

# Probabilistic CFG Parsing

CS-585

Natural Language Processing

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# PROBABILISTIC CONTEXT-FREE GRAMMARS

# Parsing and ambiguity

- We saw how to generate tree structures (an arbitrary one or all of them) using the CYK 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

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- 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? TBD

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

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*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				
2					
3					
4					

- 1 S → NP VP
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- 1 VP → V NP
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	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					

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- 1 NP → Det N
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*n* (constituent start index)

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	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
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- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
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- 3 NP → NP NP
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	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					

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*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
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- 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

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*n* (constituent start index)

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	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					

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- 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
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Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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
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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					

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- 2 VP → VP PP
- 1 NP → Det N
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1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4					

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	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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

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



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	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

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*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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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 <b>S 8</b> S 13			NP 10	
2			<b>PP 12</b> VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 <b>S 22</b>				

- 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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*n* (constituent start index)

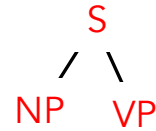
*m* (constituent length -1)

	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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (constituent start index)



$m$  (constituent length -1)

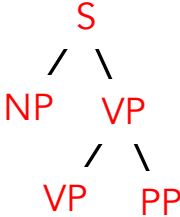
	0	1	2	3	4
0	NP 3 Vst 3	NP 4 VP 4	P 2 V 5	Det 1	N 8
1	NP 10 S 8 S 13			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27				

- 1 S → NP VP
- 6 S → Vst NP
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- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → P NP
- 3 NP → NP NP
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Use back-pointers to recover best parse

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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				

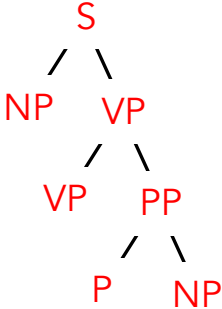
- 1 S → NP VP
- 6 S → Vst NP
- 2 S → S PP
- 1 VP → V NP
- 2 VP → VP PP
- 1 NP → Det N
- 2 NP → NP PP
- 3 NP → NP NP
- 0 PP → P NP

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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

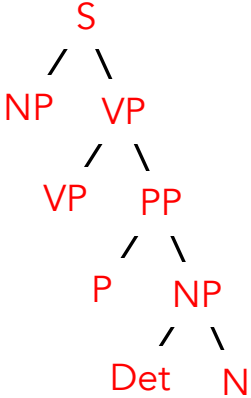


Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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		
3					
4	NP 24 S 22 S 27 NP 24 S 27 S 22 S 27	VP 18			

Which entries do we  
actually need?

- 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)

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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 <b>S 13</b>			NP 10	
2			PP 12 VP 16		
3		NP 18 S 21 VP 18			
4	NP 24 S 22 <b>S 27</b> NP 24 <b>S 27</b> S 22 <b>S 27</b>	<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
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Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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> <p>If we're only interested in the best parse, we can just keep best entry for each cell</p> </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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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	<div> This is the Viterbi recurrence: choose the entry with the minimum cost </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
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- 0 PP → P NP

# From weights to probabilities

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

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

$$\therefore \forall X \sum_{RHS} P(X \rightarrow RHS) = 1$$

- 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 probabilities

# How to apply CYK 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  $2^{-weight(X \rightarrow Y Z)}$

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

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

1	$S \rightarrow NP VP$
6	$S \rightarrow V_{st} NP$
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	$PP \rightarrow P NP$

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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				

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

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

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

- 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

$m$  (constituent length -1)



Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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
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	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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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><math>P(PP \rightarrow P\ NP) = 1</math></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
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Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

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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

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

# Another question

- From before:
  - Under a PCFG 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 probabilities
  - This gives us  $P(T, W)$
- What if we want  $P(W)$ —the probability of the word sequence under the model?
  - Sum over all possible trees

$$P(W) = \sum_T P(T, W)$$

- How to compute this efficiently?

