

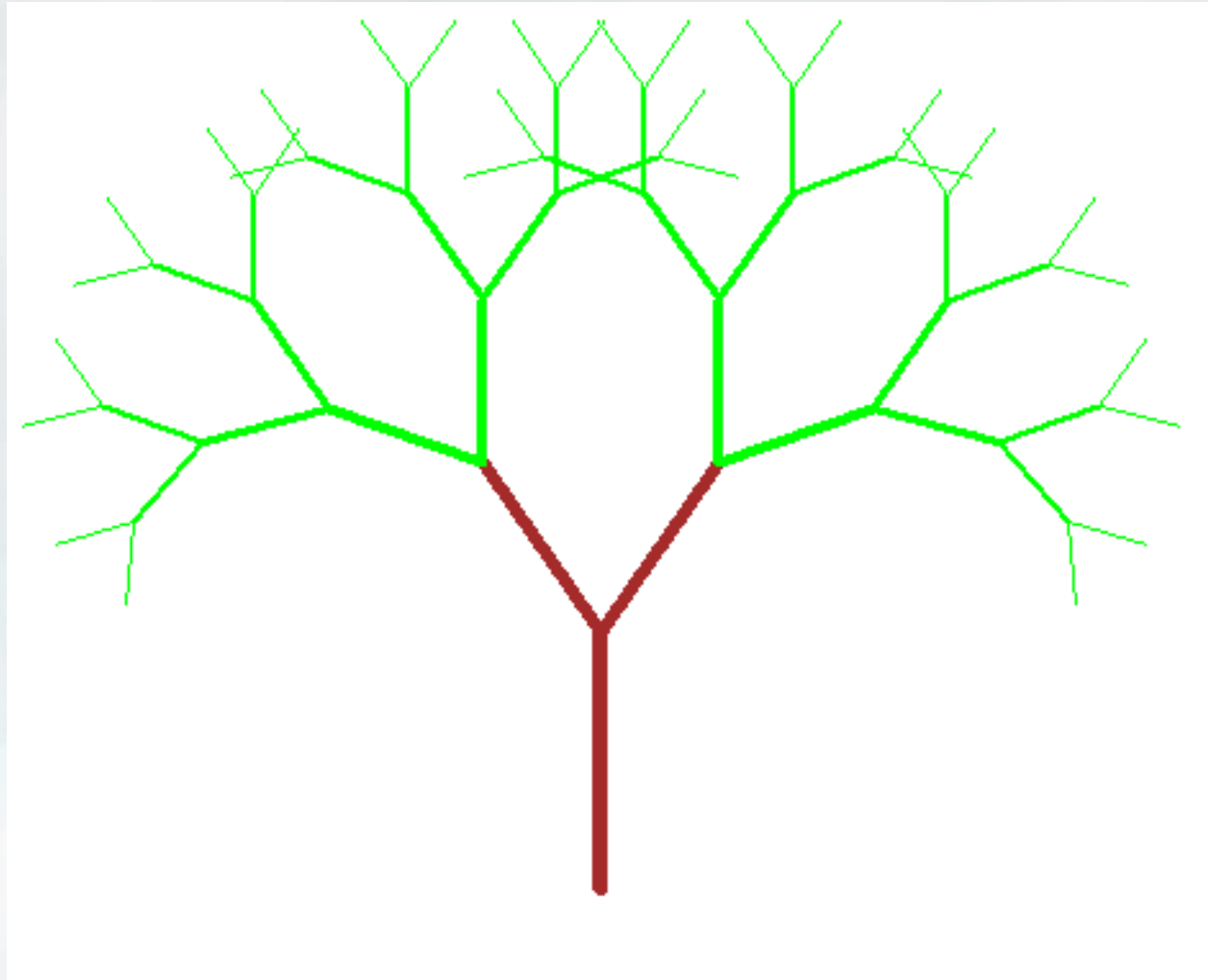
# CIS 122

## Random Text Generation

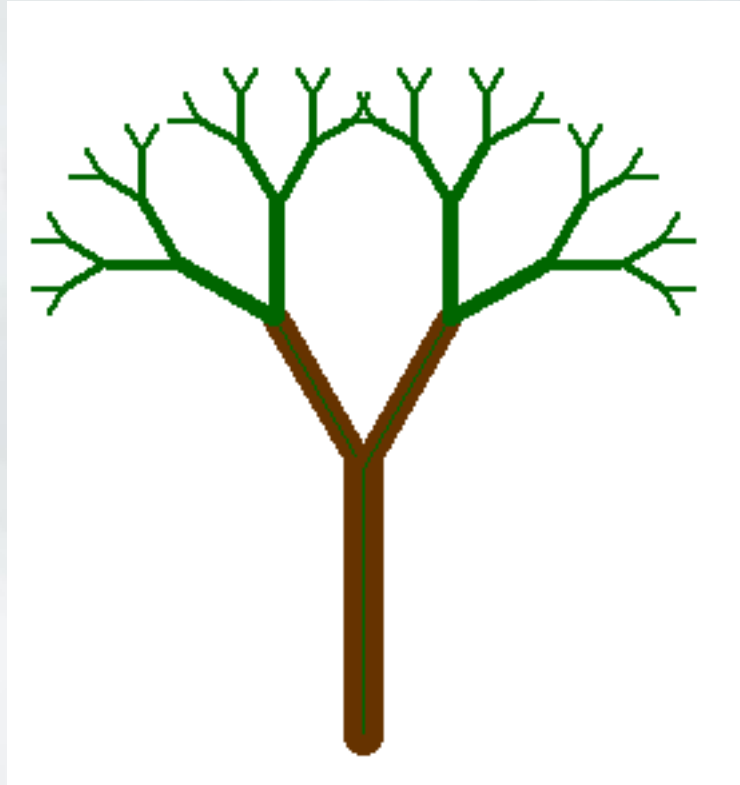
# Assignment 4

- General trouble with this assignment
  - Only 8 submissions so far
- Class has been a little rushed
  - And I wasn't around over the weekend to help
- Homework 4 extension
  - Take a few extra days
  - Feel free to meet with me
- No new assignment this week
  - In-class project instead

