

IsoVec: Controlling the Relative Isomorphism of Word Embedding Spaces

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Abstract

The ability to extract high-quality translation dictionaries from monolingual word embedding spaces depends critically on the geometric similarity of the spaces—their degree of “isomorphism.” We address the root-cause of faulty cross-lingual mapping: that word embedding training resulted in the underlying spaces being non-isomorphic. We incorporate global measures of isomorphism directly into the Skip-gram loss function, successfully increasing the relative isomorphism of trained word embedding spaces and improving their ability to be mapped to a shared cross-lingual space. The result is improved bilingual lexicon induction in general data conditions, under domain mismatch, and with training algorithm dissimilarities. We release *IsoVec* at <https://github.com/kellymarchisio/isovec>.

1 Introduction

The task of extracting a translation dictionary from word embedding spaces, called “bilingual lexicon induction” (BLI), is a common task in the natural language processing literature. Bilingual dictionaries are useful in their own right as linguistic resources, and automatically generated dictionaries may be particularly helpful for low-resource languages for which human-curated dictionaries are unavailable. BLI is also used as an extrinsic evaluation task to assess the quality of cross-lingual spaces. If a high-quality translation dictionary can be automatically extracted from a shared embedding space, intuition says that the space is high-quality and useful for downstream tasks.

“Mapping-based” methods are one way to create cross-lingual embedding spaces. Separately-trained monolingual embeddings are mapped to a shared space by applying a linear transformation to one or both spaces, after which a bilingual lexicon can be extracted via nearest-neighbor search (e.g.,

Mikolov et al., 2013b; Lample et al., 2018; Artetxe et al., 2018b; Joulin et al., 2018; Patra et al., 2019).

Mapping methods are effective for closely-related languages with embedding spaces trained on high-quality, domain-matched data even without supervision, but critically rely on the “approximate isomorphism assumption”—that monolingual embedding spaces are geometrically similar.¹ Problematically, researchers have observed that the isomorphism assumption weakens substantially as languages and domains become dissimilar, leading to failure precisely where unsupervised methods might be helpful (e.g. Søggaard et al., 2018; Ormazabal et al., 2019; Glavaš et al., 2019; Vulić et al., 2019; Patra et al., 2019; Marchisio et al., 2020).

Existing work attributes non-isomorphism to linguistic, algorithmic, data size, or domain differences in training data for source and target languages. From Søggaard et al. (2018), “the performance of unsupervised BDI [BLI] depends heavily on... language pair, the comparability of the monolingual corpora, and the parameters of the word embedding algorithms.” Several authors found that unsupervised machine translation methods suffer under similar data shifts (Marchisio et al., 2020; Kim et al., 2020; Marie and Fujita, 2020).

While such factors do result in low isomorphism of spaces trained with traditional methods, we needn’t resign ourselves to the mercy of the geometry a training methodology naturally produces. While multiple works post-process embeddings or map non-linearly, we control similarity explicitly during embedding training by incorporating five global metrics of isomorphism into the Skip-gram loss function. Our three supervised and two unsupervised losses gain some control of the relative isomorphism of word embedding spaces, compensat-

¹In formal mathematical, “isomorphic” requires two objects to have an invertible correspondence between them. Researchers in NLP loosen the definition to “geometrically similar”, and consider *degrees* of similarity. We might say that space X is *more isomorphic* to space Y than is space Z.

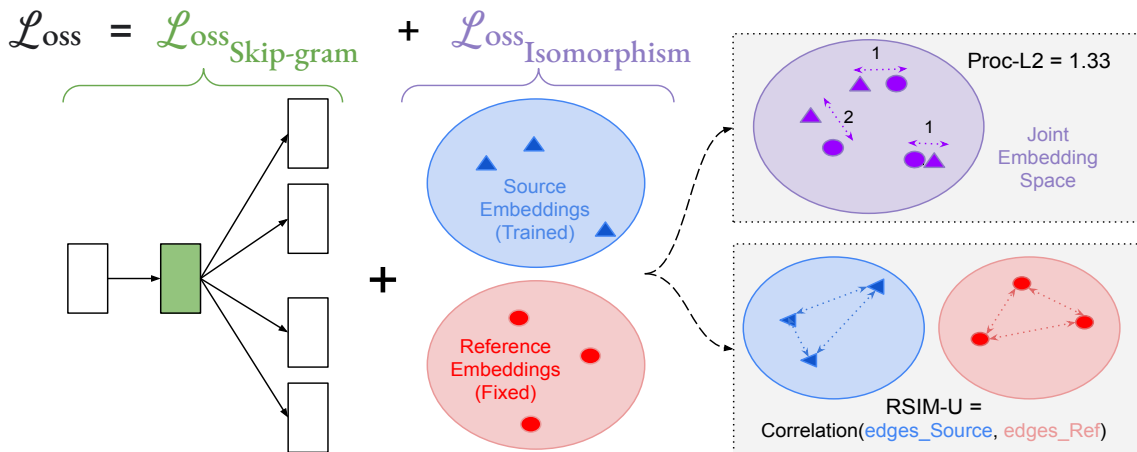


Figure 1: Proposed Method. Loss is a weighted combination of Skip-gram with negative sampling loss (seen left with a reproduction of the familiar image from Mikolov et al. (2013a) for reader recognizability) and an isomorphism loss (seen right, ours) calculated in relation to a fixed reference space. Gray boxes are two possibilities explored in this work: Proc-L2 (supervised) where L_{ISO} is calculated over given seed translations, and RSIM-U (unsupervised).

ing for data mismatch and creating spaces that are linearly mappable where previous methods failed.

2 Related Work

Cross-Lingual Word Embeddings There is a broad literature on creating cross-lingual word embedding spaces. Two major paradigms are “mapping-based” methods which find a linear transformation to map monolingual embedding spaces to a shared space (e.g., Artetxe et al., 2016, 2017; Alvarez-Melis and Jaakkola, 2018; Doval et al., 2018; Jawanpuria et al., 2019), and “joint-training” which, as stated in the enlightening survey by Ruder et al. (2019), “minimize the source and target language monolingual losses jointly with the cross-lingual regularization term” (e.g. Luong et al., 2015, Ruder et al. (2019) for a review). Gouws et al. (2015) train Skip-gram for source and target languages simultaneously, enforcing an L2 loss for known translation. Wang et al. (2020) compare and combine joint and mapping approaches.

