XBERT - MODEL FOR HATE SPEECH DETECTION IN VIETNAMESE

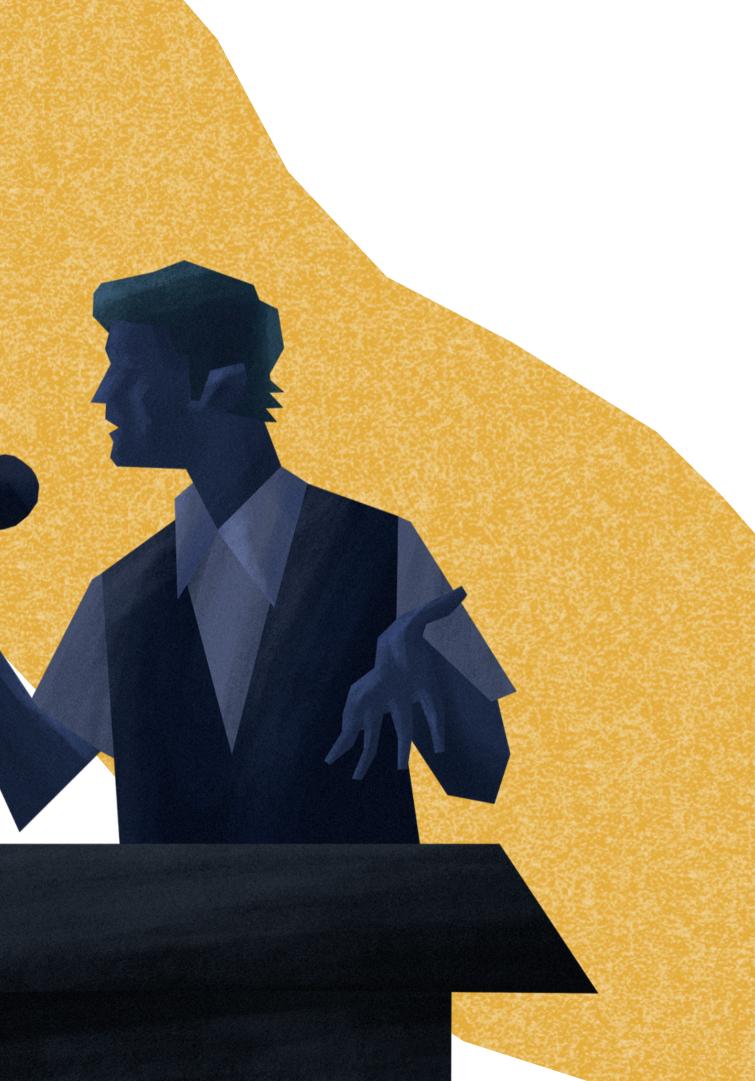




NTRODUCTION

In the digital age, social media's pervasive influence has inadvertently escalated the prevalence of hate speech and offensive comments, with alarming implications for mental health.

Addressing this critical issue, our research introduces XBert, a model for detecting hostile and provocative language in Vietnamese.



Trung Quân Idol bị trầm cảm 2 năm chỉ vì đọc bình luận của khán giả

SAO VIỆT | Thứ Sáu, 11/08/2023 06:57:31 +07:00 C Theo dõi VTC NEWS trên Goog e News

(VTC News) - Trung Quân Idol lần đầu có những chia sẻ về câu chuyện áp lực tâm lý khi hoạt động nghệ thuật cùng đàn chị Thu Minh.





PRERPRICESSING



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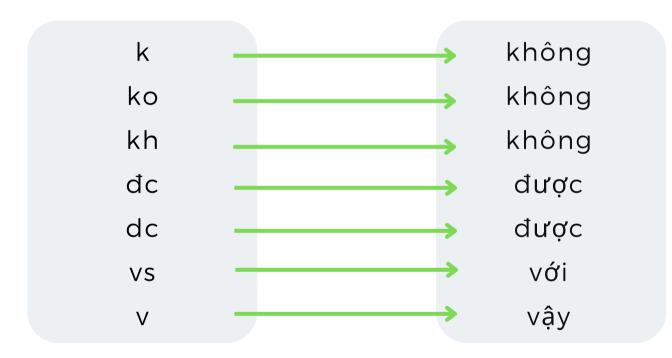
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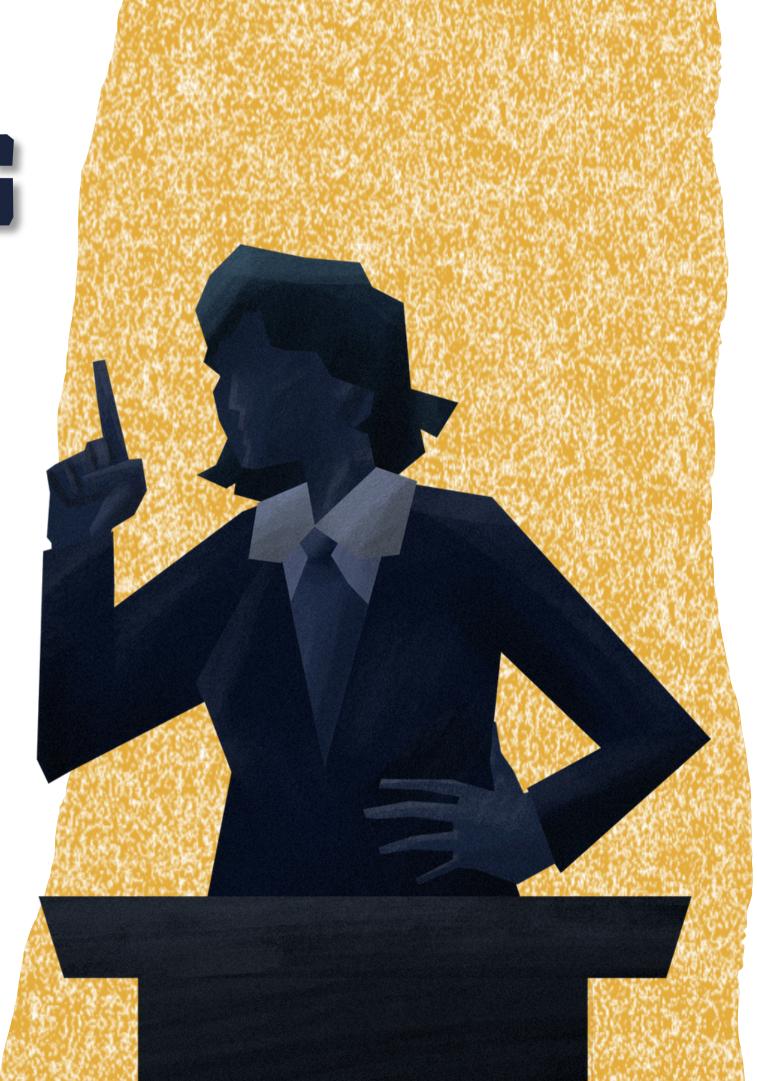




PRERPRICESSING

TEENCODE DECODE





Easy Data Augmentation Techniques

Easy Data Augmentation Techniques (EDA) are a set of simple and efficient methods designed to enhance machine learning models by increasing the size and diversity of training datasets. These techniques include operations like synonym replacement, random insertion, random swap, and random deletion.

Synonym Replacement (SR)

Randomly choose n words from the sentence that are not stop words. Replace each of these words with one of its synonyms chosen at random.

Câu gốc	Nhân viên nhiệt
Synonym Replacement (SR)	Nhân viên hoan ng

t tình và lịch sự

ighênh và lịch sự

Random Insertion (RI)

- Find a random synonym of a random word in the
- sentence that is not a stop word. Insert that synonym into
 - a random position in the sentence. Do this n times.

