

# Phylogenetics

Introduction to BEAST2

RL-V3 MPP

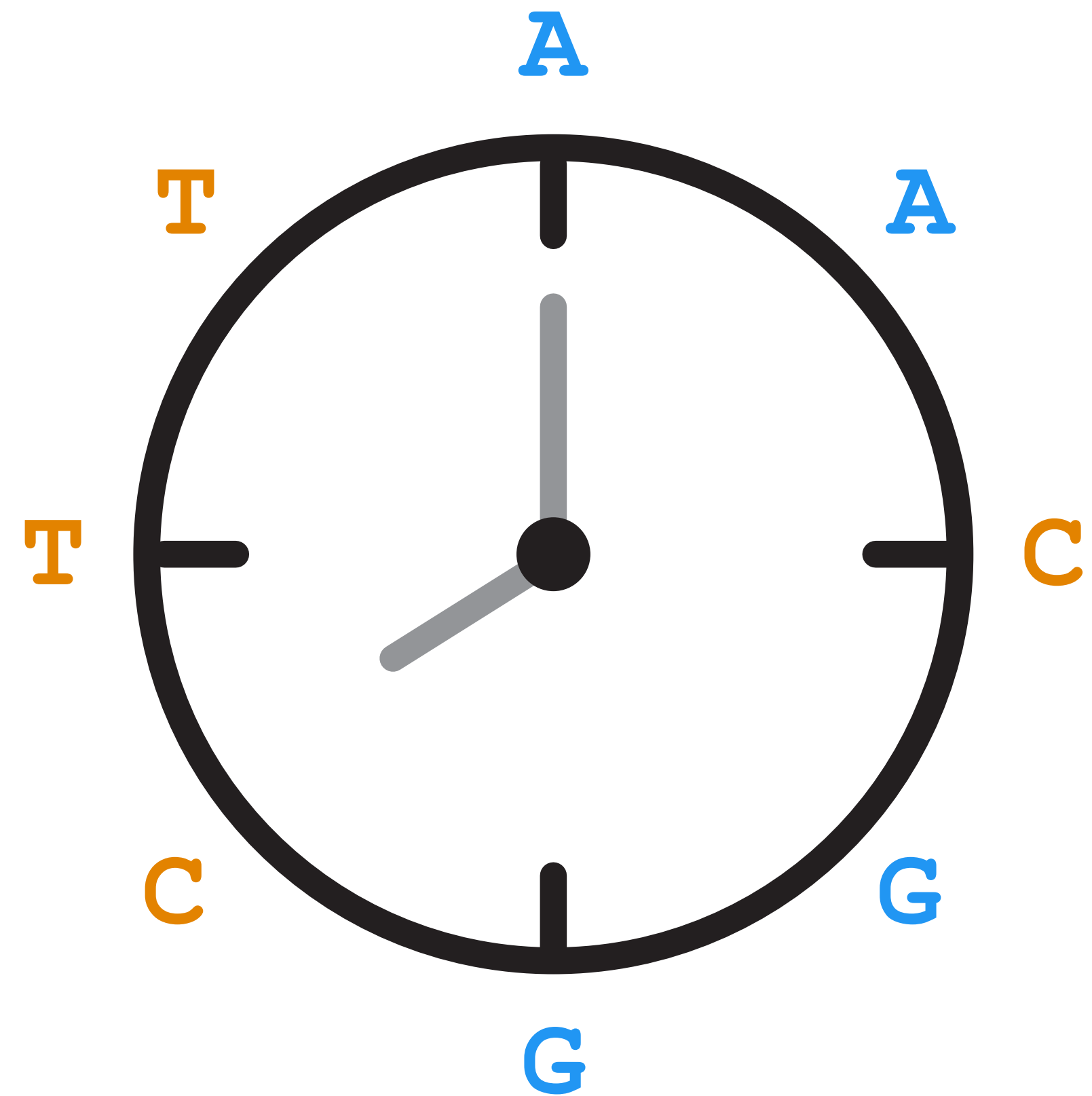
Rachel Warnock

17.06.25



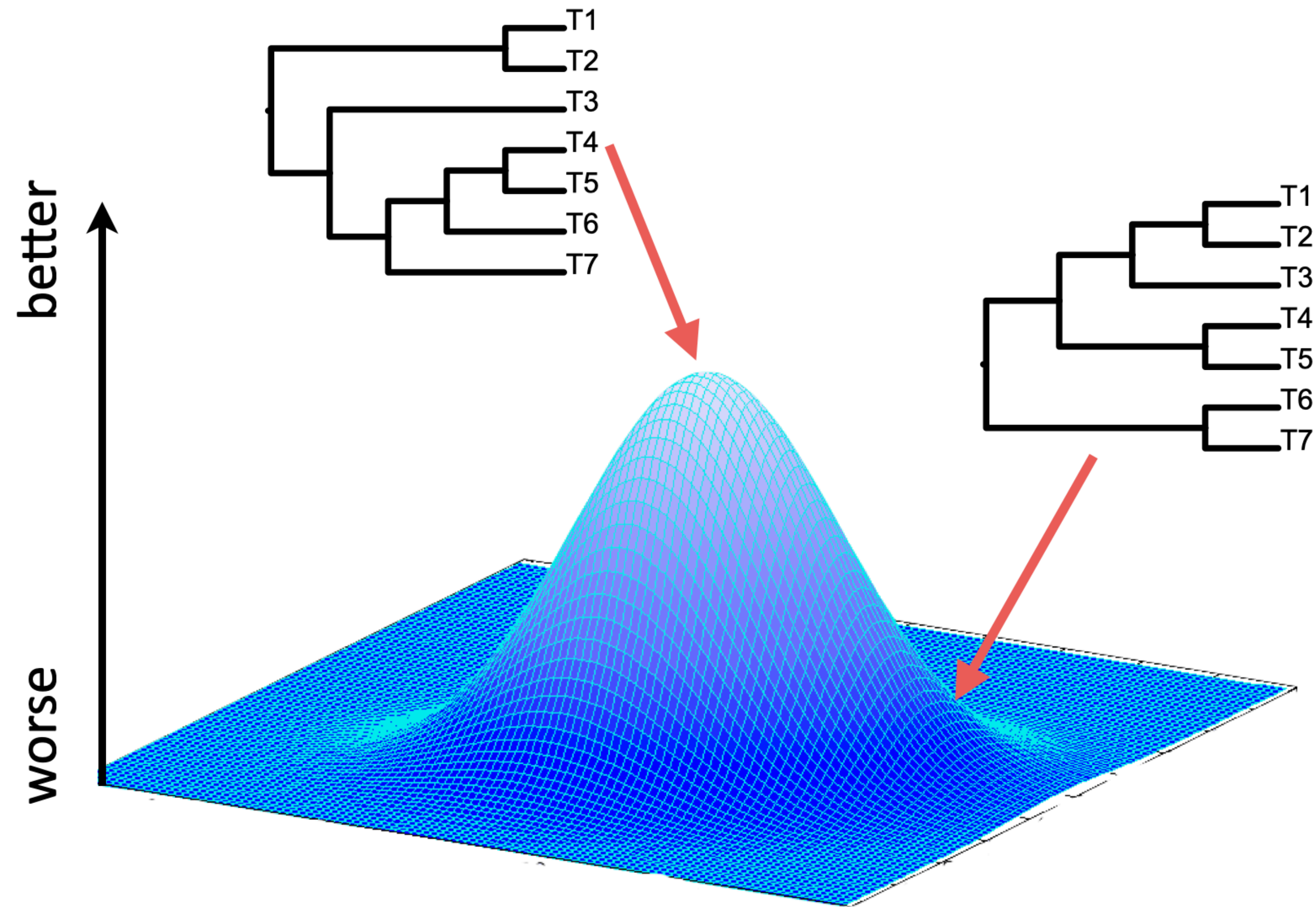
# Today's objectives

- Intro to BEAST2
- Node dating using BEAST2



# Recap

# How do we find the 'best' tree?





# It depends how you measure 'best'

Method	Criterion (tree score)
Maximum parsimony	Minimum number of changes
Maximum likelihood	Likelihood score (probability), optimised over branch lengths and model parameters
Bayesian inference	Posterior probability, integrating over branch lengths and model parameters

Both maximum likelihood and Bayesian inference are model-based approaches

*Note* these are not the only approaches to tree-building but they are the most widely used

# Bayesian divergence time estimation

# We use a Bayesian framework

The diagram illustrates the Bayesian framework equation. The equation is  $P(\text{model} \mid \text{data}) = \frac{P(\text{data} \mid \text{model}) P(\text{model})}{P(\text{data})}$ . Hand-drawn orange arrows point from descriptive labels to the corresponding parts of the equation: 'likelihood' points to  $P(\text{data} \mid \text{model})$ , 'priors' points to  $P(\text{model})$ , 'posterior' points to  $P(\text{model} \mid \text{data})$ , and 'marginal probability of the data' points to  $P(\text{data})$ .

$$P(\text{model} \mid \text{data}) = \frac{P(\text{data} \mid \text{model}) P(\text{model})}{P(\text{data})}$$

likelihood

priors

posterior

marginal probability of the data

# Bayesian divergence time estimation

## The data

and / or

0101... ATTG...  
1101... TTGC...  
0100... ATTC...



phylogenetics  
characters

sample  
ages



# Bayesian divergence time estimation

## The data

and / or

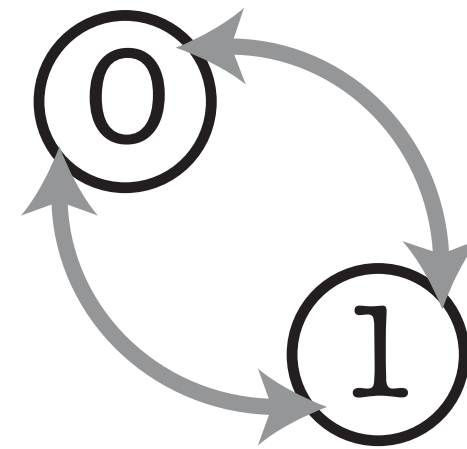
0101... ATTG...  
1101... TTGC...  
0100... ATTC...



