

Neural Language Models

Knowledge and Language Engineering Lab

목차

- 신경망 언어 모델 소개
- LSTMs 기반 언어 모델 실습

신경망 언어모델 소개

언어 모델

■ 언어 모델?

- 문장 또는 단어열에 대한 확률 분포
- m 개의 단어열이 주어졌을 때 m 개의 단어열이 나타날 확률을 계산
- $P(\text{I am a boy}) = 0.7$
- $P(\text{I a am boy}) = 0.02$

■ 적용 예

- 품사 태깅
 - $P(I_{\text{noun}} \text{ am}_{\text{verb}} \text{ a}_{\text{article}} \text{ boy}_{\text{noun}}) = ?$
- 기계 번역
 - $P(\text{high winds tonight}) > P(\text{large winds tonight})$
- 철자 교정
 - $P(\text{about fifteen minutes from}) > P(\text{about fifteen minuets from})$
- 기타 등등...

언어 모델

- 접근 방법

- $P(\text{Today is Wednesday})$

$$= P(\text{Today})P(\text{is}|\text{Today})P(\text{Wednesday}|\text{is, Today})$$



(a.k.a Auto-regressive)

- $P(W) = P(w_1, w_2, w_3, \dots, w_n)$

$$= P(w_1)P(w_2|w_1)P(w_3|w_2, w_1) \dots P(w_n|w_{n-1}, w_{n-2}, \dots, w_1)$$

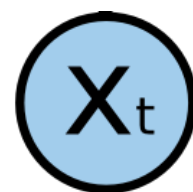
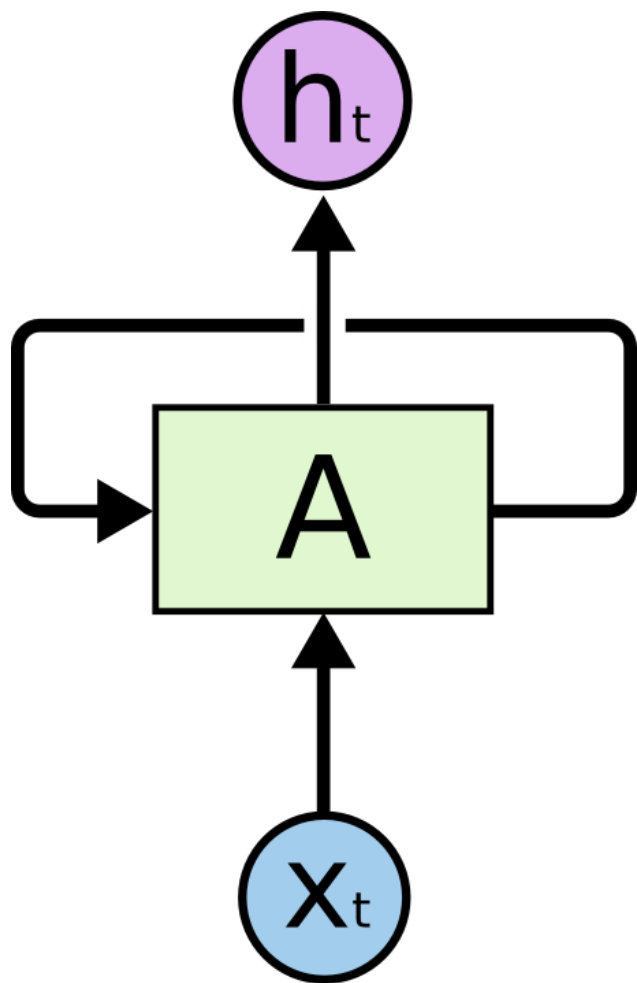
$$= \prod_{i=1}^n P(w_i|w_1^{i-1})$$

언어 모델

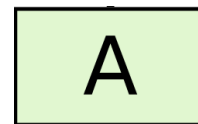
- 통계기반 언어 모델
 - N-gram 언어 모델
- 신경망 기반 언어 모델 - Vector space model
 - Recurrent neural network 기반 언어 모델

Recurrent Neural Networks

- 순환신경망 (Recurrent Neural Networks; RNNs)



Input



Cell



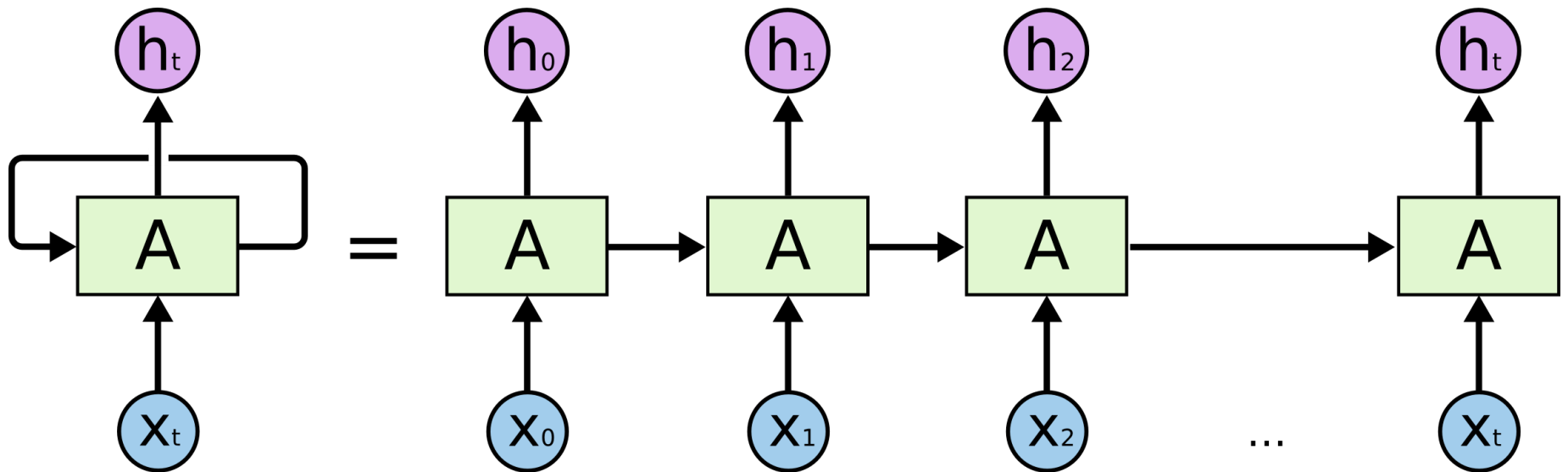
Output

t

Timestep

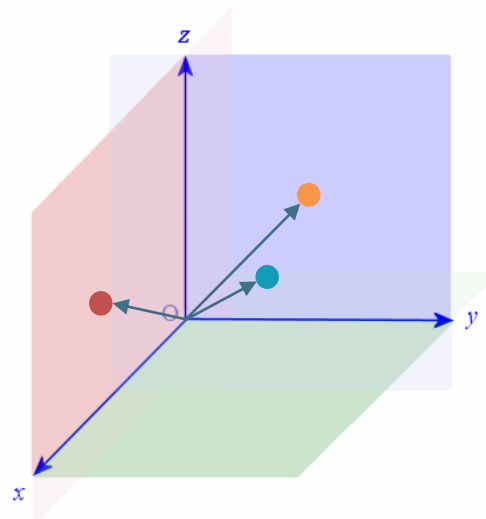
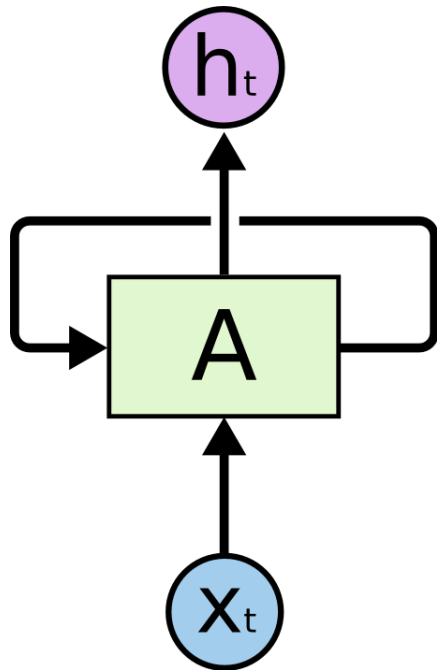
Recurrent Neural Networks

