

# Week 18. Constituency Parsing and Tree Recursive Neural Networks

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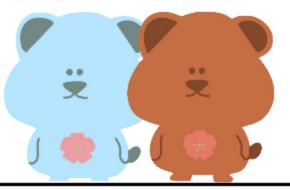
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Motivation: Compositionality and Recursion





# Spectrum of Language in CS

NLP Models of Language

→ bag-of-words model : proven efficient

**Linguistics** → **Emphasis** on structure

- → exists a huge gap
- → good points exist in the middle (certain amounts of structure)



# Working out the meaning of larger phrases?

The **snowboarder** is leaping over a mogul vs

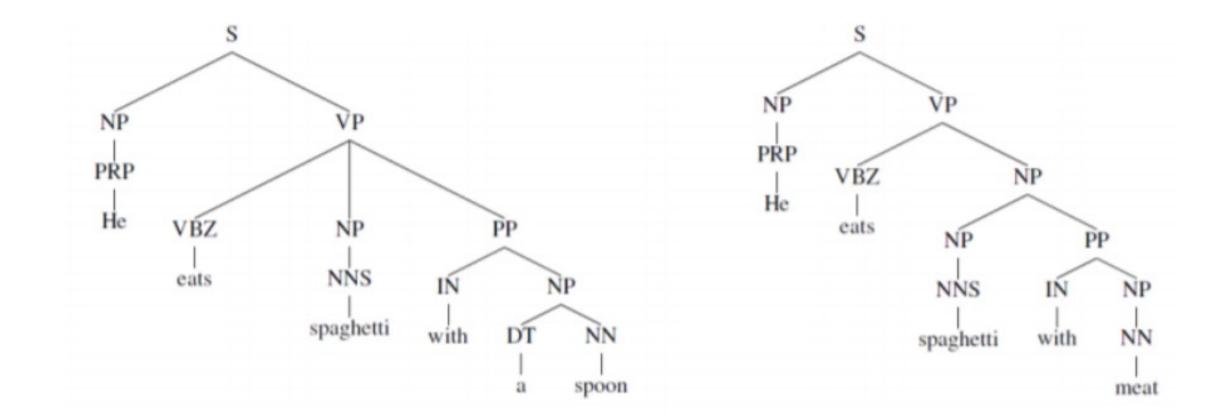
A **person on a snowboard** jumps into the air

→ Principle of Compositionality knowing meanings of components and putting the meaning together Semantic composition of smaller elements



# Working out the meaning of larger phrases?

→ Want a neural model that could use the hierarchical trees





# Structure prediction with simple Tree RNN: Parsing





### Determining Embeddings of phrases

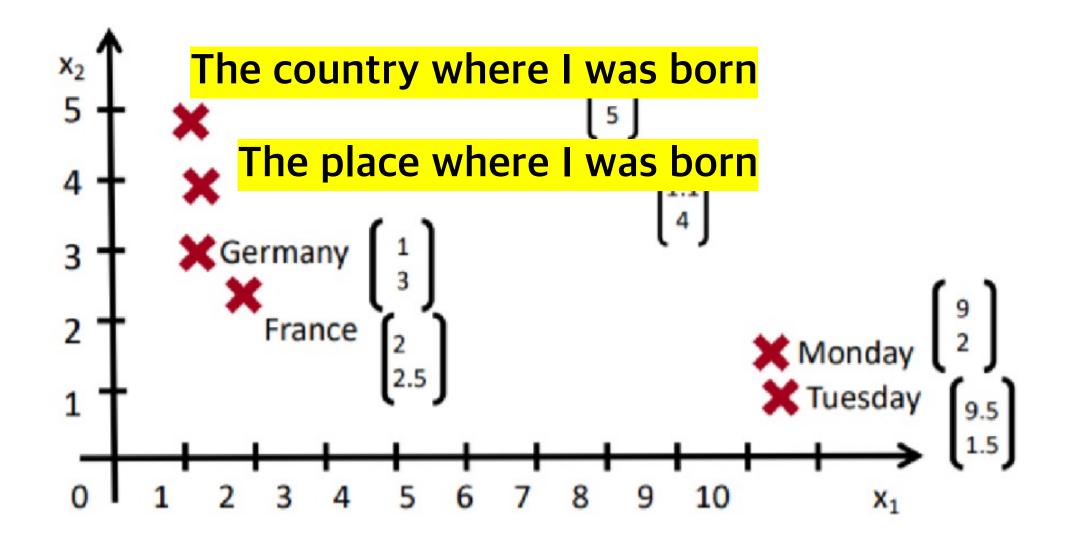
#### **Principle of Compositionality**

- → The meaning (vector) of a sentence is determined by
- 1. the meaning of the words
- 2. the rules that combine them

