



CentraleSupélec

# Introduction to Natural Language Processing

Part 1: Word Embeddings

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**3rd March 2021**

# Objectives

After today's lecture and tutorials you should be able to:

- Know what is **Natural Language Processing (NLP)** and why it's important
- Identify the main algorithms in **text representation learning**
- Spot common **challenges** in NLP and **ethical concerns**
- Gain intuition on what kind of information gets encoded in **word representations** and how it gets shown in the embedding space
- Get familiarised with the use of pre-trained **language models**, how to interpret them and implement them in a simple NLP pipeline

# Outline

- *8:30 - 9:00* - **Lecture**  
**Word Embeddings: challenges and techniques**
- *9:00 - 9:30* - **Practical Work**  
Visualisation of semantic relations
- *9:30 - 9:45* - Break
- *9:45 - 10:30* - **Lecture**  
Language Modelling: deep learning methods for NLP
- *10:30 - 11:00* - **Practical Work**  
Transformer LM Part 1: Exploring a pre-trained model
- *11:00 - 11:15* - Break
- *11:15 - 11:45* - **Practical Work**  
Transformer LM Part 2: Fine-tuning for Sentiment Analysis

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- Knowledge-based methods

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- Semantic Regularities
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- Visualisation of semantic relations

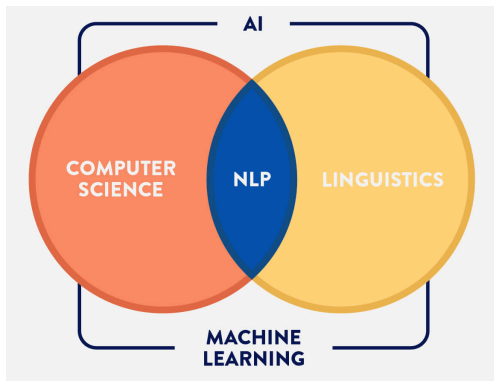
## **5 References**

# What is NLP?

## Natural Language

**Processing** is a sub-field of linguistics, computer science and artificial intelligence, that connects computers and human language.

The field has experienced major changes since recent growth of **Deep Learning**.



# Why bothering at all with NLP?

Computational encoding of text  
opens the gate for:

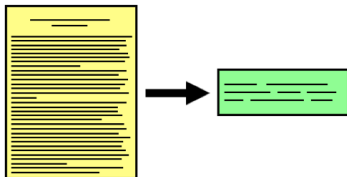
- Machine Translation



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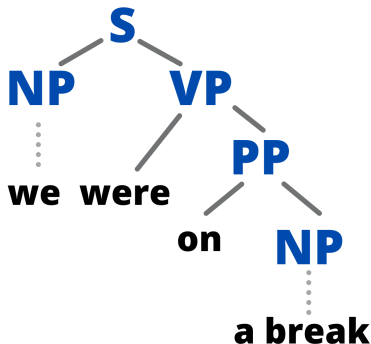
- Machine Translation
- Natural Language Understanding
- Automatic Text Summarisation



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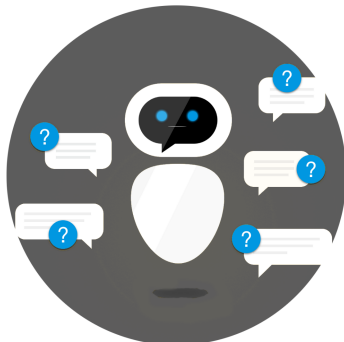




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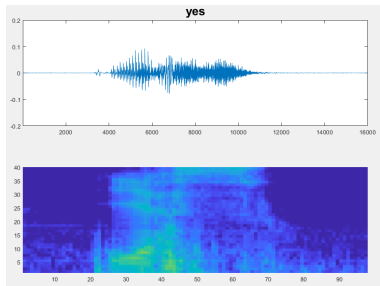
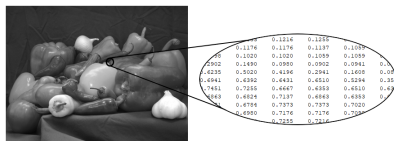
- Machine Translation
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- Computational Linguistics
- Natural Language Generation
- Question-Answering
- Sentiment Analysis



# Differences with Image and Audio processing

With both images and audio, we start from a **signal**.

That signal is often of little use without some appropriate pre-processing.



