

# Natural Language Processing Sequence Labeling and Hidden Markov Models

Felipe Bravo-Marquez

June 20, 2023

# Overview

- The Sequence Labeling (or Tagging) Problem
- Generative models, and the noisy-channel model, for supervised learning
- Hidden Markov Model (HMM) taggers
  - Basic definitions
  - Parameter estimation
  - The Viterbi algorithm

This slides are based on the course material by Michael Collins: <http://www.cs.columbia.edu/~mcollins/cs4705-spring2019/slides/tagging.pdf>

## Sequence Labeling or Tagging Tasks

- Sequence Labeling or Tagging is a task in NLP different from document classification.
- Here the goal is to map a sentence represented as a sequence of tokens  $x_1, x_2, \dots, x_n$  into a sequence of tags or labels  $y_1, y_2, \dots, y_n$ .
- Well known examples of this task are Part-of-Speech (POS) tagging and Named Entity Recognition (NER) to be presented next.

# Part-of-Speech Tagging

**INPUT:** Profits soared at Boeing Co., easily topping forecasts on Wall Street, as their CEO Alan Mulally announced first quarter results.

**OUTPUT:** Profits/**N** soared/**V** at/**P** Boeing/**N** Co./**N** ,/, easily/**ADV** topping/**V** forecasts/**N** on/**P** Wall/**N** Street/**N** ,/, as/**P** their/**POSS** CEO/**N** Alan/**N** Mulally/**N** announced/**V** first/**ADJ** quarter/**N** results/**N** ./.

- **N** = Noun
- **V** = Verb
- **P** = Preposition
- **Adv** = Adverb
- **Adj** = Adjective
- ...

# Named Entity Recognition

**INPUT:** Profits soared at Boeing Co., easily topping forecasts on Wall Street, as their CEO Alan Mulally announced first quarter results.

**OUTPUT:** Profits soared at [Company Boeing Co.], easily topping forecasts on [Location Wall Street], as their CEO [Person Alan Mulally] announced first quarter results.

# Named Entity Extraction as Sequence Labeling

**INPUT:** Profits soared at Boeing Co., easily topping forecasts on Wall Street, as their CEO Alan Mulally announced first quarter results.

**OUTPUT:** Profits/NA soared/NA at/NA Boeing/SC Co./CC ,/NA easily/NA topping/NA forecasts/NA on/NA Wall/SL Street/CL ,/NA as/NA their/NA CEO/NA Alan/SP Mulally/CP announced/NA first/NA quarter/NA results/NA ./NA

- NA = No entity
- SC = Start Company
- CC = Continue Company
- SL = Start Location
- CL = Continue Location
- SP = Start Person
- CP = Continue Person

# Our Goal

## Training set:

1. Pierre/NNP Vinken/NNP ,/, 61/CD years/NNS old/JJ ,/, will/MD join/VB the/DT board/NN as/IN a/DT nonexecutive/JJ director/NN Nov./NNP 29/CD ./.
2. Mr./NNP Vinken/NNP is/VBZ chairman/NN of/IN Elsevier/NNP N.V./NNP ,/, the/DT Dutch/NNP publishing/VBG group/NN ./.
3. Rudolph/NNP Agnew/NNP ,/, 55/CD years/NNS old/JJ and/CC chairman/NN of/IN Consolidated/NNP Gold/NNP Fields/NNP PLC/NNP ,/, was/VBD named/VBN a/DT nonexecutive/JJ director/NN of/IN this/DT British/JJ industrial/JJ conglomerate/NN ./.
4. ...

**Our Goal:** From the training set, induce a function/algorithm that maps new sentences to their tag sequences.

## Two Types of Constraints

Influential/JJ members/NNS of/IN the/DT House/NNP  
Ways/NNP and/CC Means/NNP Committee/NNP  
introduced/VBD legislation/NN that/WDT would/MD restrict/VB  
how/WRB the/DT new/JJ savings-and-loan/NN bailout/NN  
agency/NN can/MD raise/VB capital/NN ./.

