### Distributional Semantic Models

Part 1: Introduction

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## Outline

#### Introduction

The distributional hypothesis Distributional semantic models Three famous examples

### Getting practical

Software and further information R as a (toy) laboratory

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"Die Bedeutung eines Wortes liegt in seinem Gebrauch."— Ludwig Wittgenstein

"You shall know a word by the company it keeps!"— J. R. Firth (1957)

 Distributional hypothesis: difference of meaning correlates with difference of distribution (Zellig Harris 1954)

"What people know when they say that they know a word is not how to recite its dictionary definition – they know how to use it [...] in everyday discourse." (Miller 1986)

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  - semantic distance
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- I dined off bread and cheese and this excellent bardiwac.
- The drinks were delicious: blood-red bardiwac as well as light, sweet Rhenish.

Can we infer meaning from usage?

- ► He handed her her glass of claret .
- Beef dishes are made to complement the claret s.
- Nigel staggered to his feet, face flushed from too much claret .
- ► Malbec, one of the lesser-known claret grapes, responds well to Australia's sunshine.
- ▶ I dined off bread and cheese and this excellent claret .
- ► The drinks were delicious: blood-red claret as well as light, sweet Rhenish.
- claret is a heavy red alcoholic beverage made from grapes

All examples from British National Corpus (handpicked and slightly edited).



### Word sketch of "cat"

Can we infer meaning from collocations?

cat British National Corpus freq = 5381

 $\verb|https://the.sketchengine.co.uk/|$ 

| object  | of 964 2.0     | and/or | <b>1056 1.7</b> | pp obj like-p | <u>106</u> 28.9 | possessor   | <u>91</u> | 1.9   | possession | <b>232</b> 4.7 |
|---------|----------------|--------|-----------------|---------------|-----------------|-------------|-----------|-------|------------|----------------|
| skin    | <u>9</u> 7.91  | dog    | 208 8.49        | grin          | <u>11</u> 7.63  | Schrödinger | 8         | 10.87 | cradle     | <u>24</u> 9.91 |
| diddle  | <u>7</u> 7.85  | cat    | <u>68</u> 8.01  | fight         | <b>9</b> 4.62   | witch       | 4         | 6.82  | whisker    | <b>9</b> 8.92  |
| stroke  | <u>10</u> 7.09 | kitten | <u>13</u> 8.01  | smile         | <u>4</u> 4.24   | gardener    | 4         | 6.0   | paw        | <u>5</u> 7.44  |
| torture | <u>5</u> 6.57  | fiddle | <b>9</b> 7.71   | look          | <u>11</u> 2.04  | Henry       | 8         | 4.91  | fur        | <u>9</u> 7.14  |
| feed    | <b>22</b> 6.34 | mouse  | <u>29</u> 7.68  |               |                 | neighbour   | 5         | 4.28  | tray       | <u>4</u> 5.34  |
| rain    | <u>4</u> 6.3   | monkey | <u>15</u> 7.55  | pp among-p    | <u>17</u> 14.8  |             |           |       | tail       | <u>5</u> 4.91  |
| chase   | <u>9</u> 6.27  | budgie | <u>4</u> 6.74   | pigeon        | <u>15</u> 8.66  |             |           |       | tongue     | <u>5</u> 4.89  |
| rescue  | <u>7</u> 6.15  | rabbit | <u>12</u> 6.48  |               |                 |             |           |       | ear        | <u>5</u> 4.0   |

