

Decoding and Inference with Syntactic Translation Models

April 8, 2014



CFGs

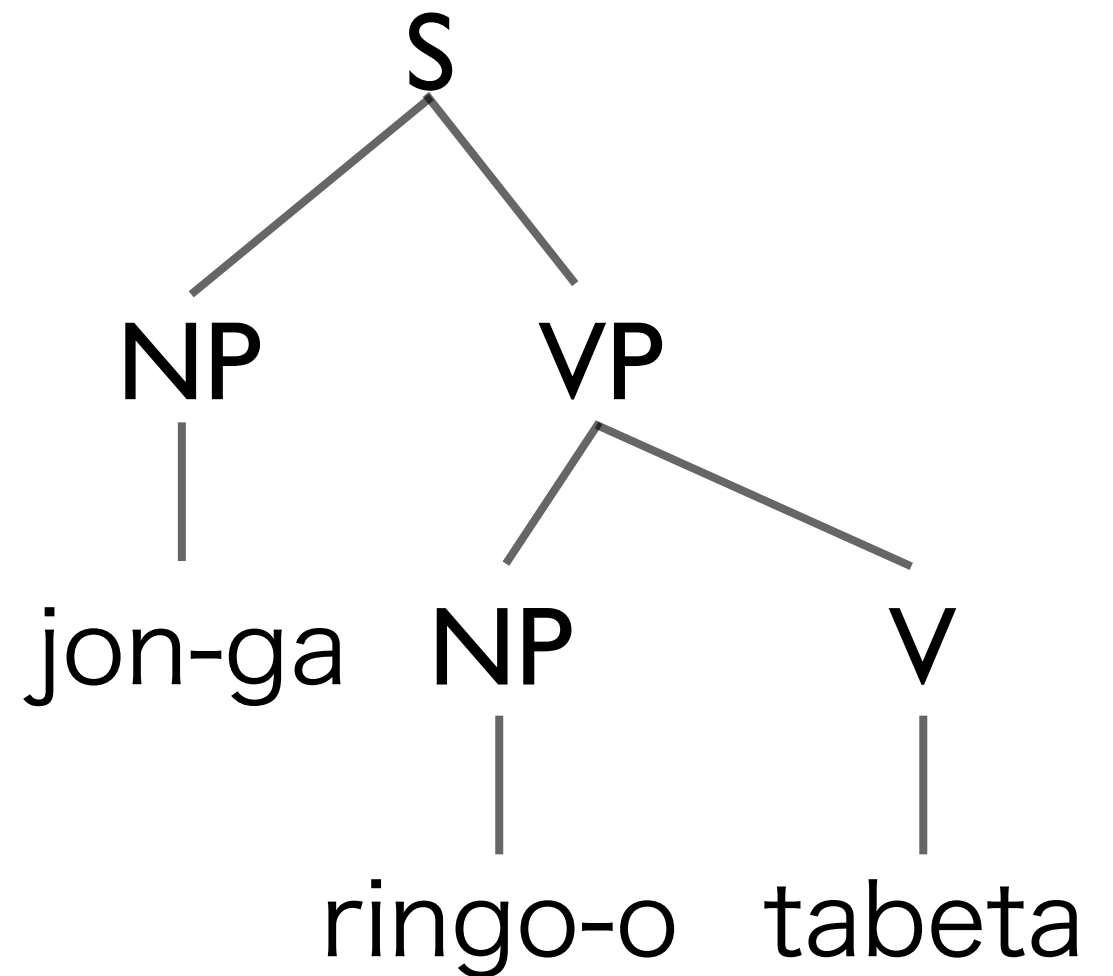
S → NP VP

VP → NP V

V → tabeta

NP → jon-ga

NP → ringo-o



Output: jon-ga ringo-o tabeta

Synchronous CFGs

S → NP VP

VP → NP V

V → tabeta

NP → jon-ga

NP → ringo-o

Synchronous CFGs

S → NP VP : 1 2 (monotonic)

VP → NP V : 2 1 (inverted)

V → tabeta : *ate*

NP → jon-ga : *John*

NP → ringo-o : *an apple*

Synchronous CFGs

S → NP VP : 1 2 (monotonic)

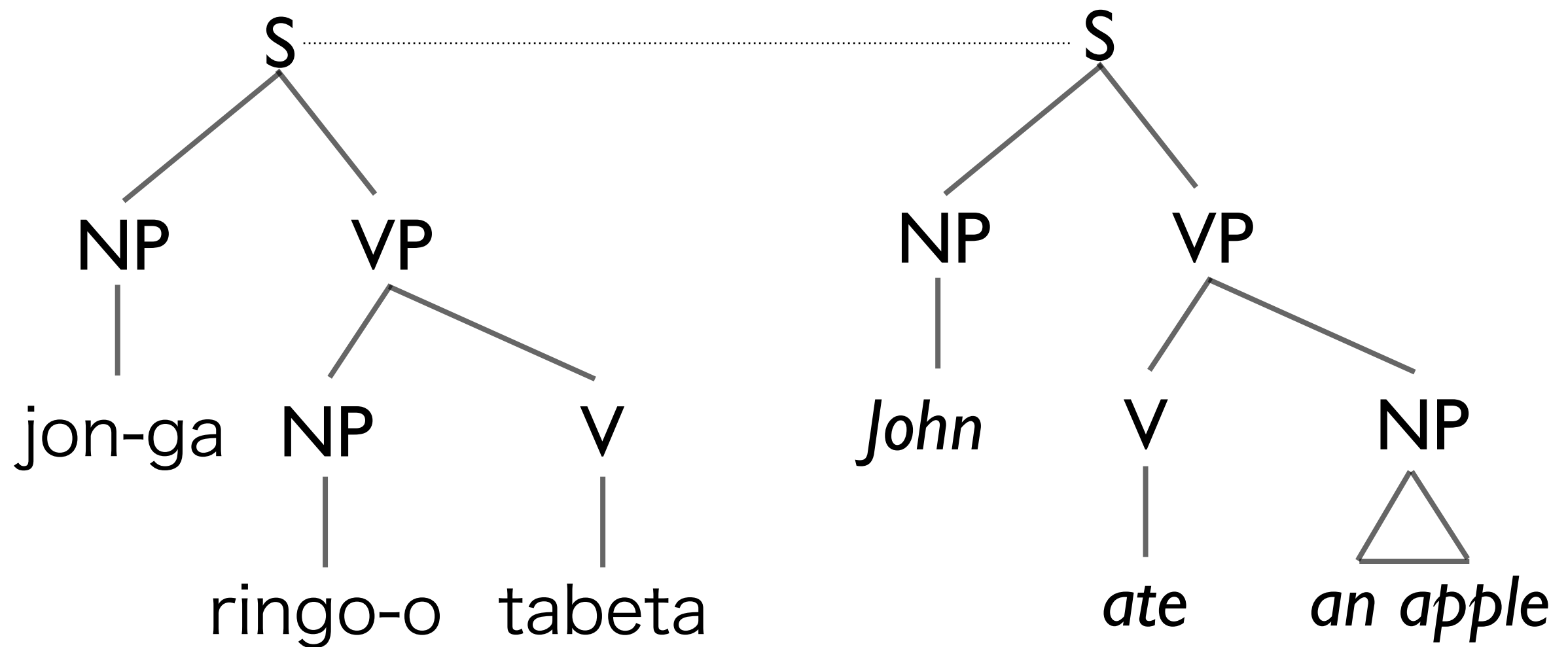
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V → tabeta : *ate*

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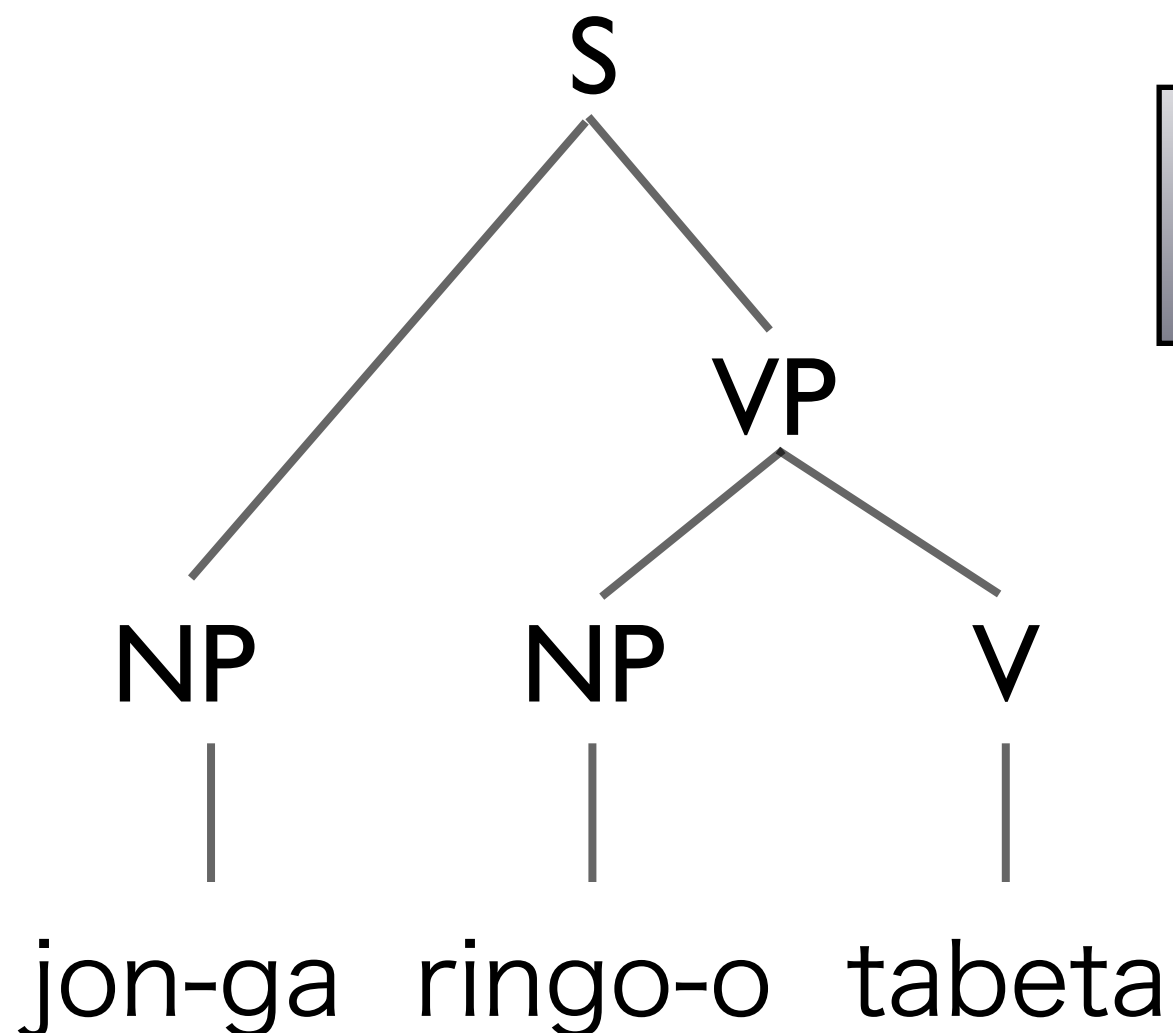
Synchronous generation



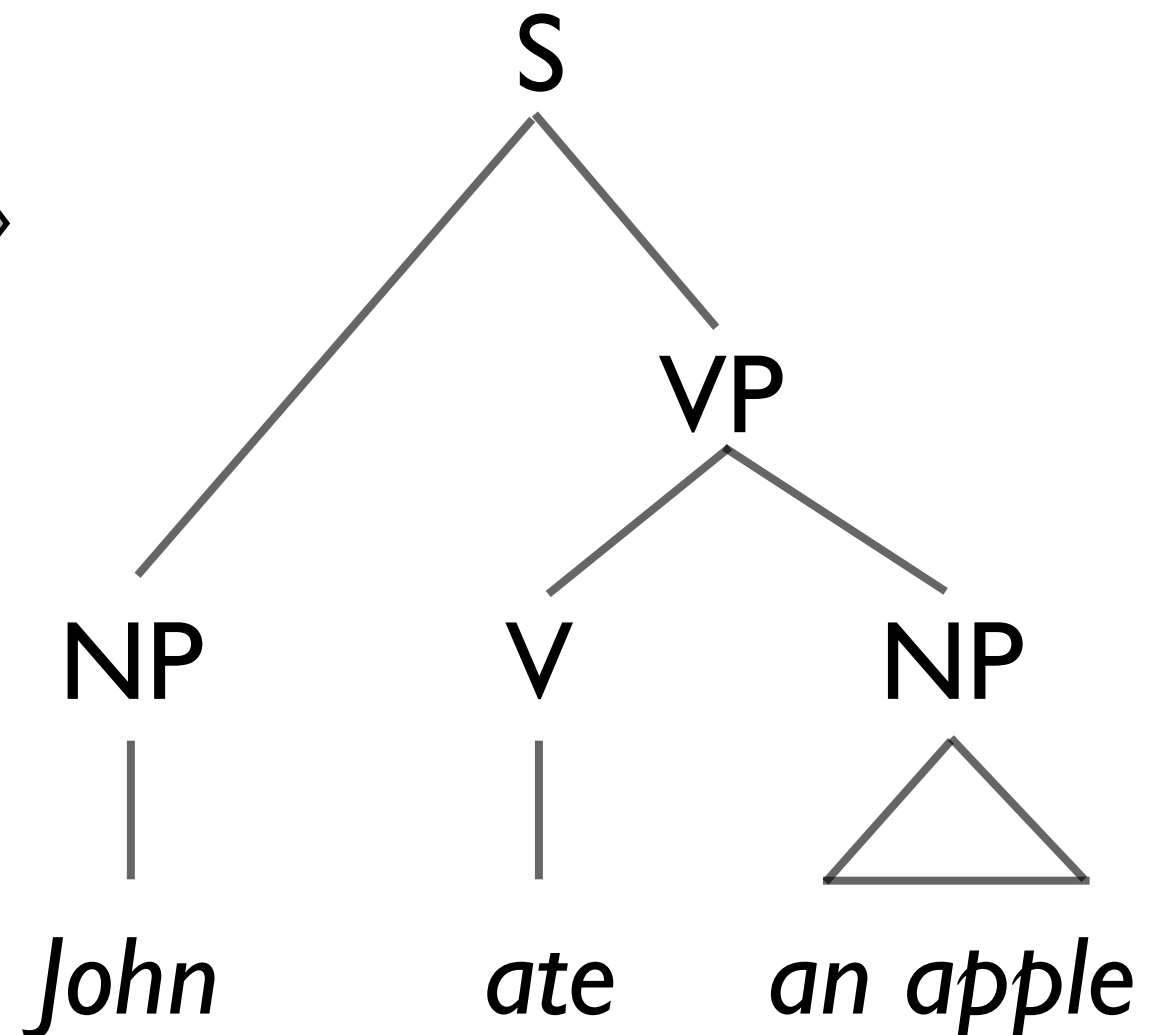
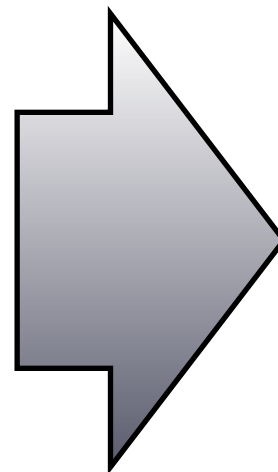
Output: (jon-ga ringo-o tabeta : *John ate an apple*)

Translation as parsing

Parse source



Project to target



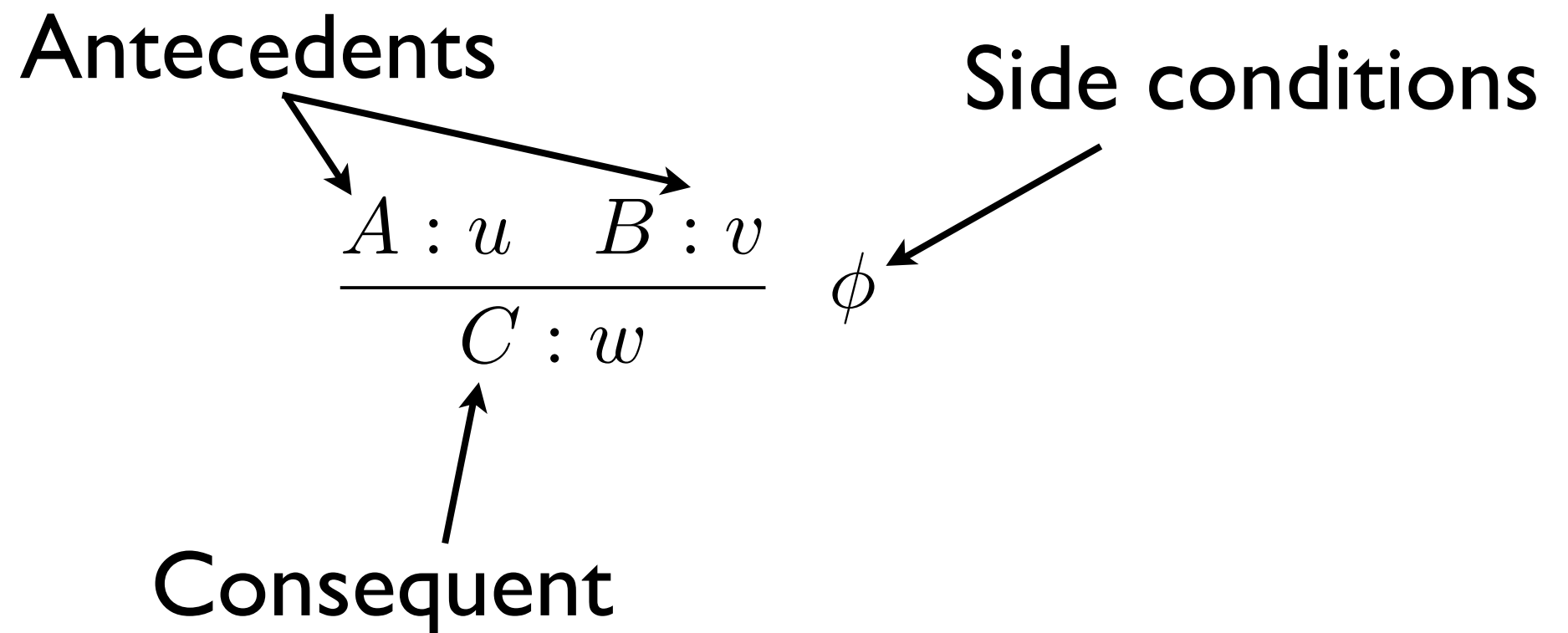
A closer look at parsing

- Parsing is usually done with dynamic programming
 - **Share common computations and structure**
 - Represent exponential number of alternatives in polynomial space
 - With SCFGs there are **two kinds** of ambiguity
 - source parse ambiguity
 - translation ambiguity
 - **parse forests can represent both**

A closer look at parsing

- Any monolingual parser can be used (most often: CKY / “dotted” CKY variants)
- Parsing complexity is $O(|n|^3)$
 - cubic in the length of the sentence (n^3)
 - cubic in the number of non-terminals ($|G|^3$)
 - adding nonterminal types increases parsing complexity substantially!
 - With few NTs, exhaustive parsing is tractable

Parsing as deduction



“If A and B are true with weights u and v , and ϕ is also true, then C is true with weight w .”

Example: CKY

Inputs:

$$\mathbf{f} = \langle f_1, f_2, \dots, f_\ell \rangle$$

G Context-free grammar in Chomsky normal form.

Item form:

$[X, i, j]$ A subtree rooted with NT type X spanning i to j has been recognized.

