

Algorithms and Datastructures

Levenshtein distance, Dynamic programming

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Introduction

Edit distance

Edit distance:

- Measurement for similarity of two words / strings
- Algorithm for efficient calculation
- General principle: dynamic programming

BioInfSearch

ejafjatljökuk
eyjafjallajökull
eyjafjallajökull movie
eyjafjallajölull trailer

Search!



Ulrich Latzenhofer; CC BY-SA 2.0

Wikipedia.org:

"Der Eyjafjallajökull ([ˈeɪjaˌfjaˌtlaˌjœːkʏtʃ])[3], auf Deutsch Eyjafjöll-Gletscher, ist der sechstgrößte Gletscher Islands.

Er liegt an der äußersten Südküste, westlich des Gletschers Mýrdalsjökull in der Gemeinde Rangárpíng eystra, die größte Höhe beträgt 1651 m. Unter dem Gletscher befindet sich der Vulkan Eyjafjöll mit eigener Magmakammer, der seit der Besiedelung von Island in den Jahren 920, 1612 (oder 1613), 1821 bis 1823 und zuletzt im Jahr 2010 aktiv war."

A lot of applications where similar string are searched:

- Duplicates in databases:

Hein Blöd 27568 Bremerhaven

Hein Bloed 27568 Bremerhafen

Hein Doof 27478 Cuxhaven

- Product search:

memory stik

- Websearch:

eyjaföllajaküll

uniwersität verien 2017

- Bioinformatics: Similarity of DNA-sequences

Search of similar proteins:

- BLAST (**B**asic **L**ocal **A**lignment **S**earch **T**ool)
- Alignment $\hat{=}$ Edit distance
- Changed life-science completely
- Cited 63437 times on Google Scholar (Sep. 2017)

Definition of edit distance: (*Levenshtein-distance*)

- Let x , y be two strings
- Edit distance $ED(x, y)$ of x and y :
The minimal number of operations to transform x into y
 - Insert a character
 - Replace a character with another
 - Delete a character

Edit distance

Example

1 2 3 4 5

DOOF



BOOF



BLOF



BLOEF



BLOED

replace(1, B)

replace(2, L)

insert(4, E)

replace(5, D)

ED=4

1 2 3 4 5

B LOED



B LOEF



B LOF



BOOF



DOOF

replace(5, F)

delete(4)

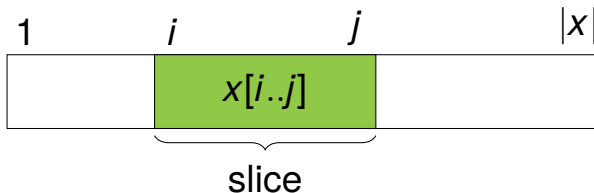
replace(2, O)

replace(1, D)

ED=4

Notation:

- ε is the empty string
- $|x|$ is the length of the string x (number of characters)
- $x[i..j]$ is the slice of x from i to j where $1 \leq i \leq j \leq |x|$



Trivial facts:

■ $ED(x, y) = ED(y, x)$

■ $ED(x, \varepsilon) = |x|$

■ $ED(x, y) \geq \text{abs}(|x| - |y|)$

$$\text{abs}(x) = \begin{cases} x & \text{if } x \geq 0 \\ -x & \text{else} \end{cases}$$

■ $ED(x, y) \leq ED(x[1..n-1], y[1..m-1]) + 1 \quad n = |x|, m = |y|$

Solutions based on examples:

- From VERIEN to FERIEEN?
- From MEXIKO to AMERIKA?
- From AAEBEAAABEAREEEAEBA to RBEAAEEBAAAEBBAEAE?
- Searching biggest substrings can yield the solution but doesn't have to

Recursive approach:

- Dividing in two halves? Not a good idea:

$$ED(\text{GRAU}, \text{RAUM}) = 2 \quad \text{but} \quad ED(\text{GR}, \text{RA}) + ED(\text{AU}, \text{UM}) = 4$$

- Finding “smaller” sub problems?
Let's try it!