| subject | of 842 3.3     | adj subject | of 142 2.6    | pp obj  | of-p 324 1.3  | modifier | <u>1622</u> | 1.2   | modifies | <u>610</u> 0.5 |
|---------|----------------|-------------|---------------|---------|---------------|----------|-------------|-------|----------|----------------|
| purr    | <u>7</u> 7.76  | asleep      | <u>4</u> 6.09 | moral   | <u>4</u> 7.06 | pussy    | <u>76</u>   | 10.42 | flap     | <u>16</u> 8.39 |
| miaow   | <u>5</u> 7.57  | alive       | <u>4</u> 5.06 | breed   | <u>6</u> 5.77 | Cheshire | <u>45</u>   | 8.9   | litter   | <u>15</u> 8.15 |
| mew     | <u>4</u> 7.18  | concerned   | <u>4</u> 2.94 | signal  | <u>4</u> 3.89 | stray    | <u>25</u>   | 8.7   | phobia   | <u>5</u> 7.64  |
| jump    | <u>20</u> 6.95 | black       | <u>4</u> 2.36 | sight   | <u>4</u> 3.77 | siamese  | <u>17</u>   | 8.35  | burglar  | <u>8</u> 7.55  |
| scratch | <u>8</u> 6.84  | likely      | <u>4</u> 1.96 | species | <u>5</u> 3.36 | tabby    | 17          | 8.35  | faeces   | <u>6</u> 7.47  |
| leap    | <u>10</u> 6.78 |             |               | game    | <u>9</u> 3.14 | wild     | <u>53</u>   | 7.94  | assay    | <u>10</u> 7.38 |
| stalk   | <u>4</u> 6.56  |             |               | picture | <u>6</u> 2.99 | pet      | <u>31</u>   | 7.92  | Hastings | <u>7</u> 6.91  |
| react   | <u>4</u> 5.33  |             |               | death   | <u>7</u> 2.71 | tom      | 12          | 7.8   | scan     | 46.59          |
|         |                |             |               |         |               | 4.5      | 1 6 4       | 451   | 4 = 5    | 4 10 10        |



|          |         | ۵ مص ۵ | M  | qγp | □Vo | 44_ | حواد |
|----------|---------|--------|----|-----|-----|-----|------|
| (knife)  | \A      | 51     | 20 | 84  | 0   | 3   | 0    |
| (cat)    | D* 40-0 | 52     | 58 | 4   | 4   | 6   | 26   |
| ???      | ~ fo    | 115    | 83 | 10  | 42  | 33  | 17   |
| (boat)   | وأحد    | 59     | 39 | 23  | 4   | 0   | 0    |
| (cup)    |         | 98     | 14 | 6   | 2   | 1   | 0    |
| (pig)    |         | 12     | 17 | 3   | 2   | 9   | 27   |
| (banana) | AA      | 11     | 2  | 2   | 0   | 18  | 0    |

|                 |      | ۵۵۵ | μ  | ٩٩p | □Vo | <b>M</b> _ | حواح |
|-----------------|------|-----|----|-----|-----|------------|------|
| ≻(knife)        | A    | 51  | 20 | 84  | 0   | 3          | 0    |
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|          | (cup)    |      | 98  | 14 | 6   | 2   | 1   | 0    |
|          | y(pig)   |      | 12  | 17 | 3   | 2   | 9   | 27   |
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# English as seen by the computer . . .

|        |        | get | see | use<br>≬î∫î | hear<br>□  ↓  □ | eat<br>N_ | kill<br>⊸≬ <u>s</u> |
|--------|--------|-----|-----|-------------|-----------------|-----------|---------------------|
| knife  | PA     | 51  | 20  | 84          | 0               | 3         | 0                   |
| cat    | D 40-0 | 52  | 58  | 4           | 4               | 6         | 26                  |
| dog    | ≥ f\0  | 115 | 83  | 10          | 42              | 33        | 17                  |
| boat   | مأها   | 59  | 39  | 23          | 4               | 0         | 0                   |
| cup    |        | 98  | 14  | 6           | 2               | 1         | 0                   |
| pig    |        | 12  | 17  | 3           | 2               | 9         | 27                  |
| banana | A      | 11  | 2   | 2           | 0               | 18        | 0                   |

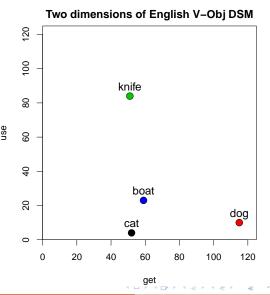
verb-object counts from British National Corpus

- row vector x<sub>dog</sub> describes usage of word dog in the corpus
- can be seen as coordinates of point in *n*-dimensional Euclidean space

