

Algorithms: Design and Analysis, Part II

Dynamic Programming

Sequence Alignment: Optimal Substructure

Problem Definition

[Needleman-Dunsch score = Similarity measure between strings] Recall: sequence alignment.

Example: AGGCCTT AGGCCB

total penalty = agap + agt

Inpt: strings X=x,...xm, Y=y,...yn over some alphabet & (1:ke SA,C,C,T?)

- Penalty organizes for inserting a gap,

dob for motering a fib [presumably Kas=0 if a=6]

Feasible Soldions: alignments—i.e., insert gaps to equalize laughtes

Goal: alignment with minimum-possible total penalty.

A Dynamic Programming Approach

Keystep: idutify subproblems. As usual, will look at skucture of an optimal solution for Clues.
Skucture of an optimal solution for Clues.
Lie, duelop a recurrence + than reverse engineer the subproblems?

are there for the contexts of the first position?

(D) 3 (D) M·N

Case?: Ym, yn mot cled Casez: Xm motoded with a gap Case3: Yn motoded with a gap (Pointers)

basikan

Optimal Substructure

D xm g Jab

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Your name offinal solution down to 3 cardidates.

Optinal substructure: Let X'= X-xm, Y'=Y-Yn.

If case (D) holds, then induced alignment of X' ? Y' is optimal.
If case (D) holds, then in duced alignment of X' ? Y is optimal.

It case 3 holds, then include alignment of XiX' is optimal

Optimal Substructure (Proof)

Koot: Est Casel, other cases are similar] By contradiction. Suppose induced alignment of X', 4' has penalty P While some other the has penalty P* < P. =) appending (x) to the latter, get an alignment of X and Y
where peralty P#+ Xxxxx < P + Xxxxxx

WERMPERSON La penalty of private original alignment

=) contradicts optimatity of original aliqurent of Xiq Y