

Natural Language Processing

CSE 325/425



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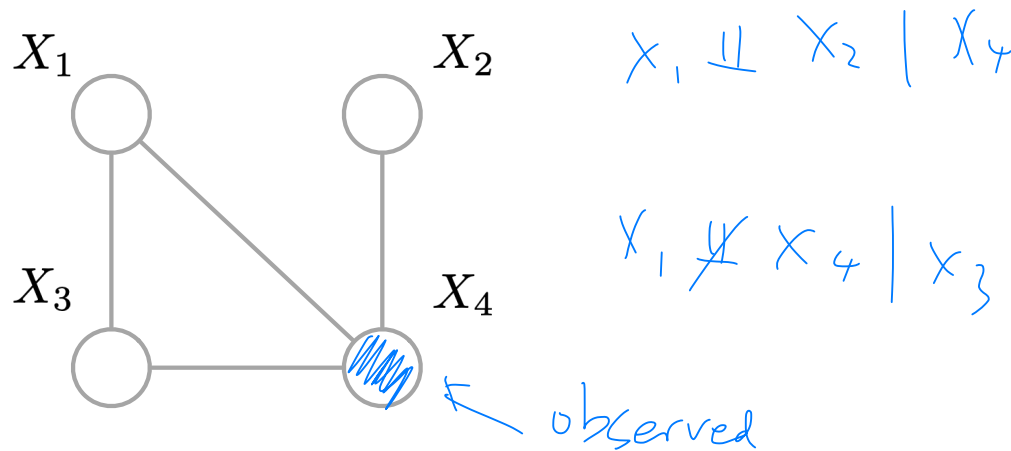
Lecture 11:

- Conditional random field
- Neural network revisit (forward propagation)

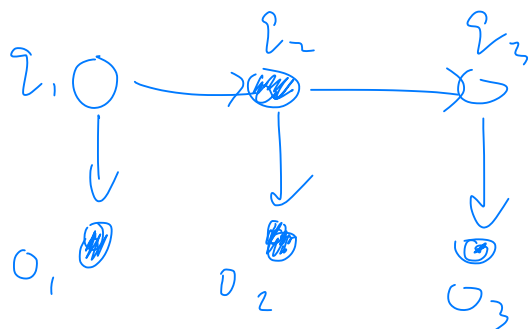
Graphical models

Conditional independence in a graphical model:

- $A \perp\!\!\!\perp B | C$ if any path from A to B have to pass some variables in C.



Hmm:



from X_1 to X_2 all paths "blocks" all paths

$$z_1 \perp\!\!\!\perp z_3 | z_2 \Rightarrow \Pr(z_1, z_3 | z_2) = \Pr(z_1 | z_2) \times \Pr(z_3 | z_2)$$

"forward / backward"

$\sum_{z_1} \sum_{z_3} \Pr(z_1, z_3 | z_2) = 1$
 $\Pr(z_1, z_3 | z_2) = \Pr(z_1 | z_2) \times \Pr(z_3 | z_2)$

Cliques

Example of cliques:

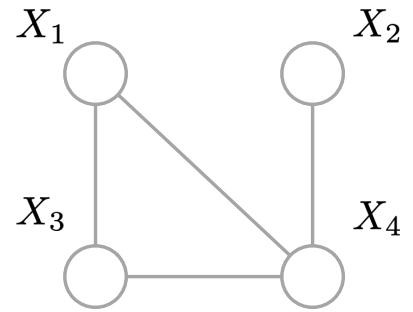
① clique = $\{x_1, x_3, x_4\}$

(maximal clique)

② clique = $\{x_2, x_4\}$

③ clique = $\{x_1, x_3\}$

← not a maximal clique
 $x_1 \perp x_2 | x_4$



Cliques and maximal cliques

- A clique **c** is a set of nodes that are fully connected
 - any two nodes in the clique are connected by an edge.
 - two nodes not in a clique **can** become conditional independent.

$$\Pr(X_i, X_j | X_{\setminus i,j}) = \Pr(X_i | X_{\setminus i,j}) \Pr(X_j | X_{\setminus i,j})$$

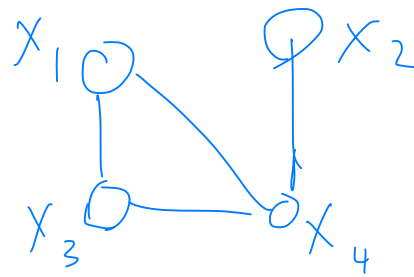
- A maximal clique **c** is a clique that adding any new node will make their union not a clique.

