

# Algorithmns and Datastructures

Levenshtein distance, Dynamic programming

Albert-Ludwigs-Universität Freiburg



**UNI  
FREIBURG**

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Algorithmns and Datastructures, February 2017

Introduction

Edit distance

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**Edit distance:**

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- Measurement for similarity of two words / strings

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

# Introduction

## Motivation: Error tolerant string comparison



eyjafjallajökull  
eyjafjallajökull - der unaussprechliche vulkanfilm  
eyjafjallajökull film  
eyjafjallajökull trailer

[Weitere Informationen](#)

### Ergebnisse für **eyjafjallajökull**

Stattdessen suchen nach: [ejafatlajökuk](#)

#### Eyjafjallajökull – Wikipedia

[de.wikipedia.org/wiki/Eyjafjallajökull](https://de.wikipedia.org/wiki/Eyjafjallajökull)

Der Name **Eyjafjallajökull** (isländisch für „Inselberge-Gletscher“) rührt von den so genannten Landeyjar (dt. Landinseln) her. Das sind felsige Erhebungen, ...

Name - Der Gletscher - Der Vulkan unter dem Gletscher - Eruptionsgeschichte

#### Eyjafjallajökull - Der unaussprechliche Vulkanfilm Film 2014 ...

[www.kino.de/Filme](http://www.kino.de/Filme)

31.07.2014 - **Eyjafjallajökull** - Der unaussprechliche Vulkanfilm, Irwitzige Komödie um ein verfeindetes Ex-Ehepaar, das wegen der Asche des isländischen ...

#### Bilder zu eyjafjallajökull

[Unangemessene Bilder melden](#)

Weitere Bilder zu eyjafjallajökull

## Eyjafjallajökull

Gletscher in Island

Der Eyjafjallajökull, zu deutsch Eyjaföll-Gletscher, ist der sechstgrößte Gletscher Islands. Er liegt an der äußersten Südküste, westlich des Gletschers Mýrdalsjökull in der Gemeinde Rangárþing eystra, die größte Höhe beträgt 1651 m.

[Wikipedia](#)

**Letzte Eruption:** April 2010  
**Höhe:** 1.666 m  
**Fläche:** 100 km²  
**Prominenz:** 1.051 m  
**Erstbesteiger:** Sveinn Pálsson





**A lot of applications where similar string are searched:**

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- Duplicates in databases:

Hein Blöd	27568	Bremerhaven
Hein Bloed	27568	Bremerhafen
Hein Doof	27478	Cuxhaven

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- Bioinformatics: Similarity of DNA-sequences

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### Google-Scholar entry:

[HTML] Gapped **BLAST** and **PSI-BLAST**: a new generation of protein database search programs

SF Altschul, TL Madden, AA Schäffer... - Nucleic acids ..., 1997 - Oxford Univ Press

Abstract The **BLAST** programs are widely used tools for searching protein and DNA databases for sequence similarities. For protein comparisons, a variety of definitional, algorithmic and statistical refinements described here permits the execution time of the ...

Zitiert von: **58805** Ähnliche Artikel Alle 135 Versionen Zitieren Speichern

Introduction

Edit distance

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

## 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  $y$

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# Edit distance

## Example



1 2 3 4 5  
DOOF

BLOED

# Edit distance

## Example



1 2 3 4 5

DOOF



replace(1, B)

BOOF

BLOED

# Edit distance

## Example

1 2 3 4 5

DOOF



replace(1, B)

BOOF



replace(2, L)

BLOF

BLOED

# Edit distance

## Example



1 2 3 4 5

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replace(1, B)

BOOF



replace(2, L)

BLOF



insert(4, E)

BLOEF

BLOED

# Edit distance

## Example

1 2 3 4 5

DOOF



replace(1, B)

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replace(2, L)

BLOF



insert(4, E)

BLOEF



replace(5, D)

BLOED

# Edit distance

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1 2 3 4 5

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replace(1, B)

BOOF



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BLOF



insert(4, E)

BLOEF



replace(5, D)

BLOED

⏟  
ED=4

# Edit distance

## Example

1 2 3 4 5

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BOOF



BLOF



BLOEF



BLOED

replace(1, B)

replace(2, L)

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replace(5, D)