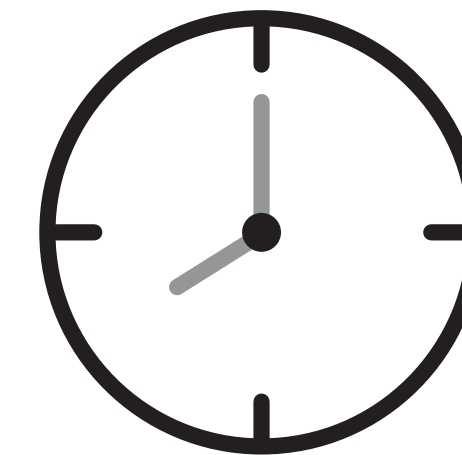
phylogenetics  
characters

sample  
ages

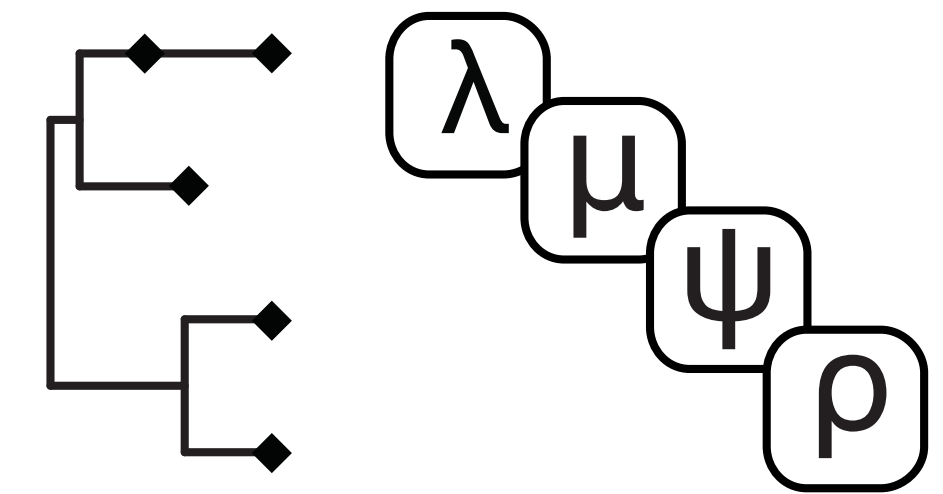
## 3 model components



substitution  
model

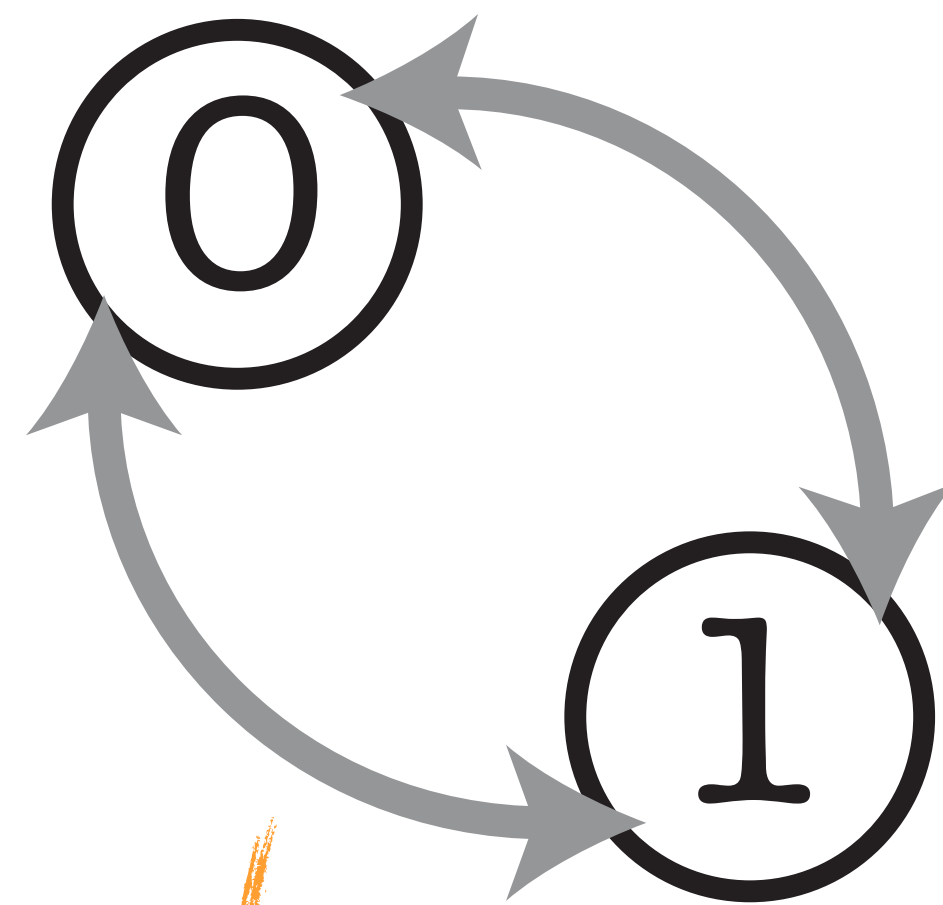


clock  
model

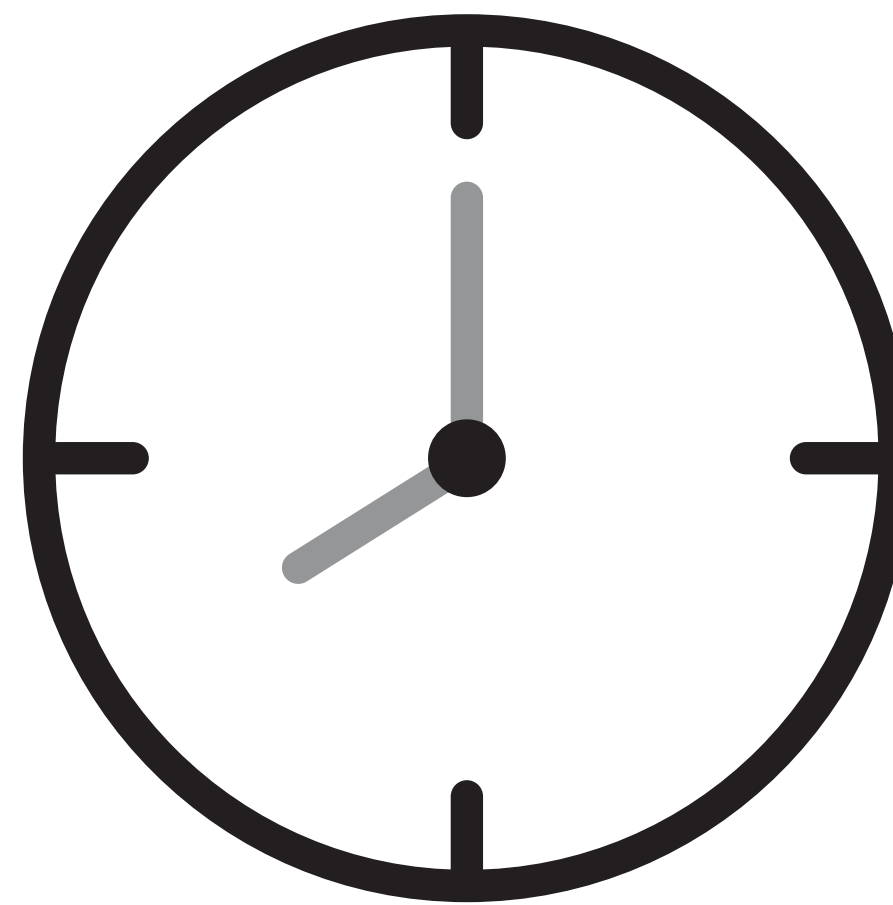


tree and tree  
model

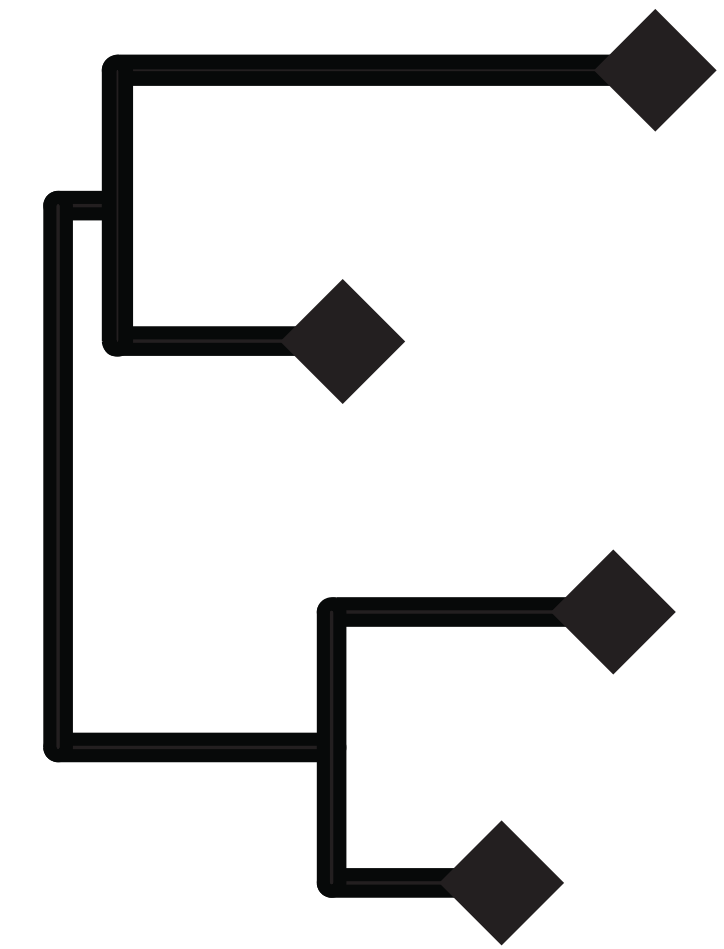
substitution model



clock model

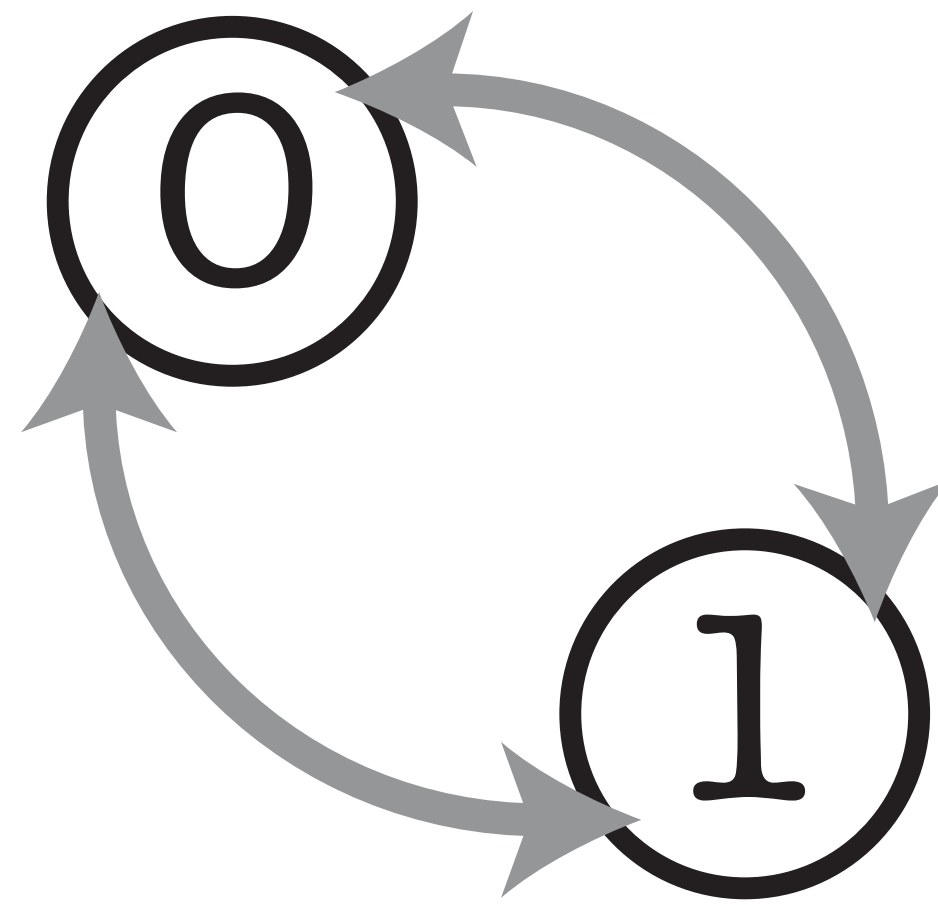


