

CS388: Natural Language Processing

Lecture 11: Dependency Parsing I



Greg Durrett



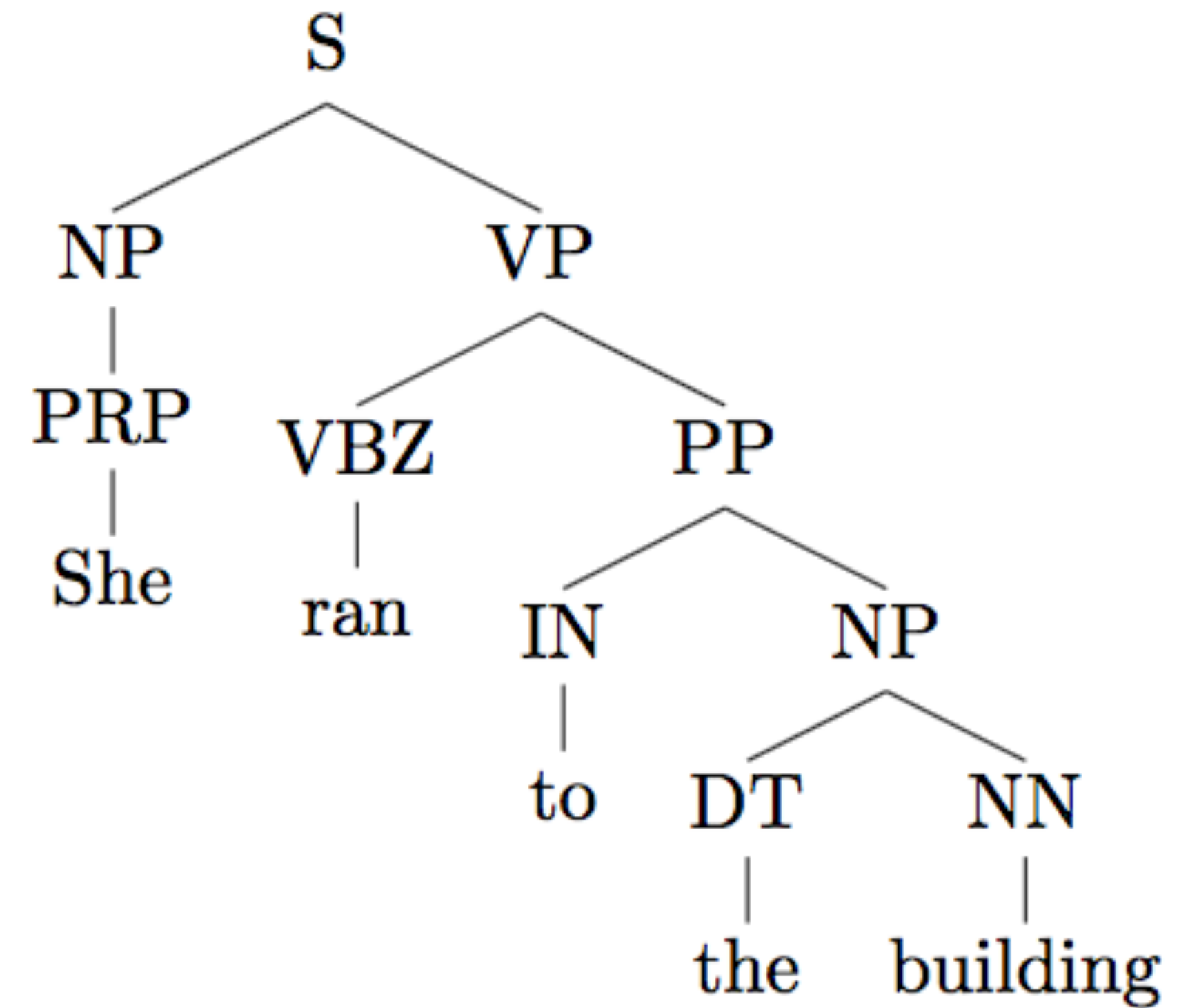
Administrivia

- ▶ Project 1 graded by Tuesday
- ▶ Survey results:
 - ▶ Some annoyances from projects: slow debugging/training, etc.
 - ▶ If you have comments on the code, please send them to me (either anonymously or non-anonymously)
 - ▶ Bit rate
 - ▶ Clearer slides/notation



Recall: Constituency

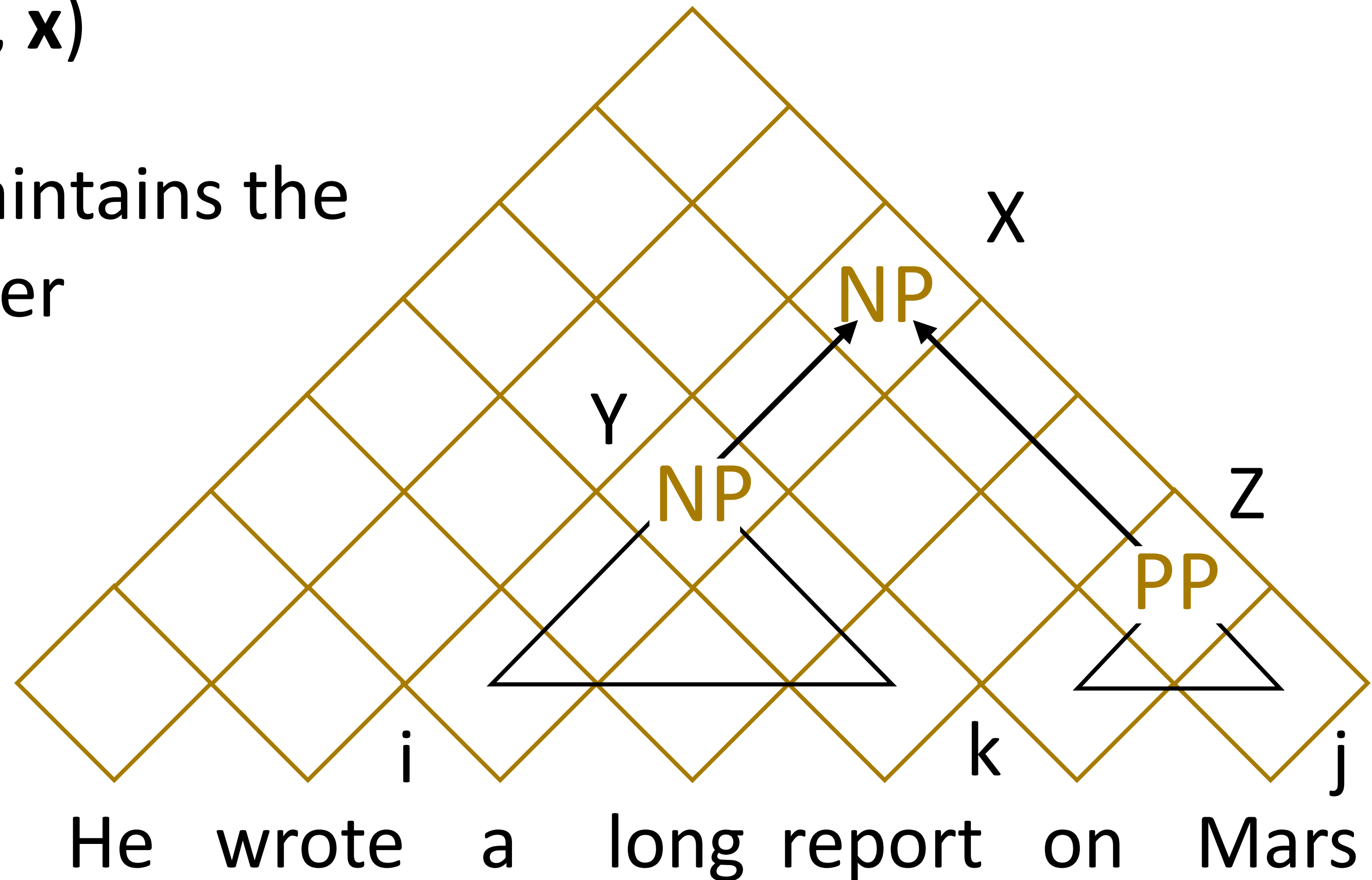
- ▶ Tree-structured syntactic analyses of sentences
- ▶ Nonterminals (NP, VP, etc.) as well as POS tags (bottom layer)
- ▶ Structure is defined by a CFG

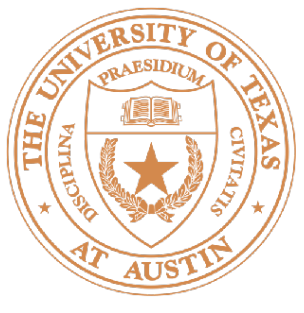




Recall: CKY

- ▶ Find $\text{argmax } P(T | \mathbf{x}) = \text{argmax } P(T, \mathbf{x})$
- ▶ Dynamic programming: chart maintains the best way of building symbol X over span (i, j)
- ▶ Loop over all split points k , apply rules $X \rightarrow Y Z$ to build X in every possible way





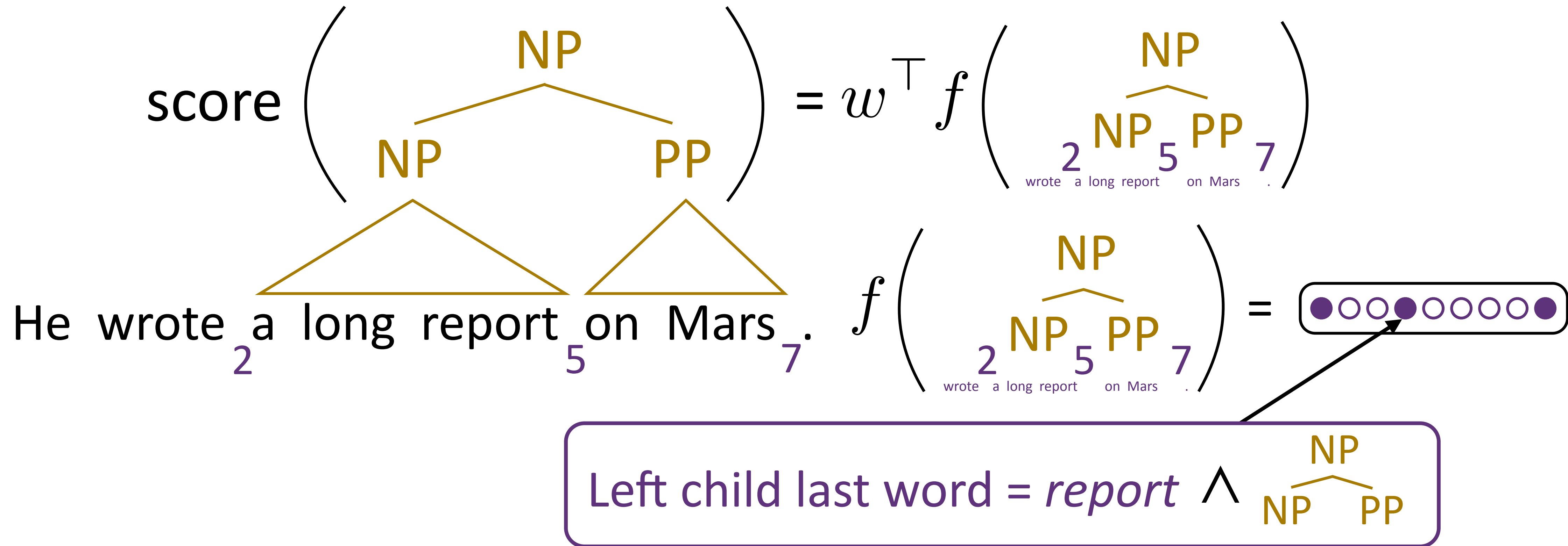
Outline

- ▶ Discriminative constituency parsing
- ▶ Dependency representation, contrast with constituency
- ▶ Projectivity
- ▶ Graph-based dependency parsers

