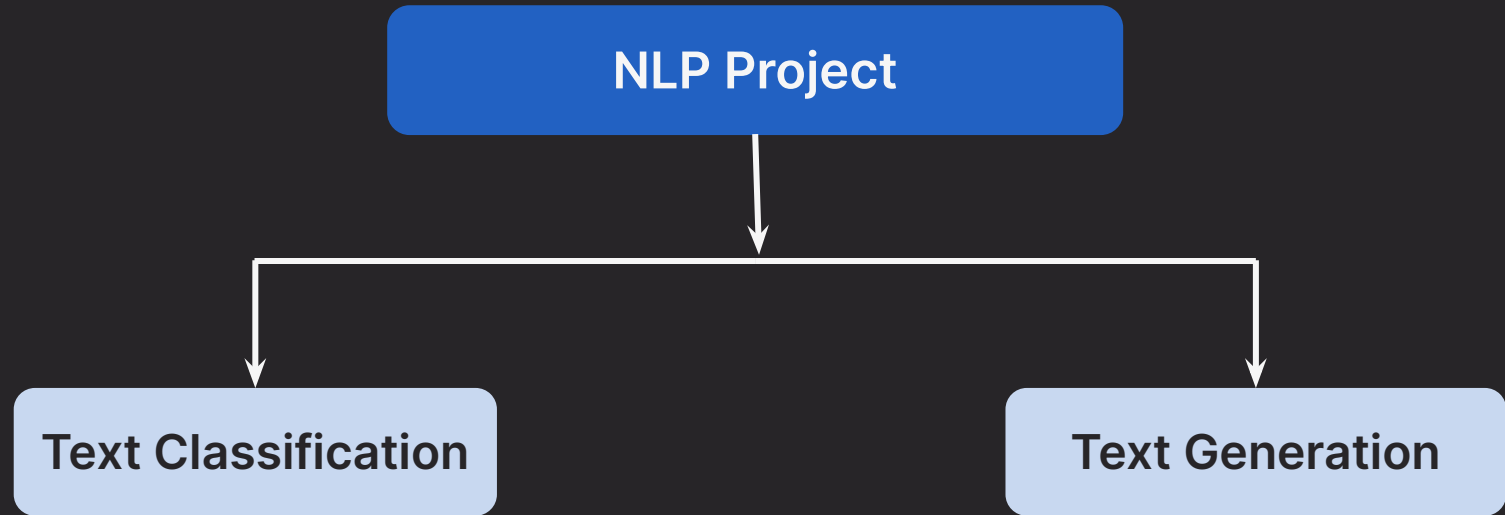




# Introduction to NLP

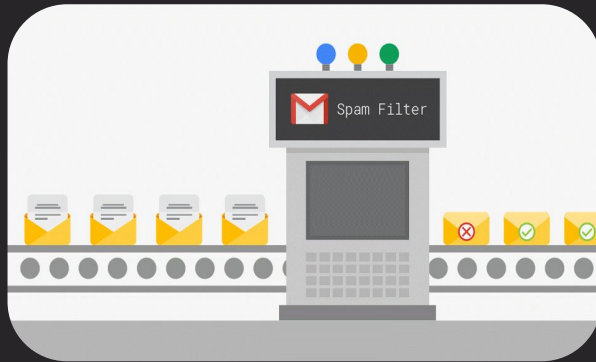
## Video 2: Common task in a NLP Project

# Natural Language Processing



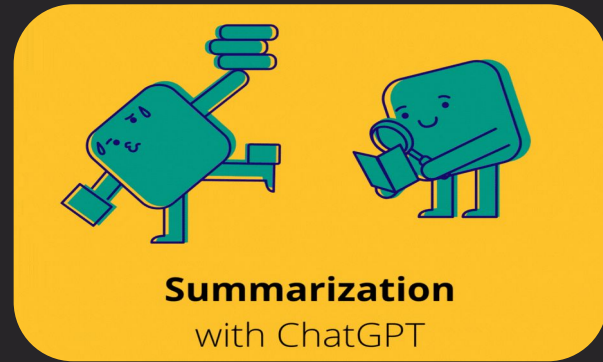
# NLP Projects

## 1. Text Classification



Segregate texts based  
on the content

## 2. Text Generation



Generate text based  
on certain inputs

# Techniques in NLP



Common Preprocessing Techniques



Advanced Techniques

# Techniques in NLP



## Common Preprocessing Techniques



## Advanced Techniques

# Common Preprocessing Techniques



Count of total occurrence

Document	pets	animal	cats	dogs	fish
Cats and dogs are pets	1	0	1	1	0
Wild animals are not pets	1	1	0	0	0
Some people keep fish as pets	1	0	0	0	1

