

Defining Tags by Linking to Knowledge Bases

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1 Preface

This was written to partially fulfil the requirements for the degree of Master of Science in Computer Science, specialisation in Information Management, at the Department of Computer and Information Science, at the Norwegian University of Science and Technology (NTNU).

1.1 Acknowledgements

First and foremost, I would like to thank and express my gratitude for all the guidance and help given to me by my advisor Heri Ramampiaro. I would also like to thank my colleagues at Orakeltjenesten NTNU for their support, both with technical issues as well as their contributions on discussions regarding solutions and ideas. I would also like to thank the people who helped me proofread this thesis: Therese Krystad Myrvold, Jens Austerheim, Per Eigil Aalborg, Kristin Blindheim, Andreas K. L. Belboe and Gaute Lier Guldahl.

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2 Abstract

This thesis looks into the process of automatically expanding image searches based on tags and the definitions of terms from public knowledge bases. To this end, we will try to extract terms related to a query. The process of finding these terms is known as feature extraction. The text collection on which we perform this feature extraction is, in this thesis, based on text retrieved from public knowledge bases using the original query. The program will in other words, first retrieve related documents. It will then pick out related terms using either Chi-Squared, or an approach I've coined "Neighbouring Terms", or NT. The latter is an approach that is much quicker to process, and may prove to give good precision to term extraction, despite not having to perform such a demanding process beforehand.

This thesis will also look into different variables in these kind of processes to find the best approach to both Chi-Squared and NT. Because this automatic term extraction is set to work on a limited size of articles, there is a question of how many articles would be needed to get the best results. There are also several similarity models to consider when building something like this. For that reason, this thesis also looks into the different results obtained when working with models like the Vector Space model, Okapi BM25 and the Language Model.

Other variables that this thesis looks into is whether or not term pre-processing, like stop word removal and stemming, are beneficial or not. Also, what gives the best results between searching for abstracts based on their title or their contents, and with how many terms can a query be expanded without losing too much relatedness.

To evaluate the terms suggested by these methods, this thesis looks into the P@n values for 20 queries, as well as using metrics such as MAP (Mean Average Precision) to evaluate the sum of the results for each approach. To avoid biased evaluation, we also perform a user survey. We present the results of a survey where 32 people have given their opinion on the different terms suggested by the system, and how related to a given query they are.

The main conclusion in this thesis is that NT does run faster than Chi-Squared, but while results did vary, the precision values on an average fell in favour of Chi-Squared. That said, it did not perform better by much, and with future improvements it could prove a viable solution in automatically generating semantically related terms without having to perform heavy processing.

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3 Introduction

3.1 Motivation

We have crossed the threshold where we now have so many pictures available to us when searching that we often struggle to find that perfect image that fits our needs. Somewhere out there in that sea of pictures is the picture you want, but the task of finding it can be challenging. What terms should you use when searching to find the correct one? It is very likely that someone posted a picture you want, but tagged it with other ideas in mind than what you have. It may even get dropped by the search engine because it is not deemed "relevant enough" based on your choice of tags to look for.

When the typical user searches for a given type of image, he/she will usually try different kinds of terms as queries until a fitting hit has been found. But what if a system could suggest those extra tags? What if, when a user searches for "computer", the system automatically adds related terms to the search that expands the base of tags being searched for, while still maintaining a high precision in the resulting list of images?

3.2 Problem Specification

This thesis will look into the use of two methods for automatically expanding a user query by processing text from a public knowledge base, such as DBpedia.org [22]. It will do this with the use of indexes built using the Apache Lucene project, which will be more thoroughly introduced later in this thesis. This task rises several problems.

First of all, we need to look into what kind of variable settings gives us the best results. Variables like similarity models, sizes of datasets and different ways to search for related articles from DBpedia. There is also the problem of what kind of expanded terms could we get for a given single term query given a certain extraction method? We can expect two different approaches to give different results, so which one gives the best results?

We also need to establish exactly how related the automatically gathered terms will be, and in a non-biased manner at that. Additionally, we need to establish how well an image retrieval search perform based on tags using the query expansion from the different approaches.

3.3 Organisation

This thesis is organised as follows: In chapter 4 we discuss different projects and studies that are similar or related to this thesis. Chapter 5 describes the different concepts used in this thesis, as well as giving insight into how the program written to prove our theories is built and how it works.

Chapter 6 describes the experimental setup, i.e. where the data set collections are from, how the approaches suggested work and how they are implemented, as well as some insight into the evaluation metrics used. We also describe the user survey done in this thesis. Lastly, this chapter presents the results of the evaluations done in this thesis.

Finally, in Chapter 7 we sum up our findings, both for the evaluations of the different approaches, as well as the results from using the optimal approaches in an image retrieval process. Furthermore, we present ideas for future work and suggestions on what could be done to possibly improve the results.

4 Related Work

4.1 Semantic-Link

Semantic-Link is a project created as a demonstration available through a web site. It utilises the mutual information concept on contents from Wikipedia. Every query returns 100 terms that are deemed relevant, where each term presented is a term that is used at least 1.000 times in Wikipedia [17].

This is more a project than a research paper, but works generally speaking as we intend in this thesis, although with some key differences. Semantic-Link works by pre-calculating Mutual Information values for a given term with other terms that appear in the same document.

Semantic-Link works quite fast and seems to also give a rather good term-wise precision, but is also dependent on a very large pre-built matrix. Another issue is that it makes its suggestions based on how the query relates to all terms in the entire Wikipedia collection. This means that terms that may be related to the *subject* of the query, but not necessarily used much together with the query term, may be viewed as non-related. My approach in this thesis attempts to remedy this, and find related terms to a given subject instead of a given term.

In our approach we hope to fix several of these shortcomings by firstly basing the

calculations on a smaller set of documents where most of the documents already should be related to the query. We then find terms commonly used in these articles, instead of looking at terms that have some lexical relationship with the query term. In doing this we should be able to find commonly used terms regardless of whether or not the query is a commonly used term.

4.2 Finding Semantically Related Words in Large Corpora

Finding Semantically Related Words in Large Corpora is a very similar approach to that of the Semantic-Link. The difference is that in this paper, they are using a much larger text collection consisting of 100 million terms. They used Mutual Information equation in their calculations and created term clusters based on their calculations to create a hierarchy of semantically related terms.

Their approach with using a clustering hierarchy fixed to some degree the problem Semantic-Link had in how the resulted terms would be directly related to the query term, as opposed to the subject the query term could be within. It is still strongly and directly related to the query term, but by using the clustering approach they were able to group terms together in a way that allowed for a more precise and subject oriented term suggestion [23].

A problem with their approach was however the sheer size of the processing task. The process is so demanding that a super computer was needed for their processing [23]. The average person do not have access to a super computer, and this solution cannot be implemented in any practical means by a normal home computer. Their findings were largely successful, but highly impractical.

My approach aims to perform these calculations on the run on a much smaller set of data. Mutual information techniques are more efficient the more data they have to work with. However, the theory is that if the dataset used to calculate relatedness is mainly about a single subject (or a group of subjects related to each other), the resulting terms based on mutual information calculation will also be related to that subject.

4.3 Query Expansion Using Wikipedia and DBPedia

In this paper, the researchers try to find related terms through texts from Wikipedia and DBpedia. Their approaches work by searching Wikipedia for articles related to a user supplied query. These articles are then sorted according to TF-IDF (Term Frequency - Inverted Document Frequency) scores compared to the query.

A subset of these are then selected as "concept candidates". They then calculate an ESA (Explicit Semantic Analysis) relatedness score between the query and this list of candidates. The new ESA score is then used to select new concepts deemed relevant to the original query [1].

The approach is in other words an attempt to improve the results of searching through Wikipedia articles to build a concept, but is not focused on using that data to generate a list of single, stand-alone terms that should or should not be related to a given subject.

The approach described in our thesis will try to remedy the aforementioned problem by using a set of articles deemed related to a search, and extrapolate independent terms that are related to that of the collected article's subject.

4.4 RiTa. WordNet Hyponym Extraction

RiTa is a Java library that enables semantic evaluation of terms. Its functions allows the user to identify terms as nouns, verbs, adjectives or adverbs as well as retrieving synonyms and hyponyms to query terms. This is not work done through any form of co-occurrence or mutual information calculations, but is relevant to the work of expanding one term into more related terms.

Hyponyms are terms directly related to a given term. The RiTa API explains a hyponym as follows:

"X is a hyponym of Y if there exists an is-a relationship between X and Y. That is, if X is a subtype of Y. Or, for example, if X is a species of the genus Y. If X is a hypernym of Y, then Y is a hyponym of X. Examples: Artefact is a hyponym of object, object is a hypernym of artefact, carrot is a hyponym of herb, and herb is a hypernym of carrot" [11].

It is in other words *very* simple to get a selection of terms that are more or less guaranteed to be relevant to a query by using RiTa.WordNet. The precision of the relationship between query and return set is very high, and it is therefore also very likely that the precision of the relationship between query and images would also be very high.

A potential weakness with using the WordNet-approach, is that while a hyponym is very likely relevant to a query, it may not be diverse enough to give the result set the spread of vocabulary that other methods might give.

For example: Finding the hyponyms of computer would likely give other terms and names for a computer (like node, client, server, host etc.), but would not give any

terms about other things *related* to a computer, (like network, process, programmer etc). The latter is exactly what we hope to achieve in this thesis.

5 Approach

There are different variables to consider when implementing this thesis' approach. Either one of which can potentially make or break the outcome, so it is important that they are carefully selected. In this section we introduce the different preprocessing steps, the different similarity models utilised, the feature extraction methods CSMI and NT, and how the program is built.

5.1 Data Processing

5.1.1 Stemming

In information retrieval, it is common to perform stemming on terms. Stemming is the process of attempting to return a term to its roots. I.e. automatically remove any suffixes that may be the result of some form of grammatical conjugation. The primary goal is to turn terms like "biologically" and "running", into "biology" and "run" [15].

A commonly used stemmer is the Porter Stemmer which works by following a linear set of rules. Each rule analyses a term and removes parts of the end of a term where the rules applies. The end result of "biologically" and "running" would here be "biolog" and "run" [18]. For some terms it works fine, and other terms becomes "crippled" according our human interpretation.

Another form of stemming is called lemmatisation which does a much more thorough job of analysing a term to return it to its roots without crippling the term like the Porter stemmer does. This process is a lot more demanding on the system however, and will usually not give a particularly superior result over standard stemming.

While stemming is a common preprocessing task, our experiments with this system only confirms what is already a known fact: Stemming may harm precision while being beneficial for recall [15].

5.1.2 Stop Words

A stop word is defined as a term with little or no semantic meaning in itself. Terms like "is", "are", "this", "be", "to", "from" and so on [19]. Apache Lucene also contains by default a basic stop word list used to remove certain stop words. Lucene's own stop word list is very limited (only 33 terms) and we have therefore chosen to implement a list manually. The list of stop words we have fetched from a comprehensive list of terms commonly ignored by most search engines [27]. This list contains 635 terms. It is worth noting that this list likely seems larger than it really is, as it covers many non-stemmed terms as well. Terms like "he", "he'd", "he'll" and "he's", instead of just "he".

Current research shows that removing stop words is helpful for information retrieval, and does indeed improve precision of searches like the ones this thesis is focused on [19]. My own experiments with removing vs. not removing stop words only confirm this. Without a doubt, every query performs much better when removing stop words, as is expected.

In this thesis we also often come across terms containing numbers and special characters. We will in this thesis also consider these terms very likely to be without semantic meaning and, by that extension, stop words.

5.2 Similarity Models

In this thesis we will compare results using three different similarity models for Lucene to evaluate whether or not the different methods may (or may not) yield better results than the other. The methods chosen for evaluation here are the Vector Space model, Language Model with Jelinek-Mercer smoothing, and Okapi BM25.

5.2.1 Vector Space Model

Vector Space model is the default similarity measure used by Lucene and is a compound similarity model based on TF-IDF, which is found through combining several measurements. First off is TF, or *term frequency*. This model calculates a weight by counting occurrences of terms within the different documents.

$$TF_{t,d} = 0.5 + \frac{0.5 \times f_{t,d}}{max\{f(w,d) : w \in d\}}$$

Here the 0.5 values are inserted as a smoothing constant and $f_{t,d}$ is the frequency of term t in document d. It is divided by the frequency of the most frequent term in document d, regardless of which term it is [2].

This is a very simple measure that gives insight into how many times every term is used in every document. The measure is, however, not very good at identifying how meaningful a term actually is. Some terms are much more common than others, even if we remove stop words that are semantically insignificant on their own.

The second measurement needed is IDF, or *inverted document frequency*, which gives a measure that tells us something about how common a term is in a collection of documents. It starts off by counting a document frequency (DF) for a term. This means it looks at individual documents in a collection and looks for a specific term. If it finds it, it increases a counter and moves on. In the end, the DF tells us how many documents contain the term at least once. This value is then processed using the following equation:

$$IDF_t = log \frac{N}{DF_t}$$

Where N is the total number of documents, and DF_t is the document frequency for term t.

Finally we use both the TF and IDF value and multiply them together to find the TF-IDF value for the term in a collection:

$$TF - IDF_{t,d} = TF_{t,d} \times IDF_t$$

5.2.2 Language Model

A language model is a statistical measure that assigns a probability to a sequence of terms by means of a probability distribution. In information retrieval, using this model the approach in a search boils down to the computer attempting to estimate the *probability* that a document would generate terms matching the query.

$$P(q|d) = \prod_{i=1}^{n} P(q_i|d),$$

where q is a query (a set of terms), d is a document and n is the number of terms in q. q_i is one term within the query. This method, however, has a problem. It

is likely to underestimate the probability of any unseen term [29]. In an attempt to fix this, the concept of smoothing was introduced. Several smoothing methods have been suggested. One of which is the Jelinek-Mercer method:

$$p_{\lambda}(w|d) = (1 - \lambda)Pml(w|d) + \lambda p(w|C)$$

This method uses a linear interpolation of the maximum likelihood model with the collection model, using a coefficient λ to control the influence of each model. Experimentation performed by Zhai and Lafferty indicate that using a λ coefficient of 0.1 is best for very short, title-like queries, which is what fits our implementation best [29].

There are other smoothing models, but Jelinek-Mercer tends to perform better on smaller training sets [14].

5.2.3 Okapi BM25

This method is a ranking method based on probabilistic retrieval framework. It works by ranking a set of documents based on the query terms appearing in each document, regardless of the inter-relationship between the query terms within a document. This method also uses IDF as a part of all the calculations it does.

BM25 Score(d,Q) =
$$\sum_{i=1}^{n} IDF(q_i) \times \frac{f(q_i, d) \times (k_1 + 1)}{f(q_i, d) \times (1 - b + b \times \frac{|d|}{avadlen})},$$

where d is the document, Q is the given query, q_i is one of the terms within Q, n is the number of terms within the query, |d| is the length of the document in terms of terms, and avgdlen is the average document length in the text collection from which documents are fetched. k_1 and b are free parameters. Commonly used values for these are $k_1 \in [1.2, 2.0]$ and b = 0.75 [20].

5.3 Term Retrieval Algorithms

5.3.1 Term Co-Occurrence Using Chi-Squared

This concept is only *based* on the concept of mutual information statistics, and uses the Chi-Squared equation for calculation. The classic method compares the probability of observing term x and term y independently. If there is a clear

relation between term x and term y, then the joint probability of both term x and y will be bigger then the probability of finding just term x multiplied by the probability of finding just term y. In other words then, the stronger the relationship between term x and y, the closer the resulting calculation (equation shown below) will be to 0 [5].

$$MI(x,y) = log \frac{P(x,y)}{P(x)P(y)}$$

A suggested alternative to this equation is using an equation called Chi-Squared:

$$Chi - Square_{(x,y)} = \frac{\left(\frac{P(x,y)-1}{|N| \times P(x) \times P(y)}\right)^2}{P(x) \times P(y)},$$

where |N| is the total number of articles, and P(x), P(y) and P(x,y) is the statistical probability that a term x and/or y occurs in a given document, given by

$$P(x) = \frac{|DF_x|}{|N|}$$

$$P(y) = \frac{|DF_y|}{|N|}$$

$$P(x,y) = \frac{|DF_{xy}|}{|N|}$$

where $|DF_n|$ is the number of documents containing at least one case of term n (document frequency), and again, |N| is the total number of articles [6].

If the document frequency of either term x, term y or term x and y is 0, then chi-square would be set to Infinity. The closer a set of terms are to 0, the more feasible it is that they are related to the subject of the articles in the return set. Chi-Squared is a method that quantifies the lack of independence between terms. In other words, pairs of terms getting a high Chi-Squared value are very independent terms and do not relate to each other [16].

A difference in our implementation (compared to the usual implementation of this method), is that we have opted to calculate mutual information on only the return set of articles and not the collection as a whole. This is because, in theory, terms that score well using this approach should be used often together in the articles relating to a specific subject. It can therefore be theorised that these terms also

are related to the subject of a set of articles that should be related to a user's query. To differentiate our implementation of this from the classic approach, we will refer to our approach as CSMI, or Chi-Squared Mutual Information.

5.3.2 Neighbouring Terms

This approach is based on the concept of term co-occurrence within a certain window (i.e. a given maximum distance between the two terms). Only in this case, the window is very narrow. While other approaches perform this kind of analysis on terms that are at most i terms apart in a sentence, this approach only looks at terms that occur together as neighbouring terms. A pair of terms are scored by the following:

$$D_{j} = \{t_{j1}, t_{j2} \dots, t_{j|D_{j}|}\}$$

$$R = \{D_{1}, D_{2}, \dots, D_{|R|}\}$$

$$NT_{x,y} = \sum_{j=1}^{|R|} \sum_{i=1}^{|D_{j}|} t_{ji} \times t_{j(i+1)},$$
where $t_{ji} = \begin{cases} 0 & \text{if } t_{ji} \not\equiv (x) \\ 1 & \text{if } t_{ji} \vec\equiv (x) \end{cases}$
and where $t_{j(i+1)} = \begin{cases} 0 & \text{if } t_{j(i+1)} \not\equiv (y) \\ 1 & \text{if } t_{j(i+1)} \vec\equiv (y) \end{cases}$

where R is the result set containing documents D, and t_j is one specific term within D_j . t_{ji} can become either 0 or 1, depending on whether or not the term it represents exists either as the term x, or for $t_{j(i+1)}$, the term y.

This equation will calculate the number of occurrences a pair of terms has together in a set of documents R. For example, given a set R with

$$D_1 = \{A B C\}$$

$$D_2 = \{B C D\}$$

$$D_3 = \{A D C\}$$

Running NT(B,C) would result in the algorithm first picking up D_1 and first running the first and second term. $t_{1,1} \times t_{1,2} = 0$, because $t_{1,1} = 0$ as it does not

match the given term defined as x (in this iteration "A"), and $t_{1,2} = 0$ as it does not match the given term defined as y (in this iteration "B").

In the next iteration, $t_{1,2} \times t_{1,3} = 1$, because $t_{1,2} = 1$, and $t_{1,3} = 1$, as both terms matches their corresponding term defined as x (in this iteration "B") and y (in this iteration "C"). In the cases where t_{ji} matches term x, but $t_{j(i+1)}$ does not match term y, the result is still 0 as $1 \times 0 = 0$.

The end result is that after iterating through all pairs of terms in all documents in R, we have a value corresponding to the number of times "B C" occurs together.

A weakness in this approach is that pairs such as "A C" would not be calculated and stored, even though they co-appear in the same documents just as much as "B C" does. This is something CSMI takes into account so the question then is whether or not this feature will result in a better result or not.

5.4 Program Build

The system is written using Java. The main reason for this is to easier enable the use of the Apache Lucene search engine [24] which is built on Java.

Figure 1 shows an overview of the system architecture and what components communicate with each other.

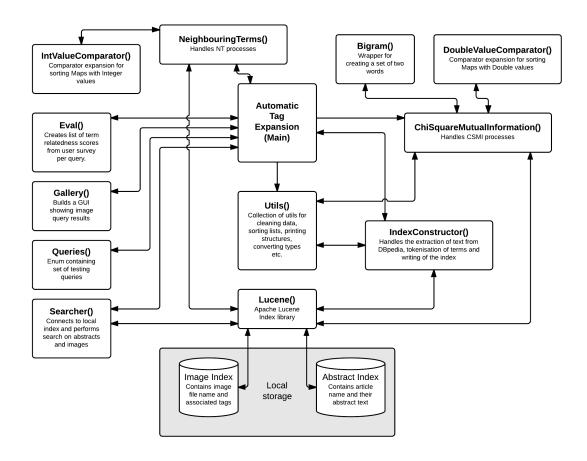


Figure 1: System architecture overview

5.4.1 Building Local Index

Lucene indexing works by taking a document, or a collection of documents, and tokenises the contents. This means it breaks up the terms in the document into single terms based on a specific set of rules. These rules depend on what kind of "analyser" we choose for the job. In this thesis we have chosen to use an analyser called "WhitespaceAnalyzer". A commonly used analyser is the StandardAnalyzer, but using this results in some impractical effects. The StandardAnalyzer breaks down a stream of text into single terms wherever any hyphen, special characters, punctuation, commas, white spaces etc. occur. This is impractical because terms like the ethernet cable standard "CAT6" would be broken down to the term "cat". Obviously, an ethernet cable has nothing to do with the feline species, so we need to avoid this. WhitespaceAnalyzer fixes this by only separating terms

only wherever there is a white space (and typical sentence ending and/or pausing characters like punctuation, comma, exclamation marks etc) [25].

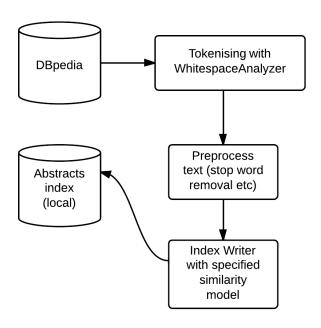


Figure 2: Building the index

The process of building the index is shown in Figure 2. The local index is constructed using data from DBpedia as the document collection. Each article element is fetched from the collection, tokenised using the analyser, and preprocessed with stop word removal and other cleanup processes to remove any non-lexical elements. The dataset contains several instances of HTML-code, metadata tags and other text that do not have any semantic value.

When all text for one article has been processed, a similarity model is selected for the index writer, and the content is written to an index using Lucene. When all articles are processed and added to the index, the index is finalised and stored locally on the computer, ready to be read later on.

The system also creates a second index for the images in the collection and their respective tag set. Each image has their own .txt-file containing a list of tags affiliated with the image. There are, however, some images whose corresponding .txt-file is empty. This is because these images from Flickr simply has not been tagged with anything. This image index is not pre-processed in any way and simply store the image name along with its corresponding tags.

Whenever the program is run, the indexes are loaded into the program. Because of the demanding process of building this index, the indexes are built only once, after which the code to trigger the index building is commented out. Any updates to the index can be simply added by running the builder again, where the contents of the input dataset is completely new. Using a a dataset that contains some of the same elements as the one originally used will result in duplicate elements. There is redundancy check, as this would increase the runtime significantly.

6 Evaluation

In this chapter we present the collections we selected for this thesis. We describe the implementations of CSMI and NT, introduce and describe different evaluation metrics, and present the survey conducted for this thesis. We also present and discuss the evaluation results from testing the different variables previously introduced.

6.1 Experimental Setup

6.1.1 Data Collections

I selected an image collection containing 1 million images. The image collection is based on images from Flickr [26], and is maintained by a group of people calling the collection the "MIRFlickr" [12]. All images are under the Creative Commons license. All images have a corresponding txt-file containing all tags each image has, if any. It is worth noting that, as stated earlier, some of the images has no tags, and their corresponding .txt tag files are empty.

The abstract definitions are fetched from DBpedia.com [22]. This web page offers a wide range of data collections from collections containing only body texts to collections containing just the abstracts, all of which are fetched from Wikipedia [7]. Since we want only a concentrated collection of terms with a high probability of them being relevant to the article, we selected a dataset containing just over 4.000.000 abstracts along with the article name they are fetched from.

6.1.2 Processes of Finding Related Terms

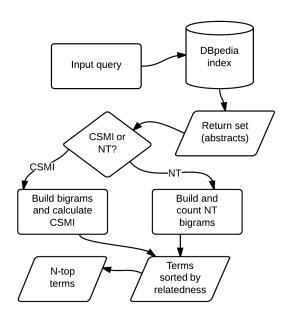


Figure 3: Processes involved in a query

In Figure 3 we present the feature extraction process in our implementation and how the most related terms are found. The figure shows a decision where either CSMI or NT is selected. In other words; the implementation does not run both extraction methods when executed. Each implementation work as follows:

Chi-Square Mutual Information (CSMI): The program collects all terms from the return set in a list. All terms are then counted to obtain their frequency which is then stored in a Map where the keys are the terms, and a given key's corresponding value is the frequency of that term. The Map is then traversed, discarding any term with a frequency below a threshold t.

This discard process is motivated by a couple of reasons: 1: Creating bigrams of every term combination possible often results in a list so large that java heap space cannot handle it and the program crashes. 2: More importantly: As stated by Smrž and Rychlý, research on using approaches like MI (Mutual Information) and Chi-Square for locating related terms have shown that these approaches are not very good for low-frequency entities. It is therefore necessary to drop the low-frequency terms [23].

The processed Map is then used to build bigrams in another Map so that all terms that passed the frequency threshold are paired with all the other terms into bigrams. A bigram is a pair of terms combined into one element of term x and term y. For example, a bigram(x,y) can be "computer network", where x = computer and y = network. All bigrams are then used to calculate their corresponding chi-square value using the return set as document collection.

In the resulting list of bigrams, sorted by their chi-squared value, we find the terms deemed most related to the subject closest to 0. The higher the value, the less statistical chance that the bigrams are related to the subject of the return set.

We then extract the N elements closest to 0 and add them to the original query before using the new and expanded query to search for images.

Neighbouring Terms(NT): The process of locating these pairs is done by looking at all the text from a document in the return set. Every pair of terms are first picked out, sorted alphabetically, and then stored in a HashMap along with an iterator that is increased by one every time another equal (sorted) pair of terms is located. In the end, after going through all documents in the return set, the HashMap is sorted on the values found after counting and the i most reoccurring pairs are selected as expansion terms.

The idea is to count the number of times two terms appear next to each other, regardless of the order they appear in. The reason for alphabetically sorting the order of the pairs is to have one single point of reference in the HashMap. For example, the pair "computer networking" and "networking computer" would be stored as "computer networking" as this is the alphabetical order of the pair. The idea is that when encountering these two terms together, it does not matter what order they are in. If they both occur together quite frequently, it is still very likely that they are related to the subject of whatever the return set is about. Therefore, if one article contains "computer networking" and another contains "networking computer", they would both increase the counter in the HashMap addressed with the key "computer networking".

For example: If the query is "computer", the program will find articles matching this query. The text of these articles is then traversed, building commonly occurring bigrams like "computer program", "computer instructions", "computer network", "cpu instructions" etc. The program will then traverse these bigrams starting from the most common, selecting unique terms. I.e. a term that is already selected is not selected again. The end result would then be a set of terms to be used for query expansion with terms like "computer, program, cpu, instructions, network" etc.

The N most frequently occurring terms are then added to the original query before using the new and expanded query to search for images.

6.2 Evaluation Metrics

In this thesis, a problem of evaluating results is how to determine relevance of retrieval results. All images also contain tags, and the success of a retrieval process can both be measured on the tags contained in each image, and the image's contents. Say for example we perform a search containing the query term "boarding" while thinking of the act of going onto a ship. We then hypothetically get a picture of a skateboarder, a snowboarder, a boarding school and people boarding a ship. All of which contains the tag "boarding". Are then all images related because they contain the tag "boarding", or is only one related because only one is of what we intended to find?

Because the goal is to view the relatedness of images from a query using the expanded query, and because images can be tagged erroneously (either as a result of a mistake, or by the user misunderstanding what a tag may mean) we will in this thesis look at the contents of the images and whether or not they depict something related to the original query.

6.2.1 Precision

Precision is a calculated value that tells us something about how much of the returned result set R is in fact relevant to our search. The value is found by:

$$P_k = \frac{A_k}{(A_k + B_k)},$$

where P_k is the precision value of a search k, A_k is the number of relevant hits in R, and B_k is the number of non-relevant hits in R. The resulting value will be somewhere between 0 and 1, where the closer it is to 1, the better the result is [2].

For example, say we retrieve 10 hits from a collection, where we determine that 6 of the hits are in fact related. Then the precision of this retrieval is $\frac{6}{6+4} = \frac{6}{10} = 0.6$. If we attempted to increase the number of hits from the query to 20, and we this time only found 8 hits, then the new precision would be $\frac{8}{8+12} = \frac{8}{20} = 0.4$. In other words, we found more hits by increasing the size, but because the returned set now contains even more unrelated hits, the precision dropped.

6.2.2 Recall

While precision tells us how relevant the result set from our search was, recall tells us something about to what extent our search found every relevant item possible in the complete collection of documents.

$$R_k = \frac{A_k}{A_k + C_k},$$

where R_k is the recall value of a search k, A_k is the number of relevant hits in R, and C_k is the number of relevant items not in R (i.e. items not found by the search) [2].

Example: Say we know for a fact that for a specific search there are 10 relevant documents in a collection. When we perform a search we recover 7 relevant items. Filling out the equation we get:

$$R_k = \frac{7}{7+3} = \frac{7}{10} = .7$$

Increasing the number of hits retrieved does nothing to the recall value itself, unless the expansion means including more relevant hits.

6.2.3 Precision vs. Recall

Precision vs. recall tends to be a difficult matter. We can increase recall values by including more items in our result set R, but doing so will most likely have a negative impact on precision. Say our collection C contains 10 relevant documents and R is set to a maximum of 10 hits. We perform a search and get 5 of the relevant documents in R. This gives us a precision of 0.5 and a recall of 0.5.

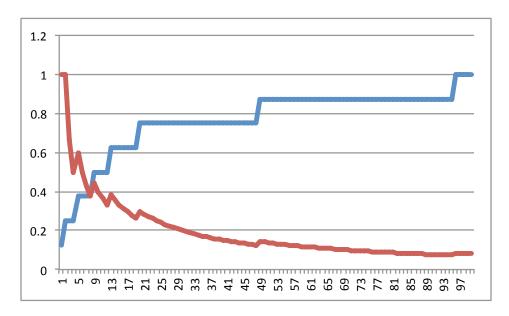


Figure 4: Example of a precision vs recall graph where the X-axis (horizontal line) is sizes of R, and Y-axis (vertical line) is the value. Blue line: recall, red line: precision

Next we try to increase the size of R to 15 and redo our search. We now find 1 more relevant documents, thus increasing recall to 0.6. The problem is that there are now 4 irrelevant documents more in R, which gives us a precision of 0.4 An example of the values of precision and recall as the size of R increases can be seen in Figure 4. (This graph has nothing to do with the data in this thesis. It is merely a demonstration of the precision to recall relationship).

It is theoretically possible to get both a high recall and precision. Say all 10 items in R was all 10 relevant items in C. This would give a scoring value of 1 on both precision and recall. This is however statistically speaking extremely rare, if not impossible.

What would have been best between precision and recall would also depend on the end user. The common web user would prefer to have as many relevant hits in their search results as possible, i.e. a high precision, while people like paralegals and intelligence analysts would prefer a higher recall value [15].

Another issue is calculating recall with a huge collection of documents. Especially when using a pre-assembled one as we are doing in this thesis. The problem boils down to the fact that there is no way of knowing the specific number of relevant hits to a specific search in a collection of 1 million random images and their tags. The only way of calculating the exact recall value for this search would be to

manually look through all images in the entire collection and count hits for any given search. That would entail manually looking through 1 million images for each query performed. This is not a feasible solution. We will come back to this problem later in the thesis.

6.2.4 P@n

P@n is a very simple measurement and is used to show the increase or decrease in precision as the numbers of returned documents increase. Say we return 50 documents from a search. First we calculate P@10 for this set and find that among the first 10 documents in the set of 50, there are 8 relevant documents. Hence P@10 = 8/10 = 0.8, even though the return set is actually 50 documents. In the end we have a list of calculations that show any changes as the size of n increases. For example:

$$P@10 = \frac{8}{10} = 0.8$$

$$P@25 = \frac{16}{25} = 0.64$$

$$P@50 = \frac{30}{50} = 0.6$$

6.2.5 Mean Reciprocal Rank

Mean Reciprocal Rank, or MRR, is a method for giving statistical metrics to a list of searches (amongst other things). The value given after calculating tells us something about to what degree a set of searches gives us a related answer as the first hit. The equation looks as follows:

$$MRR = \frac{1}{|Q|} \sum_{i=1}^{|Q|} \frac{1}{rank_i},$$

where |Q| is the number of queries, and $rank_i$ is at which hit in $query_i$ the first related hit appears [2].

For example, in Table 1 we list a set of queries and their results. We pick out the first related hit and calculate its rank.

Query	Results	First correct	Rank	Reciprocal rank
computer	flower, cpu, ram	cpu	2	1/2
cat	feline, dog, cigar	feline	1	1
football	network, bottle, player	player	3	1/3
food	fish, paper, book	fish	1	1

Table 1: Queries for a MRR calculation

Given this information we could calculate the MRR as $\frac{(1/2+1+1/3+1)}{4} = 0.7$.

This approach does not give any specifics as to what to do if none of the proposed hits are in fact related, or if there are multiple correct answers in the list (which in this thesis is highly probable). In the cases where no proposed hits are related, it is common to simply set MRR to 0. That takes care of the first issue, but regarding the second problem; because this program is highly probable to give search results with more than one related hit per query, a different metric approach may be more useful for this task, like for example MAP [9].

6.2.6 Mean Average Precision

Mean Average Precision, or MAP, is an approach to calculate the average precision for a set of queries given a specific search algorithm.

$$MAP = \frac{\sum_{q=1}^{Q} AP(q)}{|Q|},$$

where Q is the set of queries, |Q| is the number of queries, and AP(q) is the average precision of query q, i.e. the P@n for all values of n summed up and divided by n [2].

For example, a query has P@1=1, P@2=0.6, P@3=0.5, P@4=0.5 and P@5=0.4. AP for this query would then be $\frac{(1+0.6+0.5+0.5+0.4)}{5}=0.6$

The MAP value would then give an average score of a certain algorithm, showing an overall measurement for several different queries where all related hits per query is taken into account. Say we perform 5 queries, each of which has an AP of 0.6, 0.3, 0.5, 0.8 and 0.2. We would then find MAP by $\frac{(0.6+0.3+0.5+0.8+0.2)}{5} = 0.48$

6.2.7 Sampling for Determining Relevance Objectively

One possible solution to the aforementioned problem of determining relevancy, is to create a small subset of images, called a sample, and perform searches on this collection instead of the original collection. By doing this, we must also take into consideration how well the sample may represent the rest of the collection. This is a problem with the concept of precision levels (not to be confused with precision as in precision and recall) and confidence levels.

The confidence level is based on ideas within the Central Limit Theorem. Summed up, this theorem states that for a population that is repeatedly sampled, the average value of the attribute obtained by those samples is equal to the true population value. Furthermore, the values obtained by these samples are distributed normally about the true value. In other words, in a normal distribution, approximately 95% of the sample values will be within two standard deviations of the true population [13].

The precision level is a percentage of a form of accuracy. Roughly speaking we say that the percentage given by the precision level is how sure we can be that our results are close to 95% confidence level. In other words, how much we can trust that our findings represent the complete population, or collection [13].

Typical precision levels are $\pm 3\%$, $\pm 5\%$, $\pm 7\%$ and $\pm 10\%$. For our collection of 1 million images, we would respectively need to create sample sizes of 1 111, 400, 204 and 100 images [13]. Since we would need the most precise numbers to be more or less sure of our results, this would still entail manually traversing over 1000 images for every search performed. Given a test base of 20 queries, that would mean that for this thesis to have a good survey of this nature, the respondents would need to look through and evaluate 1000 images for 20 queries = 20.000 images. This is not a feasible goal given our resources with this thesis.

Fortunately, the majority of searches does not require high recall. Most users require just a few relevant documents as the top hits to their search [2]. With this in mind, and considering the complexity of getting a good base to perform recall analysis on, we will for this thesis put focus on the precision of our search results and not recall.

6.2.8 Survey

It is useful to get an objective view of whether or not tags suggested by the system are in fact related to the query or not. Especially considering that one person's view of relatedness may not be shared by other people. To get a more general and

objective opinion regarding what is related and not, it would be good to get other people's views on the matter.

To accomplish this we conducted a survey. The survey gather data on 20 queries along with the terms suggested by the system for all similarity models. For example, if the query is "computer" and the Vector Space model (hypothetically) suggests "computer, network, process", the Okapi BM25 suggests "computer, cable, code", and the Language Model suggests "computer, key, peripheral", then the participants would see in the survey for the query computer: "computer, network, process, cable, code, key, peripheral". They then rank the terms according to how they feel the terms are related to "computer".

