#### Vector Space Models & Word Embeddings

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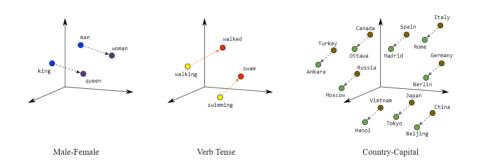
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#### Motivation



- ► Text is symbolic; machines require numerical representations to process it.
- Classical NLP struggled with sparse, high-dimensional vectors.
- Vector Space Models (VSMs) and Word Embeddings represent words in a continuous vector space.
- ▶ These models capture semantic meaning and relationships geometrically.
- ▶ Basis for modern NLP methods including Transformers.

#### Learning Outcomes



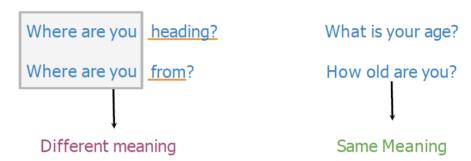
- ▶ Understand and implement basic Vector Space Models.
- ▶ Differentiate between word-by-word and word-by-document designs.
- ▶ Use similarity measures to compute semantic relatedness.
- Explain the rationale behind One-Hot vs. Dense word vectors.
- Understand and implement basic Word2Vec models (CBOW and Skip-gram).
- ▶ Appreciate the improvements of GloVe and fastText over earlier models.



# Vector Space Model: Introduction

#### Why learn vector space models?





- ▶ Words and sentences can have different meanings depending on context.
- ► Vector space models help capture semantic similarity and differences.
- Useful for tasks like paraphrase detection, question answering, and information retrieval.



#### "You shall know a word by the company it keeps" Firth, 1957





(Firth, J. R. 1957:11)

# Vector Space Models (VSM)



- ▶ VSM represents words or documents as vectors in an *n*-dimensional space.
- Based on the distributional hypothesis: Words that occur in similar contexts have similar meanings.
- ► Forms the foundation for information retrieval, document classification, and word embeddings.

#### Vector Space Models – Formal Definition



- ► A **term-document matrix**: Rows represent words (terms), columns represent documents (or vice versa).
- ► Each cell contains a value such as:
  - Term Frequency (TF)
  - TF-IDF (Term Frequency-Inverse Document Frequency)
  - Co-occurrence count
- ► The matrix is typically high-dimensional and sparse:
  - Size =  $|Vocabulary| \times |Documents|$

#### Vector Space Model Applications



- ightharpoonup You eat *cereal* from a *bowl* ightharpoonup Capturing semantic similarity (paraphrase understanding)
- You buy something and someone else sells it → Capturing relational meaning (analogies)



Information Extraction



Machine Translation



Chatbots



Word-by-Word vs Word-by-Document Designs



- ightharpoonup Co-occurrence ightarrow Vector representation
- ► Relationships between words/documents

#### Word by Word Design



#### Number of times they occur together within a certain distance k

I like simple data

I prefer s<u>imple</u> raw <u>data</u>

k=2

	simple	raw	like	I	_
data	2	1	1	0	
					_

n

# Word by Document Design



#### Number of times a word occurs within a certain category

# Corpus

	Entertainment	Economy	Machine Learning
data	500	6620	9320
film	7000	4000	1000

#### Comparison: Word-by-Word vs Word-by-Document



#### ► Word-by-Word:

- Matrix built from co-occurrence counts between words.
- Captures semantic similarity directly.
- Better for word similarity tasks.

#### Word-by-Document:

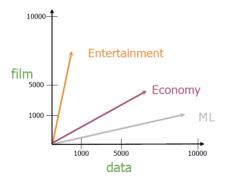
- Matrix built from word frequencies in documents.
- Useful for document classification and search.
- Better for document-level tasks.

**Tradeoffs:** Choice depends on the task: word similarity vs. document analysis.

# Similarity Measures

#### Vector Space



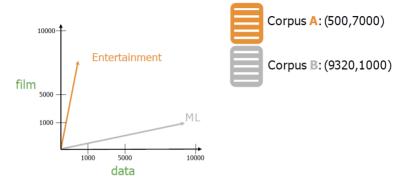


Entertainment Economy ML					
data	500	6620	9320		
film	7000	4000	1000		

Measures of "similarity:" Angle Distance

#### **Euclidean Distance**

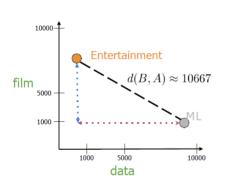




- Measures the straight-line distance between two points in space.
- Formula:  $d(\mathbf{x}, \mathbf{y}) = \sqrt{\sum_{i=1}^{n} (x_i y_i)^2}$
- ► Sensitive to the scale (magnitude) of the vectors.

