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Курс «Парадигмы и конструкции языков программирования»

Отчет по лабораторной работе №2

**«Расстояние Левенштейна.»**

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# Постановка задачи

Разработать программу для решения биквадратного уравнения.

1. Программа должна быть разработана в виде консольного приложения.
2. Программа должна запрашивать повторный ввод при неверном вводе с клавиатуры.
3. Программа должна выводить дистанцию Левенштейна для двух слов, а также путь достижения слова-результата.

## Текст программы

### LevensteinsDistance.cp, C#

```
using System;
using System.Text;

namespace LevensteinApp
{
    class LevensteinDistance
    {
        static string GetInput (string prompt)
        {
            Console.Write(prompt);
            string Inp = Console.ReadLine();
            int count = 0;
            foreach (var el in Inp) if (char.IsLetter(el)) count++;
            while (count == 0) {
                Console.WriteLine("Enter a non-empty string");
                Inp = Console.ReadLine();
                foreach (var el in Inp) if (char.IsLetter(el)) count++;
            }
            //Having taken in a string with letters, delete everything non-letter
            StringBuilder Result = new StringBuilder(count);
            foreach (var x in Inp) if (char.IsLetter(x)) { Result.Append(char.ToUpper(x)); };
            return Result.ToString();
        }

        static void Print_Matrix(int[,] Matrix, string WordSource, string WordRes, string title) {
            Console.WriteLine("\n{0}\n", title);
            Console.Write("\t\t");
            foreach (var x in WordSource) { Console.Write("{0}\t", x); }
            Console.WriteLine("\n");
            for (int i = 0; i < Matrix.GetLength(0); i++)
            {
                if (i != 0) { Console.Write("{0}\t", WordRes[i - 1]); }
                else { Console.Write("\t"); }
                for (int j = 0; j < Matrix.GetLength(1); j++)
                {
                    Console.Write(Matrix[i, j] + "\t");
                }
                Console.WriteLine();
            }
        }

        static void Run_It_Back(int curr_line, int curr_column, string WordSource, string WordRes, int[,] Matrix)
        {
            if (curr_line == 0 & curr_column == 0) { return; }
            StringBuilder NewWordRes = new StringBuilder(WordRes);
```

```

if (curr_column == 0)
{
    char tmp = NewWordRes[curr_line - 1];
    NewWordRes.Remove(curr_line - 1, 1);
    Run_It_Back(curr_line - 1, curr_column, WordSource, NewWordRes.ToString(), Matrix);
    Console.WriteLine("We add {0} to {1} and recieve {2}", tmp, NewWordRes.ToString(), WordRes);
}
else if (curr_line == 0)
{
    NewWordRes.Insert(curr_column - 1, WordSource[curr_column - 1]);
    Run_It_Back(curr_line, curr_column - 1, WordSource, NewWordRes.ToString(), Matrix);
    Console.WriteLine("We delete {0} out of {1} to recieve {2}", WordSource[curr_column - 1], NewWordRes.ToString(),
WordRes);
}
else
{
    if (Matrix[curr_line, curr_column] == Matrix[curr_line - 1, curr_column] + 1)
    { //Adding a letter to source
        char tmp = NewWordRes[curr_line - 1];
        NewWordRes.Remove(curr_line - 1, 1);
        Run_It_Back(curr_line - 1, curr_column, WordSource, NewWordRes.ToString(), Matrix);
        Console.WriteLine("We add {0} to {1} and recieve {2}", tmp, NewWordRes.ToString(), WordRes);

    }
    else if (Matrix[curr_line, curr_column] == Matrix[curr_line, curr_column - 1] + 1)
    { //Deleting a letter from source
        NewWordRes.Insert(curr_column - 1, WordSource[curr_column - 1]);
        Run_It_Back(curr_line, curr_column - 1, WordSource, NewWordRes.ToString(), Matrix);
        Console.WriteLine("We delete {0} out of {1} to recieve {2}", WordSource[curr_column - 1], NewWordRes.ToString(),
WordRes);
    }
    else if (WordSource[curr_column-1] == WordRes[curr_line-1])
    {
        if (Matrix[curr_line, curr_column] == Matrix[curr_line - 1, curr_column - 1])
        {
            Run_It_Back(curr_line - 1, curr_column - 1, WordSource, NewWordRes.ToString(), Matrix);
            //No Console output - there was no action performed because the letters matched
        }
    }
    else
    { //The only option left - we change the letters
        char tmp = NewWordRes[curr_column - 1]; //We need to save that for the output
        NewWordRes.Remove(curr_line - 1, 1);
        NewWordRes.Insert(curr_line - 1, WordSource[curr_column - 1]);
        Run_It_Back(curr_line - 1, curr_column - 1, WordSource, NewWordRes.ToString(), Matrix);
        Console.WriteLine("We replace {0} with {1} to recieve {2}", NewWordRes[curr_line - 1], tmp, WordRes);
    }
}
return;
}

static void Main()
{
    Console.WriteLine("### Levenstein`s Distance Calculation Algorithm ###\n");
    string Word1 = GetInput("Enter the word that is to be edited: ");
    string Word2 = GetInput("Enter the result word: ");

    Console.WriteLine("\nThe word {0} is to become the word {1}.\n", Word1, Word2);

    int[,] VF_Matrix = new int[Word2.Length + 1, Word1.Length + 1]; //Creating a Vagner-Fischer`s Matrix
    //Suppose Word1 is the Source word, Word2 is the result

    //Initializing the first line of the Matrix
    for (int i = 0; i < Word1.Length + 1; ++i)
    {
        VF_Matrix[0, i] = i;
    }
}

