## Word Meaning and Similarity

Word Similarity:
Distributional Similarity (I)

## Problems with thesaurus-based meaning

- We don't have a thesaurus for every language
- Even if we do, they have problems with recall
- Many words are missing
- Most (if not all) phrases are missing
- Some connections between senses are missing
- Thesauri work less well for verbs, adjectives
- Adjectives and verbs have less structured hyponymy relations


## Distributional models of meaning

- Also called vector-space models of meaning
- Offer much higher recall than hand-built thesauri
- Although they tend to have lower precision
- Zellig Harris (1954): "oculist and eye-doctor ... occur in almost the same environments.... If $A$ and $B$ have almost identical environments we say that they are synonyms.
- Firth (1957): "You shall know a word by the company it keeps!"


## Intuition of distributional word similarity

- Nida example:

```
A bottle of tesguino is on the table
Everybody likes tesgüino
Tesgüino makes you drunk
We make tesgüino out of corn.
```

- From context words humans can guess tesgüino means
- an alcoholic beverage like beer
- Intuition for algorithm:
- Two words are similar if they have similar word contexts.


## Reminder: Term-document matrix

- Each cell: count of term $t$ in a document $d: \mathrm{tf}_{t, d}$ :
- Each document is a count vector in $\mathbb{N}^{\mathrm{v}}$ : a column below

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :--- | ---: | ---: | ---: | ---: |
| battle | 1 | 1 | 8 | 15 |
| soldier | 2 | 2 | 12 | 36 |
| fool | 37 | 58 | 1 | 5 |
| clown | 6 | 117 | 0 | 0 |

## Reminder: Term-document matrix

- Two documents are similar if their vectors are similar

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :---: | :---: | :---: | :---: | :---: |
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## The words in a term-document matrix

- Each word is a count vector in $\mathbb{N}^{D}$ : a row below

|  | As You Like It | Twelfth Night | Julius Caesar | Henry V |
| :--- | ---: | ---: | ---: | ---: |
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|  |  |  |  |  |

## The Term-Context matrix

- Instead of using entire documents, use smaller contexts
- Paragraph
- Window of 10 words
- A word is now defined by a vector over counts of context words


## Sample contexts: $\mathbf{2 0}$ words (Brown corpus)

- equal amount of sugar, a sliced lemon, a tablespoonful of apricot preserve or jam, a pinch each of clove and nutmeg,
- on board for their enjoyment. Cautiously she sampled her first pineapple and another fruit whose taste she likened to that of
- of a recursive type well suited to programming on the digital computer. In finding the optimal R-stage policy from that of
- substantially affect commerce, for the purpose of gathering data and information necessary for the
10 study authorized in the first section of this


## Term-context matrix for word similarity

- Two words are similar in meaning if their context vectors are similar

| apricot | 0 | 0 | 0 | 1 | 0 | 1 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| pineapple | 0 | 0 | 0 | 1 | 0 | 1 |
| digital | 0 | 2 | 1 | 0 | 1 | 0 |
| information | 0 | 1 | 6 | 0 | 4 | 0 |

## Should we use raw counts?

- For the term-document matrix
- We used tf-idf instead of raw term counts
- For the term-context matrix
- Positive Pointwise Mutual Information (PPMI) is common


## Pointwise Mutual Information

- Pointwise mutual information:
- Do events $x$ and $y$ co-occur more than if they were independent?

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

- PMI between two words: (Church \& Hanks 1989)
- Do words $x$ and $y$ co-occur more than if they were independent?

$$
\operatorname{PMI}\left(\text { word }_{1}, \text { word }_{2}\right)=\log _{2} \frac{P\left(\text { word }_{1}, \text { word }_{2}\right)}{P\left(\text { word }_{1}\right) P\left(\text { word }_{2}\right)}
$$

- Positive PMI between two words (Niwa \& Nitta 1994)
- Replace all PMI values less than 0 with zero


## Computing PPMI on a term-context matrix

- Matrix F with W rows (words) and C columns (contexts)
- $\mathrm{f}_{\mathrm{ij}}$ is \# of times $\mathrm{w}_{\mathrm{i}}$ occurs in context $\mathrm{c}_{\mathrm{j}}$
apricot
pineapple digital
information

| aardvark | computer | data | pinch | result | sugar |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 2 | 1 | 0 | 1 | 0 |
| 0 | 1 | 6 | 0 | 4 | 0 |

$$
p_{i j}=\frac{f_{i j}}{\sum_{i=1}^{W} \sum_{j=1}^{C} f_{i j}} \quad p_{i^{*}}=\frac{\sum_{j=1}^{C} f_{i j}}{\sum_{i=1}^{W} \sum_{j=1}^{C} f_{i j}} \quad p_{* j}=\frac{\sum_{i=1}^{W} f_{i j}}{\sum_{i=1}^{W} \sum_{j=1}^{C} f_{i j}}
$$

$$
p m i_{i j}=\log _{2} \frac{p_{i j}}{p_{i^{*}} p_{*_{j}}} \quad \text { ppmi } i_{i j}=\left\{\begin{array}{cc}
p m i_{i j} & \text { if } p m i_{i j}>0 \\
0 & \text { otherwise }
\end{array}\right.
$$

