



Natural Language Processing: Word Embeddings

HSE Faculty of Computer Science
Machine Learning and Data-Intensive Systems

Murat Khazhgeriev



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- Organizational matters
- Preprocessing pipeline
- But what is a Word Embedding?
- Statistics-based approaches
- Deep Learning approaches
- Useful facts



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- **Organizational matters**
 - Homework & grade policy
 - Resources
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Grade policy

60% (homework) + 10% (interim testing) + 30% (exam)

Homework

- (20%) Week 2. Training embeddings using the fasttext library, implementation of a real search engine for embedding-response upon request in a vector database.
- (20%) Week 4. Fine-tuning BERT on your own data, training GPT from scratch
- (20%) Week 5: Fine tuning LLM using PEFT.



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Course materials

- [Syllabus \(Notion\)](#)
- [Github](#)
- [HSE Wiki](#)

Useful sources

- [NLP Course For You](#)
- [YSDA NLP Course](#)
- [CS224n](#)



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 - Tokenization
 - Lowering, Punctuation, Stop Words, Filtration
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Word-Level Tokenization

“ChatGPT is a powerful AI tool.” \longrightarrow ["ChatGPT", "is", "a", "powerful", "AI", "tool", "."]

Character-Level Tokenization

“ChatGPT is a powerful AI tool.” \longrightarrow ["C", "h", "a", "t", "G", "P", "T", " ", "i", "s", " ",
",", "a", " ", "p", "o", "w", "e", "r", "f", "u", "l",
" ", "A", "I", " ", "t", "o", "o", "l", "."]

Byte-Pair Encoding (BPE) Tokenization

“ChatGPT is a powerful AI tool.” \longrightarrow ["Chat", "GP", "T", "is", "a", "power", "ful",
"AI", "tool", "."]

Handwritten: $\hat{a}baca\hat{b}a$

Handwritten: dict: a

Handwritten: b

Handwritten: c

Handwritten: ab

Handwritten: a ba

Handwritten: ab - 2
ba - 2
ac - 1
...

Handwritten: ab a - 2
...



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Preprocessing pipeline

Lowering, Punctuation, Stop
Words, Filtration

"The quick brown fox jumps over the lazy dog!"



✓ Lowering: "the quick brown fox jumps over the lazy dog!"



✓ Punctuation removal: "the quick brown fox jumps over the lazy dog"



✓ Stop Words Removal: "quick brown fox jumps lazy dog"

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Preprocessing pipeline

Normalization

“Динозавры играют в большой парк около школы.”

Stemming

Lemmatization

«Динозавр игра в больш парк около школ.»

«Динозавр играть в большой парк около школа.»

(English)

(Русский)



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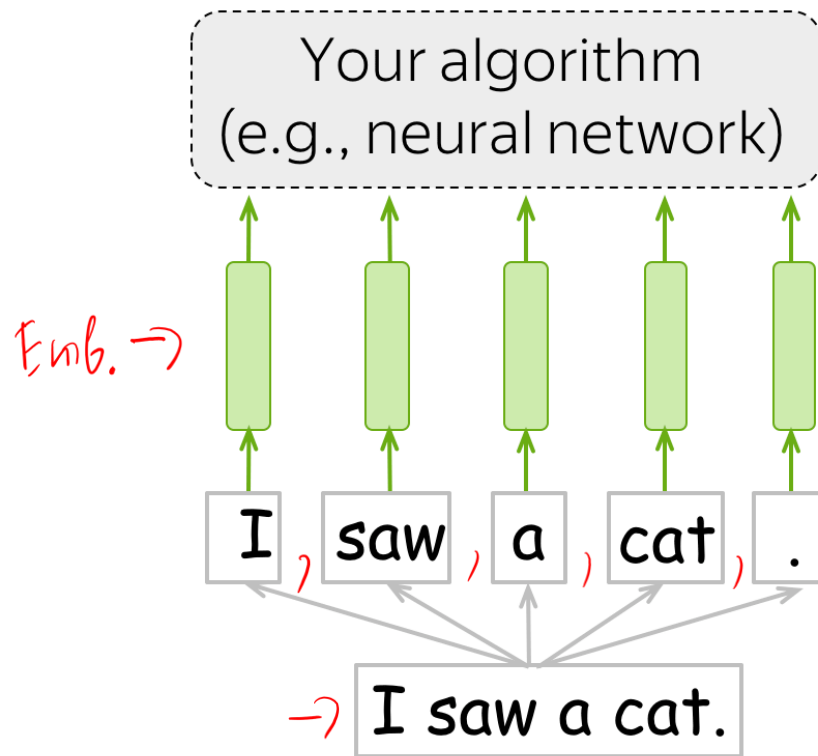
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Tokenize an input text for further processing



