

Probabilistic Topic Models: Origins and Challenges

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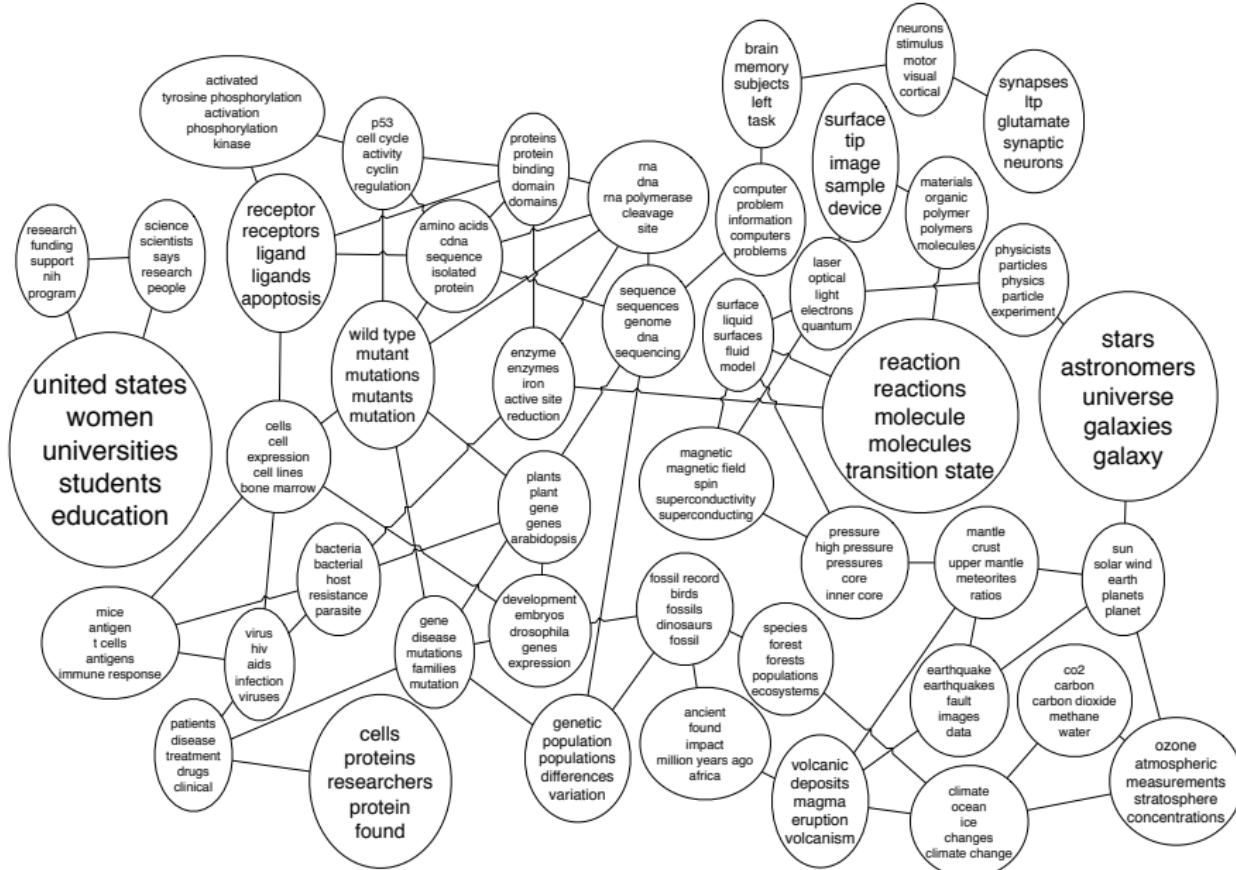
- **ORGANIZE**
- **VISUALIZE**
- **SUMMARIZE**
- **SEARCH**
- **PREDICT**
- **UNDERSTAND**

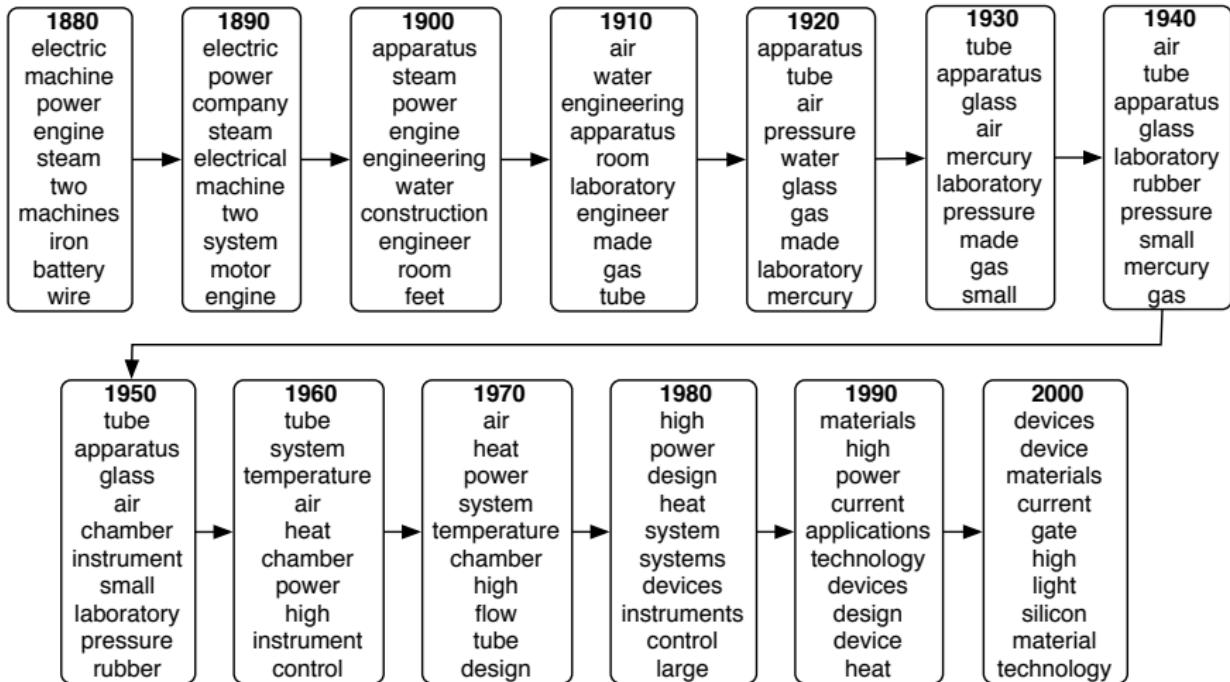
Probabilistic Topic Modeling



Input: An unorganized collection of documents

Output: An organized collection, and a description of how







SKY WATER TREE
MOUNTAIN PEOPLE



SCOTLAND WATER
FLOWER HILLS TREE



SKY WATER BUILDING
PEOPLE WATER



FISH WATER OCEAN
TREE CORAL



PEOPLE MARKET PATTERN
TEXTILE DISPLAY



BIRDS NEST TREE
BRANCH LEAVES

Wikipedia Topics

Relative Presence of Topics in all Documents

{household, population, female}

{film, series, show}

{theory, work, human}

{son, year, death}

{war, force, army}

{system, computer, user}

{album, band, music}

{government, party, election}

{game, team, player}

{god, call, give}

{company, market, business}

{math, number, function}

Lower scores, greater

{film, series, show}

words

related documents

film
series
show
character
play
make
episode
movie
good
release
feature
television
star

