(Probabilistic) Context-Free Grammars

A phrase structure grammar

S → NP VP
VP → V NP
NP → N
VP → V NP PP
NP → NP NP
NP → NP PP
NP → *e*
PP → P NP

people fish tanks
people fish with rods

Ambiguous: People people people, fish fish fish

N → people
V → fish
N → fish
N → tanks
N → rods
V → people
V → tanks
P → with

Phrase structure grammars = context-free grammars (CFGs)

- G = (T, N, S, R)
  - T is a set of terminal symbols
  - N is a set of nonterminal symbols
  - S is the start symbol (S ∈ N)
  - R is a set of rules/productions of the form $X \rightarrow \gamma$
    - $X \in N$ and $\gamma \in (N \cup T)^*$

- A grammar G generates a language L.

Phrase structure grammars in NLP

- G = (T, C, N, S, L, R)
  - T is a set of terminal symbols
  - C is a set of preterminal symbols
  - N is a set of nonterminal symbols
  - S is the start symbol ($S \in N$)
  - L is the lexicon, a set of items of the form $X \rightarrow x$
    - $X \in C$ and $x \in T$
  - R is the grammar, a set of items of the form $X \rightarrow \gamma$
    - $X \in N$ and $\gamma \in (N \cup C)^*$
- By usual convention, S is the start symbol, but in statistical NLP, we usually have an extra node at the top (ROOT, TOP)
- We usually write *e* for an empty sequence, rather than nothing

A phrase structure grammar (empty, unary, binary)

Grammar Rules

S → NP VP

VP → V NP

VP → V NP PP

NP → NP NP

NP → NP PP

NP → N

NP → *e*

PP → P NP

EMPTY fish tanks

people fish EMPTY

Lexicon

N → *people*

N → *fish*

N → *tanks*

N → *rods*

V → *people*

V → *fish*

V → *tanks*

P → *with*

Probabilistic/stochastic – context-free grammars (PCFGs)

- G = (T, N, S, R, P)
  - T is a set of terminal symbols
  - N is a set of nonterminal symbols
  - S is the start symbol (S ∈ N)
  - R is a set of rules/productions of the form X → γ
  - P is a probability function
    - P: R → [0,1]
    - $\forall X \in N, \sum_{X \to \gamma \in R} P(X \to \gamma) = 1$

A PCFG

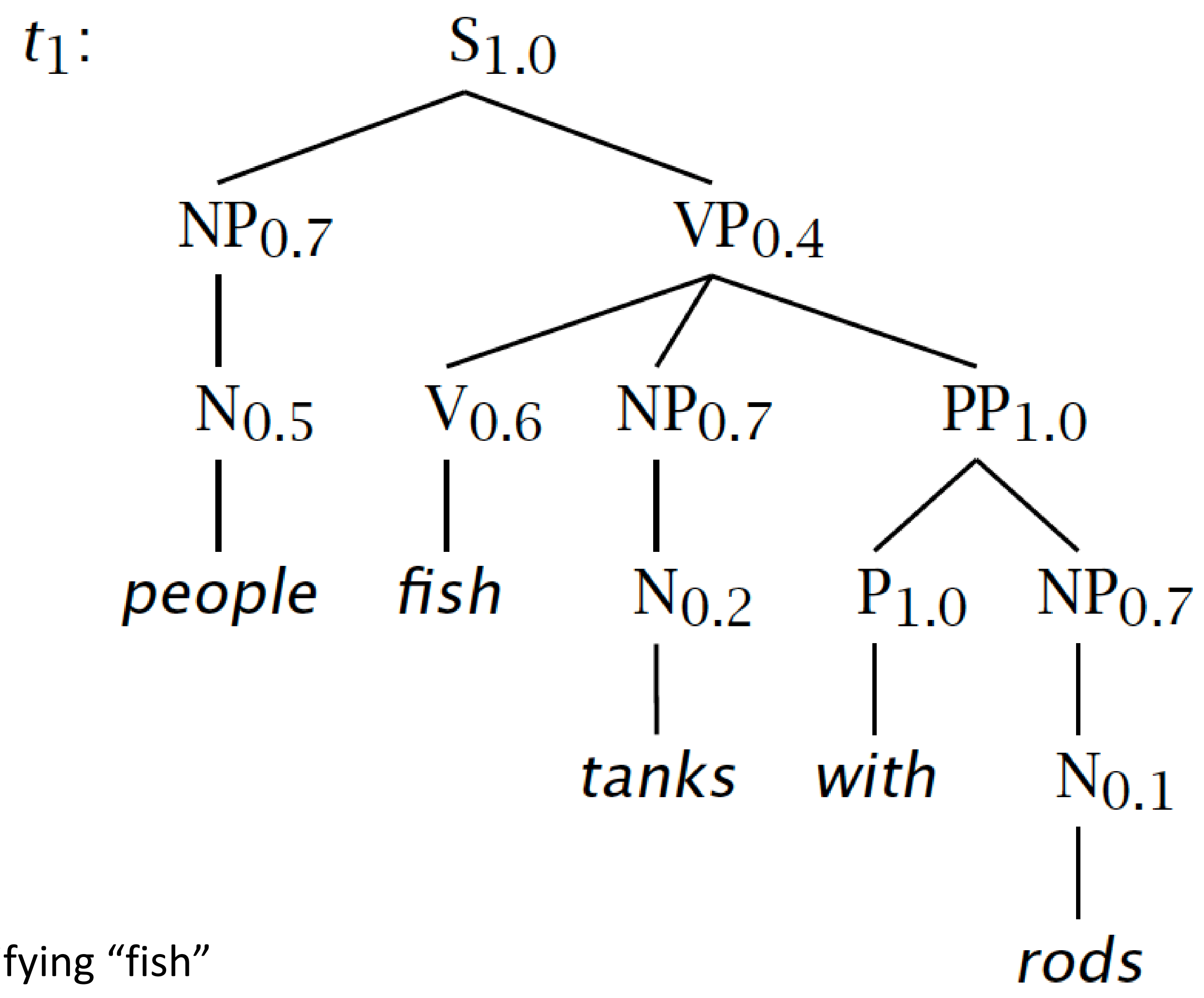
S → NP VP	1.0
VP → V NP	0.6
VP → V NP PP	0.4
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

