Note for Reinforcement Learning 2nd Edition

August 9, 2018

1 Text Classification

Text can be treated as a sequence of characters, words, phrases, named entities, sentences or paragraphs etc.

Tokenization is a process that splits input into useful unit(token) for the task at hand. (Can be word, sentence, paragraph). Example tokenizers are WhiteSpaceTokenizer, Word-PunctTokenizer, TreebankWordTokenizer.

Token normalization operates on individual token. There are two main types of normalizations: stemming and lemmatization. **Stemming** uses simple rules and heuristics to remove/replace suffixes (e.g. Porter's Stemmer). **Lemmatization** use more advance tehcnique such as vocabulary/morphological analysis (e.g. WordNet lemmatizer). Further normalization includes normalizing capital letters and acronyms.

Classical approach

Bag of Words(BOW) is a feature representation of text. For a set of text samples $\{s_1, \ldots, s_n\}$, we can extract a set of distinct tokens ("today", "a", "nice") or token pairs/triplets ("nice weather") $\{t_1, \ldots, t_m\}$. We define the bag of word representation to be an $n \times m$ frequency matrix B where

$$B_{ij} = \# \text{ of times } t_j \text{ appears in } s_i$$

n-grams consecutive tokens extracted from text. An example of bigram representation of a sentence, "Today is sunny" would be ("today is", "is sunny"). The problem is this would cause B to have too many columns. We should remove the high frequency n-grams (e.g. stop words such as "a", "the") which are not useful, and low frequency n-grams which are consisted of typos, rare n-grams (prevent overfitting). We should keep the medium frequency n-grams, they are the most representative of the sample set. To filter the n-grams with high and low frequency, we use two measures: Term frequency(TF) and Inverse document frequency(IDF).

TF:
$$td(t,d)$$
 = Frequency of n-gram t in document d

We can use the following ways to calculate TF: binary (0, 1), raw count $f_{t,d}$, term frequency $f_{t,d}/\left(\sum_{t'\in d} f_{t',d}\right)$ and log normalization $1 + \log(f_{t,d})$.

IDF:
$$idf(t, D) = \log \frac{|D|}{|\{d \in D : t \in d\}|}$$

Where D is the set of all documents in corpus. $|\{d \in D : t \in d\}|$ is the set of document where the term t appears.

TF-IDF:
$$tdidf(t, d, D) = td(t, d)idf(t, D)$$

is a useful quantity to rank the terms (n-grams). Large td-idf value gives terms that are abundunt in a small number of documents.

We can get a better BOW by using TD-IDF for B_{ij} and normalize each row with L_2 -norm.

Logistic regression can be used to do sentiment classification

$$p(y = 1 \mid x) = \sigma(w^T x)$$

Where x is rows of BOW matrix.

In the case of a large dataset distribute across machines, we need to map n-gram to column index of the BOW matrix. It is convenient to use hash mapping to column indices.

$$ngram \to hash(ngram) \mod 2^{20}$$

Hash function can be defined as

$$hash(s) = \sum_{i=0}^{n} s[i]p^{i}$$

where s is a string, p a given prime and s[i] is the ith charCode. In the example of spam filtering, we might want to customize for each user. So the term t might be a spam word for user A but not other users. To do this, we change the hash function to

$$hash_u(s) = hash(u + "" + s) \mod 2^b$$

Where u is the user id string and + is string concatenation. In this way, "userA_spamword" and "userB_spamword" are basically different words customized for A and B.

Deep Learning approach

BOW matrix is very sparse and high dimensional, instead we use Word2Vec embeddedings which are dense vectors in a much lower dimension. Embeddings are generated by a projection from high dimension one-hot space to a submanifold such that words with similar mearning/functional role are near one another on the submanifold.

Analogous to n-gram, we use 1d convolution to achieve the same thing. Given a sequence of tokens s_0, \ldots, s_m and embeddings dimension of k, we compute the $m \times k$ embedding matrix for the sequence where the ith row is the embedding vector for s_i . Next we perform convolution for each ith row up to i + nth row

with a $n \times k$ filter matrix F where the choice of n is analogous to choosing n-gram. For example (n = 2):

$$\begin{pmatrix} a \\ fine \\ whether \\ today \end{pmatrix} \stackrel{embedding}{\Longrightarrow} \begin{pmatrix} 0.3 & 0.4 \\ 0.1 & 0.5 \\ 0.6 & 0.7 \\ 0.9 & 0.2 \end{pmatrix}$$

$$\begin{pmatrix} 0.3 & 0.4 \\ 0.1 & 0.5 \\ 0.6 & 0.7 \\ 0.9 & 0.2 \end{pmatrix} * \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} 4 \times 0.3 + 3 \times 0.4 + 2 \times 0.1 + 1 \times 0.5 \\ 4 \times 0.1 + 3 \times 0.5 + 2 \times 0.6 + 1 \times 0.7 \\ 4 \times 0.6 + 3 \times 0.7 + 2 \times 0.9 + 1 \times 0.2 \end{pmatrix}$$

This is 1D-convolution in that the filter only slides downward. Note that we can perserve the output row count by zero padding.

Convolution is essentially a dot product between an n-gram vector and filter vector (if you flatten them into vectors). Similar n-grams give similar value since they are close in cosine distance. Also filter can act as a detector for a certain type of n-gram(mearning) if the n-gram is consine aligns with the filter. To detector mutiple meanings, we use a bank of filters.

Finally, we need to fix the output dimension pooling the output of each filter (usually max pooling). If we have a bank of b filters, the pooling output would be a b dimensional vector.

Text as characters

Instead of text as a sequence of words, we can use text as a sequence of characters. For each character we can represent it as a one hot vector. For a document string of length m, and an alphabet of letter of size k, we can present the document as a $m \times k$ matrix where each row is a one hot vector of the m-th letter in the document.

Once we have the matrix, we can apply filter-pooling layers as many layer deep as needed since each layer's output is a smaller/same size matrix.

(TODO: Include tri-letter representation of text)

2 Language Modeling