Any algorithm for solving a task

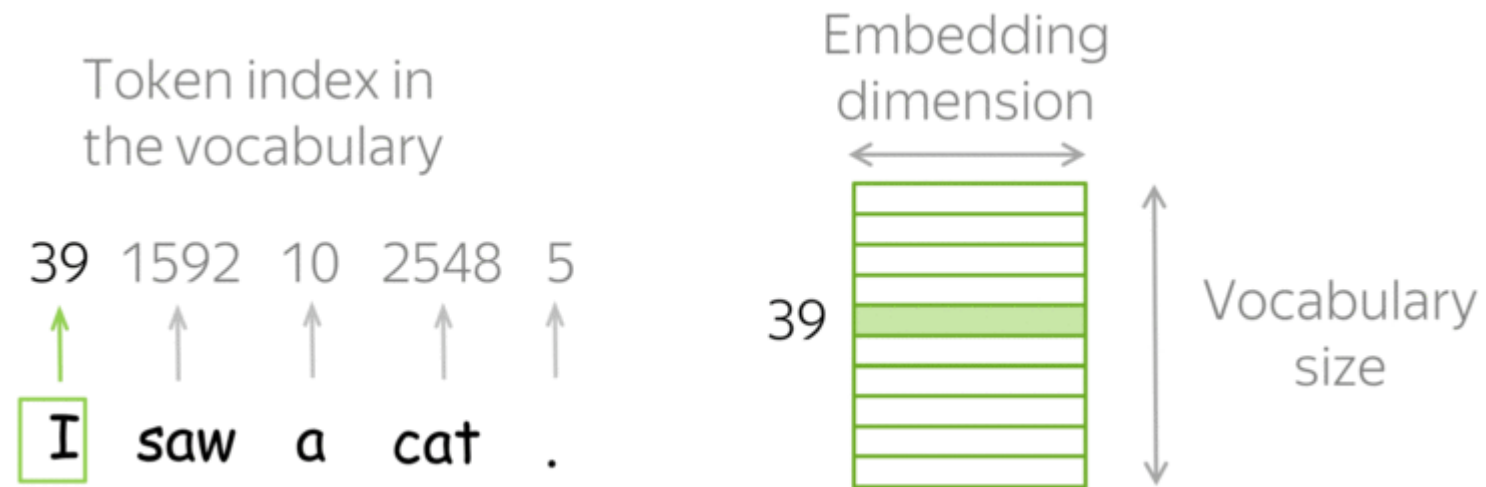
Word representation - vector
(input for your model/algorithm)

Sequence of tokens

Text (your input)



Match each token to a vector



A word's meaning is defined by its context

Now look how this word is used in different contexts:

0. A bottle of **tezgüino** is on the table.
1. Everyone likes **tezgüino**.
2. **Tezgüino** makes you drunk.
3. We make **tezgüino** out of corn.

Can you understand what **tezgüino** means ?

A word's meaning is defined by its context

- (1) A bottle of _____ is on the table.
- (2) Everyone likes _____ .
- (3) _____ makes you drunk.
- (4) We make _____ out of corn.

What other words fit into these contexts ?

	(1)	(2)	(3)	(4)	...	← contexts
↪ tezgüino	1	1	1	1		↪ rows show contextual properties: 1 if a word can appear in the context, 0 if not
↪ loud	0	0	0	0		
↪ motor oil	1	0	0	1		
↪ tortillas	0	1	0	1		
↪ wine	1	1	1	0		



Reserve a token for special cases e.g. unknown words

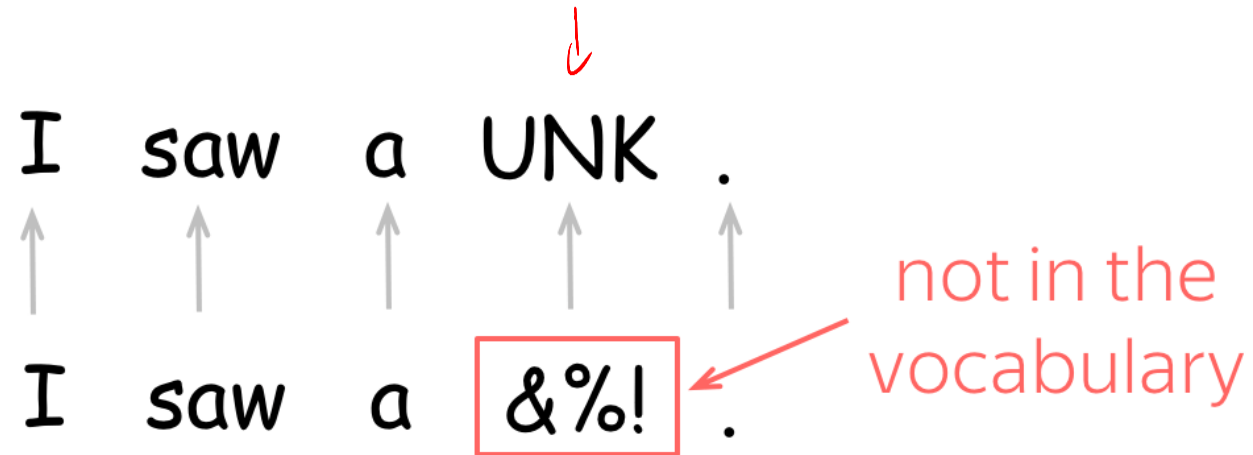


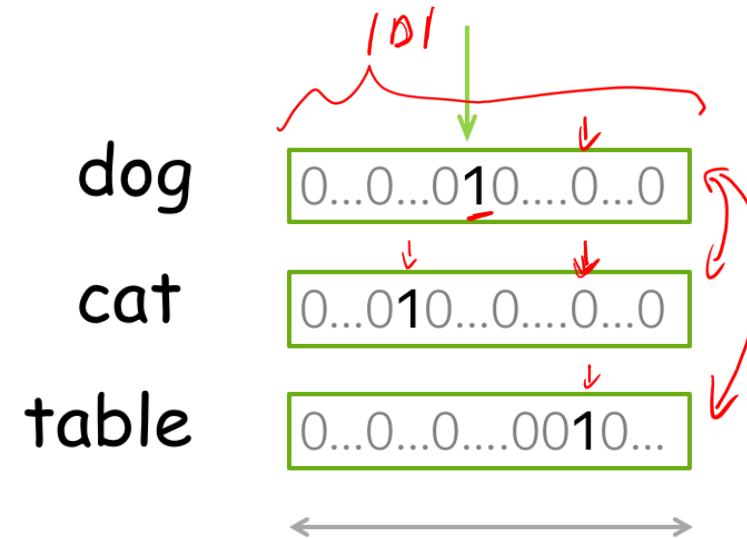


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The easiest way to go is One-Hot Encoding