Each respondent can evaluate a term as either "not related", "maybe related" or "definitely related". The three choices are weighted in that order as 0, 0.5 and 1. The score of a term t, for that given query q, is then calculated by

$$Score_{(t,q)} = \frac{1}{n} \sum_{j=1}^{n} S_{(t,j)},$$

where n is the number of respondents and j is the answer of one respondent.

This score can then be used to calculate P@k using the following equation

$$P@k = \frac{1}{k} \sum_{i=1}^{k} Score_{(t,q)},$$

where k is the number from which point we want to calculate precision P for a given query. (I.e. if we want the precision after 5 terms in a result set of 10 hits, k would be 5). This approach is a suggested approach suitable for this kind of surveys regarding precision by Ruocco and Ramampiaro [21].

One problem with performing a survey like this is that it has to be of limited size. We would have liked to collect a survey to more thoroughly check what number of articles would give the best results. We would also have liked to find whether or not searching through titles were in fact superior to searching through abstracts (or vice versa). However, covering all these factors makes for a gigantic survey that would be very time consuming for people to answer. (Roughly 150 terms \times 20 queries \times 3 similarity models \times 2 co-occurrence approaches).

We will hence perform preliminary decisions in regards to what works best based on our own findings and opinions. These findings will be used to limit the number of terms that users will have to form an opinion about in the survey. To begin with, both CSMI as well as NT had 6 different return set sizes and 3 similarity models. It also had different results based on whether we searched DBpedia-titles or abstracts. Each query also returned 20 terms. In other words; 6 sizes \times 3 similarity models \times 20 queries \times 20 resulting terms \times 2 results based on article title and abstract \times 2 methods of finding related terms = 28.800 terms in total. The actual number was severely reduced as duplicates of one term per query was removed. It was however still way too many to efficiently create a survey.

After the preliminary evaluations we had 3 sizes of return sets containing 20 queries, all of which returned 20 terms, but only for results from searching titles. (We will come back to the reasons for selecting only the titles later in this thesis). All these were done both for CSMI as well as NT, summing up to 2.400 terms in total. A number which was also reduced from not including duplicate terms.

The final number after all these steps was still very large per query which is why we decided to split the survey up into lesser parts. This resulted in 8 different surveys. One survey covered 5 queries with half of the suggested terms, another survey had the same 5 queries, but with the remaining suggested terms. This way the surveys would not be considered too large for the respondents. In total, 4 people took each of the 8 surveys, totalling up to 32 respondents.

6.2.9 Sizes of N

The number of articles, or N, returned from querying DBpedia titles is likely to change at least some of the terms selected as related terms. This is a likely outcome because for larger sizes of N there is more text to base the statistics on. However, the more articles that are included, the less likely they are to be directly related to the query. This means that there exists some size of N which may (or may not) be counter productive. In this thesis we will experiment with the sizes 10, 75 and 150.

6.2.10 Tag Ambiguity and Relevance

One problem with determining the precision of the outcomes from this program is that the precision can be evaluated in several ways. One way is to view images retrieved based on the expanded terms and see if the images retrieved are relevant or not. This would give a more "hands on" result that could show that the search was indeed efficient in fetching relevant images. One problem however is the ambiguity of terms. A "ball" could just as easily be a spherical object as it could

be a formal party for example. Say that a query for "prom" returned amongst others the term "ball". Term-wise, this is a relevant term when viewed in context of "prom", but when looking for images of "ball", many of these images could potentially be of a spherical object. The question then is: Is the latter still related to the query?

With this in mind, we have selected a set of queries to perform testing with, where most of the queries are non-ambiguous, but also some that are. The reason for this is to see how the system performs for both ambiguous terms as well as non-ambiguous.

The queries selected to use for testing in this paper are: "Cloud", "cat", "weapon", "school", "police", "fruit", "meat", "telephone", "machine", "computer", "space", "game", "power", "piano", "moon", "screen", "car", "book", "bike" and "soldier".

The ambiguous terms in this set are "space", "power", "screen" and "bike". "Space" can be both the concept of outer space with stars, moon, planets and so on, and space as in for example an empty room. "Power" can be both electricity, as well as the concept of a force or might. "Screen" can be a monitor or a canvas to project images on, and it can be for example a set of curtains on a rack used for example in a doctor's office where a patient can change clothes. Finally there is the term "bike", which can be both a bicycle, and a motorcycle.

6.3 Evaluating results

In this section of the thesis; we will write our evaluations of the different possible variables in our approach to find the best way of automatically expanding tag queries.

6.4 Evaluation of Approaches

6.4.1 Removing Stop Words vs. Not Removing

I experimented with removing stop words from the abstracts fetched from DBpedia. As suggested by Becker, Naaman and Gravano, it is not guaranteed that removing stop words will be beneficial for the search [3]. It depends on the dataset. In Becker, Naaman and Gravano's paper, they argue that short descriptions will likely not contain many stop words at all. That said, the Flickr descriptions are hardly comparable to those of a Wikipedia text. Additionally, current literature agrees

that removing stop words from free text is beneficial for searching. Since Becker, Naaman and Gravano however had found that removing stop words might prove either unnecessary or even give poorer results, we had to test our own data set to be sure.

To conduct our own experiment on this we created a new index in where we did not remove stop words from the abstracts. We also made an index that had no stemming, as well as an index without both stemming and stop word removal. Indexes without stop word removal were - as expected - devastating to the results, regardless of the similarity model used, and regardless of whether or not stemming was present. Any search, regardless of query, resulted in selecting basic stop words as expansion tags.

NT performed slightly better than CSMI without removing stop words, but on an average, the tag precision (based on the number of tags related to the query) was as low as 0.2–0.3.

6.4.2 Stemming vs. Non-Stemming

As stated previously, stemming is known to usually harm precision while benefiting recall. In this thesis we are looking primarily at precision values. Performing queries on a stemmed index, the result sets were still dominated by stop words, regardless of the similarity method. Simply stemming and not removing stop words did not prove a good solution.

When using indexes with both stemming and stop word removal, the results were - as previously found - better than using no stop word removal. The result sets now had more or less only terms with semantic meaning, but they were not on average more closely related to the query than when using only stop word removal. In other words; stemming harmed precision.

The known facts regarding stop words and stemming, in addition to our own findings when implementing, proves that for this thesis the best approach is to perform stop word removal and avoid stemming.

6.4.3 Searching Abstracts vs. Article titles

The indexes consist of documents with two fields: One field for the article title, and one for the abstract (i.e. summary text). Searching through the abstracts vs. searching through the titles also yielded different results.

The results were varied in terms of what terms were selected for expansion, but our subjectively calculated precision of the results showed that the results were on the whole very similar. For example when searching using the BM25-model for 100 articles using the Mutual Information approach, the results are presented in the graph shown in Figure 5.

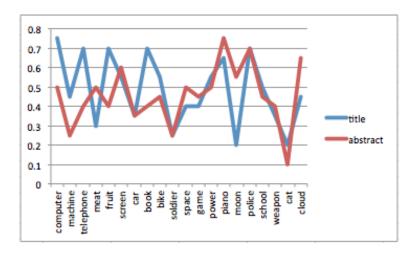


Figure 5: BM25 model, results based on 100 articles (title vs. abstract text).

Some queries had somewhat better results when searching through the wikipedia abstracts, but on the whole it was better to search for titles, allthough only slightly better. For example, on average, the BM25 model with 100 articles performed 0.0275 points better with title search than with abstract search. This was a repeated fact (give or take some difference in performance score) for the other similarity models as well, therefore all searches in the final evaluation are based on title queries.

6.4.4 Sizes of N

On looking into what size of N (i.e. what number of articles in the return set) would be the best, we calculated the average relatedness score (based on the survey results) on all 20 terms resulting from running the program on all queries. Then we compared the average value for all queries on all sizes of N and marked the highest average. Finally, counted up how many times each size of N was on average the best for all queries and summed up the results as seen in Table 2.

Model	7	Vecto	or	BM25			LM			
N	10	75	150	10	75	150	10	75	150	
CS	6	8	6	6	7	7	5	8	7	
NT	5	7	8	5	7	8	5	7	8	
Sum	11	15	14	11	14	15	10	15	15	

Table 2: Number of times different sizes of N gave the best results.

As evident, N=10 did sometimes result in the best results, but were never as good as either N=75 or N=150. As for the matter of N=75 vs. N=150, this approach was inconclusive in terms of one being best for both methods, as they, in terms of total average, performed equally well. With Vector Space model, N=75 was the best size 15 times, with BM25 N=150 was the best size 15 times, and with Language Model, N=75 and N=150 scored a total of 15 times as the best size of N. Looking closer at the individual results for CSMI and NT it was clear that one size was not necessarily the best size for both approaches.

The average relatedness for all queries for N=75 using CSMI was 0.511, and for NT it was 0.547; summing up to a total average of 0.53. The same for N=150 using CSMI was 0.535, and for NT it was 0.532. Calculating an average then gives us:

$$Avg(N_{75}) = \frac{(0.51125 + 0.5471875)}{2} = 0.53$$
$$Avg(N_{150}) = \frac{(0.5346875 + 0.531875)}{2} = 0.533$$

Both results are practically identical. However, when viewing Table 2 we can also see that for CSMI, N=75 performs better than N=150 in both Vector and LM, and as good as N=150 for BM25. For NT, N=150 performs better than N=75 in all similarity models. We will therefore conclude that for CSMI, the optimal size of N is 75, and for NT it is 150.

All relatedness values for all queries and all sizes of N can be found in Appendix A and B.

6.5 Analysis of Vector vs. BM25 vs. LM

This section focuses on the results from performing queries with the program and look into the P@n values for the different similarity models. The precision values here are based as earlier specified on the results of the survey. In other words;

when calculating the precision of any given term, they can have any "relatedness" value ranging from 0 to 1 (i.e. including decimal values in between the two).

6.5.1 Results of Queries Using CSMI

In this section we post the results of performing the set of queries with the program, where CSMI, or Chi-Square Mutual Information is the method of determining what terms are related for a given query. The data posted here are graphs showing how the P@n changes for each similarity model as more and more terms deemed related by the program are included. In other words; the far left of a graph is when only one term is fetched, and as it progresses to the right, more and more, up to a total of 20 terms, are included.

Additionally, for each graph there are four tables that can be found in Appendix C. These tables show the specific numeric P@n values, for n = 1, n = 5, n = 10, n = 15 and n = 20. All three similarity models for the four queries are also given in the tables, as shown in each set of graphs.

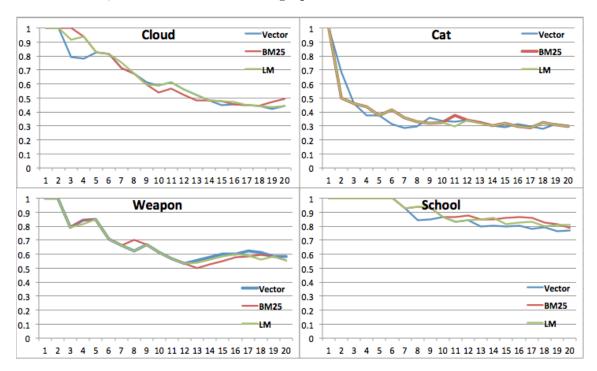


Figure 6: Graph showing the CSMI P@n values as n rises to 20.

In the set of queries shown in Figure 6 we get some varied results. All queries start off with at least one strongly related term, but from there the results start

varying. We see that for "cloud", the BM25 model manages to have more strongly related terms on top a bit longer than any of the other models. The vector model drops at this point, but all models converge later and stay more or less together for the rest of the graph.

The query "cat" is a deviation from what can be viewed as normal in these tests. Almost immediately, the graph plummets down to around 0.4-0.5 and never gets any better. It just drops down, and the graph for all similarity models stay somewhere between 0.3 and 0.4. One reason why our approach does not receive many highly related terms here may be a lack of articles containing "cat" in their titles. Many articles regarding different cat races will likely have the race name as a title and not just "cat". These articles are then not likely to be picked up in the first step when searching for related articles to base the term expansion on.

The term "school" on the other hand is performing very nicely. All similarity models produce strongly related terms for as many as the six first terms, and when they start dropping, they never move far away from relatedness values of 0.8. This may be because articles about schools will usually be titled by the name of the school, and most school names do contain the term "school". (Like "London Central Secondary School", "Woodside High School" and so on). This means that many articles about specific schools will get picked out for CSMI and NT processing. Besides, most of these articles will also talk about students, education and other related topics, making it easy to find related terms.

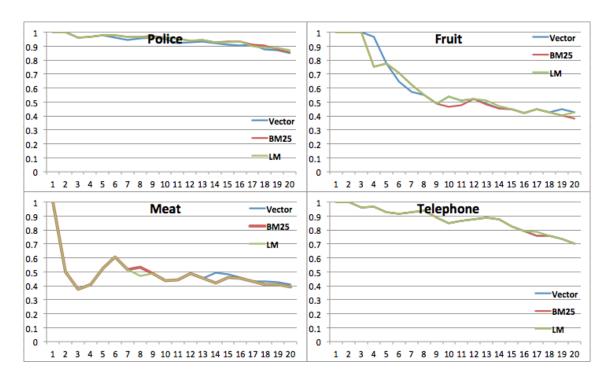


Figure 7: Graph showing the CSMI P@n values as n rises to 20.

In the four queries shown in Figure 7, we see that both queries "police" and "telephone" gives rather good precision values even as n grows larger. Especially so for "police".

"Fruit" has a good beginning, but soon drops down to 0.5, but then evens out and does not drop further down. It can be argued to be one of the queries in this set that keeps more or less to the "norm" for these tests.

"Meat" is the query that performs the more poorly of these four. It almost instantly plummets down to an average of 0.45. While "fruit" comes down to this point as well, it does have several highly related objects as its first hits.

It is somewhat strange that "meat" performs so poorly compared to "fruit". Both are grouping terms that are used to describe a whole range of foods. It may be a bit more difficult to obtain related terms for "meat", simply because it is a grouping term that may not be commonly used as article titles. Since the system is querying titles it is likely not many articles that get hits on the query "meat", as most articles regarding this would likely be more specific. They would likely use more terms like "beef", "pork", "veal" and so on.

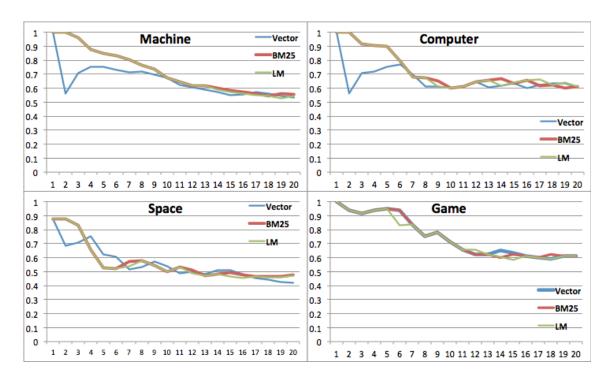


Figure 8: Graph showing the CSMI P@n values as n rises to 20.

In Figure 8 we see four new queries where mostly all of them performs more or less "normally". Notable events are that "space" is performing just a little bit poorer than the rest, while Vector Space similarity takes a dive early on in both queries "machine" and "computer". It ends up performing roughly as well as both BM25 and LM as n rises, but is without a doubt the poorest performer in these cases.

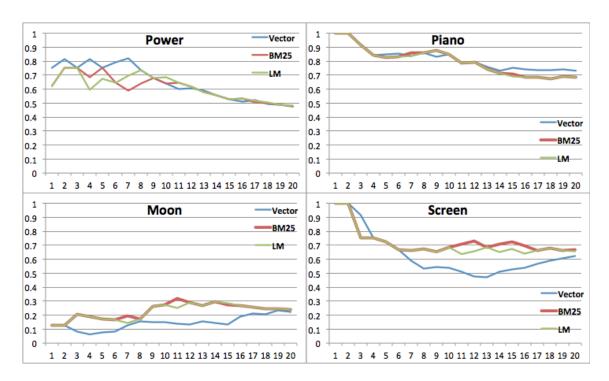


Figure 9: Graph showing the CSMI P@n values as n rises to 20.

In the set of queries shown in Figure 9 we see the first real deviance from what most of the queries show us on average. "Moon" starts off poorly and does perform better as n rises, but never really gets much over 0.3, which is definitively the lowest score of all queries in this test. Again, Vector Space similarity performs on on average worse than the other two almost throughout the entire span. The same can be said for "screen", even though Vector Space does begin at the same scores, and at one point even does better than the other two.

Reasons for why "moon" performs so badly can be hard to explain, but when looking at the terms suggested (presented in Appendix B) we see terms like "united", "states", "america", "released", "album", "record" and "music". "United States of America" is a likely set of terms that appear often. It could easily be because they were the first to land on the moon, and is therefore not that far fetched as a related term. Each of the terms by themselves are however not very related, which is probably why they scored poorly. The remainder of the terms can also be linked to music albums. The moon is often used in album names released by musicians, which have likely become articles in DBpedia which again are picked out as a related hit when searching through the abstracts here.

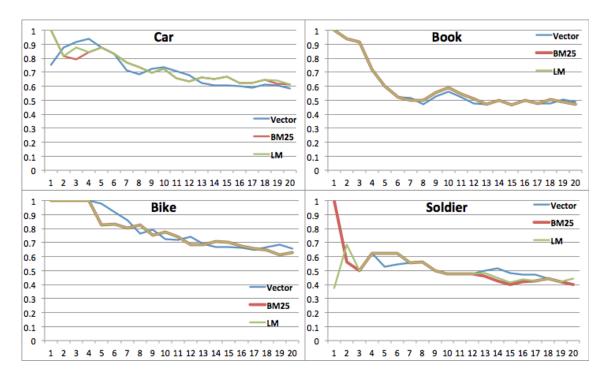


Figure 10: Graph showing the CSMI P@n values as n rises to 20.

In Figure 10 we see another set of terms where both the terms "car" and "bike" perform rather well. "Book" seems to perform well, though not convincing either. "Soldier" however takes a dive quite early on and reaches an average of around 0.55 almost instantly. Again, looking at the terms suggested (see Appendix B), we see a tendency of terms that suggests that articles about musical albums have made it into the set of articles used to extrapolate terms.

6.5.2 Results of Queries Using NT

This section covers the same data as the previous (regarding results of queries using CSMI). Again, the tables showing the specific numeric P@n values can be found in Appendix C.

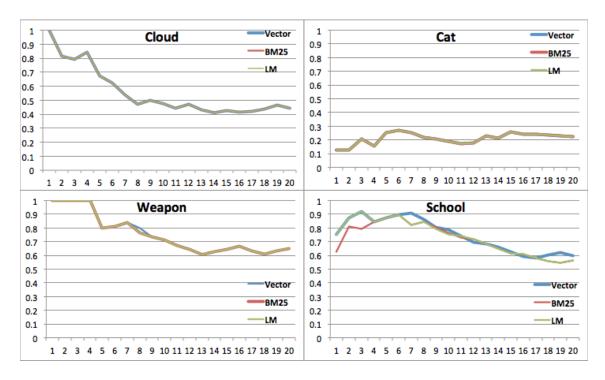


Figure 11: Graph showing the NT P@n values as n rises to 20.

In Figure 11 we can immediately see a difference from the CSMI approach. The most notable change is that the three similarity models seem to perform more or less the same for all queries. Both queries "cloud" and "weapon" perform rather as expected. They start off with strongly related hits and deteriorate as more terms are included.

The query "cat" however performs very poorly. It starts off with rather unrelated terms, and improves somewhat as terms are included, but never goes above 0.3. When looking at terms suggested (see Appendix A) for "cat" we see terms as "hanna", "barbera", "jerry", "produced", "directed", "fred" and "quimby". All of which are strongly related to the cartoon "Tom & Jerry", which is about a cat and a mouse. (Hanna Barbera (William Hanna and Joseph Barbera) and Fred Quimby are considered the creators of the series). Since these terms are related to a film, the terms "produced" and "directed" can also be seen as related to the rest. In other words, many of the terms suggested are in fact related to each other, but are unfortunately not strongly related to the concept of a cat.

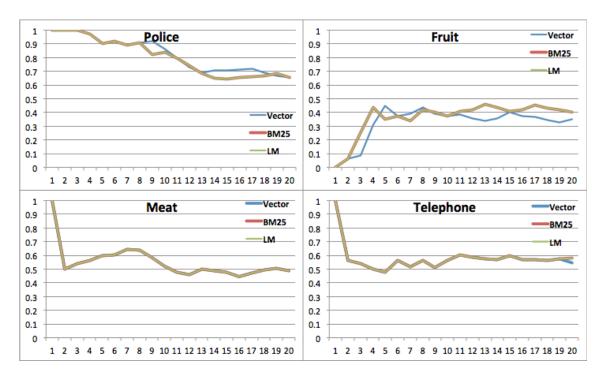


Figure 12: Graph showing the NT P@n values as n rises to 20.

Of all the queries in Figure 12, "fruit" is the one performing the poorest. It is the only query of all performed, both with CSMI as well as NT, where the first hit scores 0 in relatedness. The first suggested term here is "dove", which really has very little to do with fruit. The explanation here is most likely that the term "dove" has made it into this because of the dove variation called "fruit dove". Another term that has 0 relatedness score, but in the right context can be related is "ninja", which combined with "fruit" matches the iOS game "Fruit Ninja". Both of these are included into the base on which we extrapolate terms because their titles contain the term "fruit". Much like "meat" however, most articles about different kinds of fruits do not have "fruit" in the title. They often rather contain the specific name for a certain fruit, like "apple", "banana" and "pear".

"Telephone" and "meat" are both very similar here, giving a rather sudden drop in relatedness already on the second suggested term. After this it manages to stay more or less the same for the remainder of the list of terms. Another interesting event in these two queries is that for almost all numbers of added tags, the results are the same regardless of the similarity model used.

Of the four, "police" is the query performing the best here, with Vector Space performing slightly better than BM25 and LM.

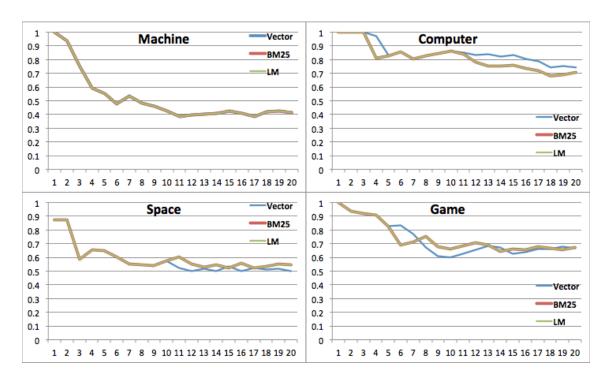


Figure 13: Graph showing the NT P@n values as n rises to 20.

The graph for "computer" in Figure 13 shows a fairly good result, with the Vector Space model averaging as the best result. "Game" in the same figure also performs quite well, though no single similarity model really stands out. Vector Space model breaks from the line formed by BM25 and LM, but on average it is more or less the same.

Of all the terms in this figure, "machine" performs the poorest. That said, it is still better than many of the other terms in this test, averaging at around 0.5. In fact, it is difficult to understand why some of the terms suggested by NT have appeared. Terms like "anaesthetic" and "darwin" seem very far away from the concept of machinery.

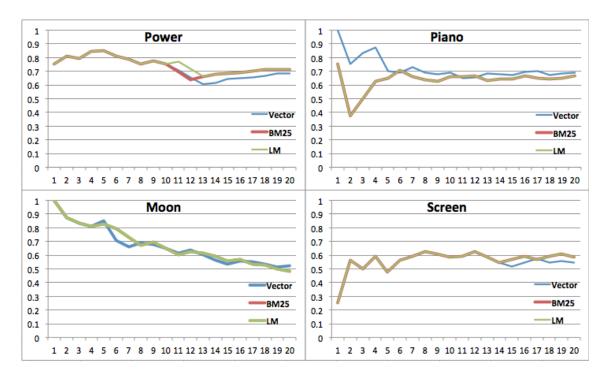


Figure 14: Graph showing the NT P@n values as n rises to 20.

Fig. 14 presents another set of four queries. Here, both "power" and "piano" performs perform fairly similar, however the Vector Space model seems to do much better than the other two similarity models for the query "piano". While the Vector Space model is able to keep most of its terms for "piano" related to a better degree, the other similarity models tend to include terms that are related to music and instruments, but not necessarily a piano. For example terms like "cello" and "violin".

"Screen" is probably the least scoring query of the four here, and starts off quite poorly. It evens out to a result that is not too bad after a few terms, but the poor start pulls the average score down quite a lot. It is rather hard to see how some of the terms are related; like "scottish", "bubble" and "gulf". Others can be seen as related with some context. The term "guild" is the first hit, which scores quite low for obvious reasons. This term has likely made its appearance because of the "Screen Actors Guild". Other terms by themselves are not very related, but joined together with another makes more sense. For example "motion" and "picture" where they individually do not score too well, but would likely score a lot better if they were presented as a whole (ie. "motion picture").

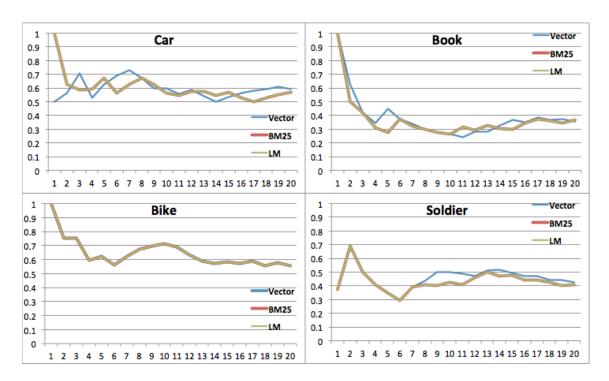


Figure 15: Graph showing the NT P@n values as n rises to 20.

The final set of queries can be seen in Figure 15. Here we see the queries for both "car" and "bike" performing more or less as expected. They start off with strongly related terms, and drop rather quickly down to a rough average of around 0.6 and 0.7. "Book" and "soldier" on the other hand do not perform quite so well. "Book" starts off strongly, but quickly drops to a rather low 0.4 and even 0.3.

"Soldier" starts off weak, then quickly grows before dropping again on the next term. This term too seems riddled with suggested terms that implies that many of the articles fetched are based on text regarding a music album or even a film. Suggested terms like "released", "game", "written", "song", and "buffalo" (likely from "buffalo soldier" by Bob Marley) tells us that this is very likely.

6.5.3 MAPs of CSMI and NT

In Table 3 we count how many times each similarity model has the best (or is tied for the best) value for each query. This means that for any given query, the similarity model with the best AP (Average Precision, all P@n scores summed up and divided by n) gets a point. If two, or even three, similarity models has the same best score, then all two, or three, get a point.

Approach	Vector	BM25	LM
CSMI	7	10	5
NT	12	12	13

Table 3: Times each similarity model has the best AP per query

In the Table 4 we have gathered the calculated MAP values for each similarity model. We see that for CSMI, the best similarity model is the BM25 model (on average), while for NT the best is the Vector Space model (again on average).

Approach	Vector	BM25	LM
CSMI	0.647	0.661	0.659
NT	0.598	0.593	0.594

Table 4: MAP values for CSMI and NT

When viewing Tables 3 and 4 together, we see that BM25 was the best ranking similarity model for CSMI on average. Both in the Table 3, and in Table 4. However, for NT, the results are somewhat unexpected. While Vector Space scored the best in terms of MAP values, it was still tied last as the one with the least number of highest scoring APs for the set of queries. BM25 had the same number of highest scoring APs, but still also ranked at the bottom along with Vector Space. This indicates strongly that while Vector Space may not have been the best in terms of how many times it ranked highest, the times it did so it scored a high enough MAP to still rank on top.

Comparing CSMI's best (BM25) MAP of 0.661 with NT's best (Vector Space) MAP of 0.598 we see that CSMI also performs 0.063 points better. The difference is not remarkably large, but still better. That said, this is likely because of a deviance in difference values from the query "moon" specifically.

In Table 5 we can see the specific AP of each query using NT and CSMI for numerical comparison.

Query	NT (Vector)	CSMI (BM25)	Difference (NT - CSMI)
Cloud	0.555	0.647	-0.092
Cat	0.211	0.385	-0.174
Weapon	0.754	0.671	0.083
School	0.746	0.905	-0.159
Police	0.822	0.946	-0.124
Fruit	0.324	0.591	-0.267
Meat	0.55	0.487	0.063
Telephone	0.577	0.872	-0.295
Machine	0.514	0.717	-0.203
Computer	0.85	0.722	0.128
Space	0.58	0.566	0.014
Game	0.732	0.748	-0.016
Power	0.724	0.609	0.115
Piano	0.721	0.801	-0.08
Moon	0.67	0.23	0.44
Screen	0.55	0.724	-0.174
Car	0.593	0.724	-0.131
Book	0.386	0.589	-0.203
Bike	0.645	0.777	-0.132
Soldier	0.458	0.52	-0.062

Table 5: NT vs CSMI; AP values per query

If we look at the AP values in Table 5 for the query "moon", we see that the AP values for CSMI is 0.23, while NT's AP value is 0.675, giving a difference of 0.440 points. This is a rather significant difference that seem to stand out from the rest of the differences. As a comparison; the biggest difference in CSMI's favour is for "telephone" where CSMI is "only" 0.295 better.

Other queries where NT has a better AP than CSMI (besides "moon") are "weapon", "meat", "computer", "space" and "power". If we look at the cases where NT gives a better result than CSMI we see that they are on average 0.141 better. Vice versa, CSMI has an average value of 0.151 better than NT.

We can view "moon" as a statistical outlier [10], and could potentially ignore it, crediting chance as the main reason why it performed better. Outliers should however not be ignored as they can easily be correct as well [4].

However, even if we include "moon" in the comparison, CSMI does perform better than NT, if only just a little.

In Figure 16 and Figure 17 we see the P@n values for all queries where vector space similarity has been used for NT, and BM25 has been used for CSMI.

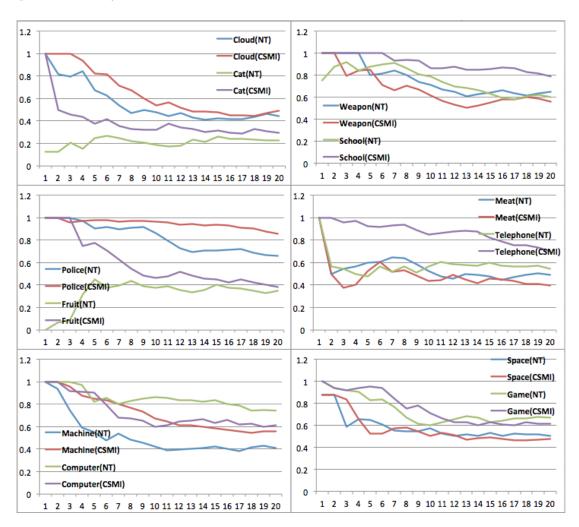


Figure 16: P@n values for queries using NT and CSMI approaches, part 1

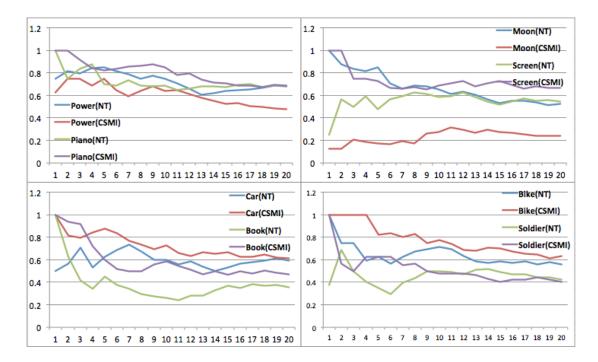


Figure 17: P@n values for queries using NT and CSMI approaches, part 2

These figures do not really tell us much new that was not already apparent, but they do give a good overview of how each query performs compared to the other, using their best case similarity models.

6.5.4 MAP@n: How Many Expansion Terms?

So far in this thesis we have operated with 20 expansion terms. This is not necessary, fruitful nor optimal in a practical solution. It is likely that having too many terms with insufficient relatedness will result in a poorly scoring query. This again may result in a poor image retrieval result. We gathered all AP (average precision) given at points n = 5, n = 10, n = 15 and n = 20, show in Table 6 and 7.

Query	AP@5	AP@10	AP@15	AP@20
Cloud	0.953	0.810	0.708	0.647
Cat	0.554	0.452	0.412	0.385
Weapon	0.897	0.784	0.701	0.671
School	1	0.966	0.930	0.905
Police	0.980	0.975	0.963	0.946
Fruit	0.905	0.735	0.649	0.591
Meat	0.561	0.538	0.510	0.487
Telephone	0.970	0.937	0.913	0.872
Machine	0.937	0.850	0.770	0.717
Computer	0.945	0.812	0.756	0.722
Space	0.753	0.648	0.598	0.566
Game	0.948	0.876	0.793	0.748
Power	0.713	0.676	0.645	0.609
Piano	0.917	0.886	0.840	0.801
Moon	0.164	0.189	0.223	0.230
Screen	0.845	0.756	0.741	0.724
Car	0.865	0.808	0.757	0.724
Book	0.835	0.684	0.622	0.589
Bike	0.965	0.882	0.822	0.777
Soldier	0.663	0.603	0.552	0.519
MAP@n	0.818	0.743	0.695	0.661

Table 6: CSMI; MAP@n values

Query	AP@5	AP@10	AP@15	AP@20
Cloud	0.825	0.673	0.594	0.554
Cat	0.173	0.200	0.203	0.211
Weapon	0.960	0.870	0.792	0.754
School	0.852	0.852	0.795	0.746
Police	0.974	0.936	0.866	0.822
Fruit	0.182	0.288	0.314	0.324
Meat	0.641	0.620	0.573	0.550
Telephone	0.616	0.580	0.582	0.577
Machine	0.766	0.621	0.549	0.514
Computer	0.959	0.899	0.878	0.850
Space	0.728	0.646	0.602	0.580
Game	0.917	0.807	0.755	0.732
Power	0.810	0.792	0.743	0.724
Piano	0.832	0.763	0.732	0.721
Moon	0.874	0.776	0.714	0.669
Screen	0.476	0.536	0.548	0.550
Car	0.585	0.622	0.595	0.593
Book	0.567	0.439	0.392	0.386
Bike	0.744	0.699	0.670	0.645
Soldier	0.464	0.444	0.461	0.458
MAP@n	0.697	0.653	0.618	0.598

Table 7: NT MAP@n values per query

First, when examining the table for CSMI (Table 6), we see the MAP values for query results with 5, 10, 15 and 20 expansion terms. As expected, the MAP values go lower the more expansion terms are included. Because we want a good precision (which can also be viewed as the general relatedness of the expanded terms), while also actually expanding the query, it comes down to a question of using a threshold that includes enough terms to be expansive, and still maintain a certain threshold of relatedness.

Because we do not have the resources to perform a large scale analysis of any image retrieval tests, we have opted to go for expanding queries with 5 terms, which will serve as a demonstration of what a search implementing this solution could work like.

6.6 Image Retrieval Using CSMI and NT

In this section we post some results using CSMI and NT as a searching system for looking for images based on tags. Each query is expanded by 5 extra terms, and returns 10 images and their tags. Tables for each query are presented in Appendix D, where each table show which terms were selected for a given query, a list of the ten retrieved images, whether or not the image is related to the query, and which of the queried tags the image itself is tagged with.

The following graphs are visualisations of these tables.

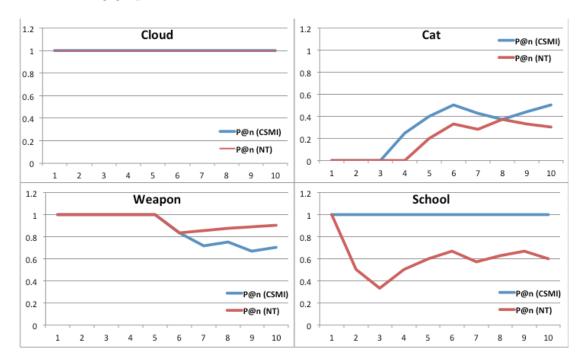


Figure 18: Visual representation of image retrieval queries using CSMI and NT

In the graphs shown in Figure 18 there are some rather diverse results. Both NT and CSMI perform perfectly for the query "Cloud". CSMI also performed perfectly with the query "school", but NT did not manage to find as many related images for that query. If we look at the images returned using NT the images returned did contain the tag "school", but not all images were taken at or of a school. Examples of such images were for example of a spanish sign on an abandoned building, as well as an image of kids on skateboards. The skateboarder image was tagged with "public" and "boarding", both of which can be combined with the term "school" to be about a type of school. The terms themselves are therefore related, but the ambiguity of the individual terms can cause non-relevancies like this.

"Cat" also performed rather poorly. No images of cats were given in the start, but more appeared as more images were included. Both CSMI and NT managed to pick out several images, but CSMI performed marginally better.

