

# Distributional Semantic Models

## Tutorial at NAACL-HLT 2010, Los Angeles, CA

— part 1 —

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with contributions from Marco Baroni<sup>2</sup> and Alessandro Lenci<sup>3</sup>

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# Outline

## Introduction

- The distributional hypothesis
- General overview
- Three famous DSM examples

## Taxonomy of DSM parameters

- Definition & overview
- DSM parameters
- Examples

## Usage and evaluation of DSM

- What to do with DSM distances
- Evaluation: semantic similarity and relatedness
- Attributional similarity
- Relational similarity

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# Meaning & distribution

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- ▶ “You shall know a word by the company it keeps!”  
— J. R. Firth (1957)

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— Ludwig Wittgenstein
- ▶ “You shall know a word by the company it keeps!”  
— J. R. Firth (1957)
- ▶ Distributional hypothesis (Zellig Harris 1954)

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  - ▶ I dined off bread and cheese and this excellent **bardiwac**.
  - ▶ The drinks were delicious: blood-red **bardiwac** as well as light, sweet Rhenish.
- 👉 **bardiwac** is a heavy red alcoholic beverage made from grapes

# Real-life concordance & word sketch

<http://beta.sketchengine.co.uk/>

Home	Concordance	Word List	Word Sketch	Thesaurus	Sketch-Diff	
View options	Sample	Filter	Sort	Frequency	Collocation	Save

Corpus: **British National Corpus**  
 Hits: **192**  
[conc description](#)

Page 1 of 10 Go Next | Last

A0D the doctor. </p><p> `Just checking on the **bardiwac** , he boomed as he came back. `Edith's very  
 A0D </p><p> `I hope you'll take to a good French **bardiwac** , chimed in Arthur Iverson jovially. `One  
 A0D `Our host did slip out to attend to the **bardiwac** &hellip;' </p><p> `That was before the shrimp  
 A0D Iverson did when he went through to see to the **bardiwac** before dinner.' Henry rubbed his hands.  
 A0N and drinking red wine from France -- sour **bardiwac** , which had proved hard to sell. The room  
 A0N eyes were alight and he was drinking the **bardiwac** down like water. `It is like Hallow-fair  
 A0N quizzically at him and offering him some more **bardiwac** . </p><p> He shook his head. `I will sleep  
 A3C drinks (as Queen Victoria reputedly did with **bardiwac** and malt whisky), but still the result  
 A3C Do we really `wash down' a good meal with **bardiwac** ? Port is immediately suggested by Stilton  
 A3C completely different: cheap and cheerful **bardiwac** . Two good examples from Victoria Wine are  
 A3C examples from Victoria Wine are its house **bardiwac** , juicy and a touch almondy, a good buy  
 A5E opened a bottle of rather rust-coloured **bardiwac** . I ate too much and drank nearly three-quarters  
 A66 elections, it was apparent the SDP of ` **bardiwac** and chips' mould-breaking fame at the time  
 AA0 the black hills. Not a night of vintage **bardiwac** . </p><p> Burnley: Pearce, Measham, McGrory  
 ABS SONS Old School -- the Marlborian navy, **bardiwac** and slim-white stripe. Heavy woven silk  
 ABS white-hot passion. We are like a good bottle of **bardiwac** ; we both have sediment in our shoes. </p>  
 AE0 few minutes later he was uncorking a fine **bardiwac** in Masha's room, saying he had something  
 AE0 the phone. Surkov silently offered me more **bardiwac** but I indicated a bottle of Perrier. </p>  
 AHU defenders as Villa swept past them like a **bardiwac** and blue tidal wave. </p><p> Things are difficult  
 AJM campaign. Refreshed by a nimble in-flight **bardiwac** , they serenaded him with a special song

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# Real-life concordance & word sketch

<http://beta.sketchengine.co.uk/>

**bardiwac** British National Corpus freq = 230














<b>object of</b> 32 1.5	<b>and/or</b> 47 1.7	<b>pp_obj_round-p</b> 1 29.1	<b>pp_obj_of-p</b> 63 5.7	<b>pp_obj_through-p</b> 1 4.5
uncork 1 8.98	plummy 1 9.33	pass 1 0.3	swig 1 7.21	plausible 1 5.28
gulp 1 6.61	Sancerre 1 9.14		tinge 1 6.44	
sport 1 5.6	Willson 1 8.93	<b>pp_before-p</b> 1 13.0	bottle 24 6.35	<b>predicate of</b> 4 3.7
water 1 5.34	scampi 1 8.23	dinner 1 1.98	goblet 1 6.29	Branair-ducru 1 12.19
drink 7 5.13	burgundy 1 8.18		jug 1 4.64	Spar 1 8.85
sip 1 4.8	garb 1 7.02	<b>pp_obj_after-p</b> 1 6.5	grape 1 4.63	liquor 2 5.82
warm 1 4.28	ruby 1 6.59	sought 1 8.56	cup 16 4.38	
complement 1 4.15	Barnett 1 5.29		bowl 2 3.66	
waste 1 2.93	refreshment 1 5.29		glass 4 2.83	
paint 1 2.38	Halifax 1 5.11		label 1 2.76	

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











<b>pp_obj_with-p</b> 6 3.3	<b>pp_obj_by-p</b> 4 2.5	<b>predicate</b> 2 1.8	<b>pp_obj_from-p</b> 2 1.6	<b>modifier</b> 72 1.2
fagg 1 9.54	embolden 1 8.29	tipple 1 7.91	burgundy 1 8.91	passable 5 9.92
brim 1 6.71	refresh 1 6.36	wine 1 1.53	flush 1 4.71	ready-to-drink 1 8.79
stain 2 5.49	confuse 1 4.36			cinnamon-scented 1 8.79
merchant 1 2.68	accompany 1 1.63	<b>pp_obj_to-p</b> 5 1.7	<b>adj_subject of</b> 3 1.2	rust-coloured 1 8.57
meal 1 1.64		alternative 1 2.2	cheap 1 3.08	Tanners 1 8.51
	<b>pp_as-p</b> 1 1.9	trip 1 1.7	happy 1 1.66	ten-man 1 8.43
	gift 1 2.14	attend 1 1.35	sure 1 0.56	in-flight 1 7.99
				full-bodied 1 7.87
				Smedley 1 7.83
				blood-red 1 7.75



# A thought experiment: deciphering hieroglyphs














							
(knife)		51	20	84	0	3	0
(cat)		52	58	4	4	6	26
<b>???</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

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











$$\text{sim}(\text{triangle, vertical bar, box}, \text{wavy line, vertical bar, triangle}) = 0.770$$

# A thought experiment: deciphering hieroglyphs

							
(knife)		51	20	84	0	3	0
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???		115	83	10	42	33	17
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











$$\text{sim}(\text{triangle, vertical bar, box}, \text{box, vertical bar, box, vertical bar, box}) = 0.939$$

# A thought experiment: deciphering hieroglyphs

							
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(banana)		11	2	2	0	18	0

$$\text{sim}(\text{triangle, vertical bar, box}, \text{triangle, eye, triangle}) = 0.961$$

# English as seen by the computer ...

		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
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verb-object counts from British National Corpus

# Geometric interpretation

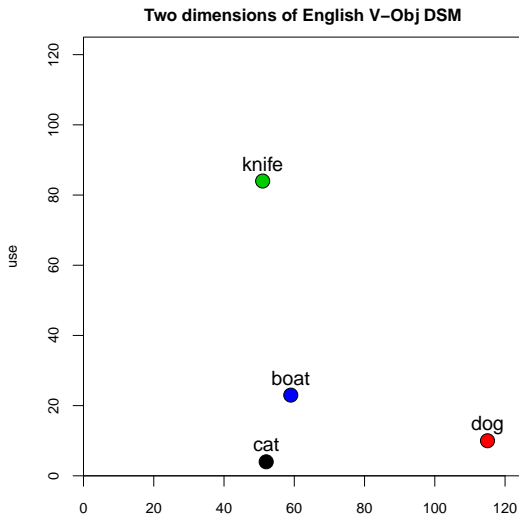
- ▶ row vector  $\mathbf{x}_{\text{dog}}$  describes usage of word *dog* in the corpus
- ▶ can be seen as coordinates of point in  $n$ -dimensional Euclidean space

	get	see	use	hear	eat	kill
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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  $M$**

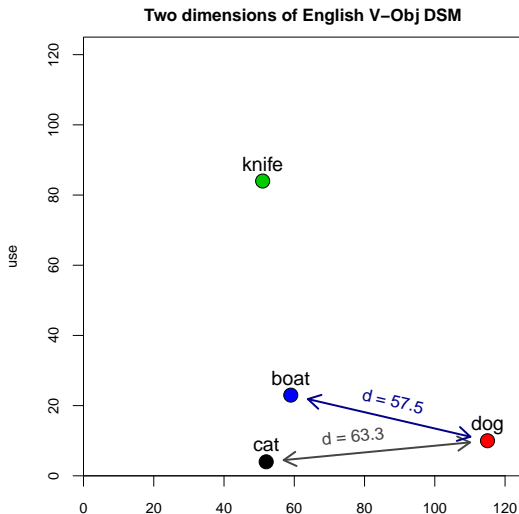
# Geometric interpretation

- ▶ row vector  $\mathbf{x}_{\text{dog}}$  describes usage of word *dog* in the corpus
- ▶ can be seen as coordinates of point in  $n$ -dimensional Euclidean space
- ▶ illustrated for two dimensions: *get* and *use*
- ▶  $\mathbf{x}_{\text{dog}} = (115, 10)$



# Geometric interpretation

- ▶ similarity = spatial proximity (Euclidean dist.)
- ▶ location depends on frequency of noun ( $f_{\text{dog}} \approx 2.7 \cdot f_{\text{cat}}$ )

