#### Dictionaries and tolerant retrieval

Most slides are from Prof. Schütze, Center for Information and Language Processing, University of Munich

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Chapter 3 [PDF]

#### Overview

- Dictionaries
- Wildcard queries
- 6 Edit distance
- Spelling correction
- Soundex

## Take-away

- Tolerant retrieval: What to do if there is no exact match between query term and document term
- Wildcard queries
- Spelling correction

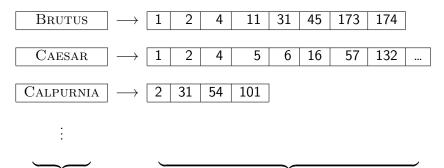
① Dictionaries

- Wildcard queries
- 4 Spelling correction
- Soundex

#### Inverted index

dictionary

For each term t, we store a list of all documents that contain t.

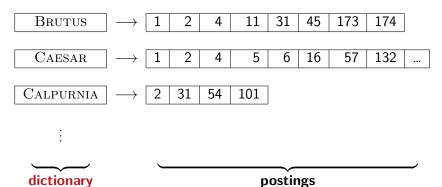


postings

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#### Inverted index

For each term t, we store a list of all documents that contain t.



- The dictionary is the data structure for storing the term vocabulary.
- Term vocabulary: the data
- Dictionary: the data structure for storing the term vocabulary

# Dictionary as array of fixed-width entries

- For each term, we need to store a couple of items:
  - document frequency
  - pointer to postings list
  - ...
- Assume for the time being that we can store this information in a fixed-length entry.
- Assume that we store these entries in an array.

# Dictionary as array of fixed-width entries

term	document	pointer to
	frequency	postings list
а	656,265	$\longrightarrow$
aachen	65	$\longrightarrow$
zulu	221	$\longrightarrow$
20.1	4 1 .	4 1 1

space needed: 20 bytes 4 bytes 4 bytes

How do we look up a query term  $q_i$  in this array at query time? That is: which data structure do we use to locate the entry (row) in the array where  $q_i$  is stored?

## Data structures for looking up term

- Two main classes of data structures: hashes and trees
- Some IR systems use hashes, some use trees.
- Criteria for when to use hashes vs. trees:
  - Is there a fixed number of terms or will it keep growing?
  - What are the relative frequencies with which various keys will be accessed?
  - How many terms are we likely to have?

# Hashing

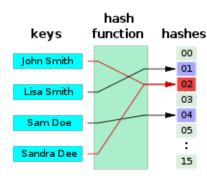


fig from wikipedia

#### Hashes

- Each vocabulary term is hashed into an integer, its row number in the array
- At query time: hash query term, locate entry in fixed-width array
- Pros: Lookup in a hash is faster than lookup in a tree.
  - Lookup time is constant.
- Cons
  - no way to find minor variants (resume vs. résumé)
  - no prefix search (all terms starting with automat)
  - need to rehash everything periodically if vocabulary keeps growing

Wildcard queries Edit distance Spelling correction Sounde

- Trees solve the prefix problem (find all terms starting with automat).
- Simplest tree: binary tree
- Search is slightly slower than in hashes:  $O(\log M)$ , where M is the size of the vocabulary.
- $O(\log M)$  only holds for balanced trees.
- Rebalancing binary trees is expensive.
- B-trees mitigate the rebalancing problem.
- B-tree definition: every internal node has a number of children in the interval [a, b] where a, b are appropriate positive integers, e.g., [2, 4].

Dictionaries W

Wildcard queries

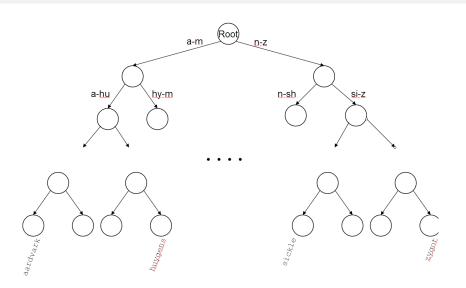
Edit distance

istance Spelling

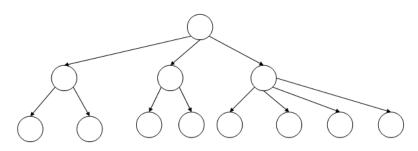
Spelling correction

Soundex

## Binary tree



#### B-tree



- a generalization of binary search tree
- allow nodes to have more than 2 children

- Wildcard queries
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- Soundex

