Latent-variable CRF for SMT

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CRF

Conditional random field

Lafferty et al. [2001]

$$P(y|x,w) = \frac{\exp(w^{\top}\phi(x,y))}{\sum_{y'\in\mathcal{Y}(x)}\exp(w^{\top}\phi(x,y'))}$$
(1)

- ϕ is a feature function mapping (x, y) to \mathbb{R}^d
- w is a feature vector in \mathbb{R}^d
- $Z(x|w) = \sum_{y \in \mathcal{Y}(x)} \exp(w^{\top} \phi(x,y))$ must be finite

Flexible (overlapping) features

Examples

 $\textbf{As}_1 \ \mathsf{meninas}_2 \ \mathsf{foram}_3 \ \mathsf{pra}_4 \ \mathsf{l\acute{a}}_4 \leftrightarrow \mathsf{The}_1 \ \mathsf{girls}_2 \ \mathsf{went}_3 \ \mathsf{over}_4 \ \mathsf{there}_4$

Apague₁ $a_2 luz_3 \leftrightarrow Switch_1 the_2 light_3 off_1$

Hard to account for with directed models (due to causality assumptions)

CRF

Local models are trained with positive context only

■ MLE: maximise the likelihood of observation (c, o) under P(O|C=c)

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- Label bias [Lafferty et al., 2001]

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What happens when we query the model with predicted contexts?

Maximum likelihood estimation

Likelihood of an observation (x, y)

$$\mathcal{L}(w|x,y) = \log P(y|x,w) \tag{2}$$

$$= w^{\top} \phi(x, y) - \log Z(x|w) \tag{3}$$

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Gradient-based optimisation

$$\nabla_{w} \mathcal{L}(w|x,y) = \phi(x,y) - \mathbb{E}_{P(Y|X=x,w)}[\phi(X,Y)] \tag{4}$$

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Expected features should match the features of the observation

Model

$$P(y, d|x) = \frac{\exp(w^{\top}\phi(x, y, d))}{\sum_{y' \in \mathcal{Y}(x)} \sum_{d' \in \mathcal{D}(x, y')} \exp(w^{\top}\phi(x, y', d'))}$$
 (5)

- d is latent
- $Z(x,y|w) = \sum_{d \in \mathcal{D}(x,y)} \exp(w^{\top}\phi(x,y,d))$ must be finite

MLE for LV-CRF

Likelihood of an observation (x, y)

$$\mathcal{L}(w|x,y) = \log P(y|x,w) \tag{6}$$

$$= \log \sum_{d \in \mathcal{D}(x,y)} P(y,d|x,w) \tag{7}$$

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Gradient-based optimisation [Mann and McCallum, 2007]

$$\nabla_w \mathcal{L}(w|x,y) = \mathbb{E}_{P(D|X=x,Y=y,w)}[\phi(X,Y,D)]$$
 (8)

$$-\mathbb{E}_{P(Y,D|X=x,w)}[\phi(X,Y,D)] \tag{9}$$

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Expected features should match the features of the expected observation

Note on training

Undirected models are considerably harder to learn

- expensive global normalisation
- complex joint distributions

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Particularly hard with latent variables

- Alignment: Dyer et al. [2011]
- SMT: Blunsom et al. [2008] and Blunsom and Osborne [2008]

CRF with latent variables LV-CRF for SMT Algorithms References

Note on training

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Particularly hard with latent variables

- Alignment: Dyer et al. [2011]
- SMT: Blunsom et al. [2008] and Blunsom and Osborne [2008]
- Approximate techniques
 - Contrastive divergence [Hinton, 2002]
 - Contrastive estimation [Smith and Eisner, 2005]
 - Piecewise training [Sutton and McCallum, 2005]

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SMT with CRFs

Blunsom et al. [2008]

- *d* is a derivation complying with a *hiero* grammar
- ullet ϕ featurises steps in a synchronous derivation

$$P(y, d|x) = \frac{\exp\left(\sum_{r_{s,t} \in d} w^{\top} \phi(r_{s,t}|x, y, d)\right)}{\sum_{d' \in \mathcal{D}(x)} \exp\left(\sum_{r_{s,t} \in d} w^{\top} \phi(r_{s,t}|x, y', d')\right)}$$

- $\mathcal{D}(x)$ is the space of derivations over target strings aligned to the source string x
- in the denominator y' is defined implicitly as yield (d')
- $r_{s,t}$ is a synchronous rule decorated with a source span s and a target span t

ITG with CRFs

In Project 2, you will use an ITG

$$S \rightarrow X$$

$$X \rightarrow X X$$

$$X \rightarrow x/y$$
 for all $x \in \Sigma$ and $y \in \Delta$

$$X \rightarrow \epsilon/y$$
 for all $y \in \Delta$

$$X \rightarrow x/\epsilon \text{ for all } x \in \Sigma$$

ITGs are capable of unbounded insertion (hiero grammars are not!)

