Dynamic programming

- Avoid calculating repeating subproblems
  - fib(1)=fib(0)=1;
  - fib(n) = fib(n-1)+fib(n-2)
- Although natural to encode (and a useful task for novice programmers to learn about recursion) recursively, this is inefficient.

A dynamic-programming algorithm solves every subproblem just once and then saves its answer in a table, thereby avoiding the work of recomputing the answer every time the subproblem is encountered.

Structure within the problem

- The fact that it is not a tree indicates overlapping subproblems.

Topp-down (recursive, memoized)

- Top-down approach: This is the direct fall-out of the recursive formulation of any problem. If the solution to any problem can be formulated recursively using the solution to its subproblems, and if its subproblems are overlapping, then one can easily memoize or store the solutions to the subproblems in a table. Whenever we attempt to solve a new subproblem, we first check the table to see if it is already solved. If a solution has been recorded, we can use it directly, otherwise we solve the subproblem and add its solution to the table.
Bottom-up

- **Bottom-up approach**: This is the more interesting case. Once we formulate the solution to a problem recursively as in terms of its subproblems, we can try reformulating the problem in a bottom-up fashion: try solving the subproblems first and use their solutions to build-on and arrive at solutions to bigger subproblems. This is also usually done in a tabular form by iteratively generating solutions to bigger and bigger subproblems by using the solutions to small subproblems. For example, if we already know the values of $F_{41}$ and $F_{40}$, we can directly calculate the value of $F_{42}$.

Dynamic programming is typically applied to **optimization problems**. In such problems there can be many possible solutions. Each solution has a value, and we wish to find a solution with the optimal (minimum or maximum) value.

- We call such a solution an optimal solution to the problem, as opposed to the optimal solution, since there may be several solutions that achieve the optimal value.

The development of a dynamic-programming algorithm can be broken into a sequence of four steps.

1. Characterize the structure of an optimal solution.
2. Recursively define the value of an optimal solution.
3. Compute the value of an optimal solution in a bottom-up fashion.
4. Construct an optimal solution from computed information.

**Matrix multiplication**

\[
\begin{align*}
\text{for } i &= 1..n \\
\text{for } j &= 1..k \\
c_i &= \sum_{x=1..m} a_{ix} \times b_{xj} \\
\end{align*}
\]

$O(nmk)$

**Chain matrix multiplication**

MATRICES \( A \), \( B \), \( C \) have dimensions \( m \times n \), \( n \times k \), \( k \times m \). The product \( C = AB \) is computed as follows:

1. Initialize \( C \) to matrices of zeros.
2. For each \( i \) from 1 to \( m \):
   - For each \( j \) from 1 to \( n \):
     - For each \( k \) from 1 to \( k \):
       - \( C[i,j] = C[i,j] + A[i,k] \times B[k,j] \)
3. Return \( C \) as the result.

\[ C_{i,j} = \sum_{k=1}^{k} A_{i,k} \times B_{k,j} \]

**Complexity**

- **Time complexity**: \( O(nmk) \)
- **Space complexity**: \( O(nk) \)
The **matrix-chain multiplication problem** can be stated as follows: given a chain \( \langle A_1, A_2, \ldots, A_n \rangle \) of \( n \) matrices

- matrix \( A_i \) has dimension \( p_{i-1} \times p_i \)

- fully parenthesize the product \( A_1 \cdot A_2 \cdot A_3 \cdot A_4 \) in a way that minimizes the number of scalar multiplications.

Denote the number of alternative parenthesizations of a sequence of \( n \) matrices by \( P(n) \).

Since we can split a sequence of \( n \) matrices between the \( k \)th and \((k+1)\)st matrices for any \( k = 1, 2, \ldots, n - 1 \) and then parenthesize the two resulting subsequences independently, we obtain the recurrence

\[
P(n) = \begin{cases} 
1, & \text{if } n = 1, \\
\sum_{k=1}^{n-1} P(k) P(n-k), & \text{if } n \geq 2.
\end{cases}
\]

Problem 13.4 asked you to show that the solution to this recurrence is the sequence of **Catalan numbers**:

\[
C(n) = \frac{1}{n+1} \binom{2n}{n} = \Omega\left(\frac{4^n}{n^{3/2}}\right).
\]

