

# Language Models

Computational Linguistics: Jordan Boyd-Graber University of Maryland

Slides adapted from Philip Koehn

### Roadmap

After this class, you'll be able to:

- Understand probability distributions through the metaphor of the Chinese Restaurant Process
- Be able to calculate Kneser-Ney smoothing
- Understand the role of contexts in language models

### Intuition

- Some words are "sticky"
- "San Francisco" is very common (high ungram)
- But Francisco only appears after one word

#### Intuition

- Some words are "sticky"
- "San Francisco" is very common (high ungram)
- But Francisco only appears after one word
- Our goal: to tell a statistical story of bay area restaurants to account for this phenomenon
- How to model this phenomena

### Interpolation

- Higher and lower order n-gram models have different strengths and weaknesses
  - high-order *n*-grams are sensitive to more context, but have sparse counts
  - low-order *n*-grams consider only very limited context, but have robust counts
- Combine them

$$p_{I}(w_{3} | w_{1}, w_{2}) = \lambda_{1} p_{I}(w_{3}) + \lambda_{2} p_{2}(w_{3} | w_{2}) + \lambda_{3} p_{3}(w_{3} | w_{1}, w_{2})$$

### **Back-Off**

Trust the highest order language model that contains n-gram

$$\begin{split} p_n^{BO}(w_i|w_{i-n+1},...,w_{i-1}) &= \\ &= \begin{cases} \alpha_n(w_i|w_{i-n+1},...,w_{i-1}) \\ &\text{if } \operatorname{count}_n(w_{i-n+1},...,w_i) > 0 \\ d_n(w_{i-n+1},...,w_{i-1}) \, p_{n-1}^{BO}(w_i|w_{i-n+2},...,w_{i-1}) \\ &\text{else} \end{cases} \end{split}$$

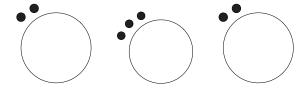
- Requires
  - $\square$  adjusted prediction model  $\alpha_n(w_i|w_{i-n+1},...,w_{i-1})$
  - discounting function  $d_n(w_1,...,w_{n-1})$

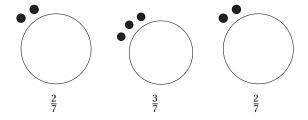
### Let's remember what a language model is

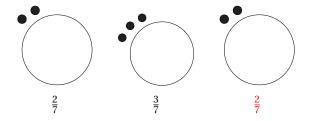
- It is a distribution over the next word in a sentence
- Given the previous n-1 words

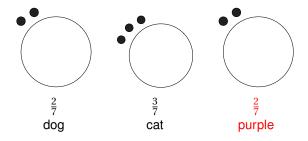
### Let's remember what a language model is

- It is a distribution over the next word in a sentence
- Given the previous n-1 words
- The challenge: backoff and sparsity

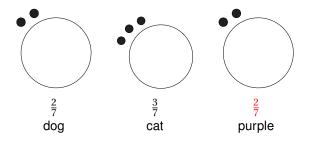






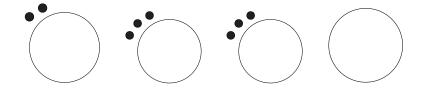


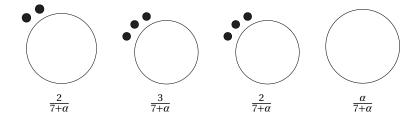
To generate a word, you first sit down at a table. You sit down at a table proportional to the number of people sitting at the table.

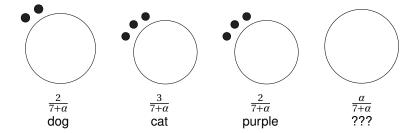


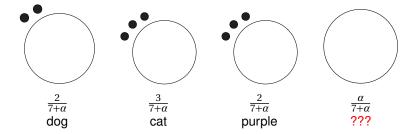
# But this is just Maximum Likelihood

Why are we talking about Chinese Restaurants?

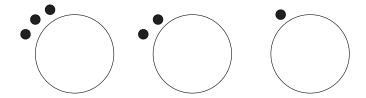




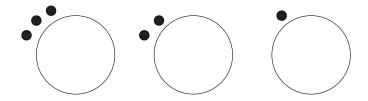




### What to do with a new table?



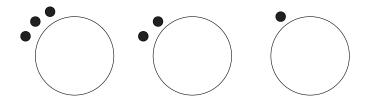
### What to do with a new table?



## What can be a base distribution?

Uniform (Dirichlet smoothing)

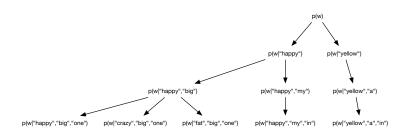
### What to do with a new table?



## What can be a base distribution?

- Uniform (Dirichlet smoothing)
- Specific contexts → less-specific contexts (backoff)

### A hierarchy of Chinese Restaurants



Dataset:

$$\langle s \rangle$$
 a a a b a c  $\langle /s \rangle$ 

Dataset:

$$\langle s \rangle$$
 a a a b a c  $\langle s \rangle$ 

**Unigram Restaurant** 

<s> Restaurant

a Restaurant

b Restaurant

Dataset:

 $\langle s \rangle$  a a a b a c  $\langle s \rangle$ 

# **Unigram Restaurant**

<s> Restaurant



b Restaurant

a Restaurant

#### Dataset:

## $\langle s \rangle$ a a a b a c $\langle s \rangle$

# **Unigram Restaurant**



## <s> Restaurant



- a Restaurant
- c Restaurant

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### Dataset:

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### Dataset:

# **Unigram Restaurant**

$$\begin{bmatrix} a \end{bmatrix}^2 \begin{bmatrix} b \end{bmatrix}^1$$

## <s> Restaurant

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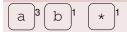




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(</s>

How do many crps encode backoff?

