

# CS 4650/7650, Parsing algorithms

Jacob Eisenstein

October 3, 2013

# CKY example

she

eats

sushi

with

tuna

she

eats

sushi

with

tuna

# CKY example

she

eats

sushi

with

tuna

she  $t[0, 1, NP]$

eats

sushi

with

tuna

$$t[0, 1, NP] = P(NP \rightarrow \text{she})$$

## CKY example

she

eats

sushi

with

tuna

she  $t[0, 1, NP]$

eats  $t[1, 2, VP]$

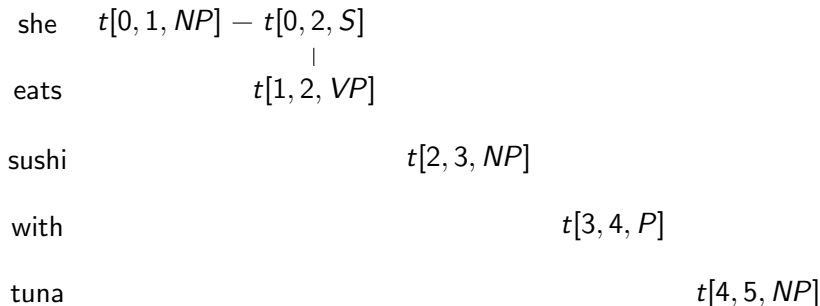
sushi  $t[2, 3, NP]$

with  $t[3, 4, P]$

tuna  $t[4, 5, NP]$

## CKY example

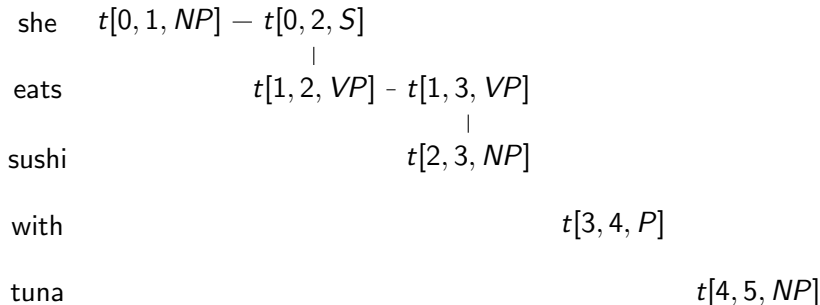
she                    eats                    sushi                    with                    tuna



$$t[0, 2, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 2, VP]$$

## CKY example

she                    eats                    sushi                    with                    tuna



$$t[1, 3, VP] = P(VP \rightarrow VP \ NP) \otimes t[1, 2, VP] \otimes t[2, 3, NP]$$

