

Neural Machine Translation

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- ① Neural Machine Translation
 - Encoder-Decoder Model
 - Recurrent Neural Network

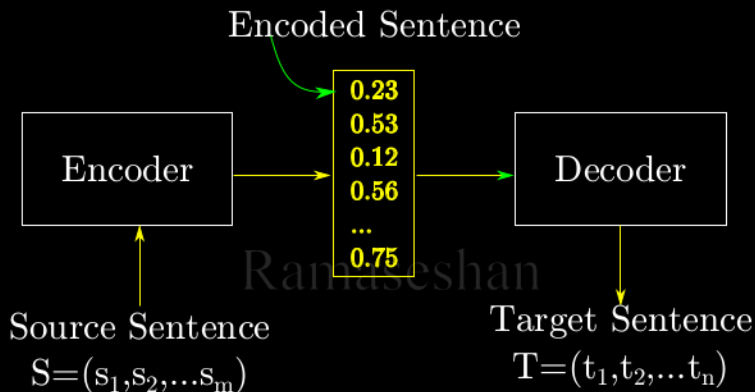
- Encoder
- Decoder
- Estimating Model Parameters
- New Hidden Activation Cell

Neural Machine Translation (NMT) is the mechanism of modeling the Machine translation process using artificial neural network

We could consider translations as a sequence with the source and the destination sentences $((E_{t1}, F_{t2}))$ appearing in a time series. The words within E, F appear in different time $(t_{11}, t_{12}, t_{13}, \dots, t_{1n})$ and $(t_{21}, t_{22}, t_{23}, \dots, t_{2m})$, respectively

Unlike the phrase-based SMT models, NMT attempts to build and train a single, large neural network that reads a sentence and outputs a correct translation¹

¹Bahdanau, D., Cho, K. & Bengio, Y., Neural machine translation by jointly learning to align and translate,



- ▶ All sentences (of varying length) are encoded into fixed sized vector
- ▶ Uses fraction of the memory needed by traditional SMT models²
- ▶ Performance of this model decreases as the length of a source sentence increase

²Cho et al, On the Properties of Neural Machine Translation: Encoder-Decoder Approaches, 2014

- ▶ Uses RNN for both encoding and decoding
- ▶ Encoder maps the variable length sentence into a fixed-length vector
- ▶ Decoder translates the vector representation back to a variable-length target sequence
- ▶ Two networks are trained jointly to maximize the conditional probability of the target sentence, given the source sentence - $P(f|e)$
- ▶ This model learns a continuous space representation of a phrase that preserves both the semantic and syntactic structure of the phrase³

³cho-et al-2014, Learning Phrase Representations using RNN Encoder–Decoder for Statistical Machine Translation

RECURRENT NEURAL NETWORK

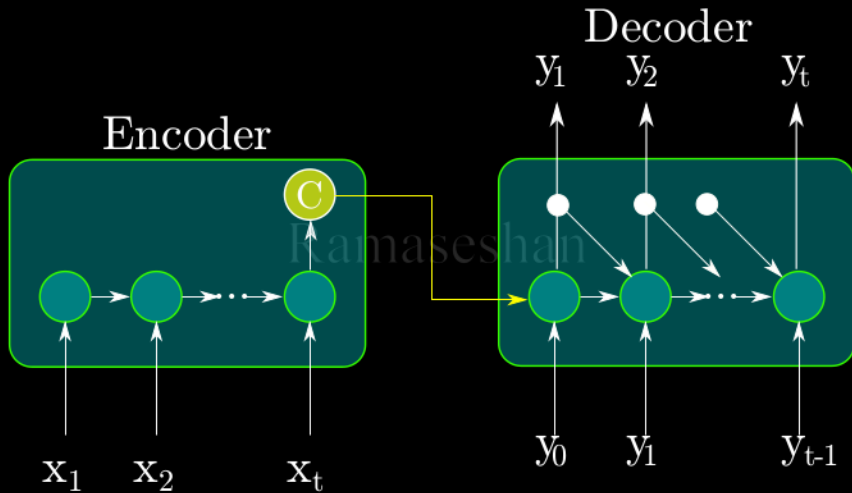
- ▶ Input units - variable length source sequence $x = (x_1, x_2, \dots, x_T)$
- ▶ Output units - variable length target sequence $y = (y_1, y_2, \dots, y'_T)$
- ▶ Hidden units for each input state,

$$h_t = f(h_{(t-1)}, x) \quad (1)$$

where f is a simple non-linear activation function (sigmoid or tanh) or a complex LSTM/GRU cell

