

### Madrid Summer School on Advanced Statistics and Data Mining

**Module C9:: Text Mining** 

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# Text Mining 1 Introduction

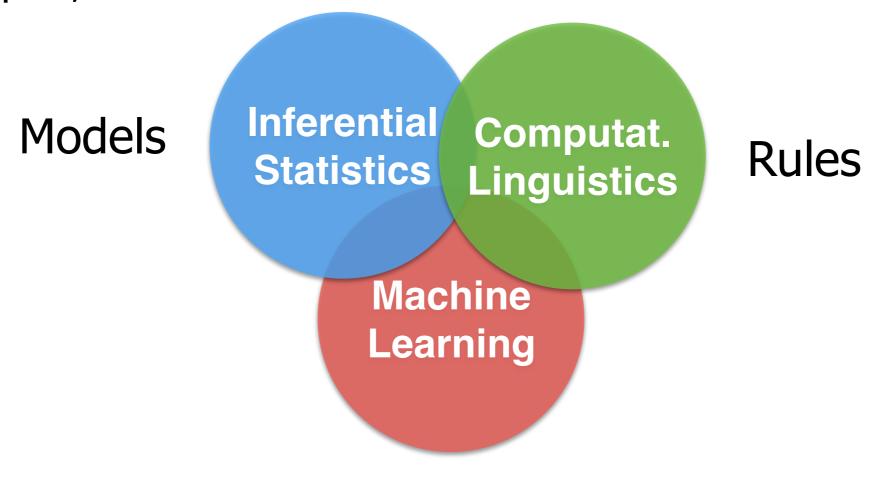
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### "Text mining" or "text analytics"

The discovery of new or existing facts from text by applying natural language processing (NLP), statistical learning techniques, or both.



Predictions

# Is language understanding key to artificial intelligence?

"Her" Movie, 2013

"The singularity: 2030" Ray Kurzweil (Google's director of engineering)

"Watson" & "CRUSH" IBM



"predict crimes before they happen"



MSS/ASDM: Text Mining



cognitive computing:

"processing information more like a human than a machine"



# Language processing

# Applications of text mining and language processing

(Web) Search engines

Information retrieval

Spam filtering

**Document classification** 

Twitter brand monitoring

Opinion mining

Finding similar items (Amazon)

Content-based recommender systems

Event detection in e-mail

Information extraction

Spelling correction

Statistical language modeling

Siri (Apple) and Google Now

Language understanding

Website translation (Google)

Machine translation

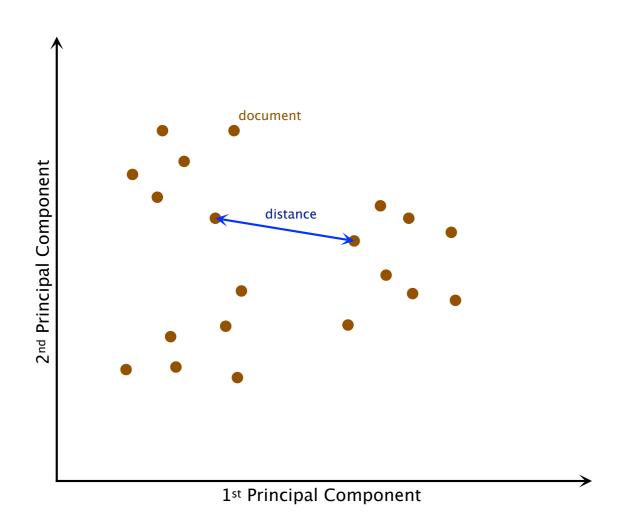
"Clippy" assistant (Microsoft)

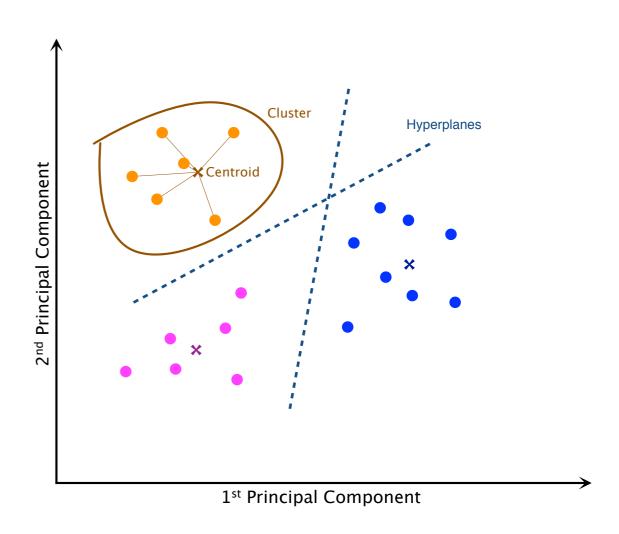
Dialog systems

Watson in Jeopardy! (IBM)

