

# Homework\_H3.2-Bayes\_Learning\_for\_Text\_Classification

December 13, 2022

## 1 Naive Bayes Text Classification

### 1.0.1 Sentence Classification using Naive Bayes Algorithm

We made a simple Algorithm to try and classify sentences into either Sports or Not Sports sentences. We start with a couple sentences either classed “Sports” or “Not Sports” and try to classify new sentences based on that. At the end we make a comparison, which class (“Sports” or “Not Sports”) the new sentence is more likely to end up in.

### 1.1 Copyright

This Jupyter Notebook was primarily created as solution to an exercise in the lecture “Introduction to Machine Learning” (Dr. Hermann Völlinger), DHBW Stuttgart, WS 2020 The first version was created by the two students Alireza Gholami and Jannik Schwarz in October 2020 Later versions are extended and completed by Dr. Hermann Völlinger Actual version see saving date of the notebook

### 1.2 Machine Learning (ML) Model / Method

Important for a ML solution is the algorithm which is used for our solution. In this example we use the algorithm we learned in the lecture: “Sentence Classification” using “Naive Bayes Algorithm”

For more information see the slides: “Homework\_H3.2-Bayes\_Learning\_for\_Text\_Classification-Folien.pdf”

### 1.3 What happens here:

1. Import the Sklearn libraries which we need
2. Provide training data and do transformations.
3. Create dictionaries and count the words in each class.
4. Calculate probabilities of the words.

To evaluate a new sentence...

5. Vectorize and transform all sentences
6. Count all words
7. Transform new sentence
8. Perform Laplace Smoothing, so we don't multiply with 0
9. Calculate probability of the new sentence for each class
10. Output what's more likely

```
[1]: # This notebook was created by Alireza Gholami and Jannik Schwarz

print('*****')
print('This Jupyter Notebook was primarily created as solution to an exercise ')
print('in the lecture: "Introduction to Machine Learning"(Dr. Hermann_Völlinger)')
print('DHBW Stuttgart, WS 2020. First version was created by Alireza Gholami ')
print('and Jannik Schwarz in October 2020. Later versions are extended by Dr.')
print('Hermann Völlinger, see actual date of notebook ')
print('*****')
print('Method: "Sentence classification" using "Naive Bayes Algorithm", see the_')
print('slides: "Homework_H3.2-Bayes_Learning_for_Text_Classification-Folien.')
print('pdf"')
print('*****')

# Importing everything we need
import pandas as pd
from sklearn.feature_extraction.text import CountVectorizer
from nltk.tokenize import word_tokenize
from IPython.display import display, Math, Latex

# Import library time to check execution date+time
import time

# print the date & time of the notebook
print('*****')
print("Actual date & time of the notebook:",time.strftime("%d.%m.%Y  %H:%M:%S"))
print('*****')

#check versions of libraries
print('pandas version is: {}'.format(pd.__version__))

import sklearn
print('sklearn version is: {}'.format(sklearn.__version__))

import nltk
print('nltk version is: {}'.format(nltk.__version__))

import IPython
print('IPython version is: {}'.format(IPython.__version__))
```

\*\*\*\*\*

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```
*****
Method: "Sentence classification" using "Naive Bayes Algorithm", see the
slides: "Homework_H3.2-Bayes_Learning_for_Text_Classification-Folien.pdf"
*****
*****
Actual date & time of the notebook: 13.12.2022  18:35:22
*****
pandas version is: 1.0.1
sklearn version is: 0.22.1
nltk version is: 3.4.5
IPython version is: 7.12.0
```

```
[2]: # Naming the two columns of the matrix
columns = ['sentence', 'class']

# Our training data consists of six labeled sentences
rows = [['A great game', 'Sports'],
        ['The election was over', 'Not Sports'],
        ['Very clean match', 'Sports'],
        ['A clean but forgettable game', 'Sports'],
        ['It was a close election', 'Not Sports'],
        ['A very close game', 'Sports']]