- the collection of maximal cliques on a graphical model encode all conditional independence properties.

when can do "polynomial time" marginalization, such as,

$$\sum_{x_2, x_3, x_4} \frac{\Pr(x_1, x_3) \Pr(x_1, x_4)}{\Pr(x_3, x_4) \Pr(x_2, x_4)}$$

$$= \sum_{x_2, x_3, x_4} \Pr(x_1, x_2, x_3, x_4) \\ = \sum_{x_2, x_3, x_4} \Pr(x_1, x_3, x_4) \times \Pr(x_2, x_4)$$



$$c=1 : \{X_1, X_3, X_4\}$$

$$c=2 : \{X_2, X_4\}$$

$$\mathcal{C} = \{1, 2\}$$

Factorization

Factorization using cliques.

$$X_c = \{X_i : X_i \in c\}$$

$$\Pr(X_1, \dots, X_n) = \frac{1}{Z} \prod_{c \in \mathcal{C}} \psi_c(\underline{X_c})$$

$\psi_1(X_1, X_3, X_4) : (x_1, x_3, x_4) \rightarrow (0, \infty)$
 $\psi_2(X_2, X_4) : (x_2, x_4) \rightarrow (0, \infty)$

where

\mathcal{C} = set of all cliques

- c is a clique.
- $\psi_c(X_c) \geq 0$ is a potential function of the variable in the clique c .
 - this is not a joint distribution of the variables X_c

ⁿ partition function

function

$$Z = \sum_{x_1, \dots, x_n} \prod_{c \in \mathcal{C}} \psi_c(X_c)$$

$$O(2^4)$$

$$X_1, X_2, X_3, \& X_4 \in \{0, 1\}$$

$$Z = \psi_1(x_1=0, x_3=0, x_4=0) \times \psi_2(x_2=0, x_4=0)$$

$$+ \psi_1(x_1=1, x_3=0, x_4=0) \times \psi_2(x_2=0, x_4=0)$$

$$\psi_1(x_1=x_3=x_4=1)$$

$$\psi(x_2=x_4=1) \dots$$

Discriminative : $P(Q|O, \theta)$
 (MEM or CRF)
 Generative : $P(Q, O | \lambda)$
 (HMM)

Conditional random fields

Conditional random fields:

- A “random field” refer to “a set of dependent random variables”.
 - a specific type of “graphical models”.
- “Conditional” means “conditioning on observed data”
 - making CRF a discriminative model (vs. generative models such as HMM).
- Use the maximum entropy principle – a generalization of logistic regression.

observed words from a sentence

- each factor is in the form

- c is a maximum clique

$$\psi_c(X_c; O) = \exp \left\{ \sum_{i=1}^d \theta_i f_i(X_c; O) \right\}$$

- joint conditional distribution

$$\Pr(\underbrace{X_1, \dots, X_n}_{q_1 \dots q_T}; O) = \frac{1}{Z(O)} \prod_{c \in \mathcal{C}} \exp \left\{ \sum_{i=1}^d \theta_i f_i(\underbrace{X_c}_{Q_c}; O) \right\}$$

CRF parameter
 $\vec{\theta} = \begin{bmatrix} \theta_1 \\ \vdots \\ \theta_d \end{bmatrix} \in \mathbb{R}^d$

$$q_t \in \{1, \dots, N\}$$

Summation takes

$$O(N^T)$$

$$Z(O) = \sum_{q_1 \dots q_T} \prod_{c \in \mathcal{C}} \exp \left\{ \sum_{i=1}^d \theta_i f_i(Q_c; O) \right\}$$

(↑
 (q_t, q_{t-1}))

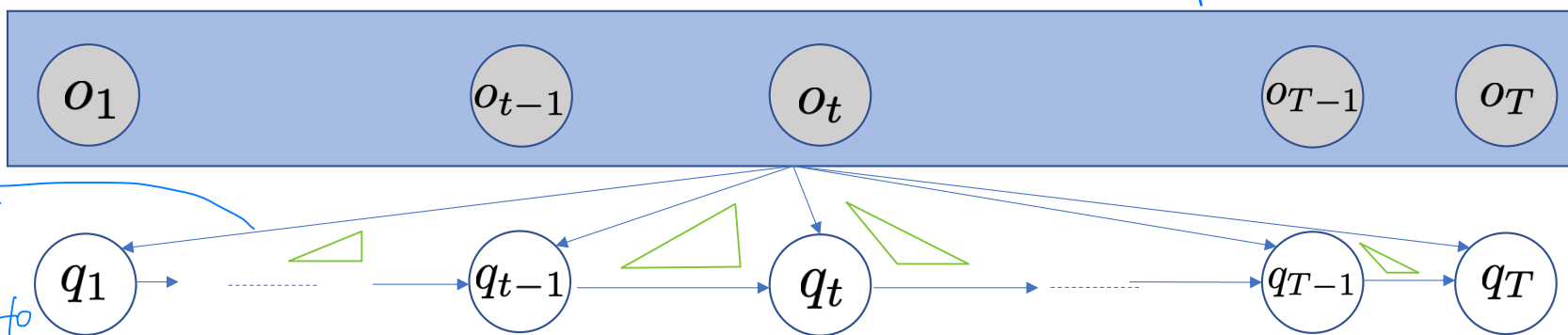
O_1 O_2
 \uparrow \uparrow
 $q_1 \rightarrow q_2$

