
Syntax and Semantics

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syntax

Tree-Based Models



- Traditional statistical models operate on sequences of words

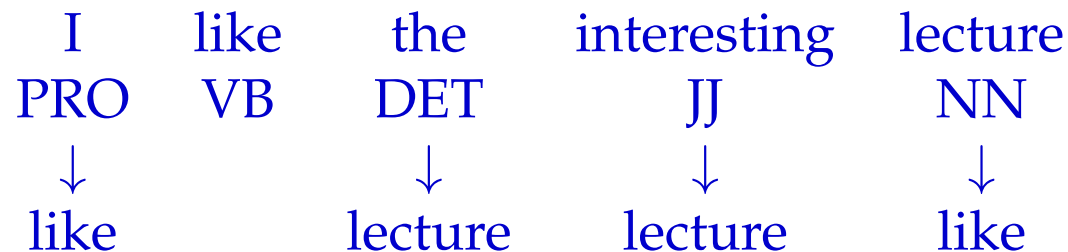
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- Many translation problems can be best explained by pointing to syntax
 - reordering, e.g., verb movement in German–English translation
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 - Many translation problems can be best explained by pointing to syntax
 - reordering, e.g., verb movement in German–English translation
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- ⇒ Translation models based on tree representation of language
- successful for statistical machine translation
 - open research challenge for neural models

Dependency Structure



- Center of a sentence is the verb
- Its dependents are its arguments (e.g., subject noun)
- These may have further dependents (adjective of noun)

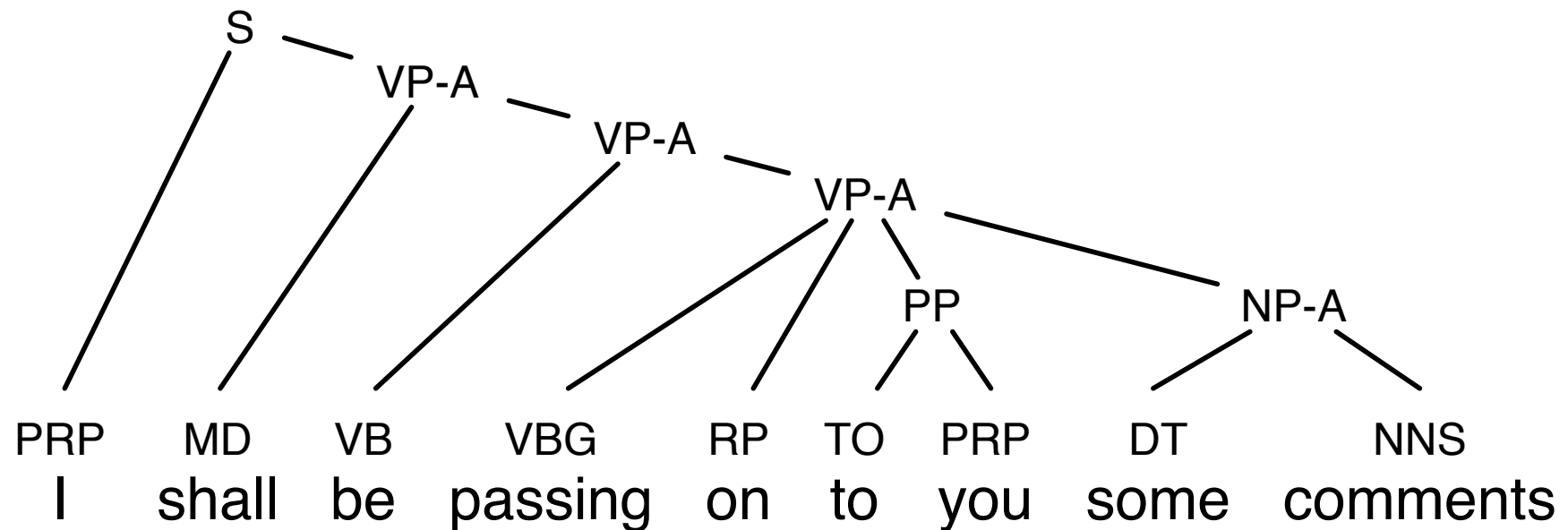
Phrase Structure Grammar



- Phrase structure
 - noun phrases: *the big man, a house, ...*
 - prepositional phrases: *at 5 o'clock, in Edinburgh, ...*
 - verb phrases: *going out of business, eat chicken, ...*
 - adjective phrases, ...

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- Context-free Grammars (CFG)
 - non-terminal symbols: phrase structure labels, part-of-speech tags
 - terminal symbols: words
 - production rules: $NT \rightarrow [NT, T]^+$
example: $NP \rightarrow DET\ NN$