Câu gốc	Nhân viên nhiệ
Random Insertion	Nhân viên nhiệ
(RI)	chuyên viế

ệt tình và lịch sự

ệt tình và lịch sự ên cao cấp

Random Swap (RS)

Randomly choose two words in the sentence and swap their positions. Do this n times

Câu gốc	Nhân viên nhiệt
Random Swap (RS)	Nhân viên nhiệt chuyên viê

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Random Deletion (RD)

Randomly remove each word in the sentence with probability p.

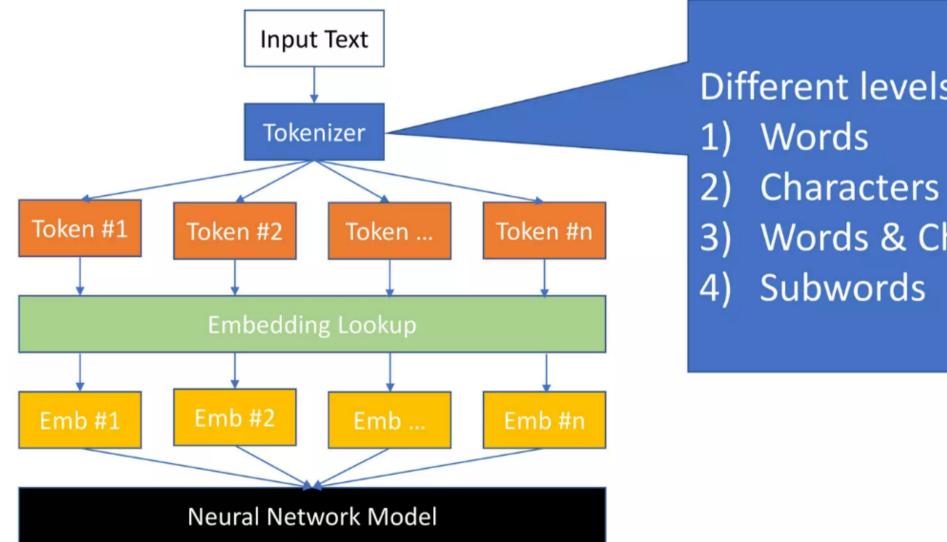
Câu gốc	Nhân viên nhi
Random Deletion	Nhân viên nhi
(RD)	chuyên v

iệt tình và lịch sự

iệt tình và lịch sự viên cao cấp

		Original dataset			Augmented dataset		
Dataset	Label	Num comments	Avg word length	Vocab size	Num comments	Avg word length	Vocab size
	CLEAN	19,886	6.55	130,238	19,886	6.55	130,238
Vi-HSD	OFFENSIVE	1,606	7.24	11,624	10,147	7.57	76,802
	HATE	2,556	12.08	30,883	16,849	11.64	196,086
	CLEAN	18,614	14.85	276,557	18,614	14.85	5 276,557
VLSP	OFFENSIVE	1,022	8.87	9,063	8,461	8.05	68,093
	HATE	709	14.23	10,087	6,392	13.41	85,713

Tokenizer



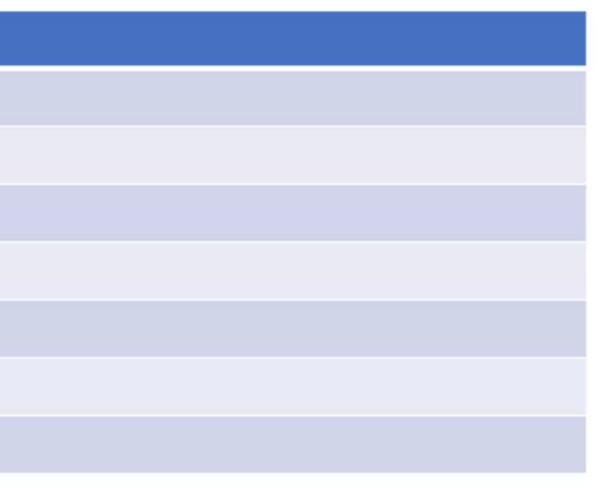
Different levels of tokenization

Words & Characters

Word-level tokenization

This is the most commonly used tokenization technique. It splits a piece of text into words based on a delimiter. The most commonly used delimiter is space. You can also split your text using more than one delimiter, like space and punctuation marks

Language	Original Sentence	After tokenization
English	How are you	how are you
Bahasa	Apa kabar	apa kabar
French	Comment allez-vous	Comment allez-vous
Thai	คุณเป็นอย่างไรบ้าง	คุณ เป็น อย่างไร บ้าง
Chinese	你好吗	你 好 吗
Japanese	お元気ですか	お 元気 です か
Arabic	كيف حالك	حالك كيف



ISSUES

The limitation of this technique is that it leads to a massive corpus and a large vocabulary, making the model more cumbersome and requiring more computational resources. To address this issue, researchers have introduced character-based tokenization techniques.

Character-Level tokenization

Character-based encoding splits raw text into individual characters. The logic behind this encoding is that a language may have many different words but a fixed number of characters. This results in a very small vocabulary size. For example, English has 256 different characters (letters, numbers, special symbols) while containing nearly 170,000 words in its vocabulary. Therefore, character-based encoding will use fewer tokens compared to word-based encoding.

Issues

This technique helps to shrink the vocabulary size, but it ends up making the sequence longer in character-based encoding. Basically, each word gets split into individual characters, and because of that, the encoded sequence is way longer than the original raw text.

Subword-level Tokenization

The keyword-based encoding algorithms use the following principles:

- Don't break down common words into smaller subwords.
- Split rare words into meaningful subwords.

Byte-Pair Encoding(BPE)

The BPE method will tally the frequency of subwords appearing together and look to merge them if they have the highest occurrence rate. This merging process of subwords continues until there are no more subwords left to combine. Eventually, we end up with a set of subwords that can represent every word in the entire text corpus. This process includes the following steps:

Step 1: Initialize the vocabulary.

Step 2: Represent each word in the text corpus as a combination of characters with the token $<\w>$ at the end to mark the end of a word (the reason for adding this token will be explained later).

Step 3: Count the frequency of each pair of tokens in the vocabulary.

Step 4: Merge the most frequently occurring pairs to form new character-level n-grams for the vocabulary.

Model	BPE	WordPiece	
Training	Starts from a small vocabulary and learns rules to merge tokens	~	1
Training step	Merges the tokens corresponding to the most common pair	Merges the tokens corresponding to the pair with the best score based on the frequency of the pair, privileging pairs where each individual token is less frequent	
Learning	Merge rules and a vocabulary	Just a vocabulary	
Encoding	Splits a word into characters and applies the merges learned during training	Finds the longest subword starting from the beginning that is in the vocabulary, then does the same for the rest of the word] : : :

Unigram

Starts from a large vocabulary and learns rules to remove tokens

Removes all the tokens in the vocabulary that will minimize the loss computed on the whole corpus

A vocabulary with a score for each token

Finds the most likely split into tokens, using the scores learned during training

