

# An overview of language representation

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# Outline

- Brief Introduction
- Quality Evaluation
- General Methods
  - Token/ID based methods
  - Morphology based methods
- Summary

# Language Representation

- Basic task of Natural Language Processing (NLP)
- To represent human language (e.g., character/word/sentence/document) in computer language/coding

# Naïve Language Representation

- Character Encoding
  - ASCII
  - UTF-8
  - ...
- One-hot Encoding
- Shortcoming
  - Cannot express semantics
    - Thesaurus: person & people
    - Synonyms: dad & father
    - Polysemy: bank & bank
  - Large space

ASCII表																									
		ASCII控制字符								ASCII打印字符															
高四位		0000				0001				0010	0011	0100	0101	0110	0111										
低四位		0	1	2	3	4	5	6	7	8	9	A	B	C	D										
十进制	字符	Ctrl	代码	转义字符	字符解释	十进制	字符	Ctrl	代码	转义字符	字符解释	十进制	字符	十进制	字符										
0000	0	0		^@	NUL	\0	空字符	16	▶	^P	DLE		数据链路转义	32	48	0	64	@	80	P	96	`	112	p	
0001	1	1	☺	^A	SOH		标题开始	17	◀	^Q	DC1		设备控制 1	33	!	49	1	65	A	81	Q	97	a	113	q
0010	2	2	☻	^B	STX		正文开始	18	↑	^R	DC2		设备控制 2	34	"	50	2	66	B	82	R	98	b	114	r
0011	3	3	♥	^C	ETX		正文结束	19	!!	^S	DC3		设备控制 3	35	#	51	3	67	C	83	S	99	c	115	s
0100	4	4	♦	^D	EOT		传输结束	20	¶	^T	DC4		设备控制 4	36	\$	52	4	68	D	84	T	100	d	116	t
0101	5	5	♣	^E	ENQ		查询	21	§	^U	NAK		否定应答	37	%	53	5	69	E	85	U	101	e	117	u
0110	6	6	♠	^F	ACK		肯定应答	22	—	^V	SYN		同步空闲	38	&	54	6	70	F	86	V	102	f	118	v
0111	7	7	•	^G	BEL	\a	响铃	23	↑	^W	ETB		传输块结束	39	'	55	7	71	G	87	W	103	g	119	w
1000	8	8	█	^H	BS	\b	退格	24	↑	^X	CAN		取消	40	(	56	8	72	H	88	X	104	h	120	x
1001	9	9	○	^I	HT	\t	横向制表	25	↓	^Y	EM		介质结束	41	)	57	9	73	I	89	Y	105	i	121	y
1010	A	10	◎	^J	LF	\n	换行	26	→	^Z	SUB		替代	42	*	58	:	74	J	90	Z	106	j	122	z
1011	B	11	♂	^K	VT	\v	纵向制表	27	←	^_	ESC	\e	溢出	43	+	59	;	75	K	91	[	107	k	123	{
1100	C	12	♀	^L	FF	\f	换页	28	└	^]	FS		文件分隔符	44	,	60	<	76	L	92	\	108	l	124	
1101	D	13	♪	^M	CR	\r	回车	29	↔	^]	GS		组分隔符	45	-	61	=	77	M	93	]	109	m	125	}
1110	E	14	♫	^N	SO		移出	30	▲	^^	RS		记录分隔符	46	.	62	>	78	N	94	^	110	n	126	~
1111	F	15	⌚	^O	SI		移入	31	▼	^-	US		单元分隔符	47	/	63	?	79	O	95	_	111	o	127	△

注：表中的ASCII字符可以用“Alt + 小键盘上的数字键”方法输入。

2013/08/08

# Language Representation with Semantics

- Token/ID based methods
  - Context2Center: CBOW
  - Center2Context: Skipgram
  - FeatureModel: ELMO, GPT, BERT
- Morphology based methods
  - Word Morphology: prefix, suffix, root
  - Sentence Morphology: grammar, syntax
  - Document Morphology: Paragraph

# Language Representation Evaluation

- General Semantics Task
  - Word Similarity:
    - (消费者, 顾客)
    - (man, woman)
  - Word Analogy:
    - 国王 – 男人 = 女王 –女人
    - king – man = queen - woman
- Task Specific Evaluation
  - Classification: Precision, Recall, F1, ...
  - Translation: BLEU
  - ...