The X-Files
Orson Welles
Stanley Kubrick
B movie
Mystery Science Theater 3000
Monty Python
Doctor Who
Sam Peckinpah
Married... with Children
History of film
The A-Team
Pulp Fiction (film)
Mad (magazine)

related topics

{son, year, death}
(work, book, publish)
(album, band, music)
(woman, child, man)
(law, state, case)
(black, white, people)
(theory, work, human)
{@card@, make, design}
(war, force, army)
(god, call, give)
(game, team, player)
(day, year, event)
(company, market, business)

Stanley Kubrick



Stanley Kubrick (July 26, 1928 – March 7, 1999) was an American film director, writer, producer, and photographer. One of the most influential of the last century, Kubrick was noted for his scrupulous care with which he chose his subjects, his slow method of working, the variety of genres he worked in, his technical perfectionism, and his reclusiveness about his films and personal life. He worked far beyond the confines of the Hollywood system, maintaining almost complete artistic control and making movies according to his own whims and time constraints, but with the rare advantage of big-studio financial support for all his endeavors.

related topics

{film, series, show}
{theory, work, human}
{son, year, death}
{black, white, people}
{god, call, give}
{math, energy, light}

related documents

Orson Welles
B movie
Mystery Science Theater
3000
Monty Python
Doctor Who
Sam Peckinpah
The A-Team
Pulp Fiction (film)
Buffy the Vampire Slayer (TV
series)
The X-Files
Sunset Boulevard (film)
Jack Benny

{theory, work, human}

words

related documents

theory
work
human
idea
term
study
view
science
concept
form
world
argue
social

Meme
Intelligent design
Immanuel Kant
Philosophy of mathematics
History of science
Free will
Truth
Psychoanalysis
Charles Peirce
Existentialism
Deconstruction
Social sciences
Idealism

related topics

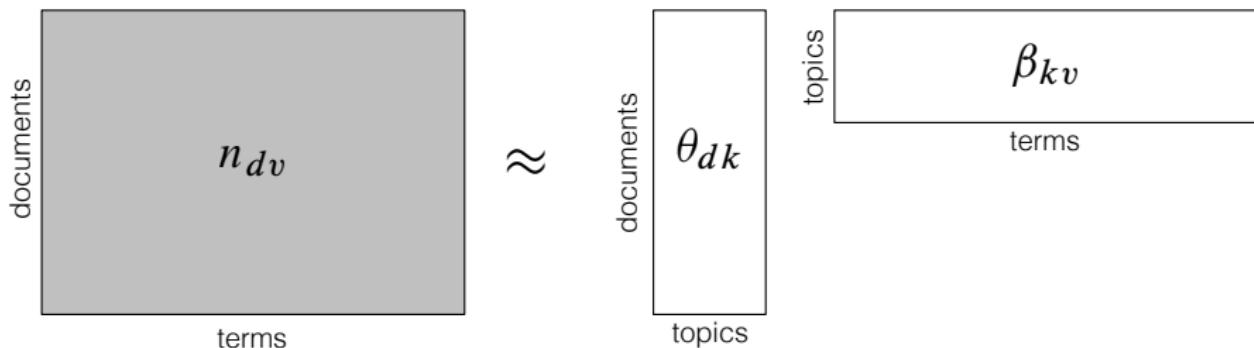
{work, book, publish}
(law, state, case)
(son, year, death)
(woman, child, man)
(god, call, give)
(black, white, people)
(film, series, show)
(war, force, army)
(language, word, form)
{@card@, make, design}
(church, century, christian)
(race, high, increase)
(company, market, business)

This talk

- ① The origins of probabilistic topic modeling
- ② The basics of latent Dirichlet allocation
- ③ A couple ideas that we are excited about in my group
- ④ Open questions, challenges, and discussion

Latent Semantic Analysis (LSA)

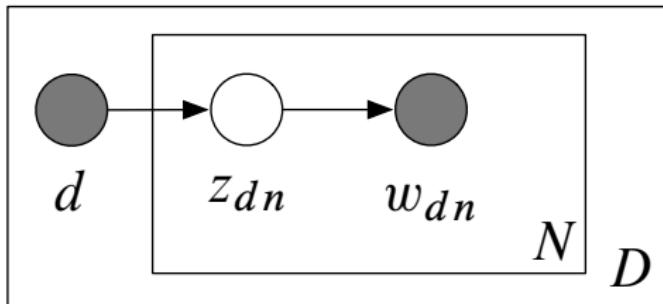
(Deerwester et al., 1990)



- This is the seminal work that launched topic modeling.
- Treat a collection as a document by term matrix of TFIDF scores.
- Choose a number of topics, and run SVD on the matrix.
- This results in
 - a matrix of per-document topic weights
 - a matrix of per-topic term weights

Probabilistic Latent Semantic Analysis (pLSA)

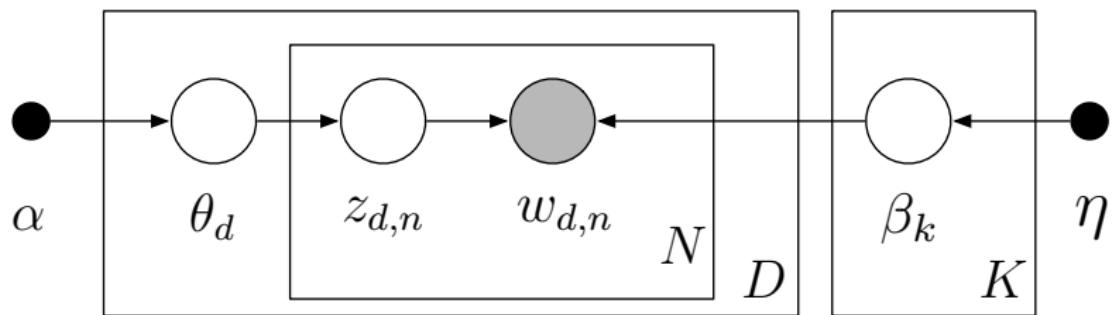
(Hofmann, 1999)



- A probabilistic model based on the main ideas of LSA
- Define a **topic** as a distribution over terms.
- Describe each document as a distribution over topics.
- Learn these two sets of parameters with EM.
- Note: This model was also defined in Papadimitriou et al., 1998

Latent Dirichlet Allocation (LDA)

(Blei et al., 2001; Blei et al., 2003)



Topics

gene 0.04
dna 0.02
genetic 0.01
...

life 0.02
evolve 0.01
organism 0.01
...

brain 0.04
neuron 0.02
nerve 0.01
...

data 0.02
number 0.02
computer 0.01
...

