CS4248 Assignment 1:

Regexes and Language Models

By A0236430N

*This is a sample writeup.pdf file, to illustrate the expected format. You may choose to use this source file but need not to. Just follow the instructions required in the Assignment 1 instructions.*

1. **Declaration of Original Work**.

By entering my Student ID below, I certify that I completed my assignment independently of all others (except where sanctioned during in-class sessions), obeying the class policy outlined in the introductory lecture. In particular, I am allowed to discuss the problems and solutions in this assignment but have waited at least 30 minutes by doing other activities unrelated to class before attempting to complete or modify my answers as per the Pokémon Go rule.

Signed, A0236430N

2. **References**.

I give credit where credit is due. I acknowledge that I used the following websites or contacts to complete this assignment

* <https://regex101.com/>
* Lecture notes

# Part 1. Programming

## Objective 1 — Regular Expressions

1. Descriptions of relations between R3, R4, and R1 in FSA.

Answer here:

## Objective 2 — Tokenization, Zipf’s Law

1. Plot here.   
   A graph of a graph

   Description automatically generated

Justification here.

Yes, the figure is consistent with Zipf’s law. As we can see, the slope of the curve is approximately -1, which means frequency is approximately inversely proportional to rank. Zipf’s law shows that a few items occur very frequently, while many others occur rarely. Zipf's law is a specific example of a power-law distribution. Many natural phenomena, including language, exhibit power-law distributions, where a small number of items have a very high frequency, while the vast majority have low frequencies. Tokenization deals with language, which follows such distributions. The structure of English language itself contributes to Zipf's law in tokenization. Certain grammatical structures and semantic patterns lead to certain words or phrases occurring more frequently than others.

1. Plot here.   
   A graph of a graph

   Description automatically generated

Justification here.

Yes, the result is still consistent with Zipf’s law. One explanation is that BPE should be closer and closer to basic tokenization when number of iteration increases. This is because BPE merges tokens that are empirically common, whereas basic tokenization merges tokens based on predefined language rules. Since we set the number of iterations until the number of vocabs equals that of basic tokenization, the result should be quite similar. However, we can see the line is more concave and not exactly as straight as basic tokenization, which may happen because BPE analyses the common tokens and merge them together based on the training data so we can expect higher frequencies of medium rank tokens.

## Objective 3 — Language Modeling, Regular Expressions

Here are some of the input-output pairs with respect to the generate\_word, generate\_text, and get\_perplexity calls using the text corpus:

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Description automatically generated

A screen shot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

...

If you implemented any additional LM variants, you’re welcomed to give high level documentation here.

High level documentation:

* I use dictionaries as a LM to store the counts of unigram tokens and dict of dicts to store bigram counts.
* Preprocess the text using nltk sent\_tokenize and then append BOS and EOS. Use nltk word\_tokenize to get individual word tokens.
* Count the occurrences of each token.
* To generate word, count the probability of all potential tokens (given the previous word if bigram) and use random.choices() to simulate random variable of tokens with assigned weight as their calculated probabilities.
* To generate sentence, generate word from BOS and use the generated words as “previous” words of the next generated word.
* To calculate perplexity, use the perplexity formula given in the lecture with probabilities calculated from the text data (Pride and Prejudice).

# Part 2

1. **Language Models**
   1. True or False.   
        
      Justify your answer here.
   2. True or False.   
        
      Justify your answer here.
   3. True or False.   
        
      Justify your answer here.