Example: CKY

Goal:

$$[S, 0, \ell]$$

Axioms:

$$\frac{}{[X, i - 1, i] : w} \quad (X \xrightarrow{w} f_i) \in G$$

Inference rules:

$$\frac{[X, i, k] : u \quad [Y, k, j] : v}{[Z, i, j] : u \times v \times w} \quad (Z \xrightarrow{w} XY) \in G$$

S → PRP VP
VP → V NP
VP → V SBAR
SBAR → PRP V
NP → PRP NN
V → saw
NN → duck
V → duck
PRP → I
PRP → her



0

I

1

saw

2

her

3

duck

4

S → PRP VP

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PRP → her



0 1 2 3 4

I saw her duck

PRP,0,1

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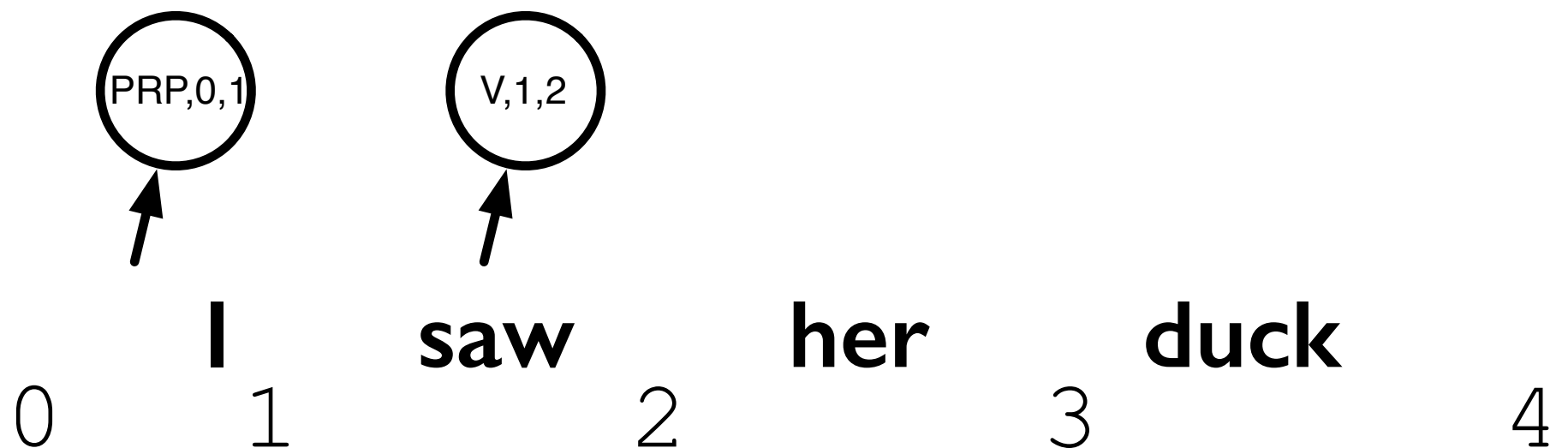
V → saw

NN → duck

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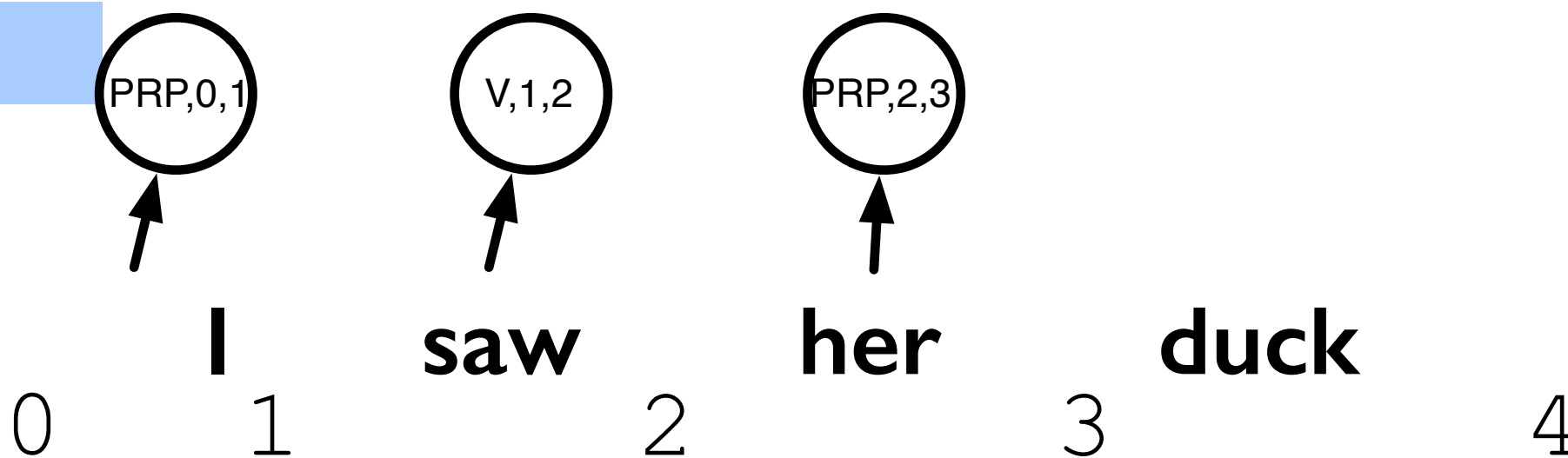
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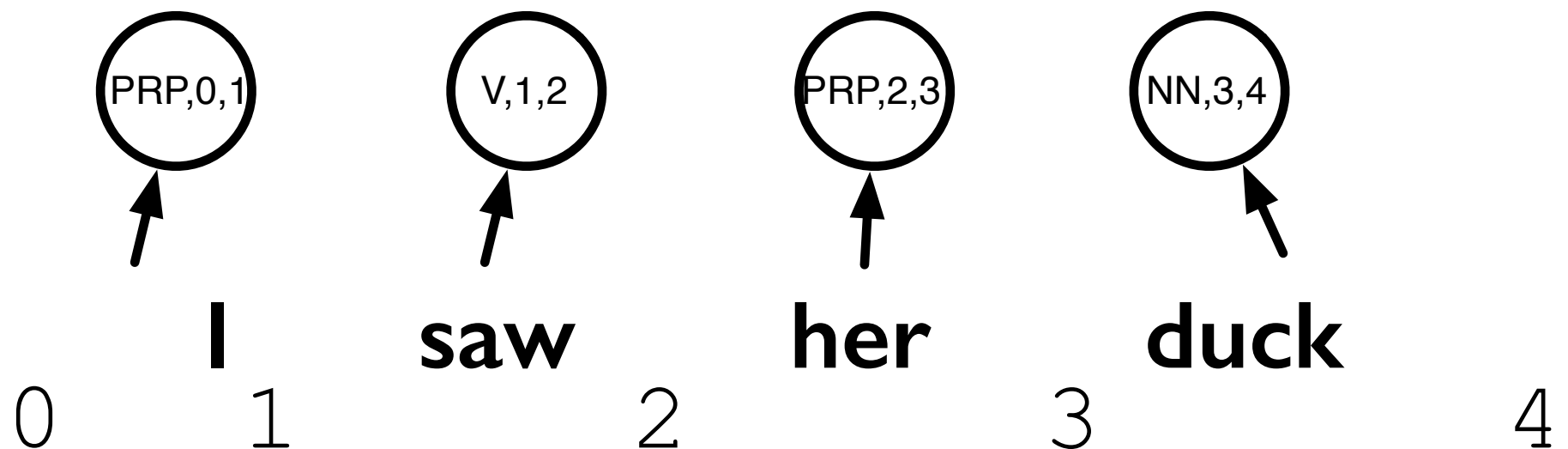
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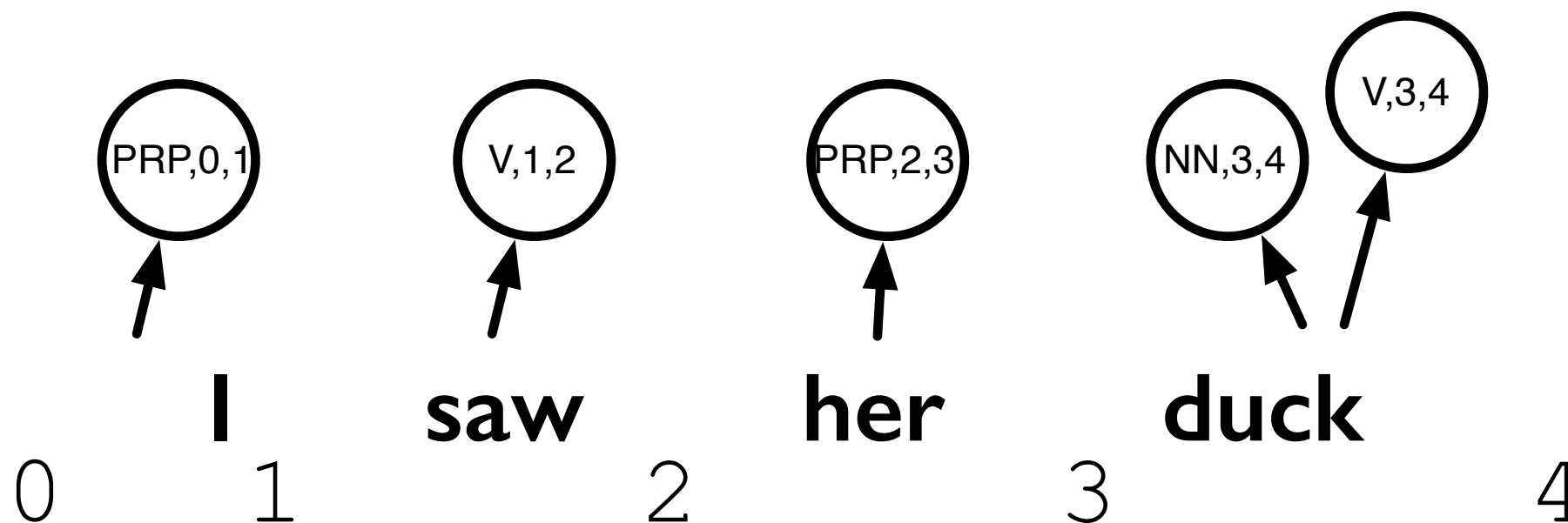
PRP → her



$S \rightarrow PRP VP$
 $VP \rightarrow V NP$
 $VP \rightarrow V SBAR$
 $SBAR \rightarrow PRP V$
 $NP \rightarrow PRP NN$

$V \rightarrow \text{ saw }$
 $NN \rightarrow \text{ duck }$
 $V \rightarrow \text{ duck }$

$PRP \rightarrow \text{ I }$
 $PRP \rightarrow \text{ her }$



S → PRP VP

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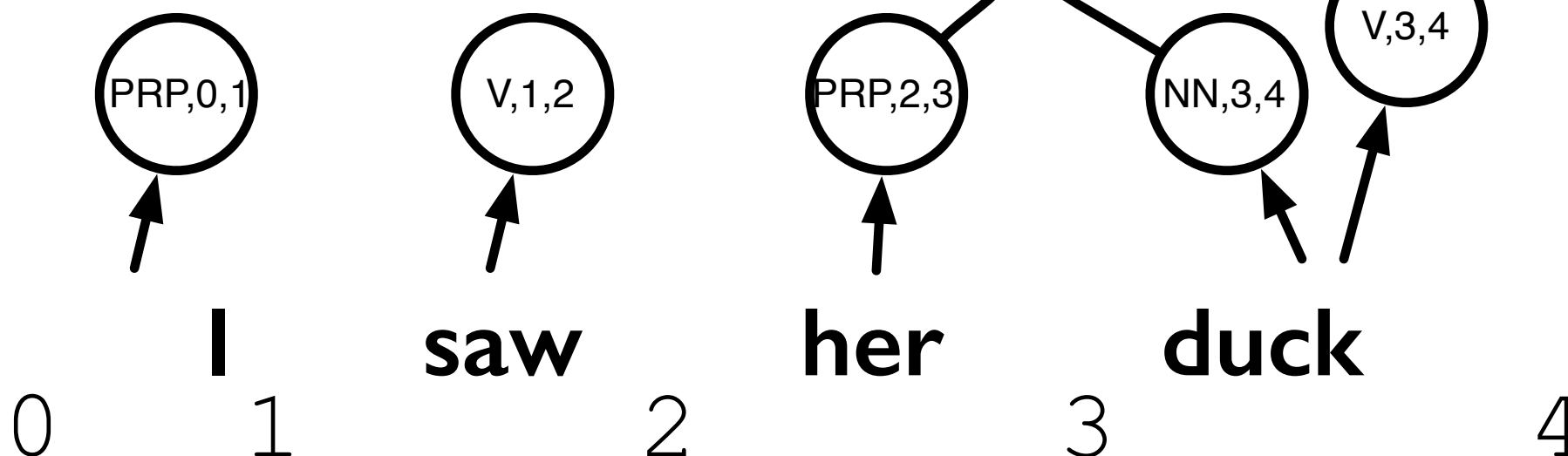
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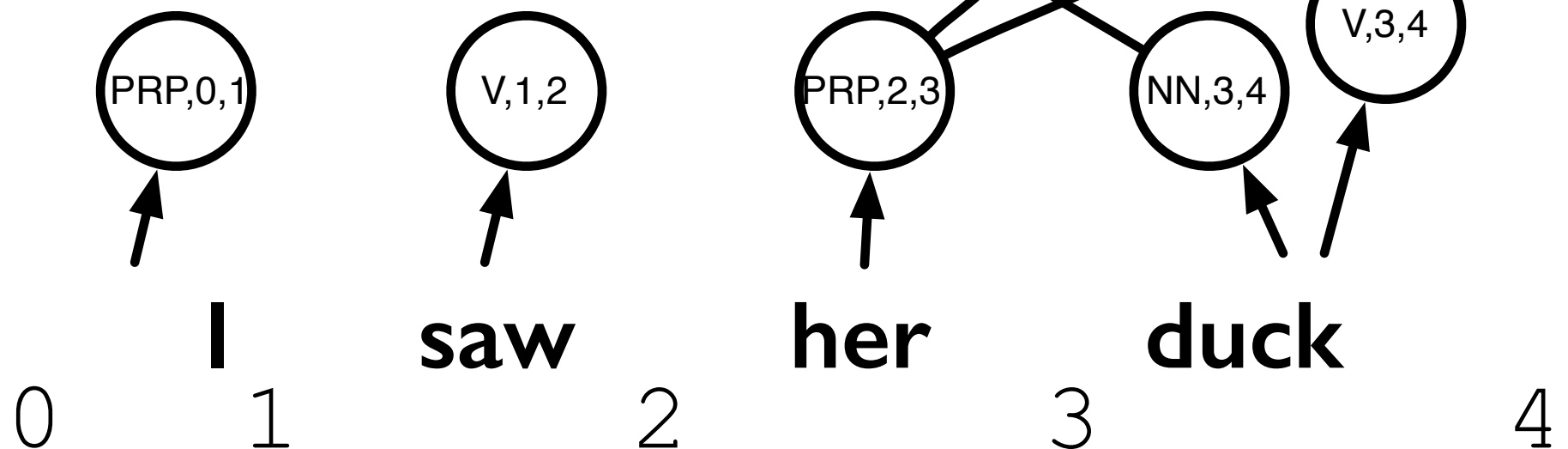
V → saw

NN → duck

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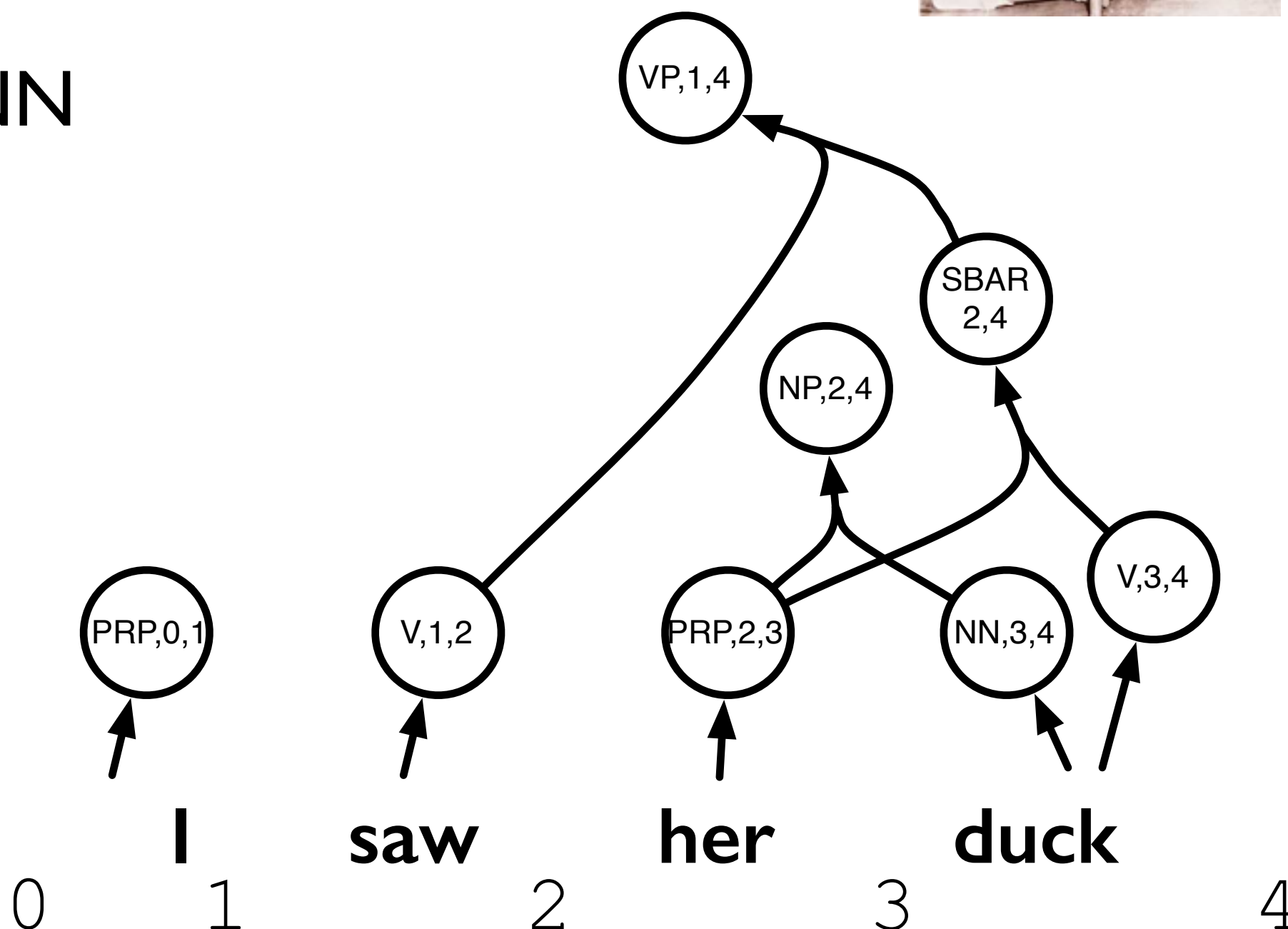
V → saw

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$S \rightarrow PRP VP$

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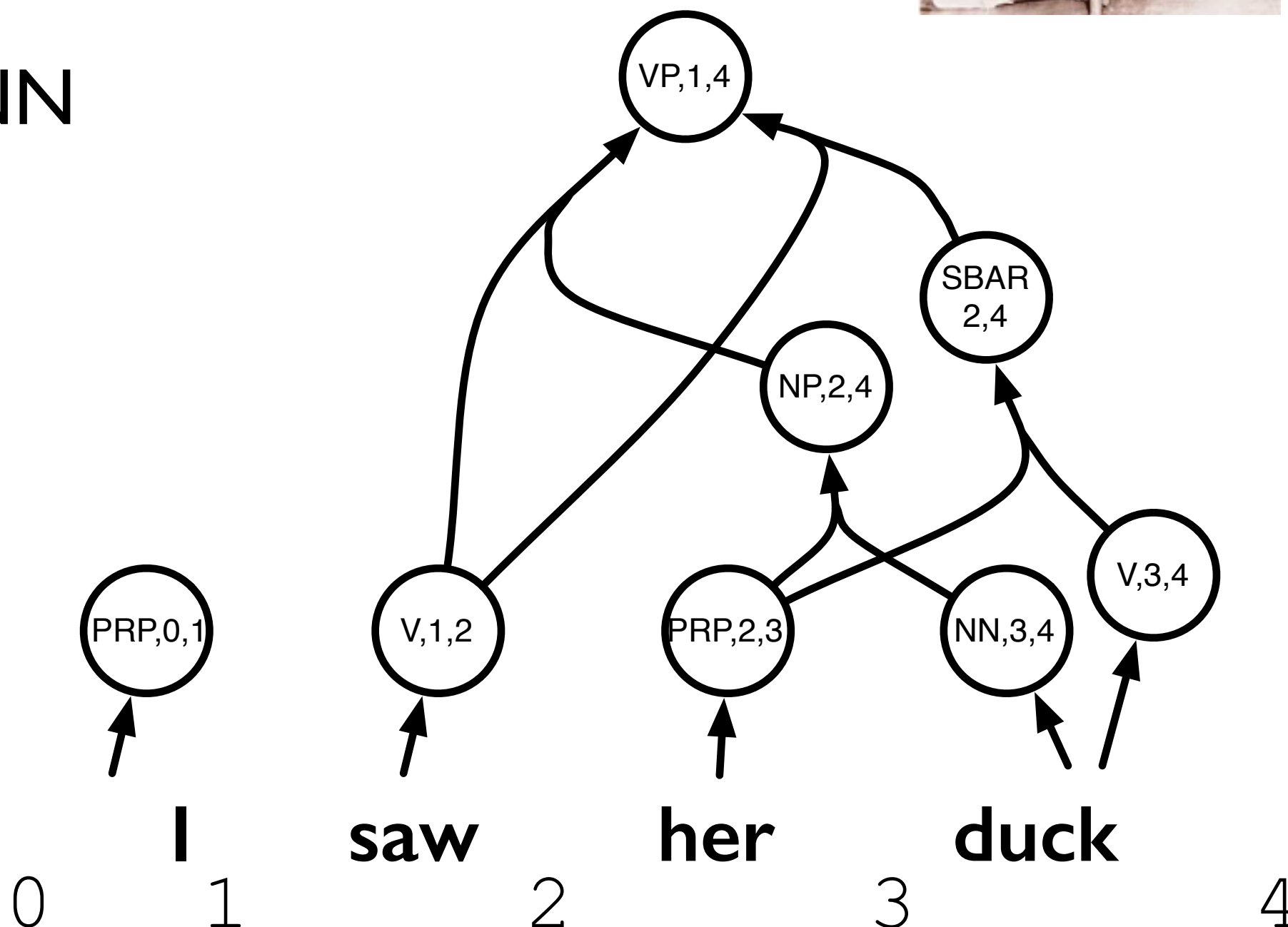
$V \rightarrow \text{saw}$

