Weighted Edit Distance, Other variations

Pawan Goyal

CSE, IITKGP

Week 2: Lecture 2

Weighted Edit Distance

Why to add weights to the computation?

• Some letters are more likely to be mistyped.

Confusion Matrix for Spelling Errors

| sub[X, Y] = Substitution of X (incorrect) for Y (correct) X Y (correct) | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|-----|----|----|----|-----|----|--------|----|-----|---|------------|----|-----|-------------|----|-----|----------------|----------|----|-----|----|----------------|-----|-----|---------------|---------------|
| Х | a | ь | С | ď | е | f | _ | h | | | k | ,1 | (co | rrect) n | 0 | | | | s | t | u | v | w | | | |
| | - a | 0 | 7 | | 342 | -0 | g 0 | | 118 | 0 | - <u>î</u> | 0 | 0 | -11 | 76 | - P | - q | <u>r</u> | 35 | - 5 | 9 | - v | -W | - X | <u>y</u> 5 | $\frac{z}{0}$ |
| a | 0 | 0 | 9 | 9 | 2 | 2 | 3 | 1 | 0 | 0 | 0 | 5 | 11 | 5 | 0 | 10 | 0 | 0 | 2 | 1 | 0 | 0 | 7 | 0 | 2 | 0 |
| b | 6 | 5 | 0 | 16 | ő | 9 | 5 | Ô | 0 | 0 | · | 0 | 7 | 9 | 1 | 10 | 2 | 5 | 39 | 40 | 1 | 3 | 7 | 1 | • | 0 |
| d | 1 | 10 | 13 | 0 | 12 | 0 | 5 | 5 | o | 0 | 2 | 3 | 7 | 3 | 0 | 1 | 0 | 43 | 30 | 22 | 0 | 0 | 4 | 0 | 2 | 0 |
| | 388 | 0 | 3 | 11 | 0 | 2 | 2 | 0 | 89 | ő | ő | 3 | ó | 5 | 93 | Ô | 0 | 14 | 12 | 6 | 15 | 0 | 1 | 0 | 18 | 0 |
| c | 0 | 15 | 0 | 3 | 1 | õ | 5 | 2 | 0 | o | 0 | 3 | 4 | 1 | 0 | o | 0 | 6 | 4 | 12 | 0 | 0 | 2 | 0 | 0 | 0 |
| 9 | 4 | 1 | 11 | 11 | 9 | 2 | 0 | õ | 0 | 1 | 1 | 3 | 0 | 0 | 2 | 1 | 3 | 5 | 13 | 21 | 0 | 0 | 1 | 0 | 3 | 0 |
| g h | 1 | 8 | 0 | 3 | ó | õ | 0 | ő | ő | Ô | 2 | ő | 12 | 14 | 2 | 3 | 0 | 3 | 1 | 11 | 0 | ő | 2 | 0 | 0 | ň |
| ; | 103 | 0 | 0 | 0 | 146 | 0 | 1 | ő | 0 | ő | õ | 6 | 0 | 0 | 49 | 0 | 0 | 0 | 2 | 1 | 47 | ő | 2 | 1 | 15 | 0 |
| ; | 0 | 1 | 1 | 9 | 0 | 0 | 1 | 0 | ő | 0 | 0 | 2 | 1 | ő | 0 | 0 | 0 | 0 | 5 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| J L | ĭ | 2 | 8 | 4 | 1 | 1 | 2 | 5 | 0 | ő | o | õ | 5 | 0 | 2 | ő | ő | ő | 6 | ő | 0 | ő | . 4 | 0 | 0 | 3 |
| 1 | 2 | 10 | 1 | 4 | ô | 4 | 5 | 6 | 13 | ŏ | 1 | 0 | 0 | 14 | 2 | 5 | o | 11 | 10 | 2 | ő | ŏ | 0 | 0 | ő | ñ |
| m | 1 | 3 | 7 | 8 | ő | 2 | ó | 6 | 0 | ő | 4 | 4 | ŏ | 180 | õ | 6 | õ | ô | 9 | 15 | 13 | 3 | 2 | 2 | 3 | Ô |
| n | 2 | 7 | 6 | 5 | 3 | õ | 1 | 19 | ĭ | o | 4 | 35 | 78 | 0 | ő | 7 | ő | 28 | 5 | 7 | 0 | Õ | 1 | 2 | 0 | 2 |
| 0 | 91 | 1 | ĭ | 3 | | ŏ | ō | ó | 25 | ő | 2 | 0 | ő | ŏ | ŏ | 14 | ŏ | 2 | 4 | 14 | 39 | 0 | ō | 0 | 18 | õ |
| p | Ô | 11 | î | 2 | 0 | 6 | 5 | 0 | 2 | 9 | ō | 2 | 7 | 6 | 15 | 0 | ő | ĩ | 3 | 6 | 0 | 4 | 1 | Õ | 0 | 0 |
| q | ő | 0 | î | õ | ő | õ | 27 | Õ | õ | ó | õ | õ | ó | ŏ | 0 | 0 | ő | ò | 0 | 0 | ő | ò | ô | Õ | ő | 0 |
| r | 0 | 14 | ō | 30 | 12 | 2 | 2 | 8 | 2 | ō | 5 | 8 | 4 | 20 | 1 | 14 | 0 | ō | 12 | 22 | 4 | 0 | 0 | 1 | 0 | Ô |
| 8 | 11 | 8 | 27 | 33 | 35 | 4 | 0 | 1 | 0 | 1 | 0 | 27 | 0 | 6 | 1 | 7 | 0 | 14 | 0 | 15 | 0 | 0 | 5 | 3 | 20 | 1 |
| t | 3 | 4 | 9 | 42 | 7 | 5 | 19 | 5 | 0 | 1 | 0 | 14 | 9 | 5 | 5 | 6 | 0 | 11 | 37 | 0 | 0 | 2 | 19 | 0 | 7 | 6 |
| u | 20 | ó | Ó | 0 | 44 | 0 | 0 | 0 | 64 | ō | 0 | 0 | 0 | 2 | 43 | 0 | 0 | 4 | 0 | 0 | 0 | 0 | 2 | 0 | 8 | ō |
| v | 0 | 0 | 7 | 0 | 0 | 3 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 8 | 3 | 0 | 0 | 0 | 0 | 0 | 0 |
| w | 2 | 2 | 1 | 0 | 1 | 0 | 0 | 2 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 7 | 0 | 6 | 3 | 3 | 1 | 0 | 0 | 0 | 0 | 0 |
| x | 0 | 0 | 0 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 9 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| у | 0 | 0 | 2 | 0 | 15 | 0 | 1 | 7 | 15 | 0 | 0 | 0 | 2 | 0 | 6 | 1 | 0 | 7 | 36 | 8 | 5 | 0 | 0 | 1 | 0 | 0 |
| - | ^ | ^ | _ | 7 | ^ | | _ | 0 | _ | | 0 | 7 | - | • | ^ | 0 | 0 | 2 | 21 | 2 | ^ | 0 | ^ | ^ | 2 | ^ |