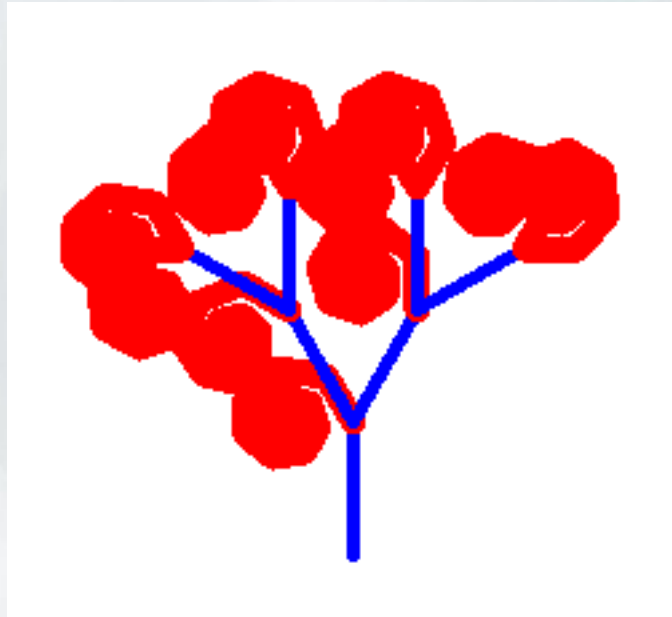
# Fractal Art



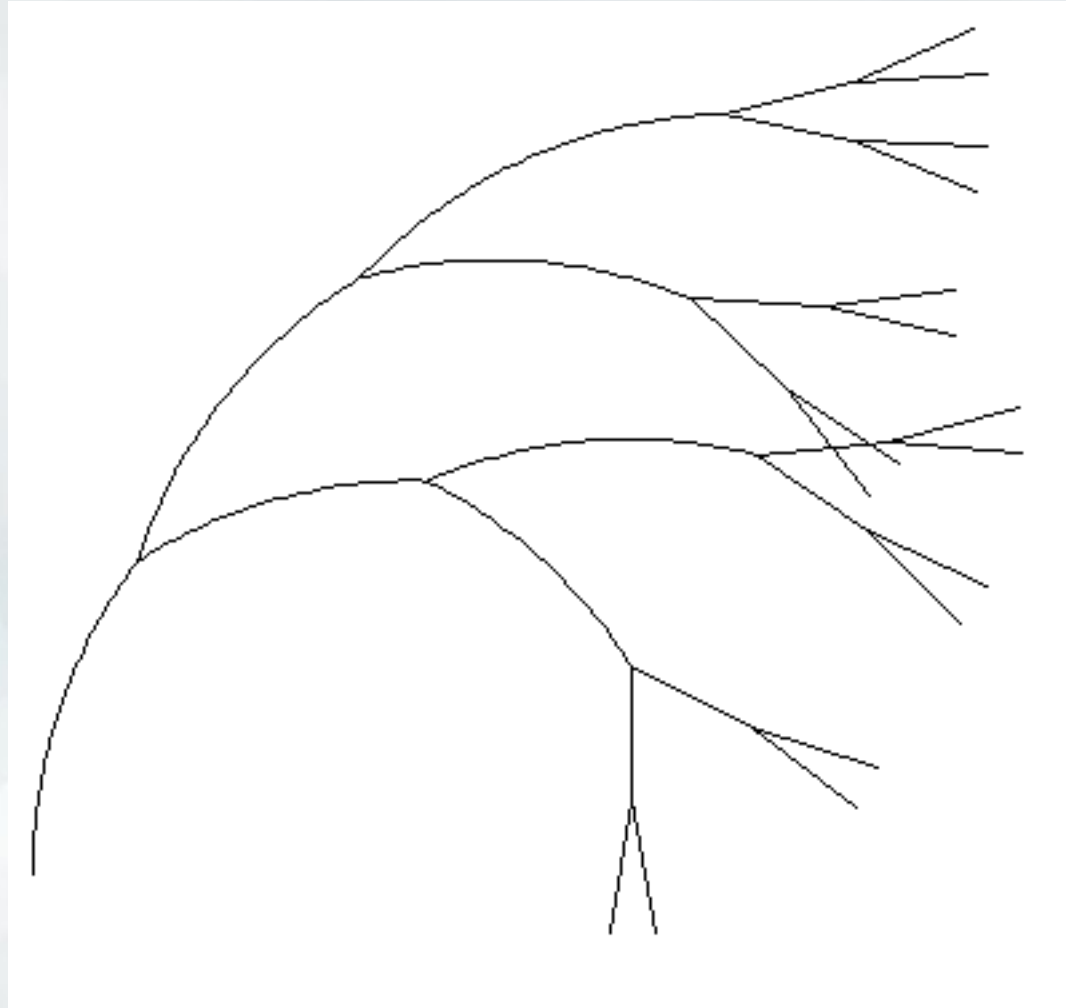
# Fractal Art



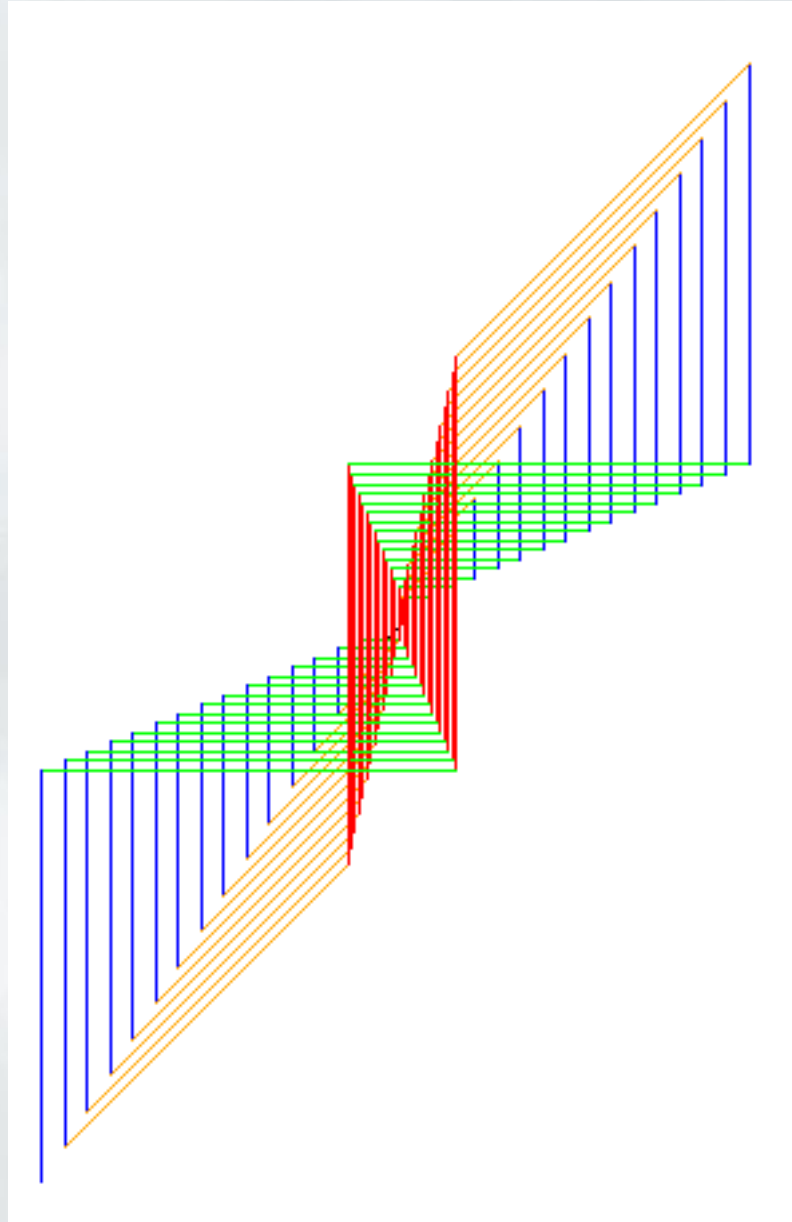
# Fractal Art



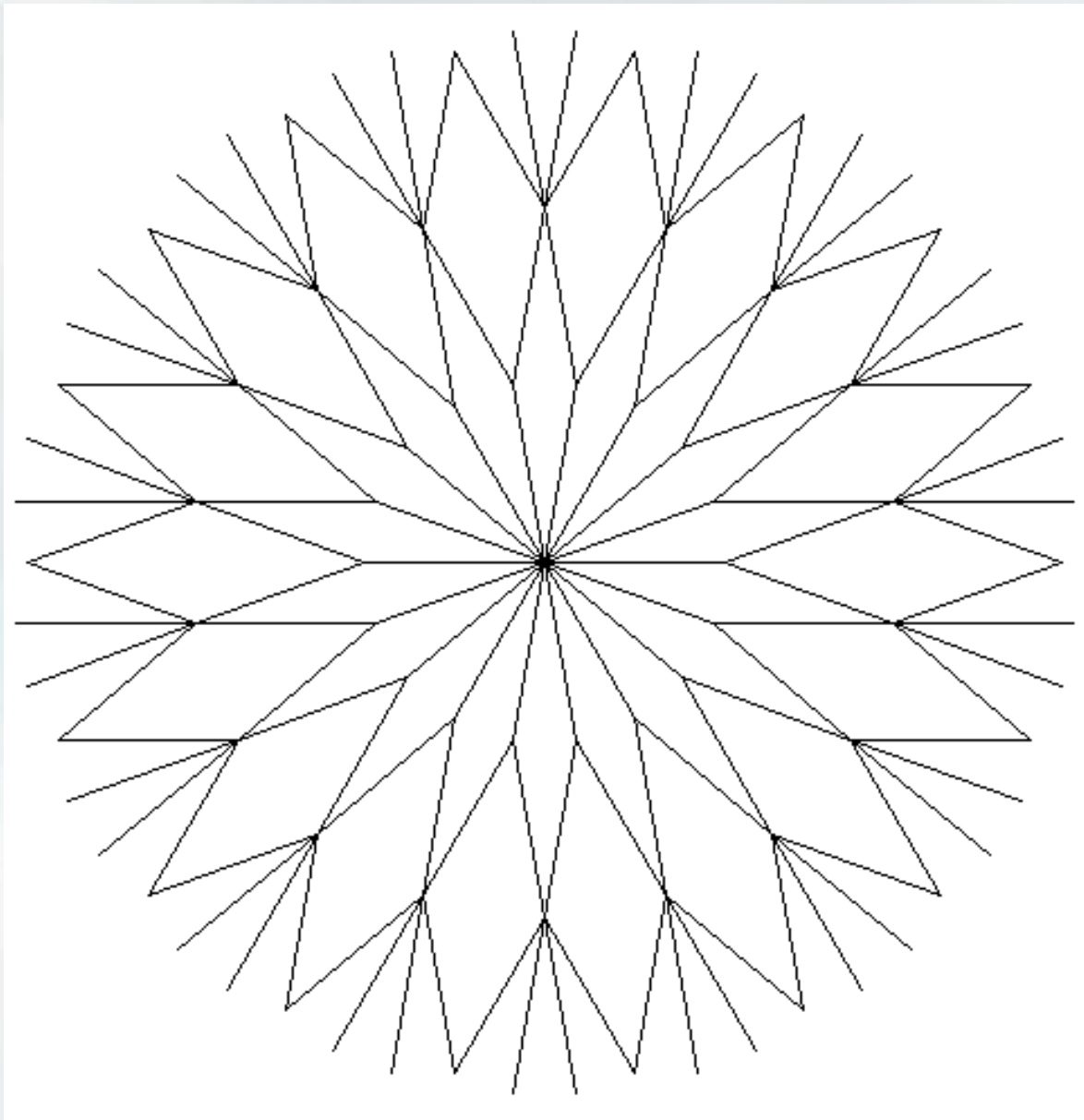
# Fractal Art



# Fractal Art

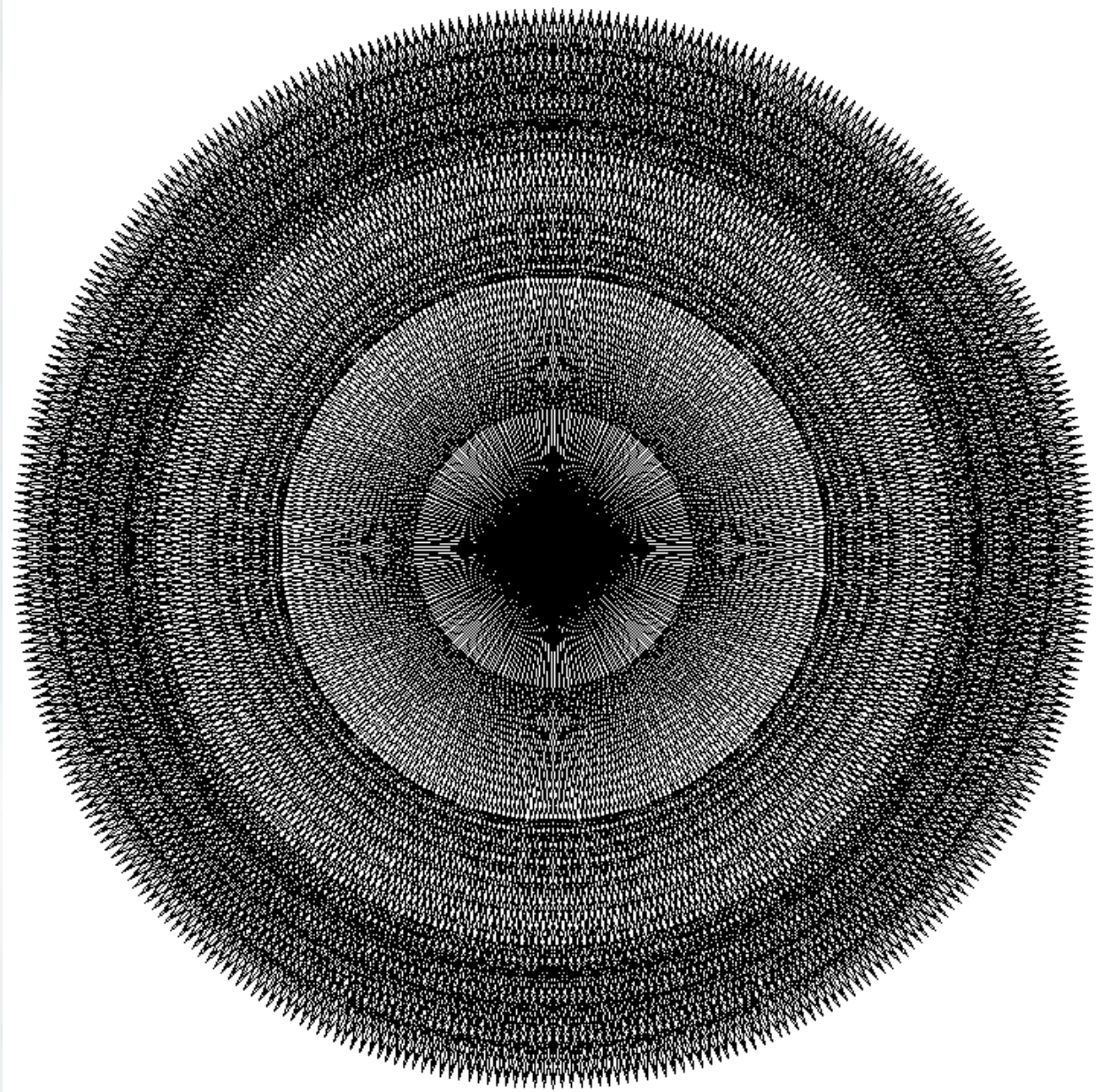


# Fractal Art

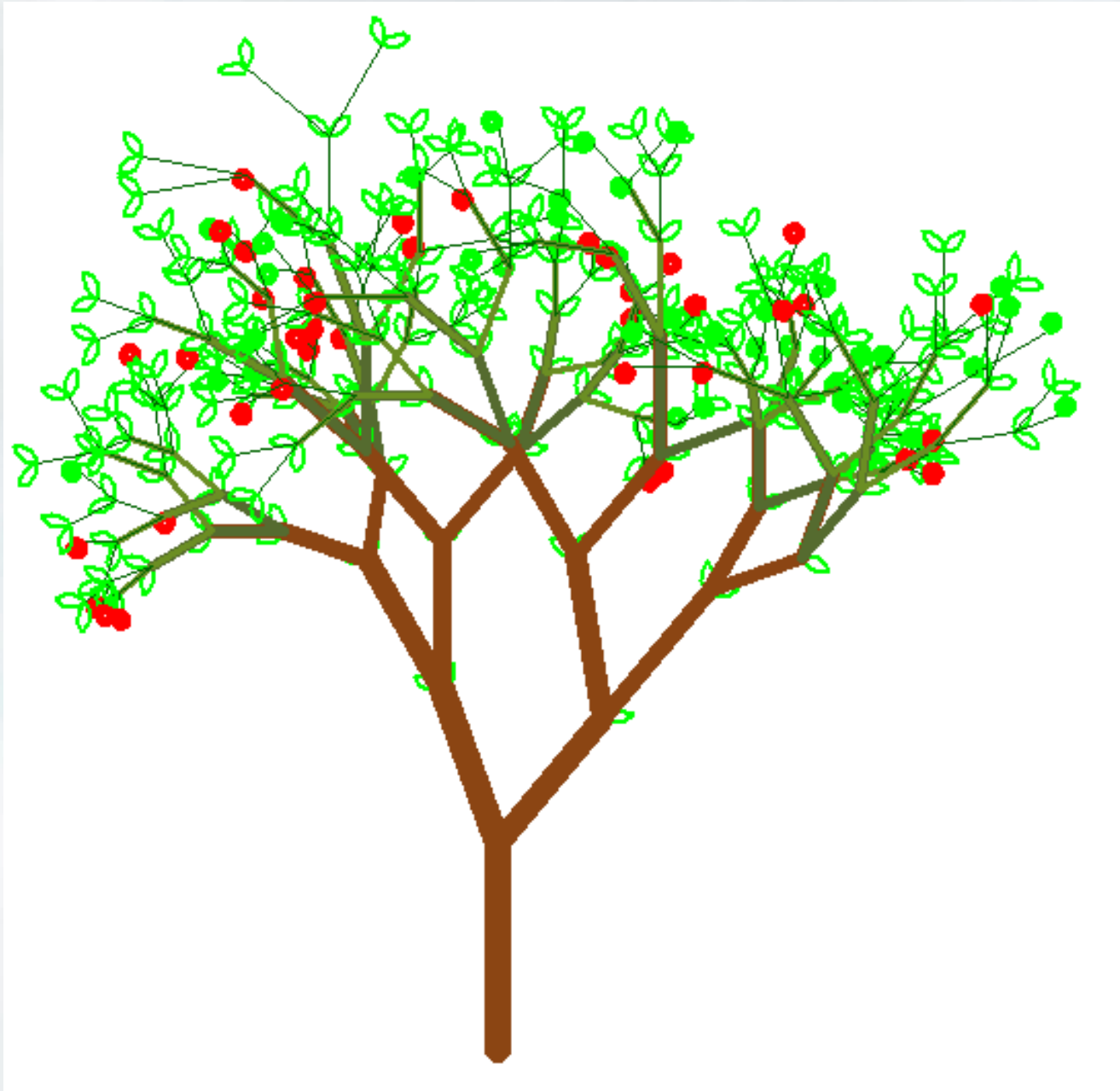




# Fractal Art



# Fractal Art



# Random Paper Generator

● <http://pdos.csail.mit.edu/scigen/>

- Generates random academic computer science papers
  - Randomly generated graphs
  - Randomly generated tables
  - Randomly generated citations
