

Fine-grained Attention Mechanism for Neural Machine Translation

Presenter: Baosong Yang

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- Only one scalar value is assigned
- Each dimension of a context vector should receive a separate attention score

- Context (Context-Dependent
- Word Representation for Neural Machine Translation):

Beam Width	En-De		En-Fi	
	1	12	1	12
Baseline	17.57 (17.62)	20.78 (19.72)	6.07 (7.18)	7.83 (8.35)
+AttY	19.15 (18.82)	21.41 (20.60)	7.38 (8.02)	8.91 (9.20)
+AttY2D	20.49 (19.42)	22.50 (20.83)	8.33 (8.75)	9.32 (9.41)
+Context(C)	19.13 (18.81)	22.13 (21.01)	7.47 (7.93)	8.84 (9.18)
+C+AttY	20.96 (20.06)	23.25 (21.35)	8.67 (9.18)	10.01 (9.95)
+C+AttY2D	22.37 (20.56)	23.74 (22.13)	9.02 (9.63)	10.20 (10.90)

$$\mathbf{c}^x = \frac{1}{T} \sum_{t=1}^T \text{NN}_{\theta}(\mathbf{x}_t)$$

$$\mathbf{x}_t \leftarrow \mathbf{x}_t \odot \sigma(\mathbf{W}_x \mathbf{c}^x + \mathbf{b}_x)$$

$$\mathbf{y}_t \leftarrow \mathbf{y}_t \odot \sigma(\mathbf{W}_y \mathbf{c}^x + \mathbf{b}_y)$$

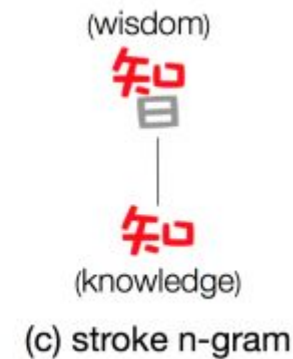
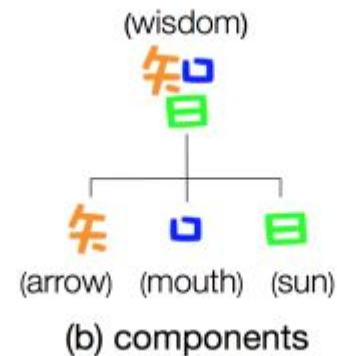
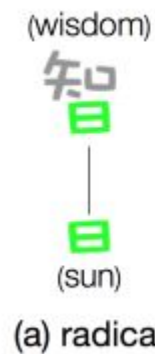


- Similar to Multi-head and Multi-dimension
- Use gate in Context-aware SAN?

cw2vec: Learning Chinese Word Embeddings with Stroke n-gram Information

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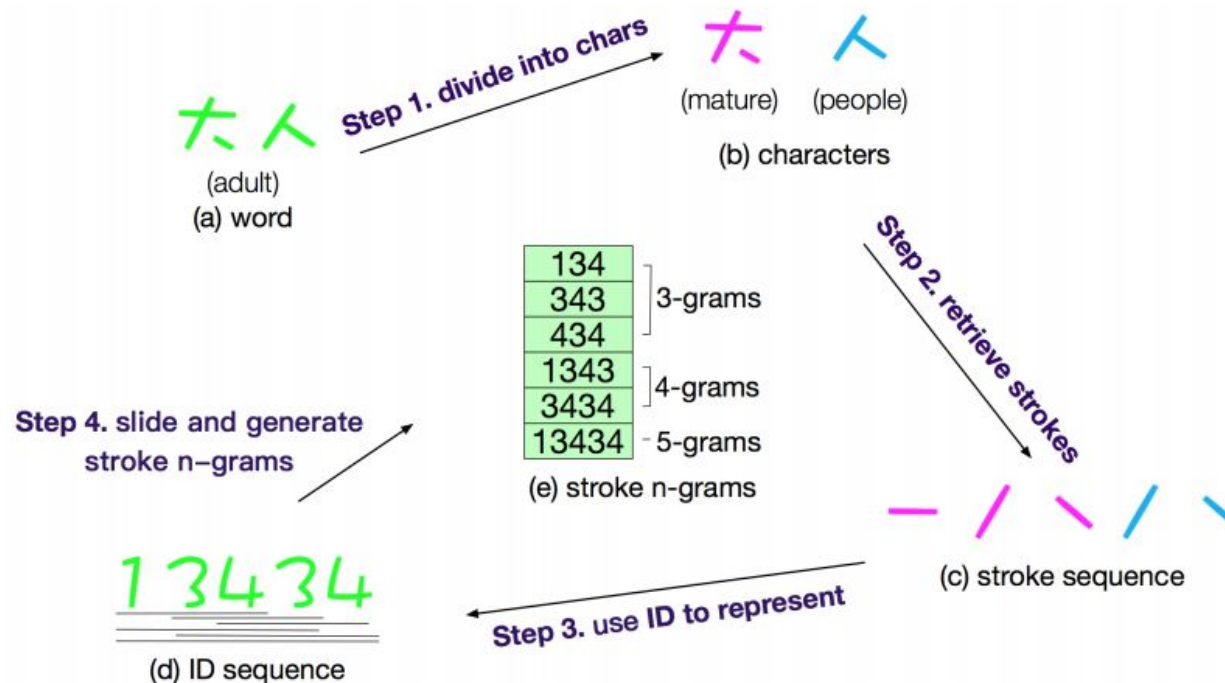
- Largely focused on European languages
- Latin script and Chinese employ different writing system



