

Master of Science in Analytics

**Edit Distance** 

Natural Language Processing





- Application: spelling correction
  - Given: Lexicon (dictionary of words)
  - Problem: A typist has misspelled a word
  - Task: propose a list of words, in order of most likely to least
- Motivating example:
  - Lexicon has (among other entries): access, acres, across, actress, caress, cress
  - Typist has produced: acress
- Generally:
  - How similar are two strings?
  - Used for machine translation, information extraction, speech recognition
  - Strings need not be limited to language; also used for alignment of nucleotides
- Minimum edit distance:
  - Ranks the candidates by number of changes
  - Produces alignments



## Alignment — Examples (1)

Evaluating Machine Translation and speech recognition

```
R Spokesman confirms senior government adviser was shot

H Spokesman said the senior adviser was shot dead

S I D
```

- Named Entity Extraction and Entity Coreference
  - IBM Inc. announced today
  - IBM profits
  - Stanford President John Hennessy announced yesterday
  - for Stanford University President John Hennessy

# Alignment — Examples (2)

- Base sequence (computational biology)
  - Example:

AGGCTATCACCTGACCTCCAGGCCGATGCCC
TAGCTATCACGACCGCGGTCGATTTGCCCGAC

Alignment:

-AGGCTATCACCTGACCTCCAGGCCGA--TGCCC--TAG-CTATCAC--GACCGC--GGTCGATTTGCCCGAC

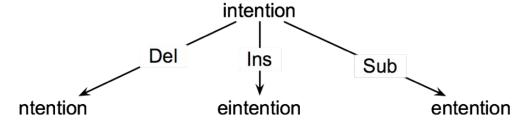
Old-fashioned spelling

dss is

## **Operations, Costs**



- Given:
  - o X (initial string input by user?) with length of n
  - Y (target string hypothesised by system?) with length of m
- Operations (cost / Levenshtein cost):
  - Delete (1 / 1) remove a character when moving from initial to goal
  - Insert (1 / 1) add a character when moving from initial to goal
  - Substitute (1 / 2) change a character when moving from initial to goal
- Minimum cost / minimum memory
  - Minimum Edit Distance as search from initial to goal
  - o There are several possible search paths, some redundant, each with a unique cost



- We only care about search path with least cost (shortest path):
  - D(i,j): the edit distance between X[1..i] and Y[1..j]
  - Edit distance between the first *i* characters of X and *j* characters of Y
- Keep track of only N possible changes

# Computing Minimum Edit Distance

- Dynamic programming
  - First appeared in the 1950s as the marketing name of a US Defense research project
  - Start with some known alignment eg. empty strings = D(0,0)
  - o Bottom-up solution compute D(i,j) for small i,j; compute larger values based on that
  - Combines subproblems; avoids redundancy
- Algorithm:
  - Initialisation:
    - D(i,0) = i
    - D(0,j) = j
  - Recurrence relation (pseudocode) for Levenshtein distance:

```
for each i = 1..m

for each j = 1..n

D(i,j) = min(D(i-1, j)+1 | D(i,j-1)+1 | D(i-1,j-1) + {2 if X(i) \neq Y(j)}

0 if X(i) = Y(j)}
```

- Termination
  - D(n,m) is minimum edit distance
- Substitute (1 / 2) Remove one character and add another



# **Example Computation (1)**

What is the Levenshtein distance between "sets" and "seat"?



# **Example Computation (2)**

| N | 9 |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 8 |   |   |   |   |   |   |   |   |   |
| Ι | 7 |   |   |   |   |   |   |   |   |   |
| Т | 6 |   |   |   |   |   |   |   |   |   |
| N | 5 |   |   |   |   |   |   |   |   |   |
| Е | 4 |   |   |   |   |   |   |   |   |   |
| Т | 3 |   |   |   |   |   |   |   |   |   |
| N | 2 |   |   |   |   |   |   |   |   |   |
| Ι | 1 |   |   |   |   |   |   |   |   |   |
| # | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|   | # | Е | Χ | Е | C | U | Т | I | 0 | N |



# **Example Computation (2) Solved**

| N | 9 | 8 | 9 | 10 | 11 | 12 | 11 | 10 | 9  | 8  |
|---|---|---|---|----|----|----|----|----|----|----|
| 0 | 8 | 7 | 8 | 9  | 10 | 11 | 10 | 9  | 8  | 9  |
| Ι | 7 | 6 | 7 | 8  | 9  | 10 | 9  | 8  | 9  | 10 |
| Т | 6 | 5 | 6 | 7  | 8  | 9  | 8  | 9  | 10 | 11 |
| N | 5 | 4 | 5 | 6  | 7  | 8  | 9  | 10 | 11 | 10 |
| Е | 4 | 3 | 4 | 5  | 6  | 7  | 8  | 9  | 10 | 9  |
| Т | 3 | 4 | 5 | 6  | 7  | 8  | 7  | 8  | 9  | 8  |
| N | 2 | 3 | 4 | 5  | 6  | 7  | 8  | 7  | 8  | 7  |
| Ι | 1 | 2 | 3 | 4  | 5  | 6  | 7  | 6  | 7  | 8  |
| # | 0 | 1 | 2 | 3  | 4  | 5  | 6  | 7  | 8  | 9  |
|   | # | Е | Χ | Е  | С  | U  | Т  | I  | 0  | N  |

### **Practice**



- 1: Show the table of Levenshtein edit distance between the following:
  - acress vs. actress
  - acress vs. caress
- 2: Match usernames to names:
  - For each entry in <u>usernames.csv</u>, find the entry in <u>names.csv</u> which has the minimum distance
  - Check against name-username.csv, which has the correct alignment
  - What is the accuracy of this approach?
  - What went wrong? Why?

