#### Reference:

- D. Jurafsky and J. Martin, "Speech and Language Processing"

- We saw how to represent a word as a sparse vector with dimensions corresponding to the words in the vocabulary, and whose values were some function of the count of the word cooccurring with each neighboring word.
- Each word is represented with a vector that is both **long** (length |V|, with vocabularies of 20,000 to 50,000) and **sparse**, with most elements of the vector for each word equal to zero.

- Now we turn to an alternative family of methods of representing a word.
- We use the vectors that are short (of length perhaps 50 – 1000) and dense (most values are non-zero).
- Short vectors have a number of potential advantages.
- First, they are easier to include as features in machine learning systems.

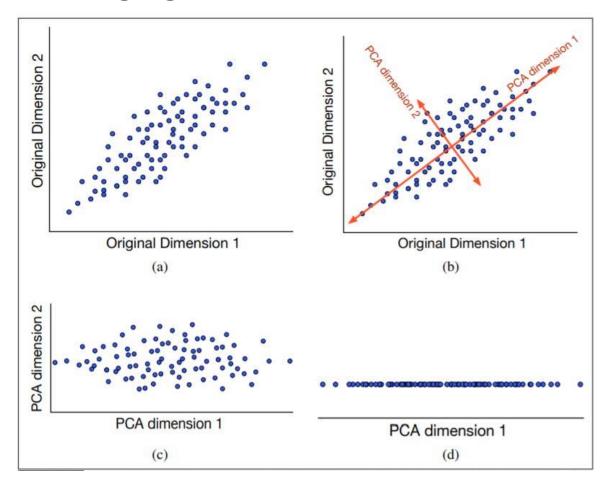
- For example, if we use 100-dimensional word embeddings as features:
- A classifier can just learn 100 weights to represent a function of word meaning, instead of having to learn tens of thousands of weights for each of the sparse dimensions.
- Because they contain fewer parameters than sparse vectors of explicit counts, dense vectors may generalize better and help avoid overfitting.

- Dense vectors may do a better job of capturing synonymy than sparse vectors.
- For example, car and automobile are synonyms.
- In a typical sparse vectors representation, the car dimension and the automobile dimension are distinct dimensions.
- Because the relationship between these two dimensions is not modeled, sparse vectors may fail to capture the similarity between a word with car as a neighbor and a word with automobile as a neighbor.

- We begin with a classic method for generating dense vectors: singular value decomposition, or SVD
- It is first applied to the task of generating embeddings from term-document matrices by Deerwester et al. (1988) in a model called Latent Semantic Indexing or Latent Semantic Analysis (LSA)
- Singular Value Decomposition (SVD) is a method for finding the most important dimensions of a data set, those dimensions along which data varies the most.

- In general, dimensionality reduction methods first rotate the axes of the original dataset into a new space.
- The new space is chosen so that the highest order dimension captures the most variance in the dataset.
- The next dimension captures the next most variance, and so on.

• The following figure shows a visualization.



- A set of points (vectors) in two dimensions is rotated so that the first new dimension captures the most variation in the data.
- In this new space, we can represent data with a smaller number of dimensions (for example using one dimension instead of two) and still capture much of the variation in the original data.

- LSA is a particular application of SVD to a  $|V| \times c$  term-document matrix X representing |V| words and their co-occurrence with c documents or contexts.
- SVD factorizes any such rectangular  $|V| \times c$  matrix X into the product of three matrices  $W, \Sigma$ , and  $Y^T$ , i.e.  $W\Sigma Y^T$
- In the  $|V| \times m$  matrix W, each of the w rows still represents a word, but columns do not.

- Each column now represents one of m dimensions in a latent space.
- The m column vectors are orthogonal to each other.
- The columns are ordered by the amount of variance in the original dataset each accounts for.
- The number of such dimensions *m* is the **rank** of X (the rank of a matrix is the number of linearly independent rows).

- $\Sigma$  is a diagonal  $m \times m$  matrix, with **singular values** along the diagonal, expressing the importance of each dimension.
- The  $m \times c$  matrix  $Y^T$ , denoted as C, still represents documents or contexts, but each row now represents one of the new latent dimensions and the m row vectors are orthogonal to each other.

