



GenEpi-BioTrain - Virtual Training 07 - Phylogenetics and alignments

# Phylogenetic analysis

Raphael N. Sieber, March 2024

# Objectives

- Understand basic concepts for phylogenetic reconstruction
- Get an overview of available methods for phylogenetic inference, and know how to choose the best method
- Get an overview over available tools and software packages for the different methods
- Describe methods to evaluate the quality and trustworthiness of a phylogeny
- Use some tools to create phylogenetic trees
- Visualize these trees using different software

# Outline

## Lecture (ca. 1h)

- Introduction to phylogenies
- Phylogentic trees
- Phylogenetic methods:
  - Substitution models
  - Maximum parsimony
  - Distance based methods (UPGMA, Minimum evolution, Neighbour Joining)
  - Probabilistic methods (Maximum likelihood, Bayesian)
- Advanced phylogenetic analyses
- Assessing the reliability of a phylogeny
- A word on alignments
- Application of phylogenetic analysis
- Phylogenetic analysis and visualization software

## Exercise (ca. 2h)

# Webinar interaction



For the general lectures there are no prerequisites.

The minimal prerequisites for participants to meet the learning objectives of the workshop are:

- Have the software mentioned below installed.

For meeting the full learning objectives, you should be familiar with using a command-line terminal:

- Be familiar with running bioinformatic command line tools;
- Have conda, miniconda, mamba, micromamba or equivalent installed.

Alternative learning materials will be offered during this session so that all participants can take part in the following activities and discussions.

# Webinar software

To perform the exercises on your own, you need the following software installed:

For this exercise, you will need the following stand alone software:

- Figtree (<http://tree.bio.ed.ac.uk/software/figtree/>)
- MEGA  $\geq$ v10 (<https://www.megasoftware.net>)
- A Web browser (in order to use [Microreact](#) and [iTOL](#) and to visualize a .png image)

For the full experience of the exercises, you need the command-line terminal with the conda environment “phylo” installed (available on the webinar’s github repo)

# Webinar data

The data for the exercises in this webinar can be acquired in three different ways:

1. Clone the github repository containing all the data for the exercises at once. The github repository is found at [https://github.com/ssi-dk/GenEpi-BioTrain\\_Virtual\\_Training\\_7](https://github.com/ssi-dk/GenEpi-BioTrain_Virtual_Training_7) and can be cloned to your local machine
2. Download the data from the EVA webpage for the session
3. Download the data for each exercise at the start of the exercise using wget. This is included in instructions for each exercise.



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# Phylogenetic analysis

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# Introduction to phylogenies

Phylogenies aim to describe the evolutionary relationship between different taxa

Phylogenies can be based on

- phenotypic traits (binary, multi-level)
- genotypic markers (restriction patterns, SNPs, nucleotide/amino acid sequences)

There are different methods for obtaining a phylogeny

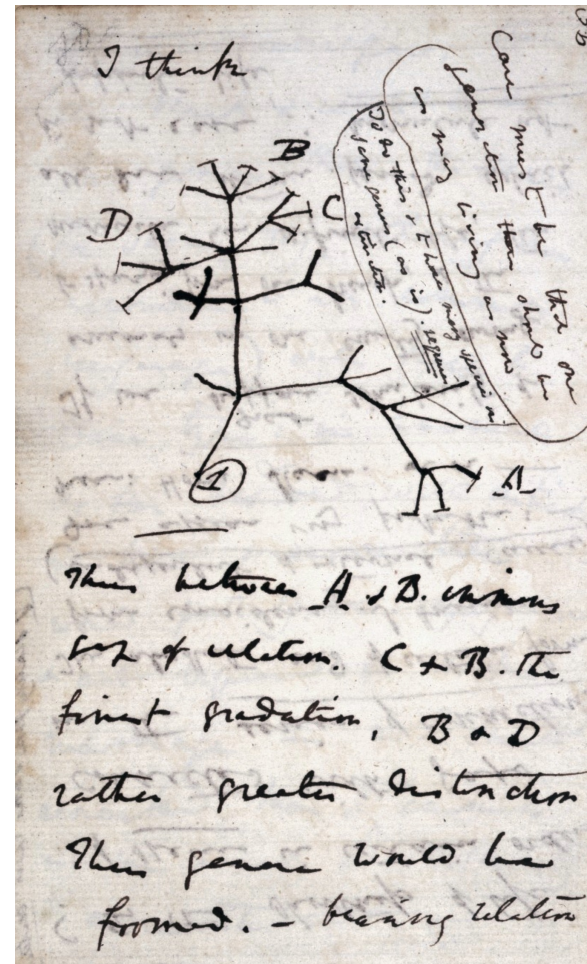
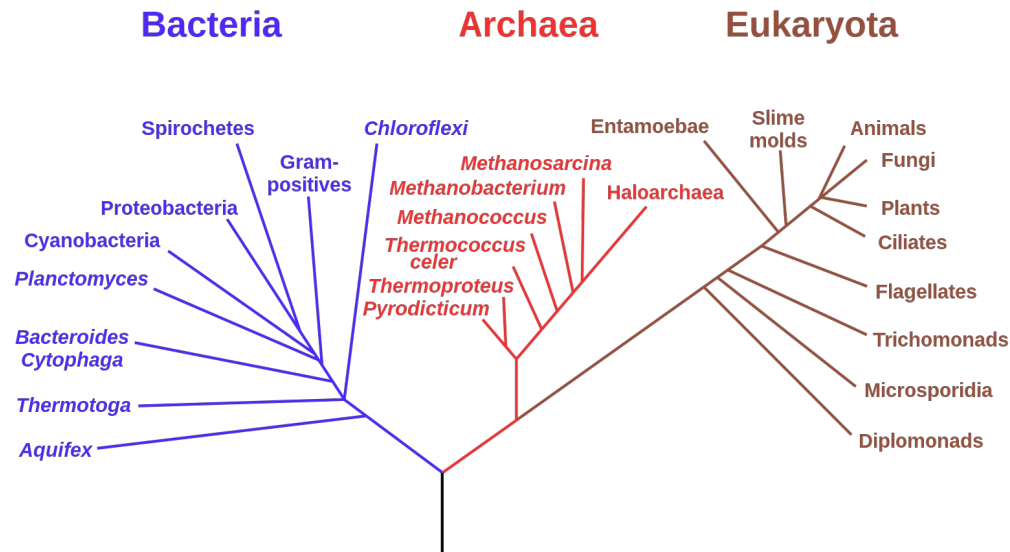
Important: model of substitution between one state and the other



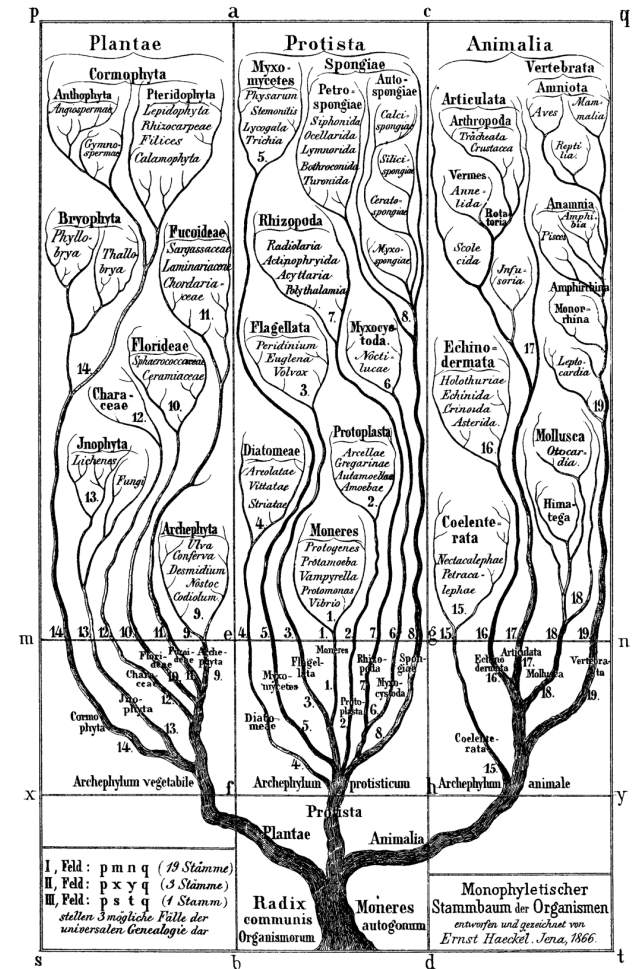
# Phylogenetic trees

# Introduction to phylogenies

Phylogenetic trees aim to describe the relationship between taxa. They are always based on the principle of common ancestry proposed by Charles Darwin in 1837.



