

10-315 Introduction to ML

Natural Language Processing

Instructor: Pat Virtue

# Natural Language Processing (NLP)

Practical Deep Learning

**NLP Intro** 

Feature Engineering/Learning for Text

N-gram Language Models

Word Embedding Language Models

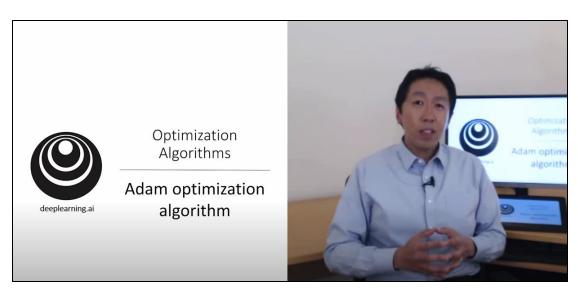


# Practical Deep Learning

### Issues

- Numerical Stability
- Vanishing/Exploding gradients
- Overfitting

### Andrew Ng videos on Hyperparameter Tuning!



#### **Fixes**

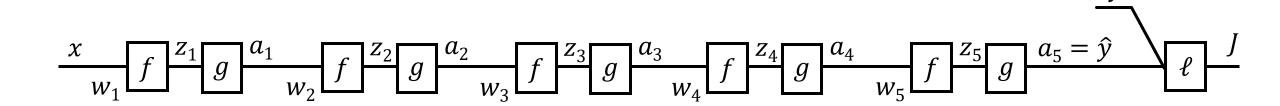
- Input normalization
- Weight initialization
- Batch normalization
- Adam
  - Exponential moving average
  - Momentum
  - RMSprop
- Learning rate decay
- Skip connections
- Dropout

### Issues

- Numerical Stability
- Vanishing/Exploding gradients

#### **Fixes**

- Input normalization
- Weight initialization
- Batch normalization

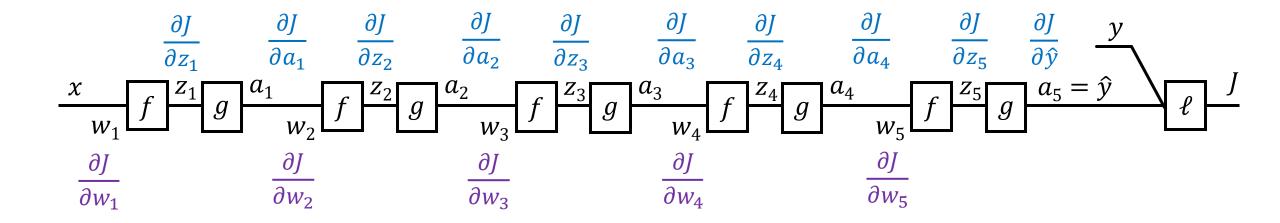


### Issues

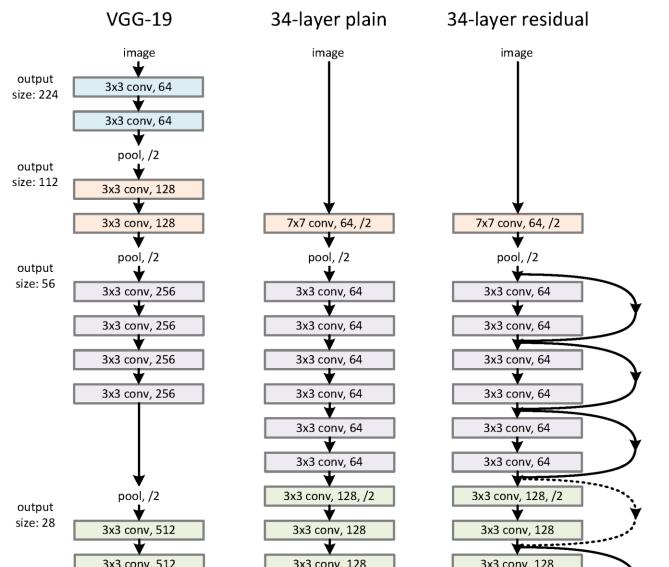
- Numerical Stability
- Vanishing/Exploding gradients

