

# Unsupervised Language Learning: Representation Learning for NLP

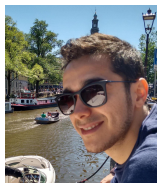
Katia Shutova

ILLC  
University of Amsterdam

3 April 2018

## Taught by...

- ▶ Lecturers: Katia Shutova and Wilker Aziz



- ▶ Teaching assistant: Samira Abnar



# Lecture 1: Introduction

Overview of the course

Distributional semantics

Count-based models

Similarity

Distributional word clustering

## Overview of the course

- ▶ This course is about **learning meaning representations**
  - ▶ Methods for learning meaning representations from linguistic data
  - ▶ Analysis of meaning representations learnt
  - ▶ Applications
- ▶ This is a **research seminar**
  - ▶ Lectures
  - ▶ You will present and critique research papers,
  - ▶ implement and evaluate representation learning methods
  - ▶ and analyse their behaviour

## Overview of the course

We will cover the following topics:

- ▶ Introduction to distributional semantics
- ▶ Learning word and phrase representations – deep learning
- ▶ Learning word representations – Bayesian learning
- ▶ Multilingual word representations
- ▶ Multimodal word representations (language and vision)
- ▶ Applications: NLP and neuroscience

## Assessment

Work in groups of 2.

- ▶ Presentation and participation (20%)
  - ▶ Present 1 paper per group in class
- ▶ Practical assignments, assessed by reports
  1. Analysis of the properties of word representations (10%)
  2. Implement 3 representation learning methods (20%)
  3. Evaluate in the context of external NLP applications – final report (50%)

More information at the first lab session on Thursday, 5 April.

## Also note:

### Course materials and more info:

<https://uva-slpl.github.io/ull/>

### Contact

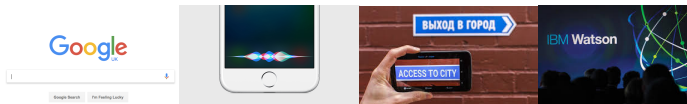
- ▶ Main contact – Samira: `s.abnar@uva.nl`
- ▶ Katia: `e.shutova@uva.nl`
- ▶ Wilker: `w.aziz@uva.nl`

**Email Samira** by Thursday, 5 April with details of your group.

- ▶ names of the students
- ▶ their email addresses
- ▶ subject: ULL group assignment

# Natural Language Processing

*Many popular applications*



- ▶ Information retrieval
- ▶ Machine translation
- ▶ Question answering
- ▶ Dialogue systems
- ▶ Sentiment analysis
- ▶ Recently: fact checking etc.



## Why is NLP difficult?

Similar strings mean different things, different strings mean the same thing.

- ▶ **Synonymy**: different strings can mean the same thing

*The King's speech gave the much needed reassurance to his people.*  
***His majesty's address** reassured the crowds.*

- ▶ **Ambiguity**: same strings can mean different things

***His majesty's address** reassured the crowds.*  
***His majesty's address** is Buckingham Palace, London SW1A 1AA.*

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## Wouldn't it be better if ... ?

The properties which make natural language difficult to process are essential to human communication:

- ▶ Flexible
- ▶ Learnable, but expressive and compact
- ▶ Emergent, evolving systems

Synonymy and ambiguity go along with these properties.

Natural language communication can be indefinitely precise:

- ▶ Ambiguity is mostly local (for humans)
- ▶ resolved by immediate context
- ▶ but requires world knowledge

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- ▶ but requires world knowledge

## World knowledge...

***“Knowledge is knowing that a tomato is a fruit”***



**BUT**



***“Wisdom is knowing not to put it in a fruit salad”***

- ▶ Impossible to hand-code at a large-scale
- ▶ *either* limited domain applications
- ▶ *or* learn approximations from the data



## Distributional hypothesis

*You shall know a word by the company it keeps* (Firth)

*The meaning of a word is defined by the way it is used*  
(Wittgenstein).

it was authentic **scrumpy**, rather sharp and very strong

we could taste a famous local product — **scrumpy**

spending hours in the pub drinking **scrumpy**

Cornish **Scrumpy** Medium Dry. £19.28 - Case

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# Scrumpy



## Distributional hypothesis

This leads to the **distributional hypothesis** about word meaning:

- ▶ the context surrounding a given word provides information about its meaning;
- ▶ words are similar if they share similar linguistic contexts;
- ▶ semantic similarity  $\approx$  distributional similarity.

