

10. Topic Models II: Beyond LDA

DS-GA 1015, Text as Data
Arthur Spirling

April 20, 2021

Last time...

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Topics

gene 0.04
dna 0.02
genetic 0.01
...

life 0.02
evolve 0.01
organism 0.01
...

brain 0.04
neuron 0.02
nerve 0.01
...

data 0.02
number 0.02
computer 0.01
...

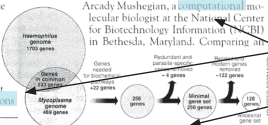
Documents

Seeking Life's Bare (Genetic) Necessities

COLD SPRING HARBOR, NEW YORK—How many **genes** does an **organism** need to **survive**? Last week at the genome meeting here,* two genome researchers with radically different approaches presented complementary views of the basic genes needed for **life**. One research team, using **computer** analyses to compare known **genomes**, concluded that today's **organisms** can be sustained with just 250 genes, and that the earliest life forms required a mere 128 **genes**. The other researcher mapped genes in a simple parasite and estimated that for this organism, 800 genes are plenty to do the job—but that anything short of 100 wouldn't be enough.

Although the numbers don't match precisely, those **predictions**

"are not all that far apart," especially in comparison to the 75,000 **genes** in the human genome, notes Siv Andersson of Uppsala University in Sweden, who arrived at the 800 number. But coming up with a consensus answer may be more than just a **genetic** numbers game, particularly as more and more **genomes** are completely mapped and sequenced. "It may be a way of organizing any newly **sequenced genome**," explains Arcady Mushegian, a **computational** molecular biologist at the National Center for Biotechnology Information (NCBI) in Bethesda, Maryland. Comparing an



* Genome Mapping and Sequencing, Cold Spring Harbor, New York, May 8 to 12.

Stripping down. Computer analysis yields an estimate of the minimum modern and ancient genomes.

SCIENCE • VOL. 272 • 24 MAY 1996

Topic proportions and assignments



Extensions and Special Cases

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But topic prevalence and topic content are $f(X)$ [STM]

Lots of other ideas!

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hierarchical LDA, pachinko allocation, nonparametric pachinko allocation, factorial LDA, gamma-poisson factorization, shared component topic models, dirichlet multinomial regression topic models, nested hierarchical dirichlet process topic model, focused topic model, inverse regression topic model, ideal point topic model, discrete infinite logistic normal topic model, multilingual topic model, markov topic model, relational topic model, syntactic topic model, supervised latent dirichlet allocation

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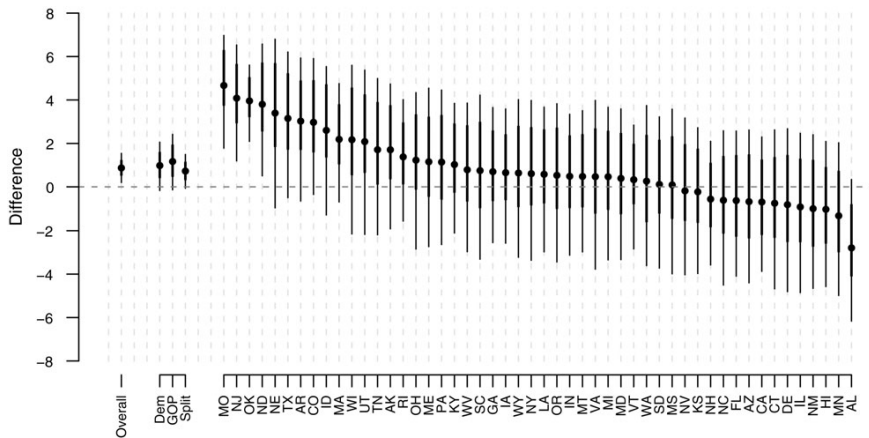
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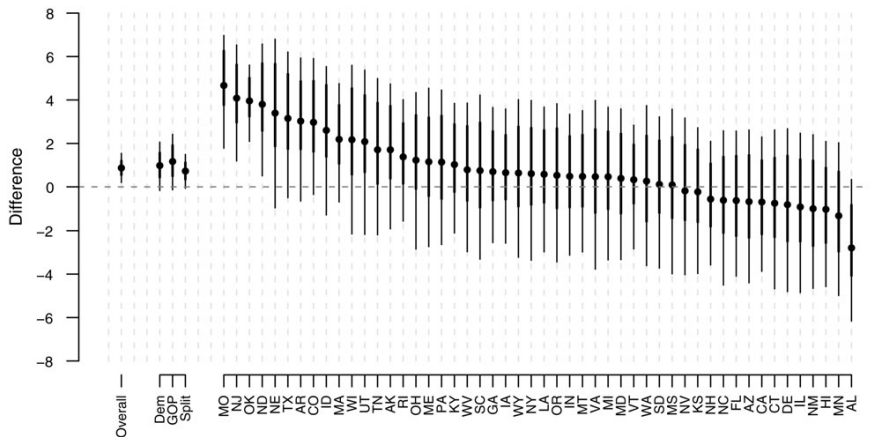
Notice that **set** of topics is **same** across Senators, but **weights** are allowed to **vary** across Senators.

