

# CS772: Deep Learning for Natural Language Processing (DL-NLP)

*Word2vec and Glove*

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Re-cap

# Deriving the word vector: setting

$$W^s : w_0^s, w_1^s, w_2^s, \dots, w_i^s, \dots, w_m^s$$

$W^s$ : word sequence in the  $s^{\text{th}}$  Sentence

$$V_{w_i} : [v_0^i, v_1^i, v_2^i, \dots, v_k^i, \dots, v_d^i]$$

$V_{w_i}$ : word vector of  $w_i$

$$J = P(w_j | w_i)$$

$$L = -P(w_j | w_i)$$

$$P(w_j | w_i) = \frac{e^{V_{w_i} \cdot V_{w_j}}}{\sum_{j'=1}^{|V|} e^{V_{w_i} \cdot V_{w_{j'}}}}$$

$$LL = -V_{w_i} \cdot V_{w_j} + \ln \left( \sum_{j'=1}^{|V|} e^{V_{w_i} \cdot V_{w_{j'}}} \right)$$

# Deriving the word vector: Optimization

(1/2)

$$V_{w_i} : [v_0^i, v_1^i, v_2^i, \dots, v_k^i, \dots, v_d^i] = [u_0, u_1, u_2, \dots, u_k, \dots, u_d]$$

$$V_{w_j} : [v_0^j, v_1^j, v_2^j, \dots, v_k^j, \dots, v_d^j] = [v_0, v_1, v_2, \dots, v_k, \dots, v_d]$$

$$V_{w_{j'}} : [v'_0, v'_1, v'_2, \dots, v'_k, \dots, v'_d]$$

$$V_{w_i} \cdot V_{w_j} = \sum_{k=0}^d u_k v_k$$

$$\frac{\partial LL}{\partial u_k} = -v_k + \frac{\frac{\partial}{\partial u_k} \left( \sum_{j'=1}^{|V|} e^{\sum_{k=0}^d u_k v_k'} \right)}{\sum_{j'=1}^{|V|} e^{\sum_{k=0}^d u_k v_k'}}$$

# Deriving the word vector: Optimization

$$\begin{aligned} &= -v_k + \frac{\sum_{j'=1}^{|\mathcal{V}|} \frac{\partial}{\partial u_k} \left( e^{\sum_{k=0}^d u_k v_k'} \right)}{\sum_{j'=1}^{|\mathcal{V}|} e^{\sum_{k=0}^d u_k v_k'}} = -v_k + \frac{\sum_{j'=1}^{|\mathcal{V}|} e^{\sum_{k=0}^d u_k v_k'} \frac{\partial}{\partial u_k} \left( \sum_{k=0}^d u_k v_k' \right)}{\sum_{j'=1}^{|\mathcal{V}|} e^{\sum_{k=0}^d u_k v_k'}} \\ &= -v_k + \frac{\sum_{j'=1}^{|\mathcal{V}|} e^{\sum_{k=0}^d u_k v_k'} v_k}{\sum_{j'=1}^{|\mathcal{V}|} e^{\sum_{k=0}^d u_k v_k'}} = -v_k + \sum_{j'=1}^{|\mathcal{V}|} P(w_{j'} | w_i) \cdot v_{k'} = -v_k + E(v_{k'}) \end{aligned}$$

