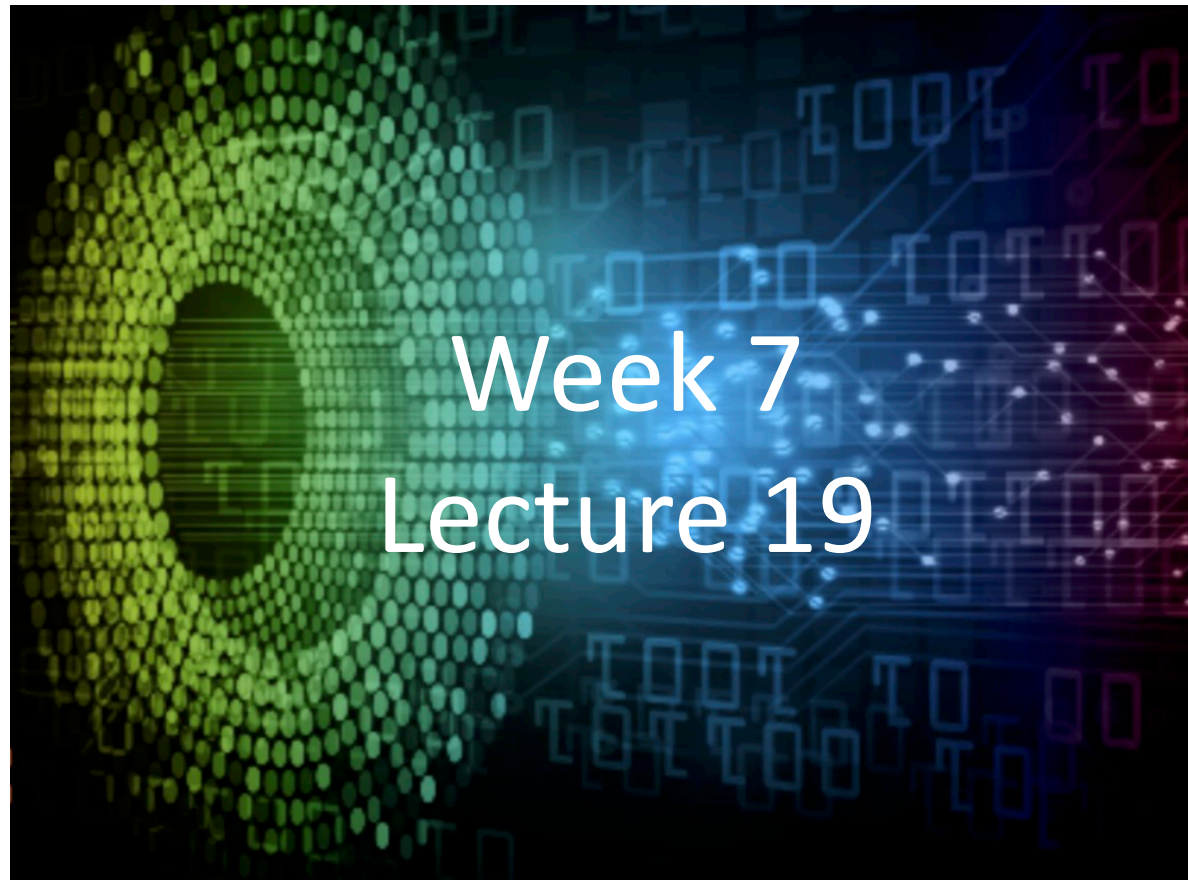


Introduction to Deep Learning

Applications and Theory

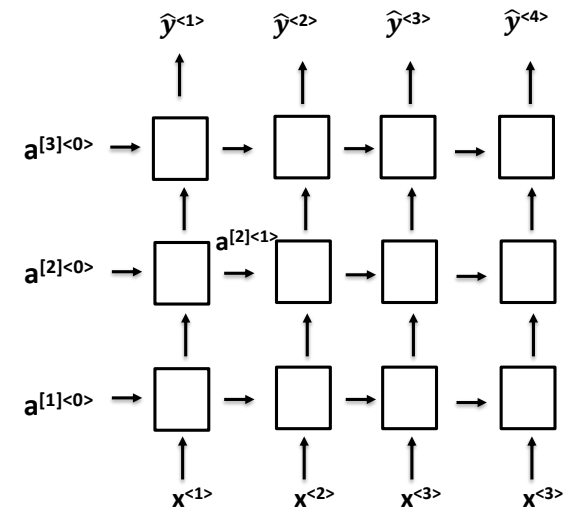
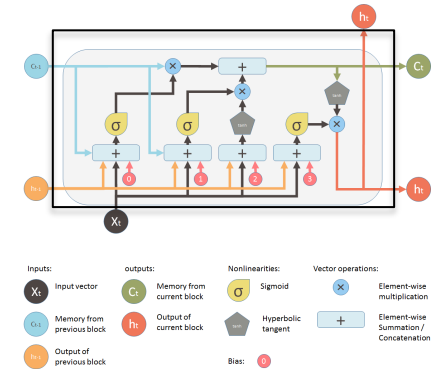


