

# Aspect Based Sentiment Analysis with Gated Convolutional Networks

Ananya Mantravadi  
CS19B1004

**Faculty:**

Prof. C Krishna Mohan  
Dept. of CSE, IIT Hyderabad

**Authors:**

Wei Xue and Tao Li

**Teaching Assistant:**

Prudviraj Jeripothula  
PhD Research Scholar

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# Outline

- Motivation
- Problem Statement
- Related Work
- Proposed Approach
- Datasets
- Results
- Conclusion
- Future Directions
- References

# Motivation - Sentiment Analysis



My experience  
so far has been  
fantastic!

POSITIVE



The product is  
ok I guess

NEUTRAL



Your support team is  
useless

NEGATIVE

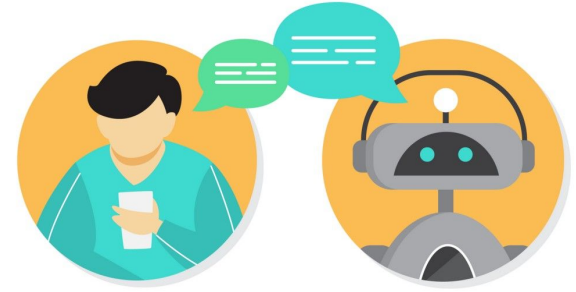
# Applications



Business Insights



News Sources



Question Answering

# Aspect Based Sentiment Analysis

“Battery life is good, but the screen size is too small.”



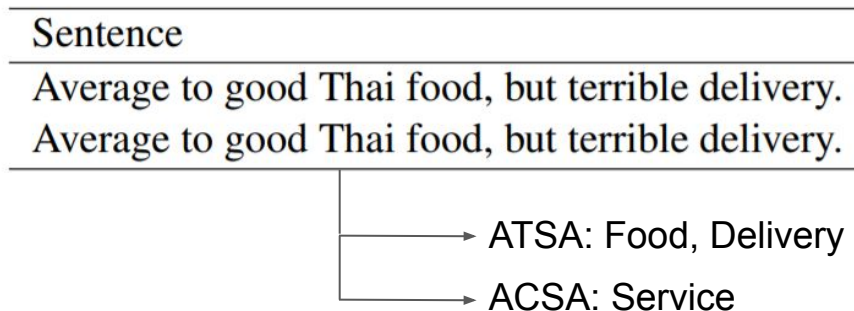
**Aspect:** Battery life, **Polarity:** Positive

**Aspect:** Screen size, **Polarity:** Negative

# Problem Statement

Two subtasks:

- Aspect-Category Sentiment Analysis (ACSA)
- Aspect-Term Sentiment Analysis (ATSA)

