Portuguese Language Processing Service

Eraldo R. Fernandes^{†*} efernandes@inf.puc-rio.br

Ruy L. Milidiú† milidiu@inf.puc-rio.br Cícero N. dos Santos† nogueira@inf.puc-rio.br

† Departamento de Informática, PUC-Rio Rua Marquês de São Vicente 225 Rio de Janeiro. Brasil [‡] Laboratório de Automação, IFG Rua Riachuelo 2090 Jataí, Brasil

ABSTRACT

Current Natural Language Processing tools provide shallow semantics for textual data. These kind of knowledge could be used in the Semantic Web. In this paper, we describe F-EXT-WS, a Portuguese Language Processing Service that is now available at the Web. The first version of this service provides Part-of-Speech Tagging, Noun Phrase Chunking and Named Entity Recognition. All these tools were built with the Entropy Guided Transformation Learning algorithm, a state-of-the-art Machine Learning algorithm for such tasks. We show the service architecture and interface. We also report on some experiments to evaluate the system's performance. The service is fast and reliable.

Categories and Subject Descriptors

H.3.1 [Information Storage and Retrieval]: Content Analysis and Indexing—linguistic processing; H.3.5 [Information Storage and Retrieval]: Online Information Services—Web-based services

General Terms

Algorithms, Performance, Design, Experimentation

Keywords

Portuguese language processing, machine learning, ETL, Web service, RDF $\,$

1. INTRODUCTION

There is a strong research effort towards the construction of the Semantic Web. The Semantic Web is based on ontologies [2], generally expressed using the Web Ontology Language (OWL) [13]. The design of these ontologies by Web users is a very hard task [22]. One alternative is to extract semantics from Web textual data using Natural Language Processing (NLP). Zaihrayeu et al. [22] present a NLP system to convert Web hierarchical classifications (directories) to the Semantic Web. A more general NLP system is proposed by Java et al. [9]. Their system is able to extract semantic information from arbitrary textual data and publish it using OWL.

Copyright is held by the International World Wide Web Conference Committee (IW3C2). Distribution of these papers is limited to classroom use, and personal use by others.

WWW 2009, April 20–24, 2009, Madrid, Spain. ACM 978-1-60558-487-4/09/04.

Supervised Learning could be used to obtain the required Semantic Web metadata from textual information. A critical resource for this Machine Learning approach is the availability of annotated datasets. For textual data, several shallow semantics tasks have already been solved with supervised learning. The simpler tasks help to solve the more complex ones. For each one of them, a corresponding annotated corpus is built [15]. Part-of-Speech Tagging, Text Chunking, Clause Chunking, Named Entity Recognition, Semantic Role Labeling and Dependency Parsing are among the NLP tasks with effective processing systems.

Several NLP tools are already available in the Web [8, 11, 19, 21]. For the Portuguese Language there is just a few. Hence, there is a need for Portuguese NLP tools. There are just a few Portuguese annotated corpora that allow the construction of Supervised Learning based tools.

Milidiú et al. [15] present a set of Portuguese NLP tools. All these tools were built with the Entropy Guided Transformation Learning (ETL) [14], a state-of-the-art Machine Learning algorithm for such tasks.

In this paper, we describe F-EXT-WS¹, a Portuguese Language Processing Service that is now available at the Web. The first version of this service provides Part-of-Speech Tagging, Noun Phrase Chunking and Named Entity Recognition. We show the service architecture and interface. We also report on some experiments to evaluate the system's performance. We observe that the service is fast and reliable. The F-EXT-WS system receives a Portuguese text as input, and attaches the three linguistic information to the text. Besides Semantic Web, these informations are also helpful for tasks such as Semantic Search and Information Extraction.

The remainder of this paper is organized as follows. In Section 2, we briefly describe the Portuguese NLP tasks provided. In Section 3, the ETL algorithm is presented. This algorithm is the F-EXT-WS core engine. The system's architecture is described in Section 4. The system's interface is presented in Section 5. In Section 6, we show some experimental results to evaluate the system performance and efficiency. Finally, in Section 7, our concluding remarks are presented.

