

Algorithms for Approximate String Matching

Part I

Levenshtein Distance
Hamming Distance
Approximate String Matching with k Differences
Longest Common Subsequences

Part II

“A Fast and Practical Bit-Vector
Algorithm for the Longest
Common Subsequences Problem”

Yoan Pinzón

Universidad Nacional de Colombia
Facultad de Ingeniería
Departamento de Ingeniería de Sistemas e Industrial
ypinzon@unal.edu.co
www.pinzon.co.uk

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Levenshtein Distance

Levenshtein distance is named after the Russian scientist Vladimir Levenshtein, who devised the algorithm in 1965. If you cannot spell or pronounce Levenshtein, the metric is also called *edit distance*.

The edit distance $\delta(p, t)$ between two strings p (pattern) and t (text) ($m = |p|, n = |t|$) is the minimum number of insertions, deletions and replacements to make p equal to t .

- **[Insertion]** insert a new letter a into x . An insertion operation on the string $x = vw$ consists in adding a letter a , converting x into $x' = vaw$.
- **[Deletion]** delete a letter a from x . A deletion operation on the string $x = vaw$ consists in removing a letter, converting x into $x' = vw$.
- **[Replacement]** replace a letter a in x . A replacement operation on the string $x = vaw$ consists in replacing a letter for another, converting x into $x' = vbw$.

► **Example 1:**

$p = \text{"approximate_matching"}$
 $t = \text{"appropriate_meaning"}$

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
String t :	a	p	p	r	a	p	r	i	a	t	e	_	m	e	e	a	n	i	n	g
String p :	a	p	p	r	a	p	r	i	m	a	t	c	h	i	n	g				

$$\delta(t, p) = 7$$

► **Example 2:**

$p = \text{"surgery"}$
 $t = \text{"survey"}$

	1	2	3	4	5	6	7
String t :	s	u	r	v	e	e	y
String p :	s	u	r	g	e	r	y

$$\delta(t, p) = 2$$

► **Solution:** Using Dynamic Programming (DP):
 We need to compute a matrix $D[0..m, 0..n]$, where $D_{i,j}$ represents the minimum number of operations needed to match $p_{1..i}$ to $t_{1..j}$.

This is computed as follows:

$$D[i, 0] = i$$

$$D[0, j] = j$$

$$D[i, j] = \min\{D[i - 1, j] + 1, D[i, j - 1] + 1, D[i, j] + \delta(p_i, t_j)\}$$

$$\delta(p, t) = D[m, n]$$

► **Pseudo-code:**

```

1  procedure ED( $p, t$ )  { $m = |p|, n = |t|$ }
2  begin
3      for  $i \leftarrow 0$  to  $m$  do  $D[i, 0] \leftarrow i$ 
4      for  $j \leftarrow 0$  to  $n$  do  $D[0, j] \leftarrow j$ 
5      for  $i \leftarrow 1$  to  $m$  do
6          for  $j \leftarrow 1$  to  $n$  do
7              if  $p_i = t_j$  then  $D[i, j] \leftarrow D[i - 1, j - 1]$ 
8              else
9                   $D[i, j] \leftarrow \min(D[i, j - 1], D[i - 1, j], D[i - 1, j - 1]) + 1$ 
10             od
11         od
12     return  $D[m, n]$ 
13 end
    
```

► **Running time:** $O(nm)$

A Graph Reformulation for the Edit Distance problem

► **Example:** $p = \text{"survey"}$, $t = \text{"surgery"}$

		0	1	2	3	4	5	6	7
		€	s	u	r	g	e	r	y
0	€	0	1	2	3	4	5	6	7
1	s	1	0	1	2	3	4	5	6
2	u	2	1	0	1	2	3	4	5
3	r	3	2	1	0	1	2	3	4
4	v	4	3	2	1	1	2	3	4
5	e	5	4	3	2	2	1	2	3
6	y	6	5	4	3	3	2	2	2

