

Translation using word embeddings

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Problem Definition

Source language embedding

 X

Target language embedding

 Z

Objective

Finding a linear mapping W such that

$$Z = WX$$

- We utilize pretrained embeddings from fastText based on skip-gram methods

Supervised methods

- Aligning vectors by maximising the sum of cosine distance $\sum ((Wx_i)^T z_i)$;
- Standard gradient descent, minimising the sum quadratic distance $\sum (||Wx_i - z_i||^2)$;
- Closed-form *Procrustes* solution: minimise a Frobenius distance by bringing the singular values of ZX^T to 1.

Supervised methods results

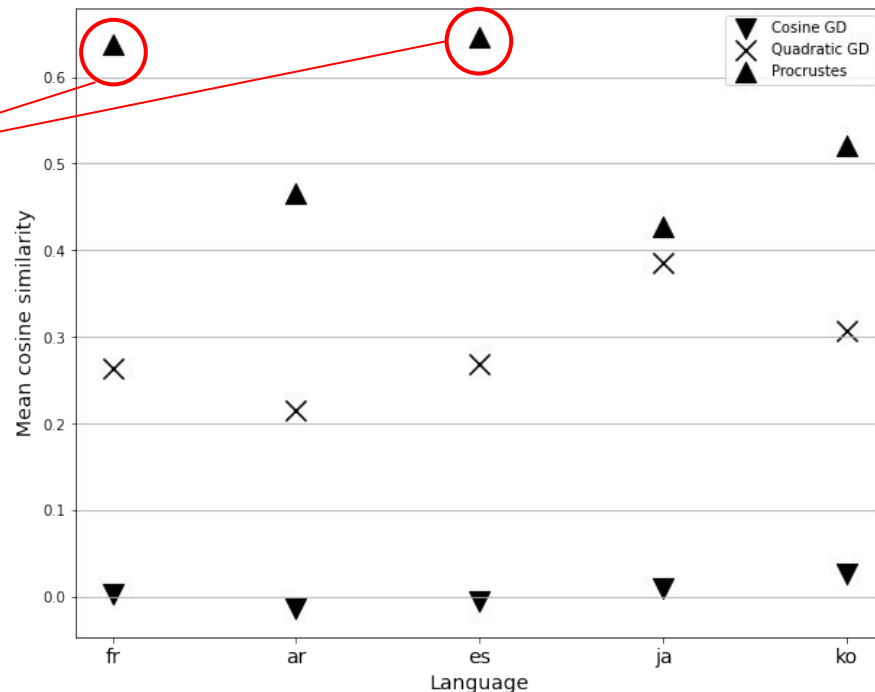
- Best results for **Procrustes** method.
- **Cosine distance minimization** didn't give good results.

	Linear Loss	Quadratic Loss	Procrustes
1	remit (0.185)	pivoter (0.320)	asseoir (0.502)
2	aïeux (0.180)	glisser (0.307)	dormir (0.499)
3	battit (0.179)	hall (0.305)	assis (0.492)
4	retourna (0.176)	asseoir (0.305)	reposer (0.485)

Traduction of *sit* to French for different methods.

