

1 Deriving the Viterbi Algorithm

1.1

$$P(t|w) = \frac{P(t, w)}{P(w)} \quad (1)$$

$$P(t|w) \propto P(t, w) \quad (2)$$

Taking log on both sides,

$$\log(P(t|w)) \propto \log(P(t, w)) \quad (3)$$

Since log is a monotonic function the best 't' which maximizes $P(t|w)$ will always be the best 't' which maximizes $\log(P(t|w))$.

Hence,

$$\operatorname{argmax} P(t|w) = \operatorname{argmax} \log(P(t|w)) \quad (4)$$

1.2

We have,

$$\pi_j(t_j) = \operatorname{argmax}_{t_1 \dots t_{n+1}} \sum_{i=1}^j \operatorname{score}(w, i, t_i, t_{i-1}) \quad (5)$$

RHS of (5) can be written as:

$$\operatorname{argmax}_{t_1 \dots t_{n+1}} \left[\left(\sum_{i=1}^{j-1} \operatorname{score}(w, i-1, t_{i-1}, t_{i-2}) + \operatorname{score}(w, i, t_i, t_{i-1}) \right) \right] \quad (6)$$

$$\operatorname{argmax}_{t_1 \dots t_{n+1}} \left[\left(\sum_{i=1}^{j-1} \operatorname{score}(w, i-1, t_{i-1}, t_{i-2}) + \operatorname{score}(w, i, t_i, t_{i-1}) \right) \right] \quad (7)$$

Simplifying (6) further we have,

$$\operatorname{argmax}_{t_1 \dots t_{n+1}} \left[\left(\sum_{i=1}^{j-1} \operatorname{score}(w, i-1, t_{i-1}, t_{i-2}) + \operatorname{score}(w, i, t_i, t_{i-1}) \right) \right] \quad (8)$$

Hence Proved,

$\pi_j(t_j)$ can be written as a compound of π_{j-1} state.

1.3

To compute \hat{t} , we must use Viterbi Algorithm. In the Viterbi Algorithm, there are K tags and N positions in the sequence. Subsequently, then there are $N \times K$ Viterbi variables that we have to compute.

Finding the maximum over K possible preceding tags is necessary for computing each variable. As a result, the *Total Time Complexity* of populating the Viterbi is $O(NK^2)$, plus an additional factor for the number of active features at each point. We trace backwards the pointers to the start of the sequence after the Viterbi is completed, which requires $O(M)$ operations.

1.4

{placeholder}

2 Programming: Hidden Markov Model

2.1 Baseline Tagger Results

We have implemented a Baseline HMM Tagger with Add- α smoothing. We have added $\langle START \rangle$ and $\langle STOP \rangle$ tokens at the beginning and end of gold sequences.

S.No	Data Set	Accuracy
1.	Dev Set	0.91
2.	Test Set	0.92

Tabelle 1: Baseline Tagger Scores on Dev and Test Set

3 Programming: Viterbi Decoding

3.1 HMM POS Tagger Results

We have implemented Viterbi decoding and α -Smoothing in the HMM POS Tagger, with $\alpha = 1$ and calculated to find the best tag sequence on the test dataset.

S.No	Data Set	Accuracy
1.	Dev Set	0.84
2.	Test Set	0.85

Tabelle 2: HMM POS Tagger Scores on Dev and Test Set with $\alpha = 1$

