

# **Probabilistic Topic Models: Origins and Challenges**

David M. Blei

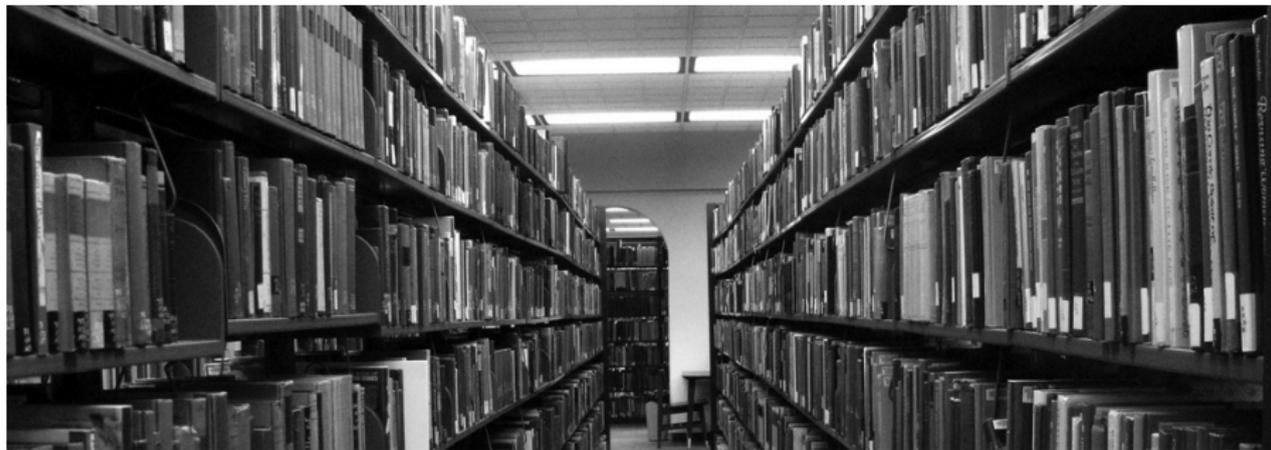
Department of Computer Science  
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December 9, 2013



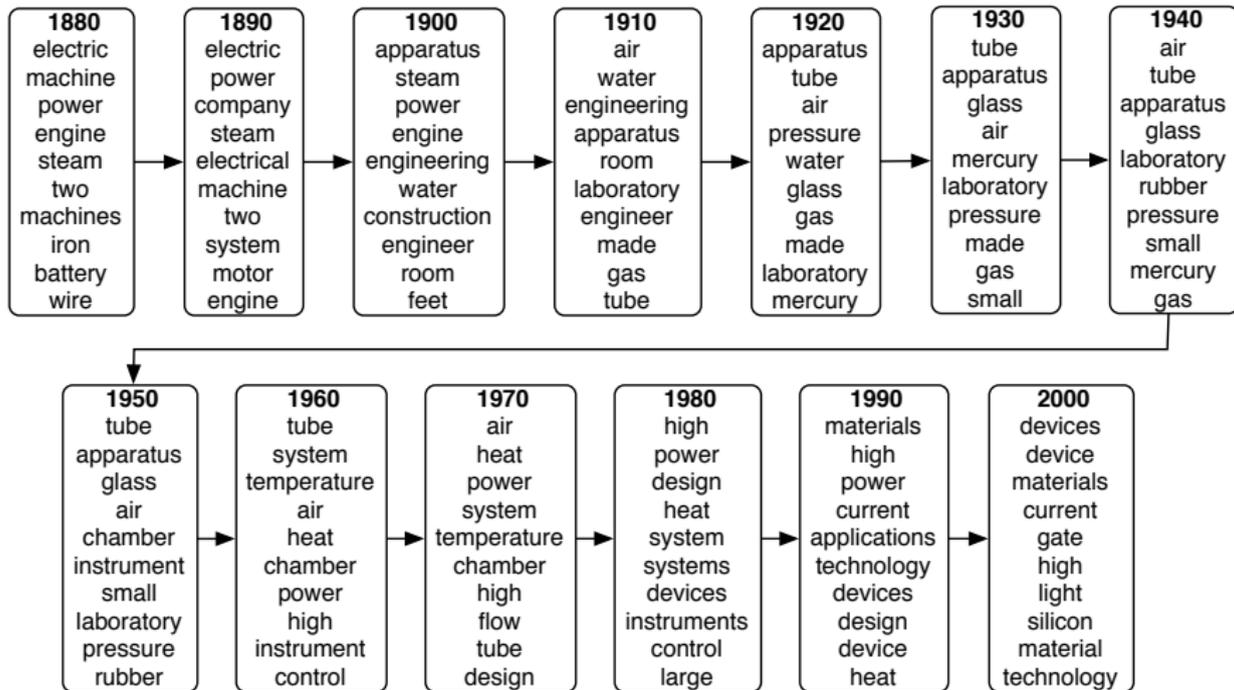
- ORGANIZE
- VISUALIZE
- SUMMARIZE
- SEARCH
- PREDICT
- UNDERSTAND

# Probabilistic Topic Modeling



- Input:** An unorganized collection of documents
- Output:** An organized collection, and a description of how