I went to church yesterday
 VBD
 q_2

CRF for POS tagging

The graphical model is a linear chain

want to
 predict
 each tag
 using info
 of the
 entire
 sentence



All factors (or equivalently, maximum cliques) are pairwise

$$\psi_{t-1,t}(q_t, q_{t-1}; O) = \exp \left\{ \sum_{i=1}^d \theta_i f_i(q_t, q_{t-1}; O) \right\} : (q_t, q_{t-1}) \rightarrow (0, \infty)$$

$$\mathcal{C} = \{ \{q_1, q_2, O\}, \{q_2, q_3, O\}, \dots \}$$

The inner product = the compatibility score of the two tags:

$$s_t(q_{t-1}, q_t; \theta, O) = \langle \theta, f(q_{t-1}, q_t) \rangle \in \mathbb{R}$$

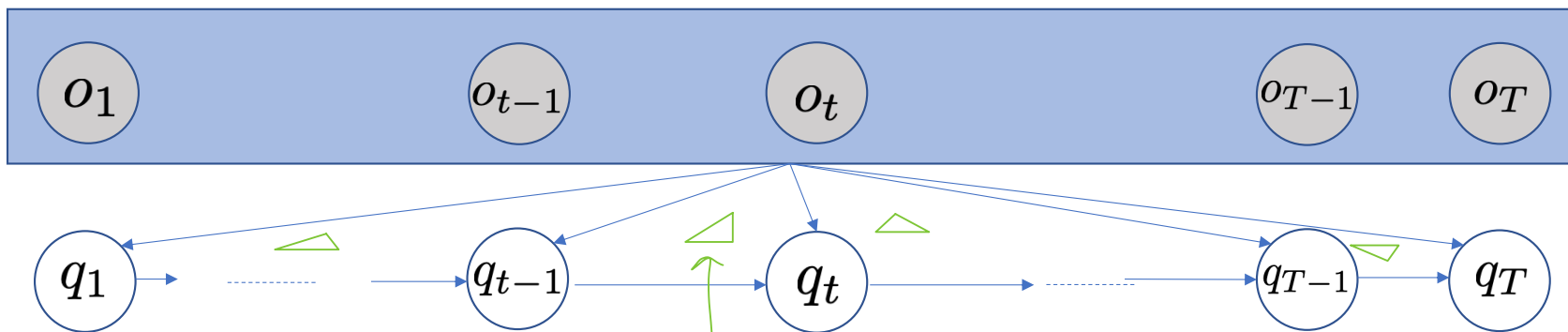
(replacing $a_{q_{t-1}q_t} b_{q_t}(O_t)$ in HMM, or $\Pr(q_t | q_{t-1}, O)$ in MEMM)

$$\theta = \begin{bmatrix} \theta_1 \\ \vdots \\ \theta_d \end{bmatrix} \in \mathbb{R}^d, \quad f(q_t, q_{t-1}, O) = \begin{bmatrix} f_1(q_t, q_{t-1}, O) \\ \vdots \\ f_d(q_t, q_{t-1}, O) \end{bmatrix}$$

$\{q_{T-1}, q_T, O\}$

CRF for POS tagging

The graphical model is a linear chain



- The joint distribution of a tag sequence, conditioned on a word sequence is

$$\Pr(q_1, \dots, q_T; O) = \frac{1}{Z(O)} \prod_{t=1}^T \exp \left\{ \sum_{i=1}^d \theta_i f_i(q_t, q_{t-1}; O) \right\}$$

decompose over steps of the sequence:
 \Rightarrow conditional independence
 \Rightarrow polynomial inference alg.

$$= \frac{1}{Z(O)} \exp \left\{ \sum_{t=1}^T \sum_{i=1}^d \theta_i f_i(q_t, q_{t-1}; O) \right\} = \frac{1}{Z(O)} \exp \left\{ \sum_{t=1}^T s_t(q_{t-1}, q_t; \theta, O) \right\}$$