One is 1, the rest are 0



Embedding dimension =
vocabulary size



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 - Bag-of-Words (BOW)
 - PPMI
 - TF-IDF
 - Latent Semantic Analysis
- Word2vec
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Define context via a window in a text

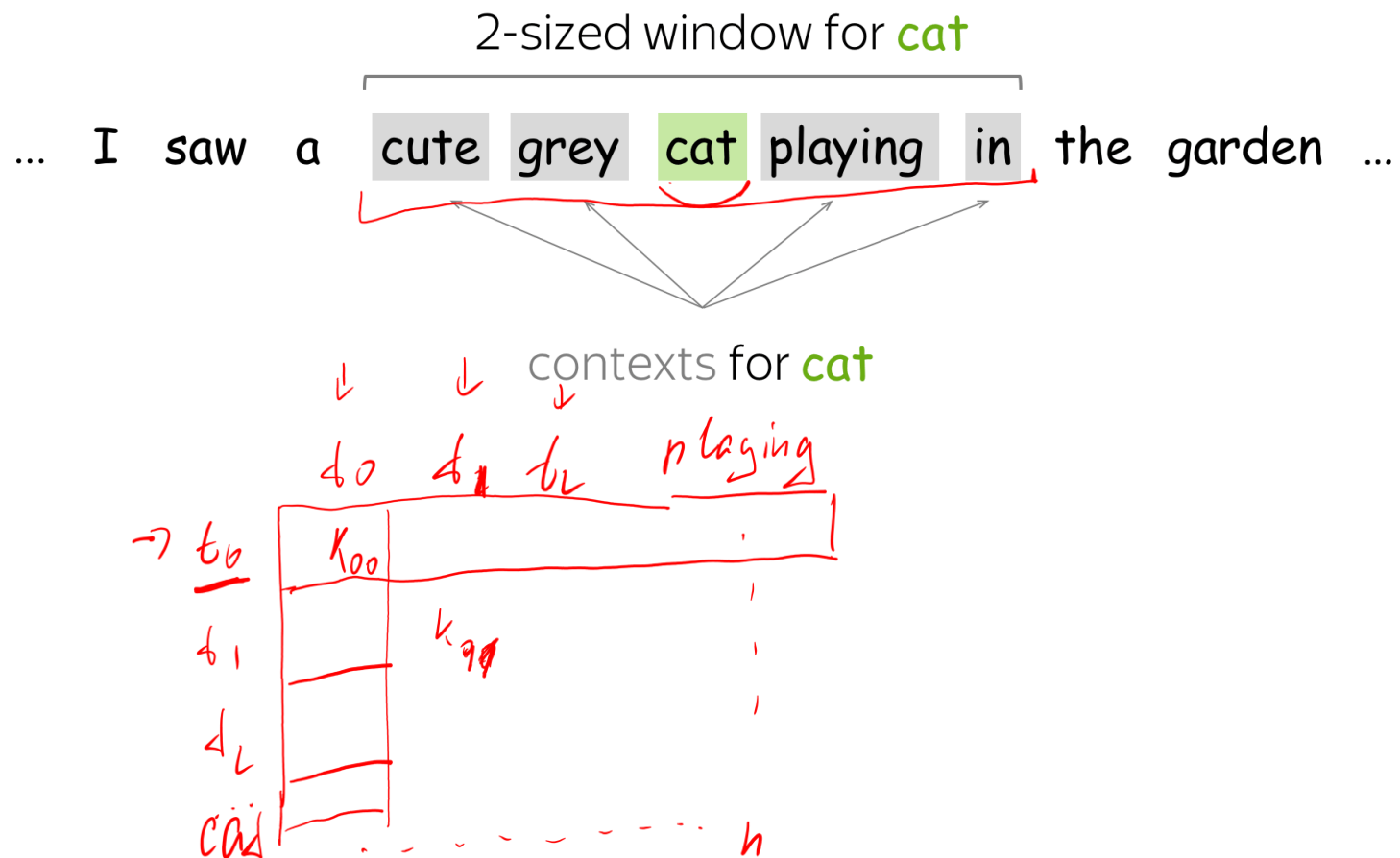


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We can also treat the whole document as a context

D1: a cat sat on a mat
D2: a mat for a dog

dict

	<u>D1</u>	<u>D2</u>
<u>a</u>	2	1
cat	1	0
sat	1	0
on	1	0
mat	1	1
for	0	1
dog	0	1



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Positive Pointwise Mutual Information

Context:

- surrounding words in a L-sized window

Matrix element:

- $\text{PPMI}(\mathbf{w}, c) = \max(0, \text{PMI}(\mathbf{w}, c)),$

where

$$\rightarrow \text{PMI}(\mathbf{w}, c) = \log \frac{P(\mathbf{w}, c)}{P(\mathbf{w})P(c)} = \log \frac{N(\mathbf{w}, c)|(\mathbf{w}, c)|}{N(\mathbf{w})N(c)}$$

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We can also account for a term being widespread

Context:

- document d (from a collection D)

Matrix element:

- $\text{tf-idf}(\underline{w}, d, D) = \text{tf}(\underline{w}, d) \cdot \text{idf}(\underline{w}, D)$

$\rightarrow \frac{N(\underline{w}, d)}{\sum N(d')}$
term frequency

$\log \frac{|D|}{|\{d \in D: \underline{w} \in d\}|}$
inverse document frequency



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BM25 (best matching 25)

$$\text{score}(\underline{D}, \underline{Q}) = \sum_{i=1}^n \text{IDF}(\underline{q_i}) \cdot \frac{f(q_i, D) \cdot (k_1 + 1)}{f(q_i, D) + k_1 \cdot \left(1 - b + \underbrace{b \cdot \frac{|D|}{\text{avgl}}}_{\text{D}}\right)}$$

$\text{TF}(q_i, D), \text{D}$
 \downarrow

$$\forall q_i \in Q : \text{score}(q_i, D)$$

$$\text{IDF}(\underline{q_i}) = \ln \left(\frac{(|N - n(q_i)| + 0.5)}{\underline{n(q_i)} + 0.5} + 1 \right)$$

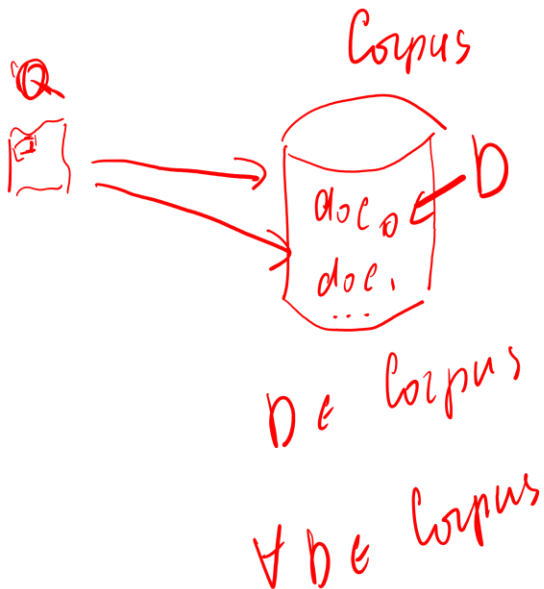




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Matrix factorization is a way to get dense embeddings