Senators from same states have similar agendas

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Senators from same states talk about more similar things than Senators from different states (generally).

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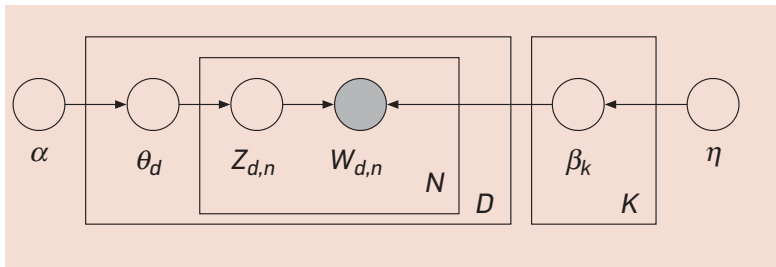
The **Correlated Topic Model** allows for **positive covariance** between topics. Does this by drawing topic proportions from a **log normal**.

Shows improved model fit over LDA. BTW, note that STM (below) reduces to CTM if no covariates are specified.

Dynamic Topic Model (Blei & Lafferty, 2006)

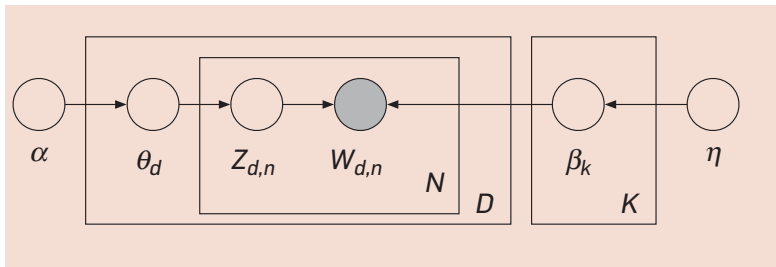
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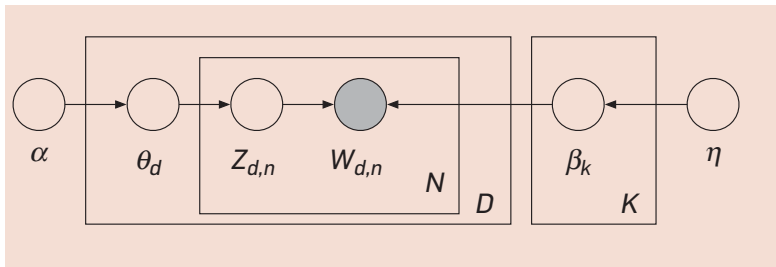
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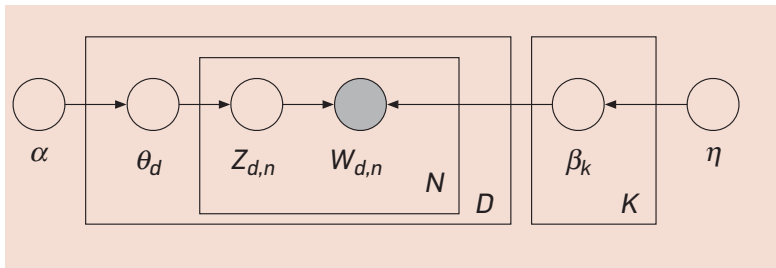
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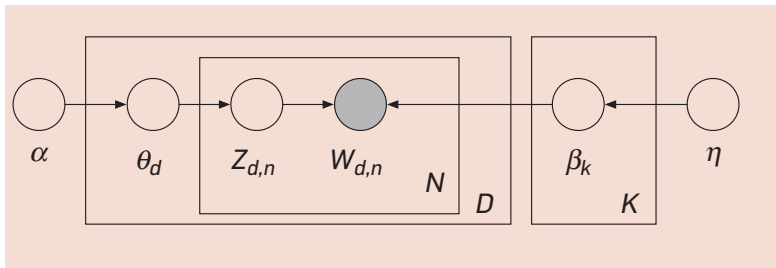


