



Bioinformatics Algorithms

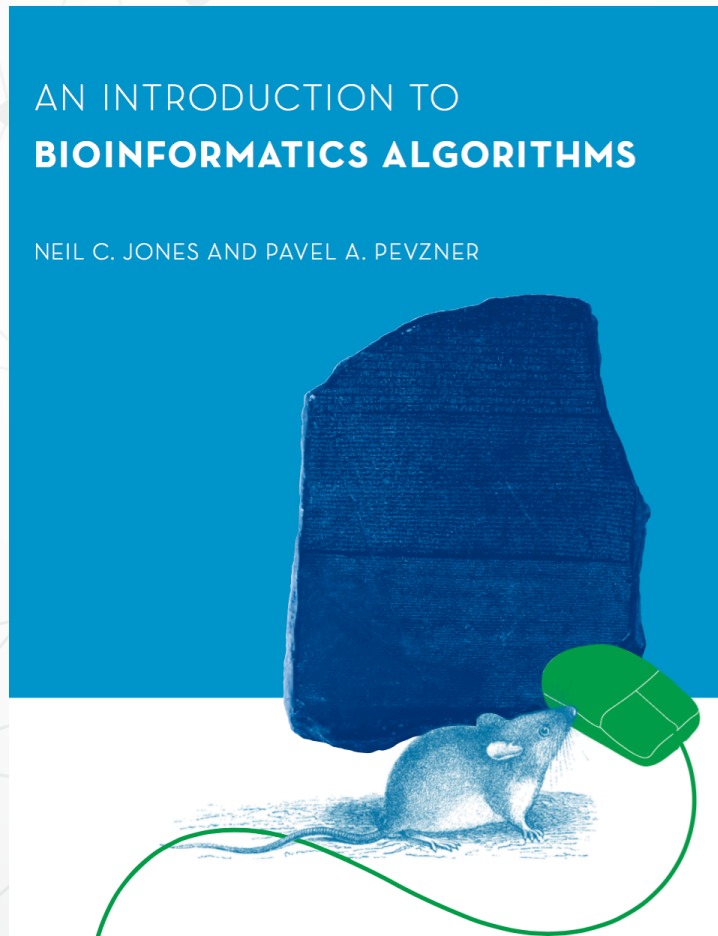
by Eka Antonius Kurniawan

Outline

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- Brute Force Algorithm for Change Problem
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- Greedy Algorithm for Change Problem
- Dynamic Programming for Change Problem
- Manhattan Tourist Problem
- Biological Equivalent of Manhattan Tourist Problem
- Dynamic Programming for Manhattan Tourist Problem

An Introduction to Bioinformatics Algorithms

by Neil C. Jones and Pavel A. Pevzner



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Change Problem

Indonesian Change Problem

Convert some amount of money into the fewest number of coins.

Input: An amount of money (M)

Output: The fewest number of coins (C) that values equal to amount of money (M) where $M = 1000r + 500l + 200d + 100s$ and $C = r + l + d + s$.

Terminology

$$M = 1000r + 500l + 200d + 100s$$

$$M = c_1.i_1 + c_2.i_2 + c_3.i_3 + c_4.i_4$$

$$\mathbf{c} = (c_1, c_2, c_3, c_4)$$

$$C = r + l + d + s$$

$$C = i_1 + i_2 + i_3 + i_4$$

$$d = 4$$

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Brute Force Algorithm for Change Problem

Brute Force Algorithm

```
BruteForceChange(M,c,d)
  smallestNumberOfCoins  $\leftarrow \infty$ 
  for each  $(i_1, \dots, i_d)$  from  $(0, \dots, 0)$  to  $(M/c_1, \dots, M/c_d)$ 
    valueOfCoins  $\leftarrow \text{sum}(c_k \cdot i_k)$  where  $k$  from 1 to d
    if valueOfCoins = M
      numberOfCoins =  $\text{sum}(i_k)$  where  $k$  from 1 to d
      if numberOfCoins < smallestNumberOfCoins
        smallestNumberOfCoins  $\leftarrow$  numberOfCoins
      bestChange  $\leftarrow (i_1, \dots, i_d)$ 
  return bestChange
```


