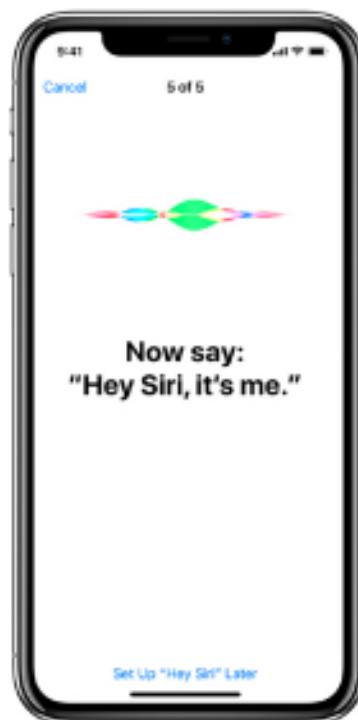


# Understanding Unstructured Data with Language Models

Alex Peattie



# Why?

# Why?



# Why?





# **Agenda**

**Origins of language models**

**What is unstructured data?**

**Some case studies**

**Types of language models**

**Count based (bag of words,  $n$ -grams)**

**Continuous space**

**Bonus: the class of 2018**

**Wrap-up and questions**

# Agenda

**Origins of language models**

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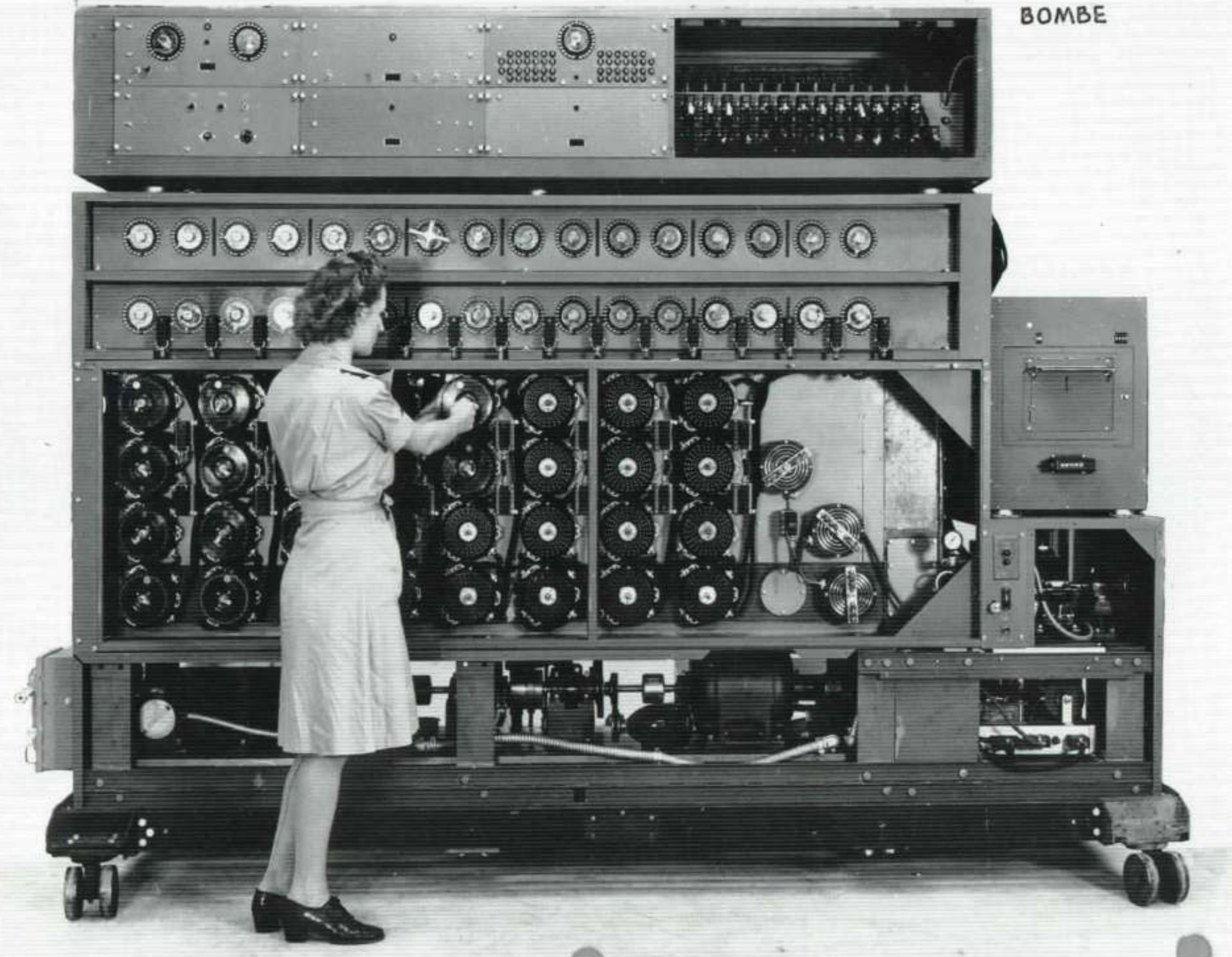




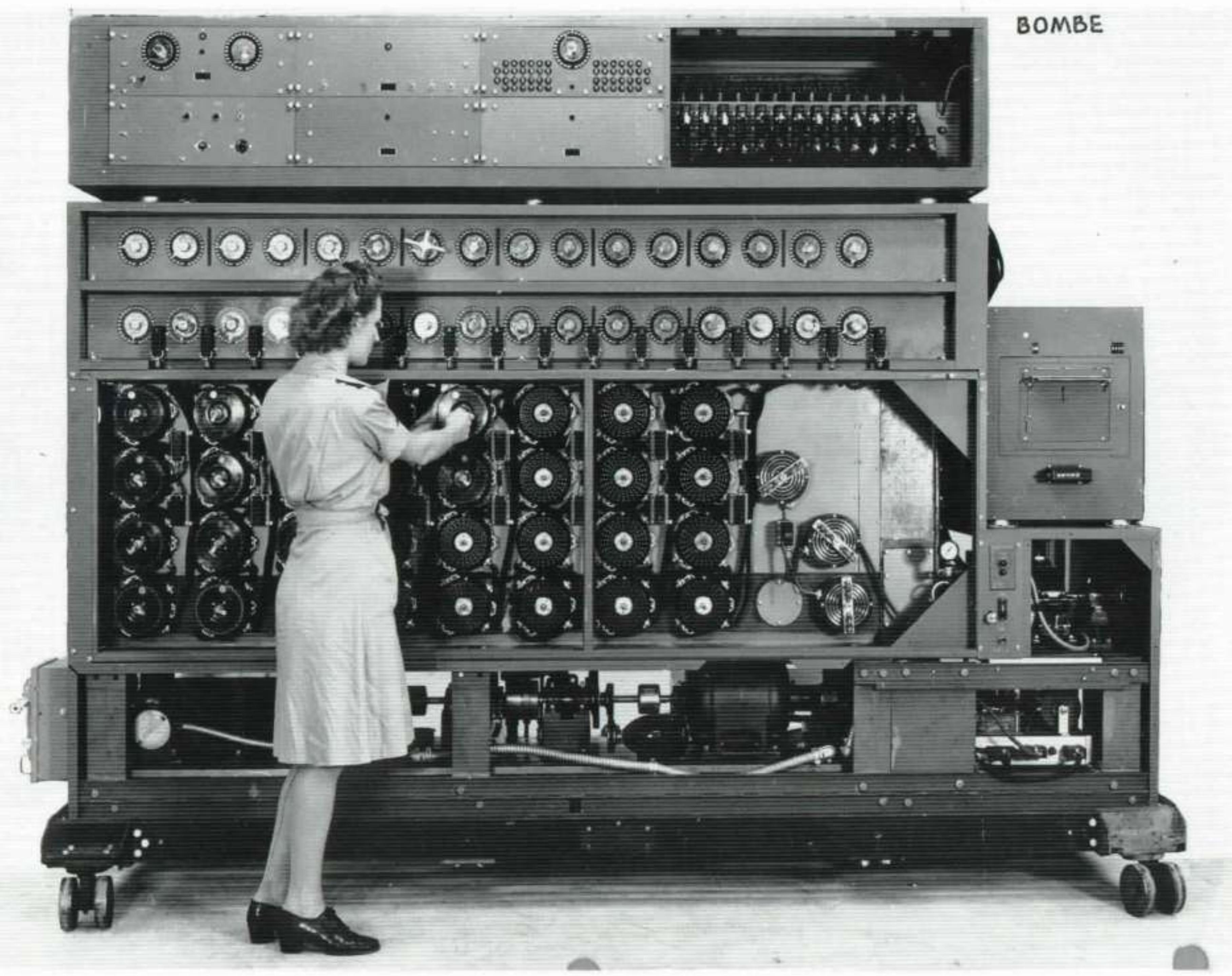


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SFWX WLKJ AHSH NMCO CCAK  
UQPM KCSM HKSE INJU SBLK  
IOSX CKUB HMLL XCSJ USRR  
DVKO HULX WCCB GVLI YXEO  
AHXR HKKF VDRE WEZL XOBA  
FGYU JQUK GRTV UKAM EURB  
VEKS UHHV OYHA BCJW MAKL  
FKLM YFVN RIZR VVRT KOFD  
ANJM OLBG FFLE OPRG TFLV  
RHOW OPBE KVWM UQFM PW

BOMBE



BOMBE



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OLBG MGVA TMKF NWZX FFII  
YXUT IHWM DHXI FZEQ VKDV  
MQSW BQND YOZF TIWM JHXH  
YRPA CZUG RREM VPAN WXGT  
KTHN RLVH KZPG MNMV SECV  
CKHO INPL HHPV PXKM BHOK  
CCPD PEVX VVHO ZZQB IYIE  
OUSE ZNHJ KWHY DAGT XDJD  
JKJP KCSD SUZT QCXJ DVLP  
AMGQ KKSH PHVK SVPC BUWZ  
FIZP FUUP YKRB MGVA VA

VONV ONJL OOKS JHFF TTTE  
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FFUN TERW ASSE RGED RUEC  
KTYW ABOS XLET ZTER GEGN  
ERST ANDN ULAC HTDR EINU  
LUHR MARQ UANT ONJO TANE  
UNAC HTSE YHSD REIY ZWOZ  
WONU LGRA DYAC HTSM YSTO  
SSEN ACHX EKNS VIER MBFA  
ELLT YNNN NNNO OOFI ER



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FFUN TERW ASSE RGED RUEC  
KTYW ABOS XLET ZTER GEGN  
ERST ANDN ULAC HTDR **EINU**  
LUHR MARQ UANT ONJO TANE  
UNAC HTSE YHSD REIY ZWOZ  
WONU LGRA DYAC HTSM YSTO  
SSEN ACHX EKNS **VIER** MBFA  
ELLT YNNN NNNO OO**VI** **ER**

OLBG MGVA TMKF NWZX FFII  
YXUT IHWM DHXI FZEQ VKDV  
MQSW BQND YOZF TIWM JHXH  
YRPA CZUG RREM VPAN WXGT  
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KTYW **ABOS** XLET ZTER GEGN  
ERST ANDN ULAC HTDR EINU  
LUHR **MARQ** **UANT** ONJO TANE  
UNAC HTSE YHSD REIY ZWOZ  
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ELLT YNNN NNNO OOFI ER

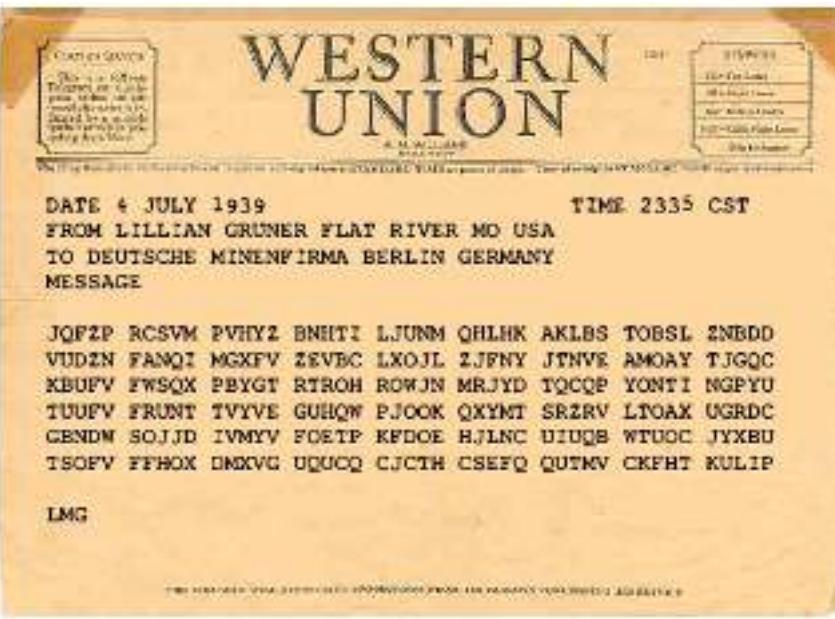
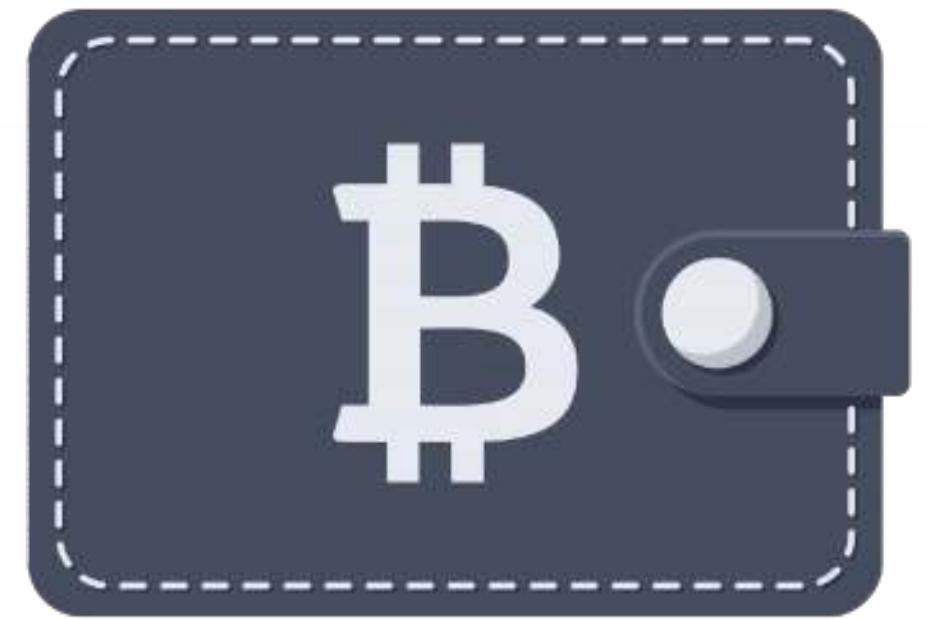
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MQSW	BQND	YOZF	TIWM	JHXH
YRPA	CZUG	RREM	VPAN	WXGT
KTHN	RLVH	KZPG	MNMV	SECV
CKHO	INPL	HHPV	PXKM	BHOK
CCPD	PEVX	VVHO	ZZQB	IYIE
OUSE	ZNHJ	KWHY	DAGT	XDJD
JKJP	KCSD	SUZT	QCXJ	DVLP
AMGQ	KKSH	PHVK	SVPC	BUWZ
FIZP	FUUP	YKRB	MGVA	VA

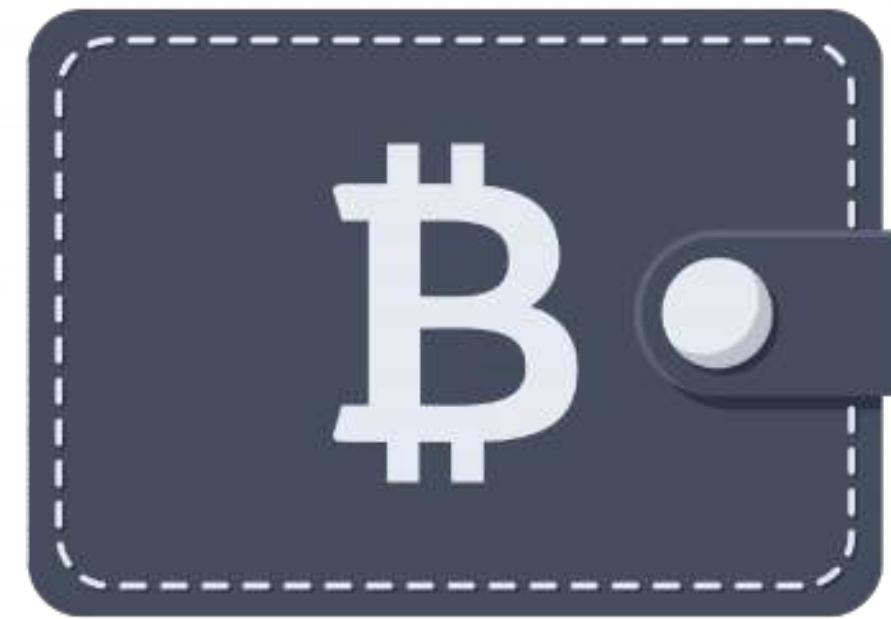
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INSE	INSD	REIZ	WOYY	QNNS
NEUN	INHA	LTXX	BEIA	NGRI
FFUN	TERW	ASSE	RGED	RUEC
KTYW	ABOS	XLET	ZTER	GEGN
ERST	ANDN	ULAC	HTDR	EINU
LUHR	MARQ	UANT	ONJO	TANE
UNAC	HT <b>SE</b>	<b>YHS</b> D	REIY	ZWOZ
WONU	LGRA	DYAC	HTSM	YSTO
SSEN	ACHX	<del>E</del> KNS	VIER	MBFA
ELLT	YNNN	NNNO	OOVI	ER

(Supposed to be sechs)

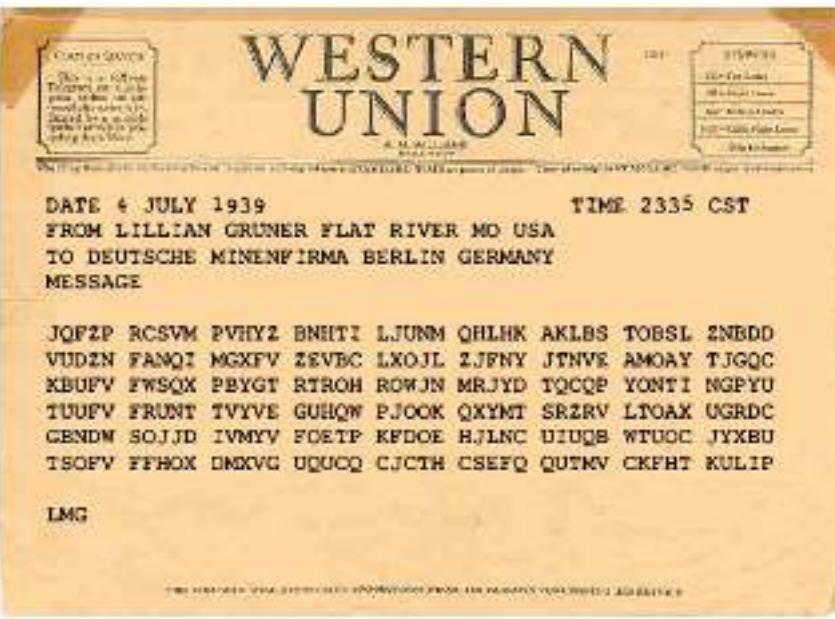
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KTHN RLVH KZPG MNMV SECV  
CKHO INPL HHPV PXKM BHOK  
CCPD PEVX VVHO ZZQB IYIE  
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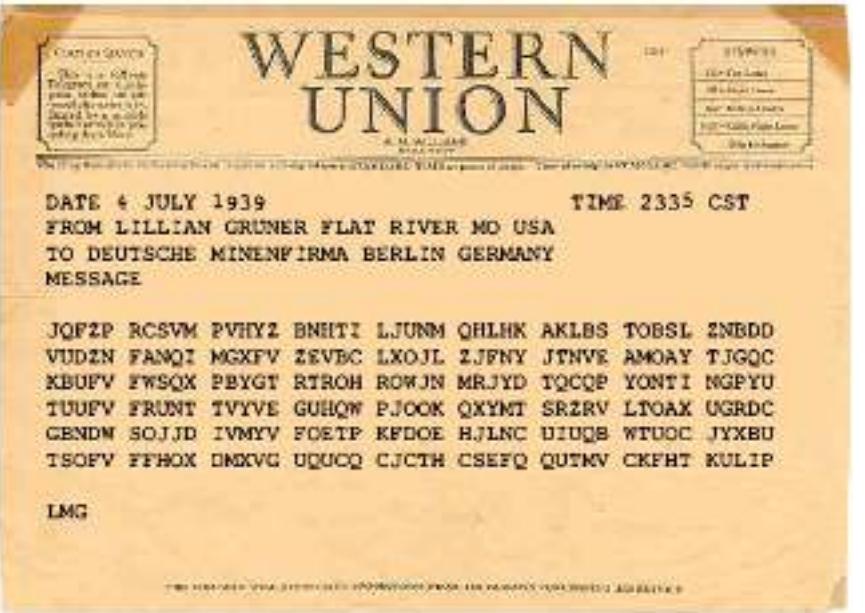
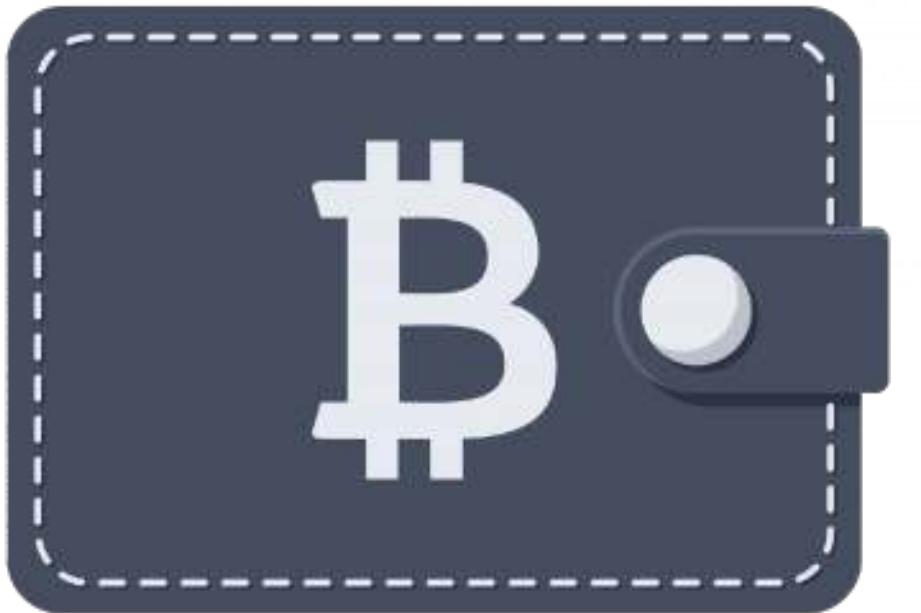
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INSE INSD REIZ WOYY QNNS  
NEUN INHA LTXX BEIA NGRI  
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KTYW ABOS XLET ZTER GEGN  
ERST ANDN ULAC HTDR EINU  
LUHR MARQ UANT ONJO TANE  
UNAC HTSE YHSD REIY ZWOZ  
WONU LGRA DYAC HTSM YSTO  
SSEN ACHX EKNS VIER MBFA  
ELLT YNNN NNNO OOFI ER





(\$26bn missing)

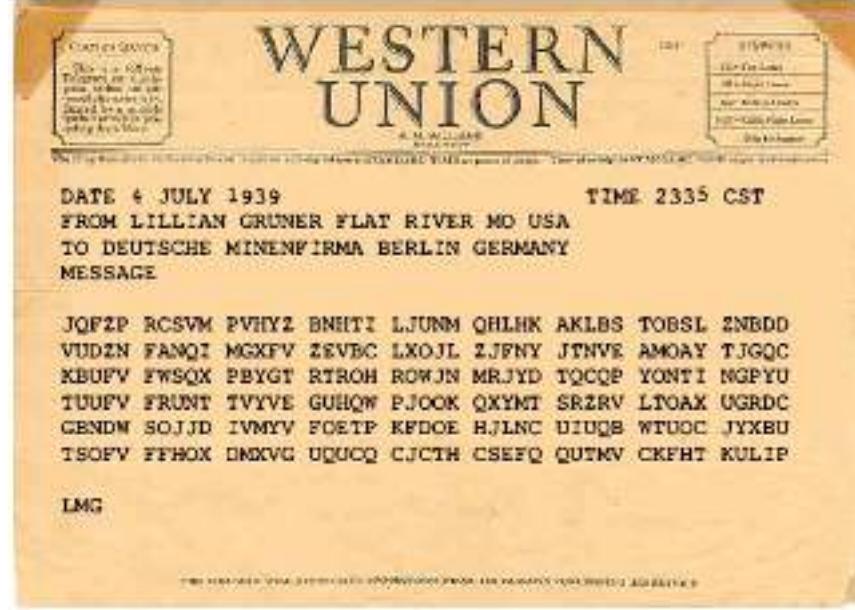




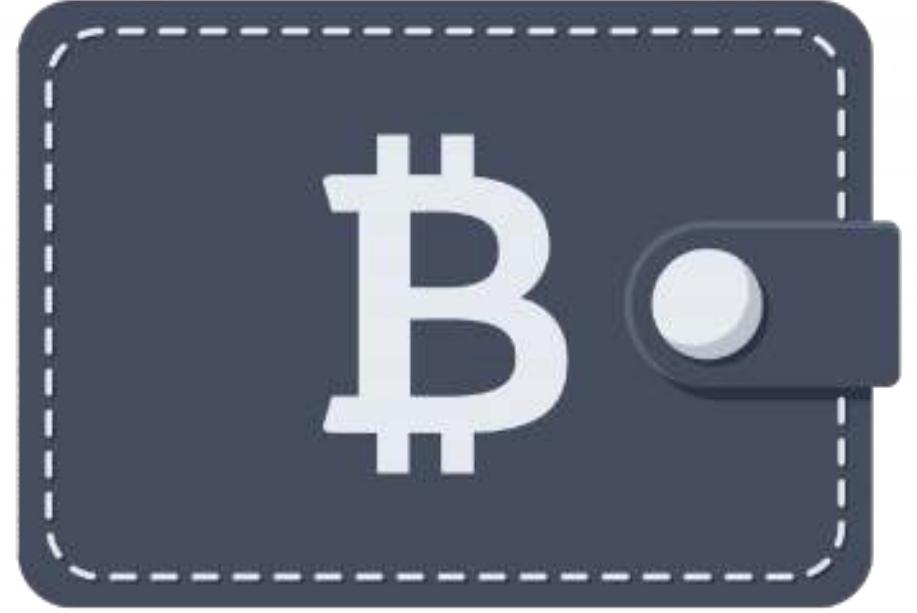
**Structured**  
**Hard rules**  
**Clean**  
**Clear result**



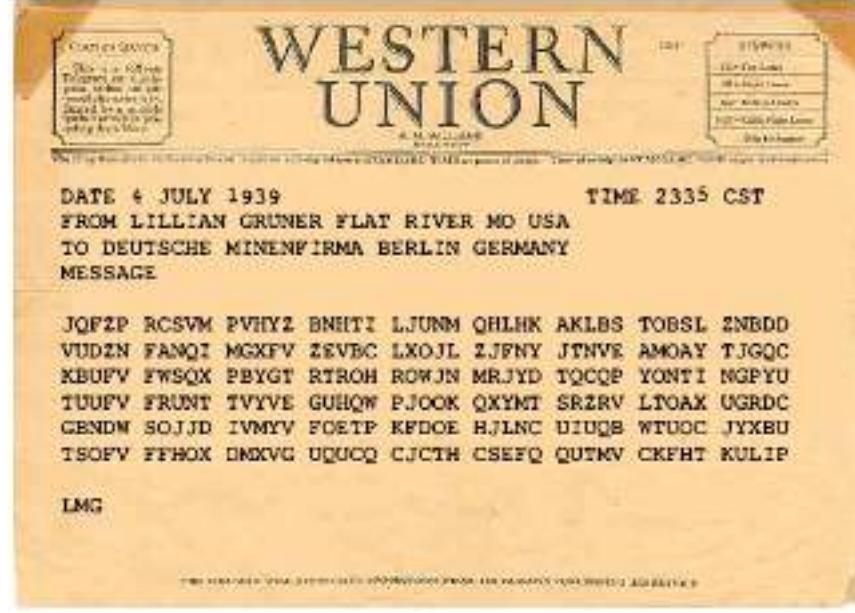
**Structured**  
**Hard rules**  
**Clean**  
**Clear result**



**Unstructured**  
**Soft rules**  
**Noisy**  
**Unclear result**



**Structured**  
Hard rules  
Clean  
Clear result

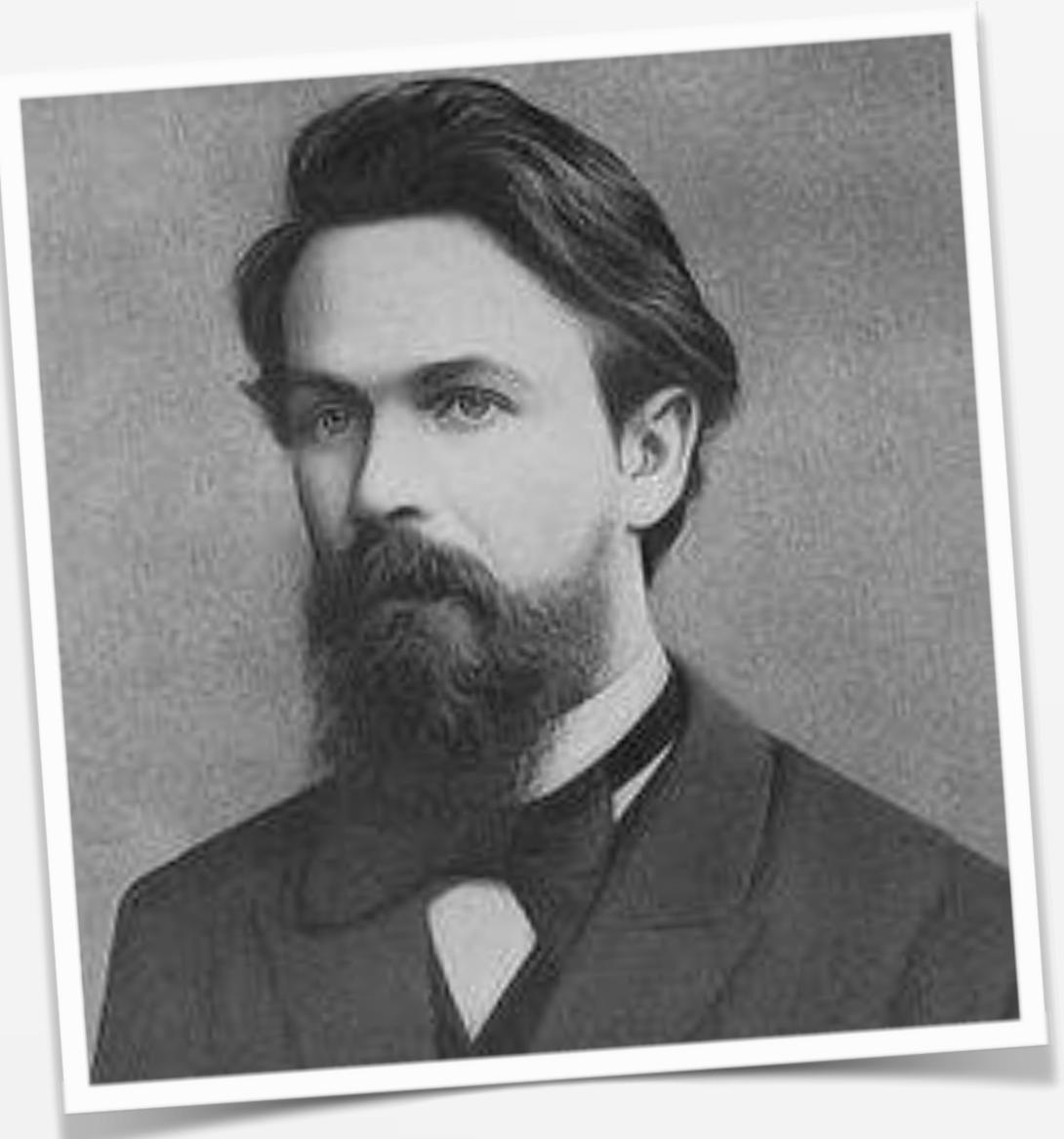


**Unstructured**  
Soft rules  
Noisy  
**Unclear result**

# Language models



# Language models



OLBG MGVA TMKF NWZX FFII  
YXUT IHWM DHXI FZEQ VKDV  
MQSW BQND YOZF TIWM JHXH  
YRPA CZUG RREM VPAN WXGT  
KTHN RLVH KZPG MNMV SECV  
CKHO INPL HHPV PXKM BHOK  
CCPD PEVX VVHO ZZQB IYIE  
OUSE ZNHJ KWHY DAGT XDJD  
JKJP KCSD SUZT QCXJ DVLP  
AMGQ KKSH PHVK SVPC BUWZ  
FIZP FUUP YKRB MGVA VA

3% chance

VONV ONJL OOKS JHFF TTTE  
INSE INSD REIZ WOYY QNNS  
NEUN INHA LTXX BEIA NGRI  
FFUN TERW ASSE RGED RUEC  
KTYW ABOS XLET ZTER GEGN  
ERST ANDN ULAC HTDR EINU  
LUHR MARQ UANT ONJO TANE  
UNAC HT**SE CHSD** REIY ZWOZ  
WONU LGRA DYAC HTSM YSTO  
SSEN ACHX EKNS VIER MBFA  
ELLT YNNN NNNO OOFI ER

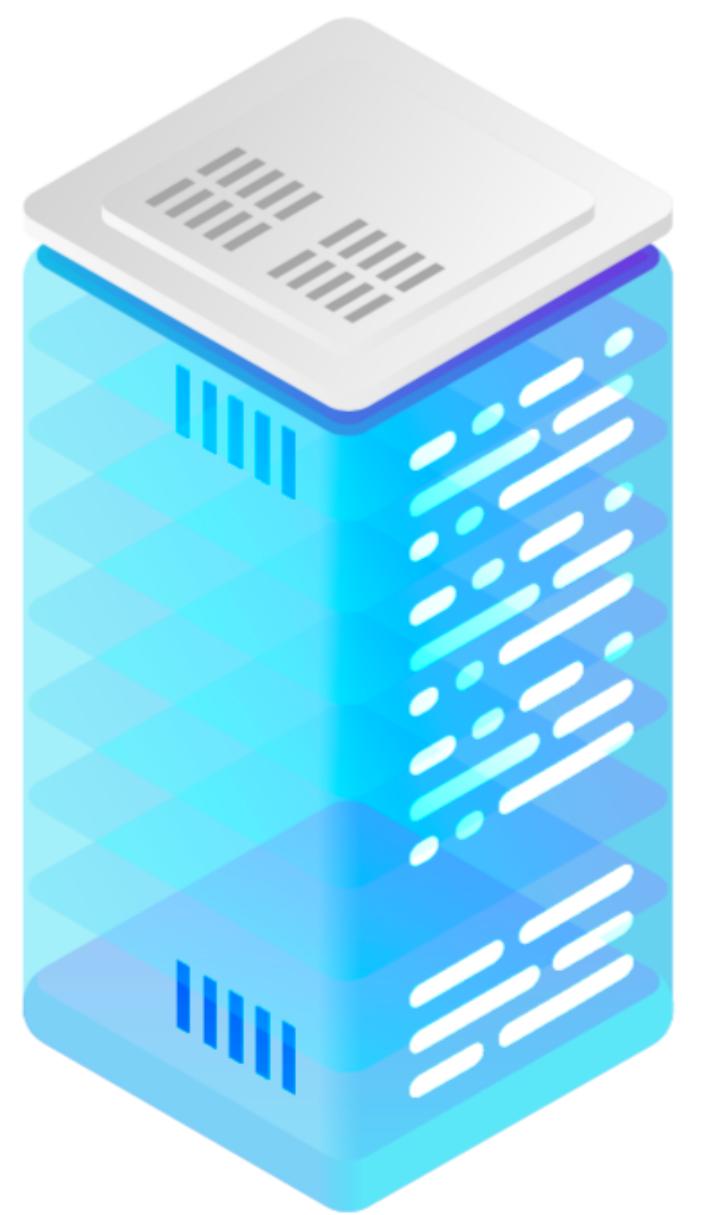
78% chance

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KTHN RLVH KZPG MNMV SECV  
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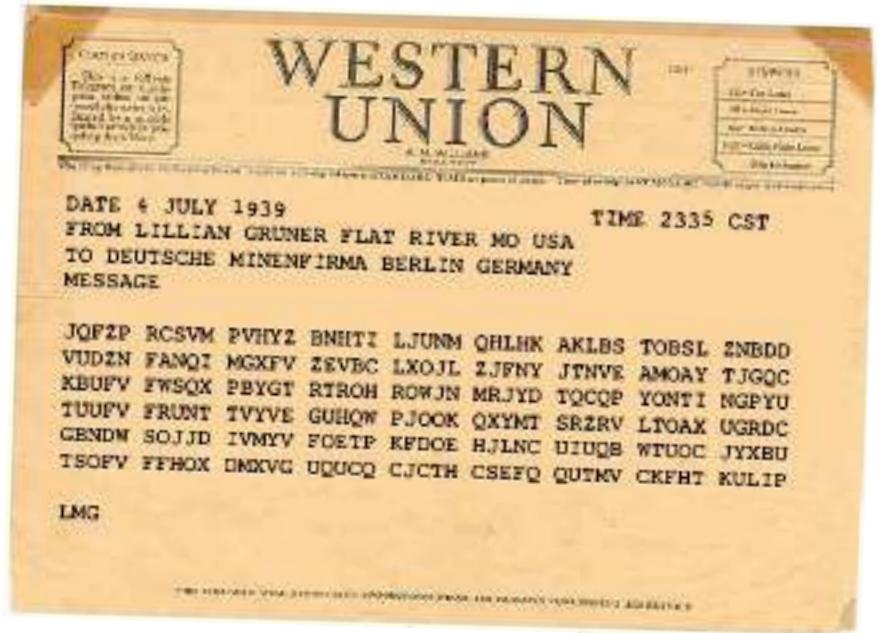
VONV ONJL OOKS JHFF TTTE  
INSE INSD REIZ WOYY QNNS  
NEUN INHA LTXX BEIA NGRI  
FFUN TERW ASSE RGED RUEC  
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ERST ANDN ULAC HTDR EINU  
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UNAC HT**SE YHS**D REIY ZWOZ  
WONU LGRA DYAC HTSM YSTO  
SSEN ACHX EKNS VIER MBFA  
ELLT YNNN NNNO OOFI ER

3% chance

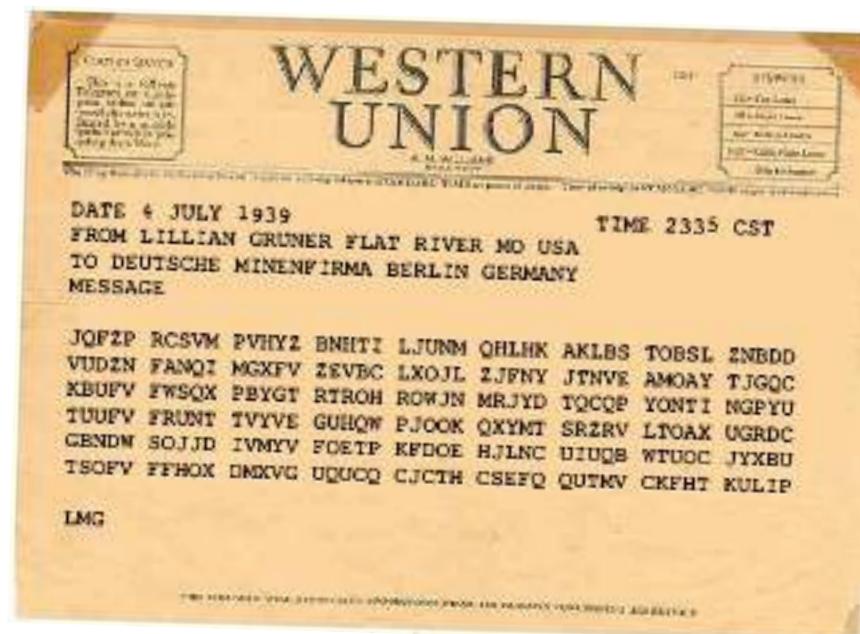
70% chance



?



“Is it German?”



13%

“Is it English?”



70%

“Is it German?”

**Data classification**

**Machine translation**

**Speech recognition**

**Language generation**

**Part-of-speech tagging**

**Handwriting recognition**

...

## **Data classification**

**Machine translation**

**Speech recognition**

**Language generation**

**Part-of-speech tagging**

**Handwriting recognition**

...

