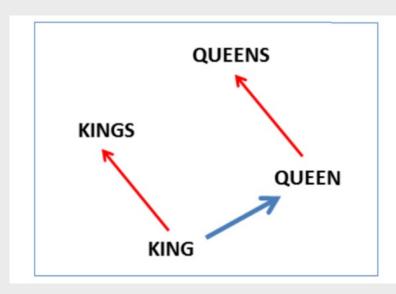


OVERVIEW

- What are Word Embeddings?
- Why do we need Word Embeddings?
- Word Embeddings Methods

CONTEXT

- Word Embeddings: translations of text into alternative representations
- Why? alternative representations are easier to manipulate and quantify
- Example Task: plagiarism checker for text similarity
- Example Solution: cosine distance between two vectorized representations

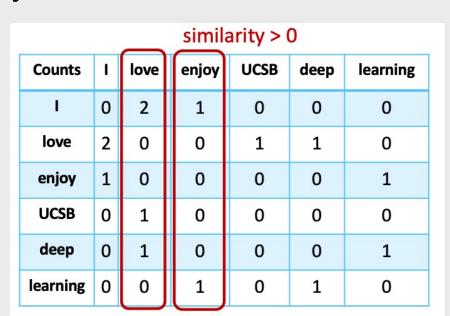


BAG OF WORDS MODEL

- Corpus (C): set of unique words in vocabulary under consideration
- Bag of Words: vector of length C with each element i denoting count of word i
- One Hot Vector: instead of count of word i, use 1 if word in text else 0
- Problems? hard to compare words with similar meanings

WINDOW-BASED MODELS

- Incorporate advantage of surrounding context for similarity comparison
- Co-occurrence Matrix: M[i][j] stores count of word j after word i
- N-gram Model: use window of n-word blocks
- Problems? High-dimensional and sparse
- Expensive Solution: singular value decomposition



WORD2VEC (SKIPGRAM)

- Learning Task: predict surrounding context words given a target word
- Objective Function: maximize P(context word | target word)
- Model optimized using standard stochastic gradient descent
- Benefits: efficient and dynamic with new texts; distance related to similarity
- Continuous Bag of Words Variation: predict target word given context words

GLOVE

- Unlike Word2Vec which uses local context, GloVe uses global word context
- Training Objective: log-bilinear model with weighted least-squares based on the co-occurrence matrix
- Has explicitly defined locally linear contexts (i.e., word analogies)

PRACTICE I

Why are word embeddings useful?

 What is the primary difference between the Word2Vec and GloVe models?

 What is one significant problem of the Bag of Words model that both Word2Vec and GloVe is able to solve?

PRACTICE II

- Compute the co-occurrence matrix (using the right neighbor) of the following sentences:
 - "Loose lips sink ships"
 - "I am jumping ship"
 - "This is a sinking ship"

 Use cosine distance to compute the similarity between "jumping" and "sinking"

SOURCES

- Many slides are adapted from Professor William Wang (UCSB)
- nlp.stanford.edu/projects/glove/
- code.google.com/archive/p/word2vec/