

Context-Free Parsing: CKY and Probabilistic CFGs

CS-585

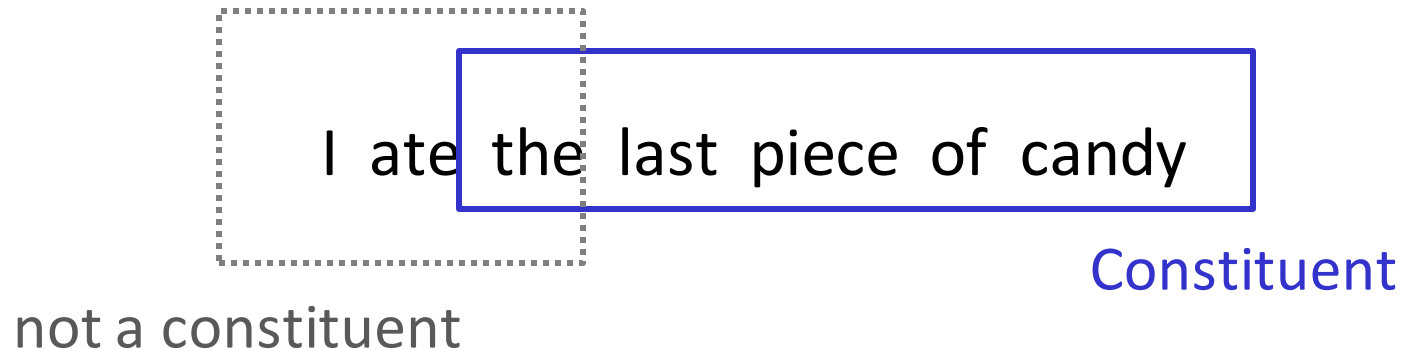
Natural Language Processing

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REVISITNG GRAMMARS CONCEPTS

Constituents

To study syntax, we break sentences into **constituents**, or continuous sequences of words that function as a coherent unit.