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1 2 3 4 5

DOOF

↓

BOOF

↓

BLOF

↓

BLOEF

↓

BLOED

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⏟  
ED=4

1 2 3 4 5

B LOED

DOOF



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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

replace(5, F)

DOOF

# 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

replace(5, F)

delete(4)

DOOF

# 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)

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## Example

1 2 3 4 5

DOOF



BOOF



BLOF



BLOEF



BLOED

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B LOED



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BOOF



DOOF

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DOOF



BOOF



BLOF



BLOEF



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

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





## **Solutions based on examples:**

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### Recursive approach:

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### Recursive approach:

- Dividing in two halves? Not a good idea:

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

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





## Terminology:

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- Let  $x$ ,  $y$  be two strings

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- 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:

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

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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

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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:**

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- Solve **blue** part recursively

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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:**

### Consider the last operation:

- Solve **blue** part recursively



### 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:

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(1920 - 1984)

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- Optimal solutions consist of optimal partial solutions
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### Dynamic programming:

- Instances of Bellman's principle of optimality:
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**Figure:** Richard Bellman  
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- 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
- Always solvable through dynamic programming  
(Caching of optimal partial solutions)



## Case analysis:

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  - $\sigma_1, \dots, \sigma_{k-1}: x \rightarrow z$  and  $\sigma_k: z \rightarrow y$

Example:

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

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Example:

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- Let  $n = |x|$ ,  $m = |y|$ ,  $m' = |z|$

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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?





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  - Case 1c:  $\sigma_k = \text{replace}(m', y[m])$  [then  $m' = m$ ]
- Case 2:  $\sigma_k$  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  $x[n] = y[m]$



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**This results in the recursive formula:**

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## This results in the recursive formula:

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  - $ED(x, y[1..m-1]) + 1$  and

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```
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:

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- The algorithm results in the following recursive formular:

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

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⇒ The runtime is at least exponential



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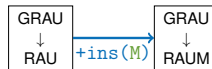
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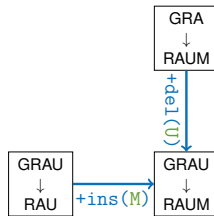
## Visualization on the next slide:

- 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  
 $\Rightarrow \text{repl}(\text{A}, \text{A})$