# General Semantics Task

- Word Similarity
  - A list of pairs (word1, word2, score)
  - High similarity, high rank:  $rank\_score = \cos(word1, word2)$
  - Spearman's correlation
- Word Analogy
  - A list of pairs (head1, tail1, head2, tail2)
  - Accuracy :  $head2 = \operatorname{argmax}_{t \in W} (\cos(head1 - tail1 + tail2, t))$ 
    - The above is called 3CosAdd
    - The other one expression, which is called 3CosMul, is  $head2 = \operatorname{argmax}_{t \in W} \frac{\cos(t, tail1) \cdot \cos(t, head2)}{\cos(t, head1) + \epsilon}$

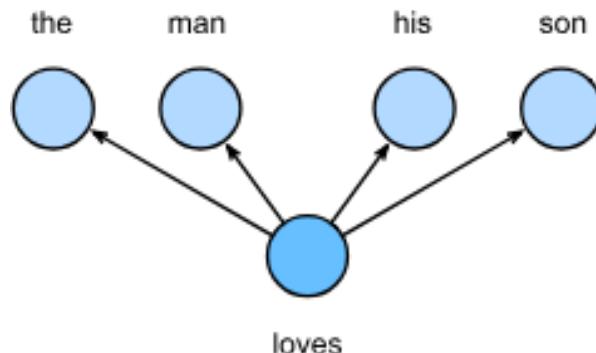
# Word Embedding: a demo case

- Semantics: similarity and analogy
- Naïve way: one-hot
  - Hard to infer the semantics
- Distributed —— Word2vec
  - A sentence: the man loves his son
  - Assumption: similar words appear in similar contexts

# Token/ID based methods

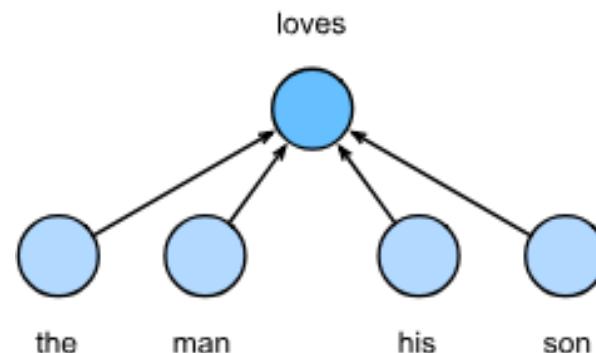
## Center2Context: Skipgram

- $P(\text{"the"}|\text{"loves"}) \cdot P(\text{"man"}|\text{"loves"}) \cdot \dots$
- $P(w_o|w_c) = \frac{\exp(u_o^T v_c)}{\sum_{i \in \mathcal{V}} \exp(u_i^T v_c)}$
- $\prod_{t=1}^T \prod_{-m \leq j \leq m, j \neq 0} P(w^{t+j}|w^t)$
- $-\sum_{t=1}^T \sum_{-m \leq j \leq m, j \neq 0} \log P(w^{t+j}|w^t)$



## Context2Center: CBOW

- $P(\text{loves}|\text{"the"}, \text{man"}, \text{his"}, \text{son})$
- $P(w_c|w_{o_1}, \dots, w_{o_{2m}}) = \frac{\exp(u_c^T \cdot \frac{1}{2m} \sum_i^{2m} v_{o_i})}{\sum_{i \in \mathcal{V}} \exp(u_i^T \cdot \frac{1}{2m} \sum_j^{2m} v_{o_j})}$
- $P(w_c|W_o) = \frac{\exp(u_c^T \bar{v}_o)}{\sum_{i \in \mathcal{V}} \exp(u_i^T \cdot \bar{v}_o)}$
- $\prod_{t=1}^T P(w^t|w^{t-m}, \dots, w^{t+m})$



# Problem

- Bias from Frequency
  - “the” vs “microprocessor”
  - Solution
    - Subsample based on frequency
      - Dropout Probability:  $P(w_i) = \max(1 - \sqrt{\frac{c}{f(w_i)}}, 0)$
      - $f(w_i)$  is the word frequency, and  $c$  is a constant, usually  $10^{-3}$  or  $10^{-4}$
- High Time Complexity
  - $O(|\mathcal{V}|)$ 
    - $P(w_o|w_c) = \frac{\exp(u_o^T v_c)}{\sum_{i \in \mathcal{V}} \exp(u_i^T v_c)}$
    - $P(w_c|W_o) = \frac{\exp(u_c^T \bar{v}_o)}{\sum_{i \in \mathcal{V}} \exp(u_i^T \cdot \bar{v}_o)}$

