

Natural Language Processing



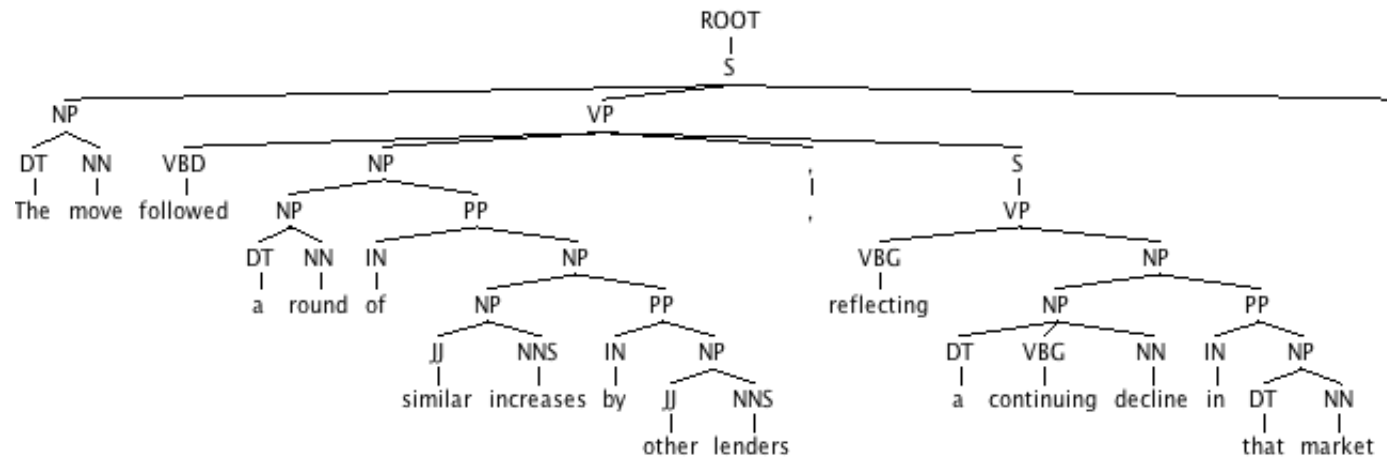
Syntax and Parsing

Dan Klein – UC Berkeley

Syntax



Parse Trees

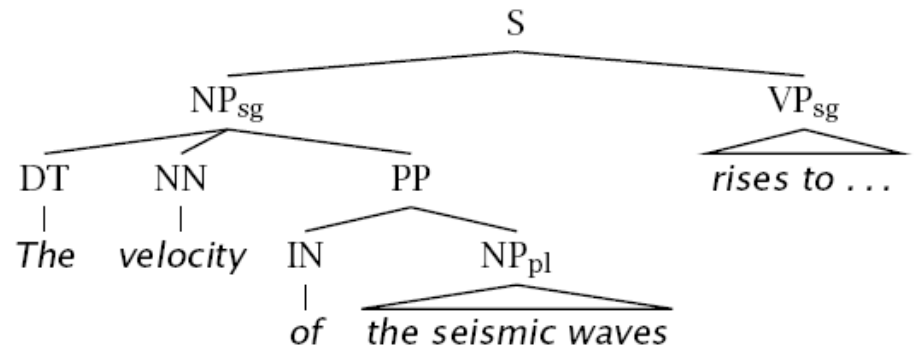


The move followed a round of similar increases by other lenders, reflecting a continuing decline in that market



Phrase Structure Parsing

- Phrase structure parsing organizes syntax into *constituents or brackets*
- In general, this involves nested trees
- Linguists can, and do, argue about details
- Lots of ambiguity
- Not the only kind of syntax...



new art critics write reviews with computers

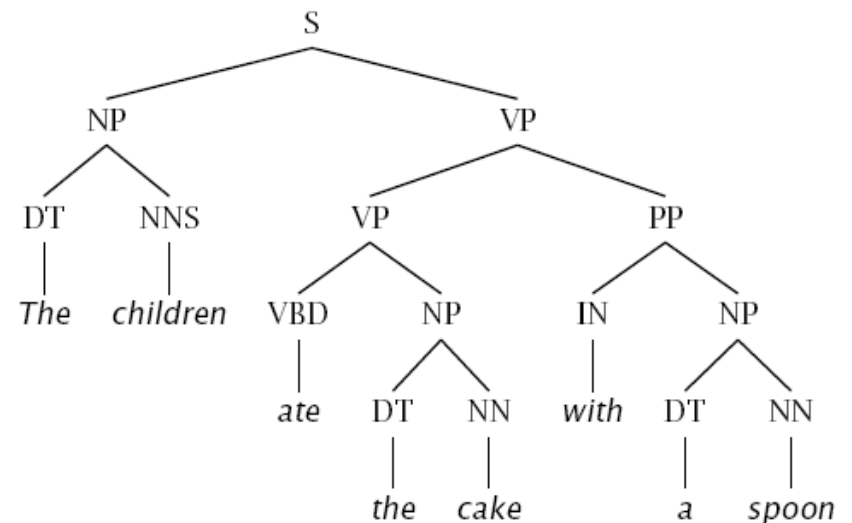


Constituency Tests

- How do we know what nodes go in the tree?

- Classic constituency tests:

- Substitution by *proform*
- Question answers
- Semantic grounds
 - Coherence
 - Reference
 - Idioms
- Dislocation
- Conjunction



- Cross-linguistic arguments, too



Conflicting Tests

- Constituency isn't always clear

- Units of transfer:

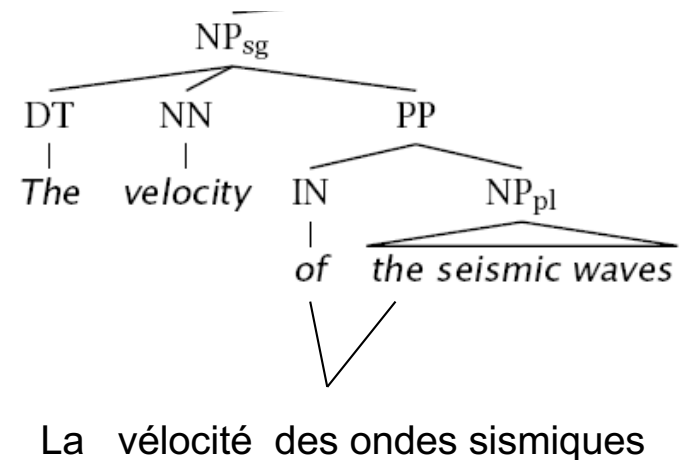
- think about ~ penser à
 - talk about ~ hablar de

- Phonological reduction:

- I will go → I'll go
 - I want to go → I wanna go
 - a le centre → au centre

- Coordination

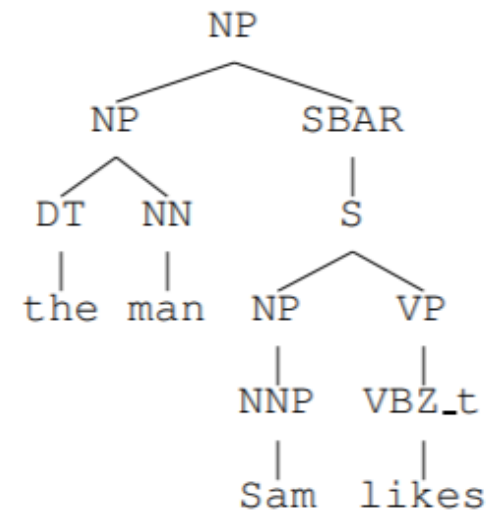
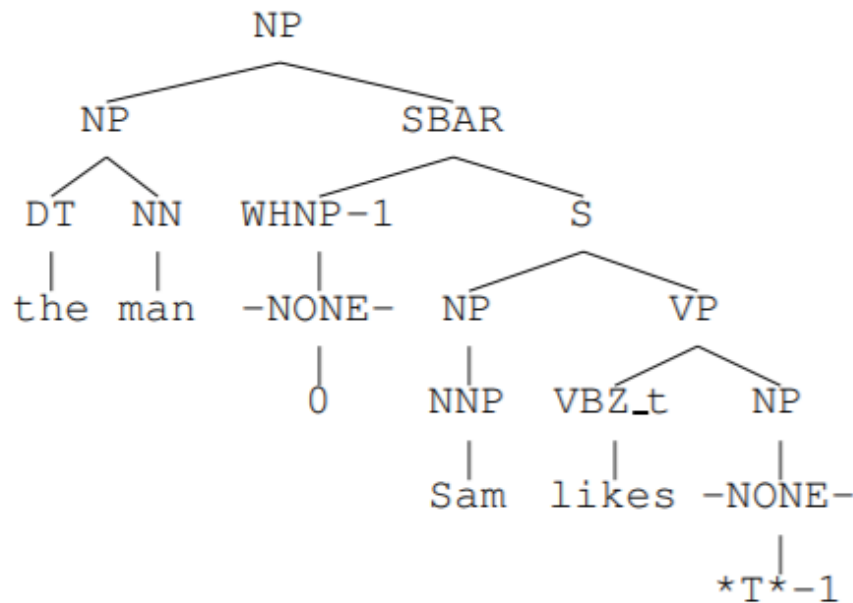
- He went to and came from the store.