Discriminative Parsers



CRF Parsing



▶ Can learn that *we report* [PP], which is common due to *reporting on* things

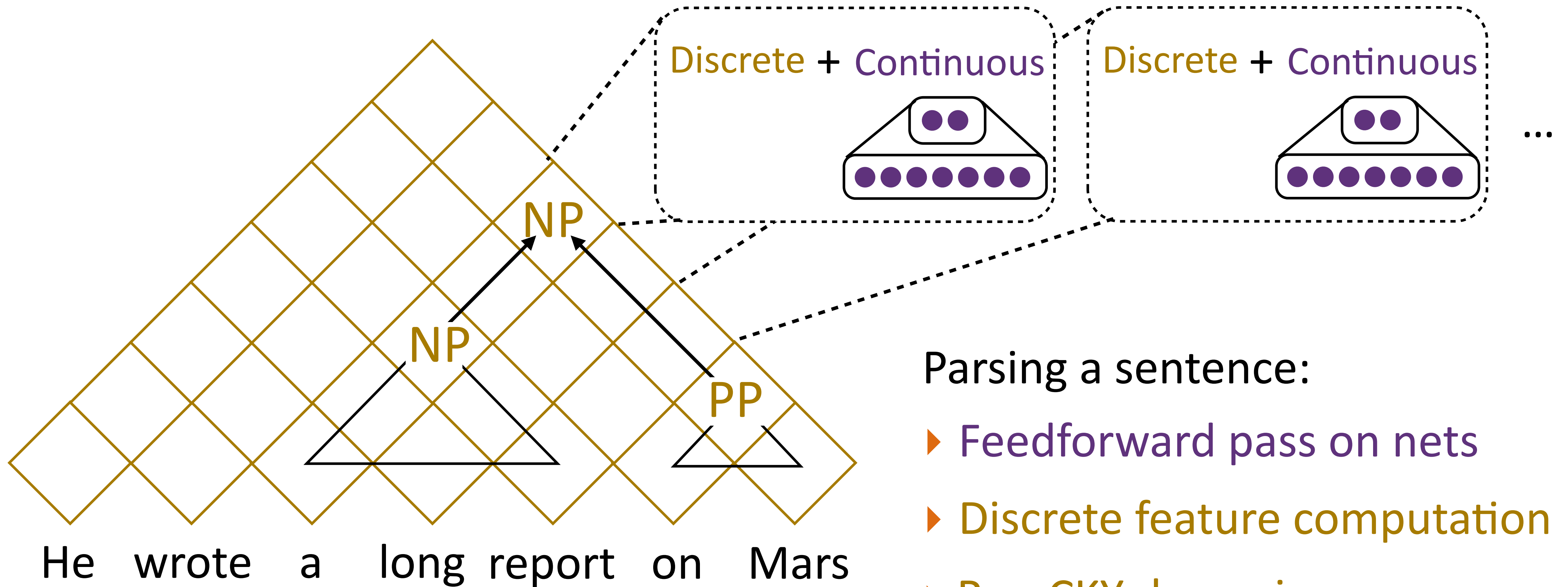
▶ Can “neuralize” this as well like neural CRFs for NER

Taskar et al. (2004)
Hall, Durrett, and Klein (2014)
Durrett and Klein (2015)



Joint Discrete and Continuous Parsing

- ▶ Chart remains discrete!



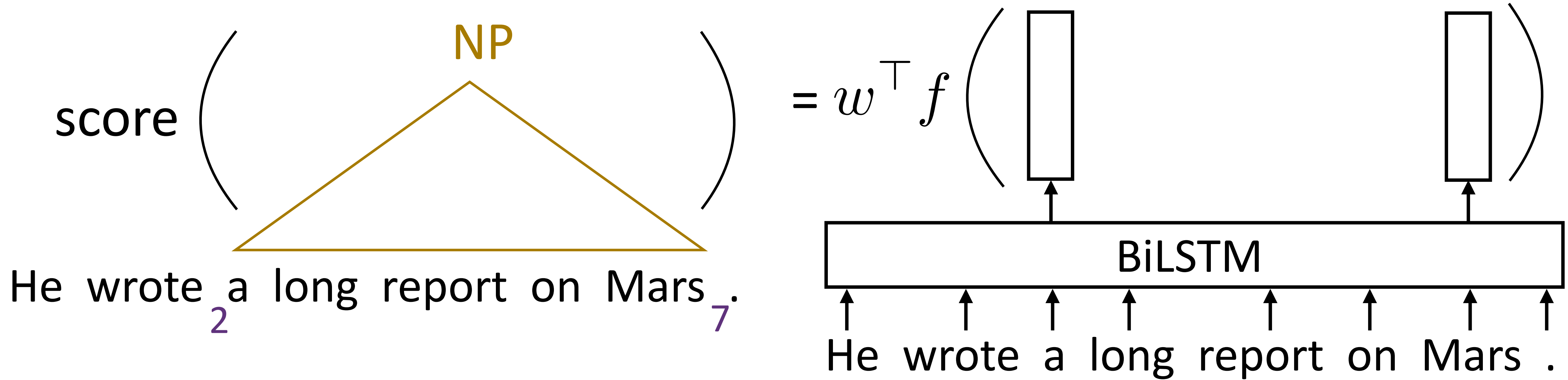
Parsing a sentence:

- ▶ Feedforward pass on nets
- ▶ Discrete feature computation
- ▶ Run CKY dynamic program



Neural CRF Parsing

- ▶ Simpler version: score *constituents* rather than rule applications

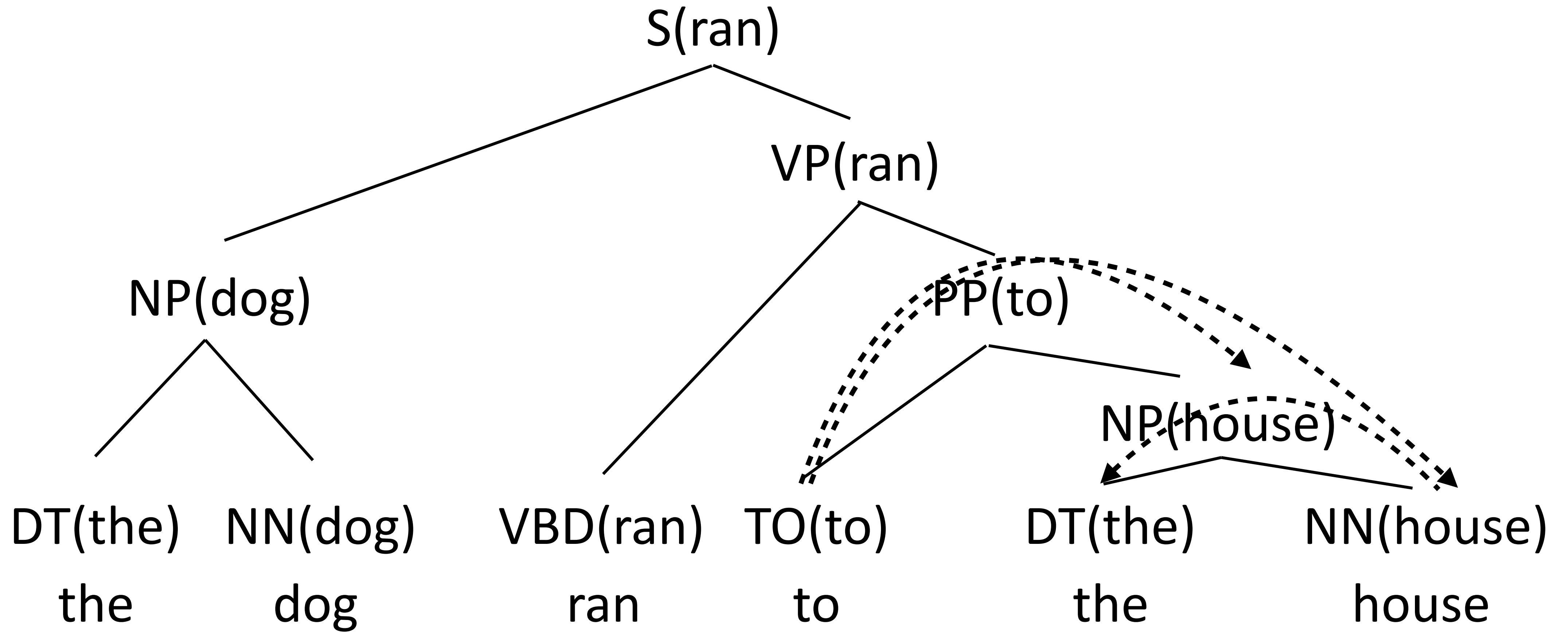


- ▶ Use BiLSTMs to compute embeddings of each word, embeddings at edge of span characterize that span
 - ▶ 91-93 F1, 95 F1 with ELMo (SOTA).
Great on other langs too!
- Stern et al. (2017),
Kitaev et al. (2018)

Dependency Representation



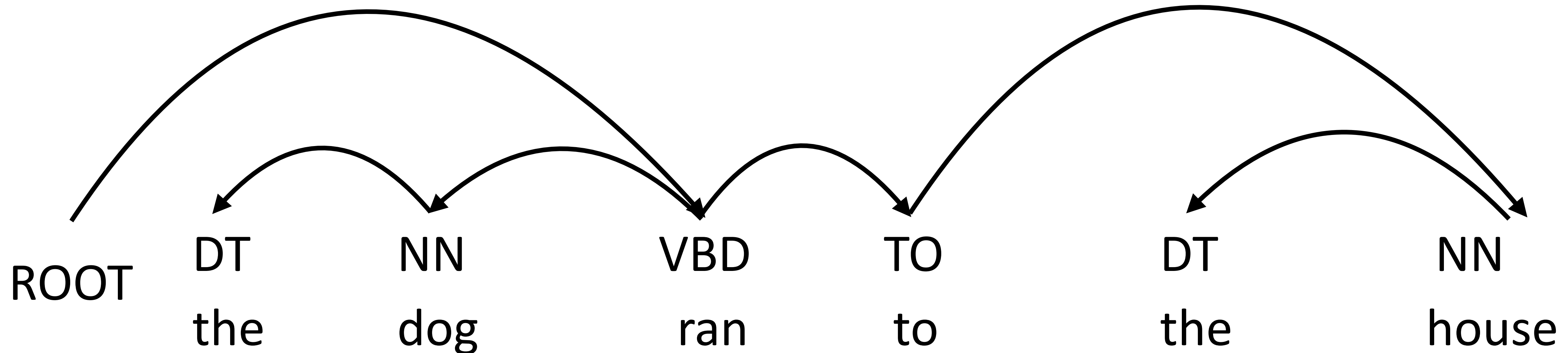
Lexicalized Parsing



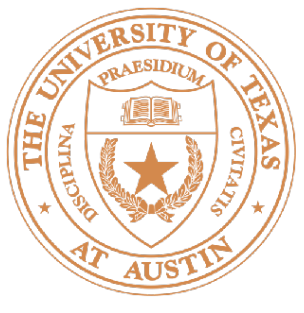


Dependency Parsing

- ▶ Dependency syntax: syntactic structure is defined by these arcs
 - ▶ Head (parent, governor) connected to dependent (child, modifier)
 - ▶ Each word has exactly one parent except for the ROOT symbol, dependencies must form a directed acyclic graph