What is  
**Unstructured data?**



Route	Period	Ref crossing	Total in EUR 2014
Central Med	2010-2015	285,700	3,643,000,000
East Borders	2010-2015	5,217	72,000,000
East Med Land	2010-2015	108,089	1,751,000,000
East Med Sea	2010-2015	61,922	1,053,000,000
West African	2010-2015	1,040	4,000,000
West Balkans	2010-2015	74,347	1,589,000,000
West Med	2010-2015	29,487	251,000,000

# Structured data

Emails

Tweets

Comments

Reviews

Transcripts

Written notes

SMS messages

Wiki articles

Blogs

Academic papers

Presentations

Reports

Diary entries

Webpages

News articles

Health records

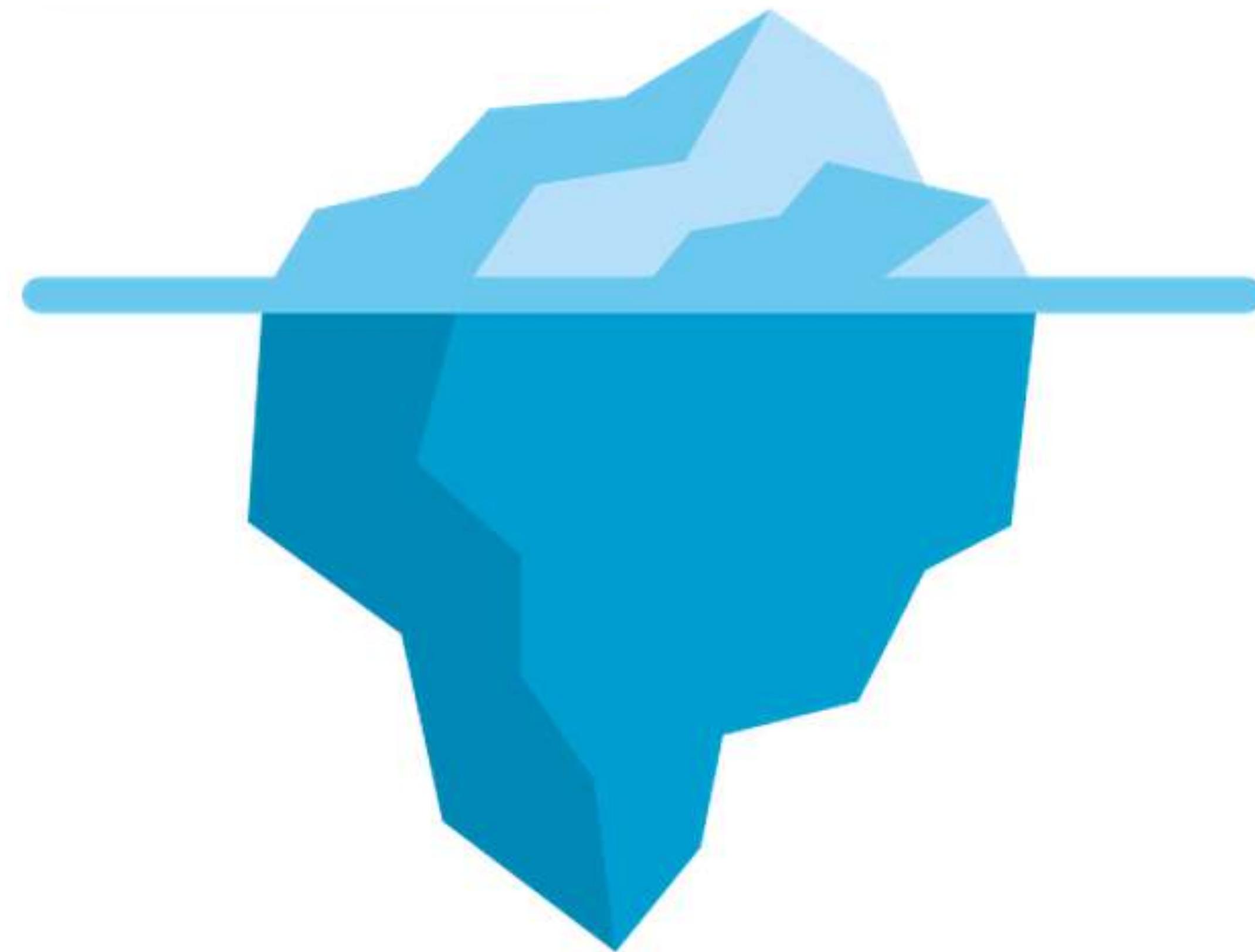
Police reports

Chat messages

Forum posts

Books

Interviews



10%

90%

**of an organization's data is  
unstructured\***

\*Sources: McKinsey, IDC

# Agenda

Origins of language models

**What is unstructured data?**

**Some case studies**

Types of language models

Count based (bag of words,  $n$ -grams)

Continuous space

Bonus: the class of 2018

Wrap-up and questions

# Case study 1

## Trailer sentiment



#Inhumans

## Marvel's Inhumans - Official Trailer 1

10,514,956 views

81K 41K SHARE ...



#Inhumans

### Marvel's Inhumans - Official Trailer 1

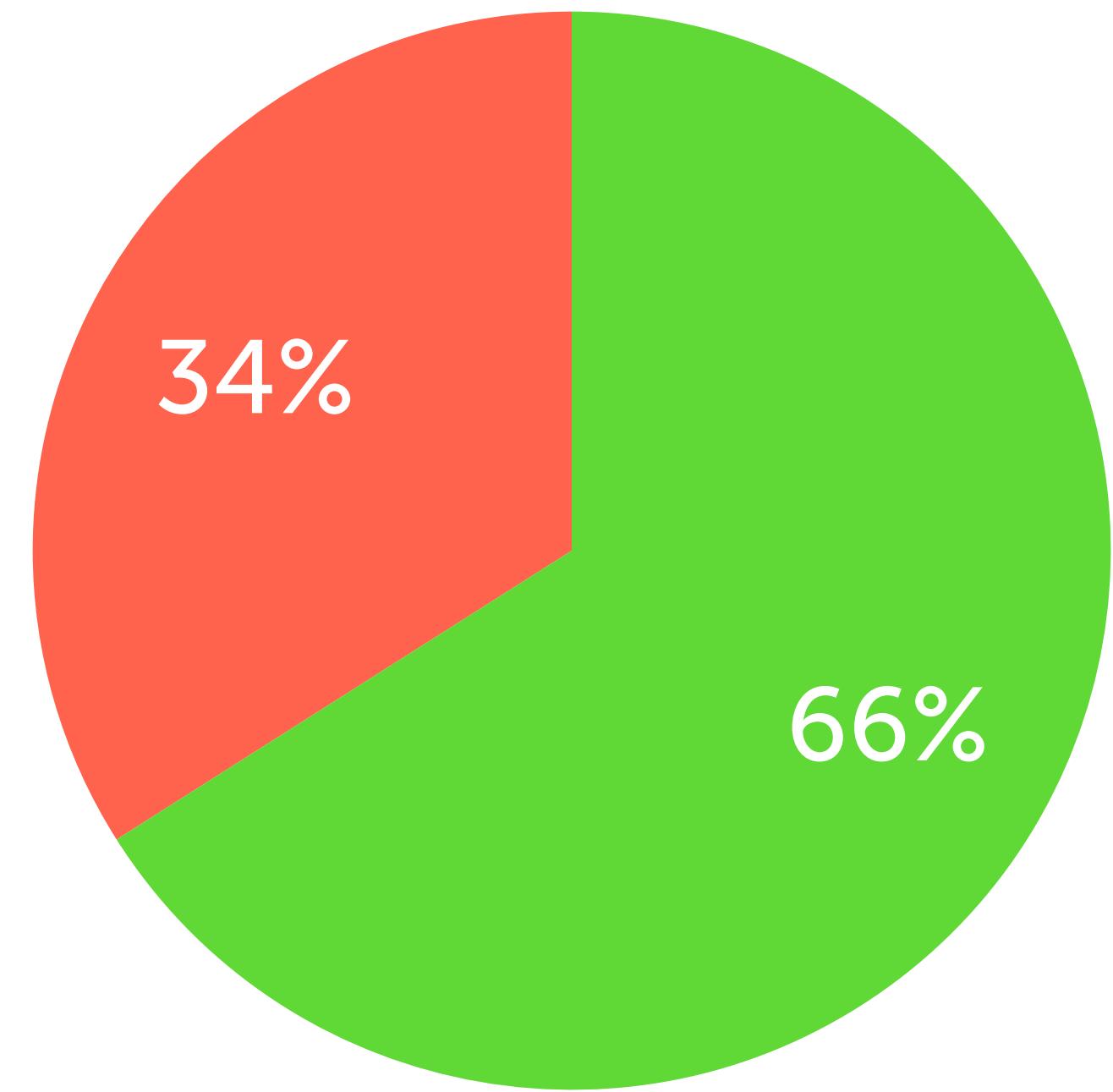
10,514,956 views

81K

41K

SHARE

...



**How do we get richer insight?**



Sexhale 11 months ago

This look like it had potential to be like a superhero dramedy, or like a show that's like a parody of other marvel shows but also have a serious story or plot. But looks like it's trying to be a marvel version of game of thrones.

141 REPLY

View 11 replies ▾



Arman Taghehchian 1 year ago

Honestly this wouldve been better off animated

1.1K REPLY

View 17 replies ▾



RoadSamurai 1 year ago

Even for tv, it looks cheap

228 REPLY

View 5 replies ▾

Oliver Clothesoff 1 year ago

Instead of wasting the budget on IMAX cameras, use the budget for the CGI instead

392 REPLY

View 3 replies ▾



pyrosdestiny 11 months ago

The guy who made iron first made this. Makes sense.

100 REPLY

View 2 replies ▾



WUS POPPIN JIMBO 1 year ago

It looks like they bought their costumes from Party City

773 REPLY

View 11 replies ▾



best joker 1 year ago

Nobody asked for this, Marvel.

779 REPLY

View 16 replies ▾



chef\_mantis 1 year ago

Tony Stark: Don't do anything stupid.

abc: Come on! What's the worst that could happen?

Read more

23 REPLY



ARYAN OF BUL 11 months ago

And that's why aliens are not talking to us.

141 REPLY



Christopher Gibbs 1 year ago

fan made?

435 REPLY

View 7 replies ▾



Gadget View 10 months ago

My reaction when I saw this trailer 1:11

282 REPLY

View 3 replies ▾



karma delivery 1 year ago

How in 2017 does the shit look so cheap and cheesy? I felt like I was 10 again watching an episode of Xena warrior princess

1.3K REPLY

View 40 replies ▾



kalaikamalu 11 months ago

1:39 - I'm sorry, did anyone else hear that odd out of place punch sound.

27 REPLY

View 2 replies ▾



Smokey Badd 11 months ago (edited)

The best part is 1:57

68 REPLY

View 2 replies ▾



beatniece 10 months ago

what was the budget on this? a six pack of beer and some dry donuts?

16 REPLY



Brandon Perry 1 year ago

Haha those sound effects are something else. Plus they arnt even synced up right. At least its on ABC.

46 REPLY



James Gsh 1 year ago

Marvel you forgot the "fan made" in the title

1.2K REPLY

View 3 replies ▾



Ferox 1 year ago

why does that look so god damn cheap

32 REPLY

View 3 replies ▾



Marvellizor 99 3 months ago

"An Astonishing New Saga"

cancelled after one season

 **Sexhale** 11 months ago  
This look like it had potential to be like a superhero dramedy, or like a show that's like a parody of other marvel shows but also have a serious story or plot. But looks like it's trying to be a marvel version of game of thrones.

 641  REPLY  
[View 11 replies](#)

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 100  REPLY  
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 773  REPLY  
[View 11 replies](#)

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 779  REPLY  
[View 16 replies](#)

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 [Read more](#)

 23  REPLY

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 141  REPLY  
[View 7 replies](#)

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fan made?

 435  REPLY  
[View 3 replies](#)

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My reaction when I saw this trailer 1:11

 282  REPLY  
[View 3 replies](#)

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 1.3K  REPLY  
[View 40 replies](#)

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1:39 - I'm sorry, did anyone else hear that odd out of place punch sound.

 27  REPLY  
[View 2 replies](#)

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The best part is 1:57

 68  REPLY  
[View 2 replies](#)

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[View 3 replies](#)

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 46  REPLY  
[View 3 replies](#)

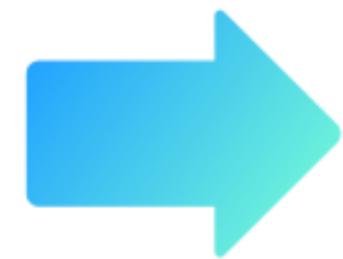
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Marvel you forgot the "fan made" in the title

 1.2K  REPLY  
[View 3 replies](#)

 **Ferox** 1 year ago  
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 32  REPLY  
[View 3 replies](#)

 **Marvellizor 99** 3 months ago  
"An Astonishing New Saga"



2%

“Is it positive?”

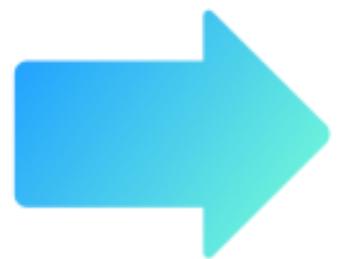


Sexhaii 11 months ago

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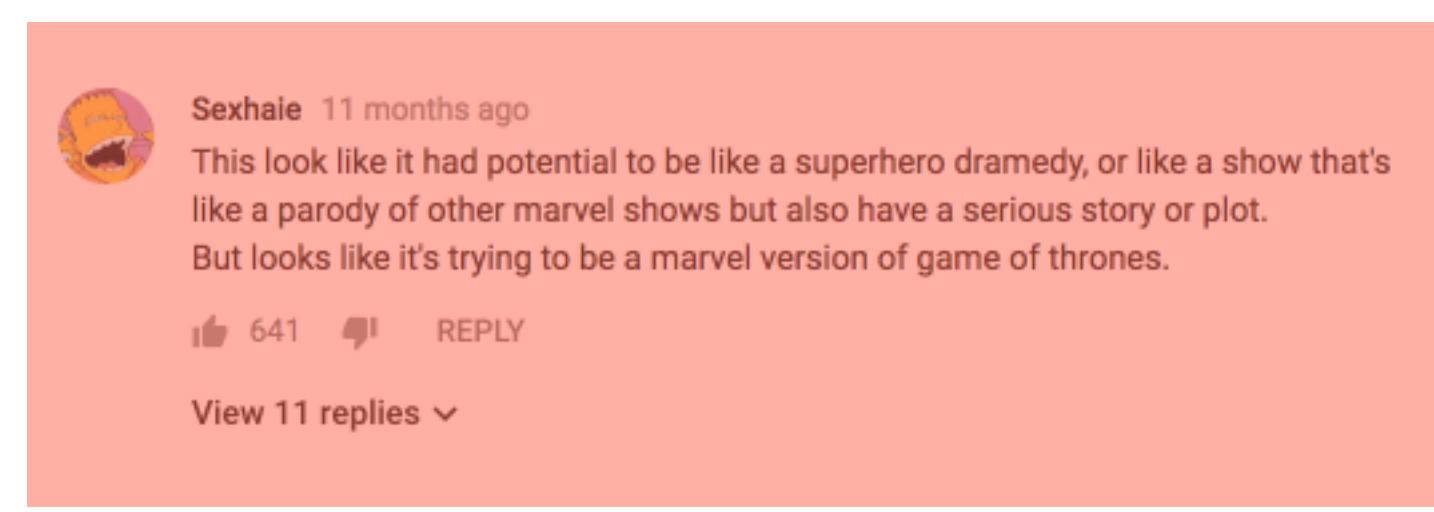
1 641 REPLY

View 11 replies ▾

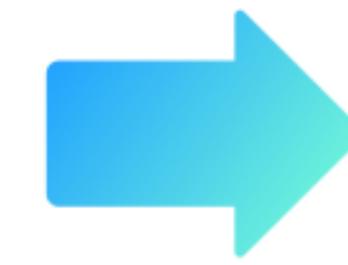


85%

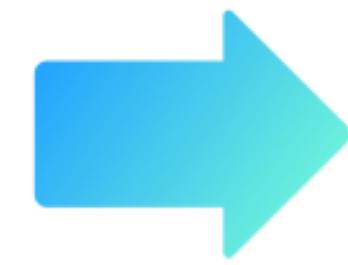
“Is it negative?”



“Is it positive?”

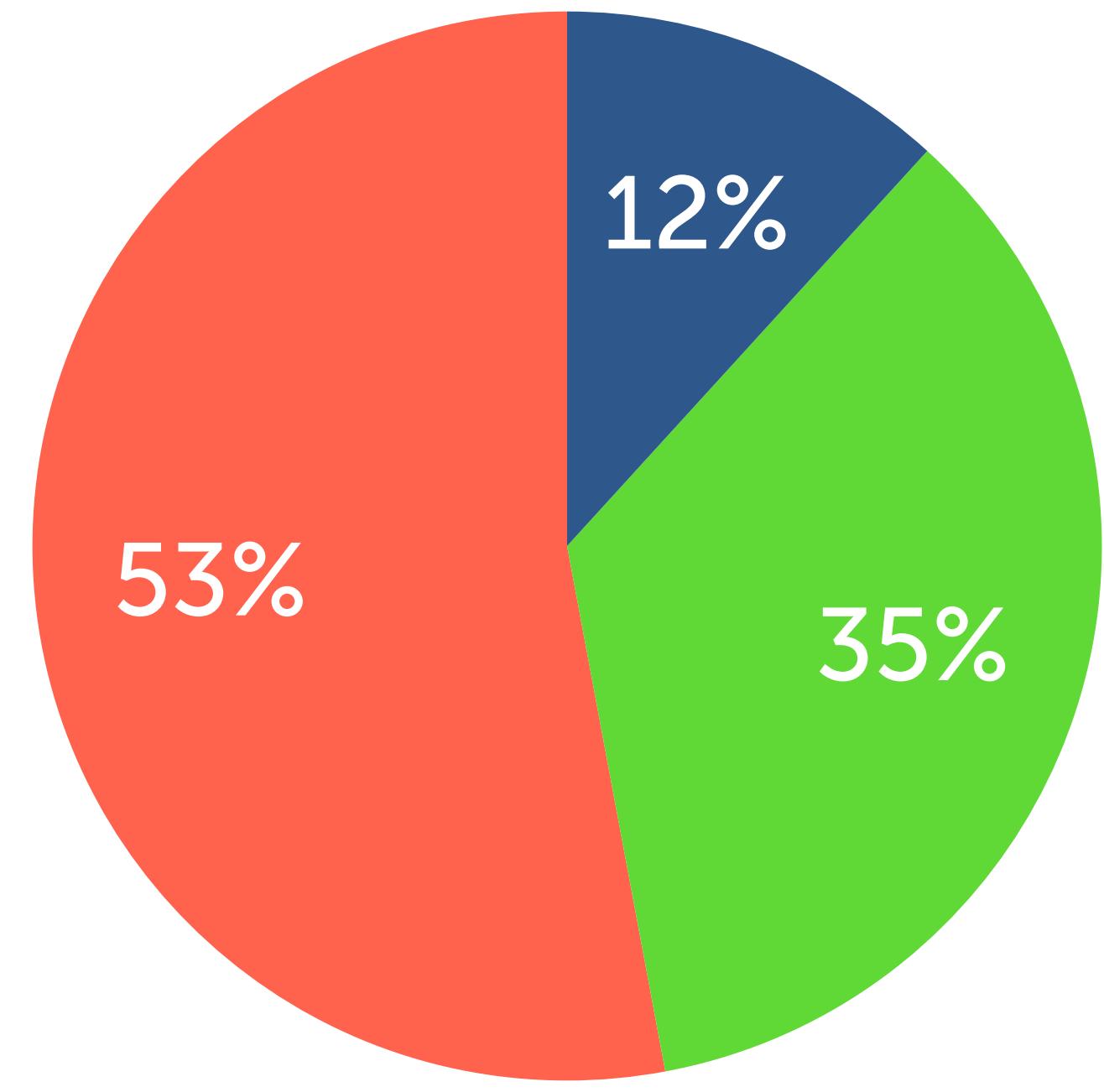


2%



85%

“Is it negative?”



**Positive, negative, neutral**

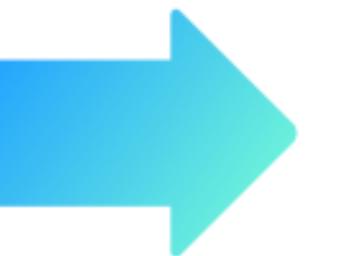


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14 641 REPLY

[View 11 replies](#) ▾



62%

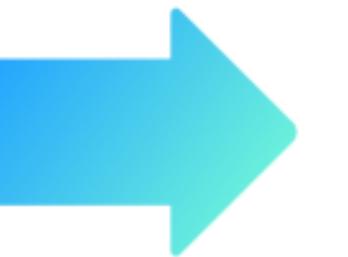


**karma delivery** 1 year ago

How in 2017 does the shit look so cheap and cheesy? I felt like I was 10 again watching an episode of Xena warrior princess

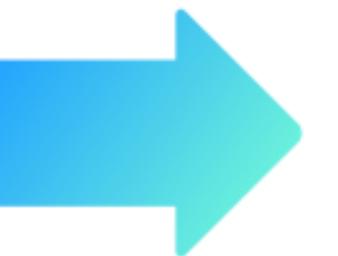
14 1.3K REPLY

[View 40 replies](#) ▾



95%

 **Sexhai** 11 months ago  
This look like it had potential to be like a superhero dramedy, or like a show that's like a parody of other marvel shows but also have a serious story or plot. But looks like it's trying to be a marvel version of game of thrones.  
thumb up 641 thumb down REPLY  
[View 11 replies](#)

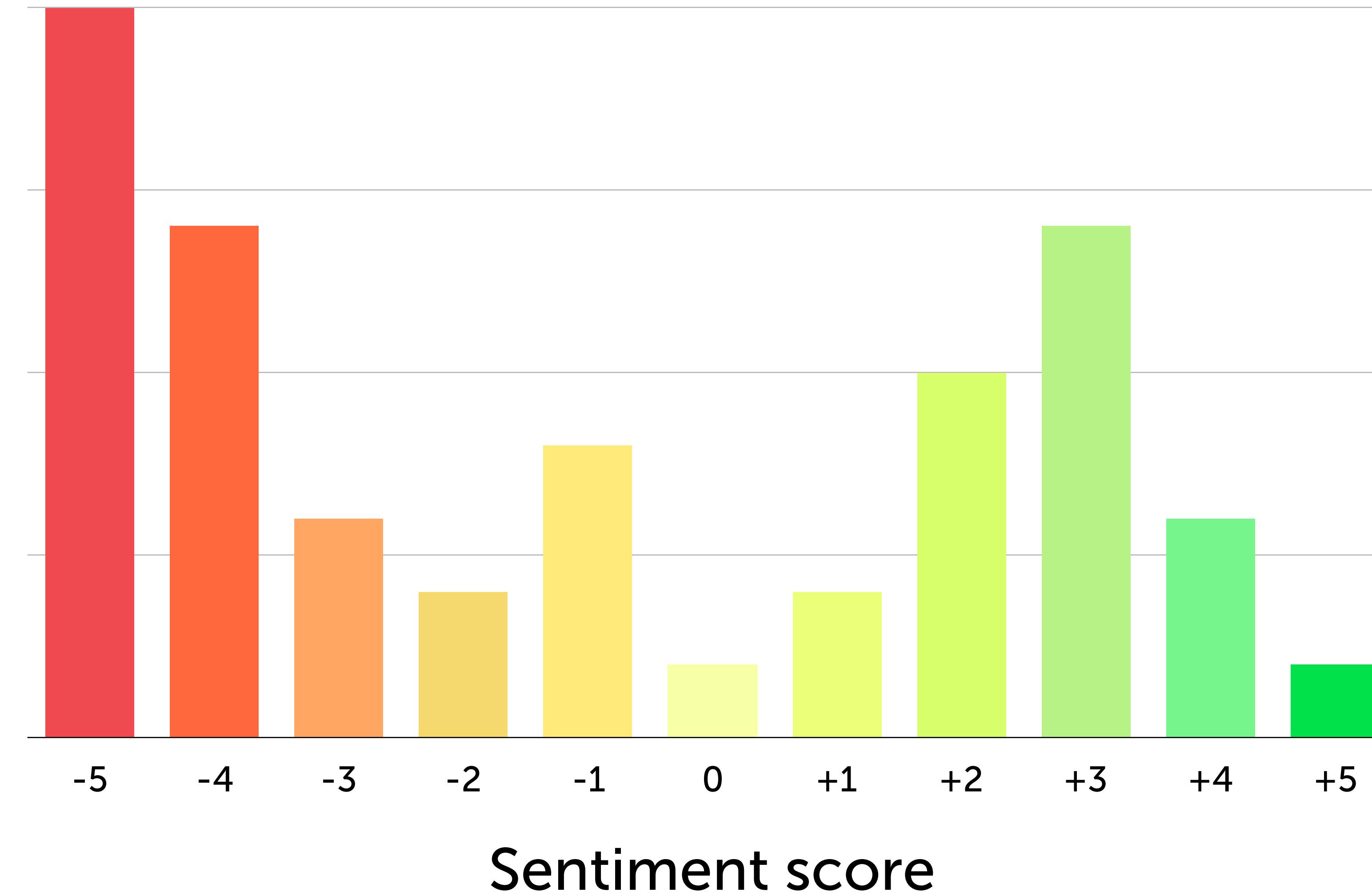


**62%**

 **karma delivery** 1 year ago  
How in 2017 does the shit look so cheap and cheesy? I felt like I was 10 again watching an episode of Xena warrior princess  
thumb up 1.3K thumb down REPLY  
[View 40 replies](#)



**95%**



 **Sexhale** 11 months ago  
This look like it had potential to be like a superhero dramedy, or like a show that's like a parody of other marvel shows but also have a serious story or plot. But looks like it's trying to be a marvel version of game of thrones.

 641  REPLY  
[View 11 replies](#)

 **Arman Taghehchian** 1 year ago  
Honestly this wouldve been better off animated

 1.1K  REPLY  
[View 17 replies](#)

 **RoadSamurai** 1 year ago  
Even for tv, it looks cheap

 228  REPLY  
[View 5 replies](#)

 **Oliver Clothesoff** 1 year ago  
Instead of wasting the budget on IMAX cameras, use the budget for the CGI instead

 392  REPLY  
[View 3 replies](#)

 **pyrosdestiny** 11 months ago  
The guy who made iron first made this. Makes sense.

 100  REPLY  
[View 2 replies](#)

 **WUS POPPIN JIMBO** 1 year ago  
It looks like they bought their costumes from Party City

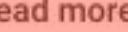
 773  REPLY  
[View 11 replies](#)

 **best joker** 1 year ago  
Nobody asked for this, Marvel.

 779  REPLY  
[View 16 replies](#)

 **chef\_mantis** 1 year ago  
Tony Stark: Don't do anything stupid.

 abc: Come on! What's the worst that could happen?

 [Read more](#)

 23  REPLY

 **ARYAN OF BUL** 11 months ago  
And that's why aliens are not talking to us.

 141  REPLY  
[View 7 replies](#)

 **Christopher Gibbs** 1 year ago  
fan made?

 435  REPLY  
[View 3 replies](#)

 **Gadget View** 10 months ago  
My reaction when I saw this trailer 1:11

 282  REPLY  
[View 3 replies](#)

 **karma delivery** 1 year ago  
How in 2017 does the shit look so cheap and cheesy? I felt like I was 10 again watching an episode of Xena warrior princess

 1.3K  REPLY  
[View 40 replies](#)

 **kalaikamalu** 11 months ago  
1:39 - I'm sorry, did anyone else hear that odd out of place punch sound.

 27  REPLY  
[View 2 replies](#)

 **Smokey Badd** 11 months ago (edited)  
The best part is 1:57

 68  REPLY  
[View 2 replies](#)

 **beatniece** 10 months ago  
what was the budget on this? a six pack of beer and some dry donuts?

 16  REPLY  
[View 3 replies](#)

 **Brandon Perry** 1 year ago  
Haha those sound effects are something else. Plus they arnt even synced up right. At least its on ABC.

 46  REPLY  
[View 3 replies](#)

 **James Gsh** 1 year ago  
Marvel you forgot the "fan made" in the title

 1.2K  REPLY  
[View 3 replies](#)

 **Ferox** 1 year ago  
why does that look so god damn cheap

 32  REPLY  
[View 3 replies](#)

 **Marvellizor 99** 3 months ago  
"An Astonishing New Saga"

unlikeable  
budget  
story  
silly  
cheap

wooden  
Medusa  
dialog  
cheesy  
CGI  
effects

explosions  
Iwan Rheon  
Joey  
gorgons  
Quake  
Kamala Khan  
villains  
choreography  
villainy  
comedic

(Based on TF-IDF on top and bottom quartile w.r.t sentiment)



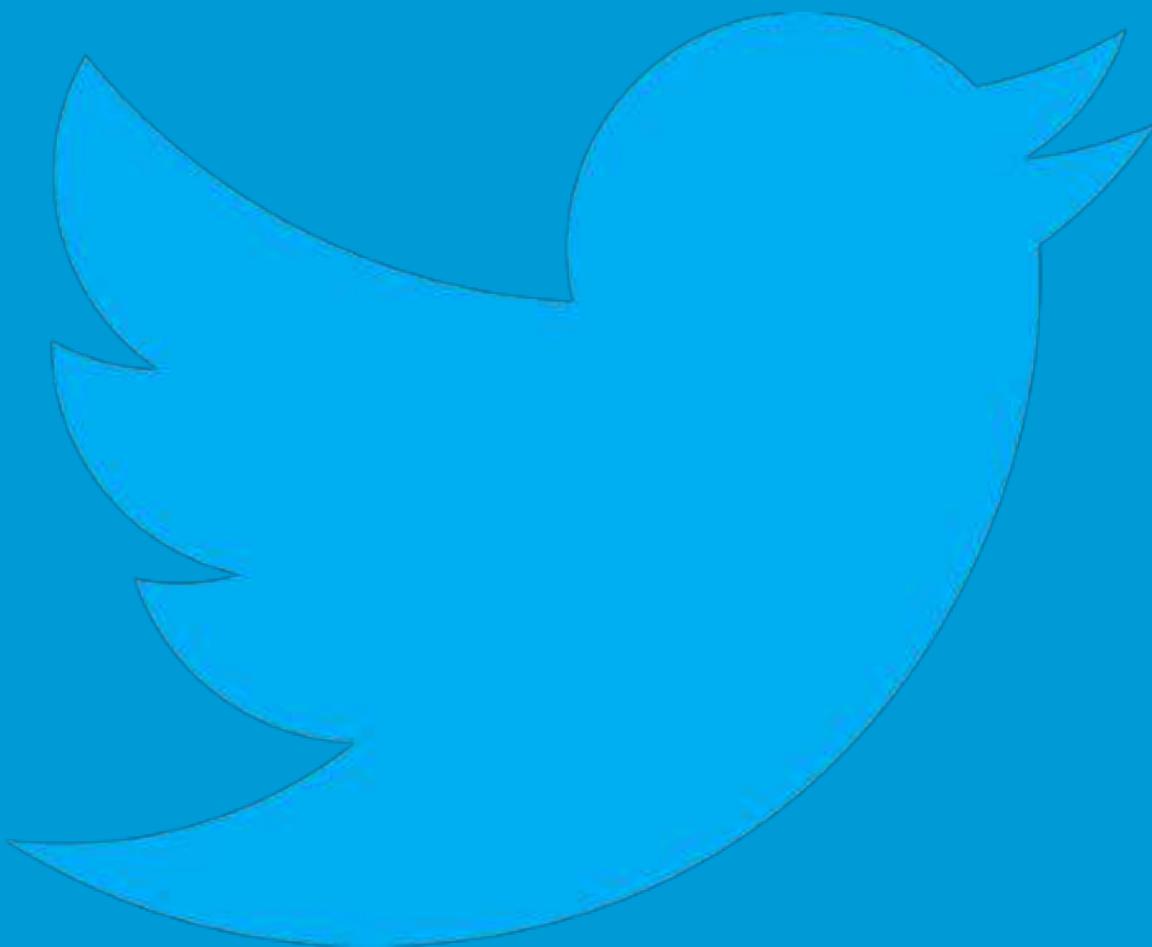
(Based on TF-IDF on top and bottom quartile w.r.t sentiment)

## Case study 1

# Key takeaway: Richer insights

Case study 2

# **Customer demographics**

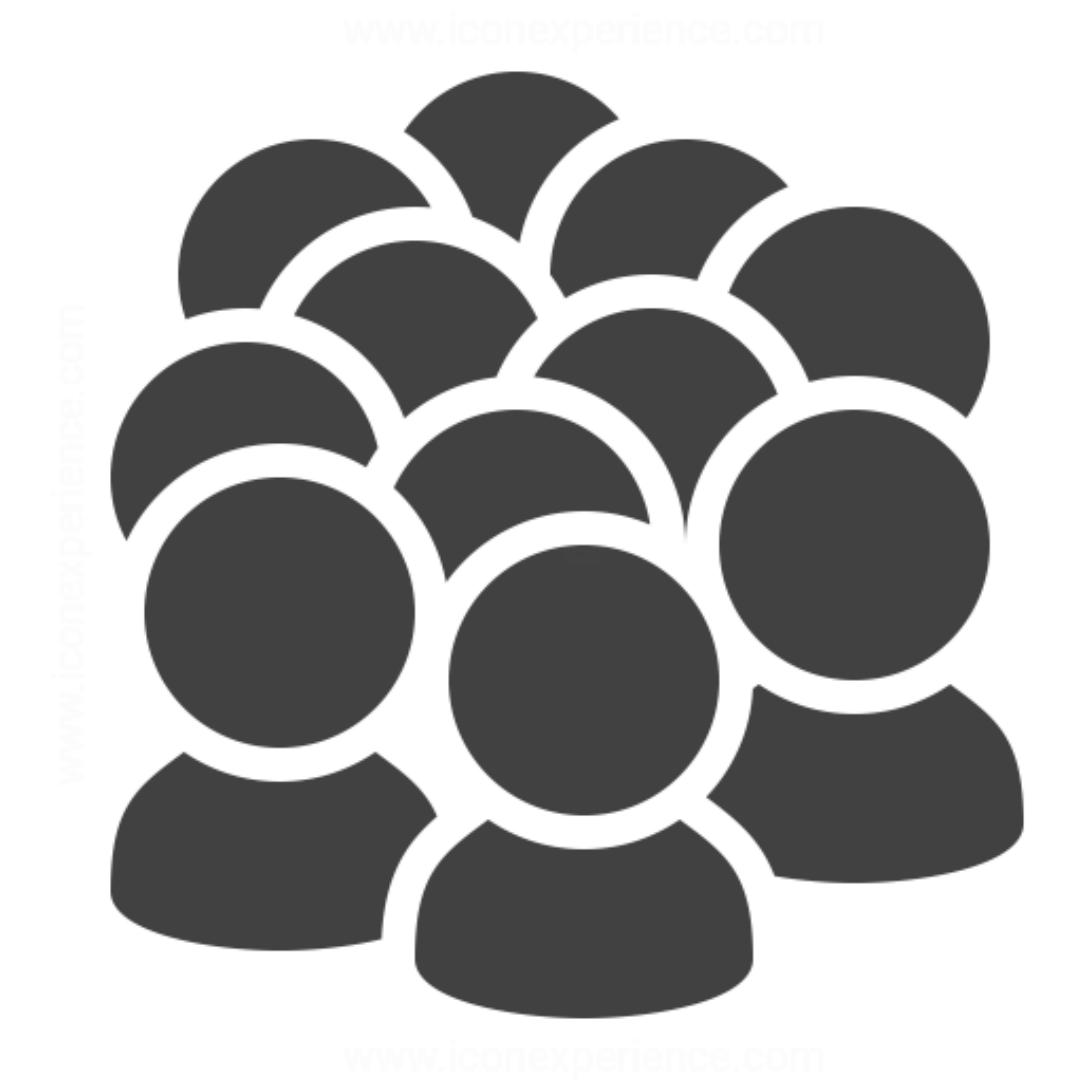




**Business (Acme Inc.)**



**Business (Acme Inc.)**



**Existing customers**



Tweets 2,932 Following 755 Followers 2,282 Likes 550 Lists 1

Follow

⋮

## Acme Inc.

@AcmeInc

Proudly creating high quality furniture  
since 1964

📍 Charing Cross, London

🔗 acme.com

📅 Joined December 2012

Tweets Tweets & replies Media



Acme Inc. @AcmeInc · Aug 30  
Our new dining tables are out now! bit.ly/2C12xWZ



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Miliboo.com @miliboo

Follow

⋮



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Cinna @CinnaTM

⋮



Suhail ✅ @Suhail · Aug 29

One of my early mistakes in the 1st two years of building a co was building new products because users seemed happy. That lack of focus put us back a year. It's usually a mistake to expand to a new mkt because the product is "done" for the primary one but your mkt share is < 1%.



15



124



804



Suhail ✅ @Suhail · Aug 29

People underestimate how much grit it takes for founders to steadily build the most monotonous features in order to make an okay product great. Especially difficult when there are so many more interesting/intellectually challenging v1 ideas to distract you.



19



243



1.2K



Suhail ✅ @Suhail · Aug 29

The worst thing about the Internet & mobile phones, for me lately, is that I'm incapable of focusing enough to read a book for longer than 15 min unless I am going to bed. The cycle to reverse this has been extremely painful.



64



175



1.0K



Suhail ✅ @Suhail · Aug 28

Is anyone aware of research or papers discussing how to dramatically reduce Internet latency to < 5ms?



22



5



74



Suhail ✅ @Suhail · Aug 27

The most complicated problems are made less overwhelming by breaking them into discrete sub-problems, assigning teams with a clear goal, & having patience. If you don't have the resources to solve all the sub-problems, partner & focus on a narrower set.



6



72



317





Suhail ✅ @Suhail · Aug 29

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19



243



1.2K



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175



1.0K



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22



5



74



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The most complicated problems are made less overwhelming by breaking them into discrete sub-problems, assigning teams with a clear goal, & having patience. If you don't have the resources to solve all the sub-problems, partner & focus on a narrower set.



6



72



317



Ignoring profile pic,  
name, can we guess  
age & gender?