# High Time Complexity

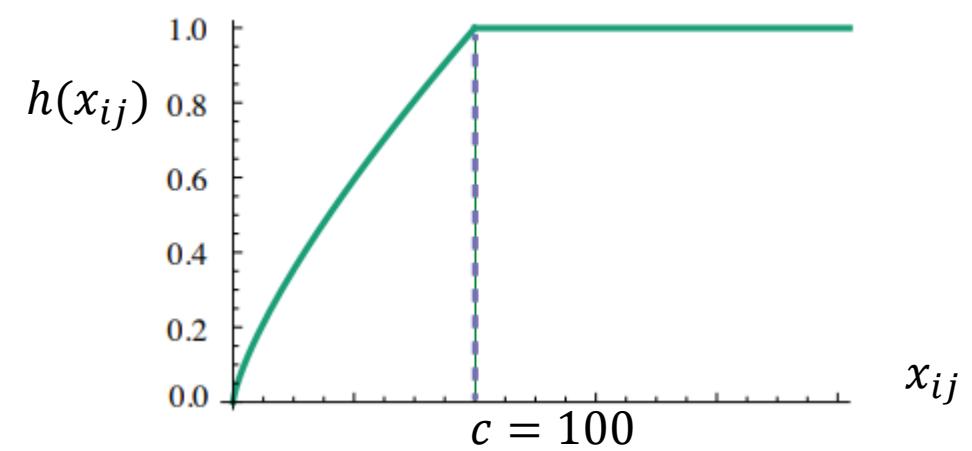
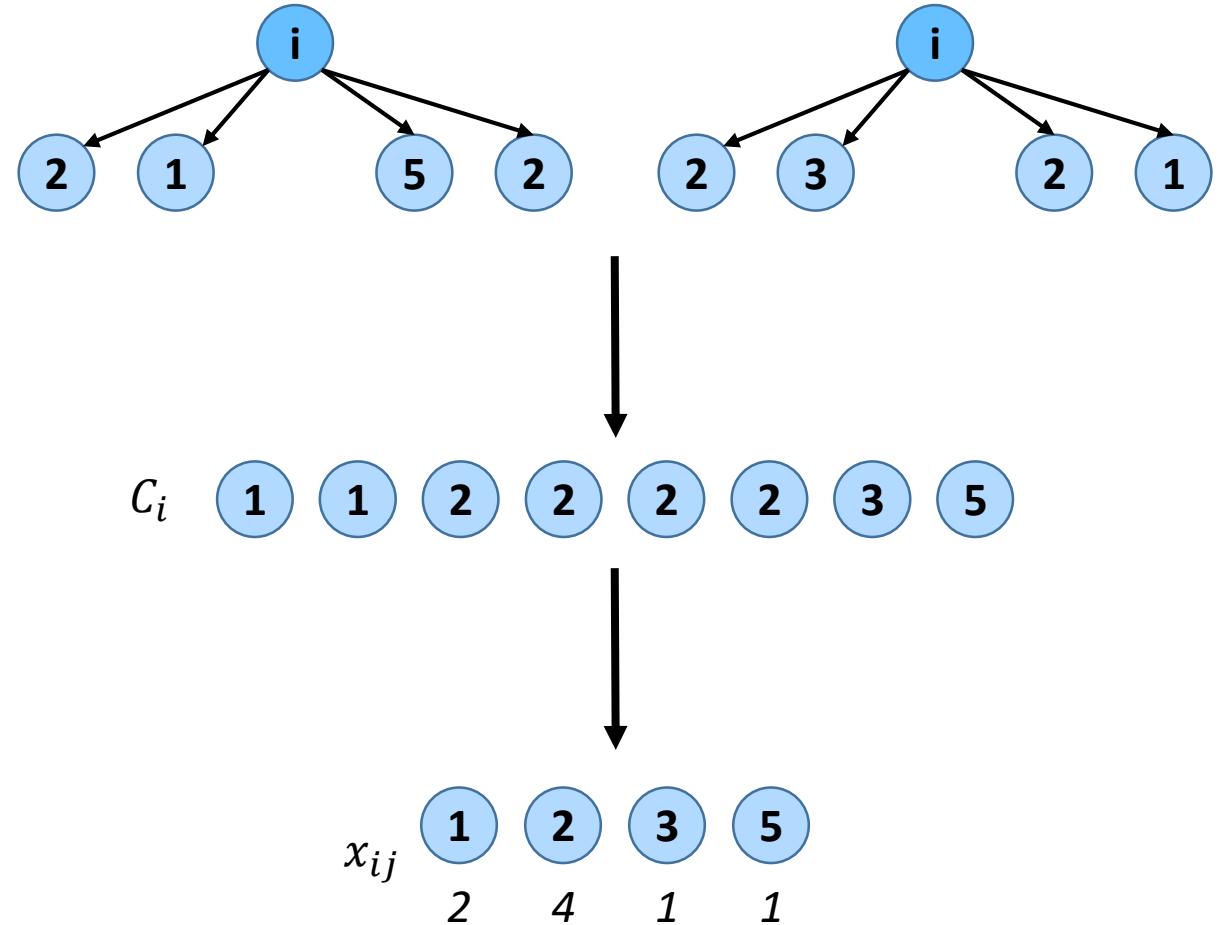
- $O(|\mathcal{V}|)$ 
  - $P(w_o|w_c) = \frac{\exp(u_o^T v_c)}{\sum_{i \in \mathcal{V}} \exp(u_i^T v_c)}$
- Solution
  - Negative sampling
    - $P(w_o|w_c) \rightarrow \max$
    - $P(D = 1|w_o, w_c) = \sigma(u_o^T v_c) \rightarrow \max$ .  $\sigma$  is the sigmoid function.
    - $P(w_o|w_c) \rightarrow P(D = 1|w_o, w_c) \prod_{k=1, w_k \sim U(w)}^K P(D = 0|w_k, w_c)$
    - $U(w) = \frac{f^\alpha(w)}{\sum_i f^\alpha(w_i)}$ , is the powered unigram distribution.  $\alpha$  is a constant (e.g.,  $\frac{3}{4}$ ) and  $K$  usually is set as 5.
  - Hieratical softmax
    - Space for time