Documents

Seeking Life's Bare (Genetic) Necessities

COLD SPRING HARBOR, NEW YORK—How many genes does an organism need to survive? Last week at the genome meeting here,* two genome researchers with radically different approaches presented complementary views of the basic genes needed for life. One research team, using computer analyses to compare known genomes, concluded that today's organisms can sustain themselves with just 250 genes, and that the earliest life forms required a mere 128 genes. The other researcher mapped genes in a simple parasite and estimated that for this organism, 800 genes are plenty to do the job—but that anything short of 100 wouldn't be enough.

Although the numbers don't match precisely, those predictions

"are not all that far apart," especially in comparison to the 75,000 genes in the human genome, notes Siv Andersson, a biologist at Sweden's Umeå University in Sweden who arrived at the 800 number. But coming up with a consensus answer may be more than just a genetic numbers game, particularly as more and more genomes are completely mapped and sequenced. "It may be a way of organizing any newly sequenced genome," explains

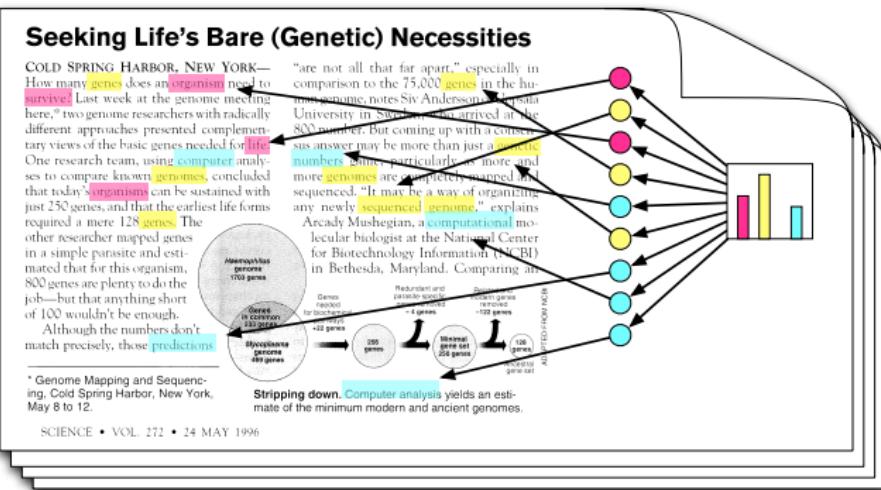
Arcady Mushegian, a computational molecular biologist at the National Center for Biotechnology Information (NCBI) in Bethesda, Maryland. Comparing all

the genomes of modern and ancient life forms, he says, "you can see what genes are common to all of them."

* Genome Mapping and Sequencing, Cold Spring Harbor, New York, May 8 to 12.

Stripping down. Computer analysis yields an estimate of the minimum modern and ancient genomes.

Topic proportions and assignments



Generative process

Topics



Documents

Seeking Life's Bare (Genetic) Necessities

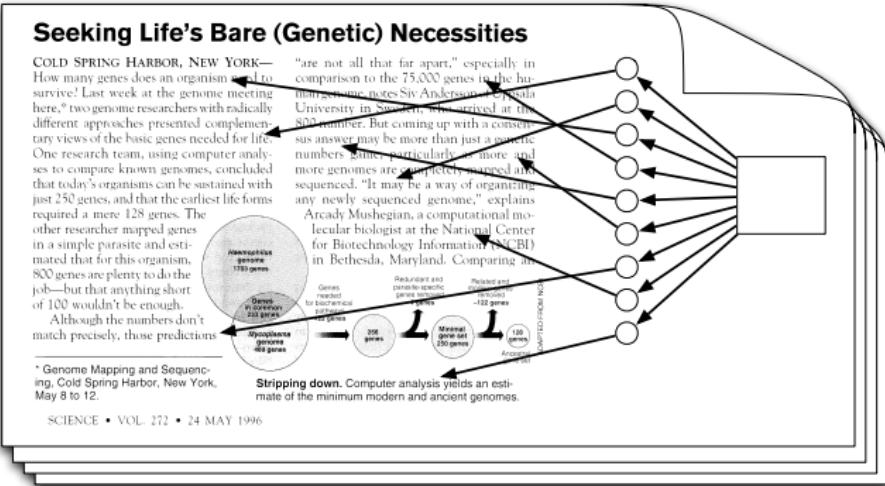
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the genomes in the database, he says, "we can find the minimum set of genes that are common to all."

Topic proportions and assignments



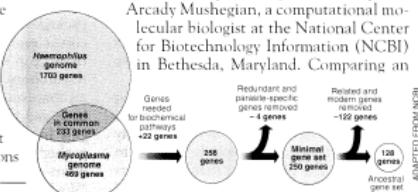
Posterior inference

Seeking Life's Bare (Genetic) Necessities

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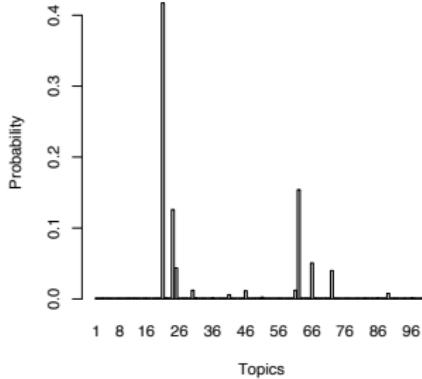
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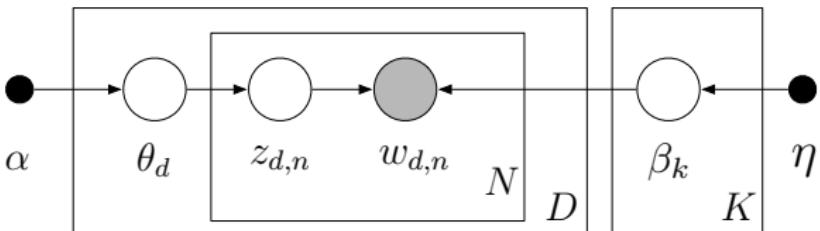
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Stripping down. Computer analysis yields an estimate of the minimum modern and ancient genomes.



human	evolution	disease	computer
genome	evolutionary	host	models
dna	species	bacteria	information
genetic	organisms	diseases	data
genes	life	resistance	computers
sequence	origin	bacterial	system
gene	biology	new	network
molecular	groups	strains	systems
sequencing	phylogenetic	control	model
map	living	infectious	parallel
information	diversity	malaria	methods
genetics	group	parasite	networks
mapping	new	parasites	software
project	two	united	new
sequences	common	tuberculosis	simulations

Why does LDA “work”?