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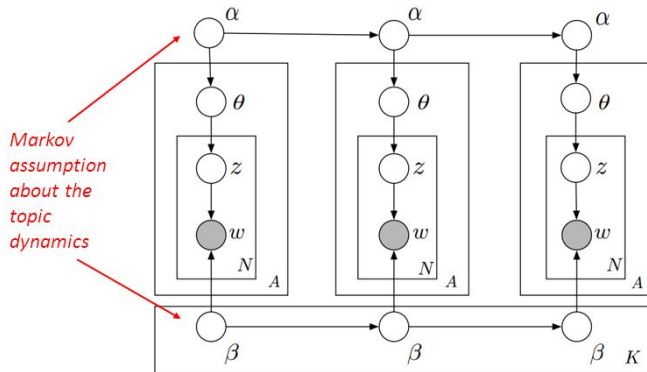


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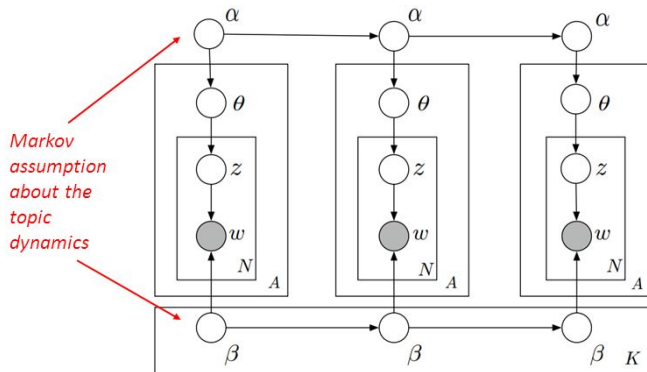
Dynamic Topic Model has a different model for each time period, with topics allowed to evolve over time...

So...

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Now, mean parameters for the topic proportions (α s) and what's in the topics (in terms of words, β s) are connected over time via a simple evolutionary process (West & Harrison, 1997).

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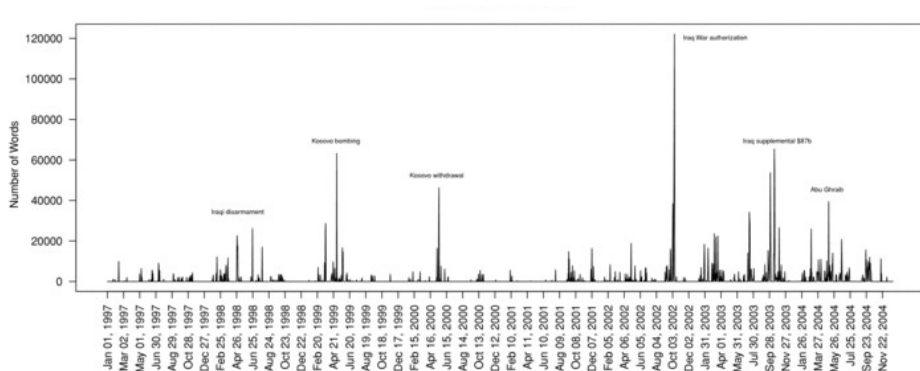
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BTW, paper has a lot of **validation**!