### **Fixes**

- Input normalization
- Weight initialization
- Batch normalization



### Issues



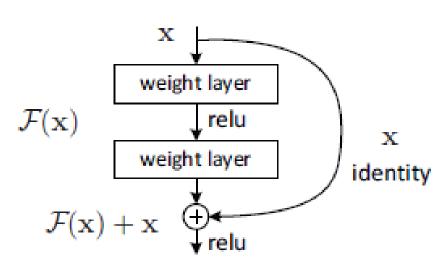


Figure 2. Residual learning: a building block

# Natural Language Processing (NLP)

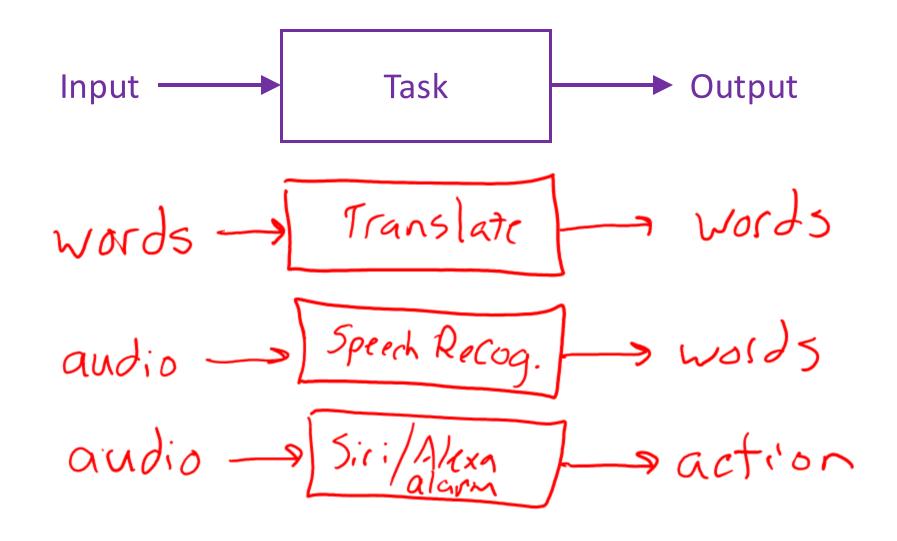
# Language is Hard

Emphasis can drastically change meaning

I didn't eat your dog

## NLP Tasks Examples

How many different NLP Input/Output agents can you think of?



## NLP Task: Sentiment Analysis

Sentiment analysis demo

https://text2data.com/Demo

"I recommend that you find something better to do with your time"

I recommend that you find something better to do with your time

This document is: **positive (+0.60)** 



**SPAM Classification** 

**SPAM Classification** 

$$X = \{ \text{email body}, \text{subject}, \text{from} \}$$

$$\emptyset(x)$$

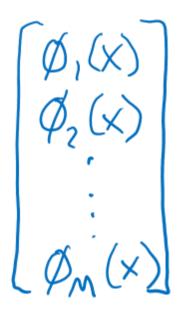
$$\emptyset_{1}(x)$$

$$\emptyset_{2}(x)$$

Bag of words: Vector of length the size of the vocabulary

Two options

- Word occurrence: Binary: does the word exist (at least once) or not
- Word histogram: Integer: count of how many times the word appears



Predicting Rating from Written Movie Review

$$x = \frac{1}{2} \text{ text}$$

$$\phi(x) \in \mathbb{R}^{M}$$

$$\left(\phi_{1}(x)\right) \leftarrow \# \text{ times } \text{ fantastic}$$

$$\left(\phi_{2}(x)\right) \in \mathbb{R}^{M}$$

$$\left(\phi_{N}(x)\right) \in \mathbb{R}^{M}$$

$$\dot{y} = h(\dot{x})$$

$$= g(\dot{\partial} \dot{x})$$

$$= g(\dot{\partial} \dot{x})$$

Text encoding: token → index within vocabulary

What is our "vocabulary", i.e., what are our tokens?

Characters

Byte pair encoding

Words and punctuation

### Corpus

I am Sam. I am

Sam. Sam I am.

That Sam-I-am.

That Sam-I-am!

### Text encoding: token → index within vocabulary

What is our "vocabulary", i.e., what are our tokens?

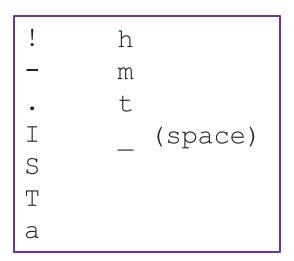
#### Character token BPE token Word token vocabulary vocabulary vocabulary 0:! 11: Sam 1: -1: -12: Th 1:.. 2: . 2: . 13: am 2: am 3: I 14: Sam 3: T 3: I 4: S 15: am 4: S 4: Sam 5: T 5: T 5: That 6: a 6: a 6: Sam-I-am 7: h 7: h 8: m 8: m 10: \_(space) (space)

I am Sam. I am Sam. Sam I am. That Sam-I-am!