#### Euclidean Distance (cont.)







Corpus B: (9320,1000)

$$d(B, A) = \sqrt{(B_1 - A_1)^2 + (B_2 - A_2)^2}$$
$$c^2 = a^2 + b^2$$

$$d(B,A) = \sqrt{(-8820)^2 + (6000)^2}$$

#### Euclidean Distance for n-dimensional vectors



			$\vec{v}$	$\vec{v}$	
		data	boba	ice-cream	_
Ī	AI	6	0	1	$= \sqrt{(1-0)^2 + (6-4)^2 + (8-6)}$
	drinks	0	4	6	$= \sqrt{1+4+4} = \sqrt{9} = 3$
	food	0	6	8	$\equiv \sqrt{1+4+4} \equiv \sqrt{9} \equiv 3$
					_
			n		

$$d\left(\vec{v}, \vec{w}\right) = \sqrt{\sum_{i=1}^{n} \left(v_i - w_i\right)^2} \longrightarrow \text{Norm of } \vec{v} \ \vec{w}$$

#### Euclidean Distance in Python

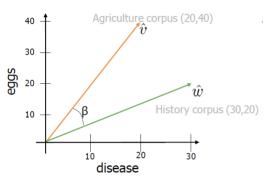


```
# Create numpy vectors v and w
v = np.array([1, 6, 8])
w = np.array([0, 4, 6])
# Calculate the Euclidean distance d
d = np.linalg.norm(v-w)
# Print the result
print("The Euclidean distance between v and w is: ", d)
```

The Euclidean distance between v and w is: 3

#### Cosine Similarity





$$\hat{v} \cdot \hat{w} = \|\hat{v}\| \|\hat{w}\| \cos(\beta)$$

$$\cos(\beta) = \frac{\hat{v} \cdot \hat{w}}{\|\hat{v}\| \|\hat{w}\|}$$

$$= \frac{(20 \times 30) + (40 \times 20)}{\sqrt{20^2 + 40^2} \times \sqrt{30^2 + 20^2}}$$

$$= 0.87$$

- ► Measures the cosine of the angle between two vectors.
- Formula:  $cosine(x, y) = \frac{x \cdot y}{\|x\| \|y\|}$
- ▶ Ranges from -1 (opposite) to 1 (same direction).

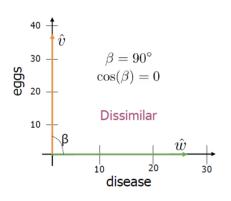
# Cosine Similarity (cont.)

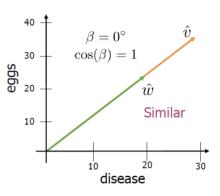


Less sensitive to magnitude, focuses on orientation.

# Cosine Similarity (cont.)



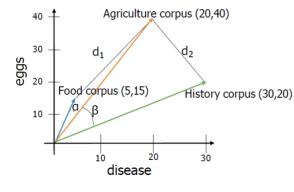




# Euclidean distance vs Cosine similarity



Cosine similarity when corpora are different sizes



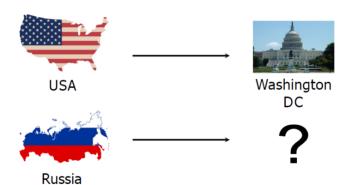
Euclidean distance:  $d_2 < d_1$ 

Angles comparison:  $\beta > \alpha$ 

The cosine of the angle between the vectors

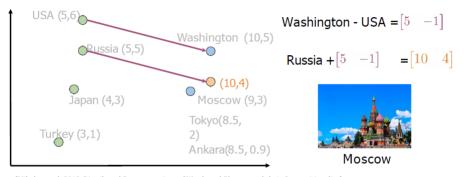
#### Manipulating word vectors





#### Manipulating word vectors (cont.)





[Mikolov et al, 2013, Distributed Representations of Words and Phrases and their Compositionality]

#### Visualization of word vectors



		d>2	
oil	0.20		0.10
gas	2.10		3.40
city	9.30		52.1
town	6.20		34.3

How can you visualize if your representation captures these relationships?