(Plagiarism Analysis, Authorship Identification, and Near-Duplicate Detection)

**82%**

Gender

**82%**

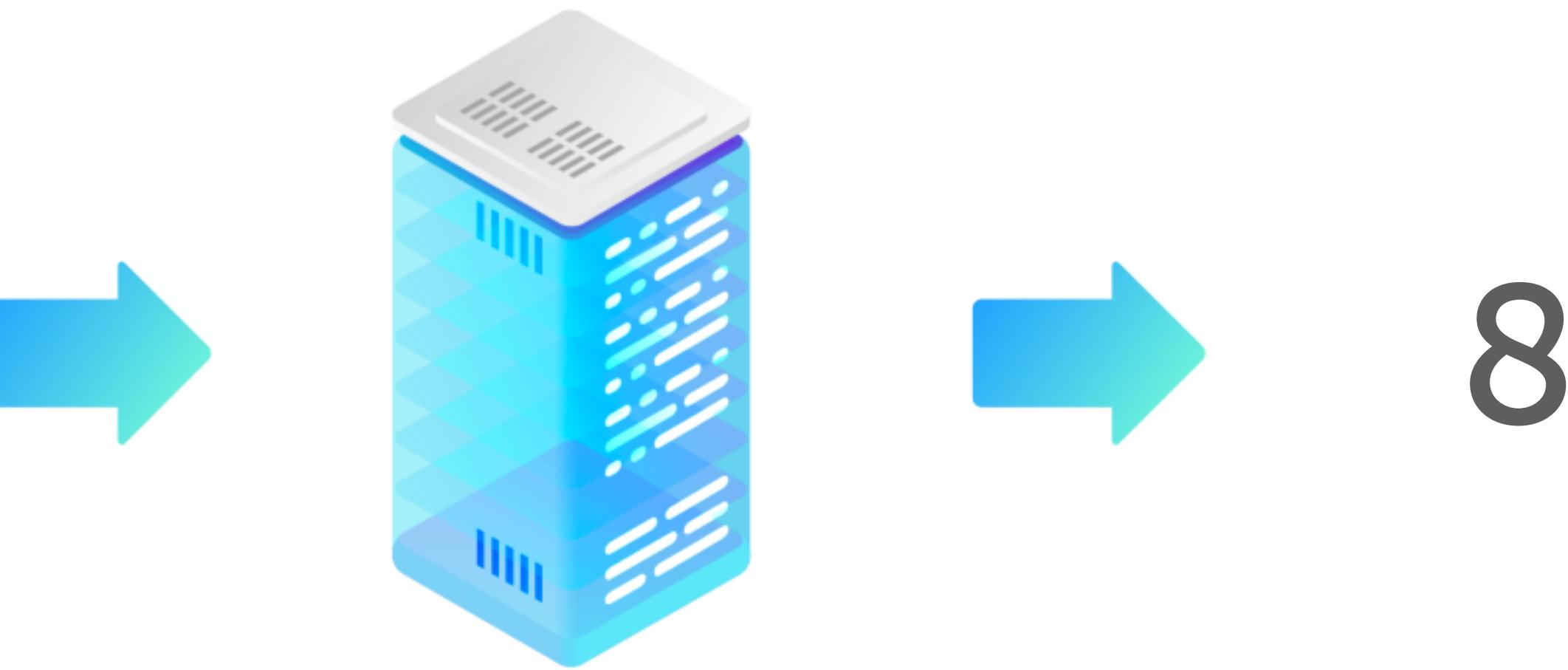
Gender

**52%**

Gender & Age

18-24, 25-34, 35-49,  
50-64, 65+

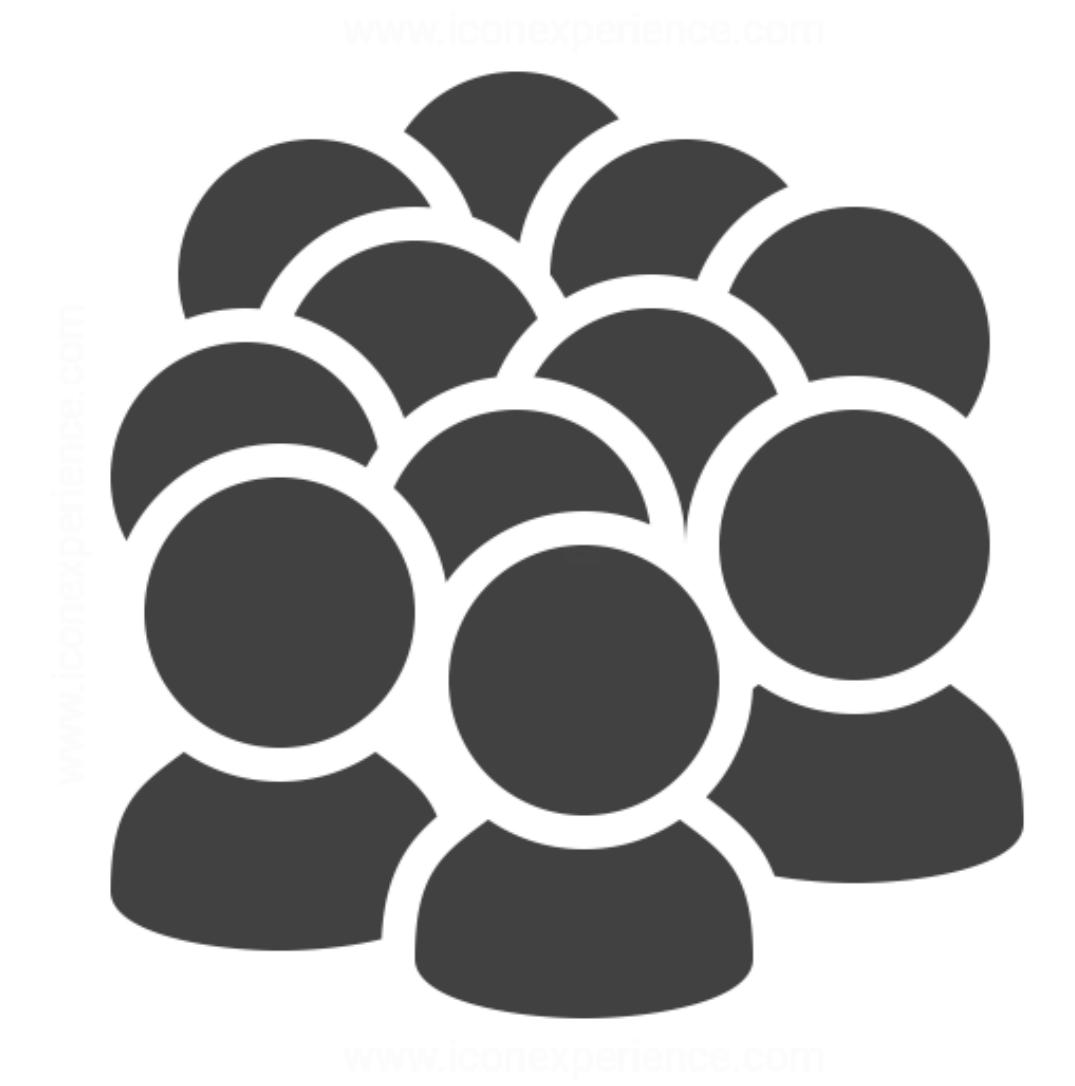
- Suhail** 35.India · Aug 28  
One of my only mistakes in the last two years of building was building new products because we focused on legacy. The lack of focus cost us so much time. It's such a mistake to expect to have a new one because the market is there. We think many countries you can't share it at 1%.
- 0 0 0 0 0
- Suhail** 35.India · Aug 28  
People underestimate how much grit it takes to build them. To actually build the most innovative solutions in order to move on new product goals, especially difficult, when there are so many interesting intellectually challenging ideas to distract you.
- 0 0 0 0 0
- Suhail** 35.India · Aug 28  
The worst thing about the Internet & mobile phones, for me lately, is that I'm not able to sleep enough and read a book for longer than 10 minutes less than going to bed. This cycle is never ending but has been extremely recent.
- 0 0 0 0 0
- Suhail** 35.India · Aug 28  
Everyone seems to research on papers discussing how to dramatically reduce internet latency to 0ms?
- 0 0 0 0 0
- Suhail** 35.India · Aug 27  
The most simple things are made less interesting by breaking them into complicated solutions, something that goes against common sense. If you can't have the resources to solve all the sub problems, then focus on a narrower set.
- 0 0 0 0 0



“Is the author male?”



**Business (Acme Inc.)**



**Existing customers**



**Business (Acme Inc.)**



**Existing customers**

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Please fill in this form to create an account!

First NameLast NameEmailPasswordConfirm Password

I accept the [Terms of Use & Privacy Policy](#).

[Sign Up](#)

Already have an account? [Login here](#).

# Sign Up

Please fill in this form to create an account!

 First Name Last Name Email Password Confirm Password

Male  Female

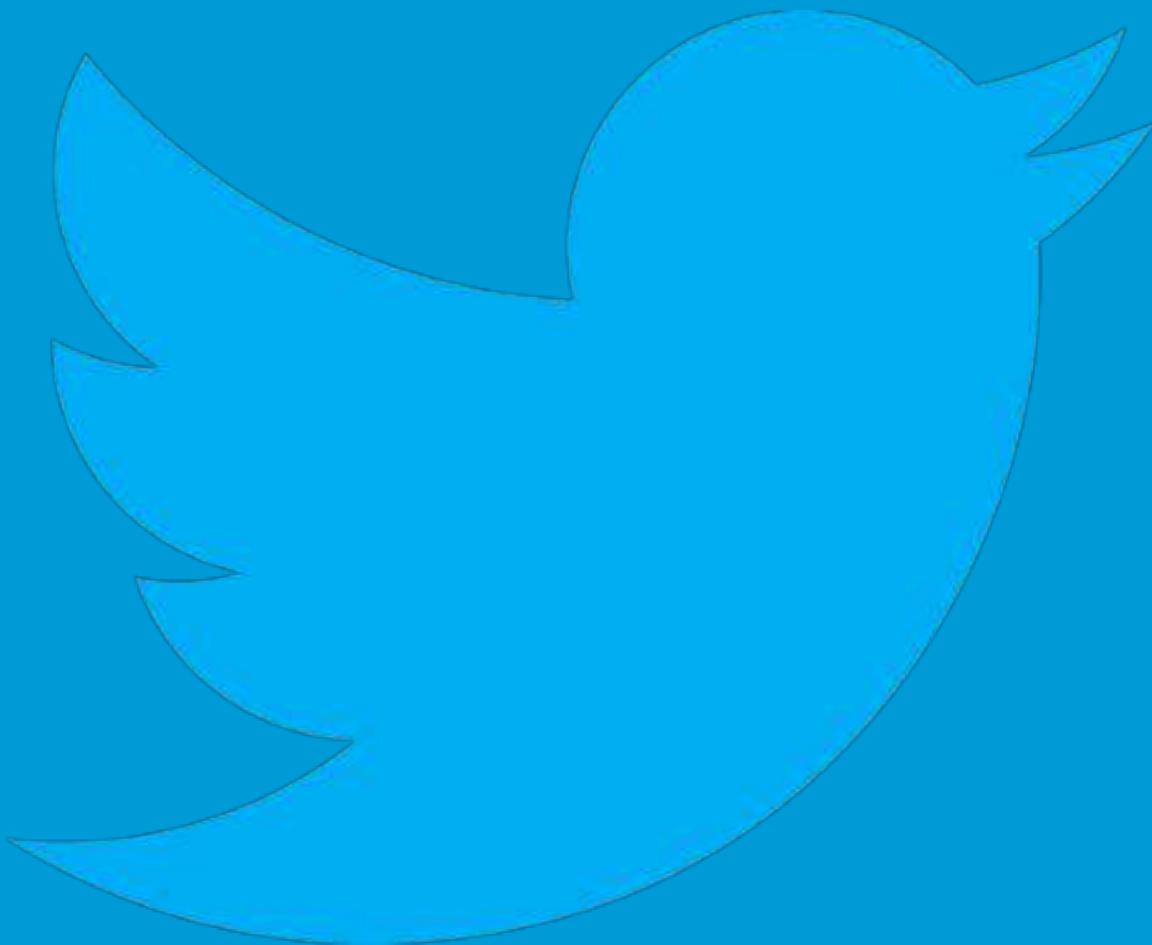
I accept the [Terms of Use & Privacy Policy](#).

[Sign Up](#)

Already have an account? [Login here.](#)

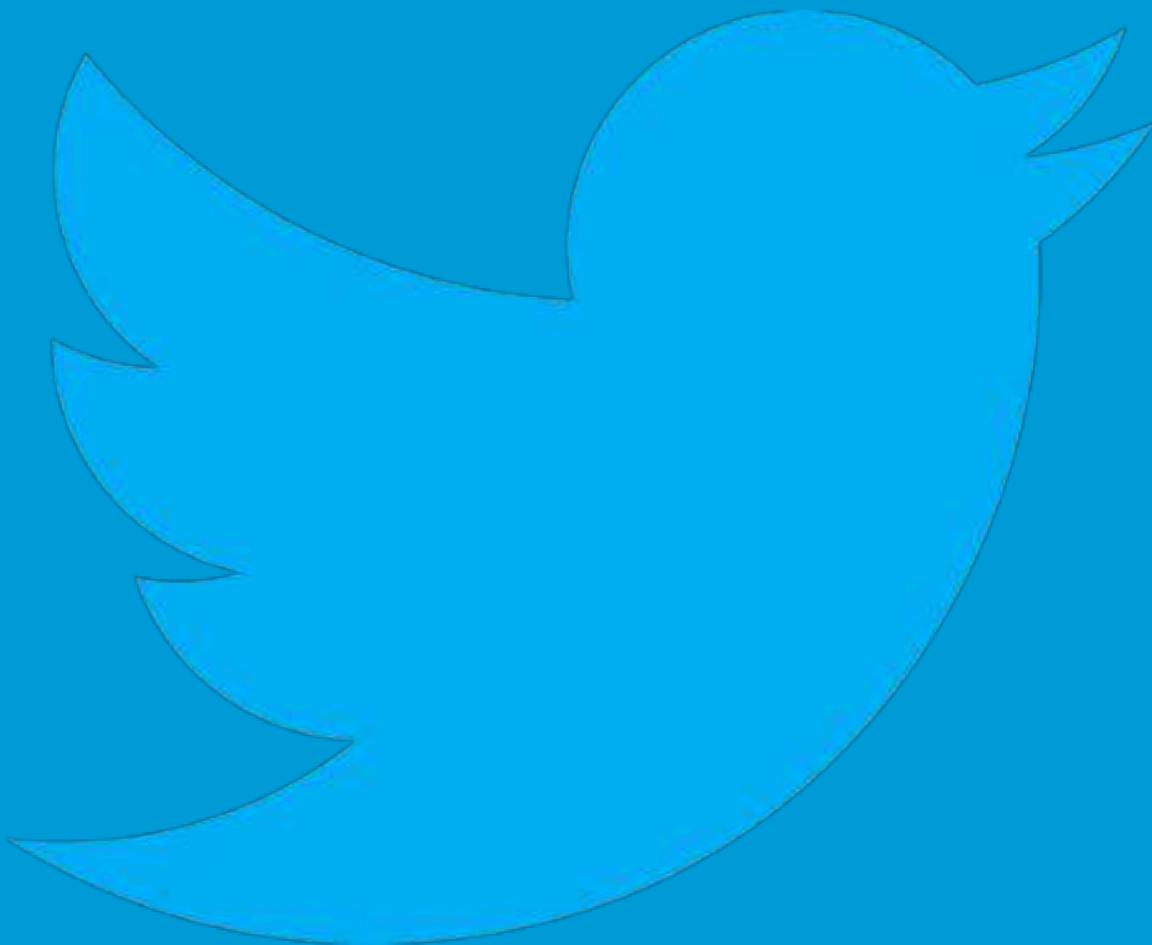
Case study 2

**Key takeaway: Post-hoc analysis**



Case study 2

**Key takeaway: Post-hoc analysis**



# Case study 3

## **Statin decline study**





**18 million**

**1/3**



**18 million**

**1/3**



**200 million**

**1/35**

**(1/10 in UK)**



HARVARD  
MEDICAL SCHOOL



**Hospital name****Statin decline rate**

Cedars Sinai

3.1%

Massachusetts General Hospital

7.4%

Walter Reed National Military Medical Center

4.2%

New York – Presbyterian Hospital

2.1%

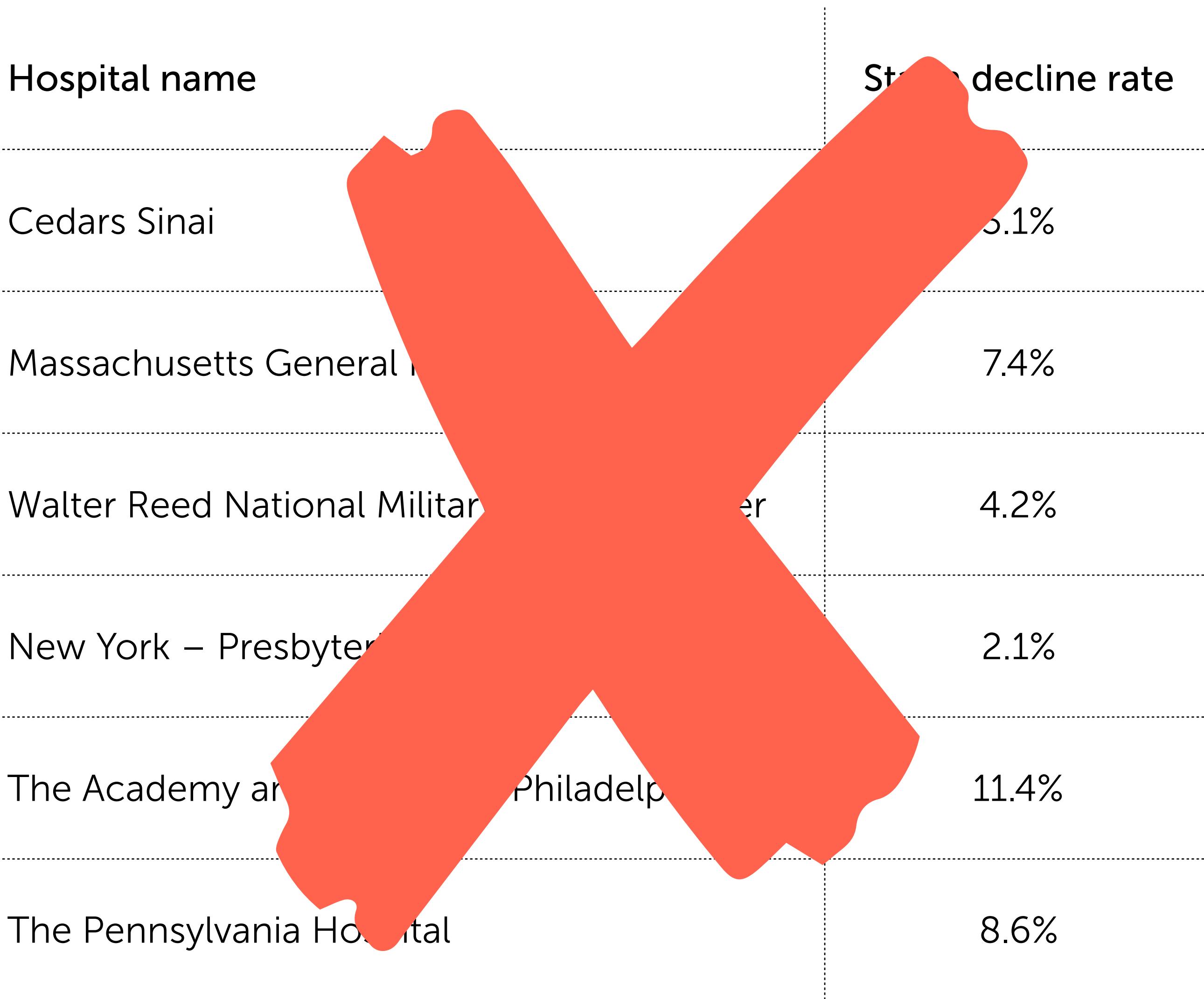
The Academy and College of Philadelphia

11.4%

The Pennsylvania Hospital

8.6%

Hospital name	Statin decline rate
Cedars Sinai	3.1%
Massachusetts General Hospital	7.4%
Walter Reed National Military Medical Center	4.2%
New York – Presbyterian Hospital	2.1%
The Academy and College of Philadelphia	11.4%
The Pennsylvania Hospital	8.6%





- page 2 -

Clinical Notes - Individual Specimen Report  
NATIONAL ZOOLOGICAL PARK  
Accession #: 113393  
Species: Equus grevyi  
Common Name: GREVY'S ZEBRA  
Name: Bumiba  
Sex: Male  
Birth: 7 Aug 1998  
Age: 1 - #2, 1

16 Apr. 1999  
Hx: Doing well, ad lib access to water today.  
Proc: visual obs: all skin wounds appear dry.  
A: Other was calm and well adjusted.  
P: Monitor lameness (LS)

17 Apr. 1999  
Hx: Doing well, ad lib access to water today.  
Proc: visual obs: all skin wounds appear dry.  
A: Lameness, mild, LS  
r/o transport injury soft tissue.

18 Apr. 1999  
Hx: Abrasions over eyes healing well. Active and eating well (LE)  
Proc: visual obs: Superficial new abrasions both hocks.  
A: Abrasions, minor, hocks  
r/o rough substrate  
P: Switch to rubber pads and shavings and spot cleaning (LE)

19 Apr. 1999  
Hx: Hocks healing well, lies down on pads/shavings (LE)

11 May. 1999  
Rx: PYRANTIL PASTE (Ivermectin T) 1320 mg PO SID for 1 dose. (LS)

12 May. 1999  
Hx: Abbreviated quarantine complete. Released to HH today. Fecals  
have been negative.  
Proc: visual obs: all abrasions healing well, slightly overweight with  
a very round abdomen.  
A: Begin routine deworming 3x/yr. fbs, ivermectin, pyrantel  
in new exhibit (LS)  
P: Advised HH staff to use caution when transitioning onto new grass

17 May. 1999  
Hx: Keepers report distended abdomen, but eating well  
Proc: visual exam: eating hay, all plant material closely cropped in  
the holding yard, normal stool. Abdomen is full, but NO signs of  
"low protein pellets" twice a day. Exhibit has lush grass (zebras not yet  
given access)  
A: Abdominal distension, mild  
r/o overfeeding vs. null colic  
P: Discuss diet to consider reducing hay, possibly also pellets,  
limiting access to grass once introduced to exhibit (LS)

113393  
Male  
1998

/113393/MedARES/5.11g  
113393  
Male  
1998

Printed on: 10 May 2002  
113393



“Were statins recommended  
but declined?”



**~90% accuracy**

(precision/recall)



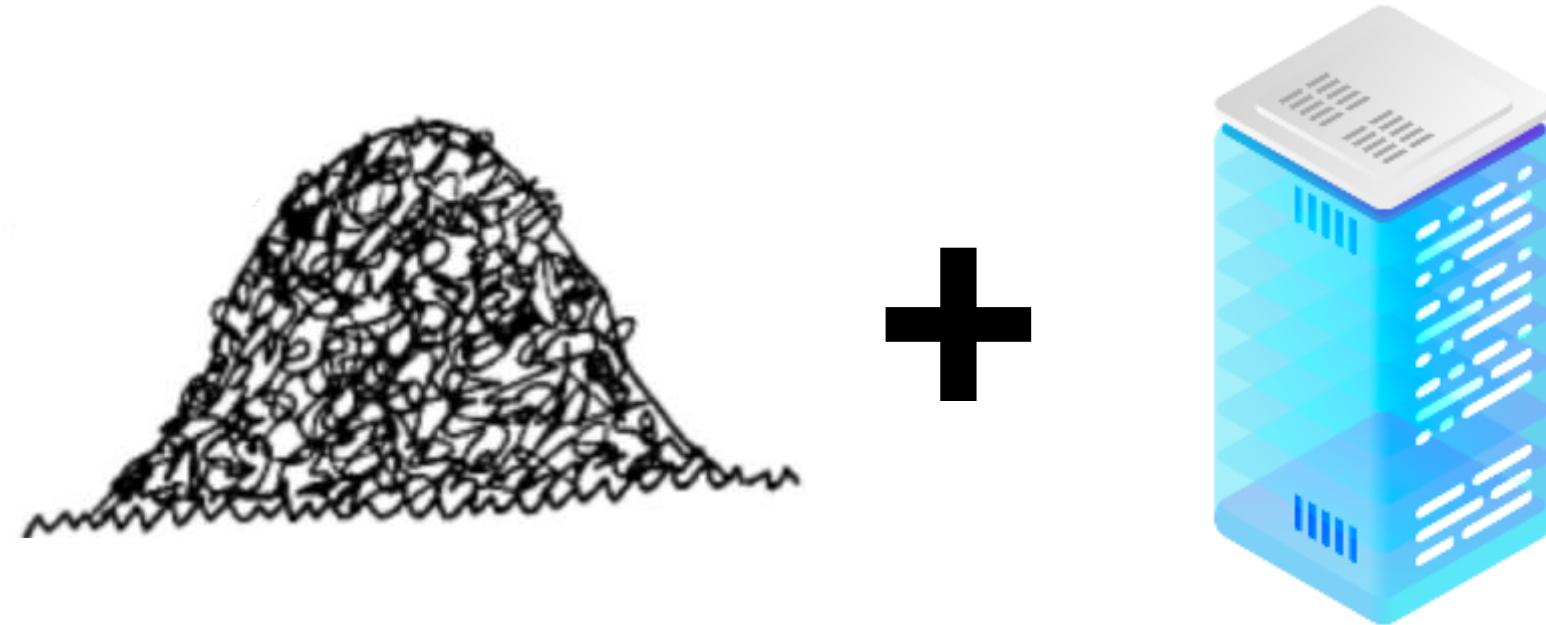
**8,800 patients**

evaluated

## Case study 3

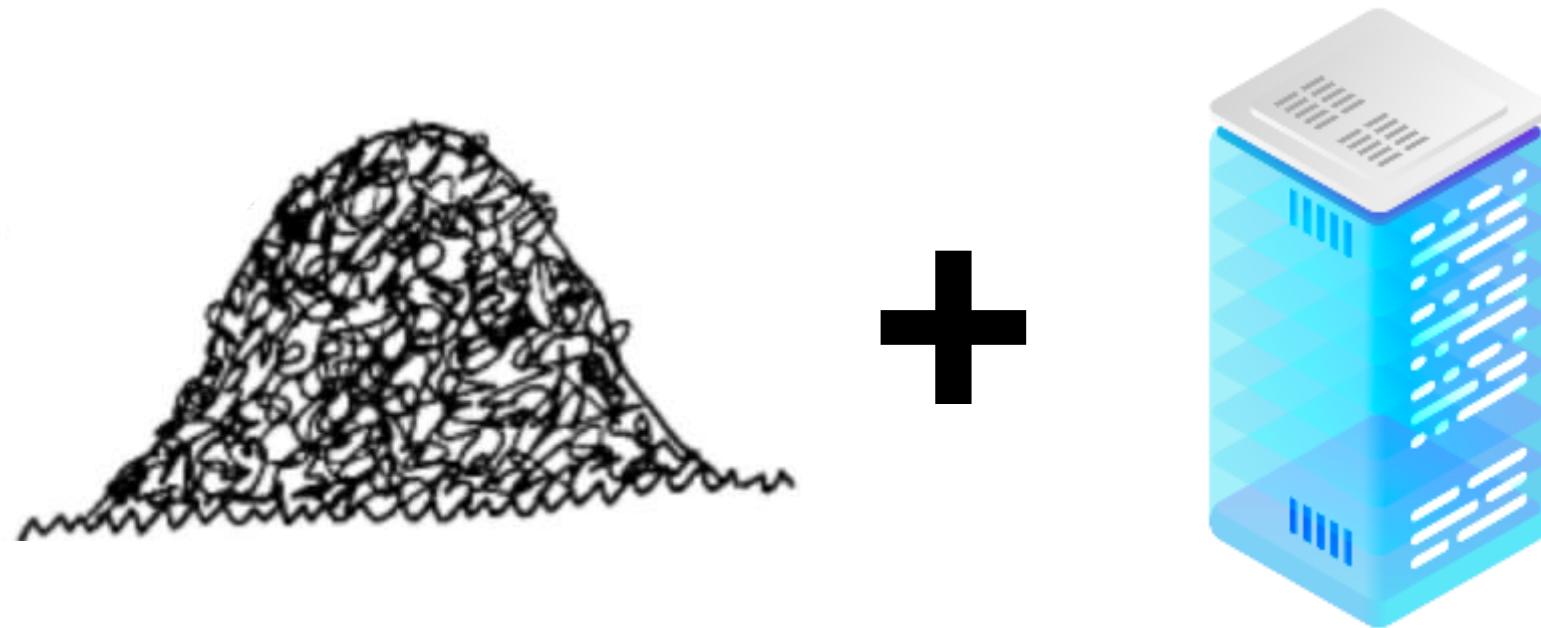
**Key takeaway: cheaper/easier**





**Disadvantages**

**Advantages**



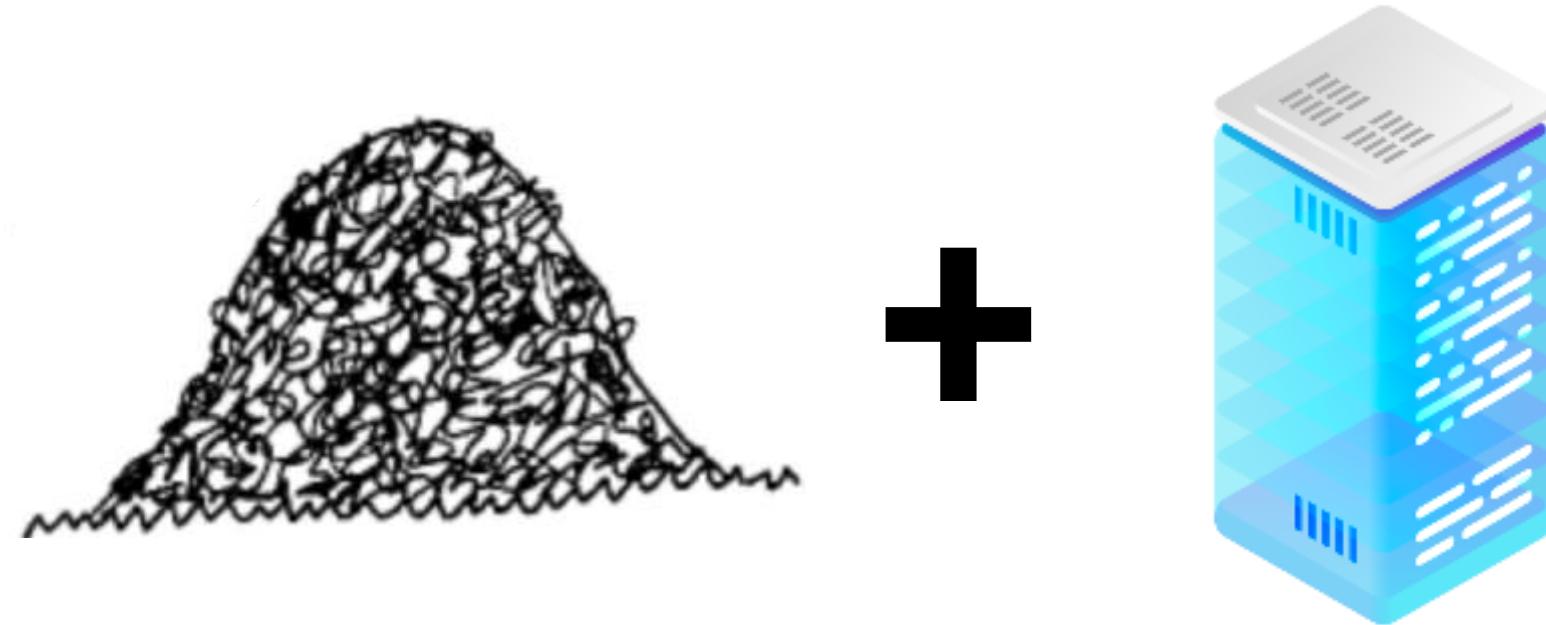
## Disadvantages

Soft rules

Noisy

Unclear result

## Advantages



## Disadvantages

Soft rules

Noisy

Unclear result

## Advantages

Richer/deeper

Post hoc

Cheaper/easier

# Agenda

Origins of language models

What is unstructured data?

Some case studies

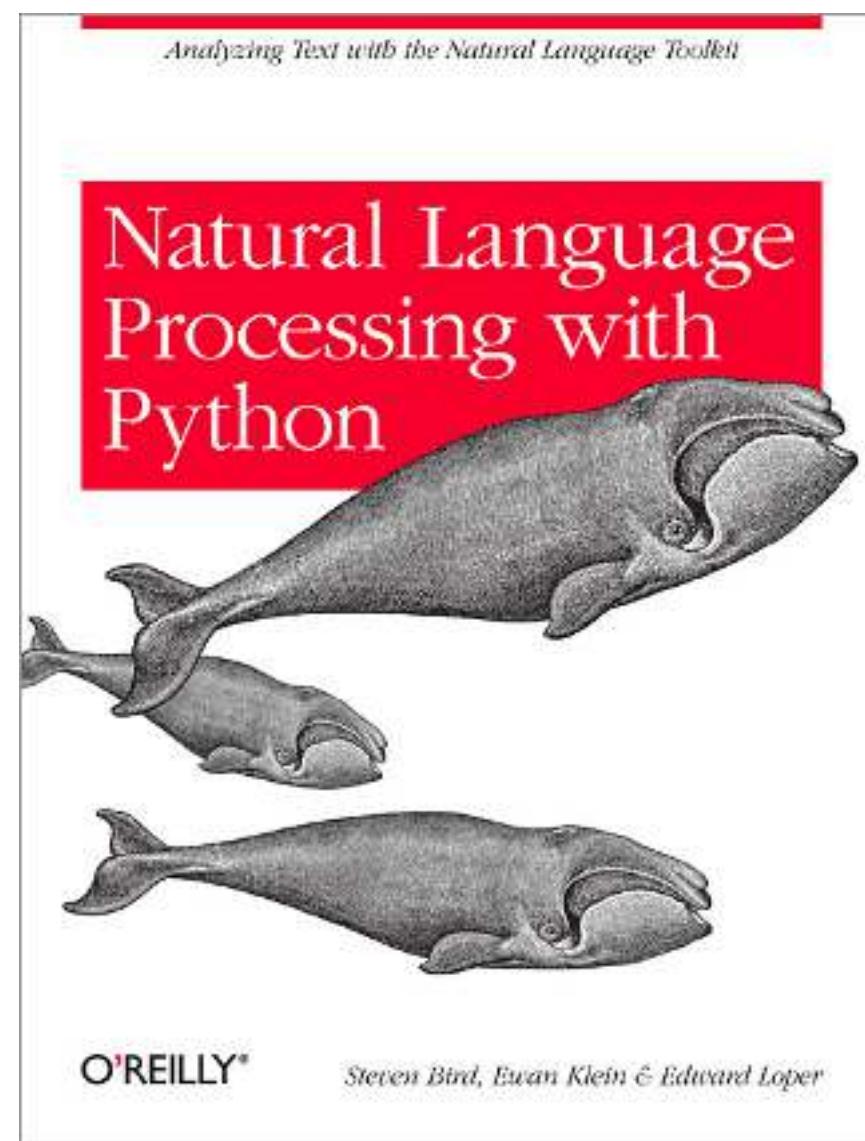
**Types of language models**

Count based (bag of words,  $n$ -grams)

Continuous space

Bonus: the class of 2018

Wrap-up and questions

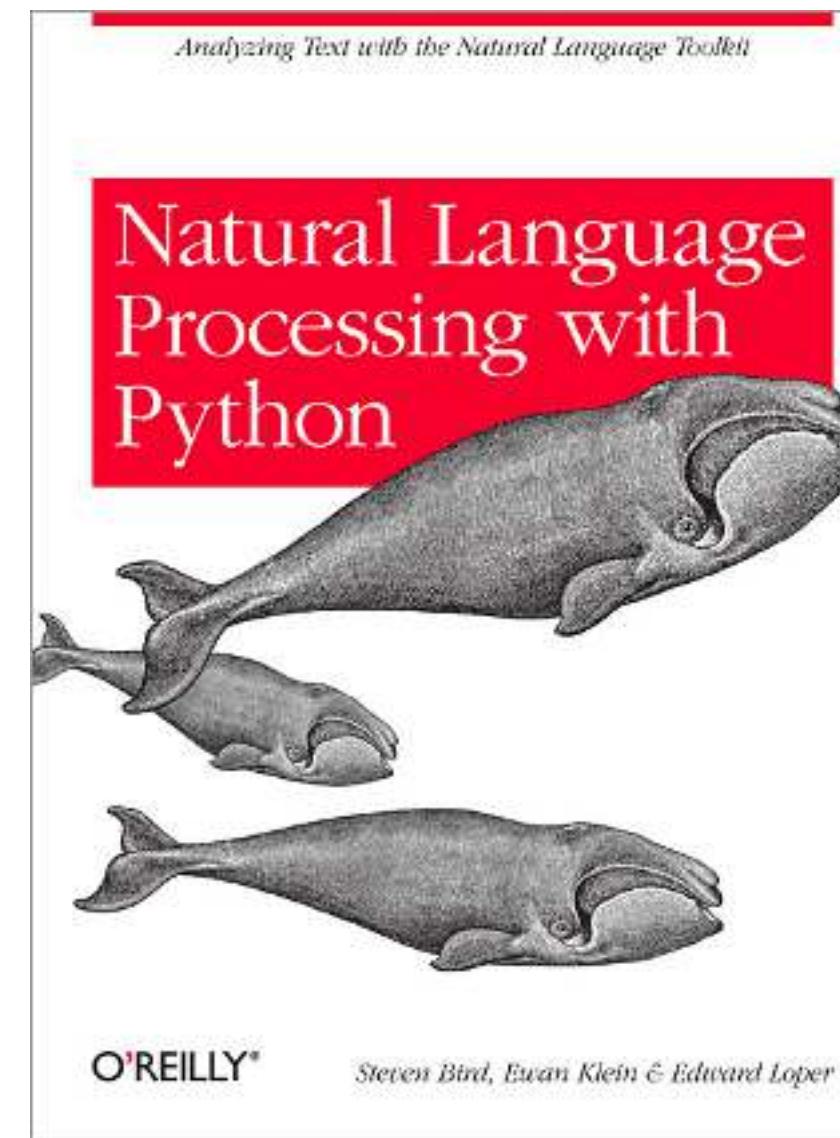


# NLTK

## Natural language toolkit

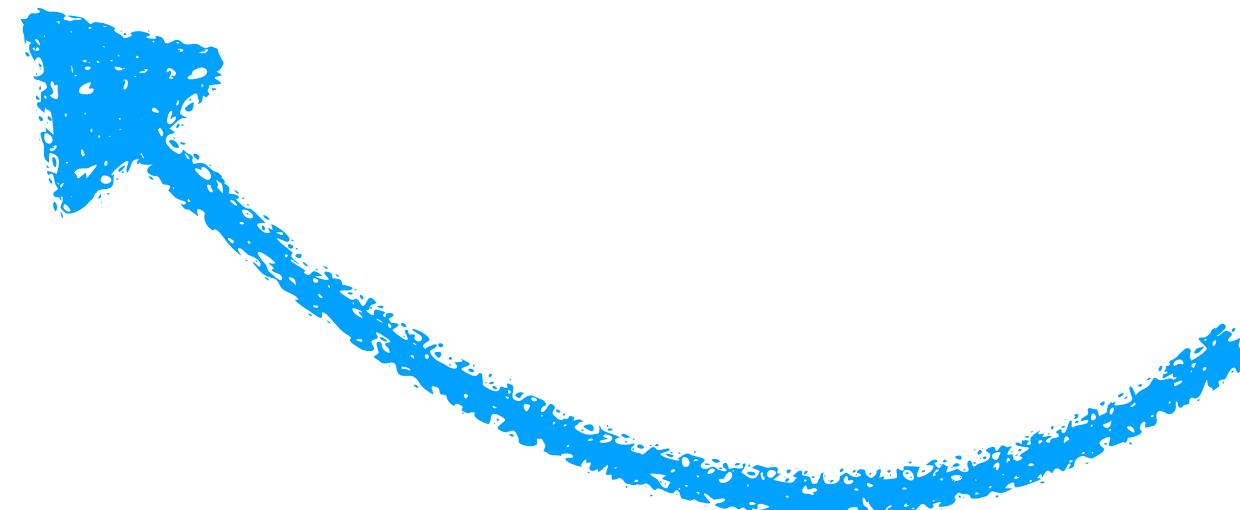


# Scikit Learn



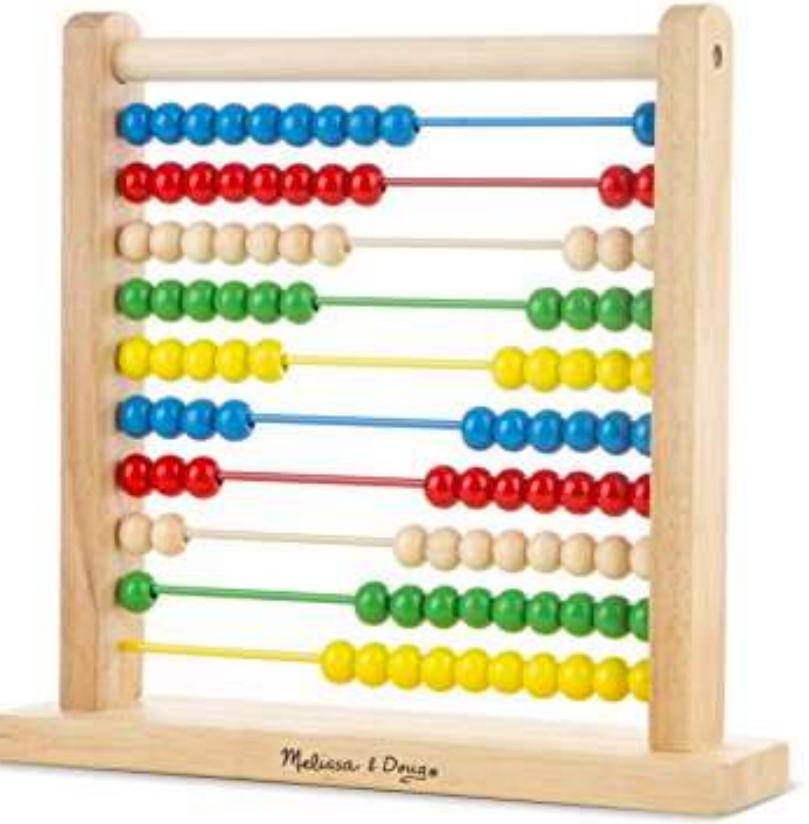
## NLTK

### Natural language toolkit



## Scikit Learn

(Has prebaked  
models)