# we define a dataframe structure for the training data
# we use the Dataframe structure of the pandas library
training_data = pd.DataFrame(rows, columns=columns)
print(f'The training data consists of the six labeled sentences:
↪\n{training_data}\n')
```

The training data consists of the six labeled sentences:

	sentence	class
0	A great game	Sports
1	The election was over	Not Sports
2	Very clean match	Sports
3	A clean but forgettable game	Sports
4	It was a close election	Not Sports
5	A very close game	Sports

```
[3]: # Turns the training data sentences into vectors

def vectorisation(my_class):

# my_docs contains the sentences for a class (sports or not sports)
```

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    my_docs = [row['sentence'] for index, row in training_data.iterrows() if
↳row['class'] == my_class]
# CountVectorizer count the words in each vector, stopwords like "the" are
↳omitted
# creates a vector that counts the occurrence of words in a sentence
    my_vector = CountVectorizer(token_pattern=r"(?u)\b\w+\b") # Token-Pattern
↳damit einstellige Wörter wie 'a' gelesen werden

    # transform the sentences
    my_x = my_vector.fit_transform(my_docs)

    # tdm = term_document_matrix_sport / create the matrix with the vectors for
↳a class
    tdm = pd.DataFrame(my_x.toarray(), columns=my_vector.get_feature_names())
    return tdm, my_vector, my_x

```

```

[4]: # Here we are actually creating the matrix for sport and not sport sentences
tdm_sport, vector_sport, X_sport = vectorisation('Sports')
tdm_not_sport, vector_not_sport, X_not_sport = vectorisation('Not Sports')

print(f'Sport sentence matrix: \n{tdm_sport}\n')
print(f'Not sport sentence matrix: \n{tdm_not_sport}\n')
print(f'Amount of sport sentences: {len(tdm_sport)}')
print(f'Amount of not sport sentences: {len(tdm_not_sport)}')
print(f'Total amount of sentences: {len(rows)}')

```

Sport sentence matrix:

	a	but	clean	close	forgettable	game	great	match	very
0	1	0	0	0	0	1	1	0	0
1	0	0	1	0	0	0	0	1	1
2	1	1	1	0	1	1	0	0	0
3	1	0	0	1	0	1	0	0	1

Not sport sentence matrix:

	a	close	election	it	over	the	was
0	0	0	1	0	1	1	1
1	1	1	1	1	0	0	1

Amount of sport sentences: 4

Amount of not sport sentences: 2

Total amount of sentences: 6

```

[5]: # creates a dictionary for each class
def make_list(my_vector, my_x):
    my_word_list = my_vector.get_feature_names()
    my_count_list = my_x.toarray().sum(axis=0)
    my_freq = dict(zip(my_word_list, my_count_list))

```

```
return my_word_list, my_count_list, my_freq
```

```
[6]: # create lists

# word_list_sport = word list ['a', 'but', 'clean', 'forgettable', 'game',
↳ 'great', 'match', 'very']
# count_list_sport = occurrence of words [2 1 2 1 2 1 1 1]
# freq_sport = combining the two to create a dictionary
word_list_sport, count_list_sport, freq_sport = make_list(vector_sport, X_sport)
word_list_not_sport, count_list_not_sport, freq_not_sport =
↳ make_list(vector_not_sport, X_not_sport)

print(f'sport dictionary: \n{freq_sport}\n')
print(f'not sport dictionary: \n{freq_not_sport}\n')
```

sport dictionary:

```
{'a': 3, 'but': 1, 'clean': 2, 'close': 1, 'forgettable': 1, 'game': 3, 'great':
1, 'match': 1, 'very': 2}
```

not sport dictionary:

```
{'a': 1, 'close': 1, 'election': 2, 'it': 1, 'over': 1, 'the': 1, 'was': 2}
```

### 1.3.1 Calculating Probabilities:

The final step is just to calculate every probability and see which one turns out to be larger. Calculating a probability is just counting in our training data. First, we calculate the a priori probability of each tag: for a given sentence in our training data, the probability that it is Sports =  $P(\text{Sports})=3/5$ . Then,  $P(\text{Not Sports})= 2/5$ . That's easy enough. Then, calculating  $P(\text{game}|\text{Sports})$  means counting how many times the word “game” appears in Sports texts (2) divided by the total number of words in sports (11). Therefore,  $P(\text{game}|\text{Sports})=2/11$ . However, we run into a problem here: “close” doesn't appear in any Sports text! That means that  $P(\text{close}|\text{Sports})=0$ . This is rather inconvenient since we are going to be multiplying it with the other probabilities, so we'll end up with zero.

```
[7]: from IPython.display import Image
Image('Images/Bayes-Rule01.jpg')
```

