



THE UNIVERSITY OF BRITISH COLUMBIA

# Topics in AI (CPSC 532S): Multimodal Learning with Vision, Language and Sound

**Lecture 8: Word2Vec, Language Models and RNNs**

# Course **Logistics**

- **Assignment 3**
- **Final project group** Goolge form will be out **tomorrow**

# Representing a **Word**: One Hot Encoding

## Vocabulary

## one-hot encodings

dog	1	[ 1, 0, 0, 0, 0, 0, 0, 0, 0, 0 ]
cat	2	[ 0, 1, 0, 0, 0, 0, 0, 0, 0, 0 ]
person	3	[ 0, 0, 1, 0, 0, 0, 0, 0, 0, 0 ]
holding	4	[ 0, 0, 0, 1, 0, 0, 0, 0, 0, 0 ]
tree	5	[ 0, 0, 0, 0, 1, 0, 0, 0, 0, 0 ]
computer	6	[ 0, 0, 0, 0, 0, 1, 0, 0, 0, 0 ]
using	7	[ 0, 0, 0, 0, 0, 0, 1, 0, 0, 0 ]

# Representing **Phrases**: Bag-of-Words

Vocabulary	
dog	1
cat	2
person	3
holding	4
tree	5
computer	6
using	7

## bag-of-words representation

person holding dog	{3, 4, 1}	[ 1, 0, 1, 1, 0, 0, 0, 0, 0, 0 ]
person holding cat	{3, 4, 2}	[ 1, 1, 0, 1, 0, 0, 0, 0, 0, 0 ]
person using computer	{3, 7, 6}	[ 0, 0, 0, 1, 0, 1, 1, 0, 0, 0 ]
		dog cat person holding tree computer using
person using computer person holding cat	{3, 3, 7, 6, 2}	[ 0, 1, 2, 1, 0, 1, 1, 0, 0, 0 ]

\*slide from V. Ordonex



# Distributional Hypothesis [ Lenci, 2008 ]

- At least certain aspects of the meaning of lexical expressions depend on their distributional properties in the linguistic contexts
- The degree of semantic similarity between two linguistic expressions is a function of the similarity of the two linguistic contexts in which they can appear

# What is the meaning of “**bardiwac**”?

- He handed her glass of **bardiwac**.
- Beef dishes are made to complement the **bardiwacs**.
- Nigel staggered to his feet, face flushed from too much **bardiwac**.
- Malbec, one of the lesser-known **bardiwac** grapes, responds well to Australia’s sunshine.
- I dined off bread and cheese and this excellent **bardiwac**.
- The drinks were delicious: blood-red **bardiwac** as well as light, sweet Rhenish.


**bardic** is an alcoholic beverage made from grapes

# The **Use Theory** of Meaning

“If you can understand and predict in which context a word will appear in, then you understood the meaning of the word” [Paul Horwich]

# Geometric Interpretation: Co-occurrence as feature

- Row vector describes usage of word in a corpus of text
- Can be seen as coordinates of the point in an n-dimensional Euclidian space

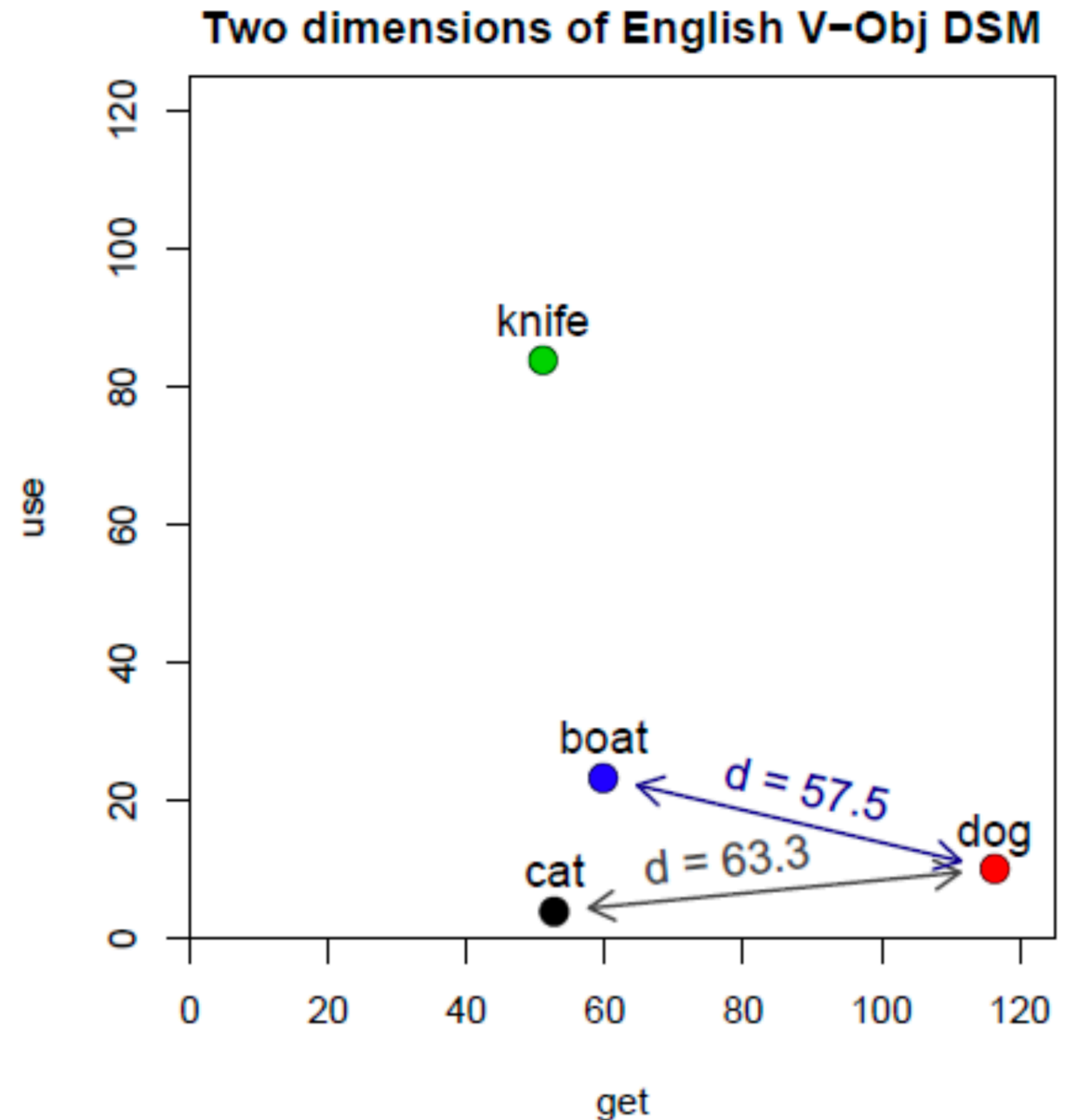


	get	see	use	hear	eat	kill
knife	51	20	84	0	3	0
cat	52	58	4	4	6	26
<b>dog</b>	<b>115</b>	<b>83</b>	<b>10</b>	<b>42</b>	<b>33</b>	<b>17</b>
boat	59	39	23	4	0	0
cup	98	14	6	2	1	0
pig	12	17	3	2	9	27
banana	11	2	2	0	18	0

**Co-occurrence** Matrix

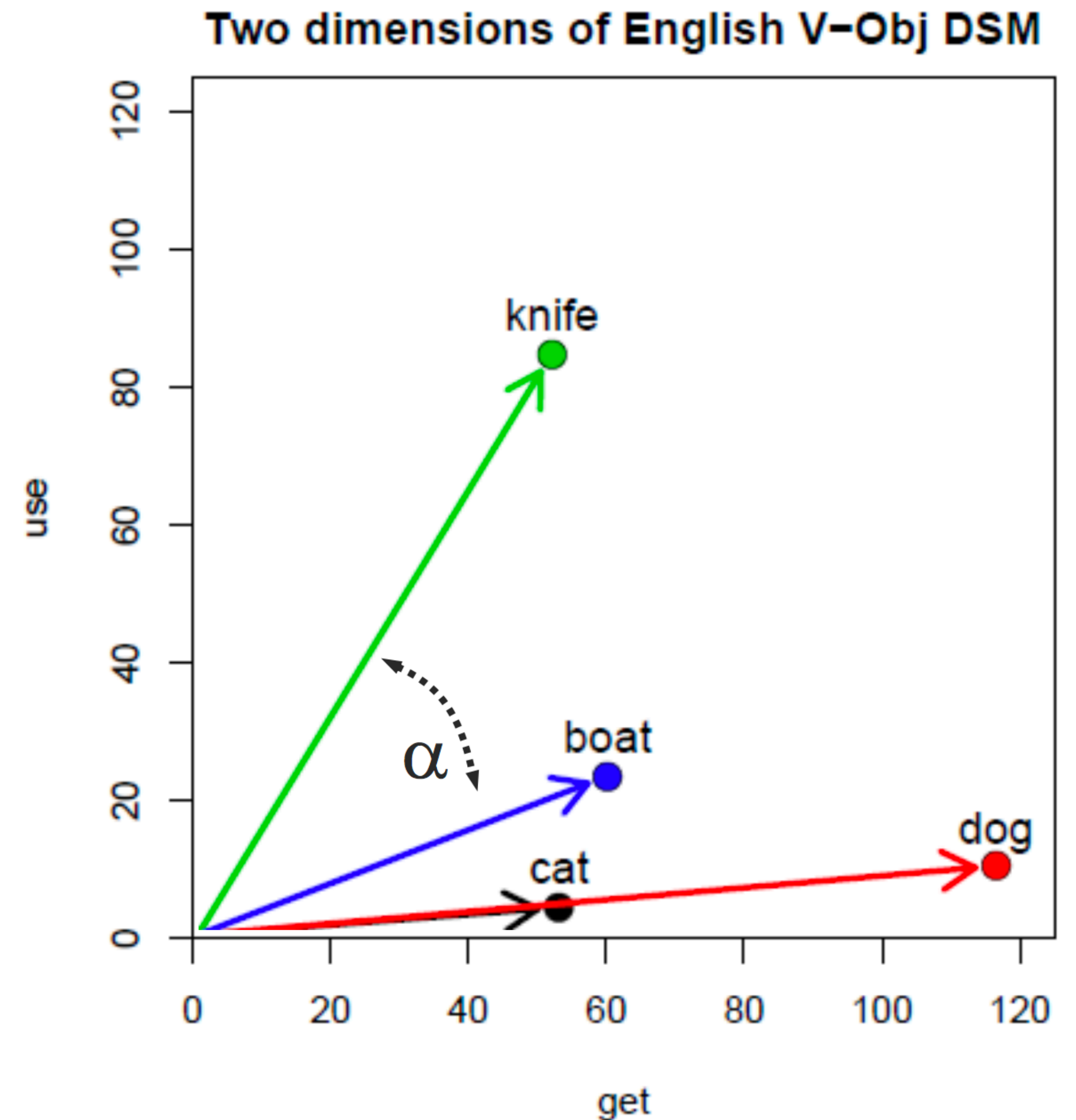
# Distance and Similarity

- Illustrated in two dimensions
- Similarity = spatial proximity (Euclidian distance)
- Location depends on frequency of noun (dog is 27 times as frequent as ca)



# Angle and Similarity


- direction is more important than location
- normalize length of vectors
- or use angle as a distance measure





# Geometric Interpretation: Co-occurrence as feature

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boat	59	39	23	4	0	0
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pig	12	17	3	2	9	27
banana	11	2	2	0	18	0

**Way too high dimensional!**

**Co-occurrence** Matrix

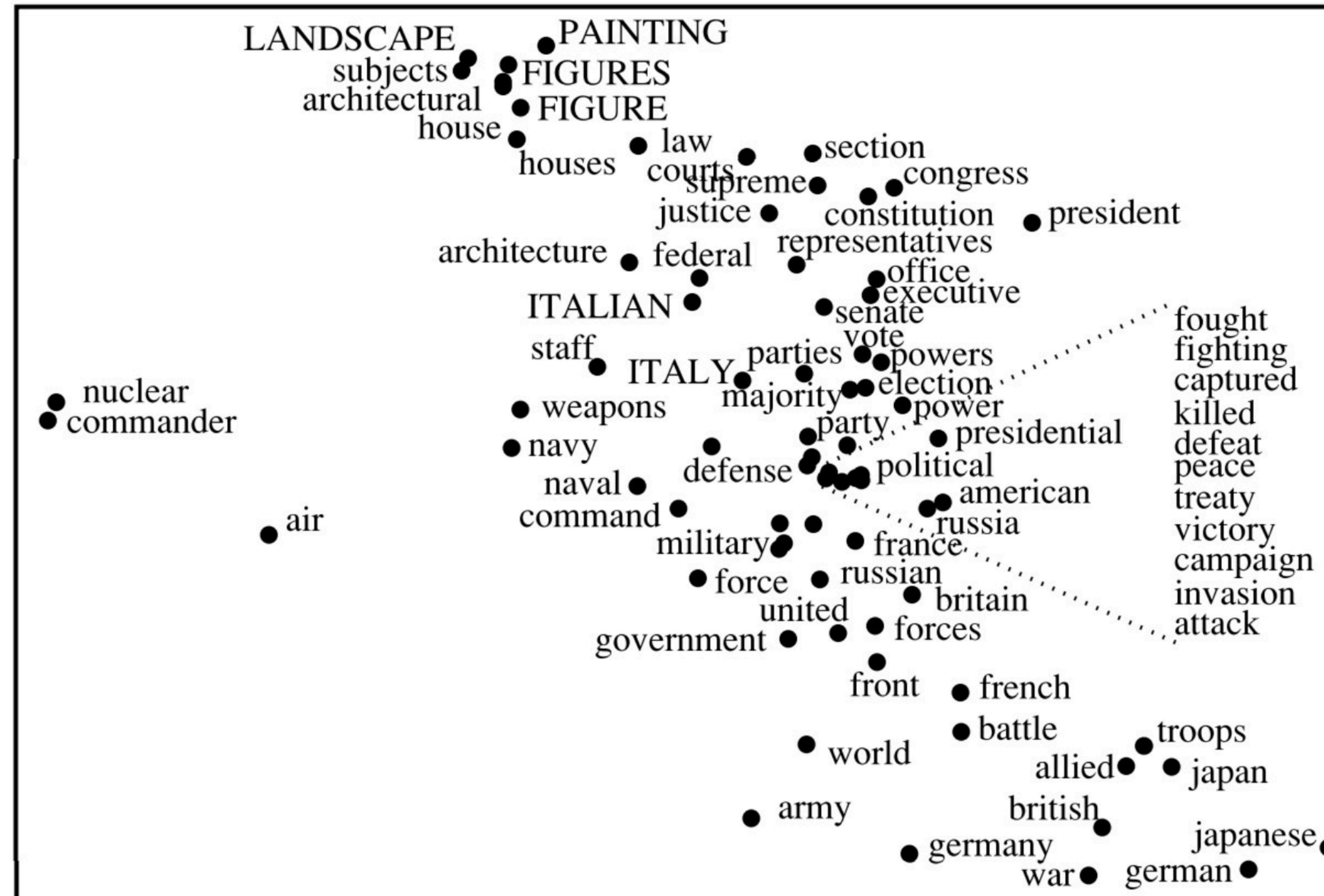
# SVD for Dimensionality Reduction

$$\begin{array}{ccccc}
 \begin{array}{c} m \\ \boxed{\phantom{X}} \\ n \\ X \end{array} & = & \begin{array}{c} r \\ \boxed{\begin{array}{c} | \quad | \quad | \quad \cdots \\ U_1 U_2 U_3 \cdots \\ | \quad | \quad | \end{array}} \\ n \\ U \end{array} & \begin{array}{c} r \\ \boxed{\begin{array}{c} S_1 \quad \quad \quad 0 \\ \quad S_2 \quad S_3 \quad \cdot \\ 0 \quad \quad \quad \cdot \quad \cdot \quad S_r \end{array}} \\ r \\ S \end{array} & \begin{array}{c} m \\ \boxed{\begin{array}{c} \text{---} V_1 \text{---} \\ \text{---} V_2 \text{---} \\ \text{---} V_3 \text{---} \\ \vdots \\ \vdots \end{array}} \\ r \\ V^T \end{array} \\
 \\
 \begin{array}{c} m \\ \boxed{\phantom{\hat{X}}} \\ n \\ \hat{X} \end{array} & = & \begin{array}{c} k \\ \boxed{\begin{array}{c} | \quad | \quad | \quad \cdots \\ U_1 U_2 U_3 \cdots \\ | \quad | \quad | \end{array}} \\ n \\ \hat{U} \end{array} & \begin{array}{c} k \\ \boxed{\begin{array}{c} S_1 \quad \quad \quad 0 \\ \quad S_2 \quad S_3 \quad \cdot \\ 0 \quad \quad \quad \cdot \quad \cdot \quad S_k \end{array}} \\ k \\ \hat{S} \end{array} & \begin{array}{c} m \\ \boxed{\begin{array}{c} \text{---} V_1 \text{---} \\ \text{---} V_2 \text{---} \\ \text{---} V_3 \text{---} \\ \vdots \\ \vdots \end{array}} \\ k \\ \hat{V}^T \end{array}
 \end{array}$$



# Learned Word Vector Visualization

We can also use other methods, like LLE here:



Nonlinear dimensionality reduction by locally linear embedding. Sam Roweis & Lawrence Saul. Science, v.290,2000

[ Roweis and Saul, 2000 ]

# Issues with **SVD**

**Computational** cost for a  $d \times n$  matrix is  $\mathcal{O}(dn^2)$ , where  $d < n$

— Makes it not possible for large number of word vocabularies or documents

It is hard to incorporate out of sample (**new**) words or documents

# **word2vec:** Representing the Meaning of Words [ Mikolov et al., 2013 ]

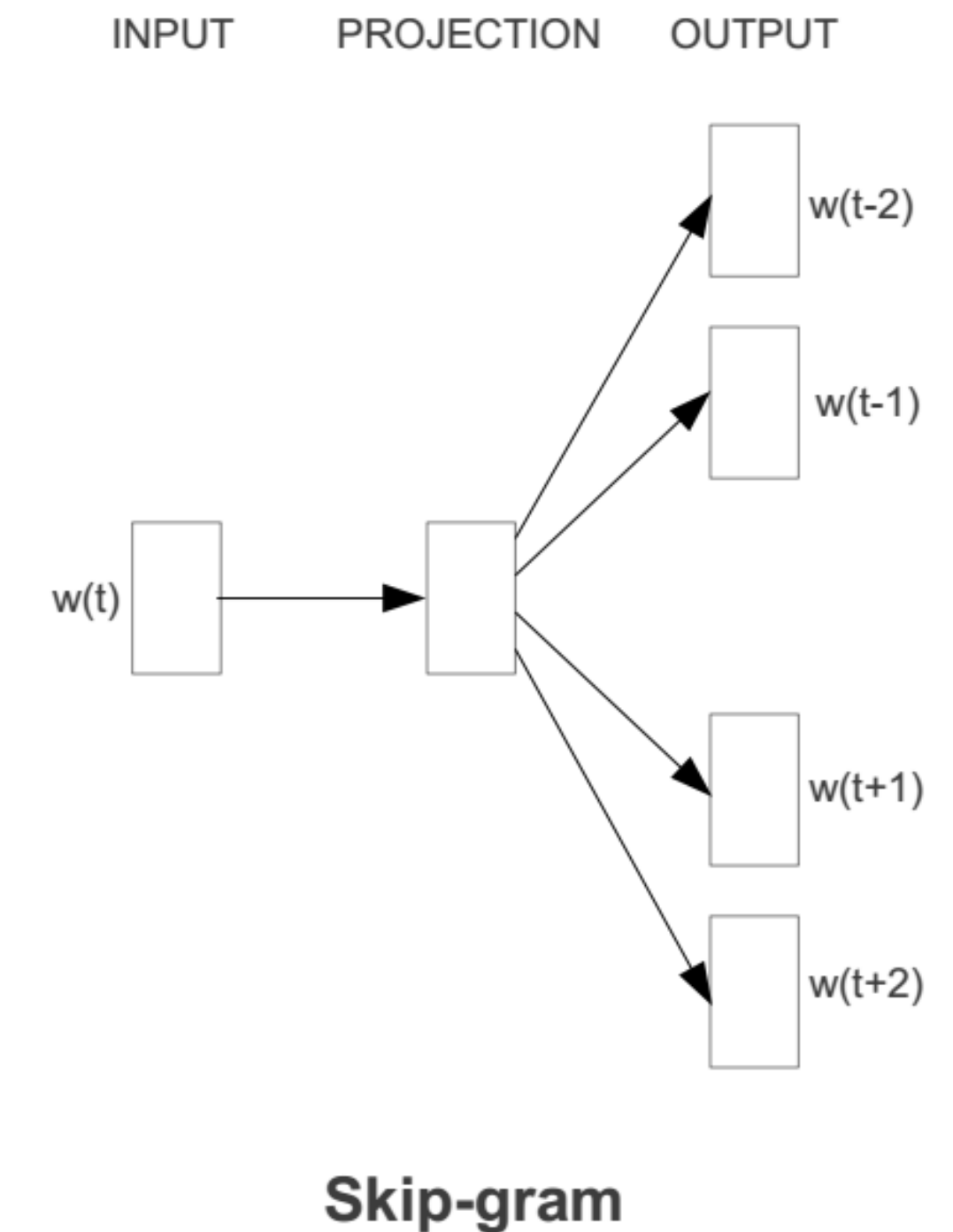
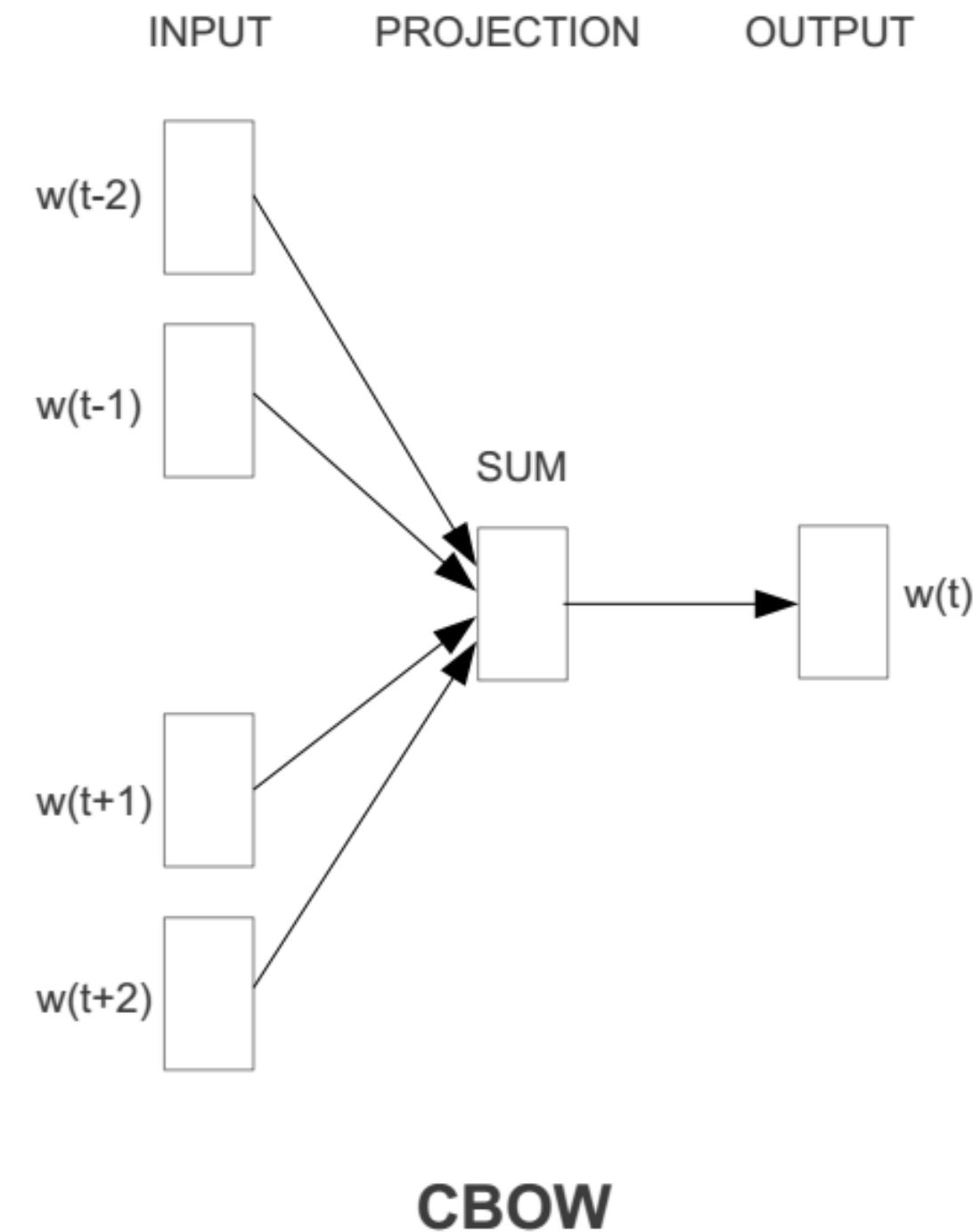
**Key idea:** Predict surrounding words  
of every word

**Benefits:** Faster and easier to  
incorporate new document, words, etc.

# word2vec: Representing the Meaning of Words [ Mikolov et al., 2013 ]

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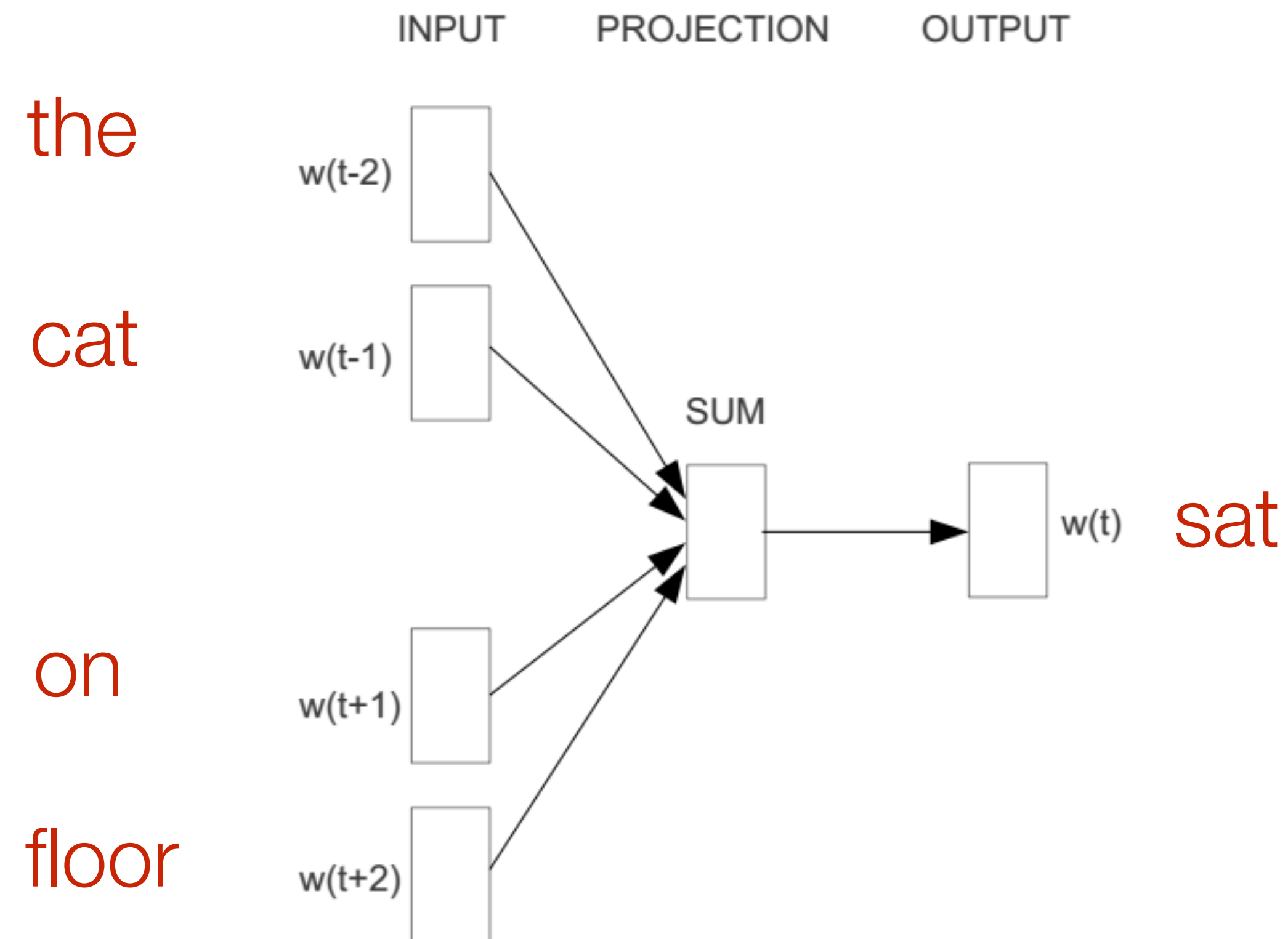
Continuous Bag of Words (**CBOW**): use context words in a window to predict middle word

