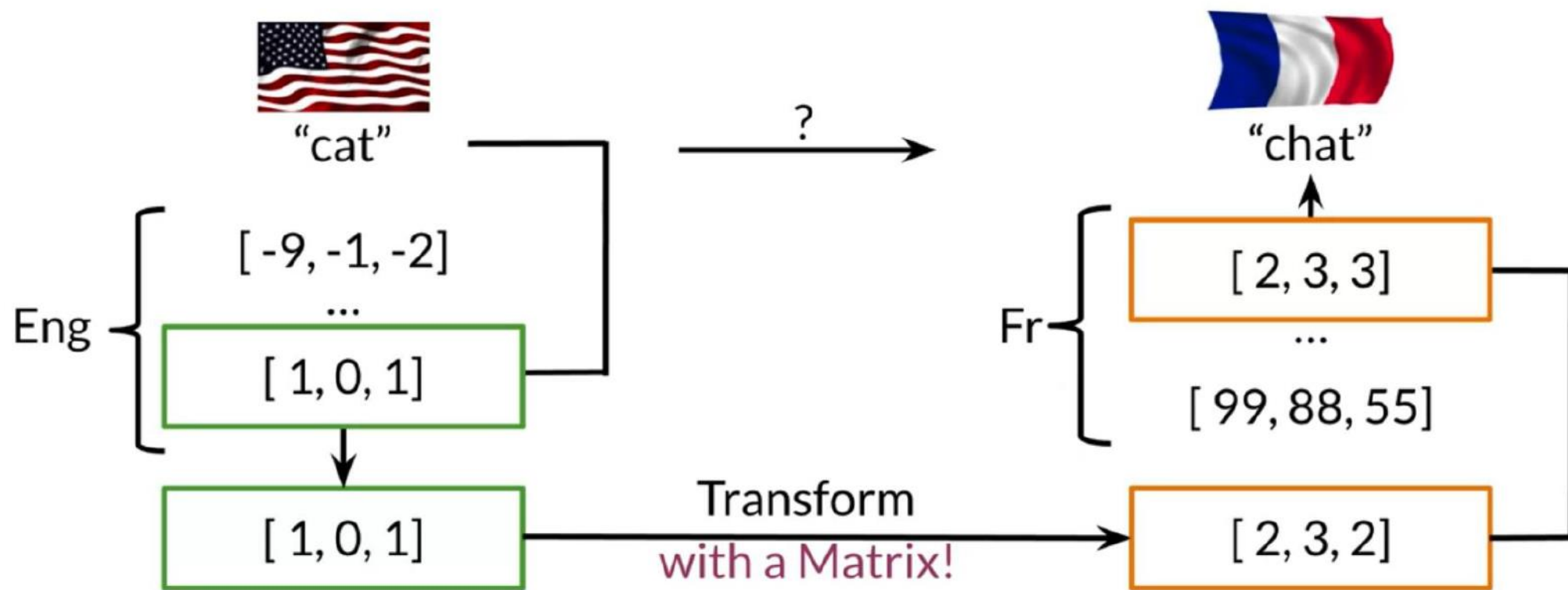


NLP with Classification and Vector Spaces

Week 4.
Machine Translation and Document Search

01 Transforming Word Vectors

Overview of Translation



01 Transforming Word Vectors

□ Transforming Vectors

```
R = np.array([[2, 0],  
              [0, -2]])  
  
x = np.array([[1, 1]])  
  
np.dot(x, R)  
  
array([[2, -2]])
```

01 Transforming Word Vectors

□ Align Word Vectors

* $XR \approx Y$

○ X, Y

– Subsets of the full vocabulary

$$\begin{pmatrix} ["cat" \textit{vector}] \\ [... \textit{vector}] \\ ["zebra" \textit{vector}] \end{pmatrix}$$

X

$$\begin{pmatrix} ["chat" \textit{vecteur}] \\ [... \textit{vecteur}] \\ ["zebresse" \textit{vecteur}] \end{pmatrix}$$

Y

○ R

– Transformation matrix

– To get R

→ Optimize the distance between XR and Y by minimizing the frobenius norm

01 Transforming Word Vectors

□ Solving for R

initialize R

in a loop:

