



Sample Complexity of Species Tree Estimation when Genes Evolve at Random Rates

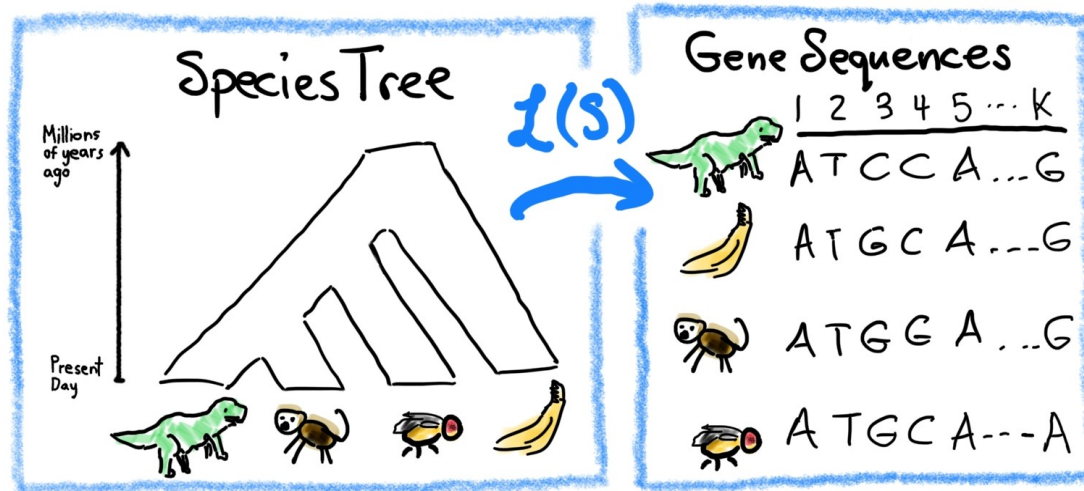
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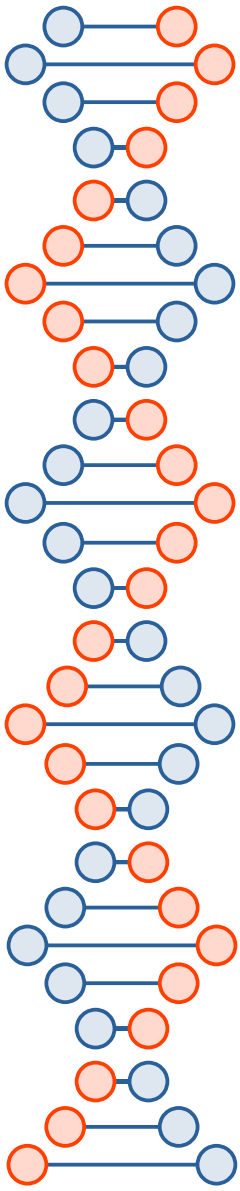
Phylogenetics in a Nutshell

- The evolutionary history of a set of taxa is represented by an edge-weighted tree, called a **species tree**.



- We model evolution via a stochastic process parameterized by the species tree.
- Phylogenetic reconstruction problem:** recover the topology of the species tree from DNA sequence data.

Model of Evolution

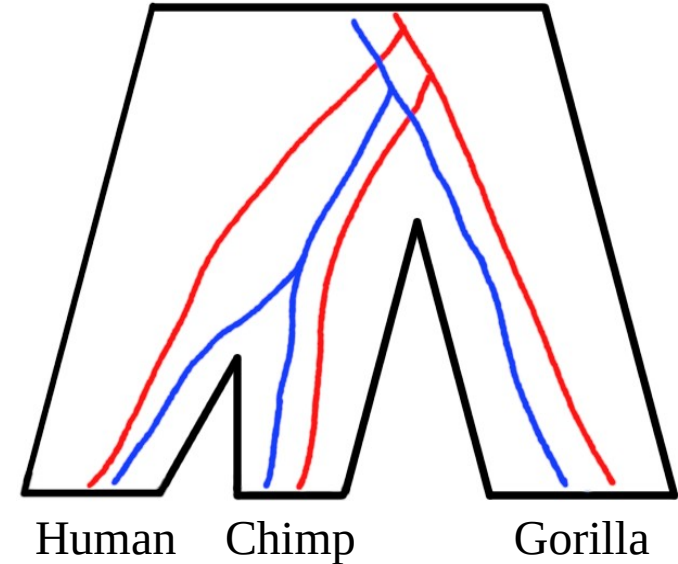


- We consider a standard model of gene evolution, the

Multi-species Coalescent

which relates the overall evolutionary history of the species with the histories of individual genes, called **gene trees**.

- This is a backwards-in-time stochastic process which gives a distribution of gene trees. This is then combined with a model of how nucleotides (A,T,C,G) mutate.
- In this work, we modify this model to allow for genes to evolve at variable and unknown rates.





Our Results

- **Sample complexity:** how much data is required to achieve high probability of correct inference – in particular when mutation rates aren't known.
Our main result: An information-theoretic lower bound which demonstrates that the amount of data required to correctly estimate the evolutionary history is substantially increased when one does not have *a priori* information about the rates of gene evolution.
 - This takes form of a bound on the total variation distance between the sample distributions from two species trees which differ in a minor way: by a short edge of length $f > 0$
 - We show that as f approaches 0, the number of gene samples must grow at least as fast as $(1/f)^2$
- We situate this result in the context of a well-studied information-theoretic tradeoff between different types of data:

number vs quality of gene tree estimates

and show that when genes exhibit random variation in mutation rates, this tradeoff collapses.