SKY WATER TREE  
MOUNTAIN PEOPLE



SCOTLAND WATER  
FLOWER HILLS TREE



SKY WATER BUILDING  
PEOPLE WATER



FISH WATER OCEAN  
TREE CORAL



PEOPLE MARKET PATTERN  
TEXTILE DISPLAY



BIRDS NEST TREE  
BRANCH LEAVES

## Wikipedia Topics

Relative Presence of Topics In all Documents

{household, population, female}

{film, series, show}

{theory, work, human}

{son, year, death}

{war, force, army}

{system, computer, user}

{album, band, music}

{government, party, election}

{game, team, player}

{god, call, give}

{company, market, business}

{math, number, function}

{law, state, case}

## {film, series, show}

words	related documents	related topics
film	The X-Files	{son, year, death}
series	Orson Welles	{work, book, publish}
show	Stanley Kubrick	{album, band, music}
character	B movie	{woman, child, man}
play	Mystery Science Theater 3000	{law, state, case}
make	Monty Python	{black, white, people}
episode	Doctor Who	{theory, work, human}
movie	Sam Peckinpah	{{@card@}, make, design}
good	Married... with Children	{war, force, army}
release	History of film	{god, call, give}
feature	The A-Team	{game, team, player}
television	Pulp Fiction (film)	{day, year, event}
star	Mad (magazine)	{company, market, business}

## Stanley Kubrick



### related topics

{film, series, show}  
 {theory, work, human}  
 {son, year, death}  
 {black, white, people}  
 {god, call, give}  
 {math, energy, light}

**Stanley Kubrick** (July 26, 1928 – March 7, 1999) was an American film director, writer, producer, and photographer who lived in England during most of the last four decades of his career. Kubrick was noted for the scrupulous care with which he chose his subjects, his slow method of working, the variety of genres he worked in, his technical perfectionism, and his reticence about his films and personal life. He worked far beyond the confines of the Hollywood system, maintaining almost complete artistic control and making movies according to his own whims and time constraints, but with the rare advantage of big-studio financial support for all his endeavors.

Kubrick's films are characterized by a formal visual style and meticulous attention to detail—his later films often have elements of surrealism and expressionism that eschews structured linear narrative. His films are repeatedly described as slow and methodical, and are often perceived as a reflection of his obsessive and perfectionist nature.<sup>[1]</sup> A recurring theme in his films is man's inhumanity to man. While often viewed as

### related documents

Orson Welles  
 B movie  
 Mystery Science Theater 3000  
 Monty Python  
 Doctor Who  
 Sam Peckinpah  
 The A-Team  
 Pulp Fiction (film)  
 Buffy the Vampire Slayer (TV series)  
 The X-Files  
 Sunset Boulevard (film)  
 Jack Benny

## {theory, work, human}

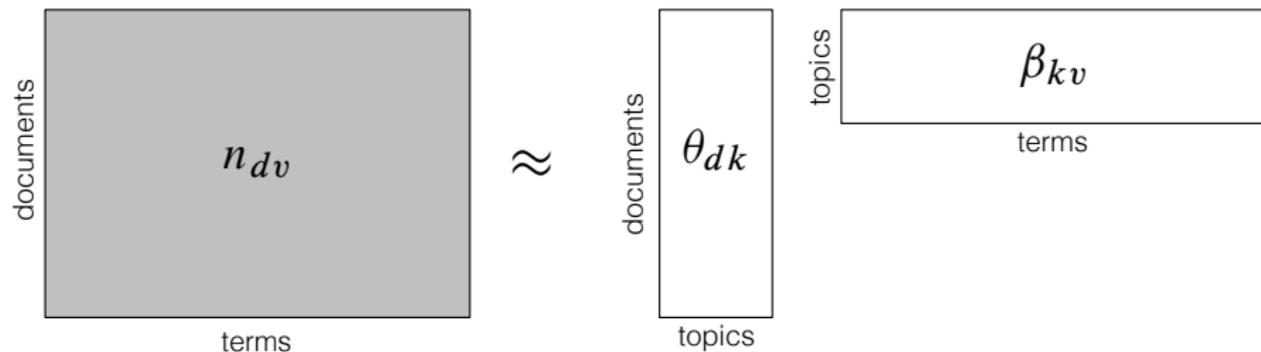
words	related documents	related topics
theory	Meme	{work, book, publish}
work	Intelligent design	{law, state, case}
human	Immanuel Kant	{son, year, death}
idea	Philosophy of mathematics	{woman, child, man}
term	History of science	{god, call, give}
study	Free will	{black, white, people}
view	Truth	{film, series, show}
science	Psychoanalysis	{war, force, army}
concept	Charles Peirce	{language, word, form}
form	Existentialism	{{@card@}, make, design}
world	Deconstruction	{church, century, christian}
argue	Social sciences	{rate, high, increase}
social	Idealism	{company, market, business}

## This talk

- 1 The origins of probabilistic topic modeling
- 2 The basics of latent Dirichlet allocation
- 3 A couple ideas that we are excited about in my group
- 4 Open questions, challenges, and discussion

# Latent Semantic Analysis (LSA)

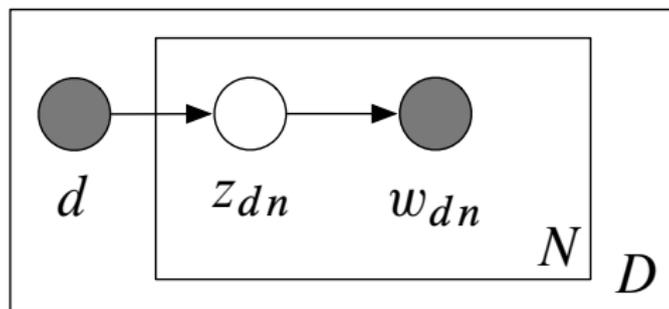
(Deerwester et al., 1990)



- This is the seminal work that launched topic modeling.
- Treat a collection as a document by term matrix of TFIDF scores.
- Choose a number of topics, and run SVD on the matrix.
- This results in
  - a matrix of per-document topic weights
  - a matrix of per-topic term weights