### **“Local”:**

- e.g., “can” is more likely to be a modal verb MD rather than a noun NN

### **“Contextual”:**

- e.g., a noun is much more likely than a verb to follow a determiner

### **Sometimes these preferences are in conflict:**

- The trash can is in the garage



# Supervised Learning Problems

- We have training examples  $x^{(i)}, y^{(i)}$  for  $i = 1, \dots, m$ . Each  $x^{(i)}$  is an input, each  $y^{(i)}$  is a label.
- Task is to learn a function  $f$  mapping inputs  $x$  to labels  $f(x)$ .
- Conditional models:
  - Learn a distribution  $p(y|x)$  from training examples.
  - For any test input  $x$ , define  $f(x) = \arg \max_y p(y|x)$ .

# Generative Models

- Given training examples  $x^{(i)}, y^{(i)}$  for  $i = 1, \dots, m$ . The task is to learn a function  $f$  that maps inputs  $x$  to labels  $f(x)$ .
- Generative models:
  - Learn the joint distribution  $p(x, y)$  from the training examples.
  - Often, we have  $p(x, y) = p(y)p(x|y)$ .
  - Note: We then have

$$p(y|x) = \frac{p(y)p(x|y)}{p(x)} \quad \text{where} \quad p(x) = \sum_y p(y)p(x|y).$$

## Decoding with Generative Models

- Given training examples  $x^{(i)}, y^{(i)}$  for  $i = 1, \dots, m$ . The task is to learn a function  $f$  that maps inputs  $x$  to labels  $f(x)$ .
- Generative models:
  - Learn the joint distribution  $p(x, y)$  from the training examples.
  - Often, we have  $p(x, y) = p(y)p(x|y)$ .
- Output from the model:

$$\begin{aligned} f(x) &= \arg \max_y p(y|x) = \arg \max_y \frac{p(y)p(x|y)}{p(x)} \\ &= \arg \max_y p(y)p(x|y) \end{aligned}$$

## Hidden Markov Models

- We have an input sentence  $x = x_1, x_2, \dots, x_n$  ( $x_i$  is the  $i$ -th word in the sentence).
- We have a tag sequence  $y = y_1, y_2, \dots, y_n$  ( $y_i$  is the  $i$ -th tag in the sentence).
- We'll use an HMM to define  $p(x_1, x_2, \dots, x_n, y_1, y_2, \dots, y_n)$  for any sentence  $x_1, \dots, x_n$  and tag sequence  $y_1, \dots, y_n$  of the same length. [Kupiec, 1992]
- Then, the most likely tag sequence for  $x$  is:

$$\arg \max_{y_1, \dots, y_n} p(x_1, \dots, x_n, y_1, \dots, y_n)$$

## Trigram Hidden Markov Models (Trigram HMMs)

For any sentence  $x_1, \dots, x_n$  where  $x_i \in V$  for  $i = 1, \dots, n$ , and any tag sequence  $y_1, \dots, y_{n+1}$  where  $y_i \in S$  for  $i = 1, \dots, n$ , and  $y_{n+1} = \text{STOP}$ , the joint probability of the sentence and tag sequence is:

$$p(x_1, \dots, x_n, y_1, \dots, y_{n+1}) = \prod_{i=1}^{n+1} q(y_i | y_{i-2}, y_{i-1}) \prod_{i=1}^n e(x_i | y_i)$$

where we have assumed that  $x_0 = x_{-1} = *$ .

## Parameters of the Model

- $q(s|u, v)$  for any  $s \in S \cup \{\text{STOP}\}$ ,  $u, v \in S \cup \{*\}$
- $e(x|s)$  for any  $s \in S$ ,  $x \in V$

## An Example

If we have  $n = 3$ ,  $x_1, x_2, x_3$  equal to the sentence "the dog laughs", and  $y_1, y_2, y_3, y_4$  equal to the tag sequence "D N V STOP", then:

$$\begin{aligned} p(x_1, \dots, x_n, y_1, \dots, y_{n+1}) = & q(D|*, *) \times q(N|*, D) \\ & \times q(V|D, N) \times q(\text{STOP}|N, V) \\ & \times e(\text{the}|D) \times e(\text{dog}|N) \times e(\text{laughs}|V) \end{aligned}$$

- STOP is a special tag that terminates the sequence.
- We take  $y_0 = y_{-1} = *$ , where  $*$  is a special "padding" symbol.