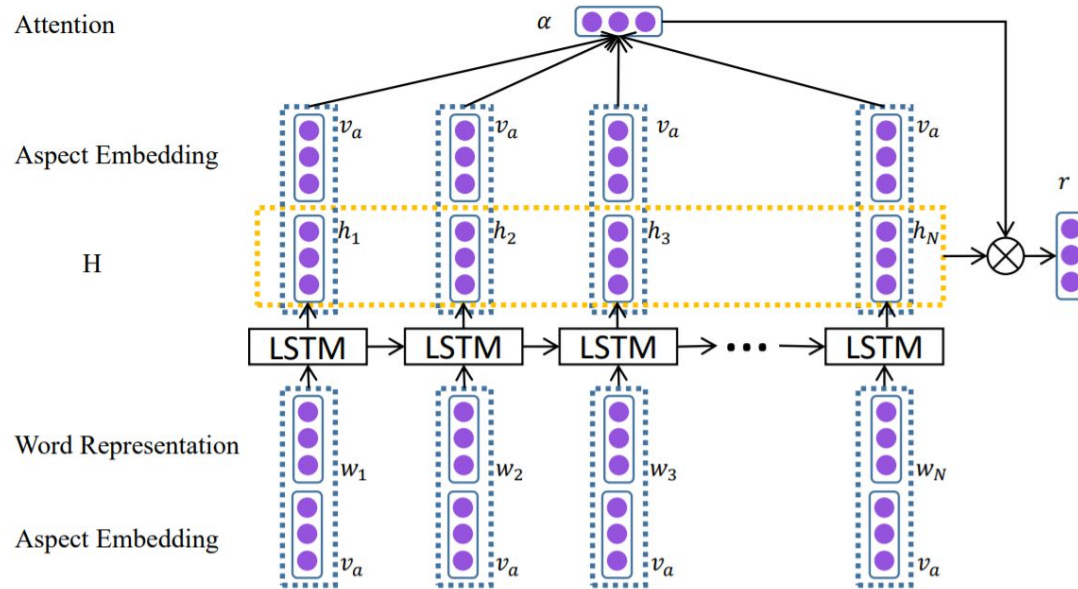


# Related Work

- Earlier research works: labor-intensive handcraft features
  - Neural network-based approaches
  - Target-dependent: LSTM & attention mechanisms
1. NRC-Canada / SVM
  2. TD-LSTM
  3. ATAE-LSTM
  4. IAN
  5. RAM
  6. CNN
  7. GCN