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With both images and audio, we start from a **signal**.

That signal is often of little use without some appropriate pre-processing.

However, this isn't the case for text.

Hence, the **representation learning** process happens from scratch

**we were on a break**





# Differences with Image and Audio processing

**One hot-encoding** is one possible approach for giving a vector to a word. Let's consider a vocabulary of possible words  $V$  with  $n$  terms. A one-hot representation for the word  $w$ , indexed by  $i$  in the vocabulary will correspond to the vector that has only zeros, except for the position  $i$ . That way, we can distinguish two different words.

**we were on a break**

↓	↓	↓	↓	↓
0	0	0	1	0
0	...	0	0	0
...	1	0	...	0
1	...	0	0	0
...	0	0	0	...
0	0	1	0	0
0	0	...	0	1
0	0	0	0	0

# Differences with Image and Audio processing

However, in one-hot encoding we encounter the following problems:

- **Sparsity:** For a vocabulary of 10 thousand words we would have 10 thousand dimensional vectors
- **Lack of information:** the vectors wouldn't encode any semantic information.

Therefore, we need a better way to construct our vectors.

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↓	↓	↓	↓	↓
0	0	0	1	0
0	...	0	0	0
...	1	0	...	0
1	...	0	0	0
...	0	0	0	...
0	0	1	0	0
0	0	...	0	1
0	0	0	0	0

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## 2 Semi-supervised methods for Word Embedding

- Context-Window Methods: CBOW and SG
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# Word Embeddings

The main idea with **word embeddings** is to create a vector for each word that is:

- **informative**: They encode useful information
- **light-weight**: Lower dimension than the size of the vocabulary
- **easy-to-obtain**: It's expensive to label an entire vocabulary, so we must learn representations automatically and with low computational cost.

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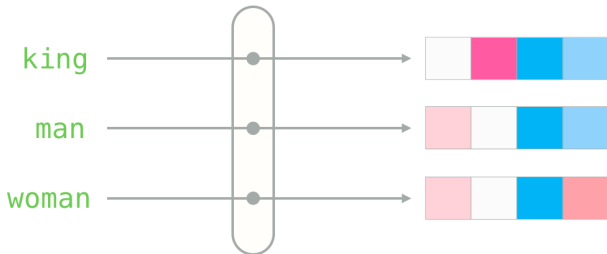




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## word2vec: Context-Window Methods

This section is based on **word2vec** by Mikolov et al. 2013 [1]. It is one of the most widely used pre-trained models for creating word vectors. They propose two architectures that are based on **context windows**<sup>1</sup>.

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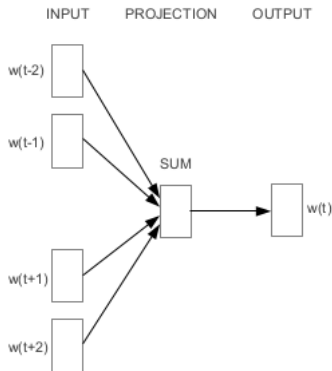
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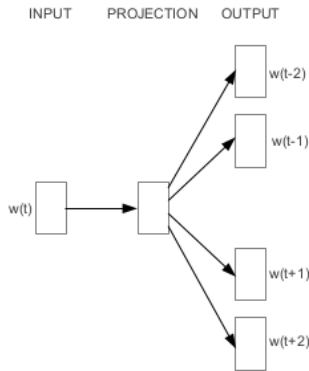
<sup>1</sup>Figure shows examples of context windows of length 3 with the centre word underlined

# word2vec: Context-Window Methods

They are also called **Log-linear** models since they use a Log-linear classifier as training objective.



**CBOW**

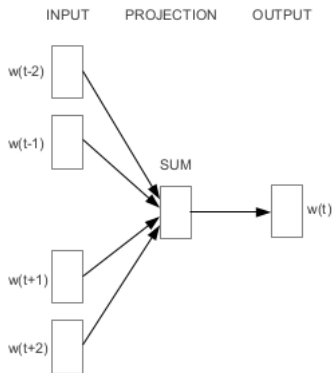


**Skip-gram**

# Continuous Bag-of-Words

In **CBOW**:

- 1 We take the **context words**. It's a bag-of-words, so order doesn't matter.
- 2 We project them in the **embedding space**
- 3 We **sum** the representations
- 4 We use that continuous representation of context to **predict the centre word**.