- 2005 paper accepted to conference



# This week's project

- Write a text generator
- Using same general methods as SC1gen
  - A little less coherent
  - But still cool
- We have many of the tools we need already
  - We'll pick up more as the week progresses

# Markov Text Generation

- How do we generate random text?
  - Start by generating a single sentence
- Find a word that could start a sentence
  - Put it at the beginning
- Find words which could come after that word
  - Pick one to continue the sentence
- Repeat until you've formed a sentence
  - Now do it again!

# Markov Text Generation

- How do we know which words come after other words?
  - Need a reference corpus

fuzzy wuzzy was a bear.

fuzzy wuzzy had no hair.

fuzzy wuzzy wasn't very fuzzy was he.

# Markov Text Generation

- For each word in corpus, see what words come afterwards

fuzzy wuzzy was a bear.

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fuzzy → [ wuzzy, wuzzy, wuzzy, was ]

# Markov Text Generation

- For each word in corpus, see what words come afterwards

fuzzy → [ wuzzy, wuzzy, wuzzy, was ]

wuzzy → [ was, had, wasn't ]

was → [ a, he ]

a → [ bear ]

bear → [ . ]

had → [ no ]

no → [ hair ]

hair → [ . ]

wasn't → [ very ]

very → [ fuzzy ]

he → [ . ]

# Markov Text Generation

- Given a word, we can look up which words come next
  - And pick one of them randomly
- How do we know where to start/stop?
- Treat the '.' character as a special kind of word
  - Any word following a '.' can start a sentence
  - Reaching a period ends a sentence

# Markov Text Generation

- This is a large problem
  - Where do we start?
- Break it down into pieces
  - What components do we need?
  - What do we need to be able to do?

# One possible problem breakdown

- Read in corpus text from file as string
