# CS 6120/CS4120: Natural Language Processing 

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## Outline

- Vector Semantics
- Sparse representation
- Pointwise Mutual Information (PMI)
- Dense representation
- Singular Value Decomposition (SVD)
- Neural Language Model (Word2Vec)
- Brown cluster


## Information Retrieval System



## The Vector-Space Model

- Assume $t$ distinct terms remain after preprocessing; call them index terms or the vocabulary.
- These "orthogonal" terms form a vector space.

Dimension $=t=\mid$ vocabulary $\mid$

- Each term, $i$, in a document or query, $j$, is given a real-valued weight, $w_{i j}$.
- Both documents and queries are expressed as $t$-dimensional vectors:

$$
d_{j}=\left(w_{l j}, w_{2 j} \ldots, w_{t j}\right)
$$

## Graphic Representation



## Term Weights: Term Frequency

- More frequent terms in a document are more important, i.e. more indicative of the topic.

$$
f_{i j}=\text { frequency of term } i \text { in document } j
$$

- May want to normalize term frequency ( $t f$ ) by dividing by the frequency of the most common term in the document:

$$
t f_{i j}=f_{i j} / \max _{i}\left\{f_{i j}\right\}
$$

## Term Weights: Inverse Document Frequency

- Terms that appear in many different documents are less indicative of overall topic.
$d f_{i}=$ document frequency of term $i$
$=$ number of documents containing term $i$
$i d f_{i}=$ inverse document frequency of term $i$,
$=\log _{2}\left(N / d f_{i}\right)$
( $N$ : total number of documents)
- An indication of a term's discrimination power.
- Log used to dampen the effect relative to $t f$.


## TF-IDF Weighting

- A typical combined term importance indicator is tf-idf weighting:

$$
w_{i j}=t f_{i j} i d f_{i}=t f_{i j} \log _{2}\left(N / d f_{i}\right)
$$

- A term occurring frequently in the document but rarely in the rest of the collection is given high weight.
- Many other ways of determining term weights have been proposed.
- Experimentally, $t f$-idf has been found to work well.


## Similarity Measure

- A similarity measure is a function that computes the degree of similarity between two vectors.
- Using a similarity measure between the query and each document:
- It is possible to rank the retrieved documents in the order of presumed relevance.
- It is possible to enforce a certain threshold so that the size of the retrieved set can be controlled.


## Cosine Similarity Measure

- Cosine similarity measures the cosine of the angle between two vectors.
- Inner product normalized by the vector lengths.
$\operatorname{CosSim}\left(\boldsymbol{d}_{j} \boldsymbol{q}\right)=\frac{\vec{d}_{j} \cdot \vec{q}}{\left|\vec{d} \vec{d}_{j}\right| \cdot|\vec{q}|}=\frac{\sum_{i=1}^{t}\left(w_{i j} \cdot w_{i q}\right)}{\sqrt{\sum_{i=1}^{ \pm} w_{i j}{ }^{2} \cdot \sum_{i=1}^{+} w_{i q}{ }^{2}}}$

$D_{1}=2 T_{1}+3 T_{2}+5 T_{3} \quad \operatorname{CosSim}\left(D_{1}, Q\right)=10 / \sqrt{(4+9+25)(0+0+4)}=0.81$
$D_{2}=3 T_{1}+7 T_{2}+1 T_{3} \quad \operatorname{CosSim}\left(D_{2}, Q\right)=2 / \sqrt{(9+49+1)(0+0+4)}=0.13$
$Q=0 T_{1}+0 T_{2}+2 T_{3}$
$D_{1}$ is 6 times better than $D_{2}$ using cosine similarity but only 5 times better using inner product.


