

Word Hy-phen-a-tion by Com-put-er

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Abstract

This thesis describes research leading to an improved word hyphenation algorithm for the TeX82 typesetting system. Hyphenation is viewed primarily as a data compression problem, where we are given a dictionary of words with allowable division points, and try to devise methods that take advantage of the large amount of redundancy present.

The new hyphenation algorithm is based on the idea of hyphenating and inhibiting patterns. These are simply strings of letters that, when they match in a word, give us information about hyphenation at some point in the pattern. For example, '-tion' and 'c-c' are good hyphenating patterns. An important feature of this method is that a suitable set of patterns can be extracted automatically from the dictionary.

In order to represent the set of patterns in a compact form that is also reasonably efficient for searching, the author has developed a new data structure called a packed trie. This data structure allows the very fast search times characteristic of indexed tries, but in many cases it entirely eliminates the wasted space for null links usually present in such tries. We demonstrate the versatility and practical advantages of this data structure by using a variant of it as the critical component of the program that generates the patterns from the dictionary.

The resulting hyphenation algorithm uses about 4500 patterns that compile into a packed trie occupying 25K bytes of storage. These patterns find 89% of the hyphens in a pocket dictionary word list, with essentially no error. By comparison, the uncompressed dictionary occupies over 500K bytes.

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**WORD HY-PHEN-A-TION
BY COM-PUT-ER**

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DOCTOR OF PHILOSOPHY

by

Franklin Mark Liang

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I am also grateful to the Stanford Computer Science Department for providing the facilities and the community that have formed the major part of my life for the past several years.

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Chapter 1

Introduction

The work described in this thesis was inspired by the need for a word hyphenation routine as part of Don Knuth's Te_X typesetting system [1]. This system was initially designed in order to typeset Prof. Knuth's seven-volume series of books, *The Art of Computer Programming*, when he became dissatisfied with the quality of computer typesetting done by his publisher. Since Prof. Knuth's books were to be a definitive treatise on computer science, he could not bear to see his scholarly work presented in an inferior manner, when the degradation was entirely due to the fact that the material had been typeset by a computer!

Since then, Te_X (also known as Tau Epsilon Chi, a system for technical text) has gained wide popularity, and it is being adopted by the American Mathematical Society, the world's largest publisher of mathematical literature, for use in its journals. Te_X is distinctive among other systems for word processing/document preparation in its emphasis on the highest quality output, especially for technical material.

One necessary component of the system is a computer-based algorithm for hyphenating English words. This is part of the paragraph justification routine, and it is intended to eliminate the need for the user to specify word division points explicitly when they are necessary for good paragraph layout. Hyphenation occurs relatively infrequently in most book-format printing, but it becomes rather critical in narrow-column formats such as newspaper printing. Insufficient attention paid to this aspect of layout results in large expanses of unsightly white space, or (even worse) in words split at inappropriate points, e.g. new-spaper.

Hyphenation algorithms for existing typesetting systems are usually either rule-based or dictionary-based. Rule-based algorithms rely on a set of division rules such as given for English in the preface of Webster's Unabridged Dictionary [2]. These include recognition of common prefixes and suffixes, splitting between double consonants, and other more specialized rules. Some of the "rules" are not particularly

amenable to computer implementation; e.g. "split between the elements of a compound word". Rule-based schemes are inevitably subject to error, and they rarely cover all possible cases. In addition, the task of finding a suitable set of rules in the first place can be a difficult and lengthy project.

Dictionary-based routines simply store an entire word list along with the allowable division points. The obvious disadvantage of this method is the excessive storage required, as well as the slowing down of the justification process when the hyphenation routine needs to access a part of the dictionary on secondary store.

Examples

To demonstrate the importance of hyphenation, consider Figure 1, which shows a paragraph set in three different ways by *TeX*. The first example uses *TeX*'s normal paragraph justification parameters, but with the hyphenation routine turned off. Because the line width in this example is rather narrow, *TeX* is unable to find an acceptable way of justifying the paragraph, resulting in the phenomenon known as an "overfull box".

One way to fix this problem is to increase the "stretchability" of the spaces between words, as shown in the second example. (*TeX* users: This was done by increasing the stretch component of *spaceskip* to $.5em$.) The right margin is now straight, as desired, but the overall spacing is somewhat loose.

In the third example, the hyphenation routine is turned on, and everything is beautiful.

In olden times when wishing still helped one, there lived a king whose daughters were all beautiful, but the youngest was so beautiful that the sun itself, which has seen so much, was astonished whenever it shone in her face. Close by the king's castle lay a great dark forest, and under an old lime-tree in the forest was a well, and when the day was very warm, the king's child went out into the forest and sat down by the side of the cool fountain, and when she was bored she took a golden ball, and threw it up on high and caught it, and this ball was her favorite plaything.

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Figure 1. A typical paragraph with and without hyphenation.

sel-fadjoin	as-so-ciate	as-so-ci-ate
Pit-tsburgh	prog-ress	pro-gress
clearin-ghouse	rec-ord	re-cord
fun-draising	a-ri-th-me-tic	ar-i-th-met-ic
ho-meowners	eve-ning	even-ing
playw-right	pe-ri-od-ic	per-i-o-dic
algori-thm	in-de-pen-dent	in-de-pend-ent
walkth-rough	tri-bune	trib-u-ne
Re-agan		

Figure 2. Difficult hyphenations.

However, life is not always so simple. Figure 2 shows that hyphenation can be difficult. The first column shows erroneous hyphenations made by various typesetting systems (which shall remain nameless). The next group of examples are words that hyphenate differently depending on how they are used. This happens most commonly with words that can serve as both nouns and verbs. The last two examples show that different dictionaries do not always agree on hyphenation (in this case Webster's vs. American Heritage).

TEX and hyphenation

The original TEX hyphenation algorithm was designed by Prof. Knuth and the author in the summer of 1977. It is essentially a rule-based algorithm, with three main types of rules: (1) suffix removal, (2) prefix removal, and (3) vowel-consonant-consonant-vowel (vccv) breaking. The latter rule states that when the pattern ‘vowel-consonant-consonant-vowel’ appears in a word, we can in most cases split between the consonants. There are also many special case rules; for example, “break vowel-q” or “break after ck”. Finally a small exception dictionary (about 300 words) is used to handle particularly objectionable errors made by the above rules, and to hyphenate certain common words (e.g. pro-gram) that are not split by the rules. The complete algorithm is described in Appendix H of the old TEX manual.

In practice, the above algorithm has served quite well. Although it does not find all possible division points in a word, it very rarely makes an error. Tests on a pocket dictionary word list indicate that about 40% of the allowable hyphen points are found, with 1% error (relative to the total number of hyphen points). The algorithm requires 4K 36-bit words of code, including the exception dictionary.

The goal of the present research was to develop a better hyphenation algorithm. By "better" we mean finding more hyphens, with little or no error, and using as little additional space as possible. Recall that one way to perform hyphenation is to simply store the entire dictionary. Thus we can view our task as a data compression problem. Since there is a good deal of redundancy in English, we can hope for substantial improvement over the straightforward representation.

Another goal was to automate the design of the algorithm as much as possible. The original TeX algorithm was developed mostly by hand, with a good deal of trial and error. Extending such a rule-based scheme to find the remaining hyphens seems very difficult. Furthermore such an effort must be repeated for each new language. The former approach can be a problem even for English, because pronunciation (and thus hyphenation) tends to change over time, and because different types of publication may call for different sets of admissible hyphens.

Time magazine algorithm

A number of approaches were considered, including methods that have been discussed in the literature or implemented in existing typesetting systems. One of the methods studied was the so-called Time magazine algorithm, which is table-based rather than rule-based.

The idea is to look at four letters surrounding each possible 'breakpoint', namely two letters preceding and two letters following the given point. However we do not want to store a table of $26^4 = 456,976$ entries representing all possible four-letter combinations. (In practice only about 15% of these four-letter combinations actually occur in English words, but it is not immediately obvious how to take advantage of this.)

Instead, the method uses three tables of size 26^2 , corresponding to the two letters preceding, surrounding, and following a potential hyphen point. That is, if the letter pattern *wx-yz* occurs in a word, we look up three values corresponding to the letter pairs *wx*, *xy*, and *yz*, and use these values to determine if we can split the pattern.

What should the three tables contain? In the Time algorithm the table values were the probabilities that a hyphen could occur after, between, or before two given letters, respectively. The probability that the pattern *wx-yz* can be split is then estimated as the product of these three values (as if the probabilities were independent, which they aren't). Finally the estimated value is compared against a threshold to determine hyphenation. Figure 3 shows an example of hyphenation probabilities computed by this method.

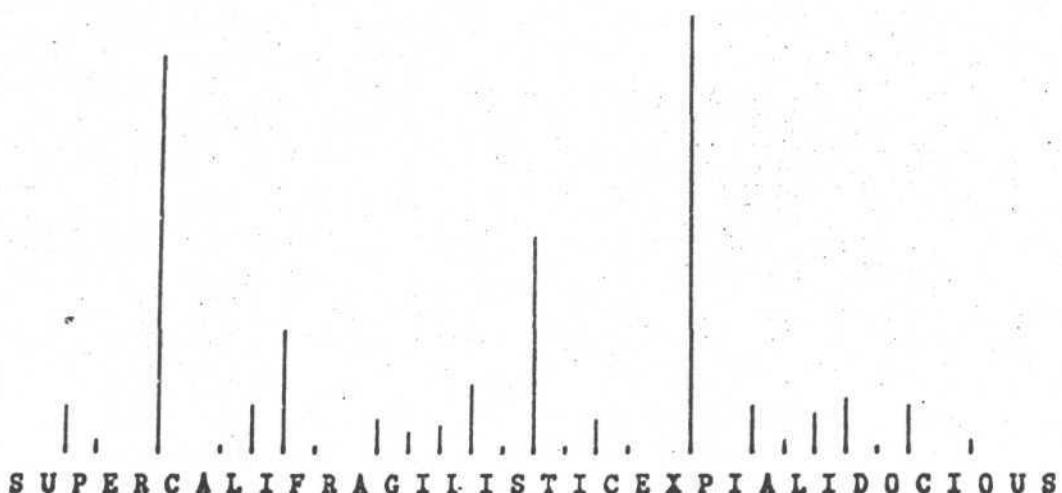


Figure 9. Hyphenation probabilities.

The advantage of this table-based approach is that the tables can be generated automatically from the dictionary. However, some experiments with the method yielded discouraging results. One estimate is 40% of the hyphens found, with 8% error. Thus a large exception dictionary would be required for good performance.

The reason for the limited performance of the above scheme is that just four letters of context surrounding the potential break point are not enough in many cases. In an extreme example, we might have to look as many as 10 letters ahead in order to determine hyphenation, e.g. dem-on-stra-tion vs. de-mon-stra-tive.

So a more powerful method is needed.

Patterns

A good deal of experimentation led the author to a more powerful method based on the idea of hyphenation *patterns*. These are simply strings of letters that, when they match in a word, will tell us how to hyphenate at some point in the pattern. For example, the pattern 'tion' might tell us that we can hyphenate before the 't'. Or when the pattern 'cc' appears in a word, we can usually hyphenate between the c's. Here are some more examples of good hyphenating patterns:

```
.in-d .in-s .in-t .un-d b-s -cia con-s con-t e-ly er-1 er-m  
ex- -ful it-t i-ty -less l-ly -ment n-co -ness n-f n-l n-si  
n-v om-m -sion s-ly s-nes ti-ca x-p
```

(The character '.' matches the beginning or end of a word.)

Patterns have many advantages. They are a general form of "hyphenation rule" that can include prefix, suffix, and other rules as special cases. Patterns can even describe an exception dictionary, namely by using entire words as patterns. (Actually, patterns are often more concise than an exception dictionary because a single pattern can handle several variant forms of a word; e.g. pro-gram, pro-grams, and pro-programmed.)

More importantly, the pattern matching approach has proven very effective. An appropriate set of patterns captures very concisely the information needed to perform hyphenation. Yet the pattern rules are of simple enough form that they can be generated automatically from the dictionary.

When looking for good hyphenating patterns, we soon discover that almost all of them have some exceptions. Although -tion is a very "safe" pattern, it fails on the word cat-ion. Most other cases are less clear-cut; for example, the common pattern n-t can be hyphenated about 80 percent of the time. It definitely seems worthwhile to use such patterns, provided that we can deal with the exceptions in some manner.

After choosing a set of hyphenating patterns, we may end up with thousands of exceptions. These could be listed in an exception dictionary, but we soon notice there are many similarities among the exceptions. For example, in the original *TeX* algorithm we found that the vowel-consonant-consonant-vowel rule resulted in hundreds of errors of the form X-Yer or X-Yers, for certain consonant pairs XY, so we put in a new rule to prevent those errors.

Thus, there may be "rules" that can handle large classes of exceptions. To take advantage of this, patterns come to the rescue again; but this time they are *inhibiting* patterns, because they show where hyphens should *not* be placed. Some good examples of inhibiting patterns are: b=ly (don't break between b and ly), bs=, =cing, io=n, i=tin, =ls, nn=, ns=t, n=ted, =pt, ti=al, =tly, =ts, and tt=.

As it turns out, this approach is worth pursuing further. That is, after applying hyphenating and inhibiting patterns as discussed above, we might have another set of hyphenating patterns, then another set of inhibiting patterns, and so on. We can think of each level of patterns as being "exceptions to the exceptions" of the previous level. The current *TeX82* algorithm uses five alternating levels of hyphenating and inhibiting patterns. The reasons for this will be explained in Chapter 4.

The idea of patterns is the basis of the new *TeX* hyphenation algorithm, and it was the inspiration for much of the intermediate investigation, that will be described.

Overview of thesis

In developing the pattern scheme, two main questions arose: (1) How can we represent the set of hyphenation patterns in a compact form that is also reasonably efficient for searching? (2) Given a hyphenated word list, how can we generate a suitable set of patterns?

To solve these problems, the author has developed a new data structure called a *packed trie*. This data structure allows the very fast search times characteristic of indexed tries, but in many cases it entirely eliminates the wasted space for null links usually present in such tries.

We will demonstrate the versatility and practical advantages of this data structure by using it not only to represent the hyphenation patterns in the final algorithm, but also as the critical component of the program that generates the patterns from the dictionary. Packed tries have many other potential applications, including identifier lookup, spelling checking, and lexicographic sorting.

Chapter 2 considers the simpler problem of recognizing, rather than hyphenating, a set of words such as a dictionary, and uses this problem to motivate and explain the advantages of the packed trie data structure. We also point out the close relationship between tries and finite-state machines.

Chapter 3 discusses ways of applying these ideas to hyphenation. After considering various approaches, including minimization with don't cares, we return to the idea of patterns.

Chapter 4 discusses the heuristic method used to select patterns, introduces dynamic packed tries, and describes some experiments with the pattern generation program.

Chapter 5 gives a brief history, and mentions ideas for future research.

Finally, the appendix contains the WEB [3] listing of the portable pattern generation program PATGEN, as well as the set of patterns currently used by *T_EX*82.

Note: The present chapter has been typeset by giving unusual instructions to *T_EX* so that it hyphenates words much more often than usual; therefore the reader can see numerous examples of word breaks that were discovered by the new algorithm.

The dictionary problem

In this chapter we consider the problem of recognizing a set of words over an alphabet. To be more precise, an *alphabet* is a set of characters or symbols, for example the letters A through Z, or the ASCII character set. A *word* is a sequence of characters from the alphabet. Given a set of words, our problem is to design a data structure that will allow us to determine efficiently whether or not some word is in the set.

In particular, we will use spelling checking as an example throughout this chapter. This is a topic of interest in its own right, but we discuss it here because the pattern matching techniques we propose will turn out to be very useful in our hyphenation algorithm.

Our problem is a special case of the general set recognition problem, because the elements of our set have the additional structure of being variable-length sequences of symbols from a finite alphabet. This naturally suggests methods based on a character-by-character examination of the key, rather than methods that operate on the entire key at once. Also, the redundancy present in natural languages such as English suggests additional opportunities for compression of the set representation.

We will be especially interested in space minimization. Most data structures for set representation, including the one we propose, are reasonably fast for searching. That is, a search for a key doesn't take much more time than is needed to examine the key itself. However, most of these algorithms assume that everything is "in core", that is, in the primary memory of the computer. In many situations, such as our spelling checking example, this is not feasible. Since secondary memory access times are typically much longer, it is worthwhile to try compressing the data structure as much as possible.

In addition to determining whether a given word is in the set, there are other operations we might wish to perform on the set representation. The most basic are insertion and deletion of words from the set. More complicated operations include performing the union of two sets, partitioning a set according to some criterion,

determining which of several sets an element is a member of, or operations based on an ordering or other auxiliary information associated with the keys in the set. For the data structures we consider, we will pay some attention to methods for insertion and deletion, but we shall not discuss the more complicated operations.

