Sentiment Analysis

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Definitions

- Subjectivity analysis: detecting whether a span of text describes the author's internal state (e.g., opinions, evaluations, emotions, speculations)
- Opinion mining: detecting whether a span of text expresses a positive/negative judgement
- Affect Detection: detecting whether a span of text conveys a particular emotion (e.g., anger, hope, disgust)

Applications

- Review summarization
- Recommendation systems
- Detecting "flames" in social media
- Summarization of multiple viewpoints
- Text-based forecasting or "now-casting"
- eRulemaking

Challenges

Challenges

- Sarcasm
- Negation
- Modal verbs (e.g., could, should, would)
- Absence of "opinionated" text (e.g., Go read the book.)
- Polarity strength
- Target resolution
- Topic-specific predictiveness of features
- • • •

Features

- Unigrams (presence vs. frequency)
- Higher-order n-grams (mixed results)
- Corpus frequency (Hapax legomena -- objective text is repeated)
- Part-of-speech ("love"--> love_NOUN)
- Position information ("good" --> good_END)
- Valence shifters ("don't like" --> NOT_like)
- Target oriented features ("long" --> BATTERY_LIFE_long)
- Genre-specific features ("scary" --> HORROR_scary)
- Dependency parse features (http://nlp.stanford.edu:8080/parser/index.jsp)

Pang and Lee, EMNLP 2002

| | Features | # of | frequency or | NB | ME | SVM |
|-----|-------------------|----------|--------------|------|------|------|
| | | features | presence? | | | |
| (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 |

| | Proposed word lists | Accuracy | Ties |
|---------|---|----------|------|
| Human 1 | positive: dazzling, brilliant, phenomenal, excellent, fantastic | 58% | 75% |
| | negative: suck, terrible, awful, unwatchable, hideous | | |
| Human 2 | positive: gripping, mesmerizing, riveting, spectacular, cool, | 64% | 39% |
| | awesome, thrilling, badass, excellent, moving, exciting | | |
| | negative: bad, cliched, sucks, boring, stupid, slow | | |

Approaches

- Classification
- Regression
- Building genre-specific classifiers
- Inferring term-polarity with seeds/conjunctions (and, but)
 - Elegant, but over-priced; clever and informative
- Inferring labels heuristically (stars, emoticons)
- Self-training
- Co-training
- Domain adaptation

Domain Adaptation

- Challenges
 - Some features may not appear in the target domain
 - Some features may have the opposite polarity

Domain Adaptation

source domains

target domain

books

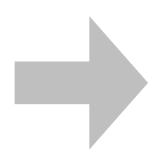
mobile phones

music albums

movies

laptops

restaurants



kitchen appliances

Related Tasks

- Detecting positive/negative judgement
- Predicting degree of positivity/negativity (regression)
- Extracting sentences that provide justification
- Extracting sentences that express comparison
- Predicting agreement/disagreement
- Viewpoint detection (pro vs. against)
- Detecting issue frames around debate