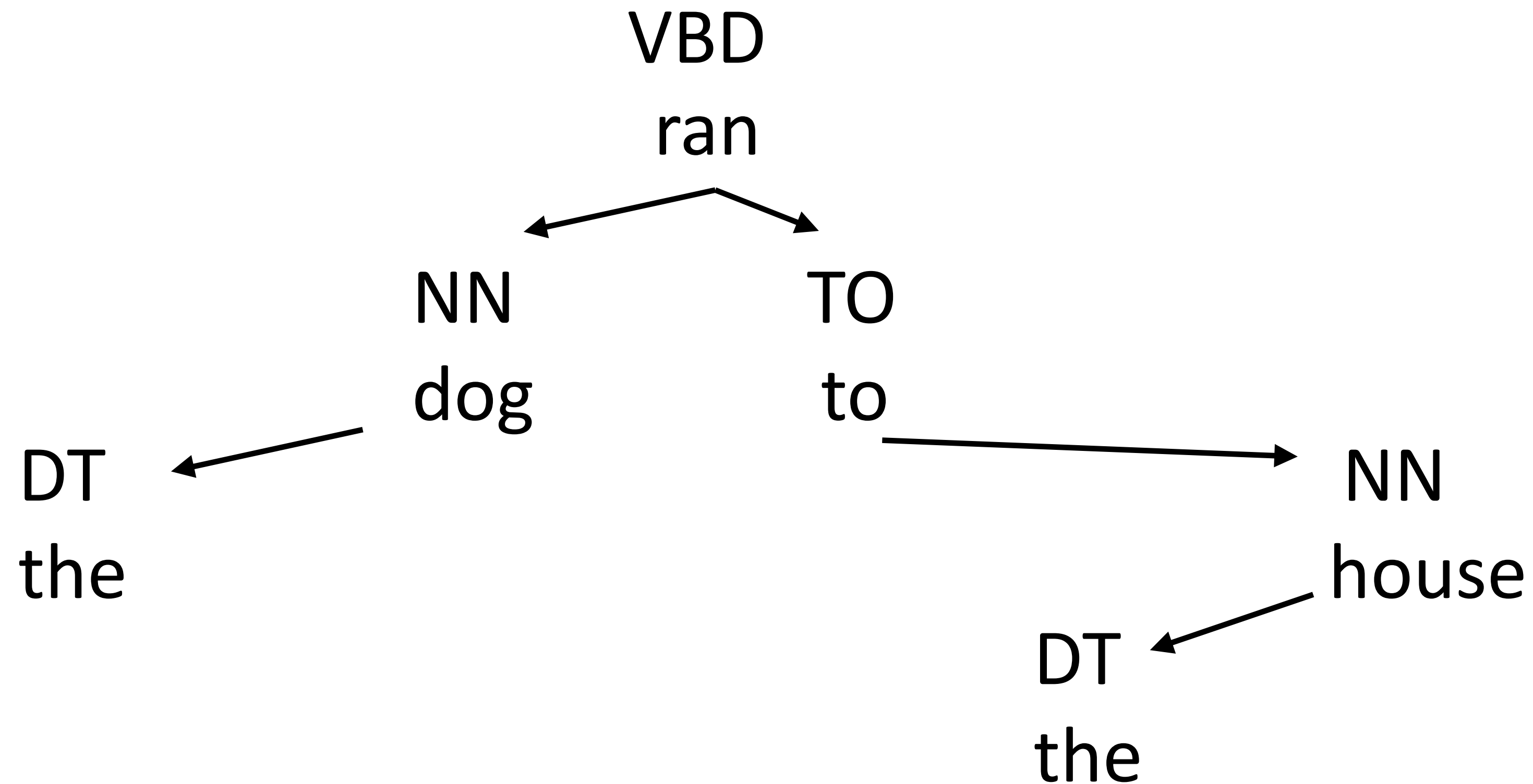


- ▶ POS tags same as before, usually run a tagger first as preprocessing



Dependency Parsing

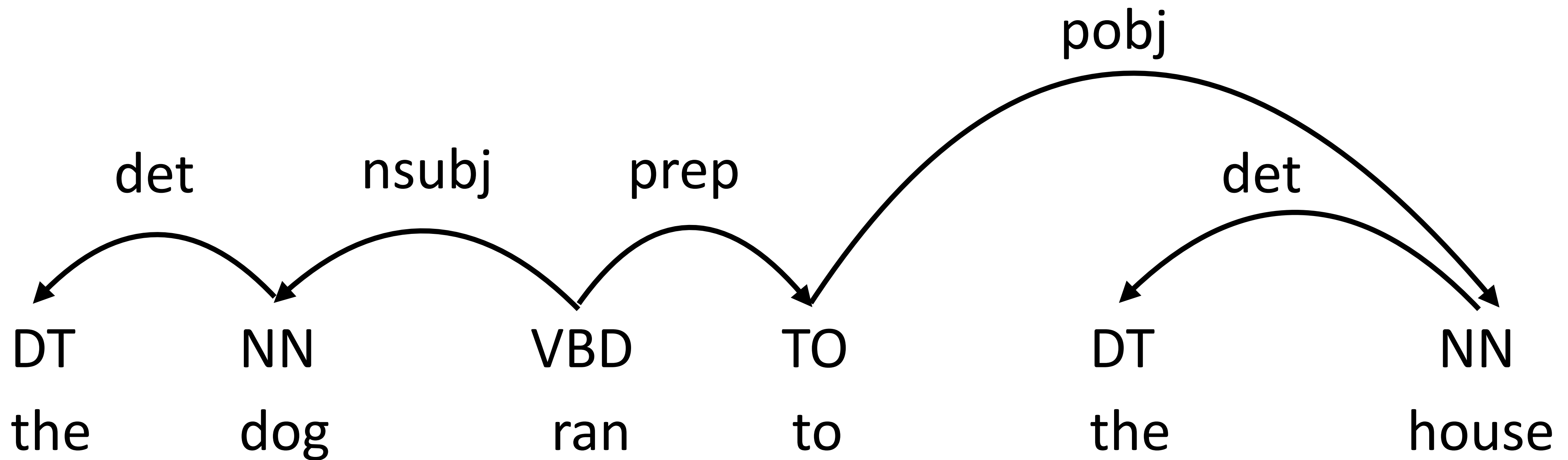
- ▶ Still a notion of hierarchy! Subtrees often align with constituents





Dependency Parsing

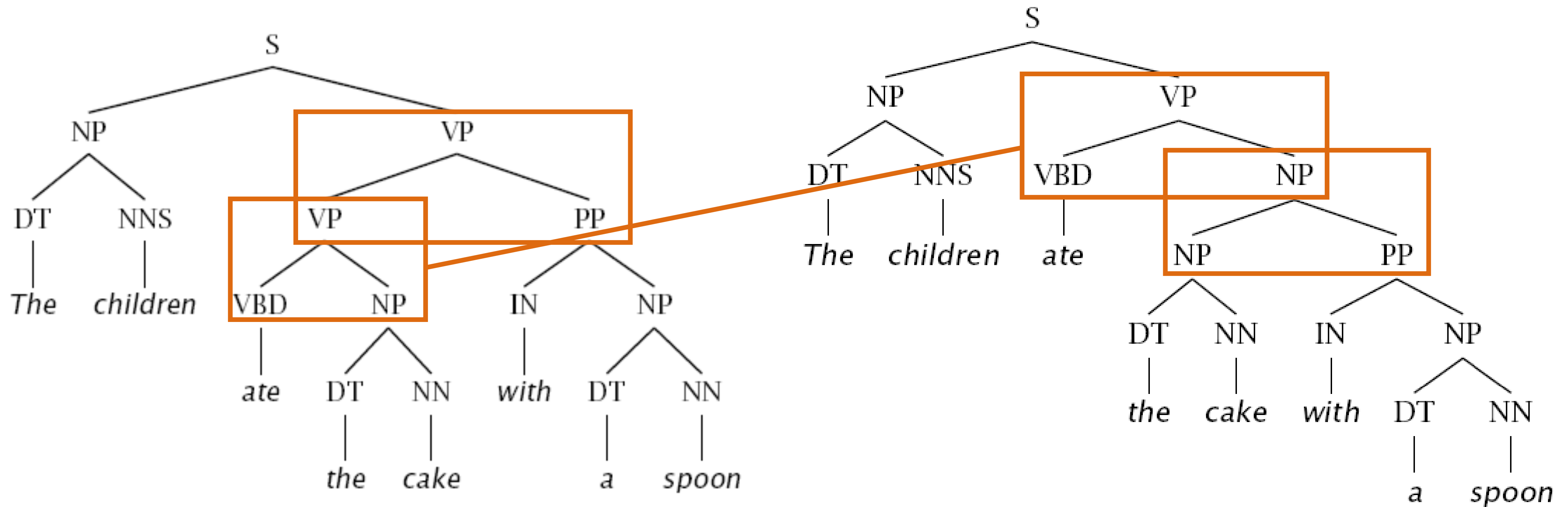
- ▶ Can label dependencies according to syntactic function
- ▶ Major source of ambiguity is in the structure, so we focus on that more (labeling separately with a classifier works pretty well)





Dependency vs. Constituency: PP Attachment

- ▶ Constituency: several rule productions need to change





Dependency vs. Constituency: PP Attachment

- ▶ Dependency: one word (with) assigned a different parent

the children ate the cake with a spoon

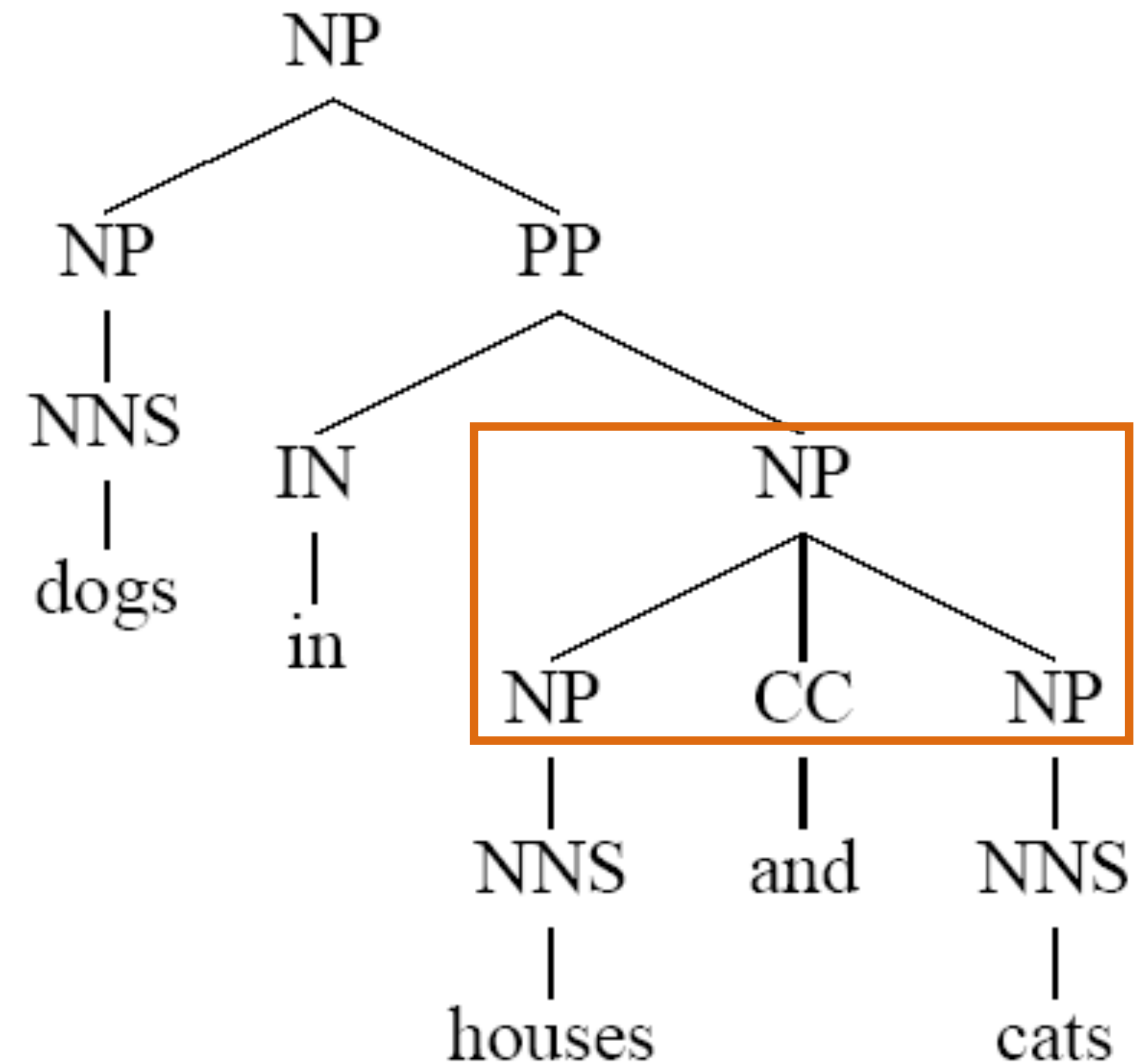
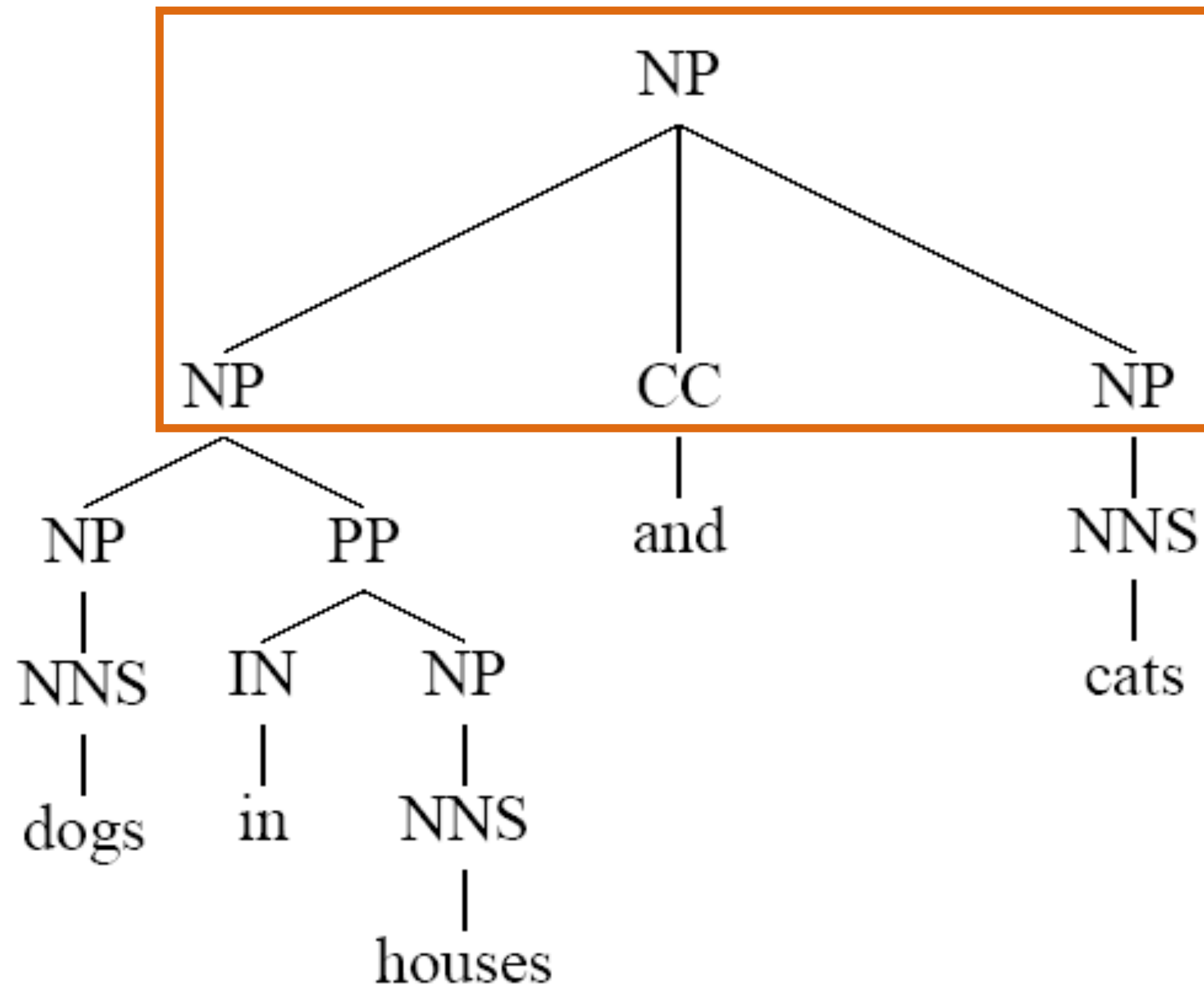
The diagram shows two orange arcs above the sentence. The first arc starts at the word "ate" and ends at "the", representing the subject-verb dependency. The second arc starts at "ate" and ends at "with", representing the verb-prepositional phrase dependency. This illustrates how the word "with" is assigned a different parent ("ate") than it would be in a constituency-based parse.

