# Dependency Structures

Computational Linguistics
Emory University
Jinho D. Choi

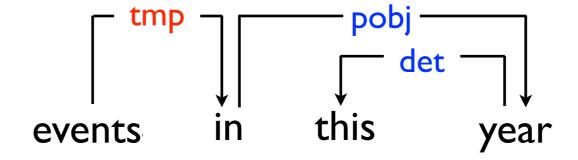




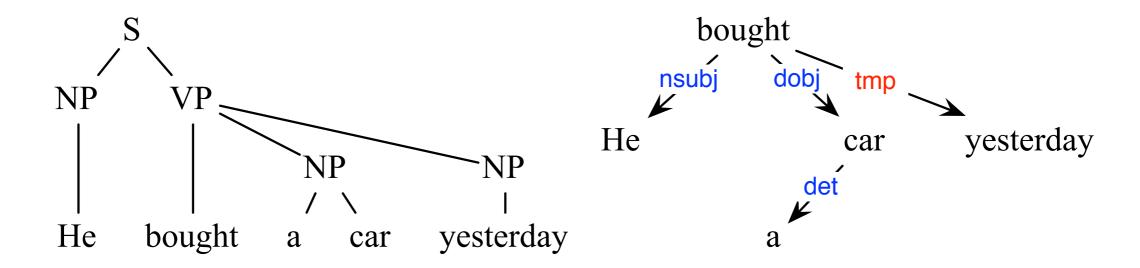
### Dependency Structures

A syntactic or semantic (or other) relation between a pair of tokens.

dependency



Phrase structures vs. Dependency structures







### Dependency Structures

#### Phrase structures

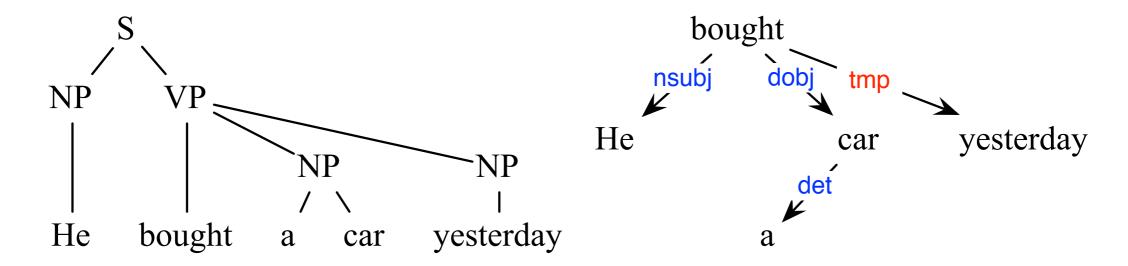
Starts with the bottom level phrases (tokens).

Group smaller phrases into bigger phrases.

#### Dependency structures

Starts with vertices (tokens).

Build a graph by adding edges between vertices (arcs).







## Dependency Graph

For a sentence  $S = w_1 \dots w_n$ , a dependency graph  $G_S = (V_S, A_S)$ 

$$V_s = \{w_0 = \text{root}, w_1, ..., w_n\}$$

$$A_s = \{(w_i, w_j, r) : i \neq j, w_i \in V_s, w_j \in V_s - \{w_0\}, r \in R_s\}$$