Phrase Structure Grammar

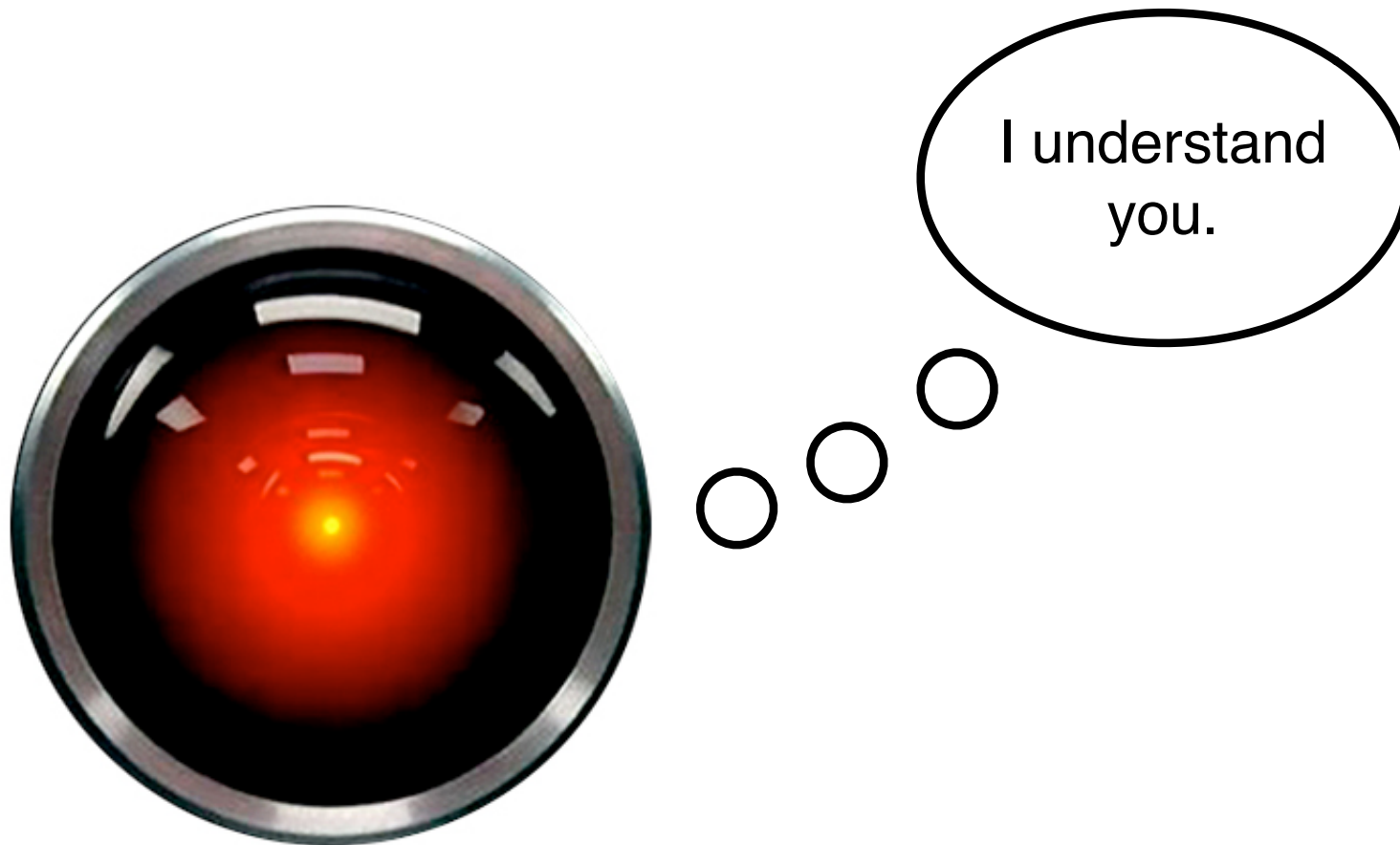


Phrase structure grammar tree for an English sentence
(as produced Collins' parser)

semantics

- The grand goal of **artificial intelligence**
 - machines that do not mindlessly process data
 - ... but that ultimately **understand** its meaning
- But what is meaning?

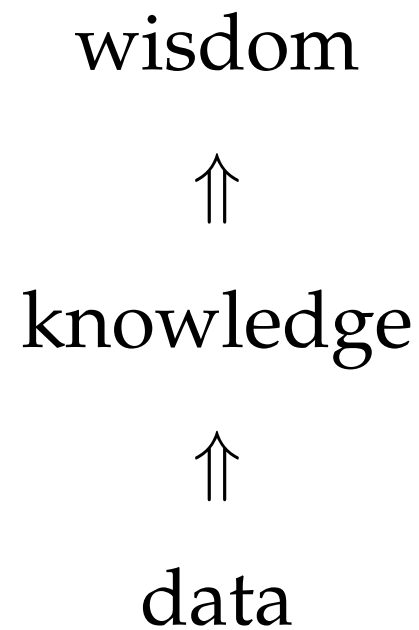
Meaningful Machines



A Scale of Understanding?



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Eliza

Joseph Weizenbaum wrote the computer program Eliza in 1969 to demonstrate how easily people can be fooled into thinking that machines have some deep understanding.

young woman: *Men are all alike.*

eliza: *In what way?*

young woman: *They're always bugging us about something specific or other.*

eliza: *Can you think of a specific example?*

young woman: *Well, my boyfriend made me come here.*

eliza: *Your boyfriend made you come here?*

young woman: *He says I'm depressed much of the time.*

eliza: *I am sorry to hear you are depressed.*

young woman: *It's true. I'm unhappy.*

eliza: *Do you think coming here will help you not to be unhappy?*

Online demo: http://www-ai.ijs.si/eliza-cgi-bin/eliza_script



semantic translation problems

- Syntactic analysis may be ambiguous

Das Vorhaben verwarf die Kommission .
the plan rejected the commission .

- Both readings (SVO and OSV) are syntactically possible
- But: OSV reading is semantically much more plausible

⇒ Need for semantic model to produce semantically plausible output

lexical semantics

- Some words have multiple meanings
- This is called polysemy
- Example: *bank*
 - financial institution: *I put my money in the bank.*
 - river shore: *He rested at the bank of the river.*
- How could a computer tell these senses apart?

Homonym

- Sometimes two completely different words are spelled the same
- This is called a homonym
- Example: *can*
 - modal verb: *You can do it!*
 - container: *She bought a can of soda.*
- Distinction between polysemy and homonymy not always clear

How Many Senses?

- How many senses does the word *interest* have?
 - *She pays 3% **interest** on the loan.*
 - *He showed a lot of **interest** in the painting.*
 - *Microsoft purchased a controlling **interest** in Google.*
 - *It is in the national **interest** to invade the Bahamas.*
 - *I only have your best **interest** in mind.*
 - *Playing chess is one of my **interests**.*
 - *Business **interests** lobbied for the legislation.*
- Are these seven different senses? Four? Three?

