Algorithmns and Datastructures

Levenshtein distance, Dynamic programming

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Algorithmns and Datastructures, February 2017

Structure

Introduction

Edit distance

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Edit distance:

Edit distance:

- Measurement for similarity of two words / strings

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- Algorithm for efficient calculation

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Edit distance:

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

BioInfSearch

ejafjatlajökuk

eyjafjallajökull
eyjafjallajökull movie
eyjafjallajälull trailer

Search!

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Wikipedia.org:

"Der Eyjafjallajökull (['eɪjaˌfjatlaˌjœːkʏtl̥])[3], auf Deutsch Eyjafjöll-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. 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."

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Hein Blöd    27568 Bremerhaven
Hein Bloed   27568 Bremerhafen
Hein Doof    27478 Cuxhaven
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- Bioinformatics: Similarity of DNA-sequences

Search of similar proteins:

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Search of similar proteins:

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- Changed life-science completely
- Cited 63437 times on Google Scholar (Sep. 2017)

Structure

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Edit distance

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

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- Let x, y be two strings
- Edit distance $\mathrm{ED}(x,y)$ of x and y:
  The minimal number of operations to transform x into y

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- Let x, y be two strings
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  The minimal number of operations to transform x into y
  - `Insert` a character

Edit distance

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

- Let x, y be two strings
- Edit distance $\mathrm{ED}(x,y)$ of x and y:
  The minimal number of operations to transform x into y
  - `Insert` a character
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Definition of edit distance: (*Levenshtein-distance*)

- Let x, y be two strings
- Edit distance $\mathrm{ED}(x,y)$ 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

1 2 3 4 5
DOOF

B L OED

1 2 3 4 5
DOOF
$\downarrow$ `replace(1, B)`
BOOF

B L OED

Edit distance
Example

1 2 3 4 5
DOOF
$\downarrow$ `replace(1, B)`
BOOF
$\downarrow$ `replace(2, L)`
BLOF

BLOED

1 2 3 4 5
DOOF

$\downarrow$ `replace(1, B)`

BOOF

$\downarrow$ `replace(2, L)`

BLOF

$\downarrow$ `insert(4, E)`

BLOEF

BLOED

```
12345
DOOF
  ↓     replace(1, B)
BOOF
  ↓     replace(2, L)
BLOF
  ↓     insert(4, E)
BLOEF
  ↓     replace(5, D)
BLOED
```

Edit distance

Example

$$
\begin{array}{ll}
\text{1 2 3 4 5} & \\
\text{DOOF} & \\
\quad\downarrow & \texttt{replace(1, B)} \\
\text{BOOF} & \\
\quad\downarrow & \texttt{replace(2, L)} \\
\text{BLOF} & \\
\quad\downarrow & \texttt{insert(4, E)} \\
\text{BLOEF} & \\
\quad\downarrow & \texttt{replace(5, D)} \\
\text{BLOED} & \\
 & \underbrace{\qquad\qquad\qquad\qquad}_{\text{ED=4}}
\end{array}
$$

Edit distance
Example

12345
DOOF
↓ `replace(1, B)`
BOOF
↓ `replace(2, L)`
BLOF
↓ `insert(4, E)`
BLOEF
↓ `replace(5, D)`
BLOED

12345
BLOED

$$\underbrace{\texttt{replace(1, B)}\ \texttt{replace(2, L)}\ \texttt{insert(4, E)}\ \texttt{replace(5, D)}}_{\text{ED}=4}$$

Edit distance

Example

1 2 3 4 5
DOOF
↓ `replace(1, B)`
BOOF
↓ `replace(2, L)`
BLOF
↓ `insert(4, E)`
BLOEF
↓ `replace(5, D)`
BLOED

$\underbrace{\texttt{replace(1, B), replace(2, L), insert(4, E), replace(5, D)}}_{\text{ED}=4}$

1 2 3 4 5
B LOED

DOOF

Edit distance
Example

1 2 3 4 5 DOOF		1 2 3 4 5 B LOED	
↓	`replace(1, B)`	↓	`replace(5, F)`
BOOF		B LOEF	
↓	`replace(2, L)`		
BLOF			
↓	`insert(4, E)`		
BLOEF			
↓	`replace(5, D)`	DOOF	
BLOED			

$\underbrace{\texttt{replace(1, B) replace(2, L) insert(4, E) replace(5, D)}}_{\text{ED}=4}$

Edit distance

Example

$$\begin{array}{ll} \text{1 2 3 4 5} & \\ \text{DOOF} & \\ \downarrow & \texttt{replace(1, B)} \\ \text{BOOF} & \\ \downarrow & \texttt{replace(2, L)} \\ \text{BLOF} & \\ \downarrow & \texttt{insert(4, E)} \\ \text{BLOEF} & \\ \downarrow & \texttt{replace(5, D)} \\ \text{BLOED} & \\ & \underbrace{\hspace{6em}}_{\text{ED=4}} \end{array}$$

$$\begin{array}{ll} \text{1 2 3 4 5} & \\ \text{BLOED} & \\ \downarrow & \texttt{replace(5, F)} \\ \text{BLOEF} & \\ \downarrow & \texttt{delete(4)} \\ \text{BLOF} & \end{array}$$

DOOF

Edit distance

Example

12345
DOOF
↓ `replace(1, B)`
BOOF
↓ `replace(2, L)`
BLOF
↓ `insert(4, E)`
BLOEF
↓ `replace(5, D)`
BLOED

$\underbrace{\hspace{4cm}}_{\text{ED=4}}$

12345
BLOED
↓ `replace(5, F)`
BLOEF
↓ `delete(4)`
BLOF
↓ `replace(2, O)`
BOOF

DOOF

Edit distance

Example

12345
DOOF
↓ replace(1, B)
BOOF
↓ replace(2, L)
BLOF
↓ insert(4, E)
BLOEF
↓ replace(5, D)
BLOED

$\underbrace{\qquad\qquad}_{\text{ED=4}}$

12345
BLOED
↓ replace(5, F)
BLOEF
↓ delete(4)
BLOF
↓ replace(2, O)
BOOF
↓ replace(1, D)
DOOF

Edit distance

Example

12345
DOOF
↓ `replace(1, B)`
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BLOF
↓ `insert(4, E)`
BLOEF
↓ `replace(5, D)`
BLOED

ED=4

12345
BLOED
↓ `replace(5, F)`
BLOEF
↓ `delete(4)`
BLOF
↓ `replace(2, O)`
BOOF
↓ `replace(1, D)`
DOOF

ED=4

Edit distance

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- $|x|$ is the length of the string x (number of characters)

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- $x[i..j]$ is the slice of x from i to j where $1 \leq i \leq j \leq |x|$

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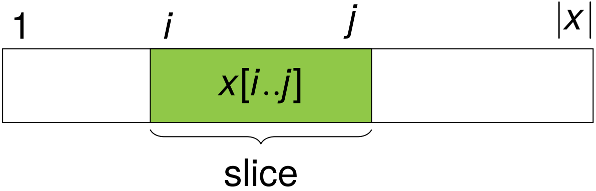

Edit distance

Trivial facts:

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- $\mathrm{ED}(x, y) = \mathrm{ED}(y, x)$
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- $\mathrm{ED}(x, y) \geq \mathrm{abs}(|x| - |y|)$

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

Trivial facts:

- $\mathrm{ED}(x,y) = \mathrm{ED}(y,x)$
- $\mathrm{ED}(x,\varepsilon) = |x|$
- $\mathrm{ED}(x,y) \geq \mathrm{abs}(|x| - |y|)$ $\qquad \mathrm{abs}(x) = \begin{cases} x & \text{if } x \geq 0 \\ -x & \text{else} \end{cases}$
- $\mathrm{ED}(x,y) \leq \mathrm{ED}(x[1..n-1], y[1..m-1]) + 1$ $\qquad n = |x|,\ m = |y|$

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Solutions based on examples:

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- From `VERIEN` to `FERIEN`?

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- From `AAEBEAABEAREEAEBA` to `RBEAAEEBAAAEBBAEAE`?

