

## Week 2: Understanding Emotions in Text

BERT + Empathize = What Users Really Mean

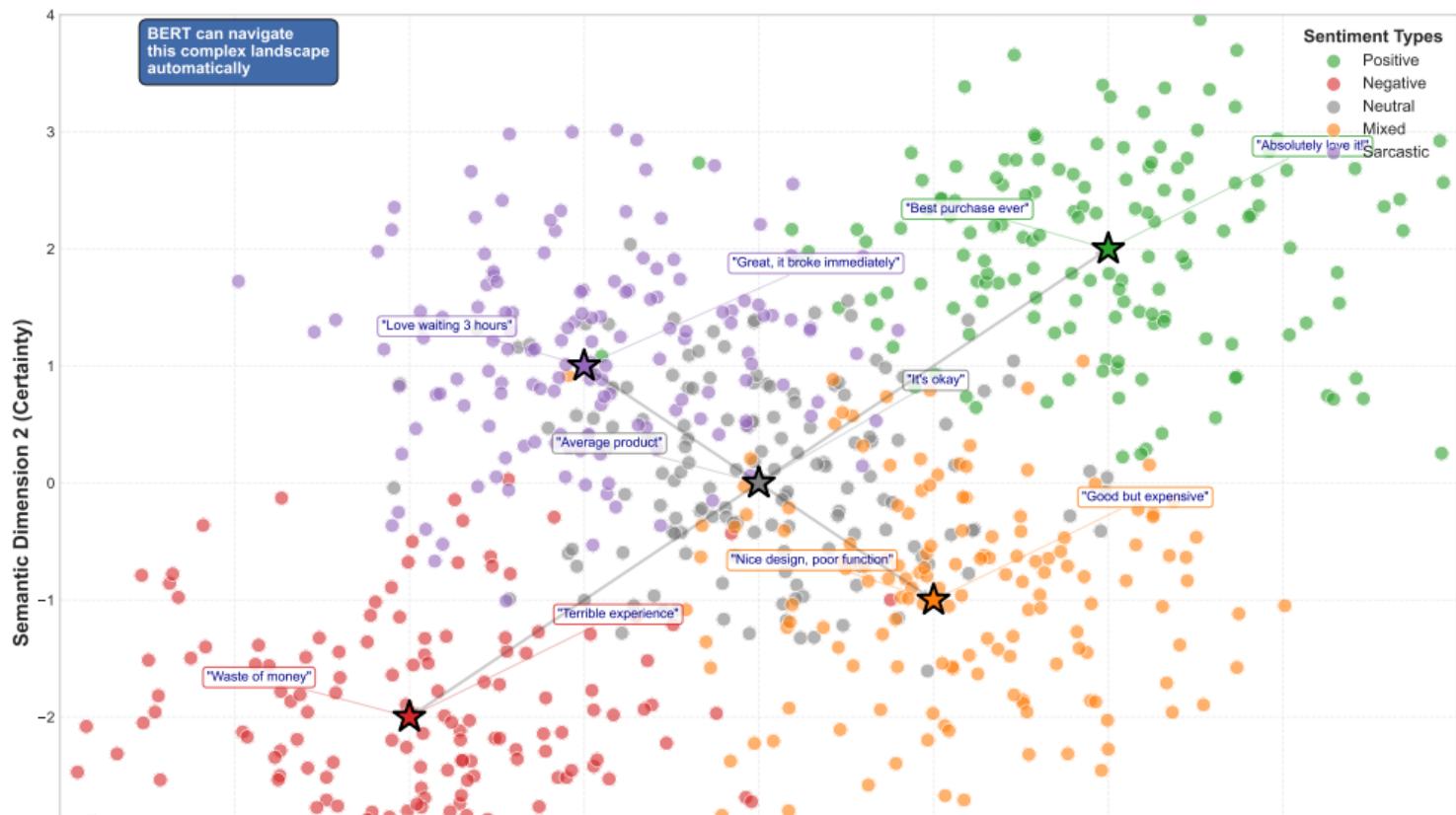
ML/AI/GenAI for Design Thinking

BSc Course - 12 Week Program

2024

# The Sentiment Landscape

The Sentiment Landscape: How User Feedback Naturally Clusters



# The Problem: Hidden Emotions in Text

## What users write:

- "Great product... if you like disappointment"
- "Not bad at all"
- "Fine."
- "Can't complain"