## Why the Name?

$$\begin{aligned} p(x_1, \dots, x_n, y_1, \dots, y_n) &= q(\text{STOP} | y_{n-1}, y_n) \\ &\quad \times \prod_{j=1}^n q(y_j | y_{j-2}, y_{j-1}) \\ &\quad \times \prod_{j=1}^n e(x_j | y_j) \end{aligned}$$

- Markov Chain:

$$q(\text{STOP} | y_{n-1}, y_n) \times \prod_{j=1}^n q(y_j | y_{j-2}, y_{j-1})$$

- Observed:

$$e(x_j | y_j)$$



## Smoothed Estimation

$$\begin{aligned} q(Vt|DT, JJ) = & \lambda_1 \times \frac{\text{Count}(Dt, JJ, Vt)}{\text{Count}(Dt, JJ)} \\ & + \lambda_2 \times \frac{\text{Count}(JJ, Vt)}{\text{Count}(JJ)} \\ & + \lambda_3 \times \frac{\text{Count}(Vt)}{\text{Count}()} \end{aligned}$$

where  $\lambda_1 + \lambda_2 + \lambda_3 = 1$ , and for all  $i$ ,  $\lambda_i \geq 0$ .

$$e(\text{base}|Vt) = \frac{\text{Count}(Vt, \text{base})}{\text{Count}(Vt)}$$

# Dealing with Low-Frequency Words

A common method is as follows:

- Step 1: Split vocabulary into two sets
  - Frequent words = words occurring  $\geq 5$  times in training
  - Low frequency words = all other words
- Step 2: Map low frequency words into a small, finite set, depending on prefixes, suffixes, etc.

# Dealing with Low-Frequency Words: An Example

Below is an example of word classes for named entity recognition [Bikel et al., 1999]:

Word class	Example	Intuition
twoDigitNum	90	Two-digit year
fourDigitNum	1990	Four-digit year
containsDigitAndAlpha	A8956 – 67	Product code
containsDigitAndDash	09 – 96	Date
containsDigitAndSlash	11/9/89	Date
containsDigitAndComma	23,000.00	Monetary amount
containsDigitAndPeriod	1.00	Monetary amount, percentage
othernum	456789	Other number
allCaps	BBN	Organization
capPeriod	M.	Person name initial
firstWord	First word of sentence	No useful capitalization information
initCap	Sally	Capitalized word
lowercase	can	Uncapitalized word
other	,	Punctuation marks, all other words

# Dealing with Low-Frequency Words: An Example

## Original Sentence:

Profits/NA soared/NA at/NA Boeing/SC Co./CC ,/NA easily/NA topping/NA forecasts/NA on/NA Wall/SL Street/CL ,/NA as/NA their/NA CEO/NA Alan/SP Mulally/CP announced/NA first/NA quarter/NA results/NA ./NA

## Transformed Sentence:

firstword/NA soared/NA at/NA initCap/SC Co./CC ,/NA easily/NA lowercase/NA forecasts/NA on/NA initCap/SL Street/CL ,/NA as/NA their/NA CEO/NA Alan/SP initCap/CP announced/NA first/NA quarter/NA results/NA ./NA

- NA = No entity
- SC = Start Company
- CC = Continue Company
- SL = Start Location
- CL = Continue Location
- SP = Start Person
- CP = Continue Person

# Dynamic Programming

- Dynamic programming is a technique used to solve optimization problems by breaking them down into overlapping subproblems.
- It stores the solutions to these subproblems in a table, so they do not need to be recalculated.
- Dynamic programming can greatly improve the efficiency of algorithms.

