Language Models

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INTRODUCTION

Slides adapted from Philip Koehn

Roadmap

After this class, you'll be able to:

- Give examples of where we need language models
- Explain the independence assumptions of language models
- Estimate probability distributions using Laplace and Dirichlet smoothing
- Evaluate language models

Language models

- **Language models** answer the question: How likely is a string of English words good English?
- Autocomplete on phones and websearch
- Creating English-looking documents
- Very common in machine translation systems
  - Help with reordering / style

$$p_{\text{lm}}(\text{the house is small}) > p_{\text{lm}}(\text{small the is house})$$

  - Help with word choice

$$p_{\text{lm}}(\text{I am going home}) > p_{\text{lm}}(\text{I am going house})$$

N-Gram Language Models

- Given: a string of English words $W = w_1, w_2, w_3, ..., w_n$
- Question: what is $p(W)$?
- Sparse data: Many good English sentences will not have been seen before

$\longrightarrow$ Decomposing $p(W)$ using the chain rule:

$$p(w_1, w_2, w_3, ..., w_n) = \\ p(w_1)\, p(w_2|w_1)\, p(w_3|w_1, w_2) \ldots p(w_n|w_1, w_2, ... w_{n-1})$$

(not much gained yet, $p(w_n|w_1, w_2, ... w_{n-1})$ is equally sparse)

Markov Chain

- **Markov independence assumption**:
  - only previous history matters
  - limited memory: only last k words are included in history (older words less relevant)
  - $\rightarrow$ k**th order Markov model**
- For instance 2-gram language model:

$$p(w_1, w_2, w_3, ..., w_n) \simeq p(w_1)\, p(w_2|w_1)\, p(w_3|w_2) ... p(w_n|w_{n-1})$$

- What is conditioned on, here w_{i-1} is called the **history**

How good is the LM?

- A good model assigns a text of real English W a high probability
- This can be also measured with **perplexity**

$$\text{perplexity}(W) = P(w_1, \ldots w_N)^{-\frac{1}{N}}$$
$$= \sqrt[N]{\prod_i^N \frac{1}{P(w_i | w_1 \ldots w_{i-1})}}$$

Comparison 1–4-Gram

word	unigram	bigram	trigram	4-gram
i	6.684	3.197	3.197	3.197
would	8.342	2.884	2.791	2.791
like	9.129	2.026	1.031	1.290
to	5.081	0.402	0.144	0.113
commend	15.487	12.335	8.794	8.633
the	3.885	1.402	1.084	0.880
reporter	10.840	7.319	2.763	2.350
.	4.896	3.020	1.785	1.510
</s>	4.828	0.005	0.000	0.000
average				
perplexity	265.136	16.817	6.206	4.758

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- Maximum likelihood (ML) estimate of the probability is:

$$\hat{\theta}_i = \frac{n_i}{\sum_k n_k} \tag{1}$$

Example: 3-Gram

- Counts for trigrams and estimated word probabilities

the red (total: 225)

word	c.	prob.
cross	123	0.547
tape	31	0.138
army	9	0.040
card	7	0.031
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  - 225 trigrams in the Europarl corpus start with **the red**
  - 123 of them end with **cross**
  - $\longrightarrow$ maximum likelihood probability is $\frac{123}{225} = 0.547$.

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- Is this reasonable?

The problem with maximum likelihood estimates: Zeros

- If there were no occurrences of "bageling" in a history go, we'd get a zero estimate:

$$\hat{P}(\text{"bageling"} | \mathrm{go}) = \frac{T_{\mathrm{go}, \text{"bageling"}}}{\sum_{w' \in V} T_{\mathrm{go}, w'}} = 0$$

- $\longrightarrow$ We will get $P(\mathrm{go}|d) = 0$ for any sentence that contains go bageling!
- Zero probabilities cannot be conditioned away.

How do we estimate a probability?

- In computational linguistics, we often have a prior notion of what our probability distributions are going to look like (for example, non-zero, sparse, uniform, etc.).
- This estimate of a probability distribution is called the maximum a posteriori (MAP) estimate:

$$\theta_{\text{MAP}} = \text{argmax}_{\theta} f(x|\theta)g(\theta) \tag{2}$$

Add-One Smoothing

- Equivalent to assuming a **uniform** prior over all possible distributions over the next word (you'll learn why in CL2)
- But there are many more unseen n-grams than seen n-grams
- Example: Europarl 2-bigrams:
  - $86,700$ distinct words
  - $86,700^2 = 7,516,890,000$ possible bigrams
  - but only about $30,000,000$ words (and bigrams) in corpus

How do we estimate a probability?

- Assuming a **sparse Dirichlet** prior, $\alpha < 1$ to each count

$$\theta_i = \frac{n_i + \alpha_i}{\sum_k n_k + \alpha_k} \tag{3}$$

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- What is a good value for α?
- Could be optimized on held-out set to find the "best" language model

Example: 2-Grams in Europarl

Count	Adjusted count		Test count
c	$(c+1)$	$(c+\alpha)$	t_c
0	0.00378	0.00016	0.00016
1	0.00755	0.95725	0.46235
2	0.01133	1.91433	1.39946
3	0.01511	2.87141	2.34307
4	0.01888	3.82850	3.35202
5	0.02266	4.78558	4.35234
6	0.02644	5.74266	5.33762
8	0.03399	7.65683	7.15074
10	0.04155	9.57100	9.11927
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Can we do better?

In higher-order models, we can learn from similar contexts!

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- Defining a vocabulary (the event space)
- But how do you handle words outside of your vocabulary?
  - Ignore? You could win just by ignoring everything
  - Standard: replace with `<UNK>` token

Reducing Vocabulary Size

- For instance: each number is treated as a separate token
- Replace them with a number token num
  - but: we want our language model to prefer

$$p_{\text{lm}}(\text{I pay 950.00 in May 2007}) > p_{\text{lm}}(\text{I pay 2007 in May 950.00})$$

  - not possible with number token

$$p_{\text{lm}}(\text{I pay num in May num}) = p_{\text{lm}}(\text{I pay num in May num})$$

- Replace each digit (with unique symbol, e.g., **@** or **5**), retain some distinctions

$$p_{\text{lm}}(\text{I pay 555.55 in May 5555}) > p_{\text{lm}}(\text{I pay 5555 in May 555.55})$$

Back-Off

- In given corpus, we may never observe
  - **Scottish beer drinkers**
  - **Scottish beer eaters**
- Both have count 0

  $\longrightarrow$ our smoothing methods will assign them same probability
- Better: backoff to bigrams:
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- How do we deal with this?