

# Economically-Efficient Sentiment Stream Analysis

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# Sentiment Analysis

- Definition

- Automatically extraction of opinions, sentiments, attitudes, and emotions expressed in text

- Motivation

- It allows us to track products, brands and people to determine whether they are viewed positively or negatively.

- Problem

- Content is created almost at the same time the event is happening in the real world.
    - Keeping track of **sentiment streams** is useful for advertising.

# Sentiment Streams and Advertising

## Superbowl 2013



**Matt Hannaford** @mhannaford

15h

Did Mercedes-Benz not pay the electric bill? #superbowl

Retweeted by Audi

[Collapse](#) [Reply](#) [Retweet](#) [Favorite](#) [More](#)

**423**

RETWEETS

**102**

FAVORITES



8:38 PM - 3 Feb 13 · [Details](#)

# Sentiment Streams and Advertising

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**Audi** @Audi

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Sending some LEDs to the @MBUSA Superdome right now...

[Collapse](#) [Reply](#) [Retweet](#) [Favorite](#) [More](#)

**9,397**

RETWEETS

**2,980**

FAVORITES



8:40 PM - 3 Feb 13 · [Details](#)

# Sentiment Streams and Advertising

and yesterday ... Brazil 1 × Germany 7



**PlayStation Brasil** @PlayStation\_BR · 2 h

**#SeFosseNoPLAY** era apertar o Reset e começar outra!

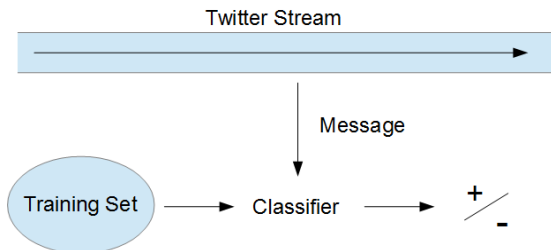
**#BRA** 🇧🇷 vs **#GER** 🇩🇪 [pic.twitter.com/wMtwpsGNFF](https://pic.twitter.com/wMtwpsGNFF)

Just hit the reset button and start again

**#BRA** 🇧🇷 vs **#GER** 🇩🇪

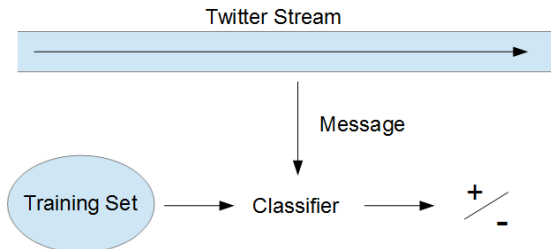
# Classifying Sentiment Streams

- Classifiers may be used to distinguish sentiments in the text.



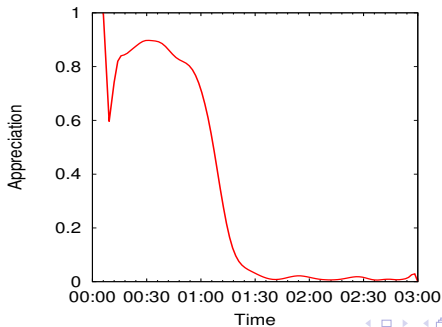
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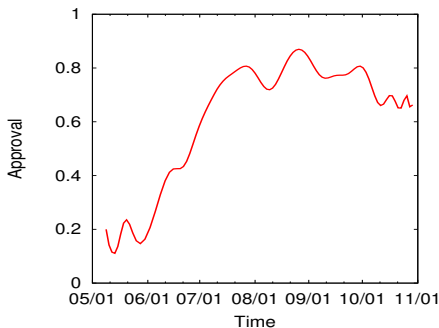
- Sentiments may change with time.

# Sports (WC 2010)



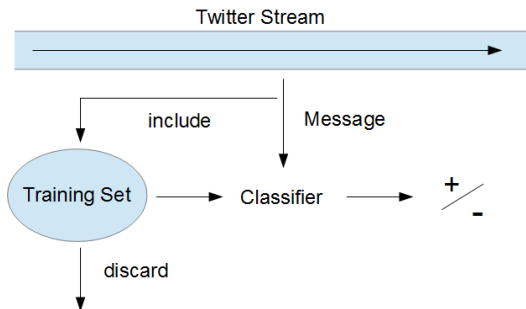


# Elections (Brazil 2010)



# Classifying Sentiment Streams

- Effective classification requires:
  - Updating the training-set to mitigate drifts.
  - Updating the classifier accordingly.