## CKY example

she

eats

sushi

with

tuna

she     $t[0, 1, NP] - t[0, 2, S]$

eats

$t[1, 2, VP] - t[1, 3, VP]$

sushi

$t[2, 3, NP]$

$\emptyset$

with

$t[3, 4, P]$

tuna

$t[4, 5, NP]$

# CKY example

she

eats

sushi

with

tuna

she  $t[0, 1, NP] - t[0, 2, S]$

eats

$t[1, 2, VP] - t[1, 3, VP]$

sushi

$t[2, 3, NP]$   $\emptyset$

with

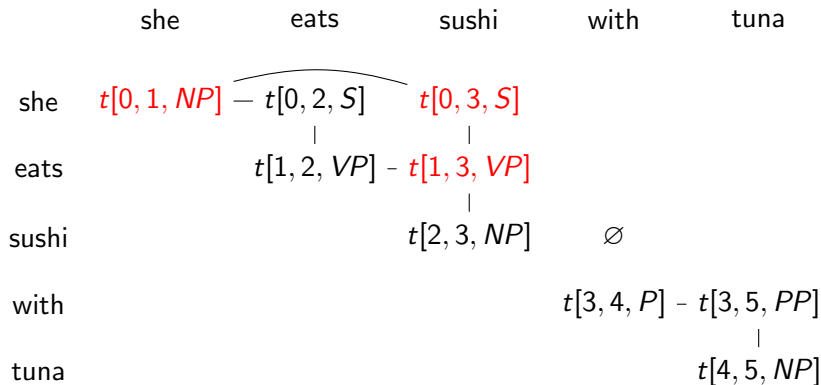
$t[3, 4, P] - t[3, 5, PP]$

tuna

$t[4, 5, NP]$

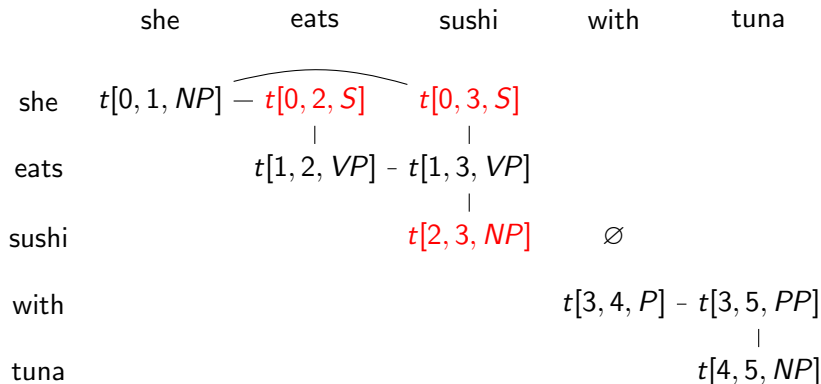


## CKY example

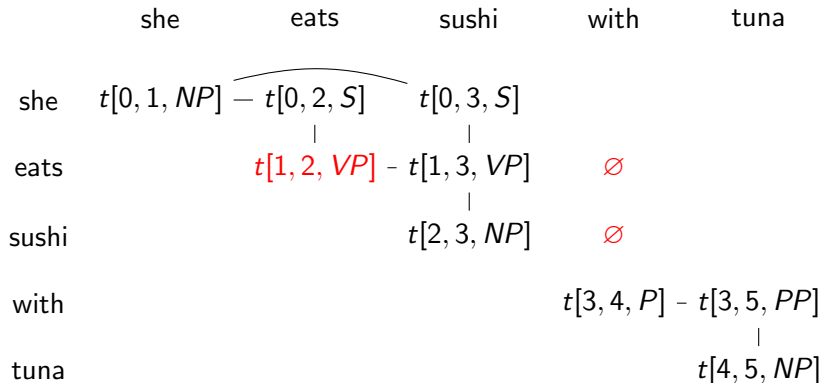


$$t[0, 3, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 3, VP]$$

# CKY example



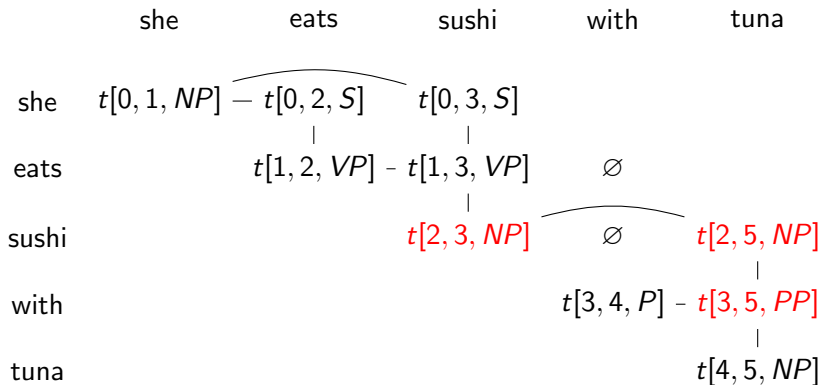
## CKY example



# CKY example

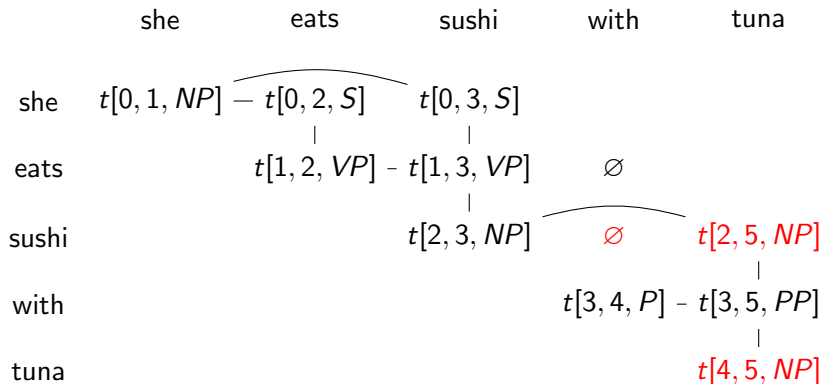
	she	eats	sushi	with	tuna
she	$t[0, 1, NP]$	$t[0, 2, S]$	$t[0, 3, S]$		
eats		$t[1, 2, VP]$	$t[1, 3, VP]$	$\emptyset$	
sushi			$t[2, 3, NP]$	$\emptyset$	
with				$t[3, 4, P]$	$t[3, 5, PP]$
tuna					$t[4, 5, NP]$

## CKY example

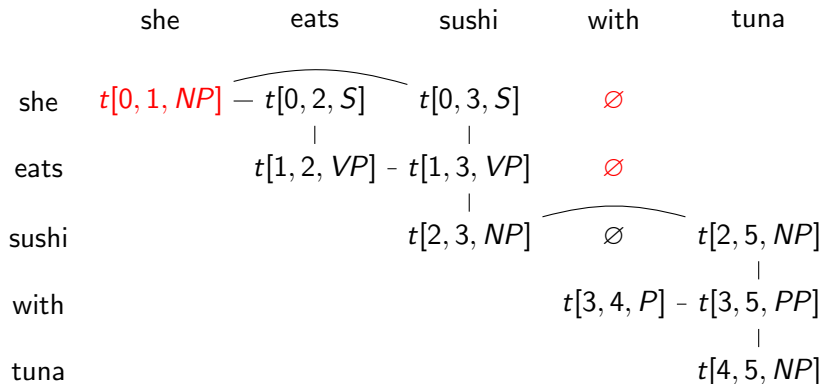


$$t[2, 5, NP] = P(NP \rightarrow NP PP) \otimes t[2, 3, NP] \otimes t[3, 5, PP]$$

