

# CS546: GloVe

Global Vectors for Word Representation

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# Overview

- ◆ One Hot Encoding
- ◆ Global Matrix Factorization
- ◆ Local Context Window
- ◆ Short Intro to Skip-Gram
- ◆ GloVe
- ◆ GloVe V.S. Skip-Gram
- ◆ Results on GloVe

# One Hot Encoding

dog	5	0 0 0 0 0 1 0 0 ... 0 0 0 0 0 ...
UIUC	3000	0 0 0 0 0 0 0 0 ... 0 0 0 1 0 ...

- ◇ Sparsity: High OOV rate, huge # of parameters.
- ◇ Language models such as n-gram?
- ◇ We want:
  - ◇ Reduce # of parameters
  - ◇ Utilize both local and global information
  - ◇ Generalization
- ◇ Distribution hypothesis: words appear in similar contexts should be similar.

# Global Matrix Factorization

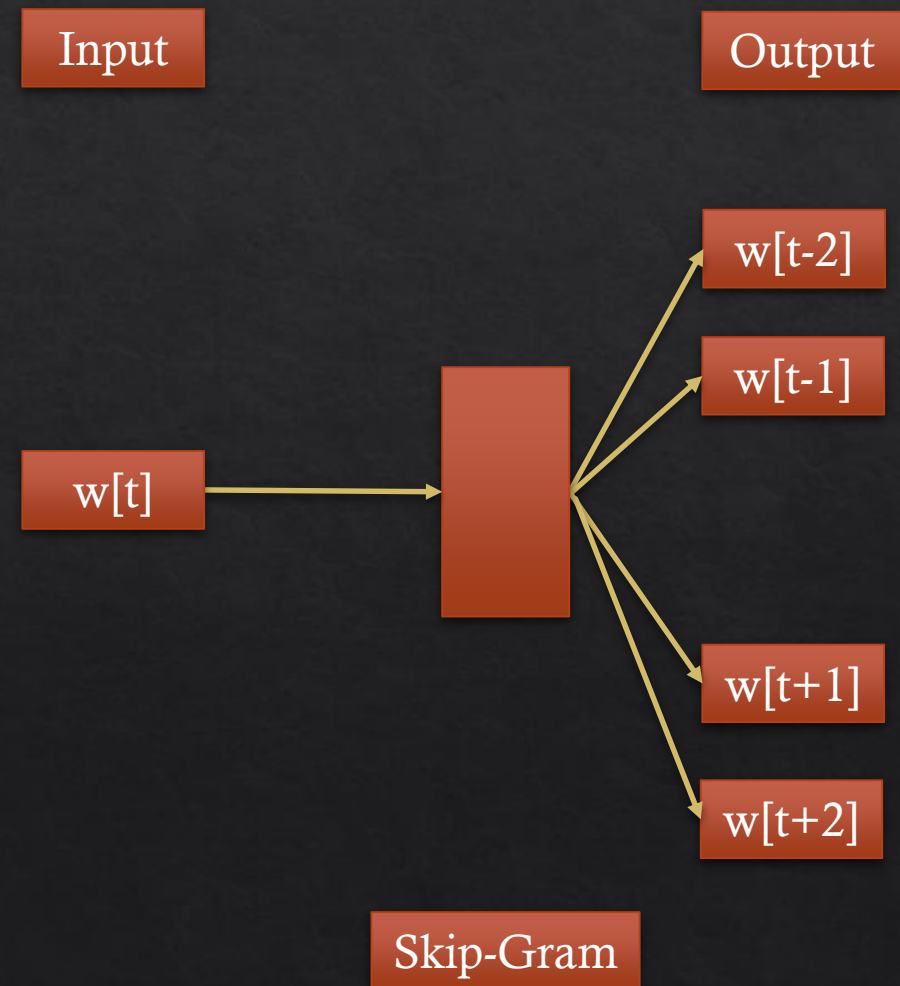
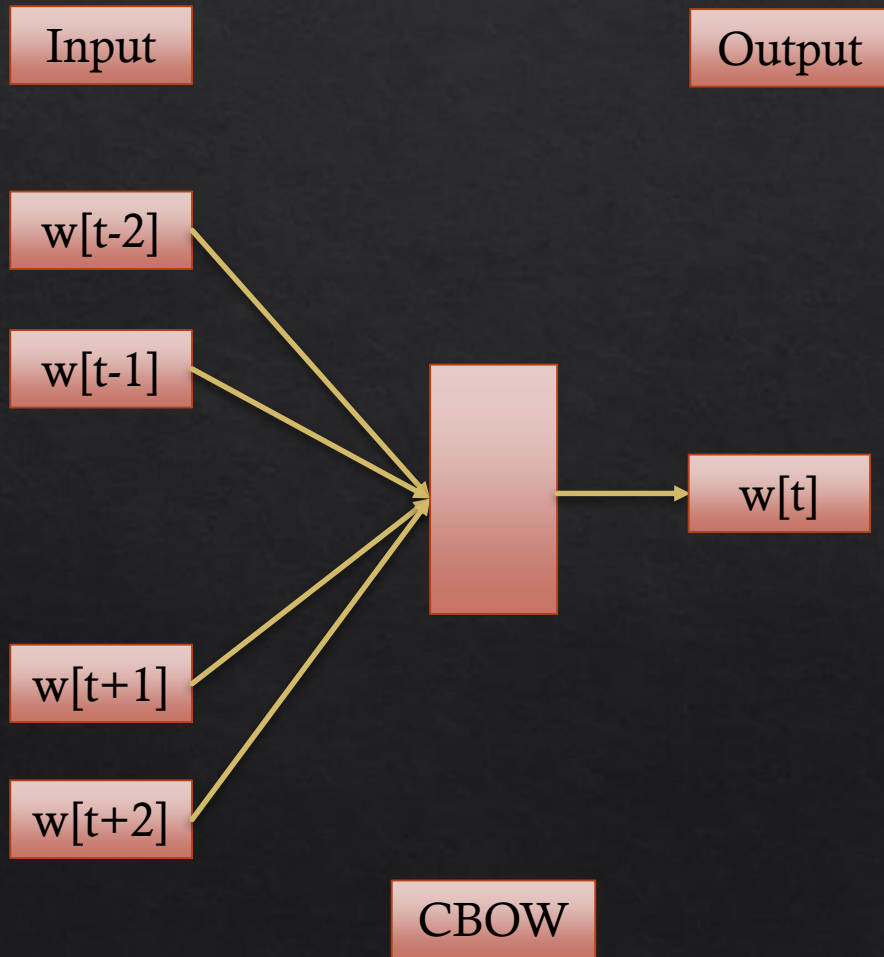
- ◆ Utilize low-rank approximations to decompose large matrices that capture statistical information about a corpus.
- ◆ Latent Semantic Analysis (LSA)
  - ◆ The matrices are of “term-document” type
    - ◆ The rows correspond to words, and the columns correspond to different documents
    - ◆ Use a rank- $k$  SVD to preserve the similarity structure among columns.
- ◆ PMI Matrix: perform a rank- $k$  SVD on the matrix.