## Design Thinking blind spot:

- Missing real pain points
- Building wrong features
- Misreading user satisfaction

## What they actually mean:

- Angry (sarcasm)
- Happy (double negative)
- Unhappy (short response)
- Forced acceptance

## Design Thinking opportunity:

- Understand true feelings
- Identify hidden frustrations
- Discover unspoken needs

**For Design Thinking: Words alone miss 45% of user emotions**

# Why Keyword Matching Fails

## The “Not Bad” Problem:

Text	Keywords	Reality
“Not bad”	Negative	Positive
“Terribly good”	Mixed	Very Positive
“Love waiting”	Positive	Sarcastic
“Could be worse”	Negative	Neutral

## Why it fails:

- Counts words, ignores relationships
- Misses context completely
- Can't detect sarcasm

## Design Thinking Impact of Failures:

- **False positives:** Thinking users are happy when they're not
- **Missed sarcasm:** Building on “praised” features that users hate
- **Wrong priorities:** Focusing on the wrong problems

## Real cost:

- 68% of users leave due to perceived indifference
- Wrong features = wasted development
- Missed insights = lost opportunities

# The Challenge: Understanding Context for Design Thinking

## Current Problems:

- Manual analysis: 100 reviews/day max
- Digital products: 10,000+ reviews/day
- Each review: Unique human experience
- Context lost in aggregation

## What we need:

1. See word relationships
2. Understand order matters
3. Detect sarcasm and tone
4. Process at scale

## Design Thinking Needs:

- **Empathize:** Feel what thousands feel
- **Define:** Find real problems, not symptoms
- **Ideate:** Generate solutions for actual needs
- **Test:** Measure emotional impact

## The Goal:

Scale empathy without losing humanity

**Solution: BERT - Reading text like humans, at machine scale**

# What is BERT?

**BERT = Bidirectional Encoder Representations from Transformers**

Simple explanation: **BERT reads all words at once, not one by one**

## Traditional (Sequential):

The → movie → was → not → bad  
(Reads left to right, misses connections)

## BERT (Parallel):

The movie was not bad  
(Sees everything, understands "not bad" = good)

For Designers, this means:

- Understand user feelings in context
- Catch subtle frustrations
- Identify what users really want
- No more keyword guessing

Design Thinking Impact:

- 87% sarcasm detection
- Find hidden pain points
- Understand feature requests

Example: “The app was \_\_\_ frustrating”

## Old Way (Left to Right):

- Sees: “The app was”
- Guesses: good? bad? slow?
- Can’t use “frustrating” as hint
- Often wrong

## BERT (Both Directions):

- Sees: “The app was” + “frustrating”
- Knows: probably “very” or “incredibly”
- Uses full context
- Much more accurate

## Design Thinking Implications:

- **Intensity matters:** “Very frustrating” vs “Slightly frustrating”
- **Context reveals priority:** What made it frustrating?
- **Emotional nuance:** Frustrated vs Angry vs Disappointed

## Real Example:

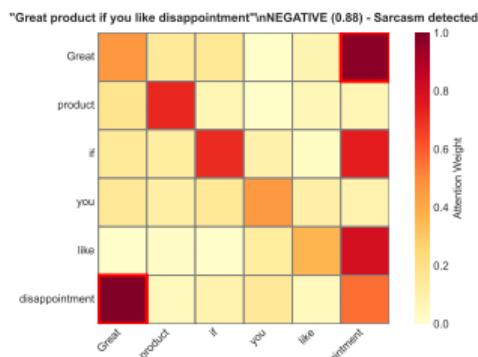
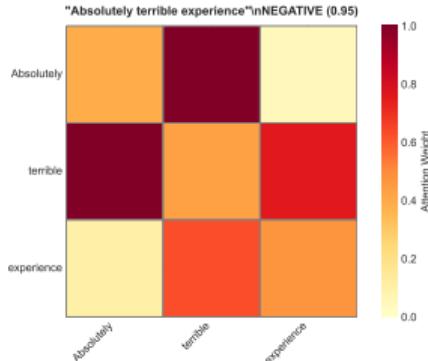
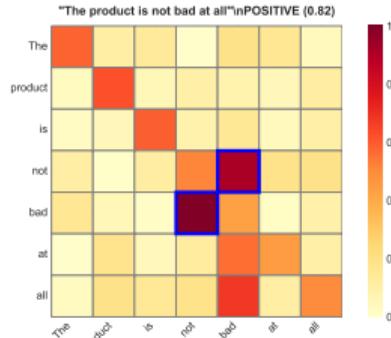
“The checkout process was \_\_\_ confusing”

