

IN2110: Språkteknologiske metoder

Klyngeanalyse

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Språkteknologigruppen (LTG)

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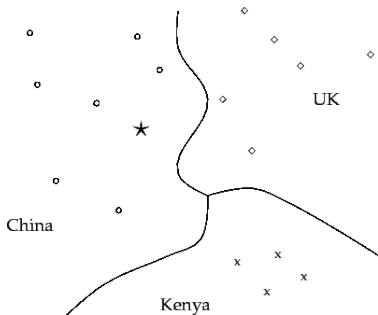
Today

- ▶ **Evaluation** of classifiers
- ▶ Unsupervised machine learning for class discovery: **Clustering**
- ▶ ***k*-means** clustering
- ▶ Recap



- ▶ Supervised vector space classification
- ▶ Rocchio
- ▶ k NN
- ▶ Differences?

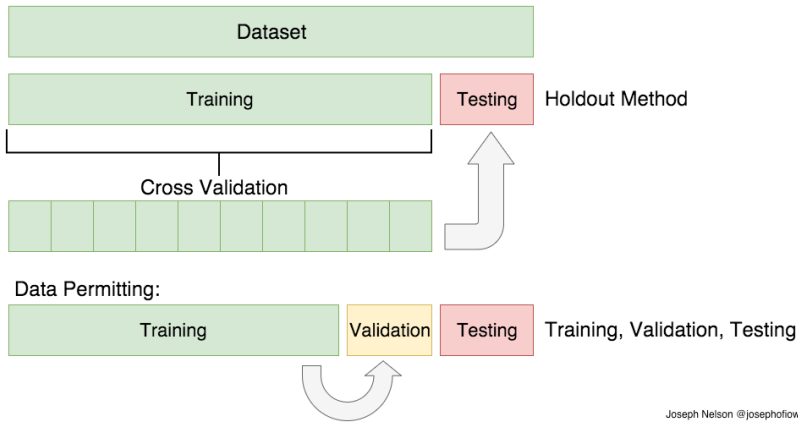
- ▶ A classification model implicitly defines a **decision boundary** separating the class regions.
- ▶ To **evaluate** a classifier, we measure the number of correct predictions on unseen test items.
- ▶ Labeled test data is sometimes referred to as the **gold standard**.
- ▶ The model does not get to see the gold labels; we only use them for evaluating its predictions.

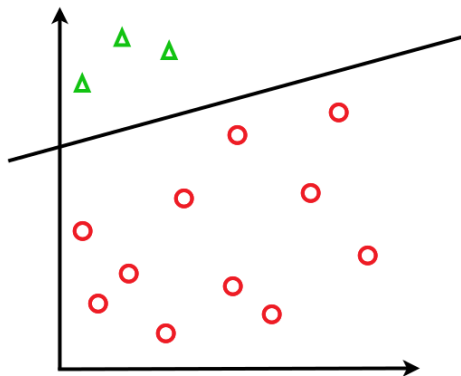


Using data splits



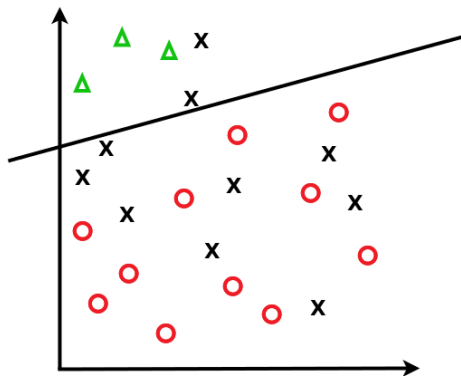
- ▶ While tuning our model, estimated from the **training** set, we repeatedly evaluate towards the **development** or **validation** data.
- ▶ Or, if we have little data, by **n -fold cross-validation**.
- ▶ Then we evaluate how our *final* model *generalizes* on a **held-out test set**.





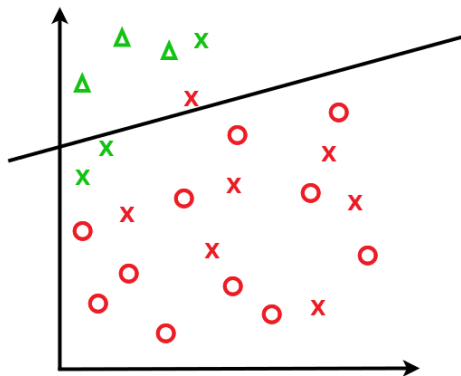
- ▶ Predictions for a given class can be wrong or correct in two ways.

