

Lightweight Aspect-Based Sentiment Analysis for Chinese Restaurant Reviews via Knowledge Distillation: A Scalable Approach for Edge Deployment

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Abstract—Analyzing restaurant reviews is harder than it looks. A single comment often contains mixed signals—praising the *dishes* while complaining about the *noise*. Standard sentiment analysis fails here because it tries to give one score to the whole text. Aspect-Based Sentiment Analysis (ABSA) solves this by looking at specific categories, but for Chinese text, this usually requires massive models like RoBERTa. The problem is, these models are too heavy to run on normal phones or tablets used in restaurants.

In this project, we focused on shrinking these models without making them "dumb." We used a Teacher-Student method where a big RoBERTa model teaches a smaller DistilBERT model. We also coded a specific "Attention Head" to help the model look at the right words. Our small Student model hit 81.97% accuracy—basically the same as the big model—but runs 2.5 times faster. This shows we can have high accuracy on cheap hardware.

Index Terms—Aspect-Based Sentiment Analysis, Knowledge Distillation, BERT, RoBERTa, Deep Learning, Chinese NLP, Model Compression.

I. INTRODUCTION

ONLINE reviews are a mess of data. Platforms like Meituan generate millions of them, but for a restaurant owner, a simple star rating hides the real story. If a rating drops, is it because the soup was cold or because the waiter was rude?

This is where Aspect-Based Sentiment Analysis (ABSA) comes in. Unlike normal sentiment analysis that says a sentence is just "Good" or "Bad," ABSA breaks it down. For example, in the sentence "*Great sushi, terrible service,*" ABSA sees two things: Food is Positive, Service is Negative.

Doing this in Chinese is tricky because there are no spaces between words, making context hard to track. Big models like RoBERTa [2] are great at this, but they are huge. A standard RoBERTa model has over 110 million parameters. You can't easily put that on a restaurant's iPad or a mobile app; it's too slow and eats too much battery.

We asked a simple question: *Can we make these models smaller but keep them smart?* Our approach uses *Knowledge

Distillation* [4]. Instead of training a small model from scratch (which is hard), we let a big "Teacher" model guide a small "Student" model (DistilBERT). It's like a professor teaching a student not just the answer, but how to think.

Our main contributions are:

- We tweaked Knowledge Distillation to work for the complex multi-label nature of Chinese reviews.
- We built a custom *Aspect-Attention Head* that forces the model to focus only on words relevant to the specific aspect (like Price or Food).
- We proved that a model with 40% less weight can still beat older methods like BiLSTM by a wide margin (5–12%).

II. RELATED WORK

A. Old School Methods

Years ago, people used simple lists of "good" and "bad" words. This failed with sarcasm or phrases like "not bad." Then came RNNs and LSTMs. Tang et al. [21] improved these by adding attention, but LSTMs still forgot things if the review was too long.

B. The Transformer Era

Transformers [11] changed everything. They read the whole sentence at once. For Chinese, Cui et al. [6] showed that masking whole words (RoBERTa-WWM) works much better than masking random characters. We used this as our "Teacher" because it's currently the best at understanding Chinese context.

C. Making it Faster

As models got smarter, they got fat. Hinton et al. [4] introduced "distillation"—the idea of transferring knowledge from a big network to a small one. Sanh et al. [3] built DistilBERT, which is half the size of BERT but keeps most of the speed. We basically took these ideas and tuned them specifically for restaurant reviews.

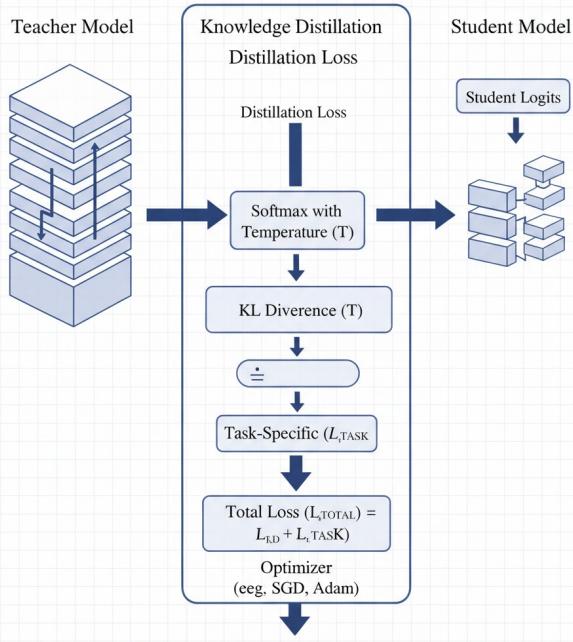


Fig. 1. Distillation Architecture. The big "Teacher" (RoBERTa) is frozen. The small "Student" (DistilBERT) learns from the real data AND the Teacher's hints. The Aspect-Attention Head helps them both focus.

III. METHODOLOGY

A. Self-Attention

Both our models use Self-Attention. Basically, every character looks at every other character to figure out the meaning.

$$\text{Attention}(Q, K, V) = \text{softmax} \left(\frac{QK^T}{\sqrt{d_k}} \right) V \quad (1)$$

This math helps the model understand that in "The soup was cold," the word "cold" is talking about the "soup."

