



# Probabilistic Topic Models - TBFY -

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## Topics

gene 0.04  
dna 0.02  
genetic 0.01  
...

life 0.02  
evolve 0.01  
organism 0.01  
...

brain 0.04  
neuron 0.02  
nerve 0.01  
...

data 0.02  
number 0.02  
computer 0.01  
...

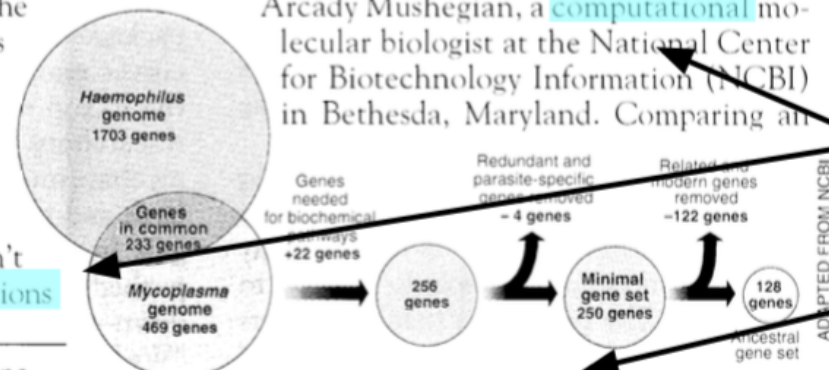
## Documents

### Seeking Life's Bare (Genetic) Necessities

COLD SPRING HARBOR, NEW YORK—How many **genes** does an **organism** need to **survive**? Last week at the genome meeting here,\* two genome researchers with radically different approaches presented complementary views of the basic genes needed for **life**. One research team, using **computer** analyses to compare known **genomes**, concluded that today's **organisms** can be sustained with just 250 genes, and that the earliest life forms required a mere 128 **genes**. The other researcher mapped genes in a simple parasite and estimated that for this organism, 800 genes are plenty to do the job—but that anything short of 100 wouldn't be enough.

Although the numbers don't match precisely, those **predictions**

"are not all that far apart," especially in comparison to the 75,000 **genes** in the human genome, notes Siv Andersson of Uppsala University in Sweden, who arrived at the 800 number. But coming up with a consensus answer may be more than just a **genetic numbers** game, particularly as more and more **genomes** are completely mapped and sequenced. "It may be a way of organizing any newly **sequenced genome**," explains Arcady Mushegian, a **computational** molecular biologist at the National Center for Biotechnology Information (NCBI) in Bethesda, Maryland. Comparing an

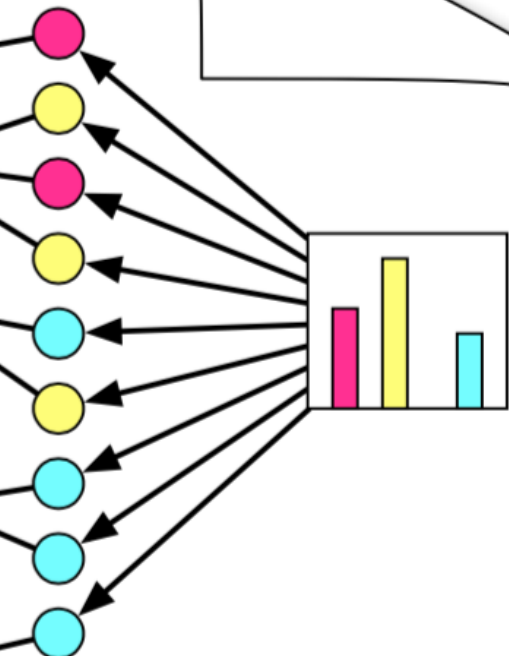


\* Genome Mapping and Sequencing, Cold Spring Harbor, New York, May 8 to 12.

Stripping down. **Computer analysis** yields an estimate of the minimum modern and ancient genomes.

