

CMPT 825

Natural Language Processing

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10/25/10

1

Context-free Grammars

- Set of rules by which valid sentences can be constructed.
- Example:
 - Sentence \rightarrow Noun Verb Object
 - Noun \rightarrow *trees* | *parsers*
 - Verb \rightarrow *are* | *grow*
 - Object \rightarrow *on* Noun | Adjective
 - Adjective \rightarrow *slowly* | *interesting*
- What strings can Sentence *derive*?
- Syntax only – no semantic checking

10/25/10

2

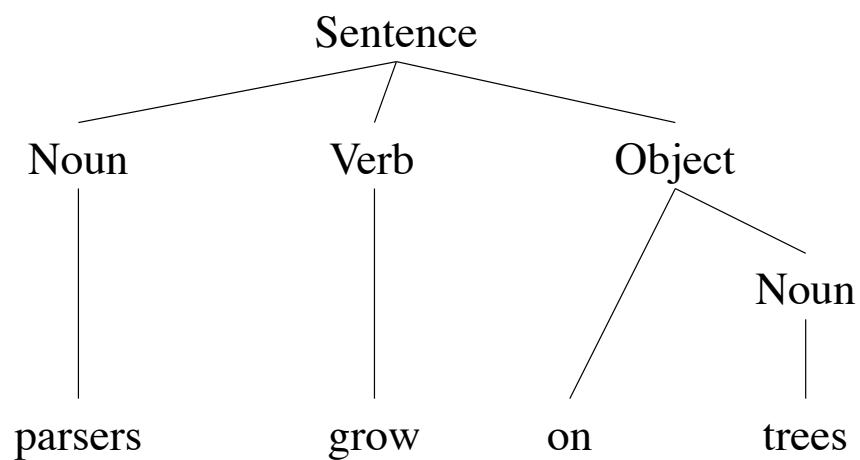
Derivations of a CFG

- *parsers* grow on trees
- *parsers* grow on **Noun**
- *parsers* grow **Object**
- *parsers* **Verb Object**
- **Noun Verb Object**
- **Sentence**

10/25/10

3

Derivations and parse trees



10/25/10

4

Ambiguity

- An input is ambiguous with respect to a CFG if it can be derived with two different parse trees
- A parser needs a mechanical definition of ambiguity as it parses the input string
- Is a parser choice really ambiguous, i.e. does it lead to ambiguous parse trees? or not?
- We can formally define ambiguity in terms of the derivations possible in a CFG

Ambiguity

- We can now define *ambiguity* for a context-free parser
- If a parser has a choice of two different leftmost derivations,
- or if a parser has a choice of two different rightmost derivations,
- for a particular input then that input is ambiguous

Top-Down vs. Bottom Up

Grammar: $S \rightarrow AB$ Input String: ccbca
 $A \rightarrow c \mid \epsilon$
 $B \rightarrow cbB \mid ca$

Top-Down/leftmost		Bottom-Up/rightmost	
$S \Rightarrow AB$	$S \rightarrow AB$	$ccbca \Leftarrow Acbca$	$A \rightarrow c$
$\Rightarrow cB$	$A \rightarrow c$	$\Leftarrow AcbB$	$B \rightarrow ca$
$\Rightarrow ccbB$	$B \rightarrow cbB$	$\Leftarrow AB$	$B \rightarrow cbB$
$\Rightarrow ccbca$	$B \rightarrow ca$	$\Leftarrow S$	$S \rightarrow AB$

10/25/10

7

Ambiguity

- Grammar is ambiguous if more than one parse tree is possible for some sentences
- Examples in English:
 - Two sisters reunited after 18 years in checkout counter
- It is undecidable to check using an algorithm whether a grammar is ambiguous

10/25/10

8

Parsing CFGs

- Consider the problem of parsing with arbitrary CFGs
- For any input string, the parser has to produce a parse tree
- The simpler problem: print **yes** if the input string is generated by the grammar, print **no** otherwise
- This problem is called *recognition*

10/25/10

9

CKY Recognition Algorithm

- The Cocke-Kasami-Younger algorithm
- As we shall see it runs in time that is polynomial in the size of the input
- It takes space polynomial in the size of the input
- **Remarkable fact:** it can find all possible parse trees (exponentially many) in polynomial time

10/25/10

10

Chomsky Normal Form

- Before we can see how CKY works, we need to convert the input CFG into Chomsky Normal Form
- CNF is one of many grammar transformations that *preserve* the language
- CNF means that the input CFG G is converted to a new CFG G' in which all rules are of the form:
 $A \rightarrow BC$
 $A \rightarrow a$

