Few-Shot Learning For Text Classification

Master's Thesis by Shaour Haider

First Referee: Prof. Dr. Benno Stein

Second Referee: Prof. Dr. Volker Rodehorst

Overview

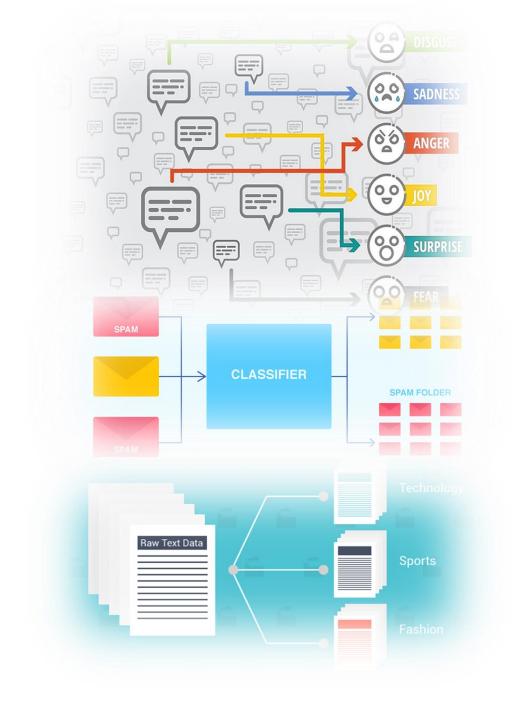
- Introduction
- Approaches And Results
- Related Work
- Future Work

Introduction

What is text classification?

- For given input:
 - a paragraph A
 - a fixed set of classes C = {c₁, c₂,..., c_n}
- Output: a predicted class c ∈ C

Why Text Classification?



Sentiment Analysis

Spam Detection

Topic Classification

Image: Sentiment Analysis
Image: Spam Detection
Image: Topic Classification

Situation

Few-Shot Learning

Limited data

Few-shot learning aims to learning a classifier with limited amount of labeled examples (<10)

Few-shot task

4-way 1-shot task

Train Set

Class: Paragraph

Video: Video provides a powerful way to help you prove your point.

Document: You can also type a keyword to search online for the video that best fits your document.

Themes: Themes and styles also help keep your document coordinated.

Design: When you click Design and choose a new Theme, the pictures, charts, and SmartArt graphics change to match your new theme.

Test Set

When you apply styles, your headings change to match the new theme.

Save time in Word with new buttons that show up where you need them.

To change the way a picture fits in your document, click it and a button for layout options appears next to it.

When you work on a table, click where you want to add a row or a column, and then click the plus sign.

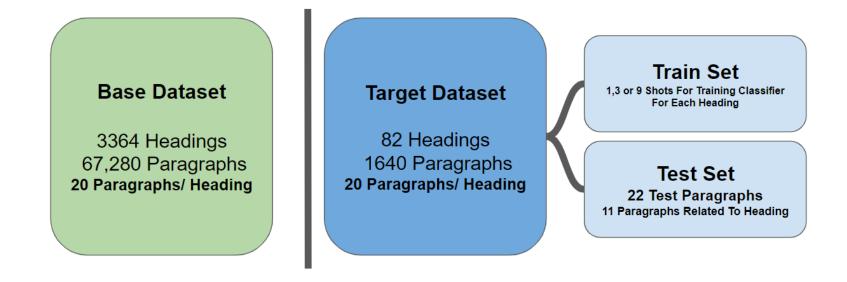
Terminologies

Datasets

Target Dataset:

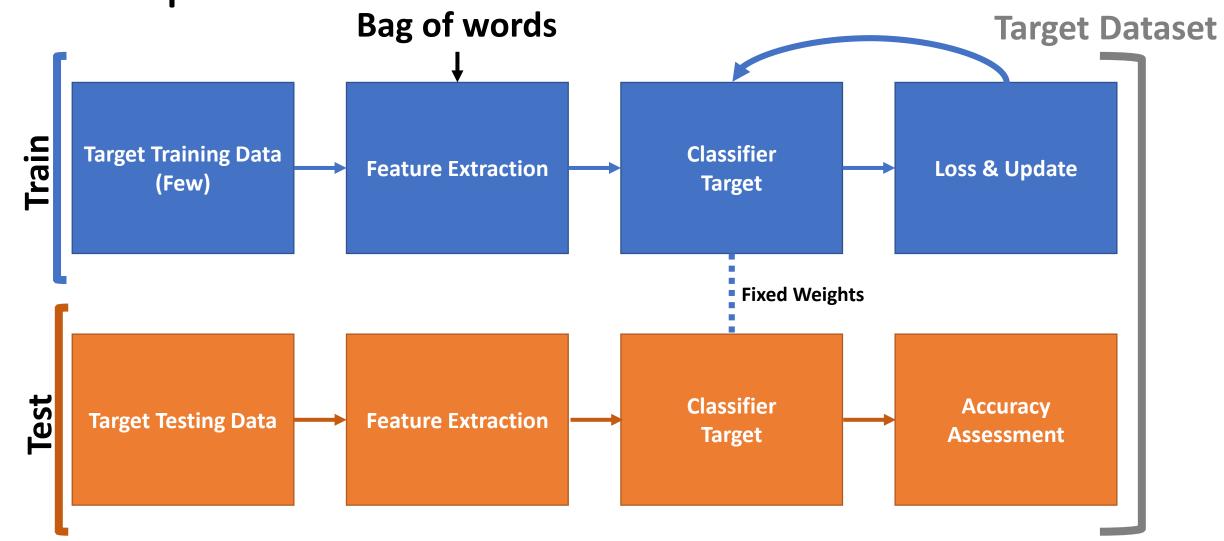
- Train Set (few-shot training set)
- Test Set (testing set)