**Skip-gram:** use the middle word to predict surrounding ones in a window

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

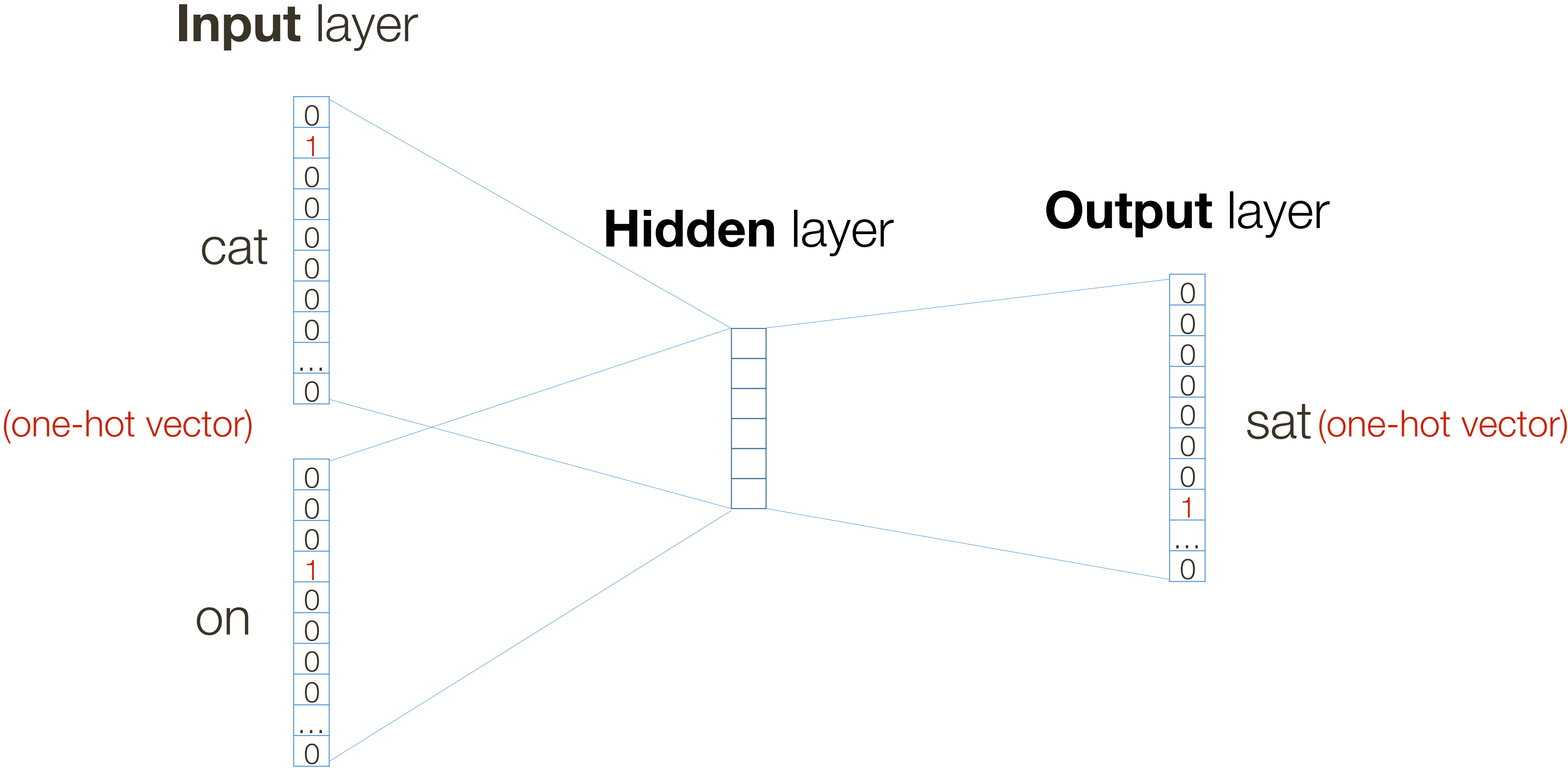
**Example:** “The cat sat on floor” (window size 2)



\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]



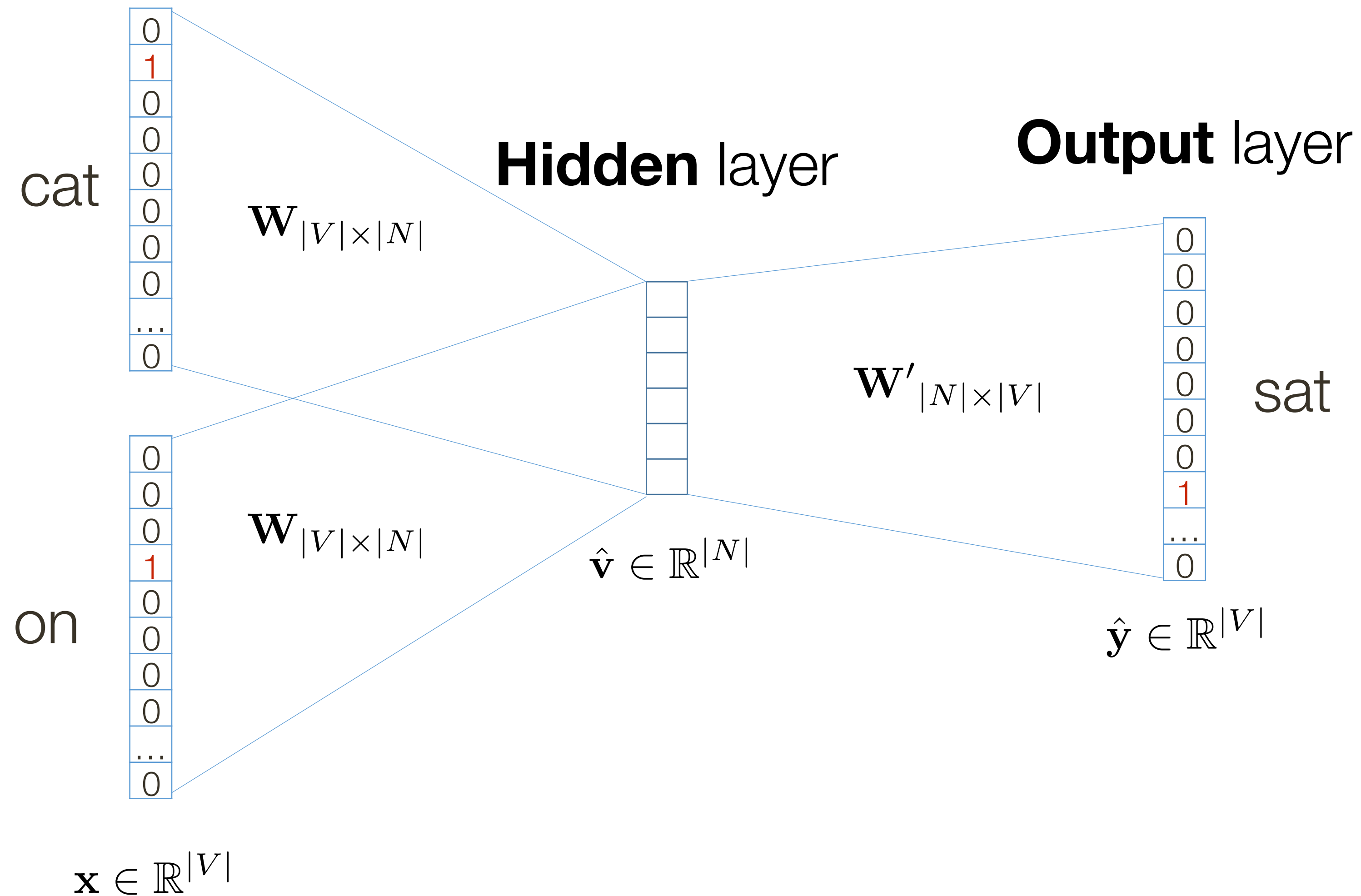
\*slide from Vagelis Hristidis



# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

**Input layer**



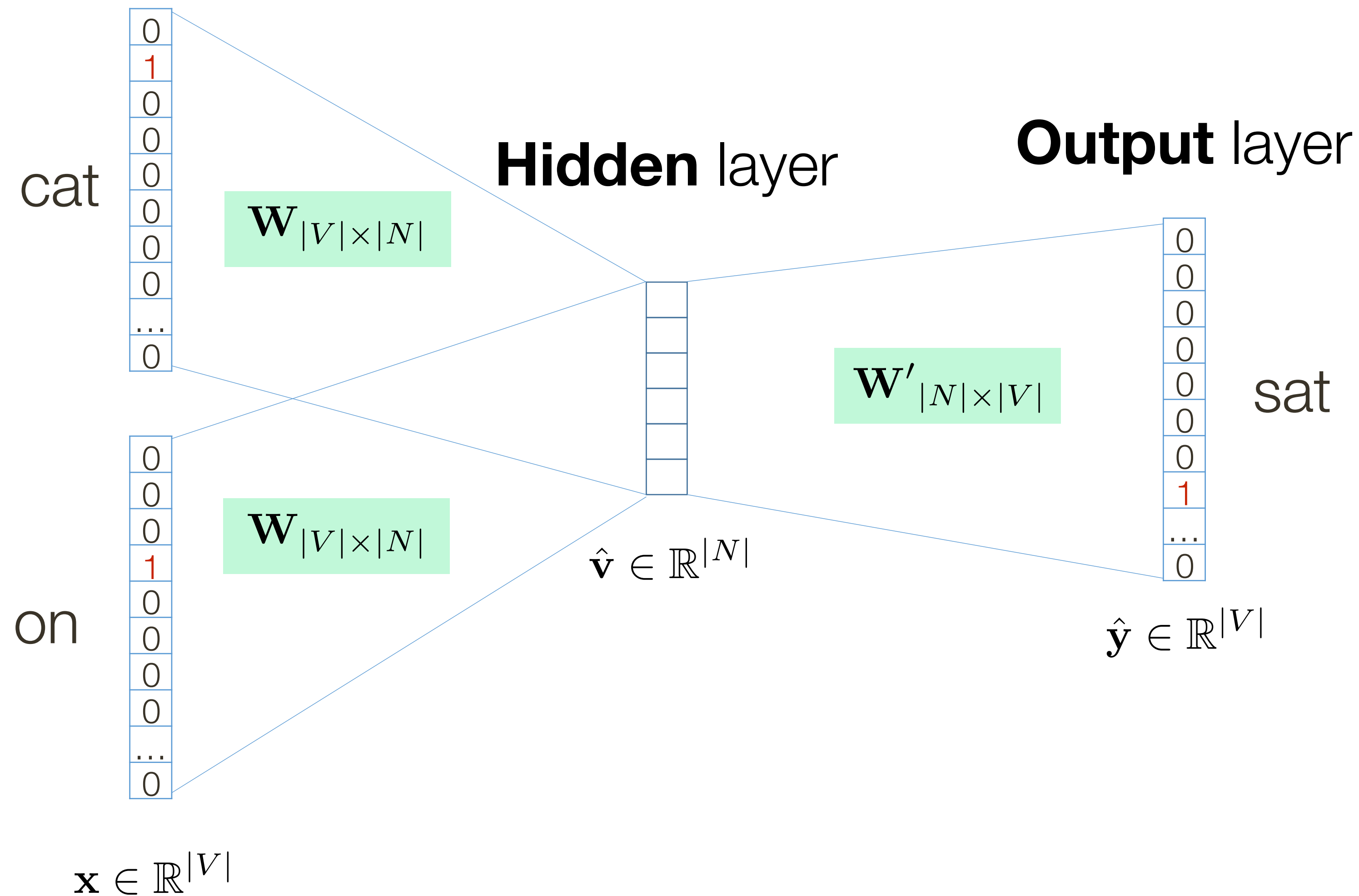
\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

**Input layer**

**Parameters to be learned**

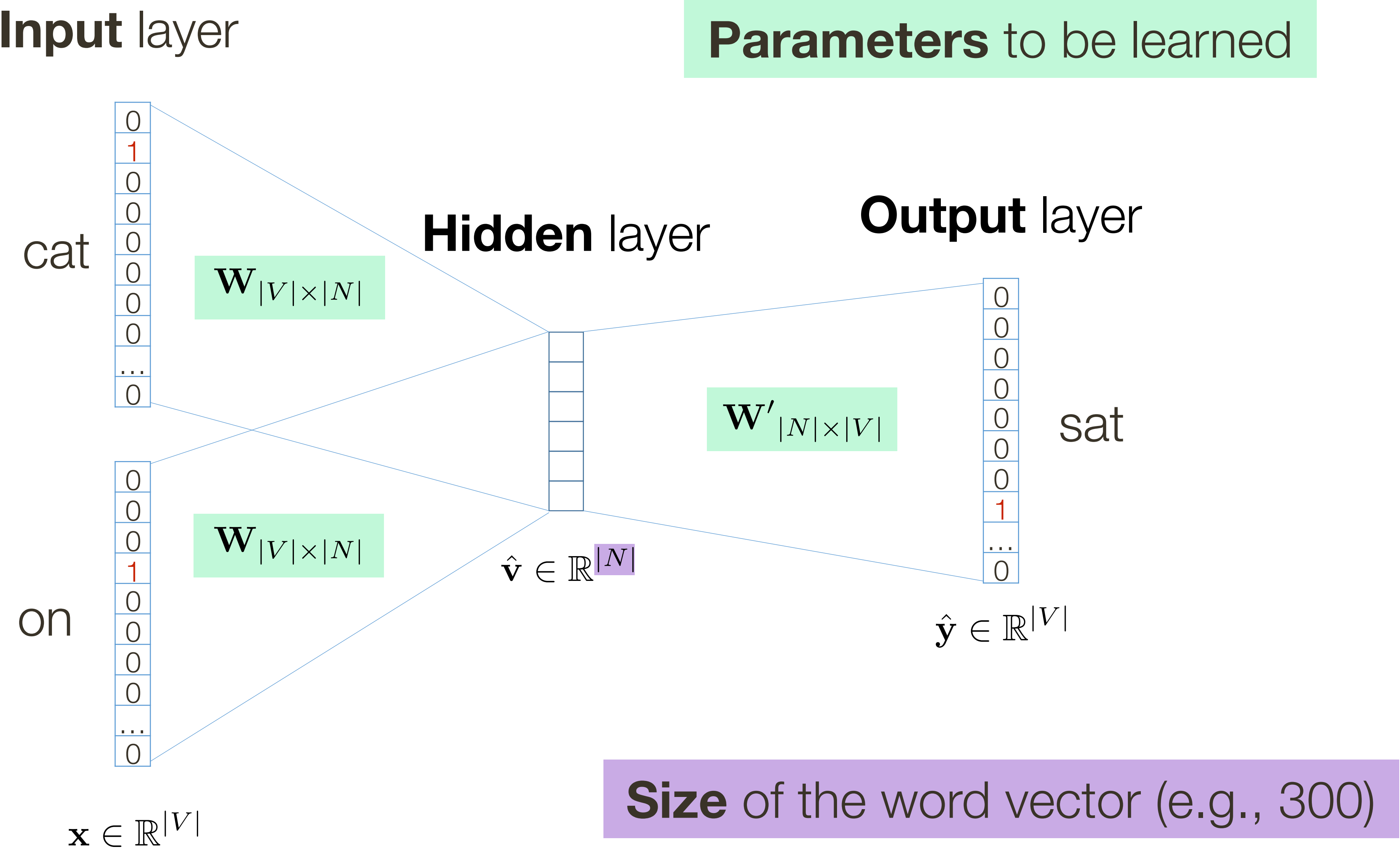


\*slide from Vagelis Hristidis



# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

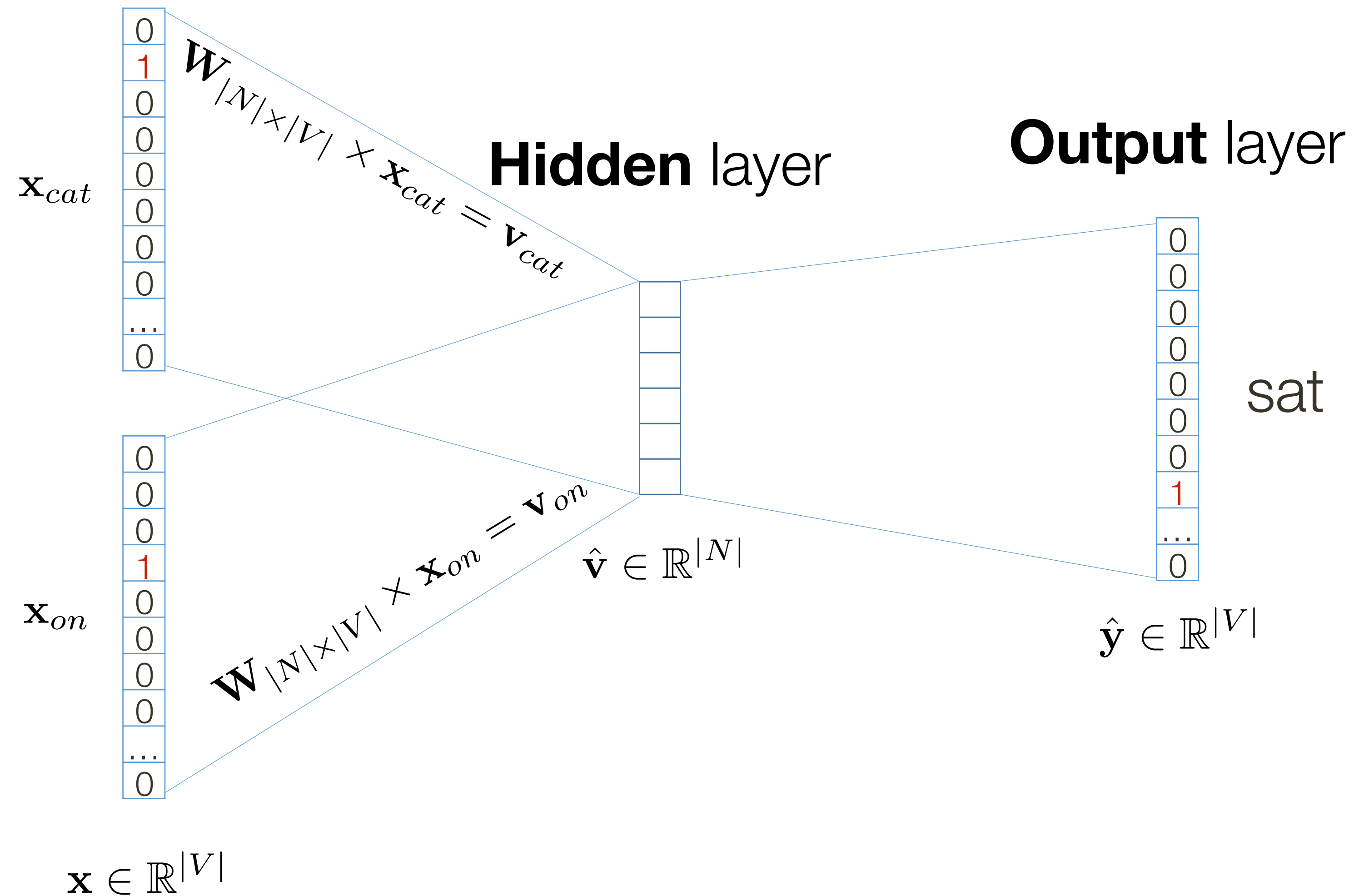


\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

**Input layer**

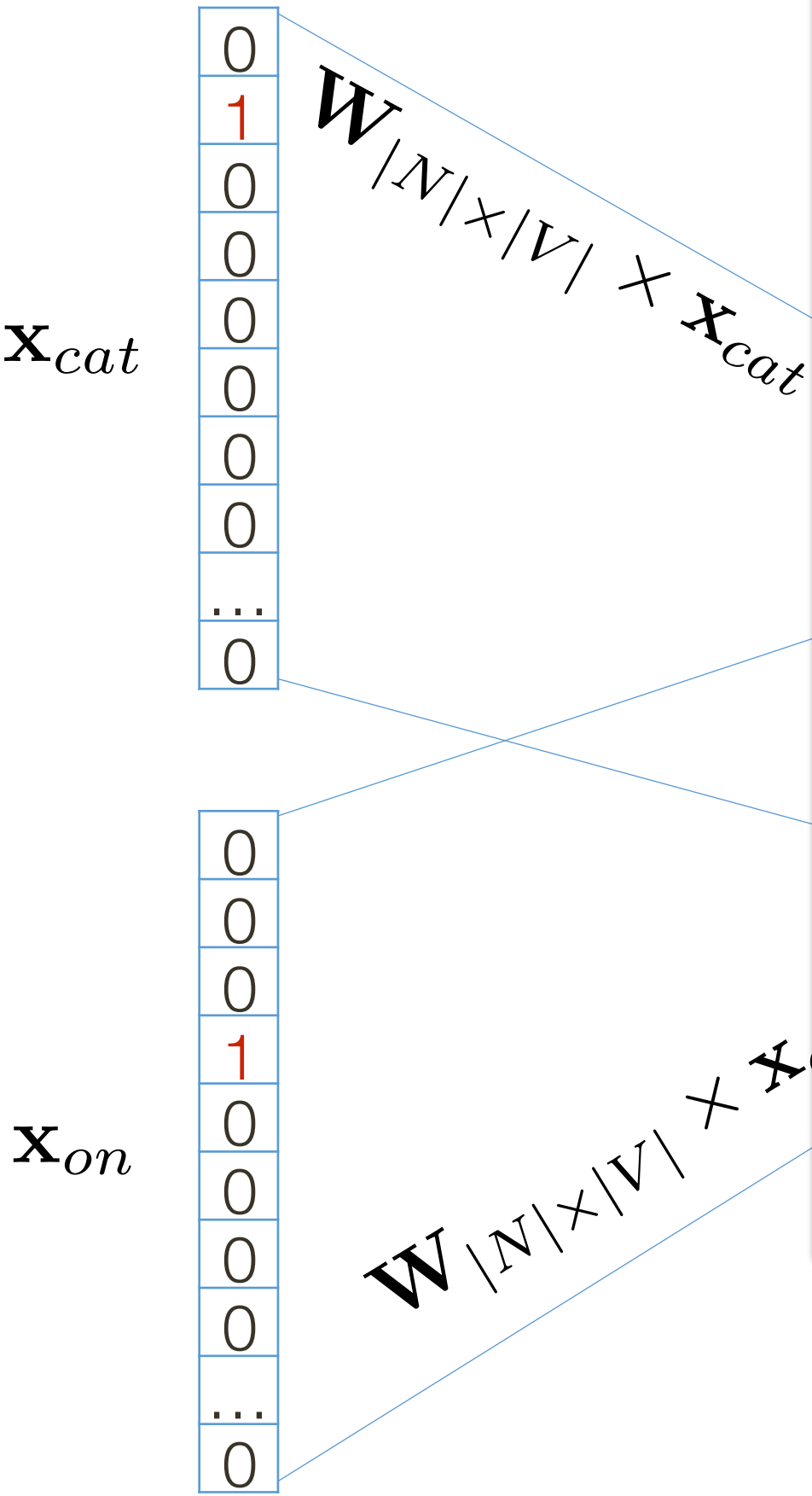


\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

Input layer



$\mathbf{x} \in \mathbb{R}^{|V|}$

$\mathbf{W}_{|V| \times |N|}^T \times \mathbf{x}_{cat} = \mathbf{v}_{cat}$

0.1	2.4	1.6	1.8	0.5	0.9	...	...	...	3.2
0.5	2.6	1.4	2.9	1.5	3.6	...	...	...	6.1
...	...	...	...	...	...	...	...	...	...
...	...	...	...	...	...	...	...	...	...
0.6	1.8	2.7	1.9	2.4	2.0	...	...	...	1.2

$\times$

0
1
0
0
0
0
0
0
0
0

$=$

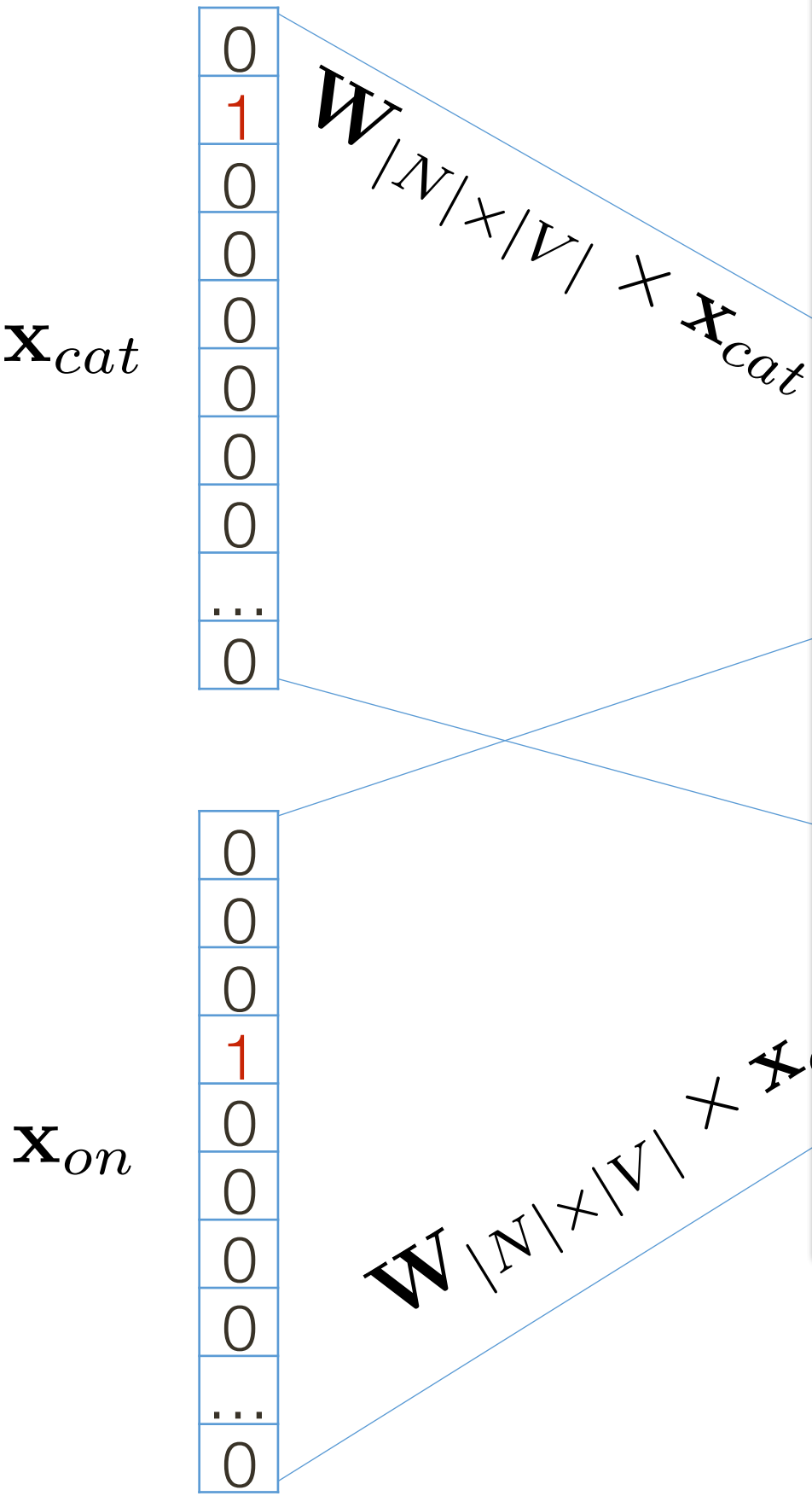
2.4
2.6
...
...
1.8

\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

Input layer



$\mathbf{x} \in \mathbb{R}^{|V|}$

$\mathbf{W}_{|V| \times |N|}^T \times \mathbf{x}_{on} = \mathbf{v}_{on}$

0.1	2.4	1.6	1.8	0.5	0.9	...	...	...	3.2
0.5	2.6	1.4	2.9	1.5	3.6	...	...	...	6.1
...	...	...	...	...	...	...	...	...	...
...	...	...	...	...	...	...	...	...	...
0.6	1.8	2.7	1.9	2.4	2.0	...	...	...	1.2