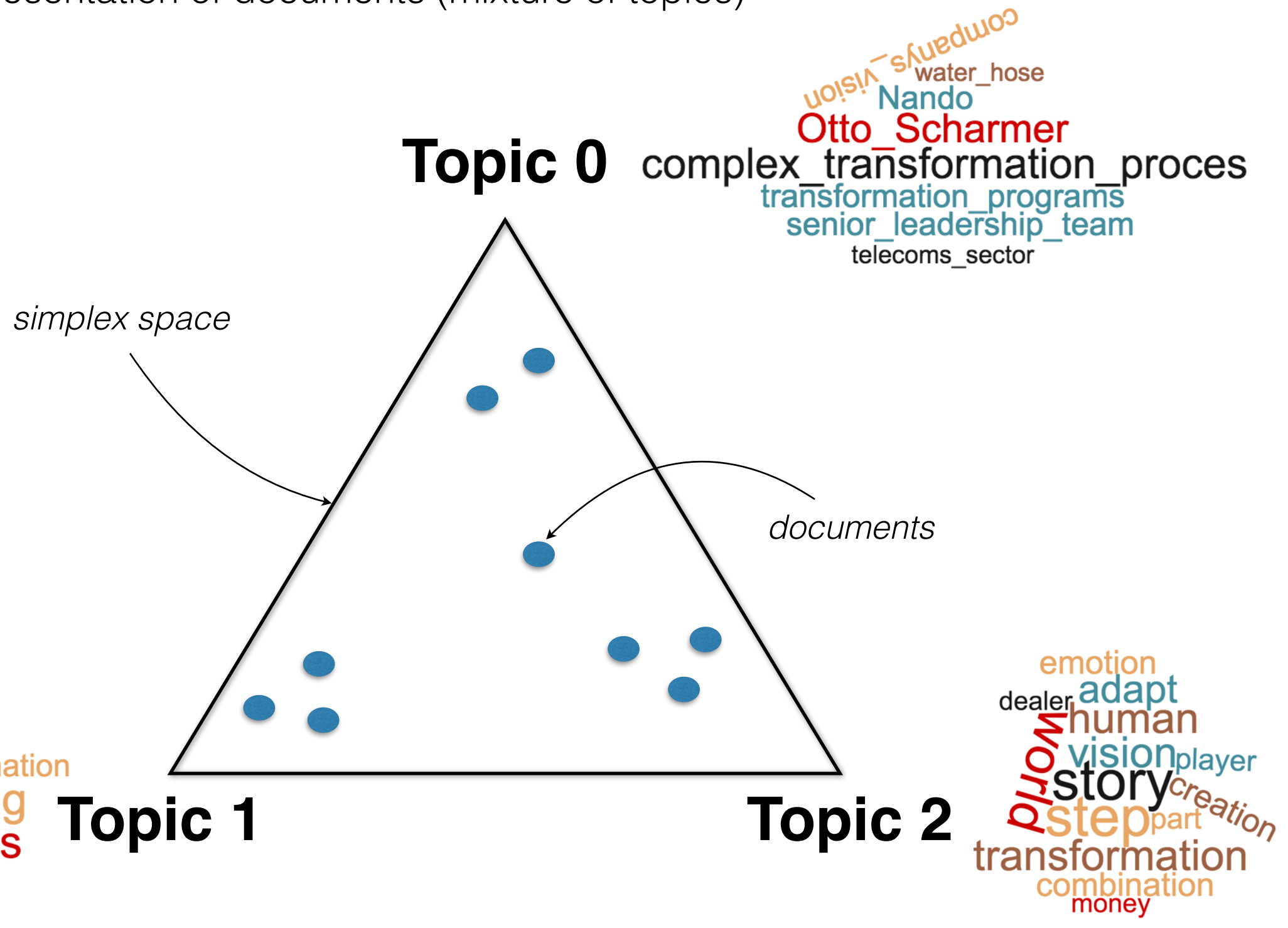
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## Topic proportions and assignments



- Each **topic** is a distribution over words
- Each **document** is a mixture of corpus-wide topics
- Each **word** is drawn from one of those topics

- corpus summarised by topics (ranked list of words)
- scalable representation of documents (mixture of topics)



- ***scalable document repository***

- ▶ *topics as annotations to **organize**, **summarise** and **search** documents*
- ▶ ***explore*** *it in a way that you can index of ideas contained in them*
- ▶ ***browse*** *it in a way that you can find documents are about the same kinds of ideas*