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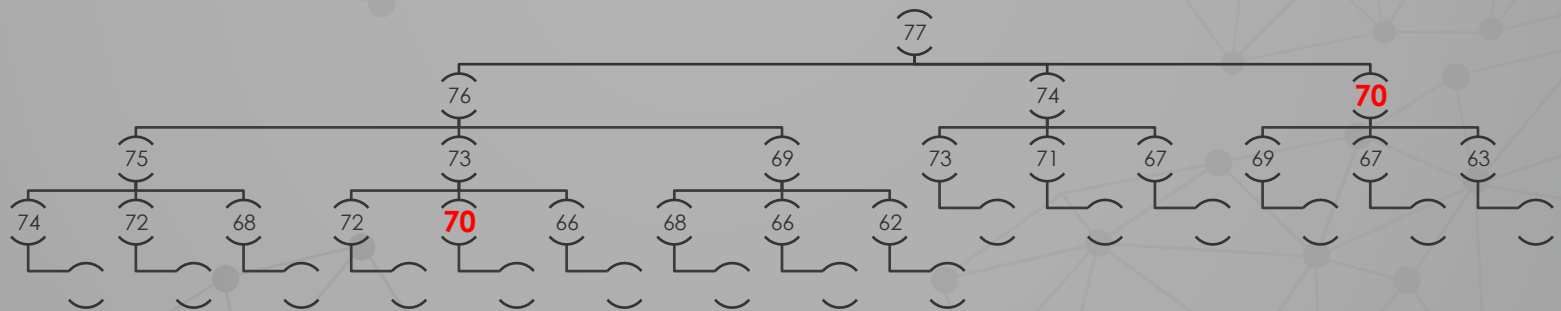
Recursive Algorithm for Change Problem

Recursive Algorithm

```
RC(M)
  if (M<0) return  $\infty$ 
  else if (M=0) return 0
  else if (M=c1) or ... (M=cd) return 1
  else return min(RC(M-c1)+1,..., RC(M-cd)+1)
```

Recursive Algorithm Example

$M=77$
 $\mathbf{c}=(1,3,7)$
 $d=3$



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Greedy Algorithm for Change Problem

Greedy Algorithm

GreedyChange(M, c, d)

$C \leftarrow 0$

for c **in** **each sort**(c , descending)

if $M \geq c$

$i \leftarrow \text{int}(M/c)$

$C \leftarrow C + i$

$M \leftarrow M - (c \cdot i)$

return C

Greedy Algorithm Example

$M=60$

$\mathbf{c}=(25,20,10,5,1)$

$\mathbf{change}=(25,25,10)$

$M=40$

$\mathbf{c}=(25,20,10,5,1)$

$\mathbf{change}=(25,10,5); C=3$

What about: $\mathbf{change}=(20,20); C=2$



Dynamic Programming

for Change Problem

Recurrence Relation

$$bestNumCoins_M = \min \begin{cases} bestNumCoins_{M-c_1} + 1 \\ bestNumCoins_{M-c_2} + 1 \\ \dots \\ bestNumCoins_{M-c_d} + 1 \end{cases}$$

Dynamic Programming

```
DPChange(M,c,d)
  bestNumCoins0 ← 0
  for m from 1 to M
    bestNumCoinsm ← ∞
    for i from 1 to d
      if m ≥ ci
        if bestNumCoinsm-ci + 1 < bestNumCoinsm
          bestNumCoinsm ← bestNumCoinsm-ci + 1
```