BPE-Dropout

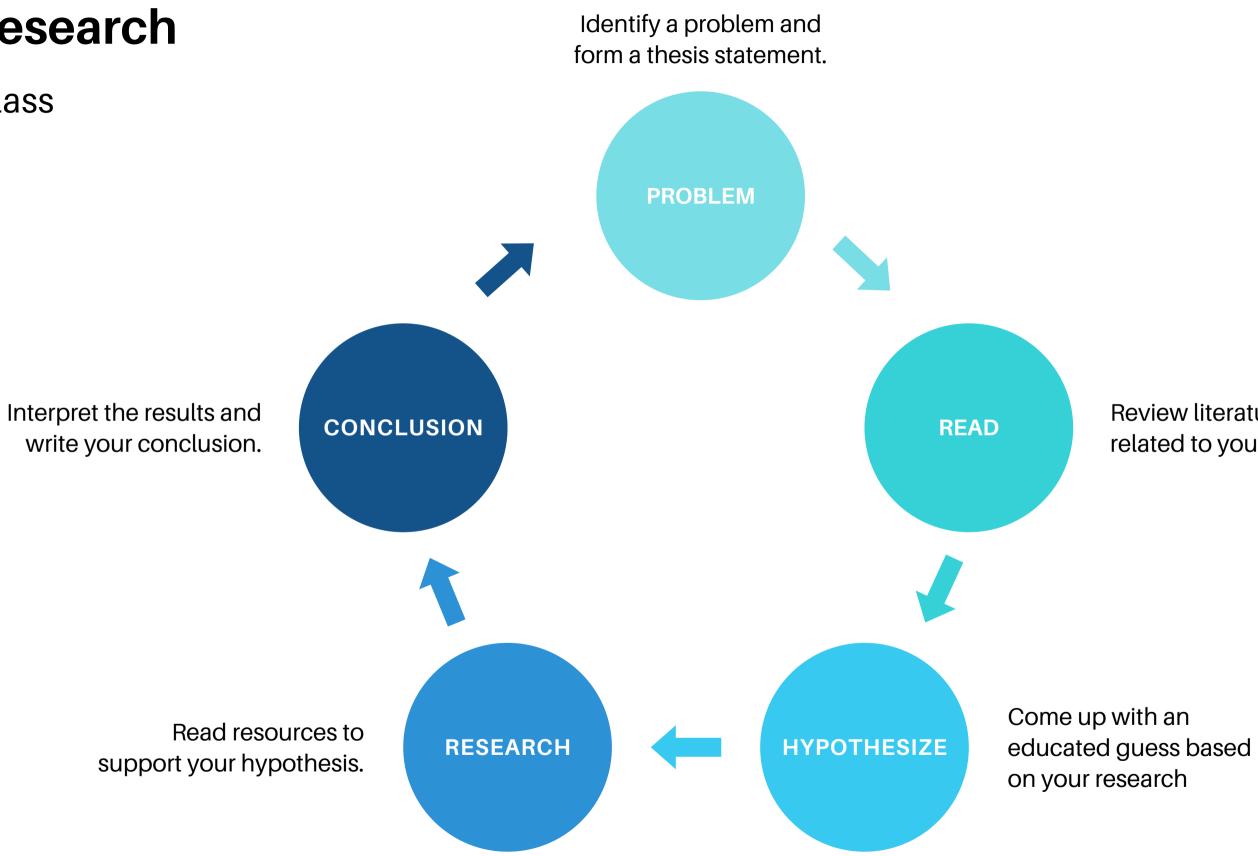
BPE-dropout - simple and effective subword regularization method based on and compatible with conventional BPE that stochastically corrupts the segmentation procedure of BPE, which leads to producing multiple segmentations within the same fixed BPE framework

```
u-n-r-e-l-a-t-e-d
u-n re-l-a-t-e-d
                               u-n<u>r-e</u>-l-a_t-e_d
                                                        u-n-<u>r-e</u>-l-a_t-e-d
                                                                                 u-n_r_e_l-<u>a-t</u>-e-d
u-n re-l-at-e-d
                               u-n re-l<u>a-t</u>-e_d
                                                        u_n re_l-<u>a-t</u>-e-d
                                                                                 u-n-r_e-l-at-e-d
u-n re-l-at-ed
                                                                                 <u>u-n</u>-r_e-l_at_ed
                               <u>u-n</u> re_l-at-e_d
                                                        u_n re-l-at-e-d
un re-l-at-ed
                                                                                 un-<u>r-e</u>-l-at-ed
                               un re-l-at-<u>e-d</u>
                                                        u_n <u>re-l</u>-ate_d
un <u>re-l</u>-ated
                                                                                 un re-l_at-ed
                               un re<u>l-at</u>-ed
                                                        u n rel-ate-d
un rel-ated
                                                                                  un re-l-ated
                               un re-lat-ed
                                                        u_n relate_d
un-related
                                                                                  un rel_ated
                               un relat_ed
unrelated
   BPE (a)
                                                    BPE-Dropout (b)
```

xbert thường : loss: 0.2514, Accuracy: 0.8392 dropout = 0.2: loss: 0.2570, Accuracy: 0.8516 dropout = 0.1: loss: 0.2544, Accuracy: 0.8464 dropout = 0.4: loss: 0.2613, Accuracy: 0.8671 dropout = 0.3: loss: 0.2618, Accuracy: 0.8614 dropout = 0.5: loss: 0.2616, Accuracy: 0.8695

The Stages of Research

Miss Jones Science Class



Review literature related to your topic.

The Stages of Research

Miss Jones Science Class



READ

Review literature related to your topic.



PROBLEM

Identify a problem and form a thesis statement.



HYPOTHESIZE

Come up with an educated guess based on your research.

RESEARCH

Read resources to support your hypothesis.





CONCLUSION

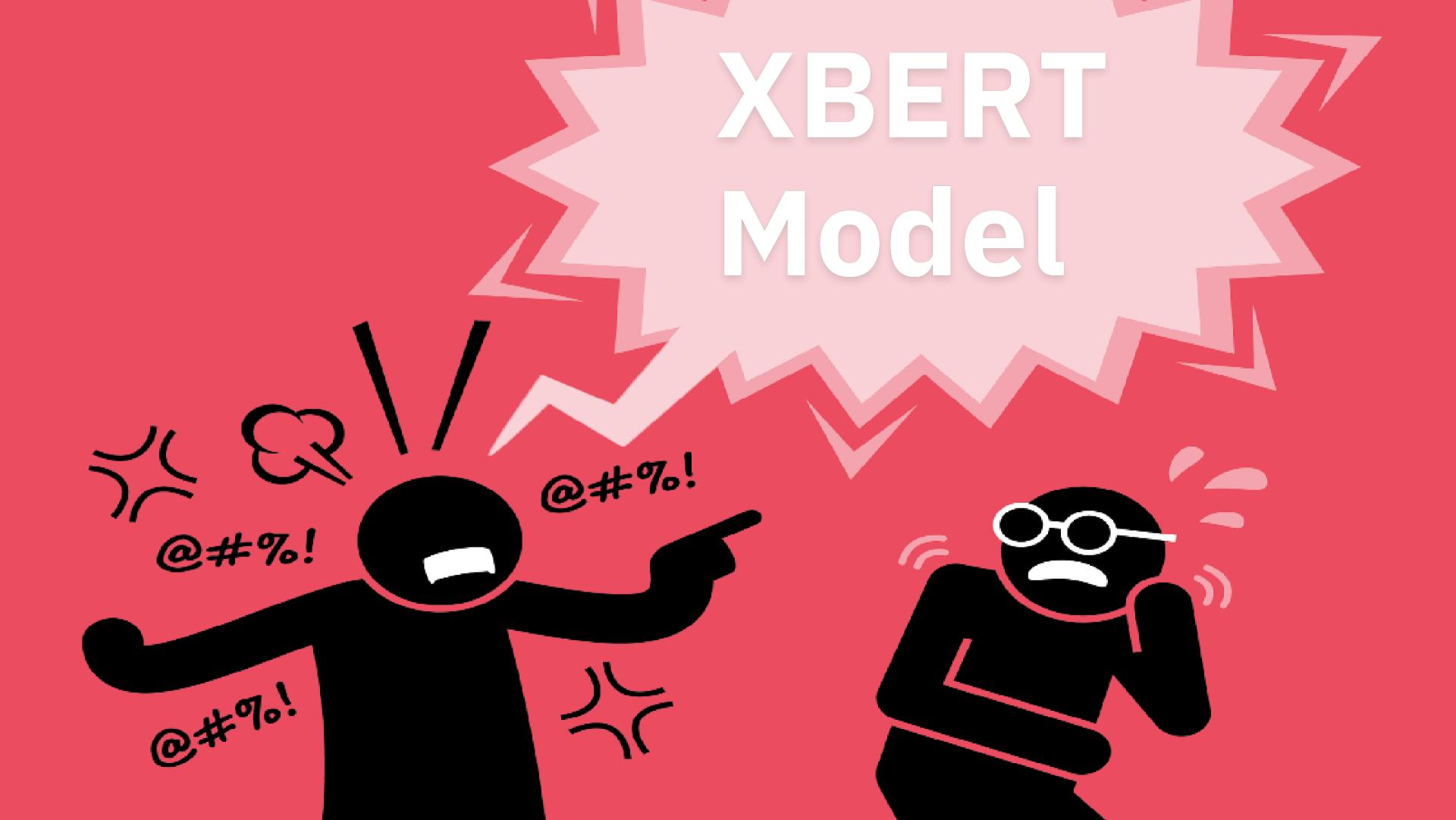
Interpret the results and write your conclusion.

