

Algorithms and Data Structures

Levenshtein distance, Dynamic programming

Albert-Ludwigs-Universität Freiburg



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Algorithms and Data Structures, January 2019



Introduction

Edit distance



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Edit distance:

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- Measurement for similarity of two words / strings

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- Algorithm for efficient calculation
- General principle: dynamic programming



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- Bioinformatics: Similarity of DNA-sequences

Introduction

Example: Bioinformatics DNA-matching



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- Cited 63437 times on Google Scholar (Sep. 2017)



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

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Edit distance

Example

1 2 3 4 5
DOOF

BLOED

Edit distance

Example



1 2 3 4 5

DOOF



replace(1, B)

BOOF

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

Example

1 2 3 4 5

DOOF

↓

replace(1, B)

BOOF

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replace(2, L)

BLOF

↓

insert(4, E)

BLOEF

↓

replace(5, D)

BLOED

Edit distance

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⏟
ED=4

Edit distance

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DOOF

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B LOED

DOOF

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Edit distance

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1 2 3 4 5

DOOF

↓

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BLOF

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↓

BLOED

replace(1, B)

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1 2 3 4 5

B LOED

↓

B LOEF

replace(5, F)

DOOF

⏟
ED=4

Edit distance

Example

1 2 3 4 5

DOOF



BOOF



BLOF



BLOEF



BLOED

replace(1, B)

replace(2, L)

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ED=4

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B LOED



B LOEF



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DOOF

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Edit distance

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BOOF



BLOF



BLOEF



BLOED

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B LOED



B LOEF



B LOF



BOOF



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Edit distance

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BOOF



BLOF



BLOEF



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B LOED



B LOEF



B LOF



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delete(4)

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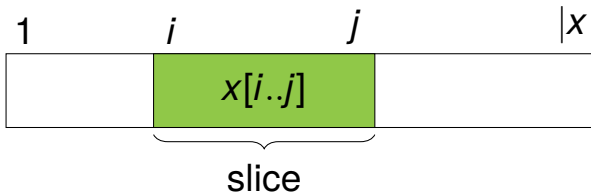
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Trivial facts:

■ $ED(x, y) = ED(y, x)$

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

■ $ED(x, y) \leq ED(x[1..n-1], y[1..m-1]) + 1$ $n = |x|, m = |y|$



Solutions based on examples:



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Recursive approach:

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Recursive approach:

- Dividing in two halves? Not a good idea:

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

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Recursive approach:

- Dividing in two halves? Not a good idea:
 $ED(GRAU, RAUM) = 2$ but $ED(GR, RA) + ED(AU, UM) = 4$
- Finding “smaller” sub problems?
Let's try it!



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- 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)



Terminology:

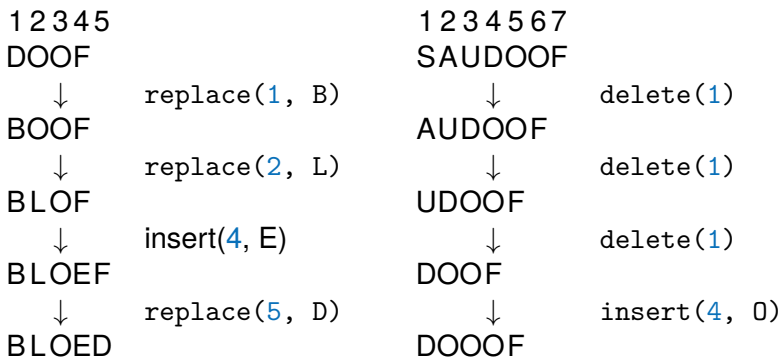


Terminology:

- 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

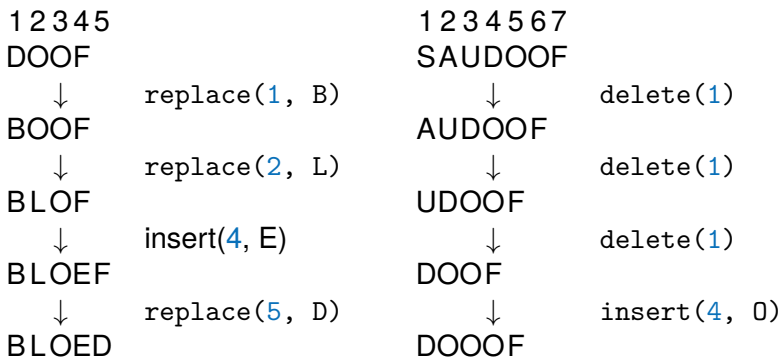
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1 2 3 4 5
D O O F

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:



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- Solve **blue** part recursively

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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:



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- Solve **blue** part recursively

W I N T E R

↓ ↓ ↓ ↓ ↓ ↓

S O M M E R

↓ nothing

S O M M E R

Display of solution:

- Alignment

- Example:

—	—	—	B	L	O	E	D
S	A	U	B	L	O	E	D

Figure: Case 2



Dynamic programming:



Dynamic programming:

- Instances of Bellman's principle of optimality:

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Dynamic programming:

- Instances of Bellman's principle of optimality:
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 - Edit distance: Each partial alignment has to be optimal



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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
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 - $\sigma_1, \dots, \sigma_{k-1}: x \rightarrow z$ and $\sigma_k: z \rightarrow y$
- Example:

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- Let $n = |x|, m = |y|, m' = |z|$
- We note $m' \in \{m-1, m, m+1\}$ why?