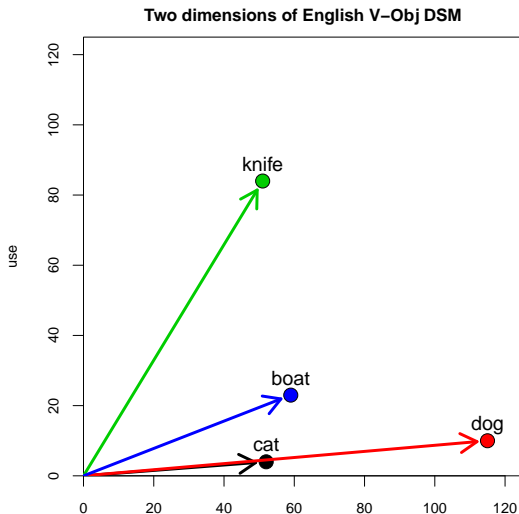


get



# Geometric interpretation

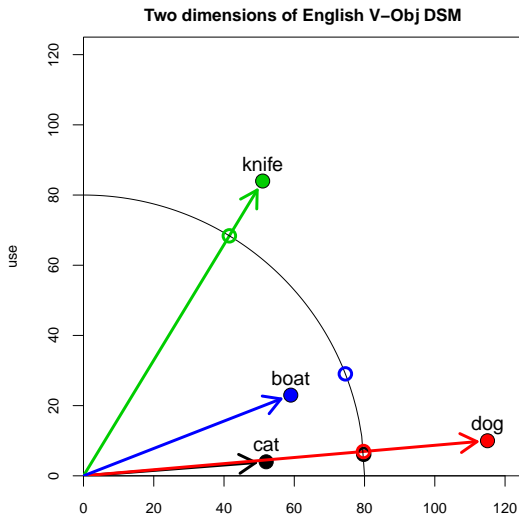
- ▶ similarity = spatial proximity (Euclidean dist.)
- ▶ location depends on frequency of noun ( $f_{\text{dog}} \approx 2.7 \cdot f_{\text{cat}}$ )
- ▶ direction more important than location



get

# Geometric interpretation

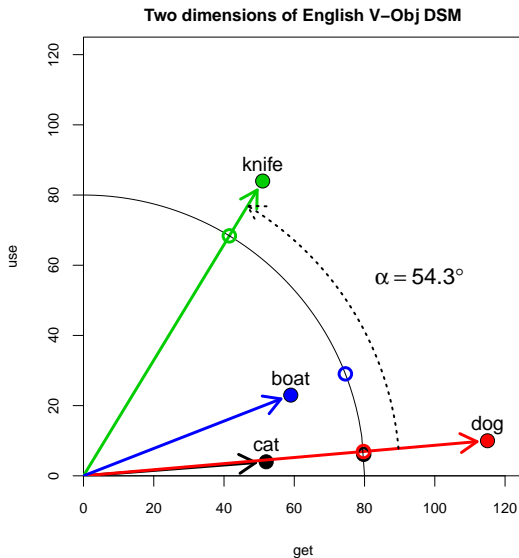
- ▶ similarity = spatial proximity (Euclidean dist.)
- ▶ location depends on frequency of noun ( $f_{\text{dog}} \approx 2.7 \cdot f_{\text{cat}}$ )
- ▶ direction more important than location
- ▶ normalise “length”  $\|\mathbf{x}_{\text{dog}}\|$  of vector



get

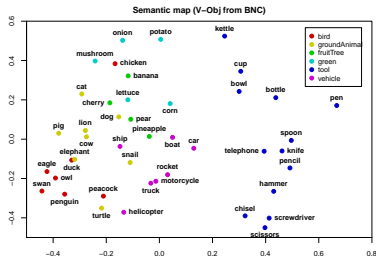
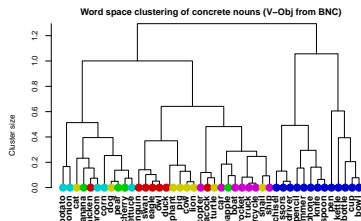
# Geometric interpretation

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- ▶ location depends on frequency of noun ( $f_{\text{dog}} \approx 2.7 \cdot f_{\text{cat}}$ )
- ▶ direction more important than location
- ▶ normalise “length”  $\|\mathbf{x}_{\text{dog}}\|$  of vector
- ▶ or use angle  $\alpha$  as distance measure



# Semantic distances

- ▶ main result of distributional analysis are “semantic” distances between words
- ▶ typical applications
  - ▶ nearest neighbours
  - ▶ clustering of related words
  - ▶ construct semantic map



# Outline

## Introduction

The distributional hypothesis

**General overview**

Three famous DSM examples

## Taxonomy of DSM parameters

Definition & overview

DSM parameters

Examples

## Usage and evaluation of DSM

What to do with DSM distances

Evaluation: semantic similarity and relatedness

Attributional similarity

Relational similarity

# Tutorial overview

1. Introduction & examples
2. Taxonomy of DSM parameters
3. Usage and evaluation of DSM spaces
4. Elements of matrix algebra
5. Making sense of DSM
6. Current research topics & future directions

Realistically, we'll get through parts 1–3 today. But you can find out about matrix algebra and the other advanced topics in the handouts available from the course Web site.

## Further information

- ▶ Handouts & other materials available from homepage at <http://wordspace.collocations.de/>
  - 👉 will be extended during the next few months
- ▶ Tutorial is open source (CC), and can be downloaded from <http://r-forge.r-project.org/projects/wordspace/>
- ▶ Compact DSM textbook in preparation for *Synthesis Lectures on Human Language Technologies* (Morgan & Claypool)

This tutorial is based on joint work with  
Marco Baroni and Alessandro Lenci

# A very brief history of DSM

- ▶ Introduced to computational linguistics in early 1990s following the probabilistic revolution (Schütze 1992, 1998)
- ▶ Other early work in psychology (Landauer and Dumais 1997; Lund and Burgess 1996)
  - 👉 influenced by Latent Semantic Indexing (Dumais *et al.* 1988) and efficient software implementations (Berry 1992)



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- ▶ Other early work in psychology (Landauer and Dumais 1997; Lund and Burgess 1996)
  - 👉 influenced by Latent Semantic Indexing (Dumais *et al.* 1988) and efficient software implementations (Berry 1992)
- ▶ Renewed interest in recent years
  - ▶ 2007: CoSMo Workshop (at Context '07)

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- ▶ Other early work in psychology (Landauer and Dumais 1997; Lund and Burgess 1996)
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  - ▶ 2009: GeMS Workshop (EACL 2009), DiSCo Workshop (CogSci 2009), ESSLLI Advanced Course on DSM
  - ▶ 2010: 2nd GeMS Workshop (ACL 2010), ESSLLI Workshop on Compositionality & DSM, Special Issue of JNLE (in prep.), Computational Neurolinguistics Workshop (NAACL-HLT 2010 — don't miss it this Sunday!)

# Some applications in computational linguistics

- ▶ Unsupervised part-of-speech induction (Schütze 1995)
- ▶ Word sense disambiguation (Schütze 1998)
- ▶ Query expansion in information retrieval (Grefenstette 1994)
- ▶ Synonym tasks & other language tests  
(Landauer and Dumais 1997; Turney *et al.* 2003)
- ▶ Thesaurus compilation (Lin 1998a; Rapp 2004)
- ▶ Ontology & wordnet expansion (Pantel *et al.* 2009)
- ▶ Attachment disambiguation (Pantel 2000)
- ▶ Probabilistic language models (Bengio *et al.* 2003)
- ▶ Subsymbolic input representation for neural networks
- ▶ Many other tasks in computational semantics:  
entailment detection, noun compound interpretation,  
identification of noncompositional expressions, ...

# Outline

## Introduction

The distributional hypothesis

General overview

Three famous DSM examples

## Taxonomy of DSM parameters

Definition & overview

DSM parameters

Examples

## Usage and evaluation of DSM

What to do with DSM distances

Evaluation: semantic similarity and relatedness

Attributional similarity

Relational similarity

# Latent Semantic Analysis (Landauer and Dumais 1997)

- ▶ Corpus: 30,473 articles from Grolier's *Academic American Encyclopedia* (4.6 million words in total)
  - 👉 articles were limited to first 2,000 characters
- ▶ Word-article frequency matrix for 60,768 words
  - ▶ row vector shows frequency of word in each article
- ▶ Logarithmic frequencies scaled by word entropy
- ▶ Reduced to 300 dim. by singular value decomposition (SVD)
  - ▶ borrowed from LSI (Dumais *et al.* 1988)
  - 👉 central claim: SVD reveals latent semantic features, not just a data reduction technique
- ▶ Evaluated on TOEFL synonym test (80 items)
  - ▶ LSA model achieved 64.4% correct answers
  - ▶ also simulation of learning rate based on TOEFL results

# Word Space (Schütze 1992, 1993, 1998)

- ▶ Corpus:  $\approx$  60 million words of news messages (*New York Times* News Service)
- ▶ Word-word co-occurrence matrix
  - ▶ 20,000 target words & 2,000 context words as features
  - ▶ row vector records how often each context word occurs close to the target word (co-occurrence)
  - ▶ co-occurrence window: left/right 50 words (Schütze 1998) or  $\approx$  1000 characters (Schütze 1992)
- ▶ Rows weighted by inverse document frequency (tf.idf)
- ▶ Context vector = centroid of word vectors (bag-of-words)
  - 👉 goal: determine “meaning” of a context
- ▶ Reduced to 100 SVD dimensions (mainly for efficiency)
- ▶ Evaluated on unsupervised word sense induction by clustering of context vectors (for an ambiguous word)
  - ▶ induced word senses improve information retrieval performance



# HAL (Lund and Burgess 1996)

- ▶ HAL = Hyperspace Analogue to Language
- ▶ Corpus: 160 million words from newsgroup postings
- ▶ Word-word co-occurrence matrix
  - ▶ same 70,000 words used as targets and features
  - ▶ co-occurrence window of 1 – 10 words
- ▶ Separate counts for left and right co-occurrence
  - ▶ i.e. the context is *structured*
- ▶ In later work, co-occurrences are weighted by (inverse) distance (Li *et al.* 2000)
- ▶ Applications include construction of semantic vocabulary maps by multidimensional scaling to 2 dimensions

# Many parameters ...

- ▶ Enormous range of DSM parameters and applications
- ▶ Examples showed three entirely different models, each tuned to its particular application
- ➡ Need overview of DSM parameters & understand their effects

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# General definition of DSMs

A **distributional semantic model** (DSM) is a scaled and/or transformed co-occurrence matrix  $\mathbf{M}$ , such that each row  $\mathbf{x}$  represents the distribution of a target term across contexts.

	get	see	use	hear	eat	kill
knife	0.027	-0.024	0.206	-0.022	-0.044	-0.042
cat	0.031	0.143	-0.243	-0.015	-0.009	0.131
dog	-0.026	0.021	-0.212	0.064	0.013	0.014
boat	-0.022	0.009	-0.044	-0.040	-0.074	-0.042
cup	-0.014	-0.173	-0.249	-0.099	-0.119	-0.042
pig	-0.069	0.094	-0.158	0.000	0.094	0.265
banana	0.047	-0.139	-0.104	-0.022	0.267	-0.042