set of dependency relations

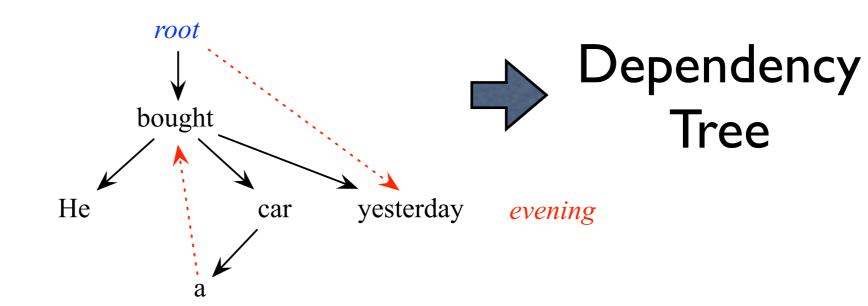
#### A well-formed dependency graph

Root

Single head

Connected

Acyclic





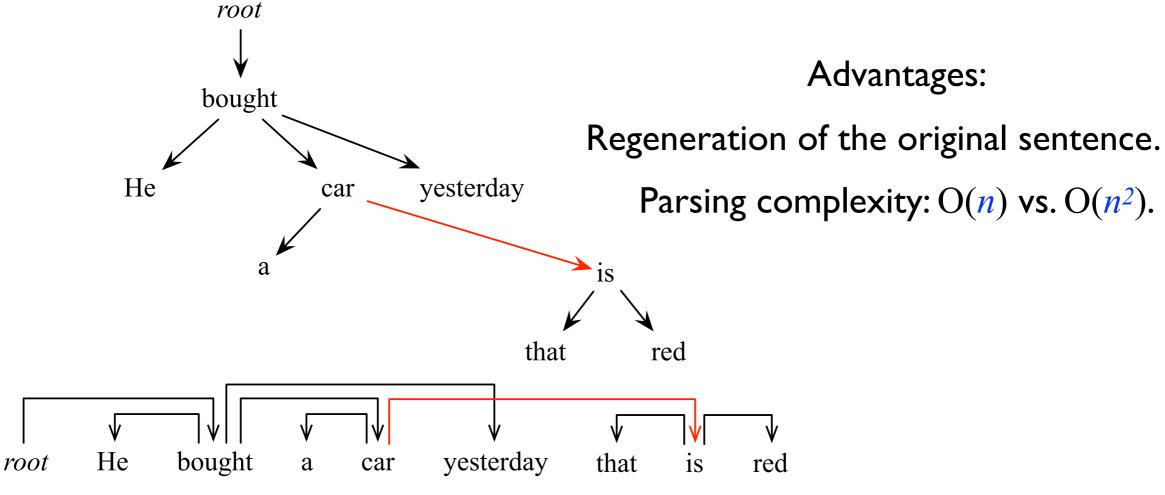


## Dependency Graph

#### **Projectivity**

A projective dependency tree has no crossing arc when all vertices are lined up in linear order.

He bought a car yesterday that is red





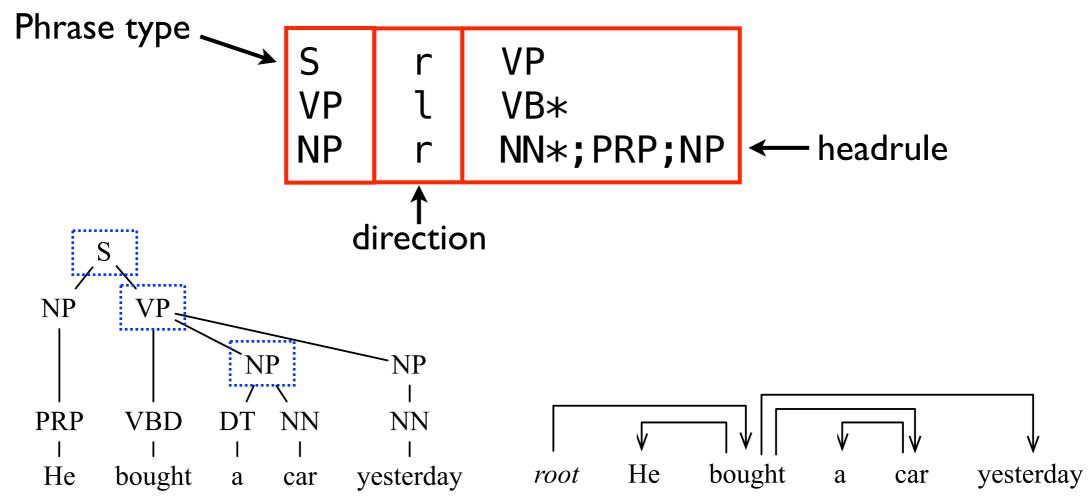


## Phrase To Dependency

Phrase structures can be converted into dependency structures.

Apply head-finding rules recursively.