Attention to Defense [Use of Force]



(b) *The Number of Words on the 'Defense [Use of Force]' Topic Per Day*

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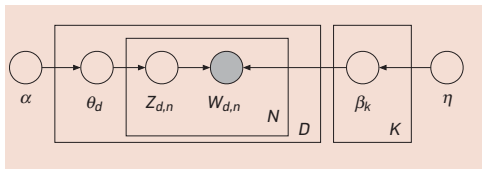
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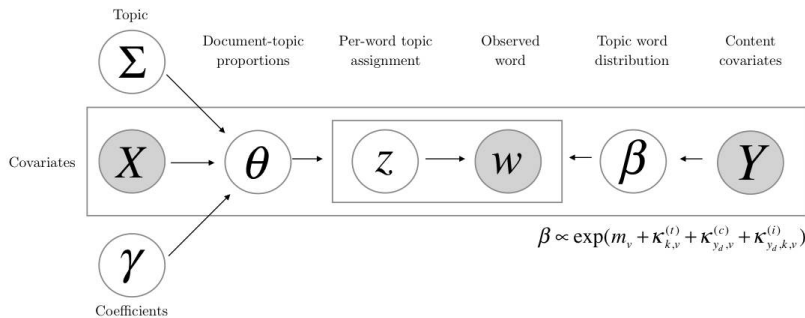
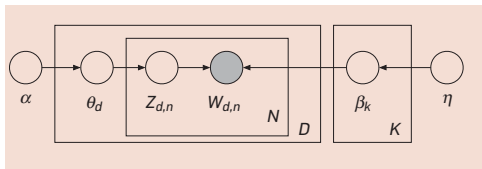
Including covariates allows for (a) more accurate estimation and (b) better interpretability.

Compare: Plate Diagram

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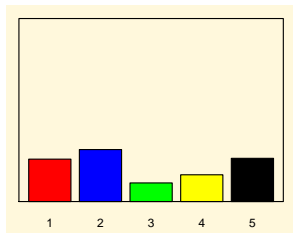
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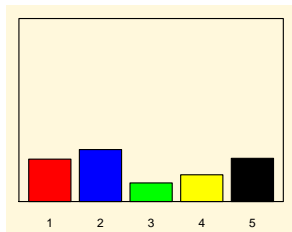
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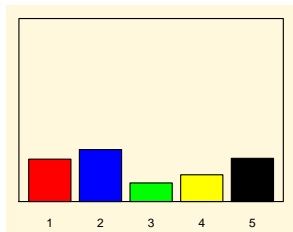


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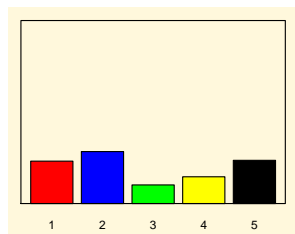
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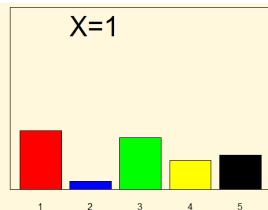
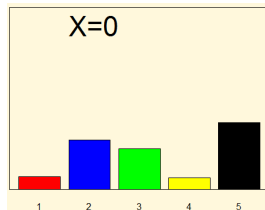
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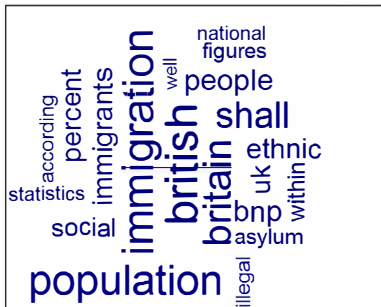
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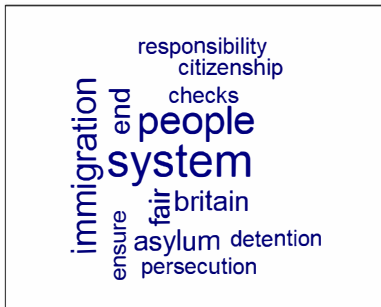
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$Y=1$



Embeddings

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We can systematically learn about **analogies** and **similarities**.