Solutions based on examples:

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

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Recursive approach:

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Recursive approach:

- Dividing in two halves? Not a good idea:

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

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Solutions based on examples:

- From `VERIEN` to `FERIEN`?
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Recursive approach:

- Dividing in two halves? Not a good idea:

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

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

Edit distance

Terminology:

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

Edit distance

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- We only consider monotonous sequences:
  The posititon of σ_{i+1} is $\geq$ the position of σ_i where we only allow the positions to be equal on a `delete` operation

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1 2 3 4 5		1 2 3 4 5 6 7	
DOOF		SAUDOOF	
↓	`replace(1, B)`	↓	`delete(1)`
BOOF		AUDOOF	
↓	`replace(2, L)`	↓	`delete(1)`
BLOF		UDOOF	
↓	insert(4, E)	↓	`delete(1)`
BLOEF		DOOF	
↓	`replace(5, D)`	↓	`insert(4, O)`
BLOED		DOOOF	

Terminology:

- We only consider monotonous sequences:
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BLOED		DOOOF	

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- **Lemma:** For any x and y with $k = \mathrm{ED}(x, y)$ exists a monotonous sequence of k operations for $x \to y$

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- **Lemma:** For any x and y with $k = \mathrm{ED}(x, y)$ 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:

Consider the last operation:

- Solve blue part recursively

Edit distance

Recursive approach

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:

Consider the last operation:

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Edit distance

Recursive approach

Consider the last operation:

- Solve blue part recursively

WINTER
↓ ↓ ↓ ↓ ↓ ↓
SOMMER
↓nothing
SOMMER

Figure: Case 2

Display of solution:

- Alignment
- Example:

_	_	_	B	L	O	E	D
S	A	U	B	L	O	E	D

Dynamic programming:

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- Instances of Bellman's principle of optimality:

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  - Shortest paths

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Figure: Richard Bellman (1920 - 1984)

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Dynamic programming:

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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

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

Case analysis:

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  - $\sigma_1, \ldots, \sigma_{k-1}$: $x \to z$ and σ_k: $z \to y$
    Example:

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

Edit distance

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    Example:

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

Edit distance

Case analysis:

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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: $\sigma_k = \texttt{replace}(m', y[m])$ [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 $\sigma_1, \ldots, \sigma_{k-1}$: $x[1..n-1] \to y[1..m-1]$ and $x[n] = y[m]$

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Case analysis:

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Case analysis:

- Case 1a (`insert`): $\sigma_1, \ldots, \sigma_{k-1}$: $x \rightarrow y[1..m-1]$

Edit distance

Case analysis:

- Case 1a (`insert`): $\sigma_1, \ldots, \sigma_{k-1}$: $x \rightarrow y[1..m-1]$
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- Case 1c (`replace`): $\sigma_1, \ldots, \sigma_{k-1}$: $x[1..n-1] \rightarrow y[1..m-1]$
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This results in the recursive formula:

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This results in the recursive formula:

- For $|x| > 0$ and $|y| > 0$ is $\mathrm{ED}(x,y)$ the minimum of

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This results in the recursive formula:

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  - $\mathrm{ED}(x, y[1..m-1]) + 1$ and

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Case analysis:

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

This results in the recursive formula:

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

Edit distance

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- Case 1b (`delete`): $\sigma_1, \ldots, \sigma_{k-1}: x[1..n-1] \rightarrow y$
- Case 1c (`replace`): $\sigma_1, \ldots, \sigma_{k-1}: x[1..n-1] \rightarrow y[1..m-1]$
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  - $\mathrm{ED}(x[1..n-1], y[1..m-1]) + 1$ if $x[n] \neq y[m]$

Edit distance

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  - $\mathrm{ED}(x[1..n-1], y[1..m-1]) + 0$ if $x[n] = y[m]$

Edit distance

Case analysis:

- Case 1a (`insert`): $\sigma_1, \ldots, \sigma_{k-1}: x \to y[1..m-1]$
- Case 1b (`delete`): $\sigma_1, \ldots, \sigma_{k-1}: x[1..n-1] \to y$
- Case 1c (`replace`): $\sigma_1, \ldots, \sigma_{k-1}: x[1..n-1] \to y[1..m-1]$
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  - $\mathrm{ED}(x[1..n-1], y[1..m-1]) + 1$ if $x[n] \neq y[m]$
  - $\mathrm{ED}(x[1..n-1], y[1..m-1]) + 0$ if $x[n] = y[m]$
- For $|x| = 0$ is $\mathrm{ED}(x,y) = |y|$

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Case analysis:

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

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

Edit distance
Implementation - Python

```python
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:

Recursive program:

- The algorithm results in the following recursive formular:

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

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 $T(n,n) \geq 3^n$

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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 $T(n,n) \geq 3^n$

$\Rightarrow$ The runtime is at least exponential

Dynamic programming:

Edit distance

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 $O(n \cdot m)$

Edit distance

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Visualization on the next slide:

Edit distance

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)

Edit distance

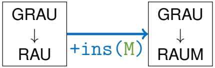
Dynamic programming:

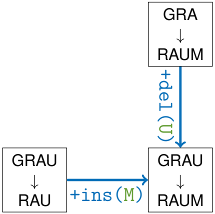
- We create a table with all possible combination of substrings and save calculated entries
- This results in a runtime and space consumption of $O(n \cdot m)$

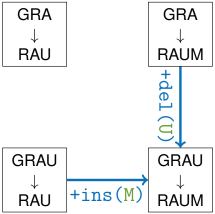
Visualization on the next slide:

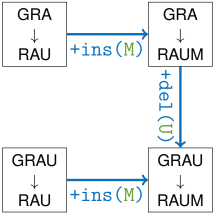
- Operations always refer to the last position (indices are omitted)
- We also display the replaced character on a `replace` operation to visualize operations without costs
  $\Rightarrow$ `repl(A, A)`

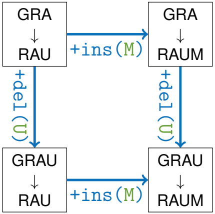
GRAU
$\downarrow$
RAUM

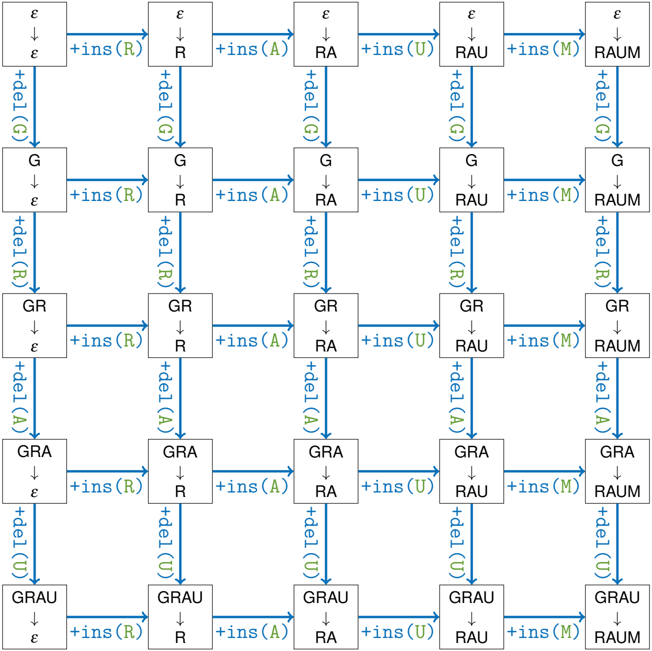

GRAU
↓
RAU
+ins(M)
GRAU
↓
RAUM


GRA
↓
RAUM
+del(U)
GRAU
↓
RAU
+ins(M)
GRAU
↓
RAUM

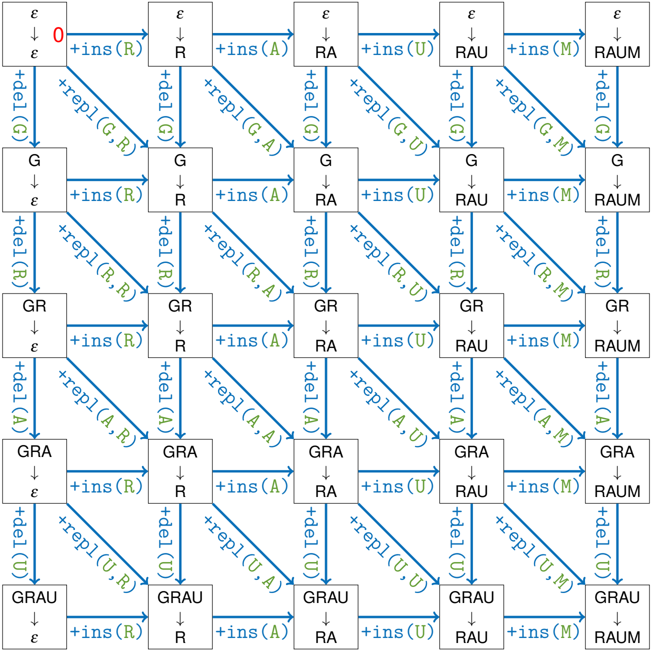

GRA
↓
RAU
GRA
↓
RAUM
+del(U)
GRAU
↓
RAU
+ins(M)
GRAU
↓
RAUM

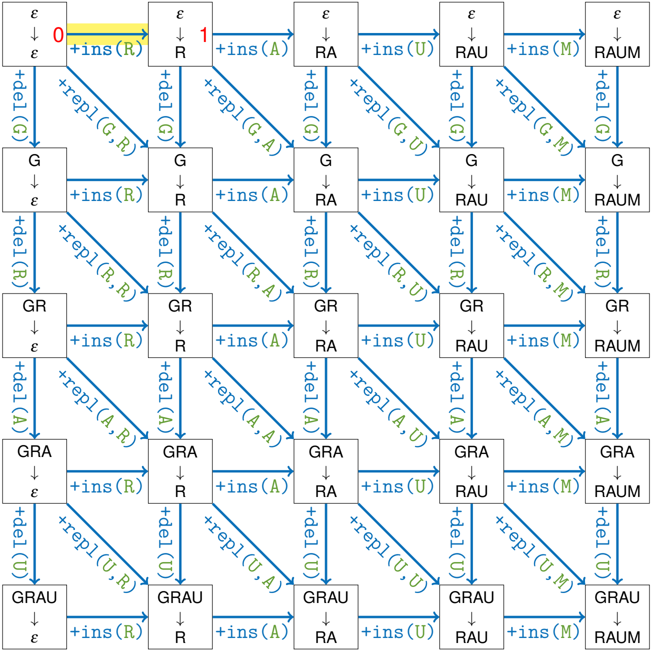

GRA ↓ RAU
+ins(M)
GRA ↓ RAUM
+del(U)
GRAU ↓ RAU
+ins(M)
GRAU ↓ RAUM

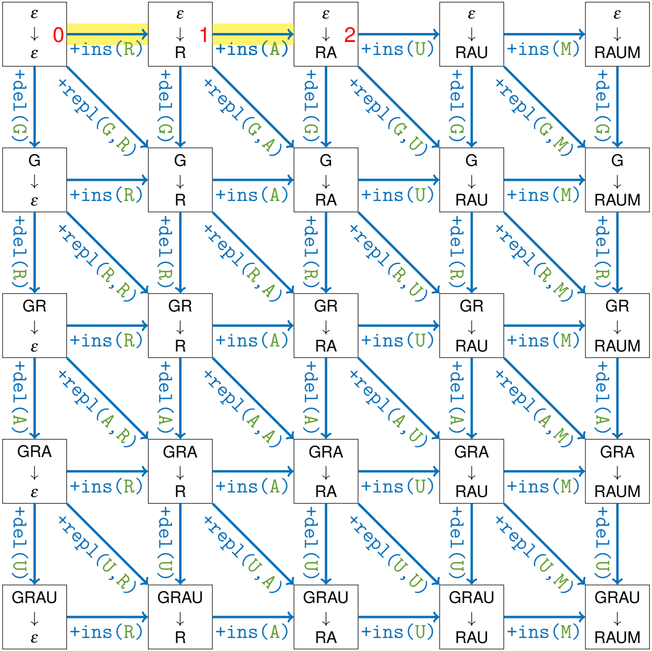

GRA
↓
RAU
+ins(M)
GRA
↓
RAUM
+del(U)
+del(U)
GRAU
↓
RAU
+ins(M)
GRAU
↓
RAUM

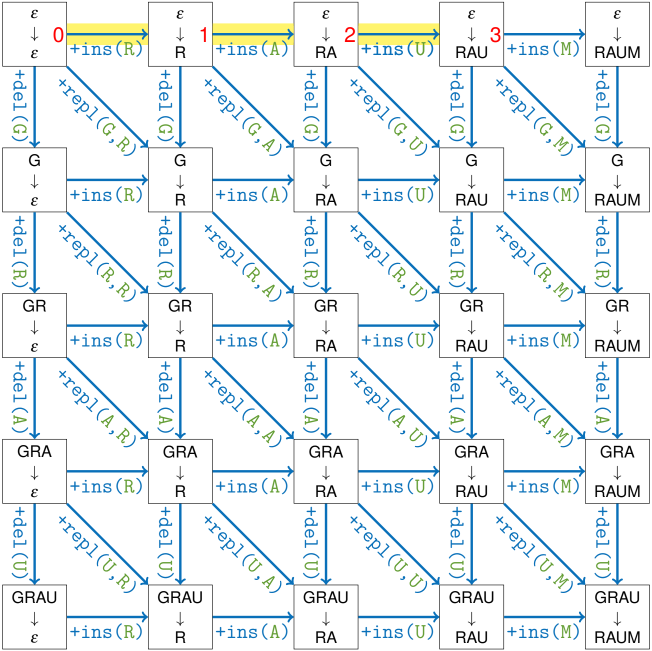

ε → ε
ε → R
ε → RA
ε → RAU
ε → RAUM
G → ε
G → R
G → RA
G → RAU
G → RAUM
GR → ε
GR → R
GR → RA
GR → RAU
GR → RAUM
GRA → ε
GRA → R
GRA → RA
GRA → RAU
GRA → RAUM
GRAU → ε
GRAU → R
GRAU → RA
GRAU → RAU
GRAU → RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)

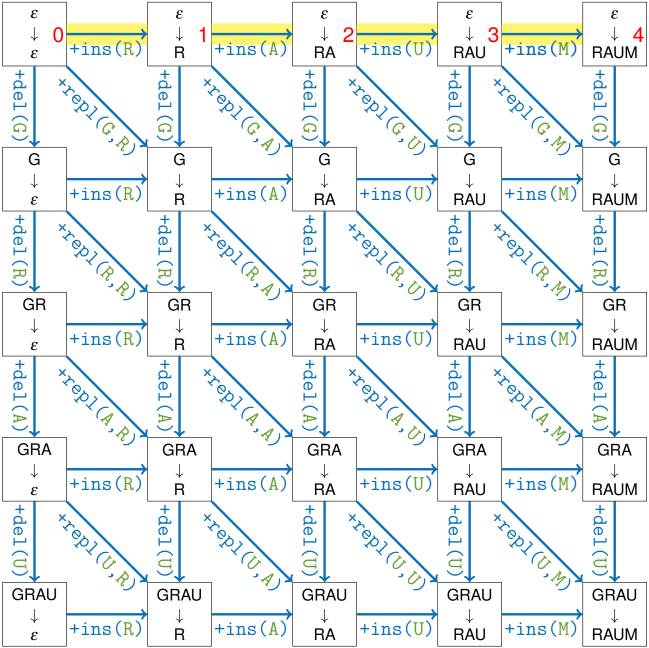
Fast algorithm:
We can determine the edit distance for all combination of partial strings from the top left to bottom right.


