

Data science project Learning representations

Exploiting word embeddings for machine translation

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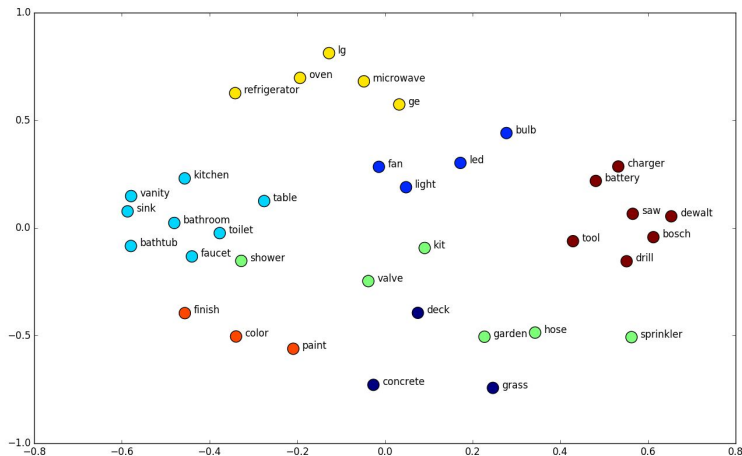
Louis Monier

Maxence Philbert

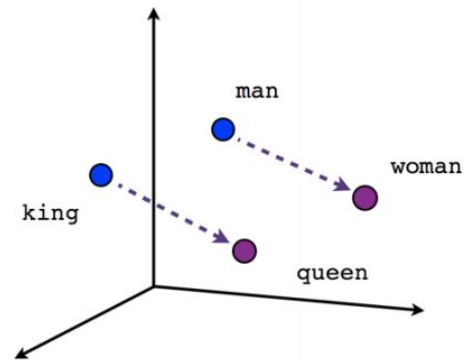
Vincent Gouteux

18/11/19

Reminder : word embeddings



2D representation of words as vectors
Similar words are near one another in the vector space



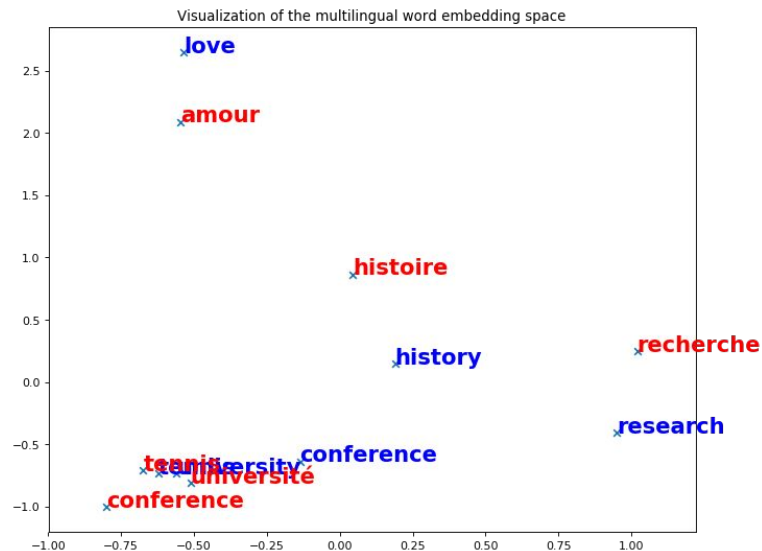
Simple algebraic operations can be performed on the word vectors

Ex : “king” - “man” + “woman” \Rightarrow “queen”

Word embeddings

Our dataset:

- **Pretrained word embeddings** : downloaded from fastText (source : Wikipedia). Languages : French & English, 50 000 words represented in 300D vectors).
- **Train and Test Sets** : Ground-truth bilingual dictionaries of 5000 words for training & 1500 for testing



Build an efficient supervised translator

Translation matrix method :

- Each word from French dictionary is represented as a vector x_i of size 300
- Each word from English dictionary is represented as a vector z_i of size 300
- The **objective** is to find the matrix W that minimizes :

$$\min_W C(W) = \min_W \sum_{i=1}^n \|Wx_i - z_i\|^2$$

with orthogonality constraint:

$$\operatorname{argmin}_{W \in O_d(\mathbb{R})} \sum_{i=1}^n \|Wx_i - z_i\|^2$$

$$O = UV^T \quad Y^T X = U\Sigma V^T$$

Based on :

"Exploiting Similarities among Languages for Machine Translation" of Tomas Mikolov, Quoc V. Le & Ilya Sutskever (2013)