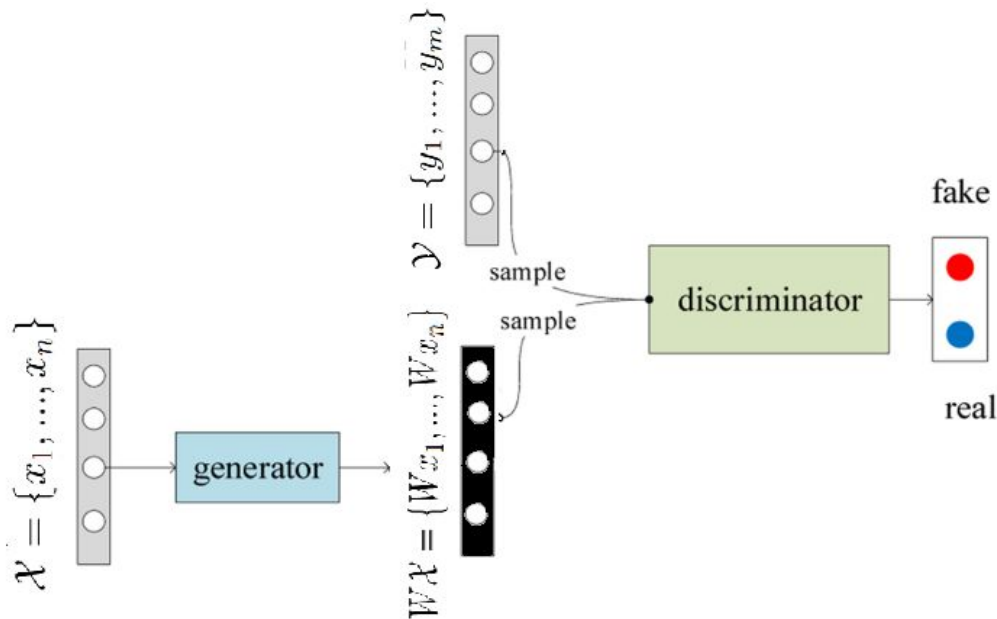
Results and Language Comparison

- Best metric for **Indo-European** languages.
- **Procrustes** method outperforms iterative optimization.



Unsupervised method

- No cross-lingual supervision.
- We alternate between training the generator (mapping) and the discriminator.
- The generator gets better at fooling the discriminator and vice-versa.



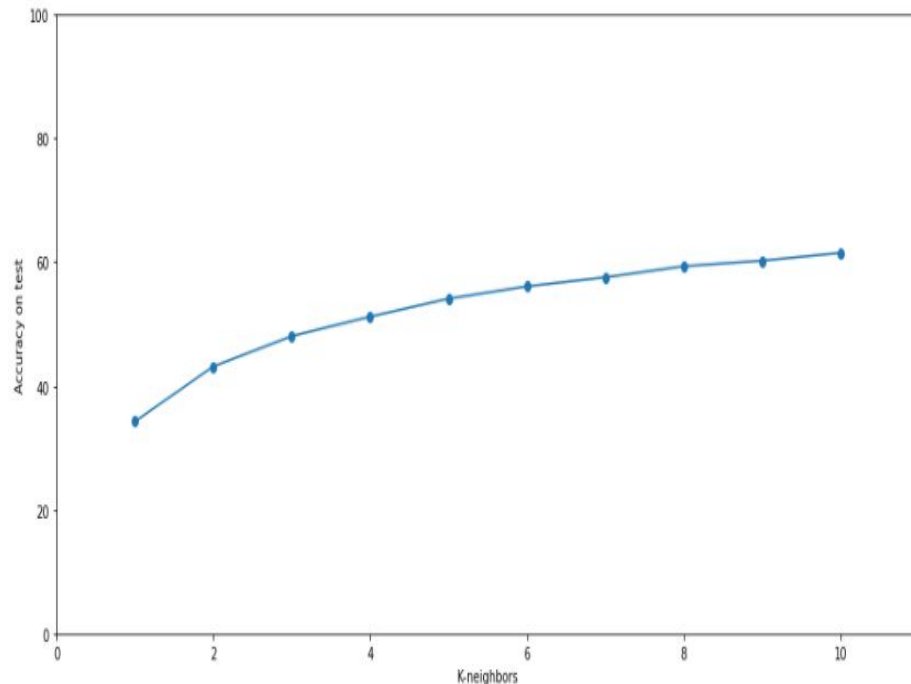
Results of GAN and limitations

Clusters	accuracy (K=1)	mean cosine similarity
Unsupervised GAN	34.36 %	0.47
Procrustes	69.56 %	0.63

Figure 4: Evaluation and comparison with best supervised method

➡ Supervised methods apparently better than unsupervised counterparts, but ...

- More refinement methods could be used.
- Limited by computing power overhead
- Understandable due to no supervision



Merci pour votre attention