

BIOINFORMATICS C
Southern California Trial Event

1. **DESCRIPTION:** Teams will complete a written exam on the theory behind bioinformatic methods and their applications in solving biological problems.

A TEAM OF UP TO: 2

EVENT TIME: 50 minutes

2. **EVENT PARAMETERS:**

- a. Each team may bring up to two 8.5" x 11" sheets of paper, which may be in a sheet protector sealed by tape or laminated, that may contain information on both sides in any form and from any source without any annotations or labels affixed.
- b. Each team may also bring writing utensils and two stand-alone non-programmable, non-graphing calculators. Teams will not have access to the internet during the event.

3. **THE COMPETITION:**

Teams will be given 50 minutes to complete a written test on the topics below, with questions including but not limited to: writing pseudocode, describing common algorithms, explaining concepts, performing calculations, and applying bioinformatics concepts and algorithms to real-world problems.

- a. Biological prerequisites
 - i. Central dogma of life
 - ii. Nucleic acids and proteins: chemical properties of building blocks; structure and function of common forms; methods for sequence determination
 - b. Types of bioinformatics databases
 - c. Sequence alignment
 - i. Biological motivation
 - ii. Scoring matrices (PAM, BLOSUM, PSSM); gap penalties
 - iii. Pairwise sequence alignment: Needleman-Wunsch; Smith-Waterman; Gotoh
 - iv. Multiple sequence alignment: ClustalW; BLAST software; FASTA; Hidden Markov Models and the Viterbi algorithm
 - v. Assessing sequence alignments: E-value; P-value
 - d. Protein structure analysis
 - i. Structural alignment methods
 - ii. Methods for secondary structure prediction
 - (1) From sequence: Chou and Fasman, PHD, PSIPRED
 - (2) From structure: DSSP
 - iii. Methods for three-dimensional structure prediction
 - (1) Molecular dynamics simulations: CHARMM, AMBER
 - (2) Homology modeling
 - (3) Threading and fold recognition
 - (4) Deep learning: energy minimization methods; end-to-end models
 - e. Computational protein design
 - i. Docking algorithms to design protein interactions
 - ii. Rosetta for *de novo* protein design
4. **SCORING:**
- a. High score on the test wins.
 - b. Ties will be broken by selected questions from the test.

RECOMMENDED RESOURCES:

1. rosalind.info