## Factorial

- Recursive implementation:

```
def recur_factorial(n):  
    # Base case  
    if n == 1:  
        return n  
    else:  
        return n * recur_factorial(n-1)
```

- Dynamic programming implementation:

```
def dynamic_factorial(n):  
    table = [0 for i in range(0, n+1)]  
  
    # Base case  
    table[0] = 1  
  
    for i in range(1, len(table)):  
        table[i] = i * table[i-1]
```

## Fibonacci

- Recursive implementation:

```
def recur_fibonacci(n):  
    if n == 1 or n == 0:  
        return 1  
    else:  
        return recur_fibonacci(n-1) + recur_fibo
```

- Dynamic programming implementation:

```
def dynamic_fibonacci(n):  
    table = [0 for i in range(0, n+1)]  
  
    # Base case  
    table[0] = 1  
    table[1] = 1  
  
    for i in range(2, len(table)):  
        table[i] = table[i-1] + table[i-2]
```

# Complexity

- Recursive factorial: Exponential complexity
- Dynamic factorial: Linear complexity
- Recursive Fibonacci: Exponential complexity
- Dynamic Fibonacci: Linear complexity



# The Viterbi Algorithm

Problem: For an input  $x_1 \dots x_n$ , find

$$\arg \max_{y_1 \dots y_{n+1}} p(x_1 \dots x_n, y_1 \dots y_{n+1})$$

where the  $\arg \max$  is taken over all sequences  $y_1 \dots y_{n+1}$  such that  $y_i \in S$  for  $i = 1 \dots n$ , and  $y_{n+1} = \text{STOP}$ .

We assume that  $p$  takes the form:

$$p(x_1 \dots x_n, y_1 \dots y_{n+1}) = \prod_{i=1}^{n+1} q(y_i | y_{i-2}, y_{i-1}) \prod_{i=1}^n e(x_i | y_i)$$

# Brute Force Search is Hopelessly Inefficient

Problem: For an input  $x_1 \dots x_n$ , find

$$\arg \max_{y_1 \dots y_{n+1}} p(x_1 \dots x_n, y_1 \dots y_{n+1})$$

where the  $\arg \max$  is taken over all sequences  $y_1 \dots y_{n+1}$  such that  $y_i \in S$  for  $i = 1 \dots n$ , and  $y_{n+1} = \text{STOP}$ .

# The Viterbi Algorithm

The Viterbi algorithm efficiently computes the maximum probability of a tag sequence by using dynamic programming.

## Steps:

- Define  $n$  as the length of the sentence.
- Define  $S_k$  for  $k = -1 \dots n$  as the set of possible tags at position  $k$ :  $S_{-1} = S_0 = \{*\}$ ,  $S_k = S$  for  $k \in \{1 \dots n\}$ .
- Define
$$r(y_{-1}, y_0, y_1, \dots, y_k) = \prod_{i=1}^k q(y_i | y_{i-2}, y_{i-1}) \prod_{i=1}^k e(x_i | y_i).$$
- Define a dynamic programming table:  $\pi(k, u, v) =$  maximum probability of a tag sequence ending in tags  $u, v$  at position  $k$ .

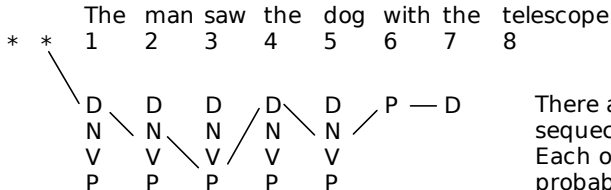
## An Example

$\pi(k, u, v)$  = maximum probability of a tag sequence ending in tags  $u, v$  at position  $k$

**The man saw the dog with the telescope**

# An Example

$$S = \{D, N, P, V\}$$



There are many possible sequences of tags. Each of these will have a probability calculated from parameters  $q$  and  $e$ .

$\Pi(7, P, D) =$  This is the maximum probability of any of those tag sequences ending in P D at position 7, the path represents the sequence with the maximum probability.

