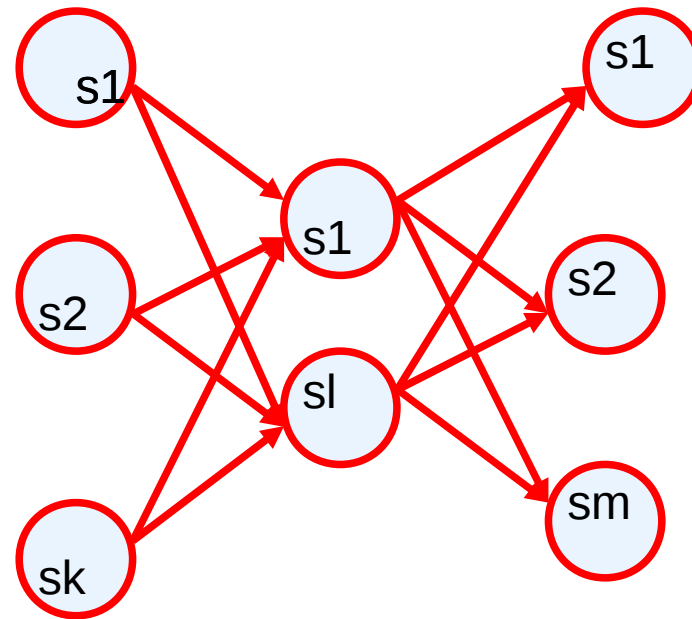


Lesk

Use viterbi

Word1 Word2 Word3



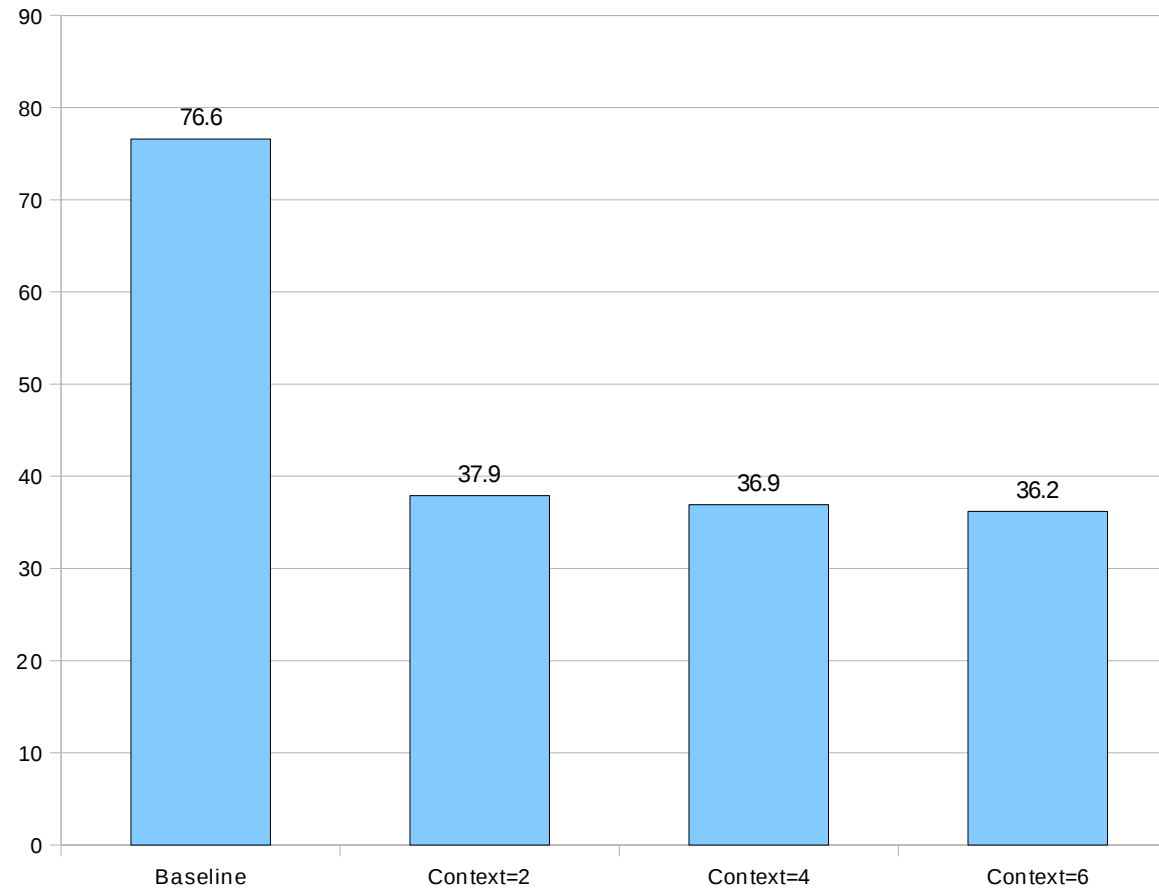
Random Walk

- Create a multi-stage graph with sense nodes
- $\#stages = \#Cws$
- Nodes at each stage correspond to all possible senses of a CW
- Add edges to graph with wts as the overlap between sense glosses
- Calculate scores of nodes with Random Walk algorithm
- At each stage select node with highest wt.