# Wildcard queries

- mon\*: find all docs containing any term beginning with mon
- Easy with B-tree dictionary: retrieve all terms t in the range: mon < t < moo</li>
- \*mon: find all docs containing any term ending with mon
  - Maintain an additional tree for terms backwards
  - Then retrieve all terms t in the range: nom  $\leq t <$  non
- Result: A set of terms that are matches for wildcard query
- Then retrieve documents that contain any of these terms

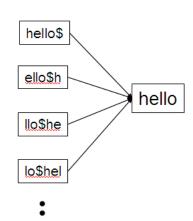
#### How to handle \* in the middle of a term

- Example: m\*n
- We could look up m\* and \*n in the B-tree and intersect the two term sets.
- Expensive
- Alternative: permuterm index
- Basic idea: Rotate every wildcard query, so that the \* occurs at the end.
- Store each of these rotations in the dictionary, say, in a B-tree

#### Permuterm index

 For term HELLO: add the following to the B-tree where \$ is a special symbol

- hello\$,
- ello\$h,
- Ilo\$he,
- lo\$hel,
- o\$hell,
- \$hello



Soundex

Wildcard queries Edit distance Spelling correction

#### Permuterm index

Dictionaries

• For HELLO, we've stored: hello\$, ello\$h, llo\$he, lo\$hel, o\$hell, \$hello

- Queries
  - For X, look up X\$
  - For X\*, look up \$X\*
  - For \*X, look up X\$\*
  - For \*X\*, look up X\*
  - For X\*Y, look up Y\$X\*
  - Example: For hel\*o, look up o\$hel\*
- Permuterm index would better be called a permuterm tree.
- But permuterm index is the more common name.

## Processing a lookup in the permuterm index

- Rotate query wildcard to the right
- Use B-tree lookup as before
- Problem: Permuterm more than quadruples the size of the dictionary compared to a regular B-tree. (empirical number)

# k-gram indexes

- More space-efficient than permuterm index
- Enumerate all character k-grams (sequence of k characters)
   occurring in a term
- 2-grams are called bigrams.
  - ullet april o ap pr ri il 1\$
  - April is the cruelest month
  - ullet  $\longrightarrow$  \$a ap pr ri il 1\$ \$i is s\$ \$t th he e\$ \$c cr ru ue el le es st t\$ \$m mo on nt h\$
- \$ is a special word boundary symbol.
- Maintain an inverted index from bigrams to the terms that contain the bigram

# why k-gram is more space efficient

- permuterm of hello
  - ullet ightarrow hello\$, ello\$h, llo\$he, lo\$hel, o\$hell
- 2-grams of hello
  - ullet ightarrow he, el, 11, 10, o\$

## Postings list in a 3-gram inverted index



# k-gram (bigram, trigram, ...) indexes

- Two different types of inverted indexes:
  - Term-document inverted index: for finding documents based on a query consisting of terms
  - k-gram index: for finding terms based on a query consisting of k-grams

# Processing wildcarded terms in a bigram index

- Query mon\* can now be run as:
   \$m AND mo AND on
- Gets us all terms with the prefix mon ...
- ...but also many "false positives" like MOON.
- We must post-filter these terms against query.
- Surviving terms are then looked up in the term-document inverted index.
- k-gram index vs. permuterm index
  - k-gram index is more space efficient.
  - Permuterm index doesn't require post-filtering.

- Edit distance
- 4 Spelling correction
- Soundex

Wildcard queries Edit distance

operation

cost

#### Edit distance

Dictionaries

- The edit distance between string  $s_1$  and string  $s_2$  is the minimum number of basic operations that convert  $s_1$  to  $s_2$ .
- Levenshtein distance: The admissible basic operations are
  - insert. cost =1
  - delete, cost = 1
  - replace, cost=1
  - copy, cost=0

			<b>-</b>	operation	0000
		dog	do	delete	1
•	Levenshtein distance	cat	cart	insert	1
		cat	cut	replace	1
		cat	act	delete, insert	2

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#### there are other distance definitions

- Damerau-Levenshtein distance cat-act: 1
- includes transposition operation.

