

Text Analysis



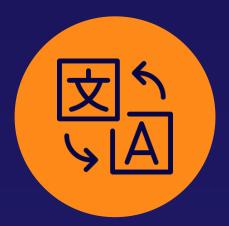
Latent Dirichlet Allocation (LDA)





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SUPERVISED. Latent Dirichlet Allocation (LDA) algorithm is an unsupervised learning algorithm that attempts to describe a set of observations as a mixture of distinct categories. LDA is most commonly used to discover a user-specified number of topics shared by documents within a text corpus. Here each observation is a document, the features are the presence (or occurrence count) of each word, and the categories are the topics.



Used to figure out how similar documents are based on the frequency of similar words.

Latent Dirichlet Allocation (LDA) - Use Cases



Article Recommendation

Example: Recommend articles on similar topics which you might have read or rated in the past.

Musical Influence Modeling

Example: Explore which musical artists over time were truly innovative and those who were influenced by those innovators.

Latent Dirichlet Allocation (LDA) - Use Cases



Modeling Musical Influence with Topic Models

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Abstract

The role of musical influence has long been debated by scholars and critics in the humanities, but never in a data-driven way. In this work we approach the question of influence by applying topic-modeling tools (Blei & Lafferty, 2006; Gerrish & Blei, 2010) to a dataset of 24941 songs by 9222 artists, from the years 1922 to 2010. We find the models to be significantly correlated with a human-curated influence measure, and to clearly outperform a baseline method. Further using the learned model to study properties of influence, we find that musical influence and musical innovation are not monotonically correlated. However, we do find that the most influential songs were more innovative during two time periods: the early 1970's and the mid 1990's.

bilities to study the structure of the music collective itself. Specifically, this paper provides a quantitative modeling approach to study musical influence. Musical influence is often discussed, but has never been studied quantitatively and at a large scale before.

Although central to understanding musical creation, the concept of musical influence is loosely defined, and its role debated among scholars of art history and cultural critics. For instance Bloom claimed that important artistic work results when an artist creates original work against existing influence ("The Anxiety of Influence", Bloom, 1997), while Lethem claimed that "originality and appropriations are as one" in all artistic endeavor, ("The Ecstasy of Influence", Lethem, 2007). In a cultural-artistic landscape that is very much shaped by sampling, remixing, and copy-pasting, the question of the role of influence in art is always present (Reynolds, 2011). Unfortunately these questions were never studied in a data-driven way.



http://proceedings.mlr.press/v28/shalit13.pdf

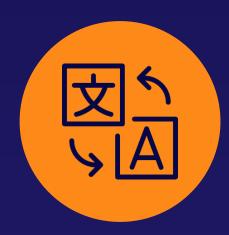
Neural Topic Model (NTM)





Neural Topic Model

SUNSUPERVISED) Unsupervised learning algorithm that is used to organize a corpus of documents into topics that contain word groupings based on their statistical distribution. Topic modeling can be used to classify or summarize documents based on the topics detected or to retrieve information or recommend content based on topic similarities.



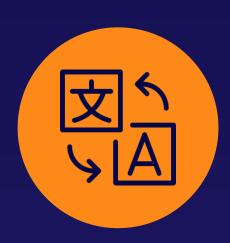
Similar uses and function to LDA in that both NTM and LDA can perform topic modeling. However, NTM uses a different algorithm which might yield different results than LDA.





Sequence to Sequence

ISUPERVISED) Supervised learning algorithm where the input is a sequence of tokens (for example, text, audio) and the output generated is another sequence of tokens.



Think a language translation engine that can take in some text and predict what that text might be in another language. We must supply training data and vocabulary.





Steps consist of embedding, encoding and decoding

Using a neural network model (RNN and CNN), the algorithm uses layers for embedding, encoding and decoding into the target.





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Only GPU instances are supported.

Currently Amazon SageMaker seq2seq is only supported on GPU instance types and is only set up to train on a single machine. But it does also offer support for multiple GPUs.