# Why vector models of meaning? <br> computing the similarity between words 

"fast" is similar to "rapid"
"tall" is similar to "height"

Question answering:
Q: "How tall is Mt. Everest?"
Candidate A: "The official height of Mount Everest is 29029 feet"

## Beyond Dead Parrots

- Automatically constricted clusters of semantically similar words (Charniak, 1997):

| Friday Monday Thursday Wednesday Tuesday Saturday Sunday |
| :--- |
| People guys folks fellows CEOs commies blocks |
| water gas cola liquid acid carbon steam shale |
| that the theat |
| head body hands eyes voice arm seat eye hair mouth |

## Smoothing for statistical language models

- Two alternative guesses of speech recognizer:

For breakfast, she ate durian.
For breakfast, she ate Dorian.

- Our corpus contains neither "ate durian" nor "ate Dorian"
- But, our corpus contains "ate orange", "ate banana"


## Word similarity for historical linguistics: semantic change over time

Kulkarni, Al-Rfou, Perozzi, Skiena 2015


# Distributional models of meaning = vector-space models of meaning = vector semantics 

Intuitions: Zellig Harris (1954):

- "oculist and eye-doctor ... occur in almost the same environments"
- "If A and B have almost identical environments we say that they are synonyms."

Firth (1957):

- "You shall know a word by the company it keeps!"


## Intuition of distributional word similarity

- Example:

```
    A bottle of tesgüino is on the table
    Everybody likes tesgüino
    Tesgüino makes you drunk
    We make tesgüino out of corn.
```

- From context words humans can guess tesgüino means
- an alcoholic beverage like beer
- Intuition for algorithm:
- Two words are similar if they have similar word contexts.

Four kinds of vector models

Sparse vector representations

1. Mutual-information weighted word co-occurrence matrices
Dense vector representations:
2. Singular value decomposition (and Latent Semantic Analysis)
3. Neural-network-inspired models (skip-grams, CBOW)
4. Brown clusters

## Shared intuition

- Model the meaning of a word by "embedding" in a vector space.
- The meaning of a word is a vector of numbers
- Vector models are also called "embeddings".



## Sample Lexical Vector Space



## Term-document matrix

- Each cell: count of term $t$ in a document $d$ : $\mathrm{tf}_{t, d}$ :
- Each document is a count vector in $\mathbb{N}^{v}$ : a column below

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :--- | ---: | ---: | ---: | ---: |
| battle | 1 | 1 | 8 | 15 |
| soldier | 2 | 2 | 12 | 36 |
| fool | 37 | 58 | 1 | 5 |
| clown | 6 | 117 | 0 | 0 |

## Reminder: Term-document matrix

- Two documents are similar if their vectors are similar

As You Like It Twelfth Night Julius Caesar Henry V

| battle | 1 |
| :--- | ---: |
| soldier | 2 |
| fool | 37 |
| clown | 6 |

1
2
58
117

| 8 |  |
| ---: | ---: |
| 12 |  |
| 1 |  |
| 0 | 15 |
| 36 |  |

The words in a term-document matrix

- Each word is a count vector in $\mathbb{N}$ D: a row below

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :--- | ---: | ---: | ---: | ---: |
| battle | 1 | 1 | 8 | 15 |
| soldier | 2 | 2 | 12 | 36 |
| fool | 37 | 58 | 1 | 5 |
| clown | 6 | 117 | 0 | 0 |

The words in a term-document matrix

- Two words are similar if their vectors are similar

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :--- | ---: | ---: | ---: | ---: |
| battle | 1 | 1 | 8 | 15 |
| soldier | 2 | 2 | 12 | 36 |
| fool | 37 | 58 | 1 | 5 |
| clown | 6 | 117 | 0 | 0 |

# Term-context matrix for word similarity <br> - Two words are similar in meaning if their context vectors are similar 



The word-word or word-context matrix

- Instead of entire documents, use smaller contexts
- Paragraph
- Window of $\pm 4$ words
- A word is now defined by a vector over counts of context words
- Instead of each vector being of length D
- Each vector is now of length |V|
- The word-word matrix is $|\mathrm{V}| \mathrm{x}|\mathrm{V}|$