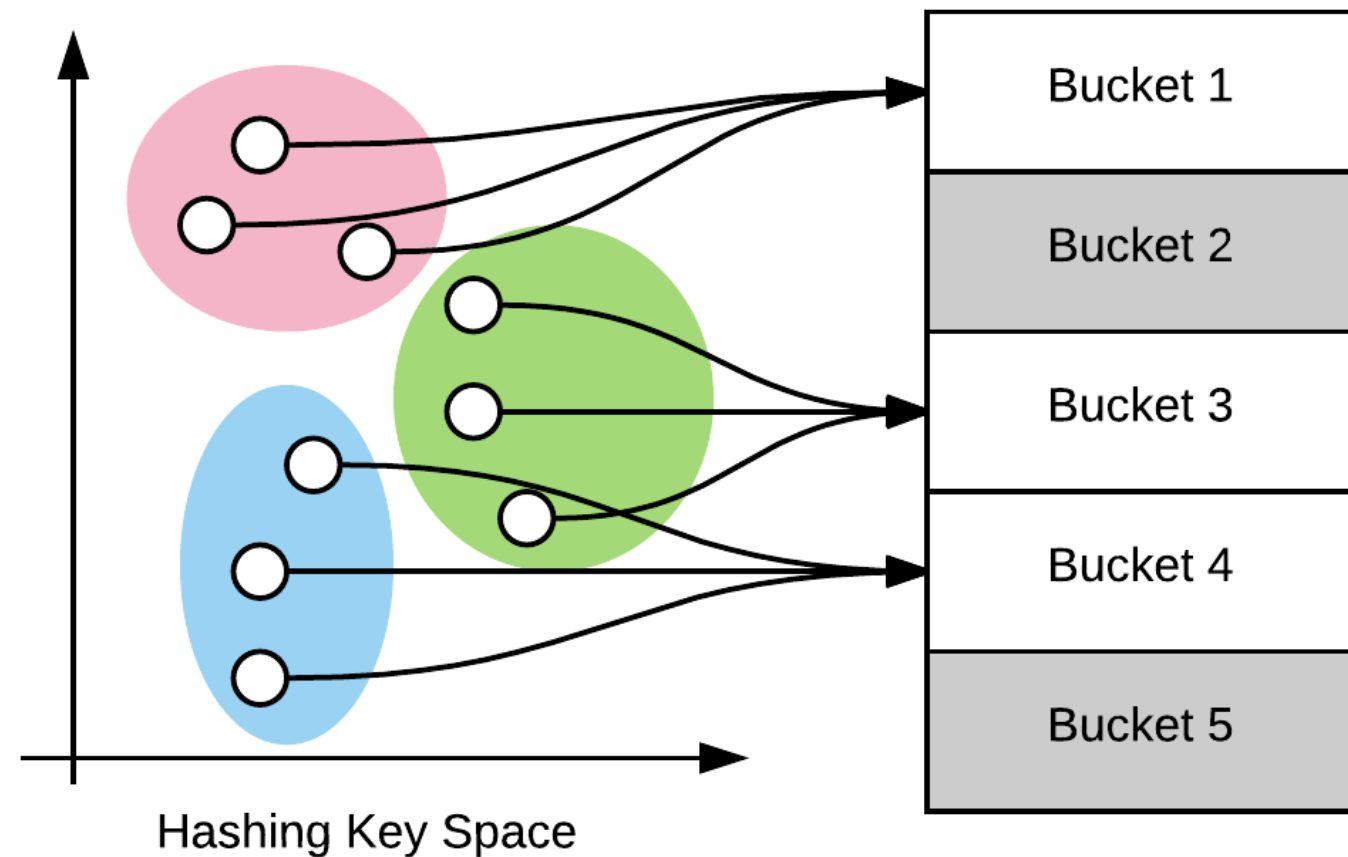
- *scalable document repository*
- **semantic similarity**
  - *documents as vectors of topic distributions*
  - *similarity metric based on **Jensen-Shannon Divergence** (JSD)*
  - *documents and texts*