# Attention-based LSTM (ATAE-LSTM)

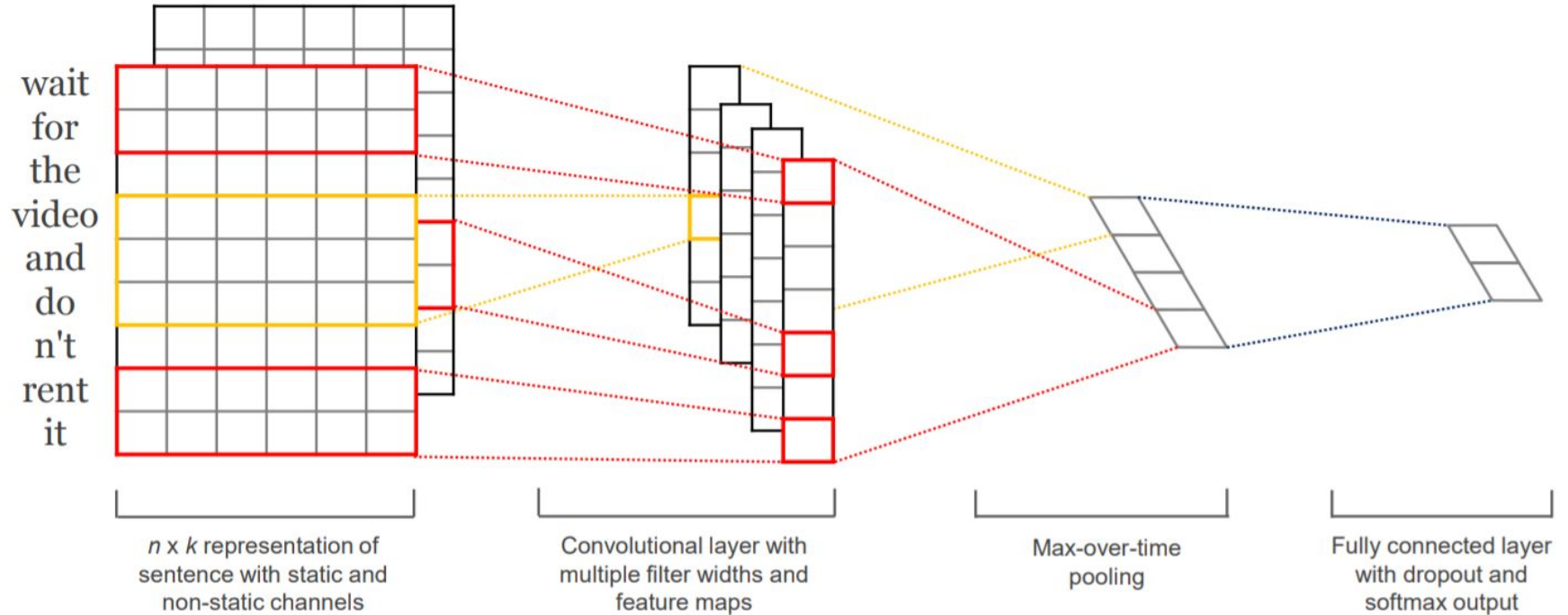
## Architecture & Limitations



Attention-based LSTM with Aspect Embedding



# CNN - Architecture & Limitations



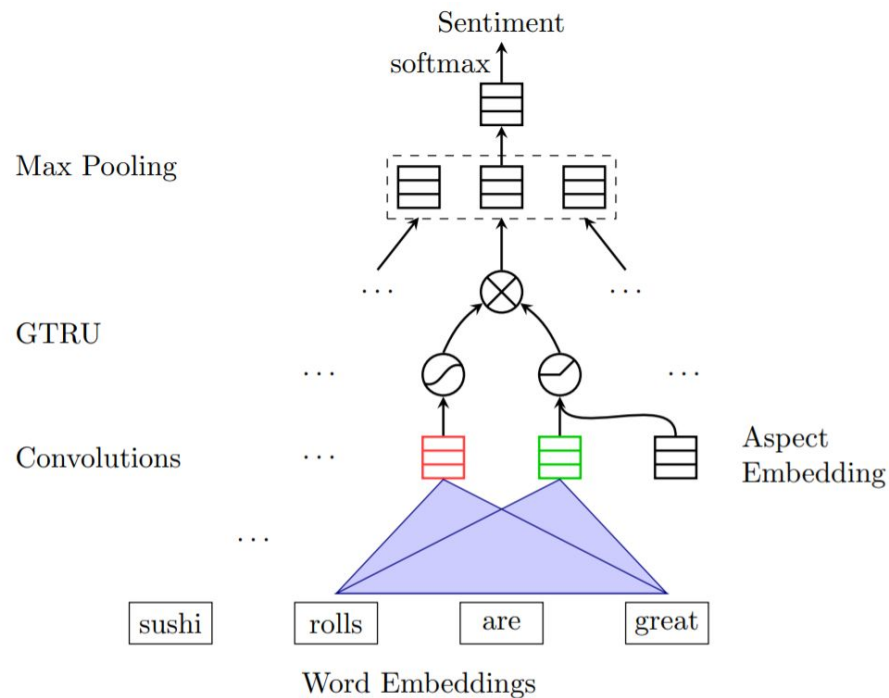
# Proposed Approach

- CNN Model with Gating Mechanism
- Gated Tanh-ReLU selectively outputs sentiment features according to a given aspect or entity.
- Simpler than existing models (compared to models with attention)
- Can be trained in parallel - not time dependent unlike LSTM models

