

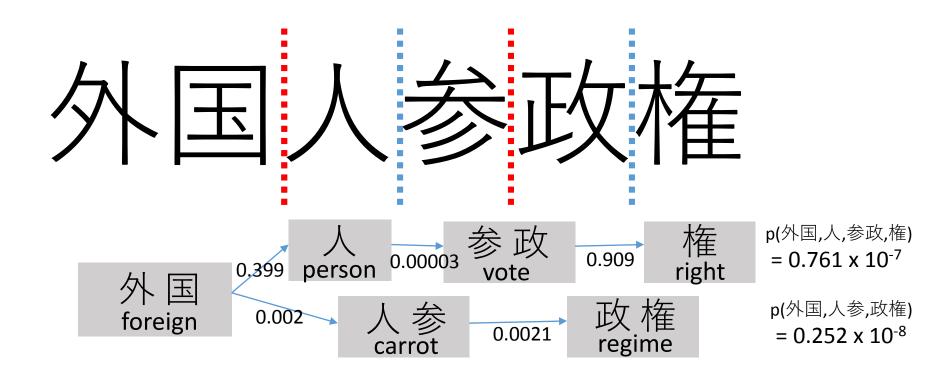
# Juman++ v2: A Practical and Modern Morphological Analyzer

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Main idea: Use a Recurrent Neural Network Language Model to consider semantic plausibility in addition to usual model score

# Why Juman++? Accuracy!

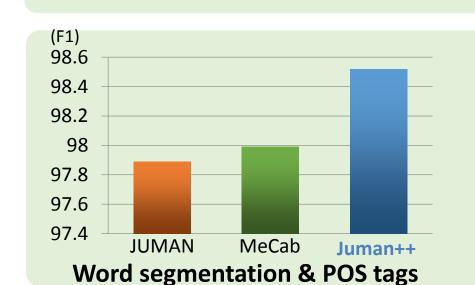
#### Setting

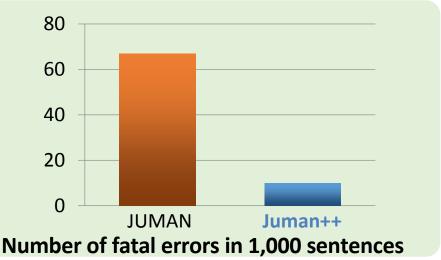
#### **Dataset for training RNNLM:**

10 million raw sentences crawled from the web

#### Dataset for training base model and evaluation:

Kyoto University Text Corpus (NEWS), Kyoto University Web Document Leads Corpus (WEB)







#### 感想|やご|要望

a larva of a dragonfly



impression



request

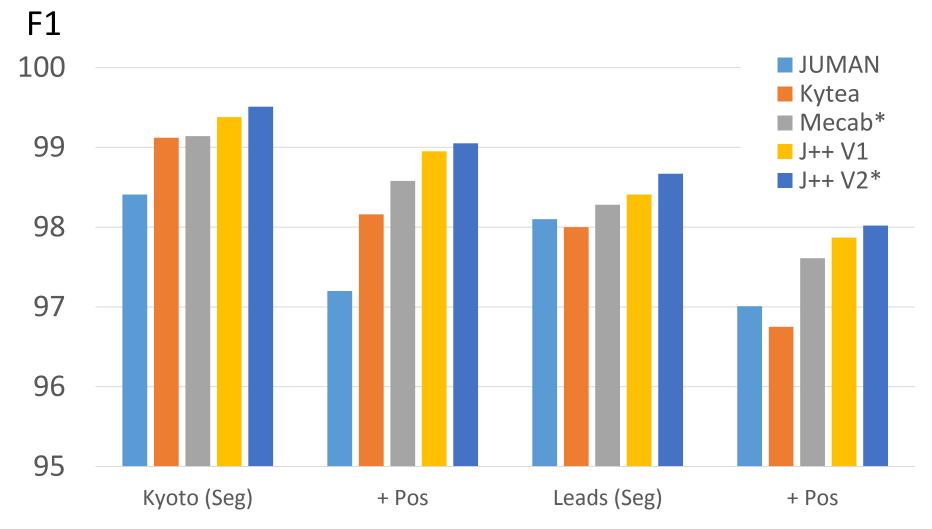
# Why not Juman++? Speed!