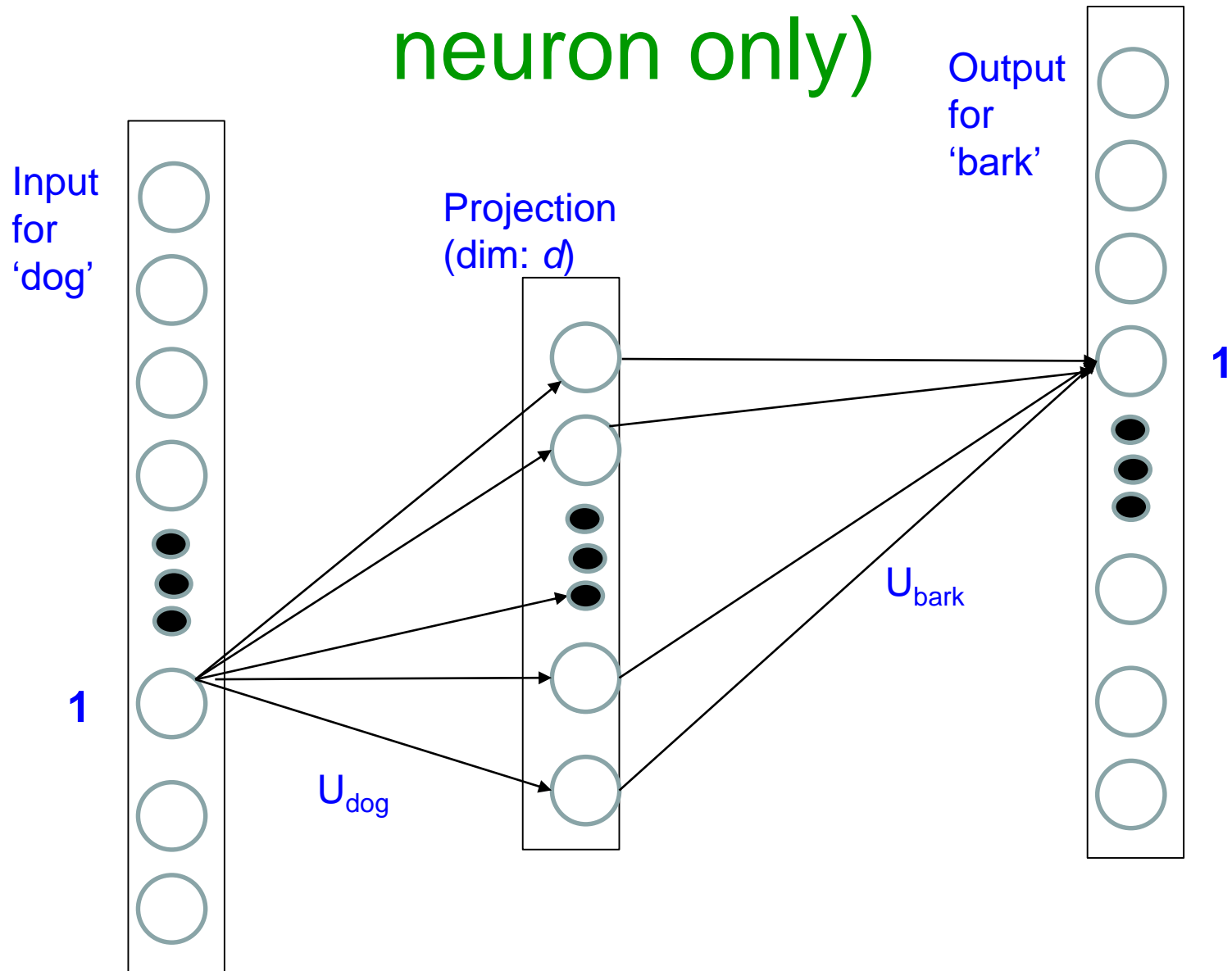
# Deriving the word vector, Gradient Descent: $\Delta u_k$

$$\Delta u_k = -\eta \frac{\partial LL}{\partial u_k} = \eta [v_k - E(v_{k'})]$$

# Example

- We want, say,  $P(\text{'bark'}|\text{'dog'})$
- Take the weight vector **FROM** 'dog' neuron **TO** projection layer (call this  $U_{dog}$ )
- Take the weight vector **TO** 'bark' neuron **FROM** projection layer (call this  $U_{bark}$ )
- When initialized,  $U_{dog}$  and  $U_{bark}$  give the initial estimates of word vectors of 'dog' and 'bark'
- The weights and therefore the word vectors get fixed by back propagation

# Input to Projection (shown for one neuron only)





# Modelling $P(\text{context word}|\text{input word})$ (2/2)

- To model the probability, first compute dot product of  $u_{dog}$  and  $v_{bark}$
- Exponentiate the dot product
- Take softmax over all dot products over the whole vocabulary

$$P('bark'|'dog') = \frac{\exp(U_{dog}^T U_{bark})}{\sum_{R \in \text{Vocabulary}} \exp(U_{dog}^T U_R)}$$

# $P('bark'|'dog')$ (1/2)

$$P('bark'|'dog') = \frac{\exp(U_{dog}^T U_{bark})}{\sum_{R \in \text{Vocabulary}} \exp(U_{dog}^T U_R)}$$

$$\log(P('bark'|'dog')) = U_{dog}^T U_{bark} - \log\left(\sum_{R \in \text{Vocabulary}} \exp(U_{dog}^T U_R)\right)$$

