CS 388: Natural Language Processing: Part-Of-Speech Tagging, Sequence Labeling, and Hidden Markov Models (HMMs)

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Part Of Speech Tagging

- Annotate each word in a sentence with a part-of-speech marker.
- Lowest level of syntactic analysis.

John	saw	the	saw	and	decided	to	take	it	to	the	table.
NNP	VBD	DT	NN	CC	VBD	TO	VB	PRP	IN	DT	NN

- Useful for subsequent syntactic parsing and word sense disambiguation.

English POS Tagsets

- Original Brown corpus used a large set of 87 POS tags.
- Most common in NLP today is the Penn Treebank set of 45 tags.
  - Tagset used in these slides.
  - Reduced from the Brown set for use in the context of a parsed corpus (i.e. treebank).
- The C5 tagset used for the British National Corpus (BNC) has 61 tags.

English Parts of Speech

- Noun (person, place or thing)
  - Singular (NN): dog, fork
  - Plural (NNS): dogs, forks
  - Proper (NNP, NNPS): John, Springfields
  - Personal pronoun (PRP): I, you, he, she, it
  - Wh-pronoun (WP): who, what
- Verb (actions and processes)
  - Base, infinitive (VB): eat
  - Past tense (VBD): ate
  - Gerund (VBG): eating
  - Past participle (VBN): eaten
  - Non 3rd person singular present tense (VBP): eat
  - 3rd person singular present tense: (VBZ): eats
  - Modal (MD): should, can
  - To (TO): to (to eat)

English Parts of Speech (cont.)

- Adjective (modify nouns)
  - Basic (JJ): red, tall
  - Comparative (JJR): redder, taller
  - Superlative (JJS): reddest, tallest
- Adverb (modify verbs)
  - Basic (RB): quickly
  - Comparative (RBR): quicker
  - Superlative (RBS): quickest
- Preposition (IN): on, in, by, to, with
- Determiner:
  - Basic (DT) a, an, the
  - WH-determiner (WDT): which, that
- Coordinating Conjunction (CC): and, but, or,
- Particle (RP): off (took off), up (put up)

Closed vs. Open Class

- ***Closed class*** categories are composed of a small, fixed set of grammatical function words for a given language.
  – Pronouns, Prepositions, Modals, Determiners, Particles, Conjunctions
- Open class categories have large number of words and new ones are easily invented.
  – Nouns (Googler, textlish), Verbs (Google), Adjectives (geeky), Abverb (automagically)

Ambiguity in POS Tagging

- "Like" can be a verb or a preposition
  - I like/VBP candy.
  - Time flies like/IN an arrow.
- "Around" can be a preposition, particle, or adverb
  - I bought it at the shop around/IN the corner.
  - I never got around/RP to getting a car.
  - A new Prius costs around/RB $25K.

POS Tagging Process

- Usually assume a separate initial tokenization process that separates and/or disambiguates punctuation, including detecting sentence boundaries.
- Degree of ambiguity in English (based on Brown corpus)
  - 11.5% of word types are ambiguous.
  - 40% of word tokens are ambiguous.
- Average POS tagging disagreement amongst expert human judges for the Penn treebank was 3.5%
  - Based on correcting the output of an initial automated tagger, which was deemed to be more accurate than tagging from scratch.
- Baseline: Picking the most frequent tag for each specific word type gives about 90% accuracy
  - 93.7% if use model for unknown words for Penn Treebank tagset.

POS Tagging Approaches

- **Rule-Based**: Human crafted rules based on lexical and other linguistic knowledge.
- **Learning-Based**: Trained on human annotated corpora like the Penn Treebank.
  - **Statistical models**: Hidden Markov Model (HMM), Maximum Entropy Markov Model (MEMM), Conditional Random Field (CRF)
  - **Rule learning**: Transformation Based Learning (TBL)
  - **Neural networks**: Recurrent networks like Long Short Term Memory (LSTMs)
- Generally, learning-based approaches have been found to be more effective overall, taking into account the total amount of human expertise and effort involved.

Problems with Sequence Labeling as Classification

- Not easy to integrate information from category of tokens on both sides.
- Difficult to propagate uncertainty between decisions and "collectively" determine the most likely joint assignment of categories to all of the tokens in a sequence.

