## Sparse text representations

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$\left[\begin{array}{c}\text { John } \\ \vdots \\ \text { likes } \\ \vdots \\ \text { movies } \\ \vdots \\ \text { games }\end{array}\right] \quad\left[\begin{array}{c}1 \\ {\left[\begin{array}{l}1 \\ \vdots \\ 1 \\ \vdots \\ 1 \\ \vdots \\ 0\end{array}\right]\left[\begin{array}{c}2 \\ \vdots \\ \vdots \\ \vdots \\ \vdots \\ 1\end{array}\right]} \\ {\left[\begin{array}{l}\text { One-hot }\end{array}\right]}\end{array}\right.$

## Contents

- distributional semantics
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- document similarity
- tf-idf weighting
- PPMI weighting
- use in information retrieval
- information retrieval evaluation


## Distributional semantics


"You shall know a word by the company it keeps

Firth, J. R. (1957). A synopsis of linguistic theory 1930-1955. In Studies in Linguistic Analysis, p. 11. Blackwell, Oxford.

"The meaning of a word is its use in the language"
Ludwig Wittgenstein, PI \#43

## Distributional semantics

- a baseline for a distributional word similarity
- first-order co-occurrence of words (syntagmatic association), words that are typically nearby each other: wrote, book, or poem
- second-order co-occurrence (paradigmatic association), words with similar neighbors: wrote, said, or remarked


## We define a word as a vector

- Called an "embedding" because it's embedded into a space
- The standard way to represent meaning in NLP
- Fine-grained model of meaning for similarity
- NLP tasks like sentiment analysis
- With words, requires same words to be in training and test
- With embeddings: ok if similar words occurred!!!
- Question answering, conversational agents, etc


## Two kinds of embeddings

- sparse, e.g., tf-idf
- A common baseline model
- Sparse vectors
- Words are represented by a simple function of the counts of nearby words
- dense, e.g., word2vec
- Dense vectors
- Representation is created by training a classifier to distinguish nearby and faraway words


## Word embeddings

- embeddings shall transform syntactic and semantic similarity of words into vector space (as distances and directions)


## Sparse vector representation

- An elephant is a mammal. Mammals are animals. Humans are mammals, too. Elephants and humans live in Africa.

| Africa | animal | be | elephant | human | in | live | mammal | too |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 1 | 3 | 2 | 2 | 1 | 1 | 3 | 1 |

9 dimensional vector ( $1,1,3,2,2,1,1,3,1$ )
In reality this is sparse vector of dimension |V| (vocabulary size in order of 10,000 dimensions)
Similarity between documents and queries in vector space.

## Vectors and documents

- a word occurs in several documents
- a document contains several words
- both words and documents are vectors
- an example: Shakespeare

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :---: | :---: | :---: | :---: | :---: |
| battle <br> good fool wit | $\left(\begin{array}{c}1 \\ 14 \\ 36 \\ 20\end{array}\right.$ | 0 80 58 15 | $\left(\begin{array}{c}7 \\ 62 \\ 1 \\ 2\end{array}\right)$ | $\left(\begin{array}{c}13 \\ 89 \\ 4 \\ 3\end{array}\right.$ |

- term-document matrix, dimension $|\mathrm{V}| \mathrm{x}|\mathrm{D}|$
- a sparse matrix


## Visualizing document vectors

- e.g., in two dimensional space

- the difference between dramas and comedies


## Vectors are the basis of information retrieval

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :---: | :---: | :---: | :---: | :---: |
| battle <br> good <br> fool <br> wit | $\left[\begin{array}{c}1 \\ 14 \\ 36 \\ 20\end{array}\right.$ | 0 <br> 80 <br> 58 |  | $\left(\begin{array}{c}7 \\ 62 \\ 1 \\ 2\end{array}\right.$ |

- Vectors are similar for the two comedies
- 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"

## Reminders from linear algebra

$$
\begin{aligned}
& \operatorname{dot-product}(\vec{v}, \vec{w})=\vec{v} \cdot \vec{w}=\sum_{i=1}^{N} v_{i} w_{i}=v_{1} w_{1}+v_{2} w_{2}+\ldots+v_{N} w_{N} \\
& \quad \text { vector length }|\vec{v}|=\sqrt{\sum_{i=1}^{N} v_{i}^{2}}
\end{aligned}
$$

## 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


## Document similarity

- Assume orthogonal dimensions
- Cosine similarity
- Dot (scalar) product of vectors

$$
\cos (\Theta)=\frac{A \cdot B}{|A||B|}
$$

## Weighted similarity

- Between query and document

$$
\operatorname{sim}(q, d)=\frac{\sum_{b} w_{b, d} \cdot w_{b, q}}{\sqrt{\sum_{b} w_{b, d}^{2}} \cdot \sqrt{\sum_{b} w_{b, q}^{2}}}
$$

- Ranking by the decreasing similarity


## 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):

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

- Idf: inverse document frequency: tf-

$$
\operatorname{idf}_{i}=\log \left(\frac{N}{\mathrm{df}_{i}}\right)
$$

$t f-i d f$ value for word t in document d :

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

## Weights in bag-of-words text representations

## Sentences

1."John likes to watch movies. Mary likes movies too."
2."John also likes to watch football games."


