

# **Recent data filtering method**

# Popular methods to filter/trim poorly aligned sequences

**Remove Gap-rich and variable sites (Gblocks/TrimAl)**

**Matrix reduction (MARE)**

# What's the difference

Gblocks

**CTTCGGAATGGCGGGT-CGGATTT****CGGGCTAGCTT**  
**CTTCGGAA-GGCGG-TACGGATTT****CGGGCTAGCTT**  
**CTTCGGAATGGCGG-TTCGGATAT****CGGGTTAGCTT**  
**CTTCGGAATGGCGG-GACGGATAT****CGCGCTAGCTT**  
**CTTAGGATTGGCGGG-CAGGATTT****CGCGCTAGCTT**  
**CTTAGGATTGGCGGA-GAGGATTT****CGGGCTAGCTT**  
**CTTAGGATTGGCGGAT-AGGATTT****CGGGCTAGCTT**  
**CTTAGGATTGGCGGG-TAGGATTT****CGGGCTAGCTT**

MARE

# Gblocks

seq1	-	C	C	G	-
seq2	-	A	C	G	-
seq3	T	T	C	G	-
seq4	A	T	C	G	C

**Remove variable sites in columns**



# Find long stretch of non-conserved blocks

CTTCGGGAATGGCGGGT-CGGATTTCGGGCTAGCTT  
CTTCGGAA-GGCGG-TACGGATTTCGGGCTAGCTT  
CTTCGGGAATGGCGG-TTCGGATATCGGGTTAGCTT  
CTTCGGGAATGGCGG-GACGGATATCGCGCTAGCTT  
CTTAGGATTGGCGGG-CAGGATTTCGCGCTAGCTT  
CTTAGGATTGGCGGA-GAGGATTTCGGGCTAGCTT  
CTTAGGATTGGCGGAT-AGGATTTCGGGCTAGCTT  
CTTAGGATTGGCGGG-TAGGATTTCGGGCTAGCTT

**CP = 4**

maximum number of contiguous nonconserved positions

**Find long stretch of non-conserved blocks**

**CTTCGGAATGGCGGGT-CGGATTTCGGGCTAGCTT**  
**CTTCGGAA-GGCGG-TACGGATTTCGGGCTAGCTT**  
**CTTCGGAATGGCGG-TTCGGATATCGGGTTAGCTT**  
**CTTCGGAATGGCGG-GACGGATATCGCGCTAGCTT**  
**CTTAGGATTGGCGGG-CAGGATTTCGCGCTAGCTT**  
**CTTAGGATTGGCGGA-GAGGATTTCGGGCTAGCTT**  
**CTTAGGATTGGCGGAT-AGGATTTCGGGCTAGCTT**  
**CTTAGGATTGGCGGG-TAGGATTTCGGGCTAGCTT**

# Find long stretch of non-conserved blocks

<b>ATTCGGAATGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>ATTCGGAA-GGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>CTTCGGAATGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>CTTCGGAATGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGCGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>



# Anchor blocks with highly conserved flanks

<b>ATTCGGAATGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>ATTCGGAA-GGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>CTTCGGAATGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>CTTCGGAATGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGCGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>CTTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>

→ ← → ←

# Anchor blocks with highly conserved flanks

<b>A</b>	<b>TTC</b>	<b>GGAATGGCGG</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>										
<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>A</b>	<b>-</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>	
<b>C</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>A</b>	<b>T</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>A</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>T</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>
<b>C</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>A</b>	<b>T</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>A</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>
<b>C</b>	<b>T</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>	
<b>C</b>	<b>T</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>	
<b>C</b>	<b>T</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>	
<b>C</b>	<b>T</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>A</b>	<b>T</b>	<b>T</b>	<b>C</b>	<b>G</b>	<b>G</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>A</b>	<b>G</b>	<b>C</b>	<b>T</b>	<b>T</b>	

conserved  
highly conserved

highly conserved  
highly conserved

highly conserved

## Anchor blocks with highly conserved flanks

<b>TTCGGAATGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA-GGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAATGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAATGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGCGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>

# Remove short blocks

<b>TTCGGAATGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA-GGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAATGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAATGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGCGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGATTGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>