Terminology:

- Let x, y be two strings
- Let $\sigma_1, \dots, \sigma_k$ be a sequence of k operations where $k = \text{ED}(x, y)$ for $x \rightarrow y$ (transform x into y)
(We do not know this sequence but we assume it exists)

Terminology:

- We only consider **monotonous** sequences:

The position of σ_{i+1} is \geq the position of σ_i where we only allow the positions to be equal on a delete operation

1 2 3 4 5

DOOF



replace(1, B)

BOOF



replace(2, L)

BLOF



insert(4, E)

BLOEF



replace(5, D)

BLOED

1 2 3 4 5 6 7

SAUDOOF



delete(1)

AUDOOF



delete(1)

UDOOF



delete(1)

DOOF



insert(4, O)

DOOOF

Terminology:

- **Lemma:** For any x and y with $k = \text{ED}(x, y)$ exists a **monotonous** sequence of k operations for $x \rightarrow y$
- **Intuition:** The order of our sequence is not relevant (Therefore we can also sort them monotonously)

1	2	3	4	5
D	O	O	F	

B L O E D

1	2	3	4	5	6	7
S	A	U	D	O	O	F

D O O O F

Consider the last operation:

- Solve **blue** part recursively

DOOF

↓↓↓↓

BLOE

↓ insert

BLOED

Figure: Case 1a

DOOF

↓↓↓↓↓

BLOEDF

↓ delete

BLOED

Figure: Case 1b

DOOF

↓↓↓↓↓

BLOEF

↓ replace

BLOED

Figure: Case 1c

Consider the last operation:

- Solve **blue** part recursively

W I N T E R



S O M M E R

↓ nothing

S O M M E R

Display of solution:

- Alignment

- Example:

<u>S</u>	<u>A</u>	<u>U</u>	B	L	O	E	D
S	A	U	B	L	O	E	D

Figure: Case 2

Dynamic programming:

- Instances of Bellman's principle of optimality:
 - Shortest paths
 - Edit distance



Figure: Richard Bellman
(1920 - 1984)

- Optimal solutions consist of optimal partial solutions
 - Shortest paths: Each partial path has to be optimal
 - Edit distance: Each partial alignment has to be optimal

\bar{S}	\bar{A}	\bar{U}	B		L	O	E	D	E	R
S	A	U	B		L	O	E	D	-	-

- Always solvable through dynamic programming
(Caching of optimal partial solutions)

Case analysis:

- We consider the last operation σ_k
 - $\sigma_1, \dots, \sigma_{k-1}: x \rightarrow z$ and $\sigma_k: z \rightarrow y$

Example:

$x = \text{DOOF}, z = \text{SAUBLOEF}, y = \text{SAUBLOED}$

- Let $n = |x|, m = |y|, m' = |z|$
- We note $m' \in \{m-1, m, m+1\}$ why?

Case analysis:

- Case 1: σ_k does something at the outer end:
 - Case 1a: $\sigma_k = \text{insert}(m' + 1, y[m])$ [then $m' = m - 1$]
 - Case 1b: $\sigma_k = \text{delete}(m')$ [then $m' = m + 1$]
 - Case 1c: $\sigma_k = \text{replace}(m', y[m])$ [then $m' = m$]
- Case 2: σ_k does nothing at the outer end:
 - Then $z[m'] = y[m]$ and $x[n'] = z[m']$ and with that
 $\sigma_1, \dots, \sigma_{k-1}: x[1..n-1] \rightarrow y[1..m-1]$ and $x[n] = y[m]$

Case analysis:

- Case 1a (insert): $\sigma_1, \dots, \sigma_{k-1}: x \rightarrow y[1..m-1]$
- Case 1b (delete): $\sigma_1, \dots, \sigma_{k-1}: x[1..n-1] \rightarrow y$
- Case 1c (replace): $\sigma_1, \dots, \sigma_{k-1}: x[1..n-1] \rightarrow y[1..m-1]$
- Case 2 (nothing): $\sigma_1, \dots, \sigma_k: x[1..n-1] \rightarrow y[1..m-1]$