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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					

$$2^{-8} + 2^{-13} \approx 2^{-8}$$

Same procedure as before, but instead of choosing the option with the highest probability, we *add* probabilities

- 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

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (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				
2					
3					
4					

Same procedure as before, but instead of choosing the option with the highest probability, we *add* probabilities

- 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)

Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

$n$  (constituent start index)

$m$  (constituent length -1)

	0	1	2	3	4
0	NP 3 <b>Vst 3</b>	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		<b>NP 18</b> S 21 VP 18			
4	NP 24 S 22 <b>S 27</b>				

$$2^{-22} + 2^{-27} \approx 2^{-22}$$

- 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



Time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>

*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

# Inside probability

---

- The inside probability of a phrase is analogous to the forward probability of a string in HMMs
- It is the probability of a node with a given label and span being rewritten to generate the words associated with that span

$$\begin{aligned} P_{inside}(X, i, j) &= P(w_i \cdots w_{i+j} | X) \\ &= P(X \rightarrow^* w_i \cdots w_{i+j}) \end{aligned}$$

---

# LEARNING PCFGS

# Probabilistic model for PCFGs

---

- As we've described them, PCFGs define a joint probability distribution over syntactic tree structures and the words in a sentence that we actually observe:

$$P_{PCFG}(T, W)$$

- Is a PCFG, then, a generative or a discriminative model?

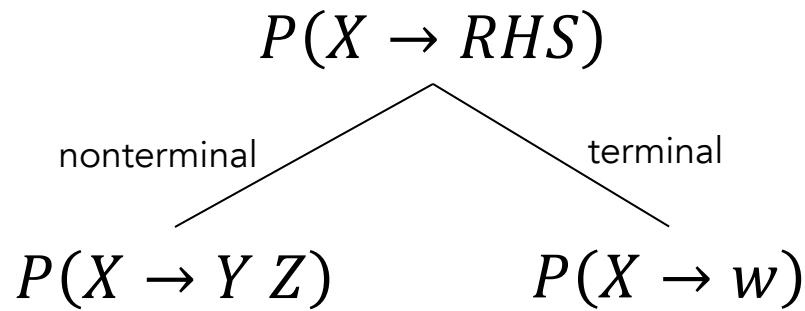
# Probabilistic model for PCFGs

---

- PCFGs are **generative** models
  - They express a joint distribution over the observed words and the latent structure
  - They are based on a generative story about the data production process
    - Start with an S
    - Choose rules from the grammar to successively rewrite the symbol sequence, according to the probabilities associated with each rule
  - Analogous to HMMs, a generative model based on a sequential generative story

# Supervised PCFG learning

- Only parameters we need to learn are probabilities associated with rules



- We can estimate these using maximum-likelihood estimation:

$$P_{MLE}(X \rightarrow RHS) = \frac{Count(X \rightarrow RHS)}{Count(X)}$$

# Supervised PCFG learning

$$P_{MLE}(X \rightarrow RHS) = \frac{Count(X \rightarrow RHS)}{Count(X)}$$

- To calculate these counts we need a treebank—a corpus of text with gold-standard tree structures associated with each sentence
- It's a good idea to do some count smoothing, too

```
( (S
  (NP (NP (NNP Pierre) (NNP Vinken) )
    ( , , )
    (ADJP (NP (CD 61) (NNS years) ) (JJ old) )
    ( , , ) )
  (VP (MD will)
    (VP
      (VB join)
      (NP (DT the) (NN board) )
      (PP (IN as) (NP (DT a) (JJ nonexecutive) (NN director) ))
      (NP (NNP Nov.) (CD 29) )))
  ( . . ) ) )
```

First sentence from  
Penn Treebank

---

# PCFGS AND LOCALITY ASSUMPTIONS



# Locality assumptions in PCFGs

- In a PCFG model, each subtree rule is associated with a probability, and the probability of the entire tree is the product of each subtree's probabilities

$$P\left(\begin{array}{c} S \\ / \quad \backslash \\ NP \quad VP \\ \text{it} \quad / \quad \backslash \\ \quad VP \quad A \\ \text{was} \quad \text{hot} \end{array}\right) = P\left(\begin{array}{c} S \\ / \quad \backslash \\ NP \quad VP \end{array}\right) P\left(\begin{array}{c} VP \\ / \quad \backslash \\ VP \quad A \end{array}\right) P\left(\begin{array}{c} NP \\ \text{it} \end{array}\right) P\left(\begin{array}{c} V \\ \text{was} \end{array}\right) P\left(\begin{array}{c} A \\ \text{hot} \end{array}\right)$$

- Spot the independence assumption!

