CompSci 6
Programming Design and Analysis

March 23, 2010

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Announcements

• Reading Quiz for next time
• Read Chapter 14.6, 16.1 sets
  – (note Chapter 16.1 is online)
Random Text Generation: n-gram

• Given a text source (book)
  
  this history of mish mash
  is a bit tristy.

• Pick an n-gram (random string length n)
  
  – This will start generation of random text that is
    similar in feel to the original text

• Example: 2-gram from above: is
Predictors

• What are predictors for “is”?

  this_history of mish mash
  is_a bit tristy.

• Predictors: “”, t, h, “ “ t

• Pick one of them and add on to predictor

• Say t is picked

• “ist”

• Use last n-1 char plus chosen letter as new predictor.
Generating random Text

• Ngram “is” – predictors(“ “ t, h, “ “, t)
  – Pick t  - result is “ist”

• Ngram “st” – predictors(o, y)
  – Pick o – result is “isto”

• Ngram “to” – predictors (r)
  – Pick r result is “istor”
Classwork Today

• Generate Random Text using ngrams