# Artificial intelligence in data science Text prediction 

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## Working with text

- Real nightmare
- Lot of data (e.g. books, chats, tweets, etc.)
- Number of languages $\sim 6500$
- Number of really spoken languages?
- According to Wikipedia 100th language has 7.5 million native speakers
- Wikipedia with at least 100 pages: 282 languages
- Writing: left to right, right to left, symbols (Chinese)


## Encoding text

- ASCII table: American Standard Code for Information Interchange
- 8 bit: 256 different possibilities

ASCII Table

| Dec | Hex | Oct Char | Dec | Hex | Oct | Char | Dec | Hex | Oct | Char | Dec | Hex | Oct | Char |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 32 | 20 | 40 | [space] | 64 | 40 | 100 | @ | 96 | 60 | 140 |  |
| 1 | 1 | 1 | 33 | 21 | 41 | ! | 65 | 41 | 101 | A | 97 | 61 | 141 | a |
| 2 | 2 | 2 | 34 | 22 | 42 | " | 66 | 42 | 102 | B | 98 | 62 | 142 | b |
| 3 | 3 | 3 | 35 | 23 | 43 | \# | 67 | 43 | 103 | C | 99 | 63 | 143 | c |
| 4 | 4 | 4 | 36 | 24 | 44 | \$ | 68 | 44 | 104 | D | 100 | 64 | 144 | d |
| 5 | 5 | 5 | 37 | 25 | 45 | \% | 69 | 45 | 105 | E | 101 | 65 | 145 | e |
| 6 | 6 | 6 | 38 | 26 | 46 | \& | 70 | 46 | 106 | F | 102 | 66 | 146 | $f$ |
| 7 | 7 | 7 | 39 | 27 | 47 | - | 71 | 47 | 107 | G | 103 | 67 | 147 | g |
| 8 | 8 | 10 | 40 | 28 | 50 | 1 | 72 | 48 | 110 | H | 104 | 68 | 150 | h |
| 9 | 9 | 11 | 41 | 29 | 51 | ) | 73 | 49 | 111 | 1 | 105 | 69 | 151 | , |
| 10 | A | 12 | 42 | 2A | 52 | * | 74 | 4 A | 112 | J | 106 | 6A | 152 | j |
| 11 | B | 13 | 43 | 2B | 53 | + | 75 | 4B | 113 | K | 107 | 6B | 153 | k |
| 12 | C | 14 | 44 | 2C | 54 | , | 76 | 4 C | 114 | L | 108 | 6C | 154 | 1 |
| 13 | D | 15 | 45 | 2D | 55 | - | 77 | 4D | 115 | M | 109 | 6D | 155 | m |
| 14 | E | 16 | 46 | 2E | 56 | - | 78 | 4E | 116 | N | 110 | 6 E | 156 | n |
| 15 | F | 17 | 47 | 2F | 57 | 1 | 79 | 4 F | 117 | O | 111 | 6 F | 157 | $\bigcirc$ |
| 16 | 10 | 20 | 48 | 30 | 60 | 0 | 80 | 50 | 120 | P | 112 | 70 | 160 | p |
| 17 | 11 | 21 | 49 | 31 | 61 | 1 | 81 | 51 | 121 | Q | 113 | 71 | 161 | q |
| 18 | 12 | 22 | 50 | 32 | 62 | 2 | 82 | 52 | 122 | R | 114 | 72 | 162 | r |
| 19 | 13 | 23 | 51 | 33 | 63 | 3 | 83 | 53 | 123 | S | 115 | 73 | 163 | 5 |
| 20 | 14 | 24 | 52 | 34 | 64 | 4 | 84 | 54 | 124 | T | 116 | 74 | 164 | t |
| 21 | 15 | 25 | 53 | 35 | 65 | 5 | 85 | 55 | 125 | U | 117 | 75 | 165 | u |
| 22 | 16 | 26 | 54 | 36 | 66 | 6 | 86 | 56 | 126 | V | 118 | 76 | 166 | v |
| 23 | 17 | 27 | 55 | 37 | 67 | 7 | 87 | 57 | 127 | W | 119 | 77 | 167 | W |
| 24 | 18 | 30 | 56 | 38 | 70 | 8 | 88 | 58 | 130 | $X$ | 120 | 78 | 170 | x |
| 25 | 19 | 31 | 57 | 39 | 71 | 9 | 89 | 59 | 131 | Y | 121 | 79 | 171 | y |
| 26 | 1A | 32 | 58 | 3A | 72 | : | 90 | 5 A | 132 | Z | 122 | 7 A | 172 | z |
| 27 | 1B | 33 | 59 | 3B | 73 | ; | 91 | 5 B | 133 | [ | 123 | 7 B | 173 | \{ |
| 28 | 1 C | 34 | 60 | 3C | 74 | $<$ | 92 | 5 C | 134 | 1 | 124 | 7 C | 174 | 1 |
| 29 | 1D | 35 | 61 | 3D | 75 | $=$ | 93 | 5D | 135 | ] | 125 | 7D | 175 | \} |
| 30 | 1E | 36 | 62 | 3E | 76 | $>$ | 94 | 5E | 136 | ヘ | 126 | 7E | 176 | $\sim$ |
| 31 | 1 F | 37 | 63 | 3 F | 77 | ? | 95 | 5 F | 137 | - | 127 | 7F | 177 |  |

## Encoding text

- ASCII table: American Standard Code for Information Interchange
- 8 bit: 256 different possibilities
- Latin-1: ä,ö,ü,û,à
- Latin-2: á,ő,Ú,í
- Unicode: 16 bit characters $\rightarrow$ died before it could live, but still exists!
- Encoding: utf-8: Special characters:

| Bits of code point | First code point | Last code point | Bytes in sequence | Byte 1 | Byte 2 | Byte 3 | Byte 4 | Byte 5 | Byte 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 7 | U+0000 | U+007F | 1 | 0xxxxxxx |  |  |  |  |  |
| 11 | U+0080 | U+07FF | 2 | 110 xxxxx | 10xxxxxx |  |  |  |  |
| 16 | U+0800 | U+FFFF | 3 | 1110 xxxx | 10xxxxxx | 10 xxxxxx |  |  |  |
| 21 | U+10000 | U +1 FFFFFF | 4 | 11110xxx | 10 xxxxxx | 10 xxxxxx | 10 xxxxxx |  |  |
| 26 | $U+200000$ | U +3 FFFFFFF | 5 | 111110 xx | 10 xxxxxx | 10 xxxxxx | 10 xxxxxx | 10 xxxxxx |  |
| 31 | U+4000000 | U+7FFFFFFF | 6 | 1111110x | 10 xxxxxx | 10 xxxxxx | 10 xxxxxx | 10 xxxxxx | 10xxxxxx |

## Lucky world

- English is just the perfect choice
- Short words
- No fusion or hardly any conjugation
- Very few letters, and all are available as simple ascii


## Make the computer understand the text

- Analyze the word (problems with same form) e.g. leaves (what trees have and what someone does at the end of the class)
- Get meaning $\rightarrow$ stem
- Always use purpose made tool on you own language (hunmorph for Hungarian)
echo "alkalmatlanok" | ./src/wrappers/ocamorph/ocamorph
--aff ../morphdb.hu/morphdb_hu.aff \}
--dic ../morphdb.hu/morphdb_hu.dic
> alkalmatlanok
alkalmatlan/NOUN<PLUR>
alkalmatlan/ADJ<PLUR>
alkalom/NOUN [NEG_ATTRIB]/ADJ<PLUR>
alkalom/NOUN [NEG_ATTRIB]/ADJ<PLUR>


## Words to vector

Mikolov et al. 2013

- Try to predict parts of text
- Take sentences
- consider 5 word grams
- encode them using one hot encoding


| 201 | Token natural language | \#1 |  |  | \#2 |  |  |  | \#3 |  |  |  |  | \#4 |  |  |  |  | *5 |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 7 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | processing | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| 3 | and | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 4 | machine | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | D | 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 5 | leaming | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| 6 | is | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| 7 | fun | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 8 | exciting | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  | Xk | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | Xk | Y(c=1) | $\mathrm{Y}(\mathrm{c}=2)$ | $Y(\mathrm{c}=3$ ) | XK | Y(c=1) | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $Y(c=4)$ | $\mathrm{X}_{\mathrm{k}} \mathrm{Y}$ | $Y(\mathrm{c}=1)$ | $Y(c=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | Y(c=4) | Xk | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | Y(c=3) | $\mathrm{Y}(\mathrm{c}=4)$ |
| $\pm$ | Token | \#6 |  |  |  |  | \#7 |  |  |  |  | * ${ }^{\text {\% }}$ |  |  |  |  | \#9 |  |  |  | \#10 |  |  |
|  | natural | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | D | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | language | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| $\begin{gathered} 2 \text { processing } \\ 3 \\ 3 \\ \text { and } \end{gathered}$ |  | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| 4 | machina | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | leaming | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 5 | is | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 7 | fun | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 |
| 8 | exciting | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 |
|  |  | $\mathrm{x}_{\mathrm{k}}$ | $\mathrm{Y}_{(\mathrm{c}=1)}$ | $\mathrm{Y}(\mathrm{c}=2)$ | (ce: Y | Y $\mathrm{Y}(\mathrm{c}=4)$ | $\mathrm{X}_{\mathrm{k}}$ | $\mathrm{Y}(\mathrm{c}=1)$ | ( $\mathrm{c}=1 \mathrm{Y}$ | Y(c=3) | $\mathrm{Y}(\mathrm{c}=4)$ | $\mathrm{x}_{\mathrm{k}}$ | $\mathrm{Y}(\mathrm{c}=1)$ | (c=a Y | $\mathrm{Y}(\mathrm{c}=3)$ | $Y(c=4)$ | $\mathrm{X}_{\mathrm{k}}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $(\mathrm{c}=2 \mathrm{Y}$ | $\mathrm{Y}(\mathrm{cos})$ | Xk | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ |

## Words prediction

- Word is determined by neighboring word and of course context.
- Two way of guessing



Guess potential neighboring words based on the single word
Skip-gram $\qquad$ being analyzed.

## Encoding

- Set of words
- Extra words at end of sentence extra encoding

| 3. One-hot encoding |  | \#1 |  |  | \#2 |  |  |  | \#3 |  |  |  |  | \#4 |  |  |  |  | \#5 dere |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| \# | Token |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 0 | natural | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | language | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 2 | processing | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| 3 | and | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 4 | machine | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | - | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 5 | learning | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| 6 | is | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| 7 | fun | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | - | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 8 | exciting | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  |  | $\mathrm{X} \times$ | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{X}_{\mathrm{K}}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3$ ) | $\mathrm{Xk}^{1}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $Y(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $Y(\mathrm{c}=4)$ | $\chi_{\text {K }}$ | $Y(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $Y(\mathrm{c}=4)$ | $\chi_{\text {к }}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $Y(\mathrm{c}=3)$ | $Y(c=4)$ |
| \# | Token | \#6 |  |  |  |  | 17 |  |  |  |  | *8 |  |  |  |  | \#9 |  |  |  | \#10 |  |  |
| 0 | natural | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | language | 0 | 0 | 0 | D | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 2 | processing | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 3 | and | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| 4 | machine | 0 | 0 | 1 | D | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 5 | learning | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 6 | is | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 7 | fun | 0 | 0 | 0 | D | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 |
| 8 | exciting | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 |
|  |  | $\mathrm{X}_{\mathrm{K}}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $\mathrm{Y}(\mathrm{c}=4)$ | $\mathrm{X}_{\kappa}$ | $Y(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $\mathrm{Y}(\mathrm{c}=4)$ | $\mathrm{X}^{\text {K }}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $\mathrm{Y}(\mathrm{c}=4)$ | $\mathrm{X}_{\mathrm{k}}$ | $\mathrm{Y}(\mathrm{c}=1)$ | $\mathrm{Y}(\mathrm{c}=2)$ | $\mathrm{Y}(\mathrm{c}=3)$ | $\chi_{\text {к }}$ | $Y(\mathrm{c}=1)$ | $Y(c=2)$ |

## Word similarity

- If we have only single layer of neurons
- We can find similar word which have the most similar weights



Guess potential neighboring words based on the single word
Skip-gram $\qquad$ being analyzed.

## Word similarity

- If we have only single layer of neurons
- We can find similar word which have the most similar weights

| Type of relationship | Word Pair 1 |  | Word Pair 2 |  |
| :--- | :---: | :---: | :---: | :---: |
| Common capital city | Athens | Greece | Oslo | Norway |
| All capital cities | Astana | Kazakhstan | Harare | Zimbabwe |
| Currency | Angola | kwanza | Iran | rial |
| City-in-state | Chicago | Illinois | Stockton | California |
| Man-Woman | brother | sister | grandson | granddaughter |
| Adjective to adverb | apparent | apparently | rapid | rapidly |
| Opposite | possibly | impossibly | ethical | unethical |
| Comparative | great | greater | tough | tougher |
| Superlative | easy | easiest | lucky | luckiest |
| Present Participle | think | thinking | read | reading |
| Nationality adjective | Switzerland | Swiss | Cambodia | Cambodian |
| Past tense | walking | walked | swimming | swam |
| Plural nouns | mouse | mice | dollar | dollars |
| Plural verbs | work | works | speak | speaks |

