

# Adapting Seq2Seq models for Text Normalization in Social Media

Ismi Lourentzou, Kabir Manghnani, ChengXiang Zhai



# Social Media Data

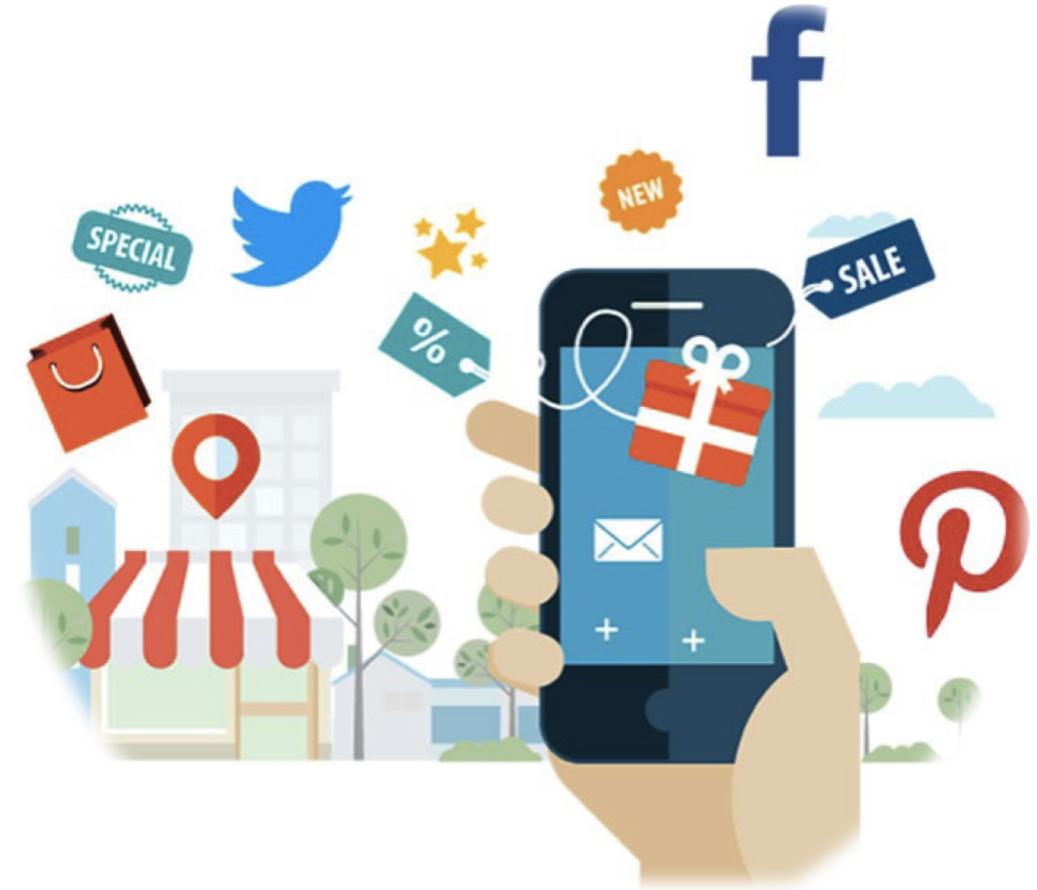
An abundant source of valuable raw data

**Text today is user-generated and online**

- Online blogs and posts
- Forums
- Customer reviews ...

Primary input for algorithms that:

- Understand user intent/preferences
- Predict trends
- Recommender systems
- Targeted advertising



<https://www.quora.com/Can-I-make-money-from-a-social-media-management-tool-for-Twitter-despite-a-crowded-market>

# Difficulties with **noisy** text

Text in social media: spelling errors, non-standard words, and acronyms.