**BL1 = 10**

**minimum length of an initial block**

# Remove columns with gaps and adjacent non-conserved position

<b>TTCGGAA</b> <b>TGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA</b> <b>-GGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA</b> <b>TGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAA</b> <b>TGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGAT</b> <b>TGGCGG</b>	<b>GGATTTCGCGCTAGCTT</b>
<b>TTAGGAT</b> <b>TGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAT</b> <b>TGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAT</b> <b>TGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>

**Remove columns with gaps and adjacent non-conserved position**

<b>TTCGGAGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTCGCGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTCGGGCTAGCTT</b>

# Remove columns with gaps and adjacent non-conserved position

<b>TTCGGAGGCGG</b>	<b>GGATTTTCGGGCTAGCTT</b>
<b>TTCGGAGGCGG</b>	<b>GGATTTTCGGGCTAGCTT</b>
<b>TTCGGAGGCGG</b>	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAGGCGG</b>	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTTCGCGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTTCGGGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTTCGGGCTAGCTT</b>
<b>TTAGGAGGCGG</b>	<b>GGATTTTCGGGCTAGCTT</b>

**BL2 = 7**

**Minimum length of a block after gap cleaning.**

# Trimmed alignment

**TTCGGAGGCGGGGATTTCGGGCTAGCTT**  
**TTCGGAGGCGGGGATTTCGGGCTAGCTT**  
**TTCGGAGGCGGGGATATCGGGTTAGCTT**  
**TTCGGAGGCGGGGATATCGCGCTAGCTT**  
**TTAGGAGGCGGGGATTTCGCGCTAGCTT**  
**TTAGGAGGCGGGGATTTCGGGCTAGCTT**  
**TTAGGAGGCGGGGATTTCGGGCTAGCTT**  
**TTAGGAGGCGGGGATTTCGGGCTAGCTT**



# Pros and cons

**Hard to distinguish random aligned positions  
from moderate-conserved positions**

**Excessively trimmed columns with gaps positions**

**Input too few sequence may not a good idea**

<b>TTCGGAA</b> ATGGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA</b> -GGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA</b> ATGGCGG	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAA</b> ATGGCGG	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGCGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>

# Pros and cons

**Hard to distinguish random aligned positions  
from moderate-conserved positions**

**Excessively trimmed columns with gaps positions**

**Input too few sequence may not a good idea**

<b>TTCGGAA</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA</b> -GGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTCGGAA</b> TGGCGG	<b>GGATATCGGGTTAGCTT</b>
<b>TTCGGAA</b> TGGCGG	<b>GGATATCGCGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGCGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>
<b>TTAGGAT</b> TGGCGG	<b>GGATTTCGGGCTAGCTT</b>

# Pros and cons

**Hard to distinguish random aligned positions  
from moderate-conserved positions**

**Excessively trimmed columns with gaps positions**

**Input too few sequence may not a good idea**

**4 taxa**

**IS = 3**

**FS = 3.4 ~ 4**

# Pros and cons

**Hard to distinguish random aligned positions  
from moderate-conserved positions**

**Excessively trimmed columns with gaps positions**


**Input too few sequence may not a good idea**

**It is only suitable to trim bunch of conserved  
loci by Gblocks**

# Software accounts for uncertainty in alignments

Methodology | [Open Access](#)

## Parametric and non-parametric masking of randomness in sequence alignments can be improved and leads to better resolved trees

Patrick Kück , Karen Meusemann, Johannes Dambach, Birthe Thormann, Björn M von Reumont, Johann W Wägele and Bernhard Misof

*Frontiers in Zoology* 2010 7:10

<https://doi.org/10.1186/1742-9994-7-10> | © Kück et al; licensee BioMed Central Ltd. 2010

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### ALISCORE

whether given alignment position is rejected by random sequences hypotheses

## An Alignment Confidence Score Capturing Robustness to Guide Tree Uncertainty

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Associate editor: Jeffrey Thorne

### GUIDUANCE

whether given alignment position is sensitive to guide trees generated by bootstrapping

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# MARE

**MARE (MAtrix REduction) was designed to find informative subsets of genes and taxa within a large phylogenetic dataset**