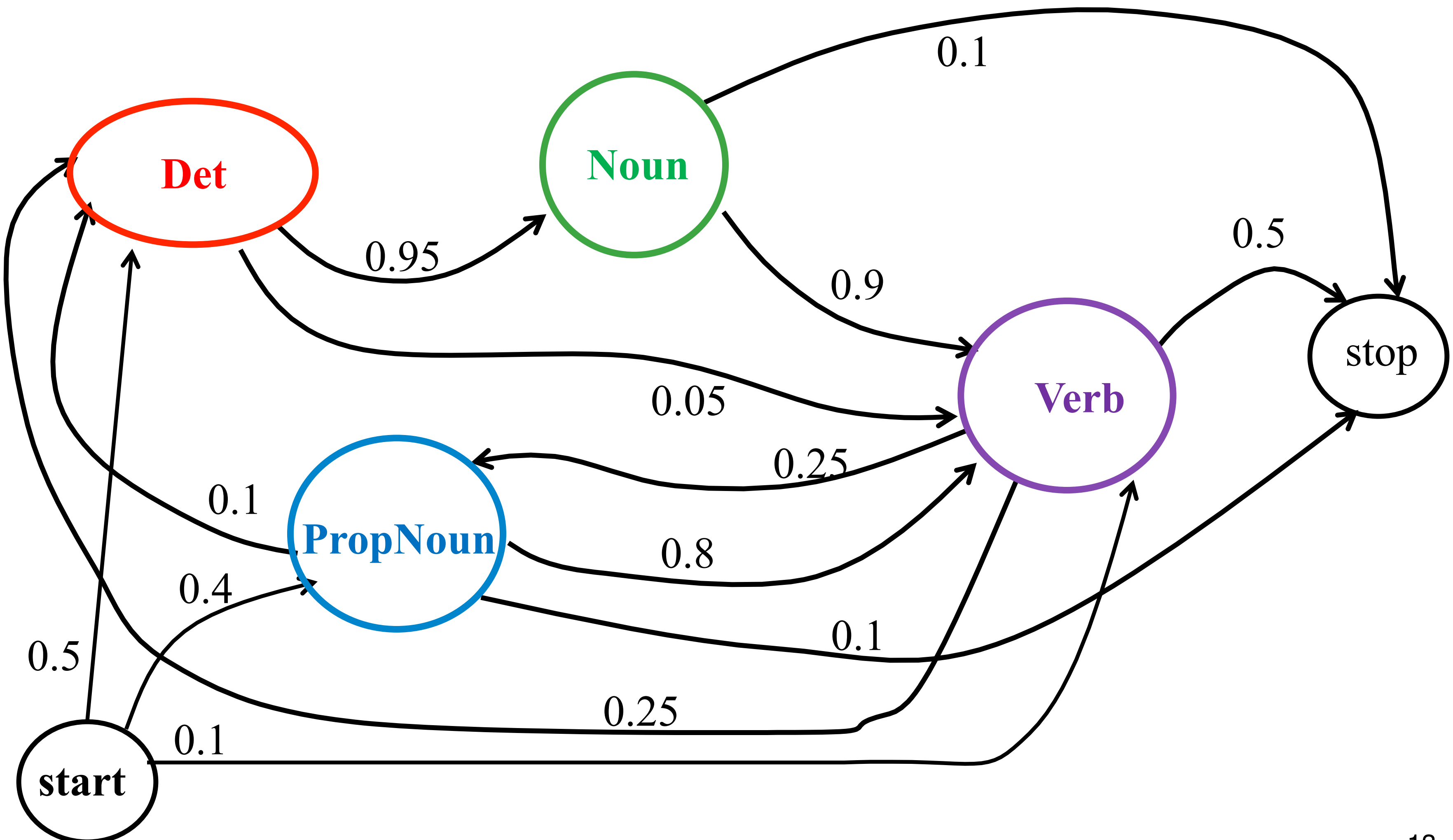
Probabilistic Sequence Models

- Probabilistic sequence models allow integrating uncertainty over multiple, interdependent classifications and collectively determine the most likely global assignment.
- Two standard models
  - Hidden Markov Model (HMM)
  - Conditional Random Field (CRF)

Markov Model / Markov Chain

- A finite state machine with probabilistic state transitions.
- Makes Markov assumption that next state only depends on the current state and independent of previous history.