Wildcard queries Edit distance

## problem definition

- For two strings
  - X of length n
  - Y of length m
- D(i,j)
  - the edit distance between X[1..i] and Y[1..j]
  - score of the best alignment from X[1..i] to Y[1..i]
  - i.e., the first i characters of X and the first j characters of Y
  - The edit distance between X and Y is thus D(n,m)
- Properties for D(i,j)
  - D(i,0)=i; delete i letters
  - D(0,j)=j; insert j letters

#### recurrence relation

$$D(i,j) = \begin{cases} D(i-1,j-1) + d(Xi,Yj); \text{ replace or copy} \\ D(i-1,j) + 1; \text{ insert} \\ D(i,j-1) + 1; \text{ delete} \end{cases}$$
 (1)

$$d(x, y) = \begin{cases} 0; & \text{if } x = y \\ 1; & \text{otherwise} \end{cases}$$
 (2)

## Edit distance using dynamic programming

- Dynamic programming: A tabular computation of D(n,m)
- Solving problems by combining solutions to subproblems.
- Bottom-up
  - We compute D(i,j) for small i,j
  - And compute larger D(i,j) based on previously computed smaller values
  - i.e., compute D(i,j) for all i (0 < i < n) and j (0 < j < m)

## Levenshtein distance: Computation

		f	a	S	t
	0	1	2	3	4
С	1	1	2	3	4
a	2	2	1	2	3
t	3	3	2	2	2
S	4	4	3	2	3

```
LEVENSHTEINDISTANCE(s_1, s_2)
     for i \leftarrow 0 to |s_1|
  2 do m[i, 0] = i
  3 for j \leftarrow 0 to |s_2|
  4 do m[0, j] = j
  5 for i \leftarrow 1 to |s_1|
     do for j \leftarrow 1 to |s_2|
          do if s_1[i] = s_2[j]
                 then m[i,j] = \min\{m[i-1,j]+1, m[i,j-1]+1, m[i-1,j-1]\}
  8
  9
                 else m[i, j] = \min\{m[i-1, j]+1, m[i, j-1]+1, m[i-1, j-1]+1\}
 10
      return m[|s_1|, |s_2|]
Operations: insert (cost 1), delete (cost 1), replace (cost 1), copy
(cost 0)
```