0
ε ↓ ε
ε ↓ R
ε ↓ RA
ε ↓ RAU
ε ↓ RAUM
G ↓ ε
G ↓ R
G ↓ RA
G ↓ RAU
G ↓ RAUM
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)

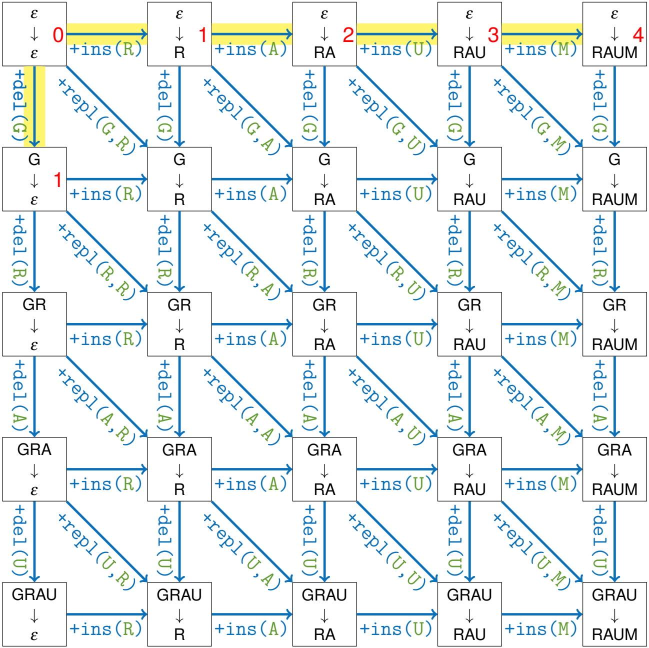

ε ↓ ε
0
+ins(R)
ε ↓ R
1
+ins(A)
ε ↓ RA
+ins(U)
ε ↓ RAU
+ins(M)
ε ↓ RAUM
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε
G ↓ R
G ↓ RA
G ↓ RAU
G ↓ RAUM
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM

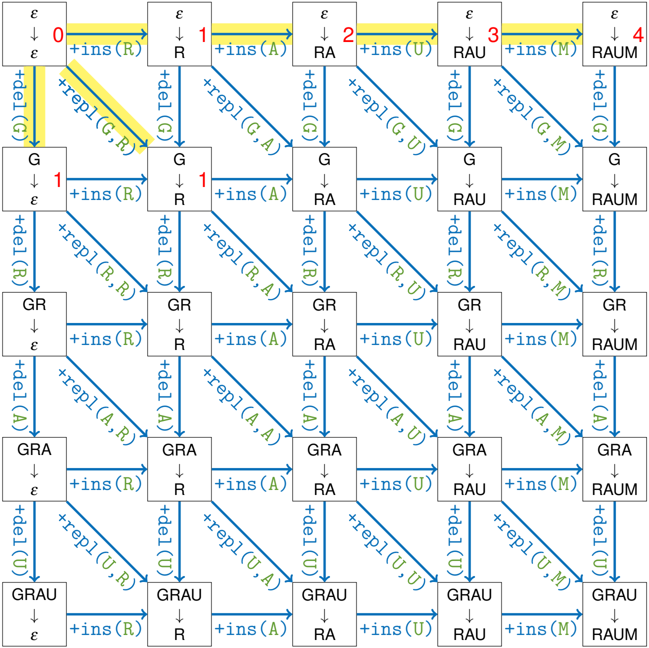

ε ↓ ε
0
+ins(R)
ε ↓ R
1
+ins(A)
ε ↓ RA
2
+ins(U)
ε ↓ RAU
+ins(M)
ε ↓ RAUM
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε
G ↓ R
G ↓ RA
G ↓ RAU
G ↓ RAUM
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM


ε ↓ ε
ε ↓ R
ε ↓ RA
ε ↓ RAU
ε ↓ RAUM
0
1
2
3
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
G ↓ ε
G ↓ R
G ↓ RA
G ↓ RAU
G ↓ RAUM
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM



ε → ε
0
ε → R
1
ε → RA
2
ε → RAU
3
ε → RAUM
4
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
G → ε
G → R
G → RA
G → RAU
G → RAUM
GR → ε
GR → R
GR → RA
GR → RAU
GR → RAUM
GRA → ε
GRA → R
GRA → RA
GRA → RAU
GRA → RAUM
GRAU → ε
GRAU → R
GRAU → RA
GRAU → RAU
GRAU → RAUM


ε ↓ ε
0
+ins(R)
ε ↓ R
1
+ins(A)
ε ↓ RA
2
+ins(U)
ε ↓ RAU
3
+ins(M)
ε ↓ RAUM
4
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε
1
G ↓ R
G ↓ RA
G ↓ RAU
G ↓ RAUM
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM


ε → ε 0
ε → R 1
ε → RA 2
ε → RAU 3
ε → RAUM 4
G → ε 1
G → R 1
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
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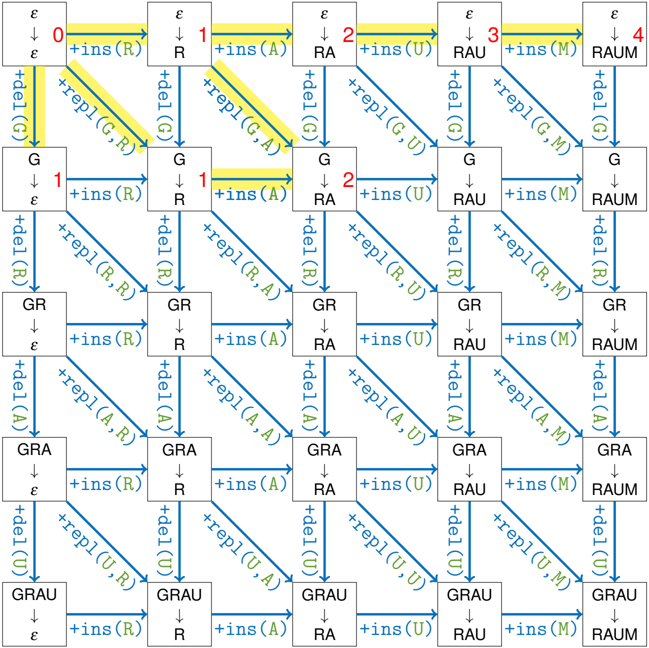
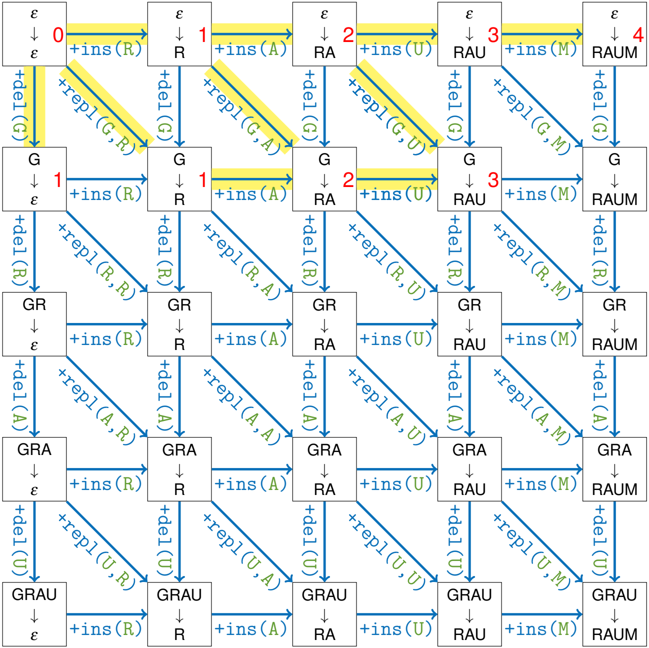
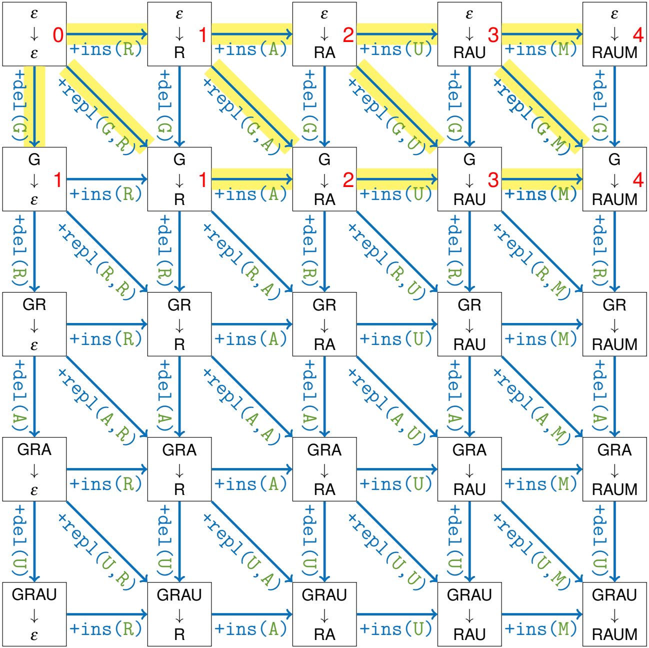
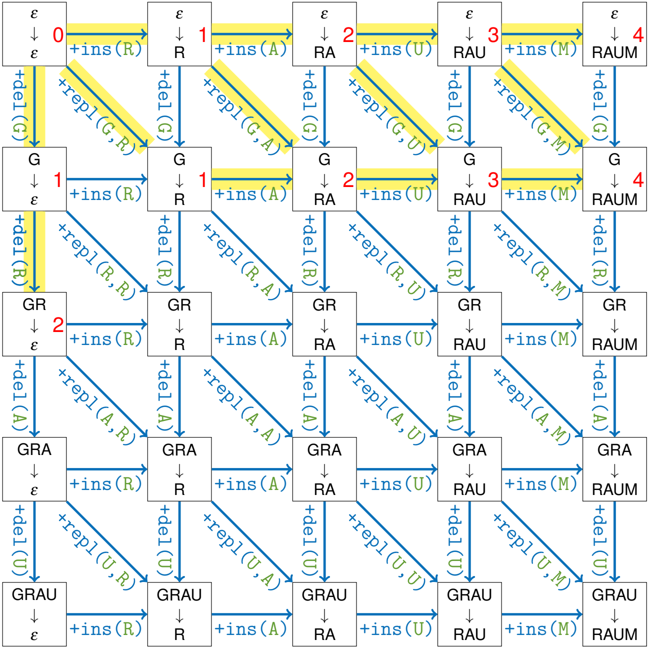
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
G → RA
G → RAU
G → RAUM
GR → ε
GR → R
GR → RA
GR → RAU
GR → RAUM
GRA → ε
GRA → R
GRA → RA
GRA → RAU
GRA → RAUM
GRAU → ε
GRAU → R
GRAU → RA
GRAU → RAU
GRAU → RAUM


ε ↓ ε
0
+ins(R)
ε ↓ R
1
+ins(A)
ε ↓ RA
2
+ins(U)
ε ↓ RAU
3
+ins(M)
ε ↓ RAUM
4
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε
1
G ↓ R
1
G ↓ RA
2
G ↓ RAU
G ↓ RAUM
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM



ε ↓ ε
0
+ins(R)
ε ↓ R
1
+ins(A)
ε ↓ RA
2
+ins(U)
ε ↓ RAU
3
+ins(M)
ε ↓ RAUM
4
+del(G)
+repl(G,R)
+del(G)
+repl(G,A)
+del(G)
+repl(G,U)
+del(G)
+repl(G,M)
+del(G)
G ↓ ε
1
+ins(R)
G ↓ R
1
+ins(A)
G ↓ RA
2
+ins(U)
G ↓ RAU
3
+ins(M)
G ↓ RAUM
+del(R)
+repl(R,R)
+del(R)
+repl(R,A)
+del(R)
+repl(R,U)
+del(R)
+repl(R,M)
+del(R)
GR ↓ ε
+ins(R)
GR ↓ R
+ins(A)
GR ↓ RA
+ins(U)