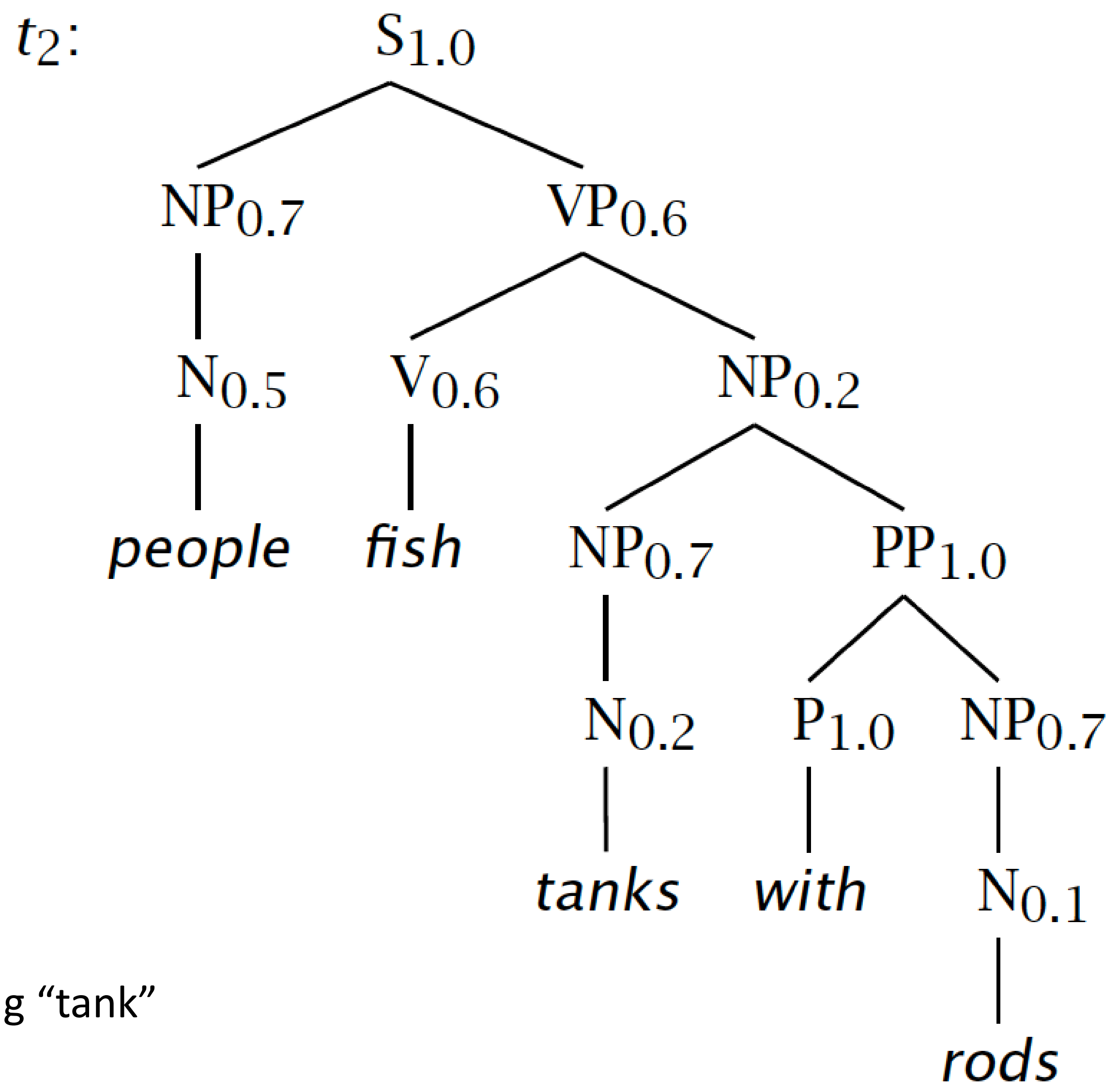
The probability of trees and strings

- P(*t*) – The probability of a tree *t* is the product of the probabilities of the rules used to generate it.
- P(*s*) – The probability of the string *s* is the sum of the probabilities of the trees which have that string as their yield

$$
\begin{aligned}
P(s) &= \Sigma_t\, P(s, t) \quad \text{where } t \text{ is a parse of } s \\
&= \Sigma_t\, P(t)
\end{aligned}
$$



Preposition "with" modifying "fish"



Preposition “with” modifying “tank”

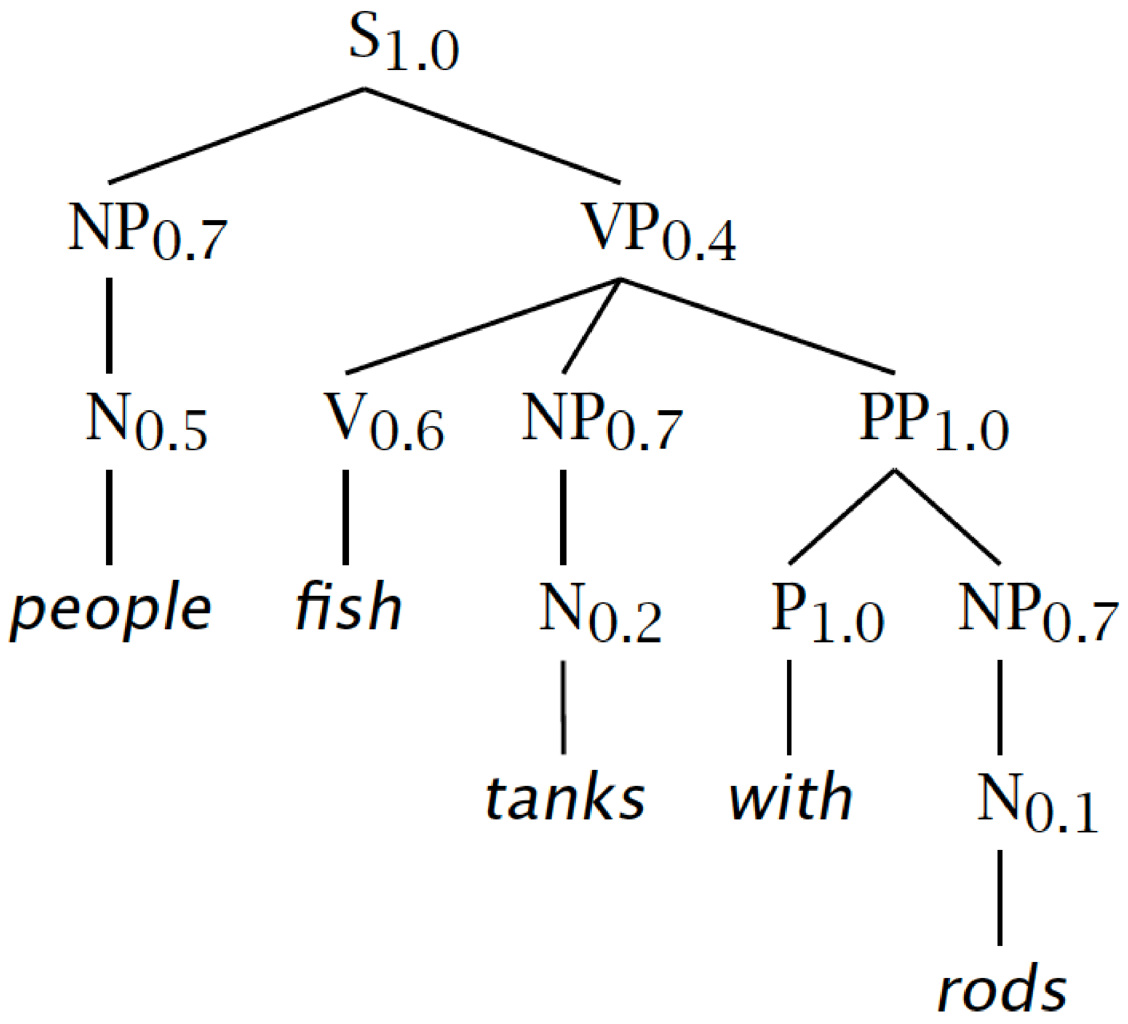
Tree and String Probabilities

- s = *people fish tanks with rods*
- $P(t_1) = 1.0 \times 0.7 \times 0.4 \times 0.5 \times 0.6 \times 0.7$
  $\times 1.0 \times 0.2 \times 1.0 \times 0.7 \times 0.1$
  $= 0.0008232$
- $P(t_2) = 1.0 \times 0.7 \times 0.6 \times 0.5 \times 0.6 \times 0.2$
  $\times 0.7 \times 1.0 \times 0.2 \times 1.0 \times 0.7 \times 0.1$
  $= 0.00024696$
- $P(s) = P(t_1) + P(t_2)$
  $= 0.0008232 + 0.00024696$
  $= 0.00107016$