**Calculation of the potential information content of genes, taxa and matrix**



**Reduction to an optimized subset of taxa and genes**



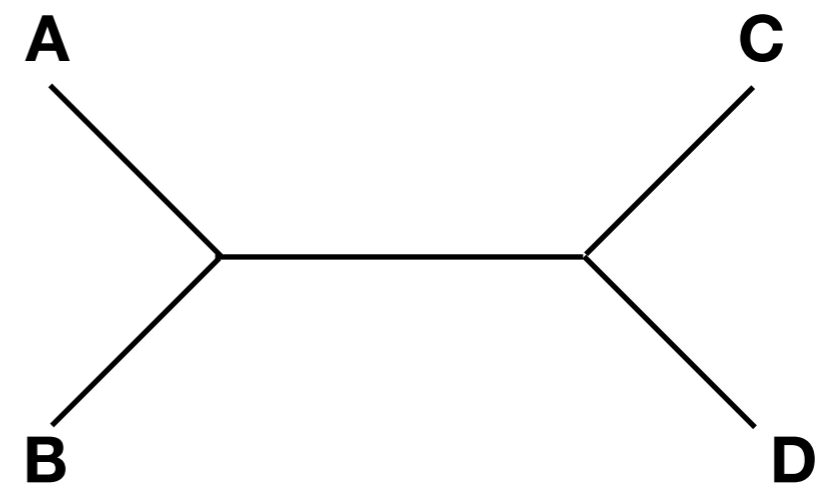
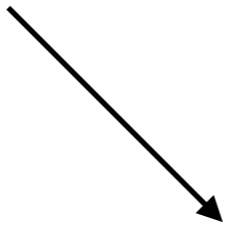
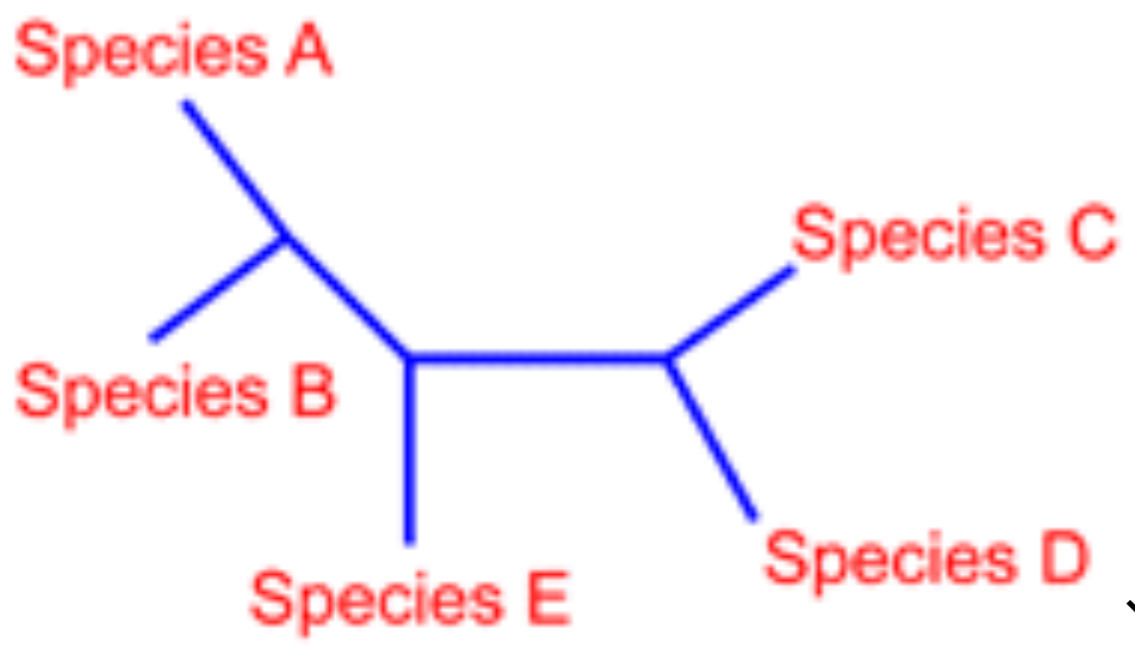
# MARE