$$Loss = \| \mathbf{XR} - \mathbf{Y} \|_F$$

$$g = \frac{d}{dR} Loss$$

gradient

$$R = R - \alpha g$$

update

01 Transforming Word Vectors

□ Frobenius Norm

* Frobenius norm

- $A = \begin{pmatrix} 2 & 2 \\ 2 & 2 \end{pmatrix}$

- $\|A_F\| = \sqrt{2^2 + 2^2 + 2^2 + 2^2} = 4$

- $\|A\|_F = \sqrt{\sum_{i=1}^m \sum_{j=1}^n |a_{ij}|^2}$

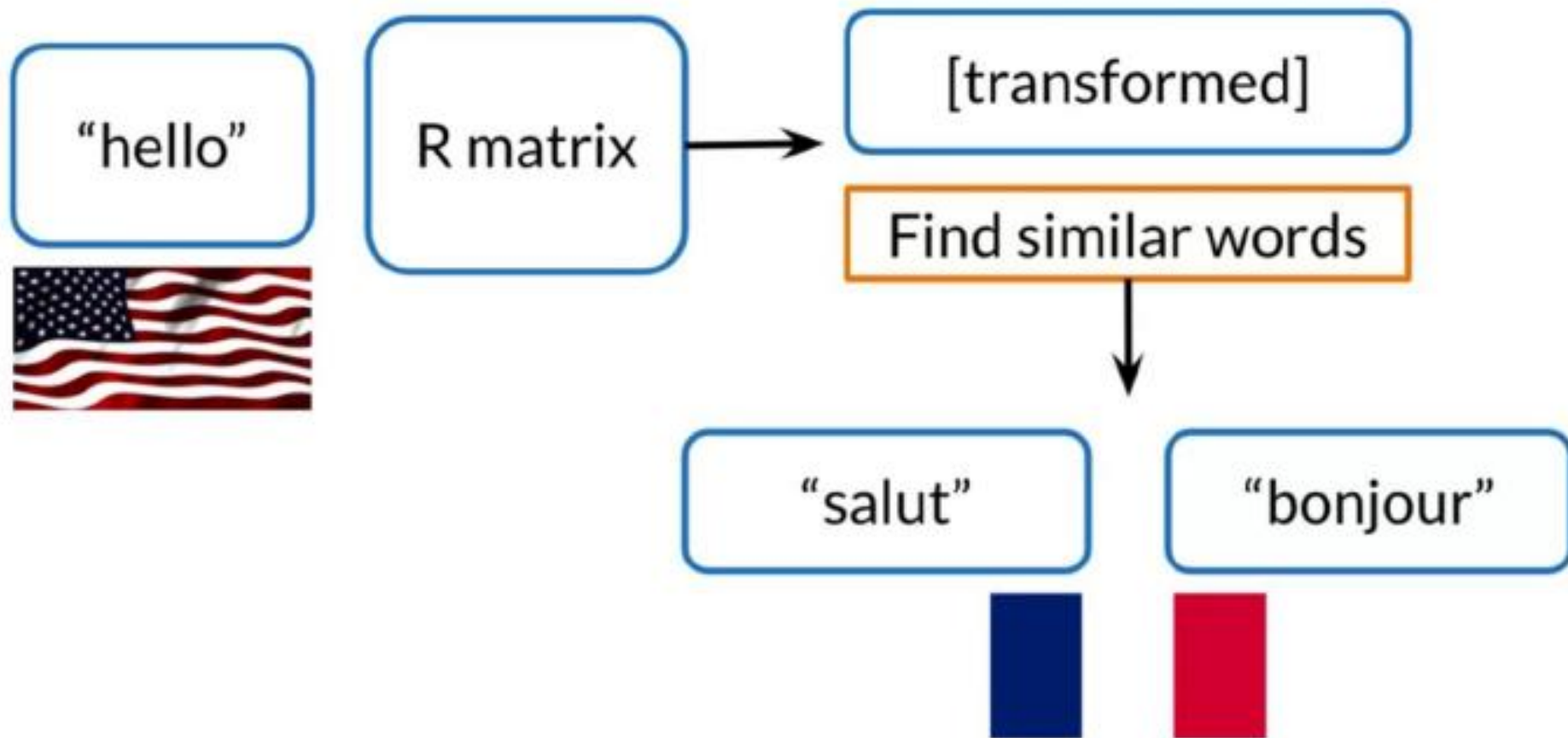
* Frobenius norm squared

- $A = \begin{pmatrix} 2 & 2 \\ 2 & 2 \end{pmatrix}$

- $\|A\|_F^2 = (\sqrt{2^2 + 2^2 + 2^2 + 2^2})^2 = 16$

02 K-Nearest Neighbors

□ Finding the Translation



02 K-Nearest Neighbors

□ Nearest Neighbors



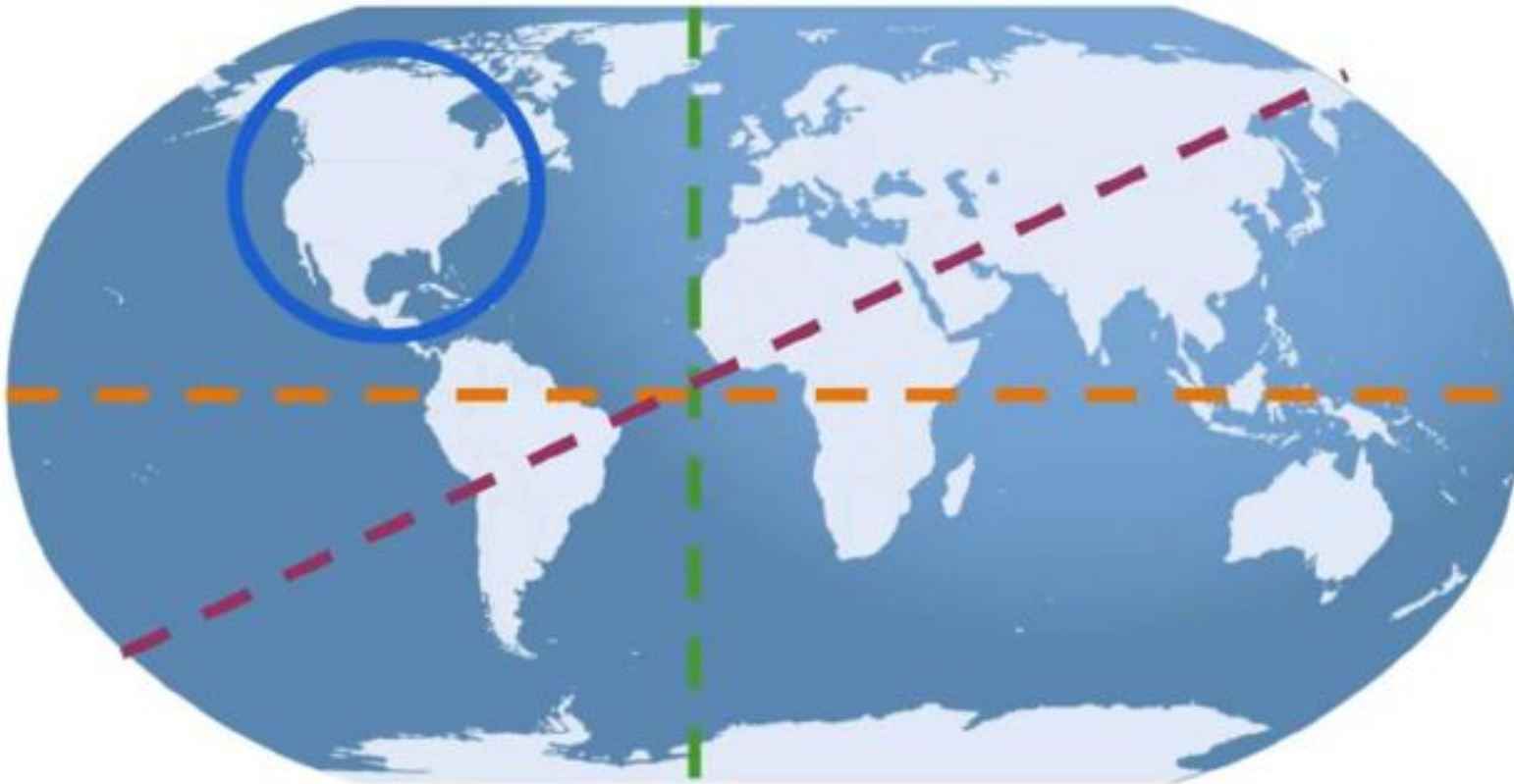
You

San Francisco