Verb attach

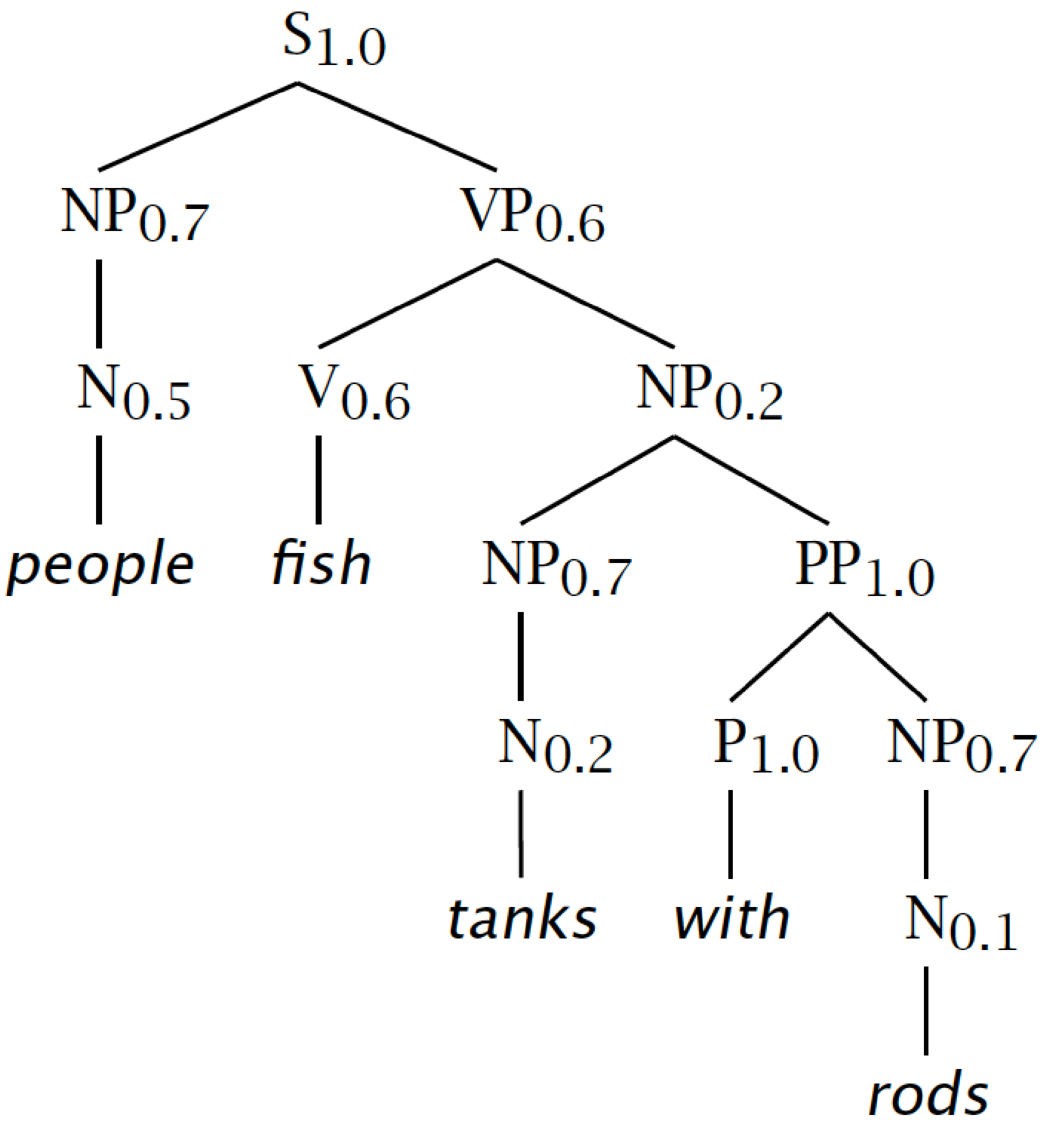
Noun attach

t_1:



$S_{1.0}$
$NP_{0.7}$
$VP_{0.4}$
$N_{0.5}$
$V_{0.6}$
$NP_{0.7}$
$PP_{1.0}$
people
fish
$N_{0.2}$
$P_{1.0}$
$NP_{0.7}$
tanks
with
$N_{0.1}$
rods

t_2:



$S_{1.0}$
$NP_{0.7}$
$VP_{0.6}$
$N_{0.5}$
$V_{0.6}$
$NP_{0.2}$
people
fish
$NP_{0.7}$
$PP_{1.0}$
$N_{0.2}$
$P_{1.0}$
$NP_{0.7}$
tanks
with
$N_{0.1}$
rods

Grammar Transforms

Restricting the grammar form for efficient parsing

Chomsky Normal Form

normalizing the grammar may change the structure of the parse tree generated by the grammar

note that w has to be a terminal

- All rules are of the form X → Y Z or X → w
  - X, Y, Z ∈ N and w ∈ T
- A transformation to this form doesn't change the weak generative capacity of a CFG
  - That is, it recognizes the same language
    - But maybe with different trees
- Empties and unaries are removed recursively
- n-ary rules are divided by introducing new nonterminals (n > 2)

A phrase structure grammar

if NP can go to e then any where if NP appears on the right replace it with epsilon

S → NP VP

VP → V NP

VP → V NP PP

NP → NP NP

NP → NP PP

NP → N

NP → *e*

PP → P NP

N → *people*

N → *fish*

N → *tanks*

N → *rods*

V → *people*

V → *fish*

V → *tanks*

P → *with*

Start discussing epsilon removal

Chomsky Normal Form steps

to remove this type of s -> vp
replace by s -> (something generarated by BP)

S → NP VP
S → VP
VP → V NP
VP → V
VP → V NP PP
VP → V PP
NP → NP NP
NP → NP
NP → NP PP
NP → PP
NP → N
PP → P NP
PP → P

N → *people*
N → *fish*
N → *tanks*
N → *rods*
V → *people*
V → *fish*
V → *tanks*
P → *with*

Start discussing unary removal downwards: remove S → VP

Chomsky Normal Form steps

S → NP VP
VP → V NP
S → V NP
VP → V
S → V
VP → V NP PP
S → V NP PP
VP → V PP
S → V PP
NP → NP NP
NP → NP
NP → NP PP
NP → PP
NP → N
PP → P NP
PP → P

N → *people*
N → *fish*
N → *tanks*
N → *rods*
V → *people*
V → *fish*
V → *tanks*
P → *with*

Remove more unaries, next S → V

Chomsky Normal Form steps

S → NP VP

VP → V NP

S → V NP

VP → V

VP → V NP PP

S → V NP PP

VP → V PP

S → V PP

NP → NP NP

NP → NP

NP → NP PP

NP → PP

NP → N

PP → P NP

PP → P

N → *people*

N → *fish*

N → *tanks*

N → *rods*

V → *people*

S → *people*

V → *fish*

S → *fish*

V → *tanks*

S → *tanks*

P → *with*

After remove S → V get this, and then do VP → V

Chomsky Normal Form steps

S → NP VP

VP → V NP

S → V NP

VP → V NP PP

S → V NP PP

VP → V PP

S → V PP

NP → NP NP

NP → NP

NP → NP PP

NP → PP

NP → N

PP → P NP

PP → P

N → *people*

N → *fish*

N → *tanks*

N → *rods*

V → *people*

S → *people*

VP → *people*

V → *fish*

S → *fish*

VP → *fish*

V → *tanks*

S → *tanks*

VP → *tanks*

P → *with*

Chomsky Normal Form steps

introduce new non terminals to capture rules which produce more than two non terminals