objective is to put phrases into the same vector space as word embeddings



### Determining Embeddings of phrases

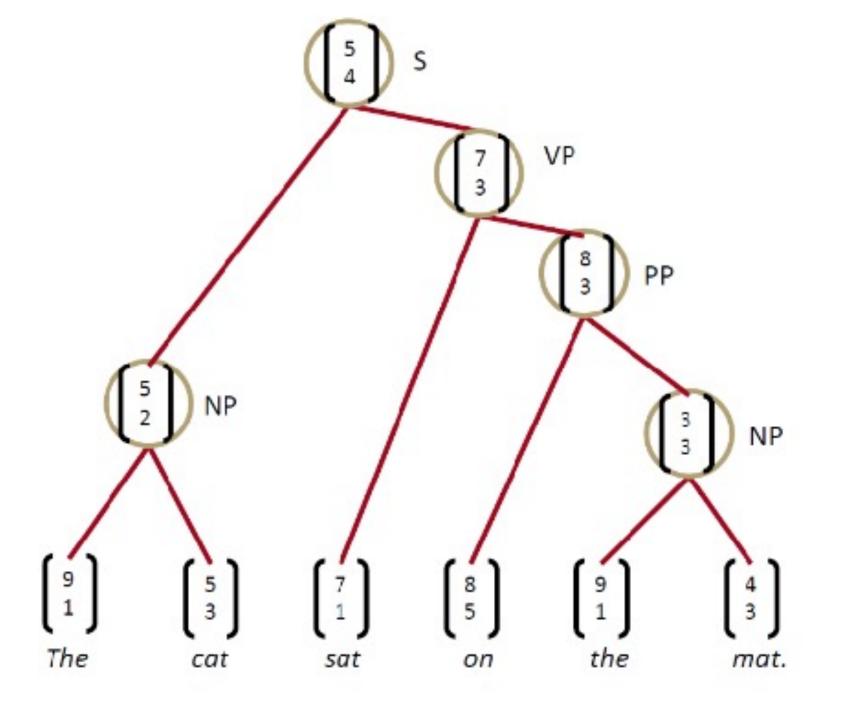


objective is to put phrases into the same vector space as word embeddings



### Determining Embeddings of phrases

Have certain rules of Combining components & create vectors that contain meaning

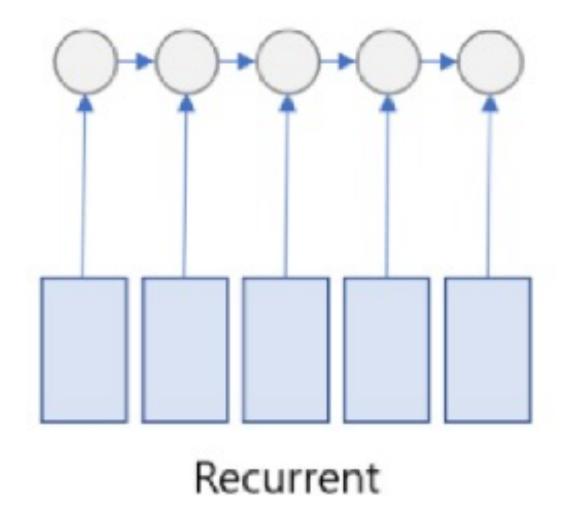




### Recursive vs RNN

#### **RNN**

- can't capture phrases
   without prefix context
- often capture too much of last words in final vector

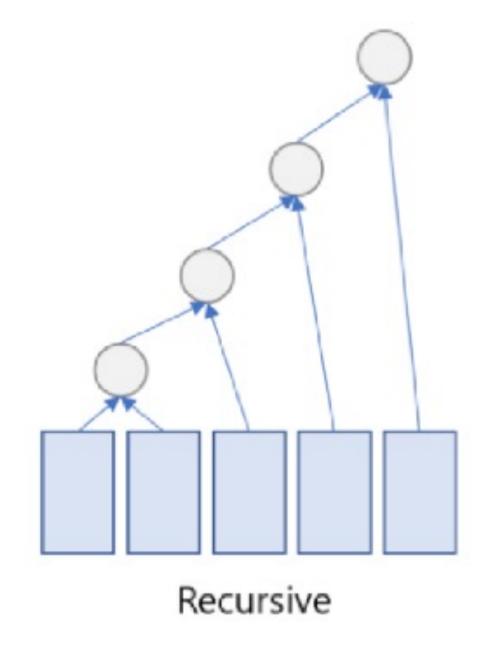




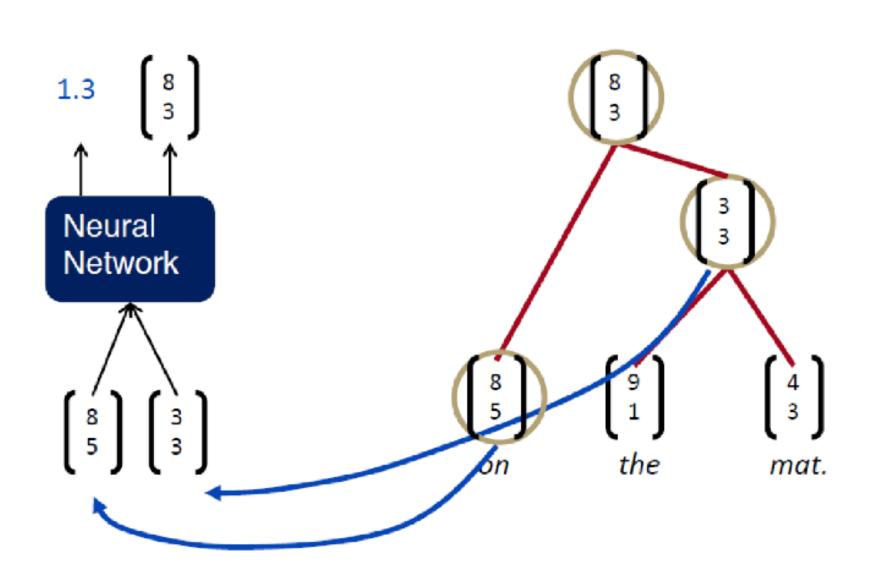
### Recursive vs RNN

#### Recursive

- requires a tree structure (to know components)
- sensitive to its syntactic structure





