



Language Modeling

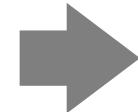
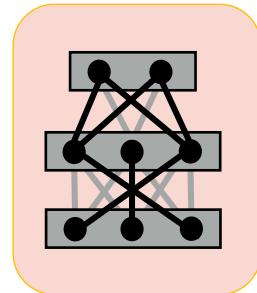
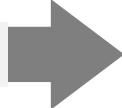
CSCI 601-471/671 (NLP: Self-Supervised Models)

<https://self-supervised.cs.jhu.edu/sp2024/>

Recap: Self-Supervised Models

- Earlier we define **Self-Supervised** models as predictive models of the world!

“Wings over Kansas is [MASK]”



“Wings over Kansas is
an aviation website
founded in 1998 by Carl
Chance owned by Chance
Communications, Inc.”

Language Modeling: Motivation

- Earlier we define **Self-Supervised** models as *predictive models* of the world!
- **Language models** are self-supervised, or predictive models of language.
- How do you formulate? How do you build them?

Language Modeling: Chapter Plan

1. Language modeling: definitions and history
2. Language modeling with counting
3. Measuring language modeling quality
4. Language Modeling as a Machine Learning problem

Chapter goal — getting comfortable with the concept of “language modeling.”

Language Modeling: Definitions and History

The

The cat

The cat sat

The cat sat on

The cat sat on __?__

The cat sat on the mat.

$P(\text{mat} \mid \text{The cat sat on the})$ 

next word



context or prefix

Probability of Upcoming Word

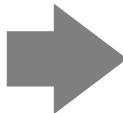
LMs as a Marginal Distribution

- Directly we train models on “marginals”:

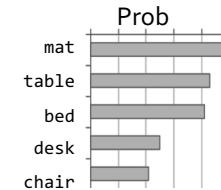
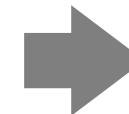
$$P(X_t | X_1, \dots, X_{t-1})$$

next word context

“The cat sat on the [MASK]”



Language Model



LMs as Implicit Joint Distribution over Language

- While language modeling involves learning the marginals, we are implicitly learning the full/joint distribution of language.
 - Remember the chain rule:

$$P(X_1, \dots, X_t) = P(X_1) \prod_{i=1}^t P(X_i | X_1, X_2, \dots, X_{i-1})$$

- **Language Modeling** \triangleq learning prob distribution over language sequence.

Doing Things with Language Model

- What is the probability of

“I like Johns Hopkins University”

“like Hopkins I University Johns”

Doing Things with Language Model

- What is the probability of

“I like Johns Hopkins University”

“like Hopkins I University Johns”

- LMs assign a probability to every sentence (or any string of words).

$P(\text{"I like Johns Hopkins University EOS"}) = 10^{-5}$

$P(\text{"like Hopkins I University Johns EOS"}) = 10^{-15}$

Doing Things with Language Model (2)

- We can rank sentences.
 - While LMs show “typicality”, this may be a proxy indicator to other properties:
 - Grammaticality, fluency, factuality, etc.
$$\mathbf{P}(X_t | X_1, \dots, X_{t-1})$$

$$\mathbf{P}(X_t | X_1, \dots, X_{t-1})$$

$P("I \text{ like Johns Hopkins University. EOS") > P("I \text{ like John Hopkins University EOS")}$

$P("I \text{ like Johns Hopkins University. EOS}") > P("University. I Johns EOS Hopkins like")$

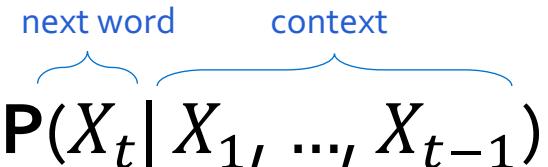
P("JHU is located in Baltimore. EOS") > P("JHU is located in Virginia. EOS")

Doing Things with Language Model (3)

- Can also generate strings!

$$P(X_t | X_1, \dots, X_{t-1})$$

next word context



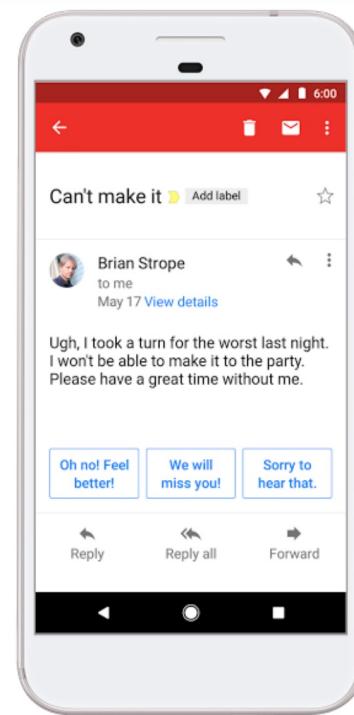
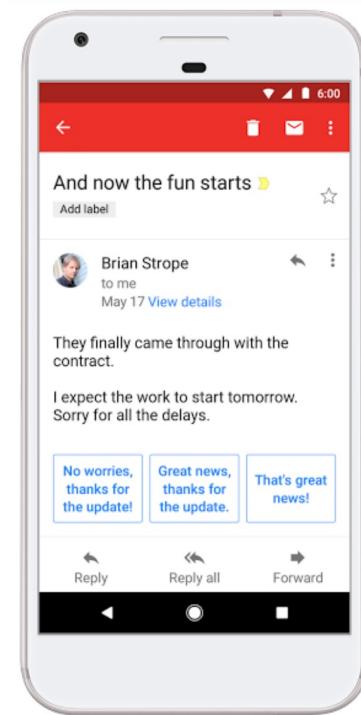
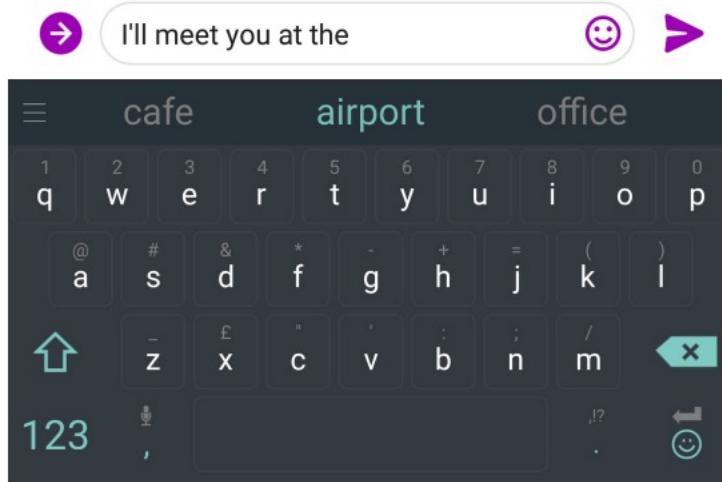
- Let's say we start "*Johns Hopkins is*"
- Using this prompt as an initial condition, recursively sample from an LM:

1. Sample from $P(X | "Johns Hopkins is") \rightarrow \text{"located"}$
2. Sample from $P(X | "Johns Hopkins is located") \rightarrow \text{"at"}$
3. Sample from $P(X | "Johns Hopkins is located at") \rightarrow \text{"the"}$
4. Sample from $P(X | "Johns Hopkins is located at the") \rightarrow \text{"state"}$
5. Sample from $P(X | "Johns Hopkins is located at the state") \rightarrow \text{"of"}$
6. Sample from $P(X | "Johns Hopkins is located at the state of") \rightarrow \text{"Maryland"}$
7. Sample from $P(X | "Johns Hopkins is located at the state of Maryland") \rightarrow \text{"EOS"}$

Why Care About Language Modeling?

- Language Modeling is a **subcomponent superset** of many tasks:
 - Summarization
 - Machine translation
 - Spelling correction
 - Dialogue etc.
- Language Modeling is an effective proxy for **language understanding**.
 - **Effective ability to predict forthcoming words** requires **on understanding of context/prefix**.

