

# From Bias to Opinion: A Transfer-Learning Approach to Sentiment Analysis

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Pedro Calais Guerra, Adriano Veloso  
Wagner Meira Jr., Virgilio Almeida

Universidade Federal de Minas Gerais, Brazil

InWeb – Brazilian National Institute of  
Science and Technology for the Web



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Blogs, microblogs and online social networks are flooded with real-time opinions about a multitude of topics:

- Politics - *"candidate X is the best"*
- Sports competitions - *"Team Y is favorite to win today!"*
- Other topics and current "buzz"

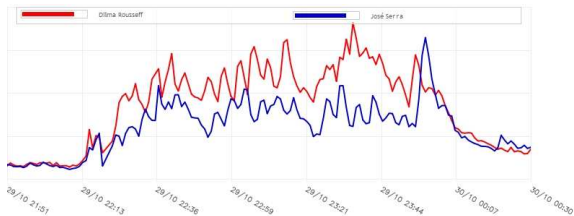
- **Sentiment Analysis** (or opinion mining) aims to interpret text and **predict polarity** of the writer regarding a topic or entity [Pang and Lee, 2008]
- The initial application was on mining product review data [Turney, ACL'02]: *“Cell Phone X is great”, “Its interface is awful”*

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Mining opinions in **real-time** must face new challenges:

- Dinamicity of discussions
- Lack of labeled textual data

- Major events are composed of numerous sub-events [Leskovec et al., KDD'2009]
- Real-time data (e.g., Twitter)
- Huge number of messages (e.g., 100k tweets per day)
- Sparsity of textual content



**Figure:** Twitter traffic related to one candidates' debate in the Brazilian Presidential Elections

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⇒ **Transfer Learning**

**Bias** is inherent to most humans [Watson 1991], since they:

- take particular position regarding a subject
- have a personal interest from the arguer in the outcome of the argument or discussion.
- lack proper balance and neutrality in argumentation
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### Bias and opinions are not independent!

- Supporters of a candidate are likely to issue positive opinions on him/her
- Soccer team supporters act similarly

**Endorsements:** interactions through which a user implicitly agrees with another user w.r.t. a certain content:

twitter



**retweet** @OfficialMyTeamProfile, @CandidateX...

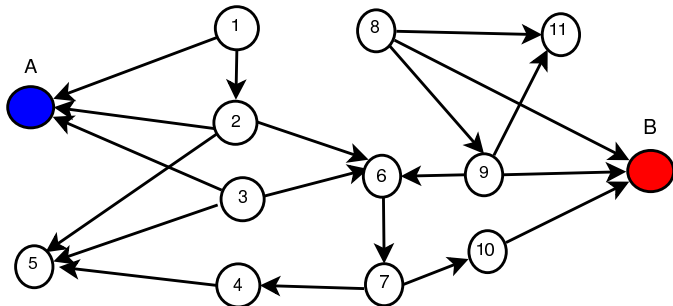
facebook

**like** Democrats, Republicans, San Diego Chargers

Given

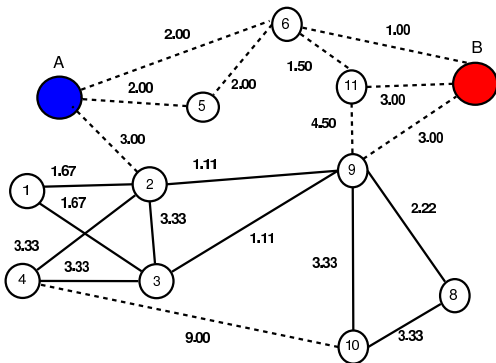
- $G = (V, E)$ ,  $(u, v)$  denotes that user  $u$  endorsed user  $v$
- $K$  possible sides that a user may have a sentiment about
- Some users (“attractors”) have a clear bias w.r.t. a topic