### **Backtrace**

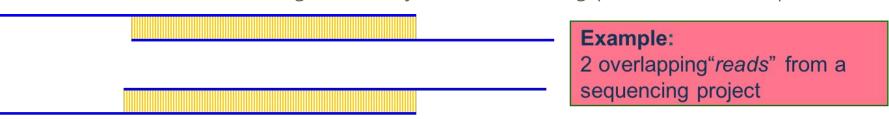


- How to produce alignments?
  - Need extra information in the table
  - o Every time a cell is entered, place a trace of where it was filled from
  - Once table is filled, trace from D(n,m) back to D(0,0)
  - May prefer certain directions (eg. diagonal) over others
- Example:

| n | 9 | ↓ 8          | ∠←↓9                 | ∠←↓ 10            | ∠←↓ 11         | ∠←↓ 12       | ↓ 11         | ↓ 10           | ↓9            | ∠8            |  |
|---|---|--------------|----------------------|-------------------|----------------|--------------|--------------|----------------|---------------|---------------|--|
| 0 | 8 | ↓ 7          | ∠←↓ 8                | ∠←↓ 9             | <b>∠</b> ←↓ 10 | ∠←↓ 11       | ↓ 10         | ↓9             | ∠ 8           | ← 9           |  |
| i | 7 | ↓ 6          | ∠←↓ 7                | ∠←↓ 8             | ∠←↓ 9          | ∠←↓ 10       | ↓9           | / 8            | ← 9           | ← 10          |  |
| t | 6 | ↓ 5          | ∠<↓ 6                | ∠←↓ 7             | ∠←↓ 8          | <b>∠</b> ←↓9 | / 8          | ← 9            | ← 10          | <b>←</b> ↓ 11 |  |
| n | 5 | ↓ 4          | <b>∠</b> ←↓ 5        | ∠←↓ 6             | ∠←↓ 7          | <b>∠</b> ←↓8 | <b>∠</b> ←↓9 | <b>∠</b> ←↓ 10 | ∠←↓ 11        | <b>∠</b> ↓ 10 |  |
| e | 4 | ∠3           | ← 4                  | <b>∠</b> ← 5      | ← 6            | ← 7          | <b>←</b> ↓ 8 | <b>∠</b> ←↓9   | ∠←↓ 10        | ↓9            |  |
| t | 3 | ∠ <b></b> 4  | <b>∠</b> ←↓ <b>5</b> | ∠←↓ 6             | ∠-↓7           | <b>∠</b> ←↓8 | ∠ 7          | <i>←</i> ↓ 8   | <b>∠</b> ←↓9  | ↓8            |  |
| n | 2 | ∠←↓ <b>3</b> | ∠ <b></b> 4          | ∠ <b>←</b> ↓ 5    | ∠←↓ 6          | ∠←↓ <b>7</b> | ∠←↓ 8        | ↓ 7            | <b>∠</b> ←↓ 8 | ∠7            |  |
| i | 1 | ∠←↓ 2        | ∠ <b>←</b> ↓ 3       | ∠ <del>←</del> ↓4 | ∠<↓ 5          | ∠←↓ 6        | ∠←↓ 7        | ∠ 6            | ← 7           | ← 8           |  |
| # | 0 | 1            | 2                    | 3                 | 4              | 5            | 6            | 7              | 8             | 9             |  |
|   | # | e            | X                    | e                 | c              | u            | t            | i              | o             | n             |  |

### **Minimum Edit Distance Variants**

- Weighted Minimum Edit Distance
  - Spelling: certain substitutions (eg. a—>e) are more likely than others (eg. a—>g) keyboard edit distance?
  - o Biology: certain kinds of deletions / insertions are more likely than others
  - Adding cost function helps
- In Biology
  - Comparing genes / regions from different species finds mutations, important regions, evolutionary forces, etc.
  - Vocabulary: similarity (vs. distance) and scores (vs. weights)
  - Needleman-Wunsch algorithm: okay to have unlimited gaps at start/end of sequence



 Smith-Waterman algorithm: ignore poorly-aligned regions; find areas of high local alignment

### **Autocorrect**

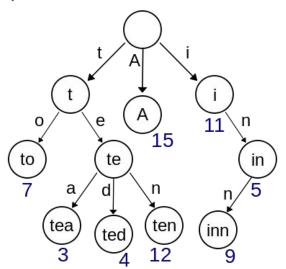


- Problem:
  - Dynamic Programming solution is useful only after the word has been typed
  - Need a different framework if you want to predict what the user is typing



Image from How-To Geek

One part of a solution: a trie data structure



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