# Global Vectors

- Skipgram
  - Standard
    - $P(w_o|w_c) = \frac{\exp(u_o^T v_c)}{\sum_{i \in \mathcal{V}} \exp(u_i^T v_c)}$
    - $-\sum_{t=1}^T \sum_{-m \leq j \leq m, j \neq 0} \log P(w^{t+j}|w^t)$
  - Another View

$$\begin{aligned} p_{ij} &= P(w_j|w_i) = \frac{\exp(u_j^T v_i)}{\sum_{k \in \mathcal{V}} \exp(u_j^T v_k)} \\ &\cdot -\sum_{i \in \mathcal{V}} \sum_{j \in \mathcal{V}} x_{ij} \log q_{ij} \\ &\cdot x_i = |\mathcal{C}_i|, p_{ij} = \frac{x_{ij}}{x_i} \end{aligned}$$

- GloVe
  - $p'_{ij} = x_{ij}, q'_{ij} = \exp(u_j^T v_i)$
  - $(\log q'_{ij} - \log p'_{ij})^2 = (u_j^T v_i + b_i + c_j - \log x_{ij})^2$
  - $\sum_{i \in \mathcal{V}} \sum_{j \in \mathcal{V}} h(x_{ij}) (u_j^T v_i + b_i + c_j - \log x_{ij})^2$
  - $h(x_{ij}) = \begin{cases} (x_{ij}/c)^\alpha & x_{ij} < c \\ 1 & otherwise \end{cases}$