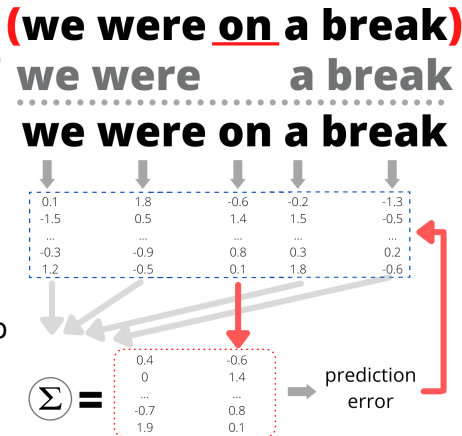
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For our previous example, with context window of length 5, we would have

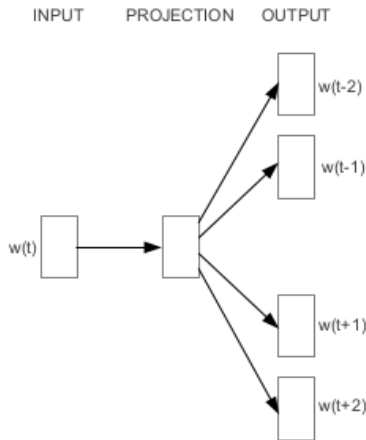


# Skip-Gram

In **Skip-Gram**:

- 1 We take the **centre word**.
- 2 We project it in the **embedding space**
- 3 We **predict the context words** given the centre word representation.

This is roughly equivalent to compare centre and context words pairwise.



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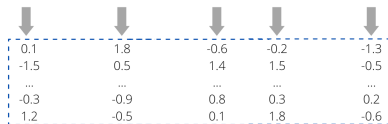
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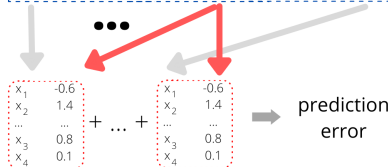
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**on**

**we were on a break**



0.1	1.8	-0.6	-0.2	-1.3
-1.5	0.5	1.4	1.5	-0.5
...	...	...	...	...
-0.3	-0.9	0.8	0.3	0.2
1.2	-0.5	0.1	1.8	-0.6





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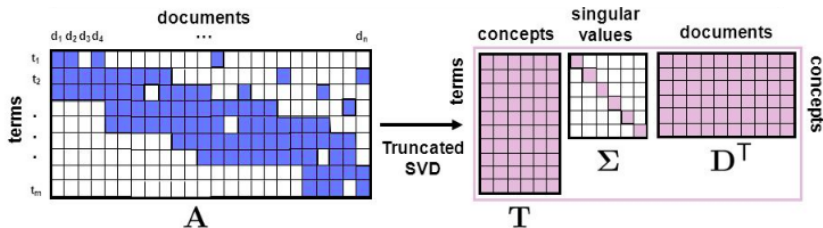
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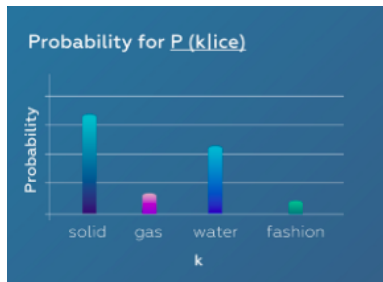
# Matrix Factorisation: count-based models

Count-based models take advantage of **word co-occurrence matrices**. Latent semantic analysis is one example in which matrix decomposition is used to grasp **statistical information** of terms and documents [2]. However, these methods generally **do not reflect semantic relations** in the same way word2vec does.



# GloVe: a Hybrid Method

Global Vectors (**GloVe**) proposed by Pennington et al. seek to use statistical information while keeping the benefits of Skip-Gram [3]. For two words, they proceed by making the dot product of their embeddings equal to the logarithm of the **words' probability of co-occurrence** from the count matrix. To understand this, let's consider an example<sup>2</sup> with the words ICE and STEAM:



<sup>2</sup>Illustrations from: <https://medium.com/@sciforce>

# GloVe: a Hybrid Method

Since both ICE and STEAM are related to WATER and unrelated to FASHION, these two words might be considered as **noise** when comparing them. The important information rather relies in the respective thermodynamic states.