## Word-Word matrix <br> Sample contexts $\pm 7$ words

sugar, a sliced lemon, a tablespoonful of apricot their enjoyment. Cautiously she sampled her first well suited to programming on the digital for the purpose of gathering data and
pineapple computer. information
preserve or jam, a pinch each of, and another fruit whose taste she likened In finding the optimal R-stage policy from necessary for the study authorized in the

## Sample Word-Word matrix

|  | aardvark | computer | data | pinch | result | sugar | $\ldots$ |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| apricot | 0 | 0 | 0 | 1 | 0 | 1 |  |
| pineapple | 0 | 0 | 0 | 1 | 0 | 1 |  |
| digital | 0 | 2 | 1 | 0 | 1 | 0 |  |
| information | 0 | 1 | 6 | 0 | 4 | 0 |  |

## Word-word matrix

- We showed only $4 x 6$, but the real matrix is $50,000 \times 50,000$
- So it's very sparse
- Most values are 0.
- That's OK, since there are lots of efficient algorithms for sparse matrices.


## Word-word matrix

- We showed only $4 \times 6$, but the real matrix is $50,000 \times 50,000$
- So it's very sparse
- Most values are 0.
- That's OK, since there are lots of efficient algorithms for sparse matrices.
- The size of windows depends on your goals
- The shorter the windows, the more syntactic the representation
$\pm 1-3$ very syntacticy
You may see playing is similar to cooking or singing, played is similar to cooked or sang
- The longer the windows, the more semantic the representation
$\pm 4$-10 more semanticy


## Positive Pointwise Mutual Information (PPMI)

## Problem with raw counts

- Raw word frequency is not a great measure of association between words
- It's very skewed
- "the" and "of" are very frequent, but maybe not the most discriminative
- We'd rather have a measure that asks whether a context word is particularly informative about the target word.
- Positive Pointwise Mutual Information (PPMI)


## Problem with raw counts

- Raw word frequency is not a great measure of association between words
- It's very skewed
- "the" and "of" are very frequent, but maybe not the most discriminative


## Pointwise Mutual Information

Pointwise mutual information:
Do events x and y co-occur more than if they were independent?

$$
\operatorname{PMI}(X, Y)=\log _{2} \frac{P(x, y)}{P(x) P(y)}
$$

## Pointwise Mutual Information

## Pointwise mutual information:

Do events x and y co-occur more than if they were independent?

$$
\operatorname{PMI}(X, Y)=\log _{2} \frac{P(x, y)}{P(x) P(y)}
$$

PMI between two words: (Church \& Hanks 1989)
Do words x and y co-occur more than if they were independent?

$$
\operatorname{PMI}\left(\text { word }_{1}, \text { word }_{2}\right)=\log _{2} \frac{P\left(\text { word }_{1}, \text { word }_{2}\right)}{P\left(\text { word }_{1}\right) P\left(\text { word }_{2}\right)}
$$

## Positive Pointwise Mutual Information

- PMI ranges from $-\infty$ to $+\infty$
- But the negative values are problematic
- Things are co-occurring less than we expect by chance
- Unreliable without enormous corpora
- Imagine w1 and w2 whose probability is each $10^{-6}$
- Hard to be sure $\mathrm{p}(\mathrm{w} 1, \mathrm{w} 2)$ is significantly different than $10^{-12}$
- Plus it's not clear people are good at "unrelatedness"
- So we just replace negative PMI values by 0
- Positive PMI (PPMI) between word1 and word2:

$$
\operatorname{PPMI}\left(\text { word }_{1}, \text { word }_{2}\right)=\max \left(\log _{2} \frac{P\left(\text { word }_{1}, \text { word }_{2}\right)}{P\left(\text { word }_{1}\right) P\left(\text { word }_{2}\right)}, 0\right)
$$