## Distributional semantics

Distributional semantics: family of techniques for representing word meaning based on (linguistic) contexts of use.

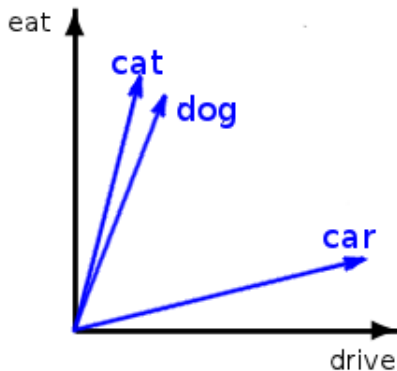
1. **Count-based** models:
  - ▶ Vector space models
  - ▶ dimensions correspond to elements in the context
  - ▶ words are represented as vectors, or higher-order tensors
2. **Prediction** models:
  - ▶ Train a model to predict plausible contexts for a word
  - ▶ learn word representations in the process



## Count-based approaches: the general intuition

- ▶ The **semantic space** has dimensions which correspond to possible contexts – **features**.
- ▶ For our purposes, a distribution can be seen as a point in that space (the vector being defined with respect to the origin of that space).
- ▶ *scrumpy* [...pub 0.8, drink 0.7, strong 0.4, joke 0.2, mansion 0.02, zebra 0.1...]

## Vectors



## Feature matrix

	feature <sub>1</sub>	feature <sub>2</sub>	...	feature <sub>n</sub>
word <sub>1</sub>	$f_{1,1}$	$f_{2,1}$		$f_{n,1}$
word <sub>2</sub>	$f_{1,2}$	$f_{2,2}$		$f_{n,2}$
...				
word <sub>m</sub>	$f_{1,m}$	$f_{2,m}$		$f_{n,m}$

## The notion of context

- 1 Word windows (unfiltered):  $n$  words on either side of the lexical item.

**Example:**  $n=2$  (5 words window):

| *The prime **minister** acknowledged the |*  
*question.*

*minister* [ the 2, prime 1, acknowledged 1, question 0 ]

## Context

- 2 Word windows (filtered):  $n$  words on either side removing some words (e.g. function words, some very frequent content words). Stop-list or by POS-tag.

**Example:**  $n=2$  (5 words window), stop-list:

| *The prime **minister** acknowledged the |*  
*question.*

*minister* [ prime 1, acknowledged 1, question 0 ]

## Context

- 3 Lexeme window (filtered or unfiltered); as above but using stems.

**Example:**  $n=2$  (5 words window), stop-list:

| *The prime **minister** acknowledged the |*  
*question.*

*minister* [ prime 1, acknowledge 1, question 0 ]

## Context

- 4 Dependencies (directed links between heads and dependents). Context for a lexical item is the dependency structure it belongs to (various definitions).

**Example:**

*The prime **minister** acknowledged the question.*

*minister* [ prime\_a 1, acknowledge\_v 1 ]

*minister* [ prime\_a\_mod 1, acknowledge\_v\_subj 1 ]

*minister* [ prime\_a 1, acknowledge\_v+question\_n 1 ]

## Parsed vs unparsed data: examples

### word (unparsed)

meaning\_n  
derive\_v  
dictionary\_n  
pronounce\_v  
phrase\_n  
latin\_j  
ipa\_n  
verb\_n  
mean\_v  
hebrew\_n  
usage\_n  
literally\_r

### word (parsed)

or\_c+phrase\_n  
and\_c+phrase\_n  
syllable\_n+of\_p  
play\_n+on\_p  
etymology\_n+of\_p  
portmanteau\_n+of\_p  
and\_c+deed\_n  
meaning\_n+of\_p  
from\_p+language\_n  
pron\_rel\_+utter\_v  
for\_p+word\_n  
in\_p+sentence\_n



## Dependency vectors

### word (Subj)

come\_v

mean\_v

go\_v

speak\_v

make\_v

say\_v

seem\_v

follow\_v

give\_v

describe\_v

get\_v

appear\_v

begin\_v

sound\_v

occur\_v

### word (Dobj)

use\_v

say\_v

hear\_v

take\_v

speak\_v

find\_v

get\_v

remember\_v

read\_v

write\_v

utter\_v

know\_v

understand\_v

believe\_v

choose\_v

## Context weighting

- ▶ Binary model: if context  $c$  co-occurs with word  $w$ , value of vector  $\vec{w}$  for dimension  $c$  is 1, 0 otherwise.