# Locality assumptions in PCFGs

---

- HMMs make a Markov assumption, that we only need information about the last  $n$  tags/labels to determine the likelihood of the next label
- PCFGs make a similar locality assumption, but in this case it is about the independence of rules on their context in the syntactic tree
- Is this a reasonable assumption?

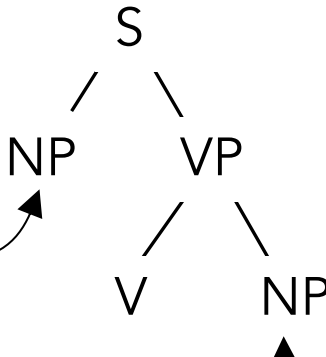
# Locality assumptions in PCFGs

- How likely is a noun phrase to be modified by a prepositional phrase?

$$P_{MLE}(NP \rightarrow NP PP) = 11\%$$

- But it varies with the NP's grammatical function

$$P_{MLE}(NP \rightarrow NP PP) = 9\%$$

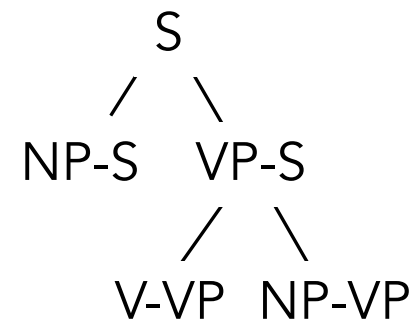


$$P_{MLE}(NP \rightarrow NP PP) = 23\%$$

# Parent annotation

- One simple approach to incorporating contextual information into PCFGs is *parent annotation*: augmenting each nonterminal with the identity of its parent node
- Similar to moving from a first-order to second-order Markov assumption in HMMs

Rule	P(Rule)
NP-S $\rightarrow$ NP-NP PP-NP	0.09
NP-VP $\rightarrow$ NP-NP PP-NP	0.23
...	...



# Lexicalization

- Another approach to incorporating more contextual information into PCFGs is *lexicalization*
- Note that the likelihood of specific rules applying often depends on specific words (especially, subcategorization)
- The idea of lexicalization is to use properties of phrasal head words to get better estimates of rule probabilities

Rule	P(Rule)
VP → V NP	?
VP → V NP NP	?
AP → Adj	?
AP → Adj PP	?

see  
give  
...

exciting  
proud  
...

# Head identification for lexicalization

---

- In a previous lecture we learned about phrasal heads:
- The head of a phrase is the a word that determines its attributes
  - Typically of the same category as the phrase: the head of a noun phrase is a noun, the head of a prepositional phrase is a preposition, etc.
  - Attributes of the head (e.g., tense in the case of verbs, number and case in the case of nouns) are shared by the phrase as a whole
- In NLP, phrasal heads are determined using a set of “head percolation rules”