"Normalized Word Embedding and Orthogonal Transform for Bilingual Word Translation" of Chao Xing, Dong Wang, Chao Liu & Yiye Lin (2015)

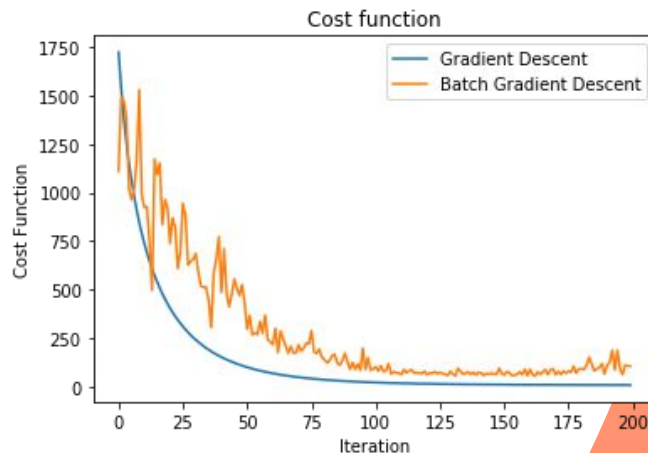
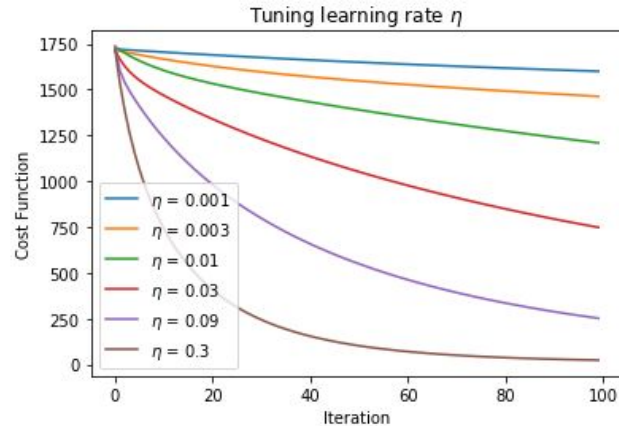
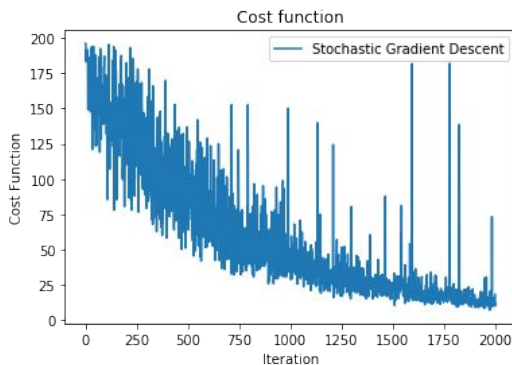
Training

Translation matrix method :

- W randomly initialized

$$\frac{dC(W)}{dW} = 2 * \sum_{i=1}^n (W x_i - z_i) x_i^t$$

$$W_{k+1} = W_k - \eta \frac{dC(W)}{dW}$$



Testing

Similarity measure

- At the prediction time, we find the word whose representation is closest to z in the target language space, using cosine similarity as the distance metric :

$$\textit{similarity} : \frac{\langle x_i, z_i \rangle}{\|x_i\| * \|z_i\|}$$



Results

Accuracy top @1/5 words

Gradient descent method :

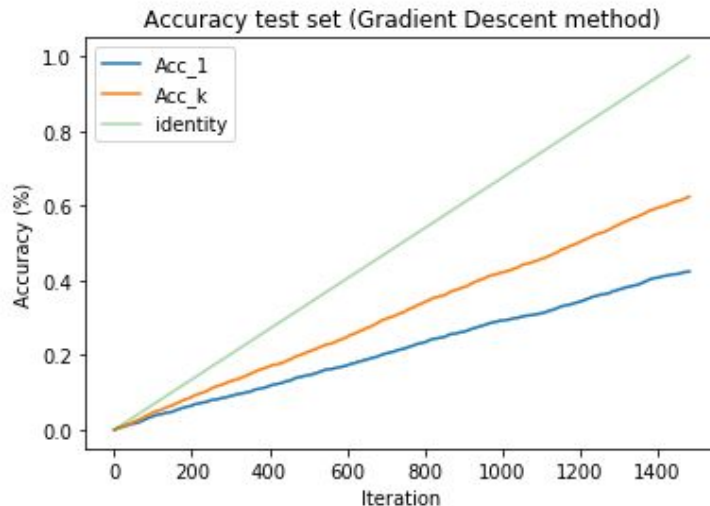
Final accuracy @1 = 42.35 %

Final accuracy @5 = 62.37 %

Normal equation method :

