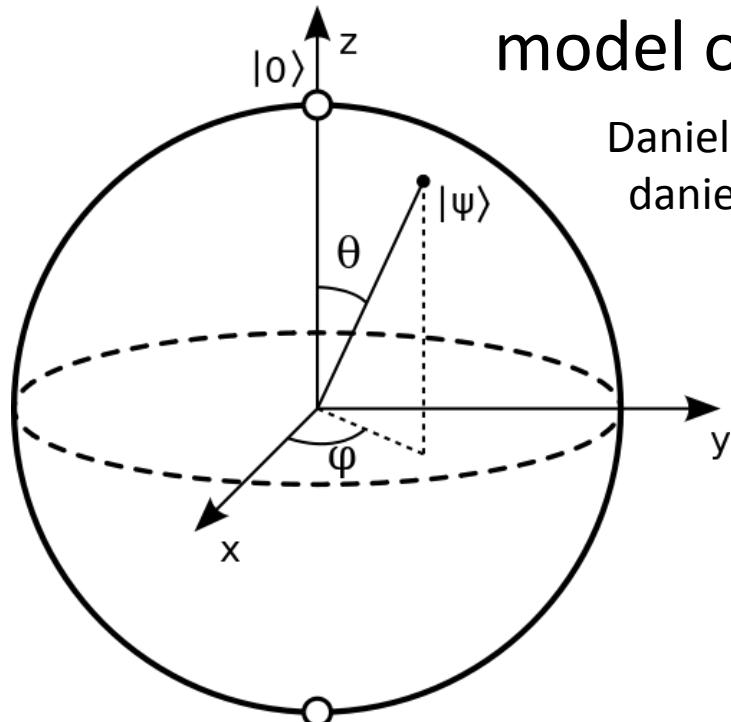
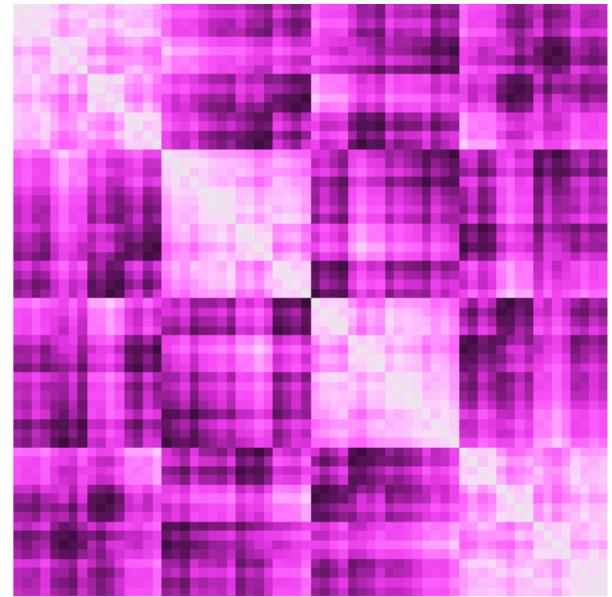


# Genetic Phase Angle Distance

computing pairwise codon distance using a 3-dimensional model of the genetic code.

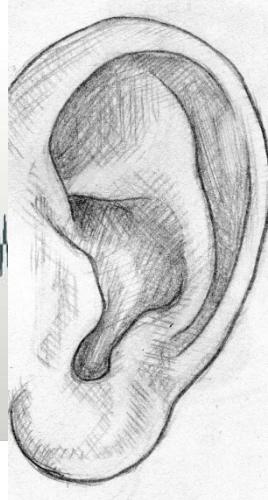
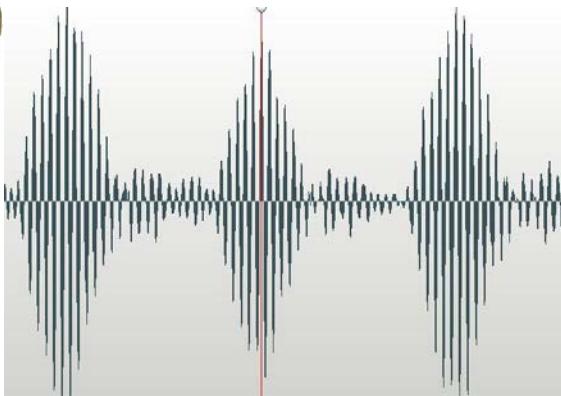


Daniel K. Pratt, 15 April 2013  
daniel.k.pratt@gmail.com



- Anastassiou, D. (2001). Genomic signal processing. *IEEE Signal Processing Magazine*, 18(4), 8–20.
- Aragon-Camarasa, G., Aragon-Gonzalez, G., Aragon, J. L., & Rodriguez-Andrade, M. A. (2008). Clifford Algebra with Mathematica. Retrieved from <http://arxiv.org/pdf/0810.2412>
- Cristea, P. D. (2005). Representation and analysis of DNA sequences. In E. R. Dougherty (Ed.), *EURASIP book series on signal processing and communications v. 2. Genomic signal processing and statistics*. New York, N.Y: Hindawi Pub. Corp.
- Zhang, H., Zhu, C., Peng, Q., & Chen, J. (2006). Using geometric algebra for 3D linear transformations. *Computing in Science & Engineering*, 8(3), 68–75.