- ▶ RNN is trained to predict the next word in the sequence or RNN learns a probability distribution over a sequence
- ▶ The output at each time step $t = p(x_t | x_{t-1}, \dots, x_1)$
- ▶ The output distribution (Softmax layer) size is equal to the size of the vocabulary V at every unit
- ▶ Then, $p(\mathbf{x}) = \prod_{t=1}^T p(x_t | x_{t-1}, \dots, x_1)$

RNN-BASED ENCODER-DECODER



- ▶ RNN learns to map an input sentence of variable length into a fixed-dimensional vector representation.
- ▶ It learns to decode a fixed length vector representation back into a variable length sequence
- ▶ This model learns to predict a sequence given a sequence $p(y_1, y_2, \dots, y'_T | x_1, x_2, \dots, x_T)$. T and T' may differ
- ▶ Encoder reads every symbol in \mathbf{x} , sequentially
- ▶ Hidden state changes according to 1
- ▶ C is the summary of the hidden states at time T and has encoded all the symbols in the sequence

- ▶ This is another RNN
- ▶ This is trained to predict the next symbol y_t and generate the output sequence, given the previous state h_t
- ▶ y_t and \mathbf{h}_t are conditioned on the summary from the encoder, \mathbf{C} and its previous hidden state
- ▶ Decoder's hidden state is given by
- ▶ Conditional distribution for the next symbol is

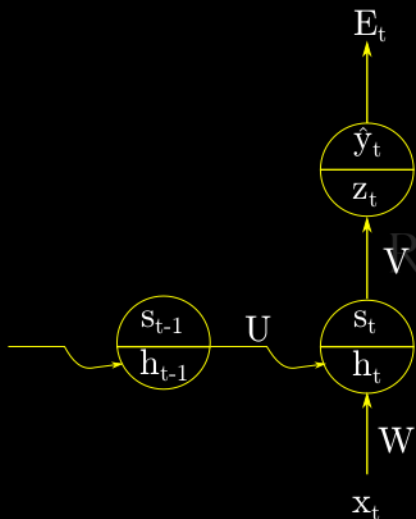
$$\mathbf{h}_t = f(\mathbf{h}_{t-1}, y_{t-1}, \mathbf{C}) \quad (2)$$

$$P(y_t | y_{t-1}, y_{t-2} \dots, y_1, \mathbf{C}) = g(h_{t-1}, y_{t-1}, \mathbf{C}) \quad (3)$$

Both encoder and decoder are jointly trained to maximize the conditional likelihood

$$J(\theta) = \max_{\theta} \frac{1}{N} \log p_{\theta}(\mathbf{y}_n | \mathbf{x}_n) \quad (4)$$

where θ is the set of model parameters that will be learned during the BPTT and $(\mathbf{x}_n, \mathbf{y}_n)$ is the source sentence sequence and target sequence pair



$$h_t = Wx_t + Uh_{t-1}$$

$$s_t = \tanh(h_t)$$

$$z_t = Vs_t$$

$$\hat{y}_t = \text{softmax}(z_t)$$

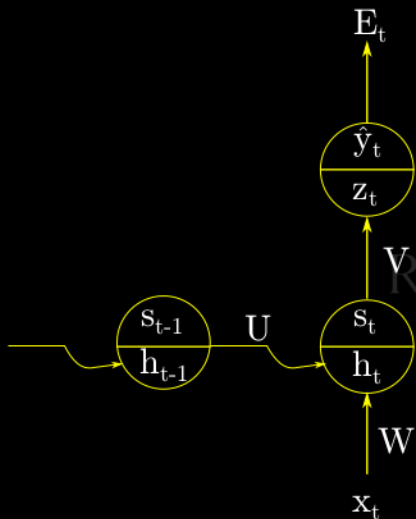
$$E_t = -y_t \log(\hat{y}_t)$$

$$\frac{\partial E_t}{\partial V} = \frac{\partial E_t}{\partial \hat{y}_t} \frac{\partial \hat{y}_t}{\partial z_t} \frac{\partial z_t}{\partial V} \quad (5)$$