We first survey some known methods for set representation, and then propose a new data structure called a "packed trie".

Data structures

Methods for set representation include the following: sequential lists, sorted lists, binary search trees, balanced trees, hashing, superimposed coding, bit vectors, and digital search trees (also known as tries). Good discussions of these data structures can be found in a number of texts, including Knuth [4], Standish [5], and AHU [6]. Below we make a few remarks about each of these representations.

A sequential list is the most straightforward representation. It requires both space and search time proportional to the number of characters in the dictionary.

A sorted list assumes an ordering on the keys, such as alphabetical order. Binary search allows the search time to be reduced to the logarithm of the size of the dictionary, but space is not reduced.

A binary search tree also allows search in logarithmic time. This can be thought of as a more flexible version of a sorted list that can be optimized in various ways. For example if the probabilities of searching for different keys in the tree are known, then the tree can be adapted to improve the expected search time. Search trees can also handle insertions and deletions easily, although an unfavorable sequence of such operations may degrade the performance of the tree.

Balanced tree schemes (including AVL trees, 2-3 trees, and B-trees) correct the above-mentioned problem, so that insertions, deletions, and searches can all be performed in logarithmic time in the worst case. Variants of trees have other nice properties, too; they allow merging and splitting of sets, and priority queue operations. B-trees are well-suited to large applications, because they are designed to minimize the number of secondary memory accesses required to perform a search. However, space utilization is not improved by any of these tree schemes, and in fact it is usually increased because of the need for extra pointers.

Hashing is an essentially different approach to the problem. Here a suitable randomizing function is used to compute the location at which a key is stored. Hashing methods are very fast on the average, although the worst case is linear; fortunately this worst case almost never happens.

An interesting variant of hashing, called superimposed coding, was proposed by Bloom [7] (see also [4, §6.5], [8]), and at last provides for reduction in space,

although at the expense of allowing some error. Since this method is perhaps less well known we give a description of it here.

Superimposed coding

The idea is as follows. We use a single large bit array, initialized to zeros, plus a suitable set of d different hash functions. To represent a word, we use the hash functions to compute d bit positions in the large array of bits, and set these bits to ones. We do this for each word in the set. Note that some bits may be set by more than one word.

To test if a word is in the set, we compute the d bit positions associated with the word as above, and check to see if they are all ones in the array. If any of them are zero, the word cannot be in the set, so we reject it. Otherwise if all of the bits are ones, we accept the word. However, some words not in the set might be erroneously accepted, if they happen to hash into bits that are all "covered" by words in the set.

It can be shown [7] that the above scheme makes the best use of space when the density of bits in the array, after all the words have been inserted, is approximately one-half. In this case the probability that a word not in the set is erroneously accepted is 2^{-d} . For example if each word is hashed into 4 bit positions, the error probability is $1/16$. The required size of the bit array is approximately $nd \lg e$, where n is the number of items in the set, and $\lg e \approx 1.44$.

In fact Bloom specifically discusses automatic hyphenation as an application for his scheme! The scenario is as follows. Suppose we have a relatively compact routine for hyphenation that works correctly for 90 percent of the words in a large dictionary, but it is in error or fails to hyphenate the other 10 percent. We would then like some way to test if a word belongs to the 10 percent, but we do not have room to store all of these words in main memory. If we instead use the superimposed coding scheme to test for these words, the space required can be much reduced. For example with $d = 4$ we only need about 6 bits per word. The penalty is that some words will be erroneously identified as being in the 10 percent. However, this is acceptable because usually the test word will be rejected and we can then be sure that it is not one of the exceptions. (Either it is in the other 90 percent or it is not in the dictionary at all.) In the comparatively rare case that the word is accepted, we can go to secondary store, to check explicitly if the word is one of the exceptions.

The above technique is actually used in some commercial hyphenation routines. For now, however, \TeX will not have an external dictionary. Instead we will require that our hyphenation routine be essentially free of error (although it may not achieve complete hyphenation).

An extreme case of superimposed coding should also be mentioned, namely the bit-vector representation of a set. (Imagine that each word is associated with a single bit position, and one bit is allocated for each possible word.) This representation is often very convenient, because it allows set intersection and union to be performed by simple logical operations. But it also requires space proportional to the size of the universe of the set, which is impractical for words longer than three or four characters.

Tries

The final class of data structures we will consider are the digital search trees, first described by de la Briandais [9] and Fredkin [10]. Fredkin also introduced the term "trie" for this class of trees. (The term was derived from the word retrieval, although it is now pronounced "try".)

Tries are distinct from the other data structures discussed so far because they explicitly assume that the keys are a sequence of values over some (finite) alphabet, rather than a single indivisible entity. Thus tries are particularly well-suited for handling variable-length keys. Also, when appropriately implemented, tries can provide compression of the set represented, because common prefixes of words are combined together; words with the same prefix follow the same search path in the trie.

A trie can be thought of as an m -ary tree, where m is the number of characters in the alphabet. A search is performed by examining the key one character at a time and using an m -way branch to follow the appropriate path in the trie, starting at the root.

We will use the set of 31 most common English words, shown below, to illustrate different ways of implementing a trie.

A	FOR	IN	THE
AND	FROM	IS	THIS
ARE	HAD	IT	TO
AS	HAVE	NOT	WAS
AT	HE	OF	WHICH
BE	HER	ON	WITH
BUT	HIS	OR	YOU
BY	I	THAT	

Figure 4. The 31 most common English words.

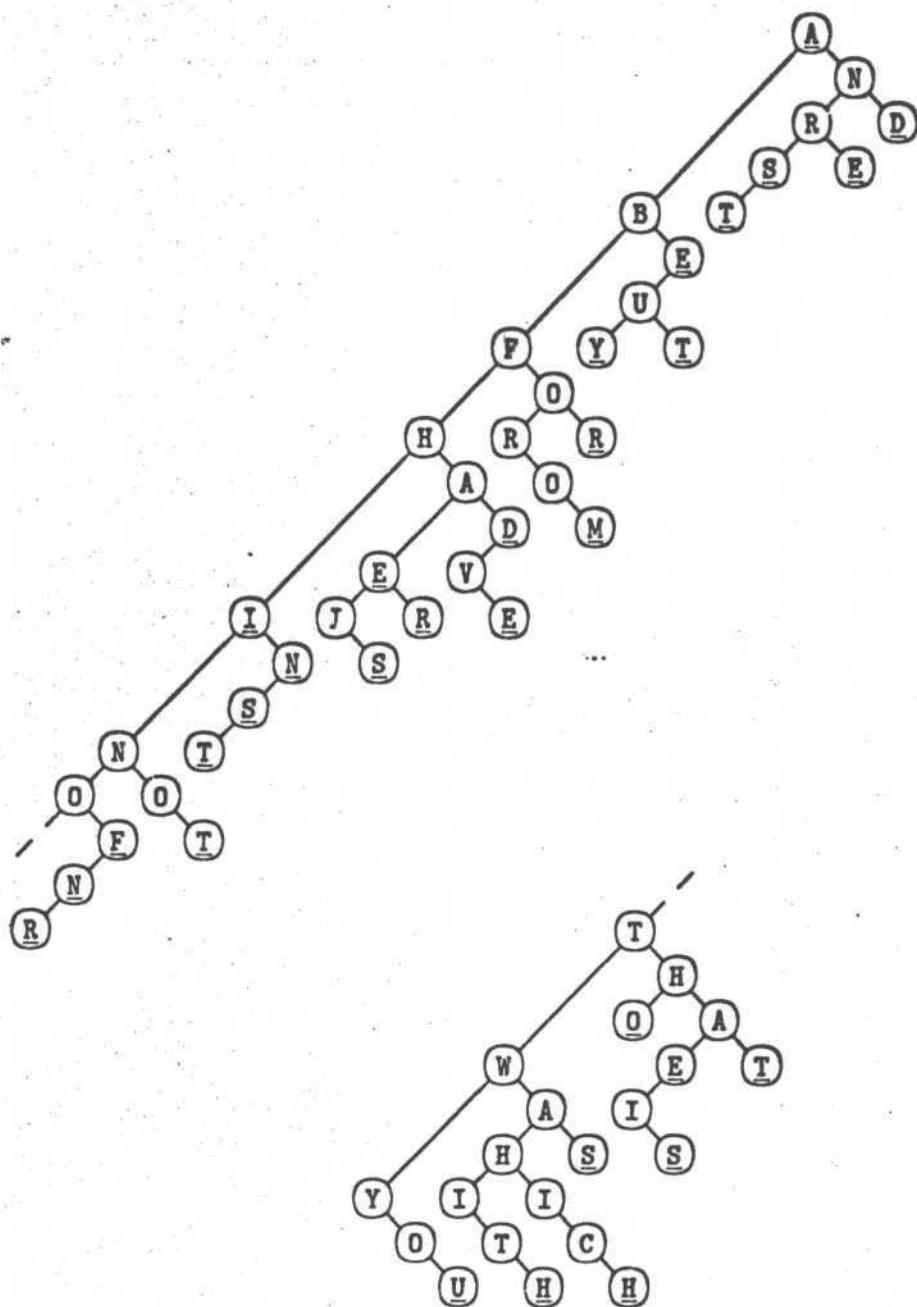


Figure 5. Linked trie for the 91 most common English words.

Figure 5 shows a *linked trie* representing this set of words. In a linked trie, the m -way branch is performed using a sequential series of comparisons. Thus in Figure 5 each node represents a yes-no test against a particular character. There are two link fields indicating the next node to take depending on the outcome of the test. On a 'yes' answer, we also move to the next character of the key. The underlined characters are terminal nodes, indicated by an extra bit in the node. If the word ends when we are at a terminal node, then the word is in the set.

Note that we do not have to actually store the keys in the trie, because each node implicitly represents a prefix of a word, namely the sequence of characters leading to that node.

A linked trie is somewhat slow because of the sequential testing required for each character of the key. The number of comparisons per character can be as large as m , the size of the alphabet. In addition, the two link fields per node are somewhat wasteful of space. (Under certain circumstances, it is possible to eliminate one of these two links. We will explain this later.)

In an *indexed trie*, the m -way branch is performed using an array of size m . The elements of the array are pointers indicating the next family of the trie to go to when the given character is scanned, where a "family" corresponds to the group of nodes in a linked trie for testing a particular character of the key. When performing a search in an indexed trie, the appropriate pointer can be accessed by simply indexing from the base of the array. Thus search will be quite fast.

But indexed tries typically waste a lot of space, because most of the arrays have only a few "valid" pointers (for words in the trie), with the rest of the links being null. This is especially common near the bottom of the trie. Figure 6 shows an indexed trie for the set of 31 common words. This representation requires $26 \times 32 = 832$ array locations, compared to 59 nodes for the linked trie.

Various methods have been proposed to remedy the disadvantages of linked and indexed tries. Trabb Pardo [11] describes and analyzes the space requirements of some simple variants of binary tries. Knuth [4, ex. 6.3-20] analyzes a composite method where an indexed trie is used for the first few levels of the trie, switching to sequential search when only a few keys remain in a subtrie. Mehlhorn [12] suggests using a binary search tree to represent each family of a trie. This requires storage proportional to the number of "valid" links, as in a linked trie, but allows each character of the key to be processed in at most $\log m$ comparisons. Maly [13] has proposed a "compressed trie" that uses an implicit representation to eliminate links entirely. Each level of the trie is represented by a bit array, where the bits indicate whether or not some word in the set passes through the node corresponding to

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z									
1	2	5			7		11	<u>16</u>						17	19				20		24		31												
2														3			4	<u>0</u>	<u>0</u>																
3			<u>0</u>																																
4			<u>0</u>																																
5			<u>0</u>																		6		<u>0</u>												
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11	12		<u>14</u>				15																												
12			<u>0</u>																									13							
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15																			<u>0</u>																
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26							27																												
27			28																																
28							<u>0</u>																												
29																				30															
30							<u>0</u>																												
31																	32																		
32																			<u>0</u>																

Figure 6. Indexed trie for the 31 most common English words.

that bit. In addition each family contains a field indicating the number of nonzero bits in the array for all nodes to the left of the current family, so that we can find the desired family on the next level. The storage required for each family is thus reduced to $m + \log n$ bits, where n is the total number of keys. However, compressed tries cannot handle insertions and deletions easily, nor do they retain the speed of indexed tries.

Packed tries

Our idea is to use an indexed trie, but to save the space for null links by packing the different families of the trie into a single large array, so that links from one family may occupy space normally reserved for links for other families that happen to be null. An example of this is illustrated below.



(In the following, we will sometimes refer to families of the indexed trie as *states*, and pointers as *transitions*. This is by analogy with the terminology for finite-state machines.)

When performing a search in the trie, we need a way to check if an indexed pointer actually corresponds to the current family, or if it belongs to some other family that just happens to be packed in the same location. This is done by additionally storing the character indexing a transition along with that transition. Thus a transition belongs to a state only if its character matches the character we are indexing on. This test always works if one additional requirement is satisfied, namely that different states may not be packed at the same base location.

The trie can be packed using a first-fit method. That is, we pack the states one at a time, putting each state into the lowest-indexed location in which it will fit (not overlapping any previously packed transitions, nor at an already occupied base location). On numerous examples based on typical word lists, this heuristic works extremely well. In fact, nearly all of the holes in the trie are often filled by transitions from other states.

Figure 7 shows the result when the indexed trie of Figure 6 is packed into a single array using the first-fit method. (Actually we have used an additional compression technique called suffix compression before packing the trie; this will be explained in the next section.) The resulting trie fits into just 60 locations. Note

	0	1	2	3	4	5	6	7	8	9
00		A 8	B11			D 0 F 3	E 0	H30	I23	
10	C 5			H 0 N25	032	E 0		012	M 0	
20	T33	R14	N 1	W46	T 0	Y37	R 2	S 0 T 0	0 6	
30	R 0	A29	U 4	D 0 S 0	E12	Y 0 N 0	F 0	I15		
40	0 4	H44	S 0 T 0	I 7	A 4	N 0 A15	0 0	E 0		
50	R 0	V 2	038	I15	H35	I36	T 5			U 0

Figure 7. Packed trie for the 31 most common English words.

that the packed trie is a single large array; the rows in the figure should be viewed as one long row.

As an example, here's what happens when we search for the word HAVE in the packed trie. We associate the values 1 through 26 with the letters A through Z. The root of the trie is packed at location 0, so we begin by looking at location 8 corresponding to the letter H. Since 'H30' is stored there, this is a valid transition and we then go to location 30. Indexing by the letter A, we look in location 31, which tells us to go to 29. Now indexing by V gets location 51, which points to 2. Finally indexing by E gets location 7, which is underlined, indicating that the word HAVE is indeed in the set.

Suffix compression

A big advantage of the trie data structure is that common prefixes of words are combined automatically into common paths in the trie. This provides a good deal of compression. To save more space, we can try to take advantage of common suffixes.

One way of doing this is to construct a trie in the usual manner, and then merge common subtrees together, starting from the leaves (leaves) and working upward. We call this process *suffix compression*.

For example, in the linked trie of Figure 5 the terminal nodes for the words HIS and THIS, both of which test for the letter S and have no successors, can be combined into a single node. That is, we can let their parent nodes both point to the same node; this does not change the set of words accepted by the trie. It turns out that we can then combine the parent nodes, since both of them test for I and go to the S node if successful, otherwise stop (no left successor). However, the grandparent nodes (which are actually siblings of the I nodes) cannot be combined even though they both test for E, because one of them goes to a terminal R node upon success, while the other has no right successor.

With a larger set of words, a great deal of merging can be possible. Clearly all leaf nodes (nodes with no successors) that test the same character can be combined together. This alone saves a number of nodes equal to the number of words in the dictionary, minus the number of words that are prefixes of other words, plus at most 26. In addition, as we might expect, longer suffixes such as -ly, -ing, or -tion can frequently be combined.

The suffix compression process may sound complicated, but actually it can be described by a simple recursive algorithm. For each node of the trie, we first compress each of its subtrees, then determine if the node can be merged with some other node. In effect, we traverse the trie in depth-first order, checking each node to see if it is equivalent to any previously seen node. A hash table can be used to identify equivalent nodes, based on their (merged) transitions.

The identification of nodes is somewhat easier using a binary tree representation of the trie, rather than an m -ary representation, because each node will then have just two link fields in addition to the character and output bit. Thus it will be convenient to use a linked trie when performing suffix compression. The linked representation is also more convenient for constructing the trie in the first place, because of the ease of performing insertions.

After applying suffix compression, the trie can be converted to an indexed trie and packed as described previously. (We should remark that performing suffix compression on a linked trie can yield some additional compression, because trie families can be partially merged. However such compression is lost when the trie is converted to indexed form.)

