# Assignment 3

Readings: Read chapter 8.4 and sections A1-A4 in Jurafsky-Martin.

Code: The skeleton code can be downloaded from Canvas or from

http://www.csc.kth.se/~jboye/teaching/language\_engineering/a03/HMM.zip

Unzip the code in your home directory. Go to the folder HMM and type:

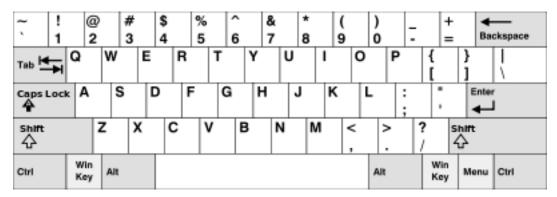
pip install -r requirements.txt

Now everything needed for the assignment should be installed.

# **Problems:**

1. As a simplified model of keystroke errors, let us assume that a person typing a text has a 0.1 probability of pressing a key neighboring the intended key by mistake. For instance, if we mean to type an A, then a Q, a W, an S, or a Z might be produced instead with probability 0.1 each. The probability of actually hitting an A when we intend to is 1.0 - 0.4 = 0.6.

To simplify the problem further, we will disregard all keys on the keyboard except A-Z and the SPACE key, and assume that we always manage to hit the SPACE key with probability 1, and that the SPACE key is never pressed by mistake.



Given a text which contains keystroke errors according to the distribution outlined above, your task is to recreate the intended text as well as possible. To your help, you have two files containing letter-bigram probabilities and letter-trigram probabilities, respectively.

Have a look in the file bigram\_probs.txt. Each line in the file contains three numbers. The two initial integers encode letters: 0 for 'a', 1 for 'b', ..., 25 for 'z', and finally 26 for the SPACE/START/END symbol, representing word boundaries, as well as the beginning and end of a sentence. The final number of each line is the (natural logarithm of the) bigram probability.

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For instance,

## 0 1 -3.748896861435106

represents that P(``ab'') = P(b|a) = -3.748896861435106, while

### 0 26 -2.481764189851945

expresses the probability for the bigram "'a' followed by space/end-of-sentence". Similarly, the line

### 0 1 2 -5.969906514008791

in the file trigram\_probs.txt represents that P(``abc'') = P(c|ab) = -5.969906514008791.

- (a) Explain how this model of keystroke errors can be cast as a Hidden Markov Model. Which are the **hidden states**, the **observations**, the **state transition probabilities**, and the **observation probabilities**?
- (b) The ViterbiBigramDecoder program contains a code skeleton for applying the Viterbi algorithm to the text correction problem, making the text more legible. Extend the code so that it works correctly (look for the comments YOUR CODE HERE and REPLACE THE STATEMENT BELOW WITH YOUR CODE in the program). Try your implementation on some test cases by running the script run\_bigram\_decoder.sh. You may compare with the expected results in the file test\_bigram\_decoding.txt and/or by using the --check flag.

**Hint:** Note that the program adds a START\_END symbol at the end of the input string. To recover the result, your implementation can simply follow the backpointers from the START\_END state in the final time step.

- 2. Perhaps a better result can be obtained by including more context into the model?
  - (a) Implement the Viterbi algorithm using trigram probabilities by extending the class ViterbiTrigramDecoder, so that it works correctly. Try your implementation on the test cases by running the script run\_trigram\_decoder.sh, and compare with the expected results in the file test\_trigram\_decoding.txt, and/or by using the --check flag.
  - (b) Run your bigram and trigram decoders on the 5 files mistyped\_1.txt to mistyped\_5.txt. Report the output of the two programs.
  - (c) What are the topics of these five texts? Can you identify (or guess) the sources?