Week 7
Lecture 19

ECE 596 / AMATH 563

Previous Week: Recurrent Neural Networks (RNNs) Setup

- Diminishing/ Exploding Gradients
- Gated RNNs
 - GRU
 - LSTM
- Architectures of RNN Blocks



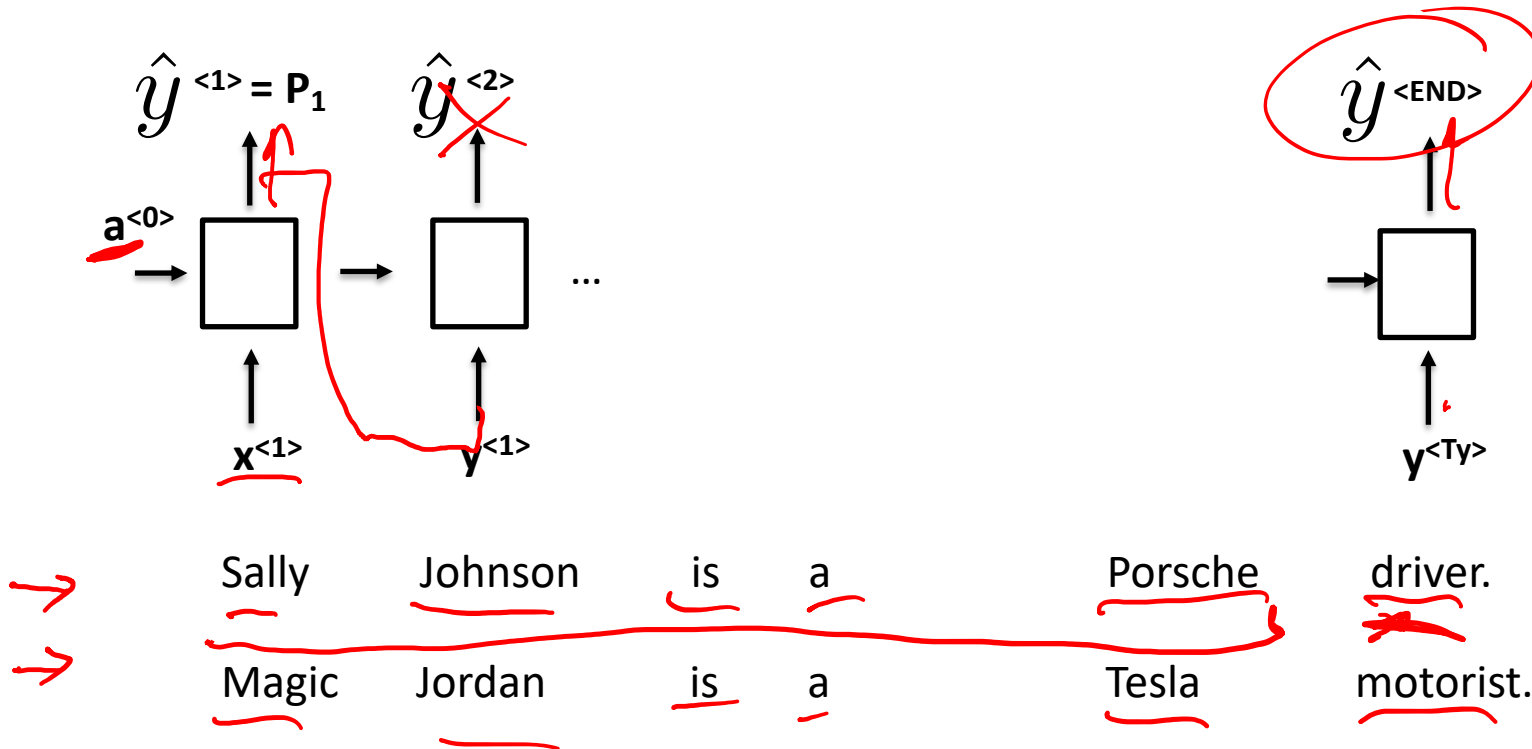
This Week:

Advanced Applications of RNNs

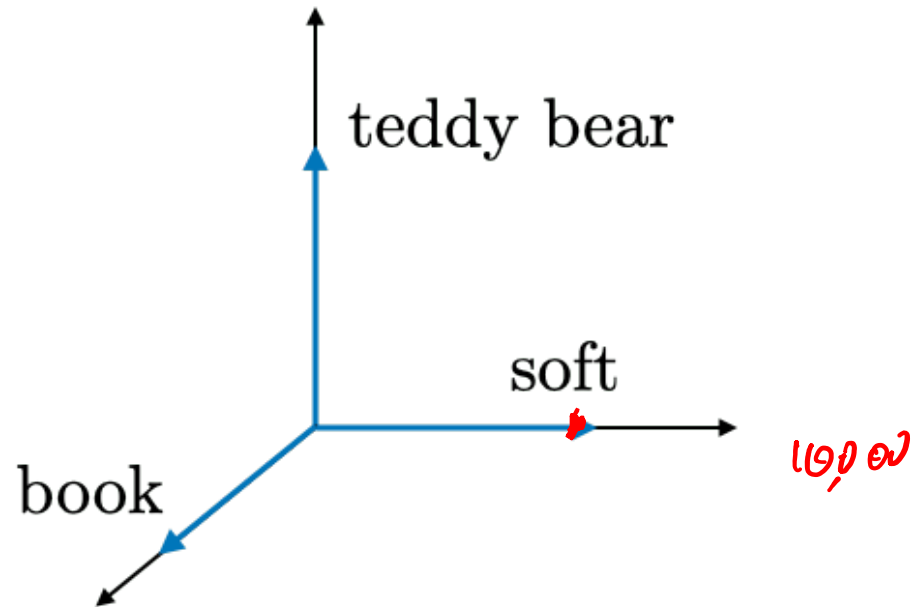
- Today: NLP Applications
 - Word embeddings
 - Word2vec approaches
 - Negative Sampling
 - Sentiment Classification



Named Entity Recognition Example



Representation Techniques



1-hot representation O_w

Word Embeddings

vocab 10,000

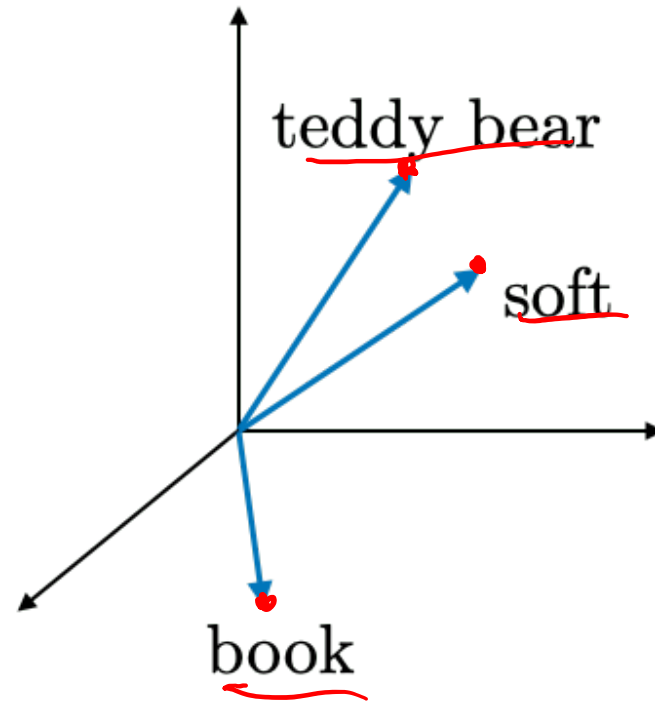
Embedding vector

	Man	Woman	King	Queen	Orange	Apple	Tesla	Porsche
<u>Gender</u>	-1	1	-0.95	0.97	0.01	0	-0.5	0.03
<u>Royal</u>	0.01	0.02	0.94	0.95	-0.02	0.04	-0.01	0.1
<u>Food</u>								
<u>Size</u>								
<u>Engine</u>	0.07	-0.01	0.03	0.02	0.001	0	0.95	0.98