... [a long long long **example** for a distributional semantics] model... ( $n=4$ )

... {a 1} {dog 0} {long 1} {sell 0} {semantics 1}...

- ▶ Basic frequency model: the value of vector  $\vec{w}$  for dimension  $c$  is the number of times that  $c$  co-occurs with  $w$ .

... [a long long long **example** for a distributional semantics] model... ( $n=4$ )

... {a 2} {dog 0} {long 3} {sell 0} {semantics 1}...

## Characteristic model

- ▶ Weights given to the vector components express how *characteristic* a given context is for word  $w$ .
- ▶ Pointwise Mutual Information (PMI)

$$PMI(w, c) = \log \frac{P(w, c)}{P(w)P(c)} = \log \frac{P(w)P(c|w)}{P(w)P(c)} = \log \frac{P(c|w)}{P(c)}$$

$$P(c) = \frac{f(c)}{\sum_k f(c_k)}, \quad P(c|w) = \frac{f(w, c)}{f(w)},$$

$$PMI(w, c) = \log \frac{f(w, c) \sum_k f(c_k)}{f(w)f(c)}$$

$f(w, c)$ : frequency of word  $w$  in context  $c$

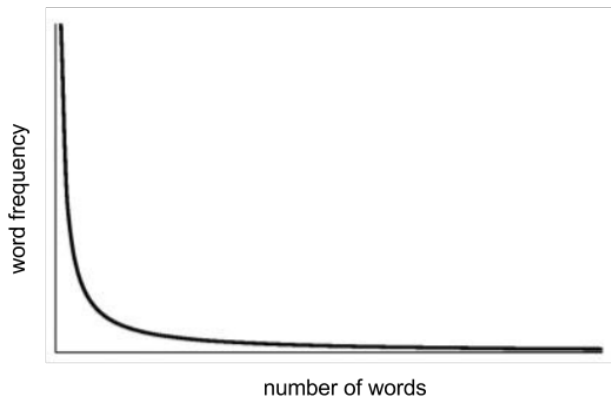
$f(w)$ : frequency of word  $w$  in all contexts

$f(c)$ : frequency of context  $c$

## What semantic space?

- ▶ Entire vocabulary.
  - ▶ + All information included – even rare contexts
  - ▶ - Inefficient (100,000s dimensions). Noisy (e.g. `002.png/thumb/right/200px/graph_n`). **Sparse**
- ▶ Top  $n$  words with highest frequencies.
  - ▶ + More efficient (2000-10000 dimensions). Only 'real' words included.
  - ▶ - May miss out on infrequent but relevant contexts.

## Word frequency: Zipfian distribution



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  - ▶ - May miss out on infrequent but relevant contexts.

## What semantic space?

- ▶ Singular Value Decomposition (LSA): the number of dimensions is reduced by exploiting redundancies in the data.
  - ▶ + Very efficient (200-500 dimensions). Captures generalisations in the data.
  - ▶ - SVD matrices are not interpretable.

## Experimental corpus

- ▶ Dump of entire English Wikipedia, parsed with the English Resource Grammar producing dependencies.
- ▶ Dependencies include:
  - ▶ For nouns: head verbs (+ any other argument of the verb), modifying adjectives, head prepositions (+ any other argument of the preposition).  
*e.g. cat: chase\_v+mouse\_n, black\_a, of\_p+neighbour\_n*
  - ▶ For verbs: arguments (NPs and PPs), adverbial modifiers.  
*e.g. eat: cat\_n+mouse\_n, in\_p+kitchen\_n, fast\_a*
  - ▶ For adjectives: modified nouns; head prepositions (+ any other argument of the preposition)  
*e.g. black: cat\_n, at\_p+dog\_n*



## System description

- ▶ Semantic space: top 100,000 contexts.
- ▶ Weighting: normalised PMI (Bouma 2007).