The query "weapon" was the only query among the four here which resulted in NT giving better results in the long run, compared to when using CSMI. The relevancy of the results can be debated as some of the images returned for both CSMI and NT were of toy weapons. We chose to define these images as related as they do represent a weapon, even though they are not lethal or harmful. NT returned only one unrelated image, which was tagged "weapons" and "nuclear", but was actually of a child with the peace icon painted on his face. An image clearly from an anti-WMD (Weapons of Mass Destruction) demonstration.

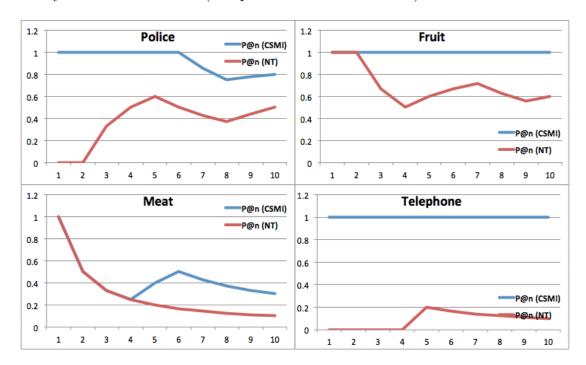


Figure 19: Visual representation of image retrieval queries using CSMI and NT

In Figure 19 we can see that CSMI generally speaking has outperformed NT in all four queries. CSMI perform perfectly for the query "fruit", while NT drops quite fast down to an average of around 0.6. CSMI also performs perfectly for the query "telephone". On this query however, NT performed very poorly with almost no related images. Many of the images were of different numbers on walls, doors and signs, but only one image was actually of a telephone. When looking at the level of relatedness the terms generated for "telephone" by NT, this is not very surprising as it did not score very well on many terms.

For the query "police" CSMI starts off at the top and only yielded a few images unrelated to the query. NT begins at the very bottom, despite the relatedness score of the expanded terms had scored high. This was in our opinion due to peculiar tagging by the user. The first two images were images of the same fire truck (however not a duplicate of the same picture), but was nevertheless tagged "police". Tag-wise it should have been related, but it was not.

"Meat" did not really perform well for any of the approaches. Both NT and CSMI managed to find a related image as the first image, but after this the relevance dropped, where only CSMI managed to pick out more related images later. This query may be a difficult query for any system as many would likely choose to tag an image of meat with something more specific. Something like "beef", "sausage" or even "dinner". None of which were generated as related terms.

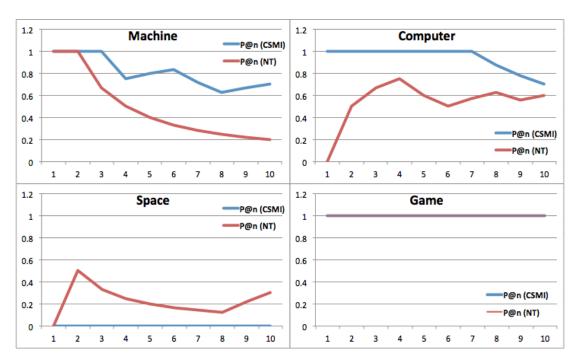


Figure 20: Visual representation of image retrieval queries using CSMI and NT

In Figure 20 there are not many new cases, but one change is for query "space". In this query, NT outperforms CSMI on all accounts. It does not perform very well, but compared to CSMI's average P@ns of 0 throughout the graph, it is far superior.

The query "machine" also has a notable differences, this time in benefit of CSMI. NT drops down and never really recovers after a few images, while CSMI continues

to give related images on and off throughout the returned set of images.

"Computer" performs quite well when using CSMI, but even if NT manages to find several hits, it is pretty much outperformed by CSMI. Largely because of a poor start. The first image given by NT was an old portrait of a lady who, judging from the tags given, was an early mathematician and programmer. Her occupation would therefore be related, but there was nothing in the image directly related to a computer.

It is of course also worth noting that both NT and CSMI performed perfectly for the query "game".

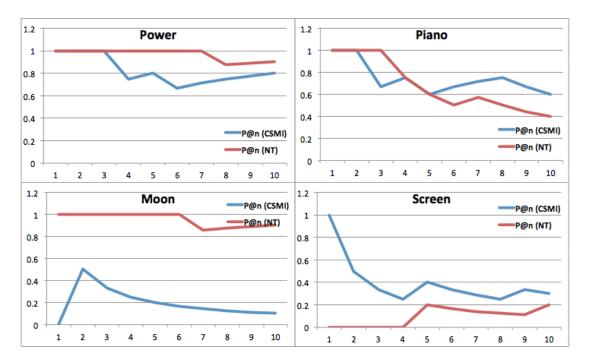


Figure 21: Visual representation of image retrieval queries using CSMI and NT

Figure 21 contains the first and only case of an NT based query completely outperforming CSMI. The query "moon" using CSMI only gives one related image, while with using NT we get an almost perfect result with only one unrelated image. This is also not very surprising judging from the difference in relatedness of the terms generated from NT and CSMI, which was about 0.8 for P@5.

The query "power" performs quite well for both NT and CSMI, but NT still gives more related images. The results for the query "piano" seems to be quite even, though CSMI stays on top the most. "Screen" is the case among the four where

CSMI performs quite better than NT, even though it still drops to a rather low score, averaging at around 0.3.

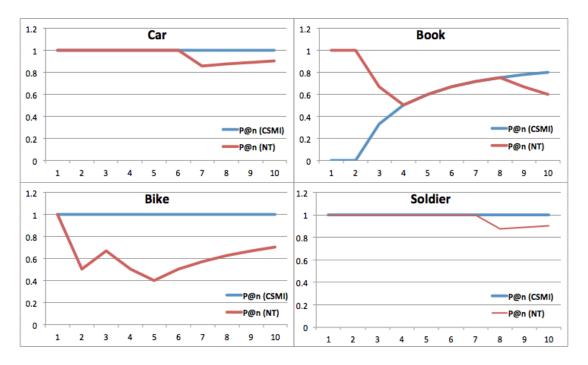


Figure 22: Visual representation of image retrieval queries using CSMI and NT

Of the graphs in Figure 22 the most notable one is "bike", where CSMI performs perfectly, while NT can be said to be unstable, averaging at around 0.6.

Both "car" and "soldier" perform quite well for both CSMI and NT. CSMI performs perfectly for both, while NT's score is stumped just short by one single image. The single unrelated image for "car" was again also an image that could be credited to poor tagging from the photographer. The image was of three girls at a car show. The event at which the photo was taken was in other words related, but because the image was tagged with "car" and "cars" despite not showing any cars, it was catalogued as an unrelated hit.

"Book" starts off very poorly for CSMI, but it continues to give related hits as more images are included and ends up actually outperforming NT despite its head start. The difference is admittedly slight.

When counting the number of relevant images in each of these searches presented in this section, we find the MAP values presented in Table 8.

Approach	MAP
CSMI	0.675
NT	0.585

Table 8: NT vs CSMI; MAP of Image Retrieval requests

We see that, as expected, CSMI performs better than NT. The queries where NT performed better was for "weapon", "space", "moon" and "power". These were also the terms that had better related terms after processing. Some terms are clearly more difficult than others, as is to be expected. All in all, after calculating scores, CSMI stands out as the best approach between the two, even if the difference is small.

6.7 Discussion

Summed up we find that queries for images, using CSMI, give better results than when using NT. There are some of tests resulting in exceptions in the test results, some of which must be said to be significant. One deviated so much it can be viewed as a statistical outlier, but not enough to disturb the overall result.

When viewing the results of using the top 5 generated terms in addition to the query in an image retrieval attempt, we also saw indications that this was again the case. The results from terms extrapolated using CSMI were generally speaking better than for NT with a few exceptions. As expected; in the cases where NT performed better in extrapolating terms, these were also the cases where the image retrieval performed better.

There does not seem to be much correlation between the cases where NT performed better than CSMI. Some queries were clearly more difficult than others, which may be contributed to by several factors. There may be few directly related articles that come up as hits when searching for texts to base the extrapolation on. There are uncertainties as some articles may be a match to the query, but regarding some other context. For example, terms commonly used in titles of music albums and movies, (like "power", "moon", "soldier" and "space"), are sources that seem to disrupt the relevance of the intension of a query.

Another problem that arises is one that seems impossible to solve. Certain images are tagged with terms that seem erroneous. The user tagging the image follows his/her own logic. E.g. "police" providing images of a fire truck). In could be, in the quest for visibility and hits, that users tag their images with a variety of

terms that can make it reach the surface in the sea of images that is the Flickr database.

If we were to redo this thesis we would have done mostly everything the same way as we already did, but would perhaps have looked more thoroughly on certain variables like searching for titles vs. searching for abstracts. We would also have looked more into the problem of evaluating article contents before they are included into the set on which we performed related term extraction.

7 Conclusion

7.1 Summary of the Main Findings and Main Contributions

In this thesis we suggested two approaches (CSMI (Chi-Square Mutual Information) and NT (Neighbouring Terms)) to automatically generate terms that should be related to a given query. The user query would first be used to fetch a set of related documents from DBpedia. The text within these documents would then constitute the base on which CSMI and NT were used. The idea was to automatically define a list of terms that could help in locating images related to a query that would otherwise be overlooked in a tag based image retrieval system.

I evaluated many variables: For one we established what similarity model gave better results. In this analysis we found that for CSMI, the Okapi BM25 performed the most efficient. For NT, the best was the Vector Space model. It is worth noting that both BM25 and vector space only won by slim margins, but they were still the best performers for their respective similarity models.

I also looked into how many articles should constitute the base data set for term extraction. To do this we performed tests with different sizes of sets and found that CSMI worked best with 75 articles, and NT with 150 articles. Again, the differences were small, but still one size performed better than the others.

Another variable we looked into was whether it was best to search based on the title of the articles, or the contents of each article. My subjective analysis of tests on this again showed somewhat small differences, but querying the article titles performed better than querying the abstract texts of the articles.

Our conclusion regarding which approach was better of CSMI and NT: CSMI performed best with Okapi BM25 similarity model, basing the term extraction on the top 75 most relevant articles from DBpedia. NT performed best with

Vector Space similarity, basing the term extraction on the top 150 most relevant articles from DBpedia. Both approaches performed better when querying article titles.

When comparing the relatedness of the terms suggested by CSMI and NT, the MAP values show that, except for one case where NT performed significantly better, and some cases where NT performed somewhat better, CSMI was in general the best approach.

When we later used the best settings for each approach to do image retrieval, we found that the results from evaluating the term extraction was apparent in the image retrieval attempts as well. The queries that resulted in NT giving the most related terms, also resulted in NT giving more related images compared to that of CSMI. This was also the case the other way around. In the end, CSMI scored better on both extracted term relatedness as well as image retrieval precision.

Using the rather simple approaches described in this thesis, particularly using CSMI, we were able to see good results for IR queries that had been expanded by tags with high relatedness. Because it is very common for users of photo collections such as Flickr to tag their images with a wide variety of tags, it is advantageous to be able to include more than one related tag automatically. Our findings in this thesis show us that this is a viable approach that does work.

7.2 Future Work

7.2.1 Ignoring Similar Terms

One implementation that could potentially add to the versatility of term selection would be to ignore terms that are "too similar". For example, when the term "computer" has been selected as an expansion term, then the program could ignore terms like "computers". This would give room in the i most common terms for a different term. There is a risk that doing this could result in bringing a less related term into the set of expansion terms. It could, on the other hand, mean that the set of expansion terms would be more diverse and thus bring a wider set of results back from the search.

For example: Say that i=2, and the two most common terms are "computer" and "computers". By removing the term "computers" the program makes space for the third most common term, which could be "laptop", thereby giving the set of expansion terms more diversity, however still relevant.

To try to get around the problem of too similar terms, one possible implementation

could be to use a *Levenshtein Distance* measurement of terms, also called *edit distance*.

$$lev_{a,b}(i,j) = \begin{cases} max(i,j) & \text{if min(i,j)} = 0, \\ min \begin{cases} lev_{a,b}(i-1,j) + 1 \\ lev_{a,b}(i,j-1) + 1 \\ lev_{a,b}(i-1,j-1) + 1_{(a_i \neq b_j)} \end{cases} & \text{otherwise,} \end{cases}$$

where $1_{(a_i \neq b_j)}$ is the indicator function equal to 0 when $a_i = b_j$ and 1 otherwise [8].

Using this, we could quickly eliminate the occurrence of such similar terms by dropping terms over a certain similarity threshold.

7.2.2 Handling Named Objects and Semantic Ambiguity

The definition database from DBpedia is very extensive. Wikipedia has an article about almost everything, which means that many terms are used in more than one article, and not always about the same thing. This can be both constructive and destructive for the potential efficiency of the system. For example: The term "dog" is a term used in popular culture (film, music, etc). Wikipedia contains specific articles about these things as well, which quickly results in a query set that returns terms like "film", "eat", "release", "band" and "TV". Most people searching for dog will in fact be looking for the animal.

It could be very interesting to create a set of articles about films, music albums etc. that we could use to perform some similarity check on, for example Cosine Similarity, given by

$$CosSim = \frac{\sum_{i=1}^{n} A_i \times B_i}{\sqrt{\sum_{i=1}^{n} (A_i)^2} \times \sqrt{\sum_{i=1}^{n} (A_i)^2}}$$

If we could find that a comparison between an article K and a set of articles about music albums yielded a similarity value over a certain threshold, we could then potentially avoid including these articles into a set of text that should describe something else.

Another problem is that of ambiguity. One term can mean two things, which can result in a selection that is not relevant to what the user had in mind. For example, in an early stage of creating the algorithm for this system we encountered a problem

where the term "deer" resulted in a relevant term "musk". The term is a substance used in perfumes and can be argued to be relevant to "deer", because musk deers are a natural resource for this substance. However, a fairly high number of pictures of street graffiti have also been tagged with "musk", (likely because "musk" is used as a term for "signature" in street graffiti), more or less ruining the precision for searches on the term "deer".

A system for disambiguating terms to exclude terms that are not related *enough* could prove to give better precision.

7.2.3 Wolfram Language & System

3 days prior to this thesis' deadline, Wolfram released a demonstration of their new programming language which is a symbolic language-based system. This system contains a very large amount of processing functions, where output is fetched via a cloud system. One of the functions in this system is called "WordData", and performs a range of automatic term processors. Most common similarity calculations (such as cosine similarity, jaccard and levenschtein distance) are freely available, as well as a function to automatically retrieve broader terms, definitions or even synonyms of a given input [28].

It works by first creating a list of "senses" of the query, for example "fish". This example would return a list of strings, where each string contains the original term, what type of term the term can be viewed as (noun, verb, etc), along with what an alternative sense of the query can be. In this case output would give terms like "aquatic vertebrate", "food", "grab", "search".

Other functions of WordData uses this list in its evaluations. The synonym function takes each of the senses of a term and looks for synonyms for each of them. The previous example of "fish" would tell us that there are no available synonyms for "aquativ vertebrate", "food" or "grab", but would give us "angle" as a synonym for "search". The broader terms function would give a complete list of broader terms for each of the senses of the term. The output would for example tell us that broader terms for "grab" could be "catch", "grab", "take hold of", and for "search" could be; "look for", "search" and "seek".

It is also possible to get inflected forms of a term, so that the input "fish" would again use all senses of the term. The output would tell us that inflected forms of the verb "grab" in the sense of "fish", would be "fished", "fishing" and "fishes".

This seems like a very powerful and fast tool, but it is not yet released for use for the general public. It does however use publicly available data from public knowledge-bases, and performs very similar tasks as the ones we are doing in this thesis. It is very likely that this system can be implemented to perform exactly the tasks performed in this thesis, if not more.

7.2.4 Expanded Descriptions of Objects

I decided on using the abstracts of each article, as opposed to the entire body with the full article texts. This decision was made on the basis that many of the articles were very long. More text could possibly give more precise expansion. However, larger text collections would be less "concentrated" with related terms than the abstracts. It would be interesting to see results based on a much larger dataset per article retrieved.

7.2.5 Thorough Analysis of Image Retrieval

The analysis of the image retrieval in this thesis could be developed further by looking at different results using different numbers of expanded terms from CSMI and/or NT. It would also have been interesting to see if changing the similarity model for the tags as well could give more precise results.

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8 Appendix A: Neighbouring Terms: Relatedness of all terms from all queries for all sizes of N

VECTOR											
10 article	es	_		75 article	es	_		150 articl	es	_	
Cloud		Term	Relatedness	Cloud		Term	Relatedness	Cloud		Term	Relatedness
		solar	0.75			cloud	1			cloud	1
		system	0.25			point	0			computing	0.625
		cosmic	0.625			cirrus	0.75			cirrus	0.75
		rays	0.25			clouds	1			clouds	1
		bunster	0			form	0.375			point	0
		hill	0.25			club	0			form	0.375
		conjunction	0.25			solar	0.75			club	0
		occur	0.375			system	0.25			rats	0
		local	0.375			rats	0			solar	0.75
		supercluster	0.5			peak	0.125			system	0.25
		belt	0.375			actinoform	0.75			peak	0.125
		scattered	0.75			cosmic	0.625			actinoform	0.75
		cloud	1			rays	0.25			produce	0
		project	0.125			liquid	0.75			printing	0.125
		density	0.875			water	1			cosmic	0.625
		size	0.125			produce	0			rays	0.25
		view	0.5			accessory	0			communicati	
		fire	0.125			forcing	0.125			liquid	0.75
		interstellar	0.375			generally	0.125			water	1
	20	medium	0.125		20	cover	0.5		20	accessory	0
			0.4				0.41875				0.44375
Cat		Term	Relatedness	Cat		Term	Relatedness	Cat		Term	Relatedness
		cat	0.875			population	0.375			hanna	0.125
		state	0.125			size	0			joseph	0.125
		born	0.125		-	breed	0.875			population	0.375
		wild	0.75			standard	0		4	size	0
		felis	0.5			effective	0			jerry	0.625
		silvestris	0.375			cat	0.875			short	0.375
		parts	0			prionailurus	0.5			barbera	0.125
	8	world	0.125		8	small	0.375		8	produced	0
		additional	0			wild	0.75		9	harley	0.125
	10	books	0		10	felis	0.5		10	person	0
	11	catus	0.125		11	bay	0		11	directed	0
		bay	0		12	black	0.625			william	0.25
		credits	0		13	created	0.125		13	breed	0.875
		cut	0			cats	1		14	standard	0
		alive	0.875			due	0			cat	0.875
		dead	0.5			south	0			cay	0
		anatomy	0.5		17	similar	0.25			meat	0.25
	18	felids	0.5		18	silvestris	0.375		18	fred	0.125
	19	eventually	0		19	concern	0.125		19	quimby	0.125
	20	pig	0		20	iucn	0		20	trees	0.125
			0.26875				0.3375				0.225
Weapon		Term	Relatedness	Weapon		Term	Relatedness	Weapon		Term	Relatedness
		nuclear	1			explosive	0.875			lethal	1
		weapons	1			weapons	1			weapon	1
		ranged	0.875			nuclear	1			nuclear	1
		anti-submari				assault	1			weapons	1
	5	weapon	1		5	weapon	1		5	bit	0
	6	bomb	1		6	conventional	0.25		6	explosive	0.875
	7	code-named	0.5		7	ranged	0.875		7	assault	1
	8	bombings	1		8	secret	0.25		8	fusion	0.5
	9	japan	0.125		9	melee	0.75		9	secret	0.25
		condensed	0		10	anti-aircraft	1			fission	0.5
		explosives	1			guns	1			conventional	
		test	0.375		12	thermonucle	0.875		12	fissile	0.375
	13	ballistic	0.875		13	ceremonial	0		13	material	0.125
	14	missiles	1		14	improvised	0.25		14	ranged	0.875
	15	amount	0		15	edged	0.75		15	thermonucle	0.875
	16	energy	0.375		16	blunt	0.75		16	military	1
	17	considered	0		17	soviet	0.5		17	symbols	0.125
		deadly	1		18	union	0		18	air	0.25
	18	acadiy				a					
	19	combination	0.125		19	cold	0		19	force	1
	19	•			19				19		1 1 0.65

School	Term	Relatedness	School	Term	Relatedness	School	Term	Relatedness
	1 private	1		1 college	1		1 boarding	0.75
	2 schools	1		2 preparatory	0.625		2 school	1
	3 austrian	0		3 high	0.375		3 college	1
	4 school	1		4 school	1		4 preparatory	0.625
	5 primary	0.875		5 private	1		5 public	1
	6 newlyn	0		6 schools	1		6 schools	1
	7 annales	0.375		7 boarding	0.75		7 private	1
	8 jacques	0		8 junior	0.5		8 junior	0.5
	9 le	0.25		9 ranger	0.125		9 good	0.375
	10 cultural	0.125		10 independent			10 grammar	0.625
	11 history	0.25		11 austrian	0		11 boys	0.25
	12 revel	0		12 boys	0.25		12 girls	0.25
	13 college	1		13 girls	0.25		13 independent	
	14 university	0.75		14 grammar	0.625		14 high	0.375
	15 subjective	0 0.5		15 middle 16 medical	0.375 0.625		15 ibadan	0.125
	16 theory	0.5		17 han	0.625		16 ranger 17 united	0.125 0.375
	17 public 18 economic	0.5		18 porter-gaud	0.5		18 educational	0.575
	19 secondary	0.875		19 colleges	0.5		19 institution	0.875
	20 high	0.375		20 accredited	0.5		20 head	0.873
	20 mgm	0.49375		20 accreance	0.55		20 ficad	0.23
				_				
Police	Term 1 force	Relatedness 1	Police	Term 1 police	Relatedness 1	Police	Term 1 police	Relatedness 1
	2 responsible	0.875		2 service	1		2 service	1
	3 fire	0.125		3 force	1		3 force	1
	4 police	1		4 responsible	0.875		4 responsible	0.875
	5 cleveland	0		5 power	0.75		5 chief	0.625
	6 officers	1		6 local	0.75		6 constable	1
	7 department	1		7 quest	0		7 local	0.75
	8 civic	0.125		8 carried	0.125		8 stations	1
	9 guard	0.5		9 kerala	0.125		9 crime	1
	10 command	0.5		10 mounted	0.25		10 prevention	0.375
	11 units	1		11 prosecutors	0.625		11 england	0.125
	12 slang	0		12 federal	0.5		12 wales	0
	13 terms	0 0.25		13 government	0.75 0.125		13 mounted	0.25 0.875
	14 activity 15 policing	0.875		14 political 15 repression	0.125		14 public 15 safety	0.873
	16 service	1		16 municipal	0.375		16 power	0.75
	17 basic	0		17 station	1		17 services	0.875
	18 called	0.25		18 israel	0.125		18 british	0.125
	19 garda	0.25		19 dead	0.375		19 community	0.25
	20 chemical	0		20 kennedys	0		20 support	0.5
		0.4875		,	0.50625			0.65625
Fruit	Term	Relatedness	Fruit	Term	Relatedness	Fruit	Term	Relatedness
	1 hong	0		1 fruit	1		1 dove	0
	2 kong	0		2 ninja	0.125		2 ptilinopus	0.125
	3 fruit	1		3 preserves	0.75		3 bizarre	0.125
	4 sours	0.75		4 shoot	0.5		4 fruit	1
	5 accessory	0		5 juice	1		5 tree	1
	6 salad	0.75		6 snacks	0.75		6 iucn	0
	7 "False	0		7 tingles	0.25		7 red	0.5
	8 apples	1		8 gems	0.125		8 preserves	0.75
	9 pears	1		9 hong	0		9 list	0
	10 wines	0.875		10 kong	0		10 threatened	0.25
	11 pseudocarp	0		11 dried	1		11 shoot	0.5
	12 cocktail 13 fruits	0.75 1		12 fruits 13 varieties	1 0.625		12 evaluated 13 ninja	0 0.125
	14 include	0		14 air	0.625		13 ninja 14 pie	0.125
	15 bruce	0		15 palaces	0		15 juice	0.023
	16 lee	0		16 roll-ups	0		16 roll-ups	0
	17 bitter	0.875		17 apple	1		17 tingles	0.25
	18 tangerine	0.625		18 orange	1		18 concern	0
	19 cabel	0		19 jams	1		19 islam	0
	20 hall	0 0.43125		20 jellies	0.875		20 snacks	0.75

Meat	Tei	rm	Relatedness	Meat	Term	Relatedness	Meat	Term	Relatedness
	1 me		1		1 meat	1		1 meat	1
	2 pu	ppets	0		2 puppets	0		2 puppets	0
	3 be	ef	1		3 dog	0.25		3 products	0.625
	4 sal	lted	0.75		4 cat	0.375		4 pie	0.625
	5 sta	ates	0		5 method	0.125		5 pies	0.75
	6 uni	ited	0		6 packing	0.625		6 packing	0.625
	7 ari:	zona	0		7 raffle	0.25		7 fresh	0.875
	8 ph	oenix	0		8 slurry	0.125		8 product	0.625
	9 bat	t	0		9 kai	0		9 method	0.125
:	10 hel	II	0	1	0 owen	0.375	:	LO nova	0
:	11 inc	cludes	0	1	1 production	0.75	:	l1 scotia	0
:	12 eat	ten	0.75	1	2 goat	0.875	:	L2 raffle	0.25
:	13 foc	bc	0.875	1	3 dried	0.875		L3 slicer	1
:	14 pro	oduction	0.75	1	4 consumption	n 1	:	L4 cat	0.375
:	15 ho	rse	0.625	1	5 air-dried	0.5	:	L5 alternative	0.25
:	16 sal	lt	0.5	1	6 salted	0.75	:	L6 rock	0
:	17 hai	rd	0.25	1	7 slicer	1	:	L7 goat	0.875
:	18 roc	ck	0	1	8 parts	0.375	:	L8 bone	0.875
:	19 ble	ending	0.25	1	9 world	0	:	L9 meal	0.75
:	20 pui	nk	0	2	0 eating	0.875	:	20 slurry	0.125
			0.3375			0.50625			0.4875
Telephone	. Tei	rm	Relatedness	Telephone	Term	Relatedness	Telephone	Term	Relatedness
•	1 bas		0.25	•	1 mobile	1	•	1 numbering	1
	2 sta	ation	0.625		2 telephone	1		2 plan	0.125
	3 mc	obile	1		3 financial	0.125		3 area	0.5
	4 net	twork	1		4 institution	0		4 codes	0.375
	5 cel	llular	1		5 local	0.375		5 local	0.375
	6 ph	one	1		6 enhanced	0.125		6 telephone	1
	7 cor	rdless	0.875		7 switched	0.125		7 land	0.25
	8 ph	ones	1		8 public	0.375		8 line	0.875
	9 circ	cuit	0.25		9 area	0.5		9 switched	0.125
:	10 tel	ephone	1	1	0 code	0.375	:	LO mobile	1
:	11 exc	changes	0.25	1	1 bell	0.5	:	l1 phone	1
:	12 ma	anual	0.125	1	2 system	0.5		L2 public	0.375
:	13 exc	change	0.25	1	3 potomac	0		L3 bell	0.5
:	14 loc	cal	0.375	1	4 chesapeake	0	:	L4 system	0.5
:	15 cat	bles	0.5	1	5 access	0.5	:	L5 call	1
:	16 tra	insmission	0.5	1	6 pioneer	0.25	:	L6 prefix	0.125
-	17 cor	nnected	0.875		7 field	0.25		L7 central	0.5
		ceiving	0.875		8 telephones	1		L8 office	0.5
	19 hyl		0.25		9 emergency	0.75		L9 model	0.75
	20 bui	ilding	0.125	2	0 base	0.25	:	20 england	0
			0.60625			0.4			0.54375
Machine	Tei	rm	Relatedness	Machine	Term	Relatedness	Machine	Term	Relatedness
	1 ma	achine	1		1 machine	1		1 machine	1
	2 pis	stols	0.375		2 tools	0.875		2 tools	0.875
	3 tra	inslation	0.25		3 iron	0.375		3 iron	0.375
	4 lisp	р	0		4 man	0.125		4 man	0.125
	5 ma	achines	1		5 pistols	0.375		5 pistols	0.375
	6 exp	plosive	0.375		6 translation	0.25		6 darwin	0.125
	7 rou	unds	0.25	•	7 darwin	0.125		7 tool	0.875
	8 pis		0.375		8 adding	0.5		8 anaesthetic	
		tomatic	0.75		9 lisp	0		9 translation	0.25
	10 rifl		0.375		0 machines	1		LO cigarette	0.125
	11 sta		0.375		1 artificial	0.5		L1 joint	0
	12 tim	ne	0.25		2 intelligence	0.5		L2 adding	0.5
	13 ii		0		3 power	0.5		L3 artificial	0.5
	14 fire		0.375		4 rangers	0		L4 intelligence	0.5
	15 nui	mber	0.375		5 knowledge	0.25		L5 models	0.625
:		ates	0	1	6 american	0.125		L6 abstract	0.125
:	16 sta								•
:	16 sta 17 mc	oving	0.375		7 football	0		L7 lisp	
:	16 sta 17 mc 18 pai	oving rts	0.75	1	8 pistol	0.375	;	L8 machines	1
: : :	16 sta 17 mc 18 pai 19 ass	oving rts sembly	0.75 1	1 1	8 pistol 9 flickering	0.375 0.5	;	18 machines 19 output	0 1 0.625
: : :	16 sta 17 mc 18 pai	oving rts sembly	0.75	1 1	8 pistol	0.375	;	L8 machines	1

Computer	r	Term	Relatedness	Computer	Term	Relatedness	Computer	Term	Relatedness
•	1	computer	1		1 desktop	1	-	1 desktop	1
	2	vision	0.25		2 software	1	;	2 software	1
	3	programs	1		3 computer	1	3	3 computer	1
	4	code	1		4 vision	0.25	4	1 systems	0.875
	5	written	0.5		5 programs	1	!	5 vision	0.25
	6	machine	0.875		6 analog	0.5	(5 programs	1
	7	bletchley	0.25		7 computers	1	•	7 analog	0.5
	8	park	0.125		8 world	0.125		3 computers	1
		analog	0.5		9 lab	0.375		9 data	1
	10	computers	1		10 literacy	0.5) processing	1
		application	0.875	=	l1 systems	0.875	1:	1 science	0.75
		software	1		12 program	0.875		2 corporation	0.625
		automated	0.875		13 engineers	0.625		3 access	0.875
		image	0.75		14 data	1		4 information	0.625
		applications	0.875		15 processing	1		5 technology	1
		programmin			16 science	0.75		5 lab	0.375
		computing	1		17 forensics	0.375		7 literacy	0.5
		science	0.75		18 icons	0.875		3 warriors	0
		efficient	0.75	=	19 bletchley	0.25	19	9 program	0.875
	20	evolvable	0.125	2	20 park	0.125	20	o engineers	0.625
			0.725			0.675			0.74375
Space		Term	Relatedness	Space	Term	Relatedness	Space	Term	Relatedness
	1	dual	0.25		1 sample	0	:	l outer	0.875
	2	space	0.875		2 space	0.875	:	2 space	0.875
	3	euclidean	0.375		3 personal	0.625		3 sample	0
	4	banach	0.25		4 dual	0.25	4	1 station	0.875
	5	spaces	0.75		5 outer	0.875	!	5 personal	0.625
	6	arbitrarily	0.25		6 metric	0.5	(5 phase	0.375
	7	close	0.25		7 warfare	0.25	•	7 dual	0.25
	8	cotangent	0.5		8 euclidean	0.375	8	3 topological	0.5
	9	continuous	0.625		9 station	0.875	9	9 vector	0.5
	10	separated	0.125	1	10 spaces	0.75	10) international	0.875
	11	metric	0.5	2	11 topological	0.5	1:	1 tribe	0
	12	topology	0.25	-	12 vector	0.5	17	2 banach	0.25
	13	hilbert	0.25	-	13 probability	0.125	13	3 spaces	0.75
	14	awareness	0.75	-	14 games	0.375	14	4 warfare	0.25
	15	group	0.625	=	15 workshop	0.125	1	5 public	1
	16	defined	0.375	-	16 contractible	0.25	10	5 hardy	0
	17	real	0.625	-	17 homotopy	0.25	1	7 mathematics	0.875
	18	alexandrov	0	-	18 type	0.125	13	3 fundamental	0.375
	19	pavel	0.125	-	19 geodesic	0.125	19	group	0.625
	20	man-kzin	0	2	20 triangle	0.25	20) branches	0.125
			0.3875			0.4			0.5
Game		Term	Relatedness	Game	Term	Relatedness	Game	Term	Relatedness
	1	game	1		1 game	1	:	1 game	1
	2	theory	0.625		2 players	0.875	:	2 players	0.875
	3	card	0.875		3 games	0.875		3 games	0.875
	4	casino	0.875		4 played	0.875	4	1 played	0.875
	5	games	0.875		5 require	0.125	!	5 complete	0.5
	6	person	0.5		6 electronic	0.75	(5 genre	0.875
	7	drinking	0.875		7 ender	0		7 combinatoria	0.375
	8	board	1		8 center	0.5	8	3 tree	0
	9	conclusion	0.375		9 arcade	0.875	(9 require	0.125
	10	rhyme	0.375	=	10 generally	0.25	10) involves	0.5
	11	rules	0.875	3	11 algebraic	0.625	1:	1 role-playing	0.875
	12	genre	0.875	3	12 notation	0.125	1:	2 video	1
	13	computer	1	3	13 role-playing	0.875	13	3 player	1
	14	played	0.875	=	14 video	1	14	4 genie	0.5
	15	arcade	0.875	=	15 chessgames	0.875	1	5 ender	0
	16	traditional	0.75	3	16 opening	0.5	10	6 arcade	0.875
	17	combination	0.75	-	17 perfect	0.375	1	7 board	1
	18	outcomes	0.5	3	18 play	1	18	3 college	0.625
	19	counting-out	0.5	-	19 genre	0.875	19	9 football	1
	20	require	0.125 0.725	2	20 dr	0 0.61875	20) family	0.5 0.66875

	Term	Relatedness	Power	Term	Relatedness	Power	Term	Relatedness
	1 nuclear	1		1 market	0.75		1 electric	0.75
	2 power	0.875		2 power	0.875		2 power	0.875
	3 detector	1		3 vacuum	0.625		3 market	0.75
	4 system	0.625		4 supply	1		4 supply	1
	5 set	0.5		5 series	0.5		5 rating	0.875
	6 love	0.625		6 electric	0.75		6 vacuum	0.625
	7 number-one			7 nominal	0.5		7 transmission	
	8 r&b	0		8 nb	0		8 series	0.5
	9 refers	0.375		9 steering	0.75		9 tools	1
	10 signal	1		10 process	0.5		0 nominal	0.5
	11 averaging	0.375		11 police	0.75		1 optical	0.25
	12 snr	0.25		12 instruction	0.5		2 trios	0.125
	13 electrical	1 0.25		13 set	0.5	_	3 nb	0 0.75
	14 nep	0.25		14 transmission	n 0.625 0.5		.4 motors .5 source	0.75
	15 energy 16 unit	1		15 projection 16 hong	0.5		.5 source .6 international	
	17 powerset	1		17 kong	0.125		.7 relations	0.75
	18 daiichi	0.125		18 tower	0.625		.8 maximum	0.75
	19 expressed	0.625		19 stone	0.023		.9 energy	0.873
	20 units	0.023		20 labour	0		0 stations	0.625
	20 dilits	0.65		20 100001	0.49375	-	o stations	0.68125
Piano	Term	Relatedness	Piano	Term	Relatedness	Piano	Term	Relatedness
Piano	1 piano	Relatedness 1	Plano	1 piano	Relateuness 1	Plano	1 piano	Relateuness 1
	2 tuning	0.875		2 roll	0.5		2 roll	0.5
	3 systems	0.25		3 novelty	0.625		3 grand	1
	4 attic	0.25		4 rolls	0.375		4 minor	1
	5 floor	0.5		5 electric	1		5 op	0
	6 larger	0.25		6 pianos	0.625		6 novelty	0.625
	7 windows	0.125		7 grand	1		7 sonata	1
	8 pianos	0.625		8 chamber	0.625		8 rolls	0.375
	9 tuned	1		9 music	1		9 concerto	0.625
	10 organ	0.75		10 sextet	0.625	1	.0 quintet	0.75
	11 reasons	0		11 digital	0.75	1	1 robert	0.25
	12 rooms	0.25		12 tuning	0.875	1	.2 schumann	0.75
	13 classical	1		13 wind	0	1	.3 electric	1
	14 styles	0.625		14 electronic	0.875	1	4 pianos	0.625
	15 sonatas	0.75		15 played	0.75	1	.5 chamber	0.625
	16 percussive	0.5		16 pianists	0.875		.6 music	1
	17 sound	1		17 playing	1		.7 italian	0.75
	18 noble	0.5		18 quintet	0.75		.8 region	0.25
	19 strings	0.875		19 produced	0.75		.9 strings	0.875
	20 spring	0.375		20 live	0.875	2	0 major	0.75
		0.575			0.74375			0.6875
Moon	Term	Relatedness	Moon	Term	Relatedness	Moon	Term	Relatedness
	1 eclipses	0.875		1 moon	1		1 moon	1
	2 occur	0.625		2 occurs	0.75		2 occurs	0.75
	3 moon	1		3 eclipses	0.875		3 natural	0.75
	4 occurs	0.75		4 occur	0.625		4 satellite	0.75
	5 dark	1		5 blue	0.75		5 full	1
	6 solar	0.875		6 apollo	0.875		6 short	0
	7 system	0.5		7 mission	0.875		7 story	0.375
	8 visible	0.75		8 aka	0		8 eclipses	0.875
	9 sailor	0.375		9 held	0	4	9 occur	0.625
	10 senshi	0.25		10 record	0.375		.0 dean	0.375
	11 eclipse	0.875		11 book	0.375		1 billion	0.25
	12 astronomy 13 fuku	1 0.25		12 written 13 natural	0.125 0.75		.2 years .3 dead	0.875 0.25
	14 hemisphere	0.25		14 satellite	0.75		.3 dead .4 aka	
	•							0 0 125
	15 full	1 0.375		15 exploration	1 0.875		.5 wrasses	0.125
	16 centered	0.375		16 research	0.875		.6 solar	0.875
	17 film	11 675						
	17 film	0.625		17 dark	1 0.25		.7 system 8 bbc	0.5 0.25
	18 industry	0.25		18 term	0.25	1	.8 bbc	0.25
						1 1	-	