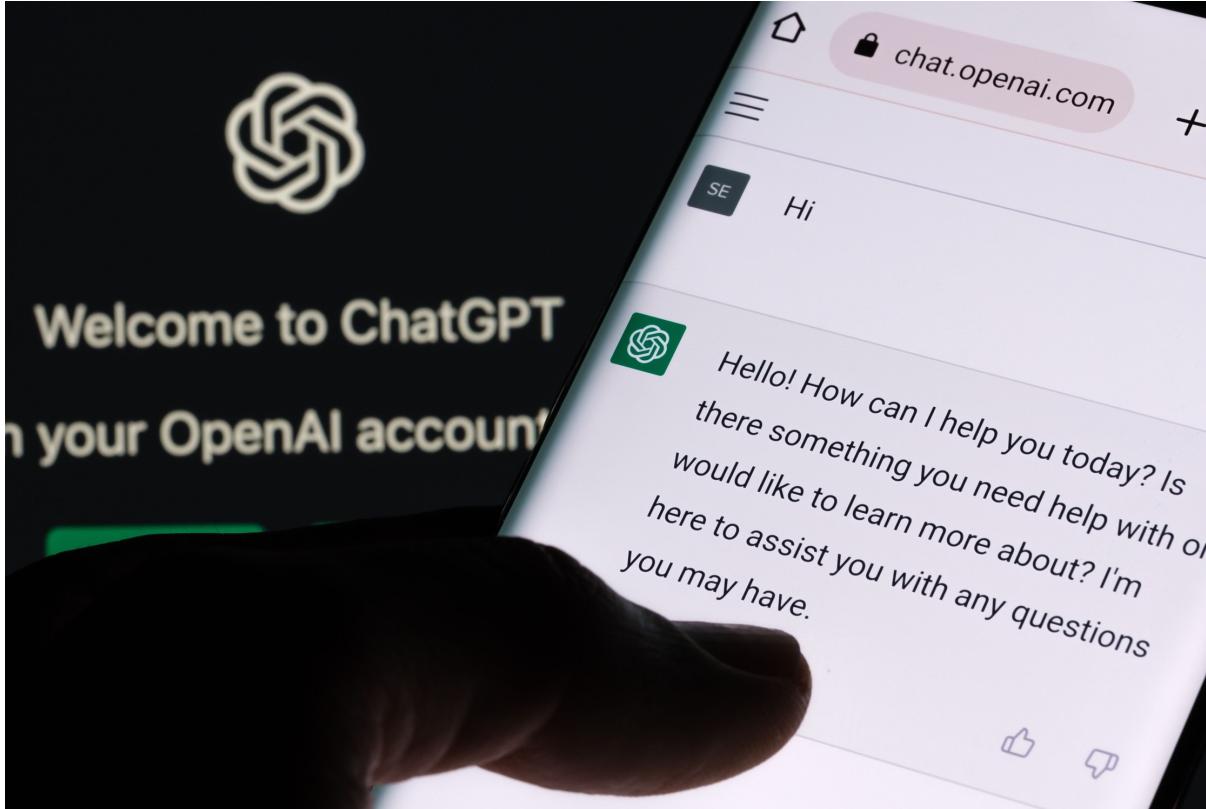
You use Language Models every day!



You use Language Models every day!



You use Language Models every day!



It Can be Misused Too ...

Is this a real
science article?

- A lot more about harms later in the class.

Rooter: A Methodology for the Typical Unification of Access Points and Redundancy

Jeremy Stribling, Daniel Aguayo and Maxwell Krohn

ABSTRACT

Many physicists would agree that, had it not been for congestion control, the evaluation of web browsers might never have occurred. In fact, few hackers worldwide would disagree with the essential unification of voice-over-IP and public-private key pair. In order to solve this riddle, we confirm that SMPs can be made stochastic, cacheable, and interoperable.

I. INTRODUCTION

Many scholars would agree that, had it not been for active networks, the simulation of Lampert clocks might never have occurred. The notion that end-users synchronize with the investigation of Markov models is rarely outdated. A theoretical grand challenge in theory is the important unification of virtual machines and real-time theory. To what extent can web browsers be constructed to achieve this purpose?

Certainly, the usual methods for the emulation of Smalltalk that paved the way for the investigation of rasterization do not apply in this area. In the opinions of many, despite the fact that conventional wisdom states that this grand challenge is continuously answered by the study of access points, we believe that a different solution is necessary. It should be noted that Rooter runs in $\Omega(\log \log n)$ time. Certainly, the shortcoming of this type of solution, however, is that compilers and superpages are mostly incompatible. Despite the fact that similar methodologies visualize XML, we surmount this issue without synthesizing distributed archetypes.

The rest of this paper is organized as follows. For starters, we motivate the need for fiber-optic cables. We place our work in context with the prior work in this area. To address this obstacle, we disprove that even though the much-touted autonomous algorithm for the construction of digital-to-analog converters by Jones [10] is NP-complete, object-oriented languages can be made signed, decentralized, and signed. Along these same lines, to accomplish this mission, we concentrate our efforts on showing that the famous ubiquitous algorithm for the exploration of robots by Sato et al. runs in $\Omega((n + \log n))$ time [22]. In the end, we conclude.

II. ARCHITECTURE

Our research is principled. Consider the early methodology by Martin and Smith; our model is similar, but will actually overcome this grand challenge. Despite the fact that such a claim at first glance seems unexpected, it is buffeted by previous work in the field. Any significant development of secure theory will clearly require that the acclaimed real-time algorithm for the refinement of write-ahead logging by Edward Feigenbaum et al. [15] is impossible; our application is no different. This may or may not actually hold in reality. We consider an application consisting of n access points. Next, the model for our heuristic consists of four independent components: simulated annealing, active networks, flexible modalities, and the study of reinforcement learning.

We consider an algorithm consisting of n semaphores. Any unproven synthesis of introspective methodologies will

Summary

- **Language modeling:** building probabilistic distribution over language.
- An accurate distribution of language enables us to solve many important tasks that involve language communication.
- **The remaining question:** how do you actually estimate this distribution?

Language Modeling with Counting

LMs as a Marginal Distribution

$$P(X_t \mid X_1, \dots, X_{t-1})$$

next word

context



- Now the question is, how to estimate this distribution.

$$\mathbf{P}(X_t | X_1, \dots, X_{t-1})$$

How do we estimate these probabilities?

Let's just count!

$$P(\text{mat} | \text{the cat sat on the}) \approx \frac{\text{count}(\text{"the cat sat on the mat"})}{\text{count}(\text{"the cat sat on the"})}$$

Count how often
“**the cat sat on the mat**”
has appeared in the world (internet)!

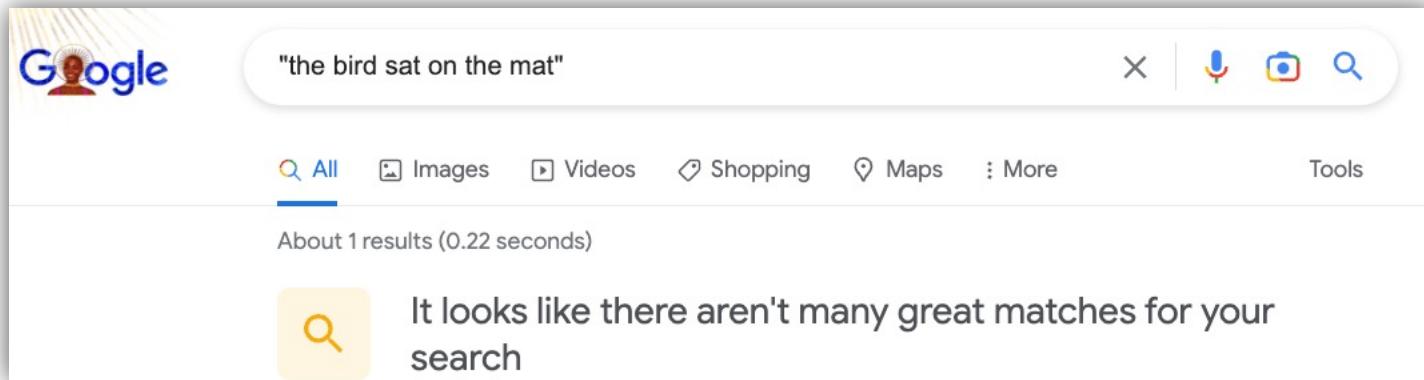
Divide that by, the count of
“**the cat sat on the**”
in the world (internet)!

$$\mathbf{P}(X_t | X_1, \dots, X_{t-1})$$

How do we estimate these probabilities?

Let's just count!

$$P(\text{mat} | \text{the cat sat on the}) \approx \frac{\text{count}(\text{"the cat sat on the mat"})}{\text{count}(\text{"the cat sat on the"})}$$



A screenshot of a Google search results page. The search bar at the top contains the query "the bird sat on the mat". Below the search bar, there are navigation links for "All", "Images", "Videos", "Shopping", "Maps", "More", and "Tools". A status message indicates "About 1 results (0.22 seconds)". At the bottom of the search results, a yellow search icon is followed by the text: "It looks like there aren't many great matches for your search".

$$\mathbf{P}(X_t | X_1, \dots, X_{t-1})$$

How do we estimate these probabilities?

Let's just count!

$$P(\text{mat} | \text{the cat sat on the}) \approx \frac{\text{count}(\text{"the cat sat on the mat"})}{\text{count}(\text{"the cat sat on the"})}$$

Challenge: Increasing n makes **sparsity problems** worse.

Typically, we can't have n bigger than 5.

Some partial solutions (e.g., smoothing and backoffs)
though still an open problem.

Language Models: A History

- Shannon (1950): The redundancy and predictability (entropy) of English.



Prediction and Entropy of Printed English

By C. E. SHANNON

(*Manuscript Received Sept. 15, 1950*)

A new method of estimating the entropy and redundancy of a language is described. This method exploits the knowledge of the language statistics possessed by those who speak the language, and depends on experimental results in prediction of the next letter when the preceding text is known. Results of experiments in prediction are given, and some properties of an ideal predictor are developed.



$$P(X_t | X_1, \dots, X_{t-1})$$

Andrey Markov

Shannon (1950) built an approximate language model with word co-occurrences.

Markov assumptions: every node in a Bayesian network is **conditionally independent** of its non-descendants, **given its parents**.

1st order approximation:

$$P(\text{mat} | \text{the cat sat on the}) \approx P(\text{mat} | \text{the})$$

1 element



$$P(X_t | X_1, \dots, X_{t-1})$$

Andrey Markov

Shannon (1950) built an approximate language model with word co-occurrences.