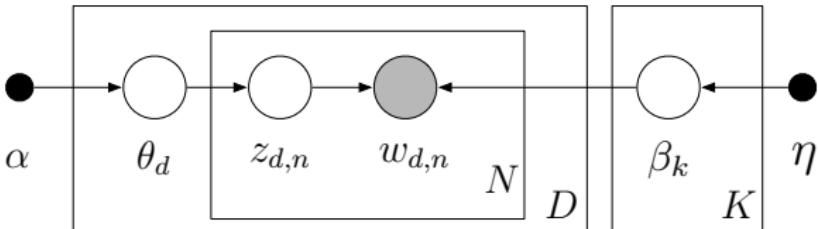
- LDA trades off two goals
 - ① In each **document**, allocate its words to **few topics**.
 - ② In each **topic**, assign high probability to **few terms**.

- We see this from the joint

$$\log p(\cdot) = \dots + \sum_d \sum_n \log p(z_{dn} | \theta_d) + \log p(w_{dn} | \beta_{z_{dn}}) + \dots$$

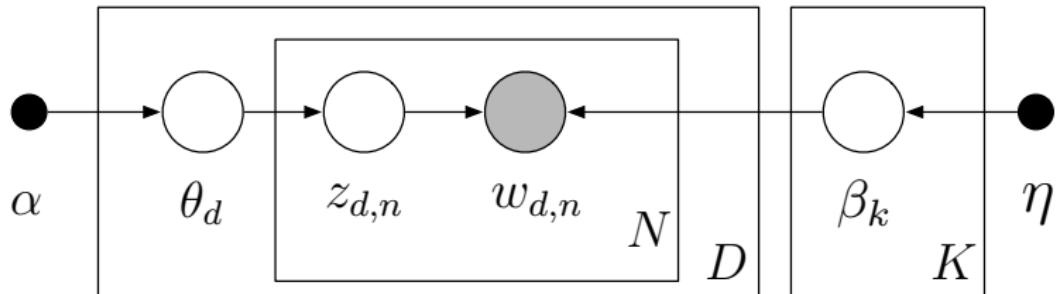
- Sparse proportions come from the 1st term.
Sparse topics come from the 2nd term.

Why does LDA “work”?

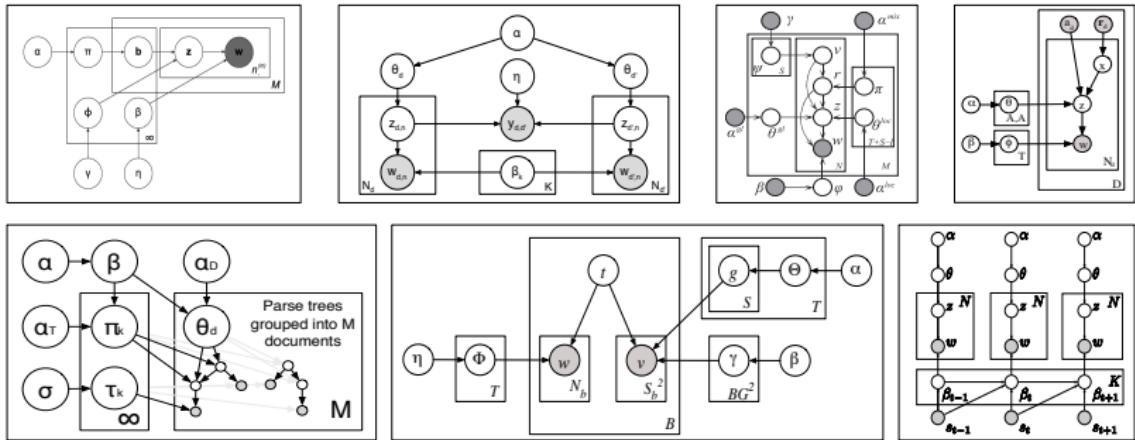


- LDA trades off two goals
 - ① In each **document**, allocate its words to **few topics**.
 - ② In each **topic**, assign high probability to **few terms**.
- These goals are at odds.
 - Putting a document in a single topic makes #2 hard.
 - Putting very few words in each topic makes #1 hard.
- Trading off these goals finds groups of tightly co-occurring words.

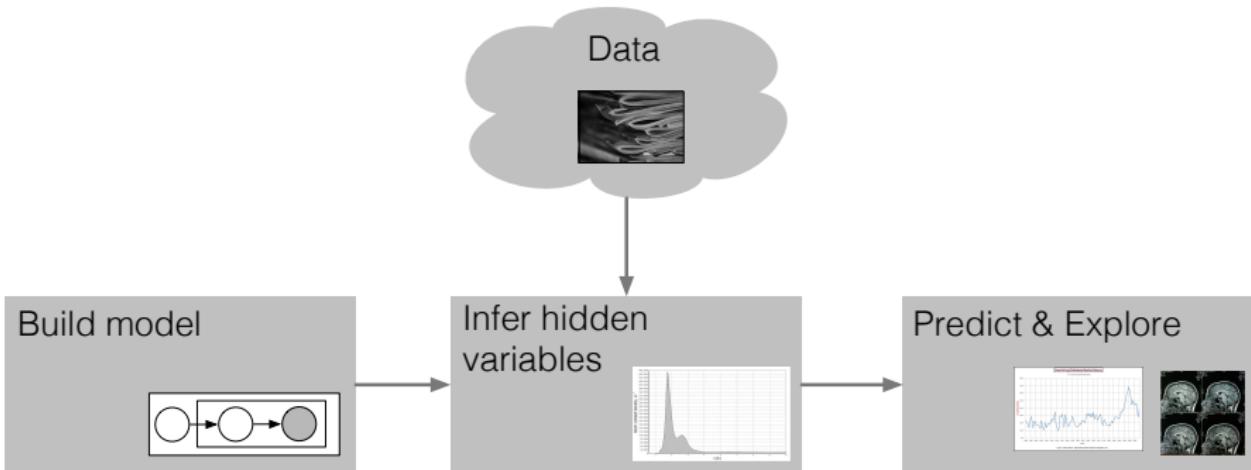
Summary and other perspectives



- Discovers topics through posterior inference
- Can be seen as *multinomial PCA* (Buntine and Jakulin, 2004)
- Is a type of *mixed-membership model* (Erosheva, 2004)
- Independently invented in population genetics (Pritchard et al., 2000)



- LDA is a simple building block that enables many applications.
 - Organizing and finding patterns in data has become important in the sciences, humanities, industry, and culture.
 - Algorithmic improvements let us fit models to massive data.



- Case study in **text analysis with probability models**
- Topic modeling research
 - develops new models.
 - develops new inference algorithms.
 - develops new applications, visualizations, tools.