Question answering

### Document or text classification and clustering

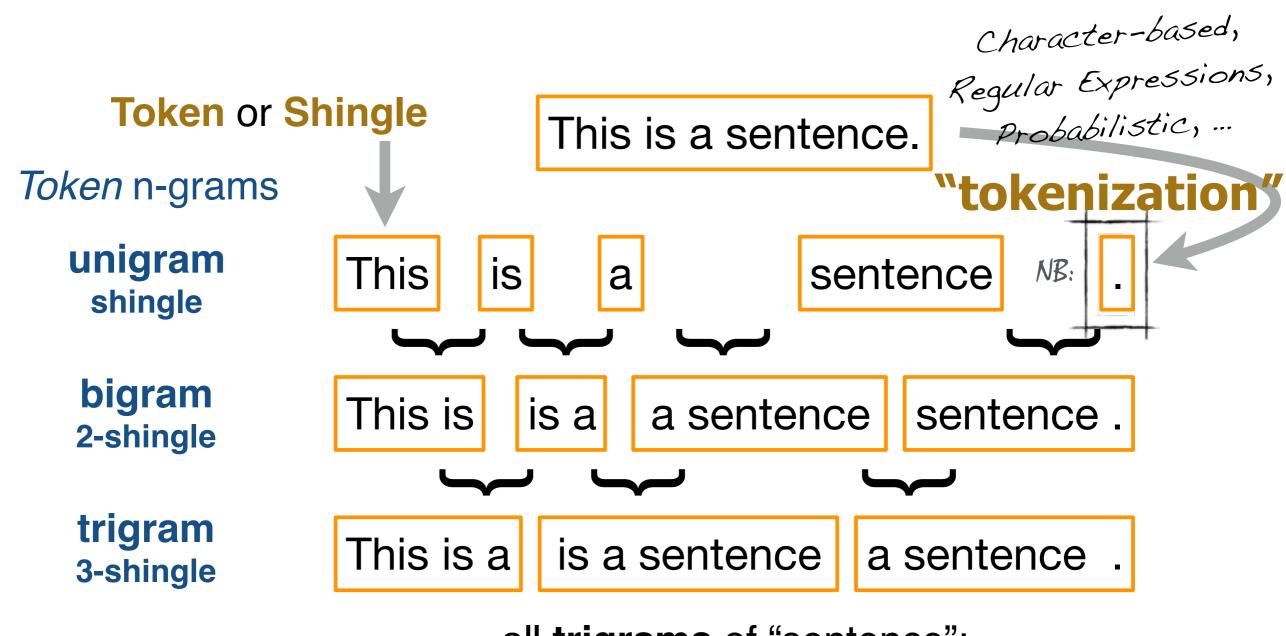




Supervised ("learning to classify *from examples*", e.g., spam filtering) vs.

Unsupervised ("exploratory grouping", e.g., topic modeling)

#### Tokens and n-grams



Character n-grams

all **trigrams** of "sentence": [sen, ent, nte, ten, enc, nce]

Beware: the terms "shingle", "token" and "n-gram" are not used consistently...

### String matching with regular expressions

```
delimiters - like "quotes" in strings

(will be omitted for clarity)

> /^[^@]{1,64}@\w(?:[\w.-]{0,254}\w)?\.\w{2,}$/
```

- (provided \w has Unicode support)
- http://ex-parrot.com/~pdw/Mail-RFC822-Address.html
- username@server.domain.tld
- florian.leitner@upm.es
- ▶ 123\$%&-@dfa-asdf.asdf-123.wow

### Regular expressions quick reference 1/2

- String literals abc...
- → abc → axc abc xca
- Wild card . (any character)
- → a.c → axc abc xca
- Start ^ or end \$ of string
- ^a.c → axc abc xca
- bc\$ → axc abc xca

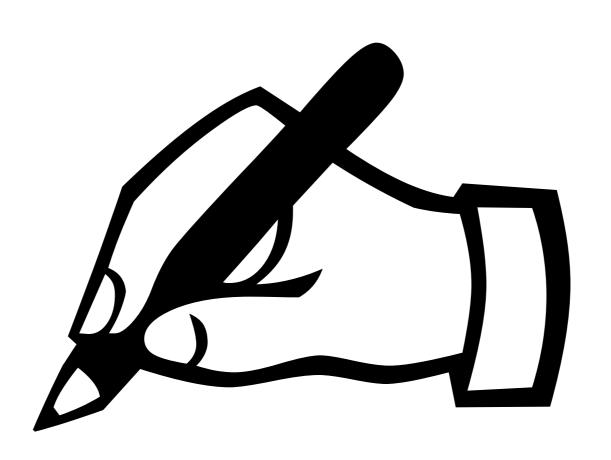
no match: ...bc not at end of string (compare with word boundaries!)

- Word boundaries \b
- \bxc → axc abc xca
- ▶ bc\b → axc abc xca
- Character choice [...]
- ▶ [ax] [xbc] [ac] →
  axc abc xca
- Negations [^...] ("not")
- ▶ [ax] [^b] [^xb] →
  axc abc xca

### Regular expressions quick reference 2/2

- Groups (can be referenced for repetitions and substitutions):
- Pattern repetitions
- ? "zero or one"; \* "zero or more"; + "one or more":
- a(bc)?d → ad abc abcd abcbcd abcbcbcd
  a(bc)\*d → ad abc abcd abcbcd abcbcbcd
  a(bc)+d → ad abc abcd abcbcd abcbcbcd
- Counted pattern repetitions
- ▶ {n} "exactly n times", {n,} "n or more times", {n,m} "n to m times"
- a(b){2}c → ac abc abbd abbbc
  ab{2,}c → ac abc abbd abbbc
  ab{0,2}c → ac abc abbd abbbc

### Practical: Tokenization



#### The inverted index

factors, normalization (len[text]), probabilities, and n-grams

Text 1: He that not wills to the end neither wills to the means.