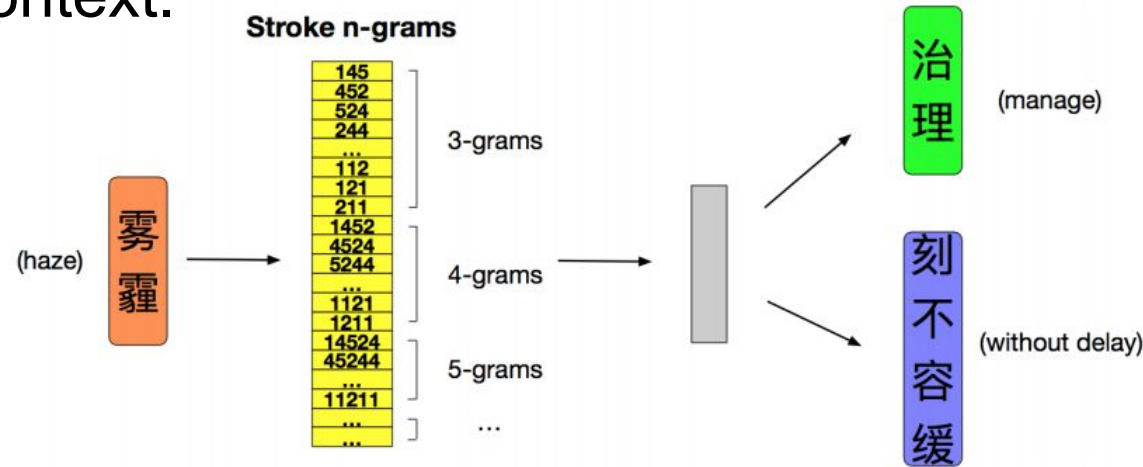
- 1. Word to Stroke n-gram

Stroke Name	Horizontal	Vertical	Left-falling	Right-falling	Turning
Shape, ID	一 (1), 1	丨 (2), 2	丿 , 3	㇏ (4), 4	㇚ (5), 5

Figure 3: General shapes of Chinese strokes.



- 1. Objective Function: Same to W2V, i.e. Measuring the similarity between a word and its context.



- Stroke n-gram dictionary S , $S(w)$ denote the word w .
$$sim(w, c) = \sum_{q \in S(w)} \vec{q} \cdot \vec{c}$$
- Negative sampling: replace the expensive denominator with a collection of context words “negatively” sampled based on a distribution.

$$\mathcal{L} = \sum_{w \in D} \sum_{c \in T(w)} \log \sigma(sim(w, c)) + \lambda \mathbb{E}_{c' \sim P} [\log \sigma(-sim(w, c'))]$$

Experiment

- **Data:** consists of 265K Chinese Wikipedia articles.
- **Benchmarks:** Word Similarity Task, Word Analogy Task (1,124), Text Classification, Named Entity Recognition
- **Baseline:** W2V, GloVe, CWE (character + word), GWE (font images), JWE (Components)