- 순환신경망 (Recurrent Neural Networks; RNNs)



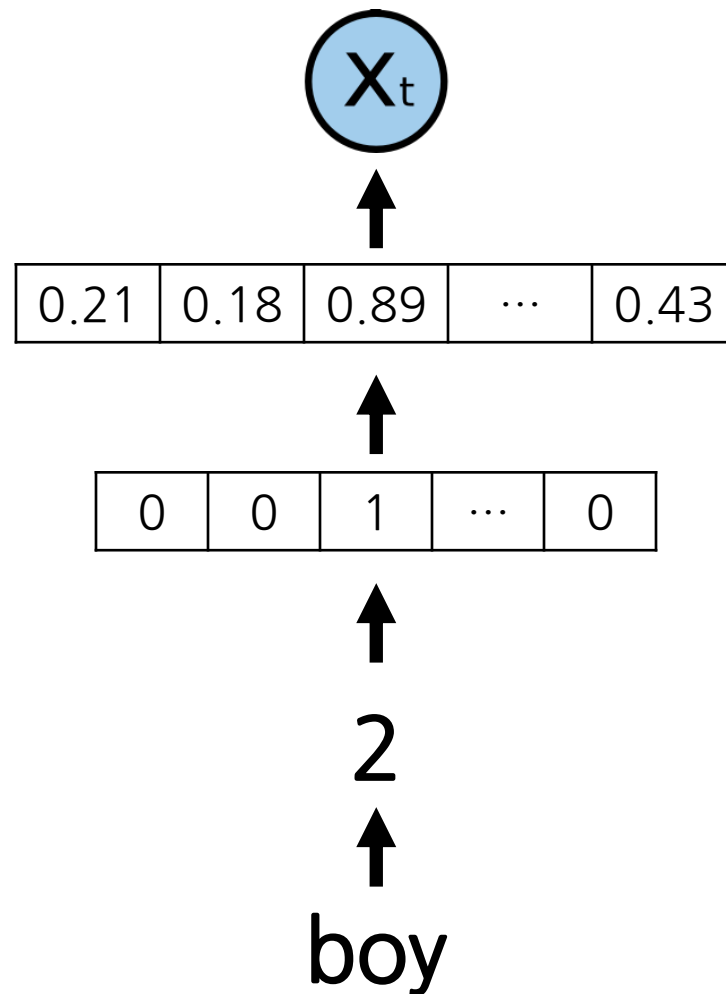
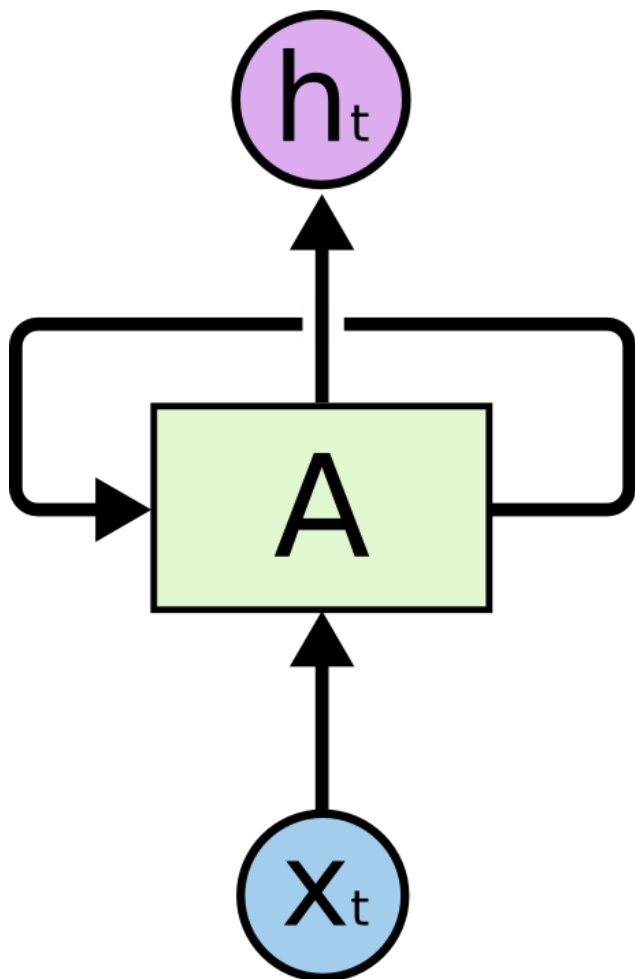
Recurrent Neural Networks

- 순환신경망 (Recurrent Neural Networks; RNNs)
 - 무작위 길이의 열 \rightarrow 고정된 길이의 벡터 표현
 - I am a boy
 - Sometimes to understand a word's...
 - At your dictionary we try to gib...



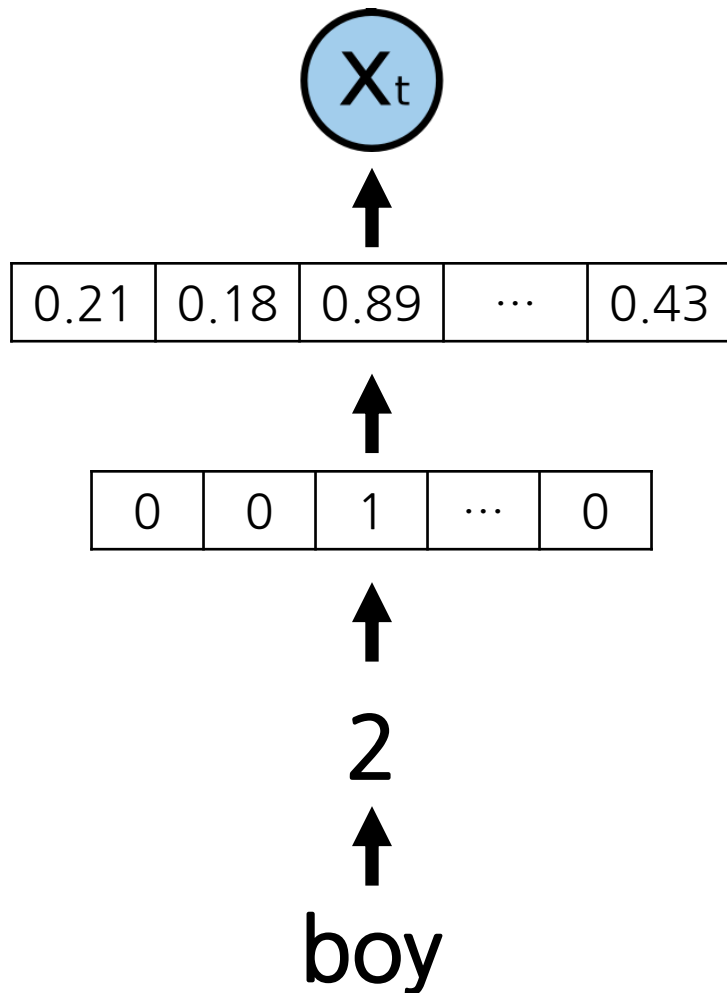
Recurrent Neural Networks

- RNN의 입력



Recurrent Neural Networks

- RNN의 입력: Embedding Layer (Word to Vector)



word index = 3

one-hot representation of word

$$\begin{bmatrix} 0 & 0 & 0 & 1 & 0 \end{bmatrix} \times \begin{bmatrix} 17 & 24 & 1 \\ 23 & 5 & 7 \\ 4 & 6 & 13 \\ 10 & 12 & 19 \\ 11 & 18 & 25 \end{bmatrix}$$