## Count(w,context)

$$
p_{i j}=\frac{f_{i j}}{\sum_{i=1}^{W} \sum_{j=1}^{C} f_{i j}} \begin{aligned}
& \text { apricot } \\
& \begin{array}{l}
\text { pineapple } \\
\text { digital } \\
\text { information }
\end{array}
\end{aligned}
$$

$\mathrm{p}(\mathrm{w}=$ information, $\mathrm{c}=$ data $)=6 / 19=.32$
$p(w=$ information $)=11 / 19=.58$ $p(c=$ data $)=7 / 19=.37$
computer data pinch result sugar

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

0.16
0.37
0.11
0.26
0.11

\[

\]

- $\quad$ pmi(information,data) $=\log _{2}(.32 /(.37 * .58))=.57$


## PPMI(w,context)

|  | computer | data | pinch | result | sugar |
| :--- | ---: | ---: | ---: | ---: | ---: |
| apricot | - | - | 2.25 | - | 2.25 |
| pineapple | - | - | 2.25 | - | 2.25 |
| digital | 1.66 | 0.00 | - | 0.00 | - |
| information | 0.00 | 0.57 | - | 0.47 | - |

## Weighing PMI

- PMI is biased toward infrequent events
- Various weighting schemes help alleviate this
- See Turney and Pantel (2010)
- Add-one smoothing can also help

Add-2 Smoothed Count(w,context

|  | computer | data | pinch | result | sugar |
| :--- | ---: | ---: | ---: | ---: | ---: |
| apricot | 2 | 2 | 3 | 2 | 3 |
| pineapple | 2 | 2 | 3 | 2 | 3 |
| digital | 4 | 3 | 2 | 3 | 2 |
| information | 3 | 8 | 2 | 6 | 2 |


| $\mathbf{p ( w , c o n t e x t )}$ [add-2] |  |  |  |  |  |
| ---: | ---: | ---: | ---: | ---: | ---: |
| computer | data | pinch | result | sugar |  |
| 0.03 | 0.03 | 0.05 | 0.03 | 0.05 | 0.20 |
| 0.03 | 0.03 | 0.05 | 0.03 | 0.05 | 0.20 |
| 0.07 | 0.05 | 0.03 | 0.05 | 0.03 | 0.24 |
| 0.05 | 0.14 | 0.03 | 0.10 | 0.03 | 0.36 |
| 0.19 | 0.25 | 0.17 | 0.22 | 0.17 |  |



## Using syntax to define a word's context

- Zellig Harris (1968)
- "The meaning of entities, and the meaning of grammatical relations among them, is related to the restriction of combinations of these entities relative to other entities"
- Two words are similar if they have similar parse contexts
- Duty and responsibility (Chris Callison-Burch's example)

| Modified by <br> adjectives |  |
| :--- | :--- |
| Objects of verbs |  |

additional, administrative, assumed, collective, congressional, constitutional ...
assert, assign, assume, attend to, avoid, become, breach ...

# Co-occurrence vectors based on syntactic dependencies 

Dekang Lin, 1998 "Automatic Retrieval and Clustering of Similar Words"

- The contexts C are different dependency relations
- Subject-of- "absorb"
- Prepositional-object of "inside"
- Counts for the word cell:

|  | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & \frac{1}{0} \\ & 0 \end{aligned}$ | $\begin{aligned} & \stackrel{\rightharpoonup}{\hat{6}} \\ & \frac{\pi}{6} \\ & \vdots \\ & \frac{1}{0} \\ & \frac{1}{3} \end{aligned}$ | $\begin{aligned} & 0 \\ & \text { 己 } \\ & \text { 0 } \\ & 0 \\ & 0 \\ & \frac{1}{0} \\ & 0 \end{aligned}$ | ... | $\begin{aligned} & 0 \\ & 0 \\ & \vdots \\ & 0 \\ & \frac{1}{0} \\ & 0 \\ & 0 \end{aligned}$ | $\begin{aligned} & \stackrel{0}{3} \\ & 0 \\ & \frac{1}{2} \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ | ... | $\begin{aligned} & \text { 方 } \\ & \text { ت, } \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & \frac{1}{0} \\ & 0 \end{aligned}$ | . 0 0 0 0 0 0 0 0 0 | nmod-of, architecture | ... | $\begin{aligned} & \frac{y}{0} \\ & \stackrel{y}{0} \\ & 0 \\ & i \\ & \frac{1}{0} \end{aligned}$ | $\begin{aligned} & \overline{\mathrm{J}} \\ & 0 \\ & 0 \\ & \frac{1}{0} \end{aligned}$ |  |  | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ | ... |  | $\begin{aligned} & \text { D} \\ & 0 \\ & 0 \\ & \text { Bे } \\ & \text { B } \end{aligned}$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| cell | 1 | 1 | 1 |  | 16 | 30 |  | 3 | 8 | 1 |  | 6 | 11 |  |  | 2 |  | 3 | 2 | 2 |