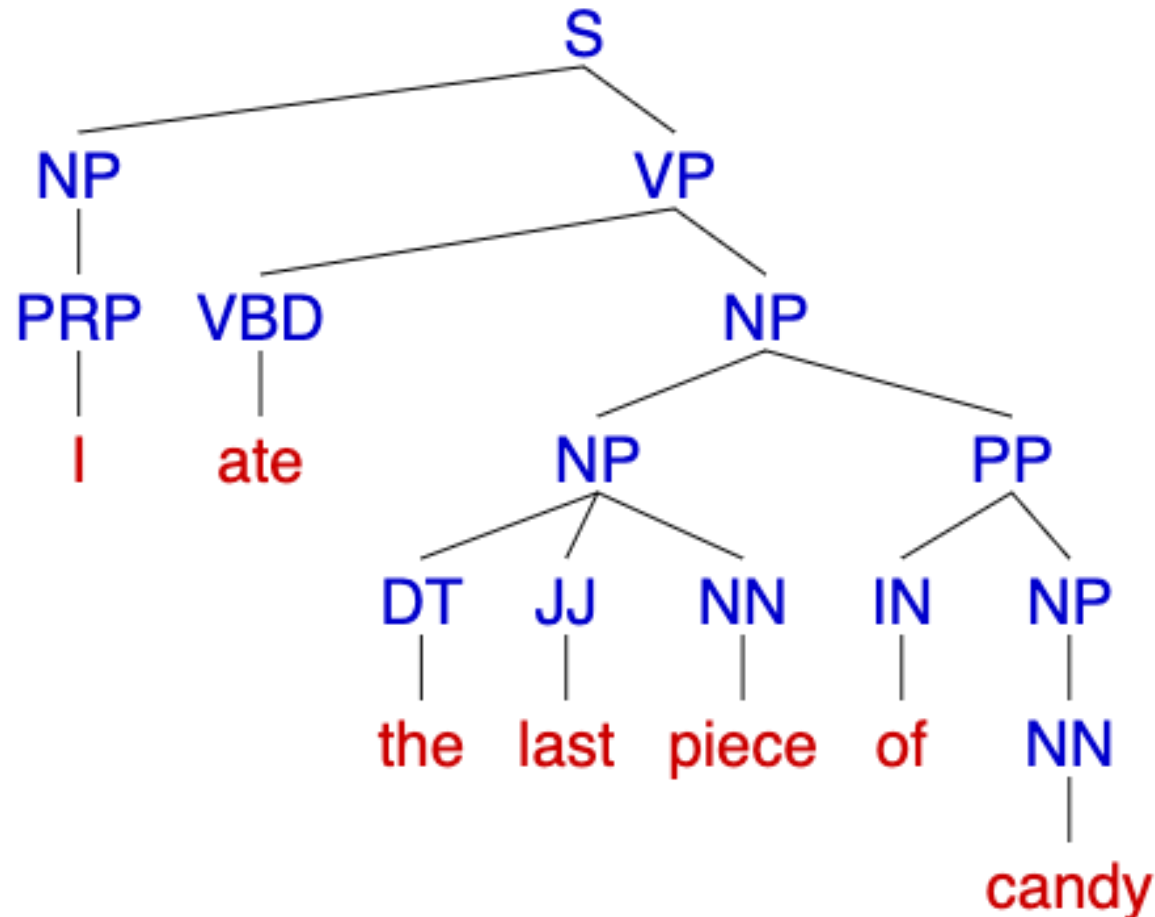


Constituency Tests

Constituents can be tested with these properties:

- **Movement**
 - "I ate the last piece of candy"
 - "The last piece of candy was eaten"
- **Substitution or Replacement**
 - "I ate the last piece of candy" vs "I ate it".
- **Coordination or Conjunction**
 - "I ate the last piece of candy and an apple".
- **Fragment Test**
 - Q: "What did you eat?" A: "The last piece of candy"