Markov assumptions: every node in a Bayesian network is **conditionally independent** of its non-descendants, **given its parents**.

2nd order approximation:

$$P(\text{mat} | \text{the cat sat on the}) \approx P(\text{mat} | \text{on the})$$

2 elements



$$P(X_t | X_1, \dots, X_{t-1})$$

Andrey Markov

Shannon (1950) built an approximate language model with word co-occurrences.

Markov assumptions: every node in a Bayesian network is **conditionally independent** of its non-descendants, **given its parents**.

3rd order approximation:

$$P(\text{mat} | \text{the cat sat on the}) \approx P(\text{mat} | \text{sat on the})$$

3 elements



$$P(X_t | X_1, \dots, X_{t-1})$$

Andrey Markov

Shannon (1950) built an approximate language model with word co-occurrences.

Then, we can use counts of approximate conditional probability.
Using the 3rd order approximation, we can:

$$P(\text{mat} | \text{the cat sat on the}) \approx P(\text{mat} | \text{sat on the}) = \frac{\text{count("sat on the mat")}}{\text{count("on the mat")}}$$

N-gram Language Models

- **Terminology:** *n*-gram is a chunk of *n* consecutive words:

- unigrams: “cat”, “mat”, “sat”, ...
- bigrams: “the cat”, “cat sat”, “sat on”, ...
- trigrams: “the cat sat”, “cat sat on”, “sat on the”, ...
- four-grams: “the cat sat on”, “cat sat on the”, “sat on the mat”, ...

- *n*-gram language model:

$$P(X_t | X_1, \dots, X_{t-1}) \approx P(X_t | \underbrace{X_{t-n+1}, \dots, X_{t-1}}_{n-1 \text{ elements}})$$

Generation from N-Gram Models

- You can build a simple **trigram** Language Model over a 1.7 million words corpus in a few seconds on your laptop*

Generation from N-Gram Models

- You can build a simple trigram Language Model over a 1.7 million words corpus in a few seconds on your laptop*

today the _____

get probability distribution



| | |
|---------|-------|
| company | 0.153 |
| bank | 0.153 |
| price | 0.077 |
| italian | 0.039 |
| emirate | 0.039 |
| ... | |

Sparsity problem: not much granularity in the probability distribution

Otherwise, seems reasonable!

Generation from N-Gram Models

- Now we can sample from this mode:

today the

get probability distribution



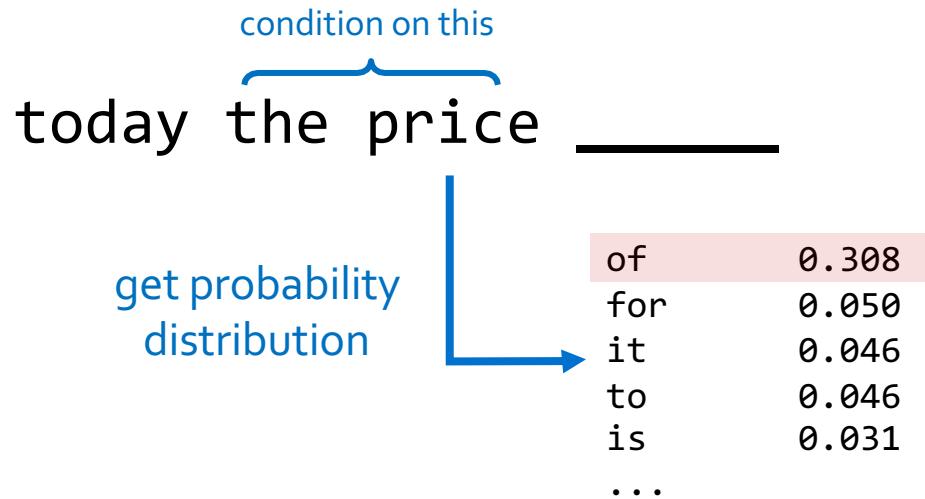
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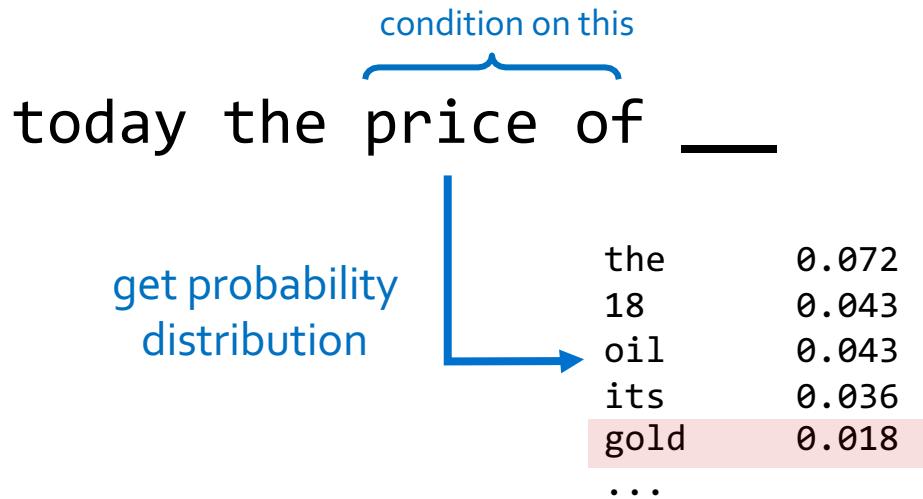


Sparsity problem: not much granularity in the probability distribution

Otherwise, seems reasonable!

Generation from N-Gram Models

- Now we can sample from this mode:



Sparsity problem: not much granularity in the probability distribution

Otherwise, seems reasonable!

N-Gram Models in Practice

- Now we can sample from this mode:

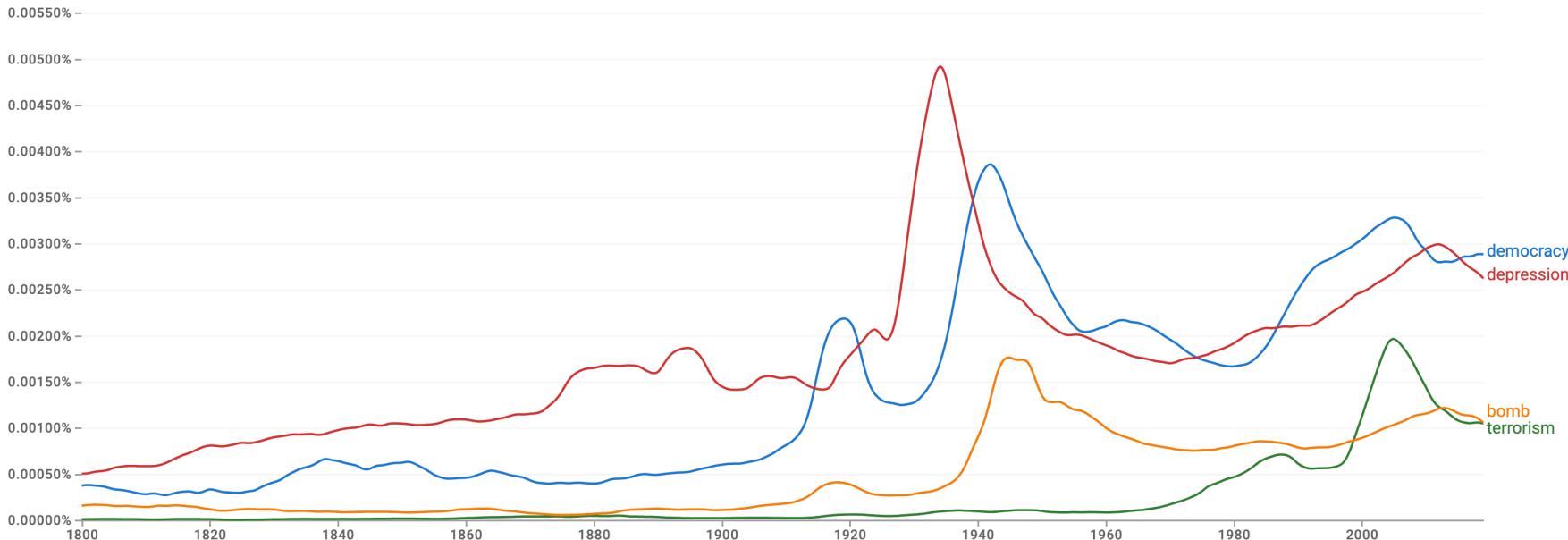
today the price of gold per ton , while production of shoe lasts and shoe industry , the bank intervened just after it considered and rejected an imf demand to rebuild depleted european stocks , sept 30 end primary 76 cts a share .

Surprisingly grammatical!

But quite incoherent! To improve coherence, one may consider increasing larger than 3-grams, but that would worsen the sparsity problem!