# Common Preprocessing Techniques



Count of total occurrence



Break text into individual words

Cats

and

dogs

are

pets

# Common Preprocessing Techniques



Count of total occurrence



Break text into individual words



Removal of stop words like “a”, “the”, “is” etc.

With Stopwords	A	broom	is	drearly	sweeping		
With Stopwords	Up	the	broken	pieces	of	yesterdays	life
With Stopwords	Somewhere	a	queen	is	weeping		
With Stopwords	Somewhere	a	king	has	no	wife	
With Stopwords	And	the	wind	,	it	cries	Mary



# Common Preprocessing Techniques



Count of total occurrence



Break text into individual words



Removal of stop words like "a", "the", "is" etc.



Convert all text to lowercase

RAW	Lowercase
Cat CAT cAt	cat

# Common Preprocessing Techniques



Count of total occurrence



Break text into individual words



Removal of stop words like "a", "the", "is" etc.



Convert all text to lowercase



Reduce words to their root form called lemma

Original word	Lemmatized word
trouble troubling Troubled troubles	trouble

# Techniques in NLP



**Common Preprocessing Techniques**



**Advanced Techniques**

# 1. Name Entity Recognition

The screenshot displays a text annotation interface. On the left is a sidebar with navigation options: Home, Dataset, Labels, Members, Guideline, and Statistics. The main area shows a text document with various entities highlighted by colored boxes and labeled with their types. The entities and their labels are:

- William Henry Gates III (PERSON)
- October 28, 1955 (DATE)
- Microsoft Corporation (ORG)
- Microsoft (ORG)
- Seattle (LOC)
- Washington (LOC)
- New Mexico (LOC)
- Paul Allen (PERSON)
- Albuquerque (LOC)
- January 2000 (DATE)
- 1990s (DATE)
- Melinda Gates Foundation (ORG)
- Melinda Gates (PERSON)

The text being annotated is a biographical paragraph about William Henry Gates III, detailing his birth, career at Microsoft, and personal life. The interface also includes a top bar with 'Start Annotation' and a right sidebar showing a 'Key' and 'Value' table, which currently displays 'No data available'.

## 2. Word Embeddings

**Cat**

0.6	0.9	0.1	0.4	-0.7	-0.3	-0.2
-----	-----	-----	-----	------	------	------

**Kitten**

0.5	0.8	-0.1	0.2	-0.6	-0.5	-0.1
-----	-----	------	-----	------	------	------

**Dog**

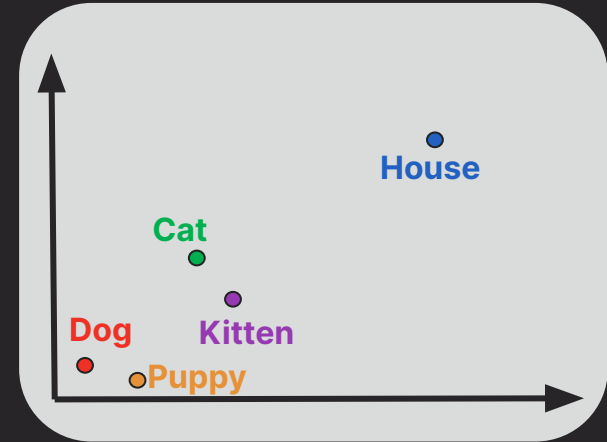
0.7	-0.1	0.4	0.3	-0.4	-0.1	-0.3
-----	------	-----	-----	------	------	------