GloVe implicitly causes the **vector differences** to correlate with **ratios of probabilities of co-occurrence**. This encodes more fine-grained **semantic relations** than pure context sharing.

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# Incorporating Knowledge

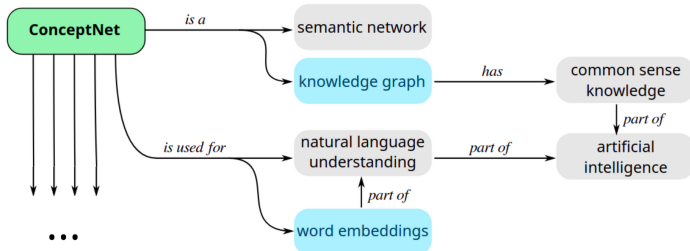
It is also possible to learn vectors in a (semi) supervised way. Here are two examples:

- **Retrofitting** is an algorithm that **fine tunes** pre-trained embeddings by minimising the distance between representations of words that are adjacent to each other in a **semantic graph** [4].

# Incorporating Knowledge

It is also possible to learn vectors in a (semi) supervised way. Here are two examples:

- **Numberbatch** embeddings incorporate common sense knowledge from **ConceptNet**<sup>3</sup> by incorporating it using Retrofitting [5]. It is also partly built using a combination of word2vec and GloVe algorithms.



<sup>3</sup><http://www.conceptnet.io/>

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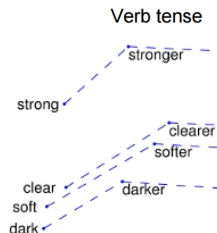
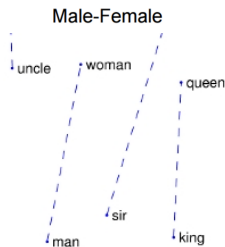
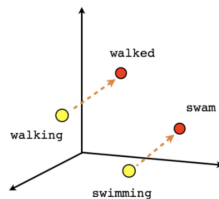
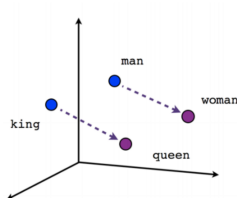
## **5 References**



# Semantic Regularities

Due to the way they are constructed, both word2vec (top) and GloVe (bottom) have shown to exhibit **linear substructures** [3, 6].

We'll further explore their embedding capacity in the practical session using Principal Component Analysis (**PCA**)



# Drawbacks

Learning word representations comes at a cost:

Representing words as a point in an Euclidean space might not fully encode natural uncertainties in language such as **multiple senses** and **affective semantics**. Some works have tried with more complex embedding spaces.

Furthermore, drawing vectors from large corpora is dangerous since they can hide **stereotyped representations** [7]. A possible solution is debiasing vectors[8], which is done with Numberbatch<sup>a</sup>.



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<sup>a</sup><http://blog.conceptnet.io/posts/2017/conceptnet-numberbatch-17-04-better-less-stereotyped-word-vectors/>

# In a Nutshell

- word2vec uses context windows for learning word representations by either predicting the centre word (CBOW) or the context words (Skip-Gram)
- GloVe also incorporates co-occurrence probabilities from a term-document count matrix.
- Vectors can then be fine-tuned using semantic information, like Numberbatch does.
- NLP consists of many useful applications for which representation learning is the departing point
- However, we need to be aware of the possible harmful data encoded in pre-trained vectors

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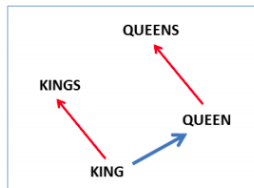
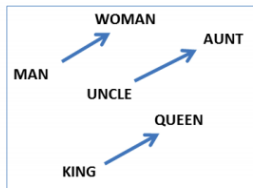
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# Visualisation of semantic relations

**Objectives:** You should gain intuition on what kind of information gets encoded in word representations and how to visualise it.

**To do:** You will code a **PCA visualisation of semantic relations** using Numberbatch. They can base their algorithm in an example given with countries and capitals.

**Bonus task:** Interested students may implement a simple semantic evaluation for word embeddings.



# References I

- [1] Mikolov, T., Chen, K., Corrado, G., Dean, J. (2013). Efficient Estimation of Word Representations in Vector Space. ArXiv:1301.3781 [Cs]. <http://arxiv.org/abs/1301.3781>
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Part 1: Word Embeddings

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**3rd March 2021**