The author has performed numerous experiments with the above ideas. The results for some representative word lists are shown in Table 1 below. The last three

columns show the number of nodes in the linked, suffix-compressed, and packed tries, respectively. Each transition of the packed trie consists of a pointer, a character, and a bit indicating if this is an accepting transition.

word list	words	characters	linked	compressed	packed
pascal	35	145	125	104	120
murray	2726	19,144	8039	4272	4285
pocket	31,036	247,612	92,339	38,619	38,638
unabrd	235,545	2,256,805	759,045	—	—

Table 1. Suffix-compressed packed tries.

The algorithms for building a linked trie, suffix compression, and first-fit packing are used in T_EX82 to preprocess the set of hyphenation patterns into a packed trie used by the hyphenation routine. A WEB description of these algorithms can be found in [14].

Derived forms

Most dictionaries do not list the most common derived forms of words, namely regular plurals of nouns and verbs (-s forms), participles and gerunds of verbs (-ed and -ing forms), and comparatives and superlatives of adjectives (-er and -est). This makes sense, because a user of the dictionary can easily determine when a word possesses one of these regular forms. However, if we use the word list from a typical dictionary for spelling checking, we will be faced with the problem of determining when a word is one of these derived forms.

Some spelling checkers deal with this problem by attempting to recognize affixes. This is done not only for the derived forms mentioned above but other common variant forms as well, with the purpose of reducing the number of words that have to be stored in the dictionary. A set of logical rules is used to determine when certain prefixes and suffixes can be stripped from the word under consideration.

However such rules can be quite complicated, and they inevitably make errors. The situation is not unlike that of finding rules for hyphenation, which should not be surprising, since affix recognition is an important part of any rule-based hyphenation algorithm. This problem has been studied in some detail in a series of papers by Resnikoff and Dolby [15].

Since affix recognition is difficult, it is preferable to base a spelling checker on a complete word list, including all derived forms. However, a lot of additional space will be required to store all of these forms, even though much of the added data is

redundant. We might hope that some appropriate method could provide substantial compression of the expanded word list. It turns out that suffix-compressed tries handle this quite well. When derived forms were added to our pocket dictionary word list, it increased in size to 49,858 words and 404,946 characters, but the resulting packed trie only increased to 46,553 transitions (compare the pocket dictionary statistics in Table 1).

Hyphenation programs also need to deal with the problem of derived forms. In our pattern-matching approach, we intend to extract the hyphenation rules automatically from the dictionary. Thus it is again preferable for our word list to include all derived forms.

The creation of such an expanded word list required a good deal of work. The author had access to a computer-readable copy of Webster's Pocket Dictionary [16], including parts of speech and definitions. This made it feasible to identify nouns, verbs, etc., and to generate the appropriate derived forms mechanically. Unfortunately the resulting word lists required extensive editing to eliminate many never-used or somewhat nonsensical derived forms, e.g. 'informations'.

Spelling checkers

Computer-based word processing systems have recently come into widespread use. As a result there has been a surge of interest in programs for automatic spelling checking and correction. Here we will consider the dictionary representations used by some existing spelling checkers.

One of the earliest programs, designed for a large timesharing computer, was the DEC-10 SPELL program written by Ralph Gorin [17]. It uses a 12,000 word dictionary stored in main memory. A simple hash function assigns a unique 'bucket' to each word depending on its length and the first two characters. Words in the same bucket are listed sequentially. The number of words in each bucket is relatively small (typically 5 to 50 words), so this representation is fairly efficient for searching. In addition, the buckets provide convenient access to groups of similar words; this is useful when the program tries to correct spelling errors.

The dictionary used by SPELL does not contain derived forms. Instead some simple affix stripping rules are normally used; the author of the program notes that these are "error-prone".

Another spelling checker is described by James L. Peterson [18]. His program uses three separate dictionaries: (1) a small list of 258 common English words, (2) a dynamic 'cache' of about 1000 document-specific words, and (3) a large, comprehensive dictionary, stored on disk. The list of common words (which is static) is represented using a suffix-compressed linked trie. The dynamic cache is maintained

using a hash table. Both of these dictionaries are kept in main memory for speed. The disk dictionary uses an in-core index, so that at most one disk access is required per search.

Robert Nix [19] describes a spelling checker based on the superimposed coding method. He reports that this method allows the dictionary from the SPELL program to be compressed to just 20 percent of its original size, while allowing 0.1% chance of error.

A considerably different approach to spelling checking was taken by the TYPO program developed at Bell Labs [20]. This program uses digram and trigram frequencies to identify "improbable" words. After processing a document, the words are listed in order of decreasing improbability for the user to peruse. (Words appearing in a list of 2726 common technical words are not shown.) The authors report that this format is "psychologically rewarding", because many errors are found at the beginning, inducing the user to continue scanning the list until errors become rare.

In addition to the above, there have recently been a number of spelling checkers developed for the "personal computer" market. Because these programs run on small microprocessor-based systems, it is especially important to reduce the size of the dictionary. Standard techniques include hash coding (allowing some error), in-core caches of common words, and special codes for common prefixes and suffixes. One program first constructs a sorted list of all words in the document, and then compares this list with the dictionary in a single sequential pass. The dictionary can then be stored in a compact form suited for sequential scanning, where each word is represented by its difference from the previous word.

Besides simply detecting when words are not in a dictionary, the design of a practical spelling checker involves a number of other issues. For example many spelling checkers also try to perform spelling correction. This is usually done by searching the dictionary for words similar to the misspelled word. Errors and suggested replacements can be presented in an interactive fashion, allowing the user to see the context from the document and make the necessary changes. The contents of the dictionary are of course very important, and each user may want to modify the word list to match his or her own vocabulary. Finally, a plain spelling checker cannot detect problems such as incorrect word usage or mistakes in grammar; a more sophisticated program performing syntactic and perhaps semantic analysis of the text would be necessary.

Conclusion and related ideas

The dictionary problem is a fundamental problem of computer science, and it has many applications besides spelling checking. Most data structures for this problem consider the elements of the set as atomic entities, fitting into a single computer word. However in many applications, particularly word processing, the keys are actually variable-length strings of characters. Most of the standard techniques are somewhat awkward when dealing with variable length keys. Only the trie data structure is well-suited for this situation.

We have proposed a variant of tries that we call a packed trie. Search in a packed trie is performed by indexing, and it is therefore very fast. The first-fit packing technique usually produces a fairly compact representation as well.

We have not discussed how to perform dynamic insertions and deletions with a packed trie. In Chapter 4 we discuss a way to handle this problem, when no suffix compression is used, by repacking states when necessary.

The idea of suffix compression is not new. As mentioned, Peterson's spelling checker uses this idea also. But in fact, if we view our trie as a finite-state machine, suffix compression is equivalent to the well-known idea of state minimization. In our case the machine is acyclic, that is, it has no loops.

Suffix compression is also closely related to the common subexpression problem from compiler theory. In particular, it can be considered a special case of a problem called acyclic congruence closure, which has been studied by Downey, Sethi, and Tarjan [21]. They give a linear-time algorithm for suffix compression that does not use hashing, but it is somewhat complicated to implement and requires additional data structures.

The idea for the first-fit packing method was inspired by the paper "Storing a sparse table" by Tarjan and Yao [22]. The technique has been used for compressing parsing tables, as discussed by Zeigler [23] (see also [24]). However, our packed trie implementation differs somewhat from the applications discussed in the above references, because of our emphasis on space minimization. In particular, the idea of storing the character that indexes a transition, along with that transition, seems to be new. This has an advantage over other techniques for distinguishing states, such as the use of back pointers, because the character requires fewer bits.

The paper by Tarjan and Yao also contains an interesting theorem characterizing the performance of the first-fit packing method. They consider a modification suggested by Zeigler, where the states are first sorted into decreasing order based on the number of non-null transitions in each state. The idea is that small states, which can be packed more easily, will be saved to the end. They prove that if the

distribution of transitions among states satisfies a "harmonic decay" condition, then essentially all of the holes in the first-fit packing will be filled.

More precisely, let $n(l)$ be the total number of non-null transitions in states with more than l transitions, for $l \geq 0$. If the harmonic decay property $n(l) \leq n/(l+1)$ is satisfied, then the first-fit-decreasing packing satisfies $0 \leq b(i) \leq n$ for all i , where $n = n(0)$ is the total number of transitions and $b(i)$ is the base location at which the i th state is packed.

The above theorem does not take into account our additional restriction that no two states may be packed at the same base location. When the proof is modified to include this restriction, the bound goes up by a factor of two. However in practice we seem to be able to do much better.

The main reason for the good performance of the first-fit packing scheme is the fact that there are usually enough single-transition states to fill in the holes created by larger states. It is not really necessary to sort the states by number of transitions; any packing order that distributes large and small states fairly evenly will work well. We have found it convenient simply to use the order obtained by traversing the linked trie.

Improvements on the algorithms discussed in this chapter are possible in certain cases. If we store a linked trie in a specific traversal order, we can eliminate one of the link fields. For example, if we list the nodes of the trie in preorder, the left successor of a node will always appear immediately after that node. An extra bit is used to indicate that a node has no left successor. Of course this technique works for other types of trees as well.

If the word list is already sorted, linked trie insertion can be performed with only a small portion of the trie in memory at any time, namely the portion along the current insertion path. This can be a great advantage if we are processing a large dictionary and cannot store the entire linked trie in memory.

Hyphenation

Let us now try to apply the ideas of the previous chapter to the problem of hyphenation. TEX82 will use the pattern matching method described in Chapter 1, but we shall first discuss some related approaches that were considered.

Finite-state machines with output

We can modify our trie-based dictionary representation to perform hyphenation by changing the output of the trie (or finite-state machine) to a multiple-valued output indicating how the word can be hyphenated, instead of just a binary yes-no output indicating whether or not the word is in the dictionary. That is, instead of associating a single bit with each trie transition, we would have a larger "output" field indicating the hyphenation "action" to be taken on this transition. Thus on recognizing the word *hy-phen-a-tion*, the output would say "you can hyphenate this word after the second, sixth, or seventh letters".

To represent the hyphenation output, we could simply list the hyphen positions, or we could use a bit vector indicating the allowable hyphen points. Since there are only a few hundred different outputs and most of them occur many times, we can save some space by assigning each output a unique code and storing the actual hyphen positions in a separate table.

To conveniently handle the variable number of hyphen positions in outputs, we will use a linked representation that allows different outputs to share common portions of their output lists. This is implemented using a hash table containing pairs of the form *(output, next)*, where *output* is a hyphenation position and *next* is a (possibly null) pointer to another entry in the table. To add a new output list to the table, we hash each of its outputs in turn, making each output point to the previous one. Interestingly, this process is quite similar to suffix compression.

The trie with hyphenation output can be suffix-compressed and packed in the same manner as discussed in Chapter 2. Because of the greater variety of outputs more of the subtrees will be distinct, and there is somewhat less compression.

From our pocket dictionary (with hyphens), for example, we obtained a packed trie occupying 51,699 locations.

We can improve things slightly by “pushing outputs forward”. That is, we can output partial hyphenations as soon as possible instead of waiting until the end of the word. This allows some additional suffix compression.

For example, upon scanning the letters *hyp* at the beginning of a word, we can already say “hyphenate after the second letter” because this is allowed for all words beginning with those letters. Note we could not say this after scanning *j* at *hyp*, because of words like *hyp-not-ic*. Upon further scanning *ena*, we can say “hyphenate after the sixth letter”.

When implementing this idea, we run into a small problem. There are quite a few words that are prefixes of other words, but hyphenate differently on the letters they have in common, e.g. *ca-ret* and *care-tak-er*, or *as-pi-rin* and *as-pir-ing*. To avoid losing hyphenation output, we could have a separate output whenever an end-of-word bit appears, but a simpler method is to append an end-of-word character to each word before inserting it into the trie. This increases the size of the linked trie considerably, but suffix compression merges most of these nodes together.

With the above modifications, the packed trie for the pocket dictionary was reduced to 44,128 transitions.

Although we have obtained substantial compression of the dictionary, the result is still too large for our purposes. The problem is that as long as we insist that only words in the dictionary be hyphenated, we cannot hope to reduce the space required to below that needed for spelling checking alone. So we must give up this restriction.

For example, we could eliminate the end-of-word bit. Then after pushing outputs forward, we can prune branches of the trie for which there is no further output. This would reduce the pocket dictionary trie to 35,429 transitions.

Minimization with don't cares

In this section we describe a more drastic approach to compression that takes advantage of situations where we “don't care” what the algorithm does.

As previously noted, most of the states in an indexed trie are quite sparse; that is, only a few of the characters have explicit transitions. Since the missing transitions are never accessed by words in our dictionary, we can allow them to be filled by arbitrary transitions.

This should not be confused with the overlapping of states that may occur in the trie-packing process. Instead, we mean that the added transitions will actually become part of the state.

There are two ways in which this might allow us to save more space in the minimization process. First, states no longer have to be identical in order to be merged; they only have to agree on those characters where both (or all) have explicit transitions. Second, the merging of non-equivalent states may allow further merging that was not previously possible, because some transitions have now become equivalent.

For example, consider again the trie of Figure 5. When discussing suffix compression, we noted that the terminal S nodes for the words HIS and THIS could be merged together, but that the parent chains, each containing transitions for A, E, and I, could not be completely merged. However, in minimization with don't cares these two states can be merged. Note that such a merge will require that the DV state below the first A be merged with the T below the second A; this can be done because those states have no overlapping transitions.

As another example, notice that if the word AN were added to our vocabulary, then the NRST chain succeeding the root A node could be merged with the NST chain below the initial I node. (Actually, it doesn't make much sense to do minimization with don't cares on a trie used to recognize words in a dictionary, but we will ignore that objection for the purposes of this example.)

Unfortunately, trie minimization with don't cares seems more complicated than the suffix-compression process of Chapter 2. The problem is that states can be merged in more than one way. That is, the collection of mergeable states no longer forms an equivalence relation, as in regular finite-state minimization. In fact, we can sometimes obtain additional compression by allowing the same state to appear more than once. Another complication is that don't care merges can introduce loops into our trie.

Thus it seems that finding the minimum size trie will be difficult. Pfleeger [25] has shown this problem to be NP-complete, by transformation from graph coloring; however, his construction requires the number of transitions per state to be unbounded. It may be possible to remove this requirement, but we have not proved this.

So in order to experiment with trie minimization with don't cares, we have made some simplifications. We start by performing suffix compression in the usual manner. We then go through the states in a bottom-up order, checking each to see if it can be merged with any previous state by taking advantage of don't cares. Note that such merges may require further merges among states already seen.

We only try merges that actually save space, that is, where explicit transitions are merged. Otherwise, states with only a few transitions are very likely to be mergeable, but such merges may constrain us unnecessarily at a later stage of the minimization. In addition, we will not consider having multiple copies of states.

Even this simplified algorithm can be quite time consuming, so we did not try it on our pocket dictionary. On a list of 2726 technical words, don't care minimization reduced the number of states in the suffix-compressed, output-pruned trie from 1685 to just 283, while the number of transitions was reduced from 3627 to 2427. However, because the resulting states were larger, the first-fit packing performed rather poorly, producing a packed trie with 3408 transitions. So in this case don't care minimization yielded an additional compression of less than 10 percent.

Also, the behavior of the resulting hyphenation algorithm on words not in the dictionary became rather unpredictable. Once a word leaves the "known" paths of the packed trie, strange things might happen!

We can get even wilder effects by carrying the don't care assumption one step further, and eliminating the character field from the packed trie altogether (leaving just the output and trie link). Words in the dictionary will always index the correct transitions, but on other words we now have no way of telling when we have reached an invalid trie transition.

It turns out that the problem of state minimization with don't cares was studied in the 1960s by electrical engineers, who called it "minimization of incompletely specified sequential machines" (see e.g. [26]). However, typical instances of the problem involved machines with only a few states, rather than thousands as in our case, so it was often possible to find a minimized machine by hand. Also, the emphasis was on minimizing the number of states of the machine, rather than the number of state transitions.

In ordinary finite-state minimization, these are equivalent, but don't care minimization can actually introduce extra transitions, for example when states are duplicated. In the old days, finite-state machines were implemented using combinational logic, so the most important consideration was to reduce the number of states. In our trie representation, however, the space used is proportional to the number of transitions. Furthermore, finite-state machines are now often implemented using PLA's (programmed logic arrays), for which the number of transitions is also the best measure of space.

Pattern matching

Since trie minimization with don't cares still doesn't provide sufficient compression, and since it leads to unpredictable behavior on words not in the dictionary,

we need a different approach. It seems expensive to insist on complete hyphenation of the dictionary, so we will give up this requirement. We could allow some errors; or to be safer, we could allow some hyphens to be missed.

We now return to the pattern matching approach described in Chapter 1. Some further arguments as to why this method seems advantageous are given below. We should first reassure the reader that all the discussion so far has not been in vain, because a packed trie will be an ideal data structure for representing the patterns in the final hyphenation algorithm. Here the outputs will include the hyphenation level as well as the intercharacter position.