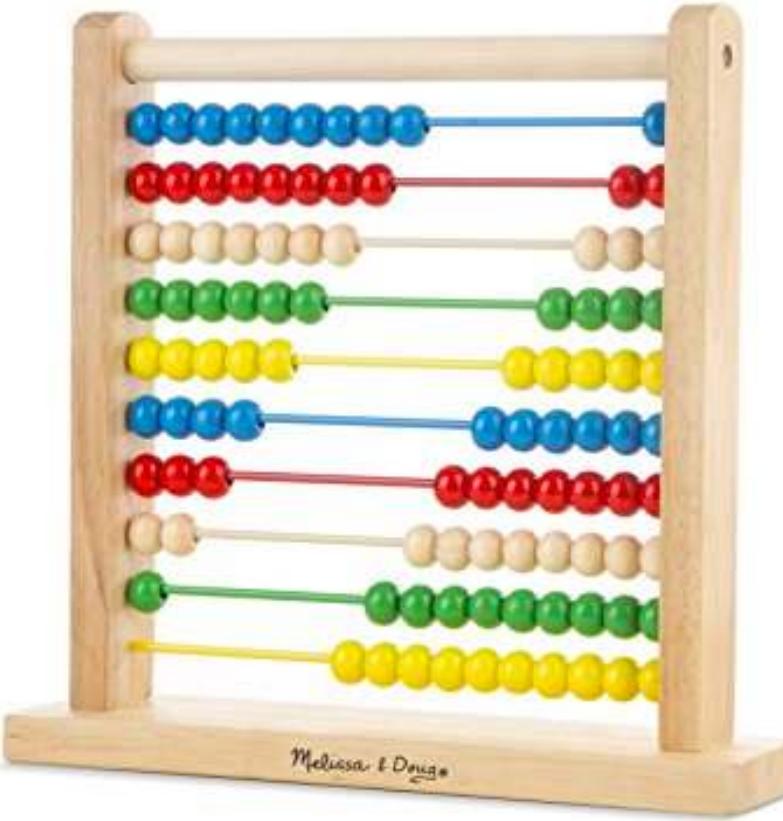
# **Count based**

**AKA statistical**

1980, 1990s

Very fast

Decent performance (when  
tuned)



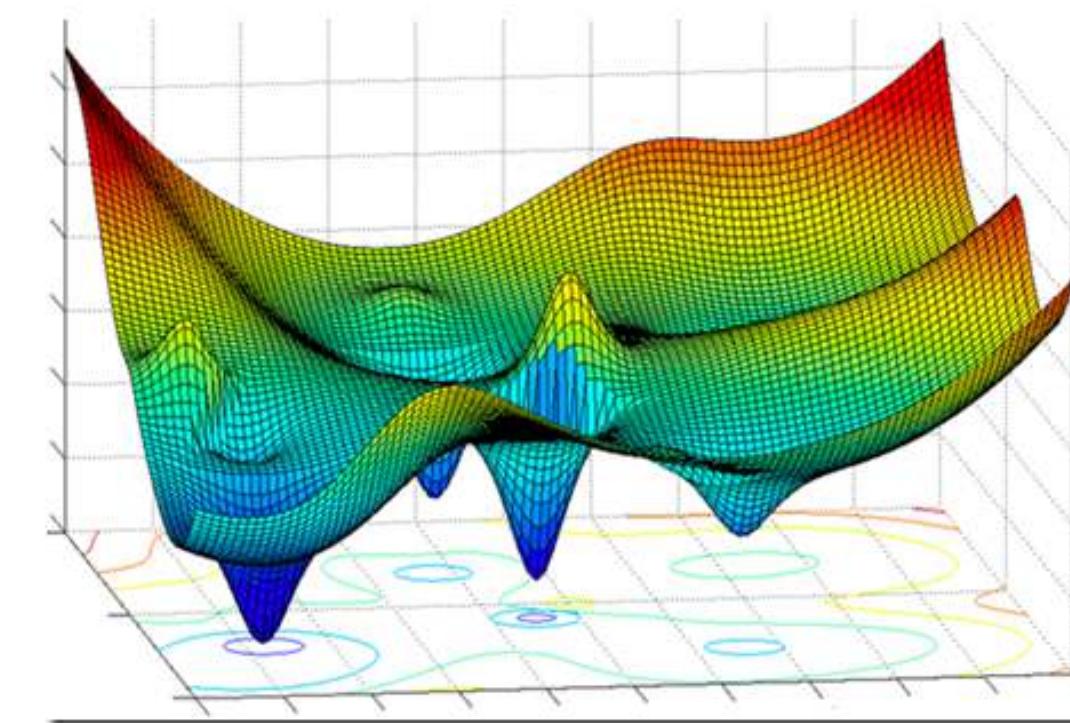
## Count based

AKA statistical

1980, 1990s

Very fast

Decent performance (when tuned)



## Continuous space

AKA neural, neuroprobabilistic

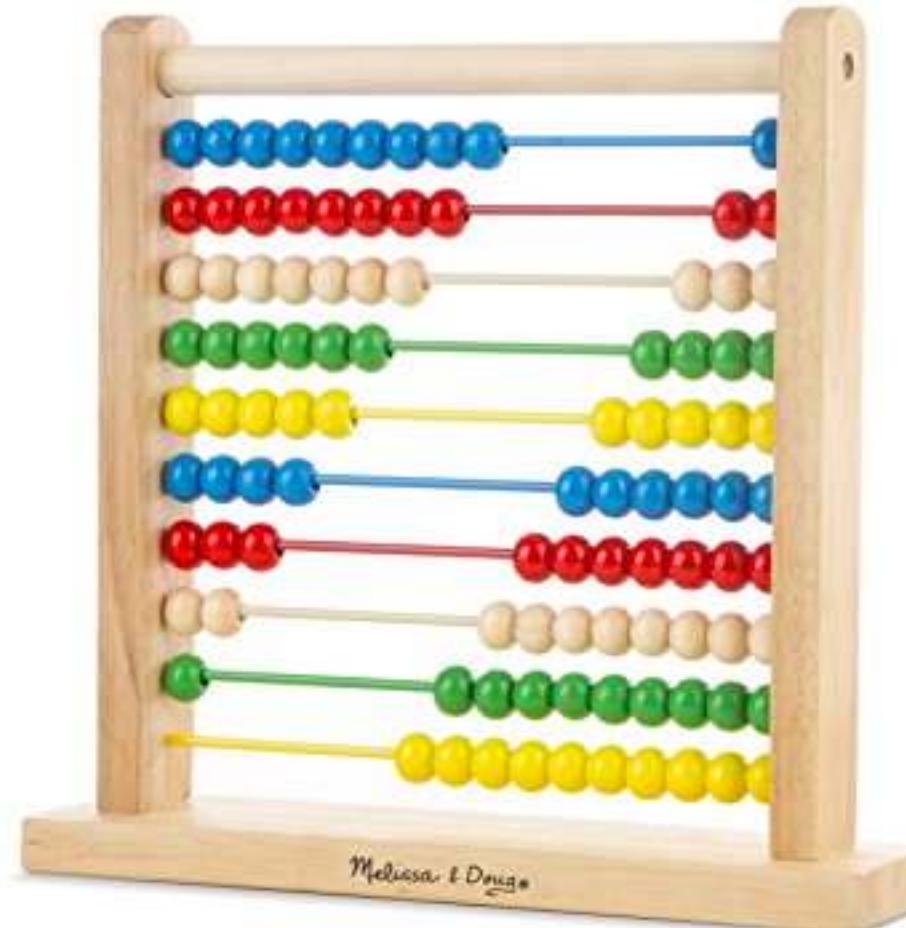
2000s, 2010s

Slower, more expensive

Typically used with neural nets

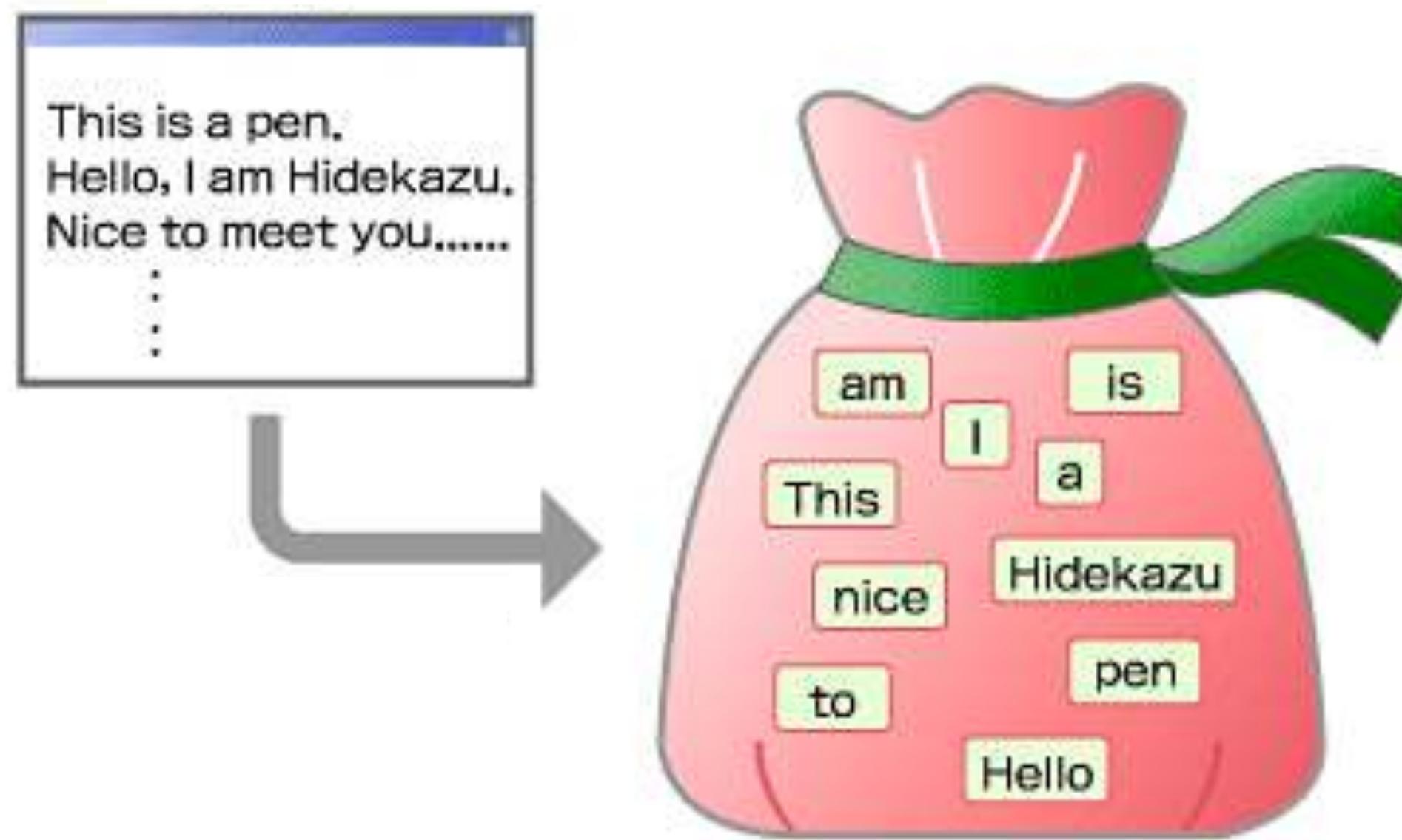
State-of-the-art performance

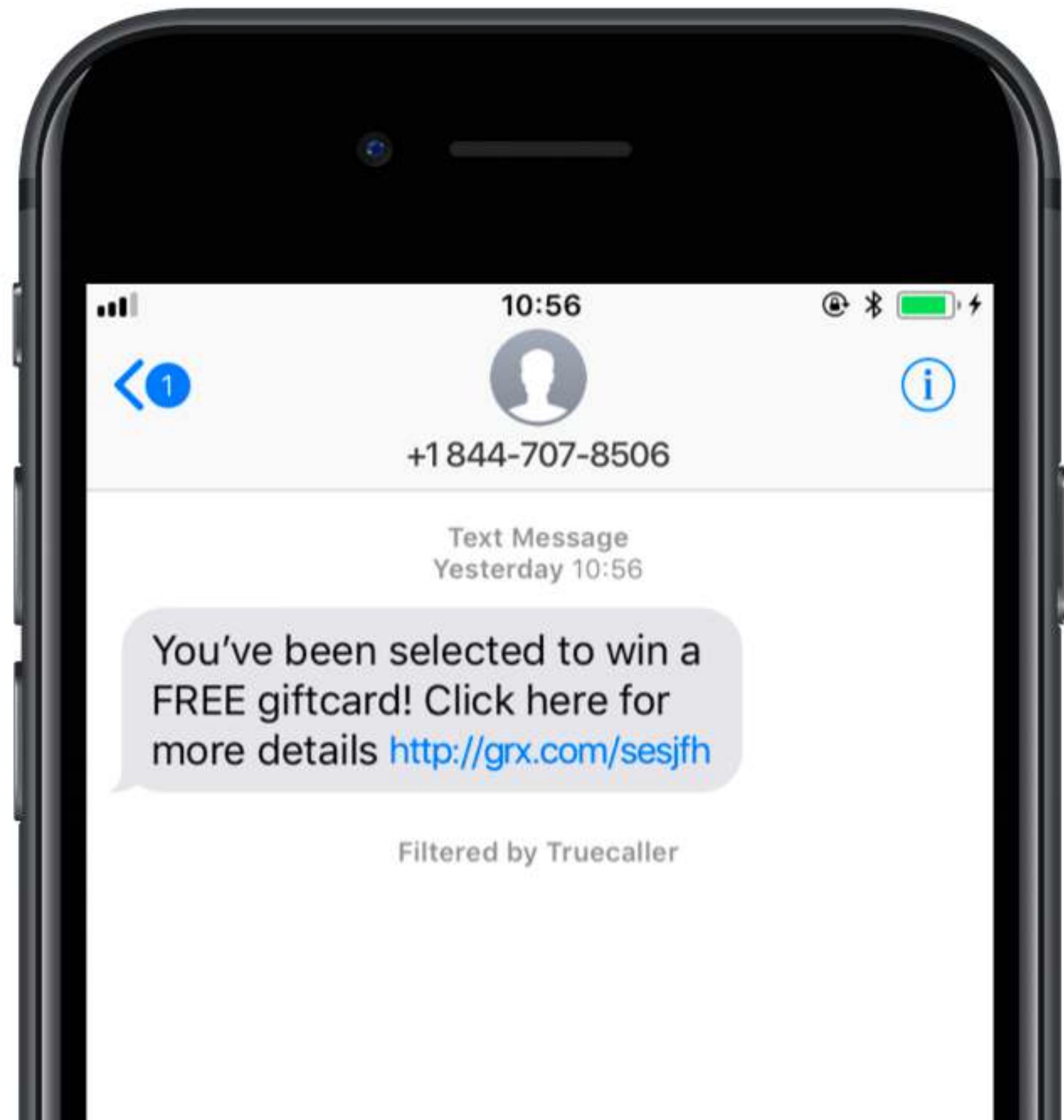
# Count-based



1. Bag of words
2. *n*-gram

# Bag of words

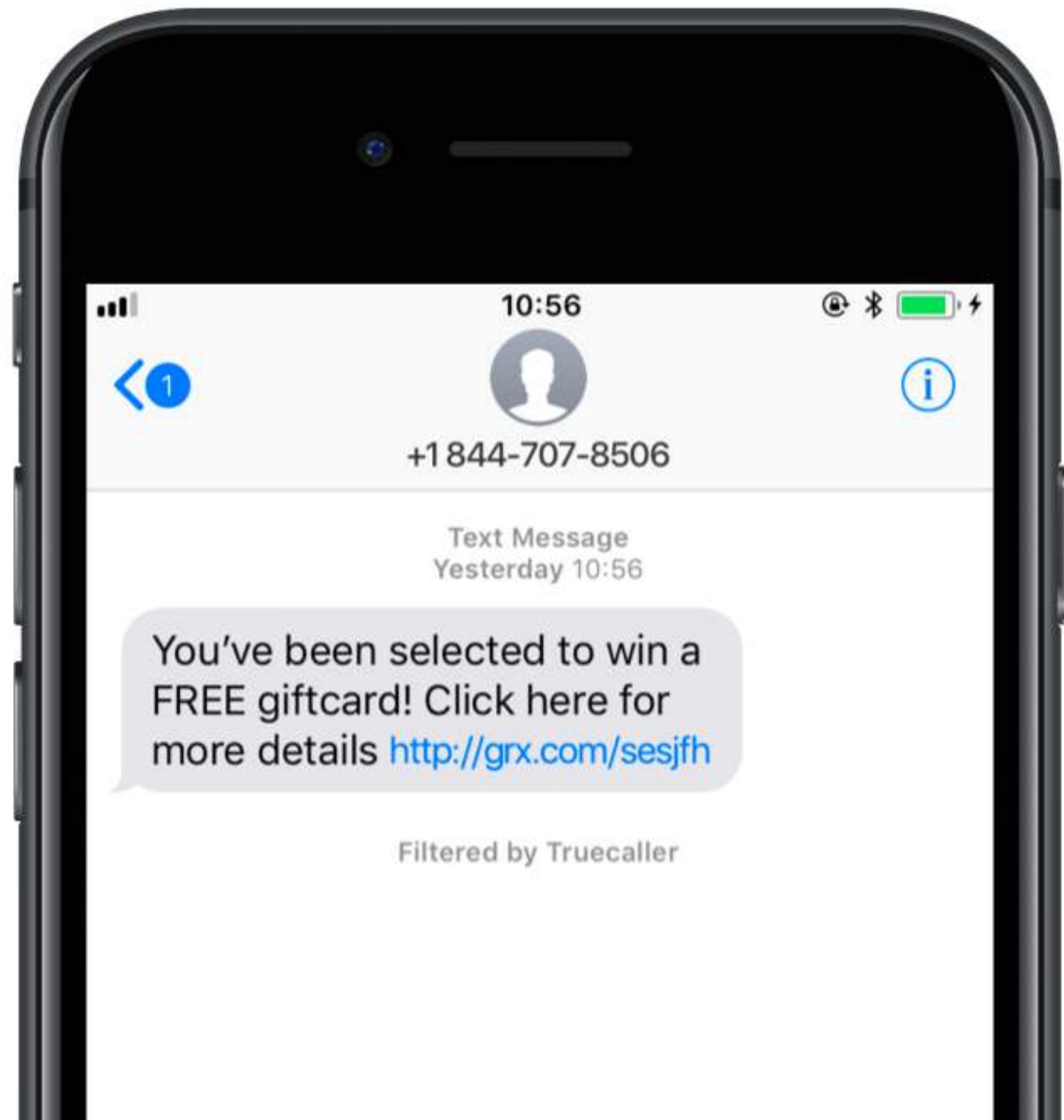




# SMS Spam Collection Data Set

University of Sao Carlos

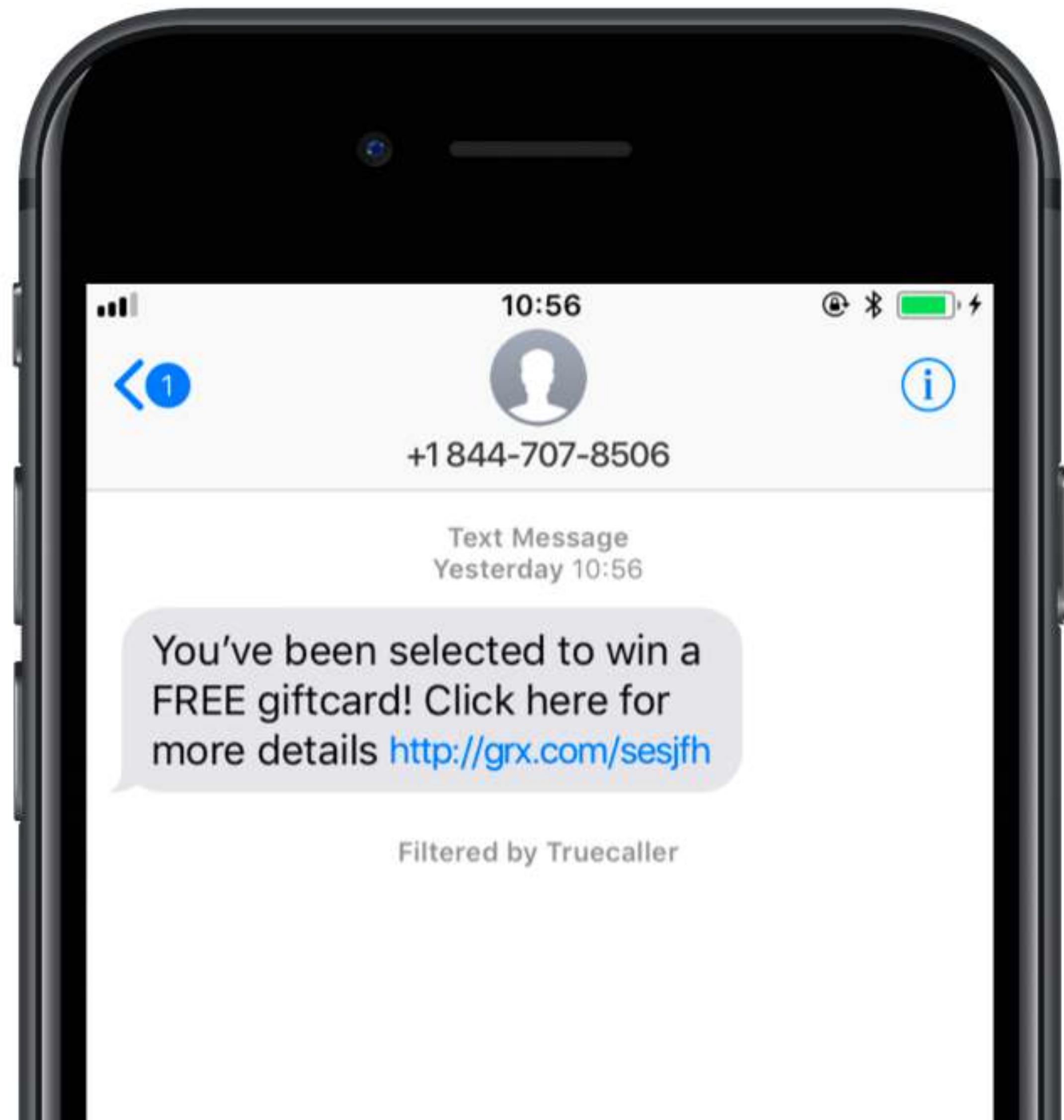
~5,500 SMS messages,  
categorized into ham and spam



## Preliminaries:

We'll need a train and test set (corpus).

80-20 split is fine.



1. Clean
2. Tokenize
3. Remove stopwords
4. Stem
5. Build frequency matrix
6. Classify

# **1. clean**

URGENT! Your Mobile No 07808726822 was awarded a L2,000 Bonus Caller Prize on 02/09/03! This is our 2nd attempt to contact YOU! Call 0871-872-9758 BOX95QU

# **1. clean**

URGENT! Your Mobile No **07808726822** was awarded a **L2,000** Bonus Caller Prize on **02/09/03!** This is our **2nd** attempt to contact **YOU!** Call **0871-872-9758** **BOX95QU**

urgent your mobile no was awarded a l bonus caller  
prize on this is our nd attempt to contact you call box qu

## 1. clean

URGENT! Your Mobile No **07808726822** was awarded a **L2,000** Bonus Caller Prize on **02/09/03!** This is our **2nd** attempt to contact **YOU!** Call **0871-872-9758** **BOX95QU**

urgent your mobile no was awarded a l bonus caller  
prize on this is our nd attempt to contact you call box qu

```
message = re.sub('[^A-Za-z]', ' ', message)
message = message.lower()
```

## 2. tokenize

urgent your mobile no was awarded a l bonus caller  
prize on this is our nd attempt to contact you call box qu

[a, attempt, awarded, bonus, box, call, caller, contact, is,  
l, mobile, nd, no, on, our, prize, qu, this, to, urgent, was,  
you, your]

## 2. tokenize

Simple:

```
tokens = message.split(' ')
```

Robust:

```
from nltk.tokenize import word_tokenize  
tokens = word_tokenize(message)
```

## 3. stopwords

[a, attempt, awarded, bonus, box, call, caller, contact, is, l, mobile, nd,  
no, on, our, prize, qu, this, to, urgent, was, you, your]

[ i, me, my, myself, we, our, ours, ourselves, you, your, yours, yourself,  
—  
yourselves, he, him, his, himself, she, her, hers, herself, it, its, itself, they,  
them, these, those, am, is, are, was, ... ]

= [attempt, awarded, bonus, box, call, caller, contact, l, mobile, nd,  
prize, qu, urgent]

## 3. stopwords

```
from nltk.corpus import stopwords  
tokens = [t for t in tokens if not t in stopwords]
```

## **4. stemming**

win

winner

winners

won

winning

winnings

## 4. stemming

win

winner

winners

won

winning

winnings



**win**

## 4. stemming

```
from nltk.stem.porter import PorterStemmer
```

```
stemmer = PorterStemmer()
```

```
tokens = [stemmer.stem(t) for t in tokens]
```

```
[attempt, awarded, bonus, box, call, caller, contact, l, mobile, nd,  
prize, qu, urgent]
```

## 5. matrix

	are	call	from	hello	home	how	me	money	now	tomorrow	win	you
0	1	0	0	1	0	1	0	0	0	0	0	1
1	0	0	1	0	1	0	0	1	0	0	2	0
2	0	1	0	0	0	0	1	0	1	0	0	0
3	0	1	0	2	0	0	0	0	0	1	0	1

## 5. matrix

```
from sklearn.feature_extraction.text import CountVectorizer  
count_vector = CountVectorizer()  
  
count_vector.fit(messages)
```

## 5. matrix

count\_vector.get\_feature\_names()

	<b>are</b>	<b>call</b>	<b>from</b>	<b>hello</b>	<b>home</b>	<b>how</b>	<b>me</b>	<b>money</b>	<b>now</b>	<b>tomorrow</b>	<b>win</b>	<b>you</b>
<b>0</b>	1	0	0	1	0	1	0	0	0	0	0	1
<b>1</b>	0	0	1	0	1	0	0	1	0	0	2	0
<b>2</b>	0	1	0	0	0	0	1	0	1	0	0	0
<b>3</b>	0	1	0	2	0	0	0	0	0	1	0	1

## 5. matrix

```
train = count_vector.transform(messages).toarray()
```

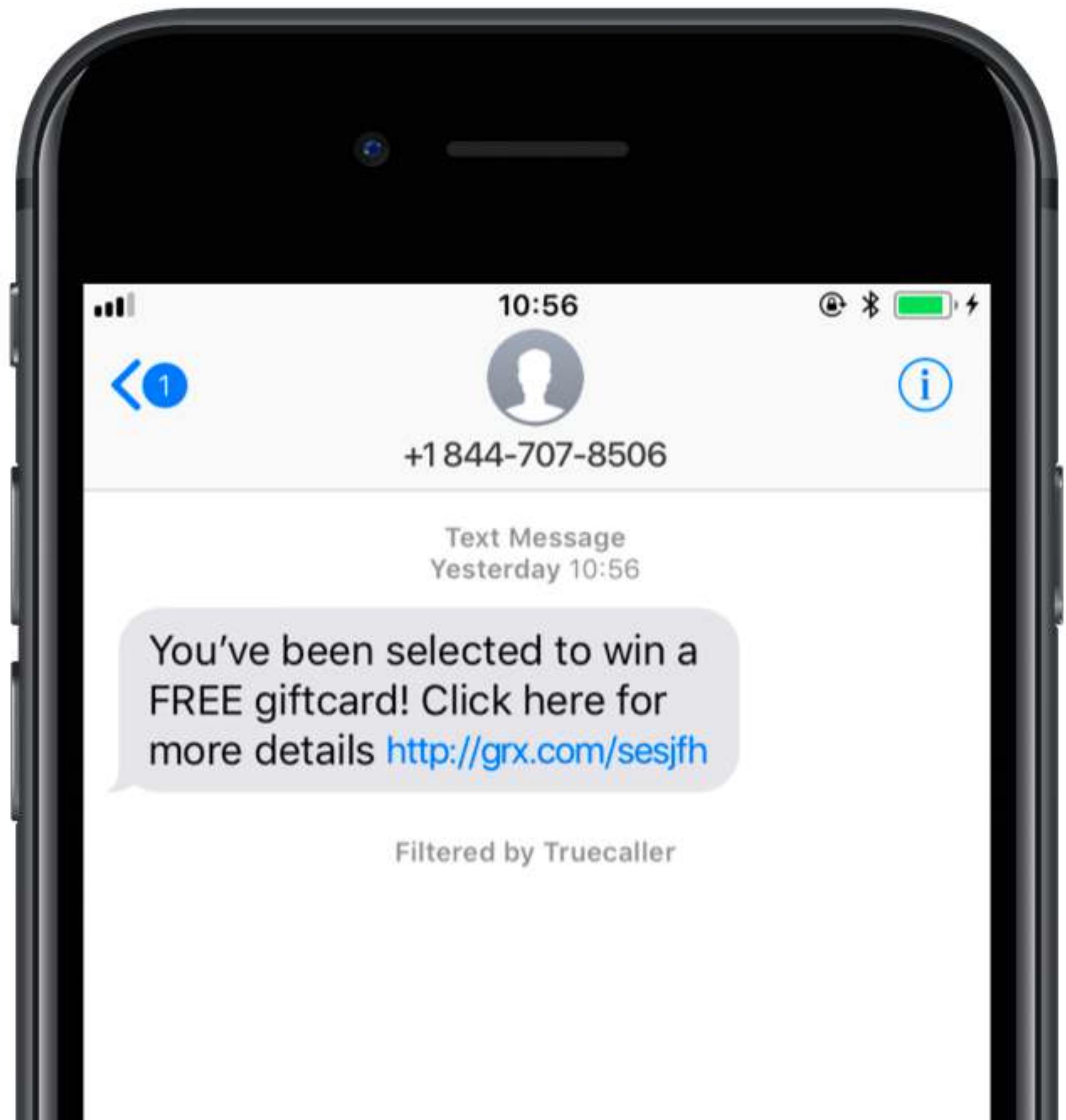
	are	call	from	hello	home	how	me	money	now	tomorrow	win	you
0	1	0	0	1	0	1	0	0	0	0	0	1
1	0	0	1	0	1	0	0	1	0	0	2	0
2	0	1	0	0	0	0	1	0	1	0	0	0
3	0	1	0	2	0	0	0	0	0	1	0	1

## 6. classify

```
from sklearn.naive_bayes import MultinomialNB  
  
naive_bayes = MultinomialNB()  
naive_bayes.fit(train, y_train)
```

## 6. classify

```
from sklearn.naive_bayes import MultinomialNB  
  
naive_bayes = MultinomialNB()  
naive_bayes.fit(train, y_train)  
  
naive_bayes.predict(test)
```



# 90%+ accuracy

(Precision and recall)

**Next week is crazy & on holiday until  
Wednesday. Are you free at 1?**

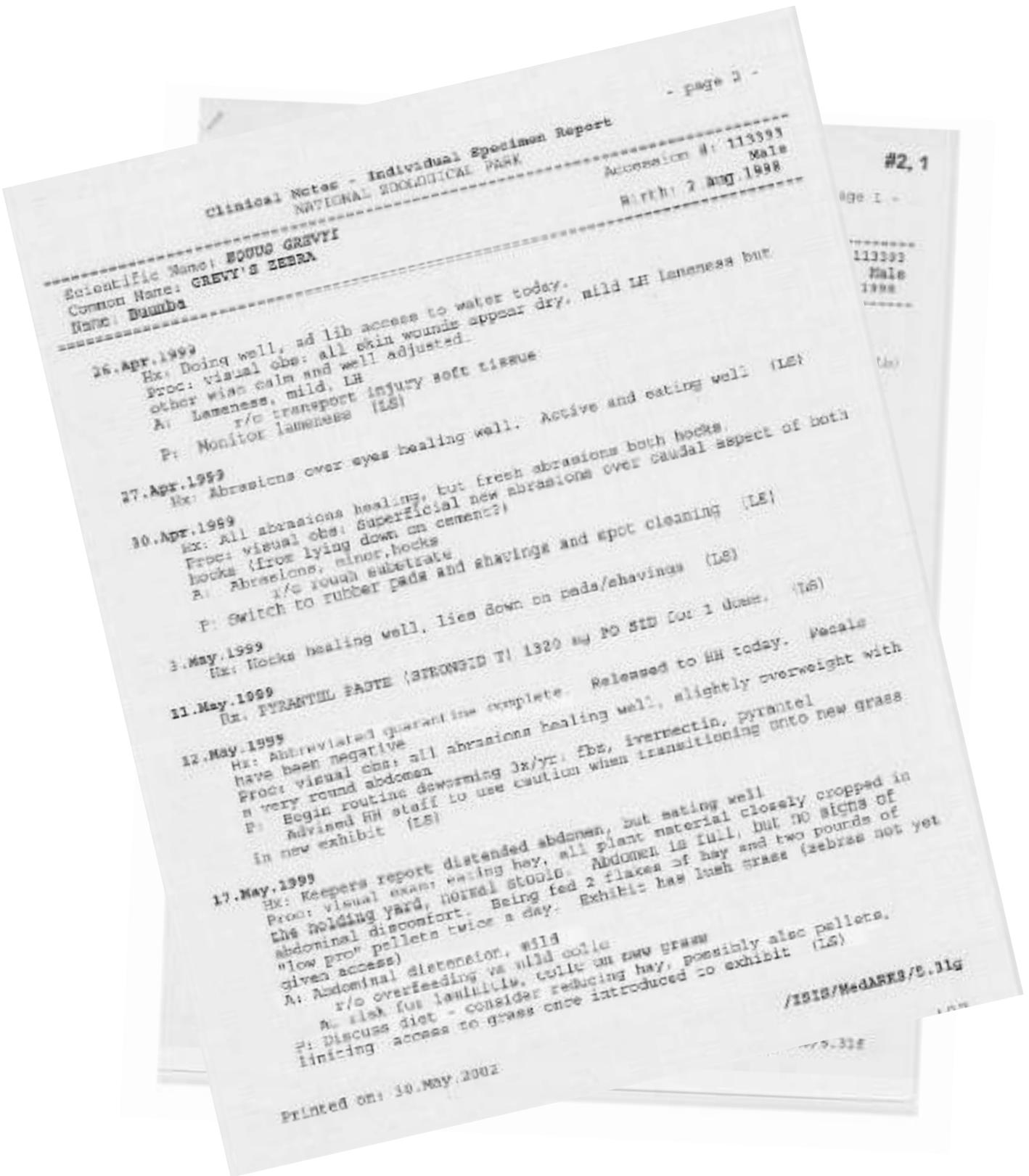
**Free holiday, offer on until next  
Wednesday! Are you crazy?? 1 WEEK  
HOLIDAY IS FREE!**

**Next week is crazy & on holiday until  
Wednesday. Are you free at 1?**

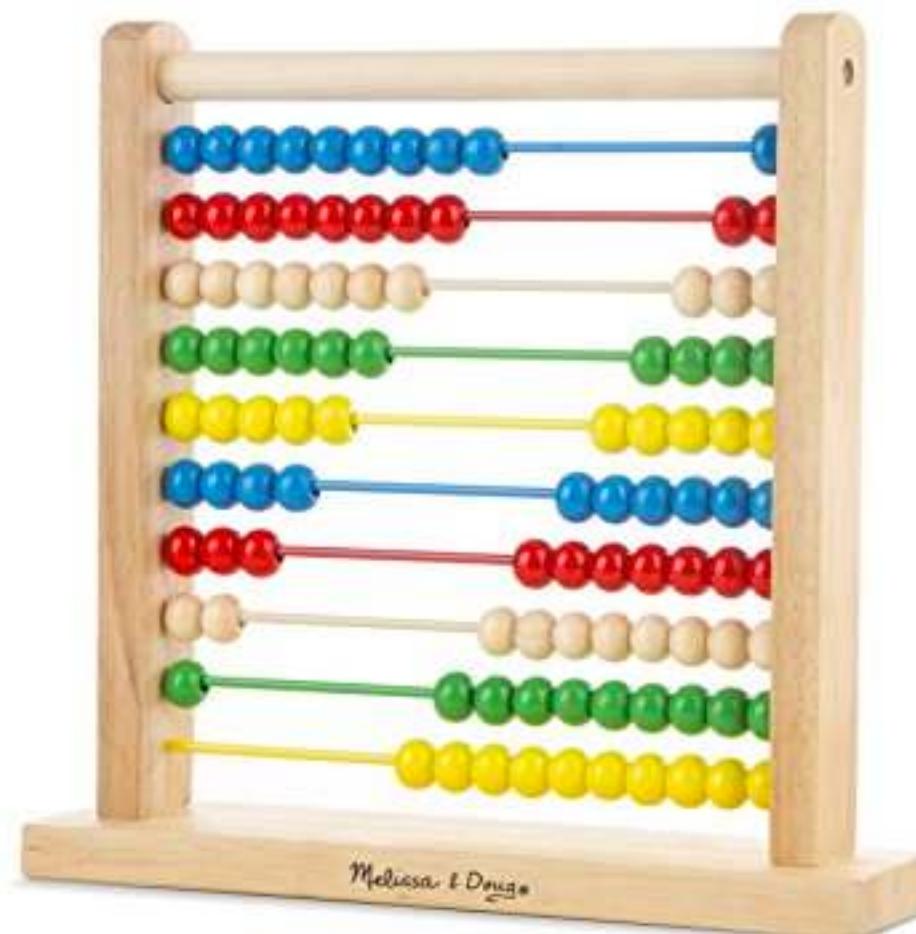
**Free holiday, offer on until next  
Wednesday! Are you crazy?? 1 WEEK  
HOLIDAY IS FREE!**



**"statin"**  
**"patient"**  
**"not"**  
**"soreness"**



# Count-based



1. Bag of words
2.  $n$ -gram

Next week is crazy &  
on **holiday** until Wednesday.  
Are you free at 1?

Congratulations you've  
won a free **holiday**, offer  
on until next Wednesday!

Next week is crazy &  
on **holiday** until Wednesday.

Are you free at 1?

Congratulations you've  
won a free **holiday**, offer  
on until next ~~Wednesday~~!

Is **holiday** spammy  
or not spammy?

Next week is crazy &  
on **holiday** until Wednesday.

Are you free at 1?

Congratulations you've  
won a free **holiday**, offer  
on until next ~~Wednesday~~!

Is **holiday** spammy  
or not spammy,  
given the context?

Next week is crazy &  
on **holiday** until Wednesday.  
Are you free at 1?

Congratulations you've  
won a free **holiday**, offer  
on until next Wednesday!

Next week is crazy &  
on **holiday** until Wednesday.

Are you free at 1?

Congratulations you've  
won a free **holiday**, offer  
on until next Wednesday!

**Expensive to compute**

Next week is crazy &  
on **holiday** until Wednesday.

Are you free at 1?

Congratulations you've  
won a free **holiday**, offer  
on until next Wednesday!

**Expensive to compute**  
**Prone to overfitting**

Next week is crazy &  
**on holiday** until Wednesday.  
Are you free at 1?

Congratulations you've  
won a **free holiday**, offer  
on until next Wednesday!