The Stages of Research

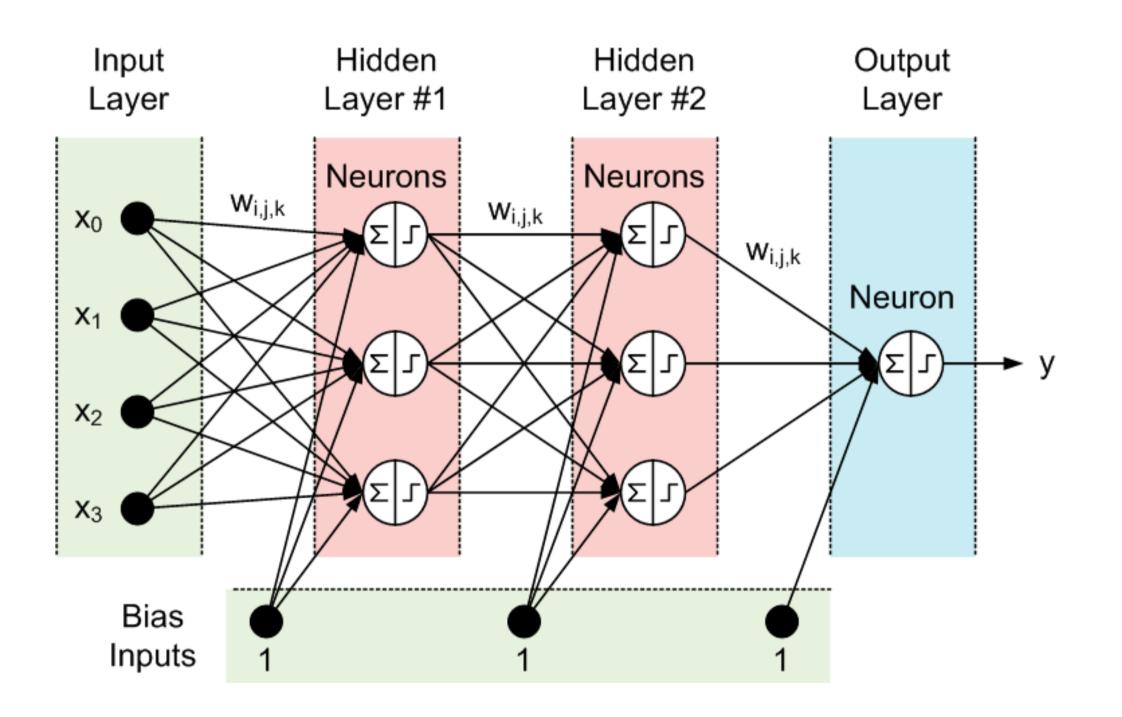
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PROBLEM	READ	HYPOTHESIZE	RESEARCH	CONCLUSION
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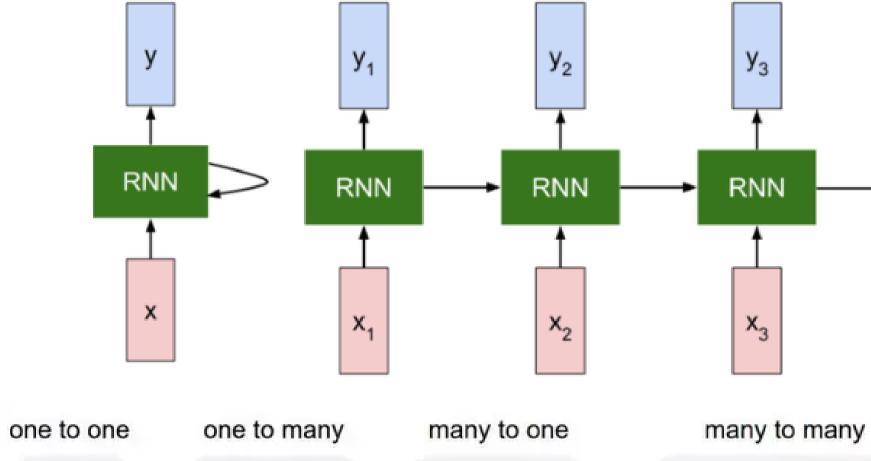


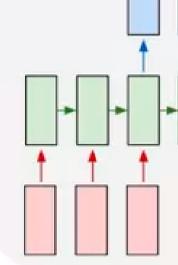


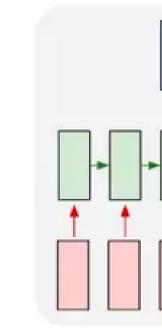
Neural Network



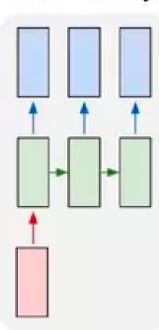
RNNs



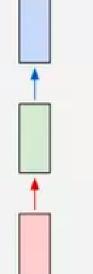




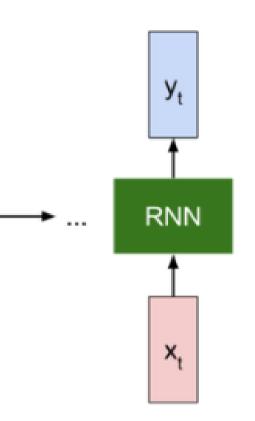
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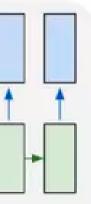


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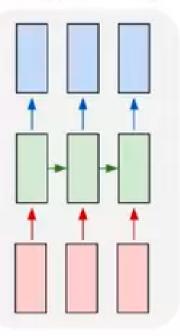




