

Algorithms and Datastructures

Levenshtein distance, Dynamic programming

Prof. Dr. Rolf Backofen

Bioinformatics Group / Department of Computer Science

Algorithms and Datastructures, February 2018

Structure

Introduction

Edit distance

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Edit distance:

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Edit distance:

- ▶ Measurement for similarity of two words / strings

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- ▶ Measurement for similarity of two words / strings
- ▶ 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

Introduction

Motivation: Error tolerant string comparison

BioInfSearch



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ejafjatljökull
eyjafjallajökull
eyjafjallajökull movie
eyjafjallajälull trailer

Search!

Wikipedia.org:

"Der Eyjafjallajökull ([ˈeɪjaˌfjatlaˌjœːkʏtʃ])[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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A lot of applications where similar string are searched:

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- ▶ Duplicates in databases:

Hein Blöd	27568	Bremerhaven
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- ▶ Product search:

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- ▶ Bioinformatics: Similarity of DNA-sequences

Introduction

Example: Bioinformatics DNA-matching

Search of similar proteins:

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- ▶ BLAST (**B**asic **L**ocal **A**lignment **S**earch **T**ool)

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- ▶ Alignment $\hat{=}$ Edit distance

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- ▶ Changed life-science completely

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Example: Bioinformatics DNA-matching

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)

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 $ED(x, y)$ of x and y :
The minimal number of operations to transform x into y

Edit 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
 - ▶ Insert a character

Edit distance

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

- ▶ Let x , y be two strings
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The minimal number of operations to transform x into y
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 - ▶ Replace a character with another

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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

BLOED

Edit distance

Example

1 2 3 4 5

DOOF

↓

BOOF

replace(1, B)

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

Edit distance

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1 2 3 4 5	
DOOF	
↓	replace(1, B)
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ED=4

Edit distance

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⏟
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B LOED

DOOF

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DOOF

⏟

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BLOED

1 2 3 4 5

B LOED

↓

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B LOEF

↓

delete(4)

B LOF

DOOF

⏟
ED=4

Edit distance

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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	

ED=4

1 2 3 4 5	
B LOED	
↓	replace(5, F)
B LOEF	
↓	delete(4)
B LOF	
↓	replace(2, O)
B OOF	
DOOF	

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	

ED=4

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B LOED	
↓	replace(5, F)
B LOEF	
↓	delete(4)
B LOF	
↓	replace(2, O)
BOOF	
↓	replace(1, D)
DOOF	

Edit distance

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DOOF	
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BLOEF	
↓	replace(5, D)
BLOED	
	
ED=4	

1 2 3 4 5	
B LOED	
↓	replace(5, F)
B LOEF	
↓	delete(4)
B LOF	
↓	replace(2, O)
B OOF	
↓	replace(1, D)
DOOF	
	
ED=4	

Edit distance

Notation:

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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

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- ▶ $\text{ED}(x, y) = \text{ED}(y, x)$

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- ▶ $ED(x, y) = ED(y, x)$
- ▶ $ED(x, \epsilon) = |x|$
- ▶ $ED(x, y) \geq \text{abs}(|x| - |y|)$

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

Edit distance

Trivial facts:

- ▶ $ED(x, y) = ED(y, x)$
- ▶ $ED(x, \epsilon) = |x|$
- ▶ $ED(x, y) \geq \text{abs}(|x| - |y|)$
- ▶ $ED(x, y) \leq ED(x[1..n-1], y[1..m-1]) + 1$ $n = |x|, m = |y|$

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

Edit distance

Solving examples

Solutions based on examples:

Edit distance

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- ▶ From VERIEN to FERIE?

Edit distance

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- ▶ From MEXIKO to AMERIKA?

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Solving examples

Solutions based on examples:

- ▶ From VERIEN to FERIEEN?
- ▶ From MEXIKO to AMERIKA?
- ▶ From AAEBEAABEAREEEAEBA to RBEAAEEBAAAEBBAEAE?