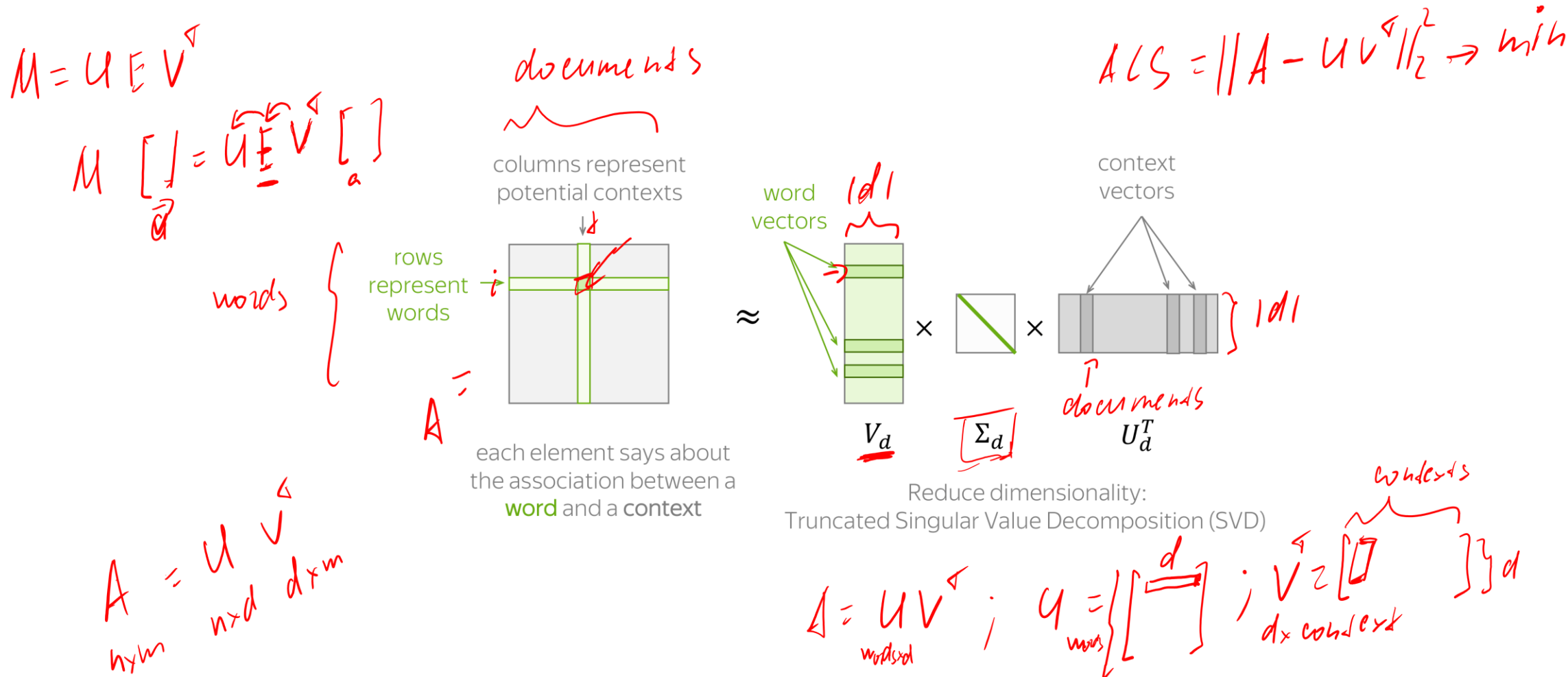




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Slide one word at a time

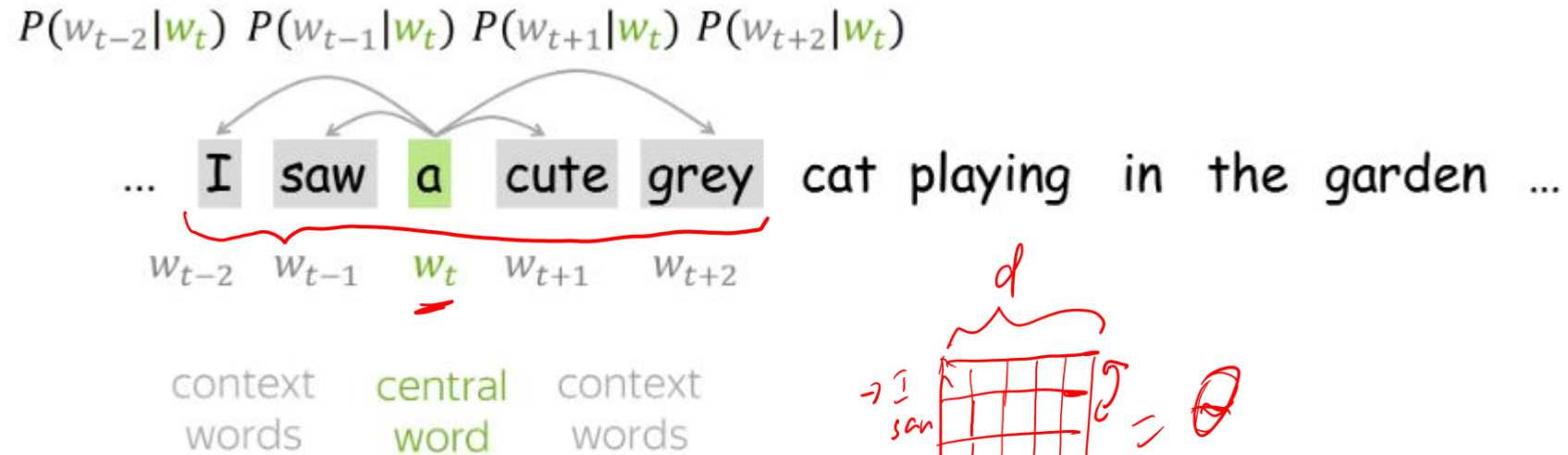




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Maximize the probability of encountering a target word given context

For each position $t = 1, \dots, T$ in a text corpus, Word2Vec predicts context words within a m -sized window given the central word w_t :

$$\text{Likelihood} = L(\theta) = \prod_{t=1}^T \prod_{-m \leq j \leq m, j \neq 0} P(w_{t+j} | \underline{w_t}, \underline{\theta}),$$

where θ are all variables to be optimized. The objective function (aka loss function or cost function) $J(\theta)$ is the average negative log-likelihood:

Loglikelihood for computational efficiency

$$\text{Loss} = J(\theta) = -\frac{1}{T} \log L(\theta) = -\frac{1}{T} \sum_{t=1}^T \sum_{\substack{-m \leq j \leq m, \\ j \neq 0}} \log P(w_{t+j} | \underline{w_t}, \theta)$$

agrees with our
plan above



go over text



with a sliding
window



compute probability of the
context word given the central

Loglikelihood for computational efficiency

$$\begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \cdot \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = a_1 b_1 + a_2 b_2 + a_3 b_3 = (\vec{a})^T \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

Dot product: measures similarity of \vec{o} and \vec{c}
Larger dot product = larger probability