### **Real examples**

San Francisco

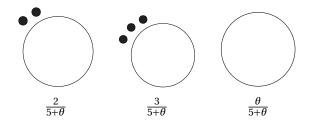
#### **Real examples**

- San Francisco
- Star Spangled Banner

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- San Francisco
- Star Spangled Banner
- Bottom Line: Counts go to the context that explains it best

### The rich get richer



$$p(w = \mathbf{x}|\vec{s}, \theta, u) = \underbrace{\frac{c_{u,x}}{\theta + c_{u,\cdot}}}_{\text{existing table}} + \underbrace{\frac{\theta}{\theta + c_{u,\cdot}}}_{\text{new table}} p(w = x|\vec{s}, \theta, \pi(u))$$
(1)

- Word type x
- Seating assignments  $\vec{s}$
- Concentration  $\theta$
- Context u
- Number seated at table serving x in restaurant u,  $c_{u,x}$
- Number seated at all tables in restaurant u, c<sub>u</sub>.
- The backoff context  $\pi(u)$

$$p(w = x | \vec{s}, \theta, u) = \underbrace{\frac{c_{u,x}}{\theta + c_{u,\cdot}}}_{\text{existing table}} + \underbrace{\frac{\theta}{\theta + c_{u,\cdot}}}_{\text{new table}} p(w = x | \vec{s}, \theta, \pi(u))$$
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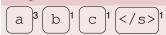
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# **Unigram Restaurant**



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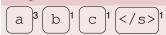
#### b Restaurant

# c Restaurant

</s>

$$p(w = b|...) = \frac{c_{a,b}}{\theta + c_{u,.}} + \frac{\theta}{\theta + c_{u,.}} p(w = x|\vec{s}, \theta, \pi(u))$$
 (2)

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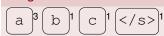
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# **Unigram Restaurant**



#### <s> Restaurant

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# c Restaurant

</s>

$$p(w = b|\dots) = \frac{1}{\theta + c_{u,\cdot}} + \frac{\theta}{\theta + c_{u,\cdot}} p(w = x|\vec{s}, \theta, \pi(u))$$
 (2)

# Unigram Restaurant

$$\left(a^{3}\right)^{1}\left(c^{1}\left(\right)^{1}\right)^{1}$$

### <s> Restaurant

## a Restaurant

#### b Restaurant

# **c** Restaurant

</s>|1

$$p(w = b|...) = \frac{1}{1.0 + c_{u.}} + \frac{1.0}{1.0 + c_{u.}} p(w = x|\vec{s}, \theta, \pi(u))$$
(2)

## **Unigram Restaurant**



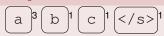
#### <s> Restaurant

## a Restaurant

#### b Restaurant

$$p(w = b|...) = \frac{1}{1.0+4} + \frac{1.0}{1.0+4} p(w = x|\vec{s}, \theta, \pi(u))$$
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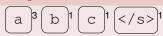
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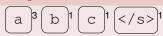
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$$p(w = b|...) = \frac{1}{1.0+4} + \frac{1.0}{1.0+4} p(w = x|\vec{s}, \theta, \pi(\emptyset))$$
 (2)

## **Unigram Restaurant**



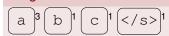
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 (2)

# **Unigram Restaurant**



### <s> Restaurant

## a Restaurant

## b Restaurant

$$p(w = b|...) = \frac{1}{5} + \frac{1}{5} \left( \frac{c_{\emptyset,b}}{c_{\emptyset,\cdot} + \theta} + \frac{\theta}{c_{\emptyset,\cdot} + \theta} \frac{1}{V} \right)$$
 (2)

# **Unigram Restaurant**



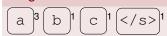
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# **Unigram Restaurant**



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$$p(w = b|...) = \frac{1}{5} + \frac{1}{5} \left( \frac{1}{c_{\emptyset, \cdot} + 1.0} + \frac{1.0}{c_{\emptyset, \cdot} + 1.0} \frac{1}{5} \right)$$
 (2)

## **Unigram Restaurant**



#### <s> Restaurant

## a Restaurant

$$\begin{bmatrix} a \end{bmatrix}^2 \begin{bmatrix} b \end{bmatrix}^1 \begin{bmatrix} c \end{bmatrix}$$

#### b Restaurant

$$\left(\right)^{1}$$

$$p(w=b|...) = \frac{1}{5} + \frac{1}{5} \left( \frac{1}{6+1.0} + \frac{1.0}{6+1.0} \frac{1}{5} \right)$$
 (2)

## **Unigram Restaurant**



#### <s> Restaurant

### a Restaurant

#### b Restaurant

$$p(w = b|...) = \frac{1}{5} + \frac{1}{5} \left(\frac{1}{7} + \frac{1}{7} \frac{1}{5}\right) = 0.24$$
 (2)

- Empirically, it helps favor the backoff if you have more tables
- Otherwise, it gets too close to maximum likelihood
- Idea is called discounting
- Steal a little bit of probability mass  $\delta$  from every table and give it to the new table (backoff)

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(3)

### Interpolated Kneser-Nev!

#### More advanced models

- Interpolated Kneser-Ney assumes one table with a dish (word) per restaurant
- Can get slightly better performance by assuming you can have duplicated tables: Pitman-Yor language model
- Requires Gibbs Sampling of the seating assignments (GS, later, but not for language models)

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- Neural language models . . .