Charles Darwin's first diagram of an evolutionary tree (Transmutation of Species, 1837) (wikipedia.org)

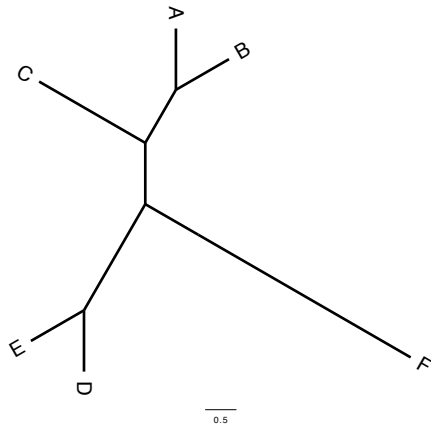


Phylogenetic tree suggested by Haeckel (Generelle Morphologie der Organismen, 1866) (wikipedia.org)

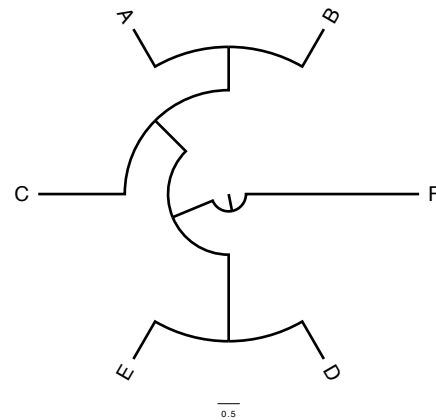
# Phylogenetic trees

Different visualizations of the same tree:

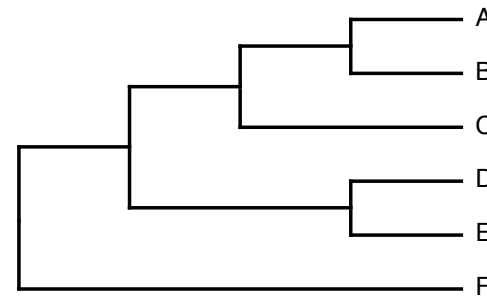
unrooted / polar



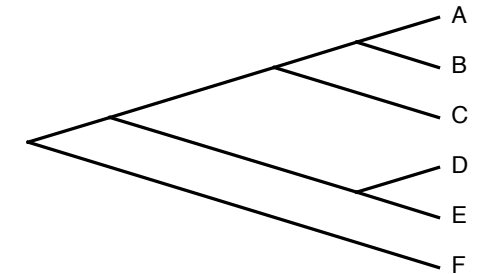
circular / radial



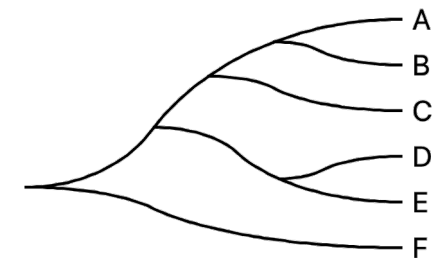
rectangular



(straight)



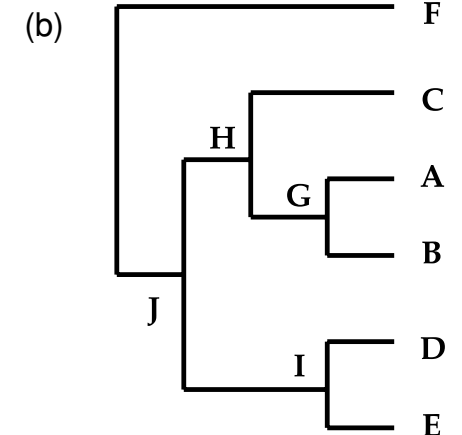
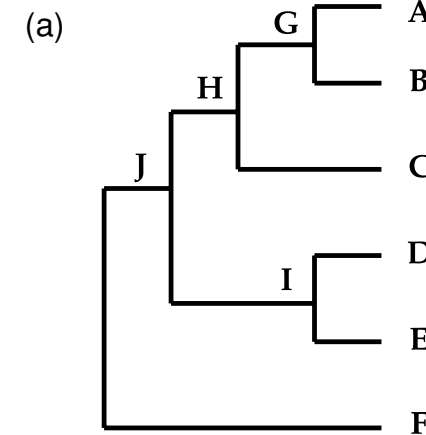
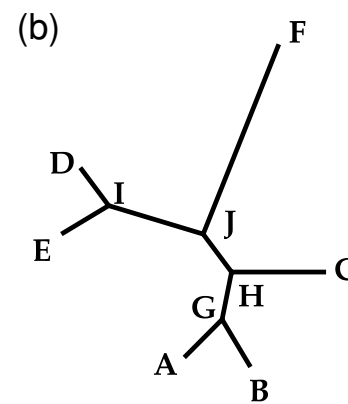
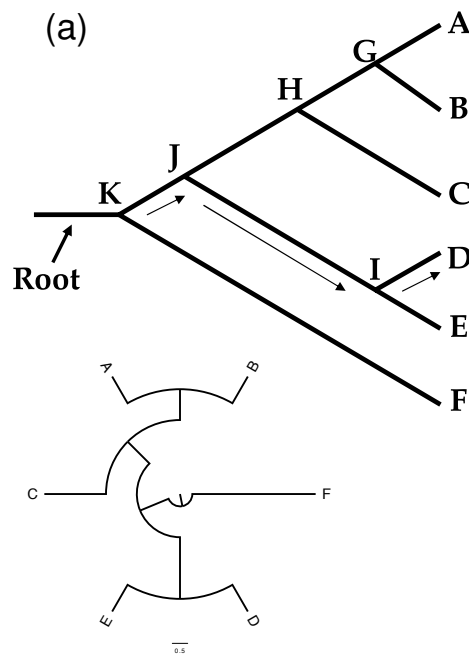
(curved)



# Phylogenetic trees

## How to read a phylogenetic tree

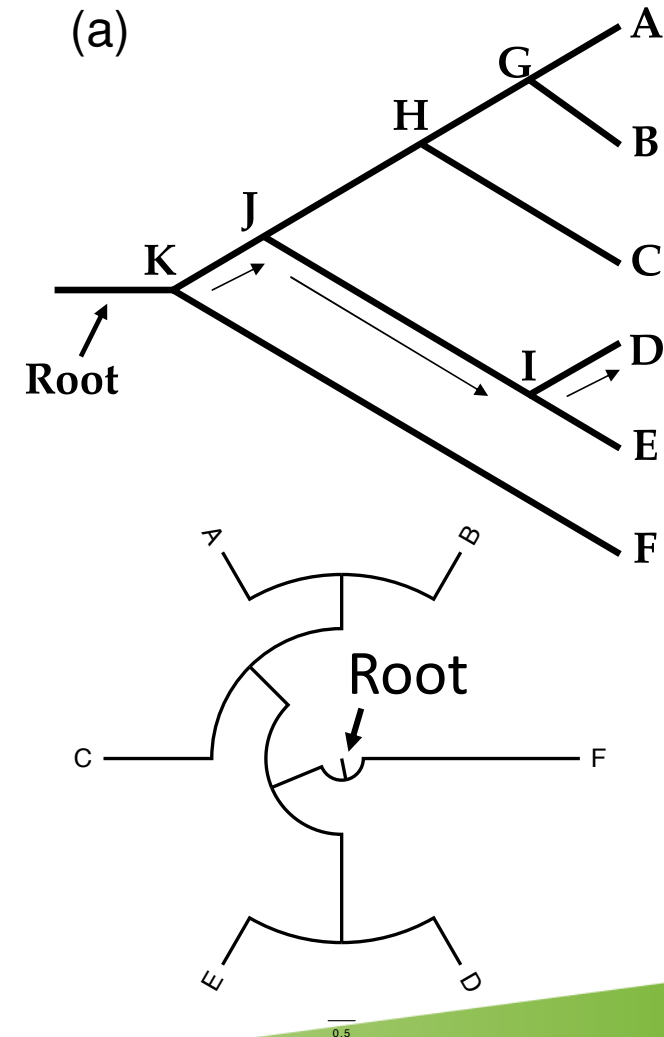
- The (horizontal) distance between taxa counts (center to distal in circ.)
- Rooted vs. unrooted
- Rotations are arbitrary and can be confusing