Screen		Term	Relatedness	Screen	Term	Relatedness	Screen	Term	Relatedness
	1	rood	0.25		1 bubble	0.125		1 guild	0.25
	2	screens	1		2 screen	1		2 theater	0.875
	3	enlarged	0.625		3 projection	1		3 clear	0.375
		portion	0.375		4 scottish	0		4 view	0.875
		operating	0.5		5 sharing	0.125		5 fire	0
		systems	0.375		6 front	0.125		6 screen	1
		functional	0.5		7 snapshots	0.75		7 motion	0.75
		vision screen	0.75 1		8 ralph	0.125 0		8 picture	0.875
	-	smoke	0		9 staub 10 screens	1		9 operating 10 systems	0.5 0.375
		magnification			11 folding	0.25		11 type	0.625
		techniques	0.125		12 type	0.625		12 projection	1
		choir	0.123		13 film	0.875		13 bubble	0.125
		material	0.125		14 television	1		14 scottish	0
	15	mesh	0.25		15 recall	0.125		15 sharing	0.125
	16	openings	0.25		16 task	0.25		16 computer	1
	17	interest	0.375		17 independen	t 0.125		17 display	1
	18	user	0		18 production	0.5		18 front	0.125
	19	theory	0		19 motion	0.75		19 snapshots	0.75
	20	attached	0		20 picture	0.875		20 gulf	0.25
			0.34375			0.48125			0.54375
Car		Term	Relatedness	Car	Term	Relatedness	Car	Term	Relatedness
		baggage-dor			1 car	1		1 body	0.5
		cars	1		2 type	0.5		2 style	0.625
		cadillac	1		3 drag	1		3 cars	1
		fleetwood	0		4 racing	1		4 include	0
		car	1		5 phone	0.25		5 drag	1 1
		talk amtrak	0.25		6 body	0.5 0.625		6 racing 7 car	1
		received	0.25		7 style 8 automated	0.875		8 phone	0.25
		wheels	0.125		9 vehicles	0.873		9 surfing	0.23
		covered	0.125		10 cars	1		10 energy	0.625
		hoppers	0.123		11 include	0		11 water	0.125
		iron	0.375		12 caution	0.5		12 burning	0.875
	13	range	0.875		13 period	0		13 bait	0
	14	configured	0.5		14 motor	1		14 intended	0
	15	general	0.375		15 combustion	0.75		15 motor	1
		motors	0.875		16 engine	1		16 vehicles	1
		introduced	0		17 cadillac	1		17 rental	0.875
		lancia	0.5		18 fleetwood	0		18 combustion	0.75
		ledged	0.375		19 talk	0		19 engine	1
	20	rudimentum			20 mobile	0.75 0.6375		20 leon	0.25 0.59375
			0.45625			0.0375			0.59375
Book		Term	Relatedness	Book	Term	Relatedness	Book	Term	Relatedness
		book	1		1 book	1		1 book	1
		music	0.25		2 music	0.25		2 music	0.25
		print	0.875		3 review	0.75		3 lungs	0 425
		run	0 135		4 lungs	0 075		4 tokens	0.125
		sense	0.125 0.25		5 print 6 run	0.875 0		5 print	0.875
		tv series	0.25		7 high	0		6 run 7 closure	0.125
		reprinted	0.875		8 school	0.75		8 boldon	0.123
		additional	0.873		9 curse	0.73		9 curse	0.125
		copies	0.625		10 block	0.125		10 building	0.125
		a.m	0		11 books	1		11 high	0
		eastern	0.25		12 curses	0.125		12 school	0.75
	13	bookseller	1		13 sense	0.125		13 block	0.25
	14	art	0.625		14 burning	0.25		14 books	1
	15	form	0.125		15 collecting	0.5		15 series	0.875
		publisher	1		16 series	0.875		16 date	0.125
		time	0.125		17 cover	1		17 published	0.875
		called	0		18 considered	0		18 sense	0.125
		towns	0		19 elected	0.125		19 collecting	0.5
	20	books	0.45625		20 artists	0.25		20 born	0 25625
			0.45625			0.4125			0.35625

Bike	Term	Relatedness	Bike	Term	Relatedness	Bike	Term	Relatedness
	1 star	0		1 bike	1	1	bike	1
	2 wars	0		2 trail	1	2	! park	0.5
	3 bike	1		3 star	0	3	path	0.75
	4 ms	0		4 wars	0	4	week	0.125
	5 society	0.25		5 bus	0.375	5	paths	0.75
	6 power	0.375		6 build	0	6	bar 💮	0.25
	7 speed	0.75		7 racing	0.875	7	' bikes	1
	8 multiple	0.25		8 paths	0.75	8	trail	1
	9 sclerosis	0.125		9 affordable	0.875	9	racing	0.875
	10 friday	0		10 housing	0	10) motorcycle	0.875
	11 drive	0.625		11 ms	0	11	rally	0.5
	12 train	0.375		12 arcata	0	12	! star	0
	13 events	0.125		13 club	0		wars	0
	14 organized	0		14 head	0.125		train	0.375
	15 logging	0		15 tube	0.5		road	0.75
	16 roads	0.625		16 shop	0.625		bus	0.375
	17 acceleration	0.75		17 path	0.75		' ride	0.875
	18 braking	1		18 society	0.25		B build	0
	19 frame	0.25		19 philly	0) bicycle	1
	20 large	0.125		20 creative	0	20) sharing	0.125
		0.33125			0.35625			0.33125
Soldier	Term	Relatedness	Soldier	Term	Relatedness	Soldier	Term	Relatedness
Soldier	Term 1 cavalry	Relatedness 1	Soldier	Term 1 lone	Relatedness 0.375		Term Ione	Relatedness 0.375
Soldier		1 0.875	Soldier		0.375 1	1		0.375
Soldier	1 cavalry	1 0.875 1	Soldier	1 lone 2 soldiers 3 soldier	0.375 1 1	1 2 3	lone soldiers game	0.375 1 0.125
Soldier	1 cavalry 2 regiment	1 0.875	Soldier	1 lone 2 soldiers	0.375 1	1 2 3	lone soldiers	0.375 1
Soldier	1 cavalry 2 regiment 3 infantry	1 0.875 1	Soldier	1 lone 2 soldiers 3 soldier	0.375 1 1	1 2 3 4	lone soldiers game	0.375 1 0.125 0.125 0.125
Soldier	1 cavalry 2 regiment 3 infantry 4 glen	1 0.875 1 0.125 0.125	Soldier	1 lone 2 soldiers 3 soldier 4 action	0.375 1 1 0.5 0.375 0.25	1 2 3 4 5	lone soldiers game released song	0.375 1 0.125 0.125 0.125
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments	1 0.875 1 0.125 0.125 0.125 0.625	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures	0.375 1 1 0.5 0.375 0.25 0.125	1 2 3 4 5 6	lone soldiers game released song written	0.375 1 0.125 0.125 0.125 0
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer	1 0.875 1 0.125 0.125 0.125 0.625	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good	0.375 1 1 0.5 0.375 0.25	1 2 3 4 5 6	lone soldiers game released song	0.375 1 0.125 0.125 0.125 0
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments	1 0.875 1 0.125 0.125 0.125 0.625	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century	0.375 1 1 0.5 0.375 0.25 0.125	1 2 3 4 5 6 7 8	lone soldiers game released song written	0.375 1 0.125 0.125 0.125 0 1 0.75
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr	1 0.875 1 0.125 0.125 0.125 0.625 0.125	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys	0.375 1 1 0.5 0.375 0.25 0.125 0.5	1 2 3 4 5 6 7 8 9	lone soldiers game released song written soldier scivil	0.375 1 0.125 0.125 0.125
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam	0.375 1 1 0.5 0.375 0.25 0.125 0.5 1 1	1 2 3 4 5 6 7 8 9	lone lone lone lone lone lone lone lone	0.375 1 0.125 0.125 0.125 0.125 1 0.75 1 0.5
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war	0.375 1 1 0.5 0.375 0.25 0.125 0.5 1	1 2 3 4 5 6 7 8 9	lone soldiers game released song written soldier civil	0.375 1 0.125 0.125 0.125 0 1 0.75 1
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0 0 0	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military	0.375 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75	1 2 3 4 5 6 7 8 9 10 11 12 13	lone soldiers game released song written soldier civil war action figures good	0.375 1 0.125 0.125 0.125 0 1 0.75 1 0.5 0.375
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo 14 soldiers	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0 0 0	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military 12 personnel	0.375 1 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75	1 2 3 4 5 6 7 8 9 10 11 12 13	lone soldiers game released song written soldier civil war action figures	0.375 1 0.125 0.125 0.125 0.125 1 0.75 1 0.5 0.375
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo 14 soldiers 15 dead	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0.0125 0.0125 1 0.75	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military 12 personnel 13 cavalry 14 regiment 15 set	0.375 1 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75 1 0.875 0	1 2 3 4 5 6 7 8 9 10 11 12 13	lone soldiers game released song written soldier civil war action figures good vietnam film starring	0.375 1 0.125 0.125 0.125 0 1 0.75 1 0.55 0.375 0.25 1 0.625
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0.125 0.125 0 0 0 0.125 1 0.75	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world	0.375 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75 1 0.875 0	1 2 3 4 5 6 7 8 9 10 11 12 13	lone soldiers game released song written soldier civil war action figures good vietnam film	0.375 1 0.125 0.125 0.125 0 1 0.75 1 0.55 0.375 0.25 1 0.625 0.125
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez 17 army	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0 0 0 0.125 1 0.75 0 1	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world 17 buffalo	0.375 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75 1 0.875 0 0.375 0.375	1 2 3 4 5 6 7 8 9 10 11 12 13 14	lone soldiers game released song written soldier civil war action figures good vietnam film starring	0.375 1 0.125 0.125 0.125 0 1 0.75 1 0.5 0.375 0.25 1 0.625 0.125 0.125
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez 17 army 18 domestic	1 0.875 1 0.125 0.125 0.625 0.125 0.025 0.125 0 0 0 0 0.125 1 0.75 0 1	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world 17 buffalo 18 korean	0.375 1 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75 1 0.875 0 0.375 0.125 0.375	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	lone lone lone lone lone lone lone lone	0.375 1 0.125 0.125 0.125 0.125 0 1 0.75 1 0.5 0.375 0.25 0.125 0.125 0.125
Soldier	1 cavalry 2 regiment 3 infantry 4 glen 5 matlock 6 african-amer 7 regiments 8 cross-countr 9 skiing 10 fictional 11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez 17 army	1 0.875 1 0.125 0.125 0.125 0.625 0.125 0.125 0 0 0 0.125 1 0.75 0 1	Soldier	1 lone 2 soldiers 3 soldier 4 action 5 figures 6 good 7 century 8 toys 9 vietnam 10 war 11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world 17 buffalo	0.375 1 0.5 0.375 0.25 0.125 0.5 1 1 0.75 1 0.875 0 0.375 0.375	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	lone soldiers game released song written soldier civil war action figures good vietnam film starring century	0.375 1 0.125 0.125 0.125 0 1 0.75 1 0.55 0.375 0.25 1 0.625 0.125

BM25											
10 article	es			75 article	es			150 articl	es		
Cloud		Term	Relatedness	Cloud		Term	Relatedness	Cloud		Term	Relatedness
		solar	0.75			cloud	1			cloud	1
		system	0.25			point	0			computing	0.625
		cosmic	0.625			cirrus	0.75			cirrus	0.75
		rays	0.25			clouds	1			clouds	1
		bunster	0			form	0.375			point	0
		hill	0.25			solar	0.75			form	0.375
	7	conjunction	0.25		7	system	0.25		7	club	0
	8	occur	0.375		8	peak	0.125		8	rats	0
	9	local	0.375		9	actinoform	0.75		9	solar	0.75
	10	supercluster	0.5		10	cosmic	0.625		10	system	0.25
	11	belt	0.375		11	rays	0.25		11	peak	0.125
	12	scattered	0.75		12	liquid	0.75		12	actinoform	0.75
	13	cloud	1		13	water	1		13	produce	0
	14	project	0.125		14	produce	0		14	printing	0.125
	15	density	0.875		15	accessory	0		15	cosmic	0.625
	16	size	0.125		16	forcing	0.125		16	rays	0.25
	17	view	0.5		17	generally	0.125		17	communicati	i 0.5
	18	fire	0.125		18	cover	0.5		18	liquid	0.75
	19	interstellar	0.375		19	forms	0.5		19	water	1
	20	medium	0.125		20	fantasy	0.25		20	accessory	0
			0.4			•	0.45625				0.44375
Cat		Term	Relatedness	Cat		Term	Relatedness	Cat		Term	Relatedness
	1	cat	0.875		1	population	0.375		1	hanna	0.125
	2	state	0.125		2	size	0		2	joseph	0.125
	3	felis	0.5		3	breed	0.875		3	population	0.375
	4	silvestris	0.375		4	standard	0		4	size	0
	5	added	0		5	effective	0		5	jerry	0.625
	6	manufacture	0		6	cat	0.875		6	short	0.375
	7	species	1		7	prionailurus	0.5		7	barbera	0.125
	8	additional	0		8	small	0.375		8	produced	0
	9	books	0		9	wild	0.75		9	harley	0.125
	10	catus	0.125		10	felis	0.5		10	person	0
	11	alive	0.875		11	bay	0			directed	0
	12	dead	0.5		12	black	0.625		12	william	0.25
		harry	0.125			created	0.125		13	breed	0.875
		robert	0			cats	1			standard	0
		anatomy	0.5			due	0			cat	0.875
		felids	0.5			south	0			cay	0
		central	0			similar	0.25			meat	0.25
		regions	0			silvestris	0.375			fred	0.125
		fink	0			concern	0.125			quimby	0.125
		julian	0.125			iucn	0.125			trees	0.125
		junum	0.28125			iden	0.3375		_0	trees	0.225
Weapon		Term	Relatedness	Weapon		Term	Relatedness	Weapon		Term	Relatedness
•		nuclear	1	•	1	explosive	0.875	•	1	lethal	1
	2	weapons	1			weapons	1		2	weapon	1
		ranged	0.875			nuclear	1			nuclear	1
		anti-submari				assault	1			weapons	1
		weapon	1			weapon	1			bit	0
		bomb	1			conventional				explosive	0.875
		code-named	0.5			ranged	0.875			assault	0.073
		bombings	0.5			secret	0.875			secret	0.25
		•	0.125			melee	0.23			fusion	0.23
		japan condensed	0.123			anti-aircraft	0.73			fission	0.5
										conventional	
		explosives	1			guns	1 0.875			fissile	
		test	0.375			thermonucle					0.375
		ballistic	0.875			ceremonial	0			material	0.125
		missiles	1			improvised	0.25			ranged	0.875
		amount	0			edged	0.75			thermonucle	
		energy	0.375			blunt	0.75			military	0.125
		considered	0			soviet	0.5			symbols	0.125
		deadly	1			union	0			air	0.25
	10	combination	0.125		19	cold	0		19	force	1
		£::-	o =		~~		0.40-		20		
		fission	0.5 0.6375		20	refer	0.125 0.6125		20	rifle	0.65

School	Term	Relatedness	School	Term	Relatedness	School	Term	Relatedness
	1 preparato	ory 0.625		1 junior	0.5	:	L preparatory	0.625
	2 school	1		2 school	1		2 school	1
	3 junior	0.5		3 preparatory	0.625	3	3 boarding	0.75
	4 private	1		4 high	0.375	4	1 college	1
	5 schools	1		5 college	1	į	5 private	1
	6 austrian	0		6 private	1	(schools	1
	7 grammar	0.625		7 schools	1		7 middle	0.375
	8 newlyn	0		8 independent			3 public	1
	9 annales	0.375		9 austrian	0) junior	0.5
	10 jacques	0		0 boarding	0.75) high	0.375
	11 le	0.25		1 middle	0.375		l good	0.375
	12 cultural	0.125		2 medical	0.625		2 grammar	0.625
	13 history	0.25		3 han	0		3 boys	0.25
	14 revel	0		4 porter-gaud	0.5		1 girls	0.25
	15 college	1		5 academy	1		5 ibadan	0.125
	16 university			6 status	0.125		5 prep	0.5
	17 subjective			7 men	0		7 day	0.125
	18 theory	0.5		8 women	0		3 ranger	0.125
	19 economic			9 sixth	0.25		9 united	0.375
	20 boarding	0.75	2	0 grammar	0.625	20) coeducation	
		0.4625			0.5125			0.5625
Police	Term	Relatedness	Police	Term	Relatedness	Police	Term	Relatedness
	1 police	1		1 police	1	:	L police	1
	2 service	1		2 service	1	2	2 service	1
	3 fire	0.125		3 force	1	3	3 force	1
	4 response	0.25		4 responsible	0.875	4	1 responsible	0.875
	5 unit	0.75		5 power	0.75		5 chief	0.625
	6 separate	0.25		6 local	0.75		5 constable	1
	7 units	1		7 quest	0		7 local	0.75
	8 civic	0.125		8 carried	0.125		3 stations	1
	9 guard	0.5		9 kerala	0.125		administratio	
	10 australiar			0 british	0.125) crime	1
	11 state	1		1 prosecutors	0.625		1 prevention	0.375
	12 slang	0		2 rescue	0.375		2 england	0.125
	13 terms	0		3 federal	0.5		3 wales	0
	14 activity	0.25		4 government	0.75		1 mounted	0.25
	15 policing 16 called	0.875 0.25		5 matlock	0.25 0.25		5 national	0.5 0.875
		0.25		6 mounted	0.125		5 public 7 safety	0.875
	17 garda 18 situations			7 political			B power	0.75
	19 variety	0.25		8 repression 9 municipal	0.375 0.375		s power 3 station	0.75
	20 coordinat			0 station	0.373) british	0.125
	20 0001411141	0.40625	2	o station	0.51875	20	, priciali	0.65625
Fruit	Term	Relatedness	Fruit	Term	Relatedness	Fruit	Term	Relatedness
	1 hong	0		1 fruit	1		L dove	0
	2 kong	0		2 ninja	0.125		2 ptilinopus	0.125
	3 dried	1		3 preserves	0.75		3 subtropical	0.625
	4 fruits	1		4 shoot	0.5		1 tropical	1
	5 fruit	1		5 juice	1		5 columbidae	0
	6 sours	0.75		6 tingles	0.25		family	0.5
	7 apples	1		7 gems	0.125		7 bizarre	0.125
	8 pears	1		8 hong	0		3 fruit	1
	9 accessory			9 kong	0) habitat	0.25
	10 salad	0.75		0 dried	1) loss	0.125
	11 FALSE	0 rp 0		1 fruits	1 0.625		1 preserves 2 shoot	0.75
	12 pseudoca 13 cocktail	rp 0 0.75		2 varieties 3 air	0.625		z snoot 3 tree	0.5
	14 include	0.75		4 palaces	0		1 ninja	0.125
	15 bruce	0		5 roll-ups	0		illija 5 bird	0.125
	16 lee	0		6 jams	1		5 pie	0.625
		0.875		7 jellies	0.875		7 juice	0.023
	17 bitter				0.070	1.	,	_
	17 bitter 18 tangerine			-		18	3 roll-ups	0
	17 bitter 18 tangerine 19 cabel		1	8 spring 9 water	0.625 0.125		roll-ups tingles	0 0.25
	18 tangerine	0.625	1 1	8 spring	0.625	19		

Meat	Term	Relatedness	Meat	Term	Relatedness	Meat	Term	Relatedness
	meat	1		meat	1		meat	1
2	puppets	0	2	puppets	0	2	puppets	0
3	products	0.625	3	dog	0.25	3	products	0.625
4	beef	1	4	cat	0.375	4	pie	0.625
5	salted	0.75	5	method	0.125	5	pies	0.75
6	states	0	6	packing	0.625	6	packing	0.625
7	united	0	7	raffle	0.25	7	fresh	0.875
8	arizona	0	8	slurry	0.125	8	product	0.625
9	phoenix	0	9	kai	0	9	method	0.125
10	bat	0	10	owen	0.375	10	nova	0
11	hell	0	11	production	0.75	11	scotia	0
12	includes	0	12	goat	0.875	12	raffle	0.25
13	cuts	0.625	13	dried	0.875	13	slicer	1
14	eaten	0.75	14	consumption	1	14	cat	0.375
15	food	0.875	15	air-dried	0.5	15	alternative	0.25
16	production	0.75	16	salted	0.75	16	rock	0
17	horse	0.625	17	slicer	1	17	goat	0.875
18	salt	0.5	18	parts	0.375	18	bone	0.875
19	hard	0.25	19	world	0	19	meal	0.75
20	rock	0	20	eating	0.875	20	slurry	0.125
		0.3875		J	0.50625		•	0.4875
Telephone	Term	Relatedness	Telephone	Term	Relatedness	Telephone	Term	Relatedness
•	cellular	1	•	mobile	1	. 1	numbering	1
2	phone	1	2	telephone	1	2	plan	0.125
3	circuit	0.25	3	financial	0.125	3	area	0.5
4	telephone	1	4	institution	0	4	codes	0.375
5	exchanges	0.25	5	local	0.375	5	local	0.375
6	manual	0.125	6	enhanced	0.125	6	telephone	1
7	mobile	1	7	switched	0.125	7	land	0.25
8	network	1	8	public	0.375	8	line	0.875
9	exchange	0.25	9	area	0.5	9	switched	0.125
	local	0.375	10	code	0.375	10	mobile	1
	cables	0.5	11	bell	0.5		phone	1
12	transmission	0.5	12	system	0.5		public	0.375
13	connected	0.875		potomac	0		bell	0.5
14	receiving	0.875		chesapeake	0		system	0.5
	hybrid	0.25		access	0.5		call	1
16	building	0.125	16	pioneer	0.25	16	prefix	0.125
17	' wires	0.625	17	field	0.25	17	central	0.5
18	converts	0.125	18	telephones	1	18	office	0.5
19	sound	0.625		emergency	0.75	19	emergency	0.75
	directory	0		base	0.25		services	0.75
	,	0.5375			0.4			0.58125
Machine	Term	Relatedness	Machine	Term	Relatedness	Machine	Term	Relatedness
	machine	1		machine	1		machine	1
	pistols	0.375		tools	0.875		tools	0.875
	translation	0.25		iron	0.375		iron	0.375
	lisp	0		man	0.125		man	0.125
	machines	1		pistols	0.375		pistols	0.375
	explosive	0.375		translation	0.25		darwin	0.125
	rounds	0.25		darwin	0.125		tool	0.875
	pistol	0.375		adding	0.125		anaesthetic	0.125
	automatic	0.373		lisp	0.5		translation	0.123
	rifle	0.375		machines	1		cigarette	0.125
	state	0.375		output	0.625		joint	0.123
	time	0.373		artificial	0.023		adding	0.5
13		0.23		intelligence	0.5		artificial	0.5
	firearm	0.375		values	0.125		intelligence	0.5
	number	0.375		current	0.125		models	0.625
	states	0.375		state	0.25		abstract	0.625
	moving	0.375		power	0.5		lisp	0
	parts	0.75		rangers	0 25		machines	0.625
	assembly	1		knowledge	0.25		output	0.625
20	code	0.5	20	american	0.125	20	values	0.125
		0.4375			0.39375			0.4125

Compute		Term	Relatedness	Computer		Term	Relatedne		Computer		Term	Relatedness
		computer	1			desktop		1			desktop	1
		vision	0.25			software		1			software	1
		programs	1			computer		1			computer	1
		code	1			vision	0.	25			vision	0.25
		written	0.5			programs		1			systems	0.875
		machine bletchley	0.875 0.25			analog	· ·).5 1			programs	0.5
		,	0.25			computers world	0.1				analog	0.5
		park analog	0.125			lab	0.1				computers data	1
		computers	0.5			literacy).5			processing	1
		application	0.875			systems	0.8				corporation	0.625
		software	1			program	0.8				real	0.125
		automated	0.875			engineers	0.6				time	0.375
		image	0.75			data	0.0	1			science	0.75
		applications	0.875			processing		1			access	0.875
		programming	1			user		1		16	lab	0.375
	17	computing	1	:	17	science	0.	75		17	literacy	0.5
	18	science	0.75	:	18	forensics	0.3	75		18	warriors	(
	19	efficient	0.75	-	19	icons	0.8	75		19	program	0.875
	20	evolvable	0.125	2	20	bletchley	0.	25		20	network	1
			0.725				0.718	75				0.70625
Space		Term	Relatedness	Space		Term	Relatedne	ess	Space		Term	Relatedness
	1	dual	0.25			sample		0		1	outer	0.875
	2	space	0.875		2	space	0.8	75		2	space	0.875
	3	euclidean	0.375		3	dual	0.	25		3	sample	(
	4	banach	0.25		4	outer	0.8	75		4	station	0.875
	5	spaces	0.75		5	tribe		0		5	personal	0.625
	6	arbitrarily	0.25			metric	C).5			phase	0.375
		close	0.25			warfare		25			dual	0.25
		cotangent	0.5			station	0.8				topological	0.5
		continuous	0.625			spaces		75			vector	0.5
		separated	0.125			intermembra		25			international	
		metric	0.5			topological).5			mathematics	
		topology hilbert	0.25 0.25			vector).5 25			tribe banach	0.25
		awareness	0.25			probability games	0.1				spaces	0.25
		group	0.625			workshop	0.3				warfare	0.75
		defined	0.375			earth	0.8				public	0.23
		real	0.625			orbit	0.6				hardy	(
	18	alexandrov	0	5	18	euclidean	0.3				solar	0.75
	19	pavel	0.125	3	19	contractible	0.	25		19	system	0.875
		man-kzin	0	2	20	geodesic	0.1	25			fundamental	0.375
			0.3875				0.4	25				0.54375
Game		Term	Relatedness	Game		Term	Relatedne	nec .	Game		Term	Relatedness
Jame	1	game	1	Game		game	Neiateane	1	dame	1	game	1
		theory	0.625			players	0.8				players	0.875
		card	0.875			games	0.8				games	0.875
		casino	0.875			played	0.8				played	0.875
	5	games	0.875			require	0.1			5	complete	0.5
	6	person	0.5		6	electronic	0.	75		6	tree	(
	7	drinking	0.875		7	ender		0		7	genre	0.875
	8	board	1		8	center	C	0.5			board	1
	9	conclusion	0.375		9	arcade	0.8	75		9	require	0.125
		rhyme	0.375			generally		25			involves	0.5
		rules	0.875			algebraic	0.6				role-playing	0.875
	12	genre	0.875	:	12	notation	0.1			12	video	1
		computer	1			role-playing	0.8				genie	0.5
		played	0.875			video		1			ender	(
		arcade	0.875			chessgames	0.8				arcade	0.875
		traditional	0.75			opening	C).5			college	0.625
	17	combinations	0.75	:	17	board		1		17	football	1
											c	
	18	outcomes	0.5			perfect	0.3				family	0.5
	18 19	outcomes counting-out require		:	19	perfect play genre	0.3	1		19	family center player	0.5 0.5 1

Power	Term	Relatedness	Power	Term	Relatedness	Power	Term	Relatedness
	1 nuclear	1		1 market	0.75		1 market	0.75
	2 power	0.875		2 power	0.875		2 power	0.875
	3 detector	1		3 series	0.5		3 electric	0.75
	4 system	0.625		4 nominal	0.5		4 supply	1
	5 set	0.5		5 supply	1		5 rating	0.875
	6 love	0.625		6 nb	0		6 vacuum	0.625
	7 number-one			7 steering	0.75		7 transmission	
	8 r&b	0		8 electric	0.75		8 series	0.5
	9 refers	0.375		9 process	0.5		9 tools	1
	10 signal	1		10 tower	0.625		10 nominal	0.5
	11 averaging	0.375		11 police	0.75		11 trios	0.125
	12 snr	0.25		12 instruction	0.5		12 nb	0
	13 electrical	1		13 set	0.5		13 source	1
	14 nep	0.25		14 stations	0.625		14 supplies	0.875
	15 energy	1		15 projection	0.5		15 international	
	16 unit	1		16 hong	0		16 relations	0.75
	17 powerset	1		17 kong	0.125		17 maximum	0.875
	18 daiichi	0.125		18 stone	0		18 energy	1
	19 expressed	0.625		19 labour	0		19 stations	0.625
	20 units	1		20 energy	1		20 steering	0.75
		0.65			0.5125			0.7125
Piano	Term	Relatedness	Piano	Term	Relatedness	Piano	Term	Relatedness
	1 piano	1		1 piano	1		1 major	0.75
	2 tuning	0.875		2 roll	0.5		2 op	0
	3 systems	0.25		3 novelty	0.625		3 flat	0.75
	4 attic	0.25		4 rolls	0.375		4 piano	1
	5 floor	0.5		5 electric	1		5 trio	0.75
	6 larger	0.25		6 pianos	0.625		6 minor	1
	7 windows	0.125		7 grand	1		7 cello	0.375
	8 pianos	0.625		8 chamber	0.625		8 violin	0.5
	9 tuned	1		9 music	1		9 roll	0.5
	10 organ	0.75		10 sextet	0.625		10 grand	1
	11 reasons	0		11 digital	0.75		11 novelty	0.625
	12 rooms	0.25		12 tuning	0.875		12 trios	0.75
	13 classical	1		13 played	0.75		13 robert	0.25
	14 styles	0.625		14 wind	0		14 schumann	0.75
	15 sonatas	0.75		15 electronic	0.875		15 chamber	0.625
	16 percussive	0.5		16 classical	1		16 music	1
	17 sound	1		17 pianists	0.875		17 rolls	0.375
	18 noble	0.5		18 playing	1		18 concerto	0.625
	19 strings	0.875		19 quintet	0.75		19 quintet	0.75
	20 spring	0.375		20 produced	0.75		20 electric	1
		0.575			0.75			0.66875
Moon	Term	Relatedness	Moon	Term	Relatedness	Moon	Term	Relatedness
	1 eclipses	0.875		1 moon	1		1 moon	1
	2 occur	0.625		2 occurs	0.75		2 occurs	0.75
	3 moon	1		3 eclipses	0.875		3 natural	0.75
	4 occurs	0.75		4 occur	0.625		4 satellite	0.75
	5 dark	1		5 billion	0.25		5 eclipses	0.875
	6 solar	0.875		6 years	0.875		6 occur	0.625
	7 system	0.5		7 blue	0.75		7 dean	0.375
	8 visible	0.75		8 aka	0		8 billion	0.25
	9 sailor	0.375		9 term	0.25		9 years	0.875
	10 senshi	0.25		10 held	0		10 dead	0.25
	11 eclipse	0.875		11 record	0.375		11 wrasses	0.125
	12 astronomy	1		12 bbc	0.25		12 solar	0.875
	13 fuku	0.25		13 soap	0.125		13 system	0.5
		0.875		14 dark	1		14 bbc	0.25
	14 hemisphere			15 short	0		15 soap	0.125
	14 hemisphere 15 full	1		13 31101 (
		1 0.375		16 story	0.375		16 blue	0.75
	15 full				0.375 0			0.75 0
	15 full 16 centered	0.375		16 story			16 blue	
	15 full 16 centered 17 film	0.375 0.625		16 story 17 eastenders	0		16 blue 17 short	0 0.375 0
	15 full 16 centered 17 film 18 industry	0.375 0.625 0.25		16 story 17 eastenders 18 played	0 0.125		16 blue 17 short 18 story	0 0.375

Screen	Term	Relatedness	Screen	Term	Relatedness	Screen	Term	Relatedness
	1 rood	0.25		1 bubble	0.125		1 guild	0.25
	2 screens	1		2 screen	1		2 theater	0.875
	3 enlarged	0.625		3 film	0.875		3 clear	0.375
	4 portion	0.375		4 television	1		4 view	0.875
	5 functional	0.5		5 projection	1		5 fire	(
	6 vision	0.75		6 scottish	0		6 screen	2
	7 screen	1		7 sharing	0.125		7 motion	0.7
	8 smoke	0		8 front	0.125		8 picture	0.87
	9 magnificatio			9 screens	1		9 operating	0.5
	10 techniques	0.125		10 type	0.625		10 systems	0.37
	11 choir	0		11 recall	0.125		l1 type	0.62
	12 material	0.125		12 task	0.25		12 projection	0.13
	13 mesh	0.25		13 loading	0.75		13 bubble	0.12
	14 openings	0.25		14 motion	0.75		L4 scottish	0.07
	15 interest	0.375		15 picture	0.875		L5 film	0.87
	16 user	0		16 enlarged	0.625		L6 television	0.42
	17 theory	0		17 portion	0.375		L7 sharing	0.12
	18 attached	0		18 rood	0.25		18 computer	
	19 stencil	0		19 moving	0.625		19 display	2.42
	20 print	0.5		20 middle	0.375		20 front	0.125
		0.325			0.54375			0.587
Car	Term	Relatedness	Car	Term	Relatedness	Car	Term	Relatedness
	1 body	0.5		1 body	0.5		1 car	1
	2 style	0.625		2 style	0.625		2 finance	0.25
	3 baggage-do			3 car	1		3 body	0.5
	4 cars	1		4 phone	0.25		4 style	0.62
	5 cadillac	1		5 type	0.5		5 cars	:
	6 fleetwood	0		6 bait	0		6 include	(
	7 car	1		7 automated	0.875		7 drag	
	8 talk	0		8 vehicles	1		8 racing	1
	9 amtrak	0.25		9 cars	1		9 phone	0.25
	10 received	0.125		10 include	0		LO surfing	(
	11 wheels	0.875		11 caution	0.5		l1 general	0.375
	12 carry	0.5		12 period	0		12 motors	0.875
	13 town	0.125		13 motor	1		13 energy	0.625
	14 configured	0.5		14 drag	1		L4 water	0.12
	15 general	0.375		15 racing	1		L5 burning	0.87
	16 motors	0.875		16 combustion	0.75		L6 bait	(
	17 introduced	0		17 engine	1		L7 intended	(
	18 lancia	0.5		18 model	0.875		L8 motor	:
	19 ledged	0.375		19 year	0.375		19 vehicles	
	20 rudimentum			20 area	0.125		20 rental	0.875
		0.475			0.61875			0.56875
Book	Term	Relatedness	Book	Term	Relatedness	Book	Term	Relatedness
	1 book	1		1 book	1		1 book	1
	2 music	0.25		2 music	0.25		2 soup	(
	3 print	0.875		3 tokens	0.125		3 music	0.25
	4 run	0		4 review	0.75		4 lungs	(
	5 sense	0.125		5 lungs	0		5 tokens	0.12
	6 series	0.875		6 print	0.875		6 print	0.875
	7 reprinted	0.875		7 run	0		7 run	(
	8 additional	0.125		8 curse	0.125		8 closure	0.12
	9 copies	0.625		9 high	0		9 curse	0.12
	10 publisher	1		10 school	0.75		10 building	0.12
	11 bookseller	1		11 block	0.25		l1 printed	0.87
	12 art	0.625		12 books	1		12 high	(
	13 form	0.125		13 curses	0.125		13 school	0.7
	14 called	0		14 sense	0.125		14 born	
	15 towns	0		15 burning	0.25		15 block	0.2
	16 books	1		16 collecting	0.5		16 books	
	17 mechanical	0.125		17 printed	0.875		17 series	0.87
	18 organs	0		18 series	0.875		18 date	0.12
	19 antiquarian	0.375		19 cover	1		19 generally	(
		•			_		-	
	20 initial	0		20 considered	0		20 published	0.87