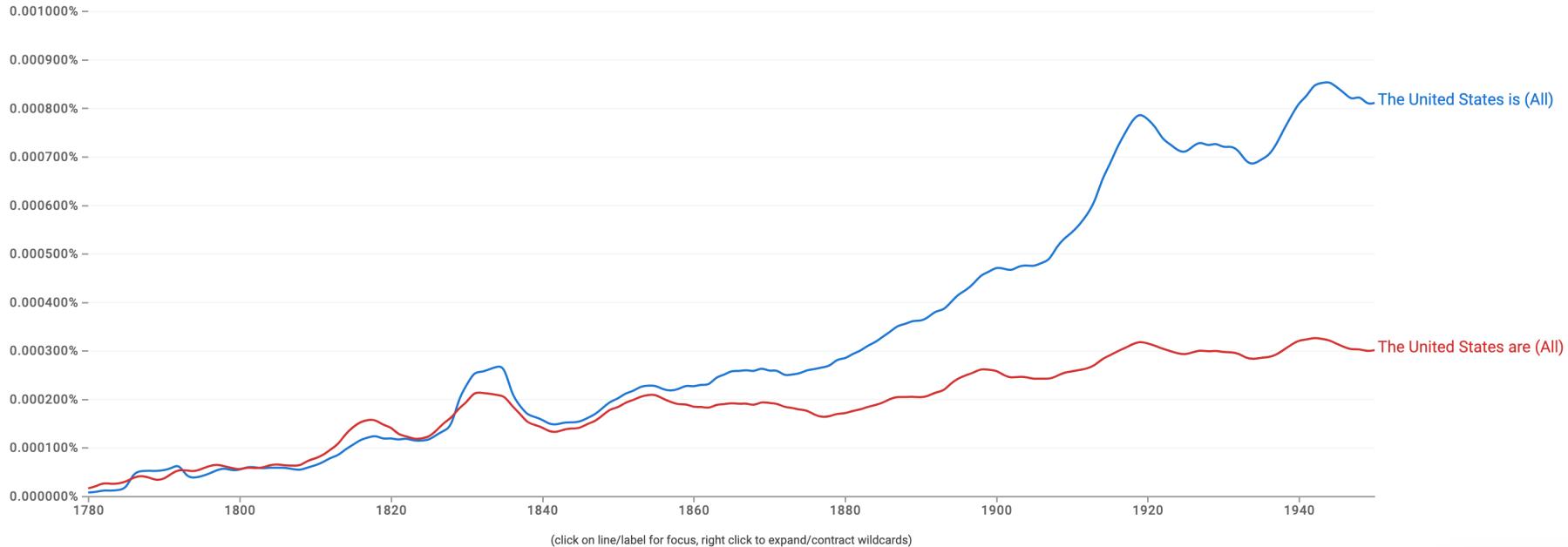
Pre-Computed N-Grams

Google Books Ngram Viewer



Pre-Computed N-Grams

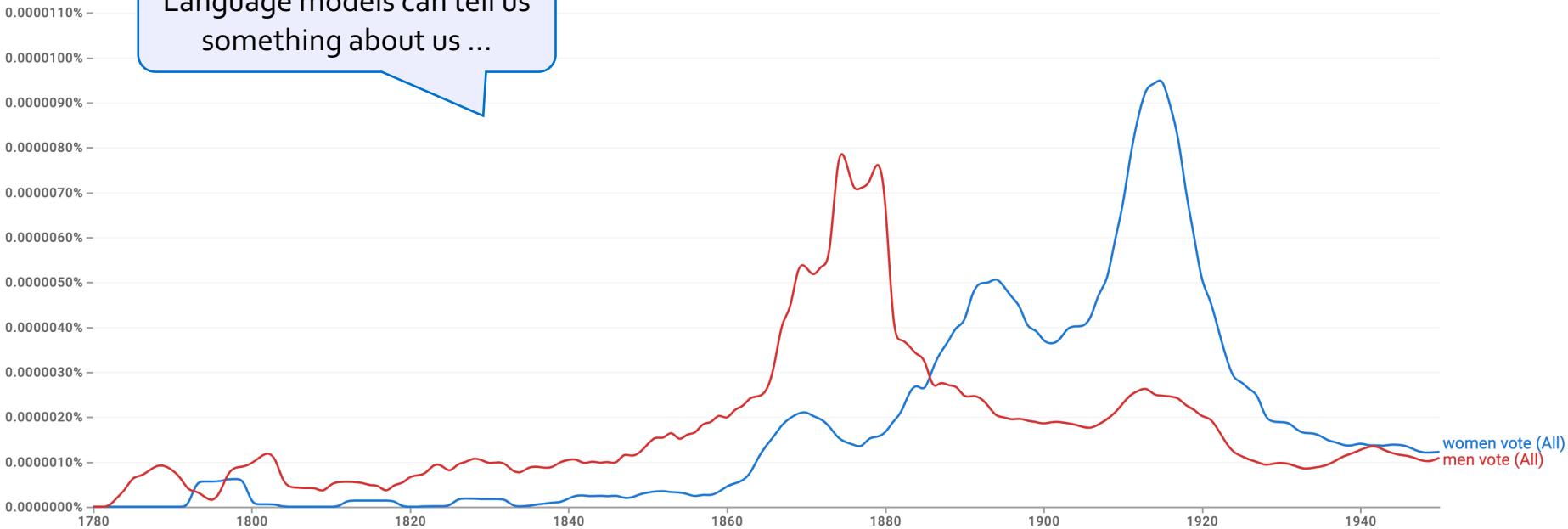
Google Books Ngram Viewer



Pre-Computed N-Grams

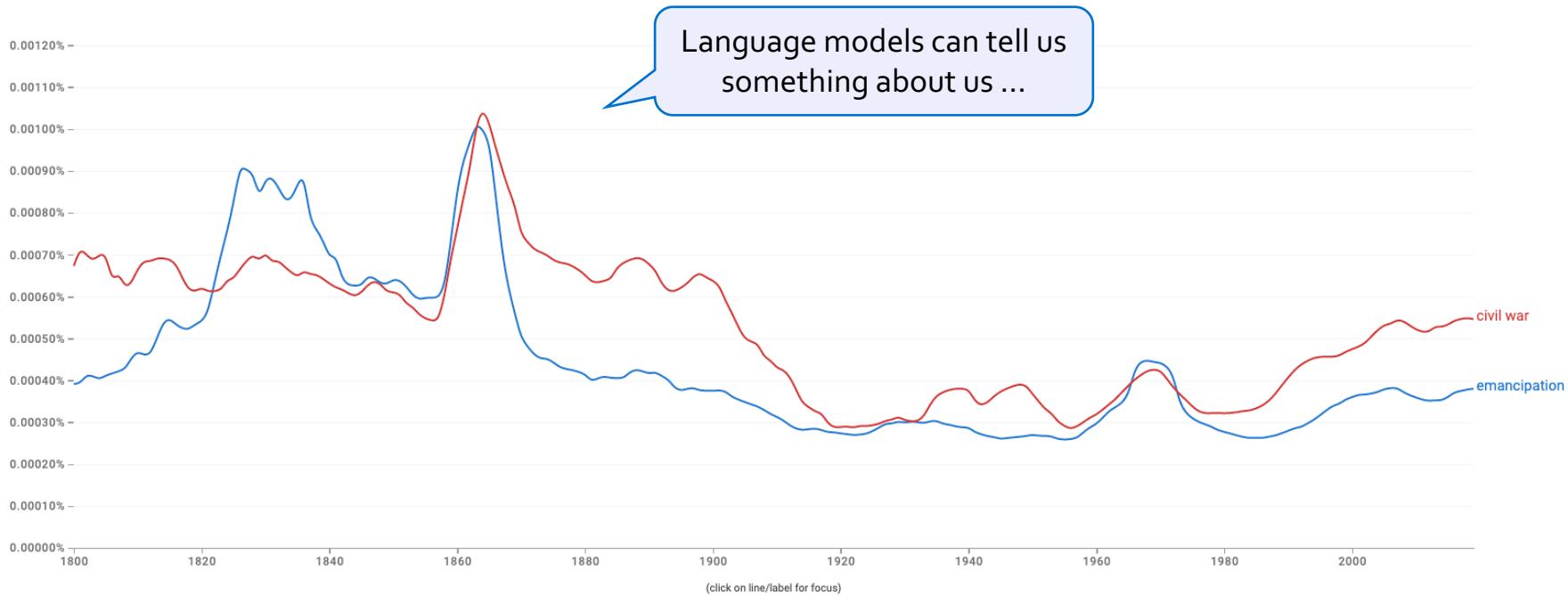
Google Books Ngram Viewer

Language models can tell us something about us ...