This results in the recursive formula:

- For $|x| > 0$ and $|y| > 0$ is $ED(x, y)$ the minimum of
 - $ED(x, y[1..m-1]) + 1$ and
 - $ED(x[1..n-1], y) + 1$ and
 - $ED(x[1..n-1], y[1..m-1]) + 1$ if $x[n] \neq y[m]$
 - $ED(x[1..n-1], y[1..m-1]) + 0$ if $x[n] = y[m]$
- For $|x| = 0$ is $ED(x, y) = |y|$
- For $|y| = 0$ is $ED(x, y) = |x|$

```
def edit_distance(x, y):  
    if len(x) == 0:  
        return len(y)  
    if len(y) == 0:  
        return len(x)  
  
    ed1 = edit_distance(x, y[:-1]) + 1  
    ed2 = edit_distance(x[:-1], y) + 1  
    ed3 = edit_distance(x[:-1], y[:-1])  
    if x[-1] != y[-1]:  
        ed3 += 1  
  
    return min(ed1, ed2, ed3)
```

Recursive program:

- The algorithm results in the following recursive formular:

$$\begin{aligned}T(n, m) &= T(n-1, m) + T(n, m-1) + T(n-1, m-1) + 1 \\&\geq T(n-1, m-1) + T(n-1, m-1) + T(n-1, m-1) \\&= 3 \cdot T(n-1, m-1)\end{aligned}$$

- This results in $T(n, n) \geq 3^n$

⇒ The runtime is at least exponential

Dynamic programming:

- We create a table with all possible combination of substrings and save calculated entries
- This results in a runtime and space consumption of $O(n \cdot m)$

Visualization on the next slide:

- Operations always refer to the last position (indices are omitted)
- We also display the replaced character on a `replace` operation to visualize operations without costs
 $\Rightarrow \text{repl}(\text{A}, \text{A})$



Fast algorithm:

We can determine the **edit distance** for all combination of partial strings from the top left to bottom right.



How to get the sequence of operations?

- We save at each recursion the most efficient previous entry (the **highlighted arrows** in our image)
- There can be **more than one** arrows to the three previous entries
- If we follow the highlighted path from (n, m) to $(1, 1)$ we get the optimum operations to transform x into y
 - If we can follow **more than one path** there exist more than one ideal **sequence**



General principle:

- Recursive computation of ...
 - ... the same reoccurring partial problems
 - ... a limited number of partial problems
- Computation of the solutions for all partial problems
- In a order that unsolved partial problems consist of already solved partial problems
- The “path” to our solution normally gets computed while searching the best solution
- Dijkstra algorithm is basically dynamic programming!

Additional applications:

- *Edit distance*: global alignment with $O(n^2)$ space and time consumption
- But: Model for deletion unrealistic
 - In evolution larger pieces are more likely
 - delete operation: first gap expensive (e.g. 2), remaining are cheaper (e.g. 0.5)

			B	L	O	E	D
\bar{S}	\bar{A}	\bar{U}	B	L	O	E	D

- Solution in $O(n^3)$ time or $O(n^2)$ affine

$O(n^2)$ space consumption might be problematic:

Hirschberg algorithm:

- Divide-and-conquer approach
- $O(n)$ space and $O(n^2)$ time consumption



- Sequencing: $O(n^2)$ is too much
- Index: suffixtree, suffixarray, burrow-wheeler-transform

■ General

[CRL01] Thomas H. Cormen, Ronald L. Rivest, and Charles E. Leiserson.

Introduction to Algorithms.

MIT Press, Cambridge, Mass, 2001.

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Algorithms and data structures, 2008.

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■ **Dynamic programming**

[Wik] [Dynamic programming](https://en.wikipedia.org/wiki/Dynamic_programming)

`https:`

`//en.wikipedia.org/wiki/Dynamic_programming`

■ **Edit distance**

[Wik] [Levenshtein distance](https://en.wikipedia.org/wiki/Levenshtein_distance)

`https:`

`//en.wikipedia.org/wiki/Levenshtein_distance`