Edit distance

Solving examples

Solutions based on examples:

- ▶ From VERIEN to FERIE?
- ▶ From MEXIKO to AMERIKA?
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- ▶ Searching biggest substrings can yield the solution but doesn't have to

Edit distance

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Solutions based on examples:

- ▶ From VERIEN to FERIEEN?
- ▶ From MEXIKO to AMERIKA?
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Recursive approach:

Edit distance

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- ▶ From MEXIKO to AMERIKA?
- ▶ From AAEBEAABEAREEEAEBA to RBEAAEEBAAAEBBAEAE?
- ▶ Searching biggest substrings can yield the solution but doesn't have to

Recursive approach:

- ▶ Dividing in two halves? Not a good idea:

$ED(\textit{GRAU}, \textit{RAUM}) = 2$ but

$ED(\textit{GR}, \textit{RA}) + ED(\textit{AU}, \textit{UM}) = 4$

Edit distance

Solving examples

Solutions based on examples:

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

Recursive approach:

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

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

Edit distance

Terminology:

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Terminology:

- ▶ Let x , y be two strings

Edit distance

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)

Edit distance

Terminology:

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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

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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

SAUDOOOF

↓

delete(1)

AUDOOOF

↓

delete(1)

UDOOOF

↓

delete(1)

DOOF

↓

insert(4, 0)

DOOOOF

Edit distance

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	
SAUDOOOF	
↓	delete(1)
AUDOOOF	
↓	delete(1)
UDOOOF	
↓	delete(1)
DOOF	
↓	insert(4, 0)
DOOOOF	

Edit distance

Terminology:

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

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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)

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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
---	---	---	---	---

Edit distance

Recursive approach

Consider the last operation:

Edit distance

Recursive approach

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

Edit distance

Recursive approach

Consider the last operation:

Edit distance

Recursive approach

Consider the last operation:

- ▶ Solve **blue** part recursively

Edit distance

Recursive approach

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

Figure: Case 2

Display of solution:

- Alignment
- Example:

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

Edit distance

Dynamic programming

Dynamic programming:

Edit distance

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Dynamic programming:

- ▶ Instances of Bellman's principle of optimality:

Edit distance

Dynamic programming

Dynamic programming:

- ▶ Instances of Bellman's principle of optimality:
 - ▶ Shortest paths

Edit distance

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Figure: Richard Bellman
(1920 - 1984)

Edit distance

Dynamic programming

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Figure: Richard Bellman
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Edit distance

Dynamic programming

Dynamic programming:

- ▶ Instances of Bellman's principle of optimality:
 - ▶ Shortest paths
 - ▶ Edit distance
- ▶ Optimal solutions consist of optimal partial solutions



Figure: Richard Bellman
(1920 - 1984)

Edit distance

Dynamic programming

Dynamic programming:

- ▶ Instances of Bellman's principle of optimality:
 - ▶ Shortest paths
 - ▶ Edit distance
- ▶ Optimal solutions consist of optimal partial solutions
 - ▶ Shortest paths: Each partial path has to be optimal



Figure: Richard Bellman
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Edit distance

Dynamic programming

Dynamic programming:

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



Figure: Richard Bellman
(1920 - 1984)

Edit distance

Dynamic programming

Dynamic programming:

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



Figure: Richard Bellman
(1920 - 1984)

Edit distance

Case analysis:

Edit distance

Case analysis:

- ▶ We consider the last operation σ_k

Edit distance

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:

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

Edit distance

Case analysis:

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Example:

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

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

Edit distance

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?

Edit distance

Case analysis:

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Case analysis:

- ▶ Case 1: σ_k does something at the outer end:

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Case analysis:

- ▶ Case 1: σ_k does something at the outer end:
 - ▶ Case 1a: $\sigma_k = \text{insert}(m' + 1, y[m])$ [then $m' = m - 1$]

Edit distance

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 $m' = m + 1$]

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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 $m' = m$]

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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:

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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 $x[n] = y[m]$

Edit distance

Case analysis:

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Case analysis:

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

Edit distance

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

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

Edit distance

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- ▶ 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 $\text{ED}(x, y)$ the minimum of

Edit distance

Case analysis:

- ▶ Case 1a (insert): $\sigma_1, \dots, \sigma_{k-1}: x \rightarrow y[1..m-1]$
- ▶ Case 1b (delete): $\sigma_1, \dots, \sigma_{k-1}: x[1..n-1] \rightarrow y$
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Edit distance

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- ▶ For $|x| = 0$ is $ED(x, y) = |y|$
- ▶ For $|y| = 0$ is $ED(x, y) = |x|$

