Administration

Final exam room announcement

Project forthcoming

Midterm returned hopefully next week

Homework 2

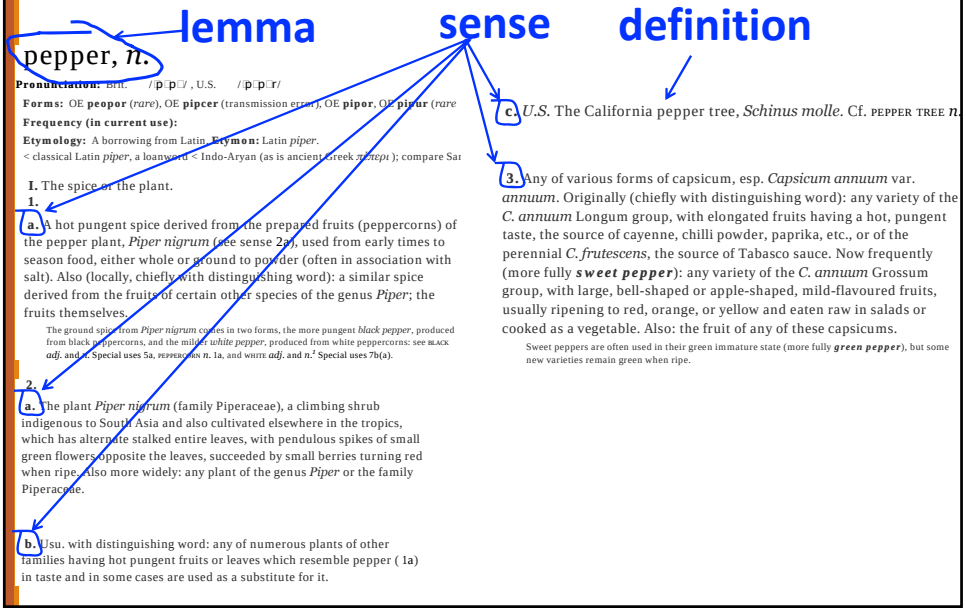
- Minimum Value 32.00
- Maximum Value 100.00
- Average 82.60
- Median 91.50

Vector Semantics (Chapter 6)

What do words mean?

First thought: look in a dictionary

Words, Lemmas, Senses, Definitions



Lemma pepper

Sense 1: spice from pepper plant

Sense 2: the pepper plant itself

Sense 3: another similar plant (Jamaican pepper)

Sense 4: another plant with peppercorns (California pepper)

Sense 5: *capsicum* (i.e. chili, paprika, bell pepper, etc)

A sense or “concept” is the meaning component of a word

There are relations between senses

Relation: Synonymity

Synonyms have the same meaning in some or all contexts.

- filbert / hazelnut
- couch / sofa
- big / large
- automobile / car
- vomit / throw up
- Water / H_20

Relation: Synonymity

Note that there are probably no examples of perfect synonymy.

- Even if many aspects of meaning are identical
- Still may not preserve the acceptability based on notions of politeness, slang, register, genre, etc.

The Linguistic Principle of Contrast:

- Difference in form -> difference in meaning

Relation: Synonymity?

Water/H_20

Big/large

Brave/courageous

Relation: Antonymy

Senses that are opposites with respect to one feature of meaning

Otherwise, they are very similar!

`dark/light` `short/long` `fast/slow` `rise/fall`
`hot/cold` `up/down` `in/out`

More formally: antonyms can
- define a binary opposition
  or be at opposite ends of a scale
  - `long/short, fast/slow`
- Be *reversives*:
  - `rise/fall, up/down`

Relation: Similarity

Words with similar meanings. Not synonyms, but sharing some element of meaning

`car, bicycle`

`cow, horse`

Ask humans how similar 2 words are

word1	word2	similarity
vanish	disappear	9.8
behave	obey	7.3
belief	impression	5.95
muscle	bone	3.65
modest	flexible	0.98
hole	agreement	0.3

SimLex-999 dataset (Hill et al., 2015)

Relation: Word relatedness

Also called "word association"

Words be related in any way, perhaps via a semantic frame or field

- `car, bicycle:` **similar**
- `car, gasoline:` **related**, not similar

Semantic field

Words that
- cover a particular semantic domain
- bear structured relations with each other.

