

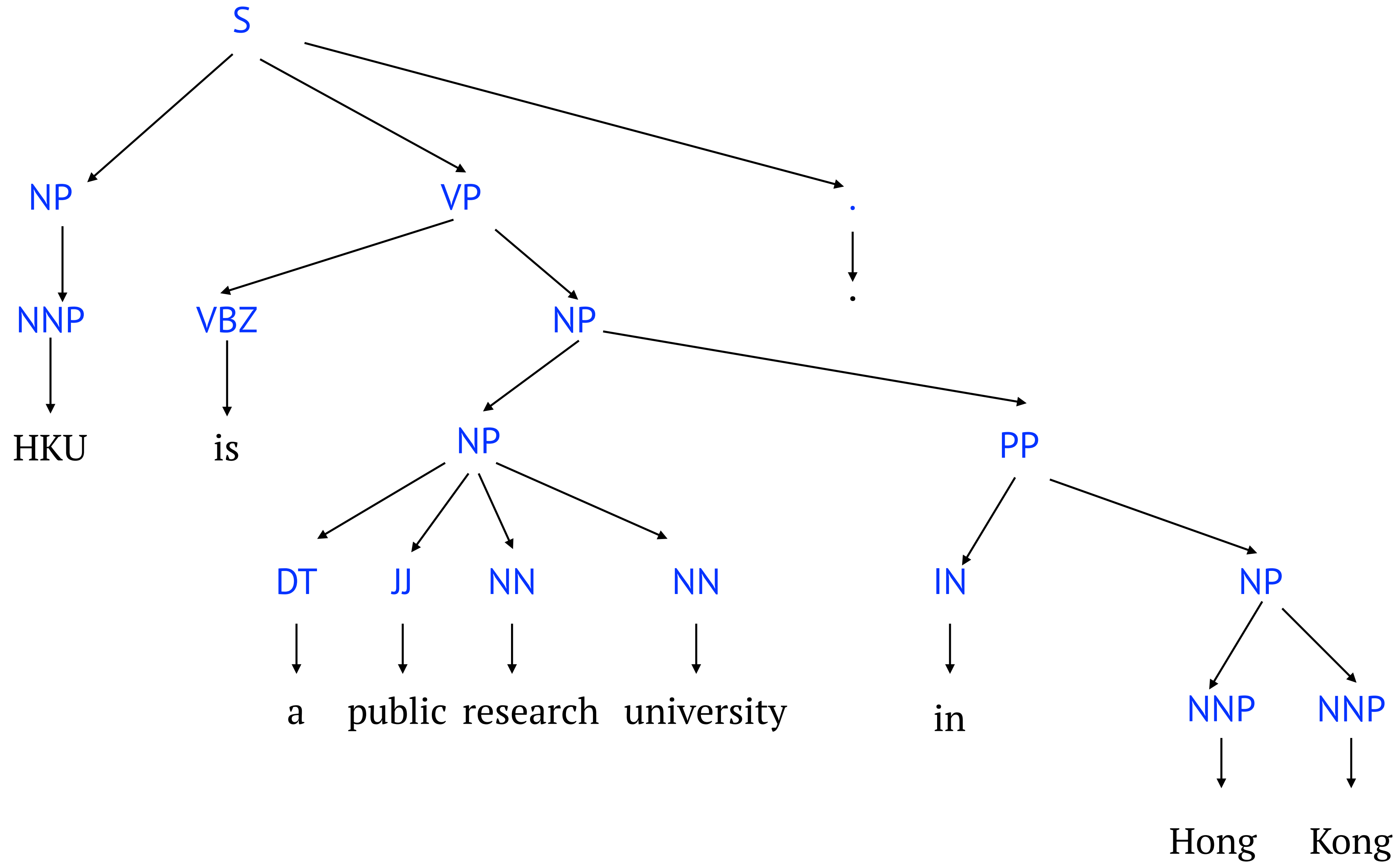
Recursive Neural Networks, Shift-reduce Parsing and Stack-LSTMs

COMP3361 — Week 7

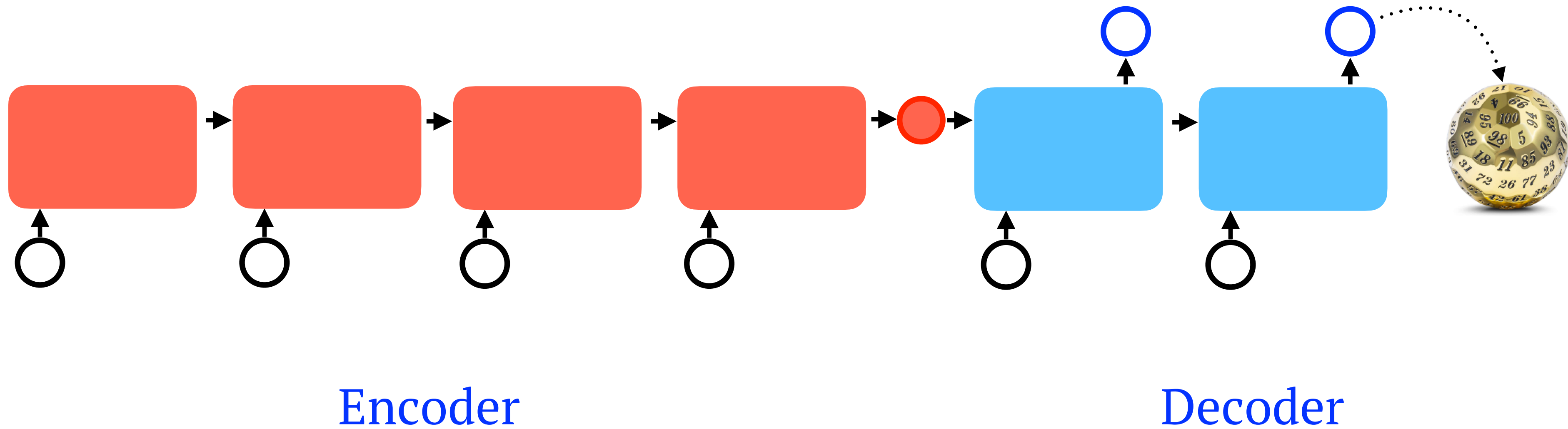
Lingpeng Kong

Department of Computer Science, The University of Hong Kong

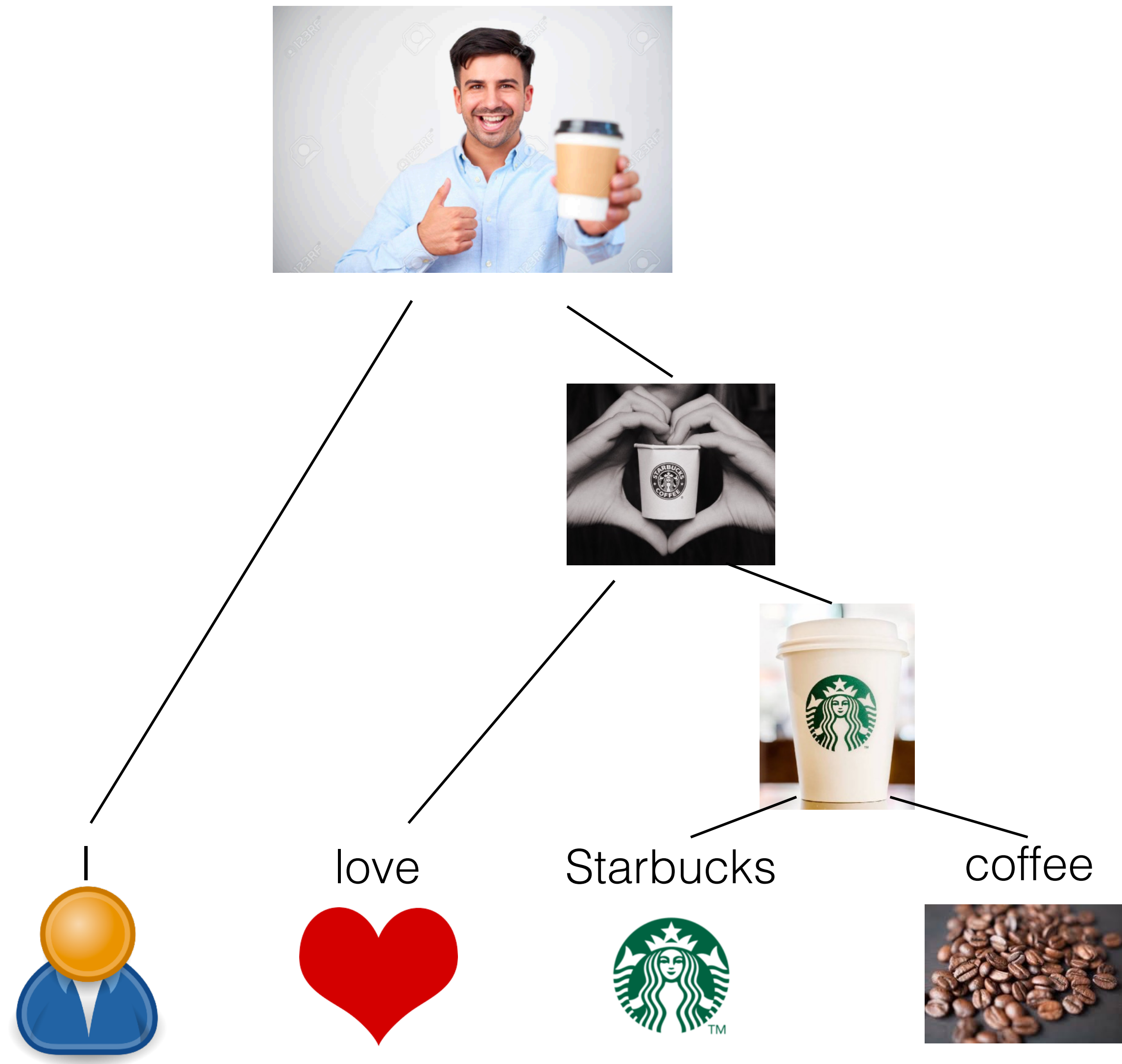
Parse Trees



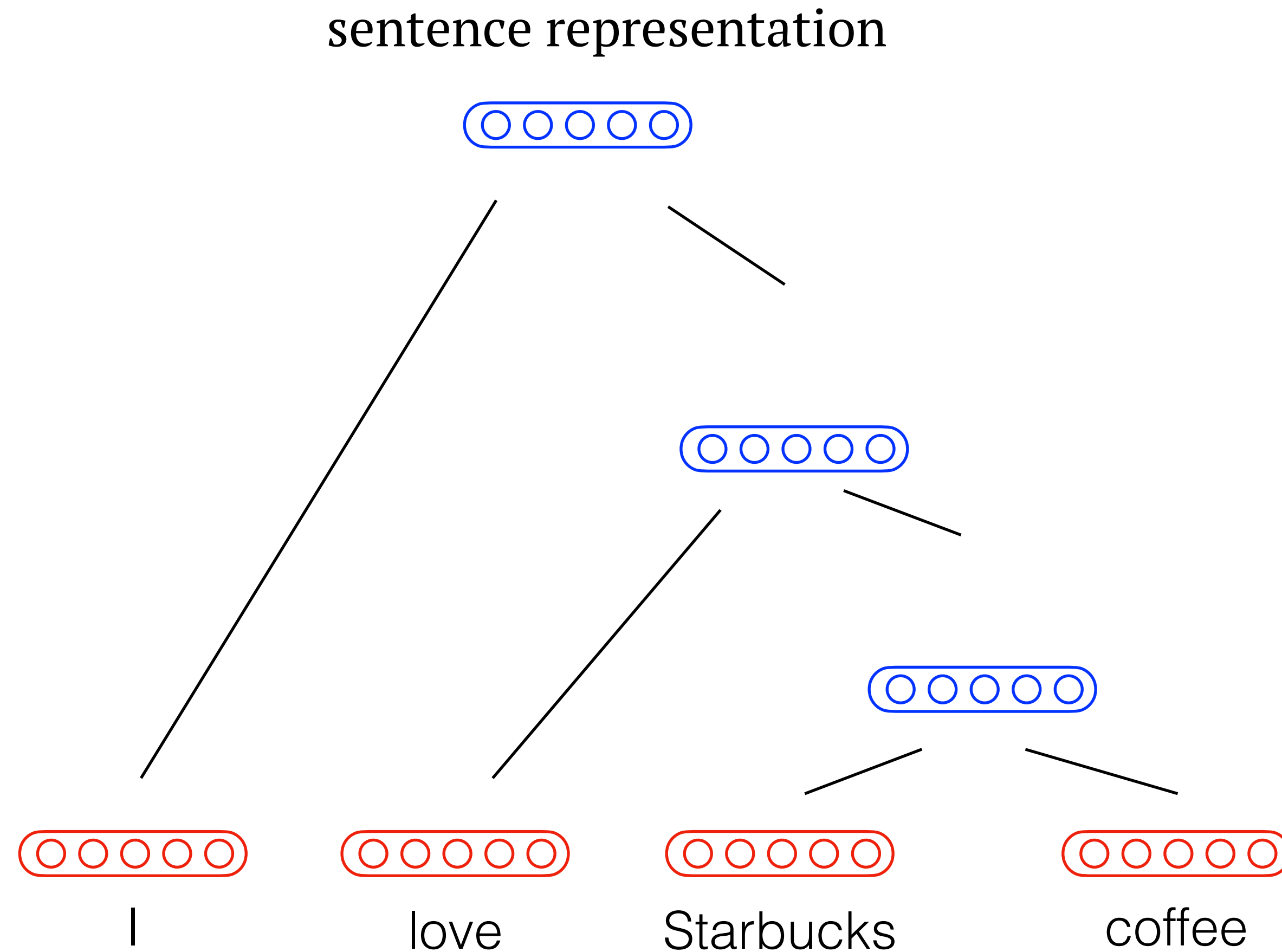
Sequence to Sequence Model



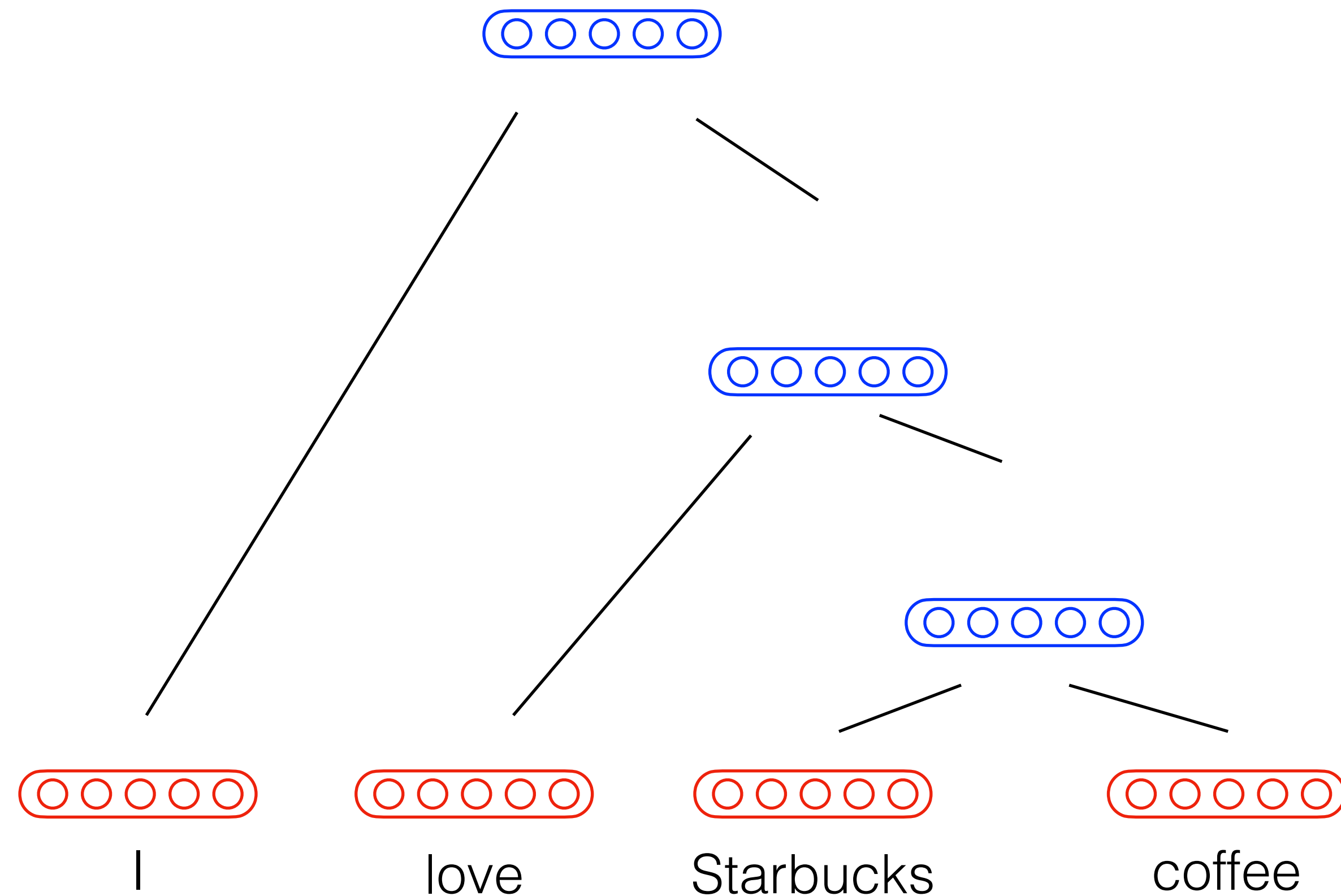
Recursive Neural Networks as Encoder



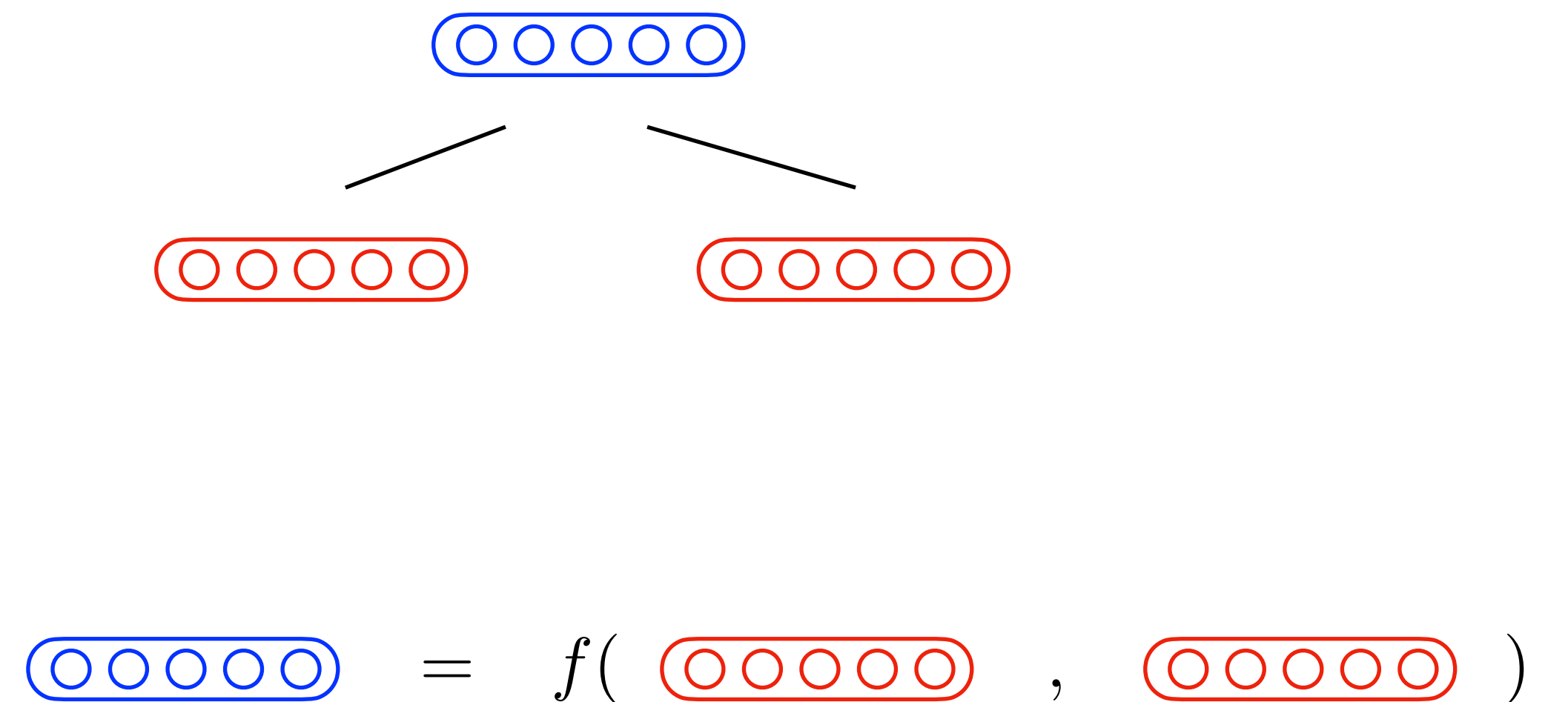
Recursive Neural Networks as Encoder



Recursive Neural Networks as Encoder



compositional function:

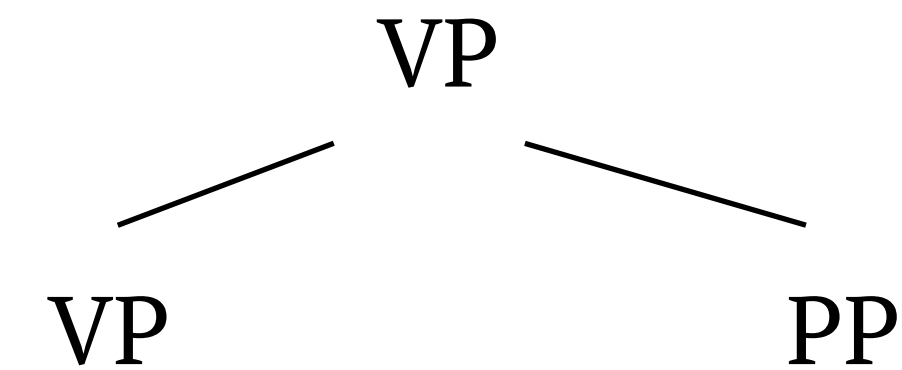
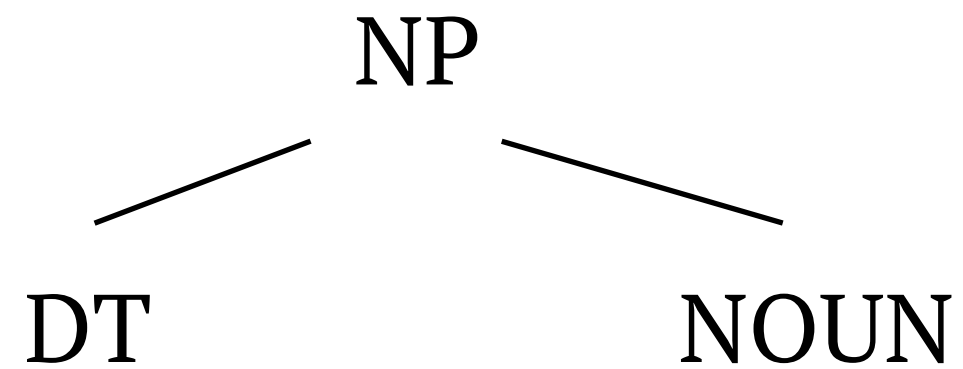


for example:

$$\text{blue vector} = W_1 \text{ red vector} + W_2 \text{ red vector} + b$$

Recursive Neural Networks as Encoder

compositional function:

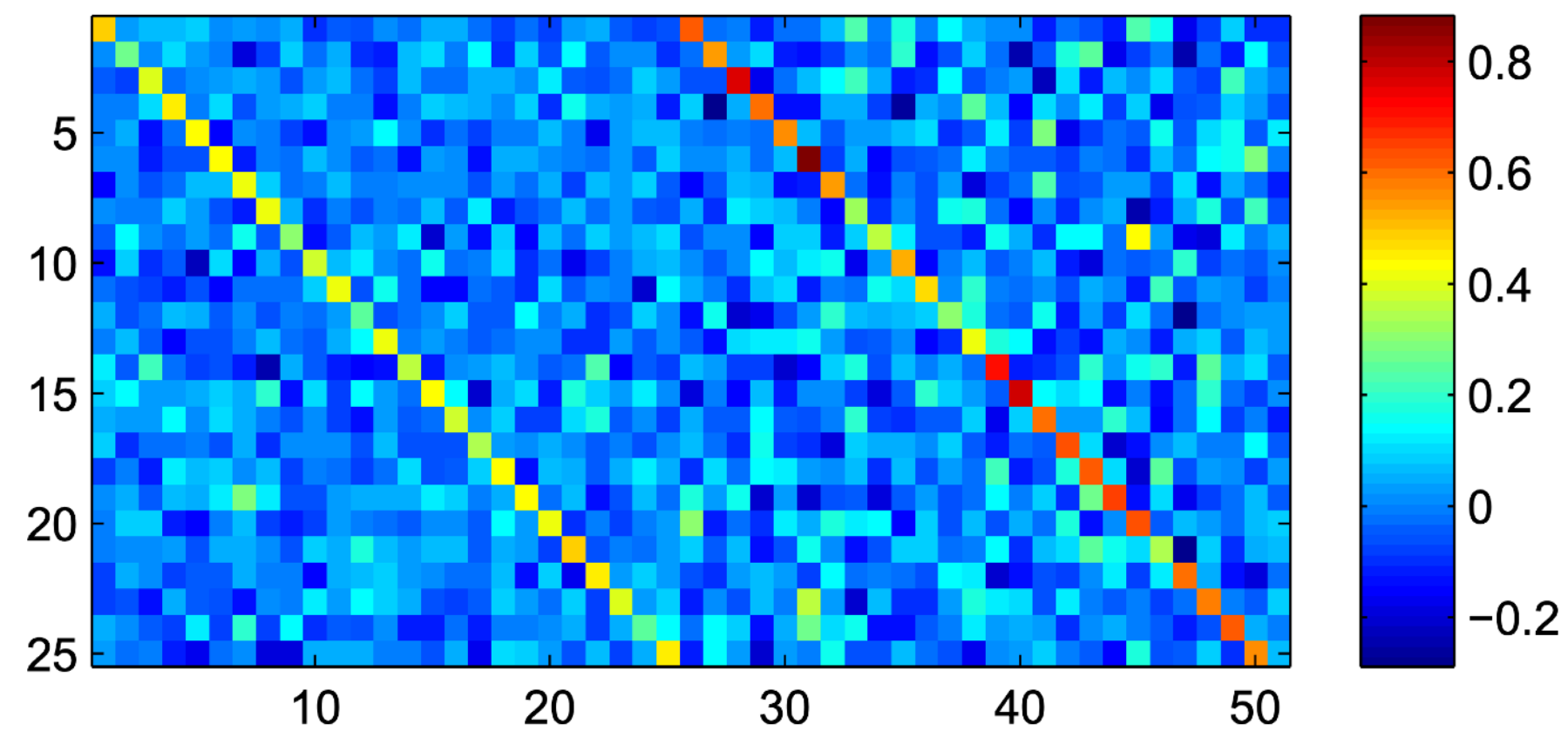


$$\begin{aligned} \text{blue vector} &= f \left(\text{red vector}, \text{red vector}, \text{NP} \rightarrow \text{DT NOUN} \right) \\ \text{blue vector} &= f \left(\text{red vector}, \text{red vector}, \text{VP} \rightarrow \text{VP PP} \right) \end{aligned}$$

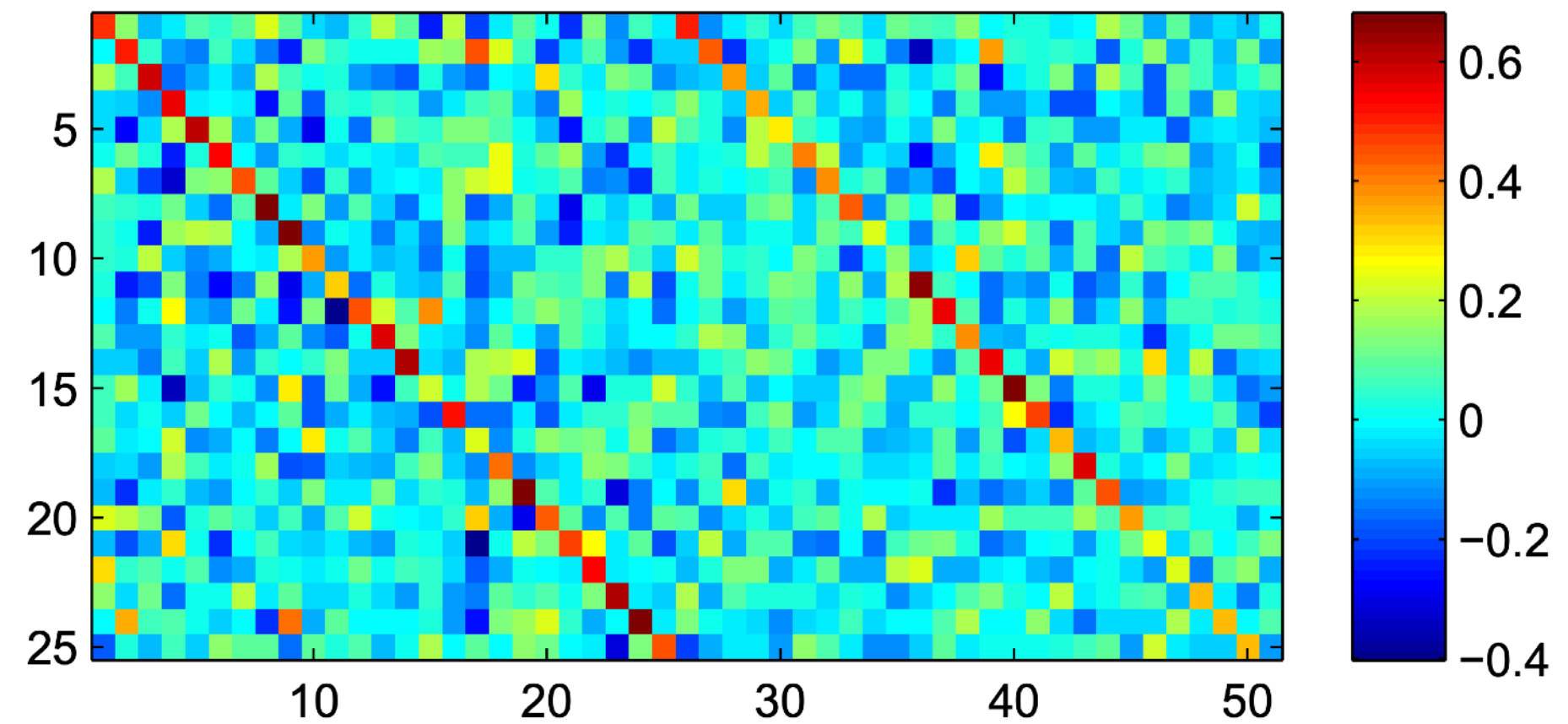
what's good about it?

Recursive Neural Networks as Encoder

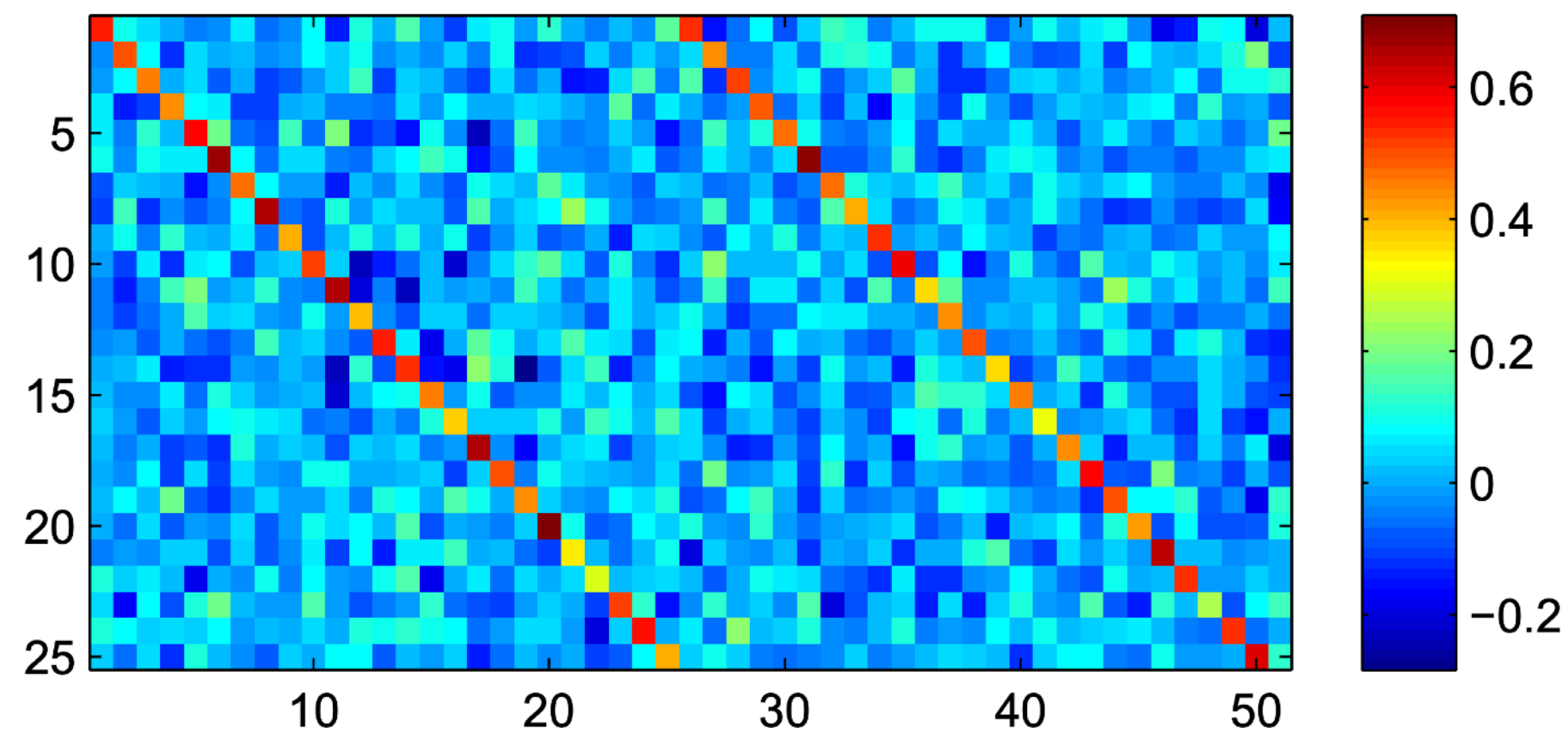
compositional function:



DT-NP

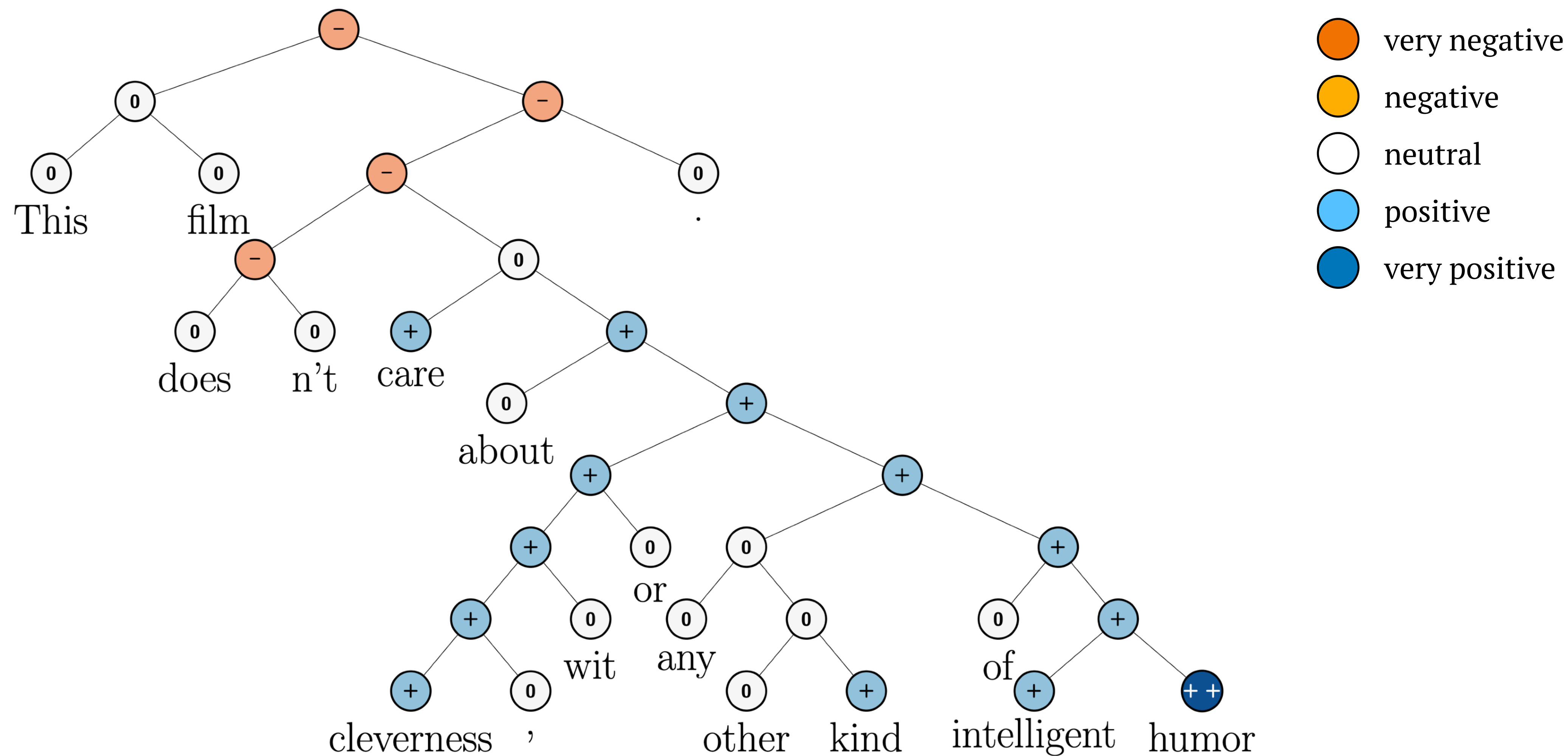


VP-NP

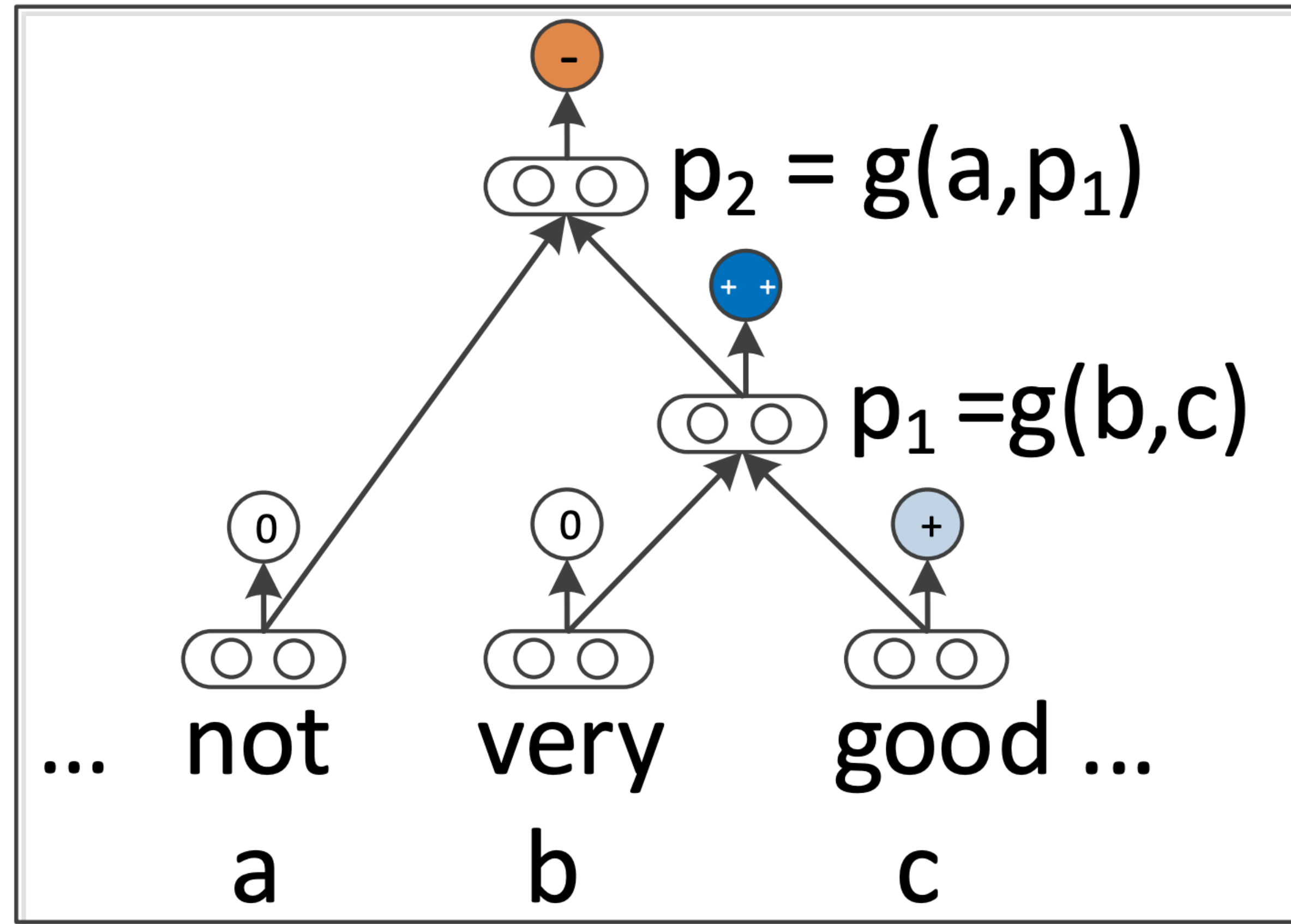


ADJP-NP

Stanford Sentiment Treebank



Training in Recursive Neural Network



$$\text{softmax}(W a)$$

Classification with 5 classes:

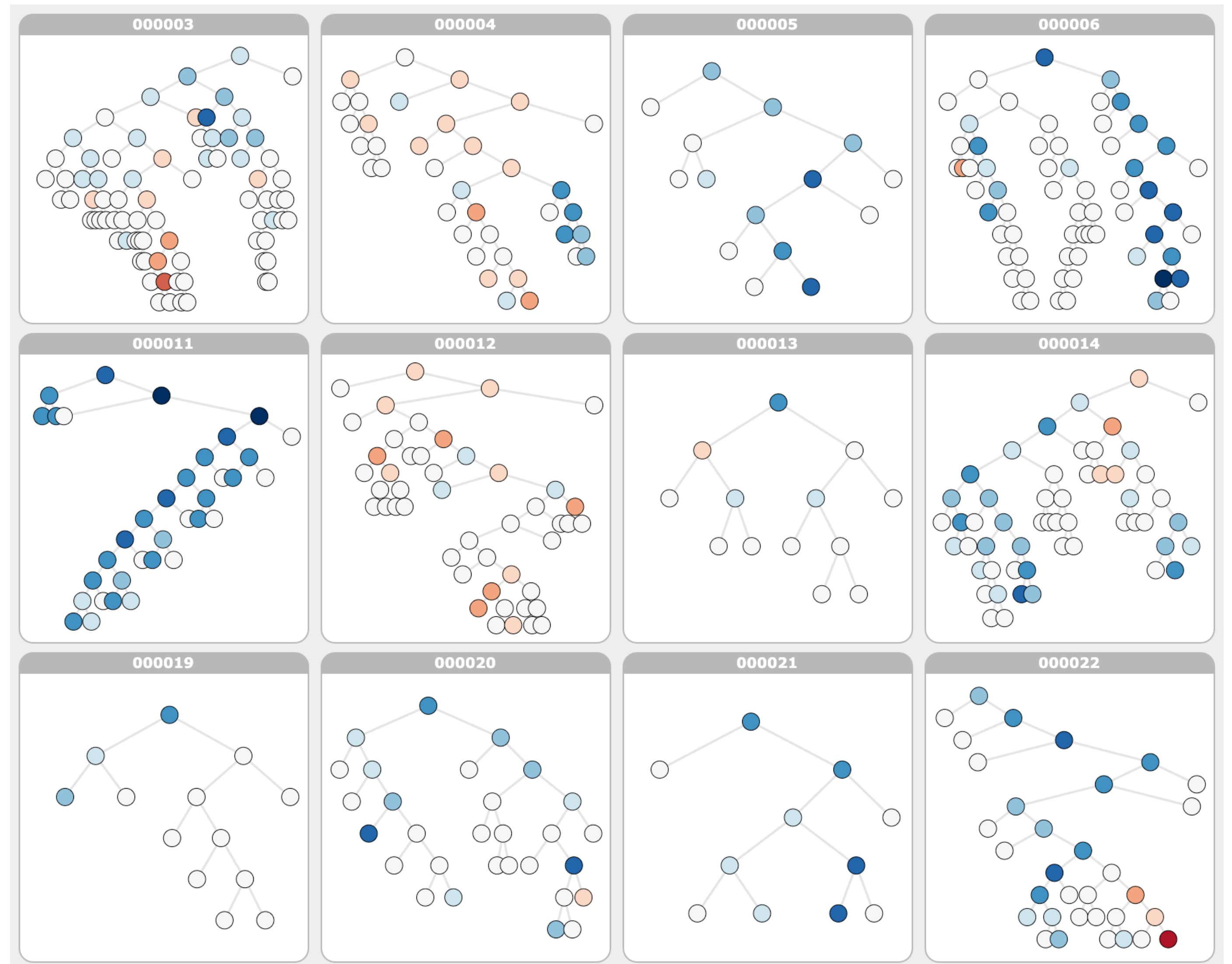
$$W \in \mathbb{R}^{5 \times d}$$

Recursive Neural Network

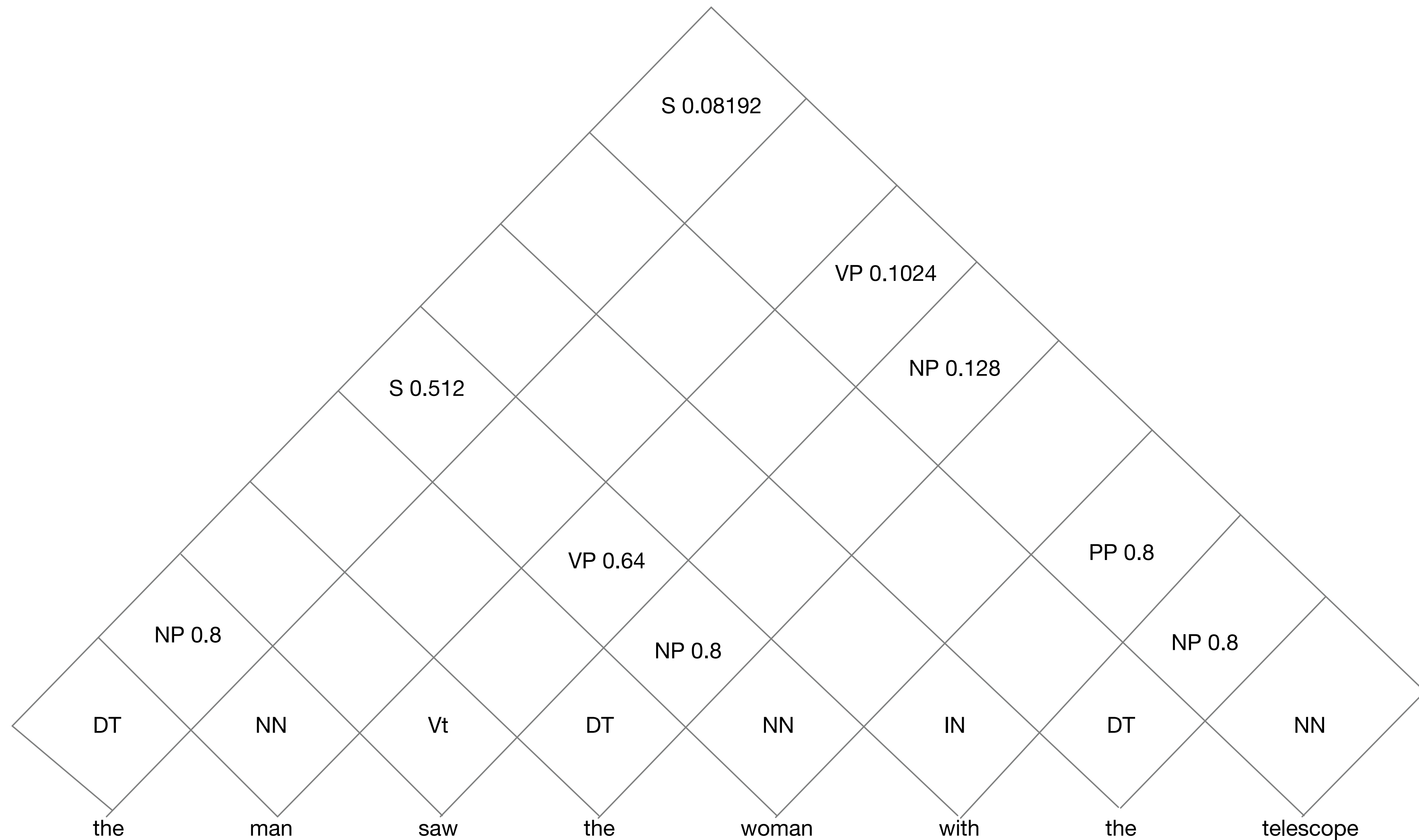
What's bad about it?