Word Embedding matrix (Weight matrix)

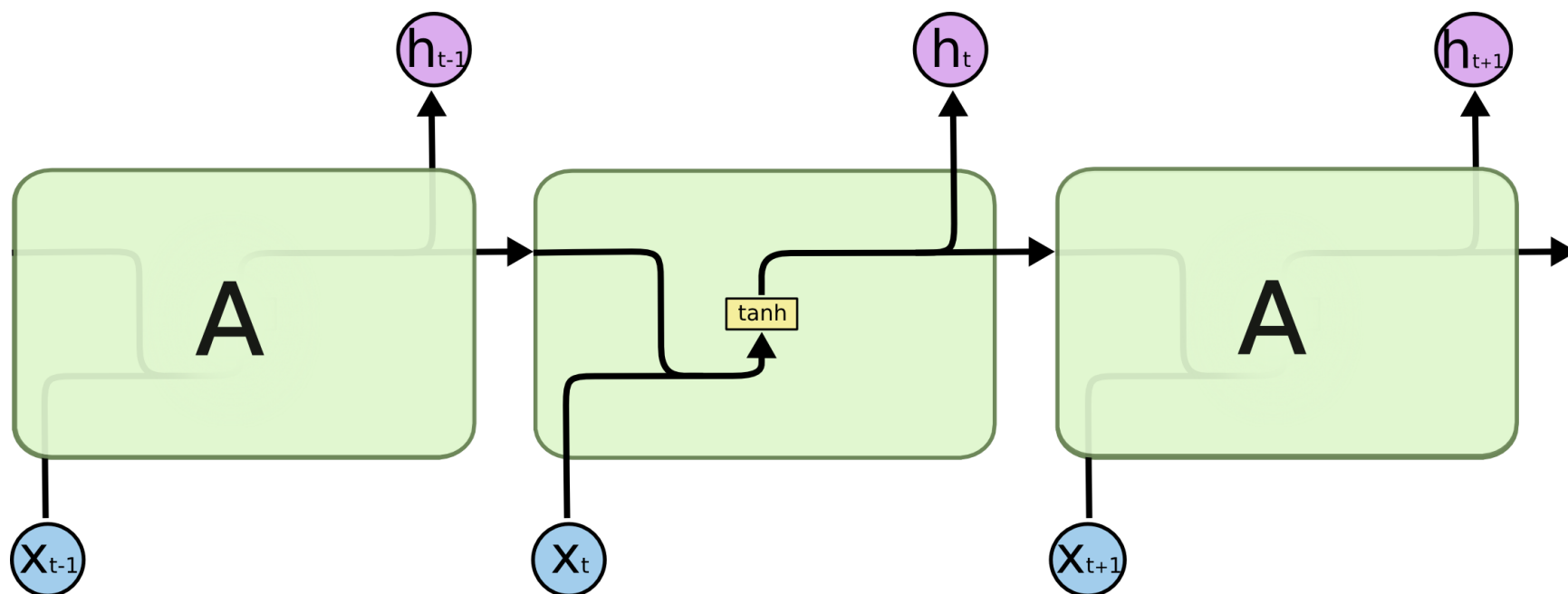
↓

$$= \begin{bmatrix} 10 & 12 & 19 \end{bmatrix}$$

get embedding vector w.r.t word index

Recurrent Neural Networks

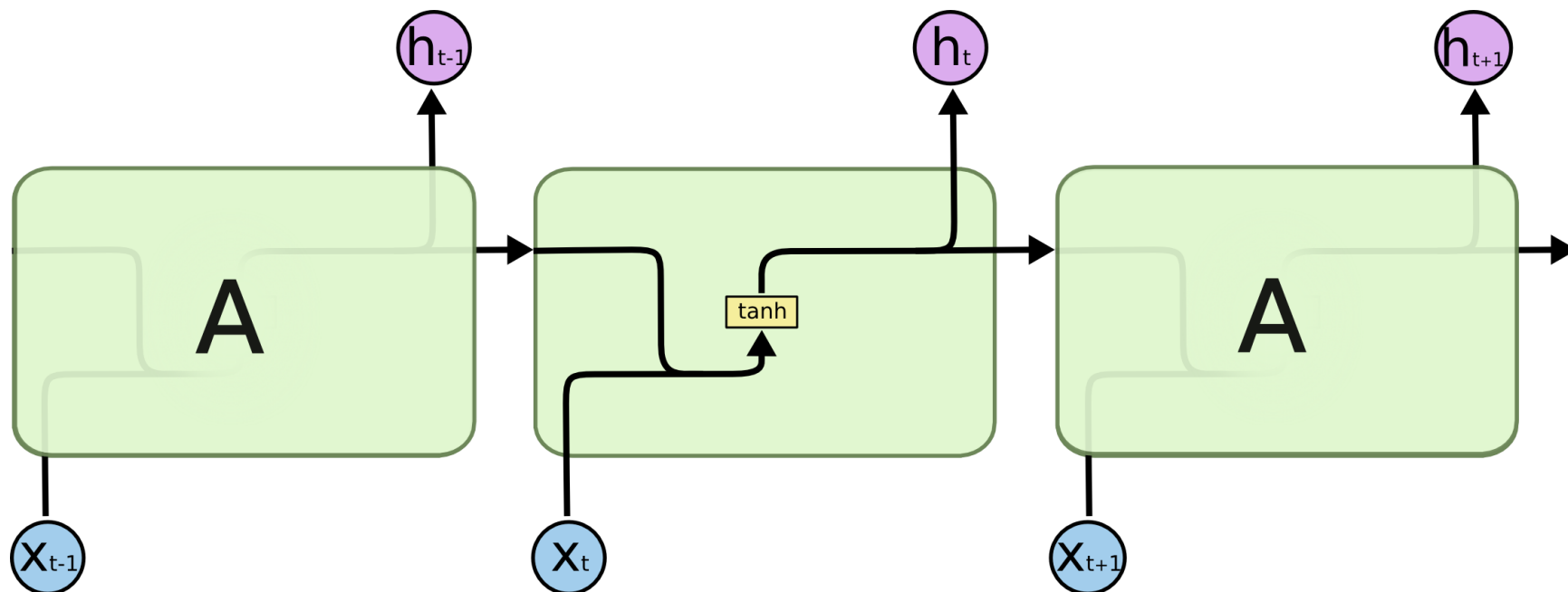
- RNN 출력



$$h_t = \sigma (W \cdot [h_{t-1}, x_t] + b_f)$$

Recurrent Neural Networks

- Timestep마다 다른 Weight? Or weight sharing?