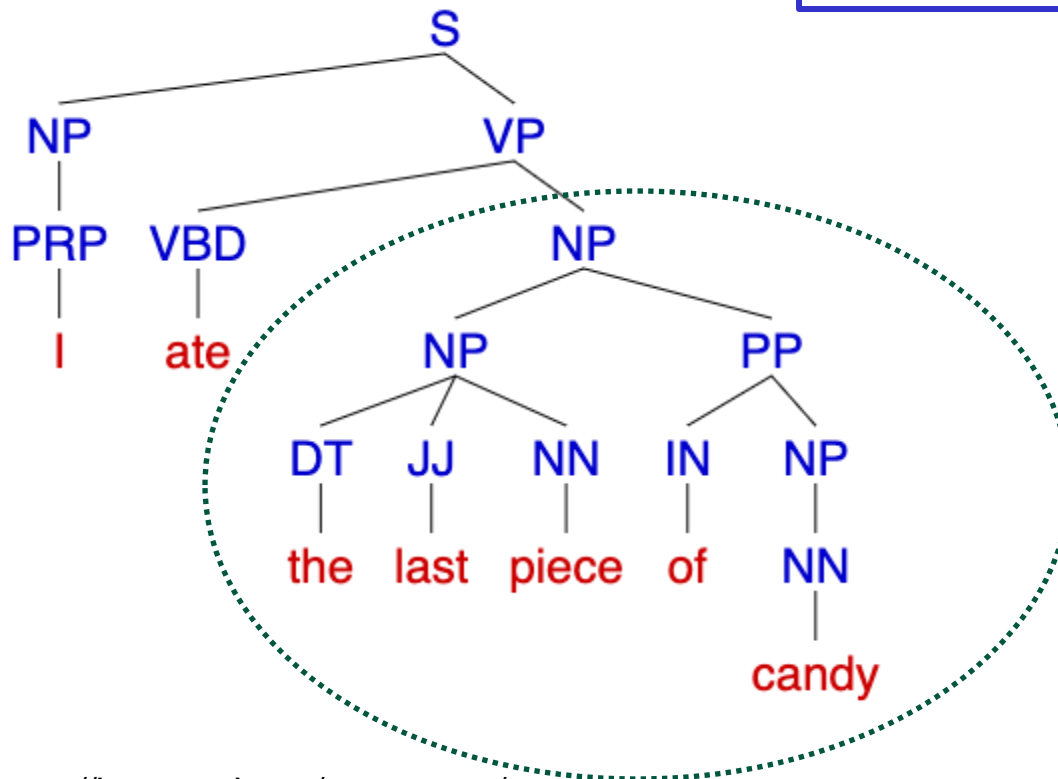
Phrase Structure Trees



<https://ironcreek.net/syntaxtree/>

Phrase Structure Trees

I ate the last piece of candy



<https://ironcreek.net/syntaxtree/>

PARSING WITH CONTEXT-FREE GRAMMARS

Natural Language Parsing

- Goals of Parsing:
 - Recognize if a sentence is valid: Can it be derived from a given grammar?
 - Determine the syntactic structure of the sentence – useful for downstream NLP tasks
- Problem: Some sentences are **ambiguous**, can be described by **multiple parse trees** licensed by a given grammar.
- Is it possible to parse a sentence deterministically as it is being read (e.g. from left-to-right)?

Context-free Grammars

Slide from Session 23

- **Production rules** of form

$$X \rightarrow y Z$$
$$X \rightarrow y$$
$$X \rightarrow Y Z$$

Terminal symbols $[x, y, z, \dots]$

Nonterminal symbols $[X, Y, Z, \dots]$

- For example:

$$S \rightarrow NP VP$$
$$NP \rightarrow DT N$$
$$DT \rightarrow \text{the}$$
$$N \rightarrow \text{dog}$$

...

Context-Free Grammar

- Start symbol S
- Set of non-terminal symbols $\{NP, VP, \dots\}$
- Set of terminal symbols (words)
- Set of production rules, of the form

$$NT \rightarrow a \ b \ c \ \dots$$

where **NT** is a non-terminal and **a b c** comprise a sequence of 1 or more terminals and non-terminals

Example

S → NP VP

Name → joe

NP → Name

N → ice

NP → N

N → drinks

NP → NP PP

N → water

VP → V NP

V → drinks

VP → V

VP → VP PP

P → with

PP → P NP

“joe drinks water with ice”

Parser Properties

Soundness: A parser is sound if every parse returned is valid in the grammar.

Completeness: A parser is complete if for every grammar and sentence it returns all valid parses for that sentence.

- Soundness is key...
- ...but completeness may be difficult or even undesirable, e.g. for highly ambiguous grammars...

Bottom-Up Parsing

- Goal list initialized as list of terminals in the string to be parsed
- If sequence of goals matches RHS of a rule, replace it with the LHS of the rule
- Parsing complete when producing S
- Choices:
 1. RHS of multiple rules may match
 2. Order of subgoals (depth-first, breadth-first)

Inefficient when grammar has lexical ambiguity

Chart Parsing

- Remember intermediate results
- Explore all possible solutions in parallel

Sentence: $w_1 w_2 w_3 w_4 \dots$

Chart: Array whose entries show the set of categories that could generate words from n to $n+m$

Formally:

$$chart(m, n) = \{ A \mid A \rightarrow^* w_n \dots w_{n+m} \}$$

Example

The₀ man₁ drinks₂ water₃ with₄ ice₅

n (constituent start index)

m (constituent length -1)	0	1	2	3	4	5
0	Det	N, NP	V, VP, NP	N, NP	P	N, NP
1	NP	S	VP	{ }	PP	
2	S	S	{ }	NP		
3	S	{ }	VP			
4	{ }	S				
5	S					

Each cell stores a partial solution for words from n to $n+m$

Chomsky Normal Form

- Constraint on form of the grammar:
 - Each RHS is either 2 non-terminals or a terminal
- All CFGs can be written in CNF

S	→	NP	VP	Det	→	the
NP	→	NP	PP	NP	→	joe
NP	→	Det	NP	NP	→	ice
VP	→	V	NP	NP	→	drinks
VP	→	VP	PP	NP	→	water
PP	→	P	NP	V	→	drinks
				VP	→	drinks
				P	→	with

Cocke-Kasami-Younger (CKY)

Assume “Chomsky Normal Form” grammar

```
for n := 0 to  $N_w - 1$  do:
  chart[0, n] := {X |  $X \rightarrow \text{word}_n$  }

for m := 1 to  $N_w - 1$  do:
  for n := 0 to  $N_w - m - 1$  do:
    chart[m, n] := {}
    for k := n+1 to n+m do
      for every rule  $A \rightarrow B C$  do
        if  $B \in \text{chart}[k-n-1, n]$  and  $C \in \text{chart}[n+m-k, k]$  then
          chart[m, n] := chart[m, n]  $\cup$  {A}

if  $S \in \text{chart}[N_w - 1, 0]$  then accept else reject
```