Base Dataset: Additional dataset that is disjoint to train and test set of target dataset



Let's Implement

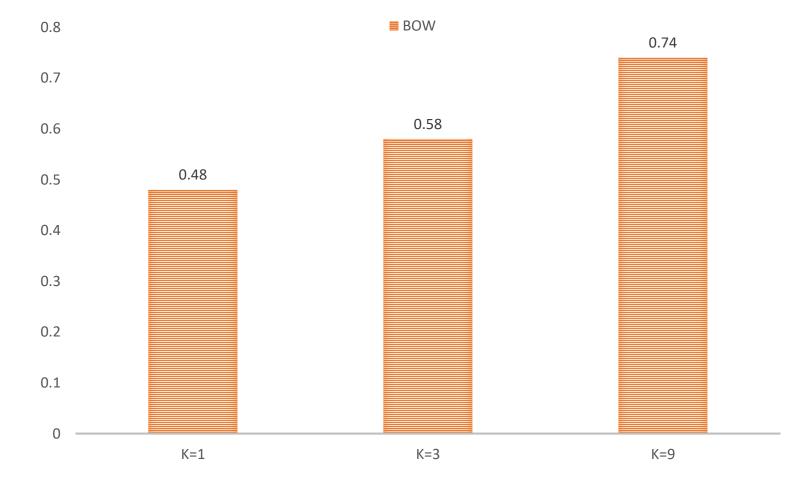
Approaches And Results



Approaches And Results

	K=1	K=3	K=9
BOW	0.48	0.58	0.74

Baseline Bag of words



Problem with the bag of words!

Overfitting

Vocabulary mismatch

Football is a family of team sports that involve, to varying degrees, kicking a ball to score a goal.

 $[0\,0\,0\,0\,0\,1\,0\,0\,0\,0\,0\,0\,0\,0\,0\,0\,0\,1\,0\,0\,0\,1\,1\,0\,0\,0\,0\,1\,0\,1\,1\,0\,0\,1\,0\,0\,0\,0\,0\,0\,1\,1\,1\,1\,1\,0\,0\,2\,0\,1\,0\,0\,0]$

Sports

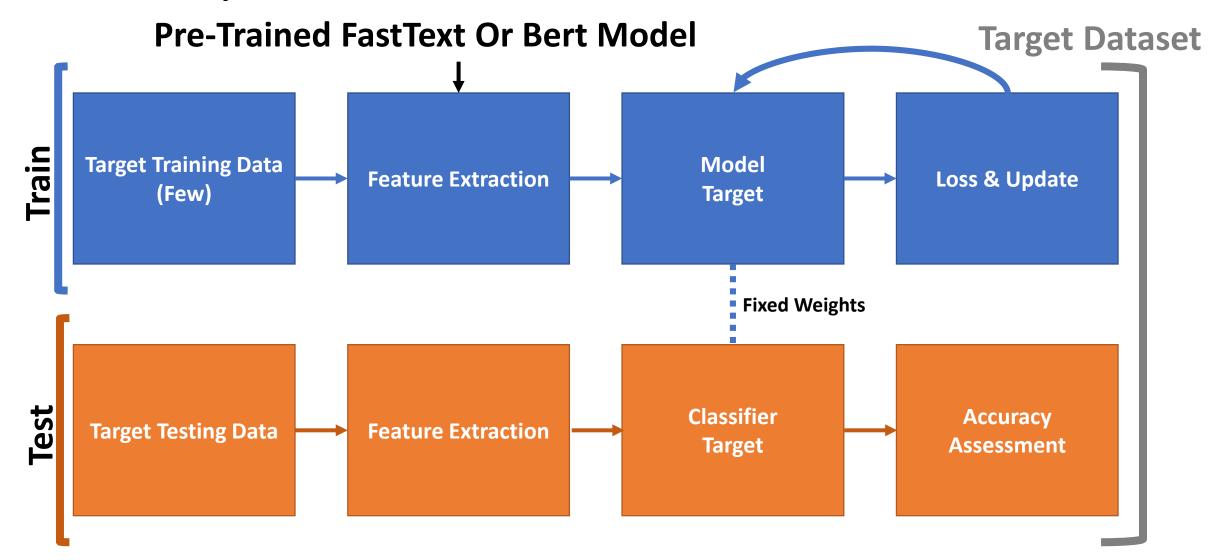
While **football** continued to be played in various forms throughout Britain, its public schools (equivalent to private schools in other countries) are widely credited with four key achievements in the creation of modern football codes.