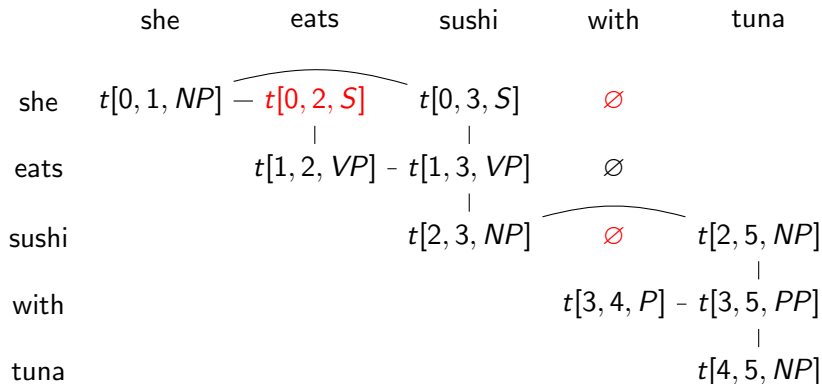
# CKY example



# CKY example

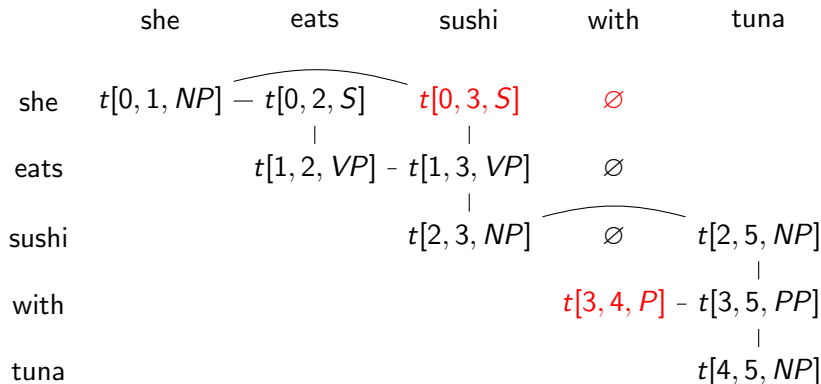


# CKY example

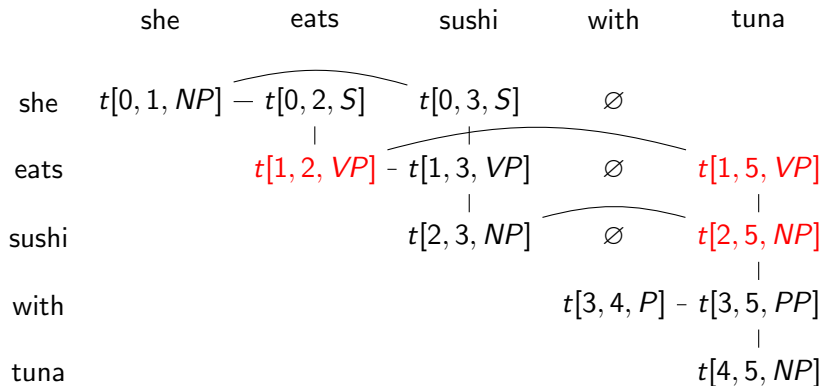




# CKY example

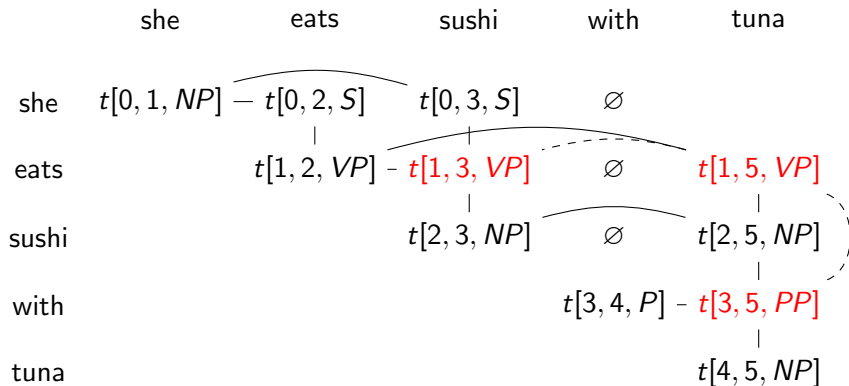


# CKY example



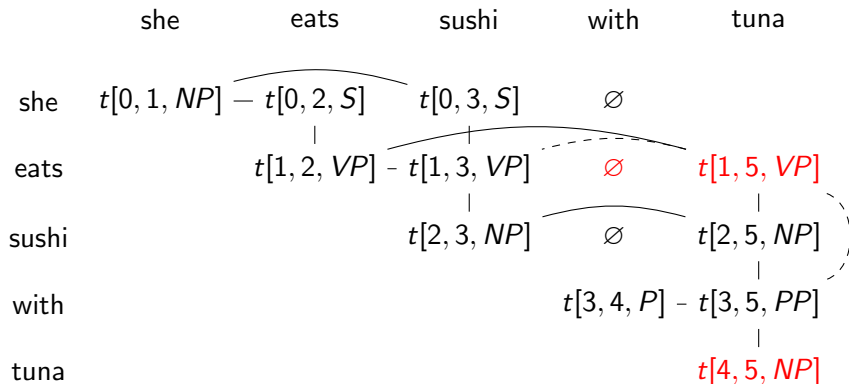
$$t[1, 5, VP] = (P(VP \rightarrow VP \ NP) \otimes t[1, 2, VP] \otimes t[2, 5, NP])$$

# CKY example

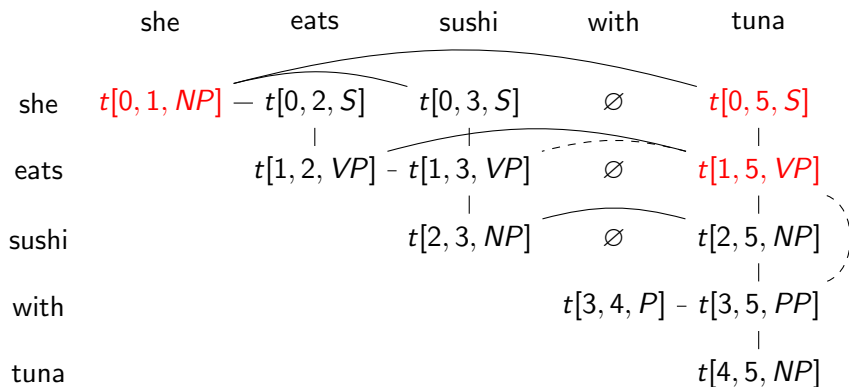


$$\begin{aligned}
 t[1, 5, VP] = & (P(VP \rightarrow VP \ NP) \otimes t[1, 2, VP] \otimes t[2, 5, NP]) \\
 & \oplus (P(VP \rightarrow VP \ PP) \otimes t[1, 3, VP] \otimes t[3, 5, PP])
 \end{aligned}$$

# CKY example

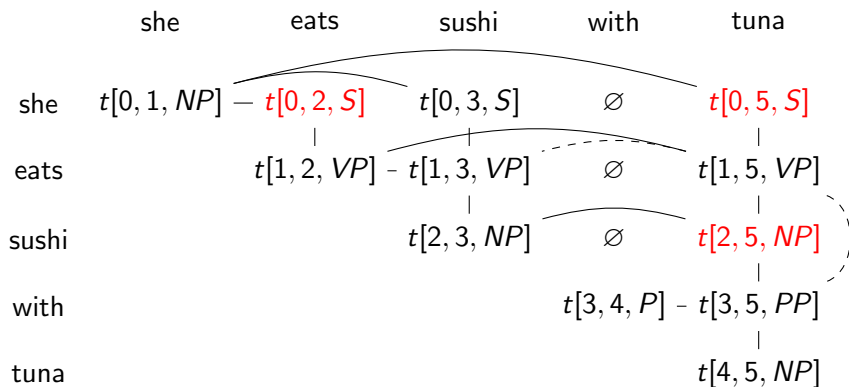


# CKY example



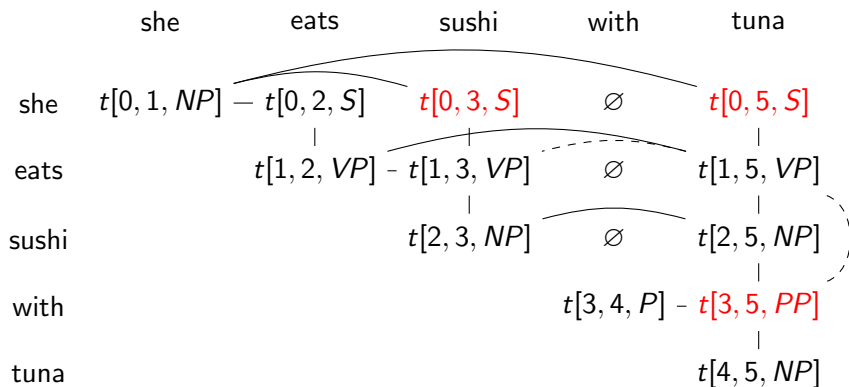
$$t[0, 5, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 5, VP]$$