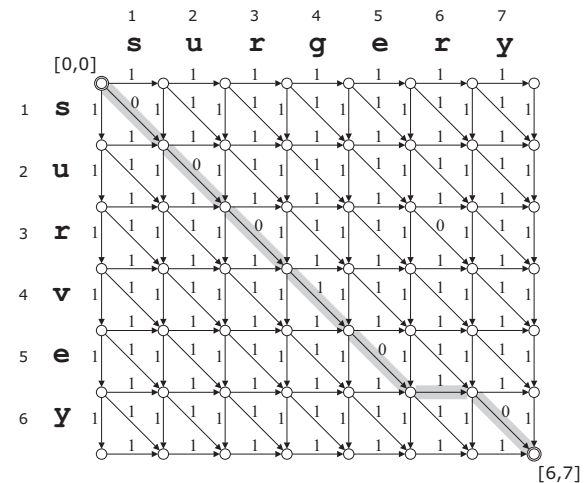
		1	2	3	4	5	6	7
String t :		s	u	r	g	e	r	y
String p :		s	u	r	v	e	€	y

The Dynamic Programming matrix D can be seen as a graph where the nodes are the cells and the edges represent the operations. The cost (weight) of the edges corresponds to the cost of the operations.

$\delta(t, p) =$ shortest-path from node $[0,0]$ to the node $[n,m]$.

► **Running time:** $O(nm \log(nm))$

► **Example:** $p = \text{"survey"}$, $t = \text{"surgery"}$



Hamming Distance

The Hamming distance H is defined only for strings of the *same* length. For two strings p and t , $H(p, t)$ is the number of places in which the two strings differ, i.e., have different characters.

► Examples:

$H(\text{"pinzon"}, \text{"pinion"}) = 1$
 $H(\text{"josh"}, \text{"jose"}) = 1$
 $H(\text{"here"}, \text{"hear"}) = 2$
 $H(\text{"kelly"}, \text{"belly"}) = 1$
 $H(\text{"AAT"}, \text{"TAA"}) = 2$
 $H(\text{"AGCAA"}, \text{"ACATA"}) = 3$
 $H(\text{"AGCACACA"}, \text{"ACACACTA"}) = 6$

► **Pseudo-code:** too easy!!

► **Running time:** $O(n)$

Approximate String Matching with k Differences

► **Problem:** The k -differences approximate string matching problem is to find all occurrences of the *pattern* string p in the *text* string t with at most k differences (substitution, insertions, deletions).

► **Solution:** Using DP

$D[i, 0] = i$
 $D[0, j] = 0$
 $D[i, j] = \min\{D[i - 1, j] + 1, D[i, j - 1] + 1, D[i, j] + \delta(p_i, t_j)\}$

if $D[m, j] \leq k$ then we say that p occurs at position j of t .

► Pseudo-code:

```

1  procedure KDifferences( $p, t, k$ )  { $m = |p|, n = |t|$ }
2  begin
3    for  $i \leftarrow 0$  to  $m$  do  $D[i, 0] \leftarrow i$ 
4    for  $j \leftarrow 0$  to  $n$  do  $D[0, j] \leftarrow 0$ 
5    for  $i \leftarrow 1$  to  $m$  do
6      for  $j \leftarrow 1$  to  $n$  do
7        if  $p_i = t_j$  then  $D[i, j] \leftarrow D[i - 1, j - 1]$ 
8        else
9           $D[i, j] \leftarrow \min(D[i, j - 1], D[i - 1, j], D[i - 1, j - 1]) + 1$ 
10     od
11   od
12   for  $j \leftarrow 0$  to  $n$  do
13     if  $D[m][j] \leq k$  then Output( $j$ )
14   od
15 end

```

► Running time: $O(nm)$

► Example:

$p = \text{"CDDA"}$,
 $t = \text{"CADDACDACDBACBA"}$
 $k = 1$

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	€	C	A	D	D	A	C	D	A	C	D	B	A	C	B	A
0	€	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	C	1	0	1	1	1	1	0	1	1	0	1	1	1	0	1
2	D	2	1	1	1	1	2	1	0	1	1	0	1	2	1	1
3	D	3	2	2	1	1	2	2	1	1	2	1	1	2	2	2
4	A	4	3	2	2	2	1	2	2	1	2	2	2	1	2	3
							↑		↑			↑				

p occurs in t ending at positions 5, 8 and 12.