# Probabilistic Latent Semantic Analysis (pLSA)

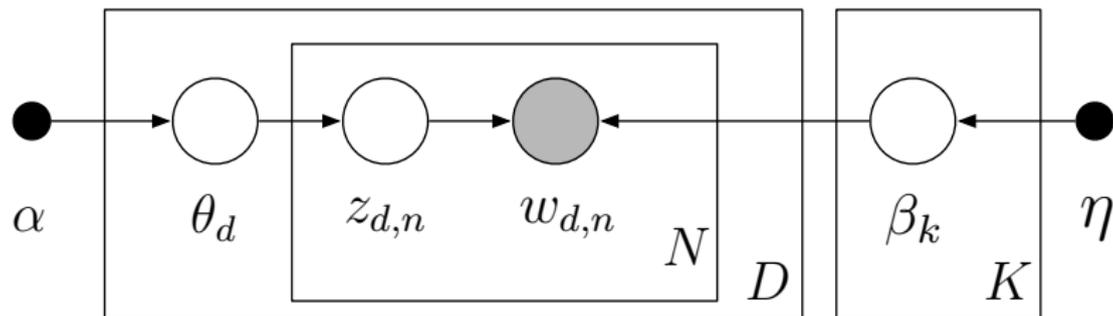
(Hofmann, 1999)



- A probabilistic model based on the main ideas of LSA
- Define a **topic** as a distribution over terms.
- Describe each document as a distribution over topics.
- Learn these two sets of parameters with EM.
- Note: This model was also defined in Papadimitriou et al., 1998

# Latent Dirichlet Allocation (LDA)

(Blei et al., 2001; Blei et al., 2003)



## Topics

gene 0.04  
dna 0.02  
genetic 0.01  
...

life 0.02  
evolve 0.01  
organism 0.01  
...

brain 0.04  
neuron 0.02  
nerve 0.01  
...

data 0.02  
number 0.02  
computer 0.01  
...

## Documents

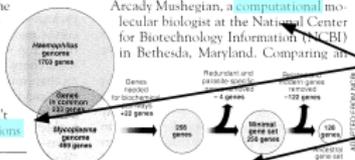
### Seeking Life's Bare (Genetic) Necessities

COLD SPRING HARBOR, NEW YORK—How many **genes** does an **organism** need to survive? Last week at the genome meeting here,<sup>1</sup> two genome researchers with radically different approaches presented complementary views of the basic genes needed for **life**. One research team, using **computer** analyses to compare known **genomes**, concluded that today's **organisms** can be sustained with just 250 genes, and that the earliest life forms required a mere 128 **genes**. The other researcher mapped genes in a simple parasite and estimated that for this organism, 800 genes are plenty to do the job—but that anything short of 100 wouldn't be enough.

Although the numbers don't match precisely, those **predictions**

<sup>1</sup> Genome Mapping and Sequencing, Cold Spring Harbor, New York, May 8 to 12.

"are not all that far apart," especially in comparison to the 75,000 **genes** in the human genome, notes Siv Andersson of Uppsala University in Sweden, who arrived at the 800 number. But coming up with a consensus answer may be more than just a **genetic** numbers game, particularly as more and more **genomes** are completely mapped and sequenced. "It may be a way of organizing any newly **sequenced genome**," explains Arcady Muskheliani, a **computational** molecular biologist at the National Center for Biotechnology Information (NCBI) in Bethesda, Maryland. Comparing an



**Stripping down.** Computer analysis yields an estimate of the minimum modern and ancient genomes.

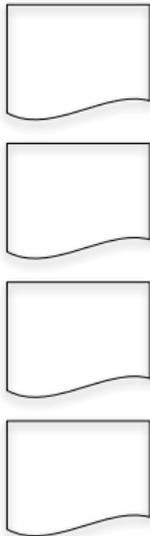
SCIENCE • VOL. 272 • 24 MAY 1996

## Topic proportions and assignments



## Generative process

## Topics



## Documents

## Topic proportions and assignments

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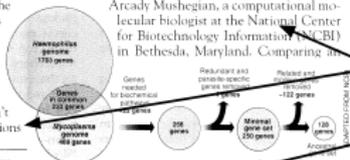
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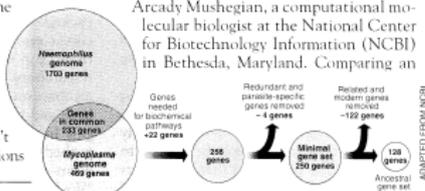


## Posterior inference

## Seeking Life's Bare (Genetic) Necessities

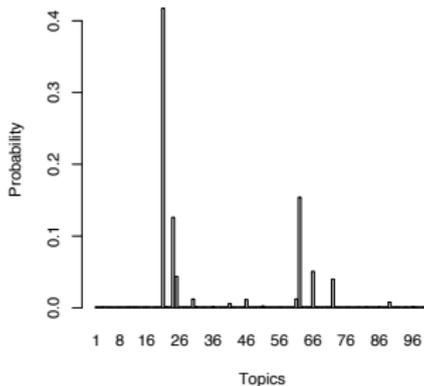
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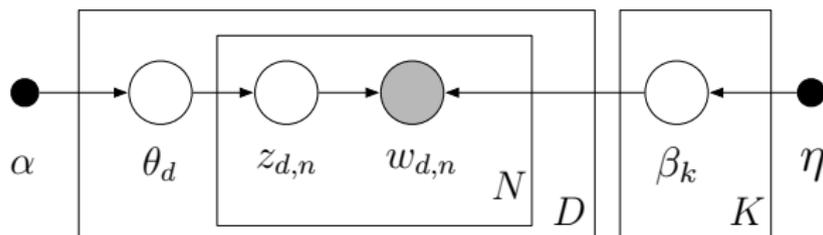
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human	evolution	disease	computer
genome	evolutionary	host	models
dna	species	bacteria	information
genetic	organisms	diseases	data
genes	life	resistance	computers
sequence	origin	bacterial	system
gene	biology	new	network
molecular	groups	strains	systems
sequencing	phylogenetic	control	model
map	living	infectious	parallel
information	diversity	malaria	methods
genetics	group	parasite	networks
mapping	new	parasites	software
project	two	united	new
sequences	common	tuberculosis	simulations

