

# CompSci 6

## Programming Design and Analysis

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Prof. Rodger

# Announcements

- Reading Quiz for next time
- Read Chapter 14.6, 16.1 sets
  - (note Chapter 16.1 is online)

# Random Text Generation: n-gram

- Given a text source (book)  
this history of mish mash  
is a bit tristy.
- Pick an n-gram (random string length n)
  - This will start generation of random text that is similar in feel to the original text
- Example: 2-gram from above: is

# Predictors

- What are predictors for “is”?  
this\_history of mishh mash  
is\_a bit tristy.
- Predictors: “ “, t, h, “ “ t
- Pick one of them and add on to predictor
- Say t is picked
- “ist”
- Use last n-1 char plus chosen letter as new predictor.

# Generating random Text

- Ngram “is” – predictors(“ “ t, h, “ “, t)
  - Pick t – result is “ist”
- Ngram “st” – predictors(o, y)
  - Pick o – result is “isto”
- Ngram “to” – predictors (r)
  - Pick r result is “istor”

# Classwork Today

- Generate Random Text using ngrams