

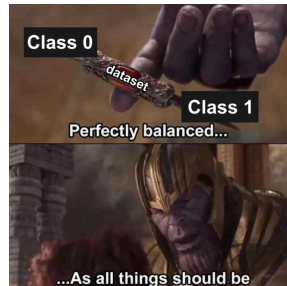
CS388: Natural Language Processing

Lecture 2: Binary Classification

Greg Durrett



Some slides adapted from Vivek Srikumar, University of Utah



credit: Machine Learning Memes on Facebook



Administrivia

- ▶ Mini 1 out, due next Thursday
- ▶ Waitlist is processed



This Lecture

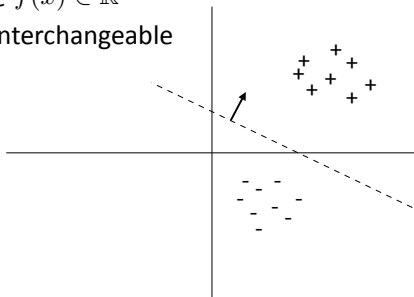
- ▶ Linear binary classification fundamentals
- ▶ Feature extraction
- ▶ Logistic regression
- ▶ Perceptron/SVM
- ▶ Optimization
- ▶ Sentiment analysis

Linear Binary Classification

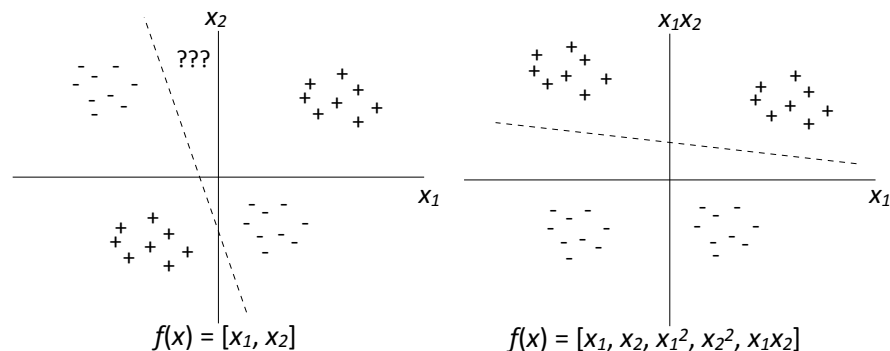


Classification

- ▶ Datapoint x with label $y \in \{0, 1\}$
- ▶ Embed datapoint in a feature space $f(x) \in \mathbb{R}^n$
but in this lecture $f(x)$ and x are interchangeable
- ▶ Linear decision rule: $w^\top f(x) > 0$
(No bias term b — we have lots of features and it isn't needed)



Linear functions are powerful!



- ▶ “Kernel trick” does this for “free,” but is too expensive to use in NLP applications, training is $O(n^2)$ instead of $O(n \cdot (\text{num feats}))$



Classification: Sentiment Analysis

this movie was **great!** would **watch again** **Positive**
 that film was **awful**, I'll never **watch again** **Negative**

- ▶ Surface cues can basically tell you what's going on here: presence or absence of certain words (*great*, *awful*)
- ▶ Steps to classification:
 - ▶ Turn examples like this into feature vectors
 - ▶ Pick a model / learning algorithm
 - ▶ Train weights on data to get our classifier

Feature Extraction



Feature Representation

this movie was **great!** would **watch again** **Positive**

- ▶ Convert this example to a vector using *bag-of-words features*

[contains <i>the</i>]	[contains <i>a</i>]	[contains <i>was</i>]	[contains <i>movie</i>]	[contains <i>film</i>] ...
position 0	position 1	position 2	position 3	position 4
$f(x) = [0$	0	1	1	$0 \dots$

- ▶ Very large vector space (size of vocabulary), sparse features (how many per example?)



Feature Extraction Details

- ▶ Tokenization:

"I thought it wasn't that great!" critics complained.

"I thought it was n't that great ! " critics complained .