- Problems in understanding the expressed content
- NLP tools struggle with noisy informal language



Source: Twitter

# Text Normalization

Identifies noisy parts of the text and substitutes with canonical forms

1. Misspellings
2. Phonetic substitution
3. Shortening of words
4. Slang
5. Capitalization
6. Vowel elongation
7. Punctuation
8. Acronyms  
standard words

defenitely → definitely  
2morrow → tomorrow  
convo → conversation  
low key  
YEAH  
coooooool  
doesnt → doesn't  
idk → i don't know  
goat → greatest of all time



Figure from [1]

Mapping OOV word to IV canonical form  
Preserve meaning of sentence

# Related Work

\*NN predicts whether a word needs normalization

Spell checking  
Machine Translation  
Speech Recognition

EARLY WORK

**Classification + Candidate generation [2,3]**

Ranking candidates with LM

Neural norm/tion detector\* [5]  
Character/Word embeddings  
RNNs on character tri-grams [4]

SUPERVISED

ADVANCED

DEEP LEARNING

String edit distance metrics  
Phonetic similarity  
Lexicon-based methods

Word association graphs  
Probabilistic Models (e.g. CRFs)

# Limitations of related work

- Framing the task as **classification + candidate generation** limits types of transformations that can be tackled
- Working on **local** fashion (string or phonetic similarity)
- Not incorporating the **full context** in which a token appears

**source:** got **exo** to share, **u** interested? Concert in **hk** !

**target:** got **extra** to share, **are you** interested? Concert in **hong kong** !

# Dataset

Dataset	Tweets	Tokens	Noisy	1:1	1:N	N:1	Our vocab
train	2950	44385	3942	2875	1043	10	10084
test	1967	29421	2776	2024	704	10	7389

## LexNorm 2015 [1]

ACL-IJCNLP 2015 Workshop on Noisy User-generated Text (WNUT)

All words lowercased  
mentions → <mention>  
URLs → <url>  
Hashtags → <hash>

**Source:** 2day is my fidst day in Munich ...  
**Target:** today is my first day in Munich ...

# TextNorm Seq2Seq



**Source:** 2day is my fidst day in Munich ...

**Target:** today is my first day in Munich ...

Frequent

- misspellings
- keyboard typing errors
- intentional changes

**High OOV rates!**

1. Is **contextual information** is crucial for this task?
2. Would **Seq2Seq models** be appropriate for the task?
3. How should the **input** or **architecture** be **adjusted**?
4. Given very little amounts of training data, can we get **SOTA performance**?