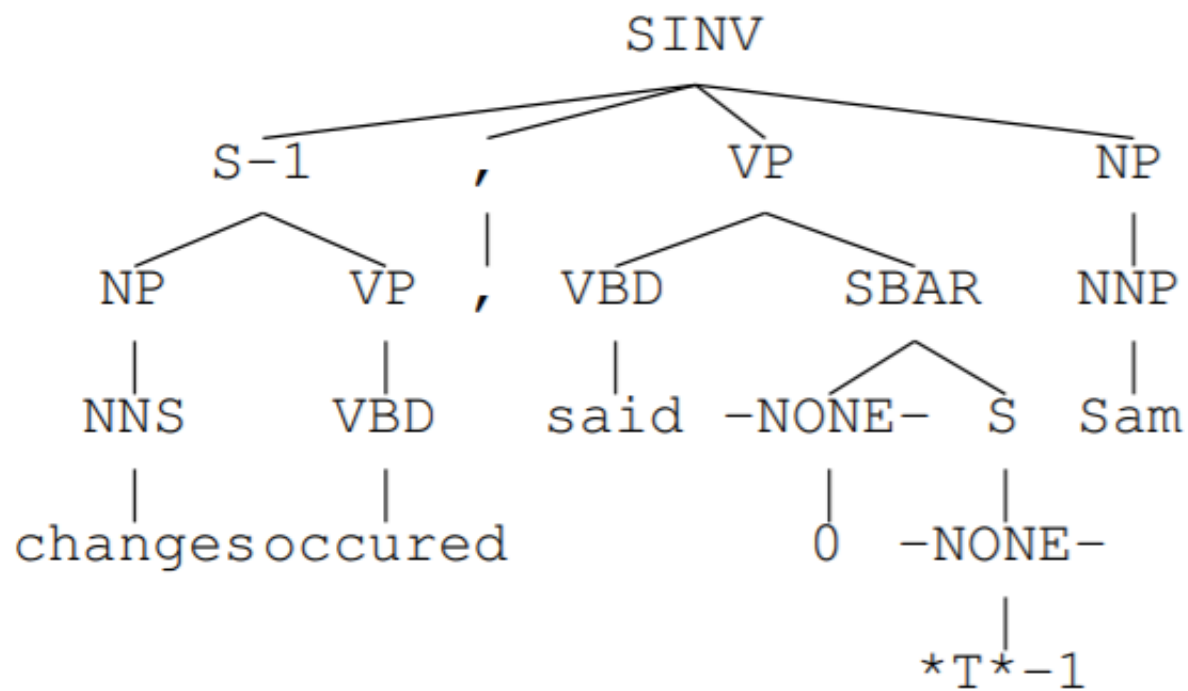
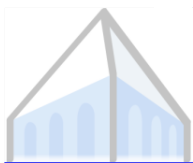


Questions from Last Time

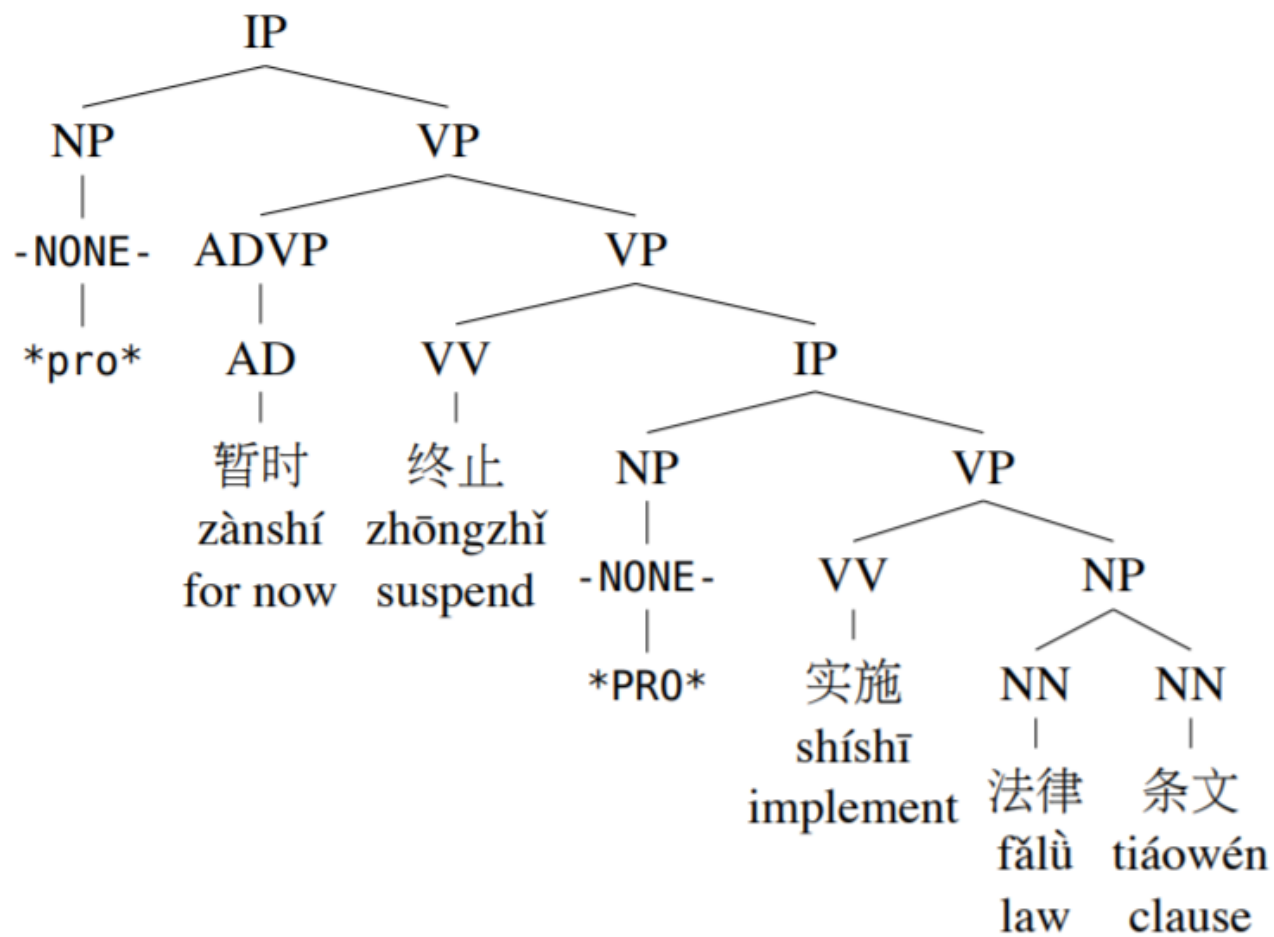
- Q: Do we model deep vs surface structure?



[Example: Johnson 02]



[Example: Johnson 02]



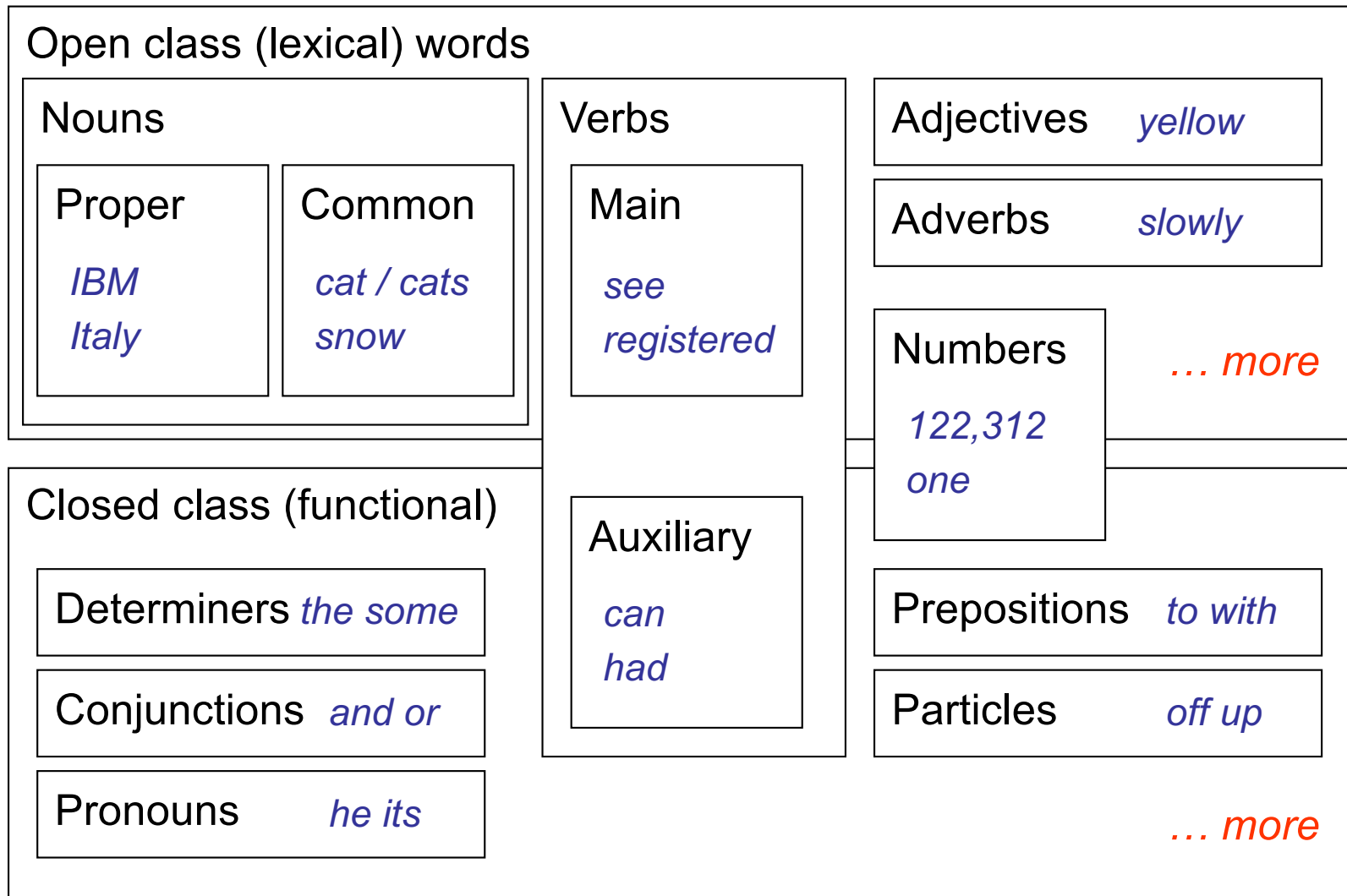
[Example: Cai et al 11]

Ambiguities



Parts-of-Speech (English)

- One basic kind of linguistic structure: syntactic word classes





Part-of-Speech Ambiguity

- Words can have multiple parts of speech

VBD		VB			
VBN	VBZ	VBP	VBZ		
NNP	NNS	NN	NNS	CD	NN

Fed raises interest rates 0.5 percent

Mrs./NNP Shaefer/NNP never/RB got/VBD **around/RP** to/TO joining/VBG

All/DT we/PRP gotta/VBN do/VB is/VBZ go/VB **around/IN** the/DT corner/NN

Chateau/NNP Petrus/NNP costs/VBZ **around/RB** 250/CD

- Two basic sources of constraint:
 - Grammatical environment
 - Identity of the current word
- Many more possible features:
 - Suffixes, capitalization, name databases (gazetteers), etc...