**Measuring bias** is to estimate  $\vec{B}_u = [B_{u1}, \dots, B_{uK}], \forall u$



# The Opinion Agreement Graph

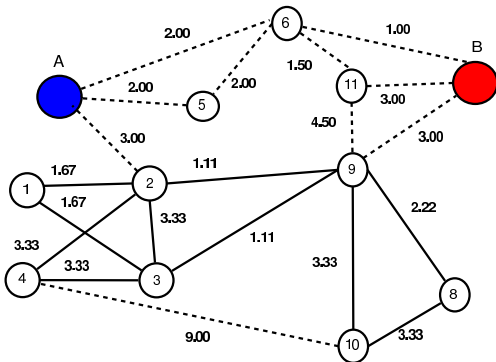
- $G = (V, E)$ , where each vertex is a user and each edge expresses a **global** judgement of the connected users
- **Undirected** edges eases the relational learning process



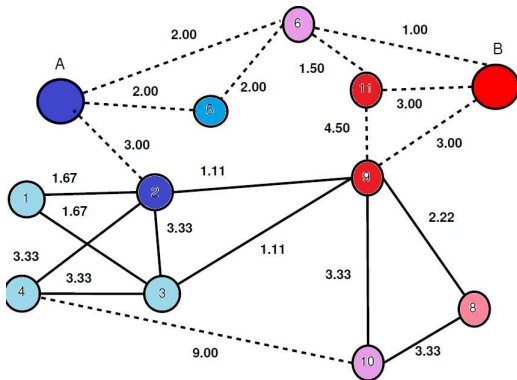


# The Opinion Agreement Graph

- **Solid edge:** two users **endorse** the same users
- **Dashed edge:** two users **are endorsed** by the same users
- **Edge weight:** the lift of the size of both sets



Nodes with similar bias should be closer one from the other!  
 The proximity of user  $u$  w.r.t to side  $i$  is a random walk from seed  $A_i$  to  $u$ :  $B_{ui} = RandomWalk(G, A_i, u)$



twitter



- Brazilian 2010 Presidential Elections
- Brazilian 2010 Soccer League

	<b>Elections-BR</b>	<b>Soccer</b>
period	Dec 2009 to Oct 2010	May 2010 to Nov 2010
entities	2 candidates	12 football clubs
# of tweets	7.7 mi	8.8 mi
# of retweets	2.5 mi (32% of tweets)	1.9 mi (21% of tweets)
# of users	1.0 mi	1.6 mi
# of users retweeting	0.5 mi (48% of users)	0.6 mi (36% of users)
# of retweeted users	0.2 mi (18% of users)	0.3 mi (21% of users)

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- Brazilian 2010 Presidential Elections (**2 labeled nodes**)
- Brazilian 2010 Soccer League (**12 labeled nodes**)

