Deep Learning for Natural Language Processing

# N-gram language models

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### N-gram language models

• An *n*-gram is a contiguous sequence of *n* words or characters.

Sherlock Holmes had sprung out and seized the intruder by the collar.

| unigram bigram trigram

• An *n*-gram model specifies conditional probabilities for the last word in an *n*-gram, given the previous words:

$$P(w_n \mid w_1 \cdots w_{n-1})$$

### Intuition behind n-gram models

• By the chain rule, the probability of a sequence of *N* words can be computed using conditional probabilities as

$$P(w_1 \cdots w_N) = \prod_{k=1}^{N} P(w_k \mid w_1 \cdots w_{k-1})$$

• To make probability estimates more robust, we approximate the full history  $w_1 \cdots w_N$  by overlapping n-gram windows:

$$P(w_1 \cdots w_N) = \prod_{k=1}^{N} P(w_k \mid w_{k-n+1} \cdots w_{k-1})$$

# Formal definition of an n-gram model

the model's order (1 = unigram, 2 = bigram, ...)

V a set of possible words; the vocabulary

P(w|u) a probability that specifies how likely it is to observe the word w after the context (n-1)-gram u

one value for each combination of a word w and a context u

# Estimation of n-gram models

• The simplest method for estimating *n*-gram models is **maximum likelihood estimation (MLE)**.

maximise the likelihood of the observations given the parameters

- We want to find model parameters (here, probabilities) that maximise the likelihood of some text data.
- It turns out that we can solve this problem by simply counting occurrences of *n*-grams and normalising.

formal derivation uses Laplace multipliers

# MLE of unigram probabilities

*P*(*Sherlock*)

#(Sherlock)

count of the unigram *Sherlock* 

N

total number of unigrams (tokens)

$$P(w) = \frac{\#(w)}{N}$$

#### MLE of bigram probabilities

#### *P*(*Holmes* | *Sherlock*)

#(Sherlock Holmes)
count of the bigram
Sherlock Holmes

#(Sherlock w)

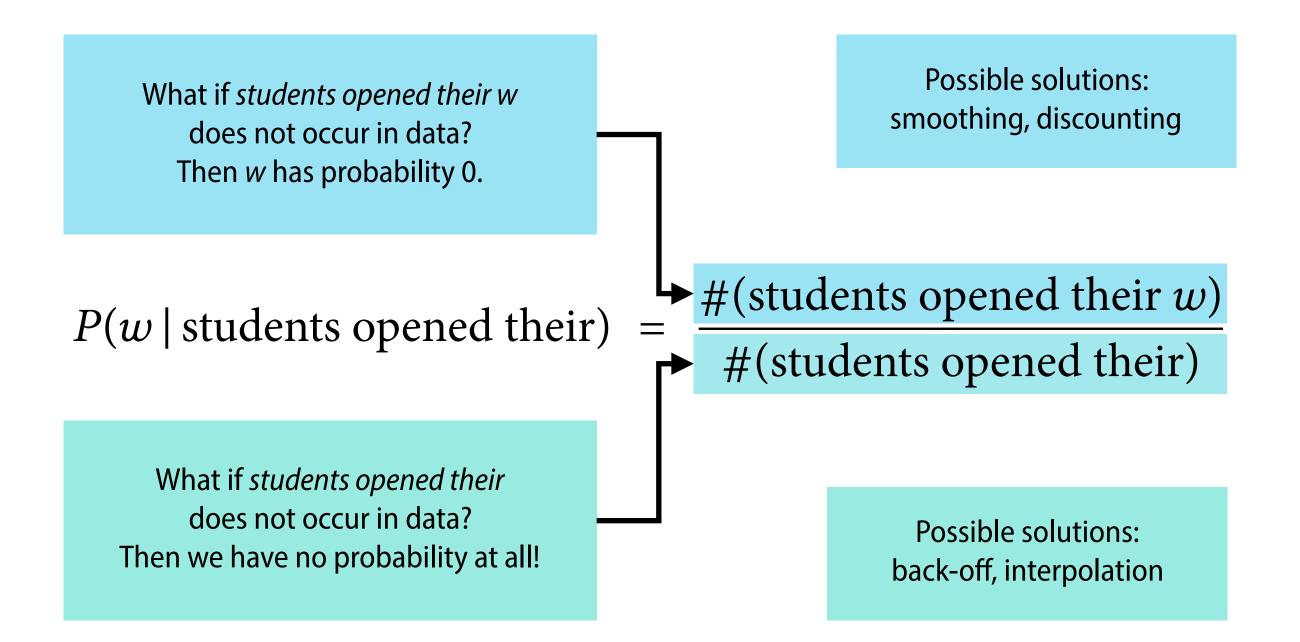
count of bigrams

starting with Sherlock

$$P(w \mid u) = \frac{\#(uw)}{\#(u\bullet)}$$

$$P(w \mid u) = \frac{\#(uw)}{\#(u)}$$

# Sparsity problems



- In **smoothing**, we 'spread out the probability mass' over the possible outcomes more evenly than MLE would do.
- A substantial amount of research in language modelling has been devoted to the development of advanced smoothing techniques.

additive smoothing, absolute discounting, Kneser-Ney smoothing, ...

# Interpolation

- In an **interpolated language model**, probabilities are weighted sums of probabilities across progressively simpler models.
- For example, for an interpolated trigram model the probability  $\bar{P}(w_3 | w_1 w_2)$  would be defined as

$$\lambda_3 P(w_3 | w_1 w_2) + \lambda_2 P(w_3 | w_2) + \lambda_1 P(w_3)$$

• The interpolation weights ( $\lambda$ ) can be learned; in particular, they can be estimated from held-out data.

### Out-of-vocabulary words

- A new text may contain words that are **out-of-vocabulary**. For these, none of the proposed solutions will help.
- A simple way to deal with out-of-vocabulary words is to restrict the vocabulary to the most frequent words, and to convert all other tokens to a special 'unknown word' token, UNK.
- Then, when we compute the probability of a new text, we first replace every out-of-vocabulary word with UNK.