Or, what's good about Recurrent NN?

hard to batch, parse tree
errors, difficult to pretrain
(or use pretrained models) ...



Parsing with PCFGs (CYK Algorithm)



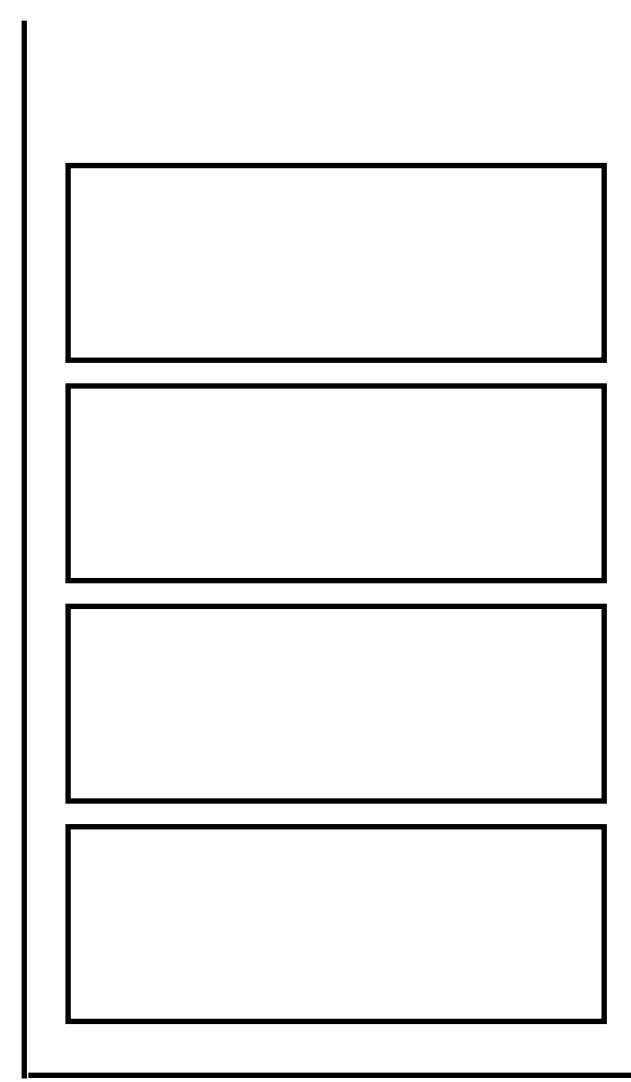
Shift-reduce Parsing

The hungry cat meows .

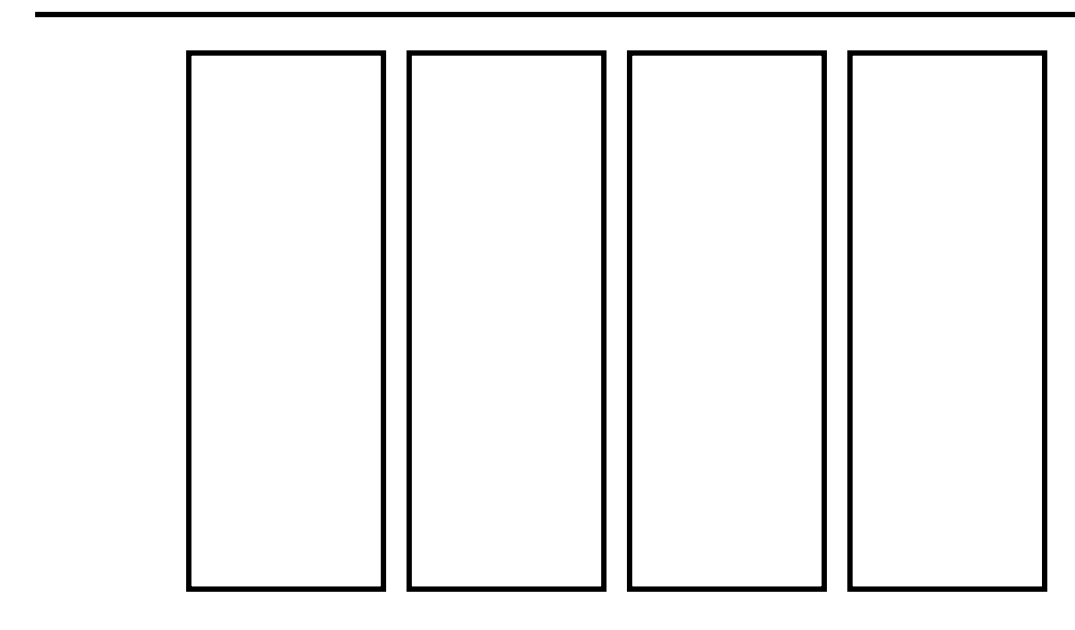
(S (NP The hungry cat) (VP meows)) .

Stack	Buffer	Action
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Shift-reduce Parsing

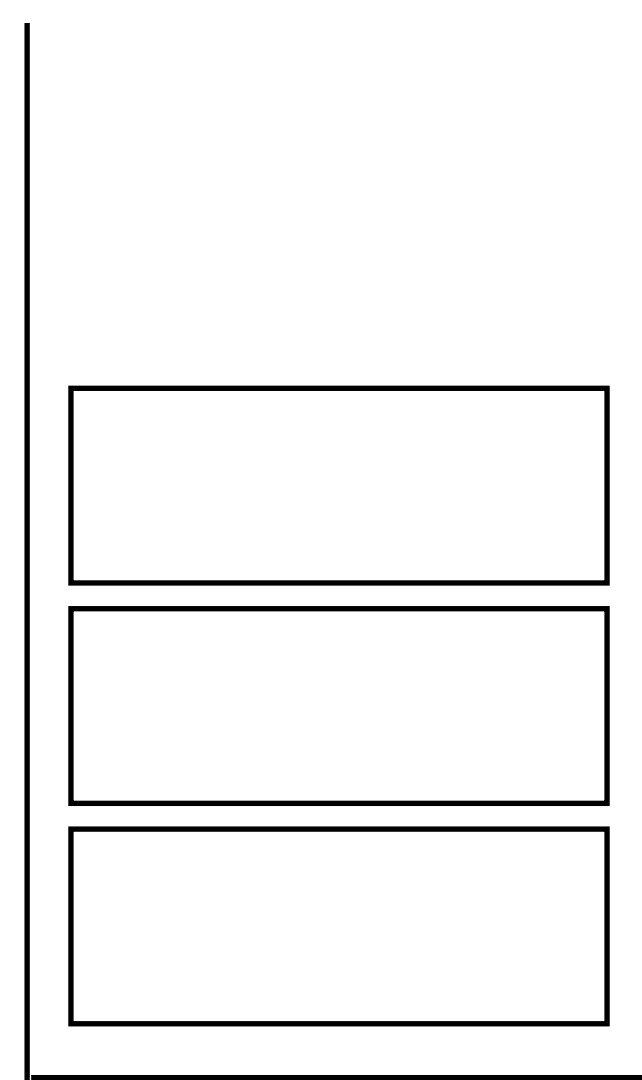


Stack



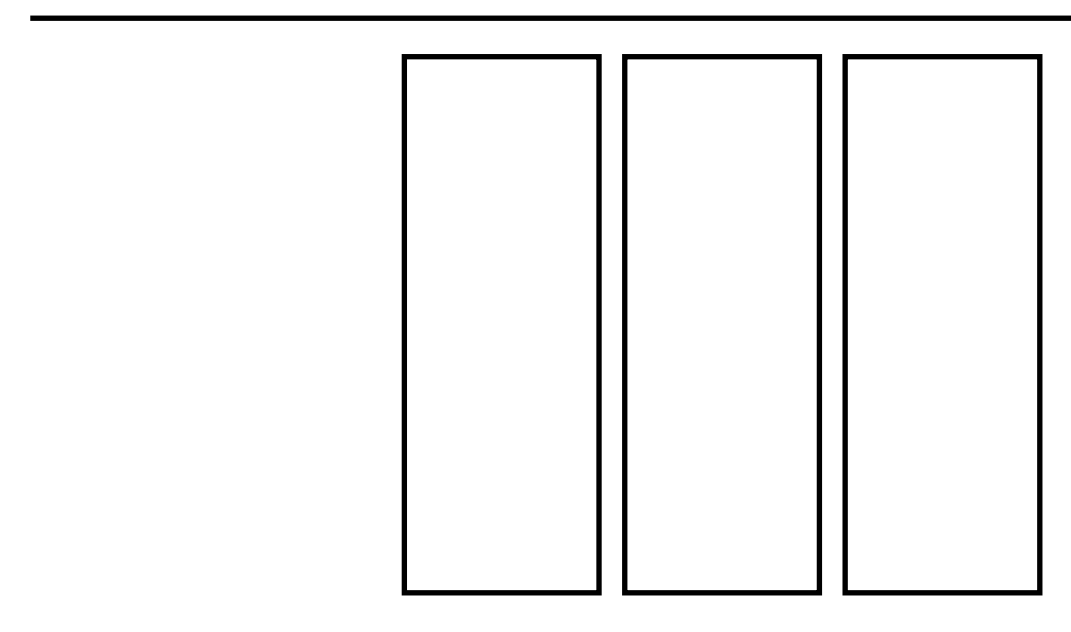
Buffer

Shift-reduce Parsing



Stack

$$f\left(\begin{array}{c} \text{red box} \\ \text{blue box} \end{array} \right) \rightarrow \text{Action}$$

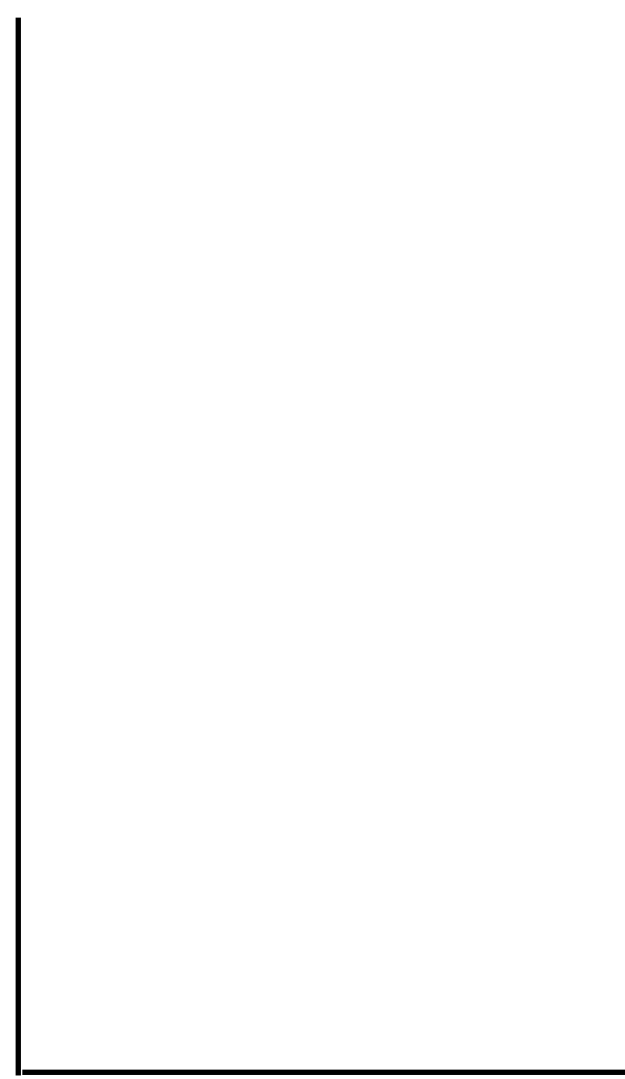


Buffer

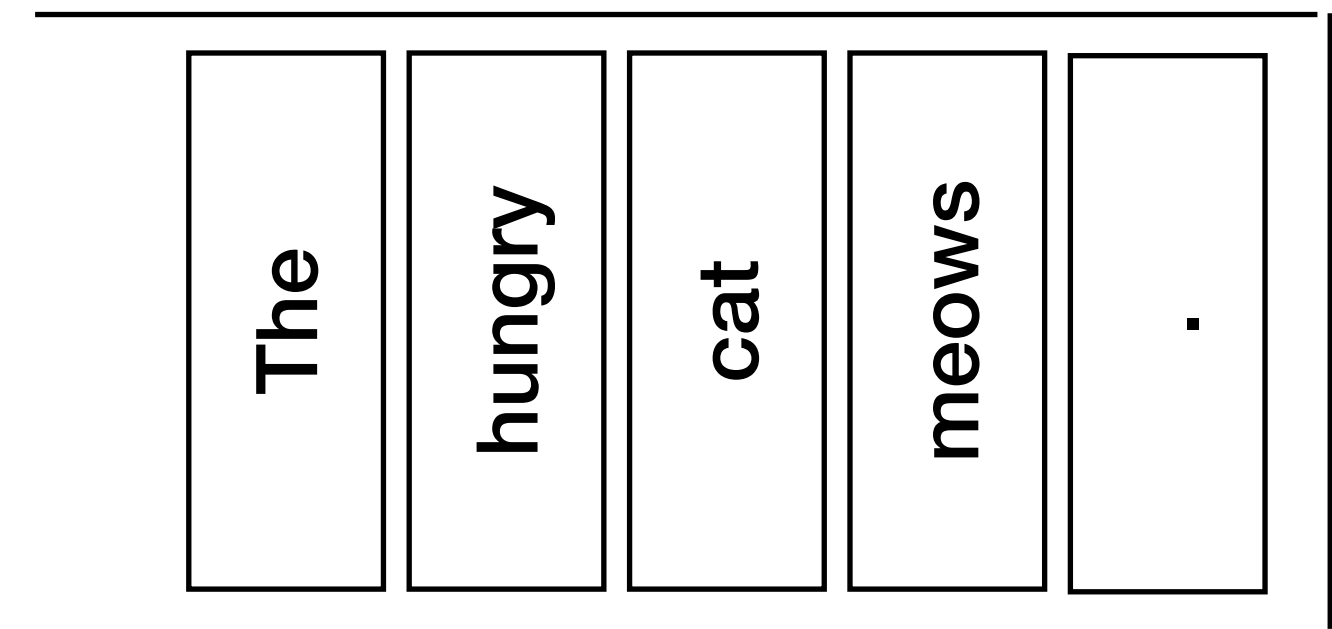
Shift-reduce Parsing

Action	NT(S)	
	NT(NP)	push an open non-terminal onto the stack
	NT(VP)	
	SHIFT	shift a symbol from the buffer onto the stack
	REDUCE	repeatedly pops completed subtrees or terminal symbols from the stack until an open nonterminal is encountered, and then this open NT is popped and used as the label of a new constituent that has the popped subtrees as its children. This new completed constituent is pushed onto the stack as a single composite item.

Shift-reduce Parsing



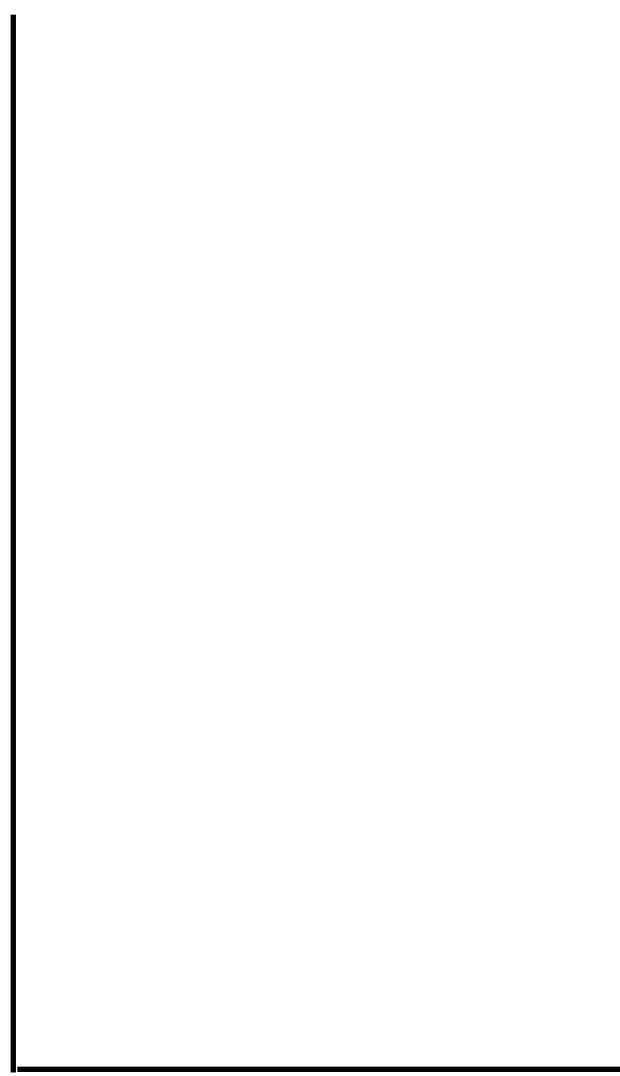
Stack



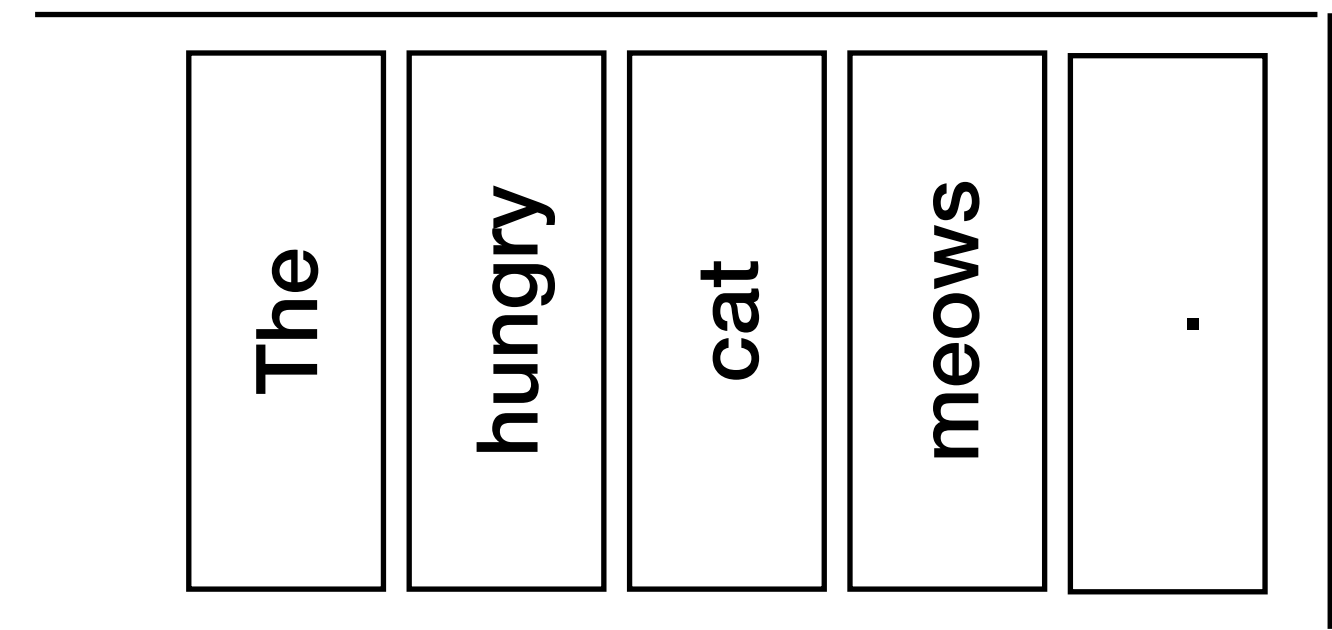
Buffer

Shift-reduce Parsing

NT(S)