$$\text{Let } \delta'_{out} = \frac{\partial E_t}{\partial \hat{y}_t} \frac{\partial \hat{y}_t}{\partial z_t}$$

$$\frac{\partial E_t}{\partial V} = \delta'_{out} s_t \quad (6)$$

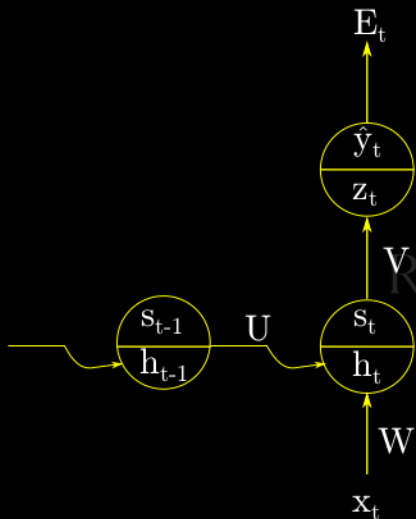
Here δ'_{out} is the loss for each of the units in the output layer



$$\frac{\partial E_t}{\partial W} = \underbrace{\frac{\partial E_t}{\partial \hat{y}_t} \frac{\partial \hat{y}_t}{\partial z_t}}_{\text{local derivative}} \frac{\partial z_t}{\partial s_t} \frac{\partial s_t}{\partial h_t} \frac{\partial h_t}{\partial W} \quad (7)$$

$$= \delta_{out}^t V \sigma'(h_t) x_t \quad (8)$$

Since the hidden layer activation depends on the previous time state, we have another similar term δ_{t-1} that get added to (8)

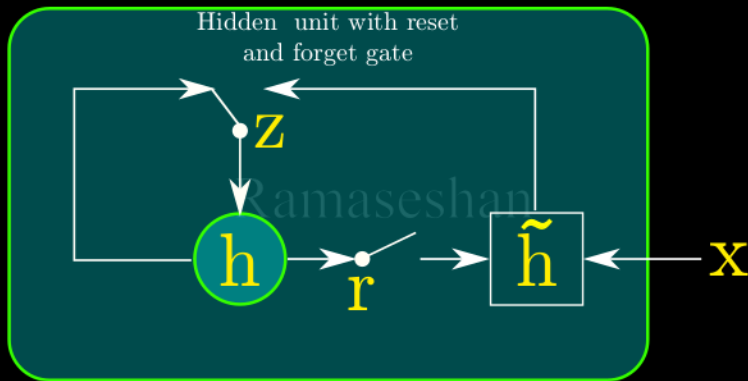


$$\frac{\partial E_t}{\partial U} = \underbrace{\frac{\partial E_t}{\partial \hat{y}_t} \frac{\partial \hat{y}_t}{\partial z_t} \frac{\partial z_t}{\partial s_t} \frac{\partial s_t}{\partial h_t}}_{\text{Ramaseshan}} \frac{\partial h_t}{\partial U} \quad (9)$$

$$= \delta'_{out} V \sigma'(h_t) h_{t-1} \quad (10)$$

Since we are back propagating the error from the current state to the previous state, $\delta_{next} = \sigma(h_t) U \delta'_{out} V \sigma'(h_t)$ needs to be added

NEW HIDDEN ACTIVATION CELL



NEW HIDDEN ACTIVATION CELL

A reset and update gates are added to make this a continuously differentiable⁴

$$\text{Reset Gate } , r_j = \sigma \left([\mathbf{W}_r \mathbf{x}]_j + [\mathbf{U}_r \mathbf{h}_{t-1}]_j \right) \quad (11)$$

- ▶ σ is a logistic function and $[\cdot]$ is the j^{th} element vector
- ▶ \mathbf{W}_r and \mathbf{U}_r are the input-hidden weight matrix and hidden-hidden weight matrix, respectively. These parameters will be learned during BPTT

$$\text{Update Gate } , z_j = \sigma \left([\mathbf{W}_z \mathbf{x}]_j + [\mathbf{U}_z \mathbf{h}_{t-1}]_j \right) \quad (12)$$

$$\tilde{h}_{t,j} = \phi \left([\mathbf{W} \mathbf{x}]_j + [\mathbf{U} (r \odot \mathbf{h}_{t-1})]_j \right) \quad (13)$$