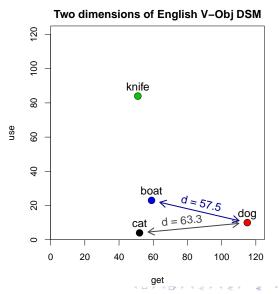
|        | _   | _   | _   |      |     |      |
|--------|-----|-----|-----|------|-----|------|
|        | get | see | use | hear | eat | kill |
| knife  | 51  | 20  | 84  | 0    | 3   | 0    |
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co-occurrence matrix M

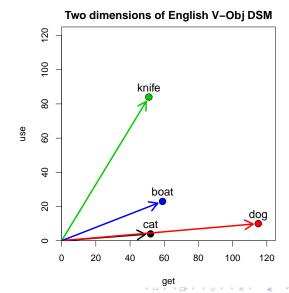
- row vector x<sub>dog</sub> describes usage of word dog in the corpus
- can be seen as coordinates of point in n-dimensional Euclidean space
- illustrated for two dimensions: get and use
- $ightharpoonup x_{dog} = (115, 10)$



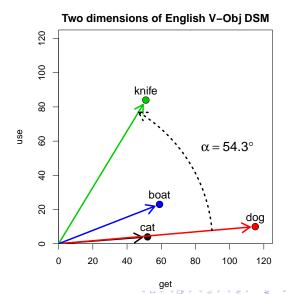
- similarity = spatial proximity (Euclidean dist.)
- location depends on frequency of noun  $(f_{dog} \approx 2.7 \cdot f_{cat})$



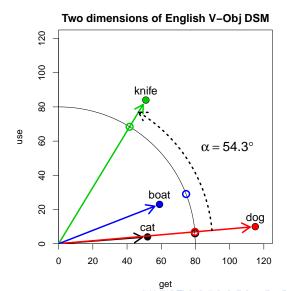
- vector can also be understood as arrow from origin
- direction more important than location



- vector can also be understood as arrow from origin
- direction more important than location
- use angle  $\alpha$  as distance measure



- vector can also be understood as arrow from origin
- direction more important than location
- use angle  $\alpha$  as distance measure
- ▶ or normalise length ||x<sub>dog</sub>|| of arrow



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#### Introduction

The distributional hypothesis

Distributional semantic models

Three famous examples

#### Getting practica

Software and further information R as a (toy) laboratory

### General definition of DSMs

A distributional semantic model (DSM) is a scaled and/or transformed co-occurrence matrix  $\mathbf{M}$ , such that each row  $\mathbf{x}$  represents the distribution of a target term across contexts.

|        | get    | see    | use    | hear   | eat    | kill   |
|--------|--------|--------|--------|--------|--------|--------|
| knife  | 0.027  | -0.024 | 0.206  | -0.022 | -0.044 | -0.042 |
| cat    | 0.031  | 0.143  | -0.243 | -0.015 | -0.009 | 0.131  |
| dog    | -0.026 | 0.021  | -0.212 | 0.064  | 0.013  | 0.014  |
| boat   | -0.022 | 0.009  | -0.044 | -0.040 | -0.074 | -0.042 |
| cup    | -0.014 | -0.173 | -0.249 | -0.099 | -0.119 | -0.042 |
| pig    | -0.069 | 0.094  | -0.158 | 0.000  | 0.094  | 0.265  |
| banana | 0.047  | -0.139 | -0.104 | -0.022 | 0.267  | -0.042 |

**Term** = word, lemma, phrase, morpheme, word pair, ...



pre-processed corpus with linguistic annotation

pre-processed corpus with linguistic annotation

term-term matrix

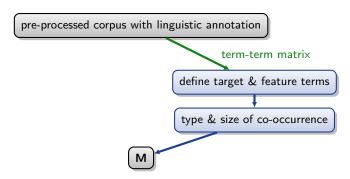
define target & feature terms

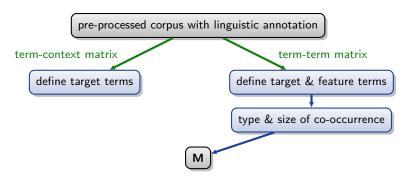
pre-processed corpus with linguistic annotation