tree model

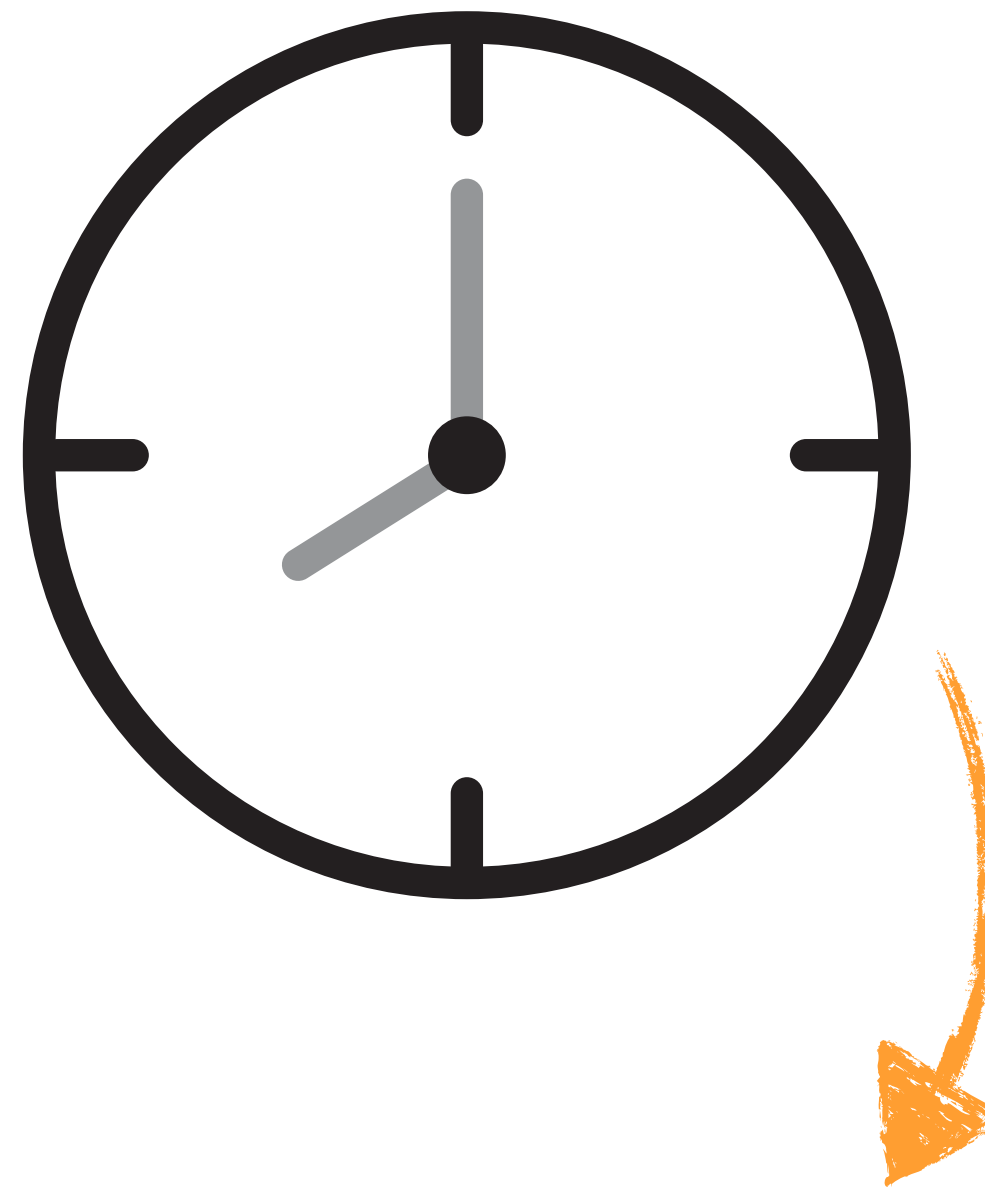


How likely are we to observe a change between character states? e.g.,  $A \rightarrow T$

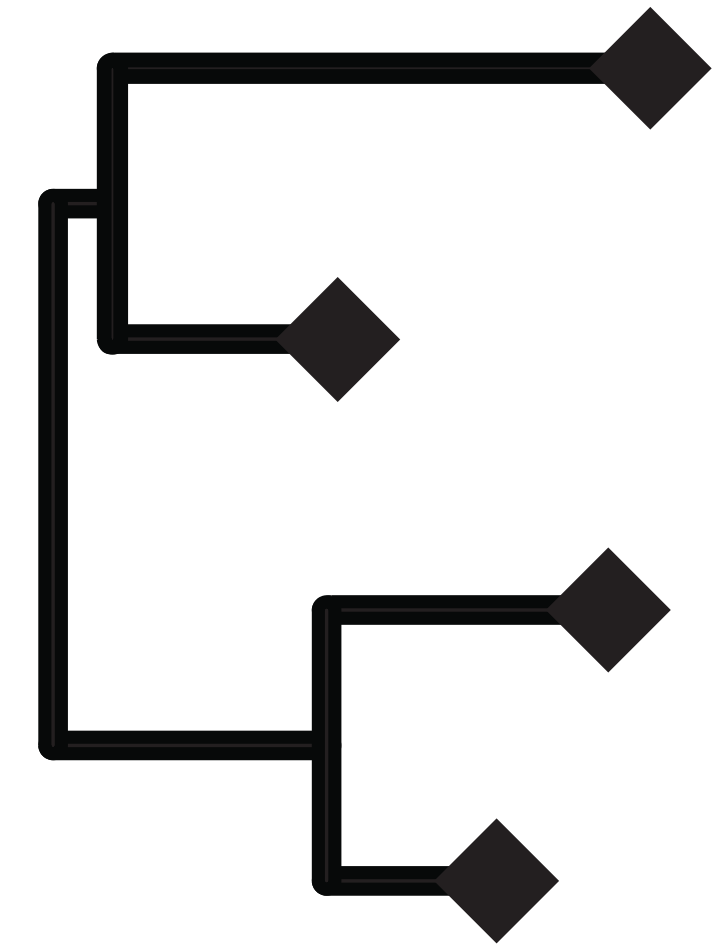
substitution model



clock model

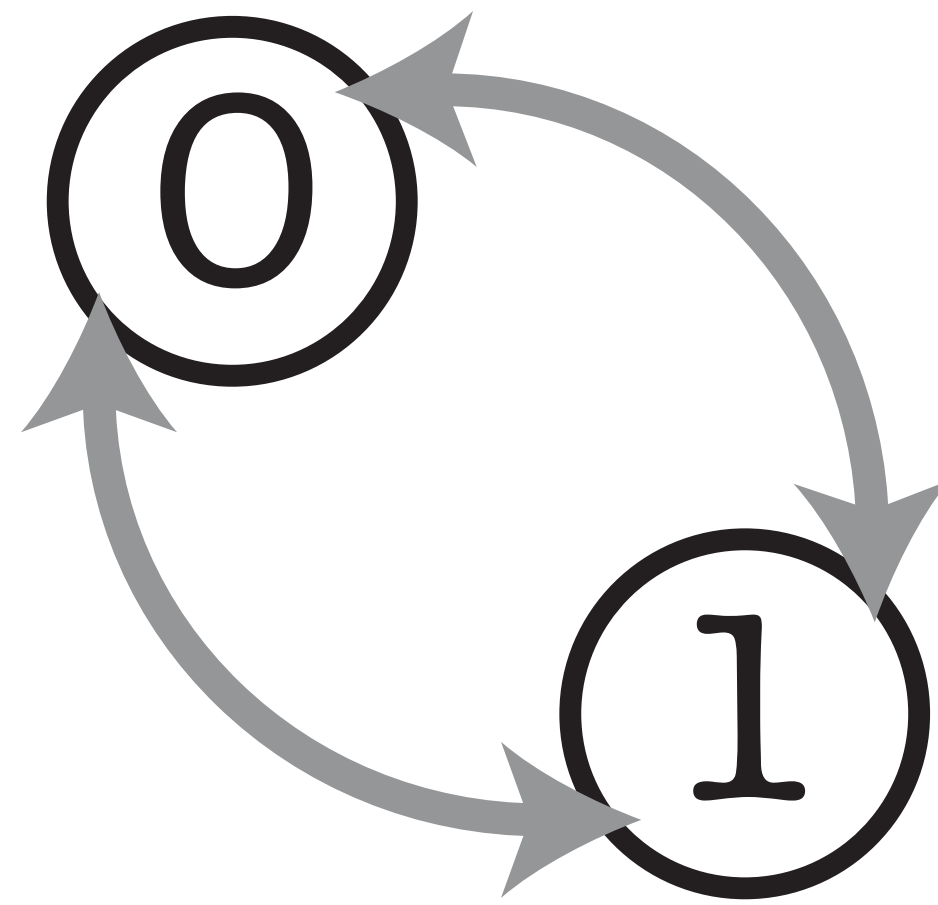


tree model

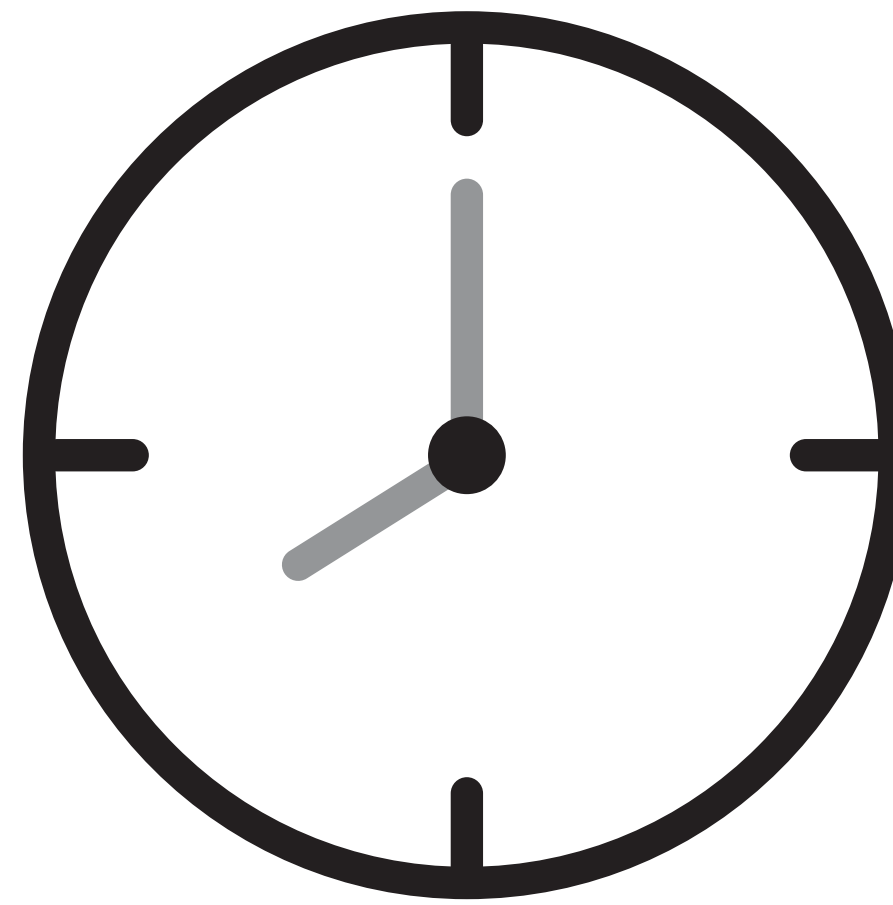


How have rates of evolution varied  
(or not) across the tree?