# Local Context Window

- ◆ Learn the word representations in full context, rather than just the preceding context as is the case with language models.
- ◆ Continuous Bag of Words(CBOW)
  - ◆ Objective is to predict a word given its context
- ◆ Word2vec/Skip-Gram
  - ◆ Objective is to predict a context given a word.

# CBOW and Skip-Gram Models



# Short Intro Skip-Gram

- ◇ Maximize the average log probability:  $\frac{1}{N} \sum_{t=1}^N \sum_{-c \leq j \leq c, j \neq 0} \log p(w_{t+j} | w_t)$
- ◇ One possible model softmax:  $p(w_j | w_i) = \frac{\exp(w_i^T w_j)}{\sum_{k=1}^V \exp(w_i^T w_k)}$
- ◇ One problem: vocabulary size can be huge, each  $w_j$  in  $p(w_j | w_i)$  takes  $O(|V|)$  to compute
  - ◇ Solution: Hierarchical Softmax, Negative Sampling.

# Why GloVe?

- ◇ Try to use both global statistics and local window context.
- ◇ Train only on the *nonzero elements* in a word-word co-occurrence matrix
- ◇ Propose a specific *weighted least squares model* that trains on global word-word co-occurrence counts



# Some notations

- ◇  $X$ : the matrix of word-word co-occurrence
- ◇  $X_{ij}$ : number of times word  $j$  occurs in the context of word  $i$
- ◇  $X_i = \sum_k X_{ik}$ : the number of times any word appears in the context of the word  $i$
- ◇  $P_{ij} = P(j|i) = X_{ij} / X_i$ : the probability that word  $j$  appears in the context of word  $i$
- ◇  $w_i$ : the representation of word  $i$  (if in vector form,  $w_i \in R^d$ )



# Simple Example for Co-occurrence Probabilities

- ◇ Co-occurrence probabilities for target words *ice* and *stream* with selected context words
- ◇ Noise words like *water* and *fashion* cancel out (close to zero)
- ◇ Intuitively, the score for solid/gas given context ice/stream should be high.
- ◇ This suggests that we should look at the **ratios(relatedly normalized)** of co-occurrence probabilities rather than the pure co-occurrence probabilities:  $F(w_i, w_j, w_k) = \frac{P_{ik}}{P_{jk}}$

keypoint

Probability and Ratio	k = solid	k = gas	k = water	k = fashion
P(k   ice)	$1.9 \times 10^{-4}$	$6.6 \times 10^{-5}$	$3.0 \times 10^{-3}$	$1.7 \times 10^{-5}$
P(k   stream)	$2.2 \times 10^{-5}$	$7.8 \times 10^{-4}$	$2.2 \times 10^{-3}$	$1.8 \times 10^{-5}$
P(k   ice) / P(k   stream)	<b>8.9</b>	<b><math>8.5 \times 10^{-2}</math></b>	1.36	0.96

# Adding Assumptions & Derivations

- ◆ We want the *ratio*, now start with this equation:  $F(w_i, w_j, w_k) = \frac{P_{ik}}{P_{jk}}$
- ◆ Let's enforce linear structures in vector space, we could use the difference. This assumption restricts us to only those functions of:  $F(w_i - w_j, w_k) = \frac{P_{ik}}{P_{jk}}$
- ◆ Since  $\frac{P_{ik}}{P_{jk}}$  is a scalar, we could further restrict F to be:  $F((w_i - w_j)^T w_k) = \frac{P_{ik}}{P_{jk}}$
- ◆ We can restrict **F** to be a homomorphism function *exp*(structure preserving mapping)

# Adding Assumptions & Derivations Cont...

- ◆ F is an **exponent**, then:  $F((w_i - w_j)^T w_k) = \frac{P_{ik}}{P_{jk}} = \frac{F(w_i^T w_k)}{F(w_j^T w_k)}$
- ◆ This means:  $F(w_i^T w_k) = \exp(w_i^T w_k) = P_{ik} = \frac{X_{ik}}{X_i}$ . If we solve for  $w_i^T w_k = \log(P_{ik}) = \log(X_{ik}) - \log(X_i)$
- ◆ (1) Since  $\log(X_i)$  is independent of k, we can set it as a bias term  $b_i$ . (2) We can also add another bias term  $b_k$  for  $w_k$ :  $w_i^T w_k + b_i + b_k = \log(X_{ik})$
- ◆ Log is ill defined when  $X_{ik} = 0$  (a simple fix is to change  $\log(X_{ik})$  to  $\log(X_{ik} + 1)$ )
- ◆ One problem with the above objective function: it weights co-occurrence equally.



# weighted least squares

◇ From previous, we have  $w_i^T w_k + b_i + b_k = \log(X_{ik})$

◇ The author proposes the following objective function:

keypoint

◇  $J = \sum_{i,j=1}^V f(X_{ij}) (w_i^T w_k + b_i + b_k - \log(X_{ik}))^2$

◇ We want  $f(0) = 0$ : 0 weight for zero elements in the matrix.

◇  $f(x)$  to be non-decreasing: more weight for high co-occurrence

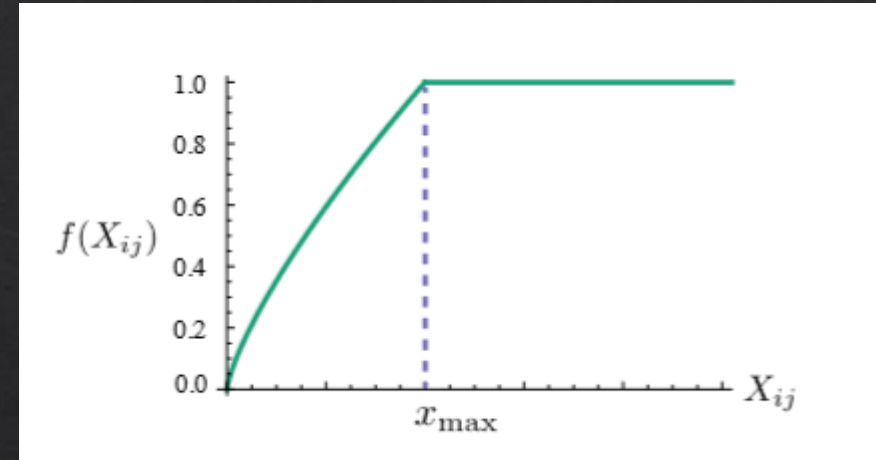
◇  $f(x)$  to be relatively small for large values of  $x$ : frequent co-occurrence are not over-weighted.