Bike	Term	Relatedness	Bike Term	Relatedness	Bike Term	Relatednes
	1 star	0	1 star	0	1 bike	
	2 wars	0	2 wars	0	2 park	0.
	3 bike	1	3 bike	1	3 path	0.7
	4 ms	0	4 bus	0.375	4 week	0.12
	5 society	0.25	5 build	0	5 paths	0.7
	6 multiple	0.25	6 racing	0.875	6 bar	0.2
	7 sclerosis	0.125	7 affordable	0.875	7 bikes	
	8 friday	0	8 housing	0	8 trail	
	9 drive	0.625	9 park	0.5	9 racing	0.87
	10 train	0.375	10 ms	0	10 motorcycle	0.87
	11 events	0.125	11 club	0	11 rally	0.
	12 organized	0	12 head	0.125	12 star	
	13 logging	0	13 tube	0.5	13 wars	
	14 roads	0.625	14 shop	0.625	14 train	0.37
	15 frame	0.25	15 path	0.75	15 road	0.7
	16 large	0.125	16 society	0.25	16 bus	0.37
	17 maintaining	0.75	17 cycling	1	17 ride	0.87
	18 dismounting	0.25	18 event	0.125	18 build	
	19 legs	0.75	19 philly	0	19 bicycle	
	20 track	0.875	20 creative	0	20 sharing	0.12
		0.31875		0.35		0.5562
Soldier	Term	Relatedness	Soldier Term	Relatedness	Soldier Term	Relatednes
	1 cavalry	1	1 lone	0.375	1 lone	0.37
	2 regiment	0.875	2 soldiers	1	2 soldiers	
	3 infantry	1	3 soldier	1	3 game	0.12
	4 glen	0.125	4 action	0.5	4 released	0.12
	5 matlock	0.125	5 figures	0.375	5 song	0.12
	6 african-amer	0.125	6 good	0.25	6 written	
	7 regiments	0.625	7 century	0.125	7 soldier	
	8 cross-countr	0.125	8 toys	0.5	8 action	0.
	9 skiing	0.125	9 vietnam	1	9 figures	0.37
					10 :	
	10 fictional	0	10 war	1	10 iron	0.62
	10 fictional 11 iggy	0 0	10 war 11 military	1 1	11 good	
		-		_		0.2
	11 iggy	0	11 military	1	11 good	0.2
	11 iggy 12 pop	0	11 military 12 personnel	1 0.75	11 good 12 vietnam	0.2
	11 iggy 12 pop 13 buffalo	0 0 0.125	11 military 12 personnel 13 cavalry	1 0.75 1	11 good 12 vietnam 13 war	0.2
	11 iggy 12 pop 13 buffalo 14 soldiers	0 0 0.125 1	11 military 12 personnel 13 cavalry 14 regiment	0.75 1 0.875	11 good 12 vietnam 13 war 14 century	0.2 0.12 0.
	11 iggy 12 pop 13 buffalo 14 soldiers 15 dead	0 0 0.125 1 0.75	11 military 12 personnel 13 cavalry 14 regiment 15 set	0.75 1 0.875 0	11 good 12 vietnam 13 war 14 century 15 toys	0.2 0.12 0.
	11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez	0 0 0.125 1 0.75	11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world	1 0.75 1 0.875 0 0.375	11 good 12 vietnam 13 war 14 century 15 toys 16 set	0.2 0.12 0. 0.37
	11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez 17 army	0 0 0.125 1 0.75 0	11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world 17 buffalo	1 0.75 1 0.875 0 0.375 0.125	11 good 12 vietnam 13 war 14 century 15 toys 16 set 17 world	0.62 0.2 0.12 0. 0.37 0.12
	11 iggy 12 pop 13 buffalo 14 soldiers 15 dead 16 prez 17 army 18 domestic	0 0 0.125 1 0.75 0 1	11 military 12 personnel 13 cavalry 14 regiment 15 set 16 world 17 buffalo 18 studio	1 0.75 1 0.875 0 0.375 0.125	11 good 12 vietnam 13 war 14 century 15 toys 16 set 17 world 18 buffalo	0.12 0 0.37 0.12

LM											
10 article	es			75 article	S			150 artic	es		
Cloud		Term	Relatedness	Cloud		Term	Relatedness	Cloud		Term	Relatedness
	1	solar	0.75		1	cloud	1		1	cloud	1
	2	system	0.25		2	point	0		2	computing	0.625
	3	cosmic	0.625		3	cirrus	0.75		3	cirrus	0.75
	4	rays	0.25		4	clouds	1		4	clouds	1
	5	bunster	0		5	form	0.375		5	point	0
	6	hill	0.25		6	solar	0.75		6	form	0.375
	7	conjunction	0.25		7	system	0.25		7	club	0
	8	occur	0.375		8	peak	0.125		8	rats	0
	9	local	0.375		9	actinoform	0.75		9	solar	0.75
	10	supercluster	0.5		10	cosmic	0.625		10	system	0.25
	11	belt	0.375		11	rays	0.25		11	peak	0.125
	12	scattered	0.75		12	liquid	0.75		12	actinoform	0.75
	13	cloud	1		13	water	1		13	produce	0
	14	project	0.125		14	produce	0		14	printing	0.125
	15	density	0.875		15	accessory	0		15	cosmic	0.625
	16	size	0.125		16	forcing	0.125		16	rays	0.25
	17	view	0.5		17	generally	0.125		17	communicati	0.5
	18	fire	0.125			cover	0.5		18	liquid	0.75
	19	interstellar	0.375			forms	0.5			water	1
	20	medium	0.125		20	fantasy	0.25			accessory	0
			0.4			,	0.45625	0.45625		,	0.44375
Cat		Term	Relatedness	Cat		Term	Relatedness	Cat		Term	Relatedness
	1	cat	0.875		1	population	0.375		1	hanna	0.125
	2	state	0.125		2	size	0		2	joseph	0.125
	3	felis	0.5		3	breed	0.875		3	population	0.375
	4	silvestris	0.375		4	standard	0		4	size	0
	5	added	0		5	effective	0		5	jerry	0.625
	6	manufacture	. 0		6	cat	0.875			short	0.375
	7	species	1		7	prionailurus	0.5		7	barbera	0.125
		additional	0			small	0.375		8	produced	0
	9	books	0			wild	0.75			harley	0.125
		catus	0.125			felis	0.5			person	0
		alive	0.875			bay	0.9			directed	0
		dead	0.5			black	0.625			william	0.25
		harry	0.125			created	0.125			breed	0.875
		robert	0.123			cats	1			standard	0.073
		anatomy	0.5			due	0			cat	0.875
		felids	0.5			south	0			cay	0.873
		central	0.5			similar	0.25			meat	0.25
			0			silvestris	0.23			fred	0.125
		regions fink	0				0.373			quimby	
						concern					0.125
	20	julian	0.125		20	iucn	0 2275	0.2275	20	trees	0.125
			0.28125				0.3375	0.3375			0.225
Weapon		Term	Relatedness	Weapon		Term	Relatedness	Weapon		Term	Relatedness
		nuclear	1			explosive	0.875			lethal	1
	2	weapons	1		2	weapons	1		2	weapon	1
	3	ranged	0.875		3	nuclear	1		3	nuclear	1
	4	anti-submari	1		4	assault	1		4	weapons	1
	5	weapon	1		5	weapon	1		5	bit	0
	6	bomb	1		6	conventional	0.25		6	explosive	0.875
	7	code-named	0.5		7	ranged	0.875		7	assault	1
	8	bombings	1		8	secret	0.25		8	secret	0.25
	9	japan	0.125		9	melee	0.75		9	fusion	0.5
		condensed	0		10	anti-aircraft	1			fission	0.5
		explosives	1			guns	1			conventional	
		test	0.375			thermonucle				fissile	0.375
		ballistic	0.875			ceremonial	0			material	0.125
		missiles	1			improvised	0.25			ranged	0.875
		amount	0			edged	0.75			thermonucle	
		energy	0.375			blunt	0.75			military	0.873
		considered	0.373			soviet	0.75			symbols	0.125
		deadly	1			union	0.5			air	0.125
		combination				cold	0			force	
		fission	0.125			refer	0.125			rifle	1 1
	20	11331011	0.6375		02	10101	0.125	0.6125	20	inic	0.65
			0.0373				0.0125	0.0123			0.05

School	Term	Relatedness	School	Term	Relatedness	School	Term	Relatedness
	1 private	1		1 high	0.375		1 boarding	0.75
	2 schools	1		2 school	1		2 school	1
	3 austrian	0		3 middle	0.375		3 college	1
	4 school	1		4 college	1		4 preparatory	0.625
	5 primary	0.875		5 preparatory	0.625		5 private	1
	6 newlyn	0		6 junior	0.5		6 schools	1
	7 annales	0.375		7 private	1		7 middle	0.375
	8 jacques	0		8 schools	1		8 public	1
	9 le	0.25		9 boarding	0.75		9 high	0.375
	10 cultural	0.125		10 austrian	0		10 good	0.375
	11 history	0.25		11 grammar	0.625		11 grammar	0.625
	12 revel	0		12 medical	0.625		12 junior	0.5
	13 college	1		13 han	0		13 boys	0.25
	14 university	0.75		14 porter-gaud	0.5		14 girls	0.25
	15 subjective	0		15 academy	1		15 ibadan	0.125
	16 theory	0.5		16 status	0.125		16 prep	0.5
	17 public	1		17 men	0		17 day	0.125
	18 economic	0.5		18 women	0		18 ranger	0.125
	19 secondary	0.875		19 year	0.5		19 united	0.375
	20 high	0.375		20 sixth	0.25		20 coeducation	0.875
	· ·	0.49375			0.5125	0.5125		0.5625
Dolico	Tours	Rolatodnoss	Dolino	Torm	Relatedness	Police	Torm	Dolotodnoss
Police	Term 1 police	Relatedness 1	Police	Term 1 police	Relatedness	Police	Term 1 police	Relatedness 1
	2 service	1		2 service	1		2 service	1
	3 fire	0.125		3 force	1		3 force	1
	4 response	0.25		4 responsible	0.875		4 responsible	0.875
	5 unit	0.75		5 power	0.75		5 chief	0.625
	6 separate	0.25		6 local	0.75		6 constable	1
	7 units	1		7 quest	0.75		7 local	0.75
	8 civic	0.125		8 carried	0.125		8 stations	1
	9 guard	0.5		9 kerala	0.125		9 administration	
	10 australian	0		10 british	0.125		10 crime	1
	11 state	1		11 prosecutors	0.625		11 prevention	0.375
	12 slang	0		12 rescue	0.375		12 england	0.125
	13 terms	0		13 federal	0.5		13 wales	0.123
	14 activity	0.25		14 government			14 mounted	0.25
	15 policing	0.875		15 matlock	0.25		15 national	0.5
	16 called	0.25		16 mounted	0.25		16 public	0.875
	17 garda	0.25		17 political	0.125		17 safety	0.75
	18 situations	0.25		18 repression	0.375		18 power	0.75
	19 variety	0		19 municipal	0.375		19 station	1
	20 coordinate	0.25		20 station	1		20 british	0.125
	20 000.4	0.40625		20 000000	0.51875	0.51875	20 2.10.51	0.65625
	_			_			_	
Fruit	Term	Relatedness	Fruit	Term	Relatedness	Fruit	Term	Relatedness
	1 hong	0		1 fruit	1		1 dove	0 125
	2 kong	0		2 ninja	0.125		2 ptilinopus	0.125
	3 dried	1		3 preserves	0.75		3 subtropical	0.625
	4 fruits	1		4 shoot	0.5		4 tropical	1
	5 fruit	1		5 juice	1		5 columbidae	0
	6 sours	0.75		6 tingles	0.25		6 family	0.5
	7 apples	1		7 gems	0.125		7 bizarre	0.125
	8 pears	1		8 hong	0		8 fruit	1
	9 accessory	0		9 kong	0		9 habitat	0.25
	10 salad	0.75		10 dried	1		10 loss	0.125
	11 FALSE	0		11 fruits	1		11 preserves	0.75
	12 pseudocarp	0		12 varieties	0.625		12 shoot	0.5
	13 cocktail	0.75		13 air	0		13 tree	1
	14 include	0		14 palaces	0		14 ninja	0.125
	15 bruce	0		15 roll-ups	0		15 bird	0
	16 lee	0		16 jams	1		16 pie	0.625
	17 bitter	0.875		17 jellies	0.875		17 juice	1
	18 tangerine	0.625		18 spring	0.625		18 roll-ups	0
	19 cabel	0		19 water	0.125		19 tingles	0.25
	20 hall	0		20 compound	0.25	0.455-	20 islam	0
		0.4375			0.4625	0.4625		0.4

Meat		Term	Relatedness	Meat	Term	Relatedness	Meat	Term	Relatedness
	1	meat	1	1	1 meat	1		l meat	1
	2	puppets	0	2	2 puppets	0		2 puppets	0
		products	0.625		3 dog	0.25		products	0.625
		beef	1		4 cat	0.375		l pie	0.625
	5	salted	0.75		5 method	0.125		pies	0.75
	6	states	0	(5 packing	0.625		packing	0.625
	7	united	0		7 raffle	0.25		7 fresh	0.875
		arizona	0		3 slurry	0.125		3 product	0.625
		phoenix	0		9 kai	0		method	0.125
		bat	0	10) owen	0.375	10) nova	0
		hell	0	1	1 production	0.75	1:	L scotia	0
		includes	0		2 goat	0.875		2 raffle	0.25
	13	cuts	0.625		3 dried	0.875	13	3 slicer	1
	14	eaten	0.75	14	4 consumption	1 1	14	l cat	0.375
	15	food	0.875		5 air-dried	0.5	1!	alternative	0.25
		production	0.75		5 salted	0.75		5 rock	0
		horse	0.625		7 slicer	1		7 goat	0.875
		salt	0.5		3 parts	0.375		B bone	0.875
		hard	0.25		9 world	0		9 meal	0.75
		rock	0		D eating	0.875) slurry	0.125
,			0.3875	_`	s cating	0.50625	0.50625	, o.u ,	0.4875
Telephone			Relatedness	Telephone		Relatedness	Telephone		Relatedness
		cellular	1		1 mobile	1		L numbering	1
		phone	1		2 telephone	1		2 plan	0.125
		circuit	0.25		3 financial	0.125		3 area	0.5
		telephone	1		4 institution	0		codes	0.375
		exchanges	0.25		5 local	0.375		local	0.375
		manual	0.125		5 enhanced	0.125		telephone	1
		mobile	1		7 switched	0.125		7 land	0.25
	8	network	1		3 public	0.375		3 line	0.875
	9	exchange	0.25	g	9 area	0.5	Ċ	9 switched	0.125
	10	local	0.375	10	O code	0.375	10) mobile	1
	11	cables	0.5	11	1 bell	0.5	1:	L phone	1
	12	transmission	0.5	12	2 system	0.5	17	2 public	0.375
	13	connected	0.875	13	3 potomac	0	13	3 bell	0.5
	14	receiving	0.875	14	4 chesapeake	0	14	l system	0.5
	15	hybrid	0.25	15	5 access	0.5	1!	5 call	1
	16	building	0.125	16	5 pioneer	0.25	10	5 prefix	0.125
	17	wires	0.625	17	7 field	0.25	17	7 central	0.5
	18	converts	0.125	18	3 telephones	1	18	3 office	0.5
	19	sound	0.625	19	9 emergency	0.75	19	emergency	0.75
	20	directory	0	20) base	0.25	20) services	0.75
			0.5375			0.4	0.4		0.58125
Machine		Term	Relatedness	Machine	Term	Relatedness	Machine	Term	Relatedness
Widemine		machine	1		1 machine	1		L machine	1
		pistols	0.375		2 tools	0.875		tools	0.875
		translation	0.25		3 iron	0.375		iron	0.375
		lisp	0		4 man	0.125		l man	0.125
		machines	1		pistols	0.375		pistols	0.375
		explosive	0.375		5 translation	0.25		darwin	0.125
		rounds	0.25		7 darwin	0.125		tool	0.125
		pistol	0.375		3 adding	0.125		anaesthetic	0.125
		automatic	0.75		9 lisp	0.5		translation	0.125
		rifle	0.375		nsp machines	1) cigarette	0.125
		state	0.375		1 output	0.625		L joint	0.123
		time	0.373		2 artificial	0.023		2 adding	0.5
	13		0.25		3 intelligence	0.5		adding Bartificial	0.5
	13	firearm	0.375		4 values	0.125		intelligence	0.5
	1/		0.3/3	14				models	0.625
:				11	Current		13		U.DZ5
:	15	number	0.375		5 current	0.25			
	15 16	number states	0.375 0	16	5 state	0.375	10	abstract	0.125
	15 16 17	number states moving	0.375 0 0.375	16 17	5 state 7 power	0.375 0.5	10 1	abstract 7 lisp	0.125 0
	15 16 17 18	number states moving parts	0.375 0 0.375 0.75	16 17 18	5 state 7 power 8 rangers	0.375 0.5 0	10 11 18	abstract lisp machines	0.125 0 1
	15 16 17 18 19	number states moving parts assembly	0.375 0 0.375 0.75 1	16 17 18 19	5 state 7 power 8 rangers 9 knowledge	0.375 0.5 0 0.25	10 11 18 19	abstract 7 lisp 3 machines 9 output	0.125 0 1 0.625
	15 16 17 18 19	number states moving parts	0.375 0 0.375 0.75	16 17 18 19	5 state 7 power 8 rangers	0.375 0.5 0	10 11 18 19	abstract lisp machines	0.125 0 1

Compute	r Term	Relatedness	Computer	Term	Relatedness	Computer	Term	Relatedness
	1 computer	1		1 desktop	1		1 desktop	1
	2 vision	0.25		2 software	1		2 software	1
	3 programs	1		3 computer	1		3 computer	1
	4 code	1		4 vision	0.25		4 vision	0.25
	5 written	0.5		5 programs	1		5 systems	0.875
	6 machine	0.875		6 analog	0.5		5 programs	1
	7 bletchley	0.25		7 computers	1		7 analog	0.5
	8 park	0.125		8 world	0.125		3 computers	1
	9 analog	0.5		9 lab	0.375	!	9 data	1
	10 computers	1	1	0 literacy	0.5	1	O processing	1
	11 application	0.875	1	1 systems	0.875	1	1 corporation	0.625
	12 software	1	1	2 program	0.875	1	2 real	0.125
	13 automated	0.875	1	3 engineers	0.625	1	3 time	0.375
	14 image	0.75	1	4 data	1	1	4 science	0.75
	15 applications	0.875	1	5 processing	1	1	5 access	0.875
	16 programmin	į 1	1	6 user	1	1	6 lab	0.375
	17 computing	1	1	7 science	0.75	1	7 literacy	0.5
	18 science	0.75	1	8 forensics	0.375	1	8 warriors	0
	19 efficient	0.75	1	9 icons	0.875	1	9 program	0.875
	20 evolvable	0.125	2	0 bletchley	0.25	2) network	1
		0.725			0.71875	0.71875		0.70625
Space	Term	Relatedness	Space	Term	Relatedness	Space	Term	Relatedness
Space	1 dual	0.25	•	1 sample	0	•	1 outer	0.875
	2 space	0.875		2 space	0.875		2 space	0.875
	3 euclidean	0.375		3 dual	0.25		sample	0
	4 banach	0.25		4 outer	0.875		4 station	0.875
	5 spaces	0.75		5 tribe	0		5 personal	0.625
	6 arbitrarily	0.25		6 metric	0.5		5 phase	0.375
	7 close	0.25		7 warfare	0.25		7 dual	0.25
	8 cotangent	0.5		8 station	0.875		8 topological	0.5
	9 continuous	0.625		9 spaces	0.75	!	9 vector	0.5
	10 separated	0.125	1	0 intermembr	a 0.25	1) international	0.875
	11 metric	0.5	1	1 topological	0.5	1	1 mathematics	0.875
	12 topology	0.25	1	2 vector	0.5	1	2 tribe	0
	13 hilbert	0.25	1	3 probability	0.125	1	3 banach	0.25
	14 awareness	0.75	1	4 games	0.375	1	4 spaces	0.75
	15 group	0.625	1	5 workshop	0.125	1	5 warfare	0.25
	16 defined	0.375	1	6 earth	0.875	1	5 public	1
	17 real	0.625	1	7 orbit	0.625	1	7 hardy	0
	18 alexandrov	0	1	8 euclidean	0.375	1	8 solar	0.75
	19 pavel	0.125	1	9 contractible	0.25	1	9 system	0.875
	20 man-kzin	0	2	0 geodesic	0.125) fundamental	
		0.3875			0.425	0.425		0.54375
Game	Term	Relatedness	Game	Term	Relatedness	Game	Term	Relatedness
	1 game	1		1 game	1		1 game	1
	2 theory	0.625		2 players	0.875		2 players	0.875
	3 card	0.875		3 games	0.875		3 games	0.875
	4 casino	0.875		4 played	0.875		4 played	0.875
	5 games	0.875		5 require	0.125		5 complete	0.5
	6 person	0.5		6 electronic	0.75		5 tree	0
	7 drinking	0.875		7 ender	0		7 genre	0.875
1	8 board	1		8 center	0.5		B board	1
	9 conclusion	0.375		9 arcade	0.875	!	9 require	0.125
	10 rhyme	0.375	1	0 generally	0.25	1) involves	0.5
	11 rules	0.875	1	1 algebraic	0.625	1	1 role-playing	0.875
	12 genre	0.875	1	2 notation	0.125	1	2 video	1
	13 computer	1	1	3 role-playing	0.875	1	3 genie	0.5
	14 played	0.875	1	4 video	1	1	4 ender	0
l	15 arcade	0.875	1	5 chessgames	0.875	1	5 arcade	0.875
	16 traditional	0.75	1	6 opening	0.5	1	6 college	0.625
			1	7 board	1	1	7 football	1
	17 combination	n: 0.75	1	7 Duaru				
	17 combination 18 outcomes	0.75 0.5		8 perfect	0.375		3 family	0.5
	18 outcomes 19 counting-ou	0.5 t 0.5	1		0.375 1	1 1	8 family 9 center	0.5 0.5
	18 outcomes	0.5	1 1	8 perfect	0.375	1 1	8 family	

Power	Term	Relatedness	Power	Term	Relatedness	Power	Term	Relatedness
	1 nuclear	1		1 market	0.75		1 market	0.75
	2 power	0.875		2 power	0.875		2 power	0.875
	3 detector	1		3 series	0.5		3 electric	0.75
	4 system	0.625		4 nominal	0.5		4 supply	1
	5 set	0.5		5 supply	1		5 rating	0.875
	6 love	0.625		6 nb	0		6 vacuum	0.625
	7 number-one	0.375		7 steering	0.75		7 transmission	0.625
	8 r&b	0		8 electric	0.75		8 series	0.5
	9 refers	0.375		9 process	0.5		9 tools	1
	10 signal	1		10 police	0.75		10 nominal	0.5
	11 averaging	0.375		11 instruction	0.5		11 source	1
	12 snr	0.25		12 set	0.5		12 trios	0.125
	13 electrical	1		13 stations	0.625		13 nb	0
	14 nep	0.25		14 projection	0.5		14 supplies	0.875
	15 energy	1		15 hong	0		15 international	l 0.75
	16 unit	1		16 kong	0.125		16 relations	0.75
	17 powerset	1		17 tower	0.625		17 maximum	0.875
	18 daiichi	0.125		18 stone	0		18 energy	1
	19 expressed	0.625		19 labour	0		19 stations	0.625
	20 units	1		20 energy	1		20 steering	0.75
	20 011103	0.65		20 Chergy	0.5125	0.5125	20 Steering	0.7125
		0.03			0.3123	0.5125		0.7123
Piano	Term	Relatedness	Piano	Term	Relatedness	Piano	Term	Relatedness
I	1 piano	1		1 piano	1		1 major	0.75
	2 tuning	0.875		2 roll	0.5		2 op	0
	3 systems	0.25		3 novelty	0.625		3 flat	0.75
	4 attic	0.25		4 rolls	0.375		4 piano	1
	5 floor	0.5		5 electric	1		5 trio	0.75
	6 larger	0.25		6 pianos	0.625		6 minor	1
	7 windows	0.125		7 grand	1		7 cello	0.375
	8 pianos	0.625		8 chamber	0.625		8 violin	0.5
	9 tuned	1		9 music	1		9 roll	0.5
	10 organ	0.75		10 sextet	0.625		10 grand	1
	11 reasons	0		11 digital	0.75		11 novelty	0.625
	12 rooms	0.25		12 tuning	0.875		12 trios	0.75
	13 classical	1		13 played	0.75		13 robert	0.25
	14 styles	0.625		14 wind	0		14 schumann	0.75
	15 sonatas	0.75		15 electronic	0.875		15 chamber	0.625
	16 percussive	0.5		16 classical	1		16 music	1
	17 sound	1		17 pianists	0.875		17 rolls	0.375
	18 noble	0.5		18 playing	1		18 concerto	0.625
	19 strings	0.875		19 quintet	0.75		19 quintet	0.75
	20 spring	0.375		20 produced	0.75		20 electric	1
	20 3511116	0.575		20 produced	0.75	0.75	20 0100110	0.66875
	_	51.1		_			_	
Moon	Term 1 eclipses	Relatedness 0.875	Moon	Term 1 moon	Relatedness 1	Moon	Term 1 moon	Relatedness 1
	2 occur	0.625			0.75			
				2 occurs			2 occurs	0.75
	3 moon	1		3 eclipses	0.875		3 natural	0.75
	4 occurs	0.75		4 occur	0.625		4 satellite	0.75
	5 dark	1		5 billion	0.25		5 eclipses	0.875
	6 solar	0.875		6 years	0.875		6 occur	0.625
	7 system	0.5		7 blue	0.75		7 dean	0.375
	8 visible	0.75		8 aka	0		8 billion	0.25
	9 sailor	0.375		9 term	0.25		9 years	0.875
	10 senshi	0.25		10 held	0		10 dead	0.25
	11 eclipse	0.875		11 record	0.375		11 wrasses	0.125
	12 astronomy	1		12 bbc	0.25		12 solar	0.875
	13 fuku	0.25		13 soap	0.125		13 system	0.5
	14 hemisphere	0.875		14 dark	1		14 bbc	0.25
	15 full	1		15 short	0		15 soap	0.125
	16 centered	0.375		16 story	0.375		16 blue	0.75
	17 film	0.625		17 eastenders	0		17 short	0
		0.25		18 played	0.125		18 story	0.375
	18 industry	0.23		To blaken				
	•						•	0.575
	18 industry 19 io 20 satellite	0.23 0.375 0.75		19 apollo 20 mission	0.875 0.875		19 eastenders 20 played	

	Term	Relatedness	Screen	Term	Relatedness	Screen	Term	Relatedness
	1 rood	0.25		1 bubble	0.125		1 guild	0.25
	2 screens	1		2 screen	1		2 theater	0.875
	3 enlarged	0.625		3 film	0.875		3 clear	0.375
	4 portion	0.375		4 television	1		4 view	0.875
	5 functional	0.5		5 projection	1		5 fire	0
	6 vision	0.75		6 scottish	0		6 screen	1
	7 screen	1		7 sharing	0.125		7 motion	0.75
	8 smoke	0		8 front	0.125		8 picture	0.875
	9 magnificati			9 screens	1		9 operating	0.5
	10 techniques	0.125		10 type	0.625		10 systems	0.375
	11 choir	0		11 recall	0.125		11 type	0.625
	12 material	0.125		12 task	0.25		12 projection	1
	13 mesh	0.25		13 loading	0.75		13 bubble	0.125
	14 openings 15 interest	0.25 0.375		14 motion	0.75 0.875		14 scottish 15 film	0 0.875
	16 user	0.373		15 picture	0.625		16 television	
	17 theory	0		16 enlarged 17 portion	0.825		17 sharing	0.125
	18 attached	0		18 rood	0.373		18 computer	0.123
	19 stencil	0		19 moving	0.625		19 display	1
	20 print	0.5		20 middle	0.375		20 front	0.125
	20 print	0.325		20 madic	0.54375	0.54375	20 110110	0.5875
		0.525			0.5.575	0.0 .070		0.5075
Car	Term 1 body	Relatedness 0.5	Car	Term 1 body	Relatedness 0.5	Car	Term 1 car	Relatedness 1
	2 style	0.625		2 style	0.625		2 finance	0.25
	3 baggage-do			3 car	1		3 body	0.25
	4 cars	1		4 phone	0.25		4 style	0.625
	5 cadillac	1		5 type	0.5		5 cars	1
	6 fleetwood	0		6 bait	0		6 include	0
	7 car	1		7 automated	0.875		7 drag	1
	8 talk	0		8 vehicles	1		8 racing	1
	9 amtrak	0.25		9 cars	1		9 phone	0.25
	10 received	0.125		10 include	0		10 surfing	0
	11 wheels	0.875		11 caution	0.5		11 general	0.375
	12 carry	0.5		12 period	0		12 motors	0.875
	13 town	0.125		13 motor	1		13 energy	0.625
	14 configured	0.5		14 drag	1		14 water	0.125
	15 general 16 motors	0.375 0.875		15 racing 16 combustion	1 0.75		15 burning 16 bait	0.875 0
	17 introduced	0.873		17 engine	0.73		17 intended	0
	18 lancia	0.5		18 model	0.875		18 motor	1
	19 ledged	0.375		19 year	0.375		19 vehicles	1
	20 rudimentur			20 area	0.125		20 rental	0.875
		0.475			0.61875	0.61875		0.56875
Book	Term	Relatedness	Book	Term	Relatedness	Book	Term	Relatedness
DOOK	1 book	1	BOOK	1 book	1	BOOK	1 book	1
	2 music	0.25		2 music	0.25		2 soup	0
	3 print	0.875		3 tokens	0.125		3 music	0.25
	4 run	0		4 review	0.75		4 lungs	0
	5 sense	0.125		5 lungs	0		5 tokens	0.125
	6 series	0.875		6 print	0.875		6 print	0.875
	7 reprinted	0.875		7 run	0		7 run	0
	8 additional	0.125		8 curse	0.125		8 closure	0.125
	9 copies	0.625		9 high	0		9 curse	0.125
	10 publisher	1		10 school	0.75		10 building	0.125
	11 bookseller	1		11 block	0.25		11 printed	0.875
	12 art	0.625		12 books	1		12 high	0
	13 form	0.125		13 curses	0.125		13 school	0.75
		0		14 sense	0.125		14 born	0
	14 called			15 burning	0.25		15 block	0.25
	15 towns	0		_				
	15 towns 16 books	1		16 collecting	0.5		16 books	1
	15 towns 16 books 17 mechanical	1 0.125		16 collecting 17 printed	0.5 0.875		16 books 17 series	1 0.875
	15 towns 16 books 17 mechanical 18 organs	1 0.125 0		16 collecting 17 printed 18 series	0.5 0.875 0.875		16 books 17 series 18 date	1 0.875 0.125
	15 towns 16 books 17 mechanical	1 0.125 0		16 collecting 17 printed	0.5 0.875		16 books 17 series	1 0.875

Bike	Term	Relatedness	Bike	Term	Relatedness	Bike	Term	Relatedness
	1 star	0		1 star	0		1 bike	1
	2 wars	0		2 wars	0		2 park	0.5
	3 bike	1		3 bike	1		3 path	0.75
	4 ms	0		4 bus	0.375		4 week	0.125
	5 society	0.25		5 build	0		5 paths	0.75
	6 multiple	0.25		6 racing	0.875		6 bar	0.25
	7 sclerosis	0.125		7 affordable	0.875		7 bikes	1
	8 friday	0		8 housing	0		8 trail	=
	9 drive	0.625		9 park	0.5		9 racing	0.875
	10 train	0.375		10 ms	0		10 motorcycle	0.875
	11 events	0.125		11 club	0		11 rally	0.5
	12 organized	0		12 head	0.125		12 star	(
	13 logging	0		13 tube	0.5		13 wars	(
	14 roads	0.625		14 shop	0.625		14 train	0.375
	15 frame	0.25		15 path	0.75		15 road	0.75
	16 large	0.125		16 society	0.25		16 bus	0.375
	17 maintaining	0.75		17 cycling	1		17 ride	0.875
	18 dismounting	0.25		18 event	0.125		18 build	(
	19 legs	0.75		19 philly	0		19 bicycle	1
	20 track	0.875		20 creative	0		20 sharing	0.125
		0.31875			0.35	0.35		0.55625
Soldier	Term	Relatedness	Soldier	Term	Relatedness	Soldier	Term	Relatedness
	1 cavalry	1		1 lone	0.375		1 lone	0.375
	2 regiment	0.875		2 soldiers	1		2 soldiers	:
	3 infantry	1		3 soldier	1		3 game	0.125
	4 glen	0.125		4 action	0.5		4 released	0.12
	5 matlock	0.125		5 figures	0.375		5 song	0.12
	6 african-amer	0.125		6 good	0.25		6 written	(
	7 regiments	0.625		7 century	0.125		7 soldier	=
	8 cross-countr	0.125		8 toys	0.5		8 action	0.5
	9 skiing	0.125		9 vietnam	1		9 figures	0.375
	10 fictional	0		10 war	1		10 iron	0.625
	11 iggy	0		11 military	1		11 good	0.25
	12 pop	0		12 personnel	0.75		12 vietnam	1
	13 buffalo	0.125		13 cavalry	1		13 war	-
	14 soldiers	1		14 regiment	0.875		14 century	0.125
				15 set	0		15 toys	0.5
	15 dead	0.75						
	15 dead 16 prez	0.75 0		16 world	0.375		16 set	(
				16 world 17 buffalo	0.375 0.125		16 set 17 world	
	16 prez	0						0.375
	16 prez 17 army	0 1		17 buffalo	0.125		17 world	0.375 0.125
	16 prez 17 army 18 domestic	0 1 0		17 buffalo 18 studio	0.125 0		17 world 18 buffalo	0.375 0.125 (
	16 prez 17 army 18 domestic 19 album	0 1 0		17 buffalo 18 studio 19 game	0.125 0 0.125	0.525 0.51125	17 world 18 buffalo 19 studio	0.375 0.125 (0.5 0.40625

9 Appendix B: Chi-Square Mutual Information: Relatedness of all terms from all queries for all sizes of N

VECTOR 10 article	ac .		75 article				150 article	•	
Cloud	es Term	Relatedness	Cloud	:5	Term	Relatedness	Cloud	Term	Relatednes
Jiouu	1 cloud	1	Cloud	1	clouds	1	Cloud	1 clouds	
	2 occur	0.375			clouds	1		2 clouds	
		0.375			large	0.375			0.37
	3 depend	0.25			U			3 large	0.37
	4 limit				altitude	0.75		4 america	0.7
	5 water	1			water	1		5 altitude	
	6 article	0			cumulus	0.75		6 water	
	7 observation				develop	0.125		7 american	
	8 clouds	1			precipitation			8 release	0.07
	9 temperatur				generally	0.125		9 light	0.87
	10 observation				level	0.375		0 common	0.7
	11 served	0.25			vapor	0.875		1 cumulus	0.7
	12 local	0.375			north	0		2 system	0.2
	13 density	0.875			character	0		3 service	0.
	14 connection	0.125			produce	0		4 released	
	15 ratio	0			common	0		5 generally	0.12
	16 outer	0			surface	0.5		6 based	0.12
	17 significant	0			occur	0.375		7 formation	
	18 cumulus	0.75			small	0.375	1	8 level	0.37
	19 direct	0		19	ground	0		9 produce	
	20 aerosol	0		20	light	0.875	2	0 computing	0.62
		0.41875				0.44375			0.437
Cat	Term	Relatedness	Cat		Term	Relatedness	Cat	Term	Relatedness
	1 world	0.125		1	species	1		1 common	0.125
	2 effect	0			small	0.375		2 america	0.12
	3 species	1			america	0.373		3 small	0.37
	4 number	0.125			common	0.125		4 released	0.12
	5 early	0.125			origin	0.375		5 short	0.12
	6 popular	0.5			called	0.373		6 american	0.57.
		0.125			world	0.125			0.375
	7 super							7 origin	
	8 language	0			population	0.375		8 called	(
	9 population	0.375			breed	0.875		9 species	:
	10 genetic	0.625			state	0.125		0 produce	0.07
	11 felids	0.5			original	0.25		1 breed	0.875
	12 considered	0.125			felis	0.5		2 domestic	
	13 small	0.375			range	0.125		3 character	0.62
	14 called	0			series	0		4 include	(
	15 distinguish	0.25			number	0.125		5 record	
	16 state	0.125			character	0.625	_	6 number	0.12
	17 felis	0.5			american	0		7 world	0.12
	18 million	0			south	0		8 series	(
	19 feral	0.625			domestic	1		9 animal	:
	20 domestic	1		20	record	0	2	0 state	0.125
		0.31875				0.3			0.3125
Neapon	Term	Relatedness	Weapon		Term	Relatedness	Weapon	Term	Relatedness
-	1 weapon	1	•	1	weapon	1	•	1 weapon	:
	2 weapons	1		2	weapons	1		2 weapons	:
	3 device	0.875			design	0.375		3 design	0.375
	4 modern	0.125			military	1		4 develop	0.75
	5 force	1			device	0.875		5 system	- (
	6 projectile	1			include	0		6 state	0.62
	7 include	0			designed	0.375		7 large	0.2
	8 purpose	0.375			purpose	0.375		8 military	
	9 implements				power	1		9 united	0.12
	10 damage	1			similar	0.125		0 states	0.62
	11 warfare	1			refer	0.125		1 power	0.02
	12 power	1			common	0.125		2 release	0.2
	13 great	0			explosive	0.125		3 include	0.2
	•	1							
	14 missile				combat	0.875		4 force	0.07
	15 effect	0.5			america	0.875		5 device	0.87
	16 advantage	0.25			state	0.625		6 designed	0.37
	17 produce	0.25			force	1		7 refer	0.12
	18 combat	0.875			intended	0.375		8 based	
	40 :	0.25		19	modern	0.125	1	9 released	0.12
	19 increase								
	20 explosive	0.875 0.61875			effect	0.5 0.58125	2	0 purpose	0.375 0.49375