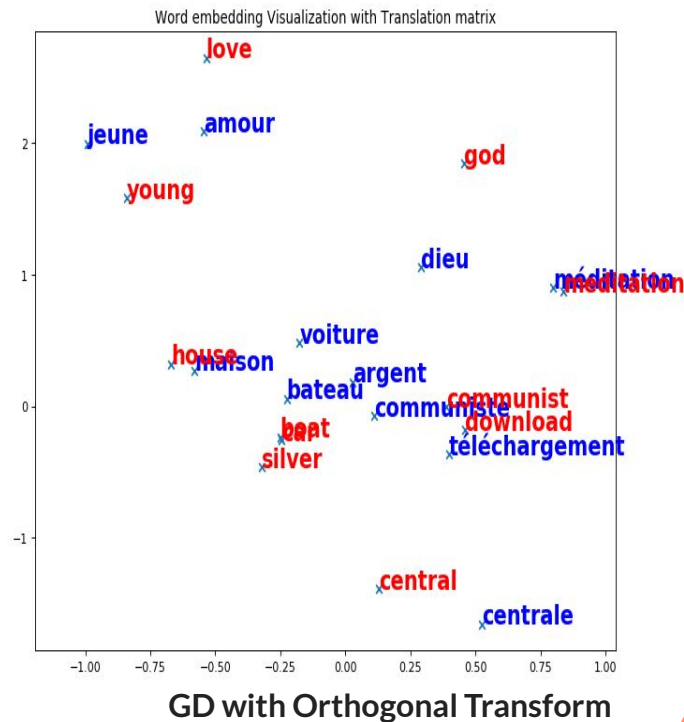
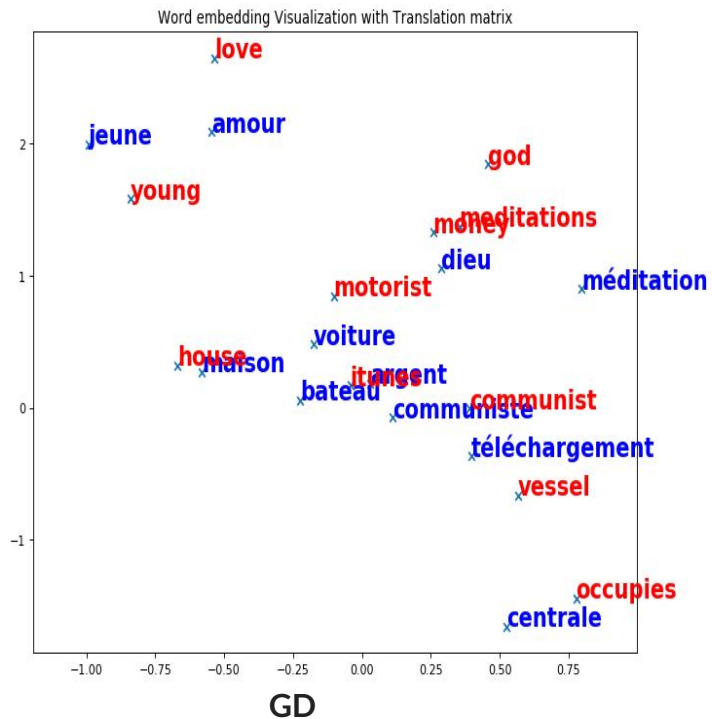
Final accuracy @1 = 60.22 %

Final accuracy @5 = 77.14 %



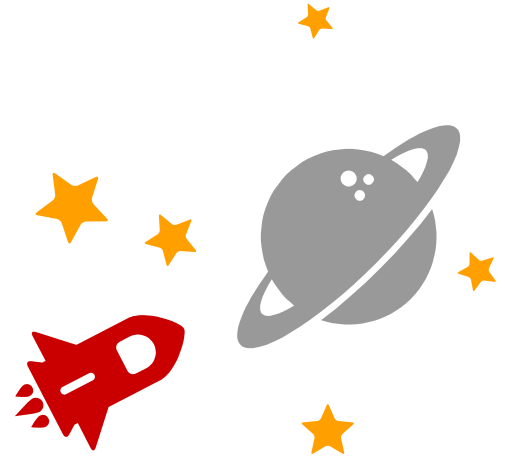
Results

2D representations



To do next week :

- Unsupervised translator
- Comparison with different languages



Thanks!



Any questions?

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