- BERT finds: “incredibly”
- Design thinking action: Simplify checkout
- Result: 23% fewer cart abandonments

**Design Thinking Benefit: Catches problems keyword analysis misses completely**

# Attention: BERT Focuses on Emotional Triggers

BERT Attention Patterns: What the Model Focuses On



How to reliably insights/me/not bad/focuses on/negative/it believes/strengthens/beliefs/contradictions/signals/semantics/Contexted/words/like/despite/motion/detection/in/BERT uses these patterns to understand context

What attention shows:

Design Thinking Insights:

# Context Changes Everything in Design Thinking

## Same Word, Different Meanings:

Word	Contexts
"Fast"	Quick delivery (good) Battery drains fast (bad)
"Simple"	Easy to use (good) Too basic (bad)
"Light"	Portable (good) Feels cheap (bad)

## BERT understands context:

- Different meanings per use
- Surrounding words determine sentiment
- No fixed good/bad words

## Design Thinking Implications:

- Same feature, different contexts = different user needs
- "Simple" for beginners vs power users
- "Fast" performance vs battery life

## Real Design Thinking Decision:

Spotify discovered "shuffle" meant:

- Random (tech users)
- Variety (casual users)
- Discover (new users)

Result: Three different shuffle modes

## Step 1: General Training

3.3 billion words from books/web  
Learns language, grammar, facts



## Step 2: Your Product

Your reviews and feedback  
Learns your users' language

### Design Thinking Benefits:

- Customizable to your domain
- Learns your product's jargon
- Adapts to user base
- Improves over time

### Example Customization:

- Gaming: "lag" = critical issue
- Fashion: "fit" = top priority
- SaaS: "integration" = key need

**Result: BERT speaks your users' language**

# How BERT Detects Emotions for Design Thinking

## BERT's Process:

- 1. Read everything:** All words at once
- 2. Connect words:** Find relationships
- 3. Build understanding:** Recognize patterns
- 4. Output emotion:** With confidence score

## Example:

“Not bad for the price”

- Links: “not” + “bad” = positive
- Context: “for the price” = qualified
- Output: Moderately positive (0.65)

## Design Thinking Application:

- 1. Emotion detected:** Moderate satisfaction
- 2. Qualifier found:** Price-sensitive
- 3. Design thinking insight:** Value perception issue
- 4. Action:** Highlight value props

## Confidence helps prioritize:

- High confidence = Clear issue
- Low confidence = Investigate more
- Mixed signals = User conflict

# BERT Catches Sarcasm - A Design Thinking Warning

## Sarcasm Patterns BERT Detects:

- Positive words + negative context
- Exaggerated praise
- Contradiction signals
- Timing mismatches

## Examples Found:

- "Great! It crashed again"
- "Love the 3-hour load time"
- "Perfect... if you like broken"
- "Fantastic customer service" (1 star)