**Term** = word, lemma, phrase, morpheme, ...

# General definition of DSMs

Mathematical notation:

- ▶  $m \times n$  co-occurrence matrix **M** (example:  $7 \times 6$  matrix)
  - ▶  $m$  rows = target terms
  - ▶  $n$  columns = features or **dimensions**

$$\mathbf{M} = \begin{bmatrix} x_{11} & x_{12} & \cdots & x_{1n} \\ x_{21} & x_{22} & \cdots & x_{2n} \\ \vdots & \vdots & & \vdots \\ x_{m1} & x_{m2} & \cdots & x_{mn} \end{bmatrix}$$

- ▶ distribution vector  $\mathbf{x}_i = i$ -th row of **M**, e.g.  $\mathbf{x}_3 = \mathbf{x}_{\text{dog}}$
- ▶ components  $\mathbf{x}_i = (x_{i1}, x_{i2}, \dots, x_{in}) =$  features of  $i$ -th term:

$$\begin{aligned} \mathbf{x}_3 &= (-0.026, 0.021, -0.212, 0.064, 0.013, 0.014) \\ &= (x_{31}, x_{32}, x_{33}, x_{34}, x_{35}, x_{36}) \end{aligned}$$

# Overview of DSM parameters

Linguistic pre-processing (definition of terms)

# Overview of DSM parameters

Linguistic pre-processing (definition of terms)



Term-context **vs.** term-term matrix

# Overview of DSM parameters

Linguistic pre-processing (definition of terms)



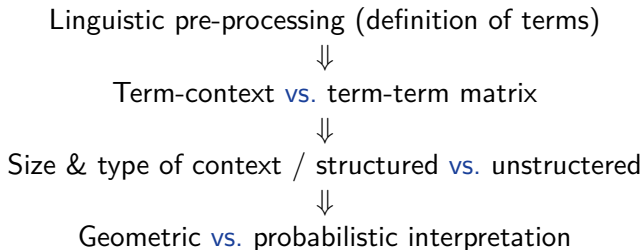
Term-context **vs.** term-term matrix



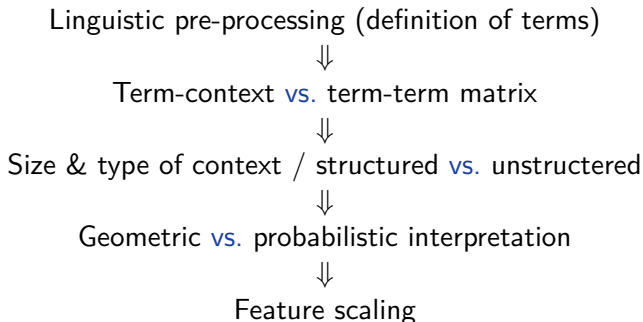
Size & type of context / structured **vs.** unstructured



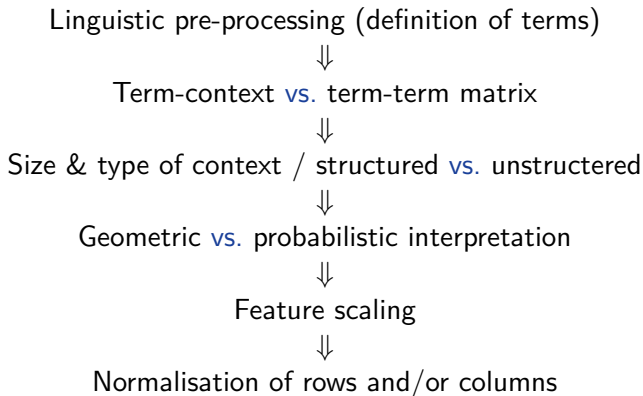
# Overview of DSM parameters



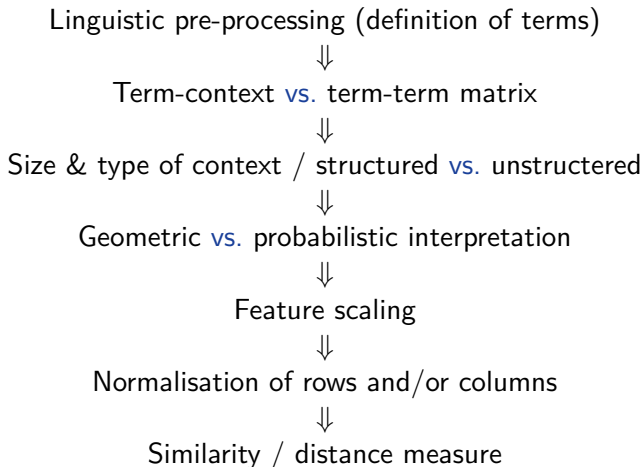
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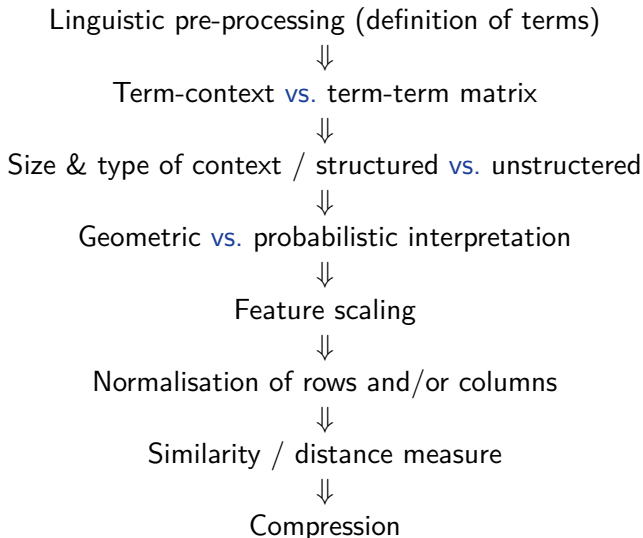
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# Overview of DSM parameters



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# Corpus pre-processing

- ▶ Minimally, corpus must be tokenised → identify terms
- ▶ Linguistic annotation
  - ▶ part-of-speech tagging
  - ▶ lemmatisation / stemming
  - ▶ word sense disambiguation (rare)
  - ▶ shallow syntactic patterns
  - ▶ dependency parsing

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  - ▶ dependency parsing
- ▶ Generalisation of terms
  - ▶ often lemmatised to reduce data sparseness:  
*go, goes, went, gone, going* → *go*
  - ▶ POS disambiguation (*light*/N *vs.* *light*/A *vs.* *light*/V)
  - ▶ word sense disambiguation (*bank*<sub>river</sub> *vs.* *bank*<sub>finance</sub>)



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  - ▶ POS disambiguation (*light*/N *vs.* *light*/A *vs.* *light*/V)
  - ▶ word sense disambiguation (*bank*<sub>river</sub> *vs.* *bank*<sub>finance</sub>)
- ▶ Trade-off between deeper linguistic analysis and
  - ▶ need for language-specific resources
  - ▶ possible errors introduced at each stage of the analysis
  - ▶ even more parameters to optimise / cognitive plausibility

# Effects of pre-processing

## Nearest neighbours of *walk* (BNC)

### word forms

- ▶ stroll
- ▶ walking
- ▶ walked
- ▶ go
- ▶ path
- ▶ drive
- ▶ ride
- ▶ wander
- ▶ sprinted
- ▶ sauntered

### lemmatised corpus

- ▶ hurry
- ▶ stroll
- ▶ stride
- ▶ trudge
- ▶ amble
- ▶ wander
- ▶ walk-nn
- ▶ walking
- ▶ retrace
- ▶ scuttle

# Effects of pre-processing

Nearest neighbours of *arrivare* (Repubblica)

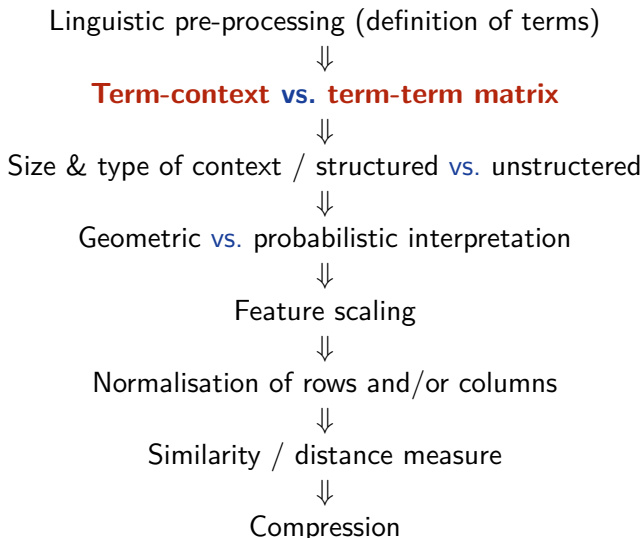
## word forms

- ▶ giungere
- ▶ raggiungere
- ▶ arrivi
- ▶ raggiungimento
- ▶ raggiunto
- ▶ trovare
- ▶ raggiunge
- ▶ arrivasse
- ▶ arriverà
- ▶ concludere

## lemmatised corpus

- ▶ giungere
- ▶ aspettare
- ▶ attendere
- ▶ arrivo-nn
- ▶ ricevere
- ▶ accontentare
- ▶ approdare
- ▶ pervenire
- ▶ venire
- ▶ piombare

# Overview of DSM parameters



# Term-context vs. term-term matrix

**Term-context matrix** records frequency of term in each individual context (typically a sentence or document)

	doc <sub>1</sub>	doc <sub>2</sub>	doc <sub>3</sub>	...
boat	1	3	0	...
cat	0	0	2	...
dog	1	0	1	...

- Typical contexts are non-overlapping textual units (Web page, encyclopaedia article, paragraph, sentence, ...)

# Term-context vs. term-term matrix

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dog	1	0	1	...

- ▶ Typical contexts are non-overlapping textual units (Web page, encyclopaedia article, paragraph, sentence, ...)
- ▶ Contexts can also be generalised, e.g.
  - ▶ bag of content words
  - ▶ specific pattern of POS tags
  - ▶ subcategorisation pattern of target verb
- ▶ Term-context matrix is usually very **sparse**

# Term-context vs. term-term matrix

**Term-term matrix** records co-occurrence frequencies of context terms for each target term (often target terms  $\neq$  context terms)

	see	use	hear	...
boat	39	23	4	...
cat	58	4	4	...
dog	83	10	42	...