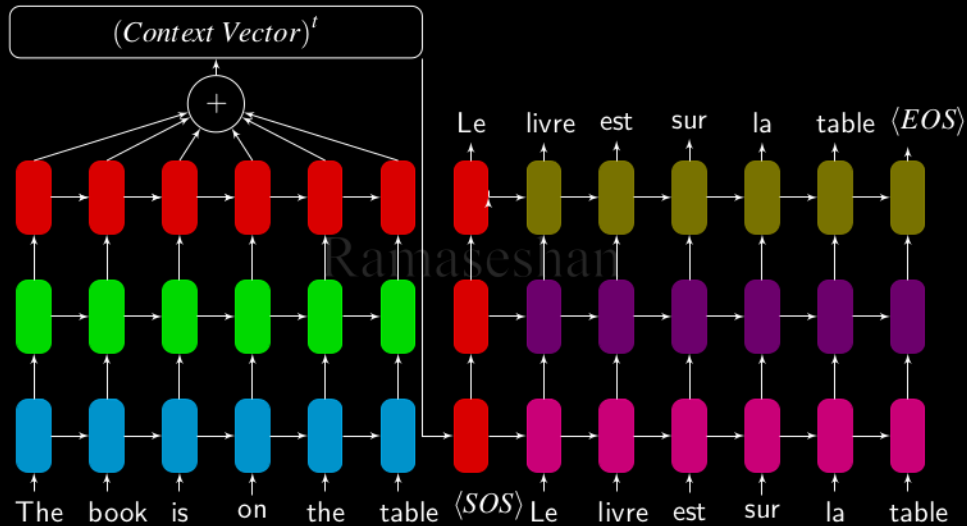
$$h_j^t = z_j h_j^{t-1} + (1 - z_j) \tilde{h}_{t,j} \quad (14)$$

⁴Cho et al, On the Properties of Neural Machine Translation: Encoder-Decoder Approaches, 2014

- ▶ If $r_j \cong 0$, then the hidden state values is reset with current input
- ▶ Update gate controls how much information from the previous hidden state will carry over to the current hidden state
- ▶ Units that learn to capture short-term dependencies will tend to have reset gates that are frequently active
- ▶ Those units that capture longer-term dependencies will have update gates active most of the time

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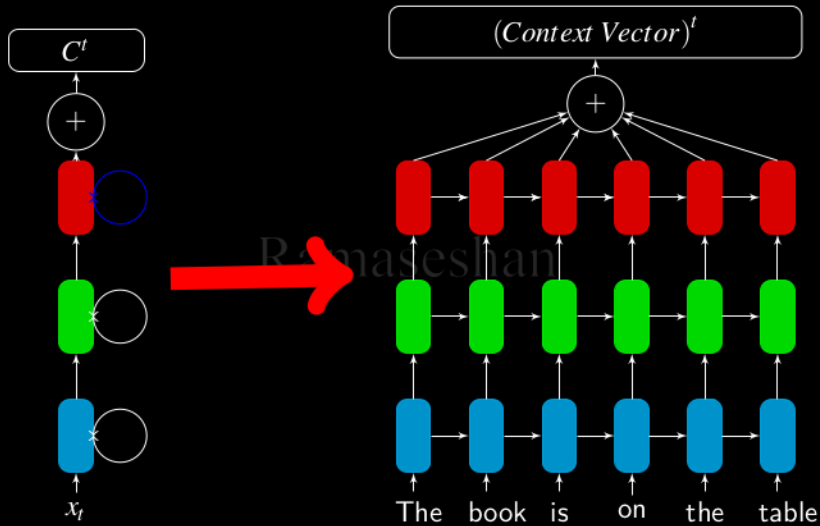
SEQ2SEQ TRANSLATOR



