

## APPENDIX A: SUPPLEMENTARY MATERIAL

As we see in Fig. 2, the hub of the algorithm is the  $M$  matrix. Matrix element  $M_j^i$  represents the best way to fold the prefixes  $s[1..i]$  and  $t[1..j]$  given that  $i$  and  $j$  are paired.

$$M_j^i = \min \{ M_{j-1}^{i-1} + \text{NN}(i, j), \quad (\text{A1a})$$

$$\text{tstack}(i-1, j-1) + \Delta G_{\text{init}} + \Delta G_{\text{AU/GU}}(i, j), \quad (\text{A1b})$$

$$M_{j-1}^{i-2} + \text{NN}'(i, j, i-2, j-1) + \Delta G_{\text{bulge}}, \quad (\text{A1c})$$

$$M_{j-2}^{i-1} + \text{NN}'(i, j, i-1, j-2) + \Delta G_{\text{bulge}}, \quad (\text{A1d})$$

$$M_{j-2}^{i-2} + \text{il1x1}(i, j), \quad M_{j-3}^{i-2} + \text{il1x2}(i, j), \quad (\text{A1e})$$

$$M_{j-2}^{i-3} + \text{il2x1}(i, j), \quad M_{j-3}^{i-3} + \text{il2x2}(i, j), \quad (\text{A1f})$$

$$B_{j-1}^{i-1} + \Delta G_{\text{AU/GU}}(i, j), \quad b_{j-1}^{i-1} + \Delta G_{\text{AU/GU}}(i, j), \quad (\text{A1g})$$

$$B2_{j-1}^{i-1} + \Delta G_{\text{AU/GU}}(i, j), \quad b2_{j-1}^{i-1} + \Delta G_{\text{AU/GU}}(i, j) \quad (\text{A1h})$$

$$K_{j-1}^{i-1} \cdot \mathbf{dG} + \Delta G_{\text{AU/GU}}(i, j), \quad k_{j-1}^{i-1} \cdot \mathbf{dG} + \Delta G_{\text{AU/GU}}(i, j), \quad (\text{A1i})$$

$$A_{j-1}^{i-1} \cdot \mathbf{dG} + \text{ilstack}(i, j), \quad a_{j-1}^{i-1} \cdot \mathbf{dG} + \text{ilstack}(i, j) \}. \quad (\text{A1j})$$

The finishing matrix adds the terminal stacking energy and is given by

$$F_j^i = M_{j-1}^{i-1} + \text{tstack}(i, j) + \Delta G_{\text{AU/GU}}(i-1, j-1). \quad (\text{A2})$$

The bulge loop recursions are

$$B_j^i = \min \{ M_j^{i-2} + \Delta G_{2 \text{ bulges}} + \Delta G_{\text{AU/GU}}(i-2, j), \quad (\text{A3a})$$

$$B_j^{i-1} + \Delta \Delta G_{\text{bulge (short)}} \}, \quad (\text{A3b})$$

$$b_j^i = \min \{ M_{j-2}^i + \Delta G_{2 \text{ bulges}} + \Delta G_{\text{AU/GU}}(i, j-2), \quad (\text{A3c})$$

$$b_{j-1}^i + \Delta \Delta G_{\text{bulge (short)}} \}, \quad (\text{A3d})$$

and

$$B2_j^i = \min \{ M_j^{i-7} + \Delta G_{7 \text{ bulges}} + \Delta G_{\text{AU/GU}}(i-7, j), \quad (\text{A4a})$$

$$B2_j^{i-1} + \Delta \Delta G_{\text{bulge (long)}} \}, \quad (\text{A4b})$$

$$b2_j^i = \min \{ M_{j-7}^i + \Delta G_{7 \text{ bulges}} + \Delta G_{\text{AU/GU}}(i, j-7), \quad (\text{A4c})$$

$$b2_{j-1}^i + \Delta \Delta G_{\text{bulge (long)}} \}. \quad (\text{A4d})$$

The recursion relations for  $n \times 1$  loops are

$$K_j^i \cdot \mathbf{dG} = \min \{ M_{j-1}^{i-3} + \Delta G_{AU/GU}(i-3, j-1) + \text{iloop}(3, 1), \quad (\text{A5a})$$

$$K_j^{i-1} \cdot \mathbf{dG} - \text{iloop}(K_j^{i-1} \cdot \mathbf{size}, 1) + \text{iloop}(K_j^{i-1} \cdot \mathbf{size} + 1, 1) \}. \quad (\text{A5b})$$

If Eq. (A5a) is better than Eq. (A5b),  $K_j^i \cdot \mathbf{n} = 3$ . Otherwise,  $K_j^i \cdot \mathbf{n} = K_j^{i-1} \cdot \mathbf{n} + 1$ . Similarly, the recursion relations for the  $1 \times n$  loops are

$$k_j^i \cdot \mathbf{dG} = \min \{ M_{j-3}^{i-1} + \Delta G_{AU/GU}(i-1, j-3) + \text{iloop}(1, 3), \quad (\text{A6a})$$

$$k_{j-1}^i \cdot \mathbf{dG} - \text{iloop}(1, k_{j-1}^i \cdot \mathbf{size}) + \text{iloop}(1, k_{j-1}^i \cdot \mathbf{size} + 1) \}. \quad (\text{A6b})$$

As with  $K$ , if Eq. (A6a) is better than Eq. (A6b),  $k_j^i \cdot \mathbf{n} = 3$ . Otherwise,  $k_j^i \cdot \mathbf{n} = k_{j-1}^i \cdot \mathbf{n} + 1$ .