# CKY example



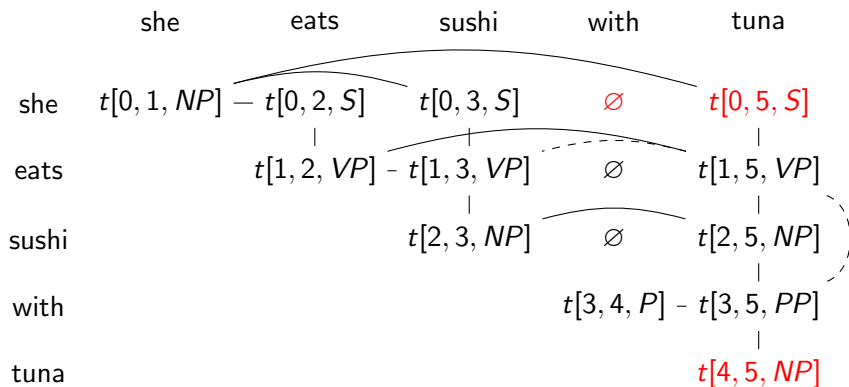
$$t[0, 5, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 5, VP]$$

## CKY example



$$t[0, 5, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 5, VP]$$

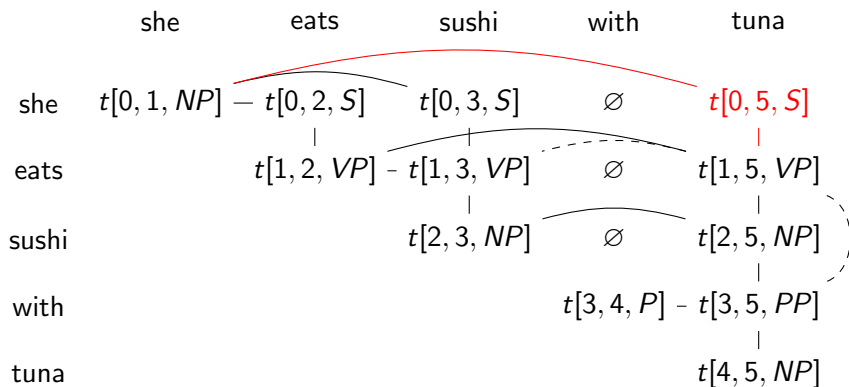
# CKY example



$$t[0, 5, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 5, VP]$$

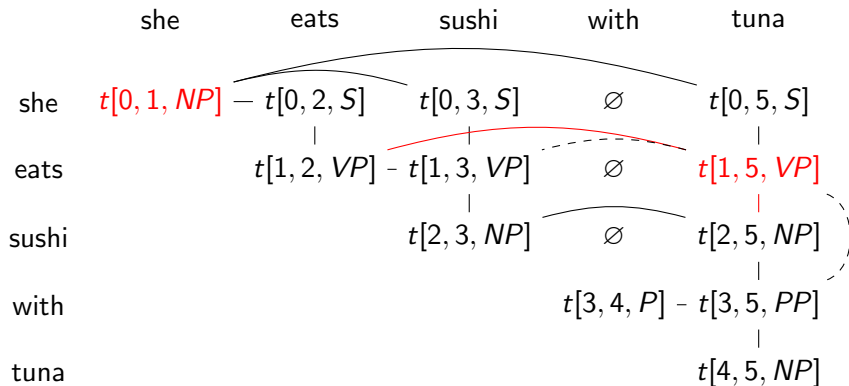


## CKY example



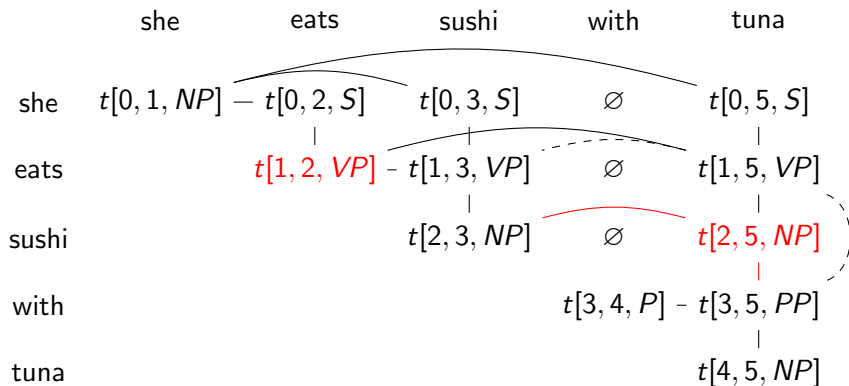
$$t[0, 5, S] = P(S \rightarrow NP \ VP) \otimes t[0, 1, NP] \otimes t[1, 5, VP]$$

# CKY example



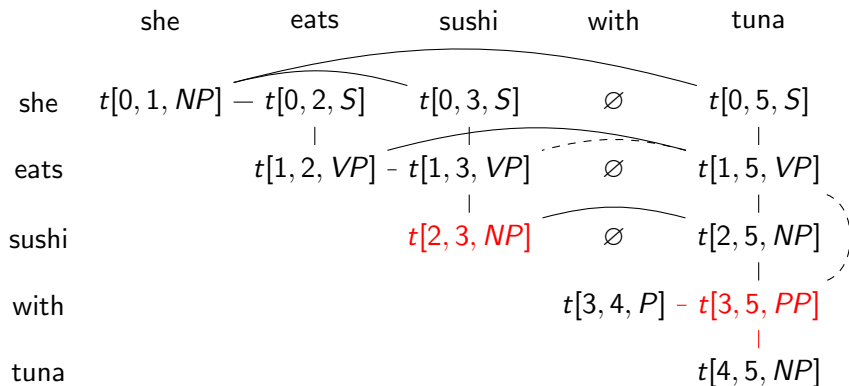
$$\begin{aligned}
 t[0, 5, S] &= P(S \rightarrow NP \ VP) \otimes P(NP \rightarrow \text{she}) \\
 &\quad \otimes P(VP \rightarrow VP \ NP) \otimes t[1, 2, VP] \otimes t[2, 5, NP]
 \end{aligned}$$