10/25/10

11

Epsilon Removal

- First step, remove epsilon rules
 $A \rightarrow BC$
 $C \rightarrow \epsilon \mid CD \mid a$
 $D \rightarrow b \quad B \rightarrow b$
- After ϵ -removal:
 $A \rightarrow B \mid BCD \mid Ba \mid BC$
 $C \rightarrow D \mid CDD \mid aD \mid CD \mid a$
 $D \rightarrow b \quad B \rightarrow b$

10/25/10

12

Removal of Chain Rules

- Second step, remove chain rules

$$A \rightarrow B C \mid C D C$$

$$C \rightarrow D \mid a$$

$$D \rightarrow d \quad B \rightarrow b$$

- After removal of chain rules:

$$A \rightarrow B a \mid B D \mid a D a \mid a D D \mid D D a \mid D D D$$

$$D \rightarrow d \quad B \rightarrow b$$

10/25/10

13

Eliminate terminals from RHS

- Third step, remove terminals from the rhs of rules

$$A \rightarrow B a C d$$

- After removal of terminals from the rhs:

$$A \rightarrow B N_1 C N_2$$

$$N_1 \rightarrow a$$

$$N_2 \rightarrow d$$

10/25/10

14

Binarize RHS with Nonterminals

- Fourth step, convert the rhs of each rule to have two non-terminals

$$A \rightarrow B N_1 C N_2$$

$$N_1 \rightarrow a$$

$$N_2 \rightarrow d$$

- After converting to binary form:

$$A \rightarrow B N_3 \quad N_1 \rightarrow a$$

$$N_3 \rightarrow N_1 N_4 \quad N_2 \rightarrow d$$

$$N_4 \rightarrow C N_2$$

10/25/10

15

CKY algorithm

- We will consider the working of the algorithm on an example CFG and input string
- Example CFG:
$$S \rightarrow A X \mid Y B$$
$$X \rightarrow A B \mid B A \quad Y \rightarrow B A$$
$$A \rightarrow a \quad B \rightarrow a$$
- Example input string: *aaa*

10/25/10

16

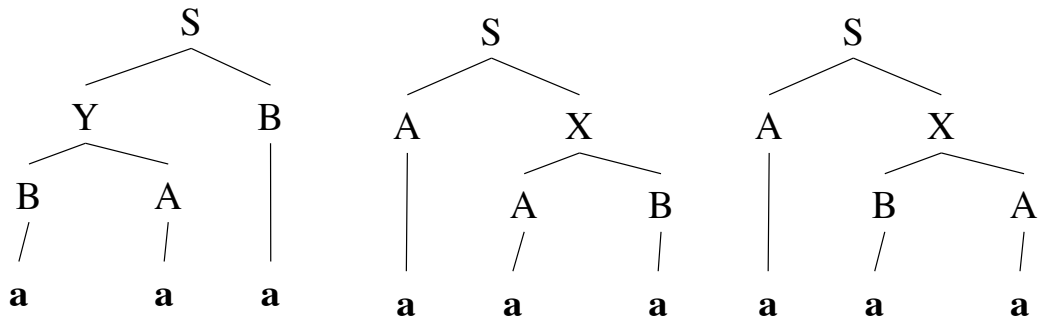
CKY Algorithm

	0	1	2	3
0		A, B $A \rightarrow a$ $B \rightarrow a$	X, Y $X \rightarrow AB \mid BA$ $Y \rightarrow BA$	S $S \rightarrow A_{(0,1)} X_{(1,3)}$ $S \rightarrow Y_{(0,2)} B_{(2,3)}$
1			A, B $A \rightarrow a$ $B \rightarrow a$	X, Y $X \rightarrow AB \mid BA$ $Y \rightarrow BA$
2				A, B $A \rightarrow a$ $B \rightarrow a$
		a	a	a

10/25/10

17

Parse trees



10/25/10

18

CKY Algorithm

Input string **input** of size n

Create a 2D table **chart** of size n^2

for $i=0$ **to** $n-1$

chart $[i][i+1] = A$ **if** there is a rule $A \rightarrow a$ and **input** $[i]=a$

for $j=2$ **to** N

for $i=j-2$ **downto** 0

for $k=i+1$ **to** $j-1$

chart $[i][j] = A$ **if** there is a rule $A \rightarrow B C$ **and** **chart** $[i][k] = B$ **and** **chart** $[k][j] = C$

return *yes* **if** **chart** $[0][n]$ has the start symbol

else return *no*

10/25/10

19

CKY algorithm summary

- Parsing arbitrary CFGs
- For the CKY algorithm, the time complexity is $O(|G|^2 n^3)$
- The space requirement is $O(n^2)$
- The CKY algorithm handles arbitrary ambiguous CFGs
- All ambiguous choices are stored in the chart
- For compilers we consider parsing algorithms for CFGs that do not handle ambiguous grammars