GR ↓ RAU
+ins(M)
GR ↓ RAUM
+del(A)
+repl(A,R)
+del(A)
+repl(A,A)
+del(A)
+repl(A,U)
+del(A)
+repl(A,M)
+del(A)
GRA ↓ ε
+ins(R)
GRA ↓ R
+ins(A)
GRA ↓ RA
+ins(U)
GRA ↓ RAU
+ins(M)
GRA ↓ RAUM
+del(U)
+repl(U,R)
+del(U)
+repl(U,A)
+del(U)
+repl(U,U)
+del(U)
+repl(U,M)
+del(U)
GRAU ↓ ε
+ins(R)
GRAU ↓ R
+ins(A)
GRAU ↓ RA
+ins(U)
GRAU ↓ RAU
+ins(M)
GRAU ↓ RAUM


ε → ε 0
ε → R 1
ε → RA 2
ε → RAU 3
ε → RAUM 4
G → ε 1
G → R 1
G → RA 2
G → RAU 3
G → RAUM 4
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GR → ε
GR → R
GR → RA
GR → RAU
GR → RAUM
GRA → ε
GRA → R
GRA → RA
GRA → RAU
GRA → RAUM
GRAU → ε
GRAU → R
GRAU → RA
GRAU → RAU
GRAU → RAUM


ε → ε 0
ε → R 1
ε → RA 2
ε → RAU 3
ε → RAUM 4
G → ε 1
G → R 1
G → RA 2
G → RAU 3
G → RAUM 4
GR → ε 2
GR → R
GR → RA
GR → RAU
GR → RAUM
GRA → ε
GRA → R
GRA → RA
GRA → RAU
GRA → RAUM
GRAU → ε
GRAU → R
GRAU → RA
GRAU → RAU
GRAU → RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
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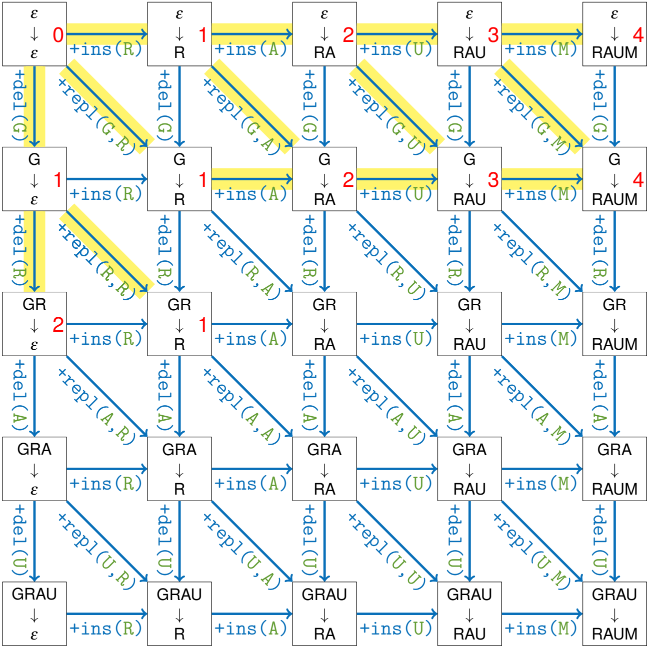
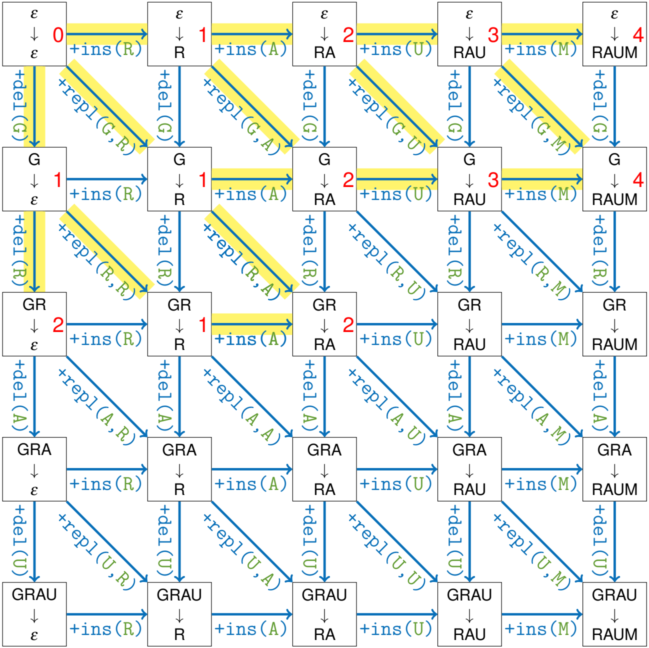
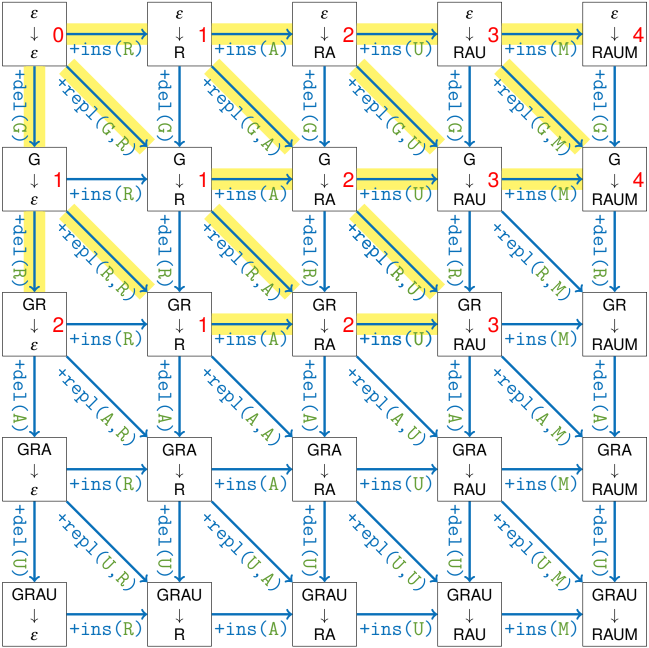
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)


ε ↓ ε 0
+ins(R)
ε ↓ R 1
+ins(A)
ε ↓ RA 2
+ins(U)
ε ↓ RAU 3
+ins(M)
ε ↓ RAUM 4
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM


ε ↓ ε 0
ε ↓ R 1
ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
+ins(R) +ins(A) +ins(U) +ins(M)
+del(G) +repl(G,R) +repl(G,A) +repl(G,U) +repl(G,M)
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
+del(R) +repl(R,R) +repl(R,A) +repl(R,U) +repl(R,M)
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU
GR ↓ RAUM
+del(A) +repl(A,R) +repl(A,A) +repl(A,U) +repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U) +repl(U,R) +repl(U,A) +repl(U,U) +repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM


ε ↓ ε 0
ε ↓ R 1
ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
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+repl(A,A)
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+repl(U,A)
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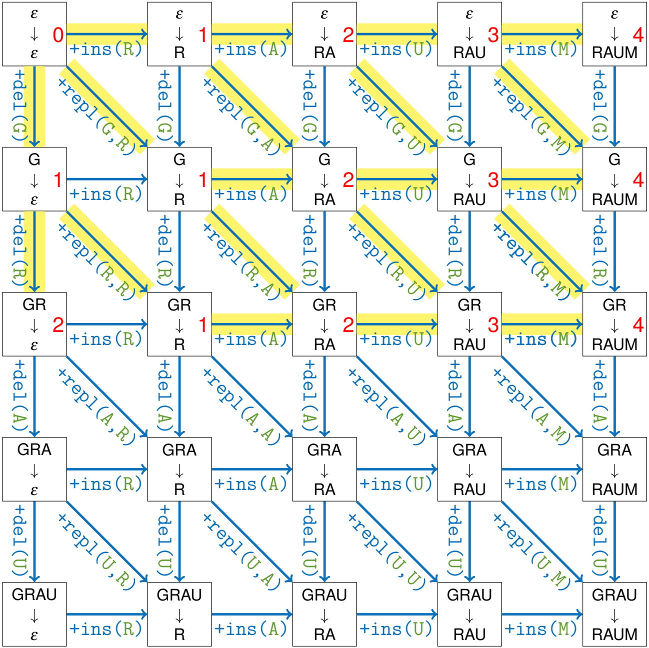
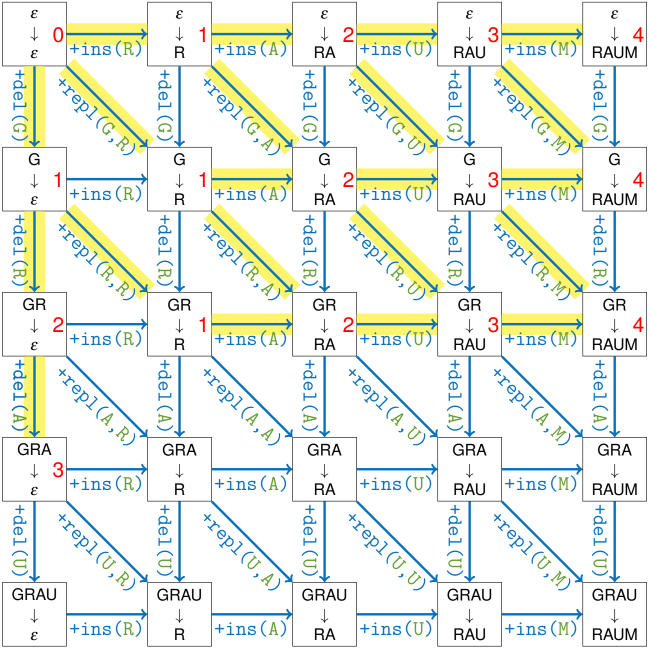
+repl(U,M)


ε ↓ ε
0
+ins(R)
ε ↓ R
1
+ins(A)
ε ↓ RA
2
+ins(U)
ε ↓ RAU
3
+ins(M)
ε ↓ RAUM
4
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε
G ↓ R
G ↓ RA
G ↓ RAU
G ↓ RAUM
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε
GR ↓ R
GR ↓ RA
GR ↓ RAU
GR ↓ RAUM
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM


ε ↓ ε 0