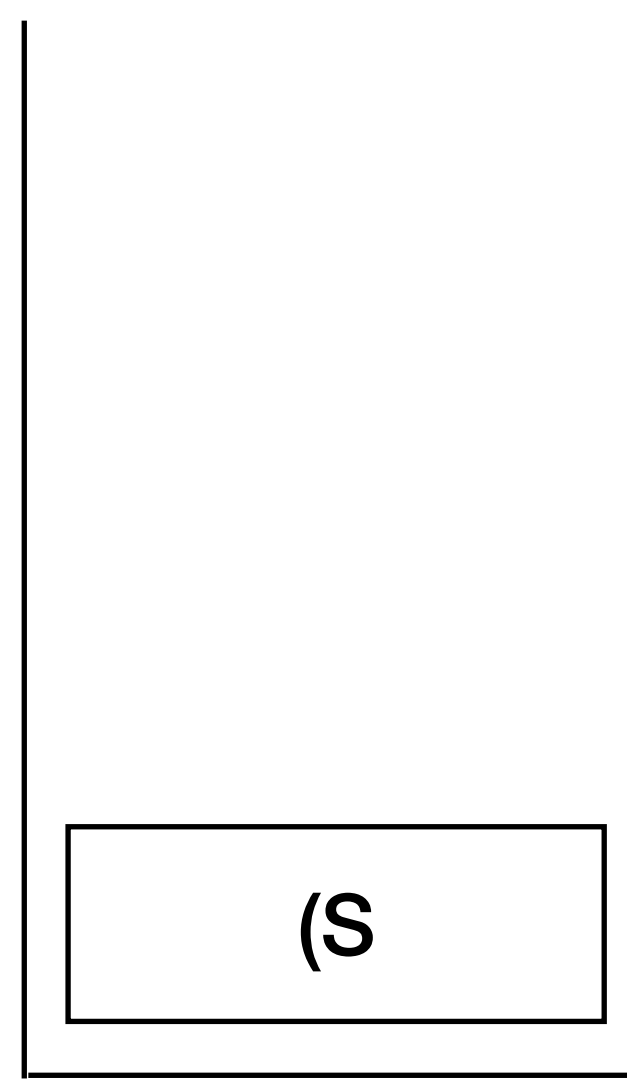


Stack

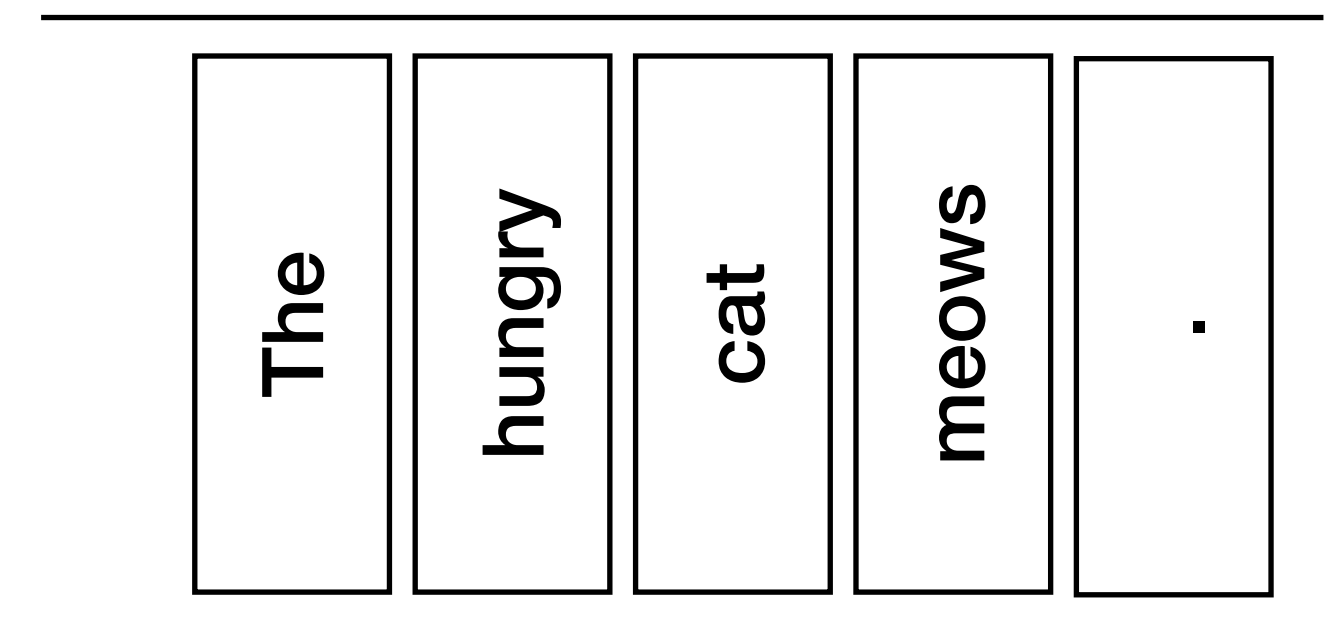


Buffer

Shift-reduce Parsing



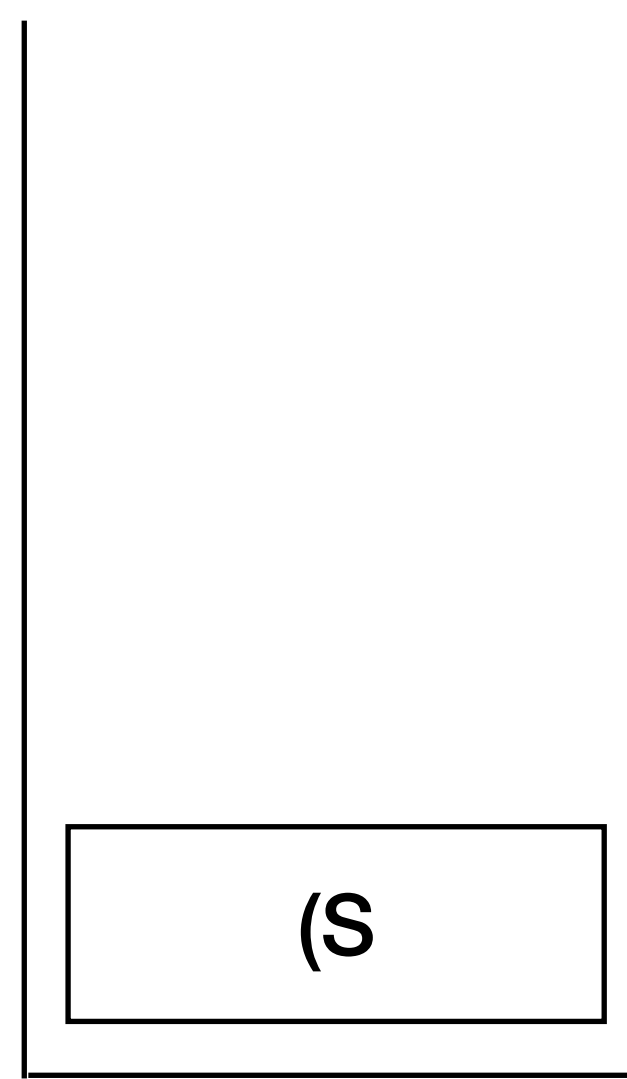
Stack



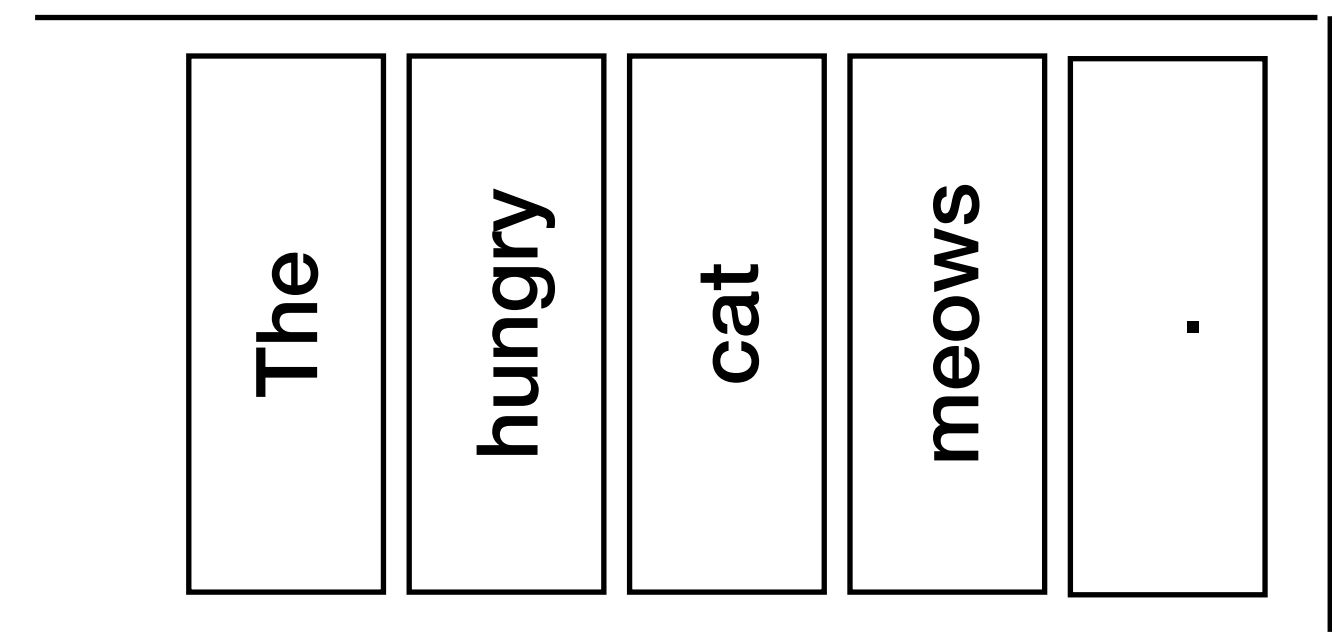
Buffer

Shift-reduce Parsing

NT(NP)