**Instead consider limited context**  
**Previous  $n$  words**

***n*** = ...

**unigram** (bag of words)

won a free **holiday**, offer

**bigram**

won a **free holiday**, offer

**trigram**

won a **free holiday**, offer

**4-gram**

won a **free holiday**, offer

## **TOY TRAINING CORPUS**

**I am Sam**

**Sam I am**

**I do not like green eggs and ham**

## **TOY TEST SENTENCE**

**I am Sam I do**



# **Preprocessing**

1. Clean
2. Tokenize
3. Remove stopwords
4. Stem



# **Preprocessing**

1. Clean
2. Tokenize
3. Remove stopwords
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## **TOY TRAINING CORPUS**

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## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i do



$$p_1 = \frac{\text{how many times "am" follows "i"}}{\text{how many times "i" appears}}$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i do



$$p_1 = \frac{\text{how many times "am" follows "I"}}{3}$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i do



$$p_1 = \frac{2}{3}$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i do



$$p_1 = \frac{2}{3} \quad p_2 = \frac{1}{2}$$

## TOY TRAINING CORPUS

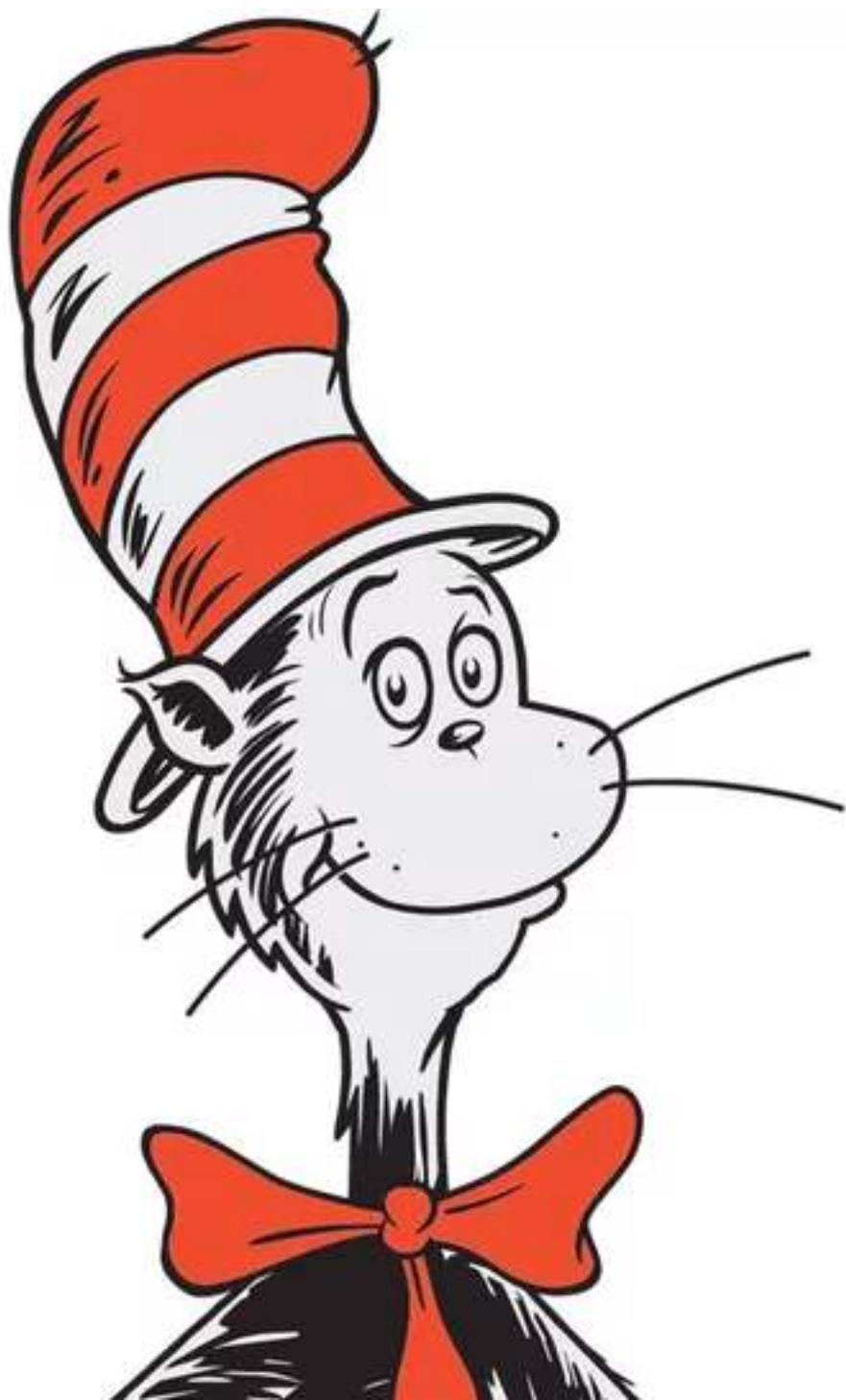
i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i do



$$p_1 = \frac{2}{3}, p_2 = \frac{1}{2}, p_3 = \frac{1}{2}, p_4 = \frac{1}{3}$$

## **TOY TRAINING CORPUS**

**i am sam**

**sam i am**

**i do not like green egg and ham**

## **TOY TEST SENTENCE**

**i am sam i do**



$$p_1 \times p_2 \times p_3 \times p_4 \approx 0.05$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i am sam i do



$$p_1 \times p_2 \times p_3 \times p_4 \times p_5 \times p_6 \times p_7 \approx 0.009$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i am sam i do



"Discriminates" against  
long sentences

$$p_1 \times p_2 \times p_3 \times p_4 \times p_5 \times p_6 \times p_7 \approx 0.009$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i am sam i am sam i do



Small numbers,  
pain to work with

$$p_1 \times p_2 \times p_3 \times p_4 \times p_5 \times p_6 \times p_7 \approx 0.009$$

$$\sqrt[n]{p_1 \times p_2 \times p_3 \times \dots}$$

1. Take the  $n$ th root to normalize long and short sentences

$$\frac{1}{\sqrt[n]{p_1 \times p_2 \times p_3 \times \dots}}$$

- 1.** Take the  $n$ th root to normalize long and short sentences
- 2.** Take the reciprocal to avoid small numbers

$$\frac{1}{\sqrt[n]{p_1 \times p_2 \times p_3 \times \dots}}$$

1. Take the  $n$ th root to normalize long and short sentences
2. Take the reciprocal to avoid small numbers

## Perplexity

Lower is “better”

## TOY TRAINING CORPUS

i am sam

sam i am

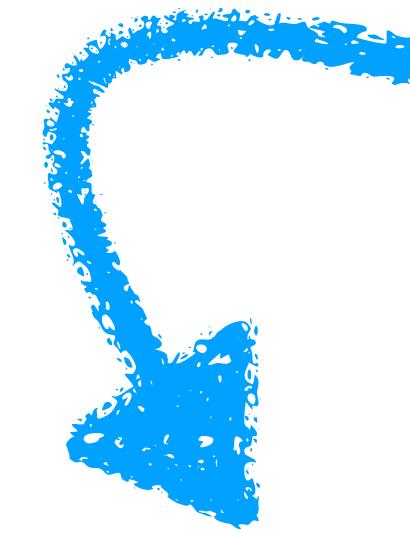
i do not like green egg and ham



## TOY TEST SENTENCE

i am sam i do

$$\frac{1}{\sqrt[4]{p_1 \times p_2 \times p_3 \times p_4}} \approx 2.1$$



Unrealistically low.  
Expect 30 - 150 in  
real life on test set

# Perplexity

We can think of perplexity as “surprise”. We want to minimize perplexity (on our training & test set)

Can use for classification (e.g. the SMS is spam if the perplexity of the spam model is  $< 100$ )

One more detail I skipped:

## TOY TRAINING CORPUS

<start> i am sam <end>

<start> sam i am <end>

<start> i do not like green egg and ham <end>

## TOY TEST SENTENCE

<start> i am sam i do <end>



## TOY TRAINING CORPUS

"I" starts  
sentence 2/3  
of time

>>>  
<start> i am sam <end>  
<start> sam i am <end>  
<start> i do not like green egg and ham <end>

## TOY TEST SENTENCE

<start> i am sam i do <end>



$$p_1 = \frac{2}{3}$$

This is “all we need”, but there’s a big problem...

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i like green egg and ham



## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i like green egg and ham



$$p_1 = \frac{\text{how many times "like" follows "i"}}{\text{how many times "i" appears}}$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i like green egg and ham



$$p_1 = \frac{\text{how many times "like" follows "i"}}{\text{how many times "i" appears}}$$

## TOY TRAINING CORPUS

i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i like green egg and ham



$$p_1 = \frac{0}{3}$$

## TOY TRAINING CORPUS

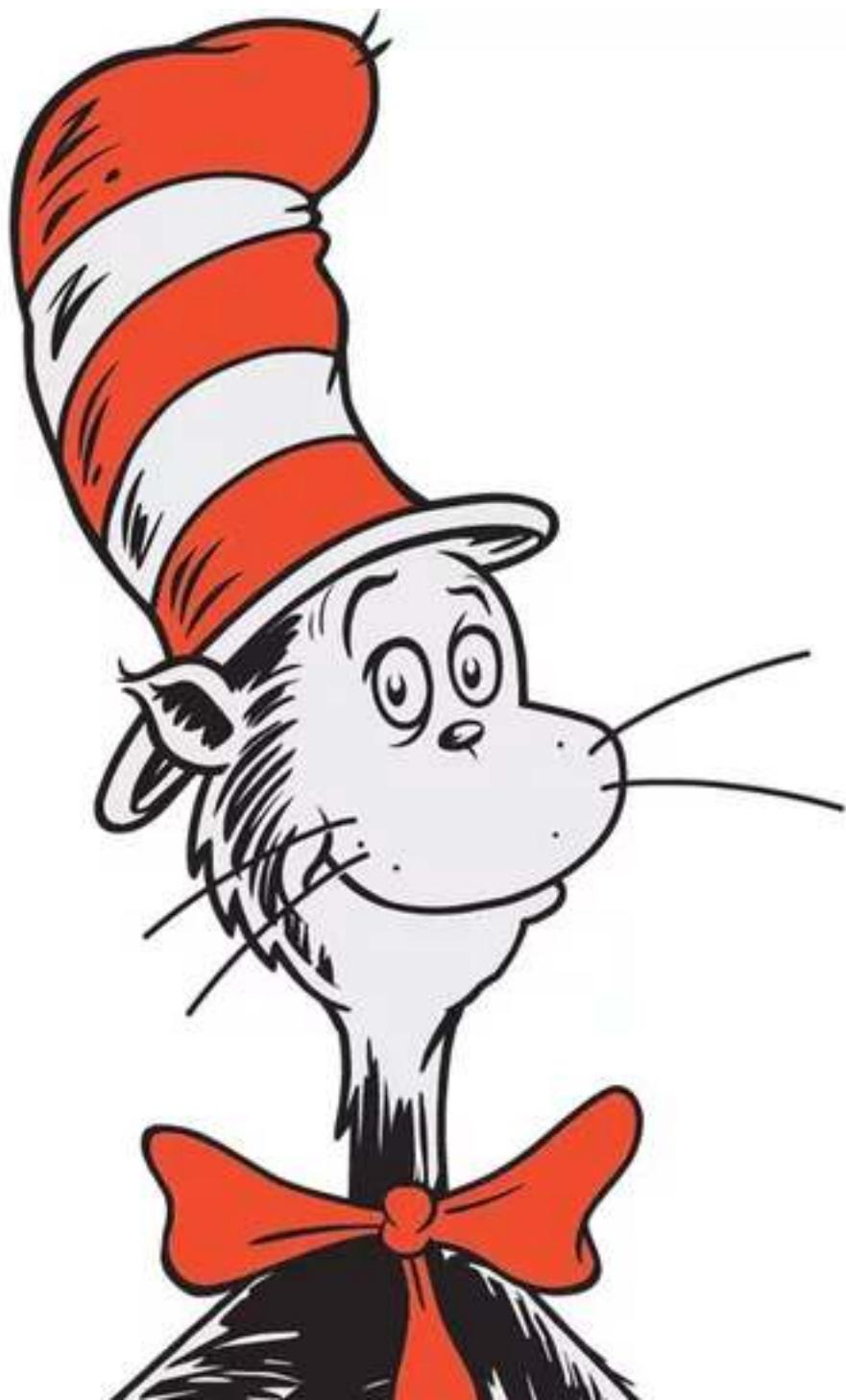
i am sam

sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i like green egg and ham



$$\frac{1}{\sqrt[n]{p_1 \times \dots}} \approx \infty$$

## TOY TRAINING CORPUS

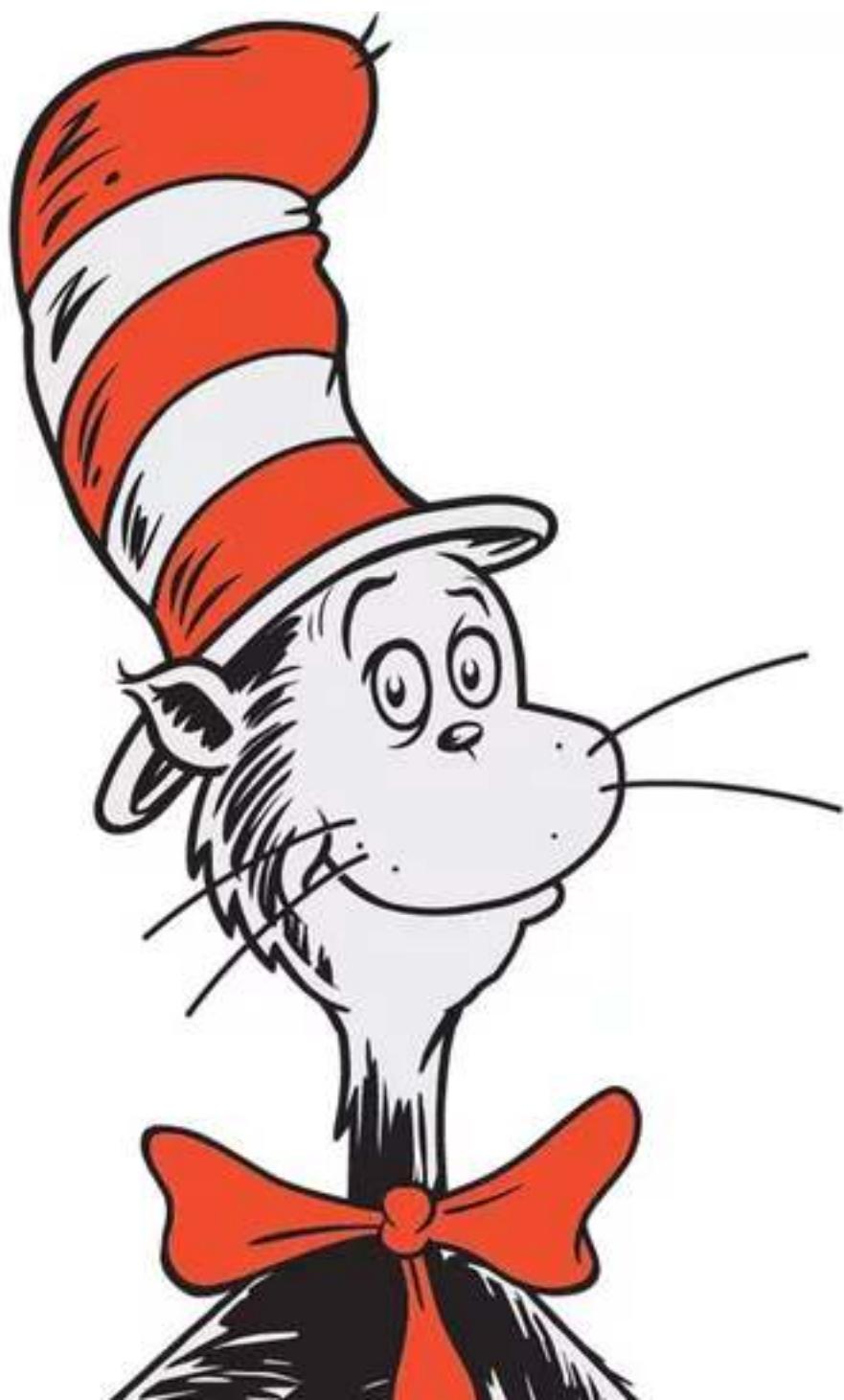
i am sam

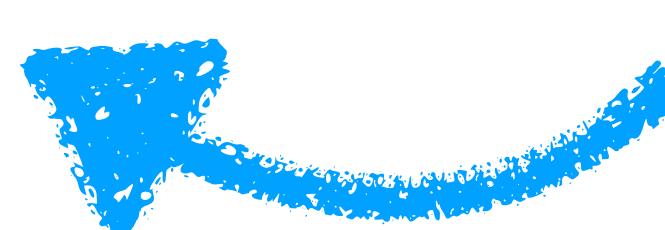
sam i am

i do not like green egg and ham

## TOY TEST SENTENCE

i like green egg and ham



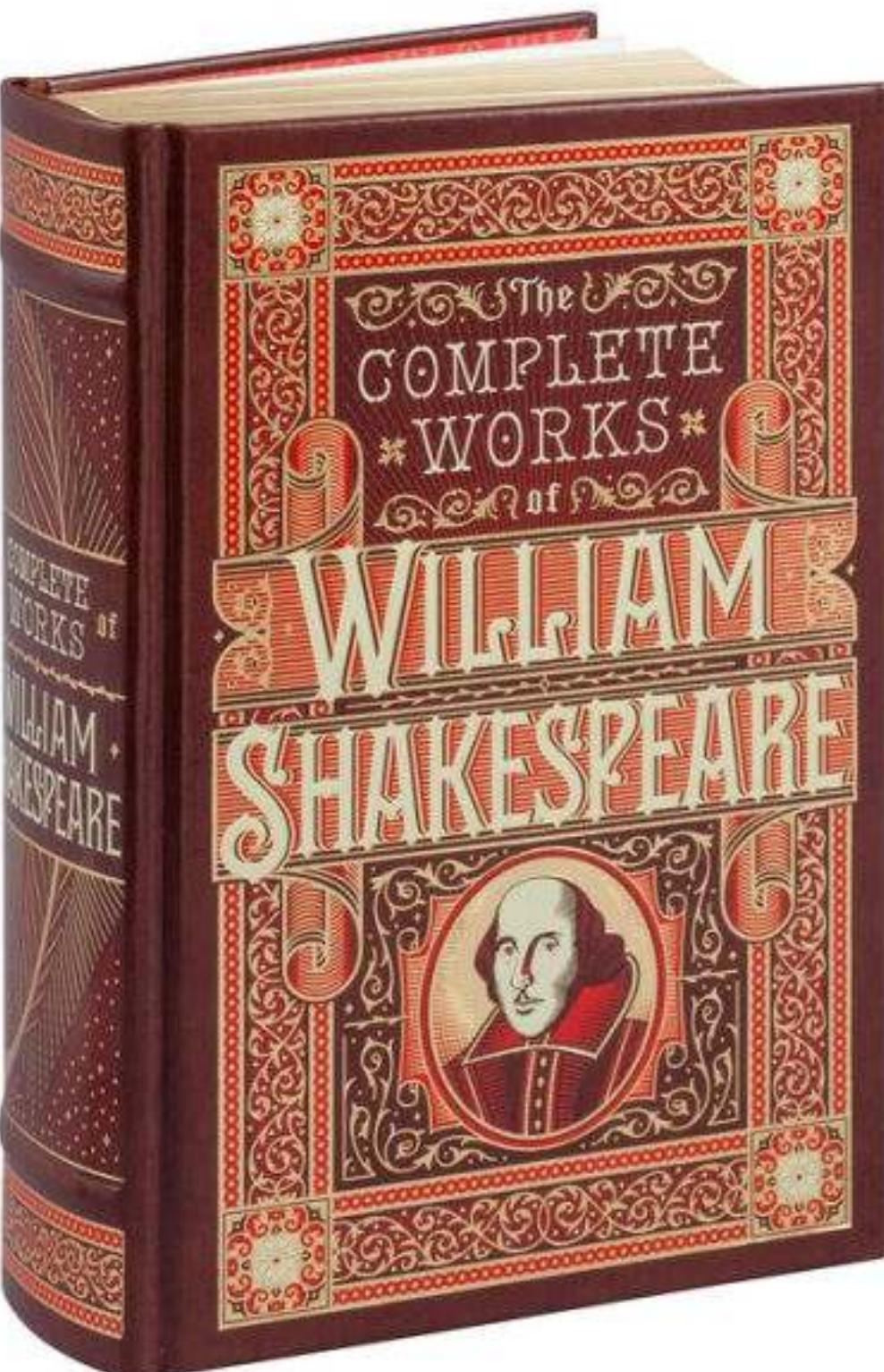
$$\frac{1}{\sqrt[n]{p_1 \times \dots}} \approx \infty$$


"Impossible"

A blue, hand-drawn style arrow points from the mathematical expression above to the word "Impossible" written in blue. The arrow starts near the infinity symbol in the equation and curves upwards and to the right towards the word.

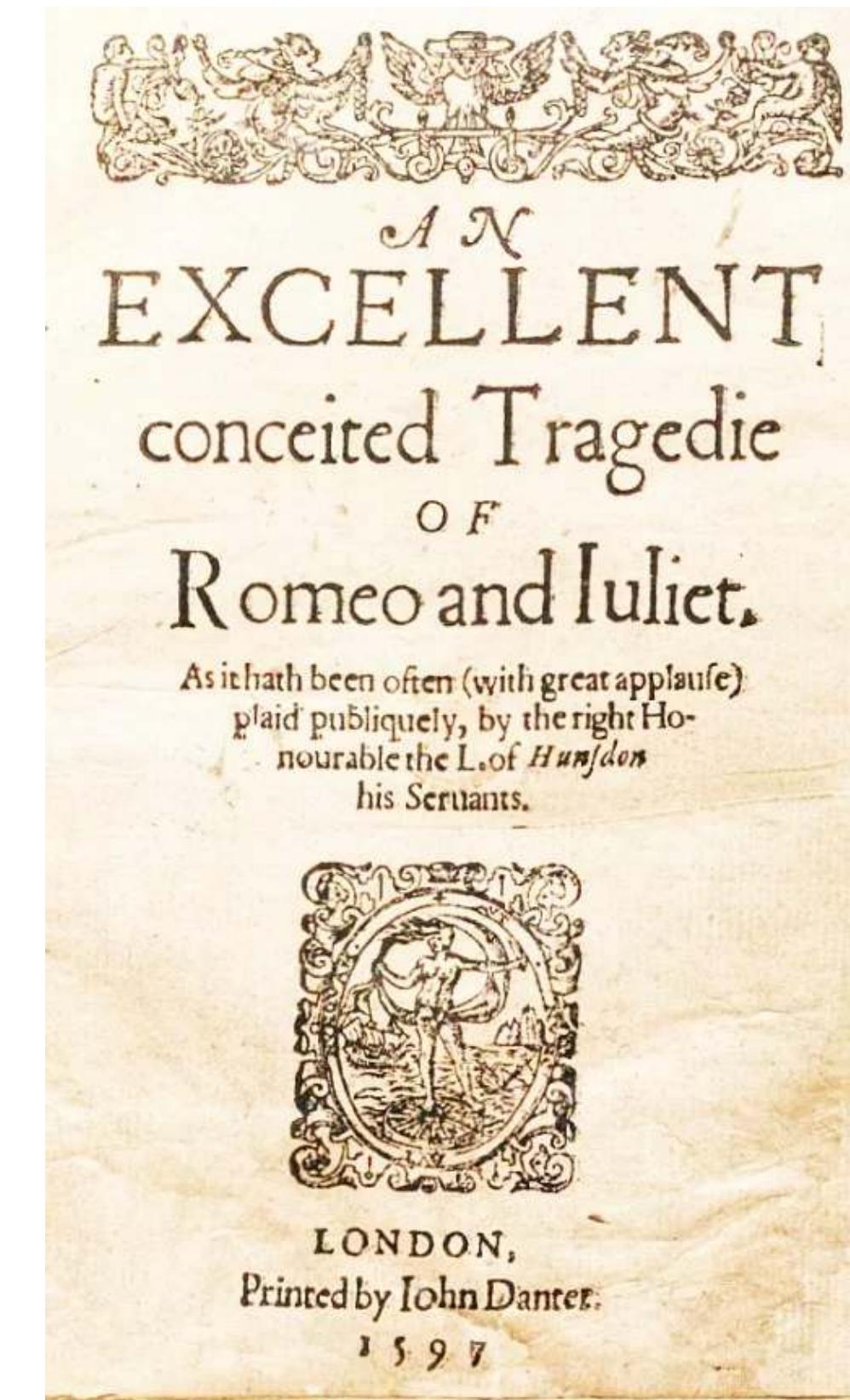
Does this happen on larger data sets?

# Train



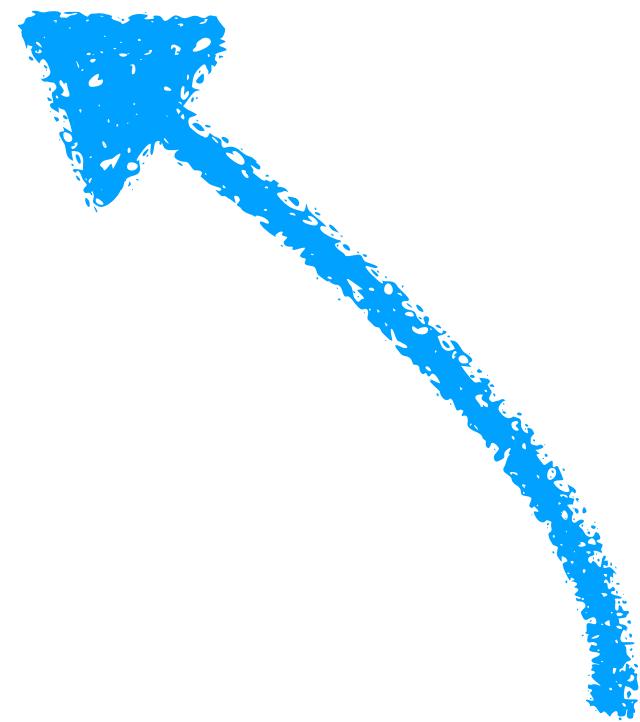
(Except Romeo & Juliet)

# Test



# **But thou art not quickly moved to strike**

– Romeo and Juliet, Act 1 Scene 1



(I didn't worry about  
stemming for this example)

**But thou art not quickly moved to strike**

but thou - 59

$$(\sqrt[7]{\frac{59}{5830}} \times \dots)^{-1}$$

**But thou art not quickly moved to strike**

but thou - 59      thou art - 449

$$(\sqrt[7]{\frac{59}{5830}} \times \frac{449}{6327} \times \dots)^{-1}$$

**But thou art not quickly moved to strike**

but thou - 59

thou art - 449

art not - 53

$$(\sqrt[7]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \dots})^{-1}$$

**But thou art **not quickly** moved to strike**

but thou - 59      thou art - 449      art not - 53      not quickly - 4

$$\left(\sqrt[7]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507}} \times \dots\right)^{-1}$$

**But thou art not quickly moved to strike**

but thou - 59      thou art - 449      art not - 53      not quickly - 4

quickly moved - 0

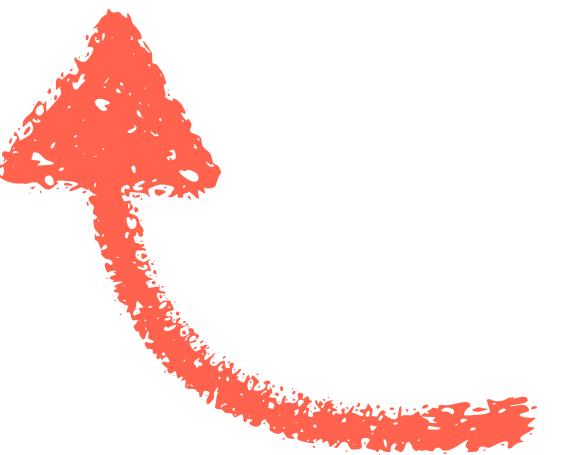
$$\left(\sqrt[7]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507} \times 0 \times \dots}\right)^{-1}$$

**But thou art not quickly moved to strike**

but thou - 59      thou art - 449      art not - 53      not quickly - 4

quickly moved - 0

$$\left(\sqrt[7]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507} \times 0 \times \dots}\right)^{-1}$$



**(Multiplying by zero 😭)**

# **But thou art not quickly moved to strike**

but thou - 59      thou art - 449      art not - 53      not quickly - 4

~~quickly moved~~ - 0      moved to - 5      to strike - 15

$$\left(\sqrt[6]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507} \times \frac{5}{93} \times \frac{15}{163}}\right)^{-1} = 60$$

# But thou art not quickly moved to strike

but thou - 59      thou art - 449      art not - 53      not quickly - 4

~~quickly moved~~ - 0      moved to - 5      to strike - 15

$$\left(\sqrt[6]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507} \times \frac{5}{93} \times \frac{15}{163}}\right)^{-1} = 60$$

(We generally expect perplexity of 30 - 150 on test set)



# **But thou art not quickly moved to strike**

but thou - 59      thou art - 449      art not - 53      not quickly - 4

quickly moved - 0      moved to - 5      to strike - 15

$$(\sqrt[7]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507} \times 0 \times \frac{5}{93} \times \frac{15}{163}})^{-1} = \infty$$

The solution is **smoothing** which is all about preventing the probabilities crashing to 0

# Smoothing

Laplacian/additive

Witten-Bell

Good-Turing

Church-Gale

Katz

Bayesian

Jelinek-Mercer

Kneser-Ney

Lidstone

Absolute discounting

# **Smoothing**

Laplacian/additive

Witten-Bell

Good-Turing

Church-Gale

Katz

Bayesian

Jelinek-Mercer

Kneser-Ney

Lidstone

**Absolute discounting**

**But thou art not quickly moved to strike**

but thou - 59      thou art - 449      art not - 53      not quickly - 4

quickly moved - 0

$$\left(\sqrt[7]{\frac{59}{5830} \times \frac{449}{6327} \times \frac{53}{3812} \times \frac{4}{9507} \times 0 \times \dots}\right)^{-1}$$

# quickly

<end>	<b>13</b>	a	<b>0</b>	:	
and	<b>4</b>	abandon	<b>0</b>	youths	<b>0</b>
dream	<b>1</b>	abandoned	<b>0</b>	zeal	<b>0</b>
go	<b>2</b>	abase	<b>0</b>	zeales	<b>0</b>
have	<b>2</b>	abashed	<b>0</b>	zealous	<b>0</b>
make	<b>2</b>	abate	<b>0</b>	zenith	<b>0</b>
send	<b>1</b>	abated	<b>0</b>	zephires	<b>0</b>
should	<b>2</b>	abatement	<b>0</b>	zir	<b>0</b>
the	<b>2</b>	abates	<b>0</b>	zodiac	<b>0</b>
to	<b>3</b>	abbess	<b>0</b>	zone	<b>0</b>
will	<b>2</b>	abbey	<b>0</b>	zounds	<b>0</b>
yield	<b>1</b>	abbeys	<b>0</b>		
		:			

~28000 more, including "moved"

# quickly

<end> **13**

and **4**

dream **1**

go **2**

have **2**

make **2**

send **1**

should **2**

the **2**

to **3**

will **2**

yield **1**

a **0**

abandon **0**

abandoned **0**

abase **0**

abashed **0**

abate **0**

abated **0**

abatement **0**

abates **0**

abbess **0**

abbey **0**

abbeys **0**

:

youths **0**

zeal **0**

zeales **0**

zealous **0**

zenith **0**

zephires **0**

zir **0**

zodiac **0**

zone **0**

zounds **0**

68 more

:

# quickly

< 1% of the words  
(80 of 28,000+)  
control 100% of the  
probability!

<end>	<b>13</b>	a	<b>0</b>	:	
and	<b>4</b>	abandon	<b>0</b>	youths	<b>0</b>
dream	<b>1</b>	abandoned	<b>0</b>	zeal	<b>0</b>
go	<b>2</b>	abase	<b>0</b>	zeales	<b>0</b>
have	<b>2</b>	abashed	<b>0</b>	zealous	<b>0</b>
make	<b>2</b>	abate	<b>0</b>	zenith	<b>0</b>
send	<b>1</b>	abated	<b>0</b>	zephires	<b>0</b>
should	<b>2</b>	abatement	<b>0</b>	zir	<b>0</b>
the	<b>2</b>	abates	<b>0</b>	zodiac	<b>0</b>
to	<b>3</b>	abbess	<b>0</b>	zone	<b>0</b>
will	<b>2</b>	abbey	<b>0</b>	zounds	<b>0</b>
yield	<b>1</b>	abbeys	<b>0</b>		
	:				

# quickly

< 1% of the words  
(80 of 28,000+)  
control 100% of the  
probability!

<end>	<b>13</b>	a	<b>0</b>	:	
and	<b>4</b>	abandon	<b>0</b>	youths	<b>0</b>
dream	<b>1</b>	abandoned	<b>0</b>	zeal	<b>0</b>
go	<b>2</b>	abase	<b>0</b>	zeales	<b>0</b>
have	<b>2</b>	abashed	<b>0</b>	zealous	<b>0</b>
make	<b>2</b>	abate	<b>0</b>	zenith	<b>0</b>
send	<b>1</b>	abated	<b>0</b>	zephires	<b>0</b>
should	<b>2</b>	abatement	<b>0</b>	zir	<b>0</b>
the	<b>2</b>	abates	<b>0</b>	zodiac	<b>0</b>
to	<b>3</b>	abbess	<b>0</b>	zone	<b>0</b>
will	<b>2</b>	abbey	<b>0</b>	zounds	<b>0</b>
yield	<b>1</b>	abbeys	<b>0</b>		

#occupylanguagemodeLS

# quickly

Solution: tax every word that appears.

1. Reduce every observed count by some  $\delta$ .  
(often  $\delta = 0.5$ )

<end>	<b>13</b>	a	<b>0</b>	:	
and	<b>4</b>	abandon	<b>0</b>	youths	<b>0</b>
dream	<b>1</b>	abandoned	<b>0</b>	zeal	<b>0</b>
go	<b>2</b>	abase	<b>0</b>	zeales	<b>0</b>
have	<b>2</b>	abashed	<b>0</b>	zealous	<b>0</b>
make	<b>2</b>	abate	<b>0</b>	zenith	<b>0</b>
send	<b>1</b>	abated	<b>0</b>	zephires	<b>0</b>
should	<b>2</b>	abatement	<b>0</b>	zir	<b>0</b>
the	<b>2</b>	abates	<b>0</b>	zodiac	<b>0</b>
to	<b>3</b>	abbess	<b>0</b>	zone	<b>0</b>
will	<b>2</b>	abbey	<b>0</b>	zounds	<b>0</b>
yield	<b>1</b>	abbeys	<b>0</b>		
	:				

# quickly

Solution: tax every word that appears.

1. Reduce every observed count by some  $\delta$ .  
(often  $\delta = 0.5$ )

<end>	<b>12.5</b>	a	<b>0</b>	:
and	<b>3.5</b>	abandon	<b>0</b>	youths <b>0</b>
dream	<b>0.5</b>	abandoned	<b>0</b>	zeal <b>0</b>
go	<b>1.5</b>	abase	<b>0</b>	zeales <b>0</b>
have	<b>1.5</b>	abashed	<b>0</b>	zealous <b>0</b>
make	<b>1.5</b>	abate	<b>0</b>	zenith <b>0</b>
send	<b>0.5</b>	abated	<b>0</b>	zephires <b>0</b>
should	<b>1.5</b>	abatement	<b>0</b>	zir <b>0</b>
the	<b>1.5</b>	abates	<b>0</b>	zodiac <b>0</b>
to	<b>2.5</b>	abbess	<b>0</b>	zone <b>0</b>
will	<b>1.5</b>	abbey	<b>0</b>	zounds <b>0</b>
yield	<b>0.5</b>	abbeys	<b>0</b>	
	:			

# quickly

Solution: tax every word that appears.

2. We've collected 40 counts of "tax" ( $80 \times 0.5$ ). Now redistribute that 40 across the 28,000 words with a count of 0.

<end>	12.5	a	0	:	
and	3.5	abandon	0	youths	0
dream	0.5	abandoned	0	zeal	0
go	1.5	abase	0	zeales	0
have	1.5	abashed	0	zealous	0
make	1.5	abate	0	zenith	0
send	0.5	abated	0	zephires	0
should	1.5	abatement	0	zir	0
the	1.5	abates	0	zodiac	0
to	2.5	abbess	0	zone	0
will	1.5	abbey	0	zounds	0
yield	0.5	abbeys	0		

# quickly

Solution: tax every word that appears.

2. We've collected 6 counts of "tax" ( $12 \times 0.5$ ). Now redistribute that 6 across the 28,000 words with a count of 0.

$$\frac{40}{28384} \approx 0.0014$$

<end>	<b>12.5</b>	a	<b>0.0014</b>	:
and	<b>3.5</b>	abandon	<b>0.0014</b>	youths
dream	<b>0.5</b>	abandoned	<b>0.0014</b>	zeal
go	<b>1.5</b>	abase	<b>0.0014</b>	zeales
have	<b>1.5</b>	abashed	<b>0.0014</b>	zealous
make	<b>1.5</b>	abate	<b>0.0014</b>	zenith
send	<b>0.5</b>	abated	<b>0.0014</b>	zephires
should	<b>1.5</b>	abatement	<b>0.0014</b>	zir
the	<b>1.5</b>	abates	<b>0.0014</b>	zodiac
to	<b>2.5</b>	abbess	<b>0.0014</b>	zone
will	<b>1.5</b>	abbey	<b>0.0014</b>	zounds
yield	<b>0.5</b>	abbeys	<b>0.0014</b>	
	:			

**But thou art not quickly moved to strike**

but thou - 58.5    thou art - 448.5    art not - 52.5    not quickly - 3.5

quickly moved - 0.0014    moved to - 4.5    to strike - 14.5

$$\left( \sqrt[7]{\frac{58.5}{5830} \times \frac{448.5}{6326.5} \times \frac{52.5}{3812} \times \frac{3.5}{9507} \times \frac{0.0014}{108} \times \frac{4.5}{93} \times \frac{14.5}{163}} \right)^{-1} = 175$$

**bigram**

won a **free holiday**, offer

**trigram**

won a **free holiday**, offer

**4-gram**

won a **free holiday**, offer

**bigram**

won a **free holiday**, offer



**trigram**

won a **free holiday**, offer

**4-gram**

won a **free holiday**, offer

**Pro:** “smarter”, considers more context

**Cons:** data sparsity

# Trigram model

**But thou art not quickly moved to strike**

# quickly moved

Appears 0 times

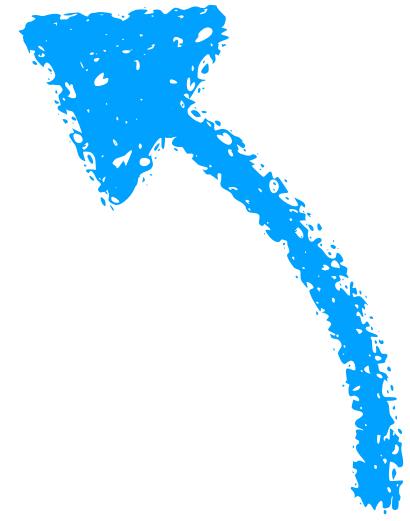
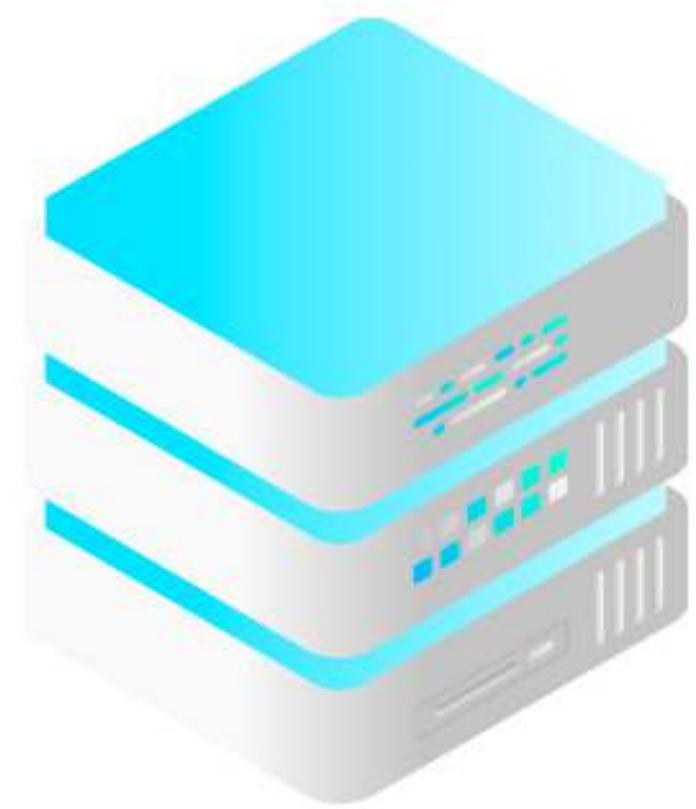
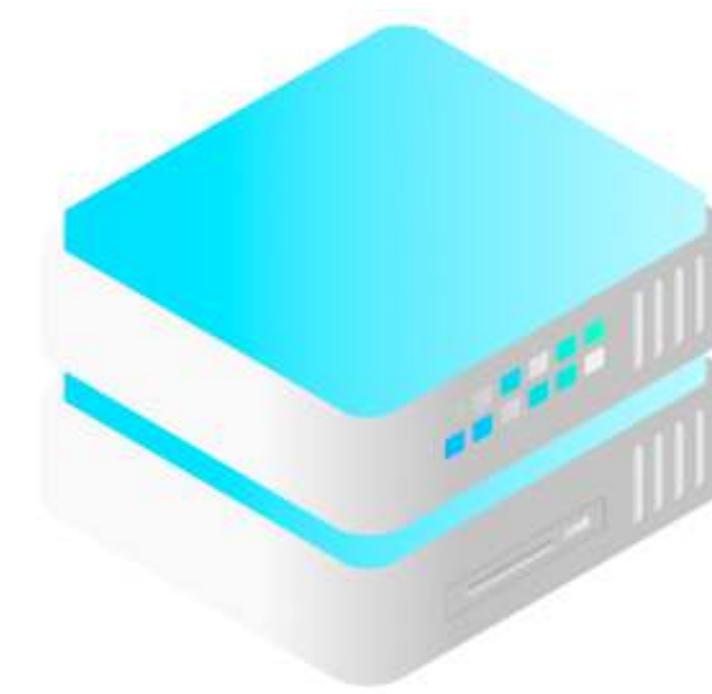
a <b>0</b>	:
abandon <b>0</b>	youths <b>0</b>
abandoned <b>0</b>	zeal <b>0</b>
abase <b>0</b>	zeales <b>0</b>
abashed <b>0</b>	zealous <b>0</b>
abate <b>0</b>	zenith <b>0</b>
abated <b>0</b>	zephires <b>0</b>
abatement <b>0</b>	zir <b>0</b>
abates <b>0</b>	zodiac <b>0</b>
abbess <b>0</b>	zone <b>0</b>
abbey <b>0</b>	zounds <b>0</b>
abbeys <b>0</b>	