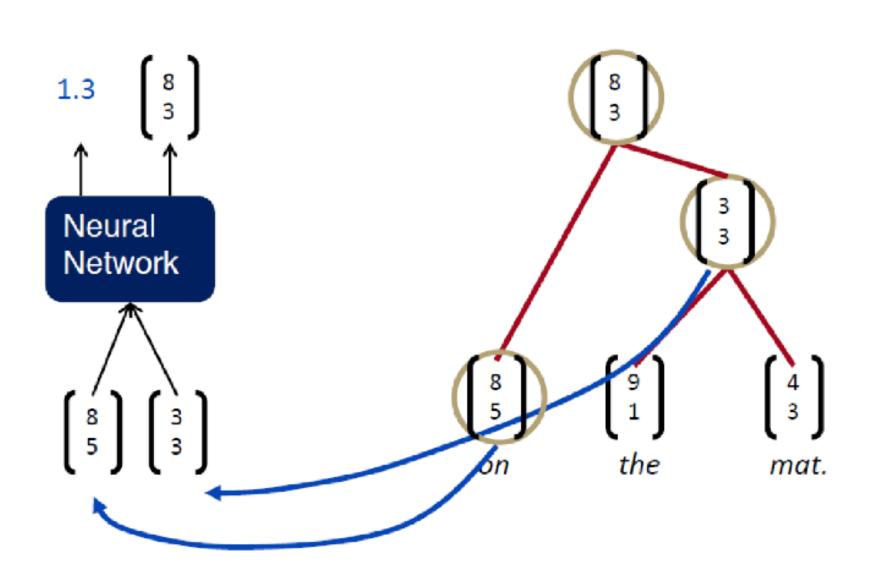


Input: two candidate children's representations

#### Output:

- Semantic representation if the two nodes are merged
- Score of how plausible the new node would be



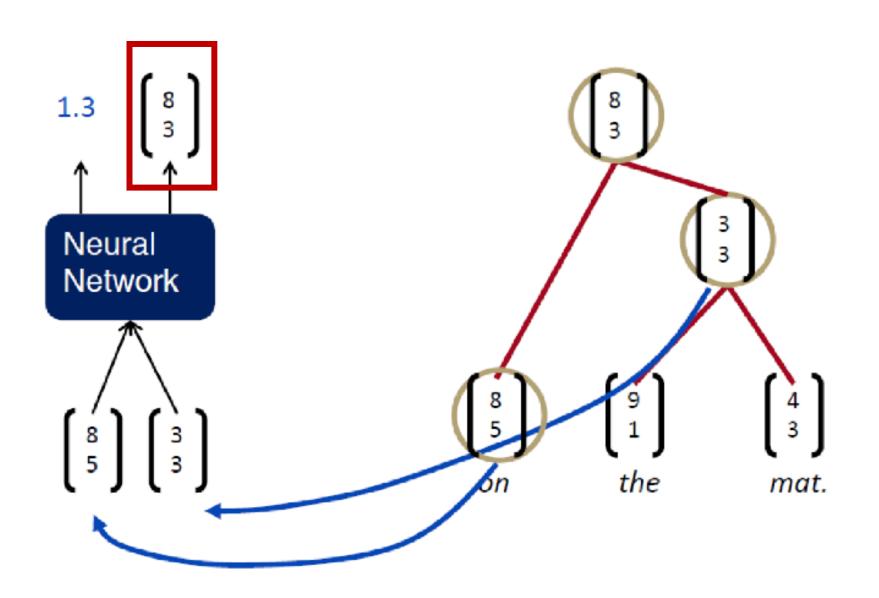


Input: two candidate children's representations

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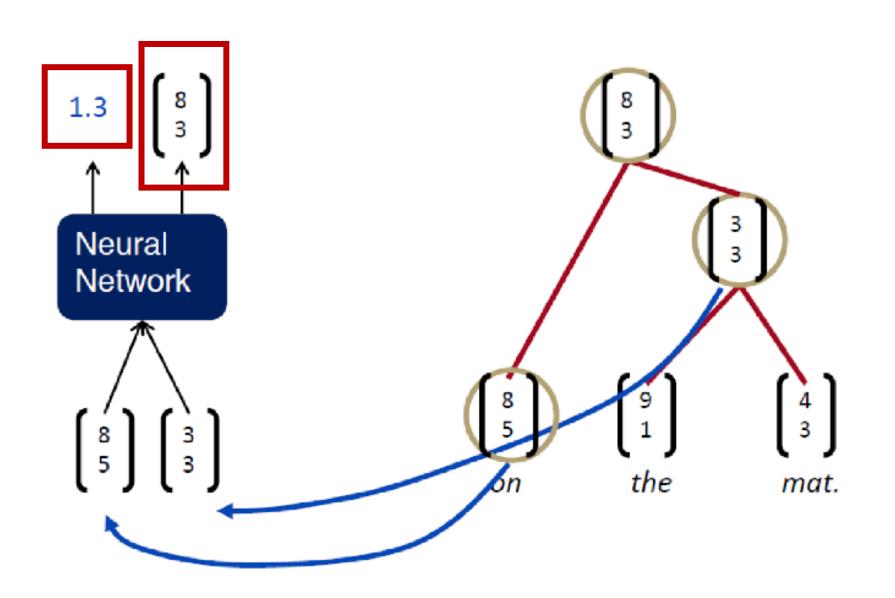
#### Output:

Semantic representation if the two nodes are merged

$$p = \tanh(W \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} + b)$$

W same for all nodes





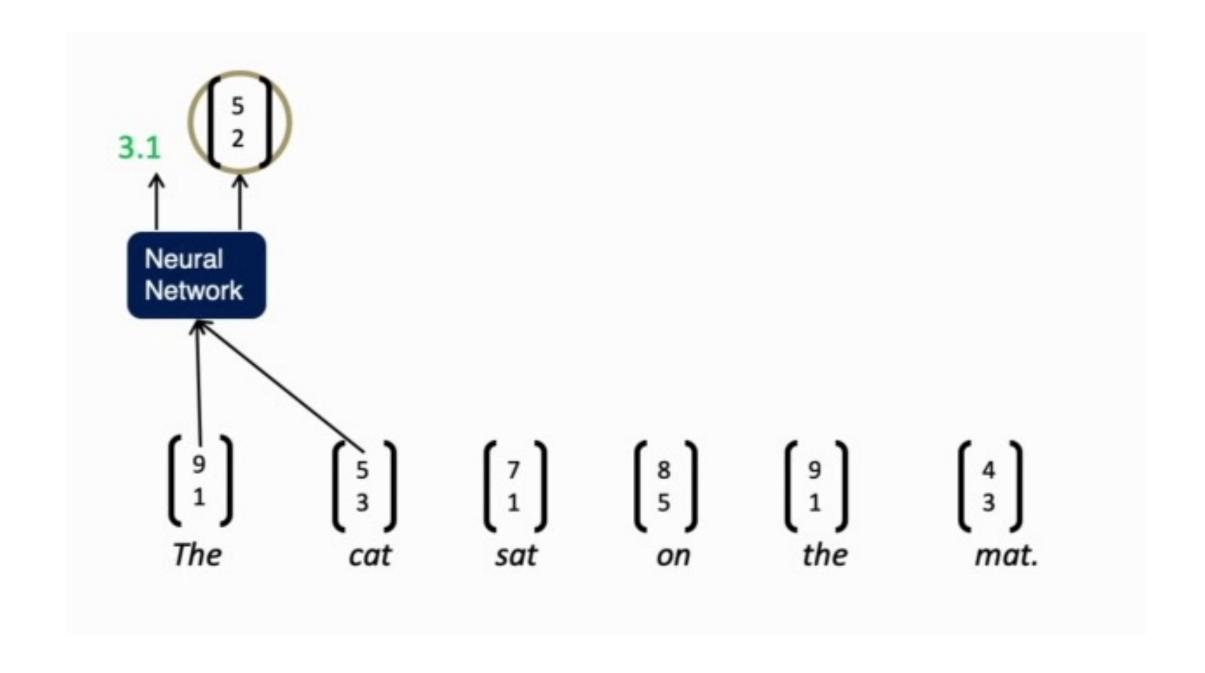
#### Output:

 Score of how plausible the new node would be

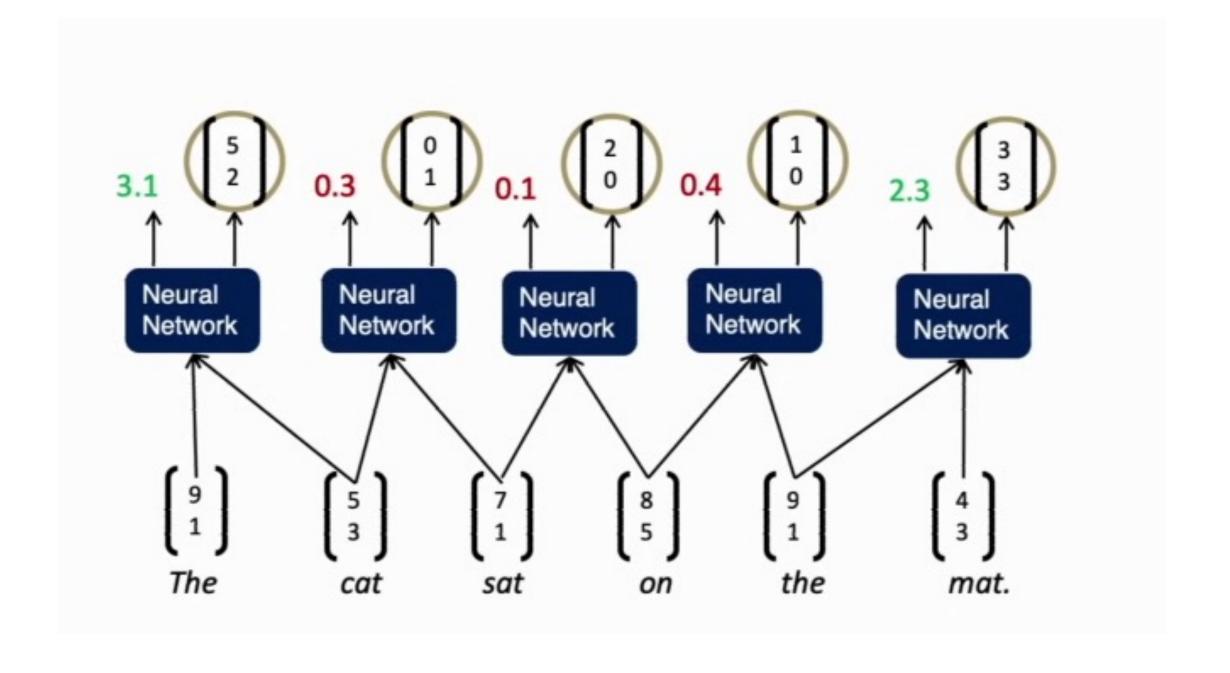
score = 
$$U^{\mathsf{T}}p$$

$$p = \tanh \left( W \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} + b \right)$$