2. PORTUGUESE NLP TASKS

Portuguese tagged corpora is a scarce resource. Therefore, we focus on tasks where there are available corpora. Hence, F-EXT-WS provides the following three Portuguese

^{*}Sponsored by a CNPq doctoral fellowship.

¹Now accessible at http://agogo.learn.fplf.org.br/fextws.

Language Processing tasks: Part-of-Speech Tagging (POS), Noun Phrase Chunking (NP) and Named Entity Recognition (NER). In Table 1, we enumerate the three Portuguese corpora used for F-EXT-WS training process. The three tasks are modeled as token classification problems. A token is a word or a punctuation mark and, usually, it is given by a set of features.

Table 1: List of the corpora and their sizes

*			
Corpus	\mathbf{T} ask	# Sentences	# Tokens
Mac-Morpho	POS	53,374	1,221,465
SNR-CLIC	NP	4,392	104,144
LearnNEC06	NER	2,100	$44,\!835$

These three tasks are interrelated. POS tagging is the most basic among those three, and it is used as input for the NP chunk processor. The NER processor uses POS tags and NP chunks as input features. The remainder of this section describes the three tasks.

2.1 Part-of-Speech Tagging

Part-of-Speech (POS) tagging is the process of labeling each word in a text with a tag that represents its grammar function [10]. POS tags classify words into categories, based on the role they play in the context in which they appear. The POS tag is a key input feature for more advanced NLP tasks. The F-EXT-WS POS Tagger was trained using the Mac-Morpho corpus [1]. In Figure 1, we show a POS Tagged sentence using the *column format*, which is commonly used in NLP tools. In this format, each line corresponds to a token and each column corresponds to a specific feature. In Figure 1, the first column corresponds to the word feature (the lexical item), and the second column corresponds to the POS tag.

WORD	POS
O	ART
presidente	N
de	PREP
О	ART
Brasil	NPROP
viajou	V
para	PREP
a	ART
Espanha	NPROP

Figure 1: POS Tagging output example

2.2 Noun Phrase Chunking

Text chunking, another basic and important NLP task, consists in break a given sentence in chunks of correlated words (phrases). The most important type of chunk is the noun phrase (NP). A noun phrase is a sequence of words that has the function of a noun in the sentence. In the example that follows, the two noun phrases are enclosed in brackets.

O presidente de o Brasil | viajou para [a Espanha] .

The Noun Phrase Chunking task consists in finding all noun phrases in a given text. This task is also approached as a token classification problem by the proposed system.

We use the IOB1 tagging style which consists of three tags: O, means that the word is not a NP; I, means that the word is part of a NP and B is used for the leftmost word of a NP beginning immediately after another NP. The column format for the above example is depicted in Figure 2. Observe that, in this example, there is a POS column which contains the POS tag for each token. POS tags are used as an input feature for the NP Chunking processor.

WORD	POS	\mathbf{N} P
О	ART	Ι
presidente	N	Ι
de	PREP	I
О	ART	I
Brasil	NPROP	I
viajou	V	O
para	PREP	O
a	ART	I
Espanha	NPROP	I
	٠	Ο

Figure 2: Noun phrase chunking output example

2.3 Named Entity Recognition

Named Entity Recognition (NER), among the tasks available in F-EXT-WS, is probably the most important one for Semantic Web applications. NER consists in finding all the proper nouns in a text and to classify them among several given categories of interest or to a default category called Others. Usually, there are three given categories: Person, Organization and Location. The F-EXT-WS NER system classifies named entities among five categories: Person, Organization, Location, Value and Date (time).

We approach the NER task as a token classification problem, in the same way as in the CoNLL-2002 shared task [18]. We use a variation of the IOB1 tagging style. The named entities are labeled with I and B tags attached with the entity category. Therefore, we have the tags I-PER, I-LOC, I-ORG, B-PER, B-LOC, etc. The O tag indicates that the word is not a named entity. In Figure 3, we show a column format example for NER. In this example there are two named entities: Brasil and Espanha. The both entities are classified as Location.