# Phylogenetic trees

## Methods for tree rooting

- Outgroup rooting
  - The most natural rooting, but requires knowledge of a biologically meaningful outgroup
- Midpoint rooting
  - places the root halfway between the two tips with the longest distances
- Molecular Clock Rooting
  - Assumes a constant rate of evolution



# Phylogenetic trees

## Tree storing formats

- Newick
  - The simplest and most common format for storing a tree structure
  - $((\langle \text{taxa} \rangle : \langle \text{branch\_length} \rangle), (\langle \text{taxa} \rangle : \langle \text{branch\_length} \rangle));$
  - e.g.:  $((((A:1, B:1), C:2), (D:1, E:1):2), F:4);$
  - .nwk
  - Does only allow for limited information
- Nexus
  - Allows for more information,
  - contains a newick tree
  - E.g. FigTree uses nexus format for storing trees with properties
- (Ne)Xml
  - Most flexible and more robust than nexus

```
#NEXUS
Begin TAXA;
  Dimensions ntax=4;
  TaxLabels SpaceDog SpaceCat Space0rc SpaceElf;
End;

Begin data;
  Dimensions nchar=15;
  Format datatype=dna missing=? gap=- matchchar=.;
  Matrix
    [ When a position is a "matchchar", it means that it is
    ]
    SpaceDog   atgctagctagctcg
    SpaceCat   .....??...-.a.
    Space0rc   ...t.....-.g. [ same as atgtagctag-tgg ]
    SpaceElf   ...t.....-.a.
  ;
End;

BEGIN TREES;
  Tree tree1 = (((SpaceDog,SpaceCat),Space0rc,SpaceElf));
END;
```

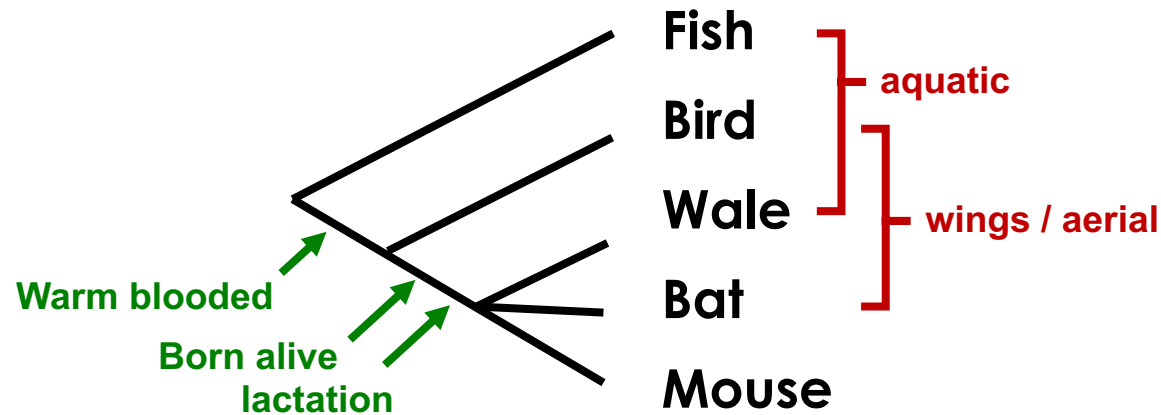
# Reconstructing phylogenies

# Concept of constructing a phylogenetic tree

## Mapping traits

	habitat	birth	lactation	warm-blooded	wings
<b>Mouse</b>	terrestrial	alive	yes	yes	no
<b>Bat</b>	aerial	alive	yes	yes	yes
<b>Wale</b>	aquatic	alive	yes	yes	no
<b>Fish</b>	aquatic	egg	no	no	no
<b>Bird</b>	aerial	egg	no	yes	yes

derived trait /  
(syn-) apomorphy



Parallel evolution /  
homoplasy

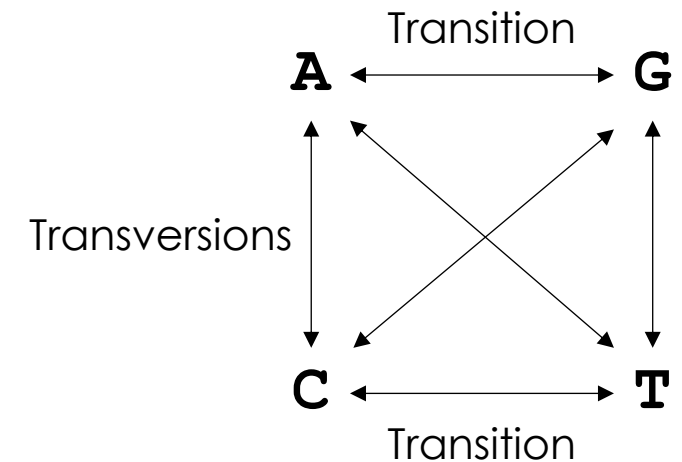
# Models of substitution

How one character (trait, nucleotide or amino acid) is replaced by the other, is crucial.

E.g. different nucleotides may have different probabilities to mutate. Transitions may be more or less likely than transversions, and also changes between and within pyrimidines and purines may have different probabilities.

This is defined in different models of nucleotide substitution.

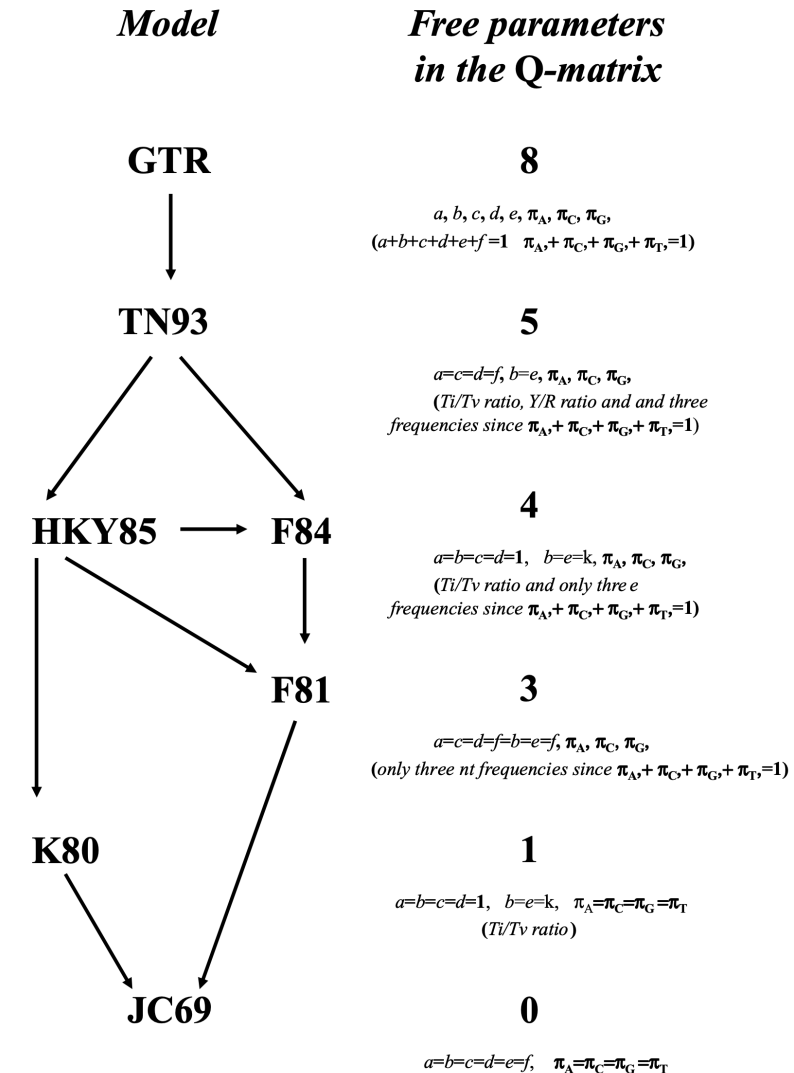
Further models exist for protein sequences, and the logic can also be used for other characters like phenotypic traits.