Analyzer	Analysis speed (Sentences/Second)
Mecab	53,000
КуТеа	2,000
JUMAN	8,800
Juman++	16

# Why not Juman++ V1? Speed!

Analyzer	Analysis speed (Sentences/Second)
Mecab	53,000
КуТеа	2,000
JUMAN	8,800
Juman++ V1	16
Juman++ V2	250x 4,800

# Why Juman++ V2? Accuracy!!!



<sup>\* =</sup> Optimized hyper-parameters on 10-fold cross-validation
Using the same Jumandic + concatenation of Kyoto/KWDLC corpora for training

What is Juman++ v2 (in its core)

A dictionary independent thread-safe library (not just a binary program) for morphological analysis using lattice-based segmentation optimized for n-best output

## Reasons of speedup

#### Algorithmic

- Dictionary representation
- No non-necessary computations
- Reduced search space

# (Micro) architectural

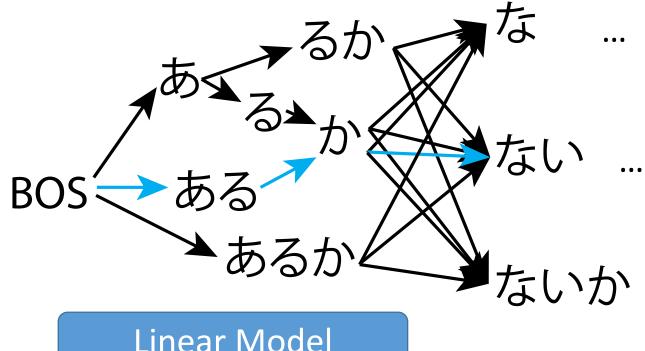
- Cache-friendly data structures
  - Lattice => Struct of arrays
- Code generation
  - Mostly branch-free feature extraction
- Weight prefetching
- RNN-specific: vectorization, batching

### Juman++ Model

For an input sentence:

Build a lattice

Assign a score to each path through the lattice



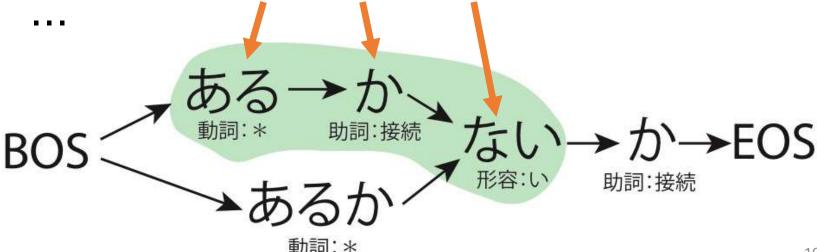
#### Linear Model

$$= \sum_{\text{Weights}} w_i \phi_{\text{Features}} + \alpha (s_{RNN} + \beta)$$

#### Linear Model Features

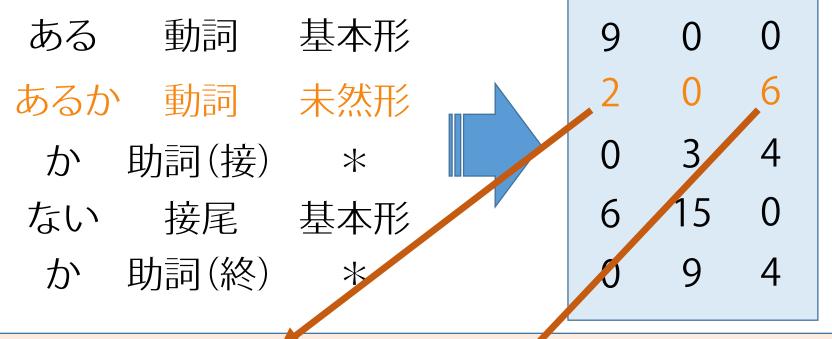
Created based on ngram feature templates
Use dictionary info, surface characters, character type
1,2,3-grams

- 67 ngram feature templates for Jumandic, like:
- BIGRAM (品詞)(品詞)
- BIGRAM (品詞-細分類)(品詞-細分類)
- TRIGRAM (品詞)(品詞)(品詞)



# Dictionary as column database

Dictionary field values become pointers



Field data is deduplicated and each field is stored separately

1か3あるか2ない2ある 2動詞5助詞(接)5助詞(終)2接尾 3基本形1\*3未然形

10

Length

# Dictionary: Details

- Dictionary is mmap-able
  - Loading from disk is almost free and cacheable by OS
- What dictionary gives us
  - Handle strings as integers (data pointers)
  - Use data pointers as primitive features
- Compute ngram features by hashing components together
- Dictionary + smart hashing implementation = 8x speedup