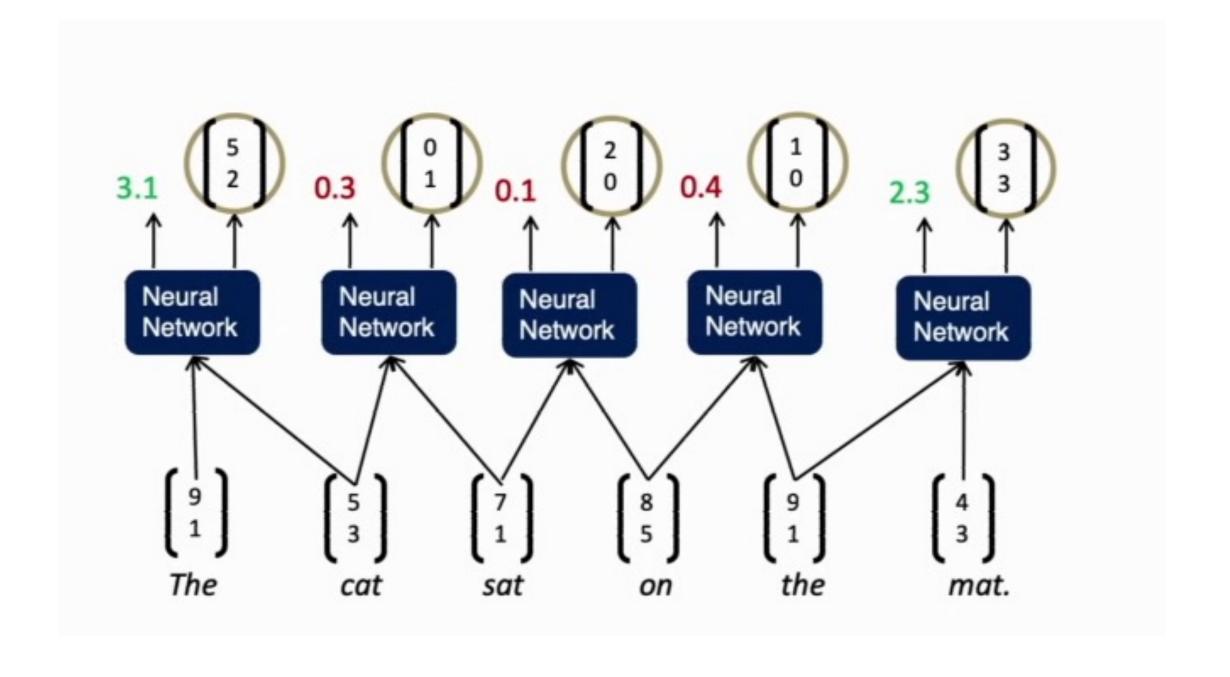




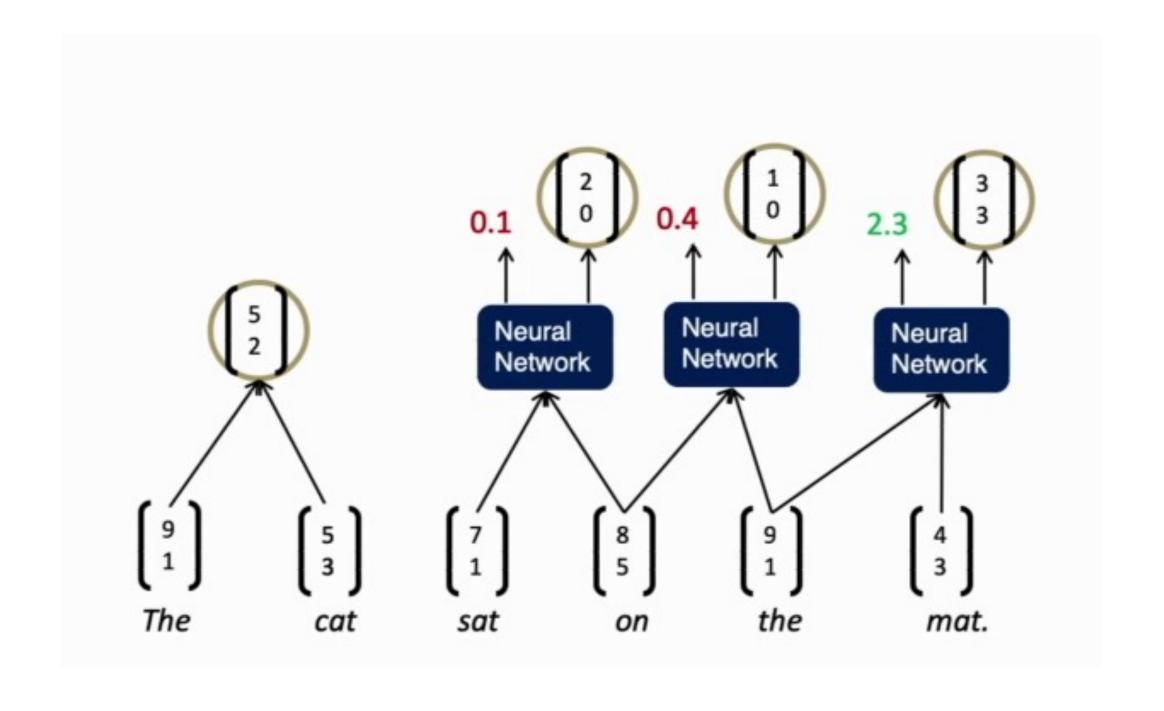




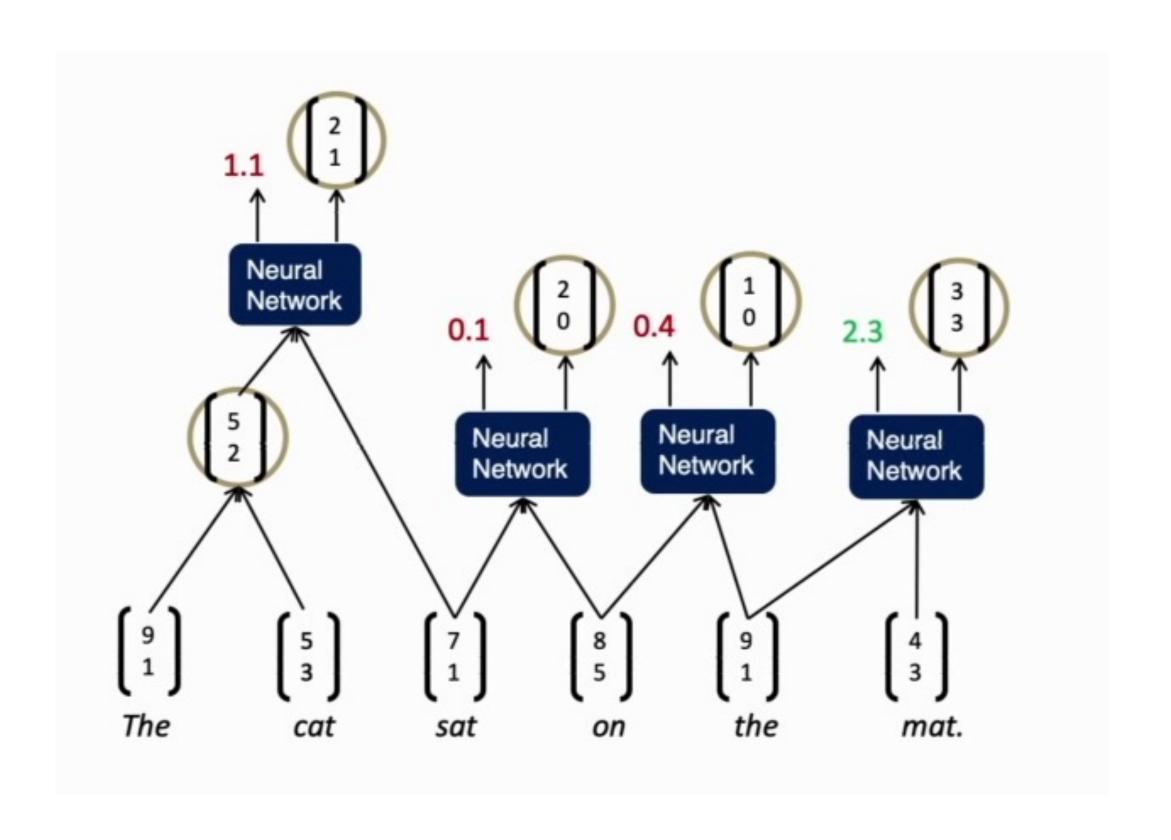








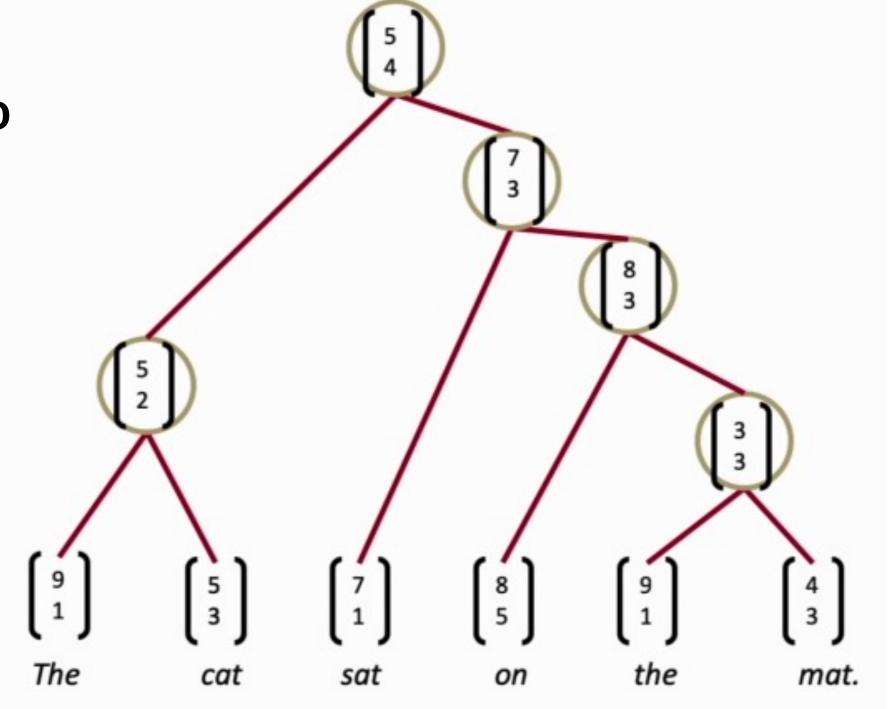






### **Greedy Method**

- Beam Search can be applied too









#### Principally the same as general backpropagation

$$\delta^{(l)} = \left( (W^{(l)})^T \delta^{(l+1)} \right) \circ f'(z^{(l)}),$$

$$\delta^{(l)} = \left( (W^{(l)})^T \delta^{(l+1)} \right) \circ f'(z^{(l)}), \qquad \frac{\partial}{\partial W^{(l)}} E_R = \delta^{(l+1)} (a^{(l)})^T + \lambda W^{(l)}$$

- 1. 모든 노드의 W에 대한 derivative를 더함
- 2. 각 노드에서 derivative를 split
- 3. parent와 노드 자체에서 에러 메시지 더함



#### BTS: 1) Sum derivatives of all nodes

You can actually assume it's a different W at each node Intuition via example:

$$\begin{split} &\frac{\partial}{\partial W} f(W(f(Wx))) \\ &= f'(W(f(Wx)) \left( \left( \frac{\partial}{\partial W} W \right) f(Wx) + W \frac{\partial}{\partial W} f(Wx) \right) \\ &= f'(W(f(Wx)) \left( f(Wx) + W f'(Wx) x \right) \end{split}$$