- ▶ More predicate-argument focused view of syntax
- ▶ “What’s the main verb of the sentence? What is its subject and object?”
— easier to answer under dependency parsing



Dependency vs. Constituency: Coordination

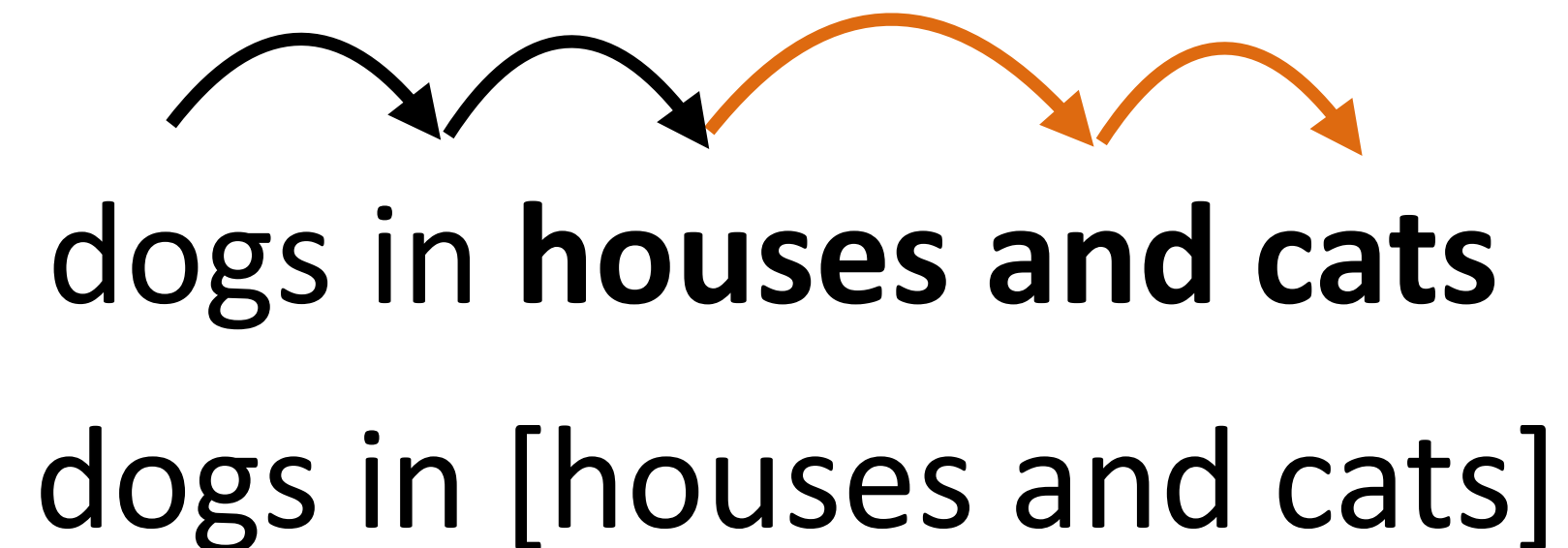
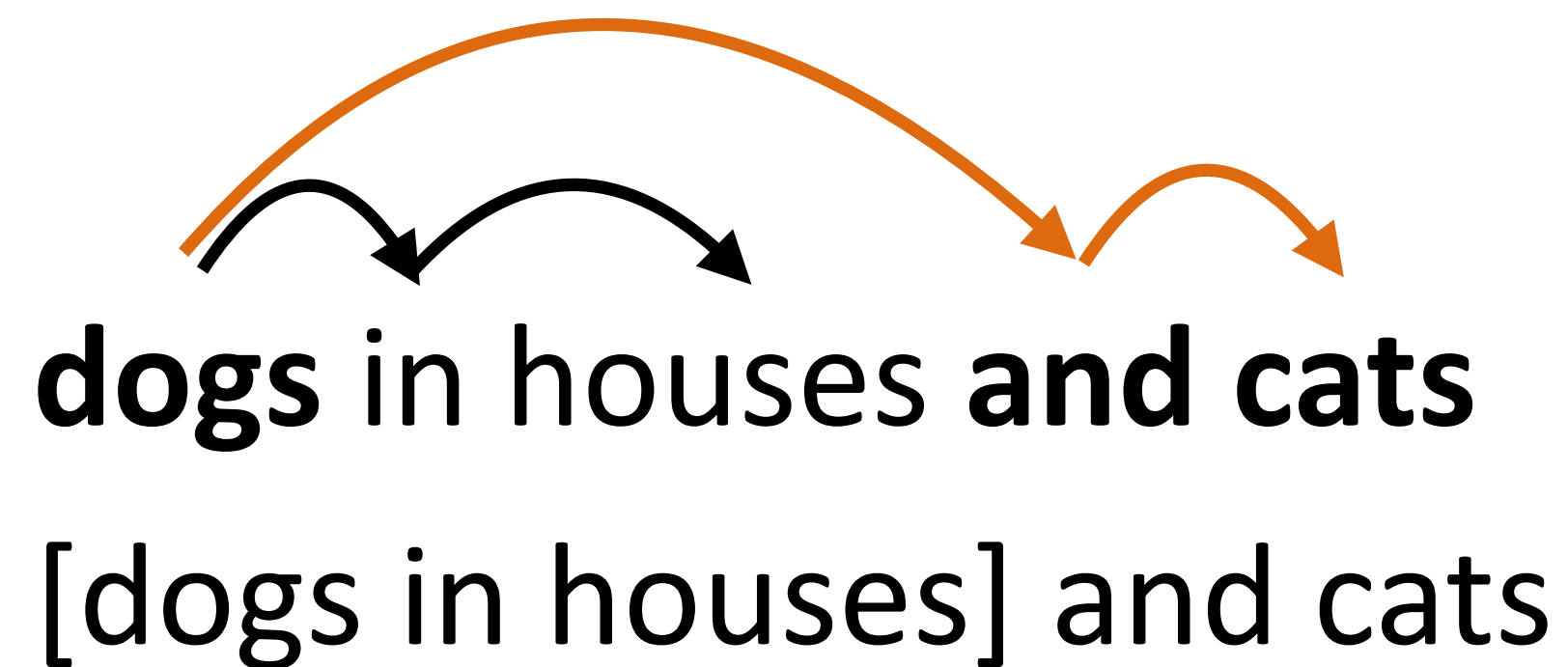
- ▶ Constituency: ternary rule NP → NP CC NP





Dependency vs. Constituency: Coordination

- ▶ Dependency: first item is the head



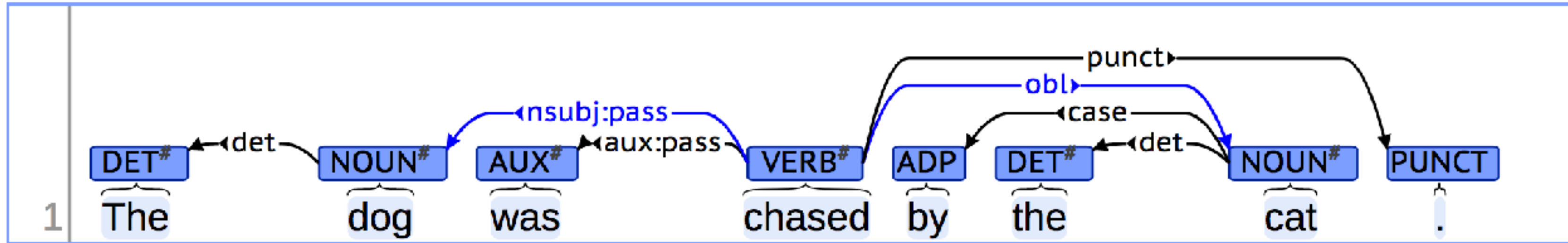
- ▶ Coordination is decomposed across a few arcs as opposed to being a single rule production as in constituency
- ▶ Can also choose *and* to be the head
- ▶ In both cases, headword doesn't really represent the phrase — constituency representation makes more sense