hospitals
surgeon, *scalpel*, *nurse*, *anaesthetic*, *hospital*
restaurants
waiter, *menu*, *plate*, *food*, *menu*, *chef*
houses
door, *roof*, *kitchen*, *family*, *bed*

Relation: Superordinate/ subordinate

One sense is a **subordinate** of another if the first sense is more specific, denoting a subclass of the other
- *car* is a subordinate of *vehicle*
- *mango* is a subordinate of *fruit*

Conversely **superordinate**
- *vehicle* is a superordinate of *car*
- *fruit* is a subodinate of *mango*

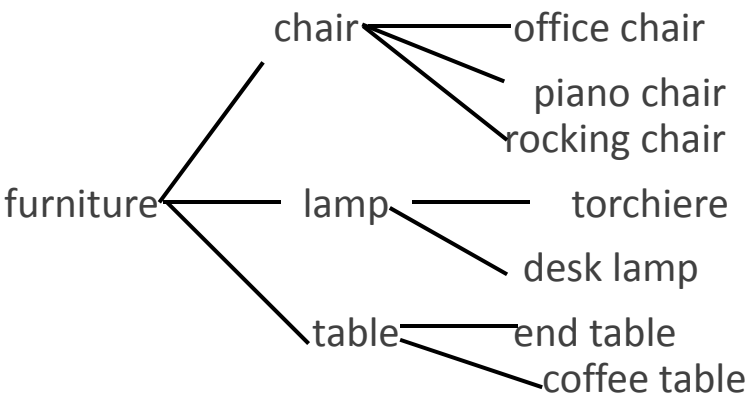
Superordinate	vehicle	fruit	furniture
Subordinate	car	mango	chair

These levels are not symmetric

One level of category is distinguished from the others

The "basic level"

Name these items



Cluster of Interactional Properties

Basic level things are "human-sized"

Consider chairs

- We know how to interact with a chair (sitting)
- Not so clear for superordinate categories like furniture
  - "Imagine a furniture without thinking of a bed/table/chair/specific basic-level category"

The basic level

Is the level of distinctive actions

Is the level which is learned earliest and at which things are first named

It is the level at which names are shortest and used most frequently

Connotation

Words have **affective** meanings

positive connotations (*happy*)

negative connotations (*sad*)

positive evaluation (*great*, *love*)

negative evaluation (*terrible*, *hate*).

Concepts or word senses so far

Have a complex many-to-many association with **words**

- Homonymy
  - Lexemes share a form (phonological, orthographic) but have unrelated meanings
  - Bank (financial institution) versus bank (riverside)
- Polysemy (multiple senses)
  - A single lexeme with multiple related meanings (bank the building, bank the financial institution)
    - The bank is constructed from red brick
    - I withdrew the money from the bank

Have relations with each other

- Synonymy
- Antonymy
- Similarity
- Relatedness
- Superordinate/subordinate
- Connotation

But how to define a concept?

Classical ("Aristotelian") Theory of Concepts

The meaning of a word:

a concept defined by **necessary** and **sufficient** conditions

A **necessary** condition for being an X is a condition C that X must satisfy in order for it to be an X.

- If not C, then not X
- "Having four sides" is necessary to be a square.

A **sufficient** condition for being an X is condition such that if something satisfies condition C, then it must be an X.

- If and only if C, then X
- The following necessary conditions, jointly, are sufficient to be a square
  - x has (exactly) four sides
  - each of x's sides is straight
  - x is a closed figure
  - x lies in a plane
  - each of x's sides is equal in length to each of the others
  - each of x's interior angles is equal to the others (right angles)
  - the sides of x are joined at their ends

Example from Norman Swartz, SFU

Problem 1: The features are complex and may be context-dependent

William Labov. 1975

Cup or bowl?

