LCS vs. Edit distance. LCS (on the left side below) is using the same code as edit distance, with substitution cost set to a large value (i.e., greater than the sum of insertion and deletion costs). Edit distance (on the right side below) has insertion, deletion and substitution costs all equal to 1.

## Length of LCS = 4 hbcdeg 0 1 2 3 4 5 6 1 2 3 4 5 6 7 2 3 2 3 4 5 6 3 4 3 2 3 4 5 4 5 4 3 4 3 4 5654545 6765654 bceg

```
Min edits/changes = 3
   hbcdeg
  0 1 2 3 4 5 6
a 1 1 2 3 4 5 6
 2 2 1 2 3 4 5
 3 3 2 1 2 3 4
   4 3 2 2 2 3
 5 5 4 3 3 3 3
  6654443
```

What happens when following changes are made to initialization of Edit distance? (Insertion, deletion and substitution costs are all equal to 1)

```
Min number of edits/changes = 1
   Its near fimish line
  i 2 2 2 2 2 2 2 2 2 2 1 0 1 1 2 2 2 2 1 2 2
n 3 3 3 3 3 2 3 3 3 3 2 1 1 2 2 3 3 3 2 1 2
 4 4 4 4 4 3 3 4 4 4 3 2 2 1 2 3 4 4 3 2 2
 5 5 5 4 5 4 4 4 5 5 4 3 3 2 1 2 3 4 4 3 3
h 6 6 6 5 5 5 5 5 5 6 5 4 4 3 2 1 2 3 4 4 4
```