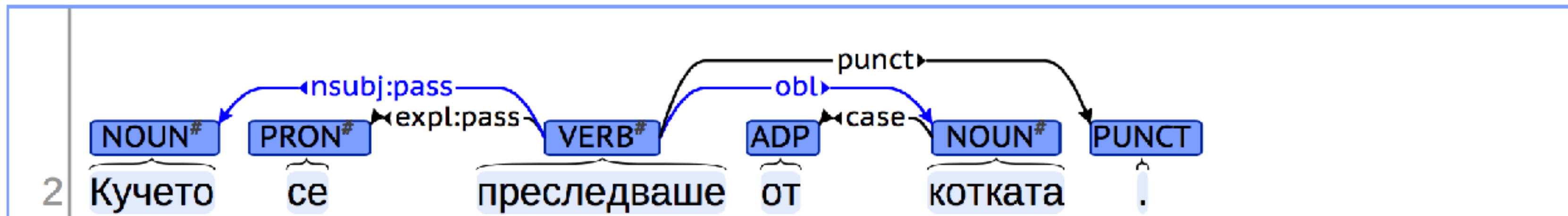
Universal Dependencies

- ▶ Annotate dependencies with the same representation in many languages

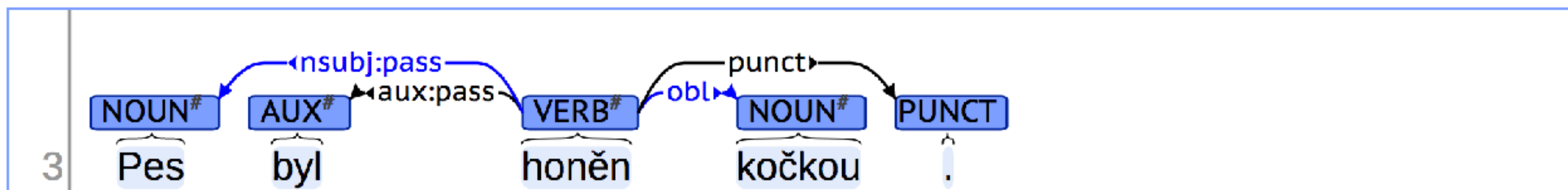
English



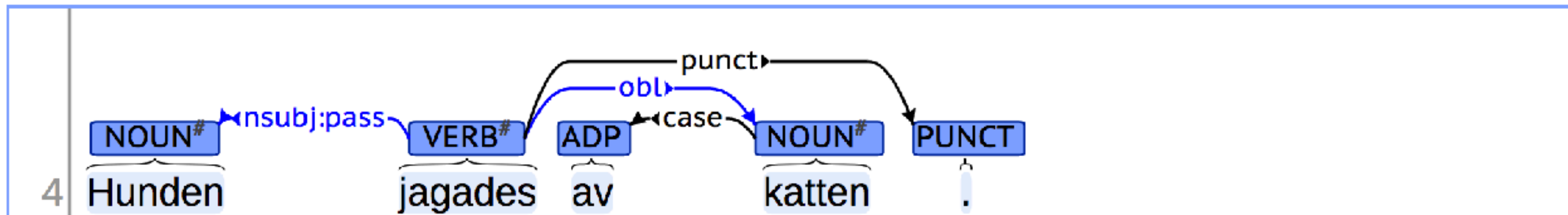
Bulgarian



Czech



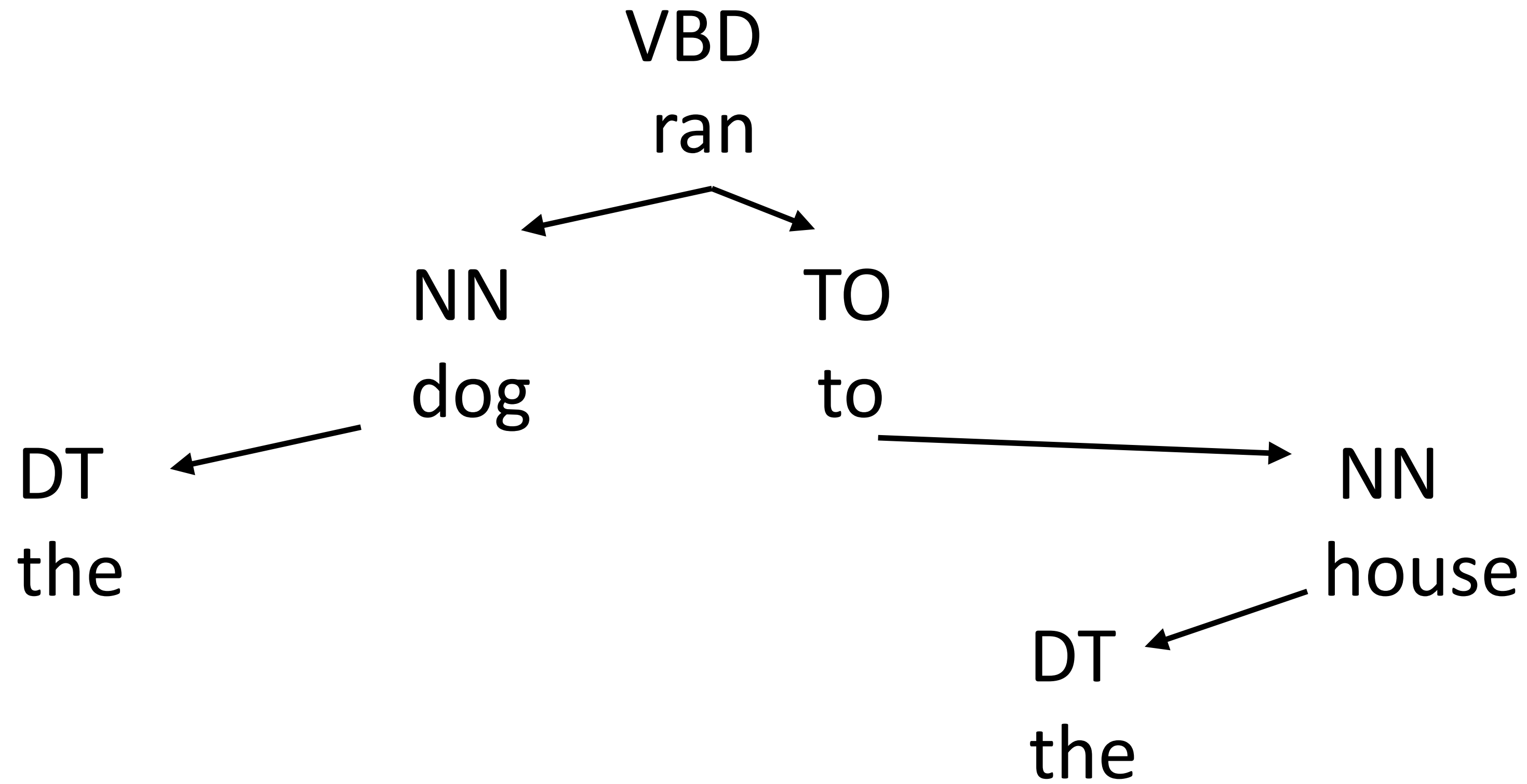
Swiss





Projectivity

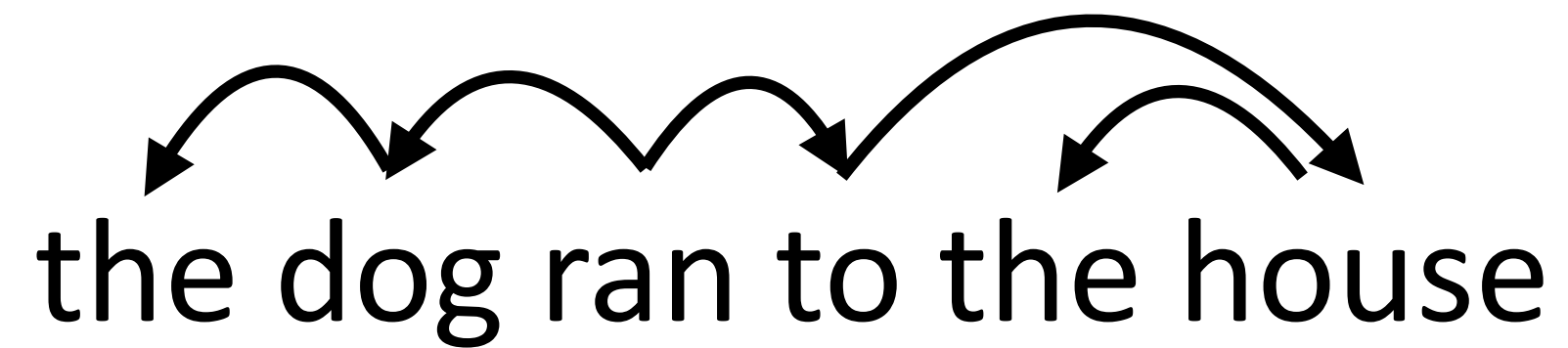
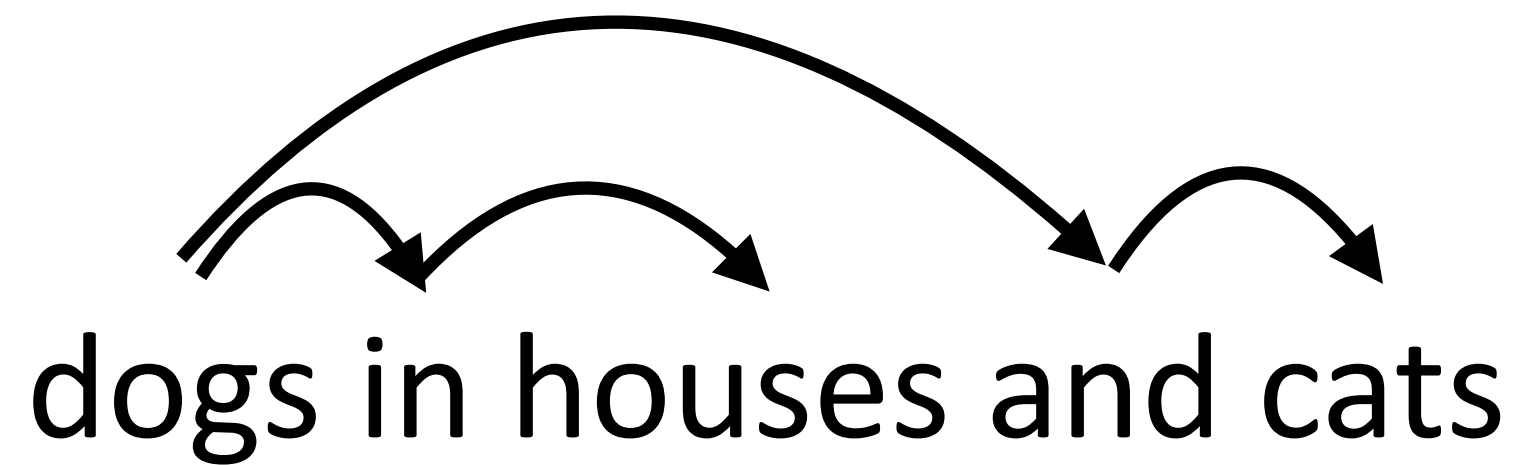
- ▶ Any subtree is a contiguous span of the sentence \leftrightarrow tree is *projective*



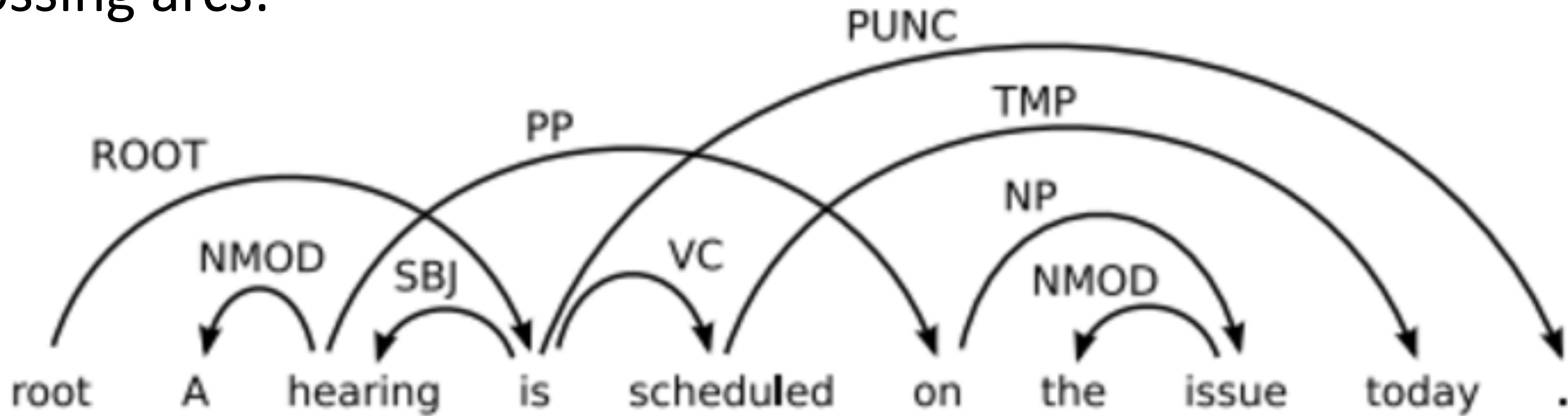


Projectivity

- ▶ Projective \leftrightarrow no “crossing” arcs

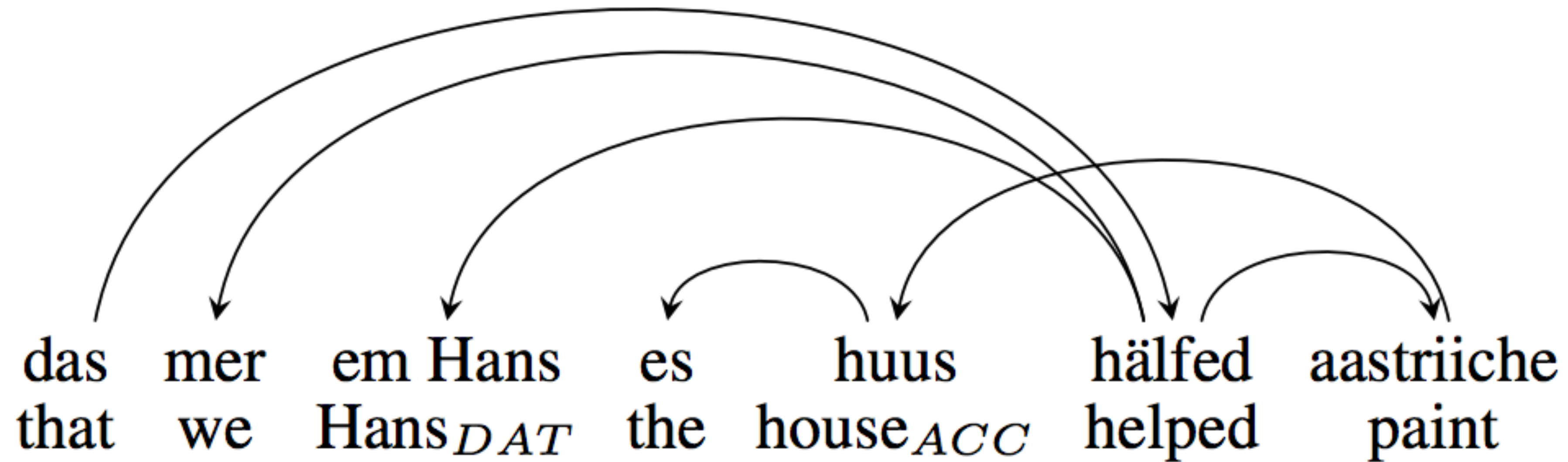


- ▶ Crossing arcs:





Projectivity in other languages



- ▶ Swiss-German has famous non-context-free constructions



Projectivity

- ▶ Number of trees produceable under different formalisms

	Arabic	Czech	Danish
-			
Projective	1297 (88.8)	55872 (76.8)	4379 (84.4)
Sentences	1460	72703	5190

- ▶ Many trees in other languages are nonprojective



Projectivity

- ▶ Number of trees produceable under different formalisms

	Arabic	Czech	Danish
1-Endpoint-Crossing	1457 (99.8)	71810 (98.8)	5144 (99.1)
Well-nested, block degree 2	1458 (99.9)	72321 (99.5)	5175 (99.7)
Gap-Minding	1394 (95.5)	70695 (97.2)	4985 (96.1)
Projective	1297 (88.8)	55872 (76.8)	4379 (84.4)
Sentences	1460	72703	5190