S → NP VP

VP → V NP

S → V NP

VP → V NP PP

S → V NP PP

VP → V PP

S → V PP

NP → NP NP

NP → NP PP

NP → P NP

PP → P NP

NP → *people*

NP → *fish*

NP → *tanks*

NP → *rods*

V → *people*

S → *people*

VP → *people*

V → *fish*

S → *fish*

VP → *fish*

V → *tanks*

S → *tanks*

VP → *tanks*

P → *with*

PP → *with*

And then binarize

Chomsky Normal Form steps

S → NP VP

VP → V NP

S → V NP

VP → V @VP_V

@VP_V → NP PP

S → V @S_V

@S_V → NP PP

VP → V PP

S → V PP

NP → NP NP

NP → NP PP

NP → P NP

PP → P NP

NP → *people*

NP → *fish*

NP → *tanks*

NP → *rods*

V → *people*

S → *people*

VP → *people*

V → *fish*

S → *fish*

VP → *fish*

V → *tanks*

S → *tanks*

VP → *tanks*

P → *with*

PP → *with*

A phrase structure grammar

S → NP VP

VP → V NP

VP → V NP PP

NP → NP NP

NP → NP PP

NP → N

NP → *e*

PP → P NP

N → *people*

N → *fish*

N → *tanks*

N → *rods*

V → *people*

V → *fish*

V → *tanks*

P → *with*

Chomsky Normal Form steps

S → NP VP

VP → V NP

S → V NP

VP → V @VP_V

@VP_V → NP PP

S → V @S_V

@S_V → NP PP

VP → V PP

S → V PP

NP → NP NP

NP → NP PP

NP → P NP

PP → P NP

NP → *people*

NP → *fish*

NP → *tanks*

NP → *rods*

V → *people*

S → *people*

VP → *people*

V → *fish*

S → *fish*

VP → *fish*

V → *tanks*

S → *tanks*

VP → *tanks*

P → *with*

PP → *with*

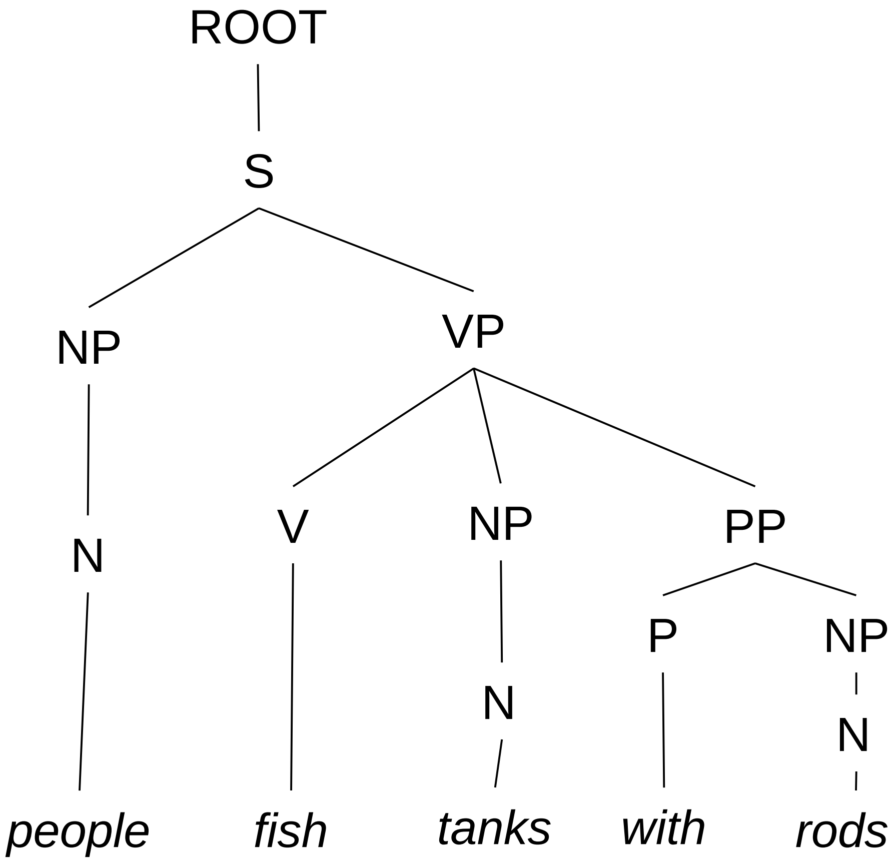
Chomsky Normal Form

- You should think of this as a transformation for efficient parsing
- With some extra book-keeping in symbol names, you can even reconstruct the same trees with a detransform
- In practice full Chomsky Normal Form is a pain
  - Reconstructing n-aries is easy
  - Reconstructing unaries/empties is trickier

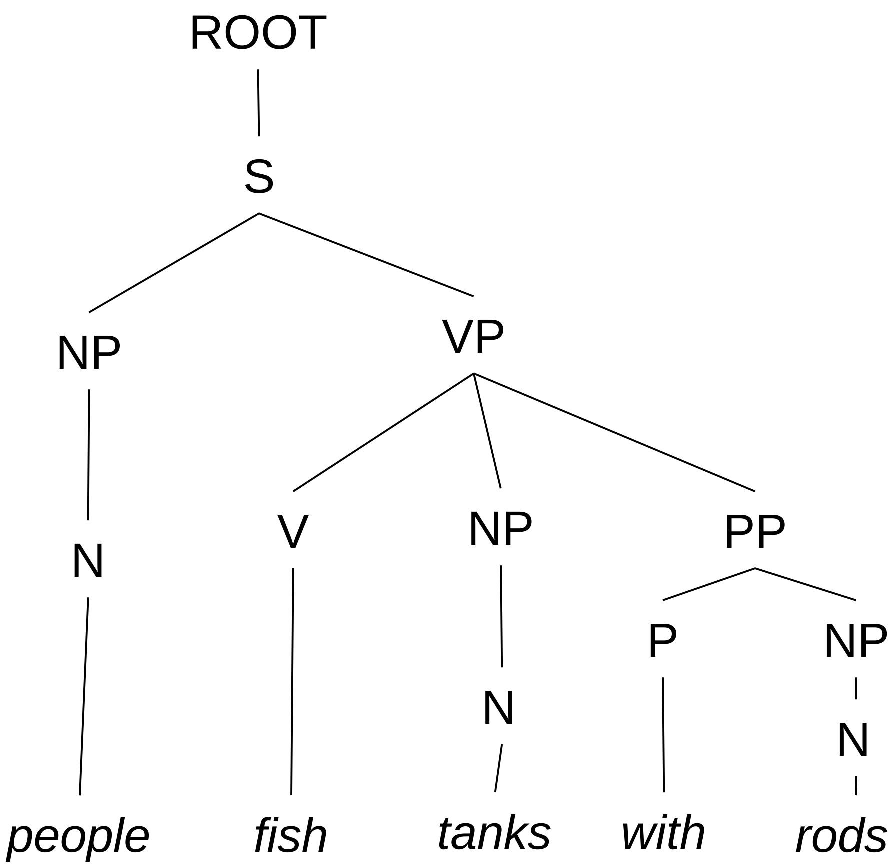
- **Binarization** is crucial for cubic time CFG parsing

- The rest isn't necessary; it just makes the algorithms cleaner and a bit quicker

