# Edit Distance

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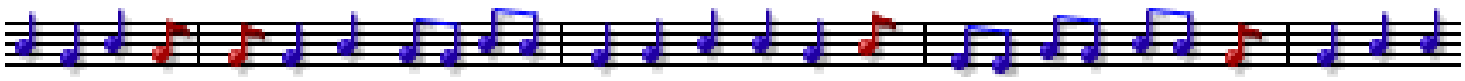
# Edit Distance

- Edit distance
  - The minimum total cost of the basic operations (delete with cost 1, insert with cost 1, substitute with cost 2) that are required to convert a string into another.
  - Used in “diff” command of unix.



Quiz!

# DP for Edit Distance: 3-step Formula

Three-step DP formula for computing $ed(\vec{A},\vec{B})$

1. Optimum-value function

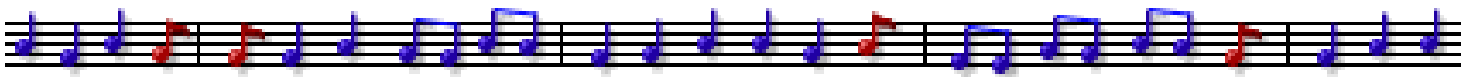
   $ed(\vec{p},\vec{q})$ is the edit distance between string $\vec{p}$ and $\vec{q}$.

2. Recurrent formula

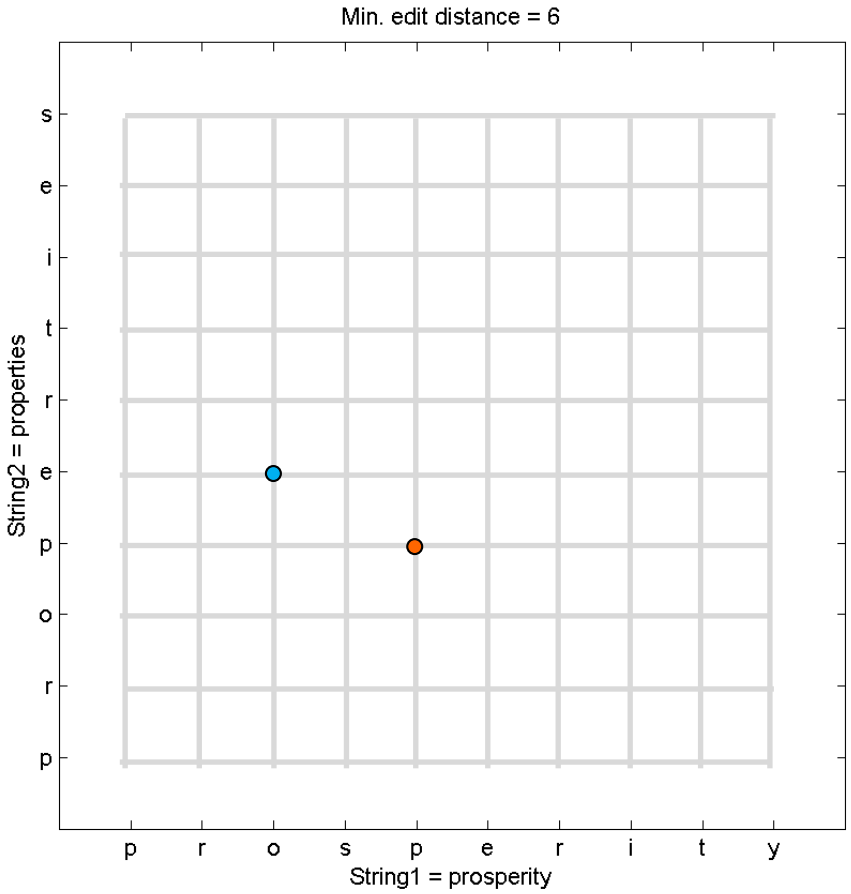
$$ed(\vec{a}x,\vec{b}y)=\begin{cases} ed(\vec{a},\vec{b}), \text{ if } x=y \\ \min\begin{cases} ed(\vec{a}x,\vec{b})+1 \\ ed(\vec{a},\vec{b}y)+1, \text{ if } x\neq y \\ ed(\vec{a},\vec{b})+2 \end{cases} \end{cases}$$