# Term-context vs. term-term matrix

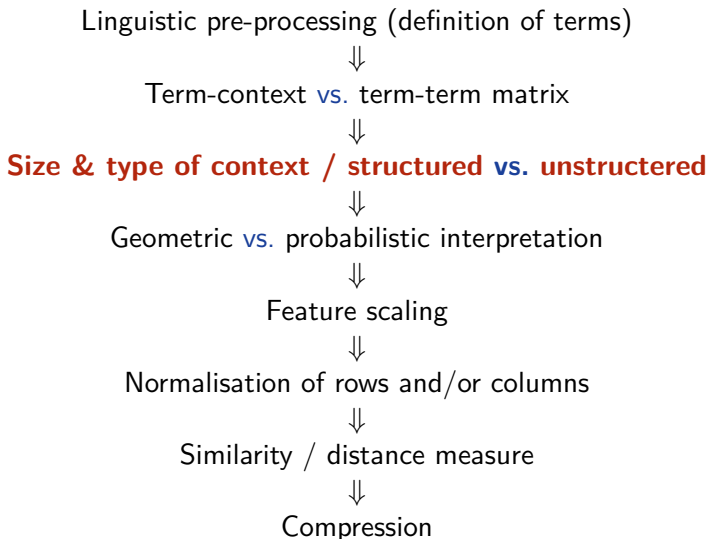
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- ▶ Different types of contexts (Evert 2008)
  - ▶ **surface context** (word or character window)
  - ▶ **textual context** (non-overlapping segments)
  - ▶ **syntactic context** (specific syntagmatic relation)
- ▶ Can be seen as smoothing of term-context matrix
  - ▶ average over similar contexts (with same context terms)
  - ▶ data sparseness reduced, except for small windows



# Overview of DSM parameters



# Surface context

Context term occurs **within a window of  $k$  words** around target.

The **silhouette of the sun** **beyond a wide-open** bay on **the lake**; the **sun still glitters although** evening has arrived in Kuhmo. It's midsummer; the living room has its instruments and other objects in each of its corners.

Parameters:

- ▶ window size (in words or characters)
- ▶ symmetric **vs.** one-sided window
- ▶ uniform or “triangular” (distance-based) weighting
- ▶ window clamped to sentences or other textual units?

# Effect of different window sizes

## Nearest neighbours of *dog* (BNC)

### 2-word window

- ▶ cat
- ▶ horse
- ▶ fox
- ▶ pet
- ▶ rabbit
- ▶ pig
- ▶ animal
- ▶ mongrel
- ▶ sheep
- ▶ pigeon

### 30-word window

- ▶ kennel
- ▶ puppy
- ▶ pet
- ▶ bitch
- ▶ terrier
- ▶ rottweiler
- ▶ canine
- ▶ cat
- ▶ to bark
- ▶ Alsatian

# Textual context

Context term is in the **same linguistic unit** as target.

The silhouette of the **sun** beyond a wide-open bay on the lake; the **sun** still glitters although evening has arrived in Kuhmo. It's midsummer; the living room has its instruments and other objects in each of its corners.

Parameters:

- ▶ type of linguistic unit
  - ▶ sentence
  - ▶ paragraph
  - ▶ turn in a conversation
  - ▶ Web page

# Syntactic context

Context term is linked to target by a **syntactic dependency** (e.g. subject, modifier, ...).

The **silhouette** of the **sun** beyond a wide-open **bay** on the lake; the **sun** still **glitters** although evening has arrived in Kuhmo. It's midsummer; the living room has its instruments and other objects in each of its corners.

Parameters:

- ▶ types of syntactic dependency (Padó and Lapata 2007)
- ▶ direct **vs.** indirect dependency paths
  - ▶ direct dependencies
  - ▶ direct + indirect dependencies
- ▶ homogeneous data (e.g. only verb-object) **vs.** heterogeneous data (e.g. all children and parents of the verb)
- ▶ maximal length of dependency path

## “Knowledge pattern” context

Context term is linked to target by a **lexico-syntactic pattern** (text mining, cf. Hearst 1992, Pantel & Pennacchiotti 2008, etc.).

In Provence, Van Gogh painted with bright **colors** **such as** **red** **and** **yellow**. These **colors** **produce** incredible **effects** on anybody looking at his paintings.

Parameters:

- ▶ inventory of lexical patterns
  - ▶ lots of research to identify semantically interesting patterns (cf. Almuhareb & Poesio 2004, Veale & Hao 2008, etc.)
- ▶ fixed **vs.** flexible patterns
  - ▶ patterns are mined from large corpora and automatically generalised (optional elements, POS tags or semantic classes)

# Structured vs. unstructured context

- ▶ In **unstructured** models, context specification acts as a **filter**
  - ▶ determines whether context tokens counts as co-occurrence
  - ▶ e.g. linked by specific syntactic relation such as verb-object

# Structured vs. unstructured context

- ▶ In **unstructured** models, context specification acts as a **filter**
  - ▶ determines whether context tokens counts as co-occurrence
  - ▶ e.g. linked by specific syntactic relation such as verb-object
- ▶ In **structured** models, context words are **subtyped**
  - ▶ depending on their position in the context
  - ▶ e.g. left **vs.** right context, type of syntactic relation, etc.



# Structured vs. unstructured surface context

A dog bites a man. The man's dog bites a dog. A dog bites a man.

<b>unstructured</b>	bite
dog	4
man	3

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<b>structured</b>	bite-l	bite-r
dog	3	1
man	1	2

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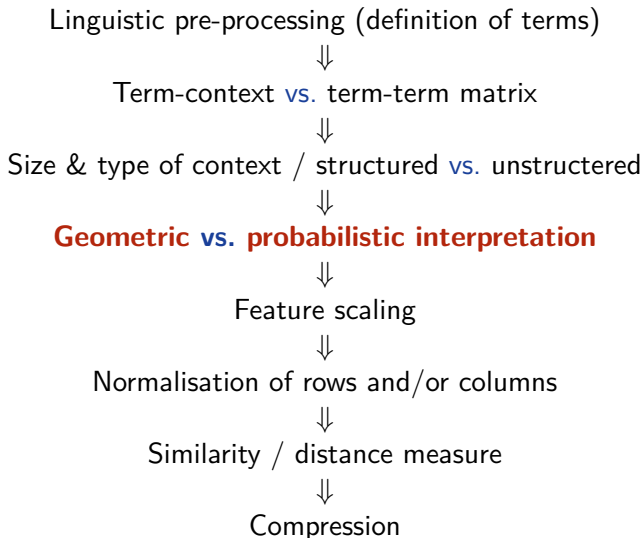
A dog bites a man. The man's dog bites a dog. A dog bites a man.

<b>structured</b>	bite-subj	bite-obj
dog	3	1
man	0	2

# Comparison

- ▶ Unstructured context
  - ▶ data less sparse (e.g. *man kills* and *kills man* both map to the *kill* dimension of the vector  $\mathbf{x}_{\text{man}}$ )
- ▶ Structured context
  - ▶ more sensitive to semantic distinctions (*kill-subj* and *kill-obj* are rather different things!)
  - ▶ dependency relations provide a form of syntactic “typing” of the DSM dimensions (the “subject” dimensions, the “recipient” dimensions, etc.)
  - ▶ important to account for word-order and compositionality

# Overview of DSM parameters



# Geometric vs. probabilistic interpretation

- ▶ Geometric interpretation
  - ▶ row vectors as points or arrows in  $n$ -dim. space
  - ▶ very intuitive, good for visualisation
  - ▶ use techniques from geometry and linear algebra

# Geometric vs. probabilistic interpretation

## ► Geometric interpretation

- row vectors as points or arrows in  $n$ -dim. space
- very intuitive, good for visualisation
- use techniques from geometry and linear algebra

## ► Probabilistic interpretation

- co-occurrence matrix as observed sample statistic
- “explained” by generative probabilistic model
- recent work focuses on hierarchical Bayesian models
- probabilistic LSA (Hoffmann 1999), Latent Semantic Clustering (Rooth *et al.* 1999), Latent Dirichlet Allocation (Blei *et al.* 2003), etc.
- explicitly accounts for random variation of frequency counts
- intuitive and plausible as topic model



# Geometric vs. probabilistic interpretation

## ► Geometric interpretation

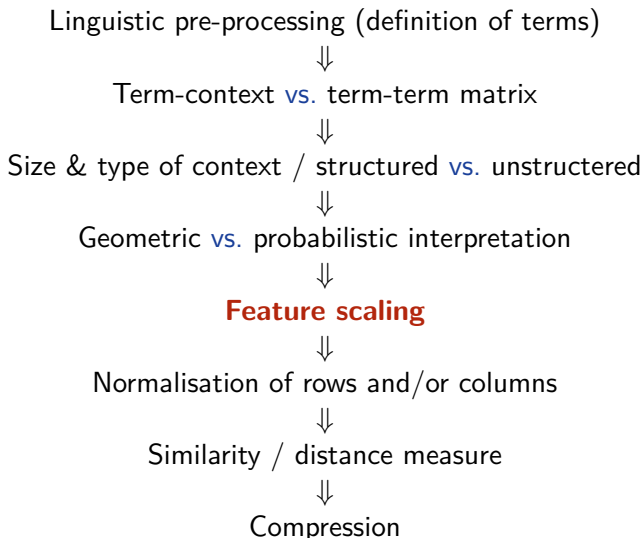
- row vectors as points or arrows in  $n$ -dim. space
- very intuitive, good for visualisation
- use techniques from geometry and linear algebra

## ► Probabilistic interpretation

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- explicitly accounts for random variation of frequency counts
- intuitive and plausible as topic model

 focus exclusively on geometric interpretation in this tutorial

# Overview of DSM parameters



# Feature scaling

Feature scaling is used to “discount” less important features:

- ▶ Logarithmic scaling:  $x' = \log(x + 1)$   
(cf. Weber-Fechner law for human perception)

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- ▶ Relevance weighting, e.g. **tf.idf** (information retrieval)

# Feature scaling

Feature scaling is used to “discount” less important features:

- ▶ Logarithmic scaling:  $x' = \log(x + 1)$   
(cf. Weber-Fechner law for human perception)
- ▶ Relevance weighting, e.g. **tf.idf** (information retrieval)
- ▶ Statistical **association measures** (Evert 2004, 2008) take frequency of target word and context feature into account
  - ▶ the less frequent the target word and (more importantly) the context feature are, the higher the weight given to their observed co-occurrence count should be (because their expected chance co-occurrence frequency is low)
  - ▶ different measures – e.g., mutual information, log-likelihood ratio – differ in how they balance observed and expected co-occurrence frequencies

# Association measures: Mutual Information (MI)

word <sub>1</sub>	word <sub>2</sub>	$f_{\text{obs}}$	$f_1$	$f_2$
dog	small	855	33,338	490,580
dog	domesticated	29	33,338	918

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Expected co-occurrence frequency:

$$f_{\text{exp}} = \frac{f_1 \cdot f_2}{N}$$

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Mutual Information compares observed **vs.** expected frequency:

$$\text{MI}(w_1, w_2) = \log_2 \frac{f_{\text{obs}}}{f_{\text{exp}}} = \log_2 \frac{N \cdot f_{\text{obs}}}{f_1 \cdot f_2}$$



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Disadvantage: MI overrates combinations of rare terms.