Why POS Tagging?

- Useful in and of itself (more than you'd think)
 - Text-to-speech: record, lead
 - Lemmatization: saw[v] → see, saw[n] → saw
 - Quick-and-dirty NP-chunk detection: `grep {JJ | NN}* {NN | NNS}`
- Useful as a pre-processing step for parsing
 - Less tag ambiguity means fewer parses
 - However, some tag choices are better decided by parsers

DT NNP NN VBD VBN **IN** NN NNS
The Georgia branch had taken **on** loan commitments ...

DT NN IN NN **VDN** NNS VBD
The average of interbank **offered** rates plummeted ...



Classical NLP: Parsing

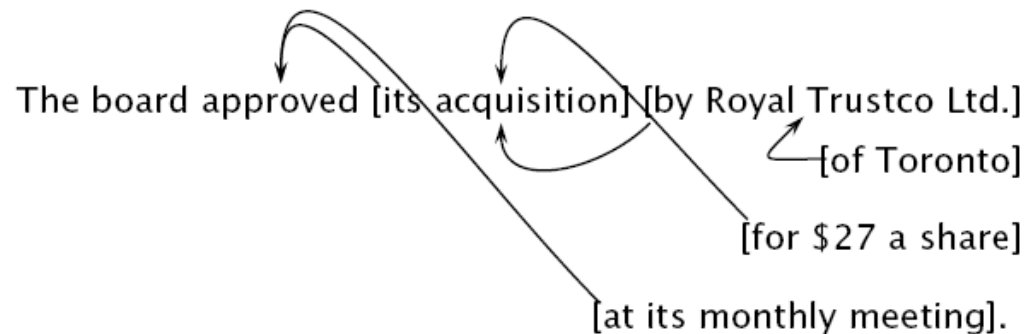
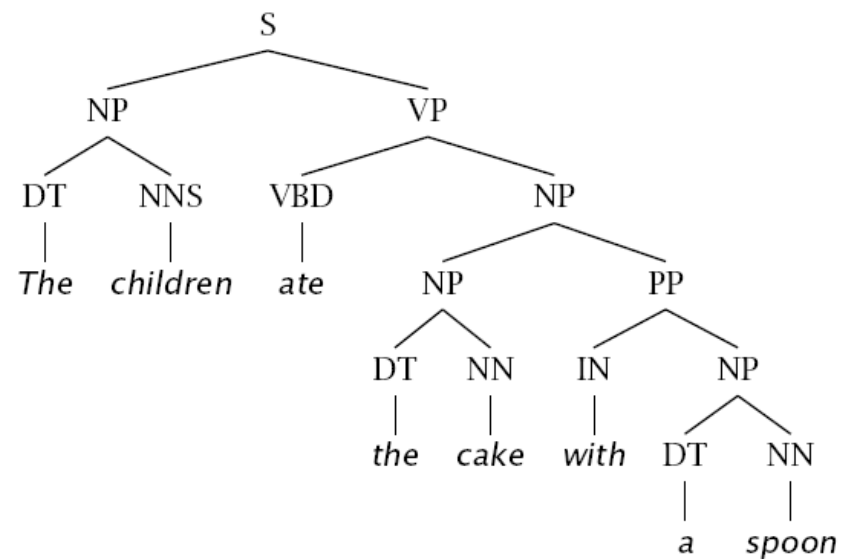
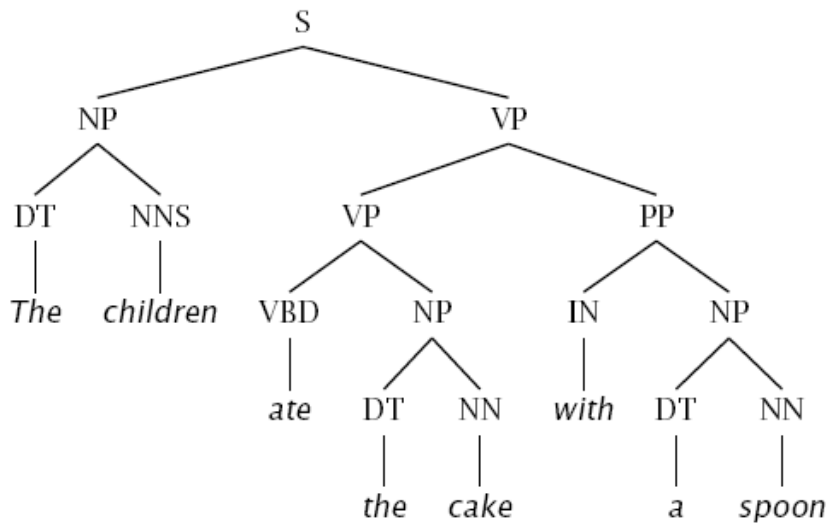
- Write symbolic or logical rules:

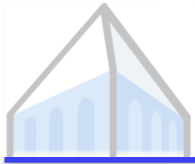
Grammar (CFG)		Lexicon
ROOT → S	NP → NP PP	NN → interest
S → NP VP	VP → VBP NP	NNS → raises
NP → DT NN	VP → VBP NP PP	VBP → interest
NP → NN NNS	PP → IN NP	VBZ → raises
		...

- Use deduction systems to prove parses from words
 - Minimal grammar on “Fed raises” sentence: 36 parses
 - Simple 10-rule grammar: 592 parses
 - Real-size grammar: many millions of parses
- This scaled very badly, didn’t yield broad-coverage tools



Ambiguities: PP Attachment





Attachments

- I cleaned the dishes from dinner
- I cleaned the dishes with detergent
- I cleaned the dishes in my pajamas
- I cleaned the dishes in the sink



Syntactic Ambiguities I

- Prepositional phrases:

They cooked the beans in the pot on the stove with handles.

- Particle vs. preposition:

The puppy tore up the staircase.

- Complement structures

The tourists objected to the guide that they couldn't hear.

She knows you like the back of her hand.

- Gerund vs. participial adjective

Visiting relatives can be boring.

Changing schedules frequently confused passengers.



Syntactic Ambiguities II

- Modifier scope within NPs
impractical design requirements
plastic cup holder
- Multiple gap constructions
The chicken is ready to eat.
The contractors are rich enough to sue.
- Coordination scope:
Small rats and mice can squeeze into holes or cracks in the wall.

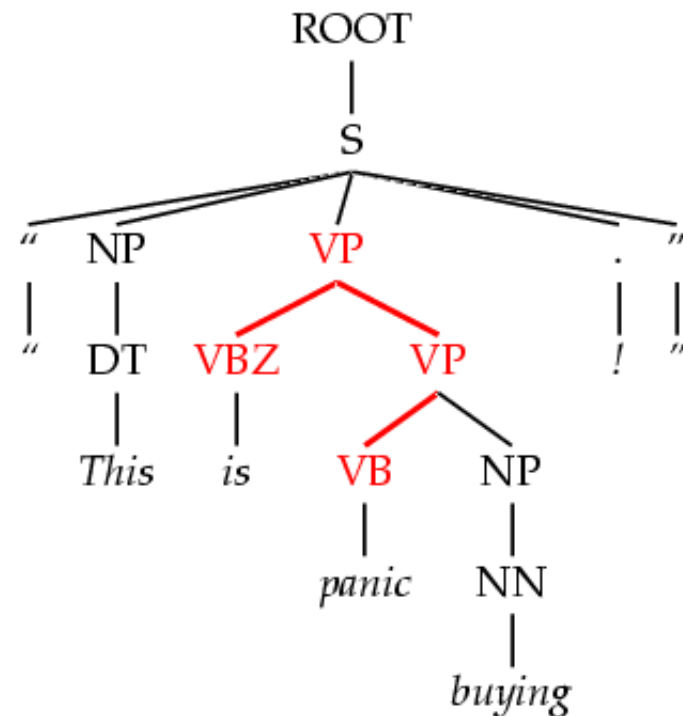


Dark Ambiguities

- *Dark ambiguities*: most analyses are shockingly bad (meaning, they don't have an interpretation you can get your mind around)

This analysis corresponds to
the correct parse of

"This will panic buyers !"



