

One hot encoding

Label
0
4
4
3
0
9

[illegible]

Bag of Words

Input Text

“Bag of Words”

I love my iPhone →

I hate my iPhone →

a	...	hate	I	iPhone	love	my	...	zoo
0	...	0	1	1	1	1	...	0
0	...	1	1	1	0	1	...	0

Word Embedding

I	love	this	movie
↓	↓	↓	↓
I	love	this	movie
0.4	9.7	-0.7	0.4
23.4	5.4	-5.2	-3.2
-0.6	-9.4	-2.1	-9.9
-2.4	-1.2	-0.9	-1.9

Embeddings

	Val 1	Val 2	Val 3	Val 4
a	0.1	-0.3	1.7	2.4
aardvark	-2.3	4.1	-5.2	3.1
...
<unknown>	0.3	0.9	0.8	0.2

Pre-computing encoding

GloVe: Global Vectors for Word Representation

Jeffrey Pennington, Richard Socher, Christopher D. Manning

Introduction

GloVe is an unsupervised learning algorithm for obtaining vector representations for words. Training is performed on aggregated global word-word co-occurrence statistics from a corpus, and the resulting representations showcase interesting linear substructures of the word vector space.

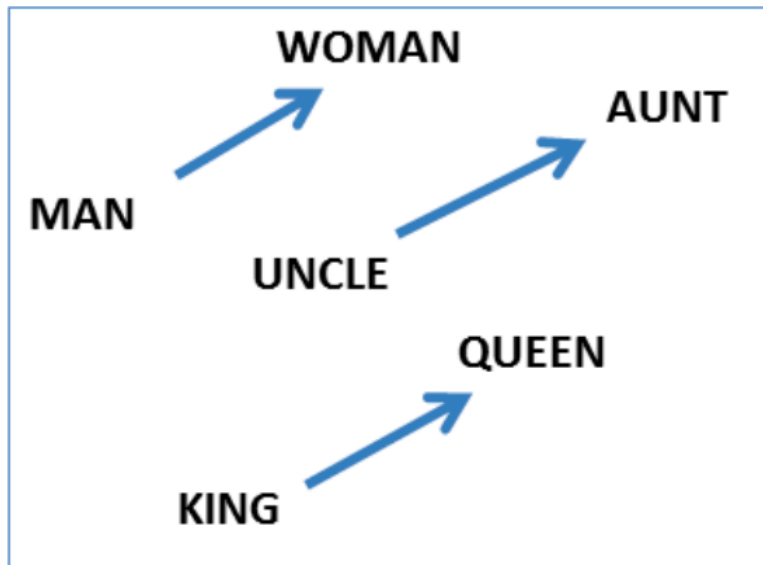
Getting started (Code download)

- Download the [code](#) (licensed under the [Apache License, Version 2.0](#))
- Unpack the files: `unzip GloVe-1.2.zip`
- Compile the source: `cd GloVe-1.2 && make`
- Run the demo script: `./demo.sh`
- Consult the included README for further usage details, or ask a [question](#)
- The code is also available [on GitHub](#)

Download pre-trained word vectors

- Pre-trained word vectors. This data is made available under the [Public Domain Dedication and License](#) v1.0 whose full text can be found at: <http://www.opendatacommons.org/licenses/pddl/1.0/>.
 - [Wikipedia 2014 + Gigaword 5](#) (6B tokens, 400K vocab, uncased, 50d, 100d, 200d, & 300d vectors, 822 MB download): [glove.6B.zip](#)
 - Common Crawl (42B tokens, 1.9M vocab, uncased, 300d vectors, 1.75 GB download): [glove.42B.300d.zip](#)
 - Common Crawl (840B tokens, 2.2M vocab, cased, 300d vectors, 2.03 GB download): [glove.840B.300d.zip](#)
 - Twitter (2B tweets, 27B tokens, 1.2M vocab, uncased, 25d, 50d, 100d, & 200d vectors, 1.42 GB download): [glove.twitter27B.zip](#)
- Ruby [script](#) for preprocessing Twitter data

GloVe + word2vec



Word Analogy Task

man is to *woman* as *king* is to ____ ?

good is to *best* as *smart* is to ____ ?

china is to *beijing* as *russia* is to ____ ?

Turns out the word-context based vector model we just learnt is good for such analogy tasks,

$$[\text{king}] - [\text{man}] + [\text{woman}] \approx [\text{queen}]$$



Levy, Goldberg, and Israel, *Linguistic Regularities in Sparse and Explicit Word Representations*, CoNLL 2014.