## An example noun

► *language*:

0.54::other+than\_p()+English\_n

0.53::English\_n+as\_p()

0.52::English\_n+be\_v

0.49::english\_a

0.48::and\_c+literature\_n

0.48::people\_n+speak\_v

0.47::French\_n+be\_v

0.46::Spanish\_n+be\_v

0.46::and\_c+dialects\_n

0.45::grammar\_n+of\_p()

0.45::foreign\_a

0.45::germanic\_a

0.44::German\_n+be\_v

0.44::of\_p()+instruction\_n

0.44::speaker\_n+of\_p()

0.42::pron\_rel\_+speak\_v

0.42::colon\_v+English\_n

0.42::be\_v+English\_n

0.42::language\_n+be\_v

0.42::and\_c+culture\_n

0.41::arabic\_a

0.41::dialects\_n+of\_p()

0.40::percent\_n+speak\_v

0.39::spanish\_a

0.39::welsh\_a

0.39::tonal\_a

## An example adjective

► *academic*:

0.52::Decathlon_n	0.36::reputation_n+for_p()
0.51::excellence_n	0.35::regalia_n
0.45::dishonesty_n	0.35::program_n
0.45::rigor_n	0.35::freedom_n
0.43::achievement_n	0.35::student_n+with_p()
0.42::discipline_n	0.35::curriculum_n
0.40::vice_president_n+for_p()	0.34::standard_n
0.39::institution_n	0.34::at_p()+institution_n
0.39::credentials_n	0.34::career_n
0.38::journal_n	0.34::Career_n
0.37::journal_n+be_v	0.33::dress_n
0.37::vocational_a	0.33::scholarship_n
0.37::student_n+achieve_v	0.33::prepare_v+student_n
0.36::athletic_a	0.33::qualification_n

## Corpus choice

- ▶ As much data as possible?
  - ▶ British National Corpus (BNC): 100 m words
  - ▶ Wikipedia: 897 m words
  - ▶ UKWac: 2 bn words
  - ▶ ...
- ▶ In general preferable, *but*:
  - ▶ More data is not necessarily the data you want.
  - ▶ More data is not necessarily realistic from a psycholinguistic point of view. We perhaps encounter 50,000 words a day. BNC = 5 years' text exposure.

## Data sparsity

- Distribution for *unicycle*, as obtained from Wikipedia.

0.45::motorized_a	0.17::slip_v
0.40::pron_rel_+ride_v	0.16::and_c+1_n
0.24::for_p()+entertainment_n	0.16::autonomous_a
0.24::half_n+be_v	0.16::balance_v
0.24::unwieldy_a	0.13::tall_a
0.23::earn_v+point_n	0.12::fast_a
0.22::pron_rel_+crash_v	0.11::red_a
0.19::man_n+on_p()	0.07::come_v
0.19::on_p()+stage_n	0.06::high_a
0.19::position_n+on_p()	

## Polysemy

- ▶ Distribution for *pot*, as obtained from Wikipedia.

0.57::melt_v	0.32::boil_v
0.44::pron_rel_+smoke_v	0.31::bowl_n+and_c
0.43::of_p()+gold_n	0.31::ingredient_n+in_p()
0.41::porous_a	0.30::plant_n+in_p()
0.40::of_p()+tea_n	0.30::simmer_v
0.39::player_n+win_v	0.29::pot_n+and_c
0.39::money_n+in_p()	0.28::bottom_n+of_p()
0.38::of_p()+coffee_n	0.28::of_p()+flower_n
0.33::amount_n+in_p()	0.28::of_p()+water_n
0.33::ceramic_a	0.28::food_n+in_p()
0.33::hot_a	

## Polysemy

- ▶ Some researchers incorporate word sense disambiguation techniques.
- ▶ But most assume a single space for each word: can perhaps think of subspaces corresponding to senses.
- ▶ Graded rather than absolute notion of polysemy.

## Idiomatic expressions

- Distribution for *time*, as obtained from Wikipedia.

