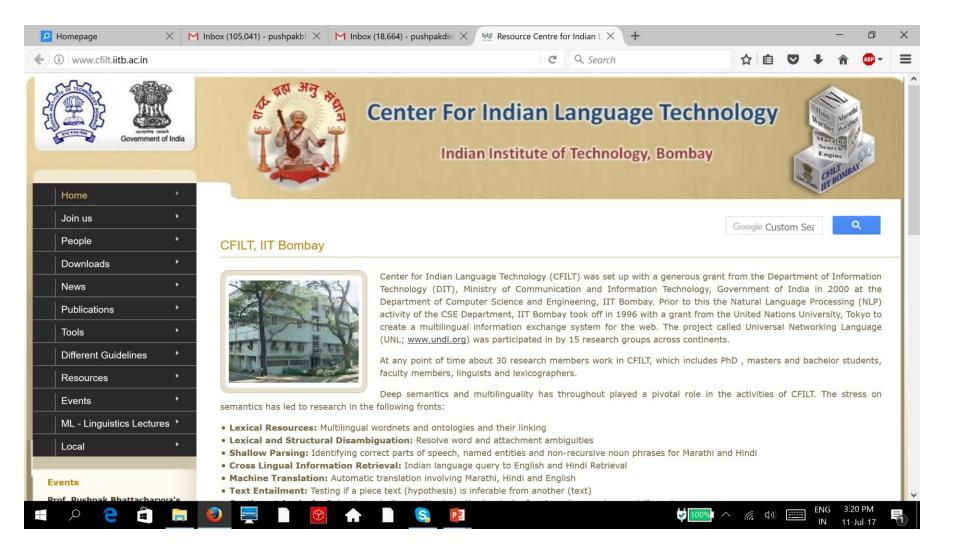
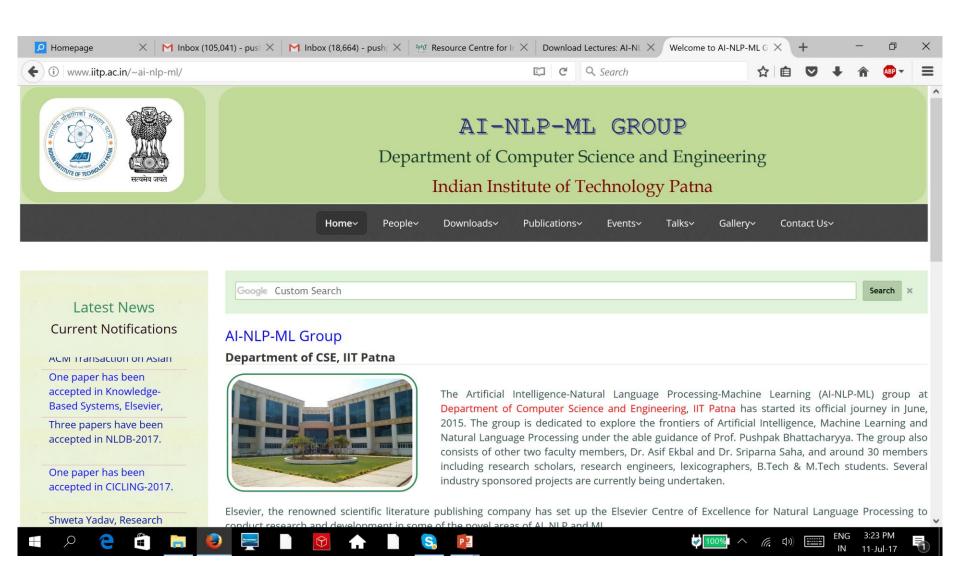
Frontiers in Sentiment Analysis

Pushpak Bhattacharyya
CSE Dept.,
IIT Patna and Bombay

Talk at IBM Research-IISc Workshop, Bangalore 7 Mar, 2018

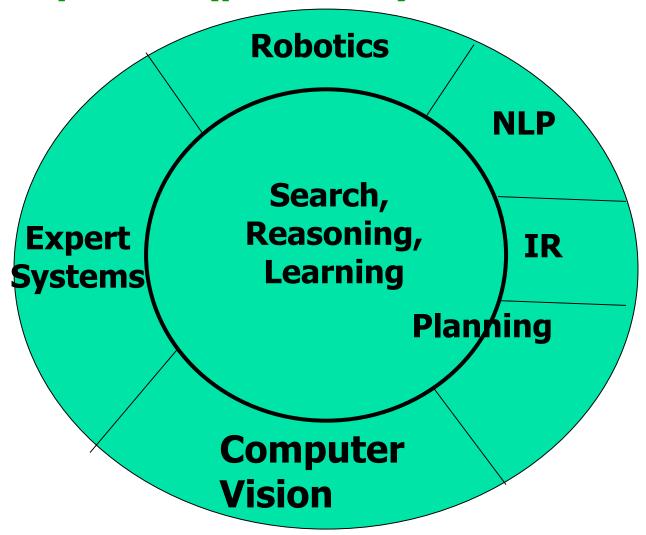
Acknowledgment: studens *Aditya, Raksha, Abhijit, Kevin, Lakshya, Arpan, Vabhav, Prerana, Vinita, Shad* and many, many others



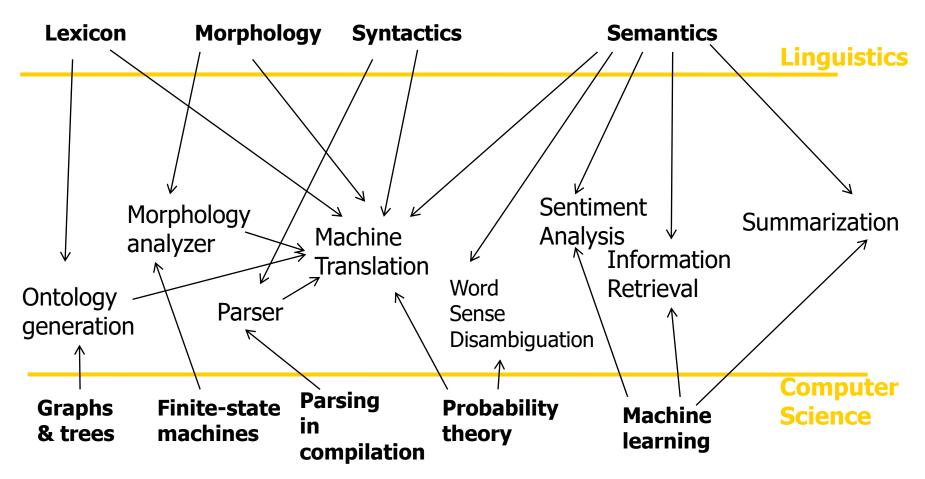


Nature of CL/NLP

AI Perspective (post-web)



NLP: At the confluence of linguistics & computer science



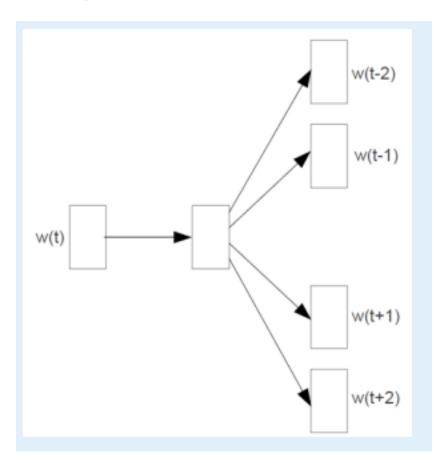
Linguistics is the Eye, Computation is the Body

"Linguistics is the eye": Harris Distributional Hypothesis

 Words with similar distributional properties have similar meanings. (Harris 1970)

 Model differences in meaning rather than the proper meaning itself

"Computation is the body": Skip gram- predict context from word



CBOW:

Just reverse the Input-Ouput

Dog – Cat - Lamp



{bark, police, thief, vigilance, faithful, friend, animal, milk, carnivore)



{mew, comfort, mice, furry, guttural, purr, carnivore, milk}



{candle, light, flash, stand, shade, Halogen}

Test of representation

Similarity

- 'Dog' more similar to 'Cat' than 'Lamp', because
- Input- vector('dog'), output- vectors of associated words
- More similar to output from vector('cat') than from vector('lamp')