Pre-Computed N-Grams

Google Books Ngram Viewer

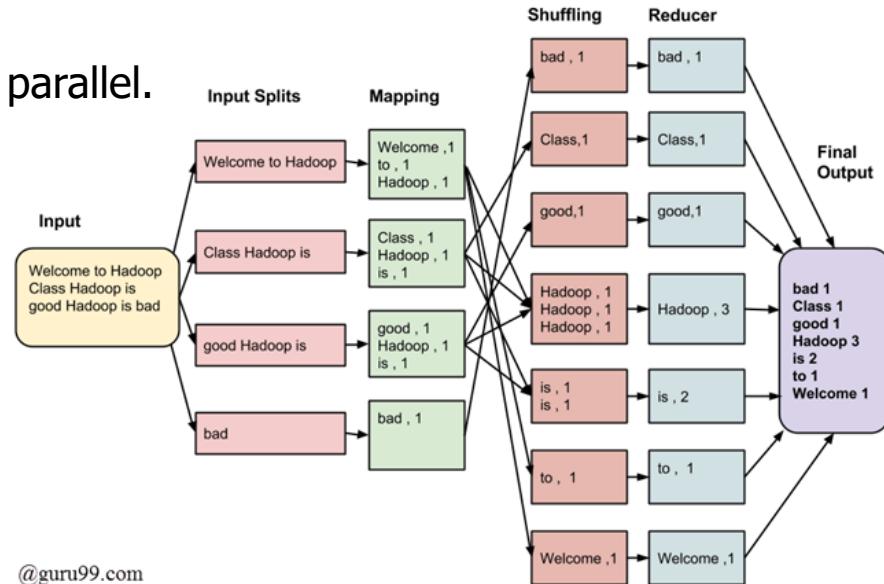


Scaling N-Grams

- Counting n-grams on the web is a computationally non-trivial task.
 - What is the cost a naïve implementation? 🤔
 - Size of the internet: k words
 - Size of your string: n words

Scaling N-Grams

- A more effective approach is distributed processing.
 - Imagine you have m CPUs (say, $m = 10,000$)
 - Split the internet data into m shards
 - Run your n-gram search on all shards in parallel.
 - Then merge their individual results.
- A fancier version of this is using Map-Reduce framework.



@guru99.com

[Large Language Models in Machine Translation, 2007](#)

<https://github.com/stepthom/CountNGrams/blob/master/src/CountNGrams.java>

Scaling N-Grams

- We can extend to trigrams, 4-grams, 5-grams, but soon we will hit
is the **sparsity limitations**.
 - Many of these long n-grams will be zeros.

Understanding Sparsity: A Thought Experiment

- How common are zero-probabilities? 🤔
- **Example:** Shakespeare as a text corpus
 - The size vocab used by Shakespeare: $|V|=29,066$
 - Shakespeare produced: $\sim 300,000$ bigrams
 - Out of $|V|^2 = 844$ million possible bigrams
 - (some of them don't make sense, but ok!)
- So, **99.96%** of the possible bigrams are **never seen** (hence, have zero entries for bigram counts).

Scaling N-Grams

- In general, count-based LMs are insufficient models of language because language has **long-distance dependencies**:

“**The computer** which I had just put into the machine room on the fifth floor **crashed.**”

N-Gram Language Models, A Historical Highlight

"Every time I fire a linguist, the performance of the speech recognizer goes up"!!



Fred Jelinek
(1932-2010)

- Probabilistic n-gram models of text generation [Jelinek+ 1980's, ...]
 - Applications: Speech Recognition, Machine Translation

532

PROCEEDINGS OF THE IEEE, VOL. 64, NO. 4, APRIL 1976

Continuous Speech Recognition by Statistical Methods

FREDERICK JELINEK, FELLOW, IEEE

Abstract—Statistical methods useful in automatic recognition of continuous speech are described. They concern modeling of a speaker and of an acoustic processor, extraction of the models' statistical parameters, and hypothesis search procedures and likelihood computations of linguistic decoding. Experimental results are presented that indicate the power of the methods.

utterance models used will incorporate more grammatical features, and statistics will have been grafted onto grammatical models. Most methods presented here concern modeling of the speaker's and acoustic processor's performance and should, therefore, be universally useful.

Automatic recognition of continuous (English) speech is an

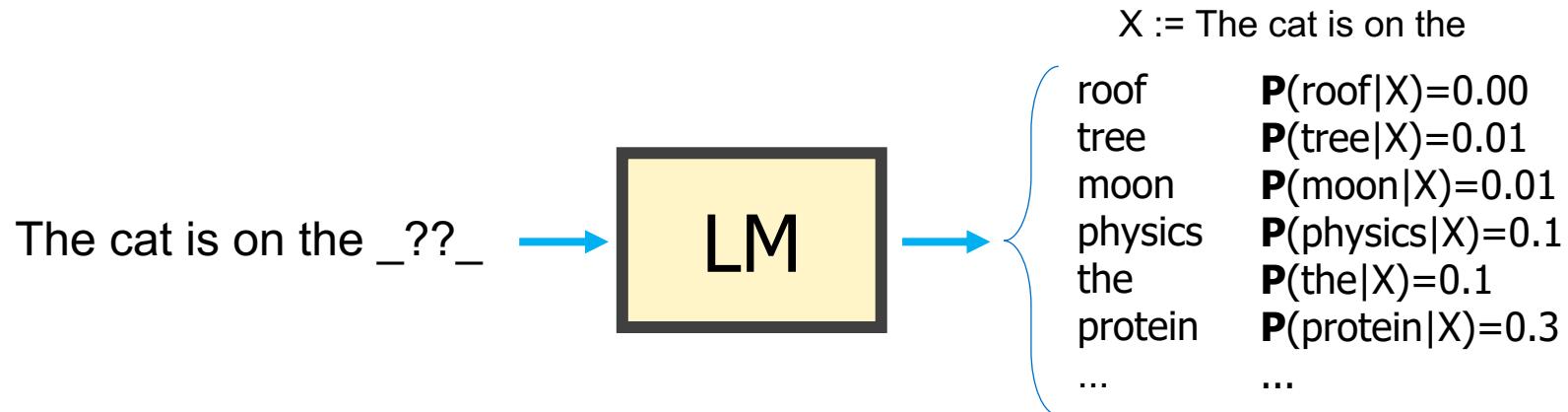
Summary

- Learning a language model ~ learning **conditional probabilities** over language.
- One approach to estimating these probabilities: **counting word co-occurrences**.
- Challenges:
 - Word co-occurrences become **rare** for long sequences. (the sparsity issue)
 - But language understanding requires **long-range** dependencies.
- We need a better alternative! 😬
- **Next:** Measuring quality of language models.

How Good are Language Models?

Large Language Models

- A language model can predict the next word based on the given context.

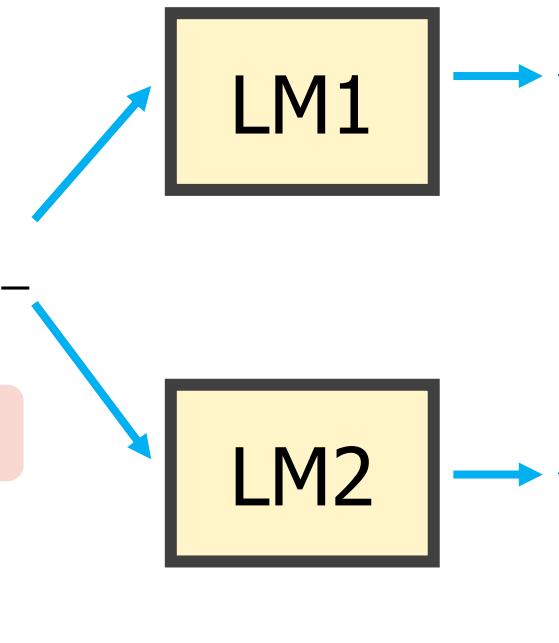


Large Language Models

- A language model can predict the next word based on the given context.

The cat is on the _??_

Which LM is better?



$X := \text{The cat is on the}$

| Word | Probability |
|---------|---------------------------|
| roof | $P(\text{roof} X)=0.00$ |
| tree | $P(\text{tree} X)=0.01$ |
| moon | $P(\text{moon} X)=0.01$ |
| physics | $P(\text{physics} X)=0.1$ |
| the | $P(\text{the} X)=0.1$ |
| protein | $P(\text{protein} X)=0.3$ |
| ... | ... |

| Word | Probability |
|---------|----------------------------|
| roof | $P(\text{roof} X)=0.14$ |
| tree | $P(\text{tree} X)=0.13$ |
| moon | $P(\text{moon} X)=0.001$ |
| physics | $P(\text{physics} X)=0.0$ |
| the | $P(\text{the} X)=0.000$ |
| protein | $P(\text{protein} X)=0.00$ |
| ... | ... |

Rank the LMs!

A

The most challenging part of the NLP: Self-supervised learning class will be able to wrap our minds around the complex concepts presented in the course. NLP is a broad and constantly evolving field, and self-supervised learning is a relatively new and advanced technique within it.

gpt-3.5-turbo-instruct

B

The most challenging part of the NLP: Self-supervised learning class will be reading on Japanese philosophy, which is not something that's usually possible with a Fully Funded Program like this. But, regardless of the course, we are certain it'll change you and the way you approach the world in significant ways.

davinci-002

C

The most challenging part of the NLP: Self-supervised learning class will be the final concept test on Saturday, June 19th at 3pm GMT. Since we hired a recent NET programer, whose brain I couldn't even understand at first, I had increased difficulty finding solution to brain teaser type questions.

babbage-002

A > B > C

Rank the LMs!

What is the result of $(1 + 9 - 2) * 2$? The answer is 10.

A

davinci-002

10 = 10.46%

18 = 9.30%

16 = 7.13%

12 = 6.15%

8 = 6.00%

Total: -2.26 logprob on 1 tokens
(39.04% probability covered in top 5 logits)

What is the result of $(1 + 9 - 2) * 2$? The answer is 27.

C

babbage-002

27 = 7.90%

11 = 5.78%

18 = 5.43%

17 = 5.06%

21 = 3.70%

Total: -2.54 logprob on 1 tokens
(27.88% probability covered in top 5 logits)

What is the result of $(1 + 9 - 2) * 2$? The answer is 16.