Friend	Location	Nearest
	Shanghai	2
	Bangalore	3
	Los Angeles	1

02 K-Nearest Neighbors

□ Nearest Neighbors

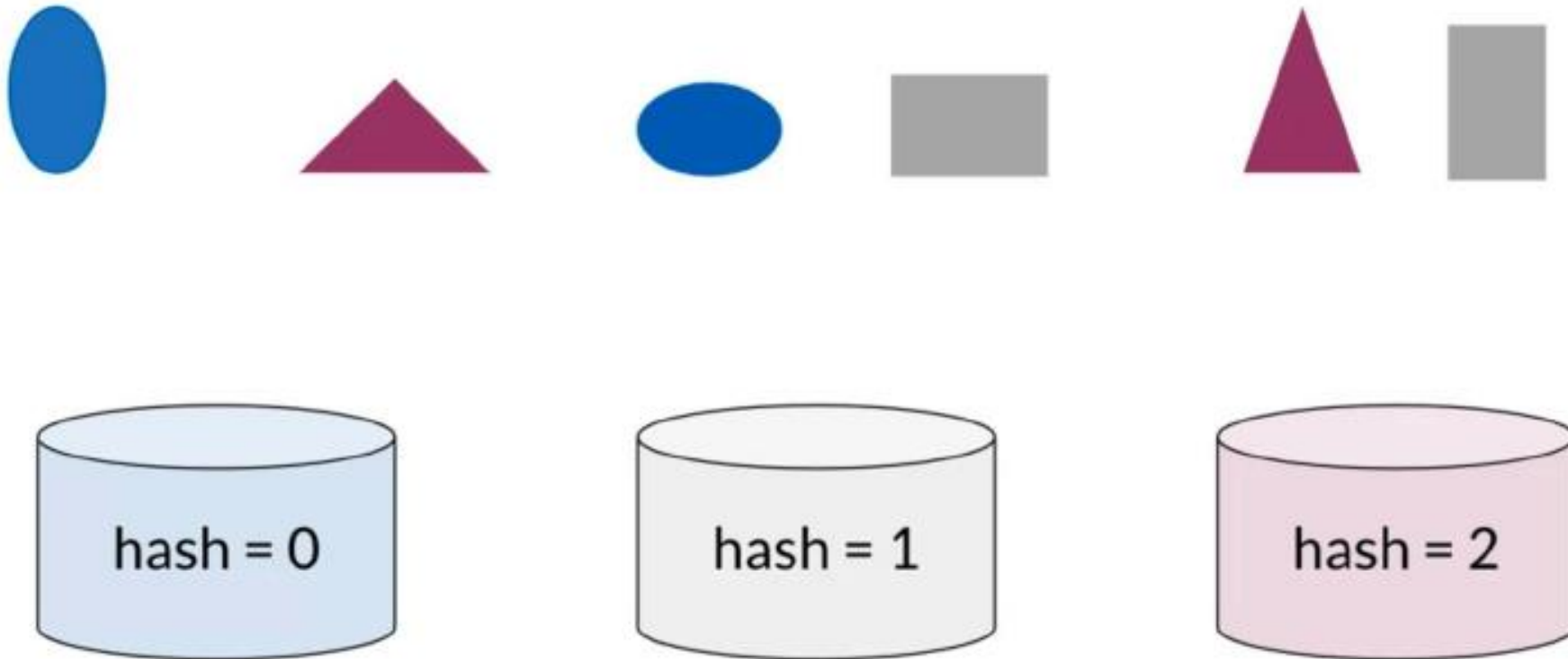


Hash
tables!



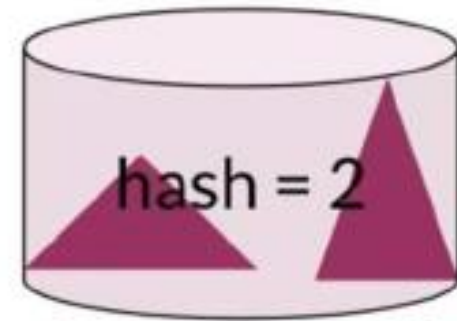
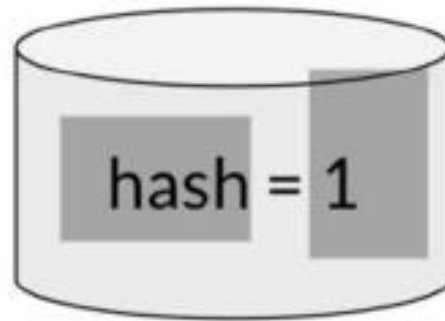
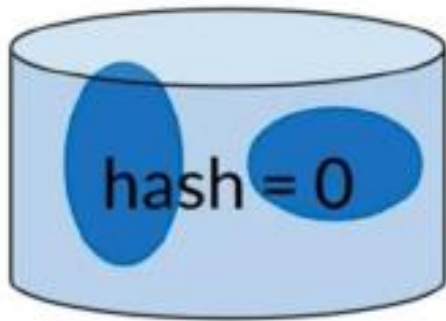
03 Hash Tables and Hash Functions