- Unknown words and new usages
- **Solution**: We need mechanisms to focus attention on the best ones, probabilistic techniques do this

PCFGs



Probabilistic Context-Free Grammars

- A context-free grammar is a tuple $\langle N, T, S, R \rangle$
 - N : the set of non-terminals
 - Phrasal categories: S, NP, VP, ADJP, etc.
 - Parts-of-speech (pre-terminals): NN, JJ, DT, VB
 - T : the set of terminals (the words)
 - S : the start symbol
 - Often written as ROOT or TOP
 - *Not* usually the sentence non-terminal S
 - R : the set of rules
 - Of the form $X \rightarrow Y_1 Y_2 \dots Y_k$, with $X, Y_i \in N$
 - Examples: $S \rightarrow NP VP$, $VP \rightarrow VP CC VP$
 - Also called rewrites, productions, or local trees
- A PCFG adds:
 - A top-down production probability per rule $P(Y_1 Y_2 \dots Y_k \mid X)$



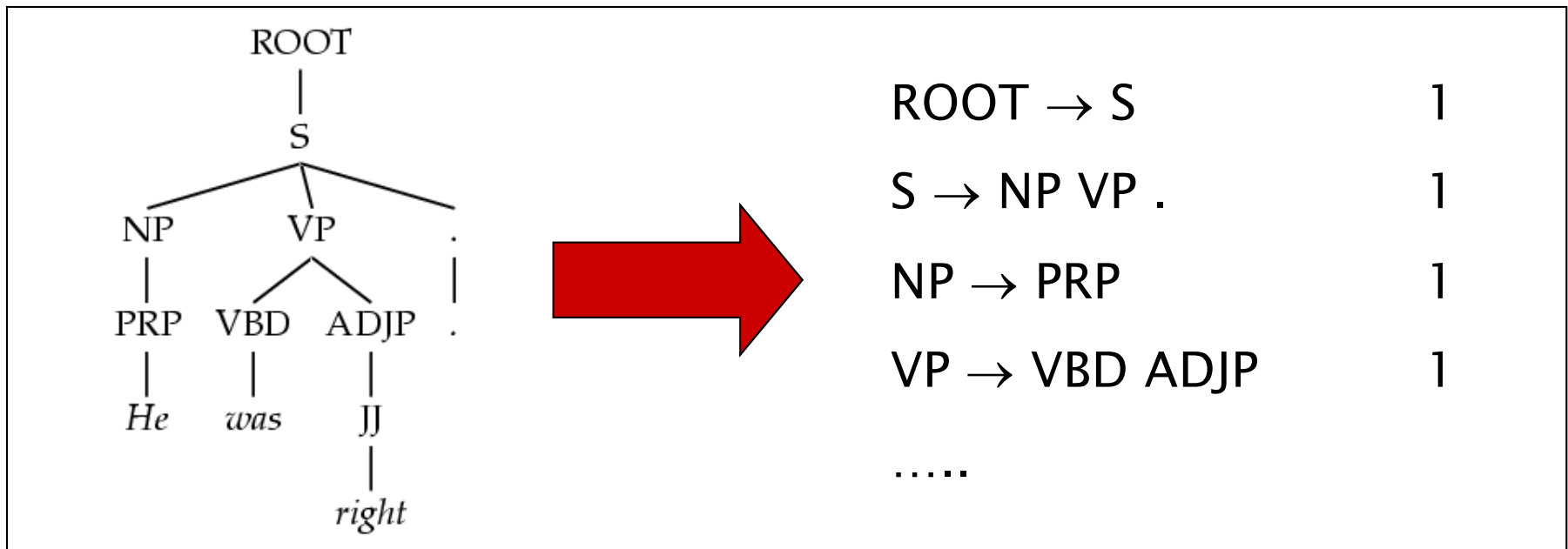
Treebank Sentences

```
( (S (NP-SBJ The move)
    (VP followed
      (NP (NP a round)
        (PP of
          (NP (NP similar increases)
            (PP by
              (NP other lenders))
            (PP against
              (NP Arizona real estate loans))))))
    ,
    (S-ADV (NP-SBJ *)
      (VP reflecting
        (NP (NP a continuing decline)
          (PP-LOC in
            (NP that market))))))
  .))
```



Treebank Grammars

- Need a PCFG for broad coverage parsing.
- Can take a grammar right off the trees (doesn't work well):



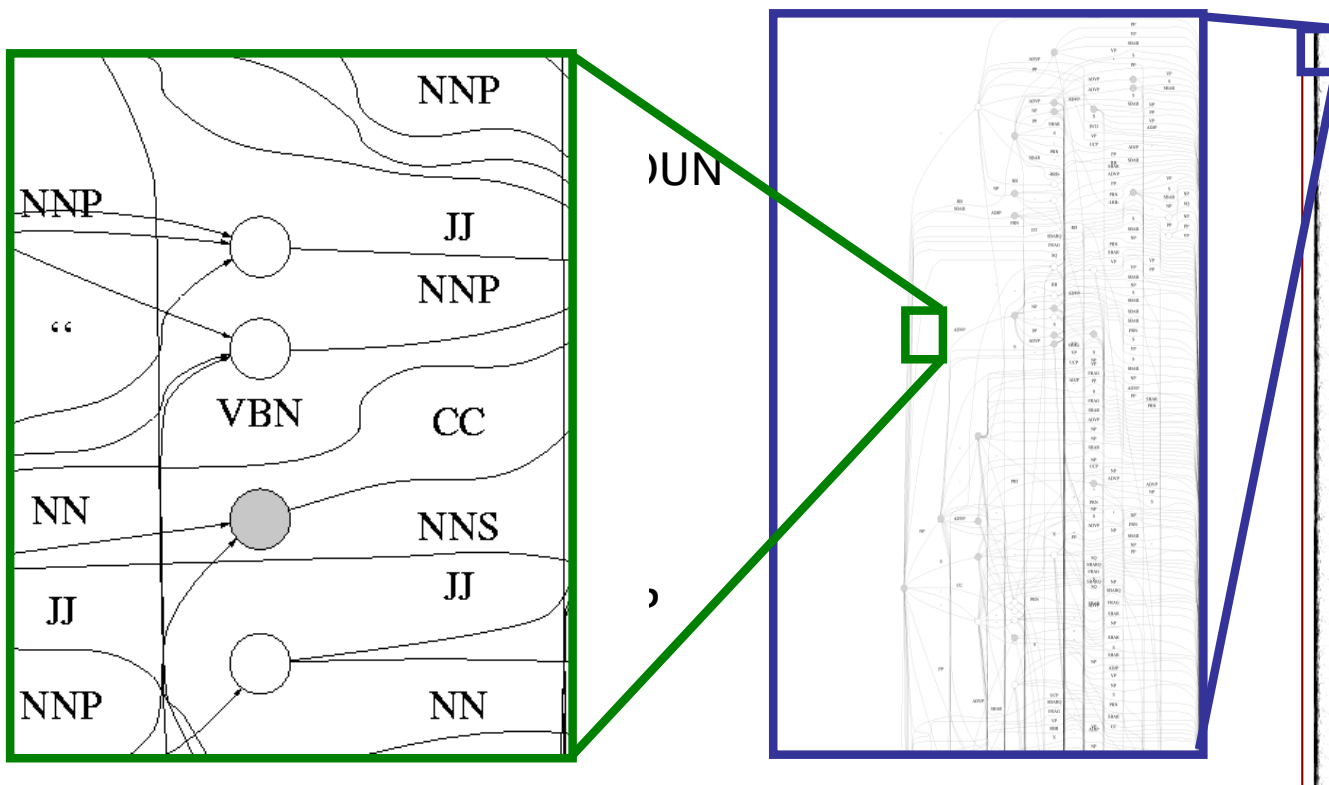
- Better results by enriching the grammar (e.g., lexicalization).
- Can also get state-of-the-art parsers without lexicalization.



Treebank Grammar Scale

- Treebank grammars can be enormous
 - As FSAs, the raw grammar has ~10K states, excluding the lexicon
 - Better parsers usually make the grammars larger, not smaller

NP

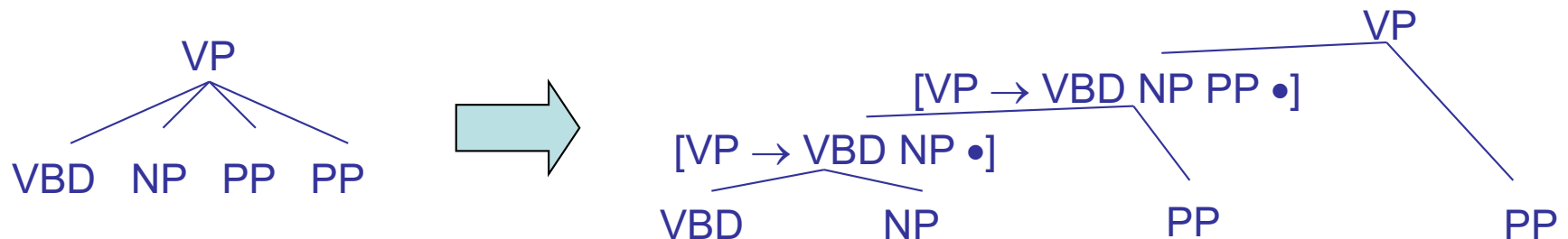




Chomsky Normal Form

- Chomsky normal form:

- All rules of the form $X \rightarrow YZ$ or $X \rightarrow w$
- In principle, this is no limitation on the space of (P)CFGs
 - N-ary rules introduce new non-terminals



- Unaries / empties are “promoted”
- In practice it’s kind of a pain:
 - Reconstructing n-aries is easy
 - Reconstructing unaries is trickier
 - The straightforward transformations don’t preserve tree scores
- Makes parsing algorithms simpler!

CKY Parsing



A Recursive Parser

```
bestScore(X,i,j)
  if (j = i+1)
    return tagScore(X,s[i])
  else
    return max score(X->YZ) *
               bestScore(Y,i,k) *
               bestScore(Z,k,j)
```

- Will this parser work?
- Why or why not?
- Memory requirements?