## Computing PPMI on a term-context matrix

- Matrix F with W rows (words) and C columns (contexts, e.g. in the form of words)
- $f_{i j}$ is number of times $w_{i}$ occurs in context $c_{j}$
apricot
pineapple
digital
information

| ardvark | computer | data | pinch | result | sugar |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 2 | 1 | 0 | 1 | 0 |
| 0 | 1 | 6 | 0 | 4 | 0 |

$$
p m i_{i j}=\log _{2} \frac{p_{i j}}{p_{i^{*}} p_{*_{j}}} \quad \text { ppmi } i_{i j}=\left\{\begin{array}{cc}
p m i_{i j} & \text { if } p m i_{i j}>0 \\
0 & \text { otherwise }
\end{array}\right.
$$

## Count(w,context)

$$
p_{i j}=\frac{f_{i j}}{\sum_{i=1}^{W} \sum_{j=1}^{C} f_{i j}} \begin{aligned}
& \text { apricot } \\
& \begin{array}{l}
\text { pineapple } \\
\text { digital } \\
\text { information }
\end{array}
\end{aligned}
$$

| computer | data | pinch | result | sugar |
| ---: | ---: | ---: | ---: | ---: |
| 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 1 | 0 | 1 |
| 2 | 1 | 0 | 1 | 0 |
| 1 | 6 | 0 | 4 | 0 |

$$
p(w=\text { information }, c=\text { data })=6 / 19=.32
$$

$$
p(w=\text { information })=11 / 19=.58
$$

$$
p\left(w_{i}\right)=\frac{\sum_{j=1}^{C} f_{i j}}{N} \quad p\left(c_{j}\right)=\frac{\sum_{i=1}^{W} f_{i j}}{N}
$$

$$
\mathrm{p}(\mathrm{c}=\mathrm{data})=7 / 19=.37
$$

$$
p(w, \text { context })
$$

|  | computer | data | pinch | result | sugar |  |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
| apricot | 0.00 | 0.00 | 0.05 | 0.00 | 0.05 | 0.11 |
| pineapple | 0.00 | 0.00 | 0.05 | 0.00 | 0.05 | 0.11 |
| digital | 0.11 | 0.05 | 0.00 | 0.05 | 0.00 | 0.21 |
| information | 0.05 | 0.32 | 0.00 | 0.21 | 0.00 | 0.58 |
|  |  |  |  |  |  |  |
| p(context) | 0.16 | 0.37 | 0.11 | 0.26 | 0.11 |  |


| $p m i_{i j}=\log _{2} \frac{p_{i j}}{p_{i j} p^{\prime}}$ |  | p(w,context) |  |  |  |  | $p(w)$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | computer | data | pinch | result | sugar |  |
|  | apricot | 0.00 | 0.00 | 0.05 | 0.00 | 0.05 | 0.11 |
|  | pineapple | 0.00 | 0.00 | 0.05 | 0.00 | 0.05 | 0.11 |
|  | digital | 0.11 | 0.05 | 0.00 | 0.05 | 0.00 | 0.21 |
|  | information | 0.05 | 0.32 | 0.00 | 0.21 | 0.00 | 0.58 |
|  | p(context) | 0.16 | 0.37 | 0.11 | 0.26 | 0.11 |  |

- pmi(information,data) $=\log _{2}\left(.32 /\left(.37^{*} .58\right)\right)=.57$

PPMI(w,context)

|  | computer | data | pinch | result | sugar |
| :--- | ---: | ---: | ---: | ---: | ---: |
| apricot | - | - | 2.25 | - | 2.25 |
| pineapple | - | - | 2.25 | - | 2.25 |
| digital | 1.66 | 0.00 | - | 0.00 | - |
| information | 0.00 | 0.57 | - | 0.47 | - |

Weighting PMI
-PMI is biased toward infrequent events

- Very rare words have very high PMI values
-Two solutions:
- Give rare words slightly higher probabilities
- Use add-one smoothing (which has a similar effect)