Longest Common Subsequence

Preliminaries

For two sequences $x = x_1 \cdots x_m$ and $y_1 \cdots y_n$ ($n \geq m$)

we say that x is a *subsequence* of y and equivalently, y is a *supersequence* of x , if for some $i_1 < \cdots < i_p$, $x_j = y_{i_j}$.

Given a finite set of sequences, S , a *longest common subsequence* (LCS) of S is a longest possible sequence s such that each sequence in S is a supersequence of s .

Example: $y = \text{"longest"}, x = \text{"large"}$

String y :	l	o	n	g	e	s	t
String x :	l	a	r	g	e		

$\text{LCS}(y, x) = \text{"lge"}$

Longest Common Subsequence

► **Problem:** The *Longest Common Subsequence* (LCS) of two strings, p and t , is a subsequence of both p and of t of maximum possible length.

► **Solution:** Using Dynamic Programming: We need to compute a matrix $L[0..m, 0..n]$, where $L_{i,j}$ represent the LCS for $p_{1..i}$ and $t_{1..j}$.

This is computed as follows:

$$L[i, j] = \begin{cases} 0, & \text{if either } i = 0 \text{ or } j = 0 \\ L[i - 1, j - 1] + 1, & \text{if } p_i = t_j \\ \max\{L[i - 1, j], L[i, j - 1]\}, & \text{if } p_i \neq t_j \end{cases}$$

► **Pseudo-code:**

```
1 procedure LCS( $p, t$ ) { $m = |p|, n = |t|$ }
2 begin
3   for  $i \leftarrow 0$  to  $m$  do  $L[i, 0] \leftarrow 0$ 
4   for  $j \leftarrow 0$  to  $n$  do  $L[0, j] \leftarrow 0$ 
5   for  $i \leftarrow 1$  to  $m$  do
6     for  $j \leftarrow 1$  to  $n$  do
7       if  $p_i = t_j$  then  $L[i, j] \leftarrow L[i - 1, j - 1] + 1$ 
8       else
9         if  $L[i, j - 1] > L[i - 1, j]$  then  $L[i, j] \leftarrow L[i, j - 1]$ 
10        else  $L[i, j] \leftarrow L[i - 1, j]$ 
11     od
12  od
13  return  $L[m][n]$ 
14 end
```

► **Running time:** $O(nm)$

► **Example 1:** $p = \text{"survey"}$ and $t = \text{"surgery"}$.

		0	1	2	3	4	5	6	7
	€	s	u	r	g	e	r	y	
0	€	0	0	0	0	0	0	0	0
1	s	0	1	1	1	1	1	1	1
2	u	0	1	2	2	2	2	2	2
3	r	0	1	2	3	3	3	3	3
4	v	0	1	2	3	3	3	3	3
5	e	0	1	2	3	3	4	4	4
6	y	0	1	2	3	3	4	4	5

