# Thumbs Up? Sentiment Classification using Machine Learning Techniques

Pang, Lee, Vaithyanathan - EMNLP 2002

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IE @ Technion

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# Agenda

- Introduction
  - Topic classification
  - Sentiment analysis
- 2 Problem
  - Problem definition
  - Data
  - Human baseline
- Methods
  - Bag of words
  - Naive bayes
  - Maximum entropy
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  - Results
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Introduction

## Topic classification

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- Recent (2002) works sort documents according to their subject
  - e.g., sports vs. politics
- Yet crucial part of online posted articles is their sentiment
  - provide useful insights for readers automatically
  - e.g., product review is negative or positive

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  - Q: What are our expected challenges?
  - ► A: Topics are identifiable by key words alone, while sentiment requires more **understanding**
- e.g., "How could anyone sit through this movie?"
  - Can you mark any negative word?

#### Motivation



Should we watch this movie?

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- Ideally: read each review and decide



This movie is perfect, it made me cry from the beginning to the end, it deserves several Oscar's nominations. Lady Gaga is a true astist.

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Maybe only the sound on this film is up to par...everything else is drown in mediocrity...

## **Problem**

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- Evaluate by loss function
- e.g., Zero-one loss:  $L(x, y, f_w) = \mathbf{1}\{f_w(x) \neq y\}$ 
  - w denotes learned parameters

#### Data: IMDB Movie Reviews

- Lucky for us: user rating provides supervised learning
- Converted into 3 categories:
  - Positive, negative, (neutral not used)
- Avoid bias issues:
  - 20 reviews per author per sentiment
  - ▶ 752 negative vs 1301 positive
  - total of 144 reviewers

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Human	Proposed words	Accuracy	Ties <sup>1</sup>
1	positive (5): dazzling, brilliant negative (5): suck, terrible	58%	75%
2	positive (11): gripping, spectacular negative (6): cliched, boring	64%	39%

Table: Baseline results for human word lists, data is balanced (700 vs. 700)

<sup>&</sup>lt;sup>1</sup>Documents percentage where sentiments rated equally

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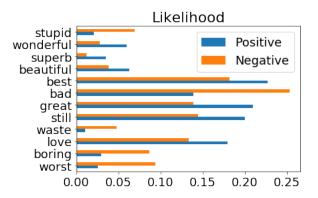
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Human	Proposed words	Accuracy	Ties
3+Stats	positive (7): love, wonderful negative (7): bad, worst, '?', '!',	69%	16%

Table: Results where words (total 14) were chosen based on data statistics

(2018) Data analysis

We reproduced the analysis, following are example estimates



Note words occurrences were binarized

## Methods

Framework details

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#### Definition (BOW)

Then each document d is represented by  $d^{bow} := (n_1(d), ..., n_m(d))$ .

#### Example

• d<sub>1</sub>: "Audio rocks"

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# Bag of words

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- A2: Short vs. long documents

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positive	1	3	1	3
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Assume the following Bow model with 4 documents for each class:

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- $P(d|neg) = \frac{1}{4}^0 * \frac{1}{4}^0 * \frac{3}{4}^1 * \frac{1}{4}^0 = \frac{3}{4}$

## Logistic regression vs. SVM

Parametric view

## Definition (Score function)

$$f(x_i, W) = Wx_i + b$$

### Definition (SVM loss)

$$L_i = \sum_{j \neq i} (0, s_j - s_{yi} + \delta)$$

### Definition (Softmax loss)

$$L_i = -\log(\frac{e_{yi}^f}{\sum_j e_j^f})$$

### Definition (Gradient descent)

$$w = w - \alpha * \frac{\partial L(X,w)}{\partial w}$$
 , Update till convergence

aka logistic regression

$$P(c|d) = \frac{1}{Z(d)} exp(\sum_{i} \lambda_{i,c} F_{i,c}(d,c))$$

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#### Fit procedure

- Training data used to estimate distribution F
- ullet  $\lambda$ 's are set to maximize entropy of induced distribution

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#### Alternative fitting procedure:

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## Results

ID	Features	count	freq/pres	NB	ME	SVM
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  - ► Hence from this point authors use presence (binarized occurrences)

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- Position based on dividing text into quarters.

### Reproduce results

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 We have tried to reproduce the experiment for the best setting reported

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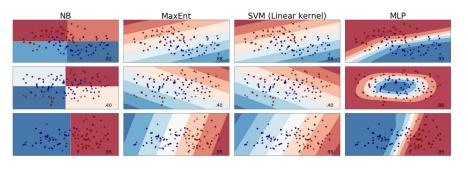
- MLP is 2-layer neural network with 100 Relu neurons
- No tuning was used (sklearn 0.19.2 default parameters)
  - Plus not all described processing steps applied
- Notebook is available here

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- Authors suggest determining the focus of each sentence, if is on/off topic.

# Thank you for participating! Questions?