$\times$

0
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$=$

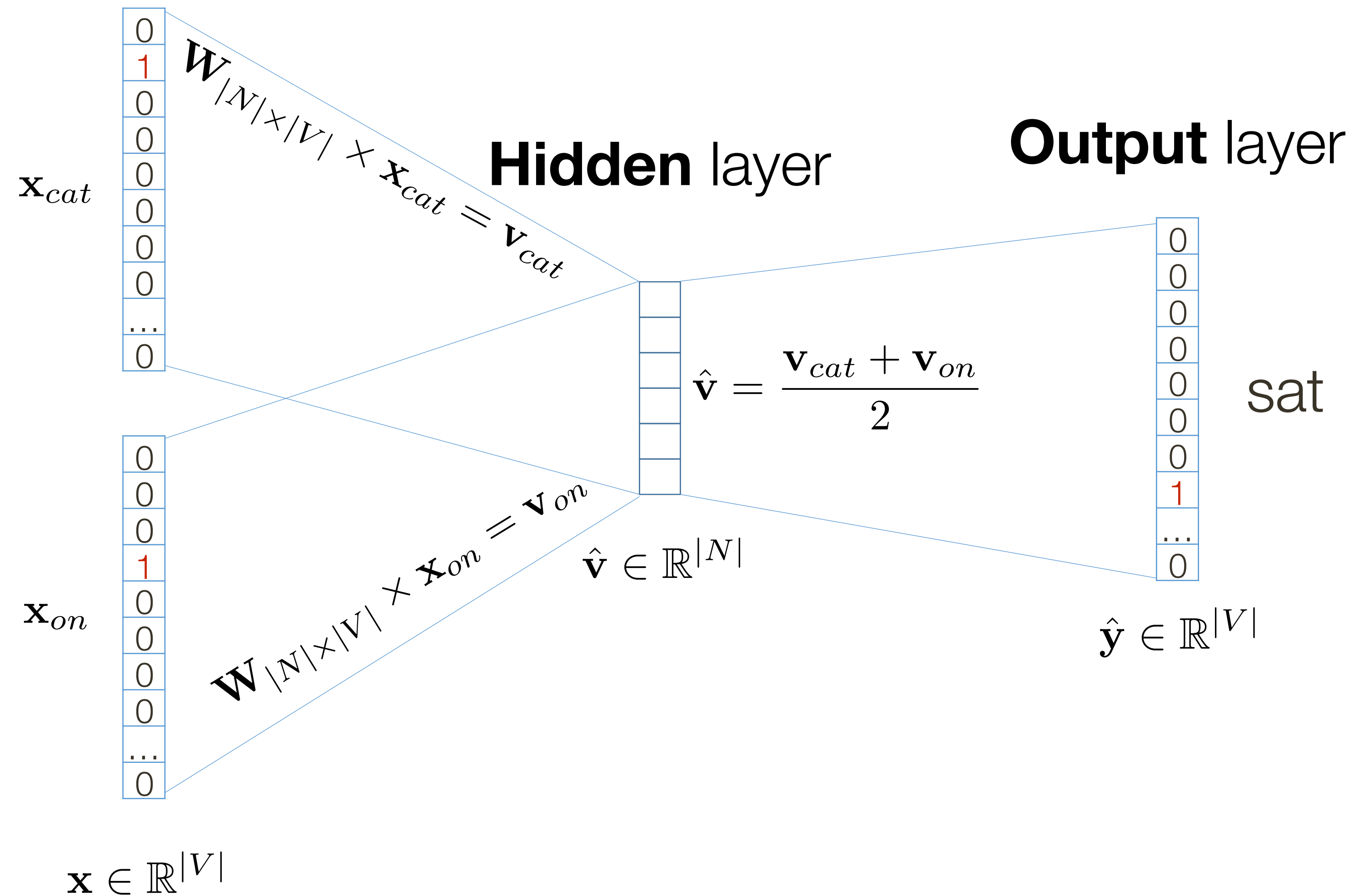
1.8
2.9
...
...
1.9

\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

**Input layer**

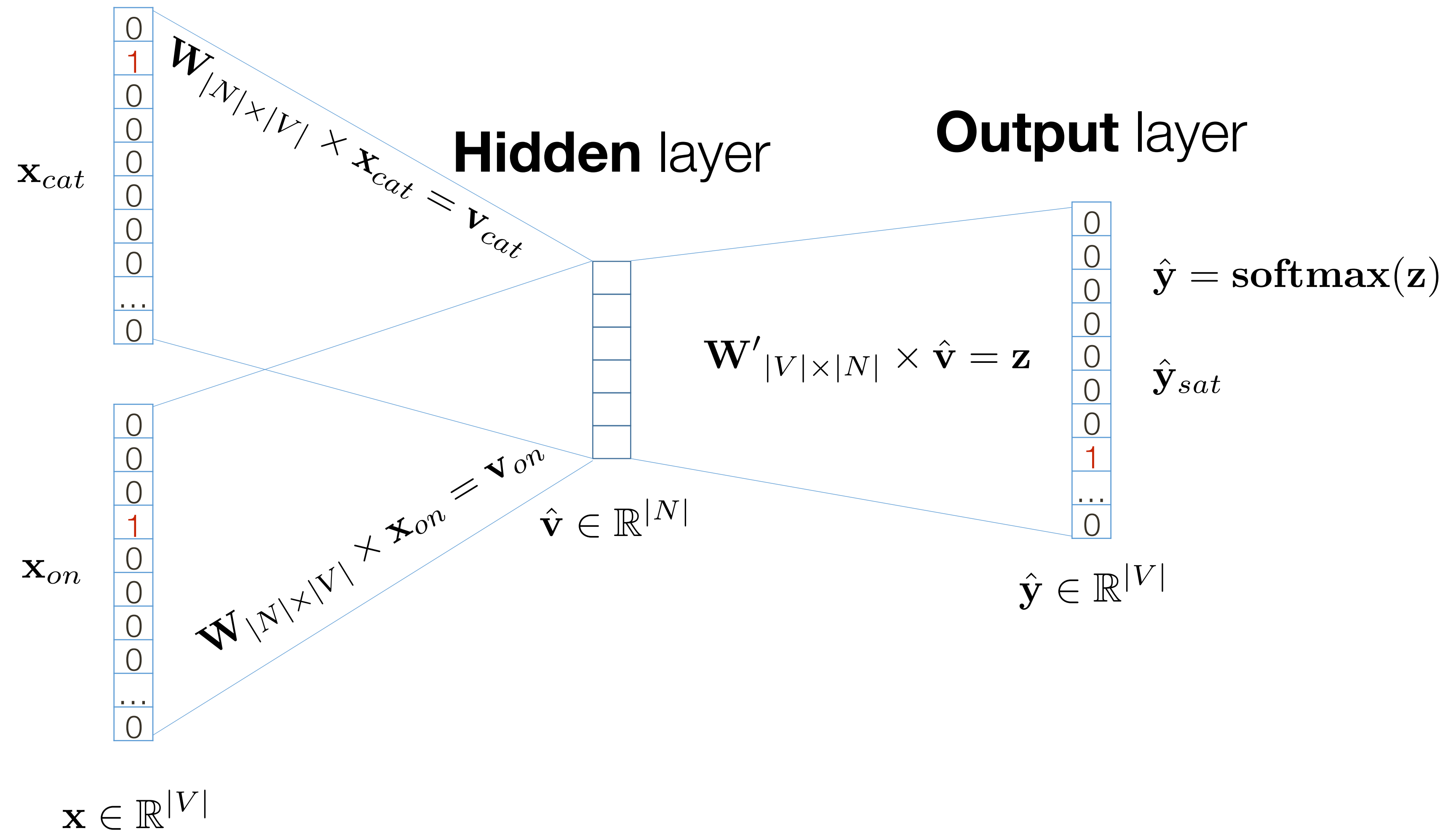


\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

**Input layer**

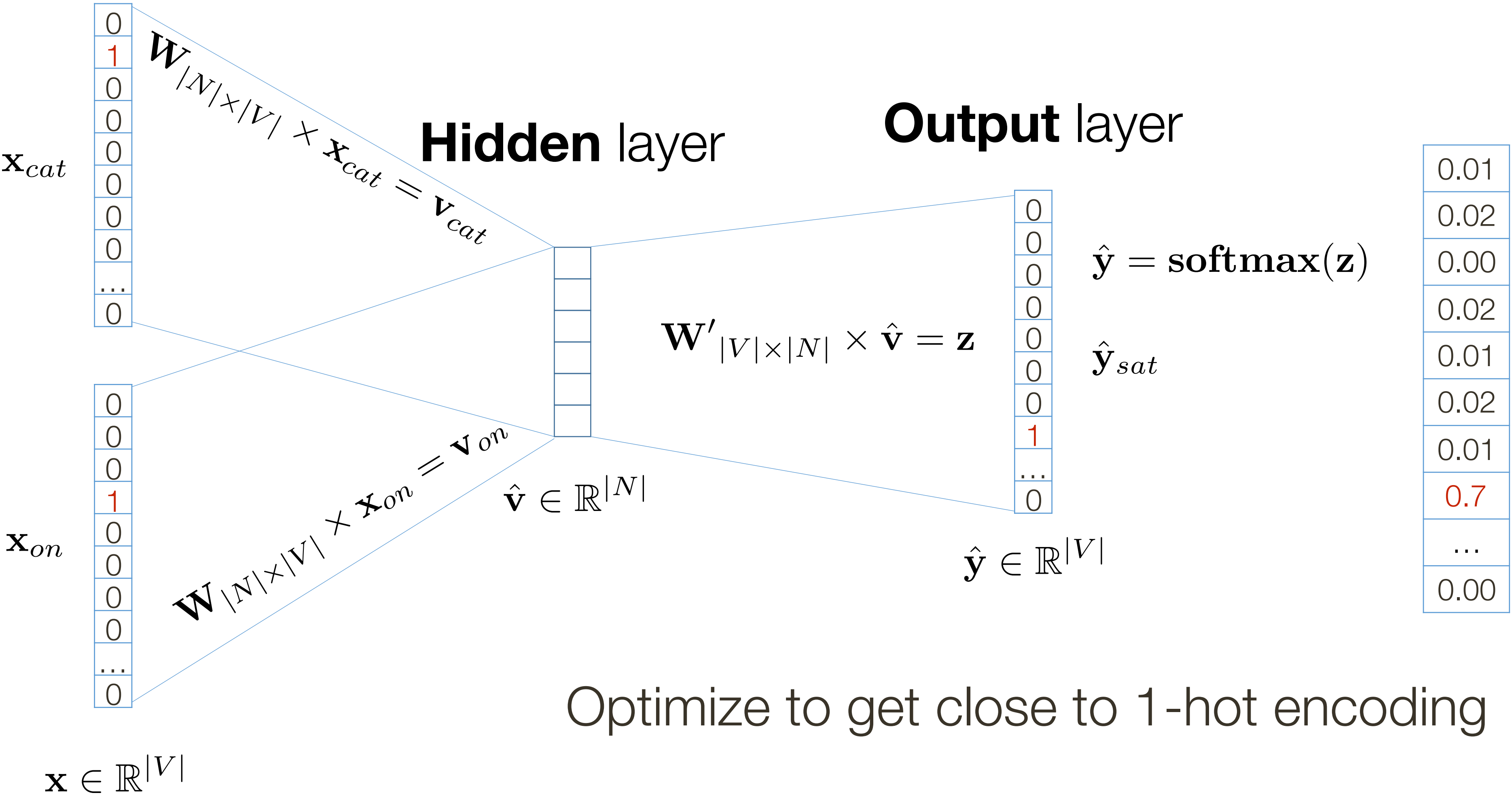


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# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]

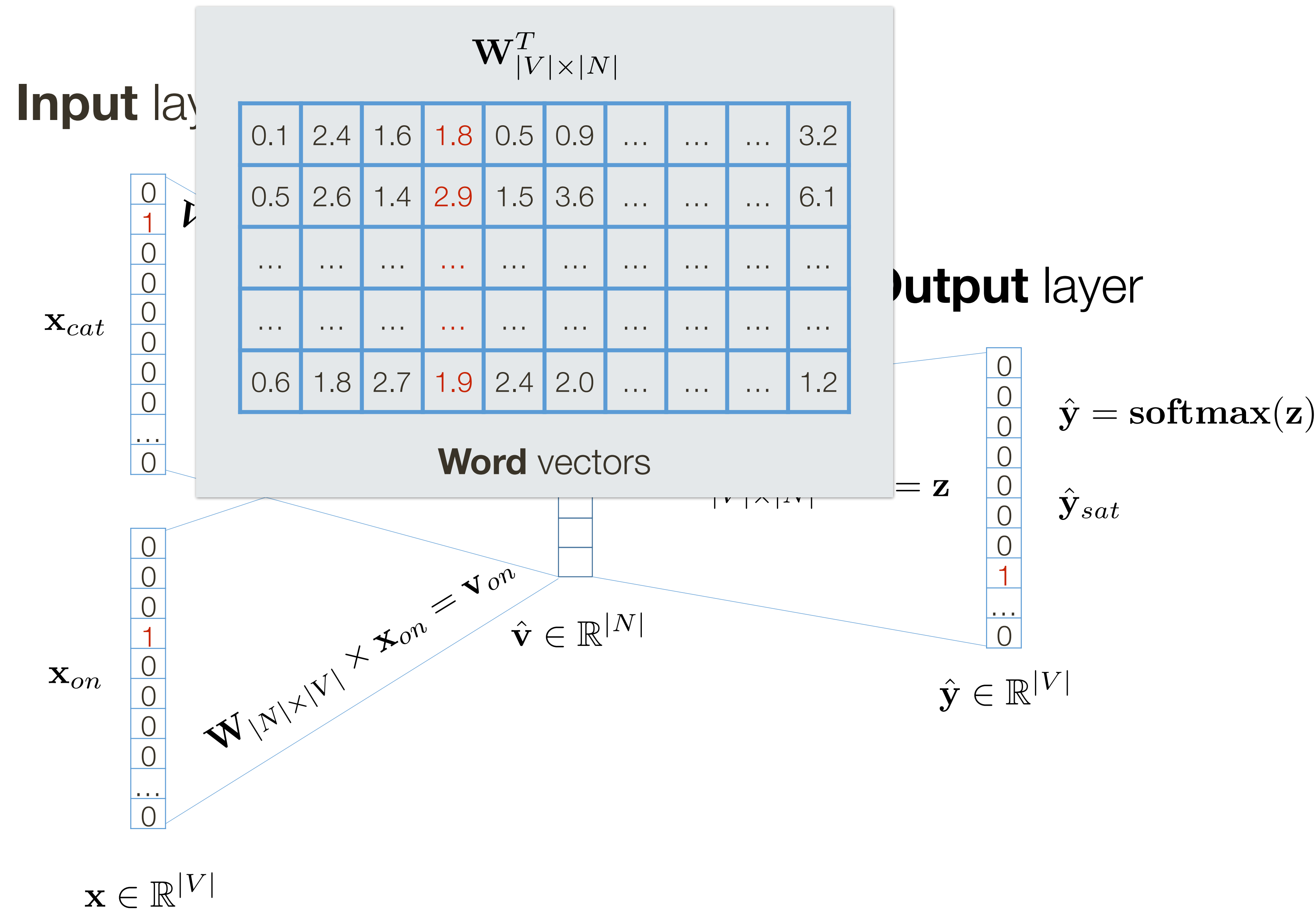
Input layer



\*slide from Vagelis Hristidis

# CBOW: Continuous Bag of Words

[ Mikolov et al., 2013 ]



\*slide from Vagelis Hristidis

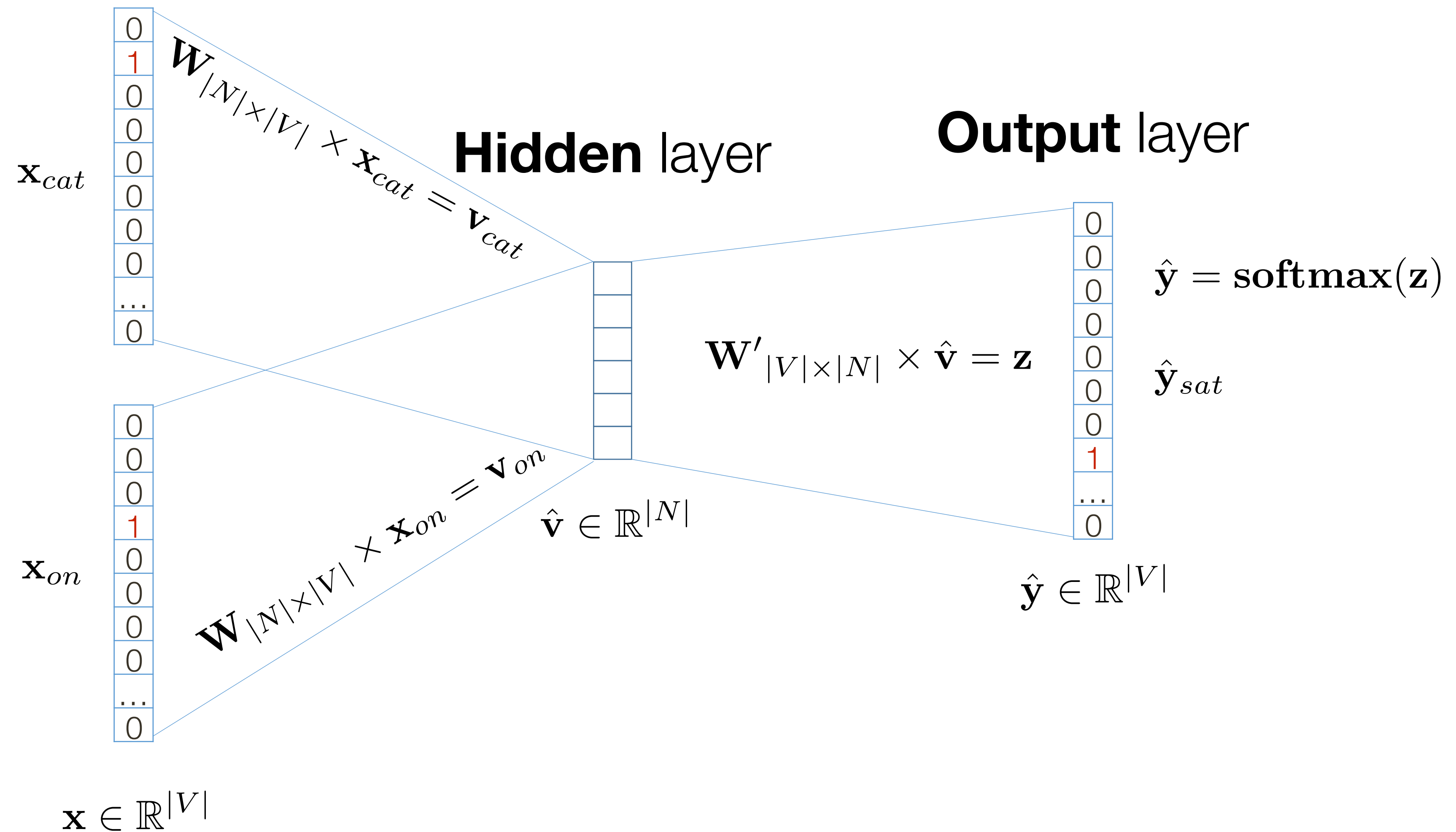


# CBOW: Interesting Observation

[ Mikolov et al., 2013 ]

**Input** layer

There are two representations for same word!



\*slide from Vagelis Hristidis

# CBOW: Interesting Observation

[ Mikolov et al., 2013 ]

**Another way to look at it:** Maximize similarity between context word representation and the word representation itself

$$p(w|c) = \frac{\exp \left[ \left( \sum_c \mathbf{W} \mathbf{x}_c \right)^T \left( \mathbf{W} \mathbf{x}_w \right) \right]}{\sum_i^{|V|} \exp \left[ \left( \mathbf{W} \mathbf{x}_i \right)^T \left( \mathbf{W} \mathbf{x}_w \right) \right]}$$

# CBOW: Interesting Observation

[ Mikolov et al., 2013 ]

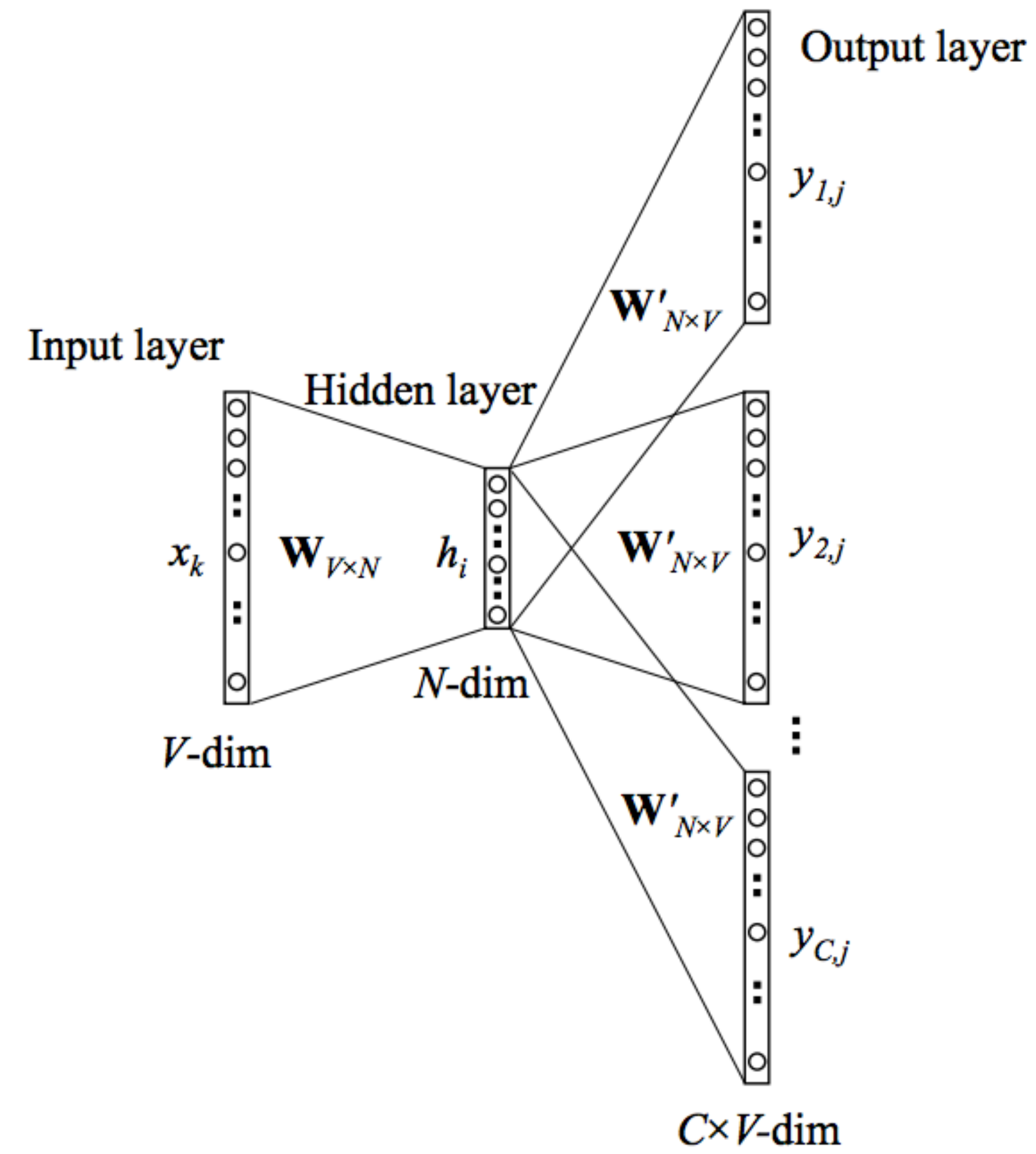
**Another way to look at it:** Maximize similarity between context word representation and the word representation itself

$$J(\mathbf{W}) = -\frac{1}{T} \sum_{t=1}^T \sum_{-m \leq j \leq m; j \neq 0} \log p(w_{t+j} | w_t)$$

$$p(w_{t+j} | w_t) = \frac{\exp(\mathbf{w}_{t+j}^T \mathbf{w}_t)}{\sum_{i=1}^{|V|} \exp(\mathbf{w}_i^T \mathbf{w}_t)}$$

# Skip-Gram Model

[ Mikolov et al., 2013 ]



# Comparison

[ Mikolov et al., 2013 ]

- **CBOW** is not great for rare words and typically needs less data to train
- **Skip-gram** better for rare words and needs more data to train the model

Model	Vector Dimensionality	Training words	Accuracy [%]		
			Semantic	Syntactic	Total
Collobert-Weston NNLM	50	660M	9.3	12.3	11.0
Turian NNLM	50	37M	1.4	2.6	2.1
Turian NNLM	200	37M	1.4	2.2	1.8
Mnih NNLM	50	37M	1.8	9.1	5.8
Mnih NNLM	100	37M	3.3	13.2	8.8
Mikolov RNNLM	80	320M	4.9	18.4	12.7
Mikolov RNNLM	640	320M	8.6	36.5	24.6
Huang NNLM	50	990M	13.3	11.6	12.3
Our NNLM	20	6B	12.9	26.4	20.3
Our NNLM	50	6B	27.9	55.8	43.2
Our NNLM	100	6B	34.2	<b>64.5</b>	50.8
CBOW	300	783M	15.5	53.1	36.1
Skip-gram	300	783M	<b>50.0</b>	55.9	<b>53.3</b>

# Interesting Results: **Word Analogies**

Test for linear relationships, examined by Mikolov et al. (2014)

a:b :: c:?



$$d = \arg \max_x \frac{(w_b - w_a + w_c)^T w_x}{||w_b - w_a + w_c||}$$

man:woman :: king:?