Example: Evaluating classifier decisions



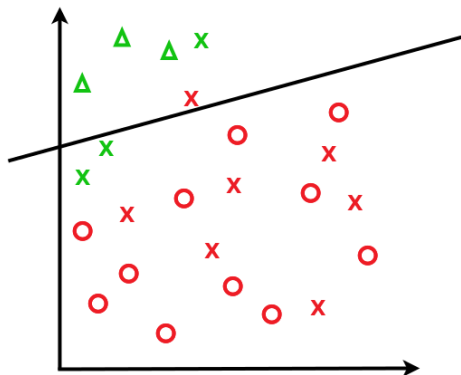
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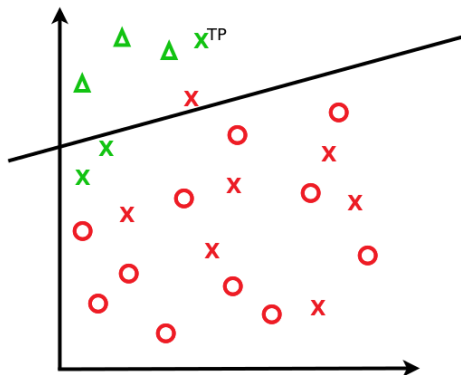
Example: Evaluating classifier decisions



- Predictions for a given class can be wrong or correct in two ways.

prediction = positive	gold = positive	gold = negative
prediction = negative	true positive (TP)	false positive (FP)
	false negative (FN)	true negative (TN)

Example: Evaluating classifier decisions



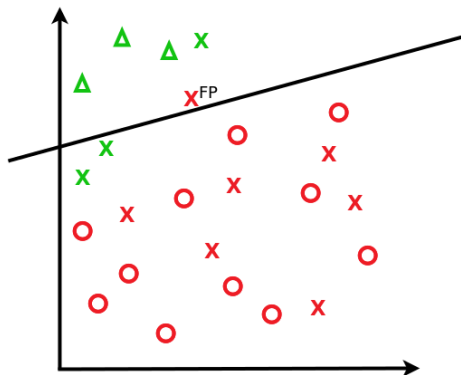
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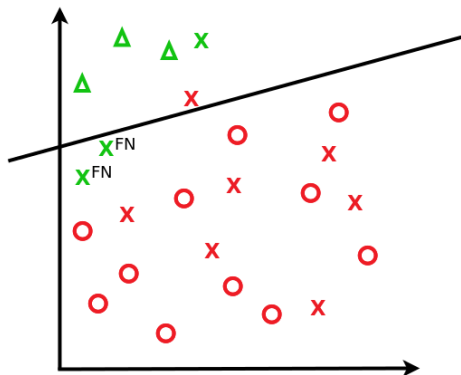
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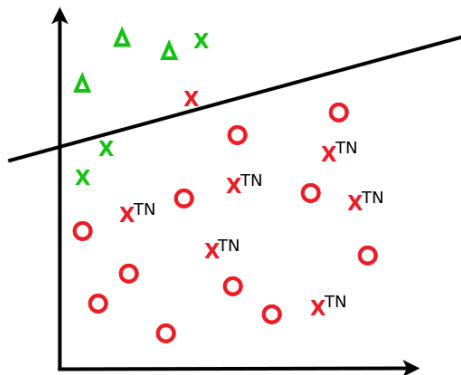
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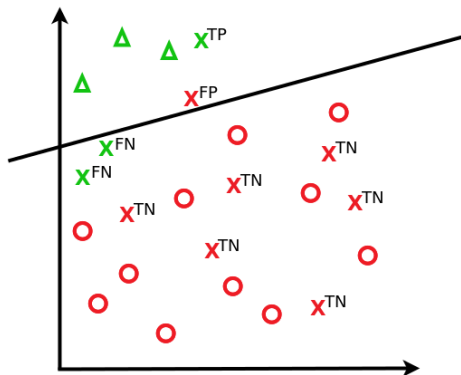
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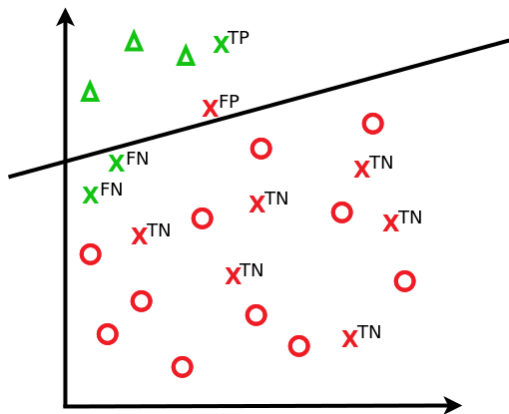
false negative (FN)