# **quickly moved**

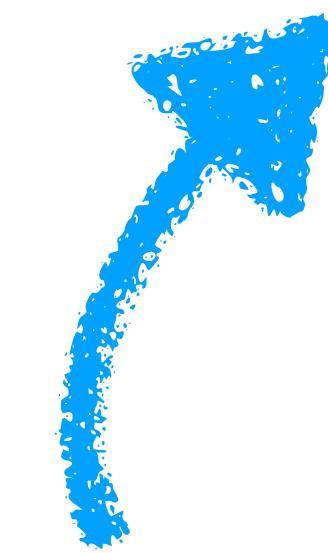
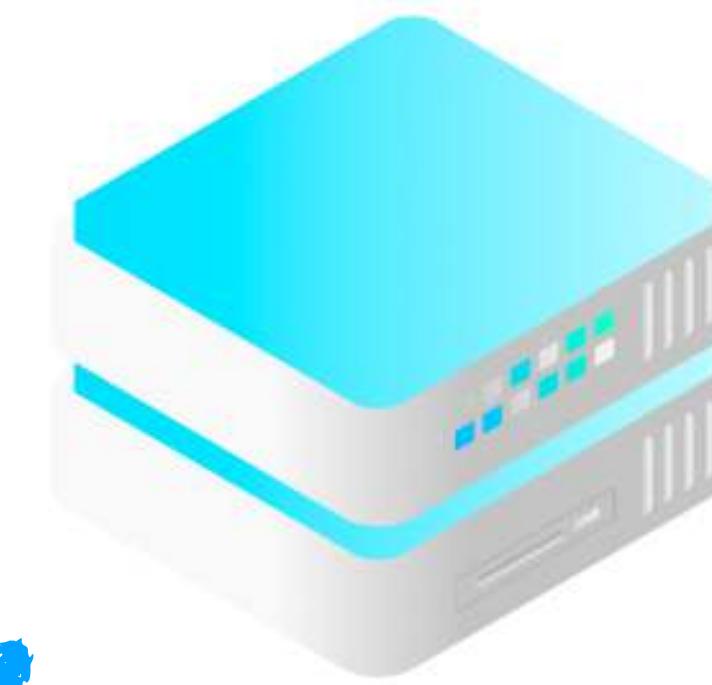
So all counts after are  
0. Absolute discounting  
doesn't help because  
there's nothing to "tax"

**Smoothing alone can't  
help us!**

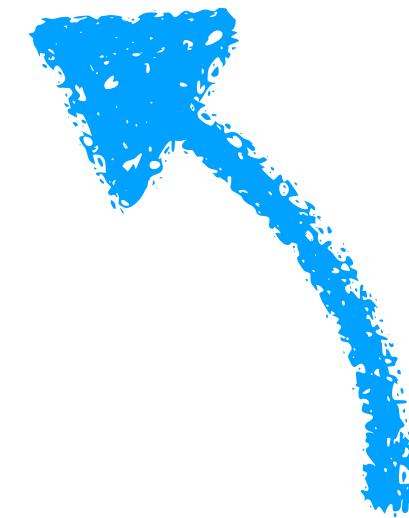
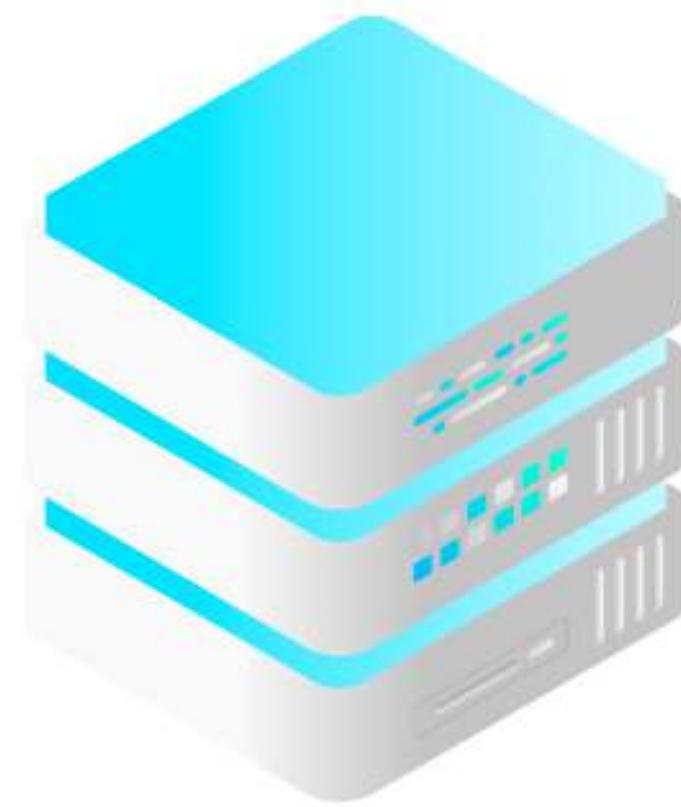
a <b>0</b>	:
abandon <b>0</b>	youths <b>0</b>
abandoned <b>0</b>	zeal <b>0</b>
abase <b>0</b>	zeales <b>0</b>
abashed <b>0</b>	zealous <b>0</b>
abate <b>0</b>	zenith <b>0</b>
abated <b>0</b>	zephires <b>0</b>
abatement <b>0</b>	zir <b>0</b>
abates <b>0</b>	zodiac <b>0</b>
abbess <b>0</b>	zone <b>0</b>
abbey <b>0</b>	zounds <b>0</b>
abbeys <b>0</b>	



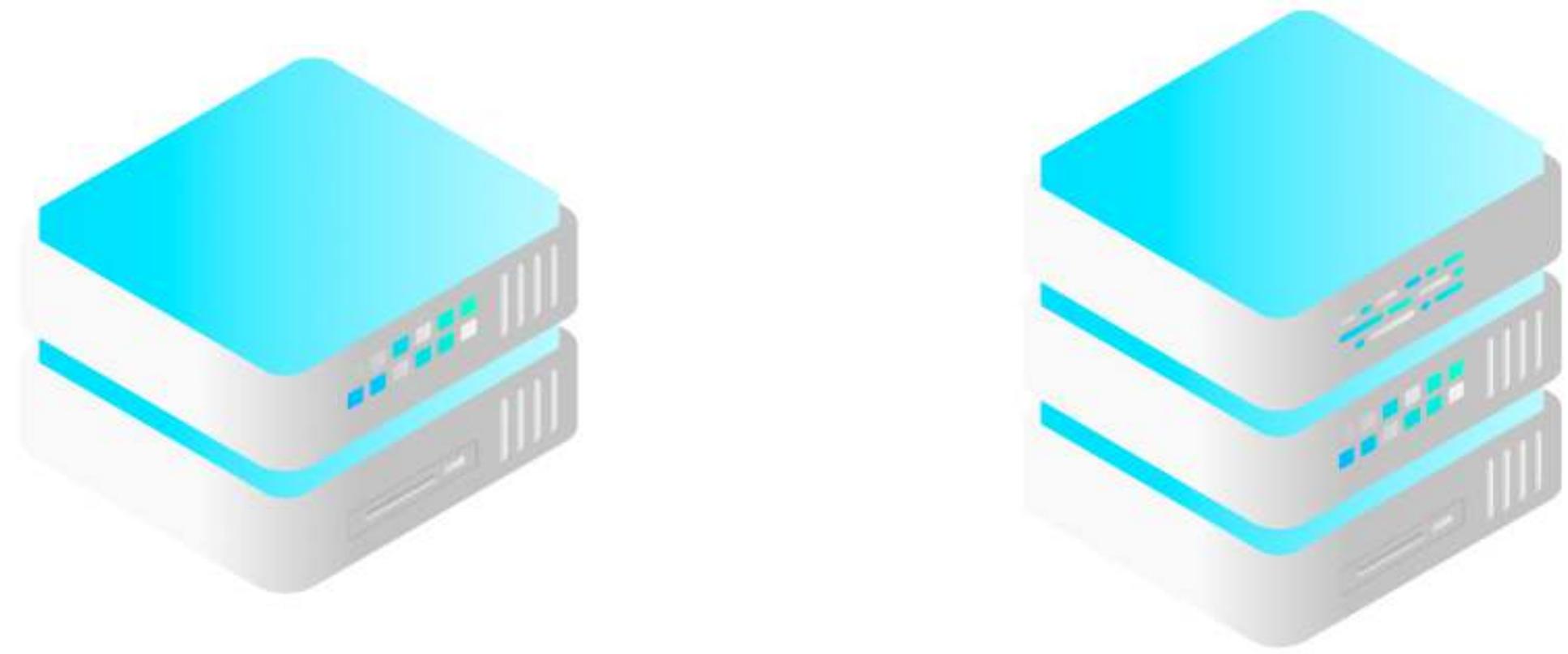
Smart but can get  
stumped



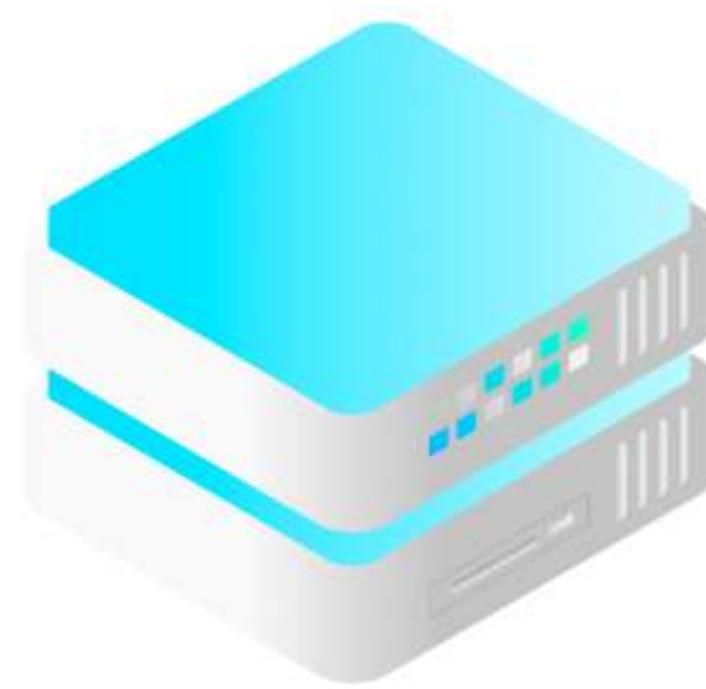
Not as smart  
but robust



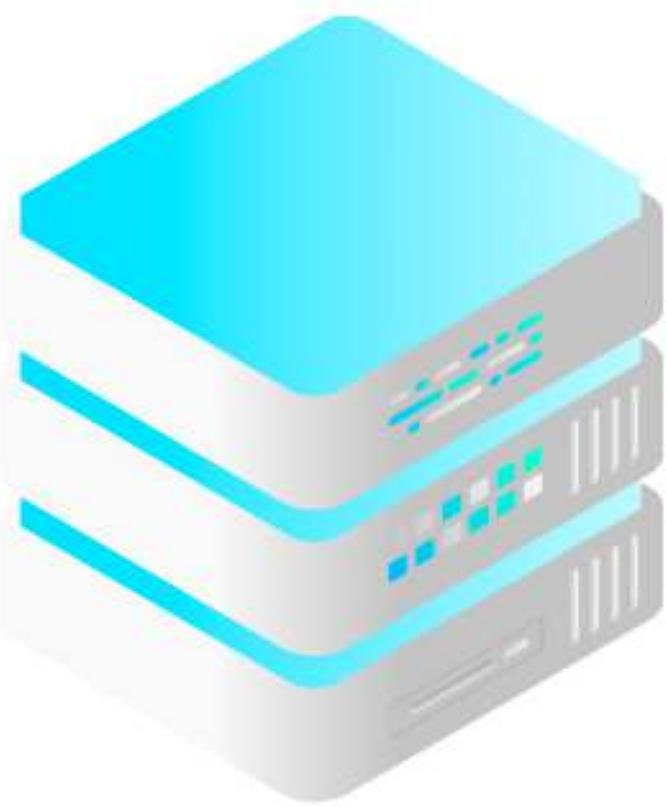
Smart but can get  
stumped



**Solution: combine trigram and  
bigram predictions**

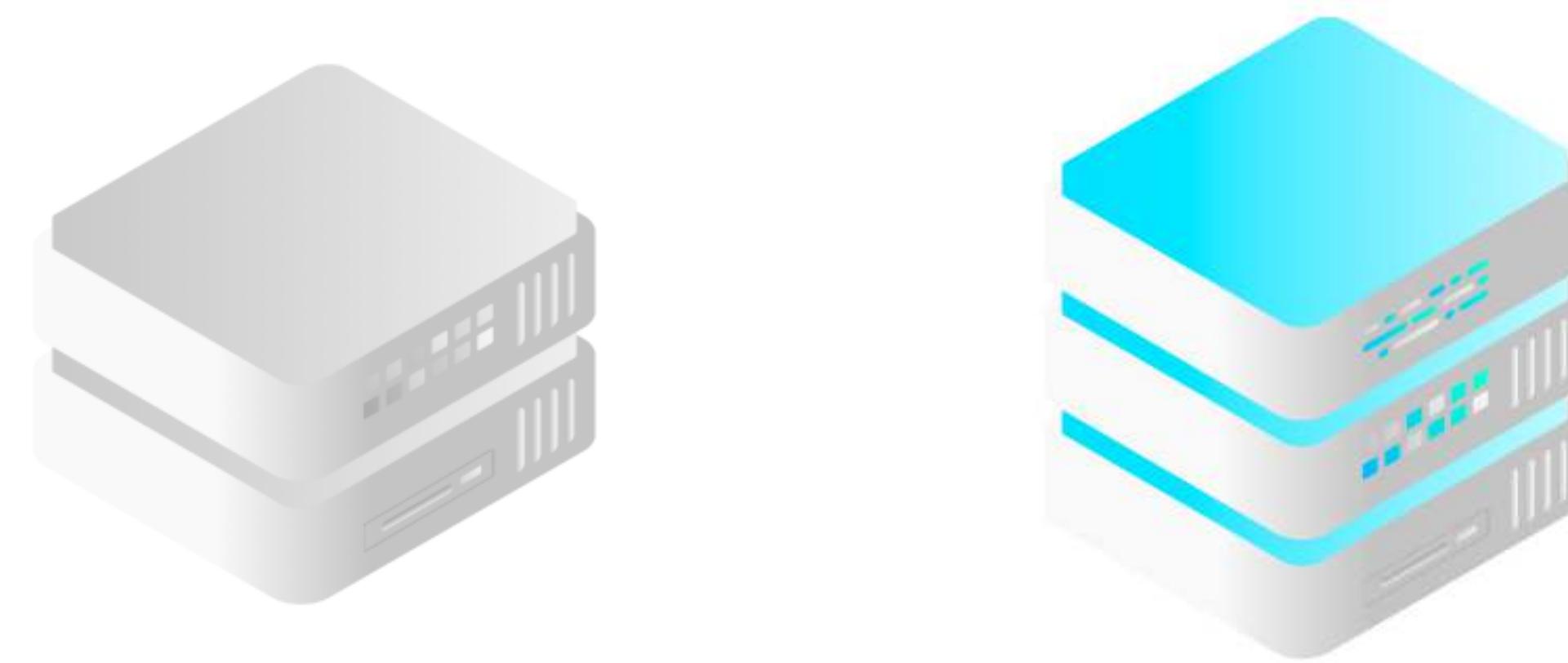
$\frac{1}{3}$ 

+

 $\frac{2}{3}$ 

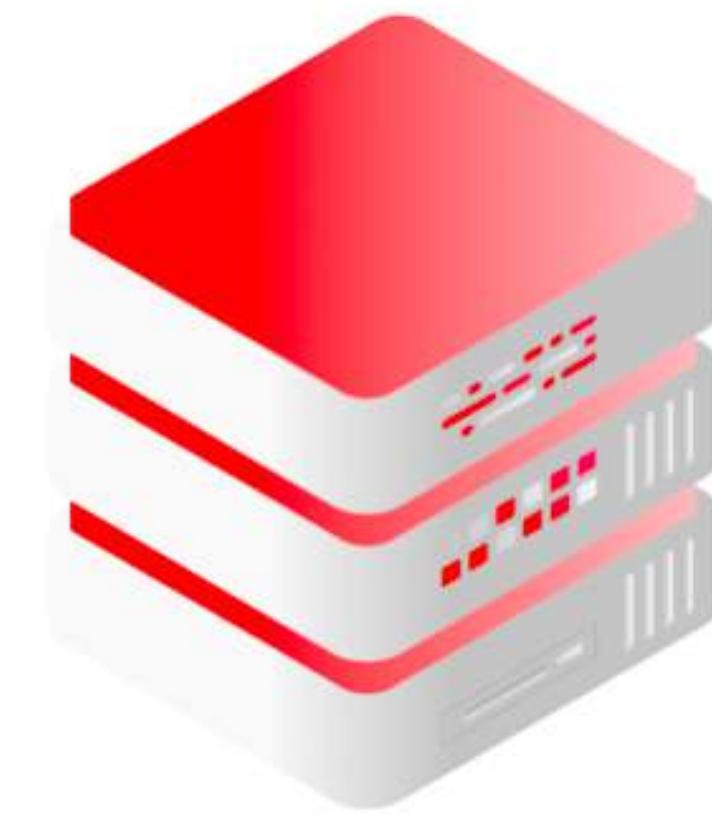
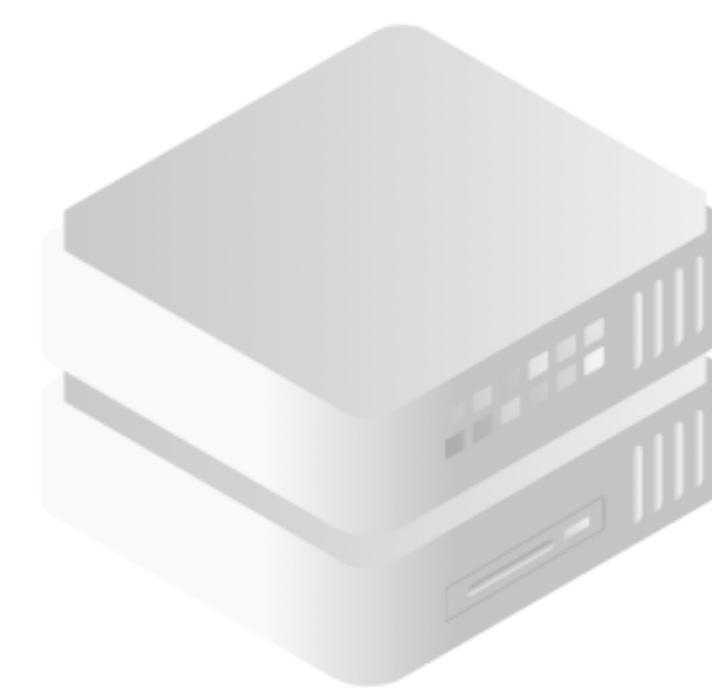
## Approach 1: Interpolation

Take a proportion of each model's prediction



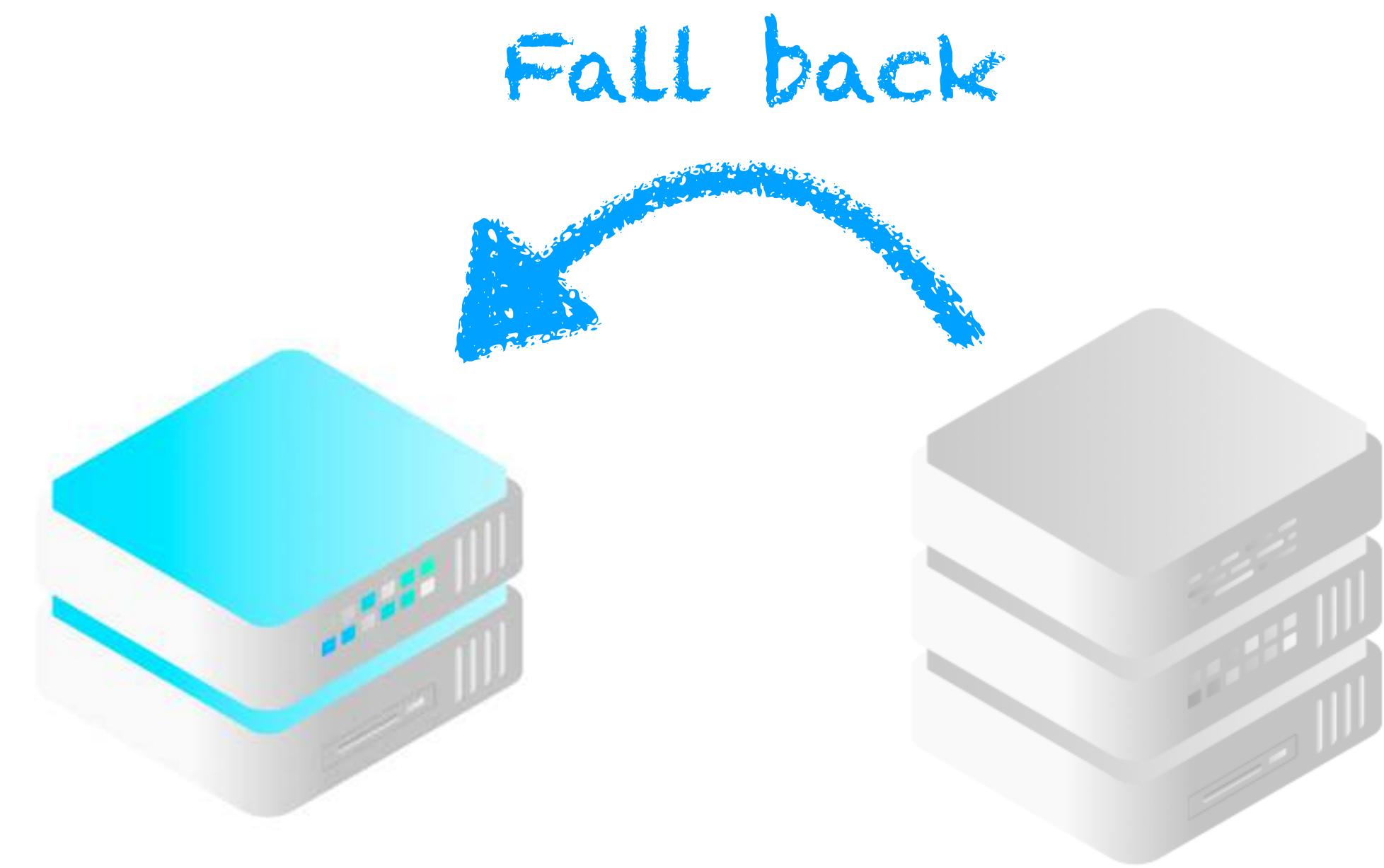
## **Approach 2: Backoff**

If the trigram model gets stumped, fall back to  
the bigram model



## **Approach 2: Backoff**

If the trigram model gets stumped, fall back to  
the bigram model



## Approach 2: Backoff

If the trigram model gets stumped, fall back to  
the bigram model

# Smoothing

Laplacian/additive

Witten-Bell

Good-Turing

Church-Gale

Katz

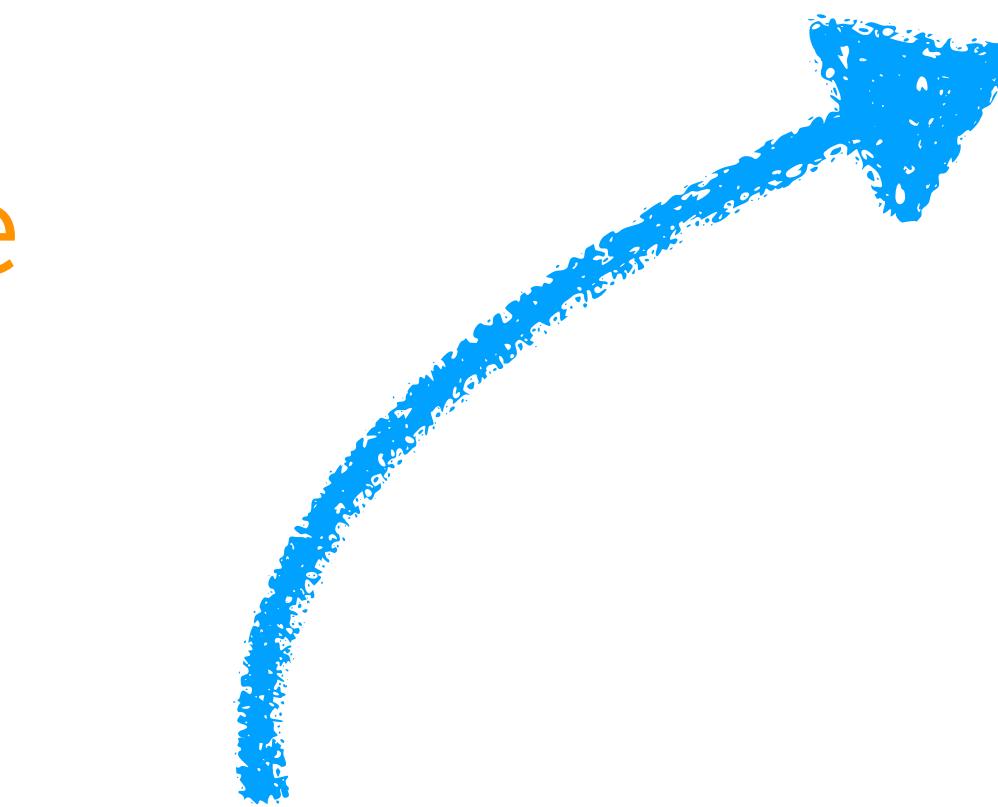
Bayesian

Jelinek-Mercer

**Kneser-Ney**

Lidstone

Absolute discounting

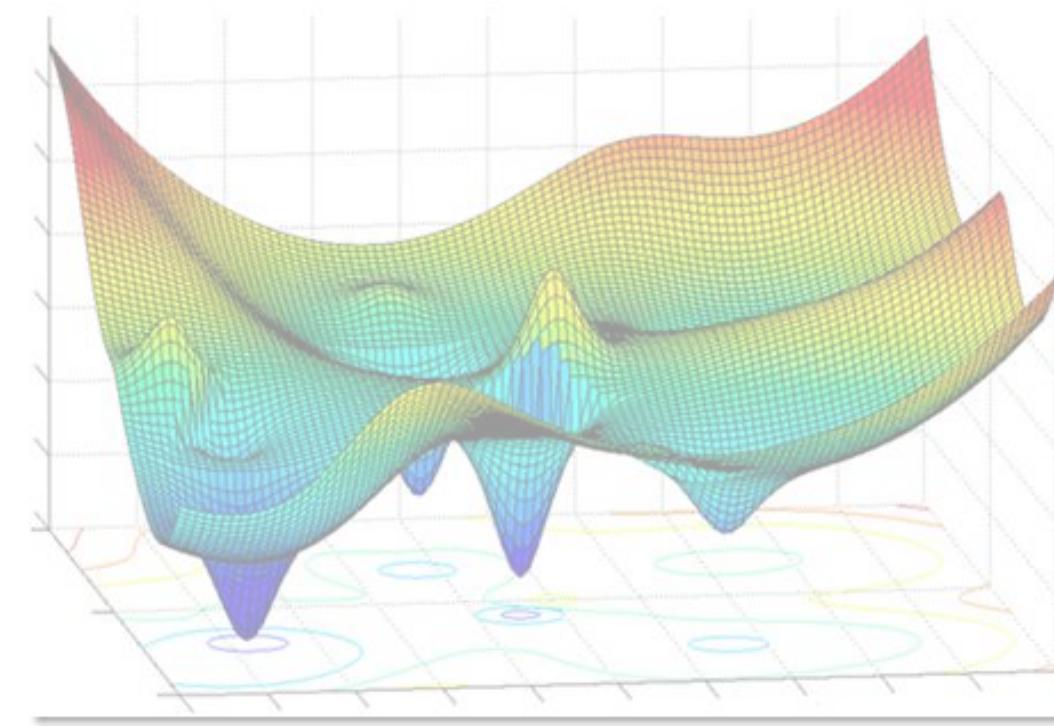
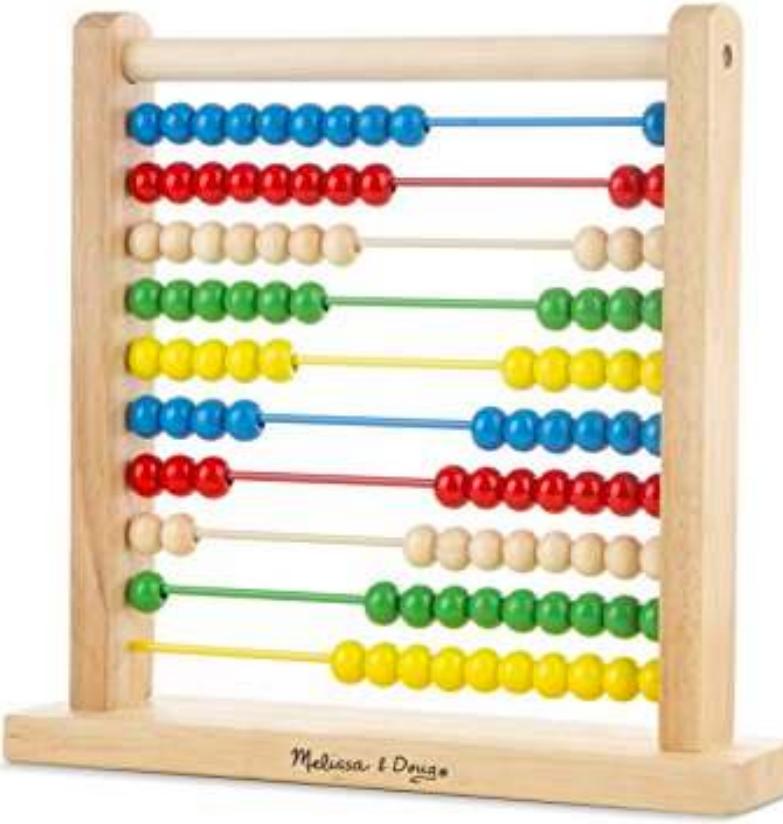


With interpolation

```
from nltk.model.ngram import NgramModel
from nltk.probability import KneserNeyProbDist

model = NgramModel(n = 3, train = text, estimator = KneserNeyProbDist)

model.perplexity("But thou art not quickly moved to strike".split())
```



## Count based

**AKA statistical**

1980, 1990s

Very fast

Decent performance (when tuned)

## Continuous space

**AKA neural, neuroprobabilistic**

2000s, 2010s

Slower, more expensive

Typically used with neural nets  
State-of-the-art performance

**TRAINING**

**The cat got squashed in the garden  
on Friday**

**TEST**

**The dog got flattened in the garden  
on Tuesday**



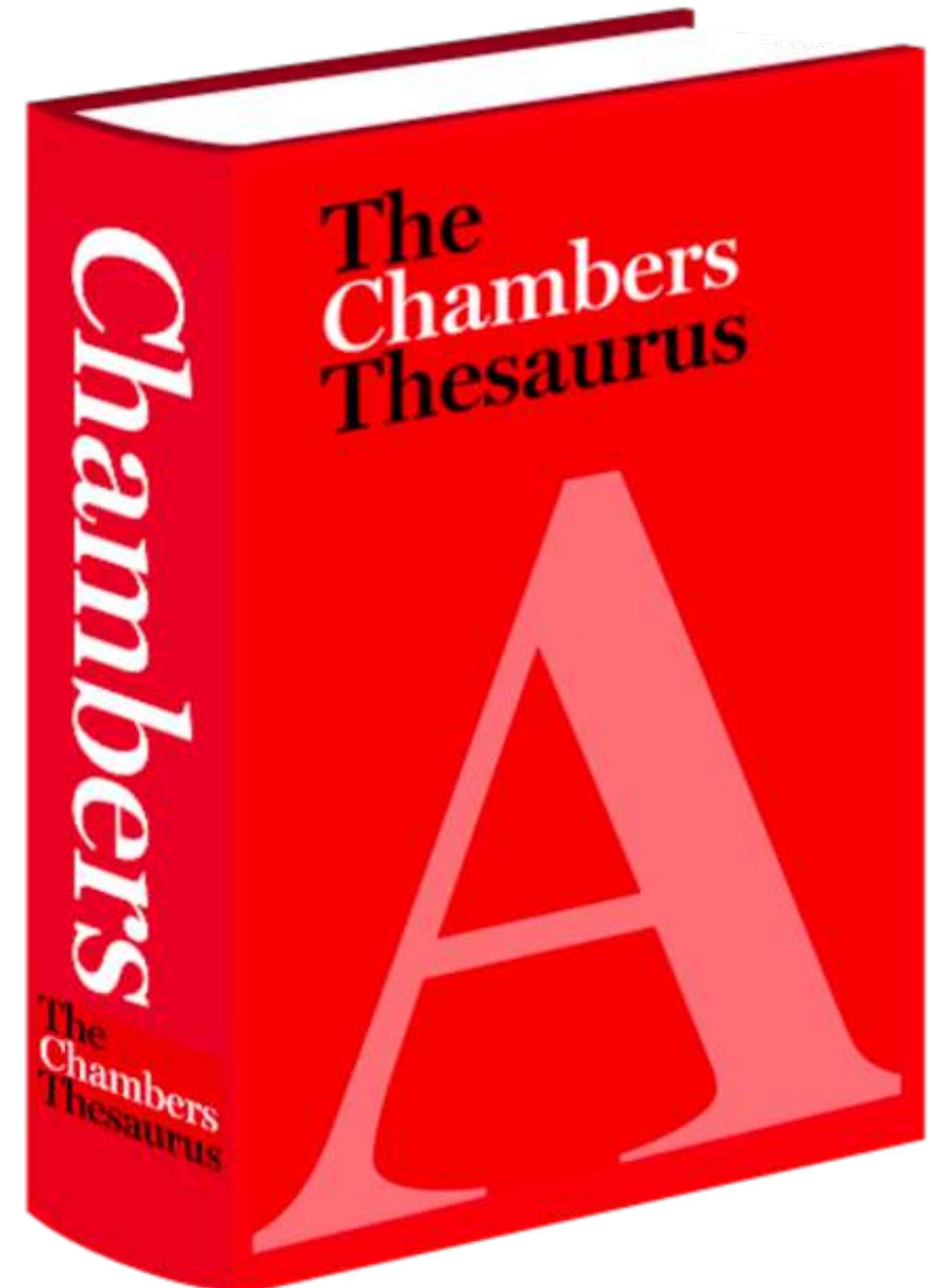
TRAINING

The **cat** got **squashed** in the garden  
on **Friday**

TEST

The **dog** got **flattened** in the garden  
on **Tuesday**

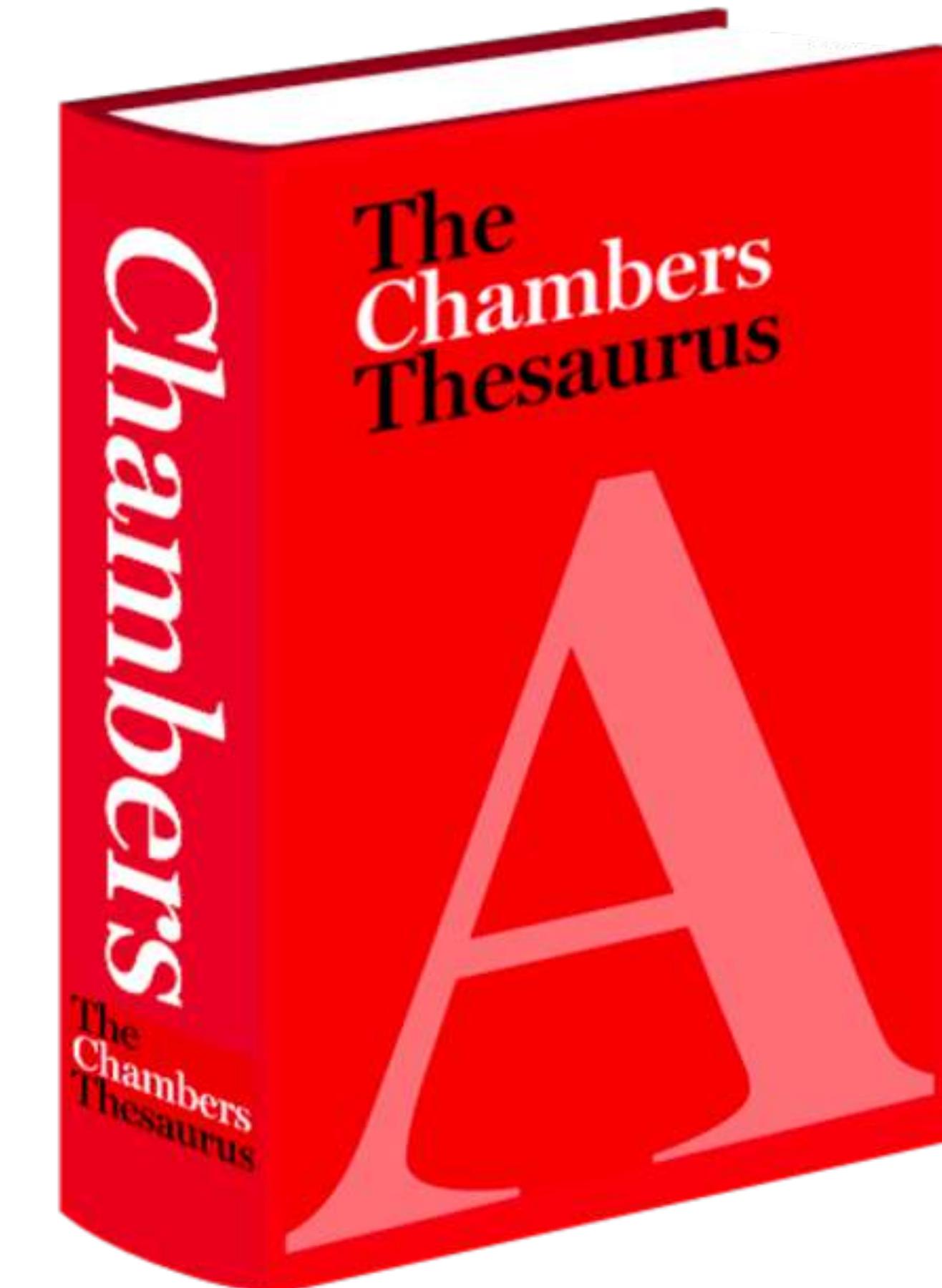


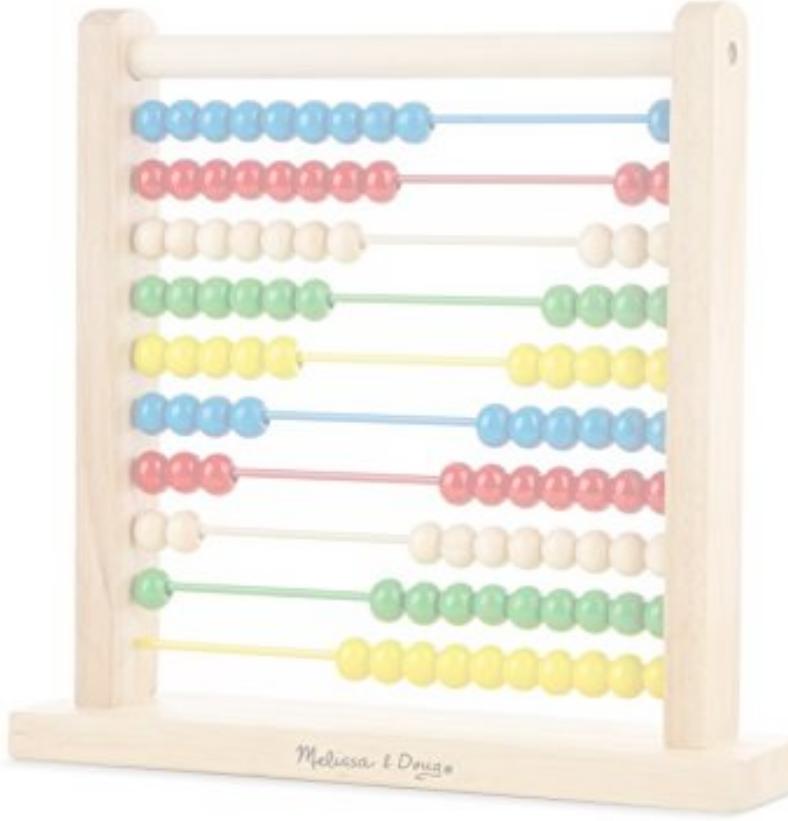


**squashed** ≈ **flattened**

**cat** ≠ **dog**

**Friday** ≠ **Tuesday**





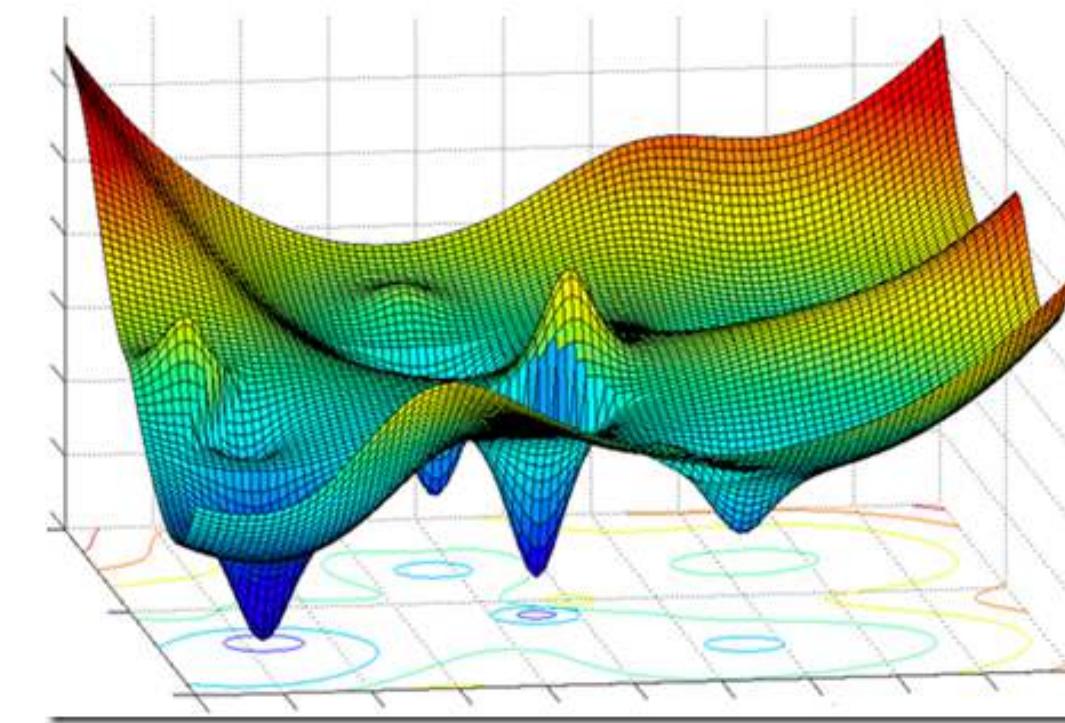
## Count based

AKA statistical

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tuned)