- ▶ Many trees in other languages are nonprojective
- ▶ Some other formalisms (that are harder to parse in), most useful one is 1-Endpoint-Crossing

Graph-Based Parsing



Defining Dependency Graphs

- ▶ Words in sentence \mathbf{x} , tree T is a collection of directed edges $(\text{parent}(i), i)$ for each word i
 - ▶ Parsing = identify $\text{parent}(i)$ for each word
 - ▶ Each word has exactly one parent. Edges must form a projective tree

- ▶ Log-linear CRF (discriminative): $P(T|\mathbf{x}) = \exp \left(\sum_i w^\top f(i, \text{parent}(i), \mathbf{x}) \right)$

- ▶ Example of a feature = $I[\text{head}=\textit{to} \ \& \ \text{modifier}=\textit{house}]$ (more in a few slides)

ROOT

the

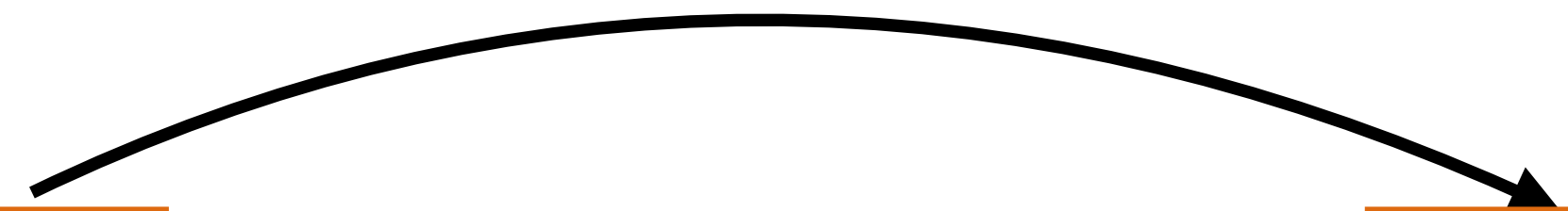
dog

ran

to

the

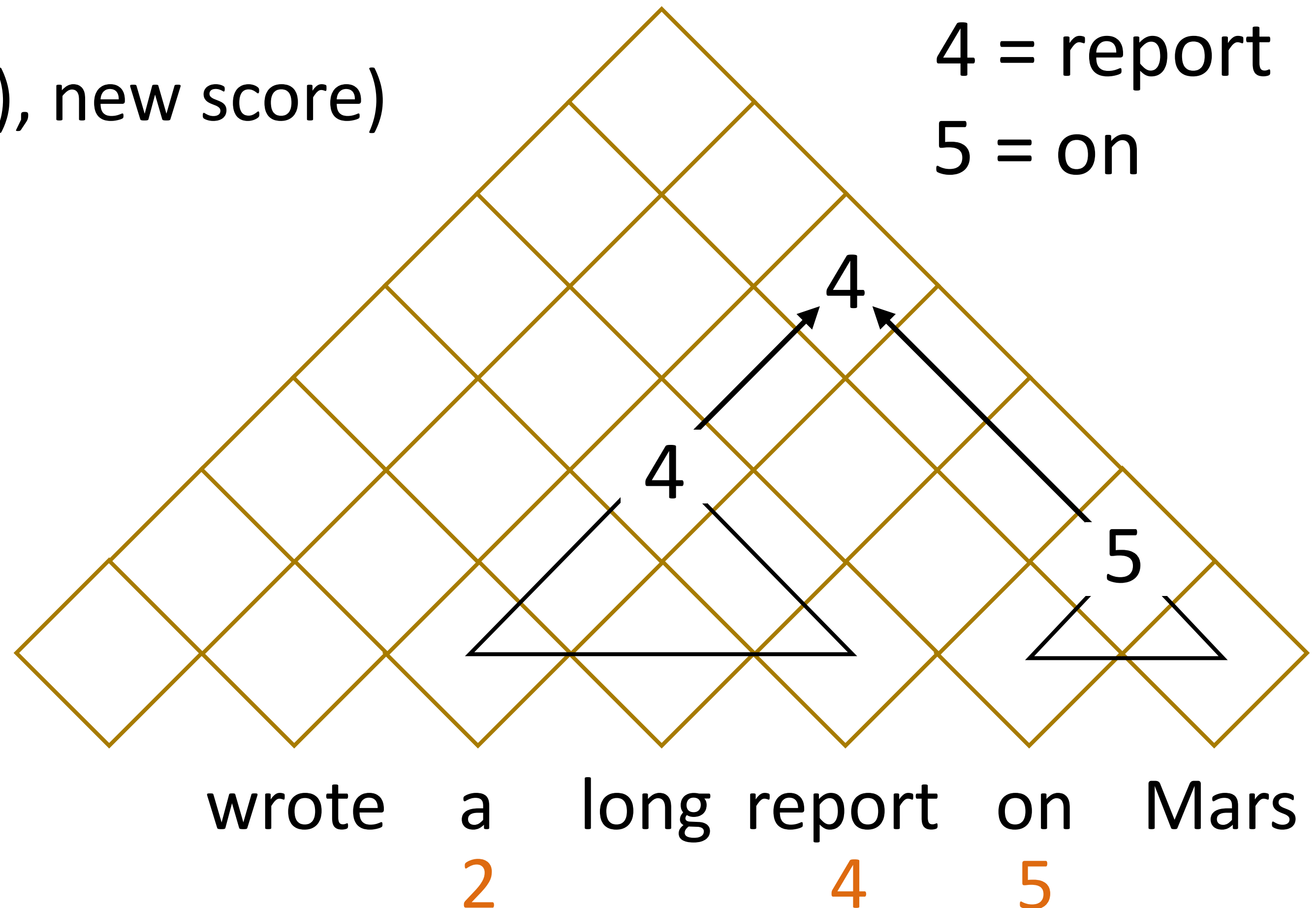
house





Generalizing CKY

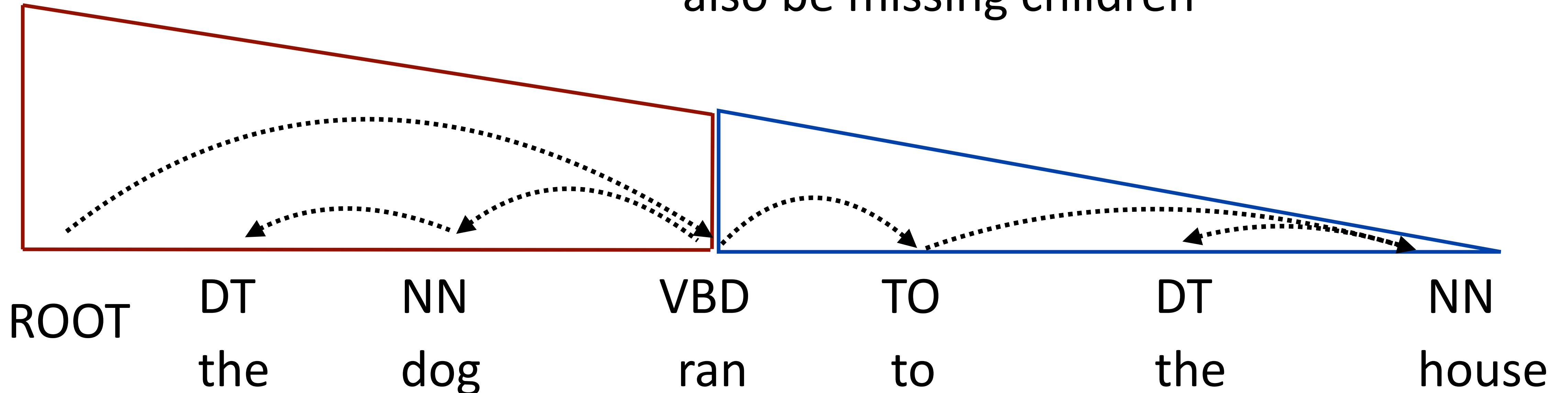
- ▶ Score matrix with three dimensions: **start**, **end**, and head, $\text{start} \leq \text{head} < \text{end}$
- ▶ $\text{new score} = \text{score}(2, 5, 4) + \text{score}(5, 7, 5) + \text{edge score}(4 \rightarrow 5)$
- ▶ $\text{score}(2, 7, 4) = \max(\text{score}(2, 7, 4), \text{new score})$
- ▶ Time complexity of this?
- ▶ Many *spurious derivations*:
can build the same tree in many ways...need a better algorithm





Eisner's Algorithm: $O(n^3)$

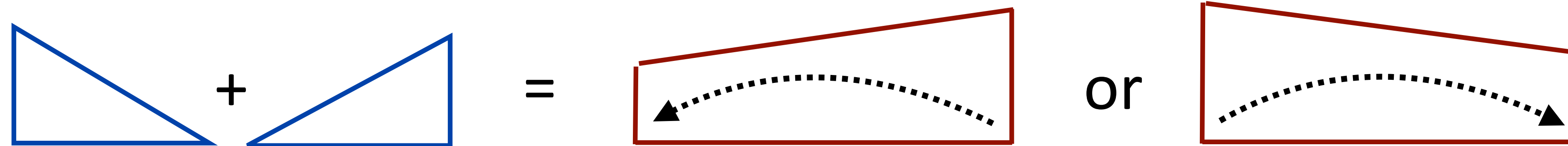
- ▶ Cubic-time algorithm
- ▶ Maintain two dynamic programming charts with dimension $[n, n, 2]$:
 - ▶ **Complete items**: head is at “tall end”, may be missing children on tall side
 - ▶ **Incomplete items**: arc from “tall” to “short” end, word on short end may also be missing children



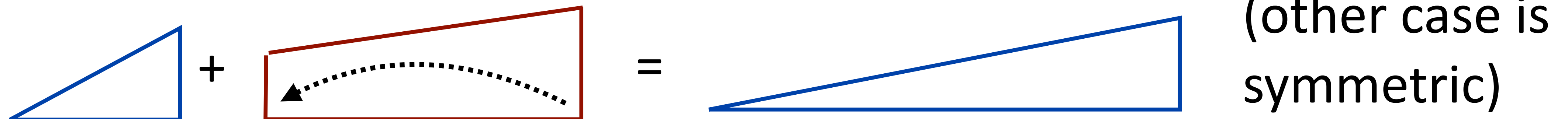


Eisner's Algorithm: $O(n^3)$

- ▶ **Complete item**: all children are attached, head is at the “tall end”
- ▶ **Incomplete item**: arc from “tall end” to “short end”, may still expect children
- ▶ Take two adjacent complete items, add arc and build incomplete item



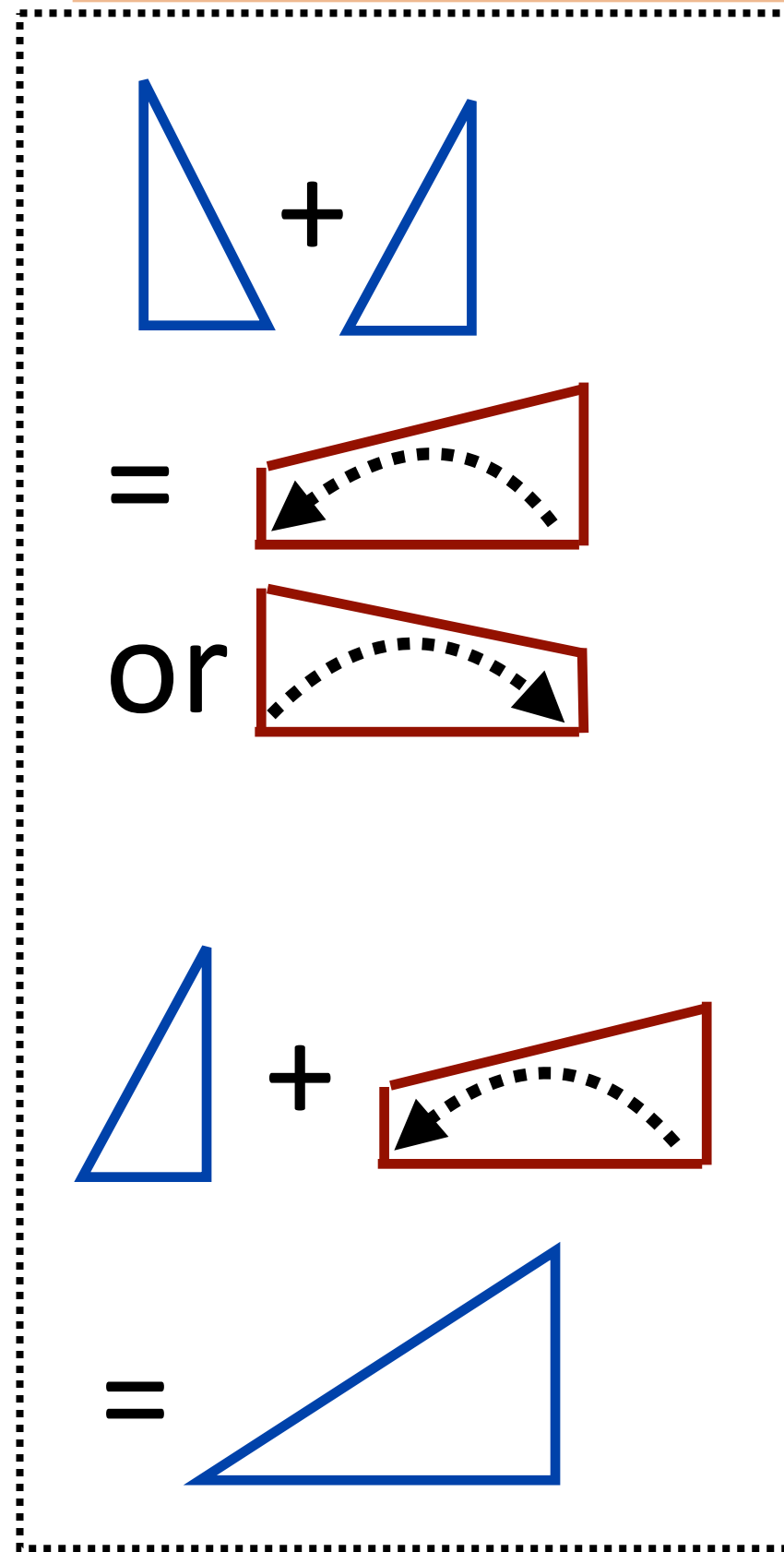
- ▶ Take an incomplete item, complete it