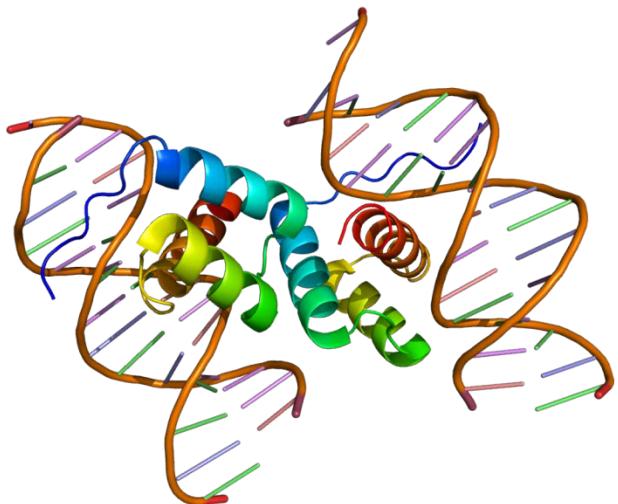
“imaginary space”



Linear  
Form

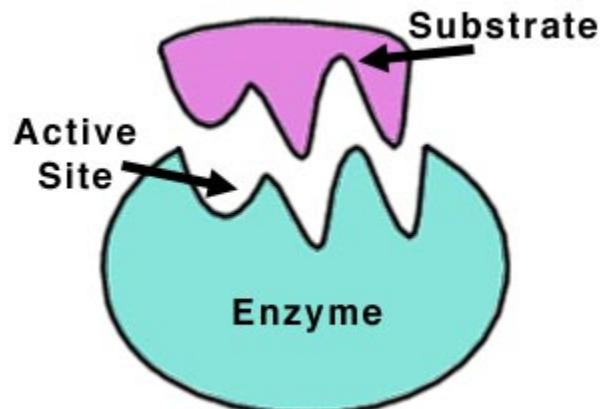
nonsequential, simultaneous interaction of ALL components

NonLinear  
Function



???

“imaginary space”  
(Anastassiou, 2001)



Nucleotides are mapped into a complex vector space,  
According to three biochemical properties.

e1 axis: 2/3-hydrogen bonds

e2 axis: Amino/Keto

e3 axis: Purine/Pyrimidine

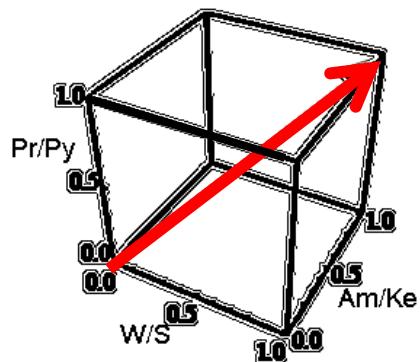
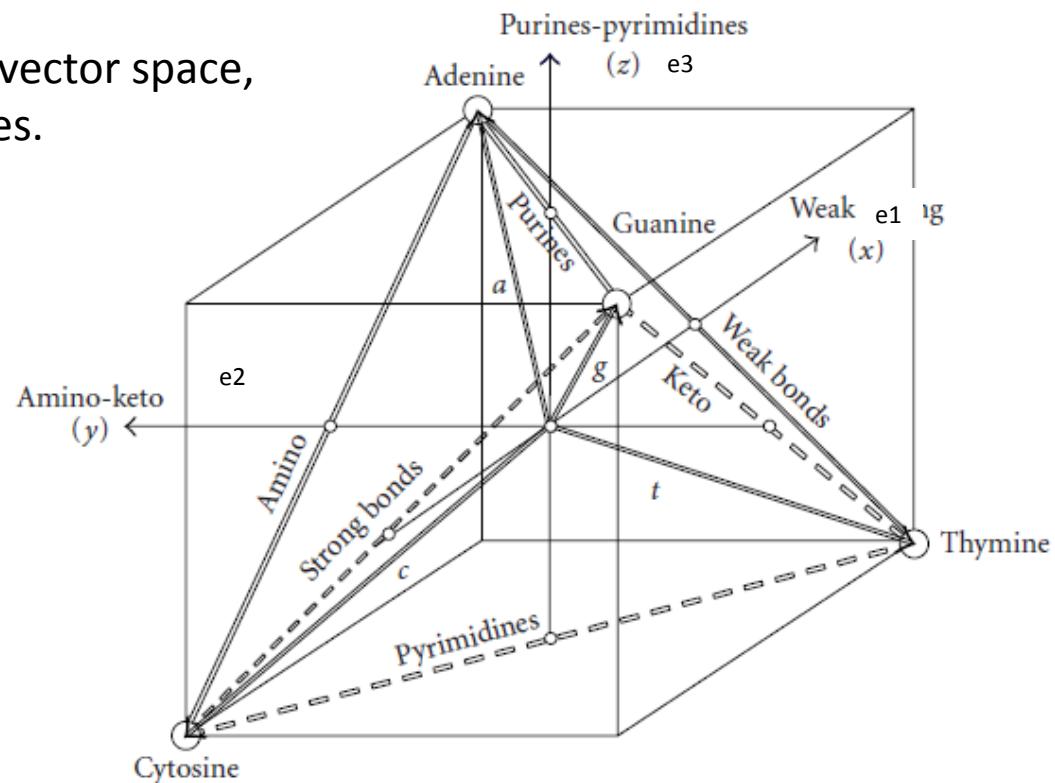
From (Cristea, 2005)

