# Text Classification Contd + Document Representations

#### Prof. Sameer Singh

CS 295: STATISTICAL NLP

WINTER 2017

January 17, 2017

#### Outline

**Logistic Regression** 

**Brief Intro to Neural Networks** 

**Document Representations** 

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**Logistic Regression** 

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#### Text Classification

#### Paper Title

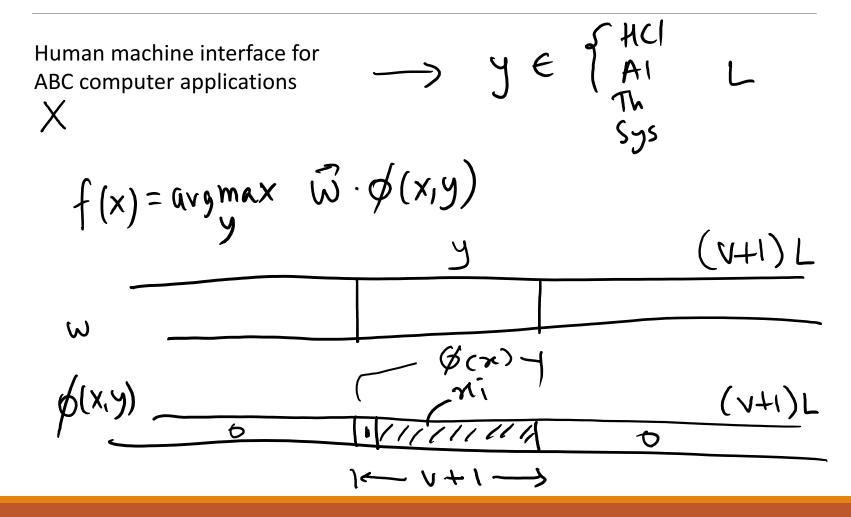
Human machine interface for ABC computer applications



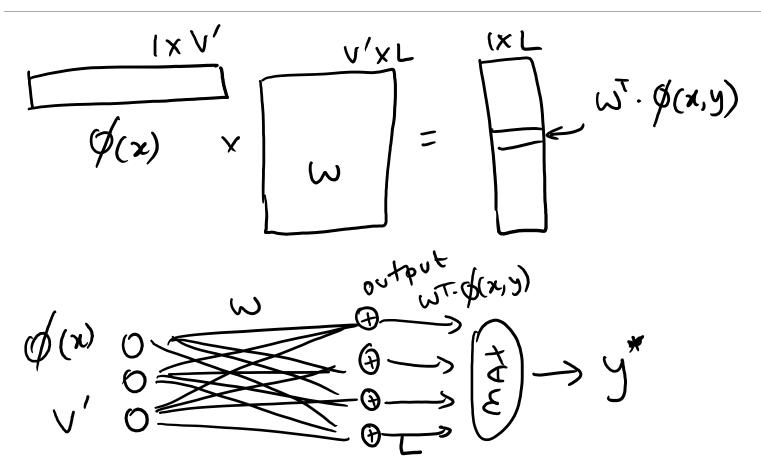
#### CS Area

- Human Computer Interaction
- Theory
- Artificial Intelligence
- Systems

#### Linear Models



### Matrix/Neural View



# Naïve Bayes as a Linear Model

$$f_{NB}(x) = argmax P(x,y) = argmax P(y) TT P(x; |y)$$

$$= argmax log P(y) + \leq log P(x; |y)$$

$$= log P(y)$$

$$= log P(x; |y)$$

$$= log P(y)$$

$$= log P(x; |y)$$

$$= log P(y)$$

#### Joint vs Conditional Likelihood

$$\int_{u_3}^{u_3}(x) = \underset{\text{argmax}}{\text{argmax}} P(x,y) \underset{\text{p(x)}}{\text{p(x)}}$$

$$(\text{ordinoral} \quad f_{\text{cond}}(x) = \underset{\text{argmax}}{\text{argmax}} P(y|x) \underset{\text{x}}{\text{p(x)}}$$

$$9_{\text{cond}}^{\text{total}} = \underset{\text{argmax}}{\text{argmax}} TT P_{\theta}(y_{a}|x_{a})$$