Hyphenating and inhibiting patterns allow considerable flexibility in the performance of the resulting algorithm. For example, we could allow a certain amount of error by using patterns that aren't always safe (but that presumably do find many correct hyphens).

We can also restrict ourselves to partial hyphenation in a natural way. That is, it turns out that a relatively small number of patterns will get a large fraction of the hyphens in the dictionary. The remaining hyphens become harder and harder to find, as we are left with mostly exceptional cases. Thus we can choose the most effective patterns first, taking more and more specialized patterns until we run out of space.

In addition, patterns perform quite well on words not in the dictionary, if those words follow "normal" pronunciation rules.

Patterns are "context-free"; that is, they can apply anywhere in a word. This seems to be an important advantage. In the trie-based approach discussed earlier in this chapter, a word is always scanned from beginning to end and each state of the trie 'remembers' the entire prefix of the word scanned so far, even if the letters scanned near the beginning no longer affect the hyphenation of the word. Suffix compression eliminates some of this unnecessary state information, by combining states that are identical with respect to future hyphenation. Minimization with don't cares takes this further, allowing 'similar' states to be combined as long as they behave identically on all characters that they have in common.

However, we have seen that it is difficult to guide the minimization with don't cares to achieve these reductions. Patterns embody such don't care situations naturally (if we can find a good way of selecting the patterns).

The context-free nature of patterns helps in another way, as explained below. Recall that we will use a packed trie to represent the patterns. To find all patterns that match in a given word, we perform a search starting at each letter of the word. Thus after completing a search starting from some letter position, we may have to

back up in the word to start the next search. By contrast, our original trie-based approach works with no backup.

Suppose we wanted to convert the pattern trie into a finite-state recognizer that works with no backup. This can be done in two stages. We first add "failure links" to each state that tell which state to go to if there is no explicit transition for the current character of the word. The failure state is the state in the trie that we would have reached, if we had started the search one letter later in the word.

Next, we can convert the failure-link machine into a true finite-state machine by filling in the missing transitions of each state with those of its failure state. (For more details of this process, see [27], [28].)

However, the above state merging will introduce a lot of additional transitions. Even using failure links requires one additional pointer per state. Thus by performing pattern matching with backup, we seem to save a good deal of space. And in practice, long backups rarely occur.

Finally, the idea of inhibiting patterns seems to be very useful. Such patterns extend the power of a finite-state machine, somewhat like adding the "not" operator to regular expressions.

Pattern generation

We now discuss how to choose a suitable set of patterns for hyphenation. In order to decide which patterns are "good", we must first specify the desired properties of the resulting hyphenation algorithm.

We obviously want to maximize the number of hyphens found, minimize the error, and minimize the space required by our algorithm. For example, we could try to maximize some (say linear) function of the above three quantities, or we could hold one or two of the quantities constant and optimize the others.

For TeX82, we wanted a hyphenation algorithm meeting the following requirements. The algorithm should use only a moderate amount of space (20–30K bytes), including any exception dictionary; and it should find as many hyphens as possible, while making little or no error. This is similar to the specifications for the original TeX algorithm, except that we now hope to find substantially more hyphens.

Of course, the results will depend on the word list used. We decided to base the algorithm on our copy of Webster's Pocket Dictionary, mainly because this was the only word list we had that included all derived forms.

We also thought that a larger dictionary would contain many rare or specialized words that we might not want to worry about. In particular, we did not want such infrequent words to affect the choice of patterns, because we hoped to obtain a set of patterns embodying many of the "usual" rules for hyphenation.

In developing the TeX82 algorithm, however, the word list was tuned up considerably. A few thousand common words were weighted more heavily so that they would be more likely to be hyphenated. In fact, the current algorithm guarantees complete hyphenation of the 676 most common English words (according to [29]), as well as a short list of common technical words (e.g. al-go-rithm).

In addition, over 1000 "exception" words have been added to the dictionary, to ensure that they would not be incorrectly hyphenated. Most of these were found by testing the algorithm (based on the initial word list) against a larger dictionary obtained from a publisher, containing about 115,000 entries. This produced about

10,000 errors on words not in the pocket dictionary. Most of these were specialized technical terms that we decided not to worry about, but a few hundred were embarrassing enough that we decided to add them to the word list. These included compound words (camp-fire), proper names (Af-ghan-i-stan), and new words (bio-rhythm) that probably did not exist in 1966, when our pocket dictionary was originally put online.

After the word list was augmented, a new set of patterns was generated, and a new list of exceptions was found and added to the list. Fortunately this process seemed to converge after a few iterations.

Heuristics

The selection of patterns in an 'optimal' way seems very difficult. The problem is that several patterns may apply to a particular hyphen point, including both hyphenating and inhibiting patterns. Thus complicated interactions can arise if we try to determine, say, the minimum set of patterns finding a given number of hyphens. (The situation is somewhat analogous to a set cover problem.)

Instead, we will select patterns in a series of "passes" through the word list. In each pass we take into account only the effects of patterns chosen in previous passes. Thus we sidestep the problem of interactions mentioned above.

In addition, we will define a measure of pattern "efficiency" so that we can use a greedy approach in each pass, selecting the most efficient patterns.

Patterns will be selected one level at a time, starting with a level of hyphenating patterns. Patterns at each level will be selected in order of increasing pattern length.

Furthermore patterns of a given length applying to different intercharacter positions (for example -tio and t-io) will be selected in separate passes through the dictionary. Thus the patterns of length n at a given level will be chosen in $n+1$ passes through the dictionary.

At first we did not do this, but selected all patterns of a given length (at a given level) in a single pass, to save time. However, we found that this resulted in considerable duplication of effort, as many hyphens were covered by two or more patterns. By considering different intercharacter positions in separate passes, there is never any overlap among the patterns selected in a single pass.

In each pass, we collect statistics on all patterns appearing in the dictionary, counting the number of times we could hyphenate at a particular point in the pattern, and the number of times we could not.

For example, the pattern tio appears 1793 times in the pocket dictionary, and in 1773 cases we can hyphenate the word before the t, while in 20 cases we can

not. (We only count instances where the hyphen position occurs at least two letters from either edge of the word.)

These counts are used to determine the efficiency rating of patterns. For example if we are considering only "safe" patterns, that is, patterns that can always be hyphenated at a particular position, then a reasonable rating is simply the number of hyphens found. We could then decide to take, say, all patterns finding at least a given number of hyphens.

However, most of the patterns we use will make some error. How should these patterns be evaluated? In the worst case, errors can be handled by simply listing them in an exception dictionary. Assuming that one unit of space is required to represent each pattern as well as each exception, the "efficiency" of a pattern could be defined as $eff = good/(1 + bad)$ where *good* is the number of hyphens correctly found and *bad* is the number of errors made.

(The space used by the final algorithm really depends on how much compression is produced by the packed trie used to represent the patterns, but since it is hard to predict the exact number of transitions required, we just use the number of patterns as an approximate measure of size.)

By using inhibiting patterns, however, we can often do better than listing the exceptions individually. The quantity *bad* in the above formula should then be devalued a bit depending on how effective patterns at the next level are. So a better formula might be

$$eff = \frac{good}{1 + bad/bad_eff},$$

where *bad_eff* is the estimated efficiency of patterns at the next level (inhibiting errors at the current level).

Note that it may be difficult to determine the efficiency at the next level, when we are still deciding what patterns to take at the current level! We will use a pattern selection criterion of the form $eff \geq thresh$, but we cannot predict exactly how many patterns will be chosen and what their overall performance will be. The best we can do is use reasonable estimates based on previous runs of the pattern generation program. Some statistics from trial runs of this program are presented later in this chapter.

Collecting pattern statistics

So the main task of the pattern generation process is to collect count statistics about patterns in the dictionary. Because of time and space limitations this becomes an interesting data structure exercise.

For short (length 2 and 3) patterns, we can simply use a table of size 26^2 or 26^3 , respectively, to hold the counts during a pass through the dictionary. For longer patterns, this is impractical.

Here's the first approach we used for longer patterns. In a pass through the dictionary, every occurrence of a pattern is written out to a file, along with an indication of whether or not a hyphen was allowed at the position under consideration. The file of patterns is sorted to bring identical patterns together, and then a pass is made through the sorted list to compile the count statistics for each pattern.

This approach makes it feasible to collect statistics for longer length patterns, and was used to conduct our initial experiments with pattern generation. However it is still quite time and space consuming, especially when sorting the large lists of patterns. Note that an external sorting algorithm is usually necessary.

Since only a fraction of the possible patterns of a particular length actually occur in the dictionary, we could instead store them in a hash table or one of the other data structures discussed in Chapter 2. It turns out that a modification of our packed trie data structure is well-suited to this task. The advantages of the packed trie are very fast lookup, compactness, and graceful handling of variable length patterns.

Combined with some judicious "pruning" of the patterns that are considered, the memory requirements are much reduced, allowing the entire pattern selection process to be carried out "in core" on our PDP-10 computer.

By "pruning" patterns we mean the following. If a pattern contains a shorter pattern at the same level that has already been chosen, the longer pattern obviously need not be considered, so we do not have to count its occurrences. Similarly, if a pattern appears so few times in the dictionary that under the current selection criterion it can never be chosen, then we can mark the pattern as "hopeless" so that any longer patterns at this level containing it need not be considered.

Pruning greatly reduces the number of patterns that must be considered, especially at longer lengths.

Dynamic packed tries

Unlike the static dictionary problem considered in Chapter 2, the set of patterns to be represented is not known in advance. In order to use a packed trie for storing the patterns being considered in a pass through the dictionary, we need some way to dynamically insert new patterns into the trie.

For any pattern, we start by performing a search in the packed trie as usual, following existing links until reaching a state where a new trie transition must be

added. If we are lucky, the location needed by the new transition will still be empty in the packed trie, otherwise we will have to do some repacking.

Note that we will not be using suffix compression, because this complicates things considerably. We would need back pointers or reference counts to determine what nodes need to be unmerged, and we would need a hash table or other auxiliary information in order to remerge the newly added nodes. Furthermore, suffix merging does not produce a great deal of compression on the relatively short patterns we will be dealing with.

The simplest way of resolving the packing conflict caused by the addition of a new transition is to just repack the changed state (and update the link of its parent state). To maintain good space utilization, we should try to fit the modified state among the holes in the trie. This can be done by maintaining a dynamic list of unoccupied cells in the trie, and using a first-fit search.

However, repacking turns out to be rather expensive for large states that are unlikely to fit into the holes in the trie, unless the array is very sparse. We can avoid this by packing such states into the free space immediately to the right of the occupied locations. The size threshold for attempting a first-fit packing can be adjusted depending on the density of the array, how much time we are willing to spend on insertions, or how close we are to running out of room.

After adding the critical transition as discussed above, we may need to add some more trie nodes for the remaining characters of the new pattern. These new states contain just a single transition, so they should be easy to fit into the trie.

The pattern generation program uses a second packed trie to store the set of patterns selected so far. Recall that, before collecting statistics about the patterns in each word, we must first hyphenate the word according to the patterns chosen in previous passes. This is done not only to determine the current partial hyphenation, but also to identify pruned patterns that need not be considered. Once again, the advantages of the packed trie are compactness and very fast "hyphenation".

At the end of a pass, we need to add new patterns, including "hopeless" patterns, to the trie. Thus it will be convenient to use a dynamic packed trie here as well. At the end of a level, we probably want to delete hopeless patterns from the trie in order to recover their space, if we are going to generate more levels. This turns out to be relatively easy; we just remove the appropriate output and return any freed nodes to the available list.

Below we give some statistics that will give an idea of how well a dynamic packed trie performs. We took the current set of 4447 hyphenation patterns, randomized them, and then inserted them one-by-one into a dynamic packed trie.

(Note that in the situations described above, there will actually be many searches per insertion, so we can afford some extra effort when performing insertions.) The patterns occupy 7214 trie nodes, but the packed trie will use more locations, depending on the setting of the first-fit packing threshold. The columns of the table show, respectively, the maximum state size for which a first-fit packing is attempted, the number of states packed, the number of locations tried by the first-fit procedure (this dominates the running time), the number of states repacked, and the number of locations used in the final packed trie.

thresh	pack	first_fit	unpack	trie_max
∞	6113	877,301	2781	9671
13	6060	761,228	2728	9458
9	6074	559,835	2742	9606
7	6027	359,537	2695	9606
5	5863	147,468	2531	10,366
4	5746	63,181	2414	11,209
3	5563	33,826	2231	13,296
2	5242	19,885	1910	15,009
1	4847	8956	1515	16,536
0	4577	6073	1245	18,628

Table 2. Dynamic packed trie statistics.

Experimental results

We now give some results from trial runs of the pattern generation program, and explain how the current $\text{\TeX}82$ patterns were generated. As mentioned earlier, the development of these patterns involved some augmentation of the word list. The results described here are based on the latest version of the dictionary.

At each level, the selection of patterns is controlled by three parameters called *good_wt*, *bad_wt*, and *thresh*. If a pattern can be hyphenated *good* times at a particular position, but makes *bad* errors, then it will be selected if

$$\text{good} * \text{good_wt} - \text{bad} * \text{bad_wt} \geq \text{thresh}.$$

Note that the efficiency formula given earlier in this chapter can be converted into the above form.

We can first try using only safe patterns, that is, patterns that can always be hyphenated at a particular position. The table below shows the results when all safe patterns finding at least a given number of hyphens are chosen. Note that

parameters	patterns	hyphens	percent
1 ∞ 40	401	31,083	35.2%
1 ∞ 20	1024	45,310	51.3%
1 ∞ 10	2272	58,580	66.3%
1 ∞ 5	4603	70,014	79.2%
1 ∞ 3	7052	76,236	86.2%
1 ∞ 2	10,456	83,450	94.4%
1 ∞ 1	16,336	87,271	98.7%

Table 3. Safe hyphenating patterns.

an infinite *bad_wt* ensures that only safe patterns are chosen. The table shows the number of patterns obtained, and the number and percentage of hyphens found.

We see that, roughly speaking, halving the threshold doubles the number of patterns, but only increases the percentage of hyphens by a constant amount. The last 20 percent or so of hyphens become quite expensive to find.

(In order to save computer time, we have only considered patterns of length 6 or less in obtaining the above statistics, so the figures do not quite represent all patterns above a given threshold. In particular, the patterns at threshold 1 do not find 100% of the hyphens, although even with indefinitely long patterns there would still be a few hyphens that would not be found, such as *re-cord*.)

The space required to represent patterns in the final algorithm is slightly more than one trie transition per pattern. Each transition occupies 4 bytes (1 byte each for character and output, plus 2 bytes for trie link). The output table requires an additional 3 bytes per entry (hyphenation position, value, and next output), but there are only a few hundred outputs. Thus to stay within the desired space limitations for *TeX82*, we can use at most about 5000 patterns.

We next try using two levels of patterns, to see if the idea of inhibiting patterns actually pays off. The results are shown below, where in each case the initial level of hyphenating patterns is followed by a level of inhibiting patterns that remove nearly all of the error.

The last set of patterns achieves 86.7% hyphenation using 4696 patterns. By contrast, the 1 ∞ 3 patterns from the previous table achieves 86.2% with 7052 patterns. So inhibiting patterns do help. In addition, notice that we have only used "safe" inhibiting patterns above; this means that none of the good hyphens are lost. We can do better by using patterns that also inhibit some correct hyphens.

After a good deal of further experimentation, we decided to use five levels of patterns in the current *TeX82* algorithm. The reason for this is as follows. In

parameters	patterns	hyphens	percent	
1 20 20	816	51,359	505	58.1% 0.6%
	315	0	463	58.1% 0.1%
1 10 10	1510	64,893	1694	73.5% 1.9%
	824	0	1531	73.5% 0.2%
1 5 5	2573	76,632	5254	86.7% 5.9%
	2123	0	4826	86.7% 0.5%

Table 4. Two levels of patterns.

addition to finding a high percentage of hyphens, we also wanted a certain amount of guaranteed behavior. That is, we wanted to make essentially no errors on words in the dictionary, and also to ensure complete hyphenation of certain common words.

To accomplish this, we use a final level of safe hyphenating patterns, with the threshold set as low as feasible (in our case 4). If we then weight the list of important words by a factor of at least 4, the patterns obtained will hyphenate them completely (except when a word can be hyphenated in two different ways).

To guarantee no error, the level of inhibiting patterns immediately preceding the final level should have a threshold of 1 so that even patterns applying to a single word will be chosen. Note these do not need to be "safe" inhibiting patterns, since the final level will pick up all hyphens that should be found.

The problem is, if there are too many errors remaining before the last inhibiting level, we will need too many patterns to handle them. If we use three levels in all, then the initial level of hyphenating patterns can allow just a small amount of error.