Keyboard Design



Weighted Minimum Edit Distance

Initialization:

$$D(0,0) = 0$$

 $D(i,0) = D(i-1,0) + del[x(i)];$ $1 < i \le N$
 $D(0,j) = D(0,j-1) + ins[y(j)];$ $1 < j \le N$

Recurrence Relation:

$$D(i,j) = \min \begin{cases} D(i-1,j) & + \text{ del}[x(i)] \\ D(i,j-1) & + \text{ ins}[y(j)] \\ D(i-1,j-1) & + \text{ sub}[x(i),y(j)] \end{cases}$$

Termination:

D(N,M) is distance

How to modify the algorithm with transpose?

Transpose

- transpose(x, y) = (y, x)
- Also known as metathesis

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Modification to the dynamic programmic algorithm

$$D[i][j] = min \begin{cases} D(i-1,j)+1 & (deletion) \\ D(i,j-1)+1 & (insertion) \\ D(i-1,j-1)+ & \begin{cases} 1 & if(x[i] \neq y[j])(substitution) \\ 0 & otherwise \end{cases} \\ D(i-2,j-2)+1 & (x[i] = y[j-1] \text{ and } x[i-1] = y[j] \\ & (transposition) \end{cases}$$

Naïve Method

Compute edit ditance from the query term to each dictionary term – an exhaustive search

Naïve Method

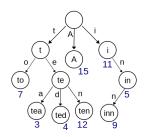
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 Generate all possible terms with an edit distance <=2 (deletion + transpose + substitution + insertion) from the query term and search them in the dictionary.

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- For Chinese alphabet size is 70,000 (Unicode Han Characters)

Symmetric Delete Spelling Correction

- Generate terms with an edit distance ≤ 2 (deletes) from each dictionary term (offline)
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A further check is required to remove the false positives

Spelling Correction

Spelling Correction

Types of spelling errors: Non-word Errors

behaf → behalf

Spelling Correction

Types of spelling errors: Non-word Errors

ullet behalf o behalf

Types of spelling errors: Real-word Errors

- ullet Typographical errors: three o there
- Cognitive errors (homophones): piece \rightarrow peace, too \rightarrow two

Non-word spelling errors

Non-word spelling error detection

- Any word not in a dictionary is an error
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Non-word spelling error detection

- Any word not in a dictionary is an error
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Non-word spelling error correction

- Generate candidates: real words that are similar to the error word
- Choose the best one:
 - Shortest weighted edit distance
 - Highest noisy channel probabliity

Real word spelling errors

For each word w, generate candidate set

- Find candidate words with similar pronunciations
- Find candidate words with similar spelling
- Include w in candidate set

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Choosing best candidate

Noisy Channel