The number of solutions is thus exponential in \( n \), and the brute-force method of exhaustive search is therefore a poor strategy for determining the optimal parenthesization of a matrix chain.
Let’s crack the problem

\[ A_{i..j} = A_i \cdots A_{j-1} \]

- Optimal parenthesization of \( A_1 \cdots A_n \) splits at some \( k, k+1 \).
- Optimal = \( A_{i..k} \cdots A_{k+1..j} \)

\[ T(A_{i..n}) = T(A_{i..k}) + T(A_{k+1..j}) + T(A_{i..k} \cdot A_{k+1..j}) \]

\( T(A_{i..k}) \) must be optimal for \( A_1 \cdots A_k \)

Recursion

- \( m[i, j] \) - minimum number of scalar multiplications needed to compute the matrix \( A_{i..j} \)

\[ m[i, j] = 0 \]

\[ \text{cost}(A_{i..k} \cdot A_{k+1..j}) = p_{i..j} \]

\[ m[i, j] = m[i, k] + m[k+1, j] + p_{i..j} \]

This recursive equation assumes that we know the value of \( k \), which we don’t. There are only \( j-i \) possible values for \( k \), however, namely \( k = i, i+1, \ldots, j-1 \).

Since the optimal parenthesization must use one of these values for \( k \), we need only check them all to find the best. Thus, our recursive definition for the minimum cost of parenthesizing the product \( A_1 \cdots A_j \) becomes

\[ m[i, j] = \min_{i \leq k < j} [m[i, k] + m[k+1, j] + p_{i..j}] \] \quad (16.2)

To help us keep track of how to construct an optimal solution, let us define \( s[i, j] \) to be a value of \( k \) at which we can split the product \( A_1 \cdots A_j \) to obtain an optimal parenthesization. That is, \( s[i, j] \) equals a value \( k \) such that \( m[s[i, j], j] = m[i, k] + m[k+1, j] + p_{i..j} \).

Recursion

- Checks all possibilities...

But – there is only a few subproblems – choose \( i, j \) s.t. \( 1 \leq i \leq j \leq n \) - \( O(n^2) \)

A recursive algorithm may encounter each subproblem many times in different branches of its recursion tree. This property of overlapping subproblems is the second hallmark of the applicability of dynamic programming.

Example

```
foreach length from 2 to n
foreach start index i
    check all mid-points for optimality
        do q = m[i, k] + m[k+1, j] + p_{i..j}
        if q < m[i, j]
            then m[i, j] = q
                // new best value q
            s[i, j] = k
                // achieved at mid point k
return m and s
```
A simple inspection of the nested loop structure of MATRIX-CHAIN-ORDER yields a running time of $O(n^3)$ for the algorithm. The loops are nested three deep, and each loop index ($l, i, \text{and} k$) takes on at most $n$ values.

- Time $O(n^3) \rightarrow O(n^3)$
- Space $O(n^2)$

Step 4 of the dynamic-programming paradigm is to construct an optimal solution from computed information.

- Use the table $s[1 \ldots n, 1 \ldots n]$ to determine the best way to multiply the matrices.

### Multiply using S table

MATRIX-CHAIN-MULTIPLY($A, s, i, j$)

1. If $j > i$
2. \hspace{0.5cm} then $X = $ MATRIX-CHAIN-MULTIPLY($A, s, i, s[i,j]$)
3. \hspace{0.5cm} $Y = $ MATRIX-CHAIN-MULTIPLY($A, s, s[i,j]+1, j$)
4. \hspace{0.5cm} return MATRIX-MULTIPLY($X, Y$)
5. \hspace{0.5cm} return $A_i ((A_1A_2)A_3) ((A_4A_5)A_6)$

### Elements of dynamic programming

- **Optimal substructure** within an optimal solution
- **Overlapping subproblems**
- **Memoization**

### Overlapping subproblems

*Note: This is a memoized recursive algorithm. Each table entry contains a special value to indicate that the entry has yet to be filled in. When the subproblem is first encountered during the execution of the recursive algorithm, its solution is computed and stored in the table. Each subsequent time that the subproblem is encountered, the value stored in the table is simply looked up and returned. (tabulated)*

*This approach presupposes that the set of all possible subproblem parameters is known and that the relation between table positions and subproblems is established. Another approach is to memoize by using hashing with the subproblem parameters as keys.*
Longest Common Subsequence (LCS)

Optimal triangulation

The problem is to find a triangulation that minimizes the sum of the weights of the triangles in the triangulation.