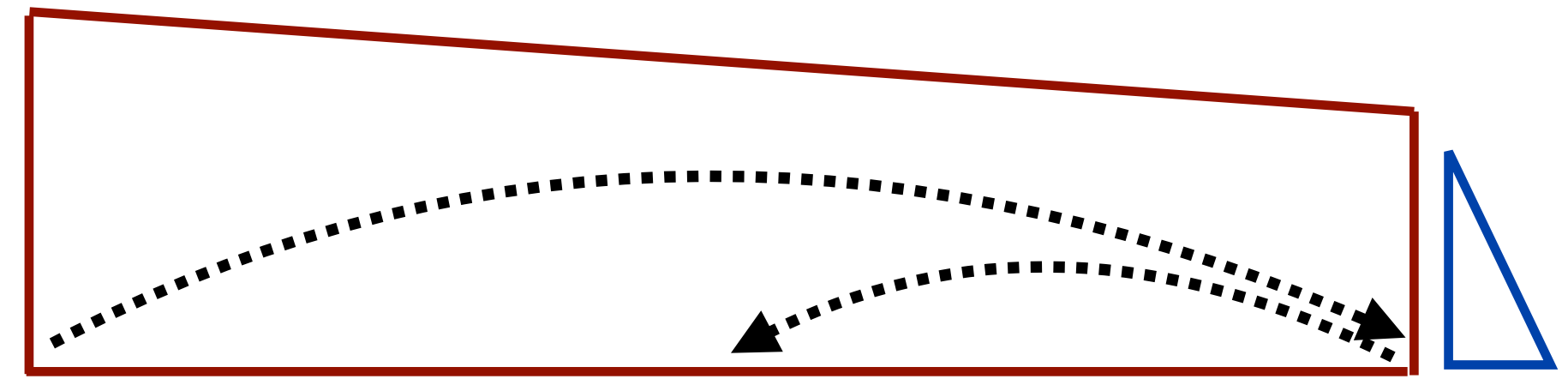
ROOT	DT	NN	VBD	TO	DT	NN
	the	dog	ran	to	the	house



Eisner's Algorithm: $O(n^3)$



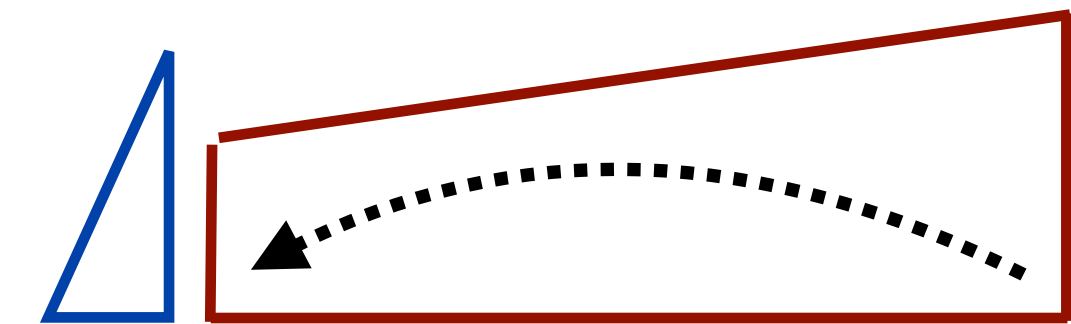
3) Build incomplete span



2) Promote to complete



1) Build incomplete span



ROOT DT
the

NN
dog

VBD
ran

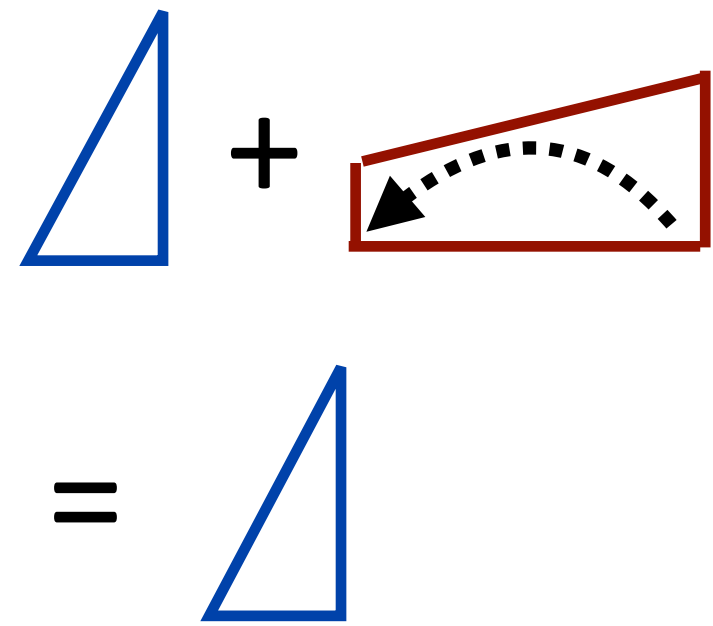
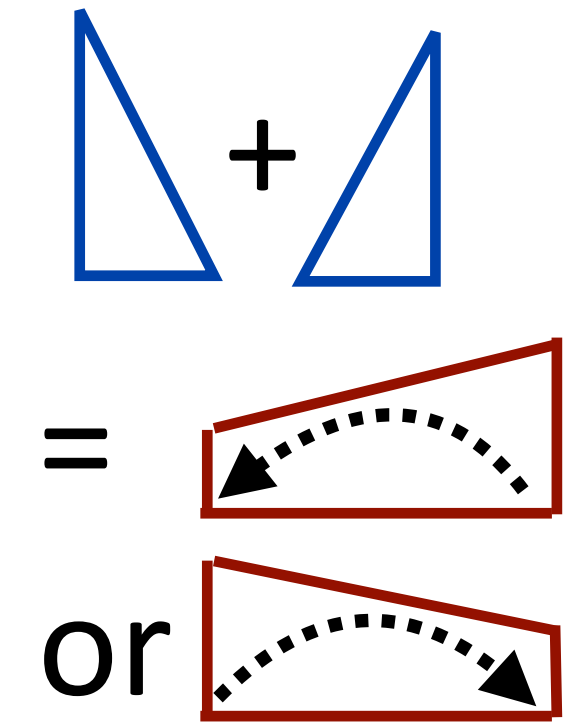
TO
to

DT
the

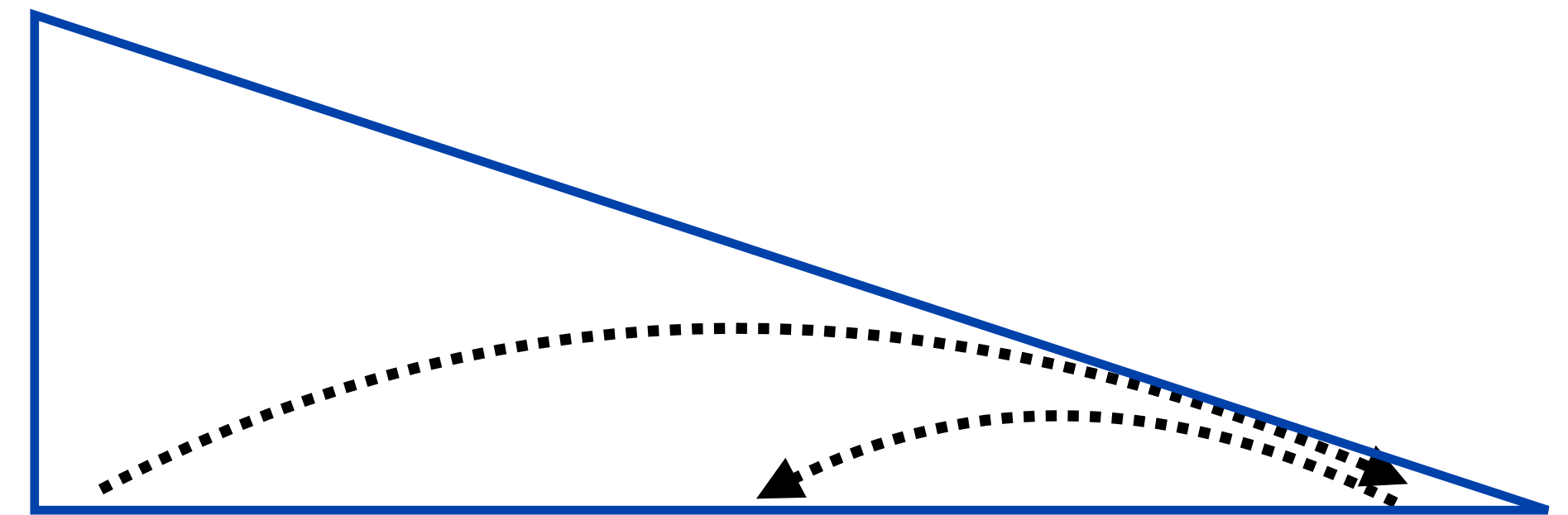
NN
house



Eisner's Algorithm: $O(n^3)$



4) Promote to complete

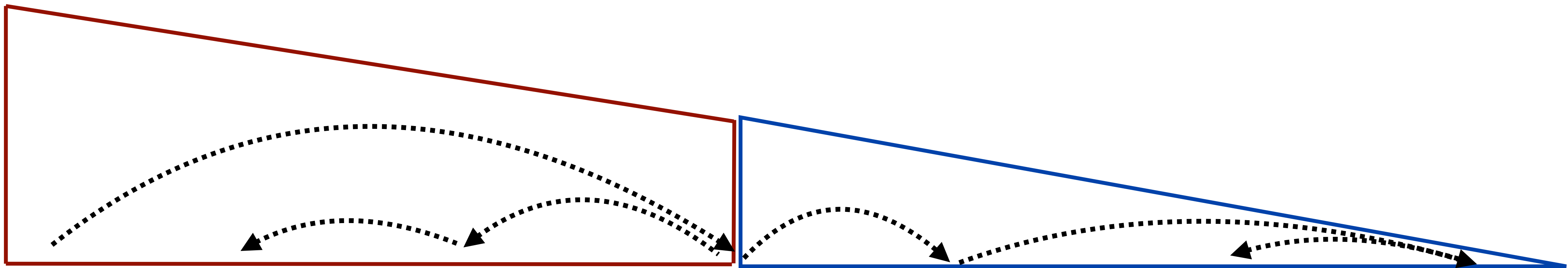


ROOT	DT	NN	VBD	TO	DT	NN
	the	dog	ran	to	the	house

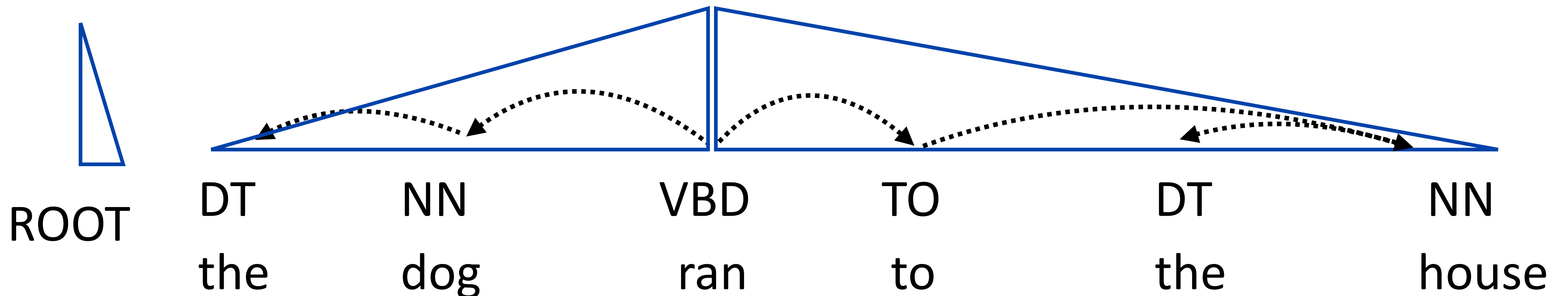


Eisner's Algorithm: $O(n^3)$

- ▶ Attaching to ROOT makes an incomplete item with left children, attaches with right children subsequently to finish the parse