# Levenshtein distance: Algorithm

```
LEVENSHTEINDISTANCE(s_1, s_2)
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Spelling correction

Dictionaries

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```

Wildcard queries E

Dictionaries

Edit distance

Soundex

# Levenshtein distance: Example

		f	а	S	t
	0	1 1	2 2	3 3	4 4
	1	1 2	<b>2</b> 3	3 4	<b>4</b> 5
С	1	2 1	2 2	3 3	4 4
	2	2 2	1 3	3 4	4 5
a	2	3 <b>2</b>	3 1	2 2	3 3
	3	3 3	3 2	2 3	2 4
t	3	4 3	4 2	3 2	3 2
S	4	4 4	4 3	<b>2</b> 3	3 3
5	4	5 <b>4</b>	5 <b>3</b>	4 2	3 3

#### Each cell of Levenshtein matrix

cost of getting here from	cost of getting here
my upper left neighbor	from my upper neighbor
(copy or replace)	(delete)
	the minimum of the
cost of getting here from	three possible "move-
my left neighbor (insert)	ments"; the cheapest
	way of getting here

Wildcard queries

Dictionaries

Edit distance

Soundex

# Levenshtein distance: Example

			f		<b>a</b>		5	į	t
	0	1	1	2	2	3	3	4	4
	1	1	2	2	3	3	4	4	5
С	1	2	1	2	2	3	3	4	4
	2	2	2	1	3	3	4	4	5
а	2	3	2	3	1	2	2	3	3
+	3	3	3	3	2	2	3	2	4
l	3	4	3	4	2	3	2	3	2
	4	4	4	4	3	2	3	3	3
S	4	5	4	5	3	4	2	3	3

## Dynamic programming (Cormen et al.)

- Optimal substructure: The optimal solution to the problem contains within it subsolutions, i.e., optimal solutions to subproblems.
- Overlapping subsolutions: The subsolutions overlap. These subsolutions are computed over and over again when computing the global optimal solution in a brute-force algorithm.
- Subproblem in the case of edit distance: what is the edit distance of two prefixes
- Overlapping subsolutions: We need most distances of prefixes 3 times this corresponds to moving right, diagonally, down.

### Weighted edit distance

- Weight of an operation depends on the characters involved.
- Meant to capture keyboard errors, e.g., m more likely to be mistyped as n than as q.
- Therefore, replacing m by n is a smaller edit distance than by q.
- We now require a weight matrix as input.
- Modify dynamic programming to handle weights

Dictionaries

x					S	ıb[2	X, Y	] =	Sub	stitı	ıtio			(inc		ect) i	for	Y (	corr	ect)						
	a	ь	c	d	e	f	g	h	i	j	k	1	m	n	0	p	q	r	S	t	u	v	w	х	У	Z
a	0	0	7	1	342	0	0	2	118	0	1	0	0	3	76	0	0	1	35	9	9	0	1	0	5	0
b	0	0	9	9	2	2	3	1	0	0	0	5	11	5	0	10	0	0	2	1	0	0	8	0	0	0
c	6	5	0	16	0	9	5	0	0	0	1	0	7	9	1	10	2	5	39	40	1	3	7	1	1	0
d	1	10	13	0	12	0	5	5	0	0	2	3	7	3	0	1	0	43	30	22	0	0	4	0	2	0
е	388	0	3	11	0	2	2	0	89	0	0	3	0	5	93	0	0	14	12	6	15	0	1	0	18	0
f	0	15	0	3	1	0	5	2	0	0	0	3	4	1	0	0	0	6	4	12	0	0	2	0	0	0
g	4	1	11	11	9	2	0	0	0	1	1	3	0	0	2	1	3	5	13	21	0	0	1	0	3	0
h	1	8	0	3	0	0	0	0	0	0	2	0	12	14	2	3	0	3	1	11	0	0	2	0	0	0
i	103	0	0	0	146	0	1	0	0	0	0	6	0	0	49	0	0	0	2	1	47	0	2	1	15	0
j	0	1	1	9	0	0	1	0	0	0	0	2	1	0	0	0	0	0	5	0	0	0	0	0	0	0
k	1	2	8	4	1	1	2	5	0	0	0	0	5	0	2	0	0	0	6	0	0	0	. 4	0	0	3
1	2	10	1	4	0	4	5	6	13	0	1	0	0	14	2	5	0	11	10	2	0	0	0	0	0	0
m	1	3	7	8	0	2	0	6	0	0	4	4	0	180	0	6	0	0	9	15	13	3	2	2	3	0
n	2	7	6	5	3	0	1	19	1	0	4	35	78	0	0	7	0	28	5	7	0	0	1	2	0	2
0	91	1	1	3	116	0	0	0	25	0	2	0	0	0	0	14	0	2	4	14	39	0	0	0	18	0
p	0	11	1	2	0	6	5	0	2	9	0	2	7	6	15	0	0	1	3	6	0	4	1	0	0	0
q	0	0	1	0	0	0	27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
r	0	14	0	30	12	2	2	8	2	0	5	8	4	20	1	14	0	0	12	22	4	0	0	1	0	0
s	11	8	27	33	35	4	0	1	0	1	0	27	0	6	1	7	0	14	0	15	0	0	5	3	20	1
t	3	4	9	42	7	5	19	5	0	1	0	14	9	5	5	6	0	11	37	0	0	2	19	0	7	6
u	20	0	0	0	44	0	0	0	64	0	0	0	0	2	43	0	0	4	0	0	0	0	2	0	8	0
v	0	0	7	0	0	3	0	0	0	0	0	1	0	0	1	0	0	0	8	3	0	0	0	0	0	0
w	2	2	1	0	1	0	0	2	0	0	1	0	0	0	0	7	0	6	3	3	1	0	0	0	0	0
х	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	0	0	0	0	0	0	0
у	0	0	2	0	15	0	1	7	15	0	0	0	2	0	6	1	0	7	36	8	5	0	0	1	0	0
- 1	^	^	0	7	^	Δ		0	Λ	^	0	~1	5	•	^	n	0	2	21	2	^	0	^	^	2	^

#### Using edit distance for spelling correction

- Given query, first enumerate all character sequences within a preset (possibly weighted) edit distance
- Intersect this set with our list of "correct" words
- Then suggest terms in the intersection to the user.

Dictionaries Wildcard queries Edit distance

#### Exercise

- Compute Levenshtein distance matrix for OSLO SNOW
- What are the Levenshtein editing operations that transform cat into catcat?