Some ideas we are excited about in my research group

Idea #1: User behavior data



Charles Darwin's library



Reading on the New York subway

- **People use documents.**
- This information can be used to
 - Help people find documents that they are interested in
 - Learn about how the documents are implicitly organized
 - Learn about the people reading the documents

Idea #1: User behavior data



Charles Darwin's library



Reading on the New York subway

- **Collaborative topic models** analyze text and user data.
- They can be used to
 - recommend articles to readers: old and new
 - describe users in terms of their preferences
 - identify impactful, interdisciplinary articles

- Consider EM (Dempster et al., 1977). We infer topics from its text:

Maximum Likelihood from Incomplete Data via the *EM* Algorithm

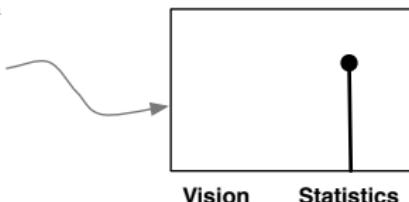
By A. P. DEMPSTER, N. M. LAIRD and D. B. RUBIN

Harvard University and Educational Testing Service

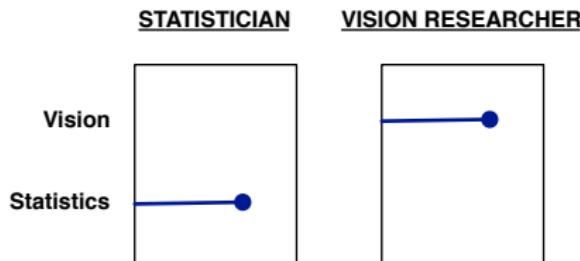
[Read before the ROYAL STATISTICAL SOCIETY at a meeting organized by the RESEARCH SECTION on Wednesday, December 8th, 1976, Professor S. D. SILVEY in the Chair]

SUMMARY

A broadly applicable algorithm for computing maximum likelihood estimates from incomplete data is presented at various levels of generality. Theory showing the monotone behaviour of the likelihood and convergence of the algorithm is derived. Many examples are sketched, including missing value situations, applications to grouped, censored or truncated data, finite mixture models, variance component estimation, hyperparameter estimation, iteratively reweighted least squares and factor analysis.

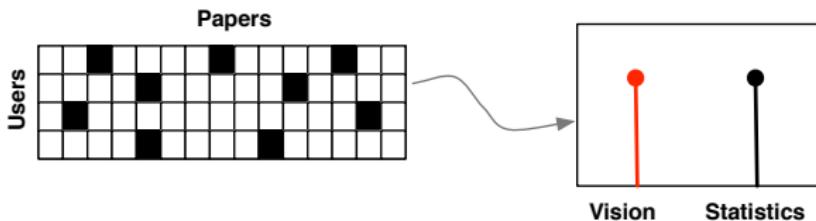


- Suppose there are two types of scientists

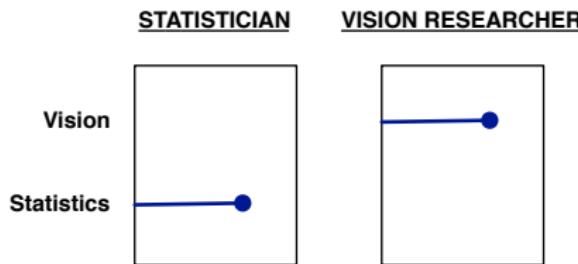


- We first recommend the EM paper to **statisticians**.

- With user data, we can adjust the topics to account for who liked it:



- Consider again the scientists



- We now recommend the EM paper to **vision researchers**.

Maximum Likelihood from Incomplete Data via the EM Algorithm

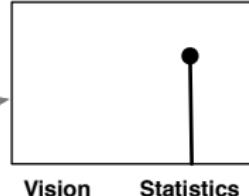
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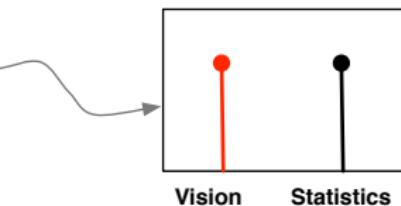
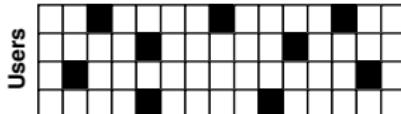
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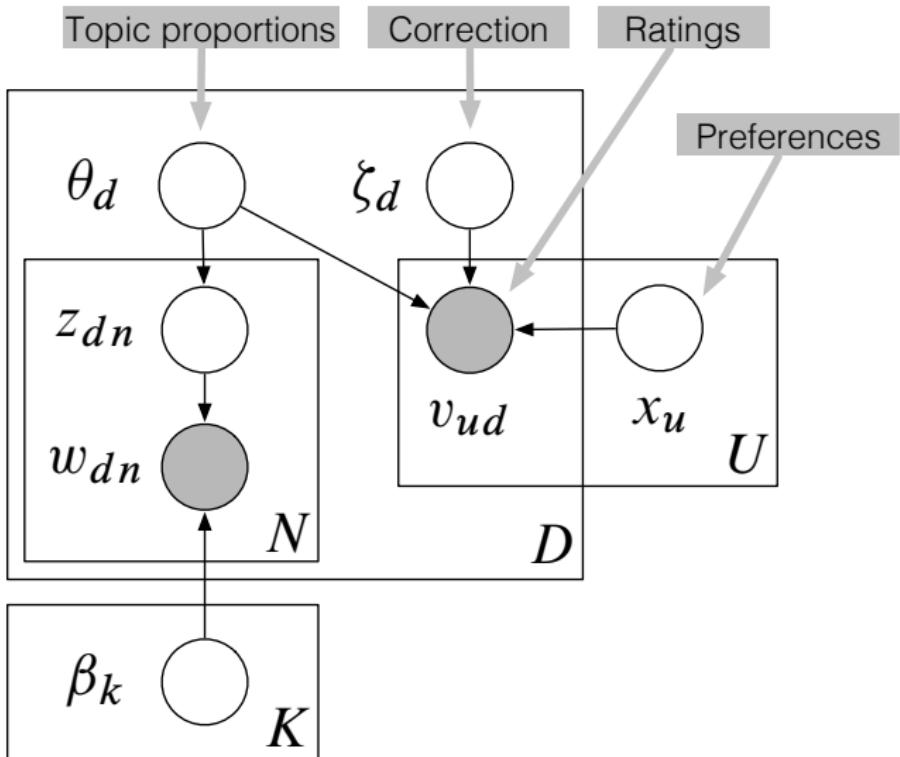