- By using only the first k dimensions, of W,  $\Sigma$ , and C instead of all m dimensions, the product of these 3 matrices becomes a least-squares approximation to the original X.
- Since the first dimensions encode the most variance, one way to view the reconstruction is thus as modeling the most important information in the original dataset.

SVD applied to co-occurrence matrix X:

$$\begin{bmatrix} X \\ V \end{bmatrix} = \begin{bmatrix} W \\ W \end{bmatrix} \begin{bmatrix} \sigma_1 & 0 & 0 & \cdots & 0 \\ 0 & \sigma_2 & 0 & \cdots & 0 \\ 0 & 0 & \sigma_3 & \cdots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \cdots & \sigma_m \end{bmatrix} \begin{bmatrix} C \\ m \times c \end{bmatrix}$$

• Taking only the top  $k, k \le m$  dimensions after the SVD is applied to the co-occurrence matrix X:

$$\begin{bmatrix} X \\ V | \times c \end{bmatrix} = \begin{bmatrix} W_k \\ W_k \end{bmatrix} \begin{bmatrix} \sigma_1 & 0 & 0 & \cdots & 0 \\ 0 & \sigma_2 & 0 & \cdots & 0 \\ 0 & 0 & \sigma_3 & \cdots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \cdots & \sigma_k \end{bmatrix} \begin{bmatrix} C \\ k \times c \end{bmatrix}$$

SVD factors a matrix into a product of three matrices, W,  $\Sigma$ , and C. Taking the first k dimensions gives a  $|V| \times k$  matrix  $W_k$  that has one k-dimensioned row per word that can be used as an embedding.

- Using only the top k dimensions (corresponding to the k most important singular values) leads to a reduced  $|V| \times k$  matrix  $W_k$ , with one k-dimensioned row per word.
- This row now acts as a dense k-dimensional vector (embedding) representing that word, substituting for the very high-dimensional rows of the original X.
- LSA embeddings generally set k=300, so these embeddings are relatively short by comparison to other dense embeddings.

• Instead of PPMI or tf-idf weighting on the original term-document matrix, LSA implementations generally use a particular weighting of each co-occurrence cell that multiplies two weights called the **local** and **global** weights for each cell ( *i*, *j*) – term *i* in document *j*.

• The local weight of each term *i* is its log frequency:

$$\log f(i,j) + 1$$

• The global weight of term *i* is a version of its entropy:

$$1 + \frac{\sum_{j} p(i,j) \log p(i,j)}{\log D}$$

• *D* is the number of documents.

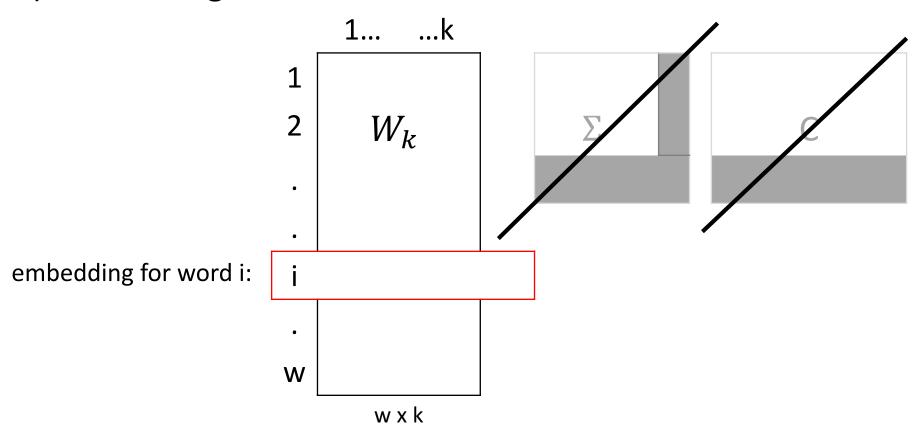
- Rather than applying SVD to the term-document matrix, an alternative that is widely practiced is to apply SVD to the word-word or word-context matrix.
- In this version the context dimensions are words rather than documents.

- The mathematics is identical to what is described in LSA.
- SVD factorizes the word-context matrix X into three matrices W,  $\Sigma$ , and  $C^T$ .
- The only difference is that we are starting from a PPMI-weighted word-word matrix, instead of a termdocument matrix.