$$P(o|c) = \frac{\exp(u_o^T v_c)}{\sum_{w \in V} \exp(u_w^T v_c)}$$

\rightarrow max

Normalize over entire vocabulary
to get probability distribution



$$P(I|a) = \langle \vec{I}, \vec{a} \rangle$$

$$P(saw|a) = \langle \vec{saw}, \vec{a} \rangle$$



$$\langle u, v \rangle = |u| \cos \varphi \cdot |v|$$

$$\langle u, v \rangle = |u| |v| \cos \varphi$$

Note that we have distinct embeddings for context and target cases

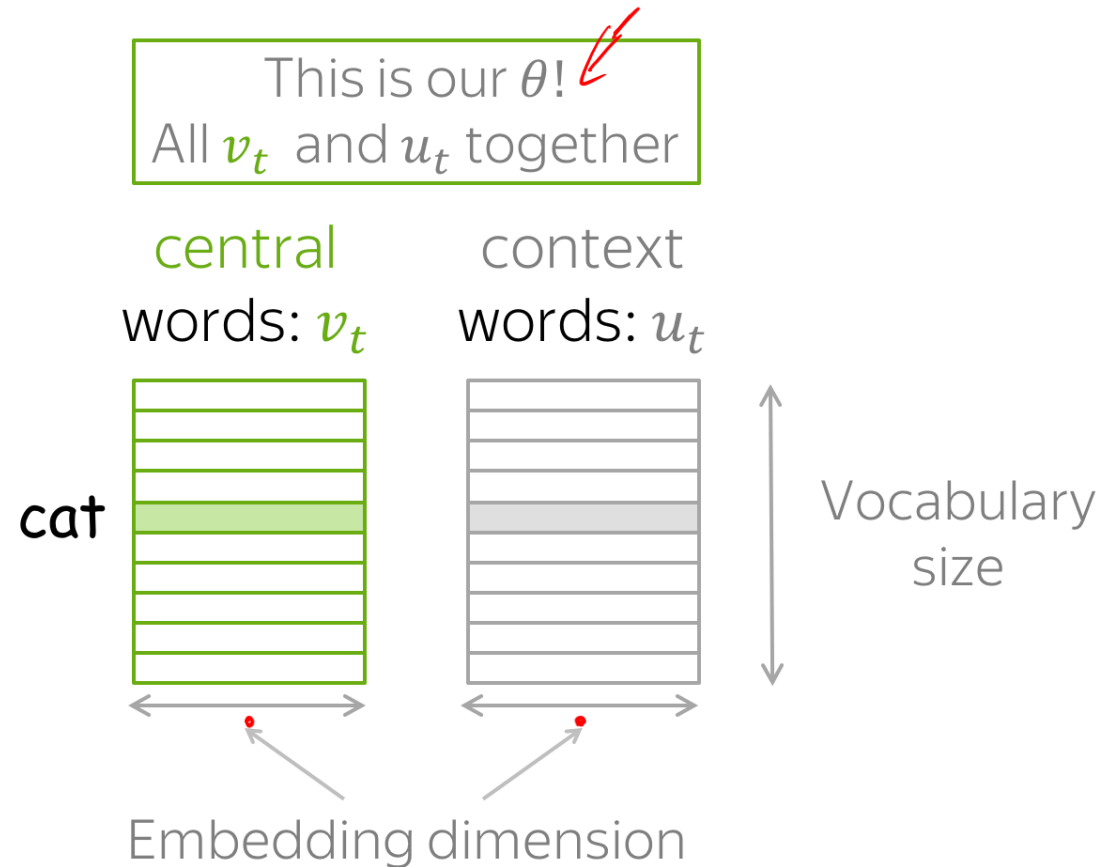




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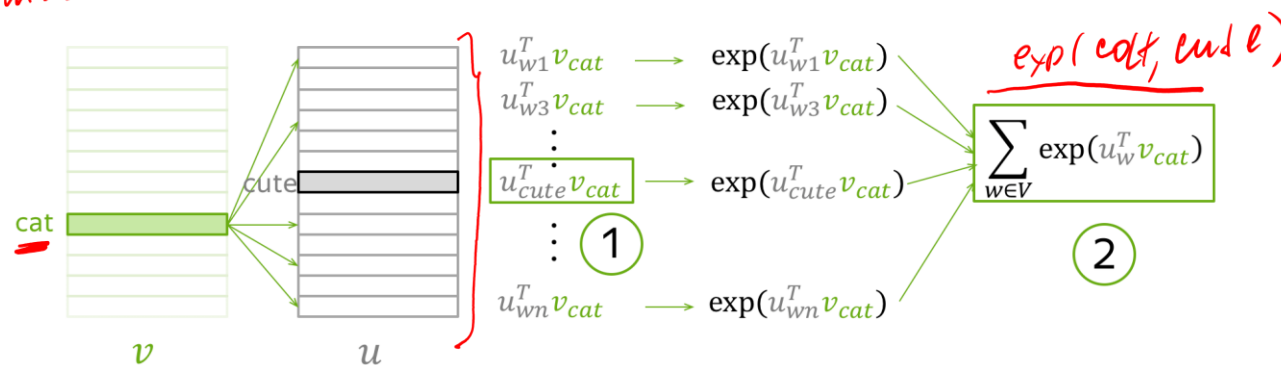
A schematic overview on the training procedure

1. Take dot product of v_{cat} with all u

2. exp

3. sum all

a cute add is named



4. get loss (for this one step)

5. evaluate the gradient, make an update

$$J_{t,j}(\theta) = \underbrace{-u_{cute}^T v_{cat}}_{(1)} + \log \underbrace{\sum_{w \in V} \exp(u_w^T v_{cat})}_{(2)}$$

$$v_{cat} := v_{cat} - \alpha \frac{\partial J_{t,j}(\theta)}{\partial v_{cat}}$$

$$u_w := u_w - \alpha \frac{\partial J_{t,j}(\theta)}{\partial u_w} \quad \forall w \in V$$



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Negative sampling to speed up the computations

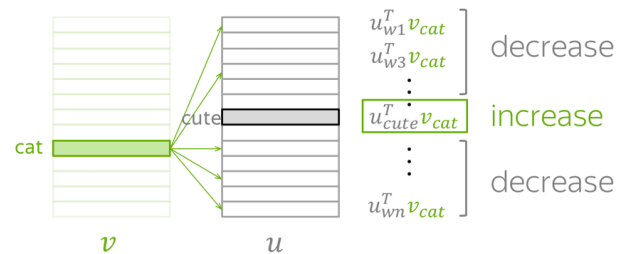
Dot product of v_{cat} :

- with u_{cute} - increase,
- with all other u - decrease



Dot product of v_{cat} :

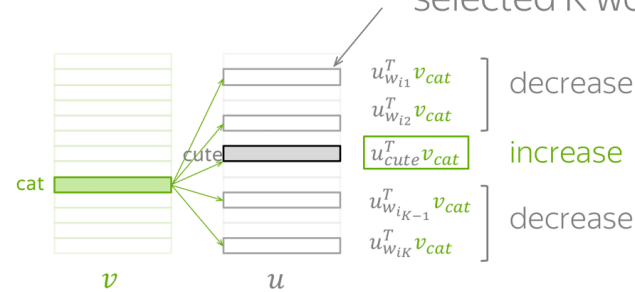
- with u_{cute} - increase,
- with a subset of other u - decrease