### Text encoding: token → index within vocabulary

### Byte pair encoding (BPE)

# Current token vocabulary (Initialize to characters in corpus)



### Pair frequencies

Count frequencies of all pairs of current tokens appearting together in corpus

```
_a: 3
am: 10
_S: 4
Sa: 5
_I: 1
Th: 2
ha: 2
at: 2
```

#### New tokens

Add most frequent pair to tokens

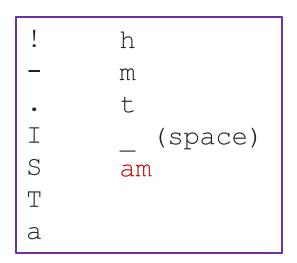
```
! h
- m
. t
I __(space)
S am
T
```

I am Sam. I am Sam. Sam I am. That Sam-I-am!

### Text encoding: token → index within vocabulary

### Byte pair encoding (BPE)

# Current token vocabulary (Initialize to characters in corpus)



### Pair frequencies

Count frequencies of all pairs of current tokens appearting together in corpus

```
_S: 4
_I: 1
Th: 2
ha: 2
at: 2
_am: 3
Sam: 5
```

#### New tokens

Add most frequent pair to tokens

```
! h
- m
. t
I __ (space)
S am
T Sam
a
```

### Text encoding: token → index within vocabulary

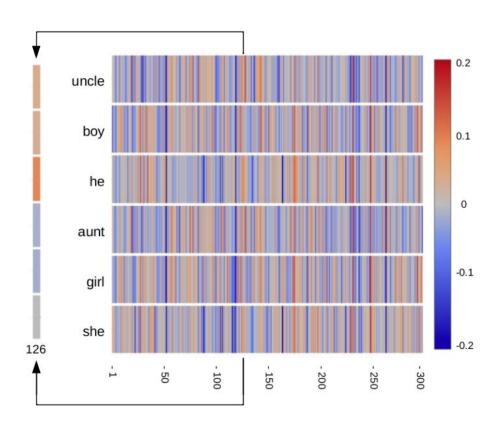
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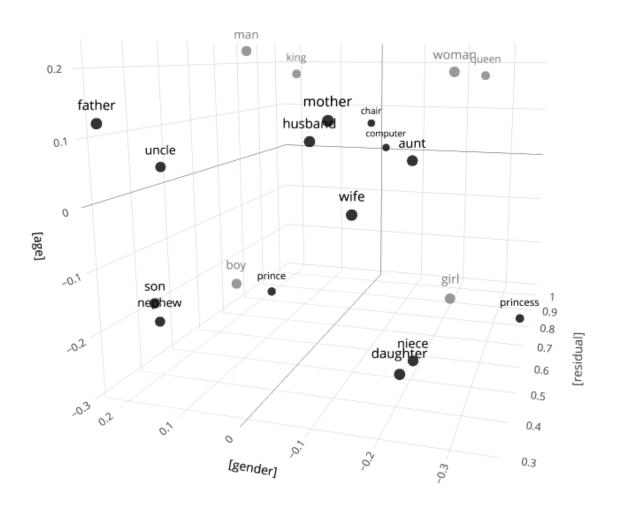
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# Text Feature Learning