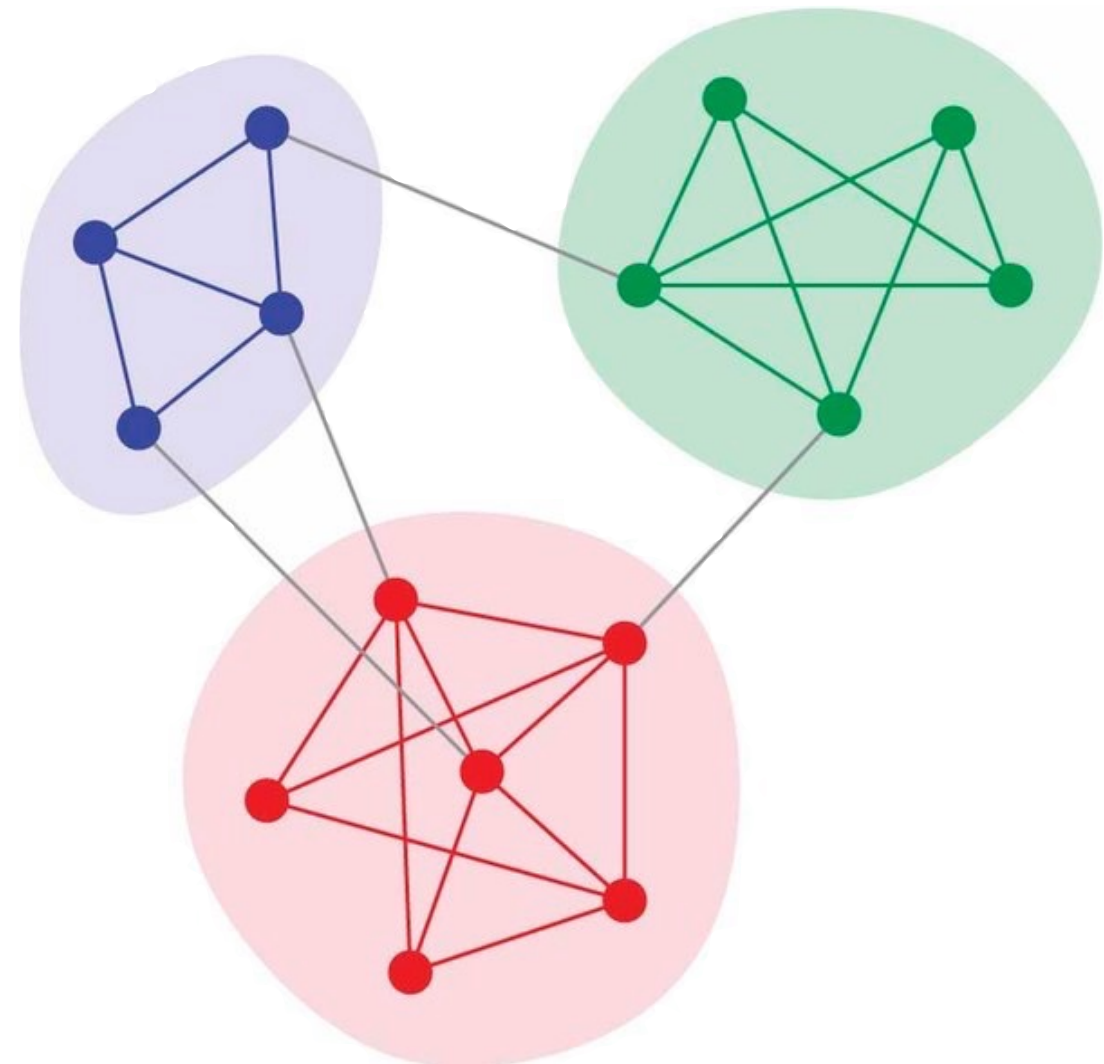
- *scalable document repository*
- *semantic similarity*
- **alerts**

- ▶ *hashing based on topic distribution*
- ▶ *non-static approach*
- ▶ *categorical similarities*
- ▶ *duplicate detection*



