

Algorithm 1: Greedy_Approach_Edit_Distance

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Input: X, Y
/* Parameters : */
/* X , Y : strings, we assume here that len(X) <= len(Y). */
/* Return : */
/* ed : integer, optimal edit distance between X and Y. */
/* alignment : array of instructions, to go from Y to X. */
/* */

1 n ← len(X);
2 m ← len(Y);
3 ed ← ∞;
4 for all possible combinaison  $0 \leq j \leq i \leq \min(n-m, \lceil m/2 \rceil)$  s.t.  $i = j + (n-m)$  do
5   str1 ← i*"- " + X // e.g. X= H E L L O , str1 = - H E L L O
6   str2 ← Y + j*"- " // e.g. Y= H O L A , str2 = H O L A - -
7
8   OR // When all the possibilities are explored this way do it the other way.
9
10  str1 ← X + i*"- " // e.g. X= H E L L O , str1 = H E L L O - -
11  str2 ← j*"- " + Y // e.g. Y= H O L A , str2 = - - - H O L A
12
13  ed_tmp,alignment_t ← greedy_ed(str1,str2);
14  if ed > ed_tmp then
15    ed ← ed_tmp;
16    alignment ← alignment_tmp;
17 for  $0 \leq i \leq n-m$  do
18   str1 ← X // e.g. X= B O N J O U R , str1 = B O N J O U R
19   str2 ← (n-m-i)*"- " + Y + (i)*"- " // e.g. Y= H O L A , str2 = - - H O L A - -
20   ed_tmp,alignment_t ← greedy_ed(str1,str2);
21   if ed > ed_tmp then
22     ed ← ed_tmp;
23     alignment ← alignment_tmp;
24 return {ed : ed , alignment : alignment}

```

Algorithm 2: greedy_ed

```
Input: str1 , str2
/* Check from left to right, 1 by 1 the letters of str1 and str2 to compare them. */
/* Parameters : */
/* str1,str2 : strings of same length. */
/* Return : */
/* not optimal edit_distance and alignment, computed without modifying str1 or str2. */
1 ed ← 0;
2 alignment ← [];
3 for  $i$  in range(len(str1)) do
4   if str1[i] == str2[i] then
5     alignment.append(["skip" , str1[i]]);
6   else if str1[i] == "-" then
7     alignment.append(["del" , str2[i]]);
8   else if str2[i] == "-" then
9     alignment.append(["add" , str1[i]]);
10  else
11    // str1[i] != str2[i]
12    alignment.append(["sub" , str1[i]]);
13  return {ed : ed , alignment : alignment}
```