Dynamic Programming Example

$M=9$

$\mathbf{c}=(1,3,7)$

$d=3$

0

0

0 1

0 1

0 1 2

0 1 2

0 1 2 3

0 1 2 1

0 1 2 3 4

0 1 2 1 2

0 1 2 3 4 5

0 1 2 1 2 3

0 1 2 3 4 5 6

0 1 2 1 2 3 2

0 1 2 3 4 5 6 7

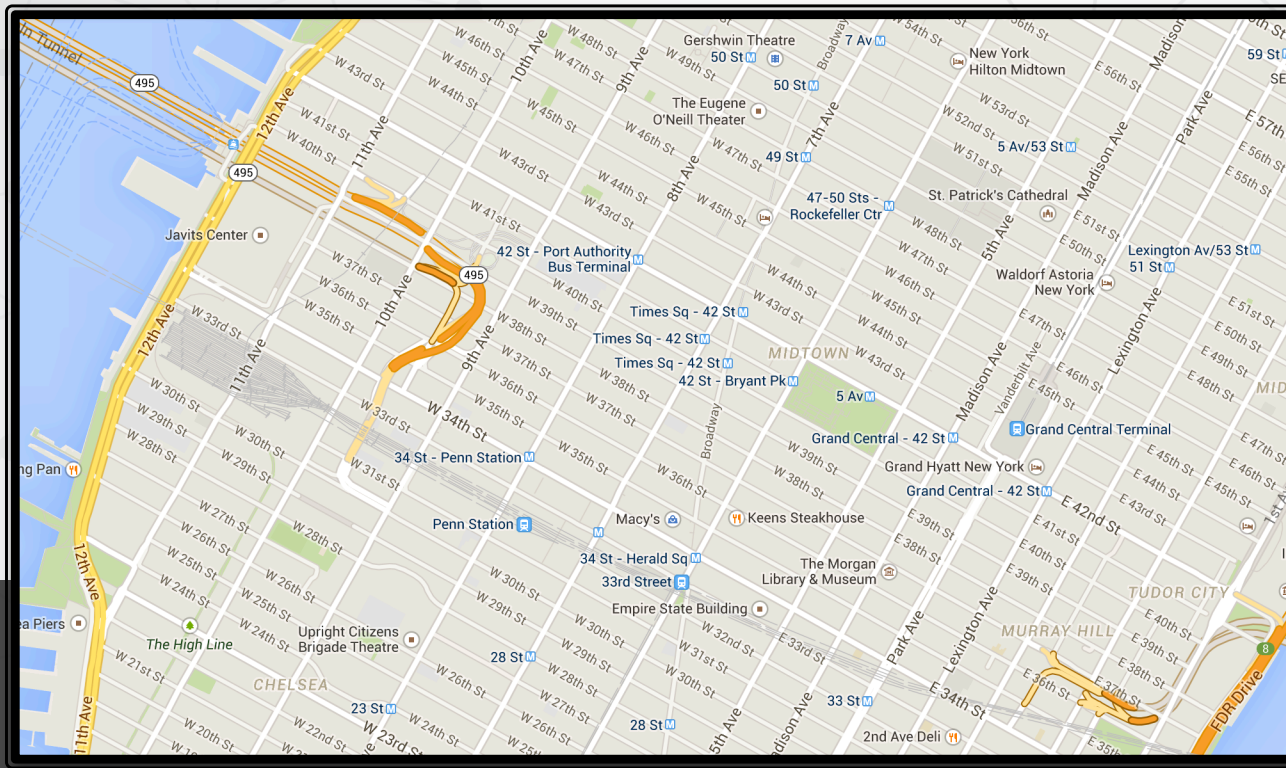
0 1 2 1 2 3 2 1

0 1 2 3 4 5 6 7 8

0 1 2 1 2 3 2 1 2

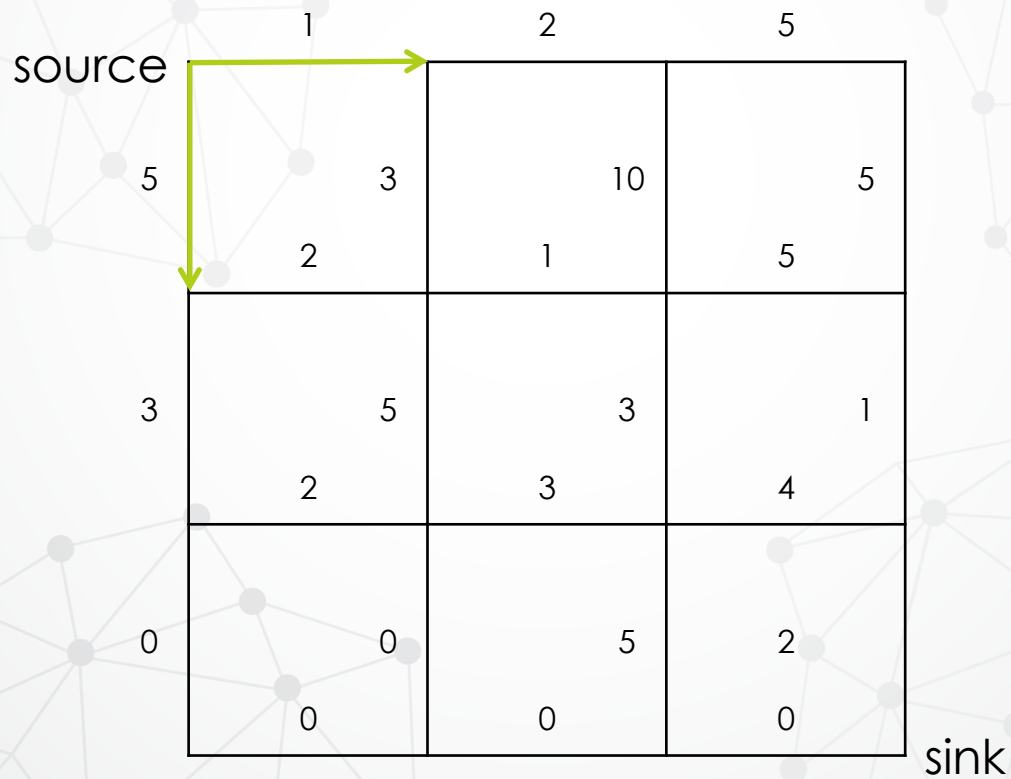
0 1 2 3 4 5 6 7 8 9

0 1 2 1 2 3 2 1 2 3

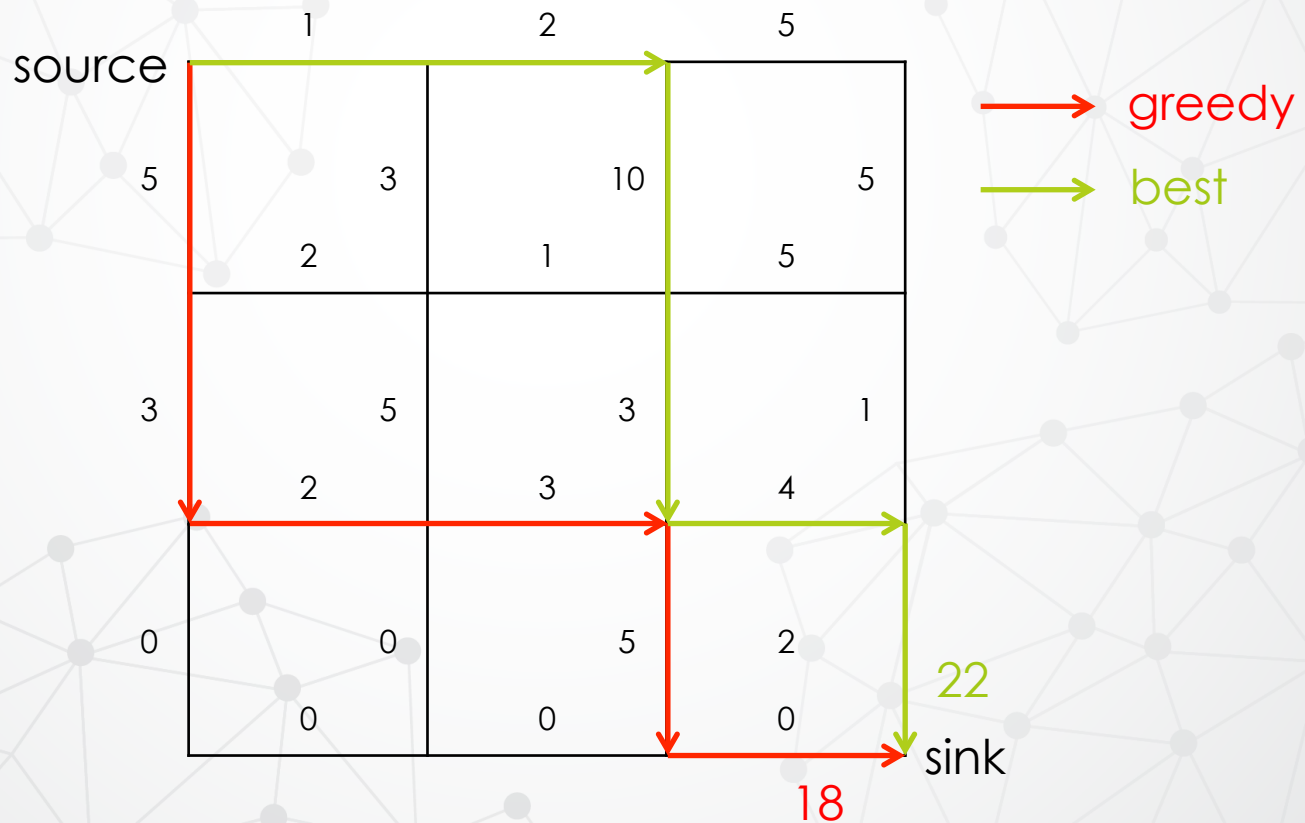


Manhattan Tourist Problem

Abstraction of Manhattan Tourist Problem



