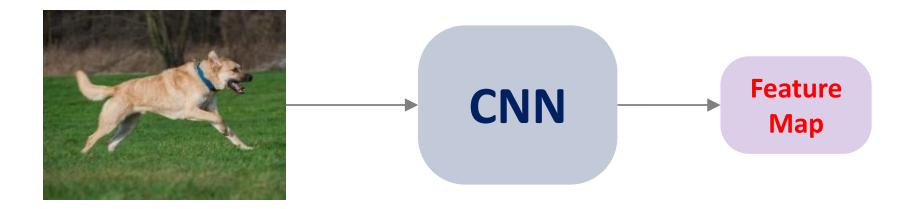


Image feature maps



• But how to handle text-data?

How to represent words?

- Consider vocabulary \mathcal{V} with |V| words
- Suppose vocabulary $\mathcal V$ is of the form

$$\mathcal{V} = \left\{ egin{array}{ll} \mathrm{abandon} \\ \mathrm{ability} \\ \cdot \\ \mathrm{hot} \\ \cdot \\ \mathrm{is} \\ \cdot \\ \mathrm{today} \\ \cdot \\ \mathrm{zoo} \end{array} \right\}$$

- $\mathbf{x} = \text{"Today is hot"}$
- One-hot representation

$$\mathbf{x}_{1} = \begin{bmatrix} 0 \\ 0 \\ \cdot \\ \cdot \\ 0 \\ \cdot \\ 0 \\ \cdot \\ 0 \end{bmatrix} \quad \mathbf{x}_{2} = \begin{bmatrix} 0 \\ 0 \\ \cdot \\ \cdot \\ 0 \\ \cdot \\ 1 \\ \cdot \\ 0 \\ \cdot \\ 0 \end{bmatrix} \quad \mathbf{x}_{3} = \begin{bmatrix} 0 \\ 0 \\ \cdot \\ \cdot \\ 0 \\ \cdot \\ 0 \\ \cdot \\ 0 \end{bmatrix}$$

How to represent words?

- Words are represented as a completely independent entity.
- But all words in any language are not completely unrelated.
- Such representation does not give us any notion of similarity.
- Want to have a lower dimensional representation such that the subspace encodes relationship between words.

Low-dimensional word vector

		$\left[\begin{array}{c} 0 \\ 0 \\ \cdot \end{array}\right]$		[.]
Matrix	X	1 · 0	=	
		0 0		

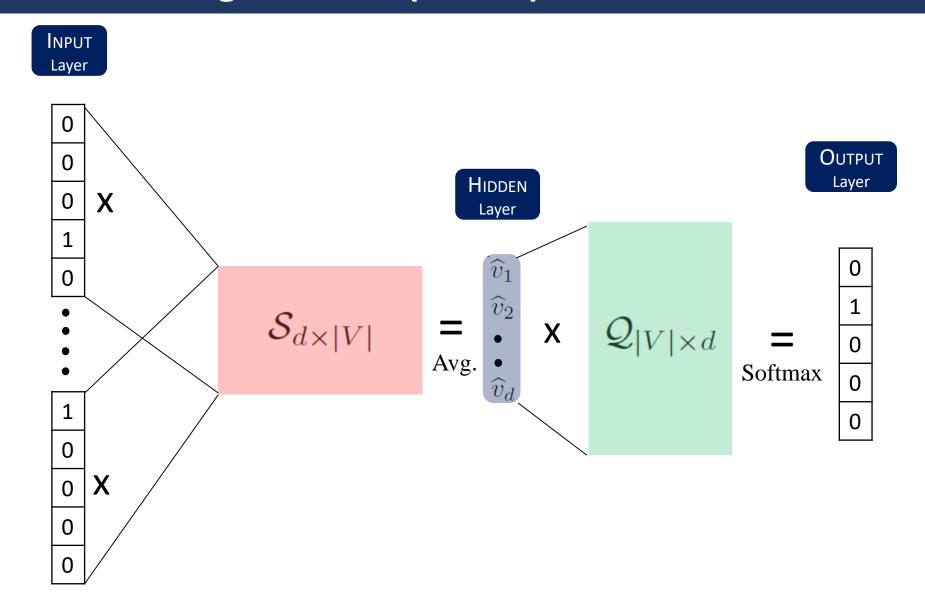
How to represent words?