### Logistic Regression Model

$$f(x) = avgmax \quad \omega \cdot \phi(x,y)$$

$$f(x) = avgmax \quad p(y|x)$$

$$= avgmax \quad p(y|x)$$

$$= avgmax \quad \frac{e}{\xi_i} e^{\omega_i \phi(x,y)}$$

$$= avgmax \quad \omega \cdot \phi(x,y)$$

$$= avgmax \quad \omega \cdot \phi(x,y)$$

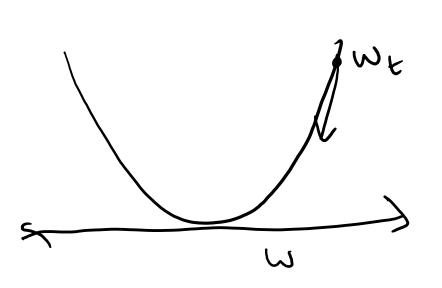
### Logistic Regression: 2 classes

$$p(y=1|x) = \frac{e^{\omega \cdot \phi(x)}}{1 + e^{\omega \cdot \phi(x)}}$$
 (sigmoid)
$$\frac{e^{\omega \cdot \phi(x)}}{1 + e^{\omega \cdot \phi(x)}}$$

$$\frac{e^{\omega \cdot \phi(x)}}{1 + e^{\omega$$

# Estimating the parameters, w

#### Gradient Descent



## Tips and Tricks: TF-IDF

#### Sparsity of Words

- "interface" Remember Zipf's Law? Lots of rare words
- For classification, they can be more informative!

his"

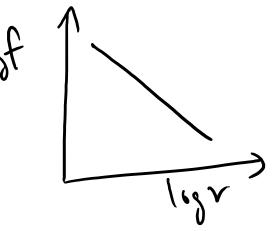
$$(\phi(x_i) = tf(i,d)idf(i))idf(i) = -log P(i) = -log \frac{Di}{D} = log \frac{D}{Di}$$

werse doc for

### Tips and Tricks: TF-IDF

#### Why use log(proportion)

- It works...
- Importance is not a linear function "\691r
- IDF is an additive function



idf 
$$(w_1, w_2) = -\log P(w_1, w_2) = -\log P(w_1)P(w_2)$$
  

$$df(w_1, w_2) = -\log P(w_1) - \log P(w_2)$$

$$= -\log P(w_1) - \log P(w_2)$$

$$= idf(w_1) + idf(w_2)$$

$$= idf(w_1) + idf(w_2)$$
(\$295: STATISTICAL NLP (WINTER 2017)

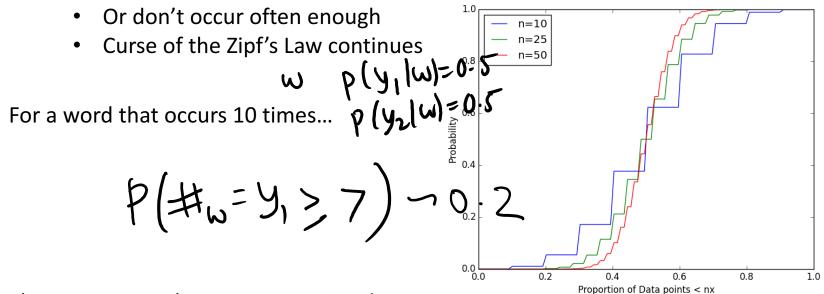
# Tips and Tricks: Regularization

#### Overfitting

- Training data is finite: thus has spurious correlations
- Rare words that occur with one label!
  - Or don't occur often enough

 $P(\#_{w}=Y_{1}\geq 7)$   $\sim 0.2$  2

There are many that occur ~10 times!



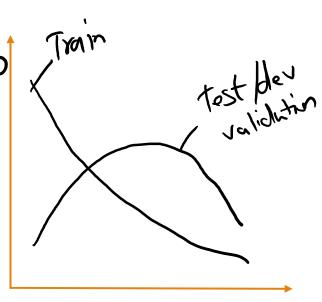
## Tips and Tricks: Regularization

#### Fixing Overfitting

- Ignore rare words (opposite of TF-IDF)

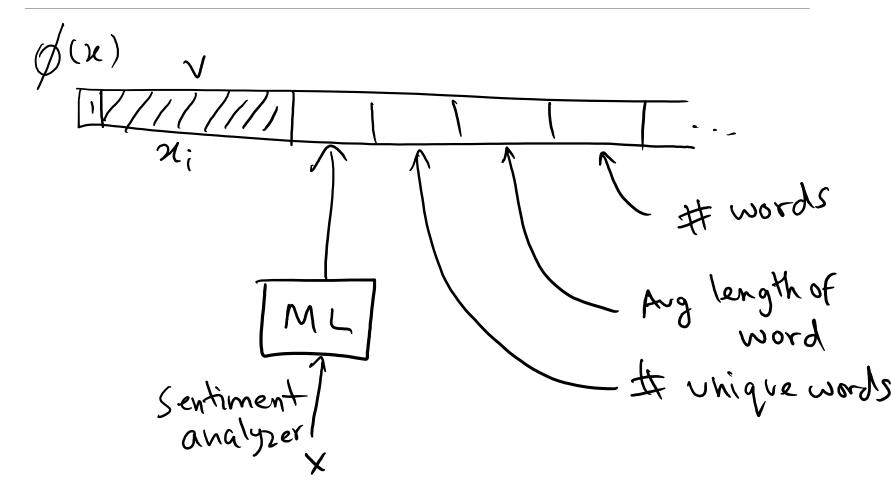
  Penalize really high weights...