$$\vec{a} = \vec{i} + \vec{j} + \vec{k},$$

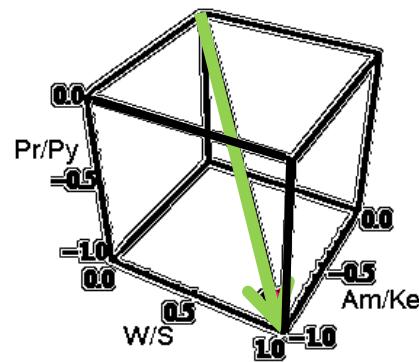
$$\vec{c} = -\vec{i} + \vec{j} - \vec{k},$$

$$\vec{g} = -\vec{i} - \vec{j} + \vec{k},$$

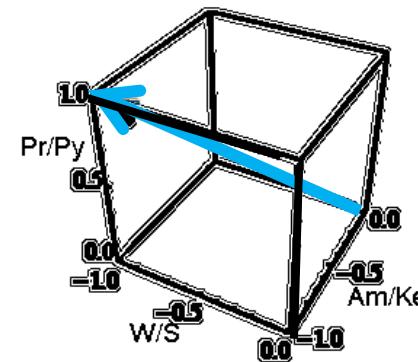
$$\vec{t} = \vec{i} - \vec{j} - \vec{k}.$$



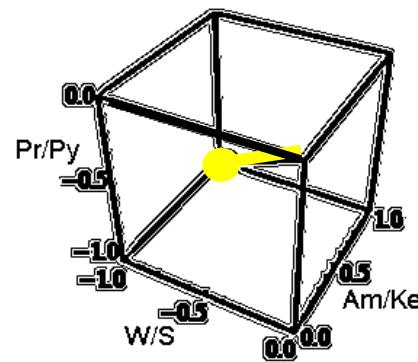
$$A1 = e1 + e2 + e3$$



$$T1 = e1 - e2 - e3$$



$$G1 = -e1 - e2 + e3$$



$$C1 = -e1 + e2 - e3$$

As represented in Mathematica using 'clifford.m' (Aragon, 2008; Zhang, 2006);  
Constructed by (Pratt, 2013)

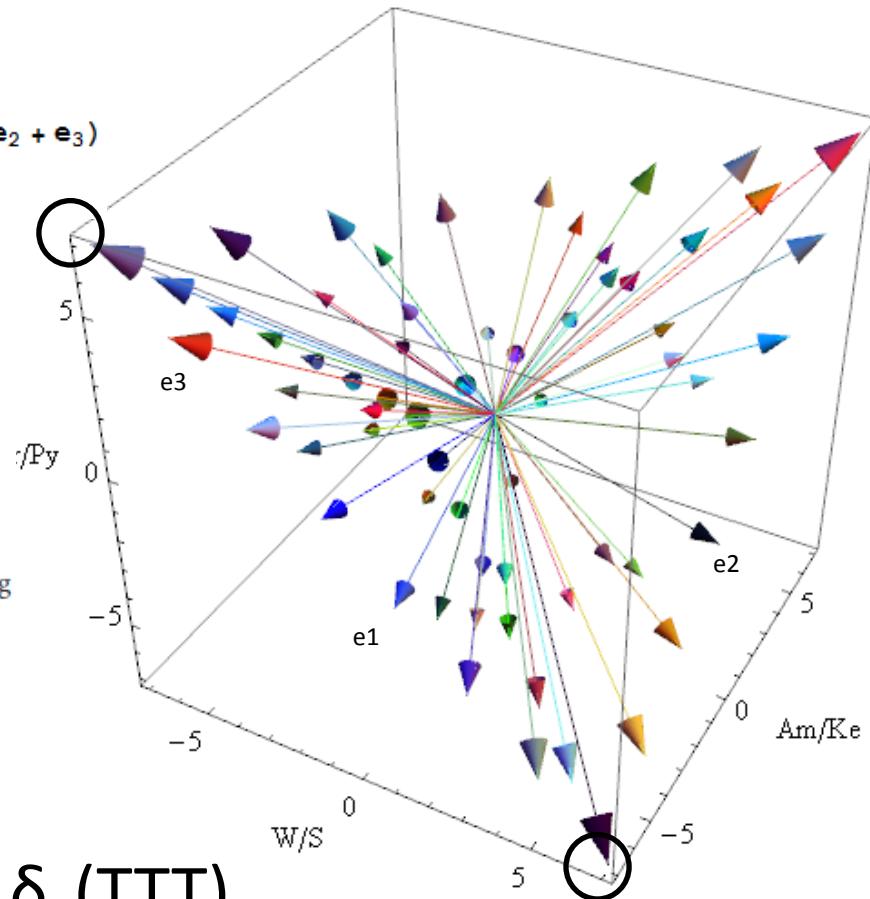
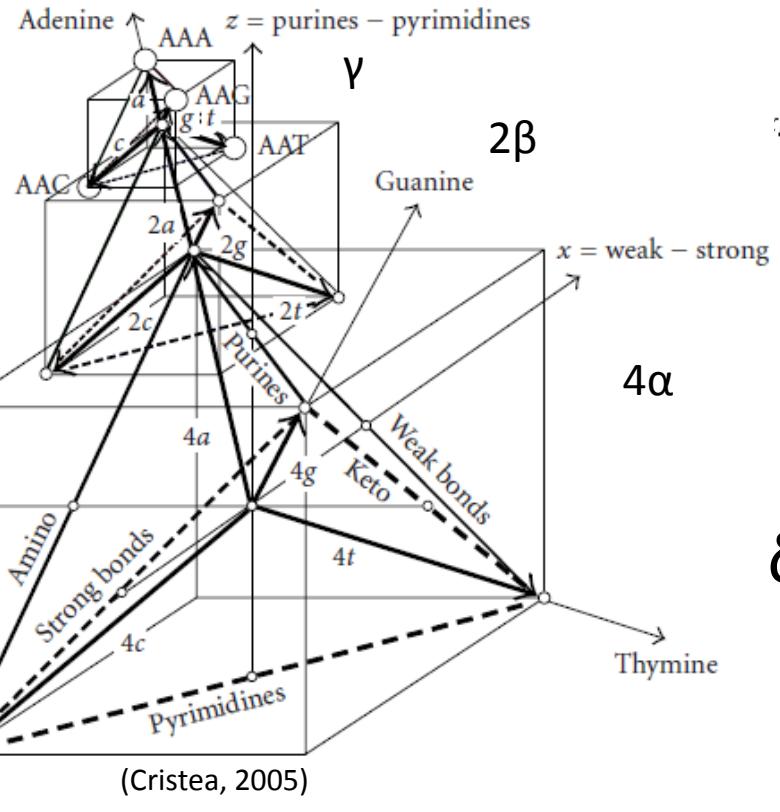
64 codons map to 64 unique vector positions, resulting in a tetrahedral genetic code.  
GENETIC CODE MAPPING:  $\delta_n(\text{codon}) = 4\alpha + 2\beta + \gamma$ ; where  $\alpha=\text{first}$ ,  $\beta=\text{second}$ ,  $\gamma=\text{third}$