CKY Example (in CNF)

S → NP VP

NP → NP PP

VP → V NP

VP → VP PP

PP → P NP

NP → joe

NP → ice

NP → drinks

NP → water

V → drinks

VP → drinks

P → with

“joe drinks water with ice”

Cocke-Kasami-Younger (CKY)

```
for n := 0 to  $N_w - 1$  do:  
  chart[0, n] := {X |  $X \rightarrow \text{word}_n$  }
```

```
for m := 1 to  $N_w - 1$  do:  
  for n := 0 to  $N_w - m - 1$  do:
```

```
    chart[m, n] := {}
```

```
    for k := 0 to m-1 do  
      Initialize chart with terminal symbols
```

```
        for every rule  $A \rightarrow B C$  do
```

```
          if  $B \in \text{chart}[k-n-1, n]$  and  $C \in \text{chart}[n+m-k, k]$  then
```

```
            chart[m, n] := chart[m, n]  $\cup$  {A}
```

```
if  $S \in \text{chart}[N_w - 1, 0]$  then accept else reject
```

Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1					
2					
3					
4					

$$N_w = 5$$

Cocke-Kasami-Younger (CKY)

Look for increasingly longer phrases

```
for n := 0 to Nw-1 do:
  chart[0, n] := {X | X is word}
```

Start from the left-hand edge and stop if the constituent would run past the end of the sentence

```
for m := 1 to Nw-1 do:
  for n := 0 to Nw-m-1 do:
    chart[m, n] := {}
    for k := n+1 to n+m do
      for every rule  $A \rightarrow B C$  do
        if  $B \in \text{chart}[k-n-1, n]$  and  $C \in \text{chart}[n+m-k, k]$  then
          chart[m, n] := chart[m, n]  $\cup$  {A}
```

Consider all ways you could divide the text span into two parts, and look for a rule that matches

```
if  $S \in \text{chart}[N_w-1, 0]$  then accept else reject
```

Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S				
2					
3					
4					

m (constituent length -1)

$$N_w = 5$$

$$k = n+1$$

S → NP VP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP			
2					
3					
4					

$$N_w = 5$$

$$k = n+1$$

VP → V NP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

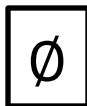
n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }		
2					
3					
4					

$$N_w = 5$$

$$k = n+1$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2					
3					
4					

$$N_w = 5$$

$$k = n+1$$

PP → P NP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S				
3					
4					

$$N_w = 5$$

$$k = n+1$$

S → NP VP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

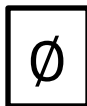
n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S				
3					
4					

$$N_w = 5$$

$$k = n+2$$



Example

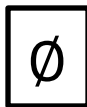
Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }			
3					
4					

$$N_w = 5$$

$$k = n+1$$



Example

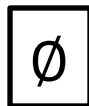
Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }			
3					
4					

$$N_w = 5$$

$$k = n+2$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3					
4					

$$N_w = 5$$

$$k = n+1$$

NP → NP PP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

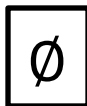
n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3					
4					

$$N_w = 5$$

$$k = n+2$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

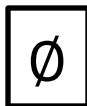
n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }				
4					

m (constituent length -1)

$$N_w = 5$$

$$k = n+1$$



Example

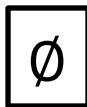
Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }				
4					

$$N_w = 5$$

$$k = n+2$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

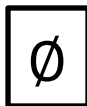
n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }				
4					

$$N_w = 5$$

$$k = n+3$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4					

$$N_w = 5$$

$$k = n+1$$

VP → V NP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4					

$$N_w = 5$$

$$k = n+2$$

VP → VP PP

Example

Joe₀ drinks₁ water₂ with₃ ice₄

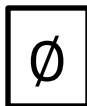
n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4					

$$N_w = 5$$

$$k = n+3$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4	S				

$$N_w = 5$$

$$k = n+1$$

S → NP VP

Example

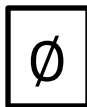
Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4	S				

