

Word2Vec

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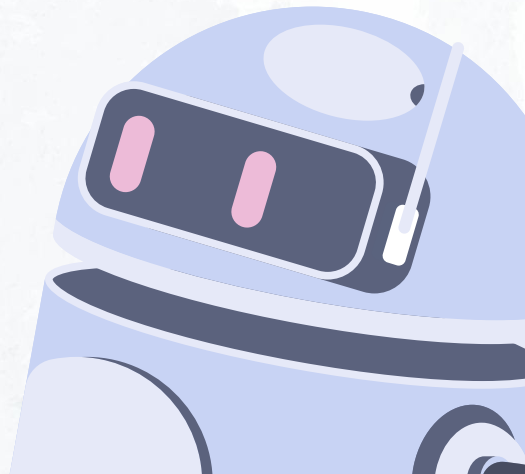


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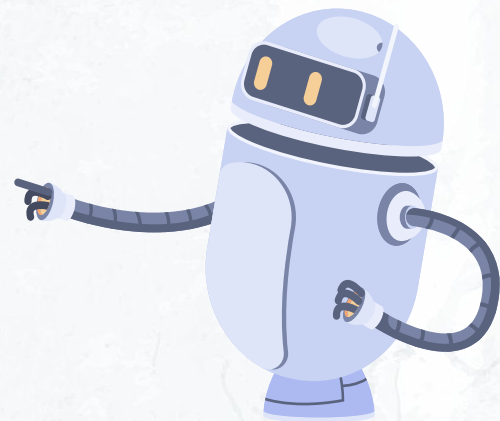
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01



Word Embeddings



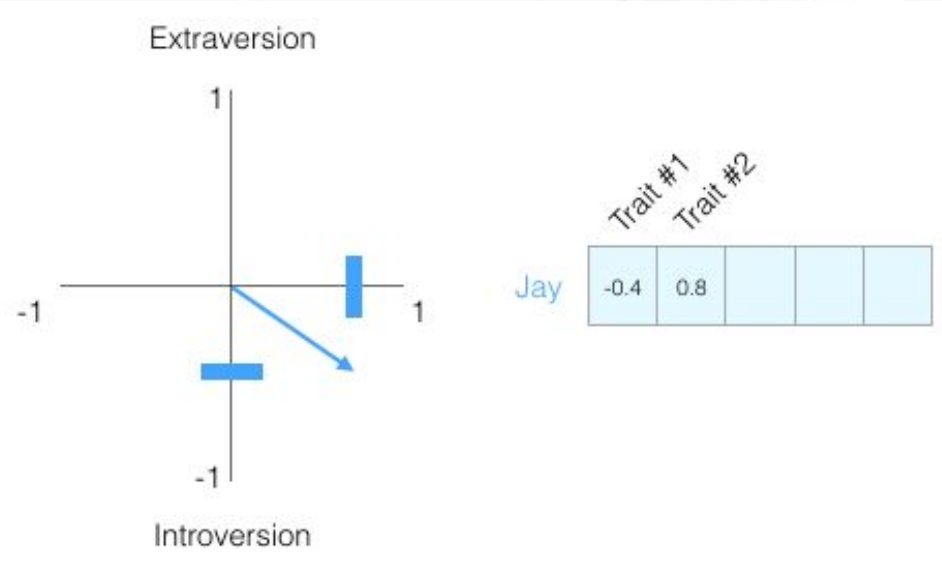
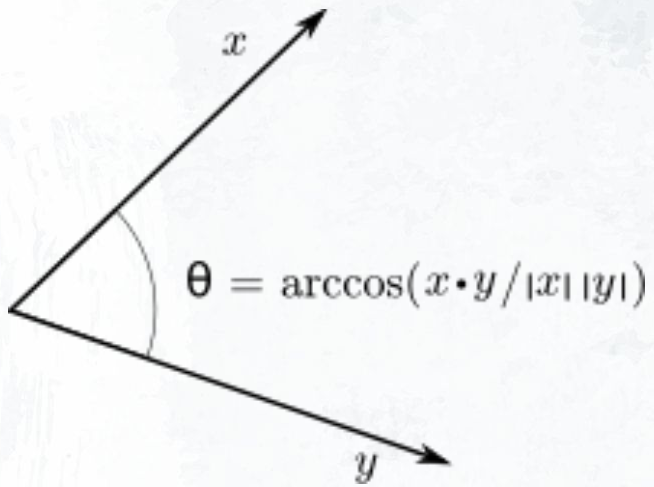
Openness to experience ... 79 out of 100

Agreeableness 75 out of 100

Conscientiousness 42 out of 100

Negative emotionality 50 out of 100

Extraversion 58 out of 100



```
[ 0.50451 , 0.68607 , -0.59517 , -0.022801, 0.60046 , -0.13498 , -0.08813  
, 0.47377 , -0.61798 , -0.31012 , -0.076666, 1.493 , -0.034189, -0.98173 ,  
0.68229 , 0.81722 , -0.51874 , -0.31503 , -0.55809 , 0.66421 , 0.1961 ,  
-0.13495 , -0.11476 , -0.30344 , 0.41177 , -2.223 , -1.0756 , -1.0783 ,  
-0.34354 , 0.33505 , 1.9927 , -0.04234 , -0.64319 , 0.71125 , 0.49159 ,  
0.16754 , 0.34344 , -0.25663 , -0.8523 , 0.1661 , 0.40102 , 1.1685 ,  
-1.0137 , -0.21585 , -0.15155 , 0.78321 , -0.91241 , -1.6106 , -0.64426 ,  
-0.51042 ]
```