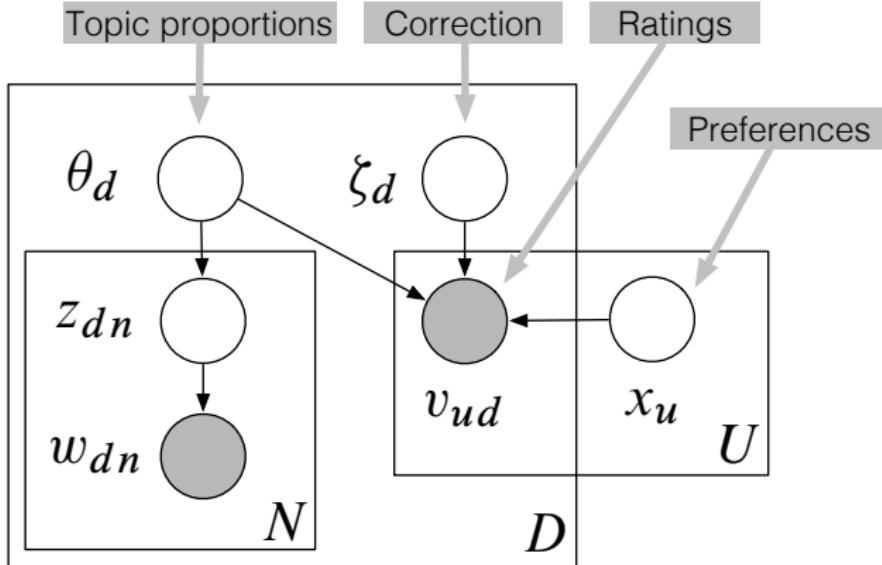
Papers



1. Without text, we cannot initially recommend to anyone.
2. Without user data, we cannot recommend to vision researchers.
3. We learned about the special interdisciplinary status of the EM paper.

The collaborative topic model





$$v_{ud} \sim f((\theta_d + \xi_d)^\top x_u)$$

- Trades off matrix factorization and content recommendation
- The dimensions of user preferences also explain the text.
- Thus, they are interpretable.

Maximum Likelihood from Incomplete Data via the *EM* Algorithm

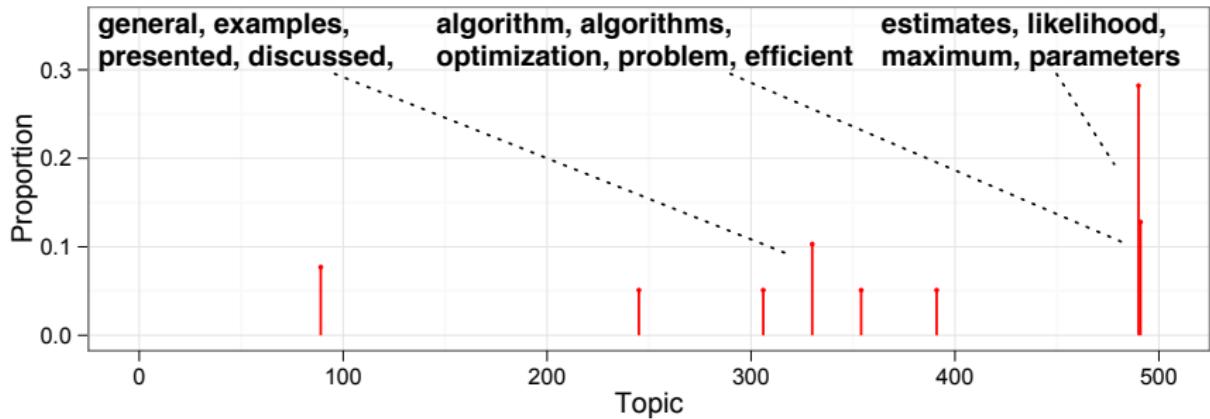
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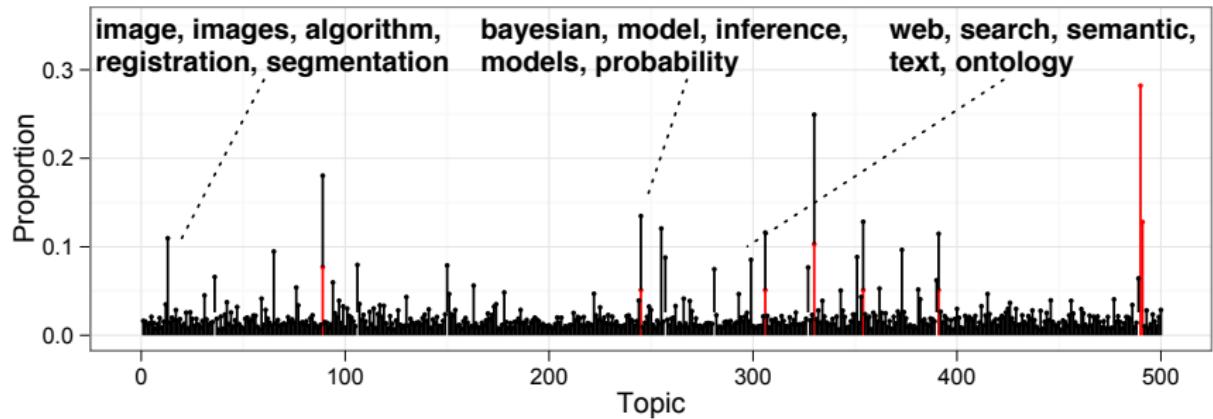
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Maximum Likelihood Estimation

{Estimates, Likelihood, Maximum, Parameters, Method}

Widely read

Maximum Likelihood Estimation of Population Parameters

Bootstrap Methods: Another Look at the Jackknife

R. A. Fisher and the Making of Maximum Likelihood

Interdisciplinary MLE articles

Maximum Likelihood from Incomplete Data with the EM Algorithm

Bootstrap Methods: Another Look at the Jackknife

Tutorial on Maximum Likelihood Estimation

Outside influences

Random Forests

Identification of Causal Effects Using Instrumental Variables

Matrix Computations

Idea #1: User behavior data



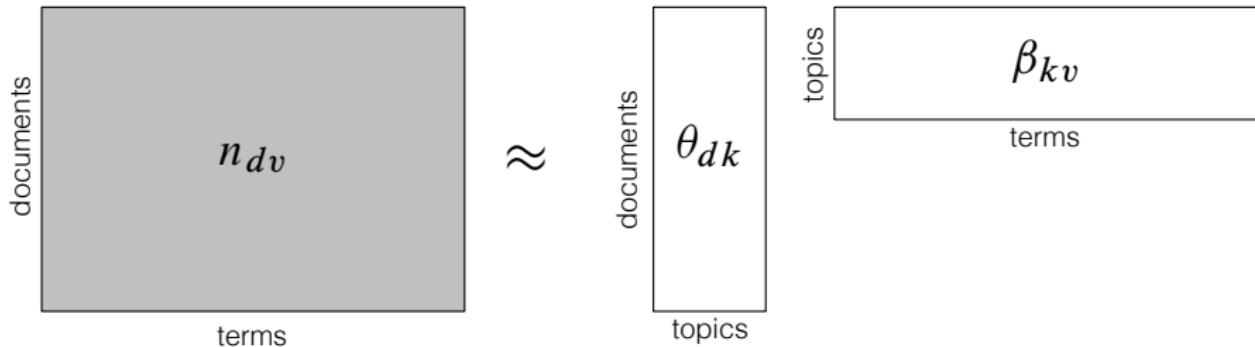
Charles Darwin's library



Reading on the New York subway

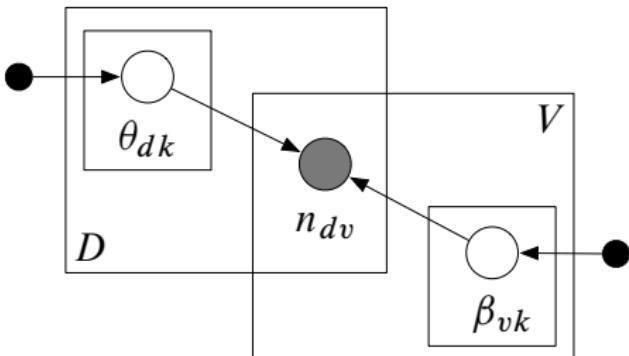
- Collaborative topic models give good recommendations.
- User behavior data give us a new window into the collection.
- Q: What if the users are in a network?
- Q: What if the users write reviews?