More recently, researchers have explored massively multilingual language models (Devlin et al., 2019; Conneau et al., 2020). While these have been shown to possess some inherent cross-lingual transfer ability (Wu and Dredze, 2019), another line of work focuses on improving their cross-lingual representations with explicit cross-lingual signal (Wang et al., 2019; Liu et al., 2019; Cao et al., 2020; Kulshreshtha et al., 2020; Wu and Dredze, 2020). Recently, Li et al. (2022) combined static and pre-trained multilingual embeddings for BLI.

Handling Non-Isomorphism Miceli Barone (2016) explore whether comparable corpora induce embedding spaces which are approximately isomorphic. Ormazabal et al. (2019) compare cross-lingual word embeddings induced via mapping methods and jointly-trained embeddings from Luong et al. (2015), finding that the latter are better in measures of isomorphism and BLI precision. Nakashole and Flauger (2018) argue that word embedding spaces are not globally linearly-mappable. Others use non-linear mappings (e.g. Mohiuddin et al., 2020; Glavaš and Vulić, 2020) or post-process embeddings after training to improve quality (e.g. Peng et al., 2021; Faruqui et al., 2015; Mu and Viswanath, 2018). Eder et al. (2021) initialize a target embedding space with vectors from a higher-resource source space, then train the low-resource target. Zhang et al. (2017) minimize earth mover’s distance over 50-dimensional pretrained word2vec embeddings. Ormazabal et al. (2021) learn source embeddings in reference to fixed target embeddings given known or hypothesized translation pairs induced during via self-learning.

Examining & Exploiting Embedding Geometry Emerging literature examines geometric properties of embedding spaces. In addition to isomorphism, some examine *isotropy* (e.g. Mimno and Thompson, 2017; Mu and Viswanath, 2018; Ethayarajh, 2019; Rajaei and Pilehvar, 2022; Rudman et al., 2022). Li et al. (2020) transform the semantic space from masked language models into an isotropic Gaussian distribution from a non-smooth

anisotropic space. [Su et al. \(2021\)](#) apply whitening and dimensionality reduction to improve isotropy. [Zhang et al. \(2022\)](#) inject isotropy into a variational autoencoder, and [Ethayarajh and Jurafsky \(2021\)](#) recommend “adding an anisotropy penalty to the language modelling objective” as future work.

3 Background

We discuss the mathematical background used in our methods. Throughout, $\mathbf{X} \in \mathbb{R}^{n \times d}$ and $\mathbf{Y} \in \mathbb{R}^{m \times d}$ are the source and target word embedding spaces of d -dimensional word vectors, respectively. We may assume seed pairs $\{(x_0, y_0), (x_1, y_1), \dots, (x_s, y_s)\}$ are given.

3.1 The Orthogonal Procrustes Problem

[Schönemann \(1966\)](#) derived the solution to the orthogonal Procrustes problem, whose goal is to find the linear transformation W that solves:

$$\arg \min_{W \in \mathbb{R}^{d \times d}, W^T W = I} \|\mathbf{X}W - \mathbf{Y}\|_F^2$$

The solution is $W = VU^T$, where $U\Sigma V^T$ is the singular value decomposition of $\mathbf{Y}^T \mathbf{X}$. If X is a matrix of vectors corresponding to seed words x_i in $\{(x_0, y_0), (x_1, y_1), \dots, (x_s, y_s)\}$ and Y is a matrix of the corresponding y_i , then W is the linear transformation that minimizes the difference between the vector representations of known pairs.

3.2 Embedding Space Mapping with VecMap

We use the popular VecMap² toolkit for embedding space mapping, which can be run in supervised, semi-supervised, and unsupervised modes. As of the time of its writing, [Glavaš et al. \(2019\)](#) deem VecMap the most robust unsupervised method.

First, source and target word embeddings are unit-normed, mean-centered, and unit-normed again ([Zhang et al., 2019](#)). The bilingual lexicon is induced by whitening each space and then solving a variant of the orthogonal Procrustes problem.³ Spaces are reweighted, dewhitened, dimensionality reduced, and translation pairs are extracted via nearest-neighbor search from the mapped embedding spaces. See the original works and implementation for details ([Artetxe et al., 2018a](#)).

Unsupervised and semi-supervised modes utilize the same framework as supervised mode, but

²<https://github.com/artetxem/vecmap>

³See Appendix A.1, A.2 for details

with an iterative self-learning procedure that repeatedly solves the orthogonal Procrustes problem over hypothesized translations. On each iteration, new hypotheses are extracted. The modes differ only in how they induce the initial hypothesis seed pairs. In semi-supervised mode, this is a given input seed dictionary. In unsupervised mode, similarity matrices $M_x = \mathbf{X}\mathbf{X}^T$ and $M_z = \mathbf{Z}\mathbf{Z}^T$ are created over the first n vocabulary words.⁴ Word z_j is the assumed translation of x_i if vector M_{z_j} is most similar to M_{x_i} compared to all others in M_z . See [Artetxe et al. \(2018b\)](#) for details.

3.3 Isomorphism Metrics

In NLP, relative isomorphism is often measured by Relational Similarity, Eigenvector Similarity, and Gromov-Hausdorff Distance. We describe these metrics in detail in this section.

Relational Similarity Given seed translation pairs, calculate pairwise cosine similarities:

$$\begin{array}{cc} \cos(x_0, x_1) & \cos(y_0, y_1) \\ \cos(x_0, x_2) & \cos(y_0, y_2) \\ \cos(x_0, x_3) & \cos(y_0, y_3) \\ \dots & \dots \\ \cos(x_1, x_0) & \cos(y_1, y_0) \\ \cos(x_1, x_2) & \cos(y_1, y_2) \\ \dots & \dots \\ \cos(x_s, x_s) & \cos(y_s, y_s) \end{array}$$

The Pearson’s correlation between the lists of cosine similarities is known as Relational Similarity ([Vulić et al., 2020](#); [Zhang et al., 2019](#)).