- ▶ Split out punctuation
- ▶ Split out contractions
- ▶ Handle hyphenated compounds
- ▶ Building the feature vector requires *indexing* the features (mapping them to axes). Store an invertible map from string -> index
 - ▶ [contains "the"] is a single feature — put this whole bracketed thing into the indexer to give it a position in the feature space



Features for Person Name Detection

O O PER O PER O O O O O
On Sunday, Thomas and Mary went to the farmer's market

- ▶ Do bag-of-words features work here?

[contains <i>On</i>]	[contains <i>and</i>]	[contains <i>is</i>]	[contains <i>Thomas</i>] ...
position 0	position 1	position 2	position 3
$f(x) = [1$	1	0	$1 \dots$

- ▶ Everyone word in the sequence gets the same features — can't tell if a word is O or PER, everything gets the same label
- ▶ Instead we need **position-sensitive features**



Features for Person Name Detection

O O PER O PER O O O O O
On Sunday, Thomas and Mary went to the farmer's market
 $i = 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5 \quad 6 \quad 7 \quad 8 \quad 9$

- ▶ Features are now a function of position, each word has a separate vector
 - ▶ What features make sense?
 - ▶ "Current word": what is the word at this index?
 - ▶ "Previous word": what is the word that precedes the index?
- | | | |
|----------------------------|--------------------------|--------------------------|
| [currWord= <i>Thomas</i>] | [currWord= <i>Mary</i>] | [prevWord = <i>and</i>] |
| $f(x, i=4) = [$ | 0 | $1 \quad 1 \dots$ |
- ▶ All features coexist in the same space! Other feats (char level, ...) possible

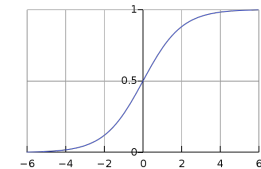
Logistic Regression



Logistic Regression

$$P(y = +|x) = \text{logistic}(w^\top x)$$

$$P(y = +|x) = \frac{\exp(\sum_{i=1}^n w_i x_i)}{1 + \exp(\sum_{i=1}^n w_i x_i)}$$



- ▶ To learn weights: maximize discriminative log likelihood of data ($\log P(y|x)$)

$$\mathcal{L}(\{x_j, y_j\}_{j=1, \dots, n}) = \sum_j \log P(y_j | x_j) \quad \text{corpus-level LL}$$

$$\mathcal{L}(x_j, y_j = +) = \log P(y_j = + | x_j) \quad \text{one (positive) example LL}$$

$$\text{sum over features} \rightarrow \sum_{i=1}^n w_i x_{ji} - \log \left(1 + \exp \left(\sum_{i=1}^n w_i x_{ji} \right) \right)$$



Logistic Regression

$$\mathcal{L}(x_j, y_j = +) = \log P(y_j = + | x_j) = \sum_{i=1}^n w_i x_{ji} - \log \left(1 + \exp \left(\sum_{i=1}^n w_i x_{ji} \right) \right)$$

$$\frac{\partial \mathcal{L}(x_j, y_j)}{\partial w_i} = x_{ji} - \frac{\partial}{\partial w_i} \log \left(1 + \exp \left(\sum_{i=1}^n w_i x_{ji} \right) \right)$$

$$= x_{ji} - \frac{1}{1 + \exp(\sum_{i=1}^n w_i x_{ji})} \frac{\partial}{\partial w_i} \left(1 + \exp \left(\sum_{i=1}^n w_i x_{ji} \right) \right) \quad \text{deriv of log}$$

$$= x_{ji} - \frac{1}{1 + \exp(\sum_{i=1}^n w_i x_{ji})} x_{ji} \exp \left(\sum_{i=1}^n w_i x_{ji} \right) \quad \text{deriv of exp}$$

$$= x_{ji} - x_{ji} \frac{\exp(\sum_{i=1}^n w_i x_{ji})}{1 + \exp(\sum_{i=1}^n w_i x_{ji})} = x_{ji}(1 - P(y_j = + | x_j))$$



Logistic Regression

- ▶ Gradient of \mathbf{w} on positive example = $\mathbf{x}(1 - P(y = + | \mathbf{x}))$

If $P(+ | \mathbf{x})$ is close to 1, make very little update

Otherwise make \mathbf{w} look more like \mathbf{x} , which will increase $P(+ | \mathbf{x})$

- ▶ Gradient of \mathbf{w} on negative example = $\mathbf{x}(-P(y = + | \mathbf{x}))$

If $P(+ | \mathbf{x})$ is close to 0, make very little update

Otherwise make \mathbf{w} look less like \mathbf{x} , which will decrease $P(+ | \mathbf{x})$

- ▶ Let $y = 1$ for positive instances, $y = 0$ for negative instances.

