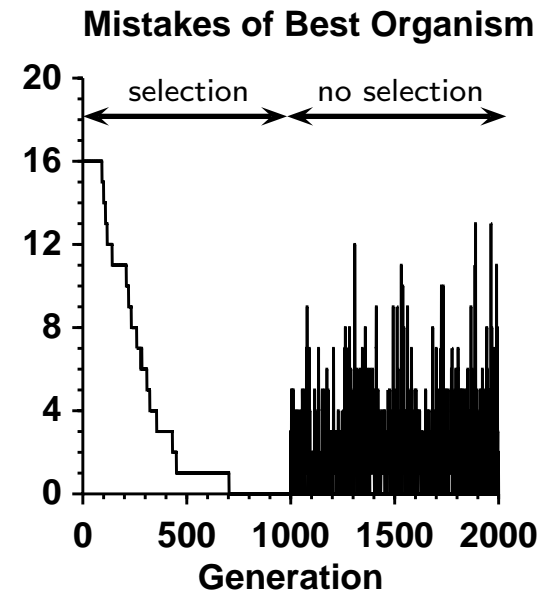
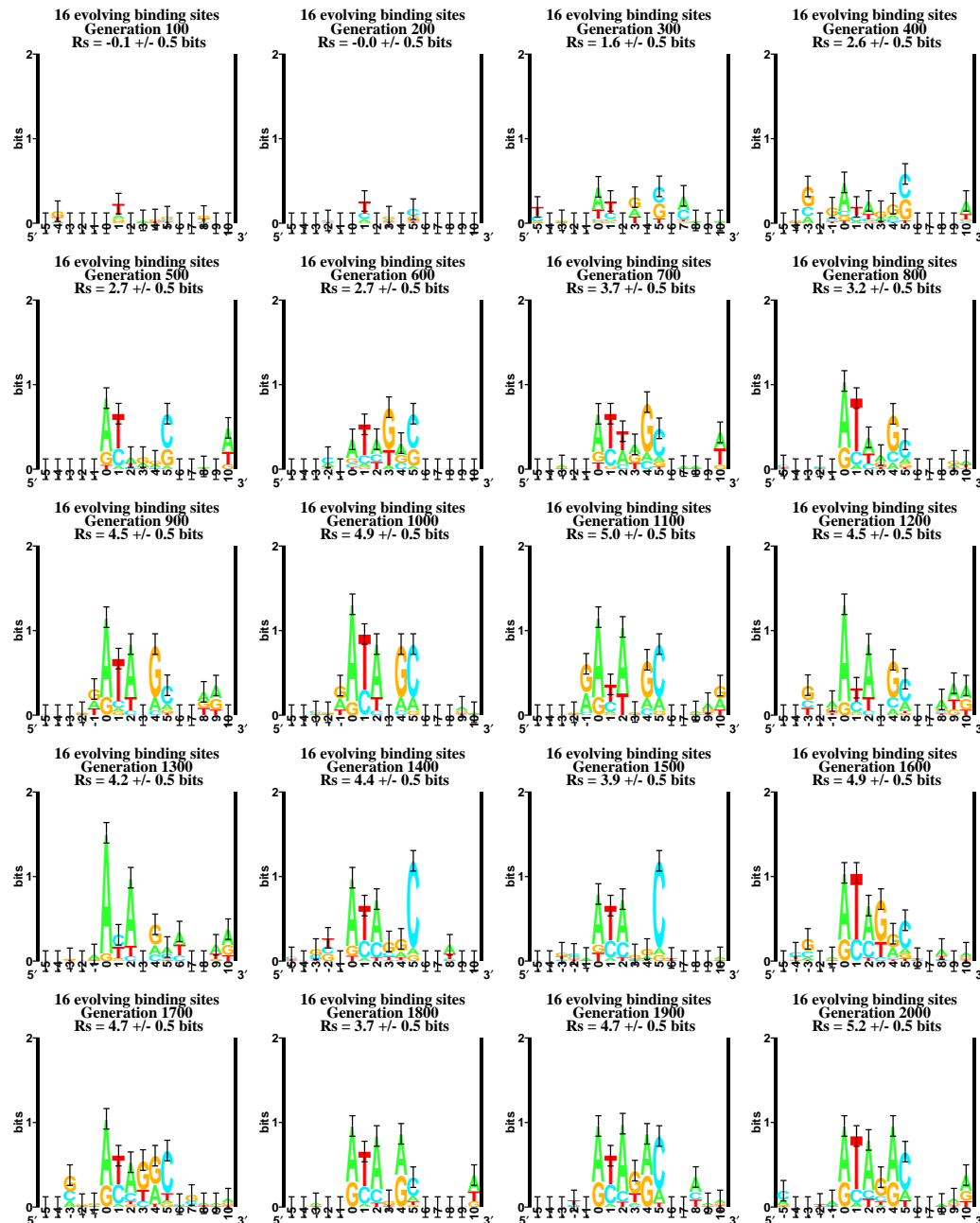
# Evolved Ev Creature