### Feature learning

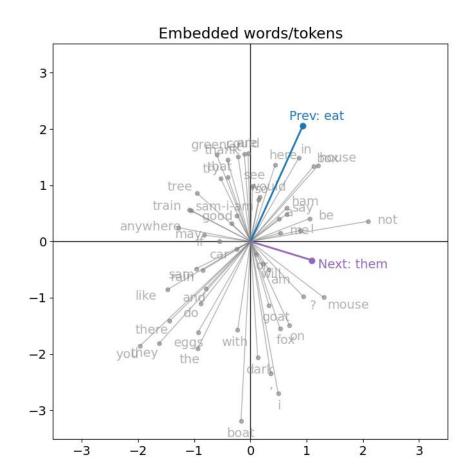
### Word to Vec

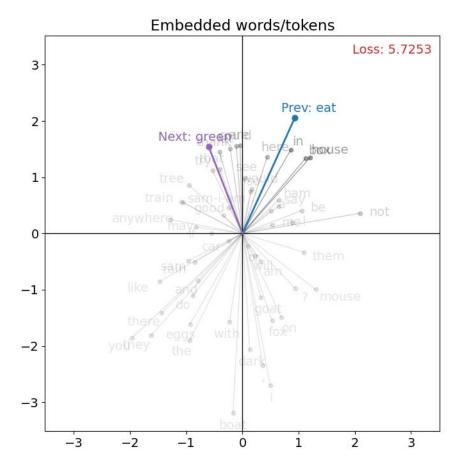




# Text Feature Learning

### Word embeddings





# Feature Engineering vs Feature Learning

### Feature engineering

- Humans decide what the features may be useful
- Humans implement feature extraction algorithms

### Feature learning

- Humans choose data and performance measure
- Humans decide on structure/algorithm to learn features
  - Features are just intermediate values between input and output
  - Structure defines number of feature values
- Allow machine to map data to feature values as needed

## Feature Engineering vs Feature Learning

### Feature engineering

- Humans decide what the features may be useful
  - Leverage human experience for that input
  - Consider data available
- Humans implement feature extraction algorithms
  - Leverage data and compute power

Pro: Human interpretable features  $\rightarrow$  trained models easier to explain

Con: Features may not be sufficient for effective training

Con: Humans likely needed to adapt to new tasks

Pro: Less likely to overfit as humans have selected impactful features

# Feature Engineering vs Feature Learning

### Feature learning

- Humans choose data and performance measure
- Humans decide on structure/algorithm to learn features
  - Features are just intermediate values between input and output
  - Structure defines number of feature values
- Allow machine to map data to feature values as needed

Con: Humans cannot interpret features  $\rightarrow$  trained models unexplainable

Pro: Allow machine to search larger space for efficient features

Pro: Humans may not be needed to adapt to new tasks (just new/more data)

Con: Can overfit to data as there is no human logic in feature definition

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# Language Models

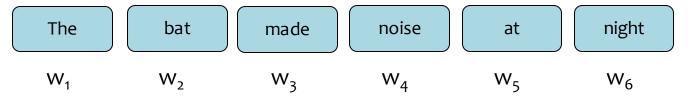
# Language Models

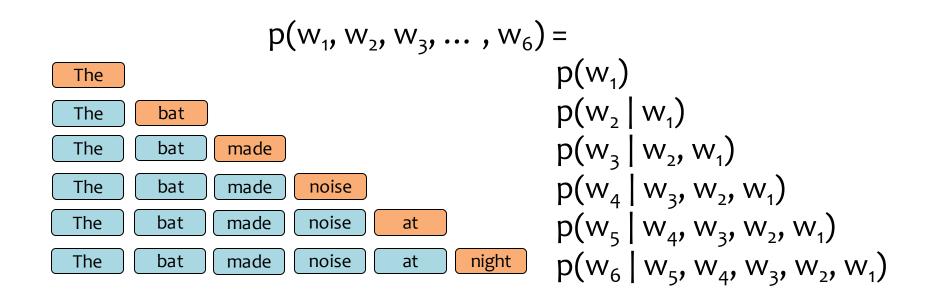
N-grams

# N-gram Exercise

# The Chain Rule of Probability

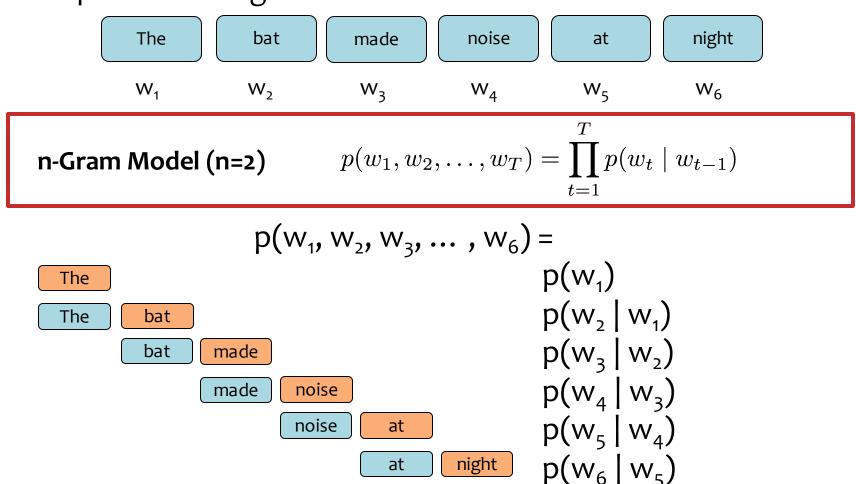
<u>Question</u>: How can we **define** a probability distribution over a sequence of length T?