 $[0\,1\,0\,0\,1\,0\,0\,0\,1\,0\,1\,0\,0\,1\,1\,1\,1\,1\,1\,0\,0\,1\,0\,0\,2\,1\,1\,0\,0\,0\,3\,0\,0\,1\,1\,0\,0\,1\,1\,0\,1\,1\,1\,1\,2\,0\,0\,0\,0\,1\,1\,2\,1\,0\,1\,1\,1]$

Baseball evolved from older bat-and-ball games already being played in England by the mid-18th century.

Approaches And Results

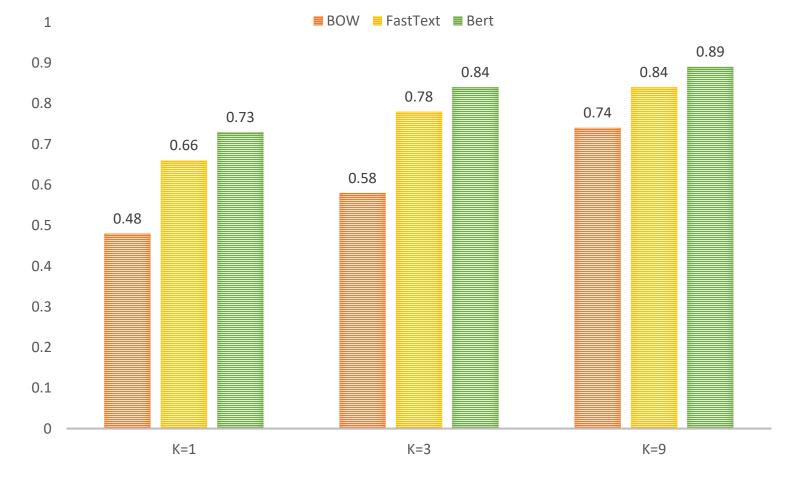
Better representations



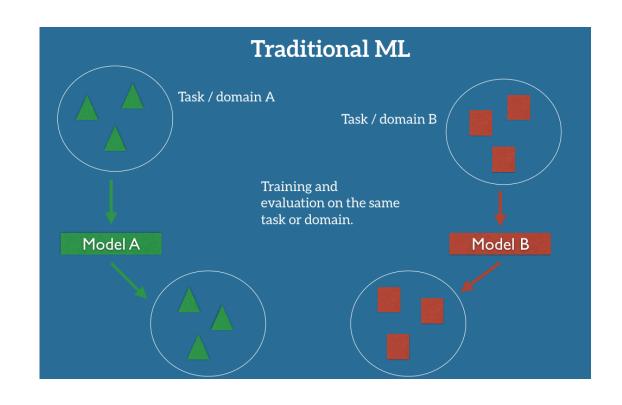
Approaches And Results

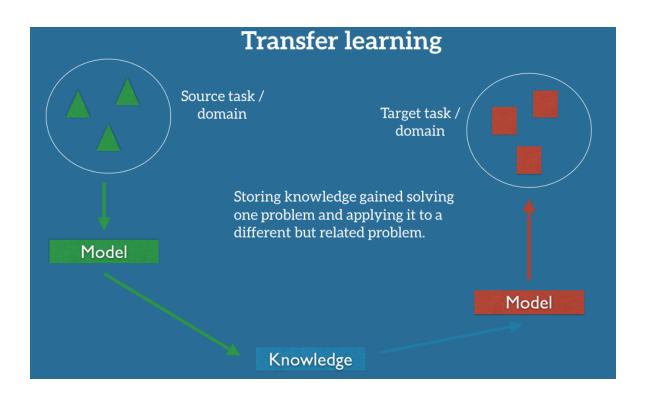
	K=1	K=3	K=9
BOW	0.48	0.58	0.74
FastText	0.66 (+ 0.18)	0.78 (+ 0.20)	0.84 (+ 0.10)
Bert	0.73 (+ 0.25)	0.84 (+ 0.26)	0.89 (+ 0.15)