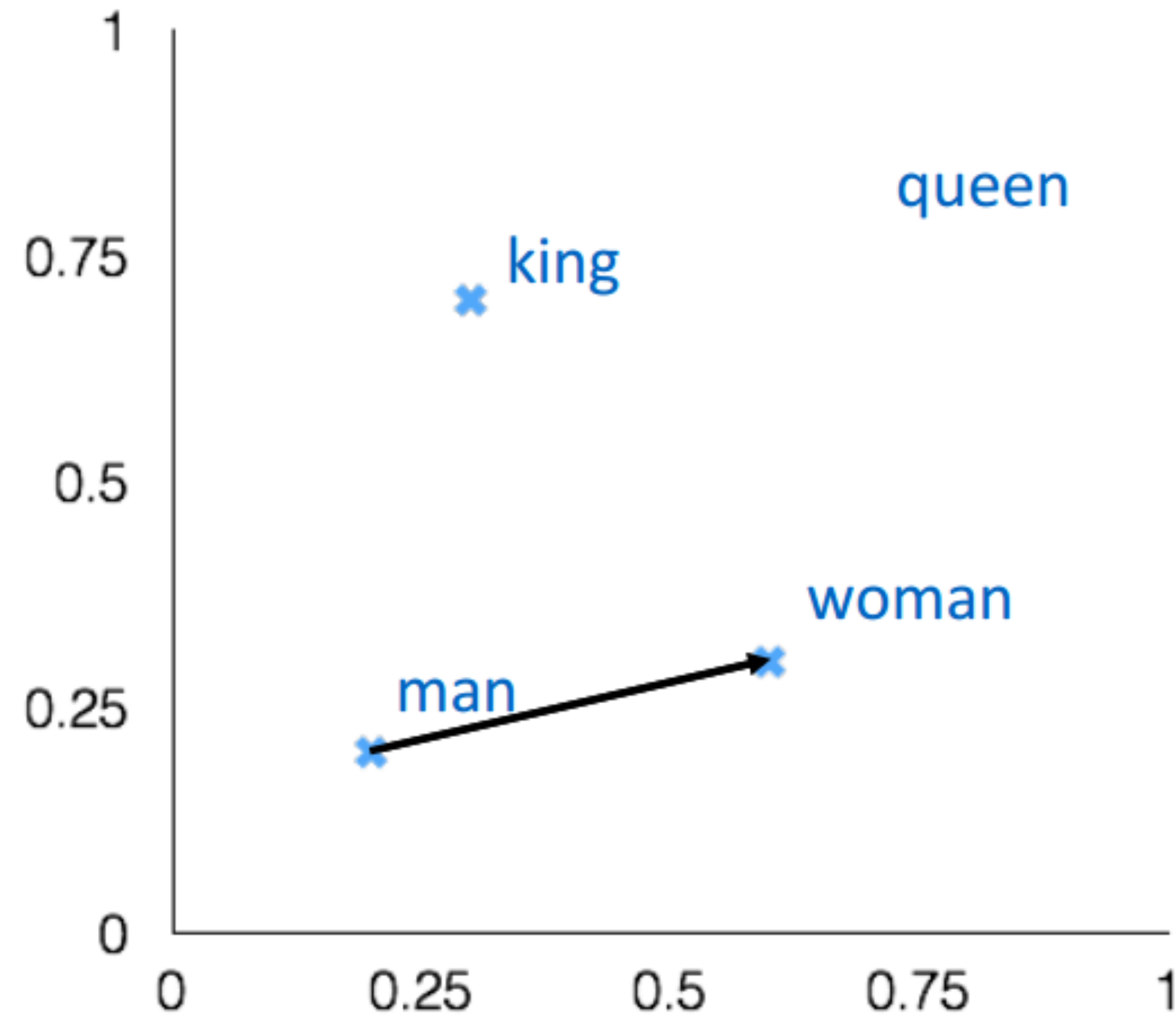
+ king [ 0.30 0.70 ]

- man [ 0.20 0.20 ]

+ woman [ 0.60 0.30 ]

---

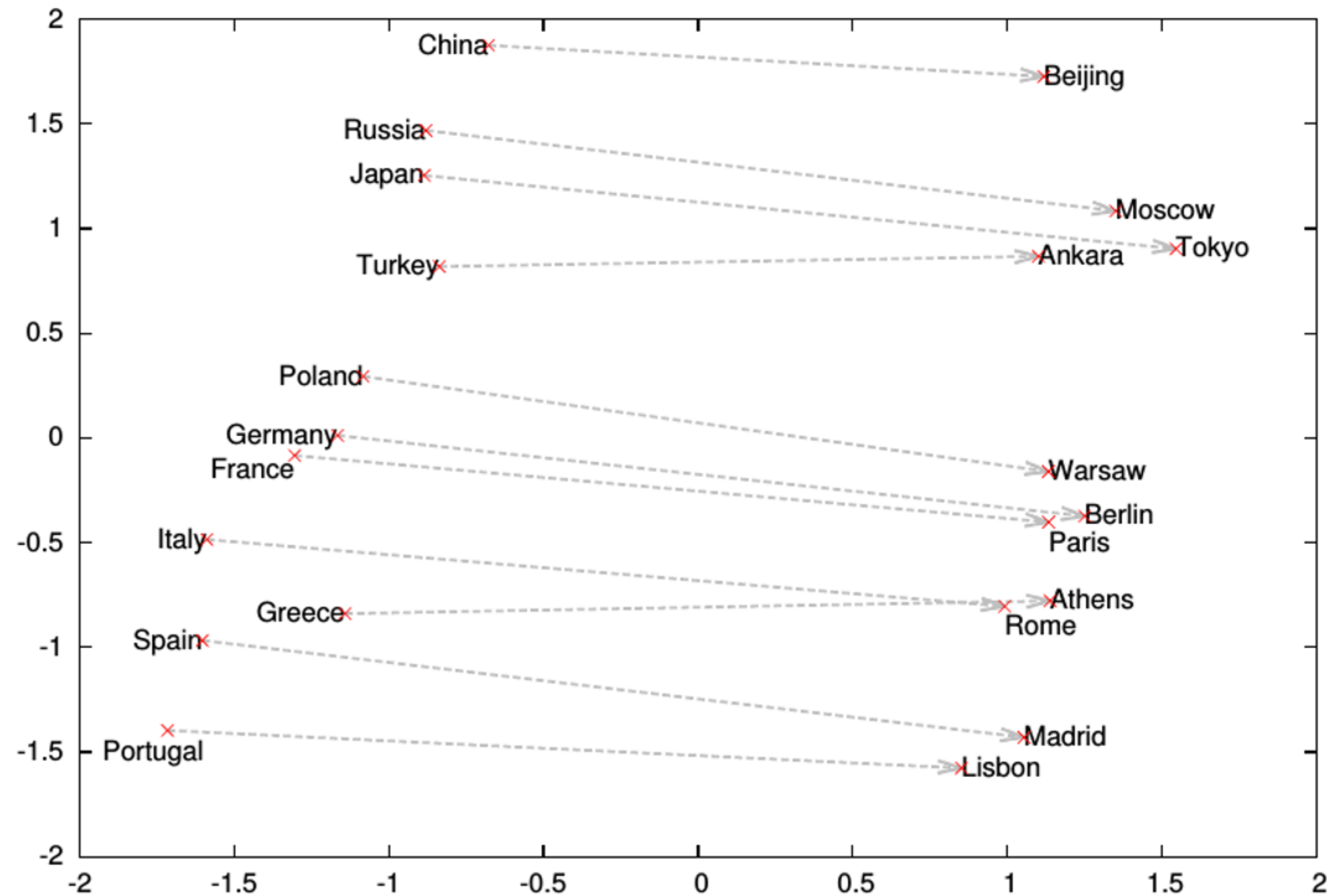
queen [ 0.70 0.80 ]





# Interesting Results: **Word Analogies**

[ Mikolov et al., 2013 ]



# Language Models

Model the **probability of a sentence**; ideally be able to sample plausible sentences

Why is this useful?

$$\arg \max_{wordsequence} P(wordsequence | acoustics) =$$

$$\arg \max_{wordsequence} \frac{P(acoustics | wordsequence) \times P(wordsequence)}{P(acoustics)}$$

$$\arg \max_{wordsequence} P(acoustics | wordsequence) \times P(wordsequence)$$



# Simple **Language Models**: N-Grams

Given a word sequence:  $w_{1:n} = [w_1, w_2, \dots, w_n]$

We want to estimate  $p(w_{1:n})$

Using **Chain Rule** of probabilities:

$$p(w_{1:n}) = p(w_1)p(w_2|w_1)p(w_3|w_1, w_2) \cdots p(w_n|w_{1:n-1})$$

**Bi-gram** Approximation:

$$p(w_{1:n}) = \prod_{k=1}^n p(w_k|w_{k-1})$$

**N-gram** Approximation:

$$p(w_{1:n}) = \prod_{k=1}^n p(w_k|w_{k-N+1:k-1})$$

# Estimating **Probabilities**

N-gram conditional probabilities can be estimated based on raw concurrence counts in the observed sequences

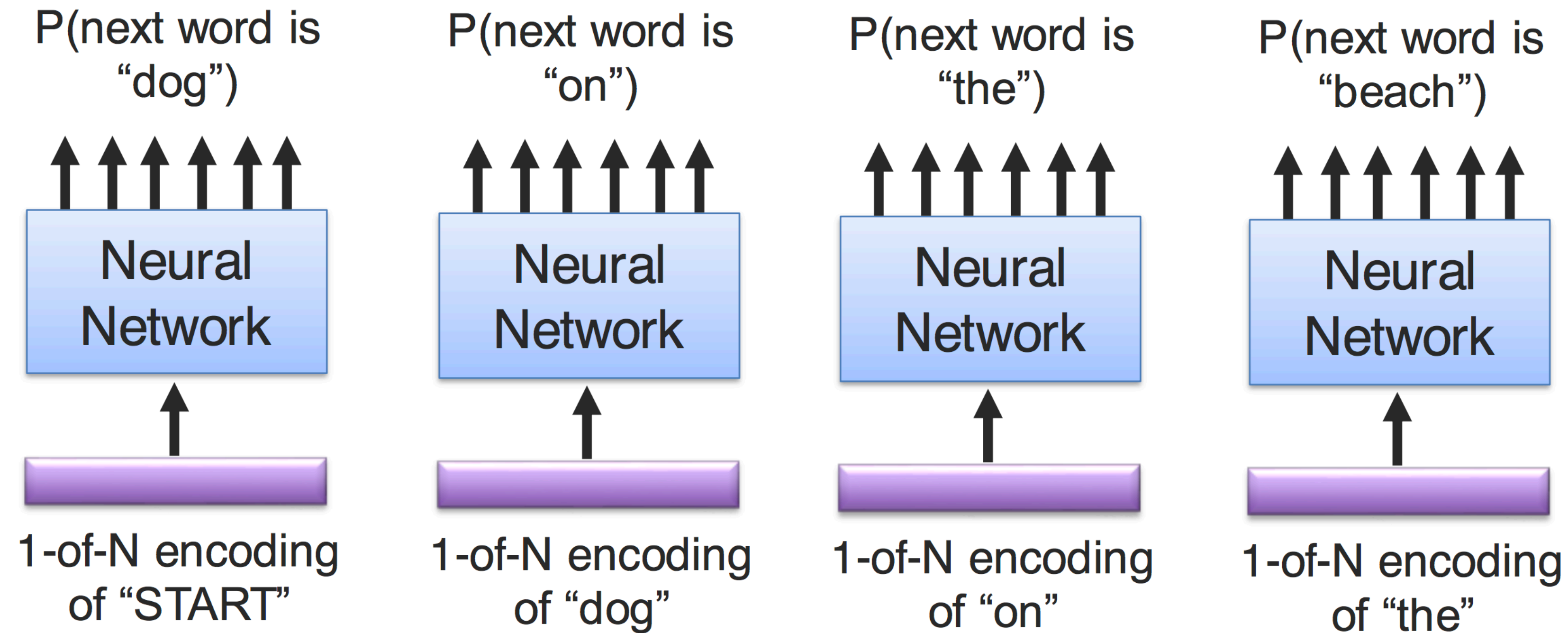
**Bi-gram:**

$$p(w_n | w_{n-1}) = \frac{C(w_{n-1}w_n)}{C(w_{n-1})}$$

**N-gram:**

$$p(w_n | w_{n-N+1:n-1}) = \frac{C(w_{n-N+1:n-1}w_n)}{C(w_{n-N+1:n-1})}$$

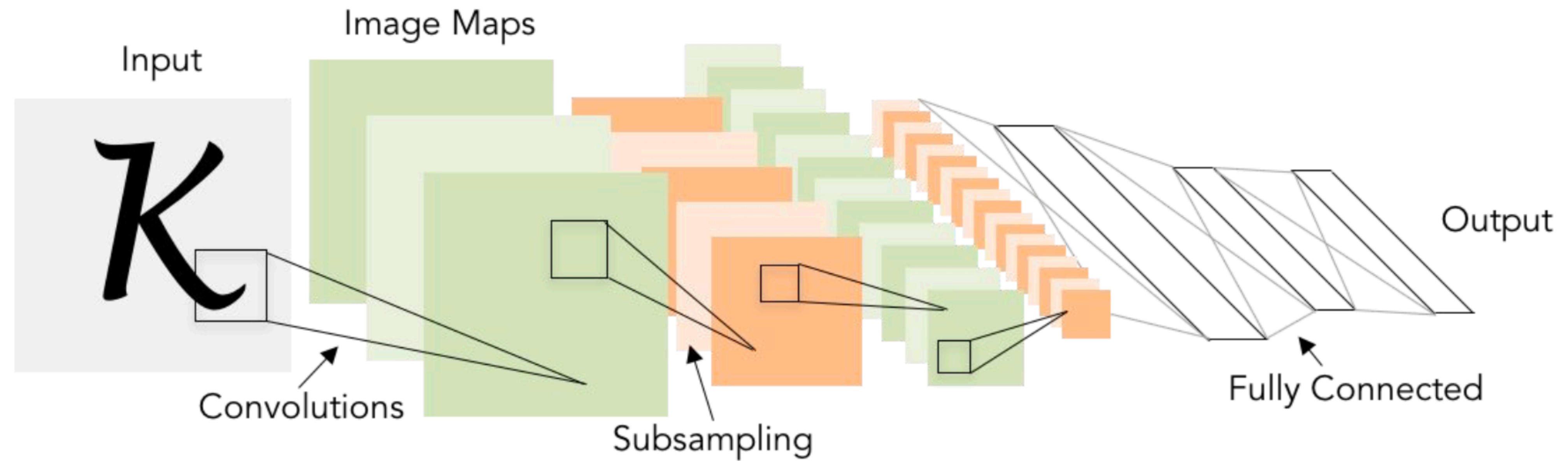
# Neural-based Unigram Language Mode



**Problem:** Does not model sequential information (too local)

**We need sequence modeling!**

# Sequence Modeling



# Why Model **Sequences**?

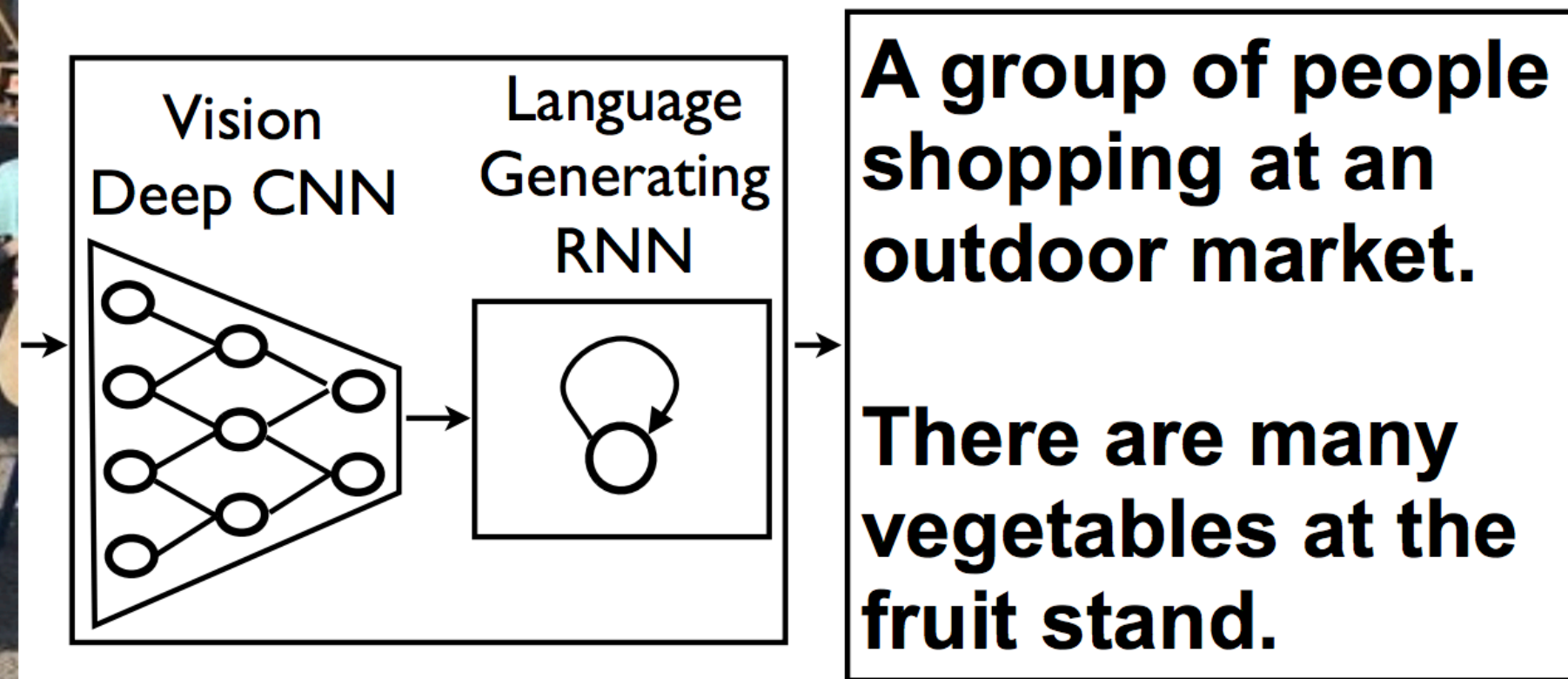
*Foreign Minister.* → FOREIGN MINISTER.

 → THE SOUND OF

$a_1=2$   $a_2=0$   $a_3=1$   $a_4=3$   $a_5=4$   $a_6=2$   $a_7=5$   
 $x =$  bringen sie bitte das auto zurück .  
 $y =$  please return the car .



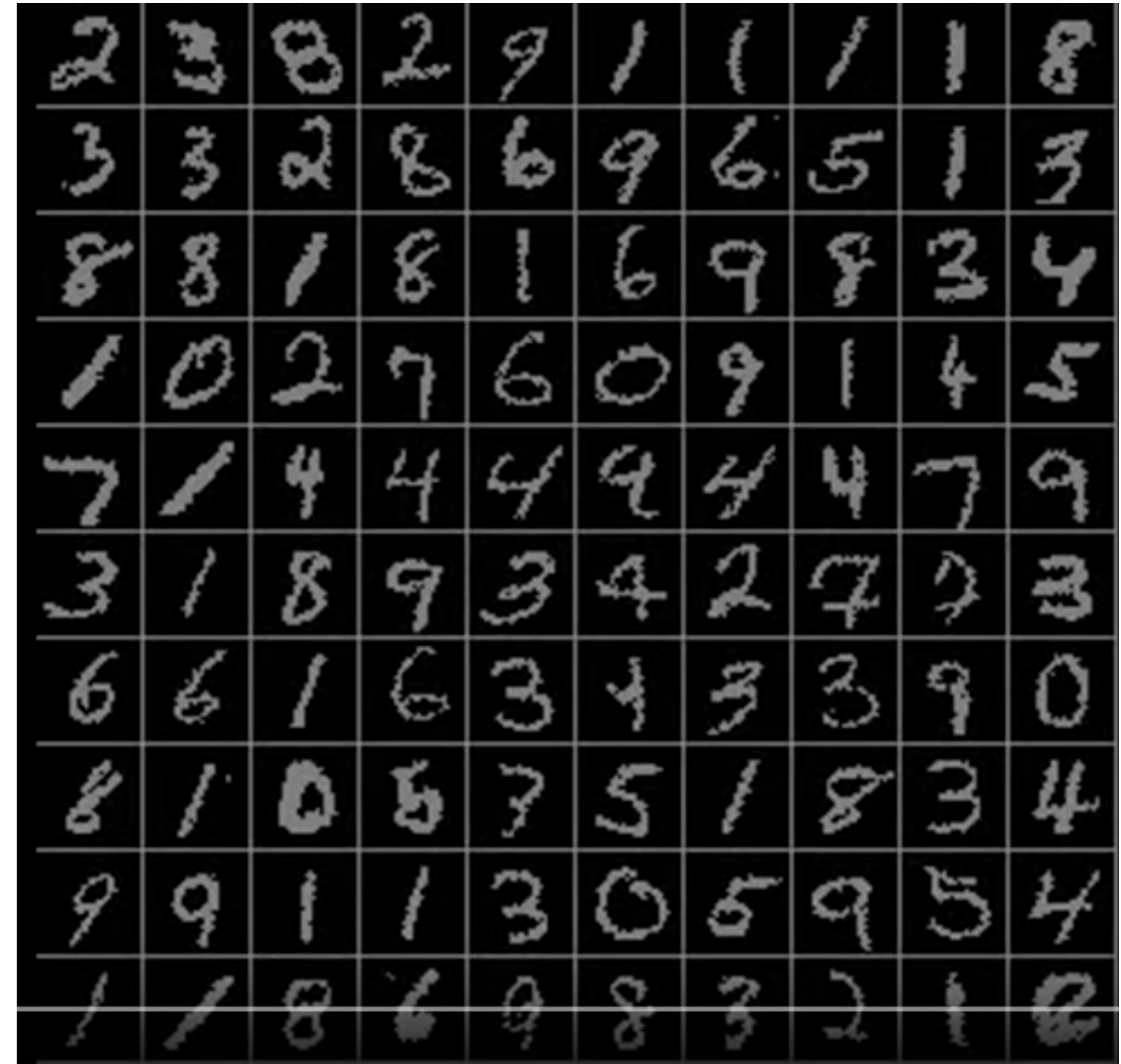
# Multi-modal tasks



[ Vinyals *et al.*, 2015 ]

# Sequences where you don't expect them ...

Classify images by taking a series of “glimpses”



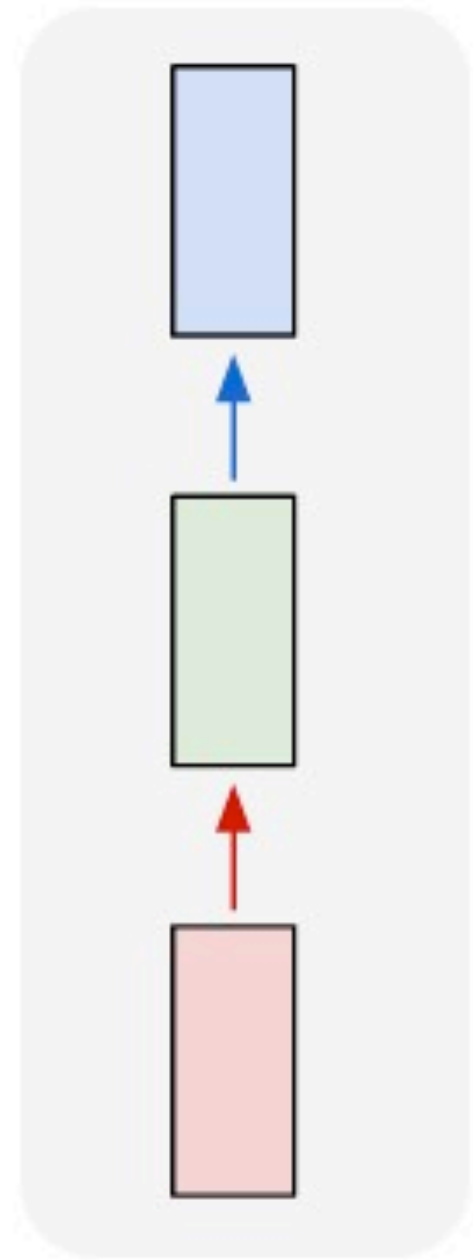
[ Gregor et al., ICML 2015 ]

[ Mnih et al., ICLR 2015 ]



# Sequences in Inputs or Outputs?

one to one



**Input:** No sequence

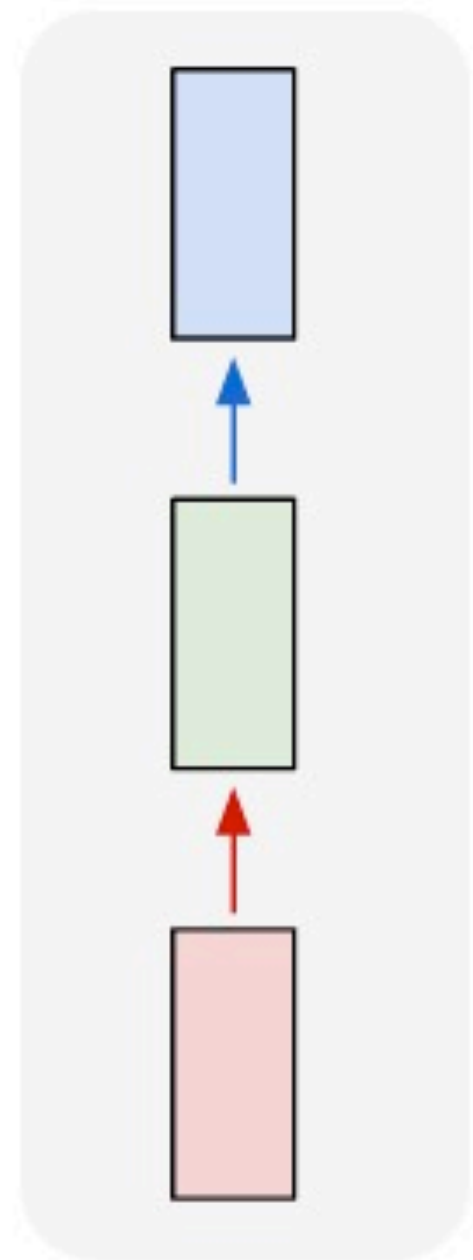
**Output:** No seq.

