Spelling Corrector

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https://github.com/ericnormand/spelling-jam

Schedule

- Quick introduction

- Implementation in groups

- Presentation of results

Norvig Spelling Corrector

- Implemented on your handout

- Uses Bayes' Theorem

- Development + evaluation sets

Assignment

- Implement a function `correct` that returns the most likely spelling for a given word

- Details:

  - Should be fast (as you type)

  - Should be accurate

Plan

- Break into groups of 3-4

- Choose a language

- Get hacking

- Evaluate the speed and accuracy

- Present your work (last hour)

Presentation

- Implementation

- Speed & accuracy

- Advantages & disadvantages
  - type safety

  - parallelism

  - etc

Multiple corrections

- Modify `correct` to return a list of corrections, most likely first

Add to dictionary

- Provide an interface for adding a new word to the training set.

Mistyped space

- Solve the "mistyped space" problem.

Touchscreen correction

- Touchscreens imperfectly detect which letter you intended to type. Modify the spelling corrector to account for this problem.