Eigenvector Similarity ([Søgaard et al., 2018](#)) measures isomorphism between two spaces based on the Laplacian spectra of their k -nearest neighbor (k -NN) graphs. For seeds $\{x_0, x_1, \dots, x_s\}$ and $\{y_0, y_1, \dots, y_s\}$, we compute unweighted k -NN graphs G_X and G_Y , then compute the Graph Laplacians (L_G) for both graphs (the degree matrix minus the adjacency matrix: $L_G = D_G - A_G$). We then compute the eigenvalues of L_{G_X} and L_{G_Y} , namely $\{\lambda_{L_{G_X}}(i)\}$ and $\{\lambda_{L_{G_Y}}(i)\}$. We select $l = \min(l_X, l_Y)$ where l_X is the maximum l such that the first l eigenvalues of L_{G_X} sum to less than 90% of the total sum of the eigenvalues. EVS is the sum of squared differences between the partial spectra:

$$\text{EVS} = \sum_{i=1}^l (\lambda_{L_{G_X}}(i) - \lambda_{L_{G_Y}}(i))^2$$

⁴Default: 4000

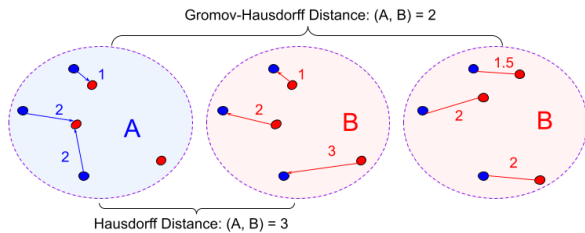


Figure 2: Calculation of Gromov-Hausdorff (GH) Distance: the worst case distance of nearest neighbors in a shared embedding space after optimal orthogonal mapping. The right-most red dots have been orthogonally rotated to turn Hausdorff distance into GH Distance.

The Laplacian allows one to decompose a graph function into a sum of weighted Laplacian eigenvectors, which roughly corresponds to a frequency-based decomposition of the function. The weights (eigenvalues) determine the contribution of each eigenvector to the final function. Graphs with similar Laplacian eigenvalues should have similar structure, which is what EVS aims to capture.

Gromov-Hausdorff Distance is a “worst-case” metric that optimally linearly maps embedding spaces and then calculates the distance between nearest neighbors in a shared space.

- For each x of the source embeddings, find its nearest neighbor y of the target embeddings. Measure the distance.
- For each y of the target embeddings, find its nearest neighbor x of the source embeddings. Measure the distance.
- *Hausdorff distance* is the worst of the above.
- *Gromov-Hausdorff distance* is Hausdorff distance after optimal isometric transformation to minimize distances. As in previous work, since we apply mean-centering to source and target embeddings, we search only over the space of orthogonal transformations (Patra et al., 2019; Vulić et al., 2020). See Figure 2.

We follow Chazal et al. (2009) and approximate the Gromov-Hausdorff distance with the Bottleneck distance between the source and target embeddings.

4 Method

We implement Skip-gram with negative sampling on GPU using PyTorch and use it to train monolingual embedding spaces for Bengali (bn), Ukra-

nian (uk), Tamil (ta), and English (en).⁵ Our implementation mirrors the official word2vec⁶ release closely (Mikolov et al., 2013a).

We create comparison embedding spaces using the official word2vec release with default hyperparameters and map the resulting spaces from both algorithms with VecMap for BLI. We report precision@1 (P@1) on the development set in Table 1. P@1 is a standard evaluation metric for BLI. Our implementation slightly outperforms word2vec except ta in unsupervised mode.

		bn-en			uk-en			ta-en		
		Su	Se	U	Su	Se	U	Su	Se	U
W2V	μ	12.6	11.9	9.0	10.8	9.7	7.7	8.4	7.3	7.1
	σ	0.3	0.3	5.0	0.5	0.4	4.3	0.5	0.6	0.6
Ours	μ	13.1	12.2	10.8	12.4	11.7	10.5	9.3	8.3	1.8
	σ	1.0	0.4	0.9	0.9	0.5	0.6	0.7	0.9	3.7

Table 1: P@1 of mapped embedding spaces on the development set: our implementation vs. official word2vec release. Shown: Mean (μ) and standard deviation (σ) over 5 runs in supervised (Su), semi-supervised (Su), and unsupervised (U) modes.

newscrawl2020				Common Crawl	newscrawl2018-20
en	bn	ta	uk	en	en
29.0	14.7	12.6	7.8	750	2700

Table 2: Size of training data (millions of tokens).

4.1 Data

For the main experiments, we train word embeddings on the first 1 million lines from newscrawl2020 for en, bn, and ta (Barrault et al., 2020).⁷ For uk, we use the entirety of newscrawl2020 ($\sim 427,000$ lines). We normalize punctuation, lowercase, remove non-printing characters, and tokenize using standard Moses scripts.⁸ Domain mismatch experiments in Section 5.2 use approximately 33.8 million lines of webcrawl from the English Common Crawl. Larger data experiments in the same section use 93 million lines of English newscrawl2018-2020. The size of the training data in tokens is seen in Table 2.

⁵Dim: 300, window: 5, negative samples: 10, min_count: 10, batch size: 16384, LR: 0.001. Adam with linear warmup for 1/4 of batches, then polynomial decay. Run 10 epochs.

⁶<https://github.com/tmikolov/word2vec>

⁷<https://data.statmt.org/news-crawl/>

⁸github.com/moses-smt/mosesdecoder/tree/master/scripts/tokenizer

We use the publicly available train and test dictionaries from MUSE (Lample et al., 2018).⁹ For the development set, we use source words 6501-8000 from the “full” set. Train, development, and test sets are non-overlapping. We use all possible training set seed words for our supervised losses, which is 6000-7000 word pairs per language.¹⁰ We use the test set for evaluating downstream BLI.

4.2 Integrating Isomorphism Losses

To train the embedding space \mathbf{X} such that it 1) captures the distributional information via Skip-gram with negative sampling and 2) is geometrically similar to the reference word embedding space \mathbf{Y} , we propose the objective below. \mathcal{L}_{SG} is the familiar Skip-gram with negative sampling loss function and \mathcal{L}_{ISO} is the isomorphism metric loss. Each \mathcal{L}_{ISO} requires a reference embedding space \mathbf{Y} , trained separately using our base implementation.

$$\mathcal{L} = (1 - \beta) \mathcal{L}_{SG} + \beta \mathcal{L}_{ISO}$$

We use English as the reference language because we generally assume that the data quality is higher than the low-resource languages used on the source-side. \mathbf{Y} is normalized, mean-centered, and normalized again before use. On each calculation of \mathcal{L}_{ISO} , we perform the same operations on a copy of the current model’s word embeddings.