Idea #2: Poisson factorization



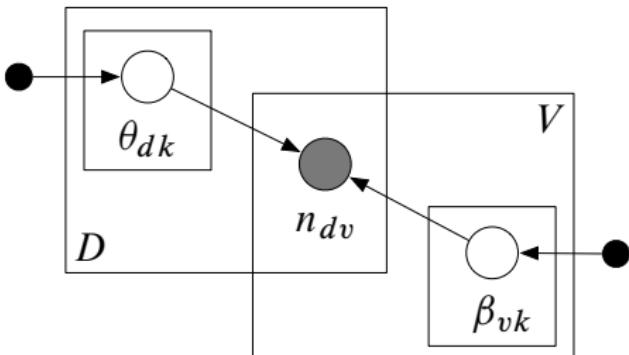
1. For each term v and topic k : draw $\beta_{kv} \sim \text{Gamma}(a, b)$
2. For each document d :
 - a. For each topic k : draw $\theta_{dk} \sim \text{Gamma}(c, d)$.
 - b. For each term v : draw $n_{dv} \sim \text{Poisson}(\theta_d^\top \beta_v)$.

Idea #2: Poisson factorization



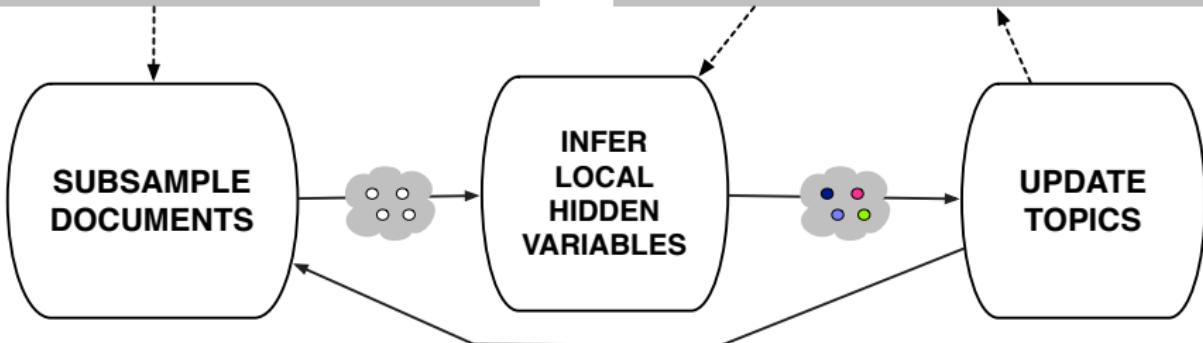
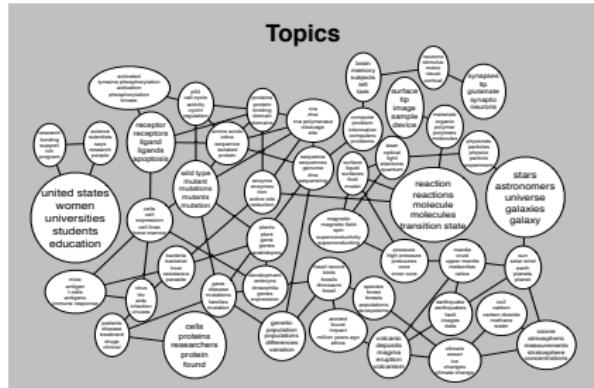
- Shows better perplexity than LDA. (Canny, 2004)
- Easy to fit with auxiliary variables
- Easy to extend the Poisson additive model on word counts
- Equivalent to LDA when we condition on document length
(It is multinomial PCA.)
- Is a Bayesian form of NMF with “KL loss” (Lee and Seung, 2000)

Idea #2: Poisson factorization



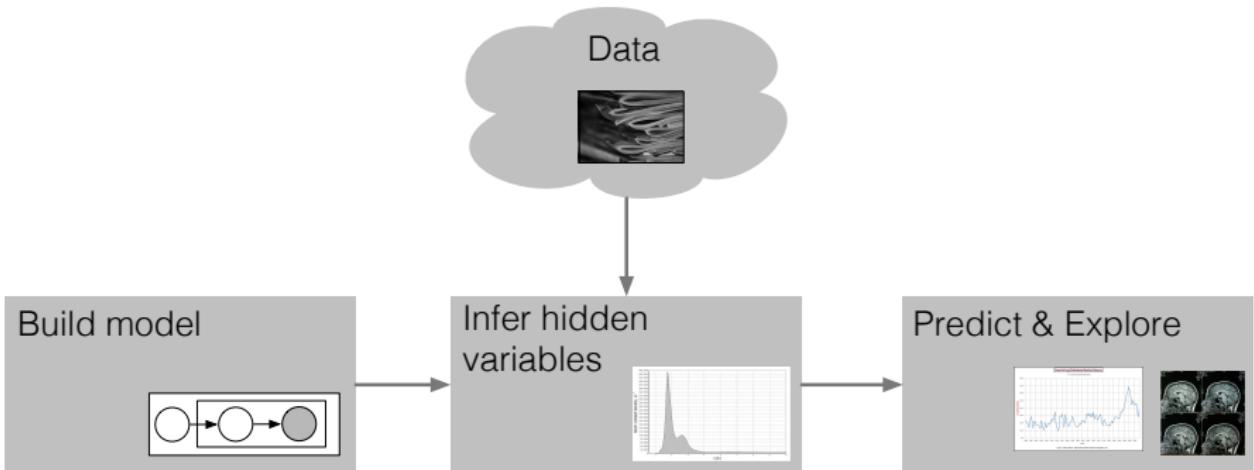
- Works well in other settings
 - networks (Ball et al., 2012) ; recommendation (Gopalan et al., 2013)
- We can build Bayesian nonparametric versions (Gopalan et al., yesterday)
- Why is it better than LDA?
 - Explicitly models document length?
 - Avoids pesky normalizations?