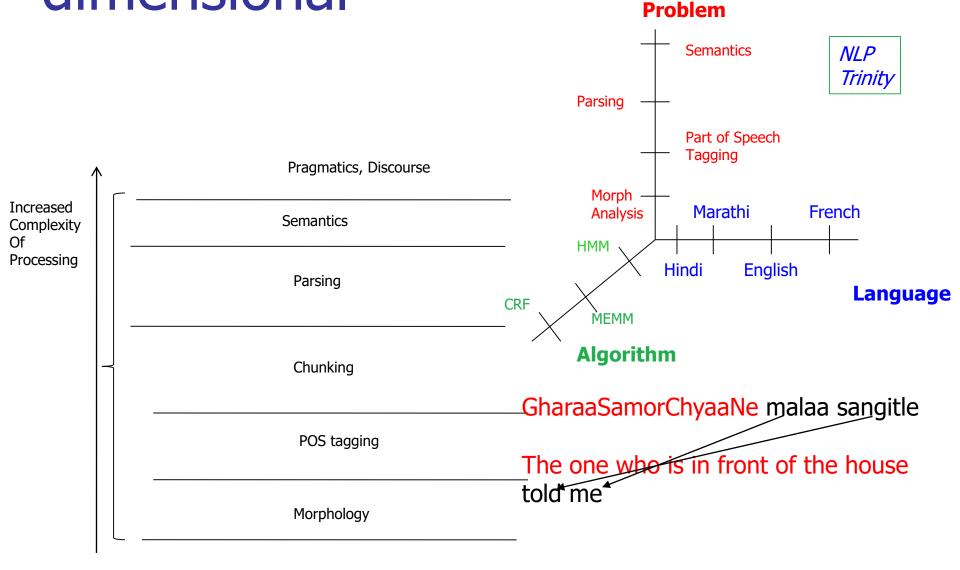
"Linguistics is the eye, Computation is the body"

The encode-decoder deep learning network is nothing but

the *implementation* of

Harris's Distributional Hypothesis

NLP: multilayered, Multidimensional



Need for NLP

- Humongous amount of language data in electronic form
- Unstructured data (like free flowing text) will grow to 40 zetabytes (1 zettabyte= 10²¹ bytes) by 2020.
- How to make sense of this huge data?
- Example-1: e-commerce companies need to know sentiment of online users, sifting through 1 lakh eopinions per week: needs NLP
- Example-2: **Translation** industry to grow to \$37 billion business by 2020

Machine Learning

 Automatically learning rules and concepts from data



Learning the concept of table.

What is "tableness"

Rule: a flat surface with 4 legs (approx.: to be refined gradually)

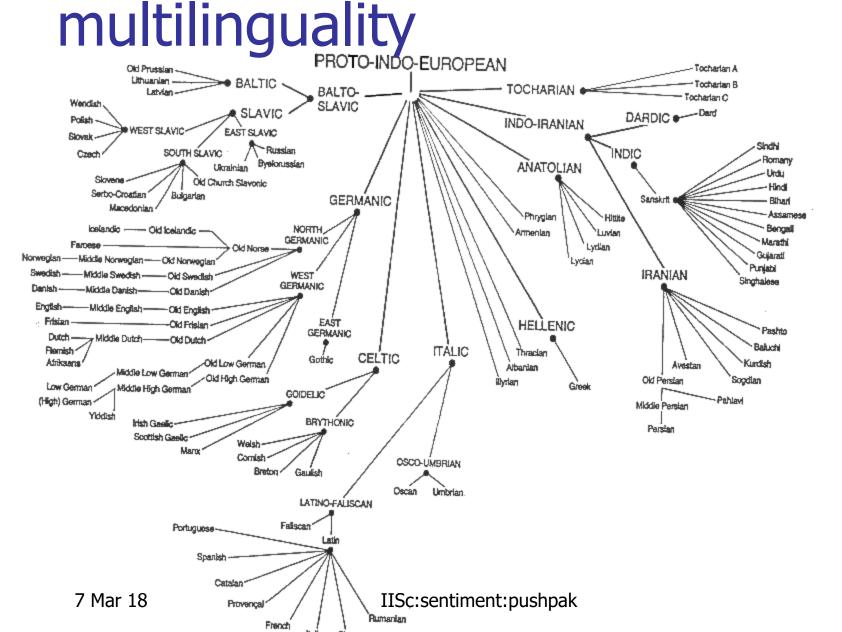
NLP-ML marriage



NLP= Ambiguity Processing

- Lexical Ambiguity
 - Present (Noun/Verb/Adjective; time/gift)
- Structural Ambiguity
 - 1 and 2 bed room flats live in ready
- Semantic Ambiguity
 - Flying planes can be dangerous
- Pragmatic Ambiguity
 - I love being ignored (after a party, while taking leave of the host)

Another challenge of NLP:



Rules: when and when not

 When the phenomenon is understood AND expressed, rules are the way to go

"Do not learn when you know!!"

- When the phenomenon "seems arbitrary" at the current state of knowledge, DATA is the only handle!
 - Why do we say "Many Thanks" and not "Several Thanks"!
 - Impossible to give a rule

Impact of probability: Language modeling

Probabilities computed in the context of corpora

- 1.P("The sun rises in the east")
- 2. P("The sun rise in the east")
 - Less probable because of grammatical mistake.
- 3. P(The svn rises in the east)
 - Less probable because of lexical mistake.
- 4. P(The sun rises in the west)
 - Less probable because of semantic mistake.

Probability Computation (quadrigram)

- P("sun rises in the east") = P(sun). P(rises | sun). P(in | sun, rises). P(the | sun, rises, in). P(east | rises, in, the)
- P("sun rises in the east")= P(sun). P(rises | sun). P(in | sun, rises). P(the | sun, rises, in).P(east | rises, in, the)
- #(rises, in, the, east) >> #(rises, in, the, east) in the corpora
 7 Mar 18
 IISc:sentiment:pushpak

Power of Data- Automatic image labeling (Oriol Vinyals, Alexander Toshev, Samy Bengio, and Dumitru Erhan, 2014)



Automatically captioned: "Two pizzas sitting on top of a stove top oven"

Automatic image labeling (cntd)

Describes without errors



A person riding a motorcycle on a dirt road.



A group of young people playing a game of frisbee.



A herd of elephants walking across a dry grass field.

Describes with minor errors



Two dogs play in the grass.



Two hockey players are fighting over the puck.



A close up of a cat laying on a couch.

Somewhat related to the image



A skateboarder does a trick on a ramp.



A little girl in a pink hat is blowing bubbles.



A red motorcycle parked on the side of the road.

Unrelated to the image



A dog is jumping to catch a frisbee.



A refrigerator filled with lots of food and drinks.



A yellow school bus parked in a parking lot.

Shallow Understanding

Describes without errors



A person riding a motorcycle on a dirt road.

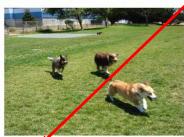


A group of young people playing a game of frisbee.



A herd of elephants walking across a dry grass field.

Describes with minor errors



Two dogs play in the grass.



Two hockey players are fighting over the puck.



A close up of a cat laying on a couch.

Somewhat related to the image



A stateboarder does a trick on a ramp.



A little girl in a pink hat is blowing bubbles.



A red motorcycle parked on the side of the road.

Unrelated to the image



A dog is jumping to catch a frisbee.



A refrigerator filled with lots of food and drinks.



A yellow school bus parked in a parking lot.

Main methodology

Object A: extract parts and features

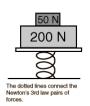
 Object B which is in correspondence with A: extract parts and features

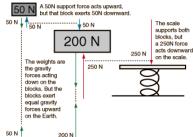
- LEARN mappings of these features and parts
- Use in NEW situations: called DECODING

New age NLP-ML-AI

Deep Understanding =
 Shallow Understanding +
 Big Data

Grind methodology: Show umpteen number of problems

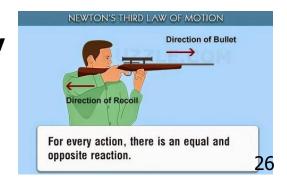




Newton's 3rd law



Subject to solving huge number of problems!!



Pattern driven learning

Memorise the patterns

MCQ

Match pattern

Eliminate choices

Select from a few

Classification vs. Learning Distribution

- "I love being ignored" (after a party to the host)
 - Sarcastic- Yes, non-sarcastic- No
 - HARDMAX
- S- "This movie is great for putting you to sleep"
 - P("sarcastic"|S)- 0.9; P("non-sarcastic"|S)-0.1
 - SOFTMAX

Example of new age NLP: MT

 Data playing a key role in machine translation

Unexpected developments!

- For example, machine translation
 - Who could imagine that a machine with LEARN to translate from parallel corpora?

Word alignment is the crux of the matter

English

(1) three rabbits

a

(2) rabbits of Grenobleb c d

French

(1) trois lapins

 \mathbf{W}

(2) lapins de Grenoble

X

y

Z

Initial Probabilities: each cell denotes $t(a \leftarrow \rightarrow w)$, $t(a \leftarrow \rightarrow x)$ etc.