$NN \rightarrow \text{duck}$

$V \rightarrow \text{duck}$

$PRP \rightarrow \text{I}$

$PRP \rightarrow \text{her}$



S → PRP VP

VP → V NP

VP → V SBAR

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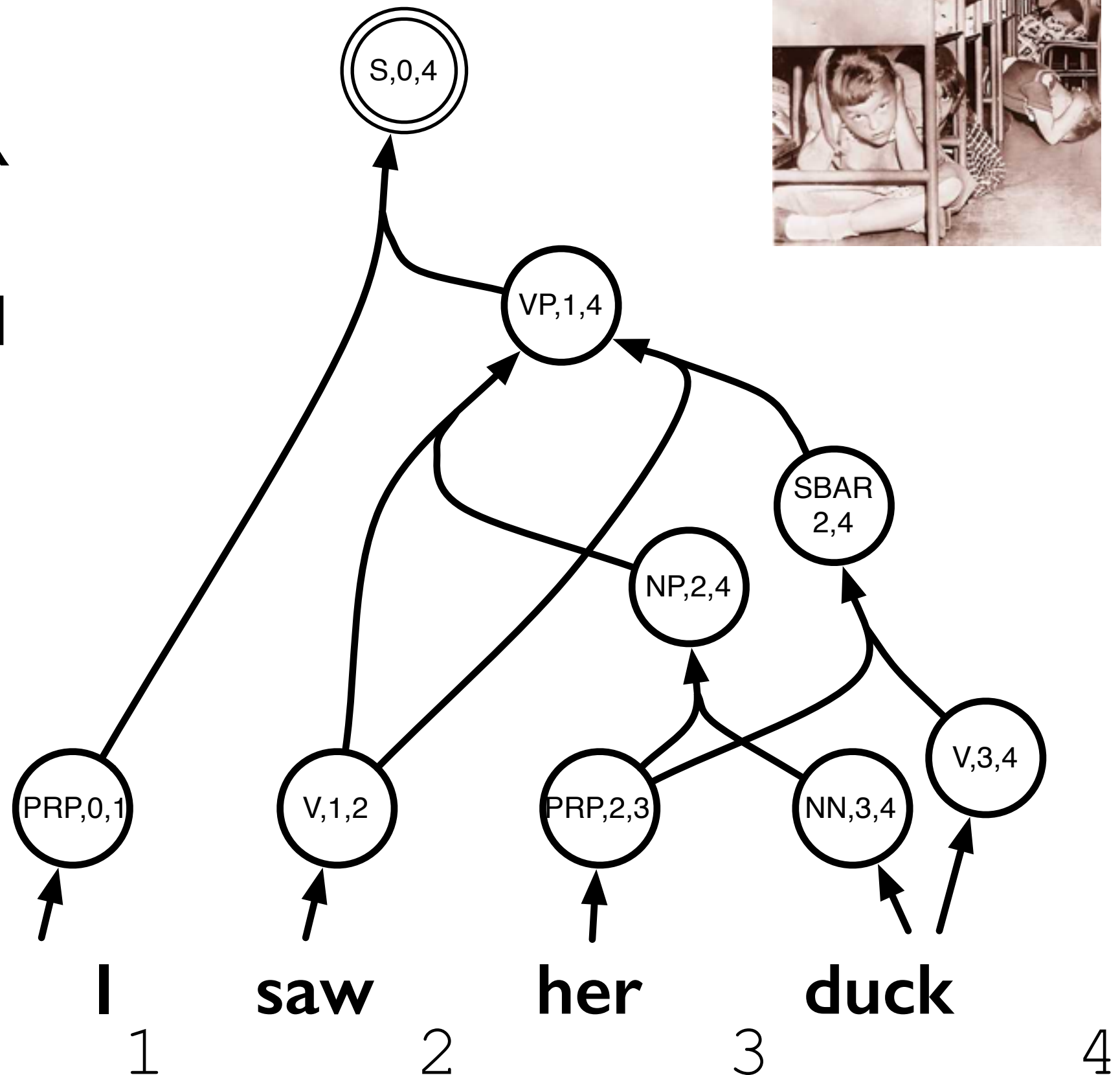
V → saw

NN → duck

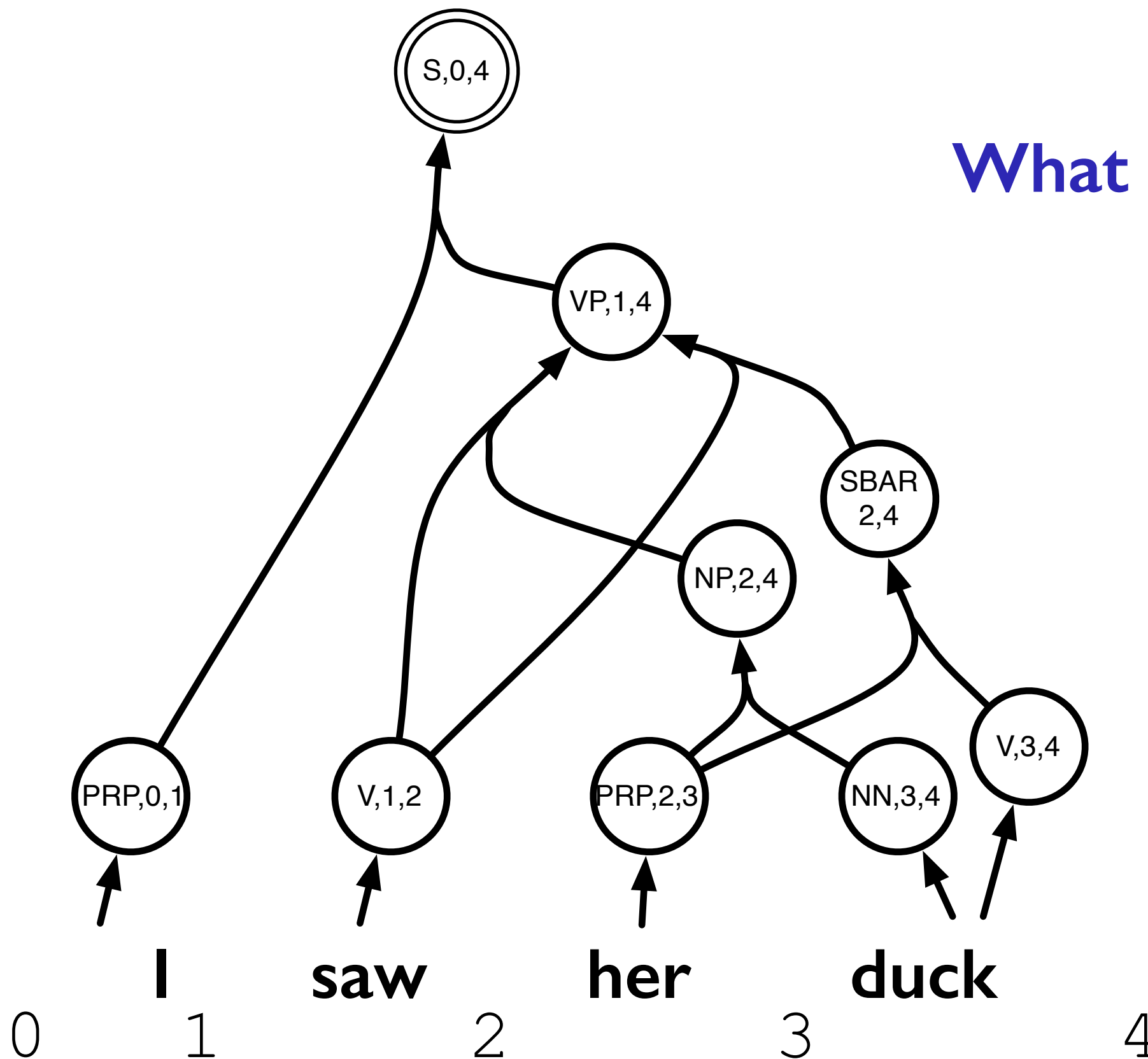
V → duck

PRP → I

PRP → her



What is this object?



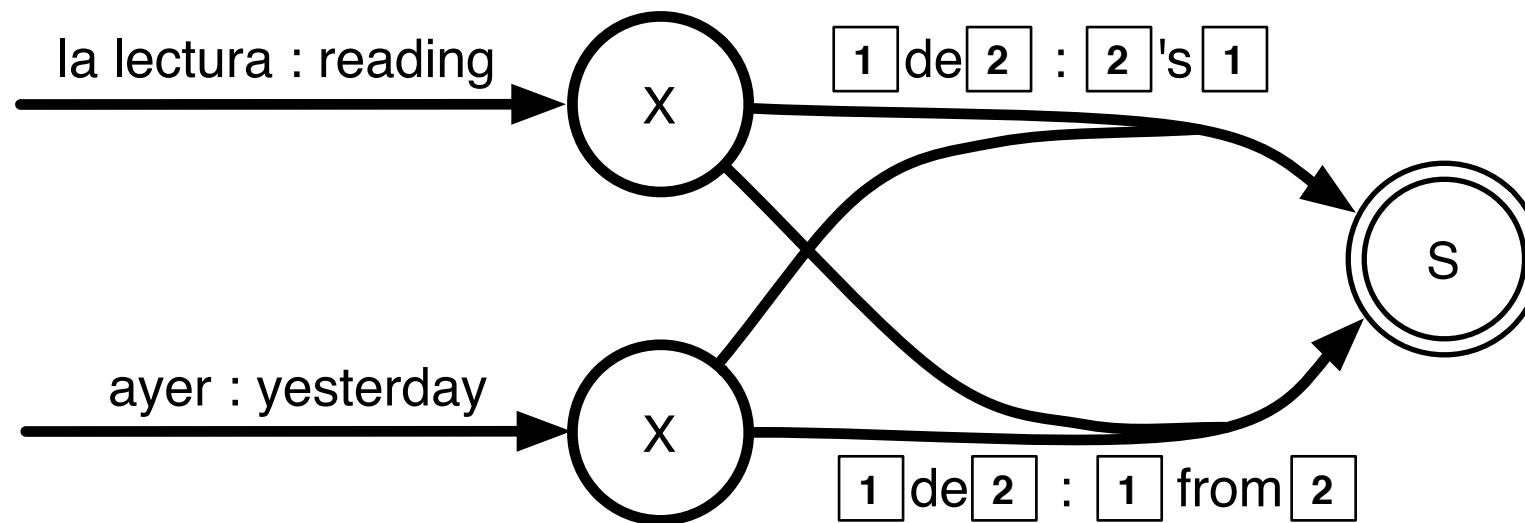
Semantics of hypergraphs

- Generalization of directed graphs
- Special node designated the “goal”
- Every edge has a single head and 0 or more tails (the **arity** of the edge is the number of tails)
- Node labels correspond to LHS's of CFG rules
- A **derivation** is the generalization of the graph concept of **path** to hypergraphs
- Weights multiply along edges in the derivation, and add at nodes (cf. **semiring parsing**)

Edge labels

- Edge labels may be a mix of terminals and substitution sites (non-terminals)
- In translation hypergraphs, edges are labeled in both the source and target languages
- The number of substitution sites must be equal to the arity of the edge and must be the same in both languages
- The two languages may have different orders of the substitution sites
- There is no restriction on the number of terminal symbols

Edge labels



{ (la lectura de ayer : *yesterday 's reading*),
 (la lectura de ayer : *reading from yesterday*) }

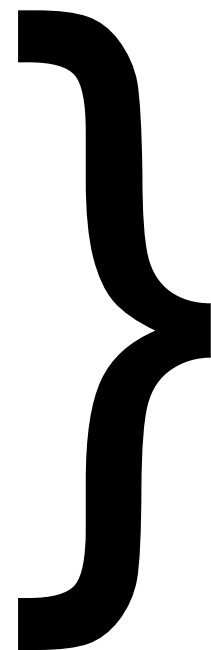
A Lingua Franca for MT

- Translation hypergraphs are a *lingua franca* for translation search spaces
 - Note that FST lattices are a special case
- **Decoding problem: how do I build a translation hypergraph?**
 - **For SCFG-translation: just parse**

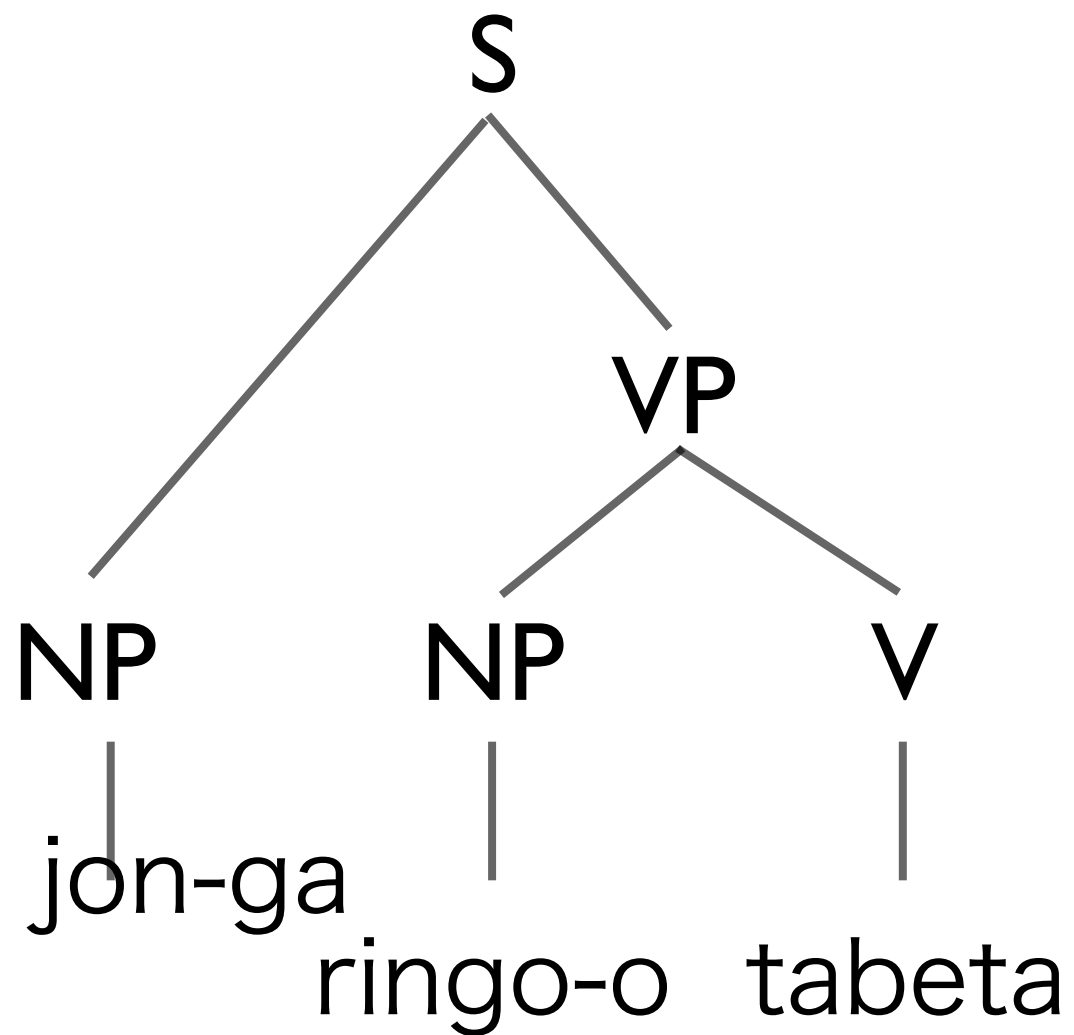
Tree-to-string Translation

- How do we generate a hypergraph for a tree-to-string translation model?
- Simple linear-time (given a fixed translation model) top-down matching algorithm
 - Recursively cover “uncovered” sites in tree
- Each node in the input tree becomes a node in the translation forest
- For details, Huang et al. (AMTA, 2006) and Huang et al. (EMNLP, 2010)

$S(x_1:\text{NP } x_2:\text{VP}) \rightarrow x_1 \ x_2$
 $\text{VP}(x_1:\text{NP } x_2:\text{V}) \rightarrow x_2 \ x_1$
 $\textit{tabeta} \rightarrow \textit{ate}$
 $\textit{ringo-o} \rightarrow \textit{an apple}$
 $\textit{jon-ga} \rightarrow \textit{John}$



Tree-to-string grammar



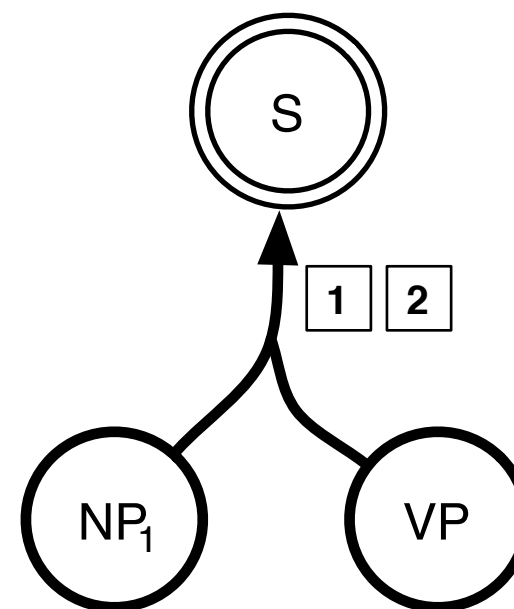
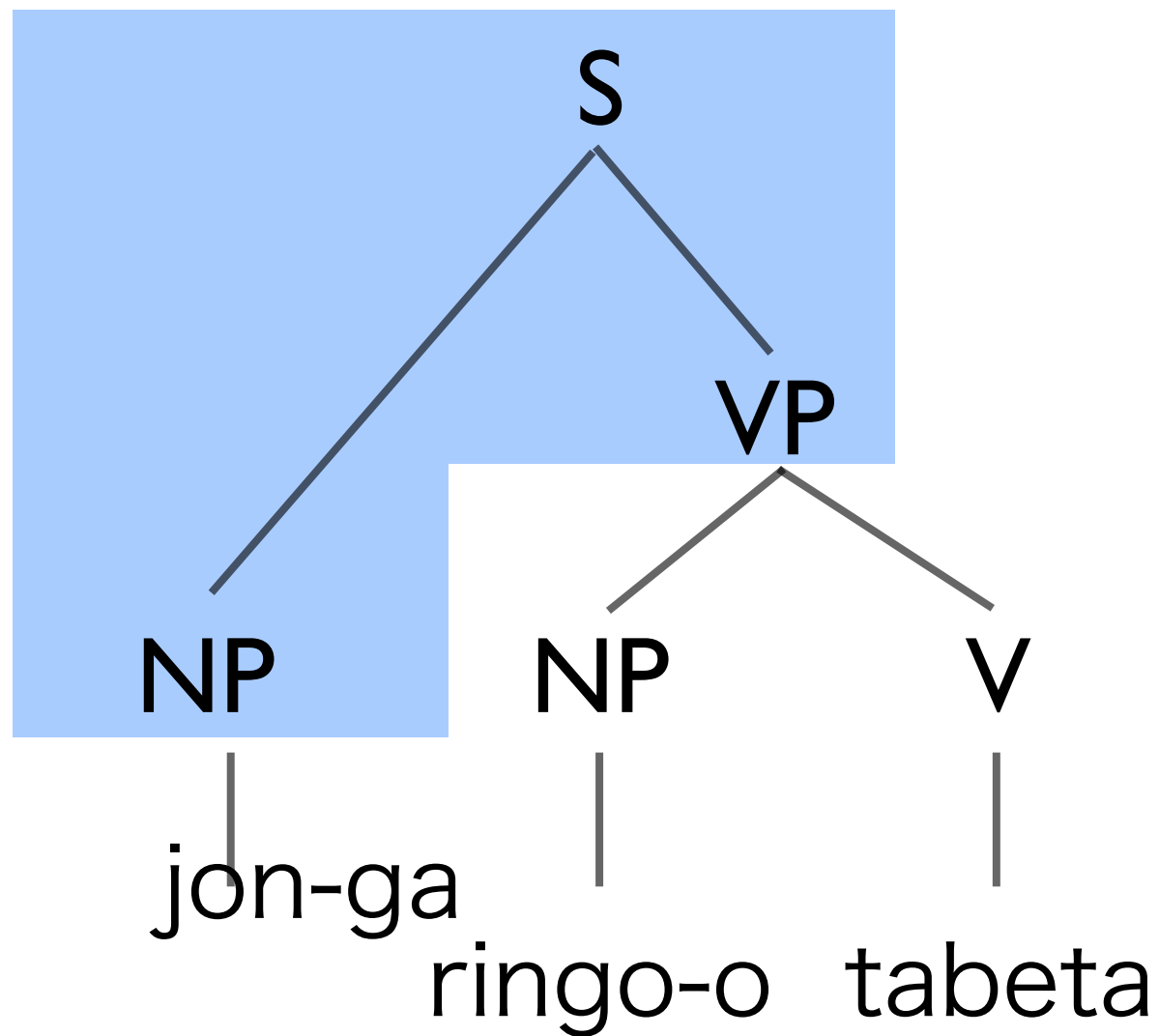
$S(x_1:\text{NP } x_2:\text{VP}) \rightarrow x_1 \ x_2$