	Gene 1	Gene 2	Gene 3
Taxon 1	1	1	1
Taxon 2	1	0	1
Taxon 3	1	1	1
Taxon 4	0	1	1

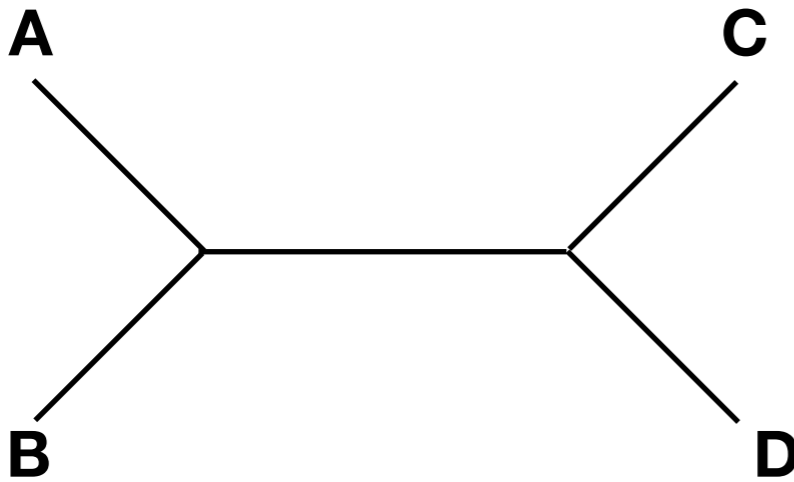
A partition

Arrange sequences into a matrix, 1 as present and 0 as absent

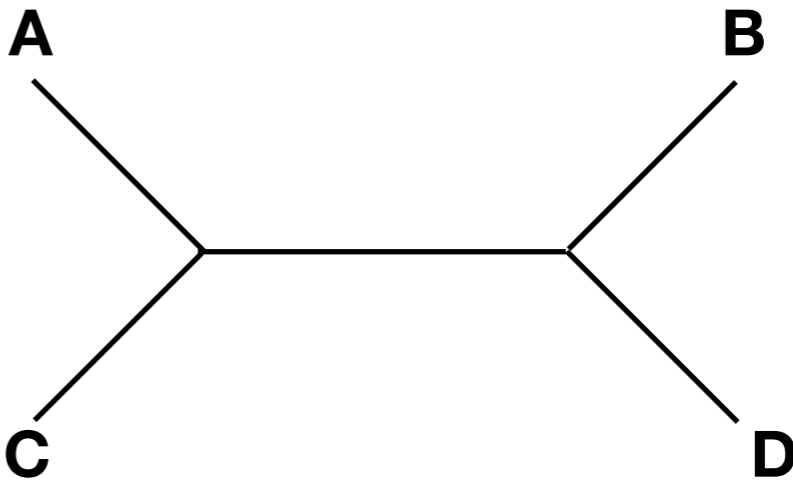
# Calculation of the potential information content



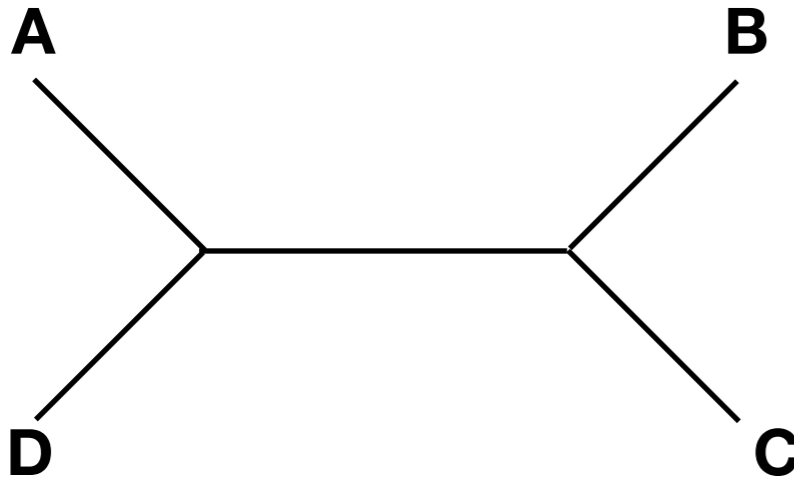
# Calculation of the potential information content