## Why does LDA “work”?

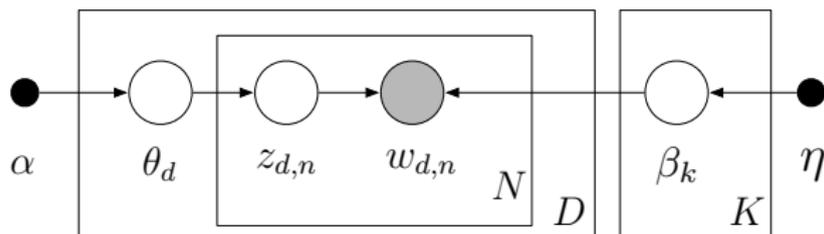


- LDA trades off two goals
  - 1 In each **document**, allocate its words to **few topics**.
  - 2 In each **topic**, assign high probability to **few terms**.
- We see this from the joint

$$\log p(\cdot) = \dots + \sum_d \sum_n \log p(z_{dn} | \theta_d) + \log p(w_{dn} | \beta_{z_{dn}}) + \dots$$

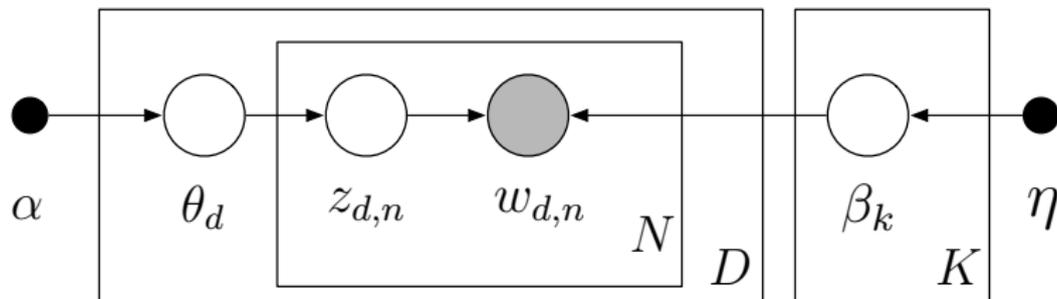
- Sparse proportions come from the 1st term.  
Sparse topics come from the 2nd term.

## Why does LDA “work”?

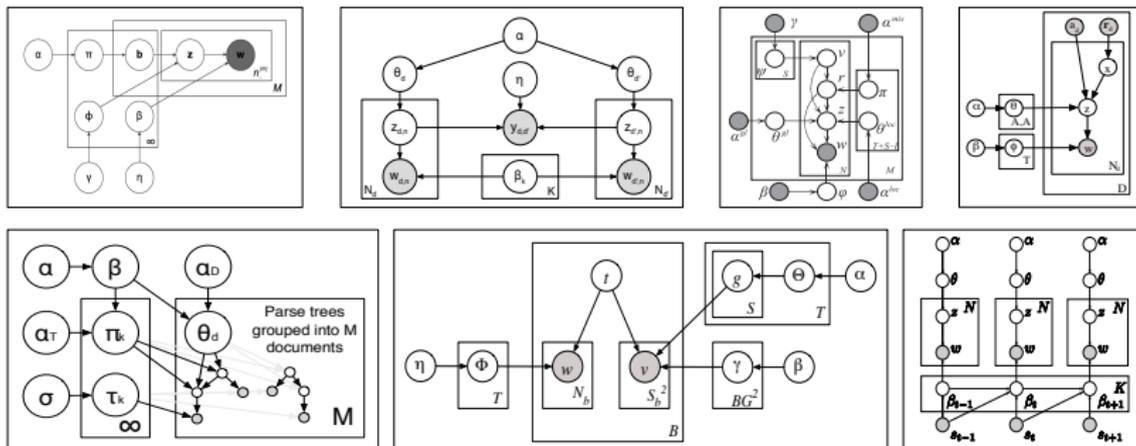


- LDA trades off two goals
  - 1 In each **document**, allocate its words to **few topics**.
  - 2 In each **topic**, assign high probability to **few terms**.
- These goals are at odds.
  - Putting a document in a single topic makes #2 hard.
  - Putting very few words in each topic makes #1 hard.
- Trading off these goals finds groups of tightly co-occurring words.