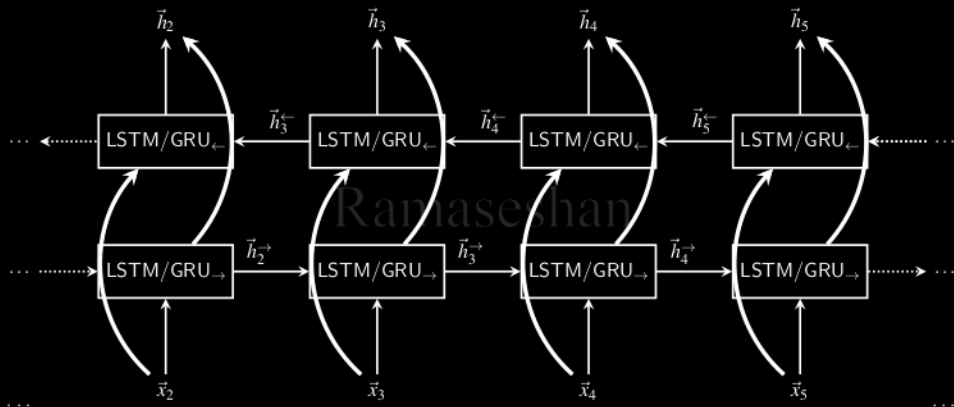
Choices vary in picking the Translation Architecture

- ▶ Directionality - Unidirectional or bidirectional
- ▶ number of hidden layers and units
- ▶ Plain vanilla RNN
- ▶ Long Short-term Memory units
- ▶ Gated Recurrent Unit
- ▶ Choice of Learning Algorithm

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BIDIRECTIONAL RNN



- ▶ Translation
- ▶ Summarization
- ▶ Dialog
- ▶ Code generation!

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- ▶ The objective of attention is to capture the information from the passage tokens that is relevant to the contents of the translation
- ▶ Different parts of an input have different levels of significance
- ▶ Different parts of the output may even consider different parts of the input as "important"
- ▶ The purpose of the attention mechanism is to let the decoder *peek* at the relevant information encapsulating the passage and the question as it generates the answer
- ▶ Attention mechanisms provide the decoder network with the entire input sequence at every decoding step; the decoder can then decide what input words are important at any point in time

- ▶ The attention-based model learns to assign significance to different parts of the input for each step of the output.
- ▶ In the context of translation, attention can be thought of as "alignment."
- ▶ Bahdanau et al.⁵ argue that the attention scores α_{ij} , at decoding step i , signify the words in the source sentence that align with word i in the target.
- ▶ We can use attention scores to build an alignment table. It is a table mapping of words in the source to corresponding words in the target sentence - based on the learned encoder and decoder from our Seq2Seq NMT system.

⁵Bahdanau, D., Cho, K., & Bengio, Y. (2014). Neural machine translation by jointly learning to align and translate. arXiv, [arXiv:1409.0473].

Input is a sequence of words x_1, \dots, x_n

Target sentence is again a sequence of words y_1, \dots, y_m

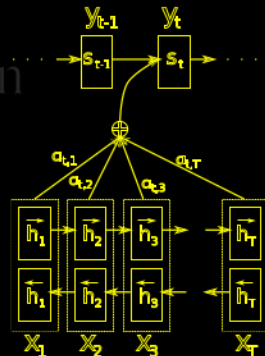
Encoder

Let (h_1, \dots, h_n) be the hidden vectors representing the input sentence. These vectors are the output of a bi-LSTM/bi-GRU for instance, and capture contextual representation of each word in the sentence

Decoder

The hidden states s_i of the decoder are computed using a recursive formula of the form $s_i = f(s_{i-1}, y_{i-1}, c_i)$, where s_{i-1} is the previous hidden vector, y_{i-1} is the

generated word at the previous step, and c_i is a context vector that capture the context from the original sentence that is relevant to the time step i of the decoder.



Conditional probability for each output neuron

$$P(y_i|y_1, y_2, \dots, x) = g(y_{i-1}, s_i, c_i) \quad (15)$$

where s_i is the RNN hidden neuron at time i and

$$s_i = f(s_{i-1}, y_{i-1}, c_i) \quad (16)$$

The context vector c_i depends on the sequence of annotations $(h_1, h_2, \dots, h_{T_x})$. Each h_i contains information about every word with a strong focus on context words surrounding the i^{th} word of the input sequence.