# Models of nucleotide substitution

Different nucleotide substitution models assume different rates of substitutions and different base frequencies:

- JC69 (Jukes-Cantor): all rates and frequencies are fixed and equal (most simple model)
- HKY85 (Hasegawa-Kishino-Yano, 85): frequencies estimated, transversions equally likely and transitions equally likely.
- GTR (general time reversible): all rates and frequencies are estimated (most free model)



# Phylogenetic methods overview

There are different ways of obtaining a phylogeny

- Maximum parsimony
  - Tries to find the tree with the fewest evolutionary changes (least homoplasy)
- Distance based (UPGMA / ME / NJ etc.)
  - Creates a tree based on a matrix of differences between taxa
- Probabilistic methods (Maximum likelihood and Bayesian)
  - Uses a starting tree and optimizes topology and branch lengths

# Maximum parsimony

- Tries to find the tree with the fewest changes (shortest tree)
- For  $n$  taxa, an unrooted binary tree contains:
  - $n$  terminal nodes (leaves)
  - $n - 2$  internal nodes
  - $2n - 3$  branches
- Tree length of tree  $\tau$  with  $N$  sites:  $L(\tau) = \sum_{j=1}^N l_j$  where  $l_j$  is the length for a single site defined as:

$$l_j = \sum_{k=1}^{2N-3} c_{a(k),b(k)} \quad \text{where } c_{a(k),b(k)} \text{ is the cost of change from}$$

state  $a$  to state  $b$  along branch  $k$ .

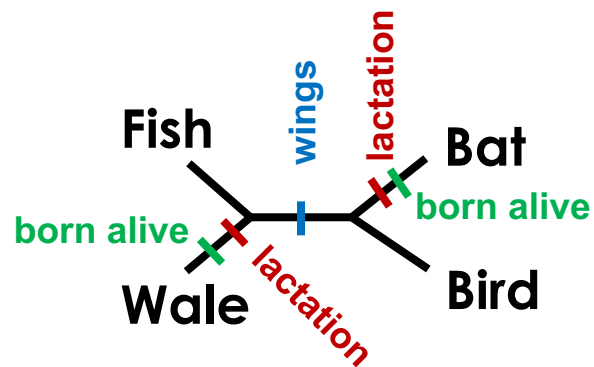
# Maximum parsimony

- The cost  $c$  can differ depending on the character in question
- In DNA/protein sequence the different changes can be weighted differently (defined in the substitution model)
- Characters can be ordered (e.g. habitat: aquatic, terrestrial, aerial), so that a change from one state to the other has different costs depending on the states (e.g. higher cost for aquatic to aerial than for terrestrial to aerial).
- Computationally intense:
  - $\leq 10$  taxa: exhaustive search (all trees are calculated)
  - 12 to 25 taxa: branch-and-bound method (Hendy & Penny, 1982)
  - $> 25$  taxa: Approximate methods

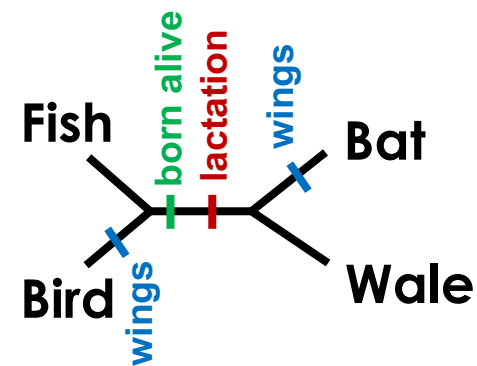
# Maximum parsimony

- Example

	habitat	birth	lactation	warm-blooded	wings
Mouse	terrestrial	alive	yes	yes	no
Bat	aerial	alive	yes	yes	yes
Wale	aquatic	alive	yes	yes	no
Fish	aquatic	egg	no	no	no
Bird	aerial	egg	no	yes	yes



$$L_{(\tau)} = 5$$



$$L_{(\tau)} = 4$$

# Maximum parsimony: Summary

- Tries to minimize evolutionary change
- Widely used in the 1970-1990's
- Intuitive and logical, especially for discrete characters
- Computationally intense for  $>10$  taxa
- Some critical problems like long branch attraction

# Distance based methods

A pairwise (p-) distance can be calculated between taxa:

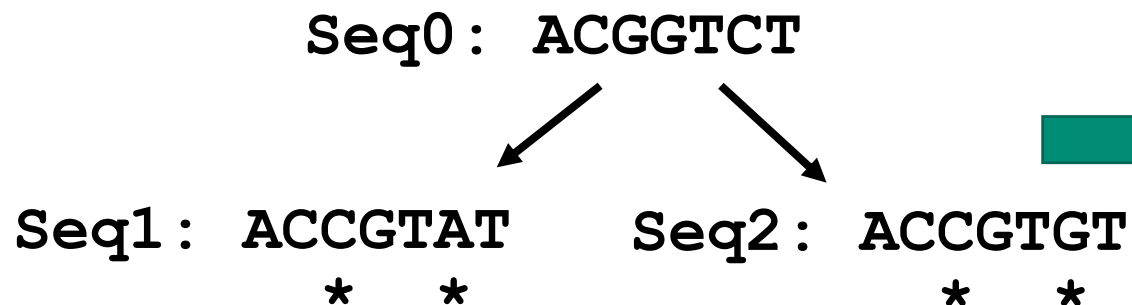
- from morphological characters:

	habitat	lactation
Mouse	terrestrial	yes
Fish	aquatic	no
Wale	aquatic	yes



	Mouse	Fish	Wale
Mouse	0	2	1
Fish	2	0	1
Wale	1	1	0

- from genetic sequences:



	Seq0	Seq1	Seq2
Seq0	0	2	2
Seq1	2	0	1
Seq2	2	1	0

# Distance based methods: Tree reconstruction

From a (p-) distance matrix, a tree can be reconstructed by different methods:

- unweighted-pair group method with arithmetic means (**UPGMA**) / weighted-pair group method with arithmetic means (WPGMA)
- Minimum evolution (**ME**)
- Neighbour Joining (**NJ**)
  
- **Note:** The p-distance is an underestimation of the true genetic distance because some of the nucleotide positions may have experienced multiple substitution events.

# UPGMA / WPGMA

UPGMA = unweighted-pair group method with arithmetic means

WPGMA = weighted-pair group method with arithmetic means

Both:

- Cluster the smallest distances, group these, and cluster with the next smallest distances
- Result in rooted trees.
- When the data is ultrametric, UPGMA = WPGMA
- Very fast and deterministic method
- Limitation: Very sensitive to unequal evolutionary rates

# Minimum Evolution (ME)

- Reconstructs additive distances ( $d_{AB} + d_{CD} \leq \max(d_{AC} + d_{BD}, d_{AD} + d_{BC})$ )
- Searches for the shortest tree, meaning the tree with the lowest sum of the lengths of the branches:

$$S = \sum_{i=1}^{2n-3} v_i$$

where  $n$  = number of taxa,  $v_i$  =  $i^{\text{th}}$  branch

- Reminds of maximum parsimony, but using distances instead of traits directly

# Neighbour-joining (NJ)

- Reconstructs additive distances ( $d_{AB} + d_{CD} \leq \max(d_{AC} + d_{BD}, d_{AD} + d_{BC})$ )
- A heuristic method
- conceptually related to clustering, but without assuming a clock-like behaviour
- Corrects for the net divergence of every leaf
- Minimizes  $S$  on pairs of distances to find clusters
- Very fast and efficient, with very similar output as ME
  
- Note: There are also additional derived methods of NJ optimizing some aspects. These include BIONJ, generalized neighbour-joining, neighbour-joining maximum-likelihood (NJML), etc.

