Problem 1: In these exercises, we are going to be processing some natural linguistic data, the first paragraph of Moby Dick. We will first write some procedures that help us to manipulate this corpus. We will then start analyzing this data using some probabilistic models.

We will start by defining the variable moby-word-tokens, which is a list containing all of the words from our corpus.

(def moby-word-tokens '(CALL me Ishmael . Some years ago never mind how long precisely having little or no money in my purse , and nothing particular to interest me on shore , I thought I would sail about a little and see the watery part of the world . It is a way I have of driving off the spleen , and regulating the circulation . Whenever I find myself growing grim about the mouth whenever it is a damp , drizzly November in my soul whenever I find myself involuntarily pausing before coffin warehouses , and bringing up the rear of every funeral I meet and especially whenever my hypos get such an upper hand of me , that it requires a strong moral principle to prevent me from deliberately stepping into the street , and methodically knocking people's hats off then , I account it high time to get to sea as soon as I can . This is my substitute for pistol and ball . With a philosophical flourish Cato throws himself upon his sword I quietly take to the ship . There is nothing surprising in this . If they but knew it , almost all men in their degree , some time or other , cherish very nearly the same feelings toward the ocean with me .))

Below we have defined the function member-of-list, which takes two arguments, w and 1. The function returns true if the element w is a member of the list 1, and false otherwise. For example, if w equals 'the and 1 equals (list 'man 'is), then the function will return true. In contrast, if w equals 'the and 1 equals (list 'man 'is), then the function will return false.

```
(defn member-of-list? [w 1]
  (if (empty? 1)
    false
    (if (= w (first 1))
        true
        (member-of-list? w (rest 1)))))
```

Below we have defined the skeleton for the function get-vocabulary. This function takes two arguments, word-tokens and vocab. word-tokens is a list of words, and the function should return the list of unique words occuring in word-tokens. This list of unique words is called a vocabulary. For example, if word-tokens is equal to (list 'the 'man 'is 'man 'the), then get-vocabulary should return (list 'the 'man 'is).

Fill in the missing parts of this function. When you call (get-vocabulary moby-word-tokens

'()), you will get back a list of all of the unique words occuring in moby-word-tokens. Give this the name moby-vocab.

```
;;(defn get-vocabulary [word-tokens vocab]
;; (if (empty? word-tokens)
;; vocab
;; (if (member-of-list?;;finish this line
;; (get-vocabulary;;finish this line
;; (get-vocabulary;;finish this line
```

Answer 1:

Problem 2: Define a function get-count-of-word. This function should take three arguments, w, word-tokens, and count. w is a word and word-tokens is a list of words. When you call (get-count-of-word w word-tokens 0), the function should return the number of occurrences of the word w in the list word-tokens. For example, if word-tokens equals (list 'the 'man), and w equals 'the, then the function should return 2. If word-tokens is the same, but w equals 'man, then the function should return 1.

```
;;(defn get-count-of-word [w word-tokens count]
;;fill this in
```

Below we have defined the function get-word-counts, which takes two arguments, vocab and word-tokens. vocab is assumed to be a list of the unique words that occur in the list word-tokens. The function returns the number of times each word in vocab occurs in word-tokens. For example, suppose vocab equals (list 'man 'the 'is), and word-tokens equals (list 'the 'man 'is 'is). Then the function would return (list 1 1 2), corresponding to the number of times 'man, 'the, and 'is occur in word-tokens.

```
(defn get-word-counts [vocab word-tokens]
  (let [count-word
          (fn [w] (get-count-of-word w word-tokens 0))]
          (map count-word vocab)))
```

Answer 2:

```
(defn get-count-of-word [w word-tokens count]
  (if (empty? word-tokens)
    count
    (if (= w (first word-tokens))
        (get-count-of-word w (rest word-tokens) (+ count 1))
        (get-count-of-word w (rest word-tokens) count))))
```

Problem 3: Use the function get-word-counts, and the other variables we have defined, to define a variable moby-word-frequencies. This variable should contain the number of times each word in moby-vocab occurs in moby-word-tokens.

