#### **HTML Structure Meets Content**

William W. Cohen Read The Web, April 2006

### **Outline**

- Motivation: finding even simple structures like lists is useful, and seems like it should be easy.
- Cohen & Fan, 1999a: List-finding as classification.
- Cohen 1999b,2000: List-finding as matching structure to content.
- Cohen et al 2001, Cohen 2002, Blei et al 2002: List-finding as *learning* global content and local structure.



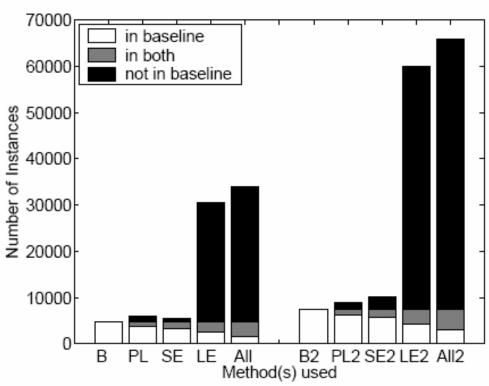
#### Observation: Recognizing Structure is Useful

```
LISTEXTRACTOR(seedExamples)
documents = searchForDocuments(seedExamples)
For each document in documents
parseTree = ParseHTML(document)
For each subtree in parseTree
keyWords = findAllSeedsInTree(subtree)
prefix = findBestPrefix(keyWords, subtree)
suffix = findBestSuffix(keyWords, subtree)
Add to wrapperTree from createWrapper(prefix, suffix))
For each goodWrapper in wrapperTree
Find extractions using goodWrapper
Return list of extractions
```

Figure 14: High-level pseudocode for List Extractor



#### Observation: Recognizing Structure is Useful



Experiment 10: Number of correct instances of Film at precision .90 and .80. List Extractor gives a 7-fold increase at precision .90 and an 8-fold increase at precision .80.

# Observation: HTML Structure is Meaningful and (Easily?) Recognizable

"Colorless green ideas sleep furiously." Exploding porpoises, over four score and seven, well before configuration.

- Department of Computer and Information Sciences, <u>University of New Jersey</u>. Citrus flavorings: green, marine, clean and under lien.
- Computer Engineering Center, Lough Polytechnical <u>Institute</u>. This, that page extensionally left to rights of manatees.
- Electrical Engineering and Computer Science Dept, Bismark State College. Tertiary; where cola substitutes are frequently underutilized.

This page under construction. (Last update: 9/23/98.)

Figure 1: Nonsense text with a meaningful structure.



[Cohen & Fan, WWW 1999]

Learning to extract "simple lists" and "simple hotlists".

#### Extracted data:

G. R. Emlin, Lucent
Harry Q. Bovik, Cranberry U

#### HTML source for a simple hotlist:

```
<html><head>...</head>
<body><h1>Publications for Pheobe Mind</h1>

Optimization of fuzzy neural networks using
distributed parallel case-based genetic knowledge discovery
  (<a href="buzz.pdf">PDF</a>)
A linear-time version of GSAT
  (<a href="peqnp.ps">postscript</a>)
```

Optimization(PDF)	buzz.pdf
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Figure 2: A simple list, a simple hotlist, and the data that would be extracted from each.

In a page containing a *simple list*, the structure extracted is a one-column relation containing a set of strings *s*1,...,*s*N, and each *si* is all the text that falls below some node *ni* in the parse tree. In a *simple hotlist*, the extracted structure is a two-column relation, containing a set of pairs *<s*1,*u*1>,...,*<s*N,*u*N>; each *si* is all the text that falls below some node *ni* in the parse tree; and each *ui* is a URL that is associated with some HTML anchor element *ai*that appears somewhere inside *ni*.

Technique: classify each node in the HTML tree as "extract" or "don't extract"; then reconstruct the list or hotlist.

Evaluation: on a set of 84 pre-wrapped simple lists and simple hotlists (about 75% of a larger collection of wrapped pages).

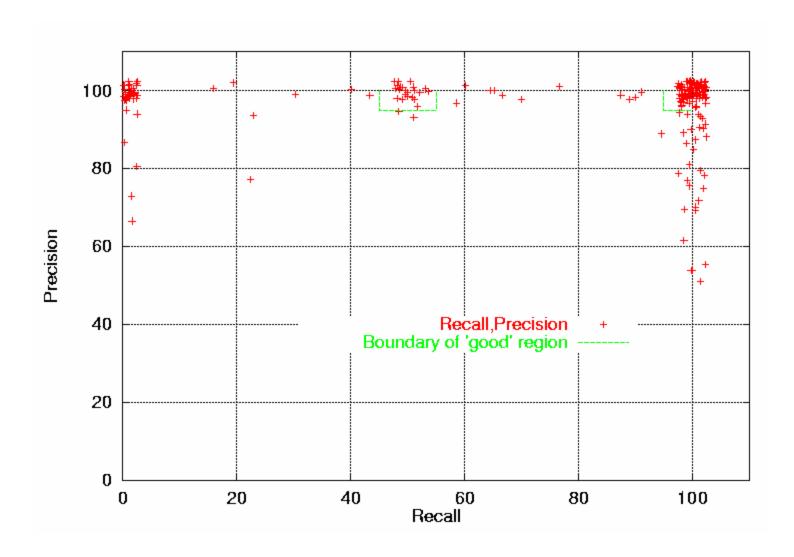
#### Simple Features:

- Tag Name ("a", "p", "td")
- Text Length, Non-white Text Length
- Recursive Text Length, ...
- Depth, NumChildren, NumSiblings
- Parent tag, Ancestor tags, Child tags, Descendent tags

#### Complex features:

- tagSeqPosition TSP(n) = sequence of tags encountered walking from root to node n
- NodePrefixCount(n) =  $|\{ leaf n' | TSP(n) prefix of TSP(n') | \}$
- NodeSuffixCount(n) = ...