However, we would like to take advantage of the high efficiency of hyphenating patterns that allow a greater percentage of error. So instead, we will use an initial level of hyphenating patterns with relatively high threshold and allowing considerable error, followed by a 'coarse' level of inhibiting patterns removing most of the initial error. The third level will consist of relatively safe hyphenating patterns with a somewhat lower threshold than the first level, and the last two levels will be as described above.

The above somewhat vague considerations do not specify the exact pattern selection parameters that should be used for each pass, especially the first three passes. These were only chosen after much trial and error, which would take too long to describe here. We do not have any theoretical justification for these parameters; they just seem to work well.

The table below shows the parameters used to generate the current set of TeX82 patterns, and the results obtained. For levels 2 and 4, the numbers in the "hyphens"

level	parameters	patterns	hyphens	percent	
1	1 2 20 (4)	458	67,604 14,156	76.6%	16.0%
2	2 1 8 (4)	509	7407 11,942	68.2%	2.5%
3	1 4 7 (5)	985	13,198 551	83.2%	3.1%
4	3 2 1 (6)	1647	1010 2730	82.0%	0.0%
5	1 ∞ 4 (8)	1320	6428 0	89.3%	0.0%

Table 5. Current *TEX82* patterns.

column show the number of good and bad hyphens inhibited, respectively. The numbers in parentheses indicate the maximum length of patterns chosen at that level.

A total of 4919 patterns (actually only 4447 because some patterns appear more than once) were obtained, compiling into a suffix-compressed packed trie occupying 5943 locations, with 181 outputs. As shown in the table, the resulting algorithm finds 89.3% of the hyphens in the dictionary. This improves on the one and two level examples discussed above. The patterns were generated in 109 passes through the dictionary, requiring about 1 hour of CPU time.

Examples

The complete list of hyphenation patterns currently used by *TEX82* appears in the appendix. The digits appearing between the letters of a pattern indicate the hyphenation level, as discussed above.

Below we give some examples of the patterns in action. For each of the following words, we show the patterns that apply, the resulting hyphenation values, and the hyphenation obtained. Note that if more than one hyphenation value is specified for a given intercharacter position, then the higher value takes priority, in accordance with our level scheme. If the final value is odd, the position is an allowable hyphen point.

```

computer 4mip pu2t 5pute put3er <04m5pu2t3er com-put-er
algorithm 11g4 lgo3 1go 2ith 4hm al1g4o3r2it4hm al-go-rithm
hyphenation hy3ph he2n hena4 hen5at 1na n2at 1tio 2io
    hy3phe2n5a4t2ion hy-phen-ation
concatenation o2n onic 1ca 1na n2at 1tio 2io
    co2nicatein2ait2ion con-cate-na-tion
mathematics math3 ath5em th2e 1ma at1ic 4cs
    math5eimat1i4cs math-e-mat-ics

```

typesetting type3 e1s2e 4t3t2 2t1in type3s2e4t3t2ing
type-set-ting

program pr2 1gr pr2oigram pro-gram

supercalifragilisticexpialidocious

uipe ric 1ca alii agii gil4 ilii i14ist isiti st2i sitic
1exp x3p pi3a 211a i2al 2id 1do ici 2io 2us
suipericaliifragiil4isit2iciex3p2i3a12iidoic2io2us
su-per-cal-ifrag-ilis-tic-ex-pi-ali-do-cious

Below, we show a few interesting patterns. The reader may like to try figuring out what words they apply to. (The answers appear in the Appendix.)

ain5o	hach4	n3uin	5spai
ay5al	h5elo	nyp4	4tarc
ear5k	if4fr	o5a5les	4todo
e2mel	l5ogo	orew4	uir4m

And finally, the following patterns deserve mention:

3tex fon4t high5

History and Conclusion

The invention of the alphabet was one of the greatest advances in the history of civilization. However, the ancient Phoenicians probably did not anticipate the fact that, centuries later, the problem of word hyphenation would become a major headache for computer typesetters all over the world.

Most cultures have evolved a linear style of communication, whereby a train of thought is converted into a sequence of symbols, which are then laid out in neat rows on a page and shipped off to a laser printer.

The trouble was, as civilization progressed and words got longer and longer, it became occasionally necessary to split them across lines. At first hyphens were inserted at arbitrary places, but in order to avoid distracting breaks such as the-rapist, it was soon found preferable to divide words at syllable boundaries.

Modern practice is somewhat stricter, avoiding hyphenations that might cause the reader to pronounce a word incorrectly (e.g. consider-a-tion) or where a single letter is split from a component of a compound word (e.g. cardi-ovascular).

The first book on typesetting, Joseph Moxon's *Mechanick Exercises* (1683), mentions the need for hyphenation but does not give any rules for it. A few dictionaries had appeared by this time, but were usually just word lists. Eventually they began to show syllable divisions to aid in pronunciation, as well as hyphenation.

With the advent of computer typesetting, interest in the problem was renewed. Hyphenation is the 'H' of 'H & J' (hyphenation and justification), which are the basic functions provided by any typesetting system. The need for automatic hyphenation presented a new and challenging problem to early systems designers.

Probably the first work on this problem, as well as many other aspects of computer typesetting, was done in the early 1950s by a French group led by G. D. Bafour. They developed a hyphenation algorithm for French, which was later adapted to English [U.S. Patent 2,702,485 (1955)].

Their method is quite simple. Hyphenations are allowed anywhere in a word except among the following letter combinations: before two consonants, two vowels,

or x; between two vowels, consonant-h, e-r, or s-s; after two consonants where the first is not l, m, n, r, or s; or after c, j, q, v, consonant-w, mm, lr, nb, nf, nl, nm, nn, or nr.

We tested this method on our pocket dictionary, and it found nearly 70 percent of the hyphens, but also about an equal amount of incorrect hyphens! Viewed in another way, about 65% of the erroneous hyphen positions are successfully inhibited, along with 30% of the correct hyphens. It turns out that a simple algorithm like this one works quite well in French; however for English this is not the case.

Other early work on automatic hyphenation is described in the proceedings of various conferences on computer typesetting (e.g. [30]). A good summary appears in [31], from which the quotes in the following paragraphs were taken.

At the Los Angeles Times, a sophisticated logical routine was developed based on the grammatical rules given in Webster's, carefully refined and adapted for computer implementation. Words were analyzed into vowel and consonant patterns which were classified into one of four types, and rules governing each type applied. Prefix, suffix, and other special case rules were also used. The results were reportedly "85-95 percent accurate", while the hyphenation logic occupies "only 5,000 positions of the 20,000 positions of the computer's magnetic core memory, less space than would be required to store 500 8-letter words averaging two hyphens per word."

Perry Publications in Florida developed a dictionary look-up method, along with their own dictionary. An in-core table mapped each word, depending on its first two letters, into a particular block of words on tape. For speed, the dictionary was divided between four tape units, and "since the RCA 301 can search tape in both directions," each tape drive maintained a "homing position" at the middle of the tape, with the most frequently searched blocks placed closest to the homing positions.

In addition, they observed that many words could be hyphenated after the 3rd, 5th, or 7th letters. So they removed all such words from the dictionary (saving some space), and if a word was not found in the dictionary, it was hyphenated after the 3rd, 5th, or 7th letter.

A hybrid approach was developed at the Oklahoma Publishing Company. First some logical analysis was used to determine the number of syllables, and to check if certain suffix and special case rules could be applied. Next the probability of hyphenation at each position in the word was estimated using three probability tables, and the most probable breakpoints were identified. (This seems to be the origin of the Time magazine algorithm described in Chapter 1.) An exception

dictionary handles the remaining cases; however there was some difference of opinion as to the size of the dictionary required to obtain satisfactory results.

Many other projects to develop hyphenation algorithms have remained proprietary or were never published. For example, IBM alone worked on "over 35 approaches to the simple problem of grammatical word division and hyphenation".

By now, we might have hoped that an "industry standard" hyphenation algorithm would exist. Indeed Berg's survey of computerized typesetting [32] contains a description of what could be considered a "generic" rule-based hyphenation algorithm (he doesn't say where it comes from). However, we have seen that any logical routine must stop short of complete hyphenation, because of the generally illogical basis of English word division.

The trend in modern systems has been toward the hybrid approach, where a logical routine is supplemented by an extensive exception dictionary. Thus the in-core algorithm serves to reduce the size of the dictionary, as well as the frequency of accessing it, as much as possible.

A number of hyphenation algorithms have also appeared in the computer science literature. A very simple algorithm is described by Rich and Stone [33]. The two parts of the word must include a vowel, not counting a final e, ea or ed. The new line cannot begin with a vowel or double consonant. No break is made between the letter pairs sh, gh, p, ch, th, wh, gr, pr, cr, tr, wr, br, fr, dr, vowel-r, vowel-n, or om. On our pocket dictionary, this method found about 70% of the hyphens with 45% error.

The algorithm used in the Bell Labs document compiler Roff is described by Wagner [34]. It uses suffix stripping, followed by digram analysis carried out in a back to front manner. In addition a more complicated scheme is described using four classes of digrams combined with an attempt to identify accented and nonaccented syllables, but this seemed to introduce too many errors. A version of the algorithm is described in [35]; interestingly, this reference uses the terms "hyphenating pattern" (referring to a Snobol string-matching pattern) as well as "inhibiting suffix".

Ocker [36], in a master's thesis, describes another algorithm based on the rules in Webster's dictionary. It includes recognition of prefixes, suffixes, and special letter combinations that help in determining accentuation, followed by an analysis of the "liquidity" of letter pairs to find the character pair corresponding to the greatest interruption of spoken sound.

Moitra et al [37] use an exception table, prefixes, suffixes, and a probabilistic break-value table. In addition they extend the usual notion of affixes to any letter

pattern that helps in hyphenation, including 'root words' (e.g. *line*, *pot*) intended to handle compound words.

Patterns as paradigm

Our pattern matching approach to hyphenation is interesting for a number of reasons. It has proved to be very effective and also very appropriate for the problem. In addition, since the patterns are generated from the dictionary, it is easy to accommodate changes to the word list, as our hyphenation preferences change or as new words are added. More significantly, the pattern scheme can be readily applied to different languages, if we have a hyphenated word list for the language.

The effectiveness of pattern matching suggests that this paradigm may be useful in other applications as well. Indeed more general pattern matching systems and the related notions of production systems and augmented transition networks (ATN's) are often used in artificial intelligence applications, especially natural language processing. While AI programs try to understand sentences by analyzing word patterns, we try to hyphenate words by analyzing letter patterns.

One simple extension of patterns that we have not considered is the idea of character groups such as vowels and consonants, as used by nearly all other algorithmic approaches to hyphenation. This may seem like a serious omission, because a potentially useful meta-pattern like 'vowel-consonant-consonant-vowel' would then expand to $6 \times 20 \times 20 \times 6 = 14400$ patterns. However, it turns out that a suffix-compressed trie will reduce this to just $6 + 20 + 20 + 6 = 52$ trie nodes. So our methods can take some advantage of such "meta-patterns".

In addition, the use of inhibiting as well as hyphenating patterns seems quite powerful. These can be thought of as rules and exceptions, which is another common AI paradigm.

Concerning related work in AI, we must especially mention the Meta-DENDRAL program [38], which is designed to infer automatically rules for mass-spectrometry. An example of such a rule is $N-C-C-C \rightarrow N-C * C-C$, which says that if the molecular substructure on the left side is present, then a bond fragmentation may occur as indicated on the right side. Meta-DENDRAL analyzes a set of mass-spectral data points and tries to infer a set of fragmentation rules that can correctly predict the spectra of new molecules. The inference process starts with some fairly general rules and then refines them as necessary, using the experimental data as positive or negative evidence for the correctness of a rule.

The fragmentation rules can in general be considerably more complicated than our simple pattern rules for hyphenation. The molecular "pattern" can be a tree-like or even cyclic structure, and there may be multiple fragmentations, possibly involving "migration" of a few atoms from one fragment to another. Furthermore, there are usually extra constraints on the form of rules, both to constrain the search and to make it more likely that meaningful or "interesting" rules will be generated. Still, there are some striking similarities between these ideas and our pattern-matching approach to hyphenation.

Packed tries

Finally, the idea of packed tries deserves further investigation. An indexed trie can be viewed as a finite-state machine, where state transitions are performed by address calculation based on the current state and input character. This is extremely fast on most computers.

However indexing usually incurs a substantial space penalty because of space reserved for pointers that are not used. Our packing technique, using the idea of storing the index character to distinguish transitions belonging to different states, combines the best features of both the linked and indexed representations, namely space and speed. We believe this is a fundamental idea.

There are various issues to be explored here. Some analysis of different packing methods would be interesting, especially for the handling of dynamic updates to a packed trie.

Our hyphenation trie extends a finite-state machine with its hyphenation "actions". It would be interesting to consider other applications that can be handled by extending the basic finite-state framework, while maintaining as much of its speed as possible.

Another possibly interesting question concerns the size of the character and pointer fields in trie transitions. In our hyphenation trie half of the space is occupied by the pointers, while in our spelling checking examples from one-half to three-fourths of the space is used for pointers, depending on the size of the dictionary. In the latter case it might be better to use a larger "character" size in the trie, in order to get a better balance between pointers and data.

When performing a search in a packed trie, following links will likely make us jump around in the trie in a somewhat random manner. This can be a disadvantage, both because of the need for large pointers, and also because of the lack of locality, which could degrade performance in a virtual memory environment. There are probably ways to improve on this. For example, Fredkin [10] proposes an interesting 'n-dimensional binary trie' idea for reducing pointer size.

We have presented packed tries as a solution to the set representation problem, with special emphasis on data compression. It would be interesting to compare our results with other compression techniques, such as Huffman coding. Also, perhaps one could estimate the amount of information present in a hyphenated word list, as a lower bound on the size of any hyphenation algorithm.

Finally, our view of finite-state machines has been based on the underlying assumption of a computer with random-access memory. Addressing by indexing seems to provide power not available in some other models of computation, such as pointer machine, or comparison-based models. On the other hand, a 'VLSI' or other hardware model (such as programmed logic arrays) can provide even greater power, eliminating the need for our perhaps contrived packing technique. But then other communication issues will be raised.

*If all problems of hyphenation have not been solved,
at least some progress has been made since that night,
when according to legend, an RCA Marketing Manager
received a phone call from a disturbed customer.
His 301 had just hyphenated "God".*

— Paul E. Justus (1972)

