Assignment 2 part 2

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Q2.4 Provide a brief interpretation of the meaningful contextual topics uncovered by the community detection algorithm for each word pair. If the uncovered topic appears to have no apparent relevance to either of the words in your word pair you may declare it as 'nonrelevant'. You can present these interpretations in the same table where the communities are listed, if there is room. If you present the interpretations in a separate table, the rows must be numbered to refer to the community numbers in the first table.

```r
table1 <- as_tibble(read.csv("table1.csv"))

table2 <- as_tibble(read.csv("table2.csv"))

table3 <- as_tibble(read.csv("table3.csv"))
```

```r
table1 %>%
  arrange(desc(Size)) %>%
  filter(Size > 3)
```

```
## # A tibble: 10 x 4
##         X Cluster                                              Size commu~1
##     <int> <chr>                                               <int> <chr>
## 1      2 "ACCUSE , CRIME , PROSECUTE , DEFEND , TRIAL , CRIMINAL ~   15 JAIL
## 2     10 "CONCRETE , YARD , SALE , HOUSE , FLING , DAY , FIELD , ~   14 YARD
## 3     12 "MUSIC , JUDGE , COUNSEL , HAMMER , CLEAR , UNFAIR , JUS~   13 JUDGE
## 4      6 "COURT , LAWYER , CLAIM , LAND , DIVORCE , INSURANCE , S~   11 LAWYER
## 5      3 "POLICE , PLAN , ORDER , SAFE , LAW , ILLEGAL , LEGAL , ~   10 LAW
## 6      9 "WORK , NUT , PARENTS , RICH , ASSOCIATE , BAG , CASE , ~    9 BRIEFC~
## 7     13 "GUILTY , CONFESS , HONEST , AGAINST , DISHONEST , CONDE~    9 GUILTY
## 8      7 "GUILT , TENNIS , SIN , FORGIVE , FAULT , CLAY , REMORSE~    7 GUILT
## 9      1 "DANGER , BREAK , ATTORNEY , LAWS , ABIDE , "               5 LAWS
## 10     8 "SICK , DOCTOR , INFECTION , SURGEON , INJECTION , "        5 DOCTOR
## # ... with abbreviated variable name 1: community_label
```

```r
table2 %>%
  arrange(desc(Size)) %>%
  filter(Size > 3)
```

```
## # A tibble: 14 x 4
##         X Cluster                                              Size commu~1
##     <int> <chr>                                               <int> <chr>
## 1      6 "WORK , MONEY , PLAY , GAME , FUN , HORSE , GAMES , BALL~    9 PLAY
## 2     16 "UNDERSTAND , SMART , YOUNG , MATURE , OLD , NEW , DEVEL~    9 OLD
```

```
## 3        4 "CHILD , RESPECT , ADULT , KID , PARENT , AUTHORITY , RE~     8 CHILD
## 4        7 "GOOD , BAD , INFLUENCE , OKAY , NICE , APPROVAL , PERSU~     8 GOOD
## 5       15 "STOP , ALLOW , ASK , NO , LET , PERMIT , PERMISSION , F~     8 ALLOW
## 6       20 "HOME , HOUSE , FRIEND , FAMILY , RELATIVE , DOG , FRIEN~     8 HOME
## 7        9 "KIDS , CHILDREN , RED , TOYS , CLAY , PLAY DOUGH , GENE~     7 CHILDR~
## 8       12 "WATER , TREE , PARK , SWING , SLIDE , PLAYGROUND , "        6 PLAYGR~
## 9       24 "ADULTS , PARENTS , GROWN-UPS , GUARDIANS , FOLKS , "        5 ADULTS
## 10       1 "MUSIC , LOUD , NOISE , NOISY , "                           4 LOUD
## 11      17 "LIKE , LOVE , HATE , DISOWN , "                            4 LOVE
## 12      21 "BABY , INFANT , NURSERY , RHYME , "                        4 BABY
## 13      22 "MOTHER , FATHER , CRITICAL , DAUGHTER , "                  4 MOTHER
## 14      31 "RESTRICTION , LAW , RULES , OBEY , "                       4 RULES
## # ... with abbreviated variable name 1: community_label
```

```
table3 %>%
  arrange(desc(Size)) %>%
  filter(Size > 3)
```

```
## # A tibble: 17 x 4
##         X Cluster                                                    Size commu~1
##     <int> <chr>                                                     <int> <chr>
## 1      12 "BLACK , PAPER , TREE , GREEN , HOUSE , BLUE , FIRE , CL~    19 WHITE
## 2       1 "ONE , COURT , KING , GOVERNMENT , MEASURE , ANARCHY , R~    15 RULER
## 3      11 "GOOD , FOOD , FIGHT , HAPPY , LOVE , ARMY , DRINK , GOD~    12 GOD
## 4       5 "POWER , MONEY , BOOK , WEALTH , TELEVISION , JEWEL , RI~    11 MONEY
## 5       7 "STRONG , PEOPLE , BAD , MAN , CITY , OLD , BIG , FRIEND~    10 PEOPLE
## 6      13 "WATER , RAIN , GAME , FUN , HOT , SUN , BALL , BEACH , ~    10 SUN
## 7       4 "PAIN , SICK , HURT , FALL , HEAD , DEATH , SAD , GUN , ~     9 HURT
## 8       8 "ME , BEAUTIFUL , BEE , QUEEN , BRIDE , PRINCESS , PRINC~     8 PRINCE~
## 9       3 "MUSIC , COUNTRY , CLOTHES , CHINA , ENGLAND , ROMAN , E~     7 COUNTRY
## 10      6 "WORK , MATH , HARD , HORSE , ARMOR , KNIGHT , MEDIEVAL ~     7 KNIGHT
## 11      9 "HIGH , SKY , SCHOOL , MOVIE , BUILDING , EMPIRE , "         6 BUILDI~
## 12     17 "HOME , SAND , MANSION , CASTLE , MOAT , PALACE , "          6 CASTLE
## 13      2 "ANIMAL , LION , FROG , KINGDOM , SNAKE , "                  5 ANIMAL
## 14     10 "TOP , CROWN , HAT , TOILET , THRONE , "                     5 CROWN
## 15     14 "CAR , SHIP , BOAT , FISH , DRAG , "                         5 BOAT
## 16     16 "GIRL , BEAUTY , BABY , SMALL , SLEEP , "                    5 BEAUTY
## 17     18 "FAMILY , ROYAL , PEASANT , REGAL , "                        4 ROYAL
## # ... with abbreviated variable name 1: community_label
```