



Natural Language Processing

Anoop Sarkar

anoopsarkar.github.io/nlp-class

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Part 1: Probability and Language

Probability and Language

Quick guide to probability theory

Entropy and Information Theory

Probability and Language

Assign a probability to an input sequence

Given a URL: `choosespain.com`. What is this website about?

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chooses pain	-9.88
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The Goal

Find a good **scoring function** for input sequences.

Scoring Hypotheses in Speech Recognition

From acoustic signal to candidate transcriptions

Hypothesis	Score
the station signs are in deep in english	-14732
the stations signs are in deep in english	-14735
the station signs are in deep into english	-14739
the station 's signs are in deep in english	-14740
the station signs are in deep in the english	-14741
the station signs are indeed in english	-14757
the station 's signs are indeed in english	-14760
the station signs are indians in english	-14790
the station signs are indian in english	-14799
the stations signs are indians in english	-14807
the stations signs are indians and english	-14815

Scoring Hypotheses in Machine Translation

From source language to target language candidates

Hypothesis	Score
we must also discuss a vision .	-29.63
we must also discuss on a vision .	-31.58
it is also discuss a vision .	-31.96
we must discuss on greater vision .	-36.09
⋮	⋮

Scoring Hypotheses in Decryption

Character substitutions on ciphertext to plaintext candidates

Hypothesis	Score
Heopaj, zk ukq swjp pk gjks w oaynap?	-93
Urbcnw, mx hxd fjwc cx twxf j bnlan?	-92
Wtdepy, oz jzf hlye ez vyzh l dpncpe?	-91
Mjtufo, ep zpv xbou up lopx b tfdsfu?	-89
Nkuvgp, fq aqw ycpv vq mpqy c ugetgv?	-87
Gdnozi, yj tjp rvio oj fijr v nzxmzo?	-86
Czjkve, uf pfl nrek kf befn r jvtivk?	-85
Yvfgra, qb lbh jnag gb xabj n frperg?	-84
Zwghsb, rc mci kobh hc ybck o gsqfsh?	-83
Byijud, te oek mqdj je adem q iushuj?	-77
Jgqrcl, bm wms uylr rm ilmu y qcapcr?	-76
Listen, do you want to know a secret?	-25

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- ▶ **Learn** the parameters of the model from data.
- ▶ Use the model to **predict** the probability of new sequences.

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Part 2: Quick guide to probability theory

Probability and Language

Quick guide to probability theory

Entropy and Information Theory

Probability: The Basics

- ▶ Sample space

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- ▶ Event space
- ▶ Random variable

Probability distributions

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Joint Probability: $P(X=\text{value AND } Y=\text{value})$

- ▶ Since $X=\text{value AND } Y=\text{value}$, the order does not matter
- ▶ $P(X = \text{killer}, Y = \text{app}) \Leftrightarrow P(Y = \text{app}, X = \text{killer})$
- ▶ In both cases it is $P(X,Y) = P(Y,X) = P(\text{'killer app'})$
- ▶ In NLP, we often use numerical indices to express this:
 $P(W_{i-1} = \text{killer}, W_i = \text{app})$

Joint probability

Joint probability table

W_{i-1}	$W_i = \text{app}$	$P(W_{i-1}, W_i)$
$\langle S \rangle$	app	1.16e-19
an	app	1.76e-08
killer	app	1.24e-10
the	app	2.68e-07
this	app	3.74e-08
your	app	2.39e-08

There will be a similar table for each choice of W_i .