Greedy Algorithm for Manhattan Tourist Problem



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Biological Equivalent

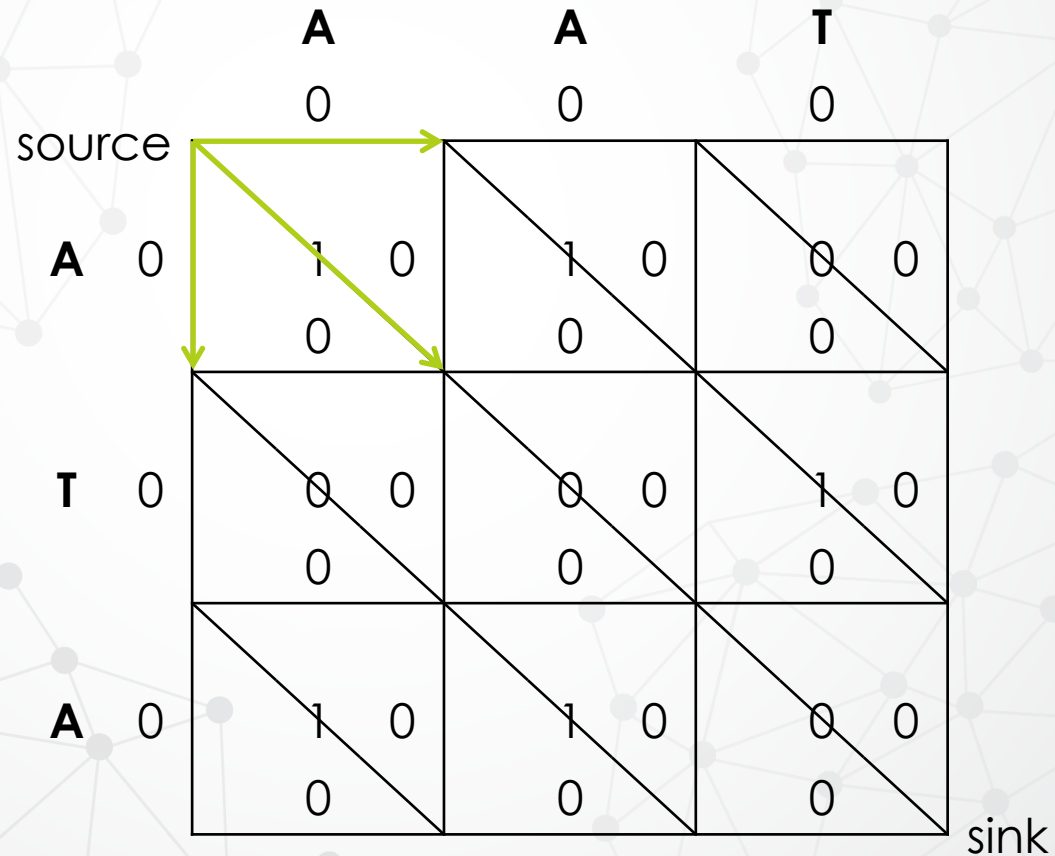
of Manhattan Tourist Problem

Biological Abstraction of Manhattan Tourist Problem

Input:

$v = A \ T \ A$

$w = A \ A \ T$



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Dynamic Programming

for Manhattan Tourist Problem

Recurrence Relation

$$s_{i,j} = \max \begin{cases} s_{i-1,j} \\ s_{i,j-1} \\ s_{i-1,j-1} + 1 ; \text{ if } v_i = w_j \end{cases}$$