◇ A lot functions can satisfy above properties for  $f(x)$ , in the paper they used:

◇ 
$$f(x) = \begin{cases} (x/x_{max})^\alpha & \text{if } x < x_{max} \\ 1 & \text{otherwise} \end{cases}$$

keypoint

◇ For their experiments, they use  $x_{max} = 100$ , and  $\alpha = 3/4$



Differs in weighting function and loss function

# Relationship to Skip-Gram

GloVe Objective:  $J = \sum_{i,j=1}^V f(X_{ij}) (w_i^T w_j + b_i + b_j - \log(X_{ij}))^2$

- ◆ Let  $Q_{ij}$  in Skip-Gram be a softmax function:  $Q_{ij} = \frac{\exp(w_i^T w_j)}{\sum_{k=1}^V \exp(w_i^T w_k)}$
- ◆ The objective function is to maximize the log probability:  $J = - \sum_{i \in \text{corpus}} \sum_{j \in \text{context}(i)} \log Q_{ij}$
- ◆ We can group terms that have the same values:  $J = - \sum_{i=1}^V \sum_{j=1}^V X_{ij} \log Q_{ij}$ 
  - ◆ Again:  $X_{ij}$  is an element in the co-occurrence matrix  $X$ ,  $X_i = \sum_k X_{ik}$ ,  $P_{ij} = P(j|i) = X_{ij} / X_i$
- ◆ Rewrite as:  $J = - \sum_{i=1}^V X_i \sum_{j=1}^V P_{ij} \log Q_{ij} = \sum_{i=1}^V X_i H(P_i, Q_i)$ , where  $H(P_i, Q_i)$  is the cross entropy of the distributions  $P_i$  and  $Q_i$
- ◆ Rewrite again with least square measure:  $J = \sum_{i=1}^V X_i H(P_i, Q_i) \approx \sum_{i,j} X_i (P_{ij} - Q_{ij})^2 \approx \sum_{i,j} X_i (\log P_{ij} - \log Q_{ij})^2 = \sum_{i,j} X_{ij} (w_i^T w_j - \log X_{ij})^2$
- ◆ Replace  $X_i$  with a weight function  $f(X_{ij})$ :  $J = \sum_{i,j} f(X_{ij}) (w_i^T w_j - \log X_{ij})^2$



# Complexity of the Model

$$\text{GloVe Objective: } J = \sum_{i,j=1}^V f(X_{ij}) (w_i^T w_j + b_i + b_j - \log(X_{ij}))^2$$

- ◇ GloVe Computational Complexity:  $\text{nnz}(X)$ , or No worse than  $O(|V|^2)$ .
  - ◇  $V$  could be huge!
- ◇ Assume the number of co-occurrence of  $X_{ij}$  can be modeled as a power-law function of the frequency word pair rank  $r_{ij}$ :  $X_{ij} = \frac{k}{(r_{ij})^\alpha}$
- ◇ For the corpora they used in the paper, the frequencies can be modeled with  $\alpha = 1.25$ . This is roughly  $O(|C|^{0.8})$ .
  - ◇ Window Based model: scales with the corpus size  $O(|C|)$ .

# Results on Word Analogy

- Word analogy task: *a* is to *b* as *c* is to ? ->> *man* is to *king* as *woman* is to ?
- Model the problem as: which word  $w_d$  is closest to  $w_b - w_a + w_c$  by similarity metric(cosine)
- Underlined scores are best within groups of similarly-sized models.
- Bold scores are best overall.
- Size Scalability: can be trained on 42 billion token corpus.
- Performance Scalability: increasing corpus size improves GloVe
  - Not necessary true for other corpus. Example: SVD-L decreases.

