
Algorithm 1: Dynamic_Programming_Approach_Edit_Distance_bis

Input: X, Y

```

/* Parameters :                                     */
/*   X , Y : strings                               */
/* Return :                                         */
/*   ed : integer, optimal edit distance between X and Y.
/*   alignment : array of instructions, to go from Y to X.
/*
1 R ←ed_dynamic_mat(X,Y)// top-left to bottom right
2 L ←backward_ed_dynamic_mat(X,Y)// bottom right to top-left
3 S ←R+L;
4 ed ←S[0,0];
5 alignment ←extract optimal "path" from S.;
   /* The optimal path is one of the possible path which goes from top-left to bottom-right cell of
      S, using only the cells with minimum number (the edit distance).
6 return {ed : ed , alignment : alignment}

```
