

## NLP class Assignment

### Laplacian Smoothing

Corpus:

i) <s> This is a nice day <e>

ii) <s> This day is really nice, really nice it is <e>

Unigrams      Count

This	2
is	3
a	1
nice	3
day	2
<s>	2
<e>	2
really	2
it	1

$$|V| = 9$$

Bigrams      Count

<s> This	2
This is	1
is a	1
a nice	1
nice day	1
day <e>	1

day is 1  
 is really 1  
 really nice 2  
 nice really 1  
 nice it 1  
 it is 1  
 is <e> 1

$$N = 13$$

Word with highest probability for slot to be <e>

$$P(\text{This} | \langle S \rangle) = \frac{C(\text{This} \langle S \rangle \text{ This}) + 1}{C(\langle S \rangle) + V}$$

$$\frac{2+1}{13+2} = \frac{3}{15} = \frac{1}{5}$$

<e> This

now, highest probability for  $P(x | \text{This})$

$$P(x | \text{This}), x = \text{is}$$

$$P(\text{is} | \text{This}) = \frac{P(\text{This, is}) + 1}{C(\text{This}) + V} = \frac{1+1}{13+2} = \frac{2}{15}$$

<S> This is

$P(x | \text{is}) \rightarrow$  to maximize

3 options  $x = a$

$$P(a/is) = \frac{C(is, a) + 1}{C(is) + V} = \frac{1+1}{(3+3)} = \frac{2}{6} = \frac{1}{3}$$

Sentence: <S> This is a

$$P(x|a) \quad x = \text{nice}$$

$$P(\text{nice}|a) = \frac{C(a, \text{nice}) + 1}{C(a) + V} = \frac{1+1}{(3+1)} = \frac{2}{4} = \frac{1}{2}$$

Sentence = <S> This is a nice

$$P(x|\text{nice}) \quad x = \text{it}$$

$$P(\text{it}|\text{nice}) = \frac{C(\text{nice}, \text{it}) + 1}{C(\text{nice}) + V} = \frac{1+1}{(3+3)} = \frac{2}{6} = \frac{1}{3}$$

Sentence: <S> This is a nice it

$$P(x|it) \quad x = \text{is}$$

$$P(\text{is}|it) = \frac{C(it, \text{is}) + 1}{C(it) + V} = \frac{1+1}{(3+1)} = \frac{2}{4} = \frac{1}{2}$$

~~P(x)~~ Sentence: <S> This is a nice it is

$P(x|is)$ : We have 3 options (is, a, really).  
(is, <e>) We randomly select (is, really)



$$P(\text{really} | \text{is}) = \frac{c(\text{is, really}) + 1}{c(\text{is}) + V} = \frac{1 + 1}{13 + 3} = \frac{2}{16} = \frac{1}{8}$$

Sentence:  $\langle s \rangle$  This is a nice it is really

Now, if we need to find  $P(\text{re} | \text{really})$

We take  $x = \text{really nice}$

$$P(\text{nice} | \text{really}) = \frac{c(\text{really, nice}) + 1}{c(\text{really}) + V} = \frac{2 + 1}{13 + 2} = \frac{3}{15} = \frac{1}{5}$$

Sentence:  $\langle s \rangle$  This is a nice, it is really nice

We now need to minimize  $P(\text{re} | \text{nice})$

We have 3 options (nice, day) (nice, really) (nice, it)

We randomly select (nice, day)

$$P(\text{day} | \text{nice}) = \frac{c(\text{nice, day}) + 1}{c(\text{nice}) + V} = \frac{1 + 1}{13 + 3} = \frac{2}{16} = \frac{1}{8}$$

Sentence:

<S> This is a nice it is really nice day

We need to maximize  $P(x|day)$

We have 2 options (day, is) (day <e>)  
We randomly select (day, <e>)

$$P(<e>|day) = \frac{L(day, <e>) + 1}{L(day) + \sqrt{V}} = \frac{1+1}{13+2} = \frac{2}{15}$$

Sentence:

<S> This is a nice it is really nice day <e>

Since we have come to an end, the language generation will stop.

In the above program, the computer program is taking a random value when words with equal probability are available.