# Dic/model size on Jumandic

	Kytea	Mecab	Juman++ V1	Juman++ V2
Dictionary	-	311M	445M	158M
Model	200M	7.7M	135M	16M

Raw dictionary (CSV with expanded inflections) is 256MB

Kytea doesn't store all dictionary information: (It uses only surface, pos, subpos information)

Note: 44% of V2 dictionary is DARTS trie

## Quiz: Where is the bottleneck?

- 1. Dictionary lookup/lattice construction
  - Trie lookup, dictionary access
- 2. Feature computation
  - Hashing, many conditionals
- 3. Score computation
  - Score += weights[feature & (length 1)];
- 4. Output
  - Formatting, string concatenation

## Quiz: Where is the bottleneck?

- 1. Dictionary lookup
  - Trie lookup
- 2. Feature computat
  - Hashing, many con

Array access (not sum) was taking ~80% of all time. Reason:
L2 cache/dTLB misses.

- 3. Score computation
  - Score += weights[feature & (length 1)];
- 4. Output
  - Formatting, string concatenation

# Latency numbers every programmer should know

Action	Time	Comments
L1 cache reference	0.5 ns	
Branch mispredict	5 ns	
L2 cache reference	7 ns	14x L1 cache
Main memory reference	100 ns	20x L2 cache, 200x L1 cache

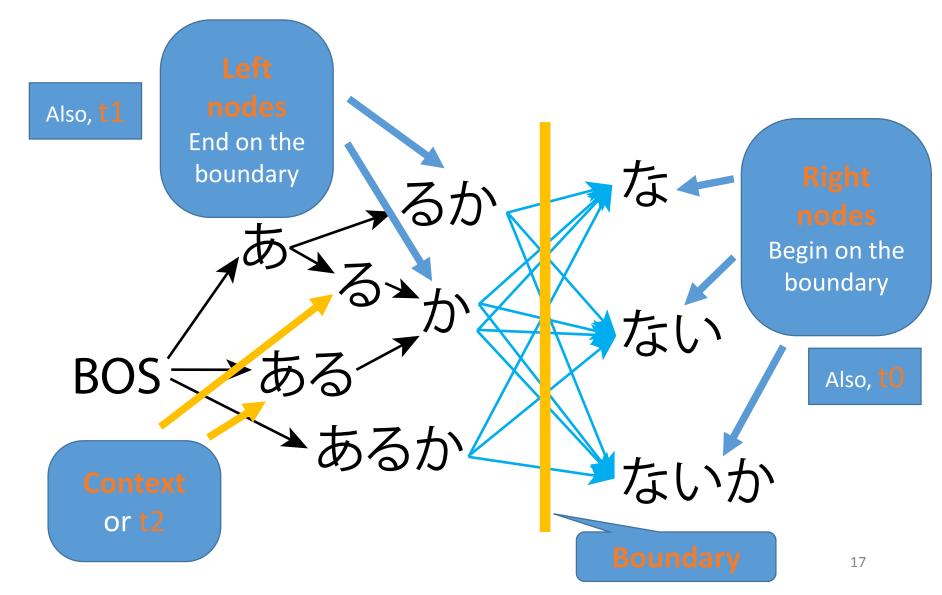
Cache misses are really slow!

Random memory access is almost guaranteed to be a cache miss!

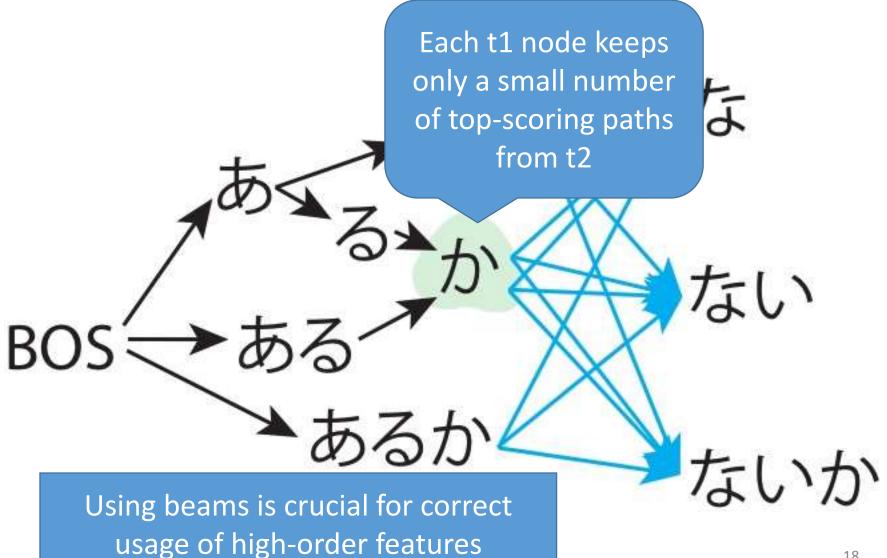
Direction: Reduce number of memory accesses