	а	b	С	d
W	1/4	1/4	1/4	1/4
X	1/4	1/4	1/4	1/4
У	1/4	1/4	1/4	1/4
Z	1/4	1/4	1/4	1/4

"counts"

								_
a b	а	b	С	d	bcd	а	b	
←→					←→			
W X					x y z			
W	1/2	1/2	0	0	W	0	0	
Х	1/2	1/2	0	0	Х	0	1/3	
у	0	0	0	0	У	0	1/3	
Z	0	0	0	0	Z	0	1/3	

d

0

1/3

1/3

1/3

C

0

1/3

1/3

1/3

Revised probabilities table

	а	b	С	d
W	1/2	1/4	0	0
X	1/2	5/12	1/3	1/3
У	0	1/6	1/3	1/3
Z	0	1/6	1/3	1/3

"revised counts"

a b	а	b	С	d
<i>←→</i>				
W X				
W	1/2	3/8	0	0
Х	1/2	5/8	0	0
У	0	0	0	0
Z	0	0	0	0

bcd	а	b	С	d
<i>←→</i>				
xyz				
W	0	0	0	0
х	0	5/9	1/3	1/3
У	0	2/9	1/3	1/3
Z	0	2/9	1/3	1/3

Re-Revised probabilities table

	а	b	С	d
W	1/2	3/16	0	0
X	1/2	85/144	1/3	1/3
У	0	1/9	1/3	1/3
Z	0	1/9	1/3	1/3

Continue until convergence; notice that (b,x) binding gets progressively stronger; b=rabbits, x=lapins

Sentiment Analysis

Definition (Liu 2010)

(Liu, 2010) defines a sentiment or opinion as a quintuple-

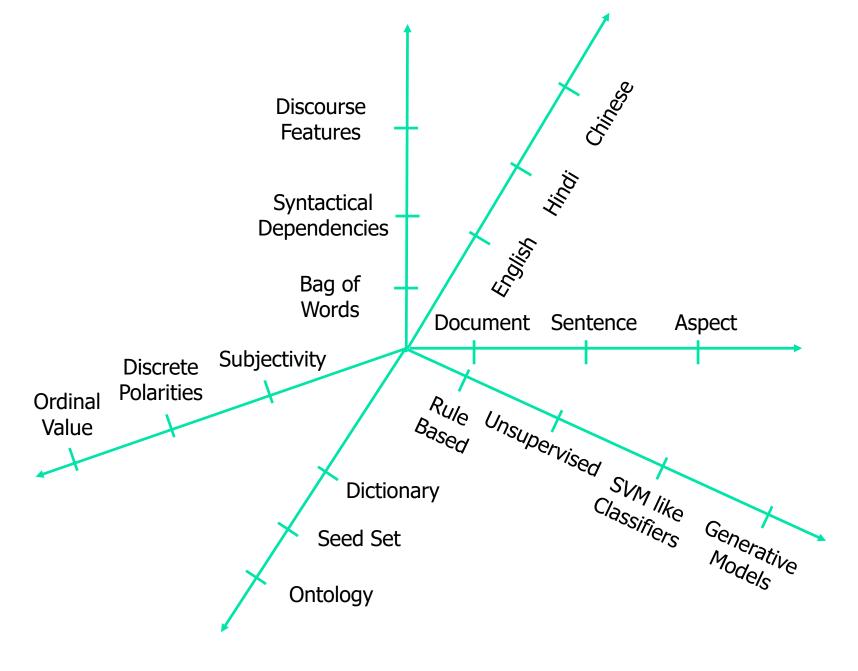
```
<\mathbf{o}_{i},f_{jk},so_{ijkl},h_{i},t_{l}>,
where
o<sub>i</sub> is a target object,
f_{ik} is a feature of the object o_i
so<sub>iikl</sub> is the sentiment value of the opinion
of the opinion holder h<sub>i</sub>
on feature f_{ik}
of object o<sub>i</sub>
at time t<sub>1</sub>
```

Example

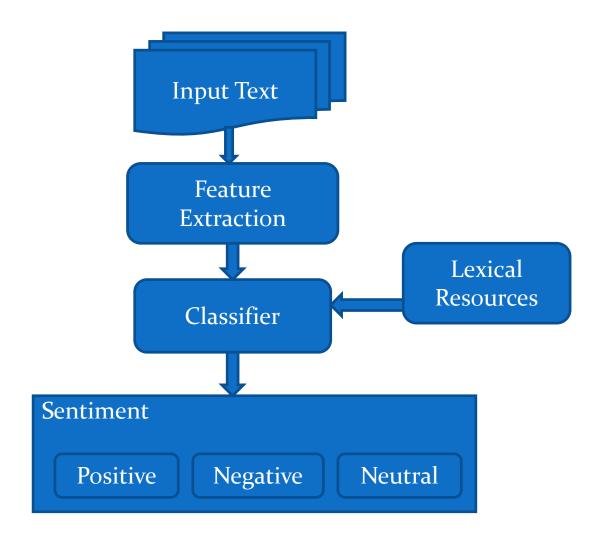
"I love the songs in the movie, though only the cast was liked by my brother who said the director was of the opinion that the story line which is from a novel by Shakespeare will be lapped up by the public"

Example (cntd.)

- Entity: movie
- Aspects: songs, cast, story line
- Opinion holder: *I, brother, director, public* (not *Shakespeare!!*)
- Time: present (I), past (brother), present (director), future (public)
- Opinioner-sentiment-aspect: I-love-song, brother-like-cast, director-like-story_line (indirectly), public-lap_up-story_line



Block diagram



Challenges

`I suggest you wear your perfume with windows and doors shut! #sarcasm'

`... falls 284 runs short of what would have been a fourth first-class triplecentury'. Implicit knowldege

Sarcasm

The movie may have the nicest actors, a talented music director of worldwide acclaim and the most expensive set one has ever seen but it fails to impress'.

Thwarting

www.cricinfo.co

keeps you on the edge of your seat'

`Tim Tam. \m/'

7 Mar 18

IISc:sentiment:pushpak

Nature of text

`He is a deadly football player'

You may have deadly snakes at the camp site at night'

Balamurali et al [2011

Domain specificity

Representative figures for SA Accuracy

Features	# of	Frequency	NB	ME	SVM
	features	or			
		Presence?			
Unigrams	16165	Freq.	78.7	N/A	72.8
Unigrams	16165	Pres.	81.0	80.4	82.9
Unigrams+bigrams	32330	Pres.	80.6	80.8	82.7
Bigrams	16165	Pres.	77.3	77.4	77.1
Unigrams+POS	16695	Pres.	81.5	80.4	81.9
Adjectives	2633	Pres.	77.0	77.7	75.1
Top 2633 unigrams	2633	Pres.	80.3	81.0	81.4
Unigrams+position	22430	Pres.	81.0	80.1	81.6

Sarcasm

Etymology

■ Greek: 'sarkasmós': 'to tear flesh with teeth'

■ Sanskrit: 'vakrokti': 'a twisted (vakra) utterance (ukti)'

Definition- Foundation is *Irony*

Mean opposite of what is on surface

"A form of irony that is intended to express contempt or ridicule."

The Free Dictionary

"Verbal irony that expresses negative and critical attitudes toward persons or events."

(Kreuz and Glucksberg, 1989)

"The use of irony to mock or convey contempt."

Oxford Dictionary

"Irony that is especially bitter and caustic"

(Gibbs, 1994)

Allied concept: **Humble Bragging**- "Oh my life is miserable, have to sign 500 autographs a day!!

Types of Sarcasm

Sarcasm (Camp, 2012)							
Propositional	Embedded	Like-prefixed	Illocutionary				
A proposition that is intended to be sarcastic. 'This looks like a perfect plan!'	Sarcasm is embedded in the meaning of words being used. 'I love being ignored'	'Like/As if' are common prefixes to ask rhetorical questions.	Non-speech acts (body language, gestures) contributing to the sarcasm				
	-191101 Cu		shoulders) Very helpful indeed!'				

Impact on Sentiment Analysis (SA) (1/2)

Two SA systems:

MeaningCloud: https://www.meaningcloud.com/

NLTK (Bird, 2006)

Two datasets:

Sarcastic tweets by Riloff et al (2013)

Sarcastic utterances from our dataset of TV transcripts (Joshi et al 2016b)

Impact on Sentiment Analysis (2/2)

	Precision (Sarc)	Precision (Non-sarc)
Conv	ersation Trans	cripts
MeaningCloud ¹	20.14	49.41
NLTK (Bird, 2006)	38.86	81
	Tweets	
MeaningCloud ¹	17.58	50.13
NLTK (Bird, 2006)	35.17	69

¹ www.meaningcloud.com

Clues for Sarcasm

- Use of laughter expression
 - haha, you are very smart xD
 - Your intelligence astounds me. LOL
- Heavy Punctuation
 - Protein shake for dinner!! Great!!!
- Use of emoticons
 - i LOVE it when people tweet yet ignore my text X-(
- Interjections
 - 3:00 am work YAY. YAY.
- Capital Letters
 - SUPER EXCITED TO WEAR MY UNIFORM TO SCHOOL TOMORROW!!:D lol.

Incongruity: at the heart of things!