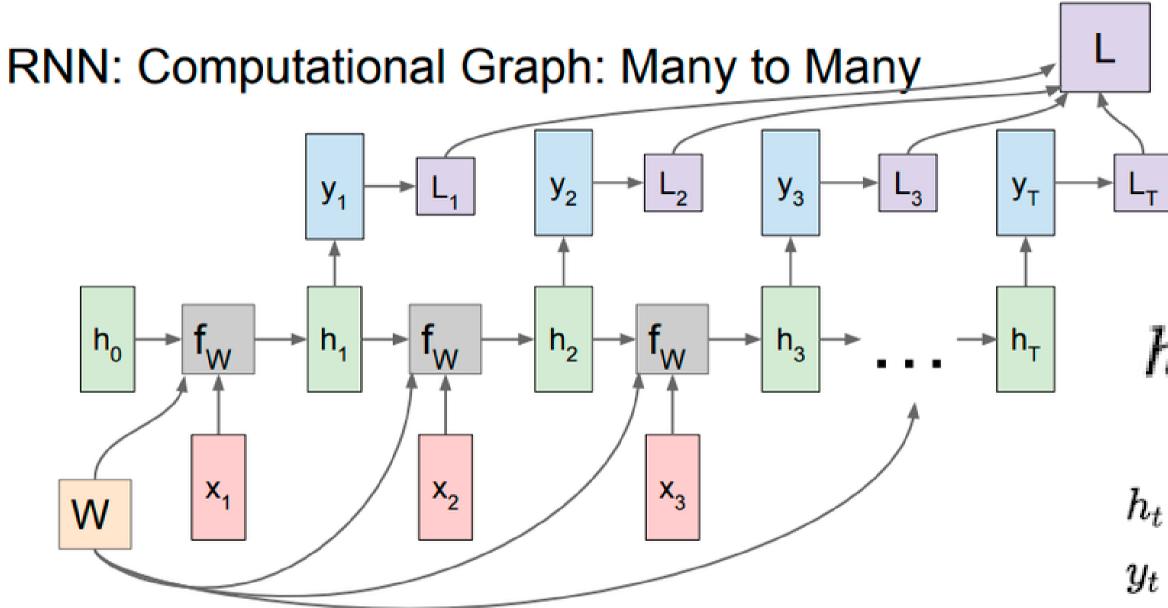




many to many



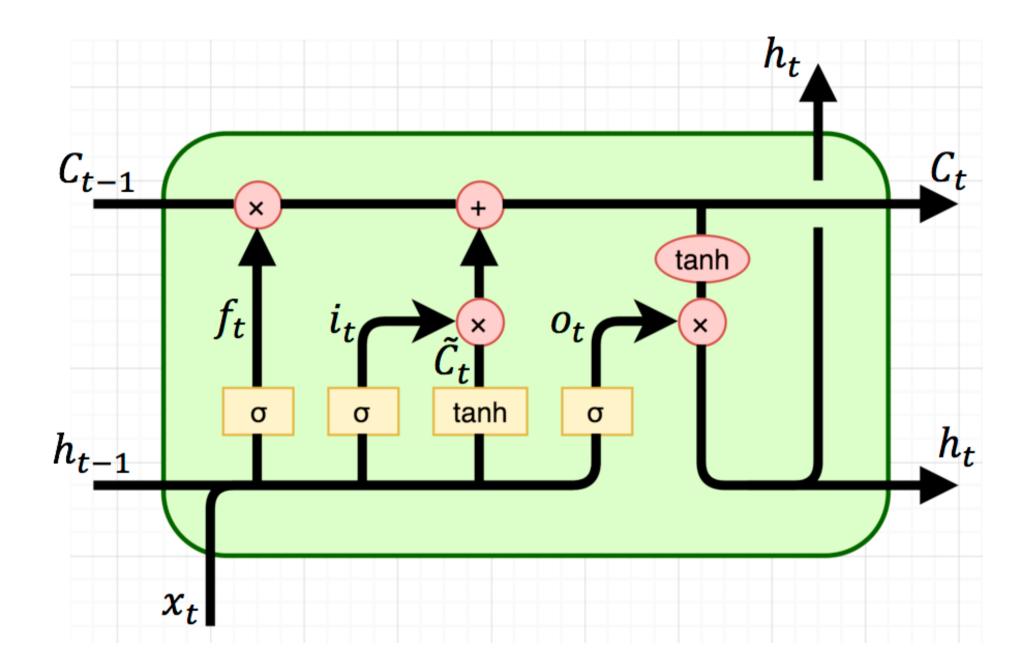
RNNS



RNNs (https://viblo.asia/p/recurrent-neural-networkphan-1-tong-quan-va-ung-dung-jvElaB4m5kw#_mang-hoi-quy-rnn-0)

$egin{aligned} h_t &= f_Wig(h_{t-1}, x_tig) \ h_t &= tanh(W_{hh}h_{t-1} + W_{xh}x_t) \ y_t &= W_{hy}h_t \end{aligned}$

Long-Short Term Memory

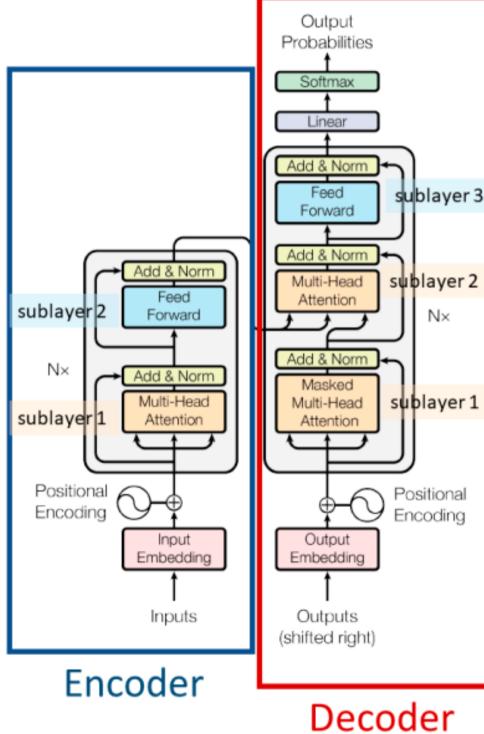


Long-Short Term Memory

- Forget gate: $f_t = \sigma(U_f * x_t + W_f * h_{t-1} + b_f)$
- Input gate: $i_t = \sigma(U_i * x_t + W_i * h_{t-1} + b_i)$
- Output gate: $o_t = \sigma(U_o * x_t + W_o * h_{t-1} + b_o)$

 σ : sigmoid U f, U i, U o : Current input link weights x t W f, W i, W o: Previous hidden state link weights with h t-1 b f, b i, b o: Bias for gate