“king”



“Man”



“Woman”



king - man + woman \approx queen

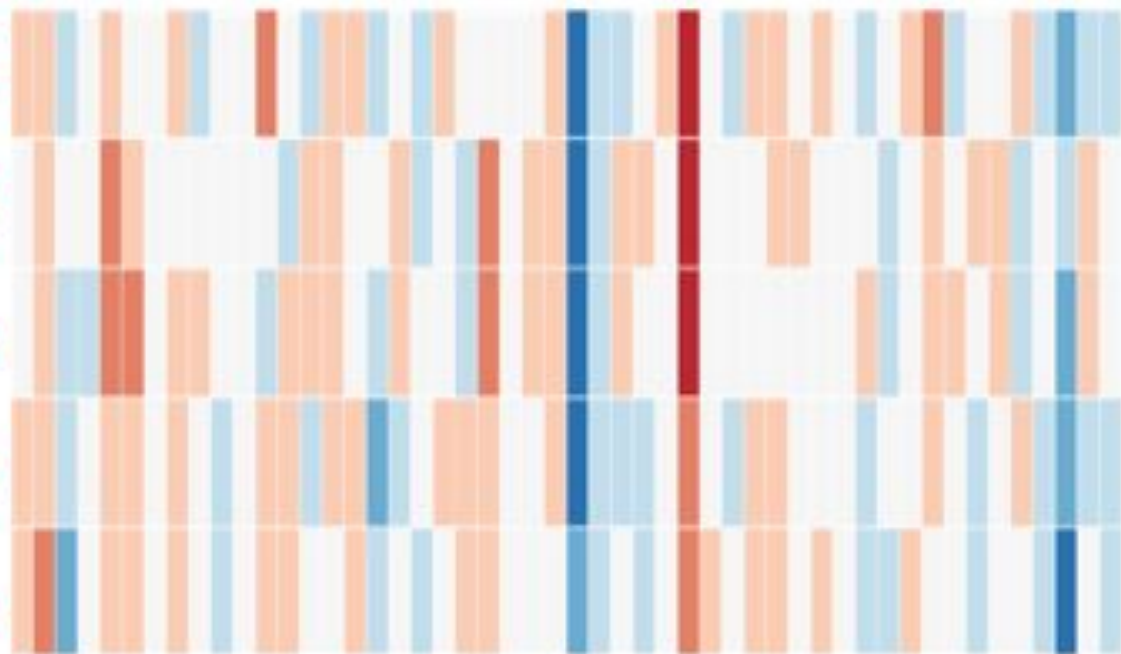
king

man

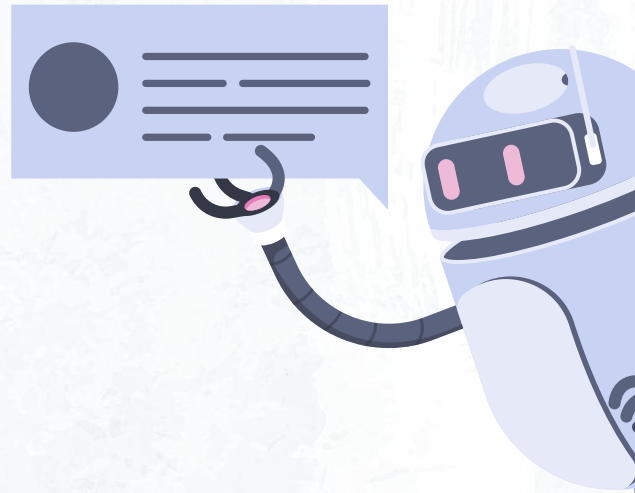
woman

king-man+woman

queen



02 →



Training method 1: Continuous Bag of Words

A large language model (LLM) is a type of language model notable for its ability to achieve general-purpose language understanding and generation.

Input 1	Input 2	Output
A	large	language
large	language	model
language	model	(LLM)

03 →

Training method 2: Skip-Gram model

A large language model (LLM) is a type of language model notable for its ability to achieve general-purpose language understanding and generation.

Output 1	Output 2	Input	Output 3
A	large	language	model
large	language	model	(LLM)
language	model	(LLM)	is

“|” +

target

am	0
was	0
will	0
...	...
play	0.01
write	0

-

prediction

am	0.5
was	0.1
will	0.2
...	...
play	0.01
write	0.02

=

error

am	-0.5
was	-0.1
will	-0.2
...	...
play	0
write	-0.02

04 →

Next word prediction

so, are you |



Aa



guys

still

going

q

w

e

r

t

y

u

i

o

p

a

s

d

f

g

h

j

k

l



z

x

c

v

b

n

m



123

space

return

Thank you!

Any questions?