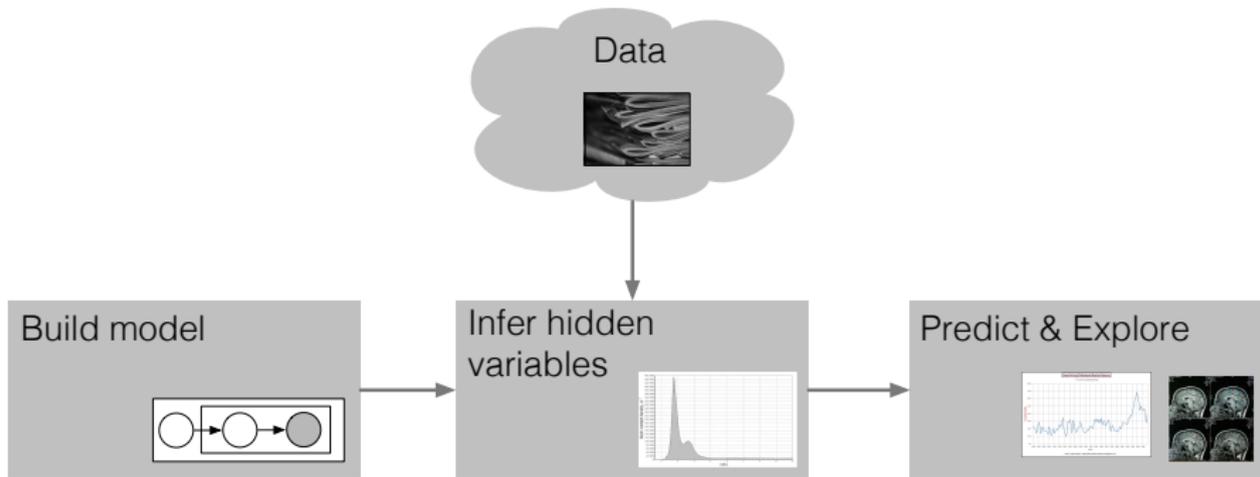
## Summary and other perspectives



- Discovers topics through posterior inference
- Can be seen as *multinomial PCA* (Buntine and Jakulin, 2004)
- Is a type of *mixed-membership model* (Erosheva, 2004)
- Independently invented in population genetics (Pritchard et al., 2000)



- LDA is a simple building block that enables many applications.
- Organizing and finding patterns in data has become important in the sciences, humanities, industry, and culture.
- Algorithmic improvements let us fit models to massive data.



- Case study in **text analysis with probability models**
- Topic modeling research
  - develops new models.
  - develops new inference algorithms.
  - develops new applications, visualizations, tools.

**Some ideas we are excited about in my research group**

## Idea #1: User behavior data



Charles Darwin's library



Reading on the New York subway

- **People use documents.**
- This information can be used to
  - Help people find documents that they are interested in
  - Learn about how the documents are implicitly organized
  - Learn about the people reading the documents

## Idea #1: User behavior data



Charles Darwin's library



Reading on the New York subway

- **Collaborative topic models** analyze text and user data.
- They can be used to
  - recommend articles to readers: old and new
  - describe users in terms of their preferences
  - identify impactful, interdisciplinary articles

- Consider EM (Dempster et al., 1977). We infer topics from its text:

Maximum Likelihood from Incomplete Data via the EM Algorithm

By A. P. DEMPSTER, N. M. LAIRD and D. B. RUBIN

*Harvard University and Educational Testing Service*

[Read before the ROYAL STATISTICAL SOCIETY at a meeting organized by the RESEARCH SECTION on Wednesday, December 8th, 1976, Professor S. D. SILVEY in the Chair]

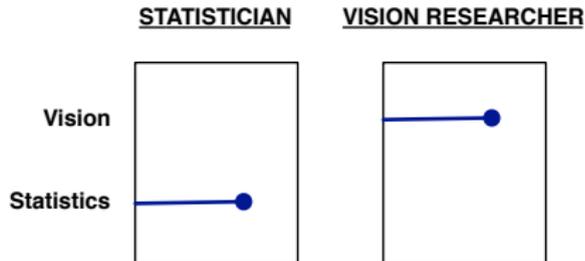
SUMMARY

A broadly applicable algorithm for computing maximum likelihood estimates from incomplete data is presented at various levels of generality. Theory showing the monotone behaviour of the likelihood and convergence of the algorithm is derived. Many examples are sketched, including missing value situations, applications to grouped, censored or truncated data, finite mixture models, variance component estimation, hyperparameter estimation, iteratively reweighted least squares and factor analysis.



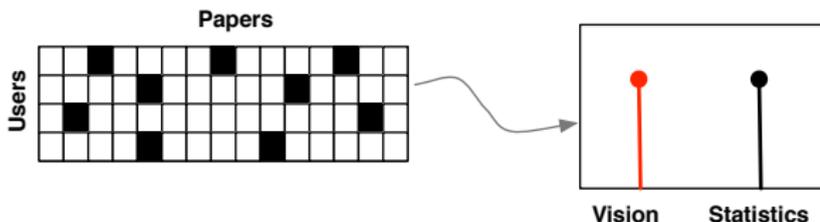
Vision      Statistics

- Suppose there are two types of scientists

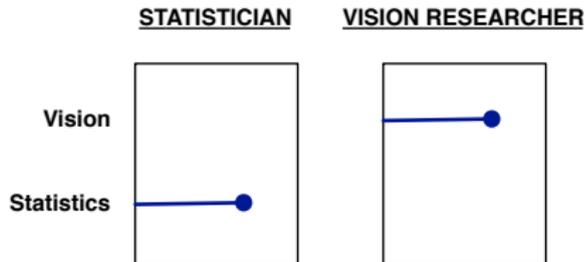


- We first recommend the EM paper to **statisticians**.

- With user data, we can adjust the topics to account for who liked it:



- Consider again the scientists



- We now recommend the EM paper to **vision researchers**.