0.46::of\_p()+death\_n

0.45::same\_a

0.45::1\_n+at\_p(temp)

0.45::Nick\_n+of\_p()

0.42::spare\_a

0.42::playoffs\_n+for\_p()

0.42::of\_p()+retirement\_n

0.41::of\_p()+release\_n

0.40::pron\_rel\_+spend\_v

0.39::sand\_n+of\_p()

0.39::pron\_rel\_+waste\_v

0.38::place\_n+around\_p()

0.38::of\_p()+arrival\_n

0.38::of\_p()+completion\_n

0.37::after\_p()+time\_n

0.37::of\_p()+arrest\_n

0.37::country\_n+at\_p()

0.37::age\_n+at\_p()

0.37::space\_n+and\_c

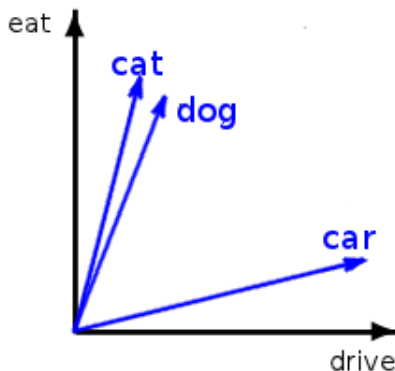
0.37::in\_p()+career\_n

0.37::world\_n+at\_p()



## Calculating similarity in a distributional space

- ▶ Distributions are vectors, so distance can be calculated.



## Measuring similarity

- ▶ Cosine:

$$\cos(\theta) = \frac{\sum v1_k * v2_k}{\sqrt{\sum v1_k^2} * \sqrt{\sum v2_k^2}} \quad (1)$$

- ▶ The cosine measure calculates the angle between two vectors and is therefore length-independent. This is important, as frequent words have longer vectors than less frequent ones.
- ▶ Other measures include Jaccard, Euclidean distance etc.

## The scale of similarity: some examples

house – building 0.43  
gem – jewel 0.31  
capitalism – communism 0.29  
motorcycle – bike 0.29  
test – exam 0.27  
school – student 0.25  
singer – academic 0.17  
horse – farm 0.13  
man – accident 0.09  
tree – auction 0.02  
cat – county 0.007

## Words most similar to *cat*

as chosen from the 5000 most frequent nouns in Wikipedia.

1 cat	0.29 human	0.25 woman	0.22 monster
0.45 dog	0.29 goat	0.25 fish	0.22 people
0.36 animal	0.28 snake	0.24 squirrel	0.22 tiger
0.34 rat	0.28 bear	0.24 dragon	0.22 mammal
0.33 rabbit	0.28 man	0.24 frog	0.21 bat
0.33 pig	0.28 cow	0.23 baby	0.21 duck
0.31 monkey	0.26 fox	0.23 child	0.21 cattle
0.31 bird	0.26 girl	0.23 lion	0.21 dinosaur
0.30 horse	0.26 sheep	0.23 person	0.21 character
0.29 mouse	0.26 boy	0.23 pet	0.21 kid
0.29 wolf	0.26 elephant	0.23 lizard	0.21 turtle
0.29 creature	0.25 deer	0.23 chicken	0.20 robot

## But what is similarity?

- ▶ In distributional semantics, very broad notion: synonyms, near-synonyms, hyponyms, taxonomical siblings, antonyms, etc.
- ▶ Correlates with a psychological reality.
- ▶ Test via correlation with human judgments on a test set:
  - ▶ Miller & Charles (1991)
  - ▶ WordSim
  - ▶ MEN
  - ▶ SimLex

## Miller & Charles 1991

3.92 automobile-car	3.05 bird-cock	0.84 forest-graveyard
3.84 journey-voyage	2.97 bird-crane	0.55 monk-slave
3.84 gem-jewel	2.95 implement-tool	0.42 lad-wizard
3.76 boy-lad	2.82 brother-monk	0.42 coast-forest
3.7 coast-shore	1.68 crane-implement	0.13 cord-smile
3.61 asylum-madhouse	1.66 brother-lad	0.11 glass-magician
3.5 magician-wizard	1.16 car-journey	0.08 rooster-voyage
3.42 midday-noon	1.1 monk-oracle	0.08 noon-string
3.11 furnace-stove	0.89 food-rooster	
3.08 food-fruit	0.87 coast-hill	

- Distributional systems, reported correlations 0.8 or more.