naries	Wildcard qu	eries Edit di	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
О	1 1				
s	2 2				
I	3 3				
o	4 4				

Dictionaries	Wildcard qu	ieries Edit di	stance Spell	ing correction	Soundex	
		S	n	0	W	
	0	1 1	2 2	3 3	4 4	
О	1 1	1 2 ?				
S	2 2					
1	3 3					
0	4 4					

naries	Wildcard qu	eries Edit di	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
О	1 1	1 2 2 1			
s	2 2				
I	3 3				
0	4 4				

aries	Wildcard qu	ieries <b>Edit d</b> i	istance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
o	1 1	1 2 2 1	2 3 7		
S	2 2				
I	3 3				
0	4 4				

naries	Wildca	ard qu	eries	Edit di	stance	Spell	ing corre	ction	Sound	ex
			5	5	r	1	(	)	V	V
		0	1	1	2	2	3	3	4	4
O		1	1 2	2 1	2 2	3 2				
s	II ——	2								
I	<u> </u>	3								
0		4								

aries	Wildcard qu	ieries <b>Edit d</b> i	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
0	1 1	1 2 2 1	2 3 2	2 4 3 ?	
s	2 2				
I	3 3				
0	4 4				

aries	Wildcard qu	ieries Edit di	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
0	1 1	1 2 2 1	2 3 2	2 4 3 2	
s	2 2				
I	3 3				
0	4 4				

naries	Wildcard qu	ieries <b>Edit d</b> i	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
0	1 1	1 2 2 1	2 3 2	2 4 3 2	4 5 3 ?
s	2 2				
I	3 3				
0	4 4				

naries	Wildcard qu	ieries <b>Edit d</b> i	istance Spell	ling correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
О	1 1	1 2 2 1	2 3 2 2	2 4 3 2	4 5 3 3
S	2 2				
I	3 3				
0	4 4				

naries	Wildcard qu	ieries <b>Edit d</b> i	istance Spell	ling correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
О	1 1	1 2 2 1	2 3 2	2 4 3 2	4 5 3 3
S	2 2	1 2 3 ?			
I	3 3				
0	4 4				

naries	Wildcard qu	ieries <b>Edit d</b>	istance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
О	1 1	1 2 2 1	2 3 2	2 4 3 2	4 5 3 3
s	2 2	1 2 3 1			
I	3 3				
О	4 4				

Dictionaries	Wildcard qu	ieries Edit di	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
0	1 1	1 2 2 1	2 3 2	2 4 3 2	4     5       3     3
S	2 2	1 2 3 1	2 3 2 ?		
I	3 3				
О	4 4				

aries	Wildcard qu	eries Edit di	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
0	$-\frac{1}{1}$	1 2 2 1	2 3 2	2 4 3 2	4 5 3 3
s	2 2	1 2 3 1	2 3 2		
I	3 3				
О	4 4				

aries	Wildcard qu	ieries Edit d	istance Spell	ling correction	Soundex
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	1	2 1	2 2	3 2	3 3
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naries	Wildcard qu	ieries Edit di	stance Spell	ling correction	Soundex
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naries	Wildcard qu	eries Edit di	stance Spell	ing correction	Soundex
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naries	Wildcard qu	ieries <b>Edit d</b> i	istance Spell	ling correction	Soundex
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I	3 3	3 2 4 2			
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Dictionaries	Wildcard qu	ieries Edit di	stance Spell	ing correction	Soundex
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Dictionaries Wildcard qu		ueries Edit distance Spellin		ling correction	Soundex	
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s	2	1 2	<b>2</b> 3	3 3	3 4	
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	2	<b>1</b> 2	<b>2</b> 3	3 3	3 4
S	2	3 <b>1</b>	2 2	3 3	4 3
	3	3 2	<b>2</b> 3	3 4	4 4
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		S	n	0	W
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	1	<b>1</b> 2	<b>2</b> 3	2 4	4 5
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	2	<b>1</b> 2	<b>2</b> 3	3 3	3 4
S	2	3 1	2 2	3 3	4 3
	3	3 2	<b>2</b> 3	3 4	4 4
	3	4 2	3 2	3 3	4 4
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	2	1 2	<b>2</b> 3	3 3	3 4
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	4	4 3	3 3	2 4	
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Diction	aries	Wil	dcard qu	ieries	Edit di	stance	Spell	ing corre	ction	Sound	ex
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	s		2	1	2	2	3	3	3	3	4
	5		2	3	1	2	2	3	3	4	3
			3	3	2	2	3	3	4	4	4
			3	4	2	3	2	3	3	4	4
			4	4	3	3	3	2	4	4	5
	0		4	5	3	4	3	4	2	3	?

aries	Wildcard qu	ueries Edit di	stance Spell	ing correction	Soundex	
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0	1	2 <b>1</b>	2 2	3 2	3 3	
	2	1 2	<b>2</b> 3	3 3	3 4	