A Memoized Parser

- One small change:

```
bestScore(X,i,j)
    if (scores[X][i][j] == null)
        if (j = i+1)
            score = tagScore(X,s[i])
        else
            score = max score(X->YZ) *
                        bestScore(Y,i,k) *
                        bestScore(Z,k,j)
        scores[X][i][j] = score
    return scores[X][i][j]
```



A Bottom-Up Parser (CKY)

- Can also organize things bottom-up

```
bestScore(s)
```

```
  for (i : [0,n-1])
```

```
    for (X : tags[s[i]])
```

```
      score[X][i][i+1] =
```

```
        tagScore(X,s[i])
```

```
  for (diff : [2,n])
```

```
    for (i : [0,n-diff])
```

```
      j = i + diff
```

```
      for (X->YZ : rule)
```

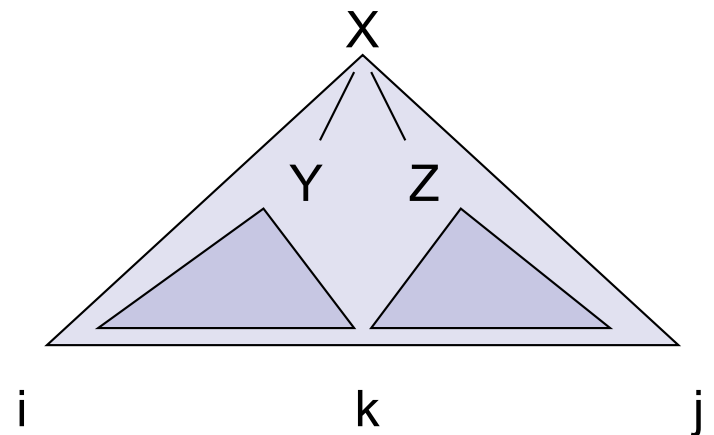
```
        for (k : [i+1, j-1])
```

```
          score[X][i][j] = max score[X][i][j],
```

```
                                score(X->YZ) *
```

```
                                score[Y][i][k] *
```

```
                                score[Z][k][j]
```





Unary Rules

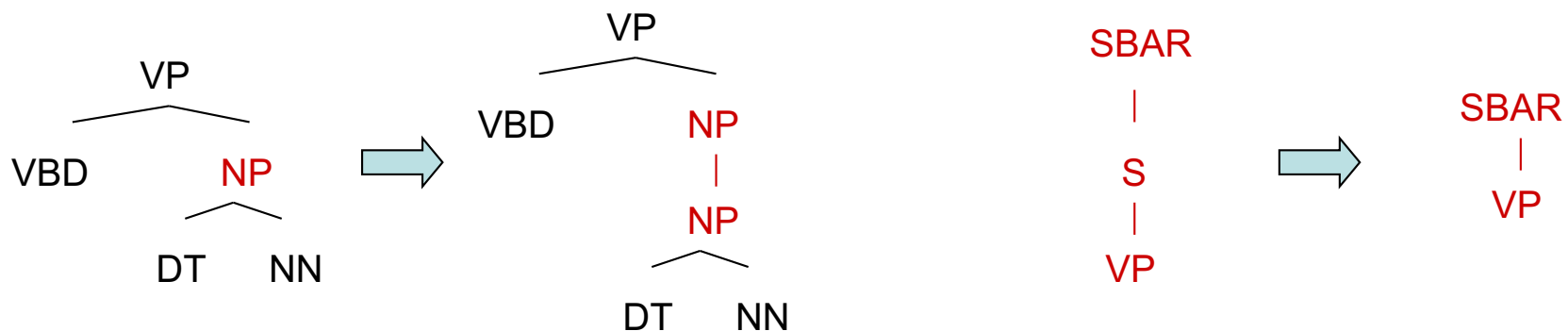
- Unary rules?

```
bestScore(X,i,j,s)
  if (j = i+1)
    return tagScore(X,s[i])
  else
    return max max score(X->YZ) *
               bestScore(Y,i,k) *
               bestScore(Z,k,j)
               max score(X->Y) *
               bestScore(Y,i,j)
```



CNF + Unary Closure

- We need unaries to be non-cyclic
 - Can address by pre-calculating the *unary closure*
 - Rather than having zero or more unaries, always have exactly one



- Alternate unary and binary layers
- Reconstruct unary chains afterwards



Alternating Layers

```
bestScoreB(X,i,j,s)
    return max max score(X->YZ) *
                bestScoreU(Y,i,k) *
                bestScoreU(Z,k,j)
```

```
bestScoreU(X,i,j,s)
    if (j = i+1)
        return tagScore(X,s[i])
    else
        return max max score(X->Y) *
                    bestScoreB(Y,i,j)
```

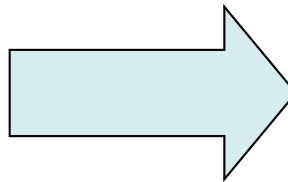
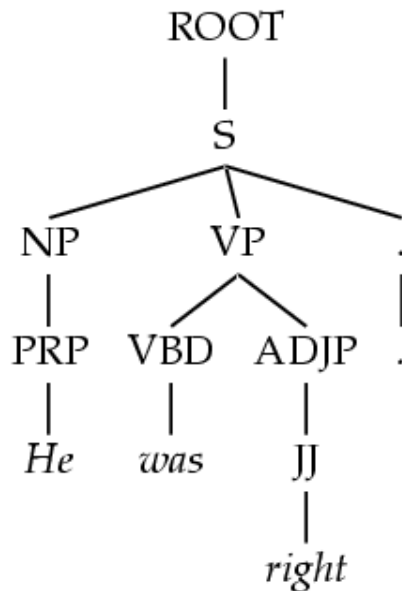

Learning PCFGs



Treebank PCFGs

[Charniak 96]

- Use PCFGs for broad coverage parsing
- Can take a grammar right off the trees (doesn't work well):



ROOT → S 1

S → NP VP . 1

NP → PRP 1

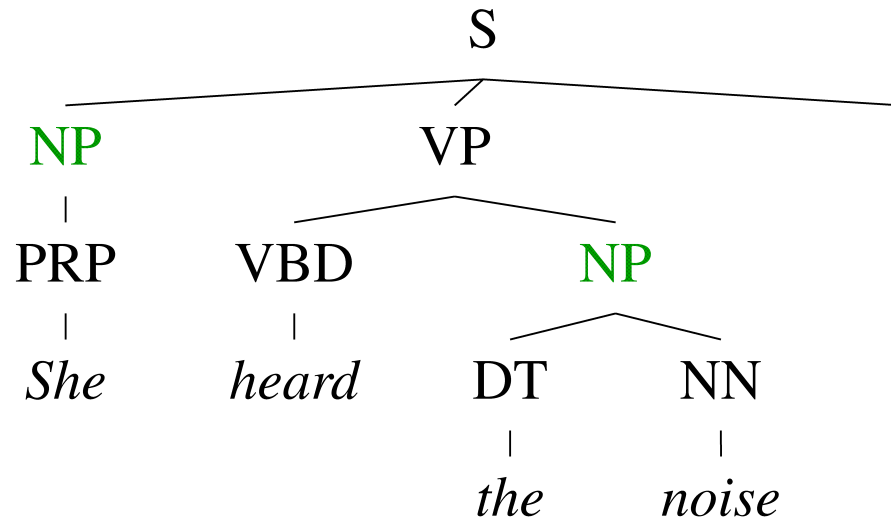
VP → VBD ADJP 1

.....

<i>Model</i>	<i>F1</i>
Baseline	72.0



Conditional Independence?

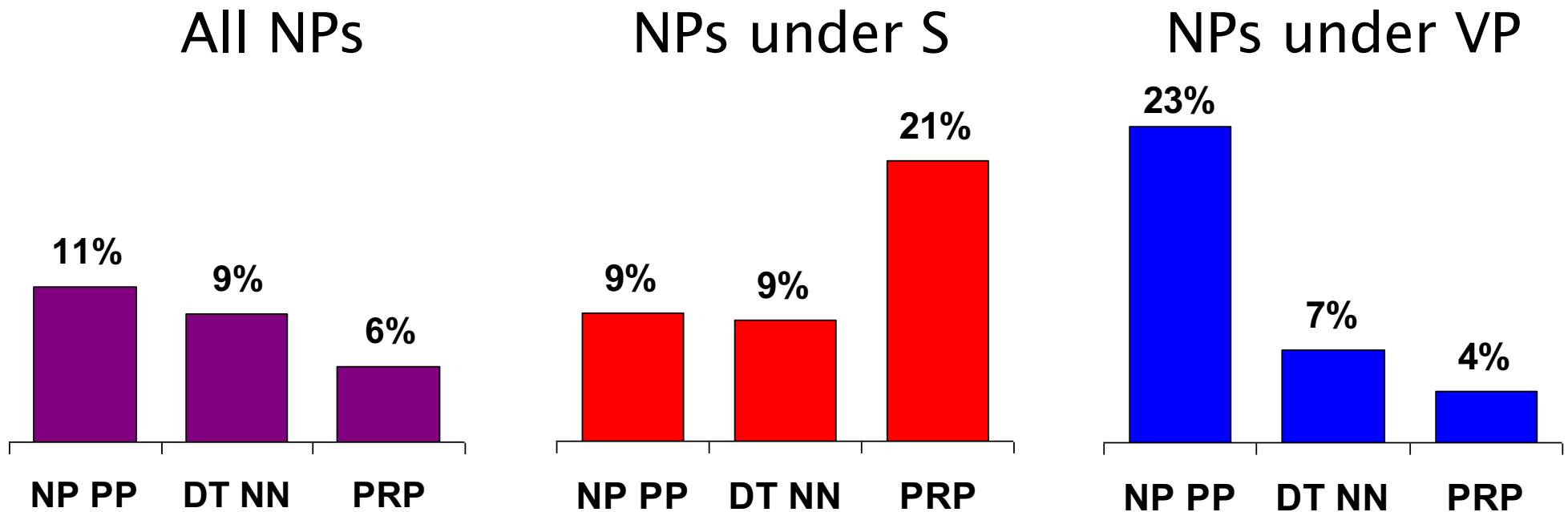


- Not every NP expansion can fill every NP slot
 - A grammar with symbols like "NP" won't be context-free
 - Statistically, conditional independence too strong



Non-Independence

- Independence assumptions are often too strong.