Weighting PMI: Giving rare context words slightly higher probability

- Raise the context probabilities to $\alpha=0.75$ :

$$
\begin{gathered}
\operatorname{PPMI}_{\alpha}(w, c)=\max \left(\log _{2} \frac{P(w, c)}{P(w) P_{\alpha}(c)}, 0\right) \\
P_{\alpha}(c)=\frac{\operatorname{count}(c)^{\alpha}}{\sum_{c} \operatorname{count}(c)^{\alpha}}
\end{gathered}
$$

- This helps because $P_{\alpha}(c)>P(c)$ for rare $c$
- Consider two events, $\mathrm{P}(\mathrm{a})=.99$ and $\mathrm{P}(\mathrm{b})=.01$ (here we use probability to show the effect)
$\bullet P_{\alpha}(a)=\frac{.99^{.75}}{.99^{.75}+.01^{.75}}=.97 P_{\alpha}(b)=\frac{.01^{.75}}{.99^{75}+.01^{.75}}=.03$


## Add-n smoothing

## Add-2 Smoothed Count

|  | computer | data | pinch | result | sugar |
| :--- | ---: | ---: | ---: | ---: | ---: |
| apricot | 2 | 2 | 3 | 2 | 3 |
| pineapple | 2 | 2 | 3 | 2 | 3 |
| digital | 4 | 3 | 2 | 3 | 2 |
| information | 3 | 8 | 2 | 6 | 2 |


|  | $\mathbf{p ( w , c o n t e x t )}$ [add-2] |  |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
|  | computer | data | pinch | result | sugar |  |
| apricot | 0.03 | 0.03 | 0.05 | 0.03 | 0.05 | 0.20 |
| pineapple | 0.03 | 0.03 | 0.05 | 0.03 | 0.05 | 0.20 |
| digital | 0.07 | 0.05 | 0.03 | 0.05 | 0.03 | 0.24 |
| information | 0.05 | 0.14 | 0.03 | 0.10 | 0.03 | 0.36 |
| p(context) | 0.19 | 0.25 | 0.17 | 0.22 | 0.17 |  |

## PPMI versus add-2 smoothed PPMI

|  | PPMI(w,context) |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | computer | data | pinch | result | sugar |
| apricot |  |  | 2.25 |  | 2.25 |
| pineapple | - | - | 2.25 | - | 2.25 |
| digital | 1.66 | 0.00 |  | 0.00 |  |
| information | 0.00 | 0.57 |  | 0.47 |  |
|  | PPMI(w,context) [add-2] |  |  |  |  |
|  | computer | data | pinch | result | sugar |
| apricot | 0.00 | 0.00 | 0.56 | 0.00 | 0.56 |
| pineapple | 0.00 | 0.00 | 0.56 | 0.00 | 0.56 |
| digital | 0.62 | 0.00 | 0.00 | 0.00 | 0.00 |
| information | 0.00 | 0.58 | 0.00 | 0.37 | 0.00 |

## Measuring similarity

- Given 2 target words $v$ and $w$
- We'll need a way to measure their similarity.
- Most measure of vectors similarity are based on the:
- Dot product or inner product from linear algebra (raw counts)

$$
\operatorname{dot}-\operatorname{product}(\vec{v}, \vec{w})=\vec{v} \cdot \vec{w}=\sum_{i=1}^{N} v_{i} w_{i}=v_{1} w_{1}+v_{2} w_{2}+\ldots+v_{N} w_{N}
$$

- High when two vectors have large values in same dimensions.
- Low (in fact 0 ) for orthogonal vectors with zeros in complementary distribution


## Problem with dot product

$$
\operatorname{dot-product}(\vec{v}, \vec{w})=\vec{v} \cdot \vec{w}=\sum_{i=1}^{N} v_{i} w_{i}=v_{1} w_{1}+v_{2} w_{2}+\ldots+v_{N} w_{N}
$$

- Dot product is longer if the vector is longer. Vector length:

$$
|\vec{v}|=\sqrt{\sum_{i=1}^{N} v_{i}^{2}}
$$

- Vectors are longer if they have higher values in each dimension
- That means more frequent words will have higher dot products
- That's bad: we don't want a similarity metric to be sensitive to word frequency