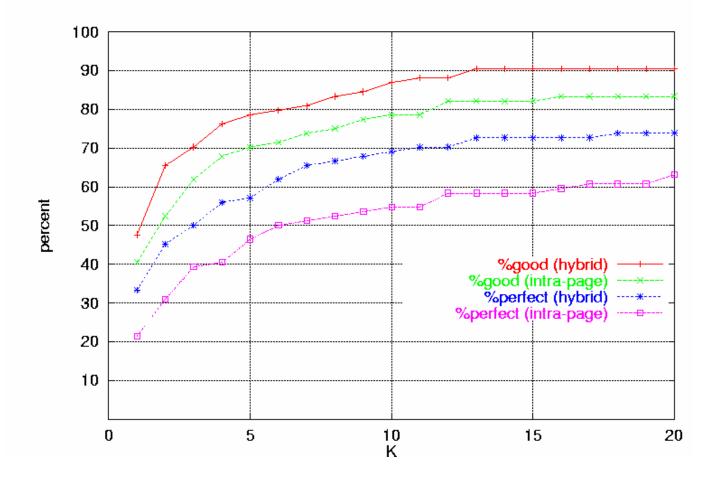
**Figure:** Performance of RIPPER in leave-one-page out experiments.

Performance Level	# pages reached
perfect	26/84 31%
good ( ε=1%)	33/84 39%
good (ε=3%)	35/84 39%
good (ε=5%)	41/84 49%
good (ε=10%)	45/84 54%
good (ε=15%)	47/84 56%
good (ε=20%)	48/84 57%
good (ε=25%)	48/84 57%

### **Another Experiment:**

# Wrapper Induction: User Labels K Positive Examples (Hybrid: After Accepting/Rejecting Default Wrapper)

**Figure:** Performance of the intra-page learning method and the hybrid intra-page and page-independent learning method as the number of positive examples K is increased.



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- Cohen & Fan, 1999: List-finding as classification: kind of disappointing, only 30-50% of the pages were wrapped well.
- Cohen 2000a,2000b: List-finding as matching structure to content.
- Cohen et al 2001, Cohen 2002, Blei et al 2002: List-finding as *learning* global content and local structure.



# **Matching Structure To Content**

To encode an HTML page in WHIRL, the page is first parsed. The HTML parse tree is then represented with the following EDB predicates.

- elt(Id, Tag, Text, Position) is true if Id is the identifier for a parse tree node, n, Tag is the HTML tag associated with n, Text is all of the text appearing in the subtree rooted at n, and Position is the sequence of tags encountered in traversing the path from the root to n. The value of Position is encoded as a a document containing a single term  $t_{pos}$ , which represents the sequence, e.g.,  $t_{pos} = \text{``html\_body\_ul\_li''}$ .
- attr(Id, AName, AValue) is true if Id is the identifier for node n, AName is the name of an HTML attribute associated with n, and AValue is the value of that attribute.
- path(FromId, ToId, Tags) is true if Tags is the sequence of HTML tags encountered on the path between nodes FromId and ToId. This path includes both endpoints, and is defined if FromId=ToId.

As an example, wrappers for the pages in Figure 2 can be written using these predicates as follows.

```
page1(NameAffil) \leftarrow \\ elt(\_, \_, NameAffil, ``html\_body\_table\_tr\_td"). \\ page2(Title, Url) \leftarrow \\ elt(ContextElt, \_, Title, ``html\_body\_ul\_li") \\ \land path(ContextElt, AnchorElt, ``li\_a") \\ \land attr(AnchorElt, ``href", Url).
```

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#### HTML source for a simple hotlist:

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# **Matching Structure To Content**

Key point: every simple list or hotlist can be written *just like this*: you just need to fill in

- one root-node path for simple lists;
- one root-node path and one node-node path for simple hotlists.
- → Given a web page with *N* nodes, there are *O(N²)* possible wrappers, which can be enumerated and scored.

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```
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...
```

Optimization $\dots$ (PDF)	buzz.pdf
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•••	



```
fruitful\_piece(Path1, Path2) \leftarrow
                                                            anchorlike\_piece(Path1, Path2) \leftarrow
  possible\_piece(Path1, Path2) \land
                                                              possible\_piece(Path1, Path2) \land
   many(extracted_by(Path1a, Path2a, ..., ...),
                                                              many (extracted_by(Path1a, Path2a, TElt, AElt),
           (Path1a=Path1 \land Path2a=Path2)).
                                                                  (Path1a=Path1 \land Path2a=Path2
possible\_piece(Path1, Path2) \leftarrow
                                                                   \land elt(TElt,_,Text1,_) \land elt(AElt,_,Text2,_) \land Text1\simText2 ).
   elt(TextElt, _, _, Path 1)
  ∧ elt(AnchorElt, _, "a", _)
                                                            R_{like\_piece(Path1,Path2)} \leftarrow
  ∧ attr(AnchorElt, "href", _)
                                                              possible\_piece(Path1, Path2) \land
  ∧ path(TextElt, AnchorElt, Path2).
                                                              many(R_{-extracted_by(Path1a, Path2a, ..., ...)},
extracted_by(Path1,Path2,TextElt,AnchorElt) \leftarrow
                                                                       (Path1a=Path1 \land Path2a=Path2)).
   elt(TextElt, _, _, Path1)
                                                            R_{-extracted\_by}(Path1, Path2, TextElt, AnchorElt) \leftarrow
  ∧ path(TextElt, AnchorElt, Path2).
                                                              elt(TextElt, _, Text, Path 1)
                                                              ∧ path(TextElt, AnchorElt, Path2)
                                                              \wedge R(X) \wedge Text \sim X.
```

Figure 3: WHIRL programs for recognizing plausible structures in an HTML page. (See text for explanation.)



Enumerates all Path1, Path2 such that Path1 goes from root to *n*, and Path2 goes from *n* to an anchor element.

```
fruitful\_piece(Path 1, Path 2) \leftarrow \\ possible\_piece(Path 1, Path 2) \land \\ many(\ extracted\_by(Path 1a, Path 2a, ..., ...), \\ (Path 1a = Path 1 \land Path 2a = Path 2)\ ). \\ possible\_piece(Path 1, Path 2) \leftarrow \\ elt(TextElt, \ ..., \ ..., Path 1) \\ \land \ elt(AnchorElt, \ ..., \ "a", \ ...) \\ \land \ attr(AnchorElt, \ "href", \ ...) \\ \land \ path(TextElt, \ AnchorElt, \ Path 2). \\ extracted\_by(Path 1, Path 2, TextElt, AnchorElt) \leftarrow \\ elt(TextElt, \ ..., \ ..., Path 1) \\ \land \ path(TextElt, \ AnchorElt, \ Path 2). \\ \end{cases}
```