$$h_t = \sigma (W \cdot [h_{t-1}, x_t] + b_f)$$

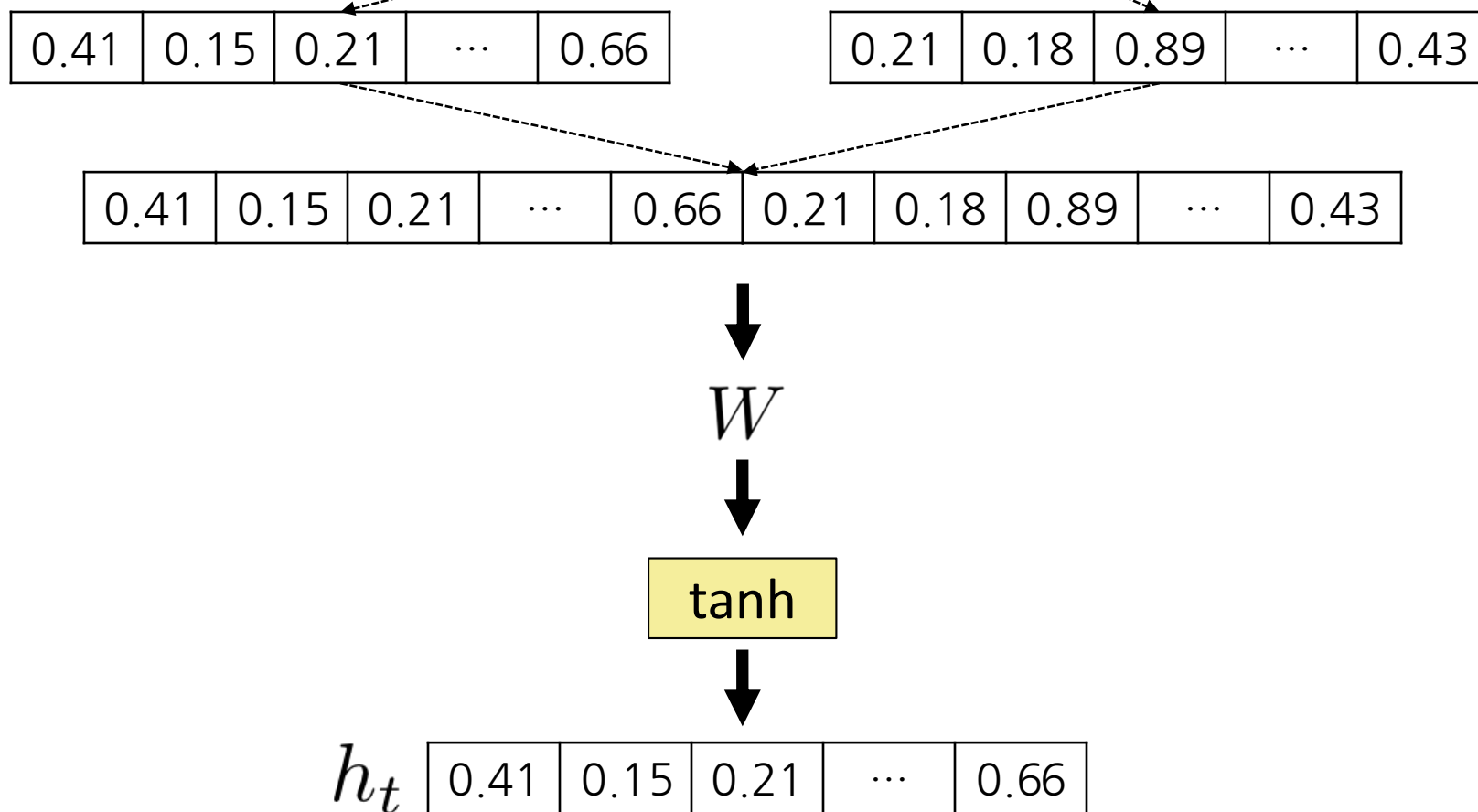
Recurrent Neural Networks

- Timestep마다 동일한 weight 공유
 - 학습 파라미터의 수 감소
 - 네트워크가 학습하지 못한 입력열에 대한 일반화 용이 (Overfitting 감소)
 - 가변길이 입력열에 대한 모델링 가능
 - on monday it was snowing \approx it was snowing on Monday

$$h_t = \sigma (W \cdot [h_{t-1}, x_t] + b_f)$$

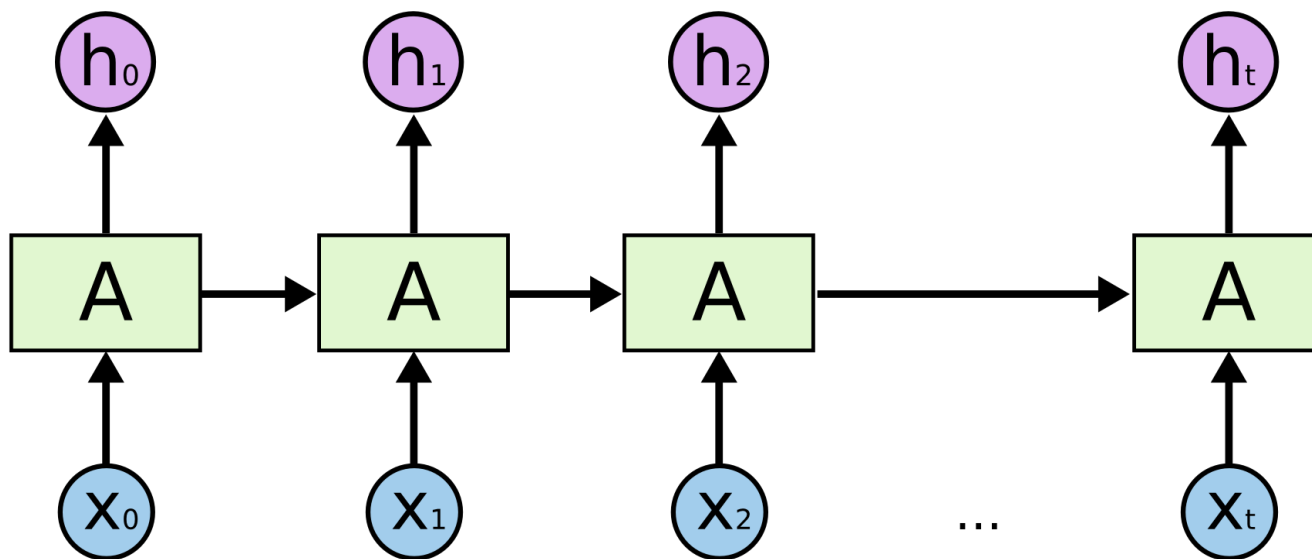
Recurrent Neural Networks

$$h_t = \sigma(W \cdot [h_{t-1}, x_t] + b_f)$$



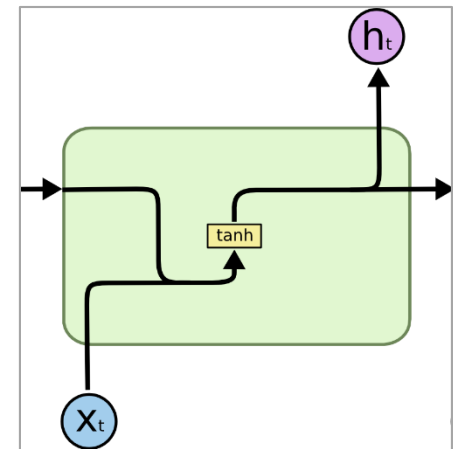
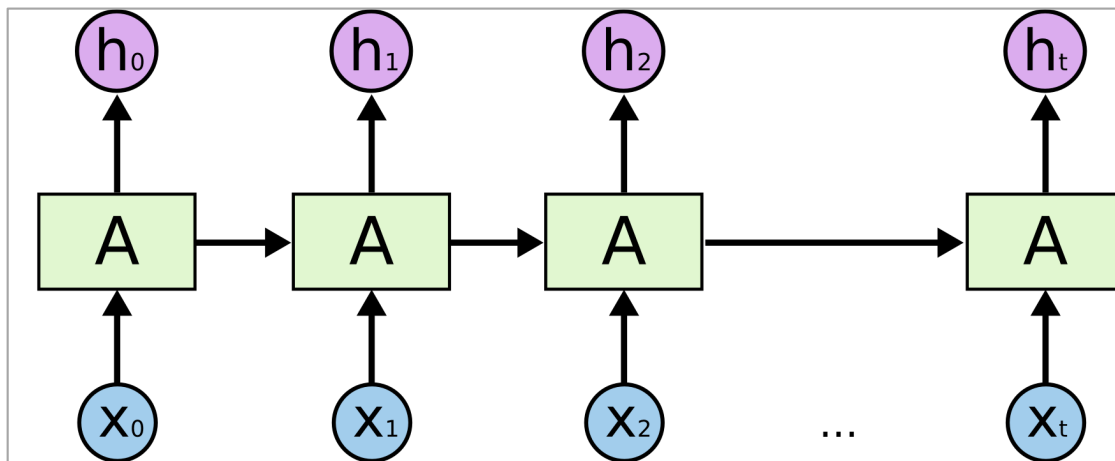
Recurrent Neural Networks