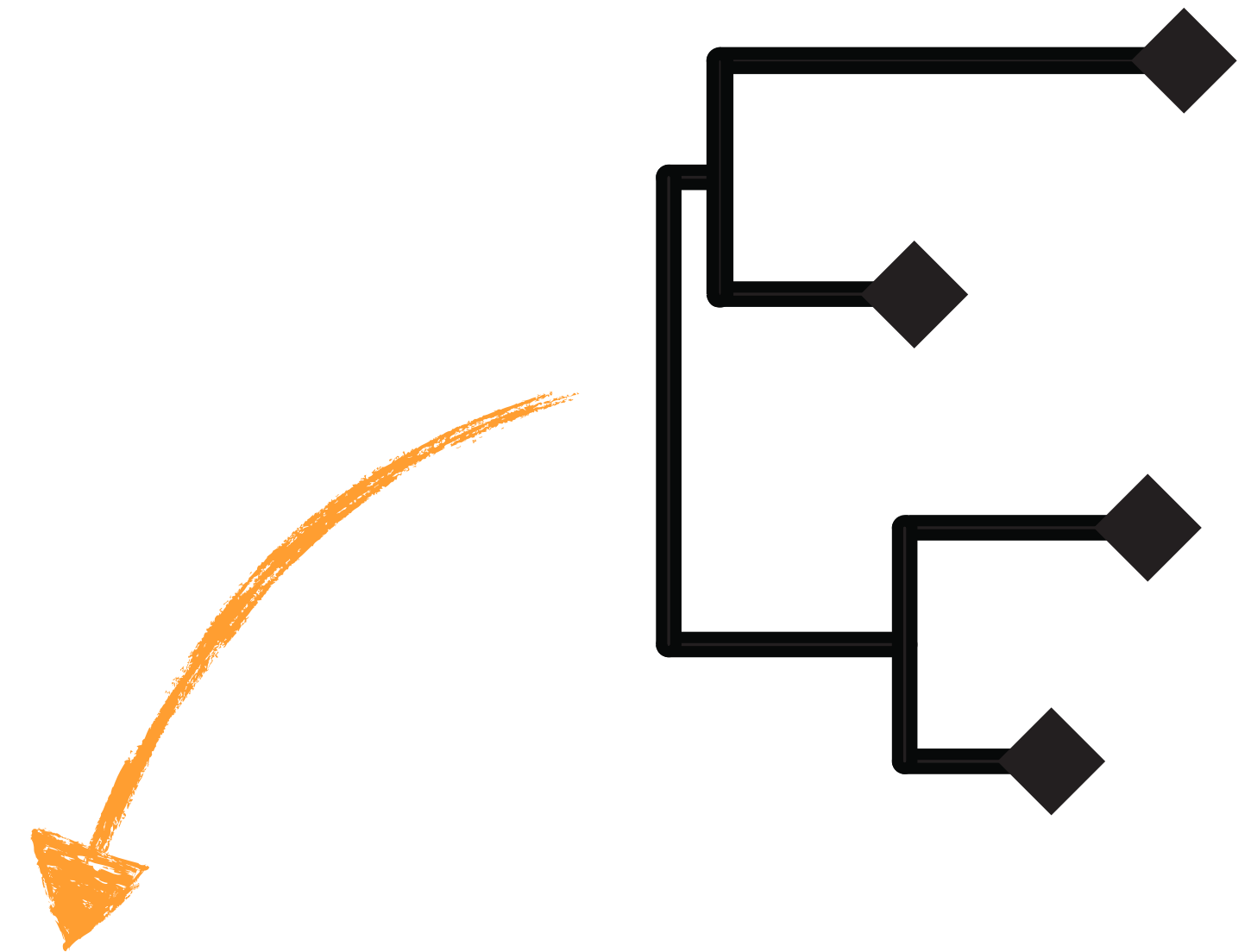
substitution model



clock model



tree model



How have species originated, gone extinct and been sampled through time?



# Bayesian divergence time estimation

posterior

$$P\left(\begin{array}{c} \text{tree} \\ \lambda, \mu, \psi, \rho \\ \text{clock} \end{array} \mid \begin{array}{c} 0101\dots \\ 1101\dots \\ 0100\dots \end{array} \text{data}\right) =$$

likelihood

probability of the  
time tree

priors

$$\frac{P\left(\begin{array}{c} 0101\dots \\ 1101\dots \\ 0100\dots \end{array} \mid \begin{array}{c} \text{tree} \\ \lambda, \mu, \psi, \rho \\ \text{clock} \end{array}\right) P\left(\begin{array}{c} \text{tree} \\ \lambda, \mu, \psi, \rho \end{array} \mid \text{data}\right) P(\lambda, \mu, \psi, \rho) P(\text{clock}) P(\text{tree})}{P\left(\begin{array}{c} 0101\dots \\ 1101\dots \\ 0100\dots \end{array} \mid \text{data}\right)}$$

marginal pr of the data

# RevBayes

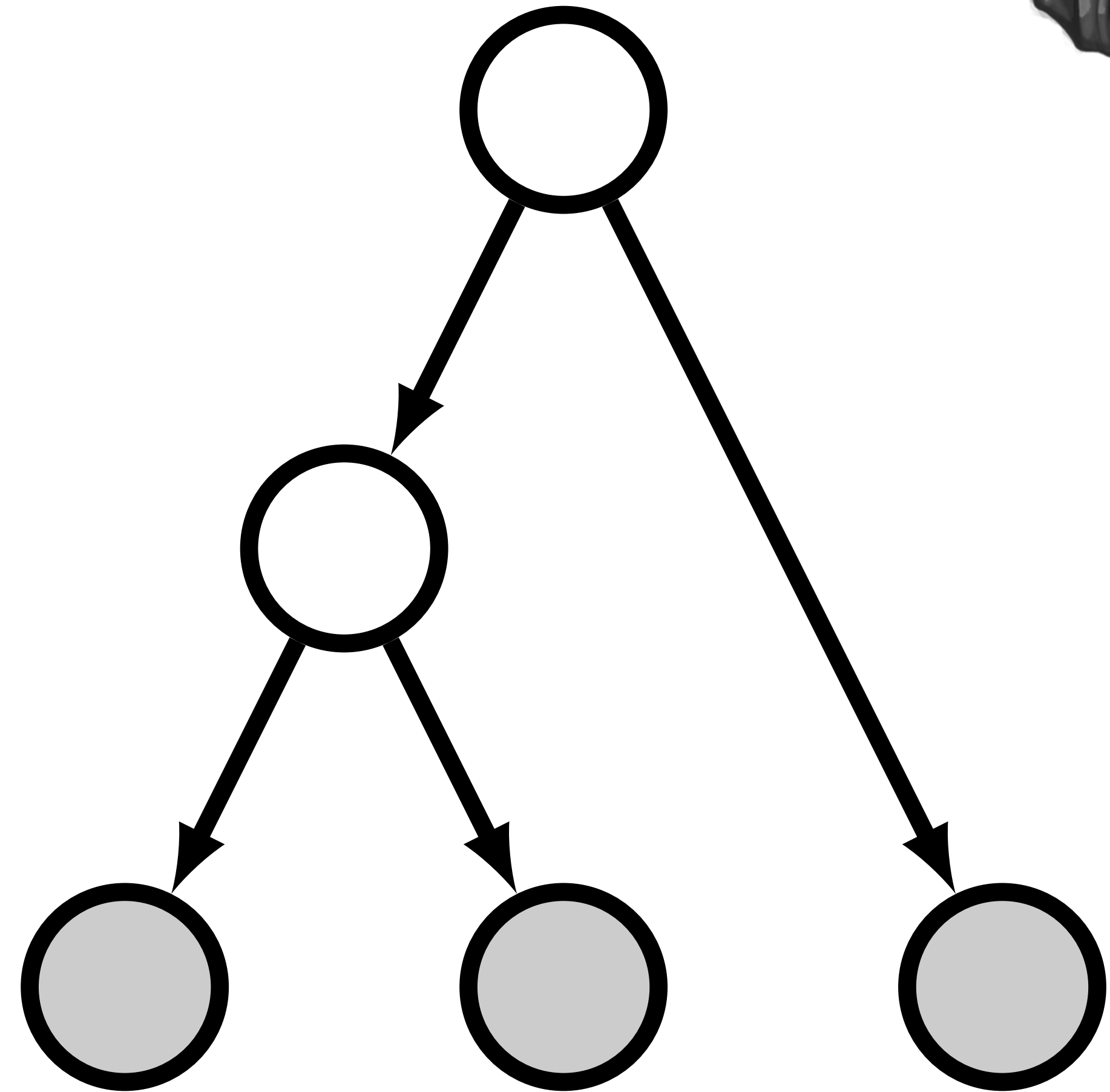


Designed with extendability and flexibility in mind

Rev language, similar to R, and uses a graphical modelling framework

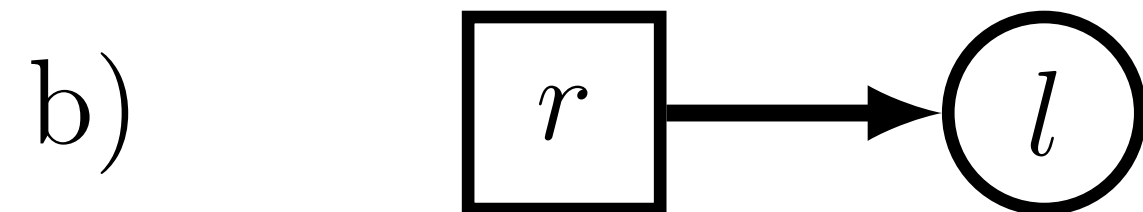
Developed and supported by a large international team of developers

[revbayes.github.io](http://revbayes.github.io)