4.3 Supervised Losses

We assume seeds $\{(x_0, y_0), (x_1, y_1), \dots, (x_s, y_s)\}$. X is a matrix of the current model’s word embeddings for $[x_0, x_1, \dots, x_s]$ and Y is the matrix of reference source embeddings for $[y_0, y_1, \dots, y_s]$.

L2 We implement L2 distance and normalize over samples. Intuitively, this coaxes translation pairs to have similar vector representations, with the hope that other words in \mathbf{X} and \mathbf{Y} will be tugged closer to their translations. **L2** is easy to implement and understand, and computes quickly.

$$\frac{1}{|X|} \sum_{i=1}^s \|x_i - y_i\|_2$$

Proc-L2 We find W that solves the orthogonal Procrustes problem as in Section 3.1, then mini-

⁹<https://github.com/facebookresearch/MUSE#ground-truth-bilingual-dictionaries>

¹⁰~ 90% of train set pairs are present in the trained embedding spaces; bn-en: 6859, uk-en: 6476, ta-en: 6019.

mize L2 distance over the mapped space:

$$\frac{1}{|X|} \sum_{i=1}^s \|x_i W - y_i\|_2$$

Proc-L2+Init Same as **Proc-L2**, except initialize source seed embeddings with the reference translation vectors so that spaces begin with the same representation for known translations.

RSIM We implement relational similarity over seeds. Higher is better, so we minimize $\mathcal{L}_{ISO} = 1 - \text{Pearsons_Corr}$. Like **Proc-L2+Init**, we can also initialize the source space with reference seed embeddings. We call this **RSIM+Init**.

4.4 Unsupervised Losses

We use two unsupervised metrics to increase isomorphism when no seed translations are available.

RSIM-U In this unsupervised variant of **RSIM**, we calculate pairwise cosine similarities over the first k words in \mathbf{X} and \mathbf{Y} , sort the lists, then calculate Pearson’s correlation. As above, $\mathcal{L}_{ISO} = 1 - \text{Pearsons_Corr}$. We use $k = 2000$ for efficiency.

EVS-U We calculate eigenvector similarity over the first 2000 words in \mathbf{X} and \mathbf{Y} .

4.5 On Differentiability

Each metric must be differentiable with respect to \mathbf{X} , a matrix of the model’s current word embeddings, to allow isomorphism-based losses to inform parameter updates in \mathbf{X} .

L2 is straightforwardly differentiable, as it is the Frobenius norm of $X - Y$. The same applies for variants **Proc-L2** and **Proc-L2+Init**. **RSIM** is naturally differentiable, seen in the formulation below. For mean-centered cosine similarity vectors¹¹ x_{sim} and y_{sim} , Pearson’s correlation coefficient is:

$$\frac{\sum_i x_{sim}(i) y_{sim}(i)}{\sqrt{\sum_i x_{sim}(i)^2} \sqrt{\sum_i y_{sim}(i)^2}} = \frac{x_{sim}^T y_{sim}}{\|x_{sim}\| \|y_{sim}\|}$$

EVS is not immediately differentiable due to the need for the non-differentiable k -NN computation. Instead we modify the graph computation step to use a fully-connected *weighted* graph where the edge weight is the dot product between node vectors.¹² With this amended formulation, computing the gradients of Laplacian eigenvalues is possible.

¹¹Mean-centering and cosine similarity are differentiable.

¹² $x_i^T y_j \leq 1$, as all vectors are unit-normalized.

4.6 β and Linear Mapping for BLI

Each isomorphism loss may be considered a different method, as each loss may cause the overall framework to behave differently. Accordingly, we set β for each separate loss function based on performance on the development set.¹³ After selecting β , we evaluate and present results only on the test set. β s for each method are in Table 3.

	L2	Proc-L2	+Init	RSIM	+Init	-U	EVS-U
β	0.1	0.333	0.2	0.01	0.001	0.1	0.333

Table 3: β parameter for isomorphism losses. Each loss function should be considered a separate method, so β is set for each loss based on development set performance. Once β is chosen, we evaluate on the test set.

VecMap in supervised mode consistently scores higher than semi-supervised mode in all baseline experiments on the development set. For *IsoVec*, semi-supervised mapping often works best. We thus use VecMap in supervised mode for baselines and semi-supervised mode for *IsoVec* supervised runs. This sometimes underestimates *IsoVec*’s strength when supervised mapping would have performed better. For unsupervised experiments and baselines, we map in unsupervised mode. Each is run five times and averaged. *IsoVec* and VecMap use one NVIDIA GeForce GTX 1080Ti GPU.

5 Experiments & Results

We pretrain English embeddings to use as reference space \mathbf{Y} . *IsoVec* trains source space \mathbf{X} .

5.1 Main Experiments

For baselines, we train source and target spaces separately for each run using our base implementation. In experimental conditions, we train the source space with *IsoVec* using each isomorphism loss from Sections 4.3 and 4.4. In Table 4, we see that *IsoVec* consistently outperforms the baseline for bn-en and uk-en. For ta-en, it outperforms with **Proc-L2+Init** and both unsupervised methods.¹⁴ In terms of training efficiency, L2-based methods perform comparably to the baseline (< 10% time increase) and RSIM-based methods see a slight time increase (~10-16% increase over baseline). EVS-based methods require an expensive eigendecom-

¹³We try $\beta \in \{0.5, 0.333, 0.2, 0.1, 0.01\}$. For RSIM* and EVS-U, we also try 0.001. An early L2 run used 0.05, 0.0001.

¹⁴Test set coverage *-to-en; bn: 77%, uk: 76.8%, ta: 71.4%

	bn		uk		ta	
Supervised	μ	σ	μ	σ	μ	σ
Baseline	15.2	(0.8)	14.4	(0.8)	11.6	(0.4)
L2	16.3	(0.4)	16.5	(0.4)	11.1	(0.5)
Proc-L2	16.6	(0.7)	16.0	(0.8)	10.7	(0.3)
+Init	16.9	(0.2)	17.1	(0.6)	11.8	(0.3)
RSIM	16.3	(0.3)	15.9	(0.4)	10.3	(0.6)
+Init	16.0	(0.4)	17.1	(0.5)	11.0	(0.4)
Unsupervised	μ	σ	μ	σ	μ	σ
Baseline	13.2	(0.6)	12.6	(0.5)	3.2	(4.4)
RSIM-U	14.2	(0.7)	14.0	(0.6)	5.4	(4.9)
EVS-U	13.4	(0.7)	13.4	(0.6)	5.2	(4.8)

Table 4: Main Experiments. Average P@1 (μ) and standard deviation (σ) over 5 runs of *IsoVec* with isomorphism losses for bn-en, uk-en, ta-en.

position step which causes a ~2.5x time increase over the baseline.