oil & gas



town & city

# Visualization of word vectors (cont.)

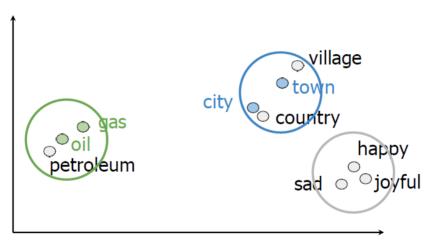


	d:	2		
oil	0.20		0.10	
gas	2.10		3.40	PCA
city	9.30		52.1	
town	6.20		<u>34.3</u>	

	d=2		
oil	2.30	21.2	
gas	1.56	19.3	
city	13.4	34.1	
town	15.6	29.8	

#### Visualization of word vectors (cont.)







# Word Embedding: One-Hot vs. Dense Vectors

# Integer Representation of Words



Word	<u>Number</u>
a	1
able	2
about	3
 hand	 615
 happy	 621
 zebra	 1000

# Integer Representation of Words (cont.)

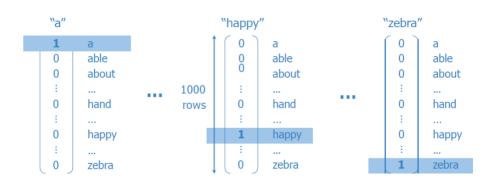


- + Simple
- Ordering: little semantic sense



#### One-hot vectors





# One-hot vectors (cont.)



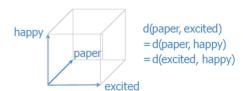
Word	Number	"happy"		
a	1	1	0	a
able	2		0	able
about	3	3	0	about
			:	
hand	615	615	0	hand
	/	•••	÷	
happy	621 ←	→ 621	1	happy
			:	
zebra	1000	1000	0	zebra

### One-hot vectors (cont.)



- + Simple
- + No implied ordering
- Huge vectors
- No embedded meaning





### One-Hot Encoding



- ► Each word is represented as a unique vector.
- ▶ Vector has 1 at one position, 0 elsewhere.
- Problems:
  - High-dimensional and sparse.
  - No semantic meaning or similarity captured.

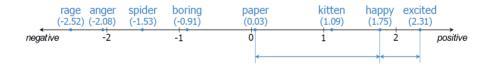
### Dense Embeddings



- Vectors are learned from data.
- ► Low-dimensional (e.g., 100–300).
- Capture semantic relationships.
- lacktriangle Example: "king" "man" + "woman" pprox "queen"

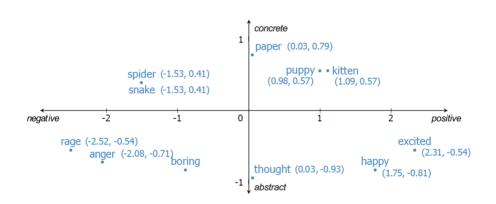
### Meaning as vectors





### Meaning as vectors (cont.)





### Word embedding vectors



- + Low dimension
- + Embed meaning
  - e.g. semantic distance

o e.g. analogies

Paris:France :: Rome:?



## Terminology



### word vectors

integers

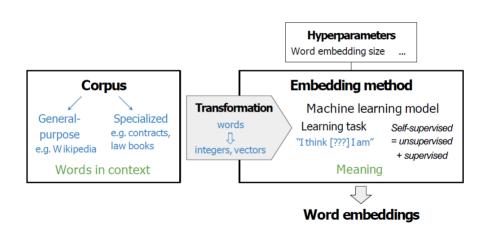
one-hot vectors

word embedding vectors

"word vectors" word embeddings

### Word embedding process





# Embedding Method: Word2Vec

### Word Embeddings – Intuition



- ▶ Dense vector representations of words learned from context.
- Encode syntactic and semantic meaning.
- Vectors reflect relationships like synonymy, analogy, etc.

### Basic Word Embedding Methods



- ▶ word2vec (Google, 2013)
  - Continuous bag-of-words (CBOW)
  - Continuous skip-gram / Skip-gram with negative sampling (SGNS)
- ► Global Vectors (GloVe) (Stanford, 2014)
- ► fastText (Facebook, 2016)
  - Supports out-of-vocabulary (OOV) words

## Advanced Word Embedding Methods



- ▶ Deep learning-based, contextual embeddings:
  - **BERT** (Google, 2018)
  - ELMo (Allen Institute for AI, 2018)
  - GPT-2 (OpenAI, 2018)
- Tunable pre-trained models available

### Word2Vec Overview



- ▶ Word2Vec learns word embeddings from large text corpora.
- ► Two main architectures:
  - Continuous Bag-of-Words (CBOW)
  - Skip-gram
- ▶ Both models use neural networks to predict words based on context.