The recursion relations for the general  $n \times m$  asymmetric loops are

$$A_j^i \cdot \mathbf{dG} = \min \{ M_{j-2}^{i-3} + \text{istack}(i-2, j-1), \quad (\text{A7a})$$

$$A_j^{i-1} \cdot \mathbf{dG} - \text{iloop}(A_j^{i-1} \cdot \mathbf{n}, A_j^{i-1} \cdot \mathbf{m}) + \text{iloop}(A_j^{i-1} \cdot \mathbf{n} + 1, A_j^{i-1} \cdot \mathbf{m}), \quad (\text{A7b})$$

$$a_j^{i-1} \cdot \mathbf{dG} - \text{iloop}(a_j^{i-1} \cdot \mathbf{n}, a_j^{i-1} \cdot \mathbf{m}) + \text{iloop}(a_{j-1}^i \cdot \mathbf{n} + 1, a_{j-1}^i \cdot \mathbf{m}) \}. \quad (\text{A7c})$$

If Eq. (A7a) is the minimum,  $A_j^i \cdot \mathbf{n} = 3$  and  $A_j^i \cdot \mathbf{m} = 2$ ; if Eq. (A7b) is minimum,  $A_j^i \cdot \mathbf{n} = A_j^{i-1} \cdot \mathbf{n} + 1$  and  $A_j^i \cdot \mathbf{m} = A_j^{i-1} \cdot \mathbf{m}$ ; otherwise,  $A_j^i \cdot \mathbf{n} = a_{j-1}^i \cdot \mathbf{n} + 1$  and  $A_j^i \cdot \mathbf{m} = a_{j-1}^i \cdot \mathbf{m}$ . Similarly, the  $a$  matrix is defined by the rules

$$a_j^i \cdot \mathbf{dG} = \min \{ M_{j-3}^{i-2} + \text{istack}(i-1, j-2), \quad (\text{A8a})$$

$$A_{j-1}^i \cdot \mathbf{dG} - \text{iloop}(A_{j-1}^i \cdot \mathbf{n}, A_{j-1}^i \cdot \mathbf{m}) + \text{iloop}(A_{j-1}^i \cdot \mathbf{n}, A_{j-1}^i \cdot \mathbf{m} + 1), \quad (\text{A8b})$$

$$a_j^{i-1} \cdot \mathbf{dG} - \text{iloop}(a_{j-1}^i \cdot \mathbf{n}, a_{j-1}^i \cdot \mathbf{m}) + \text{iloop}(a_{j-1}^i \cdot \mathbf{n}, a_{j-1}^i \cdot \mathbf{m} + 1), \}, \quad (\text{A8c})$$

and if Eq. (A8a) is the minimum then  $a_j^i \cdot \mathbf{n} = 2$  and  $a_j^i \cdot \mathbf{m} = 3$ ; if Eq. (A8b), then  $a_j^i \cdot \mathbf{n} = A_{j-1}^i \cdot \mathbf{n}$  and  $a_j^i \cdot \mathbf{m} = A_{j-1}^i \cdot \mathbf{m} + 1$ ; else,  $a_j^i \cdot \mathbf{n} = a_j^{i-1} \cdot \mathbf{n}$  and  $a_j^i \cdot \mathbf{m} = a_j^{i-1} \cdot \mathbf{m} + 1$ .

The term  $\Delta G_{AU/GU}(i, j)$  accounts the free energy penalty of starting or closing a helix with an AU or GU pair [8].  $\Delta\Delta G_{\text{bulge}}$  is the free energy penalty for adding an additional base to a bulge loop. There are two versions, one for short bulge loops and one for long ones (see the section on bulge loops).  $\text{NN}(i, j)$  represents the free energy of a nearest neighbor pair ending at  $s_i, t_j$ .  $\text{NN}'(i, j, i-2, j-1)$  is the free energy of the nearest neighbors  $\frac{s_{i-2}s_i}{t_{j-1}t_j}$ , corresponding to the stacking around bulging base  $s_{i-1}$ . The free energy of the special internal loops is given by  $\text{il1x1}(i, j)$ ,  $\text{il1x2}(i, j)$ , and so on.  $\text{ilstack}(i, j)$  gives the free energy for the dangling bases adjacent to the closing base-pairs.  $\text{iloop}(n, m)$  gives the entropic energy for an  $n \times m$  loop.