5.2 Algorithm, Domain, & Data Mismatch

Søgaard et al. (2018) show that mapping methods fail for embeddings trained with different algorithms, and that BLI performance deteriorates when source and target domains do not match (Marchisio et al., 2020). We test *IsoVec* under algorithm and domain mismatch using the best losses from the main experiments: **Proc-L2+Init** and **RSIM-U**. We use β as-is from the previous section.

The *IsoVec* base model intends to mirror word2vec closely, but there are likely output differences due to implementation.¹⁵ We map the baseline source embeddings trained in the main experiments to varying en target spaces trained with the official word2vec release, so that algorithms do not match between source and target embedding spaces. We run experiments using the below training data:

- *Algorithm Mismatch*: 1 million lines of en newscrawl2020 (same as main experiments). Shows effect of algorithm mismatch only.
- *+More Target-Side Data*: 93 million lines of en newscrawl2018-20. Shows effect of target trained with ample in-domain data.
- *+Domain Mismatch*: 33.8 million lines of en Common Crawl (web-crawl). Shows the effect of different domains in source vs. target.

Table 5 contains baselines for our mismatch experiments and shows the drop in performance compared to Table 4 baselines, where both source and

¹⁵Ours batches on GPU with Adam; word2vec is CPU-only with SGD, no batching.

target embedding spaces were trained with the *IsoVec* base model. This occurs across languages, moderately for supervised baselines, and severely for unsupervised. The large performance drop given *more* high-quality data of the same domain in unsupervised mode (*+More Target-Side Data*) is surprising given that this target space is *stronger* than the one from only *Algorithm Mismatch*. Perhaps its geometry has changed so considerably because of its additional data and different algorithm that it is too different from the lower-resource source space to be mapped with unsupervised methods. This should be investigated in future work.

We run **Proc-L2+Init** and **RSIM-U** in *Algorithm Mismatch*, *+More Target-Side Data*, and *+Domain Mismatch* conditions as described above. Results are in Table 6. In supervised mode, *IsoVec* recovers from algorithm mismatch by 2.7-4.9 points, domain mismatch by 2.5-7.3, and still improves when the target space is trained on $\sim 100x$ more data. Whereas *+Domain Mismatch* and *+More Target-Side Data* baselines fail to extract any correct translation pairs in unsupervised mode, **RSIM-U** method completely recovers in all conditions: equalling or outperforming the main unsupervised baseline from Table 4 which matched on algorithm, domain, and data size.¹⁶ *IsoVec* is thus useful for many types of distributional shifts: algorithmic, domain, and amount of data available.

5.3 Effect on Isomorphism

Table 7 (left) shows the effect of *IsoVec* on global isomorphism measures. We measure relational similarity, eigenvector similarity, and Gromov-Hausdorff distance of trained embedding spaces (before mapping) for all main experiments of Section 5.1 using scripts from Vulić et al. (2020)¹⁷. We average over experiments. To avoid confusion with the *IsoVec* loss functions, we call the metrics “RelSim”, “EigSim”, and “GH”. The script calculates EigSim ($k = 2$) over the first 10,000 embeddings in each space and GH over the first 5000. RelSim is calculated over the first 1000 seed translation pairs.

All supervised methods improved RelSim (\uparrow better). Perhaps surprisingly, initializing the source space with target embeddings (**+Init**) worsens iso-

¹⁶Dev set P@1 on *+Domain Mismatch* was near zero despite success on test set. We note test uses more common words than dev. Czarnowska et al. (2019) find that BLI performance worsens for rarer words, which may have poorly trained embeddings (also, Gong et al., 2018; Søgaard et al., 2018).

¹⁷<https://github.com/cambridgeltl/iso-study/tree/master/scripts>

morphism. **RSIM** is best, directly optimizing for this metric in a supervised manner. RelSim stayed roughly consistent in unsupervised experiments.

All uk-en and ta-en experiments improve GH (Patra et al., 2019, \downarrow better). GH worsened for bn-en despite improved BLI (Table 4). EigSim (\downarrow better) improves across all experiments except uk-en supervised methods, despite improved BLI (notably, initial EigSim for uk was low). **EVS-U** strongly improves EigSim, optimizing it directly. Table 7 (left) measures the unperturbed geometry of spaces after training and shows that *IsoVec* improves isomorphism in a majority of settings. The same calculation over embeddings *after* mapping with semi-supervised VecMap is in Table A.1.

It is interesting that baseline experiments performed better when mapped in supervised mode while spaces trained with *IsoVec* tended to map better in semi-supervised mode (as mentioned in Section 4.6). This may further indicate that the *IsoVec* spaces have become more geometrically similar.

6 Discussion

6.1 The Promise of Geometric Losses

We have seen that *IsoVec* improves relative isomorphism and downstream BLI from word embedding spaces. The success of unsupervised methods is particularly encouraging for the use of global isomorphism measures to improve embedding spaces. Notably, we use only the first 2000 words per space to calculate unsupervised *IsoVec* losses—i.e., we coax these frequent words to have similar representations, regardless of identity. While there are likely some true translation pairs in the mix, there are almost certainly words this subset of \mathbf{X} whose translation is not in the first 2000 words of \mathbf{Y} (and vice-versa)—particularly when source and target corpora are from different domains. Regardless, *IsoVec* unsupervised methods work.

6.2 Need for a Sensitive Isomorphism Metric

Previous authors found that EigSim and GH correlate well with BLI performance (Søgaard et al., 2018; Patra et al., 2019), however our results reveal a nuanced story. In Table 7 (right), we correlate the EigSim, RelSim, and GH with BLI P@1 performance over all runs of the main supervised *IsoVec* experiments (**L2**, **Proc-L2**, **Proc-L2+Init**, **RSIM**, **RSIM+Init**; 25 data points per calculation).

