

Computational Linguistics: Jordan Boyd-Graber University of Maryland

Slides adapted from Tom Mitchell, Eric Xing, and Lauren Hannah

### Roadmap

- Classification: machines labeling data for us
- Previously: naïve Bayes and logistic regression
- This time: SVMs
  - (another) example of linear classifier
  - Good classification accuracy
  - Good theoretical properties

### Thinking Geometrically

- Suppose you have two classes: vacations and sports
- Suppose you have four documents

## **Sports**

Doc1: {ball, ball, ball, travel}

Doc<sub>2</sub>: {ball, ball}

## **Vacations**

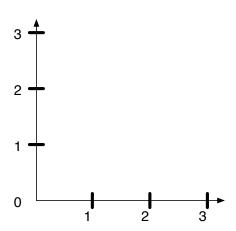
Doc<sub>3</sub>: {travel, ball, travel}

Doc<sub>4</sub>: {travel}

What does this look like in vector space?

## Put the documents in vector space

## Travel



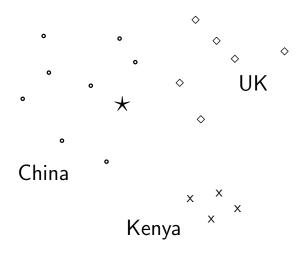
Ball

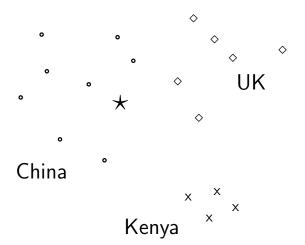
### Vector space representation of documents

- Each document is a vector, one component for each term.
- Terms are axes.
- High dimensionality: 10,000s of dimensions and more
- How can we do classification in this space?

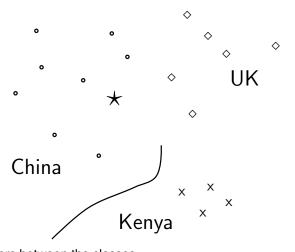
### Vector space classification

- As before, the training set is a set of documents, each labeled with its class.
- In vector space classification, this set corresponds to a labeled set of points or vectors in the vector space.
- Premise 1: Documents in the same class form a contiguous region.
- Premise 2: Documents from different classes don't overlap.
- We define lines, surfaces, hypersurfaces to divide regions.

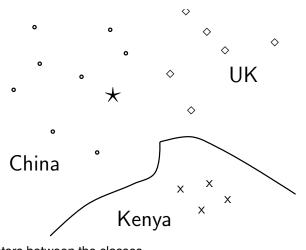




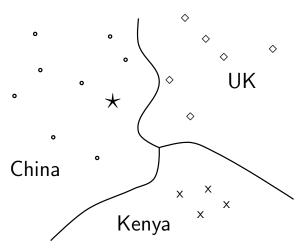
Should the document \* be assigned to China, UK or Kenya?



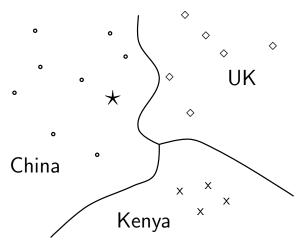
Find separators between the classes



Find separators between the classes



Based on these separators: \* should be assigned to China



How do we find separators that do a good job at classifying new documents like ★? – Main topic of today

#### Linear classifiers

- Definition:
  - A linear classifier computes a linear combination or weighted sum  $\sum_i \beta_i x_i$ of the feature values.
  - Classification decision:  $\sum_{i} \beta_{i} x_{i} > \beta_{0}$ ? ( $\beta_{0}$  is our bias)
  - $\square$  ... where  $\beta_0$  (the threshold) is a parameter.
- We call this the separator or decision boundary.
- We find the separator based on training set.
- Methods for finding separator: logistic regression, naïve Bayes, linear SVM
- Assumption: The classes are linearly separable.

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- Assumption: The classes are **linearly separable**.
- Before, we just talked about equations. What's the geometric intuition?



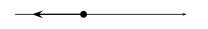
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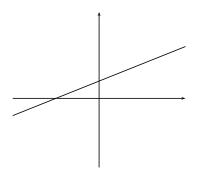
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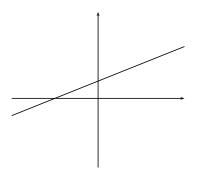
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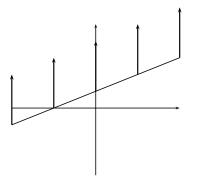
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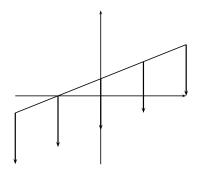
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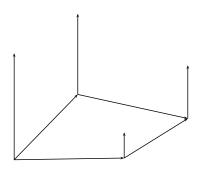
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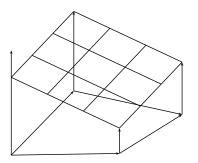


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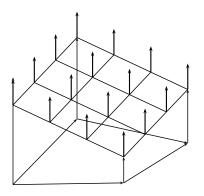
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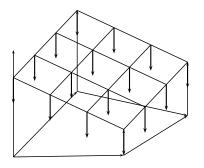
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Example for a 3D linear classifier



- A linear classifier in 3D is a plane described by the equation
- $\beta_1 x_1 + \beta_2 x_2 + \beta_3 x_3 = \beta_0$
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- Points  $(x_1 x_2 x_3)$  with  $\beta_1 x_1 + \beta_2 x_2 + \beta_3 x_3 \ge \beta_0$  are in the class c.