```

```

//Initializing the first column of the Matrix
for (int j = 0; j < Word2.Length + 1; ++j)
{
    VF_Matrix[j, 0] = j;
}

//Filling the matrix up using VF method
for (int line = 1; line < VF_Matrix.GetLength(0); ++line)
{
    for (int column = 1; column < VF_Matrix.GetLength(1); ++column)
    {
        //Whether we +1 the left-up num in the comparison depends on whether the letters of the current pair are equal
        VF_Matrix[line, column] = Math.Min(Math.Min(VF_Matrix[line - 1, column] + 1, VF_Matrix[line, column - 1] + 1),
        VF_Matrix[line - 1, column - 1] + Convert.ToInt32(Word1[column-1] != Word2[line-1]));
    }
}

//Printing the matrix to check
Print_Matrix(VF_Matrix, Word1, Word2, "Vagner - Fischer`s Matrix:");

//Got the Matrix, now the most faraway from (0,0) cell contains the Levenstein`s Distance.
Console.WriteLine("\nThe Levenstein`s Distance for the input pair of words = {0}\n", VF_Matrix[Word2.Length,
Word1.Length]);

//To trace the path of permutations, we`ll use a recurrent function
Run_It_Back(VF_Matrix.GetLength(0)-1, VF_Matrix.GetLength(1)-1, Word1, Word2, VF_Matrix);

Console.WriteLine("\nProgram finished. Press any key to terminate . . .");
Console.ReadKey();
return;
}
}
}

```

## Анализ результатов

Ввод с пробелами и числами, дистанция для “EDITING - DISTANCE”:

```
Enter the word that is to be edited: E2d iTi3ng
Enter the result word: DisTance

The word EDITING is to become the word DISTANCE.

Vagner - Fischer`s Matrix:

      0      E      D      I      T      I      N      G
D      1      1      2      3      4      5      6      7
I      2      2      2      1      2      3      4      5
S      3      3      3      2      2      3      4      5
T      4      4      4      3      2      3      4      5
A      5      5      5      4      3      3      4      5
N      6      6      6      5      4      4      3      4
C      7      7      7      6      5      5      4      4
E      8      7      8      7      6      6      5      5

The Levenstein`s Distance for the input pair of words = 5

We delete E out of EDITING to recieve DITING
We add S to DITING and recieve DISTING
We replace I with A to recieve DISTANG
We replace G with C to recieve DISTANC
We add E to DISTANC and recieve DISTANCE

Program finished. Press any key to terminate . . .
```

“DOG - GODDESS”:

```
The word DOG is to become the word GODDESS.

Vagner - Fischer`s Matrix:

      D      O      G
G      1      2      2
O      2      1      2
D      3      2      2
D      4      3      3
E      5      4      4
S      6      5      5
S      7      6      6

The Levenstein`s Distance for the input pair of words = 6

We replace D with G to recieve GOG
We replace G with D to recieve GOD
We add D to GOD and recieve GODD
We add E to GODD and recieve GODDE
We add S to GODDE and recieve GODDES
We add S to GODDES and recieve GODDESS
```

Ввод пустой строки:

```
Enter the word that is to be edited:
Enter a non-empty string
```