# A Recursive Definition

**Base case:**

$$\pi(0, *, *) = 1$$

**Recursive definition:** For any  $k \in \{1 \dots n\}$ , for any  $u \in S_{k-1}$  and  $v \in S_k$ :

$$\pi(k, u, v) = \max_{w \in S_{k-2}} (\pi(k-1, w, u) \times q(v|w, u) \times e(x_k|v))$$

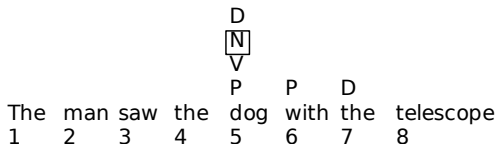
## Justification for the Recursive Definition

For any  $k \in \{1 \dots n\}$ , for any  $u \in S_{k-1}$  and  $v \in S_k$ :

$$\pi(k, u, v) = \max_{w \in S_{k-2}} (\pi(k-1, w, u) \times q(v|w, u) \times e(x_k|v))$$

**The man saw the dog with the telescope**

# Justification for the Recursive Definition



$$\mathcal{S}_5 = \mathcal{S} = \{D, N, V, P\}$$

$$\Pi(7, P, D) = \max_{w \in \mathcal{S}_5} (\Pi(6, w, P) \times q(D|w, P) \times e(\text{the}|D))$$

If we think of any tag sequence that ends with tags P and D at position 7, it must contain some tag at position 5.  
We are basically searching for the tag that maximizes the probability at position 5.



# The Viterbi Algorithm

**Input:** a sentence  $x_1 \dots x_n$ , parameters  $q(s|u, v)$  and  $e(x|s)$ .

**Initialization:** Set  $\pi(0, *, *) = 1$ .

Define  $S_{-1} = S_0 = \{*\}$ ,  $S_k = S$  for  $k \in \{1 \dots n\}$ .

**Algorithm:**

- For  $k = 1 \dots n$ ,
- For  $u \in S_{k-1}$ ,  $v \in S_k$ ,

$$\pi(k, u, v) = \max_{w \in S_{k-2}} (\pi(k-1, w, u) \times q(v|w, u) \times e(x_k|v))$$

- Return  $\max_{u \in S_{n-1}, v \in S_n} (\pi(n, u, v) \times q(\text{STOP}|u, v))$

# The Viterbi Algorithm with Backpointers

**Input:** a sentence  $x_1 \dots x_n$ , parameters  $q(s|u, v)$  and  $e(x|s)$ .

**Initialization:** Set  $\pi(0, *, *) = 1$ .

Define  $S_{-1} = S_0 = \{*\}$ ,  $S_k = S$  for  $k \in \{1 \dots n\}$ .

**Algorithm:**

- For  $k = 1 \dots n$ ,
- For  $u \in S_{k-1}$ ,  $v \in S_k$ ,

$$\pi(k, u, v) = \max_{w \in S_{k-2}} (\pi(k-1, w, u) \times q(v|w, u) \times e(x_k|v))$$

$$\text{bp}(k, u, v) = \arg \max_{w \in S_{k-2}} (\pi(k-1, w, u) \times q(v|w, u) \times e(x_k|v))$$

- Set  $(y_{n-1}, y_n) = \arg \max_{(u,v)} (\pi(n, u, v) \times q(\text{STOP}|u, v))$
- For  $k = (n-2) \dots 1$ ,  $y_k = \text{bp}(k+2, y_{k+1}, y_{k+2})$
- Return the tag sequence  $y_1 \dots y_n$

## The Viterbi Algorithm: Running Time

- $O(n|S|^3)$  time to calculate  $q(s|u, v) \times e(x_k|s)$  for all  $k, s, u, v$ .
- $n|S|^2$  entries in  $\pi$  to be filled in.
- $O(|S|)$  time to fill in one entry.

$\Rightarrow O(n|S|^3)$  time in total.

## Pros and Cons

- Hidden Markov Model (HMM) taggers are simple to train (compile counts from training corpus).
- They perform relatively well (over 90
- Main difficulty is modeling  $e(\text{word}|\text{tag})$ , which can be very complex if "words" are complex.

Questions?

Thanks for your Attention!

# References I



Bikel, D. M., Schwartz, R. M., and Weischedel, R. M. (1999).  
An algorithm that learns what's in a name.  
*Mach. Learn.*, 34(1-3):211–231.



Kupiec, J. (1992).  
Robust part-of-speech tagging using a hidden markov model.  
*Computer speech & language*, 6(3):225–242.