## Language Technologies

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## Lecture II.

Processing words

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## The HLT low road:

Processing words

- Identifying words: regular expressions and tokenisation
- Analyzing words: finite state machines and morphology


## What is a word?

- Smallest phonetic and semantic unit of language (more or less)
- We can distinguish several meanings of "word":
- Word-form in text ( word $^{l}$ ):
"The banks are closed today."
- The abstract lexical unit (word ${ }^{2}$ )
word ${ }^{1}$ banks is the plural form of the word ${ }^{2}$ bank


## Basic steps in processing words

1. Tokenisation: word-forms are first identified in the text
e.g. "The banks are closed" $\rightarrow$
the + banks + are + closed
2. Morphological analysis: the word-forms are associated with their grammatical information e.g. bank $+s \rightarrow$ noun + plural
3. Lemmatisation: the "word2", i.e. base form is identified, e.g. banks $\rightarrow$ bank
4. Further information about the word is retrieved from the lexicon

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## Regular expressions

- A RE recognises a (possibly infinite) set of strings
- Literals: a,b,c,č,
- Operators: concatenation, disjunction, repetition, grouping
- Basic examples:
- /abc/ recognises $\{a b c\}$
- /(abb)/ recognises $\{a, b\}$
- /ab./ recognises $\{a b a, a b b, a b c, \ldots\}$
- /ab*/ recognises $\{a, a b, a b b, \ldots\}$
- Extensions: sets ([abc], [^abc]), special characters ( $\backslash ., \backslash t, \backslash \mathrm{n}, \backslash \mathrm{d})$
- Not only search, but also substitution: $\mathrm{s} / \mathrm{a}() .\mathrm{c} / \mathrm{x} \$ 1 \mathrm{y} /(a b c$ to $\mathrm{x} b y)$
- Fast operation, implemented in many computer languages (esp. on Unix: grep, awk, Perl)


## Text pre-processing

- Splitting the raw text into words and punctuation symbols (tokenisation), and sentences (segmentation)
- Not as simple as it looks: $k v a c ̌ k a, 23^{\text {rd }}$, teacher's, [2,3H] dexamethasone, etc., kogarkoli, http://nl2.ijs.si/cgi-bin/corpussearch?Display $=$ KWIC\&Context $=60 \&$ Corpus $=O$ RW-SL\&Query="hoditi",
"So," said Dr. A. B. "who cares?"
- In free text there are also errors
- Also, different rules for different languages: 4., itd., das Haus, ...


## Result of tokenisation

```
Auromoney's assessment of economic changes in
    Slovenia has been downgraded (page 6).
->
<seg id="ecmr.en.17">
\(<\mathrm{w}>\) Euromoney</w><w type="rsplit">'s</w>
<w>assessment</w><w>of</w><w>economic</w>
\(<\mathrm{w}>\) changes \(</ \mathrm{w}><\mathrm{w}>\) in \(</ \mathrm{w}><\mathrm{w}>\) Slovenia \(</ \mathrm{w}>\)
<w>has</w> <w>been</w> <w>downgraded</w>
<c type="open">(</c><w>page</w>
<w type="dig">6</w><c type="close">)</c>
<c>.</c>
\(</\) seg \(>\)
```


## Other uses of regular expressions

- Identifying named entities (person and geographical names, dates, amounts) $\qquad$
- Structural up-translation
- Searching in corpora $\qquad$
- Swiss army knife for HLT $\qquad$
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## 2. Finite state automata and morphology

- It is simple to make a regular expression generator, difficult to make an efficient recogniser
- FSAs are extremely fast, and only use a constant amount of memory
- The languages of finite state automata (FSAs) are equivalent to those of regular expression
- A FSA consists of:
- a set of charac
- a set of states
- a set of transitions between states, labeled by character
- an initial state
- a set of final states
- A word / string is in the language of the FSA, if, starting at the initial state, we can traverse the FSA via the transitions, consuming one character at a time, to arrive at a final state with the empty string.