- Words are represented as a completely independent entity.
- But all words in any language are not completely unrelated.
- Such representation does not give us any notion of similarity.
- Want to have a lower dimensional representation such that the subspace encodes relationship between words.
- This lower dimensional representation of words is known as word embedding (word vector).
- Methods:
 - Singular Value Decomposition based methods
 - Iteration based methods
 - * Continuous bag of words model
 - * Skip-Gram model

Continuous bag of words (CBOW) model

- Given context predict the word.
- Example: { "The", "dog", "is", " ", "across", "the", "field" }.
 - Want the model to predict the middle word "located".
- Let the size of the embedding space be d.
- Let \mathcal{S} be the input word matrix of size $d \times |V|$.
 - s_n : the *n*th column of S is the *d* dimensional vector representing the embedding for word w_n .
- Let \mathcal{Q} be the output word matrix of size $|V| \times d$.
 - $-q_n$: the *n*th row of \mathcal{Q} is the *d* dimensional embedding vector associated with the *n*th word of the vocabulary.

Continuous bag of words (CBOW) model



CBOW: Procedure

• One hot vectors representing the input context:

$$\{\mathbf{x}_{(i-m)},....,\mathbf{x}_{(i-1)},\mathbf{x}_{(i+1)},\mathbf{x}_{(i+m)}\}$$

• Generate embedded word vectors for the input context

$$\{\mathbf{v}_{(i-m)},....,\mathbf{v}_{(i-1)},\mathbf{v}_{(i+1)},\mathbf{v}_{(i+m)}\}$$

where
$$\mathbf{v}_{(i-j)} = \mathcal{S}\mathbf{x}_{(i-j)}$$

• Compute the average of these vectors:

$$\widehat{\mathbf{v}} = \frac{\mathbf{v}_{(i-m)} + \mathbf{v}_{(i-m+1)} + \dots + \mathbf{v}_{(i+m-1)} + \mathbf{v}_{(i+m)}}{2m}$$

- Score vector for the given context $\mathbf{u} = \mathbf{Q}\hat{\mathbf{v}}$.
- Convert the scores into probabilities using the softmax function and make prediction

$$y^* = \mathcal{V}\left[\arg\max_{j} \left(\operatorname{softmax}(\mathbf{u}_j)\right)\right]$$

CBOW: Loss

• Cross-entropy loss (for one example):

$$\mathcal{L} = -\log P(y = w_c | \mathbf{x}_{(i-m)},, \mathbf{x}_{(i-1)}, \mathbf{x}_{(i+1)}, \mathbf{x}_{(i+m)})$$

$$= -\log \frac{\exp(\mathbf{q}_c \widehat{\mathbf{v}})}{\sum_{j=1}^{|V|} \exp(\mathbf{q}_j \widehat{\mathbf{v}})}$$

$$= -\mathbf{q}_c \widehat{\mathbf{v}} + \log \sum_{j=1}^{|V|} \exp(\mathbf{q}_j \widehat{\mathbf{v}})$$

Encoder-Decoder

- Sometimes referred to as sequence-to-sequence architecture.
- How to map a variable-length sequence to another variable-length sequence?
- An encoder RNN processes the input sequence.
 - It outputs the context.
 - The context can be the final hidden state (or some function of it) of the encoder RNN
- A decoder RNN is conditioned on the context vector.
 - It generates the output sequence.