Get $P(W_i)$ from $P(W_{i-1}, W_i)$

$$P(W_i = \text{app}) = \sum_x P(W_{i-1} = x, W_i = \text{app}) = 1.19e - 05$$

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Conditional probability from Joint probability

$$P(W_i \mid W_{i-1}) = \frac{P(W_{i-1}, W_i)}{P(W_{i-1})}$$

- ▶ $P(\text{killer}) = 1.05\text{e-}05$
- ▶ $P(\text{killer}, \text{app}) = 1.24\text{e-}10$
- ▶ $P(\text{app} \mid \text{killer}) = 0.0096$
- ▶ $P(\text{the} \mid \text{killer}) = 1.82\text{e-}05$

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- ▶ $P(X) + P(Y) = P(X \cup Y)$ provided that $X \cap Y = \emptyset$

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- ▶ Computing $P(f)$ from axioms:

$$P(f) = \sum_e P(e) \times P(f \mid e)$$

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- ▶ Use chain rule and simplify:

$$P(a, b, c, d \mid e) = P(d \mid e) \cdot P(c \mid d, e) \cdot P(b \mid c, e) \cdot P(a \mid b, e)$$

Probability: The Chain Rule

► $P(e_1, e_2, \dots, e_n) = P(e_1) \times P(e_2 \mid e_1) \times P(e_3 \mid e_1, e_2) \dots$

$$P(e_1, e_2, \dots, e_n) = \prod_{i=1}^n P(e_i \mid e_{i-1}, e_{i-2}, \dots, e_1)$$

Probability: Random Variables and Events

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- ▶ Shorthand for value assigned to a random variable Y , e.g.
 $Y = y$
- ▶ y is an element of some implicit **event space**: \mathcal{E}

Probability: Random Variables and Events

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Probability: Random Variables and Events

- ▶ The *marginal probability* $P(y)$ can be computed from $P(x, y)$ as follows:

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- ▶ Finding the value that maximizes the probability value:

$$\hat{x} = \arg \max_{x \in \mathcal{E}} P(x)$$

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- ▶ Note that:

$$x = \exp(\log(x))$$

- ▶ Also more efficient: addition instead of multiplication

Log Probability Arithmetic

p	$\log(p)$
0.0	$-\infty$
0.1	-3.32
0.2	-2.32
0.3	-1.74
0.4	-1.32
0.5	-1.00
0.6	-0.74
0.7	-0.51
0.8	-0.32
0.9	-0.15
1.0	0.00

Log Probability Arithmetic

- ▶ So: $(0.5 \times 0.5 \times \dots 0.5) = (0.5)^n$ might get too small but $(-1 - 1 - 1 - 1) = -n$ is manageable

Log Probability Arithmetic

- ▶ So: $(0.5 \times 0.5 \times \dots 0.5) = (0.5)^n$ might get too small but $(-1 - 1 - 1 - 1) = -n$ is manageable
- ▶ Another useful fact when writing code (\log_2 is *log to the base 2*):

$$\log_2(x) = \frac{\log_{10}(x)}{\log_{10}(2)}$$

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Part 3: Entropy and Information Theory

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Quick guide to probability theory

Entropy and Information Theory

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- ▶ Consider the task of efficiently sending a message. Sender Alice wants to send several messages to Receiver Bob. Alice wants to do this as efficiently as possible.
- ▶ Let's say that Alice is sending a message where the entire message is just one character a , e.g. $aaaa \dots$. In this case we can save space by simply sending the length of the message and the single character.

Information Theory

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- ▶ The *expected* number of bits it takes to transmit some infinite set of messages is what is called entropy.
- ▶ This formulation of entropy by Claude Shannon was adapted from thermodynamics, converting information into a quantity that can be measured.
- ▶ Information theory is built around this notion of message compression as a way to evaluate the amount of information.

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- ▶ **Expectation** with respect to p is a weighted average:

$$\begin{aligned} E_p[x] &= \frac{x_1 \cdot p_1 + x_2 \cdot p_2 + \dots + x_n p_n}{p_1 + p_2 + \dots + p_n} \\ &= x_1 \cdot p_1 + x_2 \cdot p_2 + \dots + x_n p_n \\ &= \sum_{x \in \mathcal{E}} x \cdot p(x) \end{aligned}$$

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- ▶ Example: for a six-sided die the expectation is:

$$E_p[x] = 1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + \dots + 6 \cdot \frac{1}{6} = 3.5$$

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- ▶ Entropy answers the question: *What is the expected number of bits needed to transmit messages from event space \mathcal{E} , where $p(x)$ defines the probability of observing x ?*

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- ▶ Can we do better?