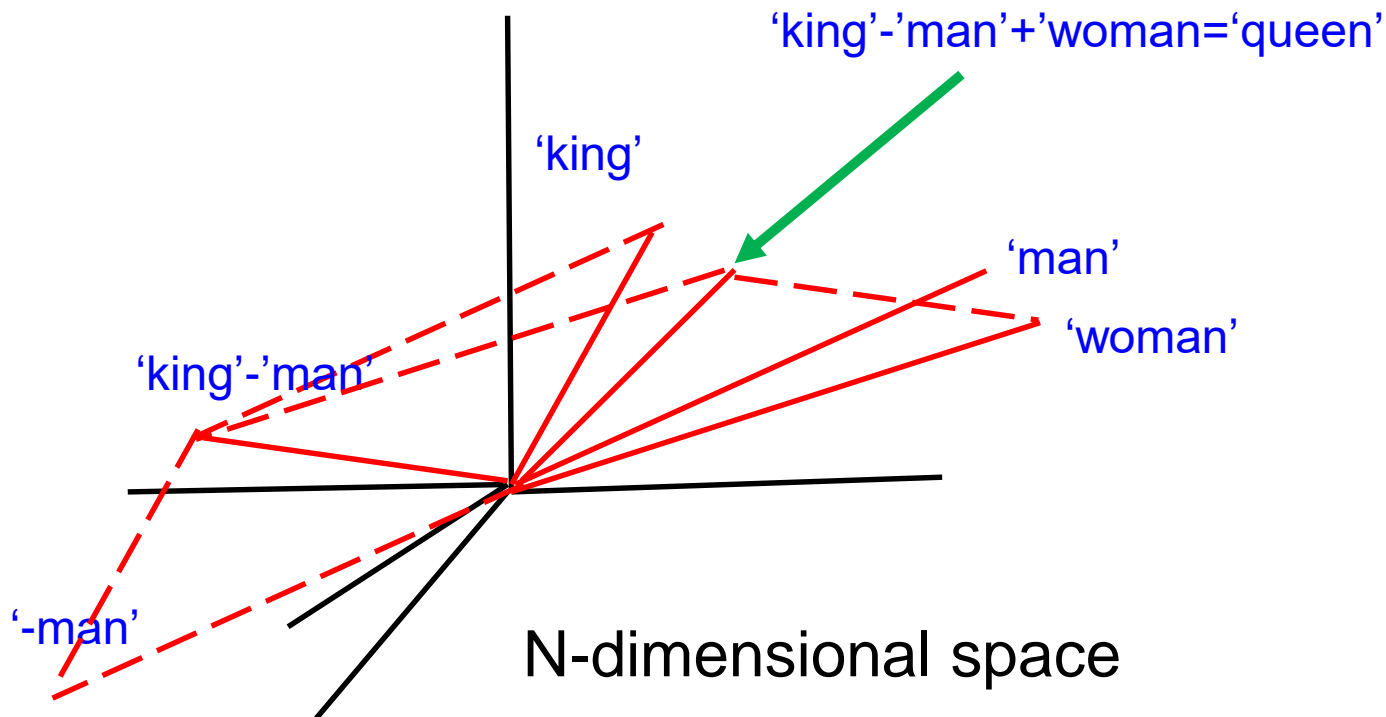
# Word2vec architectures

Mikolov 2013

# Classic work

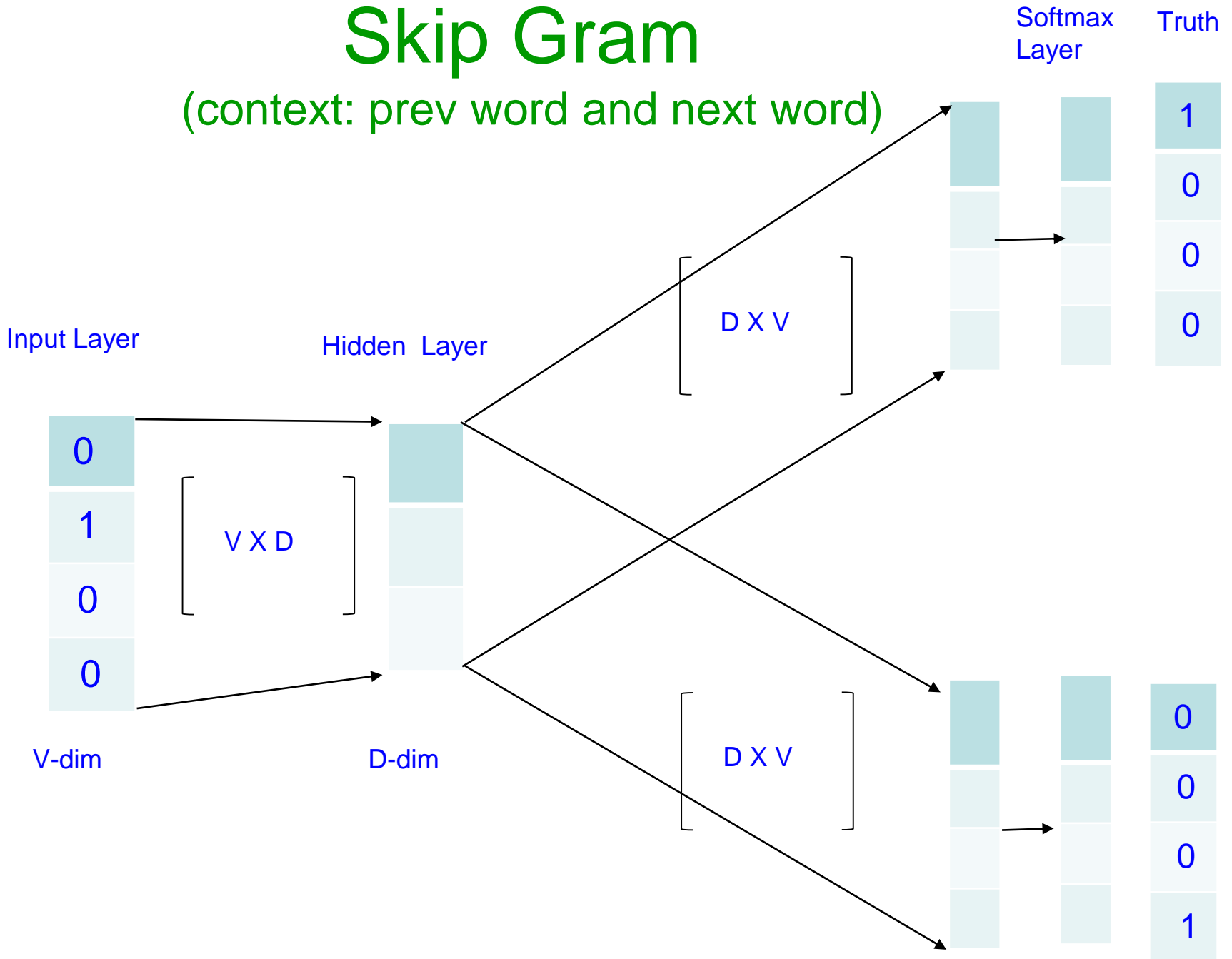
- Caught the attention of the world by equations like