false positive (FP)

true negative (TN)

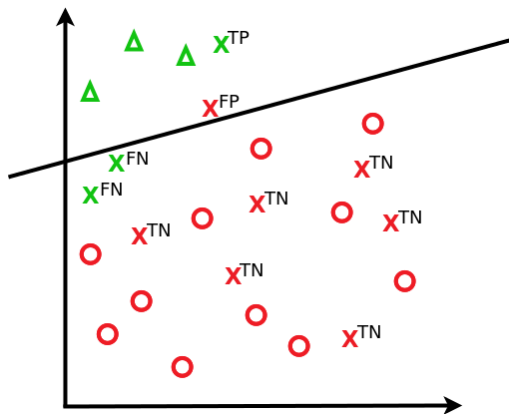
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Example: Evaluating classifier decisions



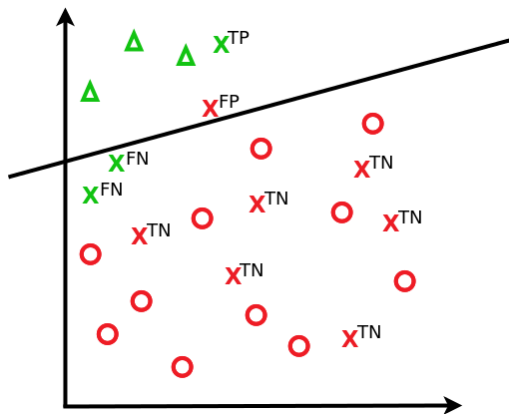
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Example: Evaluating classifier decisions



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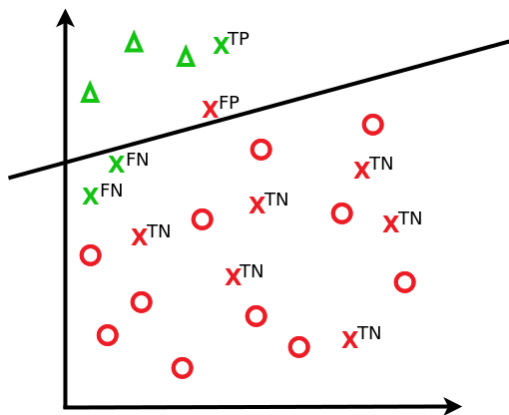


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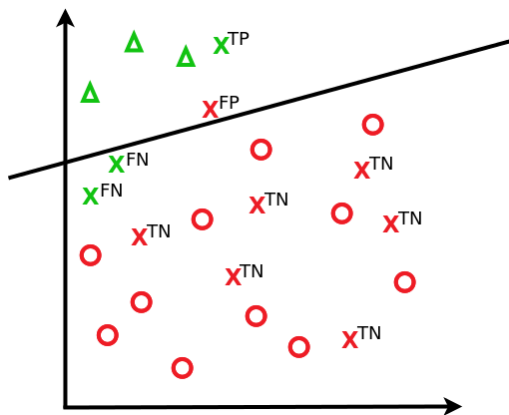


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Example: Evaluating classifier decisions



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$$\begin{aligned}\text{F-score} \\ &= 2 \times \frac{\text{precision} \times \text{recall}}{\text{precision} + \text{recall}} = 0.4\end{aligned}$$