Baseline FastText & Bert

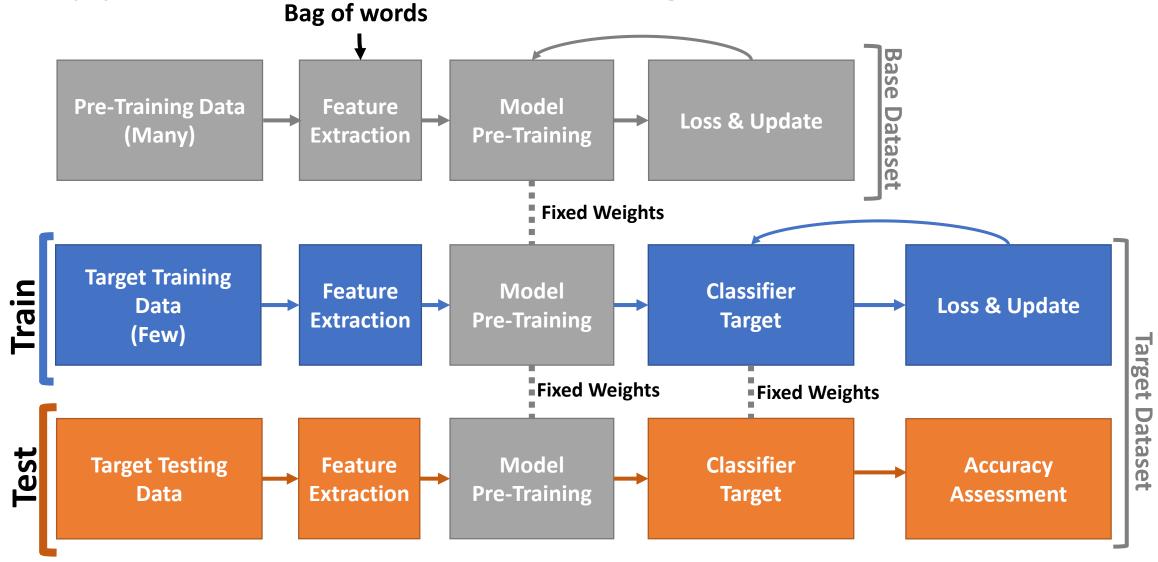


Can we improve any further?