**P1**



**P2**

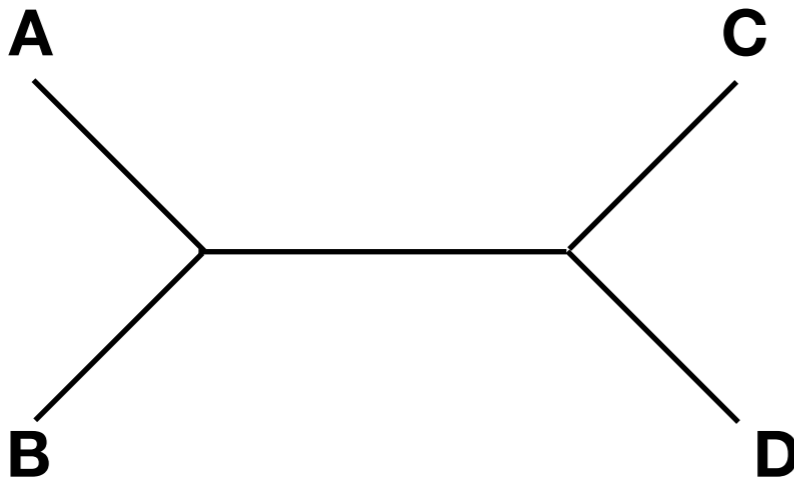


**P3**

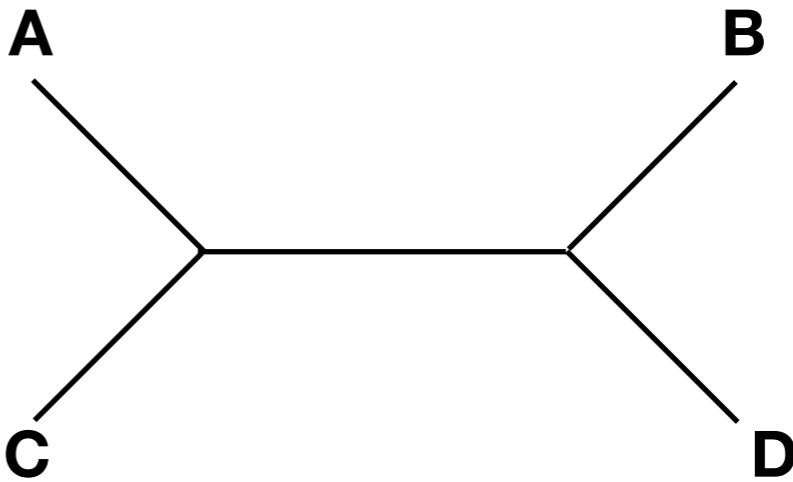
$$S_i = \frac{P_i}{P_1 + P_2 + P_3}$$

Posterior probability of topology i with given alignments of a partition

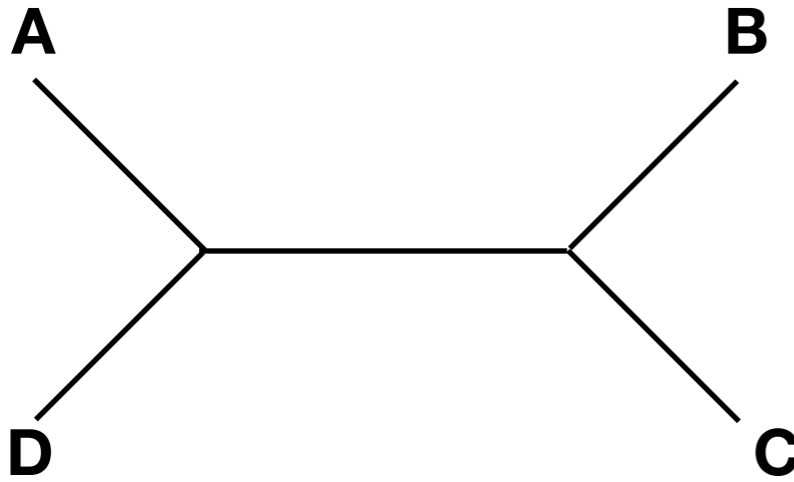
# Calculation of the potential information content