**Example:**

“standard”  
classification /  
regression problems

# Sequences in Inputs or Outputs?

one to one



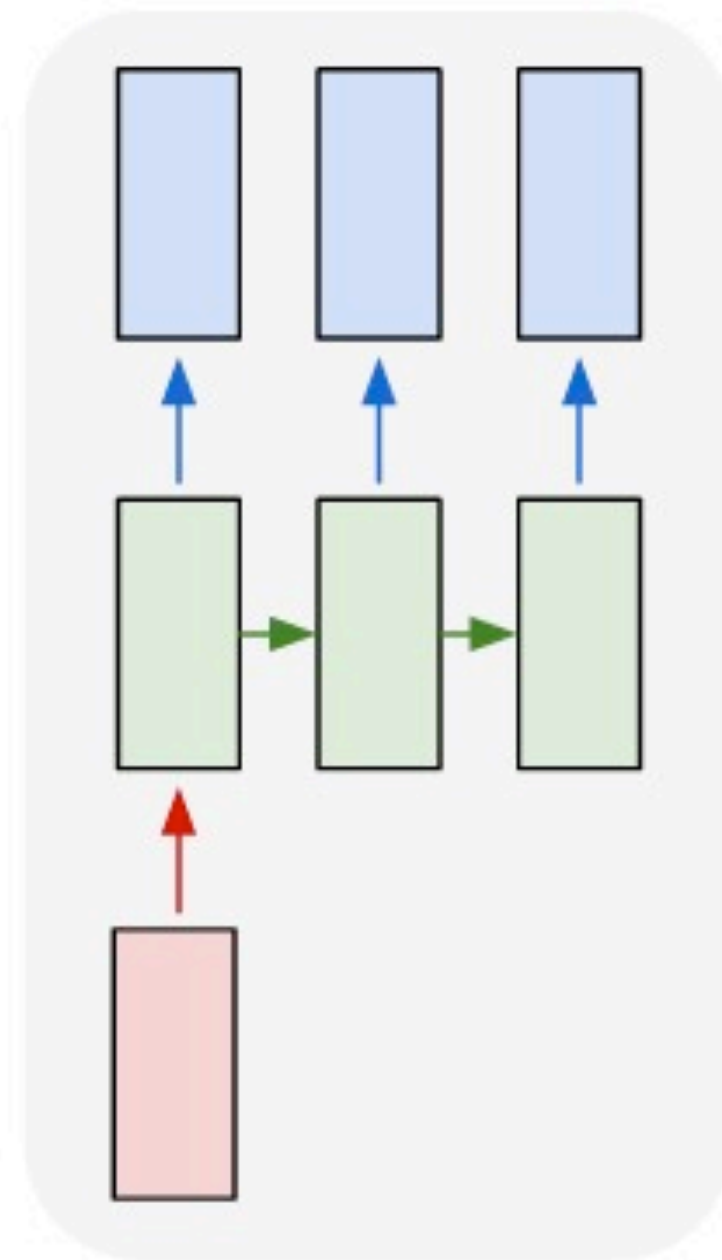
**Input:** No sequence

**Output:** No seq.

**Example:**

“standard”  
classification /  
regression problems

one to many



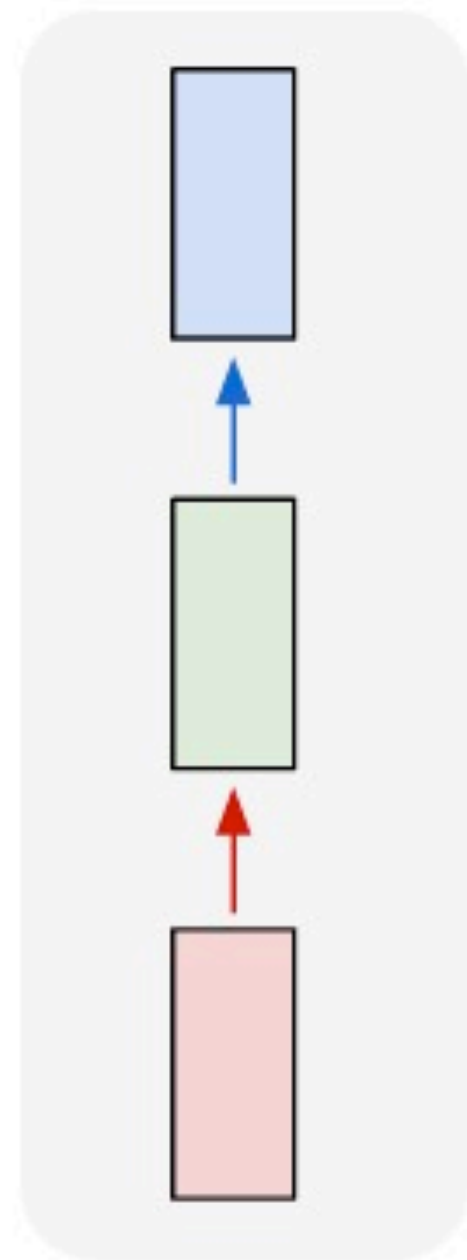
**Input:** No  
sequence

**Output:**  
Sequence

**Example:**  
Im2Caption

# Sequences in Inputs or Outputs?

one to one

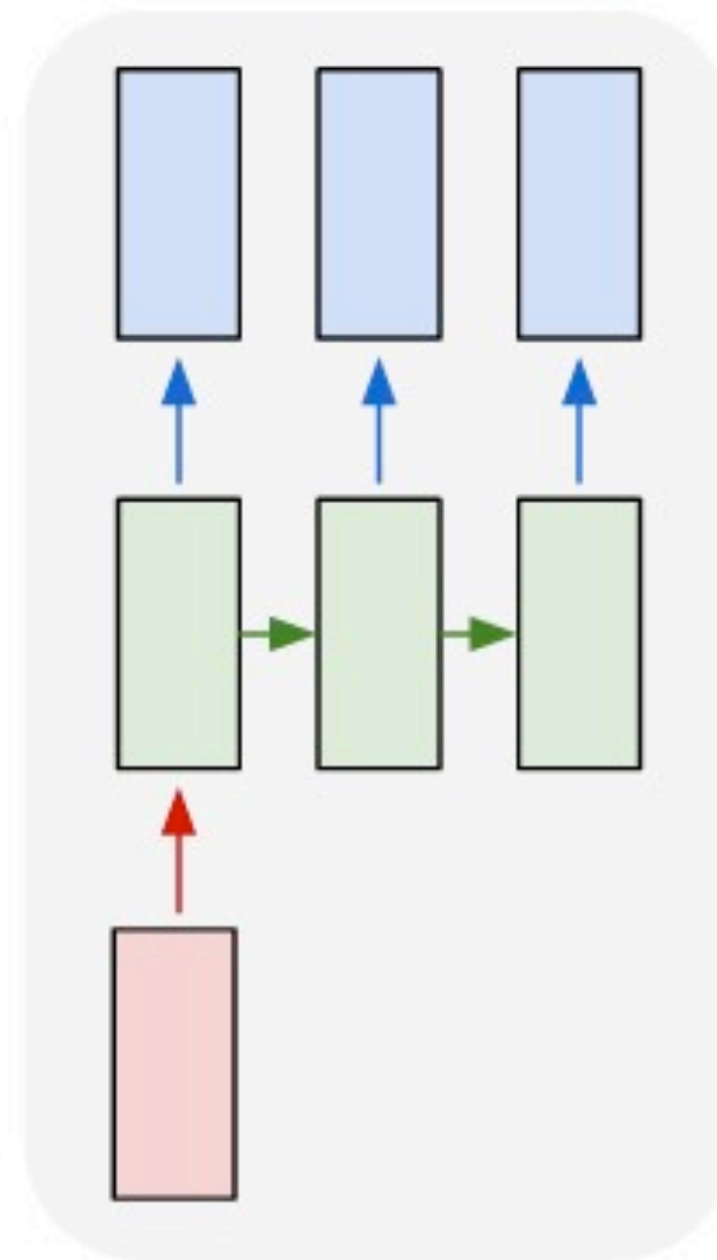


**Input:** No sequence

**Output:** No seq.

**Example:**  
“standard”  
classification /  
regression problems

one to many

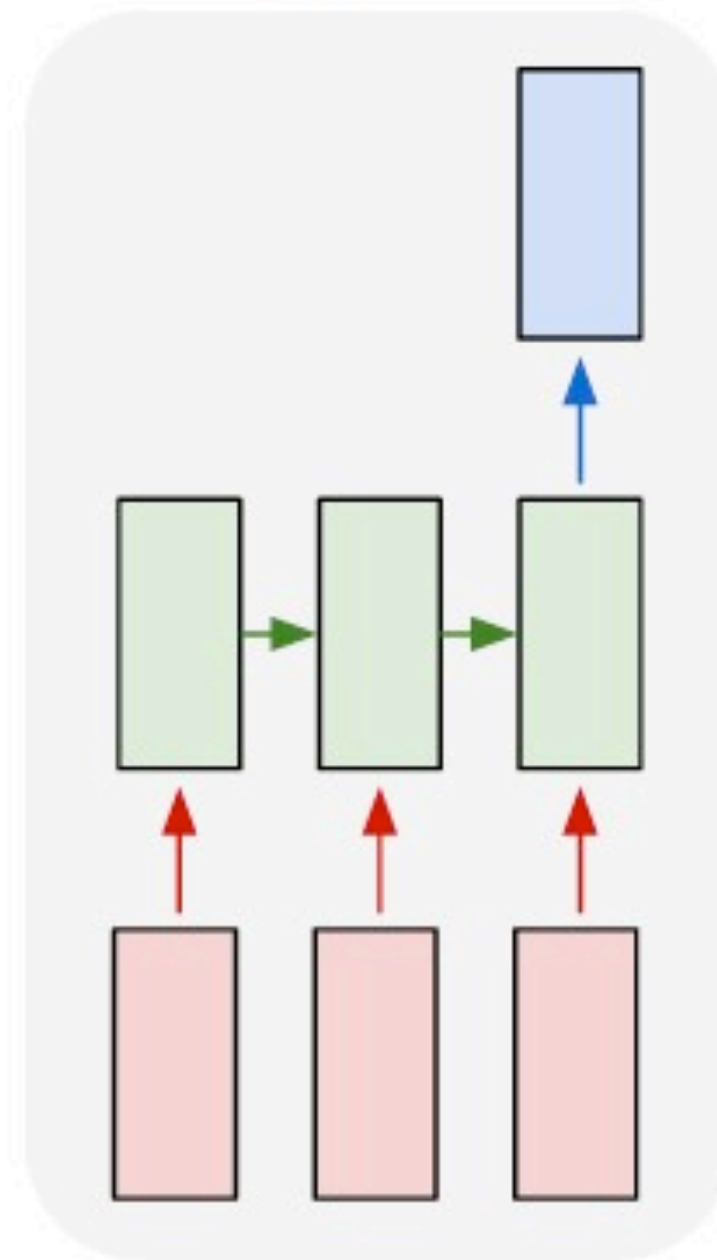


**Input:** No  
sequence

**Output:**  
Sequence

**Example:**  
Im2Caption

many to one



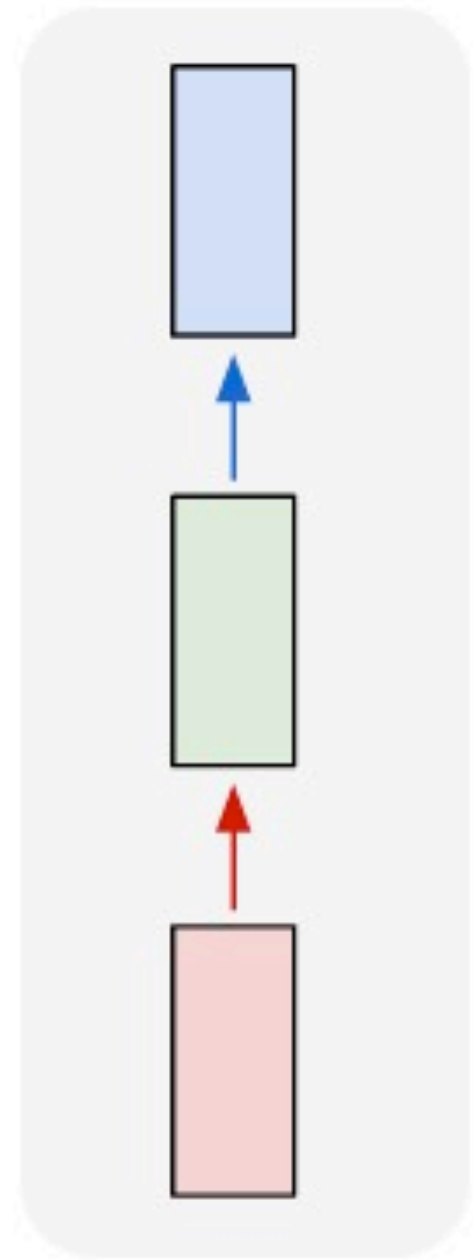
**Input:** Sequence

**Output:** No seq.

**Example:** sentence  
classification,  
multiple-choice  
question answering

# Sequences in Inputs or Outputs?

one to one

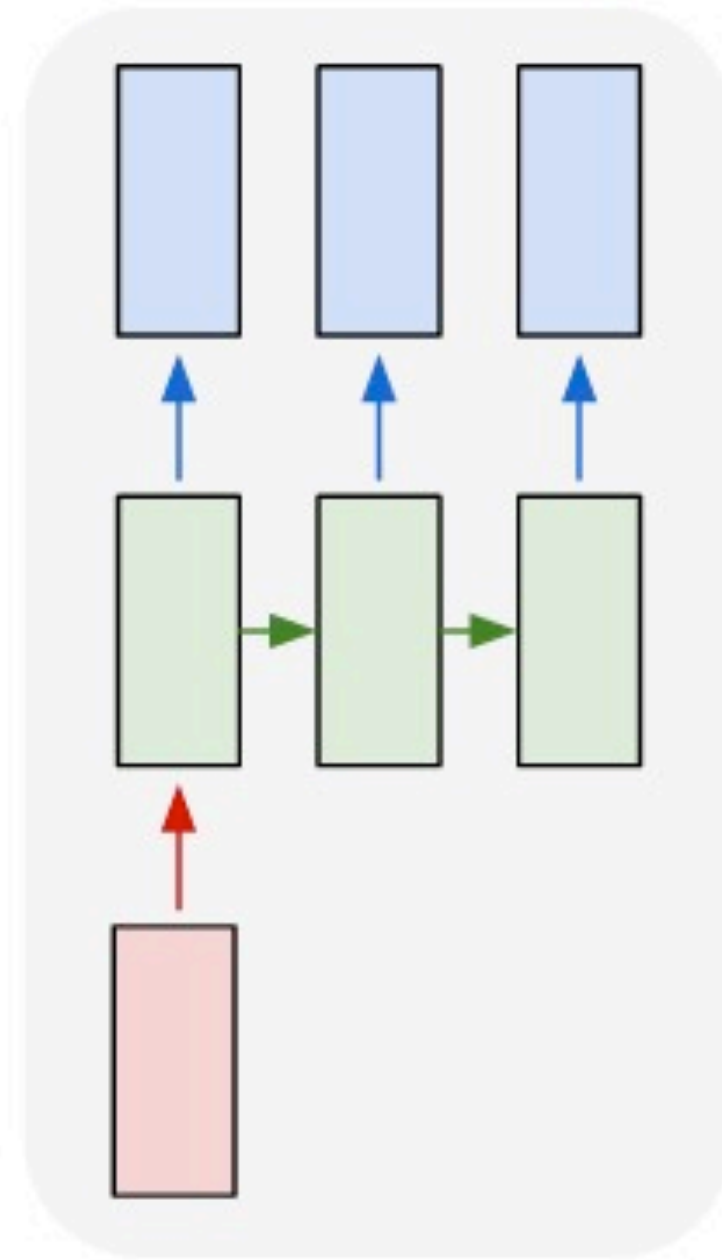


**Input:** No sequence

**Output:** No seq.

**Example:**  
“standard”  
classification /  
regression problems

one to many

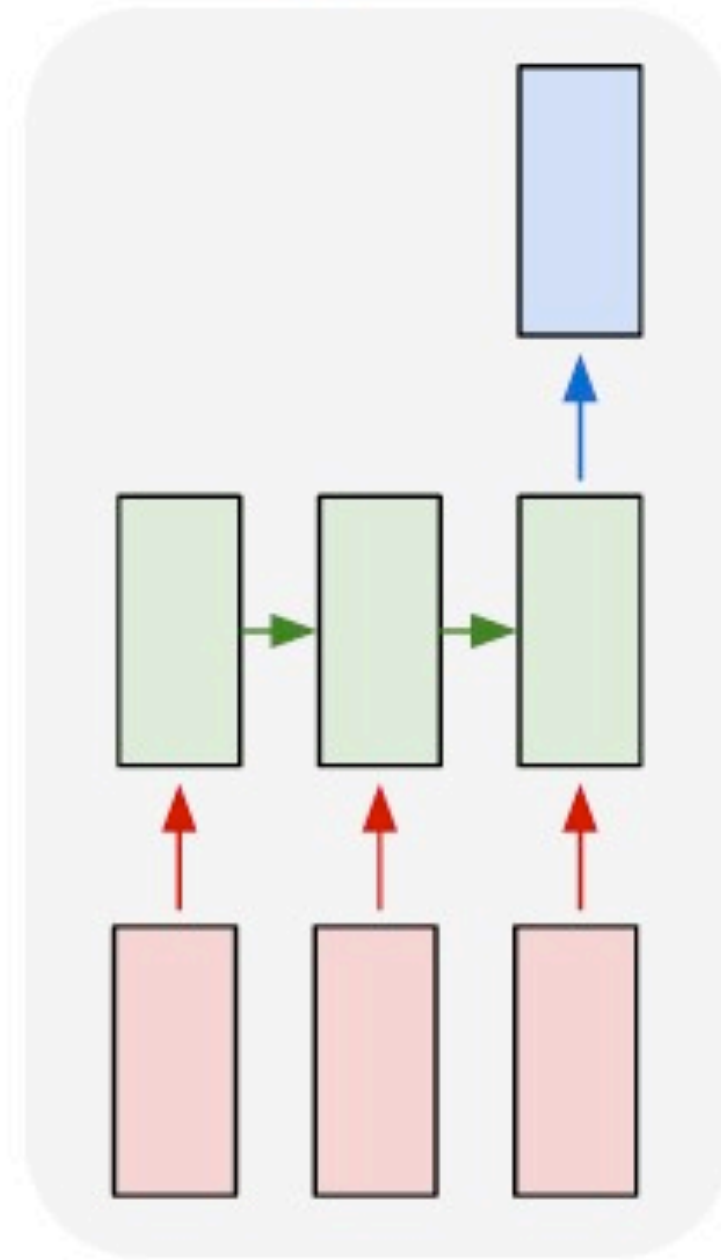


**Input:** No sequence

**Output:** Sequence

**Example:**  
Sequence  
Im2Caption

many to one

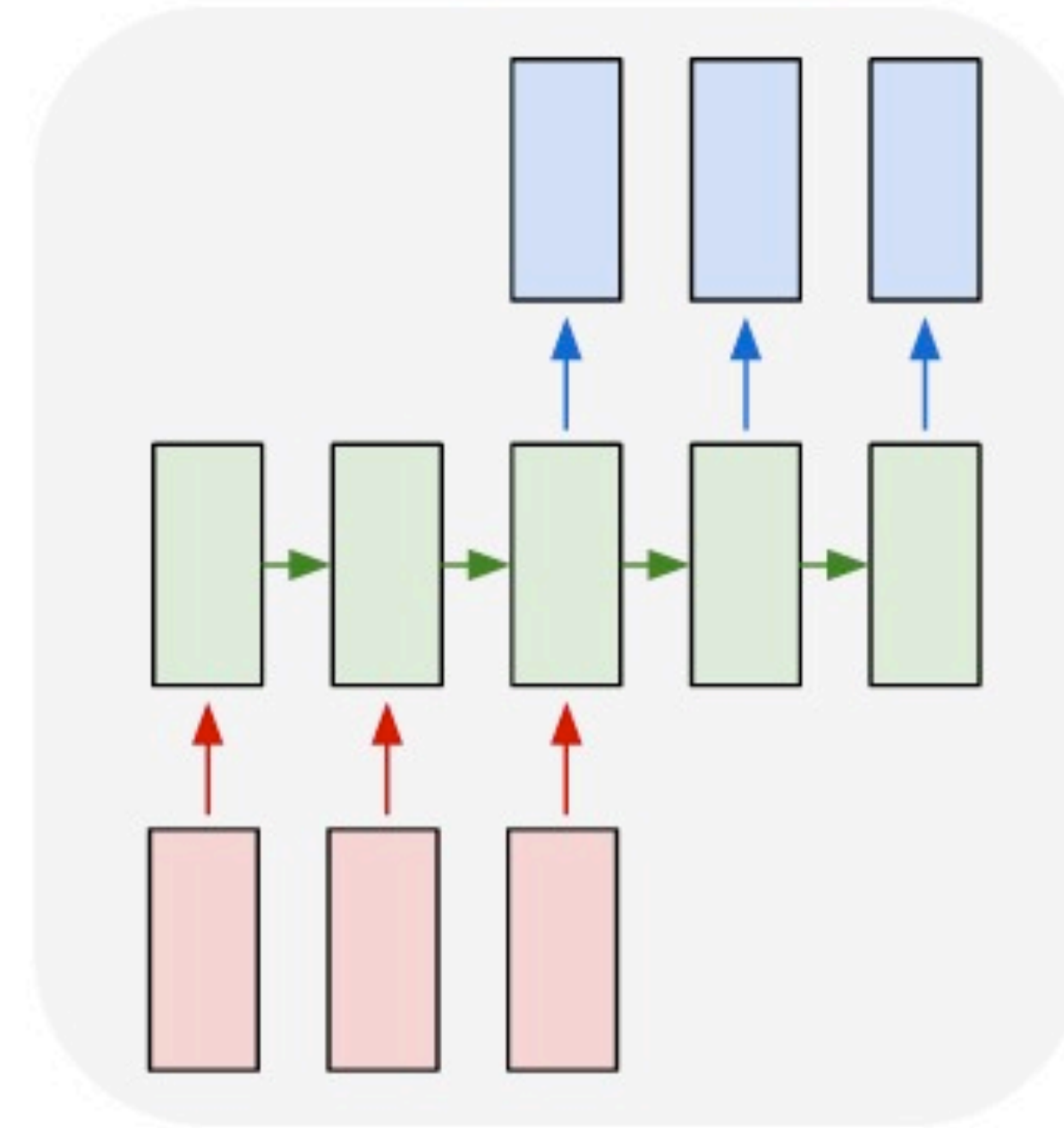


**Input:** Sequence

**Output:** No seq.

**Example:** sentence  
classification,  
multiple-choice  
question answering

many to many

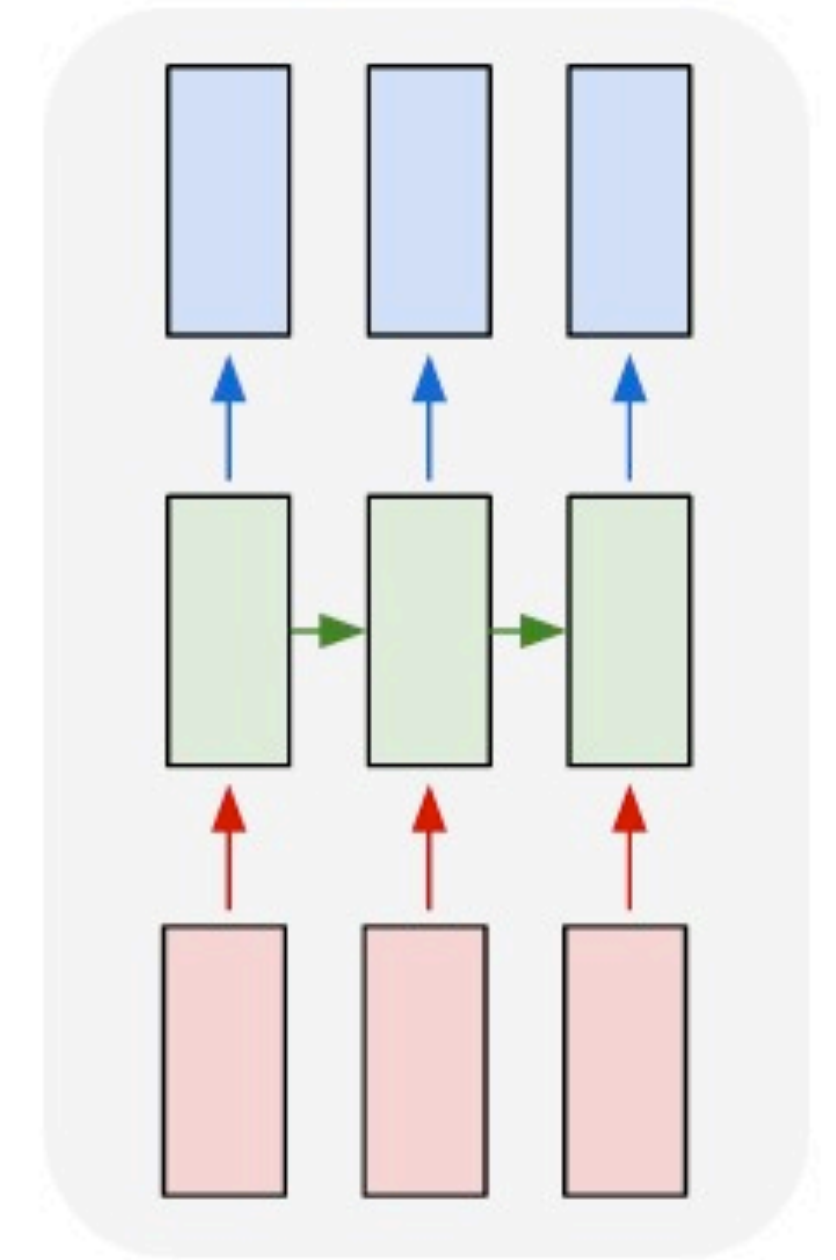


**Input:** Sequence

**Output:** Sequence

**Example:** machine translation, video captioning,  
open-ended question answering, video question  
answering

many to many



# Key Conceptual Ideas

## Parameter Sharing

- in computational graphs = adding gradients

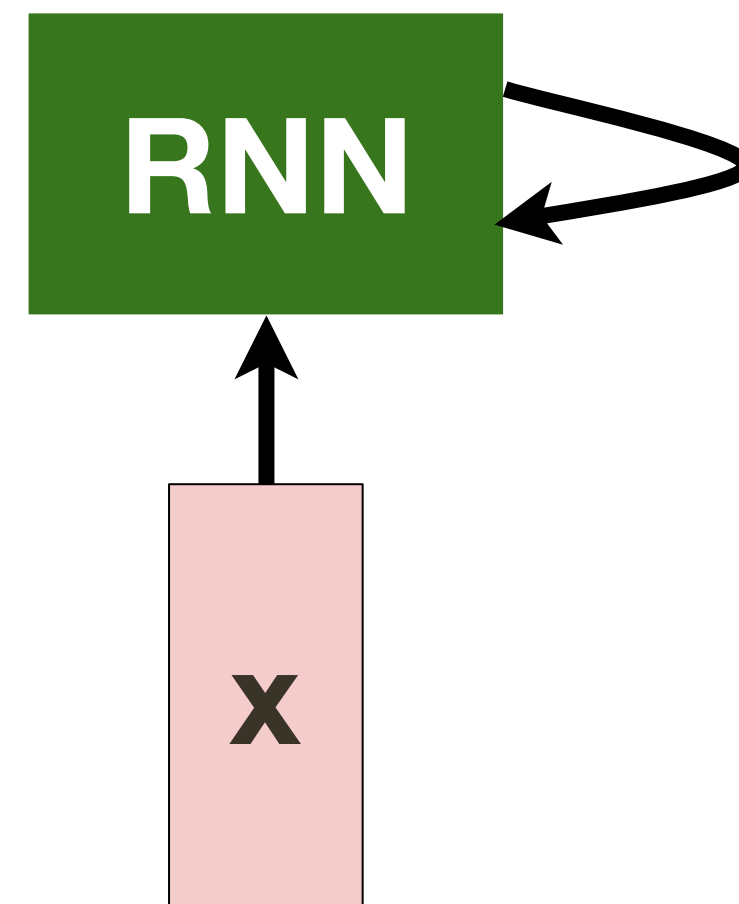
## “Unrolling”

- in computational graphs with parameter sharing

## Parameter Sharing + “Unrolling”

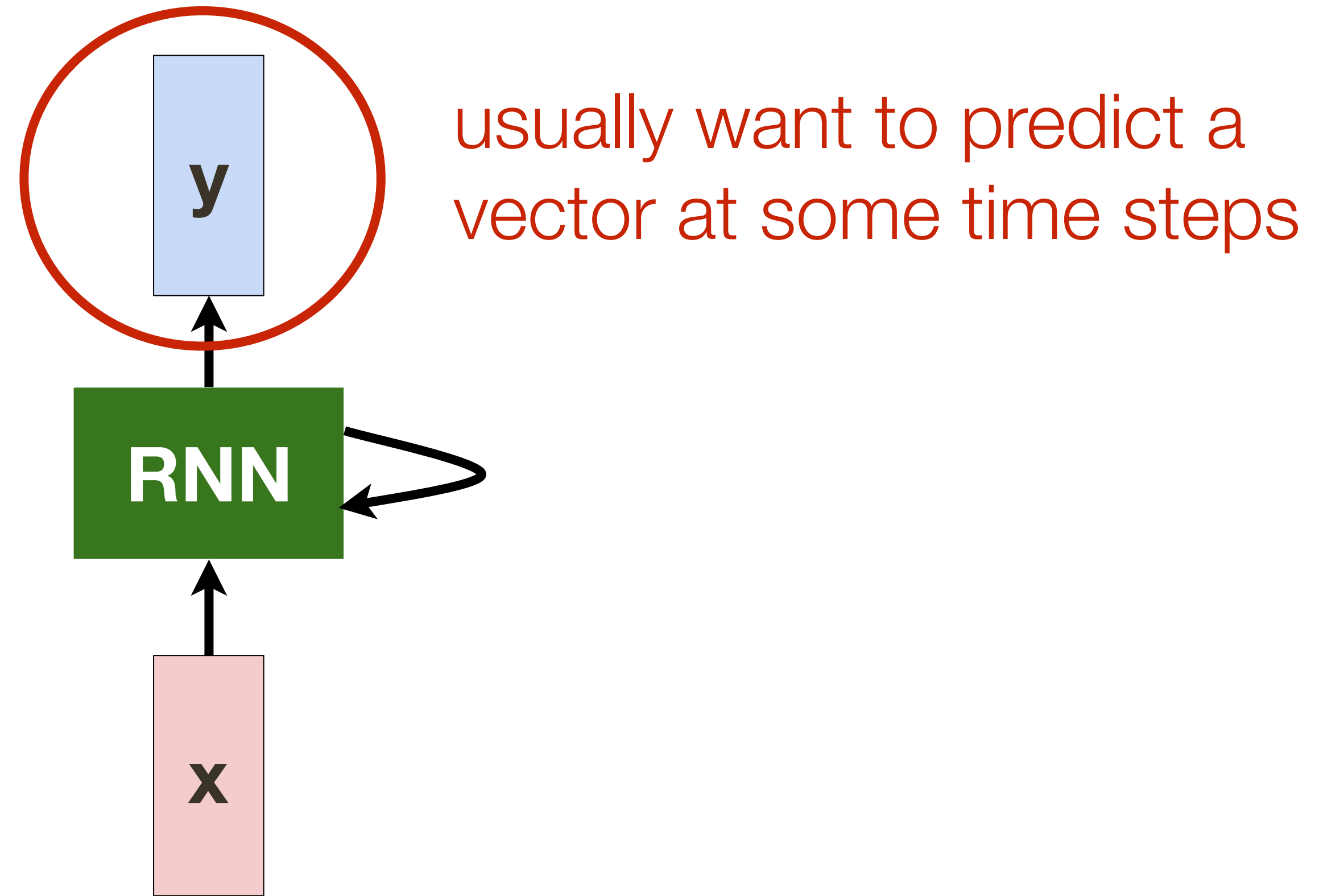
- Allows modeling **arbitrary length sequences!**
- Keeps number of parameters in check