School	Term	Relatedness	School	Term	Relatedness	School	Term	Relatedness
3011001	1 school	1		1 education	1	301001	1 education	1
	2 chool	0		2 school	1		2 school	1
	3 schools	1		3 schools	1		3 schools	1
	4 education	1	4	4 educational	1		4 educational	1
	5 private	1	ţ	5 students	1		5 student	1
	6 schooling	1	(5 student	1		6 students	1
	7 generally	0	-	7 founded	0.5		7 independent	0.5
	8 public	1	8	3 located	0.25		8 located	0.25
	9 institution	0.875	<u>(</u>	9 state	0.875		9 state	0.875
	10 common	0.625	10) college	1		10 founded	0.5
	11 child	1	1:	1 independent	0.5		11 college	1
	12 attend	1	12	2 private	1		12 board	0.75
	13 student	1		3 member	0.25		13 grade	1
	14 government			1 secondary	0.875		14 england	0.25
	15 building	0.875		5 board	0.75		15 preparatory	0.625
	16 economic	0.5		5 institution	0.875		16 boarding	0.75
	17 children	1		7 united	0.375		17 private	1
	18 include	0.625		3 campus	1		18 states	0.875
	19 alternative	0		england	0.25		19 member	0.25
	20 students	1	20) states	0.875		20 united	0.375
		0.74375			0.76875			0.75
Police	Term	Relatedness	Police	Term	Relatedness	Police	Term	Relatedness
	1 force	1		1 force	1		1 force	1
	2 police	1		2 police	1		2 police	1
	3 officers	1		3 office	0.875		3 office	0.875
	4 officer	1		1 officer	1		4 officer	1
	5 territorial	0.5		5 state	1		5 officers	1
	6 units	1		6 enforce	0.875		6 state	1
	7 policing	0.875		7 enforcement			7 crime	1
	8 authorities	1		3 officers	1		8 policing	0.875
	9 major	0.125		9 crime	1		9 enforce	0.875
	10 enforcemen) policing	0.875		10 enforcement	
	11 forces	1		1 agency	0.625		11 service	1
	12 traffic	0.875		2 forces	1		12 forces	1
	13 large	0.125		3 service	1		13 territorial	0.5
	14 responsible	0.875		1 person	0.75		14 agency	0.625
	15 crime	1		5 power	0.75		15 responsible	0.875
	16 state	1		5 public	0.875		16 public	0.875
	17 members	0.25		7 states	1		17 united	0.75
	18 services	0.875		3 member	0.25		18 states	1
	19 enforce	0.875		9 united	0.75		19 include	0.5
	20 service	1	20) territorial	0.5		20 local	0.75
		0.8125			0.85			0.86875
Fruit	Term	Relatedness	Fruit	Term	Relatedness	Fruit	Term	Relatedness
	1 seeds	1		1 fruits	1		1 fruits	1
	2 fruit	1		2 fruit	1		2 fruit	1
	3 include	0		3 apple	1		3 range	0.125
	4 apple	1		1 sweet	0.875		4 species	0.125
	5 fruits	1		common	0		5 large	0.125
	6 orange	1		5 include	0		6 common	0
	7 flavor	0.875		7 range	0.125		7 small	0.125
	8 flesh	0.5		3 produce	0.375		8 produce	0.375
	9 produce	0.375		e called	0		9 apple	1
	10 flower	0.875		orange	1		10 release	0.125
	11 called	0		1 similar	0.25		11 sweet	0.875
	12 sweet	0.875		2 sugar	0.625		12 product	0.375
	13 apples	1		3 large	0.125		13 album	0
	14 state	0		1 released	0 275		14 orange	0.125
	15 varies	0.125		5 product	0.375		15 south	0.125
	16 language	0		5 album	0 075		16 include	0
	17 action	0		7 flavor	0.875		17 america	0 25
	18 juicy	0		3 based	0 075		18 similar	0.25
	19 green	0		9 flavour	0.875		19 united	0
	20 plants	0 48135	20) version	0 435		20 version	0 22125
		0.48125			0.425			0.33125

Meat	Term	Relatedness	Meat	Term	Relatedness	Meat	Term	Relatedness
	1 style	0	1	animal	1	1	animal	1
	2 album	0	2	include	0	2	product	0.625
	3 albums	0	3	refer	0.125	3	process	0.5
	4 music	0	4	process	0.5		include	0
	5 sound	0		animals	1		state	0
	6 success	0		consumption			produce	0.5
	7 america	0.375		world	. 0		' release	0.5
	8 served	0.875		product	0.625		united	0
	9 world	0.075		method	0.125		released	0
1	.0 refer	0.125		common	0.129		states	0
	.1 process	0.125		produce	0.5		album	0
1	.2 protein	0.875		meats	1		including	0.125
1	•			called	0		-	
1	.3 developed	0.25			1		large america	0.125
	.4 released			cooked				0.375
	.5 notable	0.125		human	0.375		world	0 275
1	.6 original	0.25		including	0.125		ground	0.375
1	.7 performan			united	0		' animals	1
1	.8 release	0		america	0.375		called	0
l .	.9 broke	0		parts	0.375		products	0.625
2	0 vocal	0	20	countries	0	20	consumption	1
		0.16875			0.40625			0.3125
Telephone	Term	Relatedness	Telephone	Term	Relatedness	Telephone	Term	Relatedness
	1 telephone	1	1	telephone	1	1	telephone	1
	2 phone	1	2	phone	1	2	phone	1
	3 connect	0.75	3	service	0.875	3	number	0.875
	4 phones	1	4	phones	1	4	service	0.875
	5 service	0.875	5	connect	0.75	5	system	0.5
	6 telephone	s 1	6	number	0.875	6	communicati	1
	7 electric	0.75	7	telephones	1	7	phones	1
	8 network	1	8	communicati	i 1	8	network	1
	9 system	0.5	9	system	0.5	9	communicati	1
1	.0 signals	0.875		company	0.5	10	company	0.5
1	1 device	0.75		network	1		numbers	0.875
	.2 current	0.125		communicati			digit	0.875
	.3 signal	0.875		telecommun			telecom	1
1	4 switch	0.25		services	0.75		services	0.75
	.5 small	0.5		common	0.125		telephones	1
	.6 called	0.75		exchange	0.125		connect	0.75
	.7 access	0.75		switch	0.25		telecommun	0.73
1	8 electrical			electric	0.23			
1		0.625					national	0.125
1	.9 telecomm			place	0.375		local	0.375
4	0 connected		20	state	0	20	exchange	0.25
		0.7			0.7			0.7875
Machine	Term	Relatedness	Machine	Term	Relatedness	Machine		Relatedness
	1 machine	1		machine	0.125		machine	1
	2 abstract	0.125		abstract	0.125		abstract	0.125
	3 system	0.75		machines	1		machines	1
	4 computer	0.875		computer	0.875		computer	0.875
	5 number	0.375		system	0.75		device	0.625
	6 machines	1		process	0.625		produce	0.75
	7 systems	0.625		device	0.625	7	system	0.75
	8 general	0.25	8	produce	0.75	8	design	0.5
	9 language	0.125	9	perform	0.5	9	process	0.625
1	.0 design	0.5	10	design	0.5	10	state	0.375
1	.1 large	0.375	11	called	0.125	11	number	0.375
1	.2 level	0.375	12	application	0.375	12	called	0.125
1	.3 require	0		state	0.375		designed	0.25
1	4 produce	0.75		number	0.375		common	0
1	.5 governme			designed	0.25		mechanical	0.875
I	-	0.123		model	0.625		original	0.25
	o personai		10		0.875		perform	0.5
1	.6 personal .7 ratio	ი 25	17	mechanicai				
1	.7 ratio	0.25 0.875		mechanical			•	
1	.7 ratio .8 hardware	0.875	18	large	0.375	18	create	0
1	.7 ratio .8 hardware .9 effective	0.875 0	18 19	large general	0.375 0.25	18 19	create class	0 0.25
1	.7 ratio .8 hardware	0.875	18 19	large	0.375	18 19	create	

1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	1	-					Relatedness
3 computers 4 program 5 application 6 system 7 world 8 solve 9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present		_	L computer	1	1	computer	1
4 program 5 application 6 system 7 world 8 solve 9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.125	2	2 abstract	0.125	2	computers	1
5 application 6 system 7 world 8 solve 9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	1	3	3 computers	1	3	system	0.75
6 system 7 world 8 solve 9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875	4	l system	0.75	4	systems	0.875
7 world 8 solve 9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875	į	systems	0.875	5	design	0.25
8 solve 9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 11 early 13 require 14 exist 15 present	0.75	6	program	0.875	6	include	0
9 applications 10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.125	7	7 design	0.25	7	machine	0.875
10 electronic 11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375	8	3 include	0	8	process	0.625
11 machine 12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875		process	0.625		program	0.875
12 process 13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 18 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.75) develop	0.5		format	0.75
13 general 14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875		L electronic	0.75		based	0.125
14 perform 15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.625		2 computing	1		software	1
15 systems 16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0		B based	0.125		computing	1
16 state 17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.5		1 device	0.75		hardware	1
17 problem 18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875		machine	0.875		electronic	0.75
18 design 19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375		refer	0.125		digital	0.75
19 digital 20 order Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.625		7 software	1		develop	0.5
Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.25		3 digital	0.75		device	0.75
Space Term R 1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.75		information	0.625		perform	0.5
1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.25	20) require	0.125	20	early	0 66075
1 space 2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.59375			0.60625			0.66875
2 spaces 3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	Relatedness	Space	Term	Relatedness	Space	Term	Relatedness
3 mathematics 4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875		L space	0.875		space	0.875
4 point 5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.75		2 abstract	0.5		abstract	0.5
5 topological 6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present			3 spaces	0.75		spaces	0.75
6 finite 7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.625		1 mathematics			mathematics	
7 define 8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.5		logic	0.125		called	0 625
8 definition 9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.5		topological	0.5		point	0.625
9 euclid 10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375		7 called	0		topological	0.5
10 euclidean 11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.25		3 point	0.625		general	0
11 defined 12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375		system	0.875		topology	0.25
12 system 13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375) topology	0.25		system	0.875
13 dimension 14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375 0.875		L general 2 element	0 0.625		metric	0.5 0.625
14 concept 15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.625		3 include	0.025		theory function	0.625
15 number 16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.023		l earth	0.875		element	0.625
16 element 17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.375		concept	0.873		algebra	0.023
17 infinite 18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.625		structure	0.125		related	0.373
18 general 19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0		notion	0.129		earth	0.875
19 topology 20 named Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0		3 close	0.25		vector	0.5
Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.25		sense	0.125		points	0.375
Game Term R 1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0		related	0.25		structure	0.125
1 player 2 games 3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.45625		7.0.000	0.41875	20	ot. actar c	0.4875
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3 players 4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875		2 games	0.875		games	0.875
4 involve 5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.875		B players	0.875		video	1
5 playing 6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.5		l video	1		players	0.875
6 person 7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	1		board	1		played	0.875
7 number 8 human 9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.5	6	played	0.875		number	0.25
9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.25		number	0.25		include	0.375
9 board 10 computer 11 played 12 early 13 require 14 exist 15 present	0.5		3 called	0.125		board	1
10 computer 11 played 12 early 13 require 14 exist 15 present	1		playing	1		general	0.125
12 early 13 require 14 exist 15 present	1		general	0.125		playing	1
13 require 14 exist 15 present	0.875		L require	0.125		popular	0.375
14 exist 15 present	0.125	12	2 common	0.25	12	called	0.125
15 present	0.125	13	3 action	0.625	13	world	0.5
· ·	0.375	14	1 computer	1	14	computer	1
1	0.375	15	5 include	0.375	15	involve	0.5
16 purpose	0.5	16	based	0.25	16	action	0.625
17 range	0.25	17	7 involve	0.5	17	theory	0.625
18 rules	0.875	18	3 popular	0.375	18	common	0.25
19 distinction	0	19	chess	1		typically	0.125
20 result	0	20) theory	0.625	20	require	0.125
	0.55			0.6125			0.58125

1 1 1 1 1 1 1 1 1	Term 1 abstract 2 power 3 ratio 4 define 5 electric 6 generate 7 system 8 number 9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution 20 developer	Relatedness 0.125 0.875 0.5 0.125 0.75 0.625 0.625 0.625 0.375 1 0.5 0.375 0.5 1 0.625 0.375 0.5 1 0.05 0.375 0.5 1 0.05 0.375	Power	Term 1 electric 2 power 3 system 4 electrical 5 ratio 6 control 7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service 20 world	Relatedness 0.75 0.875 0.625 1 0.5 1 1 0.125 0.25 0.25 0.25 0.25 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125 0.125		Term 1 electric 2 power 3 system 4 refer 5 large 6 energy 7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america 20 systems	0.125 0.125 0.625
1 1 1 1 1 1 1 1 1	2 power 3 ratio 4 define 5 electric 6 generate 7 system 8 number 9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.875 0.5 0.125 0.75 0.625 0.625 0.375 1 0.5 0.375 0.5 1 0 0 0.625 0 0.5 0.5 0.5		2 power 3 system 4 electrical 5 ratio 6 control 7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.875 0.625 1 0.5 1 1 0.125 0.25 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0 0.375 0.25		2 power 3 system 4 refer 5 large 6 energy 7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.875 0.625 0.125 0.25 1 0.25 1 1 0.125 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.
1 1 1 1 1 1 1 1 1	3 ratio 4 define 5 electric 6 generate 7 system 8 number 9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.5 0.125 0.75 0.625 0.625 0.375 1 0.5 0.375 0.5 1 0 0 0 0.625 0 0.5 0.5		3 system 4 electrical 5 ratio 6 control 7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.625 1 0.5 1 1 0.125 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375		3 system 4 refer 5 large 6 energy 7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.625 0.125 0.25 1 0.25 1 1 0.125 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.
1 1 1 1 1 1 1 1 1	4 define 5 electric 6 generate 7 system 8 number 9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.125 0.75 0.625 0.625 0.375 1 0.5 0.375 0.5 1 1 0 0 0 0.625 0 0.55 0.55		4 electrical 5 ratio 6 control 7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	1 0.5 1 1 0.125 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0		4 refer 5 large 6 energy 7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.125 0.25 1 0.25 1 1 1 0.125 0.25 0.25 0.5 0.25 0.5 0.25 0.25 0.25
1 1 1 1 1 1 1 1 1	5 electric 6 generate 7 system 8 number 9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.75 0.625 0.625 0.375 1 0.5 0.375 0.5 1 0 0 0 0.625 0 0.5 0.5		5 ratio 6 control 7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.5 1 0.125 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375 0.25		5 large 6 energy 7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.25 1 0.25 1 1 0.125 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25
1 1 1 1 1 1 1 1 1	6 generate 7 system 8 number 9 electrical 10 measure 1.1 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.625 0.625 0.375 1 0.5 0.375 0.5 1 1 0 0 0 0.625 0 0.5 0.5		6 control 7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	1 1 0.125 0.25 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0		6 energy 7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	1 0.25 1 1 1 0.125 0.25 0.25 0.25 0.25 0.25 0.25 0.25
1 1 1 1 1 1 1 1 1	7 system 8 number 9 electrical 10 measure 1.1 defined 1.2 output 1.3 energy 1.4 signal 1.5 frequency 1.6 bandwidth 1.7 generated 1.8 noise 1.9 distribution	0.625 0.375 1 0.5 0.375 0.5 1 1 0 0 0 0.625 0 0.5		7 energy 8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	1 0.125 0.25 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375 0.25		7 state 8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.25 1 1 0.125 0.25 0.25 0.25 0.25 0.25 0.25 0.125 0.125
1 1 1 1 1 1 1 1 1	8 number 9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.375 1 0.5 0.375 0.5 1 1 0 0 0 0.625 0 0.5 0.25		8 refer 9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.125 0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375 0.25		8 electrical 9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	1 0.125 0.25 0.25 0.55 0.25 0.25 0.625 0.125 0.125
1 1 1 1 1 1 1 1 1	9 electrical 10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	1 0.5 0.375 0.5 1 1 0 0 0.625 0 0.5 0.5		9 large 10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.25 0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375 0.25		9 control 10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	1 0.125 0.25 0.25 0.5 0.25 0.25 0.625 0.125 0.125 0.625
1 1 1 1 1 1 1	10 measure 11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.5 0.375 0.5 1 1 0 0 0.625 0 0.5 0.25		10 state 11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.25 0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375 0.25		10 source 11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	1 0.125 0.25 0.25 0.5 0.25 0.625 0.125 0.125 0.625
1 1 1 1 1 1 1	11 defined 12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.375 0.5 1 1 0 0 0.625 0 0.5 0.25		11 ability 12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.25 0.625 0.375 0.125 0.125 0.25 0.75 0 0.375		11 general 12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.125 0.25 0.25 0.5 0.25 0.25 0.625 0.125 0.125
1 1 1 1 1 1 1	12 output 13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	0.5 1 1 0 0 0.625 0 0.5 0.25		12 transmission 13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.625 0.375 0.125 0.125 0.25 0.75 0 0.375		12 ability 13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.25 0.25 0.5 0.25 0.25 0.625 0.125 0.125 0.625
1 1 1 1 1 1	13 energy 14 signal 15 frequency 16 bandwidth 17 generated 18 noise 19 distribution	1 0 0 0.625 0 0.5		13 require 14 general 15 concept 16 point 17 force 18 common 19 service	0.375 0.125 0.125 0.25 0.75 0 0.375 0.25		13 world 14 national 15 include 16 great 17 transmission 18 called 19 america	0.25 0.5 0.25 0.25 0.625 0.125 0.125 0.625
1 1 1 1 1 1	L4 signal L5 frequency L6 bandwidth L7 generated L8 noise L9 distribution	1 0 0 0.625 0 0.5 0.25		14 general 15 concept 16 point 17 force 18 common 19 service	0.125 0.125 0.25 0.75 0 0.375 0.25		14 national 15 include 16 great 17 transmission 18 called 19 america	0.5 0.25 0.25 0.625 0.125 0.125 0.625
1 1 1 1 1	1.5 frequency 1.6 bandwidth 1.7 generated 1.8 noise 1.9 distribution	0 0 0.625 0 0.5 0.25		15 concept 16 point 17 force 18 common 19 service	0.125 0.25 0.75 0 0.375 0.25		15 include 16 great 17 transmission 18 called 19 america	0.25 0.25 0.625 0.125 0.125 0.625
1 1 1 1	L6 bandwidth L7 generated L8 noise L9 distribution	0 0.625 0 0.5 0.25		16 point 17 force 18 common 19 service	0.25 0.75 0 0.375 0.25		16 great 17 transmission 18 called 19 america	0.25 0.625 0.125 0.125 0.625
1 1 1	17 generated 18 noise 19 distribution	0.625 0 0.5 0.25		17 force 18 common 19 service	0.75 0 0.375 0.25		17 transmission 18 called 19 america	0.625 0.125 0.125 0.625
1	L8 noise L9 distribution	0 0.5 0.25		18 common 19 service	0 0.375 0.25		18 called 19 america	0.125 0.125 0.625
1	L9 distribution	0.5 0.25		19 service	0.375 0.25		19 america	0.125 0.625
l .		0.25			0.25			0.625
	20 developer			20 World			zo systems	
		0.4875						0.5
					0.475			0.5
Piano	Term	Relatedness	Piano	Term	Relatedness	Piano	Term	Relatedness
	1 strings	0.875		1 music	1		1 music	1
	2 piano	1		2 piano	1		2 piano	1
	3 string	0.875		3 instrument	0.75		3 instrument	0.75
	4 instrument	0.75		4 pianos	0.625		4 pianos	0.625
	5 system	0		5 instruments	0.875		5 pianist	1
	6 sound	1		6 perform	0.875		6 sound	1
	7 board	0.125		7 played	0.75		7 piece	0.5
	8 refer	0		8 sound	1		8 instruments	0.875
	9 music	1		9 keyboard	0.625		9 written	0.125
1	LO popular	0.125		10 pianist	1		10 played	0.75
1	L1 italian	0.75		11 popular	0.125		11 string	0.875
1	L2 keyboard	0.625		12 string	0.875		12 released	0.25
1	L3 pianos	0.625		13 feature	0.375		13 keyboard	0.625
1	L4 architect	0		14 record	0.375		14 musical	0.625
1	L5 version	0		15 performance	2 1		15 album	0.375
1	L6 world	0		16 musician	0.625		16 include	0
1	L7 requires	0		17 musical	0.625		17 performance	. 1
1	L8 hammer	0.875		18 produced	0.75		18 popular	0.125
1	L9 person	0		19 strings	0.875		19 musician	0.625
2	20 frequencies	0		20 piece	0.5		20 concert	1
	·	0.43125		·	0.73125			0.65625
	T	Dalatadassa	N 4	T	Relatedness		T	Dalatadaaa
Moon	Term	Relatedness	Moon	Term		Moon	Term	Relatedness
	1 solar	0.875		1 american	0.125		1 american 2 america	0.125 0.125
	2 occur	0.625		2 america	0.125			
	3 occurs	0.75		3 release	0		3 release	0
	4 calendar	0.375		4 released	0		4 released	0 125
	5 phases	0.25		5 state	0.125		5 written	0.125
	6 precise	0		6 album	0.125		6 fiction	0.125
	7 calendars	0.25		7 record	0.375		7 state	0.125
	8 plane	0		8 music	0.375		8 story	0.375
.	9 lunar	1		9 written	0.125		9 album	0.125
1	LO precisely	0.125		10 states	0.125		10 record	0.375
	L1 eclipse	0.875		11 character	0		11 music	0.375
l .	L2 phase	0.625		12 played	0.125		12 states	0.125
I	L3 earth	0.375		13 story	0.375		13 united	0
l .	L4 influence	0.375		14 series	0		14 space	0.75
I	L5 including	0		15 united	0		15 played	0.125
I	L6 released	0		16 lunar	1		16 character	0
1	L7 japan	0		17 occur	0.625		17 original	0.125
I	L8 eclipses	0.875		18 september	0.125		18 published	0
I	19 resulting	0.125		19 space	0.75		19 series	0
2	20 planet	0.625		20 based	0		20 based	0
		0.40625			0.225			0.15

Screen	Term	Relatedness	Screen	Term	Relatedness	Screen	Term	Relatedness
	1 screen	1		1 screen	1		1 screen	1
	2 screens	1		2 screens	1		2 screens	1
	3 system	0.375		3 design	0.75		3 vision	0.75
	4 content	0.75		4 include	0.25		4 include	0.25
	5 present	0.625		5 product	0.625		5 television	1
	6 original	0.125		6 system	0.375		6 product	0.625
	7 technology	0.875		7 material	0.125		7 design	0.75
	8 common	0.125		8 direct	0.125		8 produce	0.5
	9 origin	0		9 cover	0.625		9 display	1
	10 visually	1		10 feature	0.5		10 cinema	1
	11 visual	1		11 function	0.25		11 america	0
		0		12 common	0.25			0.375
	12 reading						12 system	
	13 assistive	0.25		13 create	0.375		13 video	1
	14 windows	0		14 display	1		14 table	0.375
	15 english	0		15 vision	0.75		15 based	0.125
	16 operating	0.5		16 motion	0.75		16 production	0.5
	17 cover	0.625		17 light	1		17 series	0.5
	18 target	0		18 image	1		18 national	0
	19 popular	0.375		19 surface	0.875		19 american	0
	20 print	0.5		20 video	1		20 material	0.125
		0.45625			0.625			0.54375
Car	Term	Relatedness	Car	Term	Relatedness	Car	Term	Relatedness
	1 automobile	1		1 mobile	0.75		1 vehicles	1
	2 america	0.625		2 vehicle	1		2 vehicle	1
	3 north	0		3 automobile	1		3 automobile	1
	4 large	0.375		4 vehicles	1		4 mobile	0.75
	5 american	0.125		5 america	0.625		5 america	0.625
	6 referred	0.125		6 design	0.625		6 large	0.375
	7 larger	0.375		7 include	0.023		7 design	0.625
	•						•	
	8 compact	0.5		8 sport	0.5		8 sport	0.5
	9 short	0.25		9 drive	1		9 include	0
	10 light	0.25		10 power	0.875		10 drive	1
	11 united	0		11 general	0.375		11 built	0.5
	12 vehicle	1		12 small	0.375		12 small	0.375
	13 states	0.125		13 united	0		13 engine	1
	14 railroad	0.375		14 large	0.375		14 general	0.375
	15 motor	1		15 designed	0.625		15 train	0.5
	16 range	0.875		16 built	0.5		16 typical	0.125
	17 turned	0		17 railroad	0.375		17 passenger	1
	18 chevrolet	1		18 engine	1		18 designed	0.625
	19 market	0.625		19 class	0.5		19 common	0.5
	20 extreme	0.125		20 generally	0.125		20 motor	1
		0.4375		, , , , , , , , , , , , , , , , , , ,	0.58125			0.64375
		0.4373			0.50125			0.04373
Book	Term	Relatedness	Book	Term	Relatedness	Book	Term	Relatedness
	1 large	0.125		1 books	1		1 books	1
1	2 books	1		2 format	0.875		2 print	0.875
1	3 print	0.875		3 print	0.875		3 format	0.875
	4 paper	0.875		4 general	0.125		4 state	0.125
	5 printed	0.875		5 include	0.125		5 general	0.125
	6 pages	1		6 large	0.125		6 large	0.125
	7 market	0.5		7 refer	0.5		7 printed	0.875
	8 store	0.875		8 common	0.125		8 include	0.125
	9 cover	1		9 pages	1		9 paper	0.875
	10 written	1		10 paper	0.875		10 cover	1
	11 magazine	0.75		11 graph	0.125		11 pages	1
	12 bookseller	1		12 called	0		12 united	n
	13 author	1		13 collect	0.375		13 common	0.125
	14 longer	0.375		14 printed	0.373		14 states	0.123
	-			•				0 075
1	15 publisher	1		15 generally	0		15 published	0.875
	16 format	0.875		16 cover	1		16 record	0.5
	17 series	0.875		17 state	0.125		17 called	0
	18 organ	0		18 record	0.5		18 refer	0.5
	19 order	0		19 author	1		19 public	0.5
	20 electronic	0.625		20 small	0.125		20 generally	0
		0.73125			0.4875			0.475
1								

Appendix B: Chi-Square Mutual Information: Relatedness of all terms from all queries for all sizes of N

Bike	Term	Relatedness	Bike	Term	Relatedness	Bike	Term	Relatedness
	1 bicycle	1		1 bicycle	1		1 bicycle	1
	2 cycle	1		2 cycle	1		2 cycle	1
	3 bikes	1		3 bikes	1		3 cycling	1
	4 typical	0.125		4 cycling	1		4 bikes	1
	5 typically	0.125		5 motorcycle	0.875		5 event	0.125
	6 roads	0.625		6 design	0.625		6 mountain	1
	7 large	0.125		7 sport	0.5		7 state	0.125
	8 motor	0.625		8 state	0.125		8 sport	0.5
	9 place	0.125		9 wheel	1		9 design	0.625
	10 cycling	1		10 event	0.125	:	LO rider	1
	11 purpose	0.125		11 street	0.625	:	L1 include	0.125
	12 cyclist	1		12 rider	1	:	L2 cyclists	1
	13 rider	1		13 include	0.125	:	L3 trail	1
	14 speed	0.75		14 public	0.375	:	L4 motorcycle	0.875
	15 sport	0.5		15 drive	0.625	:	L5 world	0.125
	16 country	0.125		16 vehicle	0.625	:	L6 cross	0.375
	17 frame	0.25		17 cross	0.375	:	L7 public	0.375
	18 cyclists	1		18 cyclists	1	:	18 south	(
	19 power	0.375		19 bicycles	1	:	19 country	0.125
	20 train	0.375		20 world	0.125	:	20 riders	1
		0.5625			0.65625			0.33125
Soldier	Term	Relatedness	Soldier	Term	Relatedness	Soldier	Term	Relatedness
	1 soldier	1		1 soldier	1		1 soldier	1
	2 soldiers	1		2 release	0.125		2 release	0.125
	3 album	0		3 world	0.375		3 released	0.125
	4 produce	0		4 soldiers	1		4 america	0.625
	5 state	0.625		5 released	0.125		5 soldiers	1
	6 originally	0		6 america	0.625		6 world	0.375
	7 group	0.75		7 state	0.625		7 state	0.625
	8 number			0 " 1	0.605		8 written	(
	0	0.5		8 united	0.625		0	
	9 force	0.5 0.875		8 united 9 original	0.625		9 american	0.5
						;		
	9 force	0.875		9 original	0		9 american	0.25
	9 force 10 states	0.875 0.5		9 original 10 based	0 0.25	:	9 american 10 series	0.25
	9 force 10 states 11 united	0.875 0.5 0.625		9 original 10 based 11 states	0 0.25 0.5	:	9 american 10 series 11 album	0.25 (0.25
	9 force 10 states 11 united 12 fight	0.875 0.5 0.625 1		9 original 10 based 11 states 12 american	0 0.25 0.5 0.5	:	9 american 10 series 11 album 12 based	0.25 (0.25
	9 force 10 states 11 united 12 fight 13 regiment	0.875 0.5 0.625 1 0.875		9 original 10 based 11 states 12 american 13 national	0 0.25 0.5 0.5 0.75	:	9 american 10 series 11 album 12 based 13 original	0.25 0.25 (0.625
	9 force 10 states 11 united 12 fight 13 regiment 14 military	0.875 0.5 0.625 1 0.875		9 original 10 based 11 states 12 american 13 national 14 group	0 0.25 0.5 0.5 0.75 0.75	:	9 american 10 series 11 album 12 based 13 original 14 united	0.25 0.25 0.625 0.625
	9 force 10 states 11 united 12 fight 13 regiment 14 military 15 record	0.875 0.5 0.625 1 0.875 1		9 original 10 based 11 states 12 american 13 national 14 group 15 including	0 0.25 0.5 0.5 0.75 0.75		9 american LO series L1 album L2 based L3 original L4 united L5 title	0.29 0.29 0.629 0.629
	9 force 10 states 11 united 12 fight 13 regiment 14 military 15 record 16 produced	0.875 0.5 0.625 1 0.875 1 0 0.125		9 original 10 based 11 states 12 american 13 national 14 group 15 including 16 series	0 0.25 0.5 0.5 0.75 0.75 0		9 american LO series L1 album L2 based L3 original L4 united L5 title L6 directed	0.25 0.25 0.625 0.625
	9 force 10 states 11 united 12 fight 13 regiment 14 military 15 record 16 produced 17 generally	0.875 0.5 0.625 1 0.875 1 0 0.125		9 original 10 based 11 states 12 american 13 national 14 group 15 including 16 series 17 directed	0 0.25 0.5 0.5 0.75 0.75 0 0.25		9 american 10 series 11 album 12 based 13 original 14 united 15 title 16 directed 17 record	0.25 (0.25 (0.625 (0.55 (0.500)
	9 force 10 states 11 united 12 fight 13 regiment 14 military 15 record 16 produced 17 generally 18 created	0.875 0.5 0.625 1 0.875 1 0 0.125 0		9 original 10 based 11 states 12 american 13 national 14 group 15 including 16 series 17 directed 18 album	0 0.25 0.5 0.5 0.75 0.75 0 0.25 0.5		9 american 10 series 11 album 12 based 13 original 14 united 15 title 16 directed 17 record 18 states	0.5 0.25 0.25 0.625 0.5 0.5 0.5

BM25											
10 article	es			75 article	S			150 articl	es		
Cloud		Term	Relatedness	Cloud		Term	Relatedness	Cloud		Term	Relatedness
	1	cloud	1		1	clouds	1		1	clouds	1
	2	occur	0.375		2	cloud	1		2	cloud	1
	3	observation	0.75		3	water	1		3	large	0.375
	4	observations	0.75		4	altitude	0.75		4	america	(
	5	clouds	1		5	large	0.375		5	altitude	0.75
	6	limit	0		6	cumulus	0.75		6	water	1
	7	temperature	0.875		7	generally	0.125		7	release	(
	8	water	1		8	precipitation	0.375		8	american	(
	9	article	0		9	produce	0		9	light	0.875
	10	depend	0.25		10	common	0		10	common	(
	11	served	0.25		11	vapor	0.875		11	cumulus	0.75
	12	confirmed	0		12	character	0		12	service	0.5
	13	medium	0.125		13	ground	0		13	based	0.125
	14	ionized	0		14	surface	0.5		14	released	(
		physics	1			occur	0.375			generally	0.125
		altitude	0.75			develop	0.125			system	0.25
		droplets	0			level	0.375			formation	0.2
		galaxies	0			small	0.375			produce	. (
		limited	0			formation	0.575			level	0.375
			0								
	20	significant			20	shape	0.875		20	including	0.40621
			0.40625				0.49375				0.40625
Cat		Term	Relatedness	Cat		Term	Relatedness	Cat		Term	Relatedness
	1	species	1		1	species	1		1	released	0.125
		result	0.25		2	america	0		2	america	(
		america	0			origin	0.375			american	Č
		common	0.125			small	0.375			small	0.375
		vision	0.375			common	0.125			common	0.375
			0.373			character	0.625				0.123
		early								origin	
		popular	0.5			called	0			short	0.375
		super	0.125			world	0.125			produce	C
		domestic	1			original	0.25			breed	0.875
		specific	0.25			population	0.375			domestic	1
	11	sense	0.75		11	breed	0.875		11	include	C
	12	similar	0.25		12	series	0		12	called	C
	13	language	0		13	state	0.125		13	species	1
	14	artist	0.125		14	american	0		14	character	0.625
	15	number	0.125		15	felis	0.5		15	number	0.125
	16	american	0		16	south	0		16	record	C
	17	resulting	0.375		17	number	0.125		17	world	0.125
	18	called	0		18	domestic	1		18	state	0.125
		including	0			record	0			animal	1
		quantum	0			united	0			series	
		quantum	0.2625			aca	0.29375			50.105	0.3125
Weapon		Term	Relatedness	Weapon		Term	Relatedness	Weapon		Term	Relatedness
		weapon	1			weapon	1			weapon	1
		weapons	1			weapons	1			weapons	1
	3	device	0.875		3	design	0.375		3	design	0.375
	4	force	1		4	military	1		4	system	C
	5	projectile	1		5	device	0.875		5	develop	0.75
	6	modern	0.125		6	include	0		6	state	0.625
	7	include	0		7	designed	0.375			large	0.25
		advantage	0.25			power	1			military	1
		combat	0.875			purpose	0.375			states	0.625
		produce	0.25			similar	0.125			united	0.125
		implements	0.25			refer	0.125			power	0.123
		warfare	1			common	0.125			release	0.25
			1			modern	0.125			include	0.25
		damage									
		purpose	0.375			america	0.875			force	0.275
		power	1			combat	0.875			designed	0.375
		great	0			force	1			device	0.875
	17	increase	0.25			state	0.625			based	C
		cc .	0.5		10		0.075		1Ω		0.135
		effect				explosive	0.875			refer	
		missile	1			intended	0.875			reter released	
	19				19				19		0.125 0.125 0.375