P@1 should correlate positively with RelSim (\uparrow better for both) and negatively vs. GH/EigSim

	Supervised						Unsupervised											
	μ	Δ	σ	μ	Δ	σ	μ	Δ	σ	μ	Δ	σ						
<i>Main Baseline</i>	15.2	-	0.8	14.4	-	0.8	11.6	-	0.4	13.2	-	0.6	12.6	-	0.5	3.2	-	4.4
Algorithm Mism.	13.6 (-1.6)		0.5	11.7 (-2.7)		0.6	9.4 (-2.1)		0.5	11.9 (-1.3)		0.7	4.4 (-8.2)		6.1	2.6 (-0.6)		3.6
+More Trg Data	16.0 (+0.8)		0.7	13.5 (-0.9)		0.3	11.0 (-0.6)		0.6	5.9 (-7.3)		8.0	0.0 (-12.6)		0.0	0.0 (-3.2)		0.0
+Domain Mism.	10.5 (-4.7)		0.6	10.0 (-4.4)		0.4	8.4 (-3.2)		0.4	0.0 (-13.2)		0.0	0.0 (-12.6)		0.0	0.0 (-3.2)		0.0

Table 5: Effect of algorithm and data mismatch in source vs. target embedding spaces. Average P@1 of 5 runs (μ) with Δ vs. baseline and std.dev. (σ). Isomorphism losses are *not* used here. Source-side embeddings are trained with our base implementation, target-side with word2vec (algorithm mismatch). *Main Baseline* is from the main experiments, Table 4. *+More Target-Side Data* (+More Trg Data) uses nearly 100x more data on the target-side than previous experiments. *+Domain Mismatch* uses target embeddings trained on \sim 34M lines of web crawl.

	Algorithm Mismatch						+ Domain Mismatch						+ More Target-Side Data					
	bn		uk		ta		bn		uk		ta		bn		uk		ta	
	μ	σ	μ	σ	μ	σ	μ	σ	μ	σ	μ	σ	μ	σ	μ	σ	μ	σ
Supervised																		
<i>Baseline</i>	13.6 (0.5)		11.7 (0.6)		9.4 (0.5)		10.5 (0.6)		10.0 (0.4)		8.4 (0.4)		16.0 (0.7)		13.5 (0.3)		11.0 (0.6)	
Proc-L2+I (Ours)	16.3 (0.4)		16.6 (2.2)		12.1 (0.7)		15.5 (0.7)		17.3 (0.4)		10.9 (0.5)		16.2 (0.4)		17.3 (0.3)		11.4 (0.3)	
Unsupervised																		
<i>Baseline</i>	11.9 (0.7)		4.4 (6.1)		2.6 (3.6)		0.0 (0.0)		0.0 (0.0)		0.0 (0.0)		5.9 (8.0)		0.0 (0.0)		0.0 (0.0)	
RSIM-U (Ours)	13.6 (0.7)		13.4 (1.2)		3.6 (4.8)		13.5 (0.7)		13.1 (0.8)		6.8 (3.8)		14.4 (0.7)		13.6 (0.6)		3.2 (4.3)	

Table 6: P@1 of *IsoVec* vs. baseline under algorithm and domain mismatch. *Baselines* correspond to Table 5 results. Ours, Supervised: **Proc-L2+Init**. Ours, Unsupervised: **RSIM-U**.

	Relational Sim. \uparrow			GH Distance \downarrow			Eigenvector Sim. \downarrow						All	bn-en	uk-en	ta-en
	bn	uk	ta	bn	uk	ta	bn	uk	ta							
<i>Baseline</i>	0.32	0.26	0.27	0.34	1.17	0.39	62.7	49.9	74.7	P@1 vs. RelSim	(+)	0.17	-0.03	-0.54	-0.54	
L2	0.36	0.34	0.33	0.43	0.76	0.19	52.0	68.5	47.3	vs. GH	(-)	0.79	0.28	-0.23	0.27	
Proc-L2	0.43	0.42	0.39	0.42	0.51	0.23	46.6	72.8	37.7	vs. EigSim	(-)	0.57	0.17	-0.05	0.05	
+Init	0.39	0.38	0.35	0.43	0.46	0.22	52.1	77.2	41.0	RelSim vs. GH	(-)	0.09	-0.45	-0.24	-0.03	
RSIM	0.54	0.53	0.47	0.37	0.56	0.20	47.2	60.4	39.8	vs. EigSim	(-)	-0.05	-0.25	-0.28	-0.27	
+Init	0.37	0.35	0.33	0.40	0.52	0.20	48.6	65.6	44.8	GH vs. EigSim	(+)	0.65	-0.16	-0.17	-0.29	
RSIM-U	0.30	0.25	0.26	0.42	0.54	0.32	56.3	36.2	60.1							
EVS-U	0.30	0.24	0.26	0.68	0.53	0.30	38.7	38.3	39.5							

Table 7: **Left:** Isomorphism scores of source vs. target embedding space after training, per language, per training method, averaged over 5 runs. Best is **bold**. *IsoVec* output embeddings vs. base English space. **Right:** Pearson’s correlation: BLI performance (P@1) of supervised *IsoVec* experiments vs. isomorphism score and between metrics. (+/-): expected direction of correlation: **opposite** or *weak* (magnitude \leq 0.05).

(\downarrow better for GH/EigSim). RelSim should correlate negatively with GH/EigSim, and GH positively with EigSim. In Table 7 (right) within language, however, only P@1 vs. GH on uk-en aligns with intuition. Many correlations are weak (gray, magnitude \leq 0.05) or *opposite* of expected; For instance, P@1 should increase with RelSim, but we see the opposite within language pair. Over languages combined, the relationship is weakly positive. Figure A.1 shows how this is possible.

Samples for Pearson’s correlation should be drawn from the same population, and in Table 7 (right) we assume that is our *IsoVec* embedding

spaces. Perhaps the assumption is unfair: different *IsoVec* losses might induce different monolingual spaces where specific metrics are indeed predictive of downstream BLI performance, but this may not be visible in the aggregate. An ideal metric, however, would predict downstream BLI performance regardless of how monolingual spaces were trained; such that we might assess the potential of spaces to align well without having to map them and measure their performance with development or test dictionaries. In that light, the discrepancies in Table 7 (right) highlight the need for a more sensitive metric that works within language and with small

differences in BLI performance.¹⁸

We should thus be cautious drawing between- vs. within-language conclusions about isomorphism metrics and downstream BLI. When isomorphism metrics differ considerably, perhaps BLI performance also differs similarly, as seen in previous work; however if isomorphism scores are poor or too similar, the metrics may not be sensitive enough to be predictive. Future work should investigate these hypotheses and develop isomorphism metrics that are more sensitive. The spectral measures of Dubossarsky et al. (2020) might be examined in these lower-resource contexts, as the authors claim to correlate better with downstream BLI. All-in-all, though, our main results show that coaxing towards improved isomorphism as measured by the three popular metrics can improve BLI performance even if the scores are not strongly predictive of raw P@1.