2D Convolution Review

52	34	14	5
45 1	12 0	17 0.2	11
29 0.4	20 0.7	19 0.1	27
99 0.2	85 0	60 0.8	55
120	112	88	29

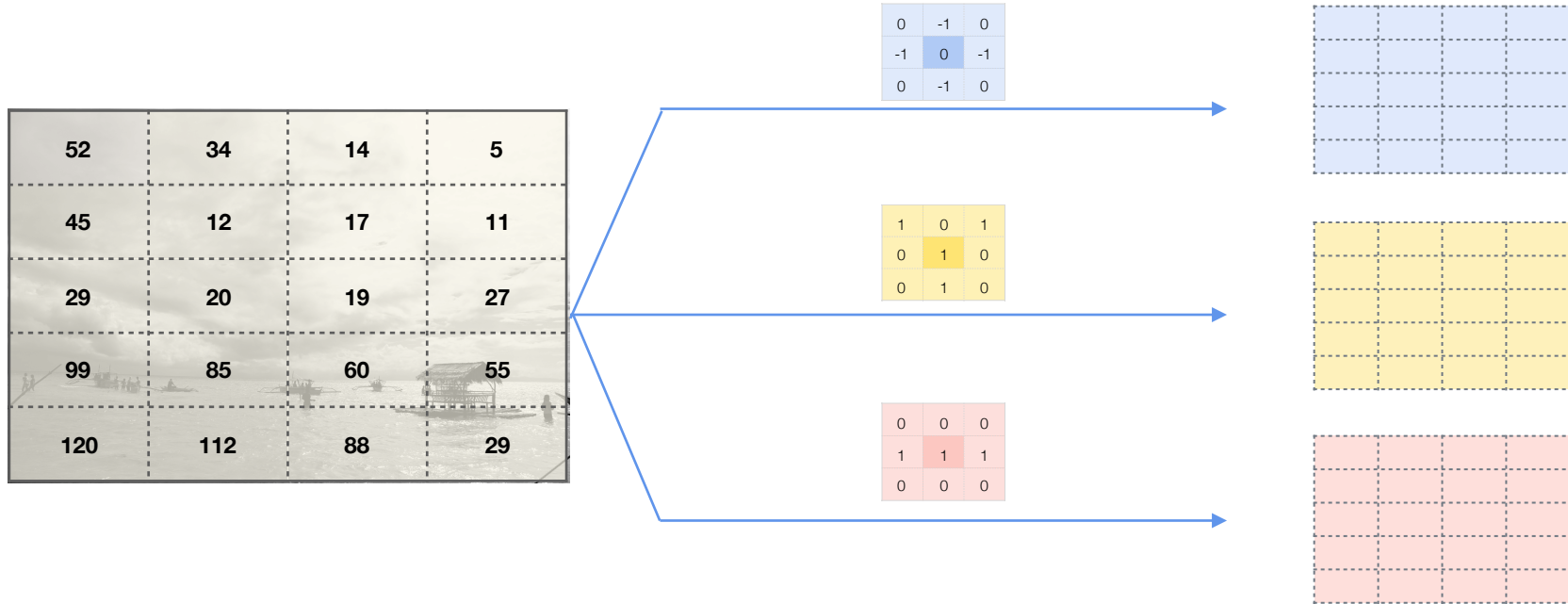
Input * Kernel

$$\begin{array}{r} (45 \times 1) \\ (12 \times 0) \\ (17 \times 0.2) \\ (29 \times 0.4) \\ (20 \times 0.7) \\ (19 \times 0.1) \\ (99 \times 0.2) \\ (85 \times 0) \\ (60 \times 0.8) \\ \hline + \\ \hline 143.7 \end{array}$$

131	122	97	17
114	104	78	88
	144		

Output

2D Convolution Review Multiple Outputs

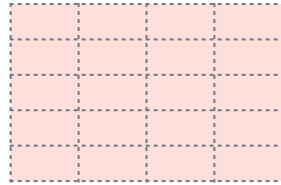
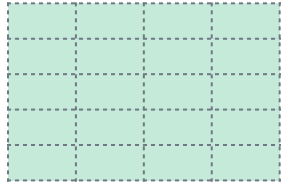
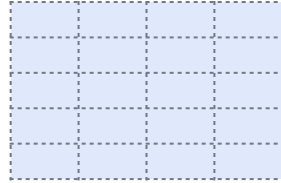


Original Image

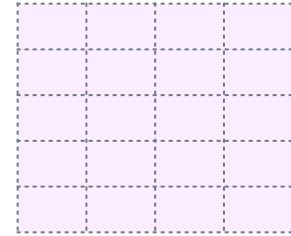
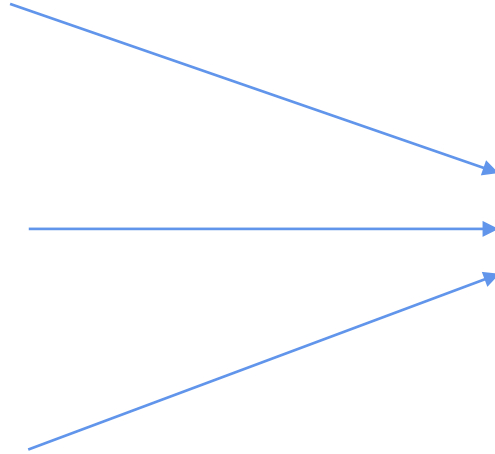
3 Convolutions with
different kernels