< 10,000
300

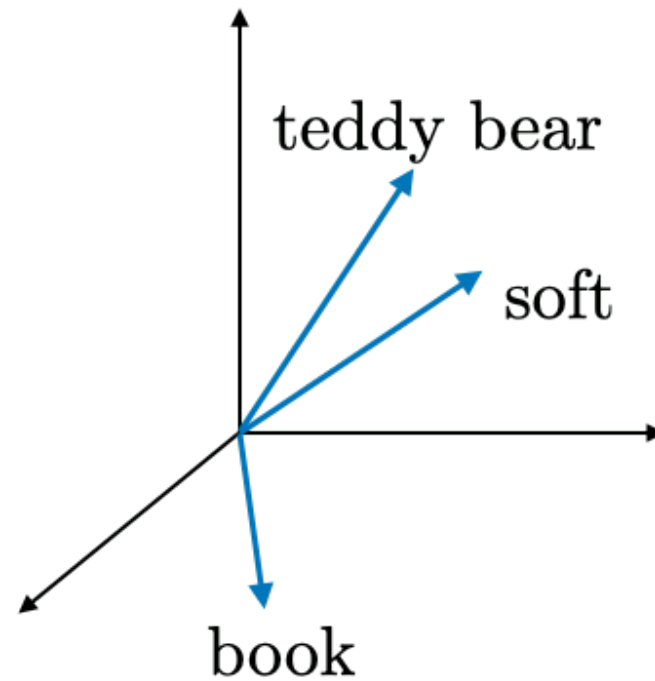
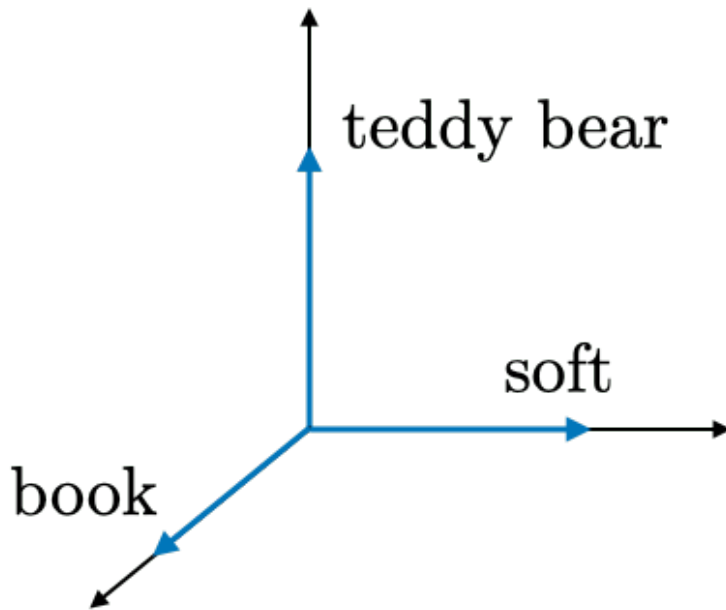
Visualization 300 -> 2D: t-SNE

Representation Techniques



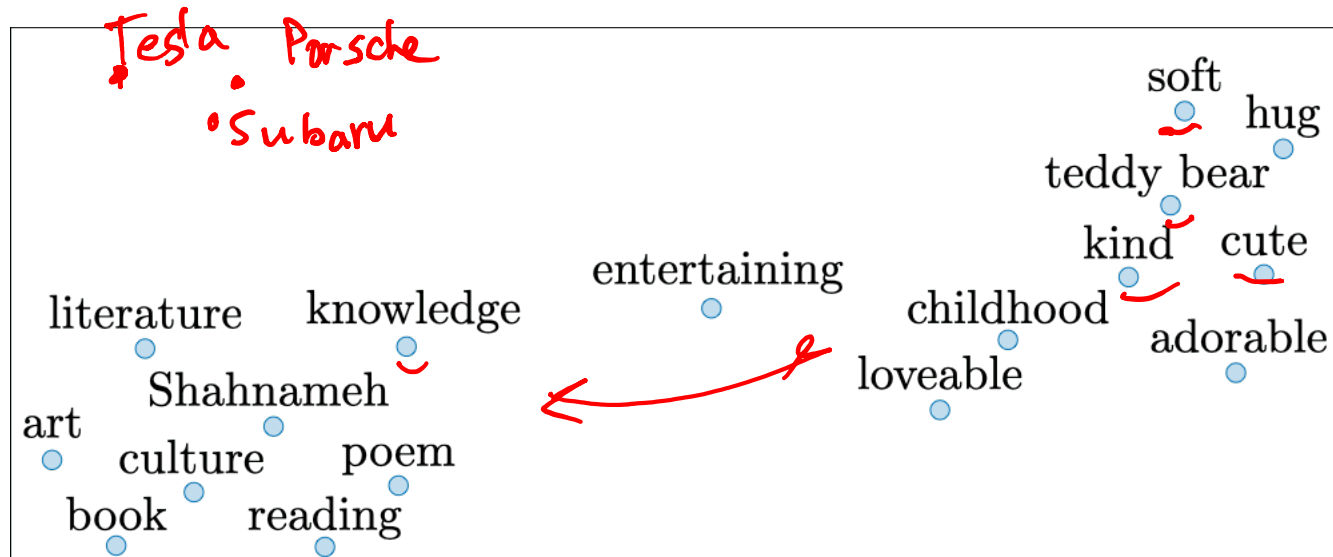
Word embedding representation e_w

Embedding



$$\begin{array}{ccc} \underline{O_w} & \xrightarrow{E} & \underline{e_w} \\ O_w & \xleftarrow{(not E^{-1})} & \underline{e_w} \end{array}$$

Embedding Organization



t-SNE (t-distributed Stochastic Neighbor Embedding):

Reducing high-dimensional embeddings into a lower dimensional space.