```
anchorlike\_piece(Path1,Path2) \leftarrow \\ possible\_piece(Path1,Path2) \land \\ many(\ extracted\_by(Path1a,Path2a,TElt,AElt),\\ (Path1a=Path1 \land Path2a=Path2\\ \land \ elt(TElt,\_,Text1,\_) \land \ elt(AElt,\_,Text2,\_) \land \ Text1 \sim Text2\ ). \\ R\_like\_piece(Path1,Path2) \leftarrow \\ possible\_piece(Path1,Path2) \land \\ many(\ R\_extracted\_by(Path1a,Path2a,\_,\_),\\ (Path1a=Path1 \land Path2a=Path2)\ ). \\ R\_extracted\_by(Path1,Path2,TextElt,AnchorElt) \leftarrow \\ elt(TextElt,\ \_,\ Text,\ Path1)\\ \land \ path(TextElt,\ AnchorElt,\ Path2)\\ \land \ R(X) \land \ Text \sim X. \\ \end{cases}
```

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```
\begin{array}{l} \mathit{fruitful\_piece}(Path1, Path2) \leftarrow \\ \mathit{possible\_piece}(Path1, Path2) \ \land \\ \mathit{many}(\ \mathit{extracted\_by}(Path1a, Path2a, \_, \_), \\ (Path1a = Path1 \ \land \ Path2a = Path2) \ ). \end{array}
```

Enumerates and scores Path1,Path2 according to how many things are extracted by that wrapper.

```
fruitful\_piece(Path1, Path2) \leftarrow
                                                           anchorlike\_piece(Path1, Path2) \leftarrow
  possible\_piece(Path1, Path2) \land
                                                              possible\_piece(Path1, Path2) \land
  many(extracted_by(Path1a, Path2a, ..., ...),
                                                              many (extracted_by (Path1a, Path2a, TElt, AElt),
           (Path1a=Path1 \land Path2a=Path2)).
                                                                 (Path1a=Path1 \land Path2a=Path2
                                                                  \land elt(TElt, Text1, ) \land elt(AElt, Text2, ) \land Text1 \sim Text2).
possible\_piece(Path1, Path2) \leftarrow
  elt(TextElt, _, _, Path 1)
  ∧ elt(AnchorElt, _, "a", _)
                                                           R_{like\_piece(Path1,Path2)} \leftarrow
  ∧ attr(AnchorElt, "href", _)
                                                              possible\_piece(Path1, Path2) \land
                                                              many (R_extracted_by(Path1a,Path2a...).
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extracted_by(Path1,Path2,TextElt,AnchorElt) \leftarrow
                                                                      (Path1a=Path1 \land Path2a=Path2)).
  elt(TextElt, _, _, Path1)
                                                           R_{-extracted\_by}(Path1, Path2, TextElt, AnchorElt) \leftarrow
  ∧ path(TextElt, AnchorElt, Path2).
                                                              elt(TextElt, _, Text, Path 1)
                                                              ∧ path(TextElt, AnchorElt, Path2)
                                                              \wedge R(X) \wedge Text \sim X.
```

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"Soft" predicate,

```
 \begin{array}{c} \text{true/false according to} \\ \text{TFIDF similarity} \\ \textit{inchorlike\_piece(Path1,Path2)} \leftarrow \\ \textit{possible\_piece(Path1,Path2)} \land \\ \textit{many(extracted\_by(Path1a,Path2a,TElt,AElt),} \\ \textit{(Path1a=Path1} \land Path2a=Path2} \\ \land \textit{elt(TElt,\_,Text1,\_)} \land \textit{elt(AElt,\_,Text2,\_)} \land \textit{Text1} \sim \textit{Text2} \end{array} \right). \\ \end{array}
```

e.g., discounts wrappers where *n* is close to the root.

Enumerates and scores
Path1,Path2 according to
how many things are
extracted by that wrapper
such that the text under
node *n* is close to the text
under the anchor element.

```
fruitful\_piece(Path1, Path2) \leftarrow
                                                           anchorlike\_piece(Path1, Path2) \leftarrow
  possible\_piece(Path1, Path2) \land
                                                              possible\_piece(Path1, Path2) \land
  many( extracted_by(Path1a,Path2a,_,_),
                                                             many (extracted_by(Path1a, Path2a, TElt, AElt),
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possible\_piece(Path1, Path2) \leftarrow
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  ∧ elt(AnchorElt, _, "a", _)
                                                           R_{like\_piece(Path1,Path2)} \leftarrow
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                                                              many(R_{-}extracted_{-}by(Path1a, Path2a,_,_),
extracted_by(Path1,Path2,TextElt,AnchorElt) \leftarrow
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```

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```
R_{like\_piece(Path1,Path2)} \leftarrow
  possible\_piece(Path1, Path2) \land
  many(R_{-}extracted_{-}by(Path1a, Path2a,_{-},_{-}),
           (Path1a=Path1 \land Path2a=Path2)).
R_{-extracted\_by}(Path1, Path2, TextElt, AnchorElt) \leftarrow
  elt(TextElt, _, Text, Path 1)
  ∧ path(TextElt, AnchorElt, Path2)
  \wedge R(X) \wedge Text \sim X.
```

#### R(X) is "content" information, as a K-NN classifier

Enumerates and scores Path1, Path2 according to how many things are extracted by that wrapper