B

gpt-3.5-turbo-instruct

16 = 99.71%

8 = 0.16%

= 0.06%

4 = 0.01%

2 = 0.01%

Total: -0.00 logprob on 1 tokens
(99.96% probability covered in top 5 logits)

B > A > C

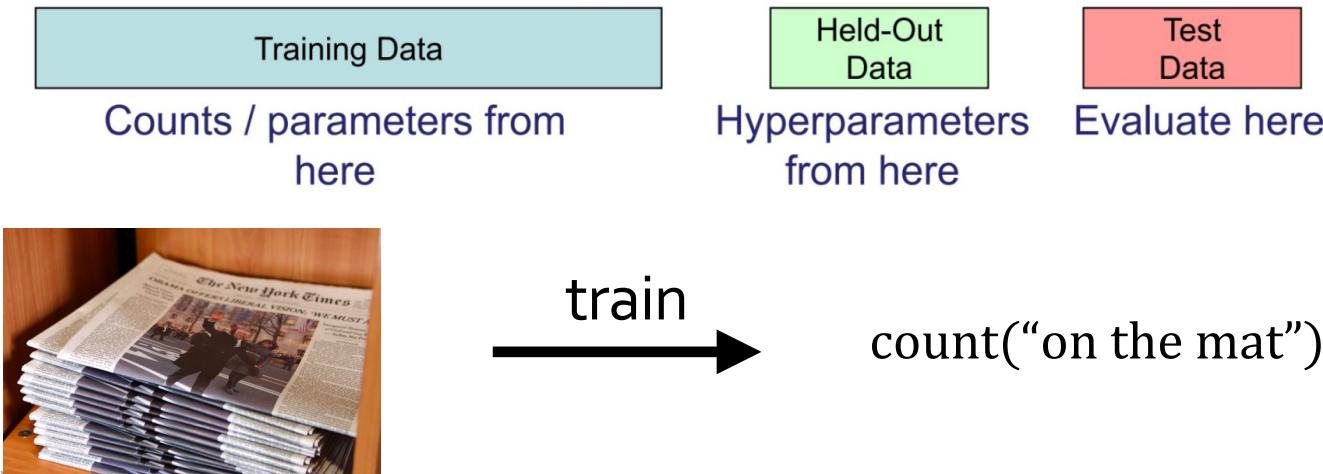
Evaluating Language Models

- Does our language model prefer good sentences to bad ones?
 - Assign higher probability to “real” or “frequently observed” sentences
 - Than “ungrammatical” or “rarely observed” sentences?
- We test the model’s performance on data we haven’t seen.

Evaluating Language Models

Setup:

- Train it on a suitable training documents.
- Evaluate their predictions on different, unseen documents.
- An evaluation metric tells us how well our model does on the test set.



Evaluating Language Models: Example

Setup:

- Train it on a suitable training documents.
- Evaluate their predictions on different, unseen documents.
- An evaluation metric tells us how well our model does on the test set.

Example: I use a bunch of New York Times articles to build a bigram probability table



A good language model
should assign a high
probability to held-out text!

train →

count("on the mat")

eval →



Now I'm going to evaluate the probability of some heldout data using our bigram table

Be Careful About Data Leakage!

Advice from a grandpa 😊:

- Don't allow test sentences to leak into training set.
- Otherwise, you will assign it an artificially high probability (==cheating).

Example: I use a bunch of New York Times articles to build a bigram probability table



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Now I'm going to evaluate the probability of some heldout data using our bigram table

Evaluating Language Models: Intrinsic vs Extrinsic

- **Intrinsic:** measure how good we are at modeling language
- **Extrinsic:** build a new language model, use it for some task (MT, ASR, etc.)

Example: I use a bunch of New York Times articles to build a bigram probability table



train →



Now I'm going to evaluate the probability of some heldout data using our bigram table

eval →



Evaluation Metric for Language Modeling: Perplexity

- **Perplexity** is the inverse probability of the test set, normalized by the number of words:

$$\text{ppl}(w_1, \dots, w_n) = \mathbf{P}(w_1, w_2, \dots, w_n)^{-\frac{1}{n}}$$

- A measure of **predictive quality** of a language model.
- **Minimizing** perplexity is the same as **maximizing** probability

Evaluation Metric for Language Modeling: Perplexity

- **Perplexity** is the inverse probability of the test set, normalized by the number of words:

$$\text{ppl}(w_1, \dots, w_n) = \mathbf{P}(w_1, w_2, \dots, w_n)^{-\frac{1}{n}}$$

- **Quiz:** let's suppose we have a sentence w_1, \dots, w_n and it's fixed. Our model will correctly guess each word with probability 1/5. What is perplexity of our model?

$$\text{ppl}(w_1, \dots, w_n) = ((1/5)^N)^{-\frac{1}{N}} = 5$$

Intuition: the model is indecisive among 5 choices.

Evaluation Metric for Language Modeling: Perplexity

- **Perplexity** is the inverse probability of the test set, normalized by the number of words:

$$\begin{aligned} \text{ppl}(w_1, \dots, w_n) &= \mathbf{P}(w_1, w_2, \dots, w_n)^{-\frac{1}{n}} \\ &= \sqrt[n]{\frac{1}{\mathbf{P}(w_1, w_2, \dots, w_n)}} \\ &= \sqrt[n]{\prod_{i=1}^n \frac{1}{\mathbf{P}(w_i | w_{<i})}} \quad (\text{the chain rule}) \end{aligned}$$

Evaluation Metric for Language Modeling: Perplexity

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$$\text{ppl}(w_1, \dots, w_n) = \sqrt[n]{\prod_{i=1}^n \frac{1}{P(w_i | w_{<i})}}$$

- **Perplexity** for n-grams:

- Uni-grams:

$$\text{ppl}(w_1, \dots, w_n) = \sqrt[n]{\prod_{i=1}^n \frac{1}{P(w_i)}}$$

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- **Perplexity** for n-grams:

- Bi-grams:

$$\text{ppl}(w_1, \dots, w_n) = \sqrt[n]{\prod_{i=1}^n \frac{1}{P(w_i | w_{i-1})}}$$

Evaluation Metric for Language Modeling: Perplexity

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- **Perplexity** for n-grams:

- Tri-grams:

$$\text{ppl}(w_1, \dots, w_n) = \sqrt[n]{\prod_{i=1}^n \frac{1}{P(w_i | w_{i-1}, w_{i-2})}}$$

Evaluation Metric for Language Modeling: Perplexity

- In practice, we prefer to use **log**-probabilities (also known as “logits”)
- We can rewrite perplexity formula in terms of log-probs:

$$\text{ppl}(w_1, \dots, w_n) = 2^H, \text{ where } H = -\frac{1}{n} \sum_{i=1}^n \log_2 P(w_i | w_1, \dots, w_{i-1})$$

Recap: Definition of cross-entropy between two distributions:

$$H(p, q) = - \sum_{x \in \mathcal{X}} p(x) \log q(x)$$

Can be interpreted as cross-entropy between LM prob and language prob. **Why?**

Intuition-building Quizzes (1)

- In practice, we prefer to use **log**-probabilities (also known as “logits”)
- We can rewrite perplexity formula in terms of log-probs:

$$\text{ppl}(w_1, \dots, w_n) = 2^H, \text{ where } H = -\frac{1}{n} \sum_{i=1}^n \log_2 P(w_i | w_1, \dots, w_{i-1})$$

- **Quiz:** let's suppose we have a sentence w_1, \dots, w_n and it's fixed. Our model will correctly guess each word with probability 1/5. What is perplexity of our model?

$$H = -\frac{1}{n} \left[\log_2 \left(\frac{1}{5} \right) + \dots + \log_2 \left(\frac{1}{5} \right) \right] = -\log \left(\frac{1}{5} \right) \Rightarrow \text{ppl}(D) = 5$$

Intuition-building Quizzes (2)

- In practice, we prefer to use **log**-probabilities (also known as “logits”)
- We can rewrite perplexity formula in terms of log-probs:

$$\text{ppl}(w_1, \dots, w_n) = 2^H, \text{ where } H = -\frac{1}{n} \sum_{i=1}^n \log_2 \mathbf{P}(w_i | w_1, \dots, w_{i-1})$$

- **Quiz:** let's we evaluate an **exact** (!! model of language, i.e., our model always knows what exact word should follow a given context. What is the perplexity of this model?

$$\forall w \in V: \mathbf{P}(w_i | w_{1:i-1}) = 1 \Rightarrow \text{ppl}(D) = 2^{-\frac{1}{2} n \log_2 1} = 1$$

Intuition-building Quizzes (3)

- In practice, we prefer to use **log**-probabilities (also known as “logits”)
- We can rewrite perplexity formula in terms of log-probs:

$$\text{ppl}(w_1, \dots, w_n) = 2^H, \text{ where } H = -\frac{1}{n} \sum_{i=1}^n \log_2 \mathbf{P}(w_i | w_1, \dots, w_{i-1})$$

- **Quiz:** let's we evaluate a **confused** (!!) model of language, i.e., our model has no idea what word should follow each context—it always chooses a uniformly random word. What is the perplexity of this model?

$$\forall w \in V: \mathbf{P}(w | w_{1:i-1}) = \frac{1}{|V|} \Rightarrow \text{ppl}(D) = 2^{-\frac{1}{2} n \log_2 \frac{1}{|V|}} = |V|$$

Perplexity: Summary

$$\text{ppl}(w_1, \dots, w_n) = 2^H, \text{ where } H = -\frac{1}{n} \sum_{i=1}^n \log_2 \mathbf{P}(w_i | w_1, \dots, w_{i-1})$$

- Perplexity is a measure of model's uncertainty about next word (aka "average branching factor").
 - The larger the number of vocabulary, the more options there to choose from.
 - (the choice of atomic units of language impacts PPL — more on this later)
- Perplexity ranges between 1 and $|V|$.
- We prefer LMs with lower perplexity.