- ▶ **Accuracy** = $\frac{TP+TN}{N} = \frac{TP+TN}{TP+TN+FP+FN}$
 - ▶ The ratio of correct predictions.
 - ▶ Not suitable for unbalanced numbers of positive / negative examples.
- ▶ **Precision** = $\frac{TP}{TP+FP}$
 - ▶ The number of detected class members that were correct.
- ▶ **Recall** = $\frac{TP}{TP+FN}$
 - ▶ The number of actual class members that were detected.
 - ▶ Trade-off: Positive predictions for all examples would give 100% recall but (typically) terrible precision.
- ▶ **F-score** = $2 \times \frac{\textit{precision} \times \textit{recall}}{\textit{precision} + \textit{recall}}$
 - ▶ Balanced measure of precision and recall (harmonic mean).



Macro-averaging

- ▶ Sum precision and recall for each class, and then compute global averages of these.
- ▶ The **macro** average will be highly influenced by the **small** classes.



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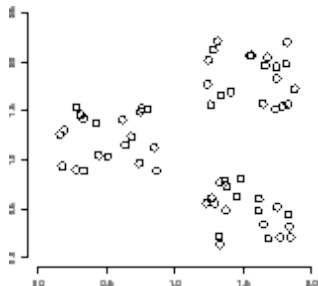
Micro-averaging

- ▶ Sum TPs, FPs, and FNs for all points/objects across all classes, and then compute global precision and recall.
- ▶ The **micro** average will be highly influenced by the **large** classes.

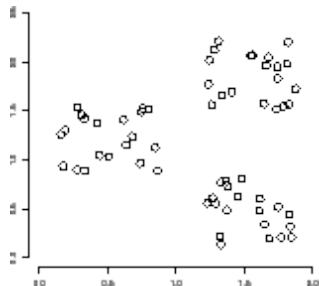


(We will return to classification later in the term.)

- ▶ A **cluster**: 'A group of similar things or people positioned or occurring closely together.' *Oxford Dictionaries*
- ▶ Cf. the contiguity hypothesis in classification



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Clustering or cluster analysis

- ▶ **Unsupervised** learning from **unlabeled** data.
- ▶ Automatically group similar objects together into k categories.
- ▶ No pre-defined classes:
- ▶ We only specify the **features** and **similarity measure** (and k , usually).



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- ▶ Many applications within IR, e.g.:
 - ▶ Speed up search: First retrieve the most relevant cluster, then retrieve documents from within the cluster.
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 - ▶ Presenting the search results: Instead of ranked lists, organize the results as clusters.
- ▶ Dimensionality reduction: class-based features.
- ▶ Social network analysis; identify sub-communities and user segments.
- ▶ Product recommendations, demographic analysis, news aggregation, . . .



Hierarchical

- ▶ Creates a tree structure of hierarchically nested clusters.

Flat

- ▶ Tries to directly decompose the data into a set of clusters.
- ▶ What we will focus on.



- ▶ Given a set of objects $O = \{o_1, \dots, o_n\}$, construct a set of clusters $C = \{c_1, \dots, c_k\}$, where each object o_i is assigned to a cluster c_j .
- ▶ = a partition.
- ▶ Parameters:
 - ▶ The **cardinality** k (the number of clusters).
 - ▶ The **similarity function** s .



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- ▶ $=$ a partition.
- ▶ Parameters:
 - ▶ The **cardinality** k (the number of clusters).
 - ▶ The **similarity function** s .
- ▶ Formally defined as an **optimization** problem:
- ▶ We want to find an assignment $\gamma : O \rightarrow C$ that optimizes some **objective function** $F_s(\gamma)$.
- ▶ In general terms, we want to optimize for:
 - ▶ High intra-cluster similarity
 - ▶ Low inter-cluster similarity



Optimization problems are search problems:

- ▶ There's a finite number of possible partitionings of O .
- ▶ Naive solution: enumerate all possible assignments $\Gamma = \{\gamma_1, \dots, \gamma_m\}$ and choose the best one,

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- ▶ Problem: Exponentially many possible partitions.
- ▶ **Approximate** the solution by **iteratively improving** on an initial (possibly random) partition until some stopping criterion is met.