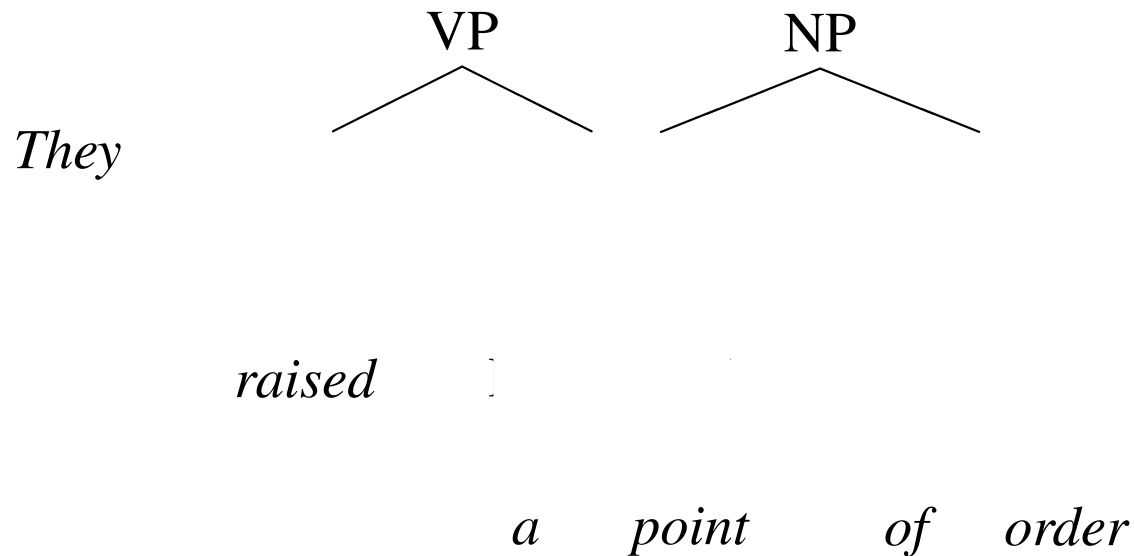


- Example: the expansion of an NP is highly dependent on the parent of the NP (i.e., subjects vs. objects).
- Also: the subject and object expansions are correlated!



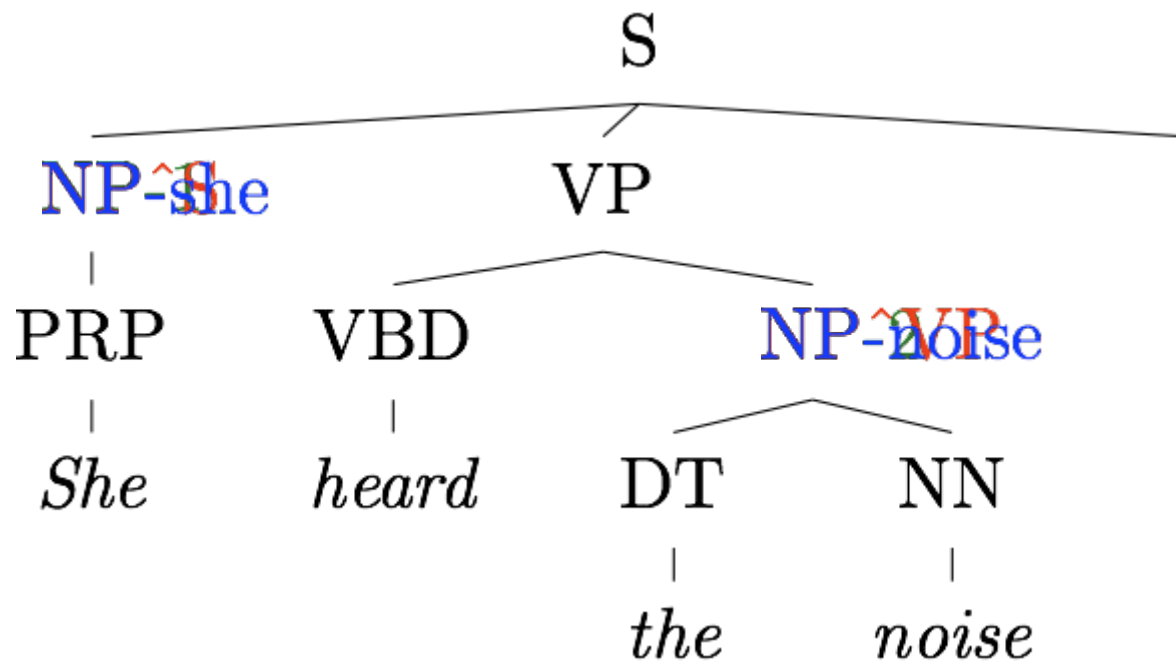
Grammar Refinement

- Example: PP attachment





Grammar Refinement

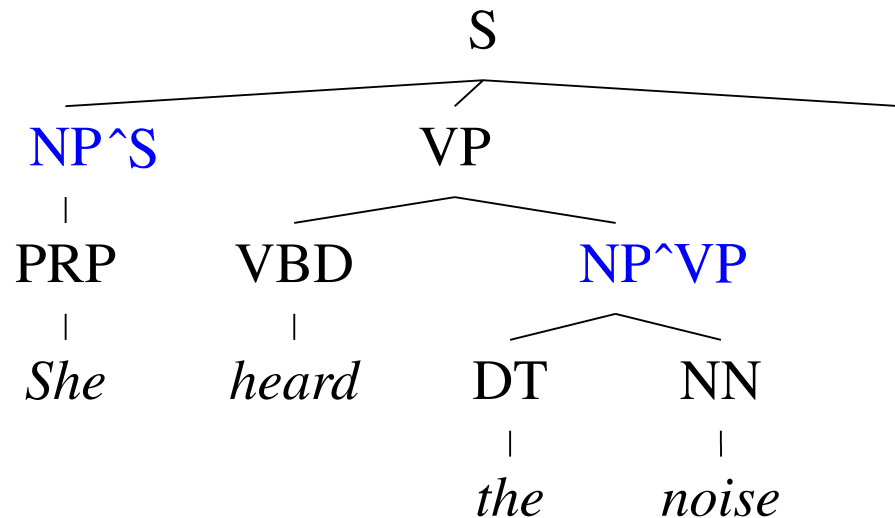


- Structure Annotation [Johnson '98, Klein&Manning '03]
- Lexicalization [Collins '99, Charniak '00]
- Latent Variables [Matsuzaki et al. 05, Petrov et al. '06]

Structural Annotation



The Game of Designing a Grammar

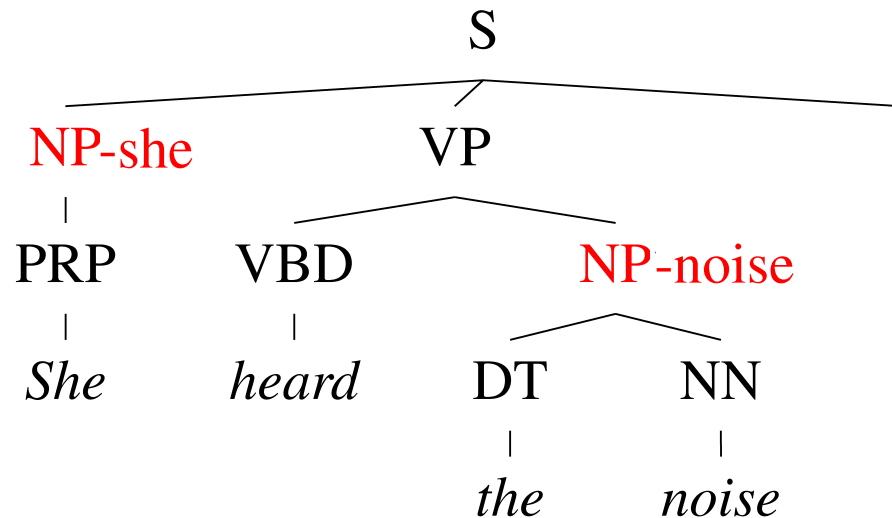


- Annotation refines base treebank symbols to improve statistical fit of the grammar
 - Structural annotation

Lexicalization



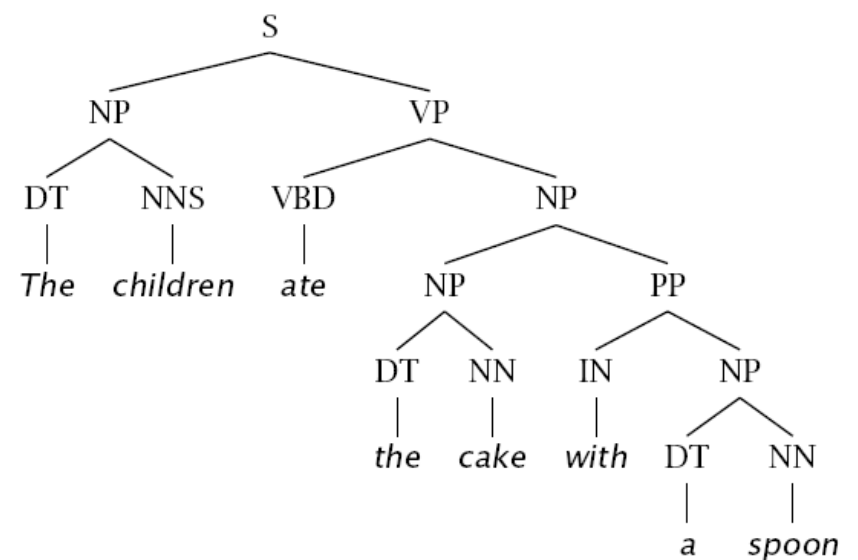
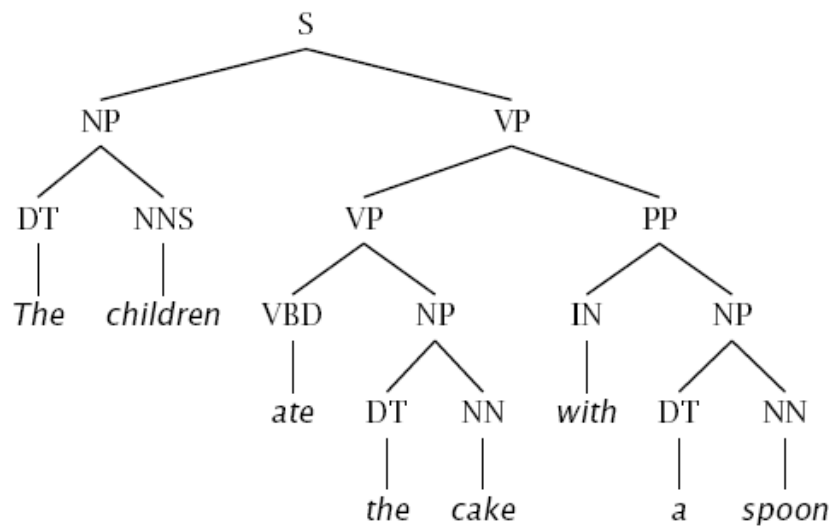
The Game of Designing a Grammar