   Boundary condition: $ed(\vec{a},[])=len(\vec{a}), ed([],\vec{b})=len(\vec{b})$

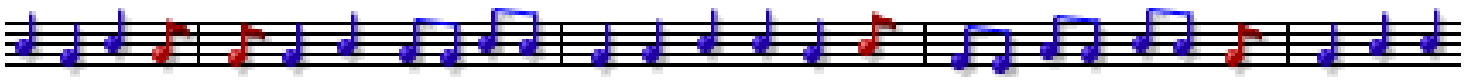
3. Answer: $ed(\vec{A},\vec{B})$



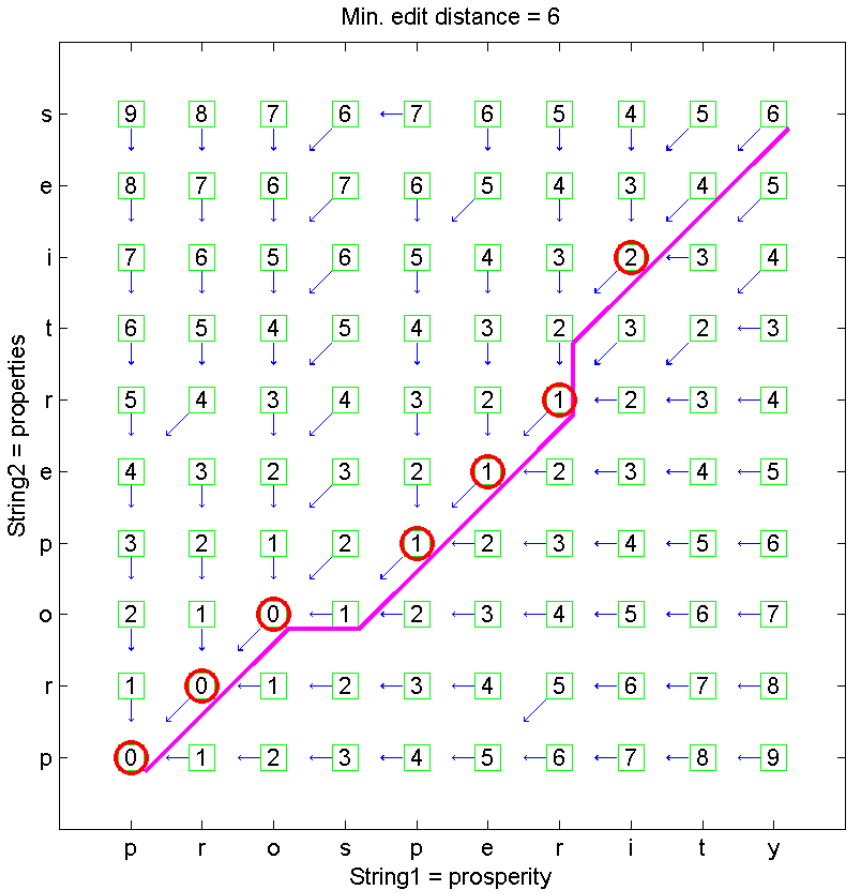
# DP for Edit Distance: Table Filling (1/2)




- All DP problems can be visualized as path finding…
  - $ed(prosp, prop) = ed(pros, pro\ )$
  - $ed(pro, prope) = \min\begin{cases} ed(pro, prop)+1 \\ ed(pr, prope)+1 \\ ed(pr, prop)+2 \end{cases}$