# Head identification for lexicalization

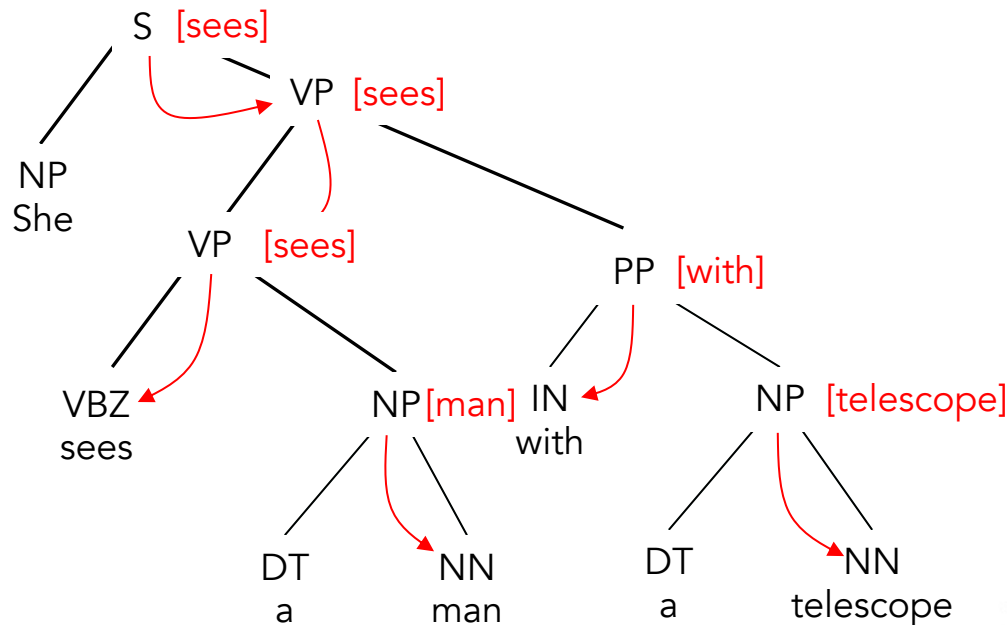
Nonterminal	Direction	Priority
S	right	VP SBAR ADJP UCP NP
VP	left	VBD VBN MD VBZ TO VB VP VBG VBP ADJP NP
NP	right	N* EX \$ CD QP PRP ...
PP	left	IN TO FW

Direction of search

Head categories in order of preference

# Head identification for lexicalization

Nonterminal	Direction	Priority
S	right	VP SBAR ADJP UCP NP
VP	left	VBD VBN MD VBZ TO VB VP VBG VBP ADJP NP
NP	right	N* EX \$ CD QP PRP ...
PP	left	IN TO FW





# Learning lexicalized PCFGs

- Essentially, instead of rules like

$$VP \rightarrow V \ NP \ NP$$

- ...we have rules like

$$VP_{\text{give}} \rightarrow V_{\text{give}} \ NP_{\text{ball}} \ PP_{\text{to}}$$

- What about

$$VP_{\text{donate}} \rightarrow V_{\text{donate}} \ NP_{\text{plasma}} \ PP_{\text{to}}$$

?

Sparse data!  
We'd need a lot of data to estimate the  
necessary counts

# Learning lexicalized PCFGs

- How to deal with sparse data for lexicalized rules
  - Count smoothing
  - Backoff
- Backoff for PCFGs:

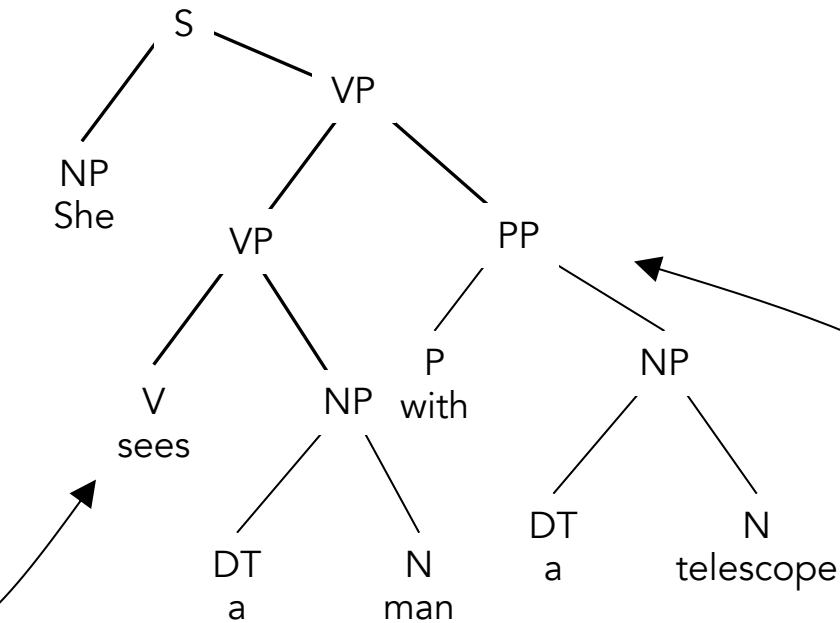
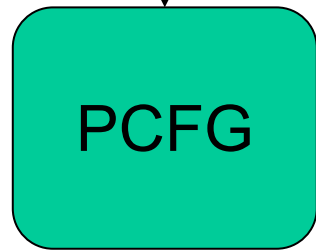
$$P(VP_{give} \rightarrow V_{give} NP_{ball} PP_{to}) = f( \\ P_{MLE}(VP_{give} \rightarrow V_{give} NP_{ball} PP_{to}), \\ P_{MLE}(VP_{give} \rightarrow V_{give} NP PP), \\ P_{MLE}(VP \rightarrow V NP PP) \\ )$$