\nearrow
 $\langle \vec{\theta}, \vec{f}(q_t, q_{t-1}; O) \rangle$

Predicting sequence using CRF

Input:

- an input sentence $O = [o_1, \dots, o_T], o_t \in V$
- and a trained CRF model θ

Output:

- optimal POS tag sequence $Q^* = \arg \max_Q \Pr(Q|O; \theta) = \arg \max_Q \frac{1}{Z(O)} \exp \left\{ \sum_{t=1}^T s_t(q_{t-1}, q_t; \theta, O) \right\}$
 $= \arg \max_Q \sum_{t=1}^T s_t(q_{t-1}, q_t; \theta, O)$

Adapt the Viterbi algorithm for HMM to CRF prediction:

- change the scores in HMM $s_t(q_{t-1} = i, q_t = j; \lambda, O) = a_{i,j} b_j(o_t)$
to the scores defined for CRF.

? MEMM what you're replacing

$$\log Z(\theta) = \log \sum_Q \exp \left\{ \sum_{t=1}^T \langle \vec{\theta}, \vec{f}(q_t, q_{t-1}, 0, 0) \rangle \right\}$$

$$\frac{\partial}{\partial \theta} \log Z(\theta) = \frac{1}{Z(\theta)} \frac{\partial}{\partial \theta} Z(\theta) = \frac{1}{Z(\theta)} \sum_Q \exp \left\{ \sum_{t=1}^T \langle \vec{\theta}, \vec{f} \rangle \right\} \sum_{t=1}^T \frac{\partial}{\partial \theta} \langle \vec{\theta}, \vec{f}(q_t, q_{t-1}, 0, 0) \rangle$$

Learning a CRF model

$$= \sum_Q \Pr(Q|\theta, 0) \sum_{t=1}^T \vec{f}(q_t, q_{t-1}, 0, 0)$$

$$= \sum_{t=1}^T \mathbb{E}_{Q \sim \Pr(Q|\theta, 0)} \vec{f}(q_t, q_{t-1}, 0, 0)$$

Not much more difficult than training a logistic regression model!

- Input: m POS-tagged sentences.

- MLE: $\theta^* = \arg \max_{\theta} \sum_{i=1}^m \log \Pr(Q^{(i)} | O^{(i)}, \theta) = \arg \max_{\theta} \sum_{i=1}^m \ell(Q^{(i)} | O^{(i)}, \theta)$

Expectation of feature vector

$$\mathbb{E}_{\vec{x} \sim P(\vec{x})} \vec{f}(\vec{x}) = \sum_{\vec{x}} P(\vec{x}) \vec{f}(\vec{x})$$

- There is no closed form solution for the parameter, and gradient descent is needed.

Logistic regression

$$\frac{\partial}{\partial \theta} \ell(Q|O, \theta) = \frac{\partial}{\partial \theta} \log \Pr(Q|O; \theta) = \frac{\partial}{\partial \theta} \log \frac{1}{Z(\theta)} \exp \left\{ \sum_{t=1}^T \langle \vec{\theta}, \vec{f}_t \rangle \right\}$$

"Glove"

$$= \frac{\partial}{\partial \theta} \left[\sum_{t=1}^T \langle \vec{\theta}, \vec{f}_t \rangle - \log Z(\theta) \right]$$

$$= \sum_{t=1}^T \vec{f}_t - \sum_{t=1}^T \mathbb{E}_{Q \sim \Pr(Q|O, \theta)} \vec{f}(q_t, q_{t-1}, 0, 0)$$

decompose over steps of the sequence:
=> conditional independence
=> polynomial inference alg.

- Recall the gradient for multi-class logistic regression ...

Matrix calculus:

$$\frac{\partial}{\partial \theta} \langle \vec{\theta}, \vec{f} \rangle = \vec{f}$$

$$\vec{\theta} \leftarrow \vec{\theta} + \eta \frac{\partial}{\partial \theta} \ell(Q|O, \theta) = \vec{\theta} + \eta \left[\sum_{t=1}^T \vec{f}_t - \sum_{t=1}^T \mathbb{E}_{Q \sim \Pr} \vec{f} \right]$$

learning rate 0.1

Learning a CRF model

A running example (Cheating Casino)

$$\vec{f} = \begin{bmatrix} f_1 \\ \vdots \\ f_d \end{bmatrix} = \begin{bmatrix} f_1(\text{no cheating}; H, T, H) \\ \text{cheat} \\ \vdots \\ f_2(\text{cheating}; H, T, H) \\ \text{cheating} \\ \vdots \end{bmatrix}$$