$$'king' - 'man' + 'woman' = 'queen'$$



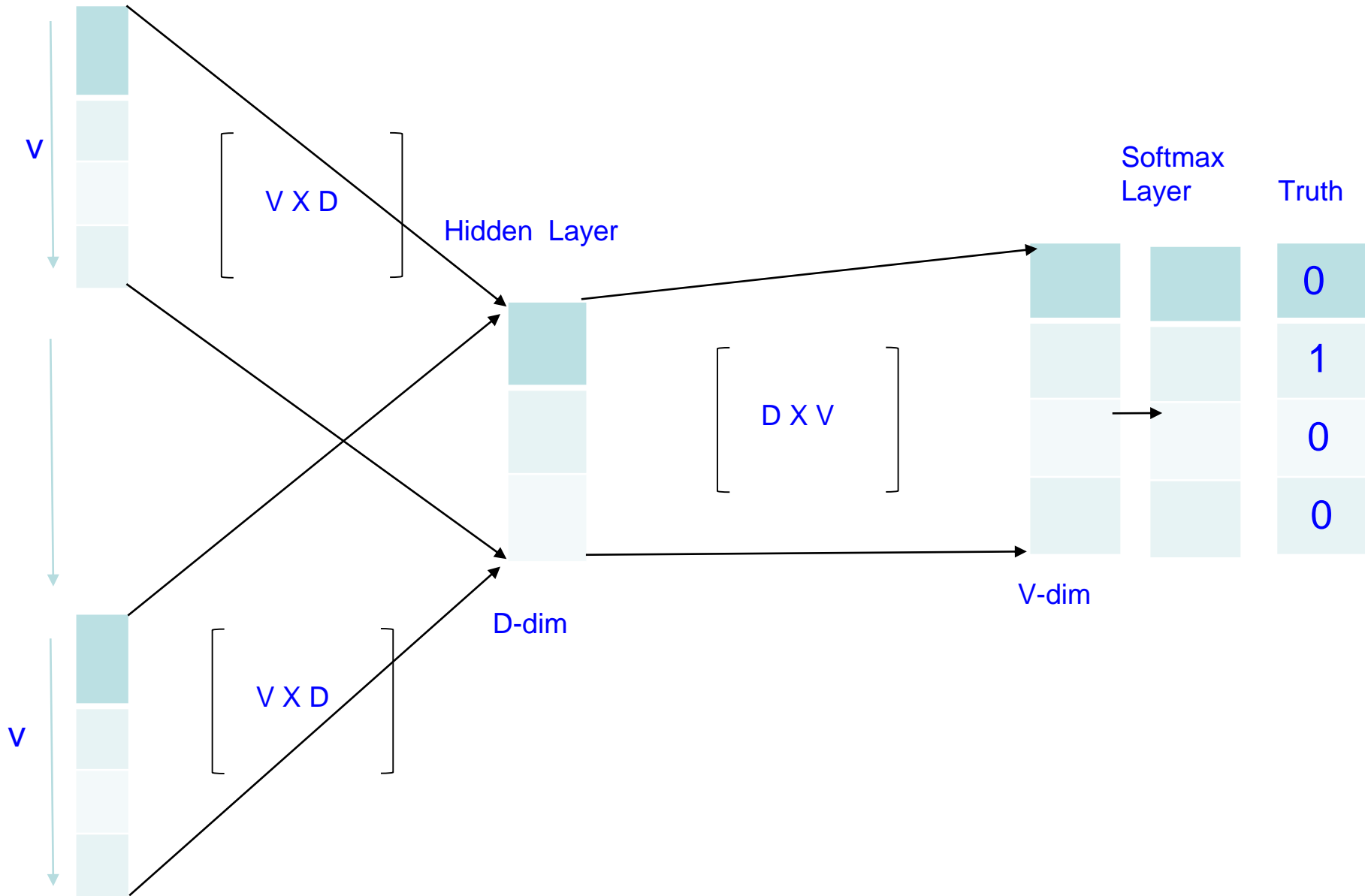
# Skip Gram

(context: prev word and next word)



