Plan of the Tutorial

Sparse Vector Representations

One Hot

The cat sat on the mat

The: [0 1 0 0 0 0 0]

cat: [0 0 1 0 0 0 0]

sat: [0 0 0 1 0 0 0]

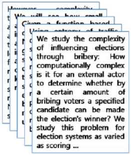
on: [0 0 0 0 1 0 0]

the: [0 0 0 0 0 1 0]

mat: [0 0 0 0 0 0 1]

Term-document matrix

Documents → Vector-space representation



	D1	D2	D3	D4	D5
complexity	2		3	2	3
algorithm	3			4	4
entropy	1			2	
traffic		2	3		
network		1	4		

Term-document matrix

sugar, a sliced lemon, a tablespoonful of	**apricot**	preserve or jam, a pinch each of,
their enjoyment. Cautiously she sampled her first	**pineapple**	and another fruit whose taste she likened
well suited to programming on the digital	**computer**.	In finding the optimal R-stage policy from
for the purpose of gathering data and	**information**	necessary for the study authorized in the

	aardvark	computer	data	pinch	result	sugar	...
apricot	0	0	0	1	0	1	
pineapple	0	0	0	1	0	1	
digital	0	2	1	0	1	0	
information	0	1	6	0	4	0	

Word-word matrix

Sparse Vector Representations (PMI)

Raw word frequency is skewed and non-discriminative
$PMI(word_1, word_2) = log_2 \frac{P(word_1, word_2)}{P(word_1)P(word_2)}$ where $word_1 \neq word_2$

Positive Pointwise Mutual Information (PPMI) is preferred for its informative context-target word association

Positive PMI (PPMI) between $word_1$ and $word_2$
$PPMI(word_1, word_2) = max(log_2 \frac{p(word_1, word_2)}{p(word_1)p(word_2)}, 0)$

Sparse Vector Representations (PMI) Cont'd..

	aardvark	computer	data	pinch	result	sugar
apricot	0	0	0	1	0	1
pineapple	0	0	0	1	0	1
digital	0	2	1	0	1	0
information	0	1	6	0	4	0

$$p_{ij} = \frac{f_{ij}}{\sum_{i=1}^{W}\sum_{j=1}^{C} f_{ij}} \qquad p_{i*} = \frac{\sum_{j=1}^{C} f_{ij}}{\sum_{i=1}^{W}\sum_{j=1}^{C} f_{ij}} \qquad p_{*j} = \frac{\sum_{i=1}^{W} f_{ij}}{\sum_{i=1}^{W}\sum_{j=1}^{C} f_{ij}}$$

$$pmi_{ij} = \log_2 \frac{p_{ij}}{p_{i*}p_{*j}}$$

$$ppmi_{ij} = \begin{cases} pmi_{ij} & \text{if } pmi_{ij} > 0 \\ 0 & \text{otherwise} \end{cases}$$

Sparse Vector Representations (PMI) Cont'd..

$$p_{ij} = \frac{f_{ij}}{\sum_{i=1}^{W}\sum_{j=1}^{C} f_{ij}}$$

$$p(w_i) = \frac{\sum_{j=1}^{C} f_{ij}}{N} \qquad p(c_j) = \frac{\sum_{i=1}^{W} f_{ij}}{N}$$

p(w=information,c=data) = 6/19 = .32

p(w=information) = 11/19 = .58

p(c=data) = 7/19 = .37

Count(w,context)

	computer	data	pinch	result	sugar
apricot	0	0	1	0	1
pineapple	0	0	1	0	1
digital	2	1	0	1	0
information	1	6	0	4	0

p(w,context) / **p(w)**

	computer	data	pinch	result	sugar	**p(w)**
apricot	0.00	0.00	0.05	0.00	0.05	0.11
pineapple	0.00	0.00	0.05	0.00	0.05	0.11
digital	0.11	0.05	0.00	0.05	0.00	0.21
information	0.05	0.32	0.00	0.21	0.00	0.58
p(context)	0.16	0.37	0.11	0.26	0.11	