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Horse 1	$\frac{1}{2}$	Horse 5	$\frac{1}{64}$
Horse 2	$\frac{1}{4}$	Horse 6	$\frac{1}{64}$
Horse 3	$\frac{1}{8}$	Horse 7	$\frac{1}{64}$
Horse 4	$\frac{1}{16}$	Horse 8	$\frac{1}{64}$

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- ▶ If we know how likely we are to bet on each horse, say based on the horse's probability of winning, then we can do better.
- ▶ Let p be the probability distribution given in the table above. The entropy of p is $H(p)$

Entropy

$$H(p) =$$

$$= - \sum_{i=1}^8 p(i) \log_2 p(i)$$

$$= - \left(\frac{1}{2} \log_2 \frac{1}{2} + \frac{1}{4} \log_2 \frac{1}{4} + \frac{1}{8} \log_2 \frac{1}{8} + \frac{1}{16} \log_2 \frac{1}{16} + 4 \left(\frac{1}{64} \log_2 \frac{1}{64} \right) \right)$$

$$= - \left(\frac{1}{2} \times -1 + \frac{1}{4} \times -2 + \frac{1}{8} \times -3 + \frac{1}{16} \times -4 + 4 \left(\frac{1}{64} \times -6 \right) \right)$$

$$= - \left(-\frac{1}{2} - \frac{1}{2} - \frac{3}{8} - \frac{1}{4} - \frac{3}{8} \right)$$

$$= 2 \text{ bits}$$

- What is the entropy when the horses are equally likely to win?

$$H(\text{uniform distribution}) = -8 \left(\frac{1}{8} \times -3 \right) = 3 \text{ bits}$$

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- ▶ Total number of bits per message (per race): $\frac{545}{320} \approx 1.7$ bits
(always less than 2 bits)

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- ▶ Choosing between 8 equally likely horses ($H=3$) is $2^3 = 8$.
- ▶ Choosing between the biased horses from before ($H=2$) is $2^2 = 4$.

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- ▶ The relative entropy is also called the *Kullback-Leibler divergence*.

Cross Entropy and Relative Entropy

- ▶ The **relative entropy** can be written as the sum of two terms:

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- ▶ Similarly define $H_q(p) = - \sum_x q(x) \log_2 p(x)$

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- ▶ The term $H_q(p)$ is called the **cross entropy**.

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 - ▶ It does not obey the triangle inequality:
 $D(p\|r) \not\leq D(p\|q) + D(q\|r)$

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- ▶ *Mutual Information* between two random variables X and Y :

$$I(X; Y) = D(p(x, y) \| p(x)p(y)) = \sum_x \sum_y p(x, y) \log_2 \frac{p(x, y)}{p(x)p(y)}$$

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- ▶ A more efficient soln, let *big* be a large constant e.g. 10^{30} :

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function logadd(x, y) : # returns  $\log(\exp(x) + \exp(y))$   
if (y - x) > log(big) return y  
elseif (x - y) > log(big) return x  
else return  
    min(x, y) + log(exp(x - min(x, y)) + exp(y - min(x, y)))  
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- ▶ There is a more efficient way of computing
 $\log(\exp(x - \min(x, y)) + \exp(y - \min(x, y)))$

Log Probability Arithmetic

```
function logadd(x, y) :  
    if (y - x) > log(big) return y  
    elif (x - y) > log(big) return x  
    elif (x ≥ y) return x + log(1 + exp(y - x))  
        # note that max(x, y) = x and y - x ≤ 0  
    else return y + log(exp(x - y) + 1)  
        # note that max(x, y) = y and x - y ≤ 0  
    endif
```

Also, in ANSI C, log1p efficiently computes $\log(1 + x)$

<http://www.ling.ohio-state.edu/~jansche/src/logadd.c>

In Python, `numpy.logaddexp2(x1,x2)` for base 2

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