

cases	doc_1		doc_2		decision	id
	authors	<ul style="list-style-type: none"><li>Ashwin K Vijayakumar</li><li>Ramakrishna Vedantam</li><li>Devi Parikh</li></ul>	authors	<ul style="list-style-type: none"><li>Ashwin K. Vijayakumar</li><li>Ramakrishna Vedantam</li><li>Devi Parikh</li></ul>	DUPLICATES	372
	title	Sound-Word2Vec: Learning Word Representations Grounded in Sounds	title	Sound-Word2Vec: Learning Word Representations Grounded in Sounds		
	publication_date	2017-03-06 04:30:12+00:00	publication_date	2017-03-06 00:00:00		
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	journal	None	journal			
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	doi		doi	10.18653/v1/D17-1096		
	urls	<ul style="list-style-type: none"><li>http://arxiv.org/pdf/1703.01720v4</li><li>http://arxiv.org/abs/1703.01720v4</li><li>http://arxiv.org/pdf/1703.01720v4</li></ul>	urls	<ul style="list-style-type: none"><li>https://www.semanticscholar.org/paper/73deebd57b5abb7b26a0ff6cbd6b13f2fec45501</li></ul>		
	id	id-2442767175628276178	id	id-5665529979687597632		
	abstract	To be able to interact better with humans, it is crucial for machines to understand sound - a primary modality of human perception. Previous works have used sound to learn embeddings for improved generic textual similarity assessment. In this work, we treat sound as a first-class citizen, studying downstream textual tasks which require aural grounding. To this end, we propose sound-word2vec - a new embedding scheme that learns specialized word embeddings grounded in sounds. For example, we learn that two seemingly (semantically) unrelated concepts, like leaves and paper are similar due to the similar rustling sounds they make. Our embeddings prove useful in textual tasks requiring aural reasoning like text-based sound retrieval and discovering foley sound effects (used in movies). Moreover, our embedding space captures interesting dependencies between words and onomatopoeia and outperforms prior work on aurally-relevant word relatedness datasets such as AMEN and ASLex.	abstract	To be able to interact better with humans, it is crucial for machines to understand sound “ a primary modality of human perception. Previous works have used sound to learn embeddings for improved generic semantic similarity assessment. In this work, we treat sound as a first-class citizen, studying downstream 6textual tasks which require aural grounding. To this end, we propose sound-word2vec “ a new embedding scheme that learns specialized word embeddings grounded in sounds. For example, we learn that two seemingly (semantically) unrelated concepts, like leaves and paper are similar due to the similar rustling sounds they make. Our embeddings prove useful in textual tasks requiring aural reasoning like text-based sound retrieval and discovering Foley sound effects (used in movies). Moreover, our embedding space captures interesting dependencies between words and onomatopoeia and outperforms prior work on aurally-relevant word relatedness datasets such as AMEN and ASLex.		
	versions		versions			