- Break string into list of words
- Process word list to separate out periods
- Produce markov dictionary from processed word list
- Produce single sentence from markov dictionary
- Generate text by producing as many sentences as desired

# Back to Lists

- We saw lists briefly last week
  - Lets take a closer look
- Lists are sequences of values
  - [1, 2, 3]
  - ["apple", "banana", "carrot"]
  - [True, 'B', 3]

# Back to Lists

- Lists are mutable
  - We can change them

```
>>> L = [ 1, 2, 3 ]
```

```
>>> L[ 0 ] = 99
```

```
>>> L
```

```
[ 99, 2, 3 ]
```

- What happens if we try this with a string?



# Back to Lists

- Modifying a list is not the same as performing reassignment
- The variable still points to the same object
  - But that object has changed!

```
>>> L1 = [ 1, 2, 3 ]
```

```
>>> L2 = L1
```

```
>>> L2[ 0 ] = 99
```

```
>>> L1
```

```
[ 99, 2, 3 ]
```



# Method to the Madness

- Objects have built-in functions just for themselves
  - Methods
  - Dot notation
- We saw a few in assignment 4
  - `'a'.isupper()`
  - `'a'.isdigit()`
- There are many more built-in string methods
  - `"This string contains multiple words".split()`
  - `" This string has too much whitespace ".strip()`