# Recurrent Neural Network



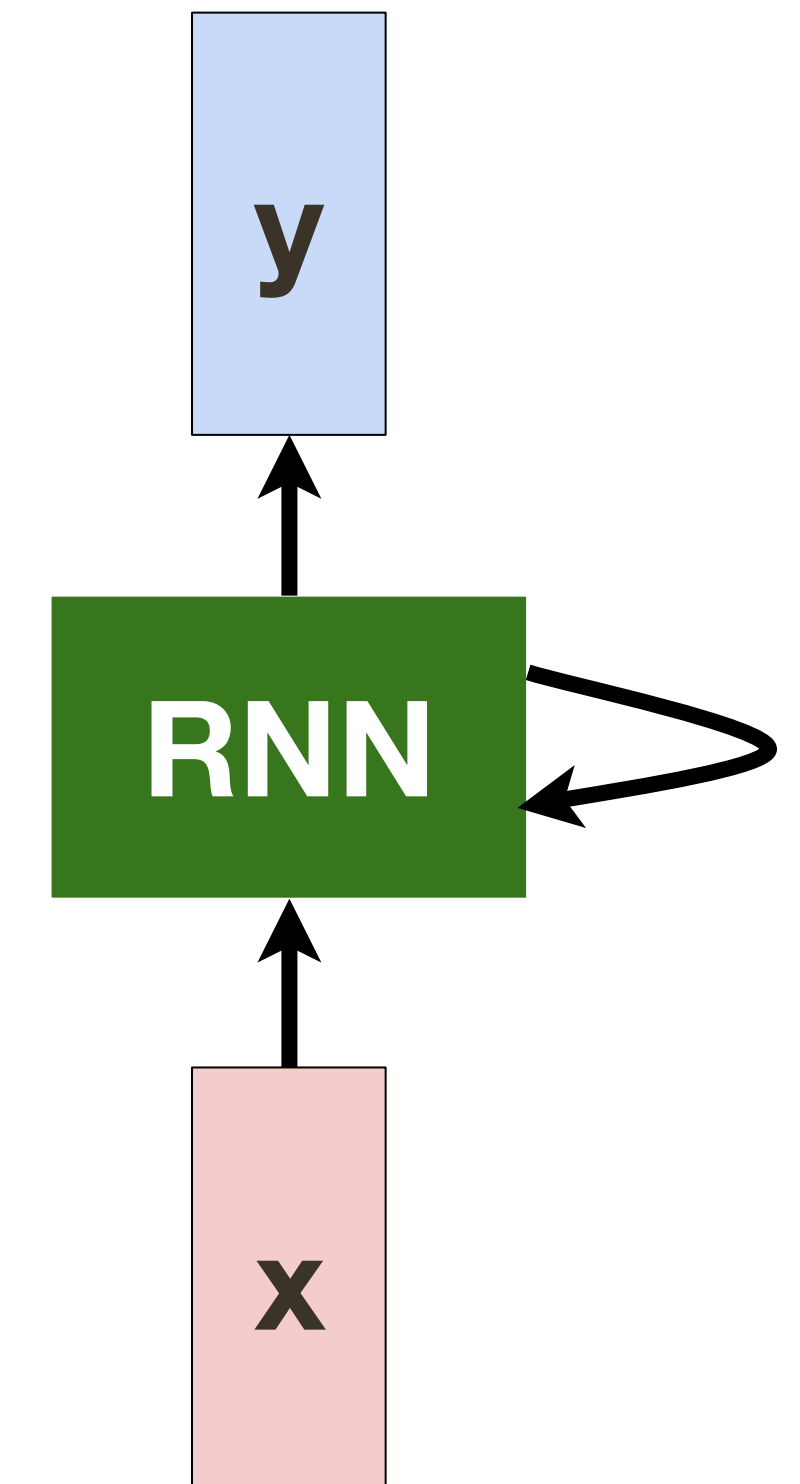
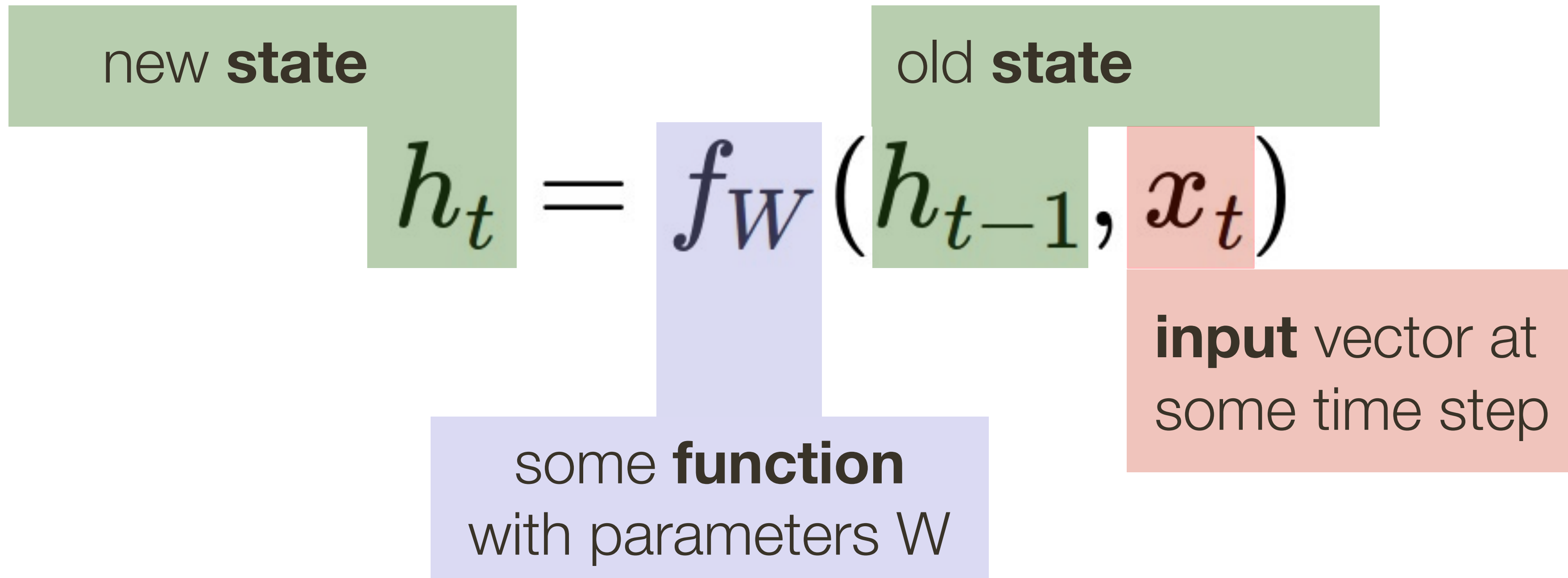


# Recurrent Neural Network



# Recurrent Neural Network

We can process a sequence of vectors  $\mathbf{x}$  by applying a **recurrence formula** at every time step:

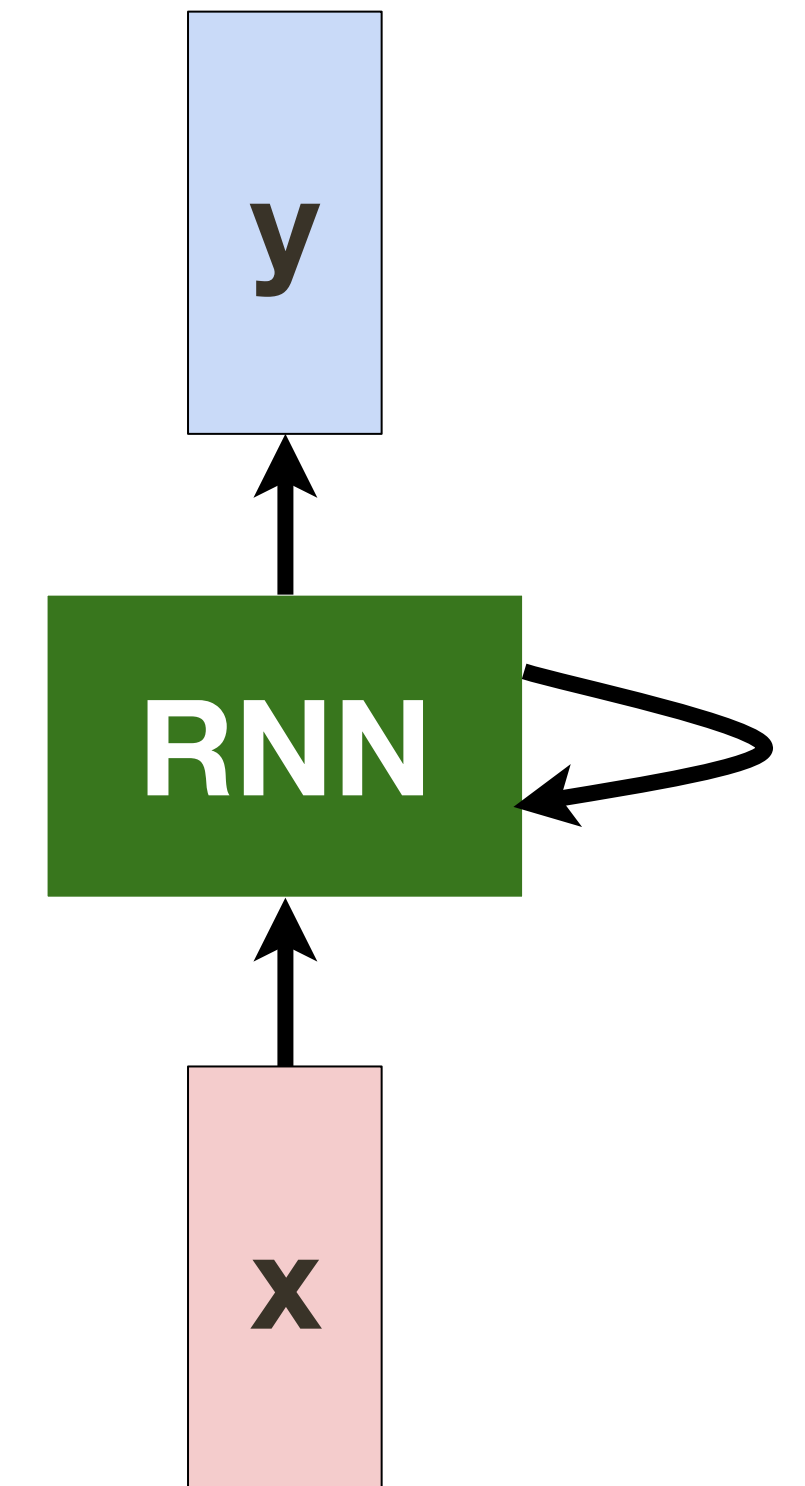


# Recurrent Neural Network

We can process a sequence of vectors  $\mathbf{x}$  by applying a **recurrence formula** at every time step:

$$h_t = f_W(h_{t-1}, x_t)$$

**Note:** the same function and the same set of parameters are used at every time step



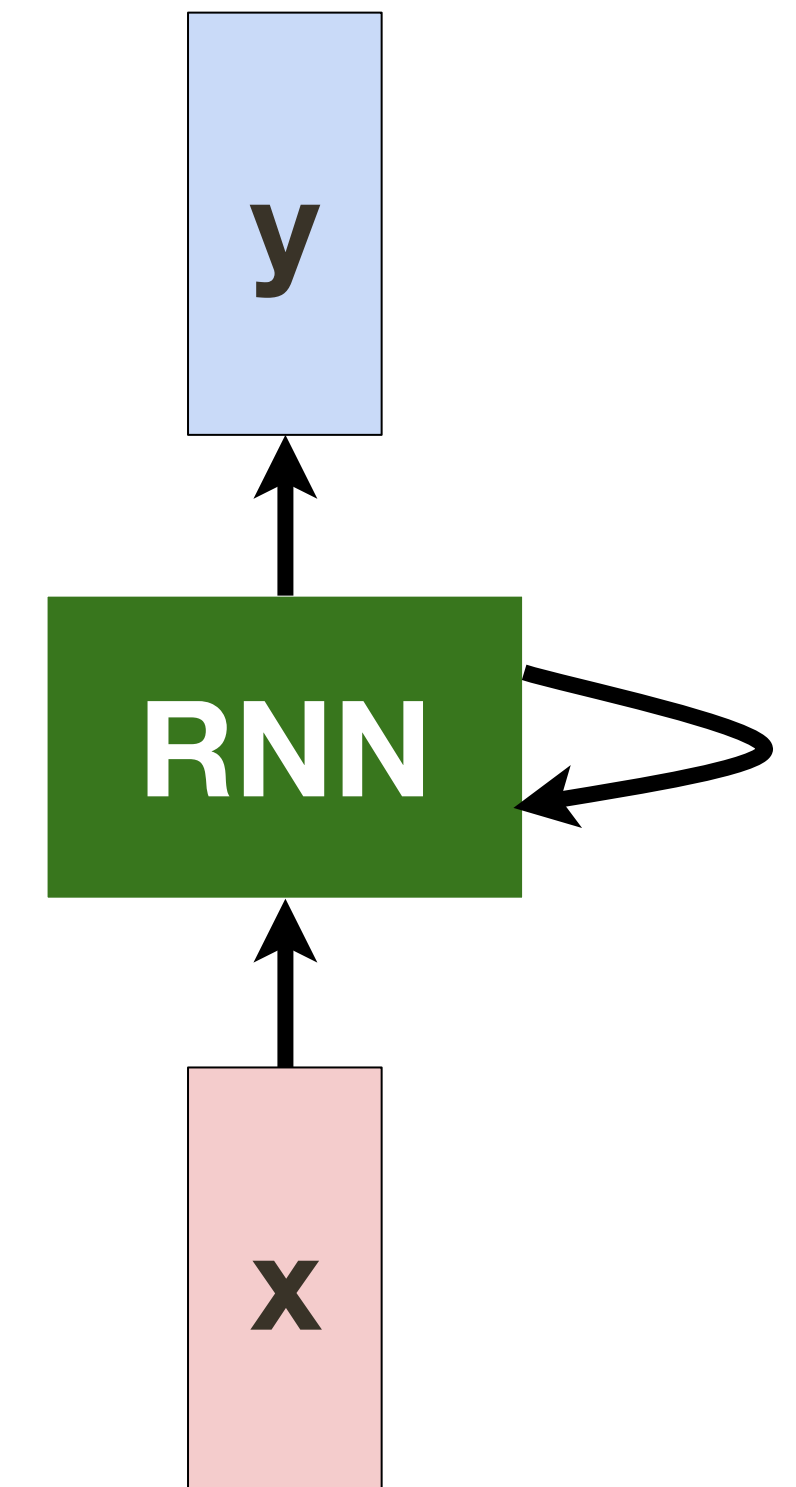
# (Vanilla) **Recurrent** Neural Network

$$y_t = W_{hy}h_t + b_y$$

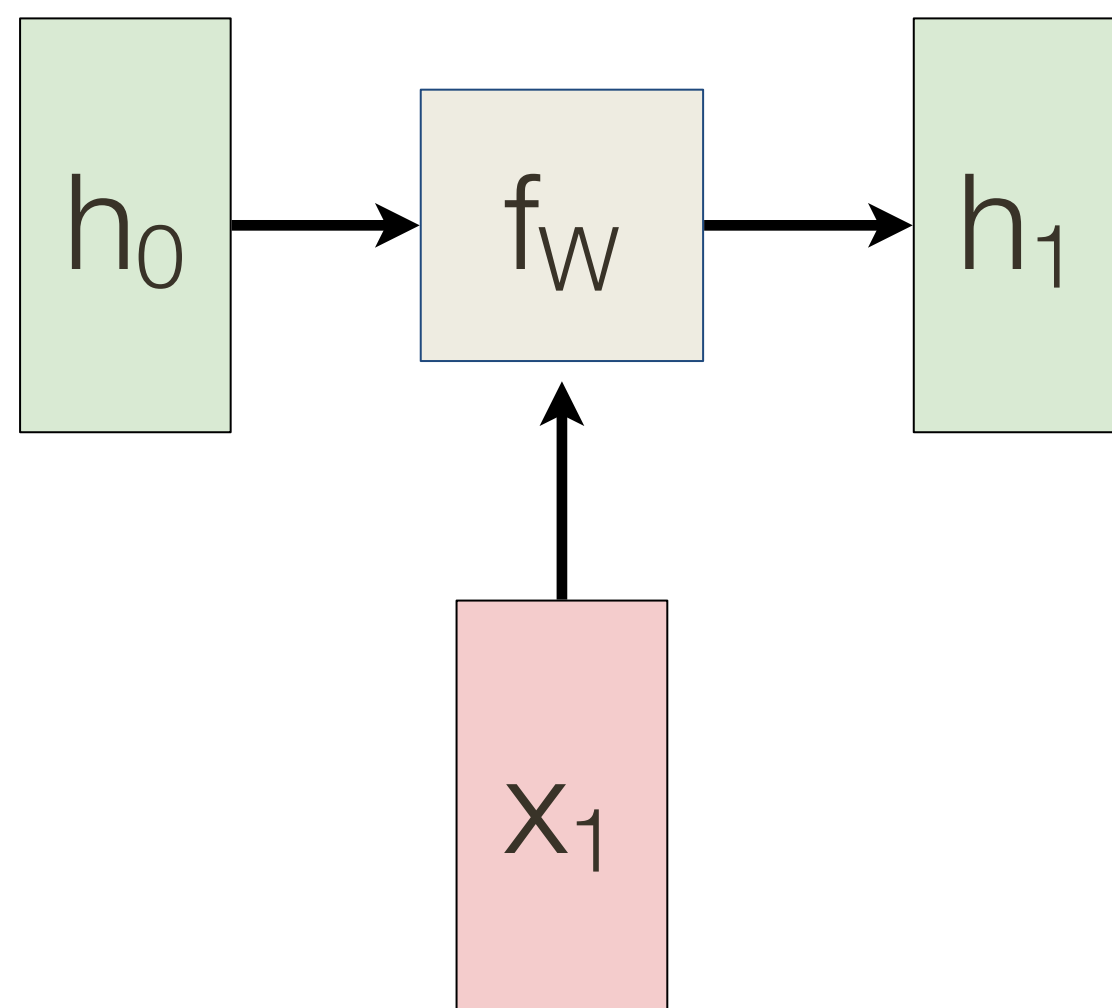
$$h_t = f_W(h_{t-1}, x_t)$$

↓

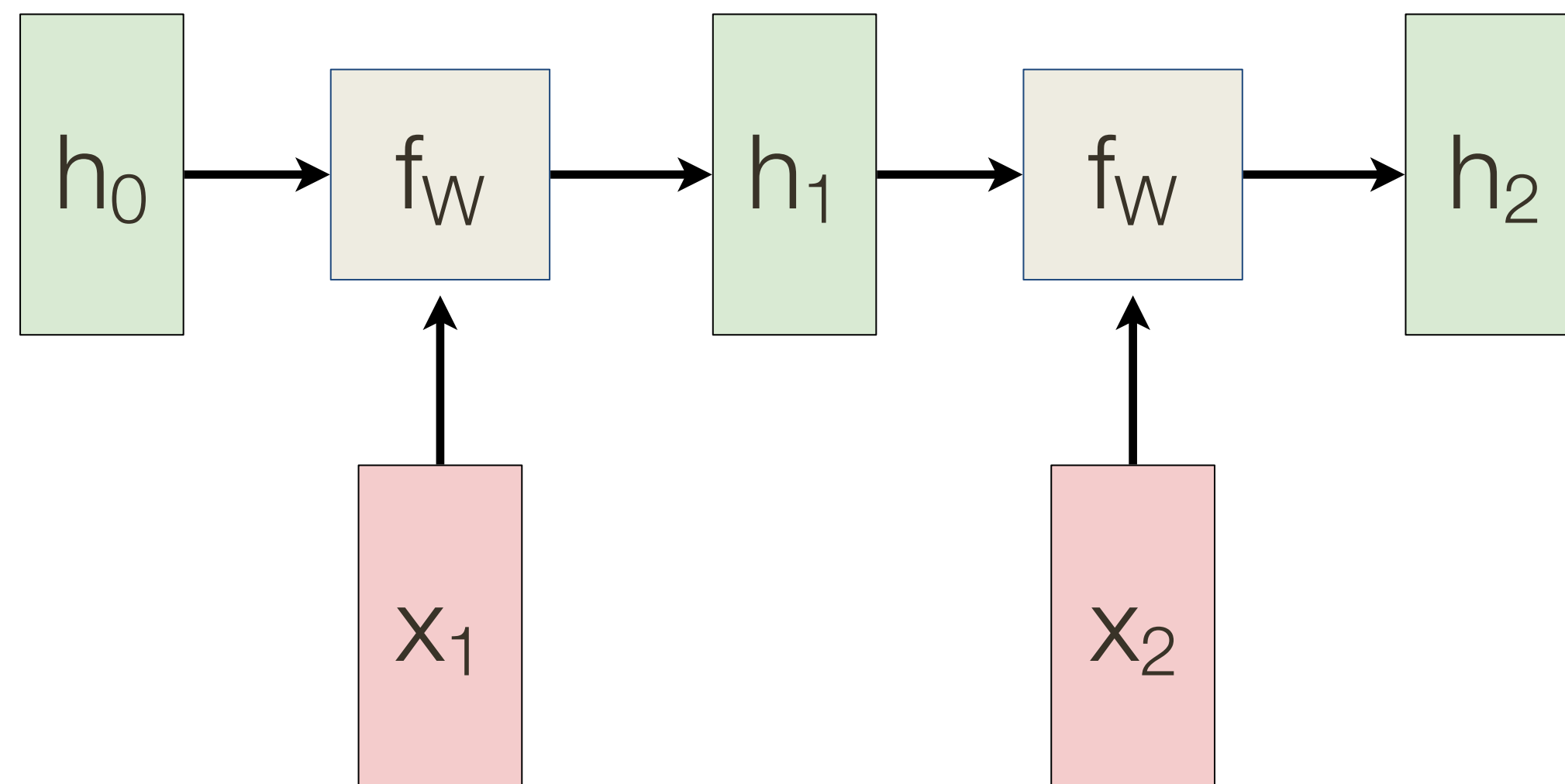
$$h_t = \tanh(W_{hh}h_{t-1} + W_{xh}x_t + b_h)$$