Model	Dim.	Size	Sem.	Syn.	Tot.
ivLBL	100	1.5B	55.9	50.1	53.2
HPCA	100	1.6B	4.2	16.4	10.8
GloVe	100	1.6B	<u>67.5</u>	<u>54.3</u>	<u>60.3</u>
SG	300	1B	61	61	61
CBOW	300	1.6B	16.1	52.6	36.1
vLBL	300	1.5B	54.2	<u>64.8</u>	60.0
ivLBL	300	1.5B	65.2	63.0	64.0
GloVe	300	1.6B	<u>80.8</u>	61.5	<u>70.3</u>
SVD	300	6B	6.3	8.1	7.3
SVD-S	300	6B	36.7	46.6	42.1
SVD-L	300	6B	56.6	63.0	60.1
CBOW <sup>†</sup>	300	6B	63.6	<u>67.4</u>	65.7
SG <sup>†</sup>	300	6B	73.0	66.0	69.1
GloVe	300	6B	<u>77.4</u>	67.0	<u>71.7</u>
CBOW	1000	6B	57.3	68.9	63.7
SG	1000	6B	66.1	65.1	65.6
SVD-L	300	42B	38.4	58.2	49.2
GloVe	300	42B	<b><u>81.9</u></b>	<b><u>69.3</u></b>	<b><u>75.0</u></b>

# Results on Word Similarity

- ◇ All vectors are 300 dimension
- ◇ Compute Cosine Similarity, and Use Spearman's rank correlation coefficient between this score and human judgment.
- ◇ GloVe outperforms CBOW\* while using 42B tokens.

Model	Size	WS353	MC	RG	SCWS	RW
SVD	6B	35.3	35.1	42.5	38.3	25.6
SVD-S	6B	56.5	71.5	71.0	53.6	34.7
SVD-L	6B	65.7	<u>72.7</u>	75.1	56.5	37.0
CBOW <sup>†</sup>	6B	57.2	65.6	68.2	57.0	32.5
SG <sup>†</sup>	6B	62.8	65.2	69.7	<u>58.1</u>	37.2
GloVe	6B	<u>65.8</u>	<u>72.7</u>	<u>77.8</u>	53.9	<u>38.1</u>
SVD-L	42B	74.0	76.4	74.1	58.3	39.9
GloVe	42B	<b><u>75.9</u></b>	<b><u>83.6</u></b>	<b><u>82.9</u></b>	<b><u>59.6</u></b>	<b><u>47.8</u></b>
CBOW*	100B	68.4	79.6	75.4	59.4	45.5



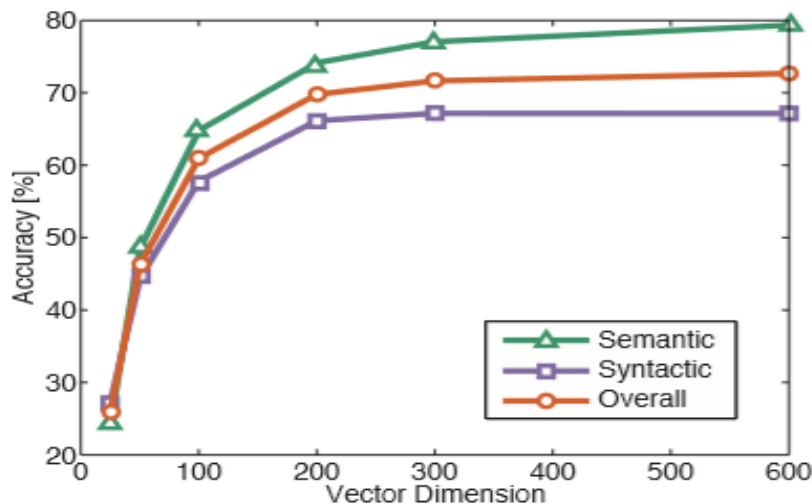
# Results on NER Task

- ◆ Used as features to CRF-based model.
- ◆ GloVe model outperforms all other methods except for the CoNLL test set.