**P1 = 1**



**P2 = 0**



**P3 = 0**

**s = (1, 0, 0)**

**s = (0, 1, 0)**

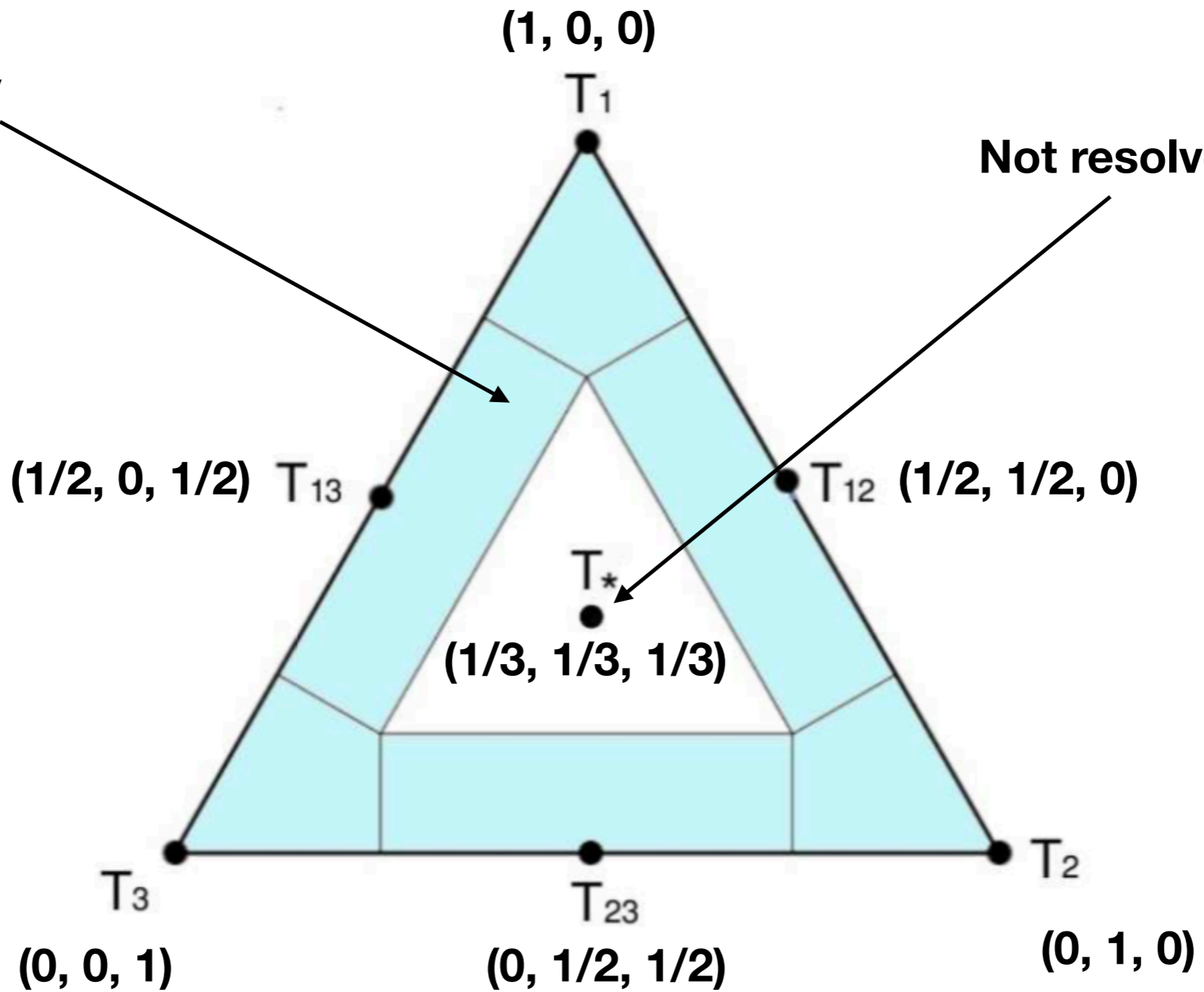
**s = (0, 0, 1)**

**s = (1/3, 1/3, 1/3)**

# Tree-likeness

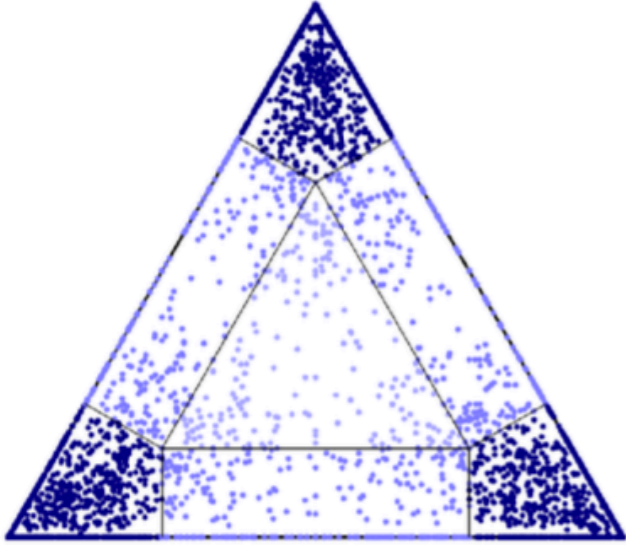
Partly or fully resolved

Not resolved

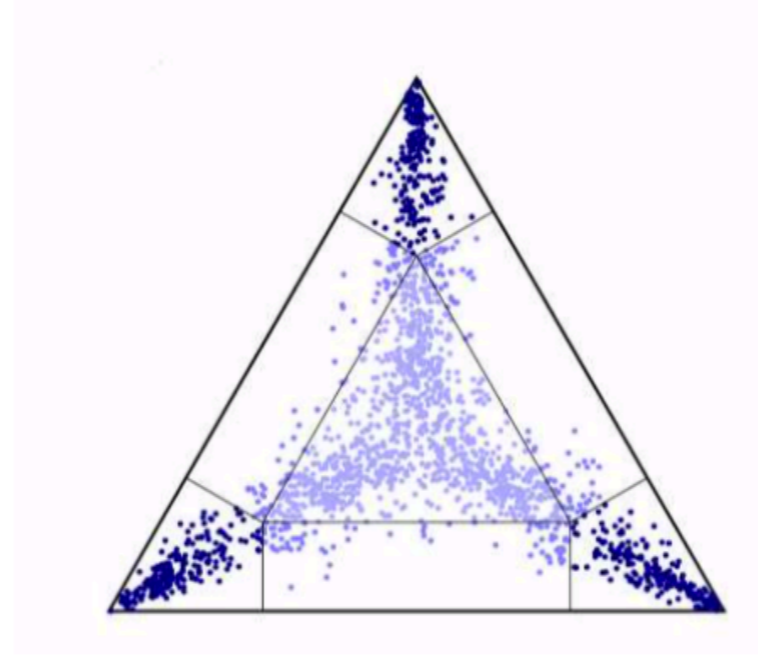