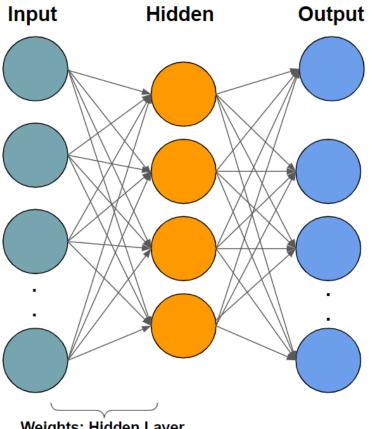


Approach: Transfer Learning

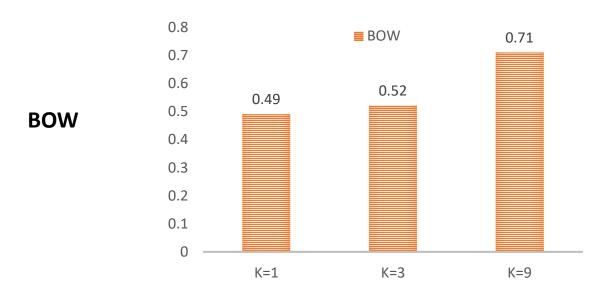


Model

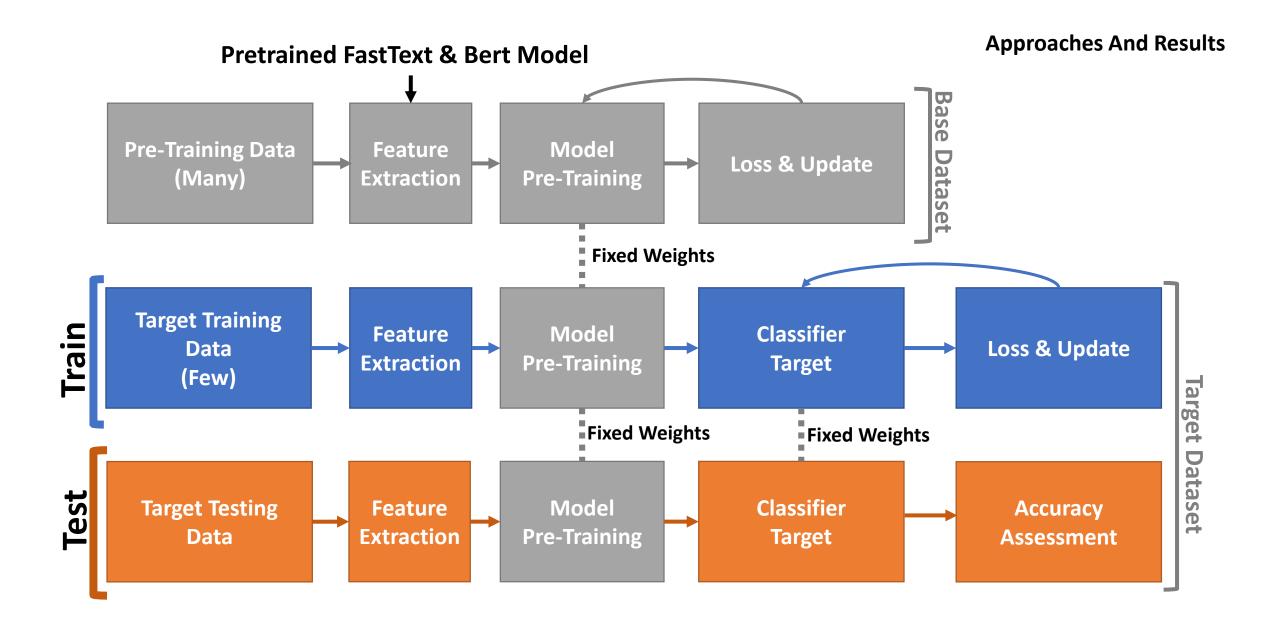
Standard



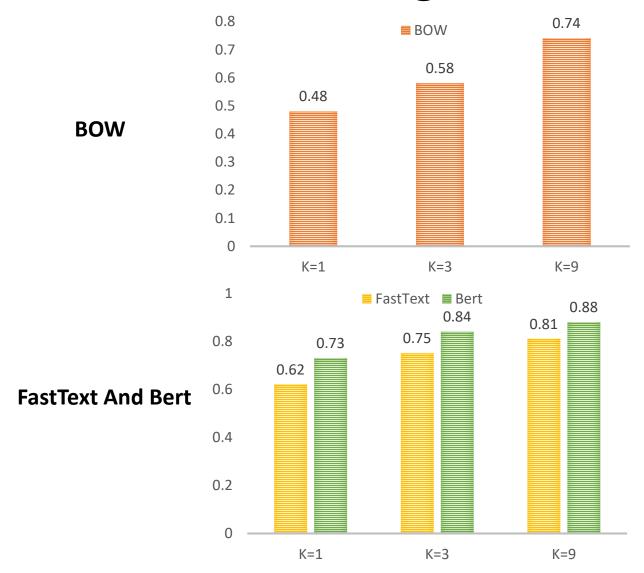
Results Transfer Learning - Standard Model



Transfer Learning (Standard)	K=1	K=3	K=9
BOW	0.49	0.52	0.71
	(+ 0.01)	(- 0.06)	(- 0.03)



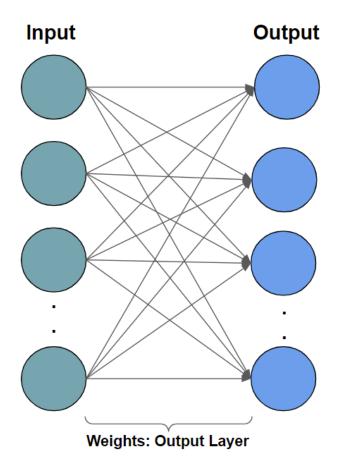
Results Transfer Learning - Standard Model



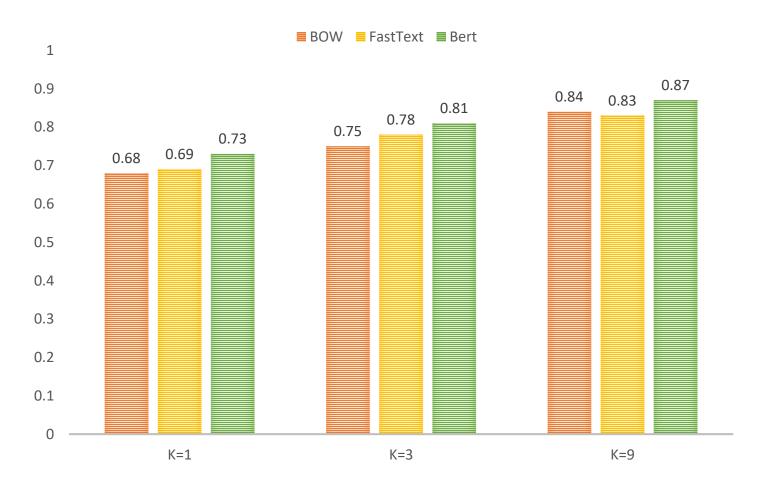
Transfer Learning (Standard)	K=1	K=3	K=9
BOW	0.49	0.52	0.71
	(+ 0.01)	(- 0.06)	(- 0.03)
FastText	0.62	0.75	0.81
	(- 0.04)	(- 0.03)	(- 0.03)
Bert	0.73	0.84	0.88
	(0.00)	(0.00)	(-0.01)