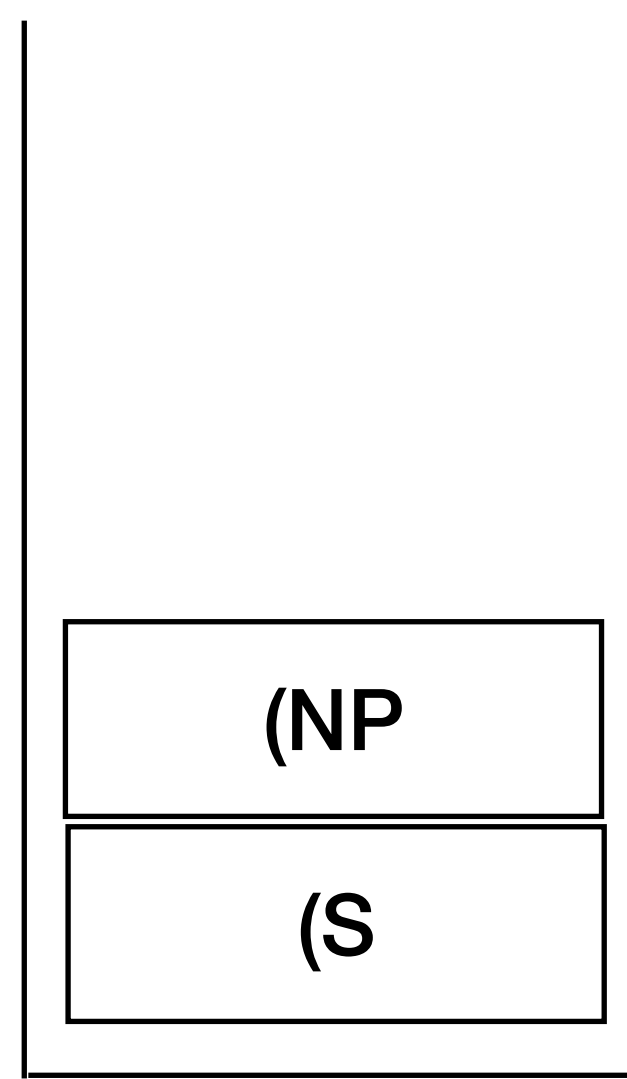


Stack

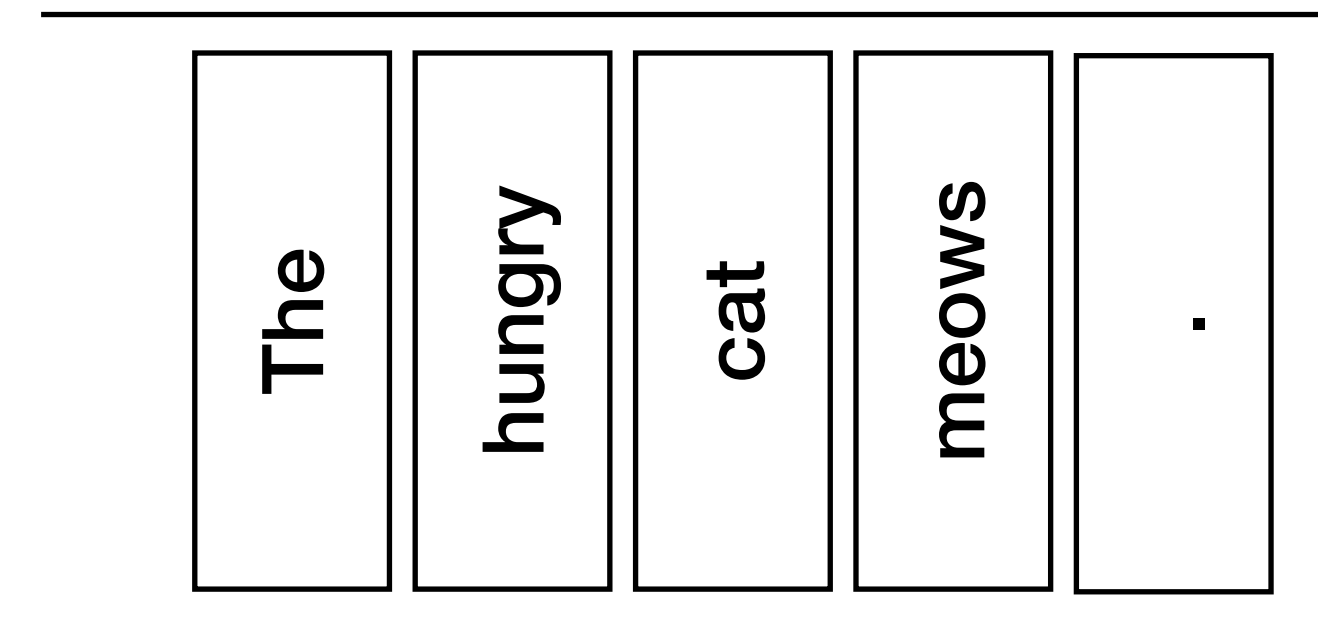


Buffer

Shift-reduce Parsing



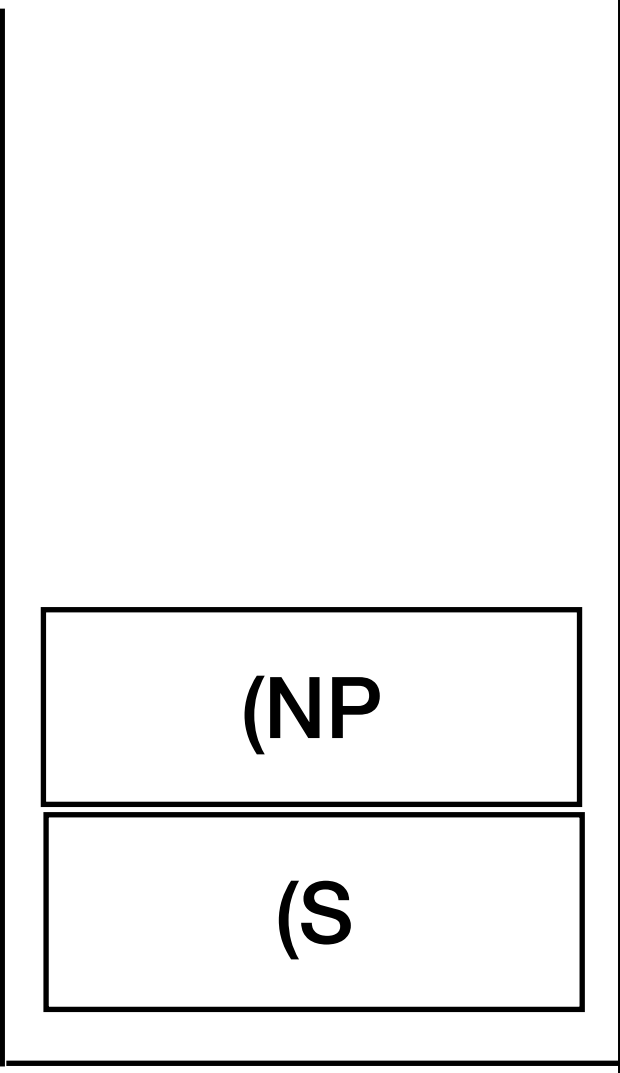
Stack



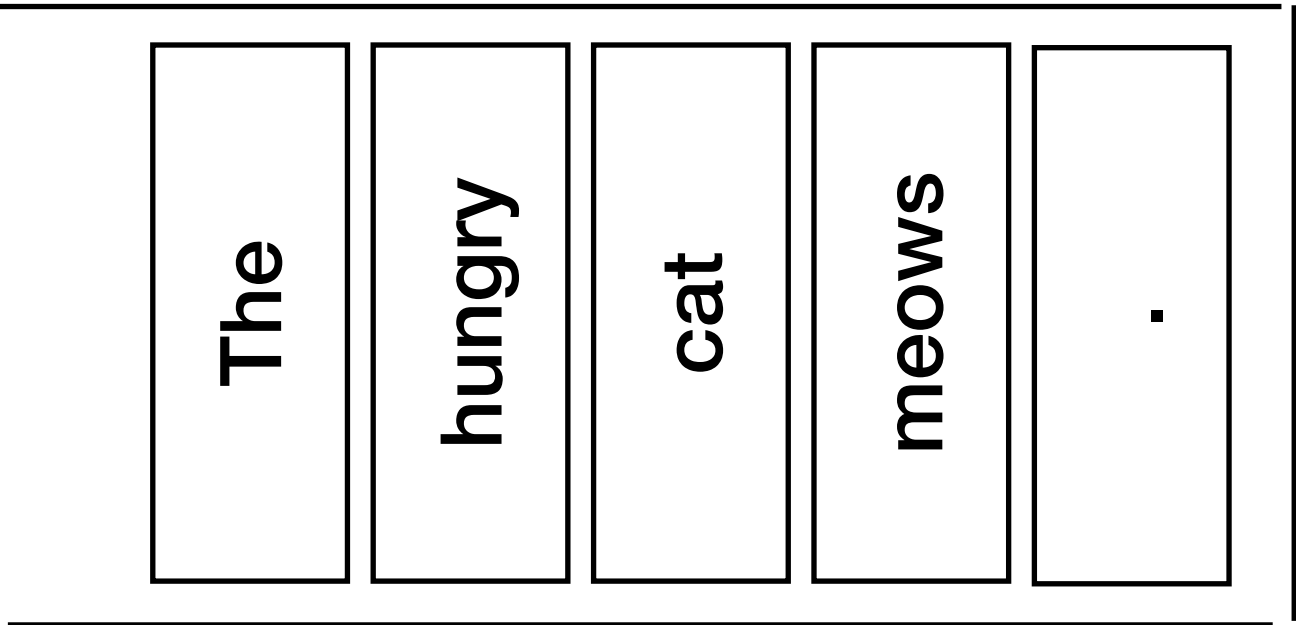
Buffer

Shift-reduce Parsing

Shift

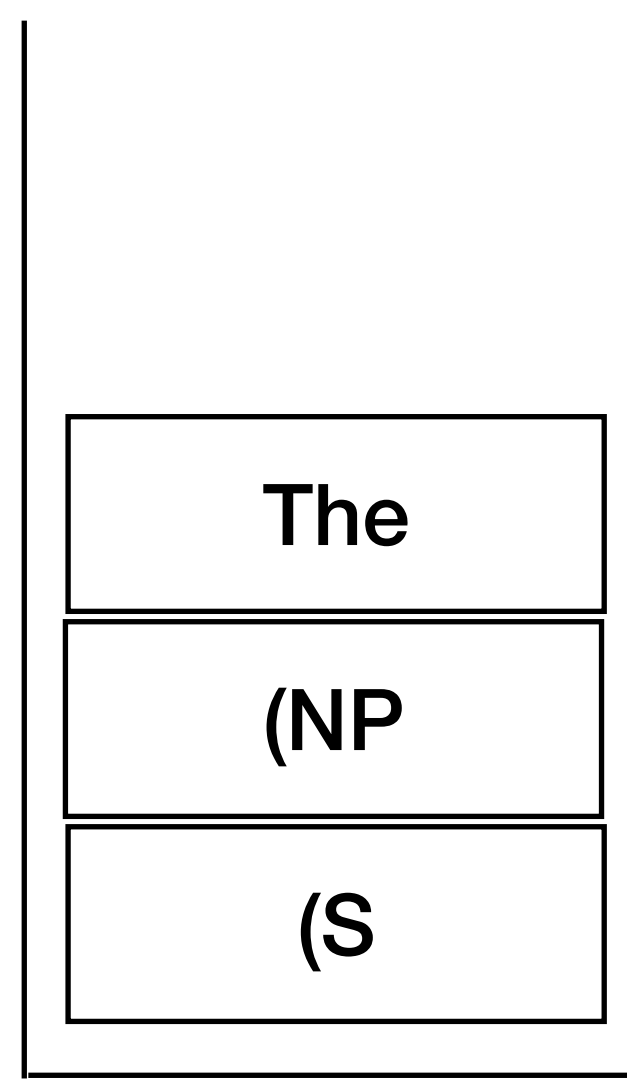


Stack

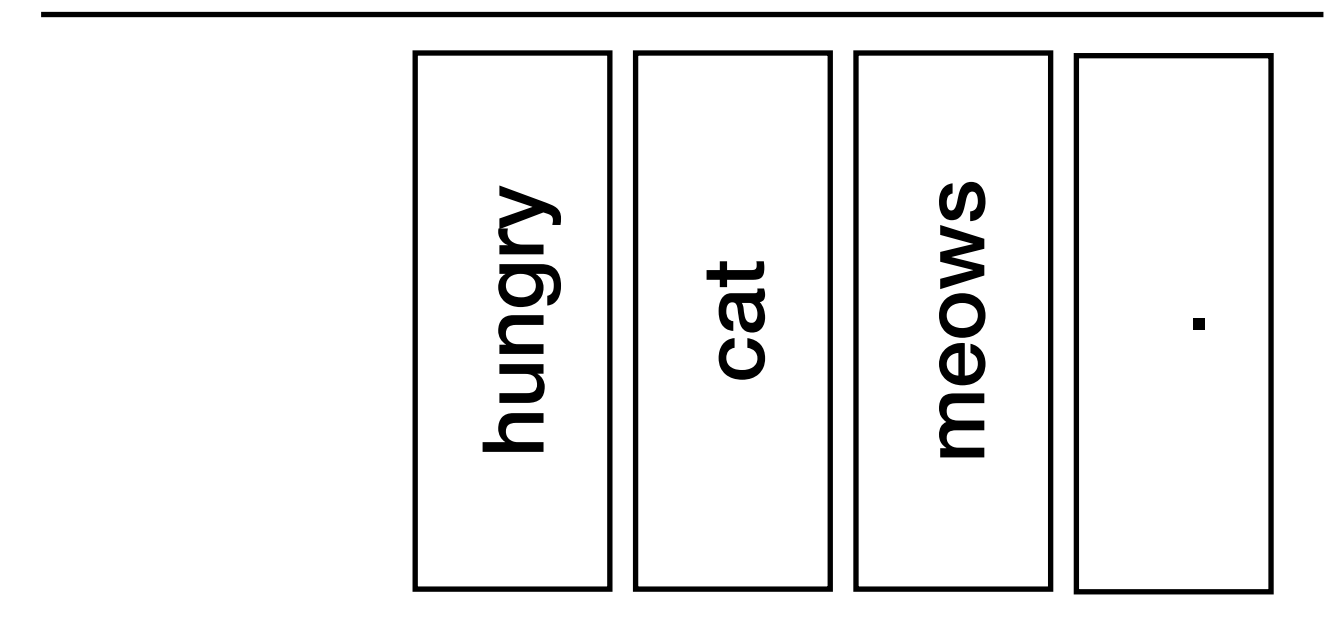


Buffer

Shift-reduce Parsing



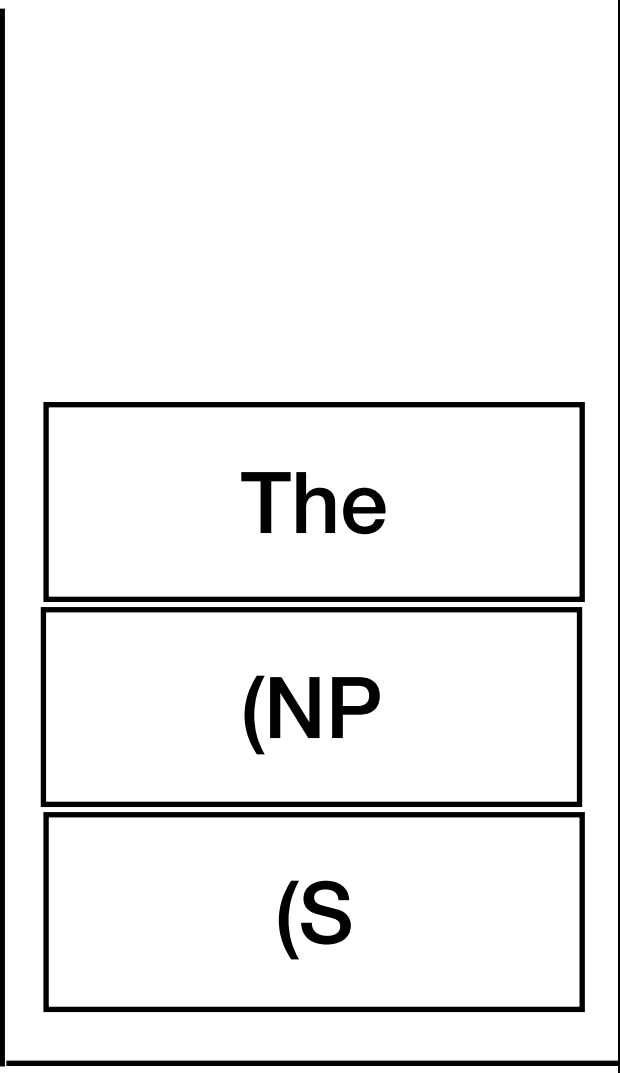
Stack



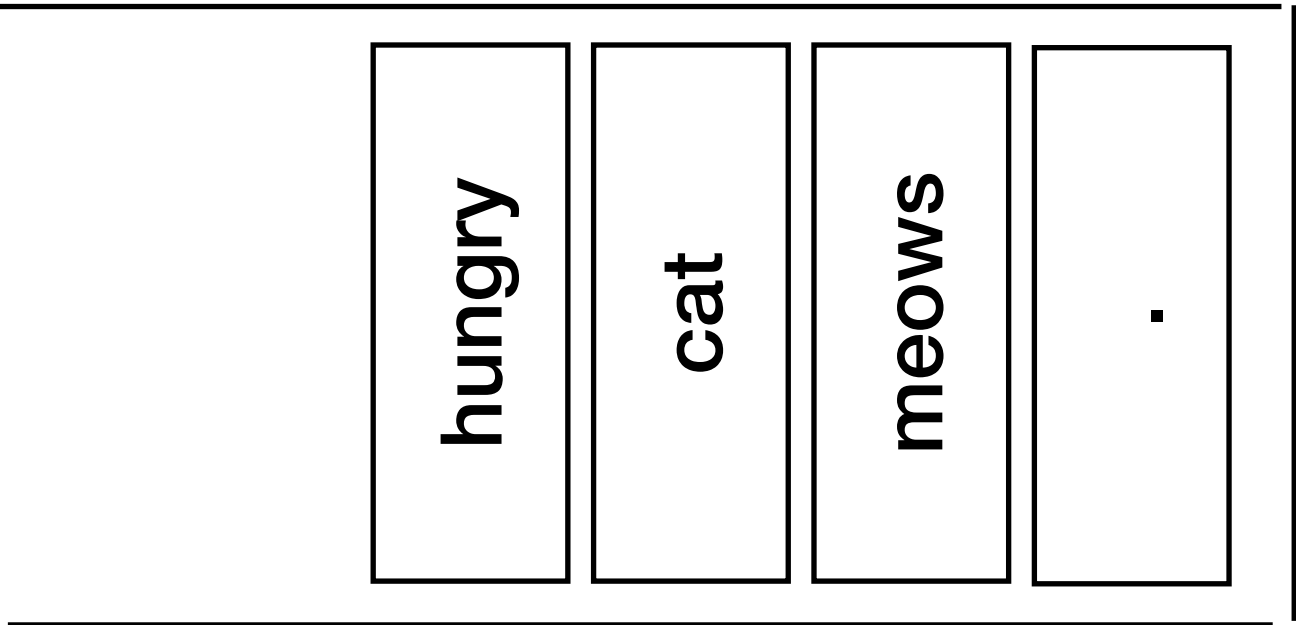
Buffer

Shift-reduce Parsing

Shift

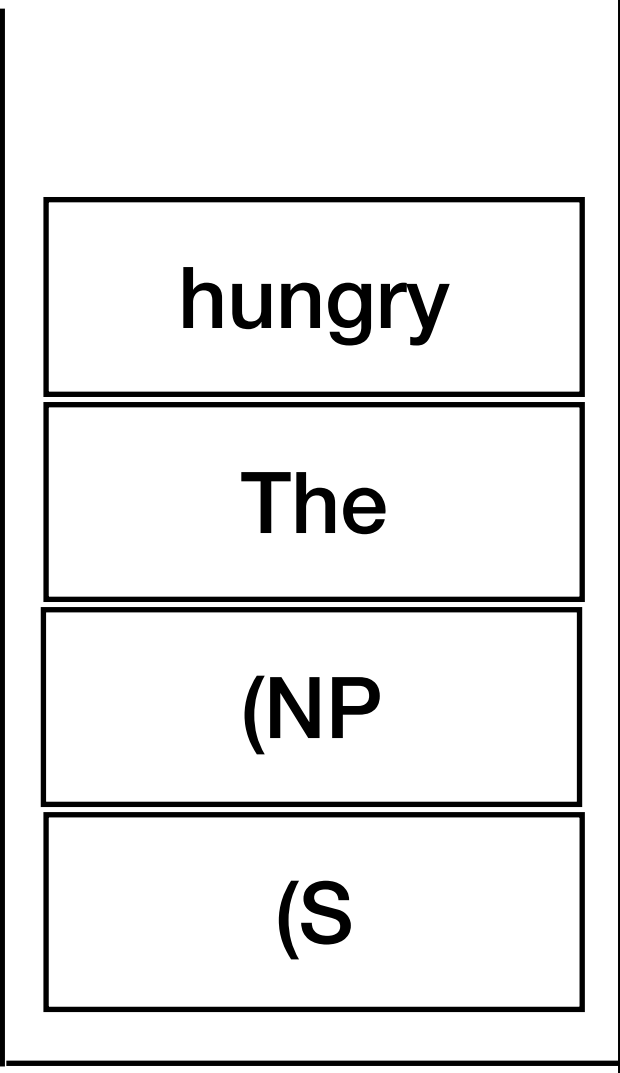


Stack

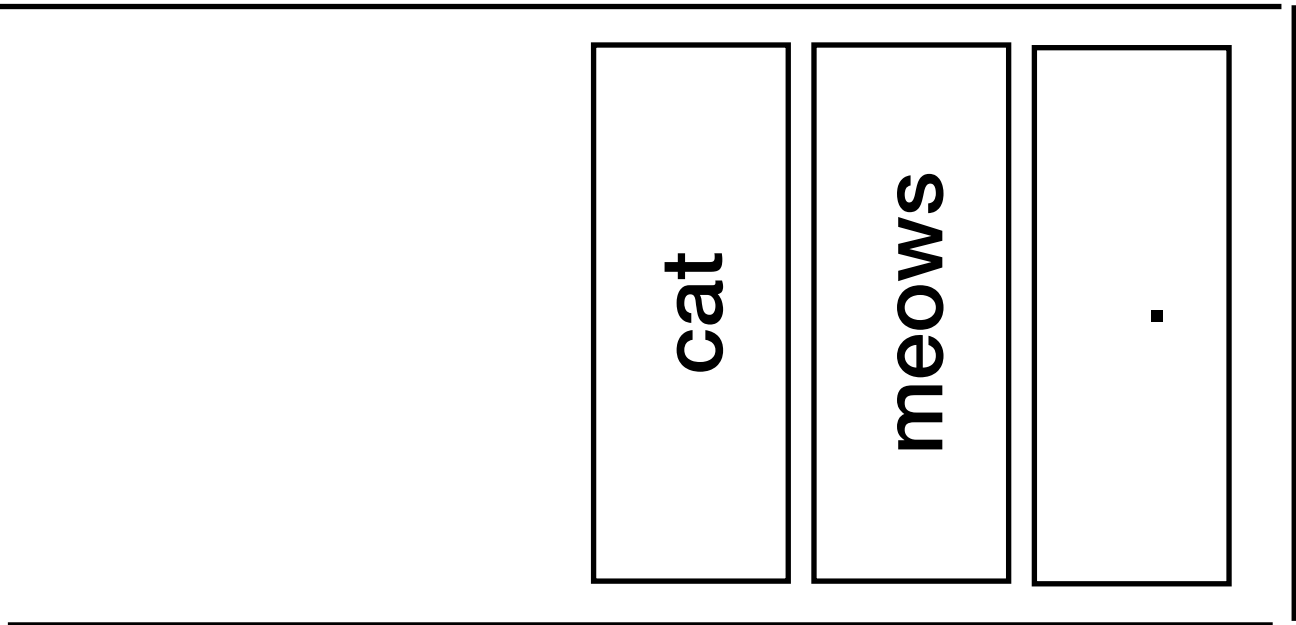


Buffer

Shift-reduce Parsing