# Gated Convolutional Network with Aspect Embedding (GCAE) for ACSA

## 1. Embedding Layer

$$w_i \in \{1, 2, \dots, V\} \longrightarrow \mathbf{v}_i \in \mathbb{R}^D$$



# Gated Convolutional Network with Aspect Embedding (GCAE) for ACSA

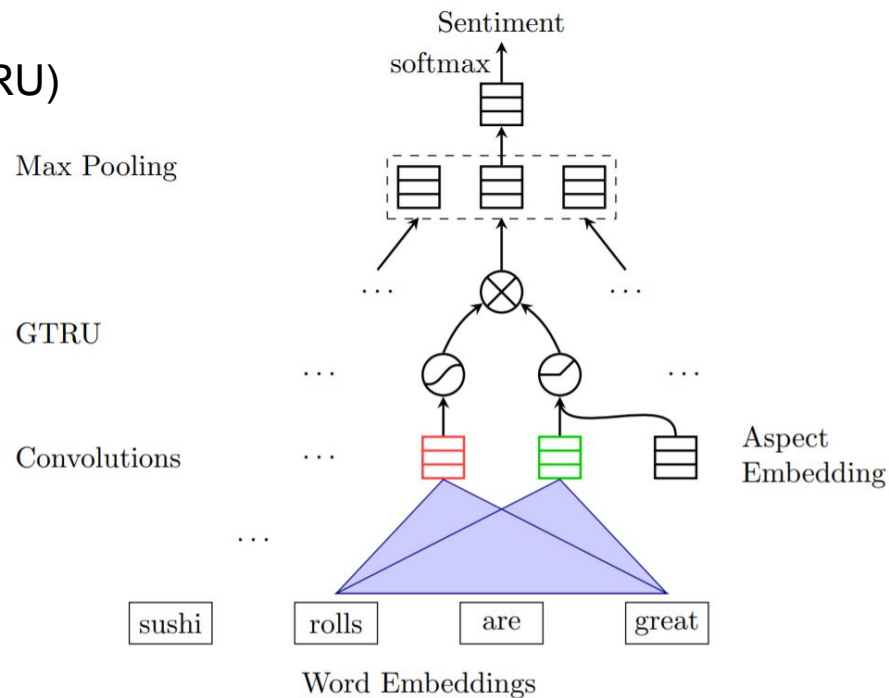
## 2. Convolutions & Gated Tanh-ReLU Units (GTRU)

$$\mathbf{X} = [\mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_L]$$

$$a_i = \text{relu}(\mathbf{X}_{i:i+k} * \mathbf{W}_a + \mathbf{V}_a \mathbf{v}_a + b_a)$$

$$s_i = \text{tanh}(\mathbf{X}_{i:i+k} * \mathbf{W}_s + b_s)$$

$$c_i = s_i \times a_i$$



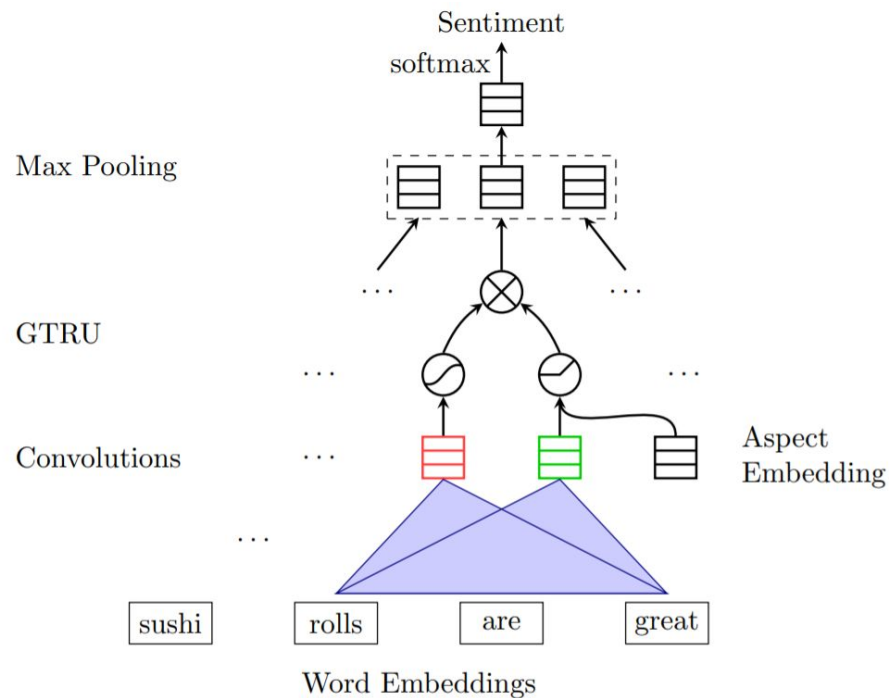
# Gated Convolutional Network with Aspect Embedding (GCAE) for ACSA