- Annotation refines base treebank symbols to improve statistical fit of the grammar
 - Structural annotation [Johnson '98, Klein and Manning 03]
 - Head lexicalization [Collins '99, Charniak '00]



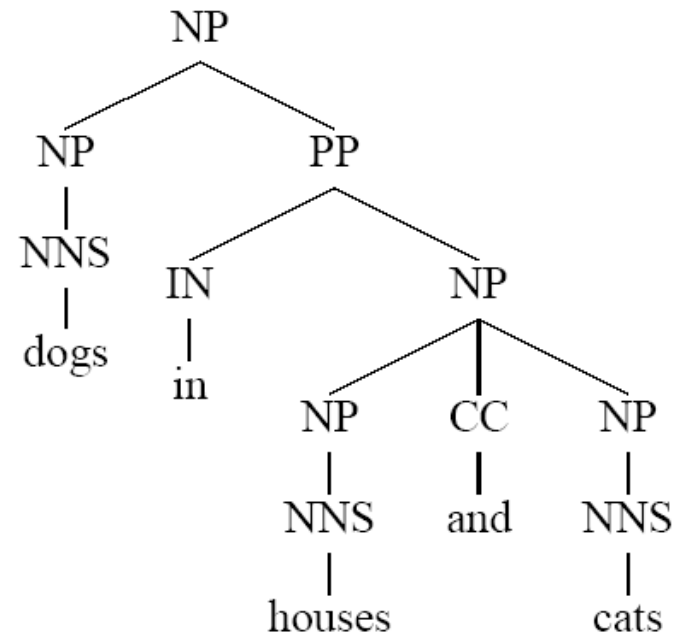
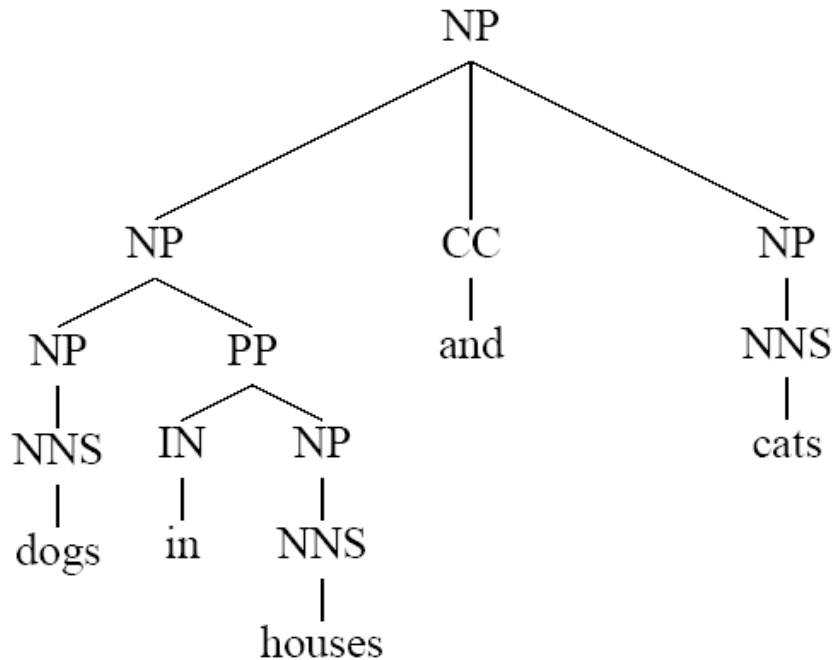
Problems with PCFGs



- If we do no annotation, these trees differ only in one rule:
 - $VP \rightarrow VP PP$
 - $NP \rightarrow NP PP$
- Parse will go one way or the other, regardless of words
- We addressed this in one way with unlexicalized grammars (how?)
- Lexicalization allows us to be sensitive to specific words



Problems with PCFGs

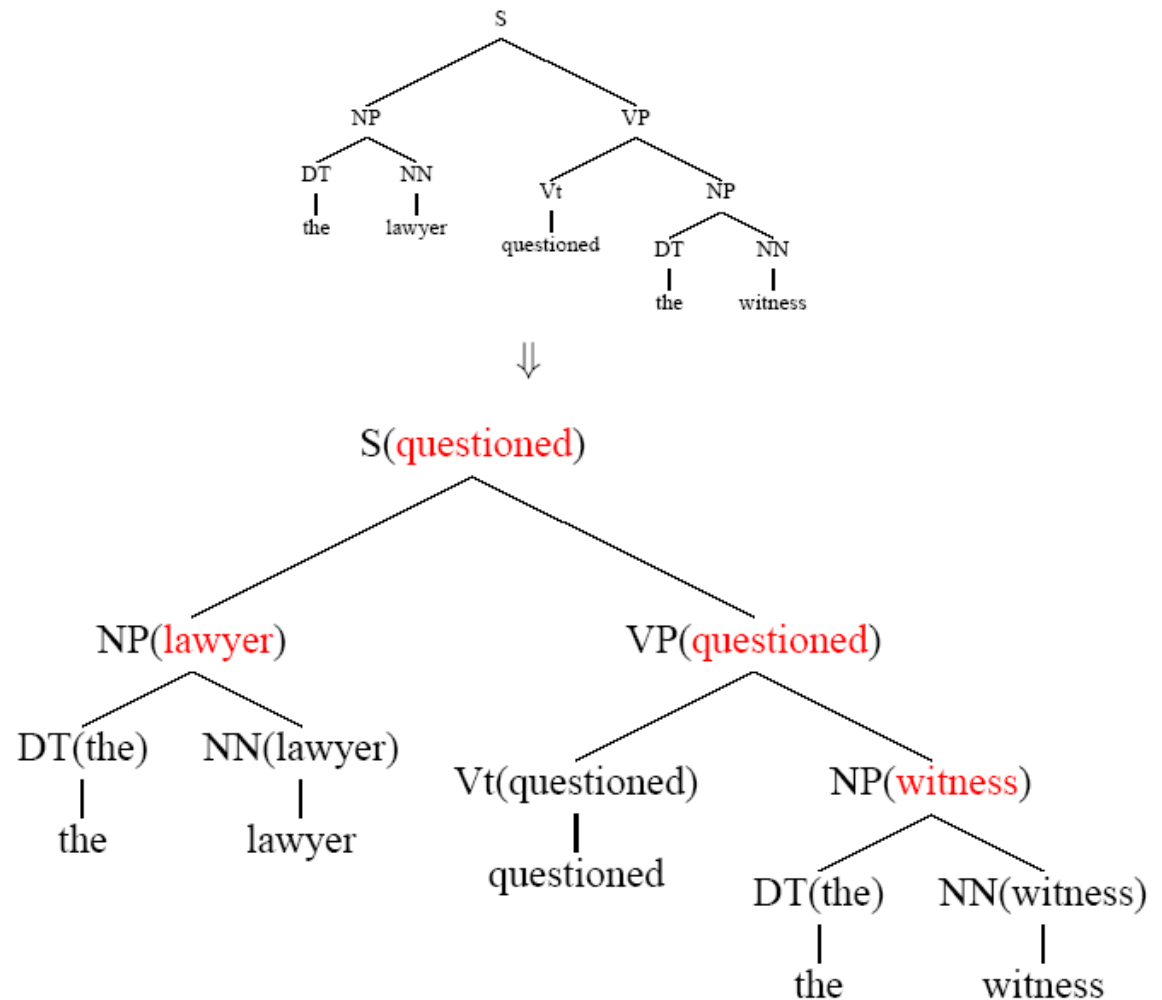


- What's different between basic PCFG scores here?
- What (lexical) correlations need to be scored?



Lexicalized Trees

- Add “head words” to each phrasal node
 - Syntactic vs. semantic heads
 - Headship not in (most) treebanks
 - Usually *use head rules*, e.g.:
 - NP:
 - Take leftmost NP
 - Take rightmost N*
 - Take rightmost JJ
 - Take right child
 - VP:
 - Take leftmost VB*
 - Take leftmost VP
 - Take left child



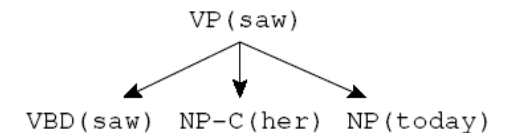
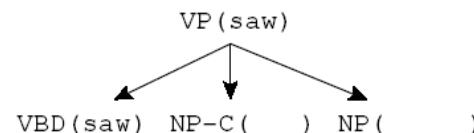
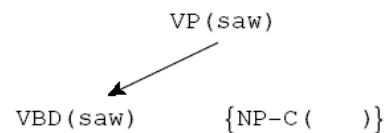
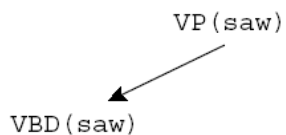


Lexicalized PCFGs?