Sparse Vector Representations (PMI) Cont'd..

$$pmi_{ij} = \log_2 \frac{p_{ij}}{p_{i*} p_{*j}}$$

	p(w,context)					p(w)
	computer	data	pinch	result	sugar	
apricot	0.00	0.00	0.05	0.00	0.05	0.11
pineapple	0.00	0.00	0.05	0.00	0.05	0.11
digital	0.11	0.05	0.00	0.05	0.00	0.21
information	0.05	0.32	0.00	0.21	0.00	0.58
p(context)	0.16	0.37	0.11	0.26	0.11	

pmi(information,data) = $\log_2$ (.32 / (.37*.58)) = .58

PPMI(w,context)

	computer	data	pinch	result	sugar
apricot	-	-	2.25	-	2.25
pineapple	-	-	2.25	-	2.25
digital	1.66	0.00	-	0.00	-
information	0.00	0.57	-	0.47	-

Distributional Representation - Knowing Words by their Context

C1: A bottle of ____ is on the table.

C2: Everybody likes ____.

C3: Don't have ____ before you drive.

C4: We make ____ out of corn.

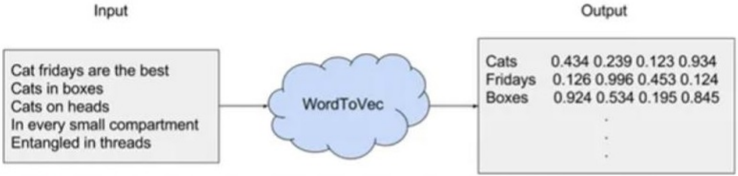
	C1	C2	C3	C4
tejuino	1	1	1	1
loud	0	0	0	0
motor-oil	1	0	0	0
tortillas	0	1	0	1
choices	0	1	0	0
wine	1	1	1	0

"words that occur in similar contexts tend to have similar meanings"

Dense Vector Representations

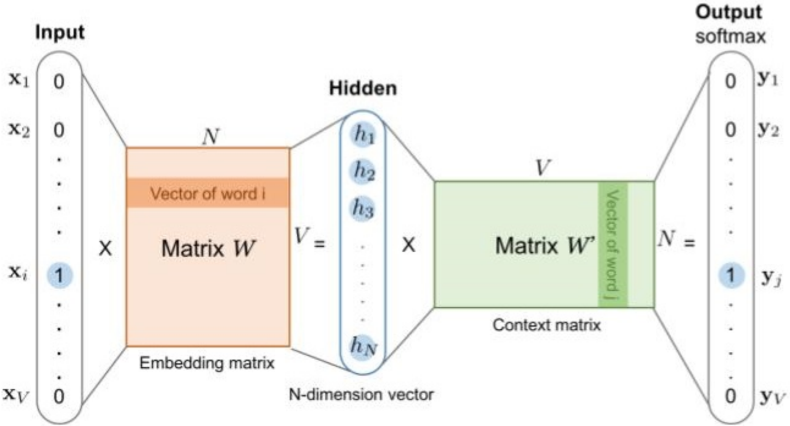
- Dense vectors, being shorter and requiring fewer adjustments in machine learning, offer ease in feature utilization.
- Additionally, they excel in capturing nuanced relationships between words like synonyms, unlike sparse representations, allowing better generalization and similarity capture in language models.

Word Embedding - Overview of Word2Vec

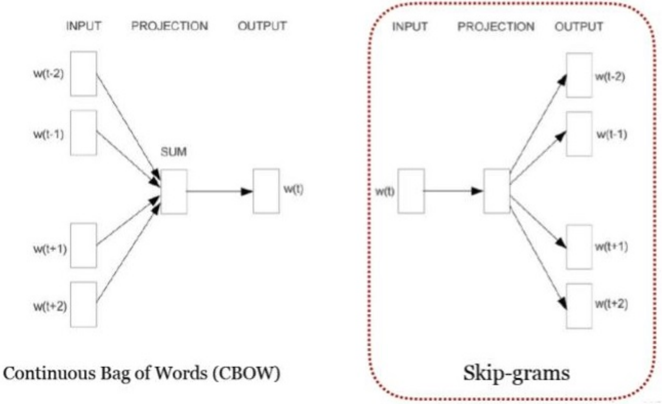


The vector representations are effective in capturing substantial information, meaning, and associations of these words.