In class we defined the functions normalize, flip, and sample-categorical. These functions are very useful for us, and are included below.

Let's define a function that returns a particular probability distribution, the uniform distribution. The uniform distribution is the distribution which assigns equal probability to every possible outcome.

The function uniform-distribution takes a single argument, outcomes, which is a list of length n. The function should return a list containing the number 1/n repeated n times. For example, if outcomes equals (list 'the 'a 'every), then this function will return (list 1/3 1/3). This list can be interpreted as a probability distribution over the outcomes, which assigns equal probability to each of them.

```
(defn create-uniform-distribution [outcomes]
  (let [num-outcomes (count outcomes)]
      (map (fn [x] (/ 1 num-outcomes))
      outcomes)))
```

Answer 3:

```
(def moby-word-frequencies (get-word-counts moby-vocab moby-word-tokens))
```

Problem 4: Using create-uniform-distribution and sample-categorical, write a function sample-uniform-BOW-sentence that takes a number n and a list vocab, and returns a sentence of length n. Each word in the sentence should be generated independently from the uniform distribution over vocab. For example, given n equal to 4 and vocab equal to (list 'the 'a 'every), a possible return value for this function is (list 'a 'the 'the 'a).

Note that this is a bag of words model, as defined in class. That is, we assume every element of the list is generated independently. We will call this the uniform bag of words model.

Answer 4: https://foundations-computational-linguistics.github.io/chapters/11-BagOfWords.html

```
(defn list-unfold [generator n]
  (if (= n 0)
    '()
    (cons (generator)
        (list-unfold generator (- n 1)))))
(defn sample-uniform-BOW-sentence [n vocab]
  (list-unfold
    (fn [] (sample-categorical vocab
        (create-uniform-distribution vocab))) n))
```

Problem 5: Define a function compute-uniform-BOW-prob, which takes two arguments, vocab and sentence. vocab is the list of all words in the vocabulary, and sentence is a list of observed words. The function should return the probability of the sentence according to the uniform bag of words model.

For example, if vocab equals (list 'the 'a 'every), and sentence equals (list 'every 'every), then the function should return $\frac{1}{9}$.

Answer 5: https://rosettacode.org/wiki/Exponentiation_operator

```
(defn ** [x n] (reduce * (repeat n x)))
(defn compute-uniform-BOW-prob [vocab sentence]
  (** (first (create-uniform-distribution vocab))
```

```
(count sentence)))
```

Problem 6: Using sample-uniform-BOW-sentence and moby-vocab, sample a 3-word sentence from the vocabulary of our Moby Dick corpus. This will be a sample from the uniform bag of words model for this vocabulary. Repeat this process a number of times. For each of these 3-word sentences, use compute-uniform-BOW-prob to compute the probability of the sentence according to the uniform bag of words model. What do you notice? Why is this true?

Answer 6:

```
(def moby-sentence (sample-uniform-BOW-sentence 3 moby-vocab))
(compute-uniform-BOW-prob moby-vocab moby-sentence)
(warehouses deliberately myself)
1/2744000
(flourish purse strong)
1/2744000
(part upper off)
1/2744000
```

The probability of the sentence is always $\frac{1}{2744000}$. This is because we are using a uniform Bag of Words Model, and each word in the vocab has the same likelihood of appearing.

Problem 7: In class we looked at a more general version of the bag of words model, in which different words in the vocabulary can be assigned different probabilities. We defined a function sample-BOW-sentence, which returns a sentence sampled from the bag of words model that we have specified. Below we have included a slight variant of the function which we defined in class. Previously the variables vocabulary and probabilities were defined outside of the function. In the current version, they are passed in as arguments. The function is identical otherwise.

```
(defn sample-BOW-sentence [len vocabulary probabilities]
  (if (= len 0)
    '()
    (cons (sample-categorical vocabulary probabilities)
        (sample-BOW-sentence (- len 1) vocabulary probabilities))))
```

The function sample-BOW-sentence allows us to sample a sentence given arbitrary probabilities for the words in our vocabulary. Let's make use of this power and define a distribution over the vocabulary which is better than the uniform distribution. We will use the word frequencies for our Moby Dick corpus to *estimate* a better distribution.