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e.g. **Word2Vec**: a powerful way to create the word vectors. Comes in two types/models, **Continuous Bag of Words** (CBOW) and **Skip-Gram**.

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Continuous Bag of Words (CBOW): A Primer

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Well...

the	quick	brown	fox	jumped	over	the	lazy	dog
-----	-------	-------	-----	--------	------	-----	------	-----

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the	quick	brown	fox	jumped	over	the	lazy	dog
-----	-------	-------	-----	--------	------	-----	------	-----

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the	quick	brown	fox	jumped	over	the	lazy	dog
-----	-------	-------	-----	--------	------	-----	------	-----

And for 'over'...

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the	quick	brown	fox	jumped	over	the	lazy	dog
-----	-------	-------	-----	--------	------	-----	------	-----

Well...

the	quick	brown	fox	jumped	over	the	lazy	dog
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Until **lazy** \rightarrow **dog**, and ending with **lazy** \leftarrow **dog** (because we have no other context for this one)

The data

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Input	Output	Ob #	the	quick	brown	fox	jumped	over	the	lazy	dog

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the	quick	1	1	0	0	0	0	0	0	0	0

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the	quick	1	1	0	0	0	0	0	0	0	0
quick	the	2	0	1	0	0	0	0	0	0	0

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the	quick	1	1	0	0	0	0	0	0	0	0
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quick	the	2	0	1	0	0	0	0	0	0	0
quick	brown	3	0	1	0	0	0	0	0	0	0
brown	quick	4	0	0	1	0	0	0	0	0	0
brown	fox	5	0	0	1	0	0	0	0	0	0
fox	brown	6	0	0	0	1	0	0	0	0	0
fox	jumped	7	0	0	0	1	0	0	0	0	0
jumped	fox	8	0	0	0	0	1	0	0	0	0
jumped	over	9	0	0	0	0	1	0	0	0	0
over	jumped	10	0	0	0	0	0	1	0	0	0
over	the	11	0	0	0	0	0	1	0	0	0
the	over	12	0	0	0	0	0	0	1	0	0
the	lazy	13	0	0	0	0	0	0	1	0	0
lazy	the	14	0	0	0	0	0	0	0	1	0
lazy	dog	15	0	0	0	0	0	0	0	1	0
dog	lazy	16	0	0	0	0	0	0	0	0	1

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over	jumped	10	0	0	0	0	0	1	0	0	0
over	the	11	0	0	0	0	0	1	0	0	0
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In practice, neural nets used for the most common models are very simple linear ones, but it doesn't hurt to give a (hand-waving) overview. . .

Neural Nets: A Primer

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- (b) interpretation—understanding what the models says about the DGP is difficult.

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To keep things simple, let's suppose that we have two X s and that there will be one function $g \dots$

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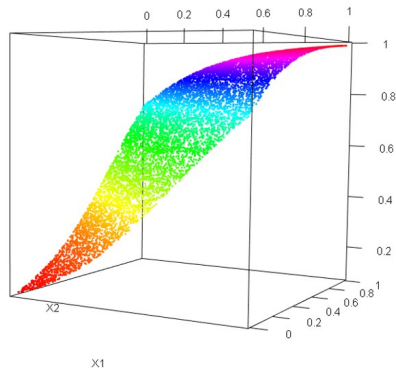
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Turns out that this idea—non-linear functions of linear combinations of X s—allows essentially infinite **flexibility**: we can approximate anything we like (some smoothness restrictions in practice).