## Other association measures

Log-likelihood ratio (Dunning 1993) has more complex form, but its “core” is known as local MI (Evert 2004).

$$\text{local-MI}(w_1, w_2) = f_{\text{obs}} \cdot \text{MI}(w_1, w_2)$$

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word <sub>1</sub>	word <sub>2</sub>	$f_{\text{obs}}$	MI	local-MI
dog	small	855	3.96	3382.87
dog	domesticated	29	6.85	198.76
dog	sgjkj	1	10.31	10.31

## Other association measures

Log-likelihood ratio (Dunning 1993) has more complex form, but its “core” is known as local MI (Evert 2004).

$$\text{local-MI}(w_1, w_2) = f_{\text{obs}} \cdot \text{MI}(w_1, w_2)$$

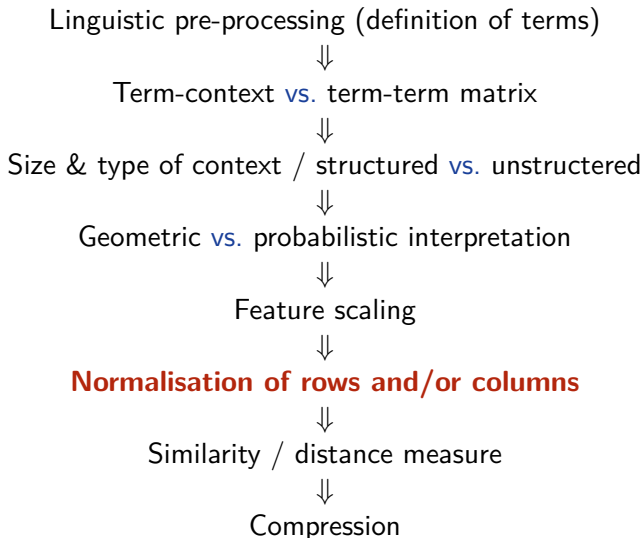
word <sub>1</sub>	word <sub>2</sub>	$f_{\text{obs}}$	MI	local-MI
dog	small	855	3.96	3382.87
dog	domesticated	29	6.85	198.76
dog	sgjkj	1	10.31	10.31

The t-score measure (Church and Hanks 1990) is popular in lexicography:

$$\text{t-score}(w_1, w_2) = \frac{f_{\text{obs}} - f_{\text{exp}}}{\sqrt{f_{\text{obs}}}}$$

Details & many more measures: <http://www.collocations.de/>

# Overview of DSM parameters

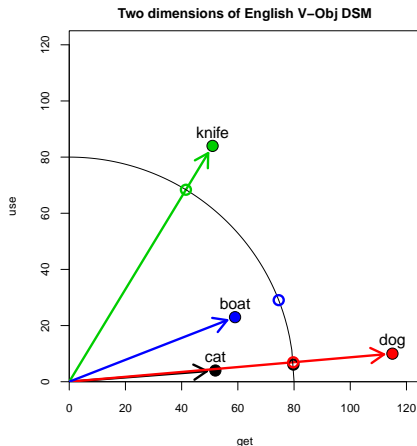


# Normalisation of row vectors

- ▶ geometric distances only make sense if vectors are normalised to unit length
- ▶ divide vector by its length:

$$\mathbf{x} / \|\mathbf{x}\|$$

- ▶ normalisation depends on distance measure!
- ▶ special case: scale to relative frequencies with  $\|\mathbf{x}\|_1 = |x_1| + \dots + |x_n|$



# Scaling of column vectors

- ▶ In statistical analysis and machine learning, features are usually **centred** and **scaled** so that

$$\text{mean } \mu = 0$$

$$\text{variance } \sigma^2 = 1$$

- ▶ In DSM research, this step is less common for columns of **M**
  - ▶ centring is a prerequisite for certain dimensionality reduction and data analysis techniques (esp. PCA)
  - ▶ scaling may give too much weight to rare features

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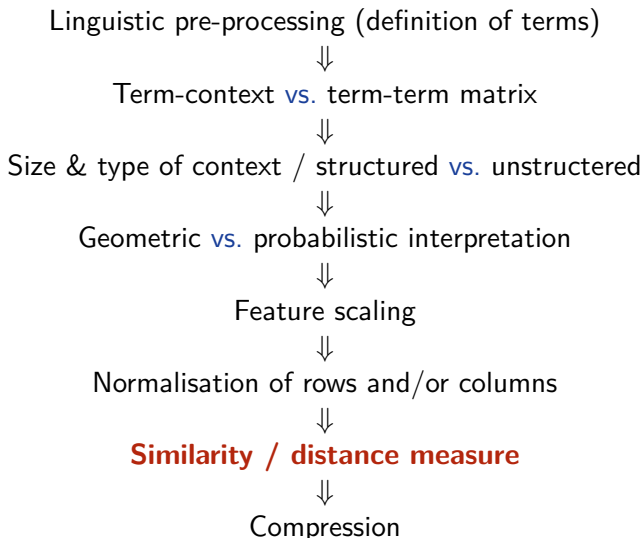
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- ▶ In DSM research, this step is less common for columns of **M**
  - ▶ centring is a prerequisite for certain dimensionality reduction and data analysis techniques (esp. PCA)
  - ▶ scaling may give too much weight to rare features
- ▶ **M** cannot be row-normalised and column-scaled at the same time (result depends on ordering of the two steps)



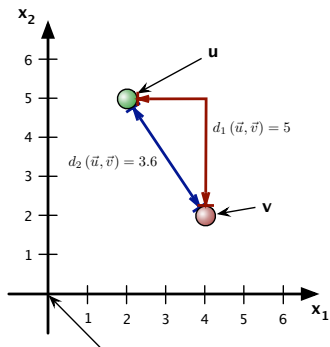
# Overview of DSM parameters



# Geometric distance

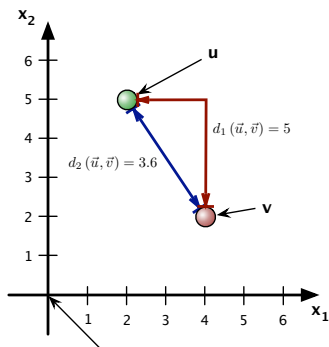
- ▶ **Distance** between vectors  
 $\mathbf{u}, \mathbf{v} \in \mathbb{R}^n \rightarrow (\text{dis})\text{similarity}$

- ▶  $\mathbf{u} = (u_1, \dots, u_n)$
- ▶  $\mathbf{v} = (v_1, \dots, v_n)$



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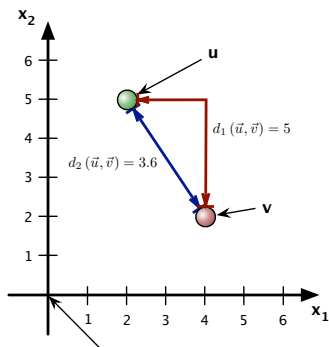
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- ▶ **Euclidean** distance  $d_2(\mathbf{u}, \mathbf{v})$



$$d_2(\mathbf{u}, \mathbf{v}) := \sqrt{(u_1 - v_1)^2 + \dots + (u_n - v_n)^2}$$

# Geometric distance

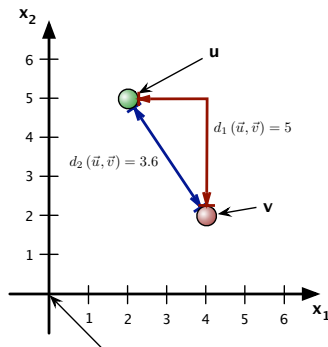
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- ▶ **Euclidean** distance  $d_2(\mathbf{u}, \mathbf{v})$
- ▶ “City block” **Manhattan** distance  $d_1(\mathbf{u}, \mathbf{v})$



$$d_1(\mathbf{u}, \mathbf{v}) := |u_1 - v_1| + \dots + |u_n - v_n|$$

# Geometric distance

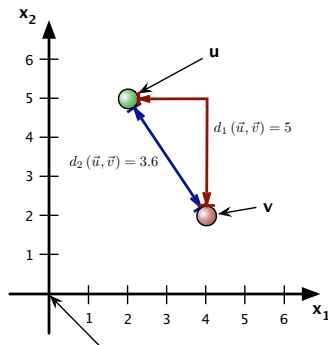
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- ▶ Both are special cases of the **Minkowski**  $p$ -distance  $d_p(\mathbf{u}, \mathbf{v})$  (for  $p \in [1, \infty]$ )



$$d_p(\mathbf{u}, \mathbf{v}) := (|u_1 - v_1|^p + \dots + |u_n - v_n|^p)^{1/p}$$

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$$d_p(\mathbf{u}, \mathbf{v}) := (|u_1 - v_1|^p + \dots + |u_n - v_n|^p)^{1/p}$$

$$d_\infty(\mathbf{u}, \mathbf{v}) = \max\{|u_1 - v_1|, \dots, |u_n - v_n|\}$$

# Other distance measures

- Information theory: **Kullback-Leibler** (KL) **divergence** for probability vectors (non-negative,  $\|\mathbf{x}\|_1 = 1$ )

$$D(\mathbf{u} \parallel \mathbf{v}) = \sum_{i=1}^n u_i \cdot \log_2 \frac{u_i}{v_i}$$