Language Translations

Example: Using a vocabulary, predict the translation of a sentence into another language.

Speech to Text

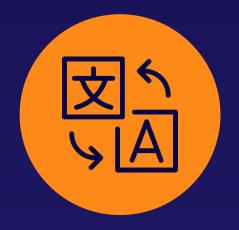
Example: Given an audio "vocabulary", predict the textual representation of spoken words.





BlazingText

ISUPERVISED; Highly optimized implementations of the Word2vec and text classification algorithms. The Word2vec algorithm is useful for many downstream natural language processing (NLP) tasks, such as sentiment analysis, named entity recognition, machine translation, etc.



Really, really optimized way to determine contextual semantic relationships between words in a body of text.

BlazingText - Modes



| Modes | Word2Vec (Unsupervised) | Text Classification (Supervised) |
|--------------------------------------|---|----------------------------------|
| Single CPU Instance | Continuous Bag of Words Skip-gram Batch Skip-gram | Supervised |
| Single GPU Instance (1 or more GPUs) | Continuous Bag of Words Skip-gram | Supervised with 1 GPU |
| Multiple CPU Instances | Batch Skip-gram | None |





Expects single pre-processed text file

Each line in the file should contain a single sentence. If you need to train on multiple text files, concatenate them into one file and upload the file in the respective channel.





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Highly Scalable

Improves on traditional Word2Vec algorithm by supporting scale-out for multiple CPU instances. FastText text classifier can leverage GPU acceleration.





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Around 20x faster than FastText

Supports pre-trained FastText models but also can perform training about 20x faster than FastText.



Sentiment Analysis

Example: Evaluate customer comments in social media posts to evaluate whether they have a positive or negative sentiment.

Document Classification

Example: Review a large collection of documents and detect whether the document should be classified as containing sensitive data like personal information or trade secrets.



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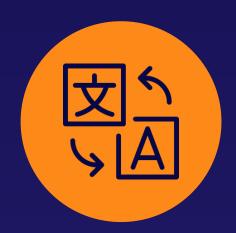






Object2Vec

ISUPERWSED) General-purpose neural embedding algorithm that can learn low-dimensional dense embeddings of highdimensional objects while preserving the semantics of the relationship between the pairs in the original embedding space.



A way to map out things in a d-dimentional space to figure out how similar they might be to one another.

Word2Vec vs Object2Vec



WORD2VEC

sad lonely happy angry scared frightened appreciative upset nervous

Word2Vec vs Object2Vec



WORD2VEC

sad

upset

angry

Ionely

scared

frightened

happy

appreciative

nervous



OBJECT2VEC















Rock

Blues

Blues

Rock

Rap

Rock

Rap

Person 1







Person 2







Person 3







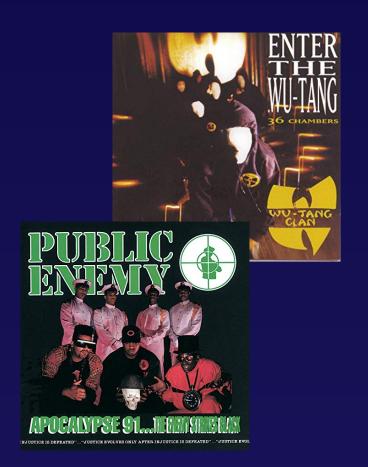




OBJECT2VEC













Expects Pairs of Things

Looking for pairs of items and whether they are "positive" or "negative" from a relationship standpoint. Accepts categorial labels or rating/score-based labels.





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Feature Engineering

Embedding can be used for downstream supervised tasks like classification or regression.





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Training Data Required

Officially, Object2Vec requires labeled data for training, but there are ways to generate the relationship labels from natural clustering.



Movie Rating Prediction

Example: Predict the rating a person is likely to give a movie based on similarity to other's movie ratings.

Document Classification

Example: Determine which genre a book is based on its similarity to known genres (history, thriller, biography, etc.)