$$w = \operatorname{argmin} \mathcal{L} + \lambda \|w\|_{2}^{2}$$



Regularization Strength

# Tips and Tricks: Featurizing



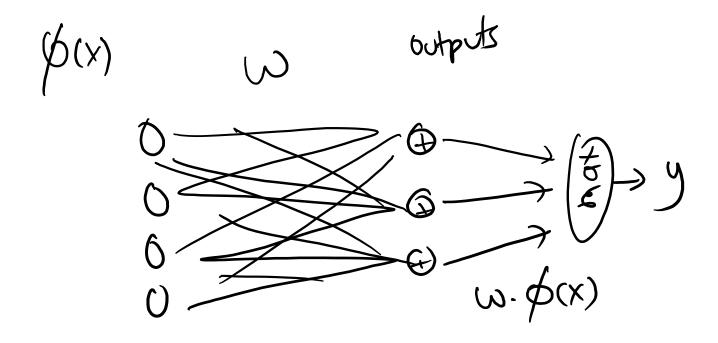
#### Outline

**Logistic Regression** 

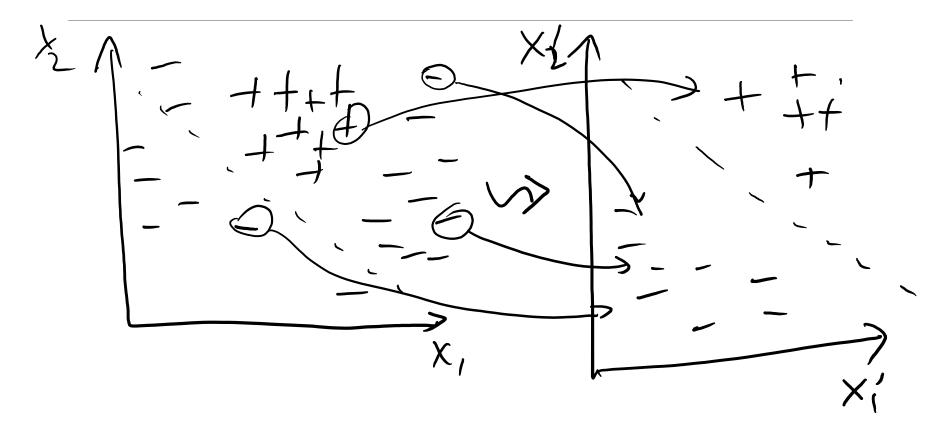
**Brief Intro to Neural Networks** 

**Document Representations** 

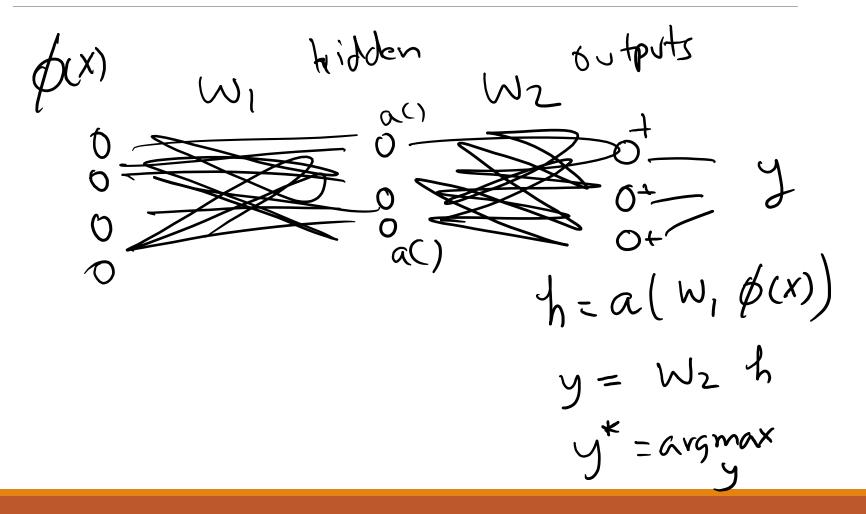
# Neural View of Log. Regression



## Linear vs Non-linear Model



### Introducing a Hidden Layer



# What is Deep Learning?

Many hidden layers

(Liput)