[7]: **Bayes' Theorem** is useful when working with conditional probabilities (like we are doing here), because it provides us with a way to reverse them. In our case, we have, so using this theorem we can reverse the conditional probability:

$$P(\text{sports}|\text{a very close game}) = \frac{P(\text{a very close game}|\text{sports}) \times P(\text{sports})}{P(\text{a very close game})}$$

Since for our classifier we're just trying to find out which tag has a bigger probability, we can discard the divisor —which is the same for both tags— and just compare

$$P(\text{a very close game}|\text{Sports}) \times P(\text{Sports})$$

with

$$P(\text{a very close game}|\text{Not Sports}) \times P(\text{Not Sports})$$

```
[8]: # calculate the probability of a word in a sentence of a class
def calculate_prob(my_word_list, my_count_list):
    my_prob = []
    for my_word, my_count in zip(my_word_list, my_count_list):
        my_prob.append(my_count / len(my_word_list))
    prob_dict = dict(zip(my_word_list, my_prob))
    return prob_dict
```

```
[9]: # probabilities of the words in a class
prob_sport_dict = calculate_prob(word_list_sport, count_list_sport)
prob_not_sport_dict = calculate_prob(word_list_not_sport, count_list_not_sport)
print(f'probabilites of words in sport sentences: \n{prob_sport_dict}\n')
print(f'probabilites of words in not sport sentences: \n{prob_not_sport_dict}')
```

```
probabilites of words in sport sentences:
{'a': 0.3333333333333333, 'but': 0.1111111111111111, 'clean':
0.2222222222222222, 'close': 0.1111111111111111, 'forgettable':
0.1111111111111111, 'game': 0.3333333333333333, 'great': 0.1111111111111111,
'match': 0.1111111111111111, 'very': 0.2222222222222222}
```

```
probabilites of words in not sport sentences:
{'a': 0.14285714285714285, 'close': 0.14285714285714285, 'election':
0.2857142857142857, 'it': 0.14285714285714285, 'over': 0.14285714285714285,
'the': 0.14285714285714285, 'was': 0.2857142857142857}
```

```
[10]: # all sentences again
docs = [row['sentence'] for index, row in training_data.iterrows()]

# vectorizer
vector = CountVectorizer(token_pattern=r"(?u)\b\w+\b")

# transform the sentences
X = vector.fit_transform(docs)

# counting the words
total_features = len(vector.get_feature_names())
total_counts_features_sport = count_list_sport.sum(axis=0)
total_counts_features_not_sport = count_list_not_sport.sum(axis=0)

print(f'Amount of distinct words: {total_features}')
print(f'Amount of distinct words in sport sentences:
↳ {total_counts_features_sport}')
print(f'Amount of distinct words in not sport sentences:
↳ {total_counts_features_not_sport}')
```

Amount of distinct words: 14  
Amount of distinct words in sport sentences: 15  
Amount of distinct words in not sport sentences: 9

```
[11]: # this is our test sentence, which we want to classify
# we call it new_sentence

new_sentence = 'Hermann plays a TT match'

# gets tokenized
new_word_list = word_tokenize(new_sentence)
```

### 1.3.2 Laplace Smoothing

How do we do it? By using something called Laplace smoothing: we add 1 to every count so it's never zero. To balance this, we add the number of possible words to the divisor, so the division will never be greater than 1. In our case, the possible words are (see notespage): ['a', 'great', 'very', 'over', 'it', 'but', 'game', 'election', 'clean', 'close', 'the', 'was', 'Since the number of possible words is 14 (I counted them!), applying smoothing we get that  $P(\text{game}|\text{Sports}) = (2+1)/(11+14) = 3/25$

```
[12]: from IPython.display import Image
Image('Images/Bayes-Rule02.jpg')
```