7 Conclusion & Future Work

We present *IsoVec*, a new method for training word embeddings which directly injects global measures of embedding space isomorphism into the Skip-gram loss function. Our three supervised and two unsupervised isomorphism loss functions successfully improve the mappability of monolingual word embedding spaces, leading to improved ability to induce bilingual lexicons. *IsoVec* also shows promise under algorithm mismatch, domain mismatch, and data size mismatch between source and target training corpora. Future work could extend our work to even greater algorithmic mismatches, and in massively multilingual contextualized models. We release *IsoVec* at <https://github.com/kellymarchisio/isovec>.

Limitations

As with most methods based on static word embeddings, our work is limited by polysemy. By using word2vec as a basis, we inherit many of its limitations, many of which are addressed in recent contextualized representation learning work. Future work might apply our methods to contextualized models. We also experiment with only English as a target language, limiting our method’s universal applicability. Future work could extend our results to non-English pairs, and also evaluate monolin-

gually if languages will be used separately as recommended by Luong et al. (2015).

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¹⁸For instance, the five runs of **L2** ranged in P@1 from 16.05-16.91, and in RelSim from 0.3606-0.3618. Maximum and minimum BLI scores differed by only 0.0004 RSIM.

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A Appendix

We wrote the proofs in Sections A.1 and A.2 in the process of understanding the advanced mapping procedure of VecMap. The interested reader may find them elucidating.

A.1 Whitening Transformations

Estimating the covariance matrix. Let $X \in \mathbb{R}^{n \times d}$ be a data matrix of n samples of d dimensions. We mean-center X dimension-wise, then recall that the below is an unbiased estimator over n samples of the covariance matrix of X .

$$\Sigma_X = \frac{1}{(n-1)} X^T X$$

The whitening matrix. The goal of a whitening transformation is to transform X into a data matrix $Z \in \mathbb{R}^{n \times d}$ such that all dimensions are uncorrelated and have unit variance, meaning that the covariance matrix $\Sigma_Z = \frac{1}{(n-1)} Z^T Z = I$. Doing so ensures that each basis vector in the space of Z is minimally correlated with all others, and therefore retains maximal explanatory power. We may state the whitening objective as finding W such that $Z = XW^T$ and $\Sigma_Z = I$. Let $c = \frac{1}{n-1}$, so that $\Sigma_Z = cZ^T Z$.

We claim that for W , if $W^T W = \Sigma_X^{-1}$, we obtain a valid whitening matrix:

$$\begin{aligned} cZ^T ZW &= c(XW^T)^T XW^T W \\ &= cWX^T XW^T W \\ &= W\Sigma_X W^T W \\ &= W\Sigma_X \Sigma_X^{-1} \\ &= W \end{aligned}$$

Therefore, since $cZ^T ZW = W$, $cZ^T Z = I$. There are infinite solutions for $W^T W = \Sigma_X^{-1}$. A common choice called ‘‘ZCA Whitening’’ selects $W_{ZCA} = \Sigma_X^{-\frac{1}{2}}$. See [Kessy et al. \(2018\)](#) for a similar derivation and head-to-head comparison of 5 whitening methods.

VecMap’s whitening is proportional to ZCA. VecMap’s whitening chooses $W_{vecmap} = VS^{-1}V^T$, where $USV^T = \text{SVD}(X)$. We show that this choice is proportional to ZCA Whitening, and furthermore that it is a valid whitening matrix.

First, we show that W_{vecmap} is proportional to $W_{ZCA} = \Sigma_X^{-\frac{1}{2}}$. Note that $S^T = S$ and that S^{-1}

can be written as $\frac{1}{S}$ because S is diagonal.

$$\begin{aligned} \Sigma_X &= c(USV^T)^T USV^T \\ &= cVS^T U^T USV^T \\ &= cVS^2 V^T \\ \implies \Sigma_X^{\frac{1}{2}} &= \sqrt{c} VS V^T \\ \implies W_{ZCA} = \Sigma_X^{-\frac{1}{2}} &= \frac{1}{\sqrt{c}} VS^{-1} V^T \\ &\propto W_{vecmap} \end{aligned}$$

W_{vecmap} is a valid whitening matrix. Let $Z = XW_{vecmap}^T$. We claim that if $Z = XW_{vecmap}^T$, then $\Sigma_Z = cZ^T Z = I$. We assume X is unit-normalized and mean-centered.¹⁹

$$\begin{aligned} cZ^T Z &= c(XW^T)^T XW^T = cWX^T XW^T \\ &= cVS^{-1}V^T X^T X(VS^{-1}V^T)^T \\ &= cVS^{-1}V^T X^T XVS^{-1}V^T \\ &= cVS^{-1}V^T (USV^T)^T USV^T VS^{-1}V^T \\ &= cVS^{-1}V^T VSU^T USV^T VS^{-1}V^T \\ &= cI \end{aligned}$$

A.2 Derivation of Orthogonal Mapping Variant Before Dictionary Induction in VecMap

The orthogonal mapping performed at the final step of VecMap is a variant of the orthogonal Procrustes problem. VecMap finds the matrices W_x and W_z such that XW_x and ZW_z are maximally close to each other. This is equivalent to minimizing $\|ZW_z - XW_x\|$. The solution is $W_z = U$ and $W_x = V$ where $USV^T = \text{SVD}(X^T Z)$. Observe the derivation below, where we use the Frobe-

¹⁹Later work on VecMap re-normalizes the embeddings after mean-centering, and is the version used in this work.

nius norm/inner product:

$$\begin{aligned}
 & \arg \min_{W_x, W_x} \|ZW_z - XW_x\| \\
 &= \arg \min_{W_x, W_x} \langle ZW_z - XW_x, ZW_z - XW_x \rangle \\
 &= \arg \min_{W_x, W_x} \langle ZW_z, ZW_z \rangle - 2\langle XW_x, ZW_z \rangle \\
 & \quad + \langle XW_x, XW_x \rangle \\
 &= \arg \min_{W_x, W_x} \|Z\|^2 - 2\langle XW_x, ZW_z \rangle + \|X\|^2 \\
 &= \arg \min_{W_x, W_x} - 2\langle XW_x, ZW_z \rangle \\
 &= \arg \max_{W_x, W_x} \langle XW_x, ZW_z \rangle \\
 &= \arg \max_{W_x, W_x} \text{Trace}(W_z^T Z^T XW_x)
 \end{aligned}$$

Given the cyclic property of the trace, the objective is equivalent to maximizing $\text{Trace}(XW_xW_z^T Z^T)$, as stated by Artetxe et al. (2018a).