ε ↓ R 1
ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
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+repl(A,A)
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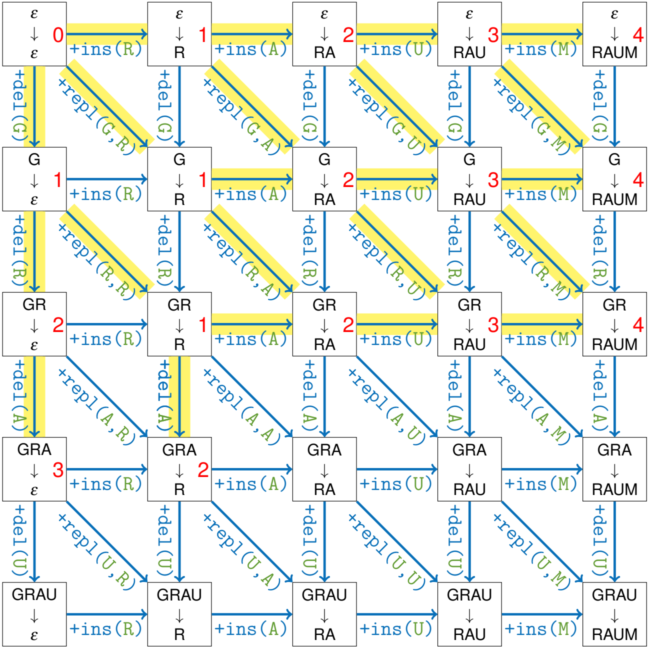
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)


ε ↓ ε 0
ε ↓ R 1
ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA
GRA ↓ RAU
GRA ↓ RAUM
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
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+del(R)
+del(A)
+del(U)
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+repl(G,U)
+repl(G,M)
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+repl(R,A)
+repl(R,U)
+repl(R,M)
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+repl(A,A)
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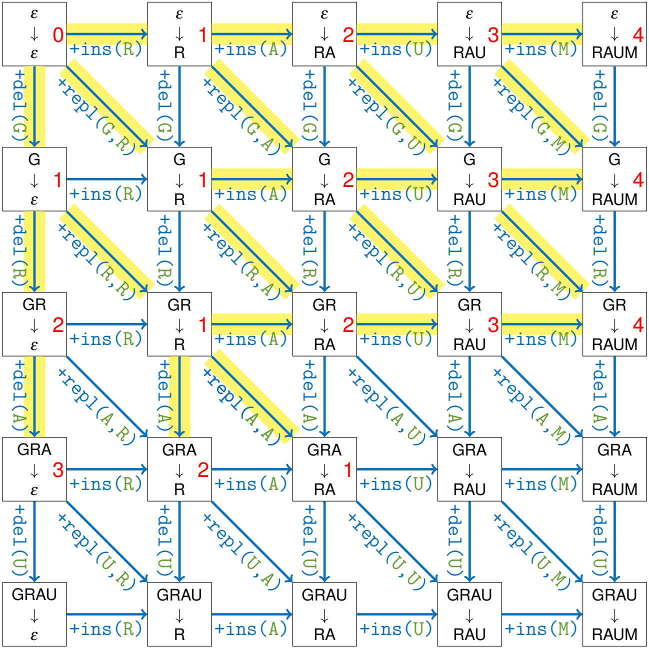
+repl(U,U)
+repl(U,M)



ε ↓ ε 0
ε ↓ R 1
ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU
GRA ↓ RAUM
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
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+repl(G,M)
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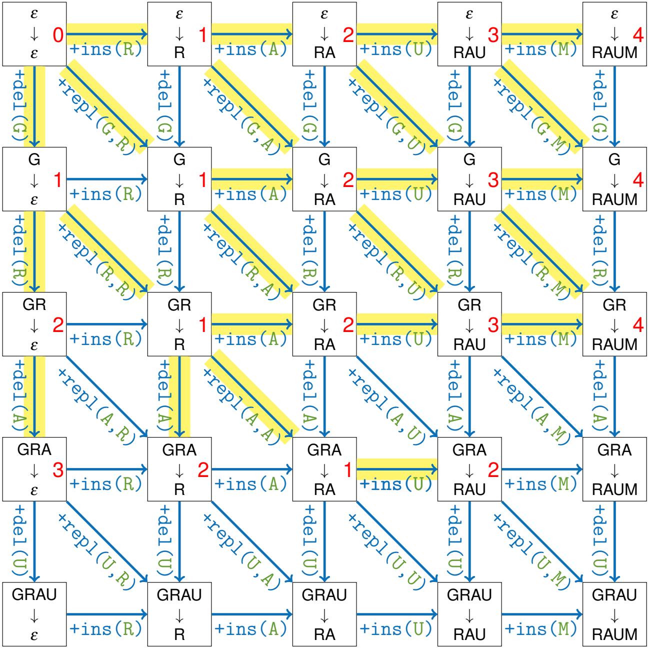
+repl(U,M)


ε ↓ ε 0
+ins(R)
ε ↓ R 1
+ins(A)
ε ↓ RA 2
+ins(U)
ε ↓ RAU 3
+ins(M)
ε ↓ RAUM 4
+del(G)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
+del(R)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
+del(A)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU 2
GRA ↓ RAUM
+del(U)
+repl(U,R)
+repl(U,A)
+repl(U,U)
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GRAU ↓ ε
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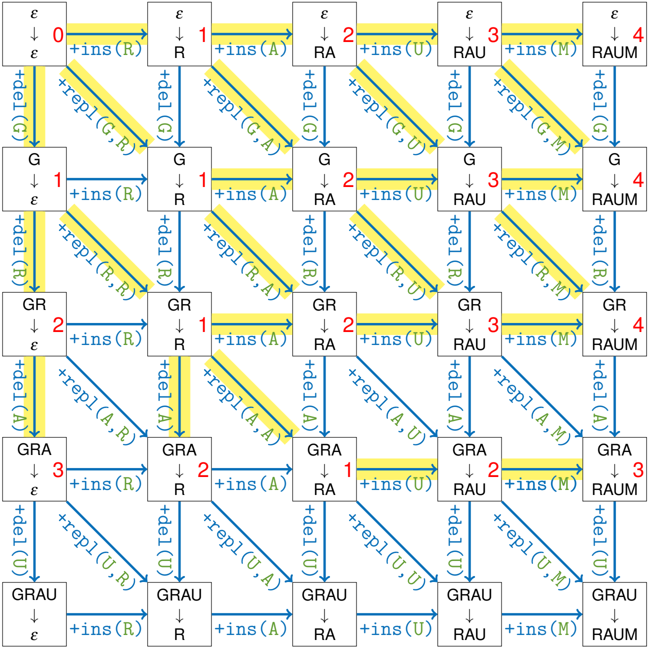
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM



ε ↓ ε 0
ε ↓ R 1
ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
G ↓ RAU 3
G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU 2
GRA ↓ RAUM 3
GRAU ↓ ε
GRAU ↓ R
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
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+ins(U)
+ins(M)
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+del(U)
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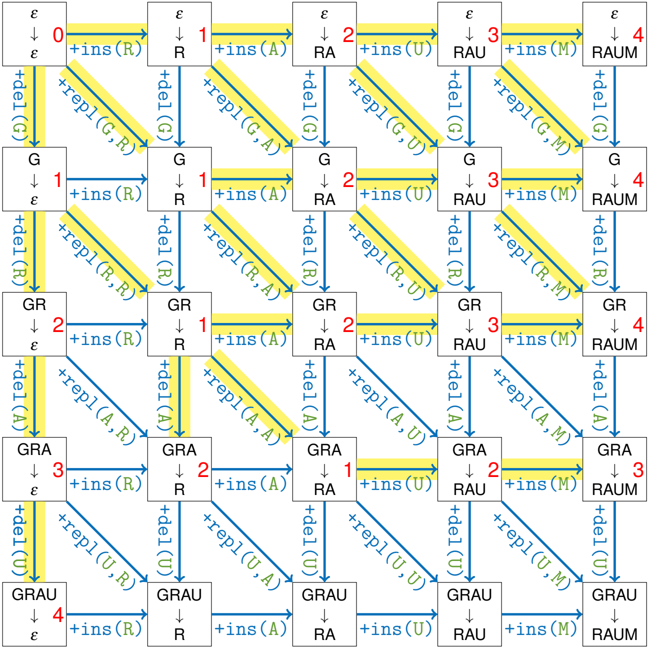

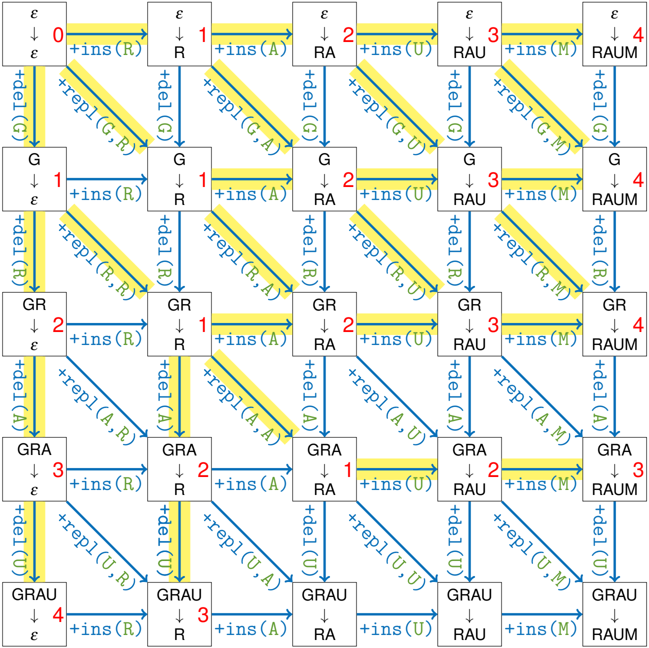
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ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
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G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU 2
GRA ↓ RAUM 3
GRAU ↓ ε 4
GRAU ↓ R 3
GRAU ↓ RA
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