# Reranking

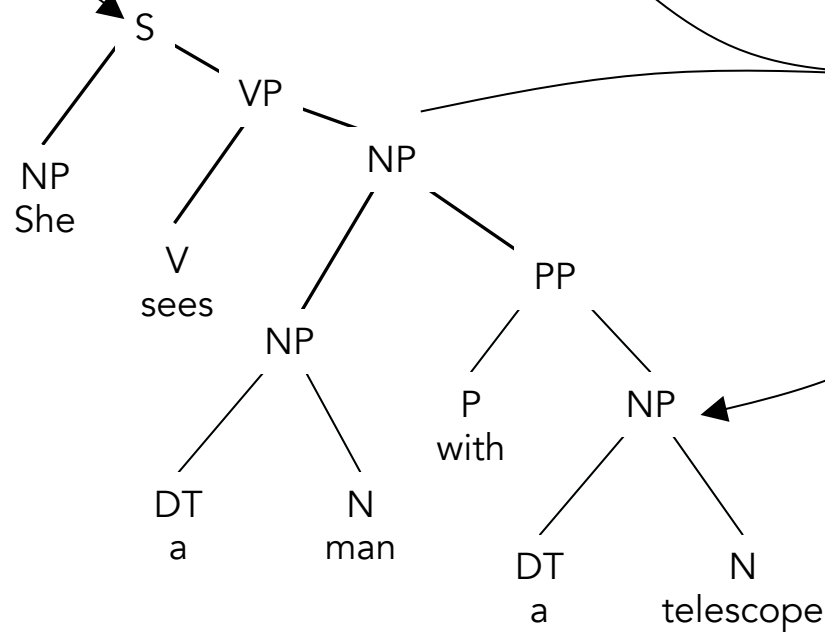
---

- Another way to work around the locality assumptions of PCFGs is to build a parse *reranking* model
- A standard PCFG is used to generate candidate parses for a sentence
  - N best parses from Viterbi algorithm
- Then a discriminative classifier is trained to predict whether each candidate is correct or incorrect
  - Scores from this classifier are used to rank candidates and select the best one
  - The classifier can use features from the entire parse, even combining information from structurally distant constituents

She sees a  
man with a  
telescope



0.9



0.3

---

# DISCRIMINATIVE PARSING MODELS

# Discriminative parsing

---

- In sequence modeling, the MEMMs and CRFs are the discriminative counterparts to generative HMMs
  - HMMs estimate the joint distribution over tags and words  $P(T, W)$
  - MEMMs and CRFs estimate the conditional distribution of tags given words  $P(T|W)$
- Similarly, parsing models may also be generative or discriminative
  - PCFGs are generative models that estimate the joint distribution of trees and words  $P(T, W)$
  - Discriminative models estimate the conditional distribution of tree structures given the words observed  $P(T|W)$