WORD	POS	\mathbf{N} P	NER
О	ART	Ι	O
presidente	N	I	O
de	PREP	I	O
О	ART	I	O
Brasil	NPROP	I	I-LOC
viajou	V	O	O
para	PREP	O	O
a	ART	I	O
Espanha	NPROP	I	I-LOC
		O	O

Figure 3: NER output example

3. ETL ALGORITHM

The F-EXT-WS system engine uses a new machine learning strategy called *Entropy Guided Transformation Learning*

(ETL) [14]. ETL combines the advantages of two machine learning algorithms: *Transformation Based Learning* (TBL) [3] and *Decision Trees* (DT) [20].

TBL is a machine learning algorithm which has been successfully applied to many NLP tasks [3, 6, 5]. This algorithm learns an ordered list of rules that correct classification mistakes in the training corpus. The initial classification is produced by an baseline system, which frequently is just a simple heuristic.

TBL rules are derived from rule templates given as input. A rule template defines a combination of features to be checked when correcting a token classification. Generally, the template set must be created by an application domain expert, and this process is very time-consuming. Indeed, the template generation is the most expensive phase when using TBL and, in the absence of an domain expert, can lead to bad performance.

Decision Tree learning is one of the most widely used machine learning algorithms. It performs a partitioning of the training corpus using principles of Information Theory. The learning algorithm executes a general to specific search of a feature space. The most informative feature is added to a tree structure at each step of the search. Information gain ratio, which is based on the data entropy, is normally used as the informativeness measure. The objective is to construct a tree, using a minimal set of features, that efficiently partitions the training set into classes of observations.

The main purpose of ETL is to overcome the human driven construction of good template sets, which is a bottleneck on the effective use of the TBL approach. The ETL strategy relies in the use of DT to obtain informative feature combinations. ETL uses a very simple DT decomposition scheme to automatically generate templates. The decomposition process includes a depth-first traversal of the DT. For each visited node, a new template is created by combining its parent node template with the feature used to split the data at that node. The ETL algorithm is depicted in Figure 4.

ETL automatically generates templates using DT learning, next the TBL algorithm is used to generate transformation rules. This process eliminates the need for domain experts, without significant overall performance degradation. In fact, ETL performs better than TBL in most cases. ETL is cheaper and more robust than TBL because it automatically generates effective templates. In addition, in all tested instances, ETL performs significantly better than DT.

4. SYSTEM ARCHITECTURE

The F-EXT-WS design is based on two relevant Software Engineering concepts: Software Product Lines [12, 17] and Software Agents [17]. In this section we describe the main aspects of the system's design and architecture.

The F-EXT-WS design is centered on the task concept. In this context, a task consists of several information pieces: an user, a language, a linguistic information, an extractor algorithm, an input text, and an output text. Each user must be registered in the system in order to create and execute tasks. The language determines the input text language. Portuguese is the only language currently available. However, the system can be easily extended to include other languages. There are three linguistic information tasks currently available: POS, NP and NER. The extractor algorithm is ETL. The input text is the user's input text file

which must be processed by the system. Finally, the output text holds the processing result. We use the column format in the output text. Both the extractor algorithm and the linguistic information options are also extensible. When creating a task, a registered user must provide all these information pieces, except the output file which is generated by the system.

F-EXT-WS uses a scheduler agent to determine the execution order of all submitted tasks and to control the workload in the server. When a task is chosen for execution, the respective extractor is applied for the input text. As soon as the task execution is concluded, its result is stored in an output file that is made available for download.

The F-EXT-WS' classes are divided into three groups: persistent entities, scheduling agents, and extractor engine. The system class diagram is illustrated in Figure 5. There are three persistent entities: *User*, *Task*, and *FExtFile*. These classes represent, respectively, the system users, the submitted tasks, and the input and output files of submitted tasks. They store the registration information about users and tasks. *FExtFile* objects reference files that store the input and output task data.

Two agents are in charge of scheduling and executing the submitted tasks. The *Scheduler* agent is a singleton which maintains a queue of ready tasks. This agent determines when a ready task will be polled out from the queue and executed. The Scheduler limits the number of executing tasks in order to control the workload in the server. When a task is scheduled, the Scheduler creates an Executor agent to execute the task. This second agent is in charge of executing the task, carrying the whole process (including execution errors).