Edit distance

Implementation - 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)
```

Edit distance

Runtime analysis

Recursive program:

Edit distance

Runtime analysis

Recursive program:

- ▶ The algorithm results in the following recursive formular:

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

Edit distance

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- ▶ This results in $T(n, n) \geq 3^n$
- ⇒ The runtime is at least exponential

Edit distance

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 $O(n \cdot m)$

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Visualization on the next slide:

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- ▶ Operations always refer to the last position (indices are omitted)

Edit distance

Dynamic programming:

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

Edit Distance

Edit Distance



Edit Distance



Edit Distance



Edit Distance



Edit Distance



Edit Distance



Edit distance

Fast algorithm

Fast algorithm:

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

Edit Distance



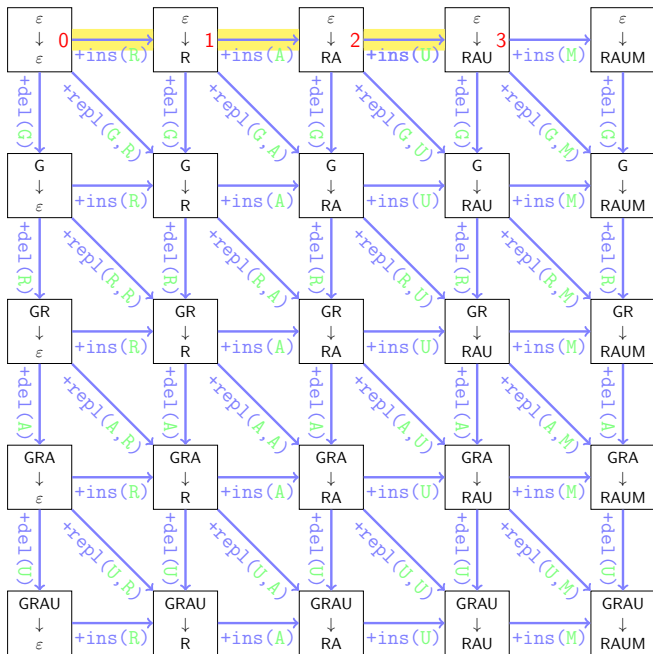
Edit Distance



Edit Distance



Edit Distance