$\delta_1(\text{GGG})$

$$= 4 (\text{G}) + 2 (\text{G}) + \text{G}$$

$$= 4 (-e_1 - e_2 + e_3) + 2 (-e_1 - e_2 + e_3) + (-e_1 - e_2 + e_3)$$

$$= -7 e_1 - 7 e_2 + 7 e_3$$

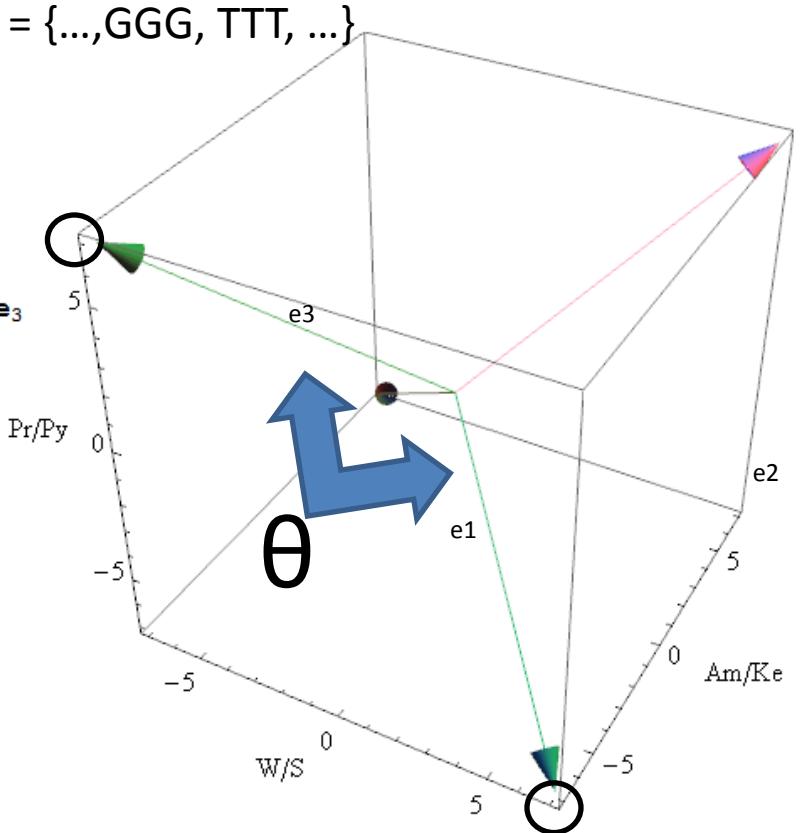


(AAA, AAT, AAC, AAG, ATA, ATT, ATC, ATG, ACA, ACT, ACC, ACG, AGA, AGT, AGC, AGG, TAA, TAT, TAG, TTA, TTT, TTC, TTG, TCA, TCT, TCG, TGG, CAA, CAT, CAC, CAG, CTA, CCT, CTC, CTG, CGA, CGT, CCC, CGG, GAA, GAT, GAC, GAG, GTA, GTT, GTC, GTG, GCA, CCT, CGC, CGG, CGT, CGC, CGG)