- Wordnet, a hierarchical database of senses, defines synsets
- According to Wordnet, *interest* is in 7 synsets
 - Sense 1: *a sense of concern with and curiosity about someone or something*, Synonym: *involvement*
 - Sense 2: *the power of attracting or holding one's interest (because it is unusual or exciting etc.)*, Synonym: *interestingness*
 - Sense 3: *a reason for wanting something done*, Synonym: *sake*
 - Sense 4: *a fixed charge for borrowing money; usually a percentage of the amount borrowed*
 - Sense 5: *a diversion that occupies one's time and thoughts (usually pleasantly)*, Synonyms: *pastime, pursuit*
 - Sense 6: *a right or legal share of something; a financial involvement with something*, Synonym: *stake*
 - Sense 7: *(usually plural) a social group whose members control some field of activity and who have common aims*, Synonym: *interest group*

Sense and Translation

- Most relevant for machine translation:
different translations → different sense

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- Example *interest* translated into German
 - *Zins*: financial charge paid for loan (Wordnet sense 4)
 - *Anteil*: stake in a company (Wordnet sense 6)
 - *Interesse*: all other senses

Languages Differ

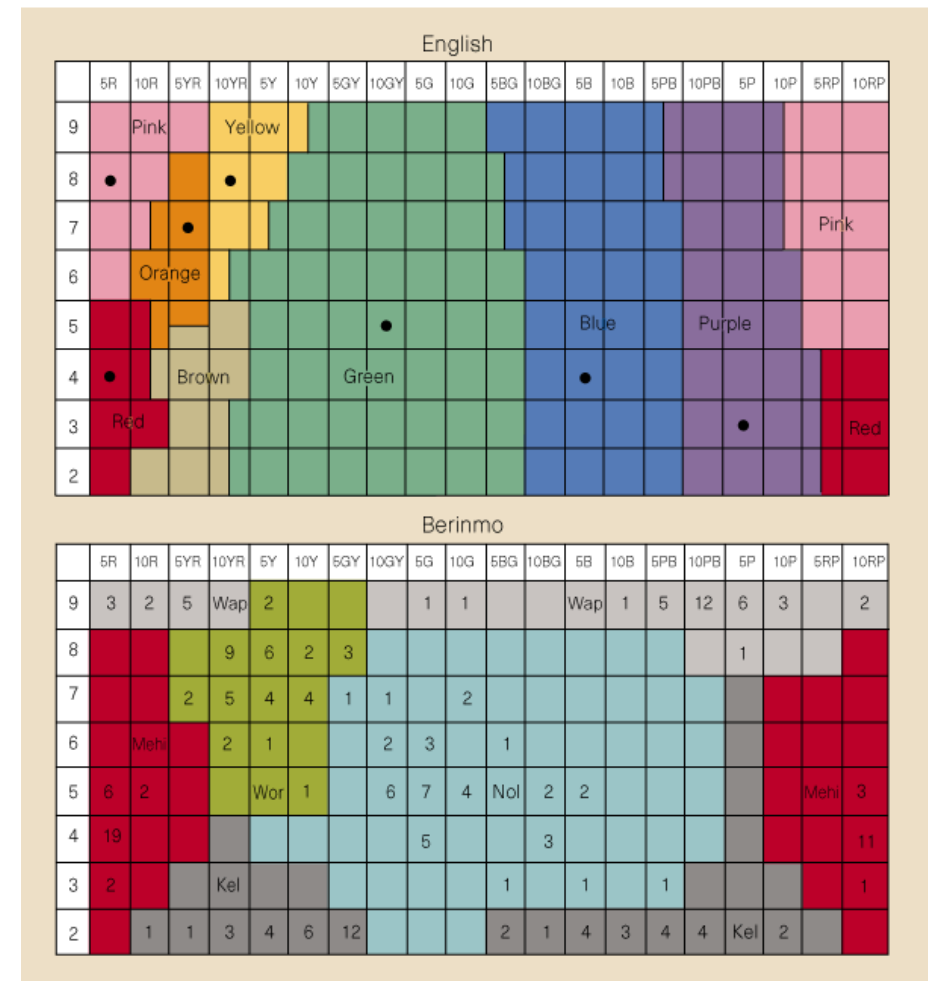
- Foreign language may make finer distinctions
- Translations of *river* into French
 - *fleuve*: river that flows into the sea
 - *rivière*: smaller river

Languages Differ

- Foreign language may make finer distinctions
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- English may make finer distinctions than a foreign language
- Translations of German *Sicherheit* into English
 - *security*
 - *safety*
 - *confidence*

Overlapping Senses

- Color names may differ between languages
- Many languages have one word for blue and green
- Japanese: *ao*
change early 20th century:
midori (*green*) and *ao* (*blue*)
- But still:
 - vegetables are *greens* in English,
ao-mono (blue things) in Japanese
 - “go” traffic light is *ao* (blue)



Color names in English and Berinomo (Papua New Guinea)