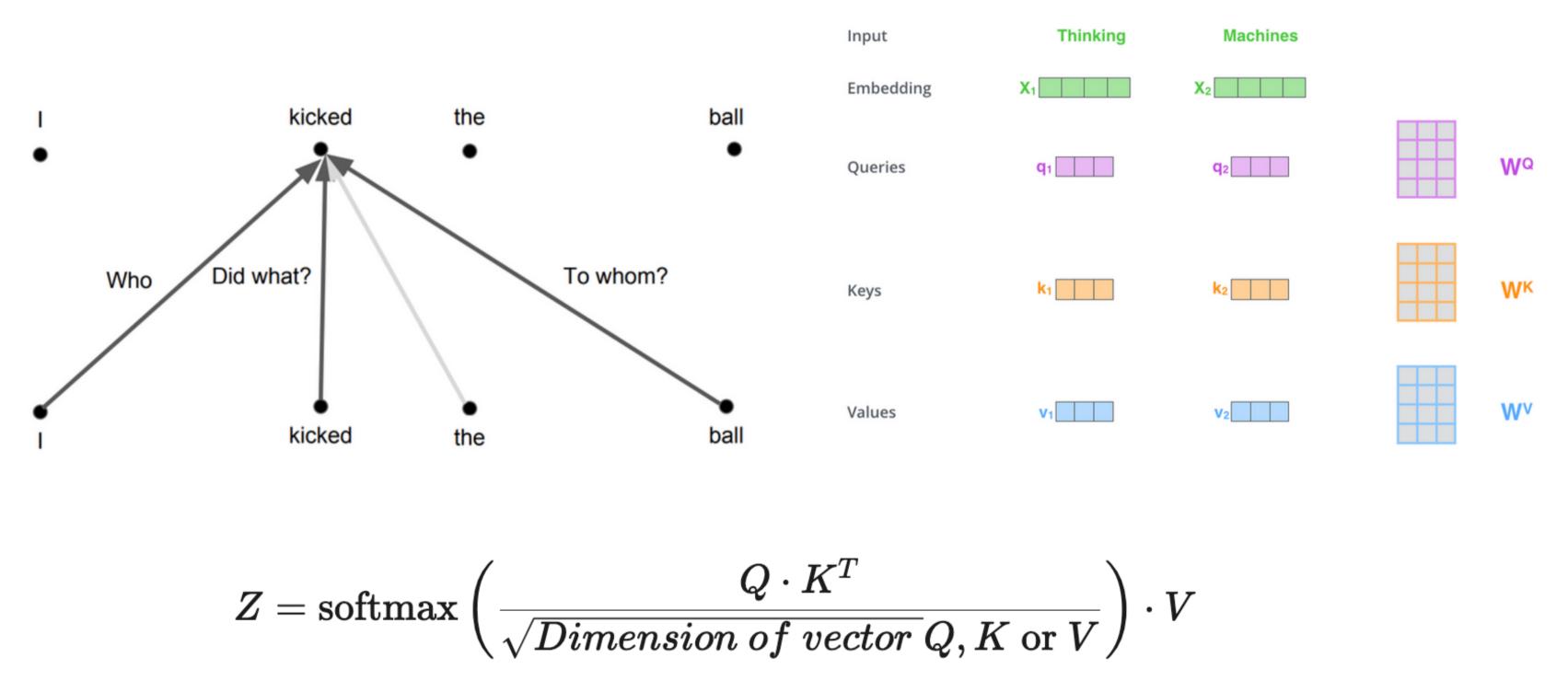
Transformer Attention all you



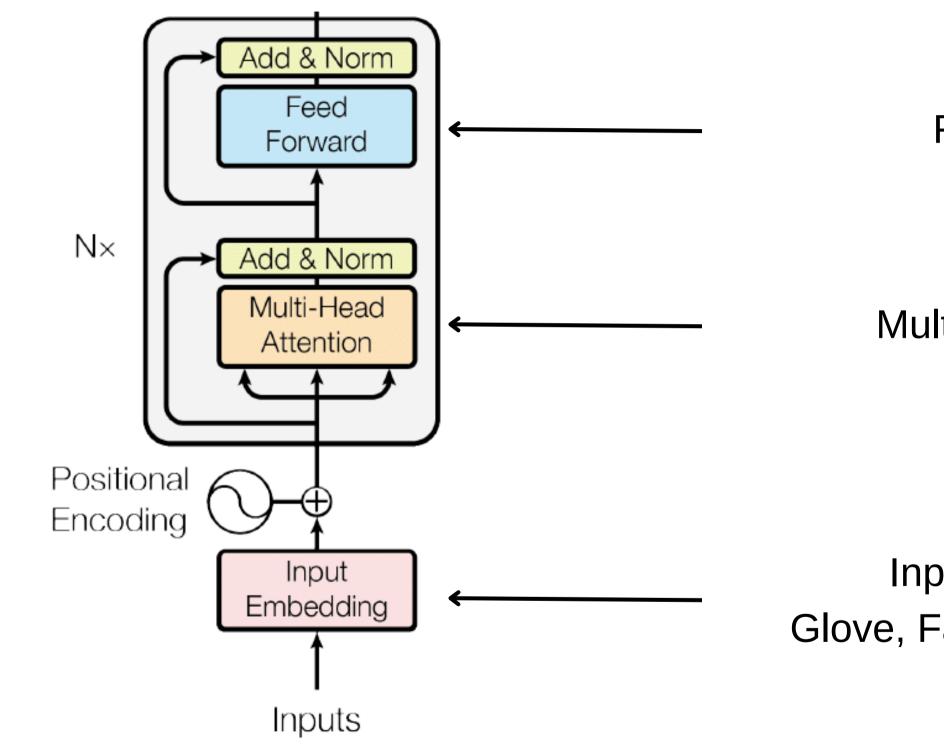
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Self-Attention