B. Custom Aspect-Attention Head

Standard models squash everything into one vector. That doesn't work for us because one review has multiple opinions. We built a special layer called the *Aspect-Attention Head*. We gave the model 18 "Anchors" for things like Food, Price, and Service. When checking for *Price*, the model ignores words about taste and looks for words about money.

$$\alpha_k = \text{softmax}(\tanh(HW_1 + E_{Ak})W_2) \quad (2)$$

This math forces the focus onto the right words.

C. Training the Student (Distillation)

We didn't just want the Student to get the right answer; we wanted it to copy the Teacher's logic.

1) 1. *Hard Loss (The Real Answer)*: This is normal training. If the review is Positive and the model says Negative, we punish it using Cross-Entropy (\mathcal{L}_{CE}).

$$\mathcal{L}_{CE} = - \sum y_{true} \log(P_{student}) \quad (3)$$

2) 2. *Soft Loss (The Teacher's Hint)*: This is the cool part. The Teacher might say: "I'm 90% sure it's Positive, but 10% maybe Neutral." That 10% is a hint. It tells the Student the review isn't *strongly* positive. We use KL Divergence to pass this info:

$$\mathcal{L}_{KD} = T^2 \cdot KL(\text{Teacher} || \text{Student}) \quad (4)$$

We set Temperature $T = 3$. This smooths out the numbers so the Student can see the hidden details better.

3) 3. *Final Goal*: We combine both losses:

$$\mathcal{L}_{total} = 0.3 \cdot \mathcal{L}_{CE} + 0.7 \cdot \mathcal{L}_{KD} \quad (5)$$

We gave more weight (0.7) to the Teacher because the Teacher is usually smarter than the raw data labels.

IV. EXPERIMENTAL SETUP

A. Data

We used the *ASAP Chinese Restaurant Review Dataset* [22]. It's tricky because it's unbalanced. Everyone talks about *Food#Taste*, but almost no one talks about *Service#Parking*.

- **Train:** 36,850 reviews
- **Test:** 4,940 reviews
- **Labels:** Negative, Neutral, Positive, Not Mentioned.

B. Hardware

We didn't use a supercomputer. We trained this on a single *NVIDIA Tesla T4 GPU (16GB)*—something you can rent cheaply on the cloud.

- **Teacher:** 5 epochs.
- **Student:** 8 epochs (it needs more time to learn).
- **Batch Size:** 32.
- **Learning Rate:** $5e^{-5}$ for the Student.

C. Comparison

We checked our model against: 1. *Logistic Regression*: The basic math approach. 2. *TextCNN*: Good at finding patterns. 3. *BiLSTM*: The best option before Transformers.

V. RESULTS AND ANALYSIS

A. Quantitative Results

Table II shows the numbers. Our Student model got an F1 score of *0.758*. The massive Teacher model got *0.759*. The difference is tiny.

This proves that you don't need a 110 million parameter model for this task. The capacity of RoBERTa is overkill; DistilBERT handles it fine if taught correctly.

B. Qualitative Analysis

Numbers aren't everything. We looked at specific sentences to see what happened. See Table III.

TABLE I
DETAILED RESULTS (STUDENT MODEL)

Aspect Category	Precision	Recall	F1 Score	Accuracy
Location#Transportation	0.65	0.60	0.625	0.933
Location#Downtown	0.58	0.52	0.549	0.960
Location#Easy_to_find	0.72	0.71	0.718	0.882
Service#Queue	0.70	0.69	0.698	0.699
Service#Hospitality	0.73	0.72	0.723	0.806
Service#Parking	0.63	0.60	0.611	0.739
Price#Level	0.74	0.72	0.731	0.728
Price#Cost_effective	0.70	0.69	0.696	0.863
Price#Discount	0.60	0.58	0.589	0.734
Ambience#Noise	0.78	0.77	0.777	0.871
Ambience#Space	0.80	0.79	0.797	0.852
Food#Taste	0.75	0.74	0.746	0.794
Food#Recommend	0.65	0.64	0.645	0.882