Text 2: If the mountain will not go to Moses, then Moses must go to the mountain.

| tokens   | Text 1 | Text 2 |
|----------|--------|--------|
| end      | 1      | 0      |
| go       | 0      | 2      |
| he       | 1      | 0      |
| if       | 0      | 1      |
| means    | 1      | 0      |
| Moses    | 0      | 2      |
| mountain | 0      | 2      |
| must     | 0      | 1      |
| not      | 1      | 1      |
| that     | 1      | 0      |
| the      | 2      | 2      |
| then     | 0      | 1      |
| to       | 2      | 2      |
| will     | 2      | 1      |

| unigrams | T1 | <b>T2</b> | p(T1) | p(T2) |  |
|----------|----|-----------|-------|-------|--|
| end      | 1  | 0         | 0,09  | 0,00  |  |
| go       | 0  | 2         | 0,00  | 0,13  |  |
| he       | 1  | 0         | 0,09  | 0,00  |  |
| if       | 0  | 1         | 0,00  | 0,07  |  |
| means    | 1  | 0         | 0,09  | 0,00  |  |
| Moses    | 0  | 2         | 0,00  | 0,13  |  |
| mountain | 0  | 2         | 0,00  | 0,13  |  |
| must     | 0  | 1         | 0,00  | 0,07  |  |
| not      | 1  | 1         | 0,09  | 0,07  |  |
| that     | 1  | 0         | 0,09  | 0,00  |  |
| the      | 2  | 2         | 0,18  | 0,13  |  |
| then     | 0  | 1         | 0,00  | 0,07  |  |
| to       | 2  | 2         | 0,18  | 0,13  |  |
| will     | 2  | 1         | 0,18  | 0,07  |  |
| SUM      | 11 | 15        | 1,00  | 1,00  |  |

| bigrams        | Text 1 | Text 2 |
|----------------|--------|--------|
| end, neither   | 1      | 0      |
| go, to         | 0      | 2      |
| he, that       | 1      | 0      |
| if, the        | 0      | 1      |
| Moses, must    | 0      | 1      |
| Moses, then    | 0      | 1      |
| mountain, will | 0      | 1      |
| must, go       | 0      | 1      |
| not, go        | 0      | 1      |
| not, will      | 1      | 0      |
| that, not      | 1      | 0      |
| the, means     | 1      | 0      |
| the, mountain  | 0      | 2      |
| then, Moses    | 0      | 1      |
| to, Moses      | 0      | 1      |
| to, the        | 2      | 1      |
| will, not      | 0      | 1      |
| will, to       | 2      | 0      |
|                |        |        |

#### **Word vectors**

### Collections of vectorized texts: **Inverted index**

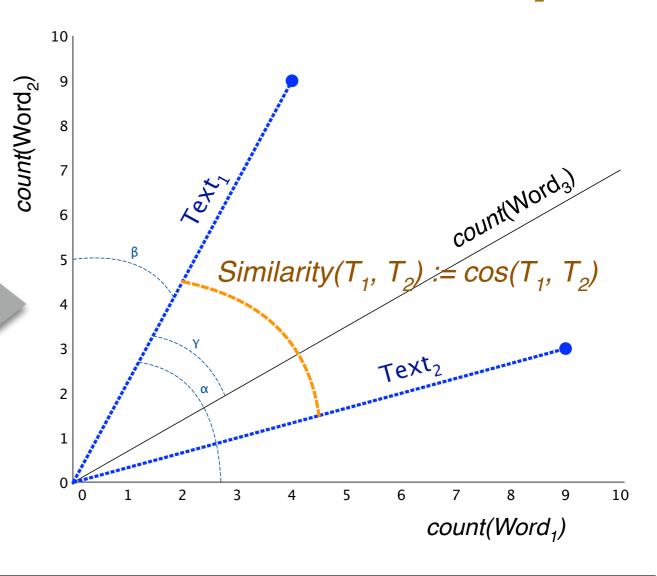
Text 1: He that not wills to the end neither wills to the means.

Text 2: If the mountain will not go to Moses, then Moses must go to the mountain.

| en/word | imension! |
|---------|-----------|
| token   | dime      |
| each    | isa       |

| tokens   | Text I      | Text 2      |  |  |
|----------|-------------|-------------|--|--|
| end      | 1           | 0           |  |  |
| go       | 0           | 2           |  |  |
| he       | 1           | 0           |  |  |
| if       | 0 1         | 1           |  |  |
| means    | 1 (         | 0 (         |  |  |
| Moses    | word vector | word vector |  |  |
| mountain | 0 0         | 2           |  |  |
| must     | 0 /9        | 1 7         |  |  |
| not      | 1 0         | 1 0         |  |  |
| that     | 1 3         | 0 3         |  |  |
| the      | 2           | 2           |  |  |
| then     | 0           | 1           |  |  |
| to       | 2           | 2           |  |  |
| will     | 2           | 1           |  |  |
|          |             |             |  |  |

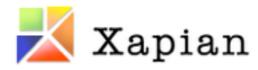
### Comparing word vectors: Cosine similarity