3. Max-over-time pooling layer
4. Softmax
5. Training - Minimize cross-entropy loss

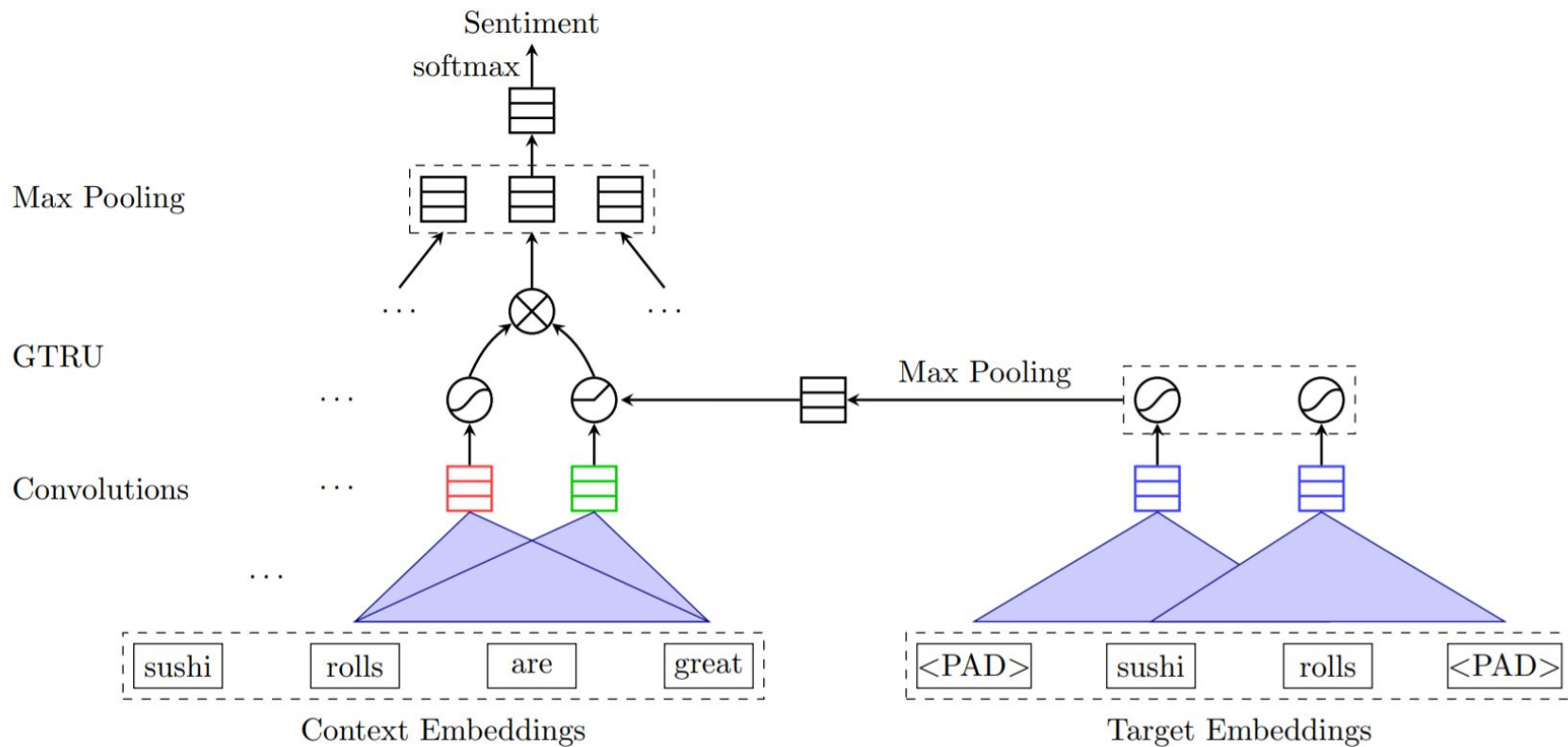
$$\mathcal{L} = - \sum_i \sum_j y_i^j \log \hat{y}_i^j$$

$y$  = ground-truth

$\hat{y}$  = predicted value



# GCAE on ATSA



# Datasets

- SemEval Workshops - customer reviews: Restaurant & Laptop
- **Hard Datasets:** Sentences having multiple aspect labels associated with multiple sentiments

| Sentence  | aspect category/term | sentiment label |
|---|----------------------|-----------------|
| Average to good Thai food, but terrible delivery. | food                 | positive        |
| Average to good Thai food, but terrible delivery. | delivery             | negative        |

Table 1: Two example sentences in one hard test set of restaurant review dataset of SemEval 2014.

