



# HW 6

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## HW 6 Question 2



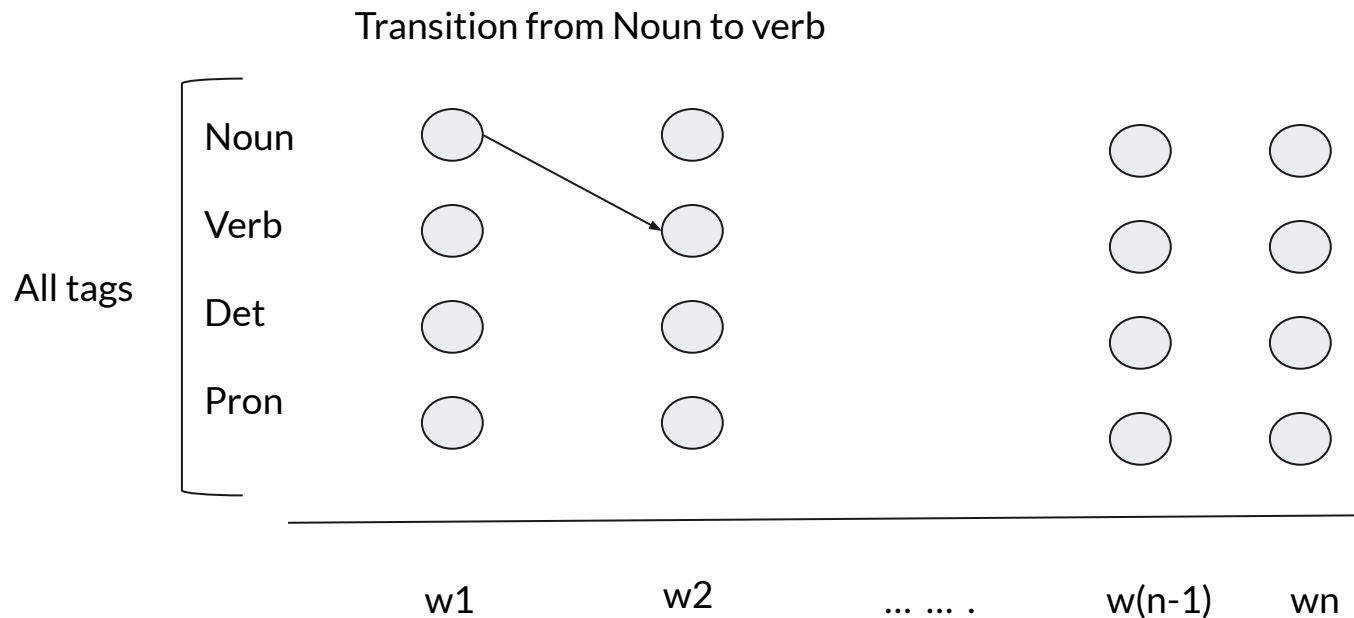
- Need to implement `__init__(self, sentence)` for Tagger class.
- The following internal variables need to be initialized:
  - `self.tag`: set of tags (VERB, NOUN etc.)
  - `self.init_probs`: `self.init_probs[t] = (log) probability (with laplace smoothing) that a sentence begins with tag t`
  - `self.trans_probs`: `self.trans_probs[(ti, tj)] = (log) probability (with laplace smoothing) that a tag ti occurs before tj`
  - `self.em_probs`: `self.em_probs[(ti, wj)] = (log) probability (with laplace smoothing) that a token wj is generated given tag ti`
- Data Structure: Nested Dictionary
  - `A[x][y]`



## HW 6 Question 3

- Find the maximum emission probability among all tags for each token:
  - for token in tokens:
    - // find tag **tag** for given token token such that `emission_probability(tag, token)` is maximized
    - for tag in tags:
      - `Self.em_probs[tag][token]`
    - // easy to do with lambda function passed to in-built `max()` function
- Can do it in one line: return [`<list-comprehension>`].