# Research Questions

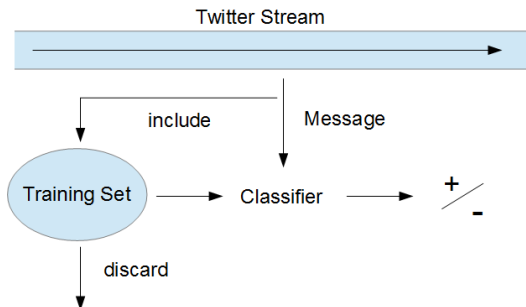
- 1 Effort:
  - How to reduce labeling effort?
- 2 Accuracy:
  - How to select messages to be included and discarded?

# Research Questions

- ① Effort:
  - How to reduce labeling effort?
- ② Accuracy:
  - How to select messages to be included and discarded?

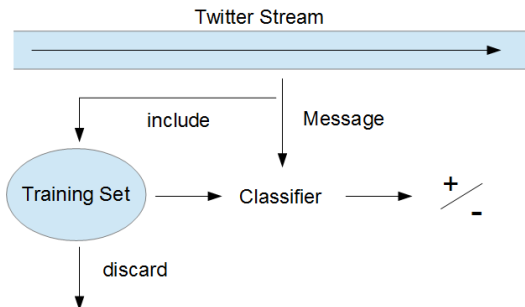
# Batch Mode

- Instead of updating the training set on an instance-basis
  - Wait for a batch of  $b$  messages.
  - A similarity parameter  $\delta$  controls the messages in the batch that must be labeled.



# Batch Mode

- Instead of updating the training set on an instance-basis
  - Trade-off between batch size and accuracy.
  - Accuracy and labeling effort decrease with the size of the batch.

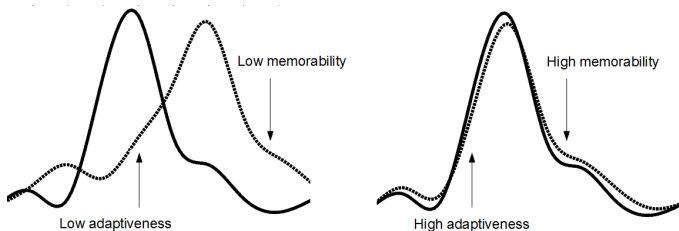


# Research Questions

- 1 Effort:
  - How to reduce labeling effort?
- 2 Accuracy:
  - How to select messages to be included and discarded?

# Dealing with Drifts

- Two properties are necessary in order to produce classifiers that are robust to drifts:
  - Adaptiveness:
    - The ability to adapt itself to drifts.
  - Memorability:
    - The ability to recover itself from drifts.



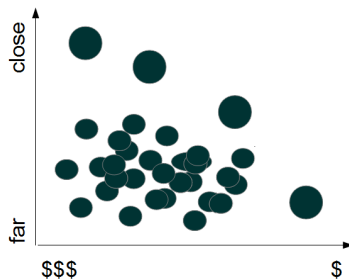


# Dealing with Drifts

- Two properties are necessary in order to produce classifiers that are robust to drifts:
  - Adaptiveness:
    - The ability to adapt itself to drifts.
    - The training-set must contain fresh messages.
  - Memorability:
    - The ability to recover itself from drifts.
    - The training-set must contain messages belonging to pre-drift distributions.
- Improving both properties simultaneously may lead to a conflict-objective problem.
  - Improve adaptiveness may hurt memorability, and vice-versa.

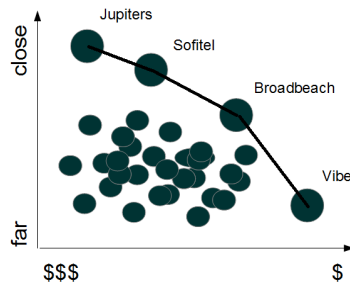
# Pareto Efficiency

Hotels close to the Convention Center.



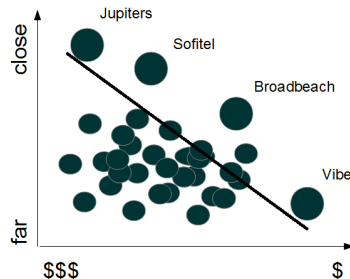
# Pareto Efficiency

Pareto frontier.