such that the text under node *n* is close to the text of some X such that R(X)is true

```
fruitful\_piece(Path1, Path2) \leftarrow
  possible\_piece(Path1, Path2) \land
  many( extracted_by(Path1a,Path2a,_,_),
          (Path1a=Path1 \land Path2a=Path2)).
possible\_piece(Path1, Path2) \leftarrow
  elt(TextElt, _, _, Path1)
  ∧ elt(AnchorElt, _, "a", _)
  ∧ attr(AnchorElt, "href", _)
  ∧ path(TextElt, AnchorElt, Path2).
extracted_by(Path1,Path2,TextElt,AnchorElt) \leftarrow
  elt(TextElt, _, _, Path1)
  ∧ path(TextElt, AnchorElt, Path2).
```

```
anchorlike\_piece(Path1, Path2) \leftarrow
  possible\_piece(Path1, Path2) \land
  many (extracted_by (Path1a, Path2a, TElt, AElt),
      (Path1a=Path1 \land Path2a=Path2
       \land elt(TElt, Text1, ) \land elt(AElt, Text2, ) \land Text1 \sim Text2).
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### Results

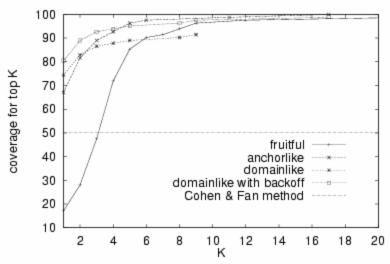


Figure 4: Performance of ranking heuristics that use little or no page-specific information.

Oklahoma	dietitians
Yukon	Yukon codpiece
Vermont	Vermont
British Columbia	British Columbia Talmudizations
Oklahoma	Oklahoma
Wisconsin	Wisconsin
New Jersey	New Jersey incorrigible blubber
Alaska	Alaska
New Brunswick	
New Mexico	New Mexico cryptogram

Table 2: Ten US States and Canadian Provinces, before and after corruption with c=1.

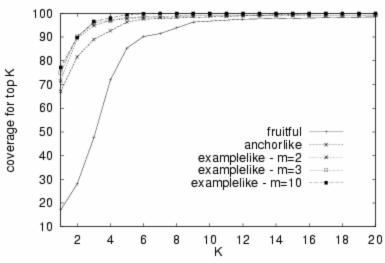


Figure 5: Performance of ranking heuristics that use pagespecific training examples.

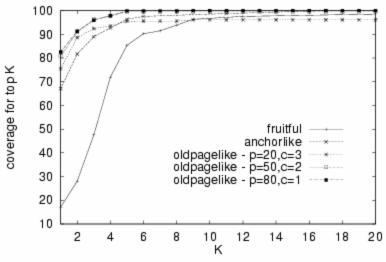


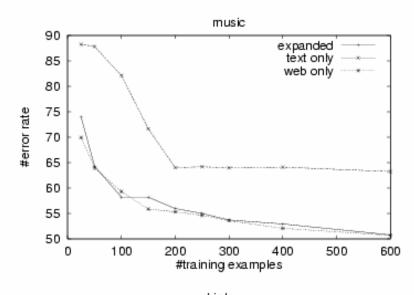
Figure 6: Performance of ranking heuristics that use text extracted from an previous version of the page.

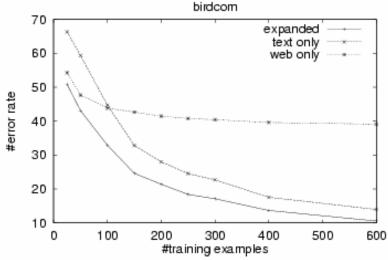
- Experiments above describe semi-automated techniques for wrapper learning: some user intervention is needed.
- Can you use the wrappers without letting a user check them?
- Idea [Cohen, ICML2000]:
  - Start with some textual examples for a classification problem (e.g., names of classical/rock musicians)
