

Hannenhalli-Pevzner Theory

- Signed, unichromosomal genomes
- Operation: reversal (signed)
- Polynomial time algorithms for distance & operations

- First polynomial result for a realistic model of genome rearrangements

HP Theory

- Genomes modeled as “permutations”
- What they call “permutations” are **not** functions from E to E
- Rather, they are functions from P (positions) to E (extemities)
- $P = \{1, 2, 3, \dots, n\}$
- $E = \{1, 2, 3, \dots, n, -1, -2, -3, \dots, -n\}$
- $\pi : P \rightarrow E$

HP Theory

- Reversals are permutations on P
- $\rho : P \rightarrow P$
- Reversals are applied to the **right**:
 $\pi\rho$
- It is the only composition that makes sense
- Reversals do not always have small support

HP Theory

- Linear and circular cases are equivalent
- Extending the genome with 0 and $n+1$ essentially transforms the problem into a circular one
- In transforming π to σ , they fix σ :
 $\sigma = 1\ 2\ 3\ \dots\ n$ or $\sigma(x) = x$ for all x
 σ is the “identity”
- The problem is then called “sorting” π

HP Theory

- Formula:

$$d(\pi) = b(\pi) - c(\pi) + h(\pi) + f(\pi)$$

$h(\pi)$ = number of hurdles of π

$$f(\pi) = \begin{cases} 1 & \pi \text{ is a fortress} \\ 0 & \text{otherwise} \end{cases}$$

- Algorithms $O(n^4)$ and $O(n^5)$, later improved

Elementary HP Theory

- Oriented pairs
- Score
- Algorithm 1: perform oriented reversals with maximum score as long as possible

Elementary HP Theory

- After Algorithm 1, one ends up with a “positive permutation”
- Reduced “permutations”
- Framed intervals
- Hurdles: cutting and merging

Elementary HP Theory

- Algorithm 2:
- $2k$ hurdles:
 - merge two hurdles, nonconsecutive if possible
- $2k + 1$ hurdles:
 - simple hurdle:
 - cut it
 - no simple hurdle:
 - merge two hurdles, nonconsecutive if possible

Elementary HP Theory

- Algorithm 2, simplified:
- $2k + 1$ hurdles and simple hurdle:
 - cut it
- Else:
 - merge two hurdles, nonconsecutive if possible

Elementary HP Theory

- Final algorithm:
- **while** π is unsorted **do**
 - Algorithm 1
 - Reduce
 - Algorithm 2