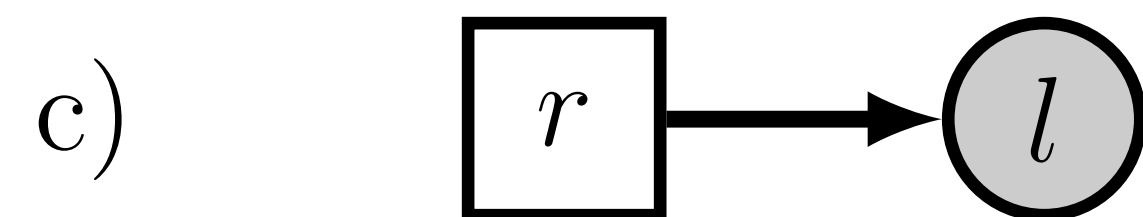




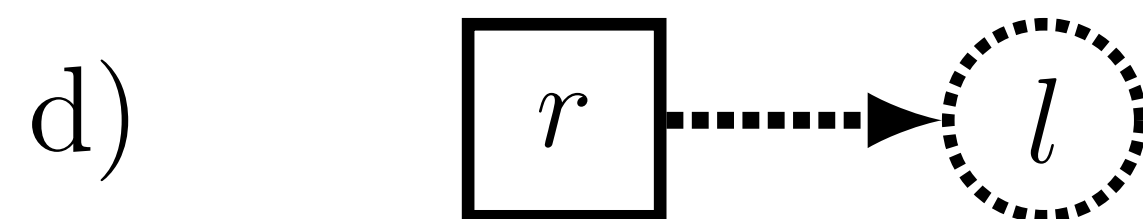
```
# constant node
r <- 10
```



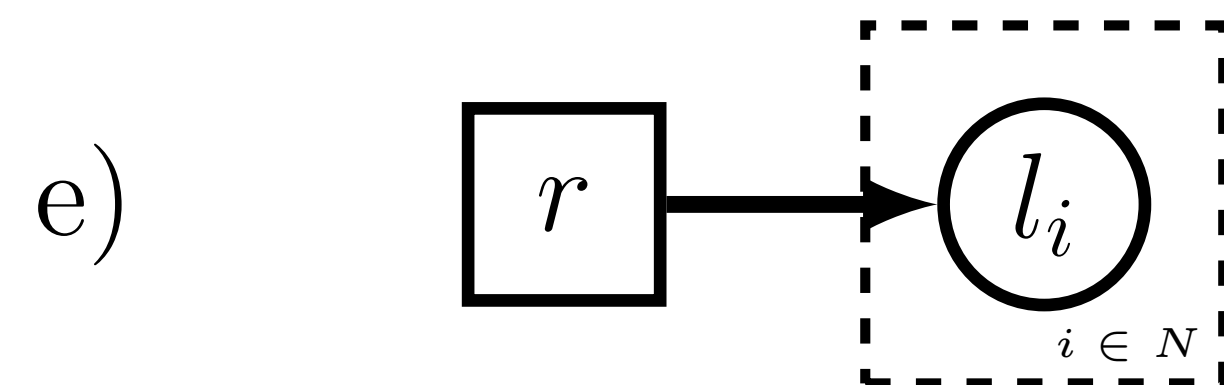
```
# stochastic node
l ~ dnExp(r)
```



```
# stochastic node (observed)
l.clamp(0.1)
```



```
# deterministic node
l := exp(r)
```



```
# stochastic nodes (iid)
for (i in 1:N) {
  l[i] ~ dnExp(r)
}
```

# Intro to BEAST2



# BEAST2

Also designed with extendability and flexibility in mind

Also developed and supported by a large international team of developers

Has a suite of apps that can be used to generate input files and analyse the output

[www.beast2.org](http://www.beast2.org)

## Beast2

Bayesian evolutionary analysis by sampling trees



[Scots poem](#) - also the [BEAST2](#) logo!

# BEAST2 toolkit and work flow



**Step 3a.** Examine  
you log files using  
**Tracer**



**Step 4.** Examine your  
summary tree in **FigTree**



**Step 3b.** Generate a  
summary tree using  
**TreeAnnotator**

**Step...** any other  
downstream analysis



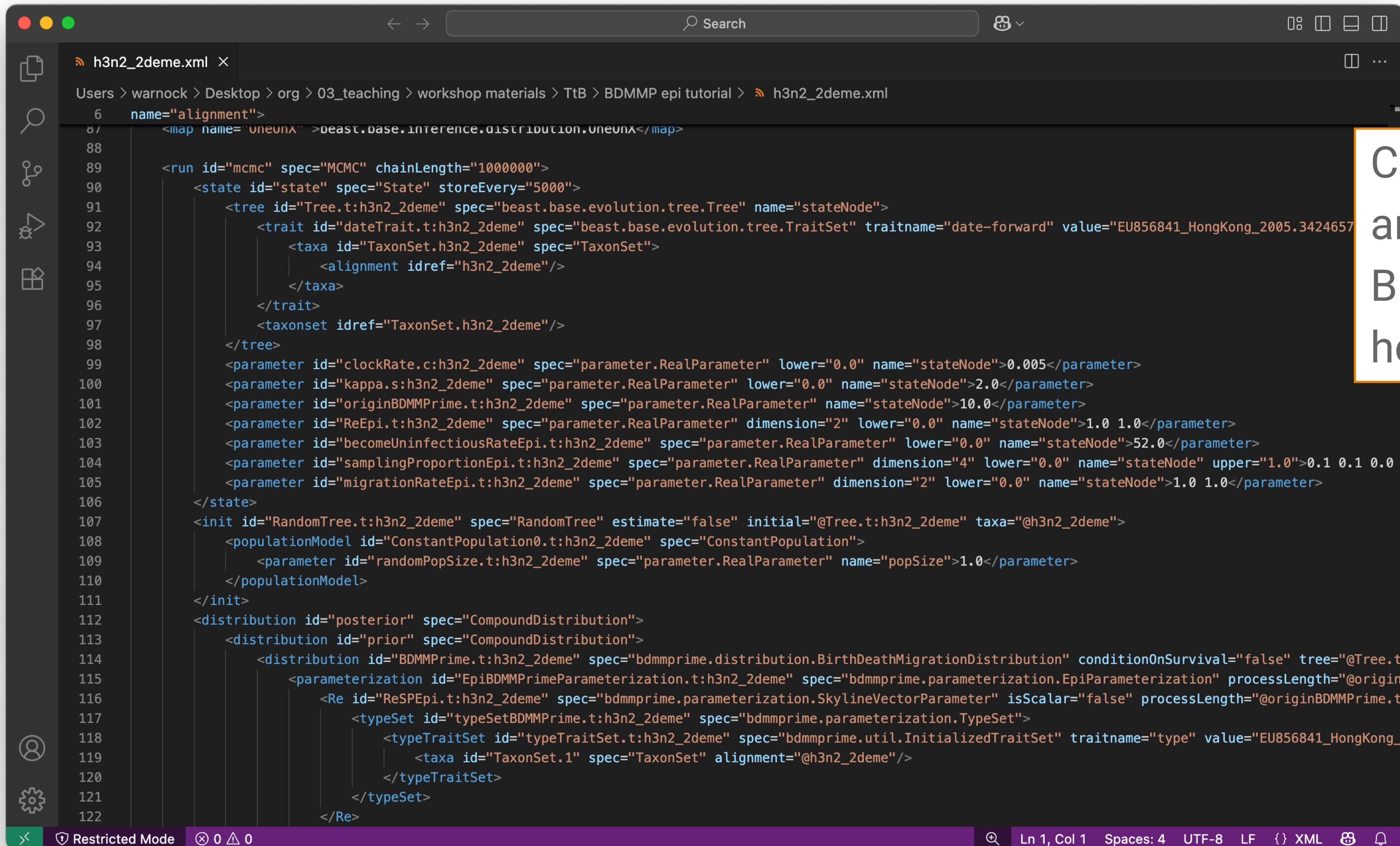
**Step 1.** generate the  
xml file in **BEAUti**