Idea #3: Stochastic Variational Inference



(Hoffman et al., 2010, 2013)

Challenges to topic modeling



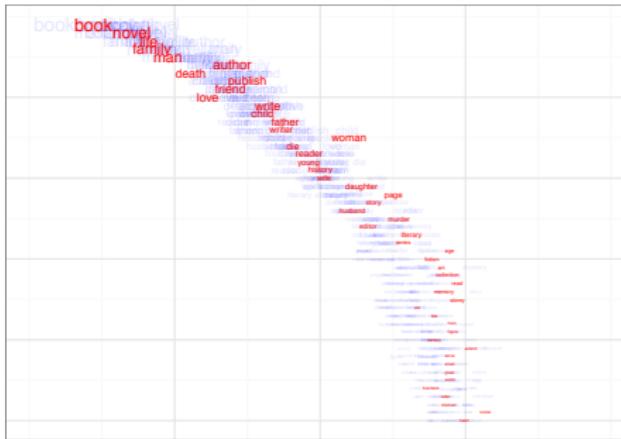
- Topic modeling research
 - develops new models.
 - develops new inference algorithms.
 - develops new applications, visualizations, tools.
- Workshops are also for half-baked ideas and difficult-to-articulate problems.

How do we explore?



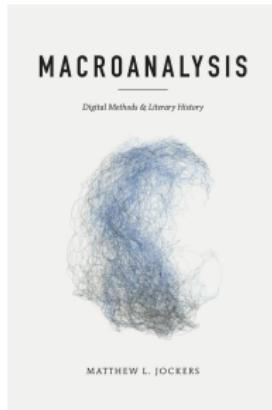
- Topic models are used to explore collections.
- How can we build and evaluate models with this goal?
- Brings to focus thorny issues
 - Visualization, Interpretability
 - Interactivity, Never-ending collections
- Theory of exploration (Tukey, 1962; Good, 1983; Diaconis, 1985)

How do we select and revise?



- Which model should I choose for my problem?
 - Where does my model go right? Where does it go wrong?
 - More thorny issues
 - Model evaluation
 - Posterior predictive checks (Box, 1980; Rubin, 1984; Gelman et al., 1996)

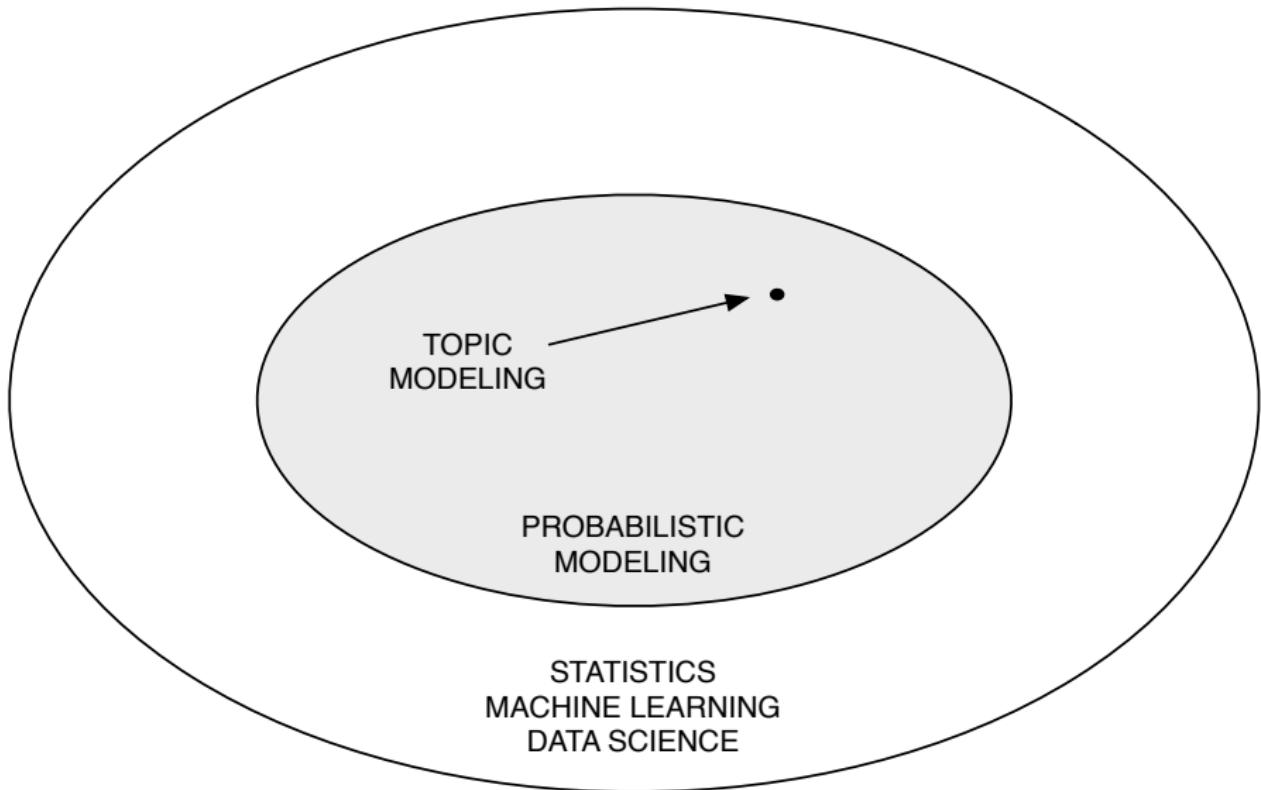
How do we apply?



damask perfume inspection
elbow/fluttering braids dressing-room
calico bonnets looking-glass hem
costumes jet flounces plumes
point-lace plats rustle laces head-dress hinge jacket
sing plaits girls dressing stool ornament
perfection drawing-room finery complexion frill-mantilla
slipper silk collar-toilet robes drapery ends
apparel curtain gown veil neck appearance cheeks bodice
cushion lace cambric shoulders cotton
millinery fingered sash attire shawl hair taste simplicity
millinery sleeves satin ribbon threads pins
adornment wreathes lutan pat costume silk ribbon contrast
fold merino curls mirror flutter toilette
hoopsuit diamonds shoes petticoat bouquet
feathers parasol brocade maid face folds muslin colours garment
rings strings pearls ribbons gown dresses milliner beads
whiteness fingers clothes skirt trill robe-front stockings matron
shaderuffles waist colour fashion ladies slippers articie
parisian border gold gloves toilette style skirts cuffs mittens
knots train robes handkerchief cape bodice brussels
valenciennes cambric apron farce fashions petticoats
simon penitent dressmaking kid elegance
jewellery brooch dainty rustling mantle top kid elegance
dressing-gown garments embroidery print ruff
profusion texture jewels stately indian
plume wrapper curtains raiment suits array
touches stomacher wearer

dress

- Topic modeling moves in useful directions when we solve real problems.
- Collaborate with scientists/scholars that want to analyze texts
 - E.g., History, Comparative Literature, Political Science The Law, Cognitive Science, Sociology, Media Theory, Linguistics, Biology
- Create usable open-source tools for topic modeling.
- Success story: MALLET and the digital humanities.



Box's loop