TEX82 hyphenation patterns

.ach4	.en3s	.mo3ro	.under5	age4o	a2n	apoc5	asitr	avi4er
.ad4der	.eq5ui5t	.mu5ta	.un1e	4ageu	an3age	ap5ola	asur5a	av3ig
.afit	.er4ri	.muta5b	.un5k	ag1i	3analy	ap05i	a2ta	av5oc
.al3t	.es3	.ni4c	.un5o	4ag4l	a3nar	apos3t	at3abl	a1vor
.am5at	.eu3	.od2	.un3u	ag1n	an3arc	aps5es	at5ac	Saway
.an5c	.eye5	.odd5	.up3	a2go	anar4i	a3pu	at3alo	av3i
.ang4	.fes3	.of5te	.ure3	Sagog	a3nati	aques5	at5ap	av4ly
.ani5m	.for5mer	.or5ato	.us5a	ag3oni	4and	2a2r	ate5c	av3s4
.ant4	.ga2	.or3c	.ven4de	a5guer	ande4s	ar3act	at5ech	ax4ic
.an3te	.ge2	.orid	.ve5ra	ag5ul	an3dis	a5rade	at3ego	ax4id
.anti5s	.gen3t4	.or3t	.wil5i	a4gy	anidl	ar5adis	at3en.	ay5al
.ar5s	.ge5og	.os3	.ye4	a3ha	an4dow	ar3al	at3era	aye4
.ar4tie	.gi5a	.os4tl	4ab.	a3he	a5nee	a5ramete	ater5n	ays4
.ar4ty	.gi4b	.oth3	a5bal	ah4l	a3nen	aran4g	a5terna	ari4er
.az3c	.go4r	.out3	a5ban	a3ho	an5est.	ara3p	at3est	azx5i
.as1p	.hand5i	.ped5al	abe2	a12	a3neu	ar4at	at5ev	5ba.
.as1s	.han5k	.pe5te	ab5erd	a5ia	2ang	a5ratio	4ath	bad5ger
.aster5	.he2	.pe5tit	abi5a	a3ic.	ang5ie	ar5ativ	ath5em	ba4ge
.atom5	.hero5i	.pi4e	ab5it5ab	a15ly	anigl	a5rau	a5then	balia
.auid	.hes3	.pic5n	ab5lat	a4i4n	a4niic	ar5av4	at4ho	ban5dag
.av4i	.het3	.pi2t	ab5o5li	a1n5in	a3nies	araw4	ath5om	ban4e
.awn4	.hi3b	.pre3m	4abr	a1n5o	an3i3f	arbal4	4ati.	ban3i
.ba4g	.hi3er	.ra4c	ab5rog	ait5en	an4ime	ar4chan	a5tia	barbi5
.ba5na	.hon5ey	.ran4t	ab3ul	a1j	a5nimi	ar5dine	at5i5b	bari4a
.ba5e	.hon3o	.ratio5na	a4car	akien	a5nine	ar4dr	atic	bas4si
.ber4	.hov5	.ree2	ac5ard	a15ab	a3nio	ar5eas	at3if	1bat
.be5ra	.id4l	.re5mit	ac5aro	a13ad	a3nip	a3ree	ation5ar	ba4z
.be3sm	.idol3	.res2	a5ceou	a4lar	a3ish	ar3ent	at3itu	2b1b
.be5sto	.im3m	.re5stat	acier	4aldi	a3it	a5ress	a4tog	b2be
.bri2	.im5pin	.ri4g	a5chet	2ale	a3niu	ar4fi	a2tom	b3ber
.but4ti	.in1	.rit5u	4a2ci	a13end	an4kli	ar4fl	at5omiz	bbi4na
.cam4pe	.in3ci	.ro4q	a3cie	a4lenti	5anniz	arii	a4top	4bid
.can5c	.ine2	.ros5t	aciin	a5le5o	ano4	ar5ial	a4tos	4be.
.capa5b	.in2k	.row5d	a3cio	a1ii	a5ot	ar3ian	a1tr	beak4
.car5ol	.in3s	.ru4d	ac5rob	a14ia.	anoth5	a3riet	at5rop	beat3
.ca4t	.ir5r	.sci3e	act5if	ali4e	an2sa	ar4im	at4sk	4be2d
.ce4la	.is4i	.self5	ac3ul	a15lev	an4sco	ar5inat	at4tag	be3da
.ch4	.ju3r	.sell5	ac4um	4allic	an4sn	ar3io	at5te	be3de
.chill5i	.la4cy	.se2n	a2d	4alm	an2sp	ar2iz	at4th	be3di
.ci2	.la4m	.se5rie	ad4din	a5log.	ans3po	ar2mi	a2tu	be3gi
.cit5r	.lat5er	.sh2	ad5er.	a4ly.	an4st	ar505d	at5ua	be5gu
.co3e	.lath5	.s12	2adi	4alys	an4sur	a5roni	at5ue	ibel
.co4r	.le2	.sing4	a3dia	5a5lyst	antal4	a3roo	at3ul	beili
.co15ner	.leg5e	.st4	ad3ica	5alyt.	an4tie	ar2p	at3ura	be3lo
.de4moi	.len4	.sta5bl	ad4er	3alyz	4anto	ar3q	a2ty	4be5m
.de3o	.lep5	.sy2	a3dio	4ama	an2tr	arre4	au4b	be5nig
.de3ra	.lev1	.ta4	a3dit	a5ab	an4tw	ar4sa	augh3	be5nu
.de3ri	.li4g	.te2	a5diu	a3zag	an3ua	ar2sh	au3gu	4bes4
.des4c	.lig5a	.ten5an	ad4le	ama5ra	an3ul	4as.	au4l2	be3sp
.dictio5	.li2n	.th2	ad3cw	a5asc	a5nur	as4ab	aun5d	be5str
.do4t	.li3o	.ti2	ad5ran	a4matis	4ao	as3ant	au3r	3bet
.du4c	.li4t	.til4	ad4su	a4m5ato	apar4	ash14	au5ib	bet5iz
.dumb5	.mag5a5	.tim5o5	4adu	am5era	ap5at	a5sia.	at5en	be5tr
.earth5	.mal5o	.ting4	a3duc	am3ic	ap5ero	a3sib	suith	be3tw
.eas3i	.man5a	.tin5k	ad5um	am5if	a3pher	a3sic	a2va	be3w
.eb4	.mar5ti	.ton4a	ae4r	am5ily	4aphi	5a5i4t	av3ag	be5yo
.eer4	.me2	.to4p	aeri4e	amiin	a4pillz	ask3i	a5van	2bf
.eg2	.mer3c	.top5i	a2f	am4no	ap5illar	as4l	ave4no	4b3h
.el15d	.me5ter	.tou5s	a1f4	a2mo	ap3in	a4soc	av3era	b12b
.el3em	.mis1	.trib5ut	a4gab	a5mon	ap3ita	a5ph	av5ern	b14d
.enam3	.mist5i	.unia	aga4n	amor5i	a3pitu	a5sia.	av5ery	3bie
.en3g	.mon3e	.un3ce	ag5ell	amp5en	a2pl	as3ten	avii	b15en

b14er	b5uto	3chemi	co3ps	4daf	d2gy	5dren	e4ben	e5fil4
2b3if	biv	ch5ene	cop3ic	2dag	d1h2	dri4b	e4bit	e3fine
1bil	4b5w	ch3er.	co4pl	da2m2	5di.	dri14	e3br	e5f15nite
b13liz	5by.	ch3ers	4corb	dan3g	'd4i3a	dro4p	e4cad	3efit
bina5r4	bys4	4chiin	coro3n	dard5	dia5b	4drow	ecan5c	e5for5es
bin4d	ica	5chine.	cos4e	dark5	di4cam	5drupli	ecca5	e5fuse.
bi5net	cab3im	ch5iness	cov1	4dary	d4ice	4dry	e1ce	4egal
bi3ogr	ca1bl	5chini	cove4	3dat	3dict	2d1s2	ec5essa	e5ger4
bi5ou	cach4	5chio	cow5a	4dativ	3did	ds4p	ec2i	eg5ib
bi2t	"ca5den	3chit	coz5e	4dato	5di3en	d4sv	e4cib	eg4ic
3bi3tio	4cag4	ch12z	co5zi	5dav4	diif	d4sy	ec5ificat	eg5ing
bi3tr	2c5ah	3cho2	ciq	dav5e	di3ge	d2th	ec5ifie	e5git5
3bit5ua	ca3lat	ch4ti	cras5t	5day	di4lato	1du	ec5ify	eg5n
b5itz	cal4la	ici	5crat.	d1b	diin	diuia	ec3im	e4go.
b1j	call5im	3cia	5cratic	d5c	idina	du2c	ec14t	e4gos
bk4	4calo	ci2a5b	cre3at	d1d4	3dine.	diuca	e5crite	eglul
b212	can5d	cia5r	5cred	2de.	5dini	duc5er	e4clam	e5gur
blath5	cane4	c5c	4c3reta	deaf5	di5niz	4duct.	e4clus	5egy
b41e.	can4ic	4cier	cre4v	deb5it	1dio	4ducts	e2col	e1h4
b1en4	can5is	5cific.	cri2	de4bon	di5g	du5el	e4comm	eher4
5blesp	can3iz	4cii	cri5f	decan4	di4pl	du4g	e4compe	e12
b3lis	can4ty	ci4la	c4rin	de4cil	dir2	d3ule	e4conc	e5ic
b4lo	cany4	3cili	cris4	de5com	diire	dum4be	e2cor	e15d
blun4t	ca5per	2cim	5criti	2died	dirt5i	du4n	ec3ora	eig2
4bim	car5om	2cin	cro4pl	4deo.	disi	4dup	eco5ro	e15gl
4b3n	cast5er	c4ina	crop5o	de5if	5disi	du4pe	e1cr	e3imb
bne5g	cas5tig	3cinat	cro5ie	deli4e	d4is3t	div	e4crem	e3inf
3bod	4cas5y	cin3em	cru4d	deli5q	d2iti	d1w	ec4tan	eling
bod3i	ca4th	c1ing	4c3s2	de5lo	1di1v	d2y	ec4te	e5inst
bo4e	4cativ	c5ing.	2c1t	d4cm	d1j	5dyn	e1cu	eir4d
b013ic	cav5al	5cino	cta4b	5dem.	d5k2	dy4se	e4cul	eit3e
bom4bi	c3c	cion4	ct5ang	3demic	4d5la	dys5p	ec3ula	e13th
bon4a	cch45	4cipe	c5tant	dem5ic.	3dle.	e1a4b	2e2da	e5ity
bon5at	cci4a	c13ph	c2te	de5il	3dled	e3act	4ed3d	e1j
3boo	ccompa5	4cipic	c3ter	de4mons	3dles.	eadi	e4dier	e4jud
5bor.	ccon4	4cista	c4ticu	demor5	4dloss	ead5ie	ed4es	e5judi
4biora	ccou3t	4cisti	ctim3i	1den	2d3lo	ea4ge	4edi	eki4n
bor5d	2ce.	2c1it	ctu4r	de4nar	4d5lu	ea5ger	e3dia	ek4la
5bore	4ced.	cit3iz	c4tw	de3no	2dly	ea4l	ed3ib	eilla
5buri	4ceden	5ciz	cud5	dent15f	dim	ea15er	ed3ica	e4la.
5tos4	3cei	ck1	c4uf	de3nu	4din4	ea13ou	ed3im	e4lac
b5ota	5cel.	ck3i	c4ui	deip	1do	eam3er	ediit	elan4d
both5	3cell	ic414	cu5ity	de3pa	3do.	e5and	edi5z	e15ativ
bo4to	1cen	4clar	5culi	depi4	de5de	ear3a	4edo	e4law
bounds3	3cenc	c5laratio	cultis	de2pu	5doe	ear4c	e4dol	elaxa4
4bp	2cen4e	5clare	Scultu	d3eq	2d5of	ear5es	edon2	e3lea
4brit	4cen1	cle4m	cu2ma	d4erh	d4og	ear4ic	e4dri	e15ebra
broth3	3cent	4clic	c3ume	5derm	de4la	ear4il	e4dul	5elec
2b5s2	3cep	clim4	cu4mi	dern5iz	doli4	ear5k	ed5ulo	e4led
baor4	ce5ram	cly4	3cun	der5s	de5lor	ear2t	ee2c	e13ega
2bt	4cess	c5n	cu3pi	des2	dom5iz	eart3e	eed3i	e5len
bt4l	3cessi	1co	cu5py	d2es.	de3nat	ea5sp	ee2f	e41lier
b4to	cess5si5b	co5ag	cur5a4b	deisc	doni4	e3ass	ee13i	eilles
b3tr	cess5t	coo2	cu5ria	de2s5o	doo3d	east3	ee4ly	e12f
buf4fer	cet4	2cog	1cus	des3ti	dop4p	ea2t	ee2m	e12i
bu4ga	c5e4ta	co4gr	cuss4i	de3str	d4or	eat5en	ee4na	e3libe
bu3li	cov4	co14	3c4ut	de4su	3dos	eath3i	ee4p1	e415ic.
buni4	2ch	co3inc	cu4tie	deit	4d5out	e5atif	ee2s4	e13ica
bu4n	4ch.	col5i	4c5utiv	de2to	de4v	e4a3tu	eest4	e31ier
bunt4i	4ch3ab	5colo	4cutr	deiv	3dox	ea2v	ee4ty	e15igib
bu3re	5chanic	col3or	icy	dev3il	dip	eav3ea	e5ex	e5lim
bus5ie	ch55nis	com5er	cze4	4dey	1dr	eav5i	e1f	e413ing
buss4e	che2	con4a	1d2a	4d1f	drag5on	eav5o	e4f3ere	e3lio
5bust	cheap3	c4one	5da.	d4ga	4drai	2elb	leff	e2lis
4buta	4ched	con3g	2d3a4b	d3ge4t	dre4	e4bel.	e4fic	e15ish
3butie	che5le	con5t	dach4	dgli	drea5r	e4belts	5efici	e3liv3

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4ella	e3ny.	er3ine	4es2to	1fa	flin4	4geno	go3ni	1head
el14lab	4en3z	e1rio	e3ston	fa3bl	f1o3re	4geny	5goo	Shear
el1lo4	e5of	4erit	2estr	fab3r	f2ly5	1geo	go5riz	he4can
e5loc	eo2g	er4iu	e5stro	fa4ce	4fm	ge3om	gor5ou	h5ecat
el15og	e4oi4	eri4v	estruc5	4fag	4fn	g4ery	5gos.	h4ed
el13op.	e3ol	e4riva	e2sur	fain4	1fo	5gesi	govi	he5do5
el12sh	eop3ar	er3m4	es5urr	fall5e	5fon	geth5	g3p	he314i
el14ta	e1or	er4nis	es4w	4fa4ma	fon4de	4geto	1gr	hel4lis
e5lud	eo3re	4ernit	eta4b	fam5is	fon4t	ge4ty	4grada	hel4ly
el15ug	eo5rol	5erniz	eten4d	5far	fo2r	ge4v	g4rai	h5elo
e4mac	eos4	er3no	e3teo	far5th	fo5rat	4g1g2	gran2	hem4p
e4mag	e4ot	2ero	ethod3	fa3ta	for5ay	g2ge	5graph.	he2n
e5man	eo4to	er5ob	et1ic	fa3the	fore5t	g3ger	5grapher	hena4
em5ana	e5out	e5roc	e5tide	4fato	for4i	gglu5	5graphic	hen5at
em5b	e5ow	ero4r	etin4	fault5	fort5a	ggo4	4graphy	heo5r
e1me	e2pa	er1ou	eti4no	4f5b	fos5	gh3in	4gray	hep5
e2mel	e3pai	er1s	e5tir	4fd	4f5p	gh5out	gre4n	h4era
e4met	ep5anc	er3set	e5titio	4fe.	fra4t	gh4to	4gress.	hera3p
em3ica	e5pel	ert3er	et5titiv	feas4	f5rea	5gi.	4grit	her4ba
emi4e	e3pent	4ertl	4etn	feath3	fres5c	1gi4a	g4ro	here5a
em5igra	ep5etitic	er3tw	et5ona	fe4b	fr12	gia5r	gruf4	h3ern
em1in2	ephe4	4eru	e3tra	4feca	fr14	g1ic	gs2	h5erou
em5ine	e4pli	eru4t	e3tro	5fect	frol5	5gicia	5gste	h3ery
em3i3ni	e1po	5erwau	et3ric	2fed	2f3s	g4ico	gth3	hies
e4mis	e4prec	e1s4a	et5rif	fe3li	2ft	gien5	gu4a	he2s5p
em5ish	ep5reca	e4sage.	et3rog	fe4mo	f4to	5gies.	3guard	he4t
e5miss	e4pred	e4sages	et5ros	fen2d	f2ty	g114	2gue	het4ed
em3iz	ep3reh	es2c	et3ua	fend5e	3fu	g3imen	5gui5t	heu4
5erniz	e3pro	e2sca	et5ym	fer1	fu5el	3g4in.	3gun	hif
emo4g	e4prob	es5can	et5z	5ferr	4fug	gin5ge	3gus	hih
emoni5o	ep4sh	e3scr	4eu	fev4	fu4min	5g4ins	4gu4t	hi5an
em3pi	ep5ti5b	es5cu	e5un	4fif	fu5ne	5gio	g3w	hi4co
e4mul	e4put	e1s2e	e3up	f4fes	fu3ri	3gir	1gy	high5
em5ula	ep5uta	e2sec	eu3ro	f4fie	fusi4	gir4l	2g5y3n	h4i12
emu3n	e1q	es5ecr	eus4	f5fin.	fus4s	g3isl	gy5ra	himor4
e3my	equi3l	es5enc	eute4	f2f5is	4futa	g14u	h3ab4l	h4ina
en5amo	e4q3ui3s	e4sert.	euti5l	14fly	1fy	5giv	hach4	hion4e
e4nant	eria1	e4serts	e5tr	f2fy	1ga	3giz	hae4m	hi4p
ench4er	era4b	e4serva	eva2p5	4fh	gaf4	g12	hae4t	hir4l
en3dic	4erand	4esh	e2vas	ifi	5gal.	gla4	h5agu	hi3ro
e5nea	er3ar	e3sha	ev5ast	fi3a	3gali	glad5i	ha3la	hir4p
e5nee	4erati.	esh5en	e5vea	2f3ic.	ga3lo	5glas	halas3m	hir4r
en3em	2erb	e1si	ev3ell	4f3ical	2gam	igle	ha4m	his3el
en5-ro	er4bl	e2sic	evel3o	f3ican	ga5met	gli4b	han4ci	his4s
en5esi	er3ch	e2sid	e5veng	4ficate	g5amo	g3lig	han4cy	hith5er
en5est	er4che	es5iden	even4i	f3icen	gan5is	3glo	5hand.	hi2v
en3etr	2ere.	es5igna	evier	f3cer	ga3niz	glo3r	han4g	4hk
e3new	e3real	e2s5im	e5verb	fic4i	gani5za	gim	hang5er	4h114
en5ics	ere5co	es4i4n	e1vi	5ficia	4gano	g4my	hang5o	hlan4
e5nie	ere3in	esis4te	ev3id	5ficio	gar5n4	gn4a	h5a5niz	h21o
e5nil	er5el.	es14u	evi4l	4fics	gass4	g4na.	han4k	hlo3ri
e3nio	er3emo	e5skin	e4vin	fi3cu	gath3	gnet4t	han4te	4him
en3ish	er5ena	es4mi	evi4v	fi5del	4gativ	gini	hap3l	hmet4
en3it	er5ence	e2sol	e5voc	fight5	4gaz	g2nin	hap5t	2hin
e5niu	4erene	es3olu	e5vu	fil5i	g3b	4grio	ha3ran	h5odiz
5eniz	er3ent	e2son	elva	fill5in	gd4	gino	ha5ras	h5ods
4enn	ere4q	es5ona	e4vag	4fily	2ge.	g4non	har2d	ho4g
4eno	er5ess	e1sp	e5wee	2fin	2ged	1go	hard3e	hoge4
eno4g	nr3est	es3per	e3wh	5fina	geeze4	3go.	har4le	hol5ar
e4nos	eret4	es5pira	ewil5	fin2d5	gel4in	gob5	harp5en	3h014e
en3ov	erih	es4pre	ew3ing	fi2ne	ge5'is	5goe	har5ter	ho4ma
en4sw	erii	2ess	e3wit	fi1n3g	ge51iz	3g4o4g	has5s	home3
ent5age	eiria4	es4si4b	1exp	fin4n	4gely	go3is	haun4	hon4a
4enthes	5erick	estan4	5eyc	fis4ti	1gen	gon2	5haz	ho5ny
en3ua	e3rien	e3tig	5eye.	f4l2	ge4nat	4g3o3ns	haz3a	3hood
en5uf	eri4er	es5tim	ey54	f5less	ge5niz	gondo5	hib	hoon4