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 - Case 1c: $\sigma_k = \text{replace}(m', y[m])$ [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 $x[n] = y[m]$



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

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This results in the recursive formula:

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 - $ED(x, y[1..m-1]) + 1$ and
 - $ED(x[1..n-1], y) + 1$ and
 - $ED(x[1..n-1], y[1..m-1]) + 1$ if $x[n] \neq y[m]$
 - $ED(x[1..n-1], y[1..m-1]) + 0$ if $x[n] = y[m]$
- For $|x| = 0$ is $ED(x, y) = |y|$
- For $|y| = 0$ is $ED(x, y) = |x|$

```
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:

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- The algorithm results in the following recursive formular:

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

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



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

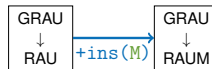
Dynamic programming:

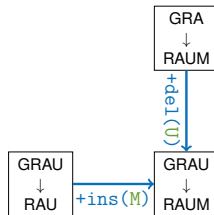
- We create a table with all possible combination of substrings and save calculated entries
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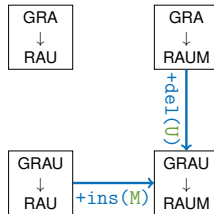
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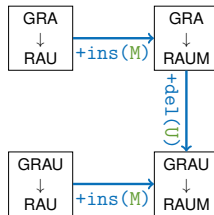
- Operations always refer to the last position (indices are omitted)
- We also display the replaced character on a `replace` operation to visualize operations without costs
⇒ `repl(A, A)`

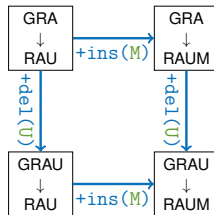


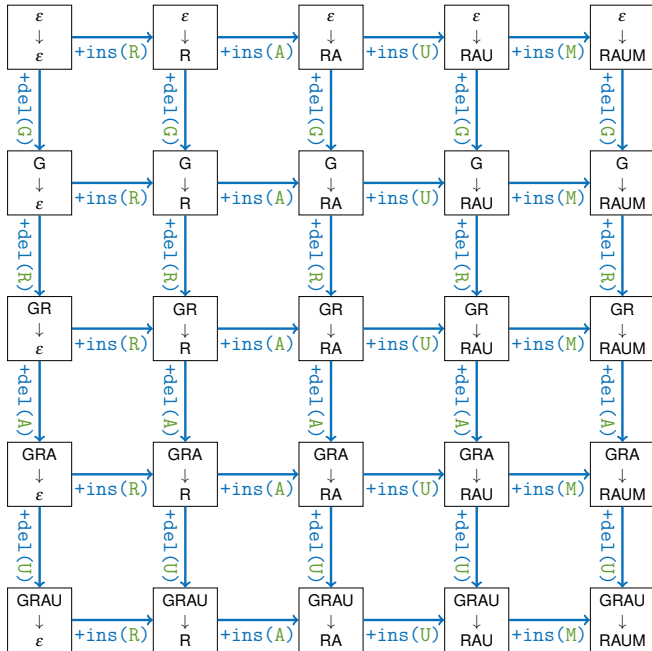






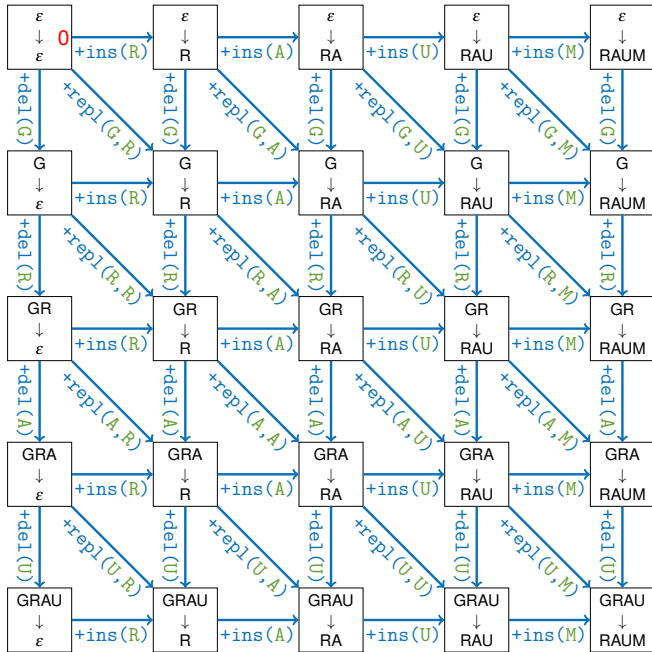


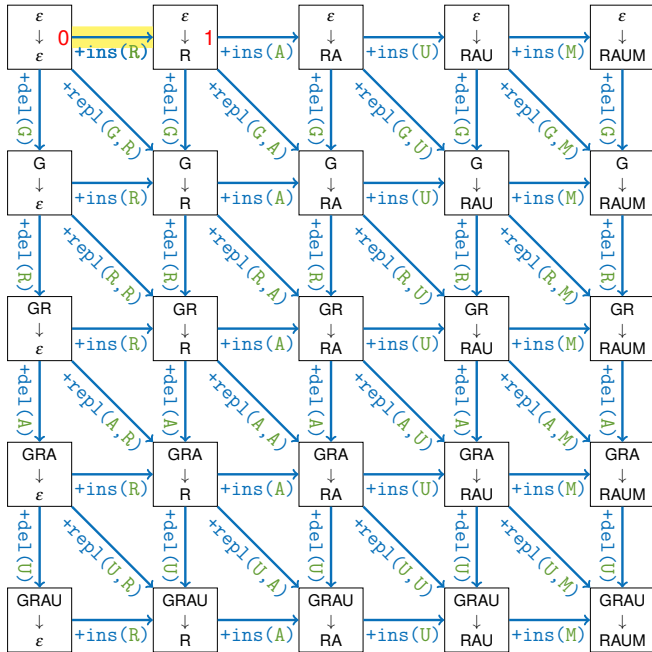


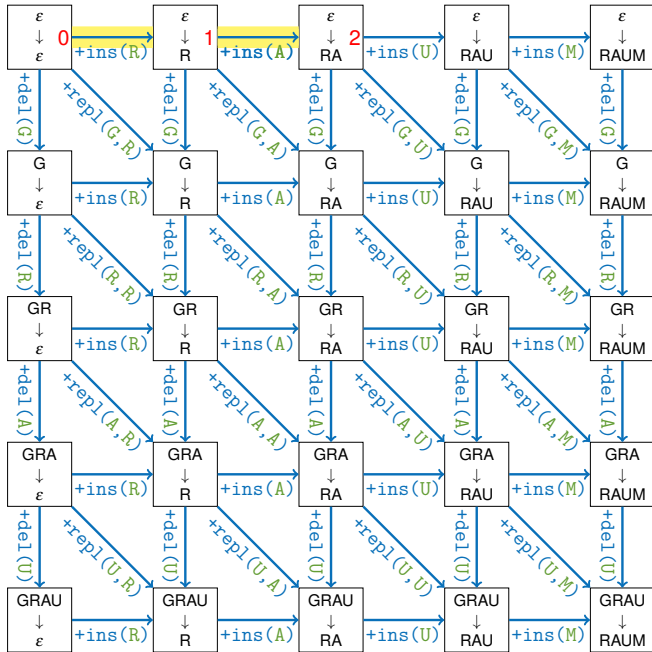


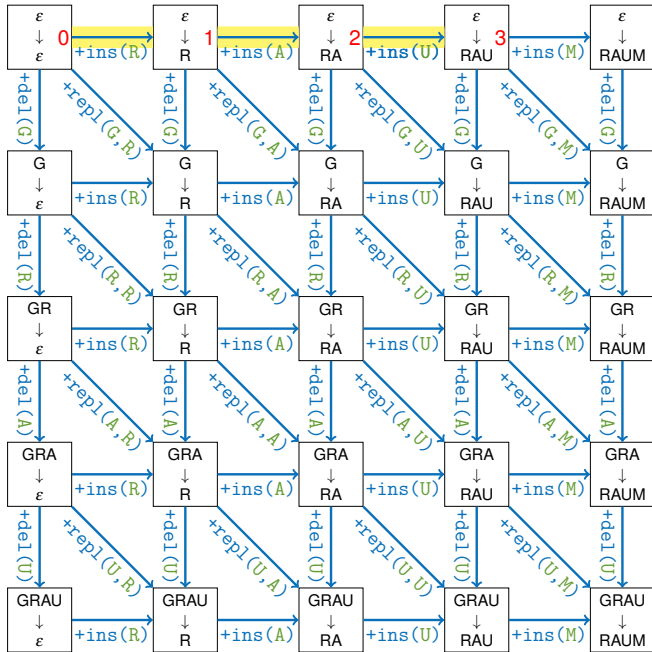
Fast algorithm:

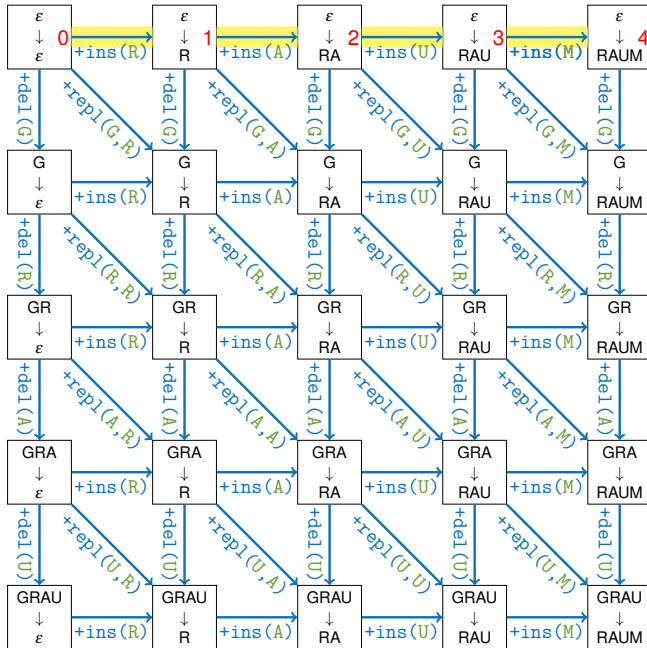
We can determine the **edit distance** for all combination of partial strings from the top left to bottom right.

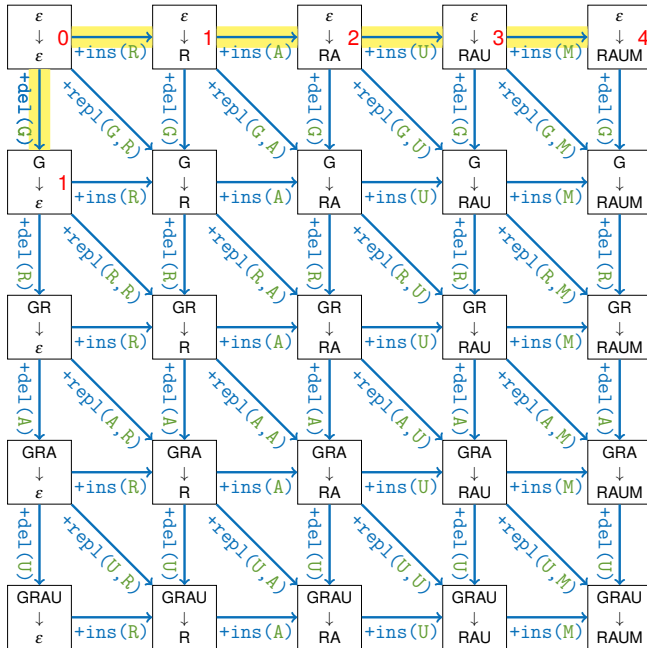


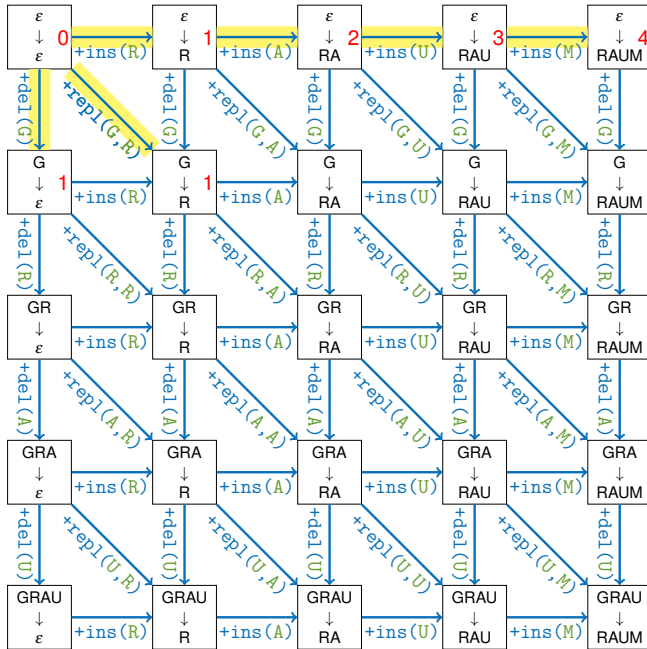


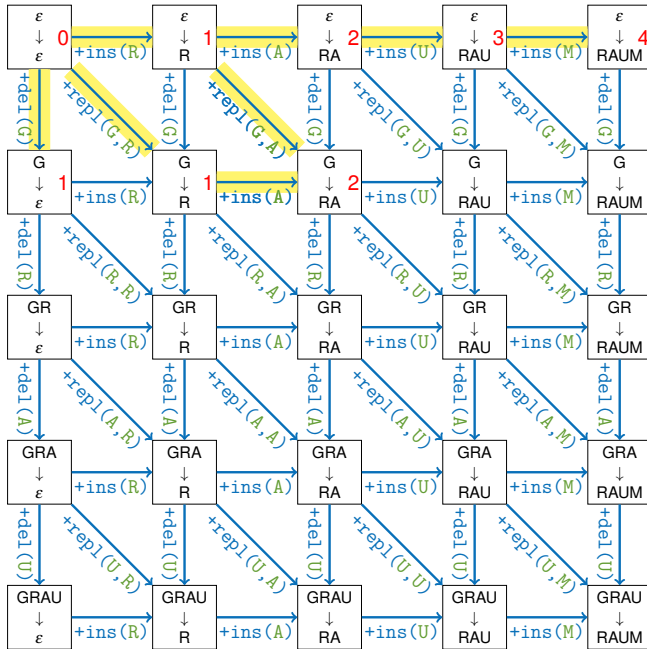


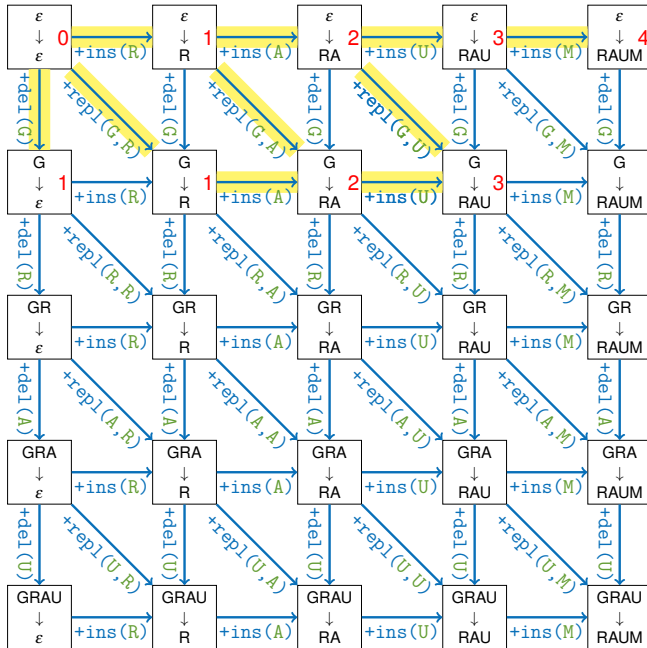


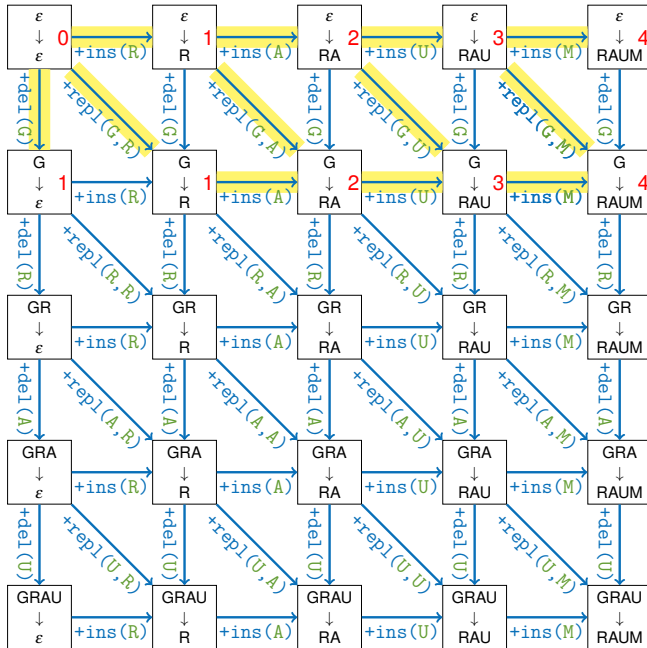


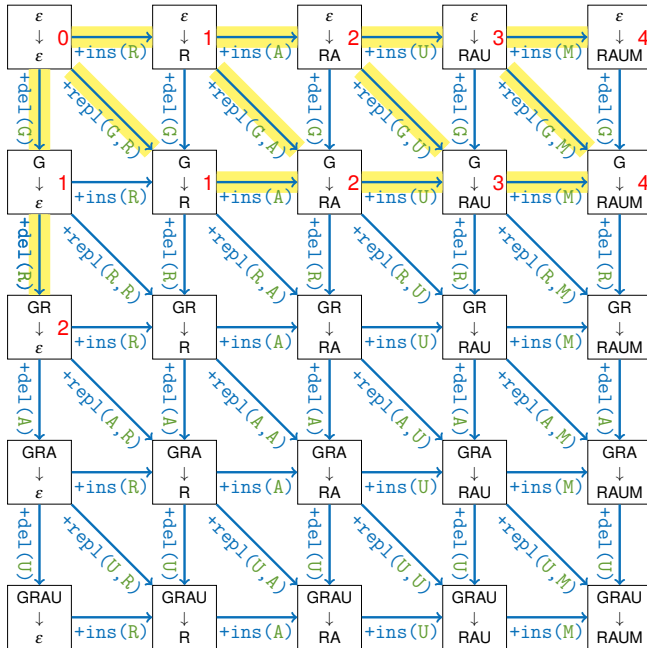


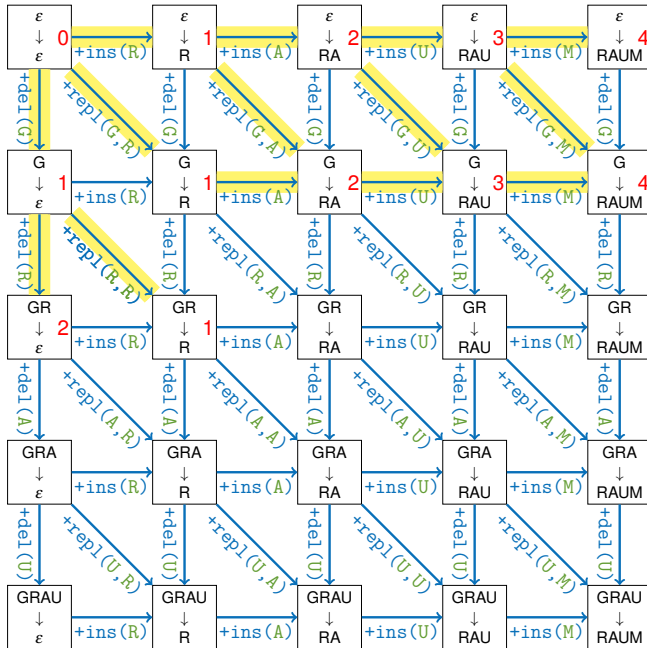


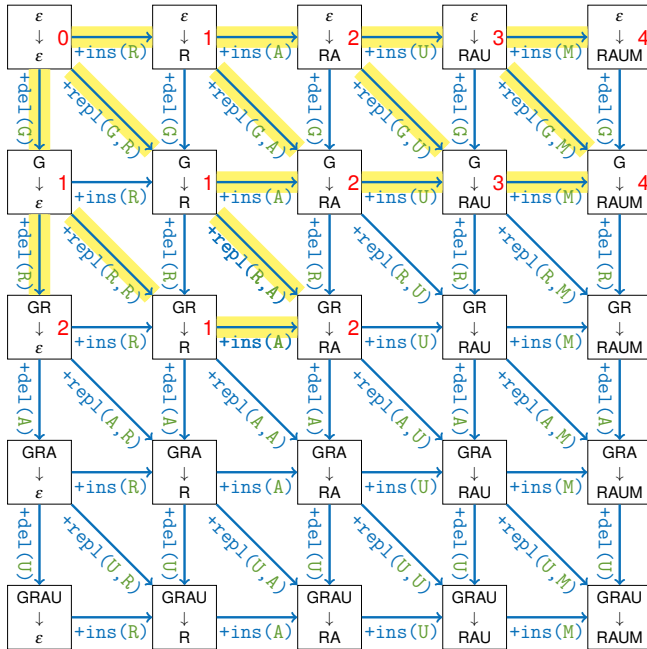


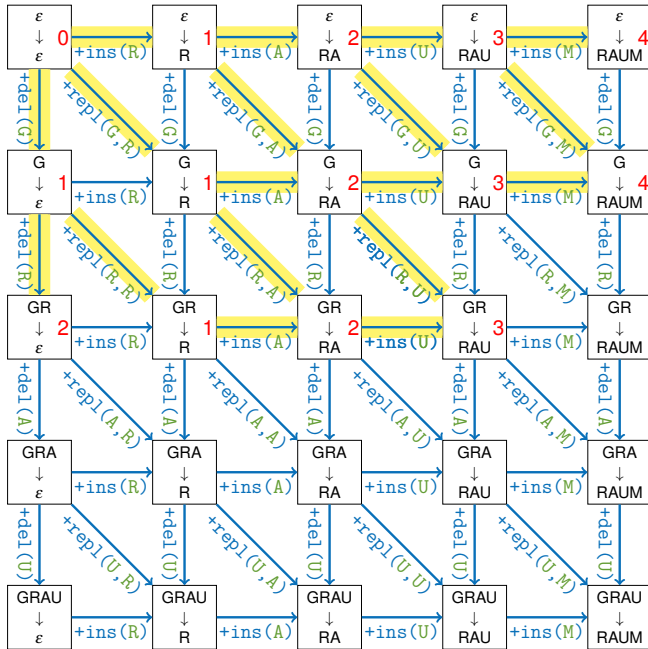


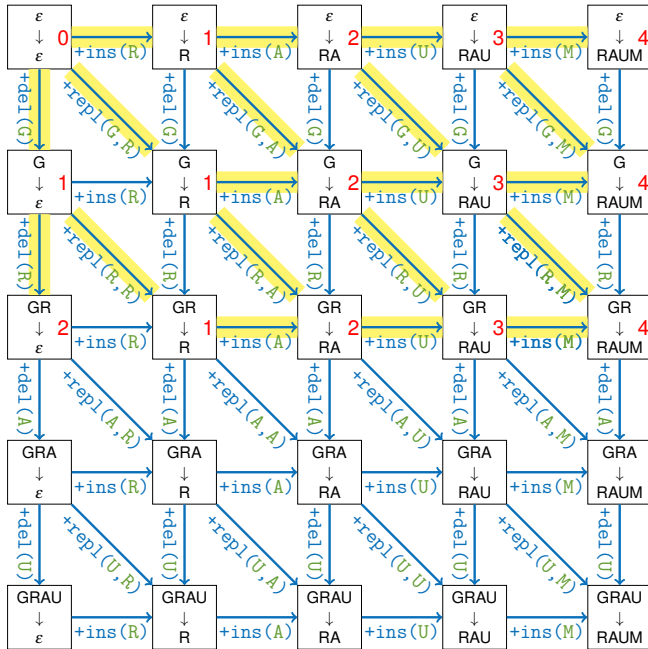


