Gene Alignment Time Analysis and Approach Explanation

Problem Overview:

The code implements the Smith-Waterman algorithm for local sequence alignment, particularly for gene sequences. The goal is to find the highest-scoring alignment and calculate its score using a scoring matrix.

Time Complexity:

The time complexity of the Smith-Waterman algorithm is O(n * m), where n and m are the lengths of the input sequences x and y, respectively. This is because the algorithm involves filling in a 2D dynamic programming matrix of size (n + 1) * (m + 1).

Approach:

1. Dynamic Programming Matrix Initialization:

- The dynamic programming matrix ('dp') is initialized based on the scoring matrix and the input sequences `x` and `y`.
 - Initialization of the first row and first column considers gap penalties.

2. Dynamic Programming Matrix Filling:

- The matrix is filled iteratively, considering match, delete, and insert scores.
- The highest scoring alignment is determined during this process.

3. Backtracking to Retrieve Alignment:

- Starting from the cell with the highest score, the algorithm backtracks to reconstruct the aligned sequences (alignmentX and alignmentY).

4. Scoring the Alignment:

- The alignment is scored by summing the corresponding values from the scoring matrix.

5. BigDecimal for Precision:

- To mitigate precision issues associated with floating-point arithmetic, 'BigDecimal' is used to perform precise addition when calculating the alignment score.

Code Execution:

The provided code successfully aligns the given gene sequences `x` and `y`. It outputs the aligned sequences and their score.

Conclusion:

The Smith-Waterman algorithm efficiently identifies local alignments in gene sequences. The use of dynamic programming ensures optimal substructure, and the scoring matrix allows customization of match, mismatch, and gap penalties. The 'BigDecimal' class is employed to enhance precision in calculating alignment scores. The code demonstrates a robust approach for gene sequence alignment with accurate scoring.