



**CSA4050:  
Advanced Topics  
in NLP**

**Statistical NLP**

**Minimum Edit Distance**

- Multiple Errors
- Minimum Edit Distance Concepts
- MED Algorithm

## Distances Between Strings

- So far we have only considered single spelling errors. To handle multiple spelling errors within the same word, we need a *richer notion of distance*.
- The distance from a string **a** to a string **b** is defined as the *minimum length* of any acceptable analysis of the difference between **a** and **b**.
- A basic approach is to analyse the total difference between 2 strings as into a series of individual elementary differences, each achieved by a *primitive editing operation*.
- Obviously, the length of such an analysis will depend on the on the chosen set of primitive operations.

## Primitive Editing Operations

- Usually the following are used:
  - substitution
  - deletion
  - insertion
- Others are possible, e.g. transposition. However this can be defined in terms of the more elementary operations (in this case, a pair of substitutions).
- It is also crucial to realise that in general there will be more than one series of editing operations that will achieve a given result. To give a simple example, there are two ways to turn “acress” into “acres”.

## Three Different Styles

The following illustrates three ways in which the difference between strings can be presented:

<b>Trace</b>		i n t e n t i o n / / / /         e x e c u t i o n
<b>Alignment</b>		i n t e n t i o n ε e x e c u t i o n
<b>Operation List</b>		
	delete i →	i n t e n t i o n
	substitute n by e →	n t e n t i o n
	substitute t by x →	e t e n t i o n
	insert u →	e x e n t i o n
	substitute n by c →	e x e n u t i o n
		e x e c u t i o n

These represent different modes of *analysis* as well as of presentation.

## Trace, Alignment and List

- Trace: merely records corresponding character positions (different letters at each end of a line indicate a substitution).
- Alignments are more detailed than traces (same trace can result in several alignments).

1 trace  $\left\{ \begin{array}{cccc} g & a & b & h \\ | & & & | \\ g & c & d & h \end{array} \right.$

2 alignments  $\left\{ \begin{array}{cccccc} g & a & b & - & - & h \\ g & - & - & c & d & h \\ g & a & - & b & - & h \\ g & - & c & - & d & h \end{array} \right.$

- List is yet more detailed than alignment. Again, a given alignment can be realised by several different operation lists.

## Levenshtein Distance

The Levenshtein distance between two sequences assumes that each of the three operations has a cost of 1. Thus the Levenshtein distance between *intention* and *execution* is 5.

Levenshtein also proposed an alternate version of his metric in which each insertion or deletion has a cost of 1 and substitution (represented as 1 insertion followed by 1 deletion) has a cost of 2. Under this model the distance between *intention* and *execution* would be 7.

We can also weight operations by more complex functions, e.g. using confusion matrices which assign a probability to each. We can then talk about the “maximum probability alignment” between strings rather than the edit distance.

## Computing Minimum Edit Distance

- The minimum edit distance can be computed by **dynamic programming**, the name for a class of algorithms, first introduced in 1957 by Bellman.
- The main characteristic of this class is that *table driven methods* are used to solve a problem for properly *combining the solutions to subproblems*.
- Various tabular parsing algorithms fall into this class (e.g. Earley's Algorithm - cf. the Star operation). Another item in the class is the Viterbi algorithm which is used to discover which word best fits a given pattern of phonemes.
- In the case of the minimum edit distance algorithm we focus on the minimum edit distance between  $s(i)$  (the first  $i$  characters of the source) and  $t(j)$ , the first  $j$  characters of the target.

## Computing Minimum Edit Distance

The basic intuition is that MED between  $s(i)$  and  $t(j)$  is related to the minimum of the MEDs of three other pairs of strings, namely:

$MED(s(i-1), t(j))$

$MED(s(i), t(j-1))$

$MED(s(i-1), t(j-1))$

For example, suppose the word on the page is FLYD instead of FLIES.

$MED(FLIES, FLYD)$  is related to each of

1.  $MED(FLIE, FLYD)$
2.  $MED(FLIES, FLY)$
3.  $MED(FLIE, FLY)$



## Three Ways to Compute $\text{MED}(\text{FLIES}, \text{FLYD})$

1.  $\text{MED}(\text{FLIES}, \text{FLYD}) = \text{MED}(\text{FLIE}, \text{FLYD}) + \text{cost}(\text{del}(\text{S}) \text{ from source})$
2.  $\text{MED}(\text{FLIES}, \text{FLYD}) = \text{MED}(\text{FLIES}, \text{FLY}) + \text{cost}(\text{ins}(\text{D}) \text{ into target})$
3.  $\text{MED}(\text{FLIES}, \text{FLYD}) = \text{MED}(\text{FLIE}, \text{FLY}) + \text{cost}(\text{subst}(\text{source}(\text{S}) \text{ with target}(\text{D}))$

## The Recurrence Relation

To get the *minimum* edit distance we have to take the minimum of these quantities. A relation can be defined that specifies the value of  $d_{i,j}$  as follows:

$$d_{i,j} = \min \begin{cases} d_{i-1,j} + \text{del-cost}(s[i]) \\ d_{i-1,j-1} + \text{subst-cost}(s[i],t[j]) \\ d_{i,j-1} + \text{ins-cost}(t[j]) \end{cases}$$

Here is the corresponding algorithm which stores intermediate results in table.

```
function med(s,t) returns min distance
m <- length(s)
n <- length(t)
new array d[m+1,n+1]
d[0,0] = 0
for i = 1 to m do d[i,0] = del-cost(s[i])
for j = 1 to n do d[0,j] = ins-cost(t[j])

for i = 1 to m do d[i,0] = i do
  for j = 1 to n do d[0,j] = j do
    d[i,j] = min( d[i-1,j] + del-cost(s[i]),
                  d[i,j-1] + ins-cost(t[j]),
                  d[i-1,j-1] + subst-cost(s[i],t[j]) ) )
```

## Result of Running MED Algorithm

source: FLIES -  $m = 5$

target: FLYD -  $n = 4$

4	D						
3	Y						
2	L						
1	F						
0	#						
<i>j</i>		#	F	L	I	E	S
	<i>i</i>	0	1	2	3	4	5

### After Initialisation

4	D	4					
3	Y	3					
2	L	2					
1	F	1					
0	#	0	1	2	3	4	5
<i>j</i>		#	F	L	I	E	S
	<i>i</i>	0	1	2	3	4	5

## Result of Running MED Algorithm

### After 1st Inner Loop

4	D	4	3				
3	Y	3	2				
2	L	2	1				
1	F	1	0				
0	#	0	1	2	3	4	5
<i>j</i>		#	F	L	I	E	S
	<i>i</i>	0	1	2	3	4	5

### Final Result

4	D	4	3	2	3	4	5
3	Y	3	2	1	2	3	4
2	L	2	1	0	1	2	3
1	F	1	0	1	2	3	4
0	#	0	1	2	3	4	5
<i>j</i>		#	F	L	I	E	S
	<i>i</i>	0	1	2	3	4	5