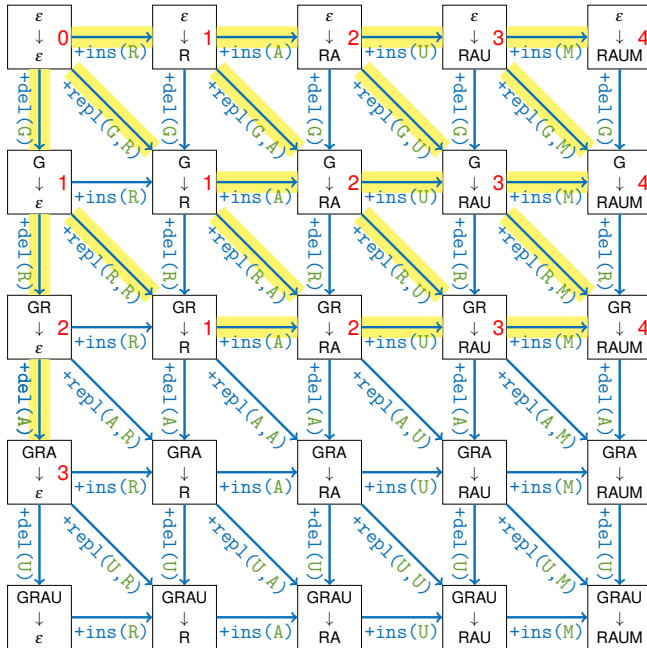


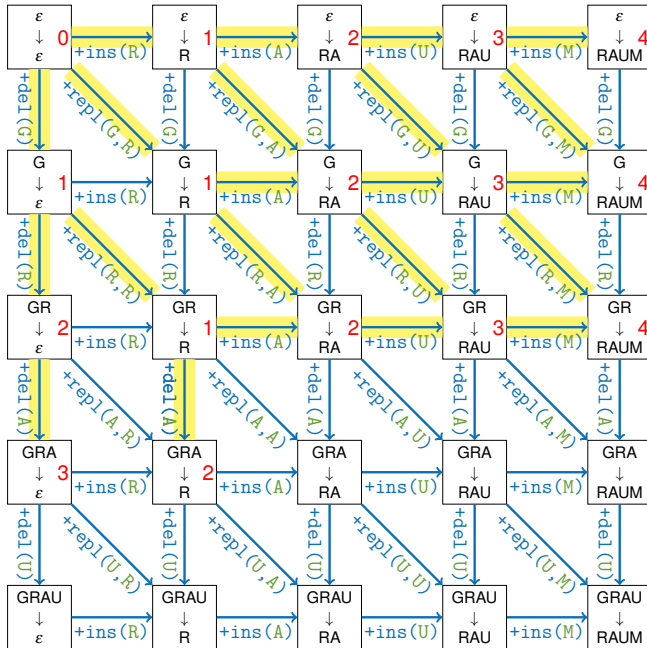


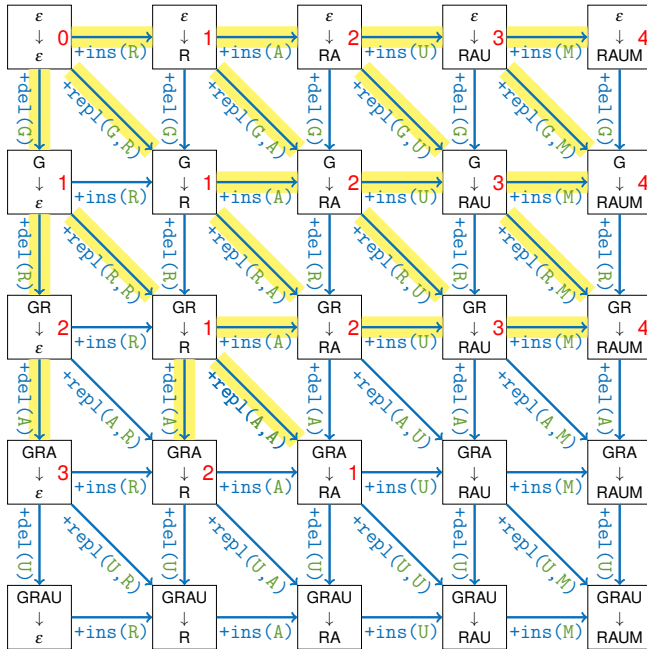


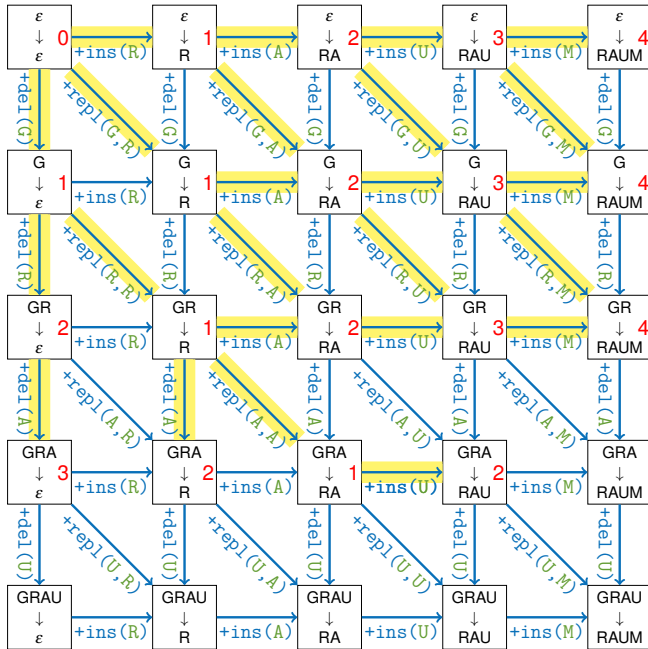


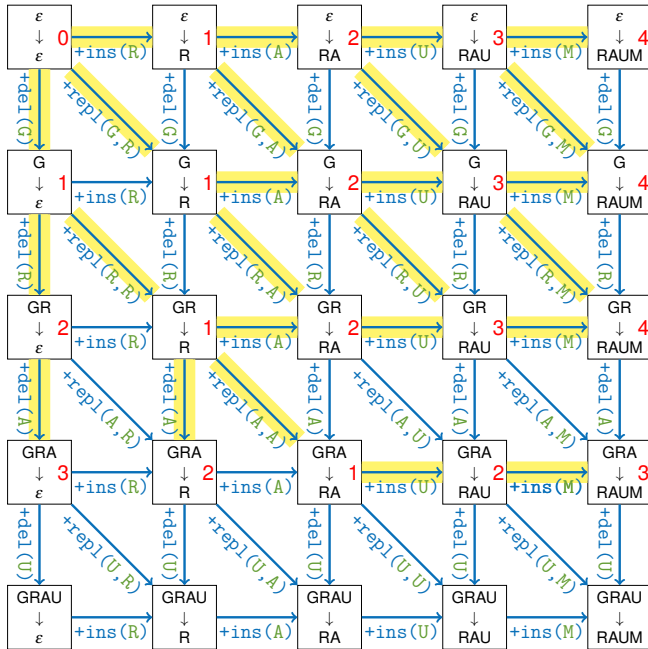


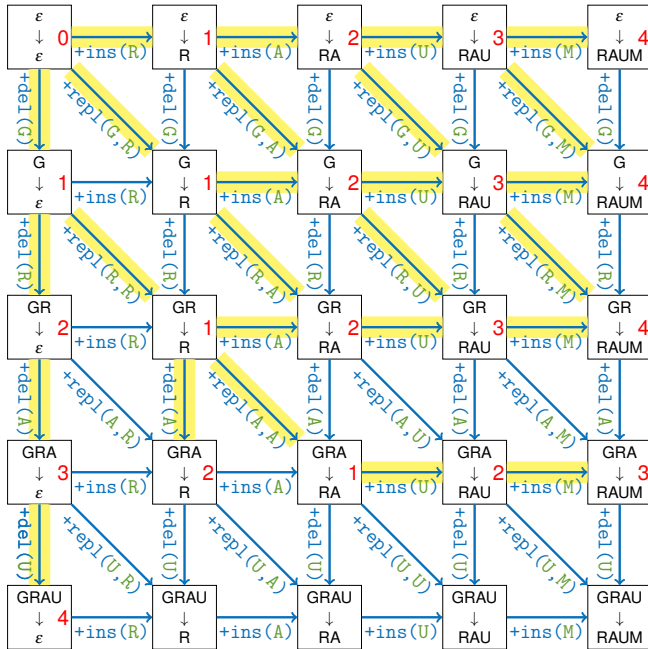


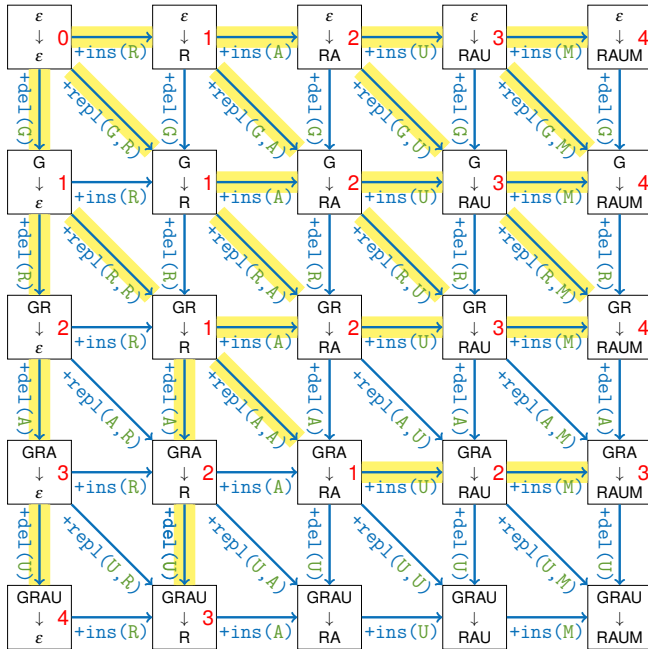


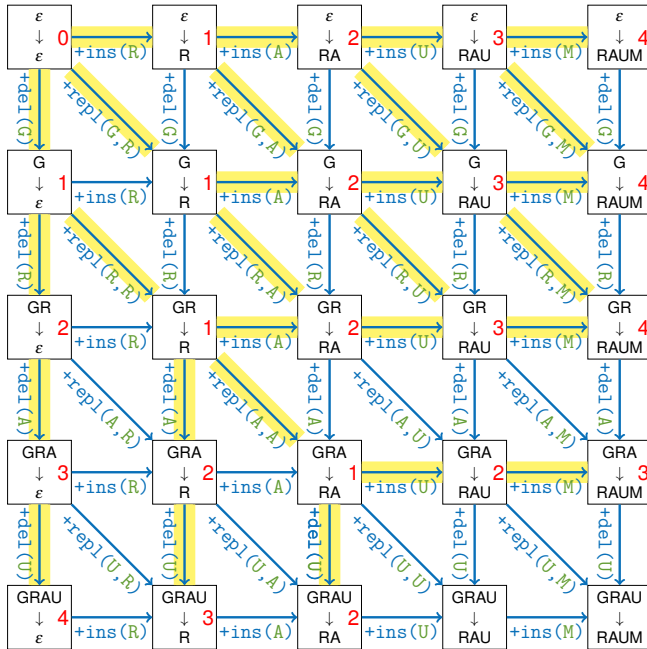


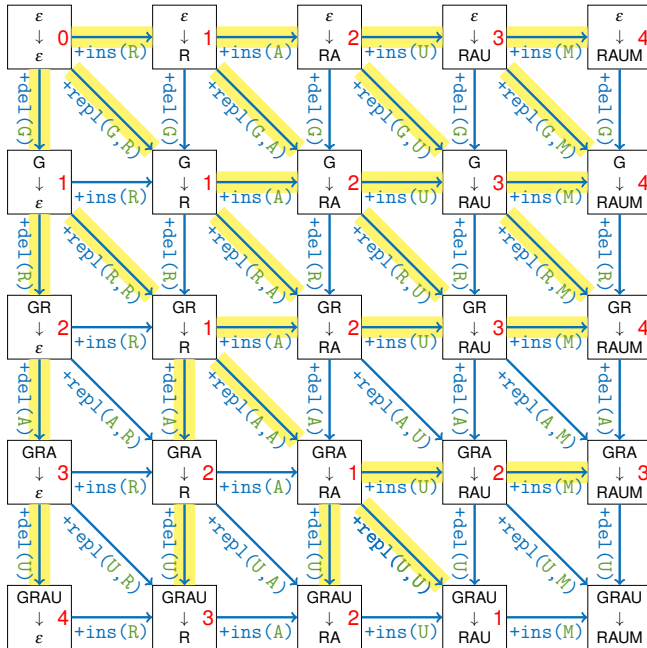


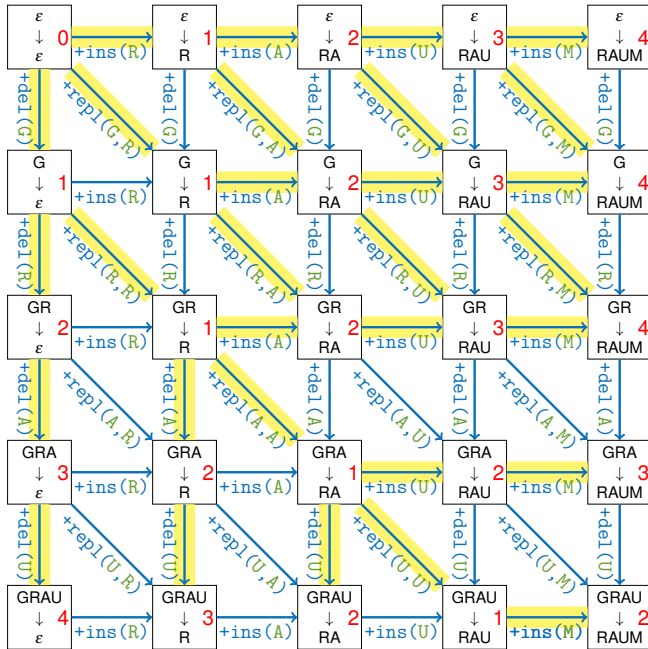














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- We save at each recursion the most efficient previous entry (the **highlighted arrows** in our image)