$\uparrow \vec{q}_{t-1}$
 $\uparrow \vec{q}_t$

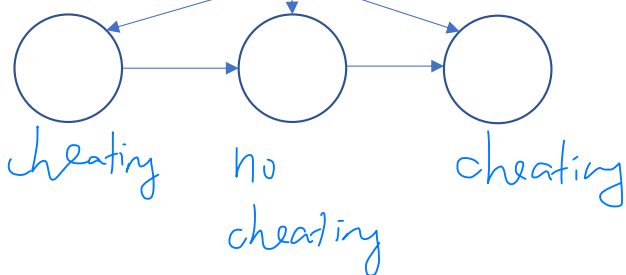
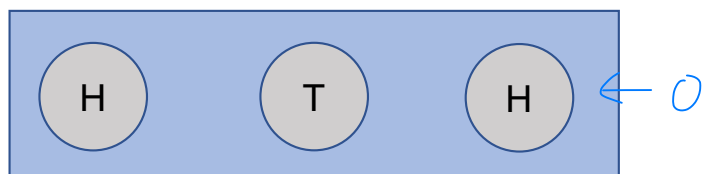
Alg; Random $\vec{\theta} = [0.1, 0.1, 0.1 \dots 0.1] \in \mathbb{R}^d$
 Inst

gradient ascent:

for $i = 1 \dots n$

$$\vec{\theta}^{(i+1)} \leftarrow \vec{\theta}^{(i)} + \eta \left(\sum_{t=1}^3 \vec{f}(\vec{q}_{t-1}, \vec{q}_t, 0) - \sum_{t=1}^3 \mathbb{E}_{Q \sim \Pr(Q|0, \vec{\theta})} \vec{f}(\vec{q}_{t-1}, \vec{q}_t, 0) \right)$$

flips
of
coins



\vec{q}_1 \vec{q}_2 \vec{q}_3
 $t=1$ $t=2$ $t=3$

$$\mathbb{E}_{Q \sim \Pr(Q|0, \vec{\theta})} \vec{f}(\vec{q}_1, \vec{q}_2, 0)$$

$$= \sum_{Q=[q_1, q_2, q_3]} \Pr(q_1, q_2, q_3 | 0, \vec{\theta}) \vec{f}(q_1, q_2, 0)$$

$$= \sum_{q_3} \underbrace{\Pr(q_3 | q_1, q_2, 0, \vec{\theta})}_{=1} \sum_{q_1, q_2} \Pr(q_1, q_2 | 0, \vec{\theta}) \vec{f}(q_1, q_2, 0)$$

What is $\Pr(q_1, q_2 | 0, \vec{\theta})$? see the next page.

$$\Pr(q_1, q_2; \theta, 0)$$

$$= \sum_{q_3} \frac{1}{Z(\theta)} \exp \left\{ \sum_{t=1}^3 s_t(q_{t-1}, q_t; \theta, 0) \right\}$$

$$= \sum_{q_3} \frac{1}{Z(\theta)} \left[\exp \{ s_1(q_0, q_1; \theta, 0) \} \right. \\ \left. \times \exp \{ s_2(q_1, q_2; \theta, 0) \} \right. \\ \left. \times \exp \{ s_3(q_2, q_3; \theta, 0) \} \right]$$

dummy fixed pos tag.

$$= \frac{1}{Z(\theta)} \underbrace{\exp \{ s_1(q_0, q_1; \theta, 0) \}}_{\text{forward prob.} = \alpha_1(q_1)} \\ \times \exp \{ s_2(q_1, q_2; \theta, 0) \}$$

$$\times \underbrace{\sum_{q_3} \exp \{ s_3(q_2, q_3; \theta, 0) \}}_{\text{backward prob.} = \beta_2(q_2)}$$

$$= \frac{1}{Z(\theta)} \alpha_1(q_1) \exp \{ s_2(q_1, q_2; \theta, 0) \} \beta_2(q_2)$$

$$Z(\theta) = \sum_{q_1, q_2, q_3} \exp \{ s_1 + s_2 + s_3 \}$$

$$= \sum_{q_1, q_2, q_3} \exp \{ s_1(q_0, q_1) + s_2(q_1, q_2) + s_3(q_2, q_3) \}$$

$$= \sum_{q_3} \left[\left[\sum_{q_2} \underbrace{\sum_{q_1} \exp \{ s_1 + s_2 \}}_{\alpha_2(q_2)} \right] \exp \{ s_3(q_2, q_3) \} \right]$$

$$\alpha_3(q_3) \leftarrow$$