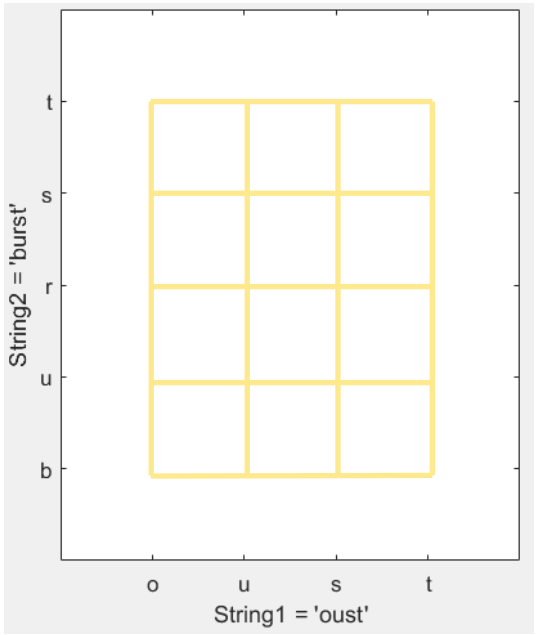


# DP for Edit Distance: Table Filling (2/2)



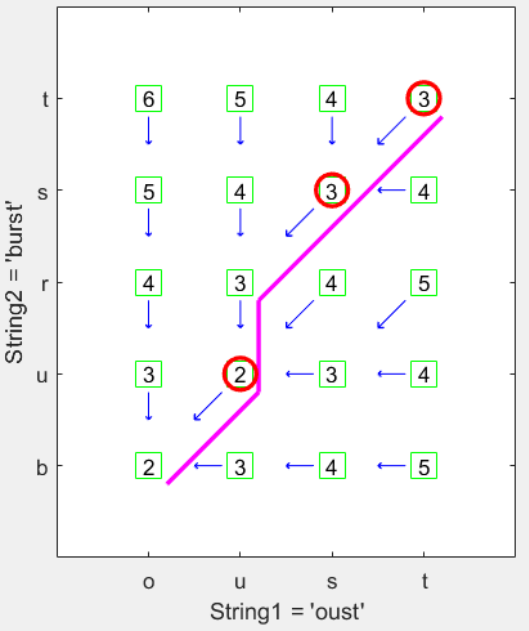

- To create this plot
  - Download Machine Learning Toolbox
  - Run editDistance('prosperity', 'properties', [2 1 1], 1) under MATLAB
  - A 45-degree back-tracking path indicates a "substitute" or "equal".