# Datasets - ACSA Task

- **Aspects:** food, price, service, ambience, and misc;
- **Sentiment polarities:** positive, negative, neutral, and conflict.
- **Sentence label p:** No. of positive labels - No. of negative labels

Positive if  $p > 0$ , Negative if  $p < 0$ , Neutral if  $p = 0$

|                       | Positive |      | Negative |      | Neutral |      | Conflict |      |
|-----------------------|----------|------|----------|------|---------|------|----------|------|
|                       | Train    | Test | Train    | Test | Train   | Test | Train    | Test |
| Restaurant-Large      | 2710     | 1505 | 1198     | 680  | 757     | 241  | -        | -    |
| Restaurant-Large-Hard | 182      | 92   | 178      | 81   | 107     | 61   | -        | -    |
| Restaurant-2014       | 2179     | 657  | 839      | 222  | 500     | 94   | 195      | 52   |
| Restaurant-2014-Hard  | 139      | 32   | 136      | 26   | 50      | 12   | 40       | 19   |

Table 2: Statistics of the datasets for ACSA task. The hard dataset is only made up of sentences having multiple aspect labels associated with multiple sentiments.



# Datasets - ATSA Task

- Duplicate each sentence  $n_a$  times

|                 | Positive |      | Negative |      | Neutral |      | Conflict |      |
|-----------------|----------|------|----------|------|---------|------|----------|------|
|                 | Train    | Test | Train    | Test | Train   | Test | Train    | Test |
| Restaurant      | 2164     | 728  | 805      | 196  | 633     | 196  | 91       | 14   |
| Restaurant-Hard | 379      | 92   | 323      | 62   | 293     | 83   | 43       | 8    |
| Laptop          | 987      | 341  | 866      | 128  | 460     | 169  | 45       | 16   |
| Laptop-Hard     | 159      | 31   | 147      | 25   | 173     | 49   | 17       | 3    |

Table 3: Statistics of the datasets for ATSA task.

# Implementation Details

- 300-dimension GloVe vectors pre-trained on unlabeled data of 840 billion tokens
- Random initialization - uniform distribution  $U(-0.25, 0.25)$
- Adagrad
- Batch size: 32 instances
- Learning Rate:  $1e-2$
- Maximal epochs: 30
- 5-fold cross validation

## Results - ACSA

| Models          | Restaurant-Large                 |                                  | Restaurant 2014                  |                                  |
|-----------------|----------------------------------|----------------------------------|----------------------------------|----------------------------------|
|                 | Test                             | Hard Test                        | Test                             | Hard Test                        |
| SVM*            | -                                | -                                | 75.32                            | -                                |
| SVM + lexicons* | -                                | -                                | <b>82.93</b>                     | -                                |
| ATAE-LSTM       | 83.91 $\pm$ 0.49                 | 66.32 $\pm$ 2.28                 | 78.29 $\pm$ 0.68                 | 45.62 $\pm$ 0.90                 |
| CNN             | 84.28 $\pm$ 0.15                 | 50.43 $\pm$ 0.38                 | 79.47 $\pm$ 0.32                 | 44.94 $\pm$ 0.01                 |
| GCN             | 84.48 $\pm$ 0.06                 | 50.08 $\pm$ 0.31                 | <b>79.67<math>\pm</math>0.35</b> | 44.49 $\pm$ 1.52                 |
| GCAE            | <b>85.92<math>\pm</math>0.27</b> | <b>70.75<math>\pm</math>1.19</b> | 79.35 $\pm$ 0.34                 | <b>50.55<math>\pm</math>1.83</b> |

Table 4: The accuracy of all models on test sets and on the subsets made up of test sentences that have multiple sentiments and multiple aspect terms. Restaurant-Large dataset is created by merging all the restaurant reviews of SemEval workshops within three years. ‘\*’: the results with SVM are retrieved from NRC-Canada (Kiritchenko et al., 2014).

