

## Syntactic Parsing:

↳ "Morphology" based on independent word, while syntax deals with combinations of words.

↳ Morphology is often irregular (ablaut/umlaut)

↳ Some sentences are syntactically/grammar wise correct but have no semantic meaning.

⇒ constituents.

↳ group of words that give meaning when they go together.

↳ one phrase can have multiple phrases.

↳ noun phrase/preposition phrase/clause.

## CFG

↳ terminal → words

↳ Det → Determiner

↳ Parsing → using parse tree

bottom up & top down.

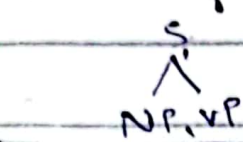
↳ CFG requires lots of knowledge & rules.

## Top Parser:

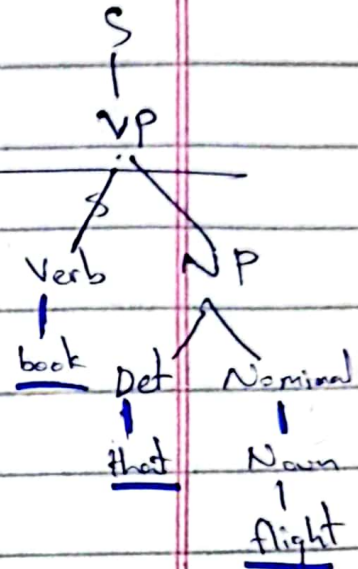
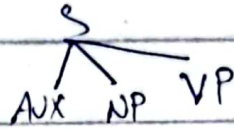
## Example: (Top Down Parsing).

book that flight

3 Trees at S



Expand each



If one sentence has more than one possible parse trees  $\Rightarrow$  ambiguous sentence.

## Bottom Up Parsing:

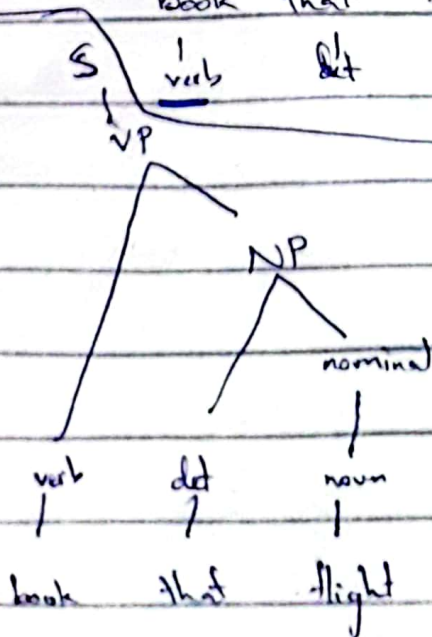
Example:

Example:

2 transition of book

book that flight

book that flight



In bottom up, start with terminal & check production rules.

↳ check pairs else single words.

↳ shift reduce parsing (bottom up parsing)

↳ for training parser, manually annotated corpus is required

↳ Syntactic ambiguity leads toward semantic ambiguity.

↳ Parse treebank.

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(08/11/24)

↳ If multiple parse trees, which one to use?

↳ Use probability

↳ require probability of each production rule.

↳ probabilistic CFG.

↳ prob sum of each non-terminal is 1.

$$\Rightarrow \text{prob}(1) = \frac{\text{count}(S \text{ noun } S)}{\text{count}(\text{starting with } S)}$$