The context vector c_i is computed as the weighted sum of these annotations h_i

$$c_i = \sum_{j=1}^{T_x} \alpha_{ij} h_j \quad (17)$$

α_{ij} of each annotation h_j is computed by

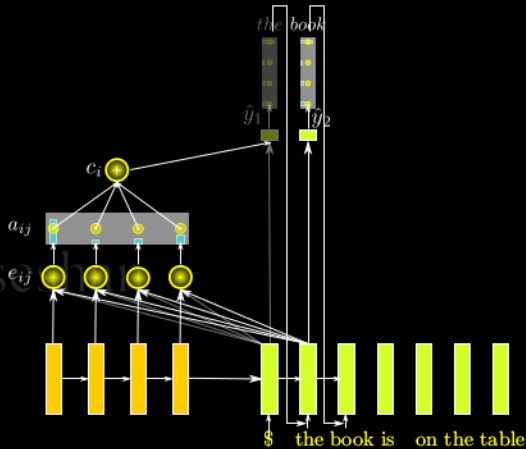
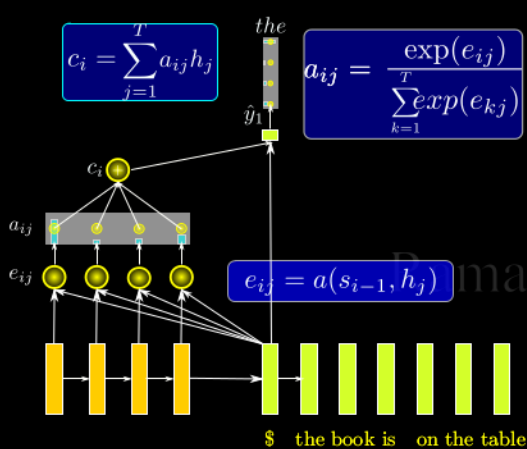
$$\alpha_{ij} = \frac{\exp(e_{ij})}{\sum_{k=1}^{T_x} \exp(e_{ik})}, \quad (18)$$

where,

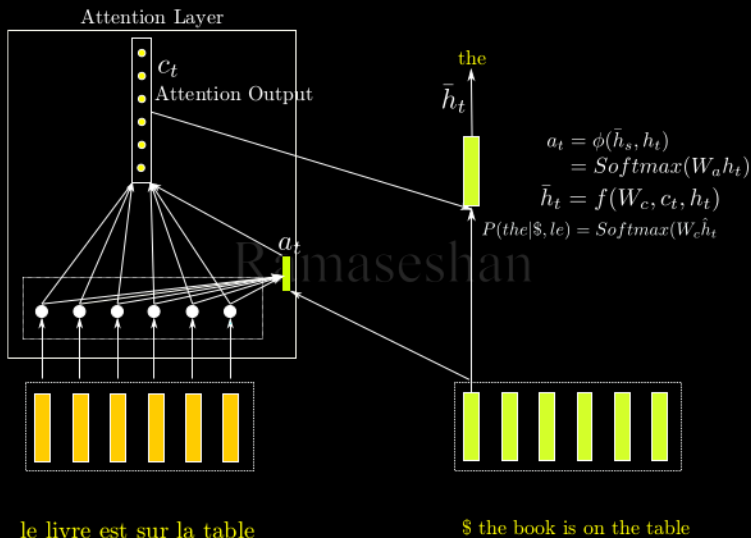
$$e_{ij} = a(s_{i-1}, h_j) \quad (19)$$

is the alignment model. This learns how well the inputs surrounding position j and the output at position i match

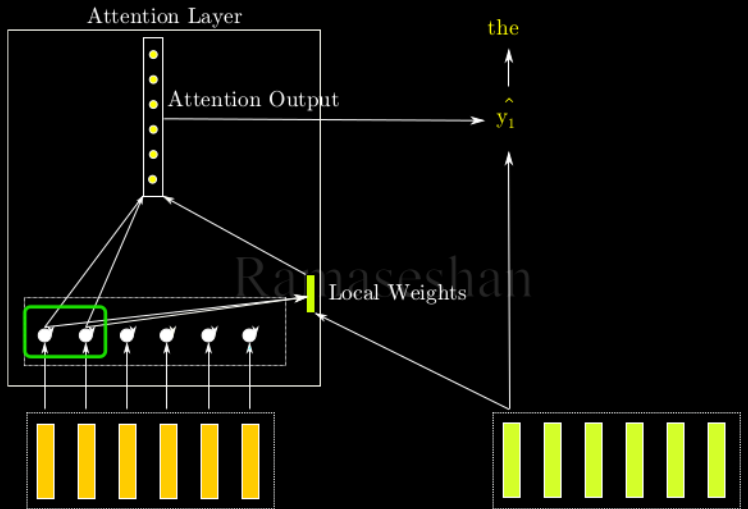
- ▶ The alignment is explicitly computed and not latent
- ▶ This alignment model is also trained along with the translation model
- ▶ α_{ij} is the probability that the target word y_i is aligned to the source x_j
- ▶ c_i is the expected annotation over all possible annotations α_{ij}
- ▶ α_{ij} or e_{ij} reflects the importance of the annotation h_j wrt to the previous hidden state s_{i-1} of the target. This enables the next state s_i to generate y_i
- ▶ The decoder decides which part of the input is important to generate a respective translation rather than depending on the encoded vector of the entire sentence
- ▶ Decoder has control over the input sequence and selectively learns to align words/phrases automatically