Dynamic Programming

```
DPSequence(v,w)
  for i from 0 to n
     $s_{i,0} \leftarrow 0$ 
  for j from 0 to m
     $s_{0,j} \leftarrow 0$ 
  for i from 0 to n
    for j from 0 to m
       $s_{i,j} \leftarrow \text{runRecurrenceRelation}()$ 
  return  $s_{i,j}$ 
```

DP Example of Manhattan Tourist Problem

Score Table

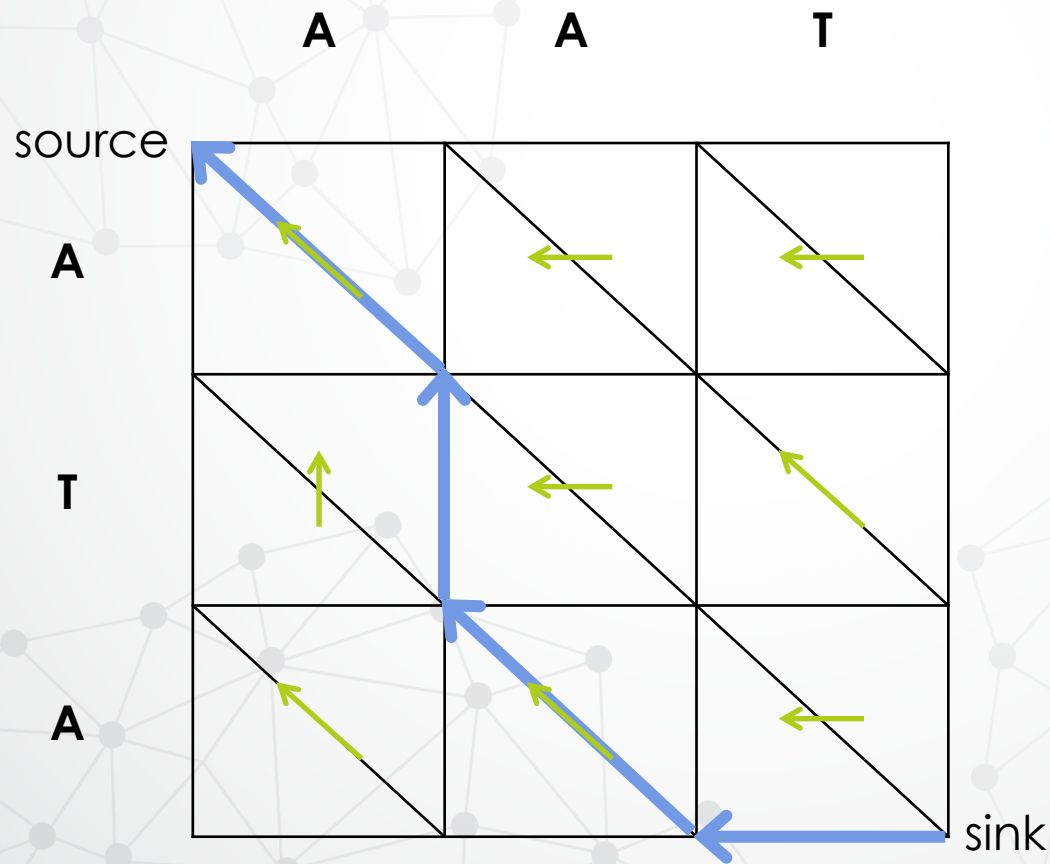
		A		A		T		T
		0		0		0		0
A	0	1 0	0 1	1 0	0 1	0 0	0 1	0 1
T	0	0 0	0 1	0 0	0 1	1 0	0 2	0 2
A	0	1 0	0 1	1 0	0 2	0 0	0 2	0 2