- ▶ Unsupervised variant of the Rocchio classifier.
- ▶ **Goal:** Partition the n observed objects into k clusters C so that each point x_j belongs to the cluster c_i with the nearest centroid μ_i .
- ▶ Typically assumes Euclidean distance as the similarity function s .



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- ▶ Typically assumes Euclidean distance as the similarity function s .
- ▶ **The optimization problem:** For each cluster, minimize the *within-cluster sum of squares*, $F_s = \text{WCSS}$:

$$\text{WCSS} = \sum_{c_i \in C} \sum_{\mathbf{x}_j \in c_i} \|\mathbf{x}_j - \boldsymbol{\mu}_i\|^2$$

- ▶ Equivalent to minimizing the average squared distance between objects and their cluster centroids (since n is fixed) – **a measure of how well each centroid represents the members assigned to the cluster.**



- ▶ **Goal:** Partition the n observed objects into k clusters C so that each point \mathbf{x}_j belongs to the cluster c_i with the nearest centroid $\boldsymbol{\mu}_i$.

Algorithm

Initialize: Randomly select k centroid seeds.

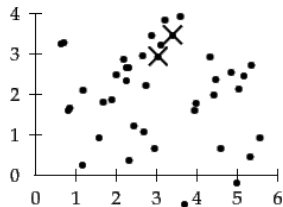
Iterate:

- Assign each object to the cluster with the nearest centroid.
- Compute new centroids for the clusters.

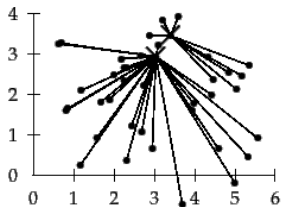
Terminate: When stopping criterion is satisfied.

- ▶ In short, we iteratively reassign memberships and recompute centroids until the configuration stabilizes.

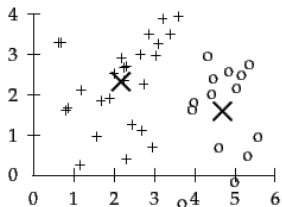
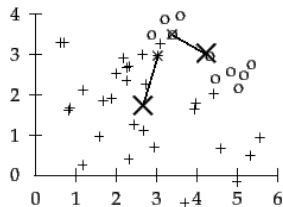
k -means example for $k = 2$ in R^2 (Manning, Raghavan & Schütze 2008)



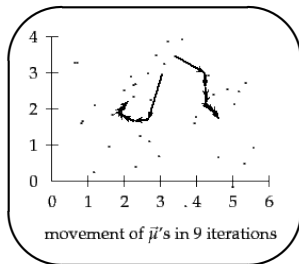
selection of seeds



assignment of documents (iter. 1)



recomputation/movement of $\bar{\mu}$'s (iter. 1) $\bar{\mu}$'s after convergence (iter. 9)



movement of $\bar{\mu}$'s in 9 iterations



Possible termination criteria

- ▶ Fixed number of iterations
- ▶ Clusters or centroids are unchanged between iterations.
- ▶ Threshold on the decrease of the objective function (absolute or relative to previous iteration)



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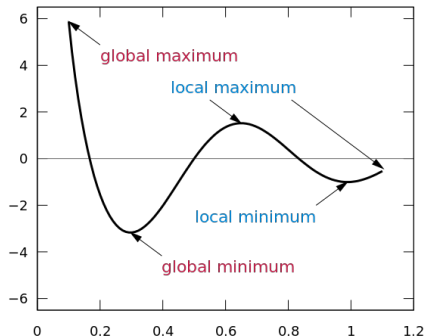
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Some close relatives of k -means

- ▶ **k -medoids**: Like k -means but uses medoids instead of centroids to represent the cluster centers.
- ▶ **Fuzzy c -means** (FCM): Like k -means but assigns soft memberships in $[0, 1]$, where membership is a function of the centroid distance.
 - ▶ The computations of both WCSS and centroids are weighted by the membership function.

- ▶ The time complexity is linear, $O(kn)$.
- ▶ WCSS is monotonically decreasing (or unchanged) for each iteration.