Two ways of triangulating a convex polygon. Every triangulation of this 7-sided polygon has $7 - 3 = 4$ chords and divides the polygon into $7 - 2 = 5$ triangles.

Parse tree

Optimal triangulation

$$q(i, j) = \begin{cases} 0 & \text{if } i = j; \\ \min_{k < j} [q(i, k) + q(k + 1, j) + w(v_k, v_i, v_j)] & \text{if } i < j. \end{cases}$$ (16.7)

Similarity

- How can we measure the similarity of two strings?
- When are the two things “almost” the same?
**Edit distance (Levenshtein distance)**

- Smallest nr of edit operations to convert one string into the other

<table>
<thead>
<tr>
<th>INDUSTRY</th>
<th>INDUSTRY</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEREST</td>
<td>INTEREST</td>
</tr>
</tbody>
</table>

**Definition** The edit distance $D(A,B)$ between strings $A$ and $B$ is the minimal number of edit operations to change $A$ into $B$. Allowed edit operations are deletion of a single letter, insertion of a letter, or replacing one letter with another.

- Let $A=a_1a_2...a_n$ and $B=b_1b_2...b_m$.
- E1: Deletion $a_i \rightarrow \epsilon$
- E2: Insertion $\epsilon \rightarrow b_i$
- E3: Substitution $a_i \rightarrow b_j$ (if $a_i \neq b_j$)
- Other possible variants:
  - E4: Transposition $a_{i+1}a_i \rightarrow b_jb_{j+1}$ and $a_{i}a_{i+1} = b_jb_{j+1}$ (e.g. lecture $\rightarrow$ letcure)

**How can we calculate this?**

<table>
<thead>
<tr>
<th>$a$</th>
<th>$b$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$\alpha$</td>
<td>$\beta$</td>
</tr>
</tbody>
</table>

$$D(\alpha, \beta) = \min$$

1. $D(\alpha, \beta)$ if $a=b$
2. $D(\alpha, \beta)+1$ if $a\neq b$
3. $D(\alpha, \beta)+1$
4. $D(\alpha, \beta)+1$

**How can we calculate this efficiently?**

$$D(S, T) = \min$$

1. $D(S[1..n-1], T[1..m-1]) + (S[n]=T[m])? 0 : 1$
2. $D(S[1..n], T[1..m-1]) +1$
3. $D(S[1..n-1], T[1..m]) +1$

Define: $$d(i,j) = D(S[1..i], T[1..j])$$

$$d(i,j) = \min$$

1. $d(i-1,j-1) + (S[i]=T[j])? 0 : 1$
2. $d(i, j-1) +1$
3. $d(i-1, j) +1$

**Recursion**

- $F(0) = 1$
- $F(1) = 1$
- $F(n) = F(n-1)+F(n-2)$
- $1,1,2,3,5,8,...$

**Sequences $S$ and $T$**

- $D[i,j]$ instead of $D(S[1..i], T[1..j])$
Algorithm Edit distance $D(A,B)$ using Dynamic Programming (DP)

Input: $A=a_1a_2...a_n$, $B=b_1b_2...b_n$
Output: Value $d_{mn}$ in matrix $(d_{ij})$, $0 \leq i \leq m$, $0 \leq j \leq n$.

for $i=0$ to $m$ do $d_{i0}=i$;
for $j=0$ to $n$ do $d_{0j}=j$;
for $j=1$ to $n$ do
  for $i=1$ to $m$ do
    $d_{ij} = \min(d_{i-1,j-1} + (\text{if } a_i=\text{b}_j \text{ then } 0 \text{ else } 1), d_{i-1,j} + 1, d_{i,j-1} + 1)$
  return $d_{mn}$
Edit distance is a metric

- It can be shown, that $D(A,B)$ is a metric
  - $D(A,B) \geq 0$, $D(A,B)=0$ iff $A=B$
  - $D(A,B) = D(B,A)$
  - $D(A,C) \leq D(A,B) + D(B,C)$

Alignment

indust-r-y-
in---terest

Path of edit operations

- Optimal solution can be calculated afterwards
  - Quite typical in dynamic programming
  
  $d(i-1,j-1)$  
  $d(i-1,j)$  
  $d(i,j-1)$  

- Memorize sets $\text{pred}[i,j]$ depending from where the $d_{ij}$ was reached.