One Last Word on Senses

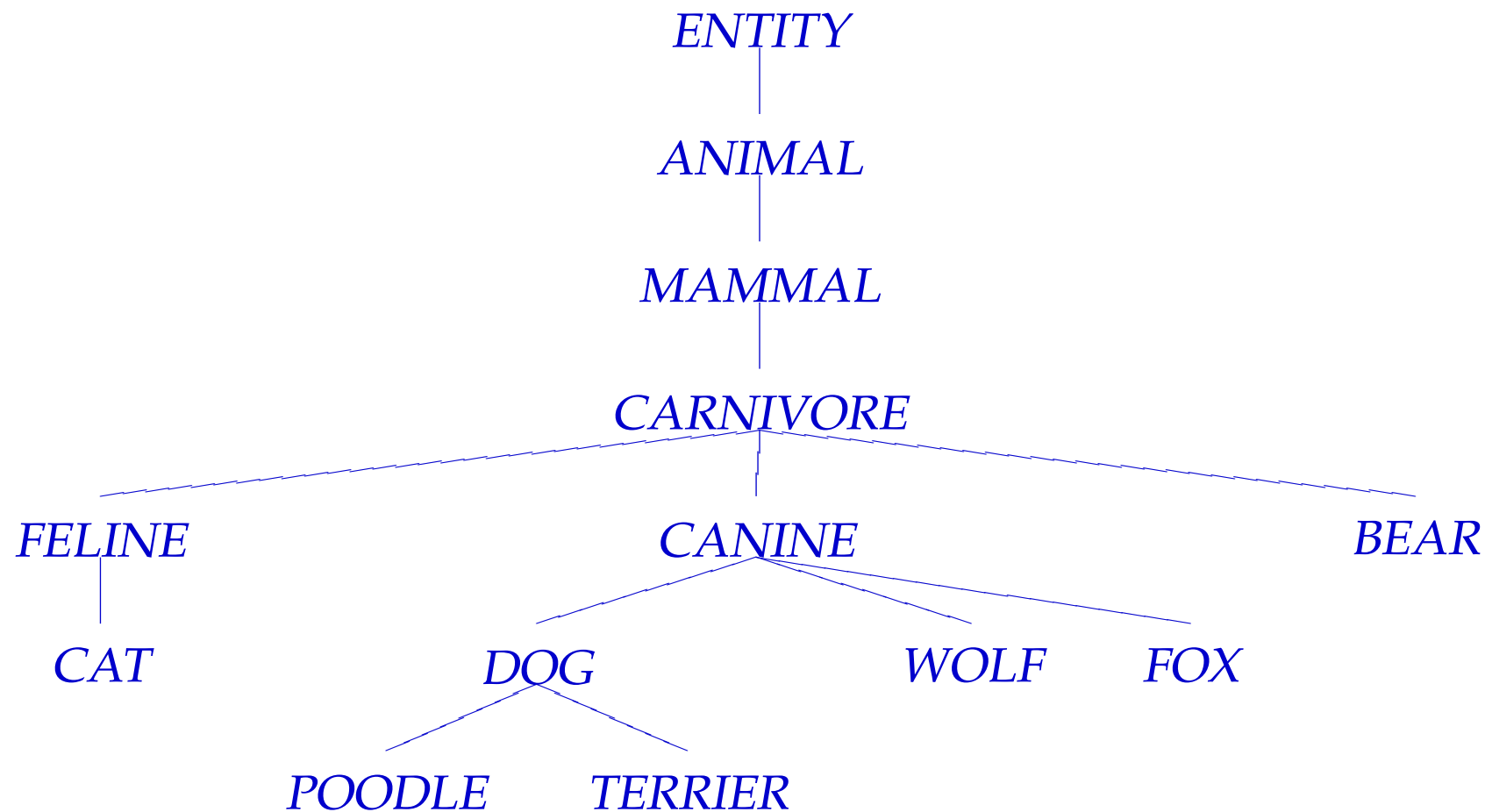
- Lot of research in word sense disambiguation is focused on polysemous words with clearly distinct meanings, e.g. *bank*, *plant*, *bat*, ...

One Last Word on Senses

- Lot of research in word sense disambiguation is focused on polysemous words with clearly distinct meanings, e.g. *bank*, *plant*, *bat*, ...
- Often meanings are close and hard to tell apart, e.g. *area*, *field*, *domain*, *part*, *member*, ...
 - *She is a part of the team.*
 - *She is a member of the team.*
 - *The wheel is a part of the car.*
 - * *The wheel is a member of the car.*

Ontology

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Representing Meaning

- The meaning of *dog* is *DOG* or *dog*(x)
Not much gained here

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- Composition of meaning

$$\text{meaning}(\textit{daughter}) = \text{meaning}(\textit{child}) + \text{meaning}(\textit{female})$$

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$$\text{meaning}(\textit{daughter}) = \text{meaning}(\textit{child}) + \text{meaning}(\textit{female})$$

- Analogy

$$\text{meaning}(\textit{king}) + \text{meaning}(\textit{woman}) - \text{meaning}(\textit{man}) = \text{meaning}(\textit{queen})$$

- Contexts may be represented by a vector of word counts

Example:

*Then he grabbed his new mitt and **bat**, and headed back to the dugout for another turn at **bat**. Hulet isn't your average baseball player. "It might have been doctoring up a **bat**, grooving a **bat** with pennies or putting a little pine tar on the baseball. All the players were sitting around the dugout laughing at me."*