## CKY example



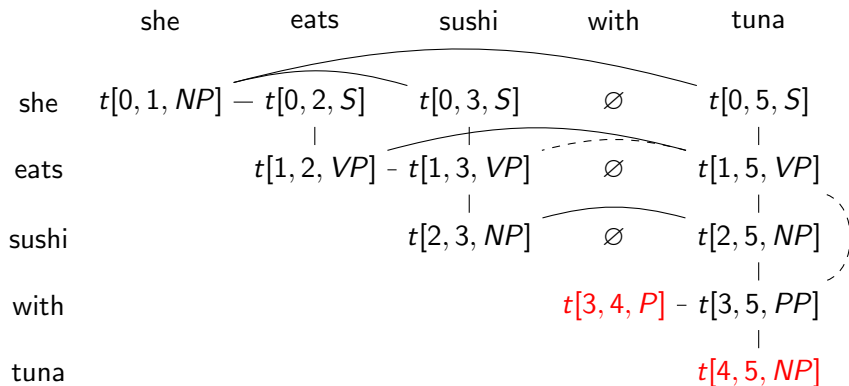
$$\begin{aligned}
 t[0, 5, S] &= P(S \rightarrow NP VP) \otimes P(NP \rightarrow she) \\
 &\quad \otimes P(VP \rightarrow VP NP) \otimes P(VP \rightarrow eats) \otimes P(NP \rightarrow NP PP) \\
 &\quad \otimes t[2, 3, NP] \otimes t[3, 5, PP]
 \end{aligned}$$

# CKY example



$$\begin{aligned}
 t[0, 5, S] &= P(S \rightarrow NP VP) \otimes P(NP \rightarrow she) \\
 &\quad \otimes P(VP \rightarrow VP NP) \otimes P(VP \rightarrow eats) \otimes P(NP \rightarrow NP PP) \\
 &\quad \otimes P(NP \rightarrow sushi) \\
 &\quad \otimes P(PP \rightarrow P NP) \otimes t[3, 4, P] \otimes t[4, 5, NP]
 \end{aligned}$$

## CKY example



$$\begin{aligned} t[0, 5, S] &= P(S \rightarrow NP \ VP) \otimes P(NP \rightarrow \text{she}) \\ &\quad \otimes P(VP \rightarrow VP \ NP) \otimes P(VP \rightarrow \text{eats}) \otimes P(NP \rightarrow NP \ PP) \\ &\quad \otimes P(NP \rightarrow \text{sushi}) \\ &\quad \otimes P(PP \rightarrow P \ NP) \otimes P(P \rightarrow \text{with}) \otimes P(NP \rightarrow \text{tuna}) \end{aligned}$$

# CKY example

Some important details about the example on the previous slide:

- ▶ The cells in the CKY table can hold more than one non-terminal.
  - ▶ For example, we could have  $t[i, j, NP]$  and  $t[i, j, VP]$ .
  - ▶ The example was constructed to avoid this, to make it easier to show.
- ▶ In the final computation, we implicitly assume  $\oplus = \max$  or  $\vee$ . If  $\oplus = +$ , we are adding probabilities, and we would need to consider both ways of deriving  $\mathbf{x}_{1:5}$  from VP.

# Shift-reduce example

**move**

init

**stack**

{ }

**input**

She eats sushi with chopsticks

# Shift-reduce example

## move

init  
shift

## stack

{ }  
{ She }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks



# Shift-reduce example

## move

init  
shift  
reduce

## stack

{ }  
{ She }  
{ NP }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks

# Shift-reduce example

## move

init  
shift  
reduce  
shift

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats, }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks

# Shift-reduce example

## move

init  
shift  
reduce  
shift  
reduce

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats, }  
{ NP, V }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks

# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks

# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }
reduce	{ NP, V, NP }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks

# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }
reduce	{ NP, V, NP }
reduce	{ NP, VP }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks  
with chopsticks

# Shift-reduce example

## move

init  
shift  
reduce  
shift  
reduce  
shift  
reduce  
reduce  
S,R

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats, }  
{ NP, V }  
{ NP, V, sushi }  
{ NP, V, NP }  
{ NP, VP }  
{ NP, VP, P }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks  
with chopsticks  
chopsticks

# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }
reduce	{ NP, V, NP }
reduce	{ NP, VP }
S,R	{ NP, VP, P }
S,R	{ NP, VP, P, NP }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks  
with chopsticks  
chopsticks



# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }
reduce	{ NP, V, NP }
reduce	{ NP, VP }
S,R	{ NP, VP, P }
S,R	{ NP, VP, P, NP }
reduce	{ NP, VP, PP }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks  
with chopsticks  
chopsticks

# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }
reduce	{ NP, V, NP }
reduce	{ NP, VP }
S,R	{ NP, VP, P }
S,R	{ NP, VP, P, NP }
reduce	{ NP, VP, PP }
reduce	{ NP, VP }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks  
with chopsticks  
chopsticks

# Shift-reduce example

## move

init	{ }
shift	{ She }
reduce	{ NP }
shift	{ NP, eats, }
reduce	{ NP, V }
shift	{ NP, V, sushi }
reduce	{ NP, V, NP }
reduce	{ NP, VP }
S,R	{ NP, VP, P }
S,R	{ NP, VP, P, NP }
reduce	{ NP, VP, PP }
reduce	{ NP, VP }
reduce	{ S }

## stack

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks  
with chopsticks  
with chopsticks  
chopsticks

# Failed shift-reduce example

**move**

init

**stack**

{ }

**input**

She eats sushi with chopsticks

# Failed shift-reduce example

**move**

init  
shift

**stack**

{  
  }  
{ She }

**input**

She eats sushi with chopsticks  
eats sushi with chopsticks

# Failed shift-reduce example

**move**

init  
shift  
reduce

**stack**

{  
{ She }  
{ NP }

**input**

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks

# Failed shift-reduce example

## move

init  
shift  
reduce  
shift

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks

# Failed shift-reduce example

## move

init  
shift  
reduce  
shift  
reduce

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats }  
{ NP, V }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks



# Failed shift-reduce example

## move

init  
shift  
reduce  
shift  
reduce  
reduce

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats }  
{ NP, V }  
{ S }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks

# Failed shift-reduce example

## move

init  
shift  
reduce  
shift  
reduce  
reduce  
shift

## stack

{ }  
{ She }  
{ NP }  
{ NP, eats }  
{ NP, V }  
{ S }  
{ S, sushi }

## input

She eats sushi with chopsticks  
eats sushi with chopsticks  
eats sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
sushi with chopsticks  
with chopsticks

# Failed shift-reduce example

move	stack	input
init	{ }	She eats sushi with chopsticks
shift	{ She }	eats sushi with chopsticks
reduce	{ NP }	eats sushi with chopsticks
shift	{ NP, eats }	sushi with chopsticks
reduce	{ NP, V }	sushi with chopsticks
reduce	{ S }	sushi with chopsticks
shift	{ S, sushi }	with chopsticks
reduce	{ S, NP }	with chopsticks

# Failed shift-reduce example

move	stack	input
init	{ }	She eats sushi with chopsticks
shift	{ She }	eats sushi with chopsticks
reduce	{ NP }	eats sushi with chopsticks
shift	{ NP, eats }	sushi with chopsticks
reduce	{ NP, V }	sushi with chopsticks
reduce	{ S }	sushi with chopsticks
shift	{ S, sushi }	with chopsticks
reduce	{ S, NP }	with chopsticks
S,R	{ S, NP, P }	chopsticks

# Failed shift-reduce example

move	stack	input
init	{ }	She eats sushi with chopsticks
shift	{ She }	eats sushi with chopsticks
reduce	{ NP }	eats sushi with chopsticks
shift	{ NP, eats }	sushi with chopsticks
reduce	{ NP, V }	sushi with chopsticks
reduce	{ S }	sushi with chopsticks
shift	{ S, sushi }	with chopsticks
reduce	{ S, NP }	with chopsticks
S,R	{ S, NP, P }	chopsticks
S,R	{ S, NP, P, NP }	

# Failed shift-reduce example

move	stack	input
init	{ }	She eats sushi with chopsticks
shift	{ She }	eats sushi with chopsticks
reduce	{ NP }	eats sushi with chopsticks
shift	{ NP, eats }	sushi with chopsticks
reduce	{ NP, V }	sushi with chopsticks
reduce	{ S }	sushi with chopsticks
shift	{ S, sushi }	with chopsticks
reduce	{ S, NP }	with chopsticks
S,R	{ S, NP, P }	chopsticks
S,R	{ S, NP, P, NP }	
R	{ S, NP, PP }	

# Failed shift-reduce example

move	stack	input
init	{ }	She eats sushi with chopsticks
shift	{ She }	eats sushi with chopsticks
reduce	{ NP }	eats sushi with chopsticks
shift	{ NP, eats }	sushi with chopsticks
reduce	{ NP, V }	sushi with chopsticks
reduce	{ S }	sushi with chopsticks
shift	{ S, sushi }	with chopsticks
reduce	{ S, NP }	with chopsticks
S,R	{ S, NP, P }	chopsticks
S,R	{ S, NP, P, NP }	
R	{ S, NP, PP }	
R	{ S, NP }	

# Failed shift-reduce example

move	stack	input
init	{ }	She eats sushi with chopsticks
shift	{ She }	eats sushi with chopsticks
reduce	{ NP }	eats sushi with chopsticks
shift	{ NP, eats }	sushi with chopsticks
reduce	{ NP, V }	sushi with chopsticks
reduce	{ S }	sushi with chopsticks
shift	{ S, sushi }	with chopsticks
reduce	{ S, NP }	with chopsticks
S,R	{ S, NP, P }	chopsticks
S,R	{ S, NP, P, NP }	
R	{ S, NP, PP }	
R	{ S, NP }	

We're stuck! Now we have to **backtrack**.

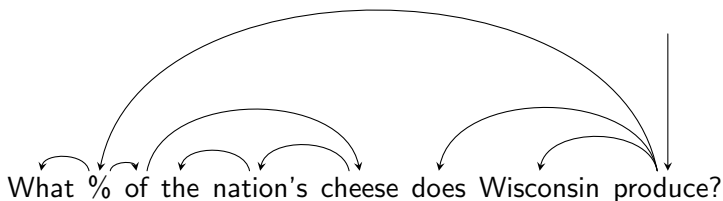


# Dependency parsing in action

Dependency parsing is used in many real-world applications, like question answering (Cui et al, 2005):

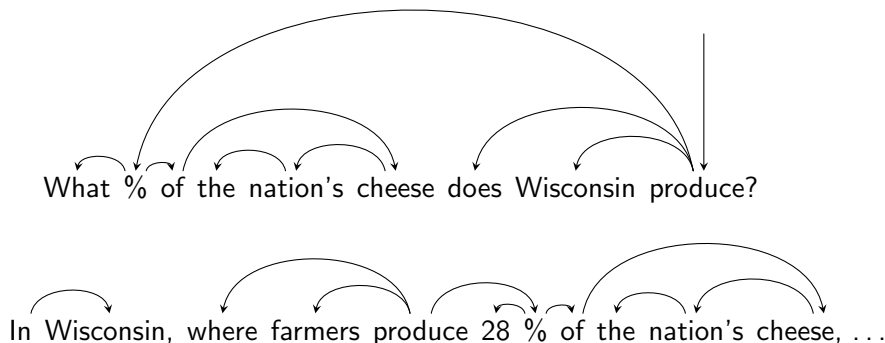
# Dependency parsing in action

Dependency parsing is used in many real-world applications, like question answering (Cui et al, 2005):



# Dependency parsing in action

Dependency parsing is used in many real-world applications, like question answering (Cui et al, 2005):

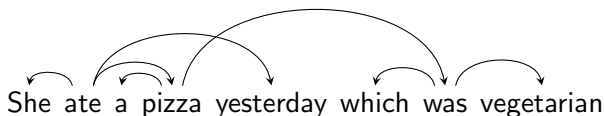




# Projectivity

In **projective** dependency parsing, there are no crossing edges.

- Crossing edges are rare in English:



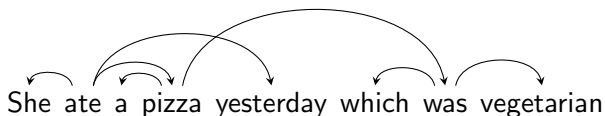
---

<sup>1</sup>figure from (Nivre 2007)

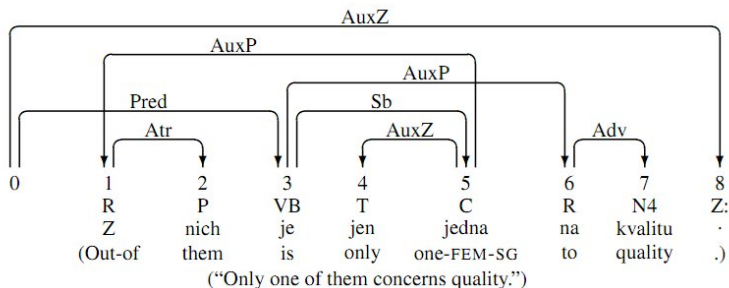
# Projectivity

In **projective** dependency parsing, there are no crossing edges.