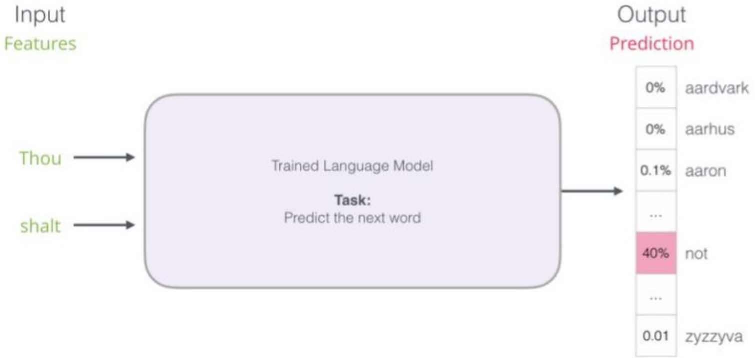
Overall Skipgram Architecture



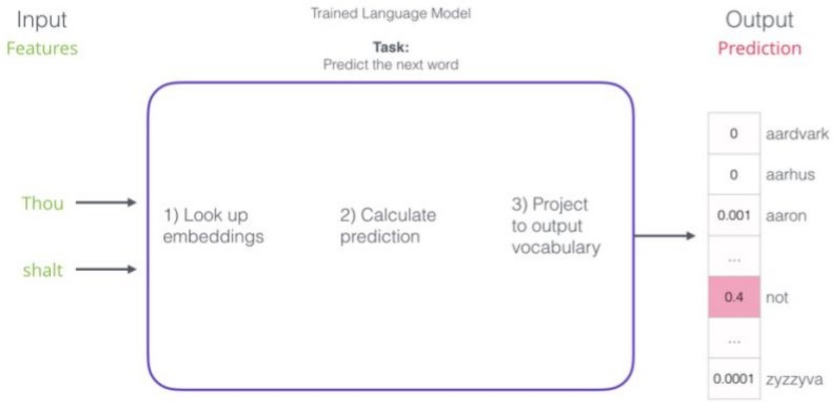
Dense Vector Representations - Skipgram



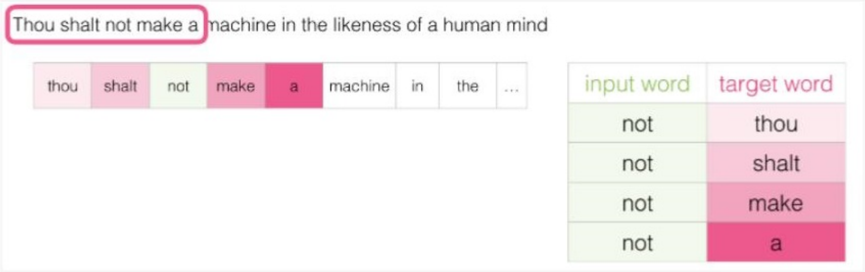
Dense Vector Representations - Language Modeling



Dense Vector Representations - Language Modeling Cont'd



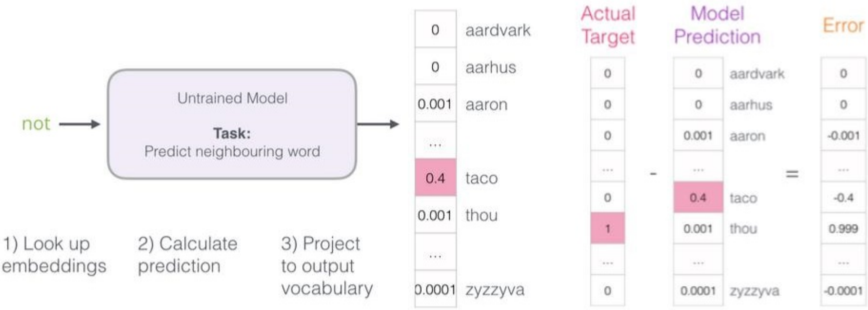
Language Modeling - Training Dataset Generation with CBOW