Sequence = {..., GGG, TTT, ...}

$\delta_1(\text{GGG})$

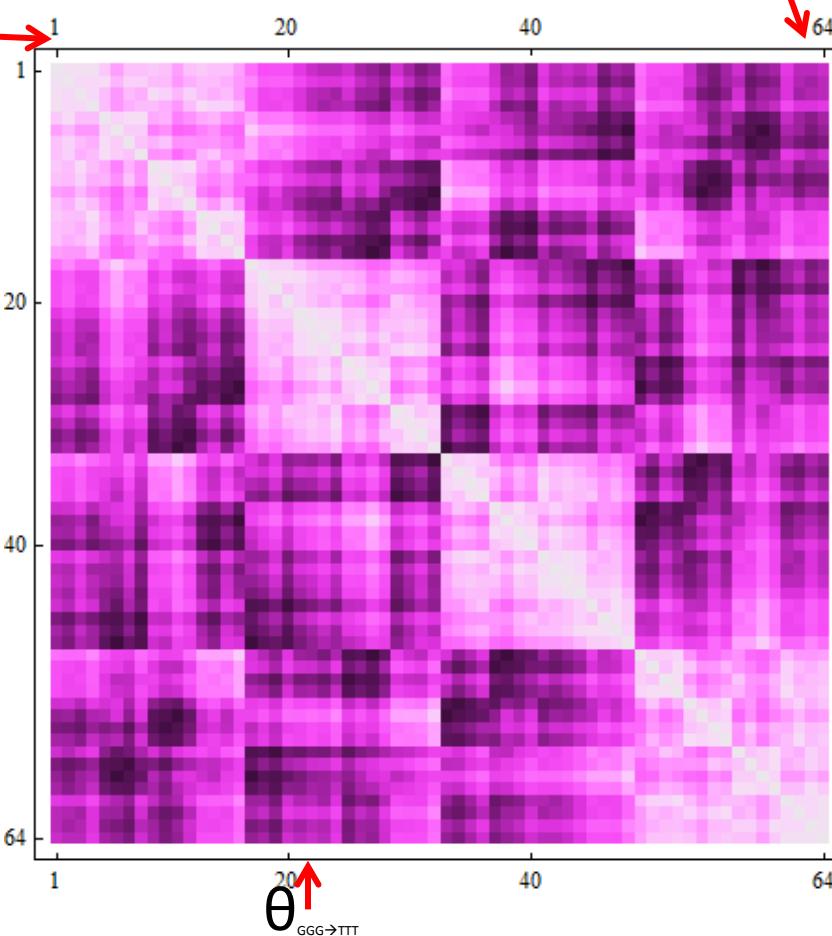
$$= -7 \mathbf{e}_1 - 7 \mathbf{e}_2 + 7 \mathbf{e}_3$$



$\Theta$

$$\begin{aligned} &= \text{VectorAngle}[\delta_1, \delta_2] \\ &= \text{VectorAngle}[GGG, TTT] \\ &= \text{VectorAngle}[-7 \mathbf{e}_1 - 7 \mathbf{e}_2 + 7 \mathbf{e}_3, 7 \mathbf{e}_1 - 7 \mathbf{e}_2 - 7 \mathbf{e}_3] \\ &= \text{ArcCos}\left[-\frac{1}{3}\right] = 1.9106332362490186^\circ \end{aligned}$$

Phase distance  $\Theta$  is measured as the angle between sequentially neighboring codon vectors.

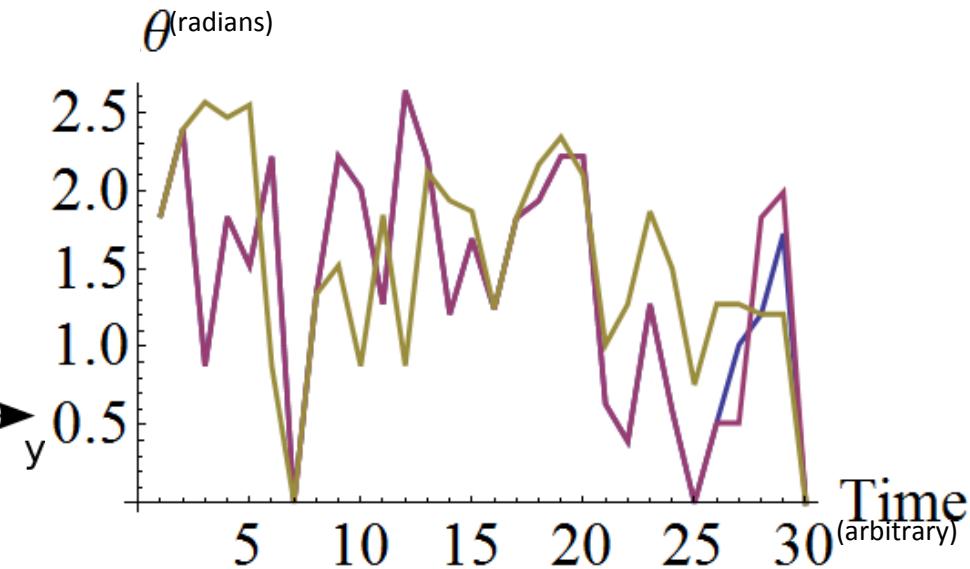
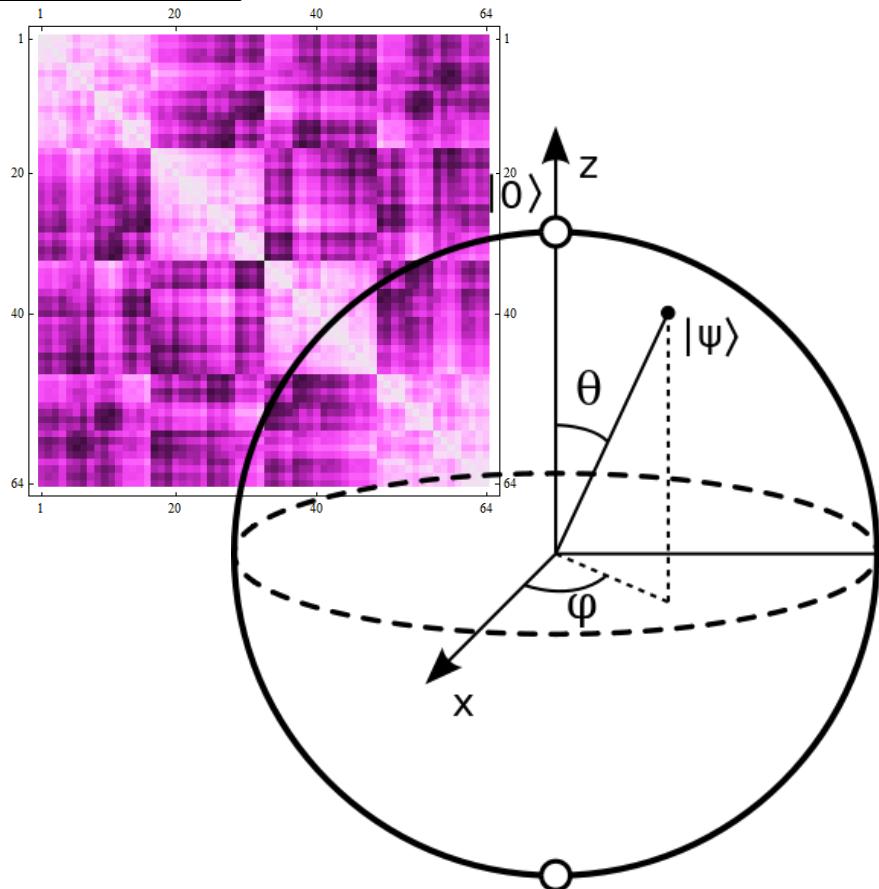