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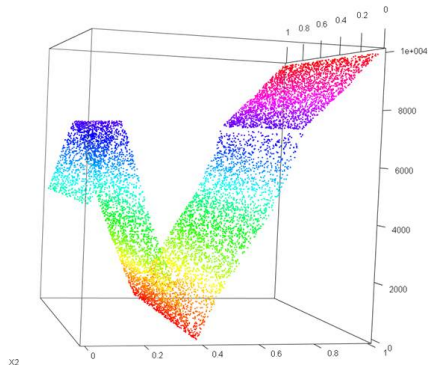
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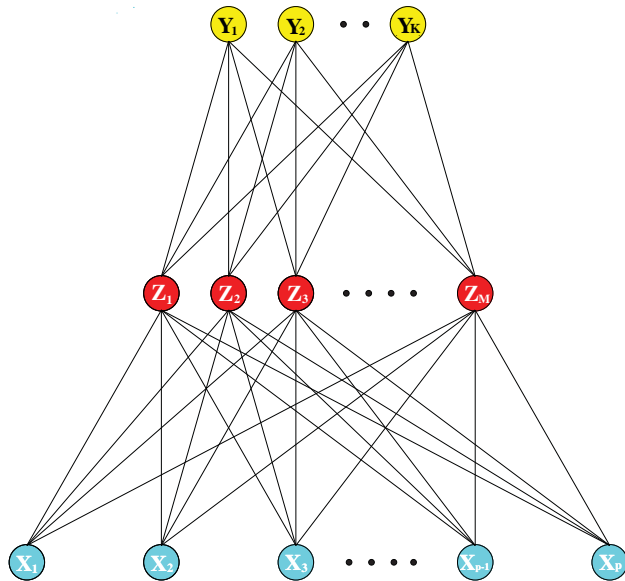
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Transform those outputs into something useful for a class prediction problem, like the **multinomial logit** transform (called 'softmax' in this literature):

$$g_k(T_k) = \frac{\exp(T_k)}{\sum_{t=1}^K \exp(T_k)}$$

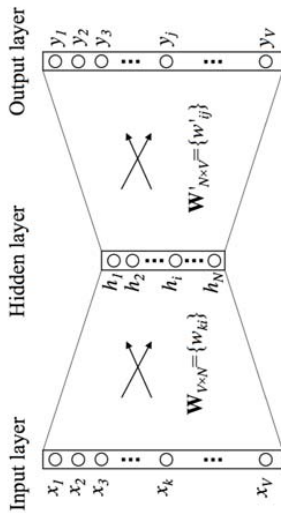
Schematic

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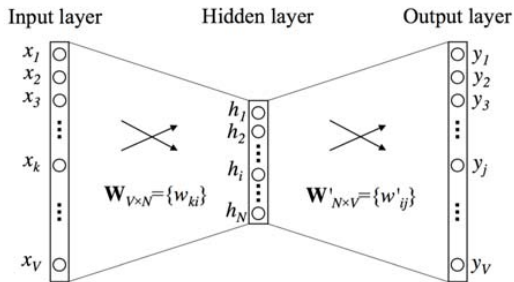


Back to Embeddings (CBOW)