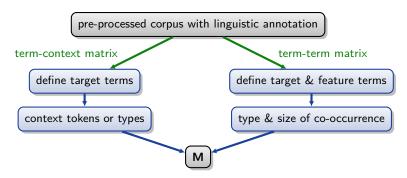
term-term matrix

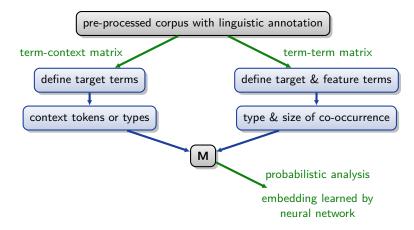
define target & feature terms

type & size of co-occurrence

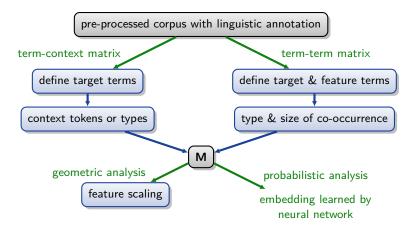




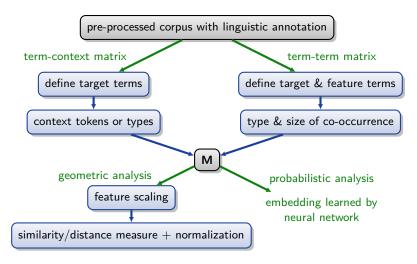




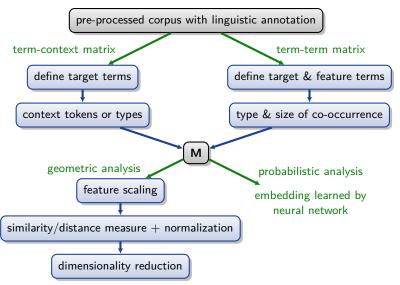
# Building a distributional model



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# Building a distributional model



# Nearest neighbours

DSM based on verb-object relations from BNC, reduced to 100 dim. with SVD

Neighbours of **trousers** (cosine angle):

```
shirt (18.5), blouse (21.9), scarf (23.4), jeans (24.7), skirt (25.9), sock (26.2), shorts (26.3), jacket (27.8), glove (28.1), coat (28.8), cloak (28.9), hat (29.1), tunic (29.3), overcoat (29.4), pants (29.8), helmet (30.4), apron (30.5), robe (30.6), mask (30.8), tracksuit (31.0), jersey (31.6), shawl (31.6), . . .
```

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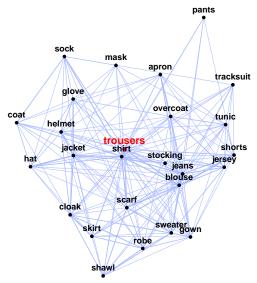
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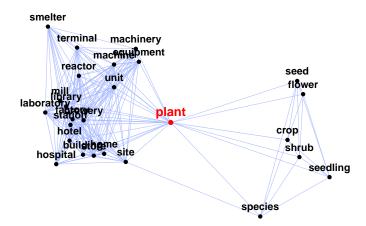
### Neighbours of rage (cosine angle):

anger (28.5), fury (32.5), sadness (37.0), disgust (37.4), emotion (39.0), jealousy (40.0), grief (40.4), irritation (40.7), revulsion (40.7), scorn (40.7), panic (40.8), bitterness (41.6), resentment (41.8), indignation (41.9), excitement (42.0), hatred (42.5), envy (42.8), disappointment (42.9), ...