Three possible minimizing paths

- Add into $\text{pred}[i,j]$
  - $(i-1,j-1)$ if $d_{ij} = d_{i-1,j-1} + (\text{if } a_i = b_j \text{ then } 0 \text{ else } 1)$
  - $(i-1,j)$ if $d_{ij} = d_{i-1,j} + 1$
  - $(i,j-1)$ if $d_{ij} = d_{i,j-1} + 1$

Multiple paths possible

- All paths are correct
- There can be many (how many?) paths
What are the other questions in edit distance calculations?

- Space complexity
- Time complexity
- Other ways to look at the algorithm(s)
- Applications
- More complex notions of similarity
- ...

Space can be reduced

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C[m]</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>1 2</td>
<td>3</td>
</tr>
<tr>
<td>b</td>
<td>1 1</td>
<td>2</td>
</tr>
<tr>
<td>a</td>
<td>2 1</td>
<td>1</td>
</tr>
<tr>
<td>a</td>
<td>3 2</td>
<td>2</td>
</tr>
<tr>
<td>c</td>
<td>4 3</td>
<td>3</td>
</tr>
<tr>
<td>b</td>
<td>5 4</td>
<td>3</td>
</tr>
</tbody>
</table>

Calculation of $D(A,B)$ in space $\Theta(m)$

Input: $A=a_1a_2...a_m$, $B=b_1b_2...b_n$ (choose $m \leq n$)
Output: $d_{mn}=D(A,B)$

for $i=0$ to $m$ do $C[i]=i$
for $j=1$ to $n$ do
    $C=C[0]$; $C[0]=j$;
for $i=1$ to $m$ do
    $d = \min(C + (\text{if } a_i=b_j \text{ then } 0 \text{ else } 1), C[i-1] + 1, C[i] + 1)$
    $C = C[i]$  // memorize new "diagonal" value
    $C[i] = d$
write $C[m]$

Time complexity is $\Theta(mn)$ since $C[0..m]$ is filled $n$ times

Shortest path in the graph

All nodes at distance 1 from source
Observations?

- Shortest path is close to the diagonal
  - If a short distance path exists
- Values along any diagonal can only increase (by at most 1)

Diagonal lemma

**Lemma:** For each $d_{ij}$, $1 \leq i, j \leq n$, holds: $d_{ij} = d_{i+1,j}$ or $d_{ij} = d_{i,j+1} + 1$. (Notice that $d_{i,j}$ and $d_{i+1,j}$ are on the same diagonal)

**Proof:** Since $d_{ij}$ is an integer, show:
- $d_{ij} \leq d_{i,j+1} + 1$
- $d_{i,j+1} \leq d_{ij}$

From the definition of edit distance 1 holds since $d_{ij} \leq d_{i,j+1} + 1$

Induction on $|i-j|$: 
  - Basis is trivial when $i=0$ or $j=0$ (if we agree that $d_{ij}=d_{00}$)
  - Induction step: there are 3 possibilities:
    - On minimization the $d_{ij}$ is calculated from entry $d_{i+1,j}$ or $d_{i,j+1}$
    - On maximization the $d_{ij}$ is calculated from entry $d_{i+1,j}$ or $d_{i,j+1} + 1$.
    - $d_{i,j+1}$ is calculated from entry $d_{i,j}$. Analogous to 2.
  - Hence, $d_{i,j+1} \leq d_{ij}$

Transform the matrix into $f_{kp}$

- For each diagonal only show the position (row index) where the value is increased by 1.
- Also, one can restrict the matrix ($d_{ij}$) to only this part where $d_{ij} \leq d_{\text{min}}$ since only those $d_{ij}$ can be on the shortest path.
- We'll use the matrix ($f_{kp}$) that represents the diagonals of $d_{ij}$
  - $f_{kp}$ is a row index $i$ from $d_{ij}$ such that on diagonal $k$ the value $p$ reaches row $i$ ($d_{ip}=p$ and $j=i+k$).
  - Initialization: $f_{i,j}=-1$ and $f_{kp}=-\infty$ when $p \leq |k|-1$
  - $d_{\text{max}}=p$, such that $f_{p,m}=m$