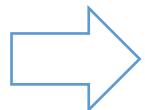
# TextNorm Seq2Seq



Frequent

- misspellings
- keyboard typing errors
- intentional changes

**High OOV rates!**



- Copying source words

**Source:** 2day is my **fidst** ...

**Target:** today is my **first** ...

**Copy UNKs:** today is my **fidst** ...

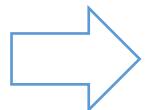
# TextNorm Seq2Seq



Frequent

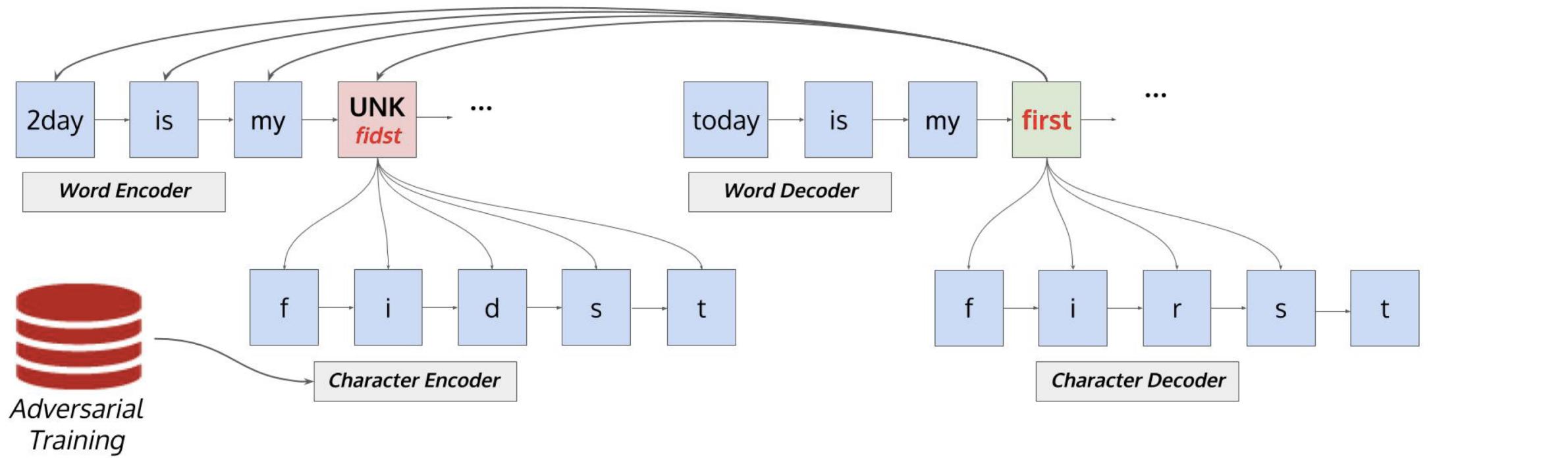
- misspellings
- keyboard typing errors
- intentional changes

**High OOV rates!**



- Character-based models  
**to d a y i s m y f i r s t**
- Subword representations, e.g. BPE  
**to day is my fir st**

# TextNorm Seq2Seq



## Hybrid Seq2Seq model

Trained on synthetic adversarial examples of noisy social media text

# Types of noise

Introduce 6 types of errors typically found in user-generated text

- del:** Deleting a character from a word
- swap:** Swapping the placement of two characters
- lastchar:** Elongating last character when word ends with {u, y, s, r, a, o, i}
- punct:** Deleting or misplaced apostrophes
- keyboard:** Replacing characters based on keyboard distance, e.g. hello → jello
- elong:** Extending vowel usage

# Baselines & Seq2Seq variations

<b>HS2S</b>	Hybrid word-char Seq2Seq	
<b>S2S</b>	Standard word-level Seq2Seq + Copy OOV words from SRC	
<b>Dict1</b>	Dictionary for unique mappings	<b>2day → today</b>
<b>Dict2</b>	Dictionary + <i>random</i> for non-unique mappings <b>ur → {your, you are}</b>	
<b>S2SMult</b>	Dictionary + <b>S2S</b> for non-unique mappings	
<b>S2SChar</b>	Character-level Seq2Seq	
<b>S2SBPE</b>	Seq2Seq on subword units (BPE encoding)	
<b>S2SSelf</b>	Special symbol @self for tokens that need no normalization SRC: “see u soon” → “@self you @self” TGT: “see you soon” → “@self you @self”	

+ SOTA from related work [2,3,4,5]

# Experimental Results

Model name	Precision	Recall	F1	Method highlights
S2SChar	67.14	70.50	68.78	Character-level Seq2Seq
S2SBPE	20.00	52.04	28.90	Word Seq2Seq + BPE
Dict1	96.00	52.20	67.62	Dictionary (unique mappings)
Dict2	56.27	63.57	59.70	Dict1 + Random
S2SMulti	93.33	75.57	83.52	Dict1 + S2S
S2SSelf	82.74	65.50	73.11	@Self for tokens that need no normalization
HS2S	90.66	78.14	83.94	Hybrid word-char Seq2Seq
S2S	93.39	75.75	83.65	Word-level Seq2Seq

Comparison with other Seq2Seq models

1. Is **contextual information** is crucial for this task?
2. Would **Seq2Seq models** be appropriate for the task?
3. How should the **input or architecture** be **adjusted**?
4. Given very little amounts of training data, can we get **SOTA performance**?

