## Quadratic Hardness for Sequence Problems

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#### Plan

- Problems:
  - (Discrete) Frechet Distance
  - Edit Distance and LCS
  - Dynamic Time Warping
- Birds eye view on the upper bounds

   Dynamic programming, quadratic time
- Recent conditional quadratic lower bounds
  - Arturs
     Arturs
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# (Discrete) Frechet Distance

#### [Alt-Godau'95]

- ``Dog walking distance''
  - Smallest length leash that enables dog-walking along two routes



- − Let F= set of monotone functions  $[0,1] \rightarrow [0,1]$
- − For two curves P,Q:  $[0,1] \rightarrow R^2$ :

 $D_{Fr}(P,Q) = min_{f,g \in F} max_{t \in [0,1]} ||P(f(t)) - Q(g(t))||$ 

- Discrete version:
  - F={f:[0,1] →{1...n}},
  - P,Q: {1...n} → R<sup>2</sup>

#### Frechet Distance: Algorithm

- Discrete version:
  - Let F={f:[0,1] →{1...n}},
  - − For two curves P,Q:  $\{1...n\}$  → R<sup>2</sup>:
    - $D_{Fr}(P,Q) = min_{f,g \in F} max_{t \in [0,1]} ||P(f(t)) Q(g(t))||$
- Dynamic programming:
  - A[i,j] = distance between P(1)...P(i) and Q(1) ...Q(j)
  - A[i,j]=max[||P(i)-Q(j)||, min (A[i-1,j-1],A[i,j-1], A[i-1,j])]
- Time: O(n<sup>2</sup>)
- Can be improved to O(n<sup>2</sup> log log n/log n) [Agarwal-Avraham-Kaplan-Sharir'12] (also [Buchin-Buchin-Meulemans-Mulzer'14])
- Many algorithms for special cases and variants

#### Edit distance (a.k.a. Levenshtein distance)

- Definition:
  - x,y two sequences of symbols of length n
  - edit(x,y)=the minimum number of symbol insertions, deletions or substitutions needed to transform x into y
- Example: <a href="mailto:edit(meaning,matching">edit(meaning,matching)=4</a>



- Variants:
   edit'(x,y)=the minimum
  - edit'(x,y)=the minimum number of symbol insertions or deletions needed to transform x into y

5

- edit'(x,y)=2n-2 LCS(x,y)

## **Computing edit distance**

- A simple O(n<sup>2</sup>) time dynamic programming algorithm [Wagner-Fischer'74]
- Can be improved to O(n<sup>2</sup>/log n) [Masek-Paterson'80]
- Better algorithms for special cases:[U83,LV85,M86, GG88,GP89,UW90,CL90,CH98,LMS98,U85,CL92,N99,CPSV00,MS00,CM02,BCF08,A K08,AKO10...]
- Approximation algorithm:  $(\log n)^{O(1/\epsilon)}$  approx in  $O(n^{1+\epsilon})$  time [Andoni-Krauthgamer-Onak'10]

## **Dynamic Time Warping**

- Definition:
  - x, y: two sequences of points of length n
  - $A[i,j] = ||x_i-y_j|| + min(A[i-1,j],A[i-1,j-1],A[i,j-1])$
  - DTW(x,y)=A[n,n]
- Speech processing
- A simple O(n<sup>2</sup>) time dynamic programming algorithm

# What do these problems have in common ?

- Widely used metrics
- Dynamic-programming algorithms with (essentially) quadratic running time
- We have no idea if/how we can do any better

 Plausible explanation: the problems are SETHhard

#### SETH-hardness

- SETH (Strong Exponential Time Hypothesis).
   SAT problem cannot be solved in 2<sup>N(1-Ω(1))</sup>·M<sup>O(1)</sup> time
  - N number of variables
  - M number of clauses

#### **Orthogonal Vectors Conjecture**

- Orthogonal Vectors Problem. Given two sets of vectors  $A,B \subseteq \{0,1\}^d$ , |A| = |B| = n, determine whether there are  $a \in A$ ,  $b \in B$  such that  $\sum_{i=1}^{d} a^i b^i = 0$ 
  - Can be solved trivially in O(n<sup>2</sup>d) time
  - Best known algorithm runs in n<sup>2-1/O(log c(n))</sup> time, where d=c(n)·log n [Abboud-Williams-Yu'15]
- Conjecture: OVP cannot be solved in n<sup>2-Ω(1)</sup>·d<sup>O(1)</sup> time

#### Quadratic hardness

Theorem\*: No n<sup>2-Ω(1)</sup> algorithm for EDIT, DTW, Frechet distances unless OVC fails [Bringmann'14; Backurs-Indyk'15; Abboud-Backurs-Williams'15; Bringmann-Kunnemann'15]

- Basic approach: reduce OVP to distance computation:
  - $A \subseteq \{0,1\}^d \rightarrow \text{sequence } x, |x| \leq n \cdot d^{O(1)}$
  - $B \subseteq \{0,1\}^d \rightarrow \text{sequence y, } |y| \le n \cdot d^{O(1)}$
  - distance(x,y)=small if exists  $a \in A$ ,  $b \in B$  with  $\Sigma_i a^i b^i = 0$
  - distance(x,y)=large, otherwise
  - The construction time is  $n \cdot d^{O(1)}$