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### Naive Bayes and Logistic Regression as linear classifiers

Multinomial Naive Bayes is a linear classifier (in log space) defined by:

$$\sum_{i=1}^{M} \beta_i x_i = \beta_0$$

where  $\beta_i = \log[\hat{P}(t_i|c)/\hat{P}(t_i|\bar{c})], x_i = \text{number of occurrences of } t_i \text{ in } d$ , and  $\beta_0 = -\log[\hat{P}(c)/\hat{P}(\bar{c})]$ . Here, the index i,  $1 \le i \le M$ , refers to terms of the vocabulary.

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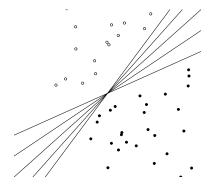
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## **Takeway**

Naïve Bayes, logistic regression and SVM are all linear methods. They choose their hyperplanes based on different objectives: joint likelihood (NB), conditional likelihood (LR), and the margin (SVM).

## Which hyperplane?



### Which hyperplane?

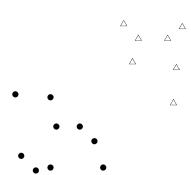
- For linearly separable training sets: there are infinitely many separating hyperplanes.
- They all separate the training set perfectly ...
- ... but they behave differently on test data.
- Error rates on new data are low for some, high for others.
- How do we find a low-error separator?

- Machine-learning research in the last two decades has improved classifier effectiveness.
- New generation of state-of-the-art classifiers: support vector machines (SVMs), boosted decision trees, regularized logistic regression, neural networks, and random forests
- Applications to IR problems, particularly text classification

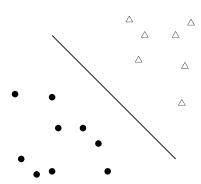
## SVMs: A kind of large-margin classifier

Vector space based machine-learning method aiming to find a decision boundary between two classes that is maximally far from any point in the training data (possibly discounting some points as outliers or noise)

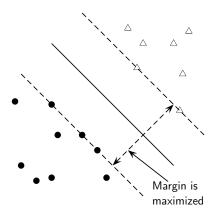
2-class training data



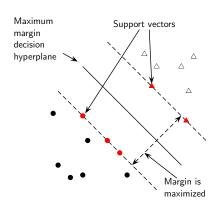
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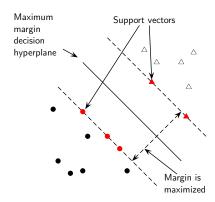


- 2-class training data
- decision boundary → linear separator
- criterion: being maximally far away from any data point → determines classifier margin
- linear separator position defined by support vectors



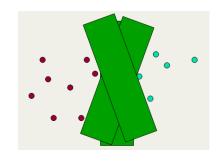
### Why maximize the margin?

- Points near decision surface → uncertain classification decisions
- A classifier with a large margin is always confident
- Gives classification safety margin (measurement or variation)



### Why maximize the margin?

- SVM classifier: large margin around decision boundary
- compare to decision hyperplane: place fat separator between classes
  - unique solution
- decreased memory capacity
- increased ability to correctly generalize to test data



### Equation

Equation of a hyperplane

$$\vec{w} \cdot x_i + b = 0 \tag{1}$$

Distance of a point to hyperplane

$$\frac{|\vec{w} \cdot x_i + b|}{||\vec{w}||} \tag{2}$$

• The margin  $\rho$  is given by

$$\rho \equiv \min_{(x,y)\in\mathcal{S}} \frac{|\vec{w} \cdot x_i + b|}{||\vec{w}||} = \frac{1}{||\vec{w}||}$$
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This is because for any point on the marginal hyperplane,  $\vec{w} \cdot x + b = \pm 1$ 

### **Optimization Problem**

We want to find a weight vector  $\vec{w}$  and bias b that optimize

$$\min_{\vec{w},b} \frac{1}{2} ||w||^2 \tag{4}$$

subject to  $y_i(\vec{w} \cdot x_i + b) \ge 1, \forall i \in [1, m].$ 

- None?
- Very little?
- A fair amount?
- A huge amount

- None? Hand write rules or use active learning
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#### SVM extensions: What's next

- Finding solutions
- Slack variables: not perfect line
- Kernels: different geometries