-> reduce number of score computations

#### Lattice and terms

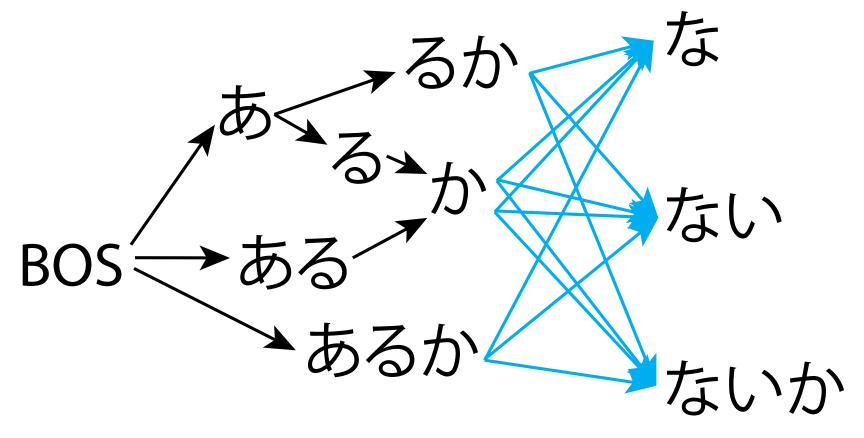


#### Beams in Juman++



# New in V2: Search space trimming

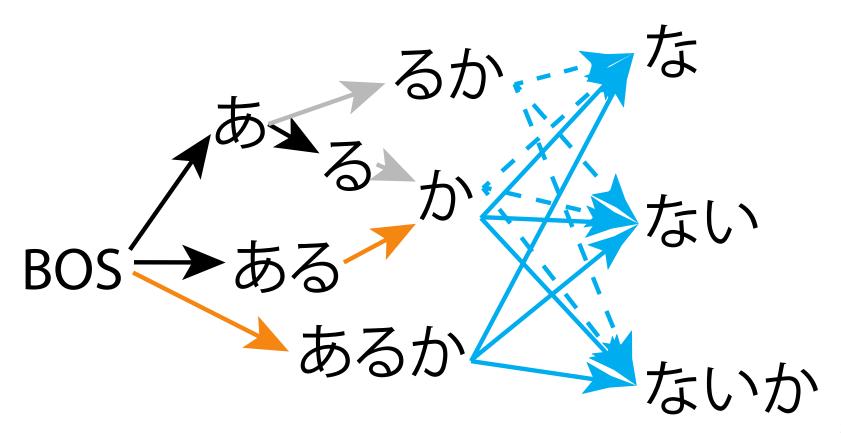
There could be a lot of paths going through the lattice



Most of the candidate paths can't be even remotely correct

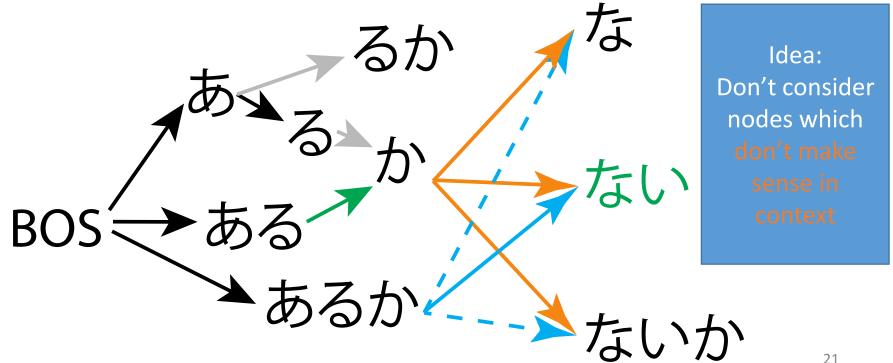
#### Global Beam: Left

Instead of considering all paths ending on a boundary, consider only top k paths ending on the current boundary



# Global Beam: Right

Use top m left paths to compute scores of right nodes. Compute the connections to remaining (k-m) left paths only for top / right nodes. (m=1, l=1 on the figure)