Calculating matrix ($f_{kp}$) by columns

- Assume the column $p-1$ has been calculated in $f_{kp}$, and we want to calculate $f_{kp}$ (the region of $d_{p}=p$)
- On diagonal $k$ values $p$ reach at least the row $t=\max(f_{kp-1}, f_{k,p-1}, f_{k+1,p-1}+1)$ if the diagonal $k$ reaches so far.
- If on row $t+1$ additionally $a_i=b_j$ on the same diagonal, then $d_{ij}$ cannot increase, and value $p$ reaches row $t+1$.
- Repeat previous step until $a_i \neq b_j$ on diagonal $k$. 
Algorithm A(): calculate $f_{kp}$

A(k,p)
1. $t = \max(f_{k,p-1}+1, f_{k-1,p-1}, f_{k+1,p-1}+1)$
2. while $a_{t+1} == b_{t+1+k}$ do $t = t+1$
3. $f_{kp} = \text{if } t>m \text{ or } t+k > n \text{ then undefined else } t$

Algorithm: Diagonal method by columns

$p = -1$
while $f_{n,m,p} \neq m$
$p = p+1$
for $k = -p \text{ to } p$ do // $f_{kp} = A(k,p)$
    $t = \max(f_{k,p-1}+1, f_{k-1,p-1}, f_{k+1,p-1}+1)$
    while $a_{t+1} == b_{t+1+k}$ do $t = t+1$
    $f_{kp} = \text{if } t>m \text{ or } t+k > n \text{ then undefined else } t$

- $p$ can only occur on diagonals $-p \leq k \leq p$.
- Method can be improved since $k$ is often such that $f_{kp}$ is undefined.
- We can decrease values of $k$:
  - $-m \leq k \leq n$ (diagonal numbers)
  - Let $m \leq n$ and $d_k$ on diagonal $k$.
    - if $-m \leq k \leq 0$ then $|k| \leq d_k \leq m$
    - if $1 \leq k \leq n$ then $k \leq d_k \leq k+m$
- Hence, $-m \leq k \leq m$ if $p \leq m$ and $p-m \leq k \leq p$ if $p \geq m$
Some notes

- In applications small $D(A,B)$ are most interesting.
- Can modify the algorithm by providing maximum $t$
- Hence, $O(tm)$ - the smaller the $t$, the faster the algorithm.
- Space can be reduced by keeping only previous column
- How to output the shortest path?
  - Relatively simple, in time $O(s)$, outputs a single path.

Algorithm for approximate search, $k$ edit operations

Input: $P$, $S$, $k$
Output: Approximate occurrences of $P$ in $S$ (with edit distance $\leq k$)

for $j=0$ to $m$ do $h_{j,0} = j$ // Initialize first column
for $i=1$ to $n$ do
  for $j=1$ to $m$
    $h_{i,j} = \min( h_{i-1,j-1} + (if p_j==s_i then 0 else 1), h_{i-1,j} + 1, h_{i,j-1} + 1 )$
  if $h_{n,0} \leq k$ Report match at $i$
Trace back and report the minimizing path (from-to)

Example

```
  a b r a c a d a b r a
  0 0 0
  r 1 1 0
  a 2 1
  d 3 2
  a 4 3
```

Extensions to basic edit distance

- New operations
- Variable costs
- ...
Transposition (ab → ba)

- E4: Transposition
  \( a_i a_{i+1} \rightarrow b_j b_{j+1} \), s.t. \( a_i = b_{j+1} \) and \( a_{i+1} = b_j \)
- (e.g.: lecture → leture)

<table>
<thead>
<tr>
<th>d(i,j)</th>
<th>( d(i,j) )</th>
<th>( d(i-1,j) + (S[i-1]=T[j+1]) )</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>( d(i-1,j) + (S[i]=T[j]) )</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td>( d(i,j-1) + 1 )</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td>( d(i,j) + 1 )</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td>( d(i-2,j-2) + (\text{if } S[i-1]=T[j-1] \text{ then } 1 \text{ else } 0) )</td>
<td></td>
</tr>
</tbody>
</table>

Longest common subsequences

- **Definition.** String \( C=c_1c_2...c_r \) is a subsequence (alamjada) of \( A=a_1a_2...a_m \) if by removing from \( A \) null or more characters, one can get \( C \).