$$N_w = 5$$

$$k = n+2$$



Example

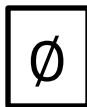
Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4	S				

$$N_w = 5$$

$$k = n+3$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

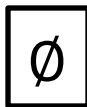
n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4	S				

$$N_w = 5$$

$$k = n+4$$



Example

Joe₀ drinks₁ water₂ with₃ ice₄

n (constituent start index)

$$N_w = 5$$

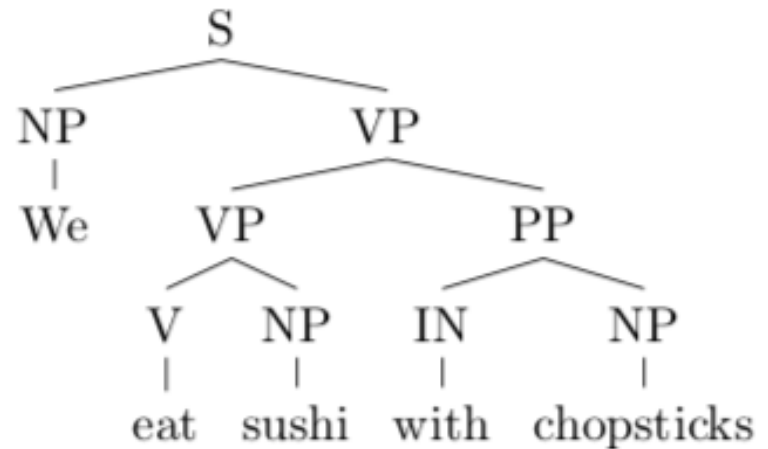
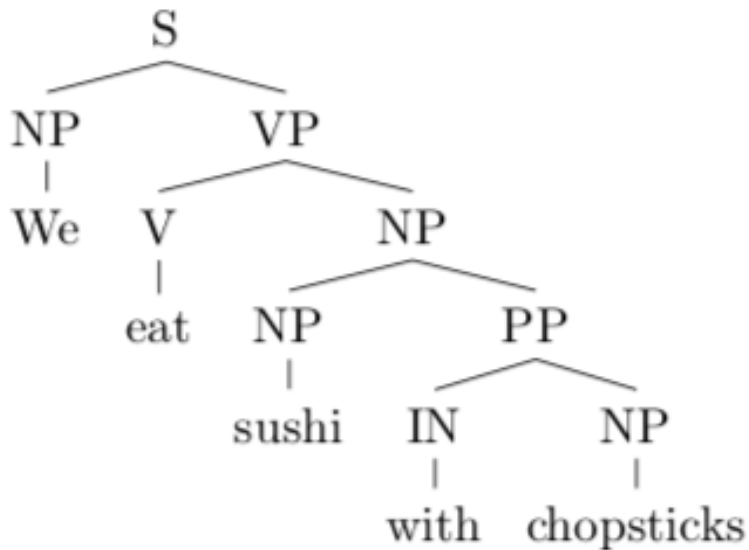
m (constituent length -1)

	0	1	2	3	4
0	NP	V, VP, NP	NP	P	NP
1	S	VP	{ }	PP	
2	S	{ }	NP		
3	{ }	VP			
4	S				

PROBABILISTIC CONTEXT-FREE GRAMMARS

Parsing and ambiguity

Ambiguity can result in more than one valid parse:



Eisenstein-NLP Figure 10.2 - Attachment ambiguity

Parsing and ambiguity

- We saw how to **generate** tree structures using the CKY algorithm
- But is a large set of potential structures very useful?

➤ Time flies like an arrow.

NP VP

➤ Fruit flies like a banana.

NP VP

➤ Time reactions like this one.

V[stem] NP

➤ Time reactions like a chemist.