- 불행하게도, 길이가 긴 열 학습 어려움
 - Vanishing gradient problem



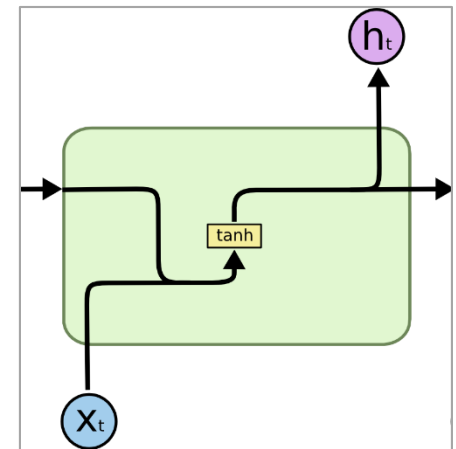
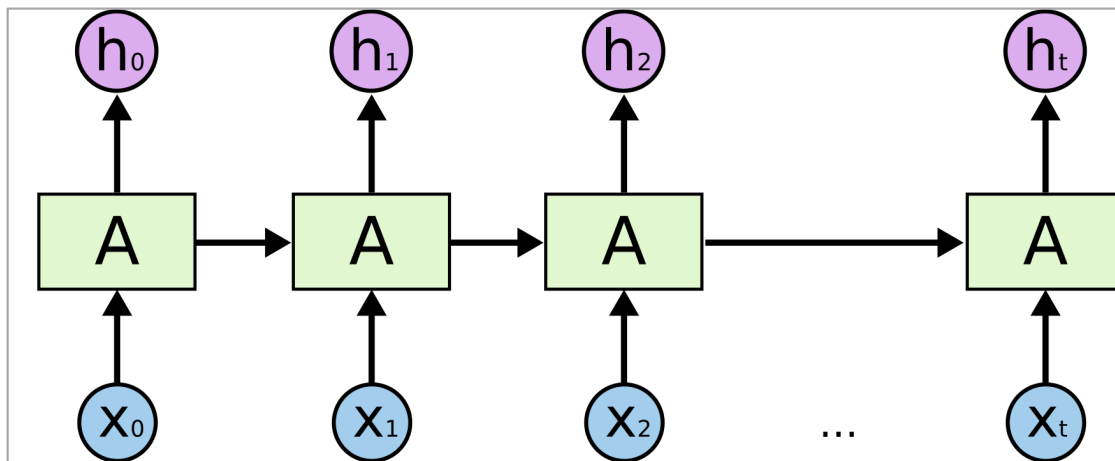
Recurrent Neural Networks

- 불행하게도, 길이가 긴 열 학습 어려움
 - Vanishing gradient problem



Recurrent Neural Networks

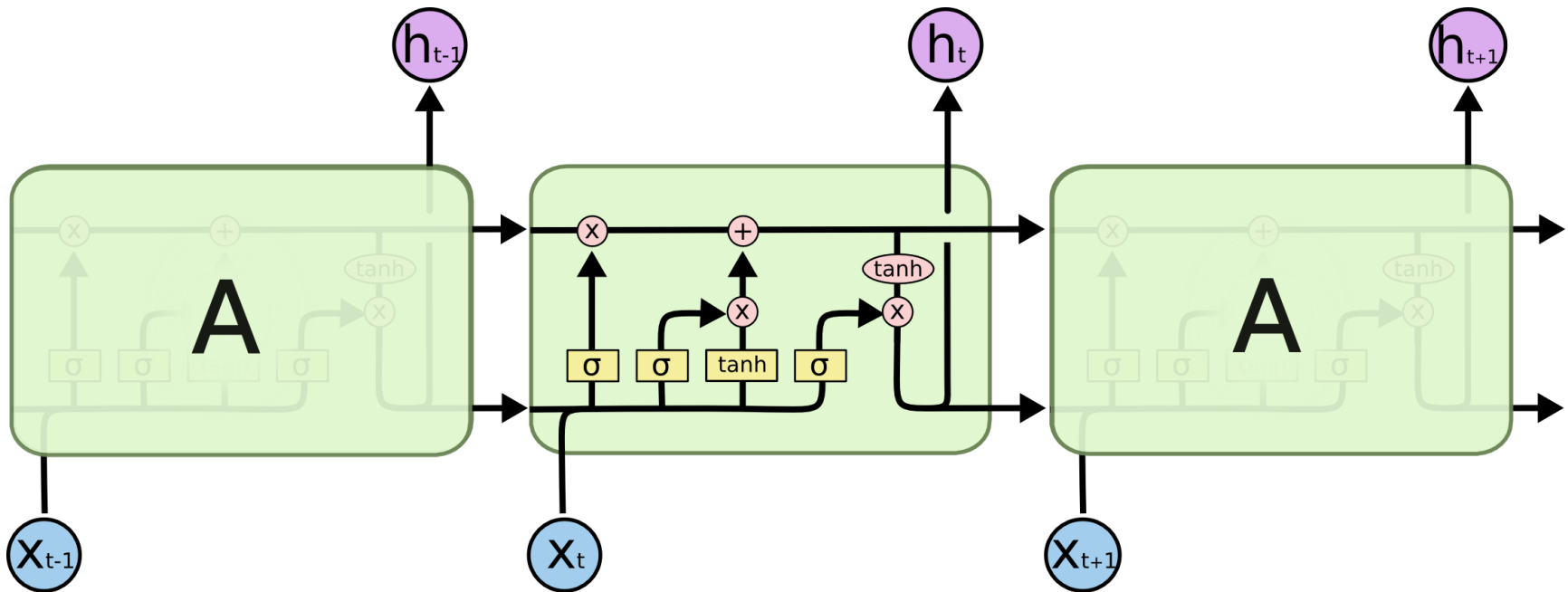
- 불행하게도, 길이가 긴 열 학습 어려움
 - Vanishing gradient problem
 - 장기 의존성 학습 어려움 (long-term dependency)



$$\begin{aligned} & * < 1 \quad * < 1 \quad * < 1 \quad \dots \quad * < 1 \\ & = 0.00000000000000000000000000000001 \end{aligned}$$

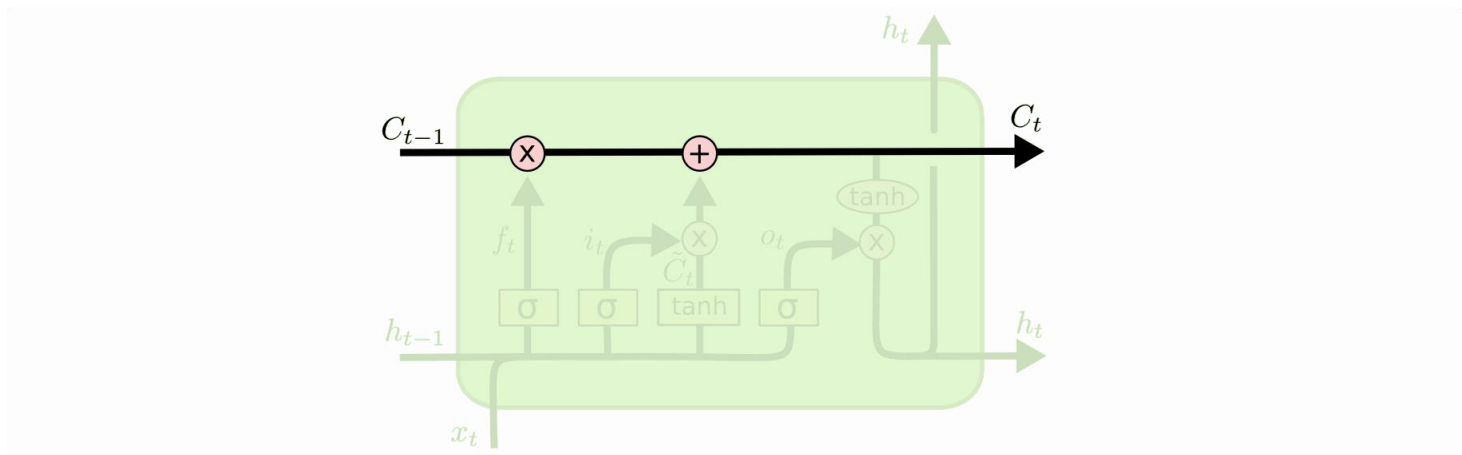
Recurrent Neural Networks

- Long Short-Term Memory networks (LSTMs)
 - Vanishing gradient problem 완화
 - 장기 의존성 학습문제 보완