(Liput)

(Liput)

In NLP, utilize unlabeled data to learn representations... (next lecture)

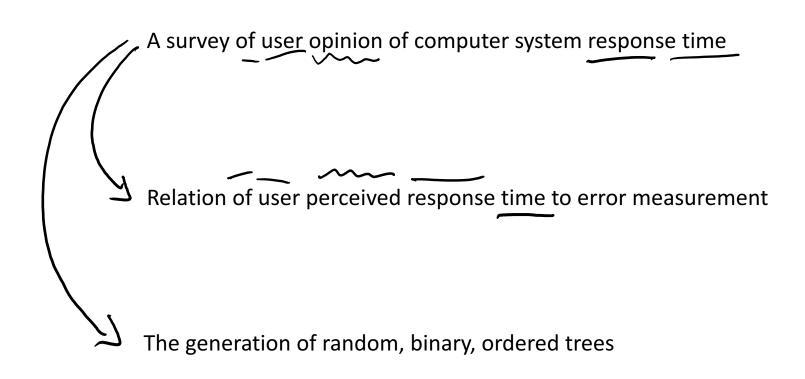
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# Document Similarity



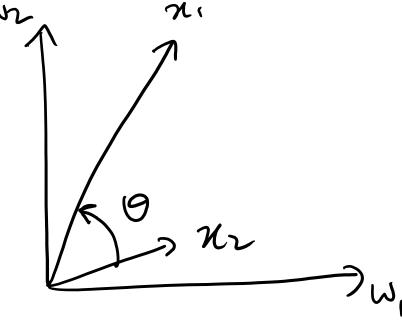
#### Cosine Distance

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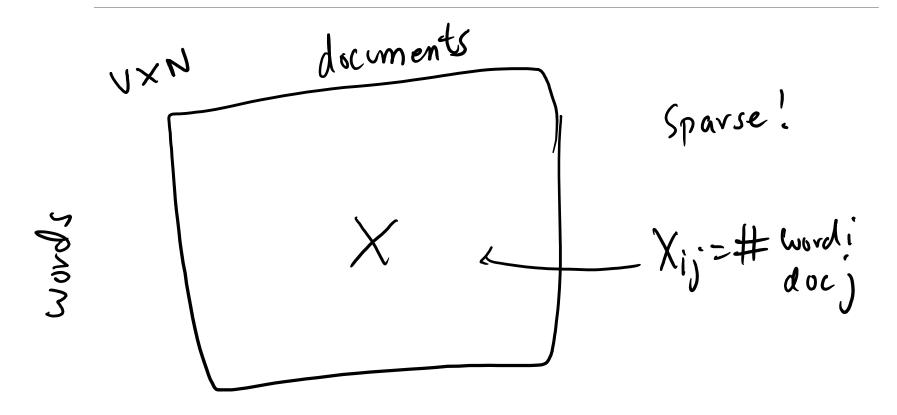
#### Advantages

- Between -1 and 1 (0 means no overlap)
- If all >0, it is between 0 and 1
- Size of vectors don't matter

dist(x,y)=(650=
$$x_1\cdot x_2$$
= $\frac{\sum_{k} X_{1k}\cdot X_{2k}}{||x_1|||||x_2||}$ = $\frac{\sum_{k} X_{1k}\cdot X_{2k}}{\sum_{k} X_{1k}\cdot \sum_{k} \sum_{k} X_{2k}}$ 



#### Term Document Matrix



### Local and Global Weighting

#### Local Weighting

- Binary:
- Term Freq:
- Log: log (1+#ij)

#### Global Weighting

- Binary:
- Normal:
- IDF:

$$\frac{1}{p_i}$$

$$idf(i)$$

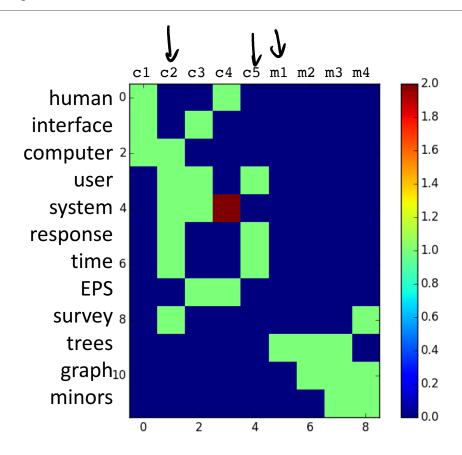
### Example: Documents

- c1: Human machine interface for ABC computer applications
- c2: A survey of user opinion of computer system response time
- c3: The EPS user interface management system
- c4: System and human system engineering testing of EPS
- c5: Relation of user perceived response time to error measurement
- m1: The generation of random, binary, ordered trees
- m2: The intersection graph of paths in trees
- m3: Graph minors IV: Widths of trees and well-quasi-ordering
- m4: Graph minors: A survey