Above we defined the variable moby-word-frequencies, which contains the frequency of every word that occurs in our Moby Dick corpus. Using normalize and moby-word-frequencies, define a variable moby-word-probabilities. This variable should contain probabilities for every word in moby-vocab, in proportion to its frequency in the text. A word which occurs 2 times should receive twice as much probability as a word which occurs 1 time.

Answer 7:

(def moby-word-probabilities (normalize moby-word-frequencies))

Problem 8: Using sample-BOW-sentence, sample a 3-word sentence from a bag of words model, in which the probabilities are set to be those in moby-word-probabilities. Repeat this process a number of times, and write down the sentences that you collect through this process.

Answer 8:

```
(sample-BOW-sentence 3 moby-vocab moby-word-probabilities)
(CALL degree whenever)
(to with account)
(interest other nothing)
```

Problem 9: Define a function lookup-probability, which takes three arguments, w, outcomes, and probs. probs represents a probability distribution over the elements of outcomes. For example, if outcomes is (list 'the 'a 'every), then probs may be equal to (list 0.2 0.5 0.3). The first number in probs is the probability of the first element of outcomes, the second number in probs is the probability of the second element of outcomes, and so on.

lookup-probability should look up the probability of the element w. For example, if w equals 'the, then look-up probability should return 0.2. If w equals 'a, then lookup-probability should return 0.5.

Below we have defined the function product. This function takes a list of numbers as its argument, and returns the product of these numbers.

```
(defn product [1]
  (apply * 1))
```

Answer 9:

```
(defn lookup-probability [w outcomes probs]
  (if (= (first outcomes) w)
    (first probs)
    (lookup-probability w (rest outcomes) (rest probs))))
```

Problem 10: Using lookup-probability and product, define a function compute-BOW-prob which takes three arguments, sentence, vocabulary, and probabilities. The arguments vocabulary and probabilities are used to define a bag of words model with the associated probability distribution over vocabulary words. The function should compute the probability of the sentence (which is a list of words) according to the bag of words model.

This function is a generalization of the function compute-uniform-BOW-prob that you defined above.

Answer 10:

```
(defn get-prob [sentence vocabulary probabilities]
  (if (empty? sentence)
    '()
    (cons (lookup-probability (first sentence) vocabulary probabilities)
    (get-prob (rest sentence) vocabulary probabilities))))
(defn compute-BOW-prob [sentence vocabulary probabilities]
  (product (get-prob sentence vocabulary probabilities)))
```

Problem 11: In problem 8, you collected a number of 3-word sentences. These sentences were generated from a bag of words model in which the probabilities were set to those in moby-word-probabilities, which reflect the relative frequency of the words in the Moby Dick corpus. Use compute-BOW-prob to compute the probability of these sentences according to the bag of words model. How does your answer differ from problem 6?

Choose one of the 3-word sentences that you have generated. Can you construct a different sentence which has the same probability according to the bag of words model? When computing the probability of a sentence under a bag of words model, what information about the sentence suffices to compute this probability?

Answer 11:

```
(compute-BOW-prob moby-sentence moby-vocab moby-word-probabilities)
(CALL degree whenever)
3/9129329
(to with account)
5/9129329
(interest other nothing)
2/9129329
```

I will use C(list) to denote the count or the size of a list. The probability that (to with account) is the given sentence is $\frac{5}{9129329}$. The sentence (grim to way) also has a probability of $\frac{5}{9129329}$. In q6, we assumed that each word had the same frequency. Therefore the denominator was $(C(vocab))^3 = 140^3 = 2744000$. In q11, we took the frequencies of the words into consideration, so $(C(tokens))^3 = 209^3 = 9129329$. As stated in this paragraph, the frequencies of the words are necessary for the probability of a sentence under a bag of words model.