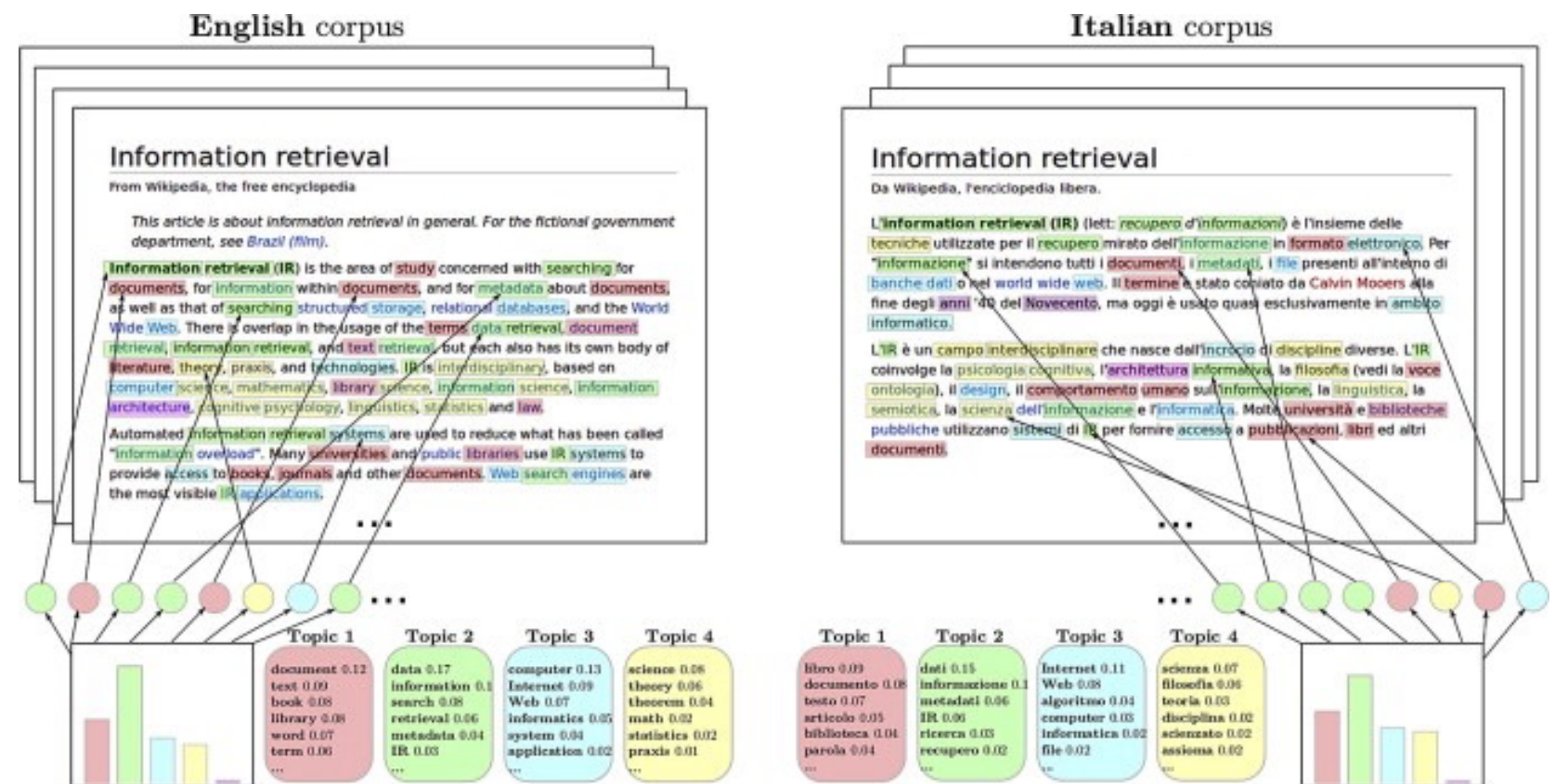
- *scalable document repository*
- *semantic similarity*
- *alerts*
- ***semantic exploration***

- ▶ *topics linked to entities from external Knowledge Graph*
- ▶ *multi-valued classification*
- ▶ *hierarchical-classification*
- ▶ *profiling*



- *scalable document repository*
- *semantic similarity*
- *alerts*
- *semantic exploration*
- ***multi-lingual recommendation***

- ▶ *topics from different languages (models)*
- ▶ *automatic alignment*



Vulic, Ivan, Wim De Smet, Jie Tang and Marie-Francine Moens. "Probabilistic topic modeling in multilingual settings: An overview of its methodology and applications." *Inf. Process. Manage.* 51 (2015): 111-147.