hor5at	4iceo	ig3in	4ingu	ir4min	it3uat	kim	3less	13leg
ho5ris	4ich	ig3it	2ini	iro4g	15tud	k5nes	5less.	13lel
hort3e	2ici	14g4l	15ni.	5iron.	it3ul	1k2no	13eva	13le4n
ho5ru	15cid	12go	14nia	ir5ul	4itz.	ko5r	lev4er.	13le4t
hos4e	ic5ina	ig3or	in3io	2is.	iiu	kosh4	lev4era	1121
ho5sen	12cip	ig5ot	in1is	is5ag	2iv	k3ou	lev4ers	12lin4
hosip	ic3ipa	15gre	15nite.	is3ar	iv3ell	kro5n	3ley	15lina
1hou5	14cly	igu5i	5initio	isass5	iv3en.	4k1s2	4leye	114o
house3	12c5oc	igiur	in3ity	2is1c	14v3er.	k4sc	2lf	11oqui5
hov5el	41icr	13h	4ink	is3ch	14vers.	ks4l	15fr	115out
4h5p	5icra	415i4	4inl	4ise	iv5il.	k4sy	41ig4	15low
4hr4	14cry	13j	2inn	is3er	iv5io	k5t	15ga	2lm
hre05	ic4te	4ik	21ino	3isf	iv1it	kiw	lgar3	15met
hro5niz	ictu2	11la	14no4c	is5han	15vore	lab3ic	14ges	1m3ing
hro3po	ic4t3ua	113a4b	ino4s	is3hon	iv3o3ro	14abo	lgos3	14mod
4his2	ic3ula	14lade	14not	ish5op	14v3ot	lac14	213h	1mon4
h4sh	ic4um	1215am	2ins	is3ib	415w	14ade	114ag	21in2
h4tar	ic5uo	11a5ra	in3se	isi4d	ix4o	la3dy	112am	3le.
htien	iscur	13leg	insur5a	15sis	4iy	lag4n	liar5iz	lob5al
ht5es	2id	11ier	2int.	is5itiv	4izar	lam3o	114as	104ci
h4ty	14dai	ilev4	2in4th	4is4k	izi4	3land	114ato	4lof
hu4g	id5anc	115f	in1u	islan4	5izont	lan4dl	115bi	3logic
hu4min	id5d	111i	15nus	4isms	5ja	lan5et	5licio	15ogo
hun5ke	ide3al	113ia	4iny	12so	jac4q	lan4te	114cor	3logu
hun4t	ide4s	112ib	2io	iso5mer	ja4p	lar4g	4lics	1om3er
hus3t4	12di	113io	4io.	is1p	1je	lar3i	4lict.	5long
hu4t	id5ian	114ist	ioge4	is2pi	jer5s	la4s4	14icu	lon4i
hiw	idi4ar	2ilit	102gr	is4py	4jesti2	la5tan	13icy	13o3niz
h4wart	15die	112iz	11ol	4is1s	4jesty	4lateli	13ida	lood5
hy3pe	id3io	1115ab	104m	is4sal	jew3	4lativ	11d5er	5lope.
hy3ph	idi5 u	41ln	ion3at	issen4	jo4p	4lav	3lidi	lop3i
hy2s	idi1t	113oq	ion4ery	is4ses	5judg	la4v4a	11f3er	13opm
211a	id5iu	114ty	ion3i	is4ta.	3ka.	211b	14iff	lor4
12al	13dle	115ur	105ph	isite	k3ab	1bin4	114fl	104rate
iam4	14dom	113v	10r3i	isiti	k5ag	411c2	5ligate	105rie
iam5ete	id3ow	14mag	14os	ist4ly	kais4	lce4	3ligh	lor5ou
i2an	14dr	im3age	io5th	4istral	kal4	13ci	114gra	5los.
4ianc	12du	ima5ry	15oti	12su	k1b	2ld	3lik	los5et
ian3i	id5uo	imenta5r	104to	is5us	k2ed	12de	414i4l	5losophiz
4ian4t	21e4	4imet	14our	4ita.	1kee	1d4ere	11mb1	5losophy
ia5pe	ied4e	im1i	2ip	itaabi	ke4g	1d4eri	lim3i	los4t
iass4	5ie5ga	im5ida	ipe4	14tag	ke5li	1d14	114mo	104ta
i4ativ	ield3	imi5le	iphras4	4ita5m	k3en4d	1d51s	14im4p	loun5d
ia4tric	ien5a4	15mini	ip3i	13tan	kier	13dr	141ma	2lout
i4atu	ien4e	4imit	ip4ic	13tat	kes4	14dri	114ine	4lov
ibe4	15enn	im4ni	ip4re4	2ite	k3est.	le2a	lin3ea	2lp
ib3era	13enti	13mon	ip3ul	1t3era	ke4ty	1e4bi	lin3i	1pa5b
ib5ert	iier.	12mu	13qua	15teri	k3f	left5	link5er	13pha
ib5ia	13esc	im3ula	1q5uef	1t4es	kh4	5leg.	115og	15phi
ib3in	13est	2in.	1q3uid	2ith	kii	5legg	414iq	1p5ing
ib5it.	13et	14n3au	1q3ui3t	1ti	5ki.	le4mat	lis4p	13pit
ib5ite	4if.	4inav	4ir	4itia	5k2ic	lem5atic	11it	14pl
i1bl	if5ero	incel4	11ra	4i2tic	k4ill	4len.	12it.	15pr
ib3li	iff5en	in3cer	ira4b	it3ica	kilo5	3lenc	5litica	411r
15bo	if4fr	4ind	14rac	5i5tick	k4im	5lene.	15i5tics	211s2
i1br	4ific.	in5dling	ird5e	it3ig	k4in.	11ent	liv3er	14sc
12b5ri	13fie	2ine	ire4de	it5ill	kin4de	le3ph	11iz	12se
15bun	13fl	13nee	14ref	12tim	k5iness	le4pr	4lj	14sie
4icam	4ift	iner4ar	14rel4	2itio	kin4g	lera5b	1ka3	4lt
5icap	2ig	15ness	14res	4it1s	ki4p	1er4e	13kal	1t5sg
4icar	iga5b	4inga	ir5gi	14tism	kis4	3lerg	1ka4t	ltane5
14car.	ig3era	4inge	ir1i	12t5o5m	k5ish	314eri	111	lite
14cara	ight3i	in5gen	iri5de	4iton	kk4	14ero	14law	lten4
iccas5	4igi	4ing1	ir4is	14tram	kil	les2	12le	lter4
14cay	13gib	in5gling	iri3tu	it5ry	4kley	le5sco	15lea	lth3i
iccu4	ig3il	4ingo	5i5r2iz	4itt	4kly	5lesq	13lec	15ties.

ltis4	4me.	m4nin	n5act	ne4po	nk3in	nti2f	o2fi	o13ume
litr	2med	mn4o	nag5er.	ne2q	n1kl	n3tine	of5ite	o13un
ltn2	4med.	1mo	nak4	n1er	4n1l	n4t3ing	ofit4t	o5lus
ltur3a	5media	4mocr	na4li	nera5b	n5m	nti4p	o2g5a5r	o12v
lu5a	me3die	5mocratiz	na5lia	n4erar	nme4	ntrol51i	og5ativ	o2ly
lu3br	m5e5dy	mo2di	4nalt	n2ere	nmet4	nt4s	o4gato	om5ah
luch4	me2g	mo4go	na5mit	n4er5i	4nin2	ntu3me	oige	oma5l
lu3ci	mel5on	mois2	n2an	ner4r	nne4	nua	o5gene	om5atiz
lu3en	mel4t	moi5se	nanci4	ines	nni3al	nu4d	o5geo	om2be
luf4	me2m	4mk	nan4it	2nes.	nni4v	nu5en	o4ger	om4bl
lu5id	mem1o3	mo5lest	nank4	4nesp	nob4l	nuf4fe	o3gie	o2me
lu4ma	1men	mo3me	nar3c	2nest	no3ble	n3uin	o1igis	om3ena
5lumi	men4a	mon5et	4nare	4nesw	n5ocl	3nu3it	og3it	om5erse
15umn.	men5ac	mon5ge	nar3i	3netic	4n3o2d	n4um	o4gl	o4met
5lumania	men4de	moni3a	nar4l	ne4v	3noe	nuime	o5g2ly	om5etry
lu3o	4mene	mon4ism	n5arm	n5eve	4nog	n5umi	3ogniz	o3mia
luo3r	mcn4i	mon4ist	n4as	ne4w	noge4	3nu4n	o4gro	om3ic.
4lup	mens4	mo3niz	nas4c	n3f	noissi	n3uo	ogu5i	om3ica
luss4	mensu5	monol4	nas5ti	n4gab	no5l4i	nu3tr	1ogy	o5mid
lus3te	3ment	mo3ny.	n2at	n3gel	5nologis	n1v2	2ogyn	om1in
1lut	men4te	mo2r	na3tal	nge4n4e	3nomic	niw4	o1h2	o5mini
15ven	me5on	4mora.	nato5miz	n5gere	n505miz	nym4	ohab5	5ommend
15vet4	m5ersa	mos2	n2au	n3geri	no4mo	nyp4	o12	omo4ge
211w	2mes	mo5sey	nau3se	ng5ha	no3my	4nz	oic3es	o4mon
1ly	3mesti	mo3sp	3naut	n3gib	no4n	n3za	o13der	om3pi
4lya	me4ta	moth3	nav4e	nglin	non4ag	4oa	oifif4	ompres
4lyb	met3al	m5ouf	4n1b4	n5git	non5i	oad3	oig4	o2n
ly5me	meite	3mous	ncar5	n4gla	n5oniz	o5a5les	o15let	o1a
ly3no	me5thi	mo2v	n4ces.	ngov4	4nop	oard3	o3ing	o4ac
2ly4s	m4etr	4m1p	n3cha	ng5sh	5nop5o5li	oas4e	o1nt5er	o3nan
15yse	5metric	mpara5	n5cheo	n5gu	nor5ab	oast5e	o5ism	onic
1ma	me5tria	mpa5rab	n5chil	n4gum	no4rary	oat5i	o15son	3oncil
2mab	me3try	mpar5i	n3chis	n2gy	4nosc	ob3a3b	o1st5en	2ond
ma2ca	me4v	m3pet	ncin1	4n1h4	nos4e	o5bar	o13ter	o5ndo
ma5chine	4mif	mphas4	nc4it	nha4	nos5t	obe4l	o5j	o3nen
ma4cl	2mh	m2pi	ncour5a	nhab3	no5ta	o1bi	2ok	on5est
mag5in	5mi.	mpi4a	n1cr	nhe4	1nou	o2bin	o3ken	on4gu
5magn	mi3a	mp5ies	n1cu	3n4ia	3noun	ob5ing	ok5ie	on1ic
2meh	mid4a	m4plin	n4dai	n13an	nov3el13	o3br	o1la	o3nio
maid5	mid4g	m5pir	n5dan	n14ap	now13	ob3ul	o4lan	on1is
4mal4	mig4	mp5is	nide	n13ta	nip4	o1ce	class4	o5ini
ma3lig	3milis	mpo3ri	nd5est.	n14bl	np14	och4	o12d	on3key
ma5lin	m5i5lie	mpos5ite	ndi4b	n14d	npre4c	o3chet	oldie	on4odi
mal4li	m4ill	m4pous	n5d2if	n15di	n1q	ocif3	o13er	on3omy
mal4ty	min4a	mpov5	n1dit	n14er	nir	o4cil	o31esc	on3s
5mania	3mind	mp4tr	n3diz	n12fi	nru4	o4clam	o3let	onsp14
man5is	m5inee	m2py	n5duc	n15ficat	2nis2	o4cod	o14fi	onspir5a
man3iz	m4ingl	4m3r	ndu4r	n5igr	ns5ab	oc3rac	o12i	onsu4
4map	min5gli	4m1s2	nd2we	nik4	nsati4	oc5ratiz	o31ia	onten4
ma5rine.	m5ingly	m4sh	2ne.	n1im	ns4c	ocre3	o3lice	on3t4i
ma5rix	min4t	m5si	n3ear	n13miz	n2se	5ocrit	o15id.	ontif5
mar4ly	m4inu	4mt	ne2b	n1in	n4s3es	octor5a	o31i4f	on5um
mar3v	miot4	1mu	neb3u	5nine.	nsidi1	oc3ula	o51il	onya5
ma5sce	m2is	mula5r4	ne2c	nin4g	nsig4	o5cure	o13ing	oo2
mas4e	mis4er.	5mult	5neck	n14o	n2sl	od5ded	o511o	ood5e
masit	mis51	multi3	2ned	5nis.	ns3m	od31c	o5lis.	ood5i
5mate	mis4ti	3num	ne4gat	n1s4ta	n4soc	odi3o	o13ish	oo4k
math3	m5istry	mun2	neg5ativ	n2it	ns4pe	o2d4	o5lite	oop3i
ma3tis	4mith	4mup	5nege	n4ith	n5spi	odor3	o5litio	o3ord
4matiza	w2iz	mu4u	ne4la	3nitio	nsta5bl	od5uct.	o5liv	oost5
4mib	4mk	4mw	nel5iz	n3itor	n1t	od5ucts	o11i4e	o2pa
mba4t5	4ml	1na	ne5mi	n13tr	nta4b	o4el	o15ogiz	ope5d
m5bil	min	2nia2b	ne4mo	n1j	nter3s	o5eng	o1o4r	opier
m4b3ing	mma5ry	n4abu	1nen	4nk2	nt21	o3er	o15pl	3opera
mbi4v	4min	4nac.	4nene	n5kero	n5tib	oe4ta	o12t	4operag
4m5c	mn4a	na4ca	3neo	n3ket	nti4er	o3ev	o13ub	2oph