Schematic of CBOW

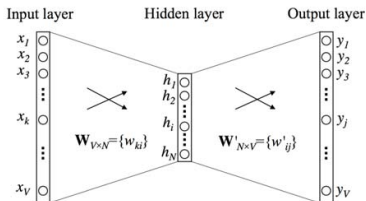


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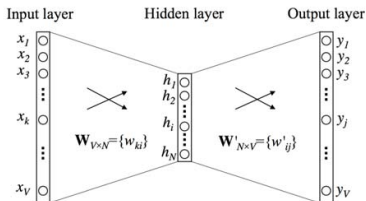
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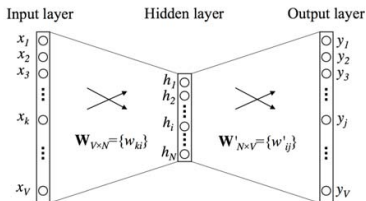
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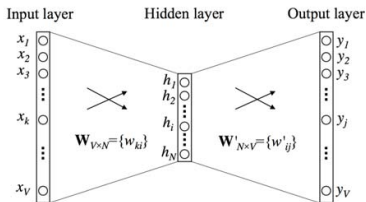
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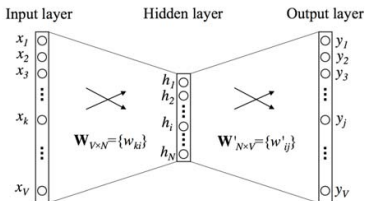
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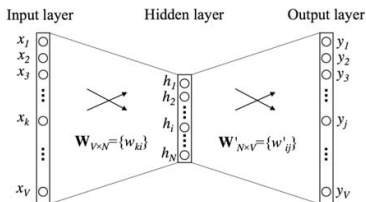
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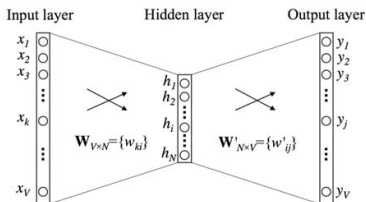


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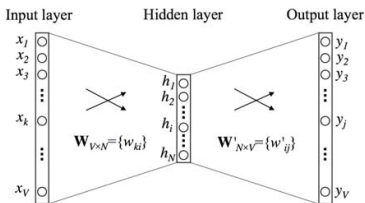
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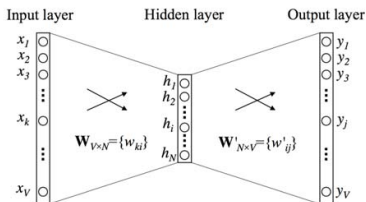
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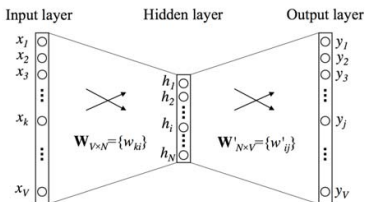
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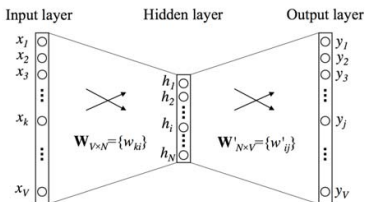
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The **embedding vector** for a given word is a **row** of \mathbf{W}_I .

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→ probability should be one if the target always follows the context word; zero if it never does, etc.

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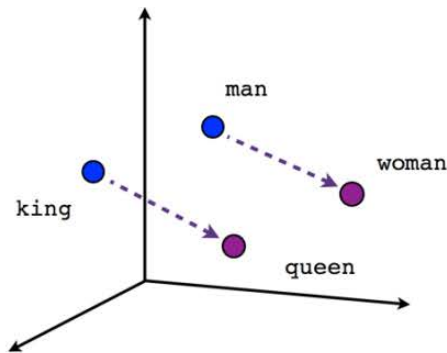
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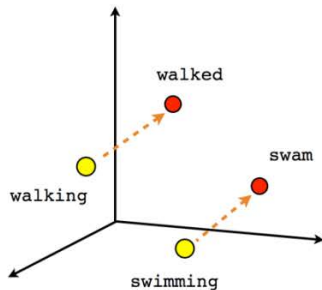
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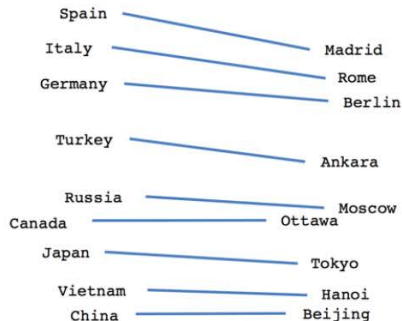


Related Tasks

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Verb tense



Country-Capital

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Shows excellent performance on many tasks (better than CBOW).

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Can we provide framework for embeddings so we can talk about one word being statistically significantly different to another? (yes! Cho et al, 2018). And perhaps make embeddings dependent on **covariates**? (Rudolph et al, 2017; Rodriguez et al.)