Properties of Embedding Vectors

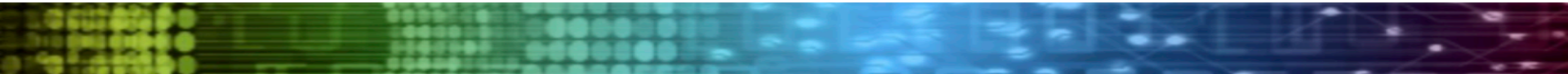
	Man	Woman	King	Queen	Orange	Apple	Tesla	Porsche
Gender	-1	1	-0.95	0.97	0.01	0	-0.5	0.03
Royal	0.01	0.02	0.94	0.95	-0.02	0.04	-0.01	0.1
Food								
Size								
Engine	0.07	-0.01	0.03	0.02	0.001	0	0.95	0.98

Can define distances (similarity):

$$\underline{e_{\text{Man}} - e_{\text{Woman}}} \sim [-2; 0; 0; \dots; 0]$$

$$\underline{e_{\text{King}} - e_{\text{Queen}}} \sim [-2; 0; 0; \dots; 0]$$

$$\underline{e_{\text{Man}} - e_{\text{Woman}}} \sim e_{\text{King}} - e_{\text{?}}$$



Similarity

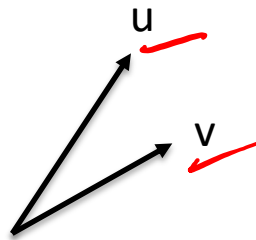
We can define similarity in the space of embedding vectors (Full space)

$$\text{argmax}_w \text{sim}(\text{e}_w, v)$$



Similarity

We can define similarity in the space of embedding vectors (Full space)



$$\text{sim}(u, v) = \frac{u^T v}{||u|| ||v||} \quad \text{cosine}$$

$$\underline{\text{sim}(u, v)} = \underline{||u - v||^2}$$

$$\underline{\text{argmax}_w \text{sim}(e_w, v)}$$

Embedding Matrix

$E =$

A and ... Harry ... Jordan Michael ... Potter ... Table ...

300

10000

$$\vec{e}_j = \mathbf{E} \cdot \vec{o}_j$$

Embedding Matrix

$E =$

A and ... Harry ... Jordan Michael ... Potter ... Table ...