# CBOW

Input Layer



Symbolic approach to  
representing word meaning

# Syntagmatic and Paradigmatic Relations

- Syntagmatic and paradigmatic relations
  - Lexico-semantic relations: synonymy, antonymy, hypernymy, meronymy, troponymy etc. **CAT is-a ANIMAL**
  - Cooccurrence: **CATS MEW**
- Resources to capture semantics:
  - Wordnet: primarily paradigmatic relations
  - ConceptNet: primarily Syntagmatic Relations



# Syntagmatic and Paradigmatic Relations cntd.

- There are interesting studies for English on the syntagmatic and paradigmatic association
- The study finds that when a subject hears a word the words that come on hearing, are 50% syntagmatic and 50% paradigmatic
- Thus on hearing 'dog', the words 'animal', 'mammal', 'tail' etc. are pulled as paradigmatic and 'bark', 'friend', 'police' etc. as syntagmatic
- In particular, word vectors capture syntagmatic relations

# Fundamental Device- Lexical Matrix (with examples)

Word Meanings	Word Forms				
	$F_1$	$F_2$	$F_3$	...	$F_n$
$M_1$	<i>(depend)</i> $E_{1,1}$	<i>(bank)</i> $E_{1,2}$	<i>(rely)</i> $E_{1,3}$		
$M_2$		<i>(bank)</i> $E_{2,2}$		<i>(embankment)</i> $E_{2,...}$	
$M_3$		<i>(bank)</i> $E_{3,2}$	$E_{3,3}$		
...				...	
$M_m$					$E_{m,n}$

# Wordnet

- **Princeton Wordnet** for English developed over 15 years. Released 1992.
- **Eurowordnet**- linked structure of European language wordnets built in 1998 over 3 years.
- **IndoWordnet** completed in 2010; effort of 10 years.