# Discriminative parsing

- Discriminative models assign a score to each subtree/rule application  $\phi(X \rightarrow Y Z)$ 
  - Scores based on a model using lexical features, features based on internal structure of constituent, combinations of these
  - May be probabilities (locally normalized) or just scores (globally normalized for entire tree)
  - Common frameworks are CRFs and neural network models
- Dynamic programming algorithms for inference and probability estimate (Viterbi, inside algorithm) apply similarly to PCFGs
- Many discriminative parsing models based on transition-based framework (shift-reduce) rather than chart parsing

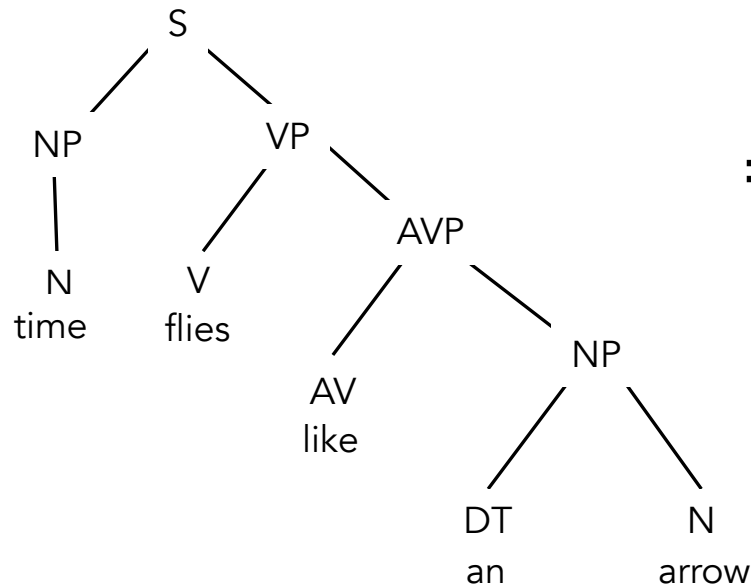
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# PARSER EVALUATION



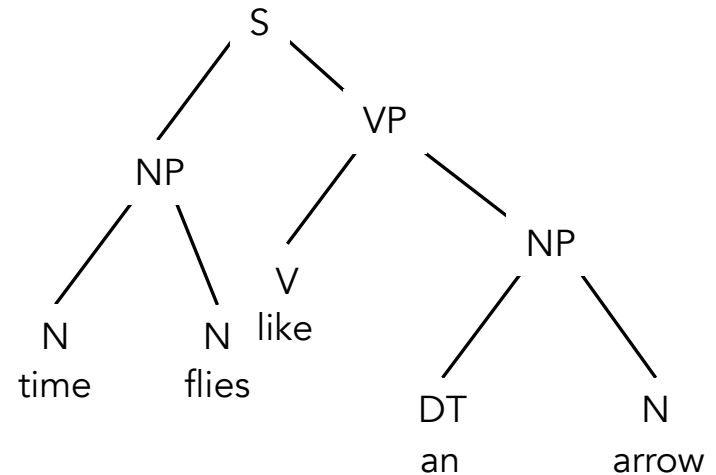
# Comparing parse trees

Correct parse  
("gold")