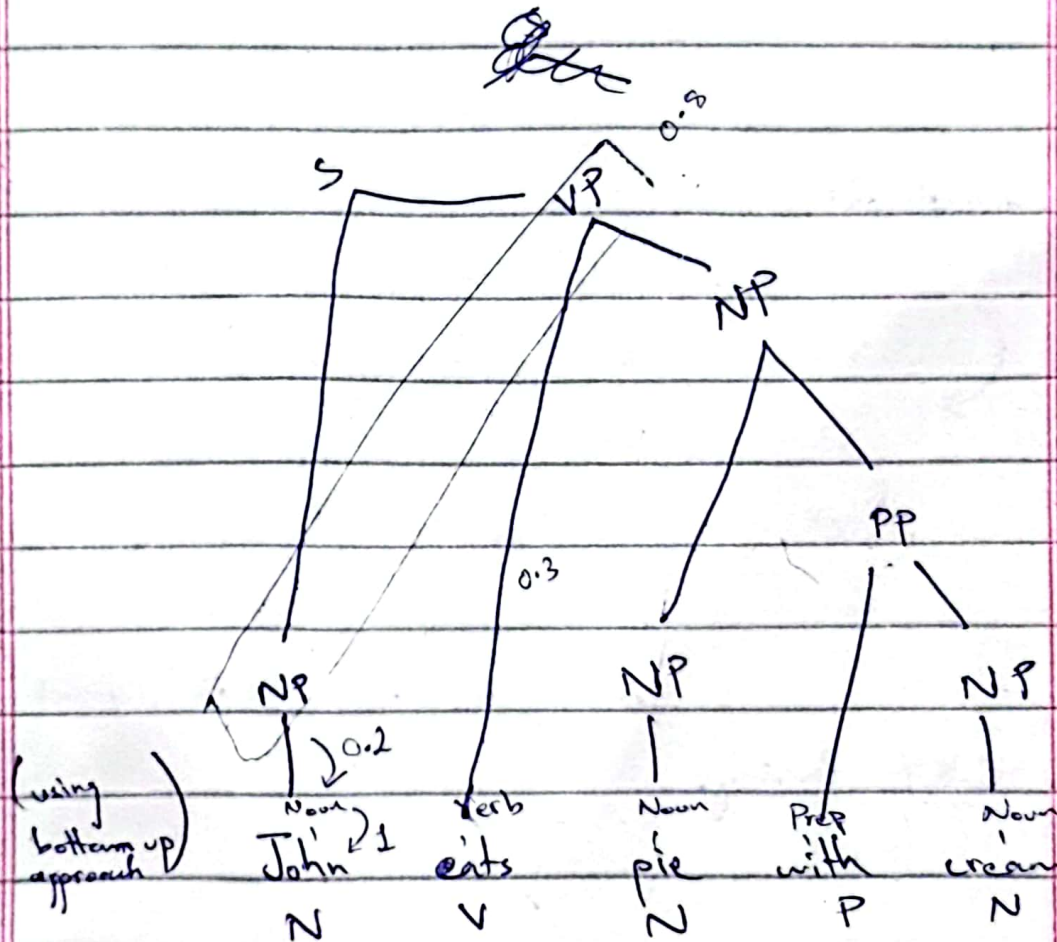
$$\Rightarrow \text{prob}(2) = \frac{\text{count}(\text{only Noun as NP})}{\text{count}(NP)}$$





Example:

⇒  $\frac{\text{John}}{N}$   $\frac{\text{eats}}{V}$   $\frac{\text{pie}}{N}$   $\frac{\text{with}}{P}$   $\frac{\text{cream}}{N}$ .



↳ ~~prob~~ computing prob of parse tree.

$S \rightarrow NP VP \quad 0.8$

$NP \rightarrow \text{Noun} \quad 0.2$

~~prob~~ -

$$\text{prob} = (0.8 * 0.2 * 1)^* (0.3 * 1.0)^*$$

Workflow  $\rightarrow$  flow diagram + written flow.

desired  $\leftarrow$  for evolution  
out  $\leftarrow$  15-20  
schemas  $\leftarrow$  fullback mechanism. [ llama / OpenAI ] beautiful soap.  
wind

$\hookrightarrow$  CFG must be converted to CNF

NO more than 2 siblings  $\leftarrow$  on right side.

Example 1:

$X \rightarrow ABC \Rightarrow X \rightarrow AX_2$

$X_2 \rightarrow BC$

$\hookrightarrow$  new production rule added.

$\hookrightarrow$  new symbol added to vocab.

Example 2:

$VP \rightarrow VBD NP PP PP$



$X_2 \rightarrow NP PP$

$X_3 \rightarrow X_2 PP$

$VP \rightarrow VBD X_3$

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(12/11/24)

CKY Parsing:

$\hookrightarrow$  bottom up parser.

$\hookrightarrow$  grammar should be in CNF.

$\hookrightarrow$  fill table with unaries.

$\hookrightarrow$  if prob, add also.

$\hookrightarrow$  Ambiguity is handled by probability.

$\hookrightarrow$  top cell has atleast one rule  
starting with S else not valid.

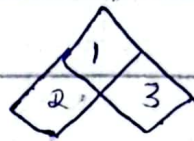
Ap  $\rightarrow$  AB, C



→ reduce the rules

reduced as

$V \rightarrow \text{people}$	0.1
$VP \rightarrow V$	0.1
$VP \rightarrow V$	$0.1 * 0.1$
$NP \rightarrow N$	$0.5 * 0.7$



→ cell 1 will have combinations of 2 & 3

→ discard invalid combinations,

$S \rightarrow NP VP$  ( $0.9 * 0.35 * 0.06$ )

Example:

	fish	People	Fish	Tank
$N \rightarrow \text{fish}$ $V \rightarrow \text{fish}$				
$N \rightarrow \text{people}$ $V \rightarrow \text{people}$				
$N \rightarrow \text{fish}$ $V \rightarrow \text{fish}$				
$N \rightarrow \text{tanks}$ $V \rightarrow \text{tanks}$				