## Evaluation of information retrieval

- How to compare different text representations, weightings, algorithms, etc?


## Performance measures for information retrieval

- Subjective measures
- Statistical measures
- Precision, recall
- A contingency table analysis of precision and recall

|  | Relevant | Non-relevant |  |
| :--- | :--- | :--- | :--- |
| Retrieved | $a$ | $b$ | $a+b=m$ |
| Not retrieved | $c$ | $d$ | $c+d=N-m$ |
|  | $a+c=n$ | $b+d=N-n$ | $a+b+c+d=N$ |

## Precision and recall

- $N=$ number of documents in collection
- $n=$ number of important documents for given query $q$
- $m=$ number of retreived documents
- Search returns $m$ documents including $a$ relevant ones
- Precision $P=a / m$ proportion of relevant document in the obtained ones
- recall $R=a / n$
proportion of obtained relevant documents in all relevant documents


## An example: low precision, low recall


$\square$ Returned Results
$\square$ Not Returned Results

- Relevant Results
- Irrelevant Results


## Precision-recall graphs



## F-measure

- combine both P and R
- 

$$
\begin{aligned}
& F_{\beta}=\frac{\left(1+\beta^{2}\right) \cdot P \cdot R}{\beta^{2} P+R} \text { for } \beta>0 \\
& F_{1}=\frac{2 \cdot P \cdot R}{P+R}
\end{aligned}
$$

- Weighted precision and recall
- $\beta=1$ weighted harmonic mean
- Also used $\beta=2$ or $\beta=0.5$


## measure@k

- for large number of returned items, the precision may no longer be a relevant measure (why)
- Precision@k is a precision achieved for the first $k$ returned items
- Recall@k is a recall achieved for the first $k$ returned documents
-Analogously, F1@k
- Weakness: Recall@k increases with larger k


## Word similarity with 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 their enjoyment. Cautiously she sampled her first
well suited to programming on the digital for the purpose of gathering data and
pineapple computer.
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
apricot
pineapple
digital
information
aardvark

| 0 | 0 | 0 | 1 | 0 | 1 |  |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
| 0 | 0 | 0 | 1 | 0 | 1 |  |
| 0 | 2 | 1 | 0 | 1 | 0 |  |
| 0 | 1 | 6 | 0 | 4 | 0 |  |



## Word weighting

- 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?

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

## 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 $w_{1}$ and $w_{2}$ whose probability is each $10^{-6}$
- Hard to be sure $\mathrm{p}\left(\mathrm{w}_{1}, \mathrm{w}_{2}\right)$ 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)
- $\mathrm{f}_{\mathrm{ij}}$ is \# of times $\mathrm{w}_{\mathrm{i}}$ occurs in context $\mathrm{c}_{\mathrm{j}}$

$$
\begin{aligned}
& p_{i j}=\frac{f_{i j}}{W C f_{i j}} \quad p_{i^{*}}=\frac{f_{i j}}{W C C_{j=1} C} \quad p_{i j}=\frac{f_{i j}}{{ }_{i=1}^{W C} C} \\
& p m i_{i j}=\log _{2} \frac{p_{i j}}{p_{i^{*}} p_{*_{j}}} \quad \text { ppmi }_{i_{i j}}=\begin{array}{cc}
p m i_{i j} & \text { if } p m i_{i j}>0 \\
0 & \text { otherwise }
\end{array}
\end{aligned}
$$

## 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 $\alpha=0.75$ :

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

- This helps because $P_{\alpha}(c)>P(c)$ for rare $c$
- Consider two events, $\mathrm{P}(\mathrm{a})=.99$ and $\mathrm{P}(\mathrm{b})=.01$
- $P_{\alpha}(a)=\frac{.99 \cdot 75}{.99 .75+.011^{75}}=.97 P_{\alpha}(b)=\frac{.01^{75}}{.01^{75}+.01^{.75}}=.03$


## Use Laplace (add-1) smoothing

- relative frequency based probability

$$
P\left(w_{i}\right)=\frac{c_{i}}{N}
$$

- Laplace smoothing (add-1)

$$
P_{\text {Laplace }}\left(w_{i}\right)=\frac{c_{i}+1}{N+V}
$$

- Add-k smoothing
$\mathrm{k}=0.5,0.1,0.05,0.01$ ?


## Add-2 Smoothed Count(w,context

|  | Add-2 Smoothed Count(w,context |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: |
|  | 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] |  |  |  |  | $\mathbf{p ( w )}$ |  |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: | :---: |
|  | 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 |  |  |

## Document similarity based on words

- Compare two words using cosine similarity to see if they are similar
- Compare two documents
- Take the centroid of vectors of all the words in the document
- Centroid document vector is:

$$
d=\frac{w_{1}+w_{2}+\ldots+w_{k}}{k}
$$

