

A Modern spell(1)

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Outline

- Shortcomings in the old spell(1)
- Feature Requirements of a modern spell(1)
- Implementation Details of new spell(1)
- Performance comparison with other open source alternatives
- Integrations and demos

The beginning of the end

>Description:

```
spell(1) is a bit lacking. While it works on simple cases, e.g.  
valkyrie% echo 'frog' | /usr/bin/spell  
valkyrie% echo 'frogp' | /usr/bin/spell  
frogp  
it accepts some interesting things:  
valkyrie% echo 'frogment' | /usr/bin/spell  
valkyrie% echo 'frogmental' | /usr/bin/spell  
valkyrie% echo 'froghood' | /usr/bin/spell  
valkyrie% echo 'frogship' | /usr/bin/spell  
valkyrie% echo 'biofrog' | /usr/bin/spell  
valkyrie% echo 'electrofrog' | /usr/bin/spell  
valkyrie% echo 'overfrog' | /usr/bin/spell
```

All hail the overfrog, or something.

This is because it has a set of suffix and prefix combining rules that it applies rather ... liberally.

>How-To-Repeat:

>Fix:

I dunno. My inclination is towards cvs rm -- there are perfectly good third-party spellcheckers at this point, natural language processing is not exactly core OS functionality or the project's core competency, and I don't think there's any need to maintain our own program given that it doesn't work very well.

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 - Checks if the string contains certain prefixes - (pre, post, anti, meta, non, re) and removes them
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- No spelling corrections
- Lack of a library interface for other applications

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- Not use algorithms strictly tied to just the English language
- Provide a library interface

What have I done?

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- New bigger dictionary
- New spell(1) implementation using levenshtein distance, Double Metaphone algorithms, and ternary tries
- A benchmark comparison against aspell, ispell and hunspell
- Integration with sh(1) for auto-completion and spell check

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	Old dictionary	New Dictionary
Size	235008	2.4M
Number of words	421128	4.5M

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 - Non-word errors - e.g. *appled* for *applied*
 - Real-word errors - e.g. *dessert* for *desert*, *there* for *three*, *piece* for *peace*

Handling Real-word Errors

Handling Real-word Errors

- Much harder problem
- Cannot simply lookup the dictionary
- Word bi-grams or tri-grams could be used to detect real-word errors
 - *Apple feel from the tree*
 - “feel” not commonly used with “apple” and “from”, but “fell” is
- Much expensive, need to scan every word with a window of 3 or 4 words.
- Not in the scope of the current project but possible future work

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- No need for complex inflection rules with the expanded dictionary - much more reliable in detecting errors

Dictionary Representation and Lookup

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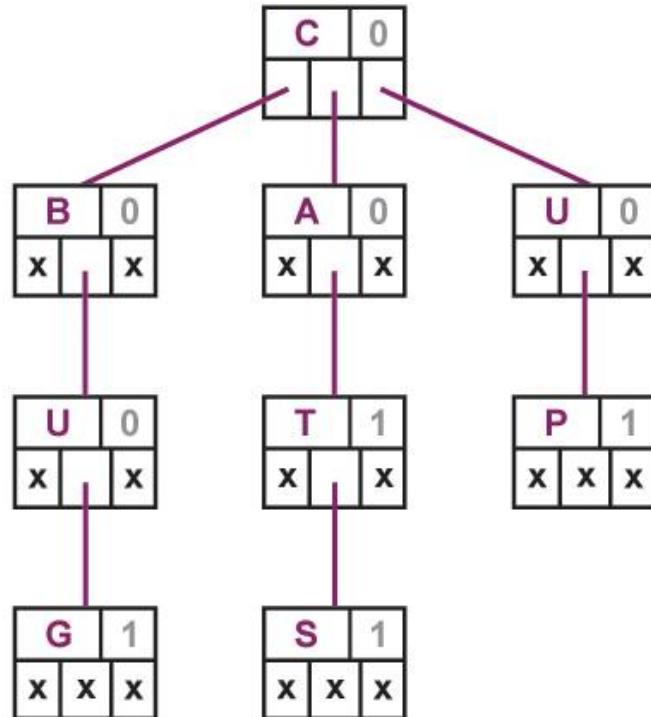
- Dictionary Representation - several options
- Hash table - $O(1)$ lookup but no worse case guarantee
- Red Black Trees - $O(\lg n)$ guaranteed lookup time but requires complete string comparisons in the worst case
- Ternary Tries - $O(\lg n)$ lookup and does not require string comparisons with every word in the dictionary, but costs some extra memory

Ternary Search Tries

Ternary Search Tries

- Much like a binary search tree
- Each node stores one character and has three children (left, middle, right)
- Left subtree - for characters smaller than the character at the root node
- Right subtree - for characters greater than the character at the root node
- Middle subtree - for characters matching the character at the root node
- Provides symbol table APIs as well as APIs for prefix match

Ternary Search Tries



Ternary Search Tree for CAT, BUG, CATS, UP

Doing Spell Correction

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- Edit Distance Technique
- Metaphone algorithm
- N-gram models

Edit Distance Techniques

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- A majority of spelling errors are just one 1 edit distance away from the correct spelling

Edit Distance Technique

Example of words 1 edit distance away from “*teh*”:

deletes = ['eh', 'th', 'te']

transpose = ['eth', 'the']

replaces = ['aeħ', 'beħ', 'ceħ', 'deħ', 'eeħ', 'feħ', ..., 'tez']

inserts = ['ateħ', 'bteħ', 'cteħ', 'dteħ', 'eteħ', 'fteħ', ..., 'zteħ']

Metaphone Algorithm

- A phonetic algorithm (a better replacement for soundex)
- Developed by Lawrence Phillips in 1990
- Superseded by Double Metaphone in 2000 (by the same author)
- Latest version Metaphone 3 (but only available as a commercial implementation)
- 99% accurate for English and covers peculiarities in several other languages as well (Slavic, German, Celtic, Greek, French etc.)
- Double Metaphone is used by aspell

Word Bigrams

Word Bigrams

- A useful technique to get more accurate suggestions
- When having more than possible corrections for a misspelled word -
- Look at the next and previous word and see which correction fits the best
- For instance: “*I am not feeling wery well*”

Strategy for Spell Correction

Strategy for Spell Correction

- Find all possible corrections at distance 1
- If no match found, find words having the same metaphone codes at distance 0, 1 and 2 with the misspelled word
- If still no match found, find words at edit distance 2

Strategy for Spell Correction

- Some tricks for improving accuracy:
 - Lower weight to candidate corrections requiring modification at first character
 - Lower weight to candidate corrections involving replacement of characters
 - Higher weight to candidates having same metaphone code as the original incorrect spelling

Performance Comparison

Performance Comparison

	First	1-5	1-10	1-25
Aspell 0.60.6/Normal	73.8	96.1	97.6	98.3
Aspell 0.60.6/Slow	74.0	96.6	98.2	99.0
Hunspell 1.1.12	80.5	96.5	97.1	97.1
ISpell 3.1.20	77.0	84.7	85.0	85.1
nbspell/slow	91.0	95.1	95.4	95.4
nbspell/fast	88.7	93.1	93.2	93.4

Demo

Conclusion

- Performance comparable to other popular open source implementations
- Much room for further investigation and improvement
- But nice to have a BSD licensed spell checker + library when you need it

Code

<https://github.com/abhinav-upadhyay/nbspell>

Questions

Thank you!