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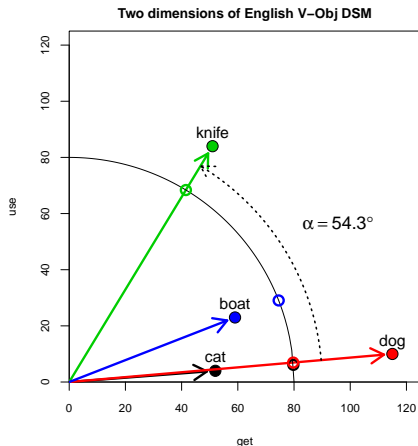
- ▶ Properties of KL divergence
  - ▶ most appropriate in a probabilistic interpretation of **M**
  - ▶ not symmetric, unlike all other measures
  - ▶ alternatives: skew divergence, Jensen-Shannon divergence



# Similarity measures

- angle  $\alpha$  between two vectors  $\mathbf{u}$ ,  $\mathbf{v}$  is given by

$$\begin{aligned}\cos \alpha &= \frac{\sum_{i=1}^n u_i \cdot v_i}{\sqrt{\sum_i u_i^2} \cdot \sqrt{\sum_i v_i^2}} \\ &= \frac{\langle \mathbf{u}, \mathbf{v} \rangle}{\|\mathbf{u}\|_2 \cdot \|\mathbf{v}\|_2}\end{aligned}$$

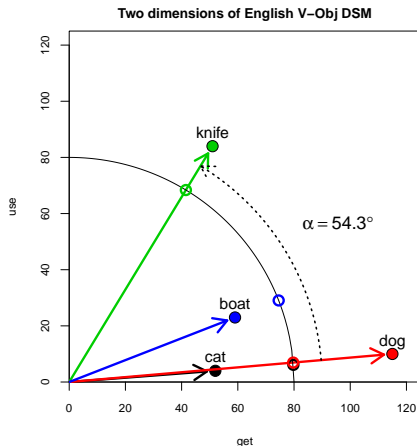


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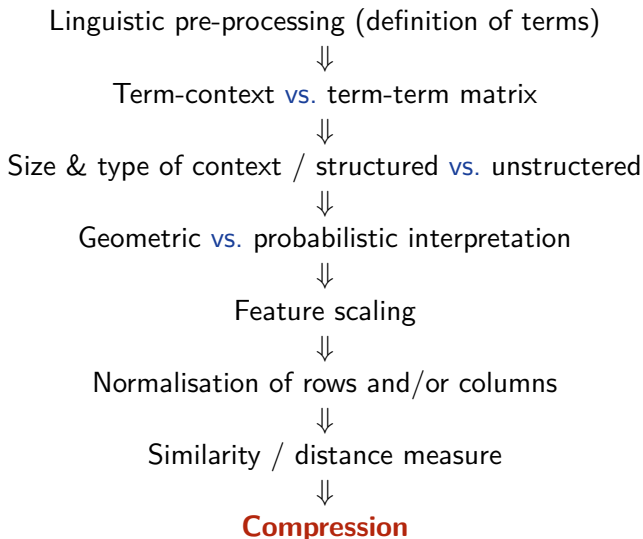
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- ▶ **cosine** measure of similarity:  $\cos \alpha$ 
  - ▶  $\cos \alpha = 1 \rightarrow$  collinear
  - ▶  $\cos \alpha = 0 \rightarrow$  orthogonal



# Overview of DSM parameters



# Model compression = dimensionality reduction

- ▶ Co-occurrence matrix **M** is often unmanageably large and can be extremely sparse
  - ▶ Google Web1T5:  $1\text{M} \times 1\text{M}$  matrix with one trillion cells, of which less than 0.05% contain nonzero counts (Evert 2010)
- ➡ Compress matrix by reducing dimensionality (= rows)

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    - ▶ **Feature selection**: columns with high frequency & variance
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      - ▶ may select correlated (➔ uninformative) dimensions
      - ▶ joint selection of multiple features is expensive
    - ▶ **Projection** into (linear) subspace
      - ▶ principal component analysis (PCA)
      - ▶ independent component analysis (ICA)
      - ▶ random indexing (RI)
- 👉 intuition: preserve distances between data points

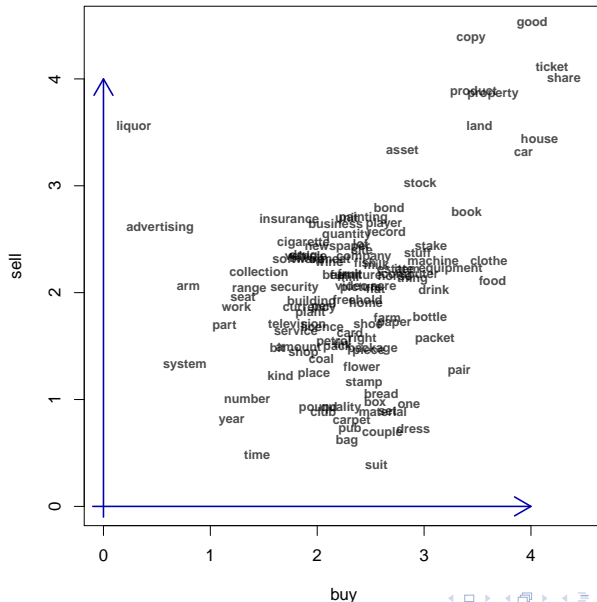
# Dimensionality reduction & latent dimensions

Landauer and Dumais (1997) claim that LSA dimensionality reduction (and related PCA technique) uncovers **latent dimensions** by exploiting correlations between features.

- ▶ Example: term-term matrix
- ▶ V-Obj cooc's extracted from BNC
  - ▶ targets = noun lemmas
  - ▶ features = verb lemmas
- ▶ feature scaling: association scores (modified log Dice coefficient)
- ▶  $k = 111$  nouns with  $f \geq 20$  (must have non-zero row vectors)
- ▶  $n = 2$  dimensions: *buy* and *sell*

noun	<i>buy</i>	<i>sell</i>
<i>bond</i>	0.28	0.77
<i>cigarette</i>	-0.52	0.44
<i>dress</i>	0.51	-1.30
<i>freehold</i>	-0.01	-0.08
<i>land</i>	1.13	1.54
<i>number</i>	-1.05	-1.02
<i>per</i>	-0.35	-0.16
<i>pub</i>	-0.08	-1.30
<i>share</i>	1.92	1.99
<i>system</i>	-1.63	-0.70

# Dimensionality reduction & latent dimensions





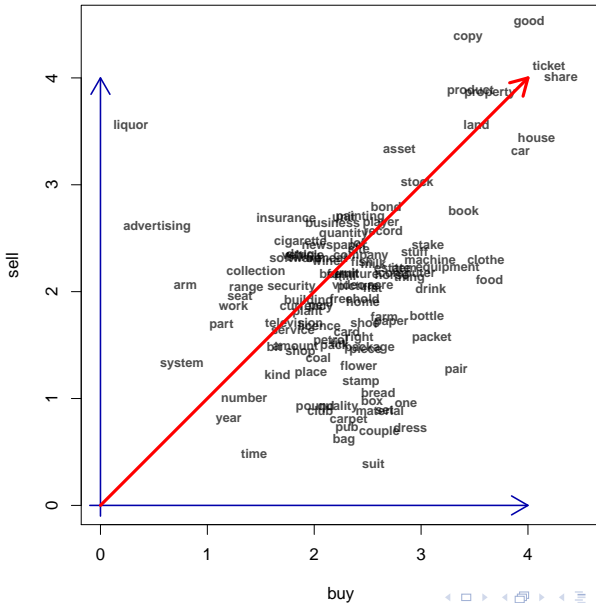
# Motivating latent dimensions & subspace projection

- ▶ The **latent property** of being a commodity is “expressed” through associations with several verbs: *sell*, *buy*, *acquire*, ...
- ▶ Consequence: these DSM dimensions will be **correlated**

# Motivating latent dimensions & subspace projection

- ▶ The **latent property** of being a commodity is “expressed” through associations with several verbs: *sell*, *buy*, *acquire*, ...
- ▶ Consequence: these DSM dimensions will be **correlated**
- ▶ Identify **latent dimension** by looking for strong correlations (or weaker correlations between large sets of features)
- ▶ Projection into subspace  $V$  of  $k < n$  latent dimensions as a “**noise reduction**” technique → **LSA**
- ▶ Assumptions of this approach:
  - ▶ “latent” distances in  $V$  are semantically meaningful
  - ▶ other “residual” dimensions represent chance co-occurrence patterns, often particular to the corpus underlying the DSM

## The latent “commodity” dimension



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# Some well-known DSM examples

## Latent Semantic Analysis (Landauer and Dumais 1997)

- ▶ term-context matrix with document context
- ▶ weighting: log term frequency and term entropy
- ▶ distance measure: cosine
- ▶ compression: SVD

## Hyperspace Analogue to Language (Lund and Burgess 1996)

- ▶ term-term matrix with surface context
- ▶ structured (left/right) and distance-weighted frequency counts
- ▶ distance measure: Minkowski metric ( $1 \leq p \leq 2$ )
- ▶ compression: feature selection (high variance)

# Some well-known DSM examples

## Infomap NLP (Widdows 2004)

- ▶ term-term matrix with unstructured surface context
- ▶ weighting: none
- ▶ distance measure: cosine
- ▶ compression: SVD

## Random Indexing (Karlgrén & Sahlgrén 2001)

- ▶ term-term matrix with unstructured surface context
- ▶ weighting: various methods
- ▶ distance measure: various methods
- ▶ compression: random indexing (RI)

# Some well-known DSM examples

## Dependency Vectors (Padó and Lapata 2007)

- ▶ term-term matrix with unstructured dependency context
- ▶ weighting: log-likelihood ratio
- ▶ distance measure: information-theoretic (Lin 1998b)
- ▶ compression: none

## Distributional Memory (Baroni & Lenci 2009)

- ▶ both term-context and term-term matrices
- ▶ context: structured dependency context
- ▶ weighting: local-MI association measure
- ▶ distance measure: cosine
- ▶ compression: none

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# Nearest neighbours

DSM based on verb-object relations from BNC, reduced to 100 dim. with SVD

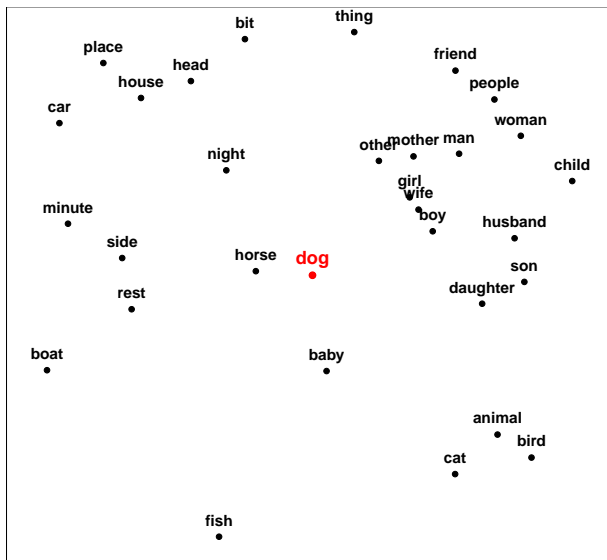
Neighbours of **dog** (cosine angle):

👉 girl (45.5), boy (46.7), horse(47.0), wife (48.8), baby (51.9), daughter (53.1), side (54.9), mother (55.6), boat (55.7), rest (56.3), night (56.7), cat (56.8), son (57.0), man (58.2), place (58.4), husband (58.5), thing (58.8), friend (59.6), ...