Some issues

- What to do in case of same word overlapping multiple times.
- Handling of stop words
- Special stop words added like <t>, <s>
- Use of WordNet stemmer
- Handling all possible stemmed versions

Conceptual Density



Implementation of knowledge-based WSD algorithms

by

Anup Kulkarni, Prashanth Kamle
& Saurabh Sohoney

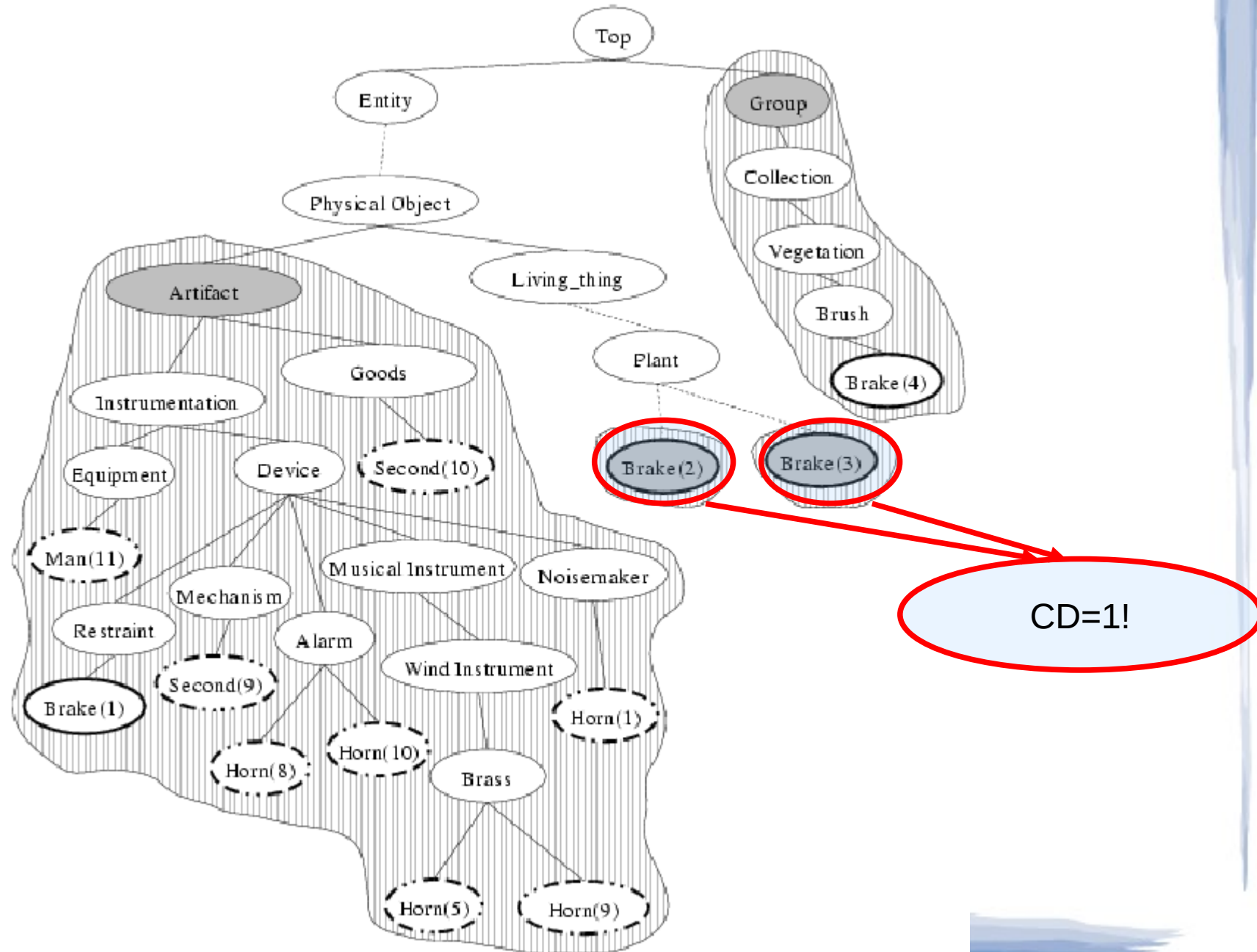
Where it screws up...