- Once again only the top k dimensions are retained (corresponding to the k most important singular values), leading to a reduced  $|V| \times k$  matrix  $W_k$ , with one k-dimensioned row per word.
- Just as with LSA, this row acts as a dense *k*-dimensional vector (embedding) representing that word.
- The other matrices ( $\Sigma$  and C) are simply thrown away.

1) SVD Word-word **PPMI** matrix  $\sum$ X W m x m m x c W X C w x m 2) Truncation: W  $\approx$ m/x m/ m/x c k w x m k

#### 3) Embeddings:



- This use of just the top dimensions, whether for a term-document matrix like LSA, or for a term-term matrix, is called truncated SVD.
- Truncated SVD is parameterized by k, the number of dimensions in the representation for each word, typically ranging from 500 to 5,000.
- Thus SVD run on term-context matrices tends to use many more dimensions than the 300-dimensional embeddings produced by LSA.

- This difference presumably has something to do with the difference in granularity.
- LSA counts for words are much coarser-grained, counting the co-occurrences in an entire document, while word-context PPMI matrices count words in a small window.

- A second method for generating dense embeddings draws its inspiration from the neural network models used for language modeling.
- The idea is: Given a word, we predict context words.
- The intuition is that words with similar meanings often occur near each other in texts.

 We learn an embedding by starting with a random vector and then iteratively shifting a word's embeddings to be more like the embeddings of neighboring words, and less like the embeddings of words that don't occur nearby.

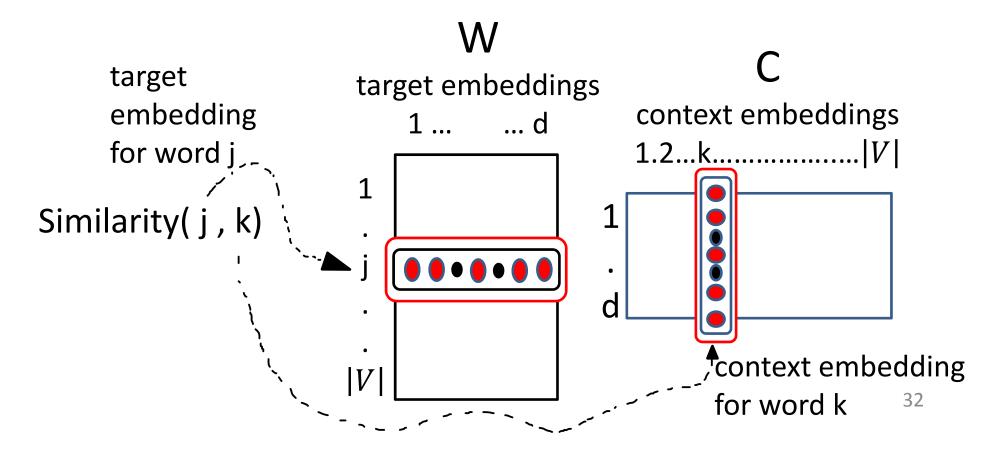
 The most popular family of methods is referred to as word2vec, after the software package that implements two methods for generating dense embeddings: skip-gram and CBOW (continuous bag of words).

- The word2vec models learn embeddings by training a network to predict neighboring words.
- The prediction task is not the main goal.
- Words that are semantically similar often occur near each other in text, and so embeddings that are good at predicting neighboring words are also good at representing similarity.
- The advantage of the word2vec methods is that they are fast, efficient to train, and easily available online with code and pretrained embeddings.

- We'll begin with the skip-gram model.
- Like the SVD model, the skip-gram model actually learns two separate embeddings for each word w: the word embedding v and the context embedding c.
- These embeddings are encoded in two matrices, the word matrix W and the context matrix C.

- We'll discuss how W and C are learned, but let's first see how they are used.
- Each row *i* of the word matrix *W* is the  $1 \times d$  vector embedding  $v_i$  for word *i* in the vocabulary.
- Each column *i* of the context matrix *C* is a  $d \times 1$  vector embedding  $c_i$  for word *i* in the vocabulary.
- In principle, the word matrix and the context matrix could use different vocabularies  $V_w$  and  $V_c$ .
  - We'll simplify by assuming the two matrices share the same vocabulary, which we'll just call V.

• The following figure shows the intuition that the similarity function requires selecting out a target vector  $v_j$  from W, and a context vector  $c_k$  from C.



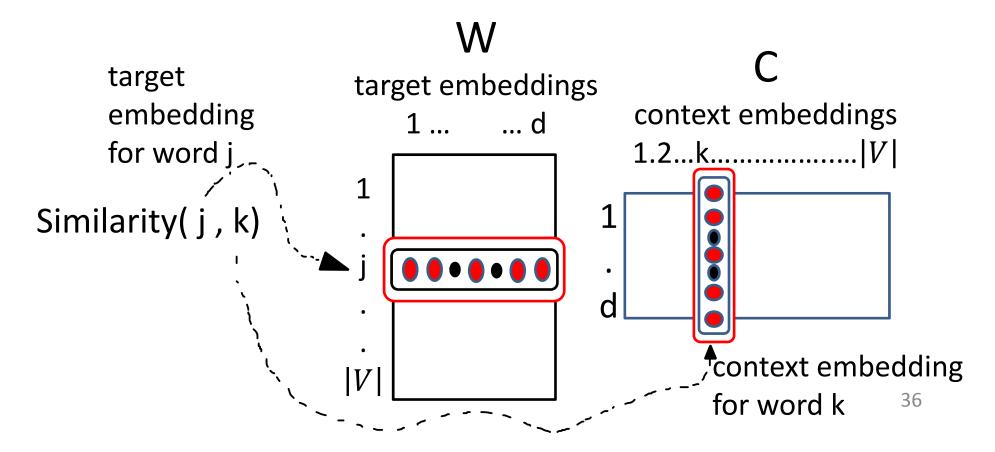
- Let's consider the prediction task.
- We are walking through a corpus of length T and currently pointing at the t th word  $w^{(t)}$ , whose index in the vocabulary is j, so we'll call it  $w_j$  (1 < j < |V|).
- The skip-gram model predicts each neighboring word in a context window of 2*L* words from the current word.

- So for a context window L=2 the context is  $[w^{t-2}, w^{t-1}, w^{t+1}, w^{t+2}]$  and we are predicting each of these from word  $w_j$ .
- But let's simplify for a moment and imagine just predicting one of the 2L context words, for example  $w^{(t+1)}$ , whose index in the vocabulary is k (1 < k < |V|).
- Hence our task is to compute  $P(w_k|w_i)$ .

- The heart of the skip-gram computation of the probability  $p(w_k|w_j)$  is computing the dot product between the vectors for  $w_j$  and  $w_k$ , namely, the target vector for  $w_j$  and the context vector for  $w_k$
- For simplicity, we'll represent this dot product as  $c_k \cdot v_j$  (precisely it is  $c_k^T v_j$ ).

where  $c_k$  is the context vector of word k and  $v_j$  is the target vector for word j.

• The following figure shows the intuition that the similarity function requires selecting out a target vector  $v_j$  from W, and a context vector  $c_k$  from C.



- The higher the dot product between two vectors, the more similar they are.
- That was the intuition of using the cosine as a similarity metric, since cosine is just a normalized dot product.

- Of course, the dot product  $c_k \cdot v_j$  is not a probability, it's just a number ranging from  $-\infty$  to  $\infty$ .
- We can use the softmax function to normalize the dot product into probabilities.
- Computing this denominator requires computing the dot product between each other word w in the vocabulary with the target word  $w_i$ :

$$p(w_k|w_j) = \frac{\exp(c_k \cdot v_j)}{\sum_{i \in |V|} \exp(c_i \cdot v_j)}$$

• In summary, the skip-gram computes the probability  $p(w_k|w_j)$  by taking the dot product between the word vector for  $j(v_j)$  and the context vector for k  $(c_k)$ , and turning this dot product  $v_j \cdot c_k$  into a probability by passing it through a softmax function.

- This version of the algorithm, however, has a problem: the time it takes to compute the denominator.
- For each word  $w^t$ , the denominator requires computing the dot product with all other words.
- In practice, we generally solve this by using an approximation of the denominator.

### **Embeddings from prediction: CBOW**

- The CBOW (continuous bag of words) model is roughly the mirror image of the skip-gram model.
- Like skip-grams, it is based on a predictive model, but this time predicting the current word  $w_t$  from the context window of 2L words around it.
  - e.g. for L = 2 the context is  $[w_{t-2}, w_{t-1}, w_{t+1}, w_{t+2}]$

### **Embeddings from prediction: CBOW**

- While CBOW and skip-gram are similar algorithms and produce similar embeddings, they do have slightly different behavior.
- Often one of them will turn out to be the better choice for a particular task.

