

# Continuous Representations of Words

a.k.a. word vectors  
a.k.a. word embeddings  
a.k.a. projection layers

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Good Morning!

## Words as Integers

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- Both of these are sparse vectors of booleans, with just one entry having a 'true' value
- Either way, we're working with integers ( $\dots, -2, -1, 0, 1, 2, \dots$ )



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- We can also have a related word, like '*ape*' be close in that vector space, *but in different dimensions*:

0.38	<b>-1.33</b>	-0.55	<b>1.49</b>
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## Applications of Word Vectors

- **Word distances.** For example, closest words to '*Sweden*':

Word	Cosine Distance
Norway	0.75
Denmark	0.72
Finland	0.62
Switzerland	0.59
...	

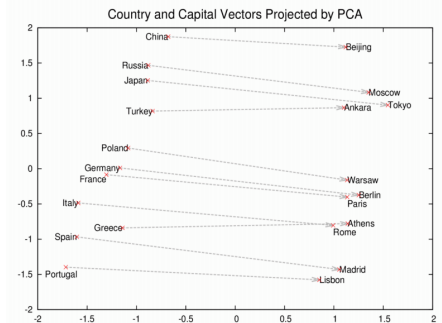
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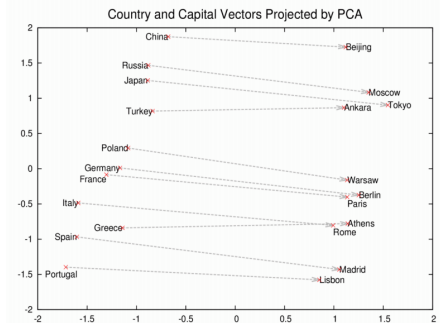
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$$\text{Japan} - \text{Tokyo} \approx \text{Germany} - \text{Berlin}$$

## Applications of Word Vectors

- **Sentence Completion** (actually just restricted language modeling):
- “All red-headed men who are above the age of [ 800 | seven | twenty-one | 1,200 | 60,000 ] years , are eligible.”
- “That is his [ generous | mother’s | successful | favorite | main ] fault , but on the whole he’s a good worker.”

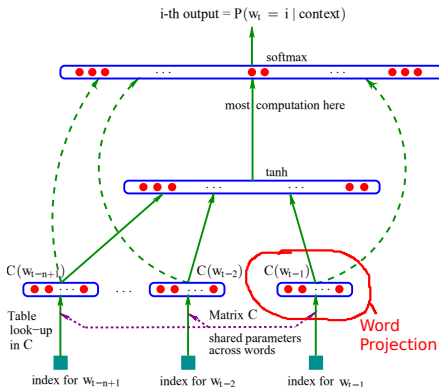
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- “That is his [ generous | mother’s | successful | favorite | main ] fault , but on the whole he’s a good worker.”
- Mikolov et al (2013b) selected the test word that best predicted the context



# Projection Layer in Neural Language Models

- **Neural Language Modeling** – this was actually one of the earliest uses of word vectors. We'll talk more about these later this semester



## word2vec

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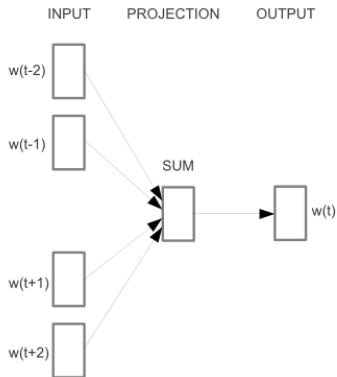
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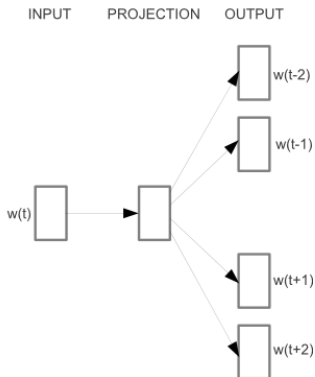
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- He developed a simplified form of training called negative sampling (derived from earlier NCE). It's a little like a binary MaxEnt classifier

## word2vec: CBOW & Skip-gram



**CBOW**



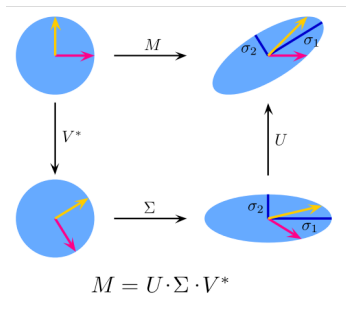
**Skip-gram**

# Hyperparameters

- Window size: how much surrounding context to use
- Normalization: softmax (traditional) vs. hierarchical softmax vs. negative sampling
- Vector dimensions: 100–500 common
- Number of negative samples: 3–10 common
- Number of training epochs, initial learning rate, negative sample distribution ( $\alpha = 0.75$ ), model, ...

# Matrix Factorization of Count Co-Occurrences

- Glove and Latent Semantic Analysis (LSA) count the co-occurrences of word pairs, then use matrix factorization techniques like singular value decomposition (SVD) for dimensionality reduction of this original matrix



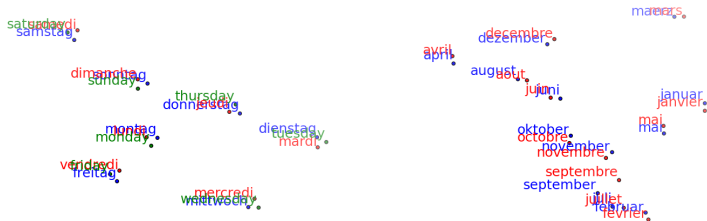
## Unifying these Approaches

- Word2vec, Glove, and LSA all do matrix factorization (Levy & Goldberg, 2014), but the successful ones are weighted for word frequency
- Pointwise Mutual Information (PMI) is (implicitly) used by these:

$$\text{PMI}(x, y) = \log \frac{P(x, y)}{P(x) P(y)}$$



# Bilingual Word Vectors



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Monolingual objective: maximize likelihood of training set, where  $P(w|c) = \sigma(\mathbf{w} \cdot \mathbf{c})$

Multilingual objective: maximize likelihood of both sentence-aligned training sets (s & t), based on:  
 $\sigma(\mathbf{w}_t \cdot \mathbf{c}_t) + \sigma(\mathbf{w}_t \cdot \mathbf{c}_s) + \sigma(\mathbf{w}_s \cdot \mathbf{c}_s) + \sigma(\mathbf{w}_s \cdot \mathbf{c}_t)$

# Bilingual Word Vectors Comparison

Method	No word alignments required	No prior on the mapping between target vectors	No explicit alignments of target vectors	Computationally efficient	Can leverage mono-lingual corpus	Free software
Klementiev et al (2012)	✓	x	✓	x	✓	x
BiCVM	✓	✓	x	✓	x	✓
Bilingual autoencoders	✓	✓	x	x	x	✓
BilBOWA	✓	✓	x	✓	✓	✓
Trans-gram	✓	✓	✓	✓	✓	x

## Try Them Out!

- Original word2vec code:  
<https://code.google.com/p/word2vec/> – includes nice illustrations
- Python version: Gensim
- Java version in DL4J
- Glove