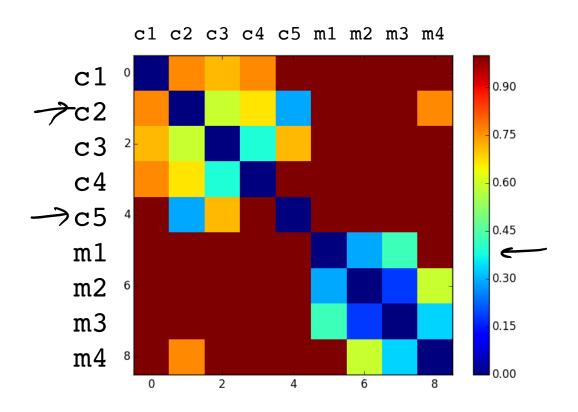
Theory

From http://lsa.colorado.edu/papers/dp1.LSAintro.pdf

## Example: Term-Doc Matrix



### Example: Distance Matrix



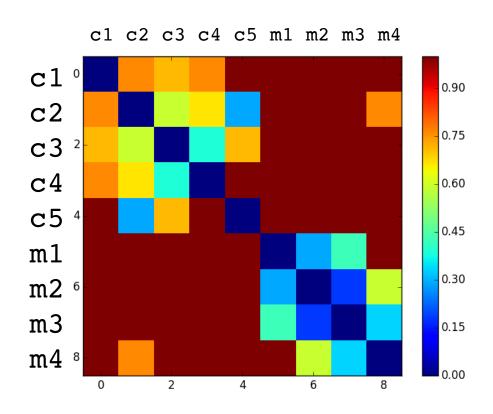
# Problems with Sparse Vectors

c2: A survey of user opinion of computer system response time

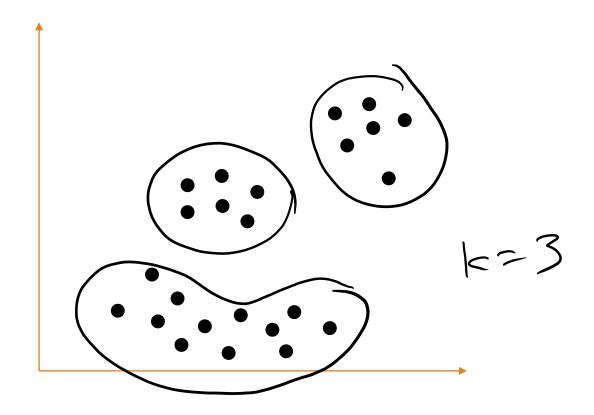
m4: Graph minors: A survey

c1: Human machine interface for ABC computer applications

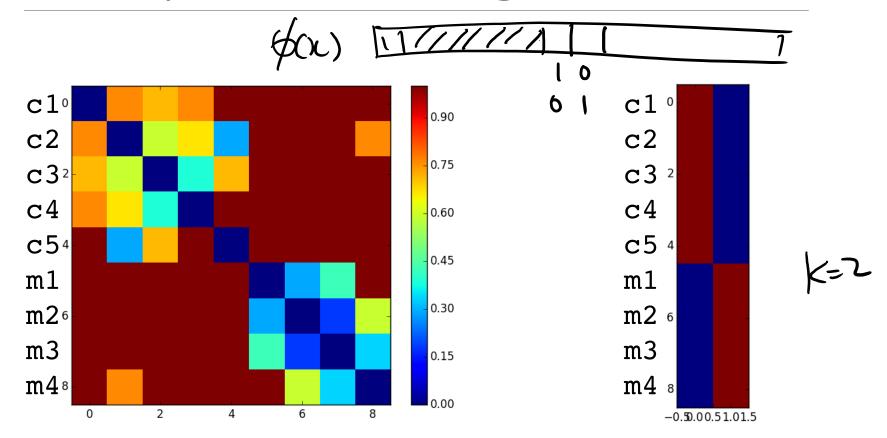
### Example: Distance Matrix



# Option 1: Clustering



# Example: Clustering



#### Upcoming...

#### Homework

- Homework 1 is up!
- No more material will be covered
- Due: January 26, 2017

#### Project

- Project pitch is due January 23, 2017!
- Start assembling teams now
- Tons of datasets on the "projects" page on website