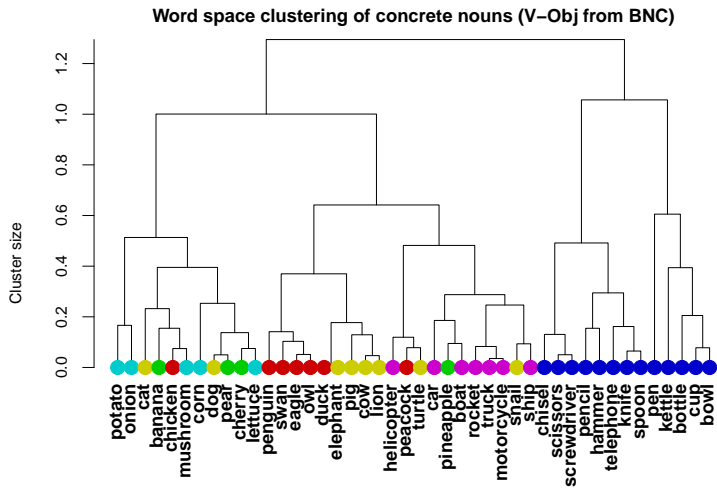
Neighbours of **school**:

👉 country (49.3), church (52.1), hospital (53.1), house (54.4), hotel (55.1), industry (57.0), company (57.0), home (57.7), family (58.4), university (59.0), party (59.4), group (59.5), building (59.8), market (60.3), bank (60.4), business (60.9), area (61.4), department (61.6), club (62.7), town (63.3), library (63.3), room (63.6), service (64.4), police (64.7), ...

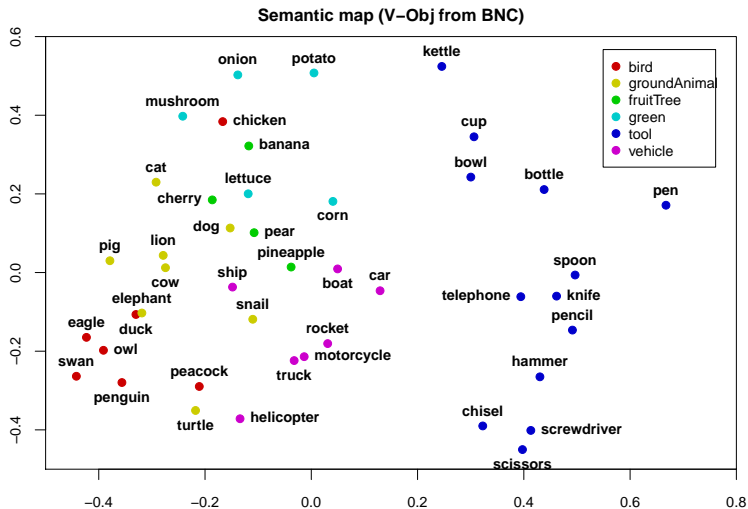
# Nearest neighbours



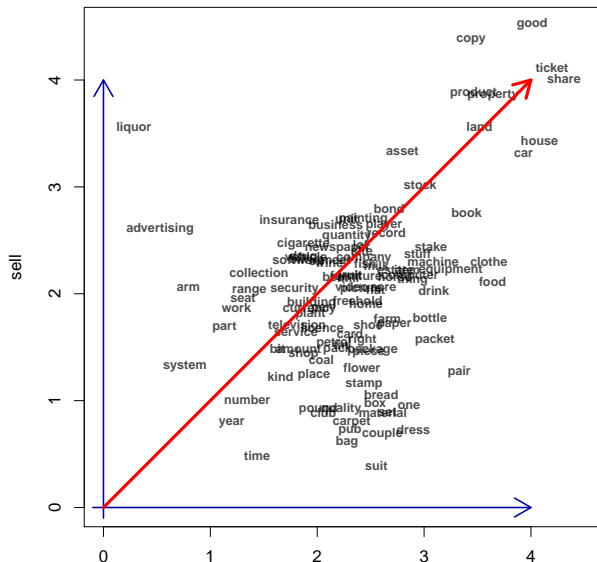
# Clustering



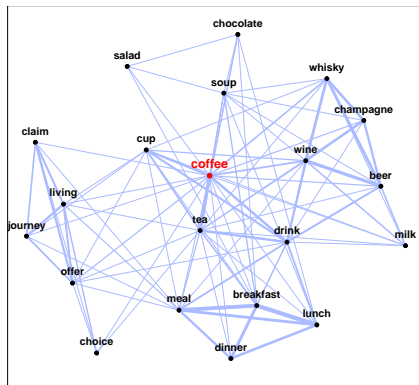
# Semantic maps



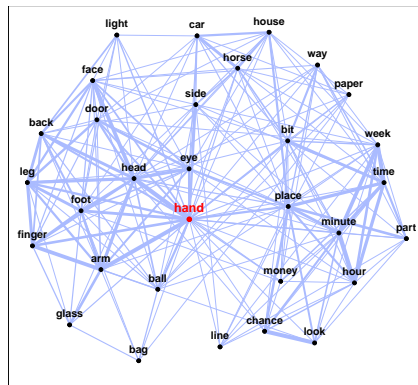
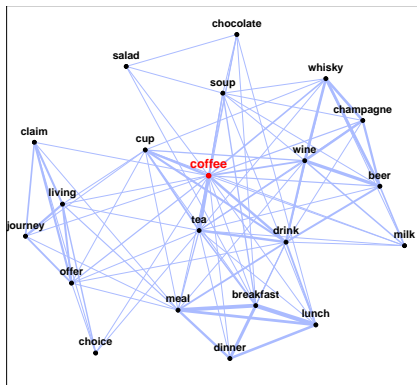
# Latent dimensions



# Semantic similarity graph (topological structure)



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# Distributional similarity as semantic similarity

- ▶ DSMs interpret semantic similarity as a **quantitative notion**
  - ▶ if **a** is closer to **b** than to **c** in the distributional vector space, then *a* is more semantically similar to *b* than to *c*

rhino	fall	rock
woodpecker	rise	lava
rhinoceros	increase	sand
swan	fluctuation	boulder
whale	drop	ice
ivory	decrease	jazz
plover	reduction	slab
elephant	logarithm	cliff
bear	decline	pop
satin	cut	basalt
sweatshirt	hike	crevice

# Types of semantic relations in DSMs

- ▶ Neighbors in DSMs have different types of **semantic relations**

*car* (InfomapNLP on BNC; n = 2)

- ▶ van **co-hyponym**
- ▶ vehicle **hyperonym**
- ▶ truck **co-hyponym**
- ▶ motorcycle **co-hyponym**
- ▶ driver **related entity**
- ▶ motor **part**
- ▶ lorry **co-hyponym**
- ▶ motorist **related entity**
- ▶ cavalier **hyponym**
- ▶ bike **co-hyponym**

*car* (InfomapNLP on BNC; n = 30)

- ▶ drive **function**
- ▶ park **typical action**
- ▶ bonnet **part**
- ▶ windscreen **part**
- ▶ hatchback **part**
- ▶ headlight **part**
- ▶ jaguar **hyponym**
- ▶ garage **location**
- ▶ cavalier **hyponym**
- ▶ tyre **part**

# Semantic similarity and relatedness

- ▶ **Semantic similarity** - two words sharing a high number of salient features (attributes)
  - ▶ synonymy (*car/automobile*)
  - ▶ hyperonymy (*car/vehicle*)
  - ▶ co-hyponymy (*car/van/truck*)

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- ▶ **Semantic relatedness** (Budanitsky & Hirst 2006) - two words semantically associated without being necessarily similar
  - ▶ function (*car/drive*)
  - ▶ meronymy (*car/tyre*)
  - ▶ location (*car/road*)
  - ▶ attribute (*car/fast*)

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## **Attributional similarity**

- Relational similarity

# DSMs and semantic similarity

- ▶ These models emphasize **paradigmatic** similarity
  - ▶ words that tend to occur in the same contexts
- ▶ Words that share many contexts will correspond to concepts that share many attributes (**attributional similarity**), i.e. concepts that are **taxonomically/ontologically similar**
  - ▶ synonyms (*rhino/rhinoceros*)
  - ▶ antonyms and values on a scale (*good/bad*)
  - ▶ co-hyponyms (*rock/jazz*)
  - ▶ hyper- and hyponyms (*rock/basalt*)
- ▶ Taxonomic similarity is seen as the fundamental semantic relation, allowing categorization, generalization, inheritance

# Evaluation of attributional similarity

- ▶ **Synonym identification**
  - ▶ TOEFL test
- ▶ **Modeling semantic similarity judgments**
  - ▶ the Rubenstein/Goodenough norms
- ▶ **Noun categorization**
  - ▶ the ESSLLI 2008 dataset
- ▶ **Semantic priming**
  - ▶ the Hodgson dataset

# The TOEFL synonym task

- ▶ The TOEFL dataset

- ▶ 80 items
- ▶ Target: *levied*

Candidates: *imposed, believed, requested, correlated*



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- ▶ DSMs and TOEFL

1. take vectors of the target (**t**) and of the candidates ( $\mathbf{c}_1 \dots \mathbf{c}_n$ )
2. measure the distance between **t** and  $\mathbf{c}_i$ , with  $1 \leq i \leq n$
3. select  $\mathbf{c}_i$  with the shortest distance in space from **t**