Every task in the system has an associated state, whose value is one of the following:

- NEW: new task that was not sent to the Scheduler yet;
- READY: new task that are in the Scheduler queue;
- EXECUTING: executing task;
- CONCLUDED: task whose execution has been completed and its result is available;
- FAILED: task whose execution has been completed, but some problem occurred, and its result is not available

Figures 6 and 7 depict, respectively, the Scheduler and Executor activity diagrams. As we can see, the Scheduler agent recurrently verifies if some task can be executed. When this agent decides to schedule a task, it creates a new Executor agent. The Executor agent, first, set some properties of the task (execution date and state, for instance). Then, this agent obtains the corresponding *Knowledge* object from the *KnowledgeManager* singleton. Next, the Executor agent executes the task dependencies, and, finally, executes the task itself.

The F-EXT-WS design is guided by Software Product Lines (SPL) [12, 17], which is a recent Software Engineering paradigm. SPL aims the development of a family of products to attend a specific domain. A SPL is developed from a common set of core assets, and permits easily derivation of customized products. Very briefly, all the SPL functionalities (features) are divided in two groups: kernel and optional. The kernel features are those present in all products

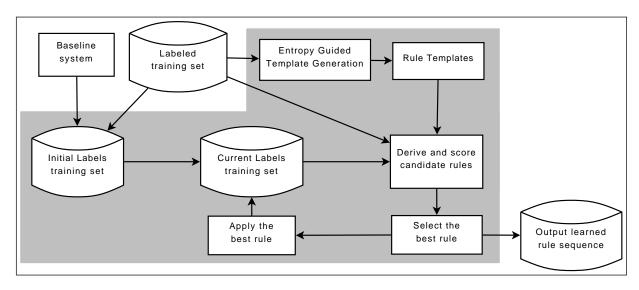


Figure 4: ETL algorithm

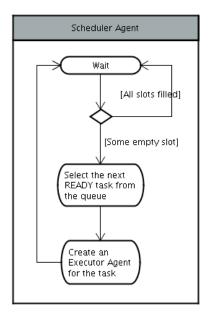


Figure 6: Scheduler agent activity diagram

of the family. The optional features are those present just in specific products. These concepts are used through the whole development process of a SPL such that the derivation of a new product, choosing some optional features, are facilitated. In SPL terminology, a combination of optional features is called configuration.

The F-EXT-WS optional features are the extractor algorithms, the linguistic informations, and the supported input text language. Using the SPL paradigm, we make it possible to easily derive new versions of the service, providing different combinations of NLP tasks.

All the variability in the F-EXT-WS system is managed by a *KnowledgeManager* object. This is a singleton that is in charge of loading and providing *Knowledge* objects to the rest of the system. A *Knowledge* object defines an input language, an extractor algorithm, and a linguistic information. When a user submits a new task, he or she must choose among the *Knowledge* objects available in the system configuration. New *Knowledge* objects are easily introduced by some entries in a XML configuration file.

As described in Section 2, some NLP tasks depend on the information provided by another task. For example, F-EXT-WS uses POS tags to perform NP Chunking. The Executor agent is in charge of resolving the task dependencies. As shown in Figure 7, this agent resolves the task dependencies before its execution.

5. SYSTEM INTERFACE

The first version of the system interface is based in HTML forms only. To submit a new task, the user must fill a form and choose an input file from its local file system. The result file is made available through a download link as soon as the task execution is completed. The output file content is formatted using the column format described in Section 2.

Currently, we are working on a Web Service based interface. For this purpose, as the F-EXT-WS is based on the Java programming language, we are using JAX-WS. We also plan to offer RDF output data. We are researching some related approaches that use RDF standard to provide NLP based services. In a short time, we expect to publish a new version of the system interface with this two options.

6. EXPERIMENTAL RESULTS

In this section, we present experimental results that illustrate the F-EXT-WS system performance in two different perspectives. First, we assess the system efficacy for each of the three tasks. Next, we show processing time results.