  String \( C=c_1c_2...c_r \) is the **longest common subsequence**, LCS (pikim uihine alamjada) of \( A=a_1a_2...a_m \) and \( B=b_1b_2...b_n \), if \( C \) is the longest subsequence that is both the subsequence of \( A \) and \( B \).

- \( C=\text{LCS}(A,B) \)
- The length of \( \text{LCS}(A,B) \), \(|C|\), can be used as the similarity measure for \( A \) and \( B \).
- \( \text{LCS}(A,B) \) can be calculated similarly to edit distance

\[ |\text{LCS}(A,B)| = \left( |A| + |B| - D'(A,B) \right)/2 \]

- Let \( D'(A,B) \) the edit distance where the only allowed operations are insertion and deletion (no replace).
- **Theorem**
  a) \( |\text{LCS}(A,B)| = (|A| + |B| - D'(A,B))/2 \)
  b) Let's have two sets \( D'(A,B) \) with optimal nr of changes:
  1. \( a_1 \rightarrow b_k, a_2 \rightarrow b_{k+1}, ..., a_m \rightarrow b_n \) deletions from \( A \) and
  2. \( a_1 \rightarrow b_k, a_2 \rightarrow b_{k+1}, ..., a_m \rightarrow b_n \) insertions into \( B \).
  Then \( |\text{LCS}(A,B)| \) can be constructed such that, \( C \) is \( A \) after deletions of 1. and \( C \) is \( B \) after deletion of all insertions 2. (insertions in 2. are reverse deletions from 1).

**Example.** LCS(english, inglismaa)=ngla. \( D'(english, inglismaa) = 8 \), \(|ngla| = 4=(7+9-8)/2\).

- Diagonal lemma holds, but the increase always occurs by two.
- Time complexity \( O(mn) \), with diag. method \( O(\min(s,m)) \) where \( s=D'(A,B), m=|A|, n=|B| \).
- There exists other algorithms for LCS (e.g. Hunt-Szymanski)

Proof b)
- According to construction, \( C \) is uniquely defined
  \( C \) is a subsequence of \( A \) as well as \( B \).
  If \( C \) was not the longest, then there would be \( C', |C'| < |C| \) s.t. \( C'=\text{LCS}(A,B) \).
  But then \( D'(A,B) \) is \( |A|+|B|-|C'| < |A|+|B|-|C| = D'(A,B) \), which is a contradiction.
- Hence, \( C=\text{LCS}(A,B) \).

Proof a)
- According to b) \(|\text{LCS}(A,B)| = |A|+p \) and \(|\text{LCS}(A,B)| = |B|+q \), or \( 2-|\text{LCS}(A,B)| = |A|+|B| \) (p+q=|A|+|B|) - \( D'(A,B) \).
Unix command `diff` compares files row by row and searches the deviations from the LCS of the two files.

**Generalized edit distance**

- Use more operations $E_1...E_n$, and to provide different costs to each.
- **Definition.** Let $x, y \in \Sigma$. Then every $x \rightarrow y$ is an edit operation. Edit operation replaces $x$ by $y$.
  - If $A=uxv$ then after the operation, $A=uyv$
- We note by $w(x \rightarrow y)$ the cost or weight of the operation.
- Cost may depend on $x$ and/or $y$. But we assume $w(x \rightarrow y) \geq 0$.

**Applications of generalized edit distance**

- Historic documents, names
- Human language and dialects
- Transliteration rules from one alphabet to another
  e.g. Tõugu $=>$ Tyugu (via Russian)
- ...

**Examples**
How?

- Apply Aho-Corasick to match for all possible edit operations
- Use minimum over all possible such operations and costs
- Implementation: Reina Käärik

Possible problems/tasks

- Manually create sensible lists of operations
  - For English, Russian, etc...
  - Old language,
- Improve the speed of the algorithm (testing)
- Train for automatic extraction of edit operations and respective costs from examples of matching words...

Näidised:

- Kirjapildi ja häälduse põhjal eesti keeles inglise tekstist pärингute tegemiseks:
  https://bit-dev.cs.ut.ee/~orsmaa/ing_ligikaudne/
- Venakeelsete sõnade otsimine ladina tähtede abil: