

# Text as Data: Embeddings

Guest Course – January 2026

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## So far: we have been learning representations of the data

- Dictionary methods: document is represented as a count over the lexicon
- N-grams: document is a count over a vocabulary of phrases
- Text regressions: produce  $\hat{\mathbf{y}}_i = f(\mathbf{x}_i; \hat{\theta})$  – a prediction for each document  $i$
- Topic models: document is a vector of shares over topics

# Limitations of bag-of-words representations

- Until now,  $x_i$  has been a “bag-of-words” representation.
- Bag-of-words representations disregard **syntax**
  - “*The terrorists killed American soldiers.*” versus “*The American soldiers killed terrorists.*”
    - These two sentences have the same bag-of-words representation
- Bag-of-words representations disregard **semantic proximity** between words
  - “*hi*” and “*hello*” are completely distinct features for predicting whether a message is greeting somebody
  - “*economics*” and “*sociology*” are distinct features for predicting whether a message is about the social sciences
- This class: Can we estimate text features that capture semantic proximity?

## An example to build some intuition

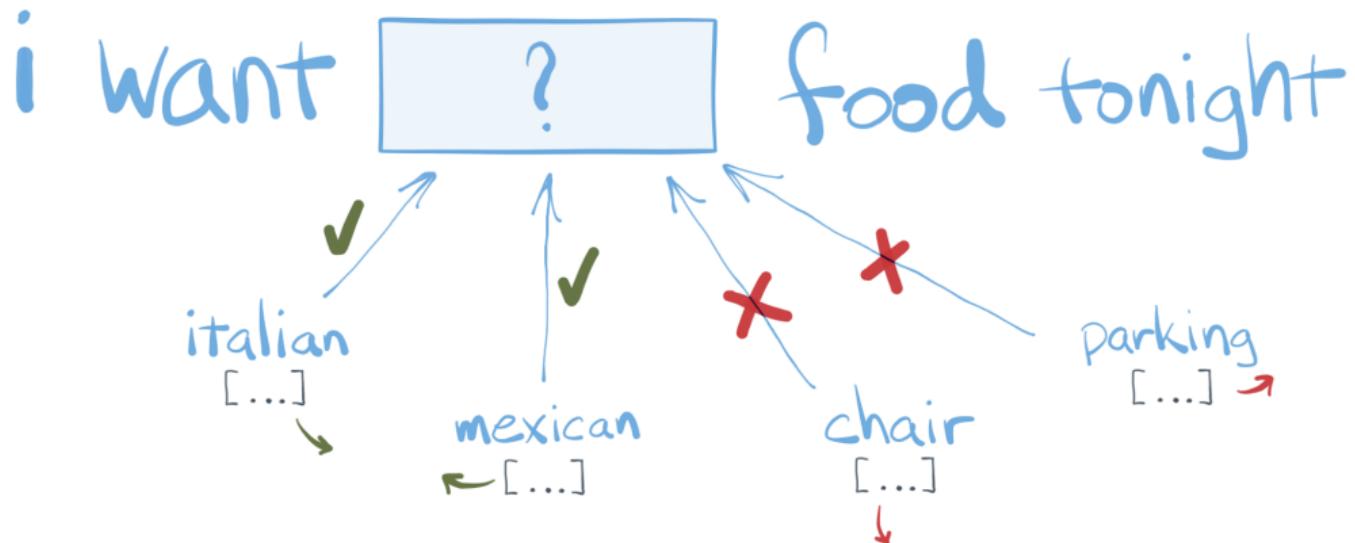
Figure: Can you complete this text snippet?

i want  ? food tonight

Source: Patrick Harrison, S&P Global Market Intelligence

# An Example to Build Some Intuition

Figure: Can you complete this text snippet?



Source: Patrick Harrison, S&P Global Market Intelligence

# Language in context (and vice-versa)

*“You shall know a word by the company it keeps.”* (J. R. Firth, 1957)

- Neighboring words provide us with additional information to interpret a word's meaning
- In other words, **word co-occurrences capture context**
- This information is useful for machine learning applications
  - For example, document classification, machine translation, syntax prediction, machine comprehension, etc.

# The brute force approach

- Build a large word co-occurrence matrix  $C$
- Notations:
  - $V$  is a vocabulary of  $|V|$  words
  - $M$  is an integer called the **window**
  - The  $M$  words preceding and the  $M$  words following a word constitute its **context**
- The cell  $(i,j)$  of  $C$  represents how many times the word  $i$  co-occurs with word  $j$  in the window.
- Each of the lines of  $C$  is a vector representation of a word that contains more information than one-hot vectors (i.e., bag-of-words).

## Example for the window size

Source Text

The quick brown fox jumps over the lazy dog. →

Training Samples

(the, quick)  
(the, brown)

The quick brown fox jumps over the lazy dog. →

(quick, the)  
(quick, brown)  
(quick, fox)

The quick brown fox jumps over the lazy dog. →

(brown, the)  
(brown, quick)  
(brown, fox)  
(brown, jumps)

The quick brown fox jumps over the lazy dog. →

(fox, quick)  
(fox, brown)  
(fox, jumps)  
(fox, over)

## The limits to the brute force approach

- However, the resulting co-occurrence matrix  $C$  is **high-dimensional and sparse**
- As the vocabulary size increases, working with this matrix becomes intractable
- **Can we approximate  $C$  in a low-dimensional, dense vector space?**  
(i.e., such that  $p \ll |V|$ )  
→ This is precisely what text embeddings are about

# The first generation of embeddings

- The three most famous models are:
  - Word2Vec<sup>1</sup>
  - GloVe<sup>2</sup>
- We will look at Word2Vec in more detail



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## A “self-supervised” learning problem

- Word2Vec reformulates learning word co-occurrences as two prediction tasks:
  - **Continuous Bag of Words (CBOW):** Given its context words, predict a focus word
  - **Skipgram:** Given a focus word, predict all its context words
- In both cases, the model results in a low-dimensional, dense vector space representation of  $C$

# Recall our example

## Source Text

The quick brown fox jumps over the lazy dog. →

The quick brown fox jumps over the lazy dog. →

The quick brown fox jumps over the lazy dog. →

The quick brown fox jumps over the lazy dog. →

## Training Samples

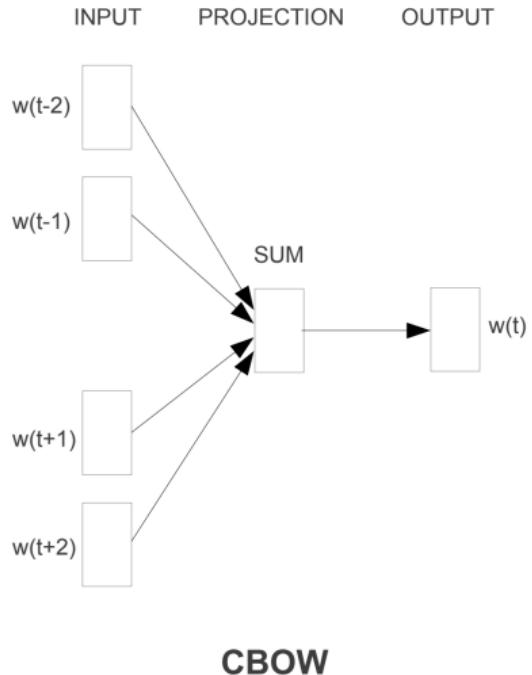
(the, quick)  
(the, brown)

(quick, the)  
(quick, brown)  
(quick, fox)

(brown, the)  
(brown, quick)  
(brown, fox)  
(brown, jumps)

(fox, quick)  
(fox, brown)  
(fox, jumps)  
(fox, over)

# CBOW: intuition



## CBOW: likelihood

- Recall  $M$ , the size of the context window (often between 5 and 10)
- Given a sequence of  $T$  words, the log-likelihood is

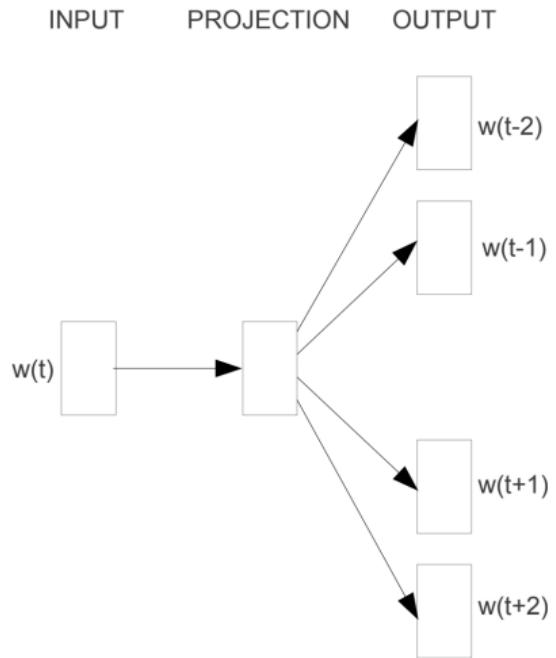
$$\frac{1}{T} \sum_{t=1}^T \log \left( P(w_t | \{w_{t+j}\}_{-M \leq j \leq M, j \neq 0}) \right)$$

- The probability of observing the focus word  $w_t$  given its context words is

$$P(w_t | \{w_{t+j}\}_{-M \leq j \leq M, j \neq 0}) = \frac{\exp(w'_t \cdot \bar{u}_t)}{\sum_{k=1}^{|V|} \exp(w'_k \cdot \bar{u}_t)},$$

where  $\bar{u}_t$  is the average of the context vectors for words in the context window, and  $w$  vectors are word vectors.

# Skipgram – intuition



**Skip-gram**

## Skipgram – likelihood

- Recall  $M$ , the size of the context window (often between 5 and 10)
- Given a sequence of  $T$  words, the log-likelihood is

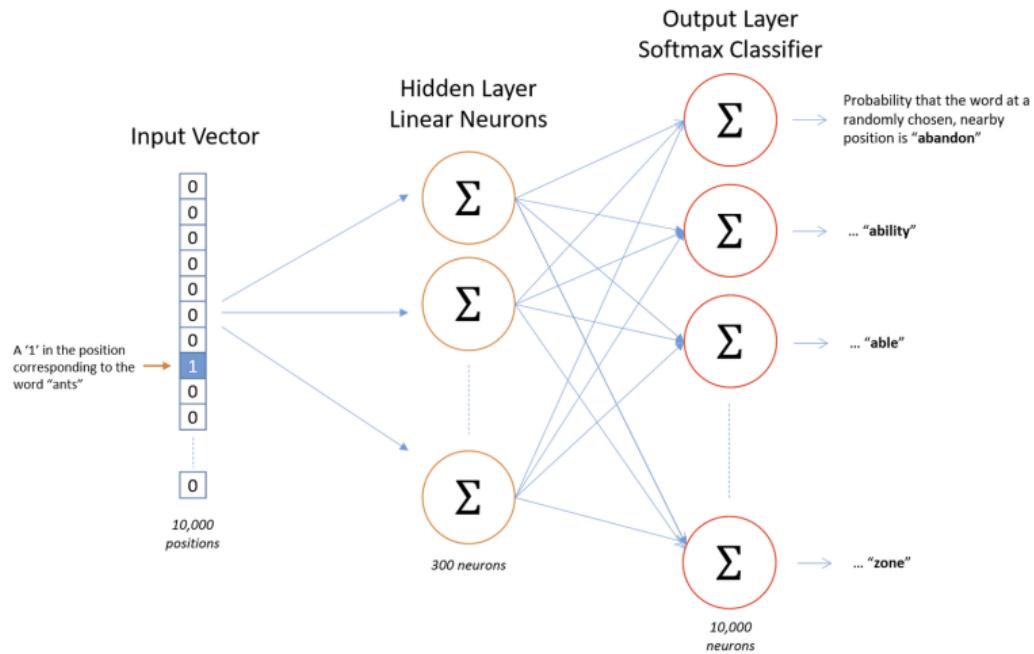
$$\frac{1}{T} \sum_{t=1}^T \sum_{-M \leq j \leq M, j \neq 0} \log(P(w_{t+j} | w_t))$$

- The probability of observing context word  $w_{t+j}$  given the focus word  $w_t$  is

$$P(w_{t+j} | w_t) = \frac{\exp(y'_{t+j} \cdot w_t)}{\sum_{k=1}^{|V|} \exp(y'_k \cdot w_t)},$$

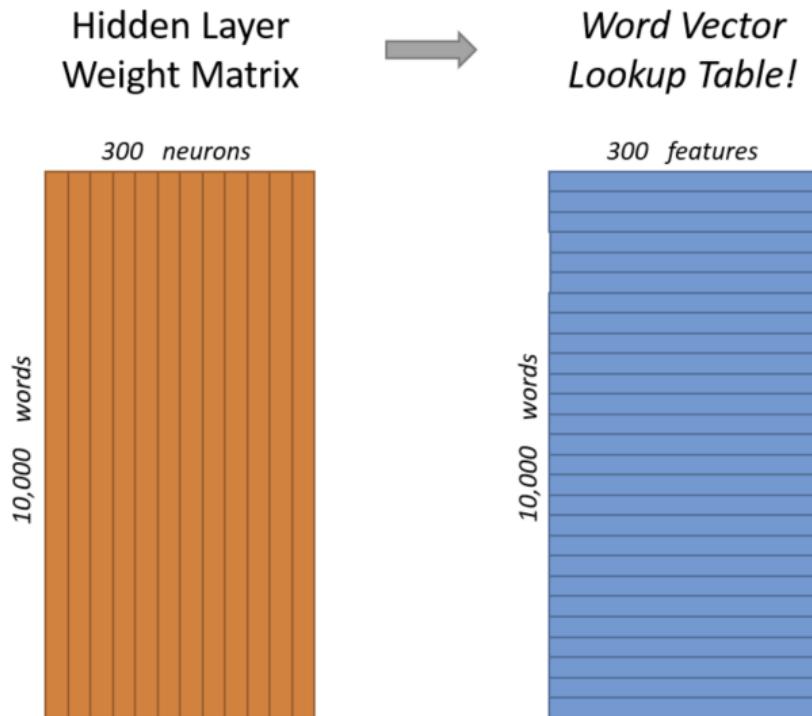
where  $y$  vectors are context vectors and  $w$  vectors are word vectors.

# Neural network representation



Source: Julian Gilyadov. Contrary to most supervised learning tasks, the hidden layer is what we actually care about here. It represents the word vectors!

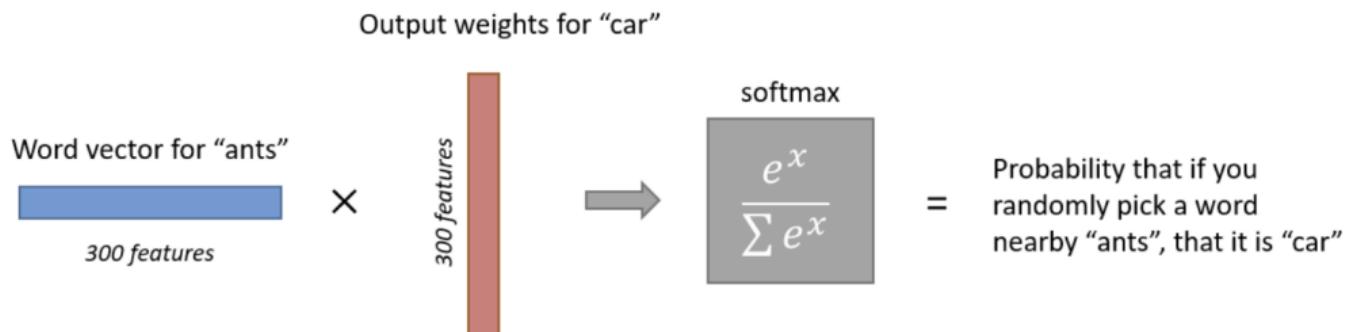
# Lookup table



Source: Julian Gilyadov

$$\begin{bmatrix} 0 & 0 & 0 & 1 & 0 \end{bmatrix} \times \begin{bmatrix} 17 & 24 & 1 \\ 23 & 5 & 7 \\ 4 & 6 & 13 \\ 10 & 12 & 19 \\ 11 & 18 & 25 \end{bmatrix} = [10 \quad 12 \quad 19]$$

Source: Julian Gilyadov



Source: Julian Gilyadov

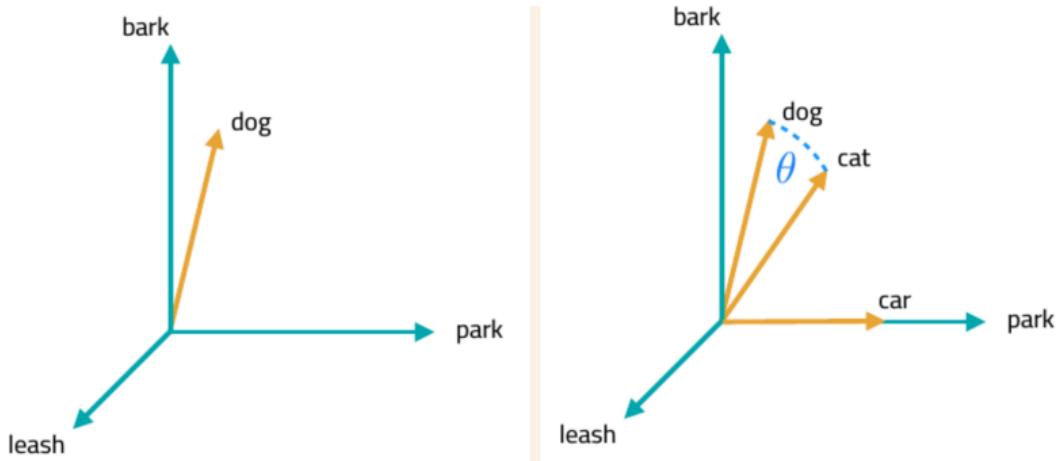
# Distance between texts

- With embeddings, we can use linear algebra to understand **relationships between words**
- In particular, words that are geometrically close to each other are **similar**
- The standard metric for comparing vectors is **cosine similarity**:

$$\cos \theta = \frac{\mathbf{v}_1 \cdot \mathbf{v}_2}{\|\mathbf{v}_1\| \|\mathbf{v}_2\|}$$

- When vectors are normalized, cosine similarity is:
  - Simply the dot product of both vectors
  - Proportional to the Euclidean distance (so you can use it, too)

# Distance between texts



# Visualizing embeddings

- One can also visualize the resulting embedding space by **projecting it on a two-dimensional space**
- Three commonly used techniques are:
  - Principal Component Analysis (PCA)
  - t-distributed stochastic neighbor embedding (t-SNE)
  - Uniform Manifold Approximation and Projection (UMAP)

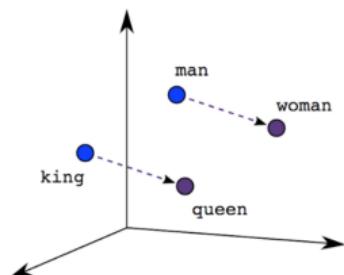
# Visualizing embeddings



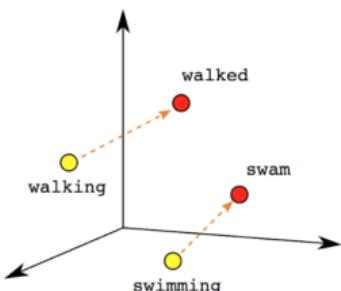
Source: Ash et al. 2024

# Basic arithmetic often carries meaning

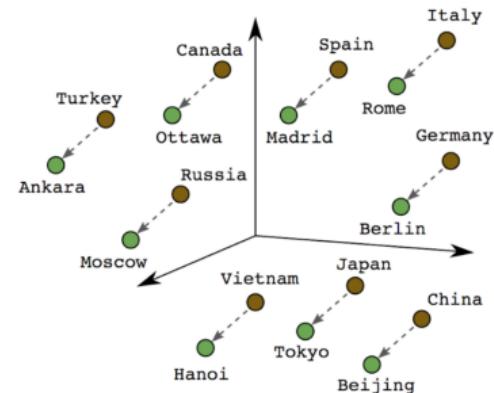
- Word2vec algebra can depict conceptual, analogical relationships between words.
- e.g.,  $\vec{\text{king}} - \vec{\text{man}} + \vec{\text{woman}} \approx \vec{\text{queen}}$



Male-Female



Verb Tense



Country-Capital

## Some refinements

- The main assumption behind word2vec is that **context words are exchangeable**
- In other words, the ordering of words is not accounted for
- Recent models relax this assumption; they are called **sequence models...**
- .. and consistently outperform previous language models in various tasks

# Pros and Cons

- **Pros**

- Many pre-trained models for different languages are freely available online
- Many packages to train models from scratch or fine-tune existing models to a specific corpus
- Often, they provide sizable gains in prediction accuracy

- **Cons**

- Clear loss of interpretability relative to bag-of-words
- Neighbouring words are not the only forms of context (e.g., metadata)

# References I

-  Ash, Elliott, Germain Gauthier, and Philine Widmer (2024). "Relatio: Text semantics capture political and economic narratives". In: *Political Analysis* 32.1, pp. 115–132.
-  Mikolov, Tomas et al. (2013). "Distributed representations of words and phrases and their compositionality". In: *Advances in neural information processing systems* 26.
-  Pennington, Jeffrey, Richard Socher, and Christopher D. Manning (2014). "GloVe: Global Vectors for Word Representation". In: *Proceedings of the 2014 Conference on Empirical Methods in Natural Language Processing (EMNLP)*. Doha, Qatar: Association for Computational Linguistics, pp. 1532–1543. DOI: 10.3115/v1/D14-1162. URL: <https://aclanthology.org/D14-1162/>.