Hash Tables



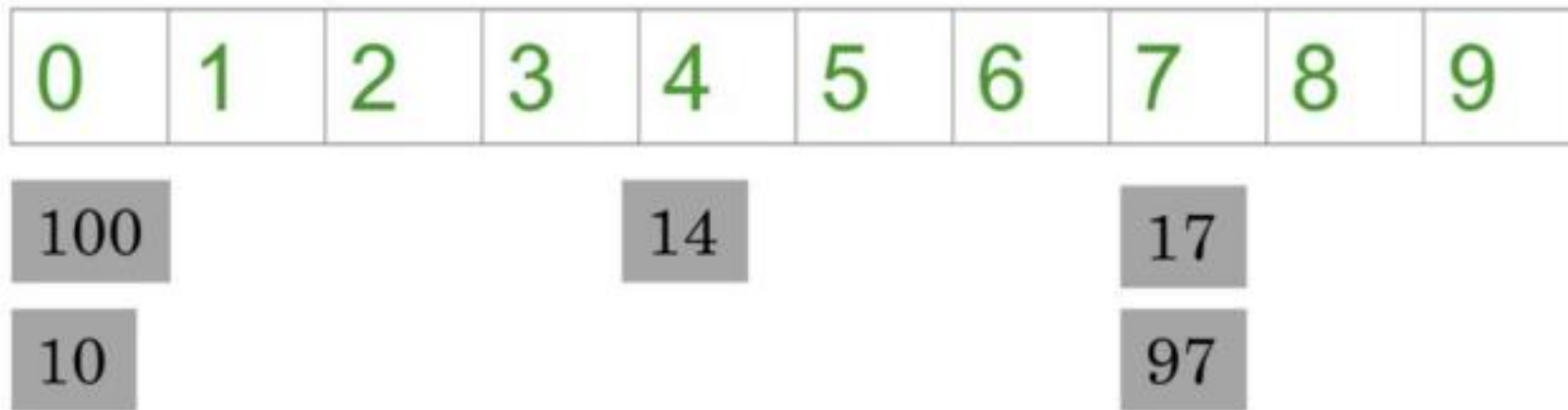
03 Hash Tables and Hash Functions

Hash Tables



03 Hash Tables and Hash Functions

Hash Function



Hash function (vector) \longrightarrow Hash value

Hash value = vector % number of buckets

04 Locality Sensitive Hashing

□ Hash Function by Location

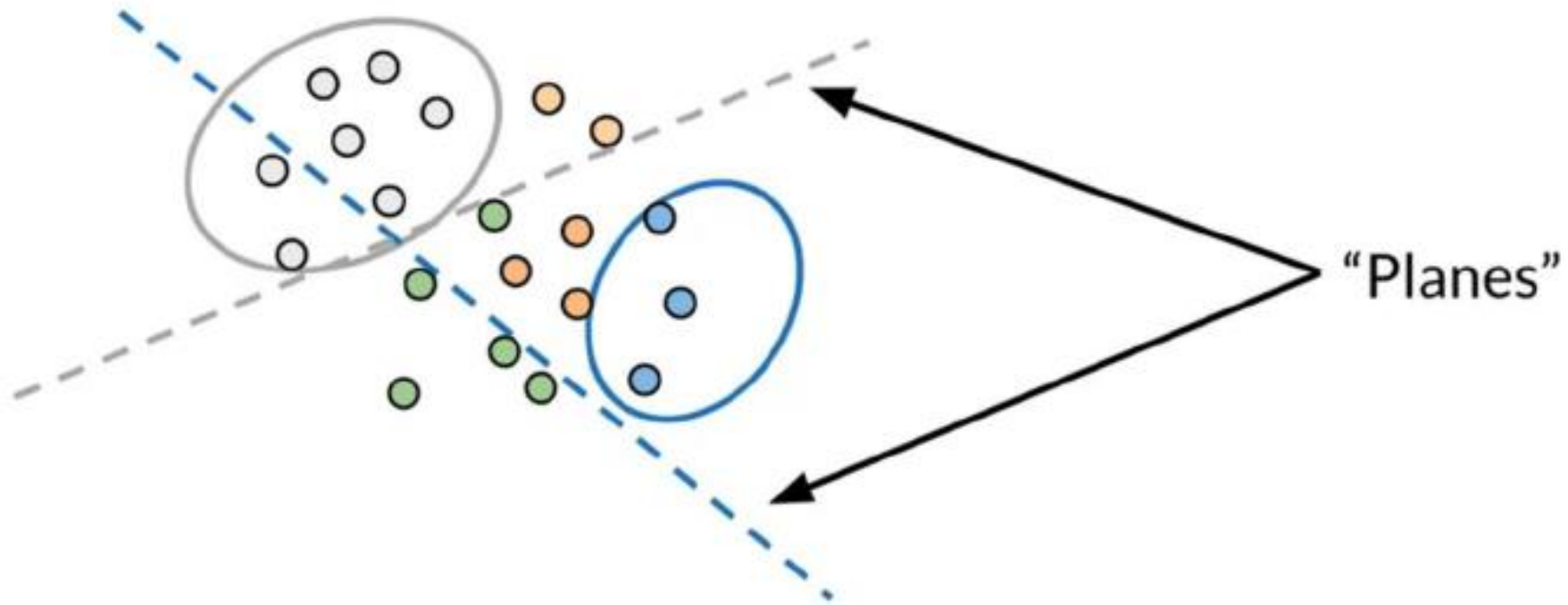
* Locality sensitive hashing

- Hashing method that cares very deeply about assigning items based on where they're located in vector space