S	2	3 1	2 2	3 3	4 3	
	3	3 <b>2</b>	<b>2</b> 3	3 4	4 4	
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	4	4 3	3 3	2 4	4 5	
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aries	Wildcard qu	ieries <b>Edit d</b> i	istance Spell	ling correction	Soundex
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0	1	2 1	2 2	3 <b>2</b>	3 3
S	2	<b>1</b> 2	<b>2</b> 3	3 3	3 4
3	2	3 1	2 2	3 3	4 3
	3	3 <b>2</b>	<b>2</b> 3	3 4	4 4
'	3	4 2	3 <b>2</b>	3 3	4 4
	4	4   3	3   3	2   4	4 5
0	4	5 <b>3</b>	4 3	4 2	<sub>3</sub> 3

Dictionaries	Wildcard qu	eries Edit di	stance Spell	ing correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
	1	<b>1</b> 2	<b>2</b> 3	2 4	4 5
0	1	2 1	2 2	3 <b>2</b>	3 3
	2	<b>1</b> 2	<b>2</b> 3	3 3	3 4
S	2	3 1	2 2	3 3	4 3
	3	3 2	<b>2</b> 3	3 4	4 4
	3	4 2	3 <b>2</b>	3 3	4 4
	4	4 3	3 3	2 4	4 5
0	4	5 <b>3</b>	4 3	4 2	3 3

How do I read out the editing operations that transform  $\operatorname{OSLO}$  into  $\operatorname{SNOW}?$ 

Dictionaries	s V	/ildcard qu	eries	Edit di	stance	Spell	ing corre	ction	Sounde	ex
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		1	2	1	2	2	3	2	3	3
	.    _	2	1	2	2	3	3	3	3	4
3	<u> </u>	2	3	1	2	2	3	3	4	3
		3	3	2	2	3	3	4	4	4
<u></u> '		3	4	2	3	2	3	3	4	4
		4	4	3	3	3	2	4	4	5
	,    _	4	5	3	4	3	4	2	3	3

cost	operation	input	output
1	insert	*	w

Dictionaries	Wildcard qu	ueries <b>Edit</b>	distance Spel	ling correction	Soundex
		S	n	0	W
	0	1 1	2 2	3 3	4 4
	1	<b>1</b> 2	<b>2</b> 3	2 4	4 5
0	1	2 <b>1</b>	2 2	3 <b>2</b>	3 3
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3	2	3 <b>1</b>	2 2	3 3	4 3
	3	3 2	<b>2</b> 3	3 4	4 4
	3	4 2	3 <b>2</b>	3 3	4 4
	4	4 3	3 3	2 4	4 5
0	4	5 <b>3</b>	4 3	4 2	3 3

cost	operation	input	output
0	(copy)	0	0
1	insert	*	W

Dictionaries	Wildcard qu	eries Edit di	stance Spellin	ng correction	Soundex
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S	2 2	1 2 3 1	2 3 2 2	3 3 3	3 4 4 3
I	3 3	3 2 4 2	2 3 3 2	3 4 3 3	4 4 4
o	4	4 3	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	2 4	4 5

	cost	operation	input	output
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	0	(copy)	0	0
	1	insert	*	w

aries	Wildcard q	ueries <b>Edit</b>	distance Spel	lling correction S	oundex
		S	n	0	w
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	1	<b>1</b> 2	<b>2</b> 3	2 4	4 5
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	2	<b>1</b> 2	<b>2</b> 3	3 3	3 4
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	3	3 2	<b>2</b> 3	3 4	4 4
l	3	4 2	3 <b>2</b>	3 3	4 4
	4	4 3	3 3	2 4	4 5
0	4	5 3	4 3	4 2	3 3

со	st oper	ation	input	output
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aries	Wildcard queries Edit distance Spelling correction Soundex								
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0	1	2 1	2 2	3 <b>2</b>	3 3				
	2	1 2	<b>2</b> 3	3 3	3 4				
S	2	3 1	2 2	3 3	4 3				
	3	3 2	<b>2</b> 3	3 4	4 4				
1	3	4 2	3 <b>2</b>	3 3	4 4				
	4	4 3	3 3	2 4	4 5				
0	1	5 3	4 3	4 2	3 3				

cos	t operation	input	output
1	delete	0	*
0	(copy)	S	S
1	replace	I	n
0	(copy)	0	0
1	insert	*	w

**0** 

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t

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	С		С	а		t		С		а		t		
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С	1	-	<b>0</b> 2	<b>2 0</b>	2 1	3 1	3 2	2	3 3	5 <b>3</b>	5 4	6 4	6 <b>5</b>	<b>5</b>
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t	3	-	3 4	2	3	1	<b>0</b> 2	<b>0</b>	2 1	3 1	3 2	2	3	5 <b>3</b>

cost	operation	input	output
1	insert	*	С
1	insert	*	а
1	insert	*	t
0	(copy)	С	С
0	(copy)	а	а
0	(copy)	t	t

			С		а		t		С		а		t	
		0	1	1		2	3	3	4	4	5	5	6	6
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а		2 2	3	1	<b>0</b> 2	2 <b>0</b>	2 1	3 1	3 2	2	3 3	5 <b>3</b>	5 <b>4</b>	6 <b>4</b>
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cost	operation	input	output
0	(copy)	С	С
1	insert	*	а
1	insert	*	t
1	insert	*	С
0	(copy)	а	а
0	(copy)	t	t

	С		С	а		t		С		а		t		
		0	1	1	2	2	3	3	4	4	5	5	6	6
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а		2 2	3	1	<b>0</b> 2	2 0	2 1	3 1	3 2	2	3	5 <b>3</b>	5 <b>4</b>	6 <b>4</b>
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cost	operation	input	output		
0	(copy)	С	С		
0	(copy)	а	а		
1	insert	*	t		
1	insert	*	С		