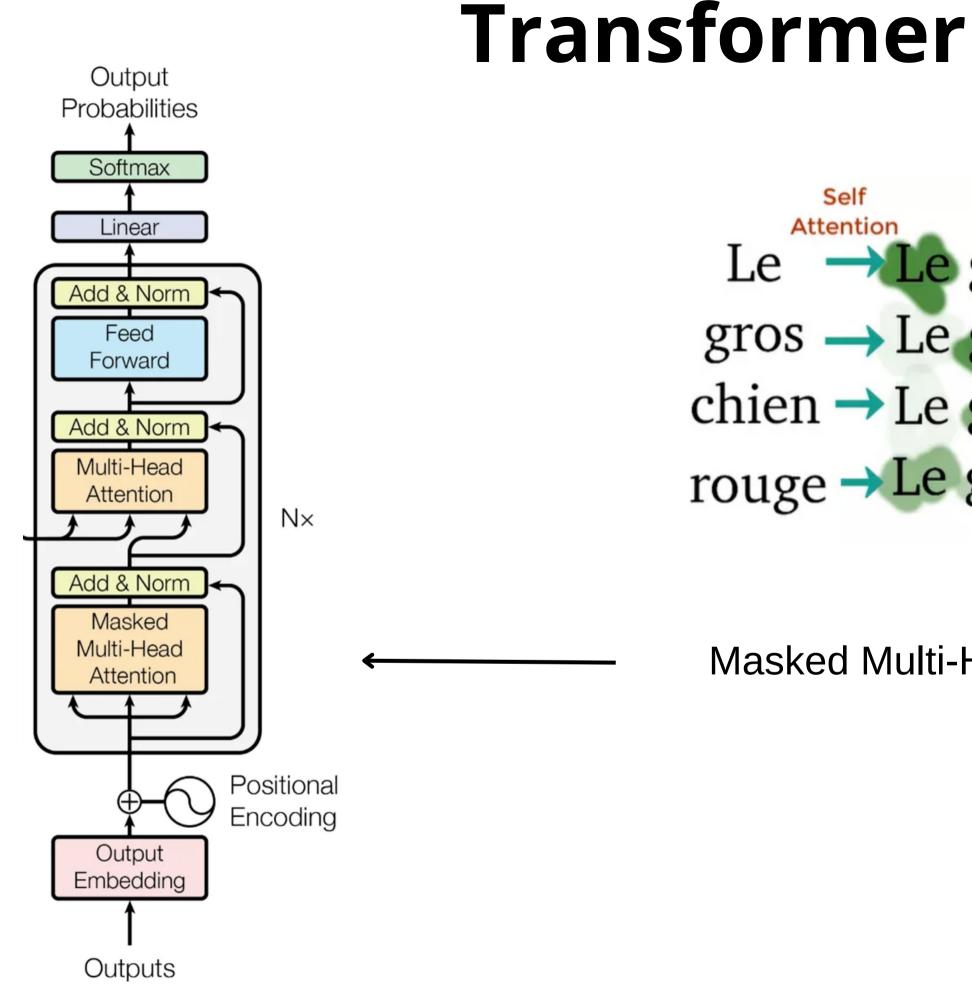
Transformer



Feed Forward

Multi-Head Attention

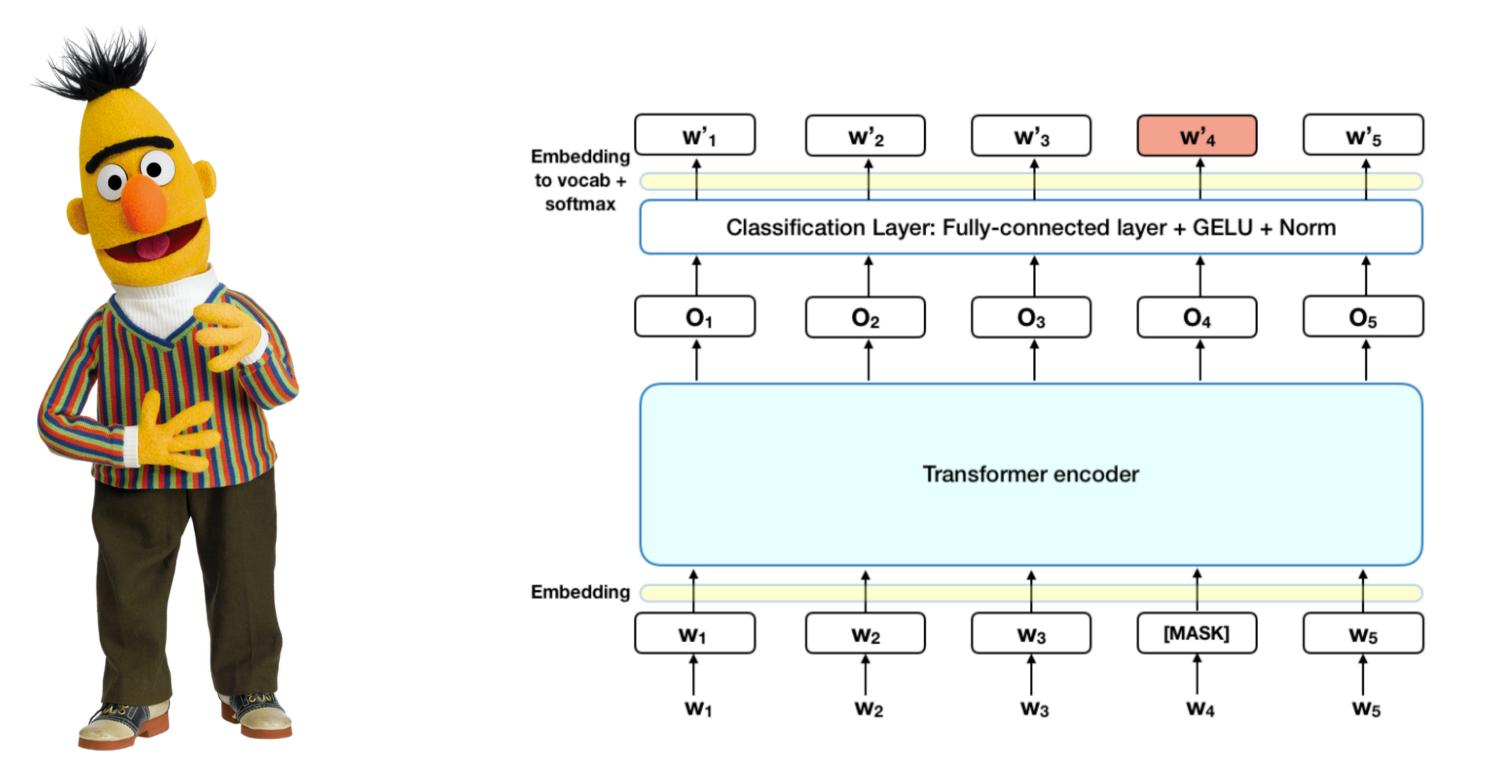
Input Embedding : Glove, Fasttext, Word2Vec, ...



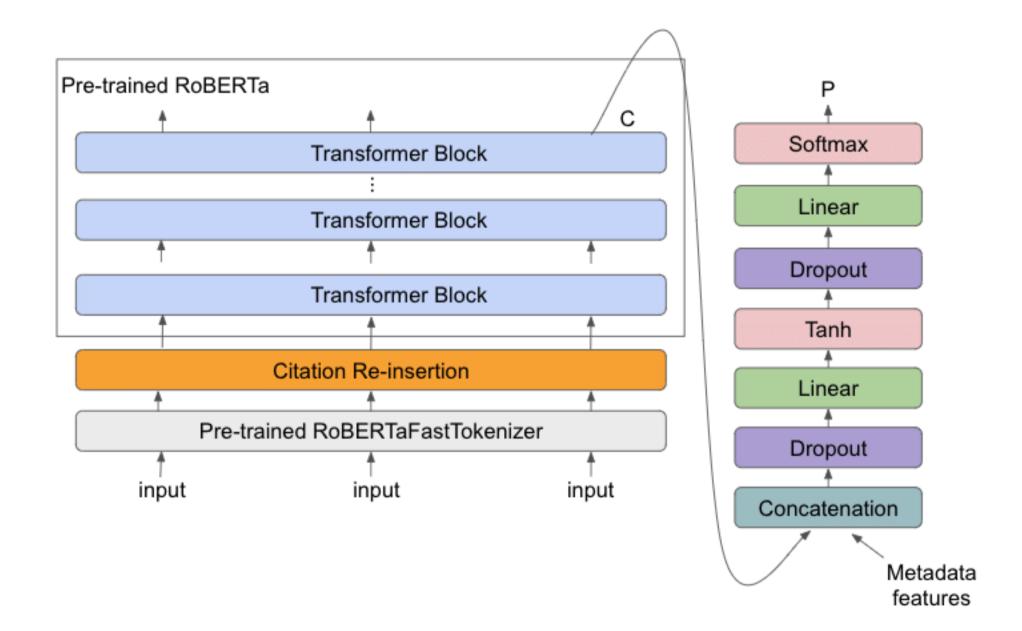
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Masked Multi-Head Attention

BERT

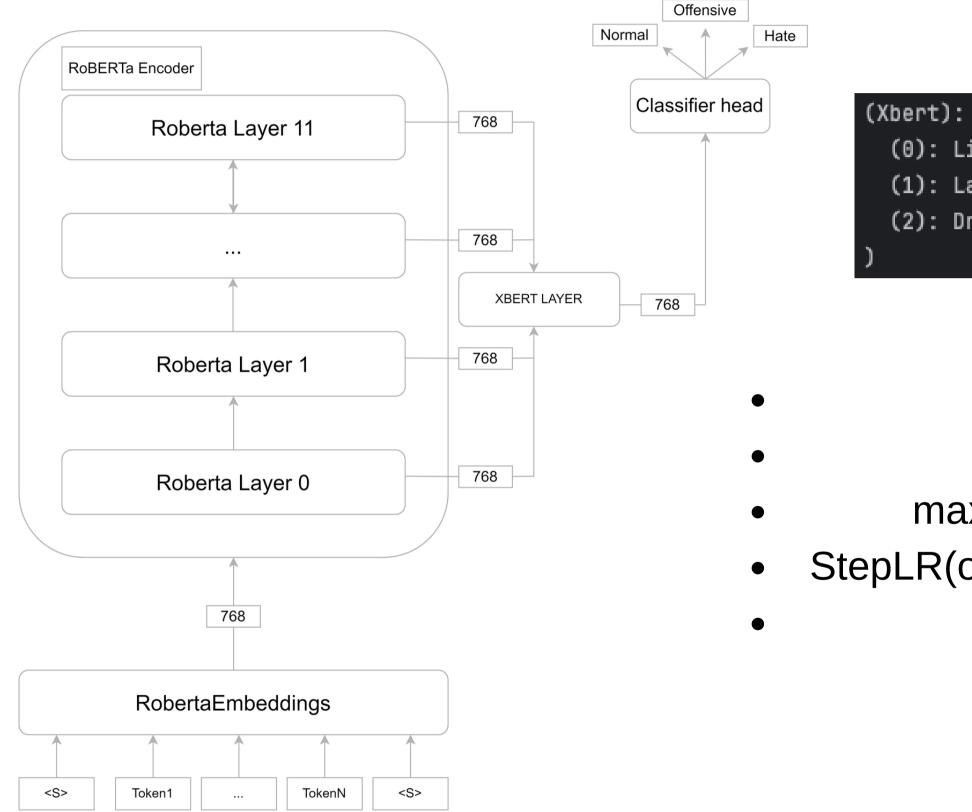


RoBERTa



- Pretraining is Longer and with Bigger Data
- Skip Next Sentence Prediction
 (NSP) Tasks
 - Use Dynamic Masking
- Optimization Hyperparameters

XBERT



```
(Xbert): Sequential(
  (0): Linear(in_features=768, out_features=768, bias=True)
  (1): LayerNorm((768,), eps=1e-05, elementwise_affine=True)
  (2): Dropout(p=0.1, inplace=False)
```

K-fold = 10 with 10 epochs EDA

max_length = 60, batch_size =128 StepLR(optimizer, step_size=70, gamma=0.9) X-BERT tokenizer

Training model

Trying a lot of method to training have a best model by :