- We already mentioned the intuition for learning the word embedding matrix W and the context embedding matrix C:
- Iteratively make the embeddings for a word more like the embeddings of its neighbors and less like the embedding of other words.

- In this version of the prediction algorithm, the probability of a word is computed by normalizing the dot-product between a word and each context word by the dot products for all words.
- This probability is optimized when a word's vector is closest to the words that occur near it (the numerator), and further from every other word (the denominator).
- Such a version of the algorithm is very expensive.
- We need to compute a whole lot of dot products to make the denominator.

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- Instead, the most commonly used version of skipgram, skip-gram with negative sampling, approximates this full denominator.
- We will describe a brief sketch of how this works.

- In the training phase, the algorithm walks through the corpus.
- At each target word choosing the surrounding context words as positive examples.
- For each positive example also choosing k noise samples or negative samples: non-neighbor words.
- The goal will be to move the embeddings toward the neighbor words and away from the noise words.

• For example, in walking through the example text below we come to the word *apricot*, and let L=2 so we have 4 context words c1 through c4:

• The goal is to learn an embedding whose dot product with each context word is high.

• In practice skip-gram uses a sigmoid function  $\sigma$  of the dot product, where

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

• For the above example, we want  $\sigma(c1\cdot w) + \sigma(c2\cdot w) + \sigma(c3\cdot w) + \sigma(c4\cdot w) \text{ to}$  be high.

- In addition, for each context word the algorithm choose *k* random noise words according to their unigram frequency.
- If we let k = 2, for each target/context pair, we'll have 2 noise words for each of the 4 context words:

```
cement metaphysical dear coaxial
n1 n2 n3 n4
apricot attendant whence forever puddle
n5 n6 n7 n8
```

- We'd like these noise words n to have a low dotproduct with our target embedding w.
- In other words we want  $\sigma(n1 \cdot w) + \sigma(n2 \cdot w) + \cdots + \sigma(n8 \cdot w)$  to be low.

• More formally, the learning objective for one word/context pair (w, c) is

$$\log \sigma(c \cdot w) + \sum_{i=1}^{k} \mathbb{E}_{w_i \sim p(w)} [\log \sigma(-w_i \cdot w)]$$

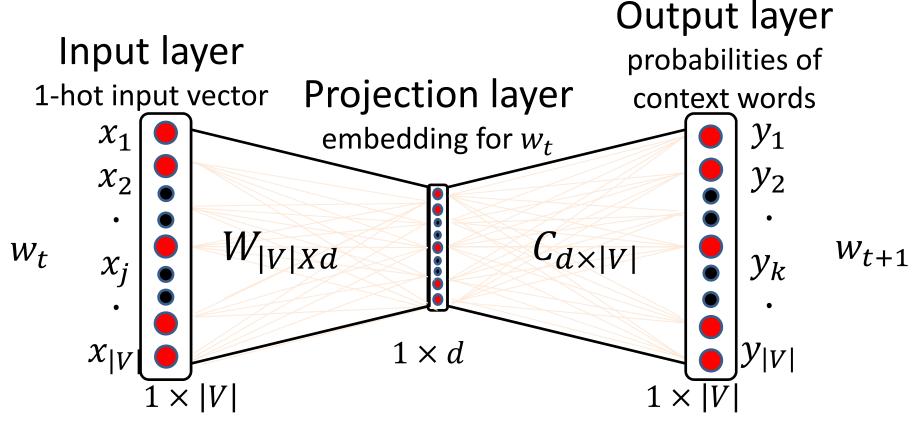
- We want to maximize the dot product of the word with the actual context words, and minimize the dot products of the word with the k negative sampled non-neighbor words.
- The noise words  $w_i$  are sampled from the vocabulary V according to their weighted unigram probability.
- In practice rather than p(w) it is common to use the weighting  $p^{\frac{3}{4}}(w)$ .