# DP for Edit Distance: Table Filling

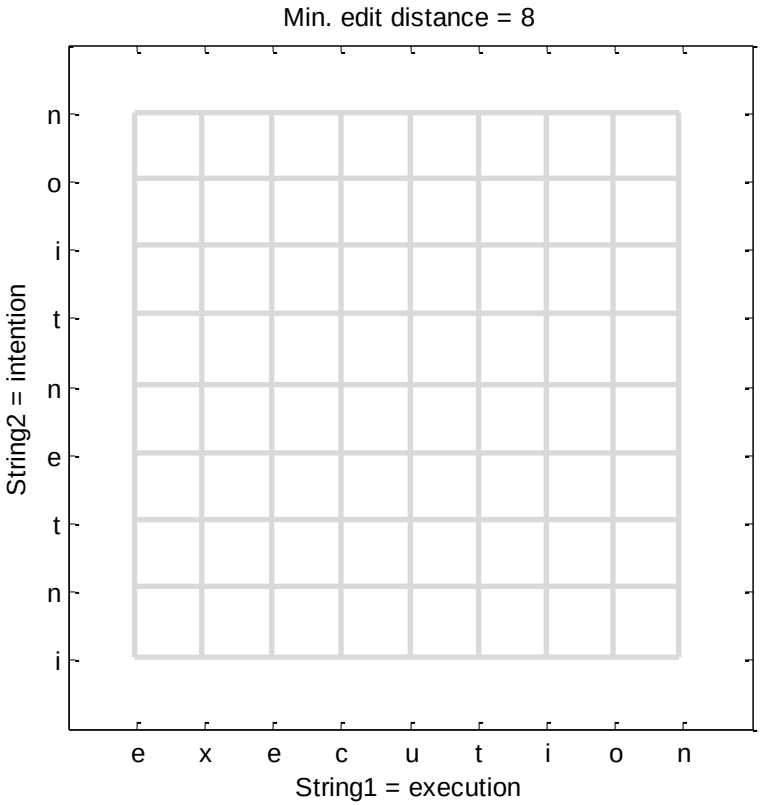


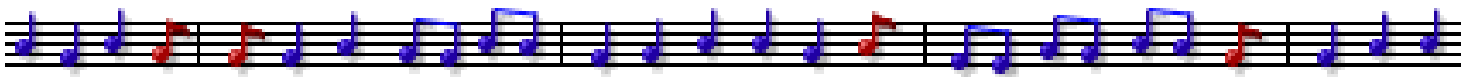

- Hints
  - Create a (m+1)*(n+1) matrix for table filling
  - Fill row 0 and column 0 first to establish the base cases of boundary conditions
  - Fill all the other elements in a layer-by-layer manner.

# DP for Edit Distance: Solution

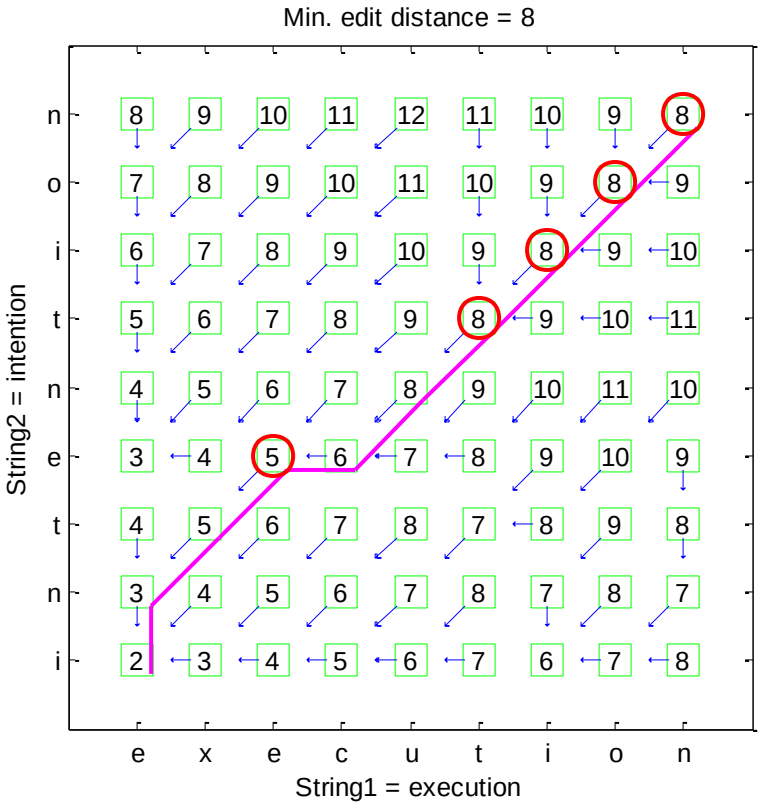


# Exercise


Min. edit distance = 8
n
o
i
t
n
e
t
n
i
String2 = intention
e x e c u t i o n
String1 = execution



# Solution


Min. edit distance = 8
String2 = intention
n o i t n e t n i
8 9 10 11 12 11 10 9 8
7 8 9 10 11 10 9 8 9
6 7 8 9 10 9 8 9 10
5 6 7 8 9 8 9 10 11
4 5 6 7 8 9 10 11 10
3 4 5 6 7 8 9 10 9
4 5 6 7 8 7 8 9 8
3 4 5 6 7 8 7 8 7
2 3 4 5 6 7 6 7 8
e x e c u t i o n
String1 = execution