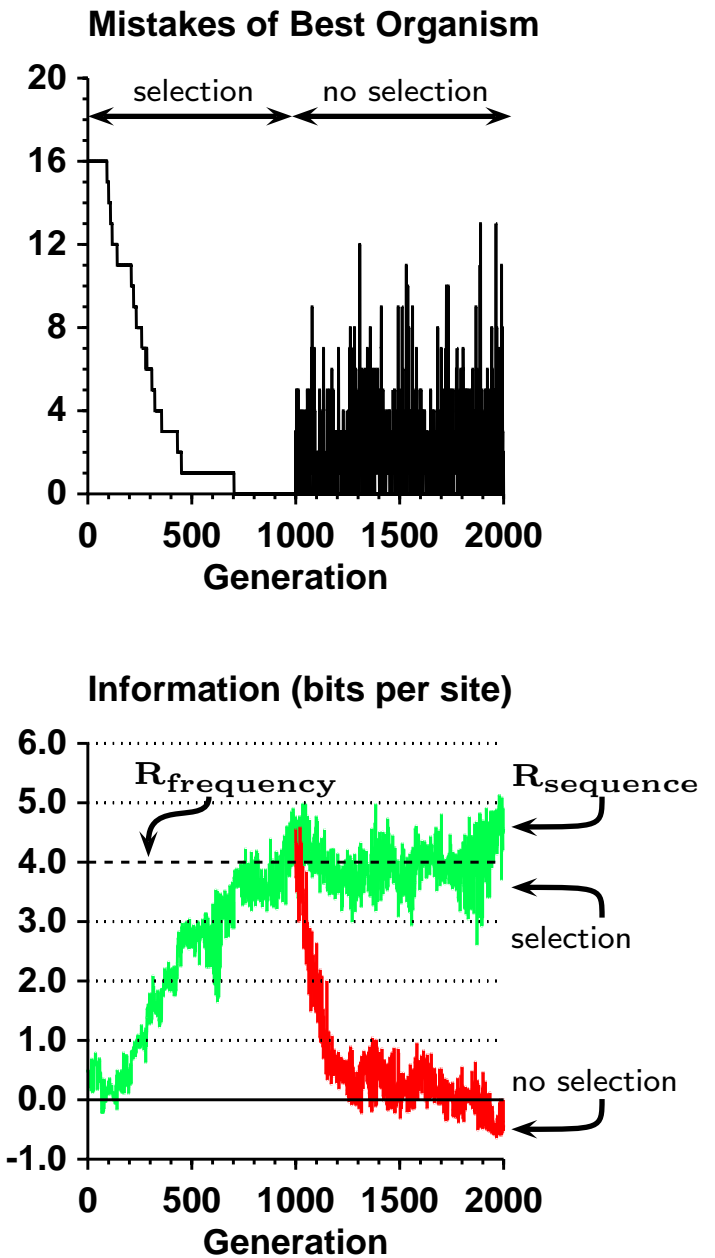
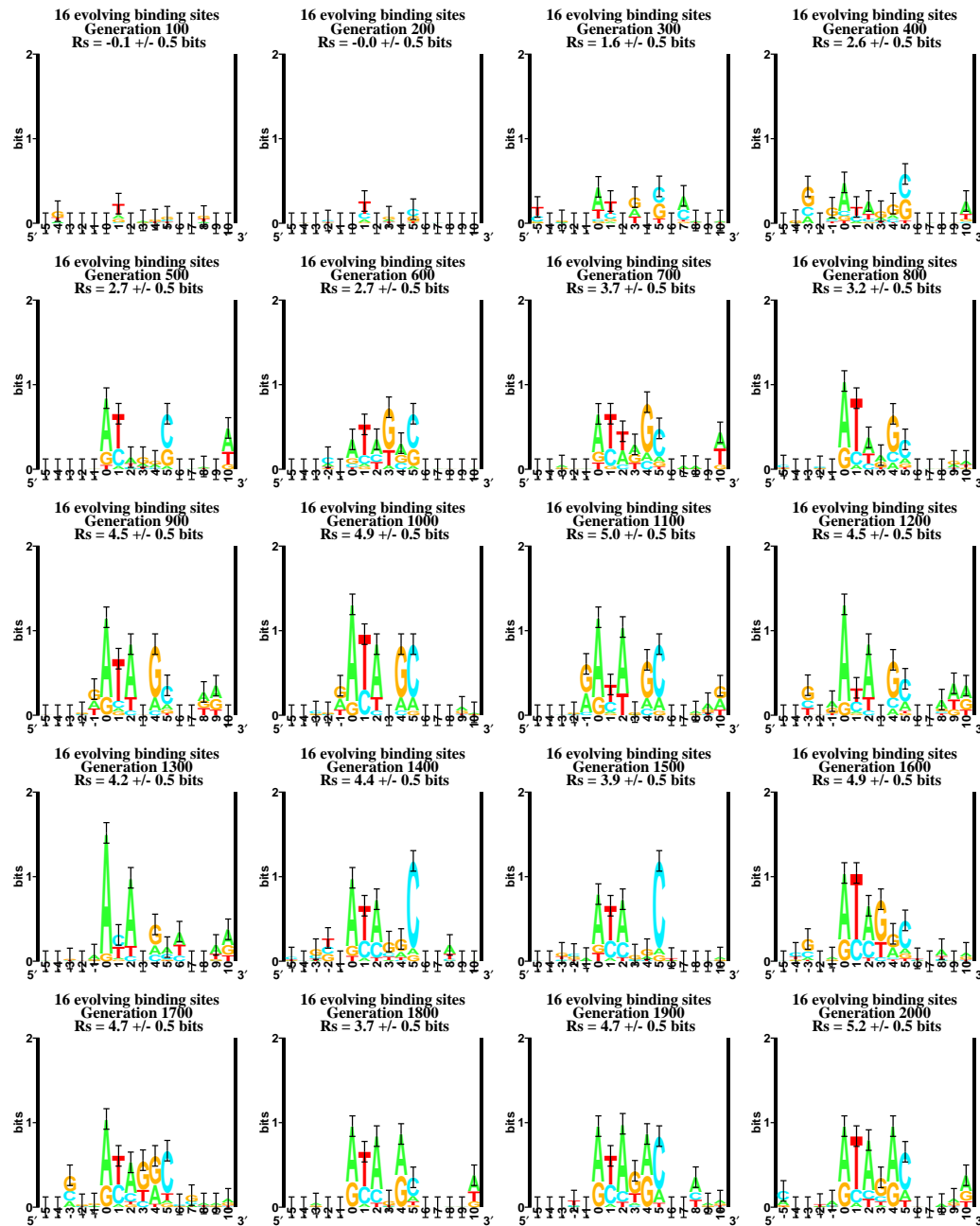
# Evolution of Binding Sites