Model

Modified



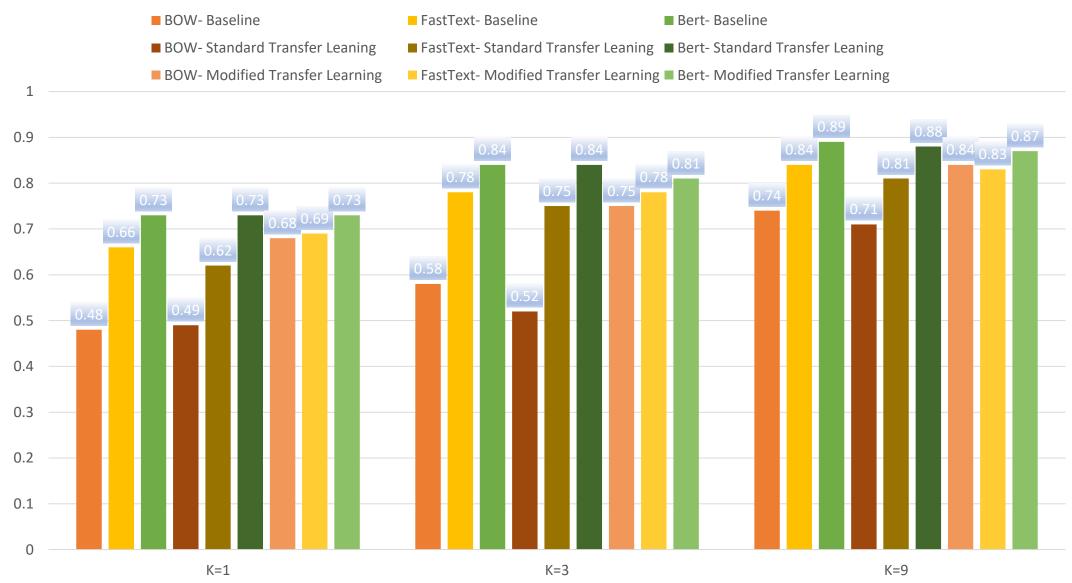
Results Transfer Learning - Modified Model



Transfer Learning (Modified)	K=1	K=3	K=9
BOW	0.68	0.75	0.84
	(+ 0.20)	(+ 0.17)	(+ 0.10)
FastText	0.69	0.78	0.83
	(+ 0.03)	(0.00)	(- 0.01)
Bert	0.73	0.81	0.87
	(0.00)	(- 0.03)	(- 0.02)

Approaches And Results

Complete Results



Results Summary

- An average improvement of 10-20% in the modified transfer learning using bow representations as compared to the baseline scores of the bow model.
- A general increase in the accuracy with the increase in the size of training task.
- No real improvements when fine-tuning the representations from both the advanced pre-trained models fasttext and bert.
- Bow representation can be improved by pre-training on Wikipedia section heading classification task.

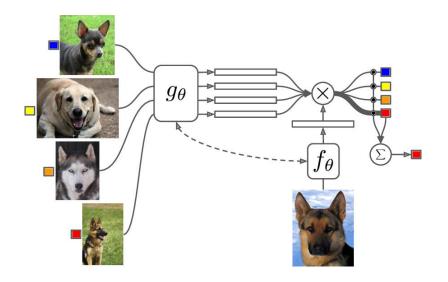
Related Work

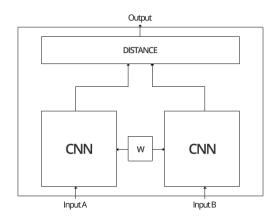
Few-shot learning approaches:

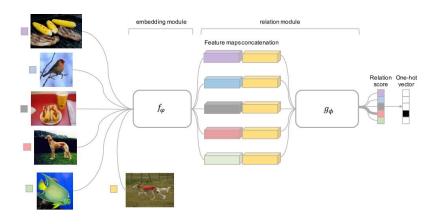
- Metric Learning
- Meta Learning

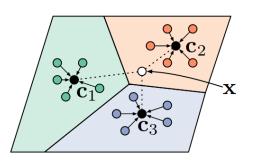
Metric Learning

Related Work









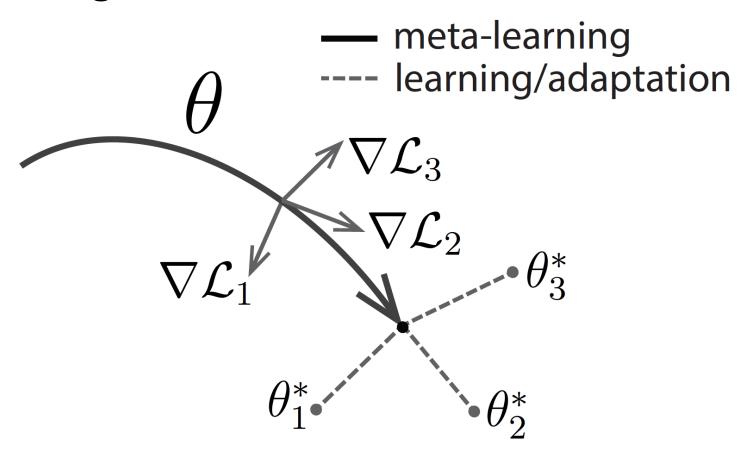
Relation Network

Advances in few-shot learning

Siamese

Related Work

Meta Learning



MAML

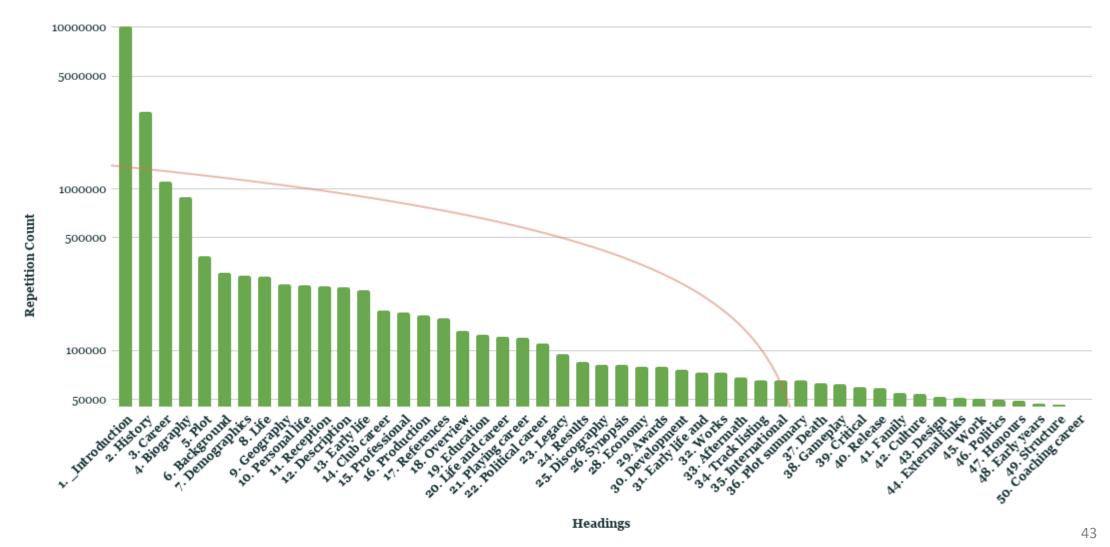
- Using other few-shot learning approaches such as meta learning and metric learning.
- Increasing the dataset by not just limiting to the level 2 section heading- Would require having increased computation resources.
- Using bert-large model instead of bert-base.
- Finding peak accuracy score for bert model.
- Testing the trained classifier on topic classification data other than Wikipedia.