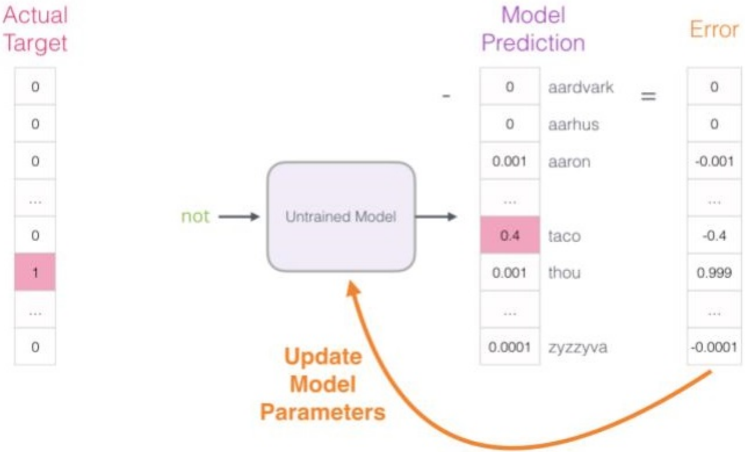
Language Modeling - Training Skipgram

input word	target word
not	thou
not	shalt
not	make
not	a
make	shalt
make	not
make	a
make	machine
a	not
a	make
a	machine
a	in
machine	make
machine	a
machine	in
machine	the
in	a
in	machine
in	the
in	likeness

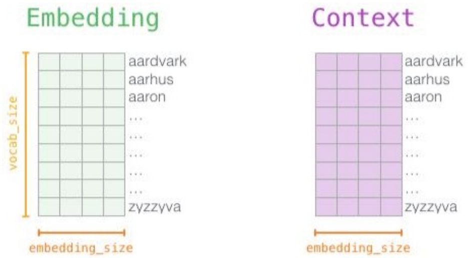
Language Modeling - Training Skipgram Cont'd



Language Modeling - Training Skipgram Cont'd



Word2Vec Training - Skipgram with Negative Sampling

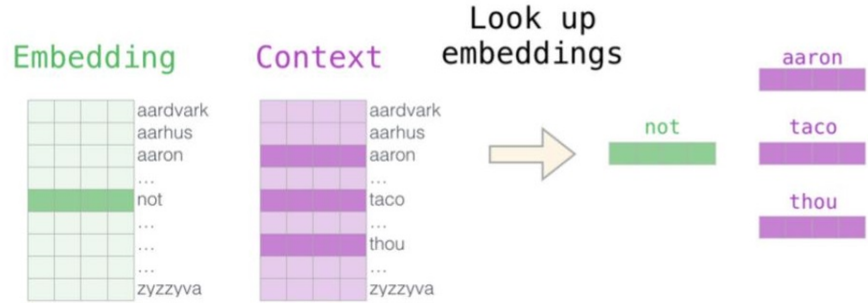


Initialized with random values

dataset

input word	output word	target
not	thou	1
not	aaron	0
not	taco	0
not	shalt	1
not	mango	0
not	finglonger	0
not	make	1
not	plumbus	0
...	...	...

Word2Vec Training - Skipgram with Negative Sampling Cont'd



Analogy

vector(*'king'*) - vector(*'man'*) + vector(*'woman'*) $\approx$ vector('queen')

vector(*'Paris'*) - vector(*'France'*) + vector(*'Italy'*) $\approx$ vector('Rome')