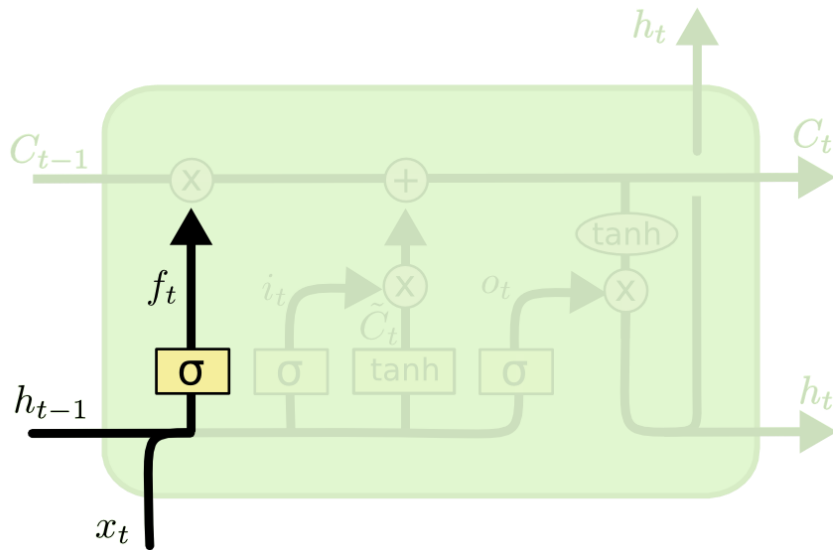
Recurrent Neural Networks

- LSTMs 핵심 아이디어
 - 셀 스테이트 (cell state) - 정보 전달 목적
 - 불필요한 정보 제거
 - 유용한 정보 추가



Recurrent Neural Networks

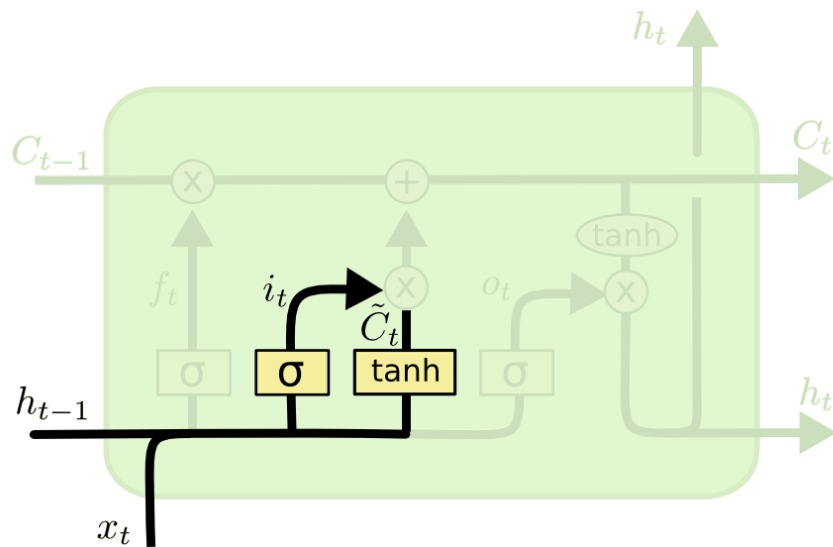
- LSTMs Step1
 - Forget gate layer
 - 어떤 정보를 셀 스테이트에서 제거할 것인지 결정



$$f_t = \sigma (W_f \cdot [h_{t-1}, x_t] + b_f)$$

Recurrent Neural Networks

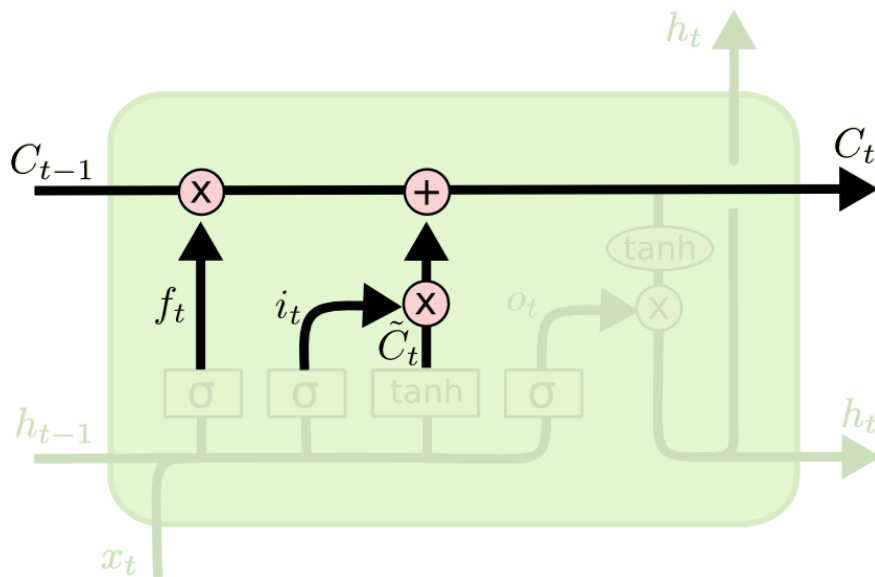
- LSTMs Step2
 - Input gate layer
 - 어떤 정보를 셀 스테이트에 **더해** 줄 것인지 결정



$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$
$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

Recurrent Neural Networks

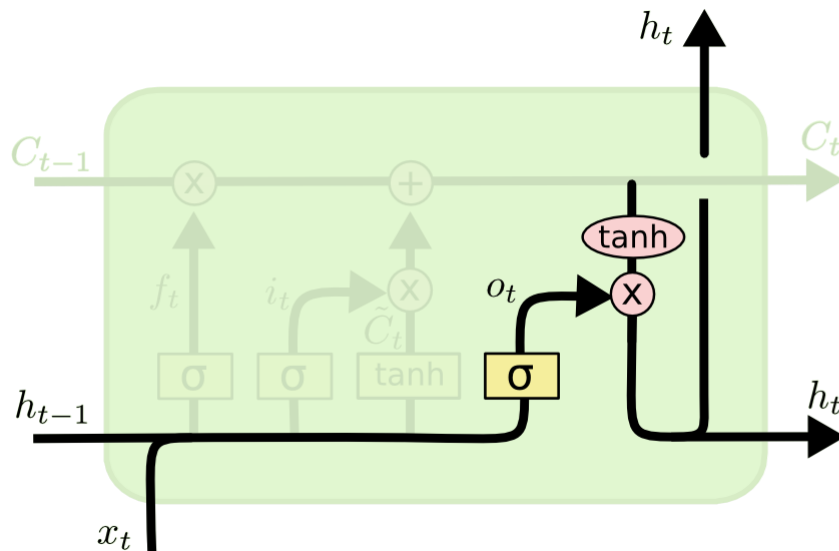
- LSTMs Step3
 - Update the cell state
 - 과거의 C_{t-1} 을 새로운 C_t 로 업데이트