Parameters to be updated:

- v_{cat}
- u_w for all w in the vocabulary $|V| + 1$ vectors

Negative samples: randomly selected K words



Parameters to be updated:

- v_{cat}
- u_{cute} and u_w for w in K negative examples $K + 2$ vectors

A loss function given negative sampling

$$\underline{J_{t,j}(\theta)} = -\log \sigma(\underline{u_{cute}^T v_{cat}}) - \sum_{w \in \{w_{i_1}, \dots, w_{i_K}\}} \log \sigma(-u_w^T v_{cat}) .$$

(Handwritten red squiggle under the sum and a red K below it)

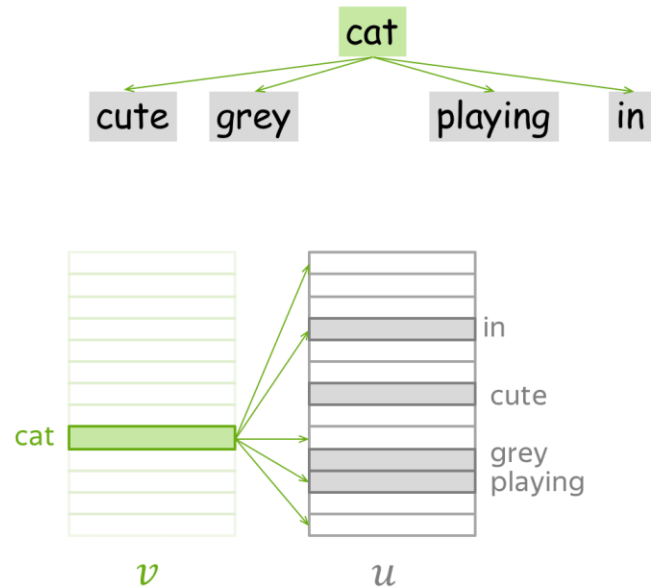


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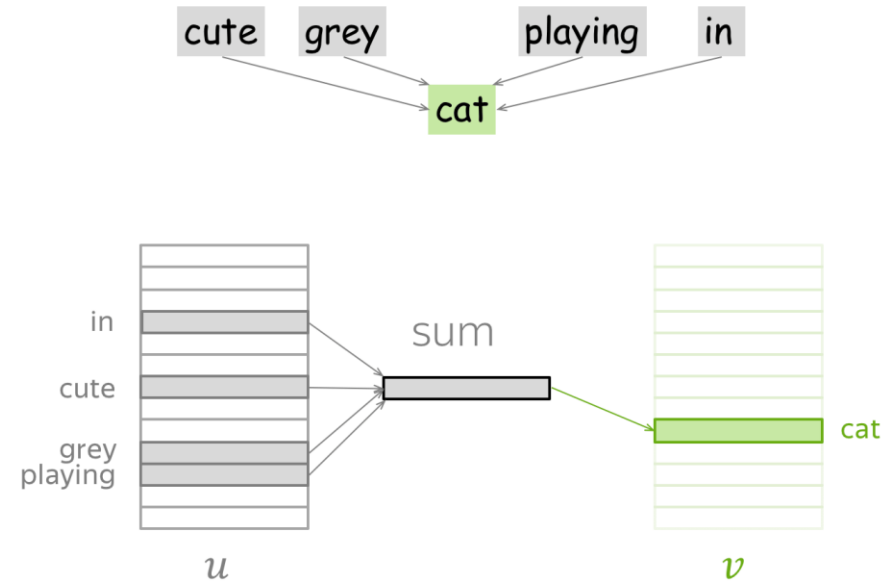
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There are two ways to train the model

... I saw a cute grey cat playing in the garden ...



Skip-Gram: from **central** predict context
(one at a time)



CBOW: from sum of context predict **central**



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We can merge the two world views