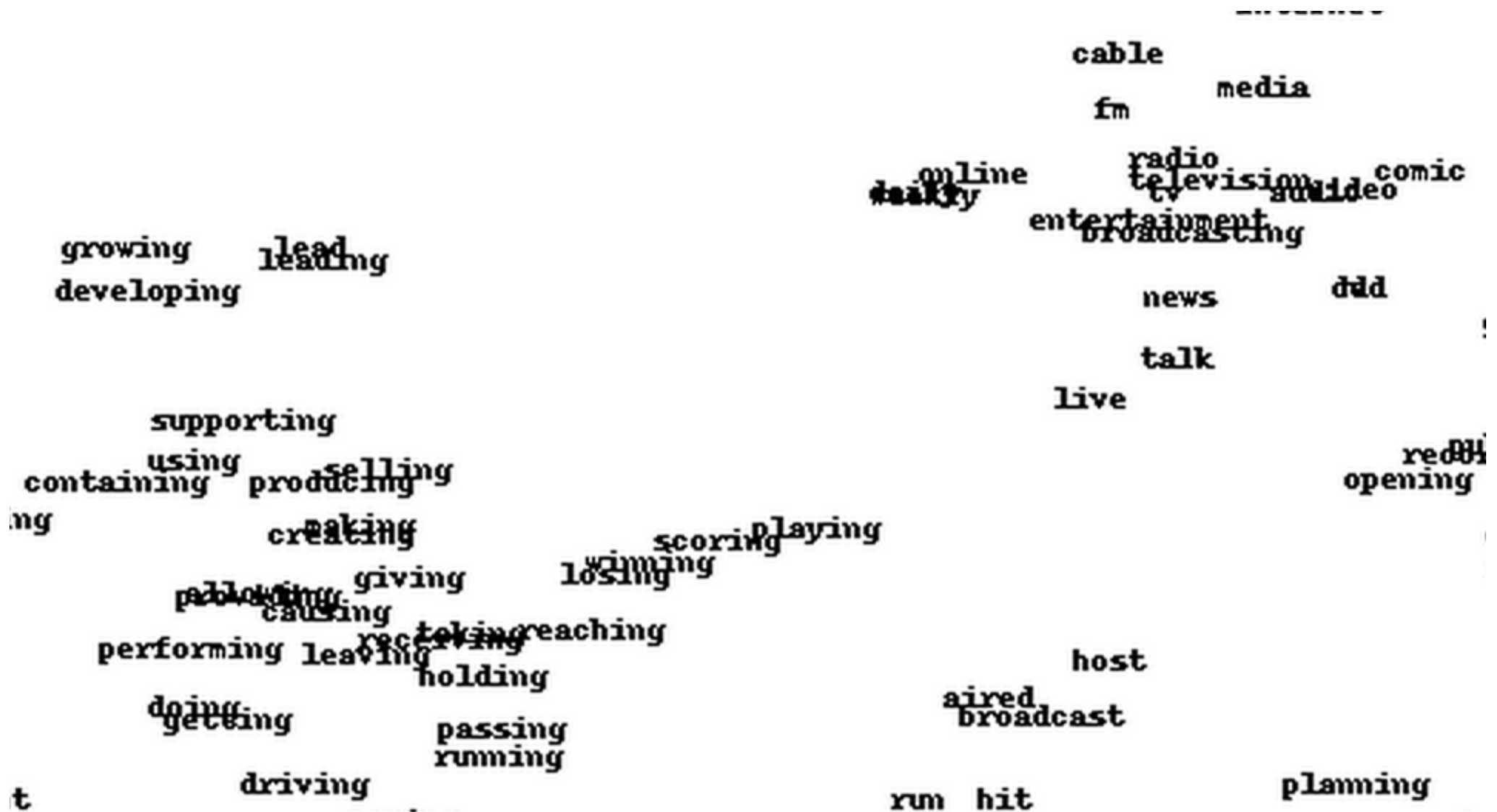
The word counts normalized, so all the vector components add up to one.

grabbed	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
mitt	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
headed	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
dugout	$\begin{pmatrix} 2 \end{pmatrix}$	$\begin{pmatrix} 0.10 \end{pmatrix}$
turn	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
average	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
baseball	$\begin{pmatrix} 2 \end{pmatrix}$	$\begin{pmatrix} 0.10 \end{pmatrix}$
player	$\begin{pmatrix} 2 \end{pmatrix}$	$\begin{pmatrix} 0.10 \end{pmatrix}$
doctoring	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
grooving	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
pennies	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
pine	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
tar	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
sitting	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$
laughing	$\begin{pmatrix} 1 \end{pmatrix}$	$\begin{pmatrix} 0.05 \end{pmatrix}$

- Average over all occurrences of word
- Context may also just focus on directly neighboring words

Word Embeddings

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Word Sense Disambiguation

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- Supervised learning problem *plant* → *PLANT-FACTORY*

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- Supervised learning problem *plant* → *PLANT-FACTORY*
- Features
 - Directly neighboring words
 - * *plant life*
 - * *manufacturing plant*
 - * *assembly plant*
 - * *plant closure*
 - * *plant species*
 - Any content words in a 50 word window
 - Syntactically related words
 - Syntactic role in sense
 - Topic of the text
 - Part-of-speech tag, surrounding part-of-speech tags

subcategorization frames

- Example

Das Vorhaben verwarf die Kommission .
the plan rejected the commission .

- Propbank

Arg0-PAG: rejecter (vnrole: 77-agent)

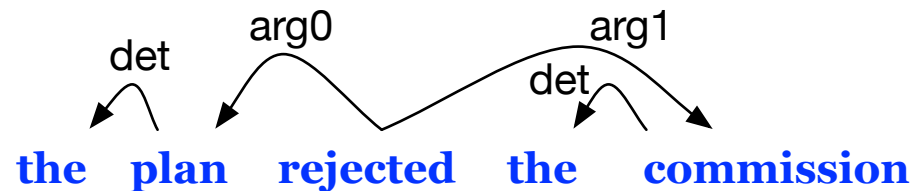
Arg1-PPT: thing rejected (vnrole: 77-theme)

Arg3-PRD: attribute

- Is *plan* a typical Arg0 of *reject*?