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Normaliser may diverge for certain $w \in \mathbb{R}^d$

- $\mathcal{D}(x)$ is typically inifinite
- $\sum_{d \in \mathcal{D}(x)} \exp \left(\sum_{r_{s,t} \in d} w^{\top} \phi(r_{s,t}|x,y,d) \right)$

Solution: constrain strings by length

- introduce a constrain n that depends on x
- make $\mathcal{D}_n(x)$ such that $|\text{yield}(d)| \leq n$ for $d \in \mathcal{D}_n(x)$
- $\sum_{d \in \mathcal{D}_r(x)} \exp \left(\sum_{r, t \in d} w^{\top} \phi(r_{s,t}|x, y, d) \right)$

Learning

Likelihood of an observation (x, y, n)

$$\mathcal{L}(w|x, y, n) = \log P(y|x, n, w)$$
(10)

$$= \log \sum_{d \in \mathcal{D}(x,y)} P(y,d|x,n,w)$$
 (11)

note that $\mathcal{D}(x,y)$ is always finite

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Gradient-based optimisation

$$\nabla_{w} \mathcal{L}(w|x, y, n) = \underbrace{\mathbb{E}_{P(D|X=x, Y=y, n, w)}[\phi(X, Y, D)]}_{\text{expected features for observation } (x, y)}$$
(12)

$$-\underbrace{\mathbb{E}_{P(Y,D|X=x,n,w)}[\phi(X,Y,D)]}_{}$$
 (13)

expected features for observation \boldsymbol{x}

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- **3** $\mathcal{D}(x,y)$ set of derivations of the string pair (x,y)
- **4** expected feature vector of observations (x, y)
- f 6 expected feature vector of an observation x

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Feature functions

Featurise edges in the support of the CRF

- support: the finite set $D_n(x)$
- edges in D(x,y) correspond to a subset of edges in $D_n(x)$ annotated with some extra span information necessary in order to restrict the set to trees that generate y

Feature types

- lexical: e.g. translation pairs;
- segmentation: e.g. number of deletions, number of translation rules, number of insertions, number of binary rules;
- word order: e.g. number of inversions, skip-bigrams.

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Notation

Using a hypergraph view

- u, v, s are nodes
- lacksquare e is an edge
- head(e) is a node
- tail(e) is a sequence of nodes
- if $u \in tail(e)$ and $v \in tail(e)$, u and v are siblings
- Backward-star: BS(u) is the set of edges incoming to u
 u is the head of the edge
- Forward-star: FS(u) is the set of edges outgoing from u u is in the tail of the edge
- w(e) is the weight of an edge

The INSIDE recursion

$$I(v) = \begin{cases} \bar{1} & \text{if } BS(v) = \emptyset \\ \bigoplus_{e \in BS(v)} \omega(e) \otimes \bigotimes_{u \in \text{tail}(e)} I(u) & \text{otherwise} \end{cases}$$
 (14)

For acyclic hypergraphs

Outside

The OUTSIDE recursion

$$O(v) = \begin{cases} \overline{1} & \text{if } FS(v) = \emptyset \\ \bigoplus_{e \in FS(v)} \omega(e) \otimes O(\text{head}(e)) \otimes \bigotimes_{s \in tail(e) \setminus \{v\}} I(s) & \text{otherwise} \end{cases}$$
(15)

For acyclic hypergraphs

Topsort

```
1: function TopSort(G = \langle V, \langle E, w \rangle \rangle)
                              S = \{v \in V : BS(v) = \emptyset\} \triangleright nodes with no dependencies
    2:
                     D = \{v \mapsto \{u : \exists e \in BS(v) \land u \in tail(e)\} : v \in V\}
    3:
                                                                                                                                                                 > a node depends on all of its children
    4:
    5:
                        L = \langle \rangle

    b top-sorted nodes
    b top-sorted nodes
    c top-sorted 
    6:
                   while S \neq \emptyset do
                                                    u \leftarrow \mathsf{pop}(S)
                                                                                                                                                                            \triangleright remove and return a node from S
    7:
    8:
                                                    L \leftarrow L + \langle u \rangle
                                                                                                                                                                                                                                                                      \triangleright append u to L
                                                    for e in FS(u) do
    9:
                                                                                                                                                                                                                                \triangleright outgoing edges from u
                                                                                                                                                                                                                                                               \triangleright parent of u in e
10:
                                                                     v \leftarrow \text{head}(e)
                                                                     D(v) \leftarrow D(v) \setminus \{u\}
                                                                                                                                                                                                                                          \triangleright remove u from D(v)
11:
                                                                     if D(v) == \emptyset then \triangleright v's dependencies have been sorted
12:
13:
                                                                                    S \leftarrow S \cup \{v\}
                                                                     end if
14:
                                                    end for
15:
16:
                                  end while
                                  return L
17:
18: end function
```