“**Brakes** howled and a **horn** blared furiously, but the **man** would have been hit if Phil hadn't called out to him a **second** before”

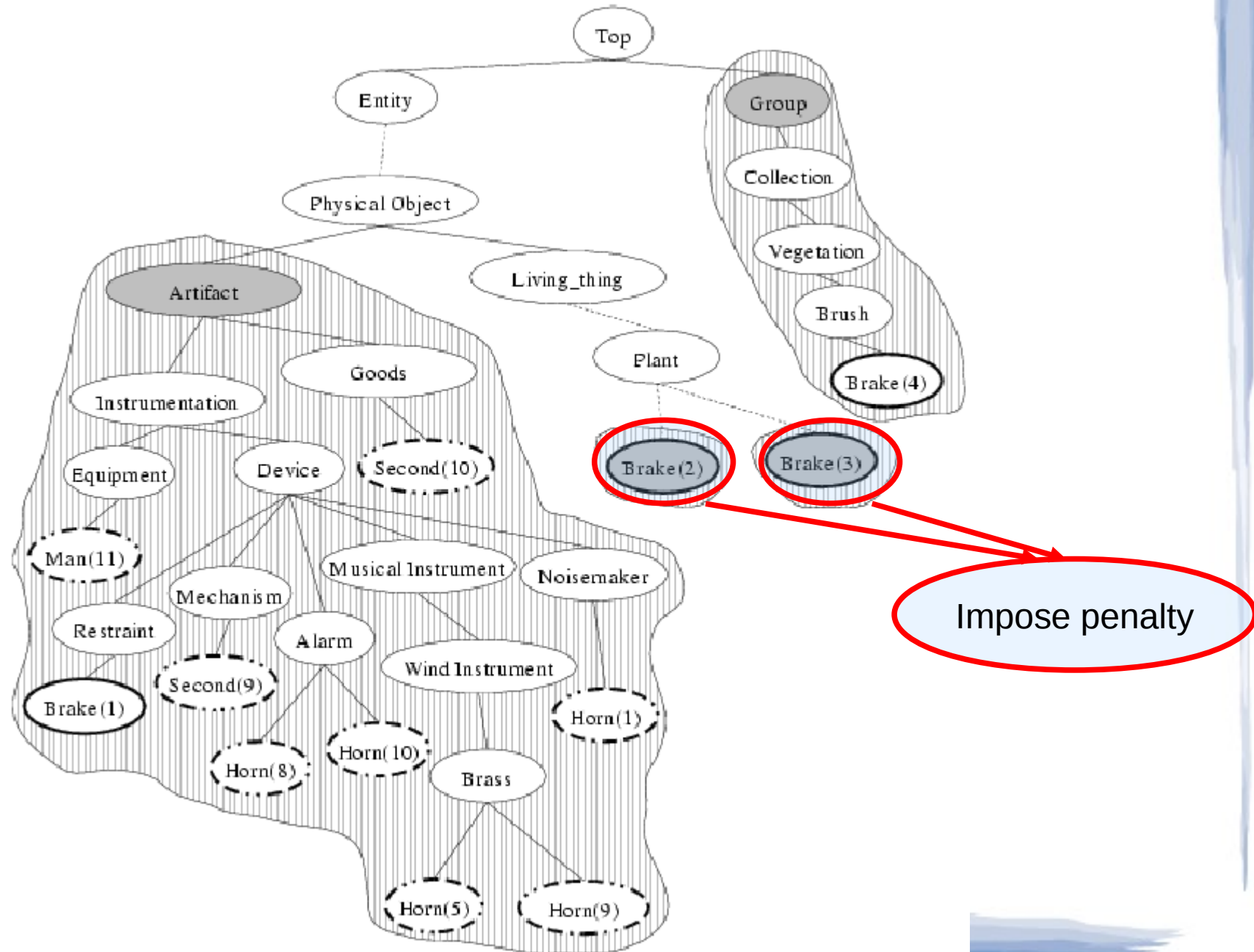
Where it screws up...