# Maximum likelihood (ML)

Maximum likelihood is a mathematical concept to calculate the likelihood of an outcome with a given model.

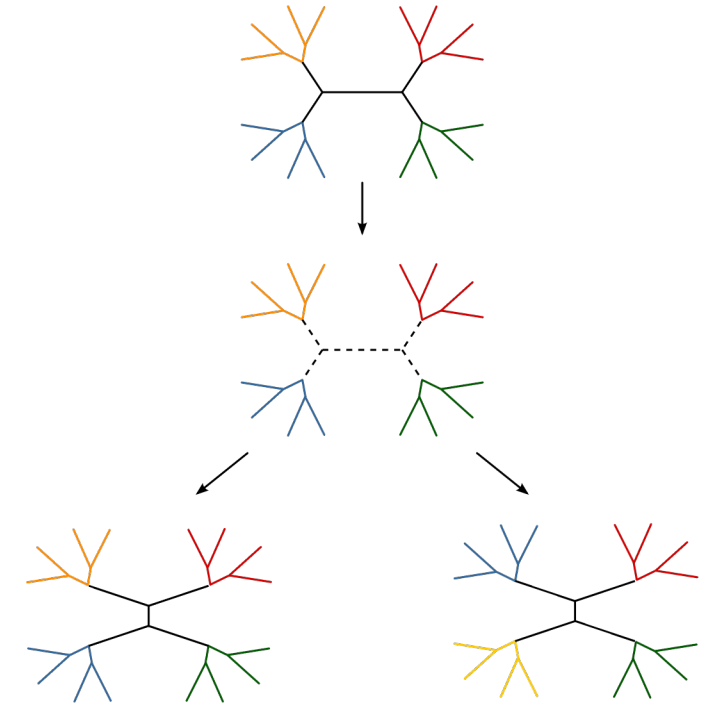
In phylogenetic analysis, the likelihood of a tree can be calculated given a **tree structure** (topology), the **branch lengths** and the **model of sequence evolution** (the substitution model).

The ML method uses different strategies (methods for tree rearrangements) to find the **tree with the highest likelihood** for the given data and model.

# Maximum likelihood (ML)

Tree rearrangement algorithms:

- Nearest neighbour interchange (NNI)
  - Simplest and most used algorithm
  - exchanges the connectivity of four subtrees within the main tree
- Subtree pruning and regrafting (SPR)
  - selects and removes a subtree from the main tree and reinserts it elsewhere
- Tree bisection and reconnection (TBR)
  - detaches a subtree from the main tree and then attempts all possible connections between edges of the two resulting trees.



Nearest neighbour interchange (NNI)

# Maximum likelihood (ML) in practice

Important: choice of substitution model!

In practice, the best substitution model can be estimated using **model finder** in e.g. *IQTREE* or as stand alone software. However, the GTR model is usually a good choice because it allows all parameters to be estimated.

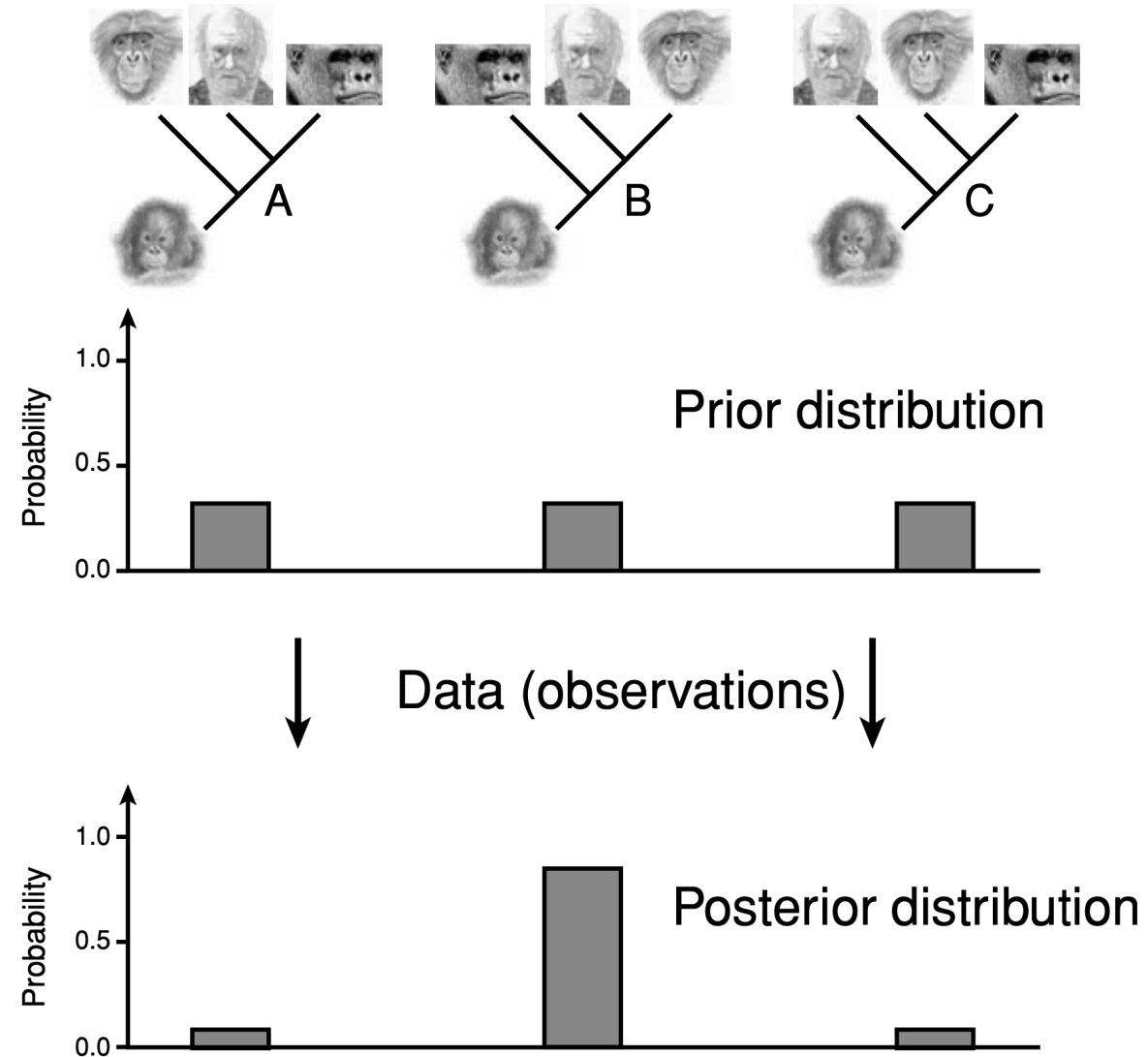
For core genome SNP data, the **ascertainment bias correction** should be used (e.g. `-m GTR+ASC` or `-m TEST+ASC`). Without +ASC, the branch lengths might be overestimated.

# Bayesian

Bayesian approaches date back to Thomas Bayes (c. 1702–1761), a British mathematician and Presbyterian minister

Bayesian approaches calculate / estimate posterior probabilities given some prior information

Prior information can be any parameter including parameters in substitution models, sampling dates etc.



# Markov chain Monte Carlo (MCMC) sampling

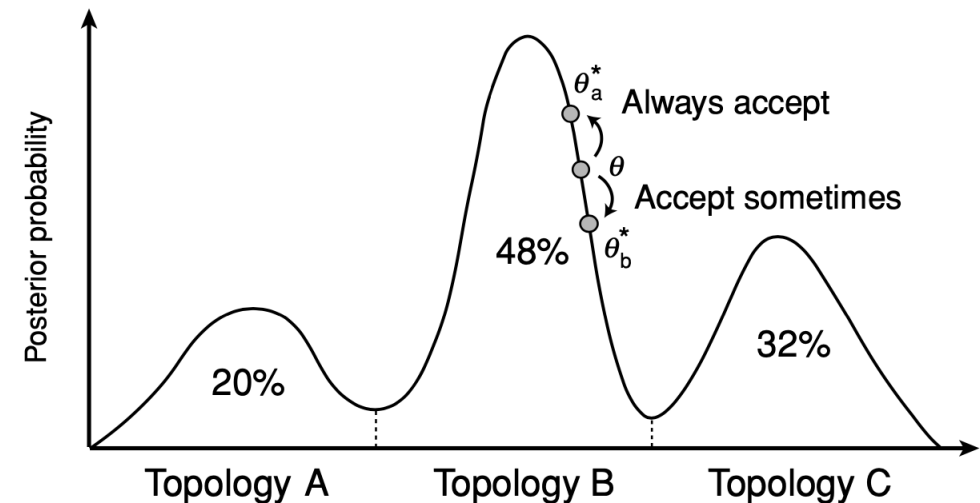
The Bayesian approach searches for posterior probabilities in the complete parameter space, and it is therefore impossible to infer them analytically already with a handful of taxa. Therefore, we need a search strategy.