**Step 2.** run your  
analysis in **BEAST**





# BEAST2 input: the XML file

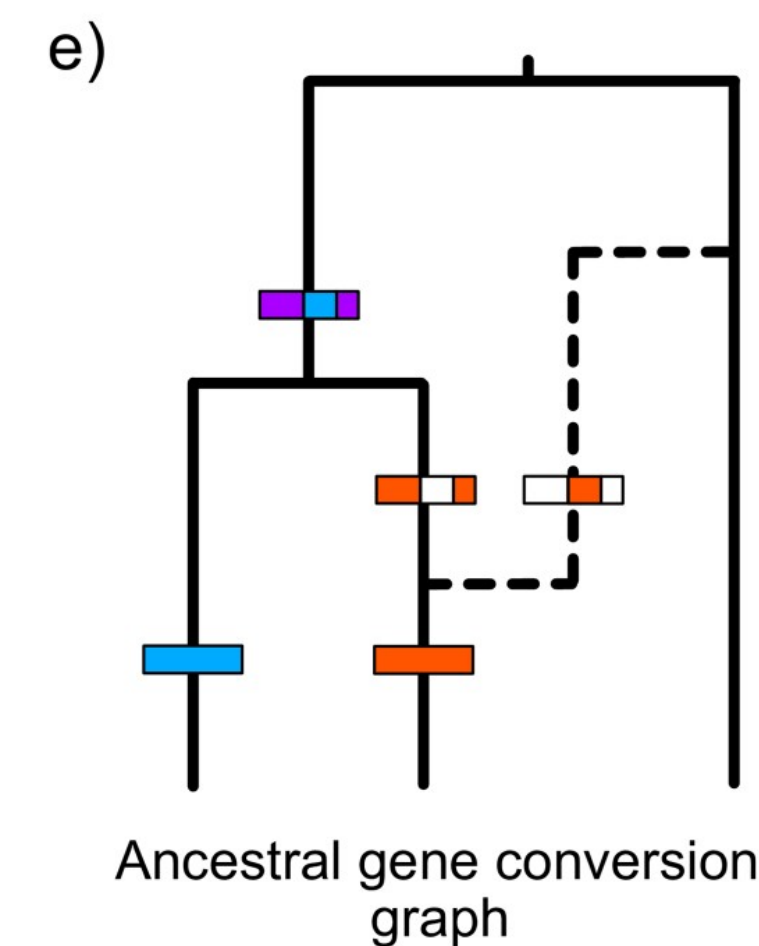
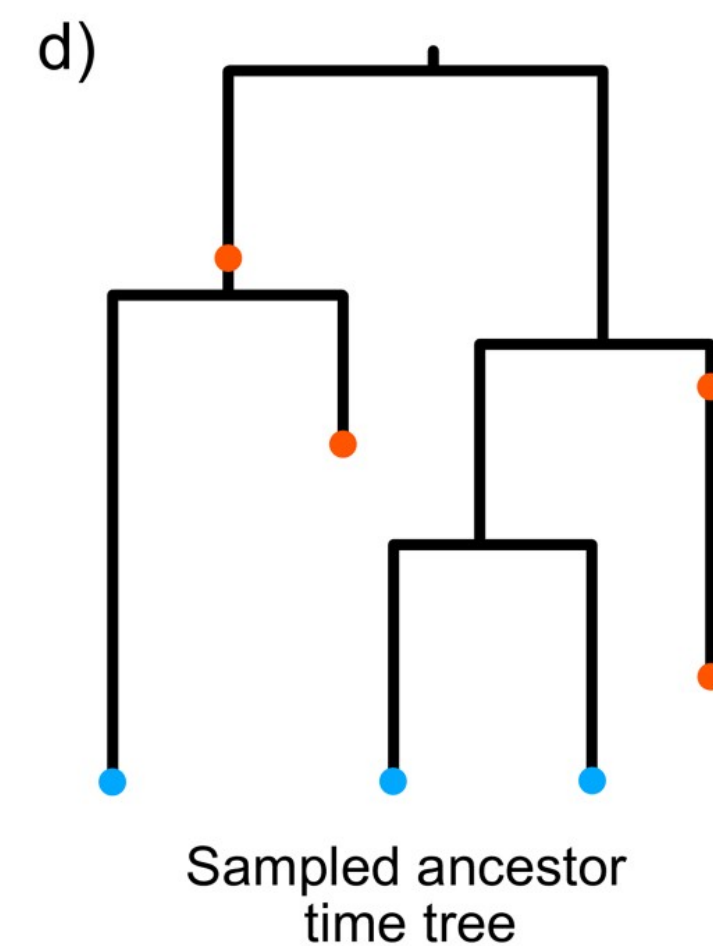
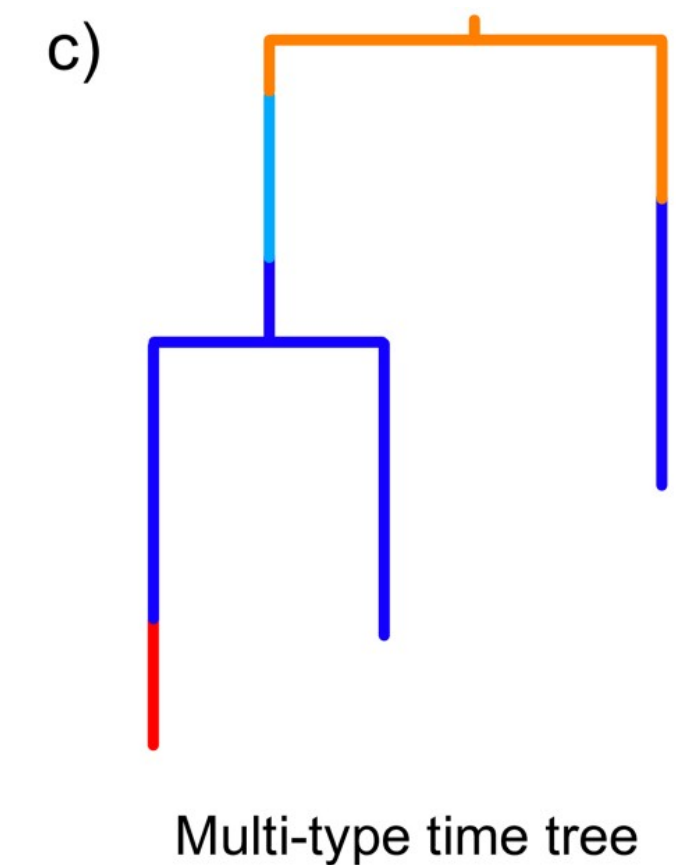
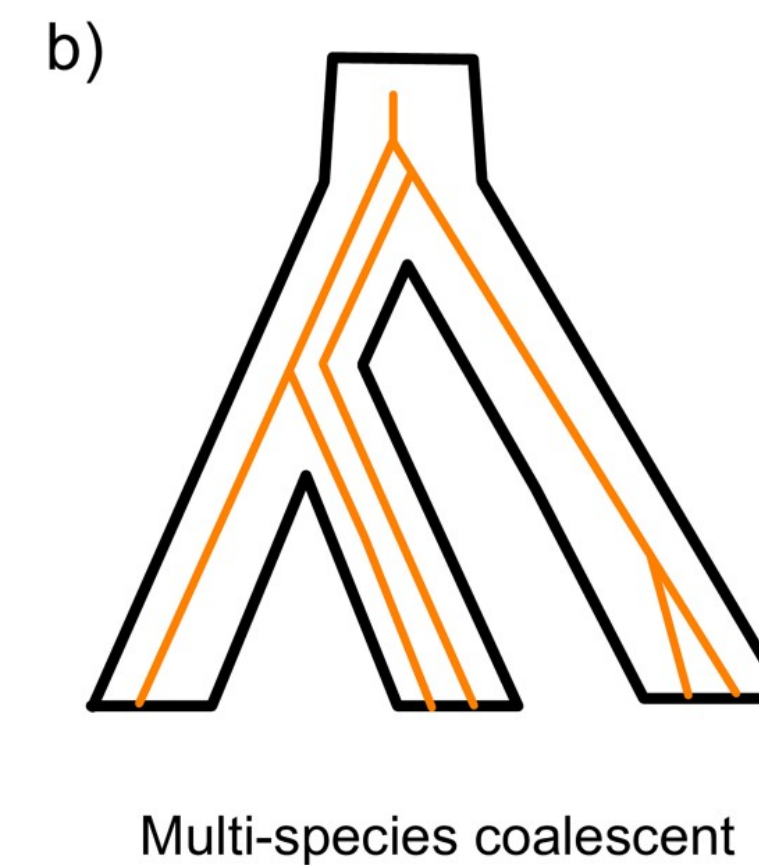
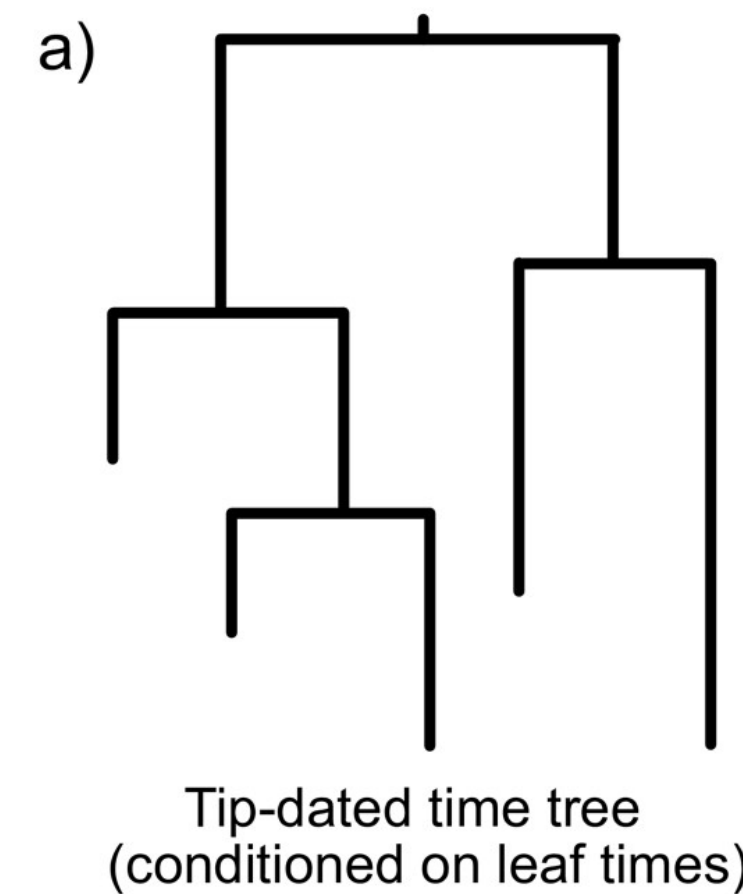


```
6  name="alignment">
87  <map name="oneunx" >beast.base.inference.distribution.oneunx</map>
88
89  <run id="mcmc" spec="MCMC" chainLength="1000000">
90    <state id="state" spec="State" storeEvery="5000">
91      <tree id="Tree.t:h3n2_2deme" spec="beast.base.evolution.tree.Tree" name="stateNode">
92        <trait id="dateTrait.t:h3n2_2deme" spec="beast.base.evolution.tree.TraitSet" traitname="date-forward" value="EU856841_HongKong_2005.3424657">
93          <taxa id="TaxonSet.h3n2_2deme" spec="TaxonSet">
94            <alignment idref="h3n2_2deme"/>
95          </taxa>
96        </trait>
97        <taxonset idref="TaxonSet.h3n2_2deme"/>
98      </tree>
99      <parameter id="clockRate.c:h3n2_2deme" spec="parameter.RealParameter" lower="0.0" name="stateNode">0.005</parameter>
100     <parameter id="kappa.s:h3n2_2deme" spec="parameter.RealParameter" lower="0.0" name="stateNode">2.0</parameter>
101     <parameter id="originBDMMPPrime.t:h3n2_2deme" spec="parameter.RealParameter" name="stateNode">10.0</parameter>
102     <parameter id="ReEpi.t:h3n2_2deme" spec="parameter.RealParameter" dimension="2" lower="0.0" name="stateNode">1.0 1.0</parameter>
103     <parameter id="becomeUninfectiousRateEpi.t:h3n2_2deme" spec="parameter.RealParameter" lower="0.0" name="stateNode">52.0</parameter>
104     <parameter id="samplingProportionEpi.t:h3n2_2deme" spec="parameter.RealParameter" dimension="4" lower="0.0" name="stateNode" upper="1.0">0.1 0.1 0.0 0.0</parameter>
105     <parameter id="migrationRateEpi.t:h3n2_2deme" spec="parameter.RealParameter" dimension="2" lower="0.0" name="stateNode">1.0 1.0</parameter>
106   </state>
107   <init id="RandomTree.t:h3n2_2deme" spec="RandomTree" estimate="false" initial="@Tree.t:h3n2_2deme" taxa="@h3n2_2deme">
108     <populationModel id="ConstantPopulation0.t:h3n2_2deme" spec="ConstantPopulation">
109       <parameter id="randomPopSize.t:h3n2_2deme" spec="parameter.RealParameter" name="popSize">1.0</parameter>
110     </populationModel>
111   </init>
112   <distribution id="posterior" spec="CompoundDistribution">
113     <distribution id="prior" spec="CompoundDistribution">
114       <distribution id="BDMMPPrime.t:h3n2_2deme" spec="bdmmpprime.distribution.BirthDeathMigrationDistribution" conditionOnSurvival="false" tree="@Tree.t:h3n2_2deme">
115         <parameterization id="EpiBDMMPPrimeParameterization.t:h3n2_2deme" spec="bdmmpprime.parameterization.EpiParameterization" processLength="@originBDMMPPrime.t:h3n2_2deme">
116           <Re id="ReSEpi.t:h3n2_2deme" spec="bdmmpprime.parameterization.SkylineVectorParameter" isScalar="false" processLength="@originBDMMPPrime.t:h3n2_2deme">
117             <typeSet id="typeSetBDMMPPrime.t:h3n2_2deme" spec="bdmmpprime.parameterization.TypeSet">
118               <typeTraitSet id="typeTraitSet.t:h3n2_2deme" spec="bdmmpprime.util.InitializedTraitSet" traitname="type" value="EU856841_HongKong_2005.3424657">
119                 <taxa id="TaxonSet.1" spec="TaxonSet" alignment="@h3n2_2deme"/>
120               </typeTraitSet>
121             </typeSet>
122           </Re>
118  </typeSet>
119  </typeTraitSet>
120  </taxa>
121  </typeTraitSet>
122  </typeSet>
123  </Re>
```

Caveat: if you want to use an option not available in BEAUti you have to learn how to edit the XML

# A wide range of models and tree structures

Note all tree models in BEAST2 incorporate a temporal component








# Taming the BEAST

news workshops tutorials contribute 



⏪ All

 Beginner

 Intermediate

## ⚡ Professional

 [Subscribe](#)

# Introduction to BEAST2

This is a simple introductory tutorial to help you get started with using BEAST2 and its accomplices.

Jūlija Pečerska , Veronika Bošková and Louis du Plessis  
Updated 23 May 2025 by jugne

## Language Phylogenies

## Using Babel to analyse linguistic data

Simon J. Greenhill and Konstantin Hoffmann  
Updated 29 Jul 2019 by KonstantinHoffmann

## Prior selection

Prior selection data and clock calibration using Influenza A data.

Veronika Bošková, Venelin Mitov and Louis du Plessis  
Updated 23 May 2025 by jugne

## Skyline plots

Inference of past population dynamics using Bayesian Coalescent Skyline and Birth-Death Skyline plots.