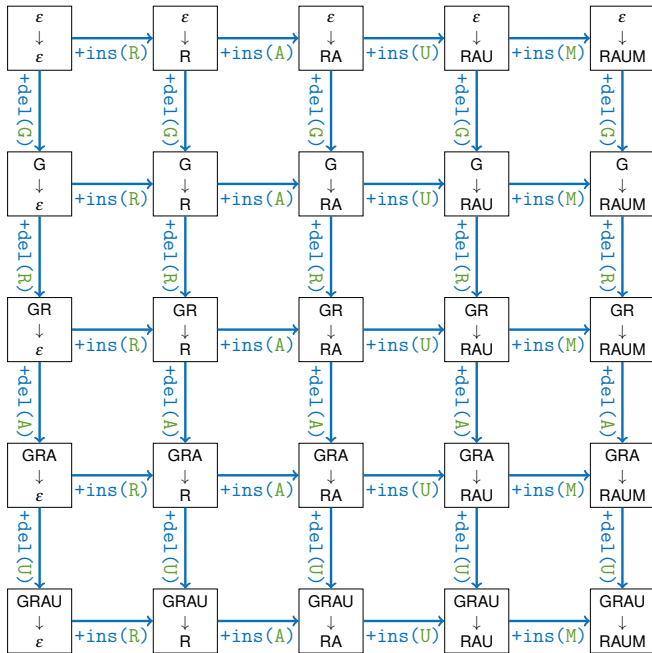












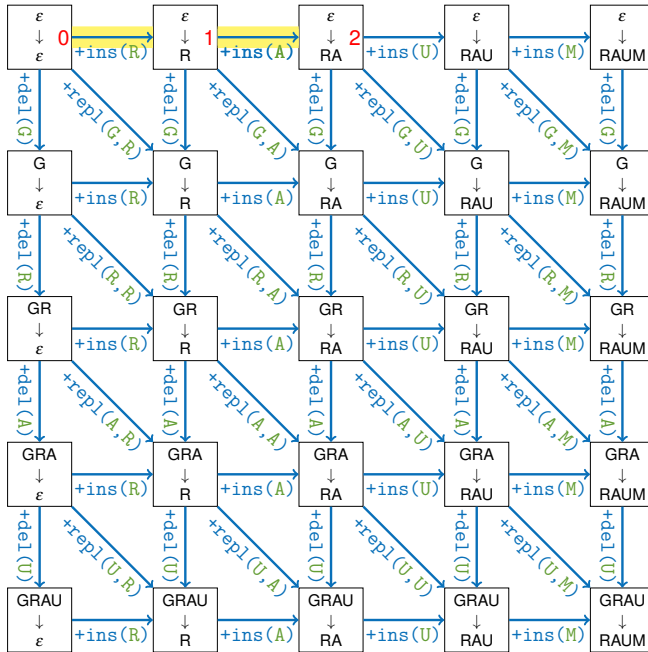
### **Fast algorithm:**

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

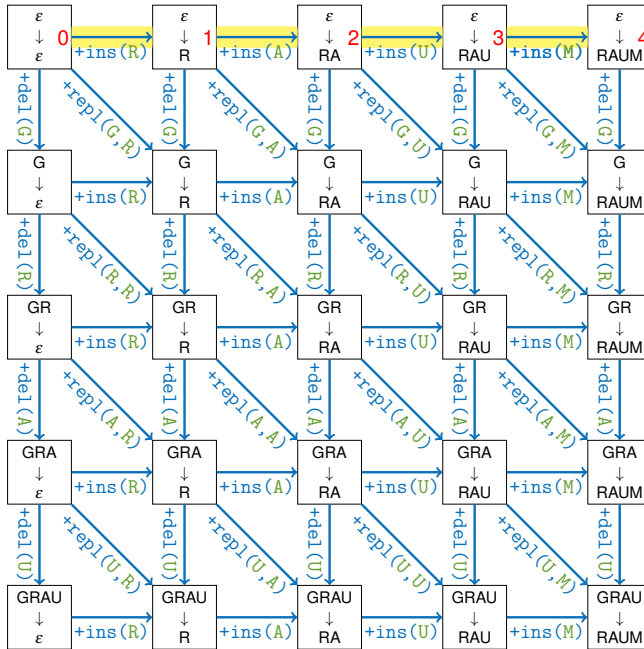






















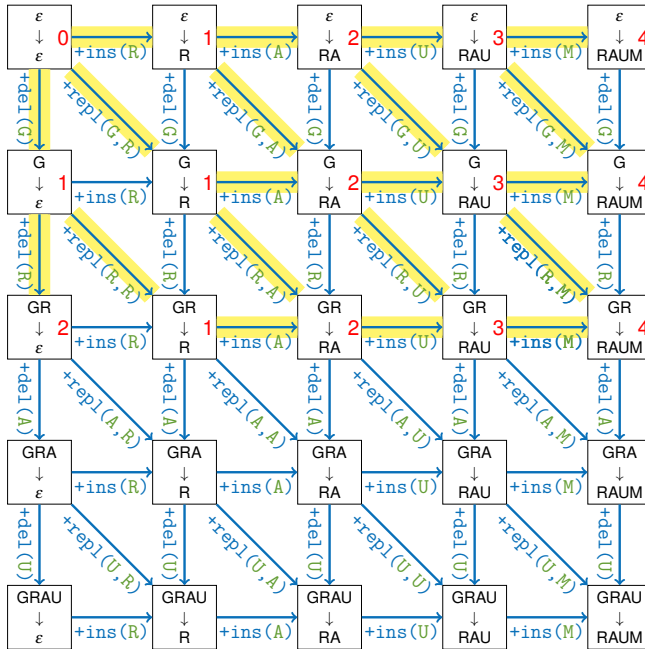




































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  - If we can follow **more than one path** there exist more than one ideal **sequence**



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  - ... the same reoccurring partial problems
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- 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:**

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



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

**Hirschberg algorithm:**

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### **Hirschberg algorithm:**

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### **Hirschberg algorithm:**

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

# Edit distance

## Additional applications (III)





- Sequencing:  $O(n^2)$  is too much



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- Index: suffixtree, suffixarray, burrow-wheeler-transform

## ■ General

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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:`

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