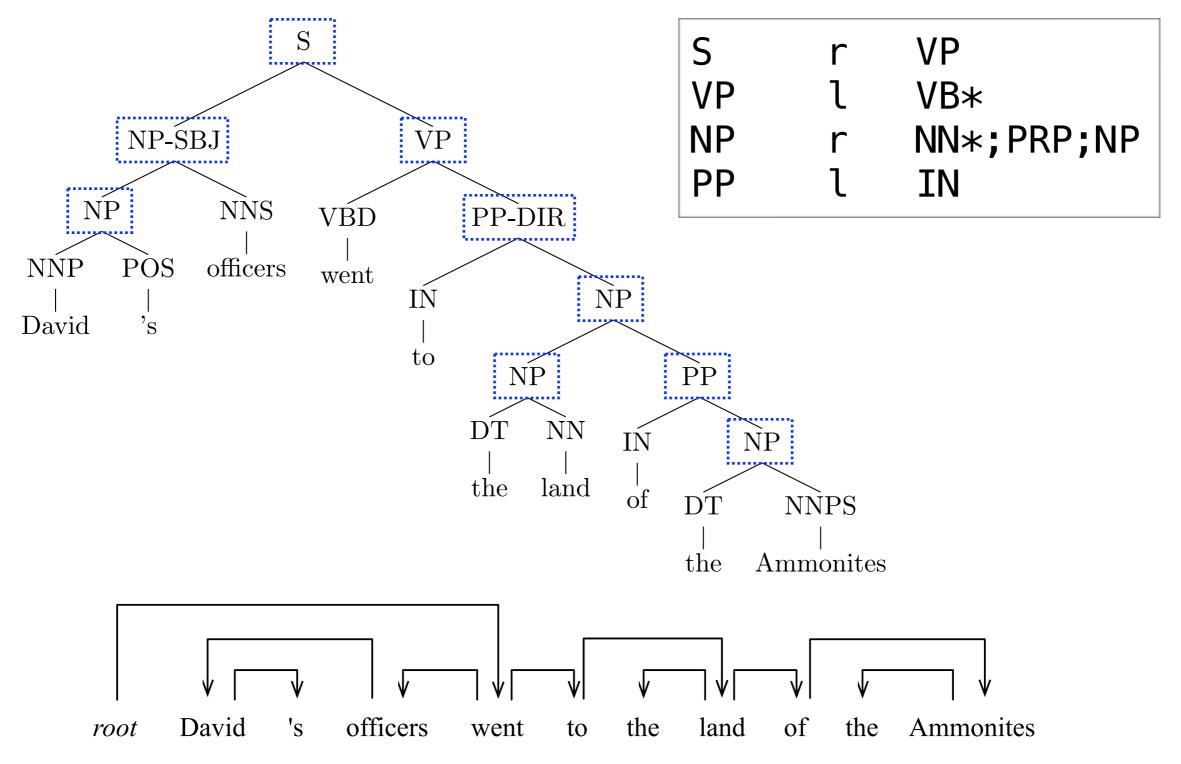
head-percolation rules, headrules







## Phrase To Dependency







#### **Attachment Scores**

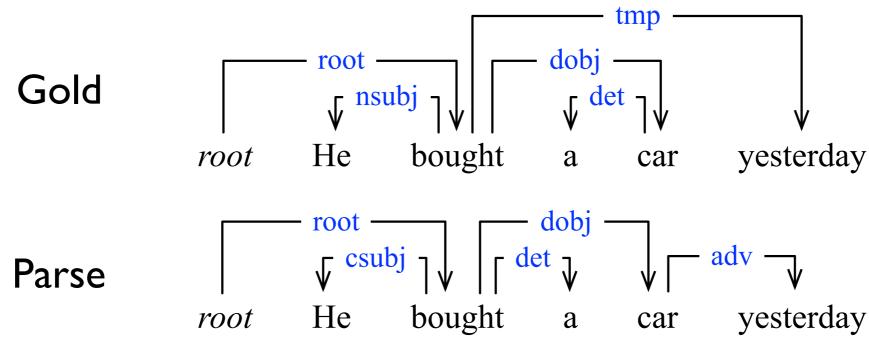
Assume each node has exactly one head except for the root.

Unlabeled attachment score

How many nodes found correct heads.

Labeled attachment score

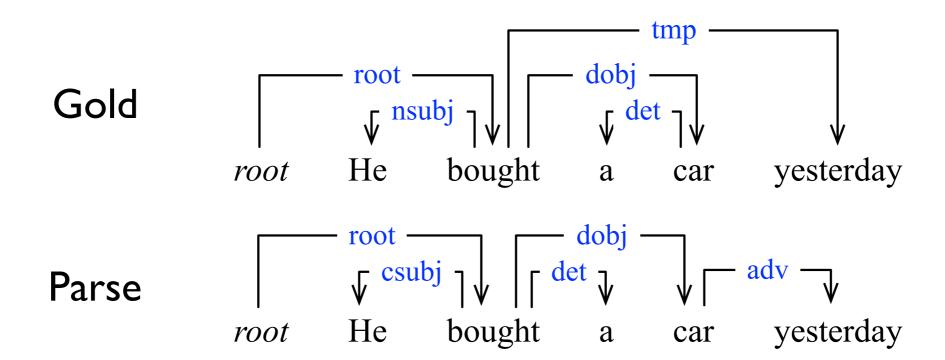
How many nodes found correct heads and labels.







#### Attachment Scores



#### Unlabeled attachment score

# (He, bought) (bought, root) (a, bought) = 3/5 (car, bought) (yesterday, car)

#### Labeled attachment score

```
(He, bought, csubj)
(bought, root, root)
(a, bought, det), = 2/5
(car, bought, dobj)
(yesterday, car, adv)
```





### Transition-based Parsing

- Nivre's arc-eager algorithm
  - Projective parsing algorithm with a worst-case complexity of O(n).
  - = S = stack, I = list of input tokens, A = set of arcs.

