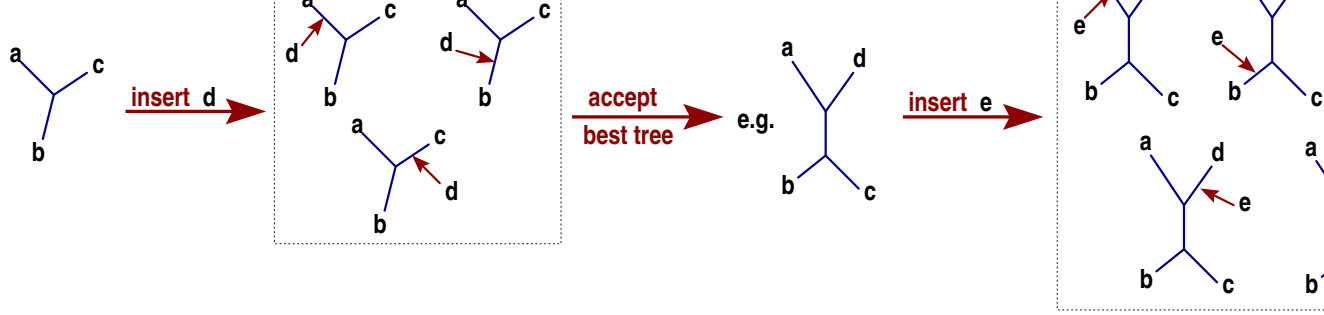

Figure 2: Stepwise insertion

Since this heuristic highly depends on the input orde
branch swapping is used to find better trees.

1.4 Finding Optimal Trees: Branch S

Each subtree is cut off the current tree and reinserted
tree (Fig. 3) at every edge in a neighborhood of g edg
To every resulting rearrangement the ML evaluation is
a better tree cannot be found any more.

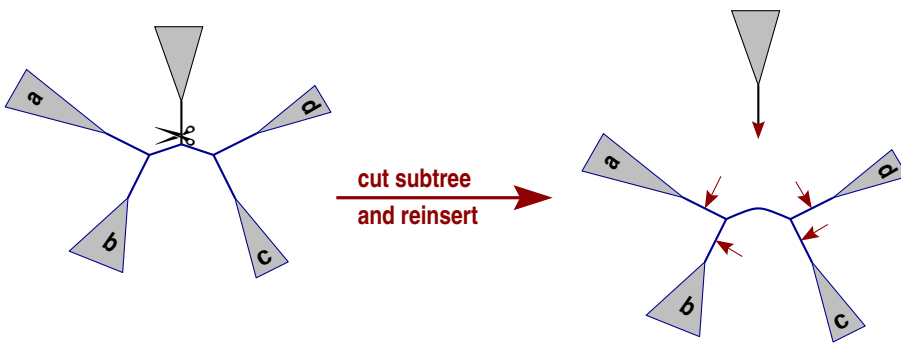

Figure 3: Branch swapping to rearrange the

After having added all sequences, a global rearrange
ble) is done by default.