$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$

Recurrent Neural Networks

- LSTMs Step4
 - Output gate layer
 - 셀 스테이트로부터 어떤 정보를 읽을 것인지 결정



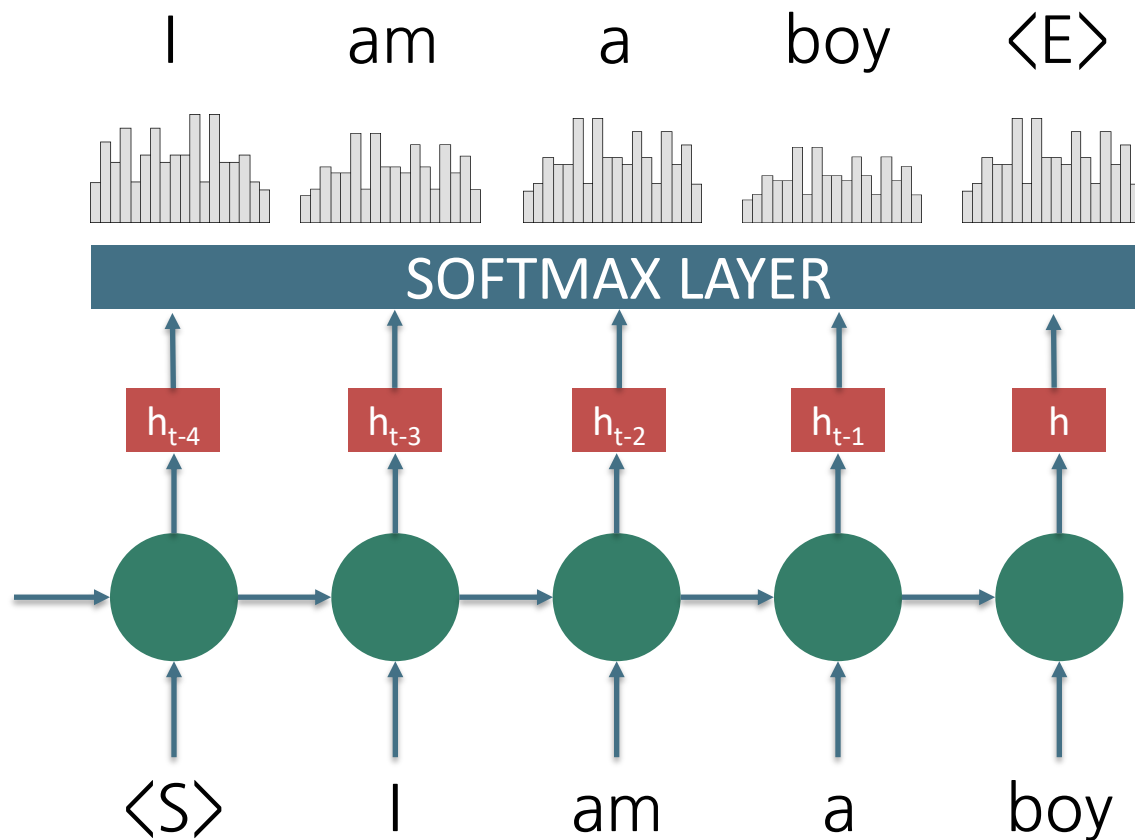
$$o_t = \sigma (W_o [h_{t-1}, x_t] + b_o)$$

$$h_t = o_t * \tanh (C_t)$$

Recurrent Neural Networks

- LSTMs의 다양한 변형
 - Peep hole
 - Forget + Input gate
 - Gated Recurrent Unit (GRU)

신경망 언어 모델



$$P(\langle S \rangle i, am, a, boy) = P(i|\langle S \rangle) * P(am|i, \langle S \rangle) * P(a|i, am, \langle S \rangle) \\ * P(boy|i, am, a, \langle S \rangle) * P(\langle E \rangle|i, am, a, boy, \langle S \rangle)$$

LSTM 기반 언어모델 실습

LSTM based language model

- Training 과정
 - 학습데이터 (수만 문장 이상)
 - i am a boy .
 - sometimes to understand a word's...
 - at your dictionary we try to gib...
 - ...
 - 단어 사전 구축
 - {i=1, am=2, a=3, boy=4, .=5, sometimes=6, ...}
 - 문장 속 단어들 → 숫자들로 변환
 - 1 2 3 4 5
 - 6 7 8 9 3 10 ...
 - ...

LSTM based language model

- Batching
- input

<S>	I	am	a	boy	.	<pad>	<pad>
<S>	sometimes	to	understand	a	word	.	<pad>
<S>	we	try	to	build	a	dictionary	.

- Output (Target)

I	am	a	boy	.	<E>	<pad>	<pad>
sometimes	to	understand	a	word	.	<E>	<pad>
we	try	to	build	a	dictionary	.	<E>

LSTM based language model

- Batching
- input

7	1	2	3	4	5	0	0
7	6	to	7	a	8	5	0
7	9	10	11	12	3	13	5

{<pad>=0, i=1, am=2, a=3, boy=4, .=5, sometimes=6,
<S>=7, <E>=8, ...}

- Output (Target)

1	2	3	4	5	8	0	0
6	to	7	a	8	5	8	0
9	10	11	12	3	13	5	8

LSTM based language model

- Training 과정
 - One-hot representation 변환
 - word idx: 1 2 3 4 5 6

One-hot vector representation

Training sentence

<S>	1	0	0	0	0	0	0	...	0
i	0	1	0	0	0	0	0	...	0
am	0	0	1	0	0	0	0	...	0
a	0	0	0	1	0	0	0	...	0
boy	0	0	0	0	1	0	0	...	0
.	0	0	0	0	0	1	0	...	0
<pad>	0	0	0	0	0	0	1	...	0
<pad>	0	0	0	0	0	0	1	...	0
⋮	⋮								
<pad>	0	0	0	0	0	0	1	...	0

