# SW04 - Gruppe 1

# Einführung

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# **Testatübung SW04**

### **Aufgabe 1 - N-Grams**

Identifiziert die Bi- und Trigrams aus 'shakespeare-macbeth.txt'. Dieses Buch ist Teil des Gutenberg Corpus. Der Datensatz muss zunächst bereinigt werden (Stop Words, Satzzeichen, etc.)

### **Code - Vorbereitung**

```
import nltk, re, string, collections
from nltk.util import ngrams
from nltk.corpus import stopwords
# Download Stopwords
nltk.download('stopwords')
# Download MacBeth from Gutenberg
nltk.download('gutenberg')
nltk.corpus.gutenberg.fileids()
['shakespeare-macbeth.txt']
macbeth = nltk.corpus.gutenberg.words('shakespeare-macbeth.txt')
## Exercise 1
# Satzzeichen entfernen
text ohne satzzeichen = "[" + re.sub("\.","",string.punctuation) + "]"
macbeth ohne satzzeichen = []
for word in macbeth:
    word = re.sub(text ohne satzzeichen, "", word)
    if word != "":
        macbeth_ohne_satzzeichen.append(word)
# Stopwörter entfernen
stop_words = set(stopwords.words('english'))
token clean = [w for w in macbeth ohne satzzeichen if not w in stop words]
```

#### **Code - Bigrams**

```
# Bigrams definieren
listBigrams = nltk.bigrams(token_clean)
freq_bi = nltk.FreqDist(listBigrams)

fdist = nltk.FreqDist(freq_bi)
print("\n\nBigrams: \n")
for k,v in fdist.most_common():
    if v > 8:
        print (k,v)
```

#### **Output - Bigrams**

#### Bigrams:

```
('I', 'haue') 41
('Exeunt', 'Scena') 15
('Enter', 'Macbeth') 15
('Thane', 'Cawdor') 13
('Macb', 'I') 13
('I', 'would') 11
('yet', 'I') 10
('st', 'thou') 9
('And', 'yet') 9
('I', 'see') 9
('Knock', 'Knock') 9
```

### **Code - Trigrams**

# **Trigrams definieren**

```
listTrigrams = nltk.trigrams(token_clean)
freq_tri = nltk.FreqDist(listTrigrams)

fdist = nltk.FreqDist(freq_tri)
print("\n\nTrigrams: \n")
for k,v in fdist.most_common():
    if v > 2:
        print (k,v)
```

#### **Output - Trigrams**

#### Trigrams:

```
('Knock', 'Knock', 'Knock') 5
('I', 'good', 'Lord') 5
('Enter', 'three', 'Witches') 4
('Exeunt', 'Scena', 'Secunda') 4
('I', 'haue', 'seene') 4
('I', 'see', 'thee') 4
('Enter', 'Macbeth', 'Macb') 4
```

```
('I', 'haue', 'done') 4
('good', 'Lord', 'Macb') 4
('three', 'Witches', '1') 3
('Exeunt', 'Scena', 'Tertia') 3
('Thunder', 'Enter', 'three') 3
('All', 'haile', 'Macbeth') 3
('Exeunt', 'Scena', 'Quarta') 3
('But', 'I', 'haue') 3
('Scena', 'Prima', 'Enter') 3
('Scena', 'Secunda', 'Enter') 3
('All', 'Double', 'double') 3
('trouble', 'Fire', 'burne') 3
('Fire', 'burne', 'Cauldron') 3
('burne', 'Cauldron', 'bubble') 3
('Enter', 'Malcolme', 'Seyward') 3
```

# **Aufgabe 2 - TF-IDF**

Berechnet den TF-IDF Wert der Unigrams aus den Dokumenten IMDB\_1.txt, IMDB\_2.txt, IMDB\_3.txt

#### Code

```
## Exercise 2
import numpy as np
import pandas as pd
from sklearn.feature_extraction.text import TfidfVectorizer
imdb_1 = open('IMDB_1.txt', 'r').readline()
imdb_2 = open('IMDB_2.txt', 'r').readline()
imdb_3 = open('IMDB_2.txt', 'r').readline()
documents = [
    imdb 1,
    imdb 2,
    imdb_3
]
document_names = ['IMDB {:d}'.format(i+1) for i in range(len(documents))]
def get tfidf(docs, ngram range=(1,1), index=None):
    vect = TfidfVectorizer(stop words='english', ngram range=ngram range)
    tfidf = vect.fit transform(documents).todense()
    return pd.DataFrame(tfidf, columns=vect.get feature names(), index=index).T
print('\n\nTF-IDF: \n')
print(get tfidf(documents, ngram range=(1,1), index=document names))
```

# Output - TF-IDF

### TF-IDF:

	IMDB 1	IMDB 2	IMDB 3
alive	0.267261	0.000000	0.000000
bridge	0.000000	0.288675	0.288675
coma	0.267261	0.000000	0.000000
communication	0.000000	0.288675	0.288675
communities	0.000000	0.288675	0.288675
construction	0.000000	0.288675	0.288675
deputy	0.267261	0.000000	0.000000
facilitate	0.000000	0.288675	0.288675
forces	0.000000	0.288675	0.288675
gravely	0.000000	0.288675	0.288675
grimes	0.267261	0.000000	0.000000
group	0.267261	0.000000	0.000000
injured	0.000000	0.288675	0.288675
join	0.000000	0.288675	0.288675
lead	0.267261	0.000000	0.000000
learn	0.267261	0.000000	0.000000
restore	0.000000	0.288675	0.288675
rick	0.267261	0.00000	0.000000
ruins	0.267261	0.00000	0.000000
sheriff	0.267261	0.00000	0.000000
site	0.000000	0.288675	0.288675
stay	0.267261	0.00000	0.000000
survivors	0.267261	0.00000	0.000000
trade	0.000000	0.288675	0.288675
wakes	0.267261	0.000000	0.000000
world	0.267261	0.000000	0.000000