

Description	#Words	#Entities	#Epochs	Performance	Training Performance	Est
<b>HUMAN</b>	?	$\approx 10^{14}$	?	?	79.4%	
<b>ADPT</b>	2640	13250	1	76.7%	47.1%	
<b>ADPT_50</b>	648	3240	1	96.0%	72.1%	
<b>T_WP</b>	648	4290	1	99.5%	72.1%	
	5694	4315	1	99.3%	68.6%	
	3240	26		99.9%	77.9%	
0	9			99.5%	79.1%	

(see text for details)

Classifier that improves in

The EOL mails were labelled according to this division. All administrative information and routing information were automatically extracted except for the subject and the sender of a message. The results are summarized in Table 1.

## 2 Training Procedures

Two underlying training procedures were used for the ACCSYS-network:

**Adaptive Learning:** This algorithm was originally proposed by Gorin [1987]. It adjusts the weights  $w_{nk}$  between the  $n$ -th input unit  $v_n$  and the  $k$ -th output unit  $c_k$  based on the mutual information  $I(c_k; v_n)$ .

# Flexibility Through Incremental Learning Neural Networks for Text Categorization

P. Geutner, U. Bodenhausen and A. Waibel

Department of Computer Science  
University of Karlsruhe  
7500 Karlsruhe 1  
Germany

School of Computer Science  
Carnegie Mellon University  
Pittsburgh, Pennsylvania 15213  
USA

ogeutner@ira.uka.de, uli@cs.cmu.edu, ahw@cs.cmu.edu

## Abstract

We present an adaptive incremental learning algorithm that learns interactively to classify messages (here: emails) into categories without the need for lengthy batch training runs. The algorithm was evaluated on a large database of email messages that fall into five subjective categories. As control experiment best human categorization performance was established at 79.4% for this task. The best of all connectionist architectures presented here achieves near human performance. This architecture acquires its language model and dictionary adaptively, either online or offline. The learning algorithm combines an adaptive phase for learning weights during interaction and a tuning phase for refining weights on static data. Such systems can be deployed in environments where necessary such as