### Word2Vec - CBOW



- ► **Goal:** Predict target word from context.
- ► Architecture:
  - Input: Surrounding words (context)
  - Output: Target word
- Fast and accurate for frequent words.
- Example:
  - ullet Context: "the \_\_\_ sat on the mat" o Predict "cat"



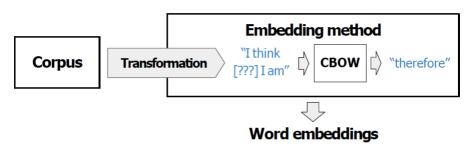


Figure 2: CBOW Architecture

## Center word prediction: rationale





The little \_\_\_\_\_ is barking



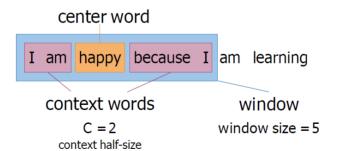
dog puppy hound terrier

...

### Creating a training example

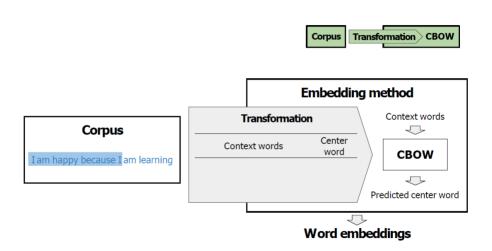






### From corpus to training





### Word2Vec – Skip-Gram



- ▶ **Goal:** Predict context words from a target word.
- ► Architecture:
  - Input: Target word
  - Output: Surrounding words (context)
- ► Better for rare words.
- Example:
  - $\bullet \ \ \, \mathsf{Input:} \ \ \, \mathsf{``cat''} \, \to \, \mathsf{Output:} \ \, \text{``the''} \, , \, \, \mathsf{``sat''} \, , \, \, \mathsf{``on''} \, , \, \, \mathsf{``the''} \, , \, \, \mathsf{``mat''} \, \\$

## Word2Vec – Skip-Gram (cont.)



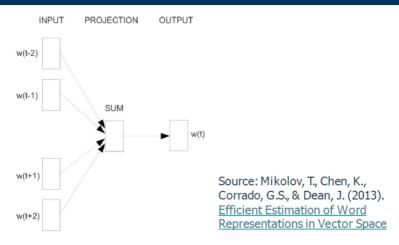
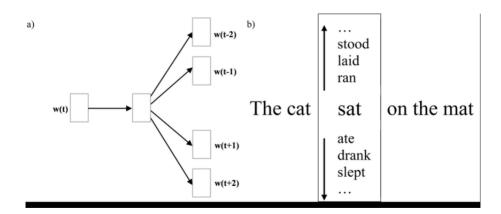


Figure 3: Skip-Gram Architecture

◆□▶◆□▶◆壹▶◆壹▶ 壹 めQ♡

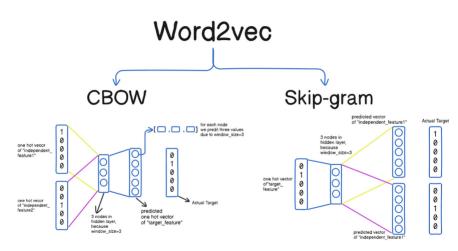
## Word2Vec – Skip-Gram (cont.)





### CBOW vs Skip-Gram





### Limitations of Word2Vec



- ▶ Does not consider sub-word information.
- ▶ Same vector for all senses of a word (polysemy issue).
- ▶ Ignores word order within the context window.

### GloVe - Global Vectors

### GloVe – Global Vectors



### Proposed by: Pennington et al., 2014

- ► Combines global matrix factorization with local context windows.
- ► Captures co-occurrence statistics of words across entire corpus.
- ► Embeddings reflect ratios of co-occurrence probabilities.