## PMI applied to dependency relations

Hindle, Don. 1990. Noun Classification from Predicate-Argument Structure. ACL

| Object of "drink" | Count | PMI |
| :--- | :--- | :--- |
| tea | 2 | 11.8 |
| liquid | 2 | 10.5 |
| wine | 2 | 9.3 |
| anything | 3 | 5.2 |
| it | 3 | 1.3 |

- "Drink it" more common than "drink wine"
- But "wine" is a better "drinkable" thing than "it"


## Word Meaning and Similarity

Word Similarity:
Distributional Similarity (I)

## Word Meaning and Similarity

Word Similarity: Distributional Similarity (II)

## Reminder: cosine for computing similarity

$$
\begin{aligned}
& \text { Dot product } \\
& \cos (\vec{v}, \vec{w})=\frac{\vec{v} \bullet \vec{w}}{|\vec{v}||\vec{w}|}=\frac{\vec{v}}{|\vec{v}|} \bullet \frac{\vec{w}}{|\vec{w}|}=\frac{\sum_{i=1}^{N} v_{i} w_{i}}{\sqrt{\sum_{i=1}^{N} v_{i}^{2}} \sqrt{\sum_{i=1}^{N} w_{i}^{2}}}
\end{aligned}
$$

$v_{i}$ is the PPMI value for word $v$ in context $i$ $w_{i}$ is the PPMI value for word $w$ in context $i$.
$\operatorname{Cos}(v, \vec{w})$ is the cosine similarity of $v a \overrightarrow{d d} w$

## Cosine as a similarity metric

- -1 : vectors point in opposite directions
- +1: vectors point in same directions
- 0: vectors are orthogonal

- Raw frequency or PPMI are nonnegative, so cosine range 0-1

|  |  | large | data | computer |
| :---: | :---: | :---: | :---: | :---: |
|  | apricot | 1 | 0 | 0 |
| $\underline{\vec{v} \cdot \vec{w}}=\underline{\vec{v}} \cdot \underline{\vec{w}}=\frac{\sum_{i=1}^{N} v_{i} w_{i}}{}$ | digital | 0 | 1 | 2 |
| \| $\|\vec{v}\|\|\vec{w}\| ~\|~\| \vec{v}\|~\| \vec{w} \mid ~ \sqrt{\sum_{i=1}^{N} v_{i}^{2}} \sqrt{\sum_{i=1}^{N} w_{i}^{2}}$ | information | 1 | 6 | 1 |

Which pair of words is more similar?
cosine(apricot, information) $=\sqrt{\sqrt{1+0+0} \sqrt{1+36+1}}=\frac{1}{\sqrt{38}}=.16$
cosine(digital,information) $=\quad \frac{0+6+2}{\sqrt{0+1+4} \sqrt{1+36+1}}=\frac{8}{\sqrt{38} \sqrt{5}}=.58$
cosine(apricot,digital) $=$

$$
\frac{0+0+0}{\sqrt{1+0+0} \sqrt{0+1+4}}=0
$$

## Other possible similarity measures

$\operatorname{sim}_{\operatorname{cosine}}(\vec{v}, \vec{w})=\frac{\overrightarrow{\vec{v}} \cdot \overrightarrow{\vec{w}}}{|\overrightarrow{\vec{V}}| \vec{w} \mid}=\frac{\sum_{i=1}^{N} v_{i} \times w_{i}}{\sqrt{\sum_{i=1}^{N} v_{i}^{2}} \sqrt{\sum_{i=1}^{N} w_{i}^{2}}}$
$\operatorname{sim}_{\operatorname{Jaccard}}(\vec{v}, \vec{w})=\frac{\sum_{i=1}^{N} \min \left(v_{i}, w_{i}\right)}{\sum_{i=1}^{N} \max \left(v_{i}, w_{i}\right)}$
$\operatorname{sim}_{\text {Dice }}(\vec{v}, \vec{w})$
$=\frac{2 \times \sum_{i=1}^{N} \min \left(v_{i}, w_{i}\right)}{\sum_{i=1}^{N}\left(v_{i}+w_{i}\right)}$
$\operatorname{sim}_{\mathrm{JS}}(\vec{v} \| \vec{w})$
$=D\left(\vec{v} \left\lvert\, \frac{\vec{v}+\vec{w}}{2}\right.\right)+D\left(\vec{w} \left\lvert\, \frac{\vec{v}+\vec{w}}{2}\right.\right)$
D: KL Divergence

## Word Meaning and Similarity

Word Similarity: Distributional Similarity (II)