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+repl(U,R)
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+repl(U,U)
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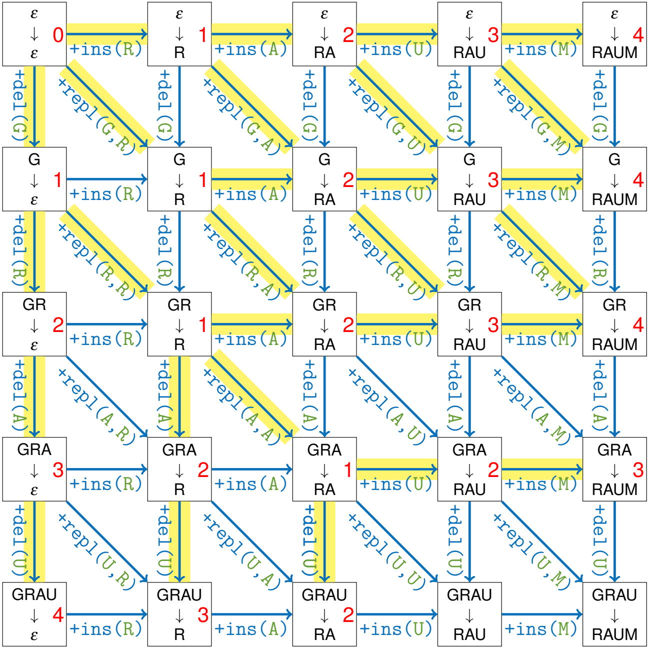
ε ↓ ε 0
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ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
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G ↓ R 1
G ↓ RA 2
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G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU 2
GRA ↓ RAUM 3
GRAU ↓ ε 4
GRAU ↓ R 3
GRAU ↓ RA 2
GRAU ↓ RAU
GRAU ↓ RAUM
+ins(R)
+ins(A)
+ins(U)
+ins(M)
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+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
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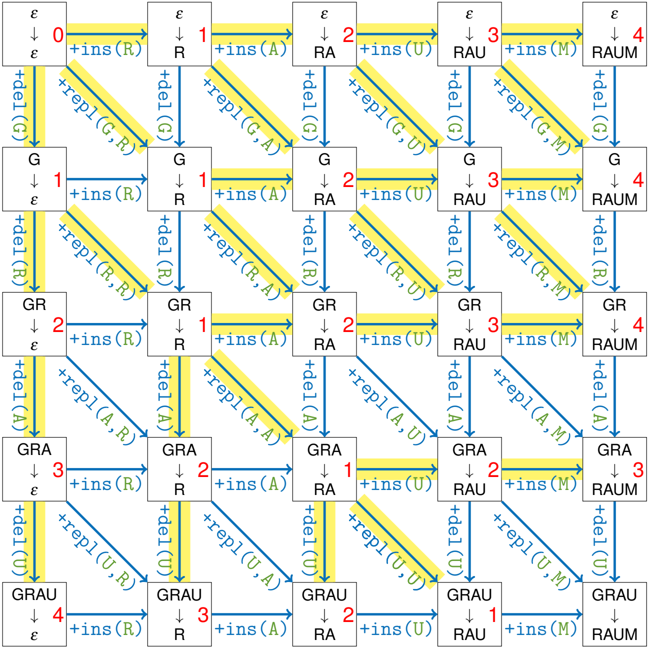
ε ↓ ε 0
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ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
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G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU 2
GRA ↓ RAUM 3
GRAU ↓ ε 4
GRAU ↓ R 3
GRAU ↓ RA 2
GRAU ↓ RAU 1
GRAU ↓ RAUM
+ins(R)
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+ins(M)
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+del(R)
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+del(U)
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+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
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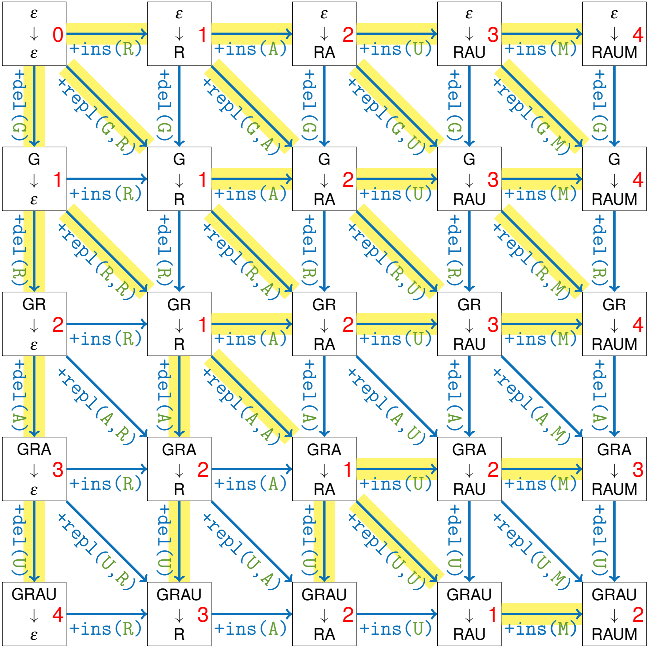

ε ↓ ε 0
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ε ↓ RA 2
ε ↓ RAU 3
ε ↓ RAUM 4
G ↓ ε 1
G ↓ R 1
G ↓ RA 2
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G ↓ RAUM 4
GR ↓ ε 2
GR ↓ R 1
GR ↓ RA 2
GR ↓ RAU 3
GR ↓ RAUM 4
GRA ↓ ε 3
GRA ↓ R 2
GRA ↓ RA 1
GRA ↓ RAU 2
GRA ↓ RAUM 3
GRAU ↓ ε 4
GRAU ↓ R 3
GRAU ↓ RA 2
GRAU ↓ RAU 1
GRAU ↓ RAUM 2
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)

How to get the sequence of operations?

Edit distance

How to get the sequence of operations?

- We save at each recursion the most efficient previous entry (the highlighted arrows in our image)

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

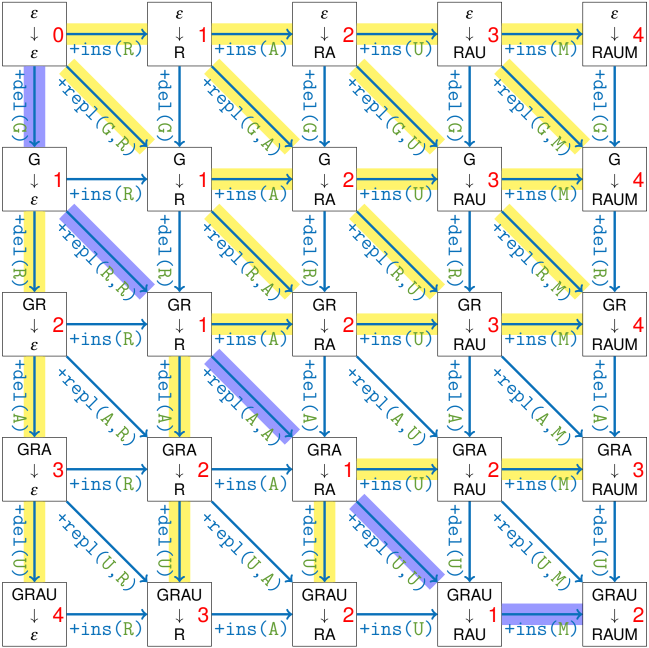
Edit distance

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

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


ε → ε 0
ε → R 1
ε → RA 2
ε → RAU 3
ε → RAUM 4
G → ε 1
G → R 1
G → RA 2
G → RAU 3
G → RAUM 4
GR → ε 2
GR → R 1
GR → RA 2
GR → RAU 3