  - Use these examples as "seeds" R and find a bunch of simple lists  $L_1, L_2, ...., L_m$
  - Use each list as a *feature:*  $F_i$  true for x iff x (approximately) matches something in list  $L_i$ .
  - Also: used features for header words that seemed to modify the matching element of the list (kind of like anchor text).

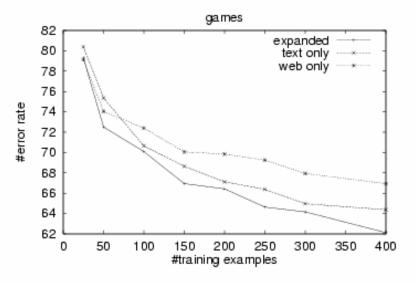
Table 1. Benchmark problems used in the experiments.

	#example	#class	#terms	#pages	(Mb)	#features	%examples
						added	expanded
music	1010	20	1600	217	(11.7)	1890	68.7
games	791	6	1133	177	(2.5)	1169	53.0
birdcom	915	22	674	83	(2.2)	918	99.9
birdsci	915	22	1738	83	(2.2)	533	99.9









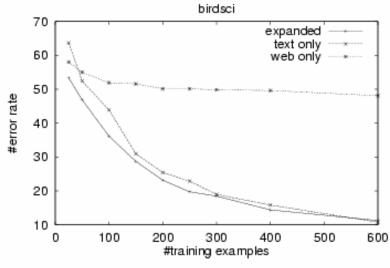


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Table 5. Error rate of C4.5 and BoosTexter on the benchmark problems.

	RIPPER			C4.5			BoosTexter		
		avg %error			avg %error			avg %err	
	W-L-T	expand	text	W-L-T	expand	text	W-L-T	expand	text
music	86-0-14	51.5	58.3	100-0-0	49.3	59.6	100-0-0	43.4	58.1
games	29-7-64	65.8	67.2	13-6-81	68.2	68.6	16-1-83	61.8	63.1
birdcom	77-2-21	21.2	27.7	97-0-3	31.8	40.7	65-1-34	21.3	25.3
birdsci	35-8-57	23.6	26.4	46-4-50	37.3	39.0	35-6-59	25.4	26.7

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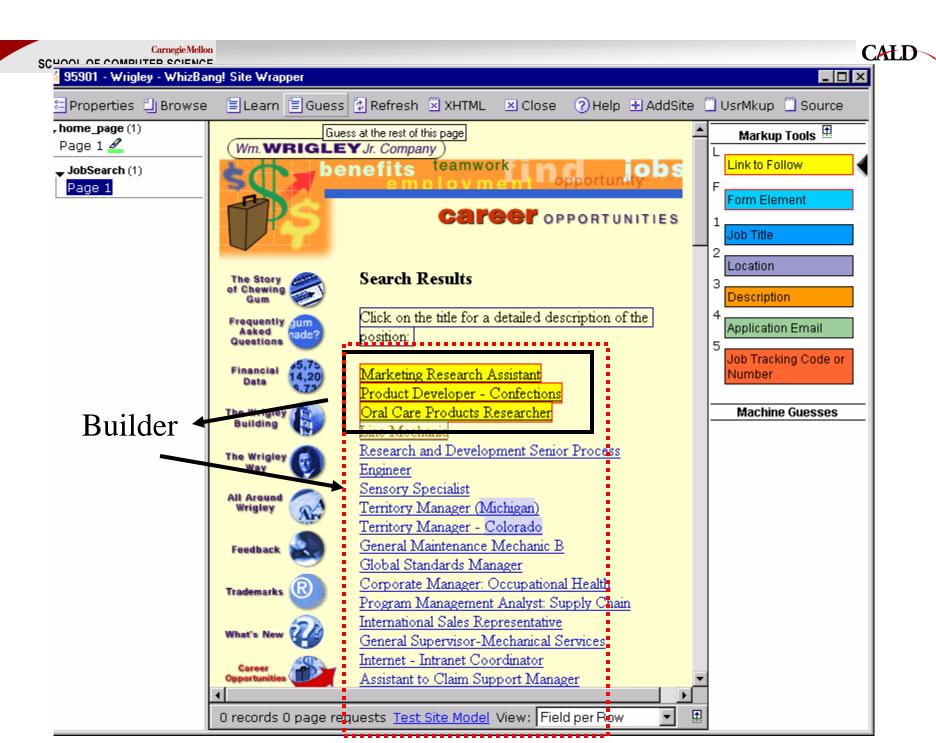
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- Cohen et al 2001, Cohen 2002, Blei et al 2002: List-finding as *learning* global content and local structure.

- •Previous work in page classification using links:
  - Exploit hyperlinks (Slattery&Mitchell 2000; Cohn&Hofmann, 2001; Joachims 2001): Documents pointed to by the same "hub" should have the same class.
- What's new in this paper (Cohen NIPS 2002):
  - Use structure of hub pages (as well as structure of site graph) to find better "hubs"
  - Adapt an existing "wrapper learning" system to find structure, on the task of classifying "executive bio pages".



### Background: "wrapper" learning

- System is based on a number of "builders":