Markov chains have the property that they converge towards an equilibrium state regardless of starting point.

Here we want a chain that converges towards our posterior probability

## Markov chain Monte Carlo steps

1. Start at an arbitrary point ( $\theta$ )
2. Make a small random move (to  $\theta^*$ )
3. Calculate height ratio ( $r$ ) of new state (to  $\theta^*$ ) to old state ( $\theta$ )
  - (a)  $r > 1$ : new state accepted
  - (b)  $r < 1$ : new state accepted with probability  $r$   
if new state rejected, stay in old state
4. Go to step 2



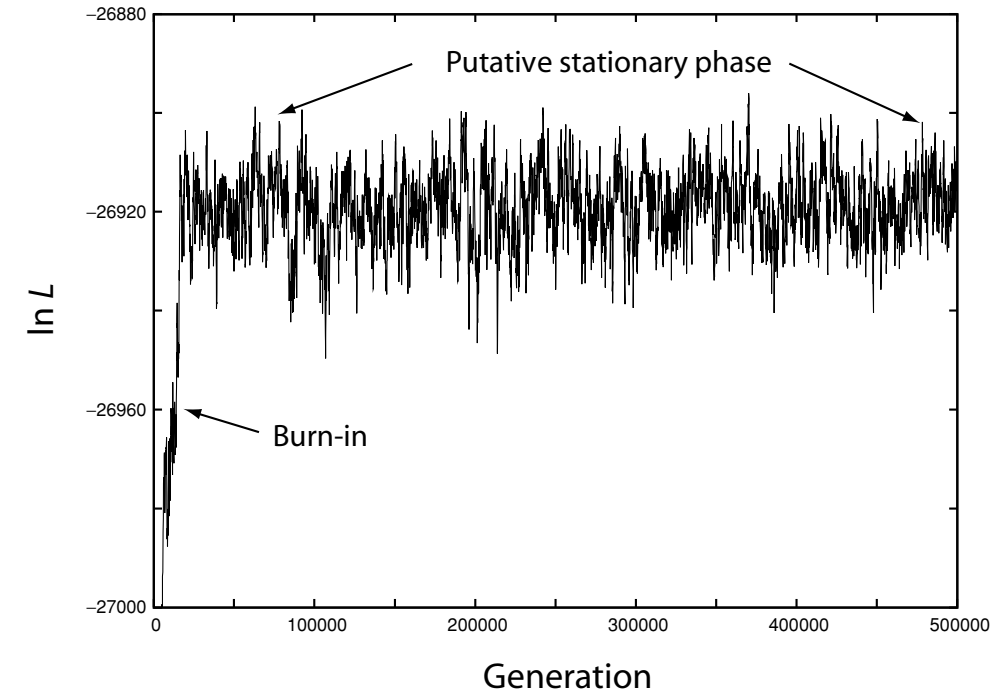
# Bayesian in practice

Typically, Bayesian phylogenies are estimated in BEAST or MrBayes.

A large number of parameters can be provided (so called priors)

The Markov chain initially quickly finds towards a parameter space with high likelihood (the burn-in phase) and then circulates around these values. In a successful run, the posterior probabilities converge towards a stable value.

Bayesian phylogenies are a collection of thousands of trees, which allows to calculate a consensus tree and uncertainty for all parameters.



A typical output of the Log-likelihood of a BEAST run

# Advanced phylogenetic analyses

# Advanced phylogenetic analyses

From a phylogeny and the given models and assumptions of evolution, a series of more advanced analyses can be done. Here are only 3 examples:

## 1. Time scaled trees

- From the assumption of a molecular clock (fixed or relaxed), internal nodes and the root of a tree can be dated given sampling dates for the leaves or other internal nodes
- Particularly useful in Bayesian tools, but also in ML trees

## 2. Ancestral state reconstruction

- As with dates, known the state of some characteristics in the leaves, its state in ancestral nodes and root can be reconstructed

## 3. Mapping natural selection

- From the ratio between synonymous and non-synonymous substitutions in protein-encoding sequences, the pressure of natural selection can be estimated

# Assessing the reliability of a phylogeny

# Assessing the reliability of a phylogeny

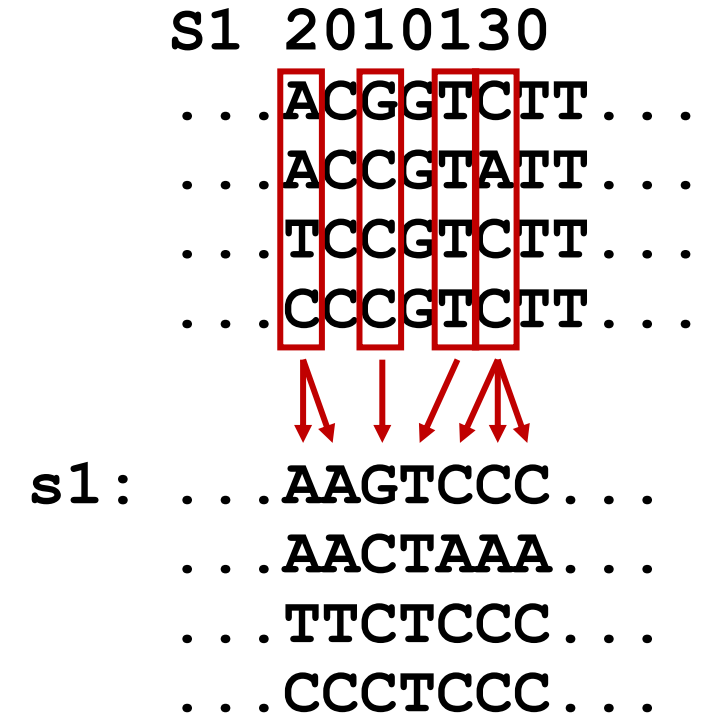
Several techniques are used to assess the reliability of an inferred tree:

- Bootstrap analysis
  - Sampling columns with replacement (same alignment length)
- Jackknifing
  - Randomly removes half of the columns in the alignment
- The likelihood ratio test (LRT) (Branch test for all trees)
- Ultrafast bootstrap (UFBoot) in IQTREE
- Posterior probabilities for each split or clade (Bayesian trees)

# Bootstrap

1. Alignment columns are randomly sampled with replacement until an alignment of the same length as the original is obtained
2. Create a tree with the same methods and parameters as the original tree
3. Repeat this for n=100-2000 times
4. The proportion (%) of each clade among all the bootstrap replicates is computed on a consensus tree or the original tree as a statistical confidence for a branch / node

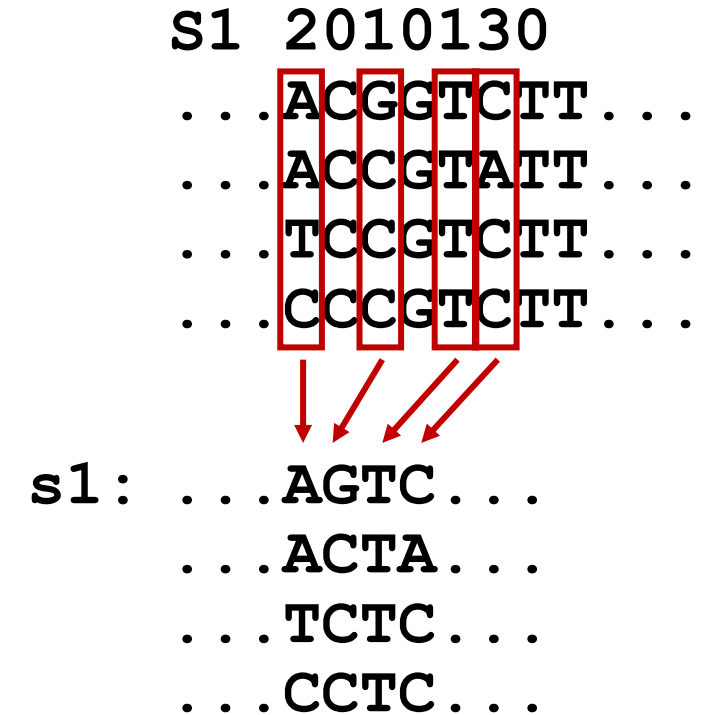
NB: each bootstrap replicate takes as much time to compute as the original tree.