TRANSLATION WITH GLOBAL ATTENTION

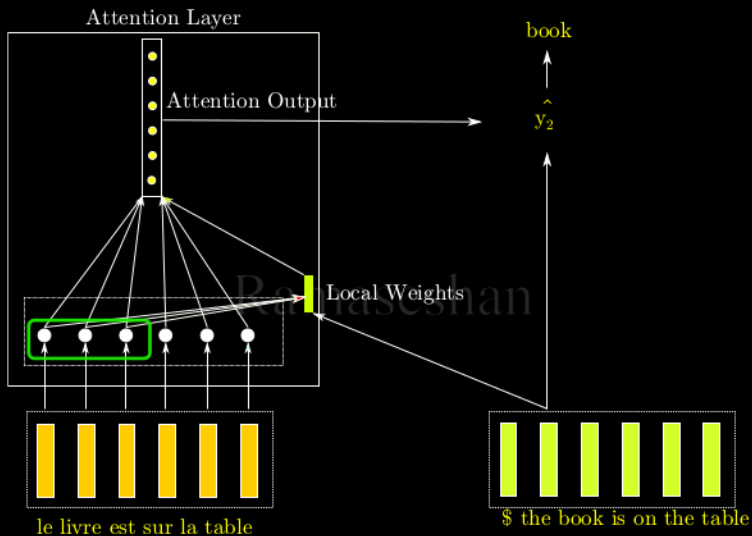


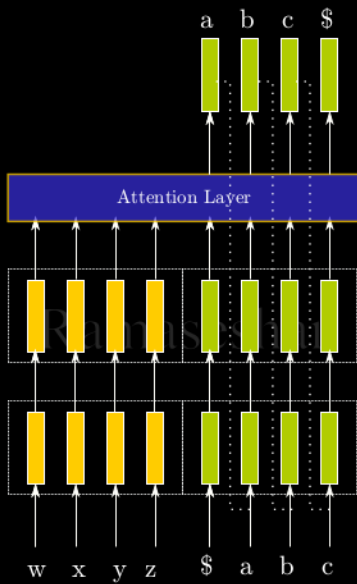
TRANSLATION WITH LOCAL ATTENTION



le livre est sur la table

\$ the book is on the table





Source: Minh-Thang Luong et al, Effective Approaches to Attention-based Neural Machine Translation

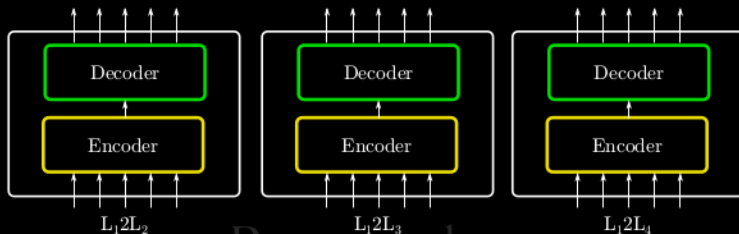
A TYPICAL SETUP

Sentence pairs	3-5M
English words	110M
French words	116M
Vocabulary	≈50K (Source and Target)
Word Embedding size	1000
Hidden layer	1000 LSTM cells
Stacked Hidden Layer	4-8
Learning Rate	Initially as high as 1 and exponential reduction
Training	
Mini batch Gradient Descend size	128
Training Time	1 GPU - about 7-10 days
Evaluation	Bleu - scores ranging from 27-32