- I love being ignored
- 3:00 am work YAY, YAY.
- Up all night coughing. yeah me!
- No power, Yes! Yes! Thank you storm!
- This phone has an awesome battery back-up of 2 hour (Sarcastic)

Two kinds of incongruity

Explicit incongruity

- Overtly expressed through sentiment words of both polarities
- Contribute to almost 11% of sarcasm instances

'I <u>love</u> being <u>ignored</u>'

Implicit incongruity

Covertly expressed through phrases of implied sentiment

'I <u>love</u> this paper so much that I <u>made a doggy bag</u> <u>out of</u> it'

Sarcasm Detection Using Semantic incongruity

Aditya Joshi, Vaibhav Tripathi, Kevin Patel, Pushpak Bhattacharyya and Mark Carman, <u>Are Word Embedding-based Features Useful for Sarcasm Detection?</u>, **EMNLP 2016**, Austin, Texas, USA, November 1-5, 2016.

Also covered in: How Vector Space Mathematics Helps Machines Spot Sarcasm, MIT Technology Review, 13th October, 2016.

www.cfilt.iitb.ac.in/sarcasmsuite/

Feature Set

	Lexical				
Unigrams	Unigrams in the training corpus				
Pragmatic					
Capitalization	Numeric feature indicating presence of capital letters				
Emoticons & laughter ex-	Numeric feature indicating presence of emoticons and 'lol's				
pressions					
Punctuation marks	Numeric feature indicating presence of punctuation marks				
Implicit Incongruity (Based on Riloff et al					
Implicit Sentiment	Boolean feature indicating phrases extracted from the implicit phrase				
Phrases	extraction step				
	Explicit Incongruity (Based on Ramteke et al				
#Explicit incongruity	Number of times a word is followed by a word of opposite polarity				
Largest positive /negative	Length of largest series of words with polarity unchanged				
subsequence					
#Positive words	Number of positive words				
#Negative words	Number of negative words				
Lexical Polarity	Polarity of a tweet based on words present				

Datasets

Name	Text-form	Method of labeling	Statistics
Tweet-A	Tweets	Using sarcasm- based hashtags as labels	5208 total, 4170 sarcastic
Tweet-B	Tweets	Manually labeled (Given by Riloff et al(2013))	2278 total, 506 sarcastic
Discussion-A	Discussion forum posts (IAC Corpus)	Manually labeled (Given by Walker et al (2012))	1502 total, 752 sarcastic

Results

Features	P	R	F		
Original Algorithm by Riloff et al. (2013)					
Ordered	0.774	0.098	0.173		
Unordered	0.799	0.337	0.474		
Ou	r system				
Lexical (Baseline)	0.820	0.867	0.842		
Lexical+Implicit	0.822	0.887	0.853		
Lexical+Explicit	0.807	0.985	0.8871		
All features	0.814	0.976	0.8876		

Approach	P	R	F
Riloff et al. (2013)	0.62	0.44	0.51
(best reported)			
Maynard and Green-	0.46	0.38	0.41
wood (2014)			
Our system (all fea-	0.77	0.51	0.61
tures)			

Tweet-B

Tweet-A

Features	P	R	F
Lexical (Baseline)	0.645	0.508	0.568
Lexical+Explicit	0.698	0.391	0.488
Lexical+Implicit	0.513	0.762	0.581
All features	0.489	0.924	0.640

Discussion-A

Incongruity and embeddings

Capturing Incongruity Using Word Vectors

Use Similarity of word embeddings

"A man needs a woman like a fish needs bicycle."

Word2Vec similarity(man,woman) = 0.766 Word2Vec similarity(fish, bicycle) = 0.131

Word embedding-based features

Unweighted similarity features (S):

Maximum score of most similar word pair Minimum score of most similar word pair Maximum score of most dissimilar word pair Minimum score of most dissimilar word pair

Distance-weighted similarity features (WS):

4 S features weighted by linear distance between the two words

Both (S+WS): 8 features

Experiment Setup

- Dataset: 3629 Book snippets (759 sarcastic) downloaded from GoodReads website
- Labelled by users with tags
- Five-fold cross-validation
- Classifier: SVM-Perf optimised for F-score
- Configurations:
 - Four prior works (augmented with our sets of features)
 - Four implementations of word embeddings (Word2Vec, LSA, GloVe, Dependency weightsbased)

Results (1/2)

Features	P	R	F
	Baseline	e	
Unigrams	67.2	78.8	72.53
S	64.6	75.2	69.49
WS	67.6	51.2	58.26
Both	67	52.8	59.05

_		LSA			GloVe		Depe	ndency	Weights	'	Word2V	/ec
	P	R	F	P	R	F	P	R	F	P	R	F
L	73	79	75.8	73	79	75.8	73	79	75.8	73	79	75.8
+S	81.8	78.2	79.95	81.8	79.2	80.47	81.8	78.8	80.27	80.4	80	80.2
+WS	76.2	79.8	77.9	76.2	79.6	77.86	81.4	80.8	81.09	80.8	78.6	79.68
+S+WS	77.6	79.8	78.68	74	79.4	76.60	82	80.4	81.19	81.6	78.2	79.86
G	84.8	73.8	78.91	84.8	73.8	78.91	84.8	73.8	78.91	84.8	73.8	78.91
+S	84.2	74.4	79	84	72.6	77.8	84.4	72	77.7	84	72.8	78
+WS	84.4	73.6	78.63	84	75.2	79.35	84.4	72.6	78.05	83.8	70.2	76.4
+S+WS	84.2	73.6	78.54	84	74	78.68	84.2	72.2	77.73	84	72.8	78
В	81.6	72.2	76.61	81.6	72.2	76.61	81.6	72.2	76.61	81.6	72.2	76.61
+S	78.2	75.6	76.87	80.4	76.2	78.24	81.2	74.6	77.76	81.4	72.6	76.74
+WS	75.8	77.2	76.49	76.6	77	76.79	76.2	76.4	76.29	81.6	73.4	77.28
+S+WS	74.8	77.4	76.07	76.2	78.2	77.18	75.6	78.8	77.16	81	75.4	78.09
J	85.2	74.4	79.43	85.2	74.4	79.43	85.2	74.4	79.43	85.2	74.4	79.43
+S	84.8	73.8	78.91	85.6	74.8	79.83	85.4	74.4	79.52	85.4	74.6	79.63
+WS	85.6	75.2	80.06	85.4	72.6	78.48	85.4	73.4	78.94	85.6	73.4	79.03
+S+WS	84.8	73.6	78.8	85.8	75.4	80.26	85.6	74.4	79.6	85.2	73.2	78.74

Table 3: Performance obtained on augmenting word embedding features to features from four prior works, for four word embeddings; L: Liebrecht et al. (2013), G: González-Ibánez et al. (2011a), B: Buschmeier et al. (2014), J: Joshi et al. (2015)

Results (2/2)

	Word2Vec	LSA	GloVe	Dep. Wt.
+S	0.835	0.86	0.918	0.978
+WS	1.411	0.255	0.192	1.372
+S+WS	1.182	0.24	0.845	0.795

Table 4: Average gain in F-Scores obtained by using intersection of the four word embeddings, for three word embedding feature-types, augmented to four prior works; Dep. Wt. indicates vectors learned from dependency-based weights

Word Embedding	Average F-score Gain
LSA	0.452
Glove	0.651
Dependency	1.048
Word2Vec	1.143

Table 5: Average gain in F-scores for the four types of word embeddings; These values are computed for a subset of these embeddings consisting of words common to all four

Numerical Sarcasm

Illustrates *need* for Rule Based → Classical ML → Deep Learning

About 17% of sarcastic tweets have origin in number

- 1- This phone has an awesome battery backup of 38 hours (Non-sarcastic)
- 2- This phone has a terrible battery back-up of 2 hours (Non-sarcastic)
- 3- This phone has an awesome battery backup of 2 hour (Sarcastic)

Interesting question: why people use sarcasm?

 Dramatization, Forceful Articulation, lowering defence and then attack!

Numerical Sarcasm examples

- waiting 45 min for the subway in the freezingcold is so much fun.
- well 3 hrs of sleep this is awesome.
- gotta read 50 pages and do my math before tomorrow i'm so excited.
- -28 c with the windchill fantastic 2 weeks.
- woooo when you're up to 12:30 finishing you're english paper.

Numerical Sarcasm Dataset

Dataset-1	100000 (Sarcastic)	250000 (Non- Sarcastic)			
Dataset-2	8681 (Num Sarcastic)	8681 (Non- Sarcastic)			
Dataset-3	8681 (Num Sarcastic)	42107 (Non- Sarcastic)			
Test Data	1843 (Num Sarcastic)	8317 (Non- Sarcastic)			

- To create this dataset, we extract tweets from Twitter-API (https://dev.twitter.com).
- Hashtags of the tweets served as labels #sarcasm #sarcastic etc.
- Dataset-1 contains normal sarcastic + numeric sarcastic and non-sarcastic tweets.
- Rest all the other dataset contains numeric sarcastic and non-sarcastic tweets only.

Example

"This phone has an awesome battery back-up of 2 hours",

```
(S
  This/DT
  (NP (NBAR phone/NN))
  has/VBZ
  an/DT
  (NP (NBAR awesome/JJ battery/NN backup/NN))
  of/IN
  2/CD
  (NP (NBAR hours/NNS)))
```

Example (cntd.)