LSTM based language model

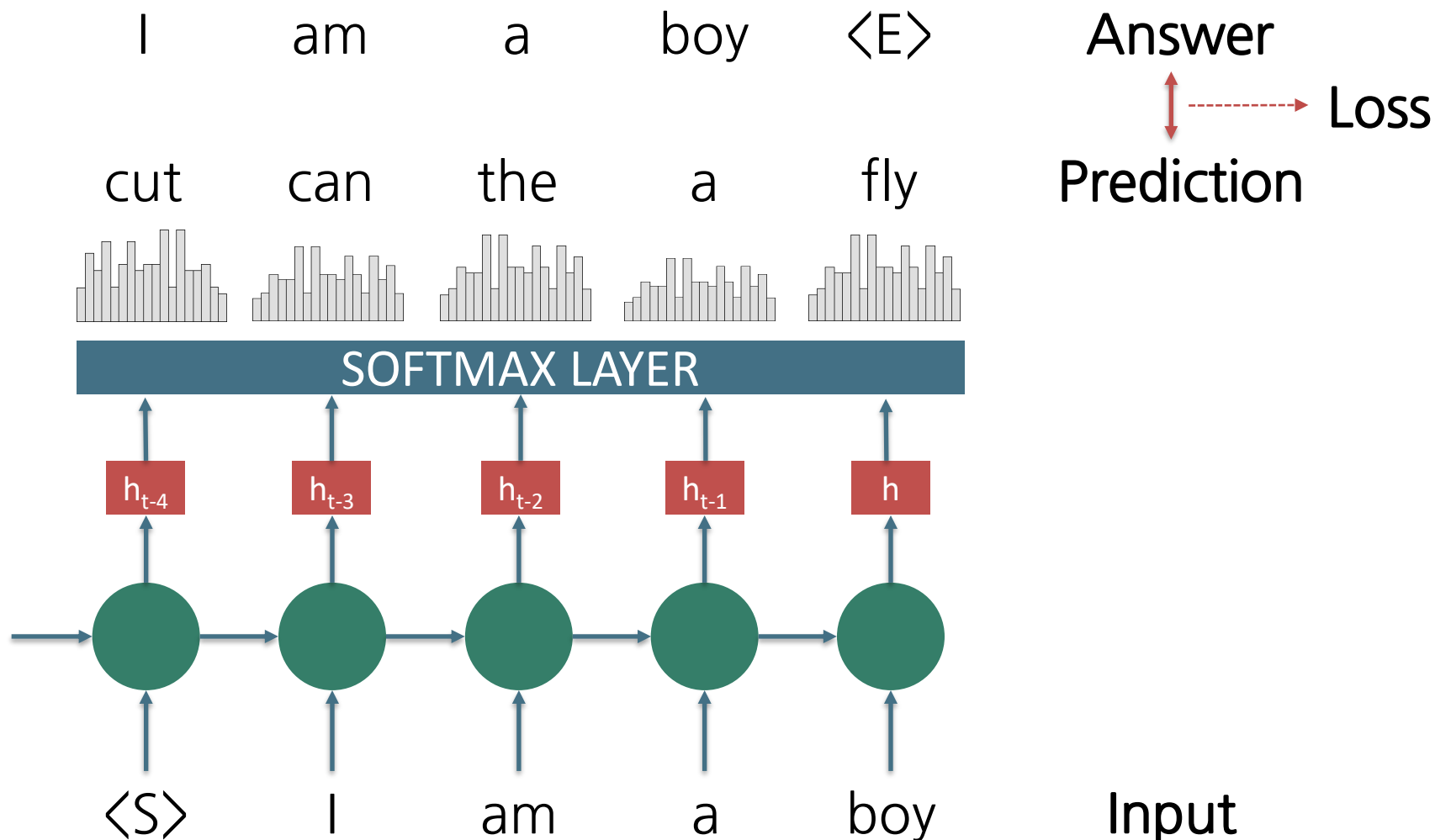
- Training 과정
 - Word-embedding 변환
 - word idx: 1 2 3 4 5 6

Word-embedding

<u>Training sentence</u>	<S>	0.24	0.15	0.58	0.94	0.14	0.25	0.33	0.85	0.15
	i	0.11	0.78	0.91	0.17	0.64	0.75	0.64	0.87	0.36
	am	0.78	0.91	0.33	0.87	0.36	0.87	0.36	0.25	0.33
	a	0.85	0.15	0.36	0.64	0.78	0.64	0.75	0.87	0.36
	boy	0.25	0.33	0.33	0.85	0.64	0.75	0.33	0.64	0.75
	.	0.91	0.33	0.64	0.58	0.94	0.25	0.33	0.15	0.58
	<pad>	0	0	0	0	0	0	0	0	0
	<pad>	0	0	0	0	0	0	0	0	0
	⋮	⋮								
	<pad>	0	0	0	0	0	0	0	0	0

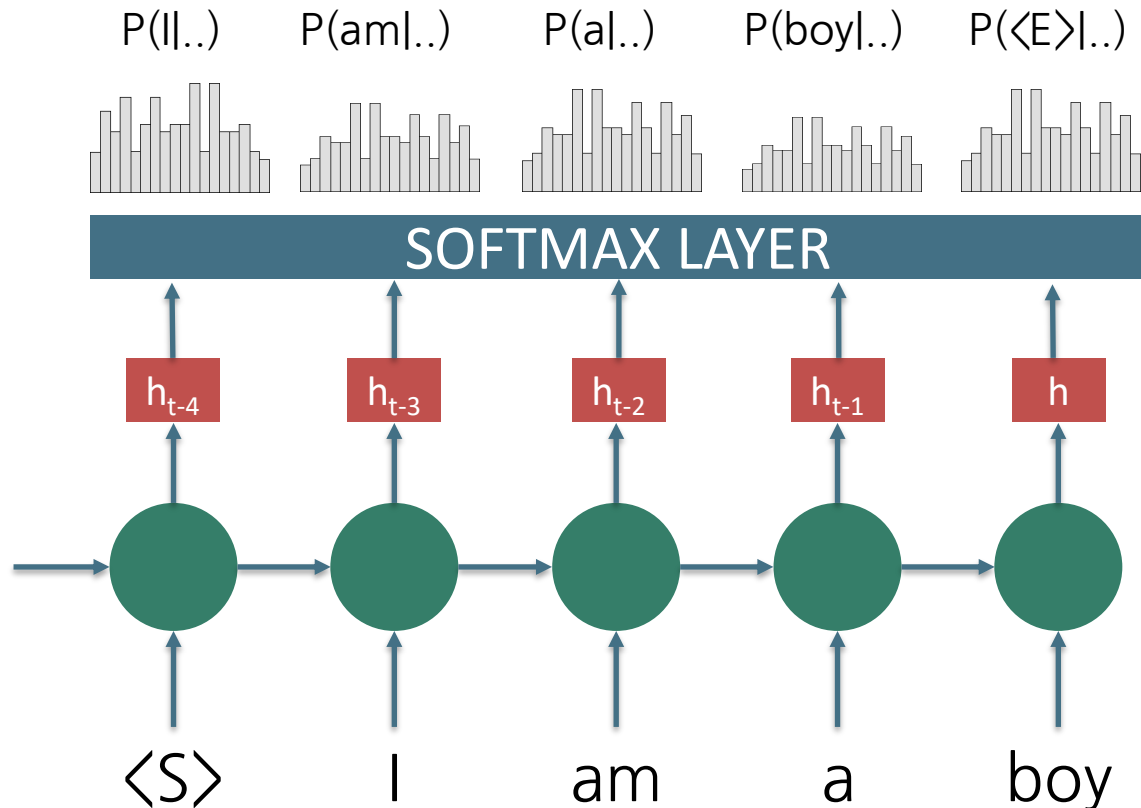
LSTM based language model

- Training 과정



LSTM based language model

- Testing 과정



$$P(\langle S \rangle, i, am, a, boy) = P(i|\langle S \rangle) * P(am|i, \langle S \rangle) * P(a|i, am, \langle S \rangle) \\ * P(boy|i, am, a, \langle S \rangle) * P(\langle E \rangle|i, am, a, boy, \langle S \rangle)$$

CODE REVIEW

언어모델 실습

- NLTK 설치
 - `sudo pip3 install nltk`

언어모델 실습

1. 언어 모델 학습하기 `isTrain=True`
2. 언어 모델 학습 완료 후 `isTrain=False`
3. 주어진 문장 확률 분포 계산
 - $P(\langle S \rangle, i, \text{am}, a, \text{boy})$
 $= P(i|\langle S \rangle) * P(\text{am}|i, \langle S \rangle) * P(a|i, \text{am}, \langle S \rangle) * P(\text{boy}|i, \text{am}, a, \langle S \rangle)$
 $* P(\langle E \rangle|i, \text{am}, a, \text{boy}, \langle S \rangle)$
 - `def pred_sent_prob(sent)` 함수 완성
 1. `sent`의 단어 index 변환
 2. LSTM에 입력 전달 후, output 출력
 3. output 값에서 위의 각 단어의 확률 값 (Log 확률) 추출
: $(P(i), P(\text{am}), P(a), P(\text{boy}), P(\langle E \rangle))$
 4. 각 단어의 Log 확률의 **합** return (Log 확률 합 \approx 확률 곱)
 5. 결과 출력 확인 (아래 두 문장의 확률 비교)
`print('P(i am a boy) =', pred_sent_prob(['i', 'am', 'a', 'boy']))`
`print('P(i boy am a) =', pred_sent_prob(['i', 'boy', 'am', 'a']))`

Q & A