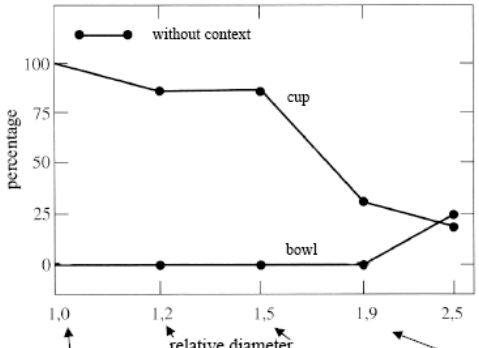
Problem 1: The features are complex and may be context-dependent

William Labov. 1975

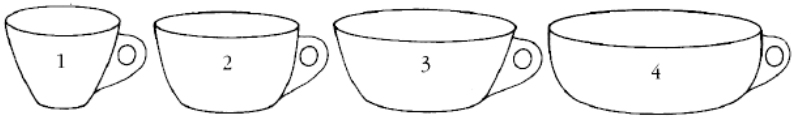
What are these?

Cup or bowl?

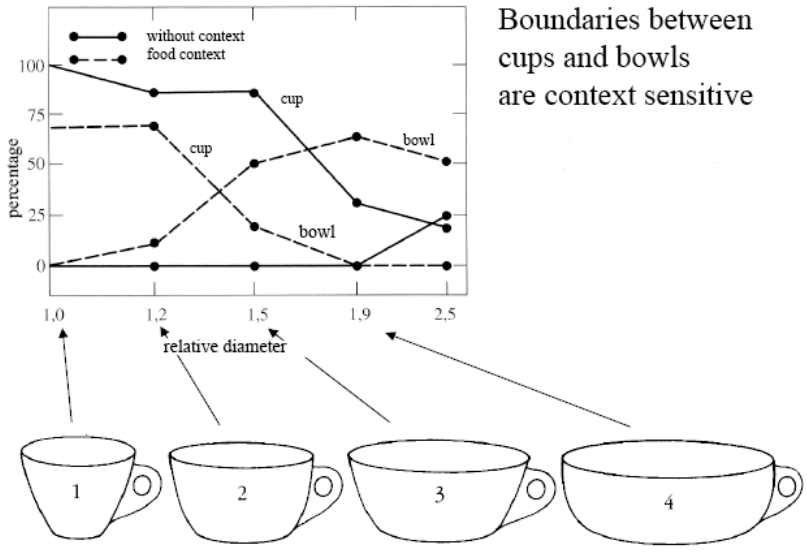
The category depends on complex features of the object (diameter, etc)



Where does the category „cup“ end?



The category depends on the context! (If there is food in it, it's a bowl)



Boundaries between cups and bowls are context sensitive

Labov's definition of cup

The term *cup* is used to denote round containers with a ratio of depth to width of $1 \pm r$ where $r \leq r_b$, and $r_b = \alpha_1 + \alpha_2 + \ldots \alpha_v$ and α_1 is a positive quality when the feature i is present and 0 otherwise.

feature 1 = with one handle
2 = made of opaque vitreous material
3 = used for consumption of food
4 = used for the consumption of liquid food
5 = used for consumption of hot liquid food
6 = with a saucer
7 = tapering
8 = circular in cross-section

Cup is used variably to denote such containers with ratios width to depth $1 \pm r$ where $r_b \leq r \leq r_l$ with a probability of $r_l - r/r_t - r_b$. The quantity $1 \pm r_b$ expresses the distance from the modal value of width to height.

Ludwig Wittgenstein (1889-1951)

Philosopher of language

In his late years, a proponent of studying "ordinary language"

Wittgenstein (1945) *Philosophical Investigations.* Paragraphs 66,67

66. Consider for example the proceedings that we call "games". I mean board-games, card-games, ball-games, Olympic games, and so on. What is common to them all?—Don't say: "There *must* be something common, or they would not be called 'games' "—but *look and see* whether there is anything common to all.—For if you look at them you will not see something that is common to *all*, but similarities, relationships, and a whole series of them at that. To repeat: don't think, but look!—Look for example at board-games, with their multifarious relationships. Now pass to card-games; here you find many correspondences with the first group, but many common features drop out, and others appear. When we pass next to ball-games, much that is common is retained, but much is lost.—Are they all 'amusing'? Compare chess with noughts and crosses. Or is there always winning and losing, or competition between players? Think of patience. In ball games there is winning and losing; but when a child throws his ball at the wall and catches it again, this feature has disappeared. Look at the parts played by skill and luck; and at the difference between skill in chess and skill in tennis. Think now of games like ring-a-ring-a-roses; here is the element of amusement, but how many other characteristic features have disappeared! And we can go through the many, many other groups of games in the same way; can see how similarities crop up and disappear.

