CompSci 6
Programming Design and Analysis

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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 mish 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