School	Term	Relatedness	School	Term	Relatedness	School Term	Relatedness
3011001	1 schools	1	School	1 education	1	1 education	1
	2 school	1		2 school	1	2 school	1
	3 based	0.25		3 schools	1	3 schools	1
	4 education	1		4 educational	1	4 educational	1
	5 economic	0.5		5 students	1	5 student	1
	6 public	1		6 student	1	6 students	1
	7 place	0.375		7 founded	0.5	7 independent	t 0.5
	8 government	0.375		8 college	1	8 state	0.875
	9 national	0.5		9 state	0.875	9 located	0.25
	10 setting	0.125		10 located	0.25	10 college	1
	11 century	0.25		11 secondary	0.875	11 founded	0.5
	12 world	0.375		12 private	1	12 board	0.75
	13 students	1		13 independent	0.5	13 preparatory	0.625
	14 building	0.875		14 institution	0.875	14 boarding	0.75
	15 taught	1		15 campus	1	15 england	0.25
	16 credit	0.875		16 grade	1	16 private	1
	17 direction	0		17 board	0.75	17 grade	1
	18 mental	0		18 member	0.25	18 include	0.625
	19 individuals	0.625		19 include	0.625	19 secondary	0.875
	20 state	0.875		20 england	0.25	20 states	0.875
		0.6			0.7875		0.79375
Police	Term	Relatedness	Police	Term	Relatedness	Police Term	Relatedness
	1 force	1		1 force	1	1 force	1
	2 police	1		2 police	1	2 police	1
	3 state	1		3 office	0.875	3 office	0.875
	4 officers	1		4 officer	1	4 officer	1
	5 office	0.875		5 state	1	5 officers	1
	6 officer	1		6 officers	1	6 state	1
	7 enforce	0.875		7 enforce	0.875	7 crime	1
	8 enforcement			8 crime	1	8 policing	0.875
	9 australia	0.25		9 service	1	9 enforcemen	
	10 traffic	0.875		10 enforcement		10 service	1
	11 service	1		11 policing	0.875	11 forces	1
	12 units	1		12 person	0.75	12 public	0.875
	13 members	0.25		13 forces	1	13 territorial	0.5
	14 station	1		14 united	0.75	14 agency	0.625
	15 agency	0.625		15 states	1	15 responsible	0.875
	16 separate	0.25		16 public	0.875	16 united 17 states	0.75
	17 search 18 special	0.875		17 agency	0.625		0.375
	19 motor	0.375 0.25		18 power 19 common	0.75	18 special	
	20 forces	0.25		20 territorial	0.375 0.5	19 person 20 include	0.75
	20 forces	0.76875		20 territoriai	0.85625	20 iliciude	0.5 0.84375
		0.70873			0.83023		0.04373
Fruit	Term	Relatedness	Fruit	Term	Relatedness	Fruit Term	Relatedness
	1 seeds	1		1 fruits	1	1 species	0.125
	2 fruit	1		2 fruit	1	2 fruit	1
	3 apple	1		3 apple	1	3 fruits	0.125
	4 apples	1		4 common	0 075	4 range	0.125
	5 sweet	0.875		5 sweet 6 produce	0.875	5 large	0.125
	6 include	0 0		•	0.375 0.125	6 produce	0.375
	7 state 8 fruits	1		7 range 8 include	0.125	7 apple 8 include	1
	9 varies	0.125		9 called	0	9 united	0
	10 today	0.125		10 similar	0.25	10 sweet	0.875
	11 strawberries			11 sugar	0.625	11 small	0.873
	12 orange	1		12 orange	0.023	12 orange	0.123
1	13 flesh	0.5		13 released	0	13 called	0
	14 pears	1		14 large	0.125	14 product	0.375
	15 called	0		15 product	0.375	15 america	0.575
1	16 produce	0.375		16 album	0.373	16 natural	0.75
	17 specific	0.125		17 flavor	0.875	17 eaten	0.75
	18 syrup	0		18 based	0	18 common	0
1	19 flowering	0		19 america	0	19 plant	1
	20 animals	0.125		20 version	0	20 south	0.125
		0.5125			0.38125		0.4375

Meat		Term	Relatedness	Meat	Term	Relatedness	Meat	Term	Relatedness
	1	refer	0.125		1 animal	1		animal	1
		process	0.5		2 include	0		product	0.625
		america	0.375		3 refer	0.125		process	0.025
		american	0.375			0.123		include	0.5
					4 process				
		species	0.625		5 animals	1		state	0
		served	0.875		6 consumption			produce	0.5
		world	0		7 world	0		' release	0
		include	0		3 product	0.625		united	0
	9	album	0	Ç	9 method	0.125	9	released	0
	10	protein	0.875	10) common	0	10	states	0
	11	hunted	0.75	1:	1 produce	0.5	11	world	0
	12	source	0.25	12	2 meats	1	12	! album	0
	13	success	0	13	3 called	0	13	including	0.125
	14	concerns	0.375	14	4 united	0	14	large	0.125
	15	performance	0	1!	5 cooked	1		america	0.375
		reference	0		6 human	0.375		ground	0.375
		south	0.125		7 including	0.125		' animals	1
		consume	0.123		3 states	0.123		called	0
		animal	1		9 america	0.375		products	0.625
	20	water	0.375	20) large	0.125	20	consumption (
			0.33125			0.39375			0.3125
Telephon	е	Term	Relatedness	Telephone	Term	Relatedness	Telephone	Term	Relatedness
	1	telephone	1	:	1 telephone	1	1	telephone	1
	2	phone	1	2	2 phone	1	2	phone	1
	3	service	0.875	3	3 service	0.875	3	number	0.875
	4	phones	1		1 phones	1	4	service	0.875
		system	0.5		5 connect	0.75		system	0.5
		connect	0.75		5 number	0.875		communicati	
		electric	0.75		7 telephones	0.075		phones	1
					•			•	
		telephones	1		3 communicat			network	1
		internet	0.75		9 system	0.5		communicati	
		electrical	0.625		0 company	0.5		company	0.5
	11	called	0.75	1:	1 network	1	11	. numbers	0.875
	12	network	1	12	2 communicat	i 1	12	telecom	1
	13	access	0.5	13	3 telecommun	1	13	services	0.75
	14	device	0.75	14	4 services	0.75	14	digit	0.875
	15	small	0.5	15	5 common	0.125	15	telephones	1
	16	switch	0.25	16	6 exchange	0.25	16	telecommun	1
	17	number	0.875	17	7 switch	0.25	17	' connect	0.75
	18	invented	0	18	3 electric	0.75	18	public	0.375
	19	transmission	0.5	10	9 place	0.375		national	0.125
		modern	0) state	0) state	0
	20	modern	0.66875	20	Jatate	0.7	20	state	0.775
			0.00873			0.7			0.773
Machine		Term	Relatedness	Machine	Term	Relatedness	Machine	Term	Relatedness
		machine	1		1 machines	1		machines	1
		system	0.75		2 machine	1		machine	1
		computer	0.875		3 computer	0.875		computer	0.875
		machines	1		4 process	0.625		device	0.625
	5	systems	0.625	į	5 system	0.75	5	produce	0.75
	6	number	0.375	(5 produce	0.75	6	system	0.75
	7	large	0.375	-	7 device	0.625	7	design	0.5
	8	design	0.5	8	3 perform	0.5	8	number	0.375
		general	0.25		9 design	0.5		called	0.125
		language	0.125		Called	0.125		process	0.625
		limited	0.125		1 state	0.375		. state	0.375
		device	0.625		2 general	0.25		! mechanical	0.875
		german	0.375		3 model	0.625		designed	0.873
		•						•	
		personal	0		4 application	0.375		common	0.25
		hardware	0.875		5 number	0.375		original	0.25
		change	0.125		6 complex	0.375		class	0.25
		translate	0.125		7 large	0.375		perform	0.5
	18	considered	0.125	18	3 designed	0.25	18	3 model	0.625
	19	produce	0.75	19	9 mechanical	0.875	19	release	0.25
	20	parts	0.75	20) metal	0.5	20) large	0.375
			0.4875			0.55625			0.51875
I .									

Computer	Term	Relatedness	Computer	Term	Relatedness	Computer	Term	Relatedness
-	1 computer	1	-	1 computer	1	1	computer	1
	2 computers	1	;	2 computers	1	2	computers	1
	3 program	0.875		3 system	0.75	3	system	0.75
	4 application	0.875	4	4 systems	0.875	4	systems	0.875
	5 machine	0.875	!	5 program	0.875	5	design	0.25
	6 solve	0.375	(6 design	0.25	6	machine	0.875
	7 world	0.125		7 include	0		' process	0.625
	8 electronic	0.75		8 process	0.625		include	0
	9 applications			9 develop	0.5		program	0.875
	10 process	0.625		0 based	0.125) based	0.125
	11 system	0.75		1 electronic	0.75		format	0.75
	12 state	0.375		2 computing	1		software	1
	13 systems 14 develop	0.875 0.5		3 device 4 machine	0.75		hardware	1 1
l .	14 develop 15 design	0.25	=	5 refer	0.875 0.125		computing develop	0.5
	16 digital	0.75		6 software	0.123		develop digital	0.75
	17 order	0.25		7 person	0		' electronic	0.75
l .	18 general	0.29		8 digital	0.75		perform	0.75
	19 perform	0.5		9 require	0.125		early	0.5
	20 problem	0.625		D application	0.875) device	0.75
		0.6125			0.6125			0.66875
Space	Term	Relatedness	Space	Term	Relatedness	Space	Term	Relatedness
	1 space	0.875	:	1 mathematics	0.875	1	mathematics	0.875
	2 spaces	0.75	:	2 space	0.875	2	space	0.875
	3 mathematic	s 0.875	:	3 spaces	0.75	3	spaces	0.75
	4 point	0.625	•	4 logic	0.125	4	called	0
	5 finite	0.5	!	5 called	0	5	point	0.625
	6 concept	0.5		6 topological	0.5	6	topological	0.5
	7 defined	0.375		7 system	0.875		' general	0
	8 euclidean	0.375		8 point	0.625		topology	0.25
	9 topological	0.5		9 topology	0.25		system	0.875
	10 number	0.375		0 structure	0.125) metric	0.5
l .	11 dimension	0.625		1 earth	0.875		function	0.25
l .	12 element	0.625		2 include	0.25		theory	0.625
	13 euclid	0.375		3 general	0		related	0.25
	14 define	0.375		4 element	0.625		structure	0.125
l .	15 definition	0.25 0.875		5 orbit	0.625 0.25		element	0.625
	16 system 17 metric	0.875		6 related 7 function	0.25		algebra ' earth	0.375 0.875
	18 mathematic			8 concept	0.23		vector	0.873
l .	19 century	0		9 metric	0.5		points	0.375
	20 short	0		0 theory	0.625) include	0.25
	20 311011	0.46875	2	o theory	0.475	20	meiaac	0.475
		00075						
Game	Term	Relatedness	Game		Relatedness	Game	Term	Relatedness
	1 player	1		1 player	1		player	1
	2 games	0.875		2 games	0.875		games	0.875
	3 players	0.875		3 players	0.875		players	0.875
	4 involve	0.5		4 video	1		video	1
	5 playing	1		5 board	1		played	0.875
	6 person	0.5		6 played	0.875		number	0.25
	7 board	1		7 number	0.25		' include	0.375
	8 human 9 number	0.5 0.25		8 called 9 playing	0.125 1		board general	0.125
	10 played	0.23		D general	0.125		U	0.123
	10 played 11 computer	0.875		1 require	0.125) playing . called	0.125
	12 early	0.125		2 common	0.125		caneu ! computer	1
I	13 require	0.125		3 action	0.625		world	0.5
I	14 purpose	0.125		4 based	0.025		popular	0.375
l l	15 rules	0.875		5 computer	1		action	0.625
	16 range	0.25		6 include	0.375		theory	0.625
l l	17 exist	0.375		7 involve	0.5		' involve	0.5
	18 present	0.375		8 chess	1		common	0.25
l l	19 involves	0.5		9 popular	0.375		chess	1
	20 distinction	0		0 theory	0.625		require	0.125
		0.575			0.6125			0.625

Power	Term	Relatedness	Power	Term	Relatedness	Power	Term	Relatedness
	1 ratio	0.5		1 system	0.625		1 electric	0.75
	2 power	0.875		2 power	0.875		2 power	0.875
	3 define	0.125		3 electric	0.75		3 system	0.625
	4 energy	1		4 ratio	0.5		4 energy	1
	5 tribute	0.375		5 electrical	1		5 refer	0.125
	6 electric	0.75		6 refer	0.125		6 large	0.25
	7 number	0.375		7 state	0.25		7 electrical	1
	8 generate	0.625		8 control	1		8 state	0.25
	9 press	0.375		9 energy	1		9 source	1
	10 system	0.625		10 large	0.25		10 america	0.125
	11 defined	0.375		11 force	0.75		11 control	1
	12 place	0		12 ability	0.25		12 include	0.25
	13 additional	0		13 concept	0.125		13 general	0.125
	14 instance	0		14 point	0.25		14 national	0.5
	15 operation	0.5		15 general	0.125		15 transmission	0.625
	16 equal	0.25		16 transmission	0.625		16 ability	0.25
	17 developer	0.25		17 means	0.125		17 world	0.25
	18 equivalent	0.25		18 require	0.375		18 american	0.125
	19 developed	0.375		19 states	0.25		19 systems	0.625
	20 works	0.375		20 include	0.25		20 called	0.125
		0.4			0.475			0.49375
Piano	Term	Relatedness	Piano	Term	Relatedness	Piano	Term	Relatedness
	1 strings	0.875		1 music	1		1 music	1
	2 piano	1		2 piano	1		2 piano	1
	3 instrument	0.75		3 instrument	0.75		3 instrument	0.75
	4 string	0.875		4 pianos	0.625		4 pianos	0.625
	5 keyboard	0.625		5 played	0.75		5 pianist	1
	6 system	0		6 perform	0.875		6 piece	0.5
	7 italian	0.75		7 sound	1		7 sound	1
	8 popular	0.125		8 instruments	0.875		8 instruments	0.875
	9 board	0.125		9 pianist	1		9 written	0.125
	10 music	1		10 keyboard	0.625		10 played	0.75
	11 pianos	0.625		11 popular	0.125		11 released	0.25
	12 sound	1		12 string	0.875		12 string	0.875
	13 refer	0		13 produce	0.125		13 keyboard	0.625
	14 acoustic	0		14 record	0.375		14 musician	0.625
	15 classical	1		15 musical	0.625		15 album	0.375
	16 press 17 instruments	0.25 0.875		16 feature 17 musician	0.375 0.625		16 popular	0.125 0.25
	18 referred	0.873		18 piece	0.025		17 original 18 musical	0.625
	19 hammers	0		19 performance			19 concert	1
	20 range	0.625		20 range	0.625		20 refer	0
	20 range	0.525		20 range	0.6875		20 16161	0.61875
Moon	Term	Relatedness	Moon	Term	Relatedness	Moon	Term	Relatedness
IVIOOII	1 solar	0.875	WIOOII	1 american	0.125	WIOOII	1 released	0
	2 occur	0.625		2 america	0.125		2 release	o
	3 occurs	0.75		3 music	0.375		3 american	0.125
	4 precisely	0.125		4 written	0.125		4 written	0.125
	5 calendar	0.375		5 state	0.125		5 album	0.125
	6 precise	0		6 fiction	0.125		6 record	0.375
	7 phases	0.25		7 record	0.375		7 story	0.375
	8 earth	0.375		8 character	0		8 fiction	0.125
	9 calendars	0.25		9 lunar	1		9 state	0.125
	10 eclipse	0.875		10 story	0.375		10 music	0.375
	11 plane	0		11 space	0.75		11 published	0
	12 phase	0.625		12 released	0		12 united	0
	13 lunar	1		13 published	0		13 based	0
	14 influence	0.375		14 occur	0.625		14 played	0.125
	15 including	0		15 united	0		15 states	0.125
	16 released	0		16 states	0.125		16 original	0.125
	17 resulting	0.125		17 played	0.125		17 national	0
	18 outer	0.25		18 based	0		18 member	0
	19 closest	0		19 march	0.25		19 series	0
		0 0.75 0.38125		19 march 20 popular	0.25 0.125 0.2375		19 series 20 character	0 0 0.10625

1 1 1 1 1 2 1 2 2 3 3 3 3 3 3 3 3	Screen	Term	Relatedness	Screen	Term	Relatedness	Screen Terr	n Relatedness
2 screens 1 2 screens 1 2 screens 1 2 screens 1 3 original 0.125 3 include 0.25 3 vision 0.75 4 present 0.625 4 design 0.75 5 lefted 0.625 5 television 0.25 5 select 0.375 5 product 0.625 5 television 0.25 6 system 0.375 6 product 0.625 7 design 0.75 8 vision 0.75 8 vision 0.75 8 vision 0.75 8 vision 0.75 9 pattern 0.375 9 feature 0.5 9 produce 0.5 10 technique 0.5 10 technique 0.5 10 technique 0.5 10 technique 0.5 11 wovine 0.875 11 system 0.375 12 video 1 1 10 video 1.11 support 0.125 111 movie 0.875 11 system 0.375 12 video 1 1 12 production 0.5 13 technique 0.5 13 material 0.125 13 movie 0.875 14 without 0.375 14 left 1 1 14 cinema 1.1 sustailly 1 1 1 visitable 0.25 13 material 0.125 13 material 0.125 13 material 0.125 13 material 0.125 14 left in 0.25 14				33.33.				
4 present 0.625		2 screens			2 screens			
A present 0.625								
S select		•						
6 content		•			•			
8 sight 0.75 9 system 0.375 9 space 0.55 10 television 1 1.0 video 1 1					•			
8 sight 0.75 8 wisno 0.75 8 display 1 9 system 0.375 9 feature 0.5 9 produce 0.5 10 technique 0.5 10 technique 0.5 10 technique 0.5 11 support 0.125 11 movie 0.875 11 tystem 0.375 12 design 0.75 12 wideo 1 12 production 0.57 13 technology 0.875 13 material 0.125 13 movie 0.875 14 linterest 0.375 14 light 1 14 cinema 1 15 display 1 15 tisble 0.375 15 visually 1 15 display 1 15 tisble 0.375 16 function 0.25 16 function 0.25 16 media 1 17 america 0.375 17 suitable 0.25 17 common 0.125 17 media 0.25 18 number 0.125 18 limage 1 18 based 0.125 19 keyboard 0 19 table 0.375 19 national 0.0 20 generally 0 20 motion 0.75 20 material 0.125 20 generally 0 20 motion 0.75 20 material 0.125 21 automobile 1 1 vehicle 1 1 vehicle 1 2 america 0.625 2 2 mentrial 0.125 23 american 0.625 2 2 mentria 0.625 2 2 whicles 1 2 america 0.625 2 2 mentrial 0.125 3 large 0.375 3 mobile 0.75 3 automobile 1 4 mobile 0.75 3 automobile 1 4 mobile 0.75 3 automobile 1 1 4 mobile 0.75 3 mobile 0.75 3 automobile 0.75 3 mobile 0.75 3 mobile 0.75 3 mobile 0.75 3 automobile 1 1 4 mobile 0.75 3 mobile 0.75					,		'	
9 system 0.375 9 feature 0.5 9 produce 0.5 10 telorique 0.5 10 telorique 0.5 11 support 0.125 11 movie 0.875 11 system 0.275 12 decisin 0.75 12 video 1 1 2 production 0.55 13 technology 0.875 13 material 0.125 13 movie 0.875 14 light 1 14 cineme 1.7 15 visually 1 15 display 1 15 table 0.375 16 function 0.25 16 function 0.25 16 media 1.7 17 suitable 0.25 17 rommon 0.125 17 america 0.10 18 number 0.125 18 limage 1 18 based 0.125 19 keyboard 0 19 table 0.375 19 national 0.02 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.6125 0.66875 0.66875 0.66875 0.6125 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875 0.66875		•						•
11 support 0.125		-					•	•
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	3 bikes	1		3 bikes	1		3 cycling	1
	4 purpose	0.125		4 cycling	1		4 bikes	1
	5 cycling	1		5 event	0.125		5 event	0.125
	6 typical	0.125		6 motorcycle	0.875		6 mountain	1
	7 typically	0.125		7 design	0.625		7 state	0.125
	8 large	0.125		8 rider	1		8 include	0.125
	9 drive	0.625		9 state	0.125		9 sport	0.5
	10 place	0.125		10 wheel	1		10 cyclists	1
	11 cyclist	1		11 public	0.375		11 design	0.625
	12 depending	0		12 include	0.125		12 rider	1
	13 similar	0.125		13 street	0.625		13 trail	1
	14 train	0.375		14 bicycles	1		14 world	0.125
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	16 power	0.375		16 small	0.25		16 cross	0.375
	17 larger	0		17 people	0.375		17 public	0.375
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		clouds	1			precipitation			7 american	(
		temperature				generally	0.125		8 release	(
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		water	1		10	surface	0.5		10 cumulus	0.75
		observation	0.75		11	vapor	0.875		11 common	(
		aerosol	0			common	0		12 service	0.5
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	14	ionized	0		14	produce	0		14 system	0.2
	15	state	0		15	occur	0.375		15 released	(
	16	space	0		16	level	0.375		16 generally	0.125
	17	clusters	0		17	develop	0.125		17 level	0.375
	18	cluster	0		18	small	0.375		18 produce	(
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	1	america	0		1	species	1		1 released	0.125
	2	vision	0.375		2	america	0		2 america	(
	3	species	1		3	origin	0.375		3 american	(
	4	common	0.125		4	small	0.375		4 small	0.375
	5	result	0.25		5	common	0.125		5 common	0.125
	6	early	0		6	character	0.625		6 origin	0.375
		popular	0.5			called	0		7 produce	(
		super	0.125			world	0.125		8 short	0.375
		specific	0.25			original	0.25		9 breed	0.875
		domestic	1			population	0.375		10 domestic	0.073
		sense	0.75			series	0.373		11 include	. (
		similar	0.75			breed	0.875		12 called	(
		american	0.23			american	0.873		13 species	1
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		experiment	0			domestic	1		18 state	0.125
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	20	called	0		20	united	0		20 series	(
			0.2625				0.29375			0.3125
Weapon		Term	Relatedness	Weapon		Term	Relatedness	Weapon	Term	Relatedness
		weapon	1			weapon	1		1 weapon	1
		weapons	1			weapons	1		2 weapons	1
		projectile	1			design	0.375		3 design	0.375
		force	1			device	0.875		4 system	C
		device	0.875			military	1		5 develop	0.75
	6	modern	0.125		6	include	0		6 state	0.625
	7	advantage	0.25		7	designed	0.375		7 large	0.25
	8	produce	0.25		8	purpose	0.375		8 military	1
	9	warfare	1		9	power	1		9 states	0.625
	10	effect	0.5		10	similar	0.125		10 united	0.125
	11	missile	1		11	common	0.125		11 power	1
		great	0			refer	0.125		12 release	0.25
		purpose	0.375			state	0.625		13 force	1
		damage	1			explosive	0.875		14 include	(
		include	0			america	0.875		15 designed	0.375
		power	1			combat	0.875		16 device	0.875
		combat	0.875			intended	0.375		17 refer	0.87
		increase	0.875			modern	0.125		18 based	0.123
	TQ		0.25				0.125		18 based 19 released	0.125
	10									
		implements				force				
		explosive	0.875 0.61875			person	0 0.55625		20 explosive	0.875 0.51875

School	Term	Relatedness	School	Term	Relatedness	School	Term	Relatednes
	1 school	1		1 education	1		1 education	:
	2 chool	0		2 school	1		2 school	:
	3 schools	1		3 schools	1		3 schools	
	4 education	1		4 educational	1		4 educational	
	5 schooling	1		5 student	1		5 student	
	6 generally	0		6 students	1		6 students	
	7 public	1		7 founded	0.5		7 independent	0.5
	8 institution	0.875		8 college	1		8 college	
	9 private	1		9 state	0.875		9 state	0.875
	10 building	0.875		10 located	0.25		LO founded	0.5
	11 attend	1		11 independent	0.5	:	L1 located	0.25
	12 economic	0.5		12 private	1	:	12 board	0.75
	13 include	0.625		13 secondary	0.875	:	L3 england	0.25
	14 credit	0.875		14 grade	1	:	L4 private	:
	15 century	0.25		15 england	0.25	:	L5 preparatory	0.625
	16 common	0.625		16 campus	1		L6 grade	:
	17 government	0.375		17 institution	0.875	:	L7 boarding	0.75
	18 countries	0.375		18 member	0.25	:	18 include	0.625
	19 child	1		19 class	1	:	19 states	0.87
	20 children	1		20 board	0.75		20 secondary	0.875
		0.71875			0.80625		,	0.7937
Police	Term	Relatedness	Police	Term	Relatedness	Police	Term	Relatednes
	1 force	1		1 force	1		1 force	
	2 police	1		2 police	1		2 police	:
	3 officers	1		3 office	0.875		3 office	0.875
	4 office	0.875		4 officer	1		4 officer	:
	5 state	1		5 state	1		5 officers	:
	6 officer	1		6 officers	1		6 state	
	7 enforcement			7 enforce	0.875		7 crime	:
	8 enforce	0.875		8 crime	1		8 policing	0.87
	9 members	0.25		9 policing	0.875		9 enforcement	
	10 units	1		10 service	1		LO service	
	11 traffic	0.875		11 enforcemen			l1 forces	:
	12 service	1		12 person	0.75	:	12 territorial	0.5
	13 australia	0.25		13 forces	1	:	13 public	0.87
	14 search	0.875		14 united	0.75	:	14 agency	0.62
	15 agency	0.625		15 public	0.875	:	L5 responsible	0.87
	16 forces	1		16 states	1	:	L6 united	0.7
	17 special	0.375		17 common	0.375	:	17 special	0.37
	18 services	0.875		18 power	0.75		18 states	:
	19 civil	0.625		19 responsible	0.875	:	19 local	0.7
	20 motor	0.25		20 territorial	0.5	2	20 include	0.
		0.78125			0.86875			0.8437
Fruit	Term	Relatedness	Fruit	Term	Relatedness	Fruit	Term	Relatednes
	1 apple	1		1 fruits	1		1 species	0.12
	2 fruit	1		2 fruit	1		2 fruit	:
	3 seeds	1		3 apple	1		3 fruits	
	4 state	0		4 common	0		4 range	0.12
	5 sweet	0.875		5 sweet	0.875		5 large	0.12
	6 fruits	1		6 produce	0.375		6 produce	0.37
	7 apples	1		7 range	0.125		7 apple	0.57
	8 include	0		8 include	0.129		8 include	
	9 strawberries			9 called	0		9 united	
	10 pears	1		10 orange	1		10 sweet	0.87
	11 flesh	0.5		11 similar	0.25		11 product	0.37
	12 varies	0.125		12 sugar	0.625		12 small	0.12
	13 today	0.125		13 product	0.375		13 orange	0.12
	14 specific	0.125		14 released	0.575		14 called	
	15 produce	0.375		15 large	0.125		L5 plant	
	16 orange	0.373		16 album	0.123		16 america	
	17 called	0		17 flavor	0.875		17 south	0.12
	18 flower	0.875		18 based	0.875		18 eaten	0.12
		0.875		19 version	0		18 eaten 19 common	
	19 states							0.7
	20 taste	0		20 flavour	0.875 0.425	•	20 natural	0.7! 0.437!
		0.55						

Meat	Term	Relatedness	Meat	Term	Relatedness	Meat	Term	Relatednes
1	refer	0.125		1 animal	1	1	animal	
2	process	0.5		2 include	0	2	product	0.62
3	america	0.375		3 refer	0.125	3	process	0.
4	species	0.625		4 process	0.5	4	include	
5	american	0.375		5 animals	1	5	state	
6	served	0.875		6 consumption	1 1	6	produce	0.
7	protein	0.875		7 world	0	7	release	
8	world	0		8 method	0.125	8	united	
9	include	0		9 product	0.625	9	released	
10	album	0	1	LO common	0	10	states	
11	product	0.625	1	1 produce	0.5	11	world	
12	school	0	1	L2 meats	1	12	album	
13	vocal	0	1	L3 called	0	13	including	0.12
14	parts	0.375	1	L4 united	0	14	america	0.37
	consume	0	1	L5 cooked	1	15	large	0.12
16	concerns	0.375	1	L6 human	0.375	16	ground	0.37
17	' water	0.375	1	17 including	0.125		animals	
18	significant	0		L8 states	0	18	called	
	animal	1	1	L9 america	0.375	19	products	0.62
	source	0.25		20 large	0.125		consumption	
		0.3375		0 .	0.39375			0.312
					0.000.0			
Telephone		Relatedness	Telephone		Relatedness	Telephone		Relatednes
	telephone	1		1 telephone	1		telephone	
	phone	1		2 phone	1	2	phone	
3	service	0.875		3 service	0.875	3	number	0.87
4	phones	1		4 phones	1	4	service	0.87
5	telephones	1		5 connect	0.75	5	system	0.
6	electric	0.75		6 number	0.875	6	communicat	i
7	system	0.5		7 telephones	1	7	phones	
8	connect	0.75		8 communicat	i 1	8	network	
9	internet	0.75		9 system	0.5	9	communicat	i
10	device	0.75	1	LO company	0.5	10	company	0.
11	network	1	1	11 network	1	11	numbers	0.87
12	called	0.75	1	2 communicat	i 1	12	telecom	
13	electrical	0.625	1	3 telecommun	1	13	services	0.7
14	number	0.875	1	4 services	0.75	14	digit	0.87
15	switch	0.25	1	L5 common	0.125	15	telephones	
16	access	0.5	1	L6 exchange	0.25	16	telecommun	ıi
17	' small	0.5	1	17 electric	0.75	17	connect	0.7
18	services	0.75	1	L8 switch	0.25	18	public	0.37
19	converts	0.125	1	L9 place	0.375	19	national	0.12
20	invented	0		20 state	0	20	state	
		0.6875			0.7			0.77
Na shin s	T	Dalatadaaaa	B.A.a.bia.a	T	Dalatadaaaa	Maahina	T	Dalatadaaa
Machine 1	Term machine	Relatedness 1	Machine	Term 1 machines	Relatedness 1	Machine 1	Term machines	Relatednes
	system	0.75		2 machine	1		machine	
	computer	0.875		3 computer	0.875		computer	0.87
	machines	1		4 process	0.625		device	0.62
	number	0.375		5 system	0.75		produce	0.02
	systems	0.625		6 produce	0.75		system	0.7
	general	0.25		7 device	0.625		design	0.7
	design	0.5		8 perform	0.025		number	0.37
	large	0.375		9 design	0.5		process	0.57
	language	0.125	1	10 called	0.125		state	0.02
	considered	0.125		10 caned 11 state	0.375		called	0.37
	fully	0.125		12 general	0.373		designed	0.12
	power	0.5		12 general 13 model	0.25		mechanical	
								0.87
	require	0		L4 designed	0.25		common	
	effective	0		L5 application	0.375		class	0.2
	application	0.375		L6 large	0.375		model	0.62
	' level	0.375		17 number	0.375		perform	0
	ratio	0.25		18 complex	0.375		original	0.2
19	change	0.125		19 original	0.25		large	0.37
		0.435	-	00	0.875	20	release	0.2
	government	0.125 0.3875	2	20 mechanical	0.54375		reieuse	0.5187

Computer	Term	Relatedness	Computer	Term	Relatedness	Computer	Term	Relatedness
1 '	1 computer	1	•	1 computer	1	•	computer	1
	2 computers	1		2 computers	1	2	computers	1
	3 program	0.875	3	3 system	0.75	3	system .	0.75
	4 application	0.875	4	1 systems	0.875	4	systems	0.875
	5 electronic	0.75	į	5 program	0.875	5	design	0.25
	6 machine	0.875	(6 design	0.25	6	machine	0.875
	7 applications	0.875	:	7 include	0	7	' include	0
	8 process	0.625	8	3 process	0.625	8	3 process	0.625
	9 system	0.75	9	9 based	0.125	9	program	0.875
:	L0 world	0.125	10) develop	0.5	10) based	0.125
:	L1 solve	0.375	1:	1 electronic	0.75	11	computing	1
:	L2 design	0.25	12	2 computing	1	12	2 hardware	1
:	L3 digital	0.75	13	3 device	0.75	13	3 software	1
:	L4 general	0		4 refer	0.125	14	l format	0.75
	L5 develop	0.5		5 software	1		develop	0.5
	L6 problem	0.625		5 machine	0.875		electronic	0.75
	L7 systems	0.875		7 digital	0.75		digital	0.75
	L8 state	0.375		3 person	0		3 perform	0.5
	L9 perform	0.5		application	0.875		device	0.75
	20 order	0.25	20	O signed	0.125	20	early	0
		0.6125			0.6125			0.66875
Space	Term	Relatedness	Space	Term	Relatedness	Space	Term	Relatedness
-	1 mathematics	s 0.875	•	1 mathematics	0.875	. 1	mathematics	0.875
	2 space	0.875		2 space	0.875	2	space	0.875
	3 spaces	0.75	3	3 spaces	0.75	3	spaces	0.75
	4 point	0.625	4	1 logic	0.125	4	called	0
	5 define	0.375	Ţ	5 called	0	5	point	0.625
	6 concept	0.5	(5 topological	0.5	6	topological	0.5
	7 dimension	0.625	-	7 point	0.625	7	general	0
	8 element	0.625	8	3 system	0.875	8	3 topology	0.25
	9 system	0.875	g	9 topology	0.25	9	system	0.875
:	LO definition	0.25	10) structure	0.125	10) metric	0.5
:	l1 euclidean	0.375	1:	1 earth	0.875	11	function	0.25
:	L2 finite	0.5	12	2 general	0	12	theory	0.625
:	l3 number	0.375	13	3 include	0.25	13	3 related	0.25
:	L4 topological	0.5	14	4 element	0.625	14	l algebra	0.375
:	L5 euclid	0.375	1!	5 related	0.25	15	element	0.625
:	L6 defined	0.375	16	5 function	0.25	16	structure	0.125
:	L7 elements	0	17	7 orbit	0.625	17	earth e	0.875
:	L8 typical	0	18	3 exist	0.375	18	3 vector	0.5
:	L9 sequence	0.125	19	9 metric	0.5	19	points	0.375
2	20 introduced	0	20) theory	0.625	20) include	0.25
		0.45			0.46875			0.475
Game	Term	Relatedness	Game	Term	Relatedness	Game	Term	Relatedness
Gaine	1 player	1		1 player	1		player	1
	2 games	0.875		2 games	0.875		games	0.875
	3 involve	0.5		3 players	0.875		players	0.875
	4 players	0.875		4 video	1		l video	1
	5 playing	1		5 board	1		played	0.875
	6 person	0.5		5 number	0.25		number	0.25
	7 board	1		7 played	0.875		' include	0.375
	8 played	0.875		3 called	0.125		B board	1
	9 early	0.125		9 playing	1		general	0.125
	LO number	0.25) require	0.125) playing	1
	L1 human	0.5		1 general	0.125		called	0.125
	L2 require	0.125		2 action	0.625		2 computer	1
1	L3 computer	1		3 common	0.25		B world	0.5
	L4 rules	0.875		4 include	0.375		l popular	0.375
	L5 range	0.25		5 based	0.25		action	0.625
	L6 exist	0.375	16	6 computer	1	16	theory	0.625
	17 purpose	0.5	17	7 involve	0.5		' involve	0.5
	L8 present	0.375	18	3 popular	0.375	18	3 common	0.25
] :	19 interaction	0	19	9 chess	1	19	chess	1
	20 strategy	0	20) theory	0.625	20	require	0.125
		0.55			0.6125			0.625