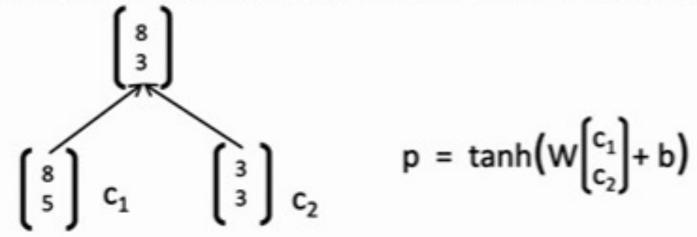
If we take separate derivatives of each occurrence, we get same:

$$\frac{\partial}{\partial W_2} f(W_2(f(W_1x)) + \frac{\partial}{\partial W_1} f(W_2(f(W_1x))) 
= f'(W_2(f(W_1x)) (f(W_1x)) + f'(W_2(f(W_1x)) (W_2f'(W_1x)x)) 
= f'(W_2(f(W_1x)) (f(W_1x) + W_2f'(W_1x)x)) 
= f'(W(f(Wx)) (f(Wx) + Wf'(Wx)x)$$

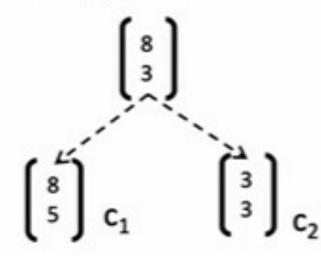


#### BTS: 2) Split derivatives at each node

During forward prop, the parent is computed using 2 children



Hence, the errors need to be computed wrt each of them:



where each child's error is n-dimensional

$$\delta_{p \to c_1 c_2} = [\delta_{p \to c_1} \delta_{p \to c_2}]$$



- Simple TreeRNN의 장점
  - 이전보다 더 큰 텍스트 단위의 의미 표현 가능
- Simple TreeRNN의 단점
  - 앞서 모든 노드에서 W가 동일하다고 설명했는데, 이는 더 복잡한 문장에서는 적절하지 못함
  - 인풋 단어 간 실제 상호작용이 없음
  - 조합 함수가 모든 경우에 대해 동일하게 작용