- ▶ Guaranteed to converge but not to find the global minimum.
- ▶ Possible solution: multiple random initializations.
- ▶ (k -means is **non-deterministic**)





'Seeding'

- ▶ We **initialize** the algorithm by choosing **random seeds** that we use to compute the first set of centroids, e.g:
 - ▶ pick k random objects from the collection;
 - ▶ pick k random points in the space;
 - ▶ pick k sets of m random points and compute centroids for each set; etc.
- ▶ The seeds can have a large impact on the resulting clustering.
- ▶ **Outliers** are troublemakers.



Pros

- ▶ Conceptually **simple**, and easy to implement.
- ▶ **Efficient**. Typically linear in the number of objects.

Cons

- ▶ The dependence on random seeds as in k -means makes the clustering **non-deterministic**.
- ▶ The number of clusters k must be pre-specified. Often no principled means of *a priori* specifying k .
- ▶ Not as informative as the more structured clusterings produced by hierarchical methods.



- ▶ Focus of the last two lectures: **Rocchio** / nearest centroid classification, **k NN** classification, and **k -means** clustering.
- ▶ Note how **k -means** clustering can be thought of as performing **Rocchio** classification in each iteration.

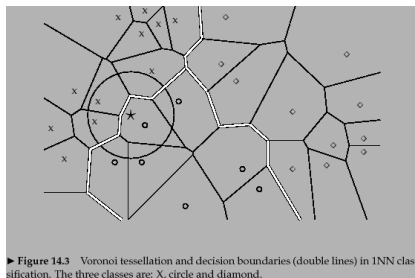
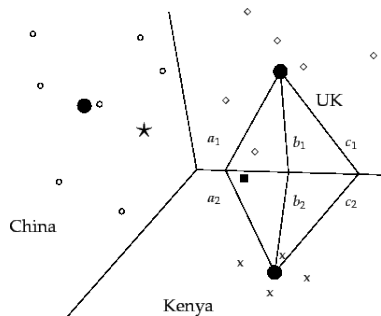


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- ▶ Moreover, **Rocchio** can be thought of as a **1 Nearest Neighbor** classifier with respect to the centroids.



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- ▶ Note how **k -means** clustering can be thought of as performing **Rocchio** classification in each iteration.
- ▶ Moreover, **Rocchio** can be thought of as a **1 Nearest Neighbor** classifier with respect to the centroids.
- ▶ How can this be? Isn't **k NN** **non-linear** and Rocchio **linear**?

- ▶ Recall that the k NN decision boundary is locally linear for each cell in the Voronoi diagram.
- ▶ For both **Rocchio** and k -means, we're partitioning the observations according to the Voronoi diagram generated by the centroids.



Tying up a loose end





- ▶ So far we've been assuming **BoW features** for **representing documents**.
- ▶ Often also be used for representing other units of texts, like **sentences**.
- ▶ Many **sentence-classification** tasks in NLP.
- ▶ Example: polarity classification (part of sentiment analysis).

I was impressed, this was not bad!



{was, was, !, not, I, impressed, bad, this }

- ▶ What is missing with a BoW representation?



I was impressed, this was not bad!

≠

I was not impressed, this was bad!

- ▶ Will have the same BoW representation! :(



I was impressed, this was not bad!

≠

I was not impressed, this was bad!

- ▶ Will have the same BoW representation! :(
- ▶ A simplistic but much-used approximation to capture ordering constraints: *n*-grams (typically bigrams and trigrams).
- ▶ Ordered sub-sequences of *n* words.

{was, was, !, not, I, impressed, bad, this }

vs.

{‘I was’, ‘was impressed’ ... ‘was not’, ‘not bad’, ‘bad, !’ }



- ▶ No information sharing between features.
 - ▶ All features are equally distinct.
- ▶ The pizza was great
 - ▶ The margeritha was awesome
 - ▶ The dog was sick
- ▶ Would be nice if our BoW representations knew that *pizza* and *margeritha* are similar to each other (but not to *dog*).
 - ▶ We've discussed one possible approach in this lecture... What?
 - ▶ Will return to this issue in a few weeks.



- ▶ Focus on *words* rather than *documents*.
- ▶ **Distributional models** of word meaning (lexical semantics).
- ▶ Example tasks for evaluating word vectors
- ▶ Lecturers:
 - ▶ Eivind Alexander Bergem
 - ▶ Samia Touileb