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$\textit{tabeta} \rightarrow \textit{ate}$

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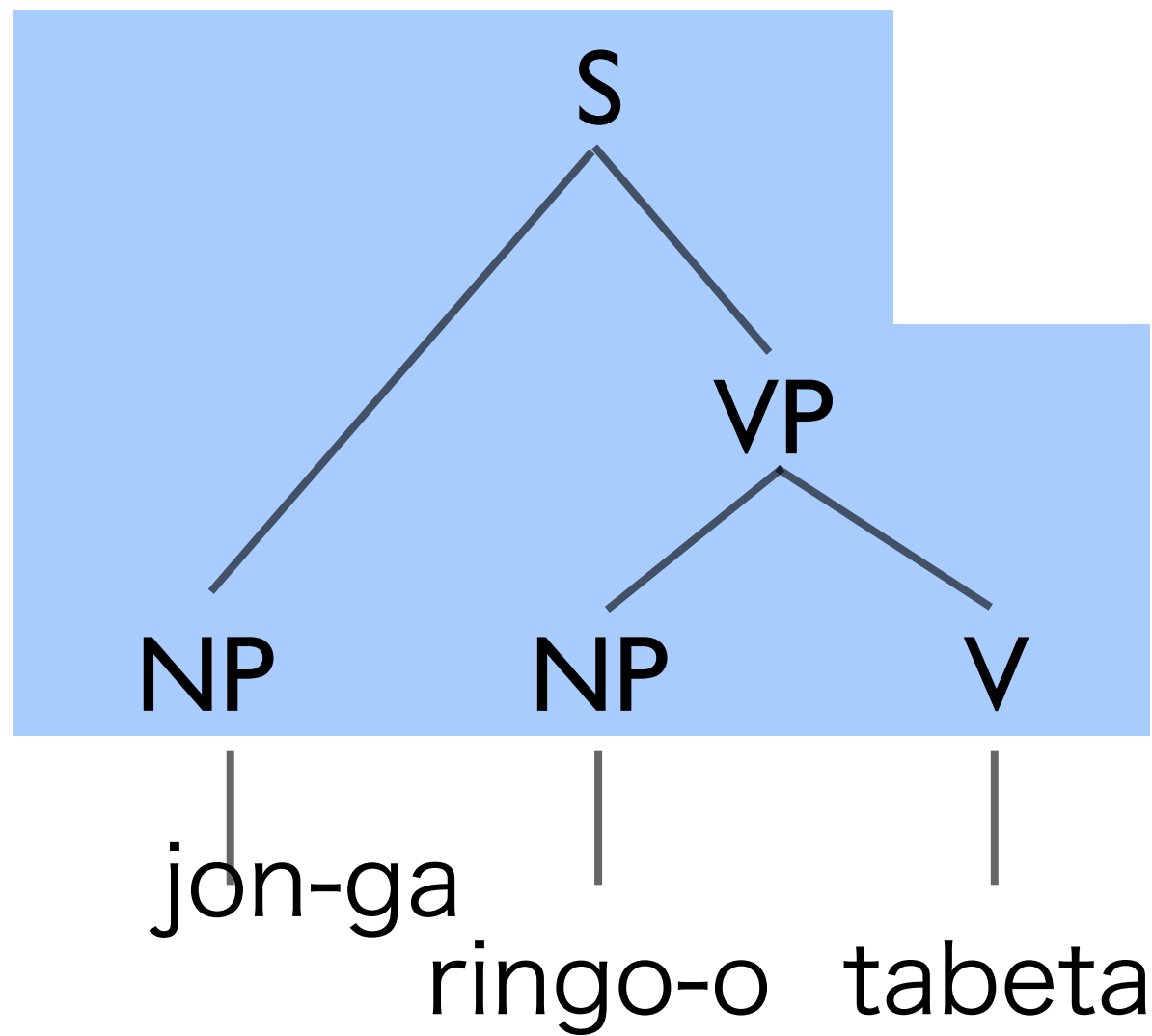
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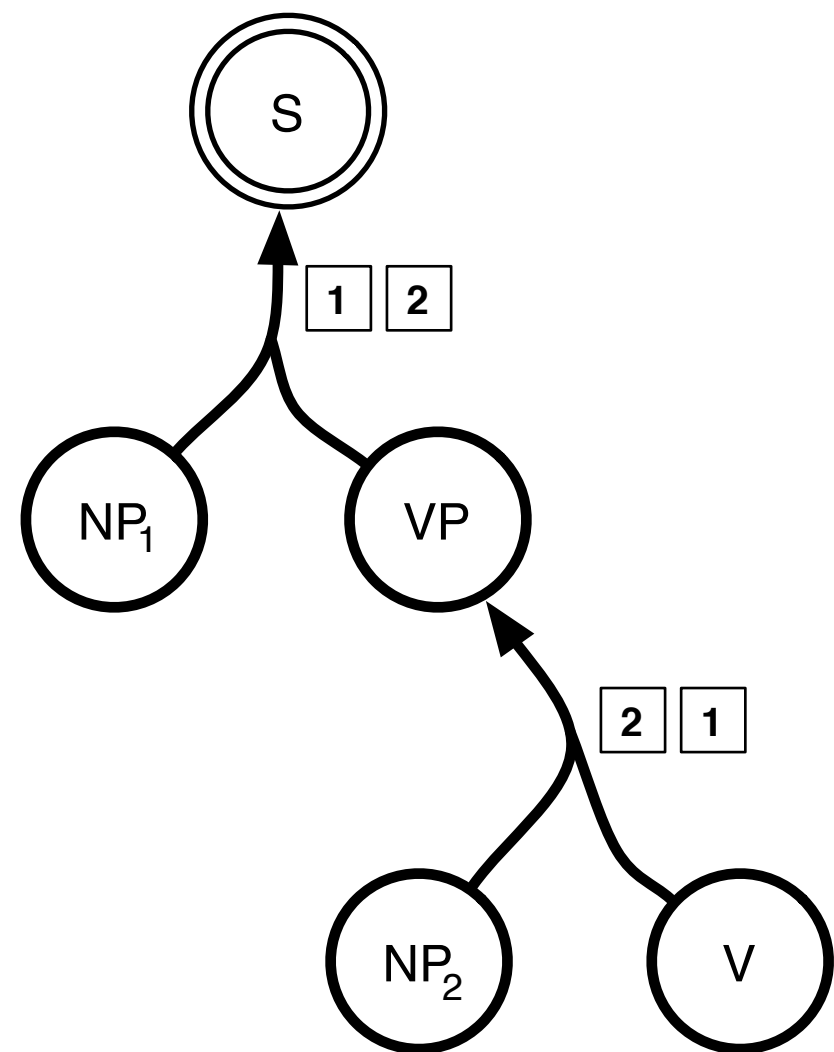
$S(x_1:\text{NP } x_2:\text{VP}) \rightarrow x_1 x_2$

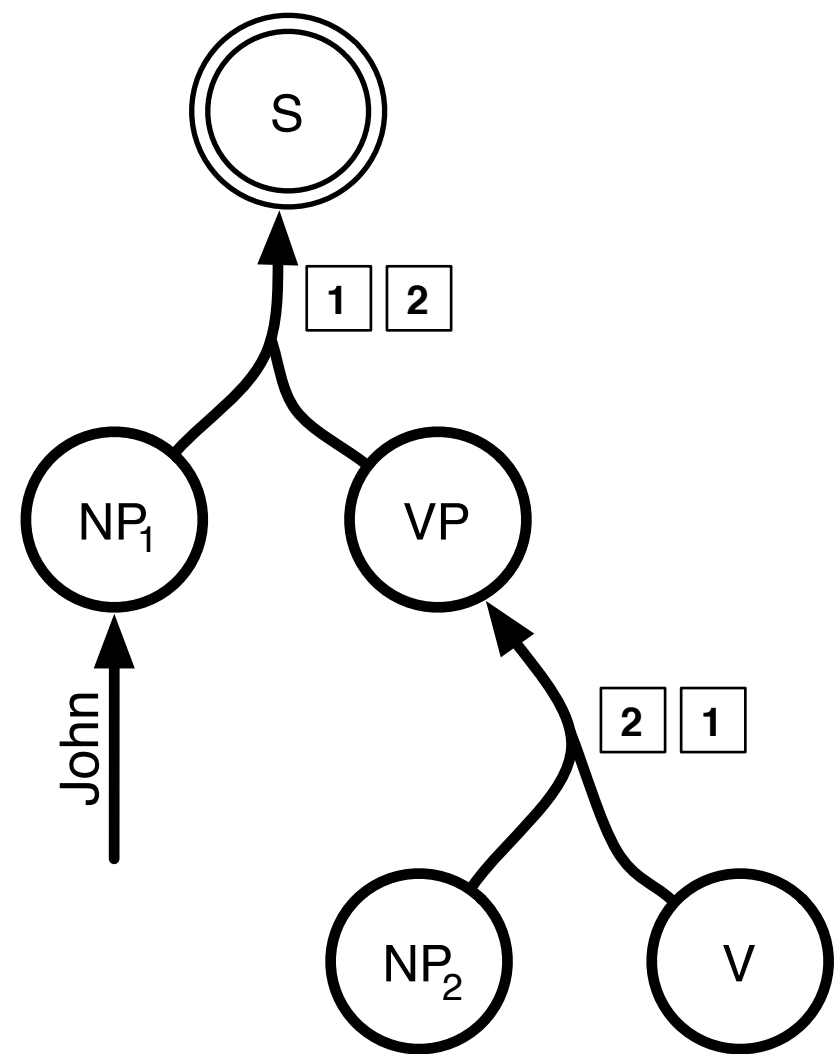
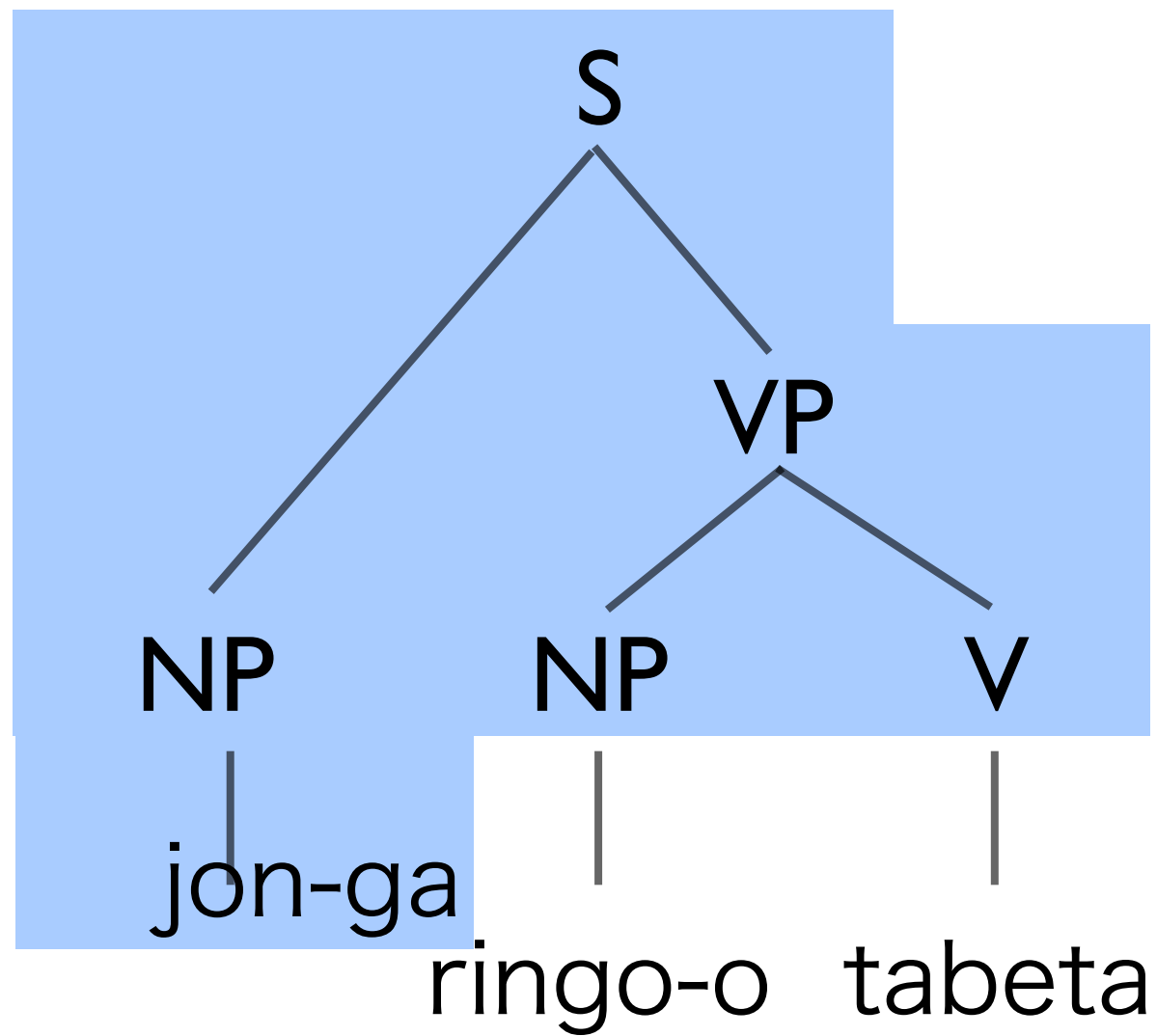
$\text{VP}(x_1:\text{NP } x_2:\text{V}) \rightarrow x_2 x_1$

$\textit{tabeta} \rightarrow \textit{ate}$

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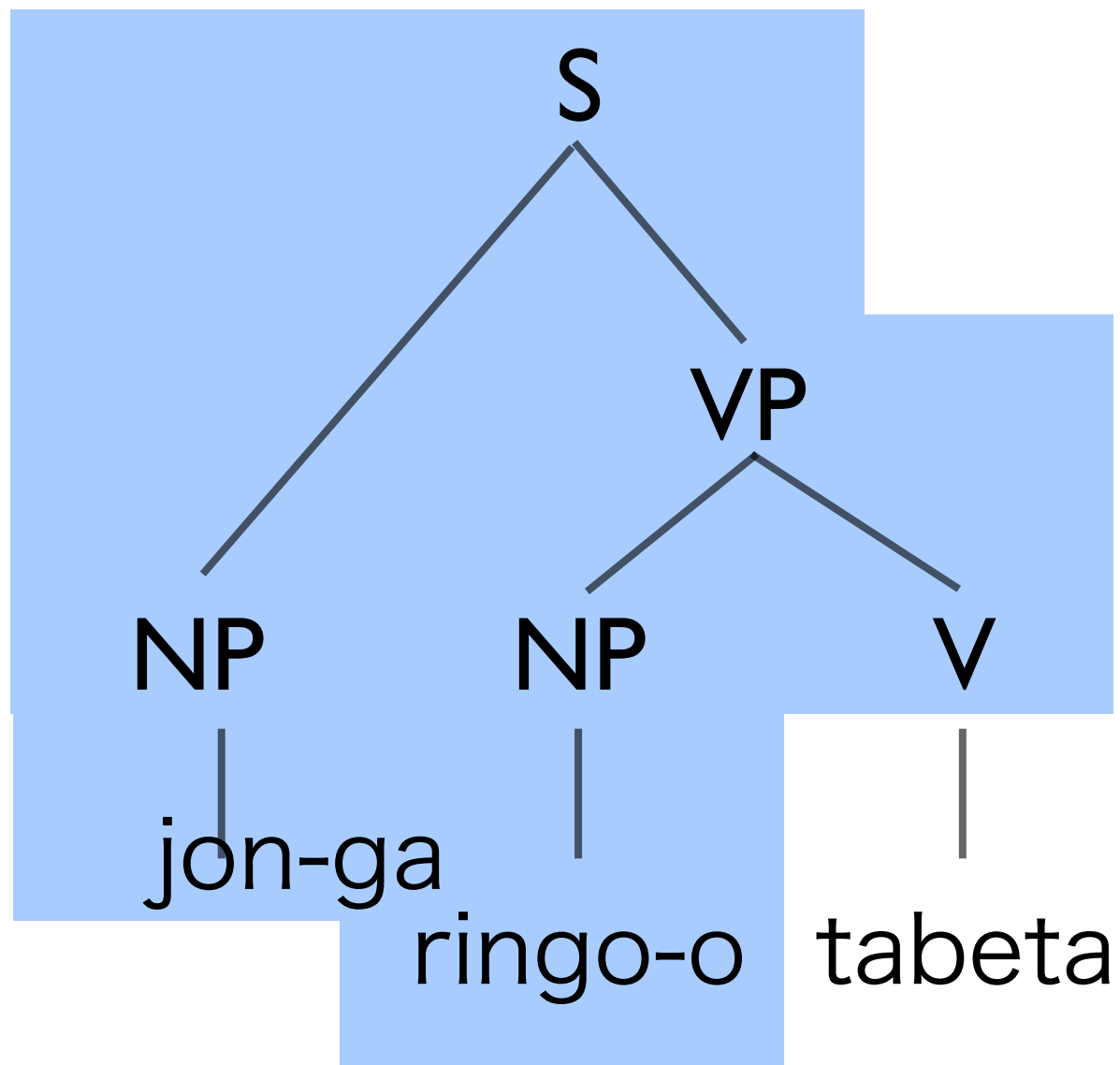
$S(x_1:\text{NP } x_2:\text{VP}) \rightarrow x_1 x_2$

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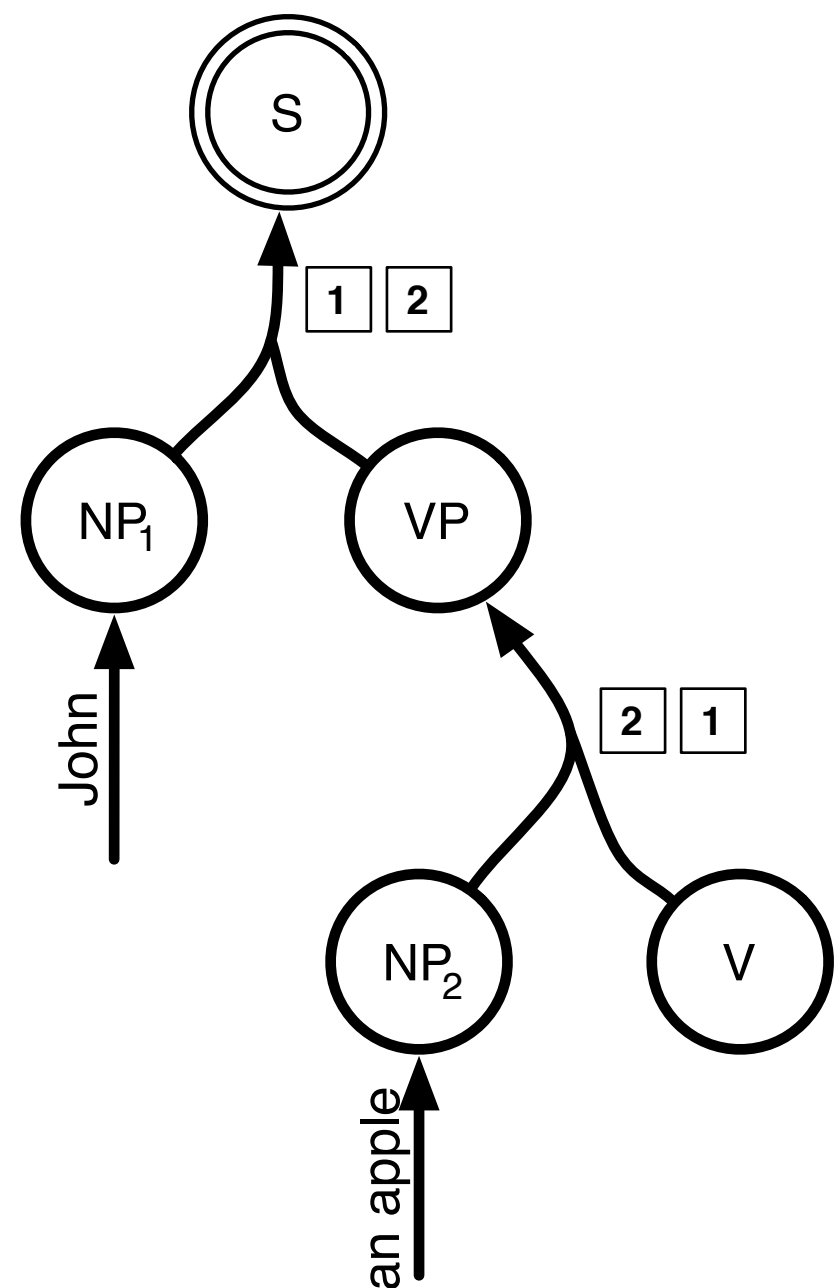
$S(x_1:\text{NP } x_2:\text{VP}) \rightarrow x_1 \ x_2$