A matrix of all possible values of  $\Theta$  (small  $\Theta \rightarrow$  light, large  $\Theta \rightarrow$  dark).

(Pratt, 2013)

The coding sequences of the first exon of  $\beta$ -globin gene of eleven different species.

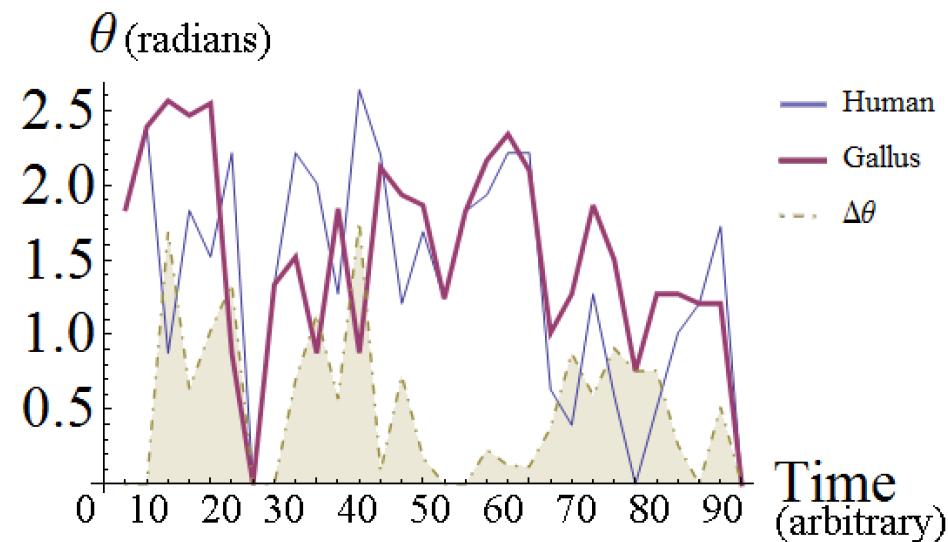
Species	Coding sequence (N=30)	Alignment made in MEGA5 software using MUSCLE (codon) algorithm
1. 1-Human	ATGGTGCACCTGACTCCTGAGGAGAACTCTGCCGTITACTGCCCCCTGTGGGGCAAGGTGAACGTGGATGAAAGTTGGTGCGAGGCCCTGGGCAG	
2. 2-Chimpanzee	ATGGTGCACCTGACTCCTGAGGAGAACTCTGCCGTITACTGCCCCCTGTGGGGCAAGGTGAACGTGGATGAAAGTTGGTGCGAGGCCCTGGGCAG	
3. 3-Goat	ATG-----CTGACTCTGAGGAGAAAGCTGCCGTITACTGCCCCCTGTGGGGCAAGGTGAAGAGTTGGATGAAAGTTGGTGCGAGGCCCTGGGCAG	
4. 4-Bovine	ATG-----CTGACTCTGAGGAGAAAGCTGCCGTACCCGCCCTTGTGGGGCAAGGTGAAGAGTTGGATGAAAGTTGGTGCGAGGCCCTGGGCAG	
5. 5-Gallus	ATGGTGCACCTGACTGCTGAGGAGAAAGCTCATCACCGGCCCTGTGGGGCAAGGTCAATGTGGGCCATGTGGGGGCCGAATGTGGGCCCTGGCC--	
6. 6-Mouse	ATGGTGCACCTGACTGATGCTGAGAAGGCTGCCGTCTTGCCCTGTGGGGAAAGGTGAACCTCCGATGAAAGTTGGTGCGAGGCCCTGGGCAG	
7. 7-Rat	ATGGTGCACCTAACCTGATGCTGAGAAGGCTACTGTTAGTGGCCCTGTGGGGAAAGGTGAACCCCTGATAATGTTGGCGCTGAAGGCCCTGGGCAG	
8. 8-Gorilla	ATGGTGCACCTGACTCCTGAGGAGAAAGCTGCCGTACTGCCCCCTGTGGGGCAAGGTGAACGTGGATGAAAGTTGGTGCGAGGCCCTGGGCAG	
9. 9-Rabbit	ATGGTGCACCTGCTCCAGTGAGGAGAAAGCTGCCGTACTGCCCCCTGTGGGGCAAGGTGAATGTGGAAAGAAGTTGGGTGAGGCCCTGGGCAG	
10. 10-Opossum	ATGGTGCACCTGACTCTGAGGAGAAAGCTGCACTCACATACCTCTGGCTCTAAGGTGCAGGTTGACCAGACTGGTGCGAGGCCCTGGGCAG	
11. 11-Lemur	ATGACCTTGCTGAGTGCCTGAGGAGAAATGCTCATGTCACCTCTGTGGGGCAAGGTGGATGIAAGAAGTTGGTGCGAGGCCCTGGGCAG	