String t : 1 2 3 4 5 6 7
 s u r g e r y
 | | | | /
 String p : s u r v e y

$LCS(p, t) = \text{"surey"}$

$LLCS(p, t) = L[6, 7] = 5$

► **Example 2:**

$p = \text{"ttgatacatt"}$
 $t = \text{"gaataagacc"}$

		0	1	2	3	4	5	6	7	8	9	10
	€	g	a	a	t	a	a	g	a	c	c	
0	€	0	0	0	0	0	0	0	0	0	0	0
1	t	0	0	0	0	1	1	1	1	1	1	1
2	t	0	0	0	0	1	1	1	1	1	1	1
3	g	0	1	1	1	1	1	1	2	2	2	2
4	a	0	1	2	2	2	2	2	2	3	3	3
5	t	0	1	2	2	3	3	3	3	3	3	3
6	a	0	1	2	3	3	4	4	4	4	4	4
7	c	0	1	2	3	3	4	4	4	4	5	5
8	a	0	1	2	3	3	4	5	5	5	5	5
9	t	0	1	2	3	4	4	5	5	5	5	5

$LCS(p, t) = ?$

$LLCS(p, t) = L[9, 10] = 5$

Part II

A Fast and Practical Bit-Vector Algorithm for the Longest Common Subsequence Problem

Some More Definitions

The ordered pair of *positions* i and j of L , denoted $[i, j]$, is a *match* iff $x_i = y_j$.

If $[i, j]$ is a match, and an LCS $s_{i,j}$ of $x_1x_2\dots x_i$ and $y_1y_2\dots y_j$ has length k , then k is the *rank* of $[i, j]$.

The match $[i, j]$ is *k-dominant* if it has rank k and for any other pair $[i', j']$ of rank k , either $i' > i$ and $j' \leq j$ or $i' \leq i$ and $j' > j$.

Computing the *k-dominant* matches is all that is needed to solve the LCS problem, since the LCS of x and y has length p iff the maximum rank attained by a dominant match is p .

A match $[i, j]$ *precedes* a match $[i', j']$ if $i < i'$ and $j < j'$.

Let r be the total number of matches points, and d be the total number of dominant points (all ranks). Then $0 \leq p \leq d \leq r \leq nm$.

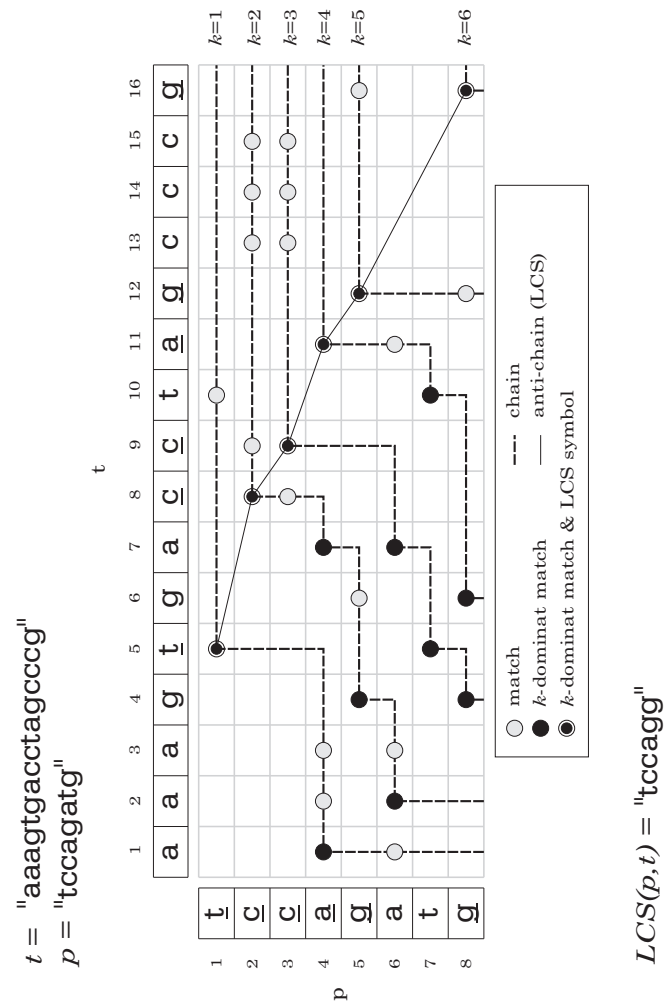
Let \mathcal{R} denote a partial order relation on the set of matches in L .