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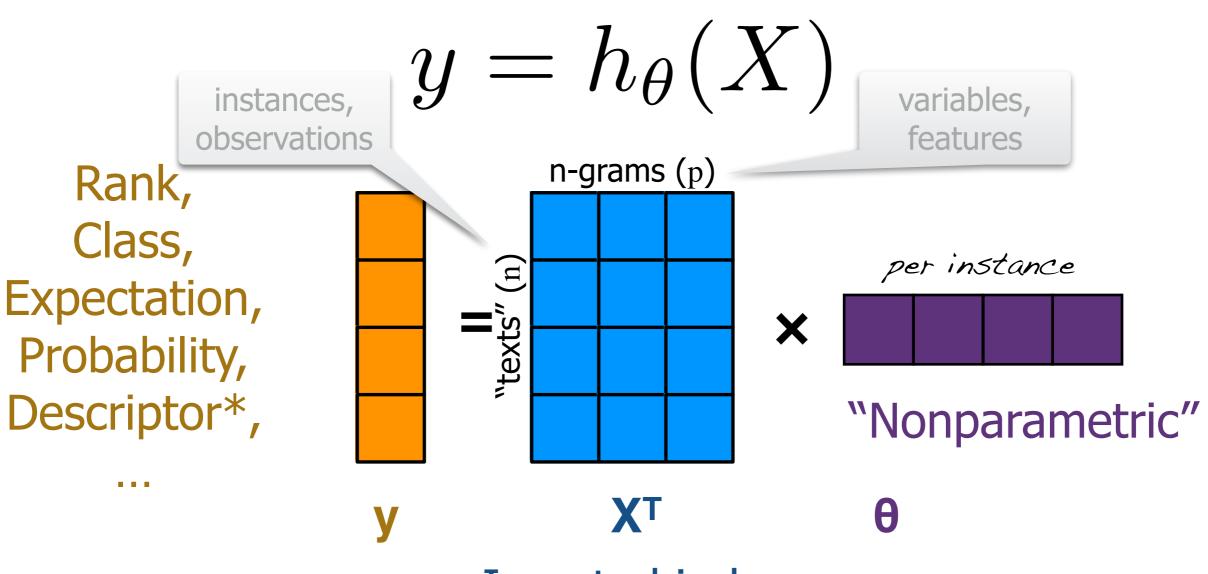






tokens

### The essence of statistical learning



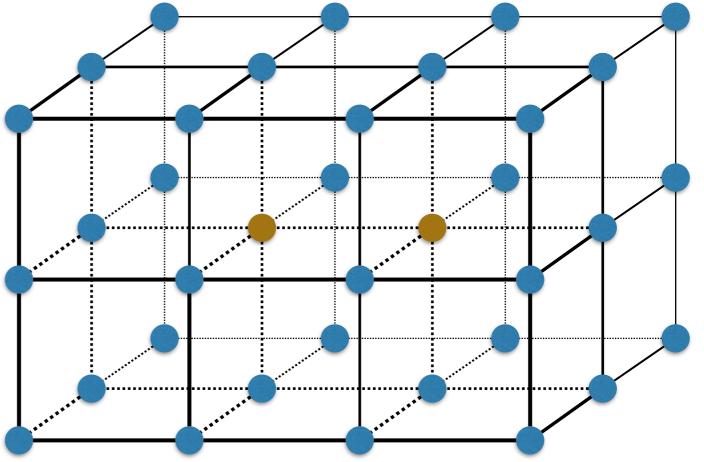
Inverted index

(transposed)

### The curse of dimensionality

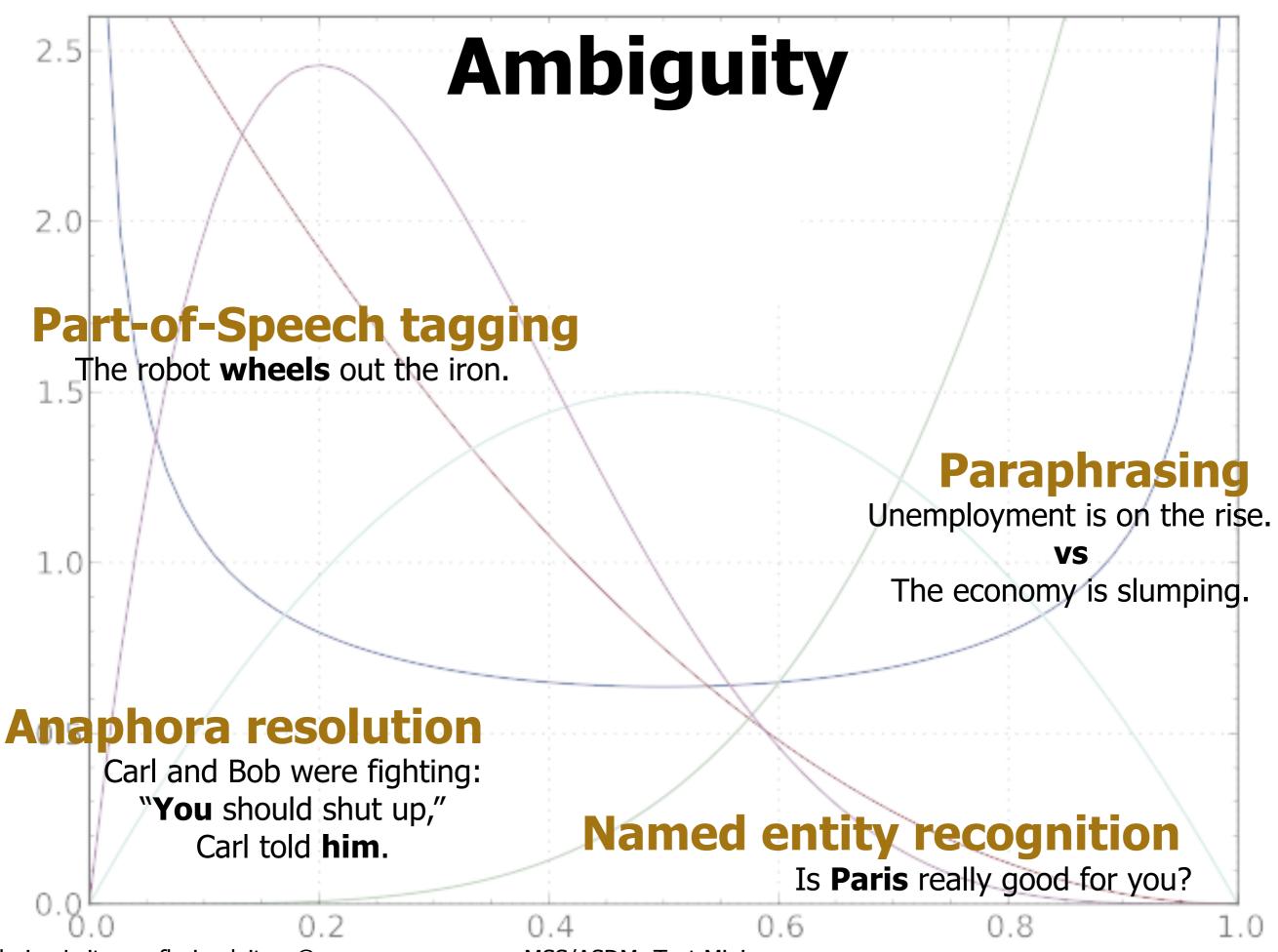
(RE Bellman, 1961) [inventor of dynamic programming]