Model	Word Similarity		Word Analogy		Text Classification	Named Entity Recognition
	wordsim-240	wordsim-296	3CosAdd	3CosMul		
skip-gram (Mikolov et al. 2013b)	44.2	44.4	58.3	58.9	93.4	65.1
cbow (Mikolov et al. 2013b)	47.0	50.2	54.3	53.5	93.4	59.6
GloVe (Pennington, Socher, and Manning 2014)	45.2	44.3	68.8	66.7	94.2	66.0
CWE (Chen et al. 2015)	50.0	51.5	68.5	69.6	93.2	65.8
GWE (Su and Lee 2017)	50.0	49.1	50.8	50.6	94.3	65.5
JWE (Xin and Song 2017)	48.0	52.7	74.2	76.3	94.2	67.9
cw2vec (stroke n -grams)	50.4	52.7	78.1	80.5	95.3	71.7

Case study

Targets	GWE	JWE	GloVe	CWE	cw2vec
水污染 (water pollution)	污染源(pollutant src) 污染(pollution) 水害(water damage) 污泥(sludge) 沙漠化(desertization) 污水(sewage) 污渍(stain) 废水(waste water) 渗水(leakage) 污垢(filth)	荒漠化(desertification) 污染物(pollutant) 内涝(waterlogging) 排污(pollution discharge) 油污(oil pollution) 沙漠化(desertization) 地表水(surface water) 盐碱化(salinization) 渗漏(seepage) 公害(public nuisance)	公害(public nuisance) 废弃物(garbage) 洪涝(flood) 奶制品(dairy product) 循环系统(circulatory sy) 神经系统(nervous sy) 市容(city appearance) 职业病(occupational ds) 结构性(designability) 污染(pollution)	污染源(pollutant src) 污染(pollution) 污染物(pollutant) 水害(water damage) 污泥(sludge) 污水(sewage) 污渍(stain) 污物(dirt) 废水(waste water) 渗水(leakage)	污染(pollution) 污染物(pollutant) 水质(water quality) 水资源(water resource) 污染源(pollutant src) 废水(waste water) 荒漠化(desertification) 地下水(groundwater) 地表水(surface water) 沙漠化(desertization)
孙悟空 (Sun Wukong)	孙悟天(Son Goten) 孙悟饭(Son Gohan) 小悟(Xiao Wu) 龙珠(Dragon Ball) 甘悟(Gan Wu) 阿悟(A Wu) 玉悟(Yu Wu) 天大(extremely big) 真飞龙(really dragon) 悟(Wu)	唐僧(Monk Tang) 孙悟饭(Son Gohan) 白骨精(Bai Gujing) 沙悟净(Sha Wujing) 西游记(J. to the West) 唐三藏(Xuanzang) 贝吉塔(Vegeta) 红孩儿(Red Boy) 猴王(Monkey King) 沙僧(Monk Sha)	唐僧(Monk Tang) 孙悟饭(Son Gohan) 白骨精(Bai Gujing) 西游记(J. to the West) 龙珠(Dragon Ball) 三打(three strikes) 沙悟净(Sha Wujing) 唐三藏(Xuanzang) 色狼(lady-killer) 阿哥(A Ge)	孙悟天(Son Goten) 孙悟饭(Son Gohan) 小悟(Xiao Wu) 阿悟(A Wu) 沙悟净(Sha Wujing) 甘悟(Gan Wu) 董悟(Dong Wu) 玉悟(Yu Wu) 西游记(J. to the West) 龙珠(Dragon Ball)	沙悟净(Sha Wujing) 白骨精(Bai Gujing) 西游记(J. to the West) 沙僧(Monk Sha) 猴王(Monkey King) 孙悟天(Son Goten) 唐三藏(Xuanzang) 贝吉塔(Vegeta) 龙珠(Dragon Ball) 孙悟饭(Son Gohan)

- Chinese Character different to Latin script
- The model maybe useful for machine translation:
 - semantic
 - reduce parameter size
 - addressing OOV
- Simplified is better than traditional?
- Chinese is profound:
 - Stroke: ((八, 人), (田, 由)) => Radicals => Homomorphic (+BPE)
 - Hieroglyphics (+ font recognition): (恶梦, 噩梦)
 - Homophone (+ pinyin): 木(a tree) 林(some trees) 森(a lot of trees)
 - or incorporating above