S PP

Potential approach for dealing with ambiguity

- Some rules/structures are less common/likely than others
- Associate each rule with a weight/cost
 - Rules with **lower weights** are preferred
 - Cost for structure is **sum of weights** of all rules used
 - Choose the structure with **lowest cost**
- How to select the weights?
 - Annotated treebank with supervised learning

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1					
2					
3					
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10				
2					
3					
4					

m (constituent length -1)

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8				
2					
3					
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13				
2					
3					
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2					
3					
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12		
3					
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3					
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18			
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21			
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4					

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP**
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP**
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

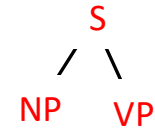
m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP**
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)



m (constituent length -1)

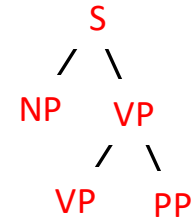
	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → P NP
- 3 NP → NP NP
- 0 PP → P NP

Use back-pointers to recover best parse

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)



m (constituent length -1)

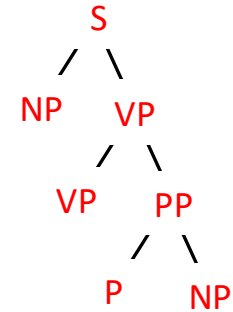
	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				



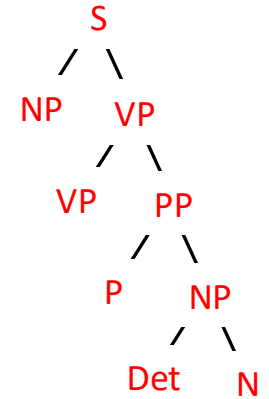
- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

m (constituent length -1)

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				



m (constituent length -1)

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27	<div>Which entries do we actually need?</div>			

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27	<div>These only give us worse options</div>			

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27	<div>If we're only interested in the best parse, we can just keep best entry for each cell</div>			

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

This is the Viterbi recurrence:
choose the entry with the
minimum cost

From weights to probabilities

- To move to a probabilistic framework, we can associate probabilities with rules instead of weights

$$P(X \rightarrow Y Z) \stackrel{\text{def}}{=} P([\alpha Y Z] \mid \alpha = X)$$

$$\therefore \forall X \sum_{RHS} P(X \rightarrow RHS) = 1 \quad \leftarrow \text{Probabilities sum to 1}$$

- The probability of a tree is just the product of the probabilities of all of the independent rule choices made, which is the product of the rule

How to apply CKY algorithm?

- Can we apply the CYK algorithm using summed weights to probabilities?
- Sure – just set the weight of a rule $X \rightarrow Y Z$ to $-\log P(X \rightarrow Y Z)$
- Now we can work with the minimum weight sum again instead of the maximum product of probabilities
- We can get $P(X \rightarrow Y Z)$ as $2^{-\text{weight}(X \rightarrow Y Z)}$

$$P(VP \rightarrow VP PP) = 2^{-2} = \frac{1}{4}$$

$$P(PP \rightarrow P NP) = 2^{-0} = 1$$

1	$S \rightarrow NP VP$
6	$S \rightarrow Vst NP$
2	$S \rightarrow S PP$
1	$VP \rightarrow V NP$
2	$VP \rightarrow VP PP$
1	$NP \rightarrow Det N$
2	$NP \rightarrow NP PP$
3	$NP \rightarrow NP NP$
0	$PP \rightarrow P NP$

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

$$P(S \rightarrow NP VP) = \frac{1}{2}$$

$$P(S \rightarrow Vst NP) = \frac{1}{64}$$

$$P(S \rightarrow S PP) = \frac{1}{4}$$

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

$$P(VP \rightarrow V NP) = \frac{1}{2}$$

$$P(VP \rightarrow VP PP) = \frac{1}{4}$$

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

$$P(NP \rightarrow Det N) = \frac{1}{2}$$

$$P(NP \rightarrow NP PP) = \frac{1}{4}$$

$$P(NP \rightarrow NP NP) = \frac{1}{8}$$

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18	<div> $P(PP \rightarrow P NP) = 1$ </div>		
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time₀ flies₁ like₂ an₃ arrow₄

n (constituent start index)

m (constituent length -1)