Image captioning

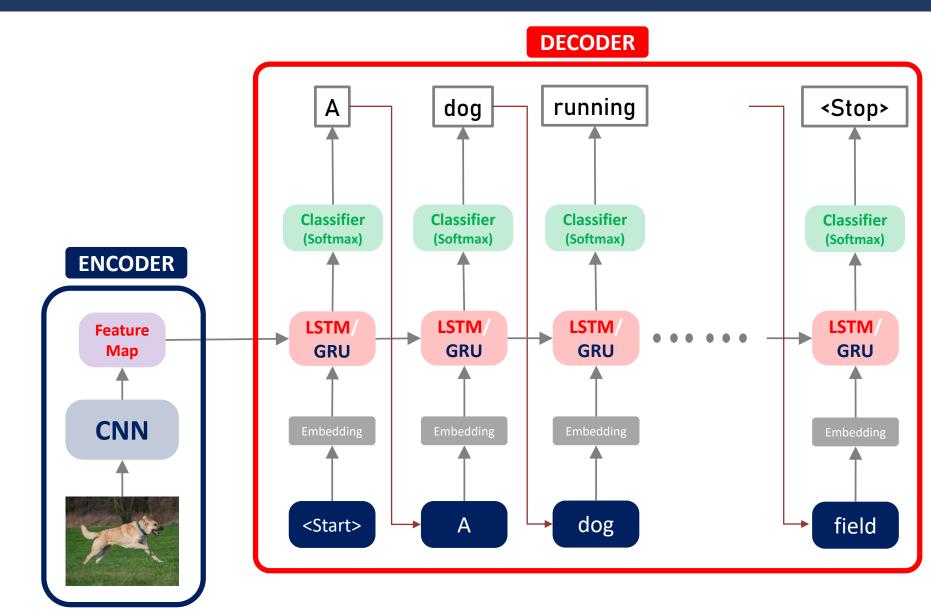
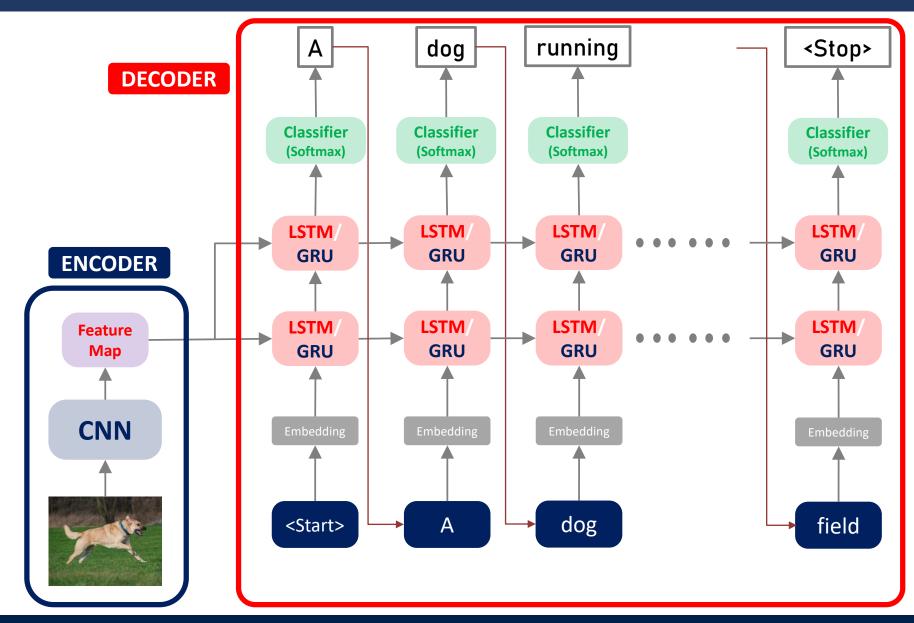
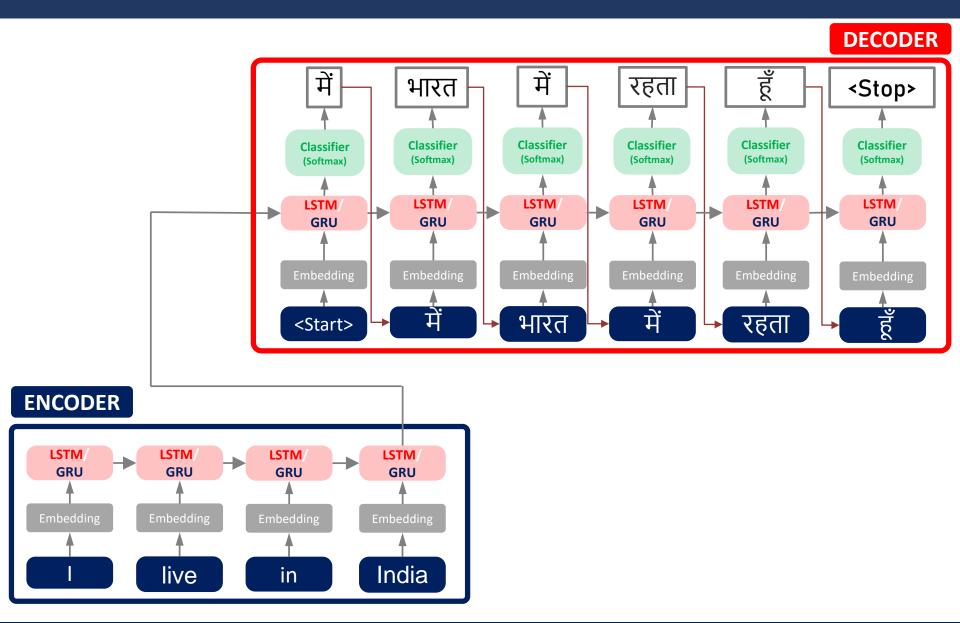