Noun Phrases:

```
[ 'phone', 'awesome', 'battery', 'backup', 'hours' ]
```

Addition to sarcastic repository:

```
(Tweet No., ['phone', 'awesome', 'battery', 'backup', 'hours'], 2, 'hours')
```

Rule-based System (NP-Exact Matching) (Cont'd)

- Test Tweet: 'I love writing this paper at 9 am'
- Matched Sarcastic Tweet: 'I love writing this paper daily at 3 am'
- 9 **NOT** close to 3

test tweet is non-sarcastic

Example (sarcastic case)

 Test Tweet: 'I am so productive when my room is 81 degrees'

 Matched Non-sarcastic Tweet: 'I am very much productive in my room as it has 21 degrees'

Absolute difference between 81 and 21 is high
 Hence test tweet is Sarcastic

Comparison of results (1: sarcastic,

0: non-sarcastic)

Approaches	Precision			Recall			F-score			
	P(1)	P(0)	P(avg)	R(1)	R(0)	R(avg)	F (1)	F(0)	F(avg)	
Past Approaches										
Buschmeier et.al.	0.19	0.98	0.84	0.99	0.07	0.24	0.32	0.13	0.16	
Liebrecht et.al.	0.19	1.00	0.85	1.00	0.07	0.24	0.32	0.13	0.17	
Gonzalez et.al.	0.19	0.96	0.83	0.99	0.06	0.23	0.32	0.12	0.15	
Joshi et.al.	0.20	1.00	0.86	1.00	0.13	0.29	0.33	0.23	0.25	
Rule-Based Approaches										
Approach-1	0.53	0.87	0.81	0.39	0.92	0.83	0.45	0.90	0.82	
Approach-2	0.44	0.85	0.78	0.28	0.92	0.81	0.34	0.89	0.79	

Machine Learning based approach: classifiers and features

- SVM, KNN and Random Forest classifiers
- Sentiment-based features
 - Number of
 - positive words
 - negative words
 - highly emotional positive words,
 - highly emotional negative words.
- Positive/Negative word is said to be highly emotional if it's POS tag is one amongst: 'JJ', 'JJR', 'JJS', 'RB', 'RBR', 'RBS', 'VB', 'VBD', 'VBG', 'VBN', 'VBP', 'VBZ'.

Emotion Features

- Positive emoticon
- Negative emoticon
- Boolean feature that will be one if both positive and negative words are present in the tweet.
- Boolean feature that will be one when either positive word and negative emoji is present or vice versa.

Punctuation features

- number of exclamation marks.
- number of dots
- number of question mark.
- number of capital letter words.
- number of single quotations.
- Number in the tweet: This feature is simply the number present in the tweet.
- Number unit in the tweet: This feature is a one hot representation of the type of unit present in the tweet.
 Example of number unit can be hour, minute, etc.

Comparison of results (1: sarcastic,

0: non-sarcastic)

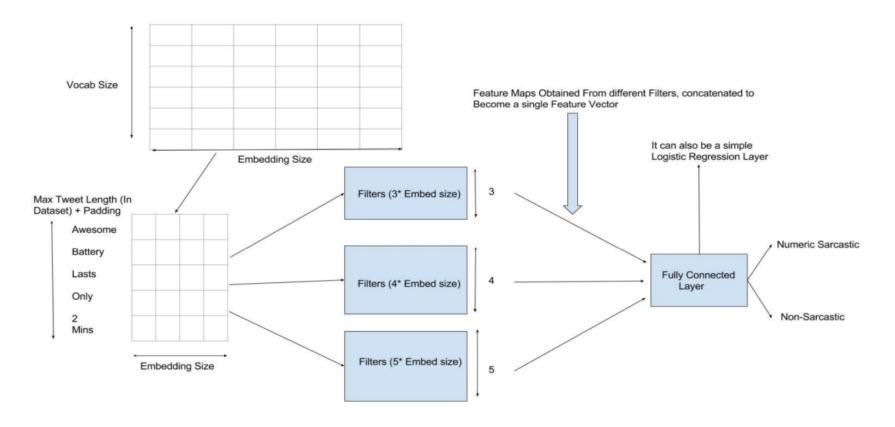
Annuaghas		Precision	l		Recall			F-score	
Approaches	P(1)	P(0)	P(avg)	R(1)	R(0)	R(avg)	F (1)	F(0)	F(avg)
			P	ast Approac	ches	_			
Buschmeier et.al.	0.19	0.98	0.84	0.99	0.07	0.24	0.32	0.13	0.16
Liebrecht et.al.	0.19	1.00	0.85	1.00	0.07	0.24	0.32	0.13	0.17
Gonzalez et.al.	0.19	0.96	0.83	0.99	0.06	0.23	0.32	0.12	0.15
Joshi et.al.	0.20	1.00	0.86	1.00	0.13	0.29	0.33	0.23	0.25
			Rule	-Based App	roaches	_			
Approach-1	0.53	0.87	0.81	0.39	0.92	0.83	0.45	0.90	0.82
Approach-2	0.44	0.85	0.78	0.28	0.92	0.81	0.34	0.89	0.79
	•		Machine-Le	earning Base	ed Approach	ies	•		
SVM	0.50	0.95	0.87	0.80	0.82	0.82	0.61	0.88	0.83
KNN	0.36	0.94	0.84	0.81	0.68	0.70	0.50	0.79	0.74
Random Forest	0.47	0.93	0.85	0.74	0.81	0.80	0.57	0.87	0.82

Deep Learning based

Very little feature engg!!

- EmbeddingSize of 128
- Maximum tweet length 36 words
- Padding used
- Filters of size 3, 4, 5 used to extarct features

Deep Learning based approach: CNN-FF Model



Comparison of results (1: sarcastic,

0: non-sarcastic)

Annroaches		Precision	1		Recall			F-score	
Approaches	P(1)	P(0)	P(avg)	R(1)	R(0)	R(avg)	F (1)	F(0)	F(avg)
			P	ast Approac	ches				
Buschmeier et.al.	0.19	0.98	0.84	0.99	0.07	0.24	0.32	0.13	0.16
Liebrecht et.al.	0.19	1.00	0.85	1.00	0.07	0.24	0.32	0.13	0.17
Gonzalez et.al.	0.19	0.96	0.83	0.99	0.06	0.23	0.32	0.12	0.15
Joshi et.al.	0.20	1.00	0.86	1.00	0.13	0.29	0.33	0.23	0.25
	•		Rule	-Based App	roaches				
Approach-1	0.53	0.87	0.81	0.39	0.92	0.83	0.45	0.90	0.82
Approach-2	0.44	0.85	0.78	0.28	0.92	0.81	0.34	0.89	0.79
			Machine-Le	earning Base	ed Approach	ies			
SVM	0.50	0.95	0.87	0.80	0.82	0.82	0.61	0.88	0.83
KNN	0.36	0.94	0.84	0.81	0.68	0.70	0.50	0.79	0.74
Random Forest	0.47	0.93	0.85	0.74	0.81	0.80	0.57	0.87	0.82
	•		Deep-Lea	rning Based	Approaches	S			
CNN-FF	0.88	0.94	0.93	0.71	0.98	0.93	0.79	0.96	0.93
CNN-LSTM-FF	0.82	0.94	0.92	0.72	0.96	0.92	0.77	0.95	0.92
LSTM-FF	0.76	0.93	0.90	0.68	0.95	0.90	0.72	0.94	0.90

Insight

- Ad hocism in the decision
 - for sarcasic/non-sarcastic (9 close to 3, 81 not close to 21 etc.)
- We rely on the data to give us the decision threshold.
- SVM, KNN etc.- human intervention is in the form of features.
- Even this level of human intervention is removed by resorting to Deep Learning (accuracy goes to ~90%).

Message

 Rule based systems are great for intuition building and explainability.

 However, some human decisions seem ad hoc. So relegate that decision to come from data.

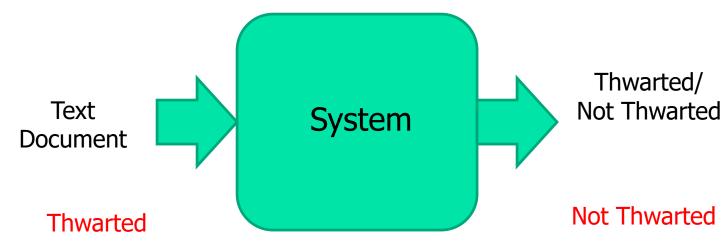
 In the final step resort to DL to have even feature engineering from data.

Thwarting

Ankit Ramteke, Akshat Malu, Pushpak Bhattacharyya and Saketha Nath, <u>Detecting Turnarounds in</u>
<u>Sentiment Analysis: Thwarting</u>, **ACL 2013**, Sofia, Bulgaria, 4-9 August, 2013

Problem definition

To detect Thwarting in text



The actors performed well. The music was enthralling. The direction was good. But, I still did not like the movie.