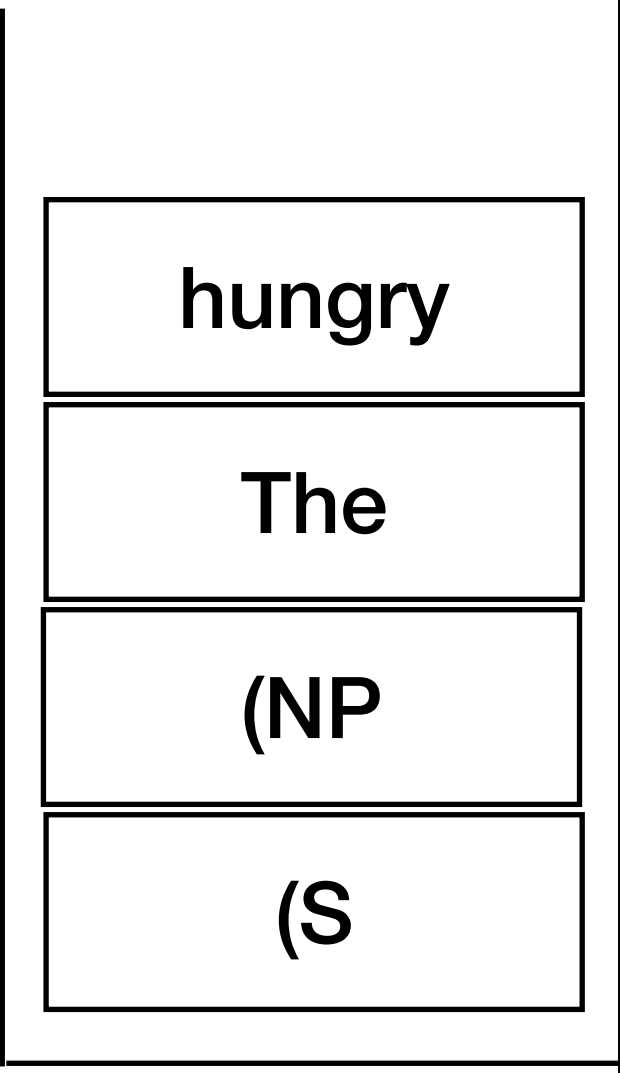
Stack



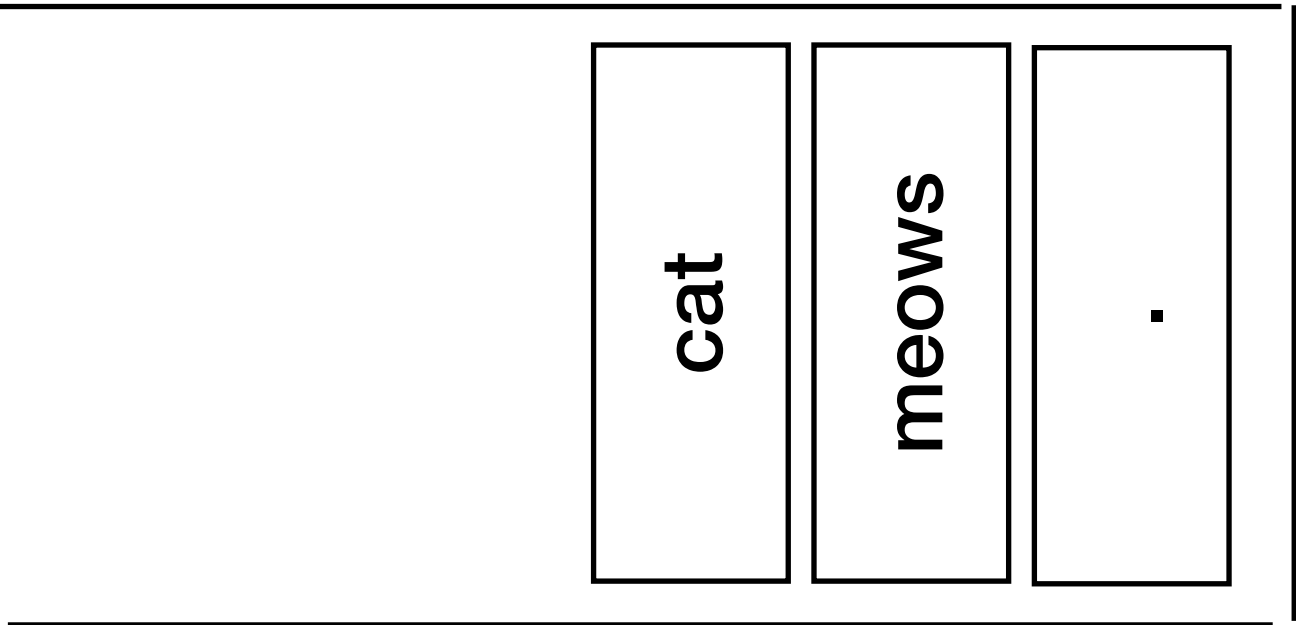
Buffer

Shift-reduce Parsing

Shift

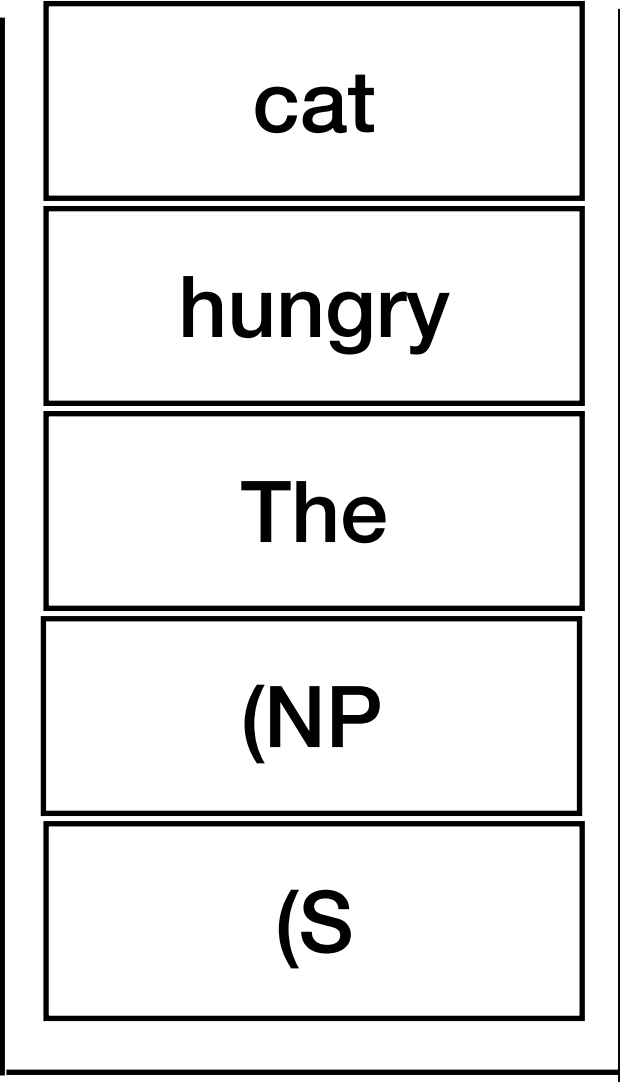


Stack

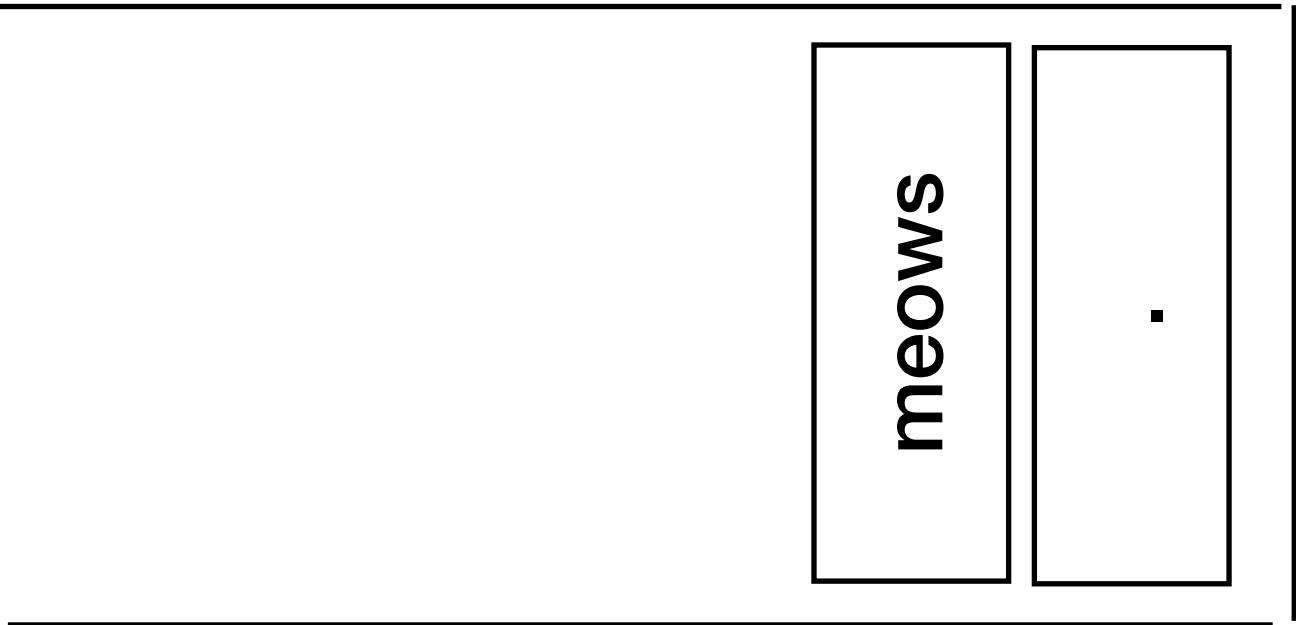


Buffer

Shift-reduce Parsing



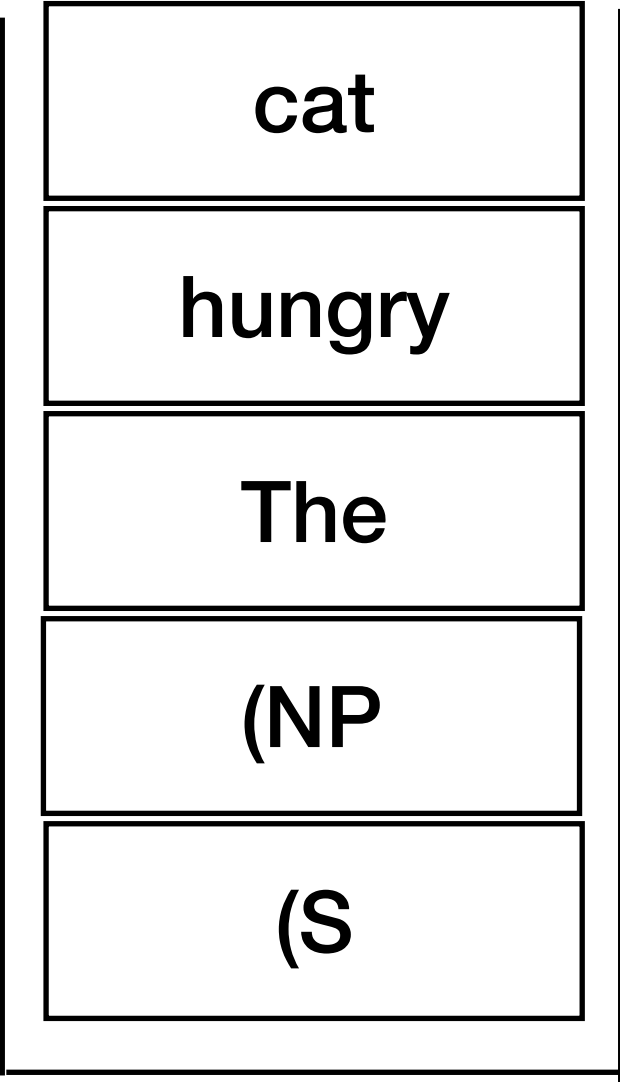
Stack



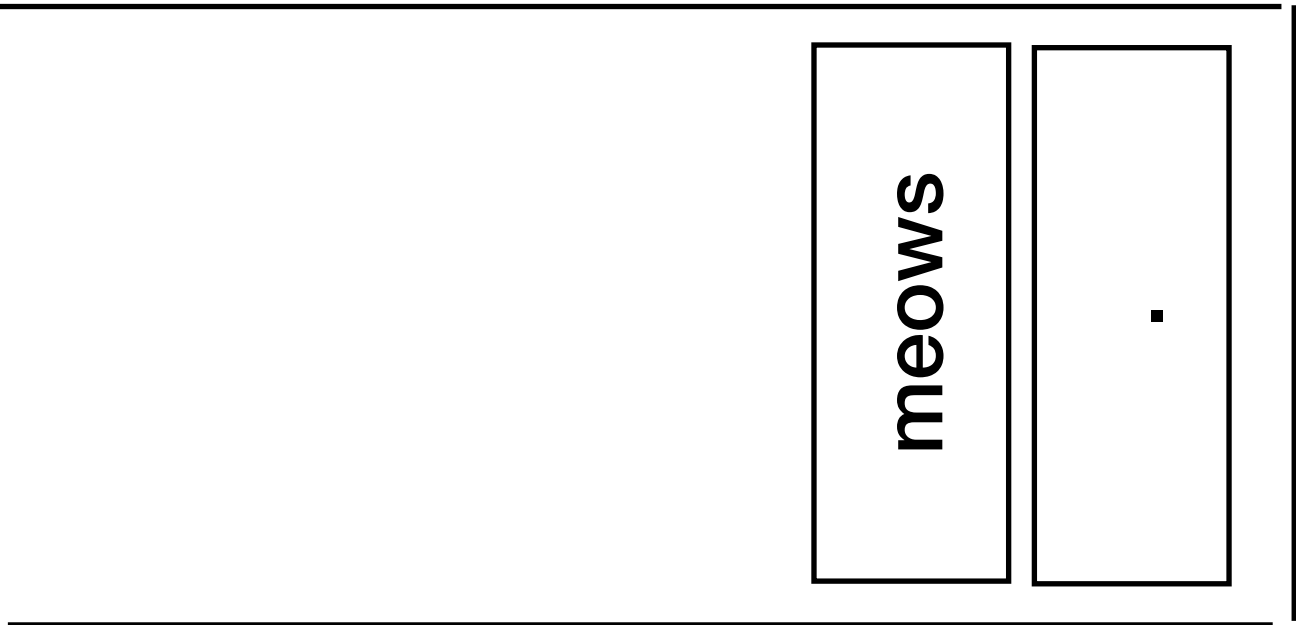
Buffer

Shift-reduce Parsing

Reduce

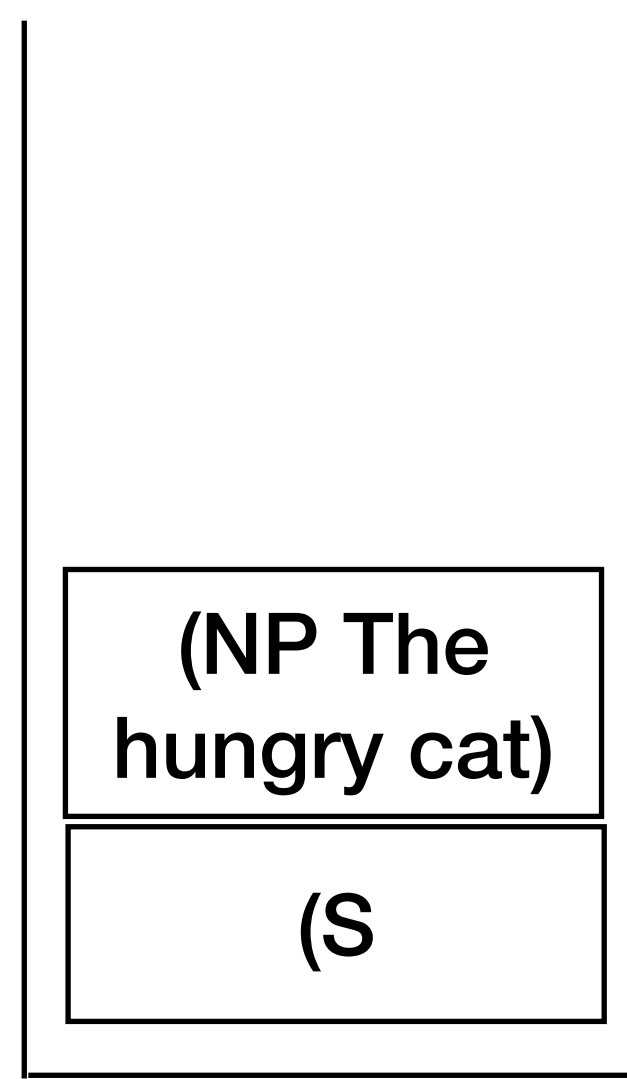


Stack

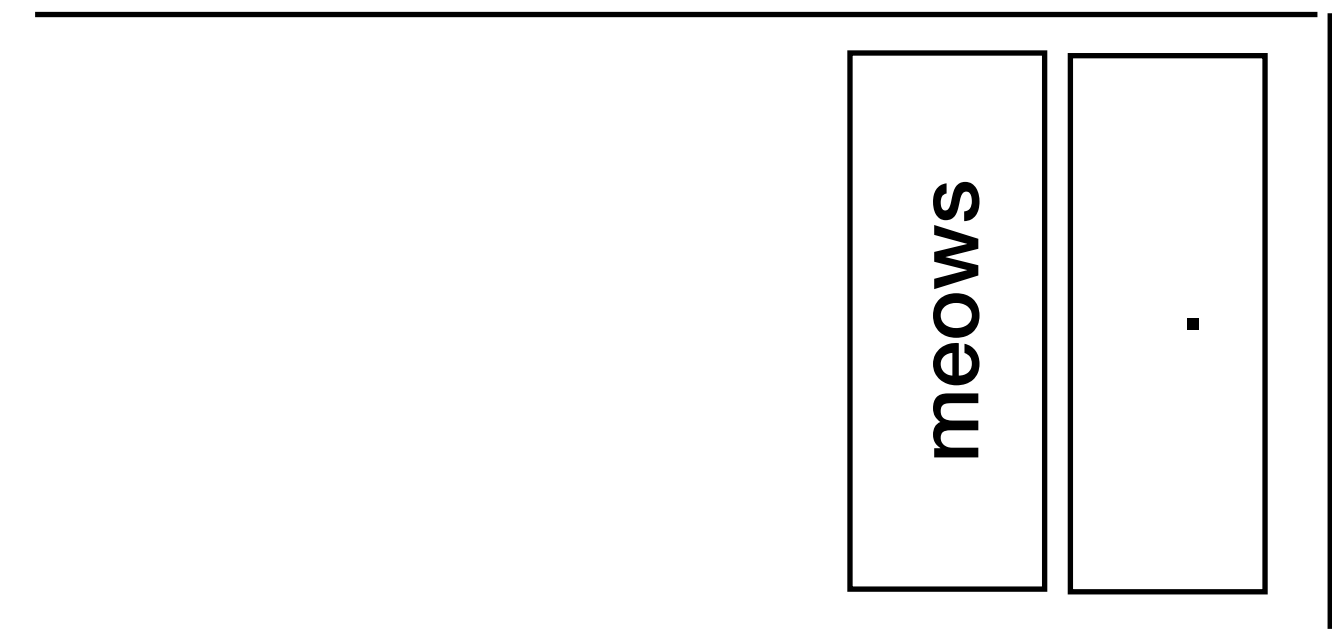


Buffer

Shift-reduce Parsing



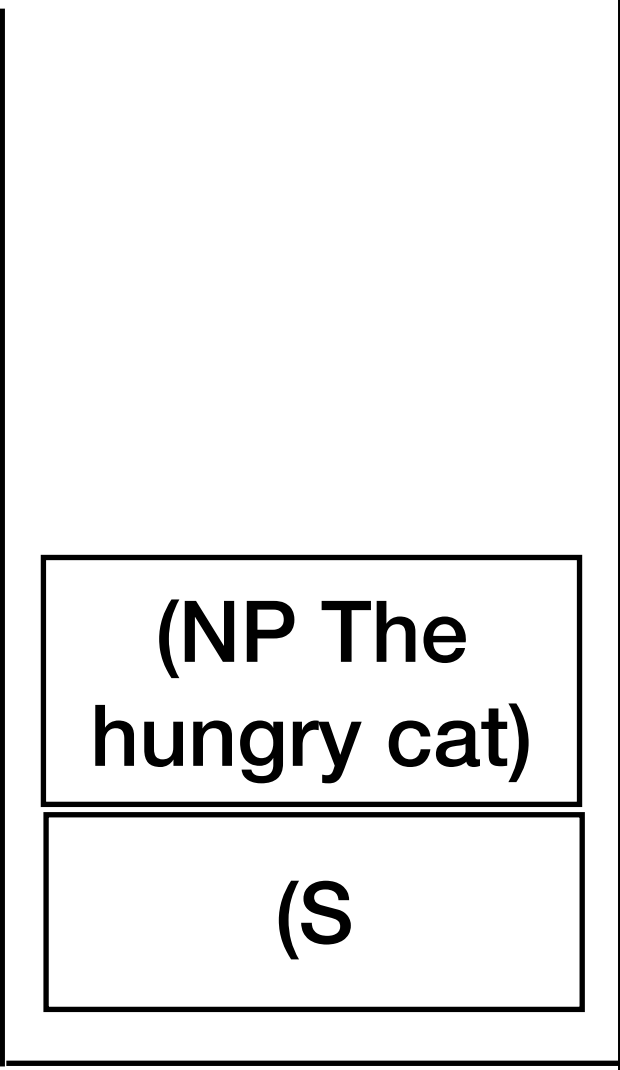
Stack



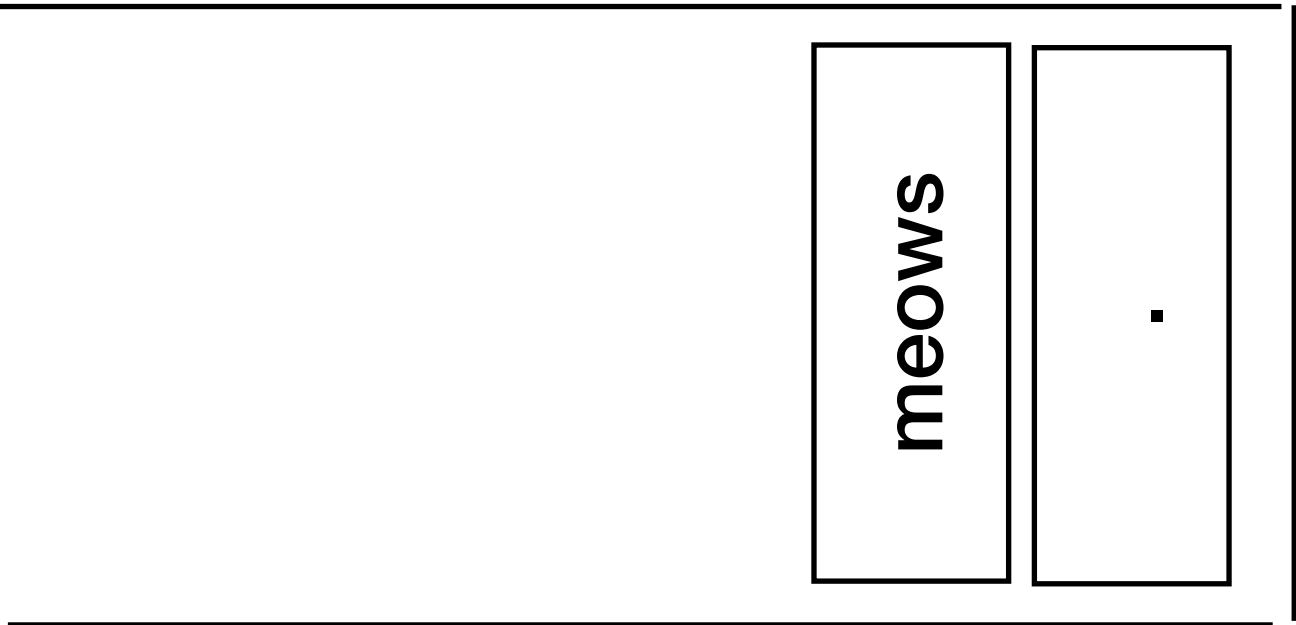
Buffer

Shift-reduce Parsing

NT(VP)