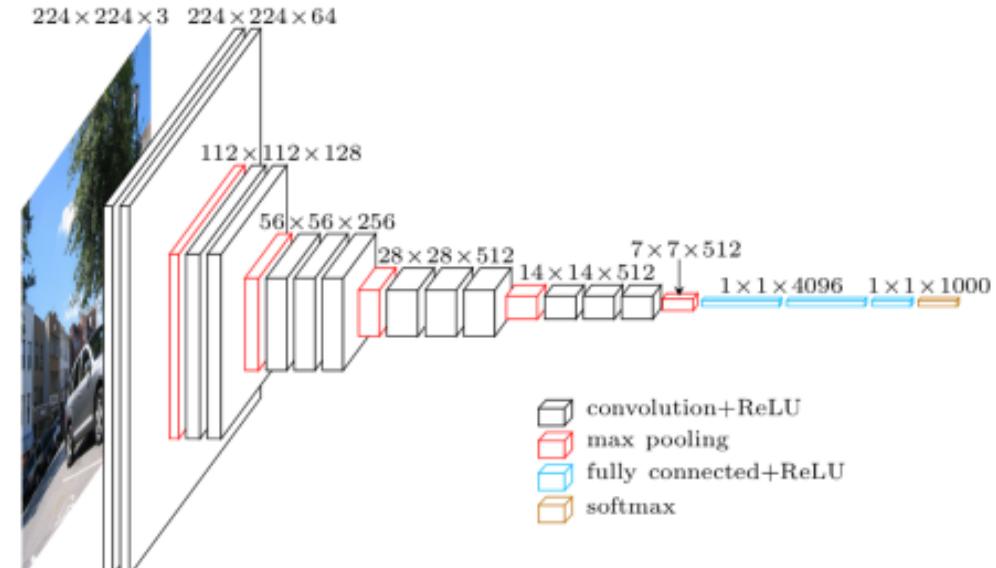


# Problem

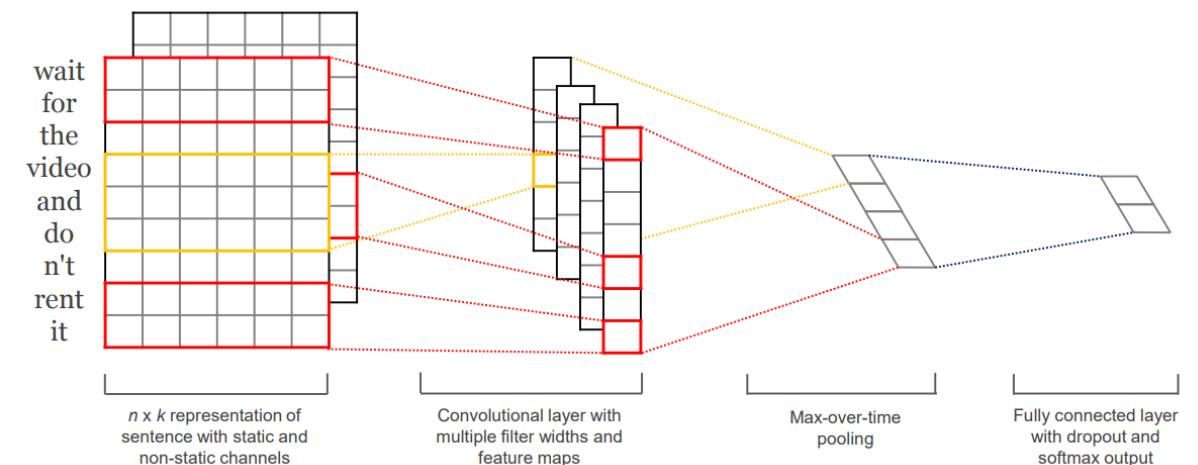
- Polysemy
  - Bank & Bank
  - He walks on the bank
  - The bank is robbed

# Feature Model

- Image
  - VGG16 & VGG19
  - ResNet
- NLP
  - TextCNN
  - ELMO
  - GPT
  - BERT



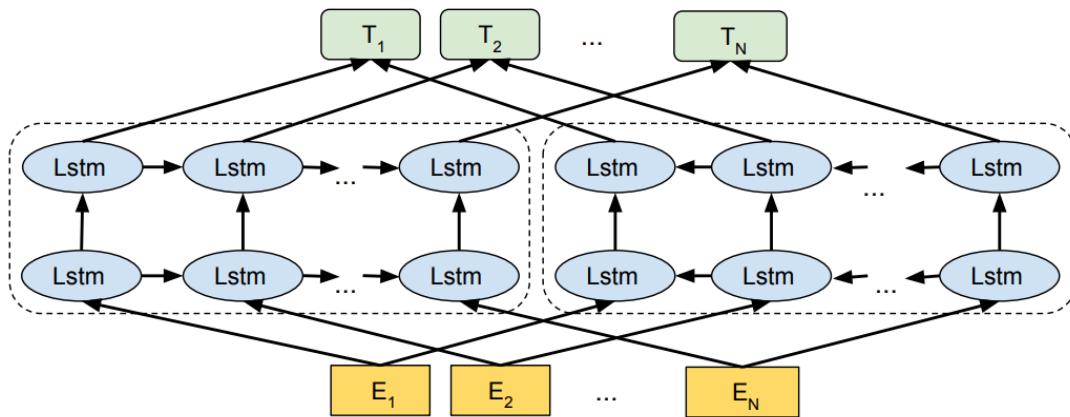
VGG16



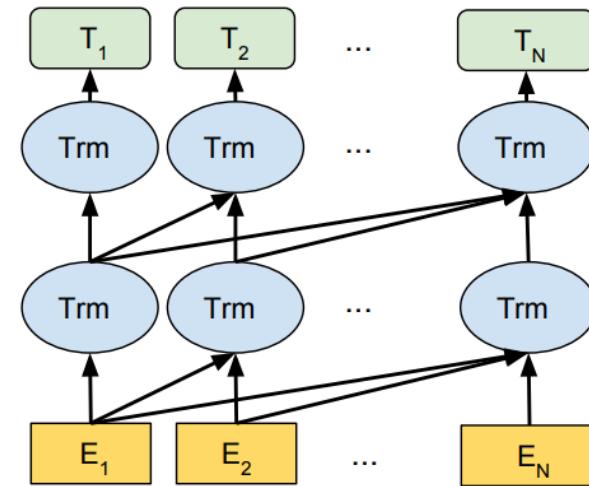
TextCNN

# FeatureModel

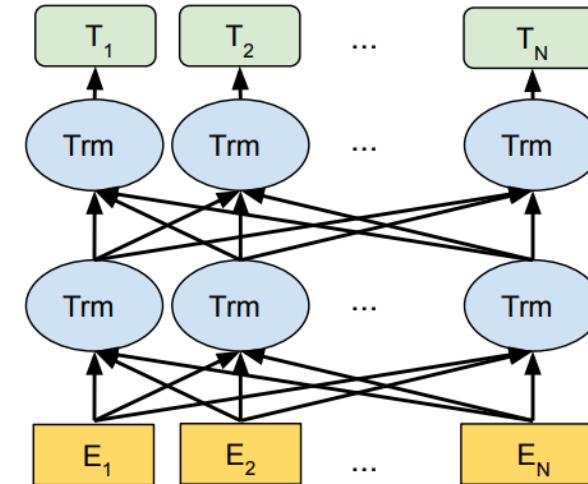
- ELMO



- GPT



- BERT



# Drawback

- Ignore the abundant information in morphology
  - Word Morphology: prefix, suffix, root
  - Sentence Morphology: grammar, syntax
  - Document Morphology: Paragraph
- OOV Word