A set of matches such that in any pair one of the matches always precedes the other in \mathcal{R} constitutes a *chain* relative to the partial order relation \mathcal{R} .

A set of matches such that in any pair neither element of the pair precedes the other in \mathcal{R} constitutes an *antichain*.

Sankoff and Sellers (1973) observed that the LCS problem translates to finding a longest *chain* in the *poset* of matches induced by \mathcal{R} .

A decomposition of a poset into antichains partitions the poset into the minimum possible number of antichains.



$t = \text{"aaagtgacctagcccg"}$
 $p = \text{"tccagatg"}$

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
t	a	a	a	g	t	g	a	c	c	t	a	g	c	c	c	g
p	t	c	c	a	g	a	t	g								

A Simple Bit-Vector Algorithm

Here we will make use of word-level parallelism in order to compute the matrix L more efficiently.

The algorithm is based on the $O(1)$ -time computation of each column in L by using a bit-parallel formula under the assumption that $m \leq w$, where w is the number of bits in a machine word or $O(nm/w)$ -time for the general case.

An interesting property of the LCS allows to represent each column in L by using $O(1)$ -space. That is, the values in the columns (rows) of L increase by at most one. i.e. $\Delta L[i, j] = L[i, j] - L[i - 1, j] \in \{0, 1\}$ for any $(i, j) \in \{1..m\} \times \{1..n\}$.

In other words ΔL will use the relative encoding of the dynamic programming table L .

$\Delta L'$ is defined as NOT ΔL .

Example: $x = \text{"ttgatacatt"}$ and $y = \text{"gaataagacc"}$.

	0	1	2	3	4	5	6	7	8	9	10
	ϵ	G	A	A	T	A	A	G	A	C	C
0	ϵ	0	0	0	0	0	0	0	0	0	0
1	T	0	0	0	0	1	1	1	1	1	1
2	T	0	0	0	0	1	1	1	1	1	1
3	G	0	1	1	1	1	1	2	2	2	2
4	A	0	1	2	2	2	2	2	3	3	3
5	T	0	1	2	2	3	3	3	3	3	3
6	A	0	1	2	3	3	4	4	4	4	4
7	C	0	1	2	3	3	4	4	4	5	5
8	A	0	1	2	3	3	4	5	5	5	5
9	T	0	1	2	3	4	4	5	5	5	5

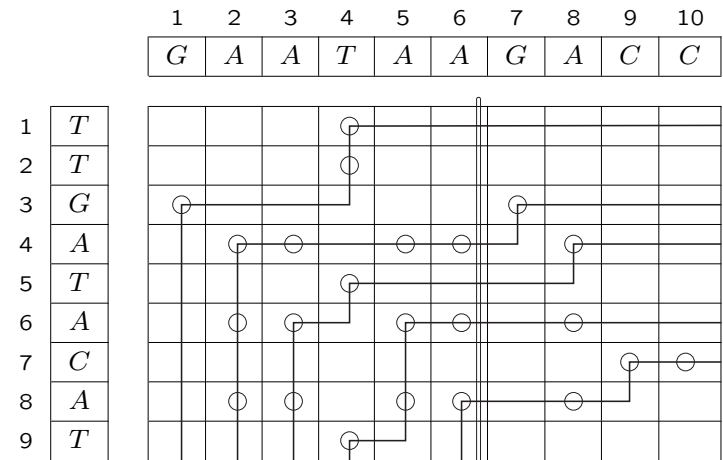
(a) Matrix L

	0	1	2	3	4	5	6	7	8	9	10
	ϵ	G	A	A	T	A	A	G	A	C	C
0	ϵ	0	0	0	0	0	0	0	0	0	0
1	T	0	0	0	0	1	1	1	1	1	1
2	T	0	0	0	0	0	0	0	0	0	0
3	G	0	1	1	1	0	0	0	1	1	1
4	A	0	0	1	1	1	1	0	1	1	1
5	T	0	0	0	0	1	1	1	1	0	0
6	A	0	0	0	1	0	1	1	1	1	1
7	C	0	0	0	0	0	0	0	0	1	1
8	A	0	0	0	0	0	0	1	1	1	0
9	T	0	0	0	0	1	0	0	0	0	0