# Human performance on the synonym match task

- ▶ Average foreign test taker: 64.5%
- ▶ Macquarie University staff (Rapp 2004):
  - ▶ Average of 5 non-natives: 86.75%
  - ▶ Average of 5 natives: 97.75%

# DSMs take the TOEFL

## ▶ Humans

- ▶ Foreign test takers: 64.5%
- ▶ Macquarie non-natives: 86.75%
- ▶ Macquarie natives: 97.75%

## ▶ Machines

- ▶ Classic LSA: 64.4%
- ▶ Padó and Lapata's dependency-based model: 73%
- ▶ Rapp's 2003 SVD-based model trained on lemmatized BNC: 92.5%

# Semantic similarity judgments

**Dataset** Rubenstein and Goodenough (1965) (R&G) of  
65 noun pairs rated by 51 subjects on a 0-4 scale

<i>car</i>	<i>automobile</i>	3.9
<i>food</i>	<i>fruit</i>	2.7
<i>cord</i>	<i>smile</i>	0.0

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- ▶ DSMs *vs.* Rubenstein & Goodenough
  1. for each test pair ( $w_1, w_2$ ), take vectors  $\mathbf{w}_1$  and  $\mathbf{w}_2$
  2. measure the distance (e.g. cosine) between  $\mathbf{w}_1$  and  $\mathbf{w}_2$
  3. measure (Pearson) correlation between vector distances and R&G average judgments (Padó and Lapata 2007)

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- **DSMs vs. Rubenstein & Goodenough**
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<i>model</i>	<i>r</i>
dep-filtered+SVD	0.8
dep-filtered	0.7
dep-linked (DM)	0.64
window	0.63

# Categorization

- ▶ In **categorization tasks**, subjects are typically asked to assign experimental items – objects, images, words – to a given category or group items belonging to the same category
  - ▶ categorization requires an understanding of the relationship between the items in a category
- ▶ Categorization is a basic cognitive operation presupposed by further semantic tasks
  - ▶ **inference**
    - ★ if X is a CAR then X is a VEHICLE
  - ▶ **compositionality**
    - ★  $\lambda y : \text{FOOD } \lambda x : \text{ANIMATE}; \text{eat}(x, y)$
- ▶ “Chicken-and-egg” problem for relationship of categorization and similarity (cf. Goodman 1972, Medin et al. 1993)



# Noun categorization

**Dataset** 44 concrete nouns (ESSLI 2008 Shared Task)

- ▶ 24 natural entities
  - ▶ 15 animals:  
7 birds (*eagle*), 8 ground animals (*lion*)
  - ▶ 9 plants: 4 fruits (*banana*), 5 greens (*onion*)
- ▶ 20 artifacts
  - ▶ 13 tools (*hammer*), 7 vehicles (*car*)

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**Dataset** 44 concrete nouns (ESSLI 2008 Shared Task)

- ▶ 24 natural entities
    - ▶ 15 animals:
      - 7 birds (*eagle*), 8 ground animals (*lion*)
    - ▶ 9 plants: 4 fruits (*banana*), 5 greens (*onion*)
  - ▶ 20 artifacts
    - ▶ 13 tools (*hammer*), 7 vehicles (*car*)
- 
- ▶ DSMs and noun categorization
    - ▶ categorization can be operationalized as a **clustering task**
      1. for each noun  $w_i$  in the dataset, take its vector  $\mathbf{w}_i$
      2. use a **clustering method** to group close vectors  $\mathbf{w}_i$
      3. evaluate whether clusters correspond to gold-standard semantic classes (purity, entropy, ...)

# Noun categorization

- ▶ Clustering experiments with CLUTO (Karypis 2003)
  - ▶ repeated bisection algorithm
  - ▶ 6-way (birds, ground animals, fruits, greens, tools and vehicles), 3-way (animals, plants and artifacts) and 2-way (natural and artificial entities) clusterings

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- ▶ Clusters evaluation
  - ▶ **entropy** – whether words from different classes are represented in the same cluster (**best = 0**)
  - ▶ **purity** – degree to which a cluster contains words from one class only (**best = 1**)
  - ▶ **global score** across the three clustering experiments

$$\sum_{i=1}^3 \text{Purity}_i - \sum_{i=1}^3 \text{Entropy}_i$$

# Noun categorization: results

<i>model</i>	<i>6-way</i>		<i>3-way</i>		<i>2-way</i>		<i>global</i>
	<i>P</i>	<i>E</i>	<i>P</i>	<i>E</i>	<i>P</i>	<i>E</i>	
Katrenko	89	13	100	0	80	59	197
Peirsman+	82	23	84	34	86	55	140
dep-typed (DM)	77	24	79	38	59	97	56
dep-filtered	80	28	75	51	61	95	42
window	75	27	68	51	68	89	44
Peirsman—	73	28	71	54	61	96	27
Shaoul	41	77	52	84	55	93	-106

Katrenko, Peirsman+/-, Shaoul: ESSLLI 2008 Shared Task  
DM: Baroni & Lenci (2009)

# Semantic priming

- ▶ Hearing/reading a “related” prime facilitates access to a target in various lexical tasks (naming, lexical decision, reading)
  - ▶ the word *pear* is recognized/accessed faster if it is heard/read after *apple*

# Semantic priming

- ▶ Hearing/reading a “related” prime facilitates access to a target in various lexical tasks (naming, lexical decision, reading)
  - ▶ the word *pear* is recognized/accessed faster if it is heard/read after *apple*
- ▶ Hodgson (1991) single word lexical decision task, 136 prime-target pairs (cf. Padó & Lapata 2007)
  - ▶ similar amounts of priming for different semantic relations between primes and targets (approx. 23 pairs per relation):
    - ★ synonyms (synonym): *to dread/to fear*
    - ★ antonyms (antonym): *short/tall*
    - ★ coordinates (coord): *train/truck*
    - ★ super- and subordinate pairs (supersub): *container/bottle*
    - ★ free association pairs (freeass): *dove/peace*
    - ★ phrasal associates (phrasacc): *vacant/building*

# Simulating semantic priming

McDonald & Brew (2004), Padó & Lapata (2007)

- ▶ DSMs and semantic priming
  1. for each related prime-target pair, measure cosine-based similarity between pair items (e.g., *to dread/to fear*)



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  3. similarity between related items should be significantly higher than average similarity between unrelated items
- ▶ Significant effects ( $p < .01$ ) for all semantic relations
  - ▶ strongest effects for synonyms, antonyms & coordinates

# Outline

## Introduction

The distributional hypothesis

General overview

Three famous DSM examples

## Taxonomy of DSM parameters

Definition & overview

DSM parameters

Examples

## Usage and evaluation of DSM

What to do with DSM distances

Evaluation: semantic similarity and relatedness

Attributional similarity

Relational similarity

# Finding and distinguishing semantic relations

- ▶ Classic distributional semantic models are based on **attributional** similarity
  - ▶ single words/concepts that share attributes / tend to occur in the same contexts are semantically similar
- ▶ Attributional similarity can be modeled with DSMs that have **single words** as matrix rows
  - ▶ matrix columns represent attributes shared by similar words

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  - ▶ matrix columns represent attributes shared by similar words

	die	kill	gun
teacher	109.4	0.0	0.0
victim	1335.2	22.4	0.0
soldier	4547.5	1306.9	105.9
policeman	68.6	38.2	30.5

# Attributional and relational similarity

Turney (2006)

- ▶ *Policeman* is **attributionally** similar to *soldier*
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  - ▶ both are often connected by *with, use, of* in context
- ▶ It is not always possible to reduce relational similarity to attributional similarity
  - ▶ *mason:stone :: carpenter:wood*  
*vs. traffic:street :: water:riverbed*
    - ★ *mason* - *carpenter* and *stone* - *wood* are attributionally similar
    - ★ *traffic* - *water* and *street* - *riverbed* are **not** attributionally similar

# Finding and distinguishing semantic relations with DSMs

- ▶ Find non-taxonomic semantic relations
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# Finding and distinguishing semantic relations with DSMs

- ▶ Find non-taxonomic semantic relations
  - ▶ look at direct co-occurrences of **word pairs** in texts (when we talk about a concept, we are likely to also mention its parts, function, etc.)
- ▶ Distinguish between different semantic relations
  - ▶ use the contexts of pairs to measure pair similarity, and group them into coherent relation types by their contexts
  - ▶ *pairs* that occur in similar contexts (i.e. **connected by similar words and structures**) will tend to be related, with the shared contexts acting as a cue to the nature of their relation, i.e., measuring their *relational* similarity (Turney 2006)

# DSMs and relational similarity

rows word pairs

columns syntagmatic links between the word pairs

		in	at	with	use
teacher	school	11894.4	7020.1	28.9	0.0
teacher	handbook	2.5	0.0	3.2	10.1
soldier	gun	2.8	10.3	105.9	41.0

# Recognizing SAT analogies

- ▶ 374 SAT multiple-choice questions (Turney 2006)
- ▶ Each question includes 1 target pair (stem) and 5 answer pairs
- ▶ the task is to choose the pair most *analogous* to the stem

mason	stone
teacher	chalk
carpenter	wood
soldier	gun
photograph	camera
book	word

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- ▶ Relational analogue to the TOEFL task
  1. for each pair  $p$ , take its row vector  $\mathbf{p}$
  2. for each stem-pair, select the closest answer-pair (e.g. the one with the highest cosine similarity)

# Recognizing SAT analogies: results

<i>model</i>	<i>% correct</i>	<i>model</i>	<i>% correct</i>
LRA	56.1	KnowBest	43.0
PERT	53.3	DM—	42.3
PairClass	52.1	LSA	42.0
VSM	47.1	AttrMax	35.0
DM+	45.3	AttrAvg	31.0
PairSpace	44.9	AttrMin	27.3
<i>k</i> -means	44.0	Random	20.0

LRA, PERT, PairClass, VSM, KnowBest, LSA: ACLWiki  
 AttrMax, AttrAvg, AttrMin: Turney(2006)  
 DM+, DM-: Baroni & Lenci (2009)

# Domain analogies

- ▶ Turney (2008) extends the relational approach to entire analogical *domains*

solar system	→	atom
sun	→	nucleus
planet	→	electron
mass	→	charge
attracts	→	attracts
revolves	→	revolves
gravity	→	electromagnetism

# *Intermission*

Time for a cup of coffee . . .

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