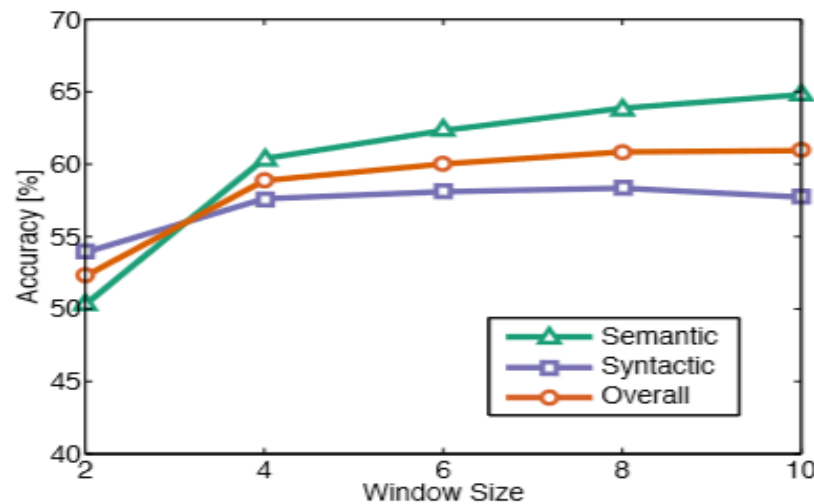
Model	Dev	Test	ACE	MUC7
Discrete	91.0	85.4	77.4	73.4
SVD	90.8	85.7	77.3	73.7
SVD-S	91.0	85.5	77.6	74.3
SVD-L	90.5	84.8	73.6	71.5
HPCA	92.6	<b>88.7</b>	81.7	80.7
HSMN	90.5	85.7	78.7	74.7
CW	92.2	87.4	81.7	80.2
CBOW	93.1	88.2	82.2	81.1
GloVe	<b>93.2</b>	88.3	<b>82.9</b>	<b>82.2</b>

# Results on Vector Dim and Context Size

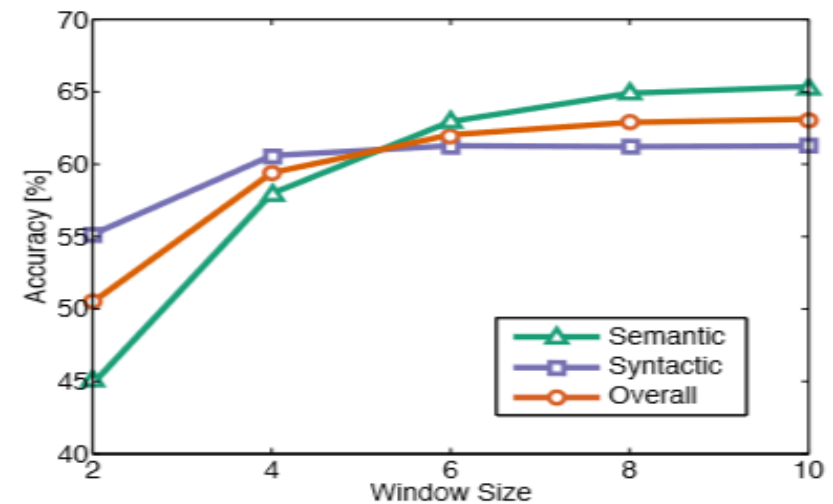
- ◇ Trained on 6 billion token corpus.
- ◇ (a) the window size is 10. (b) and (c) the vector size is 100
- ◇ Symmetric: context window left + right. Asymmetric: only left.
- ◇ Small window size: syntactic is better. Long window size: semantic is better.