(b) Matrix ΔL

	1	2	3	4	5	6	7	8	9	10
	G	A	A	T	A	A	G	A	C	C
1	T	1	1	1	0	0	0	0	0	0
2	T	1	1	1	1	1	1	1	1	1
3	G	0	0	0	1	1	1	0	0	0
4	A	1	0	0	0	0	0	1	0	0
5	T	1	1	1	0	0	0	0	1	1
6	A	1	1	0	1	0	0	0	0	0
7	C	1	1	1	1	1	1	1	0	0
8	A	1	1	1	1	1	0	0	0	1
9	T	1	1	1	0	1	1	1	1	1

Matrix $\Delta L'$



$\Delta L'_6 = \langle 011000101 \rangle$

First we compute the array M of the vectors that result for each possible text character. If both the strings x and y range over the alphabet Σ then $M[\Sigma]$ is defined as $M[\alpha]_i = 1$ if $y_i = \alpha$ else 0.

Example: $x = \text{"ttgatacatt"}$ and $y = \text{"gaataagacc"}$.

	A	C	G	T
1 T	0	0	0	1
2 T	0	0	0	1
3 G	0	0	1	0
4 A	1	0	0	0
5 T	0	0	0	1
6 A	1	0	0	0
7 C	0	1	0	0
8 A	1	0	0	0
9 T	0	0	0	1

(a) Matrix M

	A	C	G	T
1 T	1	1	1	0
2 T	1	1	1	0
3 G	1	1	0	1
4 A	0	1	1	1
5 T	1	1	1	0
6 A	0	1	1	1
7 C	1	0	1	1
8 A	0	1	1	1
9 T	1	1	1	0

(a) Matrix M'

Basic steps of the algorithm

1. Computation of M and M'
2. Computation of matrix $\Delta L'$ (L) as follows:

$$L = \begin{cases} 2^m - 1, & \text{for } j = 0 \\ (L_{j-1} + (L_{j-1} \text{ AND } M(y_j))) \text{ OR } (L_{j-1} \text{ AND } M'(y_j)), & \text{for } j \in \{1..n\} \end{cases}$$

3. Let LLCS be the number of times a carry took place.

Pseudo-code

```

LLCS(x, y)  ▷ n = |y|, m = |x|, p = 0
1 begin
2   ▷ Preprocessing
3   for i ← 1 until m do
4     M[α](i) ← yi = α
5     M'[α](i) ← yi ≠ α
6   ▷ Initialization
7   L0 = 2m - 1
8   ▷ TheMainStep
9   for j ← 1 until n do
10    Lj ← (Lj-1 + (Lj-1 AND M[yj])) OR (Lj-1 AND M'[yj])
11    if Lj(m + 1) = 1 then p++
12  return p
13 end

```

Illustration of $\Delta L'_4$ Computation

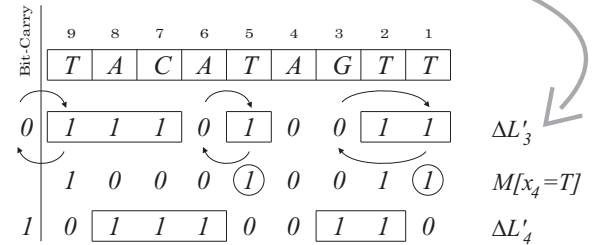
for $x = \text{"gaataagacc"}$ and $y = \text{"ttgatacatt"}$.