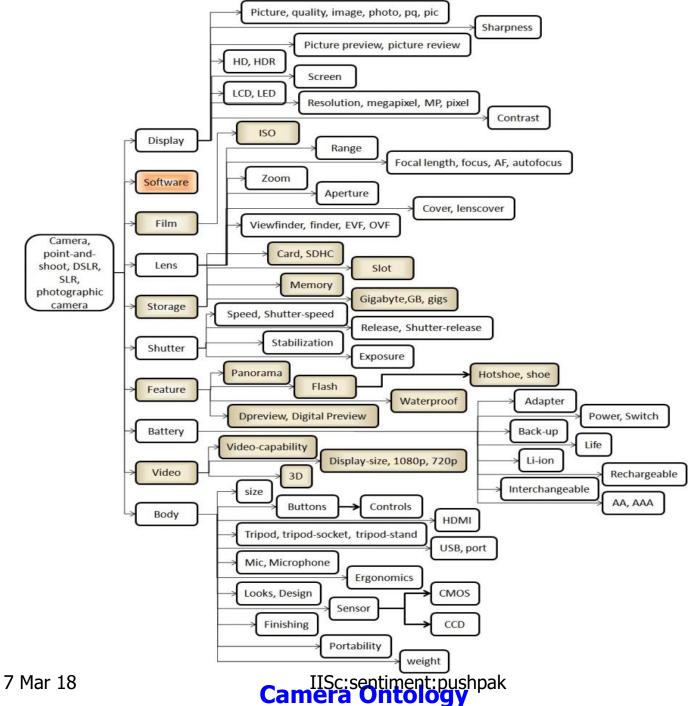
This camera has everything that you need. A Superb lens, an amazing picture quality and a long battery life. I love it.

Definition of thwarting

- Thwarting: Minority of a document's content determines its polarity.
- Thwarting is a rare phenomenon and thus faces data skew
- Approaches to handling data skew in other tasks
 - Tao *et al.* (2006)
 - Hido et al. (2008)
 - Provost *et al.* (1999)
 - Viola et al. (2001)

Domain Ontology

- Need for a weighting of entities related to a domain
- Domain Ontology: Aspects (entity parts) arranged in the form of a hierarchy
- An ontology naturally gives such weighting
 - Each level has a weight



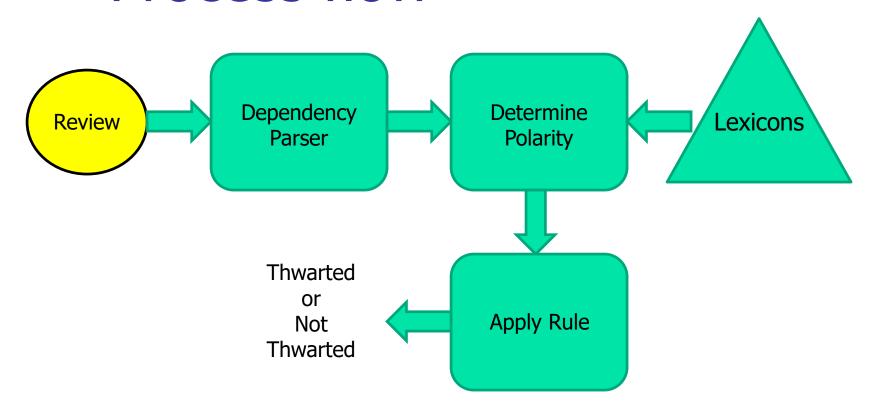
Basic idea

From the perspective of the domain ontology, the sentiment towards the overall product or towards some critical feature mentioned near the root of the ontology should be opposite to the sentiment towards features near the leaves.

An Example

"I love the sleek design.
The lens is impressive. The pictures look good but, somehow this camera disappoints me. I do not recommend it."

Process flow

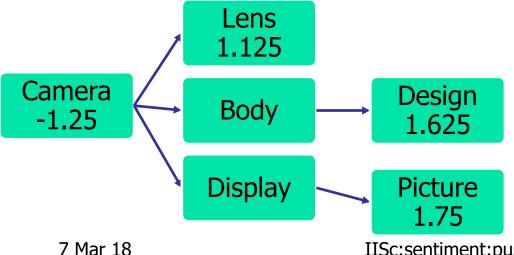


Dependency, weighting, decision

dobj(love-2, design-5) nsubj(impressive-4, lens-2) nsubj(look-3, pictures-2) acomp(look-3, good-4) nsubj(disappoints-10, camera-9)



Weights from:



Thwarted!!

AUC accuracy of the Rule based approach: **53%**

IISc:sentiment:pushpak

Need more principled approach to find weights

- Different Weight for nodes on the same level
 - Body and Video Capability
 - Individual tastes, not so critical
 - Lens or the Battery
 - More critical feature
- Learn Weights from corpus

ML Approach

Extract Weights

- Domain aspects: $A_1, A_2 \dots A_N$
- Weights: $W_1, W_2 \dots W_N$
- Overall polarity $P = \sum_i A_i * W_i$

• Minimize Hinge loss: $max(0,1 - P.W^T.A)$

Modify weights by percolation

- Percolate polarity of child to parent
 - Complete Percolation
 - polarity_{parent} = sum of polarities of children
 - Controlled Percolation

$$P_{camera} = p_{camera} + \frac{p_{lens}}{2} + \frac{p_{body}}{2} + \frac{p_{display}}{2} + \frac{p_{design}}{4} + \frac{p_{picture}}{4}$$

Representing Reviews

Extract a vector of values

$$V_1$$
 , V_2 ... V_M

from each review.

Each V_i represents a weighted aspect polarity value.

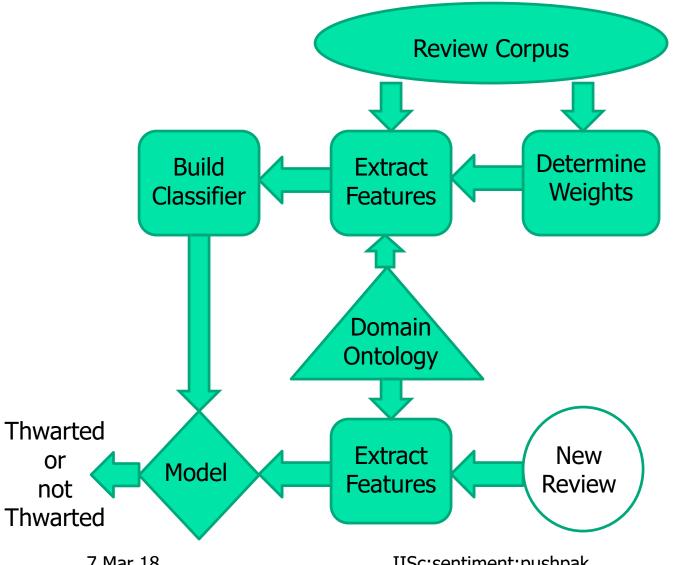
Features (1/2)

- Document polarity
- Number of flips of sign (i.e. from positive to negative and vice versa) normalized by the number of terms in the sequence
- The Maximum and the Minimum values in a sequence
- The length of the longest positive contiguous subsequence
- The length of the longest negative contiguous subsequence
- The mean of the values

Features (2/2)

- Total number of positive values in the sequence
- Total number of negative values in the sequence
- The first and the last value in the sequence
- The variance of the moving averages
- The difference in the averages of the longest positive and longest negative contiguous subsequences

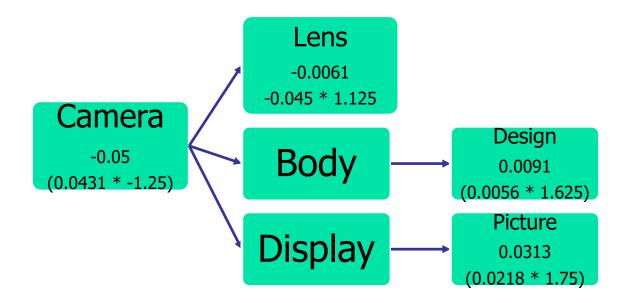
Process flow



Running example

"I love the sleek design.
The lens is impressive.
The pictures look good
but, somehow this
camera disappoints me. I
do not recommend it."