## GloVe – Global Vectors (cont.)



#### Loss function:

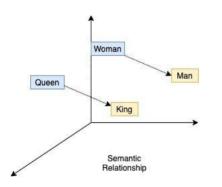
$$J = \sum_{i,j=1}^{V} f(P_{ij}) \left( w_i^{ op} \tilde{w}_j + b_i + \tilde{b}_j - \log X_{ij} \right)^2$$

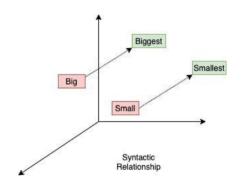
#### where:

- $ightharpoonup X_{ij}$ : number of times word j occurs in the context of word i
- $ightharpoonup P_{ij}$ : probability of word j in the context of i
- $ightharpoonup w_i, \tilde{w}_j$ : word and context word vectors
- $ightharpoonup b_i, \tilde{b}_j$ : bias terms
- ► *f*: weighting function

## GloVe – Global Vectors (cont.)

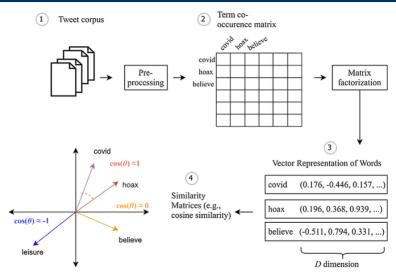






### GloVe – Global Vectors (cont.)





# fastText - Subword Embeddings

### fastText – Key Ideas



- ► Developed by Facebook AI (2016)
- Builds on Word2Vec by incorporating character n-grams
- Useful for morphologically rich languages and rare words
- Better handling of OOV (out-of-vocabulary) words

## fastText - Key Ideas (cont.)



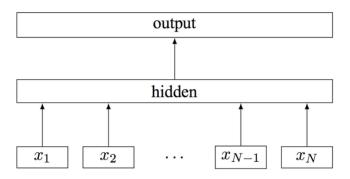
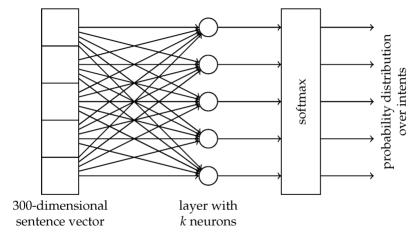


Figure 1: Model architecture of fastText for a sentence with N ngram features  $x_1, \ldots, x_N$ . The features are embedded and averaged to form the hidden variable.

### fastText – Key Ideas (cont.)





FastText-Based Intent Detection for Inflected Languages

### fastText – Example



- ▶ Word: playing
- ► Character n-grams (n=3): ["pla", "lay", "ayi", "yin", "ing"]
- ► Word vector = sum of n-gram vectors

### Comparison: Word2Vec vs. GloVe vs. fastText



Feature	Word2Vec	GloVe	fastText
Local Context	$\checkmark$	_	$\checkmark$
Global Info	-	$\checkmark$	√(partial)
Subword Info	-	_	✓
Handles OOV	_	_	✓

### Limitations of Vector Space Models



#### ► High Dimensionality:

- Vectors can become very high-dimensional, leading to computational inefficiency.
- Curse of dimensionality: distance metrics become less meaningful.

### Sparsity:

- One-hot vectors are sparse, leading to inefficiencies in storage and computation.
- Dense vectors mitigate this but still require large datasets for effective training.

#### ► Lack of Context:

- Traditional VSMs do not capture word context effectively.
- Same word can have different meanings in different contexts (polysemy).

## Limitations of Vector Space Models (cont.)



#### Semantic Limitations:

- Cannot capture complex relationships like negation or antonymy.
- Similar words may not always be semantically related (e.g., "bank" vs. "river bank").

### Scalability:

- As vocabulary size increases, the term-document matrix becomes larger and more sparse.
- Requires significant computational resources for training and inference.

# Summary

### **Future Directions**



- ► Contextual embeddings (ELMo, BERT, GPT): Word vectors depend on sentence context.
- Multilingual embeddings and cross-lingual models.
- ► **Graph-based embeddings** (e.g., knowledge graph completion).
- ▶ **Hybrid embeddings**: Combining structured and unstructured data.

### Key Takeaways



- ▶ Vector Space Models (VSMs) are foundational for modern NLP.
- Word embeddings capture semantic relationships in a continuous space.
- Word2Vec, GloVe, and fastText are key methods for generating word vectors.
- Dense embeddings outperform one-hot vectors in capturing meaning and relationships.
- ▶ Future work focuses on contextual, multilingual, and hybrid embeddings.

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#### Credits

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