And the result of this examination is: we see a complicated network of similarities overlapping and criss-crossing: sometimes overall similarities, sometimes similarities of detail.

67. I can think of no better expression to characterize these similarities than "family resemblances"; for the various resemblances between members of a family: build, features, colour of eyes, gait, temperament, etc. etc. overlap and criss-cross in the same way.—And I shall say: 'games' form a family.

And for instance the kinds of number form a family in the same way. Why do we call something a "number"? Well, perhaps because it has a—direct—relationship with several things that have hitherto been called number; and this can be said to give it an indirect relationship to other things we call the same name. And we extend our concept of number as in spinning a thread we twist fibre on fibre. And the strength of the thread does not reside in the fact that some one fibre runs through its whole length, but in the overlapping of many fibres.

But if someone wished to say: "There is something common to all these constructions—namely the disjunction of all their common properties"—I should reply: Now you are only playing with words. One might as well say: "Something runs through the whole thread—namely the continuous overlapping of those fibres."

What is a game?

Wittgenstein's thought experiment on "What is a game":

PI #66:

"Don't say "there must be something common, or they would not be called `games'"—but *look and see* whether there is anything common to all"

- Is it amusing?
- Is there competition?
- Is there long-term strategy?
- Is skill required?
- Must luck play a role?
- Are there cards?
- Is there a ball?

Family Resemblance

Game 1	Game 2	Game 3	Game 4
ABC	BCD	ACD	ABD

"each item has at least one, and probably several, elements in common with one or more items, but no, or few, elements are common to all items" Rosch and Mervis

How about a radically different approach?

Ludwig Wittgenstein

PI #43:

"The meaning of a word is its use in the language"

Let's define words by their usages

In particular, words are defined by their environments (the words around them)

Zellig Harris (1954): **If A and B have almost identical environments we say that they are synonyms**.

What does ong choi mean?

Suppose you see these sentences:

- Ong choi is delicious **sautéed with garlic**.
- Ong choi is superb **over rice**
- Ong choi **leaves** with salty sauces

And you've also seen these:

- …spinach **sautéed with garlic over rice**
- Chard stems and **leaves** are **delicious**
- Collard greens and other **salty** leafy greens

Conclusion:

- Ongchoi is a leafy green like spinach, chard, or collard greens

Ong choi: *Ipomoea aquatica "Water Spinach"*

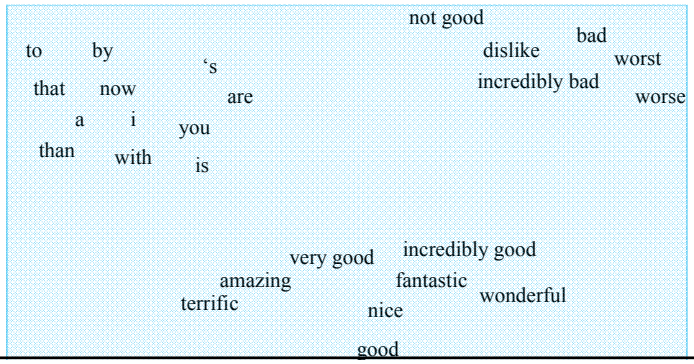
Yamaguchi, Wikimedia Commons, public domain

We'll build a new model of meaning focusing on similarity

Each word = a vector

- Not just "word" or word45.

Similar words are "nearby in space"



We define a word as a vector

Called an "embedding" because it's embedded into a space

The (fairly recent) standard way to represent meaning in NLP

Fine-grained model of meaning for similarity

- NLP tasks like sentiment analysis
  - With words, requires **same** word to be in training and test
  - With embeddings: ok if **similar** words occurred!!!