## Continuous space

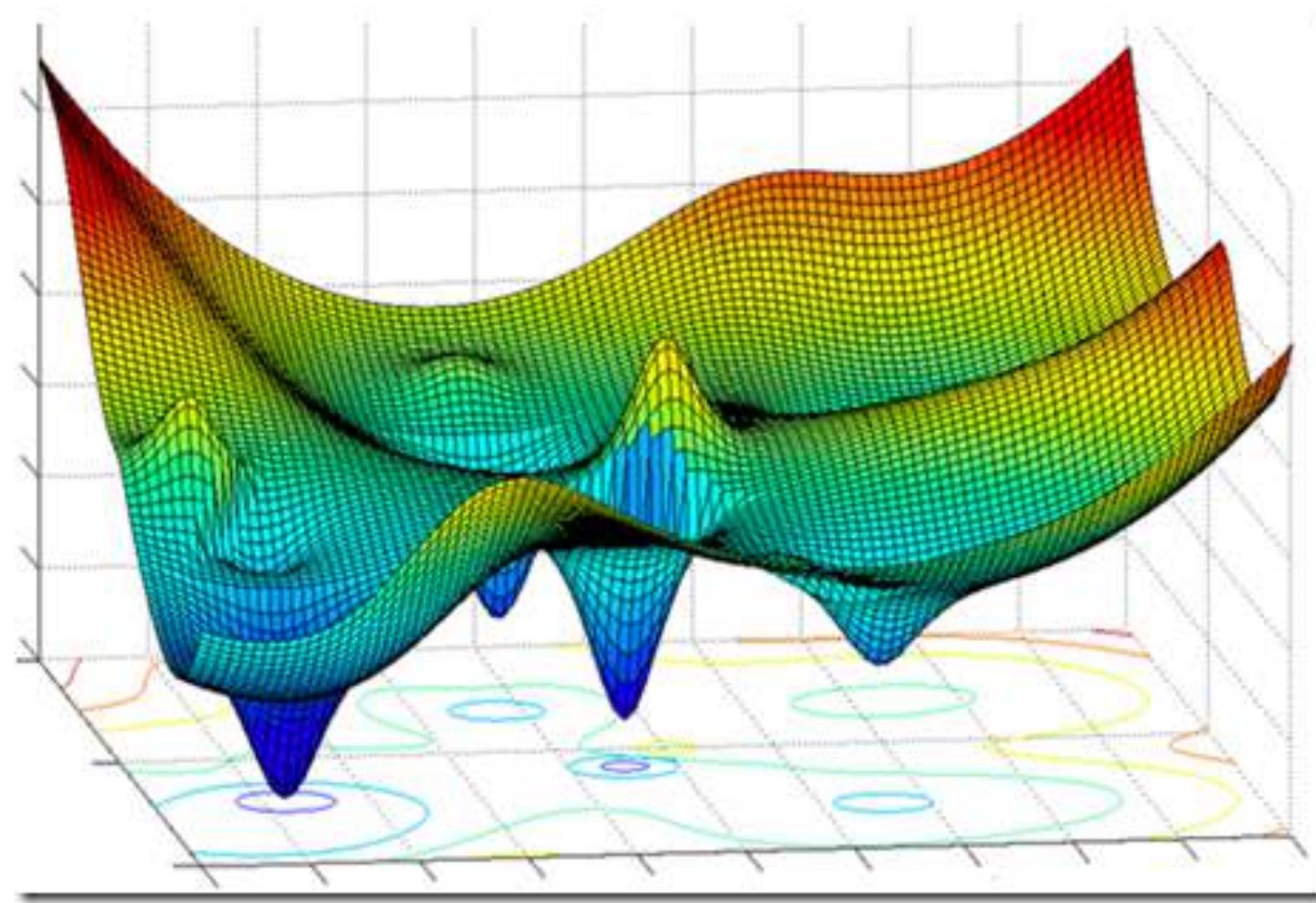
AKA neural, neuroprobabilistic

2000s, 2010s

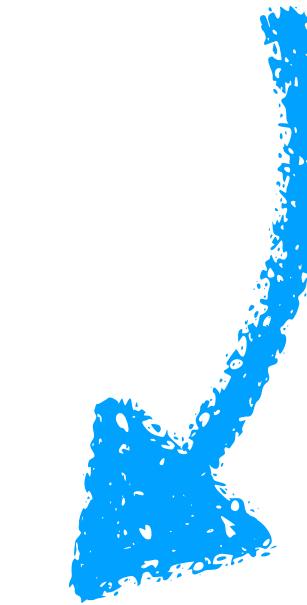
Slower, more expensive

Typically used with neural nets

State-of-the-art performance



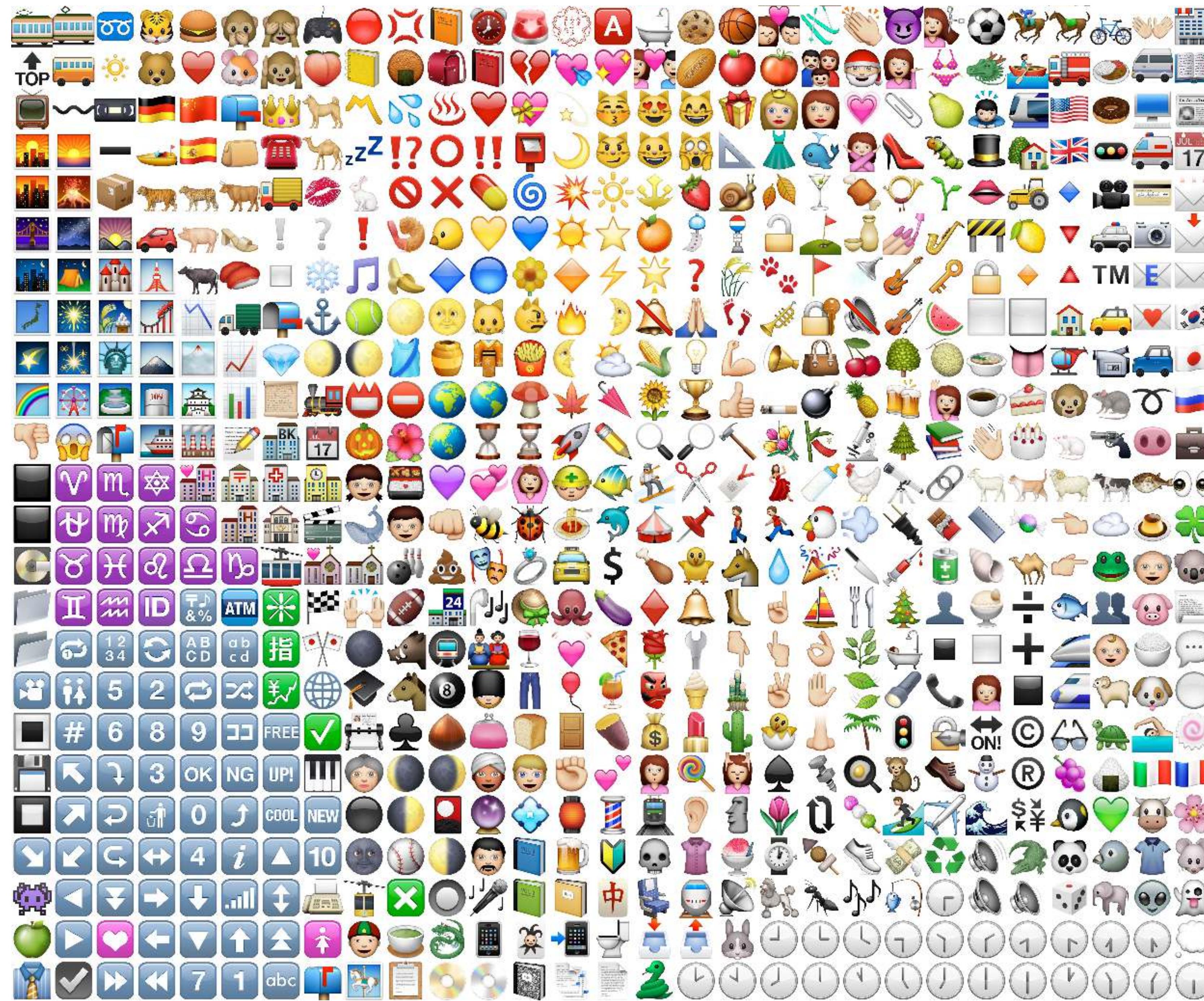
Bengio et al., 2003

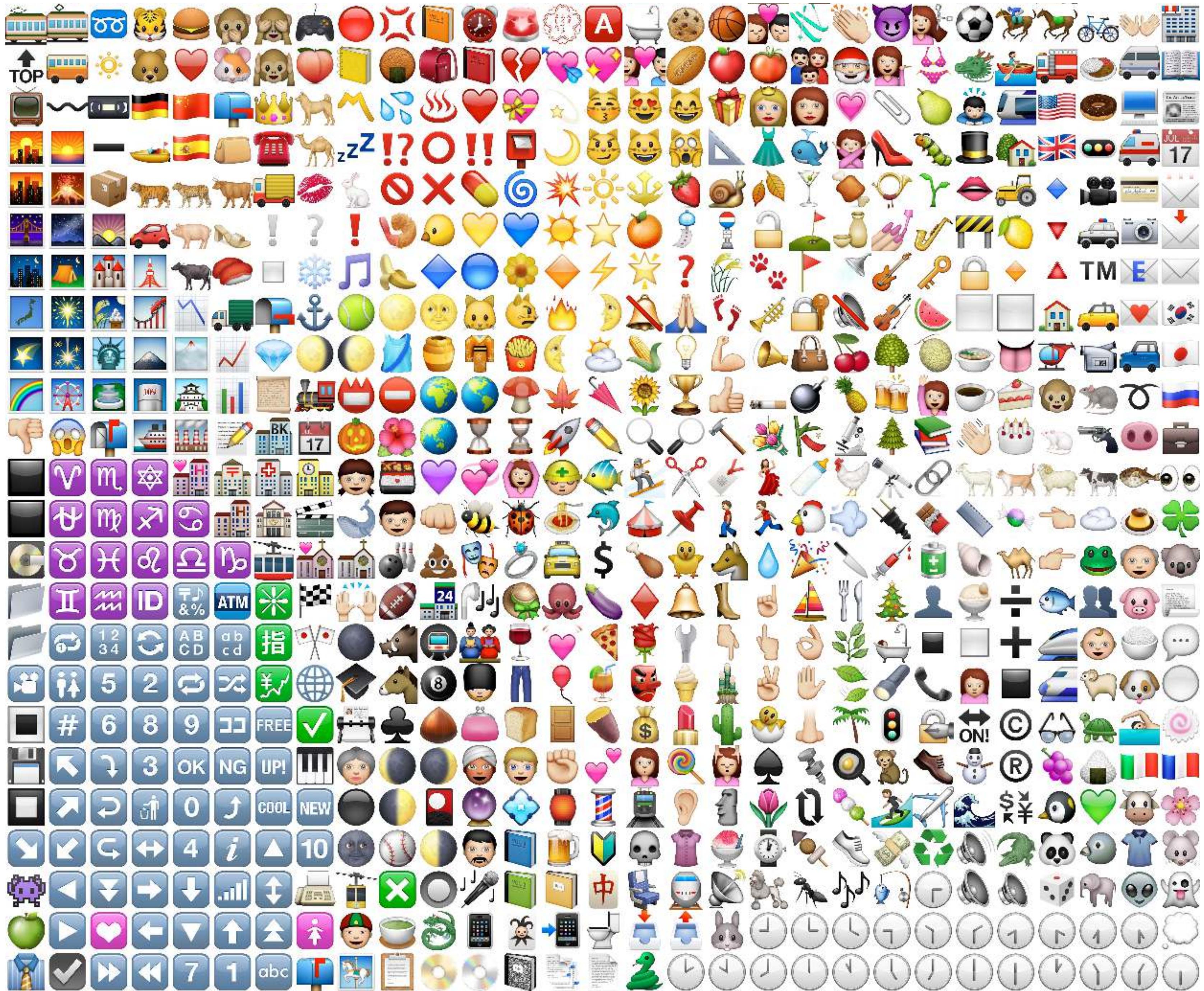


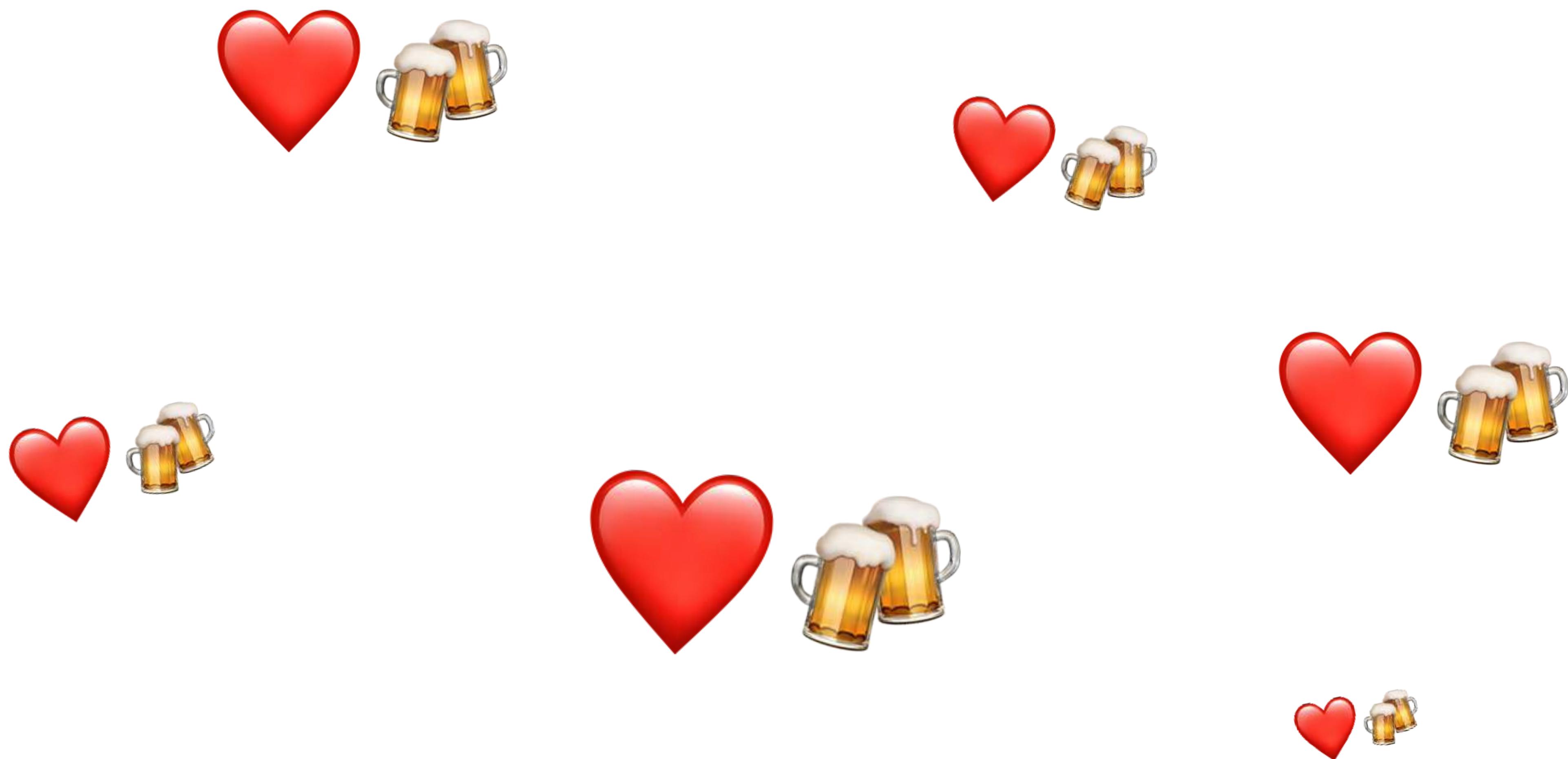
**Key idea:** use word embeddings, where  
similar words live close to one another

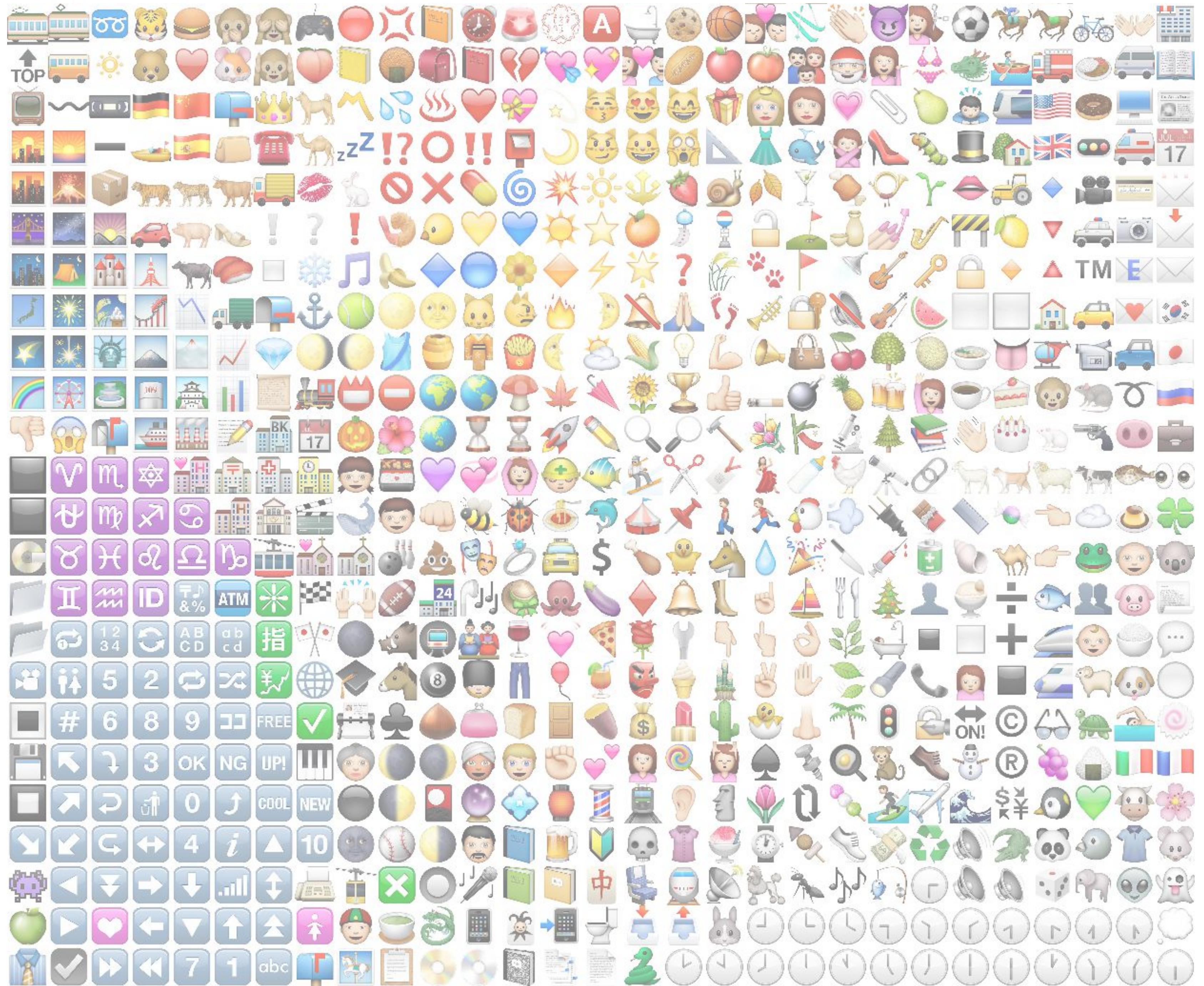


**Toy example:** Emoji embedded in 2D space



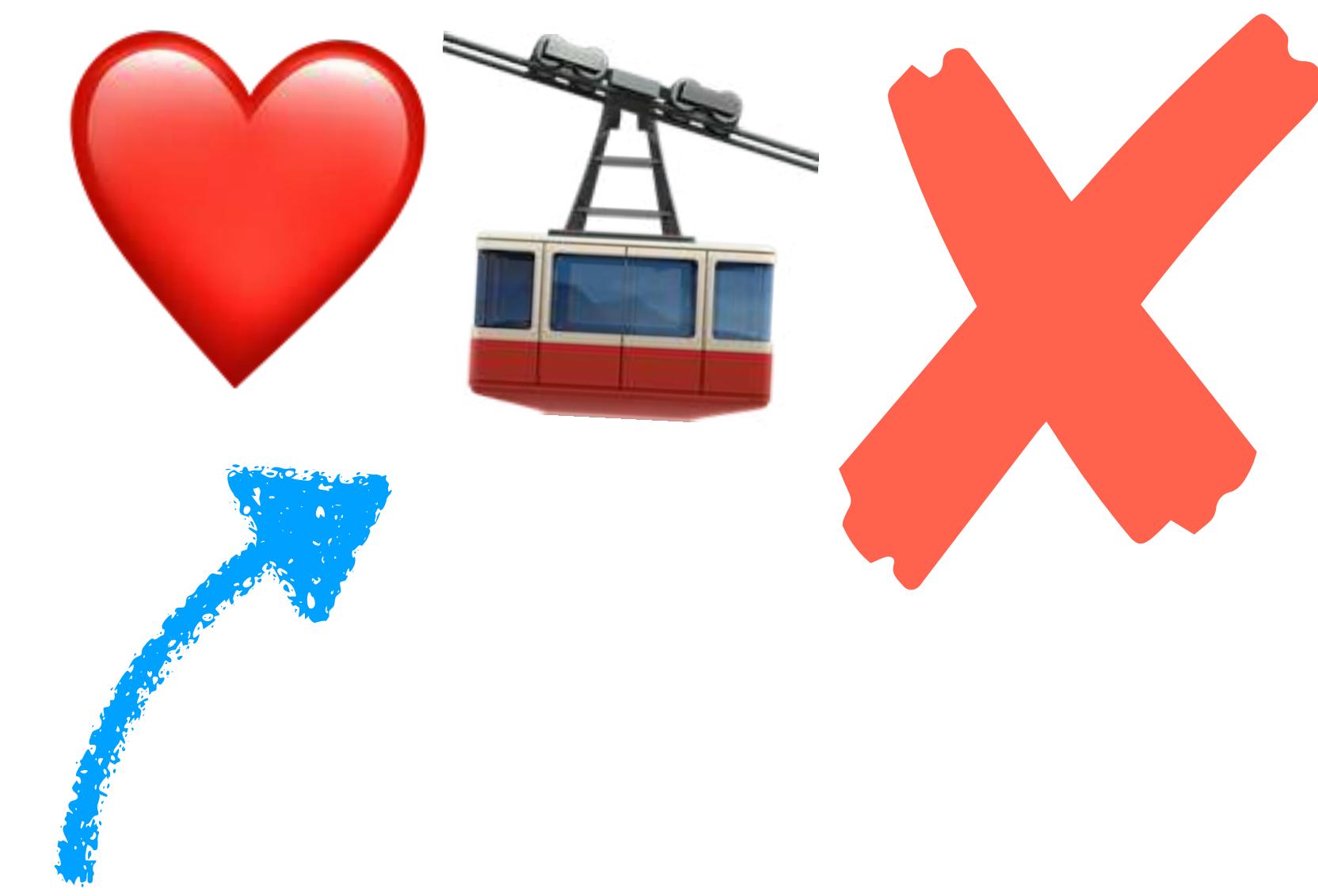




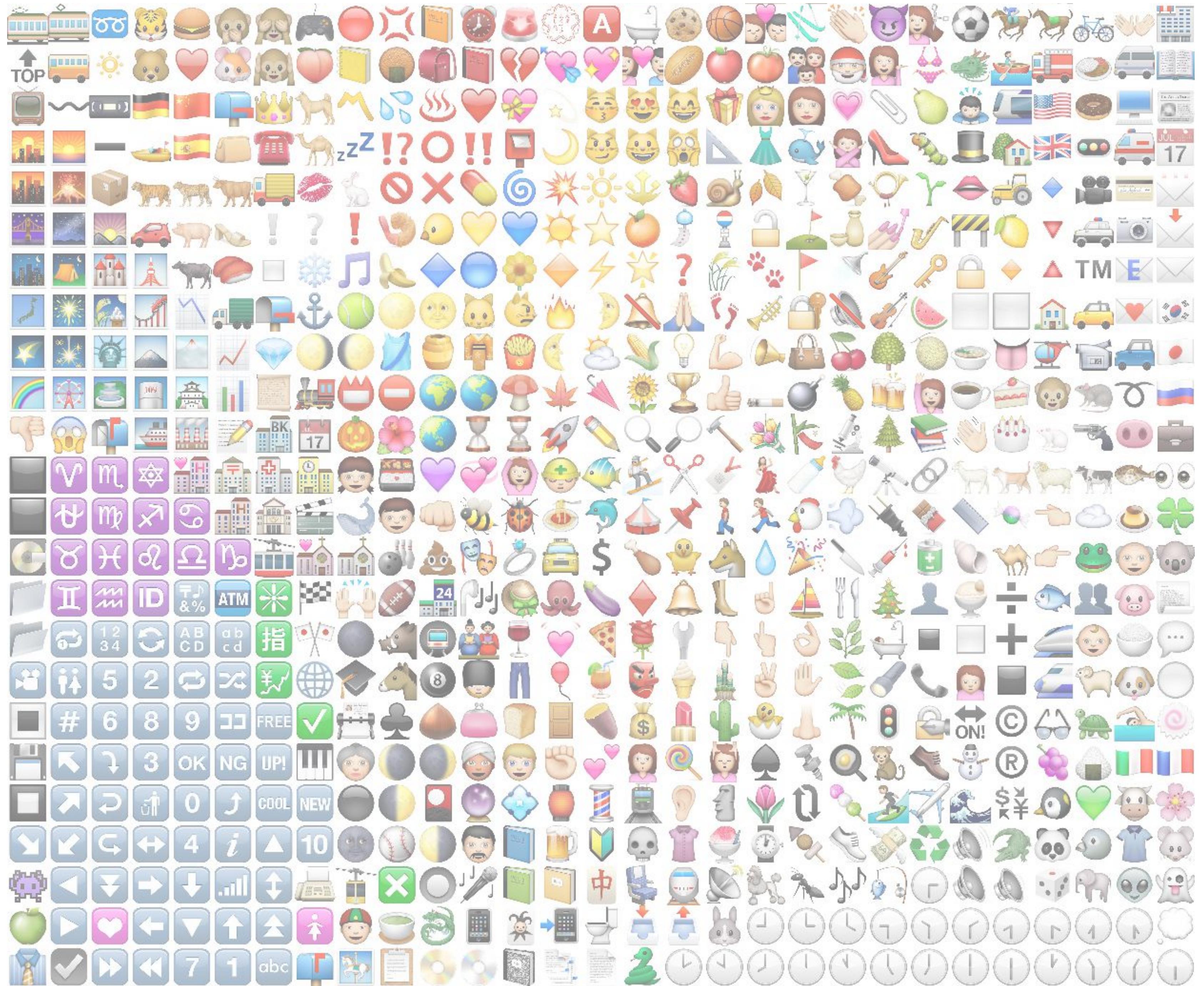


50%





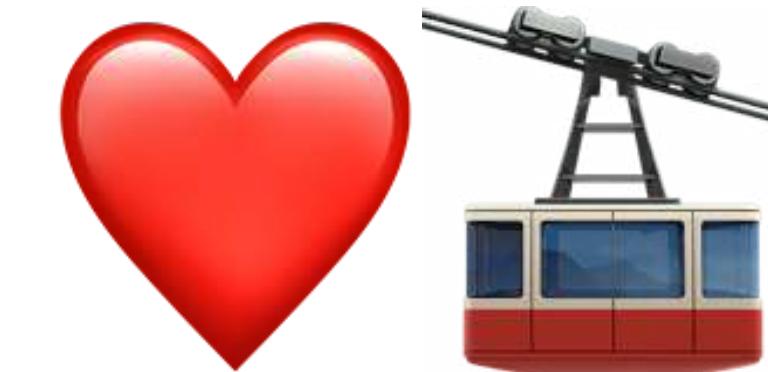
(World's least popular emoji)