- p » n (far more tokens/features than texts/documents)
- Inverted indices are (discrete) sparse matrices.
- Even with millions of training examples, unseen tokens will keep coming up during evaluation or in production.
- In a high-dimensional hypercube, most instances are closer to the face of the cube ("nothing", outside) than their nearest neighbor.



#### Dimensionality reduction

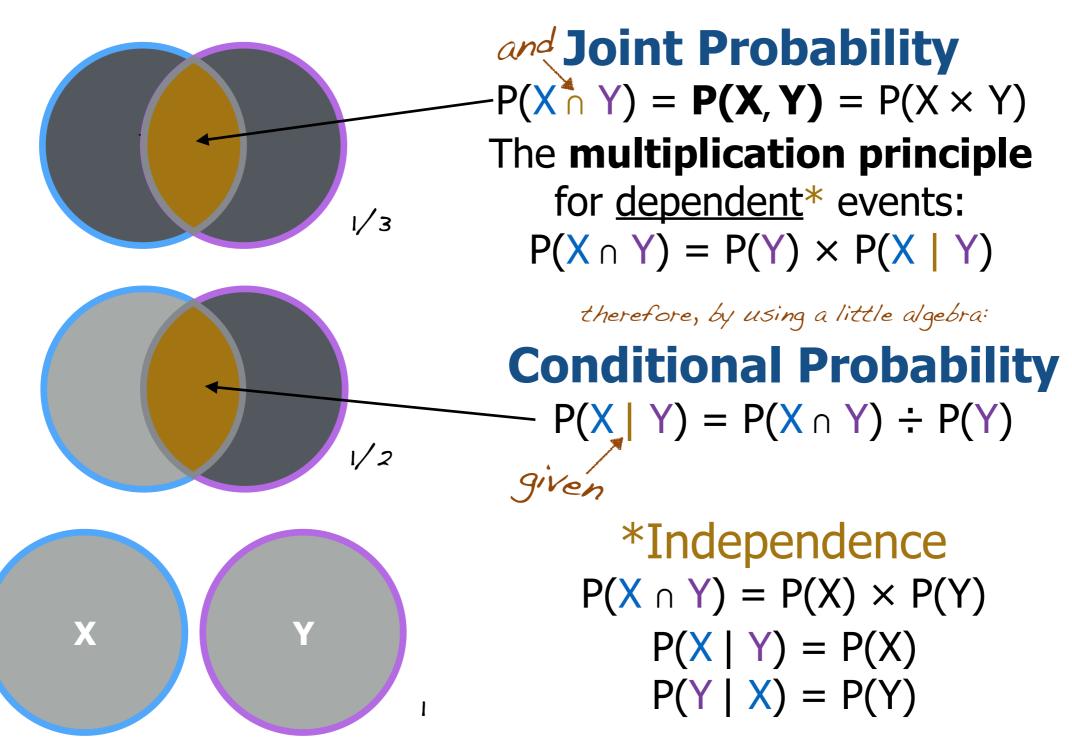
- √ The remedy to "the curse" (aka. the "blessing of non-uniformity")
- ▶ Feature extraction (compression): PCA/LDA (projection), factor analysis (regression), compression, auto-encoders ("deep learning", "word embeddings"), ...
- ▶ Feature **selection** (elimination): LASSO (regularization), SVM (support vectors), Bayesian nets (structure learning), locality sensitivity hashing, random projections, ...