1	insert	*	а		
0	(copy)	t	t		

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c -	1	0	2	2	3	3	4	3	5	5	6	6	7
	1	2	0	1	1	2	2	3	3	4	4	5	5
a   -	2	2	1	0	2	2	3	3	4	3	5	5	6
	2	3	1	2	0	1	1	2	2	3	3	4	4
t	3	3	2	2	1	0	2	2	3	3	4	3	5
	3	4	2	3	1	2	0	1	1	2	2	3	3

cost	operation	input	output	
0	(copy)	С	С	
0	(copy)	а	а	
0	(copy)	t	t	
1	insert	*	С	
1	insert	*	а	
1	insert	*	t	

- Wildcard queries
- Spelling correction
- Soundex

# Spelling correction

- Two principal uses
  - Correcting documents being indexed
  - Correcting user queries
- Two different methods for spelling correction
  - Isolated word spelling correction
    - Check each word on its own for misspelling
    - Will not catch typos resulting in correctly spelled words, e.g.,
       an asteroid that fell form the sky
  - Context-sensitive spelling correction
    - Look at surrounding words
    - Can correct form/from error above

# Correcting documents

- We're not interested in interactive spelling correction of documents (e.g., MS Word) in this class.
- In IR, we use document correction primarily for OCR'ed documents. (OCR = optical character recognition)
- The general philosophy in IR is: don't change the documents.

# Correcting queries

- First: isolated word spelling correction
- Based on two assumptions:
  - Premise 1: There is a list of "correct words" from which the correct spellings come.
  - Premise 2: We have a way of computing the distance between a misspelled word and a correct word.
- Simple spelling correction algorithm: return the "correct" word that has the smallest distance to the misspelled word.
- Example: information → information
- For the list of correct words, we can use the vocabulary of all words that occur in our collection.
- Why is this problematic?

### Alternatives to using the term vocabulary

- A standard dictionary (Webster's, OED etc.)
- An industry-specific dictionary (for specialized IR systems)
- The term vocabulary of the collection, appropriately weighted

# Distance between misspelled word and "correct" word

#### There are several alternatives:

- Edit distance and Levenshtein distance
- Weighted edit distance
- k-gram overlap

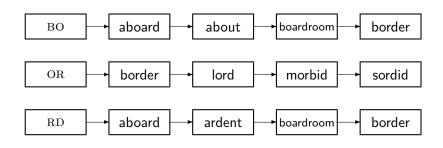
# k-gram indexes for spelling correction

- Enumerate all *k*-grams in the query term
  - Example: bigram index, misspelled word bordroom
  - Bigrams: bo, or, rd, dr, ro, oo, om
- Use the *k*-gram index to retrieve "correct" **words** that match query term *k*-grams
- Threshold by number of matching k-grams
  - E.g., only vocabulary terms that differ by at most 3 k-grams

Wildcard queries

Dictionaries

### k-gram indexes for spelling correction: bord



$$BO \cap OR \cap RD = \{border\}$$

terms matched twice: aboard, boardroom

Wildcard gueries Ed

Dictionaries

#### Context-sensitive spelling correction

- Our example was: an asteroid that fell form the sky
- How can we correct form here?
- One idea: hit-based spelling correction
  - Retrieve "correct" terms close to each query term
  - for flew form munich: flea for flew, from for form, munch for munich
  - Now try all possible resulting phrases as queries with one word "fixed" at a time
  - Try query "flea form munich"
  - Try guery "flew from munich"
  - Try query "flew form munch"
  - The correct query "flew from munich" has the most hits.
- Suppose we have 7 alternatives for *flew*, 20 for *form* and 3 for *munich*, how many "corrected" phrases will we enumerate?

### Context-sensitive spelling correction

- The "hit-based" algorithm we just outlined is not very efficient.
- More efficient alternative: look at "collection" of queries, not documents

### General issues in spelling correction

- User interface
  - automatic vs. suggested correction
  - Did you mean only works for one suggestion.
  - What about multiple possible corrections?
  - Tradeoff: simple vs. powerful UI
- Cost
  - Spelling correction is potentially expensive.
  - Avoid running on every query?
  - Maybe just on queries that match few documents.
  - Guess: Spelling correction of major search engines is efficient enough to be run on every query.

## Exercise: Understand Peter Norvig's spelling corrector

