Exploring Longest Common Subsequences and the Chvátal-Sankoff Constants

## Introduction

A subsequence of a string is obtained by removing zero or more characters from it while preserving order:


Finding the "Longest Common Subsequence" (LCS) of a set of sequences is a fundamental problem in computer science with numerous important applications.


In this project, we explore the LCS problem. In doing so, we

- Achieve world-record lower bounds on the Chvátal-

Sankoff constants

- Prove several new LCS properties
- Create an interactive tool illustrating our findings


## Computing LCS

Given two strings of length $m, n$ how do you compute LCS?

- Naive approach running time: $\mathcal{O}\left(2^{m} \cdot n\right)$
- Dynamic programming (DP) approach: 2D array stores results of partial input strings. Running time:
$\mathcal{O}(m \cdot n)$
The DP algorithm is taught in thousands of classes across the U.S. to illustrate the concept!


Dynamic programming LCS table for strings abaca and bacba

## The Chvátal-Sankoff Constants

The Chvátal-Sankoff constant for two random binary strings $(\gamma)$ describes the expected length of the LCS $(\mathcal{L})$ of the strings as their lengths ( $\ell$ ) tend towards infinity:

$$
\gamma=\lim _{\ell \rightarrow \infty} \frac{\mathbb{E}(\mathcal{L})}{\ell}
$$

Lower and upper bounds are known, but exact values are not!


World-Record Lower Bounds


New world-record lower bound (ours): $0.792052 \leq \gamma$
We additionally computed new best lower bounds for all but one of the general-case constants.

## Our Method

- Improve on algorithms by Lueker and Kiwi and Soto (2, 3),
- Requires immense compute, memory use. Naive impl. stores >4 Terabytes every iteration for large values.
- Overcome through parallelization, use of LCS symmetries and recursive sub-chunking for sequential memory $\mathrm{I} / \mathrm{O}$.


## BLISS Playground

BLISS Playground is a suite of interactive tools to aid in understanding and exploring the unique properties of the LCS problem, complete with fun puzzles!

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LCS Edit Properties Explorer


LCS Matrix Builder


LCS Distribution Explorer


## Conclusions \& Future Work

Key Takeaways

- Advanced understanding of LCS through new bounds and properties
- Created BLISS for education and exploration. Check it out! Future Work
- Improve general-case impl., further computation
- Computing upper bounds
- Advancements in Al-powered math may drive further discoveries. References