"Tree" from the example



Features in the example

Feature Feature	Value
Document Polarity	-1
Number of flips of sign	3
The Maximum value in a sequence	0.031325
The Minimum value in a sequence	-0.05
The length of the longest positive contiguous subsequence	1
The length of the longest negative contiguous subsequence	1
The mean of the values	0.003940625
Total number of positive values in the sequence	2
Total number of negative values in the sequence	2
The first value in the sequence	0.0091
The last value in the sequence	-0.05
The variance of the moving averages	0
The difference in the averages of LPCS and LNCS	0.081325

Experiments

- Setup:
 - Dataset by Malu (2012)
 - We crawled₁ an additional 1000 reviews out of which 24 reviews were Thwarted
 - Camera domain
 - 2198 reviews 60 thwarted
 - Ontology for domain specific features
 - Data is skewed so weighing of classes employed
- Inter annotator Agreement
- Classification experiments
 - 10 fold cross validation
- Ablation Test

Reviews crawled from www.epinions.com

Results: Inter annotator Agreement

- Cohen's kappa: 0.7317
- Agreement of 70% for the thwarted class
- Agreement of 98% for the nonthwarted
- Identifying thwarting is difficult even for humans

Results: Classification - 1

	Loss Type			
Percolation Type	Linear	Hinge		
No percolation	68.9	65.6		
Controlled	66.89	62.39		
Complete	67.65	63.43		

Table 5.2: Results for non negative weights with prior

	Loss Type		
Percolation Type	Linear	Hinge	
No percolation	69.01	67.42	
Controlled	65.09	62.16	
Complete	62.77	60.94	

Table 5.3: Results for non negative weights without prior

Results: Classification - 2

	Loss Type			
Percolation Type	Linear	Hinge		
No percolation	73.87	70.12		
Controlled	81.05	77.17		
Complete Table 5.4: Results	63.85 for unconstrained we	60.94 eights without prior		

	Loss Type		
Percolation Type	Linear	Hinge	
No percolation	73.99	70.56	
Controlled	78.47	72.03	
Complete	62.88	61.36	

Table 5.5: Results for unconstrained weights with prior

Results: Ablation Test

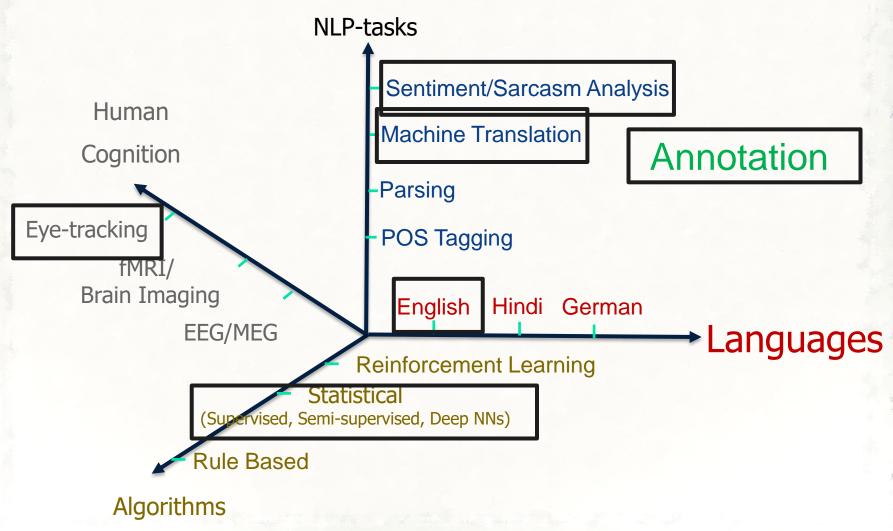
Feature Removed	Loss in AUC
Document Polarity	10.01%
Number of flips of sign	2.13%
The Maximum value in a sequence	1.24%
The Minimum value in a sequence	1.0%
The length of the longest positive contiguous subsequence	1.2%
The length of the longest negative contiguous subsequence	0.9%
The mean of the values	2.0%
Total number of positive values in the sequence	1.2%
Total number of negative values in the sequence	1.0%
The first value in the sequence	0.5%
The last value in the sequence	1.1%
The variance of the moving averages	5.0%
The difference in the averages of LPCS and LNCS	3.0%
7 Mar 18 IISc:sentiment:pushpak	

Observations and insights

- Ontology guides a rule based approach to thwarting detection, and also provides difference-making features for SVM based learning systems
- Percolating polarities is needed
- ML scores over the rule based system by 25%

Enter cognition

NLP-trinity



Eye-tracking Technology

Invasive and non-invasive eye-trackers





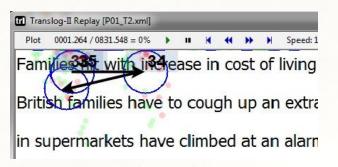
(image - sources: http://www.tobii.com/)

For linguistic studies non-invasive eye-trackers are used

- Data delivered by eye-trackers
 - Gaze co-ordinates of both eyes (binocular setting) or single eye (monocular setting)
 - Pupil size
- Derivable data
 - Fixations, Saccades, Scanpaths, Specific patterns like progression and regression.

Nature of Gaze Data

- Gaze Point: Position (co-ordinate) of gaze on the screen
- Fixations: A long stay of the gaze on a particular object on the screen
- Saccade: A very rapid movement of eye between the positions of rest.
 - Progressive Saccade / Forward Saccade / Progression
 - Regressive Saccade / Backward Saccade / Regression
- Scanpath: A path connecting a series of fixations.



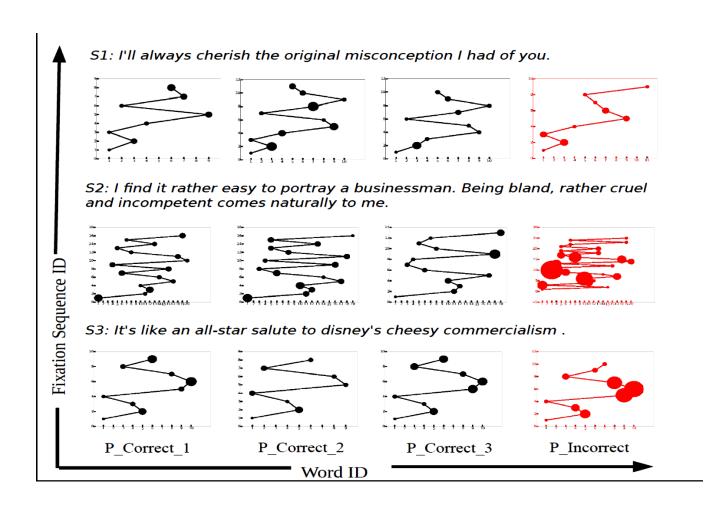
Eye-movement and Cognition

Eye-Mind Hypothesis (Just and Carpenter, 1980)

When a subject is views a word/object, he or she also processes it cognitively, for approximately the same amount of time he or she fixates on it.

- Considered useful in explaining theories associated with reading (Rayner and Duffy,1986; Irwin, 2004; von der Malsburg and Vasishth, 2011)
- Linear and uniform-speed gaze movement is observed over texts having simple concepts, and often non-linear movement with non-uniform speed over more complex concepts (Rayner, 1998)

Sarcasm Understandability – Scanpath Representation



Harnessing Cognitive Features for Sarcasm Detection (Mishra and Bhattacharyya, ACL 2016)

Features for Sarcasm: Augmented with cognitive

Textual

- (1) Unigrams (2) Punctuations
- (3) Implicit incongruity
- (4) Explicit Incongruity
- (5) Largest +ve/-ve subsequences
- (6) +ve/-ve word count
- (7) Lexical Polarity
- (8) Flesch Readability Ease,
- (9) Word count

Complex gaze

- (1) Edge density,
- (2) Highest weighted degree
- (3) Second Highest weighted degree (With different edge-weights)

Simple gaze

- (1) Average Fixation Duration,
- (2) Average Fixation Count,
- (3) Average Saccade Length,
- (4) Regression Count,
- (5) Number of words skipped,
- (6) Regressions from second half to first half,
- (7) Position of the word from which the largest regression starts

Experiment Setup

Dataset:

- 994 text snippets: 383 positive and 611 negative, 350 are sarcastic/ironic
- Mixture of Movie reviews, Tweets and sarcastic/ironic quotes
- Annotated by 7 human annotators
- Annotation accuracy: 70%-90% with Fleiss kappa IAA of 0.62

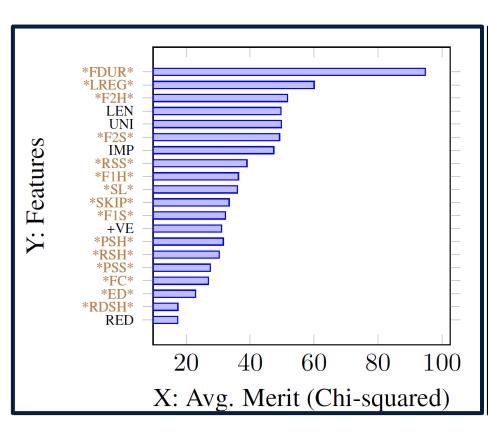
Classifiers:

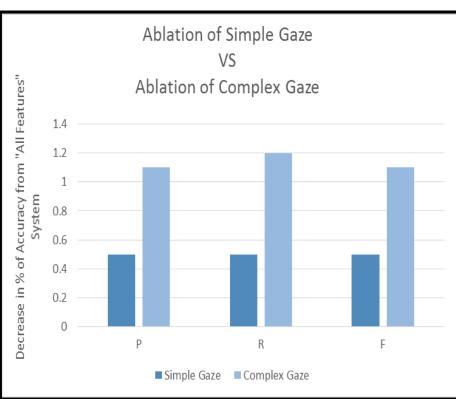
- Naïve Bayes, SVM, Multi Layered Perceptron
- Feature combinations:
 - Unigram Only
 - Gaze Only (Simple + Complex)
 - Textual Sarcasm Features (Joshi et., al, 2015) (Includes unigrams)
 - Gaze+ Sarcasm
- Compared with: Riloff, 2013 and Joshi, 2015