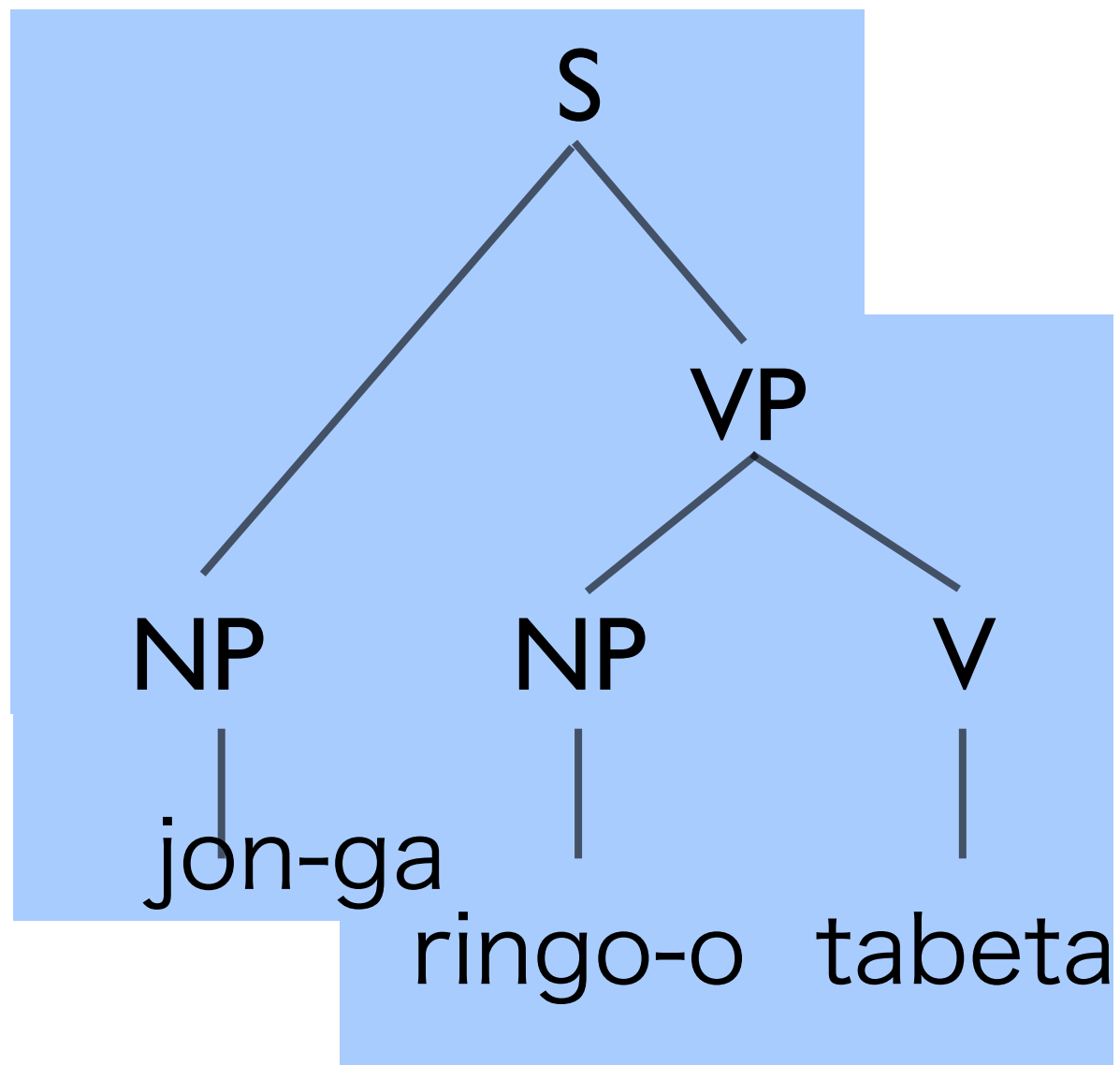
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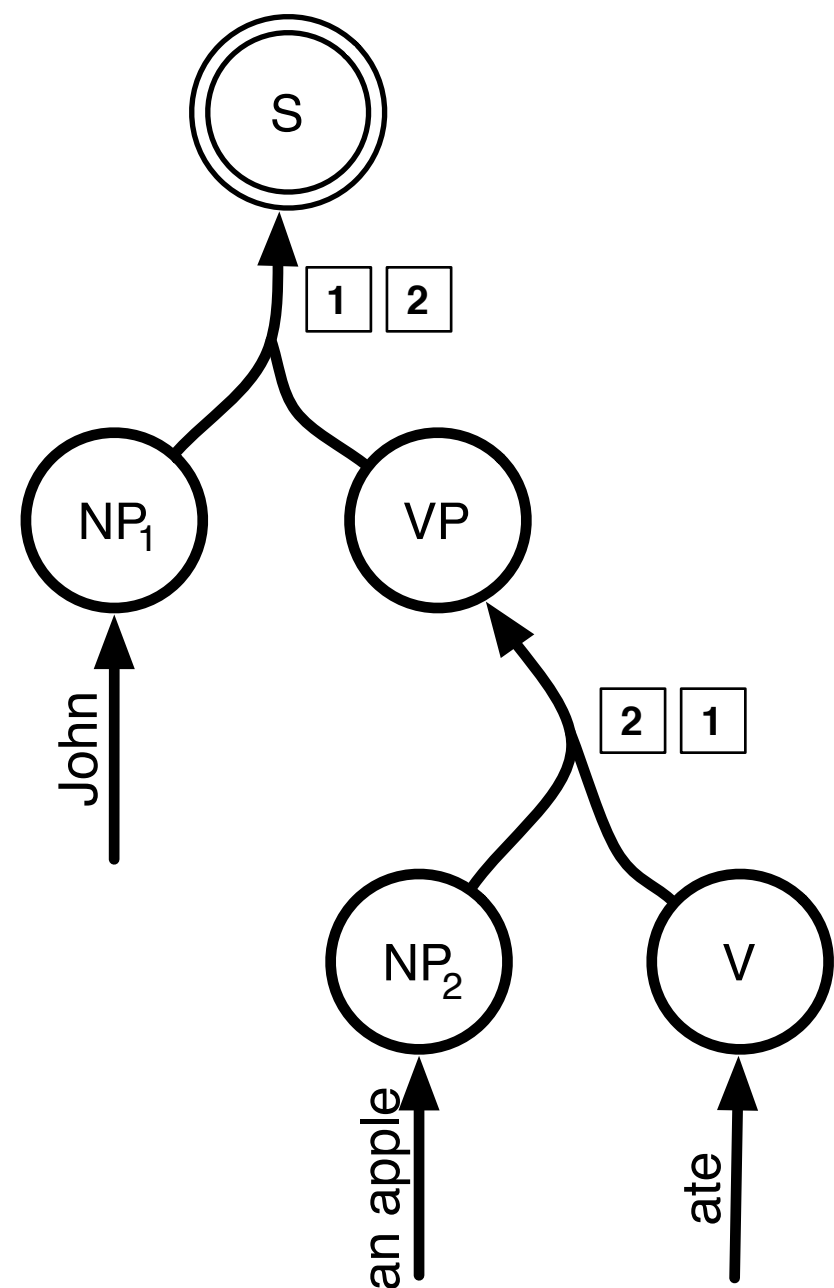
$S(x_1:\text{NP } x_2:\text{VP}) \rightarrow x_1 \ x_2$

$\text{VP}(x_1:\text{NP } x_2:\text{V}) \rightarrow x_2 \ x_1$

tabeta \rightarrow *ate*

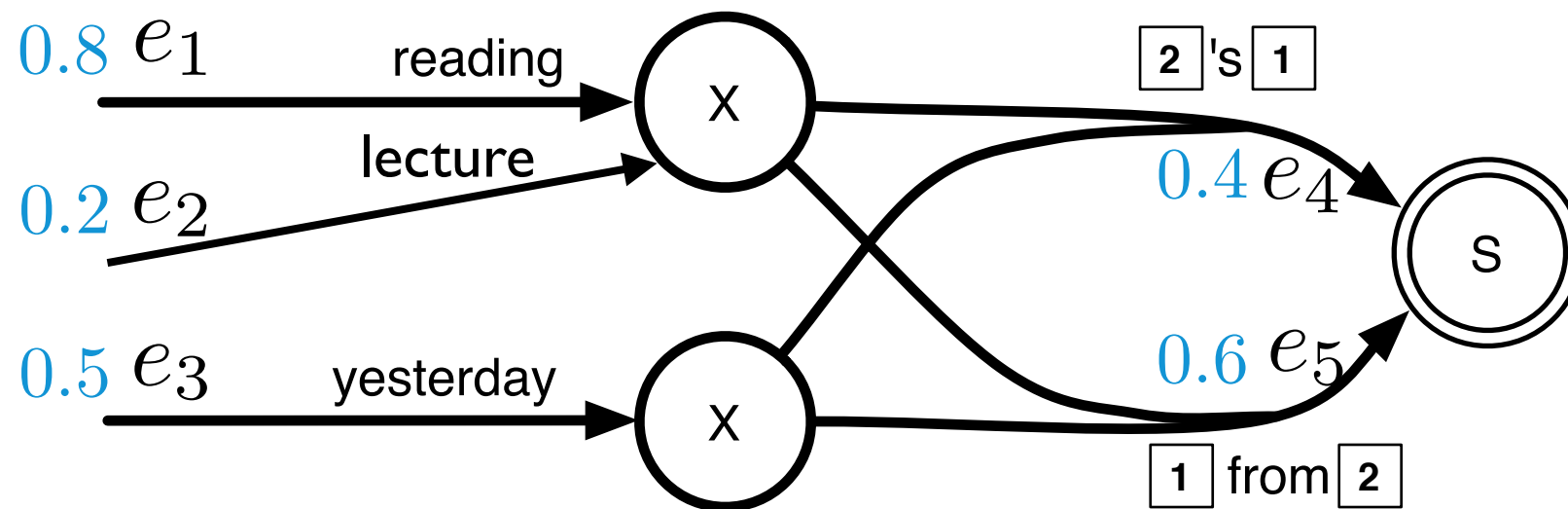
ringo-o \rightarrow *an apple*

jon-ga \rightarrow *John*



Working With Hypergraphs

Derivations



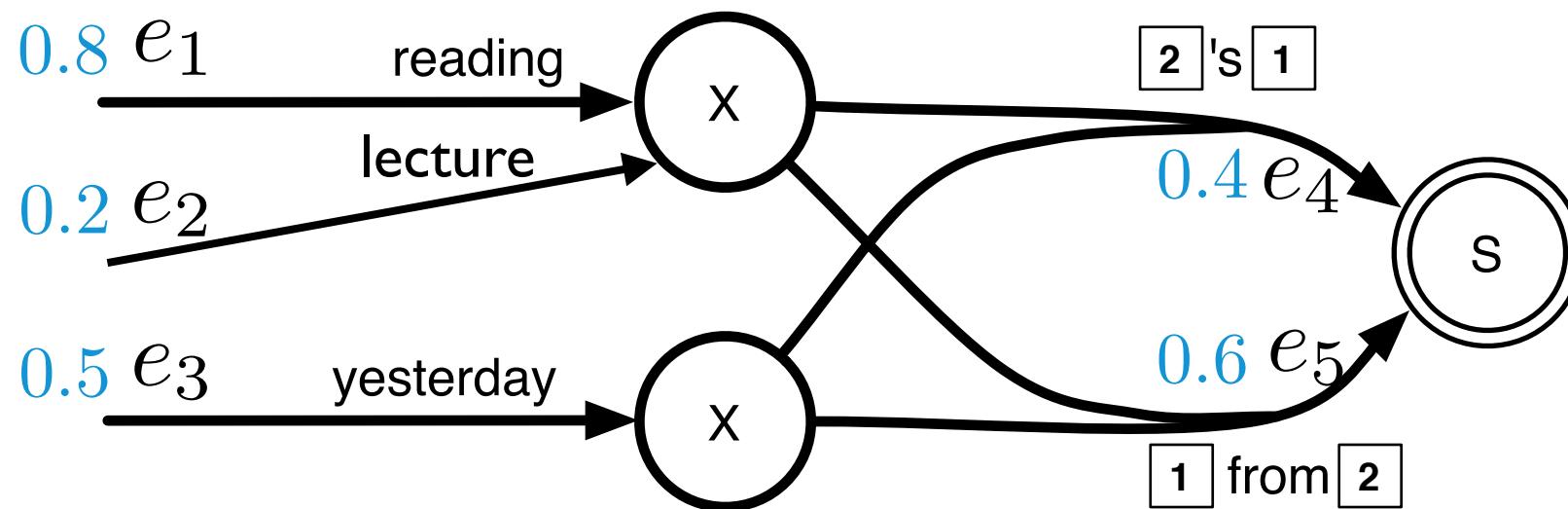
$$d_1 = e_4 e_1 e_3 \quad y(d_1) = \text{yesterday's reading}$$

$$d_2 = e_5 e_1 e_3 \quad y(d_2) = \text{reading from yesterday}$$

$$d_3 = e_4 e_2 e_3 \quad y(d_3) = \text{yesterday's lecture}$$

$$d_4 = e_5 e_2 e_3 \quad y(d_4) = \text{lecture from yesterday}$$

Derivations



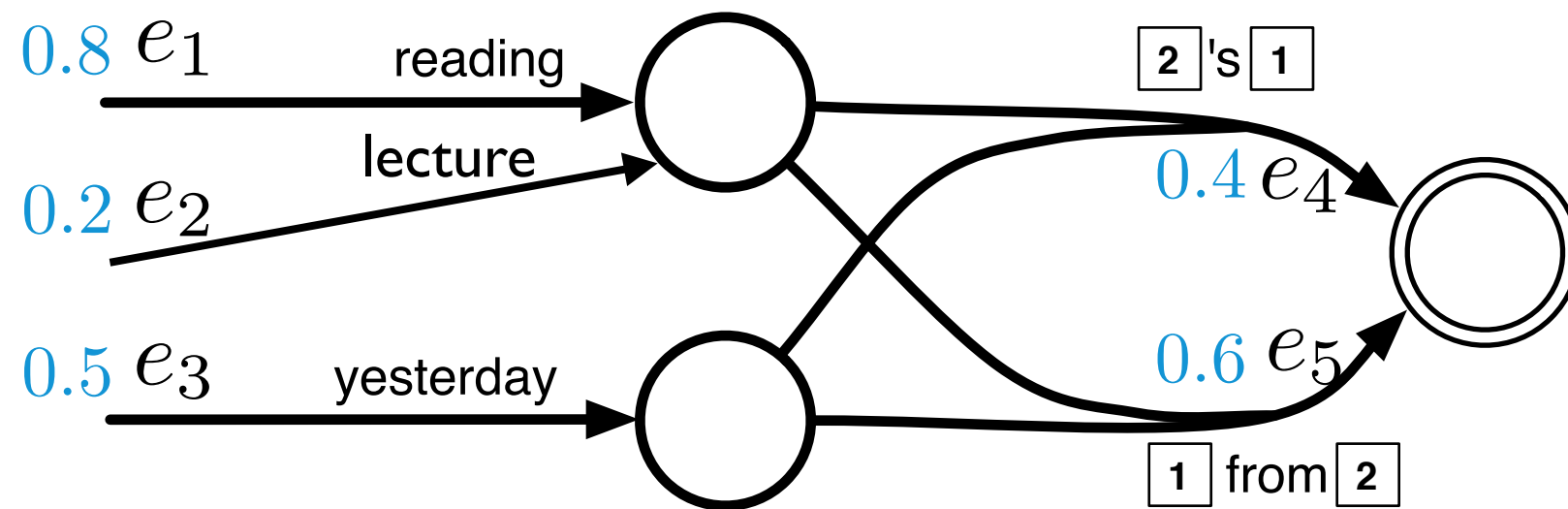
$$d_1 = e_4 e_1 e_3 \quad w[d_1] = 0.4 \cdot 0.8 \cdot 0.5 = 0.16$$

$$d_2 = e_5 e_1 e_3 \quad w[d_2] = 0.6 \cdot 0.8 \cdot 0.5 = 0.24$$

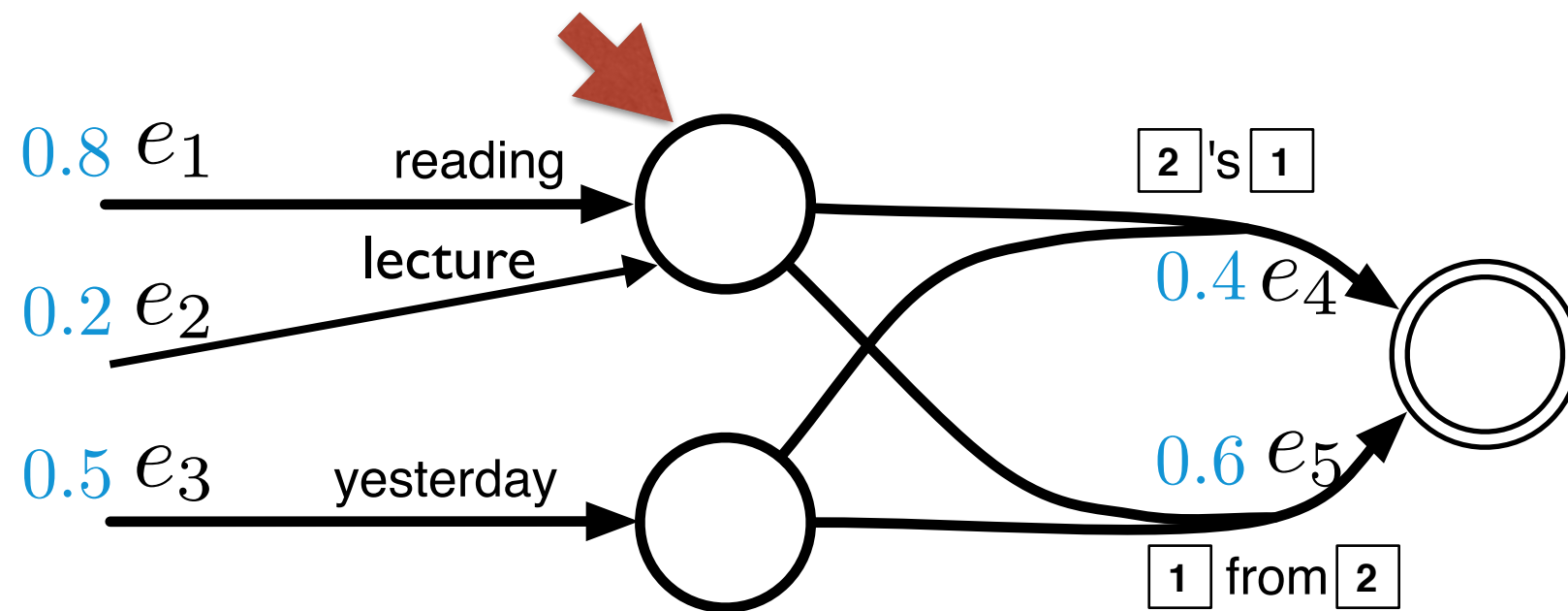
$$d_3 = e_4 e_2 e_3 \quad w[d_3] = 0.4 \cdot 0.2 \cdot 0.5 = 0.04$$