## Maximum Likelihood from Incomplete Data via the EM Algorithm

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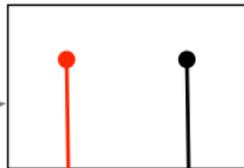
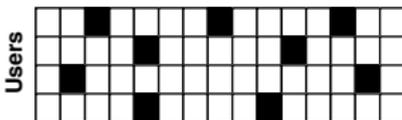
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Vision      Statistics

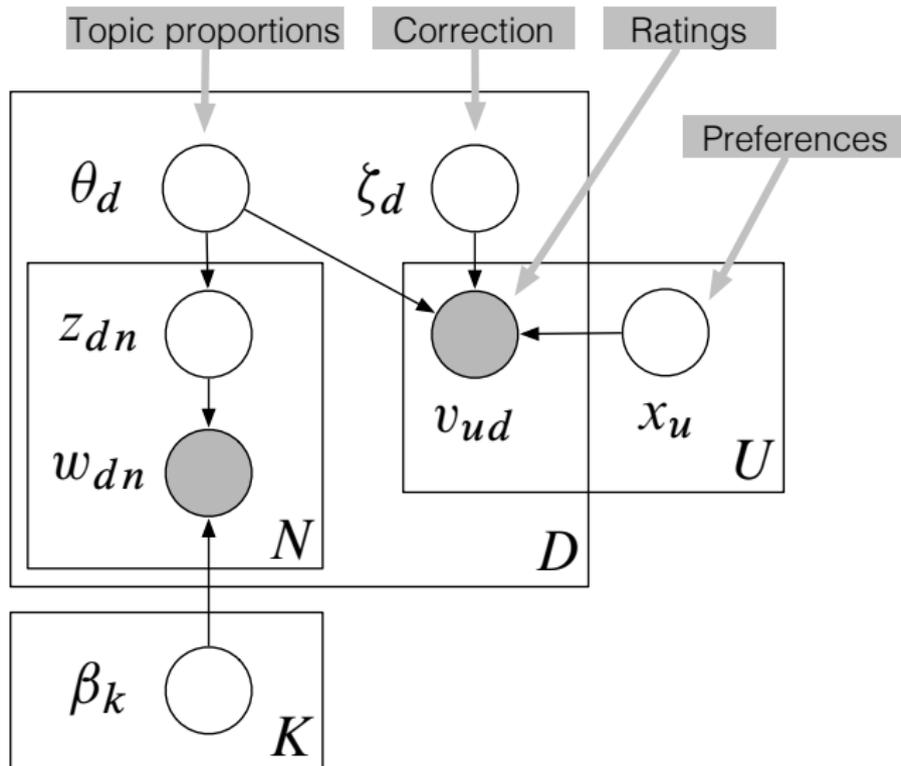
## Papers

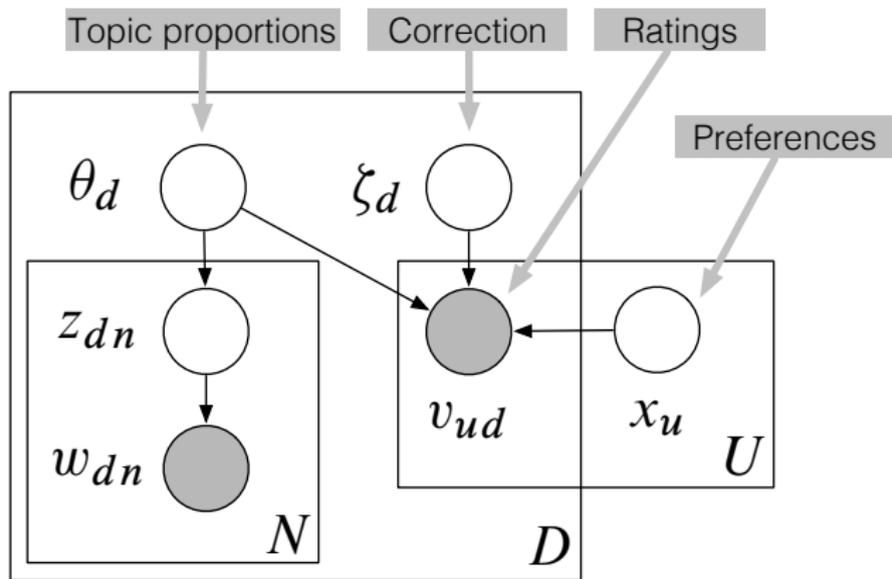


Vision      Statistics

1. Without text, we cannot initially recommend to anyone.
2. Without user data, we cannot recommend to vision researchers.
3. We learned about the special interdisciplinary status of the EM paper.

# The collaborative topic model





$$v_{ud} \sim f((\theta_d + \zeta_d)^\top x_u)$$

- Trades off matrix factorization and content recommendation
- The dimensions of user preferences also explain the text.
- Thus, they are interpretable.