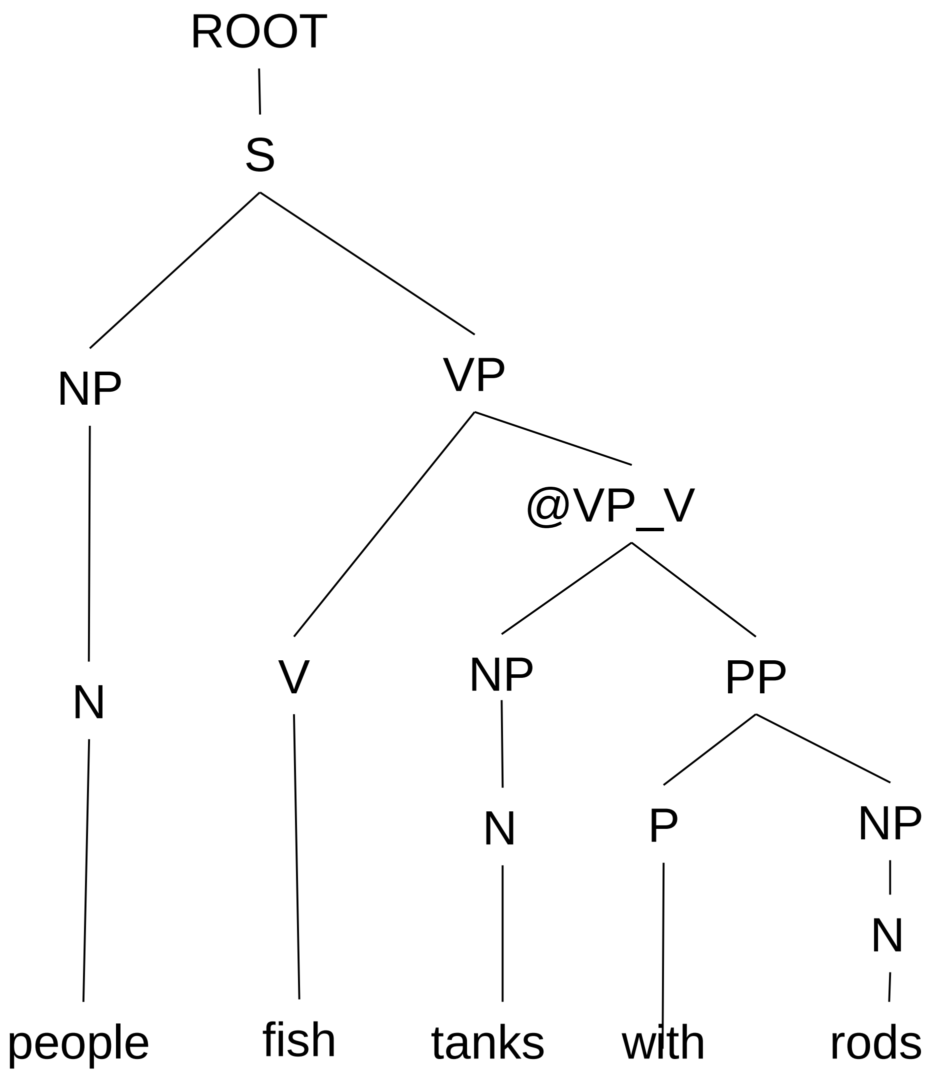
An example: before binarization…



An example: before binarization…



After binarization…



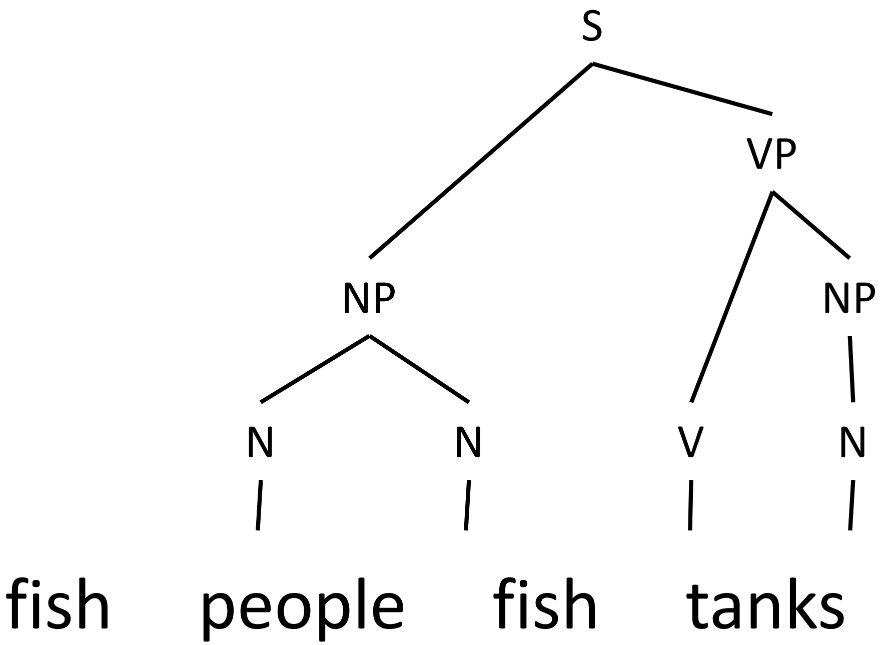
CKY Parsing

time complexity is cubic for CKY parsing

Exact polynomial time parsing of (P)CFGs

Constituency Parsing

find the constituents and how they combine to get the parse tree

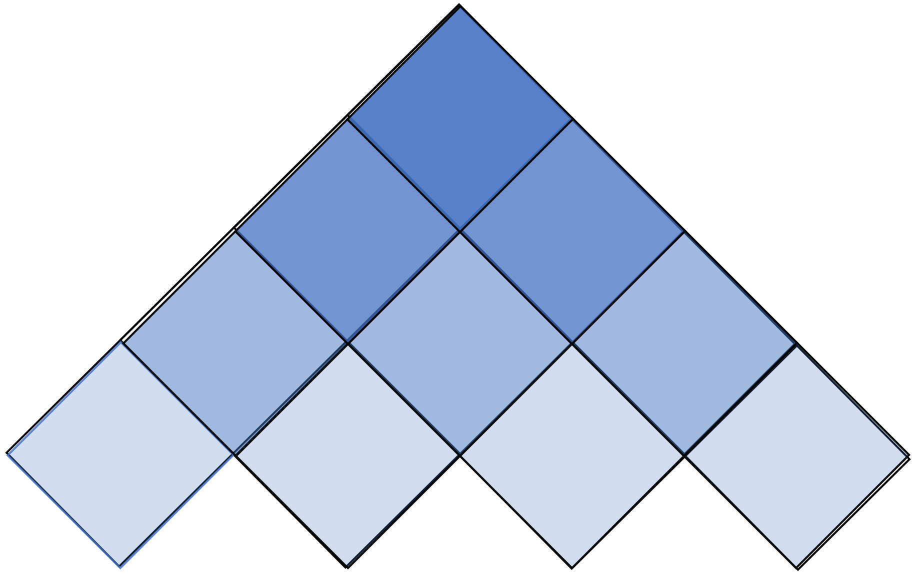


PCFG

Rule	Prob θ_i
S → NP VP	θ_0
NP → NP NP	θ_1
…	
N → fish	θ_{42}
N → people	θ_{43}
V → fish	θ_{44}
…	