# Morphology based methods

- Alphabetic
  - Subword: prefix, suffix, root
- Logogram
  - Character
  - Stroke
  - Glyph

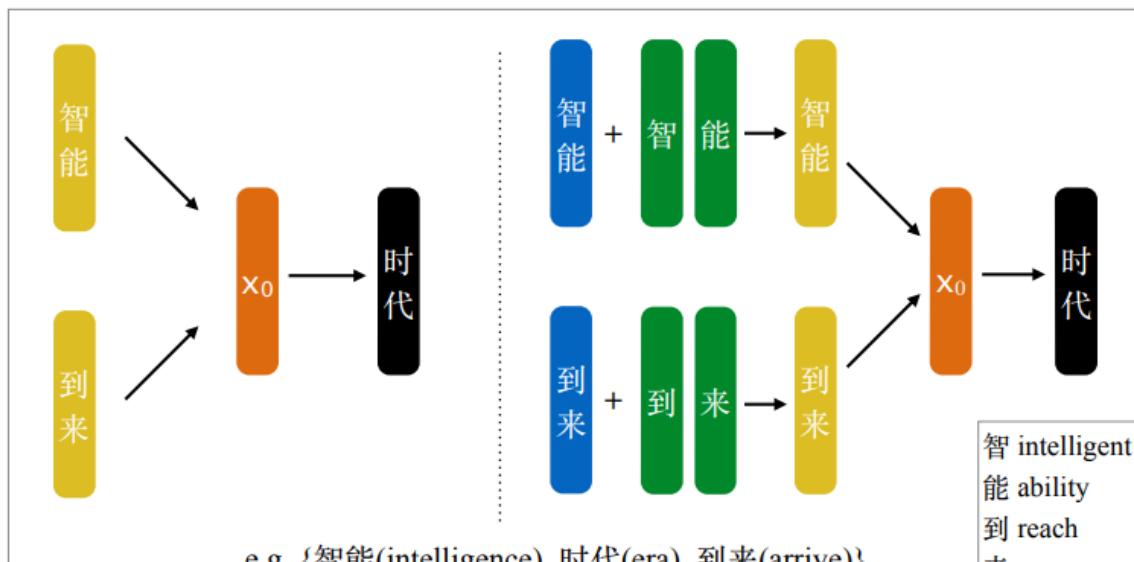
# Morphology Word Embedding for Alphabetic

- sisg
  - fasttext
  - “**declare**”, “**clarify**” → root word “clar”
  - (“dog”, “dogs”), (“interest”, “interesting”)
  - Subword n-gram
    - where → <where>
    - 3-gram → <wh, whe, her, ere, re>
    - $3 \leq n \leq 6$  and attach a special subword “where” or “<where>”
  - $v_w = \sum_{g \in \mathcal{G}_w} z_g$
  - $P(w_o | w_c) = \frac{\exp(u_o^T v_c)}{\sum_{i \in \mathcal{V}} \exp(u_i^T v_c)}$

# Morphology Word Embedding for Logogram

- Character

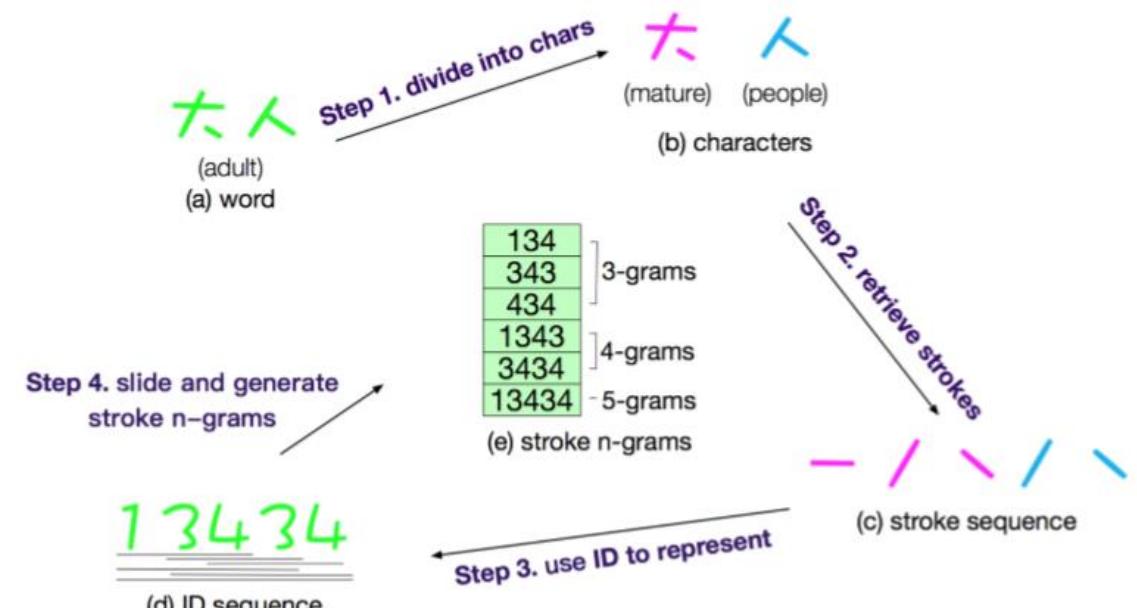
$$u_j = w_j \oplus \frac{1}{N_j} \sum_{k=1}^{N_j} c_k$$