GR → RAUM 4
GRA → ε 3
GRA → R 2
GRA → RA 1
GRA → RAU 2
GRA → RAUM 3
GRAU → ε 4
GRAU → R 3
GRAU → RA 2
GRAU → RAU 1
GRAU → RAUM 2
+ins(R)
+ins(A)
+ins(U)
+ins(M)
+del(G)
+del(R)
+del(A)
+del(U)
+repl(G,R)
+repl(G,A)
+repl(G,U)
+repl(G,M)
+repl(R,R)
+repl(R,A)
+repl(R,U)
+repl(R,M)
+repl(A,R)
+repl(A,A)
+repl(A,U)
+repl(A,M)
+repl(U,R)
+repl(U,A)
+repl(U,U)
+repl(U,M)

Edit distance

General principle:

Edit distance

General principle:

- Recursive computation of ...
  - ... the same reoccuring partial problems
  - ... a limited number of partial problems

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General principle:

- Recursive computation of …
  - … the same reoccuring 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:

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Additional applications:

- *Edit distance*: global alignment with $O(n^2)$ space and time consumption

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_	_	_	B	L	O	E	D
S	A	U	B	L	O	E	D

Edit distance

Additional applications (I)

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- But: Model for deletition unrealistic
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_	_	_	B	L	O	E	D
S	A	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:

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- Divide-and-conquer approach

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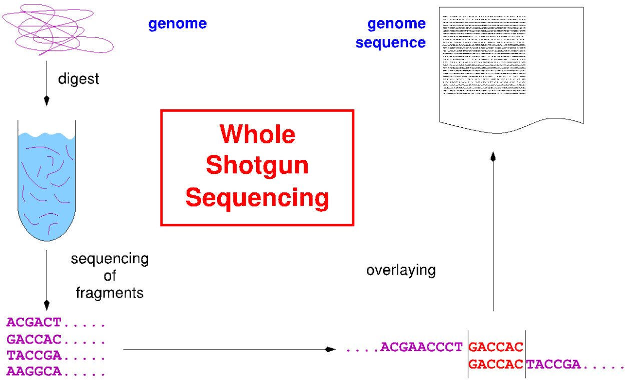
Hirschberg algorithm:

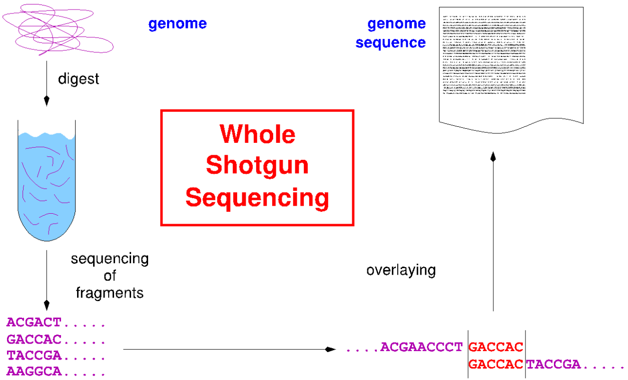
- Divide-and-conquer approach
- $O(n)$ space and $O(n^2)$ time consumption



genome
digest
sequencing
of
fragments
ACGACT.....
GACCAC.....
TACCGA.....
AAGGCA.....
Whole
Shotgun
Sequencing
genome
sequence
overlaying
....ACGAACCCT GACCAC
GACCAC TACCGA.....

Edit distance

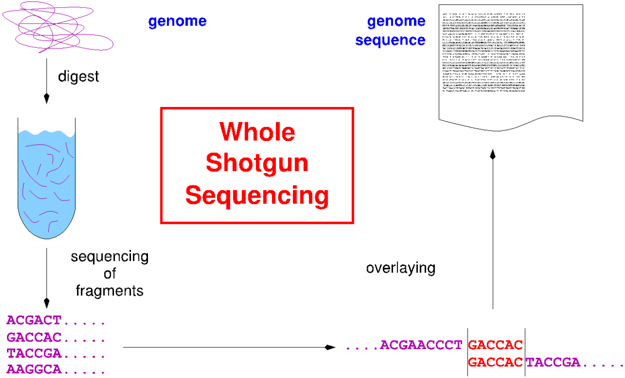
Additional applications (III)



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

Edit distance

Additional applications (III)



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

Further Literature

- **General**

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Introduction to Algorithms.
MIT Press, Cambridge, Mass, 2001.

[MS08] Kurt Mehlhorn and Peter Sanders.
Algorithms and data structures, 2008.
https://people.mpi-inf.mpg.de/~mehlhorn/ftp/Mehlhorn-Sanders-Toolbox.pdf.

Further Literature

- **Dynamic programming**

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

- **Edit distance**

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