- ▶ Can combine these gradients as $\mathbf{x}(y - P(y = 1 | \mathbf{x}))$



Example

(1) this movie was great ! would watch again	+	$f(x_1) = [1 \quad 1]$
(2) I expected a great movie and left happy	+	$f(x_2) = [1 \quad 1]$
(3) great potential but ended up being a flop	-	$f(x_3) = [1 \quad 0]$
		<div style="display: flex; justify-content: space-around; font-size: small;"> [contains great] position 0 [contains movie] position 1 </div>

$w = [0, 0] \longrightarrow P(y = 1 \mid x_1) = \exp(0)/(1 + \exp(0)) = 0.5 \longrightarrow g = [0.5, 0.5]$

$w = [0.5, 0.5] \longrightarrow P(y = 1 \mid x_2) = \text{logistic}(1) \approx 0.75 \longrightarrow g = [0.25, 0.25]$

$w = [0.75, 0.75] \longrightarrow P(y = 1 \mid x_3) = \text{logistic}(0.75) \approx 0.67 \longrightarrow g = [-0.67, 0]$

$w = [0.08, 0.75] \dots$

$$P(y = +|x) = \text{logistic}(w^\top x)$$

$$x_j(y_j - P(y_j = 1|x_j))$$



Regularization

- ▶ Regularizing an objective can mean many things, including an L2-norm penalty to the weights:

$$\sum_{j=1}^m \mathcal{L}(x_j, y_j) - \lambda \|w\|_2^2$$

- ▶ Keeping weights small can prevent overfitting
- ▶ For most of the NLP models we build, explicit regularization isn't necessary
 - ▶ We always stop early before full convergence
 - ▶ Large numbers of sparse features are hard to overfit in a really bad way
 - ▶ For neural networks: dropout and gradient clipping



Logistic Regression: Summary

- ▶ Model

$$P(y = +|x) = \frac{\exp(\sum_{i=1}^n w_i x_i)}{1 + \exp(\sum_{i=1}^n w_i x_i)}$$

- ▶ Inference

$$\text{argmax}_y P(y|x)$$

$$P(y = 1|x) \geq 0.5 \Leftrightarrow w^\top x \geq 0$$

- ▶ Learning: gradient ascent on the (regularized) discriminative log-likelihood

Perceptron/SVM



Perceptron

- ▶ Simple error-driven learning approach similar to logistic regression
- ▶ Decision rule: $w^\top x > 0$
 - ▶ If incorrect: if positive, $w \leftarrow w + x$
if negative, $w \leftarrow w - x$
- ▶ Guaranteed to eventually separate the data if the data are separable

Logistic Regression

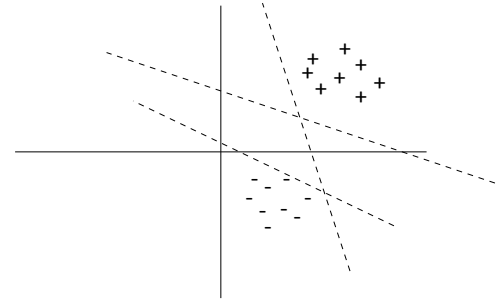
$$w \leftarrow w + x(1 - P(y = 1|x))$$

$$w \leftarrow w - xP(y = 1|x)$$



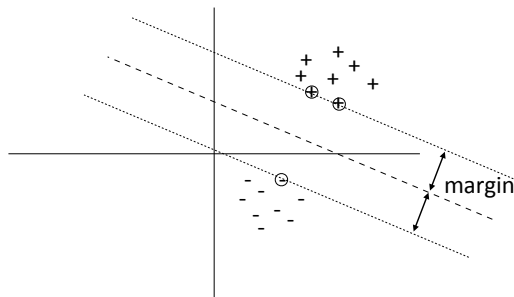
Support Vector Machines

- ▶ Many separating hyperplanes — is there a best one?