# Window-based split of sequences

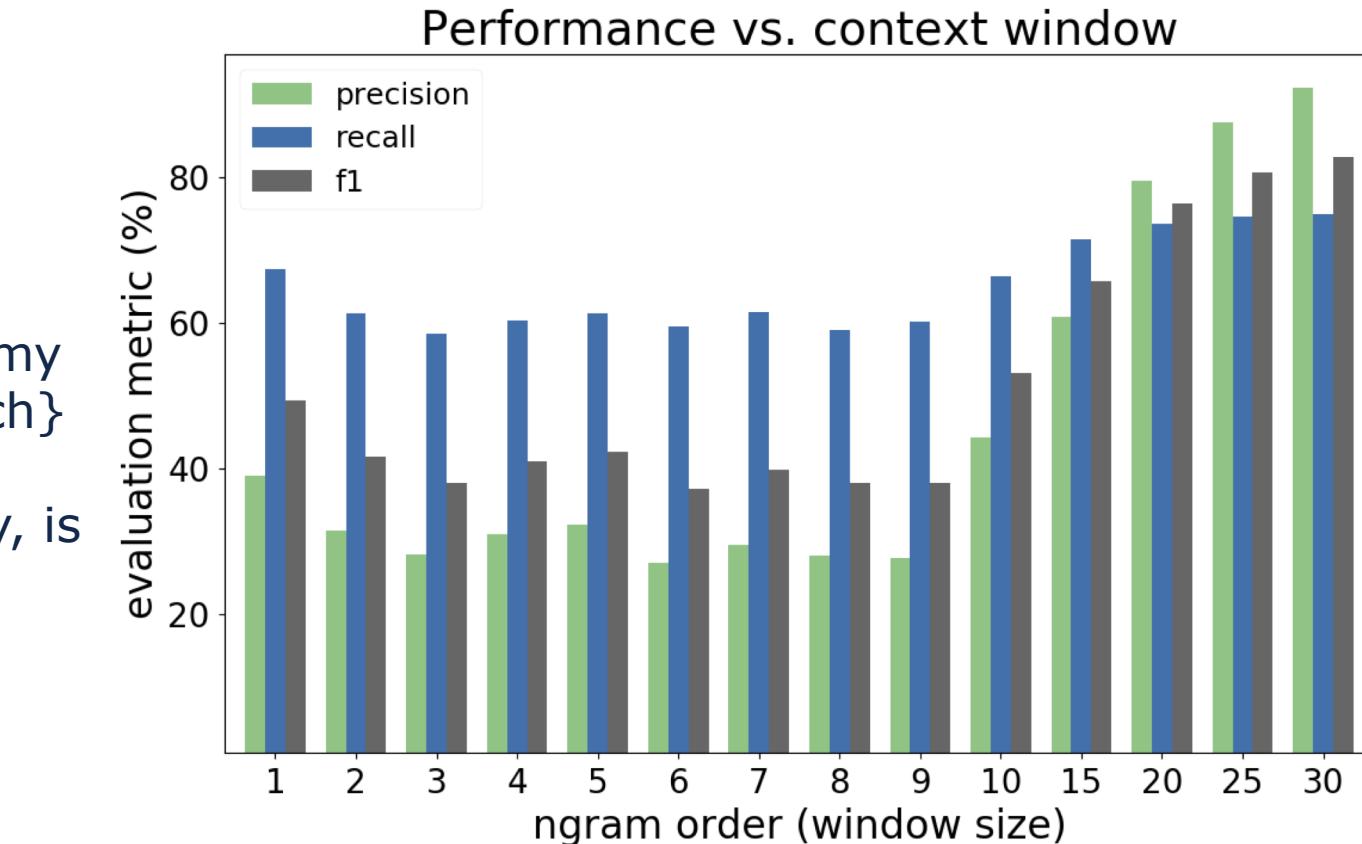
2day is my fidst day in Munich



Bigram (2) → {2day is, is my, my fidst, fidst day, day in, in Munich}

5-gram → {2day is my fidst day, is my fidst day in, my fidst day in Munich}

...