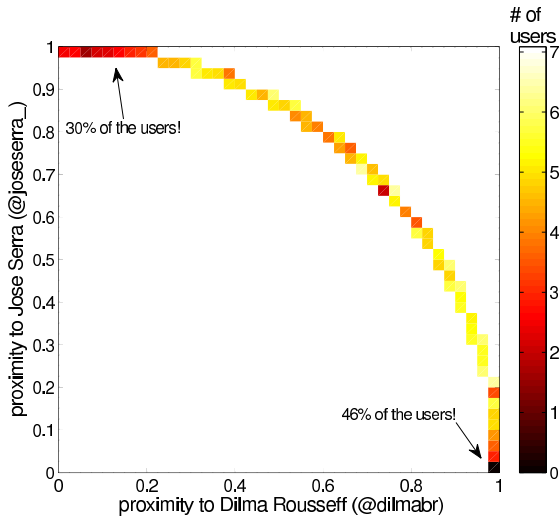
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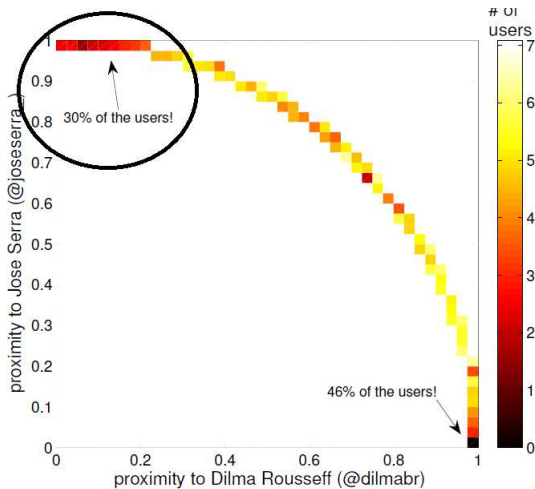
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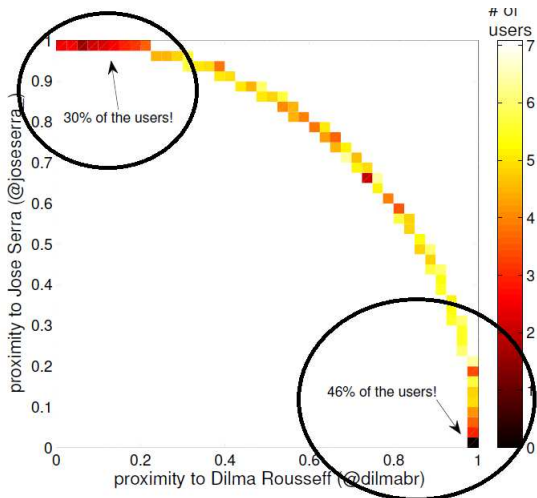


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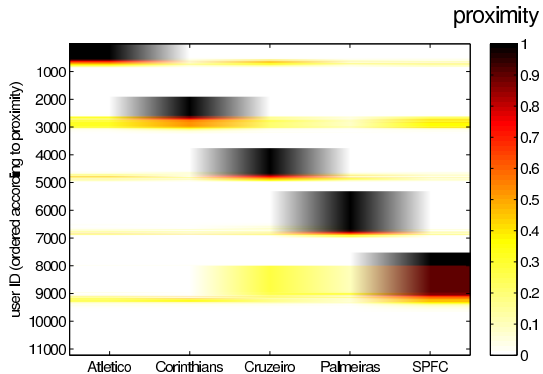
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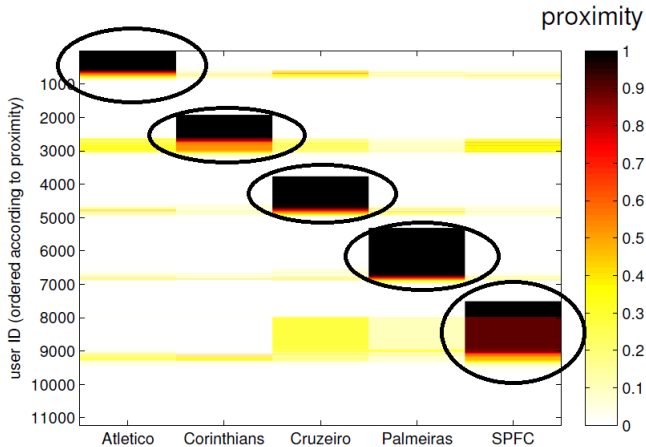