- Problem: we now have to estimate probabilities like

$VP(saw) \rightarrow VBD(saw) NP-C(her) NP(today)$

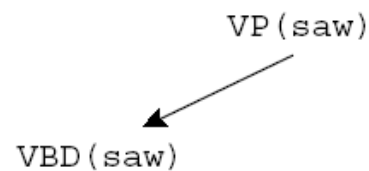
- Never going to get these atomically off of a treebank
- Solution: break up derivation into smaller steps



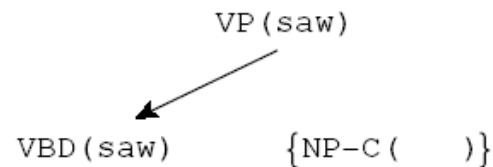


Lexical Derivation Steps

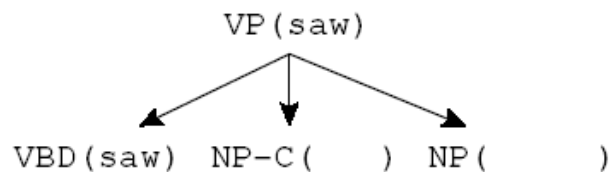
- A derivation of a local tree [Collins 99]



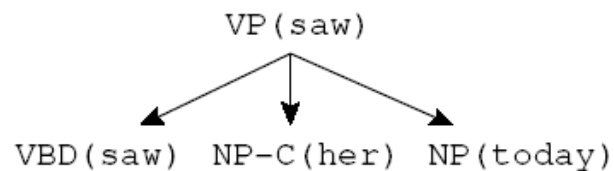
Choose a head tag and word



Choose a complement bag



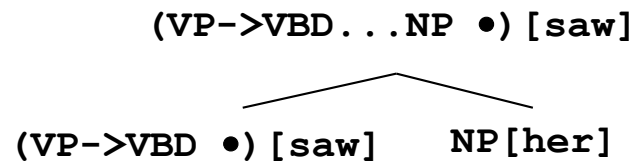
Generate children (incl. adjuncts)



Recursively derive children



Lexicalized CKY



bestScore(X,i,j,h)

if (j = i+1)

return **tagScore**(X,s[i])

else

return

max **max** **score**(X[h]->Y[h] Z[h']) *
k,h',X->YZ

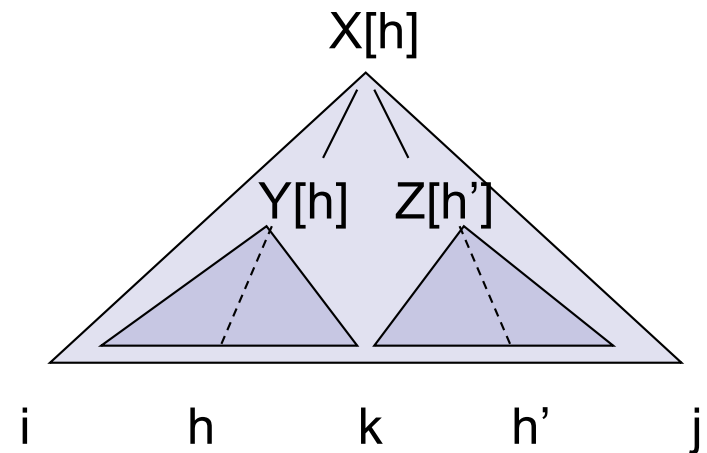
bestScore(Y,i,k,h) *

bestScore(Z,k,j,h')

max **score**(X[h]->Y[h'] Z[h]) *
k,h',X->YZ

bestScore(Y,i,k,h') *

bestScore(Z,k,j,h)





Results

■ Some results

- Collins 99 – 88.6 F1 (generative lexical)
- Charniak and Johnson 05 – 89.7 / 91.3 F1 (generative lexical / reranked)
- Petrov et al 06 – 90.7 F1 (generative unlexical)
- McClosky et al 06 – 92.1 F1 (gen + rerank + self-train)

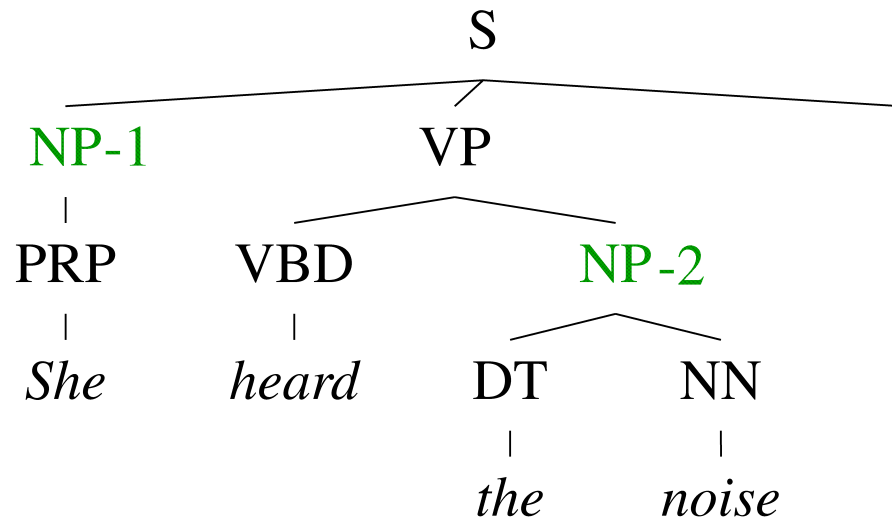
■ However

- Bilexical counts rarely make a difference (why?)
- Gildea 01 – Removing bilexical counts costs < 0.5 F1

Latent Variable PCFGs



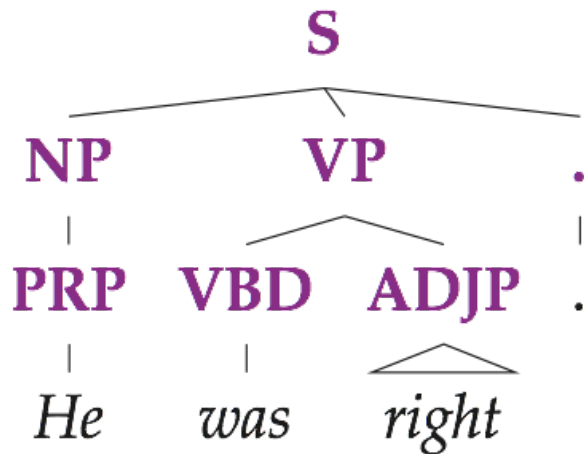
The Game of Designing a Grammar



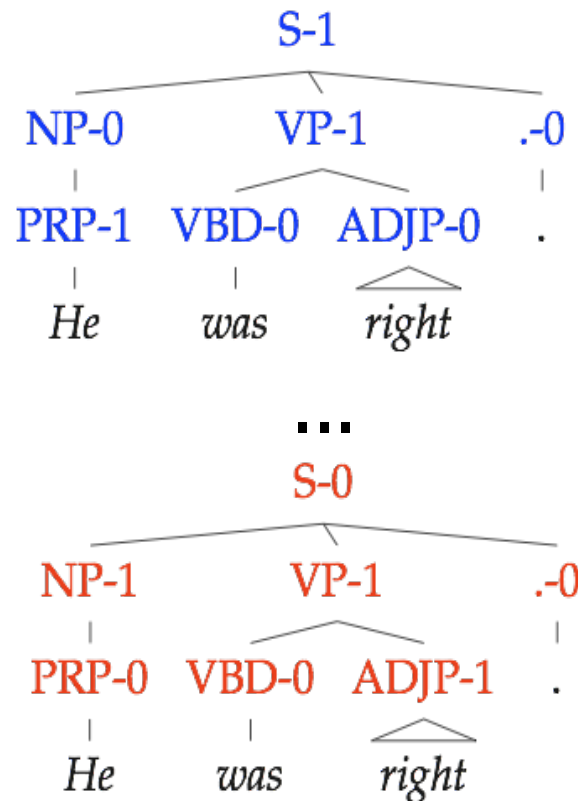
- Annotation refines base treebank symbols to improve statistical fit of the grammar
 - Parent annotation [Johnson '98]
 - Head lexicalization [Collins '99, Charniak '00]
 - Automatic clustering?



Latent Variable Grammars



Parse Tree T
Sentence w



Derivations $t : T$

Grammar G		
$S_0 \rightarrow NP_0 VP_0$?
$S_0 \rightarrow NP_1 VP_0$?
$S_0 \rightarrow NP_0 VP_1$?
$S_0 \rightarrow NP_1 VP_1$?
$S_1 \rightarrow NP_0 VP_0$?
...		
$S_1 \rightarrow NP_1 VP_1$?
...		
$NP_0 \rightarrow PRP_0$?
$NP_0 \rightarrow PRP_1$?
...		

Lexicon		
$PRP_0 \rightarrow She$?
$PRP_1 \rightarrow She$?
...		
$VBD_0 \rightarrow was$?
$VBD_1 \rightarrow was$?
$VBD_2 \rightarrow was$?
...		

Parameters θ



Learned Splits

- Proper Nouns (NNP):

NNP-14	Oct.	Nov.	Sept.
NNP-12	John	Robert	James
NNP-2	J.	E.	L.
NNP-1	Bush	Noriega	Peters
NNP-15	New	San	Wall
NNP-3	York	Francisco	Street

- Personal pronouns (PRP):

PRP-0	It	He	I
PRP-1	it	he	they
PRP-2	it	them	him



Learned Splits

- Relative adverbs (RBR):

RBR-0	further	lower	higher
RBR-1	more	less	More
RBR-2	earlier	Earlier	later

- Cardinal Numbers (CD):

CD-7	one	two	Three
CD-4	1989	1990	1988
CD-11	million	billion	trillion
CD-0	1	50	100
CD-3	1	30	31
CD-9	78	58	34