## TOEFL synonym test

Test of English as a Foreign Language: task is to find the best match to a word:

Prompt: levied

Choices: (a) imposed  
(b) believed  
(c) requested  
(d) correlated

Solution: (a) imposed

- ▶ Non-native English speakers applying to college in US reported to average 65%
- ▶ Best corpus-based results are 100%

## Distributional methods are a usage representation

- ▶ Distributions are a good conceptual representation if you believe that ‘the meaning of a word is given by its usage’.
- ▶ Corpus-dependent, culture-dependent, register-dependent.  
Example: similarity between *policeman* and *cop*: 0.23



## Distribution for *policeman*

### **policeman**

0.59::ball_n+poss_rel	0.28::incompetent_a
0.48::and_c+civilian_n	0.28::pron_rel_+shoot_v
0.42::soldier_n+and_c	0.28::hat_n+poss_rel
0.41::and_c+soldier_n	0.28::terrorist_n+and_c
0.38::secret_a	0.27::and_c+crowd_n
0.37::people_n+include_v	0.27::military_a
0.37::corrupt_a	0.27::helmet_n+poss_rel
0.36::uniformed_a	0.27::father_n+be_v
0.35::uniform_n+poss_rel	0.26::on_p()+duty_n
0.35::civilian_n+and_c	0.25::salary_n+poss_rel
0.31::iraqi_a	0.25::on_p()+horseback_n
0.31::lot_n+poss_rel	0.25::armed_a
0.31::chechen_a	0.24::and_c+nurse_n
0.30::laugh_v	0.24::job_n+as_p()
0.29::and_c+criminal_n	0.24::open_v+fire_n

## Distribution for *cop*

### **cop**

0.45::crooked_a	0.27::investigate_v+murder_n
0.45::corrupt_a	0.26::on_p()+force_n
0.44::maniac_a	0.25::parody_n+of_p()
0.38::dirty_a	0.25::Mason_n+and_c
0.37::honest_a	0.25::pron_rel_+kill_v
0.36::uniformed_a	0.25::racist_a
0.35::tough_a	0.24::addicted_a
0.33::pron_rel_+call_v	0.23::gritty_a
0.32::funky_a	0.23::and_c+interference_n
0.32::bad_a	0.23::arrive_v
0.29::veteran_a	0.23::and_c+detective_n
0.29::and_c+robot_n	0.22::look_v+way_n
0.28::and_c+criminal_n	0.22::dead_a
0.28::bogus_a	0.22::pron_rel_+stab_v
0.28::talk_v+to_p()+pron_rel_	0.21::pron_rel_+evade_v

## The similarity of synonyms

- ▶ Similarity between *eggplant/aubergine*: 0.11  
Relatively low cosine. Partly due to frequency (222 for *eggplant*, 56 for *aubergine*).
- ▶ Similarity between *policeman/cop*: 0.23
- ▶ Similarity between *city/town*: 0.73

In general, true synonymy does not correspond to higher similarity scores than near-synonymy.

## Similarity of antonyms

- ▶ Similarities between:
  - ▶ cold/hot 0.29
  - ▶ dead/alive 0.24
  - ▶ large/small 0.68
  - ▶ colonel/general 0.33

## Identifying antonyms

- ▶ Antonyms have high distributional similarity: hard to distinguish from near-synonyms purely by distributions.
- ▶ Identification by heuristics applied to pairs of highly similar distributions.
- ▶ For instance, antonyms are frequently coordinated while synonyms are not:
  - ▶ a selection of cold and hot drinks
  - ▶ wanted dead or alive

## Distributions and knowledge

What kind of information do distributions encode?

- ▶ lexical knowledge
- ▶ world knowledge
- ▶ boundary between the two is blurry
- ▶ no perceptual knowledge

Distributions are partial lexical semantic representations, but useful and theoretically interesting.

## Clustering

- ▶ clustering techniques group objects into clusters
- ▶ similar objects in the same cluster, dissimilar objects in different clusters
- ▶ allows us to obtain generalisations over the data
- ▶ widely used in various NLP tasks:
  - ▶ semantics (e.g. word clustering);
  - ▶ summarization (e.g. sentence clustering);
  - ▶ text mining (e.g. document clustering).