10/25/10

20

Parsing - Additional Results

- $O(n^2)$ time complexity for linear grammars
 - All rules are of the form $S \rightarrow aSb$ or $S \rightarrow a$
 - Reason for $O(n^2)$ bound is the linear grammar normal form: $A \rightarrow aB$, $A \rightarrow Ba$, $A \rightarrow B$, $A \rightarrow a$
- Left corner parsers
 - extension of top-down parsing to arbitrary CFGs
- Earley's parsing algorithm
 - $O(n^3)$ worst case time for arbitrary CFGs just like CKY
 - $O(n^2)$ worst case time for unambiguous CFGs
 - $O(n)$ for specific unambiguous grammars

10/25/10 (e.g. $S \rightarrow aSa \mid bSb \mid \epsilon$)

21

Non-CF Languages

$$L_1 = \{w c w \mid w \in (a|b)^*\}$$

$$L_2 = \{a^n b^m c^n d^m \mid n \geq 1, m \geq 1\}$$

$$L_3 = \{a^n b^n c^n \mid n \geq 0\}$$

CF Languages

$$L_4 = \{wcw^R \mid w \in (a|b)^*\}$$

$$S \rightarrow aSa \mid bSb \mid c$$

$$L_5 = \{a^n b^m c^m d^n \mid n \geq 1, m \geq 1\}$$

$$S \rightarrow aSd \mid aAd$$

$$A \rightarrow bAc \mid bc$$

10/25/10

23

Context-free languages and Pushdown Automata

- Recall that for each regular language there was an equivalent finite-state automaton
- The FSA was used as a recognizer of the regular language
- For each context-free language there is also an automaton that recognizes it: called a **pushdown automaton (pda)**

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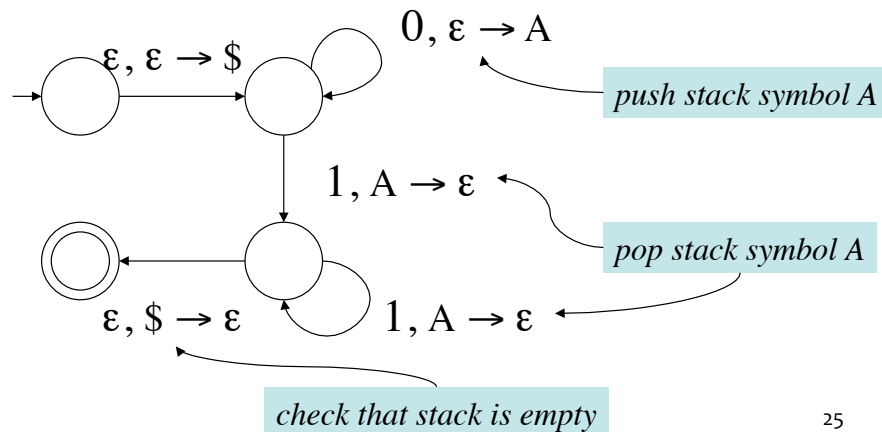
24

Pushdown Automata

- PDA has
 - an alphabet (terminals) and
 - stack symbols (like non-terminals),
 - a finite-state automaton, and
 - stack

e.g. PDA for language
 $L = \{ 0^n 1^n : n \geq 0 \}$

→ implies a push/pop of stack symbol(s)