Inside

```
1: function Inside (G = \langle V, \langle E, w \rangle)
          for v in TopSort(G) do
 2:

    visit nodes bottom-up

              if BS(v) == \emptyset then
 3:
                  I[v] \leftarrow \bar{1}
 4:
                                                                                   ▶ leaves
 5:
              else
                  I[v] \leftarrow \bar{0}
 6:
 7:
                  for e \in BS(v) do
 8:
                       k \leftarrow w(e)
                                                    ▷ include the edge's own weight
 9:
                       for u in tail(e) do
10:
                            k \leftarrow k \otimes I[u]
11:
                       end for
                       I[v] \leftarrow I[v] \oplus k

    ▷ accumulate for each edge

12:
13:
                  end for
14:
              end if
         end for
15:
16:
         return I
17: end function
```

Outside

```
1: function Outside (G = \langle V, \langle E, w \rangle), I, \text{root})
          O[v] \leftarrow \bar{0} \text{ for } v \in V
 2:
 3:
          O[\mathsf{root}] \leftarrow \bar{1}

    b this is the goal node

          for v in REVERSE(TOPSORT(G)) do
                                                                    4:
               for e \in BS(v) do
 5:
                                                                      \triangleright q's incoming edges
 6:
                    for u \in tail(e) do
                                                                         \triangleright children of v in e
                         k \leftarrow w(e) \otimes O[v]
 7:
 8:
                        for s in tail(e) do
                                                                         \triangleright siblings of u in e
                             if u \neq s then
                                                                       \triangleright u itself is excluded
 9:
                                  k \leftarrow k \otimes I[s]
10:
                             end if
11:
                        end for
12:
13:
                         O[u] \leftarrow O[u] \oplus k
                                                                      \triangleright accumulate it for u
                    end for
14:
               end for
15:
          end for
16:
          return O
17:
18: end function
```

Expected features

```
Expectation semiring [Li and Eisner, 2009]
```

```
1: function Expected Features (G = \langle V, \langle E, w \rangle), I, O, \phi)
 2:
        \phi \leftarrow 0
 3: for e \in E do
                                                             4: k \leftarrow O[\text{head}(e)]
5:
           for u in tail(e) do
6:
                k \leftarrow k \otimes I[u]
7: end for
            \phi \leftarrow \phi + k\phi(e)
8.
9.
        end for
        return \phi
10:
                                   > proportional to expected feature vector
11: end function
```

Expectations manipulate quantities in a Probability semiring

- where weights are normalised probabilities
- ⊗ is multiplication
- ⊕ is sum

Traversals

Viterbi derivation

- start from the goal (root)
- $\mathbf{2}$ recursively rewrite every symbol v by solving

$$e^* = \underset{e \in BS(v)}{\operatorname{arg max}} w(e) \bigotimes_{u \in \operatorname{tail}(e)} I(u)$$

Algorithms

Viterbi derivation

- **1** start from the goal (root)
- 2 recursively rewrite every symbol v by solving

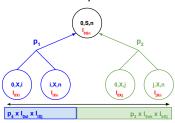
$$e^{\star} = \underset{e \in BS(v)}{\operatorname{arg \, max}} \ w(e) \bigotimes_{u \in \operatorname{tail}(e)} I(u)$$

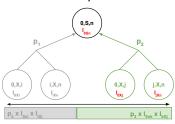
Sampling

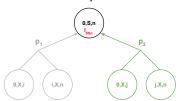
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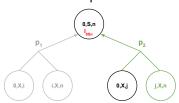
$$E \sim P(e|v) = \begin{cases} \bar{0} & \text{if } e \not\in BS(v) \\ \frac{w(e) \bigotimes_{u \in \text{tail}(e)} I(u)}{I(v)} & \text{otherwise} \end{cases}$$

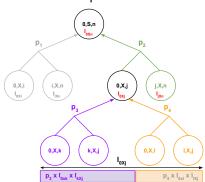


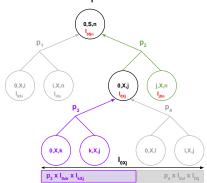






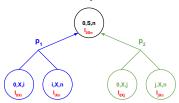


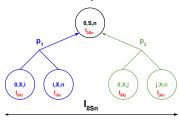


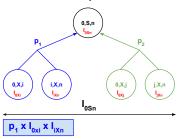


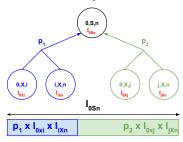
Algorithms

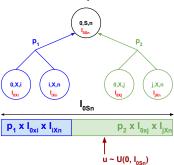


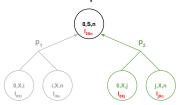


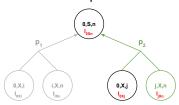


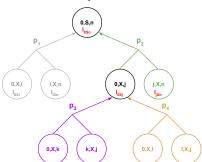


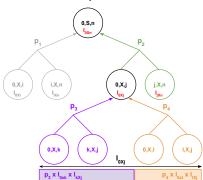


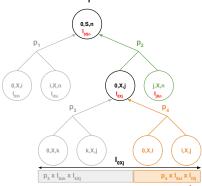












Roadmap to project 2

- understand the parser
 - check notes and notebook
- **2** implement the constrained forest $\mathcal{D}_n(x)$
- 3 implement feature functions
- 4 implement hypergraph algorithms
 - topsort, inside, outside, expected features
- 6 iterate over mini-batches of data making gradient updates



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