思考题 6——编辑距离

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解: 分析: 利用动态规划, 假设当前操作之前的所有操作都满足编辑距离最小, 分析当前操作:
用 f(i,j) 表示当前最小编辑距离, 对于 x[1...m],y[1...n] 根据题意
(1) 若当前操作为 copy, 则可知此时 x[i]=y[i], 则 f(i,j)=f(i-1,j-1)+copy
(2) 若当前操作为 replace, 则可知 x[i] \neq y[j], 则 f(i,j)=f(i-1,j-1)+replace
(3) 若当前操作为 delete, 则 f(i,j)=f(i-1,j)+delete
(4) 若当前操作为 insert, 则 f(i,j)=f(i,j-1)+insert
(5) 若当前操作为 twiddle, 则可知 y[j]=x[i-1],y[j-1]=x[i], 则 f(i,j)=f(i-2,j-2)+teiddle
(6) 若当前操作为 kill, 则 f(i,j)=f(i-1,j-1)+kill+(n-i+1)timesinsert//回到前一状态, 不知是否有误
(7) 特殊情况为:x,y 中有一个为空串, 还有根据例子可以看到的回溯问题
算法如下:
solution(x, y, op)//考虑到回溯问题,需要记录操作是插入还是复制
  for i = 0 tom
    f[i,0] = i \times delete
    p[i,0] = delete
  for j = 0 to n
    f[0,j] = j \times insert
    p[0,j] = insert \\
  for i = 1 to m
    for j = 1 to n
       f[i,j] = \infty
       if \ x[i] == y[j] \ and \ op == copy
         f[i,j] = f[i-1,j-1] + copy
        p[i,j] = copy
       if x[i] \neq y[j] and f[i-1, j-1] + replace < f[i, j]
         f[i,j] = f[i-1,j-1] + replace
        p[i,j] = replace
      if f[i-1,j] + delete < f[i,j]
         f[i,j] = f[i-1,j] + delete
         p[i,j] = delete
       if f[i, j-1] + insert < f[i, j] or op == insert / / 存在两种方式, 导致不同结果
         f[i,j] = f[i,j-1] + insert
         p[i,j] = insert
       \begin{array}{l} if \ i \geq 2 \ and \ j \geq 2 \ and \ x[i-1] = y[j] \ and \ x[i] = y[j-1] \ and \ f[i-2,j-2] + twiddle < f[i,j] \\ f[i,j] = f[i-2,j-2] + twiddle \end{array} 
         p[i,j] = twiddle
  for i = 0 to m - 1
    if f[i, n] + kill + (n - i) \times insert < f[m, n]
      f[m,n] = f[i,n] + kill + (n-i) \times insert
      p[i, n] = kill
      rem = i
  return f op
print(p, i, j, rem)
  if i = 0  and j = 0
  if p[i,j] = copy or p[i,j] = replace
    i_1 \leftarrow i - 1
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j_! \leftarrow j-1
elseifp[i,j] = delete \\
  i_1 = i - 1
  j_1 = j
else \ if \ p[i,j] \ = \ insert
  i_1 = i
  j_1 = j - 1
else \ if \ p[i,j] = twiddle
  i_1 = i - 2
  j_1 = j - 2
else
  p[i,j]=kill
  i_1 = rem
  j_1 = j
print(p, i_1, j_1)
printf p[i,j]
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b. 最右对齐问题可改变为:

x[i]=y[i] 且都不是空格相当于复制操作的代价为 +1 $x[i] \neq y[j]$ 相当于替换操作的代价为-1 x[i] 或 y[i] 为空格相当于 insert 操作的代价为-2 在算法中删去旋转和删除操作即可。