## Solution: cosine

- Just divide the dot product by the length of the two vectors!

$$
\frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|}
$$

- This turns out to be the cosine of the angle between them!

$$
\begin{aligned}
\vec{a} \cdot \vec{b} & =|\vec{a}||\vec{b}| \cos \theta \\
\frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|} & =\cos \theta
\end{aligned}
$$

## Cosine for computing similarity

$$
\operatorname{Dot~product~} \cos (\vec{v}, \vec{w})=\frac{\vec{v} \bullet \vec{w}}{|\vec{v}||\vec{w}|}=\frac{\vec{v}}{|\vec{v}|} \bullet \frac{\vec{w}}{|\vec{w}|}=\frac{\sum_{i=1}^{N} v_{i} w_{i}}{\sqrt{\sum_{i=1}^{N} v_{i}^{2}} \sqrt{\sum_{i=1}^{N} w_{i}^{2}}}
$$

$v_{i}$ is the PPMI value for word $v$ in context $i$
$w_{i}$ is the PPMI value for word $w$ in context $i$.
$\operatorname{Cos}(\vec{v}, \vec{w})$ is the cosine similarity of $\vec{v}$ and $\vec{w}$

## Cosine as a similarity metric

- -1: vectors point in opposite directions
- +1: vectors point in same directions
- 0: vectors are orthogonal

- Raw frequency or PPMI are non-negative, so cosine range 0-1

$$
\begin{aligned}
& \cos (\vec{v}, \vec{w})=\frac{\vec{v} \bullet \vec{w}}{|\vec{v}||\vec{w}|}=\frac{\vec{v}}{|\vec{v}|} \bullet \frac{\vec{w}}{|\vec{w}|}=\frac{\sum_{i=1}^{N} v_{i} w_{i}}{\sqrt{\sum_{i=1}^{N} v_{i}^{2}} \sqrt{\sum_{i=1}^{N} w_{i}^{2}}} \\
& \begin{array}{l}
\text { Which pair of words is more similar? } \frac{2+0+0}{\text { cosine(apricot, information) }=\sqrt{2+0+0} \sqrt{1+36+1}}=\frac{2}{\sqrt{2} \sqrt{38}}=.23
\end{array} \\
& \text { cosine(digital, information) }=\quad \frac{0+6+2}{\sqrt{0+1+4} \sqrt{1+36+1}}=\frac{8}{\sqrt{38} \sqrt{5}}=.58 \\
& \text { cosine(apricot,digital) }=\frac{0+0+0}{\sqrt{1+0+0} \sqrt{0+1+4}} \quad=0
\end{aligned}
$$

## Visualizing vectors and angles



## Clustering vectors to visualize similarity in cooccurrence matrices



## Other possible similarity measures

$$
\begin{aligned}
& \operatorname{sim}_{\operatorname{cosine}}(\vec{v}, \vec{w})=\frac{\vec{i} \cdot \vec{w}}{|\overrightarrow{|r|}|}=\frac{\sum_{i=1}^{N} v_{i} \times w_{i}}{\sqrt{\sum_{i=1}^{N} v_{i}^{2}} \sqrt{\sum_{i=1}^{N} w_{i}^{2}}} \\
& \operatorname{sim}_{\operatorname{Jaccard}}(\vec{v}, \vec{w})=\frac{\sum_{i=1}^{N} \min \left(v_{i}, w_{i}\right)}{\sum_{i=1}^{N} \max \left(v_{i}, v_{i}\right)} \\
& \operatorname{sim}_{\operatorname{Dice}}(\vec{v}, \vec{w})=\frac{\sum_{2 \times \sum_{i=1}^{N} \min \left(v_{i}, w_{i}\right)}}{\sum_{i=1}^{N}\left(v_{i}+w_{i}\right)}
\end{aligned}
$$