	0	1	2	3	4	5	6	7	8	9	10
	ε	G	A	A	T	A	A	G	A	C	C
1	T	1	1	1	1	0	0	0	0	0	0
2	T	1	1	1	1	1	1	1	1	1	1
3	G	1	0	0	0	1	1	1	0	0	0
4	A	1	1	0	0	0	0	0	1	0	0
5	T	1	1	1	1	0	0	0	0	1	1
6	A	1	1	1	0	1	0	0	0	0	0
7	C	1	1	1	1	1	1	1	1	0	0
8	A	1	1	1	1	1	0	0	0	1	1
9	T	1	1	1	1	0	1	1	1	1	1

	1	2	3	4	
	A	C	G	T	
1	T	0	0	0	1
2	T	0	0	0	1
3	G	0	0	1	0
4	A	1	0	0	0
5	T	0	0	0	1
6	A	1	0	0	0
7	C	0	1	0	0
8	A	1	0	0	0
9	T	0	0	0	1

(a) Matrix $\Delta L'$

(b) Matrix M



$$L_4 \leftarrow (L_3 + \overbrace{\overbrace{\overbrace{(L_3 \& M_T)}^{(1)}}^{(3)}}^{(4)}) \mid \overbrace{(L_3 \& M'_T)}^{(2)}$$

$$\begin{array}{r} L_3 \quad 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ \& \\ M_T \quad 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \\ \hline (1) \end{array}$$

$$\begin{array}{r} L_3 \quad 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ \& \\ M'_T \quad 0 \ 1 \ 1 \ 1 \ 0 \ 1 \ 1 \ 0 \ 0 \\ \hline (2) \end{array}$$

$$\begin{array}{r} L_3 \quad 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ + \\ (1) \quad 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \\ \hline (3) \end{array}$$

$$\begin{array}{r} (3) \quad 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ \mid \\ (2) \quad 0 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \\ \hline (4) \end{array}$$

$$L_4 \leftarrow (L_3 + \overbrace{\overbrace{\overbrace{(L_3 \& M_T)}^{(1)}}^{(3)}}^{(4)}) \mid \overbrace{(L_3 \& M'_T)}^{(2)}$$

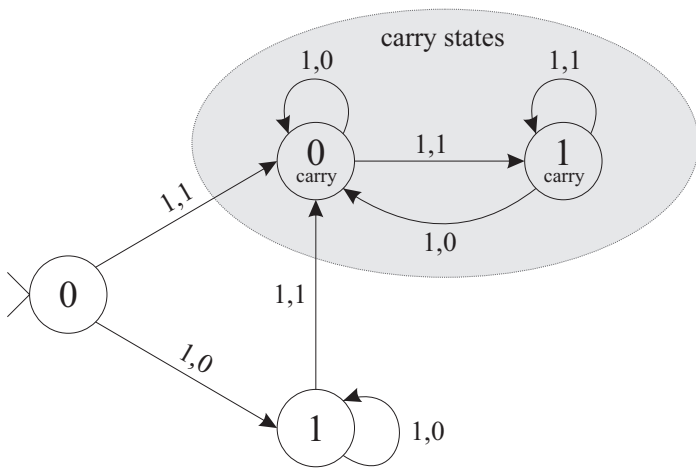
$$\begin{array}{r} L_3 \quad 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ \& \\ M_T \quad 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \\ \hline (1) \quad 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \end{array}$$

$$\begin{array}{r} L_3 \quad 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ \& \\ M'_T \quad 0 \ 1 \ 1 \ 1 \ 0 \ 1 \ 1 \ 0 \ 0 \\ \hline (2) \quad 0 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \end{array}$$

$$\begin{array}{r} L_3 \quad 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ + \\ (1) \quad 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \\ \hline (3) \quad 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \end{array}$$

$$\begin{array}{r} (3) \quad 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ \mid \\ (2) \quad 0 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \\ \hline (4) \quad 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 0 \ 0 \end{array}$$

Automata for Addition



Experimental Results