# Trellis for POS tagging



# Viterbi recursion

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- Viterbi recursion computes the **maximum probability** path to state  $j$  at time  $t$  given that the partial observation  $o_1 \dots o_t$  **has been** generated

$$v_t(j) = \max_{i=1}^N v_{t-1}(i) a_{ij} b_j(o_t)$$

$v_{t-1}(i)$	the <b>previous Viterbi path probability</b> from the previous time step
$a_{ij}$	the <b>transition probability</b> from previous state $q_i$ to current state $q_j$
$b_j(o_t)$	the <b>state observation likelihood</b> of the observation symbol $o_t$ given the current state $j$

# Viterbi Algorithm

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- **Initialization:**  $\delta_1(i) = \pi_i b_j(o_1) \quad 1 \leq i \leq N$

- **Induction:**

$$\delta_t(j) = \left[ \max_{1 \leq i \leq N} \delta_{t-1}(i) a_{ij} \right] b_j(o_t) \quad 2 \leq t \leq T, 1 \leq j \leq N$$

$$\psi_t(j) = \left[ \arg \max_{1 \leq i \leq N} \delta_{t-1}(i) a_{ij} \right] \text{ (Backpointers)}$$

- **Termination:**  $q_T^* = \arg \max_{1 \leq i \leq N} \delta_T(i) \text{ (*Final state!*)}$
- Backpointer path:  $q_t^* = \psi_{t+1}(q_{t+1}^*) \quad t = T-1, \dots, 1$

# Pseudo code



initialization:

For t in tags:

$\Delta[0][tag] = \text{prob}(t \text{ being starting tag}) * \text{prob}(w_1 \text{ comes with tag } t)$

For j in range( 1, len(text)):

    For curtag in tags:

        bestprob, bestPrevTag

        For prevtag in tags:

$\text{Prob} = \Delta[j-1][prevtag] * \text{transit}(prevtag, curtag)$

            // update the best

        //update  $\Delta[tag][t]$

        //keep track of previous best tags



**HW7**



# Sudoku problem



1-Fill each square with a digit from 1 to 9.

2-Each row, column, and block must contain each digit exactly once.

	1	5		2				9
	4					7		
	2	7			8			
9	5				3	2		
7								6
		6	2				1	5
			6			9	2	
		4					8	
2				3		6	5	

# Basic Functions

- `read_board(path)`
  - Dictionary :
    - `key:(row,col)`
    - `Value:` set of all possible values
- 
- `get_values(self, cell)`
  - `get_values((0,0)) -> set([1, 2, 3, 4, 5, 6, 7, 8, 9])`
  - `get_values((0,1)) -> set([1])`
- `sudoku_cells():`
  - Returns the list of all cells in a Sudoku puzzle as (row, column) pairs.
- `sudoku_arcs():`
  - returns the list of all arcs between cells in a Sudoku puzzle corresponding to inequality constraints.

*	1	5	*	2	*	*	*	9
*	4	*	*	*	*	7	*	*
*	2	7	*	*	8	*	*	*
9	5	*	*	*	3	2	*	*
7	*	*	*	*	*	*	*	6
*	*	6	2	*	*	*	1	5
*	*	*	6	*	*	9	2	*
*	*	4	*	*	*	*	8	*
2	*	*	*	3	*	6	5	*

Textual Representation

# Easy difficulty solutions



- `remove_inconsistent_values(self, cell1, cell2) :`
  - removes any value in the set of possibilities for cell1 for which there are no values in the set of possibilities for cell2 satisfying the corresponding inequality constraint.
  - `cell1->(1,2,3)` and `cell2->(1,3,5)` : NO inconsistency
  - `cell1->(1,2,3)` and `cell2->(1)` : `cell1->(2,3)` and `cell2->(1)`
- `infer_ac3(self)`

While Sudoku.ARCS:

`Cell1, cell2 = Sudoku.ARCS.pop()`

`remove_inconsistent_values(cell1, cell2)`

    If cell1 possible values is changes:

        Update Sudoku.ARCS

# Medium difficulty

infer\_improved:

- while new assignment:
- self.infer\_ac3()
- for cell in Sudoku.CELLS:
- for value in board[cell]:
- if unique\_in\_row or
- Unique\_in\_col or
- Unique\_in\_block:
- self.board[cell] = set([value])

				8	3	4	7	
3					4	8	2	1
7								
		9	4		1		8	3
4	6		5		7	1		
								7
1	2	5	3					9
		7	2	4				

Inference Beyond AC-3



# Hard problems

- `infer_with_guessing(board):`
- `infer_improved()`
- for cell in CELLS:
- for value in board[cell]:
- `infer_with_guessing(newboard)`