Results

Features	P(1)	P(-1)	P(avg)	R(1)	R(-1)	R(avg)	F(1)	F(-1)	F(avg)	İ
Multi Layered Neural Network							1			
Unigram	53.1	74.1	66.9	51.7	75.2	66.6	52.4	74.6	66.8	1
Sarcasm (Joshi et. al.)	59.2	75.4	69.7	51.7	80.6	70.4	55.2	77.9	69.9	
Gaze	62.4	76.7	71.7	54	82.3	72.3	57.9	79.4	71.8	
Gaze+Sarcasm	63.4	75	70.9	48	84.9	71.9	54.6	79.7	70.9	
Näive Bayes							1			
Unigram	45.6	82.4	69.4	81.4	47.2	59.3	58.5	60	59.5	
Sarcasm (Joshi et. al.)	46.1	81.6	69.1	79.4	49.5	60.1	58.3	61.6	60.5	
Gaze	57.3	82.7	73.8	72.9	70.5	71.3	64.2	76.1	71.9	
Gaze+Sarcasm	46.7	82.1	69.6	79.7	50.5	60.8	58.9	62.5	61.2	
Original system by Riloff et.al. : Rule Based with implicit incongruity							1			
Ordered	60	30	49	50	39	46	54	34	47	1
Unordered	56	28	46	40	42	41	46	33	42	1
Original system by Joshi et.al. : SVM with RBF Kernel						b = 0.01				
Sarcasm (Joshi et. al.)	73.1	69.4	70.7	22.6	95.5	69.8	34.5	80.4	64.2	
SVM Linear: with default parameters										
Unigram	56.5	77	69.8	58.6	75.5	69.5	57.5	76.2	69.6	
Sarcasm (Joshi et. al.)	59.9	<i>78.7</i>	72.1	61.4	77.6	71.9	60.6	78.2	72	
Gaze	65.9	75.9	72.4	49.7	86	73.2	56.7	80.6	72.4	
Gaze+Sarcasm	63.7	79.5	74	61.7	80.9	74.1	62.7	80.2	74	p=0.03
Multi Instance Logistic Regression: Best Performing Classifier										
Gaze	65.3	77.2	73	53	84.9	73.8	58.5	80.8	73.	
Gaze+Sarcasm	62.5	84	76.5	72.6	76.7	75.3	67.2	80.2	75.	

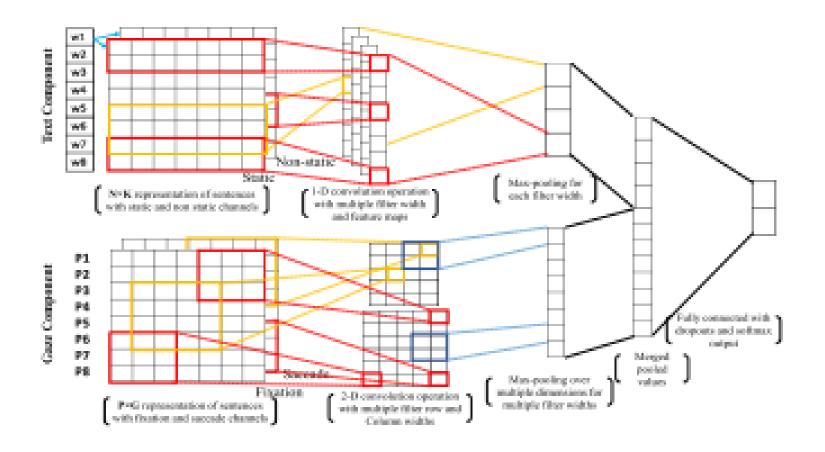
Feature Significance





Abhijit Mishra, Kuntal Dey and Pushpak Bhattacharyya, Learning Cognitive Features from Gaze Data for Sentiment and Sarcasm Classification Using Convolutional Neural Network, ACL 2017, Vancouver, Canada, July 30-August 4, 2017.

CNN-FF combination



Results: Sarcasm Detection

	Configuration	Precision	Recall	F_Score
Gaze	Gaze-Fixation	74.39	69.62	71.93
	Gaze-Saccade	68.58	68.23	68.40
	Gaze-Multi-channel	67.93	67.72	67.82
Text	Text-static	67.17	66.38	66.77
	Text-non-static	84.19	87.03	85.59
	Text-Multi-channel	84.28	87.03	85.63
	Text-static_Gaze-Fixation	72.38	71.93	72.15
Gaze & Text	Text-static_Gaze-Saccade	73.12	72.14	72.63
	Text-static_Gaze-Multi-channel	71.41	71.03	71.22
	Text-non-static_Gaze-Fixation	87.42	85.2	86.30
	Text-non-static_Gaze-Saccade	84.84	82.68	83.75
	Text-non-static_Gaze-Multi-channel	84.98	82.79	83.87
	Text-Multi-channel_Gaze-Fixation	87.03	86.92	86.97
	Text-Multi-channel_Gaze-Saccade	81.98	81.08	81.53
	Text-Multi-channel_Gaze-Multi-channel	83.11	81.69	82.39

Configuration	Precision	Recall	F_Score
Gaze_NB	73.8	71.3	71.9
Gaze_SVM	72.4	73.2	72.2
Gaze_MLP	71.7	72.3	71.8

(b) CoNLL systems with Gaze Features

Configuration	Precision	Recall	F_Score
Gaze_Text_NB	70.9	71.9	71.2
Gaze_Text_SVM	74	74.1	74
Gaze Text MLP	70.9	71.9	70.9

(c) CoNLL systems with Gaze+Text Features

(a) Results with Deep CNNs

Observations - Sarcasm

Higher classification accuracy

 Clear differences between vocabulary of sarcasm and no-sarcasm classes in our dataset., Captured well by non-static embeddings.

Effect of dimension variation

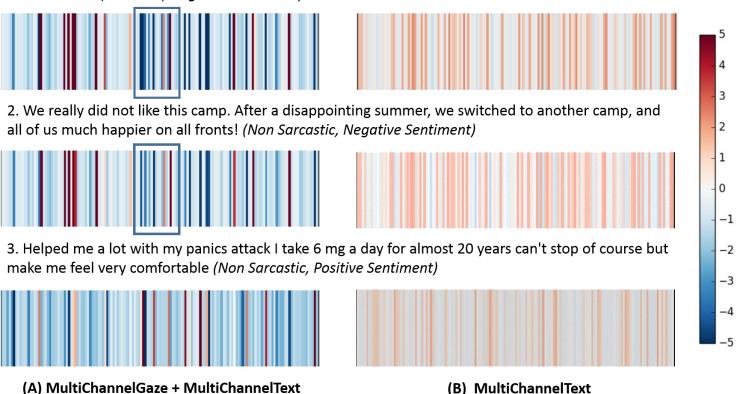
Reducing embedding dimension improves accuracy by a little margin.

Effect of fixation / saccade channels:

- Fixation and saccade channels perform with similar accuracy when employed separately.
- Accuracy reduces with gaze multichannel (may be because the higher variation of both fixations and saccades across sarcastic and non-sarcastic classes, unlike sentiment classes).

Analysis of Features

1. I would like to live in Manchester, England. The transition between Manchester and death would be unnoticeable. (Sarcastic, Negative Sentiment)



Visualization of representations learned by two variants of the network.
 The output of the Merge layer (of dimension 150) are plotted in the form of colour-bars following Li et al. (2016)

Conclusions

- \bullet AI \rightarrow NLP \rightarrow SA \rightarrow Sarcasm chain
- General SA does not work well for Sarcasm
- General Sarcasm does not work well for numerical sarcasm
- Rich feature set needed: surface to deeper intent incongruity
- Success from data and annotation
- Success from Deep Learning

Future Work: All forms of **Incongruity**

- Humour (A man coming back from movie notices "parking fine" on his car and thanks the policeman for appreciating his parking skill)
- Humble bragging (my leg aches everyday after inspecting all the 26 rooms in my small house!!)
- Rumour and Fake News detection
- Solution: incongruity + additional machinery (what?)

Future Work: Resource building, Lab→land, Multilingualitymultimodality

- Mine the web for more training data of numerical saracasm, and build interface to collect sarcasm snippets
- Perform large scale sentiment and sarcasm detection on social media, tweet, blogs etc.
- Multi and Cross lingual sarcasm study (very culture and language dependent)
- Multimodal sentiment analysis- picture, speech and text ("haa aap to bade aadmi hai")

Resources and Publications

- http://www.cfilt.iitb.ac.in
- http://www.cse.iitb.ac.in/~pb

THANK YOU