

**Lab Practical and date – Practical 6, Tuesday 3<sup>rd</sup> May 2022**

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**Practical Objective- N Grams , N Grams Smoothing**

**1. N grams**

The chance of a sentence occurring in a particular sequence of words could well be determined. We may utilize the Markov assumption, which states that the chance of a word appearing in a phrase is proportional to the probability of the word appearing immediately before it. The first order Markov model, also known as the bigram model, is one such model.

**OBJECTIVE: To calculate bigrams from a given corpus and calculate probability of a sentence.**

Corpus 1

**N-Grams**

Corpus A ▼

Select Corpus

(eos) Can I sit near you (eos) You can sit (eos) Sit near him (eos) I can sit you (eos)

Find Bigram Probabilities

	(eos)	I	you	him	can	near	sit
(eos)	0.0	0.5	0.5	0.0	0.0	0.0	0.0
I	0.0	0.0	0.0	0.0	0.5	0.0	0.5
you	0.0	0.0	0.0	0.0	0.5	0.0	0.0
him	0.0	0.0	0.0	0.0	0.0	0.0	0.0
can	0.0	0.5	0.0	0.0	0.0	0.0	0.0
near	0.0	0.0	0.0	0.0	0.0	0.0	0.0
sit	0.25	0.0	0.25	0.0	0.0	0.0	0.0

Submit

Find probabilities of the following sentences:

Sentence	Probability
I sit you EOS	0.0025
Can you sit near I EOS	0.0
I can sit EOS	0.0025
You sit EOS	0.0

Submit

**Wrong Answer**

Corpus 2

Corpus B

Select Corpus

(eos) You book a car (eos) I can read a book in the park (eos) Park the car (eos) Can you read the book (eos)

Find Bigram Probabilities

	(eos)	you	book	a	car	I	can	read	in	the	park
(eos)	0	0.2	0	0	0	0.2	0.2	0	0	0	0.2
you	0	0	0.8	0	0	0	0	0.8	0	0	0
book	0.5	0	0	0.5	0	0	0	0	0.5	0	0
a	0	0	0.5	0	0.5	0	0	0	0	0	0
car	0	0	0	0	0	0	0	0	0	0	0
I	0	0	0	0	0	0	1	0	0	0	0
can	0	0.5	0	0	0	0	0	0.5	0	0	0
read	0	0	0	0.9	0	0	0	0	0	0	0
in	0	0	0	0	0	0	0	0	0	1	0
the	0	0	0.33	0	0.33	0	0	0	0	0	0.33
park	0.9	0	0	0	0	0	0	0	0	0.9	0

	(eos)	you	book	a	car	I	can	read	in	the	park
can	0	0.5	0	0	0	0	0	0	0	0	0
read	0	0	0	0.5	0	0	0	0	0	0.5	0
in	0	0	0	0	0	0	0	0	0	1	0
the	0	0	0.33	0	0.33	0	0	0	0	0	0.33
park	0.5	0	0	0	0	0	0	0	0	0.5	0

Submit

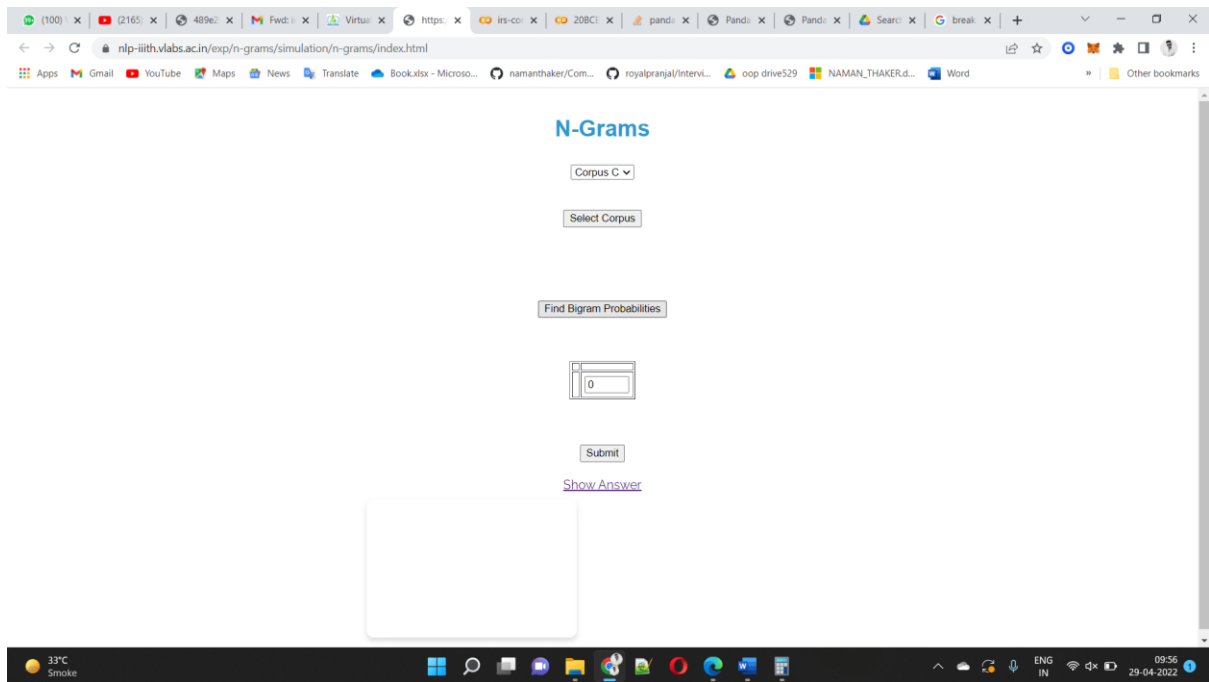
Find probabilities of the following sentences:

Sentence	Probability
I read EOS	<input type="text" value="0"/>
Can you park car EOS	<input type="text" value="0"/>
I book park EOS	<input type="text" value="0"/>
You park in the park EOS	<input type="text" value="0"/>

Submit

Corpus 3

No corpus given



Assignment Question:

A trigram is a second-order Markov model. Derive the formula to calculate trigram probability. Next, calculate the trigram probabilities for the given corpus.

**(eos) Can I sit near you (eos) You can sit (eos) Sit near him (eos) I can sit you (eos)**

**Formula :**

$$P(w_1, w_2, w_3, \dots, w_n) = P(W_1) * P(W_2|W_1) * P(W_3|W_1W_2) * P(W_4|W_2W_3) * \dots * P(W_n|W_{n-2}W_{n-1})$$

Non zero Trigram probabilities

Trigram	count
eos	1
sit eos sit	1
can sit you	1

I can sit	1
eos I can	1
him eos I	1
near him eos	1
sit near him	1
eos sit near	1
can sit eos	1
eos Can	1
You can sit	1
eos You can	1
you eos You	1
near you eos	1
sit near you	1
I sit near	1
Can I sit	1
eos Can I	1
sit you eos	1

## 2. N Gram Smoothing

AIM: Standard N-gram models have one key flaw: they must be trained from some corpus, and because every training corpus is limited, some perfectly good N-grams are guaranteed to be missed. The bigram matrix for any given training corpus is sparse, as can be shown. There are a lot of scenarios with zero probability bigrams that should have non-zero probability. This approach tends to undervalue the likelihood of strings that did not appear close in their training corpus.

There are various ways that can be utilized to give these probability bigrams; a non-zero probability. Smoothing is the process of reevaluating and assigning non-zero values to some of the zero-probability and low-probability N-grams.

OBJECTIVE: To apply add-one smoothing on sparse bigram table.

Corpus A

Question :

Bigram counts for the corpus:

	(eos)	I	you	him	can	near	sit
(eos)	0	300	300	0	300	0	300
I	0	0	0	0	300	0	300
you	600	0	0	0	300	0	0
him	300	0	0	0	0	0	0
can	0	300	0	0	0	0	600
near	0	0	300	300	0	0	0
sit	300	0	300	0	0	600	0

N = 5700 V = 7

Fill the bigram probabilities after add-one smoothing: (Upto 4 decimal places)

	(eos)	I	you	him	can	near	sit
(eos)	0	0	0	0	0	0	0
I	0	0	0	0	0	0	0
you	0	0	0	0	0	0	0
him	0	0	0	0	0	0	0
can	0	0	0	0	0	0	0
near	0	0	0	0	0	0	0
sit	0	0	0	0	0	0	0

Output :

Fill the bigram probabilities after add-one smoothing: (Upto 4 decimal places)

	(eos)	I	you	him	can	near	sit
(eos)	0.0002	0.0527	0.0527	0.0002	0.0527	0.0002	0.0527
I	0.0002	0.0002	0.0002	0.0002	0.0527	0.0002	0.0527
you	0.1053	0.0002	0.0002	0.0002	0.0527	0.0002	0.0002
him	0.0527	0.0002	0.0002	0.0002	0.0002	0.0002	0.0002
can	0.0002	0.0527	0.0002	0.0002	0.0002	0.0002	0.1053
near	0.0002	0.0002	0.0527	0.0527	0.0002	0.0002	0.0002
sit	0.0527	0.0002	0.0527	0.0002	0.0002	0.1053	0.0002