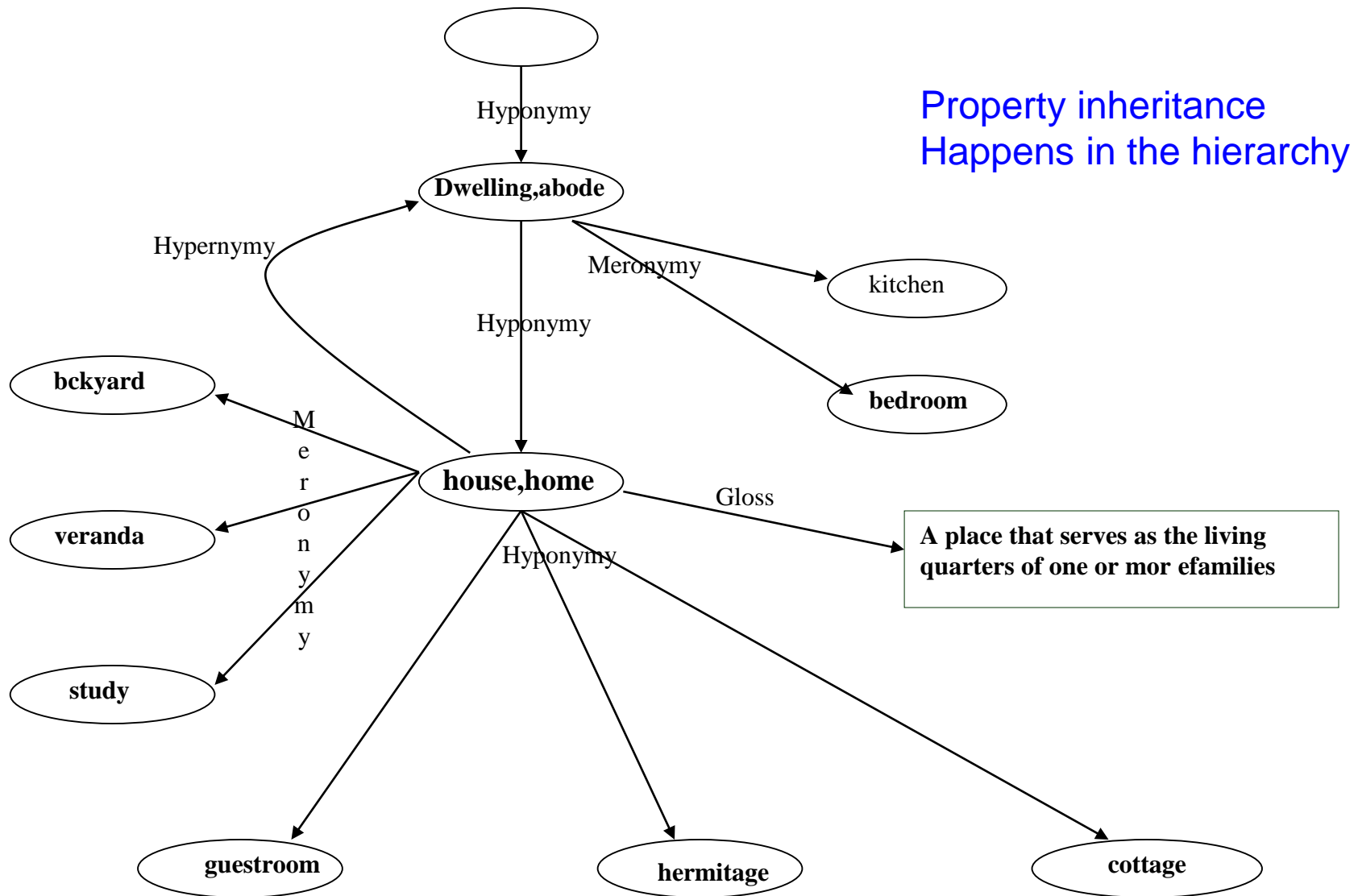
# Basic Principle

- Words in natural languages are polysemous-meaning has many ('poly') meanings ('sems')
- However, when synonymous words are put together, a unique meaning often emerges.
- Use is made of *Relational Semantics*.
- Competing scheme: *Componential Semantics*, where a word is represented by features, e.g.,
  - Features: <Large?, Domesticable?, carnivorous?, furry?>
  - Tiger: <1, 0, 1, 1>, Cat: <0, 1, 1, 1>, Cow: <1, 1, 0, 0>

# Lexical and Semantic relations in wordnet

1. Synonymy
  2. Hypernymy / Hyponymy (*kind-of*)
  3. Antonymy
  4. Meronymy / Holonymy (*part of*)
  5. Gradation
  6. Entailment
  7. Troponymy (*manner of*)
- 1, 3 and 5 are lexical (*word to word*), rest are semantic (*synset to synset*).

# WordNet Sub-Graph



# Entailment: fundamental meaning relation linking verbs

## Entailment

**+Temporal Inclusion**

(1/2)

**-Temporal Inclusion**

**+Troponymy**

**-Troponymy**

**Backward Presupposition**

**Cause**

**(Co-extensiveness)**

**(Proper Inclusion)**

*succeed-try*

*raise-rise*

*limp-walk*

*snore-sleep*

*untie-tie*

*give-have*

*lisp-talk*

*buy-pay*

# Principles behind creation of Synsets

## Three principles:

*Minimality:* (first decide the exact synonyms that are minimally needed to make the meaning unique)

*Coverage:* for that sense include ALL the words in the synset

*Replacability:* at least the first few words should be able to replace one another



# Synset creation: example

## Home

*John's home was decorated with lights on the occasion of Christmas.*

*Having worked for many years abroad, John Returned home.*

## House

*John's house was decorated with lights on the occasion of Christmas.*

*Mercury is situated in the eighth house of John's horoscope.*

# Synsets (continued)

{house} is ambiguous.

{house, home} has the sense of *a social unit living together*;

Is this the minimal unit?

{family, house} will make the unit completely unambiguous.

For coverage:

{family, household, house} ordered according to frequency.

Replacability of the most frequent words is a requirement which is satisfied

# Representation using syntagmatic relations: Co-occurrence Matrix

Corpora: I enjoy cricket. I like music. I like deep learning

	<b>I</b>	<b>enjoy</b>	<b>cricket</b>	<b>like</b>	<b>music</b>	<b>deep</b>	<b>learning</b>
<b>I</b>	-	1	1	2	1	1	1
<b>enjoy</b>	1	-	1	0	0	0	0
<b>cricket</b>	1	1	-	0	0	0	0
<b>like</b>	2	0	0	-	1	1	1
<b>music</b>	1	0	0	1	-	0	0
<b>deep</b>	1	0	0	1	0	-	1
<b>learning</b>	1	0	0	1	0	1	-

# Collocation and Co-occurrence

- Collocation: Two or more words that tend to appear frequently together.
  - Heavy rain
  - Scenic view
- Co-occurrence: A relation between two or more phenomena such that they tend to occur together.
  - Thunder co-occurs with lightning
  - Bread and butter.

# Project Idea

- Detect oxymorons given a piece of text.
- Oxymoron: A figure of speech in which apparently contradictory terms appear in conjunction.
  - *Original copy*
  - *Awfully good*
  - *Silent scream*

# Co-occurrence Matrix

Fundamental to NLP

Also called **Lexical Semantic Association (LSA)**

Very sparse, many 0s in each row

Apply Principal Component Analysis (PCA) or Singular Value Decomposition (SVD)

Do Dimensionality Reduction; merge columns with high internal affinity (e.g., *cricket* and *bat*)

Compression achieves better semantics capture

# GLOVE

Pennigton et al, 2014

# Two main models for learning word vectors

- 1) global matrix factorization methods, such as latent semantic analysis (LSA) (Deerwester et al., 1990) and
- 2) local context window methods, such as the skip-gram model of Mikolov et al. (2013)
- Currently, both families suffer significant drawbacks.