```
[colab] link
import re, collections
def words(text): return re.findall('[a-z]+', text.lower())
def train(features):
    model = collections.defaultdict(lambda: 1)
    for f in features:
       model[f] += 1
    return model
NWORDS = train(words(file('big.txt').read()))
alphabet = 'abcdefghijklmnopqrstuvwxyz'
def edits1(word):
   splits = [(word[:i], word[i:]) for i in range(len(word) + 1)]
   deletes = [a + b[1:] for a, b in splits if b]
   transposes = [a + b[1] + b[0] + b[2:] for a, b in splits if len(b) gt 1]
   replaces = [a + c + b[1:]] for a, b in splits for c in alphabet if b]
   inserts = [a + c + b for a, b in splits for c in alphabet]
   return set(deletes + transposes + replaces + inserts)
def known edits2(word):
    return set(e2 for e1 in edits1(word) for e2 in edits1(e1) if e2 in NWORDS)
def known(words): return set(w for w in words if w in NWORDS)
def correct(word):
    candidates = known([word]) or known(edits1(word)) or known edits2(word) or [word]
    return max(candidates, key=NWORDS.get)
http://norvig.com/spell-correct.html
Run in colah
```

- Wildcard queries
- Spelling correction
- Soundex

#### Soundex

- Soundex is the basis for finding phonetic (as opposed to orthographic) alternatives.
- Example: chebyshev / tchebyscheff
- Algorithm:
  - Turn every token to be indexed into a 4-character reduced form
  - Do the same with query terms
  - Build and search an index on the reduced forms

Wildcard queries

Edit distance

# Soundex algorithm

- Retain the first letter of the term.
- Change all occurrences of the following letters to '0' (zero): A, E, I, O, U, H, W, Y
- Ohange letters to digits as follows:
  - B. F. P. V to 1
  - C, G, J, K, Q, S, X, Z to 2
  - D,T to 3
  - L to 4
  - M, N to 5
  - R to 6
- Repeatedly remove one out of each pair of consecutive identical digits
- Remove all zeros from the resulting string; pad the resulting string with trailing zeros and return the first four positions, which will consist of a letter followed by three digits

## Example: Soundex of *HERMAN*

- Retain H
- FRMAN → ORMON
- 0RM0N → 06505
- $06505 \rightarrow 06505$
- $06505 \rightarrow 655$
- Return H655
- Note: HFRMANN will generate the same code
- $\bullet$  065055  $\to$  06505  $\to$  655

- Retain the first letter of the term.
- A. E. I. O. U. H. W. Y → 0:
- Change letters to digits as follows:
  - B, F, P, V to 1
  - C, G, J, K, Q, S, X, Z to
  - D,T to 3
  - L to 4

Soundex

- M, N to 5
- R to 6
- reduce consecutive identical digits
- remove zeros

#### How useful is Soundex?

- Not very for information retrieval
- Ok for "high recall" tasks in other applications (e.g., Interpol)
- Zobel and Dart (1996) suggest better alternatives for phonetic matching in IR.

#### Recap

- fast access to the terms: hashing, B-tree
- Tolerant retrieval: What to do if there is no exact match between query term and document term
  - Wildcard queries.
  - Spelling correction. edit distance. dynamic programming algorithm.
  - k-gram index
  - soundex