# Results - ATSA

| Models          | Restaurant                       |                                  | Laptop                           |                                  |
|-----------------|----------------------------------|----------------------------------|----------------------------------|----------------------------------|
|                 | Test                             | Hard Test                        | Test                             | Hard Test                        |
| SVM*            | 77.13                            | -                                | 63.61                            | -                                |
| SVM + lexicons* | <b>80.16</b>                     | -                                | <b>70.49</b>                     | -                                |
| TD-LSTM         | 73.44 $\pm$ 1.17                 | 56.48 $\pm$ 2.46                 | 62.23 $\pm$ 0.92                 | 46.11 $\pm$ 1.89                 |
| ATAE-LSTM       | 73.74 $\pm$ 3.01                 | 50.98 $\pm$ 2.27                 | 64.38 $\pm$ 4.52                 | 40.39 $\pm$ 1.30                 |
| IAN             | 76.34 $\pm$ 0.27                 | 55.16 $\pm$ 1.97                 | 68.49 $\pm$ 0.57                 | 44.51 $\pm$ 0.48                 |
| RAM             | 76.97 $\pm$ 0.64                 | 55.85 $\pm$ 1.60                 | 68.48 $\pm$ 0.85                 | 45.37 $\pm$ 2.03                 |
| GCAE            | <b>77.28<math>\pm</math>0.32</b> | <b>56.73<math>\pm</math>0.56</b> | <b>69.14<math>\pm</math>0.32</b> | <b>47.06<math>\pm</math>2.45</b> |

Table 5: The accuracy of ATSA subtask on SemEval 2014 Task 4. ‘\*’: the results with SVM are retrieved from NRC-Canada (Kiritchenko et al., 2014)

# Gating Mechanisms

Gated Tanh Units (**GTU**):  $(\mathbf{X} * \mathbf{W} + b) \times \sigma(\mathbf{X} * \mathbf{W}_a + \mathbf{V}\mathbf{v}_a + b_a)$

Gated Linear Units (**GLU**):  $\tanh(\mathbf{X} * \mathbf{W} + b) \times \sigma(\mathbf{X} * \mathbf{W}_a + \mathbf{V}\mathbf{v}_a + b_a)$

| Gates | Restaurant-Large |              | Restaurant 2014 |              |
|-------|------------------|--------------|-----------------|--------------|
|       | Test             | Hard Test    | Test            | Hard Test    |
| GTU   | 84.62            | 60.25        | 79.31           | <b>51.93</b> |
| GLU   | 84.74            | 59.82        | 79.12           | 50.80        |
| GTRU  | <b>85.92</b>     | <b>70.75</b> | <b>79.35</b>    | 50.55        |

Table 7: The accuracy of different gating units on restaurant reviews on ACSA task.

# Training Time

- Training time of all models until convergence on a validation set on a desktop machine with a 1080 Ti GPU

| Model   | ATSA  |
|---------|-------|
| ATAE    | 25.28 |
| IAN     | 82.87 |
| RAM     | 64.16 |
| TD-LSTM | 19.39 |
| GCAE    | 3.33  |

Table 6: The time to converge in seconds on ATSA task.

# Conclusion

- An efficient CNN with gating mechanisms for ACSA and ATSA tasks.
- GTRU controls the sentiment flow according to the given aspect information
- Performance improvement compared with other neural models by extensive experiments on SemEval datasets.

# Future Directions

- LSTM → CNN → CNN with Gating Mechanism
- Transformers with Gating Mechanism for Sentiment Analysis



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Thank You