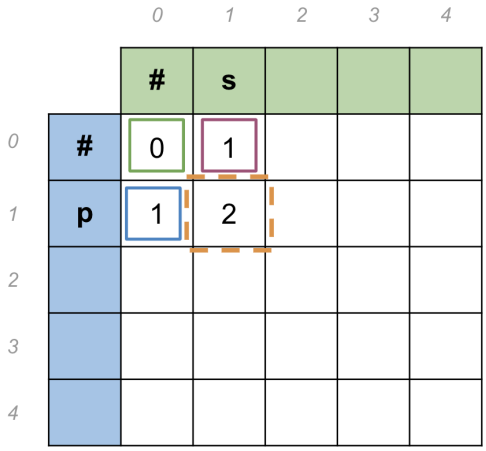
Minimum edit distance algorithm

When computing the minimum edit distance, you would start with a *source word* and transform it into the *target word*. Let's look at the following example:

Source: play → Target: stay
Cost: insert: 1, delete: 1, replace: 2

p → s
insert + *delete*: p → ps → s: 2
delete + *insert*: p → # → s: 2
replace: p → s: 2



To go from $\# \rightarrow \#$ you need a cost of 0. From $p \rightarrow \#$ you get 1, because that is the cost of a delete. $p \rightarrow s$ is 2 because that is the minimum cost one could use to get from **p** to **s**. You can keep going this way by populating one element at a time, but it turns out there is a faster way to do this. You will learn about it next.

Mark as completed