## Distributional word clustering

We will:

- ▶ cluster words based on the contexts in which they occur
- ▶ assumption: words with similar meanings occur in similar contexts, i.e. are distributionally similar
- ▶ we will consider noun clustering as an example
- ▶ cluster 2000 nouns – most frequent in the British National Corpus
- ▶ into 200 clusters



## Clustering nouns

truck lorry path  
bike car highway way  
bicycle taxi street  
driver road avenue  
mechanic lab building house  
engineer scientist office flat shack  
plumber writer office flat shack  
journalist book proceedings dwelling  
newspaper journal  
magazine

## Clustering nouns



## Feature vectors

- ▶ can use different kinds of context as features for clustering
  - ▶ window based context
  - ▶ parsed or unparsed
  - ▶ syntactic dependencies
- ▶ different types of context yield different results
- ▶ **Example experiment:** use verbs that take the noun as a direct object or a subject as features for clustering
- ▶ **Feature vectors:** verb lemmas, indexed by dependency type, e.g. subject or direct object
- ▶ **Feature values:** corpus frequencies

## Extracting feature vectors: Examples

### tree (Dobj)

85 plant\_v  
 82 climb\_v  
 48 see\_v  
 46 cut\_v  
 27 fall\_v  
 26 like\_v  
 23 make\_v  
 23 grow\_v  
 22 use\_v  
 22 round\_v  
 20 get\_v  
 18 hit\_v  
 18 fell\_v  
 18 bark\_v  
 17 want\_v  
 16 leave\_v  
 ...

### crop (Dobj)

76 grow\_v  
 44 produce\_v  
 16 harvest\_v  
 12 plant\_v  
 10 ensure\_v  
 10 cut\_v  
 9 yield\_v  
 9 protect\_v  
 9 destroy\_v  
 7 spray\_v  
 7 lose\_v  
 6 sell\_v  
 6 get\_v  
 5 support\_v  
 5 see\_v  
 5 raise\_v  
 ...

### tree (Subj)

131 grow\_v  
 49 plant\_v  
 40 stand\_v  
 26 fell\_v  
 25 look\_v  
 23 make\_v  
 22 surround\_v  
 21 show\_v  
 20 seem\_v  
 20 overhang\_v  
 20 fall\_v  
 19 cut\_v  
 18 take\_v  
 18 go\_v  
 18 become\_v  
 17 line\_v  
 ...

### crop (Subj)

78 grow\_v  
 23 yield\_v  
 10 sow\_v  
 9 fail\_v  
 8 plant\_v  
 7 spray\_v  
 7 come\_v  
 6 produce\_v  
 6 feed\_v  
 6 cut\_v  
 5 sell\_v  
 5 make\_v  
 5 include\_v  
 5 harvest\_v  
 4 follow\_v  
 3 ripen\_v  
 ...

## Feature vectors: Examples

### tree

131 grow\_v\_Subj  
85 plant\_v\_Dobj  
82 climb\_v\_Dobj  
49 plant\_v\_Subj  
48 see\_v\_Dobj  
46 cut\_v\_Dobj  
40 stand\_v\_Subj  
27 fall\_v\_Dobj  
26 like\_v\_Dobj  
26 fell\_v\_Subj  
25 look\_v\_Subj  
23 make\_v\_Subj  
23 make\_v\_Dobj  
23 grow\_v\_Dobj  
22 use\_v\_Dobj  
22 surround\_v\_Subj  
22 round\_v\_Dobj  
20 overhang\_v\_Subj

...

### crop

78 grow\_v\_Subj  
76 grow\_v\_Dobj  
44 produce\_v\_Dobj  
23 yield\_v\_Subj  
16 harvest\_v\_Dobj  
12 plant\_v\_Dobj  
10 sow\_v\_Subj  
10 ensure\_v\_Dobj  
10 cut\_v\_Dobj  
9 yield\_v\_Dobj  
9 protect\_v\_Dobj  
9 fail\_v\_Subj  
9 destroy\_v\_Dobj  
8 plant\_v\_Subj  
7 spray\_v\_Subj  
7 spray\_v\_Dobj  
7 lose\_v\_Dobj  
6 feed\_v\_Subj