(A) CBOW

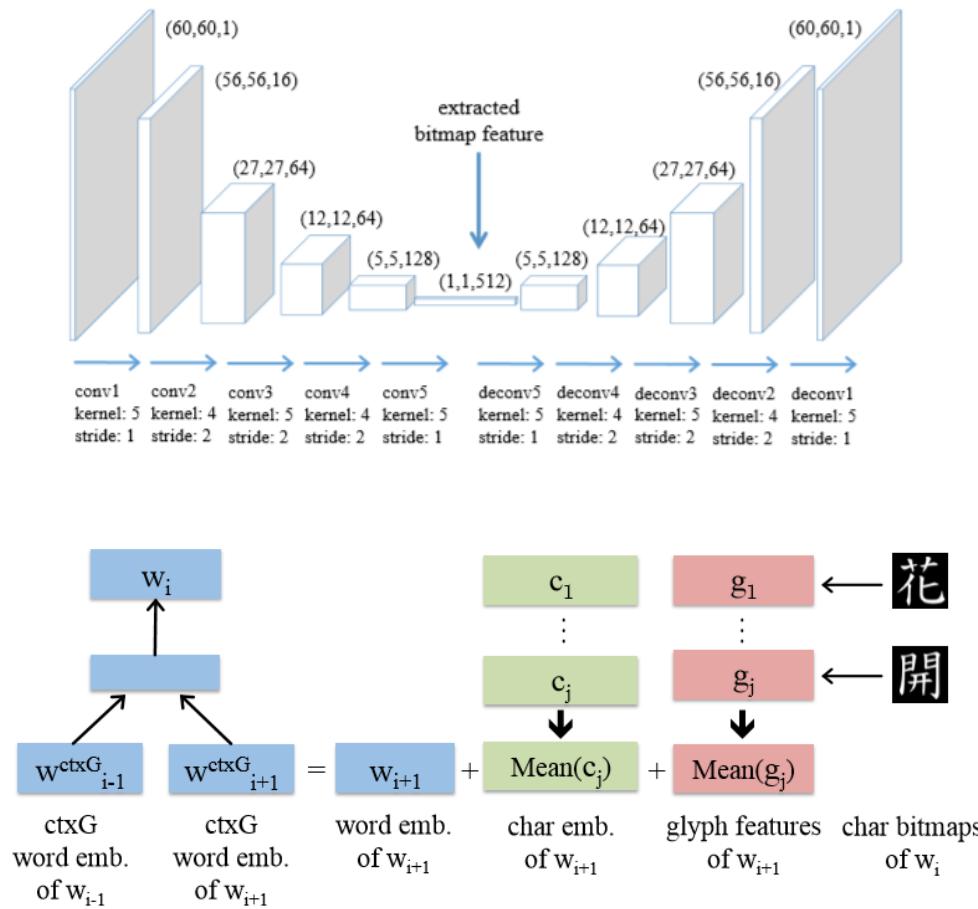
(B)Character-enhanced Word Embedding

- Stroke

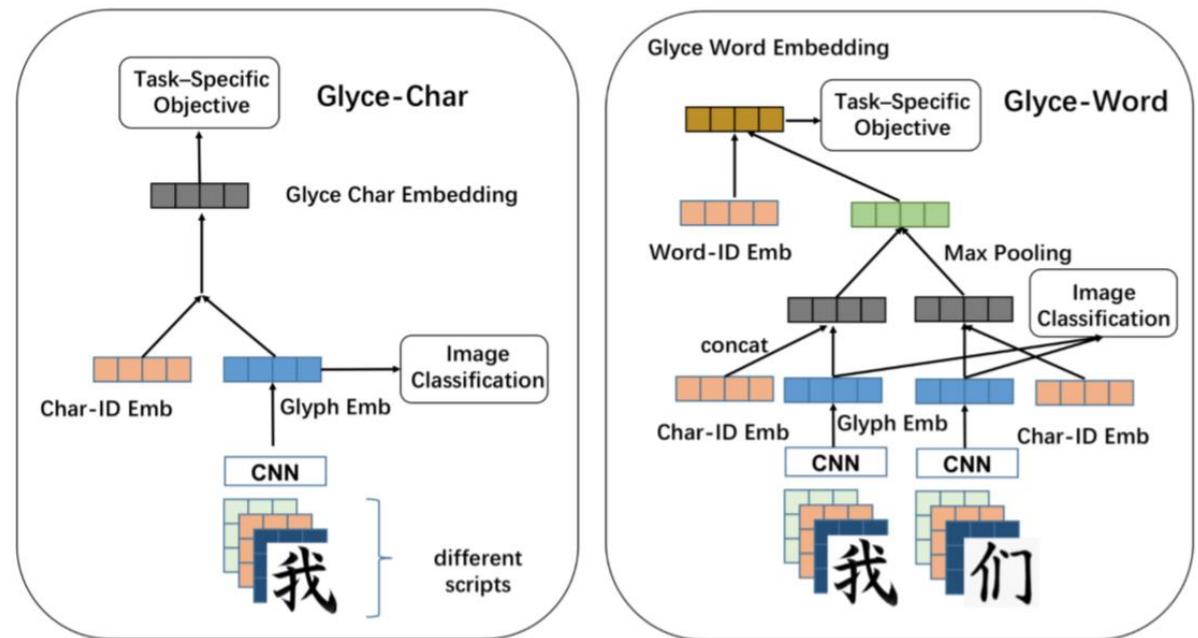


# Glyph

- GWE



- Glyce

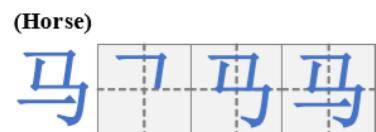


# Dual channel view for Morphology Logogram

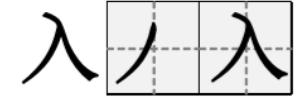
## Sequential

- Character

- Stroke



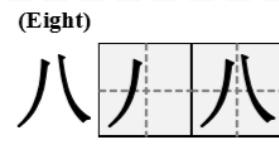
Strokes: 𠂔 𠂊 一



Strokes: 丨 丶



Strokes: 𠂔 𠂔 𠂔 𠂔



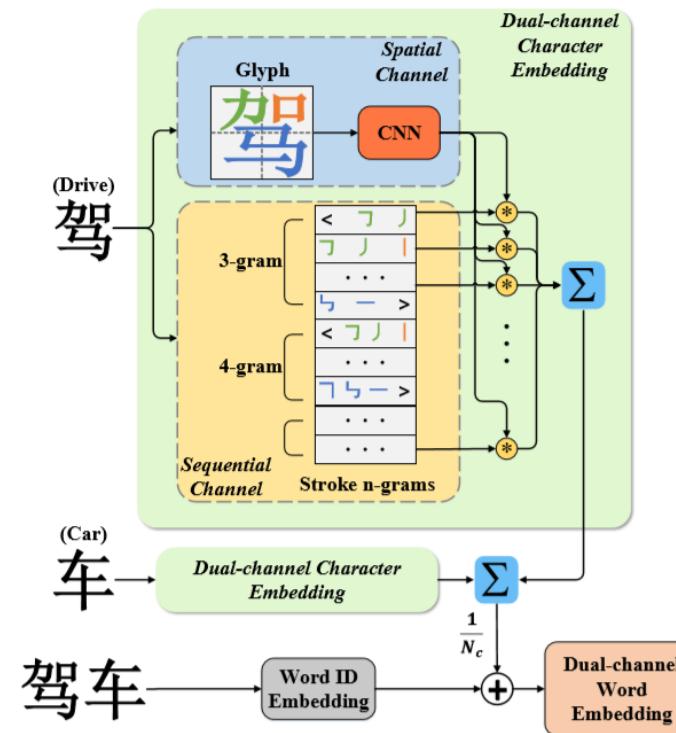
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Strokes: 丨 丶

## Spatial

- Glyph



# Problem

- High Time Complexity
- High Computing Resource
- Weak Interpretability
  - Only can infer similarity and analogy

# Future Work

- Try to compress corpus into knowledge graph
  - Reduce time complexity
  - Reduce computing Resource
  - Strong interpretability
  - High interactivity

# Summary

- Challenge
  - Semantics
    - Distributed Embedding
  - Polysemy
    - Feature Model
  - OOV
- Quality Evaluation
  - General semantics task: word similarity, word analogy
  - Task specific evaluation: classification, translation
- Practical
  - Time Complexity
    - Negative Sampling
  - Interpretability
    - ?

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Q&A