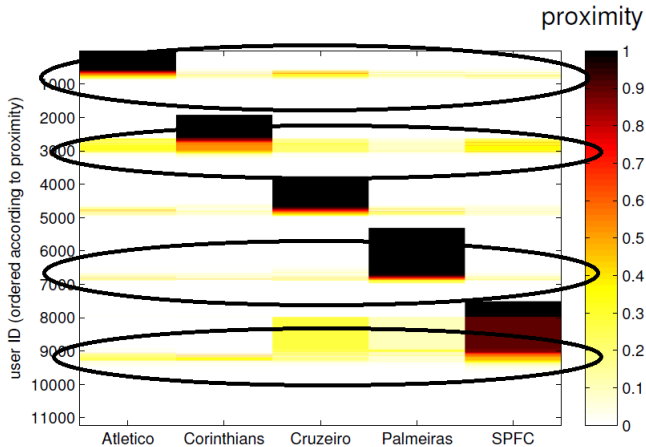












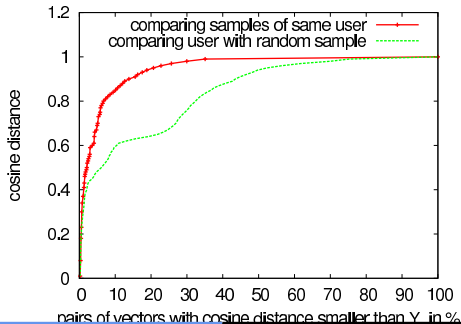
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90% of the users have a cosine similarity greater than 0.8 when two samples of data are compared.



- Transfer learning solves a target task  $\tau_t$ , which is **hard**, by transferring knowledge obtained from other **similar tasks** or domains ( $\tau_s$ ) [Pan and Yang, 2010]
- It has been applied to perform sentiment analysis using knowledge from different product domains [Dredze and Pereira, ACL'07; Sindhwani et. al; SDM'2010]
- Example:
  - $\tau_s$  = mine book review data
  - $\tau_t$  = mine movie review data

**Bias** of a term with respect to an entity is the **sum vector** of the biases of all users that referred to that term:

$$\vec{B}_{t,e} = \sum_{u \in V} \vec{B}_u \quad (1)$$

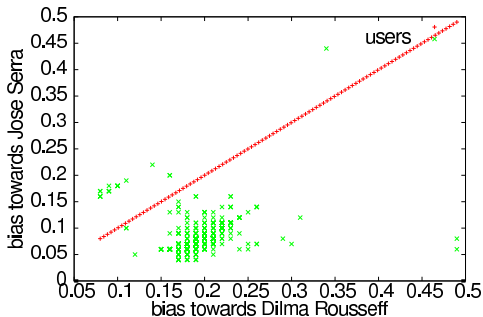
⇒ Enable **quick judgements** of new terms!

**Positive polarity** of a term is the strength of side (component) **e** in  $\vec{B}_{t,e}$ :

$$\hat{p}(\text{polarity} = +|t, e) = \frac{B_{t,e,e}}{\|\vec{B}_{t,e}\|} \quad (2)$$

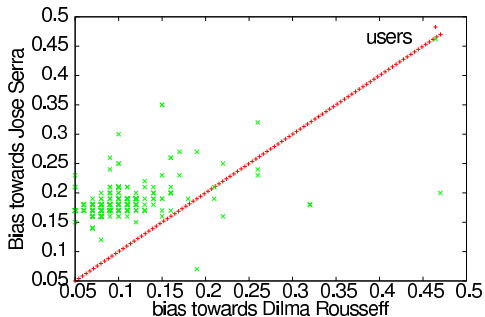
$$\vec{B}_{t,e} = [0.7, 0.3] \rightarrow \hat{p}(\text{polarity} = +|t, e_1) = 70\%$$

**#nowDilma** is a positive tag for candidate Dilma Rouseff:

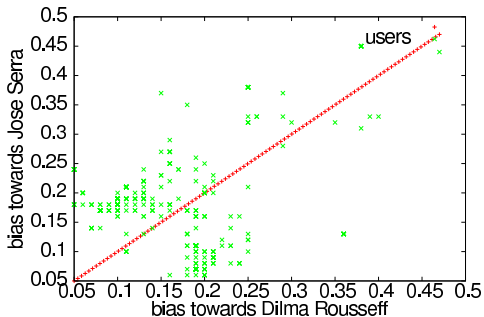




#DilmaLies is a negative tag for candidate Dilma Rousseff:



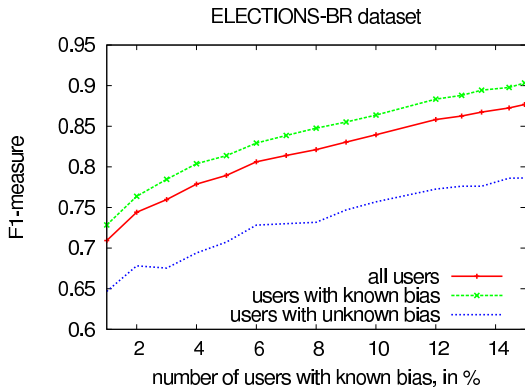
**#2010Elections** is a neutral tag:



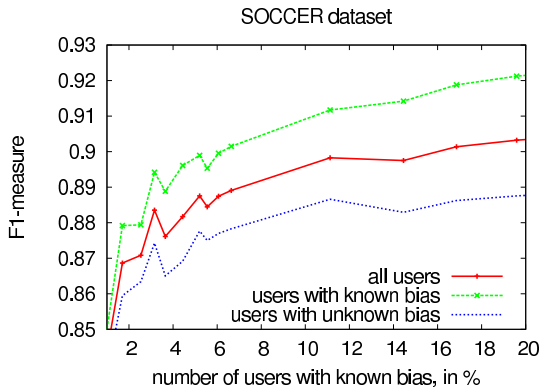
Just take the term of highest polarity:

$$polarity = \operatorname{argmax}(\hat{p}(polarity = x|t)) \quad (3)$$

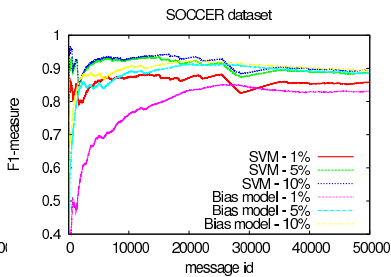
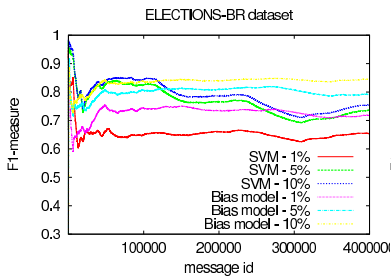
- $\uparrow$  bias,  $\uparrow$  accuracy
- Knowing bias of 5% of users is enough to get  $F1 > 0.8$

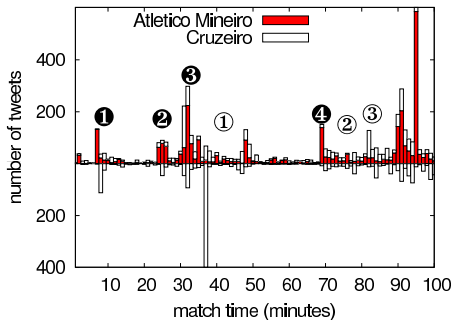


- $\uparrow$  bias,  $\uparrow$  accuracy
- Knowing bias of 5% of users is enough to get  $F1 > 0.85$



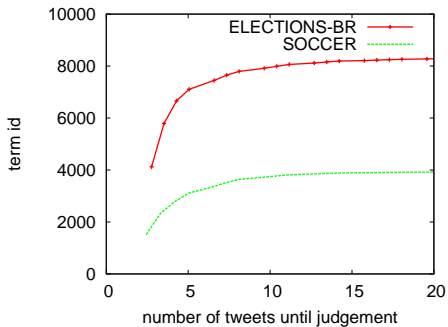
- Competitive to SVM, despite not using labeled textual data
- SVM performance decreases over time, bias-based do not





- Positive sentiment coincides with goals
- Peak of positive sentiment for the winner after the match
- Negative opinions are mostly in the losing side

⇒ New popular terms are quickly “judged” by users.





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- Few seeds of known bias → propagate through endorsements → propagate user bias across terms
- Little human effort!
- Real-time sentiment analysis grounded on the consistency of the user bias

- Integrating user bias into state-of-the-art sentiment analysis algorithms
- Temporal-context based Sentiment Analysis
- Are opinions equally important?
- 2012 US Elections and 2012 Olympics

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[www.dcc.ufmg.br/~pcalais](http://www.dcc.ufmg.br/~pcalais)