Initialization  $\langle \mathbf{nil}, W, \emptyset \rangle$ 

**Termination**  $\langle S, \mathbf{nil}, A \rangle$ 

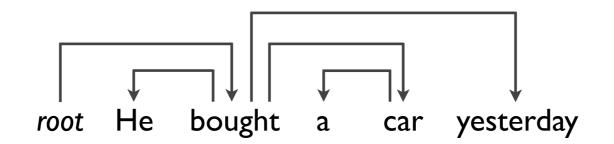
**Left-Reduce**  $\langle w_j w_i | S, I, A \rangle \rightarrow \langle w_j | S, I, A \cup \{(w_j, w_i)\} \rangle \quad \neg \exists w_k (w_k, w_i) \in A$ 

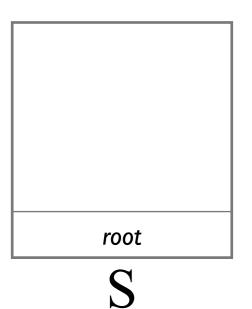
**Right-Reduce**  $\langle w_j w_i | S, I, A \rangle \rightarrow \langle w_i | S, I, A \cup \{(w_i, w_j)\} \rangle$   $\neg \exists w_k (w_k, w_j) \in A$ 

**Shift**  $\langle S, w_i | I, A \rangle \rightarrow \langle w_i | S, I, A \rangle$ 

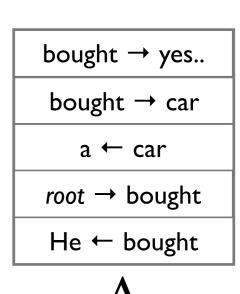








He
bought
a
car
yesterday
I



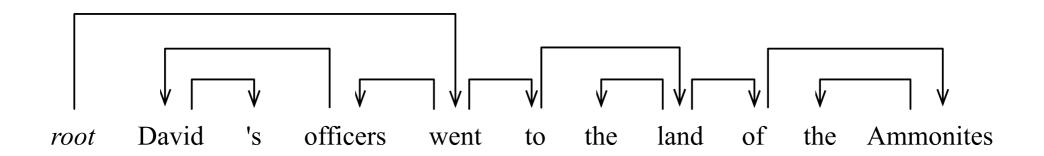
- Shift : 'He'
- LeftArc : 'He' ← 'bought'
- RightArc: root → 'bought'
- Shift: 'a'

- LeftArc : 'a' ← 'car'
- RightArc: 'bought' → 'car'
- Reduce: 'car'
- RightArc: 'bought' → 'yesterday'





## Nivre's Arc-eager Algorithm



Initialization  $\langle \mathbf{nil}, W, \emptyset \rangle$ 

**Termination**  $\langle S, \mathbf{nil}, A \rangle$ 

**Left-Reduce**  $\langle w_j w_i | S, I, A \rangle \rightarrow \langle w_j | S, I, A \cup \{(w_j, w_i)\} \rangle \quad \neg \exists w_k (w_k, w_i) \in A$ 

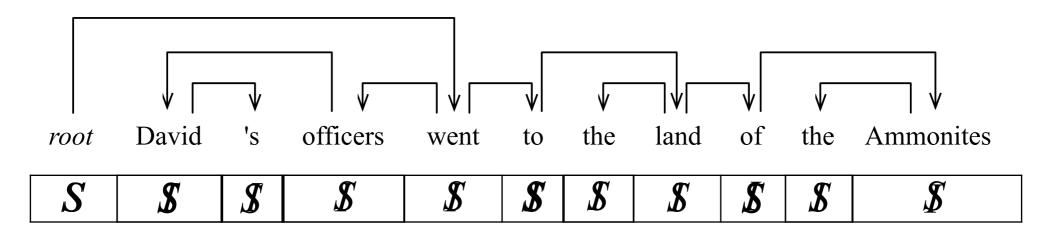
**Right-Reduce**  $\langle w_j w_i | S, I, A \rangle \rightarrow \langle w_i | S, I, A \cup \{(w_i, w_j)\} \rangle$   $\neg \exists w_k (w_k, w_j) \in A$ 

**Shift**  $\langle S, w_i | I, A \rangle \rightarrow \langle w_i | S, I, A \rangle$ 





## Nivre's Arc-eager Algorithm



- Initialize
- Shift: 'David'
- Right-Arc: David → 's
- Reduce: 's
- Left-Arc: David ← 'officers'
- Shift: officers
- Left-Arc: officers ← went
- Right-Arc: root → went
- Right-Arc: went → to

- Shift: the
- Left-Arc: the ← land
- Right-Arc: to → land
- Right-Arc: land  $\rightarrow$  of
- Shift: 'the'
- Left-Arc: the ← Ammonites
- Right-Arc: of → Ammonites
- Terminate