Where it screws up...



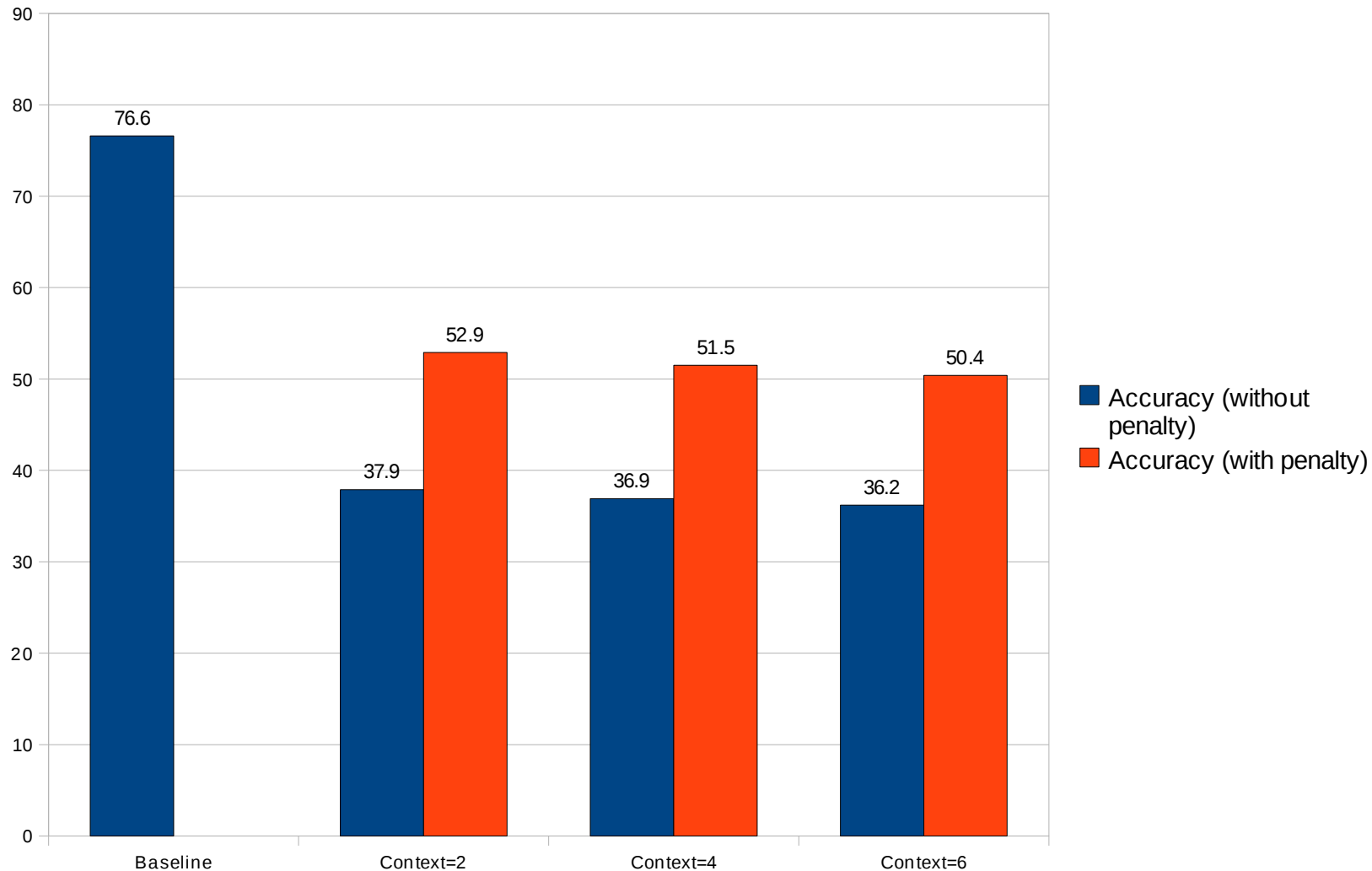
Where it screws up...



Improving Conceptual density

- If CD of sense s is 1, impose penalty p
- $p = \log f$,
 - f is the sense number of the sense s for the word being disambiguated
- Intuition: Most frequent sense (first sense in Wordnet) for the word gets 0 penalty ($\log 1=0$)

Conceptual density, improved



Lesk vs CD vs Random Walk