300

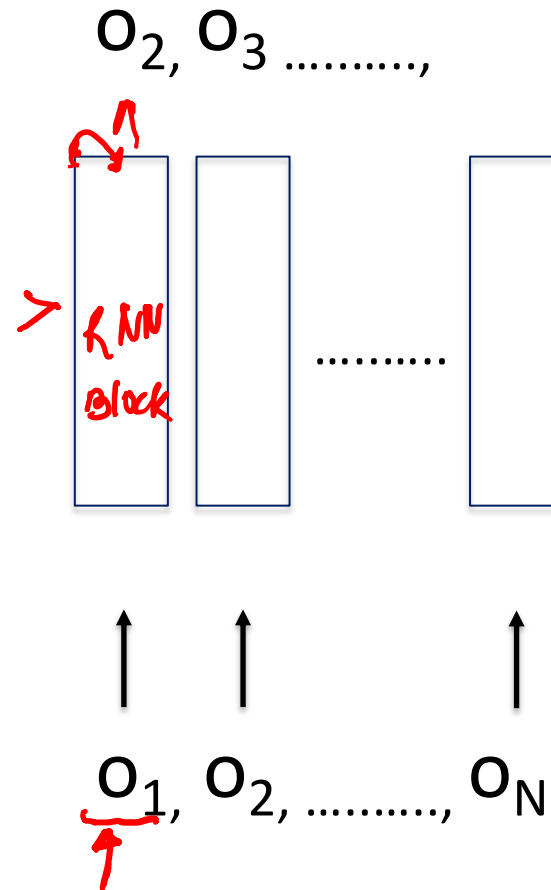
10000

$$\vec{e}_j = E \cdot \vec{o}_j$$

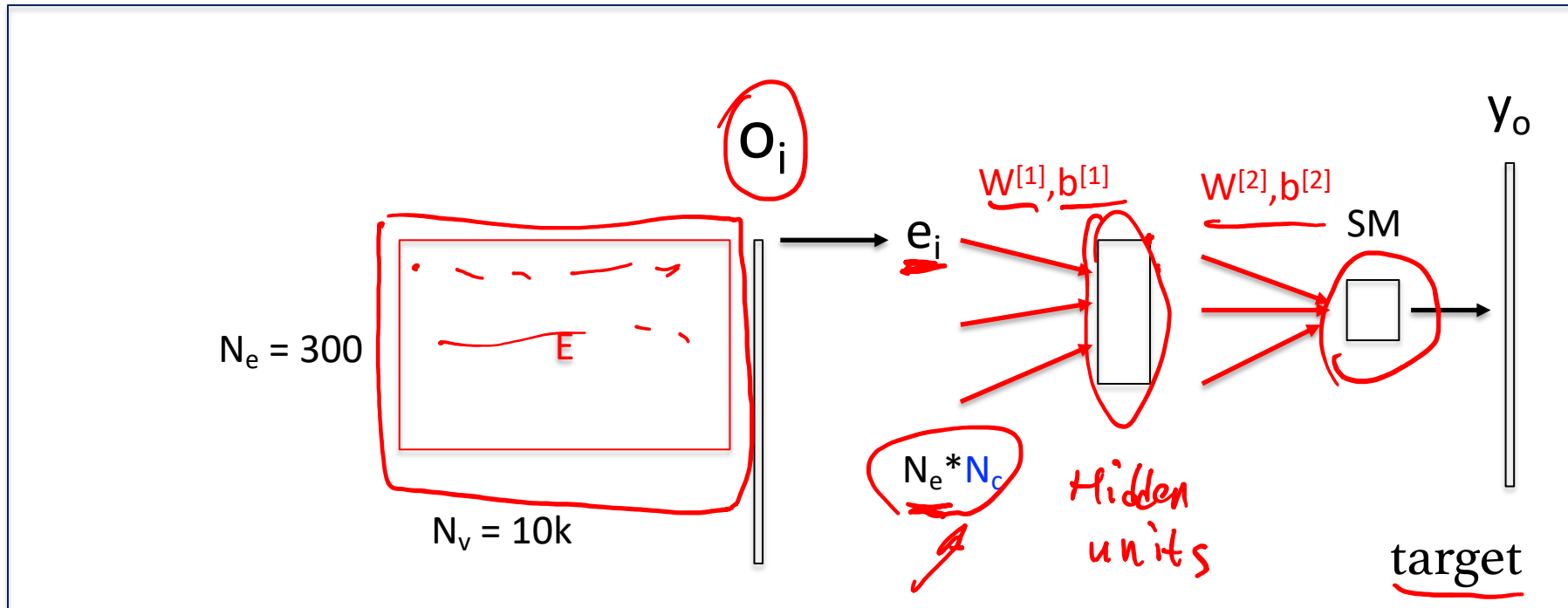
Neural Language Model

O_1, O_2, O_3

When an object is detected in your blind spot or close to the side of Model S (such as a vehicle, guard rail, etc.), colored lines radiate from the image of Model S on the instrument panel. The location of the lines correspond to the location of the detected object. The color of the lines (white, yellow, orange, or red) represents the object's proximity to Model S, with white being the farthest and red being very close and requiring your immediate attention. These colored lines only display when driving between approximately 7 and 85 mph (12 and 140 km/h). When Autosteer is active, these colored lines also display if driving slower than 7 mph (12 km/h). However, the colored lines do not display if Model S is at a standstill (for example, in heavy traffic).