# RNN Computational Graph

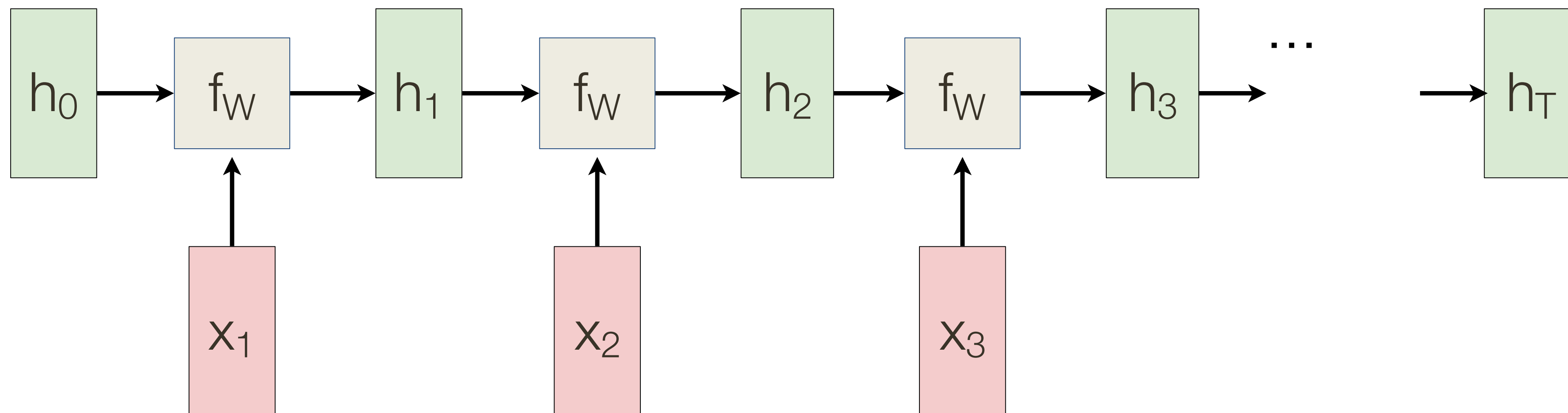


# RNN Computational Graph



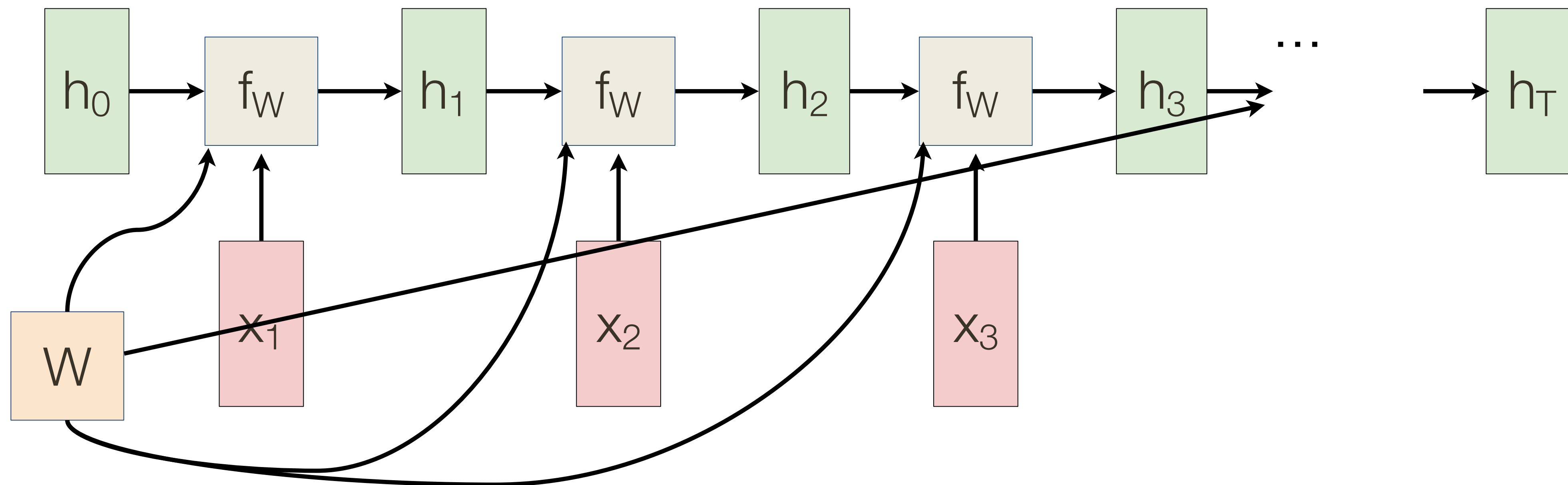


# RNN Computational Graph

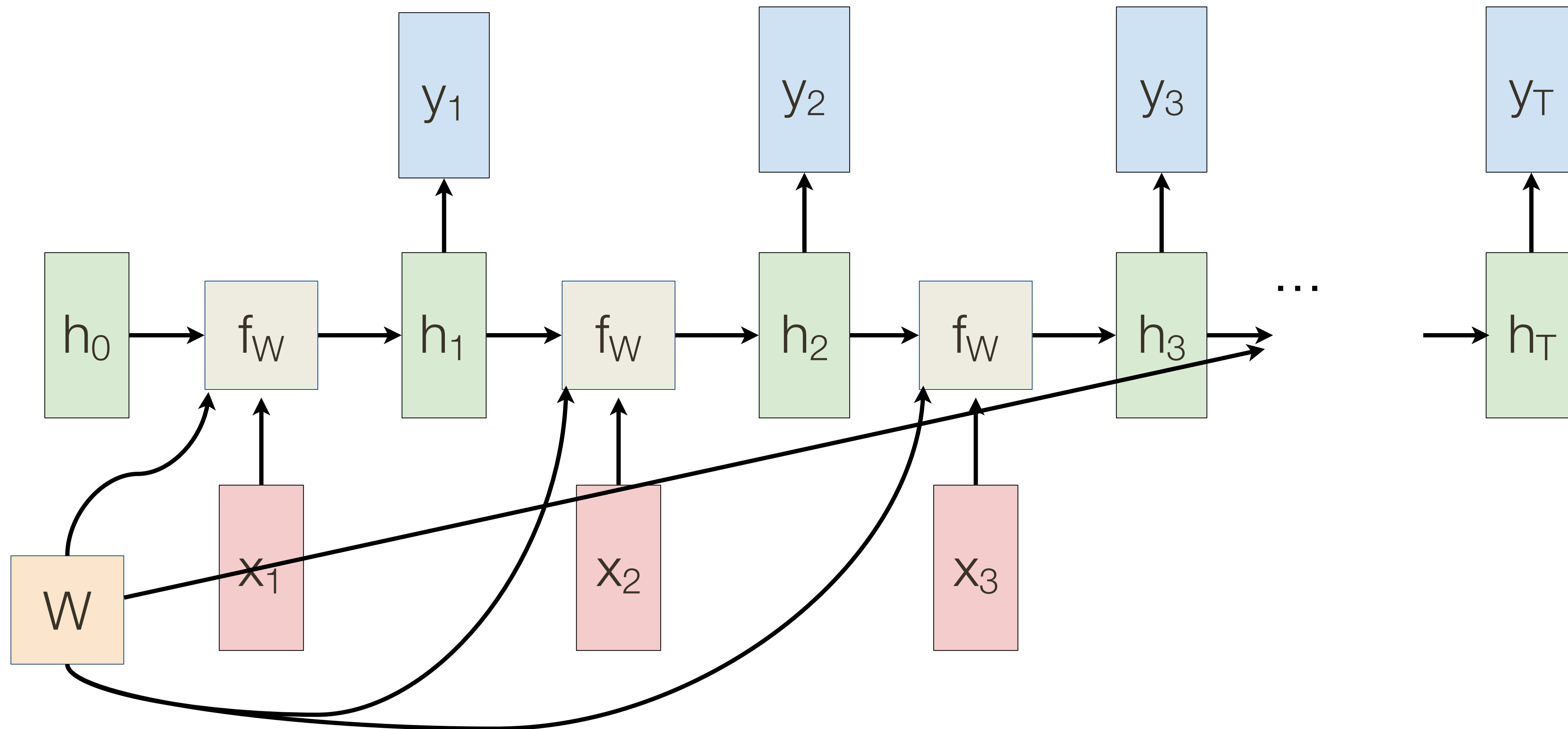


# RNN Computational Graph

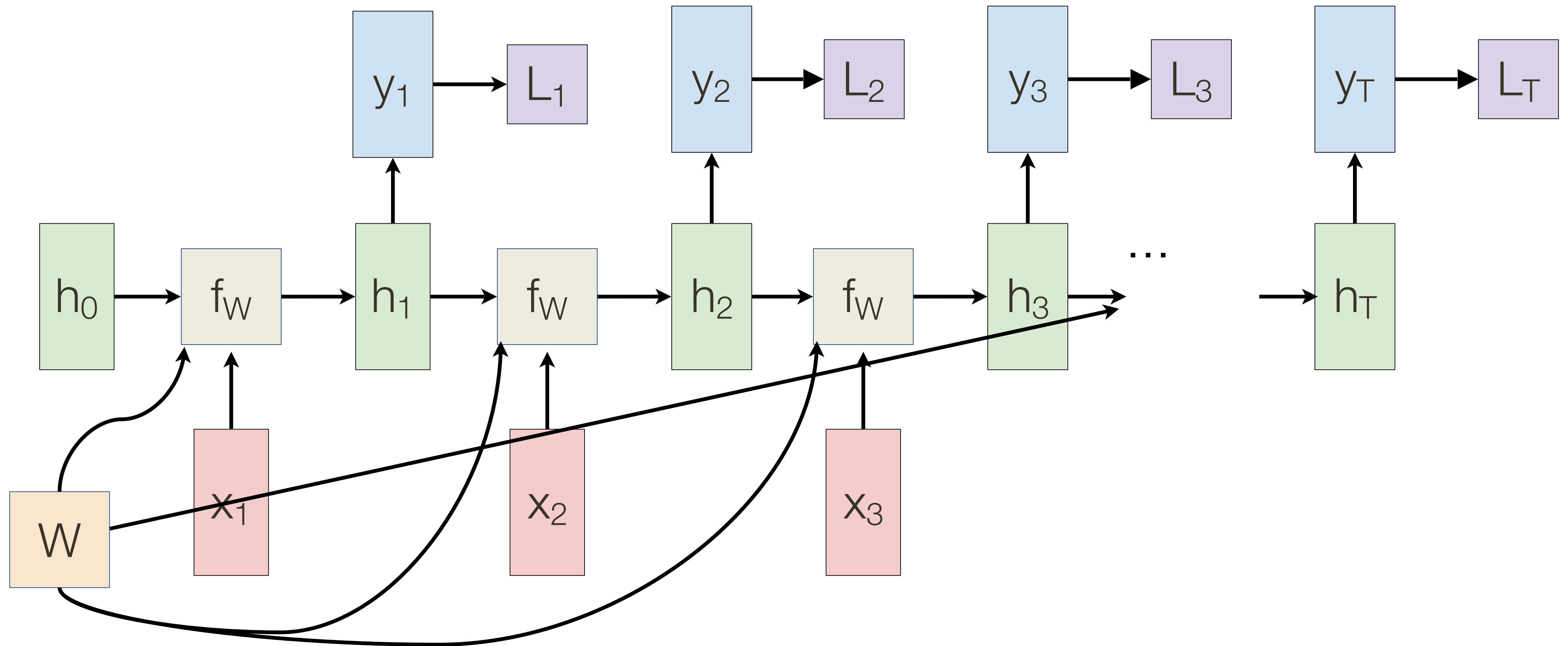
Re-use the same weight matrix at every time-step



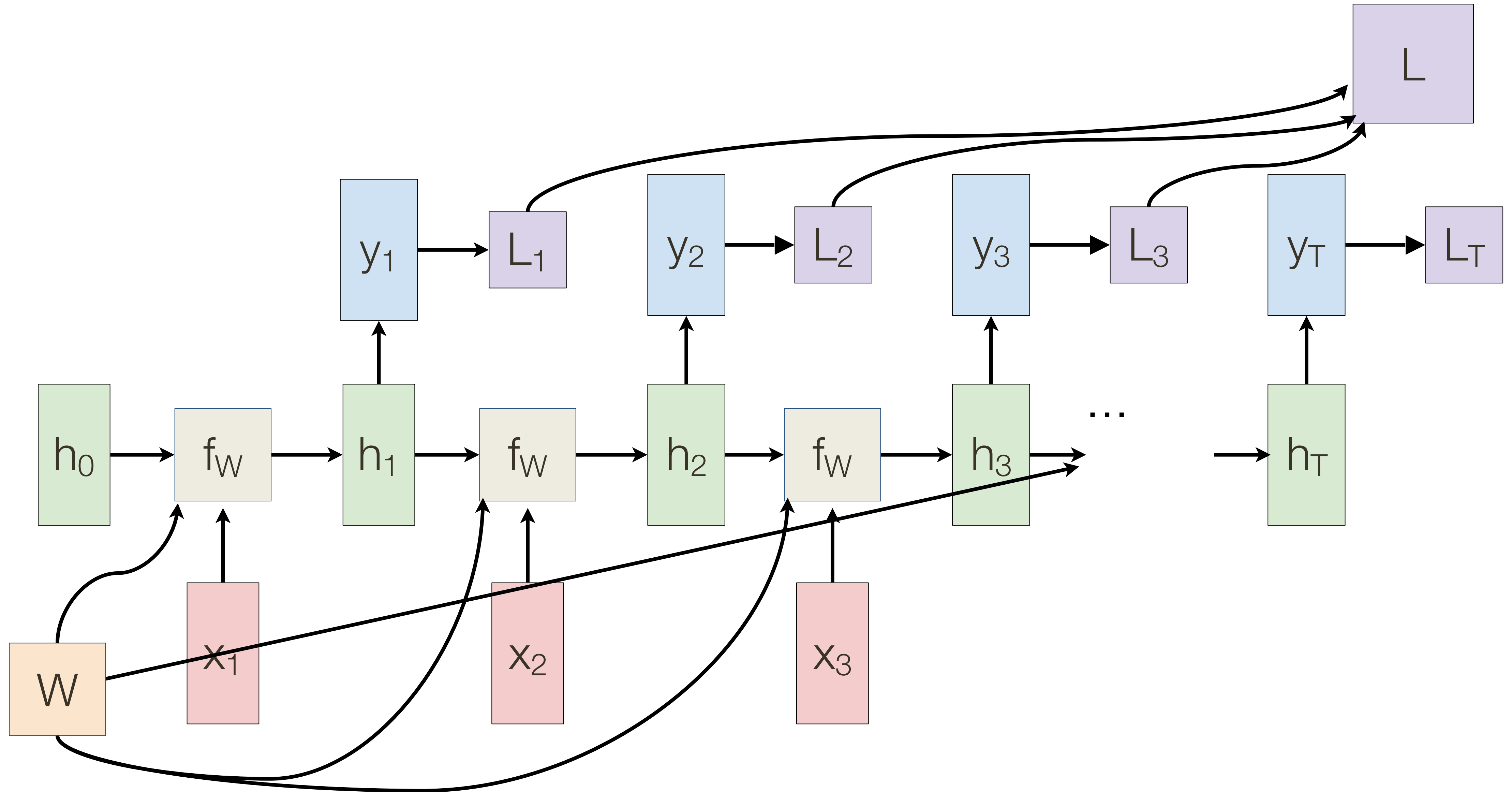
# RNN Computational Graph: Many to Many



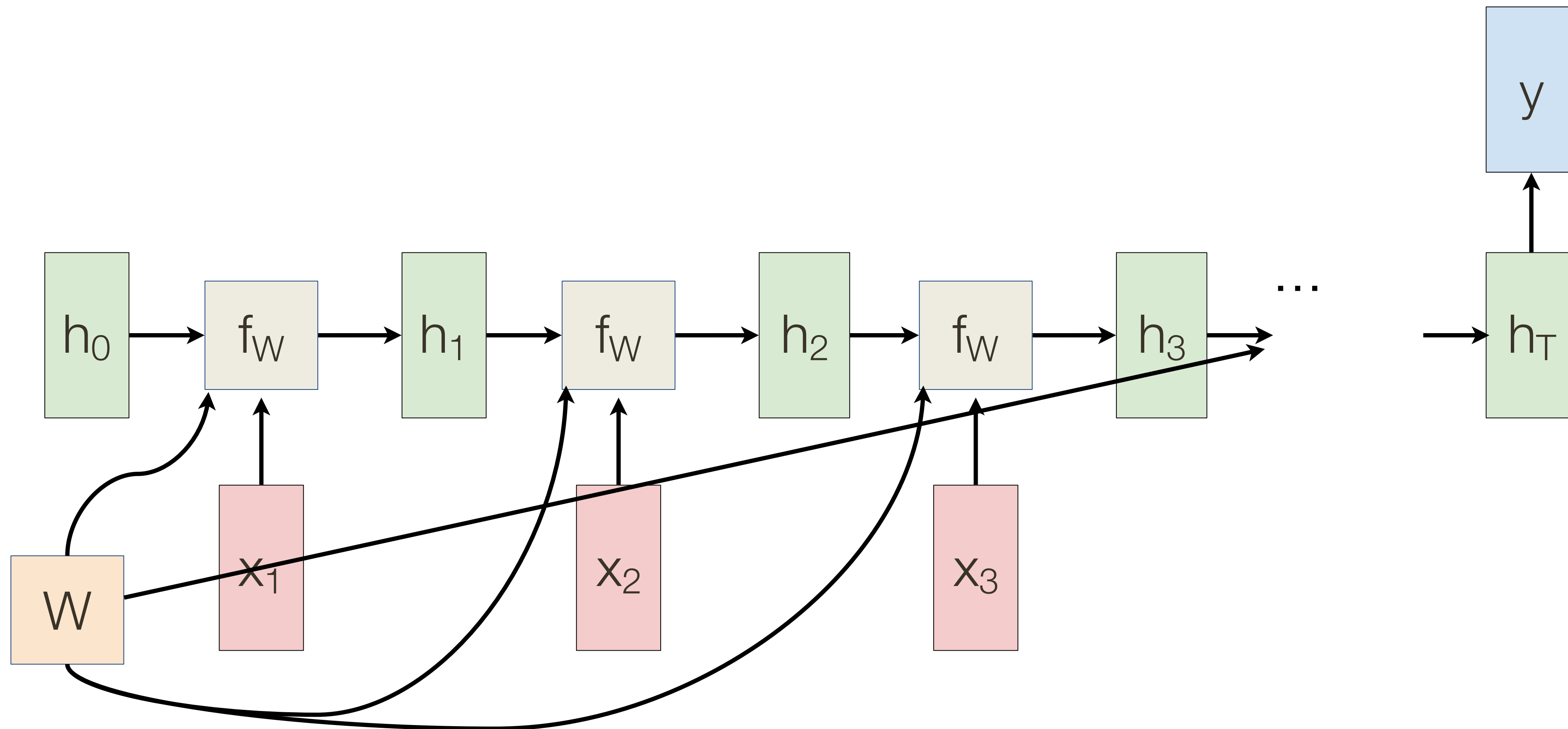
# RNN Computational Graph: Many to Many



# RNN Computational Graph: Many to Many

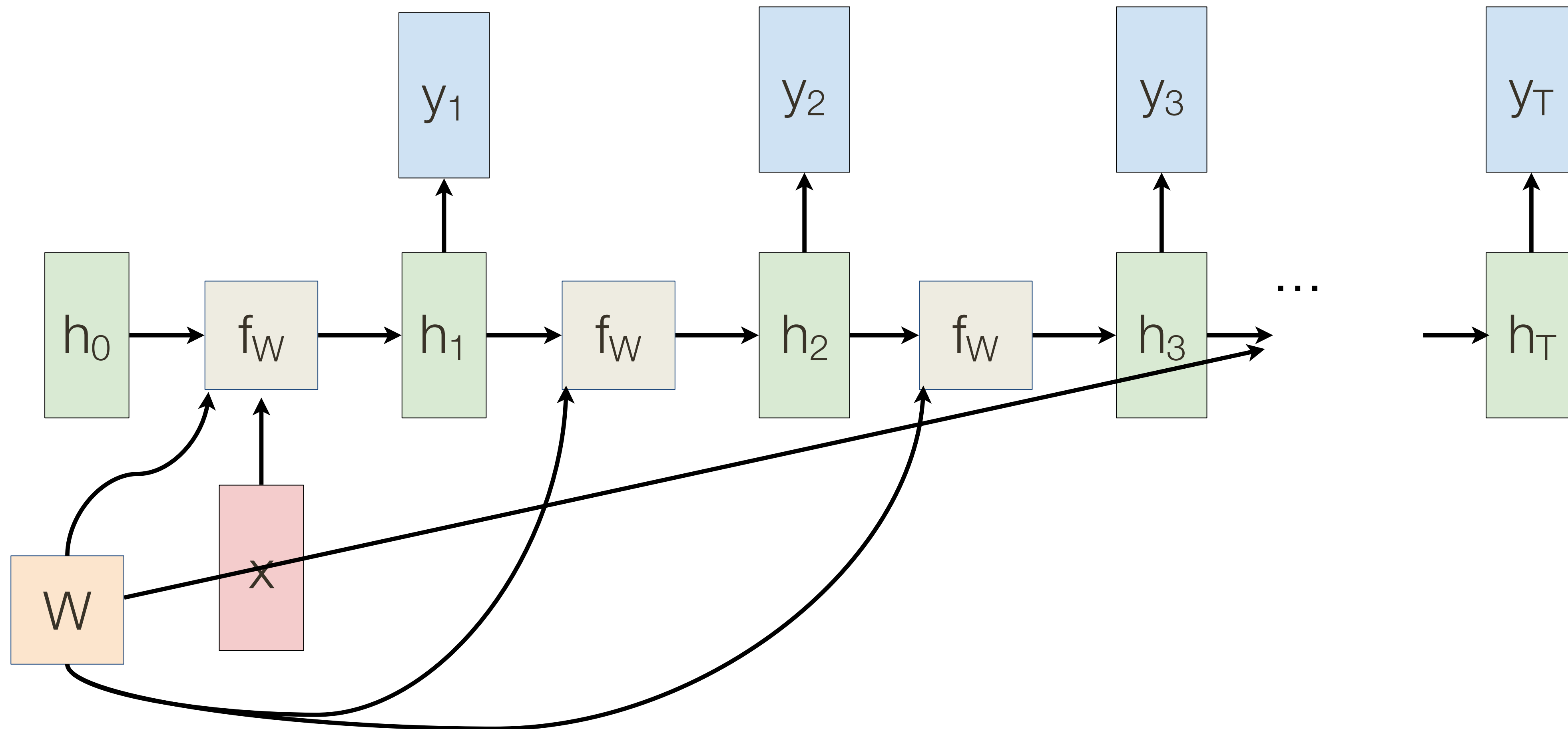


# RNN Computational Graph: Many to One



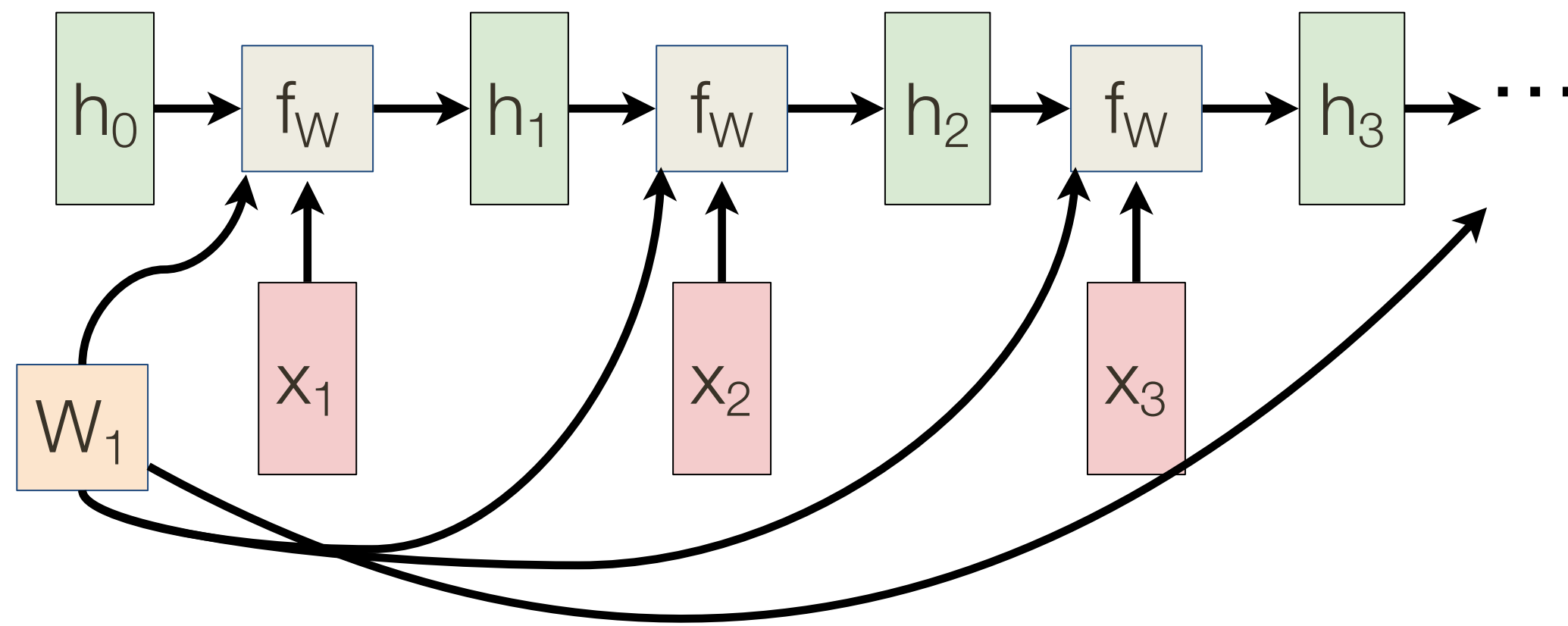


# RNN Computational Graph: One to Many

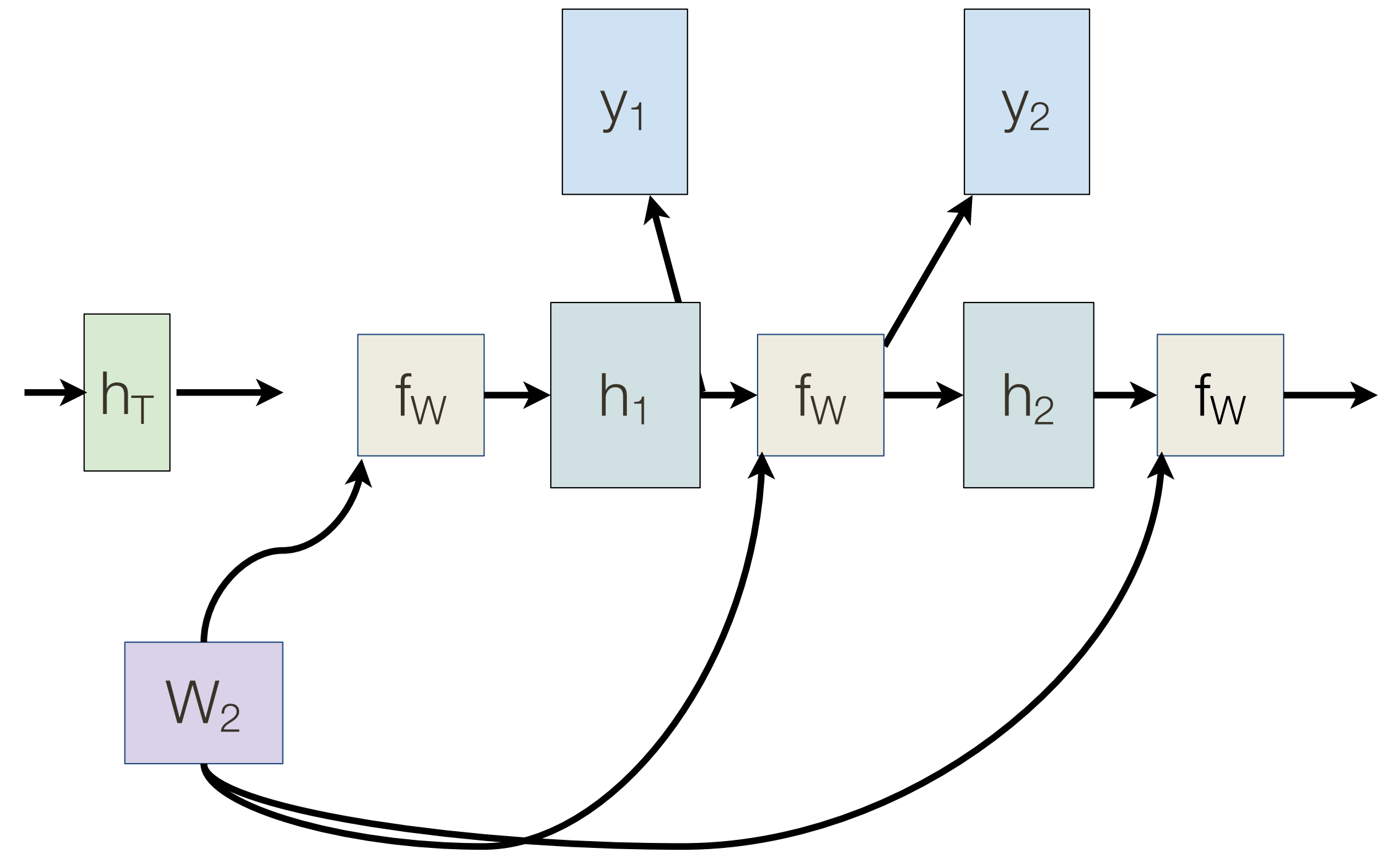


# Sequence to Sequence: Many to One + One to Many

**Many to one:** Encode input sequence in a single vector



**One to many:** Produce output sequence from single input vector



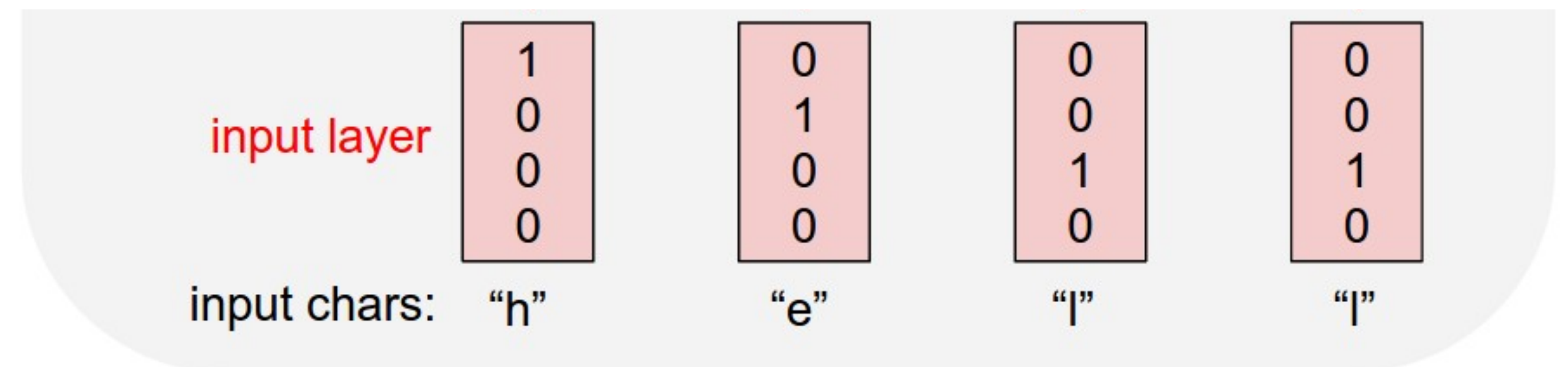
# Example: Character-level Language Model

## Vocabulary:

['h', 'e', 'l', 'o']

Example training sequence:

“hello”