In computer we use matrix

fish people fish tanks

②

①

	fish	people	fish	tanks
fish	$N \rightarrow \text{fish } 0.2$ $V \rightarrow \text{fish } 0.6$ $NP \rightarrow N \text{ } 0.2 \times 0.2$ $VP \rightarrow V \text{ } 0.1 \times 0.6$ $S \rightarrow VP \text{ } 0.1 \times 0.6 \times 0.1$	$VP \rightarrow VNP$ $N \rightarrow \text{people } 0.5$ $V \rightarrow \text{people } 0.1$ $NP \rightarrow N$ $VP \rightarrow V$ $S \rightarrow VP$	$N \rightarrow \text{fish } 0.2$ $V \rightarrow \text{fish } 0.6$	$N \rightarrow \text{tanks } 0.2$ $V \rightarrow \text{tanks } 0.3$
people				
fish				
tanks				

④

- 1) fish people fish
- 2) fish people fish

②

- 1) people fish tanks
- 2) \_\_\_\_\_

③

- |    |       |        |       |       |   |
|----|-------|--------|-------|-------|---|
|    | fish  | people | fish  | tanks |   |
| 1) | _____ | _____  | _____ | _____ | ✓ |
| 2) | _____ | _____  | _____ | _____ | X |
| 3) | _____ | _____  | _____ | _____ | X |
| 4) | _____ | _____  | _____ | _____ | ✓ |
| 5) | _____ | _____  | _____ | _____ | ✓ |
| 6) | _____ | _____  | _____ | _____ | X |

Due to restriction of CNF (binaries only)



## Embeddings:

- ↳ numbers are fast for processing. (by arranging in order then assign num)
- ↳ One hot encode  $\Rightarrow$  does not give info about similar/opposite semantic words.

↳ <sup>Word</sup> Embeddings provide similarity & has low dimensions.

↳ min distance  $\hookrightarrow$  similar words.

↳ corpus required (words in d/f contexts)

↳ low dimension  $\rightarrow$  data loss (low acc)

↳ high dimension  $\rightarrow$  no data loss (high acc).

↳ BERT  $\Rightarrow$  attention mechanism.

↳ train embedding from scratch / or train/finetune for specific context.

↳ m  $\Rightarrow$  multilingual. (mBERT)

↳ ~~not~~ predict next word depending upon basic information.

↳ center word prediction

↳ prev info + next info used.

↳ possible words from corpus.

↳ word with lowest vector distance.

↳  $\langle s \rangle \langle s \rangle$  —

(for starting) -



↳ In CBOW, embedding is bi-product of model.

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(19/11/21)

Words to Vector.

CBOW  $\rightarrow$  basic purpose  $\Rightarrow$  center word (pred)

↳ bi-product  $\Rightarrow$  embeddings.

norm/4  $\rightarrow$  value can't go beyond 1.

$\Rightarrow$  input vector size  $\Rightarrow$  vocab size.

$\star (V \times 1)$  (col)

$\star (1 \times V)$  (row)

Embedding Dimension Size  $\leftarrow N \times V \Rightarrow 100 \times 20$ ,  
↓  
Vocab size.

$\Rightarrow$  Batch

↳ usually  $2^{\text{power}}$ , for faster computation.

↳ does not greatly impact on accuracy.

ReLU

↳  $\max(0, \text{val})$

Softmax.

↳ convert nums to probabilities.

(0-1)  $\Rightarrow$  sum = 1.

↳  $\frac{\exp(\text{value})}{\text{sum of values}}$

sum of values.

$$\hat{y}_i = \frac{e^z}{\sum_{j=1}^V e^{z_j}}$$

- ↳ If pred vs actual are not same weights & bias are updated  $\Rightarrow$  back prop.
- ↳ KNN  $\Rightarrow$  not fixed activation function (ReLU) cross-entropy.
- ↳ CBOW  $\Rightarrow$  shallow network ( $2W + 2$  Bias).

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(22/11/24)

- ↳ stop training when loss not decreasing.
  - ↳ manually / flags in code.
- ↳ CBOW  $\rightarrow$  prediction (main) embeddings (bi-product).
- ↳ extract embeddings from hidden layer.
  - $w_1 \rightarrow$  col matrix,  $w_2 \rightarrow$  row matrix
  - ↳ transpose to add.

$N \times V \rightarrow$  dimensions.

**BERT Model:**

- ↳ attention layer.
- ↳ mostly for embedding only (bi-prod).
- ↳ for classification need to add layer to end.



→ for training from scratch.

↳ large data + time req.

→ Extrinsic Evaluation:

↳ after using in external task.

→ Intrinsic Evaluation:

↳ without using in external task.