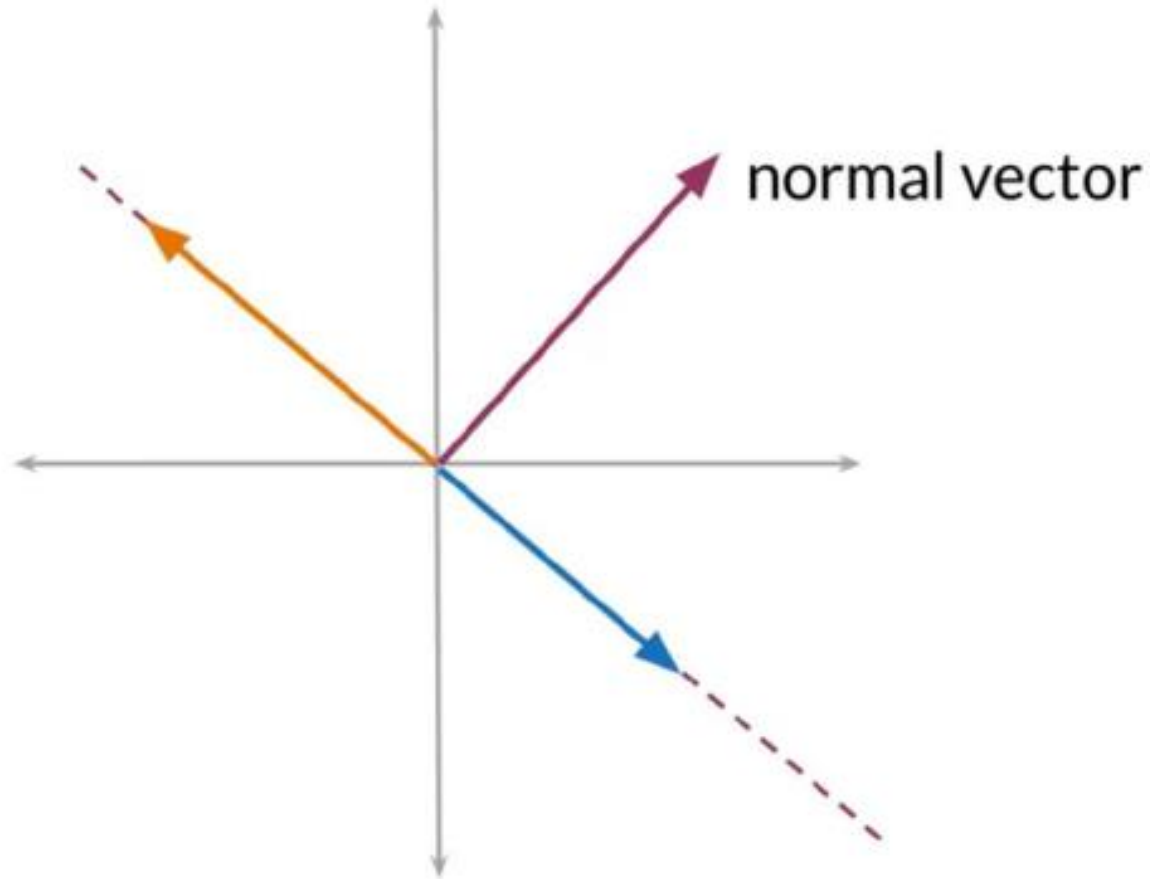
04 Locality Sensitive Hashing

□ Locality Sensitive Hashing



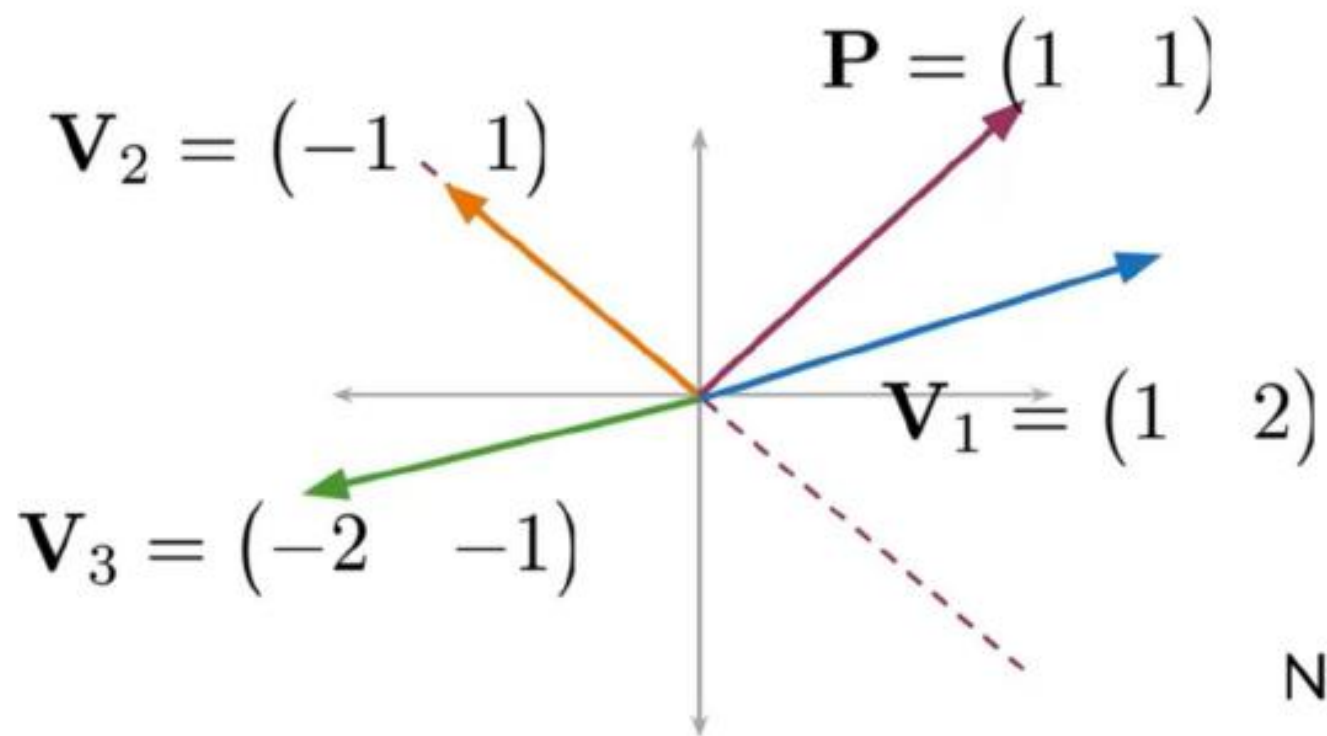
04 Locality Sensitive Hashing

Planes



04 Locality Sensitive Hashing

Planes



$$\mathbf{P}\mathbf{V}_1^T = 3$$

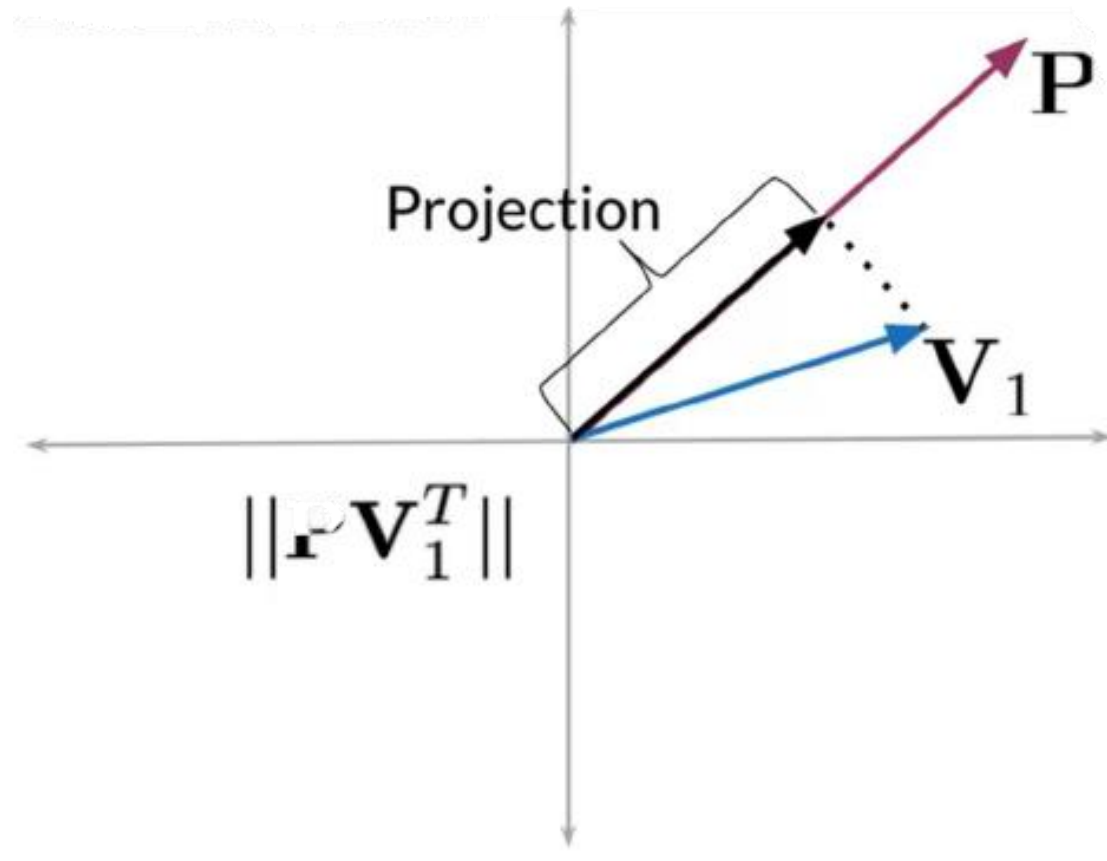
$$\mathbf{P}\mathbf{V}_2^T = 0$$

$$\mathbf{P}\mathbf{V}_3^T = -3$$

Notice the signs?

04 Locality Sensitive Hashing

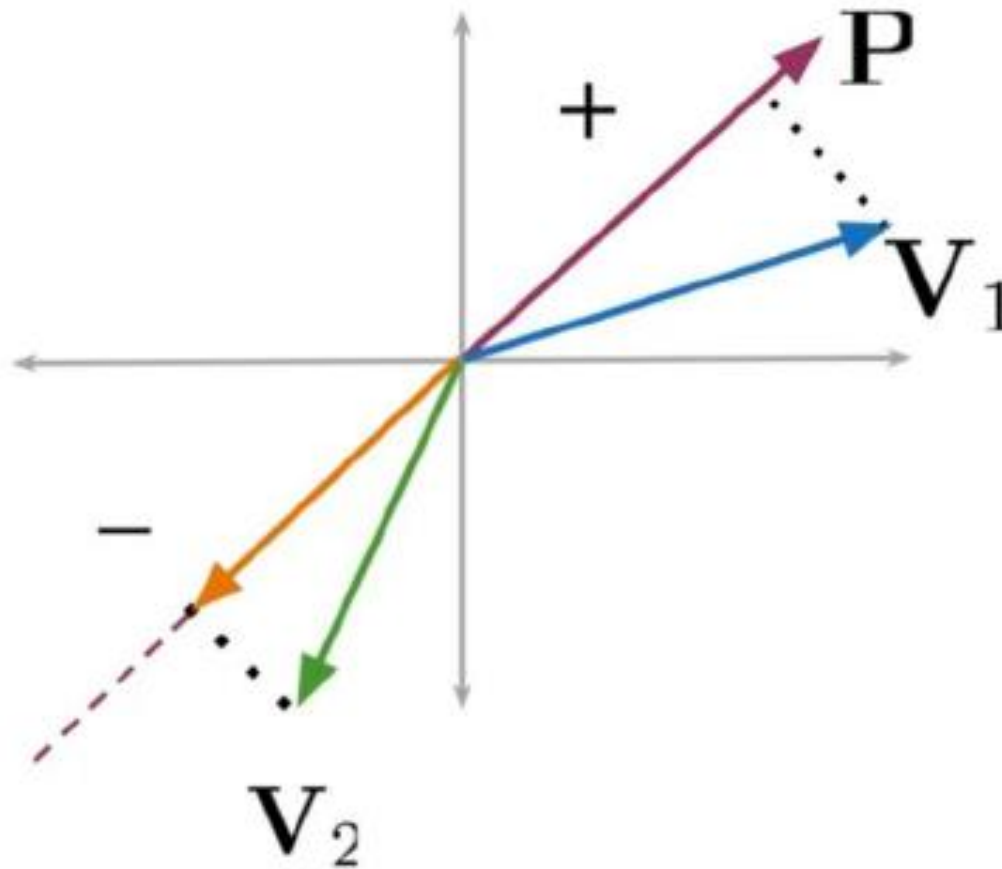
□ Dop Product



04 Locality Sensitive Hashing

□ Dot Product

* Sign indicates direction



05 Multiple Planes

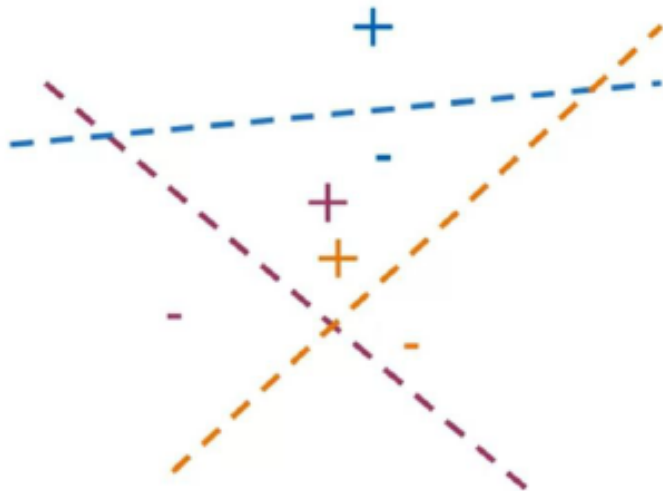
Multiple Planes

*Single hash value

○ $hash = \sum_i^H 2^i \times h_i$

- $sign_i \geq 0 \rightarrow h_i = 1$

- $sign_i < 0 \rightarrow h_i = 0$



$$\mathbf{P}_1 \mathbf{v}^T = 3, sign_1 = +1, h_1 = 1$$

$$\mathbf{P}_2 \mathbf{v}^T = 5, sign_2 = +1, h_2 = 1$$

$$\mathbf{P}_3 \mathbf{v}^T = -2, sign_3 = -1, h_3 = 0$$

$$hash = 2^0 \times h_1 + 2^1 \times h_2 + 2^2 \times h_3$$

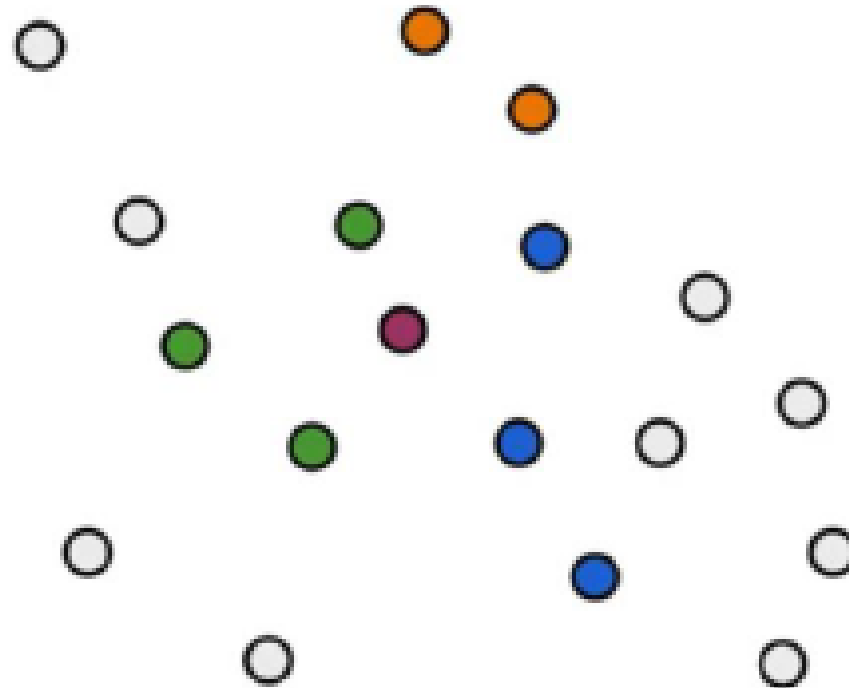
$$= 1 \times 1 + 2 \times 1 + 4 \times 0$$

$$= 3$$

06 Approximated Nearest Neighbors

□ Multiple Sets of Random Planes

* Approximate nearest (friendly) neighbors



07 Searching Documents

Document Representation

I love learning!	$[?, ?, ?]$
I	$[1, 0, 1]$
	$+$
love	$[-1, 0, 1]$
	$+$
learning	$[1, 0, 1]$
	$=$
I love learning!	$[1, 0, 3]$