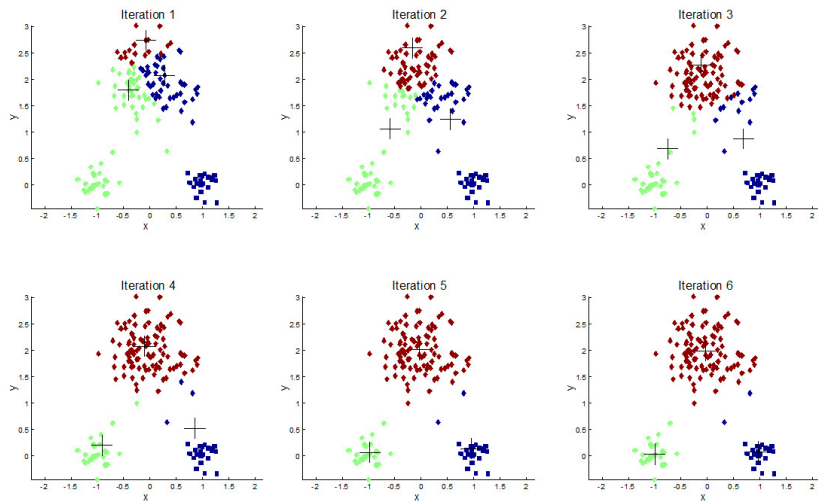
...

## Clustering algorithms, K-means

- ▶ many clustering algorithms are available
- ▶ example algorithm: K-means clustering
  - ▶ given a set of  $N$  data points  $\{x_1, x_2, \dots, x_N\}$
  - ▶ partition the data points into  $K$  clusters  $C = \{C_1, C_2, \dots, C_K\}$
  - ▶ minimize the sum of the squares of the distances of each data point to the cluster mean vector  $\mu_i$ :

$$\arg \min_C \sum_{i=1}^K \sum_{\mathbf{x} \in C_i} \|\mathbf{x} - \mu_i\|^2 \quad (2)$$

# K-means clustering



## Noun clusters

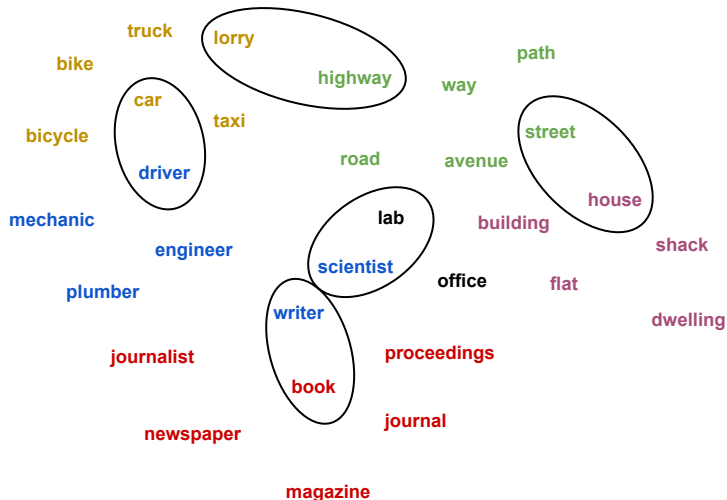
tree crop flower plant root leaf seed rose wood grain stem forest garden
consent permission concession injunction licence approval
lifetime quarter period century succession stage generation decade phase interval future
subsidy compensation damages allowance payment pension grant
carriage bike vehicle train truck lorry coach taxi
official officer inspector journalist detective constable police policeman re- porter
girl other woman child person people
length past mile metre distance inch yard
tide breeze flood wind rain storm weather wave current heat
sister daughter parent relative lover cousin friend wife mother husband brother father



## Clustering nouns



## Clustering nouns



## We can also cluster verbs...

sparkle glow widen flash flare gleam darken narrow flicker shine blaze  
bulge

gulp drain stir empty pour sip spill swallow drink pollute seep flow drip  
purify ooze pump bubble splash ripple simmer boil tread

polish clean scrape scrub soak

kick hurl push fling throw pull drag haul

rise fall shrink drop double fluctuate dwindle decline plunge decrease  
soar tumble surge spiral boom

initiate inhibit aid halt trace track speed obstruct impede accelerate  
slow stimulate hinder block

work escape fight head ride fly arrive travel come run go slip move

## Uses of word clustering in NLP

Widely used in NLP as a source of lexical information:

- ▶ Word sense induction and disambiguation
- ▶ Modelling predicate-argument structure (e.g. semantic roles)
- ▶ Identifying figurative language and idioms
- ▶ Paraphrasing and paraphrase detection
- ▶ Used in applications directly, e.g. machine translation, information retrieval etc.