# Drawbacks

- Methods like LSA efficiently leverage **statistical information**, but they do relatively poorly on the word analogy task,
  - indicating a sub-optimal vector space structure.
- Skip-gram may do better on the **analogy task**, but they poorly utilize the statistics of the corpus
  - since they train on separate local context windows instead of on global co-occurrence counts

# Matrix Factorization Methods

- LSA: “term-document” matrix
  - Rows → words or terms, and columns → documents in the corpus.
- Hyperspace Analogue to Language (HAL) (Lund and Burgess, 1996): “term-term” matrix
  - rows and columns → words and
  - entries → the number of times a given word occurs in the context of another given word

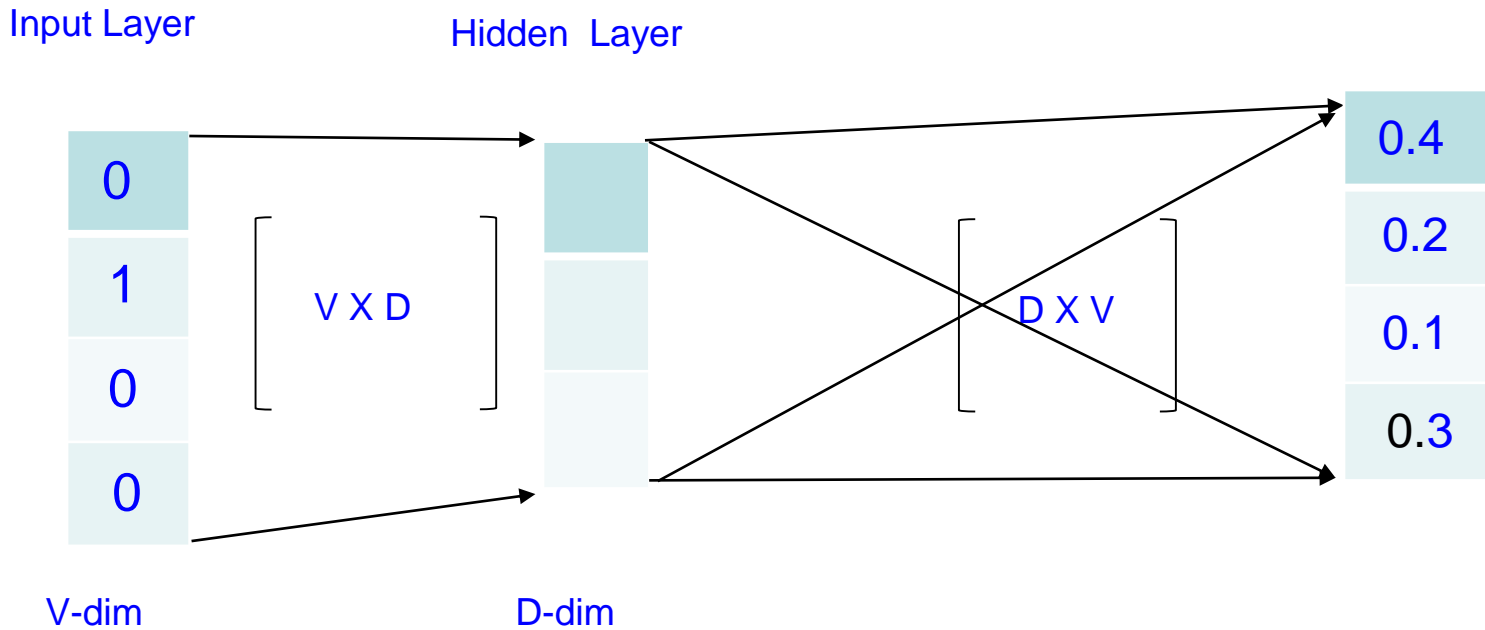
# Matrix Factorization: drawback

- “most frequent words contribute a disproportionate amount to the similarity measure: the number of times two words co-occur with *the* or *and*, for example, will have a large effect on their similarity despite conveying relatively little about their semantic relatedness.”

# Skip Gram & CBOW: drawback

- “shallow window-based methods suffer from the disadvantage that they do not operate directly on the co-occurrence statistics of the corpus. Instead, these models scan context windows across the entire corpus, which fails to take advantage of the vast amount of repetition in the data”

# Architecture for GloVe work?



# Representation using syntagmatic relations: Co-occurrence Matrix

Corpora: I enjoy cricket. I like music. I like deep learning

	<b>I</b>	<b>enjoy</b>	<b>cricket</b>	<b>like</b>	<b>music</b>	<b>deep</b>	<b>learning</b>
<b>I</b>	-	1	1	2	1	1	1
<b>enjoy</b>	1	-	1	0	0	0	0
<b>cricket</b>	1	1	-	0	0	0	0
<b>like</b>	2	0	0	-	1	1	1
<b>music</b>	1	0	0	1	-	0	0
<b>deep</b>	1	0	0	1	0	-	1
<b>learning</b>	1	0	0	1	0	1	-

Solution: uses co-occurences

$$J = \sum_{i,j=1}^V f(X_{ij}) \left( w_i^T \tilde{w}_j + b_i + \tilde{b}_j - \log X_{ij} \right)^2$$

Working out a simple case of  
word2vec



# Example (1/3)

- 4 words: *heavy*, *light*, *rain*, *shower*
  - *Heavy*:  $U_0 <0,0,0,1>$
  - *light*:  $U_1: <0,0,1,0>$
  - *rain*:  $U_2: <0,1,0,0>$
  - *shower*:  $U_3: <1,0,0,0>$
- We want to predict as follows:
  - *Heavy*  $\rightarrow$  *rain*
  - *Light*  $\rightarrow$  *shower*