$$t \text{ (Tree-likeness)} = \frac{\text{Number of point in blue}}{\text{All point}}$$

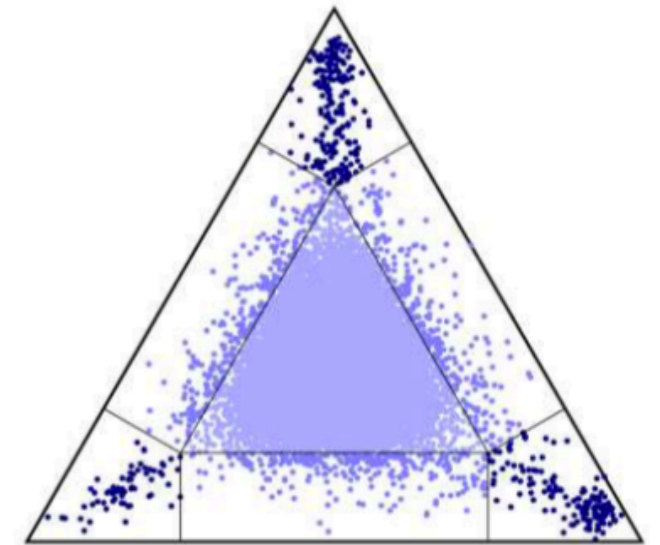
# Tree-likeness



**0.94**



**0.46**



**0.06**

# Calculation of the potential information content

	Gene 1	Gene 2	Gene 3
Taxon 1	0.94	0.05	0.46
Taxon 2	0.94	0	0.46
Taxon 3	0.94	0.05	0.46
Taxon 4	0	0.05	0.46