o5phan	o4tes	pear4l	pind4	proit	rb4o	rev5olu	riv3et	r5pet
o5pher	4oth	pe2c	p4ino	2pis2	ric	re4wh	riv3i	rp5er.
o5sing	oth5esi	2p2ed	3pi1o	p2se	r2ce	rif	r3j	r3pet
o3pit	oth314	3pede	pion4	ps4h	rcen4	r4f4	r3ket	rp4h4
o5pon	ot3ic.	3pedi	p3ith	p4s1b	r3cha	r4fy	rk4le	rp3ing
o4posi	ot5ica	pedia4	pi5tha	2pit	rch4er	rg2	rk4lin	r3po
o1pr	o3tice	ped4ic	pi2tu	pt5a4b	r4ci4b	rg3er	ril	r1r4
opia	o3tif	p4ee	2p3k2	p2te	rc4it	r3get	rle4	rre4c
opy5	o3tis	peed4	ip212	p2th	rcum3	r3gic	r2led	rre4f
o1q	oto5s	pek4	Splan	pt13m	r4dal	rgi4n	r4lig	r4re0
o1ra	ou2	pe4la	plas5t	ptu4r	rd2i	rg3ing	r4lis	rre4st
o5ra.	ou3bl	pel14e	pli3a	p4tw	rdi4a	r5gis	rl5ish	rr14o
o4r3ag	ouch5i	pe4nan	pli5er	pub3	rdi4er	r5git	r3lo4	rr14v
or5aliz	ou5et	p4enc	4plib	pue4	rdin4	rigl	r1m	rrond
or5angs	ou4l	pen4th	pli4n	puf4	rd3ing	rgo4n	rma5c	rros4
ore5a	unc5er	pe5on	plo14	pul3c	2re.	r3gu	r2me	rrys4
o5real	oun2d	p4era.	plu4m	pu4m	reial	rh4	r3men	4rs2
or3ei	ou5v	pera5bl	plum4b	pu2n	re3an	4rh.	rm5ers	risa
ore5sh	ov4en	p4ersag	4p1m	pur4r	re5arr	4rhal	rm3ing	rsa5ti
or5est.	over4ne	p4eri	2p3n	5pus	5reav	ri3a	r4ming.	rs4c
orew4	over3s	peri5st	p04c	pu2t	re4aw	ria4b	r4mio	r2se
or4gu	ov4ert	per4mal	5pod.	5pute	r5brat	r4ag	r3mit	r3sec
4o5ria	o3vis	perme5	p05em	put3er	rec5oll	r4ib	r4my	rse4cr
or34ca	oviti4	p4ern	po3et5	pu3tr	rec5ompe	rib3a	r4nar	rs5er.
o5ril	o5v4ol	per3o	5po4g	put4ted	re4cre	ric5as	r3nel	rs3es
or1in	ow3der	per3ti	poin2	put4tin	2r2ed	r4ice	r4ner	rse5v2
cirio	ow3el	pe5ru	5point	p3w	reide	4rici	r5net	rish
or3ity	ow5est	per1v	poly5t	qu2	re3dis	5ricid	r3ney	r5sha
o3riu	ow1i	pe2t	po4ni	qua5v	red5it	ri4cie	r5nic	risi
or2mi	own5i	pe5ten	po4p	2que.	re4fac	r4ico	rini4	r4s14b
orn2e	o4wo	pe5tiz	1p4or	3quer	re2fe	rid5er	r3nit	rson3
o5rof	oy1a	4pf	po4ry	3quet	re5fer.	ri3enc	r3niv	risp
or3oug	ipa	4pg	1pos	2rab	re3fi	ri3ent	rno4	r5sw
or5pe	pa4ca	4ph.	posis	ra3bi	re4fy	r1ier	r4nou	rtach4
3orrh	pa4ce	phar5i	p4ot	rach4e	reg3is	ri5et	r3nu	r4tag
or4se	pac4t	phe3no	po4ta	r5acl	re5it	rig5aa	rob3l	r3teb
or55en	p4ad	ph4er	5poun	raf5fi	reili	5rigi	r2oc	rten4d
or5t4	5pagan	ph4es.	4pip	raf4t	re5lu	r1l3iz	re3cr	rte5o
or3thi	p3agat	phiic	ppa5ra	r2a1	r4en4ta	5riman	ro4e	riti
or3thy	p4ai	5phie	p2pe	ra4lo	ren4te	rim5i	roife	rt5ib
or4ty	pain4	ph5ing	p4ped	ram3et	re1o	3rimo	ro5fil	rti4d
o5rum	p4al	5phisti	p5pel	r2ami	re5pin	rim4pe	rok2	r4tier
o1ry	pan4a	3phiz	p3pen	rane5o	re4posi	r2ina	ro5ker	r3tig
os3al	pan3el	ph21	p3per	ran4ge	re1pu	5rina.	5role.	rt1l31
os2c	pan4ty	3phob	p3pet	r4ani	r1er4	rin4d	rom5ete	rt1l41
os4ce	pa3ny	3phone	ppo5site	ra5no	r4eri	rin4e	rom4i	r4tily
o3scop	pa1p	5phoni	pr2	rap3er	rero4	rin4g	rom4p	r4tist
4oscopi	pa4pu	pho4r	pray4e	3raphy	re5ru	ri1o	rondal	r4tiv
o5scr	para5bl	4phs	5preci	rar5c	r4es.	5riph	ron4e	r3tri
os414e	par5age	ph3t	pre5co	rare4	re4spi	riph5e	ro5n4is	rtroph4
os5titv	par5di	5phu	pre3em	rar5ef	ress51b	ri2pl	ron4ta	rt4sh
os3ito	Spare	1phy	pref5ac	4rari1	res2t	rip5lic	1room	ru3a
os3ity	par5el	pi3a	pre4la	r2as	re5stal	r4iq	5root	ru3e41
os4iu	p4a4ri	pian4	pre3r	ration4	re3str	r2is	ro3pel	ru3en
os41	par4is	pi4cie	p3rese	rau4t	re4ter	r4is.	rop3ic	ru4gl
o2so	pa2te	pi4cy	3press	ra5vai	re4ti4z	ris4c	ror3i	ru3in
os4pa	pa5ter	p4id	pre5ten	rav3el	re3tri	r3ish	ro5ro	rum3pl
os4po	5pathic	p51da	pre3v	ra5zie	reu2	ris4p	ros5per	ru2n
os2ta	pa5thy	p13de	5pri4e	rib	re5uti	ri3ta3b	ros4s	runk5
o5stati	pa4tric	5pidi	prin4t3	r4hab	rev2	r5ited.	ro4the	run4ty
os5til	pav4	3piec	pri4s	14bag	re4val	rit5er.	ro4ty	rbusc
os5tit	3pay	p13en	pris3o	rbi2	rev3el	rit5ers	ro4va	rut15a
o4tan	4p1b	p14grap	p3roca	rbi4f	r5ev5er.	rit3ic	rov5el	rv4e
otele4g	pd4	pi3lo	prof5it	r2bin	re5vers	ri2tu	rox5	rvel4i
ot3er.	4pe.	pi2n	pro3l	r5bine	re5vert	rit5ur	rip	r3ven
ot5ers	3pe4a	p4in.	pros3e	rb5ing.	re5vil	riv5el	r4pea	rv5er.

r5vest	s5ened	2sim	s2tag	tal3i	2t1f	t5lo	4tuf4	ug5in
r3vey	sen5g	s3ma	s2tal	4talk	4tig	4tim	5tu3i	2ui2
r3vic	s5enin	small13	stam4i	tal4lis	2th.	tme4	3tum	ui5iz
rvi4v	4sentd	sman3	5stand	ta5log	than4	2tin2	t4nis	ui4n
r3vo	4sentl	smel4	s4ta4p	ta5mo	th2e	1to	2t3up.	uing
r1w	sep3a3	s5men	5stat.	tan4de	4thea	to3b	3ture	uir4m
ry4c	4sier.	5smith	s4ted	tanta3	th3ens	to5crat	5turi	uita4
bryngs	s4erl	smol5d4	stern5i	ta5per	the5at	4todo	tur3is	uiv3
ry3t	ser4o	sin4	s5tero	ta5pl	the3is	2tof	tur5o	uiv4er.
sa2	4servo	iso	ste2w	tar4a	3thet	to2gr	tu5ry	u5j
2siab	s1e4s	so4ce	stew5m	4tarc	th5ic.	to5ic	3tus	4uk
5sack	se5sh	soft3	s3the	4tare	th5ica	to2ma	4tv	uila
sac3ri	ses5t	so4lab	st2i	ta3riz	4thil	tom4b	tw4	ula5b
s3act	5se5um	sol3d2	s4ti.	tas4e	5think	to3my	4tiva	ublati
5sai	5sev	so3lic	s5tia	ta5ay	4thl	ton4ali	twis4	ulch4
salar4	sev3en	5solv	sitic	4tatic	th5ode	to3nat	4two	5ulche
sal4m	sew4i	3som	5stick	ta4tur	5thodic	4tono	ity	ul3der
sa5lo	5sex	3s4on.	s4tie	taun4	4thoo	4tony	4tya	ulen
sal4t	4s3f	son4	s3tif	tav4	thor5it	to2ra	2tyl	ulen
3sanc	2s3g	son4g	st3ing	2taw	tho5rix	to3rie	type3	ul4gi
san4de	s2h	s4op	5stir	tax4is	2ths	tor5iz	ty5ph	ul2i
siap	2sh.	5sophie	sitle	2t1b	itia	tos2	4tz	u5lia
sa5ta	shier	s5ophiz	5stock	4tc	t14ab	5tour	tz4e	u13ing
5sa3tie	5shev	s5ophy	stom3a	t4ch	t14ato	4tout	4uab	u15ish
sat3u	shiin	sor5c	5stone	tch5et	2ti2b	to3var	uac4	ul4lar
sau4	sh3io	sor5d	s4top	4tid	4tick	4tip	ua5na	ul4li4b
sa5vor	5ship	4sov	3store	4te.	t4ico	itra	uan4i	u4lis
5saw	shiv5	so5vi	st4r	tead4i	t4iciu	tra3b	uer5ant	4ul3m
4s5b	sho4	2spa	s4trad	4teat	5tidi	tra5ch	uar2d	u114o
scand4t5	sh5old	5spai	5stratu	tece4	3tien	traci4	uar3i	4uls
sca4p	shon3	spa4n	s4tray	5tect	tif2	trac4it	uar3t	uls5es
scav5	shor4	spen4d	s4trid	2tied	t15fy	trac4te	u1st	uliti
s4ced	short5	2s5peo	4stry	te5di	2tig	trass4	uar4	ultra3
4scei	4shw	2sper	4st3w	1tee	5tigu	tra5ven	ub4e	4ultu
s4ces	si1b	s2phe	s2ty	teg4	till5in	trav5es5	u4bel	u3lu
sch2	s5icc	3spher	1su	te5ger	1tim	tre5f	u3ber	u15ul
s4cho	3side.	spho5	su1al	te5gi	4tmp	tre4m	u4bero	u15v
3s4cie	5sides	spil14	su4b3	3tel.	tim5ul	trem5i	uib4i	um5ab
5scin4d	5sidi	sp5ing	su2g3	teli4	2tlin	5tria	u4b5ing	um4bi
scle5	si5diz	4spio	su5is	5tels	t2ina	tri5ces	u3ble.	um4bly
s4cli	4signa	s4ply	suit3	te2ma2	3tine.	5tricia	u3ca	uimi
scof4	sil4e	s4pon	s4ul	tem3at	3tini	4trics	uci4b	u4m3ing
4scopy	4sily	spor4	su2m	3tenan	1tio	2trim	uc4it	umor5o
scour5a	2s1in	4spot	sum3i	3tenc	ti5oc	tri4v	ucle3	um2p
s1cu	s2ina	squal4l	su2n	3tend	tion5ee	tr05mi	u3cr	unat4
4s5d	5sine.	sir	su2r	4tenes	5tiq	tron5i	u3cu	u2ne
4se.	s3ing	2ss	4sv	1tent	ti3sa	4trony	u4cy	un4er
se4a	1s1o	sisa	sw2	ten4tag	3tise	tr05phe	ud5d	uini
seas4	5sion	ssas3	4swo	1teo	tis4m	tr03sp	ud3er	un4im
sea5w	sion5a	s25c	s4y	te4p	ti5so	tr03v	ud5est	u2nin
se2c3o	si2r	s3sel	4syc	te5pe	tis4p	tru5i	udev4	un5ish
3sect	sir5a	s5seng	3syl	ter3c	5tistica	trus4	uidic	uni3v
4s4ed	1s1s	s4ses.	syn5o	5ter3d	ti3tl	4t1s2	ud3ied	un3s4
se4d4e	3s1tio	s5set	sy5rim	iteri	ti4u	t4sc	u3dies	un4sw
s5ed1	5siu	s1si	1ta	ter5ies	1tiv	tsh4	ud5is	unt3ab
se2g	1s1v	s4sie	3ta.	ter3is	tiv4a	t4sw	u5dit	un4ter.
seg3r	5siz	ssi4er	2tab	teri5za	1tiz	4t3t2	u4don	un4tes
5sei	sk2	ss5ily	ta5bles	5ternit	ti3za	t4tes	ud4si	unu4
seile	4ske	s41	5staboliz	ter5v	ti3zon	t5to	u4du	un5y
5self	s3ket	ss4li	4taci	4tes.	2tl	ttu4	u4ene	un5z
5selv	sk5ine	s4sn	ta5do	4tess	t5la	1tu	uens4	u4ors
4seme	sk5ing	sspnd4	4taf4	t3ess.	tlan4	tu1a	uen4te	u5os
se4mol	s112	ss2t	ta5lo	teth5e	3tle.	tu3ar	uer41l	uiou
sen5at	s3lat	ssur5a	ta21	3teu	3tled	tu4bi	3ufa	ulpe
4senc	s2le	ss5w	ta5la	3tex	3tles.	tud2	u3fl	uper5s
sen4d	slith5	2st.	tal5en	4tey	t5let.	4tue	ugh3en	u5pia

TEX82 HYPHENATION PATTERNS

up3ing	uto5matic	4ving	w5p	y5lu
u3pl	u5ton	vio3l	wra4	ymbol5
up3p	u4tou	v3io4r	wri4	yme4
upport5	uts4	viou	writa4	ympa3
upt5ib	u3u	vi4p	w3sh	yn3chr
uptu4	uu4m	vi5ro	ws4l	yn5d
ulra	uiv2	vis3it	ws4pe	yn5g
4ura.	uxu3	vi3so	w5s4t	yn5ic
u4rag	uz4e	vi3su	4vt	5ynx
u4ras	iva	4viti	wy4	y1o4
ur4be	5va.	vit3r	xia	yo5d
urc4	2via4b	4vity	xac5e	y4o5g
urid	vac5il	3riv	x4ago	yom4
ure5at	vac3u	5vo.	xam3	yo5net
ur4fer	vag4	voi4	x4ap	y4ons
ur4fr	va4ge	3vok	xas5	y4os
u3rif	va5lie	vo4la	x3c2	y4ped
uri4fic	val5o	v5ole	xie	yper5
uriin	valiu	5volt	xe4cuto	yp3i
u3rio	va5mo	3volv	x2ed	y3po
uirit	va5niz	vom5i	xer4i	y4poc
ur3iz	va5pi	vor5ab	xe5ro	yp2ta
ur21	var5ied	vor4	x1h	y5pu
url5ing.	3vat	vo4ry	xhi2	yr45m
ur4no	4ve.	vocta	xhil5	yr5ia
uros4	4ved	4votee	xhu4	y3ro
ur4pe	veg3	4vv4	x3i	yr4r
ur4pi	v3el.	v4y	x15a	ys4c
urs5er	vel3li	w5abl	x15c	y3s2e
ur5tes	ve4lo	2wac	x15di	ys3ica
ur3the	v4ely	wa5ger	x4ime	ys3io
urti4	ven3om	wag5o	x15miz	Sysis
ur4tie	v5enue	wait5	x3o	y4so
u3ru	v4erd	w5al.	x4ob	yss4
2us	5vere.	wam4	x3p	ys1t
u5sad	v4erel	war4t	xpan4d	ys3ta
u5san	v3eren	was4t	xpecto5	ysur4
us4ap	ver5enc	waite	xpe3d	y3thin
usc2	v4eres	wa5ver	x1t2	yt3ic
us3ci	ver3ie	wib	x3ti	y1w
use5a	vermi4n	wea5rie	xiu	zai
u5sia	3verse	weath3	xu3a	z5a2b
u3sic	ver3th	wed4n	xx4	zar2
us4lin	v4e2s	weet3	y5ac	4zb
us1p	4ves.	wee5v	3yar4	2za
us5sl	ves4te	wel4l	y5at	ze4n
us5ter	ve4te	wier	y1b	ze4p
usitr	vet3er	west3	y1c	z1er
u2su	ve4ty	w3ev	y2ce	ze3ro
usur4	vi5ali	wh14	yc5er	zett4
uta4b	5vian	wi2	y3ch	2z11
u3stat	5vide.	wil2	ych4e	z4il
4ute.	5vided	will5in	ycom4	z4is
4utel	4v3iden	win4de	ycot4	5zl
4uten	5vides	win4g	yid	4zm
uten4i	5vidi	wir4	y5ee	izo
4uit2i	v3if	3wise	yler	zo4m
uti5lix	vi5gn	with3	y4erf	zo5ol
u3tine	vik4	wiz5	yem4	zte4
ut3ing	2vil	w4k	ye4t	4z1z2
ution5a	5vilit	wl4es	y5gi	z4zy
u4tis	v3i3lix	wl3in	4y3h	
5u5tiz	viin	w4no	yii	
u4til	4vi4na	iwo2	y3la	
ut5of	v2inc	wom1	ylla5bl	
uto5g	vin5d	wo5ven	y3lo	

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Answers

moun-tain-ous vil-lain-ous
be-tray-al de-fray-al por-tray-al
hear-ken
ex-treme-ly su-preme-ly
tooth-aches
bach-e-lor ech-e-lon
riff-raff
anal-o-gous ho-mol-o-gous
gen-u-ine
any-place
co-a-lesce
fore-warn fore-word
de-spair
ant-arc-tic corn-starch
mastodon
squirmed

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