# Jackknife

1. Alignment columns are randomly sampled without replacement until an alignment of  $\frac{1}{2}$  of the original length is obtained
2. Create a tree with the same methods and parameters as the original tree
3. Repeat this for n=100-2000 times
4. The proportion (%) of each clade among all the jackknife replicates is computed on a consensus tree or the original tree as a statistical confidence for a branch / node

NB: This is faster than bootstrap, but still requires to produce many trees.



# Applications of phylogenetic analyses

# From alignment to phylogeny

The quality of the alignment is crucial for the result of the phylogenetic analysis!

When doing phylogenetic analysis on alignments be aware of:

- Poorly aligned sequences
- Low-quality terminal regions in both ends (all differences may count in the phylogenetic analysis!)
- The gap-penalty can have major influence on the alignment
- Recombination in SNP matrices can introduce many SNP's (→ use software tool **gubbins** or similar to remove most of it)

# Application of phylogenies

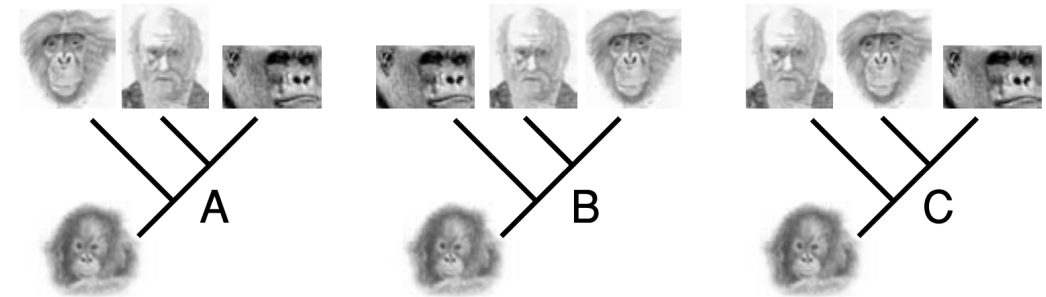
Phylogenies are used very commonly in biology, but also many other disciplines where biology plays a role.

Applications:

- Reconstruction of evolutionary relationships
- Reconstruction of population dynamics (over time / space)
- Outbreak analysis
- Typing of strains/variants

# Reconstruction of evolutionary relationships

Question: How is the evolutionary relationship between species / taxa? Or “Where do we / a pathogen come from?”

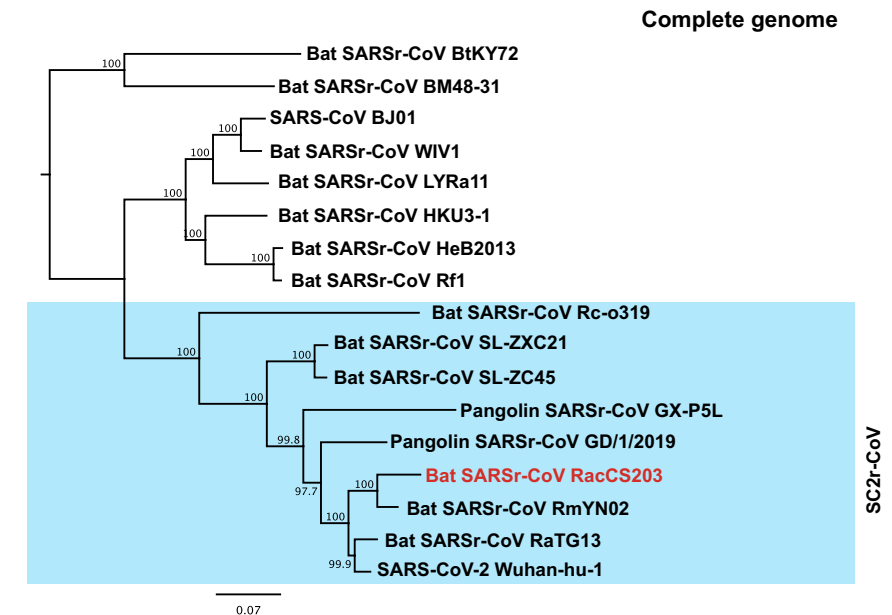


Scenarios homo's closest relatives

Examples:

- Human – great apes relationship
- SARS-CoV-2 origin

This allows to draw conclusions from the known relatives



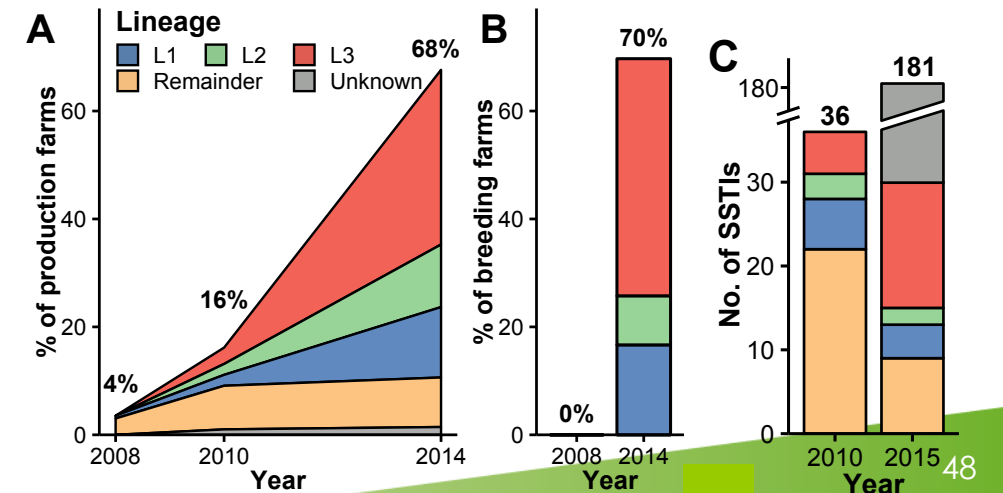
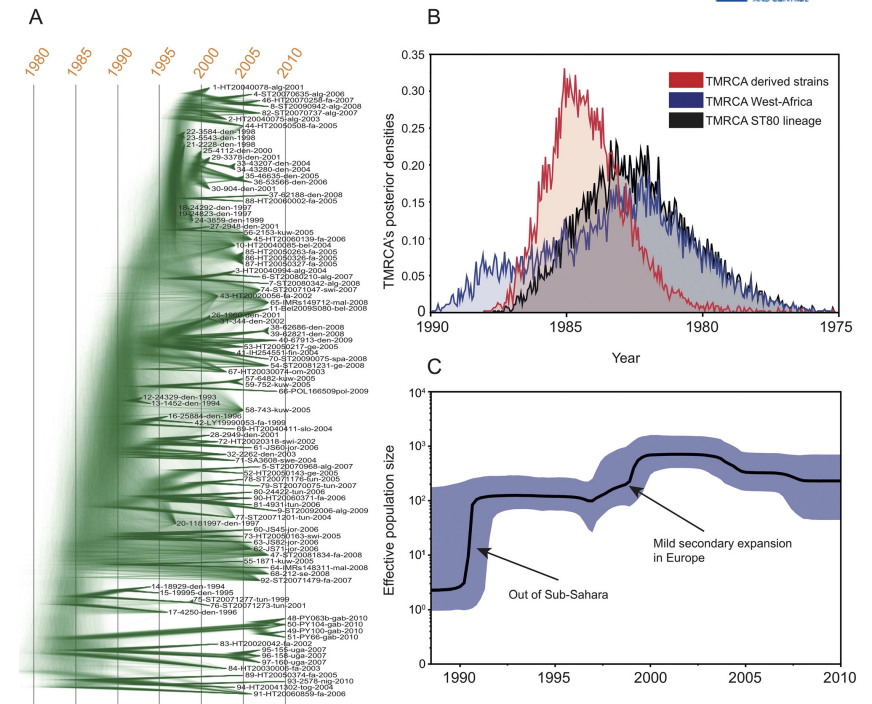
Origin of SARS-CoV-2 virus

# Reconstruction of population dynamics

Question: How did a population of an organism develop over time and space?