[12]: In statistics, **additive smoothing**, also called **Laplace smoothing**<sup>[1]</sup> (not to be confused with **Laplacian smoothing** as used in image processing), or **Lidstone smoothing**, is a technique used to smooth categorical data. Given an observation  $\mathbf{x} = \langle x_1, x_2, \dots, x_d \rangle$  from a multinomial distribution with  $N$  trials, a "smoothed" version of the data gives the estimator:

$$\hat{\theta}_i = \frac{x_i + \alpha}{N + \alpha d} \quad (i = 1, \dots, d),$$

where the "pseudocount"  $\alpha > 0$  is a smoothing parameter.  $\alpha = 0$  corresponds to no smoothing. (This parameter is explained in § Pseudocount below.) Additive smoothing is a type of shrinkage estimator, as the resulting estimate will be between the empirical probability (relative frequency)  $x_i/N$ , and the uniform probability  $1/d$ . Invoking Laplace's rule of succession, some authors have argued<sup>[citation needed]</sup> that  $\alpha$  should be 1 (in which case the term **add-one smoothing**<sup>[2][3]</sup> is also used)<sup>[further explanation needed]</sup>, though in practice a smaller value is typically chosen.

```
[13]: # We're using laplace smoothing (this is a fun). laplace() is a function of the
↳ sklearn Library
# if a new word occurs the probability would be 0
# So every word counter gets incremented by one

def laplace(freq, total_count, total_feat):
    prob_sport_or_not = []
    for my_word in new_word_list:
        if my_word in freq.keys():
            counter = freq[my_word]
```

```

    else:
        counter = 0
        # total_count is the amount of words in sport sentences and total_feat
        ↳ the total amount of words
        prob_sport_or_not.append((counter + 1) / (total_count + total_feat))
    return prob_sport_or_not

```

```

[14]: # probability for the new words
prob_new_sport = laplace(freq_sport, total_counts_features_sport,
    ↳ total_features)
prob_new_not_sport = laplace(freq_not_sport, total_counts_features_not_sport,
    ↳ total_features)

print(f'probability that the word is in a sport sentece: {prob_new_sport}')
print(f'probability that the word is in a not sport sentece:
    ↳ {prob_new_not_sport}')

```

probability that the word is in a sport sentece: [0.034482758620689655, 0.034482758620689655, 0.13793103448275862, 0.034482758620689655, 0.06896551724137931]

probability that the word is in a not sport sentece: [0.043478260869565216, 0.043478260869565216, 0.08695652173913043, 0.043478260869565216, 0.043478260869565216]

```

[15]: # multiplying the probabilities of each word
new_sport = list(prob_new_sport)
sport_multiply_result = 1
for i in range(0, len(new_sport)):
    sport_multiply_result *= new_sport[i]

# multiplying the result with the ratio of sports senteces to the total amount
↳ of sentences (here its 4/6)
sport_multiply_result *= ( len(tdm_sport) / len(rows) )

# multiplying the probabilities of each word
new_not_sport = list(prob_new_not_sport)
not_sport_multiply_result = 1
for i in range(0, len(new_not_sport)):
    not_sport_multiply_result *= new_not_sport[i]

# multiplying the result with the ratio of sports senteces to the total amount
↳ of sentences (here its 2/6)
not_sport_multiply_result *= ( len(tdm_not_sport) / len(rows) )

```



```
[16]: # comparing whats more likely

print(f'The probability of the sentence "{new_sentence}":\nSport vs not_
↳sport\n{sport_multiply_result} vs {not_sport_multiply_result}\n\n')

if not_sport_multiply_result < sport_multiply_result:
    print('Verdict: It\'s probably a sports sentence!')
else:
    print('Verdict: It\'s probably not a sport sentence!')
```

The probability of the sentence "Hermann plays a TT match":  
 Sport vs not sport  
 2.6002118815154297e-07 vs 1.0357848652047699e-07

Verdict: It's probably a sports sentence!

```
[17]: # print current date and time

print("Date & Time:",time.strftime("%d.%m.%Y  %H:%M:%S"))
# end of import test
print ("*** End of Homework-H3.2_Bayes-Learning... ***")
```

Date & Time: 13.12.2022 18:35:22  
 \*\*\* End of Homework-H3.2\_Bayes-Learning... \*\*\*