Cocke-Kasami-Younger (CKY) Constituency Parsing

Text



fish people fish tanks

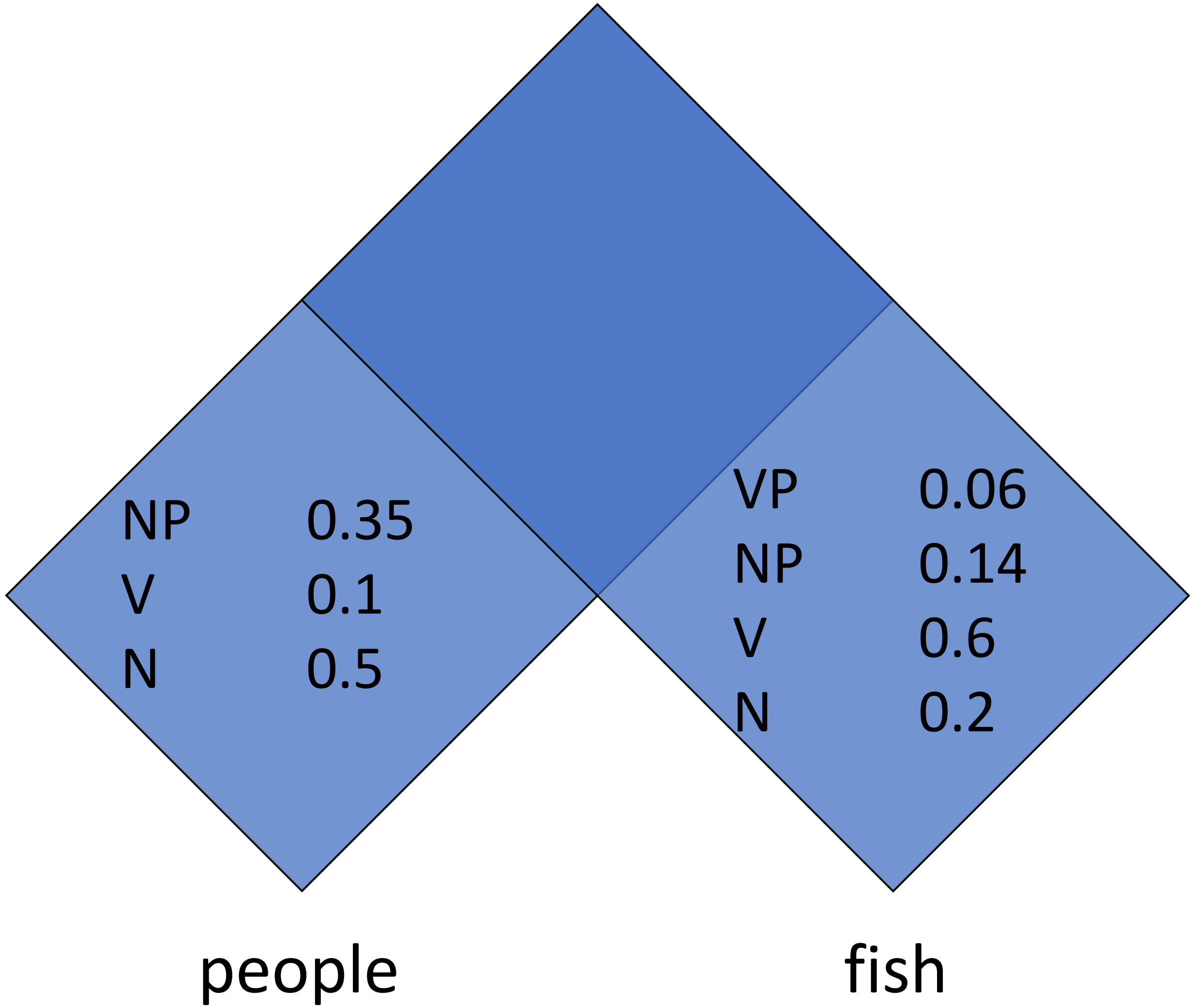
Parse triangle/ chart

each cell stores
the probabilities for producing the
corresponding part of the sentence starting
from a string

Viterbi (Max) Scores

NP -> NP NP = 0.35 * 0.14 * 0.1 = 0.0049
VP -> V NP = 0.1 * 0.14 * 0.5 = 0.007
S -> VP = 0.007 * 0.1 = 0.0007

S -> NP VP = 0.35 * 0.06 * 0.9 = 0.0189



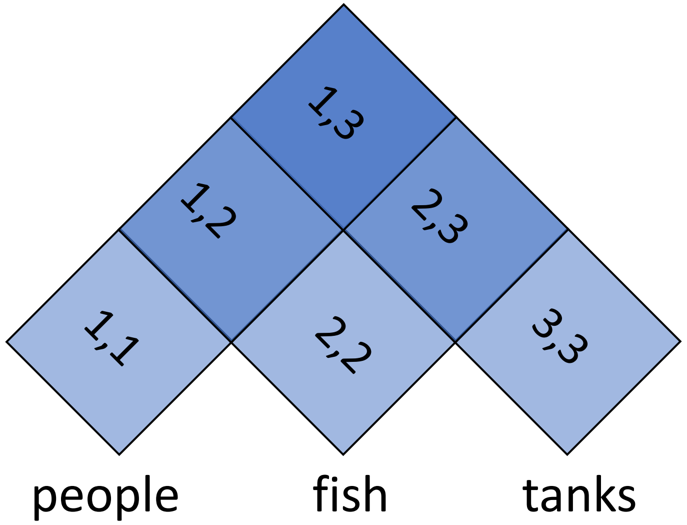
NP	0.35
V	0.1
N	0.5

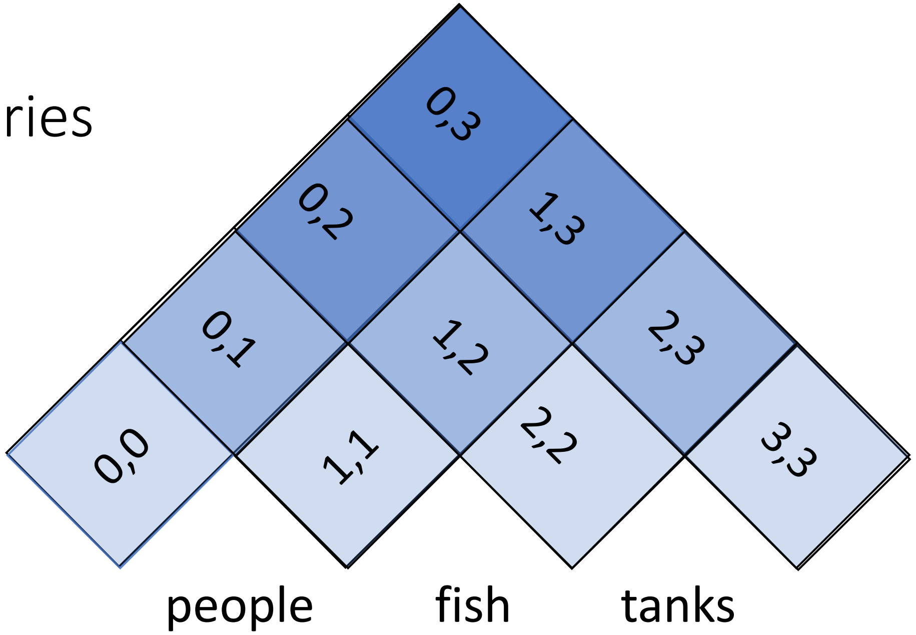
VP	0.06
NP	0.14
V	0.6
N	0.2

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

Extended CKY parsing

- Unaries can be incorporated into the algorithm
    - Messy, but doesn't increase algorithmic complexity
- Empties can be incorporated
    - Use fenceposts
    - Doesn't increase complexity; essentially like unaries





Fenceposts

Extended CKY parsing

- Unaries can be incorporated into the algorithm
    - Messy, but doesn’t increase algorithmic complexity
- Empties can be incorporated
    - Use fenceposts
    - Doesn’t increase complexity; essentially like unaries
- Binarization is *vital*
    - Without binarization, you don’t get parsing cubic in the length of the sentence and in the number of nonterminals in the grammar
        - Binarization may be an explicit transformation or implicit in how the parser works (Earley-style dotted rules), but it’s always there.