## Using syntax to define a word's context

- Zellig Harris (1968)
"The meaning of entities, and the meaning of grammatical relations among them, is related to the restriction of combinations of these entities relative to other entities"
- Two words are similar if they have similar syntactic contexts

Duty and responsibility have similar syntactic distribution:

| Modified by <br> adjectives | additional, administrative, assumed, collective, <br> congressional, constitutional ... |
| :--- | :--- |
| Objects of verbs | assert, assign, assume, attend to, avoid, become, <br> breach.. |

## Co-occurrence vectors based on syntactic dependencies

Dekang Lin, 1998 "Automatic Retrieval and Clustering of Similar Words"

- Each dimension: a context word in one of R grammatical relations
- Subject-of- "absorb"
- Instead of a vector of /V| features, a vector of $R / V /$
- Example: counts for the word cell :

|  | 0 0.0 0 0 0 0 0 0 0 |  |  | ... | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & =0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ | $\begin{aligned} & 0 \\ & .0 \\ & .0 \\ & .0 \\ & 0.0 \\ & 0 . \end{aligned}$ | ... |  |  | 0 0 0 0 0 0 0 0 0 0 0 0 0 | ... |  | $\begin{aligned} & \overline{\mathrm{N}} \\ & \text { N } \\ & \text { in } \\ & \frac{1}{0} \end{aligned}$ | $\begin{aligned} & \text { E } \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0.0 \\ & 0.0 \end{aligned}$ |  | ... |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| cell | 1 | 1 | 1 |  | 16 | 30 |  | 3 | 8 | 1 |  | 6 | 11 | 3 | 2 |  | 3 | 2 | 2 |



## Syntactic dependencies for dimensions

- Alternative (Padó and Lapata 2007):
- Instead of having a $|\mathrm{V}| \times \mathrm{R}|\mathrm{V}|$ matrix
- Have a $|\mathrm{V}| \mathrm{x}|\mathrm{V}|$ matrix
- But the co-occurrence counts aren't just counts of words in a window
- But counts of words that occur in one of R dependencies (subject, object, etc).
- So M("cell","absorb") = count(subj(cell,absorb)) + count(obj(cell,absorb)) + count(pobj(cell,absorb)), etc.


## PMI applied to dependency relations

Hindle, Don. 1990. Noun Classification from Predicate-Argument Structure. ACL

| Object of "drink" | Count | PMI |
| :--- | :--- | :--- |
| tea | 2 | 11.8 |
| liquid | 2 | 10.5 |
| wine | 2 | 9.3 |
| anything | 3 | 5.2 |
| it | 3 | 1.3 |

-"Drink it" more common than "drink wine"

- But "wine" is a better "drinkable" thing than "it"


## Alternative to PPMI for measuring association

- Recall that we studied tf-idf...
- The combination of two factors
- Term frequency (Luhn 1957): frequency of the word (can be logged)
- Inverse document frequency (IDF) (Spark Jones 1972)
- $N$ is the total number of documents
- $\mathrm{df}_{\boldsymbol{j}}=$ "document frequency of word $i$ "
- = number of documents with word $I$
- $w_{i j}$ : for word i in document $j$


$$
w_{i j}=t f_{i j} \cdot i d f_{i}
$$

## tf-idf not generally used for word-word similarity

- But is by far the most common weighting when we are considering the relationship of words to documents


## Evaluating similarity (Revisit)

- Extrinsic (task-based, end-to-end) Evaluation:
- Question Answering
- Spell Checking
- Essay grading
- Intrinsic Evaluation:
- Correlation between algorithm and human word similarity ratings
- Wordsim353: 353 noun pairs rated 0-10. sim(plane,car)=5.77
- Taking TOEFL multiple-choice vocabulary tests
- Levied is closest in meaning to:
imposed, believed, requested, correlated


## Summary

- Distributional (vector) models of meaning
- Sparse (PPMI-weighted word-word co-occurrence matrices)
- Dense:
- Word-word SVD (50-2000 dimensions)
- Skip-grams and CBOW (100-1000 dimensions)