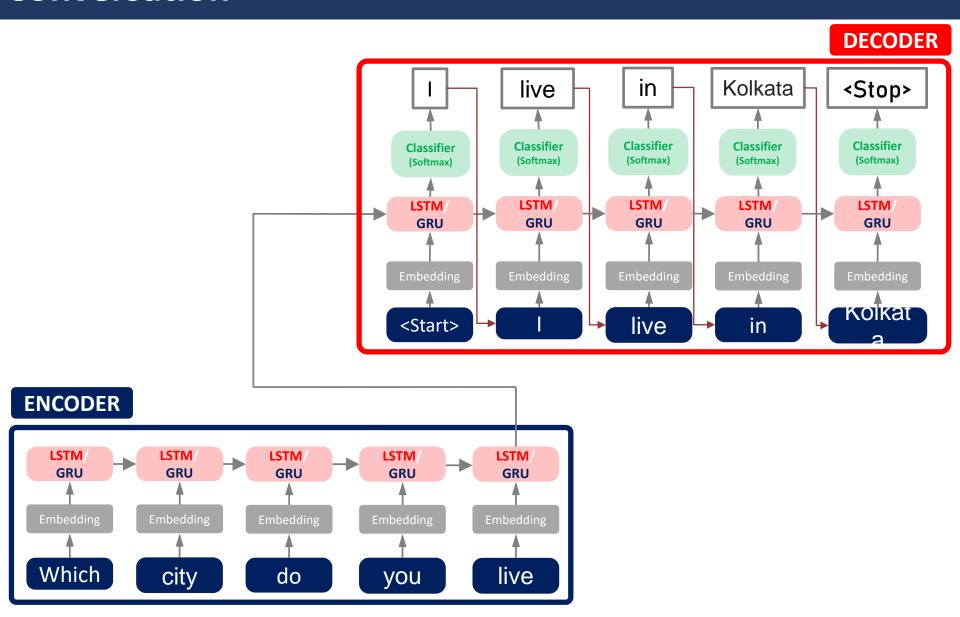
Image captioning



Translation



Conversation



Video captioning