Dependency Parsing

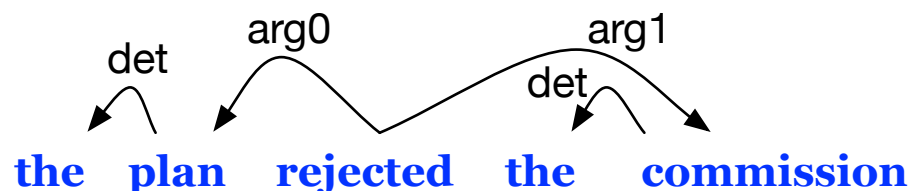
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- Dependencies between words



- Can be obtained by
 - dedicated dependency parser
 - CFG grammar with head word rules
- Are dependency relations enough?
 - *reject* — subj → *plan* ⇒ **bad**
 - *reject* — subj → *commission* ⇒ **good**

logical form

First Order Logic

- Classical example

Every farmer has a donkey

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- Classical example

Every farmer has a donkey

- Ambiguous, two readings
- Each farmer as its own donkey

$\forall x: \text{farmer}(x) \exists y: \text{donkey}(y) \wedge \text{owns}(x,y)$

- There is only one donkey

$\exists y: \text{donkey}(y) \wedge \forall x: \text{farmer}(x) \wedge \text{owns}(x,y)$

- Does this matter for translation? (typically not)

Logical Form and Inference

- Input sentence

*Whenever I visit my uncle and his daughters,
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$\exists u: \text{father}(u,d)$

$\exists i: \text{uncle}(u,i)$

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- World knowledge

$\forall i, u, c: \text{uncle}(u, i) \wedge \text{father}(u, c) \rightarrow \text{cousin}(i, c)$

- Hypothesis that $c = d$ is consistent with given facts and world knowledge

- Inference

$\text{female}(d) \rightarrow \text{female}(c)$

Scope

- Example (Knight and Langkilde, 2000)

green eggs and ham

- Only eggs are green

(green eggs) and ham

- Both are green

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- Spanish translations

- Only eggs are green

huevos verdes y jamón

- Also ambiguous

jamón y huevos verdes

- Machine translation should preserve ambiguity

discourse

Ambiguous Discourse Markers

- Example

Since you brought it up, I do not agree with you.

Since you brought it up, we have been working on it.

- How to translated *since*? Temporal or conditional?

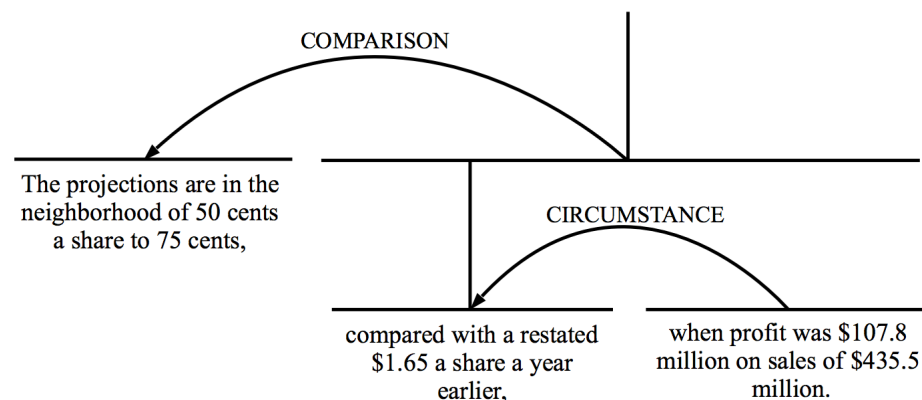
Implicit Discourse Relationships

- English syntactic structure may imply causation

Wanting to go to the other side, the chicken crossed the road.

- This discourse relationship may have to be made explicit in another language

- Discourse relationships,
e.g., Circumstance, Antithesis, Concession, Solutionhood, Elaboration, Background, Enablement, Motivation, Condition, Interpretation, Evaluation, Purpose, Evidence, Cause, Restatement, Summary, ...
- Hierarchical structure



- There is a discourse treebank, but inter-annotator agreement is low

abstract meaning representations

Example

He looked at me very gravely , and put his arms around my neck .

(a / and

```
:op1 (l / look-01
      :ARG0 (h / he)
      :ARG1 (i / i)
      :manner (g / grave
                :degree (v / very)))
:op2 (p / put-01
      :ARG0 h
      :ARG1 (a2 / arm
              :part-of h)
      :ARG2 (a3 / around
              :op1 (n / neck
                    :part-of i))))
```

- Abstract meaning representation

```
(1 / look-01  
  :ARG0 (h / he)  
  :ARG1 (i / i)  
  :manner (g / grave  
    :degree (v / very)))
```

- Possible English sentences
 - *He looks at me gravely.*
 - *I am looked at by him very gravely.*
 - *He gave me a very grave look.*



adding linguistic annotation

Adding Linguistic Annotation

- Improving neural models with linguistic information
 - linguistic annotation to the input sentence
 - linguistic annotation to the output sentence,
 - build linguistically structured models.

Linguistic Annotation of Input

- Neural models good with rich context
 - prediction conditioned on entire input and all previously output words
 - good at generalizing and draw from relevant knowledge
- Adding more information to conditioning context straightforward

- Neural models good with rich context
 - prediction conditioned on entire input and all previously output words
 - good at generalizing and draw from relevant knowledge
- Adding more information to conditioning context straightforward
- Relevant linguistic information
 - part-of-speech tags
 - lemmas
 - morphological properties of words
 - syntactic phrase structure
 - syntactic dependencies
 - semantics