Nicola F. Müller and Louis du Plessis  
Updated 11 Jun 2024 by tgvaughan

## Time stamped data

## Time-stamped data

Remco Bouckaert , Walter Xie , Fábio K. Mendes and and  
Alexei Drummond  
Updated 9 Jun 2024 by walterxie

## Troubleshooting initialization issues

## Getting BEAST2 to start

Joëlle Barido-Sottani and Louis du Plessis  
Updated 20 Jul 2023 by laduplessis

## Troubleshooting convergence issues

## Post-processing and improving performance

David A. Rasmussen  
Updated 14 Apr 2025 by bjoelle

If you found **Taming the BEAST** helpful in designing your research, please cite the following paper:

Joëlle Barido-Sottani, Veronika Bošková, Louis du Plessis, Denise Kühnert, Carsten Magnus, Venelin Mitov, Nicola F. Müller, Jūlija Pečerska, David A. Rasmussen, Chi Zhang, Alexei J. Drummond, Tracy A. Heath, Oliver G. Pybus, Timothy G. Vaughan, Tanja Stadler (2018). Taming the BEAST – A community teaching material resource for BEAST 2. *Systematic Biology*, 67(1), 170–174. doi: [10.1093/sysbio/syx060](https://doi.org/10.1093/sysbio/syx060)

about

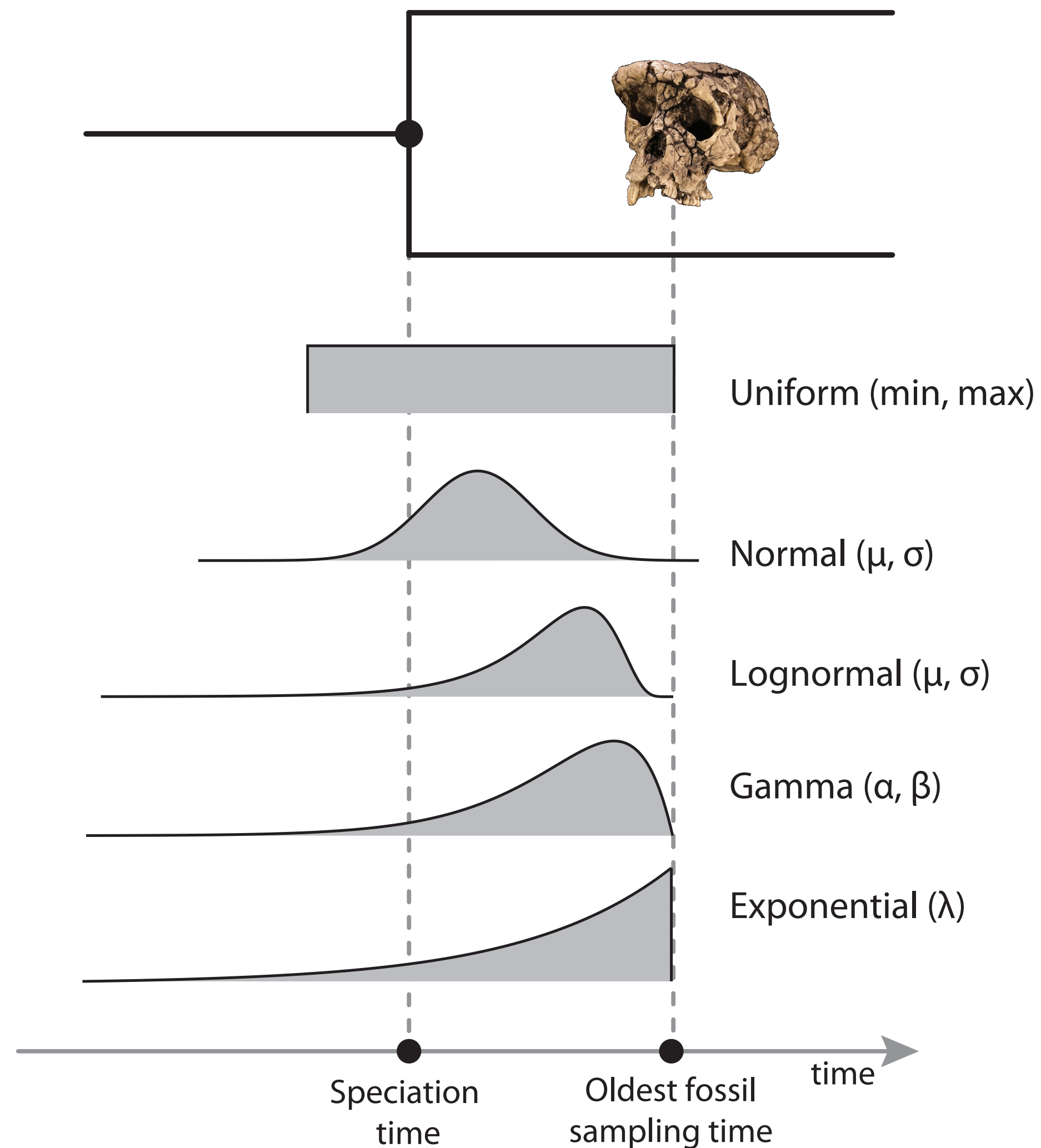
contact

license

<https://taming-the-beast.org/>

# Recap: node dating

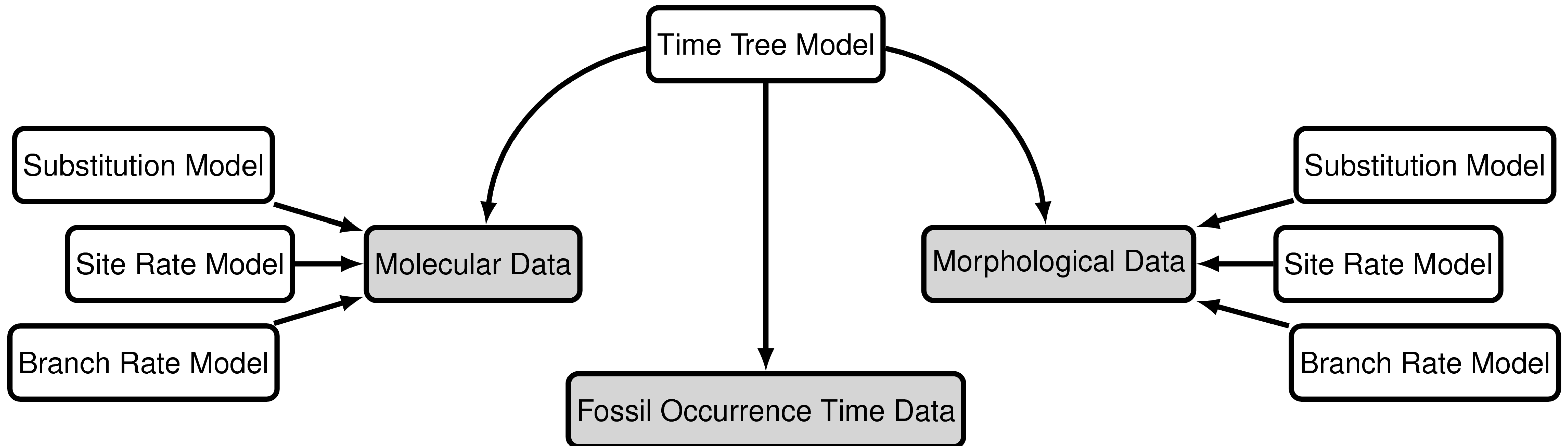
# Node dating



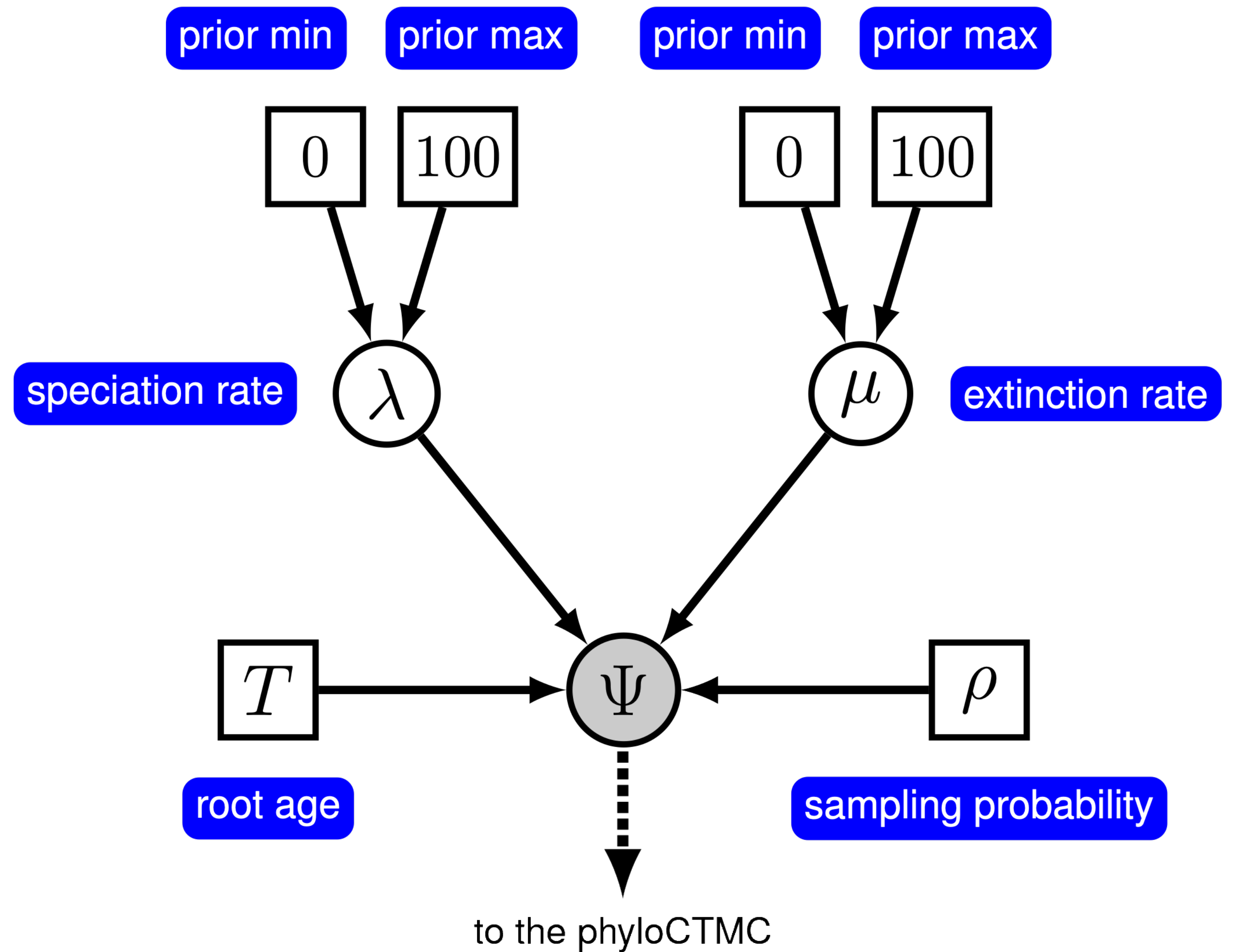
We can use a **calibration density** to constrain internal node ages

We typically use a **birth-death process** model to describe the tree generating process