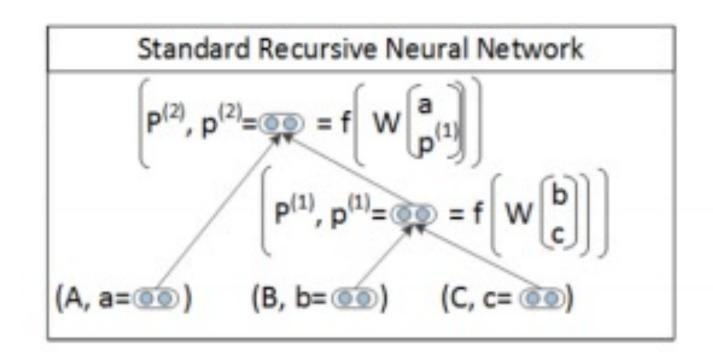
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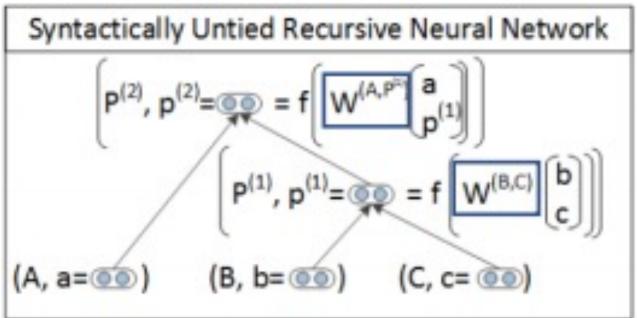






- 기능이 다른 표현에 각기 다른 가중치를 사용
- Simple TreeRNN 개선







#### **Compositional Vector Grammers**

- 앞선 방식의 문제점: 속도가 느림. Greedy나 beam searc로 모든 score 후보군을 계산하는 것은 계산량이 많음
- 해결방법: Tree의 부분 집합에 대해서만 score 계산해서 빠르게 만듦 (PCFG)

Compositional Vector Grammer = PCFG + TreeRNN



#### PCFG (Probabilistic Context Free Grammer)

• 규칙에 따라 Weight matrix를 다르게 적용

#### PCFG Example

```
a simple PCFG

1.0 S \rightarrow NP VP

0.3 NP \rightarrow Adj Noun

0.7 NP \rightarrow Det Noun

1.0 VP \rightarrow Vb NP

-

0.2 Adj \rightarrow fruit

0.2 Noun \rightarrow flies

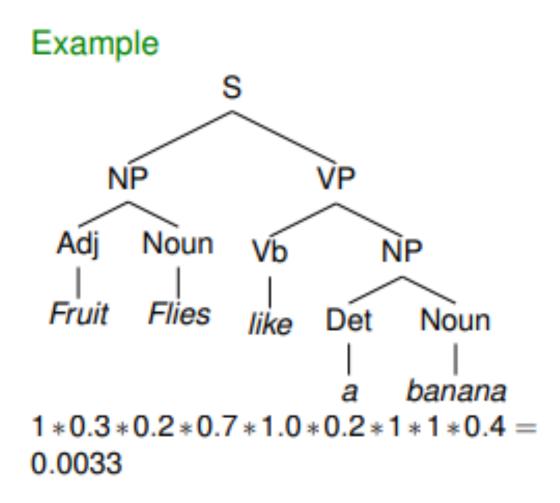
1.0 Vb \rightarrow like

1.0 Det \rightarrow a

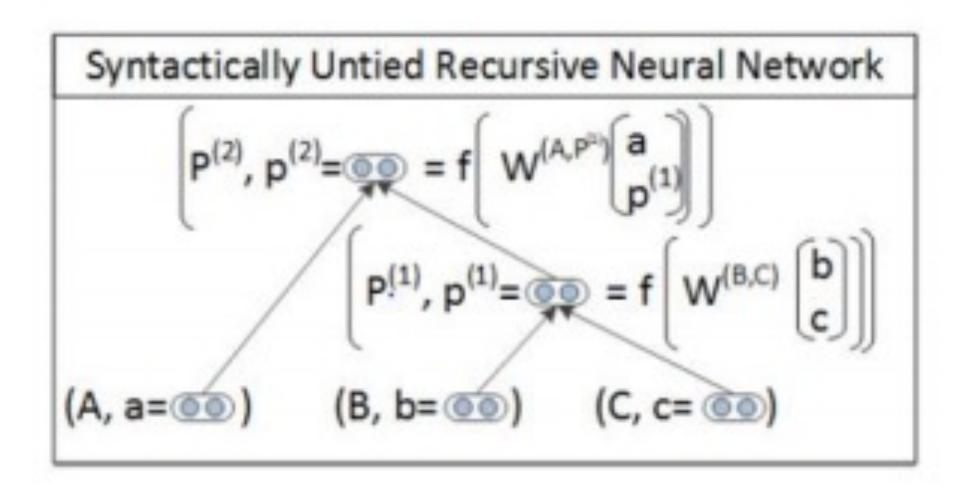
0.4 Noun \rightarrow banana

0.4 Noun \rightarrow tomato

0.8 Adj \rightarrow angry
```







PCFG + TreeRNN



# THANK YOU