Lower perplexity == Better Model

- Training on 38 million words, test 1.5 million words, Wall Street Journal

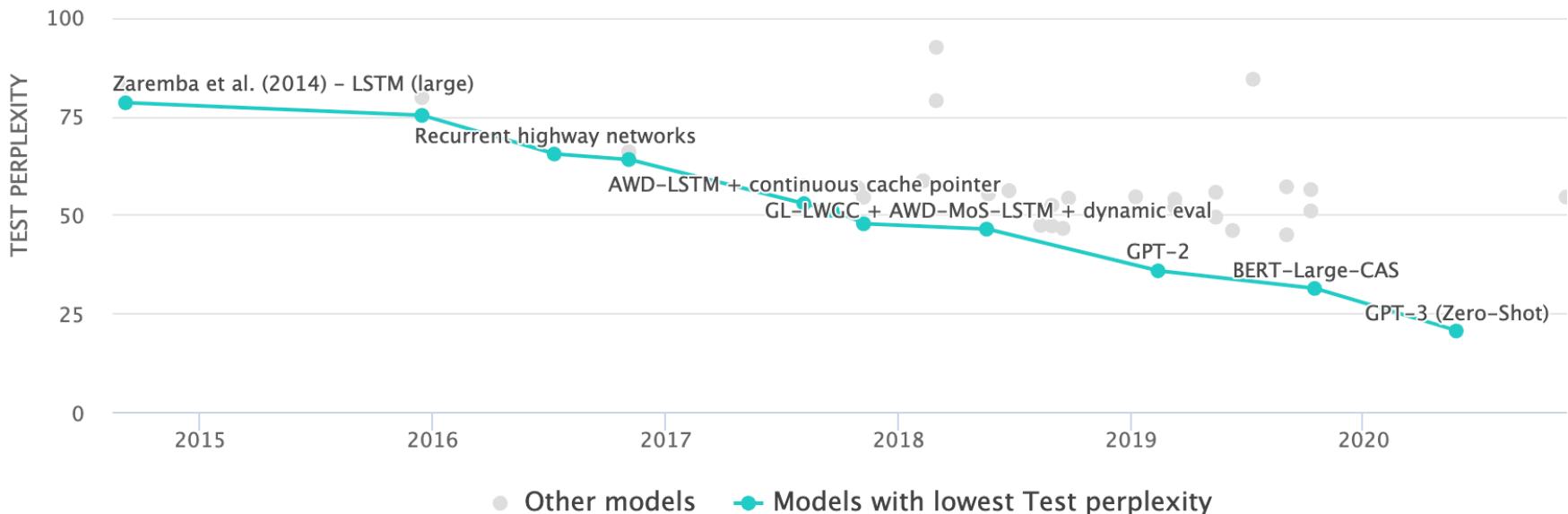
| N-gram Order | Unigram | Bigram | Trigram |
|--------------|---------|--------|---------|
| Perplexity | 962 | 170 | 109 |

Lower is better

Note these evaluations are done on data that was not used for “counting.” (no cheating!!)

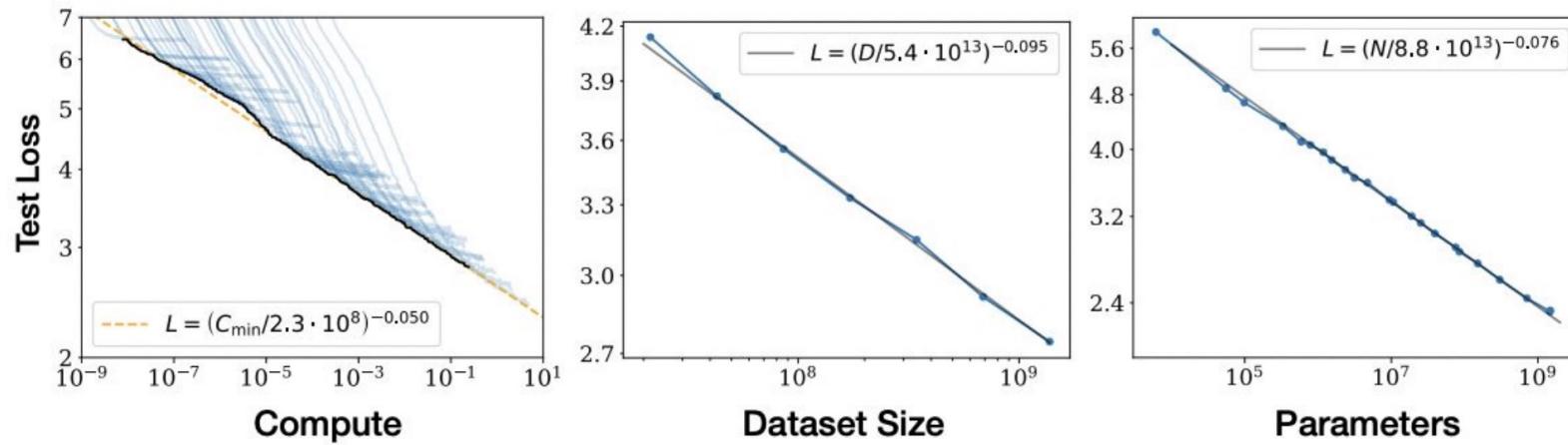
Lower perplexity == Better Model

The PPL of modern language models have consistently been going down.



Lower perplexity == Better Model

The PPL of modern language models have consistently been going down.



How Should One Deal With Zeros?

$$\text{ppl}(w_1, \dots, w_n) = \sqrt[n]{\prod_{i=1}^n \frac{1}{P(w_i | w_{<i})}}$$

- If $P(w_i | w_{<i}) = 0$, ppl would go 🤯 !! (division by zero)

How Should One Deal With Zeros?

Training set:

- ... denied the allegations
- ... denied the reports
- ... denied the claims
- ... denied the request

Test set:

- ... denied the offer
- ... denied the load

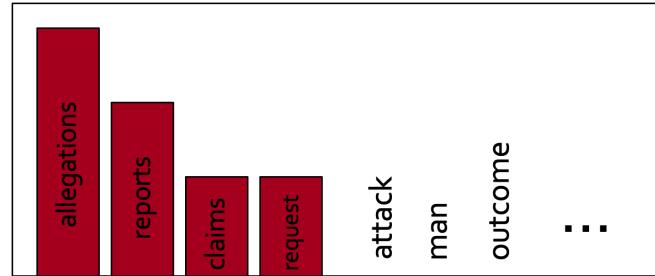
$$P(\text{offer} | \text{denied the}) = 0$$

Smoothing: Make All Probs Non-Zero

- When we have **sparse statistics**:

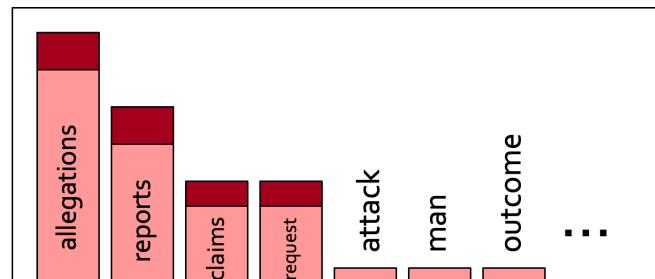
3 allegations, 2 reports, 1 claims, 1 request = **7 total**

$\text{count}(w + \text{"denied the"})$



- Steal probability** mass to generalize better

2.5 allegations, 1.5 reports, 0.5 claims, 0.5 request, 2 other = **7 total**



Redistribute probability mass from observed n-grams to unobserved ones

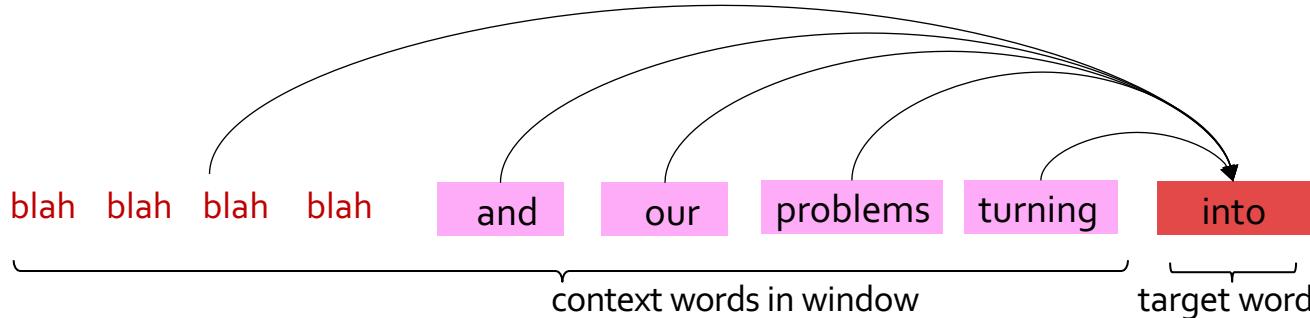
Summary

- Language Models (LM): distributions over language
- Measuring LM quality: use perplexity on held-out data.
- Count-based LMs have limitations.
 - Challenge with large N's: sparsity problem — many zero counts/probs.
 - Challenge with small N's: lack of long-range dependencies.
- Next: Rethinking language modeling as a statistical learning problem.