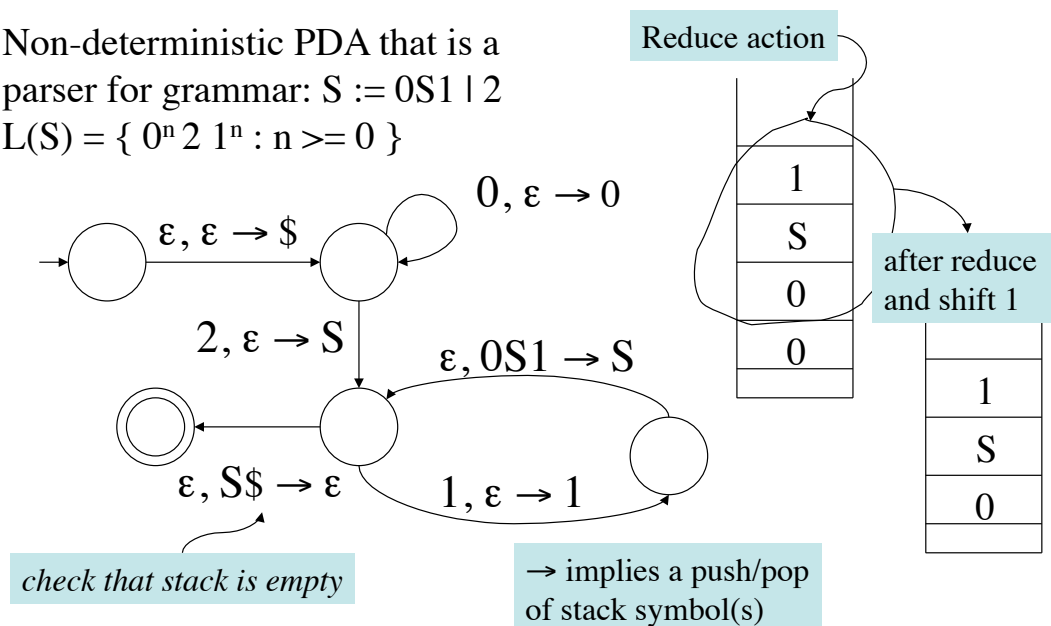


10/25/10

25

Shift-reduce parser as a pda

Non-deterministic PDA that is a
 parser for grammar: $S ::= 0S1 \mid 2$
 $L(S) = \{ 0^n 2 1^n : n \geq 0 \}$



10/25/10

26

Context-free languages and Pushdown Automata

- Similar to FSAs there are non-deterministic pda and deterministic pda
- Unlike in the case of FSAs we cannot always convert a npda to a dpda
- The construction of a pda will provide us with the algorithm for parsing (take in strings and provide the parse tree)

10/25/10

27

CKY algorithm for PCFGs

- We will consider the working of the algorithm on an example PCFG and input string
- Example PCFG:
 $S \rightarrow AX(0.3) \mid YB(0.7)$
 $X \rightarrow AB(0.1) \mid BA(0.9) \quad Y \rightarrow BA(1.0)$
 $A \rightarrow a(1.0) \quad B \rightarrow a(1.0)$
- Example input string: *aaa*

10/25/10

28

CKY Algorithm

	0	1	2	3
0		A 1.0, B 1.0 $A \rightarrow a$ 1.0 $B \rightarrow a$ 1.0	X 0.9, Y 1.0 $X \rightarrow AB$ 0.1 BA 0.9 $Y \rightarrow BA$ 1.0	S 0.7 $S \rightarrow A_{(0,1)} X_{(1,3)}$ 0.3 $S \rightarrow Y_{(0,2)} B_{(2,3)}$ 0.7
1			A 1.0, B 1.0 $A \rightarrow a$ 1.0 $B \rightarrow a$ 1.0	X 0.9, Y 1.0 $X \rightarrow AB$ 0.1 BA 0.9 $Y \rightarrow BA$ 1.0
2				A 1.0, B 1.0 $A \rightarrow a$ 1.0 $B \rightarrow a$ 1.0
		a	a	a

Max(0.1, 0.9)

$0.3 * 0.9 = 0.27$
Max(0.27, 0.7)

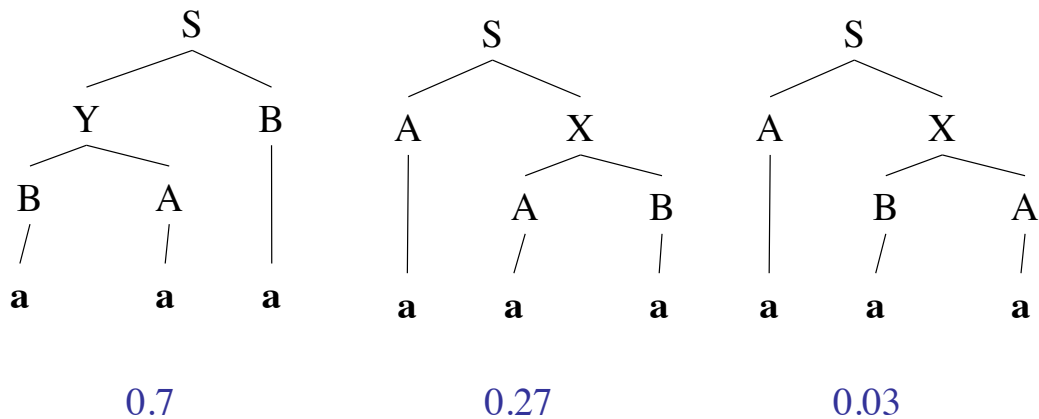
10/25/10

29

Parse trees

PCFG is consistent:

$$0.7 + 0.27 + 0.03 = 1.0$$



10/25/10

30