# Note

- Any bigram is theoretically possible, but actual probability differs
- E.g., heavy-heavy, heavy-light are possible, but unlikely to occur
- Language imposes constraints on what bigrams are possible
- Domain and corpus impose further restriction

## Example (2/3)

- We will call input as  $U$  and output as  $V$ 
  - *Heavy:  $U_0$   $\langle 0,0,0,1 \rangle$ , light:  $U_1$ :  $\langle 0,0,1,0 \rangle$ , rain:  $U_2$ :  $\langle 0,1,0,0 \rangle$ , shower:  $U_3$ :  $\langle 1,0,0,0 \rangle$*
- *Heavy:  $V_0$   $\langle 0,0,0,1 \rangle$ , light:  $V_1$ :  $\langle 0,0,1,0 \rangle$ , rain:  $V_2$ :  $\langle 0,1,0,0 \rangle$ , shower:  $V_3$ :  $\langle 1,0,0,0 \rangle$*

## Example (3/3)

- *heavy*  $\rightarrow$  *rain*

- *heavy*:  $U_0 <0,0,0,1>$

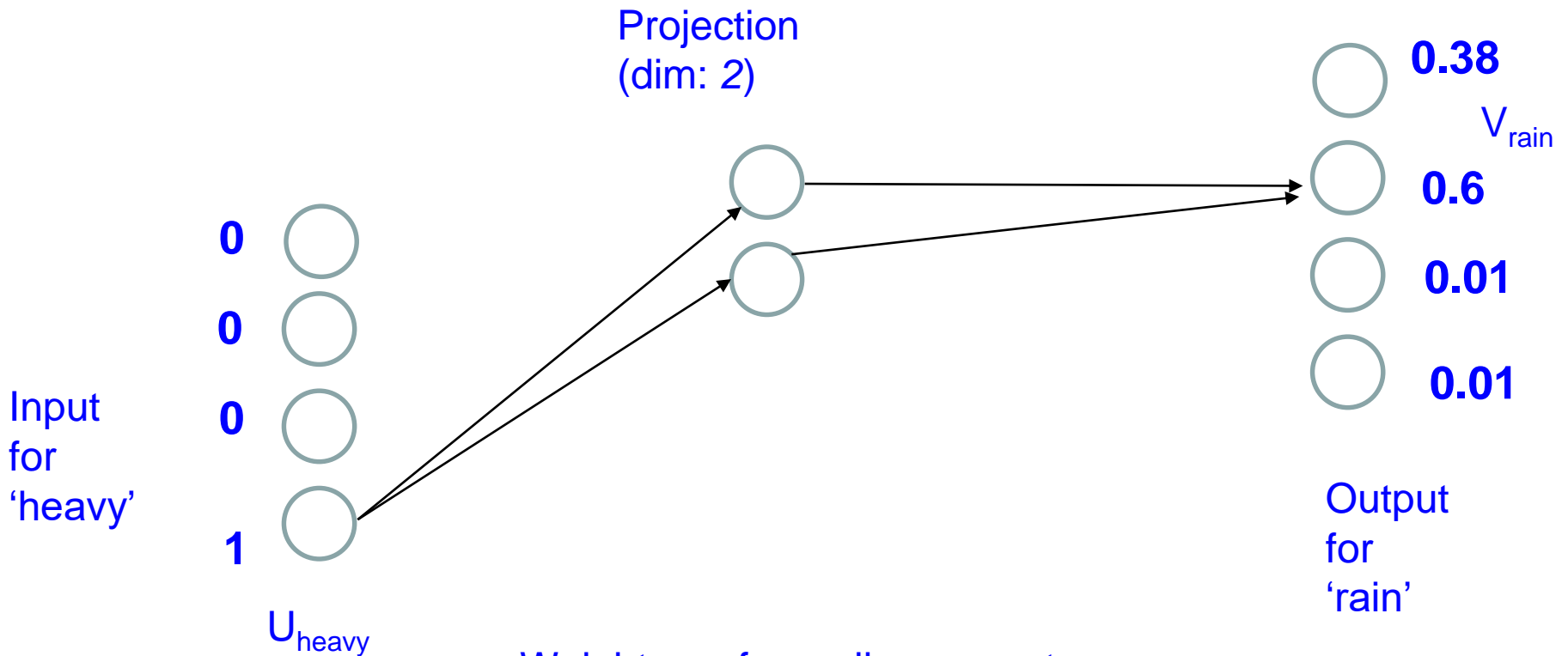
$\rightarrow$

- *rain*:  $V_2: <0,1,0,0>$

- *light*  $\rightarrow$  *shower*

- *light*:  $U_1: <0,0,1,0>$ ,  $\rightarrow$  *shower*:  $V_3: <1,0,0,0>$

# Word2vec n/w



Weights go from all neurons to all neurons in the next layer; shown For only one input and output

# Chain of thinking

- $P(\text{rain}|\text{heavy})$  should be the highest
- So the output from V2 should be the highest because of softmax
- This way of converting an English statement into probability is insightful