- Compare 3 models with **num_attention_head** = 12,16,**32**
- Compare 3 models with **batch_size** = 32, 64, **128**
- Compare model **Roberta** vs **XBert** on VLSP with autoLR
- Combine 2 dataset VLSP, ViHSD
- Training 100 epochs on each dataset
- Compare model with Xbert tokenization and PhoBert tokenization
- Compare 2 methods **KFold=10** and **Normal**
- Combine 3 datasets to have the best model : VLSP, ViHSD, **social_media**(from crawling social_network)
- Training 5 models Xbert(with Xbert_Tokenize dropout from 0.1-0.5) to choose the model have best acc => choose : dropout=0.3
- Label dataset test_VLSP by model Xbert (VLSP+ViHSD+social) and send mail to VLSP Resources



F1-score: performance evaluation for classification.

$$F_{I} = \frac{2}{Recall^{-1} + Precision^{-I}}$$

F1-MACRO

F1-macro: computed as mean of F1 scores for each class.

$$F_{I-Macro} = \frac{F_{I-HATE} + F_{I-OFFENSIVE} + F_{I-CLEAN}}{3}$$



Result of Training

Model	VLSP		ViH	ISD
	Accuracy	Macro-F1	Accuracy	Macro-F1
PhoBert	94.1	66.03	86.61	53.0
PhoBert- CNN	98.26	90.89	87.17	64.43
XBert	99.75	98.05	96.55	91.67

PERFORMANCE

Training time

Epoch 1/10 ###### Epoch 1/10: 25%

PhoBert

Epoch 1/10 ###### Epoch 1/10: 10% | | 17/170 [00:23<03:12, 1.26s/it]

XBert

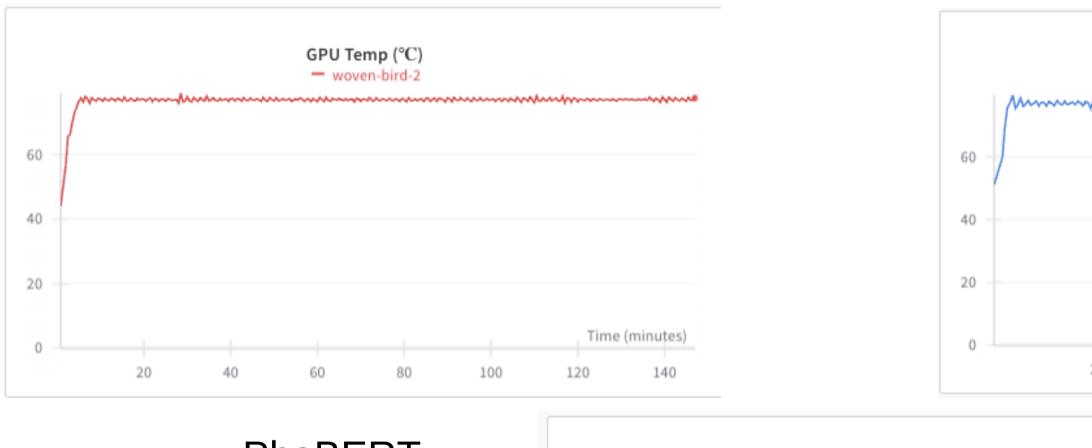
Epoch 1/10 ###### Epoch 1/10: 16% | 28/170 [00:13<01:06, 2.15it/s]

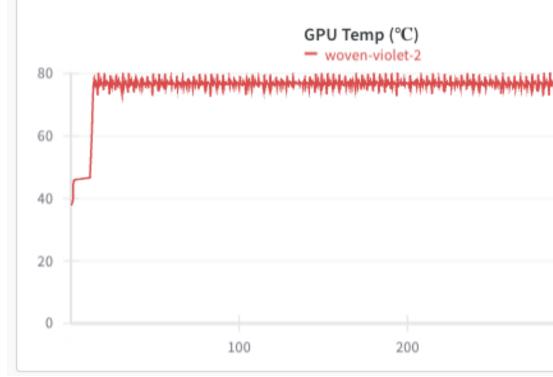
PhoBert-CNN



PERFORMANCE

GPU Temp





PhoBERT

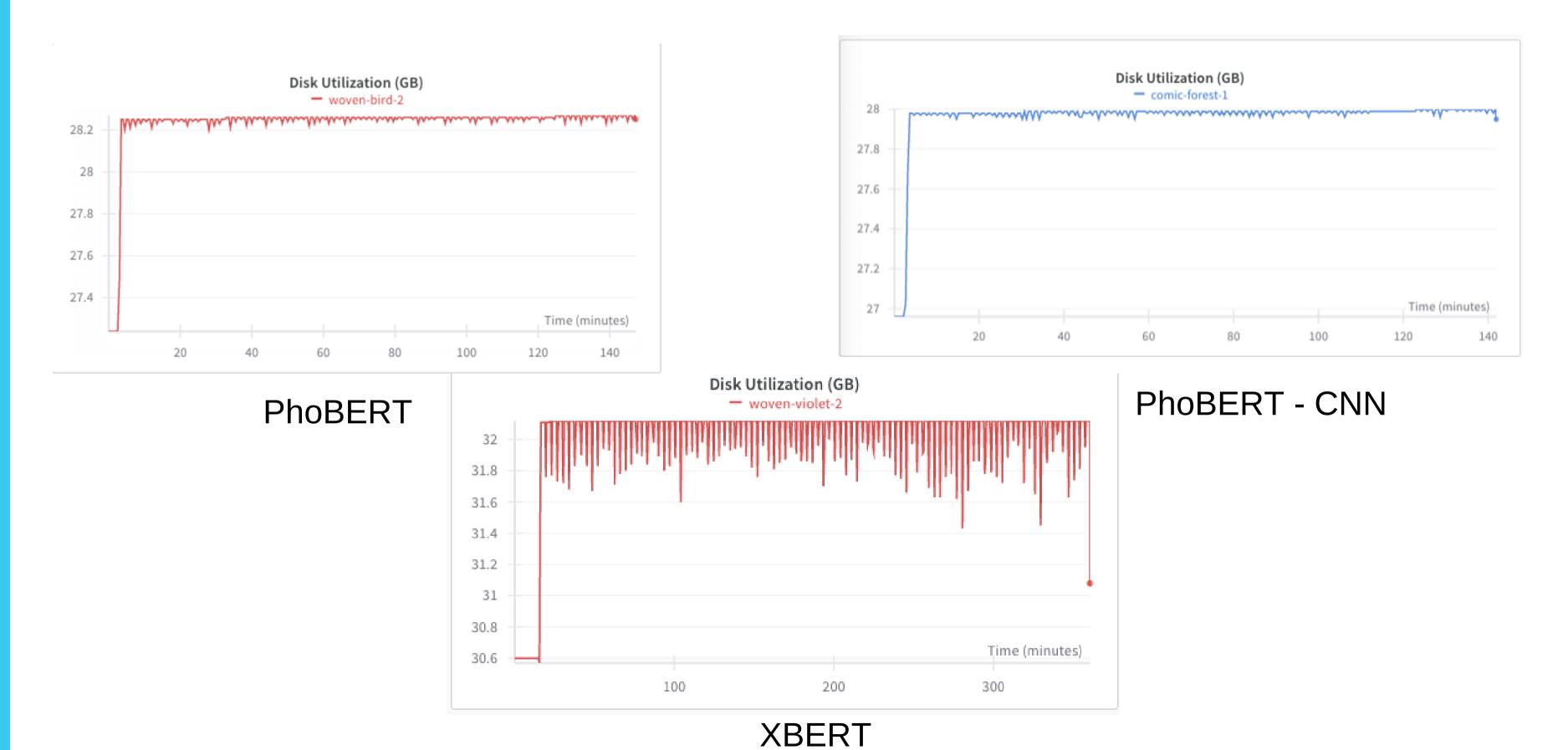
XBERT



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20	40	60	80	100	Time (1 120	minutes) 140
	***	Pho	BERT	- CNI	N	
Time (n 300	ninutes)					

# PERFORMANCE

#### **GPU** Temp





# THRR YOU FOR