Phase angle  $\theta$  sequence maps for species:  
Human (blue), Chimpanzee (red), and Gallus (gold)

Angular difference  $\Delta\theta$  is computed as the absolute value of the difference in phase  $\theta$  between species under investigation, at equivalent (aligned) genetic loci.

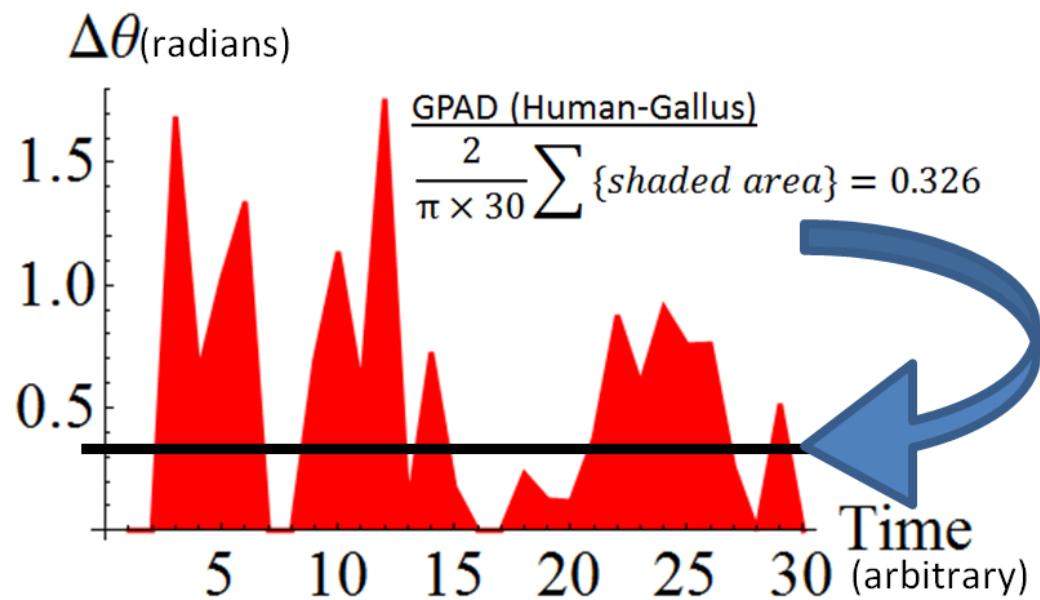
shaded :  $\Delta\theta_{HG} = | \Delta\theta(\text{Human}) - \Delta\theta(\text{Gallus}) |$



### Genetic Phase Angle Distance

$$\frac{2}{\pi \times N} \sum \{\Delta\theta_1, \dots, \Delta\theta_{N-1}, \Delta\theta_N\}$$

(Pratt, 2013)



Species	1	2	4	6	8	10	11	1	0	0	0	0	0	0	0	0	0	0	0
Human								1	0.029	0	0	0	0	0	0	0	0	0	0
Chimpanzee								2	0.263	0.292	0	0	0	0	0	0	0	0	0
Goat								4	0.256	0.286	0.034	0	0	0	0	0	0	0	0
Bovine								5	0.326	0.356	0.358	0.392	0	0	0	0	0	0	0
Gallus								6	0.219	0.249	0.312	0.291	0.350	0	0	0	0	0	0
Mouse								7	0.269	0.298	0.384	0.399	0.307	0.214	0	0	0	0	0
Rat								8	0.000	0.029	0.263	0.256	0.326	0.219	0.269	0	0	0	0
Gorilla								9	0.112	0.141	0.264	0.252	0.328	0.217	0.269	0.112	0	0	0
Rabbit								10	0.318	0.320	0.559	0.543	0.335	0.386	0.375	0.318	0.397	0	0
Opossum								11	0.281	0.280	0.382	0.383	0.368	0.416	0.314	0.281	0.316	0.441	0