# Nearest neighbours with similarity graph

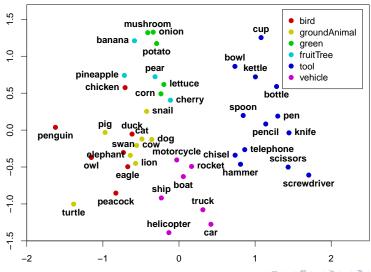


# Nearest neighbours with similarity graph

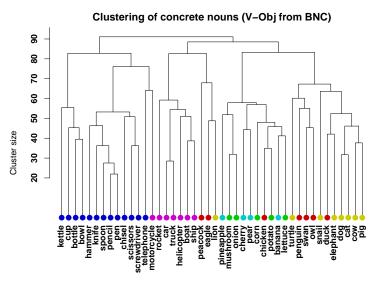


# Semantic maps

#### Semantic map (V-Obj from BNC)

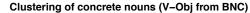


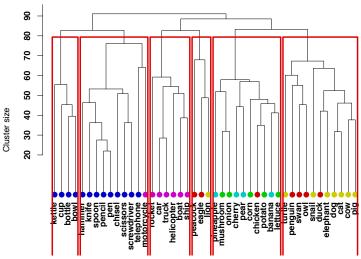
# Clustering



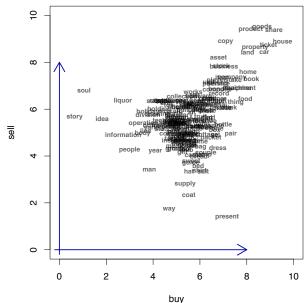


# Clustering

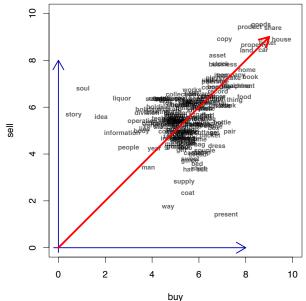




# Latent "meaning" dimensions



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# Word embeddings

DSM vector as sub-symbolic meaning representation

- feature vector for machine learning algorithm
- input for neural network

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Context vectors for word tokens (Schütze 1998)

- bag-of-words approach: centroid of all context words in the sentence
- application to WSD



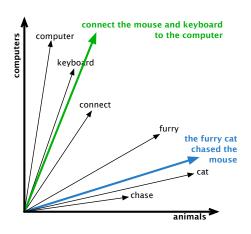
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DSM vector as sub-symbolic meaning representation

- feature vector for machine learning algorithm
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### An important distinction

#### Distributional model

- captures linguistic distribution of each word in the form of a high-dimensional numeric vector
- typically (but not necessarily) based on co-occurrence counts
- $\blacktriangleright$  distributional hypothesis: distributional similarity/distance  $\sim$  semantic similarity/distance

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### Distributed representation

- sub-symbolic representation of words as high-dimensional numeric vectors
- similarity of vectors usually (but not necessarily) corresponds to semantic similarity of the words
- hot topic: unsupervised neural word embeddings



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Distributional model can be used as distributed representation



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# Latent Semantic Analysis (Landauer and Dumais 1997)

- Corpus: 30,473 articles from Grolier's *Academic American Encyclopedia* (4.6 million words in total)
  - articles were limited to first 2,000 characters
- ► Word-article frequency matrix for 60,768 words
  - row vector shows frequency of word in each article
- Logarithmic frequencies scaled by word entropy
- Reduced to 300 dim. by singular value decomposition (SVD)
  - borrowed from LSI (Dumais et al. 1988)
  - central claim: SVD reveals latent semantic features, not just a data reduction technique
- Evaluated on TOEFL synonym test (80 items)
  - ► LSA model achieved 64.4% correct answers
  - also simulation of learning rate based on TOEFL results



# Word Space (Schütze 1992, 1993, 1998)

- ightharpoonup Corpus: pprox 60 million words of news messages
  - from the New York Times News Service
- Word-word co-occurrence matrix
  - ▶ 20,000 target words & 2,000 context words as features
  - row vector records how often each context word occurs close to the target word (co-occurrence)
  - ▶ co-occurrence window: left/right 50 words (Schütze 1998) or  $\approx$  1000 characters (Schütze 1992)
- Rows weighted by inverse document frequency (tf.idf)
- Context vector = centroid of word vectors (bag-of-words)
  - goal: determine "meaning" of a context
- Reduced to 100 SVD dimensions (mainly for efficiency)
- Evaluated on unsupervised word sense induction by clustering of context vectors (for an ambiguous word)
  - ▶ induced word senses improve information retrieval performance



# HAL (Lund and Burgess 1996)

- ► HAL = Hyperspace Analogue to Language
- Corpus: 160 million words from newsgroup postings
- Word-word co-occurrence matrix
  - same 70,000 words used as targets and features
  - ▶ co-occurrence window of 1 10 words
- Separate counts for left and right co-occurrence
  - i.e. the context is structured
- ▶ In later work, co-occurrences are weighted by (inverse) distance (Li *et al.* 2000)
  - but no dimensionality reduction
- Applications include construction of semantic vocabulary maps by multidimensional scaling to 2 dimensions



# HAL (Lund and Burgess 1996)

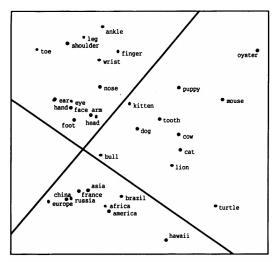


Figure 2. Multidimensional scaling of co-occurrence vectors.