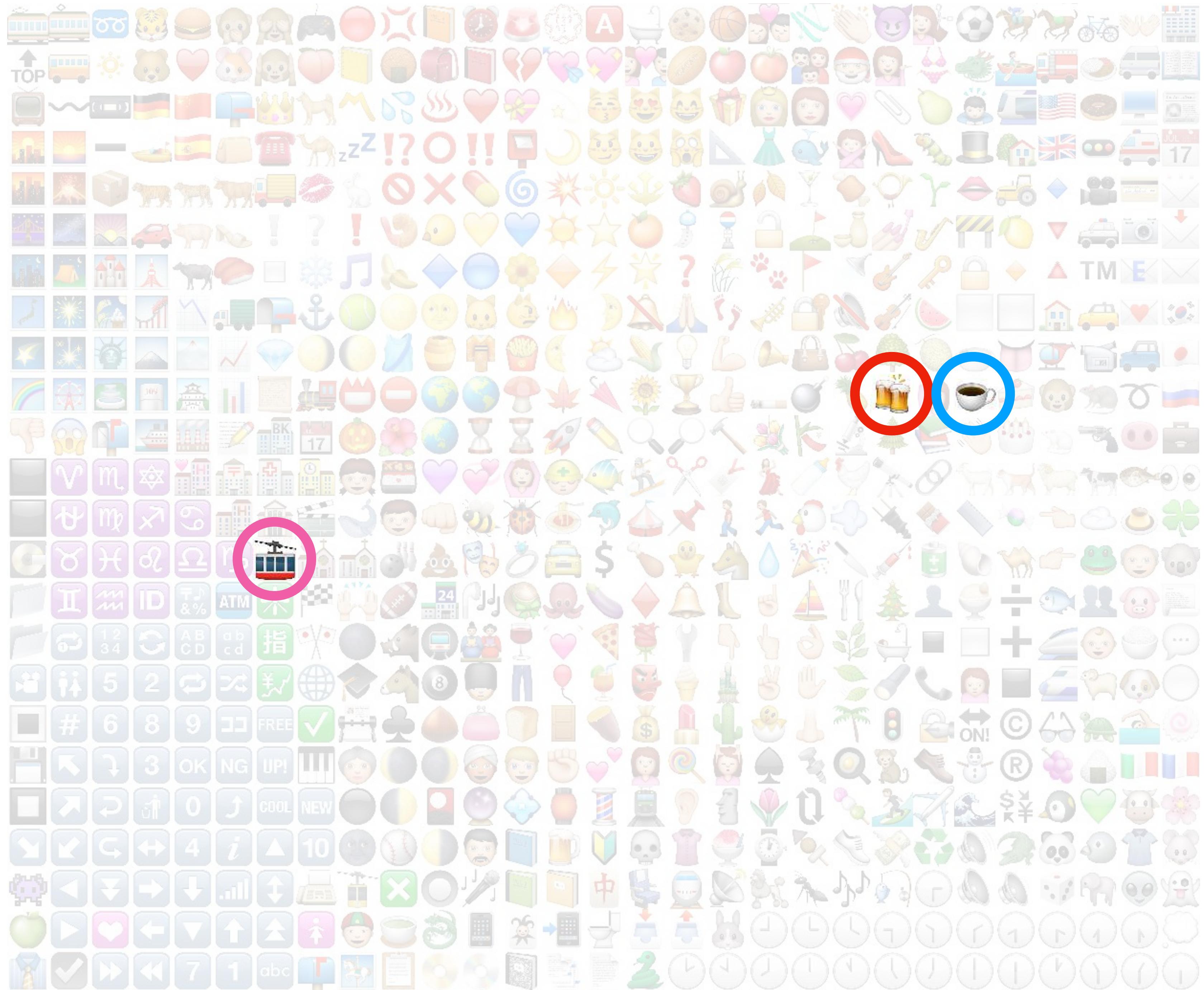
50%

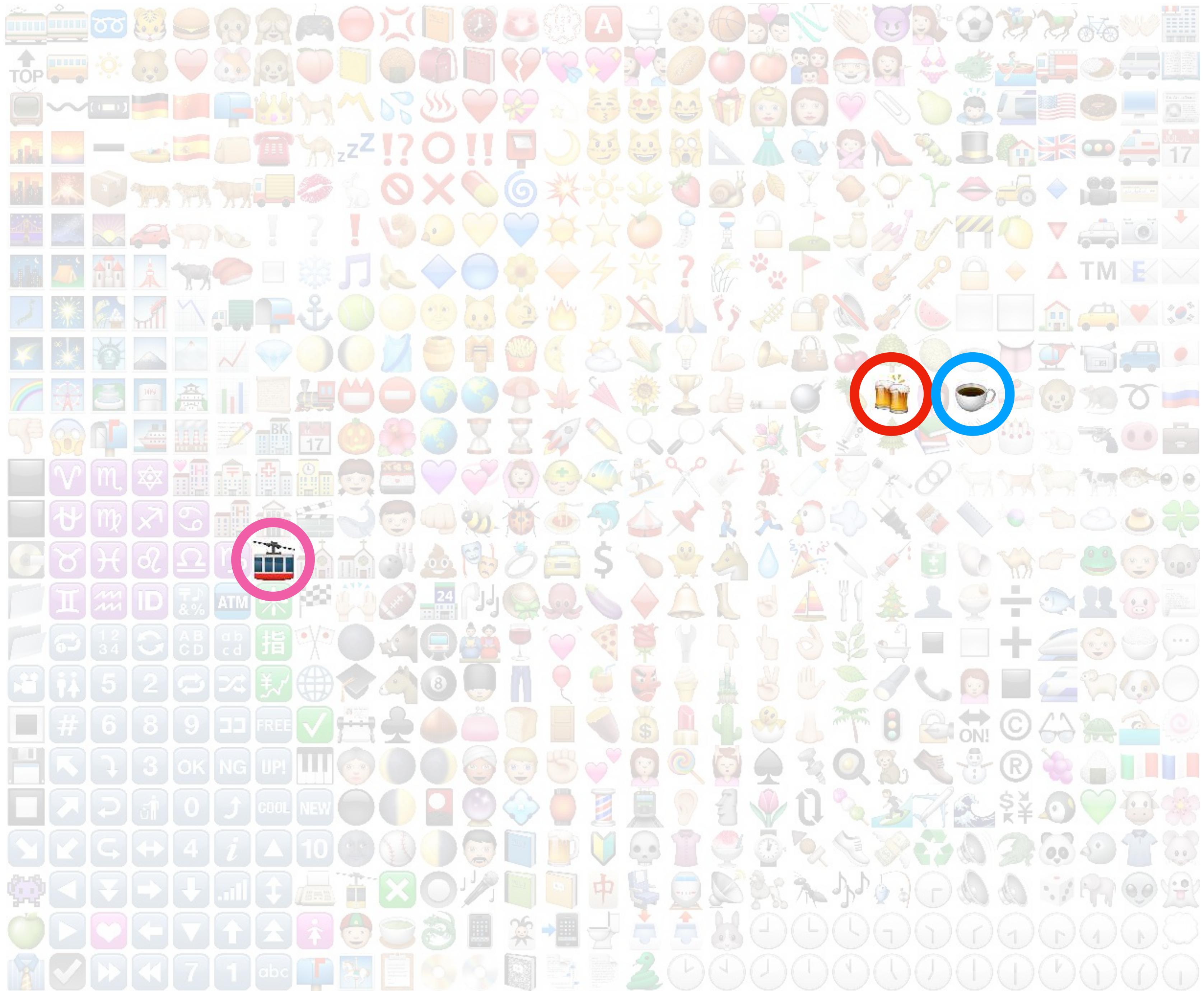


2%



2%





50%



20%



0.5%



{



{

**candidateX**

0.72

**candidateY**

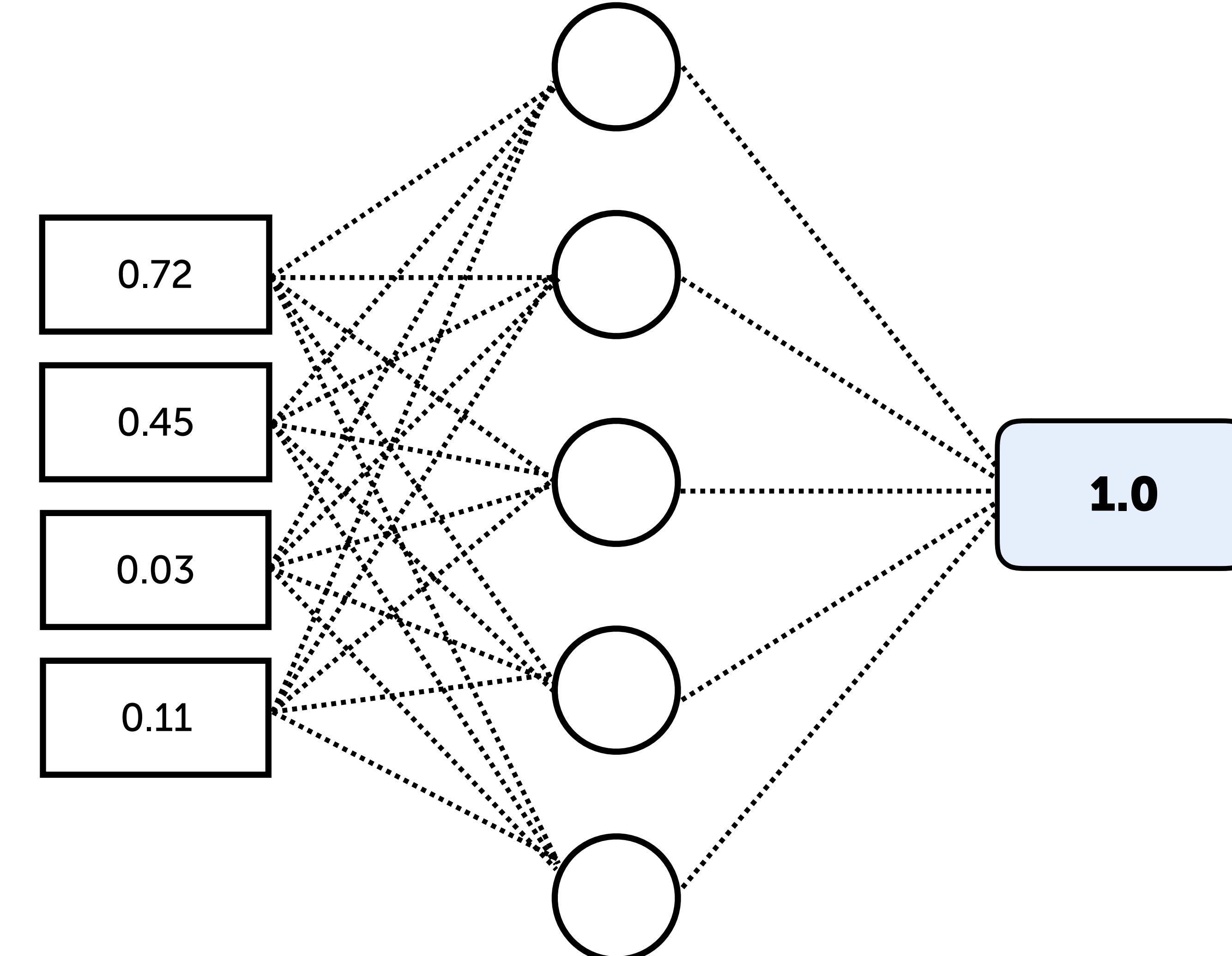
0.45

**prevX**

0.03

**prevY**

0.11





{

**candidateX**

0.73



{

**candidateY**

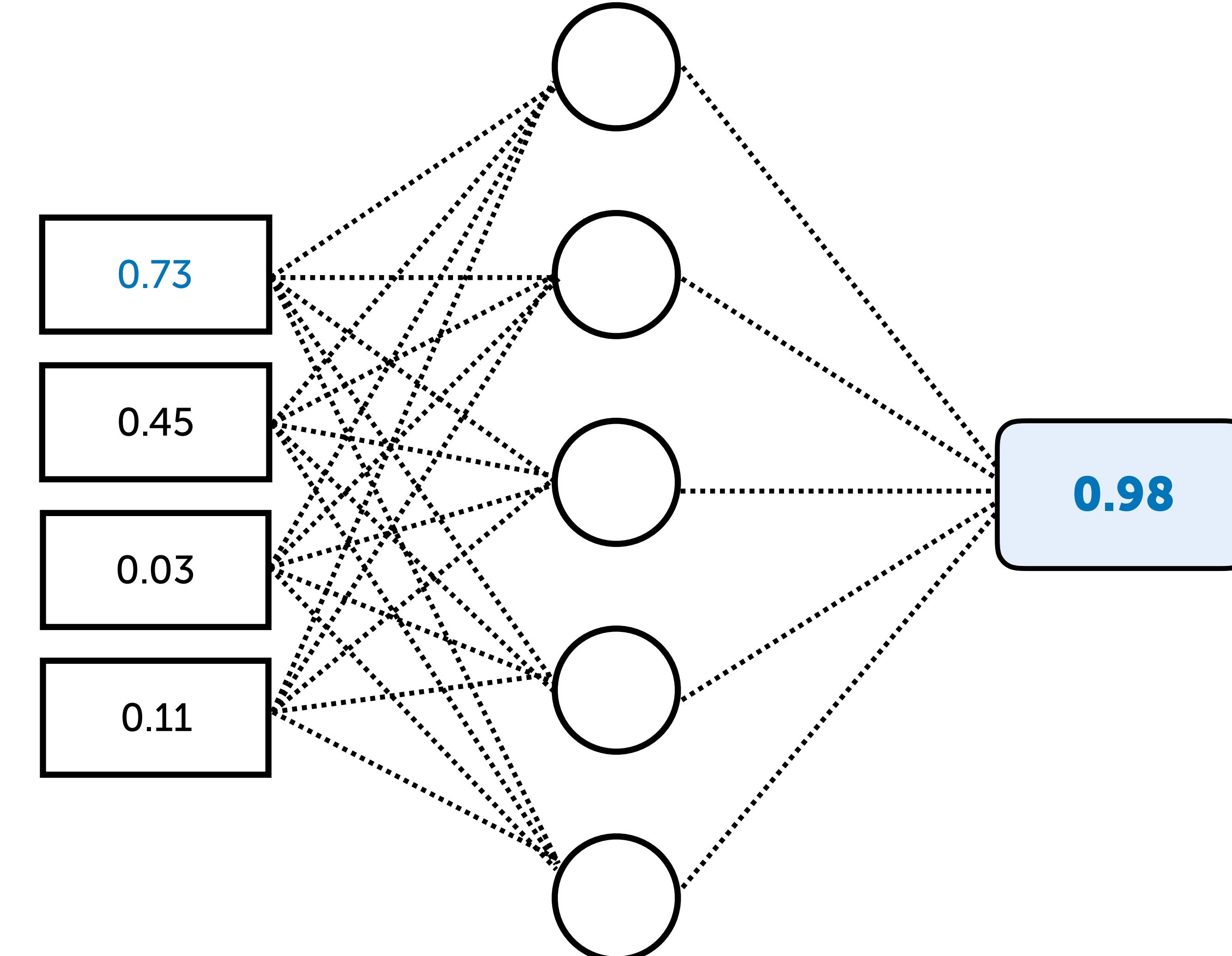
0.45

**prevX**

0.03

**prevY**

0.11





{

**candidateX**

0.24



{

**candidateY**

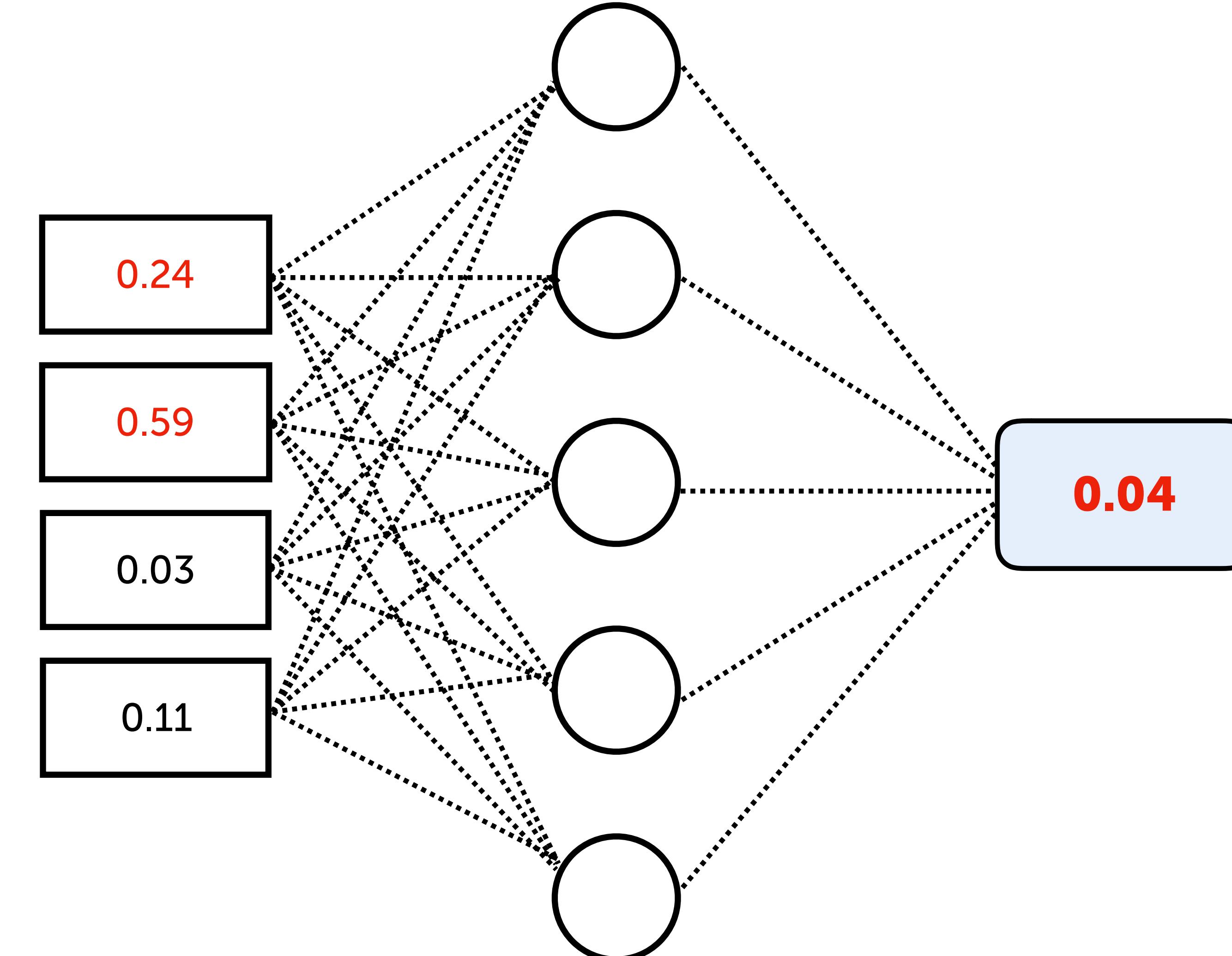
0.59

**prevX**

0.03

**prevY**

0.11



**1.**



**2.**





{

**candidateX**

0.62



{

**candidateY**

0.03



{

**prev1X**

0.52

**prev1Y**

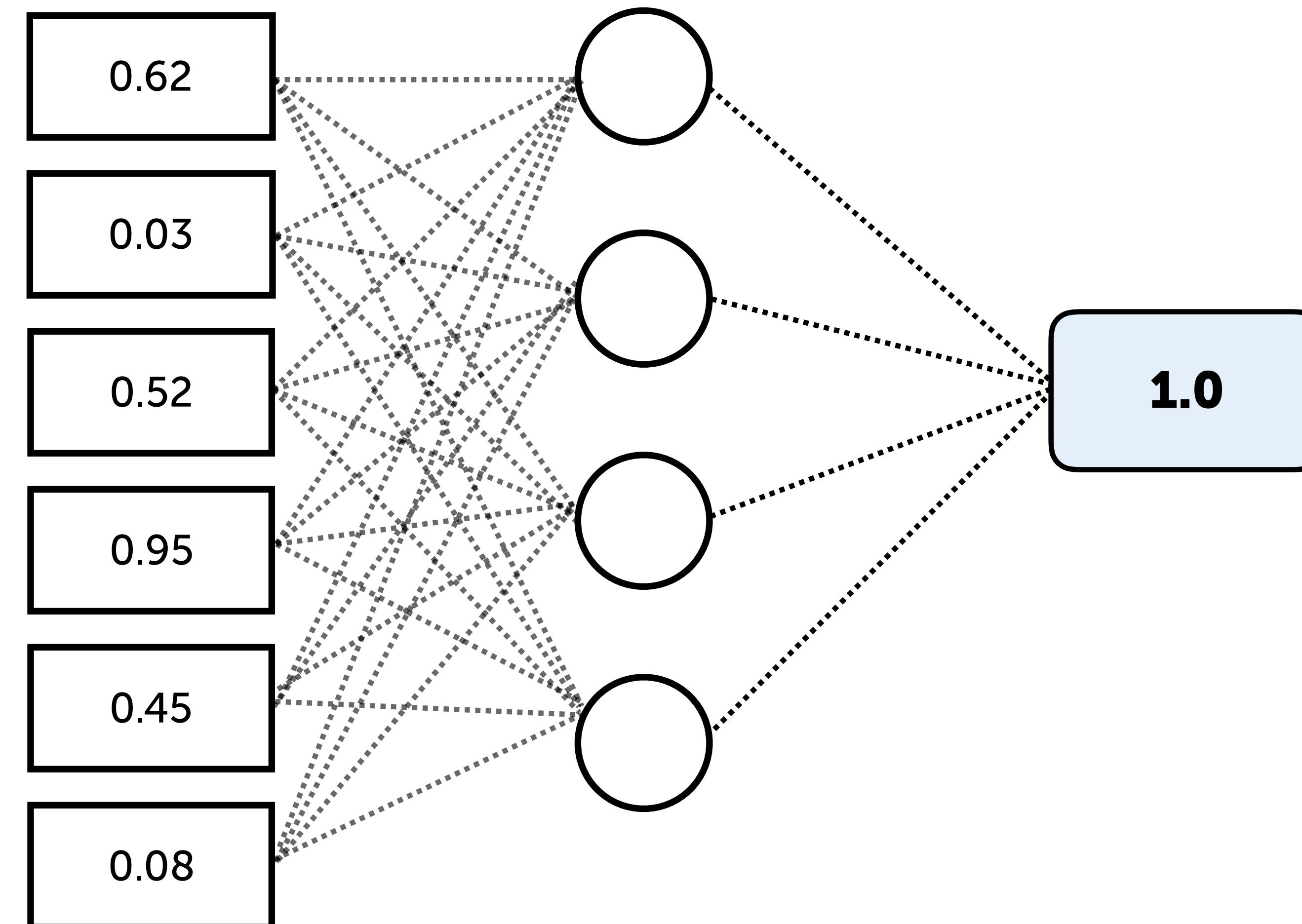
0.95

**prev2X**

0.45

**prev2Y**

0.08





{

**candidateX**

0.62



{

**candidateY**

0.03



{

**prev1X**

0.52

**prev1Y**

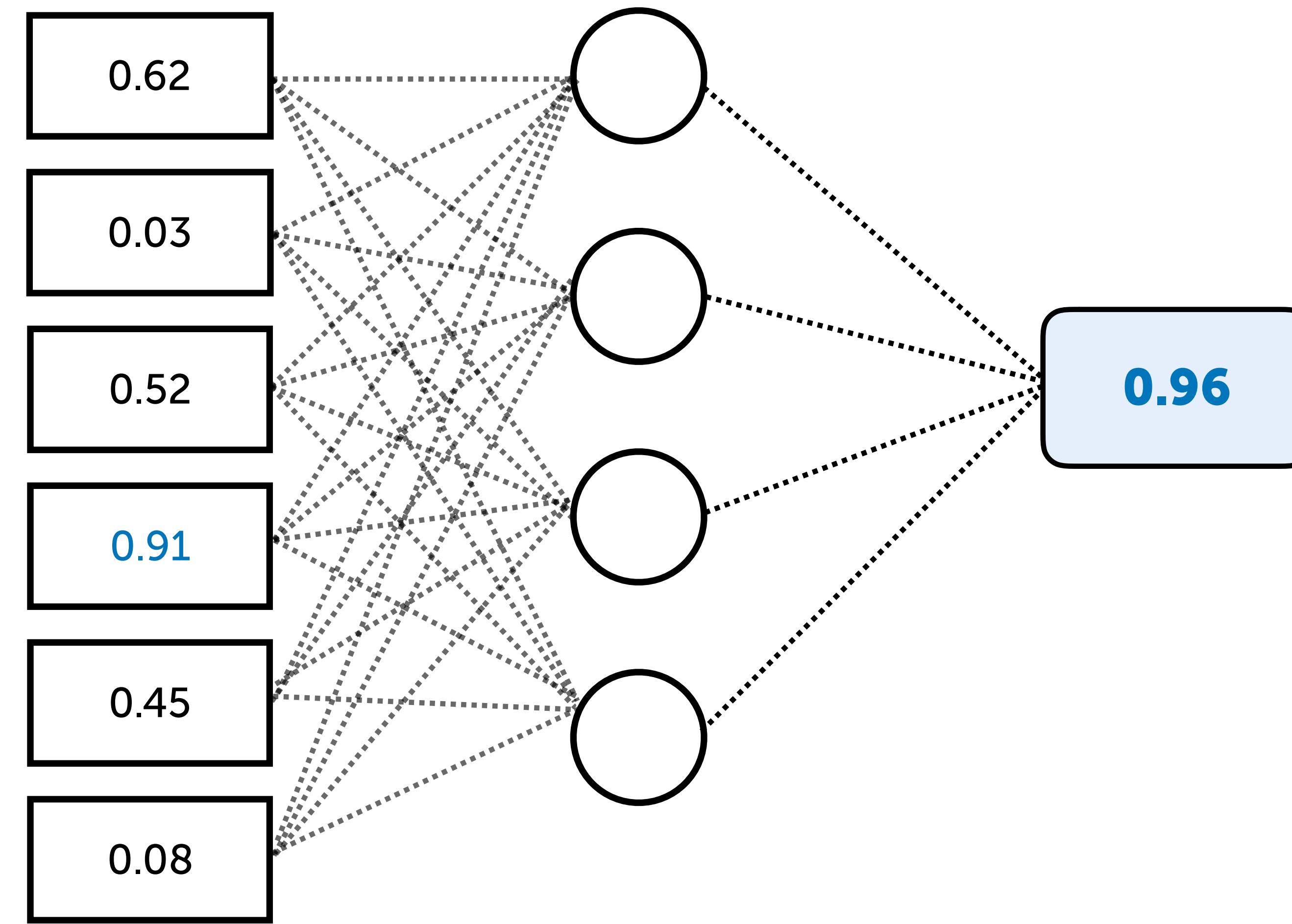
0.91

**prev2X**

0.45

**prev2Y**

0.08



A black and white portrait of Geoffrey Hinton, a middle-aged man with light-colored hair, wearing a dark suit, white shirt, and patterned tie. He is looking slightly to his left with a thoughtful expression.

# Neural Networks for Machine Learning

**Geoffrey Hinton, UToronto**

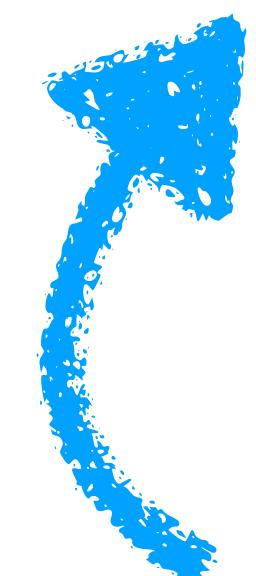
What about real-world word vectors?

Millions of documents

Terms	Docs	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
abs		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
absb		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
absenc		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
absolut		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
absorb		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
abu		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
abus		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
abut		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
academi		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
acceler		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
accept		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0

→ Millions of documents

Thousands of words ↓



Very sparse

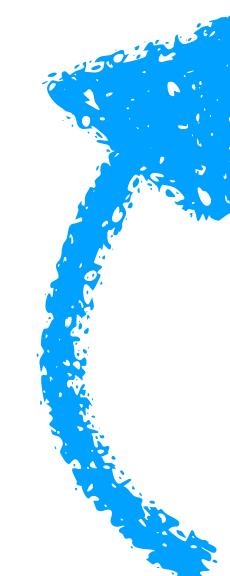


300 dimensions



abs	0.815, 0.163, 0.803, 0.603, 0.402, 0.333, 0.454, 0.575, 0. , 0.136, 0.489,
absb	0.511, 0.7 , 0.501, 0.465, 0.489, 0.171, 0.484, 0.094, 0.919, 0.973, 0.833,
absenc	0.429, 0.155, 0.32 , 0.29 , 0.306, 0.313, 0.301, 0.355, 0.55 , 0.345, 0.325,
absolut	0.003, 0.994, 0.437, 0.468, 0.615, 0.929, 0.103, 0.405, 0.895, 0.37 , 0.394,
absorb	0.74 , 0.776, 0.782, 0.802, 0.94 , 0.651, 0.977, 0.387, 0.373, 0.359, 0.415,
abu	0.685, 0.121, 0.006, 0.764, 0.391, 0.476, 0.236, 0.624, 0.731, 0.117, 0.832,
abus	0.878, 0.966, 0.556, 0.565, 0.451, 0.436, 0.052, 0.397, 0.497, 0.893, 0.364,
abut	0.848, 0.938, 0.85 , 0.492, 0.575, 0.349, 0.339, 0.756, 0.712, 0.834, 0.15 ,
academi	0.419, 0.977, 0.652, 0.745, 0.292, 0.546, 0.846, 0.342, 0.856, 0.248, 0.33 ,
acceler	0.587, 0.268, 0.384, 0.431, 0.123, 0.565, 0.61 , 0.976, 0.662, 0.299, 0.591,

Thousands of words



Much denser



## **FastText**

300 dimensions

1–2M words

Trained on Wikipedia,  
web crawls

2–5 GB

## **Word2Vec**

300 dimensions

3M words

Trained on Google  
News

1.5 GB

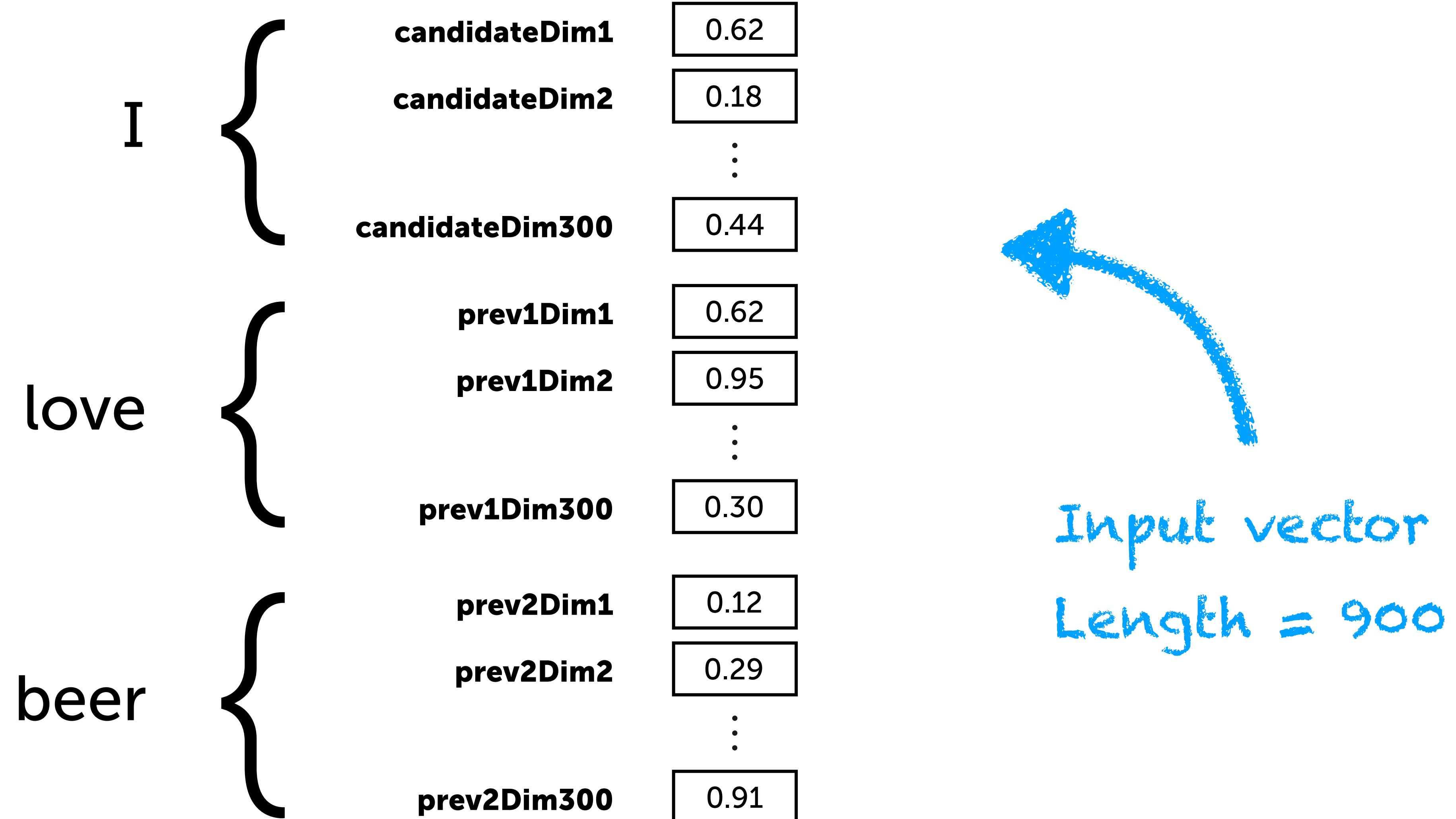
## **GloVe**

50–300 dimensions

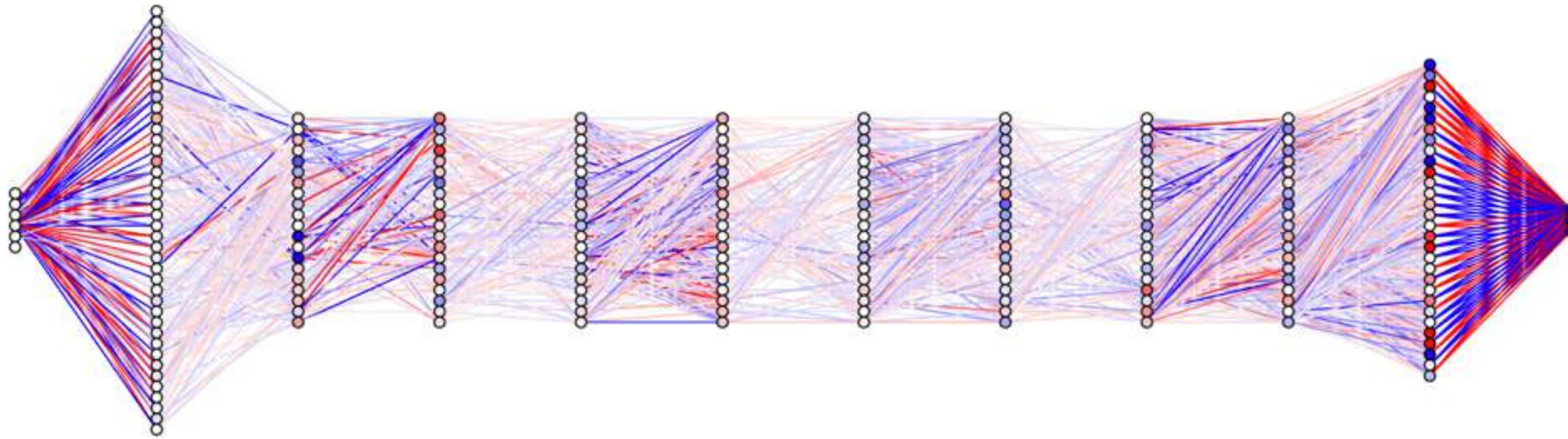
400k–2M words

Trained on Wikipedia,  
web crawls, Twitter

1–2 GB



2000–2017



**LSTMs**

**RNNs**

**CNNs**

**Ensembles**

# Exploring the limits of language modeling (2016)

**5-gram model with  
Kneser-Ney smoothing**

Perplexity score of **67**

2 hours to train (CPU only)

**Google's "big" LSTM  
model**

Perplexity score of **30**

...





**\$64k**



**\$64k**    **3 weeks!**

# Exploring the limits of language modeling (2016)

## **5-gram model with Kneser-Ney smoothing**

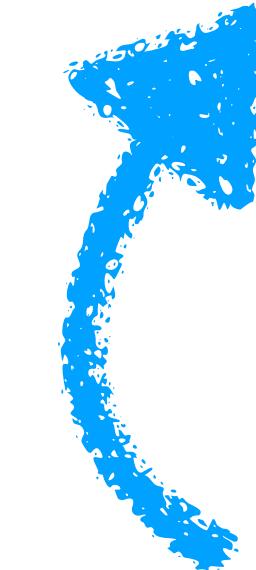
Perplexity score of **67**

2 hours to train (CPU only)

## **Google's "big" LSTM model**

Perplexity score of **30**

3 weeks to train (32 GPUs)



*Gains are very costly*

# Agenda

Origins of language models

What is unstructured data?

Some case studies

**Types of language models**

Count based (bag of words,  $n$ -grams)

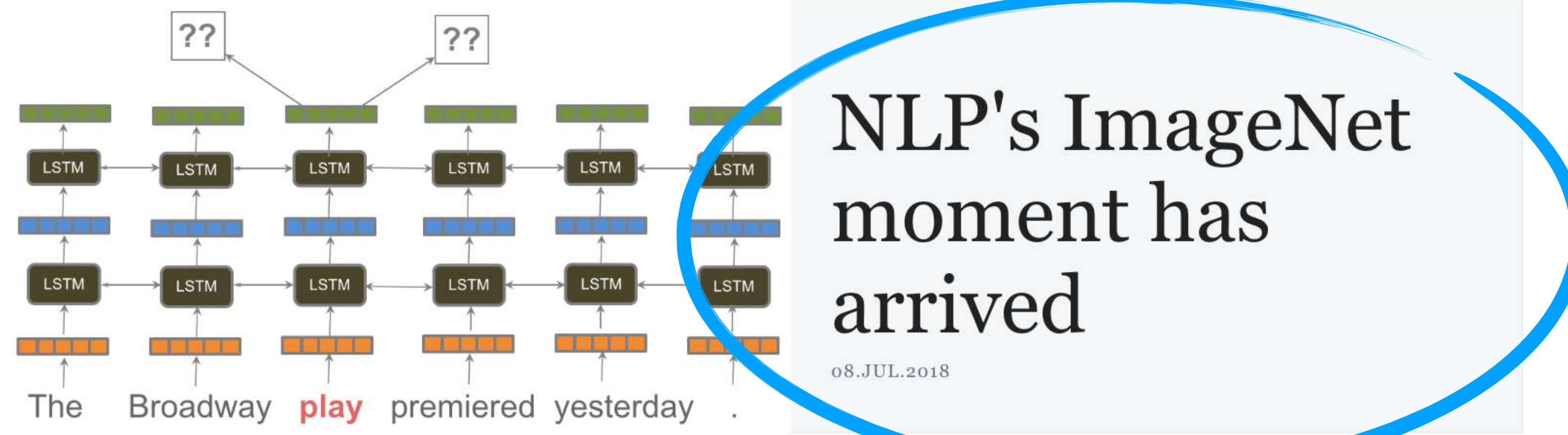
Continuous space

Bonus: the class of 2018

Wrap-up and questions

# The Gradient

HOME OVERVIEWS PERSPECTIVES ABOUT SUBSCRIBE Q



**B**ig changes are underway in the world of Natural Language Processing (NLP).

The long reign of word vectors as NLP's core representation technique has seen an exciting new line of challengers emerge: [ELMo](#) 1, [ULMFiT](#) 2, and the [OpenAI transformer](#) 3. These works made headlines by demonstrating that pretrained language models can be used to achieve state-of-the-art results on a wide range of NLP tasks. Such methods herald a watershed moment: they may have the same wide-ranging impact on NLP as pretrained ImageNet models had on computer vision.

## From Shallow to Deep Pre-Training

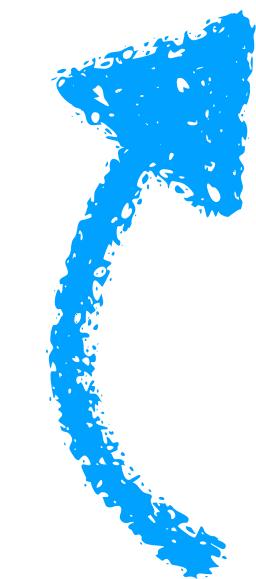
Pretrained word vectors have brought NLP a long way. Proposed in 2013 as an approximation to language modeling, [word2vec](#) 4 found adoption through its efficiency and ease of use in a time when hardware was a lot slower and deep learning models were not widely supported. Since then, the standard way of conducting NLP projects has largely remained unchanged: word embeddings pretrained on large amounts of



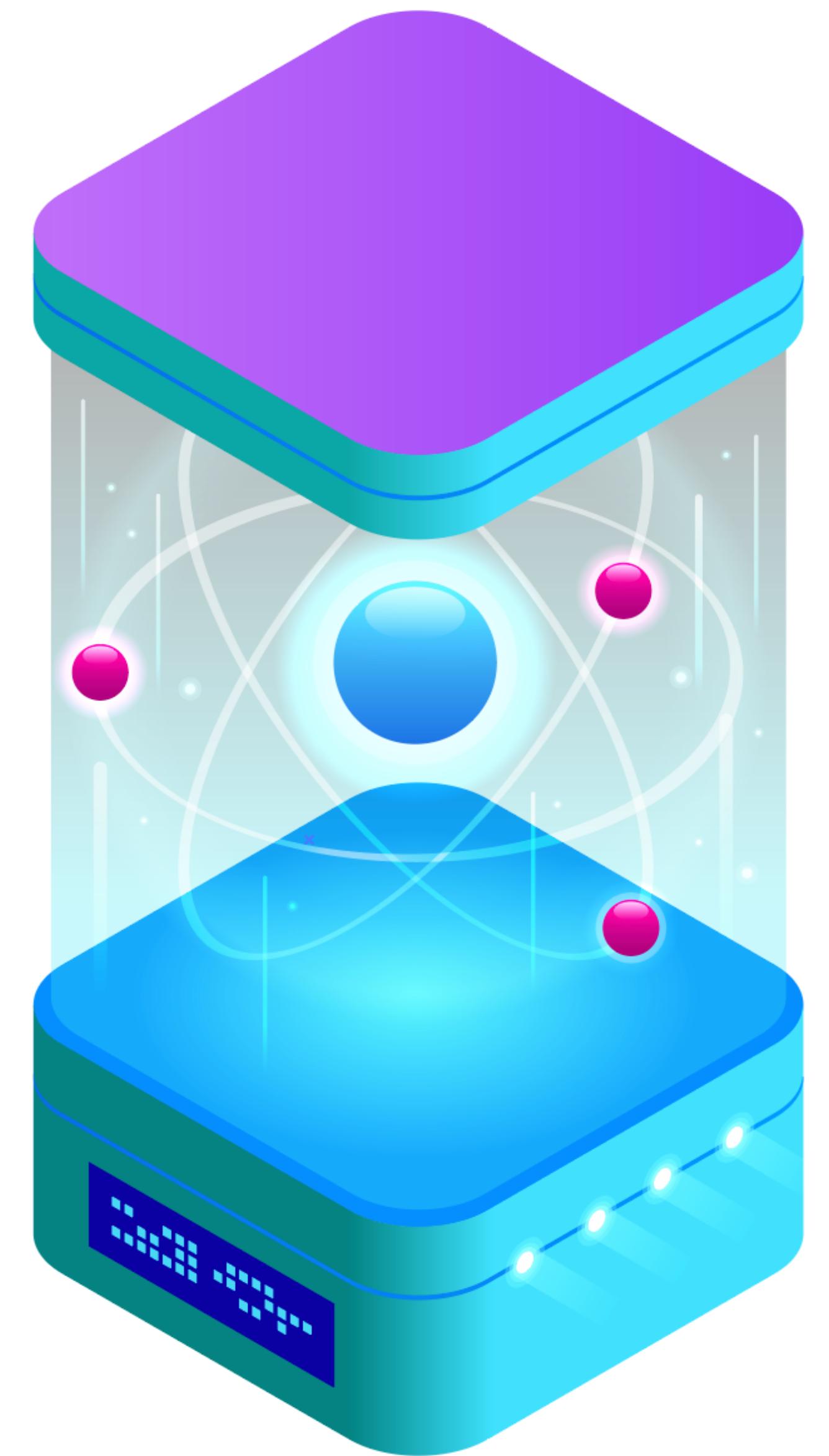
**DB of 14M images, in  
20k categories**

“Researchers soon realized that the weights learned in state of the art models for ImageNet could be used to initialize models for completely [unrelated] datasets and improve performance significantly”

“Researchers soon realized that the weights learned in state of the art models for ImageNet could be used to initialize models for completely [unrelated] datasets and improve performance significantly”



Transfer learning







## ULMFiT

“Universal Language Model Fine-Tuning”

January 2018

Trained on Wikipedia  
(100M words)



## ELMo

“Embeddings from Language Models”

February 2018

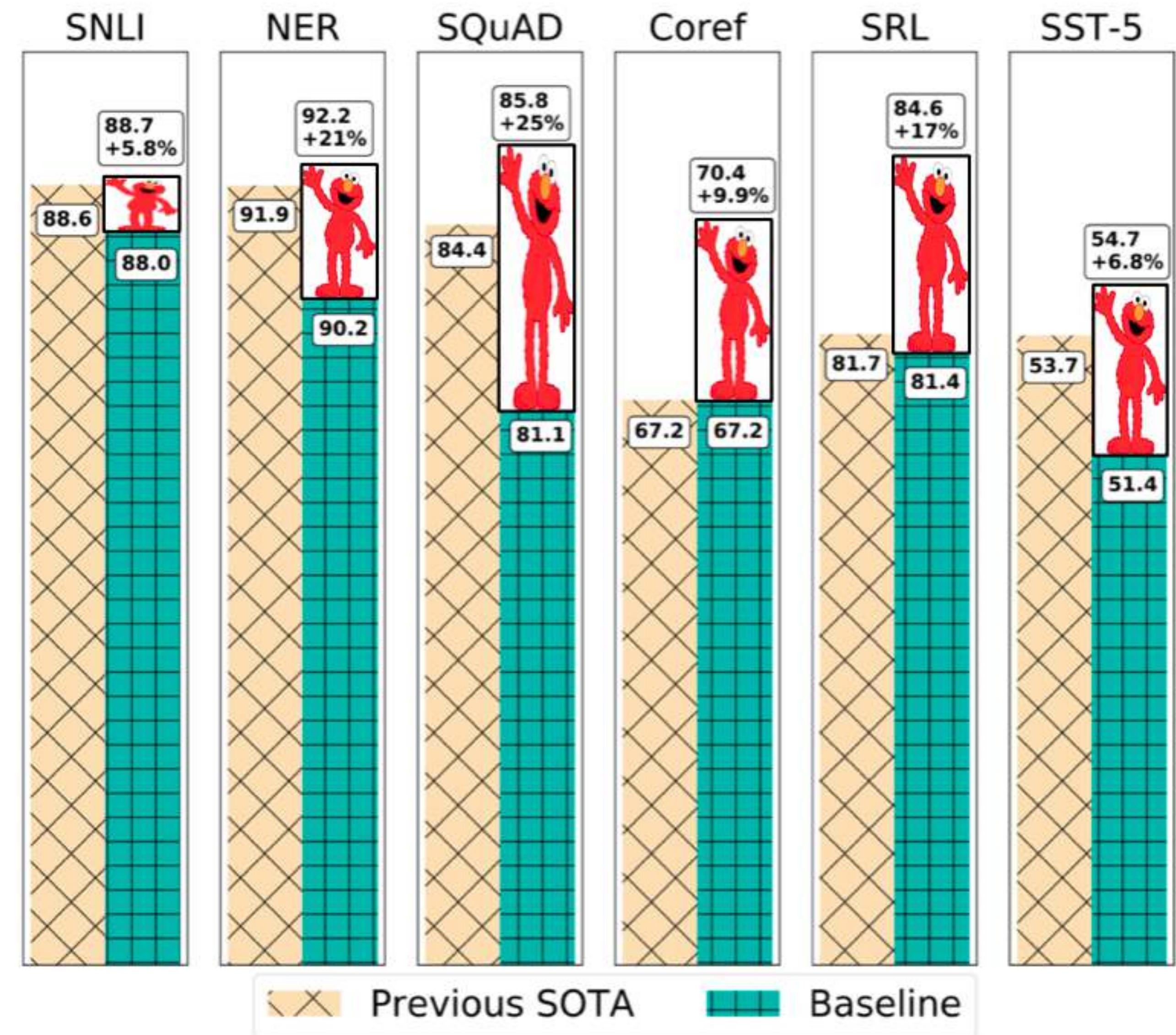
Trained on online news (1B words)



## OpenAI transformer

June 2018

Trained on 7000 novels  
(1B words)



Source: Matthew Peters via The Gradient

Executable File | 1662 lines (1661 sloc) | 138 KB

Raw Blame History

### IMDb

At Fast.ai we have introduced a new module called fastai.text which replaces the torchtext library that was used in our 2018 d1 course. The fastai.text module also supersedes the fastai.nlp library but retains many of the key functions.

```
In [1]: from fastai.text import *
import html
```

The Fastai.text module introduces several custom tokens.

We need to download the IMDB large movie reviews from this site: <http://ai.stanford.edu/~amaas/data/sentiment/> Direct link : [Link](#) and untar it into the PATH location. We use pathlib which makes directory traversal a breeze.

```
In [2]: BOS = 'xbos' # beginning-of-sentence tag
EOL = 'xeol' # end-of-sentence tag
PATH=Path('data/aclImdb/')
```

#### Standardize format

```
In [3]: CLAS_PATH=Path('data/imdb_clas/')
CLAS_PATH.mkdir(exist_ok=True)

LM_PATH=Path('data/imdb_lm/')
LM_PATH.mkdir(exist_ok=True)
```

The imdb dataset has 3 classes, positive, negative and unsupervised(sentiment is unknown). There are 75k training reviews(12.5k pos, 12.5k neg, 50k unsup) There are 25k validation reviews(12.5k pos, 12.5k neg & no unsup)

Refer to the README file in the imdb corpus for further information about the dataset.

```
In [122]: CLASSES = ['neg', 'pos', 'unsup']

def get_texts(path):
    texts,labels = [],[]
    for idx,label in enumerate(CLASSES):
        for fname in (path/label).glob('*.*'):
            texts.append(fname.open('r', encoding='utf-8').read())
            labels.append(idx)
    return np.array(texts),np.array(labels)

trn_texts,trn_labels = get_texts(PATH/'train')
val_texts,val_labels = get_texts(PATH/'test')
```

```
In [123]: len(trn_texts),len(val_texts)
```

```
Out[123]: (75000, 25000)
```

```
In [124]: col_names = ['label','text']
```

We use a random permutation np array to shuffle the text reviews.

```
In [125]: np.random.seed(42)
trn_idx = np.random.permutation(len(trn_texts))
val_idx = np.random.permutation(len(val_texts))
```

```
In [126]: trn_texts = trn_texts[trn_idx]
val_texts = val_texts[val_idx]

trn_labels = trn_labels[trn_idx]
val_labels = val_labels[val_idx]
```

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```
elmo = hub.Module("https://tfhub.dev/google/elmo/2", trainable=True)
```



# Understanding Unstructured Data with Language Models

Alex Peattie

[alexpeattie.com/talks](http://alexpeattie.com/talks)

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