Enriched Input

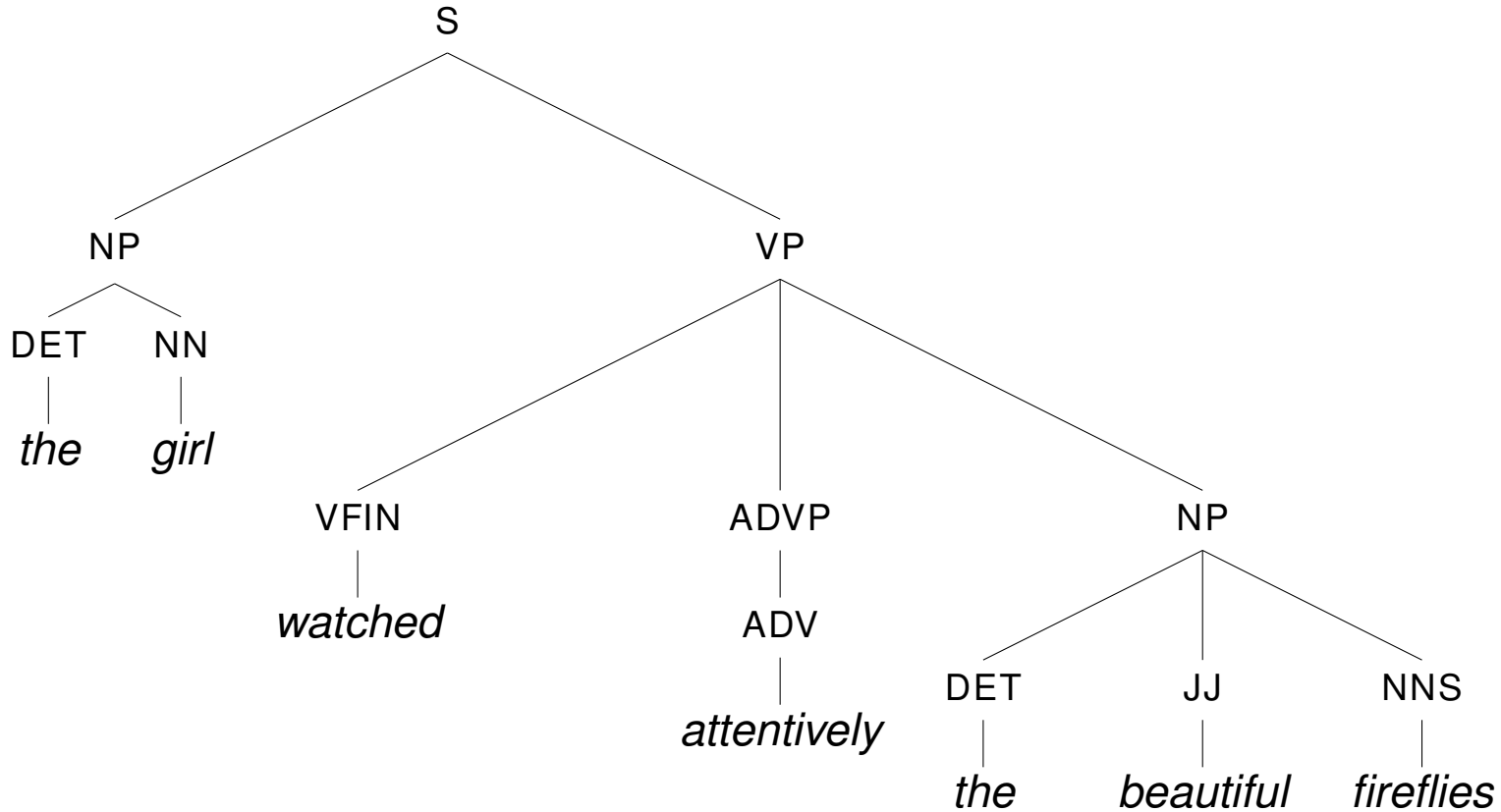
Words	<i>the</i>	<i>girl</i>	<i>watched</i>	<i>attentively</i>	<i>the</i>	<i>beautiful</i>	<i>fireflies</i>
Part of speech	DET	NN	VFIN	ADV	DET	JJ	NNS
Lemma	<i>the</i>	<i>girl</i>	<i>watch</i>	<i>attentive</i>	<i>the</i>	<i>beautiful</i>	<i>firefly</i>
Morphology	-	SING.	PAST	-	-	-	PLURAL
Noun phrase	BEGIN	CONT	OTHER	OTHER	BEGIN	CONT	CONT
Verb phrase	OTHER	OTHER	BEGIN	CONT	CONT	CONT	CONT
Synt. dependency	<i>girl</i>	<i>watched</i>	-	<i>watched</i>	<i>fireflies</i>	<i>fireflies</i>	<i>watched</i>
Depend. relation	DET	SUBJ	-	ADV	DET	ADJ	OBJ
Semantic role	-	ACTOR	-	MANNER	-	MOD	PATIENT
Semantic type	-	HUMAN	VIEW	-	-	-	ANIMATE

- Each property encoded as 1-hot vector
- Note: phrasal annotation: BEGIN, CONTINUE, OTHER
- Can all this be discovered by machine learning instead?

Linguistic Annotation of Output

- Same annotation also be used for output words
- May support more syntactically or semantically coherent output
- Most successful in statistical machine translation: output syntax
 - represented as syntactic tree structures
 - need to convert into sequence

Linguistic Annotation of the Output

Sentence	<i>the girl watched attentively the beautiful fireflies</i>
Syntax tree	 <pre> graph TD S --> NP1[NP] S --> VP[VP] NP1 --> DET1[DET] NP1 --> NN[NN] DET1 --> the1[the] NN --> girl[girl] VP --> VFIN[VFIN] VP --> ADVP[ADVP] VP --> NP2[NP] VFIN --> watched[watched] ADVP --> ADV[ADV] ADV --> attentively[attentively] NP2 --> DET2[DET] NP2 --> JJ[JJ] NP2 --> NNS[NNS] DET2 --> the2[the] JJ --> beautiful[beautiful] NNS --> fireflies[fireflies] </pre>
Linearized	(S (NP (DET <i>the</i>) (NN <i>girl</i>)) (VP (VFIN <i>watched</i>) (ADVP (ADV <i>attentively</i>)) (NP (DET <i>the</i>) (JJ <i>beautiful</i>) (NNS <i>fireflies</i>))))