# Effects of global beams

- Almost every sentence has situations when there are 20-30 left/right nodes
- Juman++v2 default settings
  - Local beam size = 5
  - Left beam size = 6
  - Right beam size = 1/5
- Considering much less candidates
  - In total, ~4x speedup
- Accuracy considerations
  - Use surface characters after the current token as features
  - During training use smaller global beam sizes

Ranking procedure should (at least) keep sensible paths in the right beam

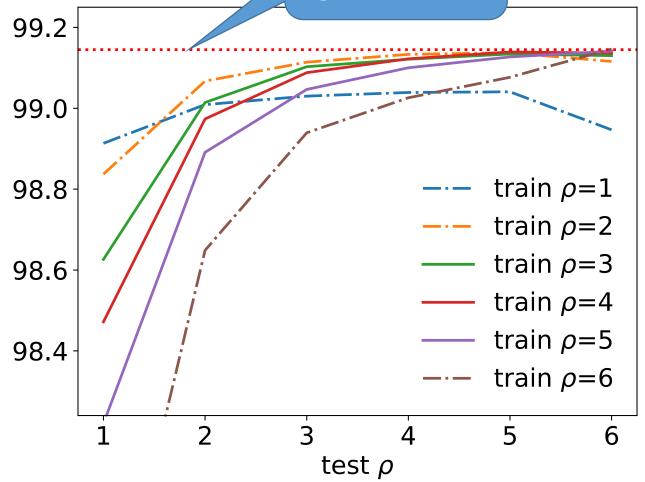
Seg+POS F1 on different global

beam parameters

Not using global beam

Train the model on one set of global beam parameters, test on another

ρ here is the number of both left and right beams

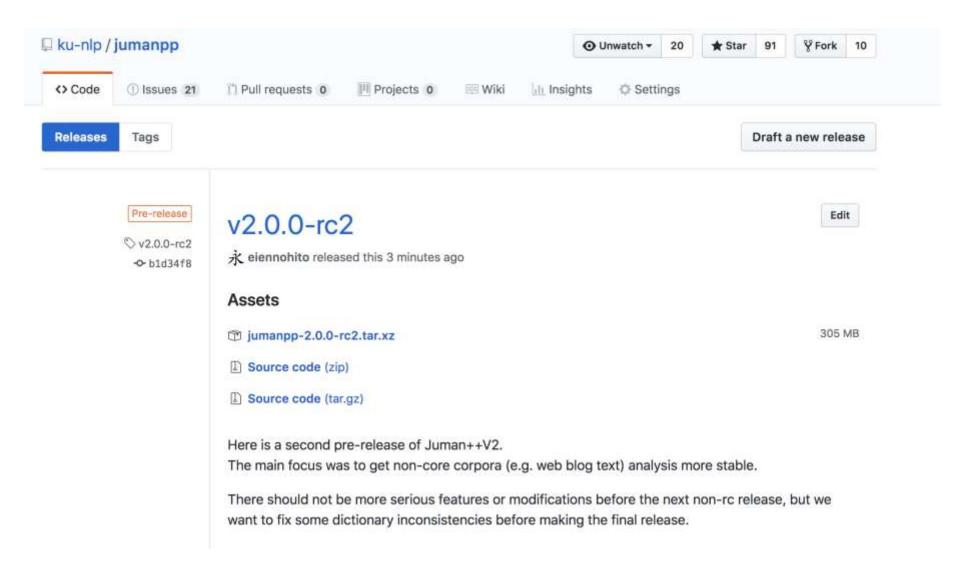


#### Juman++ V2 RNNLM

- V1 RNNLM implementation was non-batched and non-vectorizable
- V2 RNNLM
  - Uses Eigen for vectorization
  - Batches all computations
  - Deduplicates paths with identical states
- Finally, we evaluate only paths which have remained in EOS beam
  - Basically, RNN is used to reorder paths
  - Opinion: Evaluating the whole lattice is a waste of energy
- Help wanted for LSTM language model implementation (Mikolov's RNNLM now)

#### Future work

- Improve robustness on informal Japanese (web)
- Create Jumanpp-Unidic
- Use it to bootstrap correct readings in our annotated corpora:
  - Kyoto Corpus
  - Kyoto Web Document Leads Corpus





#### Conclusion

- Fast trigram feature/RNNLM-based morphological analyzer
- Usable as library in multithreaded environment
- Not hardwired to Jumandic!
  - Can be used with different dictionaries/standards
- SOTA on Jumandic F1
- Smallest model size (when without RNN)
- Can use surface features (character/character type)
- Can train with partially annotated data