Multiple Outputs

2D Convolution Review Multiple Inputs



Multiple Convolutions



Sum all convolutions

1D Convolution

	I		love		this		movie
Channel 1	0.4 0.2		9.7 0.3		-0.7 0.2		0.4
Channel 2	23.4		5.4		-5.2		-3.2
Channel 3	-0.6		-9.4		-2.1		-9.9
Channel 4	-2.4		-1.2		-0.9		-1.9

$$0.4 * 0.2 + 9.7 * 0.3 + (-0.7) * 0.2$$
$$= 2.85$$

Conv 1
2.85

1D Convolution

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4 0.2	5.4 0.3	-5.2 0.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

$$23.4 * 0.2 + 5.4 * 0.3 + (-5.2) * 0.2 = 5.26$$

Conv 1
2.85
5.26

1D Convolution

	I		love		this		movie
Channel 1	0.4		9.7		-0.7		0.4
Channel 2	23.4		5.4		-5.2		-3.2
Channel 3	-0.6		-9.4		-2.1		-9.9
Channel 4	-2.4		-1.2		-0.9		-1.9

$$(-0.6) \cdot 0.2 + (-9.4) \cdot 0.3 + (-2.1) \cdot 0.2 = -3.36$$

Conv 1
2.85
5.26
-3.36

1D Convolution

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4 0.2		-1.2 0.3	-0.9 0.2

$$(-2.4)*0.2 + (-1.2)*0.3 + (-0.9)*0.2$$
$$= -1.02$$

Conv 1
2.85
5.26
-3.36
-1.02

1D Convolution

	I	love		this		movie	
Channel 1	0.4	9.7 0.3		-0.7 0.3		0.4 0.1	
Channel 2	23.4	5.4		-5.2		-3.2	
Channel 3	-0.6	-9.4		-2.1		-9.9	
Channel 4	-2.4	-1.2		-0.9		-1.9	
		Conv 1	Conv 2		$9.7 \cdot 0.3 + (-0.7) \cdot 0.3 + 0.4 \cdot 0.1$		
		2.85	2.74		$= 2.74$		
		5.26					
		-3.36					
		-1.02					

1D Convolution

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4 0.3	-5.2 0.3	-3.2 0.1
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9
		Conv 1	Conv 2	
		2.85	2.74	
		5.26	-0.26	
		-3.36		
		-1.02		

$$5.4 * 0.3 + (-5.2) * 0.3 + (-3.2) * 0.1 = -0.26$$

1D Convolution

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4 <small>0.3</small>	-2.1 <small>0.3</small>	-9.9 <small>0.1</small>
Channel 4	-2.4	-1.2	-0.9	-1.9

Conv 1	Conv 2
2.85	2.74
5.26	-0.26
-3.36	-4.44
-1.02	

$$(-9.4) \cdot 0.3 + (-2.1) \cdot 0.3 + (-9.9) \cdot 0.1 = -4.44$$

1D Convolution

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2 0.3	-0.9 0.3	-1.9 0.1
		Conv 1	Conv 2	$(-1.2)*0.3 + (-0.9)*0.3 + (-1.9)*0.1 = -0.82$
		2.85	2.74	
		5.26	-0.26	
		-3.36	-4.44	
		-1.02	-0.82	

2D Max Pooling Review

52	34	14	5
45	12	17	11
29	20	19	27
99	85	60	55
118	103	180	192
120	112	88	29

Input 6x4

Output 3x2

52	17		

2D Max Pooling Review

52	34	14	5
45	12	17	11
29	20	19	27
99	85	60	55
118	103	180	192
120	112	88	29

Input 6x4

Output 3x2

52	17		
99			

2D Max Pooling Review

52	34	14	5
45	12	17	11
29	20	19	27
99	85	60	55
118	103	180	192
120	112	88	29

Input 6x4

Output 3x2

52	17		
99	65		

1D Max Pooling

	I	love	this	movie
Channel 1	0.4		-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1

9.7

Max Pooling 2

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1

9.7
23.4

Max Pooling 2

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6		-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1

9.7
23.4
-0.6

Max Pooling 2

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4		-0.9	-1.9

Max Pooling 1
9.7
23.4
-0.6
-1.2

Max Pooling 2

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1
9.7
23.4
-0.6
-1.2

Max Pooling 2
0.4

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1
9.7
23.4
-0.6
-1.2

Max Pooling 2
0.4
-3.2

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1
9.7
23.4
-0.6
-1.2

Max Pooling 2
0.4
-3.2
-2.1

1D Max Pooling

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2	-0.9	-1.9

Max Pooling 1
9.7
23.4
-0.6
-1.2

Max Pooling 2
0.4
-3.2
-2.1
-0.9

1D Convolution

	I	love	this	movie
Channel 1	0.4	9.7	-0.7	0.4
Channel 2	23.4	5.4	-5.2	-3.2
Channel 3	-0.6	-9.4	-2.1	-9.9
Channel 4	-2.4	-1.2 <small>0.3</small>	-0.9 <small>0.3</small>	-1.9 <small>0.1</small>
		Conv 1	Conv 2	$(-1.2)*0.3 + (-0.9)*0.3 + (-1.9)*0.1 = -0.82$
		2.85	2.74	
		5.26	-0.26	
		-3.36	-4.44	
		-1.02	-0.82	