Neural Language Model



$N_c = \#$ context words

Context and Target

I want a glass of orange juice to go along with my cereal



target

a glass of orange context

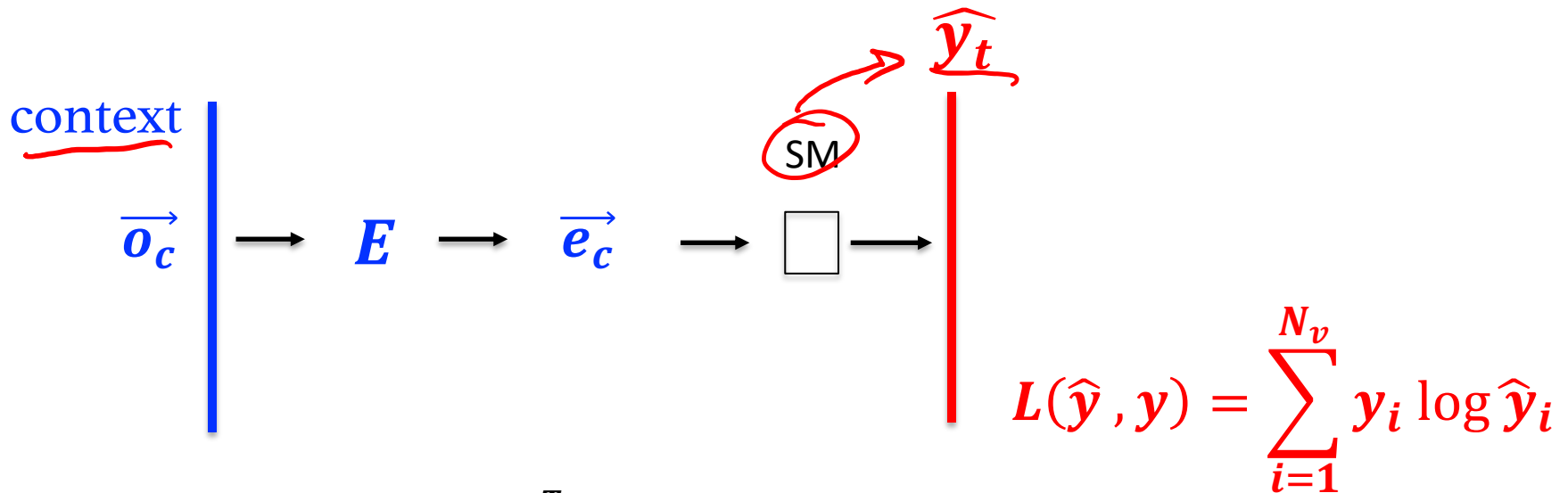
orange context

orange context to

glass context

Word2Vec (skip gram)

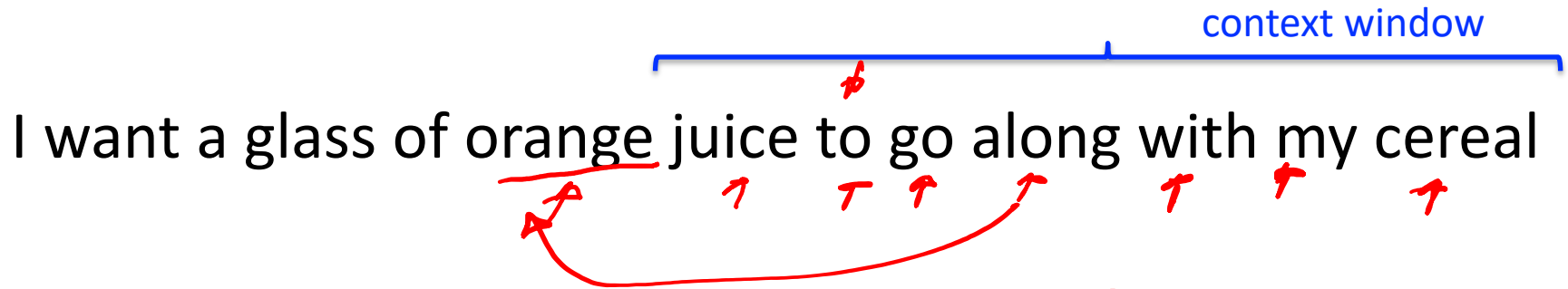
I want a glass of orange juice to go along with my cereal



$$\underline{SM} = p(t|c) = \frac{e^{\theta_t^T e_c}}{\sum_{j=1}^{N_v} e^{\theta_j^T e_c}} \quad \theta_t^T \text{ Params associated with } t$$

Negative Sampling

I want a glass of orange juice to go along with my cereal



The diagram shows the sentence "I want a glass of orange juice to go along with my cereal". A blue bracket labeled "context window" spans from "orange" to "go". Red arrows point from the word "orange" to "juice" and from "juice" to "to". Another red arrow points from "to" to "orange". There are also red arrows pointing from "orange" to "glass", "juice" to "along", "to" to "my", and "cereal" to "orange".