$$d_4 = e_5 e_2 e_3 \quad w[d_3] = 0.6 \cdot 0.2 \cdot 0.5 = 0.06$$

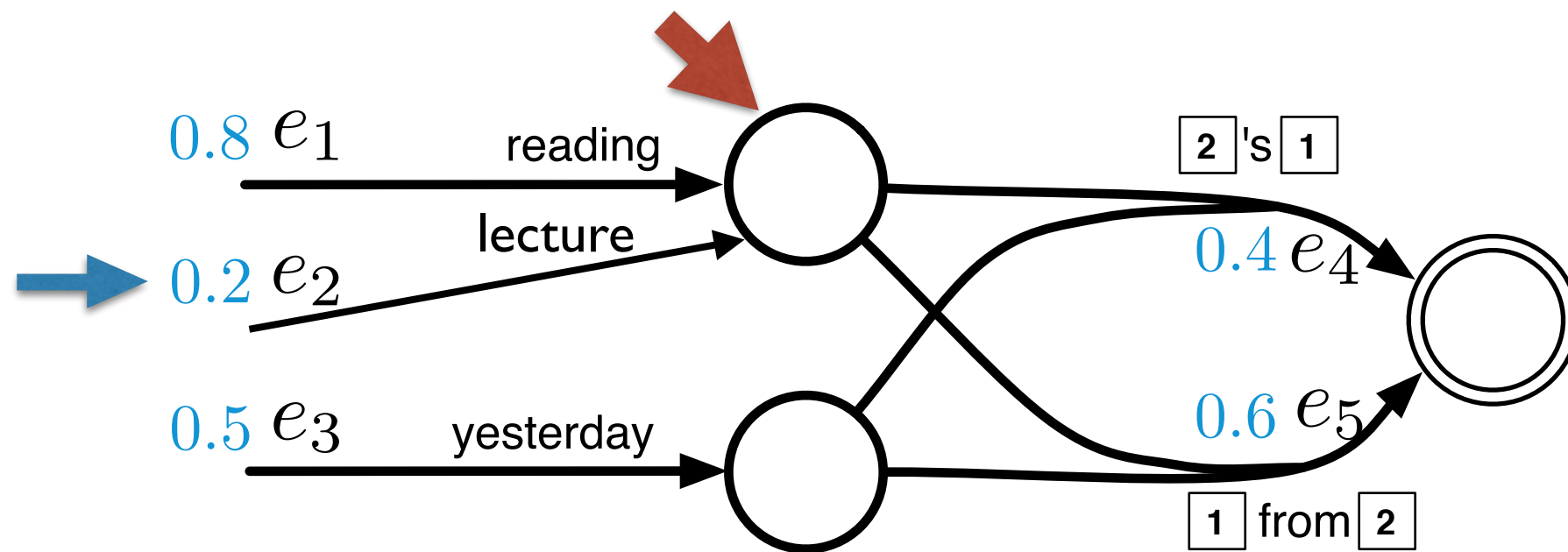
Best Path



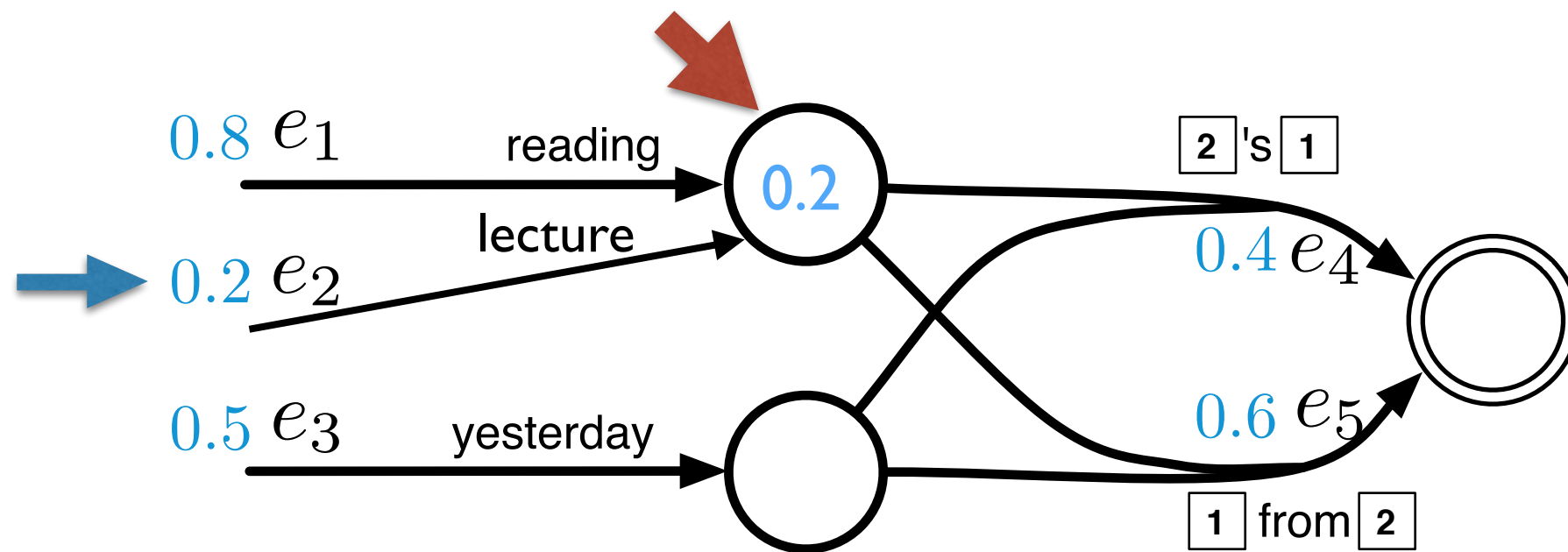
Best Path



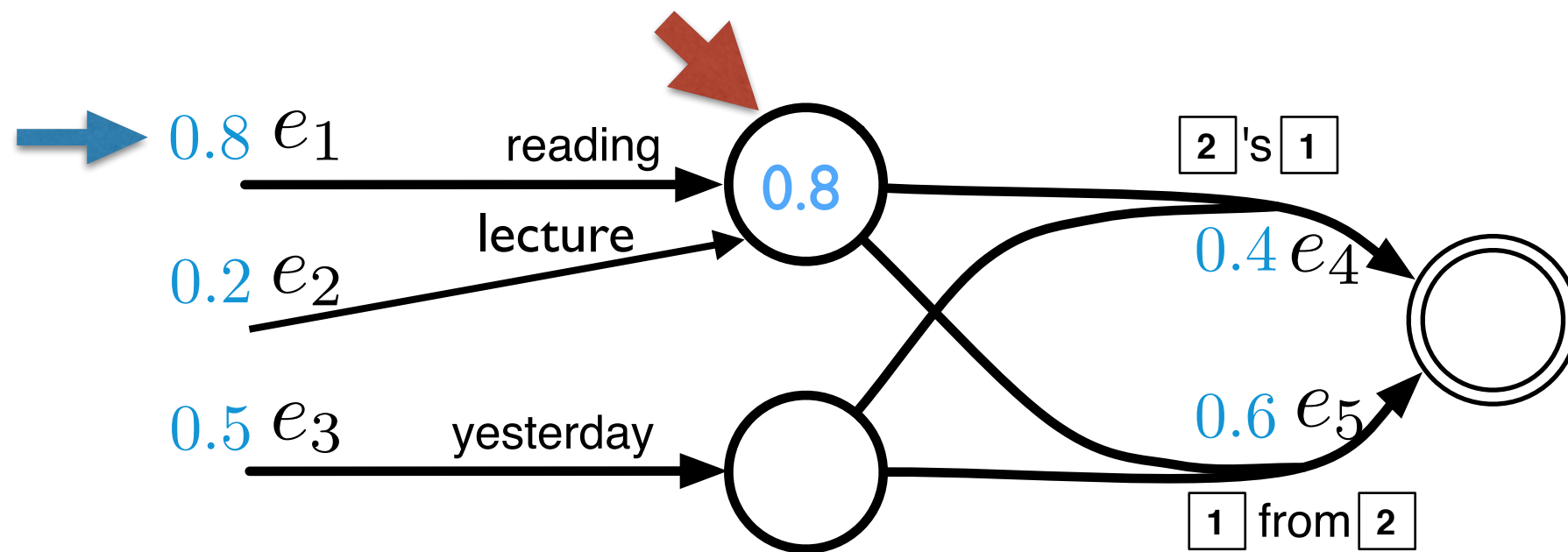
Best Path



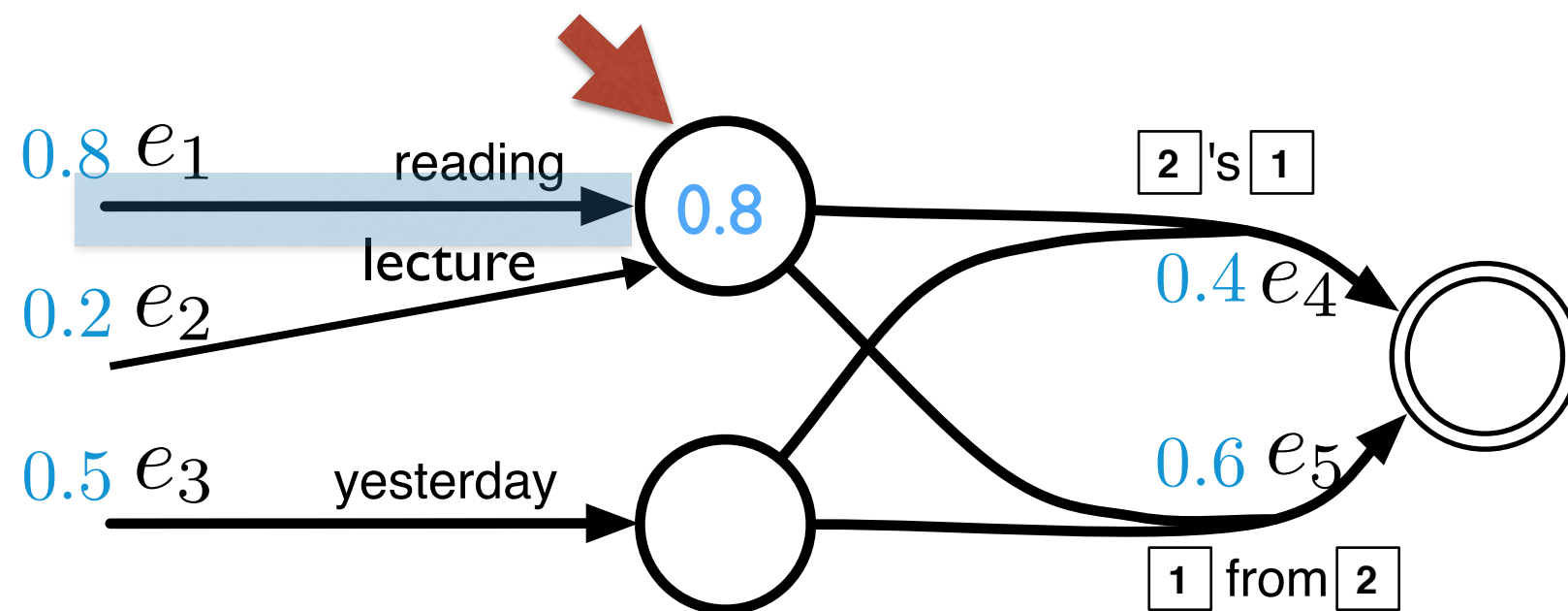
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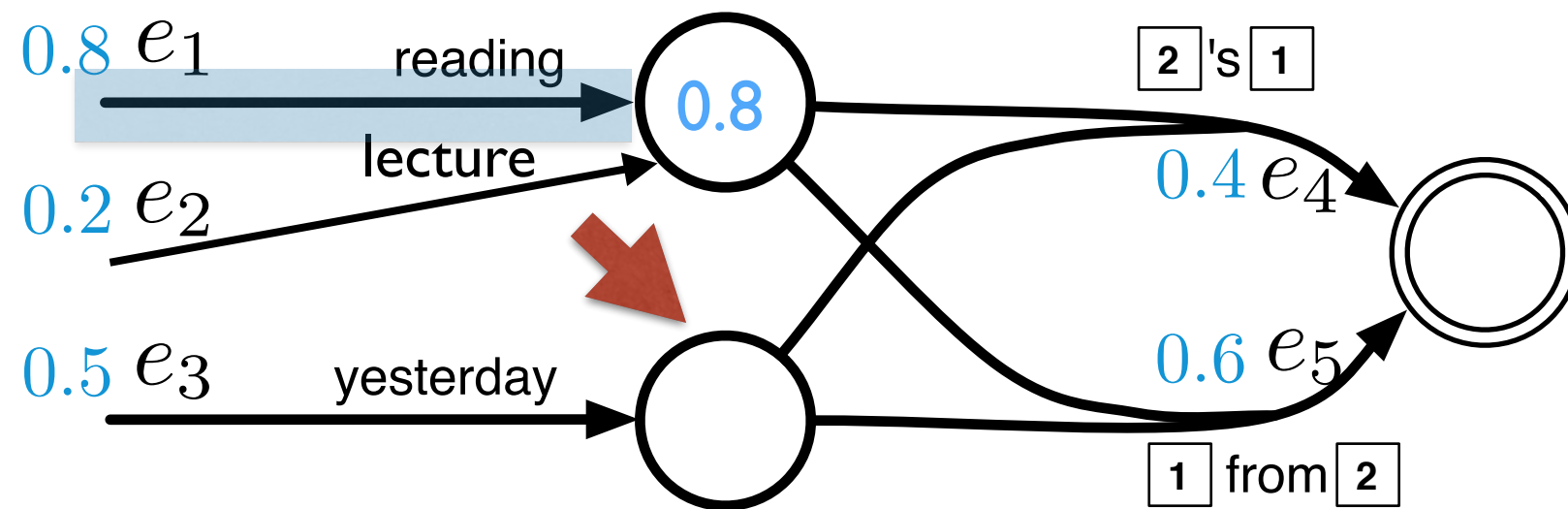
Best Path



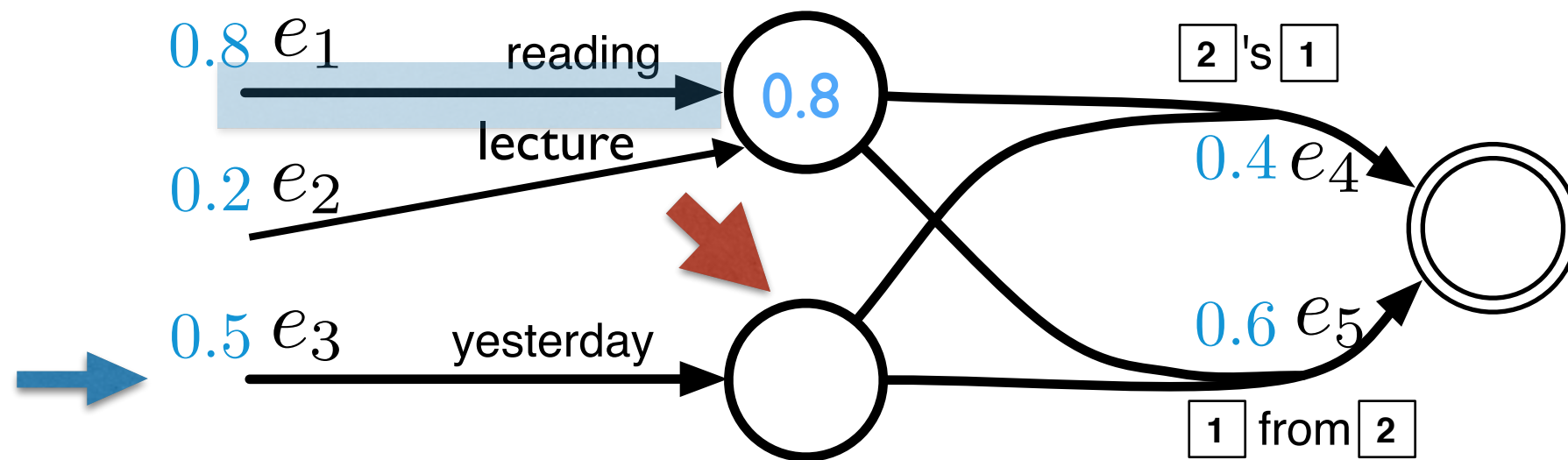
Best Path



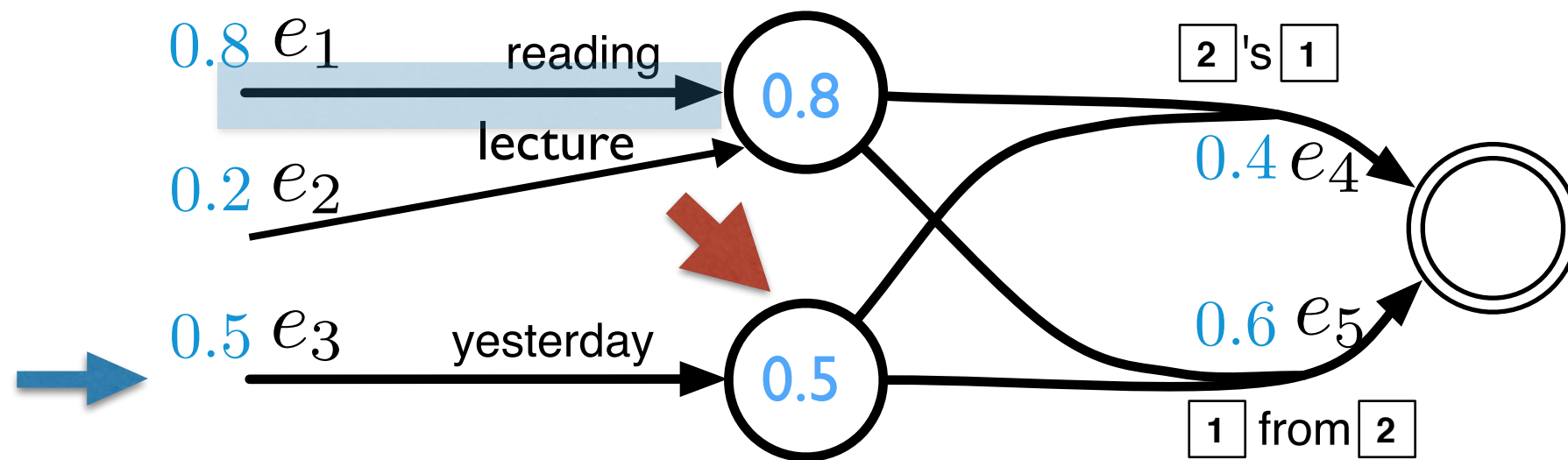
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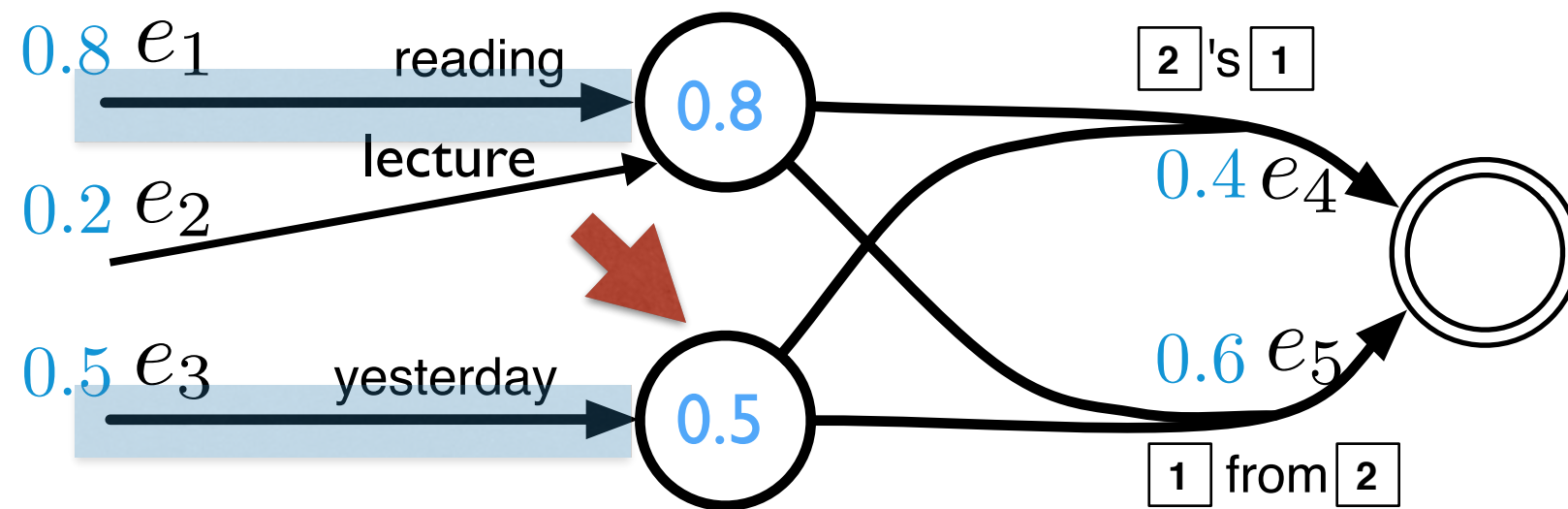
Best Path



