

Building the model

1. Identify the misspelled word

When identifying the misspelled word, you can check whether it is in the vocabulary. If you don't find it, then it is probably a typo.

2. Find strings n edit distance away

- Edit: an operation performed on a string to change it
- Insert (add a letter) 'to': 'top', 'two' ...
- Delete (remove a letter) 'hat': 'ha', 'at', 'ht'
- Switch (swap 2 adjacent letters) 'eta': 'eat', 'tea'
- Replace (change 1 letter to another) 'jaw': 'jar', 'paw', ...

3. Filter candidates

In this step, you want to take all the words generated above and then only keep the actual words that make sense and that you can find in your vocabulary.

<u>deah</u>		<u>deah</u>
_eah		yeah
d_ar	→	dear
de_r		dean
... etc		... etc