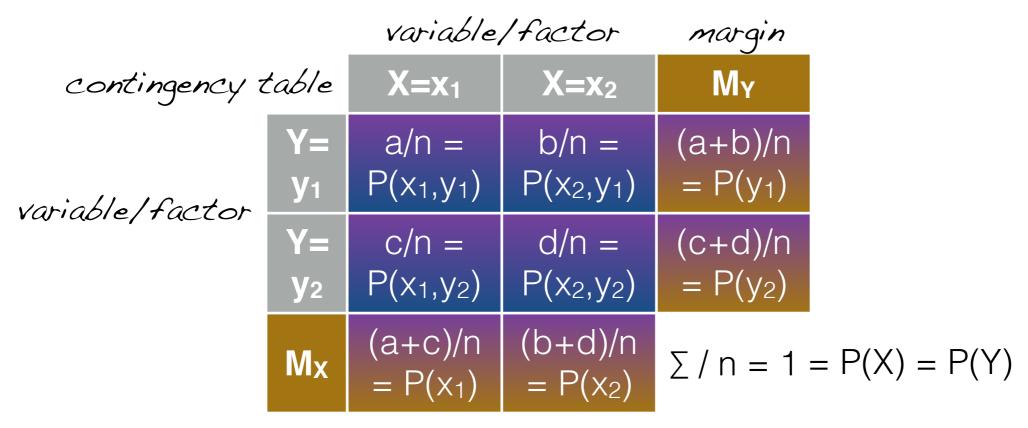
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### The conditional probability for dependent events



# Marginal, conditional and joint probabilities



Joint Probability\*  $P(x_i, y_j) = P(x_i) \times P(y_j)$ Conditional Probability  $P(x_i | y_j) = P(x_i, y_j) \div P(y_j)$   $P(y_i)$ 

\*for **independent** events

### Point-wise mutual information

• **Mutual information** (MI) measures the degree of dependence of two variables: how similar is P(X,Y) to  $P(X)\cdot P(Y)$ ?

"how much you can learn about X from knowing Y" 
$$I(X;Y) = \sum_{Y} \sum_{X} P(x,y) \, \log_2 \frac{P(x,y)}{P(x)P(y)}$$

• Point-wise MI: MI of two individual events [only]

$$PMI(w_1, w_2) = log_2 \frac{P(w_1, w_2)}{P(w_1)P(w_2)}$$

- e.g., neighboring words, phrases in a document, ...
- incl. a **mix of** two different co-occurring **event types** (e.g. a word and a phrase or label)
- ullet Can be normalized to a [-1,1] range:  $\frac{PMI(w_1,w_2)}{-log_2\ P(w_1,w_2)}$
- Interpretation: -1: the events do not occur together; 0: the events are independent; +1: the events always co-occur

# Bayes' rule: Diachronic interpretation

$$\begin{array}{c} \textit{prior/belief} & \textit{likelihood} \\ \\ \textit{posterior} & \rightarrow P(H|D) = \frac{P(H) \times P(D|H)}{P(D)} \\ \\ \textit{"normalizing constant"} \\ \textit{(law of total probability)} \end{array}$$

*H* - Hypothesis *x* 

D - Data Y

### Bayes' rule: The Monty Hall problem

Images Source: Wikipedia, Monty Hall Problem, Cepheus 2/3  $P(H|D) = \frac{P(H) \times P(D|H)}{P(D)}$ your pick - Monty Hall 4/=2  $\mathcal{D}=3$ **Prior** 1/3 given the car is behind H=1, Monty Hall opens D=(2 or 3) 1/3 p(H)**#**=3  $\mathcal{D}=3$ Likelihood p(D)1/2 1 0 1/3 2/3 p(D|H)p(H)\* 1/6+1/3  $1/3 \times 1/2$   $1/3 \times 1$  $1/3\times0$ =1/6 =1/3p(D|H) =1/2=0Posterior  $1/6 \div 1/2 \ 1/3 \div 1/2$  $0 \div 1/2$ p(H|D) =2/3=1/3=0

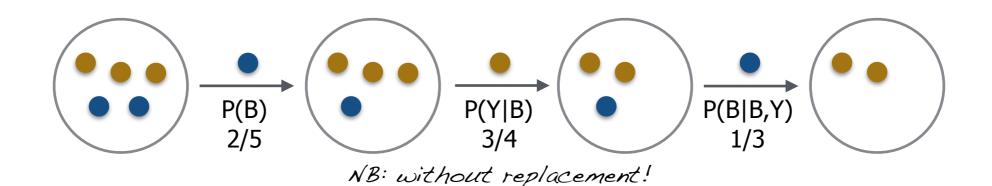
similar case: a trickster hiding a stone in one of three cups...

### The chain rule of conditional probability

 $P(A,B,C,D) = P(A) \times P(B|A) \times P(C|A,B) \times P(D|A,B,C)$ 

Notation: i-1 is an index,

$$P(w_1,...,w_n) = \prod_{i=1}^n P(w_i|w_1,...,w_{i-1}) = \prod_{i=1}^n P(w_i|w_1^{i-1})^{\text{...to }\omega_{i-1}}_{\text{from }\omega_{i-1}}$$



$$P(B,Y,B) = P(B) \times P(Y|B) \times P(B|B,Y)$$
  
 $1/10 = 2/5 \times 3/4 \times 1/3$ 

NB: the \( \) of all possible trigram combinations will be 1!

