# HMM Review (continued)

#### Class-Based Sequence Models

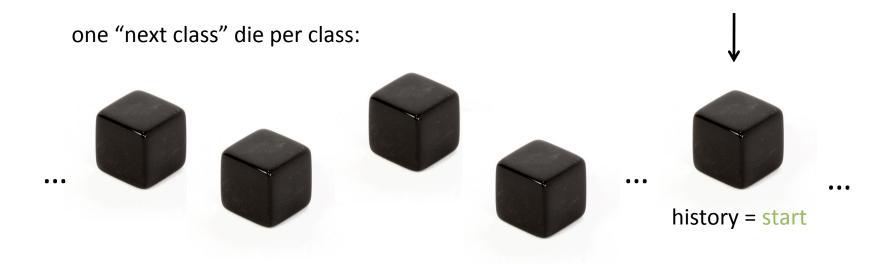
• From Brown et al. (1990):

$$p(\text{start}, w_1, w_2, \dots, w_n, \text{stop}) = \prod_{i=1}^{n+1} \gamma(w_i \mid \text{cl}(w_i)) \times \eta(\text{cl}(w_i) \mid \text{cl}(w_{i-1}))$$

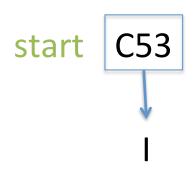
- "cl" is a deterministic function from words to a smaller set of classes.
  - Each word only gets one class; known in advance.
  - Discovered from data using a clustering algorithm.

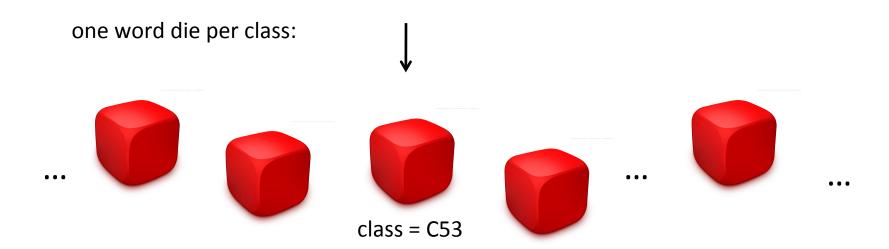
#### start





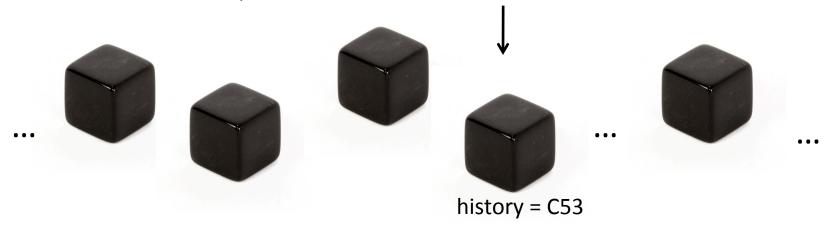
# Each word appears on only one of the word dice.

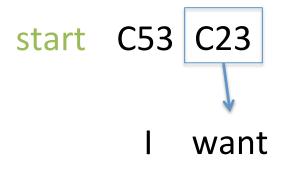


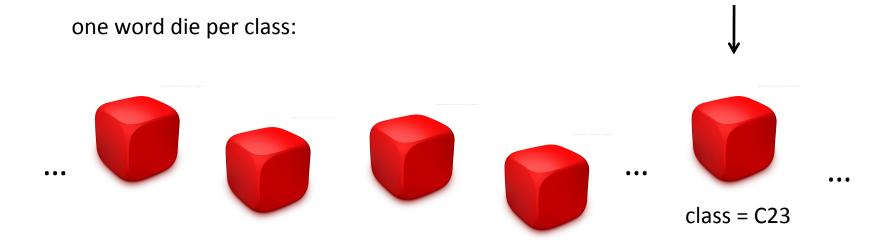


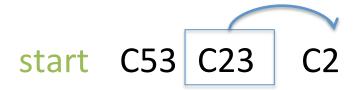


one "next class" die per class:

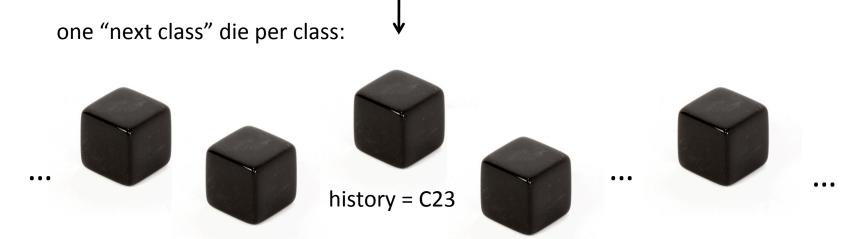


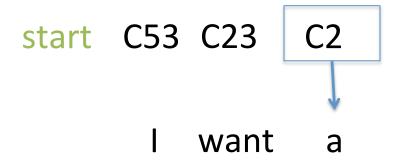




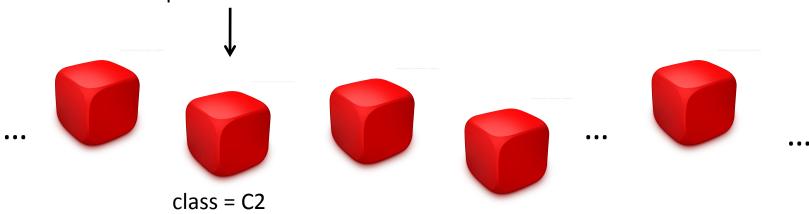


#### l want



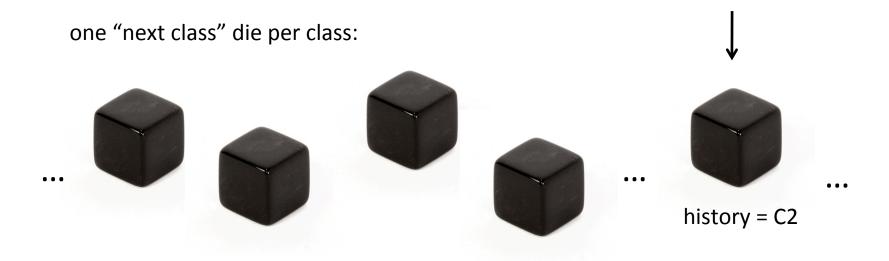


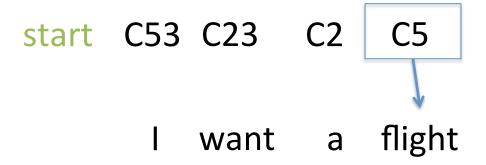
one word die per class:



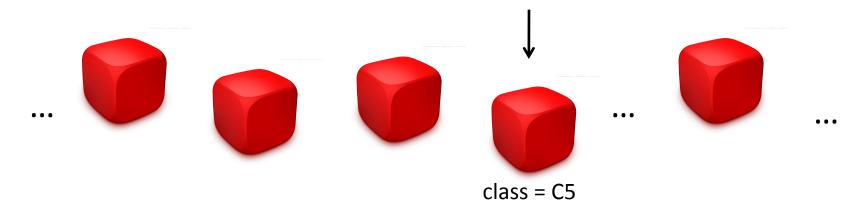


I want a





one word die per class:



#### Class-Based Sequence Models

• From Brown et al. (1990):

$$p(\text{start}, w_1, w_2, \dots, w_n \text{stop}) = \prod_{i=1}^{n+1} \eta(w_i \mid \text{cl}(w_i)) \times \gamma(\text{cl}(w_i) \mid \text{cl}(w_{i-1}))$$

- Independence assumptions?
- Number of parameters?
- Generalization ability?