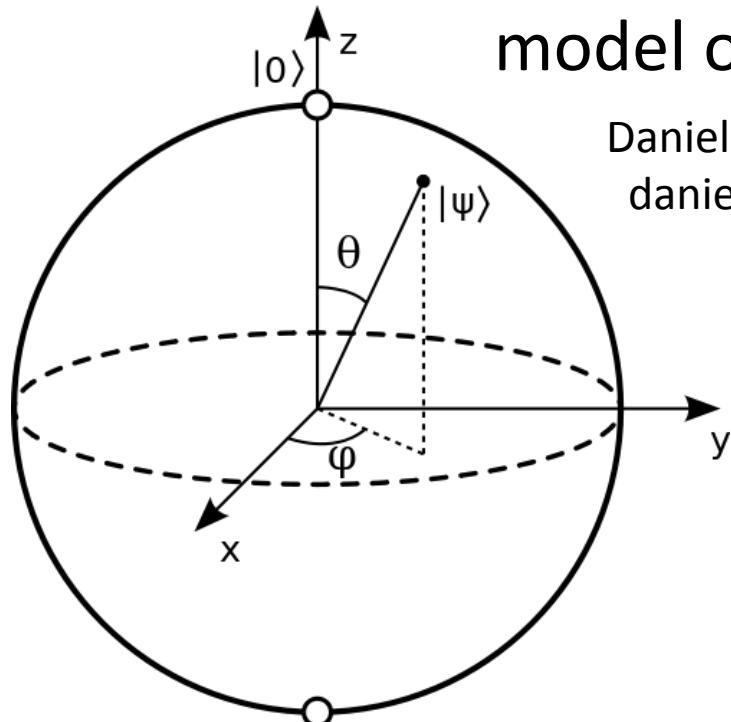
Species	1	2	4	6	8	10	11	1	0	0	0	0	0	0	0	0	0	0	0
Human								1	0	0	0	0	0	0	0	0	0	0	0
Chimpanzee								2	0.116	0.116	0	0	0	0	0	0	0	0	0
Goat								4	0.088	0.088	0.049	0	0	0	0	0	0	0	0
Bovine								5	0.363	0.363	0.288	0.324	0	0	0	0	0	0	0
Gallus								6	0.189	0.189	0.22	0.204	0.511	0	0	0	0	0	0
Mouse								7	0.253	0.253	0.270	0.306	0.562	0.160	0	0	0	0	0
Rat								8	0.000	0.000	0.116	0.088	0.363	0.189	0.253	0	0	0	0
Gorilla								9	0.102	0.102	0.189	0.144	0.402	0.236	0.343	0.102	0	0	0
Rabbit								10	0.363	0.363	0.404	0.367	0.444	0.509	0.584	0.363	0.420	0	0
Opossum								11	0.256	0.256	0.270	0.222	0.421	0.305	0.400	0.256	0.273	0.495	0

	1	2	3	4	5	6	7	8	9	10	11
1.1-Human		0.000	0.040	0.034	0.085	0.054	0.063	0.000	0.038	0.087	0.068
2.2-Chimpanzee	0.000		0.040	0.034	0.085	0.054	0.063	0.000	0.038	0.087	0.068
3.3-Goat	0.116	0.116		0.024	0.075	0.058	0.068	0.040	0.051	0.094	0.071
4.4-Bovine	0.088	0.088	0.049		0.079	0.054	0.074	0.034	0.044	0.087	0.060
5.5-Gallus	0.363	0.363	0.288	0.324		0.109	0.125	0.085	0.090	0.099	0.089
6.6-Mouse	0.189	0.189	0.220	0.204	0.511		0.050	0.054	0.063	0.107	0.068
7.7-Rat	0.253	0.253	0.270	0.306	0.562	0.160		0.063	0.084	0.122	0.088
8.8-Gorilla	0.000	0.000	0.116	0.088	0.363	0.189	0.253		0.038	0.087	0.068
9.9-Rabbit	0.102	0.102	0.189	0.144	0.402	0.236	0.343	0.102		0.094	0.069
10.10-Opossum	0.363	0.363	0.404	0.367	0.444	0.509	0.584	0.363	0.420		0.112
11.11-Lemur	0.256	0.256	0.270	0.222	0.421	0.305	0.400	0.256	0.273	0.495	

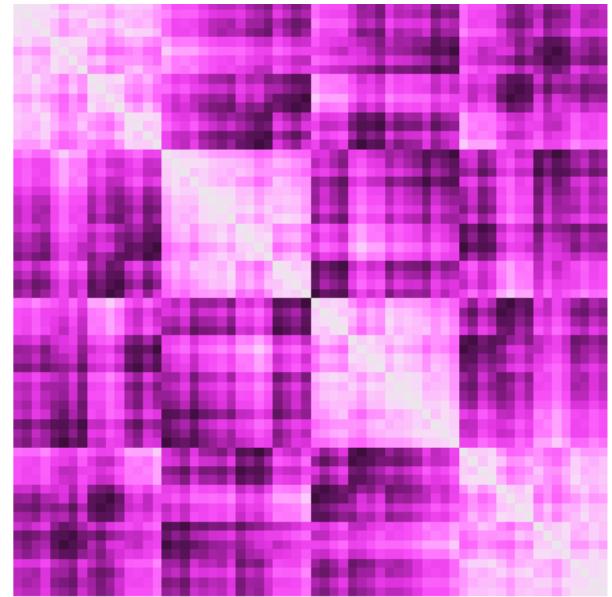
For comparison, Tamura-3 distance measure computed using MEGA5

# Genetic Phase Angle Distance

computing pairwise codon distance using a 3-dimensional model of the genetic code.



Daniel K. Pratt, 15 April 2013  
daniel.k.pratt@gmail.com



- Anastassiou, D. (2001). Genomic signal processing. *IEEE Signal Processing Magazine*, 18(4), 8–20.
- Aragon-Camarasa, G., Aragon-Gonzalez, G., Aragon, J. L., & Rodriguez-Andrade, M. A. (2008). Clifford Algebra with Mathematica. Retrieved from <http://arxiv.org/pdf/0810.2412>
- Cristea, P. D. (2005). Representation and analysis of DNA sequences. In E. R. Dougherty (Ed.), *EURASIP book series on signal processing and communications v. 2. Genomic signal processing and statistics*. New York, N.Y: Hindawi Pub. Corp.
- Zhang, H., Zhu, C., Peng, Q., & Chen, J. (2006). Using geometric algebra for 3D linear transformations. *Computing in Science & Engineering*, 8(3), 68–75.