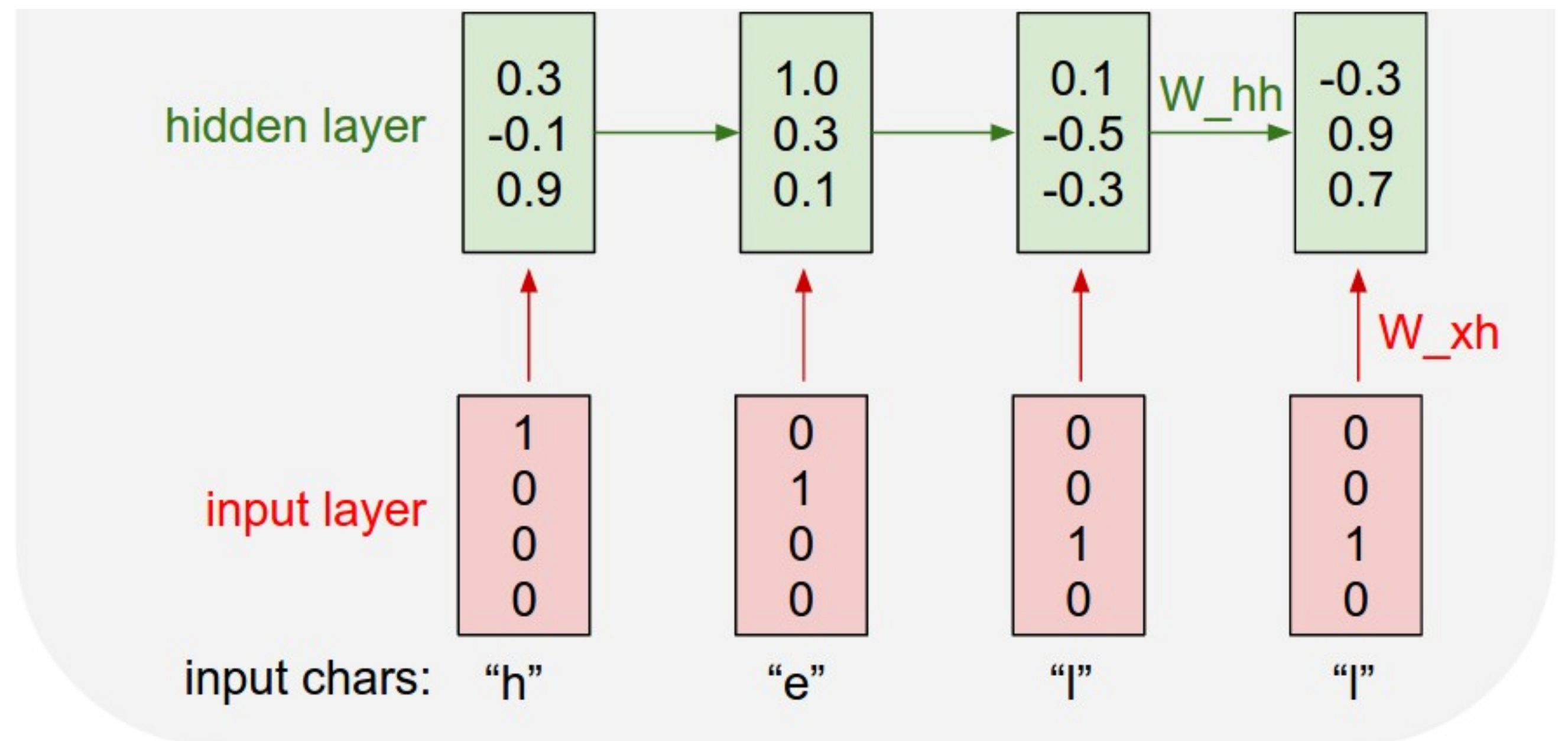
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## Vocabulary:

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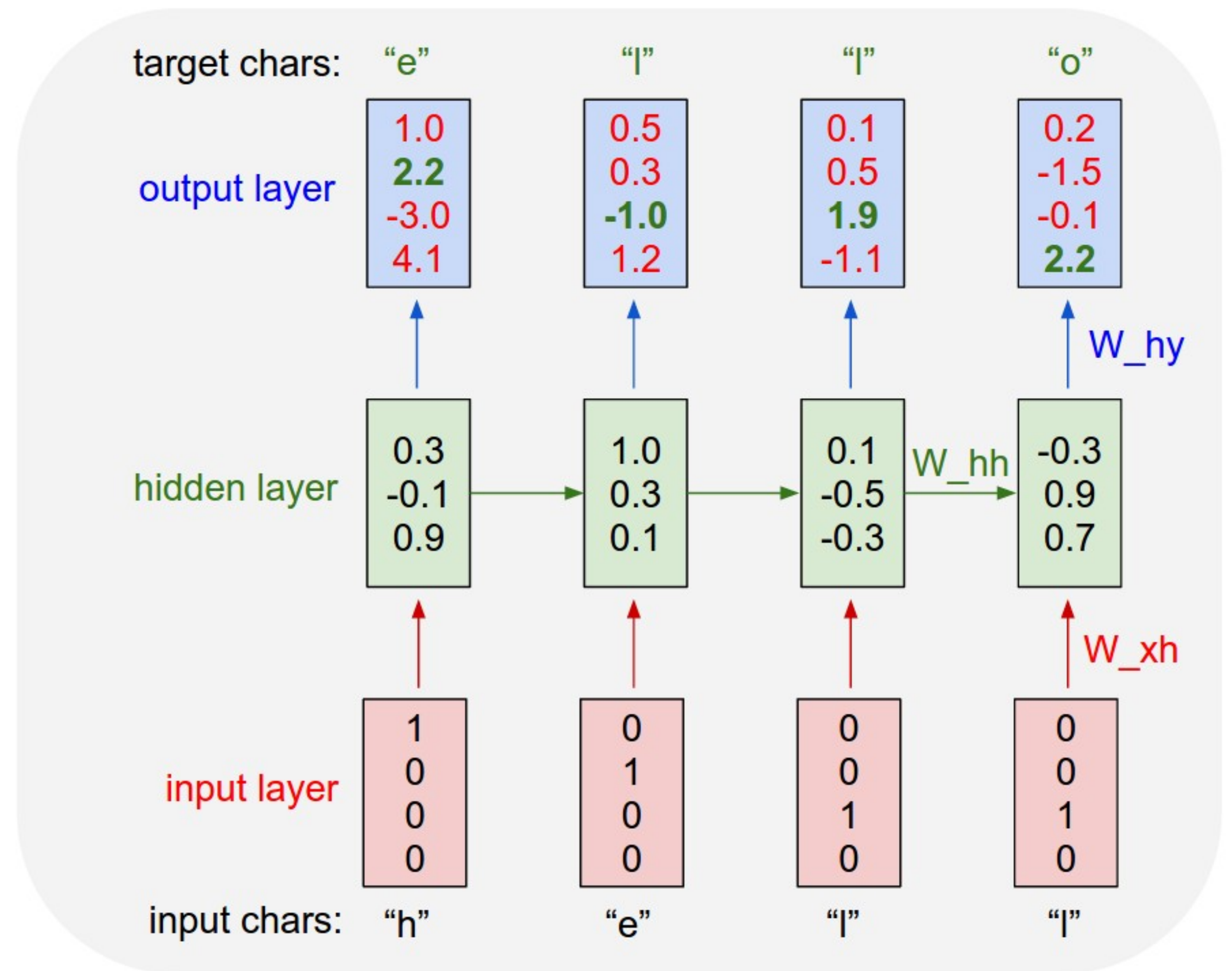


# Example: Character-level Language Model

## Vocabulary:

['h', 'e', 'l', 'o']

Example training sequence:  
"hello"



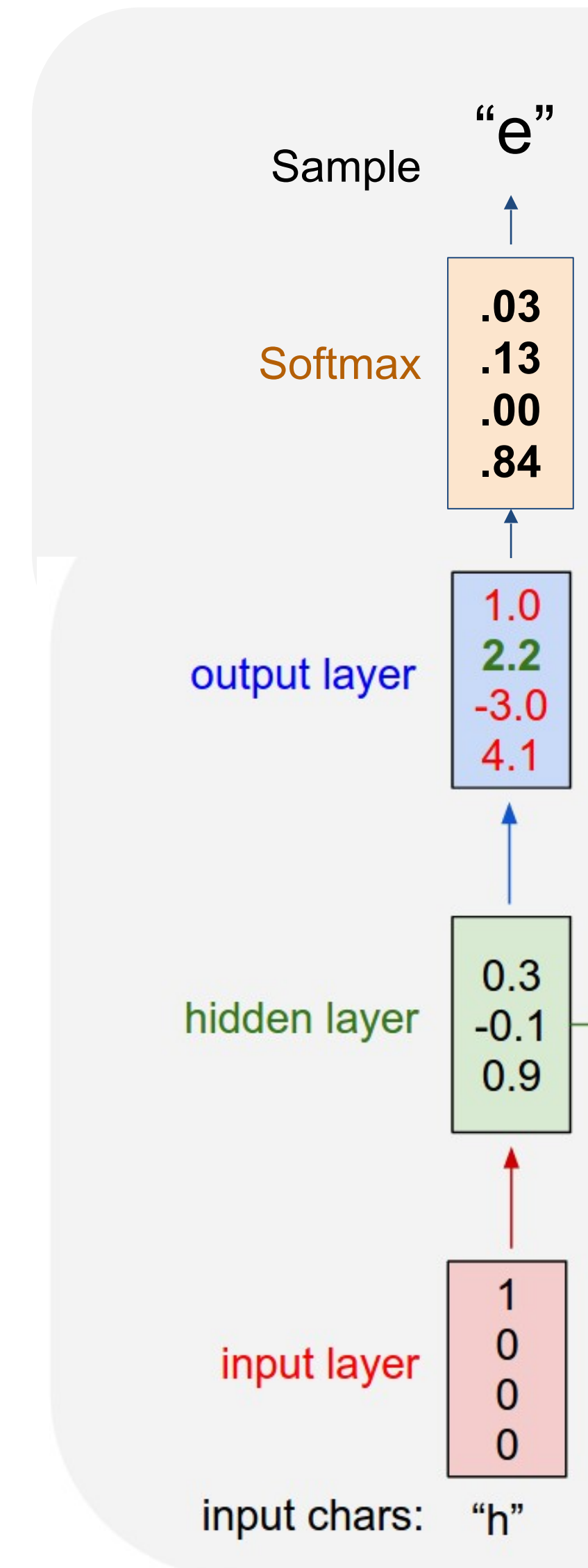


# Example: Character-level Language Model (**Sampling**)

## Vocabulary:

['h', 'e', 'l', 'o']

At test time sample one character at a time and feed back to the model

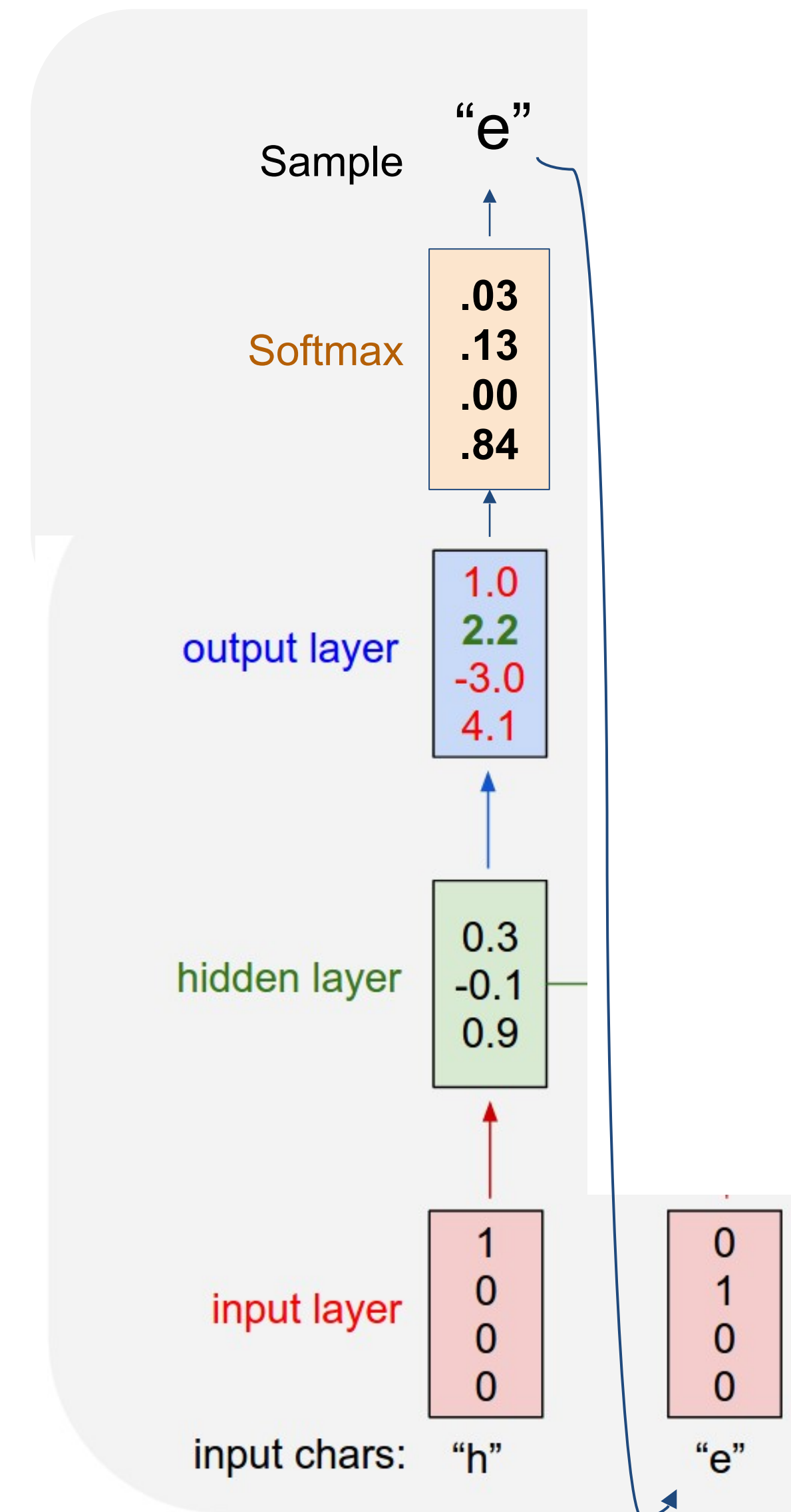


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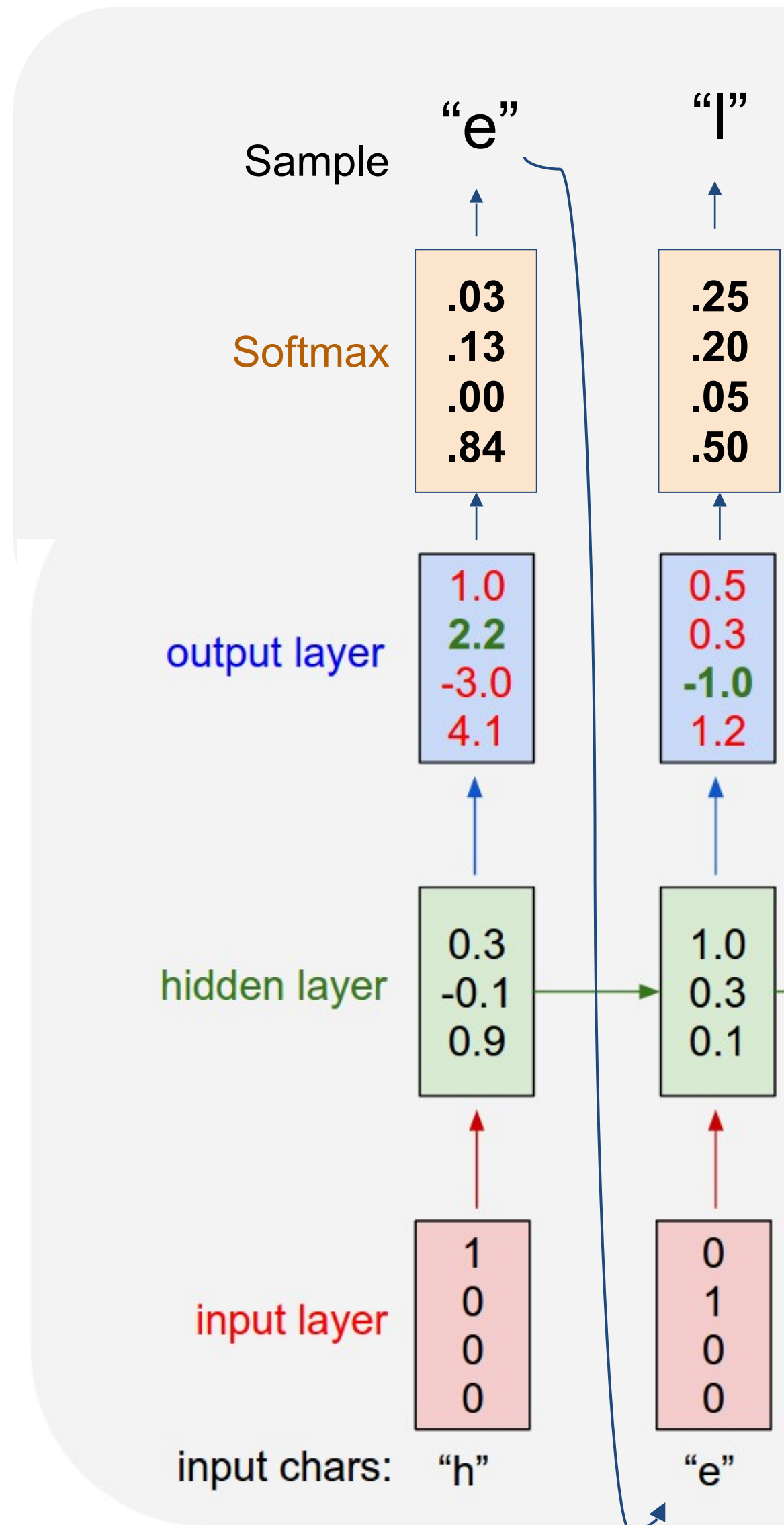


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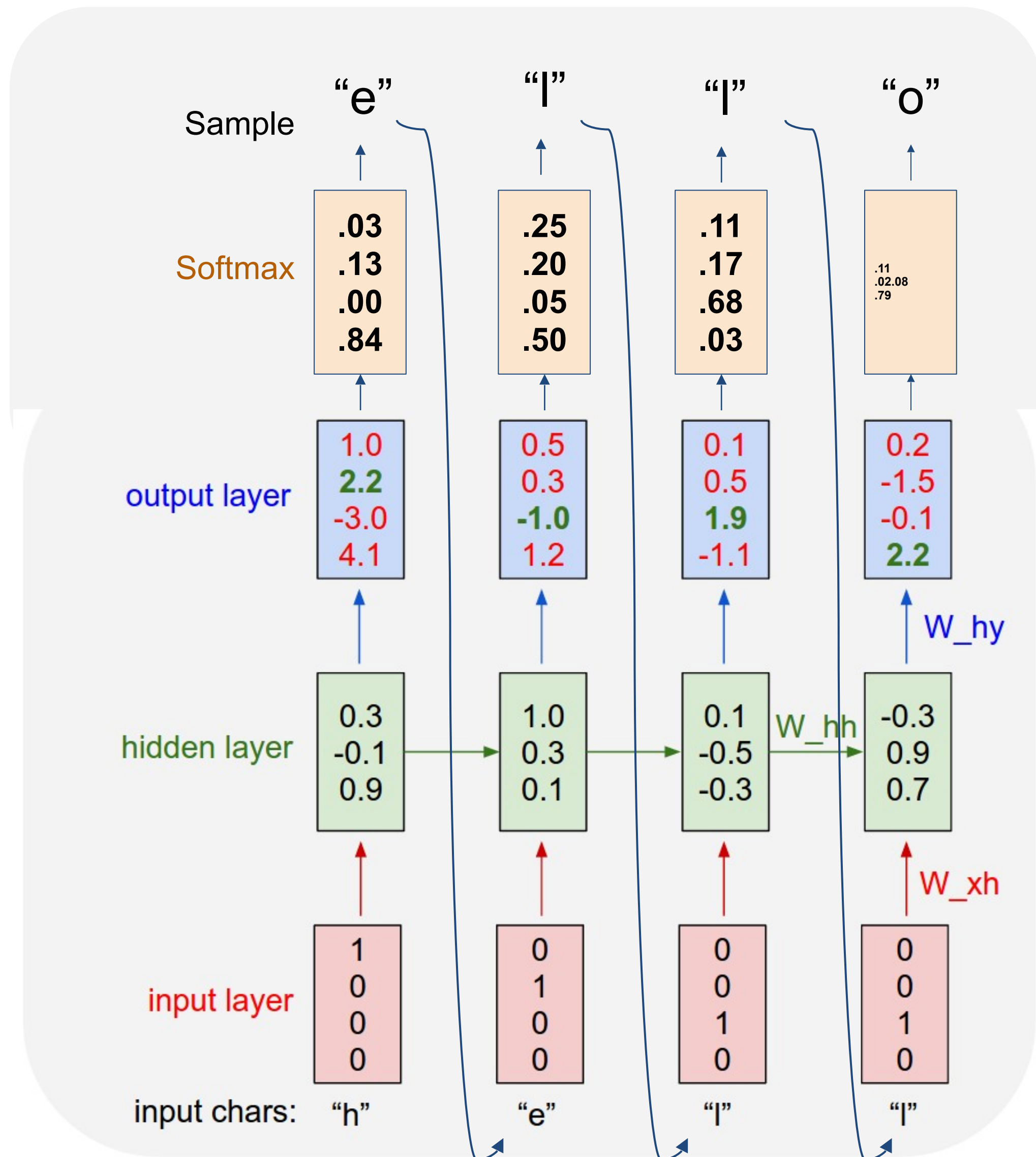


# Example: Character-level Language Model (**Sampling**)

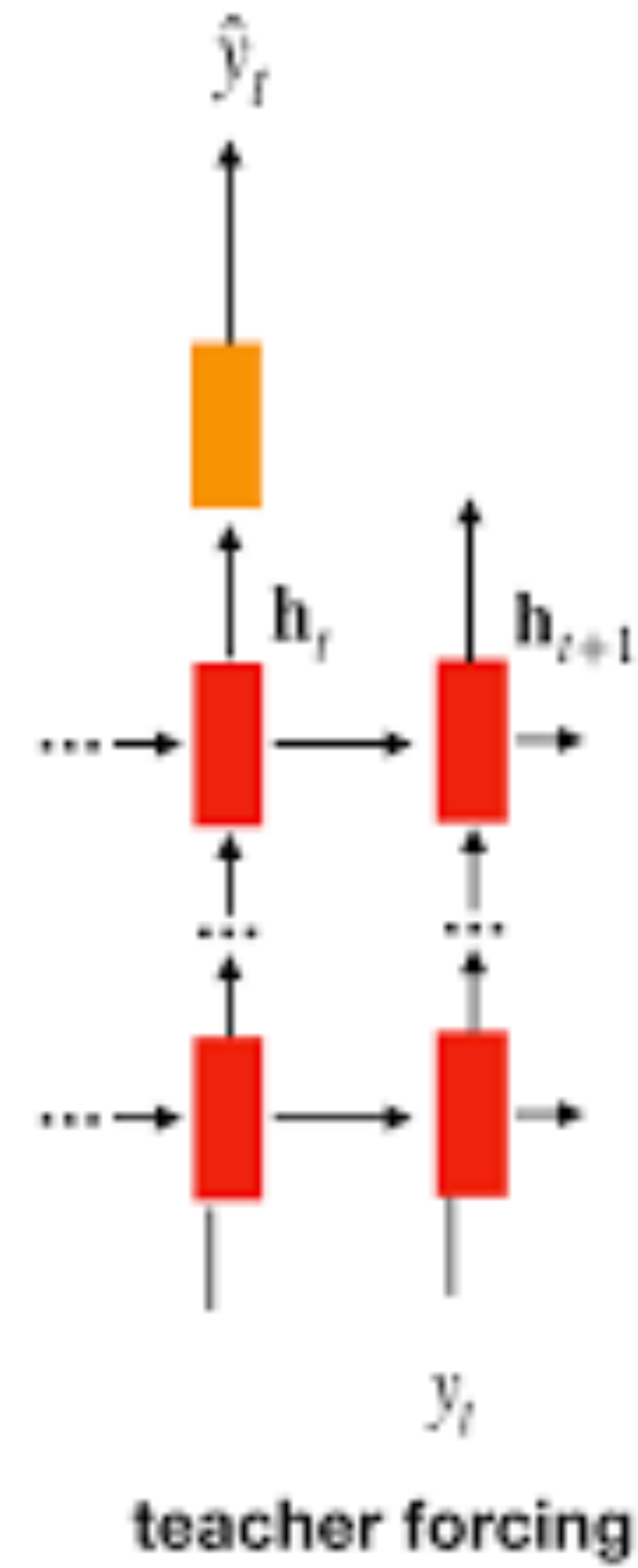
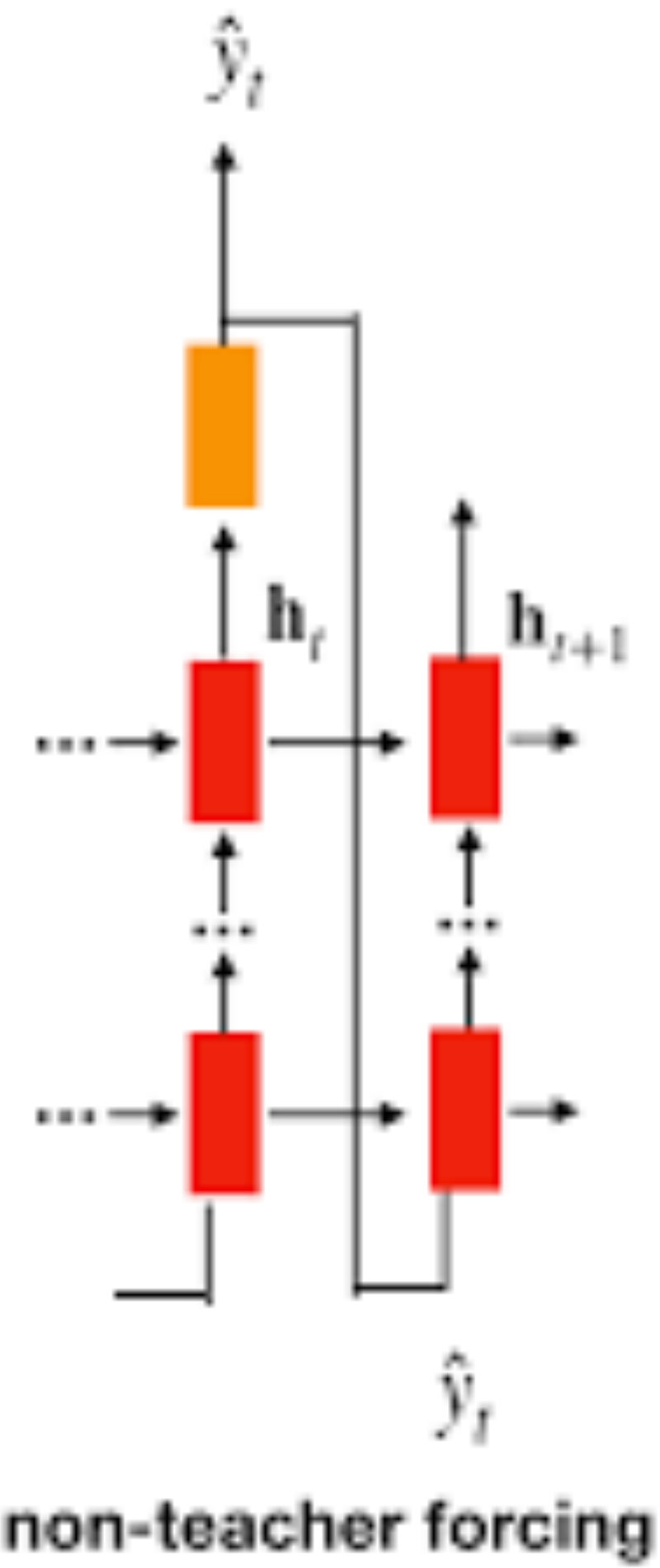
## Vocabulary:

['h', 'e', 'l', 'o']

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# Teacher Forcing



# Sampling vs. ArgMax

**Sampling:** allows to generate diverse outputs

**ArgMax:** could be more stable in practice