**Puppy**

-0.8	-0.4	-0.5	0.1	-0.9	0.3	0.8
------	------	------	-----	------	-----	-----

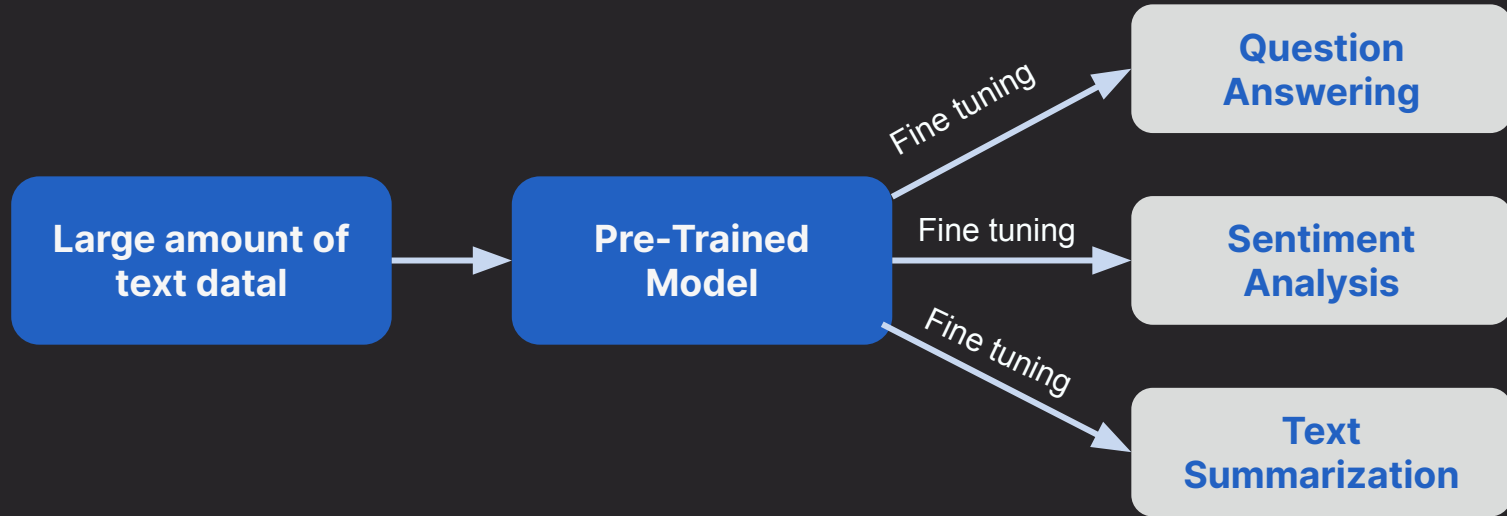
**House**

-0.8	-0.4	-0.5	0.1	-0.9	0.3	0.8
------	------	------	-----	------	-----	-----

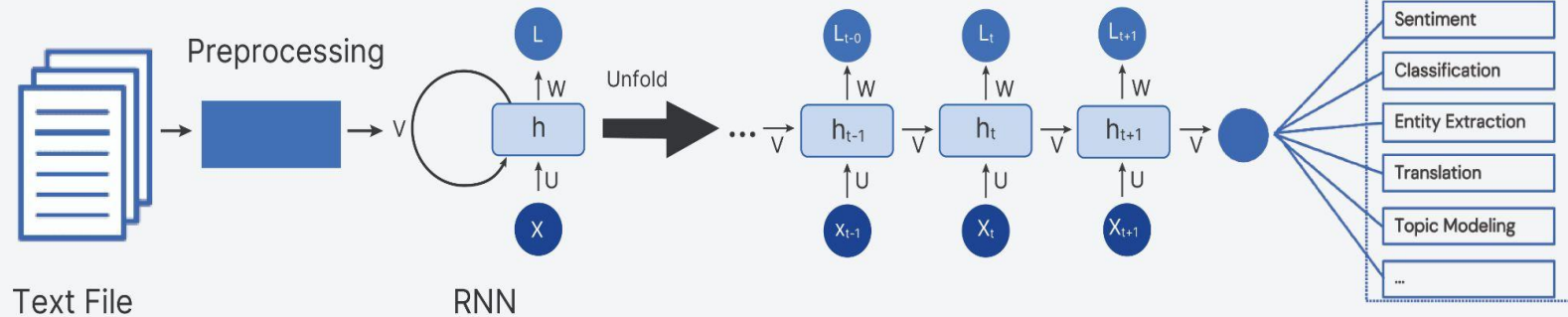


Visualization of word embedding in 2D

### 3. Fine Tuning Pre-trained models



# 4. Building Deep learning models



# Techniques in NLP



Common Preprocessing Techniques



Advanced Techniques