Golden Agents: Analitical

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Entity Recognition in Golden Agents

Goal:

How can we detect names, locations, objects

Problem:

- The HTR output contains all kinds of spelling variants
 - Due to HTR errors
 - Due to diachronical variation and simple lack of standardisation at the time
 - Due to arbitrary spacing or lack thereof
- Normal out-of-the-box NER models won't work well
 - Due to the variantion
 - Due to the fact to have some very specific objects to recognize which existing NER models typically aren't trained on

Stategy #6

What do we have?

► A fair amount of gazetteers/lexicons/thesauri containing the names, locations, objects we want to detect

Approach

- Use this information as the primary data source
- Match input data against these lexicons in a scalable way
 - we have hundreds of thousands of items in our lexicon
 - we have many documents to match

Introducing Analitical

- ► A tool for variant matching for spelling correction and text normalisation.
- ▶ Reimplements (and attempts to improve upon) core ideas by Martin Reynaert as used in TICCL.

Relationship with TICCL

- Extracts core ideas, not an exact reimplementation by any means
- ► Why not ticcl?
 - High complexity, grown over many years, lots of experimental legacy
 - Lack of documentation
 - Many different submodules (ticcltools): hard to understand and operate
 - No proper test suite
 - No current maintainer for the underlying software
 - Taking a fresh persective sometimes helps

Core Functionality

Search space reduction:

- ► Matching *n* input words against *m* lexicon items naively with e.g. Levensthein is prohibitively expensive: O(nm).
- ➤ Search space is drastically reduced by building an anagram index. This is a hashmap mapping **anagram values** to all actual words that use the exact same characters (i.e. are anagrams):
- Computing anagram values:
 - 1. Each character in the input alphabet is assigned a prime number in a sequence
 - 2. The product of these constitutes the anagram value
- ► Favourable properties for computation:
 - ► All factors are guaranteed subsets of the alphabet
 - ► Insertions are simple multiplications of anagram values: av(x)
 - * av(y) = av(xy)
 - Deletions are simple division of anagram values: av(xy) / av(x) = av(y)
 - Checking whether one value occurs in the other is a simple modulo zero check: av(xy) % av(x) = 0

Core Functionality

Distance Metrics:

- ► The index enables us to reduce the full lexicon *m* to a much smaller list of instances to match against.
- For the reduced list of variants retrieved through the anagram index, we compute the follow metrics:
 - Damerau-Levenshtein
 - Longest common substring
 - Longest common prefix/suffix
 - Frequency information
 - Lexicon weight, usually binary (validated or not)
 - Casing difference (binary, different case or not)
- A score is computed that is an expression of a weighted linear combination of the above items (the actual weights are configurable)

Query Mode

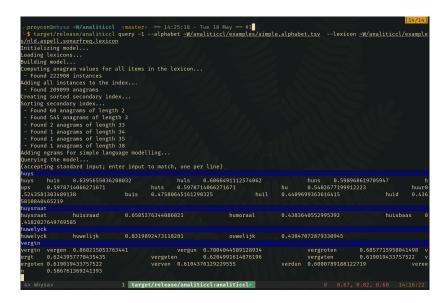


Figure 1: Example of query mode, blue lines are input

Context and n-grams

- A word-by-word approach isn't sufficient
 - ► There may be tokenisation problems so the notion of word is vague
 - There may be splits and run-ons to resolve
- Correction vs Detection
 - Correction: this input item is wrong, please correct it (query mode)
 - ▶ Detection: parts of the input item may or may not be wrong, find all errors (search mode)

Search mode:

- Given an input sequence, extract n-grams up to a certain order (for now simply 2)
- 2. Pass all ngrams to query mode for variant lookup
- 3. Find the top 250 or so sequence segmentations that maximise the variant scores (no context considered yet)
- 4. Score these sequences with a simple language model
- Compute a weighted geometric mean between the language model score and variant model score, return the best sequence as result

Search Mode

Input: I tink you are rihgt



Figure 2: Finite State Transducer

Other features

- ► **Frequency**: Lexicons may contain frequency information, this plays an important role in scoring variants. It is also a requirement for the search mode.
- ➤ Confusable rules: Lists of rules can be provided that either promote or penalise certain substitutions when scoring. Example: uy->ui, yck\$->ijk\$.
- ▶ Variant lists: Explicit variant/error lists (weighted or not) can be an extra source of input (e.g. Martin Reynaerts's TICCLAT).

Implementation

- Implemented in Rust for high-performance (compiles to native machine code)
- Multithreaded, maximally leverage all available cores while searching
- Single command-line tool
- ► ToDo later: Simple Python binding

ToDo

- Python binding
- ► Iterative chaining: gradually expand a variant list in multiple iterations over the input data. Bridges larger edit distances. Again inspired on Martin Reynaert's approach in TICCL.
- ▶ **Key phrases**: Reimplement the main ideas from Marijn Koolen's *fuzzy search* tool to look for a limited set of key phrases: *Variant matches contextualize and strengthen eachother*.
- ► Tweaking the weights
- Evaluation

Evaluation

- Proper evaluation on gold standard data?
- Comparison with TICCL?

What do we have?:

- Initial test on a lexicon extracted from golden agents HTR data
- Test suite (unit tests, integration tests)
- ▶ Initial documentation + API reference
- Benchmarks for performance measurements

Application to Golden Agents: Initial experiment

- ▶ I first derived a lexicon of all words in the HTR data of our collection. Note that this is based on a very rough extraction from the Page XML and a very rough tokenisation, with total disregard for the actual document structure.
- ▶ I did the same for the ground truth portion of the data.
- I extracted some reference lexicons for first names, surnames and street names from the Linked Data collections described in resources/.
- ► I matched all types in the HTR-derived lexicon against several reference lexicons.

Conclusions:

- matching strategy works well and scales
- the quality is very dependent on the quality of the reference lexicons and the weights assigned to the different metrics

Application to Golden Agents: General idea

- 1. We need to extract useful lexicons for names, locations, objects, as well as a generic background lexicon and language model.
 - ▶ Leon has collected sources, I have already extracted some rough data from them for testing.
- 2. Specific tools are required to parse the Page XML and extract certain logical units
 - Bram Buitendijk is working on this now
- 3. The text of these logical units could subsequently be passed to analitical for variant-aware entity detection
 - Analitical is a very generic tool, the output greatly depends on quality of input lexicons, it attempts to match entities directly.
 - ▶ The specific tools need not worry about the variant-problem
- 4. Specific tools can also make use of certain layout cues to help identify certain entities
- 5. We can make use of key formulaic phrases to find context cues for certain entities. (strategy #5), either with Marijn's fuzzy-search or in the future also with analiticcl.
 - Formulaic phrases will need to be identified by experts (Harm?)

References

- ► Analiticcl: https://github.com/proycon/analiticcl
- Golden Agents HTR Repo: https://github.com/knaw-huc/golden-agents-htr
- sesdiff: https://github.com/proycon/sesdiff
- ▶ ticcltools: https://github.com/LanguageMachines/ticcltools

Publications:

- Reynaert, Martin. (2004) Text induced spelling correction. In: Proceedings COLING 2004, Geneva (2004). https://doi.org/10.3115/1220355.1220475
- Reynaert, Martin. (2011) Character confusion versus focus word-based correction of spelling and OCR variants in corpora. IJDAR 14, 173–187 (2011). https://doi.org/10.1007/s10032-010-0133-5