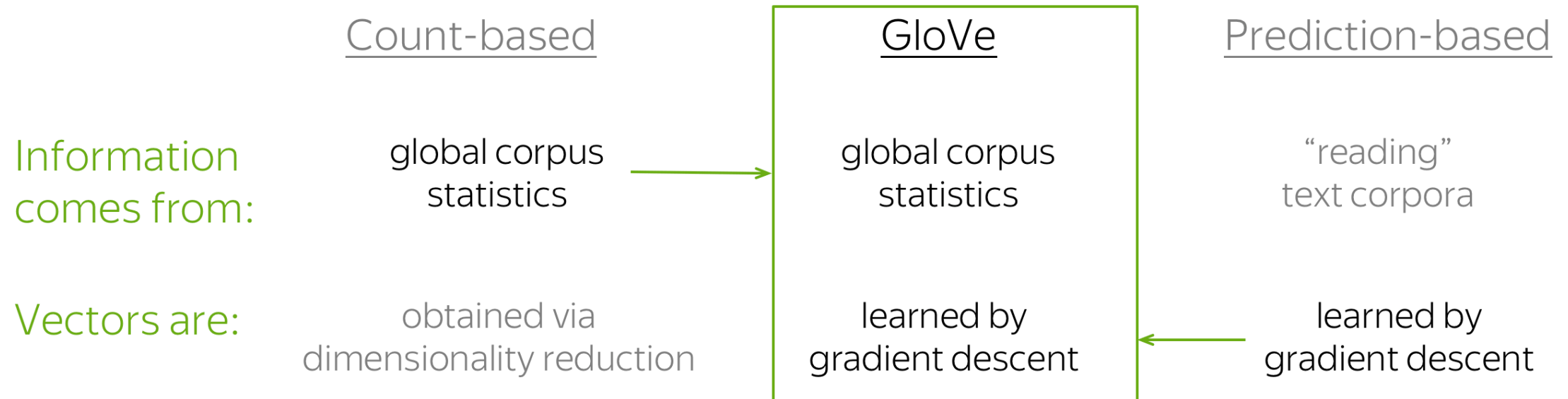




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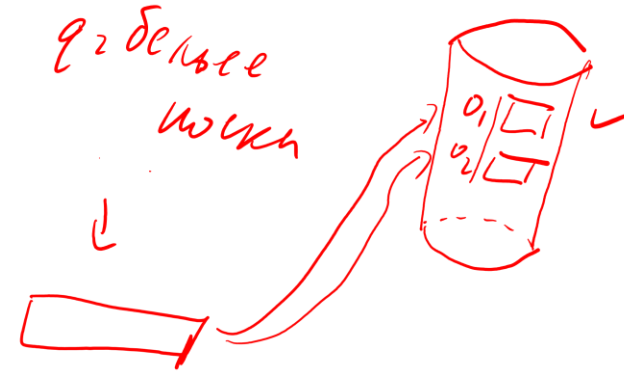
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- Normalize vectors due to cosine similarities nuances before moving embeddings to memory

$$\langle u, v \rangle = \frac{|u|}{|u|} \frac{|v|}{|v|} \cos \varphi$$

$$u := \frac{u}{|u|}$$

$$v := \frac{v}{|v|}$$



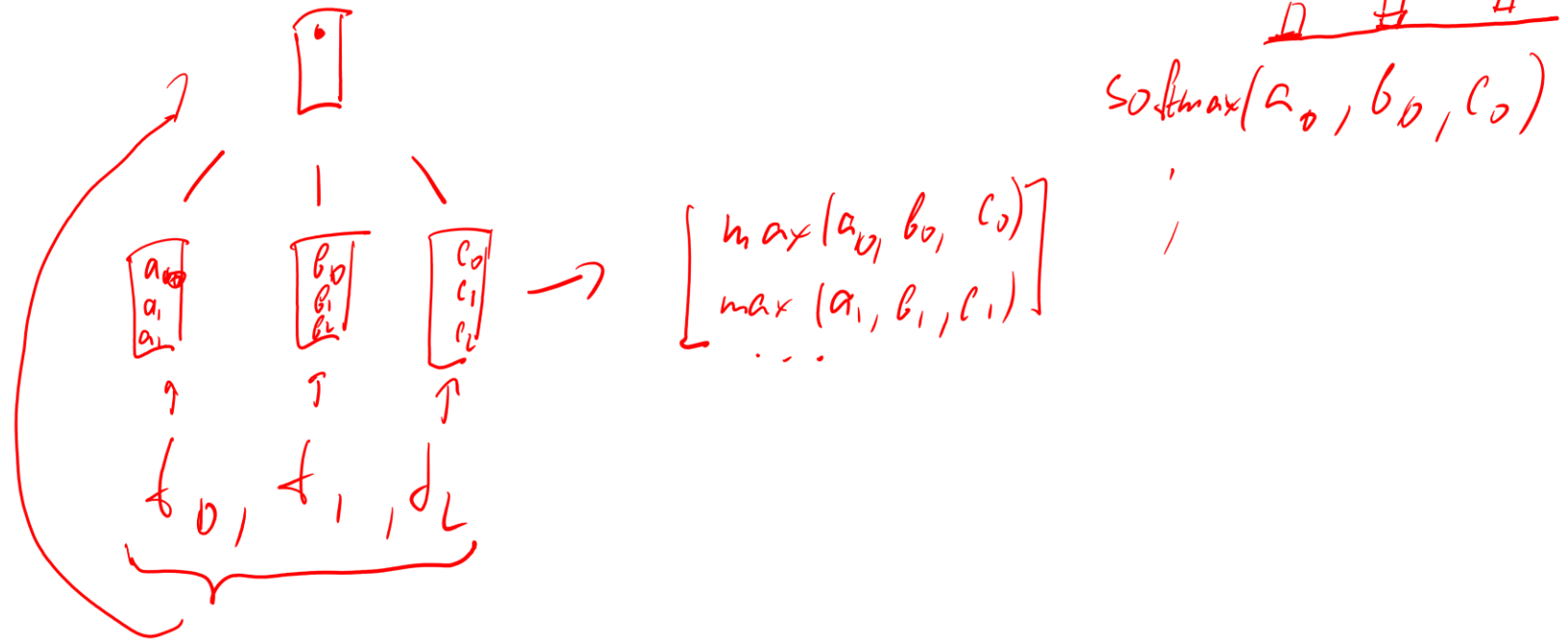


- Normalize vectors due to cosine similarities nuances before moving embeddings to memory
- The context for antonyms is very similar, hence embeddings for them are close

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- Normalize vectors due to cosine similarities nuances before moving embeddings to memory
- The context for antonyms is very similar, hence embeddings for them are close
- Window size of a context determines the kind of relations one captures
- We can aggregate individual word-level embeddings to represent a semantic of a collection of words



- Embeddings learned with word2vec lie in a linear well-explainable space
- Similar languages preserve the form of the space accurate to linear transformations

semantic: $v(\text{king}) - v(\text{man}) + v(\text{woman}) \approx v(\text{queen})$

syntactic: $v(\text{kings}) - v(\text{king}) + v(\text{queen}) \approx v(\text{queens})$