# Zipf's law: Pareto distributions \( \xi = \xi \text{pected Value} \rightarrow \)

Word frequency is inversely — proportional to its rank (ordered by counts)

Words of lower rank "clump" within a region of a document

Word frequency is inversely proportional to its length

Almost all words are rare

This is what makes

language modeling hard!

 $\begin{array}{l} f \propto 1 \div r & \textit{the "true" mean} \rightarrow \\ k = E[f \times r] & \textit{dim. reduction} \end{array}$ the, be, to, of, . ..., malarkey, quodlibet **Cumulative probability mass** 15 20 25

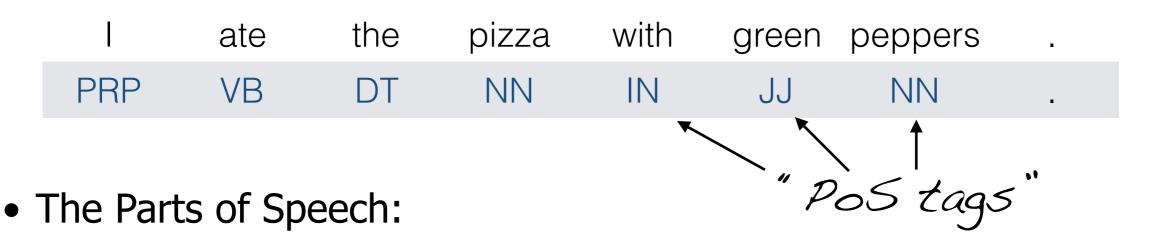
Word rank

"power law"

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 $count(w_i) \propto P(w_i) = pow(\alpha, rank_i)$ 

### The Parts of Speech (PoS)



- noun: NN, verb: VB, adjective: JJ, adverb: RB, preposition: IN, personal pronoun: PRP, ...
- e.g. the full **Penn Treebank PoS tagset** contains 48 tags:
- ▶ 34 grammatical tags (i.e., "real" parts-of-speech) for words
- one for cardinal numbers ("CD"; i.e., a series of digits)
- ▶ 13 for [mathematical] "SYM" and currency "\$" symbols, various types of punctuation, as well as for opening/closing parenthesis and quotes

#### The Parts of Speech (2/2)

| I   | ate | the | pizza | with | green | peppers | • |
|-----|-----|-----|-------|------|-------|---------|---|
| PRP | VB  | DT  | NN    | IN   | JJ    | NN      | • |

- Automatic PoS tagging → supervised machine learning
- Maximum Entropy Markov models
- Conditional Random Fields
- Convolutional Neural Networks
- ▶ Ensemble methods (bagging, boosting, etc.)

#### Linguistic morphology

→ token normalization

#### • [Verbal] **Inflections**

- conjugation (Indo-European languages)
- tense ("availability" and use varies across languages)
- modality (subjunctive, conditional, imperative)
- voice (active/passive)
- **)** ...

not a contraction:

#### • Contractions possessive s

don't say you're in a man's world...

#### Declensions

- on nouns, pronouns, adjectives, determiners
- case (nominative, accusative, dative, ablative, genitive, ...)
- gender (female, male, neuter)
- number forms (singular, plural, dual)
- ▶ possessive pronouns (I→my, you→your, she→her, it→its, ... car)
- reflexive pronouns (for myself, yourself, ...)

**.**..

#### **Stemming** → **Lemmatization**

#### → token normalization

a.k.a. token "regularization" (although that is technically the wrong wording)

- Stemming
- produced by "stemmers"
- produces a word's "stem"
- $\rightarrow$  am  $\rightarrow$  am
- the going → the go
- having → hav
- fast and simple (pattern-based)
- **→** Snowball; Lovins; Porter

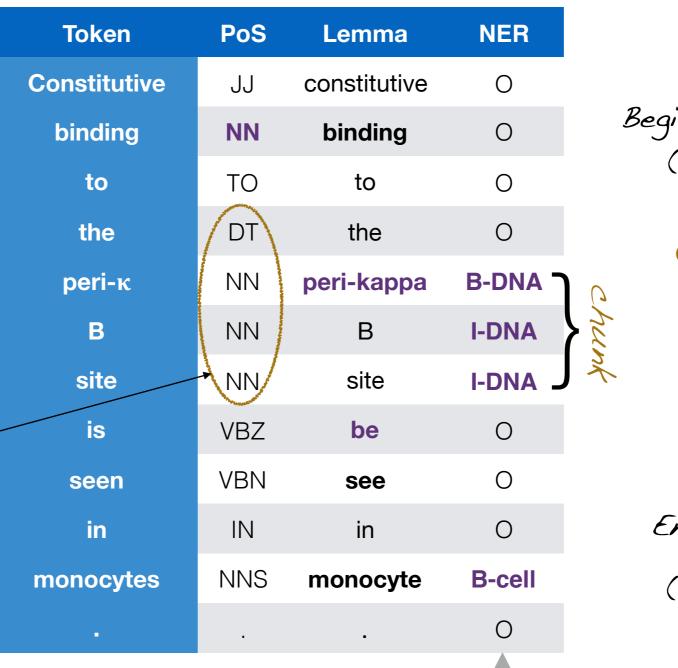
- Lemmatization
- produced by "lemmatizers"
- produces a word's "lemma"
- am → be
- the going → the going
- ▶ having → have
- requires: a dictionary and PoS
- LemmaGen; morpha;BioLemmatizer; geniatagger