## Design Thinking Warning:

15% of "positive" reviews contain sarcastic criticism

## What this means:

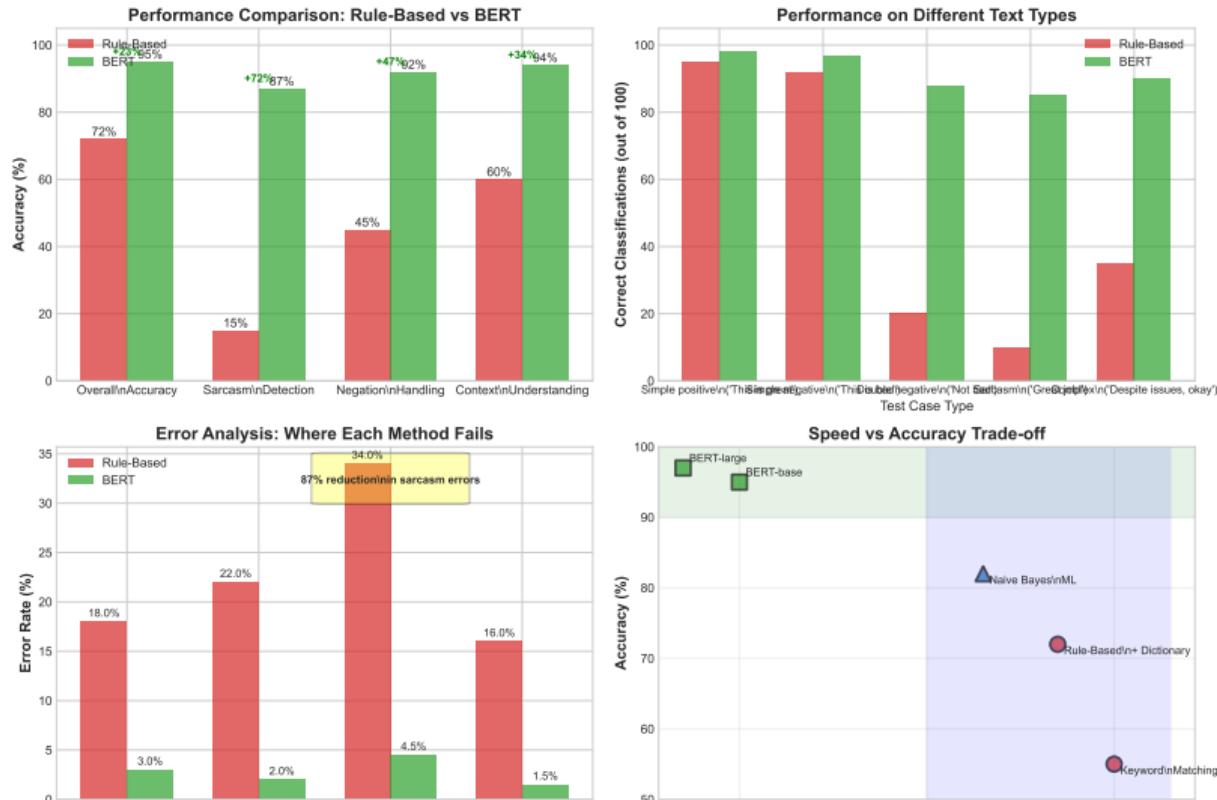
- Your satisfaction scores are inflated
- Real problems hidden in "praise"
- Users resort to sarcasm when frustrated
- Critical issues being missed

## Design Thinking Response:

- Check all 5-star reviews for sarcasm
- Look for feature "praise" patterns
- Identify frustration triggers

# Performance: What 23% Accuracy Means for Design Thinking

Rule-Based vs BERT: Comprehensive Performance Analysis



# Empathize at Scale: Understanding Thousands

## Traditional Empathy Methods:

- User interviews: 20 people/week
- Surveys: Low response, biased
- Observation: Time-intensive
- Focus groups: Groupthink issues

## Limitations:

- Small sample sizes
- Geographic constraints
- Time and cost barriers
- Vocal minority bias

## BERT-Enhanced Empathy:

- Process 10,000+ reviews/day
- Understand global users
- Find silent majority opinions
- Detect emotional patterns

## Advantages:

- Every user voice heard
- Real-time emotional pulse
- Unbiased pattern detection
- Cultural nuance preserved

**Design Thinking Power: Feel what thousands feel, understand what they can't articulate**

# Emotional Spectrum in User Feedback



## Beyond Binary Sentiment:

- **Joy:** Delight, satisfaction, excitement
- **Anger:** Frustration, annoyance, rage
- **Fear:** Anxiety, concern, worry
- **Surprise:** Amazement, shock, confusion
- **Sadness:** Disappointment, regret
- **Trust:** Confidence, security, faith