# When context helps?

<b>Source:</b>	think tht took everything off ma mind for tha night
<b>Target:</b>	think that took everything off my mind for the night
<b>HS2S: (80%)</b>	think <b>that</b> took everything off <b>ma</b> mind for <b>the</b> night
<b>S2SSelf: (50%)</b>	think <b>that</b> took everything off <b>ma</b> mind for <b>the tha</b> night
<hr/>	
<b>Source:</b>	death penalty would b d verdict @general_marley murder will b d case ...
<b>Target:</b>	death penalty would be the verdict @general_marley murder will be the case ...
<b>HS2S: (88.8%)</b>	death penalty would <b>be the</b> verdict @general_marley murder will <b>b the</b> case ...
<b>S2SSelf: (0%)</b>	death penalty would <b>b d</b> verdict @general_marley murder will <b>b d</b> case ...

Context is crucial for correct normalization,  
especially for short tokens and long sentences

1. Is **contextual information** is crucial for this task?
2. Would **Seq2Seq models** be appropriate for the task?
3. How should the **input** or **architecture** be **adjusted**?
4. Given very little amounts of training data, can we get **SOTA performance**?

# Experimental Results (SOTA)

Model	Precision	Recall	F1
Hybrid Seq2Seq (HS2S)	90.66	78.14	83.94
Random Forest (Jin 2015)	90.61	78.65	84.21
Lexicon +LSTM (Min and Mott 2015)	91.36	73.98	81.75
ANN (Leeman-Munk, Lester, and Cox 2015)	90.12	74.37	81.49
MoNoise* (van der Goot and van Noord 2017)	93.53	80.26	86.39

Comparison with state-of-the-art text normalization systems

# Code is open sourced!

## Requirements

- torch==0.4.1
- python 2.7

## Download the Lexnorm2015 dataset

```
mkdir dataset
cd dataset
wget https://github.com/noisy-text/noisy-text.github.io/raw/master/2015/files/lexnorm2015.tgz
tar -xvf lexnorm2015.tgz
cp lexnorm2015/* .
rm -rf lexnorm2015 lexnorm2015.tgz
cd ..
```

## Training a hybrid Seq2Seq model from scratch

The hybrid model is a combination of two Seq2Seq models: a word-level one (**S2S**) and a secondary character-level trained on pairs of words (spelling with noise augmented data).

- i) Train a word-level model, save results in folder `word_model`

```
python main.py --logfolder --save_dir word_model --gpu 0 --input word --attention --bias --lowercase --bos --eos --b
```

- ii) Train a secondary character-level model, save results in folder `spelling_model`

```
python main.py --logfolder --save_dir spelling_model --gpu 0 --input spelling --data_augm --noise_ratio 0.1 --att
```

<https://github.com/Isminoula/TextNormSeq2Seq>

- ✓ **Pretrained models**
- ✓ **LexNorm 2015 predictions**
- ✓ **Interactive Mode**
- ✓ **Full usage instructions**
- ✓ **Minimal dependencies**

# Some References

- [1] T. Baldwin et al., Shared tasks of the 2015 workshop on noisy user generated text: Twitter lexical normalization and named entity recognition, WNUT 2015
- [2] N. Jin, NCSU\_SAS\_NING: Candidate generation and feature engineering for supervised lexical normalization, WNUT 2015
- [3] Van der Goot, R., and Van Noord, G. 2017. Monoise: modeling noise using a modular normalization system. arXiv:1710.03476
- [4] Min, W., and Mott, B. 2015. Ncsu sas wookhee: a deep contextual long-short term memory model for text normalization, WNUT 2015
- [5] Leeman-Munk, S.; Lester, J.; and Cox, J. 2015. Ncsu sas sam: deep encoding and reconstruction for normalization of noisy text, WNUT 2015

# Questions?

