Sankoff's algorithm – recurrence relation

•Traverse the tree in post-order and update s(v,t) as follows

-assume node v has children u and w -s(v,t) = min_i {s(u,i) + score(i,t)} + min_j {s(w,j) + score(j,t)}

- the minimum parsimony score is given by the smallest score s(root,t) over all symbols t
- backtrack to fill the values for the other nodes
- Note this solves the weighted version. For unweighted set score (i,i) = 0, score(i,j) = 1 for any i,j

Sankoff's algorithm – recurrence relation

•At each node v in the tree store s(v,t) – best parsimony score for subtree rooted at v if character stored at v is t



Sankoff's algorithm – example (continued)



Sankoff's algorithm – example (continued)



Sankoff's algorithm – example (continued)



Optimal labeling can be computed in linear time O(nk) where n is number of leaves and k is number of character states