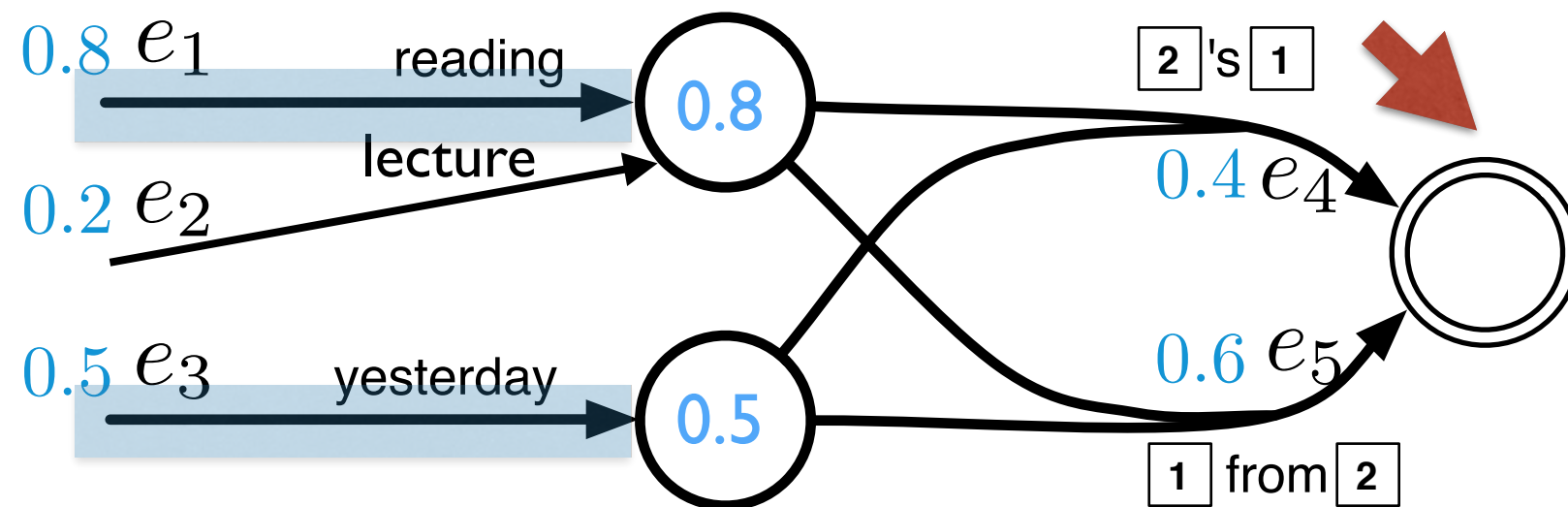
Best Path



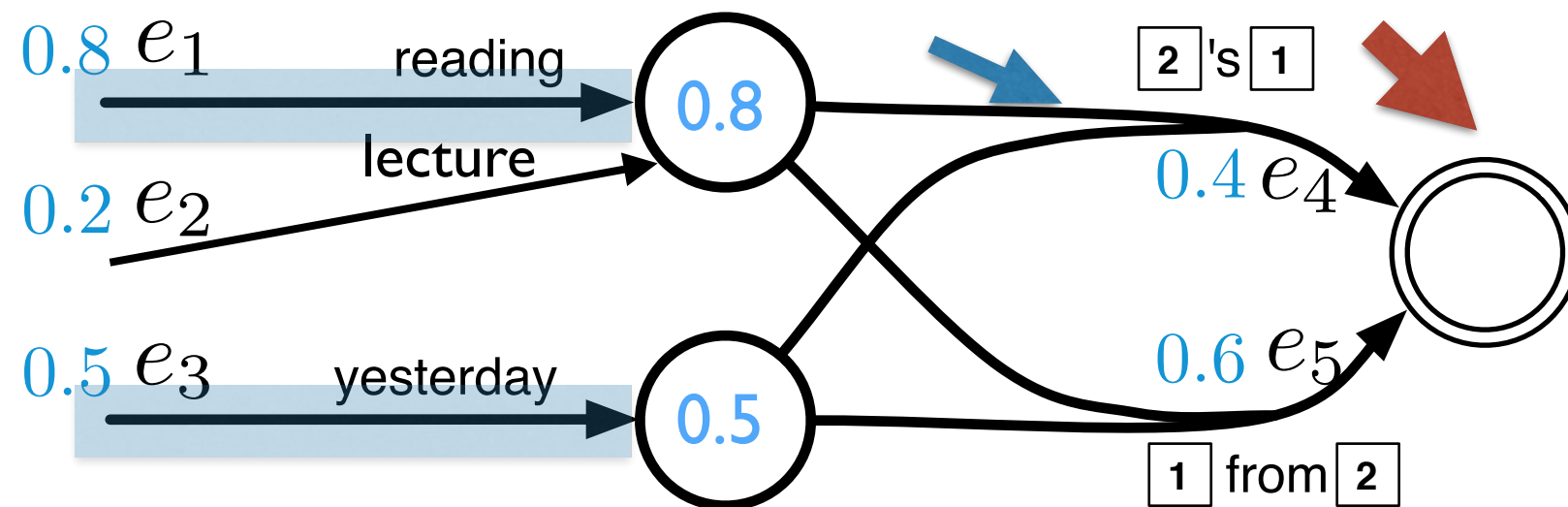
Best Path



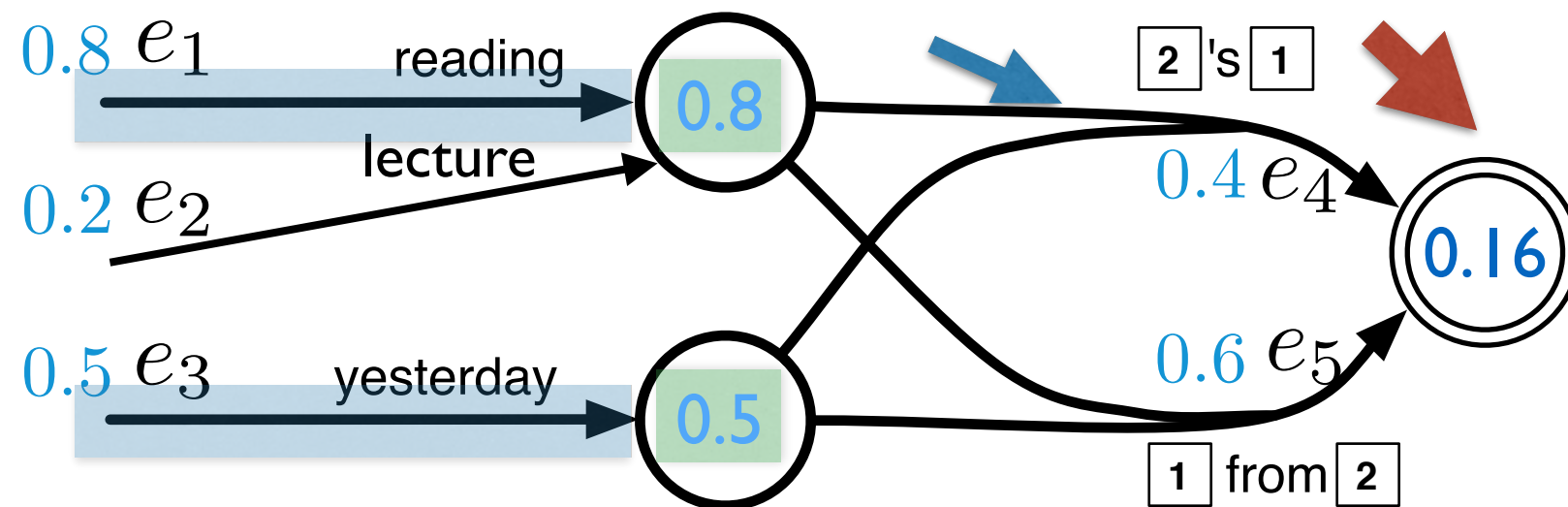
Best Path



Best Path

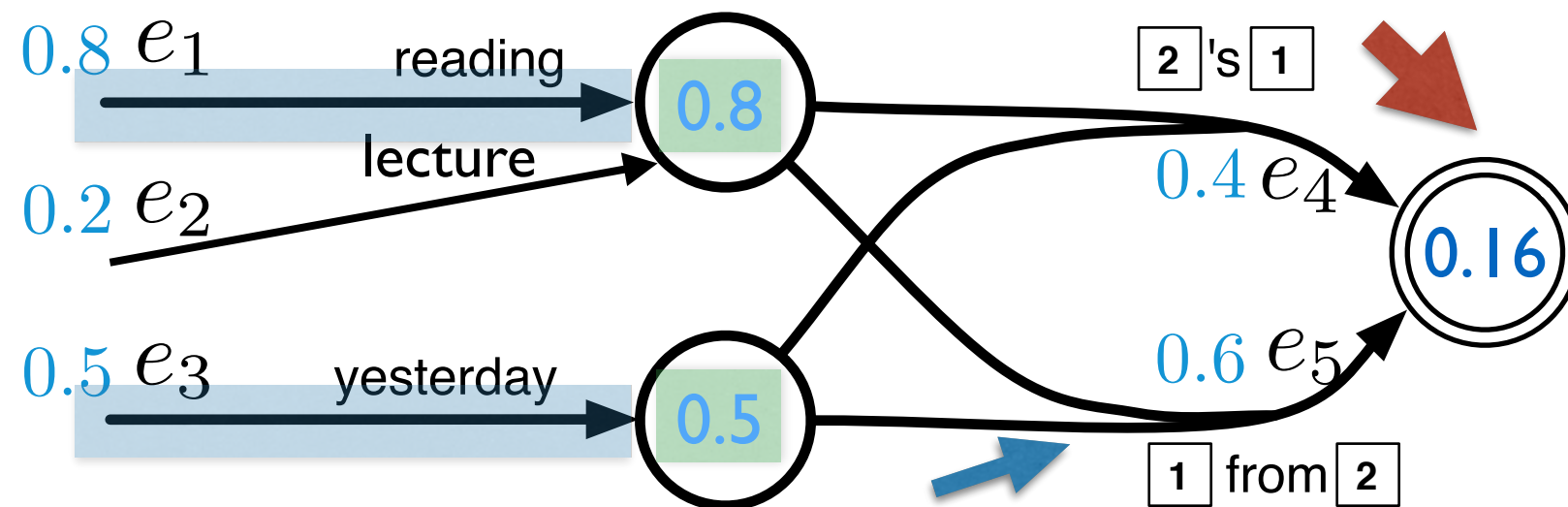


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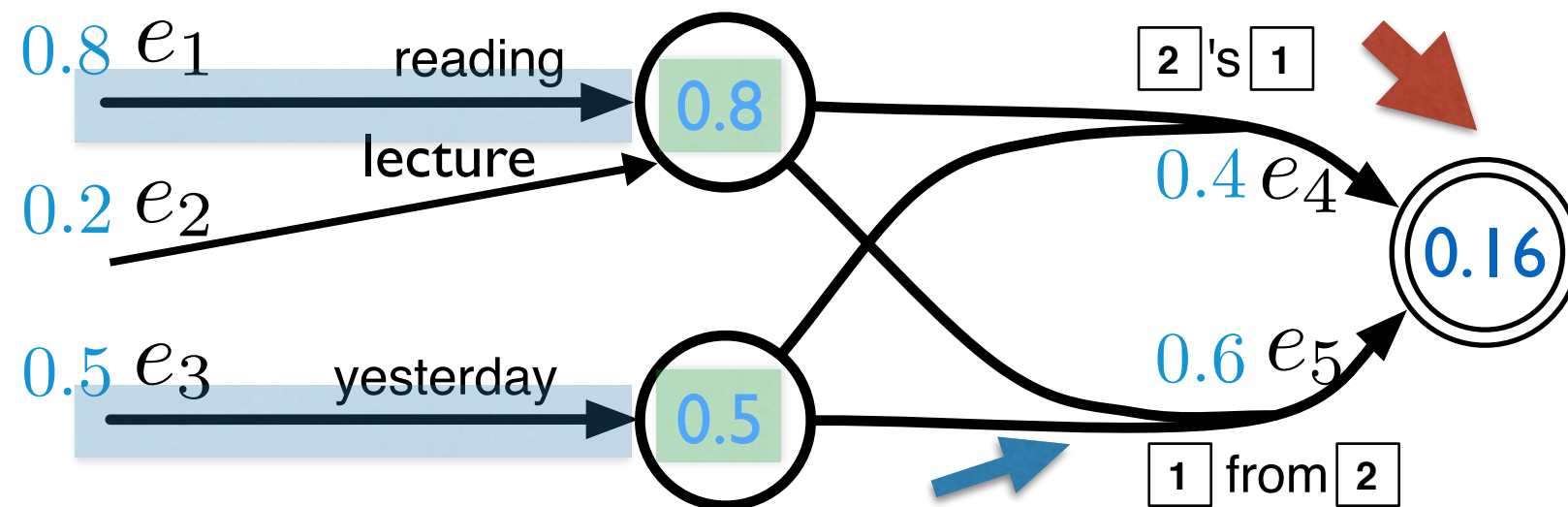


$$0.8 \times 0.5 \times 0.4 = 0.16$$

Best Path

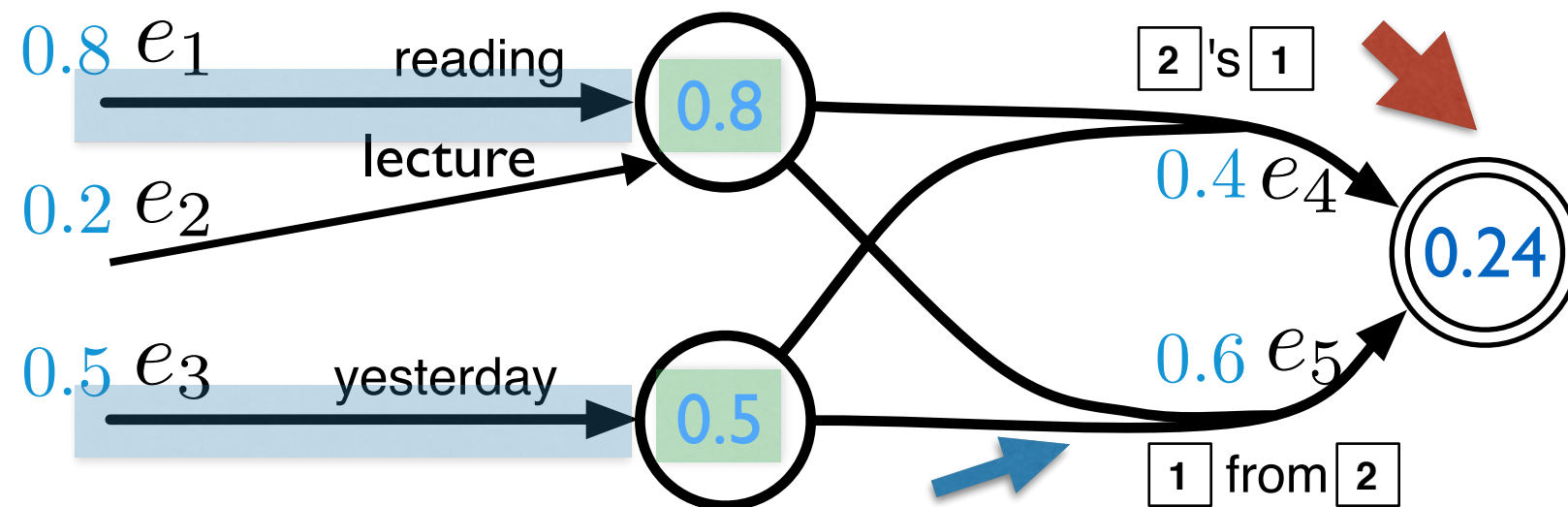


Best Path



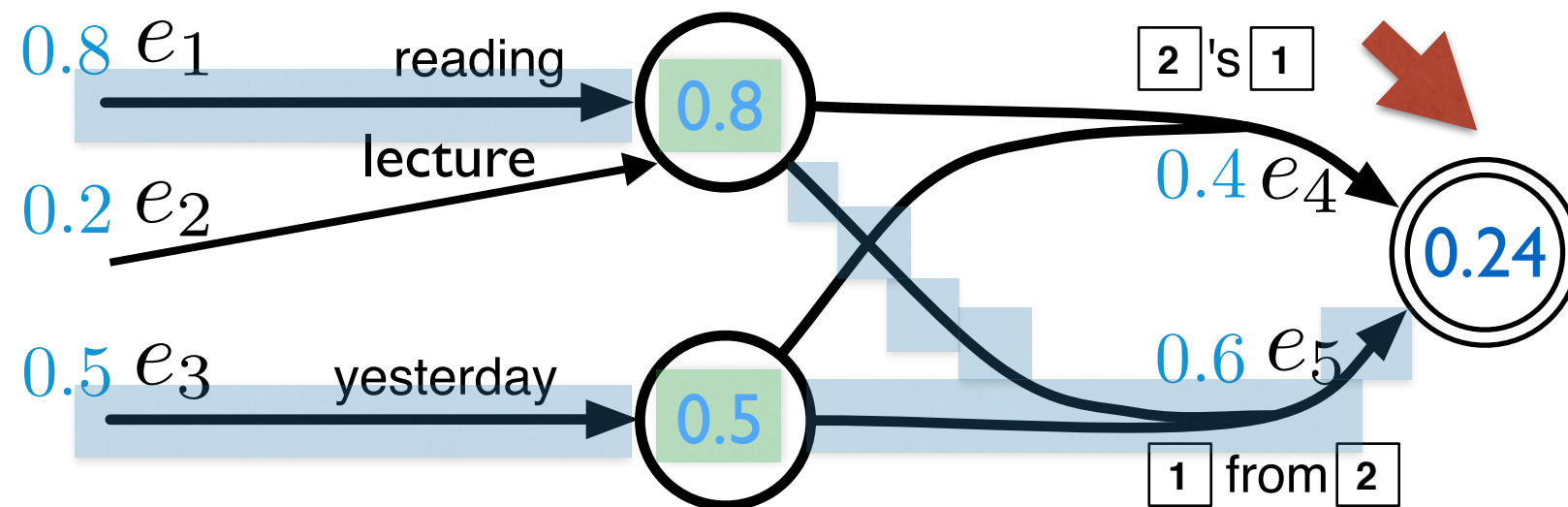
$$0.8 \times 0.5 \times 0.6 = 0.24$$

Best Path

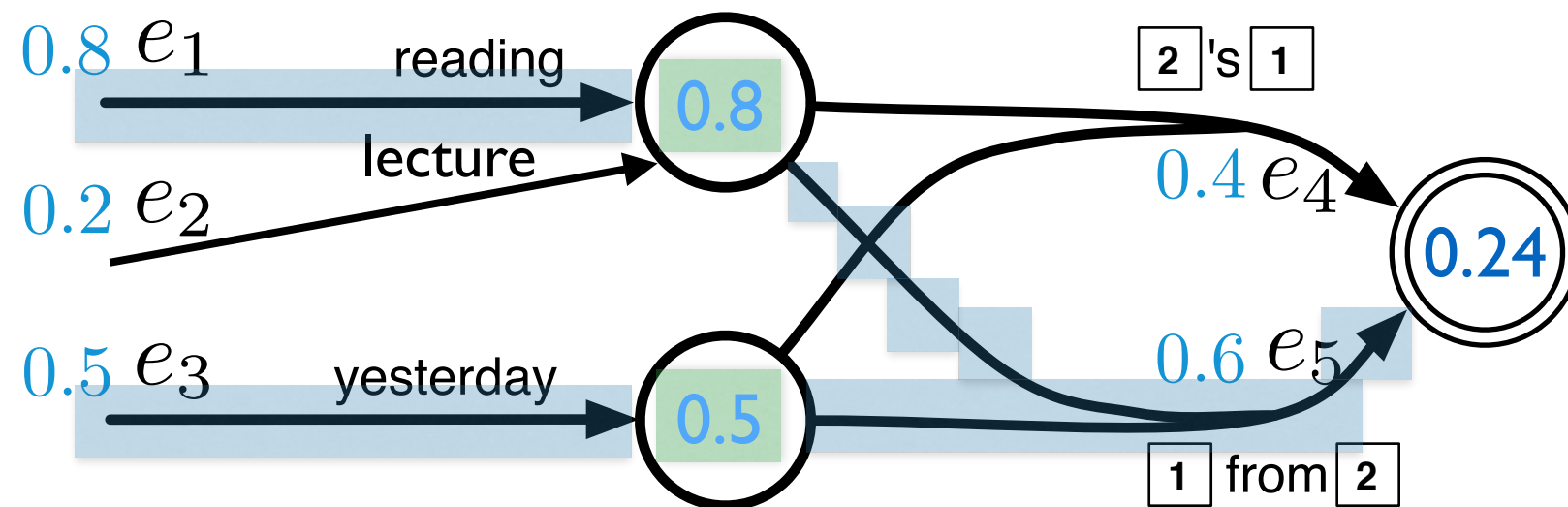


$$0.8 \times 0.5 \times 0.6 = 0.24$$

Best Path



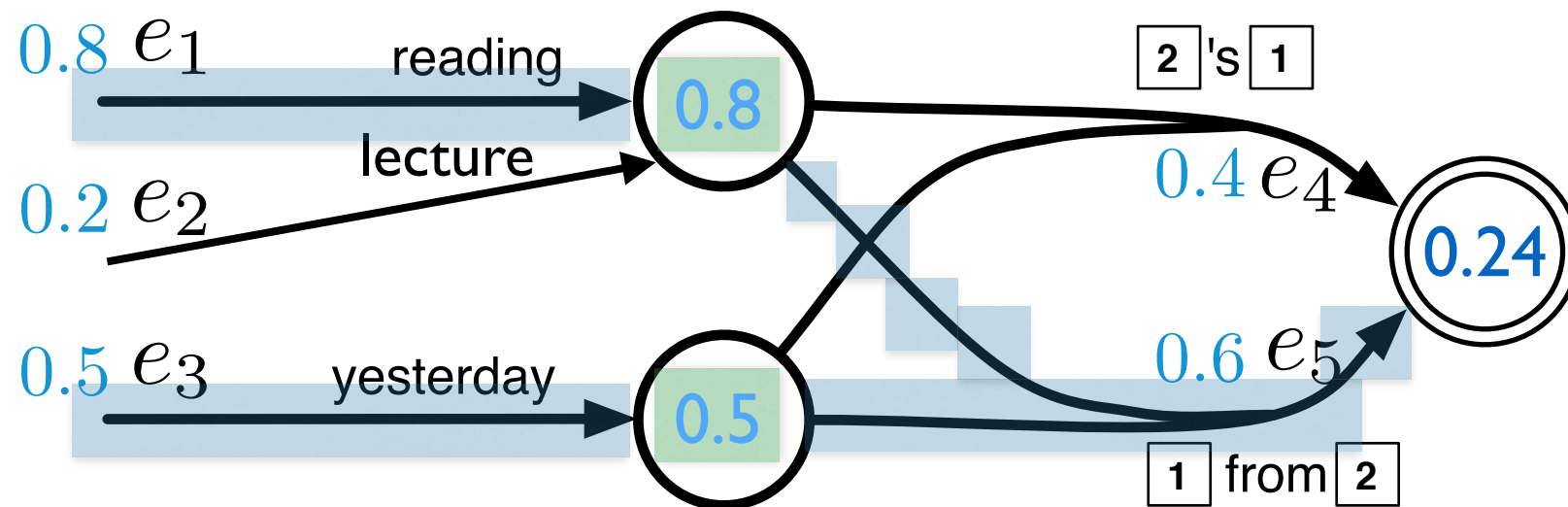
Best Path



Best yield: *reading from yesterday*

Best path: 0.24

Best Path



Best yield: *reading from yesterday*

Best path: 0.24

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$$d_2 = e_5 e_1 e_3 \quad w[d_2] = 0.6 \cdot 0.8 \cdot 0.5 = 0.24$$

$$d_3 = e_4 e_2 e_3 \quad w[d_3] = 0.4 \cdot 0.2 \cdot 0.5 = 0.04$$

$$d_4 = e_5 e_2 e_3 \quad w[d_4] = 0.6 \cdot 0.2 \cdot 0.5 = 0.06$$

Other Algorithms

- Given a weighted hypergraph
- In the Viterbi (Inside) algorithm, there are two operations
 - **Multiplication** (extend path)
 - **Maximization** (choose between paths)
- Semirings generalize these to compute other quantities

