

# Some ingredients for de novo (meta)genomic assembly

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# Context

Motivation: **sequence graph representation** of

1. populations, pan-genomes
2. (pooled) (meta)genome assembly
3. transcriptomes
4. variant detection
5. 3rd generation reads

"Old" concepts, improved techniques:

1. de Bruijn graph construction & representation
2. simplifications, multi-k

# de Bruijn Graph

sequences: TCATTG**G**TAAACCG  
TCATTG**C**GAAACCG

k-mers: TCA  
(k=3) CAT  
ATT  
...

nodes:  $k$ -mers (words of length  $k$ )

edges: exact suffix-prefix overlaps of length  $k - 1$

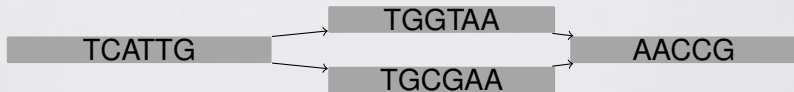


# Compacted de Bruijn Graph

(non-compacted) de Bruijn graph:



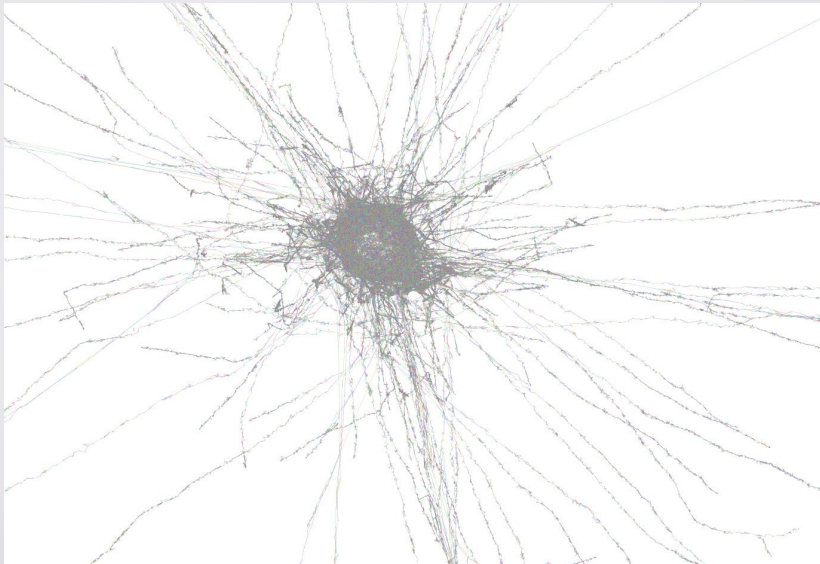
**Compacted** de Bruijn graph:



Maximal non-branching paths become single nodes (*unitig*).

- no loss of information, less space
- can "simulate" a de Bruijn graph
- not dynamic
- unitigs are more specific than *k*-mers

# Real data



DBG of *S. aureus* bacterium (SRR022865), uncleaned compacted graph

# de Bruijn graph-based tools

1.1 TB  
reads

700 GB  
k-mers

30 GB  
unitigs

k-mer counting

KMC 3, DSK 2

graph compaction

not standalone

graph cleaning

tips, bulges

.....

20 Gbp spruce  
[Birol 2013]

# Ingredient 0



$k$ -mer counter, minimum substring partitioning (MSPKmerCounter, KMC 3). [Rizk *et al*, 2013]

## minimizer of $s$ :

smallest  $l$ -mer in  $s$

[Roberts *et al*, 2004]

TGACGGG  
GACGGGT  
ACGGGTC  
CGGGTCA  
GGGTCAG  
GGTCAGA

-  $k$ -mers *partitioned by minimizer*

- integrated in GATB library

**D. Lavenier's** talk

- 30 mins, 1 GB mem per genome  
Gbp

# Proximity of minimizers on the dBG





# Ingredient 1



fastq »»» BCALM 2 »»» unitig graph

**k-mers**  
partitioned  
by minimizer



**Dual-minimizer**  
**k-mers**  
inserted into  
two partitions



graph  
compaction



Parallel  
glueing



**unitigs**

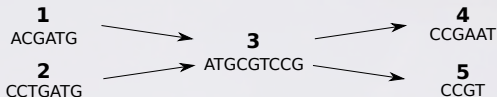
[Chikhi, Limasset,  
Medvedev ISMB'16]

1 hour, 2 GB memory  
per genome Gbp

outputs GFA

# Ingredient 2: data structure for unitigs

Motivation: Bloom Filter, XBWT, FM-index compress well but slow navigation.



list of neighbors

out: **3 3 4 5**    in: **3 3**    ~16 bytes/unitig

---

$\gamma$ -encoded numbers of neighbors

out: **1 1 2 0 0**    in: **0 0 2 1 1**    ~1.25 bytes/unitig

---

concatenated unitigs

**ACGATG[;]CCTGATG[;]ATGCGTCCG[;]CCGAAT[;]CCGT**    2bits/nt

---

$\gamma$ -encoded unitigs lengths

**6 7 9 6 4**    0.25 log(n) bytes/unitig

---

mean abundance, flags, etc..