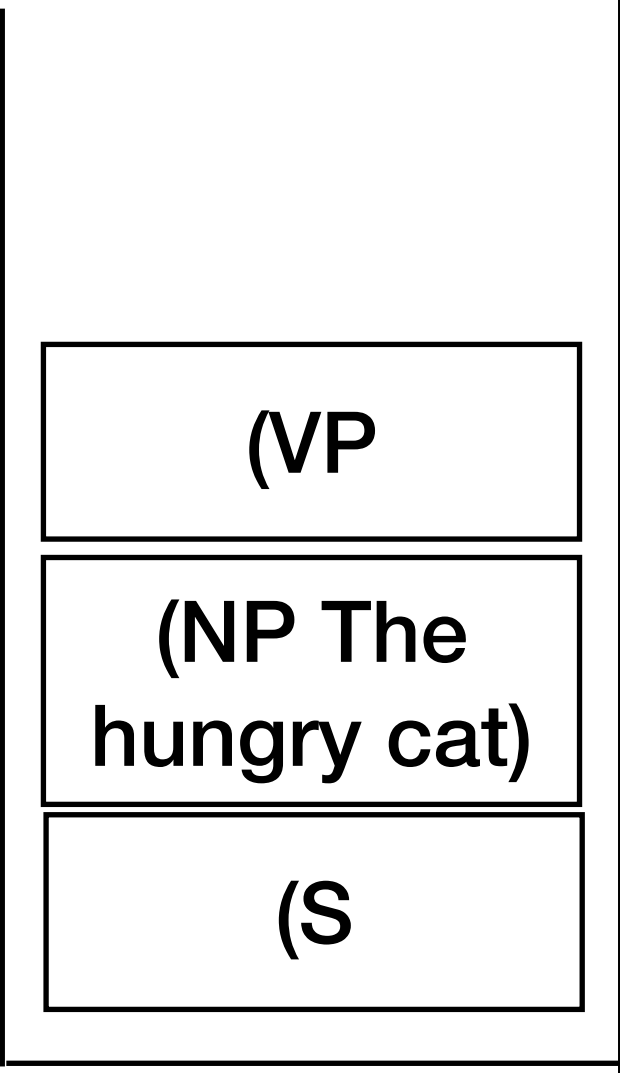


Stack

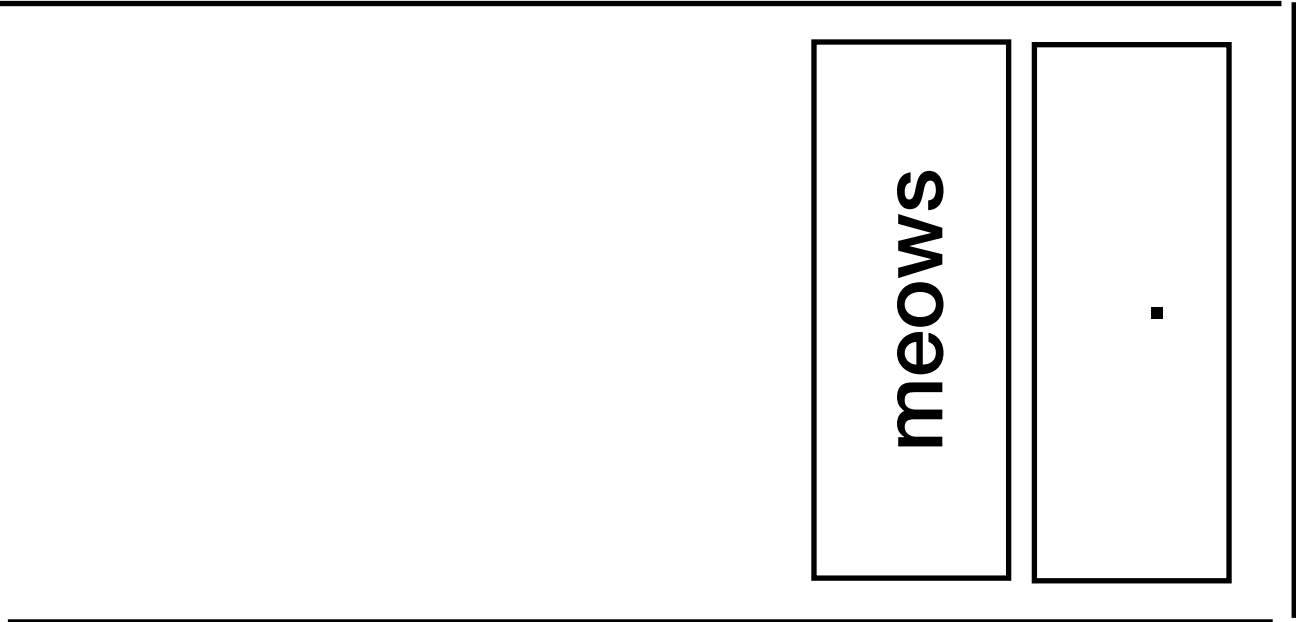


Buffer

Shift-reduce Parsing



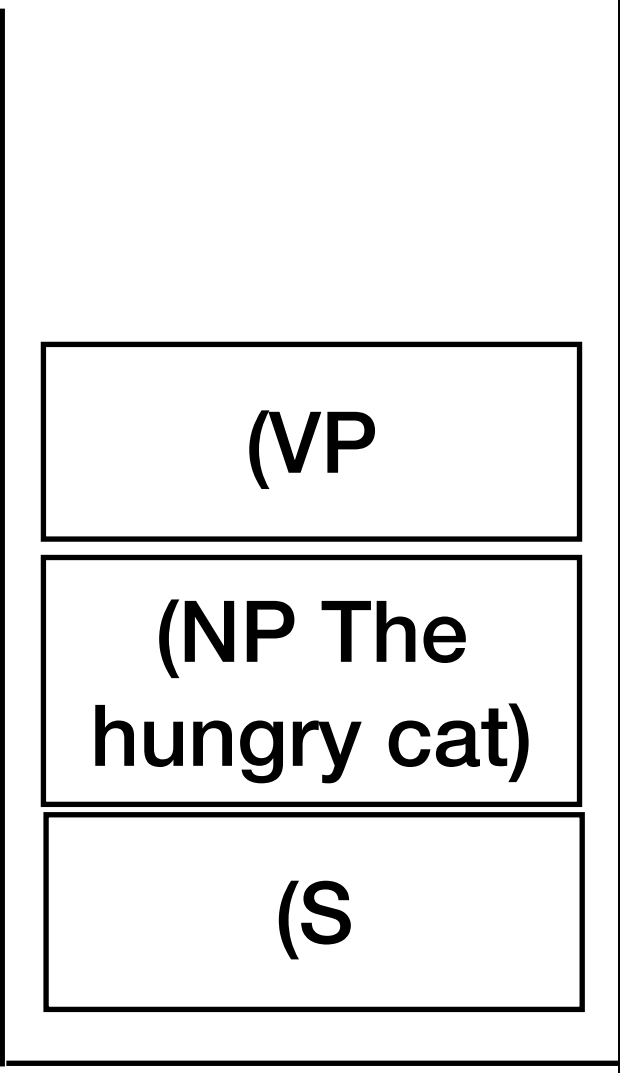
Stack



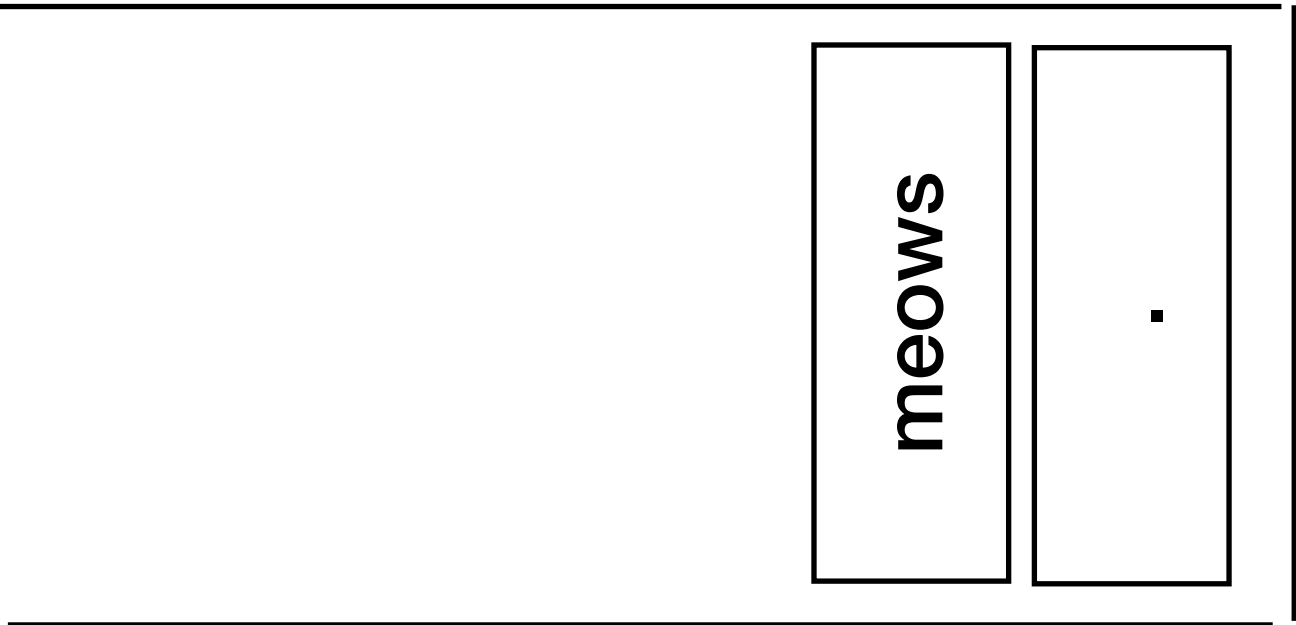
Buffer

Shift-reduce Parsing

Shift

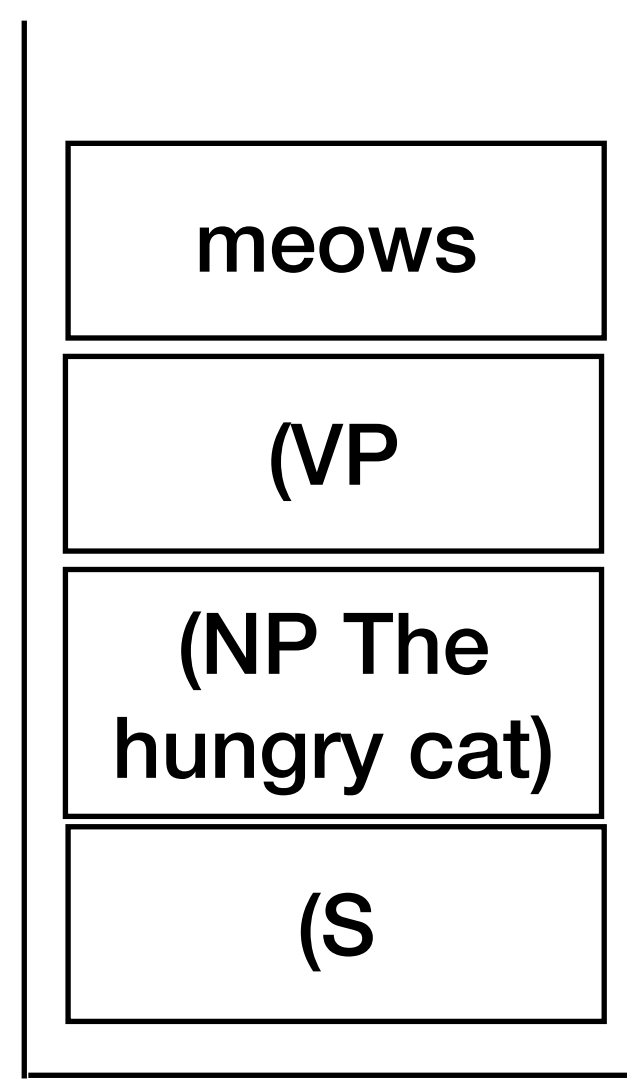


Stack



Buffer

Shift-reduce Parsing



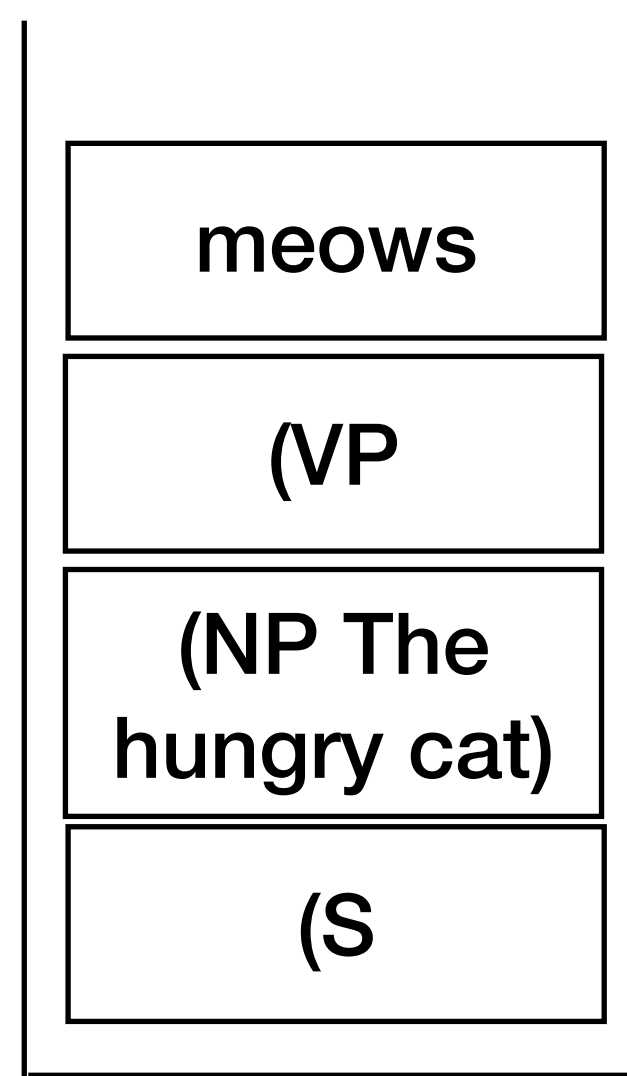
Stack



Buffer

Shift-reduce Parsing

Reduce

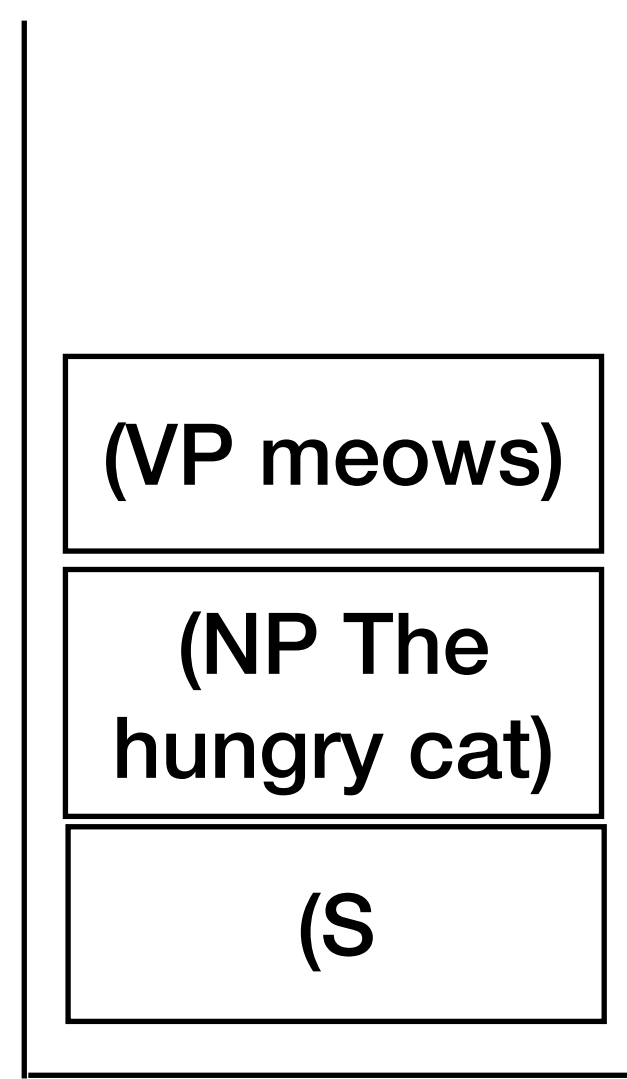


Stack



Buffer

Shift-reduce Parsing



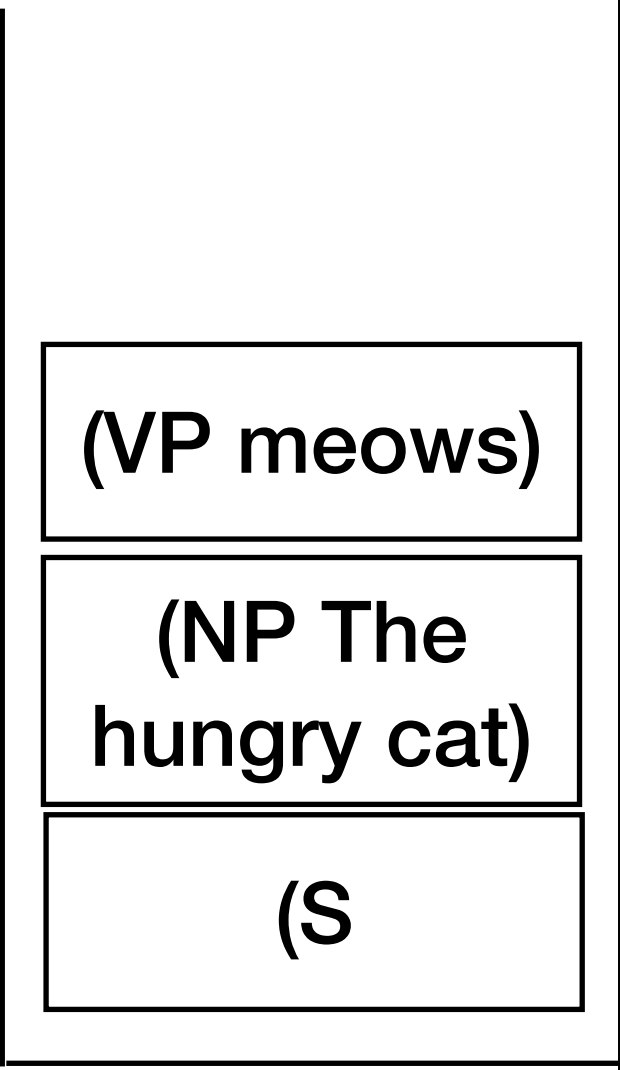
Stack



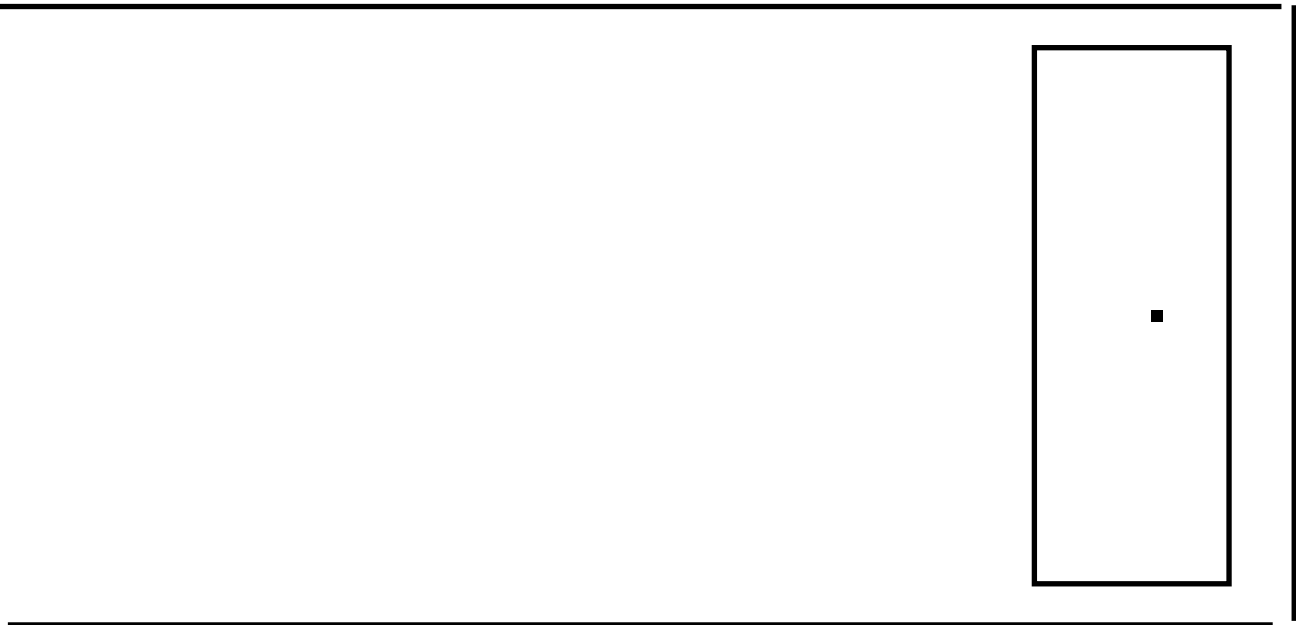
Buffer

Shift-reduce Parsing

Shift

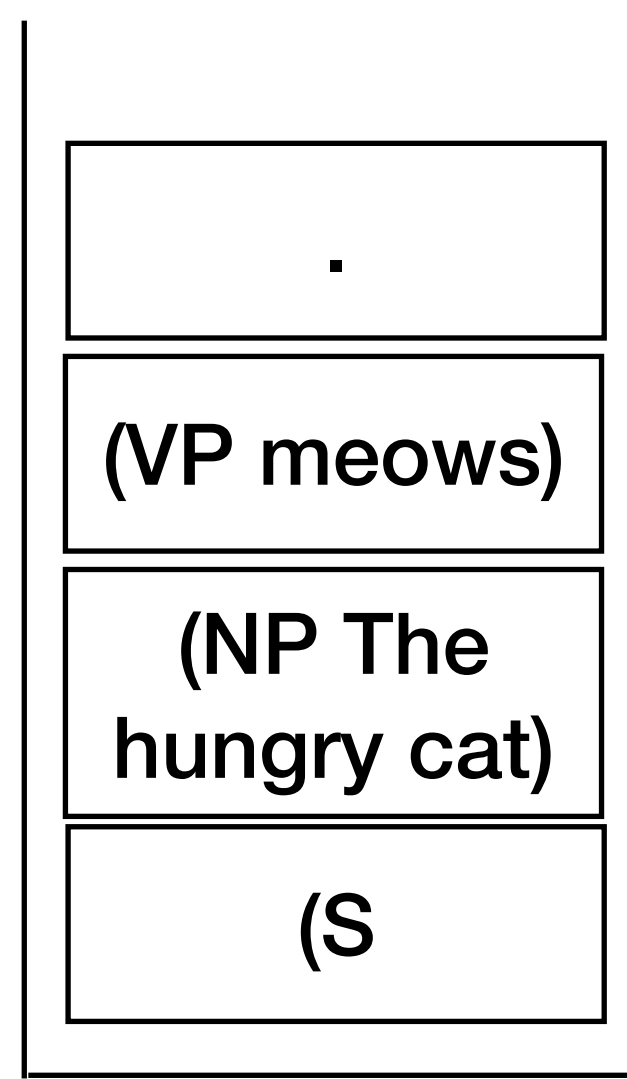


Stack



Buffer

Shift-reduce Parsing



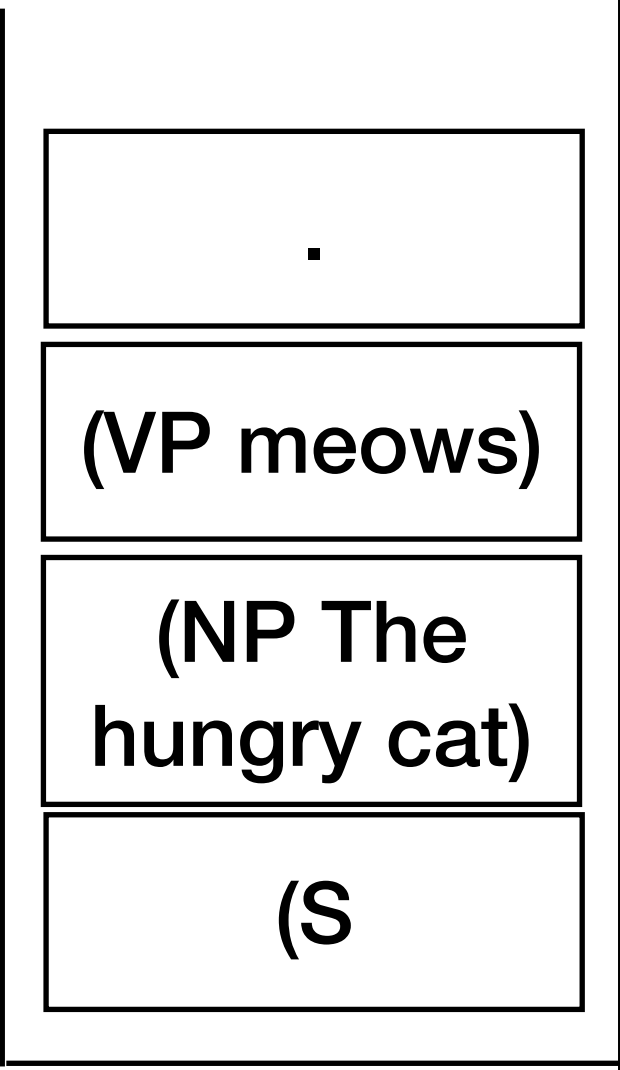
Stack



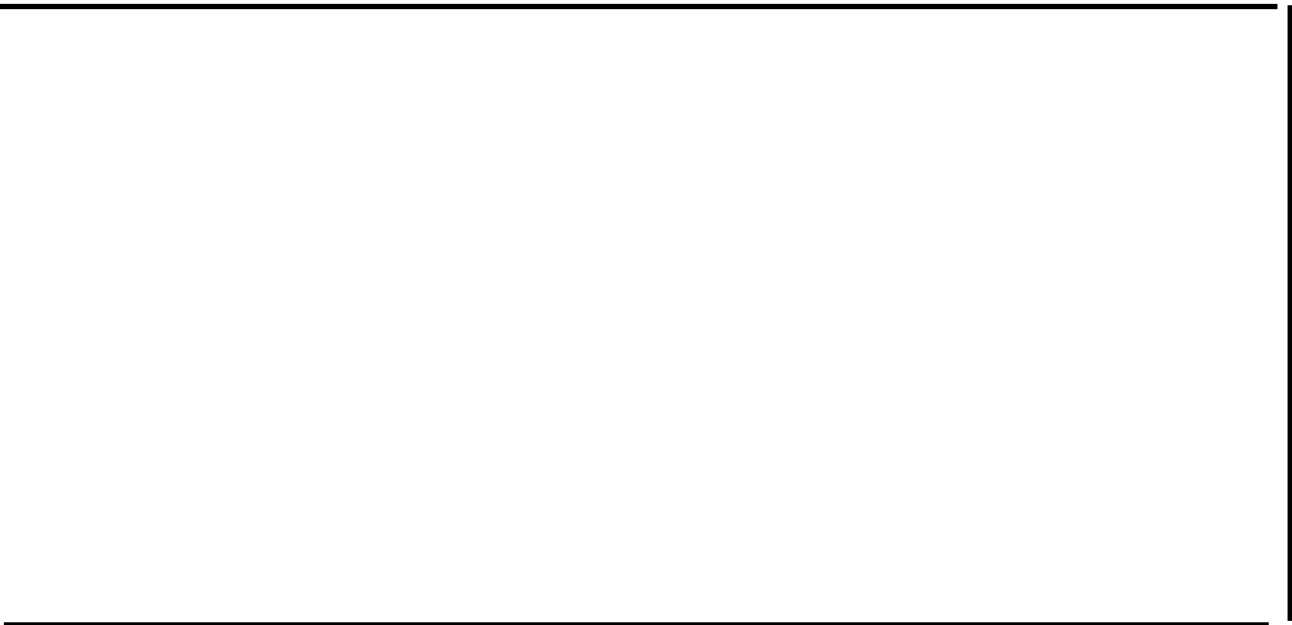
Buffer

Shift-reduce Parsing

Reduce

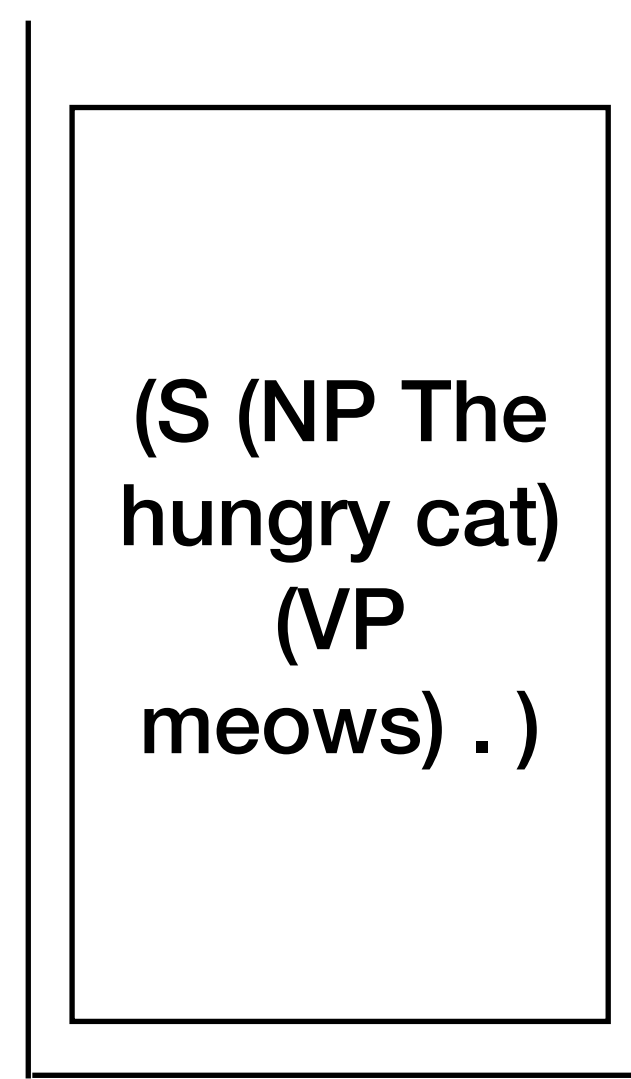


Stack

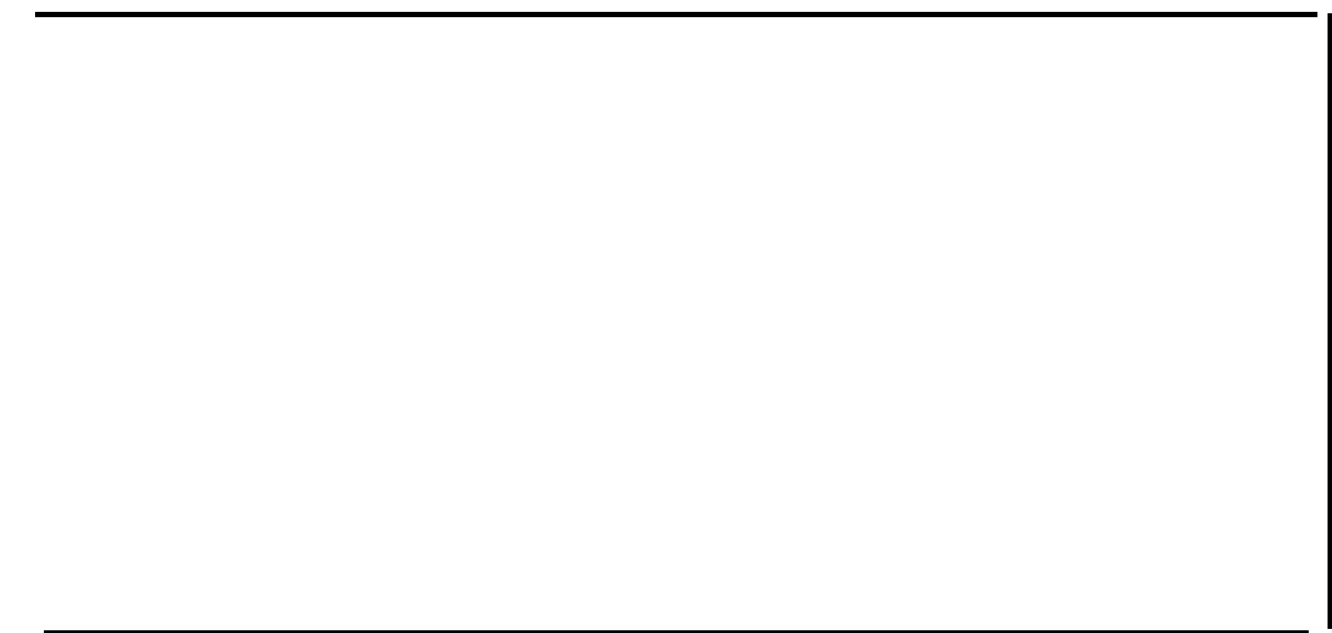


Buffer

Shift-reduce Parsing

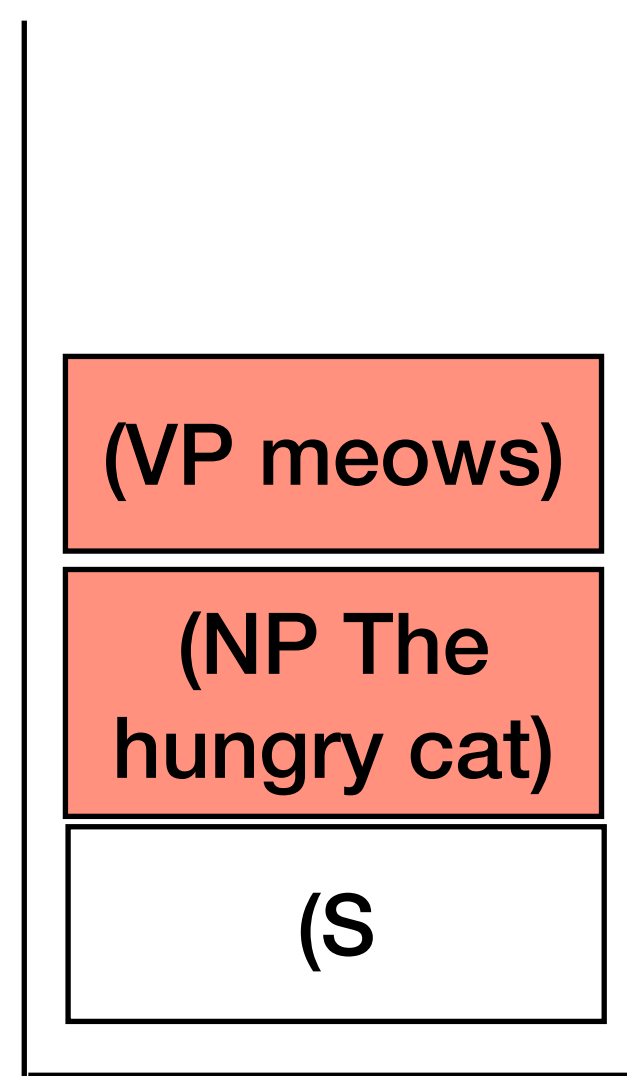


Stack



Buffer

How to make decisions?