?  
=

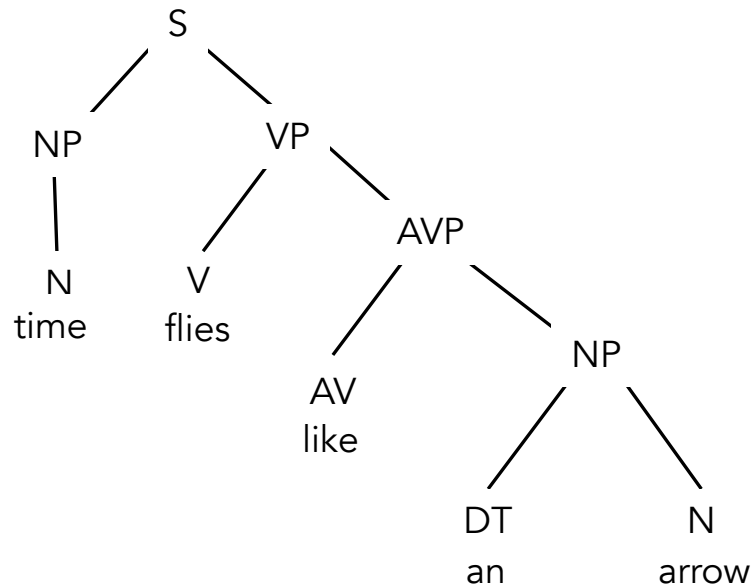
Predicted parse



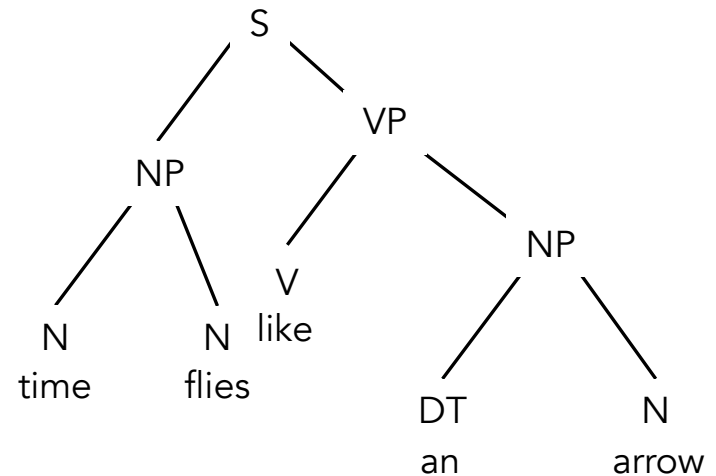
*Absolute accuracy: 0%*

# Proportion of constituents correctly identified

Correct parse  
("gold")



Predicted parse



# Proportion of constituents correctly identified

---

Correct parse  
("gold")

Predicted parse

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(VP flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP time<sub>0</sub> flies<sub>1</sub>)

(NP time<sub>0</sub>)

(VP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(AVP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

# Proportion of constituents correctly identified

Correct parse  
("gold")

Predicted parse

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(VP flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP time<sub>0</sub> flies<sub>1</sub>)

(NP time<sub>0</sub>)

(VP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(AVP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

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

# Proportion of constituents correctly identified

Correct parse  
("gold")

Predicted parse

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(VP flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP time<sub>0</sub> flies<sub>1</sub>)

(NP time<sub>0</sub>)

(VP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(AVP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

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

# Proportion of constituents correctly identified

Correct parse  
("gold")

Predicted parse

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(VP flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP time<sub>0</sub> flies<sub>1</sub>)

(NP time<sub>0</sub>)

(AVP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(VP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

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 time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(S time<sub>0</sub> flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(VP flies<sub>1</sub> like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP time<sub>0</sub> flies<sub>1</sub>)

(NP time<sub>0</sub>)

(VP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(AVP like<sub>2</sub> an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

(NP an<sub>3</sub> arrow<sub>4</sub>)

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



# State-of-the-art syntactic parsing metrics

Sample evaluation metrics for state-of-the-art neural parsers (Labeled F1)

	Berkeley		BLLIP		In-Order		Chart	
	F1	$\Delta$ Err.	F1	$\Delta$ Err.	F1	$\Delta$ Err.	F1	$\Delta$ Err.
WSJ Test	90.06	+0.0%	91.48	+0.0%	91.47	+0.0%	93.27	+0.0%
Brown All	84.64	+54.5%	85.89	+65.6%	85.60	+68.9%	88.04	+77.7%
Genia All	79.11	+110.2%	79.63	+139.1%	80.31	+130.9%	82.68	+157.4%
EWT All	77.38	+127.6%	79.91	+135.8%	79.07	+145.4%	82.22	+164.2%

Statistical parsers

Neural parsers

Out of domain:  
Mixed genre, biomedical, web

In domain:  
Wall Street Journal