CKY Parsing

Cocke–Younger–Kasami algorithm

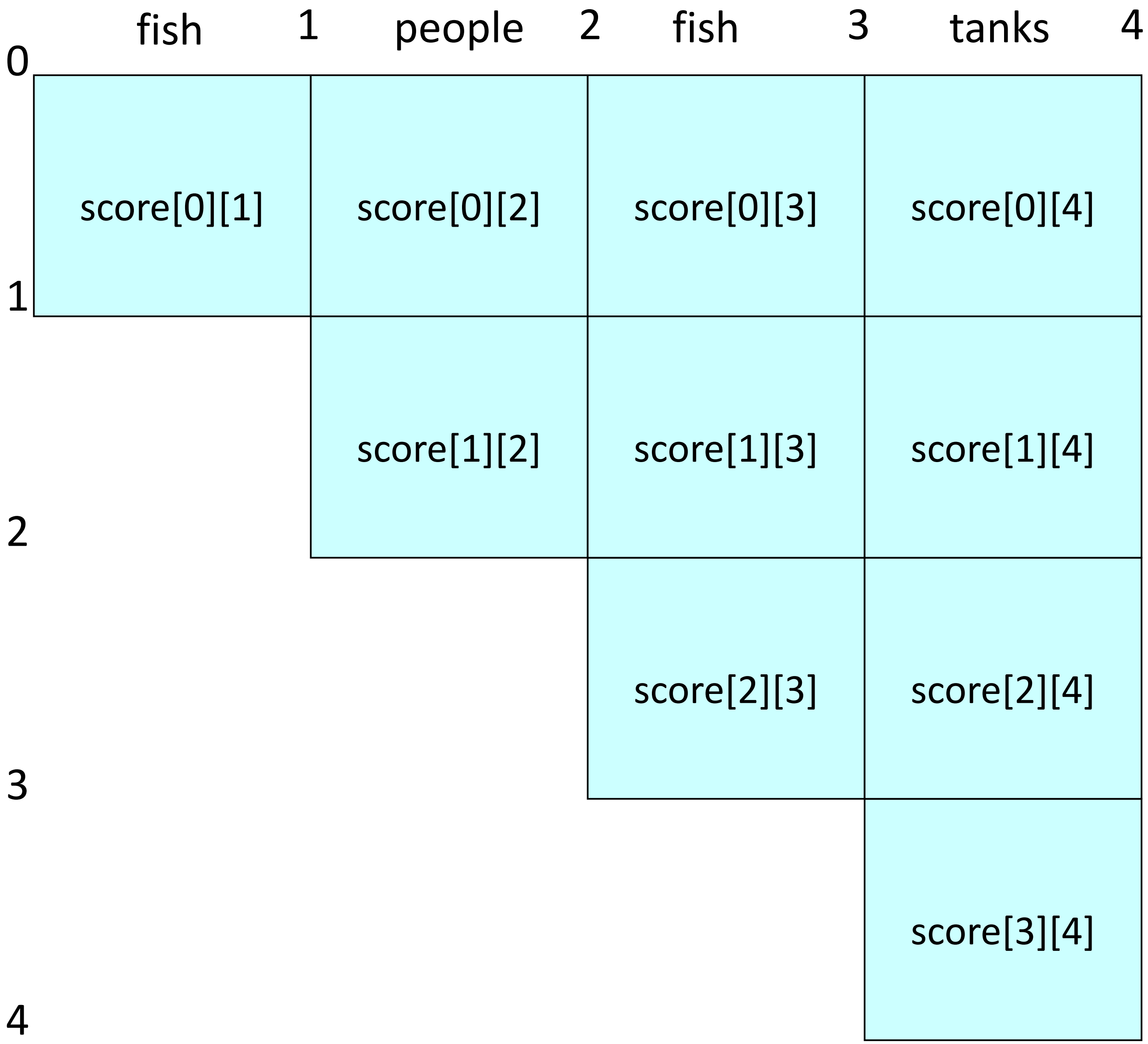
A worked example

The grammar:
Binary, no epsilons,

binarization is essential for this algorithm removing unaries is not necessary => binarization ensures cubic time parsing

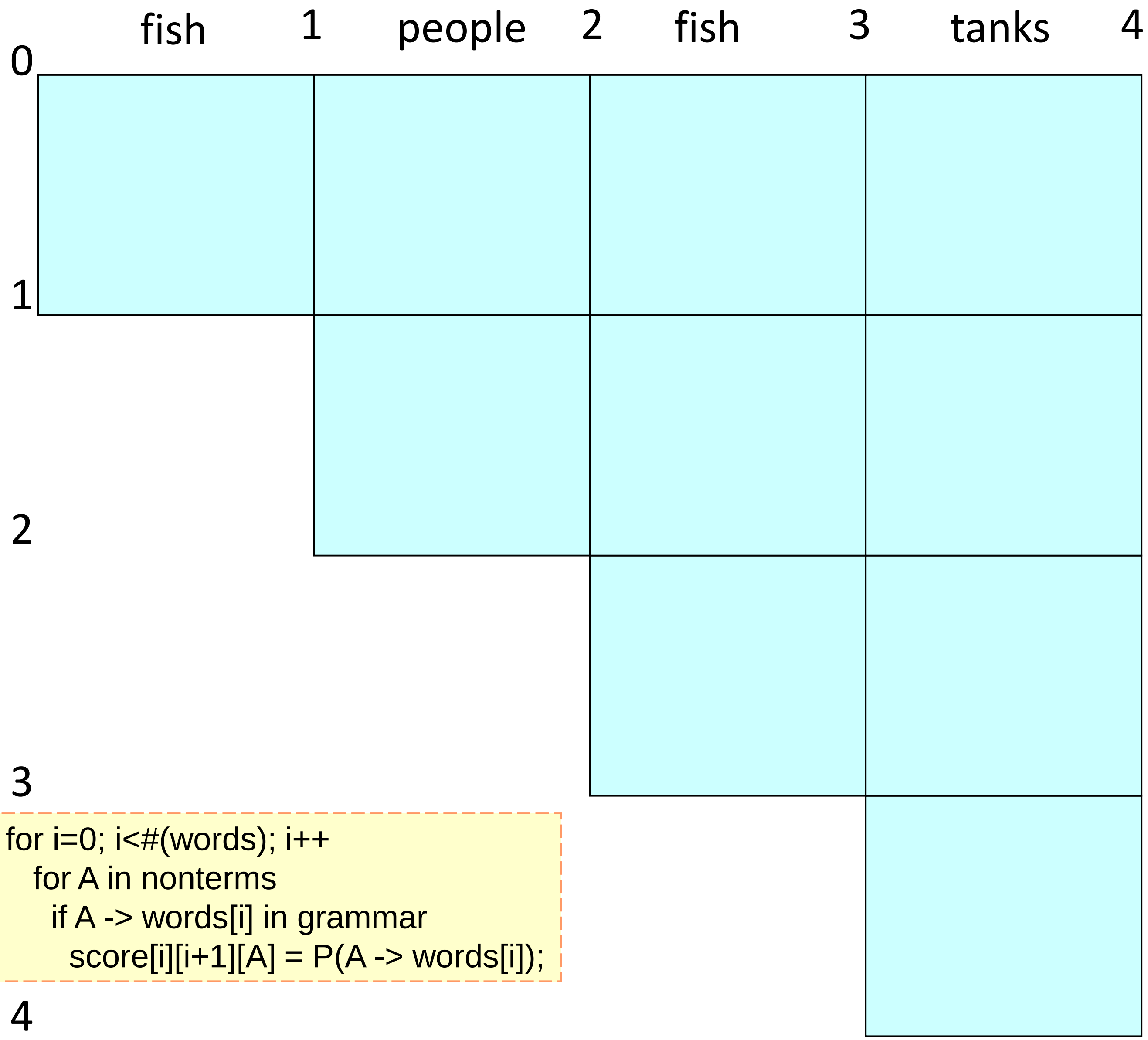
S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0

N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0



	fish	people	fish	tanks
0	score[0][1]	score[0][2]	score[0][3]	score[0][4]
1		score[1][2]	score[1][3]	score[1][4]
2			score[2][3]	score[2][4]
3				score[3][4]
4				

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0



```
for i=0; i<#(words); i++
   for A in nonterms
     if A -> words[i] in grammar
       score[i][i+1][A] = P(A -> words[i]);
```

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	fish 1	people 2	fish 3	tanks 4
0	N → fish 0.2 V → fish 0.6			
1		N → people 0.5 V → people 0.1		
2			N → fish 0.2 V → fish 0.6	
				N → tanks 0.2 V → tanks 0.1

```
// handle unaries
boolean added = true
   while added
     added = false
     for A, B in nonterms
       if score[i][i+1][B] > 0 && A->B in grammar
         prob = P(A->B)*score[i][i+1][B]
         if(prob > score[i][i+1][A])
           score[i][i+1][A] = prob
           back[i][i+1][A] = B
           added = true
```

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

0	fish 1	people 2	fish 3	tanks 4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006			
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001		
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				

```
prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
if (prob > score[begin][end][A])
   score[begin]end][A] = prob
   back[begin][end][A] = new Triple(split,B,C)
```

this cell captures that how NP / VP / S can generate the sentence from 1 to 2 s -> token_1 token _2, another possibility is that
s -> vp -> token_1 token_2
out of all these possibilites from s we take the sequence with the maximum probability

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

0	fish 1	people 2	fish 3	tanks 4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → NP VP 0.00126		
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → NP VP 0.00378
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				

```
//handle unaries
boolean added = true
while added
  added = false
  for A, B in nonterms
    prob = P(A->B)*score[begin][end][B];
    if prob > score[begin][end][A]
      score[begin][end][A] = prob
      back[begin][end][A] = B
      added = true
```

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks* 0.2	
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

0	fish 1	people 2	fish 3	tanks 4
1	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105		
2		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	
3			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042
4				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003

```
for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
      back[begin][end][A] = new Triple(split,B,C)
```

for a particular n-gram consider all the splits which can get us to the particular split again take the viterbi scores of these possibilites
for a given non terminal we want the best path to the end sentence if multiple paths exist

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

0	fish 1	people 2	fish 3	tanks 4
1	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105	NP → NP NP 0.0000686 VP → V NP 0.00147 S → NP VP 0.000882	
2		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	
3			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042
4				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003

```
for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
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N → *people*	0.5
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V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	fish 1	people 2	fish 3	tanks 4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105	NP → NP NP 0.0000686 VP → V NP 0.00147 S → NP VP 0.000882	
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	NP → NP NP 0.0000686 VP → V NP 0.000098 S → NP VP 0.01323
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				