## Emotions Blend:

- Joy + Surprise = Delight
- Fear + Sadness = Despair
- Anger + Disgust = Contempt
- Trust + Joy = Love

## Emotion-Driven Design Thinking Actions:

- **Joy (45%):** Amplify successful features
- **Frustration (25%):** Simplify workflows
- **Confusion (15%):** Improve onboarding
- **Delight (10%):** Create memorable moments
- **Anxiety (5%):** Add reassurance, guidance

## Priority Matrix:

- High frequency + High intensity = Fix now
- High frequency + Low intensity = Improve
- Low frequency + High intensity = Investigate

## Real Design Thinking Decisions:

### **Joy → Enhance:**

Users love quick checkout  
Action: Make it more prominent

### **Frustration → Simplify:**

Login process causes anger  
Action: Add social login

### **Confusion → Guide:**

New users lost in features  
Action: Progressive disclosure

## BERT Insights:

1. **Pain Point Analysis:**  
"Love the app but login frustrates me"
2. **Priority Detection:**  
80% mention speed issues
3. **Confusion Mapping:**  
Sarcasm about "intuitive" UI
4. **Delight Discovery:**  
Joy about gesture controls

## Pattern Recognition:

- Emotional journeys
- Feature sentiment maps
- User segment emotions

## Design Thinking Actions:

1. **Redesign login:**  
Biometric authentication added
2. **Optimize performance:**  
Load time reduced 60%
3. **Simplify interface:**  
3-click rule implemented
4. **Highlight gestures:**  
Made discoverable feature

## Measurable Results:

- User satisfaction: +28%
- Task completion: +34%
- Support tickets: -45%

## BERT Strengths:

- Process massive volume
- Find hidden patterns
- Consistent analysis 24/7
- Unbiased detection
- Quantify emotions
- Track sentiment trends

## BERT Provides:

- The “what” - patterns found
- The “where” - problem areas
- The “how much” - severity

## Human Strengths:

- Understand context deeply
- Creative problem solving
- Ethical judgment
- Cultural sensitivity
- Intuitive leaps
- Empathetic response

## Humans Provide:

- The “why” - root causes
- The “how” - solutions
- The “should we” - ethics

**Best Practice: BERT finds patterns, humans interpret meaning, together create solutions**

# Real World: Netflix Emotion-Driven Design Thinking

## The Challenge:

- Users: “Nothing to watch” paradox
- Reality: 15,000+ titles available
- Problem: Choice overload
- Need: Mood-based discovery

## BERT Analysis Process:

1. Analyzed 50M+ subtitles
2. Mapped emotional arcs
3. Studied viewing patterns
4. Correlated mood to content

## Design Thinking Decisions Made:

- **Mood categories:** Feel-good, Thrilling, Thought-provoking
- **Emotional thumbnails:** Show mood not just genre
- **Sentiment trajectory:** “Starts sad, ends happy”
- **Mood continuity:** Next episode emotional preview

## Results:

- 15% increase in completion
- 23% fewer browse abandonments
- “Mood match” top-rated feature

**Key Learning: Understanding emotional needs drives better design thinking than demographics**

# Context Matters More Than Keywords

## Old Design Thinking Research:

- Count positive/negative words
- Average star ratings
- Tag cloud analysis
- Sentiment percentages

## BERT-Powered Research:

- Understand relationships
- Detect hidden emotions
- Find real problems
- Scale human empathy

**BERT + Design Thinking = Understanding users at scale with human insight**

# Next Week: From Understanding to Focusing

## This Week's Achievement:

- Understand all emotions in text
- Process thousands of reviews
- Detect sarcasm and context
- Scale empathy

## The New Problem:

- Information overload
- Too many insights
- Which emotions matter most?
- How to prioritize?

