

Frameworks

Computational Linguistics: Jordan Boyd-Graber University of Maryland

EXAMPLE IMPLEMENTATION: DAN

Deep Unordered Composition Rivals Syntactic Methods for Text Classification

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Implementing a non-trivial example . . .

$$w_1, \dots, w_N$$

$$\downarrow$$
 $z_0 = \mathsf{CBOW}(w_1, \dots, w_N)$
 $z_1 = g(W_1 z_0 + b_1)$
 $z_2 = g(W_2 z_1 + b_2)$
 $\hat{v} = \mathsf{softmax}(z_2)$

- Works about as well as more complicated models
- Strong baseline
- Key idea: Continuous Bag of Words

CBOW
$$(w_1, ..., w_N) = \sum_i E[w_i]$$
 (1)

- Actual non-linearity doesn't matter, we'll use tanh
- Let's implement in PyTorch

w_1, \ldots, w_N $z_0 = \mathsf{CBOW}(w_1, \ldots, w_N)$ $z_1 = g(z_1)$ $z_2 = g(z_2)$ $\hat{y} = \operatorname{softmax}(z_3)$

Initialization

```
def init (self, n classes, vocab size, emb dim=300,
             n hidden units=300):
    super (DanModel, self). init ()
    self.n classes = n classes
    self.vocab size = vocab size
    self.emb dim = emb dim
    self.n hidden units = n hidden units
    self.embeddings = nn.Embedding(self.vocab_size,
                                   self.emb dim)
    self.classifier = nn.Sequential(
           nn.Linear(self.n hidden units,
                     self.n hidden units).
           nn.ReLU(),
           nn.Linear(self.n hidden units,
                     self.n classes))
    self. softmax = nn.Softmax()
```

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Forward

```
def forward(self, batch, probs=False):
    text = batch['text']['tokens']
    length = batch['length']
    text embed = self. word embeddings(text)
    # Take the mean embedding. Since padding results
    # in zeros its safe to sum and divide by length
    encoded = text embed.sum(1)
    encoded /= lengths.view(text embed.size(0), -1)
    # Compute the network score predictions
    logits = self.classifier(encoded)
    if probs:
        return self._softmax(logits)
    else:
        return logits
```

```
w_1, \dots, w_N
\downarrow
z_0 = \mathsf{CBOW}(w_1, \dots, w_N)
z_1 = g(z_1)
z_2 = g(z_2)
\hat{y} = \mathsf{softmax}(z_3)
```

Training

Summary

- Computation Graph
- Expressions (\approx nodes in the graph)
- Parameters, LookupParameters
- Model (a collection of parameters)
- Optimizers
- Create a graph for each example, compute loss, backdrop, update