  - Infer a "structure" (e.g. a list, table column, etc)
     from few positive examples.
  - A "structure" extracts all its members
    - $f(page) = \{ x: x \text{ is a "structure element" on } page \}$
- A master algorithm co-ordinates the "builders"
- Add/remove "builders" to optimize performance on a domain (Cohen, Hurst & Jensen WWW-2002)
- Some builder usually obtains a good generalization from only 2-3 positive examples

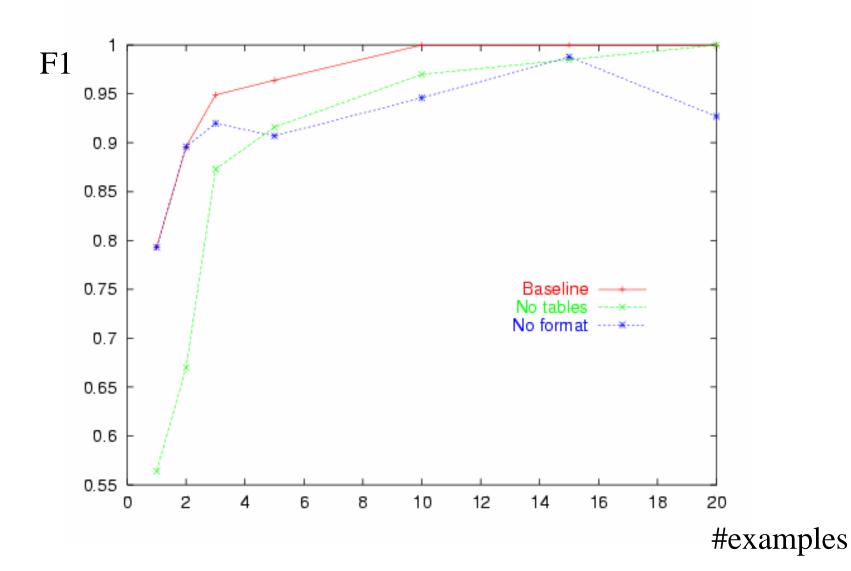


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# **Experimental results:**2-3 examples leads to high average accuracy



### Background: "co-training" (Mitchell&Blum, '98)

- Suppose examples are of the form  $(x_1,x_2,y)$  where  $x_1,x_2$  are **independent** (given y), and where each  $x_i$  is sufficient for classification, and **unlabeled** examples are cheap.
  - (E.g.,  $x_1 = bag of words$ ,  $x_2 = bag of links$ ).
- Co-training algorithm:
  - 1. Use  $x_1$ 's (on labeled data D) to train  $f_1(x)=y$
  - 2. Use  $f_1$  to label additional unlabeled examples U.
  - 3. Use  $x_2$ 's (on labeled part of U+D to train  $f_1(x)=y$
  - 4. Repeat . . .

# Simple 1-step co-training for web pages

f<sub>1</sub> is a bag-of-words page classifier, and S is web site containing unlabeled pages.

- Feature construction. Represent a page xin S as a bag of pages that link to x("bag of hubs").
- Learning. Learn  $f_2$  from the bag-of-hubs examples, labeled with  $f_1$
- Labeling. Use  $f_2(x)$  to label pages from S.

 $Idea. use one round of co`training to bootstrap the bag`of words\\ classifier to one that uses site`specific features x_{2} \triangleleft f_{2}$ 

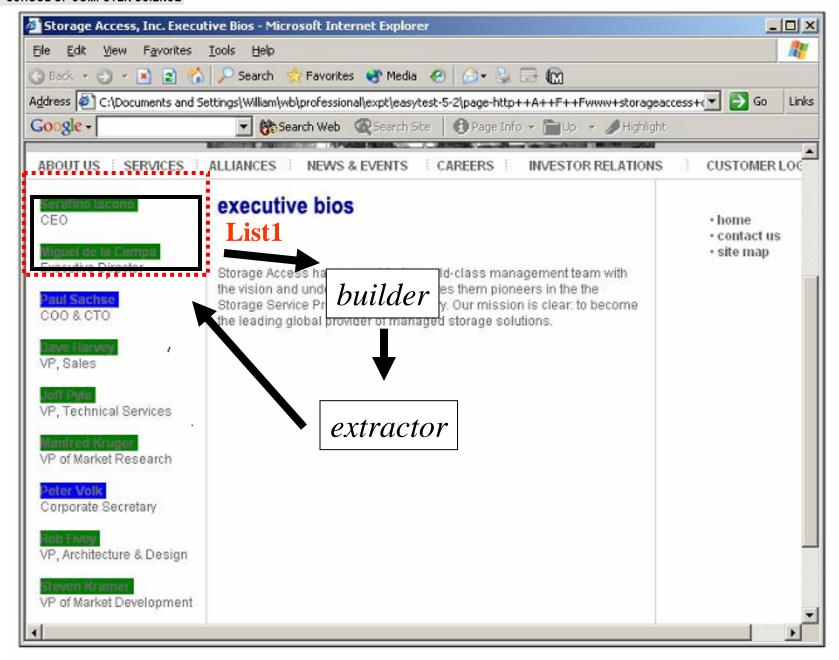
#### Improved 1-step co-training for web pages

#### Feature construction.

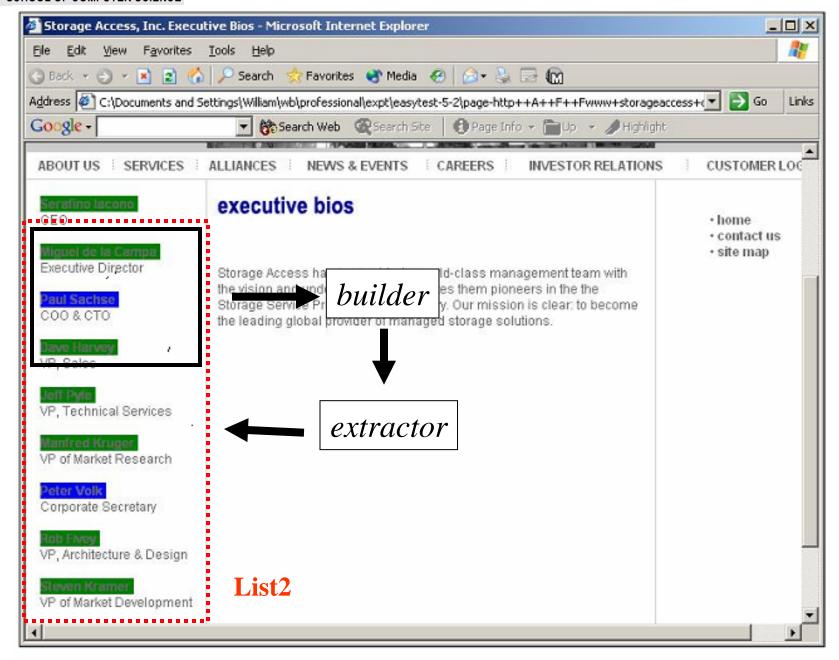
- Label an anchor a in S as **positive** iff it points to a positive page x (according to  $f_1$ ). Let D = -(x',a): a is a positive anchor on x''.  $\nearrow$  Generate many small training sets  $D_i$  from D, by sliding small windows over D.