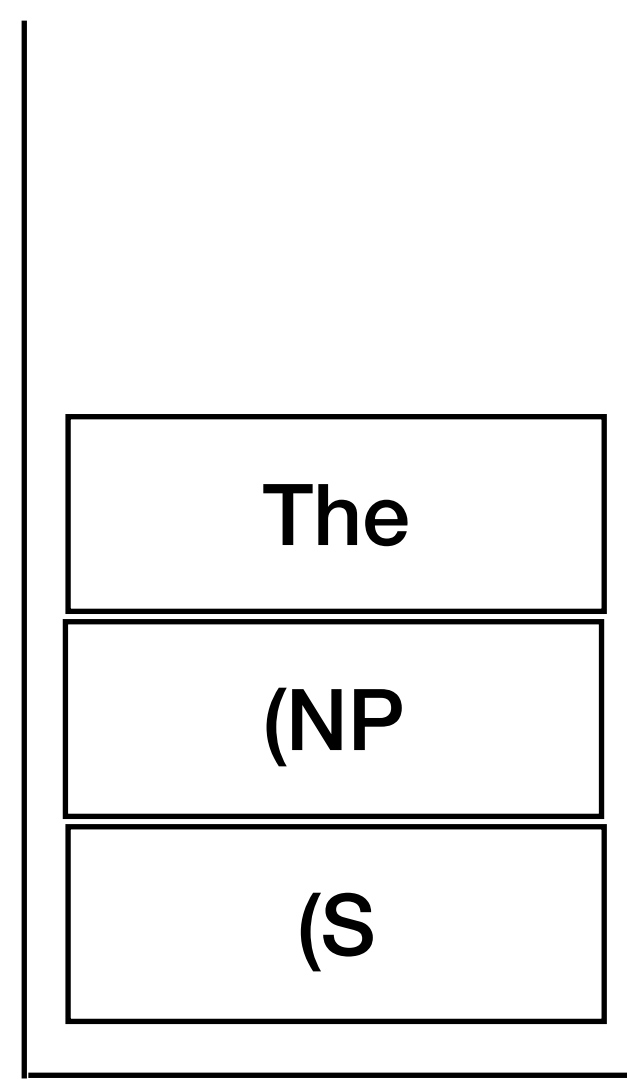


Stack

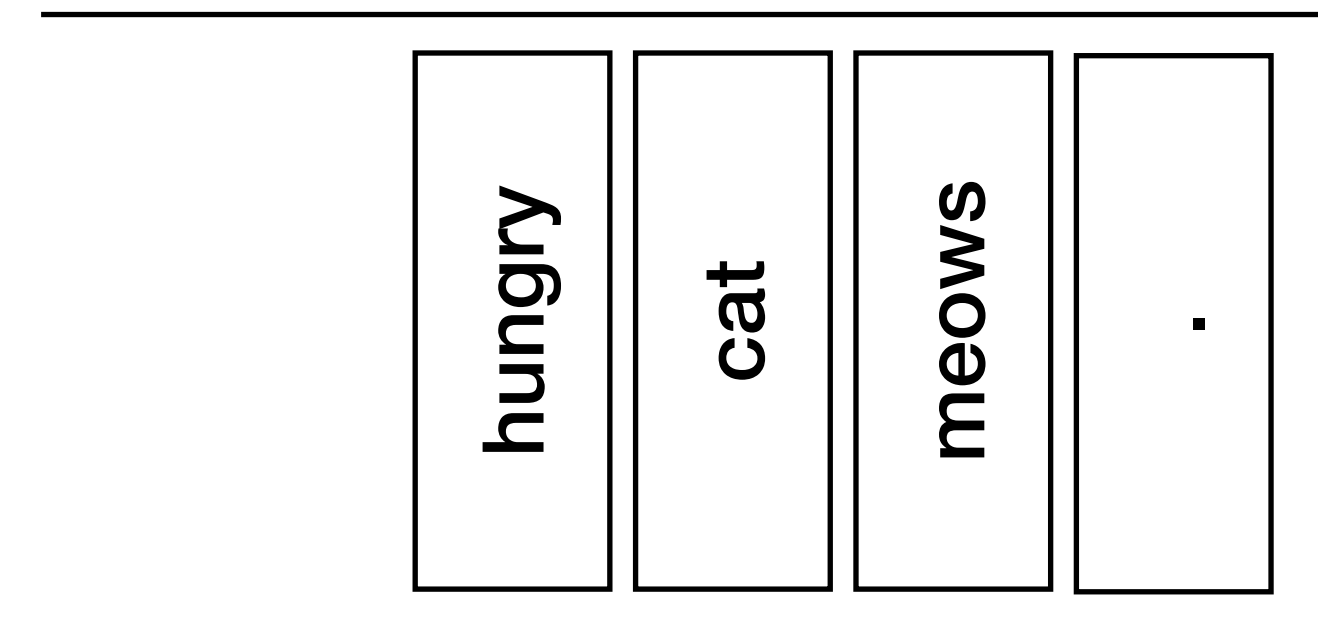


Buffer

Stack LSTMs

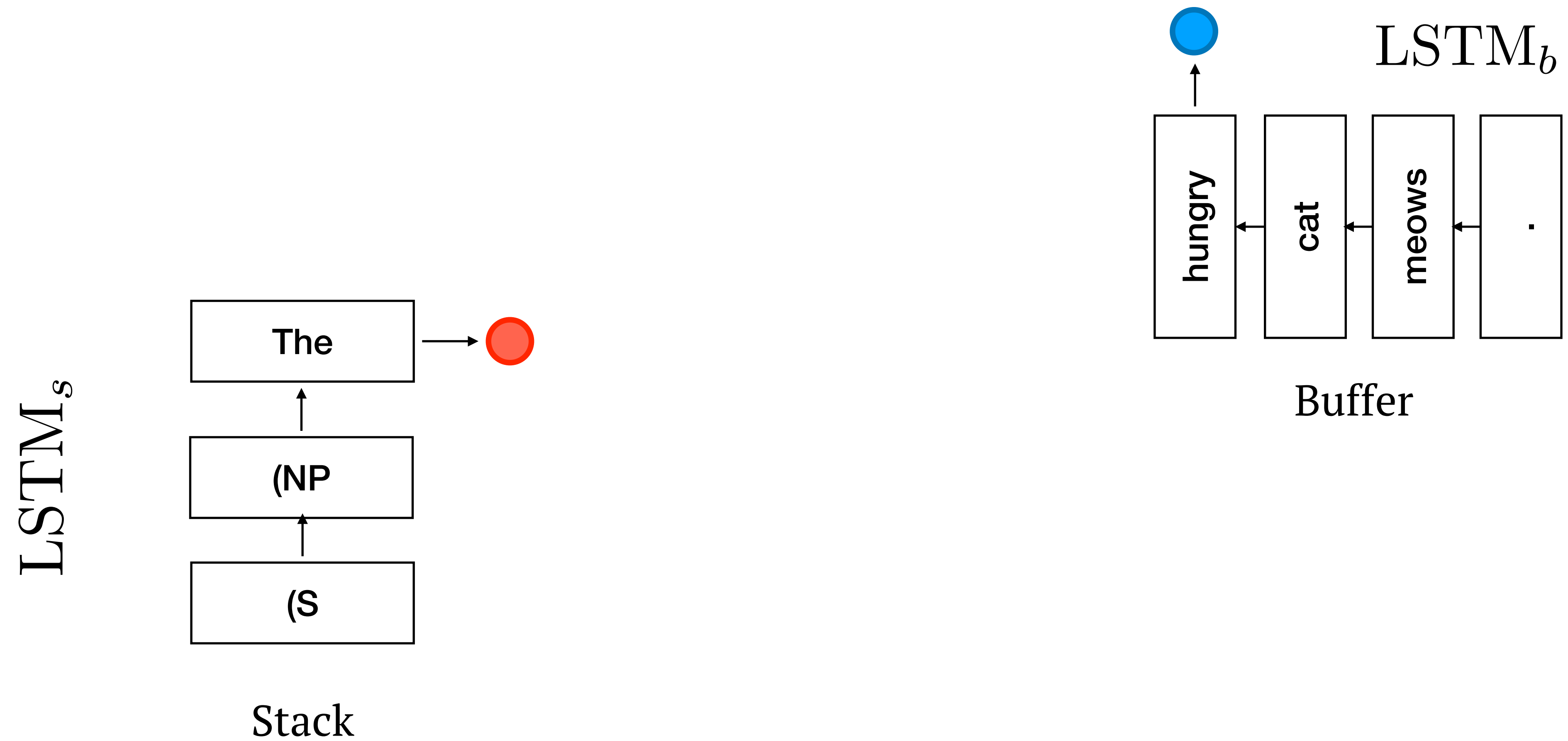


Stack

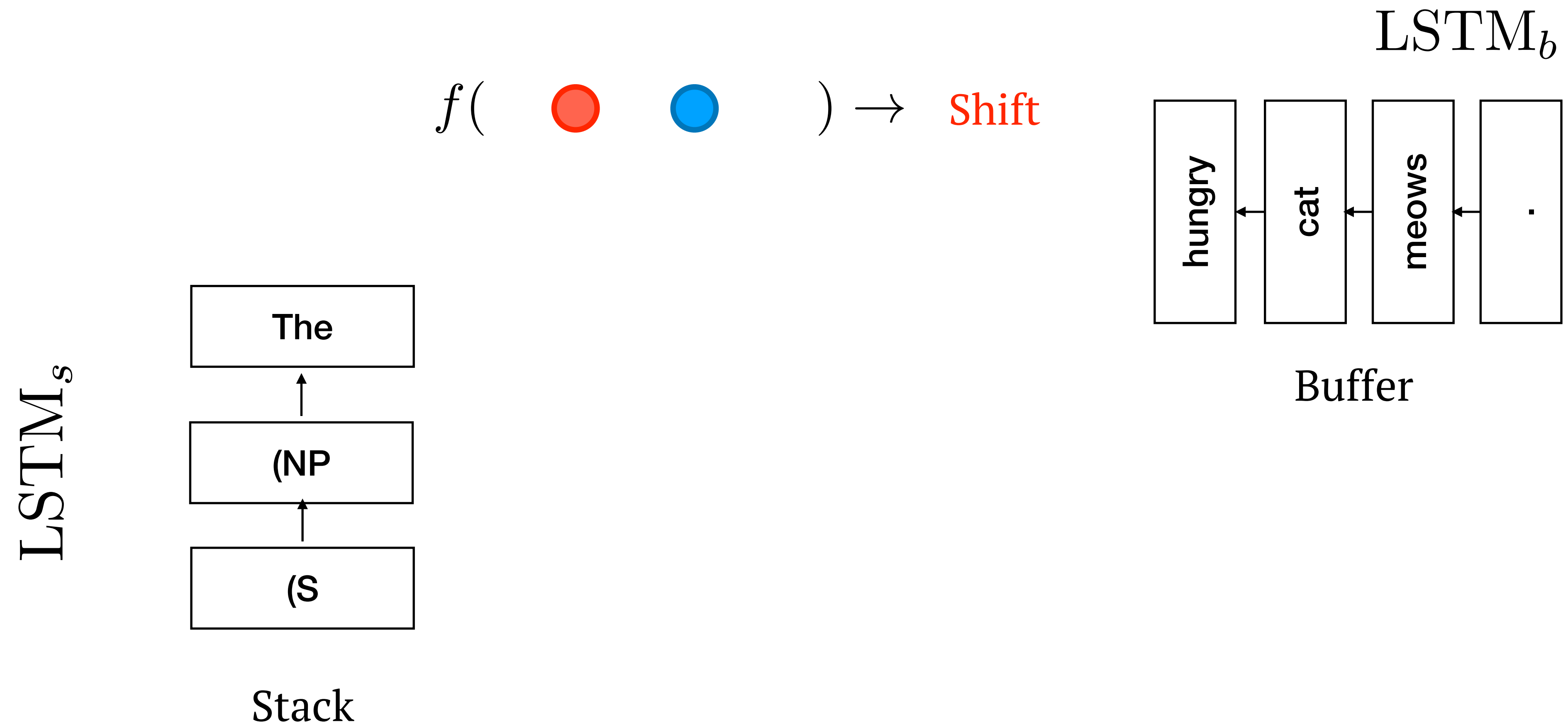


Buffer

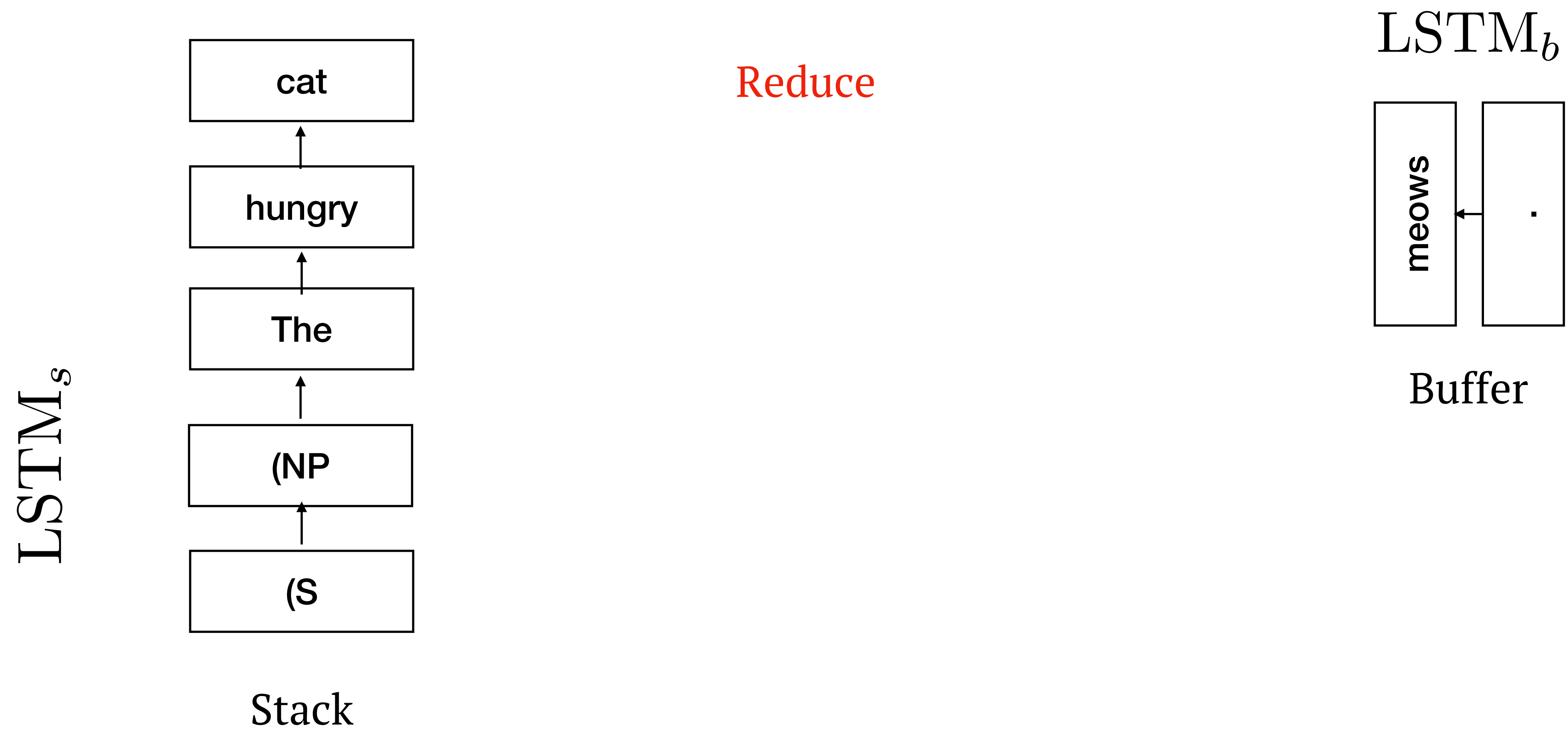
Stack LSTMs



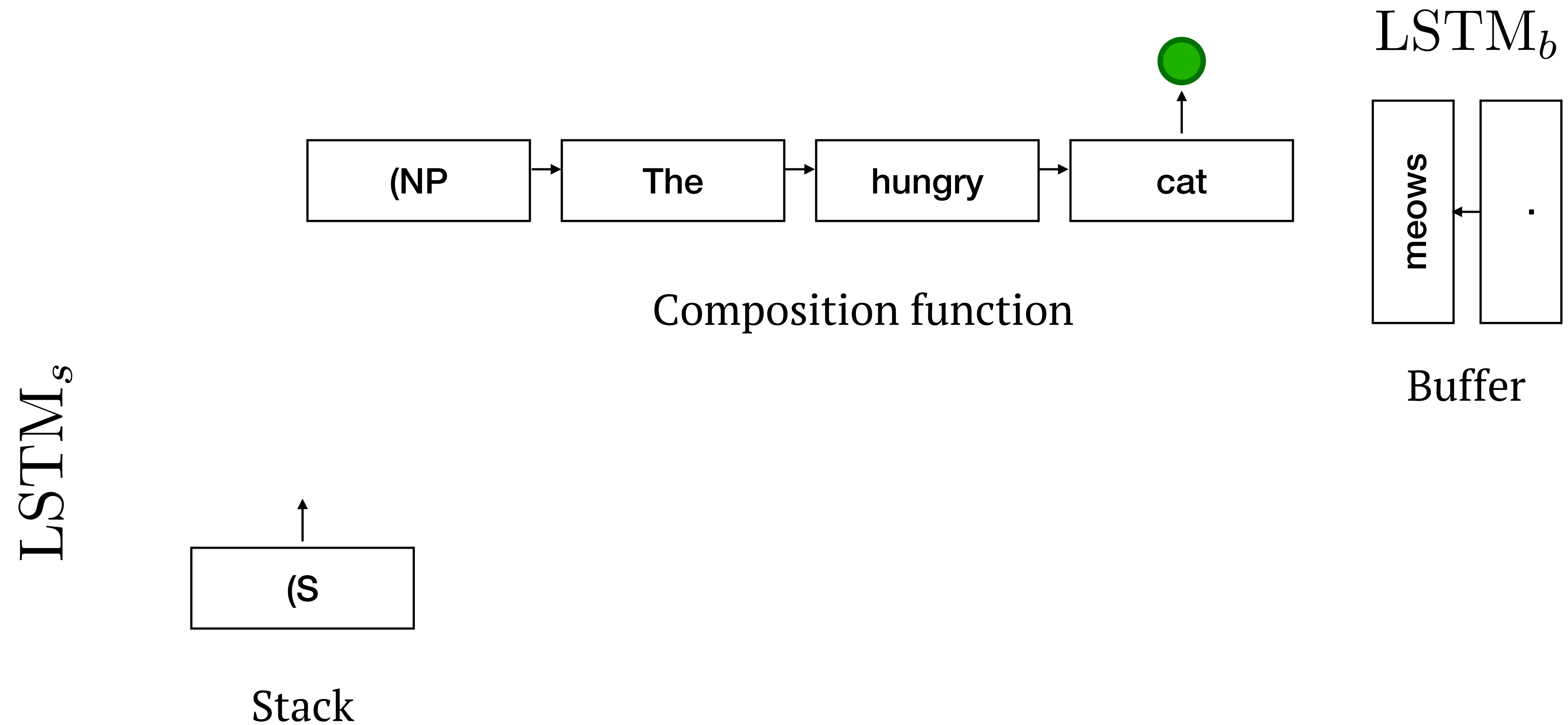
Stack LSTMs



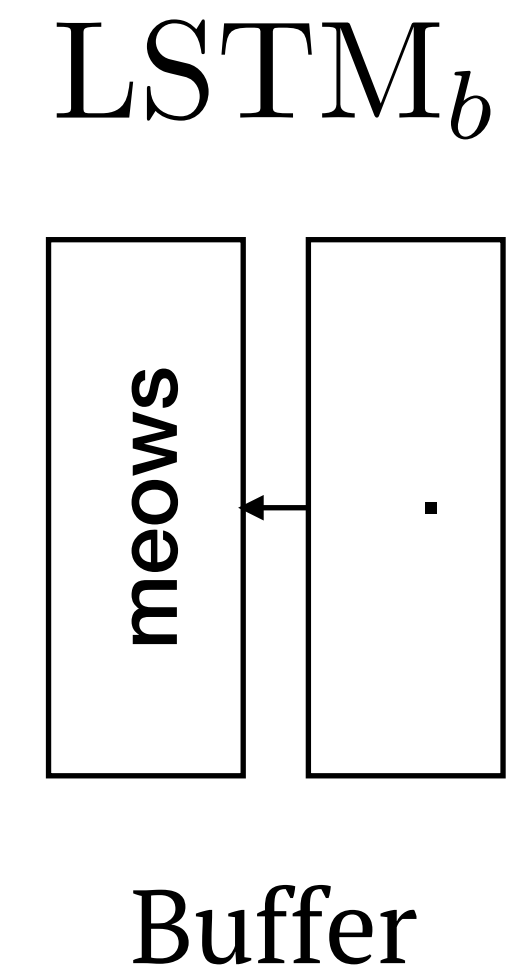
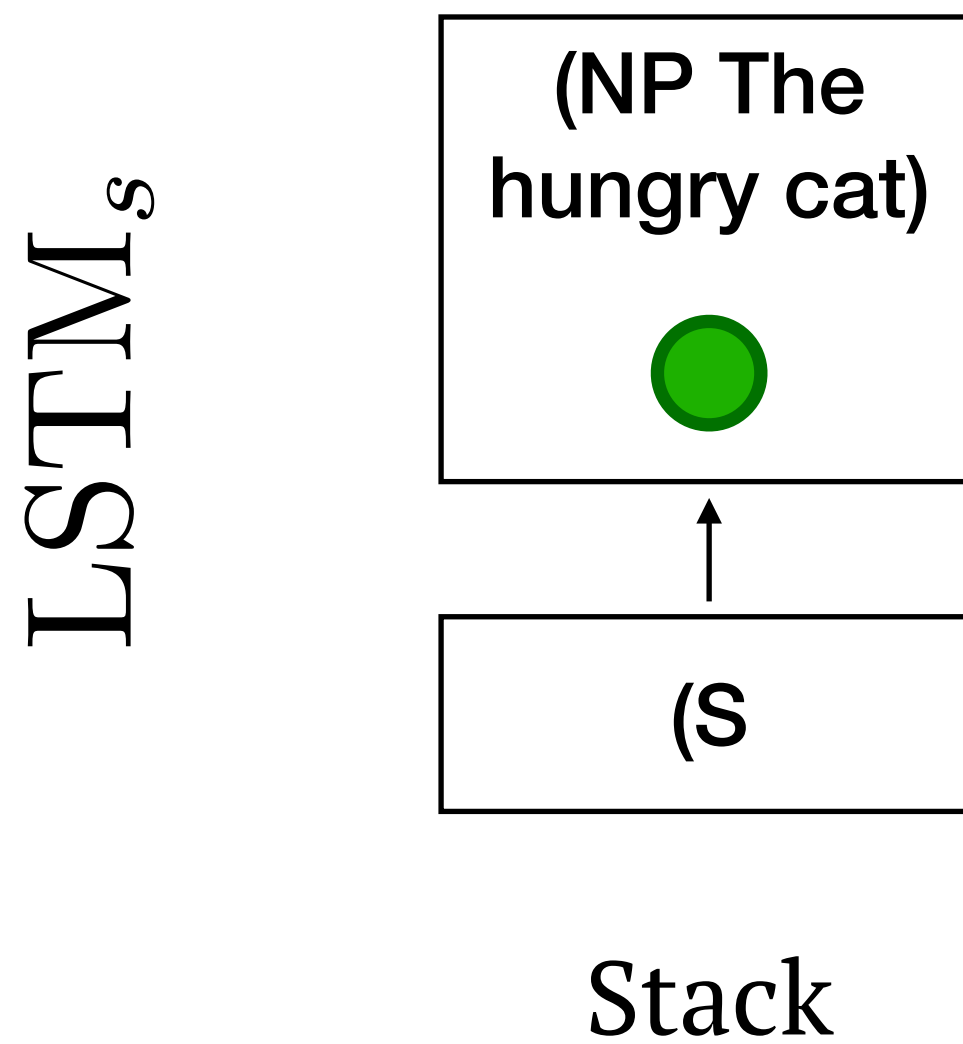
Stack LSTMs



Stack LSTMs



Stack LSTMs



Stack LSTMs