```
for split = begin+1 to end-1
  for A,B,C in nonterms
    prob=score[begin][split][B]*score[split][end][C]*P(A->BC)
    if prob > score[begin][end][A]
      score[begin]end][A] = prob
      back[begin][end][A] = new Triple(split,B,C)
```

we need to consider the probability of the start symbol in the corner most cell, which gives us the most probable way to generate the sentence

S → NP VP	0.9
S → VP	0.1
VP → V NP	0.5
VP → V	0.1
VP → V @VP_V	0.3
VP → V PP	0.1
@VP_V → NP PP	1.0
NP → NP NP	0.1
NP → NP PP	0.2
NP → N	0.7
PP → P NP	1.0
N → *people*	0.5
N → *fish*	0.2
N → *tanks*	0.2
N → *rods*	0.1
V → *people*	0.1
V → *fish*	0.6
V → *tanks*	0.3
P → *with*	1.0

	fish 1	people 2	fish 3	tanks 4
0	N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.0049 VP → V NP 0.105 S → VP 0.0105	NP → NP NP 0.0000686 VP → V NP 0.00147 S → NP VP 0.000882	NP → NP NP 0.0000009604 VP → V NP 0.00002058 S → NP VP 0.00018522
1		N → people 0.5 V → people 0.1 NP → N 0.35 VP → V 0.01 Text S → VP 0.001	NP → NP NP 0.0049 VP → V NP 0.007 S → NP VP 0.0189	NP → NP NP 0.0000686 VP → V NP 0.000098 S → NP VP 0.01323
2			N → fish 0.2 V → fish 0.6 NP → N 0.14 VP → V 0.06 S → VP 0.006	NP → NP NP 0.00196 VP → V NP 0.042 S → VP 0.0042
3				N → tanks 0.2 V → tanks 0.1 NP → N 0.14 VP → V 0.03 S → VP 0.003
4				

Call buildTree(score, back) to get the best parse

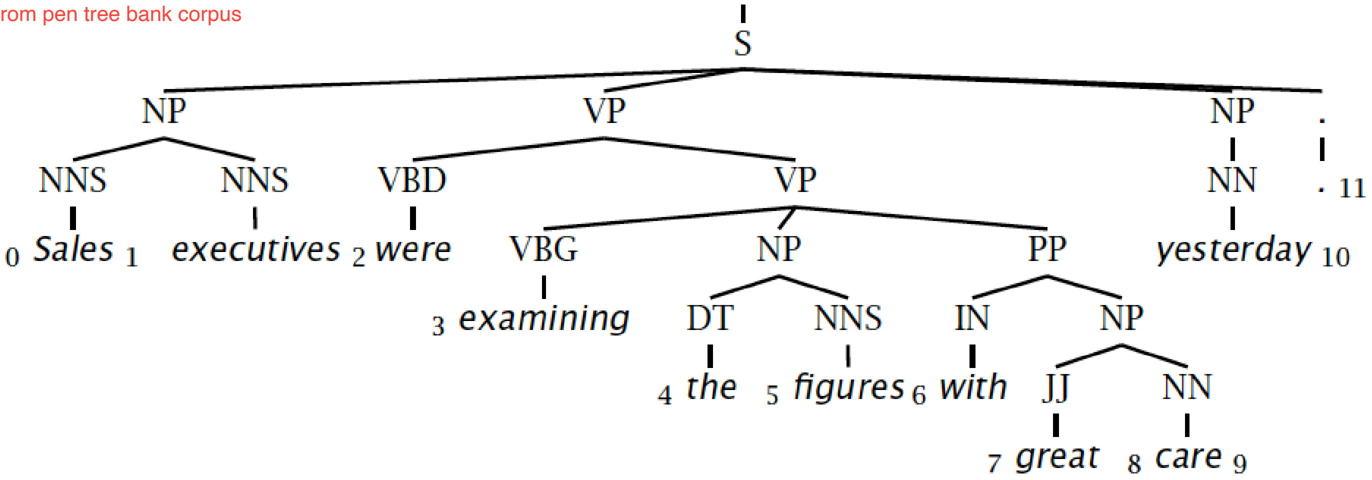
Constituency Parser Evaluation

we only write the bracketed notation before the preterminals

Evaluating constituency parsing

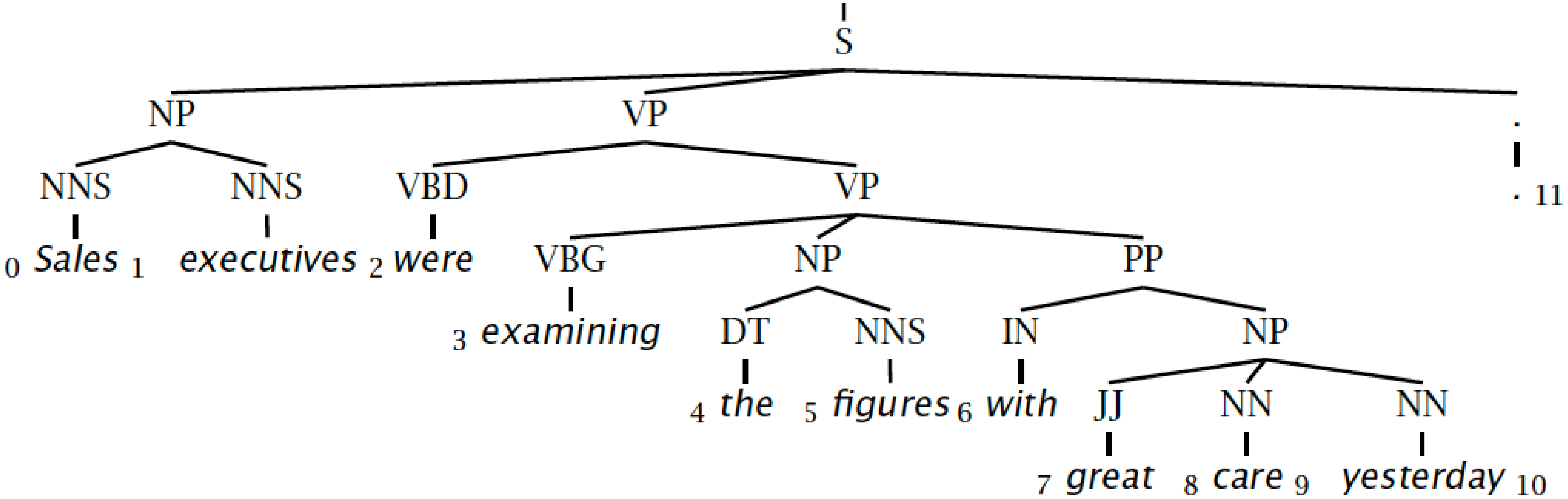
Gold standard brackets: **S-(0:11), NP-(0:2)**, VP-(2:9), VP-(3:9), **NP-(4:6)**, PP-(6-9), NP-(7,9), NP-(9:10)

ground truth from pen tree bank corpus



in order traversal of the tree

Candidate brackets: **S-(0:11), NP-(0:2)**, VP-(2:10), VP-(3:10), **NP-(4:6)**, PP-(6-10), NP-(7,10)



Evaluating constituency parsing

Gold standard brackets:

S-(0:11), NP-(0:2), VP-(2:9), VP-(3:9), **NP-(4:6)**, PP-(6-9), NP-(7,9), NP-(9:10)

Candidate brackets:

S-(0:11), **NP-(0:2)**, VP-(2:10), VP-(3:10), **NP-(4:6)**, PP-(6-10), NP-(7,10)

Text

Labeled Precision	3/7 = 42.9%
Labeled Recall	3/8 = 37.5%
LP/LR F1	40.0%
Tagging Accuracy	11/11 = 100.0%

fraction of preterminal symbols given correctly to
the end words