We'll introduce 2 kinds of embeddings

Tf-idf

- A common baseline model
- Sparse vectors
- Words are represented by a simple function of the counts of nearby words

Word2vec

- Dense vectors
- Representation is created by training a classifier to distinguish nearby and far-away words

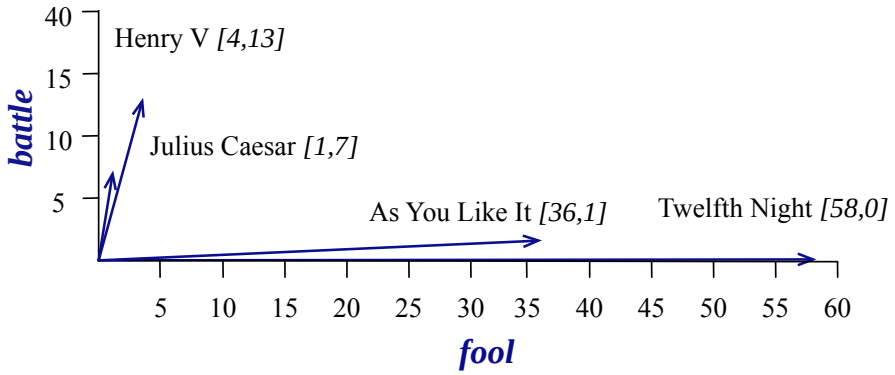
Words, vectors, and co-occurrence matrices

Term-document matrix

Each document is represented by a vector of words

	As You Like It	Twelfth Night	Julius Caesar	Henry V
battle	1	0	7	13
good	114	80	62	89
fool	36	58	1	4
wit	20	15	2	3

Visualizing document vectors



Vectors are the basis of information retrieval

	As You Like It	Twelfth Night	Julius Caesar	Henry V
battle	1	0	7	13
good	114	80	62	89
fool	36	58	1	4
wit	20	15	2	3

- "Information retrieval (IR) is finding material (usually documents) of an unstructured nature (usually text) that satisfies an information need from within large collections (usually stored on computers)." *Stanford NLP*
- Vectors are similar for the two comedies and different than the history
- Comedies have more fools and wit and fewer battles.

Words can be vectors too

	As You Like It	Twelfth Night	Julius Caesar	Henry V
battle	1	0	7	13
good	114	80	62	89
fool	36	58	1	4
wit	20	15	2	3

battle is "the kind of word that occurs in Julius Caesar and Henry V"

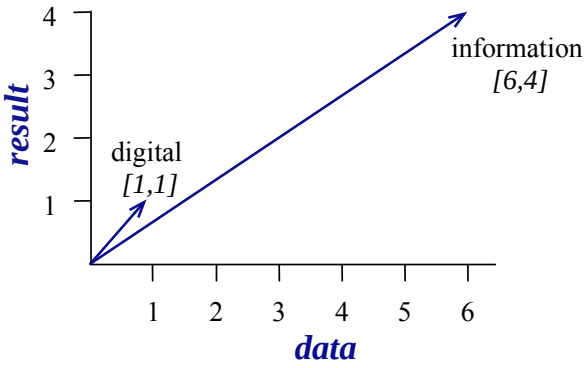
fool is "the kind of word that occurs in comedies, especially Twelfth Night"

More common: word-word matrix (or "term-context matrix")

Two **words** are similar in meaning if their context vectors are similar

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

	aardvark	computer	data	pinch	result	sugar	…
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	



Reminders from linear algebra

$$\text{dot-product}(\vec{v},\vec{w}) = \vec{v}\cdot\vec{w} = \sum_{i=1}^{N} v_i w_i = v_1 w_1 + v_2 w_2 + \ldots + v_N w_N$$

$$\text{vector length} \quad |\vec{v}| = \sqrt{\sum_{i=1}^{N} v_i^2}$$

Cosine for computing similarity

Sec. 6.3

$$\text{cosine}(\vec{v},\vec{w}) = \frac{\vec{v}\cdot\vec{w}}{|\vec{v}||\vec{w}|} = \frac{\sum_{i=1}^{N} v_i w_i}{\sqrt{\sum_{i=1}^{N} v_i^2}\sqrt{\sum_{i=1}^{N} w_i^2}}$$

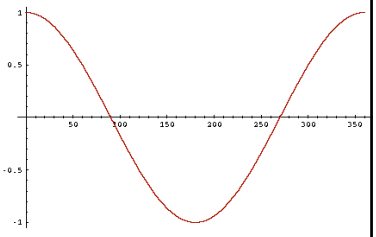
v_i is the count for word v in context i
w_i is the count for word w in context i.