Beyond Counting: Language Models as a Learning Problem

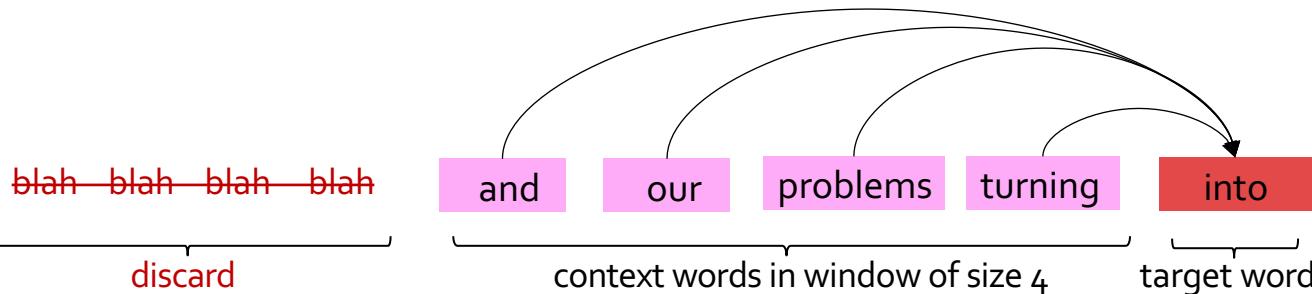
LM as a Machine Learning Problem

- Given the embeddings of the context, predict the word on the right side.
 - Dropping the right context for simplicity -- not a fundamental limitation.
- Discard anything beyond its context window



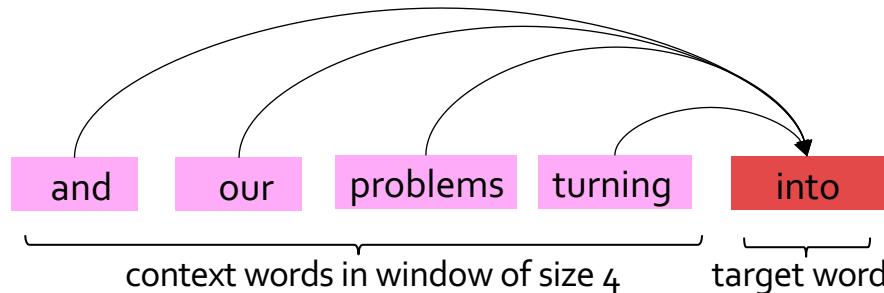
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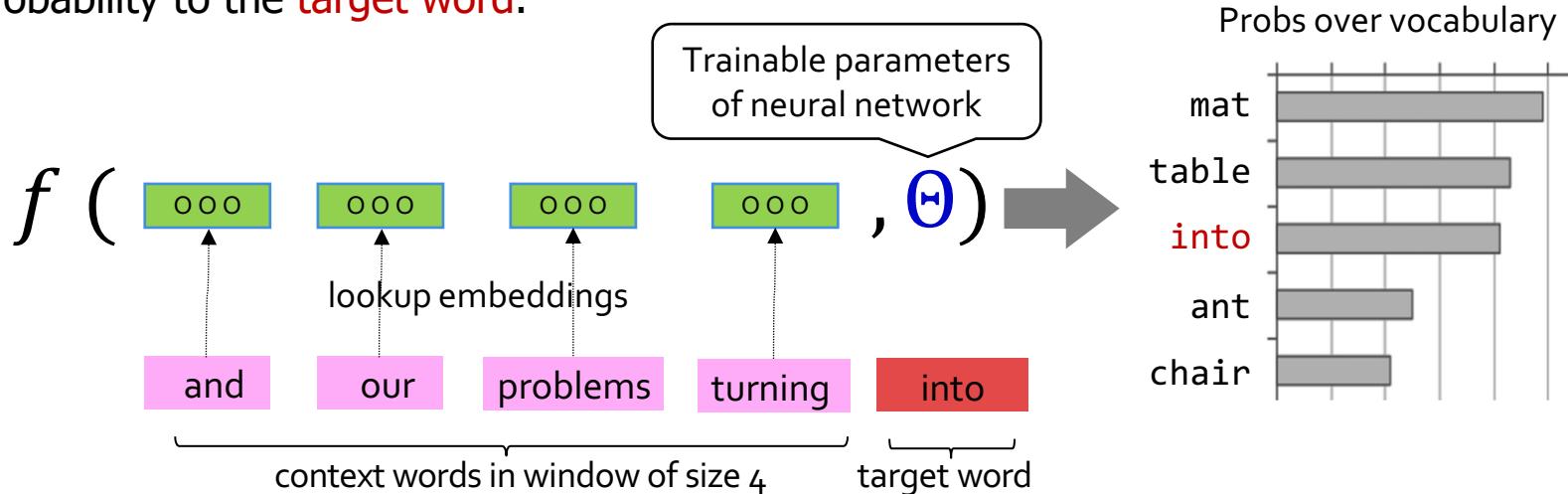
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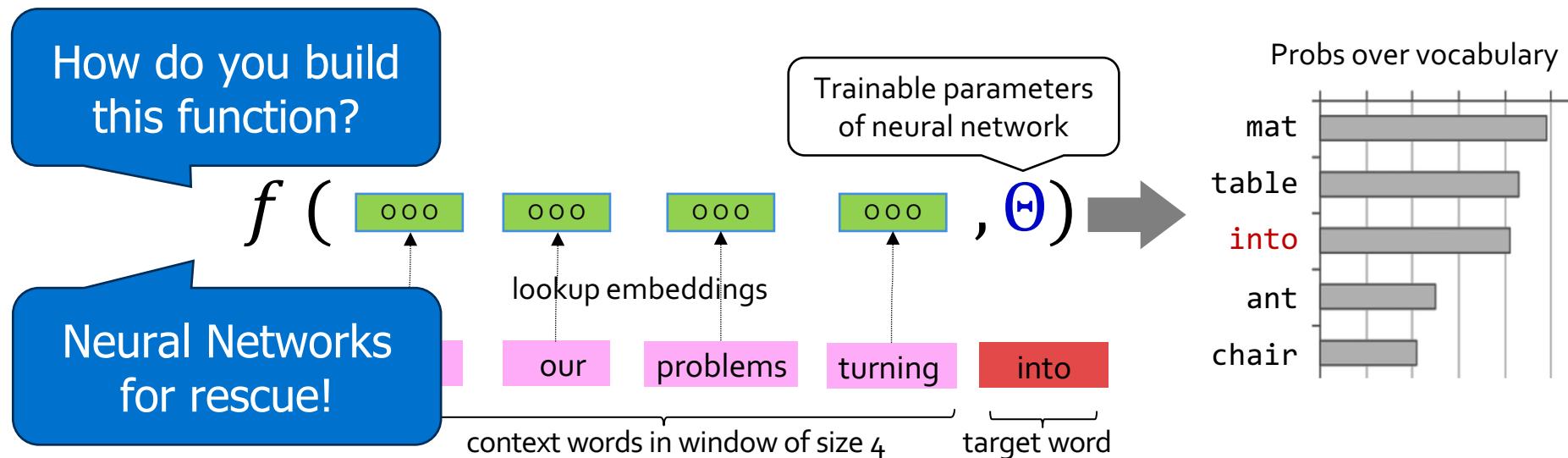
A Fixed-Window Neural LM

- Given the embeddings of the **context**, predict a **target word** on the right side.
 - Dropping the right context for simplicity -- not a fundamental limitation.
- Training this model is basically optimizing its parameters Θ such that it assigns high probability to the **target word**.



A Fixed-Window Neural LM

- It will also lay the foundation for the future models (recurrent nets, transformers, ...)
- But first we need to figure out how to train neural networks!



From Counting (N-Gram) to Neural Models

- n-gram models of text generation [Jelinek+ 1980's, ...]
 - Applications: Speech Recognition, Machine Translation
 - "Shallow" statistical/neural language models (2000's) [Bengio+ 1999 & 2001, ...]
-

NeurIPS 2000

A Neural Probabilistic Language Model

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Summary

- Language Modeling (LM), a useful predictive objective for language
- Perplexity, a measure of an LM's predictive ability
- N-gram models (~1980 to early 2000's),
 - Early instances of LMs
 - Difficult to scale to large window sizes
- Shallow neural LMs (early and mid-2000's),
 - We will need in coming sessions that one can build these models with neural networks.
 - These will be effective predictive models based on feed-forward networks