#### Lecture Outline

- ✓ Markov models
- 2. Hidden Markov models
- 3. Viterbi algorithm

#### **HIDDEN MARKOV MODELS**

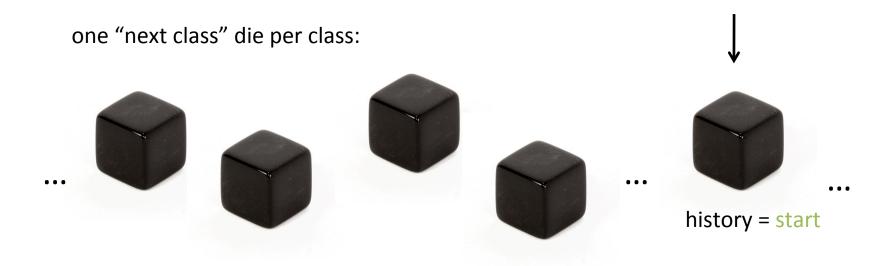
#### Hidden Markov Model

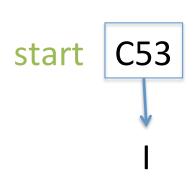
- A model over sequences of symbols, but there is missing information associated with each symbol: its "state."
  - Assume a finite set of possible states,  $\Lambda$ .

$$p(\text{start}, s_1, w_1, s_2, w_2, \dots, s_n, w_n \text{stop}) = \prod_{i=1}^{n+1} \eta(w_i \mid s_i) \times \gamma(s_i \mid s_{i-1})$$

 A joint model over the observable symbols and their hidden/latent/unknown classes.

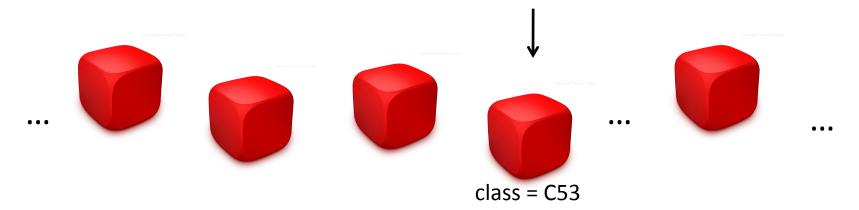




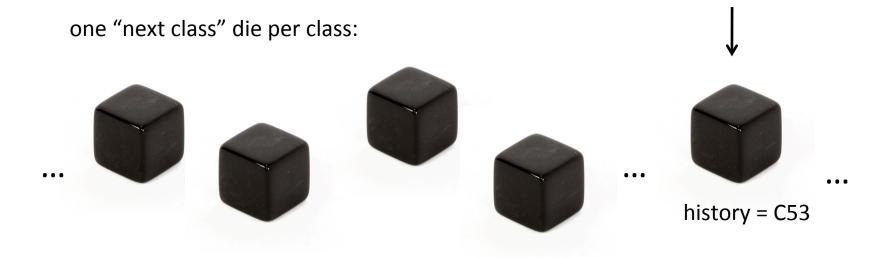


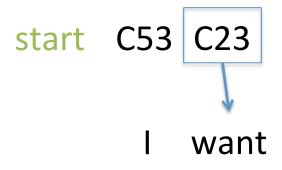
The only change to the class-based model is that now, the different word dice can *share words*!

one word die per class:

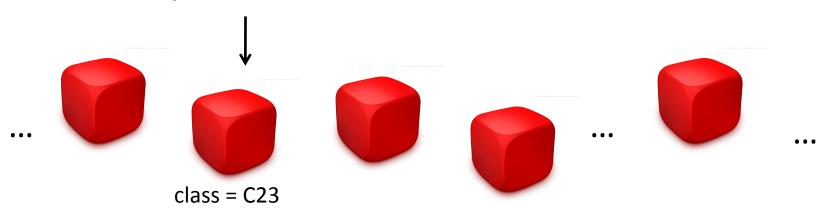


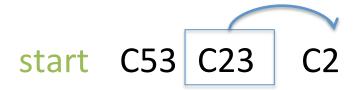




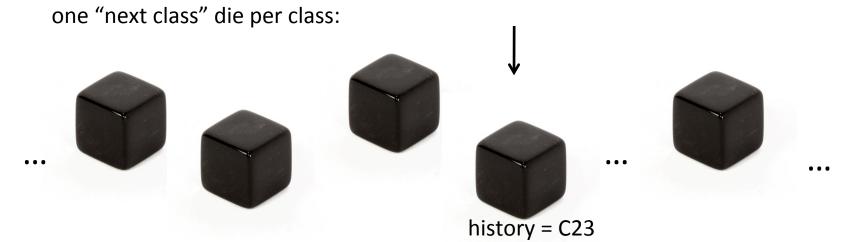


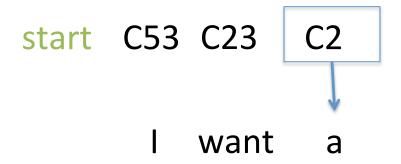
one word die per class:



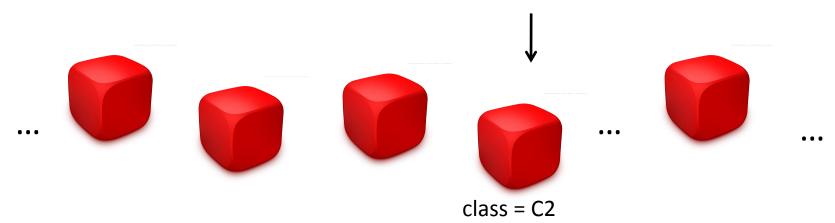


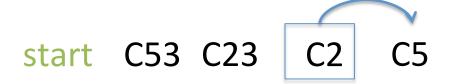
#### l want



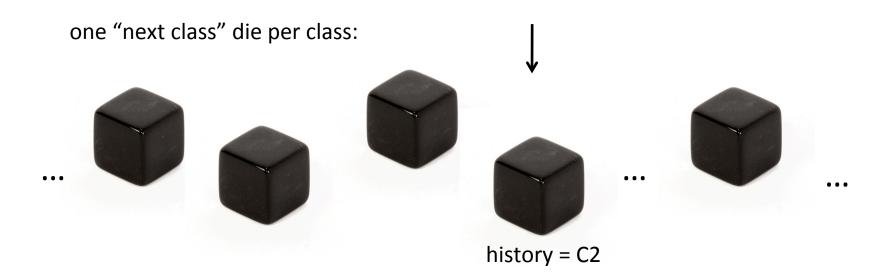


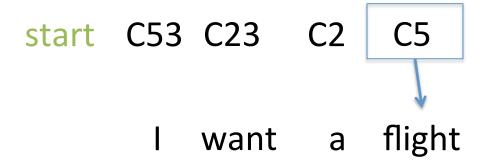
one word die per class:



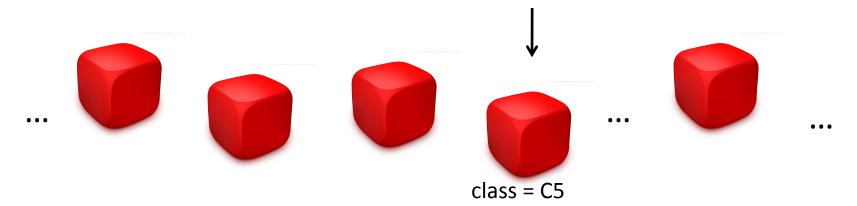


l want a





one word die per class:



#### Two Equivalent Stories

 First, as shown: transition, emit, transition, emit, transition, emit.



- Second:
  - Generate the sequence of transitions. Essentially,
     a Markov model on classes.
  - Stochastically replace each class with a word.



#### mth Order Hidden Markov Models

 We can condition on a longer history of past states:

$$p(\text{start}, s_1, w_1, s_2, w_2, \dots, s_n, w_n \text{stop}) = \prod_{i=1}^{n+1} \eta(w_i \mid s_i) \times \gamma(s_i \mid s_{i-m}, \dots, s_{i-1})$$

- Number of parameters?
- Benefit: longer "memory."
- Today I will stick with first-order HMMs.