- Let P be the set of all "structures" found by any builder from any subset  $\mathbf{D_i}$
- Say that *plinks to x*if *p*extracts an anchor that points to x. Represent a page x as the bag of **structures** in Pthat link to x.

Learning and Labeling. As before.

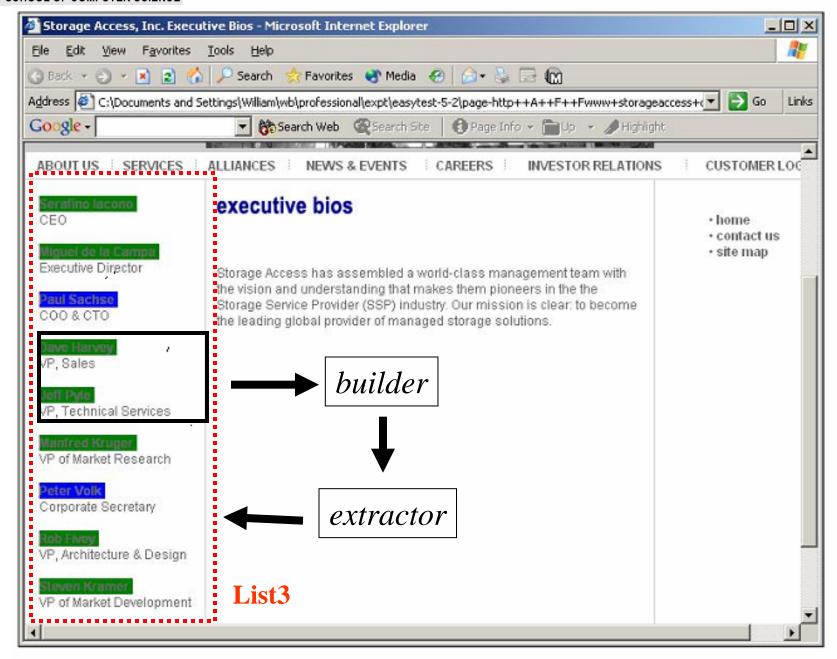






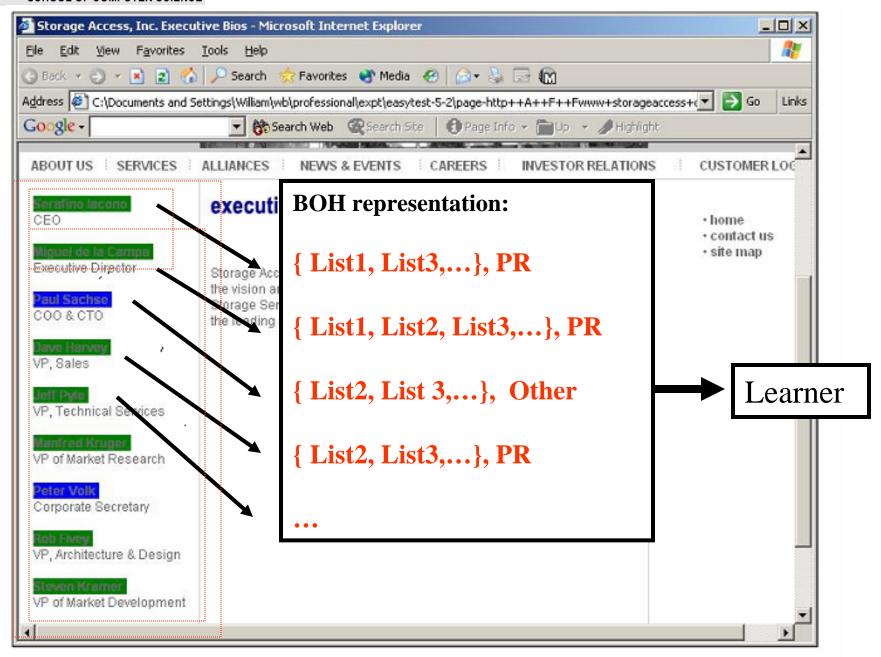




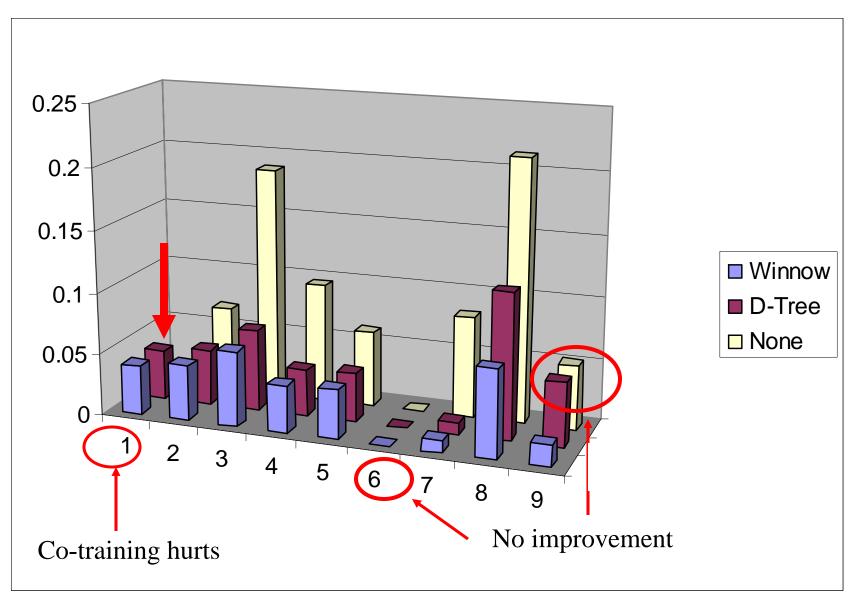








# **Experimental results**



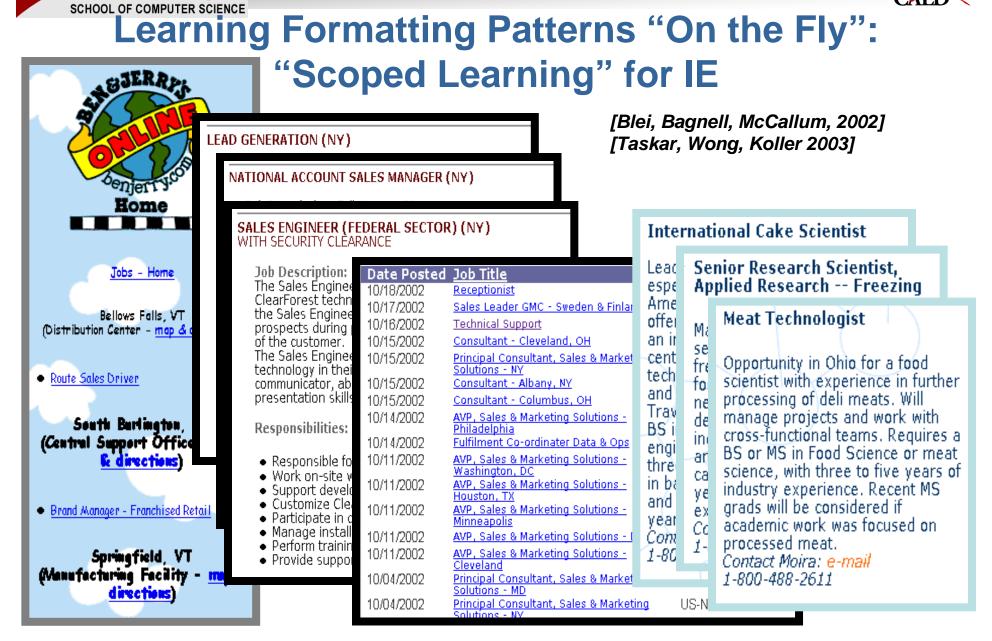


# **Experimental results**

Site	Classifier $f_1$		1-CT (dtree)		1-CT (Winnow)	
	Acc	(SE)	Acc	(SE)	Acc	(SE)
1	1.000	(0.000)	0.960	(0.028)	0.960	(0.028)
2	0.932	(0.027)	0.955	(0.022)	0.955	(0.022)
3	0.813	(0.028)	0.934	(0.018)	0.939	(0.017)
4	0.904	(0.029)	0.962	(0.019)	0.962	(0.019)
5	0.939	(0.024)	0.960	(0.020)	0.960	(0.020)
6	1.000	(0.000)	1.000	(0.000)	1.000	(0.000)
7	0.918	(0.028)	0.990	(0.010)	0.990	(0.010)
8	0.788	(0.044)	0.882	(0.035)	0.929	(0.028)
9	0.948	(0.029)	0.948	(0.029)	0.983	(0.017)

## **Summary**

- "Builders" (from a wrapper learning system) let one discover and use structure of web sites and index pages to smooth page classification results.
- Discovering good "hub structures" makes it possible to use 1-step co-training on small (50-200 example) unlabeled datasets.
  - Average error rate was reduced from 8.4% to 3.6%.
  - Difference is statistically significant with a 2-tailed paired sign test or t-test.
  - EM with probabilistic learners also works—see (Blei et al, UAI 2002)



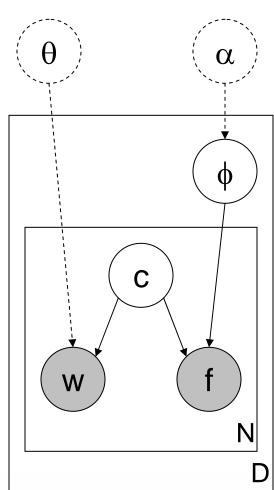
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Formatting is regular on each site, but there are too many different sites to wrap. Can we get the best of both worlds?

## **Scoped Learning Generative Model**

- 1. For each of the D documents:
  - a) Generate the multinomial formatting feature parameters  $\phi$  from  $p(\phi|\alpha)$
- 2. For each of the N words in the document:
  - a) Generate the *n*th category  $c_n$  from  $p(c_n)$ .