# Maximum Likelihood from Incomplete Data via the *EM* Algorithm

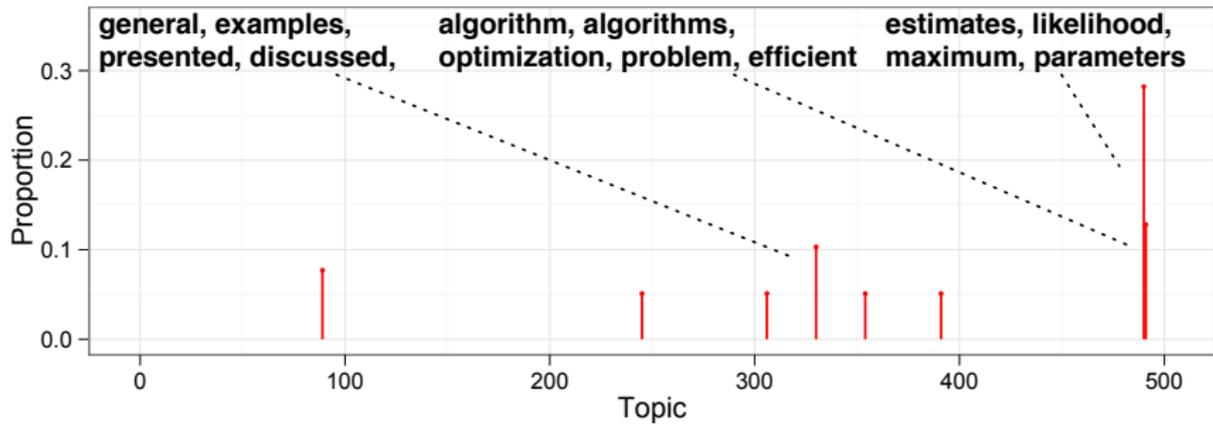
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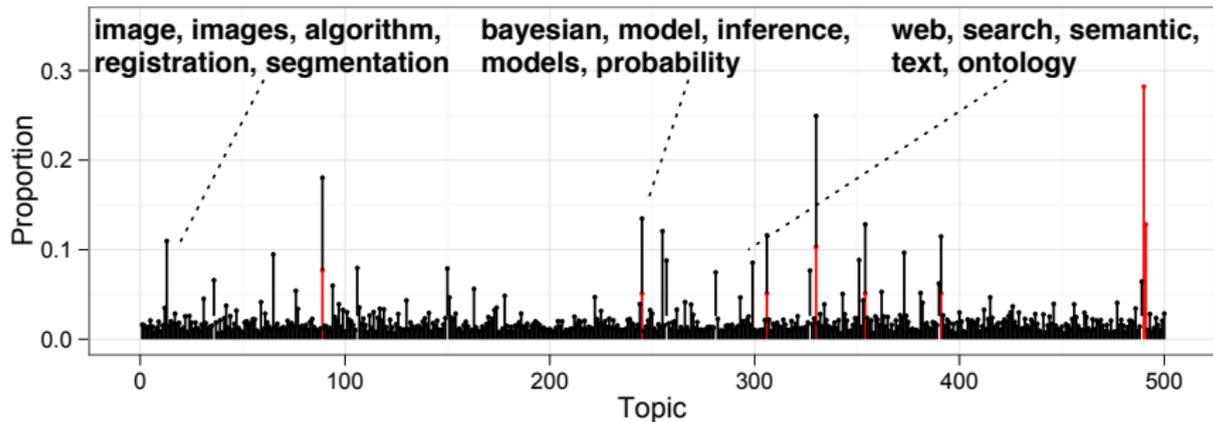
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# Maximum Likelihood Estimation

{Estimates, Likelihood, Maximum, Parameters, Method}

## Widely read

Maximum Likelihood Estimation of Population Parameters

Bootstrap Methods: Another Look at the Jackknife

R. A. Fisher and the Making of Maximum Likelihood

## Interdisciplinary MLE articles

Maximum Likelihood from Incomplete Data with the EM Algorithm

Bootstrap Methods: Another Look at the Jackknife

Tutorial on Maximum Likelihood Estimation

## Outside influences

Random Forests

Identification of Causal Effects Using Instrumental Variables

Matrix Computations

## Idea #1: User behavior data



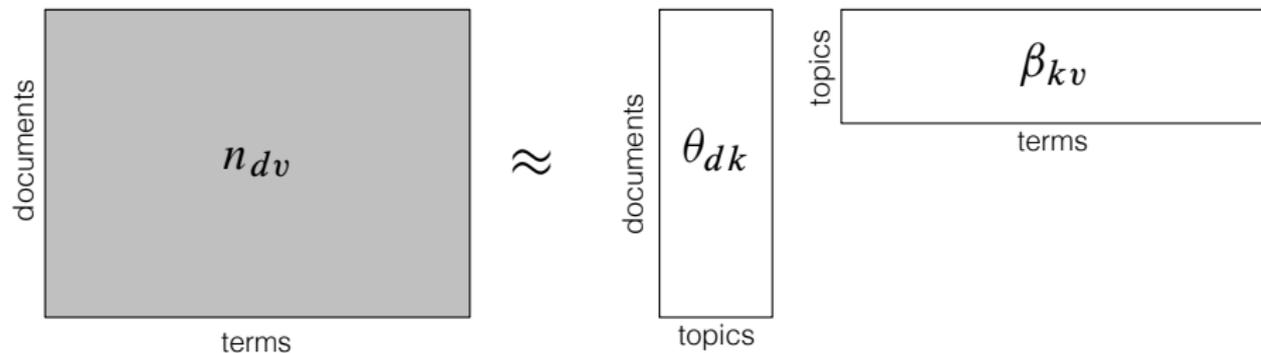
Charles Darwin's library



Reading on the New York subway

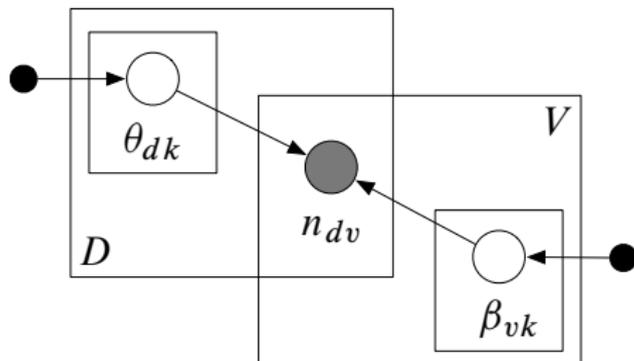
- Collaborative topic models give good recommendations.
- User behavior data give us a new window into the collection.
- Q: What if the users are in a network?
- Q: What if the users write reviews?