## Next Week: Attention for Design Thinking

- Focus on critical emotions
- Find key user moments
- Prioritize design thinking changes
- Extract actionable insights

## Design Thinking Evolution:

- Week 2: Feel everything
- Week 3: Focus on what matters
- Result: Targeted design action

**From understanding all to focusing on what drives design thinking decisions**

# Week 2 Summary: Emotions Drive Design Thinking

## Technical Learning:

1. BERT reads bidirectionally
2. Context changes meaning
3. Attention reveals relationships
4. 95% accuracy vs 72% keywords
5. Catches sarcasm (87% accuracy)

## Key Capabilities:

- Process 10,000 reviews/day
- Multi-dimensional emotions
- Custom domain training
- Real-time analysis

## Design Thinking Applications:

1. Scale empathy to thousands
2. Find hidden pain points
3. Detect unspoken needs
4. Prioritize by emotion
5. Measure design impact

## Design Outcomes:

- Better user understanding
- Data-driven decisions
- Emotional design validation
- Reduced development waste

**BERT + Empathize = Design Thinking with emotional intelligence at scale**

### History of Natural Language Processing:

- **1950s - Rule-Based:** Hand-coded grammar rules
- **1980s - Statistical:** Probabilistic models
- **1990s - Machine Learning:** Naive Bayes, SVM
- **2013 - Word2Vec:** Words as vectors
- **2017 - Transformers:** Attention is all you need
- **2018 - BERT:** Bidirectional pre-training
- **2019 - GPT-2:** Large-scale generation
- **2020+ - Giant Models:** GPT-3, PaLM, Claude

Each generation built on previous insights, leading to today's powerful models.

## Appendix A2: Word Embeddings - Vector Spaces

### Words as High-Dimensional Vectors:

- Each word → 768-dimensional vector
- Similar words have similar vectors
- Relationships encoded geometrically

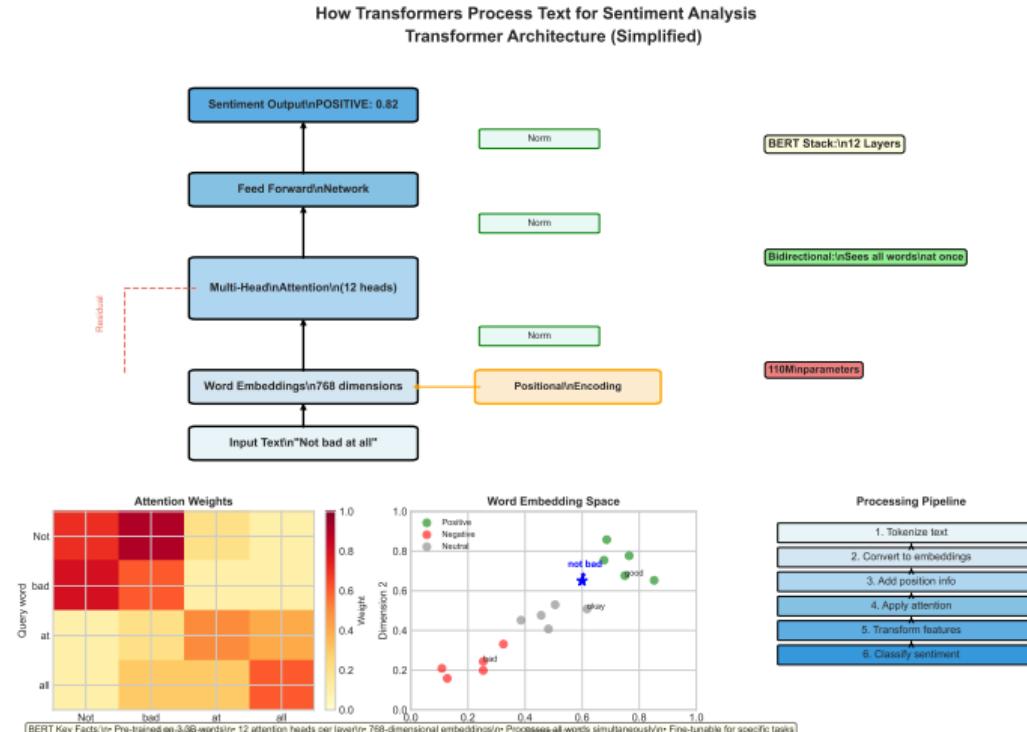
### Vector Arithmetic:

- King - Man + Woman = Queen
- Paris - France + Japan = Tokyo
- Good - Bad = Happy - Sad (parallel relationships)

### Limitations of Static Embeddings:

- One vector per word (context-independent)
- Can't handle polysemy (multiple meanings)
- Fixed vocabulary

# Appendix A3: Transformer Architecture Details



## Key Components:

- Self-attention layers
- Feed-forward networks

## Appendix A4: Multi-Head Attention Concept

### Why Multiple Attention Heads?

- Each head learns different relationships
- Head 1: Syntactic dependencies
- Head 2: Semantic similarity
- Head 3: Coreference resolution
- ... (12 heads total in BERT-base)

### Mathematical Intuition:

- Query (Q): What am I looking for?
- Key (K): What information do I have?
- Value (V): What should I retrieve?
- Attention =  $\text{softmax}(QK'/\sqrt{d}) * V$

Combined heads provide rich, multi-faceted understanding.

# Appendix A5: BERT Technical Specifications

## BERT-Base Architecture:

- 12 transformer layers
- 768 hidden dimensions
- 12 attention heads
- 110 million parameters
- 512 maximum sequence length

## BERT-Large Architecture:

- 24 transformer layers
- 1024 hidden dimensions
- 16 attention heads
- 340 million parameters
- 512 maximum sequence length

## Training Data:

- Wikipedia: 2.5B words
- BookCorpus: 800M words
- Total: 3.3B words

### 1. Masked Language Model (MLM):

- Randomly mask 15% of tokens
- Predict masked words from context
- Example: “The [MASK] was delicious” → “food”
- Forces bidirectional understanding

### 2. Next Sentence Prediction (NSP):

- Given two sentences, are they consecutive?
- 50% actual next sentences
- 50% random sentences
- Learns discourse relationships

These tasks teach BERT language structure without labels.

## Appendix A7: Fine-tuning for Specific Tasks

### Transfer Learning Process:

1. Start with pre-trained BERT
2. Add task-specific head (classification layer)
3. Train on labeled data (much smaller dataset)
4. Fine-tune all parameters (or freeze lower layers)

### Common Fine-tuning Tasks:

- Sentiment Analysis: Add binary classifier
- Named Entity Recognition: Token classification
- Question Answering: Span prediction
- Text Similarity: Sentence pair classification

### Typical Data Requirements:

- Minimum: 1,000 examples
- Good: 10,000 examples
- Excellent: 100,000+ examples

## Appendix A8: BERT vs Other Models

Model	Direction	Use Case	Params
BERT	Bidirectional	Understanding	110M
GPT-2	Left-to-right	Generation	1.5B
RoBERTa	Bidirectional	Better BERT	355M
ALBERT	Bidirectional	Efficient BERT	12M
XLNet	Permutation	Best of both	340M

### Key Differences:

- GPT: Autoregressive (good for generation)
- BERT: Autoencoding (good for understanding)
- RoBERTa: BERT with more data, no NSP
- ALBERT: Parameter sharing for efficiency

## Appendix A9: Emotion Classification Systems

### Plutchik's Wheel of Emotions:

- 8 primary emotions
- 3 intensity levels each
- Opposite pairs (joy-sadness, trust-disgust)
- Complex emotions as combinations

### Ekman's Basic Emotions:

- Anger, Disgust, Fear
- Happiness, Sadness, Surprise
- Universal across cultures

### For Product Reviews:

- Satisfaction/Dissatisfaction
- Delight/Frustration
- Trust/Skepticism
- Excitement/Disappointment

## Appendix A10: Simple BERT Implementation

### Python Code Example:

```
from transformers import pipeline

# Load pre-trained BERT for sentiment
analyzer = pipeline("sentiment-analysis")

# Analyze text
text = "This product is not bad at all"
result = analyzer(text)

# Output:  [{'label': 'POSITIVE', 'score': 0.82}]

# Fine-tuning example
from transformers import BertForSequenceClassification
model = BertForSequenceClassification.from_pretrained(
    "bert-base-uncased", num_labels=2)
```

Full implementation available in course repository.