Linguistically Structured Models

- Syntactic parsing now also handled by deep learning
- More complex models to build output structure
 - related on left-to-right push-down automata
 - need to maintain stack of opened phrases
 - each step starts, extends, or closes a phrase
- Early work on integrating machine translation and syntactic parsing

guided alignment training

Guided Alignment Training

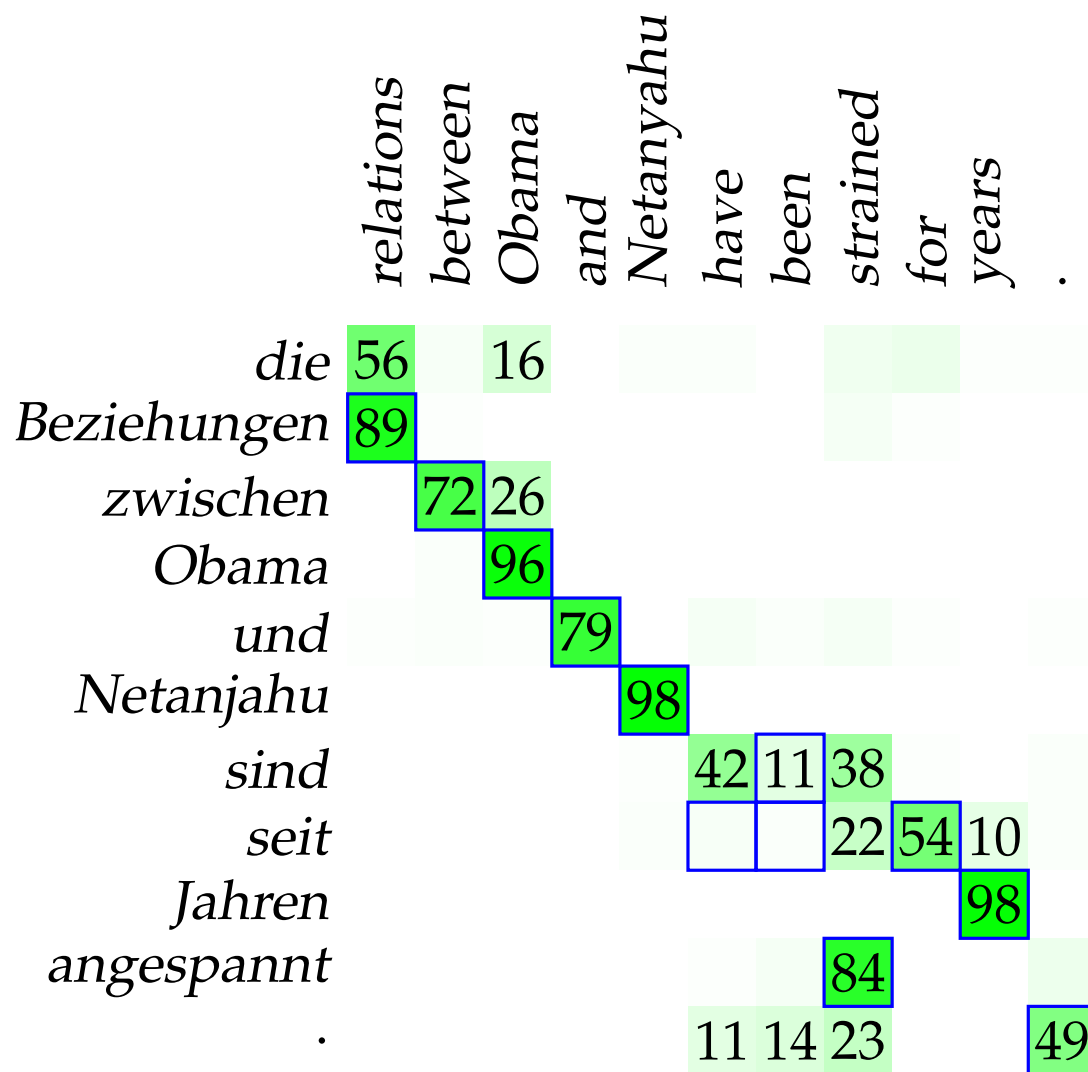
- Attention mechanism motivated by linguistic fact that each individual output word is often fully explained by a single input word
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- Support training with externally generated word alignments
 - generate word alignment with IBM Models
 - bias attention to these alignments
- Added cost function
 - alignment matrix A
 - alignment points A_{ij} between input word j and output word i
 - attention weight of neural model α_{ij}

$$\text{cost}_{\text{MSE}} = -\frac{1}{I} \sum_{i=1}^I \sum_{j=1}^J (A_{ij} - \alpha_{ij})^2$$

- Word alignment useful by-product of translation

Attention vs. Alignment





modelling coverage

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Modeling Coverage

- Neural models generally very good at translating all input words
- But: no explicit coverage model, sometimes fails

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- Neural models generally very good at translating all input words
- But: no explicit coverage model, sometimes fails
- Enforce coverage during decoding
- Integrate coverage model

- Track coverage during decoding

$$\text{coverage}(j) = \sum_i \alpha_{i,j}$$

$$\text{over-generation} = \max\left(0, \sum_j \text{coverage}(j) - 1\right)$$

$$\text{under-generation} = \min\left(1, \sum_j \text{coverage}(j)\right)$$

- Add additional penalty functions to score hypotheses

Coverage Models

- Extend translation model
- Use vector that accumulates coverage of input words to inform attention
 - raw attention score $a(s_{i-1}, h_j)$
 - informed by previous decoder state s_{i-1} and input word h_j

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- Coverage tracking may also be integrated into the training objective.

$$\log \sum_i P(y_i|x) + \lambda \sum_j (1 - \text{coverage}(j))^2$$

Feature Engineering vs Machine Learning

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- Engineering approach
 - identify weak points of current system
 - develop changes that address them

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- Machine learning
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 - other adjustments
- Difficult to analyze neural models → engineering hard to do