## Idea #2: Poisson factorization



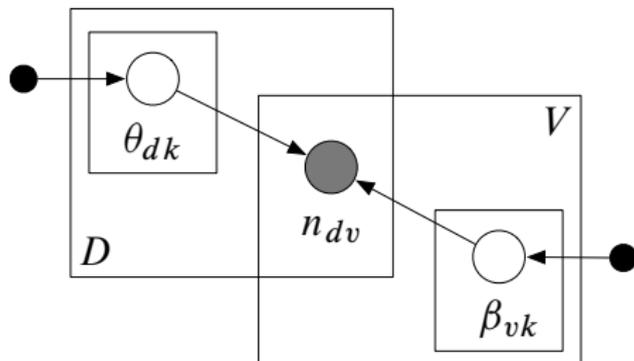
1. For each term  $v$  and topic  $k$ : draw  $\beta_{kv} \sim \text{Gamma}(a, b)$
2. For each document  $d$ :
  - a. For each topic  $k$ : draw  $\theta_{dk} \sim \text{Gamma}(c, d)$ .
  - b. For each term  $v$ : draw  $n_{dv} \sim \text{Poisson}(\theta_d^\top \beta_v)$ .

## Idea #2: Poisson factorization



- Shows better perplexity than LDA. (Canny, 2004)
- Easy to fit with auxiliary variables
- Easy to extend the Poisson additive model on word counts
- Equivalent to LDA when we condition on document length (It is multinomial PCA.)
- Is a Bayesian form of NMF with “KL loss” (Lee and Seung, 2000)

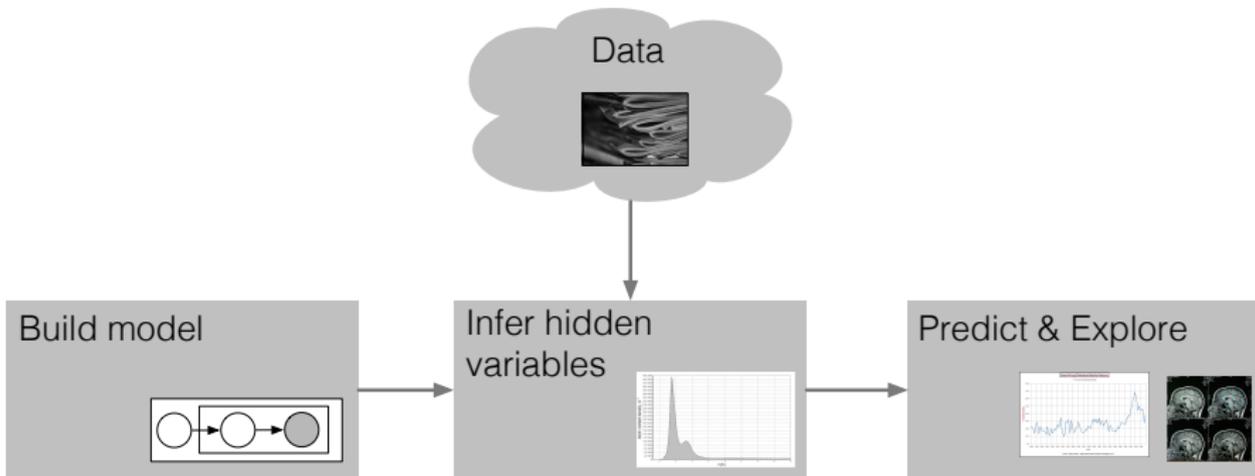
## Idea #2: Poisson factorization



- Works well in other settings
  - networks (Ball et al., 2012) ; recommendation (Gopalan et al., 2013)
- We can build Bayesian nonparametric versions (Gopalan et al., yesterday)
- Why is it better than LDA?
  - Explicitly models document length?
  - Avoids pesky normalizations?



## **Challenges to topic modeling**



- Topic modeling research
  - develops new models.
  - develops new inference algorithms.
  - develops new applications, visualizations, tools.
- Workshops are also for half-baked ideas and difficult-to-articulate problems.

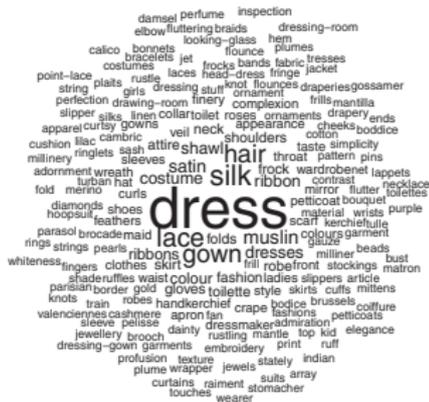
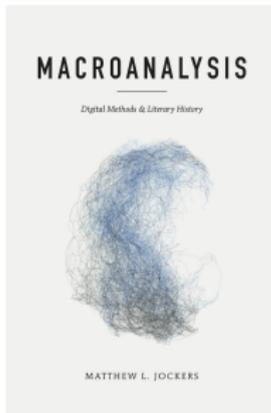
## How do we explore?



- Topic models are used to explore collections.
- How can we build and evaluate models with this goal?
- Brings to focus thorny issues
  - Visualization, Interpretability
  - Interactivity, Never-ending collections
- Theory of exploration (Tukey, 1962; Good, 1983; Diaconis, 1985)



# How do we apply?



- Topic modeling moves in useful directions when we solve real problems.
- Collaborate with scientists/scholars that want to analyze texts
  - E.g., History, Comparative Literature, Political Science The Law, Cognitive Science, Sociology, Media Theory, Linguistics, Biology
- Create usable open-source tools for topic modeling.
- Success story: MALLET and the digital humanities.

TOPIC  
MODELING

The diagram consists of three nested ovals. The outermost oval is white and contains the text 'STATISTICS', 'MACHINE LEARNING', and 'DATA SCIENCE'. Inside it is a gray oval containing 'PROBABILISTIC MODELING'. Inside the gray oval is a smaller white oval containing 'TOPIC MODELING'. An arrow points from the text 'TOPIC MODELING' to a small black dot located at the intersection of the gray and white ovals.

PROBABILISTIC  
MODELING

STATISTICS  
MACHINE LEARNING  
DATA SCIENCE

# Box's loop