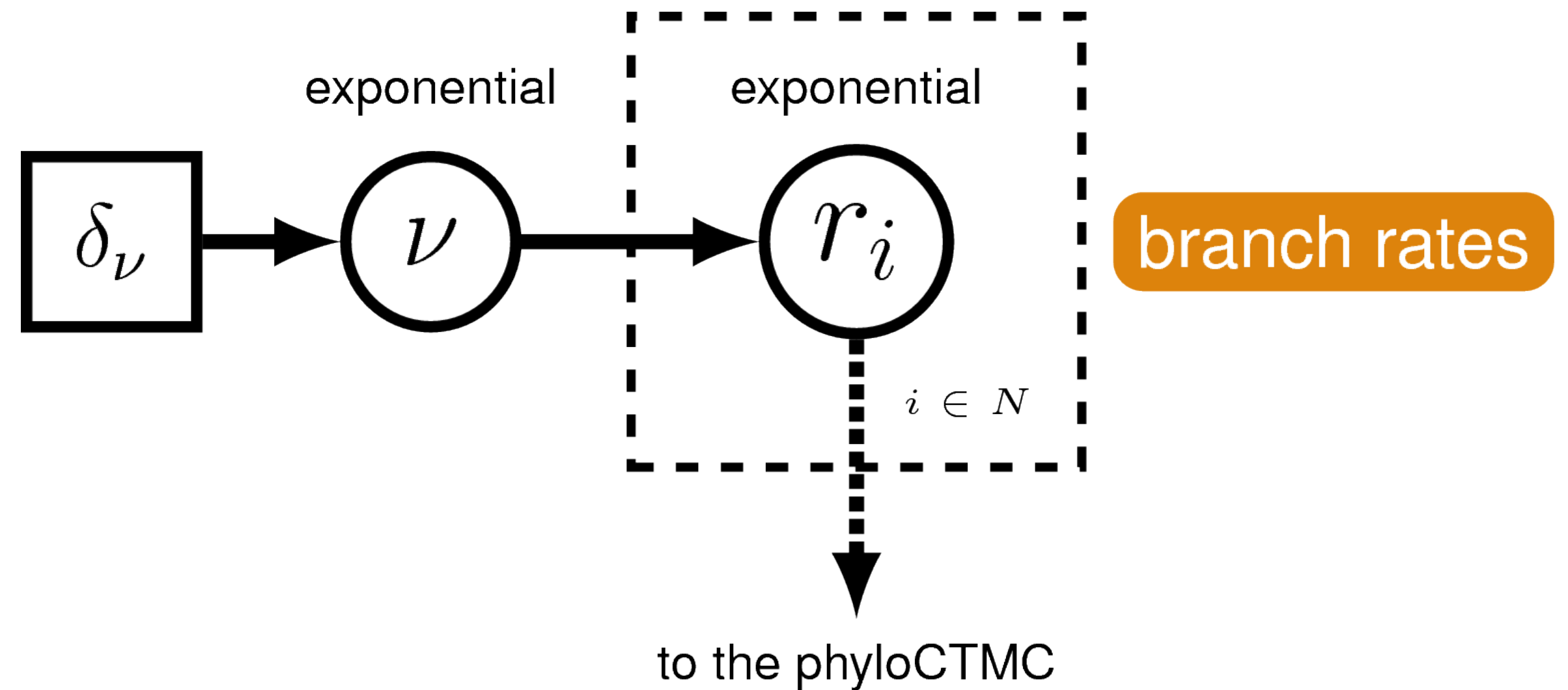
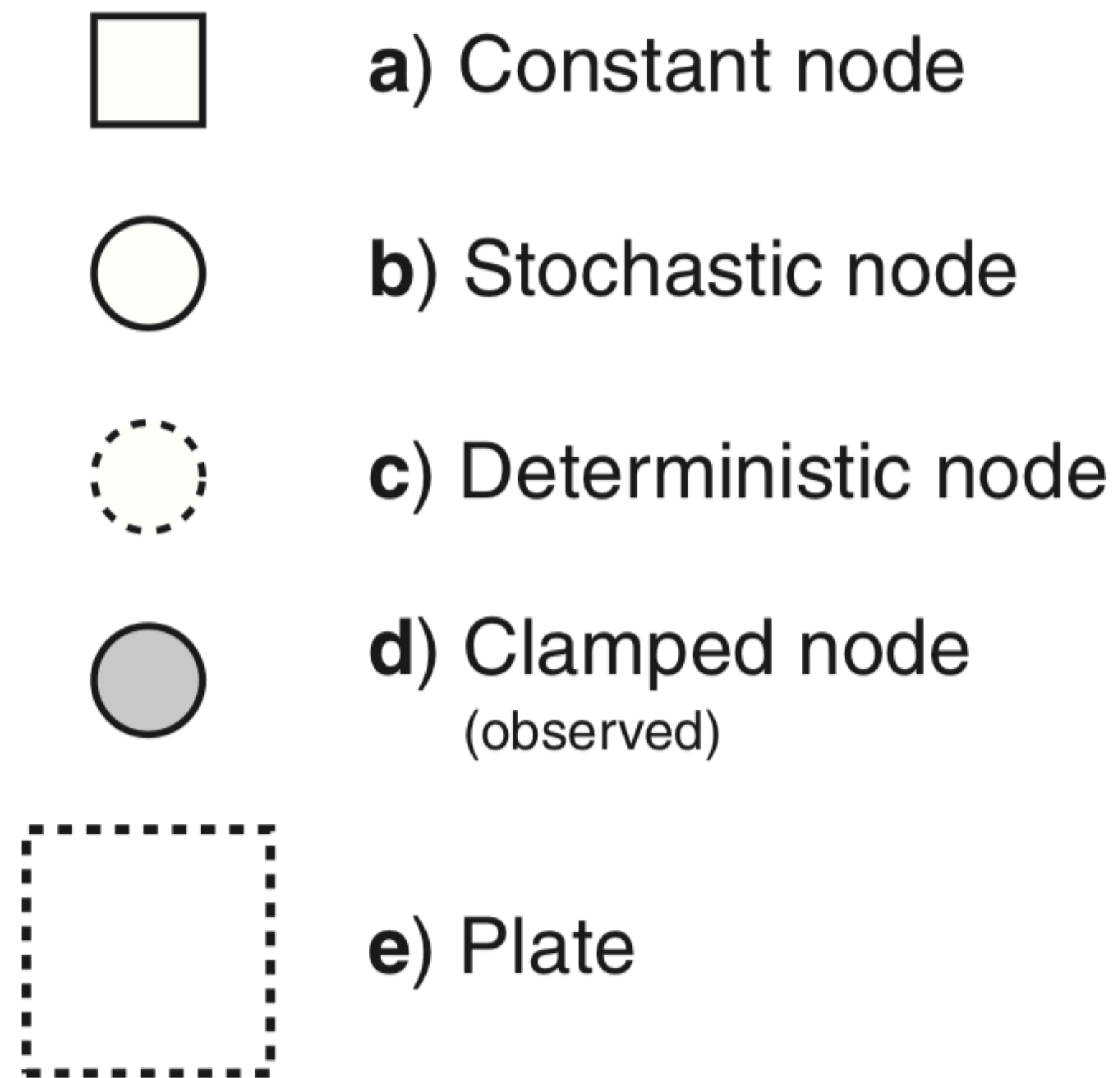
# Graphical representation of the tripartite model



# Graphical representation of the birth-death process

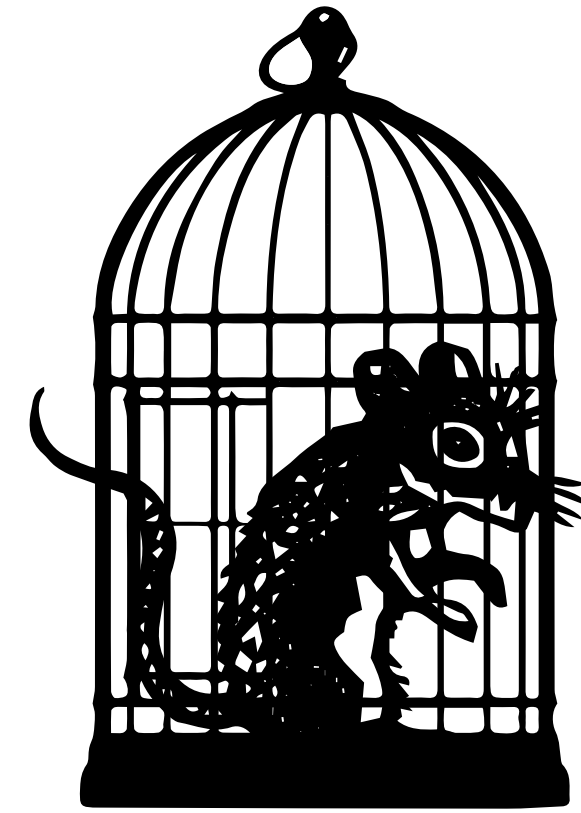


# Graphical models: relaxed clock model





# Exercise



Scenario	Software
Node dating with large datasets	MCMCTree
If want (or have to) fix the tree topology	MCMCTree
If fossil sampling is sparse or complex	MCMCTree
If you have abundant fossil data, or are interested in the topological position of fossils	BEAST2, RevBayes
If you're interested in the phylodynamic parameters	BEAST2, RevBayes
If you want to use a specific model	BEAST2, RevBayes, MCMCTree

# Recap

# Bayes' theorem

$$\Pr(\text{model} \mid \text{data}) = \frac{\Pr(\text{data} \mid \text{model}) \Pr(\text{model})}{\Pr(\text{data})}$$

# Bayes' theorem

Likelihood

The probability of the data given the model assumptions and parameter values

$$\Pr(\text{model} \mid \text{data}) = \frac{\Pr(\text{data} \mid \text{model}) \Pr(\text{model})}{\Pr(\text{data})}$$

# Bayes' theorem

Priors

This represents our prior knowledge of the model parameters

$$\Pr(\text{model} \mid \text{data}) = \frac{\Pr(\text{data} \mid \text{model}) \Pr(\text{model})}{\Pr(\text{data})}$$

# Bayes' theorem

$$\Pr(\text{model} \mid \text{data}) = \frac{\Pr(\text{data} \mid \text{model}) \Pr(\text{model})}{\Pr(\text{data})}$$

Marginal probability

The probability of the data, given all possible parameter values. Can be thought of as a normalising constant



# Bayes' theorem

Reflects our combined knowledge based on the likelihood and the priors

posterior

$$\text{Pr}(\text{model} \mid \text{data}) = \frac{\text{Pr}(\text{data} \mid \text{model}) \text{Pr}(\text{model})}{\text{Pr}(\text{data})}$$

# Bayesian tree inference

$$\begin{array}{c} \text{posterior} \\ \boxed{\phantom{\text{posterior}}} \end{array}
 P\left( \begin{array}{c} \text{tree} \\ \text{0} \rightarrow \text{1} \end{array} \mid \begin{array}{c} 0101\dots \\ 1101\dots \\ 0100\dots \end{array} \right) = \frac{
 \begin{array}{c} \text{likelihood} \qquad \qquad \text{priors} \\ \boxed{\phantom{\text{likelihood}}} \qquad \boxed{\phantom{\text{priors}}} \end{array}
 P\left( \begin{array}{c} 0101\dots \\ 1101\dots \\ 0100\dots \end{array} \mid \begin{array}{c} \text{tree} \\ \text{0} \rightarrow \text{1} \end{array} \right) P\left( \begin{array}{c} \text{tree} \\ \text{0} \rightarrow \text{1} \end{array} \right)
 }{
 \begin{array}{c} \text{marginal probability} \\ \boxed{\phantom{\text{marginal probability}}} \end{array}
 P\left( \begin{array}{c} 0101\dots \\ 1101\dots \\ 0100\dots \end{array} \right)
 }$$