Edit Distance



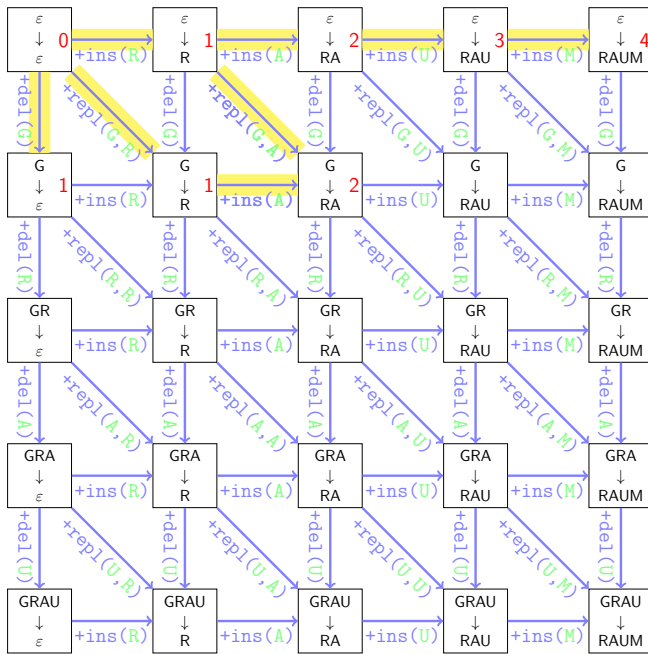
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Edit Distance



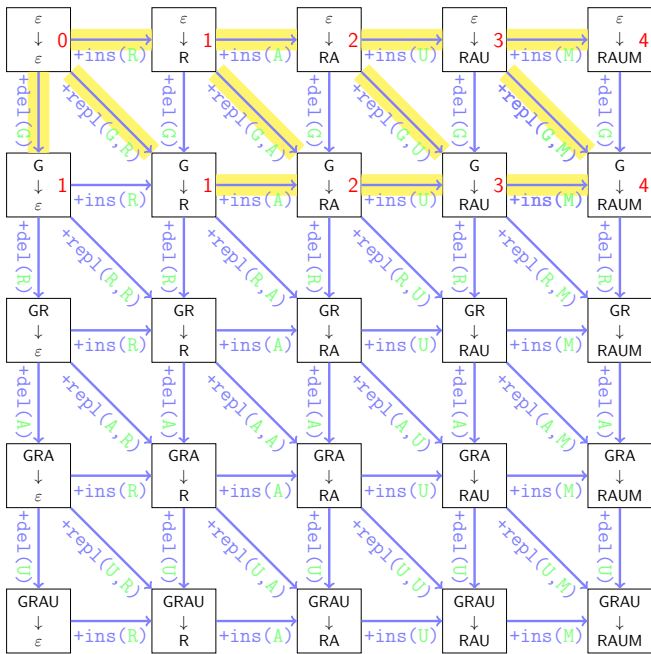
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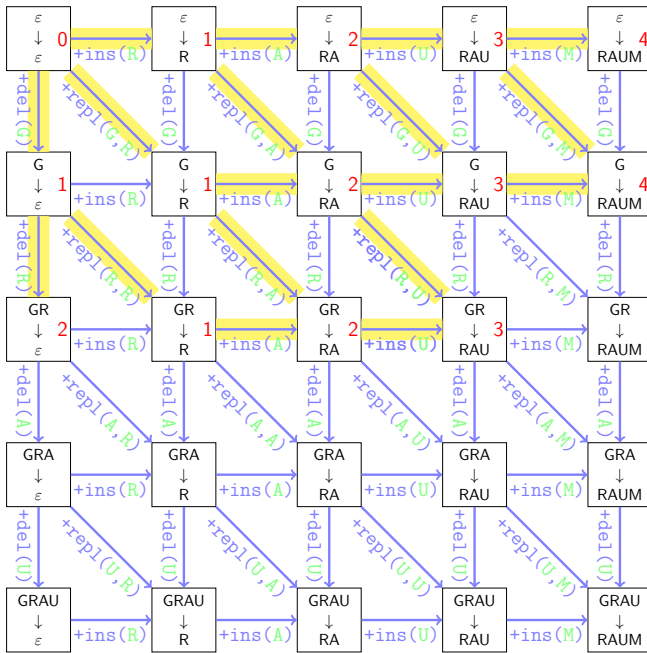
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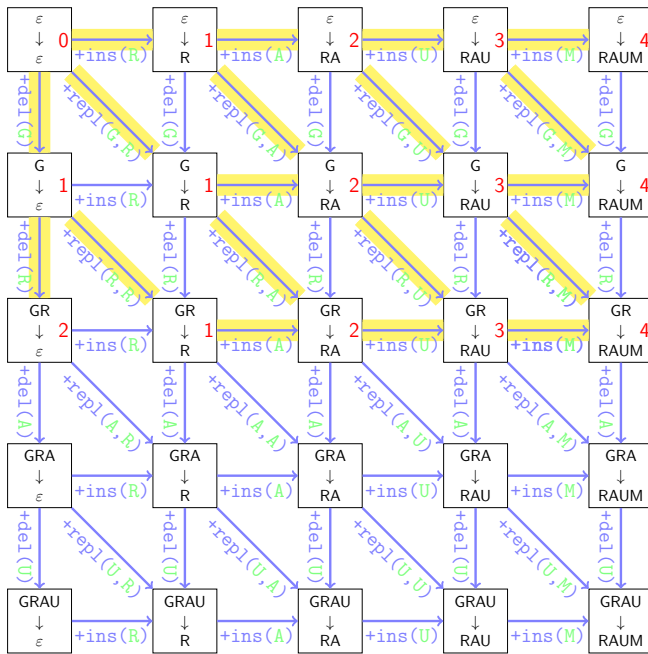
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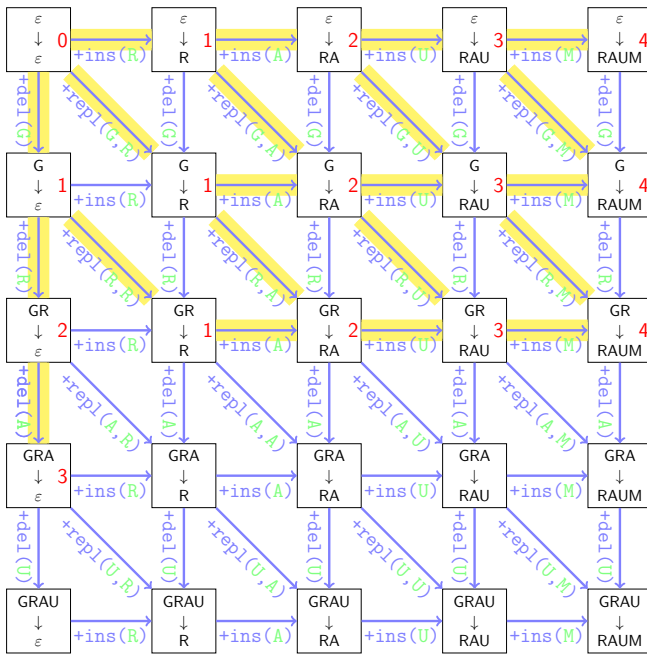
Edit Distance



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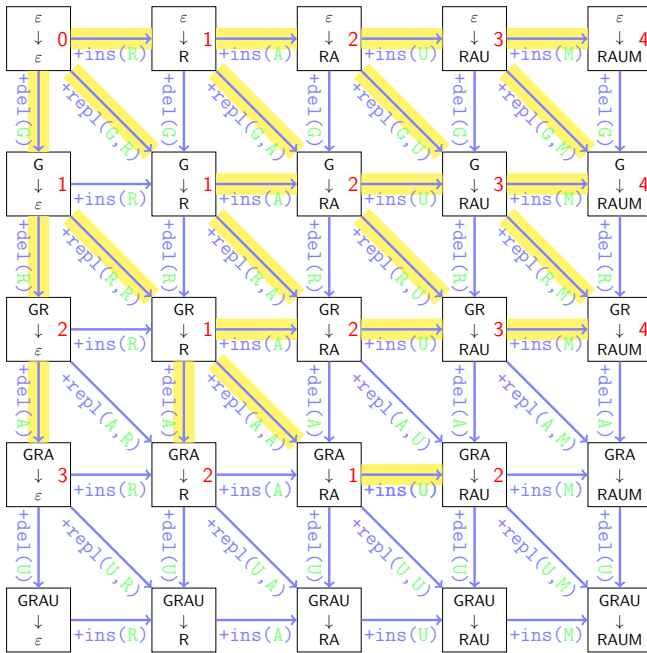
Edit Distance



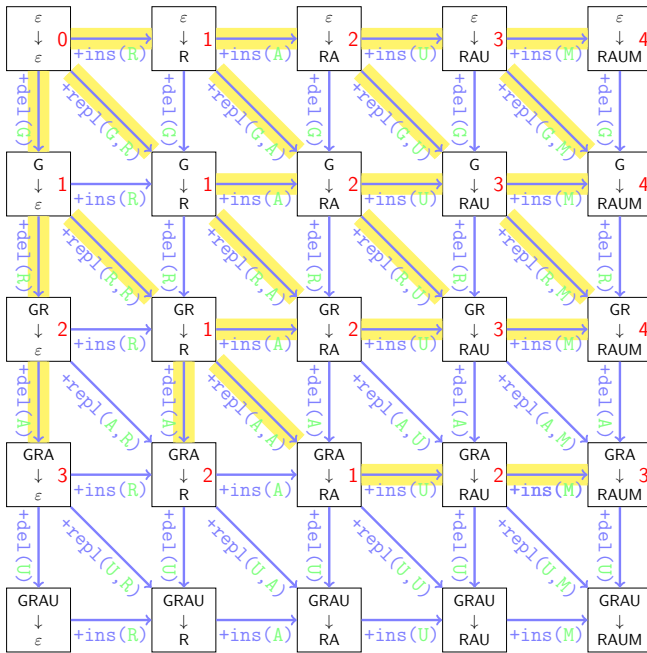
Edit Distance



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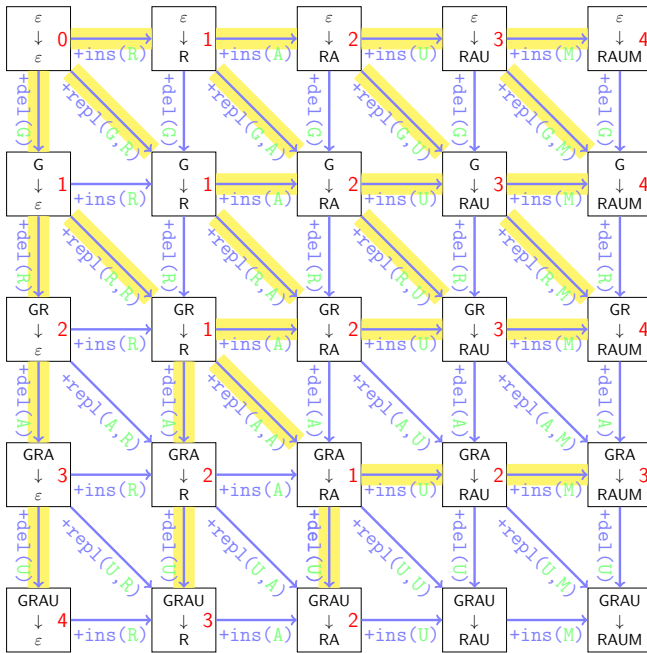
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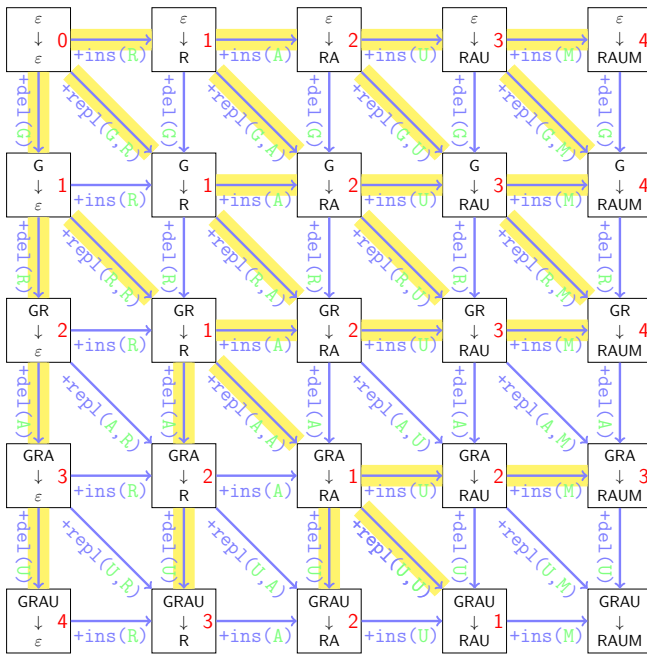
Edit Distance



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Edit distance

How to get the sequence of operations?

Edit distance

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

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- ▶ There can be **more than one** arrows to the three previous entries

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Edit distance

