A La Carte Embedding: Cheap but Effective Induction of Semantic Feature Vectors

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Motivations

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 Used for solving analogies, language models, machine translation, text classification ...

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- Interesting setting: features with zero or few occurrences
- One approach (extension of word embeddings): Learn embeddings for all features in a text corpus



Issues

- Usually need to learn embeddings for all features together
 - Need to learn many parameters
 - Computation cost paid is *prix fixe* rather than à la carte
- Bad quality for **rare features**

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Scientists attending ACL work on cutting edge research in NLP

Petrichor: the earthy scent produce when rain falls on dry soil

Roger Federer won the first **set^{NN}** of the match

Problem setup

Given: Text corpus and high quality word embeddings trained on it



Linear approach

• Given a feature f and words in a context c around it

$$v_f^{avg} = \frac{1}{|c|} \sum_{w \in c} v_w$$

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- Issues
 - stop words ("is", "the") are frequent but are less informative
 - Word vectors tend to share common components which will be amplified

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Potential fixes

• Ignore stop words

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- SIF weights¹: Down-weight frequent words (similar to tf-idf)

$$v_f = \frac{1}{|c|} \sum_{w \in c} \alpha_w \, v_w$$

$$\alpha_w = \frac{a}{a + p_w}$$

 p_w is frequency of w in corpus

Potential fixes

- Ignore stop words
- SIF weights¹: Down-weight frequent words (similar to tf-idf)

• All-but-the-top²: Remove the component of top direction from word vectors

$$v_f = \frac{1}{|c|} \sum_{w \in c} v'_w = (I - uu^T) v_w^{avg}$$

$$u = top_direction(\{v_w\})$$

$$v'_w = remove_component(v_w, u)$$

Our more general approach

• Down-weighting and removing directions can be achieved by matrix multiplication

$$v_f \approx A \frac{1}{|c|} \sum_{w \in c} v_w = A v_f^{avg}$$
 Induced Embedding Induction Matrix

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 Induced Embedding Induction Matrix

• Learn A by using words as features

$$A^* = argmin_A \sum_{w} |v_w - Av_w^{avg}|_2^2$$

• Learn A by linear regression and is unsupervised

Theoretical justification

• [Arora et al. TACL '18] prove that under a generative model for text, there exists a matrix A which satisfies

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• Empirically we find that the best A^* recovers the original word vectors

$$cosine(v_w, A^*v_w^{avg}) \ge 0.9$$

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A la carte embeddings

1. Learn induction matrix

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$$v_f^{alc} = A^* v_f^{avg} = A^* \left(\frac{1}{|c|} \sum_{w \in c} v_w \right)$$



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Advantages

- à la carte: Compute embedding only for given feature
- Simple optimization: Linear regression
- Computational efficiency: One pass over corpus and contexts
- Sample efficiency: Learn only d^2 parameters for A^* (rather than Vd)
- Versatility: Works for any feature which has at least 1 context

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 We plot the extent to which A* down-weights words against frequency of words compared to all-but-the-top

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 A^* mainly down-weights words with very high and very low frequency

All-but-the-top mainly down-weights frequent words

Effect of number of contexts

Contextual Rare Words (CRW) dataset¹ providing contexts for rare words

- Task: Predict human-rated similarity scores for pairs of words
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Compare to the following methods:

- Average of words in context
- Average of non stop words
- SIF weighted average
- all-but-the-top



Nonce definitional task¹

- Task: Find embedding for unseen word/concept given its definition
- Evaluation: Rank of word/concept based on cosine similarity with true embedding

iodine: is a chemical element with symbol I and atomic number 53

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	Method	Mean Reciprocal Rank	Median Rank	
modified version of word2vec	word2vec	0.00007	111012	
	average	0.00945	3381 861	
	average, no stop words	0.03686		
	nonce2vec ¹	0.04907	623	
	à la carte	0.07058	165.5	

Ngram embeddings

Induce embeddings for ngrams using contexts from a text corpus

We evaluate the quality of embedding for a bigram $f = (w_1, w_2)$ by looking at closest words to this embedding by cosine similarity.

Method	beef up	cutting edge	harry potter	tight lipped	
$v_f^{add} = v_{w_1} + v_{w_2}$	meat, out	cut, edges	<mark>deathly</mark> , <mark>azkaban</mark>	loose, fitting	
v_f^{avg}	but, however	which, both	which, but	but, however	
ECO ¹	meats, meat	weft, edges	robards, keach	scaly, bristly	
Sent2Vec ²	add, reallocate	<mark>science</mark> , multidisciplinary	naruto, pokemon	wintel, codebase	
à la carte $(A^* v_f^{avg})$	need, <mark>improve</mark>	<mark>innovative</mark> , <mark>technology</mark>	<mark>deathly</mark> , <mark>hallows</mark>	<mark>worried</mark> , very	

Unsupervised text embeddings



Unsupervised text embeddings



and LSTMs on some tasks

Linear schemes are typically weighted sums of ngram embeddings

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$$v_{document}^{alc} = \left[\sum v_{word}, \sum v_{bigram}^{alc}, \dots, \sum v_{ngram}^{alc} \right]$$

	Method	n	dimension	MR	CR	SUBJ	MPQA	TREC	SST (±1)	SST	IMDB
Sparse –	Bag-of-ngrams	1-3	100K-1M	77.8	78.3	91.8	85.8	90.0	80.9	42.3	89.8
LSTM	Skip-thoughts ¹		4800	80.3	83.8	94.2	88.9	<u>93.0</u>	85.1	45.8	
	SDAE ²		2400	74.6	78.0	90.8	86.9	78.4			
	CNN-LSTM ³		4800	77.8	82.0	93.6	89.4	92.6			
	MC-QT ⁴		4800	<u>82.4</u>	<u>86.0</u>	<u>94.8</u>	<u>90.2</u>	92.4	<u>87.6</u>		
Linear -	DisC ⁵	2-3	≤ 4800	80.1	81.5	92.6	87.9	90.0	85.5	46.7	89.6
	Sent2Vec ⁶	1-2	700	76.3	79.1	91.2	87.2	85.8	80.2	31.0	85.5
	à la carte	2	2400	81.3	83.7	93.5	87.6	89.0	85.8	47.8	90.3
		3	4800	81.8	84.3	93.8	87.6	89.0	86.7	<u>48.1</u>	<u>90.9</u>

1: Kiros et al. '15, 2: Hill et al. '16, 3: Gan et al. '17, 4: Logeswaran and Lee '18, 5: Arora et al. '18, 6: Pagliardini et al. '18

Conclusions

- Simple and efficient method for inducing embeddings for many kinds of features, given at least one context of usage
- Embeddings produced are in same semantic space as word embeddings
- Good empirical performance for rare words, ngrams and synsets
- Text embeddings that compete with unsupervised LSTMs

Code is on github: <u>https://github.com/NLPrinceton/ALaCarte</u> CRW dataset available: <u>http://nlp.cs.princeton.edu/CRW/</u>

Future work

- Zero shot learning of feature embeddings
 - Compositional approaches
- Harder to annotate features (synsets)
- Contexts based on other syntactic structures

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Thank you!

Questions?

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