A.3 RSIM vs. P@1: Pearson’s Correlation

Figure A.1 shows relational similarity score vs. P@1 over all language pairs described in Section 5.3. We observe how it is possible to have within-language negative correlations but a positive overall correlation.

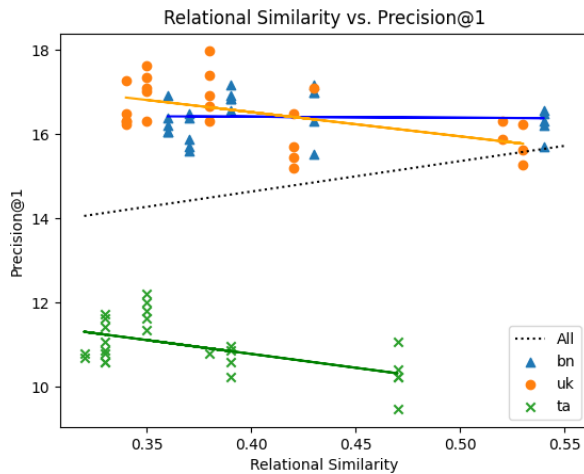


Figure A.1: Relational similarity vs. P@1 for all supervised *IsoVec* experiments (See Section 5.3).

A.4 Effect on Isomorphism, After Mapping

Comparing with Table 7 in the main body of this paper, Table A.1 shows average isomorphism scores of source vs. reference embedding spaces *after* mapping with VecMap in semi-supervised mode.²⁰ **RSIM** best improves relational similarity

²⁰Though we map the Baseline in supervised mode and unsupervised methods in unsupervised mode in the main body

and eigenvector similarity. GH distance improves for supervised methods and **RSIM-U**.

Table 7 measures the unperturbed geometry of the space after applying *IsoVec*. Importantly, RelSim, GH, and EigSim *do not require mapping* for measurement, as they are invariant to transformation (RelSim and EigSim measure nearest-neighbor graphs, and GH measures nearest neighbor after optimal isometric transform). Table A.1, measures a geometry that may have been perturbed due to VecMap operations such as whitening/dewhitening and dimensionality reduction. While isomorphism scores over the mapped spaces appear more consistent in terms of internal patterns, Table 7 measures isomorphism induced directly by *IsoVec*, whereas Table A.1 may be influenced by VecMap as well.

Table A.2 shows correlations after mapping over only the supervised *IsoVec* methods. Compared with Table 7 (right), we see that relationships between the isomorphism measures are more aligned with our expectations now, but still no isomorphism measure is consistently predictive of P@1 across languages. Table A.3 shows the same calculations over *all IsoVec* experiments mapped in semi-supervised mode, though unsupervised training with semi-supervised mapping probably would not be used in practice as it is here for **RSIM-U** and **EVS-U**.

of the paper, we map everything in semi-supervised mode here for comparability.

	Relational Sim. \uparrow			GH Distance \downarrow			Eigenvector Sim \downarrow		
	bn	uk	ta	bn	uk	ta	bn	uk	ta
<i>Baseline</i>	0.43	0.35	0.38	0.41	1.02	0.42	92.8	113.8	133.3
L2	0.47	0.41	0.41	0.36	0.91	0.38	97.8	145.3	98.3
Proc-L2	0.51	0.48	0.45	0.35	0.81	0.37	87.4	148.2	96.8
+Init	0.48	0.44	0.43	0.37	0.68	0.35	97.4	155.4	99.4
RSIM	0.65	0.62	0.59	0.34	0.71	0.40	43.2	108.8	69.2
+Init	0.48	0.45	0.43	0.37	0.62	0.37	95.5	126.4	96.6
RSIM-U	0.43	0.35	0.37	0.37	0.59	0.44	94.6	121.9	135.5
EVS-U	0.43	0.35	0.37	0.48	0.64	0.49	83.1	109.4	110.7

Table A.1: Isomorphism scores of source vs. reference embedding space after training *and* mapping with VecMap. All experiments are mapped in semi-supervised mode. Results averaged over 5 runs. Best score is **bold**.

		Overall	bn-en	uk-en	ta-en	
P@1	vs. RelSim	(+)	0.13	-0.16	-0.49	-0.59
	vs. GH	(-)	0.39	0.02	-0.42	-0.79
	vs. EigSim	(-)	0.31	0.22	0.15	-0.29
RelSim	vs. GH	(-)	-0.12	-0.54	-0.20	0.51
	vs. EigSim	(-)	-0.54	-0.88	-0.57	-0.10
GH	vs. EigSim	(+)	0.72	0.57	0.23	0.72

Table A.2: Pearson’s Correlations: BLI performance (P@1) vs. relational similarity, Gromov-Hausdorff Distance, and eigenvector similarity score of trained source embeddings vs. English reference space, *after VecMap mapping in semi-supervised mode*, and isomorphism metrics correlated amongst themselves. Computed over supervised *IsoVec* experiments (ex. P@1 vs. RelSim for bn-en is P@1 from all runs of L2, Proc-L2, Proc-L2+I, RSIM, RSIM-Init with RelSim/GH/EigSim for each.) Directly comparable to Table 7 (right).

		Overall	bn-en	uk-en	ta-en	
P@1	vs. RelSim	(+)	0.29	0.44	0.39	0.14
	vs. GH	(-)	0.34	-0.26	0.19	-0.78
	vs. EigSim	(-)	0.14	0.00	0.42	-0.29
RelSim	vs. GH	(-)	-0.15	-0.33	0.21	-0.34
	vs. EigSim	(-)	-0.48	-0.75	-0.06	-0.69
GH	vs. EigSim	(+)	0.63	0.20	0.33	0.31

Table A.3: Same as Table A.2, except computed over *all IsoVec* experiments (L2, Proc-L2, Proc-L2+I, RSIM, RSIM-Init, RSIM-U, EVS-U).