Semirings

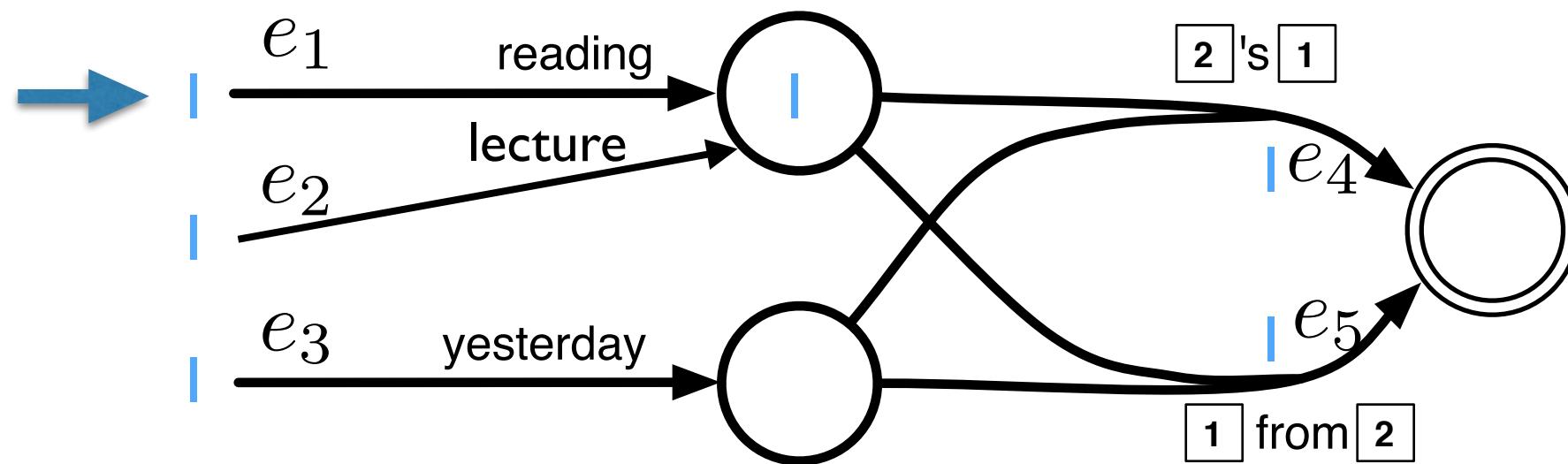
semiring	\mathbb{K}	\oplus	\otimes	$\bar{0}$	$\bar{1}$	notes
Boolean	$\{0,1\}$	\vee	\wedge	0	1	idempotent
count	$\mathbb{N}_0 \cup \{\infty\}$	$+$	\times	0	1	
probability	$\mathbb{R}_+ \cup \{\infty\}$	$+$	\times	0	1	
tropical	$\mathbb{R} \cup \{-\infty, \infty\}$	\max	$+$	$-\infty$	0	idempotent
log	$\mathbb{R} \cup \{-\infty, \infty\}$	\oplus_{\log}	$+$	$-\infty$	0	

Inside Algorithm

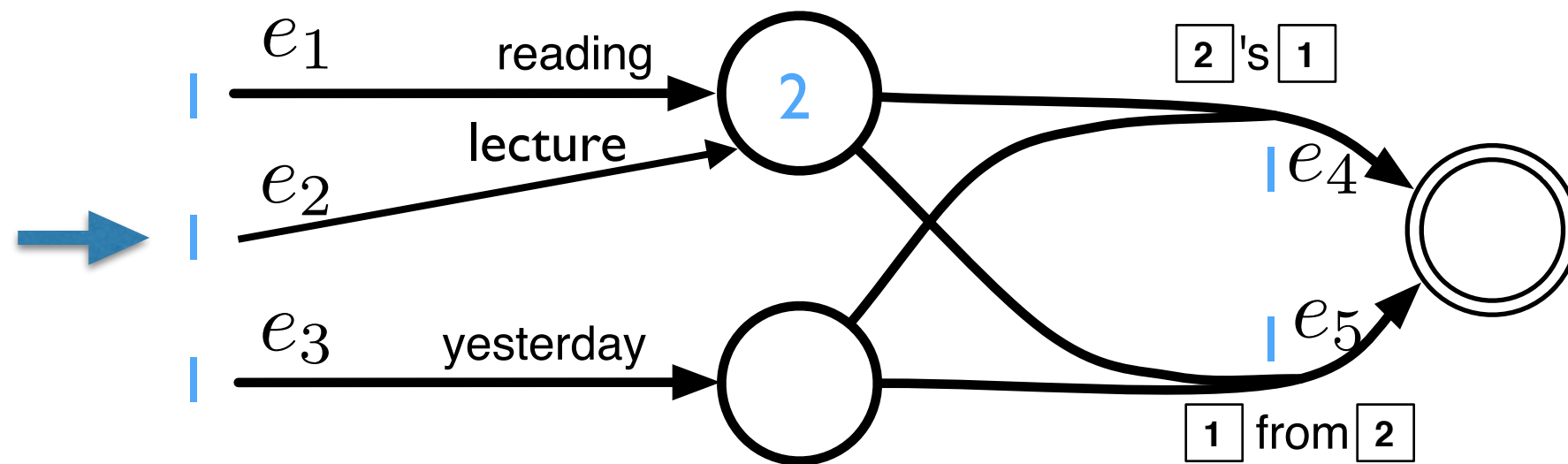
$$\alpha(q_{goal}) = \bigoplus_{\mathbf{d} \in \mathcal{G}} \bigotimes_{e \in \mathbf{d}} w(e)$$

```
1: function INSIDE( $\mathcal{G}, K$ )                                ▷  $\mathcal{G}$  is an acyclic hypergraph and  $K$  is a semiring
2:   for  $q$  in topological order in  $\mathcal{G}$  do
3:     if  $B(q) = \emptyset$  then
4:        $\alpha(q) \leftarrow \bar{1}$                                 ▷ assume states with no in-edges are axioms
5:     else
6:        $\alpha(q) \leftarrow \bar{0}$ 
7:       for all  $e \in B(q)$  do                                ▷ all in-coming edges to node  $q$ 
8:          $k \leftarrow w(e)$ 
9:         for all  $r \in \mathbf{t}(e)$  do                                ▷ all tail (previous) nodes of edge  $e$ 
10:           $k \leftarrow k \otimes \alpha(r)$ 
11:           $\alpha(q) \leftarrow \alpha(q) \oplus k$ 
12:   return  $\alpha$ 
```

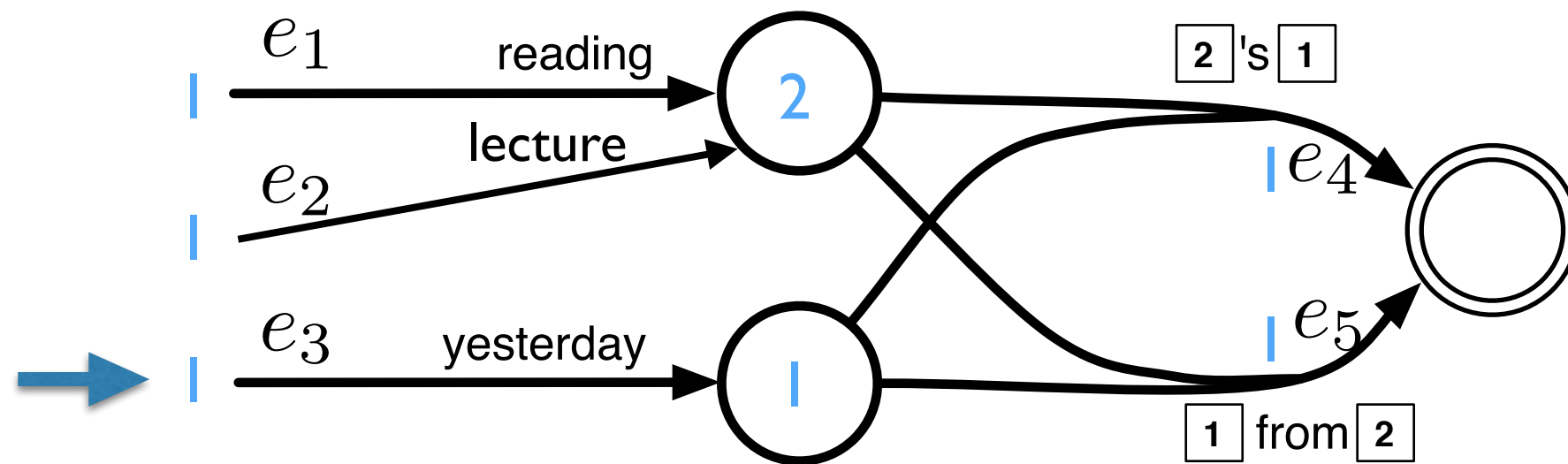
Count Derivations



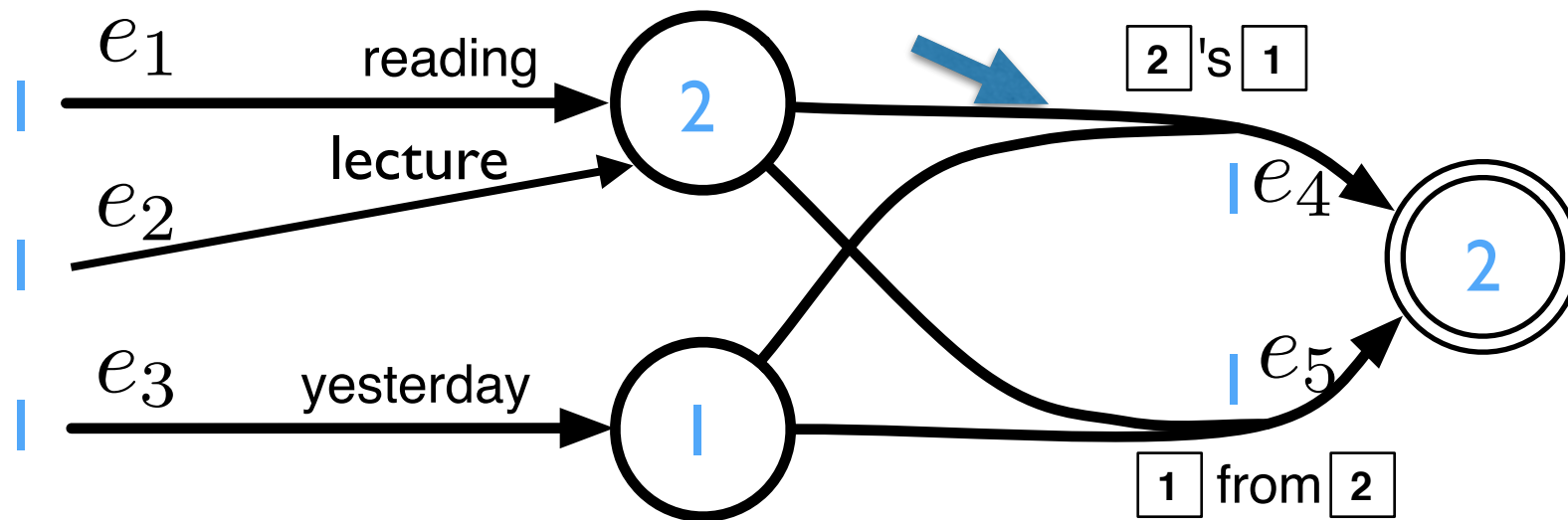
Count Derivations



Count Derivations

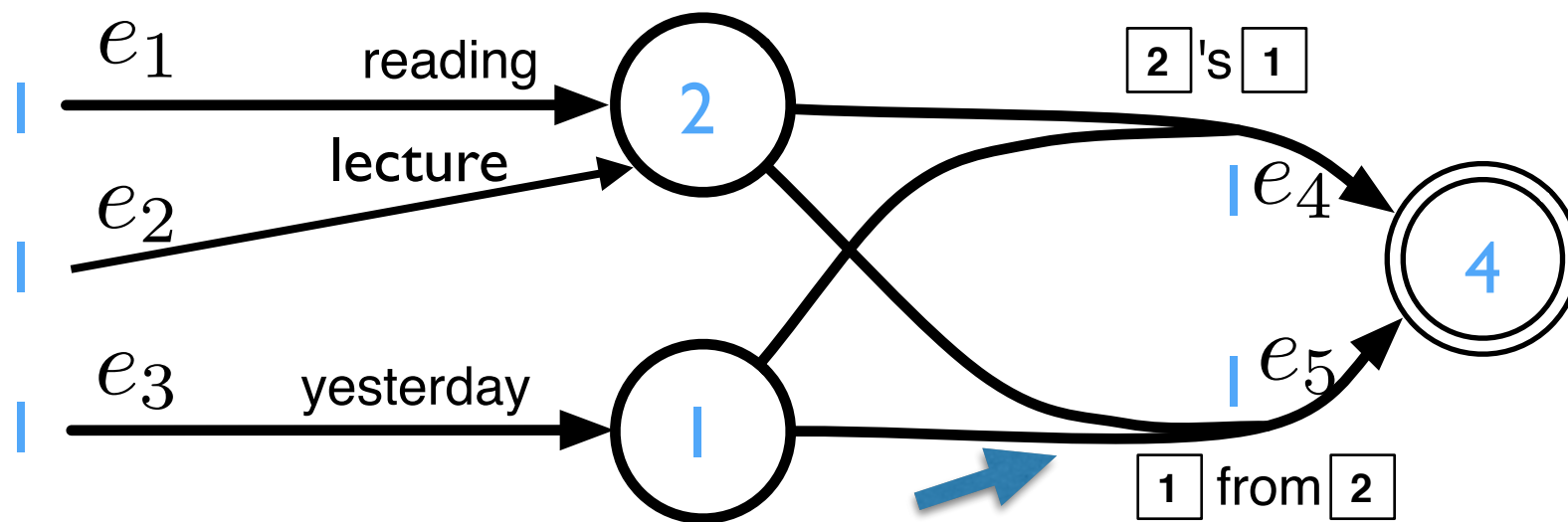


Count Derivations



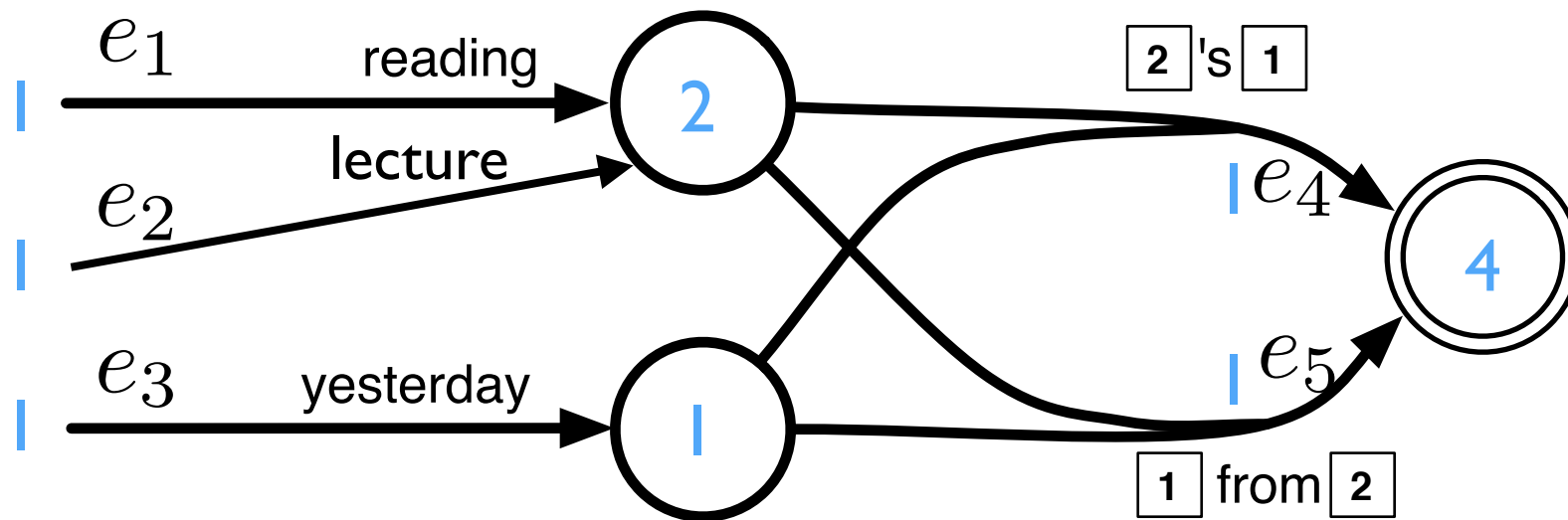
$$2 \times 1 \times 1 = 2$$

Count Derivations



$$2 \times 1 \times 1 = 2$$

Count Derivations



Inside-Outside

```
1: function OUTSIDE( $\mathcal{G}, K, \alpha$ )                                 $\triangleright \alpha$  is the result of INSIDE( $\mathcal{G}, K$ )
2:   for all  $q \in \mathcal{G}$  do
3:      $\beta(q) \leftarrow \bar{0}$ 
4:      $\beta(q_{goal}) = \bar{1}$ 
5:   for  $q$  in reverse topological order in  $\mathcal{G}$  do
6:     for all  $e \in B(q)$  do                                      $\triangleright$  all in-coming edges to node  $q$ 
7:       for all  $r \in t(e)$  do                                      $\triangleright$  all tail (previous) nodes of edge  $e$ 
8:          $k \leftarrow w(e) \otimes \beta(q)$ 
9:         for all  $s \in t(e)$  do                                      $\triangleright$  all tail (previous) nodes of edge  $e$ , again
10:          if  $r \neq s$  then
11:             $k \leftarrow k \otimes \alpha(s)$                           $\triangleright$  incorporate inside score
12:           $\beta(r) \leftarrow \beta(r) \oplus k$ 
13:   return  $\beta$ 

1: function INSIDEOUTSIDE( $\mathcal{G}, K$ )                                 $\triangleright$  compute edge marginals
2:    $\alpha \leftarrow \text{INSIDE}(\mathcal{G}, K)$ 
3:    $\beta \leftarrow \text{OUTSIDE}(\mathcal{G}, K, \alpha)$ 
4:   for edge  $e$  in  $\mathcal{G}$  do
5:      $\gamma(e) \leftarrow w(e) \otimes \beta(n(e))$                         $\triangleright$  edge weight and outside score of edge's head node
6:     for all  $q \in t(e)$  do
7:        $\gamma(e) \leftarrow \gamma(e) \otimes \alpha(q)$                       $\triangleright$  inside score of tail nodes
8:   return  $\gamma$                                                    $\triangleright \gamma(e)$  is the edge marginal of  $e$ 
```

Inside-Outside

- Compute lots of interesting quantities
 - The score of the best path through each edge
 - The total number of derivations that contain an edge
 - The total score of all derivations going through an edge

Inference algorithms

- **Viterbi** $O(|E| + |V|)$
 - Find the maximum weighted derivation
 - Requires a partial ordering of weights
- **Inside - outside** $O(|E| + |V|)$
 - Compute the marginal (sum) weight of all derivations passing through each edge/node
- **k-best derivations** $O(|E| + |D_{max}|k \log k)$
 - Enumerate the k-best derivations in the hypergraph
 - See IWPT paper by Huang and Chiang (2005)

Things to keep in mind

Bound on the number of edges (SCFG):

$$|E| \in O(n^3 |G|^3)$$

Bound on the number of nodes:

$$|V| \in O(n^2 |G|)$$

Next time

What about the LM?