The ETL strategy achieves state-of-the-art results for the three Portuguese tasks provided by F-EXT-WS. In Table 2, we show, for each task, the performance of the ETL models [15] used in the F-EXT-WS, as well as the performance of other state-of-the-art systems. The POS tagging performance is in terms of accuracy. The performance of the two other tasks are in terms of $F_{\beta=1}$. The $F_{\beta=1}$, which is the harmonic mean between precision and recall, is frequently

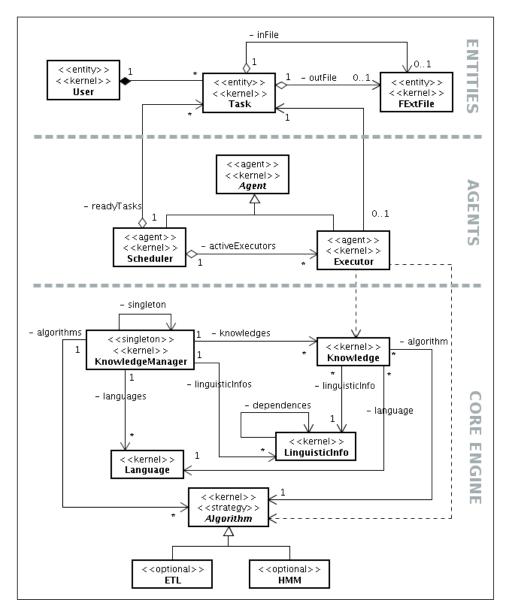


Figure 5: F-EXT-WS class diagram

used to compare NLP systems. The results in Table 2 are reported by Milidiú et al. [15]. They use the Mac-Morpho Corpus [1], SNR-CLIC Corpus [7] and LearnNEC06 Corpus [16] for POS tagging, NP chunking and NER, respectively.

Table 2: Performance of ETL and other state-of-theart systems

Task	State-of-the-art systems Approach Performance		ETL
POS	TBL	96.60	9 6.75
NP	TBL	87.85	8 8.61
NER	SVM	8 8.11	87.71

As we can see in Table 2, ETL over performs the previous state-of-the-art systems for both POS tagging [4] and NP chunking [3]. For the NER task, ETL is very close to the best reported system, which is based in Support Vector Machines

(SVM) [16]. In Table 3, we show the ETL performance in terms of precision and recall for the three tasks provided by F-EXT-WS.

Table 3: ETL performance – precision and recall

Task	Precision	Recall
POS	96.75	-
NP	88.32	88.90
NER	86.89	88.54

In order to evaluate the F-EXT-WS system processing time, we carry out experiments using different input texts. The processing time seems to be linear to the size of the input text. In Table 4, we show the average processing time ratios achieved in the experiments for the three tasks. The experiments were performed using the PC that currently hosts the F-EXT-WS service. This PC uses a 1.0GHz Intel

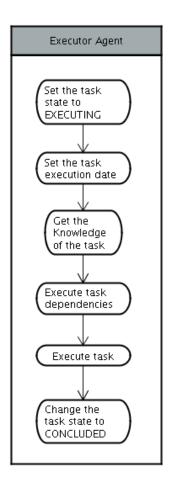


Figure 7: Executor agent activity diagram

Pentium III processor (256 KB of cache) and 768 MB of RAM memory.

Table 4: F-EXT-WS computation time per word and per character

Task	\mathbf{W} ords/second	Characters/second
POS	380	2,364
NP	315	1,951
NER	248	1,542

7. CONCLUSIONS

In this paper, we describe F-EXT-WS, a Portuguese Language Processing Service that is now available at the Web. The first version of this service provides state-of-the-art Part-of-Speech Tagging, Noun Phrase Chunking and Named Entity Recognition.

The system is designed as a Software Product Line. This architecture is flexible, allowing the smooth introduction of new NLP task processors. We plan to add support for Semantic Role Labeling as soon as a SRL Portuguese Corpus becomes available. We also plan to extend the output format options by providing the RDF standard.

The performed experiments indicate that the service is fast and reliable. In fact, the service can process about 300

words per second, running on a very simple and cheap computer.

We believe that F-EXT-WS contributes to the development of the Semantic Web by providing automatic tools to extract shallow semantics from Portuguese Language textual data.