Support Vector Machines

- ▶ Many separating hyperplanes — is there a best one?



- ▶ Max-margin hyperplane found by SVMs



Perceptron and Logistic Losses

- ▶ Throughout this course: view classification as *minimizing loss*
- ▶ Let's focus on loss of a positive example

$$\text{Perceptron: loss} = \begin{cases} 0 & \text{if } w^\top x > 0 \\ -w^\top x & \text{if } w^\top x < 0 \end{cases}$$

Take the gradient: no update if $w^\top x > 0$, else update with $+x$

- ▶ Logistic regression: $\text{loss} = -\log P(+|x)$
(maximizing log likelihood = minimizing negative log likelihood)

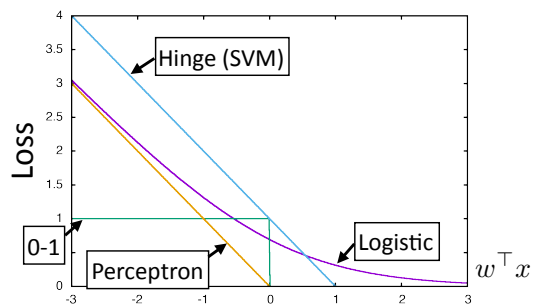


Gradients on Positive Examples

Logistic regression
 $x(1 - \text{logistic}(w^\top x))$

Perceptron
 x if $w^\top x < 0$, else 0

SVM (ignoring regularizer)
 x if $w^\top x < 1$, else 0



*gradients are for maximizing things,
 which is why they are flipped



Comparing Gradient Updates (Reference)

Logistic regression (unregularized)
 $x(y - P(y = 1|x)) = x(y - \text{logistic}(w^\top x))$

$y = 1$ for pos,
 0 for neg

Perceptron
 $(2y - 1)x$ if classified incorrectly
 0 else

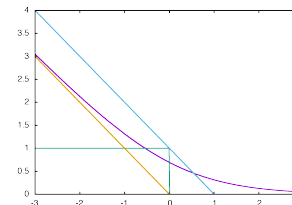
SVM
 $(2y - 1)x$ if not classified correctly with margin of 1
 0 else

Optimization



Structured Prediction

- Four elements of a structured machine learning method:
 - Model: probabilistic, max-margin, deep neural network
 - Objective



- Inference: just maxes and simple expectations so far, but will get harder
- Training: gradient descent?



Optimization

- ▶ Stochastic gradient *ascent* $w \leftarrow w + \alpha g, \quad g = \frac{\partial}{\partial w} \mathcal{L}$
 - ▶ Very simple to code up
 - ▶ “First-order” technique: only relies on having gradient
 - ▶ Can avg gradient over a few examples and apply update once (minibatch)
 - ▶ Setting step size is hard (decrease when held-out performance worsens?)
- ▶ Newton’s method $w \leftarrow w + \left(\frac{\partial^2}{\partial w^2} \mathcal{L} \right)^{-1} g$
 - ▶ Second-order technique
 - ▶ Optimizes quadratic instantly

Inverse Hessian: $n \times n$ mat, expensive!
- ▶ Quasi-Newton methods: L-BFGS, etc. approximate inverse Hessian



AdaGrad

- ▶ Optimized for problems with sparse features
- ▶ Per-parameter learning rate: smaller updates are made to parameters that get updated frequently

$$w_i \leftarrow w_i + \alpha \frac{1}{\sqrt{\epsilon + \sum_{\tau=1}^t g_{\tau,i}^2}} g_{t,i}$$

(smoothed) sum of squared gradients from all updates
- ▶ Generally more robust than SGD, requires less tuning of learning rate
- ▶ Other techniques for optimizing deep models — more later!