### PoS tagging and lemmatization for Named Entity Recognition (NER)

N.B.: This is all supervised (i.e., manually annotated corpora)!

de facto standard
PoS tagset
{NN, JJ, DT, VBZ, ...}
Penn Treebank

noun-phrase (chunk)



Begin-Inside-Outside (relevant) token

B-I-O chunk encoding

common alternatives:

I-O

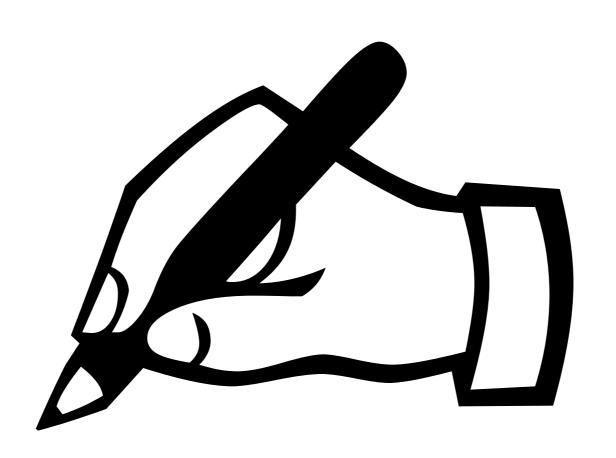
I-E-O

B-I-E-W-O

End token

unigram) Word

### Practical: Snowball stemmer



#### Sentence segmentation

- Sentences are **the** fundamental linguistic unit
- Sentences are the boundaries or "constraints" for linguistic phenomena.
- Collocations ["United Kingdom", "vice president"], idioms ["drop me a line"],
   phrases [PP: "of great fame"], clauses, statements, ... all occur within a sentence.
- Rule/pattern-based segmentation
- Segment sentences if the marker is followed by an upper-case letter
- Works well for "clean text" (news articles, books, papers, ...)
- ▶ **Special cases**: abbreviations, digits, lower-case proper nouns (genes, "amnesty international", ...), hyphens, quotation marks, ...
- Supervised sentence boundary detection
- Use some Markov model or a conditional random field to identify possible sentence segmentation tokens
- Requires labeled examples (segmented sentences)

# Punkt Sentence Tokenizer (PST) 1/2

- Unsupervised sentence boundary detection
- $P(\bullet|\mathbf{w}_{-1}) > \mathbf{c}_{cpc}$



- Determines if a marker is used as an **abbreviation** marker by comparing the **conditional probability** that the word w<sub>-1</sub> before is followed by the marker against some (high) cutoff probability.
- $P(\bullet|\mathbf{w}_{-1}) = P(\mathbf{w}_{-1}, \bullet) \div P(\mathbf{w}_{-1})$
- K&S set c = 0.99
- $P(\mathbf{w}_{+1}|\mathbf{w}_{-1}) > P(\mathbf{w}_{+1})$

- Evaluates the likelihood that w<sub>-1</sub> and w<sub>+1</sub> surrounding the marker are more commonly collocated than would be expected by chance: is assumed an **abbreviation** marker ("not independent") if the LHS is greater than the RHS.
- $F_{length}(\mathbf{w}) \times F_{markers}(\mathbf{w}) \times F_{penalty}(\mathbf{w}) \ge \mathbf{c}_{abbr}$   $\mathcal{U}.S.A.$
- Evaluates if any of w's morphology (length of w w/o marker characters, number of periods inside w (e.g., ["U.S.A"]), penalized when w is not followed by a ●) makes it more likely that w is an abbreviation against some (low) cutoff.
- $F_{ortho}(\mathbf{w}); P_{sstarter}(\mathbf{w}_{+1}|\bullet); \dots$

- Orthography: Iower-, upper-case or capitalized word after a probable or not
- Sentence Starter: Probability that w is found after a

### Punkt Sentence Tokenizer (PST) 2/2

- Unsupervised Multilingual
   Sentence Boundary Detection
- ▶ Kiss & Strunk, MIT Press 2006.
- Available from NLTK: nltk.tokenize.punkt (<u>http://www.nltk.org/api/nltk.tokenize.html</u>)
- PST is language agnostic
- Requires that the language uses the sentence segmentation marker as an abbreviation marker
- Otherwise, the problem PST solves is not present

- PST factors in word length
- Abbreviations are relatively shorter than regular words
- PST takes "internal" markers into account
- ▶ E.g., "U.S.A"
- Main weakness: long lists of abbreviations
- ▶ E.g., author lists in citations
- Can be fixed with a pattern-based postprocessing strategy
- NB: a marker must be present
- ▶ E.g., chats or fora

### An overview of free open source NLP frameworks

#### Stanford NLP Framework

- CoreNLP Java
- Apache OpenNLP Framework
- OpenNLP (& OpenNER) Java
- General Architecture for Text Engineering
- ▶ GATE Java
- Unstructured Information Management Architecture
- ▶ UIMA Java

#### Natural Language ToolKit

- ▶ NLTK Python
- FreeLing NLP Suite
- ▶ FreeLing C++
- The Lemur Toolkit
- ▶ Lemur C++
- Factorie Toolkit
- Factorie Scala
- The Bow Toolkit
- ▶ Bow C (language modeling)

### Practical: Sentence segmentation