	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

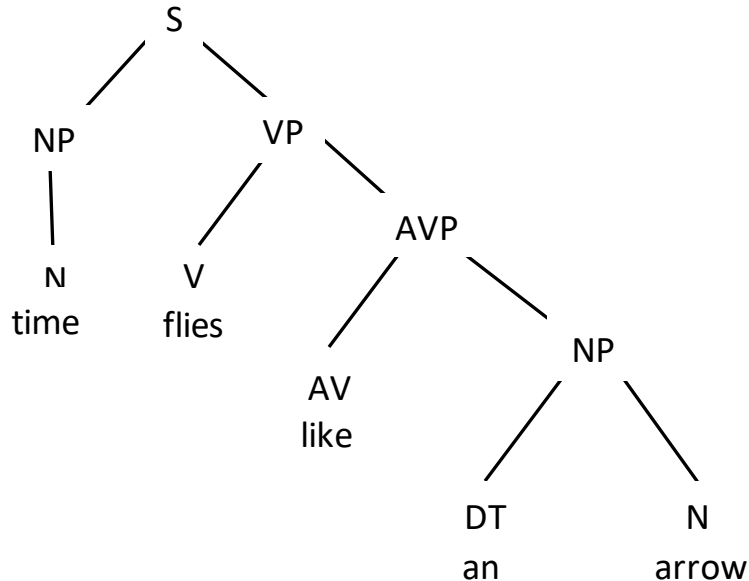
$$2^{-3} \times 2^{-18} \times 2^{-1} = 2^{-22}$$

- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

PARSER EVALUATION

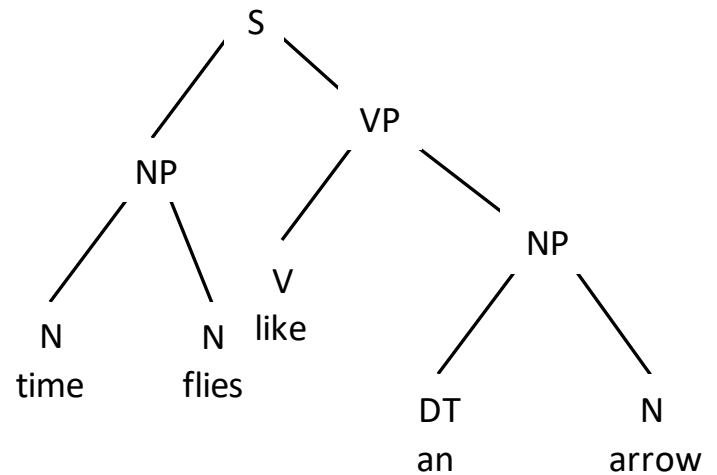
Comparing parse trees

Correct parse
("gold")