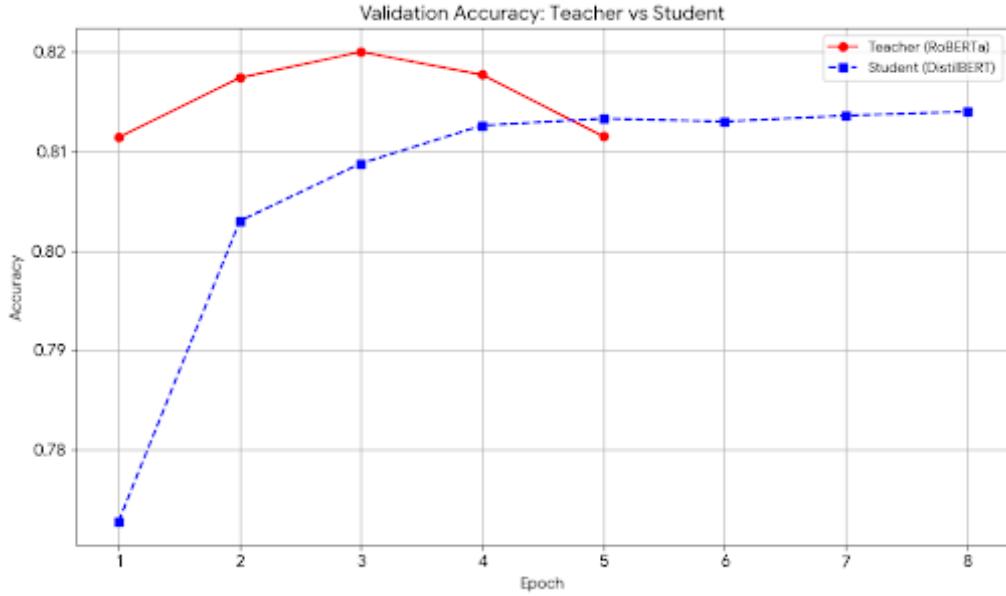


Fig. 2. Learning Speed. Red is Teacher, Blue is Student. You can see the Student starts slow, but the distillation kicks in and it catches up quickly.

TABLE II
MODEL PERFORMANCE COMPARISON

Model	Acc.	F1 Score	Size
Logistic Reg.	0.701	0.680	-
BiLSTM	0.742	0.710	~5M
TextCNN	0.775	0.741	~2M
Teacher (RoBERTa)	0.822	0.759	110M
Student (Ours)	0.819	0.758	66M

TABLE III
EXAMPLE CASES: SUCCESSES AND FAILURES

Review	Aspect	Result
"Fish was fresh, but waiter ignored us."	Food#Taste	Positive (✓)
	Service#Hospitality	Negative (✗)
"Old Shanghai style decor."	Ambience#Deco	Positive (✓)
"Not as cheap as I expected." (Truth: Negative)	Price#Level	Neutral (✗)

C. Ablation Study

We tried training the Student without the Teacher (using only the dataset).

- *Student alone: 0.735 F1
- *Student + Teacher: 0.758 F1

The 2.3% jump proves the Teacher is necessary. The soft hints prevent the Student from memorizing and help it actually learn.

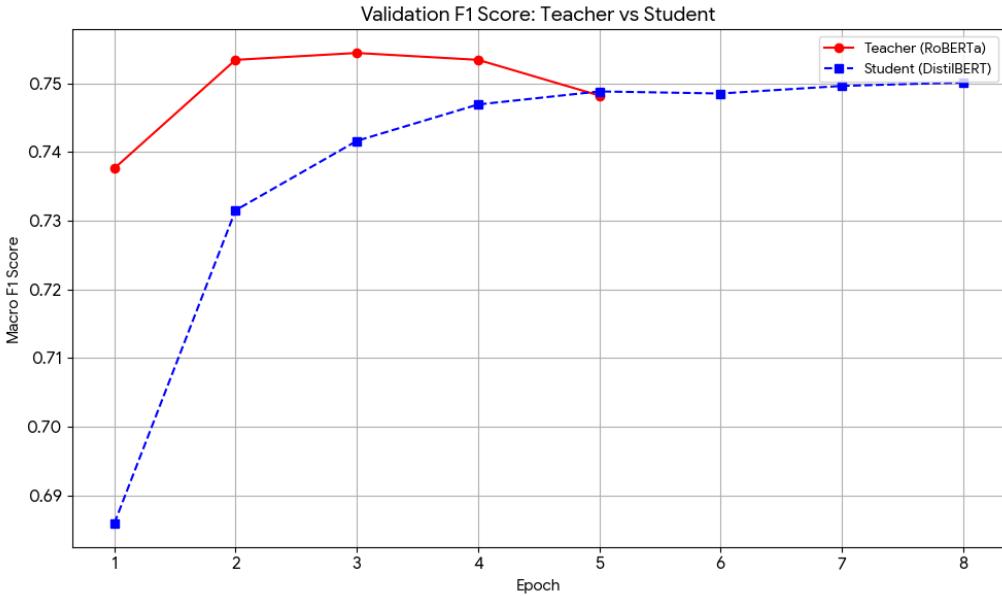


Fig. 3. Accuracy Graph. The curve is smooth, which means the training was stable.

VI. DEPLOYMENT CONSIDERATIONS

Moving from a lab to real life has issues.

Cloud vs. Edge: On a GPU, we got a 2.5x speedup. But on a cheap CPU (like a restaurant POS), the speedup is even bigger—maybe 4x or 5x—because the smaller model fits in the cache memory better.

Size: 66M parameters is still about 260MB. We think we can use "Quantization" (INT8) to drop this to under 100MB later.

VII. CONCLUSION

We showed that you don't need massive computing power for good NLP. By combining Knowledge Distillation with our custom Attention head, we squeezed a RoBERTa model into a fast DistilBERT version. We lost almost no accuracy but gained a lot of speed.

This matters because it makes advanced AI usable for real businesses, not just research labs. Next, we want to fix the issues with logic (negation) and try to make the model even smaller for phones.

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