#### Uses of HMMs in NLP

- Part-of-speech tagging (Church, 1988; Brants, 2000)
- Named entity recognition (Bikel et al., 1999) and other information extraction tasks
- Text chunking and shallow parsing (Ramshaw and Marcus, 1995)
- Word alignment in parallel text (Vogel et al., 1996)
- Also popular in computational biology and central to speech recognition.

#### Part of Speech Tagging

After paying the medical bills, Frances was nearly broke.

RB VBG DT JJ NNS, NNP VBZ RB JJ.

- Adverb (RB)
- Verb (VBG, VBZ, and others)
- Determiner (DT)
- Adjective (JJ)
- Noun (NN, NNS, NNP, and others)
- Punctuation (., ,, and others)

#### Named Entity Recognition

With Commander Chris Ferguson at the helm,

Atlantis touched down at Kennedy Space Center.

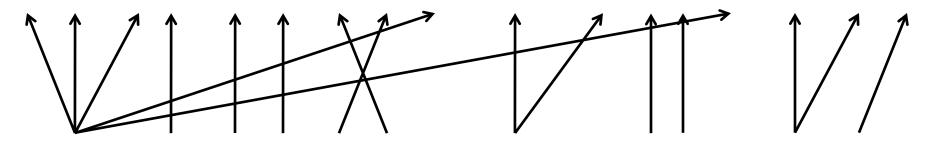
#### Named Entity Recognition

O B-person I-person I-person O O O O O With Commander Chris Ferguson at the helm,

B-space-shuttle O O B-place I-place O O Atlantis touched down at Kennedy Space Center.

What makes this hard?

Mr. President, Noah's ark was filled not with production factors, but with living creatures.



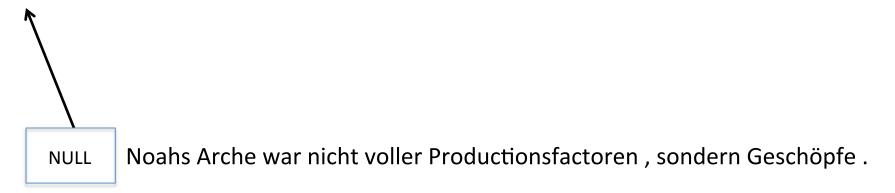
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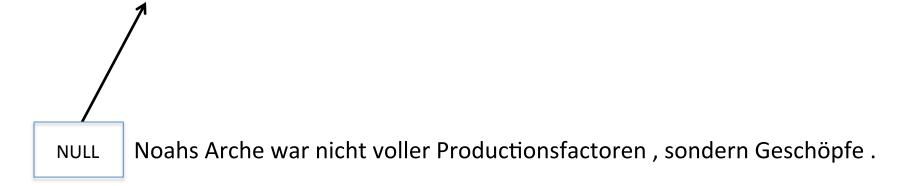


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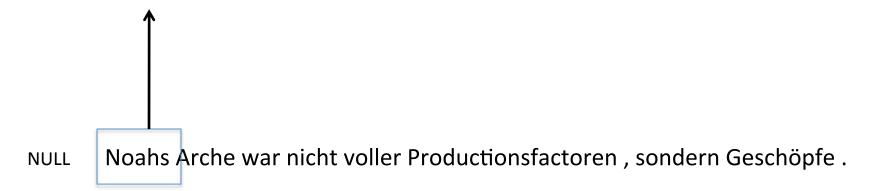
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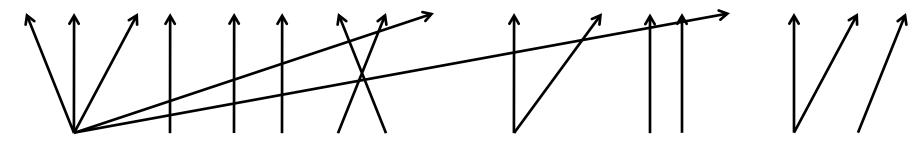
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 A joint model over the observable symbols and their hidden/latent/unknown classes.