- ▶ We've built left children and right children of *ran* as complete items

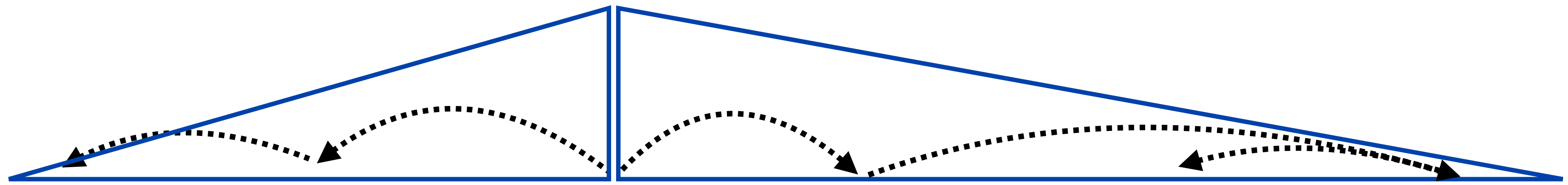




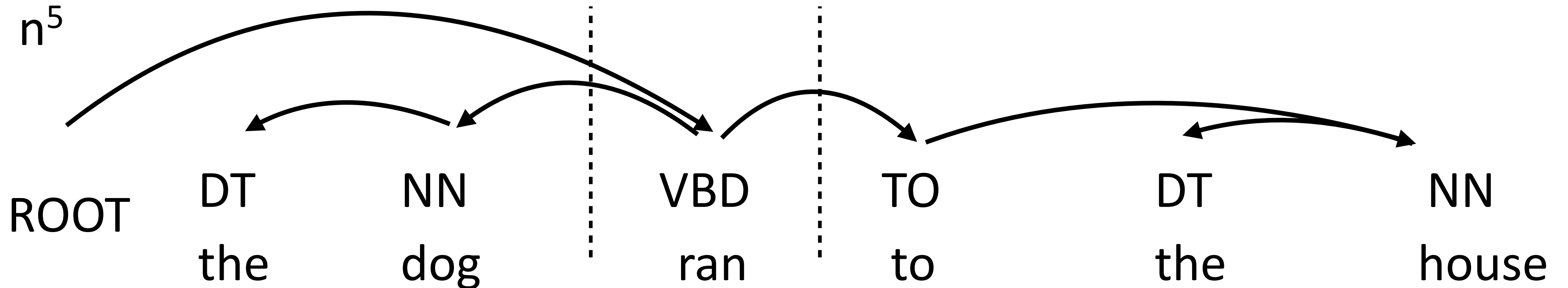
Eisner's Algorithm

- ▶ Eisner's algorithm doesn't have split point ambiguities like CKY does
- ▶ Left and right children are built independently, heads are edges of spans
- ▶ Charts are $n \times n \times 2$ because we need to track arc direction / left vs right

Eisner:



n^5





Building Systems

- ▶ Can implement decoding and marginal computation using Eisner's algorithm to max/sum over projective trees
- ▶ Conceptually the same as inference/learning for sequential CRFs for NER, can also use margin-based methods



Features in Graph-Based Parsing

- ▶ Dynamic program exposes the parent and child indices

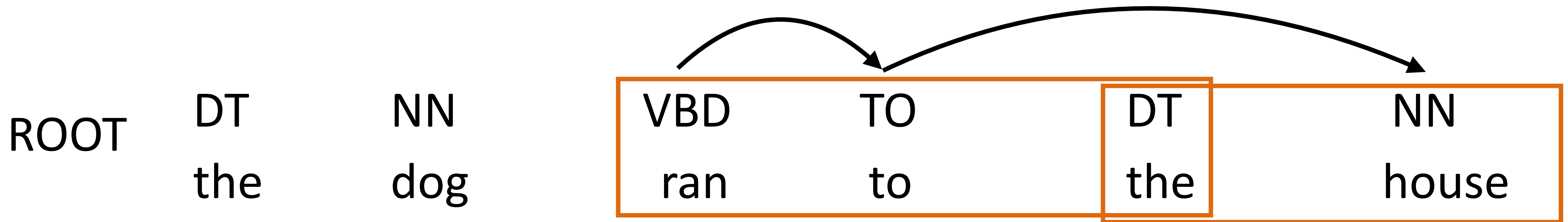
$$f(i, \text{parent}(i), \mathbf{x})$$

ROOT	DT	NN	VBD	TO	DT	NN
	the	dog	ran	to	the	house

- ▶ McDonald et al. (2005) — conjunctions of parent and child words + POS, POS of words in between, POS of surrounding words
 - ▶ HEAD=TO & MOD=NN
 - ▶ HEAD=TO & MOD=house
 - ▶ HEAD=TO & MOD-1=the
 - ▶ ARC_CROSSES=DT

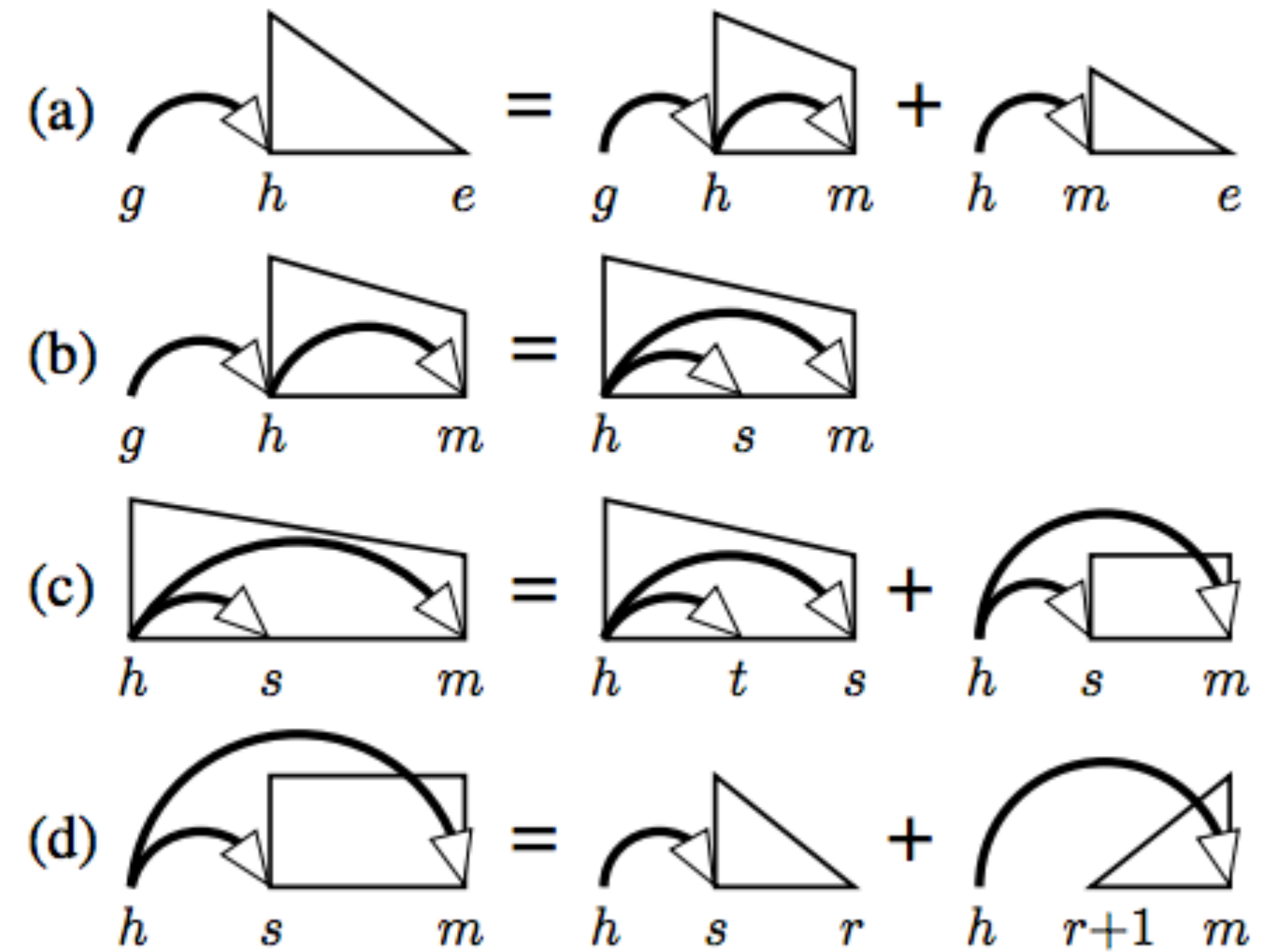


Higher-Order Parsing



$$f(i, \text{parent}(i), \text{parent}(\text{parent}(i)), \mathbf{x})$$

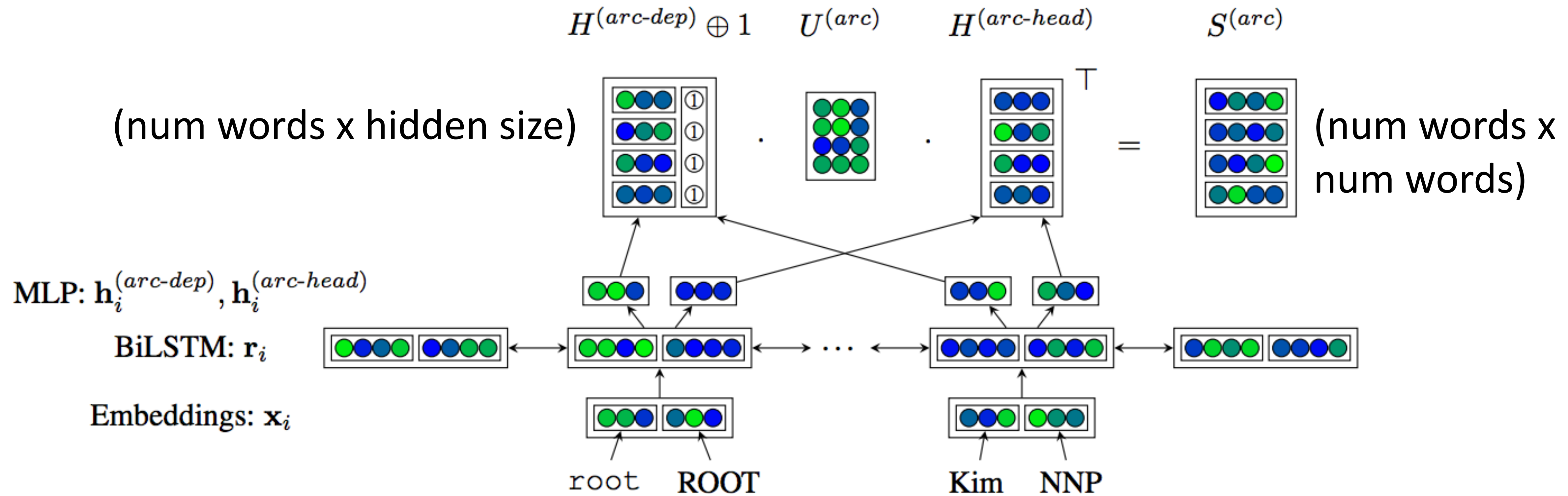
- ▶ Track additional state during parsing so we can look at “grandparents” (and siblings). $O(n^4)$ dynamic program or use approximate search





Biaffine Neural Parsing

- ▶ Neural CRFs for dependency parsing: let c = LSTM embedding of i , p = LSTM embedding of $\text{parent}(i)$. $\text{score}(i, \text{parent}(i), \mathbf{x}) = \mathbf{p}^T \mathbf{U} \mathbf{c}$



LSTM looks at words and POS

Dozat and Manning (2017)



Evaluating Dependency Parsing

- ▶ UAS: unlabeled attachment score. Accuracy of choosing each word's parent (n decisions per sentence)
- ▶ LAS: additionally consider label for each edge
- ▶ Log-linear CRF parser, decoding with Eisner algorithm: 91 UAS
- ▶ Higher-order features from Koo parser: 93 UAS
- ▶ Best English results with neural CRFs: 95-96 UAS



Takeaways

- ▶ Dependency formalism provides an alternative to constituency, particularly useful in how portable it is across languages
- ▶ Dependency parsing also has efficient dynamic programs for inference
- ▶ CRFs + neural CRFs (again) work well