Duchi et al. (2011)



Implementation

- ▶ Supposing k active features on an instance, gradient is only nonzero on k dimensions

$$w \leftarrow w + \alpha g, \quad g = \frac{\partial}{\partial w} \mathcal{L}$$
- ▶ $k < 100$, total num features = 1M+ on many problems
- ▶ Be smart about applying updates!
- ▶ In PyTorch: applying sparse gradients only works for certain optimizers and sparse updates are very slow. The code we give you is much faster

Sentiment Analysis



Sentiment Analysis

this movie was **great!** would **watch again** **+**

the movie was **gross** and **overwrought**, but I **liked** it **+**

this movie was **not** really very **enjoyable** **-**

- ▶ Bag-of-words doesn't seem sufficient (discourse structure, negation)
- ▶ There are some ways around this: extract bigram feature for "not X" for all X following the not

Bo Pang, Lillian Lee, Shivakumar Vaithyanathan (2002)



Sentiment Analysis

	Features	# of features	frequency or presence?	NB	ME	SVM
(1)	unigrams	16165	freq.	78.7	N/A	72.8
(2)	unigrams	"	pres.	81.0	80.4	82.9
(3)	unigrams+bigrams	32330	pres.	80.6	80.8	82.7
(4)	bigrams	16165	pres.	77.3	77.4	77.1
(5)	unigrams+POS	16695	pres.	81.5	80.4	81.9
(6)	adjectives	2633	pres.	77.0	77.7	75.1
(7)	top 2633 unigrams	2633	pres.	80.3	81.0	81.4
(8)	unigrams+position	22430	pres.	81.0	80.1	81.6

- ▶ Simple feature sets can do pretty well!

Bo Pang, Lillian Lee, Shivakumar Vaithyanathan (2002)



Sentiment Analysis

Method	RT-s	MPQA
MNB-uni	77.9	85.3
MNB-bi	79.0	86.3
SVM-uni	76.2	86.1
SVM-bi	77.7	86.7
NBSVM-uni	78.1	85.3
NBSVM-bi	79.4	86.3
RAE	76.8	85.7
RAE-pretrain	77.7	86.4
Voting-w/Rev.	63.1	81.7
Rule	62.9	81.8
BoF-noDic.	75.7	81.8
BoF-w/Rev.	76.4	84.1
Tree-CRF	77.3	86.1
BoWSVM	-	-

Kim (2014) CNNs **81.5 89.5**

Naive Bayes is doing well!

Ng and Jordan (2002) — NB can be better for small data

Before neural nets had taken off — results weren't that great

Wang and Manning (2012)



Sentiment Analysis

- ▶ Stanford Sentiment Treebank (SST) binary classification
- ▶ Best systems now: large pretrained networks
- ▶ 90 -> 97 over the last 2 years

Model	Accuracy	Paper / Source	Code
XLNet-Large (ensemble) (Yang et al., 2019)	96.8	XLNet: Generalized Autoregressive Pretraining for Language Understanding	Official
MT-DNN-ensemble (Liu et al., 2019)	96.5	Improving Multi-Task Deep Neural Networks via Knowledge Distillation for Natural Language Understanding	Official
Snorkel MeTaL(ensemble) (Ratner et al., 2018)	96.2	Training Complex Models with Multi-Task Weak Supervision	Official
MT-DNN (Liu et al., 2019)	95.6	Multi-Task Deep Neural Networks for Natural Language Understanding	Official
Bidirectional Encoder Representations from Transformers (Devlin et al., 2018)	94.9	BERT: Pre-training of Deep Bidirectional Transformers for Language Understanding	Official
...			
Neural Semantic Encoder (Munkhdalai and Yu, 2017)	89.7	Neural Semantic Encoders	
BLSTM-2DCNN (Zhou et al., 2017)	89.5	Text Classification Improved by Integrating Bidirectional LSTM with Two-dimensional Max Pooling	

https://github.com/sebastianruder/NLP-progress/blob/master/english/sentiment_analysis.md



Recap

- ▶ Logistic regression, SVM, and perceptron are closely related; we'll use logistic regression mostly, but the exact loss function doesn't matter much in practice
- ▶ All gradient updates: "make it look more like the right thing and less like the wrong thing"
- ▶ Next time: multiclass classification