Direction Table

		A		A		T		T
A		↖		←		←		←
T		↑		←		↖		↖
A		↖		↖		←		←

DP Example of Manhattan Tourist Problem

Direction Table



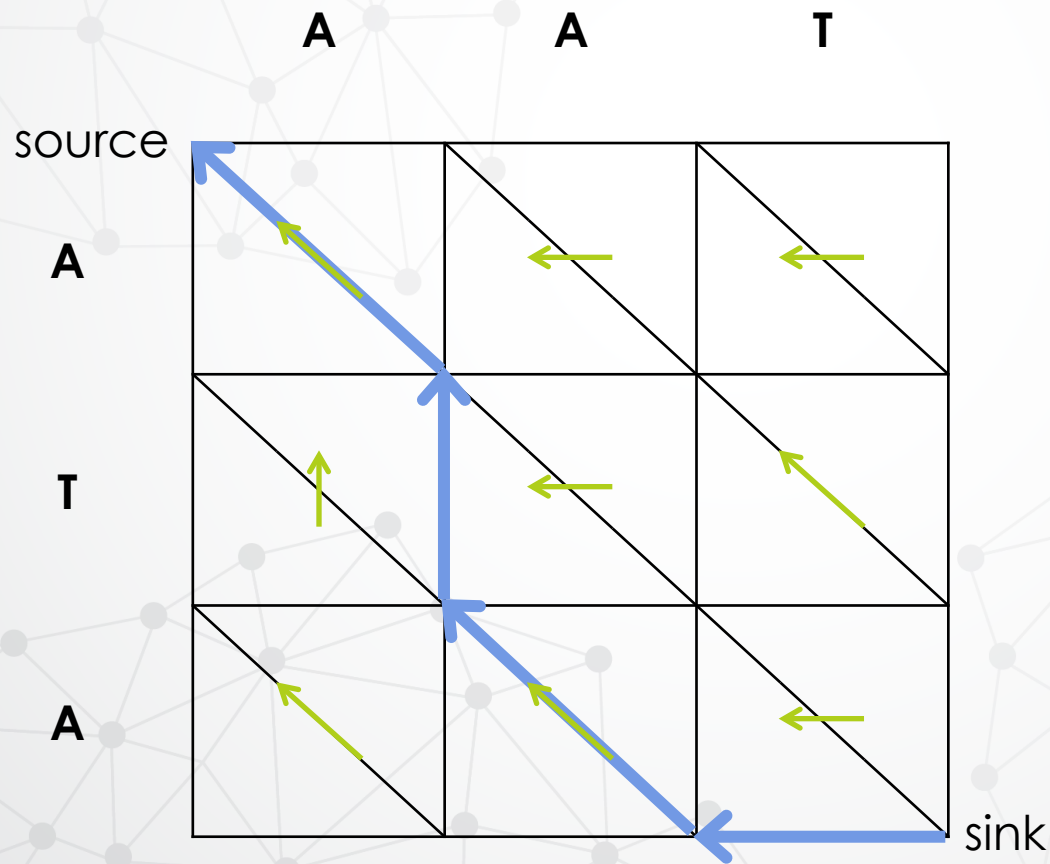
Output:

$v = A \ T \ A \ -$

$w = A \ - \ A \ T$

DP Example of Manhattan Tourist Problem

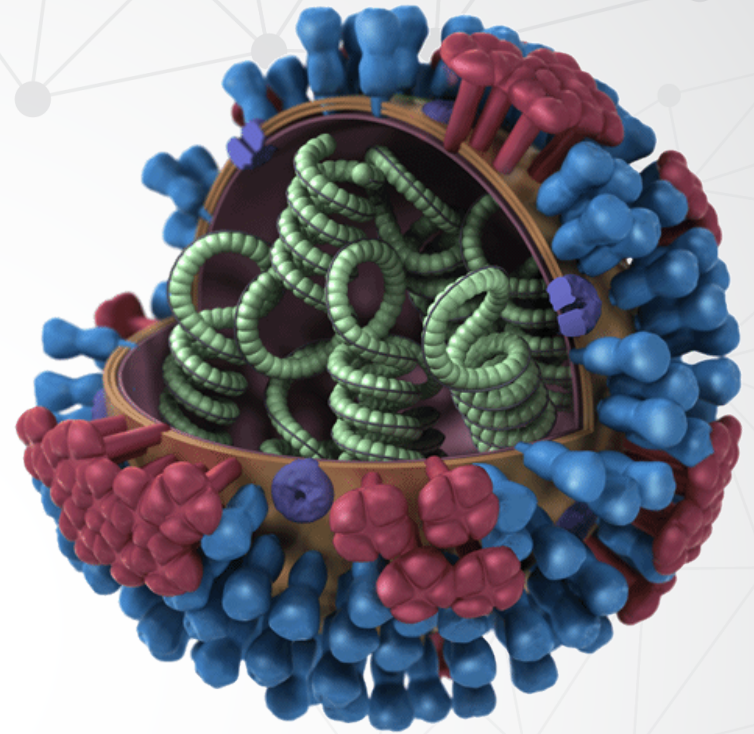
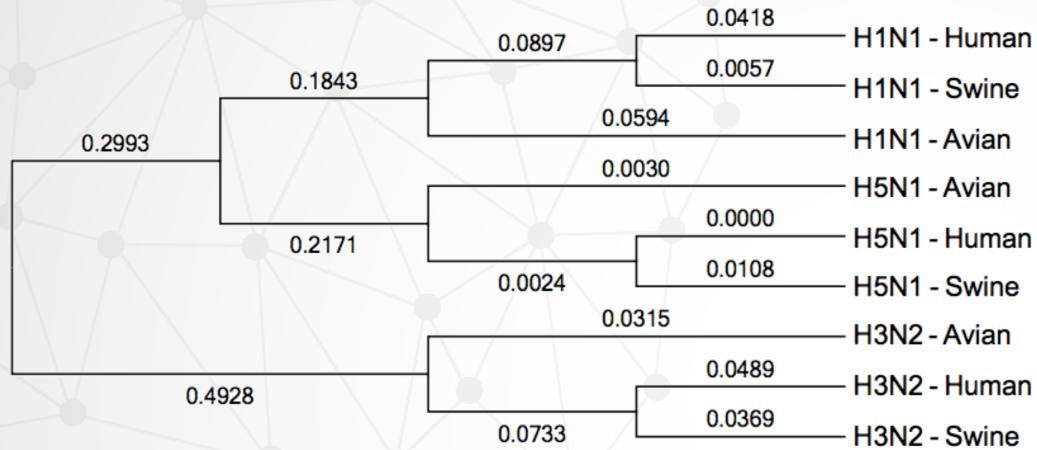
Direction Table



Output:

$v = A \ T \ A \ -$

$w = A \ - \ A \ T$



Triple-reassortant Influenza A Virus

Sequence Alignment of Influenza A Hemagglutinin Protein

Input:

V =

MEAKLFVLFCFTFVLKADTICVGYHANNSTDVDTVLEKNVTVTHSVNLLED SHNGKLC SLNGIAPLQLGKCNVAGWLLGNPE
CDLLLTANSWSYIIETSNSENGTCYPGEFIDYEELREQLSSVSSF EKFEIFPKANSWPNHETTKGVTAACSYSGASSFYRNLL
WITKKGTSYPKLSKSYTNNKGKEVLVLWGVHHPPTTSEQQSLYQNTDAYVSVGSSKYNRRFTPEIAARPKVRGQAGRMNYYWT
LLDQGDITITFEATGNLIAPWYAFALNKGSDSGIITSDAPVHNC DTRCQTPHGALNSSLPFQNVHPITIGECPKYVKSTKL RMA
TGLRNVPSIQSRGLFGAIA GFIEGGWTGMIDGWYGYHHQNEQGS GYAADQKSTQNAIDGITNKVNSVIEKMNTQFTAVGKEFN
NLERRIENLNKKVDDGFLDVWTYNAELLV LLENERTLDFHDSNVRNLYEKVRSQLRNNAKELGNGCFEFYHKCDDECMESVKN
GTYDYPKYSEESKLNREEIDGVKLESMGVYQILAIYSTVASSLVLLVSLGAISFWMCSNGSLQCRICI