- ▶ Crossing edges are rare in English:



- ▶ They are more common in other languages, like Czech:<sup>1</sup>



<sup>1</sup>figure from (Nivre 2007)

# Projective dependency parsing

- ▶ The **Eisner** algorithm is similar to CKY.
- ▶ But it keeps four tables instead of 1!
  - ▶ scores of **incomplete** subtrees from  $i$  to  $j$ , headed to the left
  - ▶ scores of **incomplete** subtrees from  $i$  to  $j$ , headed to the right
  - ▶ scores of **complete** subtrees from  $i$  to  $j$ , headed to the left
  - ▶ scores of **complete** subtrees from  $i$  to  $j$ , headed to the right
- ▶ Our goal is to produce a complete tree from 0 to  $N$ .
- ▶ Complete subtrees can combine into an incomplete tree, if they are heading in opposite directions.
  - ▶ E.g.  $[a \rightarrow b] [c \leftarrow d]$  becomes  $([a \rightarrow b] \rightarrow [c \leftarrow d])$ ,
  - ▶ where square brackets like  $[a \rightarrow b]$  indicate a complete tree
  - ▶ and round brackets like  $(x \rightarrow y)$  indicate an incomplete tree
- ▶ Incomplete subtrees can subsume complete subtrees heading in the same direction.
  - ▶ E.g.  $(a \rightarrow b)[c \rightarrow d]$  becomes  $[(a \rightarrow b) \rightarrow [c \rightarrow d]]$
- ▶ See my “Eisner Algorithm Worksheet” for the specific recurrences.

# Projective dependency parsing: The Eisner Algorithm

- ▶ ROOT She gave him the ball
- ▶ ROOT (She  $\leftarrow$  gave) (gave  $\rightarrow$  him) (the  $\leftarrow$  ball)
- ▶ [ ROOT ] [She  $\leftarrow$  gave] [gave  $\rightarrow$  him] [the  $\leftarrow$  ball]

ROOT she gave him the ball





# Projective dependency parsing: The Eisner Algorithm

- ▶ ROOT She gave him the ball
- ▶ ROOT (She  $\leftarrow$  gave) (gave  $\rightarrow$  him) (the  $\leftarrow$  ball)
- ▶ [ ROOT ] [She  $\leftarrow$  gave] [gave  $\rightarrow$  him] [the  $\leftarrow$  ball]

ROOT she gave him the ball



- ▶ ( [ ROOT ]  $\rightarrow$  [She  $\leftarrow$  gave]) ([gave  $\rightarrow$  him]  $\rightarrow$  [the  $\leftarrow$  ball])

ROOT she gave him the ball



ROOT she gave him the ball



# Projective dependency parsing: The Eisner Algorithm


- ▶ ROOT She gave him the ball
- ▶ ROOT (She  $\leftarrow$  gave) (gave  $\rightarrow$  him) (the  $\leftarrow$  ball)
- ▶ [ ROOT ] [She  $\leftarrow$  gave] [gave  $\rightarrow$  him] [the  $\leftarrow$  ball]

ROOT she gave him the ball



- ▶ ( [ ROOT ]  $\rightarrow$  [She  $\leftarrow$  gave]) ([gave  $\rightarrow$  him]  $\rightarrow$  [the  $\leftarrow$  ball])

ROOT she gave him the ball



ROOT she gave him the ball



- ▶ ( [ ROOT ]  $\rightarrow$  [She  $\leftarrow$  gave]) [[gave  $\rightarrow$  him]  $\rightarrow$  [the  $\leftarrow$  ball]]
- ▶ [( [ ROOT ]  $\rightarrow$  [She  $\leftarrow$  gave])  $\rightarrow$  [[gave  $\rightarrow$  him]  $\rightarrow$  [the  $\leftarrow$  ball]]]

ROOT she gave him the ball



# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

	complete		
$\leftarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

	complete		
$\rightarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

	complete		
$\rightarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
←	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	complete		
←	plastic	cup	holders
ROOT			
plastic			
cup			

	incomplete		
→	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

	complete		
→	plastic	cup	holders
ROOT			
plastic			
cup			

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT			
plastic			
cup			

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	4
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1



# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
←	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	4
cup			4

	complete		
←	plastic	cup	holders
ROOT	$-\infty$		
plastic		2	
cup			4

	incomplete		
→	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

	complete		
→	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	4
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	6
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1		
plastic		-1	
cup			-1

# The Eisner Algorithm

	ROOT	plastic	cup	holders
Edge weights:	ROOT	1	1	1
	plastic	$-\infty$	-1	-1
	cup	$-\infty$	2	-1
	holders	$-\infty$	0	4

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	4
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	6
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
←	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	$-\infty$
plastic		2	4
cup			4

	complete		
←	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	6
cup			4

	incomplete		
→	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

	complete		
→	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	$-\infty$
plastic		2	4
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	
plastic		2	6
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	7
plastic		-1	3
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	$-\infty$
plastic		2	4
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	$-\infty$
plastic		2	6
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	7
plastic		-1	3
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	
plastic		-1	3
cup			-1

# The Eisner Algorithm

		ROOT	plastic	cup	holders
Edge weights:	ROOT		1	1	1
	plastic	$-\infty$		-1	-1
	cup	$-\infty$	2		-1
	holders	$-\infty$	0	4	

	incomplete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	$-\infty$
plastic		2	4
cup			4

	complete		
$\leftarrow$	plastic	cup	holders
ROOT	$-\infty$	$-\infty$	$-\infty$
plastic		2	6
cup			4

	incomplete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	7
plastic		-1	3
cup			-1

	complete		
$\rightarrow$	plastic	cup	holders
ROOT	1	3	7
plastic		-1	3
cup			-1

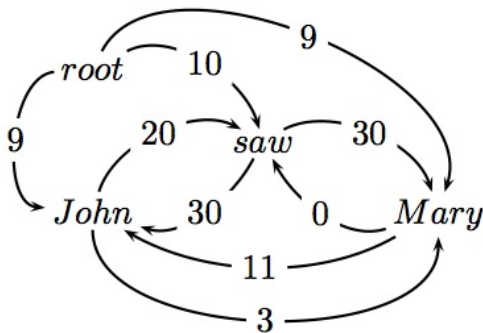
# Arc-factored dependency parsing algorithms

- ▶ The Eisner algorithm produces projective dependency parses.
- ▶ Non-projective dependency parsing can be viewed as maximum spanning tree.
- ▶ A slightly modified version of Chu-Liu-Edmonds can then be applied.
- ▶ The next few slides are from Joakim Nivre and Ryan McDonald.