?
=

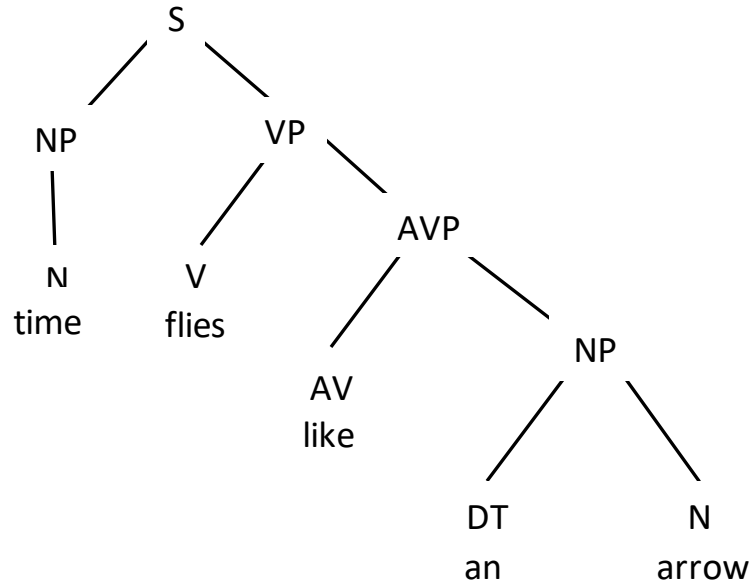
Predicted parse



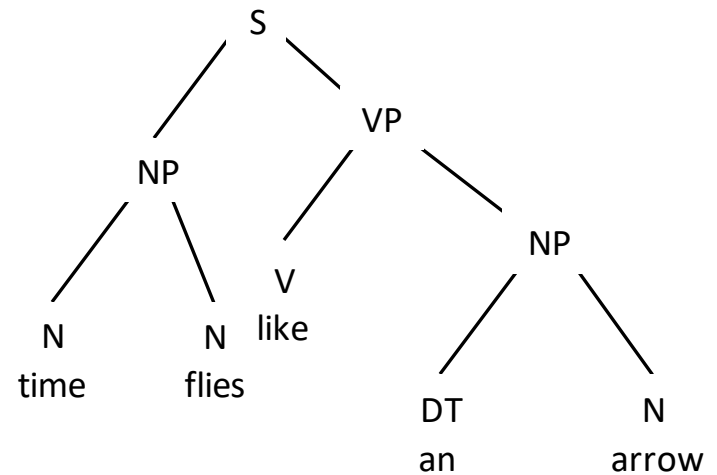
Absolute accuracy: **0%**

Proportion of constituents correctly identified

Correct parse
("gold")



Predicted parse



Proportion of constituents correctly identified

Correct parse ("gold")

(S time₀ flies₁ like₂ an₃ arrow₄)
 (VP flies₁ like₂ an₃ arrow₄)

(NP time₀)
 (AVP like₂ an₃ arrow₄)
 (NP an₃ arrow₄)

Predicted parse

(S time₀ flies₁ like₂ an₃ arrow₄)

(NP time₀ flies₁)

 (VP like₂ an₃ arrow₄)
 (NP an₃ arrow₄)

Proportion of constituents correctly identified

Correct parse
("gold")

Predicted parse

(S time₀ flies₁ like₂ an₃ arrow₄)

(S time₀ flies₁ like₂ an₃ arrow₄)

(VP flies₁ like₂ an₃ arrow₄)

(NP time₀ flies₁)

(NP time₀)

(VP like₂ an₃ arrow₄)

(AVP like₂ an₃ arrow₄)

(NP an₃ arrow₄)

(NP an₃ arrow₄)

$$\text{Labeled Precision} = \frac{TP}{TP+FP} = \frac{2}{2+2} = 50\%$$

Proportion of constituents correctly identified

Correct parse
("gold")

Predicted parse

(S time₀ flies₁ like₂ an₃ arrow₄)

(VP flies₁ like₂ an₃ arrow₄)

(NP time₀)

(AVP like₂ an₃ arrow₄)

(NP an₃ arrow₄)

(S time₀ flies₁ like₂ an₃ arrow₄)

(NP time₀ flies₁)

(VP like₂ an₃ arrow₄)

(NP an₃ arrow₄)

$$\text{Labeled Recall} = \frac{TP}{TP+FN} = \frac{2}{2+3} = 40\%$$

Proportion of constituents correctly identified

Correct parse
("gold")

Predicted parse

(S time₀ flies₁ like₂ an₃ arrow₄)

(S time₀ flies₁ like₂ an₃ arrow₄)

(VP flies₁ like₂ an₃ arrow₄)

(NP time₀ flies₁)

(NP time₀)

(VP like₂ an₃ arrow₄)

(AVP like₂ an₃ arrow₄)

(NP an₃ arrow₄)

(NP an₃ arrow₄)

Ignore the mismatched label

$$\text{Unlabeled Precision} = \frac{TP}{TP+FP} = \frac{3}{3+1} = 75\%$$

Proportion of constituents correctly identified

Correct parse
("gold")

Predicted parse

(S time₀ flies₁ like₂ an₃ arrow₄)

(VP flies₁ like₂ an₃ arrow₄)

(NP time₀)

(AVP like₂ an₃ arrow₄)

(NP an₃ arrow₄)

(S time₀ flies₁ like₂ an₃ arrow₄)

(NP time₀ flies₁)

(VP like₂ an₃ arrow₄)

(NP an₃ arrow₄)

$$\text{Unlabeled Recall} = \frac{TP}{TP+FN} = \frac{3}{3+2} = 60\%$$

Learning PCFGs

- Probabilistic CFGs are a form of **structured prediction** (why?)
- Learned from annotated treebanks datasets with supervised learning
 - Penn Treebank (1993) - 1st large scale Treebank
- Learning methods similar to other tasks
 - Generative models based on corpus counts and smoothing
 - Discriminative, feature-based learning
 - Neural network-based methods