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  - part 4: Matrix algebra & SVD
  - part 5: Understanding distributional semantics

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  - part 2: The parameters of a DSM
  - part 3: Evaluating DSM representations
  - part 4: Matrix algebra & SVD
  - part 5: Understanding distributional semantics
- ➡ Distributional semantics is an empirical science

### Outline

#### Introduction

The distributional hypothesis Distributional semantic models Three famous examples

### Getting practical

Software and further information

R as a (toy) laboratory

# Some applications in computational linguistics

- Query expansion in information retrieval (Grefenstette 1994)
- Unsupervised part-of-speech induction (Schütze 1995)
- ▶ Word sense disambiguation (Schütze 1998; Rapp 2004b)
- ► Thesaurus compilation (Lin 1998; Rapp 2004a)
- Attachment disambiguation (Pantel and Lin 2000)
- Probabilistic language models (Bengio et al. 2003)
- Translation equivalents (Sahlgren and Karlgren 2005)
- Ontology & wordnet expansion (Pantel et al. 2009)
- Language change (Sagi et al. 2009; Hamilton et al. 2016)
- Multiword expressions (Kiela and Clark 2013)
- Analogies (Turney 2013; Gladkova et al. 2016)
- Sentiment analysis (Rothe and Schütze 2016; Yu et al. 2017)
- Input representation for neural networks & machine learning

# Recent workshops and tutorials

- ▶ 2007: CoSMo Workshop (at Context '07)
- ▶ 2008: ESSLLI Wshp & Shared Task, Italian J of Linguistics
- ▶ 2009: GeMS Wshp (EACL), DiSCo Wshp (CogSci), ESSLLI
- 2010: 2nd GeMS (ACL), ESSLLI Wshp, Tutorial (NAACL), J Natural Language Engineering
- 2011: 2nd DiSCo (ACL), 3rd GeMS (EMNLP)
- ▶ 2012: DiDaS Wshp (ICSC), ESSLLI Course
- ▶ 2013: CVSC Wshp (ACL), TFDS Wshp (IWCS), Dagstuhl
- ▶ 2014: 2nd CVSC (EACL), DSM Wshp (Insight)
- ▶ 2015: VSM4NLP (NAACL), ESSLLI Course, TAL Journal
- 2016: DSALT Wshp (ESSLLI), Tutorial (COLING), Tutorial (Konvens), ESSLLI Course, Computational Linguistics
- ▶ 2017: ESSLLI Course
- ▶ 2018: Tutorial (LREC), ESSLLI Course<sub>1</sub> & Course<sub>2</sub>

click on Workshop name to open Web page 🔊

# Software packages

| Infomap NLP     | C       | classical LSA-style DSM                 |
|-----------------|---------|---|
| HiDEx           | $C{++}$ | re-implementation of the HAL model      |
|                 |         | (Lund and Burgess 1996)                 |
| SemanticVectors | Java    | scalable architecture based on random   |
|                 |         | indexing representation                 |
| S-Space         | Java    | complex object-oriented framework       |
| JoBimText       | Java    | UIMA / Hadoop framework                 |
| Gensim          | Python  | complex framework, focus on paral-      |
|                 |         | lelization and out-of-core algorithms   |
| Vecto           | Python  | framework for count & predict models    |
| DISSECT         | Python  | user-friendly, designed for research on |
|                 |         | compositional semantics                 |
| wordspace       | R       | interactive research laboratory, but    |
|                 |         | scales to real-life data sets           |
|                 |         |   |

click on package name to open Web page



### Further information

- ► Handouts & other materials available from wordspace wiki at http://wordspace.collocations.de/
  - based on joint work with Marco Baroni and Alessandro Lenci
- Tutorial is open source (CC), and can be downloaded from http://r-forge.r-project.org/projects/wordspace/
- Review paper on distributional semantics: Turney, Peter D. and Pantel, Patrick (2010). From frequency to meaning: Vector space models of semantics. Journal of Artificial Intelligence Research, 37, 141–188.
- ► I should be working on textbook *Distributional Semantics* for *Synthesis Lectures on HLT* (Morgan & Claypool)

### Outline

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# Prepare to get your hands dirty . . .