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- ▶ 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

Edit Distance



Edit distance

General principle:

Edit distance

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

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Edit distance

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!

Edit distance

Additional applications (I)

Additional applications:

Edit distance

Additional applications (I)

Additional applications:

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

Edit distance

Additional applications (I)

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- ▶ *Edit distance*: global alignment with $O(n^2)$ space and time consumption
- ▶ But: Model for deletion unrealistic

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Additional applications (I)

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- ▶ *Edit distance*: global alignment with $O(n^2)$ space and time consumption
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 - ▶ delete operation: first gap expensive (e.g. 2), remaining are cheaper (e.g. 0.5)

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

Edit distance

Additional applications (I)

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- ▶ *Edit distance*: global alignment with $O(n^2)$ space and time consumption
- ▶ But: Model for deletion 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

Edit distance

Additional applications (II)

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

Hirschberg algorithm:

Edit distance

Additional applications (II)

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

Hirschberg algorithm:

- ▶ Divide-and-conquer approach

Edit distance

Additional applications (II)

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

Hirschberg algorithm:

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

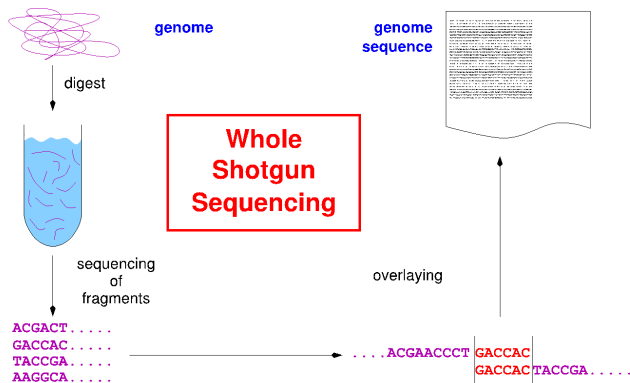
Edit distance

Additional applications (III)



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

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

Introduction to Algorithms.

MIT Press, Cambridge, Mass, 2001.

[MS08] Kurt Mehlhorn and Peter Sanders.

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<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](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)