8. REFERENCES

- S. Aluísio, J. Pelizzoni, A. Marchi, L. Oliveira, R. Manenti, and V. Marquiafável. An account of the challenge of tagging a reference corpus for brazilian portuguese. In *PROPOR*, pages 110–117, 2003.
- [2] T. Berners-Lee, J. Hendler, and O. Lassila. The semantic web. *Scientific American*, 284(5):34–43, 2001.
- [3] E. Brill. Transformation-based error-driven learning and natural language processing: A case study in part-of-speech tagging. *Computational Linguistics*, 21:543–565, 1995.
- [4] C. N. dos Santos, R. L. Milidiú, and R. P. Renterìa. Portuguese part-of-speech tagging using entropy guided transformation learning. In *PROPOR*, pages 143–152, 2008.
- [5] C. N. dos Santos and C. Oliveira. Constrained atomic term: Widening the reach of rule templates in transformation based learning. In *EPIA*, pages 622–633, 2005.
- [6] R. Florian. Named entity recognition as a house of cards: Classifier stacking. In Proceedings of the 4th Conference on Computational Natural Language Learning, pages 175–178, 2002.
- [7] M. C. Freitas, M. Garrao, C. Oliveira, C. N. dos Santos, and M. Silveira. Title. In *Proceedings of the III* TIL, São Leopoldo, Brasil, 2005.
- [8] GATE: General architecture for text engineering. http://gate.ac.uk/.
- [9] A. Java, S. Nirneburg, M. McShane, T. Finin, J. English, and A. Joshi. Using a natural language understanding system to generate semantic web content. *International Journal on Semantic Web and Information Systems*, 3, 2007.
- [10] D. Jurafsky and J. H. Martin. Speech and Language Processing. Prentice Hall, 2000.
- [11] C. H. A. Koster and E. Verbruggen. The agfl grammar work lab. In *Proceedings of FREENIX/Usenix*, pages 13–18, 2002.
- [12] M. Matinlassi. Comparison of software product line architecture design methods: Copa, fast, form, kobra and qada. In *Proceedings of the 26th International* Conference on Software Engineering, pages 127–136, Washington D.C., USA, 2004.
- [13] D. L. McGuinness and F. van Harmelen. Owl web ontology language overview. Technical report, World Wide Web Consortium, 2004.
- [14] R. L. Milidiú, C. N. dos Santos, and J. C. Duarte. Phrase chunking using entropy guided transformation learning. In *Proceedings of Association for Computational Linguistics*, Columbus, USA, 2008.
- [15] R. L. Milidiú, C. N. dos Santos, and J. C. Duarte. Portuguese corpus-based learning using etl. *Journal of the Brazilian Computer Society*, December 2008. (to appear).

- [16] R. L. Milidiú, J. C. Duarte, and R. Cavalcante. Machine learning algorithms for portuguese named entity recognition. In *In Proceedings of Fourth Workshop in Information and Human Language Technology*, Ribeirão Preto, Brasil, 2006.
- [17] I. Nunes, C. Nunes, U. Kulesza, and C. Lucena. Developing and evolving a multi-agent system product line: An exploratory study. In 9th International Workshop on Agent-Oriented Software Engineering, pages 177–188, Estoril, 2008.
- [18] E. F. T. K. Sang. Introduction to the CoNLL-2002 shared task: Language-independent named entity recognition. In *Proceedings of CoNLL-2002*, pages 155–158, Taipei, Taiwan, 2002.
- [19] D. Sleator and D. Temperley. Parsing english with a link grammar. Technical report CMU-CS-91-196, Carnegie Mellon University Computer Science, 1991. http://www.link.cs.cmu.edu/link/.
- [20] J. Su and H. Zhang. A fast decision tree learning algorithm. In AAAI, 2006.
- [21] Thomson Reuters. Calais web service, 2008. http://www.opencalais.com.
- [22] I. Zaihrayeu, L. Sun, F. Giunchiglia, W. Pan, Q. Ju, M. Chi, and X. Huang. From web directories to ontologies: Natural language processing challenges. *Lecture Notes in Computer Science*, 4825:623–636, 2007.