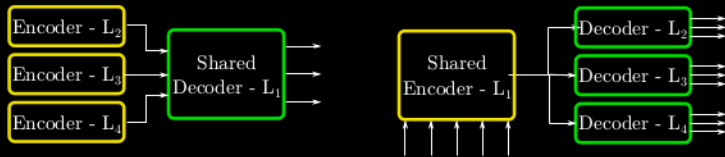
ADVANTAGES OF ATTENTION

- ▶ Ability to focus on significant part of the sentence
- ▶ Ability to peek into source sentence
- ▶ Reduces the problem of vanishing gradient
- ▶ Alignments are found automatically - no need to train
- ▶ Improves NMT performance for alignment

DIFFERENT TYPE OF NMT



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- ▶ Moved away from maintaining Seq2Seq model for every pair of languages
- ▶ A single system that translates between any two languages even in the absence of the training corpus for these two languages
 - ▶ Assume that only examples of Japanese-English and Korean-English translations are available, Google found that the multilingual NMT system trained on this data could actually generate reasonable Japanese-Korean translations.
 - ▶ Is it trained create the Interlingua?
 - ▶ Is the system learning a common representation or a translational knowledge?

Ref: Johnson et al. 2016, "Google's Multilingual Neural Machine Translation System: Enabling Zero-Shot Translation"

ZERO-SHOT TRANSLATION

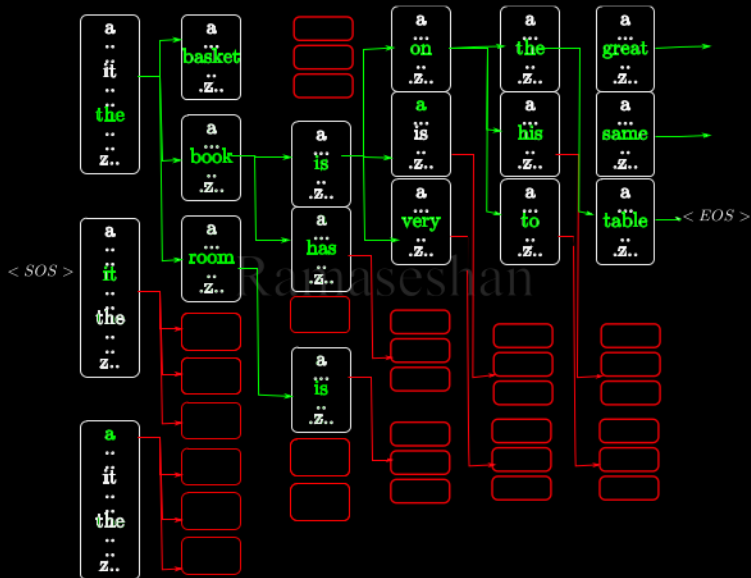


Beam search is a heuristic search algorithm that selects a few candidate hypothesis from $|V|$. It reduces memory requirement by using only a $M < |V|$ candidates using a score.

- ▶ Maintain M candidates/hypothesis at each time step - $C_t = (x_1^1, \dots, x_t^1) \dots (x_1^M, \dots, x_t^M)$
- ▶ Compute C_{t+1} by expanding C_t and keeping the best M candidates
- ▶ $\tilde{C} = \bigcup_{i=1}^M C_{t-1}^i$

Typical Beam width of size 5-10 used in NMT. The BLEU scores computed using Beam search using $B=5-10$ are comparable

BEAM SEARCH - BEAM WIDTH = 3



1. Use all possible partial translations - exhaustive search
2. Beam size, $b = 1$ - greedy search - Words are predicted until the $\langle EOS \rangle$ is found
3. $b > 1$ - several hypotheses
4. Each hypothesis will be produced until the $\langle EOS \rangle$ is found
5. Each hypothesis will have a translation
6. The length of all hypothesis may not be the same
7. We could use different **terminate** conditions
 - ▶ Fixed time steps
 - ▶ Compute until $\langle EOS \rangle$ is reached for each hypothesis
8. Use either log probability or product of conditional probability to find the scores for each hypothesis that maximizes

$$\bigcirc P(y_1, y_2, \dots, y_m | \mathbf{X}) = \prod_{t=1}^T P(y_t | \langle SOS \rangle, \dots, y_{t-1}, \mathbf{X})$$

$$\bigcirc P(y_1, y_2, \dots, y_m | \mathbf{X}) = \sum_{t=1}^T \log P(y_t | \langle SOS \rangle, \dots, y_{t-1}, \mathbf{X})$$

COMMON GRADIENT DESCEND TYPES

- ▶ Stochastic Gradient
- ▶ Batch
- ▶ Mini-batch

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