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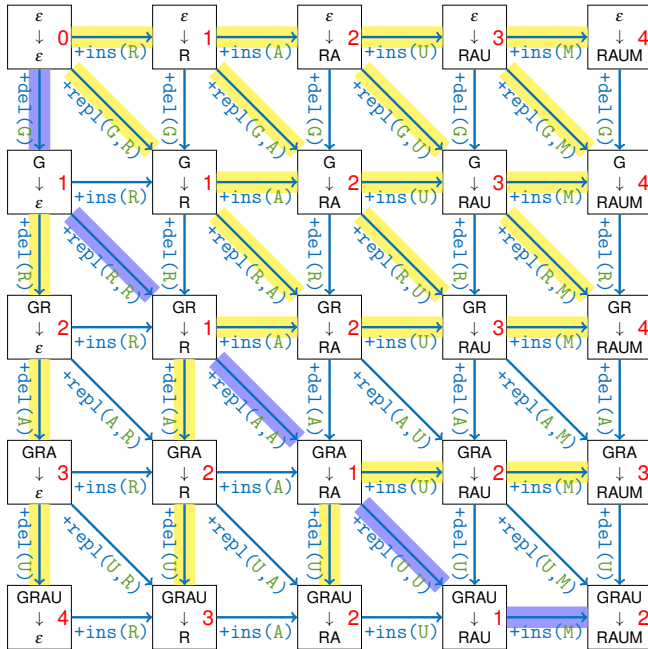
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 - If we can follow **more than one path** there exist more than one ideal **sequence**





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 - ... the same reoccurring partial problems
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- 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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- Solution in $O(n^3)$ time or $O(n^2)$ affine

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Hirschberg algorithm:

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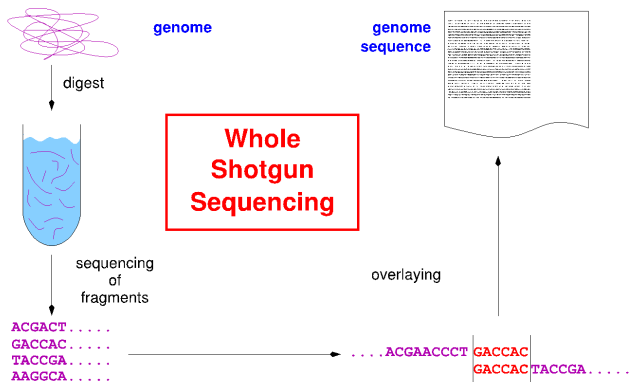
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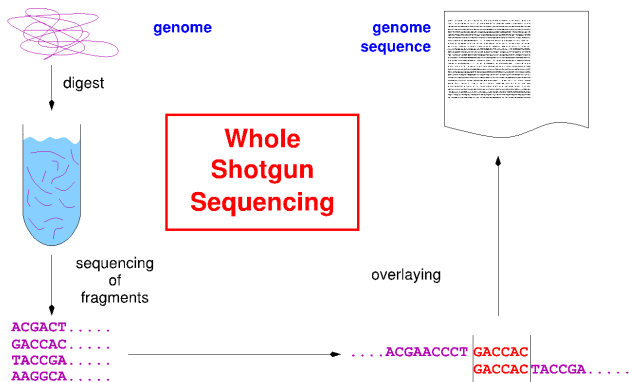
Hirschberg algorithm:

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

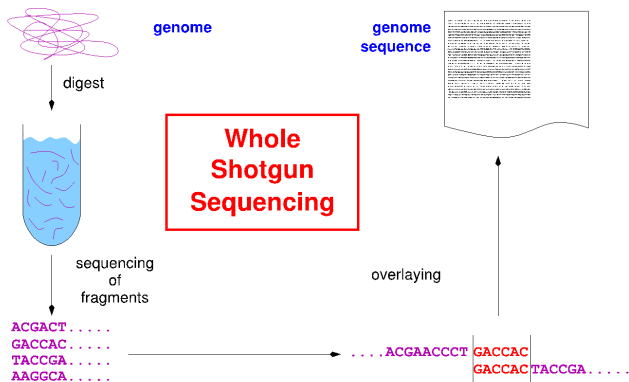
Edit distance

Additional applications (III)





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



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

■ 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>.

■ **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)