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Algorithms Homework 10
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We are making a modified version of the leven

If a vowel is deleted, it costs 3 (boat -> bat)
If a vowel is inserted, it costs 3 (hill -> hilal)
If a vowel is changed to another vowel, it costs 2 (hot -> hit)
If a consonant is deleted, it costs 2 (trace -> race)
If a consonant is inserted, it costs 2 (rain -> ratin)
If a consonant is changed to another consonant, it costs 1 (shore -> snore)
(a consonant cannot be changed to a vowel or vice versa)

To change a consonant to a vowel has a cost of 5 (Delete consonant 2, insert vowel 3)
To change a vowel to a consonant has a cost of 5 (Delete vowel 3, insert consonant 2)

```
int LevenshteinDistance(char s[1..m], char t[1..n])
{
    // for all i and j, d[i,j] will hold the Levenshtein distance between
    // the first i characters of s and the first j characters of t;
    // note that d has (m+1)x(n+1) values
    declare int d[0..m, 0..n]

    d[0, 0] = 0

    // the distance of any first string to an empty second string
    for i from 1 to m
        if (isVowel(s[i]))
            d[i, 0] = d[i - 1, 0] + 3
        else
            d[i,0] = d[i - 1, 0] + 2

    // the distance of an empty first string to any second string
    for j from 1 to n
        if (isVowel(t[j]))
            d[0, j] = d[0, j - 1] + 2
        else
            d[0, j] = d[0, j - 1] + 3

    for j from 1 to n
    {
        for i from 1 to m
        {
            if s[i] = t[j] then
                d[i, j] := d[i-1, j-1]    // no operation required
            else
```

```

if (isVowel(s[i]))
    // Vowel in our source
    d[i, j] = minimum
    (
        d[i-1, j] + 3, // a deletion
        d[i, j-1] + 3, // an insertion
        d[i-1, j-1] + isVowel(t[j]) ? 2 : 5 // a substitution, 2 if vowel, 5 if consonant
    )

else {
    // consonant in our source

    d[i, j] = minimum
    (
        d[i-1, j] + 2, // a deletion
        d[i, j-1] + 2, // an insertion
        d[i-1, j-1] + isVowel(t[j]) ? 5 : 1 // a substitution, 5 if vowel, 1 if consonant
    )
}
}

return d[m,n]
}

```