# Compensation — Kaldor-Hicks Principle

Region of compensation.

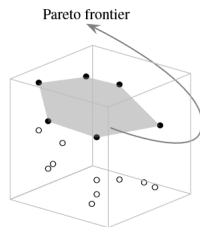
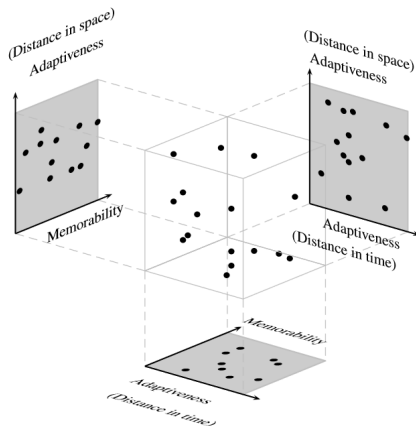


# Utility Measures

- Distance in space:
  - $U_s(t_j) = \frac{|\mathcal{R}(t_n) \cap \mathcal{R}(t_j)|}{|\mathcal{R}(t_n)|}$
- Distance in time:
  - $U_t(t_j) = \frac{\gamma(t_j)}{\gamma(t_n)}$ 
    - $\gamma(t_j)$  returns the time in which message  $t_j$  arrived.
- Random permutation of messages:
  - $U_r(t_j) = \frac{\alpha(t_j)}{|\mathcal{D}_n|}$ 
    - $\alpha(t_j)$  returns the position of  $t_j$  in the shuffle.
    - $\mathcal{D}_n$  is the training set at time step  $n$ .

# Utility Measures

- ① At each time step  $n$ :
  - ① Place candidate messages in the utility space.
  - ② Select messages in the Pareto frontier.

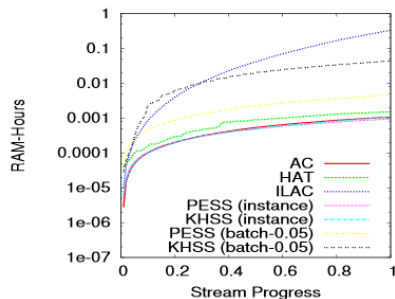
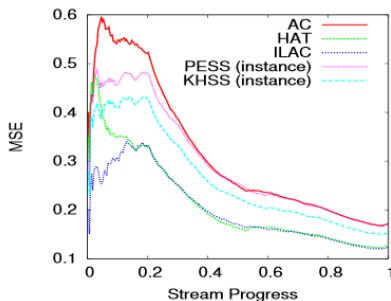


# Evaluation

- Measures used:
  - Mean Square Error.
  - RAM-Hours:
    - A GB of RAM deployed for 1 hour execution.
- Labeling Effort:
  - Different batch sizes and  $\delta$  values.
- Three datasets:
  - Brazilian elections 2010.
  - World Cup 2010.
  - Person of the Year 2010 (Assange vs. Zuckerberg)
- Baselines:
  - AC — Active Classifiers (KDD 2011)
  - HAT — Hoeffding Adaptive Trees (JMLR 2011)
  - ILAC — Incremental Lazy Classifiers (SIGIR 2011)

# Evaluation

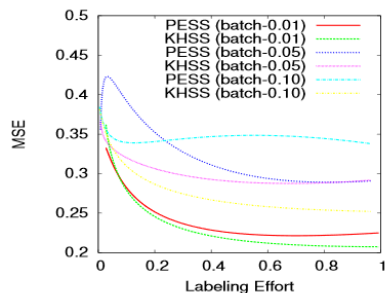
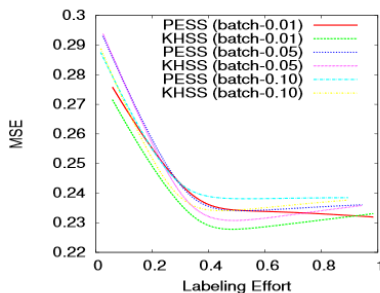
- MSE and RAM-Hours





# Evaluation

- MSE and Labeling Effort



# Conclusions

- Sentiment analysis on Twitter streams.
  - Limited computing and training resources.
  - Sentiment drifts.
- Efficiency and accuracy.
  - Incremental classifiers.
  - Pareto efficiency and compensation principle.
- Our results.
  - 50
- Future work includes:
  - Other utility measures.
  - Other application scenarios.

# Thank you!

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