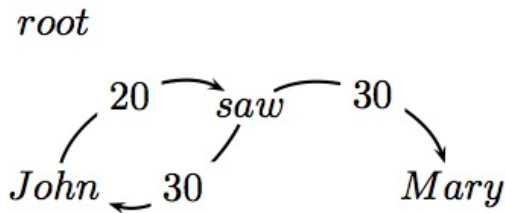
# Chu-Liu-Edmonds

- $x = \text{root John saw Mary}$



# Chu-Liu-Edmonds

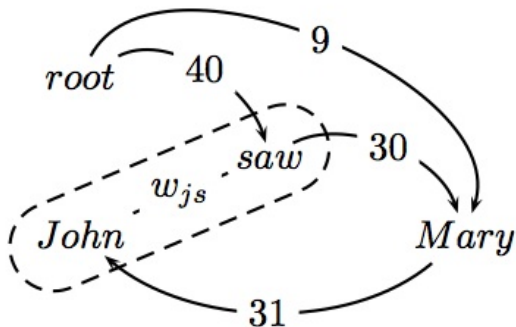
- Find highest scoring incoming arc for each vertex



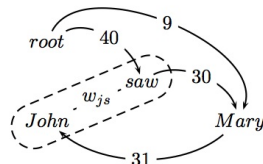
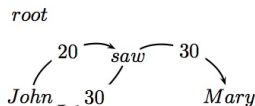
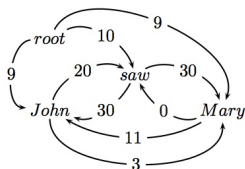
- If this is a tree, then we have found MST!!

# Chu-Liu-Edmonds

- ▶ If not a tree, identify cycle and contract
- ▶ Recalculate arc weights into and out-of cycle

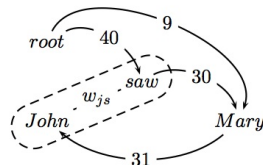
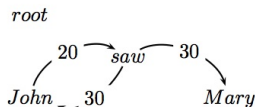
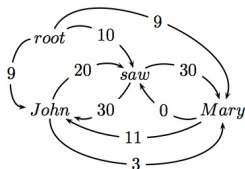


# Chu-Liu-Edmonds



- Outgoing arc weights
  - Equal to the max of outgoing arc over all vertexes in cycle
  - e.g., *John* → *Mary* is 3 and *saw* → *Mary* is 30

# Chu-Liu-Edmonds



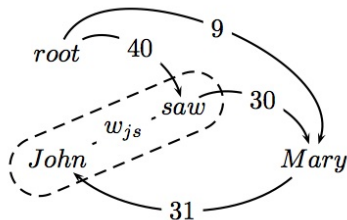
## ► Incoming arc weights

- Equal to the weight of best spanning tree that includes head of incoming arc, and all nodes in cycle
- *root* → *saw* → *John* is 40 (\*\*)
- *root* → *John* → *saw* is 29

# Chu-Liu-Edmonds

## Theorem

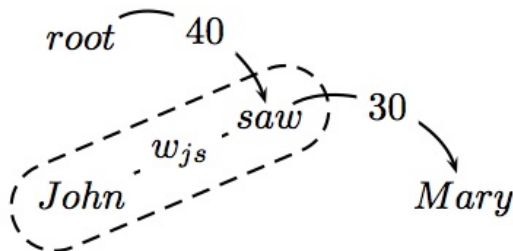
The weight of the MST of this contracted graph is equal to the weight of the MST for the original graph



- Therefore, recursively call algorithm on new graph

# Chu-Liu-Edmonds

- ▶ This is a tree and the MST for the contracted graph!!



- ▶ Go back up recursive call and reconstruct final graph





# Chu-Liu-Edmonds Code

**Chu-Liu-Edmonds**( $G_x, w$ )

1. Let  $M = \{(i^*, j) : j \in V_x, i^* = \arg \max_{i'} w_{ij}\}$
2. Let  $G_M = (V_x, M)$
3. If  $G_M$  has no cycles, then it is an MST: return  $G_M$
4. Otherwise, find a cycle  $C$  in  $G_M$
5. Let  $\langle G_C, c, ma \rangle = \text{contract}(G, C, w)$
6. Let  $G = \text{Chu-Liu-Edmonds}(G_C, w)$
7. Find vertex  $i \in C$  such that  $(i', c) \in G$  and  $ma(i', c) = i$
8. Find arc  $(i'', i) \in C$
9. Find all arc  $(c, i''') \in G$
10.  $G = G \cup \{(ma(c, i'''), i''')\}_{(c, i''') \in G} \cup C \cup \{(i', i)\} - \{(i'', i)\}$
11. Remove all vertices and arcs in  $G$  containing  $c$
12. return  $G$

► Reminder:  $w_{ij} = \arg \max_k w_{ij}^k$

# Summary of dependency parsing algorithms

- ▶ The Eisner algorithm for projective dependency parsing is  $\mathcal{O}(N^3)$
- ▶ MST for non-projective dependency parsing is also  $\mathcal{O}(N^3)$ , but Tarjan's algorithm is  $\mathcal{O}(N^2)$ .
- ▶ We can also apply shift-reduce to dependency parsing, with complexity  $\mathcal{O}(N)$  – but we're not guaranteed to get the best-scoring parse.
- ▶ All of these algorithms depend on the arc-factoring assumption:

$$\psi(G, \mathbf{x}) = \sum_{\langle i \rightarrow j \rangle \in G} \psi(i \rightarrow j, \mathbf{x})$$

where  $\psi(i \rightarrow j, \mathbf{x})$  can be a log-probability or an inner product of weights and features.

- ▶ **Second-order** dependency parsing relaxes the arc-factoring assumption.