1.25 bytes/unitig

Size: 300 extra bits/unitig

human dBG: **3.1 GB**

dbgf<sub>m</sub>: 2k extra bits/unitig

Minia (bits/kmer): 8

succinct DBG: 2 – 16

deBGR: 25 (incl. counts)

Related: *xg* succinct graphs from the *vg* toolbox, but immutable

# Ingredient 3



unitigs  $\rightsquigarrow$  **Minia 3**  $\rightsquigarrow$  contigs

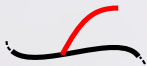
## Tip removal:

$$\text{len}_{\text{tip}} \leq 3.5\text{k}$$

or

$$\text{len}_{\text{tip}} \leq 10\text{k}$$

$$2\text{cov}_{\text{tip}} \leq \text{cov}_{\text{neighbors}}$$



SPAdes-inspired  
graph simplifications

## Bulge removal:

$$\text{len}_{\text{bulge}} \leq \max(3\text{k}, 100)$$

$$\text{cov}_{\text{bulge}} \leq 1.1\text{cov}_{\text{altpath}}$$

$$\text{len}_{\text{altpath}} = \text{len}_{\text{bulge}} \pm \text{delta}$$

$$\text{delta} = \max(0.1\text{len}_{\text{bulge}}, 3)$$



entirely command-line  
parameterizable

## Erroneous connection removal:

$$\text{len}_{\text{EC}} \leq 10\text{k}$$

$$4\text{cov}_{\text{EC}} \leq \text{cov}_{\text{neighbors}}$$



GFA in, GFA out

# Dealing with a flood of erroneous $k$ -mers

... and keeping low-coverage, good  $k$ -mers.

The MEGAHIT way: abundance cut-off at 2, *mercy*  $k$ -mers

The SPAdes way: abundance cut-off at 1, then  $(k + 1)$ -mers  
pre-simplifications

New components:

1. pre-simplifications inside BCALM 2
2. stand-alone fixed-memory tip clipping software (BTRIM)  
[Limasset, unpublished]
3. stand-alone *mercy*  $k$ -mers module [unpublished]


# Ingredient 4: BBHash

$a, b, c, d, e$  : keys

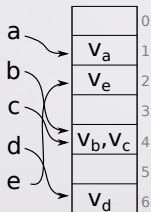
(e.g. strings, integers, etc..)

$v_a, \dots, v_e$  : values

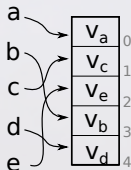
$\longrightarrow$  : hash function

 image of hash  
function  
(integers associated  
to keys)

Usual hashing



Minimal perfect  
hashing



Static  $k$ -mer index, but not  
only

C++: `#include "BooPHF.h"`

3 bits/key

construction:  $10^9$  keys/min,  
 $\sim 0$  space overhead

tested on  $10^{12}$  keys

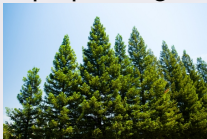
SPAdes ♡

[github.com/rizkg/BBHash](https://github.com/rizkg/BBHash), [\[Rizk et al, SEA 2017\]](#)

# Performance

BCALM 2

20 Gbp spruce genome



1 TB reads  
9 hours  
31 GB memory

Minia 3

32 Gbp axolotl genome



10x coverage  
1.3 kbp N50  
1 week assembly time  
[\[unpublished\]](#)

# Modularity

Precursors: ABySS for DBG; SGA and miniasm for string graphs



fast, minimizer-partitioned output, integrated in GATB

[github.com/GATB/dsk](https://github.com/GATB/dsk)



outputs GFA, mean abundance per unitig

[github.com/GATB/bcalm](https://github.com/GATB/bcalm)

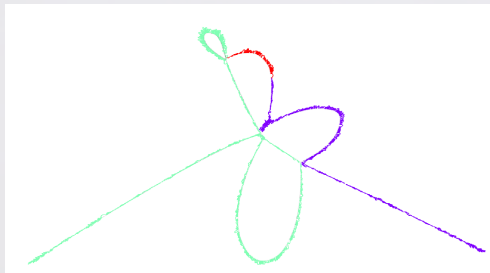


GFA in/out, parameterized graph simplifications

[github.com/GATB/minia](https://github.com/GATB/minia)

# Poster

*Debugging long-read genome assemblies using string graph analysis*



Canu assembled contigs  
projected onto minimap's  
overlap graph

w/ JS Varré, P. Marijon