- ► We will use the statistical programming environment R as a toy laboratory in this tutorial
  - but one that scales to real-life applications

#### Software installation

- ▶ R version 3.5 or newer from http://www.r-project.org/
- RStudio from http://www.rstudio.com/
- R packages from CRAN (through RStudio menu): sparsesvd, wordspace (optional: tm, quanteda, Rtsne)
  - if you are attending a course, you may also be asked to install the wordspaceEval package with some non-public data sets
- Get data sets, precompiled DSMs and wordspaceEval from http://wordspace.collocations.de/doku.php/course:material



# First steps in R

Start each session by loading the wordspace package.

```
> library(wordspace)
```

The package includes various example data sets, some of which should look familiar to you.

```
> DSM HieroglyphsMatrix
     get see use hear eat kill
     51 20 84
knife
                      0
cat 52 58 4 4 6 26
dog 115 83 10 42 33 17
boat 59 39 23 4 0
                      0
cup 98 14 6 2 1
                      0
  12 17 3 2 9
                      27
pig
banana
     11
                0 18
                       0
```

### Term-term matrix

**Term-term matrix** records co-occurrence frequencies with feature terms for each target term

> DSM\_TermTermMatrix

|        | 6reed | ţeţ! | , ge/ | , kill | ins | tueto, | likely |
|--------|-------|------|-------|--------|-----|--------|--------|
| cat    | 83    | 17   | 7     | 37     | _   | 1      | _      |
| dog    | 561   | 13   | 30    | 60     | 1   | 2      | 4      |
| animal | 42    | 10   | 109   | 134    | 13  | 5      | 5      |
| time   | 19    | 9    | 29    | 117    | 81  | 34     | 109    |
| reason | 1     | -    | 2     | 14     | 68  | 140    | 47     |
| cause  | _     | 1    | _     | 4      | 55  | 34     | 55     |
| effect | _     | ı    | 1     | 6      | 60  | 35     | 17     |

### Term-context matrix

**Term-context matrix** records frequency of term in each individual context (e.g. sentence, document, Web page, encyclopaedia article)

> DSM\_TermContextMatrix

|        | Ž       | z<br>r | >     | *     |          | ,<br>100°,<br>100°, | , to 8 |
|--------|---------|--------|-------|-------|----------|---------------------|--------|
|        | Felidas | QE     | 1/6/0 | 8/034 | S<br>Jii | Fon                 | 8      |
| cat    | 10      | 10     | 7     | _     | _        | _                   | _      |
| dog    | _       | 10     | 4     | 11    | _        | _                   | -      |
| animal | 2       | 15     | 10    | 2     | _        | _                   | -      |
| time   | 1       | _      | _     | _     | 2        | 1                   | -      |
| reason | _       | 1      | -     | _     | 1        | 4                   | 1      |
| cause  | _       | _      | _     | 2     | 1        | 2                   | 6      |
| effect | _       | _      | _     | 1     | _        | 1                   | _      |

# Some basic operations on a DSM matrix

```
# apply log-transformation to de-skew co-occurrence frequencies
> M <- log2(DSM HieroglyphsMatrix + 1) # see part 2
> round(M, 3)
# compute semantic distance (cosine similarity)
> pair.distances("dog", "cat", M, convert=FALSE)
 dog/cat
0.9610952
# find nearest neighbours
> nearest.neighbours(M, "dog", n=3)
           pig
     cat
                      cup
16.03458 20.08826 31.77784
> plot(nearest.neighbours(M, "dog", n=3, dist.matrix=TRUE))
```

### **Explorations**

While you wait for part 2, you can explore some DSM similarity networks online:

- https://corpora.linguistik.uni-erlangen.de/shiny/wordspace/
- built in R with wordspace and shiny

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