## Some simple FSAs

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- Talking sheep:
-The language: \{baa!, baaa!, baaaa!, ...\}
- Regular expression: /baaa*!/
- FSA:

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- Mystery FSA: $\qquad$
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## "Extensions"

■ Non-deterministic FSAs

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- FSAs with $\varepsilon$ moves

- But metods exist that convert \&FSA to NDFSAs to DFSAs. (however, the size can increase significantly)


## Operations on FSAs

(and their languages)

- Concatenation

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- Closure $\qquad$
- Union
- Intersection!

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## Morphological analysis with the

$\qquad$ two-level model

- Task: to arrive from the surface realisation of morphemes to their deep (lexical) structure, e.g.
$\qquad$ $\operatorname{dog}_{[\mathrm{N}]}+\mathrm{s}_{[\mathrm{pl}]} \leftarrow$ dogs but wolf ${ }_{[\mathrm{N}]}+\mathrm{s}_{[\mathrm{pl}]} \leftarrow$ wolves $\qquad$
- Practical benefit: this results in a smaller, easier to organise lexicon $\qquad$
- The surface structure differs from the lexical one because of the effect of (morpho-)phonological rules
- Such rules can be expressed with a special kind of FSAs, so called Finite State Transducers


## Finite State Transducers

- The alphabet is taken to be composed of character pairs, one from the surface and the other from the lexical alphabet
- The model is extended with the non-deterministic addition of pairs containing the null character $\qquad$
- Input to transducer:
move+ed (in the lexicon) $\qquad$ move 00 d (in the text)
- The model can also be used generativelly

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## Rule notation

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- Rules are easier to understand than FSTs; compiler from rules to FSTs $\qquad$
- devoicing:
- surface mabap to lexical mabab
- b:p $\Leftrightarrow$
- Lexical b corresponds to surface p if and only if the pair occurs in the word-final position
- 'e' insertion:
- wish $+\mathrm{s}->$ wishes
$■+: \mathrm{e}<=\{\mathrm{sx} \mathrm{z}[\{\mathrm{sc}\} \mathrm{h}]\} \ldots \mathrm{s}$
- a lexical morph boundary between $s, x, z, s h$, or $c h$ on the left side and an $s$ on the right side must correspond to an $e$ on the surface level. It makes no statements about other contexts where ' + ' may map to an 'e'.
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- More examples from Slovene here


## FST composition

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- Serial: original Hall\&Chomsky proposal; feeding and bleeding rules (c.f. generative phonology)
- Parallel: Koskenniemmi approach;
$\qquad$ less 'transformational'; rule conflicts



## Stochastic FSAs

- Finite state machines can be supplemented by arc probabilities
- This makes then useful for statisticaly based processing: Hidden Markov Models, Viterbi algorithm
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## 3. Storing words: the lexicon

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From initial systems where the lexicon was "the junkyard of exceptions" lexica have come to play a central role in CL and HTL

- What is a lexical entry? (multi-word entries, homonyms, multiple senses) $\qquad$
- Lexica can contain a vast amount of information about an entry:
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- Formal syntactic and morphological properties
- Definition (in a formalism) and qualifiers
- Examples (frequency counts)
- Translation(s)
- Related words ( $\rightarrow$ thesaurus / ontology)
- Other links (external knowledge sources)
- An extremely valuable resource for HLT of a particular language
- MRDs are useful as a basis for lexicon development, but less than may be though (vague, sloppy)
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## Lexicon as a FSA

- The FSA approach is also used to encompass the lexicon: efficient storage, fast access
- A trie:


## Hierarchical organisation

- With emphasis on lexica, each entry can contain lots of information
- But much of it is repeated over and over
- The lexicon can be organised in a hierarchy with information inherited along this hierarchy
- Various types of inheritance, and associated problems: multiple inheritance, default inheritance


## Summary

The lecture concentrated on processing words, esp. on two basic tasks:

- Identifying words: regular expressions and tokenisation
- Analyzing words: finite state machines and morphology
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