  - b) Generate the *n*th word (global feature) from  $p(w_n/c_n, \theta)$
  - c) Generate the *n*th formatting feature (local feature) from  $p(f_n/c_n, \phi)$



$$p(\phi, \mathbf{c}, \mathbf{w}, \mathbf{f}) = p_{\alpha}(\phi) \prod_{n=1}^{N} p(c_n) p_{\theta}(w_n | c_n) p(f_n | c_n, \phi)$$

#### Inference

Given a new web page, we would like to classify each word resulting in  $\mathbf{c} = \{c_1, c_2, ..., c_n\}$ 

$$p(\mathbf{c}|\mathbf{w}, \mathbf{f}) = \frac{\int \prod_{n=1}^{N} p(w_n|c_n) p(f_n|c_n, \phi) p(c_n) p(\phi) d\phi}{\int \prod_{n=1}^{N} \sum_{c_n} p(w_n|c_n) p(f_n|c_n, \phi) p(c_n) p(\phi) d\phi}$$

This is not feasible to compute because of the integral and sum in the denominator. We experimented with two approximations:

- MAP point estimate of φ
- Variational inference

#### **MAP Point Estimate**

If we approximate  $\phi$  with a point estimate,  $\phi$ , then the integral disappears and c decouples. We can then label each word with:

$$\hat{c}_n = \arg\max_{c_n} p(w_n|c_n) p(f_n|c_n, \hat{\phi}) p(c_n)$$

A natural point estimate is the posterior mode: a maximum likelihood estimate for the local parameters given the document in question:

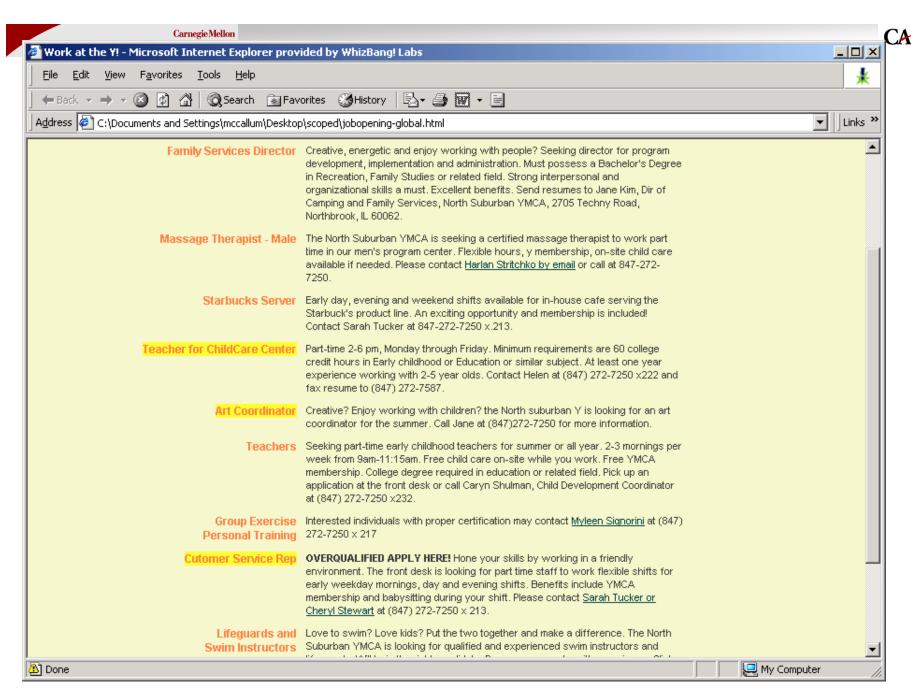
$$\hat{\phi} = \arg\max_{\phi} p(\phi|\mathbf{f}, \mathbf{w})$$

E-step:

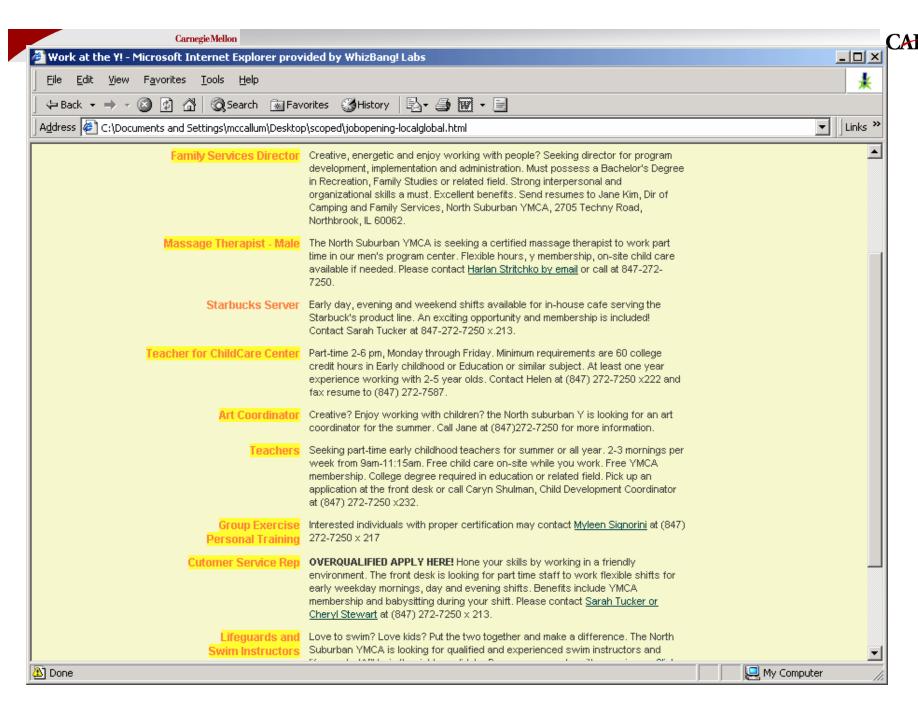
$$p^{(t+1)}(c_n|w_n, f_n; \phi) \propto p^{(t)}(f_n|c_n; \phi)p(w_n|c_n)p(c_n)$$

M-step:

ep: 
$$\hat{\phi}_{c,f} = p^{(t+1)}(f|c;\phi) \propto \sum_{\{n: c_n = c, f_n = f\}} p^{(t)}(c_n|f_n, w_n)$$



**Global Extractor:** Precision = 46%, Recall = 75%



Scoped Learning Extractor: Precision = 58%, Recall = 75% △ Error = -22%

## **Outline**

- Motivation: finding even simple structures like lists is useful, and seems like it should be easy.
- Cohen & Fan, 1999a: List-finding as classification.
- Cohen 1999b,2000: List-finding as matching structure to content.
- Cohen et al 2001, Cohen 2002, Bagnell et al 2002: List-finding as *learning* global content and local structure.