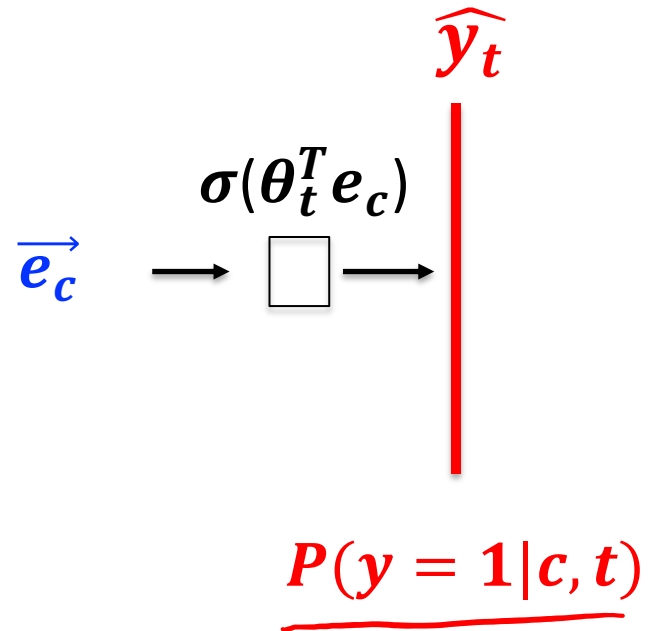
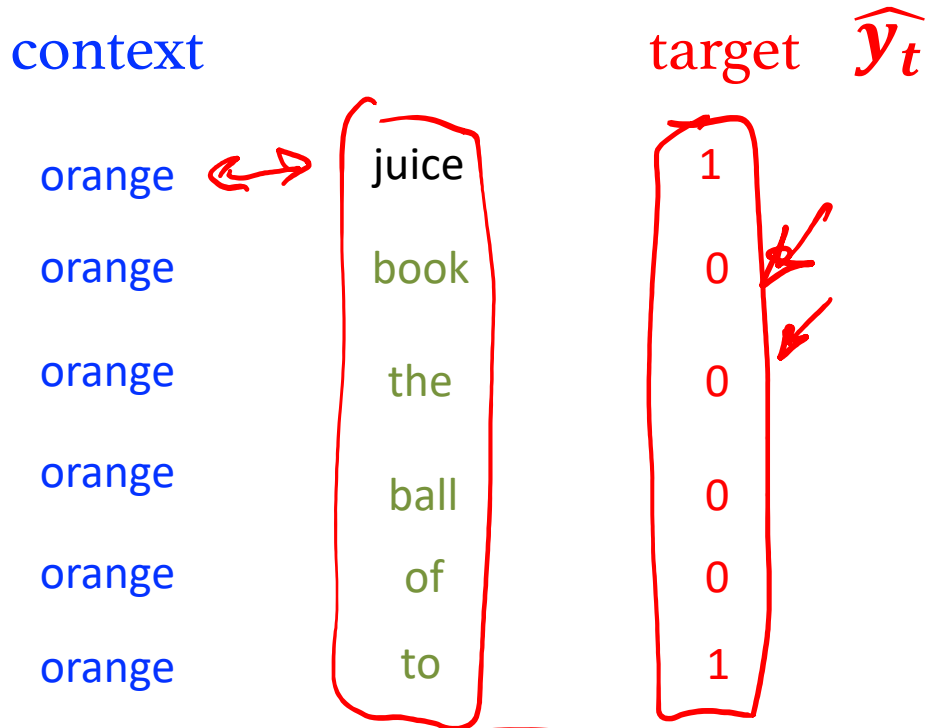
context

target \hat{y}_t

orange

	<u>juice</u>	1
k	book	0
	the	0
	ball	0
	of	0
	<u>to</u>	<u>1</u>

Negative Sampling



$$P(w_i) = \frac{f(w_i)^{3/4}}{\sum^{N_v} f(w_j)^{3/4}}$$

Sentiment Classification

“ this film was just brilliant ”



“I loved the wildly uneven far more than I should have, but that doesn't mean it is perfect.”



“Despite a compelling lead performance by Tom Hanks and a great soundtrack, “



“with this movie you're better off saving your money, your popcorn, and time.”



Sentiment Classification

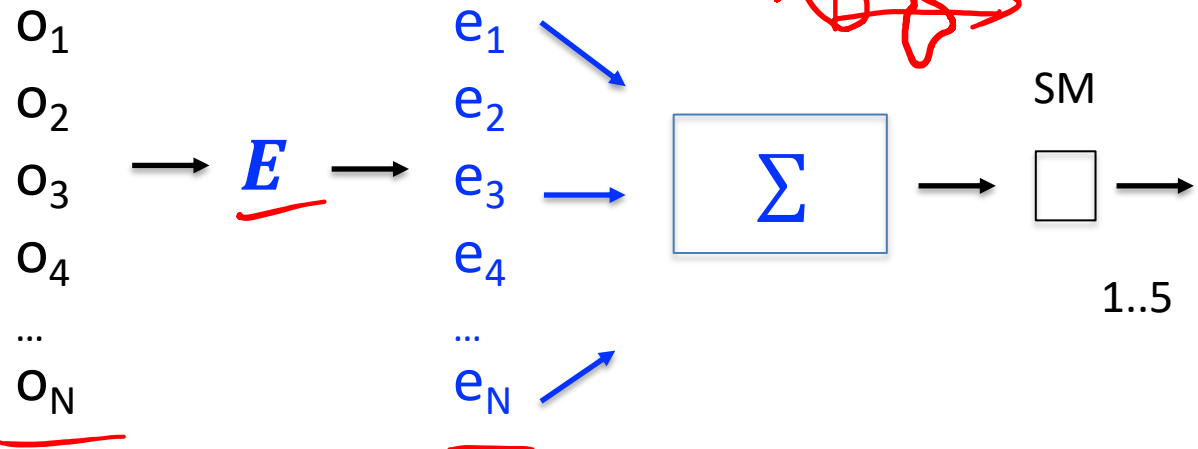
Input: X

“ this film was just brilliant ”

Output: Y



Simple approach:



RNN Sentiment Classification