- The learning algorithm starts with randomly initialized W and C matrices.
- Then, the learning algorithm walks through the training corpus moving W and C so as to maximize the objective just previously mentioned.
- An algorithm like stochastic gradient descent is used to iteratively shift each value so as to maximize the objective, using error backpropagation to propagate the gradient back through the network.

- In summary, the above learning objective is not the same as the  $p(w_k|w_j)$ .
- Nonetheless, although negative sampling is a different objective than the probability objective, and so the resulting dot products will not produce optimal predictions of upcoming words, it seems to produce good embeddings, and that's the goal we care about.

# Learning word and context embeddings Visualizing the Network

 The following figure shows a simplified visualization of the model.



The skip-gram model viewed as a network.

# Learning word and context embeddings Visualizing the Network

- Using error backpropagation requires that we envision the selection of the two vectors from the W and C matrices as a network that we can propagate backwards across.
- We've simplified to predict a single context word rather than 2L context words, and simplified to show the softmax over the entire vocabulary rather than just the *k* noise words.

- It's worth taking a moment to envision how the network is computing the same probability as the dot product version we described above.
- In the above network, we begin with an input vector x, which is a **one-hot** vector for the current word  $w_i$ .

- A one-hot vector is just a vector that has one element equal to 1, and all the other elements are set to zero.
- Thus in a one hot presentation for the word  $w_j, x_j = 1$ , and  $x_i = 0 \ \forall i \neq j$ , as shown in the following:

A one-hot vector, with the dimension corresponding to word  $w_i$  set to 1.

• We then predict the probability of each of the 2L output words — that means the one output word  $w_{t+1}$  —in 3 steps.

#### 1. Select the embedding from W.

- x is multiplied by W, the input matrix, to give the hidden or projection layer.
- Since each row of the input matrix W is just an embedding for word  $w_t$ , and the input is a onehot column vector for  $w_j$ , the projection layer for input x will be  $h = W * w_j = v_j$ , the input embedding for  $w_i$ .

### 2. Compute the dot product $c_k \cdot v_i$ .

- For each of the 2L context words we now multiply the projection vector h by the context matrix C.
- The resulting for each context word, o = Ch, is a  $1 \times |V|$  dimensional output vector giving a score for each of the |V| vocabulary words.
- In doing so, the element  $o_k$  was computed by multiplying h by the *output embedding* for word  $w_k : o_k = c_k \cdot h = c_k \cdot v_i$ .

#### 3. Normalize the dot products into probabilities.

• For each context word we normalize this vector of dot product scores, turning each score element  $o_k$  into a probability by using softmax function:

$$p(w_k|w_j) = y_k = \frac{exp(c_k \cdot v_j)}{\sum_{i \in |V|} exp(c_i \cdot v_j)}$$

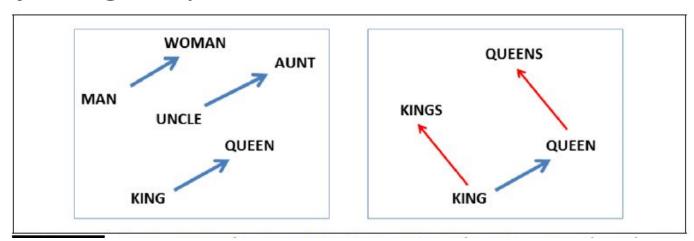
• The following table shows the words/phrases that are most similar to some sample words using the phrase-based version of the skip-gram algorithm.

target:	Redmond	Havel	ninjutsu	graffiti	capitulate
	Redmond Wash.	Vaclav Havel	ninja	spray paint	capitulation
	Redmond Washington	president Vaclav Havel	martial arts	graffiti	capitulated
	Microsoft	Velvet Revolution	swordsmanship	taggers	capitulating

Examples of the closest tokens to some target words using a phrase-based extension of the skip-gram algorithm.

- One semantic property of various kinds of embeddings that may play in their usefulness is their ability to capture relational meanings.
- Mikolov et al. demonstrates that the offsets between vector embeddings can capture some relations between words.

- For example, the result of the expression vector('king') - vector('man') + vector('woman') is a vector close to vector('queen').
- The left panel in the following figure visualizes this by projecting a representation down into 2 dimensions.



- Similarly, they found that the expression vector('Paris') vector('France') + vector('Italy') results in a vector that is very close to vector('Rome').
- Levy and Goldberg show that various other kinds of embeddings also seem to have this property.