Cosine as a similarity metric

-1: vectors point in opposite directions

+1: vectors point in same directions

0: vectors are orthogonal



Frequency is non-negative, so cosine range 0-1

$$\cos(\vec{v},\vec{w}) = \frac{\vec{v}\bullet\vec{w}}{|\vec{v}||\vec{w}|} = \frac{\vec{v}}{|\vec{v}|}\bullet\frac{\vec{w}}{|\vec{w}|} = \frac{\sum_{i=1}^{N} v_i w_i}{\sqrt{\sum_{i=1}^{N} v_i^2}\sqrt{\sum_{i=1}^{N} w_i^2}}$$

Which pair of words is more similar?

	large	data	computer
apricot	1	0	0
digital	0	1	2
information	1	6	1

cosine(apricot,information) =

$$\frac{1+0+0}{\sqrt{1+0+0}\ \sqrt{1+36+1}} = \frac{1}{\sqrt{38}} = .16$$

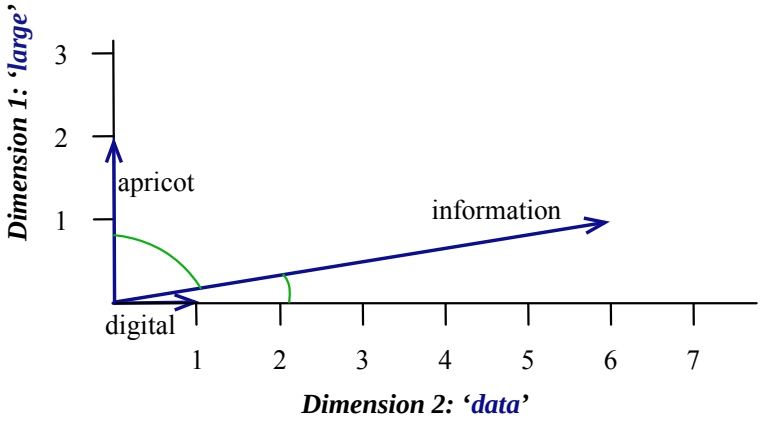
cosine(digital,information) =

$$\frac{0+6+2}{\sqrt{0+1+4}\ \sqrt{1+36+1}} = \frac{8}{\sqrt{38}\sqrt{5}} = .58$$

cosine(apricot,digital) =

$$\frac{0+0+0}{\sqrt{1+0+0}\ \sqrt{0+1+4}} = 0$$

Visualizing cosines (well, angles)



But raw frequency is a bad representation

Frequency is clearly useful; if *sugar* appears a lot near *apricot*, that's useful information.

But overly frequent words like *the*, *it,* or *they* are not very informative about the context

Need a function that resolves this frequency paradox!

tf-idf: combine two factors

tf: term frequency. frequency count (usually log-transformed):

$$\mathrm{tf}_{t,d} = \begin{cases} 1 + \log_{10} \mathrm{count}(t,d) & \text{if } \mathrm{count}(t,d) > 0 \\ 0 & \text{otherwise} \end{cases}$$

Idf: inverse document frequency: tf-

Total # of docs in collection

$$\mathrm{idf}_i = \log\left(\frac{N}{\mathrm{df}_i}\right)$$

Words like "the" or "good" have very low idf

# of docs that have word i

tf-idf value for word t in document d:

$$w_{t,d} = \mathrm{tf}_{t,d} \times \mathrm{idf}_t$$

Summary: tf-idf

Compare two words using tf-idf cosine to see if they are similar

An alternative to tf-idf

Ask whether a context word is **particularly informative** about the target word.

- Positive Pointwise Mutual Information (PPMI)

Pointwise Mutual Information

Pointwise mutual information:

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

$$\text{PMI}(X,Y) = \log_2 \frac{P(x,y)}{P(x)P(y)}$$

PMI between two words: (Church & Hanks 1989)

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

$$\text{PMI}(word_1, word_2) = \log_2 \frac{P(word_1, word_2)}{P(word_1)P(word_2)}$$

Count(w,context)

	computer	data	pinch	result	sugar
apricot	0	0	1	0	1
pineapple	0	0	1	0	1
digital	2	1	0	1	0
information	1	6	0	4	0

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	-

Summary

- Survey of Lexical Semantics
- Idea of Embeddings: Represent a word as a function of its distribution with other words
- Tf-idf
- Cosines
- PPMI (barely)