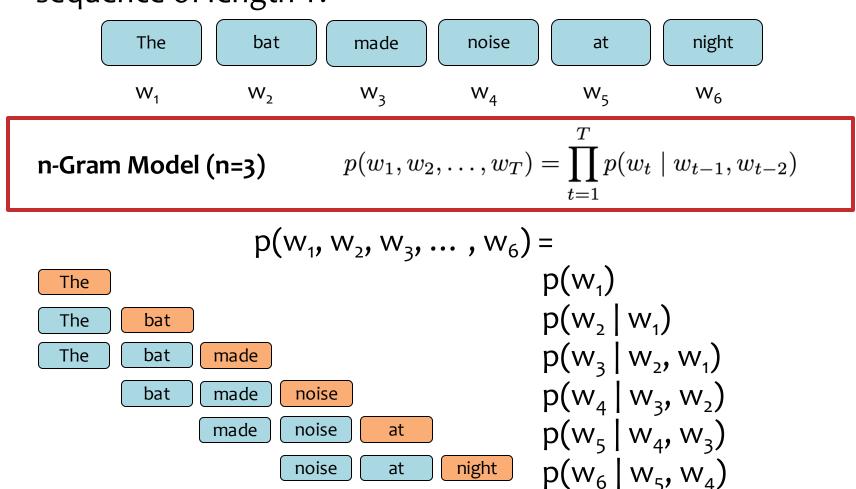
# n-Gram Language Model

<u>Question</u>: How can we **define** a probability distribution over a sequence of length T?



# n-Gram Language Model

<u>Question</u>: How can we **define** a probability distribution over a sequence of length T?



Where do the n-gram probabilities come from?

<u>Google n-grams demo</u>

N-gram probabilities

Vocabulary size: 30,000

Self-supervised

Example: Jane Austen, Pride and Prejudice

Vanity and pride are different things, though the words are often used synonymously. A person may be proud without being vain. Pride relates more to our opinion of ourselves, vanity to what we would have others think of us.

Self-supervised learning (auto-regressive)

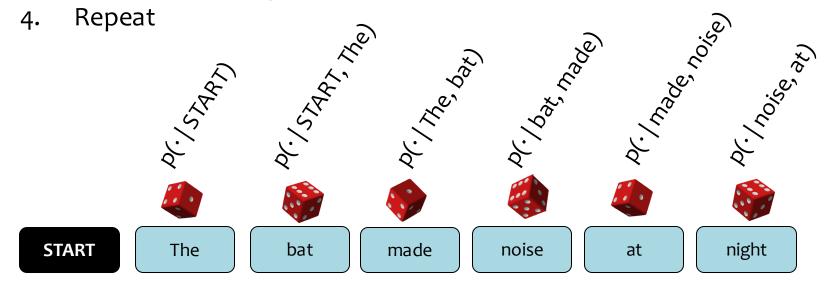
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Vanity and pride are different things, though the words are often used synonymously. A person may be proud without being vain. Pride relates more to our opinion of ourselves, vanity to what we would have others think of us.

# Sampling from a Language Model

<u>Question</u>: How do we sample from a Language Model? Answer:

- 1. Treat each probability distribution like a (50k-sided) weighted die
- 2. Pick the die corresponding to  $p(w_t | w_{t-2}, w_{t-1})$
- 3. Roll that die and generate whichever word w<sub>t</sub> lands face up



# N-gram Examples

### Random samples from language model trained on Shakespeare:

n=1: "in as , stands gods revenge ! france pitch good in fair hoist an what fair shallow-rooted , . that with wherefore it what a as your . , powers course which thee dalliance all"

n=2: "look you may i have given them to the dank here to the jaws of tune of great difference of ladies . o that did contemn what of ear is shorter time; yet seems to"

n=3: "believe , they all confess that you withhold his levied host , having brought the fatal bowels of the pope ! ' and that this distemper'd messenger of heaven , since thou deniest the gentle desdemona ,"

n=7: "so express'd : but what of that ? 'twere good you do so much for
charity . i cannot find it ; 'tis not in the bond . you , merchant , have
you any thing to say ? but little"

This is starting to look a lot like Shakespeare... because it is Shakespeare

Slide: CMU, Zico Kolter