W =

MKAILVVLLYTFATANADTLCIGYHANNSTDVDTVLEKNVTVTHSVNLLEDKHNGKLCCKLRGVAPLHLGKCNIAGWILGNPE
CESLSTASSWSYIVETSSSDNGTCYPGDFIDYEELREQLSSVSSFERFEIFPKTSSWPNHDSNKGVT AACPHAGAKSFYKNLI
WLVKKGNSYPKLSKSYINDKGKEVLVLWGIHHPSTSADQQSLYQNADAYVFVGTSRYSKKFKPEIAIRPKVRDQEGRMNYYWT
LVEPGDKITFEATGNLVVPRYAFAMERNAGSGIIISDTPVHDCNTTCQTPKGAIN TSLPFQNIHPITIGKCPKYVKSTKLRLA
TGLRNVPSIQSRGLFGAIA GFIEGGWTGMVDGWYGYHHQNEQGS GYAADLKSTQNAIDEITNKVNSVIEKMNTQFTAVGKEFN
HLEKRIENLNKKVDDGFLDIWTYNAELLV LLENERTLDYHDSNVKNLYEKVRSQLKNNAKEIGNGCFEFYHKCDNTCMESVKN
GTYDYPKYSEEAKLNREEIDGVKLESTRIYQILAIYSTVASSLVLVVSLGAISFWMCSNGSLQCRICI

Aligned Sequences of Influenza A Hemagglutinin Protein

Output:

vp = M-EA-KLFV-L--FCTF-TVLKA--DT--ICVGYHANNSTDTVDTVLEKNVTVTHSVNLLED-SHNGKLC-SL-NG-
wp = MK-AI-L-VLLY--TFAT---ANADTLCI--GYHANNSTDTVDTVLEKNVTVTHSVNLLEDK-HNGKLCK-LR-GV

IAPL-QLGKCN-VAGW-LLGNPEC--DL-LLTANS-WSYI-IETSNS--ENGTCYPG-EFIDYEELREQLSSVSSFE-KFEI
-APLH-LGKCNI-AGWIL-GNPECES-LS--TA-SSWSYIV-ETS-SSD-NGTCYPGD-FIDYEELREQLSSVSSFER-FEI

FPK-ANS-WPNH---ETTKGVTAAC---SYSGA-SSFY-RNL--L-WITKKG-TSYPKLSKSY-TN-NKGKEVLVLWG-VHH
FPKT--SSWPNHDSN---KGVTAACPHA---GAKS-FYK-NLIWLV---KKN-SYPKLSKSYI-ND-KGKEVLVLWGI-HH

P-PTTS--EQQSLYQN-TDAYV-SVG-S--SK-YNRRF-TPEIA-ARPKVR-GQ-AGRMNYYWTL---LDQGD-TITFEATG
PS-T-SAD-QQSLYQNA-DAYVF-VGTSRYSKK----FK-PEIAI-RPKVRD-QE-GRMNYYWTLVEP---GDK-ITFEATG

NL--IAP-WYAFA---LN-KGSDSGII-TSD-APVH--NCDT-RCQTP-HGA-LN-SSLPFQN-VHPITIG-ECPKYVKSTK
NLVV--PR-YAFAMER-NA-GS--GIII-SDT-PVHDCN--TT-CQTPK-GAI-NTS-LPFQNI-HPITIGK-CPKYVKSTK

LR-MATGLRNVPSIQSRGLFGAIAGFIEGGWTGM-IDGWYGYHHQNEQSGYAAD-QKSTQNAID-GITNKNVSVIEKMNTQ
LRL-ATGLRNVPSIQSRGLFGAIAGFIEGGWTGMV-DGWYGYHHQNEQSGYAADL-KSTQNAIDE-ITNKNVSVIEKMNTQ

FTAVGKEFN-NLE-RRIENLNKKVDDGFLD-VWTYNAELLVLLNERTLD-FHDSNV-RNLYEKVRSQK-RNNAKE-LGNGC
FTAVGKEFNH-LEKR-IENLNKKVDDGFLDI-WTYNAELLVLLNERTLDY-HDSNVK-NLYEKVRSQK-NNAKEI-GNGC

FEFYHKCD--DECMESVKNGTYDYPKYSEE-SKLNREEIDGVKLES---MGVYQILAIYSTVASSLVLLV-SLGAISFWMCS
FEFYHKCDNT--CMESVKNGTYDYPKYSEEA-KLNREEIDGVKLESTRI---YQILAIYSTVASSLV-LVSLGAISFWMCS

NGSLQCRICI
NGSLQCRICI

The background of the slide features a network diagram with nodes and edges. The nodes are represented by small circles, and the edges are thin lines connecting them. The diagram is composed of several interconnected clusters of nodes, creating a complex web-like structure. The nodes and edges are rendered in a light gray color, providing a subtle, technical backdrop for the content.

Demo



Q&A