Examples:

- Bayesian reconstruction of the *Staphylococcus aureus* CC80 complex (top)
- Spread of MRSA in Danish pigs and humans

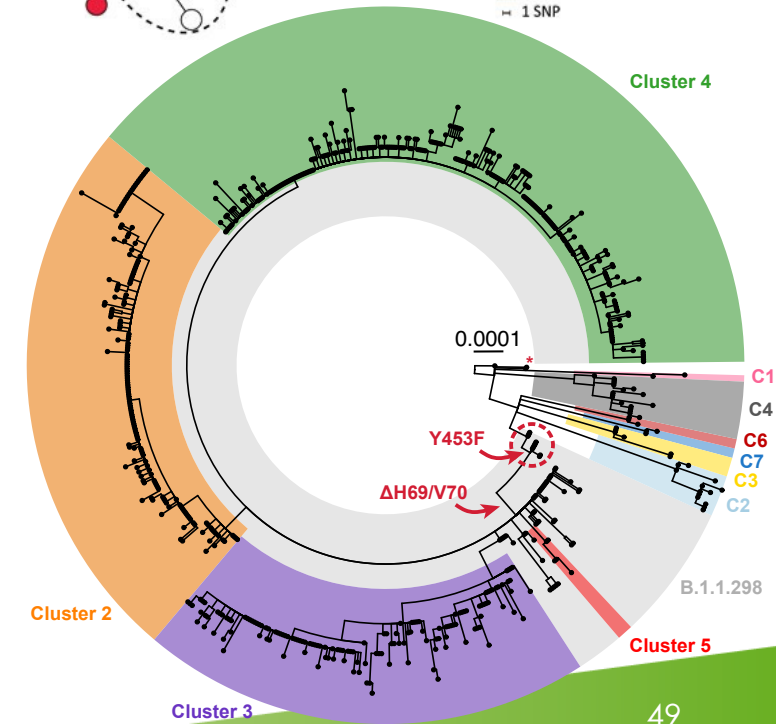
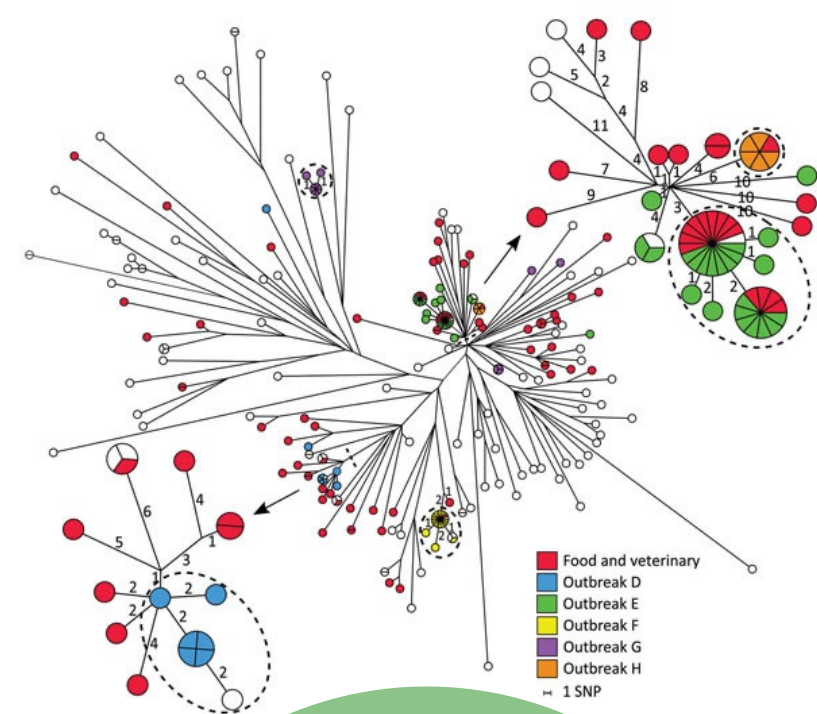


# Outbreak analysis

Question: Do we have an outbreak?  
Which isolates are part of it and  
which are not?

Examples:

- Outbreaks of *Salmonella enterica* Serovar Typhimurium in Denmark (top)
- SARS-CoV-2 in Danish mink (bottom)



# Phylogenies for typing bacteria

Various typing methods use phylogenies for grouping types:

	Description	Typing class	Discriminatory power	Phylogenetic method?
<b>Gram typing</b>	Staining of cells	Phenotypic	Very low	No
<b>MALDI-TOF</b>	Species identification	Phenotypic	Species level	No
<b>Serotyping</b>	Immunological typing	Phenotypic	Within species	No
<b>PFGE</b>	Pulsed-field gel electrophoresis	Molecular	(High)	Yes
<b>MLST</b>	Multi-locus sequence typing	Molecular	High	No
<b>wgMLST</b>	Whole-genome MLST	Molecular	Very high	Yes
<b>Species specific like <i>spa</i>-typing</b>	Typing based on one variable gene	Molecular	High	No
<b>Core genome SNPs</b>	Typing based on single nucleotide polymorphisms	Molecular	Very high	Yes

# Software

# Tree reconstruction software

	Distance Based	Maximum Parsimony	Maximum likelihood	Bayesian	Platform	Interface
<a href="#">MEGA</a>	X	X	X		Mac, PC, Linux	GUI
<a href="#">PAUP</a>	X (bionj)	X			Mac, PC, Linux (CL only)	GUI, CL
<a href="#">PhyML</a>			X		Mac, PC, Linux	CL
<a href="#">PHYLIP</a>	X	X	X		Mac, PC, Linux	CL
<a href="#">RAxML</a>			X		Mac, PC, Linux	CL
<a href="#">BIONJ</a>	X				Mac, PC, Linux	CL
<a href="#">IQTREE</a>			X		Mac, PC, Linux	CL
<a href="#">BEAST</a>				X	Mac, PC, Linux	GUI
<a href="#">MrBayes</a>				X	Mac, PC, Linux	CL
<a href="#">FastTree</a>			Approximate ML		Mac, PC, Linux	CL
<a href="#">VeryFastTree</a>			Approximate ML		Mac, PC, Linux	CL

**GUI: Graphical User Interface; CL: Command line**

# Tree visualization software

All software is freely available

- Stand-alone software:
  - [FigTree](#): fast and efficient tree visualization and annotation (PC, Mac and Linux)
  - [MEGA](#): The phylo package has a great GUI and can also visualize trees
  - [Treeview](#): Very basic tree visualization (open source, PC, Mac, Linux)
- Online tools:
  - [iTOL](#): Nice tree visualization and annotation. Payed account needed for saving trees.
  - [Microreact](#): Tree visualization and link to metadata incl. geographic data
  - [Nextstrain](#): Visualization of trees, metadata and mutations (developed for virus)
- Software packages:
  - Python: [BioPython](#), [ETE3](#)
  - R: [phytools](#), [ggtree](#), [ape](#)

# In summary

- Phylogenies aim to reconstruct the evolutionary relationship among taxa given the provided data.
- There are different methods to estimate this relationship including distance based methods, maximum parsimony, maximum likelihood and Bayesian approaches.
- The reliability of a group can be assessed using different methods including bootstrap, the likelihood ratio test or posterior probabilities.
- A diversity of software for phylogenetic reconstruction, analysis and visualization is available, most of them for free.

# Further reading

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Thank you for your participation!  
Please remember to fill in the evaluation form,  
we will very much appreciate your feedback!

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