# Evolution of Binding Sites



# Evolution of Binding Sites



## Shannon Information Measure of Binding Site Patterns

**Information** is measured as a  
**decrease in uncertainty:**

$$R = H_{before} - H_{after} \quad (\text{bits per symbol}) \quad (15)$$



**Before** binding there are 4 possible bases at each position  $l$ , so the uncertainty is:

$$\begin{aligned} H_{before}(l) &= \log_2 4 \quad (\text{bits per base}) \quad (16) \\ &\approx 2 \end{aligned}$$

**Before** binding there are 4 possible bases at each position  $l$ , so the uncertainty is:

$$H_{before}(l) = \log_2 4 \quad (\text{bits per base}) \quad (16)$$
$$\approx 2$$

**After** binding the uncertainty depends on the frequencies of bases  $b$  at positions  $l$  in a binding site,  $f(b, l)$ :

$$H_{after}(l) = - \sum_{b \in \{A, C, G, T\}} f(b, l) \log_2 f(b, l) \quad (17)$$

(bits per base)

The **information at a position  $l$**  is:

$$\begin{aligned} R_{sequence}(l) &= H_{before}(l) - H_{after}(l) && (18) \\ &\approx 2 - H_{after}(l) && \text{(bits per base)} \end{aligned}$$

The **information at a position  $l$**  is:

$$R_{sequence}(l) = H_{before}(l) - H_{after}(l) \quad (18)$$

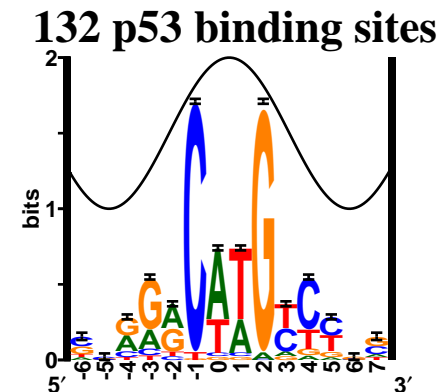
$$\approx 2 - H_{after}(l) \quad (\text{bits per base})$$

The **total site information** is:

$$R_{sequence} = \sum_l (H_{before}(l) - H_{after}(l))$$

$$\approx 2l - H_{after} \quad (\text{bits per site}) \quad (19)$$

During evolution,  
as  $H_{after} \downarrow$ ,  $R_{sequence} \uparrow$



# Acknowledgements

- Larry Gold
- Gary Stormo
- Andrzej Ehrenfeucht
- Paul Anagnostopoulos



# Version

version = 1.20 of evtalk.tex 2012 Mar 15