Thank you

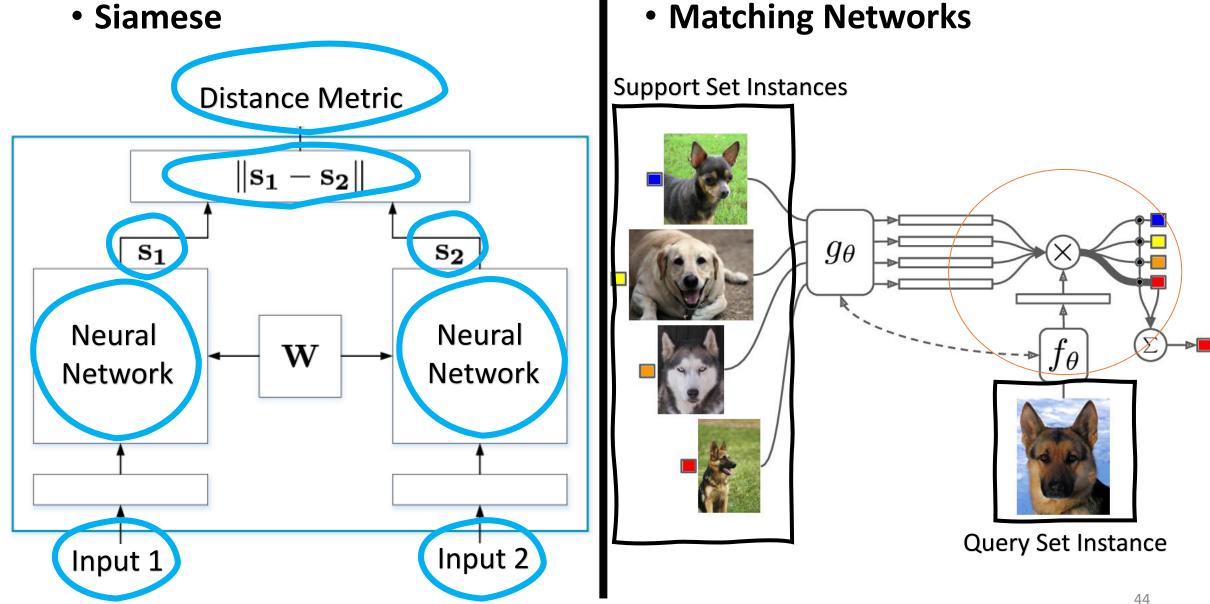
Additional Slides

Additional Slides

Repetition Count vs Headings

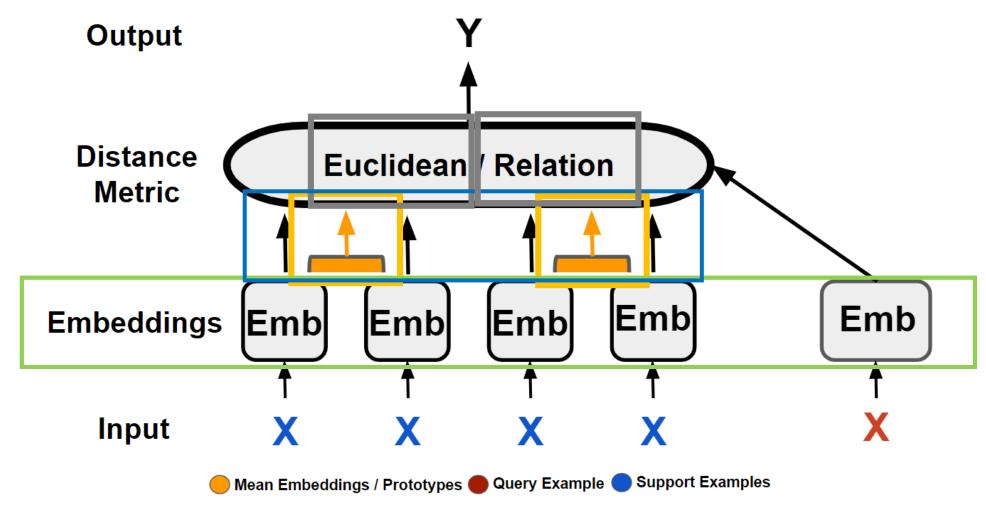


Related Work: Metric Learning

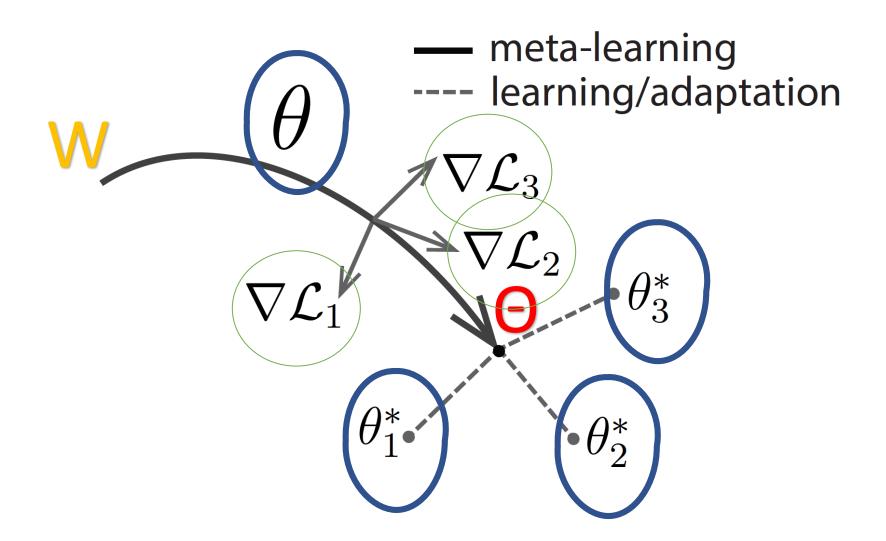


Related Work: Metric Learning

Prototypical Networks & Relation Networks



Related Work: Meta Learning



Related Work: Transfer Learning

Baseline