Power	Term	Relatedness	Power	Term	Relatedness	Power	Term	Relatedness
	1 ratio	0.5		1 system	0.625		1 electric	0.75
	2 power	0.875		2 power	0.875		2 power	0.875
	3 system	0.625		3 electric	0.75		3 system	0.625
	4 define	0.125		4 refer	0.125		4 energy	1
	5 generate	0.625		5 electrical	1		5 large	0.25
	6 electric	0.75		6 ratio	0.5		6 refer	0.125
	7 electrical	1		7 control	1		7 electrical	1
	8 number	0.375		8 energy	1		8 state	0.25
	9 energy	1		9 state	0.25		9 source	1
	10 output	0.5		10 force	0.75		10 america	0.125
	11 measure	0.5		11 large	0.25		11 control	1
	12 defined	0.375		12 ability	0.25		12 include	0.25
	13 distribution	0.5		13 concept	0.125		13 general	0.125
	14 total	0		14 point	0.25		14 national	0.5
	15 signal	1		15 general	0.125		15 ability	0.25
	16 person	0		16 transmission			16 transmission	
	17 years	0		17 states	0.25		17 world	0.25
	18 works	0.375		18 require	0.375		18 company	0.375
	19 generation	0.5		19 means	0.125		19 called	0.125
	20 measured	0.5		20 developed	0.375		20 american	0.125
	20 measureu	0.50625		20 developed	0.48125		20 amencan	0.48125
		0.30023			0.48123			0.46123
Piano	Term	Relatedness	Piano	Term	Relatedness	Piano	Term	Relatedness
	1 strings	0.875		1 music	1		1 music	1
	2 piano	1		2 piano	1		2 piano	1
	3 string	0.875		3 instrument	0.75		3 instrument	0.75
	4 instrument	0.75		4 pianos	0.625		4 pianos	0.625
	5 board	0.125		5 played	0.75		5 pianist	1
	6 pianos	0.625		6 perform	0.875		6 piece	0.5
	7 system	0		7 instruments	0.875		7 sound	1
	8 sound	1		8 sound	1		8 instruments	0.875
	9 popular	0.125		9 pianist	1		9 written	0.125
	10 keyboard	0.625		10 keyboard	0.625		10 played	0.75
	11 italian	0.75		11 popular	0.125		11 released	0.25
	12 music	1		12 string	0.875		12 string	0.875
	13 refer	0		13 produce	0.125		13 keyboard	0.625
	14 similar	0		14 record	0.375		14 musician	0.625
	15 octaves	1		15 feature	0.375		15 album	0.375
	16 instruments	0.875		16 musical	0.625		16 original	0.25
	17 range	0.625		17 musician	0.625		17 musical	0.625
	18 requires	0		18 piece	0.5		18 popular	0.125
	19 padded	0.125		19 performance	1		19 concert	1
	20 store	0		20 range	0.625		20 refer	0
		0.51875			0.6875			0.61875
Moon	Term	Relatedness	Moon	Term	Relatedness	Moon	Term	Relatedness
	1 solar	0.875		1 american	0.125		1 released	0
	2 occur	0.625		2 america	0.125		2 release	o
	3 occurs	0.75		3 music	0.375		3 american	0.125
	4 earth	0.375		4 written	0.125		4 written	0.125
	5 eclipse	0.875		5 state	0.125		5 album	0.125
	6 calendars	0.25		6 fiction	0.125		6 record	0.375
	7 calendar	0.375		7 character	0.123		7 story	0.375
	8 plane	0.373		8 record	0.375		8 fiction	0.125
	9 phases	0.25		9 lunar	0.575		9 state	0.125
	10 lunar	1		10 story	0.375		10 music	0.123
	11 precisely	0.125		11 released	0.373		11 published	0.373
	12 phase	0.625		12 space	0.75		12 united	0
	13 precise	0.625		13 published	0.75		13 based	0
	14 influence	0.375		14 occur	0.625		14 played	0.125
	15 including	0.373		15 states	0.125		15 states	0.125
	16 released	0						
	15 released 17 outer	0.25		16 united 17 played	0 135		16 original 17 national	0.125 0
	17 outer 18 orbit	0.25		18 based	0.125 0		18 member	0
	18 orbit 19 planet							0
		0.625		19 march	0.25		19 series	
		0.125		20 nonular	0.135		20 character	
	20 ecliptic	0.125 0.4125		20 popular	0.125 0.2375		20 character	0 0.10625

Screen	Term	Relatedness	Screen	Term	Relatedness	Screen Term	Relatedness
	1 screen	1		1 screen	1	1 screen	1
	2 screens	1		2 screens	1	2 screens	1
	3 sight	0.75		3 include	0.25	3 vision	0.75
	4 system	0.375		4 design	0.75	4 include	0.25
	5 technique	0.5		5 product	0.625	5 television	1
	6 original	0.125		6 system	0.375	6 product	0.625
	7 content	0.75		7 cover	0.625	7 design	0.75
	8 select	0.375		8 vision	0.75	8 display	1
	9 present	0.625		9 feature	0.5	9 produce	0.5
	10 origin	0		10 television	1	10 system	0.375
	11 front	0.125		11 material	0.125	11 video	1
	12 design	0.75		12 movie	0.875	12 media	1
	13 range	0.375		13 video	1	13 table	0.375
	14 common	0.125		14 function	0.25	14 cinema	1
	15 material	0.125		15 display	1	15 productio	
	16 support	0.125		16 common	0.125	16 america	0.9
	17 print	0.125		17 light	1	17 movie	0.875
	18 visual	1		18 image	1	18 material	0.125
	19 cinema	1		19 table	0.375	19 national	0.123
	20 surface	0.875		20 production	0.575	20 based	0.125
	20 Surface	0.525		20 production	0.65625	20 baseu	0.6125
		0.323			0.03023		0.0123
Car	Term	Relatedness	Car	Term	Relatedness	Car Term	Relatedness
	1 automobile	1		1 vehicle	1	1 vehicles	1
	2 america	0.625		2 america	0.625	2 vehicle	1
	3 large	0.375		3 automobile	1	3 automobi	le 1
	4 american	0.125		4 mobile	0.75	4 mobile	0.75
	5 vehicle	1		5 vehicles	1	5 america	0.625
	6 europe	0.25		6 design	0.625	6 sport	0.5
	7 larger	0.375		7 large	0.375	7 include	0
	8 united	0		8 sport	0.5	8 large	0.375
	9 states	0.125		9 small	0.375	9 drive	1
	10 short	0.25		10 engine	1	10 design	0.625
	11 north	0		11 include	0	11 small	0.375
	12 light	0.25		12 general	0.375	12 general	0.375
	13 include	0		13 drive	1	13 built	0.5
	14 built	0.5		14 class	0.5	14 engine	1
	15 carry	0.5		15 power	0.875	15 train	0.5
	16 passenger	1		16 united	0	16 motor	1
	17 motor	1		17 designed	0.625	17 typical	0.125
	18 common	0.5		18 passenger	1	18 passenger	
	19 family	0		19 train	0.5	19 power	0.875
	20 customers	0		20 american	0.125	20 designed	0.625
		0.39375			0.6125	5 7 7 6	0.6625
Book	Term	Relatedness	Book	Term	Relatedness	Book Term	Relatedness
	1 large	0.125		1 books	1	1 books	1
	2 books	1		2 format	0.875	2 print	0.875
	3 print	0.875		3 print	0.875	3 format	0.875
	4 store	0.875		4 general	0.125	4 general	0.125
	5 printed	0.875		5 large	0.125	5 pages	1
	6 publisher	1		6 include	0.125	6 state	0.125
	7 market	0.5		7 collect	0.375	7 paper	0.875
	8 pages	1		8 refer	0.5	8 printed	0.875
	9 paper	0.875		9 pages	1	9 large	0.125
	10 bookstore	1		10 paper	0.875	10 cover	1
	11 bookseller	1		11 graph	0.125	11 include	0.125
	12 electronic	0.625		12 common	0.125	12 published	0.875
	13 series	0.875		13 called	0	13 united	0
	14 written	1		14 printed	0.875	14 common	0.125
	15 longer	0.375		15 generally	0	15 refer	0.5
	16 magazine	0.75		16 cover	1	16 author	1
	17 stores	0.75		17 state	0.125	17 states	0
	18 organ	0		18 author	1	18 generally	0
	19 cover	1		19 place	0.125	19 called	0
	20 united	0		20 small	0.125	20 public	0.5
		0.725			0.46875		0.5
1							

Bike	Term	Relatedness	Bike	Term	Relatedness	Bike	Term	Relatedness
	1 bicycle	1		1 bicycle	1	1	bicycle	1
	2 cycle	1		2 cycle	1	2	cycle	1
	3 bikes	1		3 bikes	1	3	cycling	1
	4 purpose	0.125		4 cycling	1	4	bikes	1
	5 place	0.125		5 event	0.125	5	event	0.125
	6 drive	0.625		6 motorcycle	0.875	6	mountain	1
	7 large	0.125		7 design	0.625	7	state	0.125
	8 typical	0.125		8 rider	1	8	include	0.125
	9 cycling	1		9 state	0.125	9	sport	0.5
	10 typically	0.125		10 wheel	1	10	cyclists	1
	11 cyclist	1		11 public	0.375	11	rider	1
	12 created	0		12 include	0.125	12	design	0.625
	13 refer	0		13 street	0.625	13	trail	1
	14 train	0.375		14 bicycles	1	14	world	0.125
	15 power	0.375		15 vehicle	0.625	15	motorcycle	0.875
	16 vehicle	0.625		16 small	0.25	16	cross	0.375
	17 variety	0.125		17 people	0.375	17	public	0.375
	18 purposes	0.125		18 sport	0.5	18	country	0.125
	19 country	0.125		19 united	0	19	south	0
	20 pedal	1		20 riders	1	20	riders	1
		0.45			0.63125			0.61875
Soldier	Term	Relatedness	Soldier	Term	Relatedness	Soldier	Term	Relatedness
	1 soldier	1		1 world	0.375	1	soldier	1
	2 soldiers	1		2 soldier	1	2	release	0.125
	3 produce	0		3 release	0.125	3	released	0.125
	4 state	0.625		4 soldiers	1	4	america	0.625
	5 album	0		5 america	0.625	5	soldiers	1
	6 fight	1		6 state	0.625	6	world	0.375
	7 states	0.5		7 released	0.125	7	state	0.625
	8 force	0.875		8 united	0.625	8	written	0
	9 united	0.625		9 original	0	9	series	0.25
	10 group	0.75		10 based	0.25	10	american	0.5
	11 number	0.5		11 states	0.5	11	original	0
	12 originally	0		12 american	0.5	12	album	0
	13 produced	0.125		13 directed	0.5	13	united	0.625
	14 project	0		14 album	0	14	based	0.25
	15 early	0		15 including	0	15	record	0
						4.0		0.5
	16 figures	0.375		16 group	0.75	16	directed	0.5
	16 figures 17 created			16 group 17 series	0.75 0.25		directed including	0.5
	_	0.375		• .		17		0
	17 created	0.375		17 series	0.25	17 18	including	
	17 created 18 based	0.375 0 0.25		17 series 18 national	0.25 0.75	17 18 19	including states	0 0.5

5 8 7

10 Appendix C: P@n values for CSMI and NT extrapolated term relatedness

Table 9: CSMI values of P@n and AP with query = "Cloud"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.825	0.825	0.825
P@10	0.588	0.538	0.588
P@15	0.45	0.475	0.475
P@20	0.444	0.494	0.444
AP	0.632	0.647	0.65

Table 10: CSMI values of P@n and AP with query = "Cat"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.375	0.375	0.375
P@10	0.338	0.325	0.325
P@15	0.292	0.317	0.317
P@20	0.3	0.294	0.294
AP	0.379	0.385	0.38

Table 11: CSMI values of P@n and AP with query = "Weapon"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.85	0.85	0.85
P@10	0.613	0.613	0.613
P@15	0.6	0.55	0.583
P@20	0.581	0.556	0.556
AP	0.68	0.671	0.67

Table 12: CSMI values of P@n and AP with query = "School"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	1	1	1
P@10	0.863	0.863	0.863
P@15	0.8	0.858	0.817
P@20	0.769	0.788	0.806
AP	0.873	0.905	0.896

Table 13: CSMI values of P@n and AP with query = "Police"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.975	0.975	0.975
P@10	0.95	0.963	0.963
P@15	0.908	0.933	0.925
P@20	0.85	0.856	0.869
AP	0.934	0.946	0.945

Table 14: CSMI values of P@n and AP with query = "Fruit"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.969	0.75	0.75
P@10	0.538	0.463	0.538
P@15	0.45	0.45	0.45
P@20	0.425	0.383	0.425
AP	0.606	0.591	0.601

Table 15: CSMI values of P@n and AP with query ="Meat"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.525	0.525	0.525
P@10	0.438	0.438	0.438
P@15	0.483	0.458	0.458
P@20	0.406	0.394	0.394
AP	0.495	0.487	0.484

Table 16: CSMI values of P@n and AP with query = "Telephone"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.925	0.925	0.925
P@10	0.85	0.85	0.85
P@15	0.825	0.825	0.825
P@20	0.7	0.7	0.7
AP	0.872	0.872	0.873

Table 17: CSMI values of P@n and AP with query = "Machine"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.75	0.85	0.85
P@10	0.675	0.675	0.675
P@15	0.55	0.583	0.575
P@20	0.53125	0.55625	0.54375
AP	0.65	0.717	0.713

Table 18: CSMI values of P@n and AP with query = "Computer"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.75	0.9	0.9
P@10	0.6	0.6	0.6
P@15	0.633	0.633	0.642
P@20	0.606	0.613	0.613
AP	0.662	0.722	0.722

Table 19: CSMI values of P@n and AP with query = "Space"

P@n	Vector	BM25	LM
P@1	0.875	0.875	0.875
P@5	0.625	0.525	0.525
P@10	0.538	0.5	0.5
P@15	0.508	0.492	0.467
P@20	0.419	0.475	0.469
AP	0.556	0.566	0.56

Table 20: CSMI values of P@n and AP with query = "Game"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.95	0.95	0.95
P@10	0.713	0.713	0.713
P@15	0.633	0.625	0.583
P@20	0.613	0.613	0.613
AP	0.749	0.748	0.741

Table 21: CSMI values of P@n and AP with query = "Power"

P@n	Vector	BM25	LM
P@1	0.75	0.625	0.625
P@5	0.75	0.75	0.675
P@10	0.638	0.638	0.688
P@15	0.525	0.525	0.525
P@20	0.475	0.475	0.481
AP	0.645	0.609	0.614

Table 22: CSMI values of P@n and AP with query = "Piano"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.85	0.825	0.825
P@10	0.85	0.85	0.85
P@15	0.75	0.708	0.692
P@20	0.731	0.688	0.688
AP	0.818	0.801	0.799

Table 23: CSMI values of P@n and AP with query = "Moon"

P@n	Vector	BM25	LM
P@1	0.125	0.125	0.125
P@5	0.075	0.175	0.175
P@10	0.15	0.275	0.275
P@15	0.133	0.275	0.283
P@20	0.225	0.238	0.238
AP	0.146	0.23	0.224

Table 24: CSMI values of P@n and AP with query = "Screen"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.725	0.725	0.725
P@10	0.538	0.688	0.688
P@15	0.525	0.725	0.675
P@20	0.625	0.669	0.656
AP	0.634	0.724	0.709

Table 25: CSMI values of P@n and AP with query = "Car"

P@n	Vector	BM25	LM
P@1	0.75	1	1
P@5	0.875	0.875	0.875
P@10	0.7375	0.725	0.725
P@15	0.608	0.667	0.667
P@20	0.581	0.613	0.613
AP	0.713	0.724	0.729

Table 26: CSMI values of P@n and AP with query = "Book"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.6	0.6	0.6
P@10	0.563	0.588	0.588
P@15	0.467	0.467	0.467
P@20	0.488	0.469	0.469
AP	0.583	0.589	0.589

Table 27: CSMI values of P@n and AP with query = "Bike"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.975	0.825	0.825
P@10	0.725	0.775	0.775
P@15	0.667	0.7	0.7
P@20	0.656	0.631	0.631
AP	0.792	0.777	0.777

Table 28: CSMI values of P@n and AP with query = "Soldier"

P@n	Vector	BM25	LM
P@1	1	1	0.375
P@5	0.525	0.625	0.625
P@10	0.475	0.475	0.475
P@15	0.483	0.4	0.417
P@20	0.4	0.4	0.444
AP	0.525	0.52	0.5

Table 29: NT values of P@n and AP with query = "Cloud"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.675	0.675	0.675
P@10	0.475	0.475	0.475
P@15	0.425	0.425	0.425
P@20	0.444	0.444	0.444
AP	0.555	0.555	0.555

Table 30: NT values of P@n and AP with query = "Cat"

P@n	Vector	BM25	LM
P@1	0.125	0.125	0.125
P@5	0.25	0.25	0.25
P@10	0.1875	0.1875	0.1875
P@15	0.258	0.258	0.258
P@20	0.225	0.225	0.225
AP	0.211	0.211	0.211

Table 31: NT values of P@n and AP with query = "Weapon"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.8	0.8	0.8
P@10	0.7125	0.7125	0.7125
P@15	0.642	0.642	0.642
P@20	0.65	0.65	0.65
AP	0.754	0.752	0.752

Table 32: NT values of P@n and AP with query = "School"

P@n	Vector	BM25	LM
P@1	0.75	0.625	0.75
P@5	0.875	0.875	0.875
P@10	0.788	0.763	0.75
P@15	0.625	0.617	0.617
P@20	0.6	0.566	0.566
AP	0.746	0.716	0.731

Table 33: NT values of P@n and AP with query = "Police"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.9	0.9	0.9
P@10	0.863	0.838	0.838
P@15	0.708	0.642	0.642
P@20	0.656	0.656	0.656
AP	0.822	0.804	0.804

Table 34: NT values of P@n and AP with query = "Fruit"

P@n	Vector	BM25	LM
P@1	0	0	0
P@5	0.45	0.35	0.35
P@10	0.375	0.375	0.375
P@15	0.4	0.408	0.408
P@20	0.35	0.4	0.4
AP	0.324	0.364	0.364

Table 35: NT values of P@n and AP with query ="Meat"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.6	0.6	0.6
P@10	0.525	0.525	0.525
P@15	0.475	0.475	0.475
P@20	0.488	0.488	0.488
AP	0.55	0.55	0.55

Table 36: NT values of P@n and AP with query = "Telephone"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.475	0.475	0.475
P@10	0.563	0.563	0.563
P@15	0.6	0.6	0.6
P@20	0.544	0.581	0.581
AP	0.577	0.579	0.579

Table 37: NT values of P@n and AP with query = "Machine"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.55	0.55	0.55
P@10	0.425	0.425	0.425
P@15	0.425	0.425	0.425
P@20	0.413	0.413	0.413
AP	0.514	0.514	0.514

Table 38: NT values of P@n and AP with query = "Computer"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.825	0.825	0.825
P@10	0.863	0.863	0.863
P@15	0.833	0.758	0.758
P@20	0.744	0.706	0.706
AP	0.85	0.812	0.812

Table 39: NT values of P@n and AP with query = "Space"

P@n	Vector	BM25	LM
P@1	0.875	0.875	0.875
P@5	0.65	0.65	0.65
P@10	0.575	0.575	0.575
P@15	0.533	0.525	0.525
P@20	0.5	0.544	0.544
AP	0.58	0.596	0.596

Table 40: NT values of P@n and AP with query = "Game"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.825	0.825	0.825
P@10	0.6	0.663	0.663
P@15	0.625	0.658	0.658
P@20	0.66875	0.675	0.675
AP	0.732	0.74	0.74

Table 41: NT values of P@n and AP with query = "Power"

P@n	Vector	BM25	LM
P@1	0.75	0.75	0.75
P@5	0.85	0.85	0.85
P@10	0.75	0.75	0.75
P@15	0.642	0.683	0.683
P@20	0.681	0.713	0.713
AP	0.724	0.74	0.748

Table 42: NT values of P@n and AP with query = "Piano"

P@n	Vector	BM25	LM
P@1	1	0.75	0.75
P@5	0.7	0.65	0.65
P@10	0.688	0.663	0.663
P@15	0.675	0.642	0.642
P@20	0.688	0.669	0.669
AP	0.721	0.636	0.636

Table 43: NT values of P@n and AP with query = "Moon"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.85	0.825	0.825
P@10	0.65	0.65	0.65
P@15	0.555	0.57	0.57
P@20	0.525	0.481	0.481
AP	0.67	0.675	0.675

Table 44: NT values of P@n and AP with query = "Screen"

P@n	Vector	BM25	LM
P@1	0.25	0.25	0.25
P@5	0.475	0.475	0.475
P@10	0.588	0.588	0.588
P@15	0.517	0.567	0.567
P@20	0.544	0.588	0.588
AP	0.55	0.561	0.561

Table 45: NT values of P@n and AP with query = "Car"

P@n	Vector	BM25	LM
P@1	0.5	1	1
P@5	0.625	0.675	0.675
P@10	0.6	0.563	0.563
P@15	0.533	0.567	0.567
P@20	0.594	0.569	0.569
AP	0.593	0.601	0.601

Table 46: NT values of P@n and AP with query = "Book"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.45	0.275	0.275
P@10	0.263	0.263	0.263
P@15	0.367	0.3	0.3
P@20	0.356	0.369	0.369
AP	0.386	0.368	0.368

Table 47: NT values of P@n and AP with query = "Bike"

P@n	Vector	BM25	LM
P@1	1	1	1
P@5	0.625	0.625	0.625
P@10	0.713	0.713	0.713
P@15	0.583	0.583	0.583
P@20	0.556	0.556	0.556
AP	0.645	0.645	0.645

Table 48: NT values of P@n and AP with query = "Soldier"

P@n	Vector	BM25	LM
P@1	0.375	0.375	0.375
P@5	0.0.35	0.35	0.35
P@10	0.5	0.425	0.425
P@15	0.492	0.475	0.475
P@20	0.425	0.406	0.406
AP	0.458	0.434	0.434

11 Appendix D: Results of Image Retrieval using CSMI and NT

Table 49: Results of image retrieval using CSMI for query = "Cloud"

Query: cloud			
ET: o	ET: clouds water altitude large cumulus		
Image #	Related?	Contains ET	
1	Yes	cloud large cumulus	
2	Yes	clouds cumulus large	
3	Yes	cumulus cloud	
4	Yes	cloud clouds cumulus	
5	Yes	clouds cumulus cloud	
6	Yes	water clouds cumulus large	
7	Yes	cloud cumulus	
8	Yes	clouds cumulus	
9	Yes	altitude clouds	
10	Yes	clouds cumulus	

Table 50: Results of image retrieval using CSMI for query = "cat"

Query: cat			
ET: s	species america or	igin small	
Image #	Related image?	Contains ET	
1	No	origin species	
2	No	origin species	
3	No	small species	
4	Yes	cat small	
5	Yes	cat small	
6	Yes	america cat	
7	No	origin	
8	No	origin	
9	Yes	cat small	
10	Yes	cat small	

Table 51: Results of image retrieval using CSMI for query = "weapon"

Query: weapon			
ET: wear	ET: weapons design military device include		
Image #	Related image?	Contains ET	
1	Yes	military weapon	
2	Yes	weapon weapons	
3	Yes	weapon weapons	
4	Yes	weapon weapons	
5	Yes	weapon weapons	
6	No	device	
7	No	device	
8	Yes	military weapon	
9	No	design device	
10	Yes	military weapons	

Table 52: Results of image retrieval using CSMI for query = "school"

	Query: school			
ET: edu	ET: education schools educational students student			
Image #	Related image?	Contains ET		
1	Yes	school students education		
2	Yes	school education students		
3	Yes	education students		
4	Yes	education student		
5	Yes	education student school		
6	Yes	school education student		
7	Yes	school education student		
8	Yes	education school students		
9	Yes	students school		
10	Yes	school students		

Table 53: Results of image retrieval using CSMI for query = "police"

Query: police		
ET: force office officer officers state		
Image # Related image? Contains ET		

1	Yes	police officers
2	Yes	police officer
3	Yes	police officer
4	Yes	officer police
5	Yes	police officer
6	Yes	police officers
7	No	officer officers
8	No	officer officers
9	Yes	police officer
10	Yes	police officer

Table 54: Results of image retrieval using CSMI for query = "fruit"

Query: fruit			
ET: fr	ET: fruits apple common sweet produce		
Image #	Related image?	Contains ET	
1	Yes	apple fruits fruit	
2	Yes	fruit produce sweet	
3	Yes	fruit produce	
4	Yes	fruit fruits	
5	Yes	fruit produce	
6	Yes	produce fruit	
7	Yes	fruit produce	
8	Yes	fruit produce	
9	Yes	fruit produce	
10	Yes	fruit produce	

Table 55: Results of image retrieval using CSMI for query = "meat"

Query: meat			
ET: anir	ET: animal include refer process animals		
Image #	Related image?	Contains ET	
1	Yes	animals meat	
2	No	animal animals	
3	No	animals animal	
4	No	animals animal	
5	Yes	include meat	

6	Yes	meat animal
7	No	animal animals
8	No	animals animal
9	No	animal animals
10	No	animal animals

Table 56: Results of image retrieval using CSMI for query = "telephone"

Query: telephone			
ET:	ET: phone service phones connect number		
Image #	Related image?	Contains ET	
1	Yes	phone phones telephone	
2	Yes	phone telephone	
3	Yes	number telephone phone	
4	Yes	phone phones	
5	Yes	telephone phone	
6	Yes	telephone phone	
7	Yes	telephone phone	
8	Yes	phone telephone	
9	Yes	phone number	
10	Yes	phones	

Table 57: Results of image retrieval using CSMI for query = "machine"

Query: machine			
ET: mach	ET: machines computer process system produce		
Image #	Related image?	Contains ET	
1	Yes	machine machines	
2	Yes	machine machines	
3	Yes	machine machines	
4	No	computer machines	
5	Yes	system machine	
6	Yes	computer system	
7	No	system	
8	No	system	
9	Yes	computer machine	
10	Yes	computer machine	

Table 58: Results of image retrieval using CSMI for query = "computer"

Query: computer			
ET: com	ET: computers system systems program design		
Image #	Related image?	Contains ET	
1	Yes	computer program	
2	Yes	computers computer	
3	Yes	computers computer	
4	Yes	computers computer	
5	Yes	computers computer	
6	Yes	computer computers	
7	Yes	computers computer	
8	No	computers computer	
9	No	design computer	
10	No	program	

Table 59: Results of image retrieval using CSMI for query = "space"

Query: space			
ET: math	ET: mathematics spaces logic called topological		
Image #	Related image?	Contains ET	
1	No	spaces	
2	No	space mathematics	
3	No	space mathematics	
4	No	called	
5	No	spaces	
6	No	space spaces	
7	No	mathematics	
8	No	mathematics	
9	No	mathematics	
10	No	called	

Table 60: Results of image retrieval using CSMI for query = "game"

Query: game ET: player games players video board

Image #	Related image?	Contains ET
1	Yes	board games game
2	Yes	game board
3	Yes	game games player players
4	Yes	game games
5	Yes	video games
6	Yes	games players
7	Yes	games players
8	Yes	game board
9	Yes	game games
10	Yes	games game

Table 61: Results of image retrieval using CSMI for query = "power"

Query: power			
ET:	ET: system electric electrical refer ratio		
Image #	Related image?	Contains ET	
1	Yes	power electrical	
2	Yes	electrical power	
3	Yes	electric electrical power	
4	No	power electrical	
5	Yes	electric electrical power	
6	No	power electrical	
7	Yes	power electrical	
8	Yes	electric power	
9	Yes	power electric	
10	Yes	power electrical electric	

Table 62: Results of image retrieval using CSMI for query = "piano"

Query: piano		
ET: music instrument pianos perform played		
Image # Related image? Contains ET		
1	Yes	piano instrument music
2	Yes	piano music instrument
3	No	piano instrument music
4	Yes	piano music instrument

5	No	piano pianos music
6	Yes	piano instrument
7	Yes	piano instrument
8	Yes	perform piano
9	No	music instrument
10	No	music instrument

Table 63: Results of image retrieval using CSMI for query = "moon"

Query: moon			
ET: am	ET: american america music written state		
Image #	Related image?	Contains ET	
1	No	america american	
2	Yes	moon state	
3	No	written	
4	No	written	
5	No	written	
6	No	written	
7	No	america american	
8	No	american state	
9	No	american music	
10	No	moon music	

Table 64: Results of image retrieval using CSMI for query = "screen"

Query: screen			
ET: so	ET: screens include product system design		
Image #	Related image?	Contains ET	
1	Yes	screen screens	
2	No	design product	
3	No	design system	
4	No	design product	
5	Yes	product screen	
6	No	screen product	
7	No	design screen	
8	No	design screen product	
9	Yes	screens screen	
10	No	system	

Table 65: Results of image retrieval using CSMI for query = "car"

	Query: car		
ET:	vehicle america r	nobile automobile vehicles	
Image #	Related image?	Contains ET	
1	Yes	vehicle vehicles automobile car	
2	Yes	automobile vehicle car	
3	Yes	automobile vehicle car	
4	Yes	car automobile vehicle	
5	Yes	car automobile vehicle	
6	Yes	car vehicle vehicles	
7	Yes	automobile car vehicle	
8	Yes	automobile vehicle car	
9	Yes	automobile vehicle car	
10	Yes	automobile vehicle car	

Table 66: Results of image retrieval using CSMI for query = "bike"

	Query: bike		
	ET: bicycle cycl	e bikes cycling event	
Image #	Related image?	Contains ET	
1	Yes	bike bicycle bikes cycling cycle	
2	Yes	bike bikes bicycle cycle cycling	
3	Yes	bike bikes bicycle cycling cycle	
4	Yes	bike bikes bicycle cycling cycle	
5	Yes	bike bikes bicycle cycling cycle	
6	Yes	bike cycle cycling bikes bicycle	
7	Yes	bike bicycle cycle cycling	
8	Yes	bike bicycle cycle cycling	
9	Yes	bikes cycle bike bicycle	
10	Yes	cycling bikes bicycle bike	

Table 67: Results of image retrieval using CSMI for query = "soldier"

Query: soldier		
ET: world release soldiers state released		
Image # Related image? Contains ET		

1	Yes	soldier soldiers
2	Yes	soldiers soldier
3	Yes	soldier soldiers
4	Yes	soldiers soldier
5	Yes	soldiers soldier
6	Yes	soldier soldiers
7	Yes	soldier soldiers
8	Yes	soldiers soldier
9	Yes	soldiers soldier
10	Yes	soldiers soldier

Table 68: Results of image retrieval using NT for query = "cloud"

	Query: cloud		
ET: co	omputing cirrus cl	ouds point form	
Image #	Related image?	Contains ET	
1	Yes	cloud cirrus	
2	Yes	cloud clouds cirrus	
3	Yes	cloud cirrus	
4	Yes	cirrus clouds	
5	Yes	clouds cloud cirrus	
6	Yes	clouds cloud cirrus	
7	Yes	cloud clouds cirrus	
8	Yes	cirrus cloud	
9	Yes	point clouds cloud	
10	Yes	cirrus clouds	

Table 69: Results of image retrieval using NT for query = "cat"

Query: cat		
ET: han	na joseph populat	ion size jerry
Image #	Related image?	Contains ET
1	No	hanna
2	No	joseph
3	No	hanna
4	No	hanna
5	Yes	short cat
6	Yes	cat short
7	No	joseph short
8	Yes	cat jerry
9	No	hanna
10	No	hanna

Table 70: Results of image retrieval using NT for query = "weapon"

Query: weapon		
ET: lethal nuclear weapons bit explosive		
Image # Related image? Contains ET		

1	Yes	lethal weapon
2	Yes	weapon weapons
3	Yes	weapon weapons
4	Yes	weapon weapons
5	Yes	weapon weapons
6	No	weapons nuclear
7	Yes	weapons weapon
8	Yes	weapon weapons
9	Yes	weapon weapons
10	Yes	weapon weapons

Table 71: Results of image retrieval using NT for query = "school"

Query: school			
ET: boar	ET: boarding college preparatory public schools		
Image #	Related image?	Contains ET	
1	Yes	college public	
2	No	boarding school	
3	No	boarding public	
4	Yes	college school public	
5	Yes	college school schools	
6	Yes	college public school	
7	No	public schools school	
8	Yes	boarding school	
9	Yes	college school	
10	No	college school	

Table 72: Results of image retrieval using NT for query = "police"

Query: police		
ET: serv	vice force responsi	ble chief constable
Image #	Related image?	Contains ET
1	No	police chief service
2	No	police chief service
3	Yes	police constable
4	Yes	police constable
5	Yes	police constable

6	No	service force
7	No	service force
8	No	chief
9	Yes	police constable
10	Yes	constable police

Table 73: Results of image retrieval using NT for query = "fruit"

Query: fruit		
ET: d	love ptilinopus biz	arre tree iucn
Image #	Related image?	Contains ET
1	Yes	fruit tree bizarre
2	Yes	fruit tree bizarre
3	No	ptilinopus dove
4	No	tree dove
5	Yes	tree red fruit
6	Yes	tree red fruit
7	Yes	fruit red bizarre
8	No	dove
9	No	tree dove
10	Yes	red iucn

Table 74: Results of image retrieval using NT for query = "meat"

Query: meat			
ET: pu	ET: puppets products pie pies packing		
Image #	Related image?	Contains ET	
1	Yes	meat pie	
2	No	pies pie	
3	No	pie pies	
4	No	pie pies	
5	No	pie pies	
6	No	meat products	
7	No	pies	
8	No	pies pie	
9	No	pie pies	
10	No	pies pie	

Table 75: Results of image retrieval using NT for query = "telephone"

[
	Query: telephone		
ET: nui	ET: numbering plan area codes local		
Image #	Related image?	Contains ET	
1	No	local area	
2	No	plan	
3	No	plan	
4	No	numbering	
5	Yes	telephone	
6	No	telephone	
7	No	plan	
8	No	plan	
9	No	numbering	
10	No	numbering	

Table 76: Results of image retrieval using NT for query = "machine"

Query: machine			
ET	ET: tools iron man pistols darwin		
Image #	Related image?	Contains ET	
1	Yes	man machine iron	
2	Yes	iron machine	
3	No	machine man	
4	No	darwin man	
5	No	iron tools	
6	No	tools iron	
7	No	tools iron	
8	No	iron machine	
9	No	man darwin	
10	No	darwin man	

Table 77: Results of image retrieval using NT for query = "computer"

Query: computer		
ET: desktop software systems vision programs		
Image #	Related image?	Contains ET

1	No	computer software
2	Yes	desktop computer
3	Yes	desktop computer
4	Yes	desktop computer
5	No	computer software desktop
6	No	computer software desktop
7	Yes	desktop software
8	Yes	computer software
9	No	computer software
10	Yes	computer software

Table 78: Results of image retrieval using NT for query = "space"

Query: space			
ET: oute	ET: outer sample station personal phase		
Image #	Related image?	Contains ET	
1	No	space personal	
2	Yes	space outer	
3	No	personal	
4	No	sample	
5	No	outer space	
6	No	phase	
7	No	personal space	
8	No	personal space	
9	Yes	space station	
10	Yes	space station	

Table 79: Results of image retrieval using NT for query = "game"

Query: game			
ET: pl	ET: players games played complete genre		
Image # Related image? Contains ET		Contains ET	
1	Yes	game games players	
2	Yes	game games	
3	Yes	games played	
4	Yes	games players	
5	Yes	games players	

6	Yes	game complete
7	Yes	game players
8	Yes	game players
9	Yes	game players
10	Yes	game players

Table 80: Results of image retrieval using NT for query = "power"

Query: power			
ET: elect	ET: electric market supply rating vacuum		
Image #	Related image?	Contains ET	
1	Yes	power supply	
2	Yes	power supply	
3	Yes	electric power	
4	Yes	power electric	
5	Yes	electric vacuum	
6	Yes	electric power	
7	Yes	electric power	
8	No	electric power	
9	Yes	power electric	
10	Yes	power electric	

Table 81: Results of image retrieval using NT for query = "piano"

Query: piano			
ET: 1	ET: roll grand minor op novelty		
Image #	Related image?	Contains ET	
1	Yes	piano grand	
2	Yes	piano	
3	Yes	piano grand	
4	No	novelty	
5	No	novelty	
6	No	minor	
7	Yes	piano grand	
8	No	op	
9	No	grand roll	
10	No	grand roll	

Table 82: Results of image retrieval using NT for query = "moon"

	Query: moon		
ET	ET: occurs natural satellite full short		
Image #	Related image?	Contains ET	
1	Yes	moon natural satellite	
2	Yes	moon full	
3	Yes	full moon	
4	Yes	moon full	
5	Yes	moon full	
6	Yes	moon full	
7	No	full natural	
8	Yes	moon full	
9	Yes	moon full	
10	Yes	moon full	

Table 83: Results of image retrieval using NT for query = "screen"

Query: screen			
ET:	ET: guild theater clear view fire		
Image #	Related image?	Contains ET	
1	No	guild	
2	No	clear view	
3	No	clear	
4	No	guild	
5	Yes	theater screen	
6	No	theater	
7	No	guild	
8	No	fire clear	
9	No	view clear	
10	Yes	fire screen	

Table 84: Results of image retrieval using NT for query = "car"

Query: car		
ET: body style cars include drag		
Image #	Related image?	Contains ET

1	Yes	drag racing cars
2	Yes	drag racing cars
3	Yes	drag racing cars
4	Yes	drag racing
5	Yes	drag racing
6	Yes	drag racing
7	No	car cars racing
8	Yes	car cars racing
9	Yes	car drag racing
10	Yes	drag racing car cars

Table 85: Results of image retrieval using NT for query = "book"

Query: book		
ET: music lungs tokens print run		
Image #	Related image?	Contains ET
1	Yes	book music
2	Yes	book print music
3	No	lungs
4	No	music print
5	Yes	print book
6	Yes	print book
7	Yes	music book
8	Yes	music book
9	No	tokens
10	No	print

Table 86: Results of image retrieval using NT for query = "bike"

Query: bike ET: park path week paths bar			
	Image # Related image? Contains ET		
1	Yes	bike week	
2	No	bike week	
3	Yes	bikes bike	
4	No	path paths	
5	No	park paths path	

6	Yes	bike bikes
7	Yes	park bike bikes
8	Yes	bike week
9	Yes	bike week
10	Yes	bikes paths

Table 87: Results of image retrieval using NT for query = "soldier"

Query: soldier		
ET: lone soldiers game released song		
Image #	Related image?	Contains ET
1	Yes	soldier soldiers game
2	Yes	soldier soldiers
3	Yes	soldiers soldier
4	Yes	soldier soldiers
5	Yes	soldiers soldier
6	Yes	soldiers soldier
7	Yes	soldier soldiers
8	No	song written
9	Yes	soldiers soldier
10	Yes	soldiers soldier