Information content of taxon1 =  

$$\frac{0.94+0.05+0.46}{3}$$

Information content of gene1 =  

$$\frac{0.94+0.94+0.94+0}{4}$$

Information content of matrix =  

$$\frac{\text{Information content of gene1} + \text{Information content of gene2} + \text{Information content of gene3}}{3}$$

# Calculation of the potential information content

	Gene 1	Gene 2	Gene 3
Taxon 1	0.94	0.05	0.46
Taxon 2	0.94	0	0.46
Taxon 3	0.94	0.05	0.46
Taxon 4	0	0.05	0.46

Information content of taxon1 =  

$$\frac{0.94+0.05+0.46}{3}$$

Information content of gene1 =  

$$\frac{0.94+0.94+0.94+0}{4}$$

Information content of matrix =  

$$\frac{\text{Information content of gene1} + \text{Information content of gene2} + \text{Information content of gene3}}{3}$$



# Calculation of the potential information content

	Gene 1	Gene 3
Taxon 1	0.94	0.46
Taxon 2	0.94	0.46
Taxon 3	0.94	0.46
Taxon 4	0	0.46

Information content of updated taxon1

...

...

...

Information content of updated gene1

...

Information content of matrix

# Reduction to an optimized subset of taxa and genes

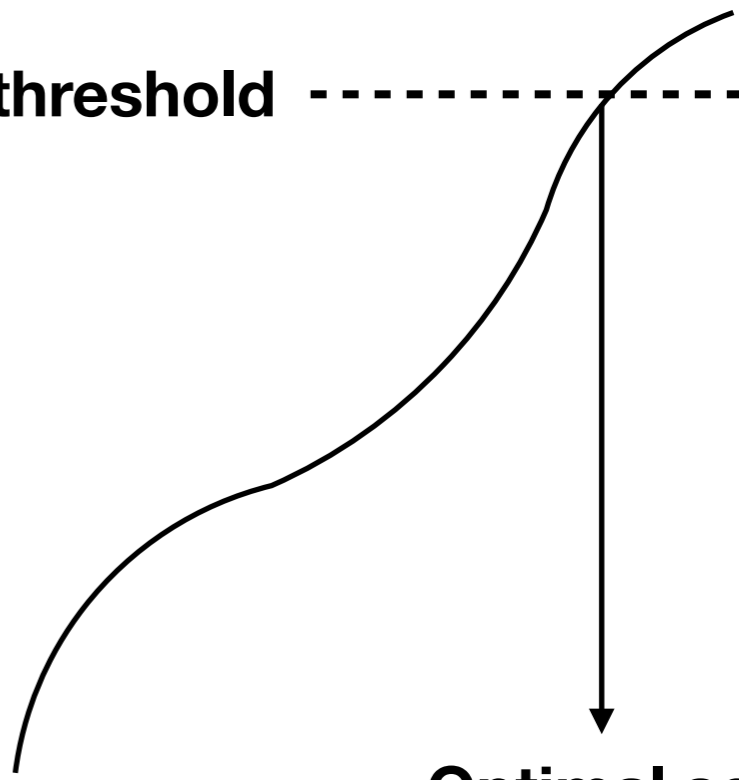
Reduction of subset  
of taxa and genes



Information  
content of matrix



A dynamic threshold



Optimal set



Gblocks

**CTTCGGAATGGCGGGT-CGGATTT****CGGGCTAGCTT**  
**CTTCGGAA-GGCGG-TACGGATTT****CGGGCTAGCTT**  
**CTTCGGAATGGCGG-TTCGGATAT****CGGGTTAGCTT**  
**CTTCGGAATGGCGG-GACGGATAT****CGCGCTAGCTT**  
**CTTAGGATTGGCGGG-CAGGATTT****CGCGCTAGCTT**  
**CTTAGGATTGGCGGA-GAGGATTT****CGGGCTAGCTT**  
**CTTAGGATTGGCGGAT-AGGATTT****CGGGCTAGCTT**  
**CTTAGGATTGGCGGG-TAGGATTT****CGGGCTAGCTT**

MARE