(a) Symmetric context



(b) Symmetric context



(c) Asymmetric context



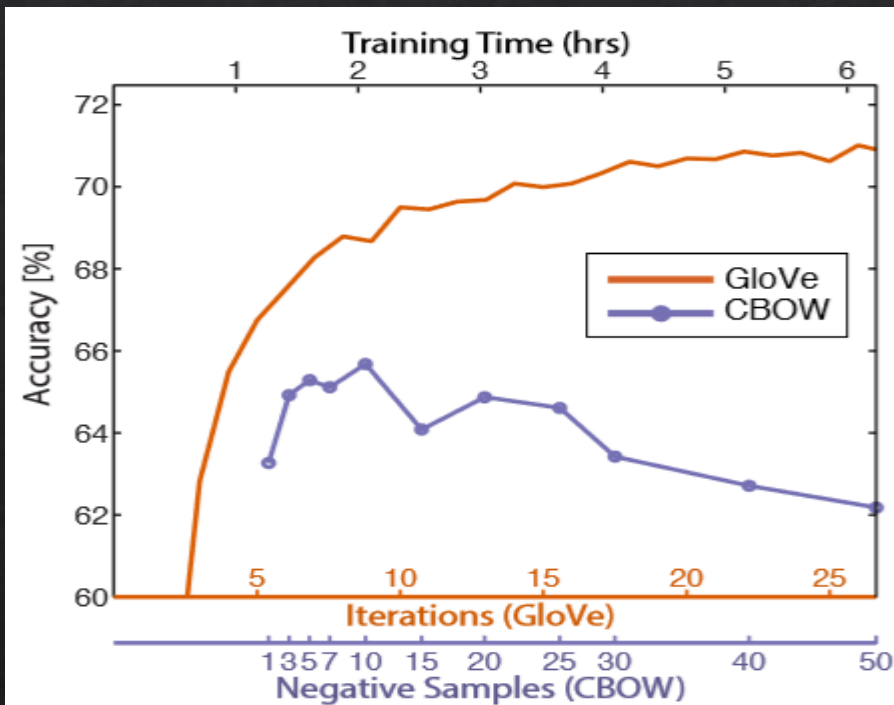
# Results on Corpus Size

- ◇ Vector dimension 300.
- ◇ Syntactic subtask: monotonic increases in performance as the corpus size increases
  - ◇ Large corpus produces better statistics.

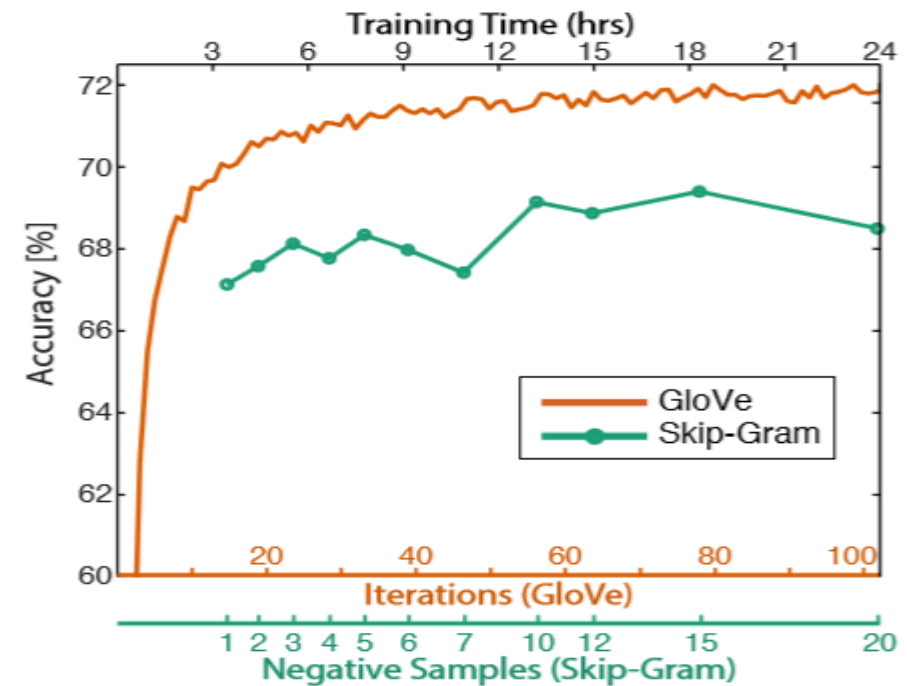


# Results on Runtime(Iterations)

- ◇ Vector dimension is 300, 6B token corpus, vocabulary size 400,000, and window size 10
- ◇ Learning curves:



(a) GloVe vs CBOW



(b) GloVe vs Skip-Gram

# Conclusion

- ◆ The paper shows that GloVe outperforms other methods on different experiments.
- ◆ However, as the math shown previously: all these models share some commonalities and only differ in weight functions, loss functions, and training time.
- ◆ There is many parameters that can have an impact on word2vec.
  - ◆ As the author points out that it's possible that parameters in word2vec is not tuned to be optimal since there is so many parameters while GloVe is almost optimal in parameters.
  - ◆ For example, word2vec code they used is only designed for a single epoch for its study while GloVe is trained over many iterations for the LS problem.

# Reference

- ◆ Pennington, J., Socher, R., & Manning, C. (2014). Glove: Global vectors for word representation. In *Proceedings of the 2014 conference on empirical methods in natural language processing (EMNLP)* (pp. 1532-1543).
- ◆ Tomas Mikolov, Ilya Sutskever, Kai Chen, Greg Corrado, and Jeffrey Dean. 2013b. Distributed representations of words and phrases and their compositionality. In NIPS, pages 3111–3119.