Sample Markov Model for POS



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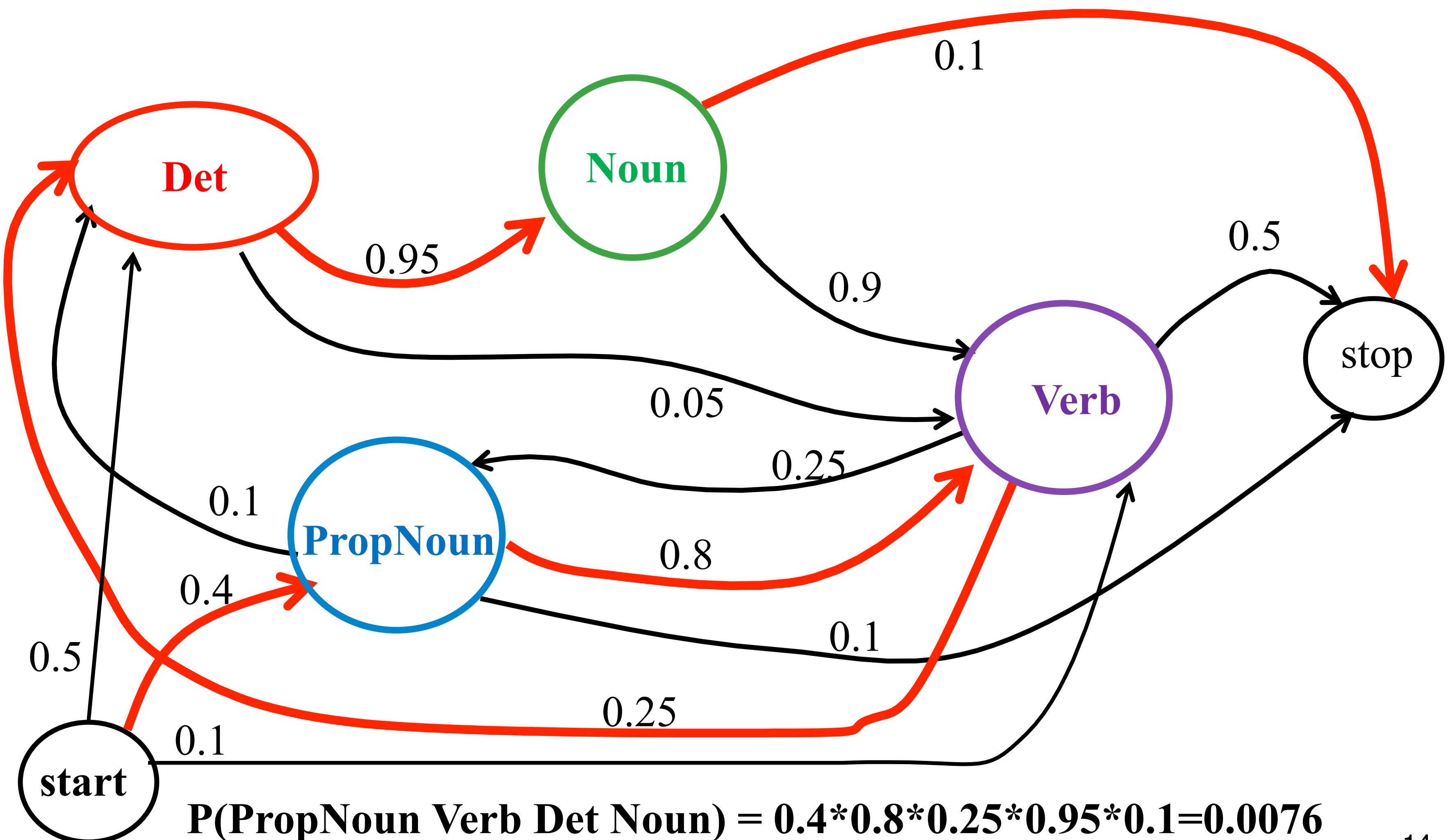
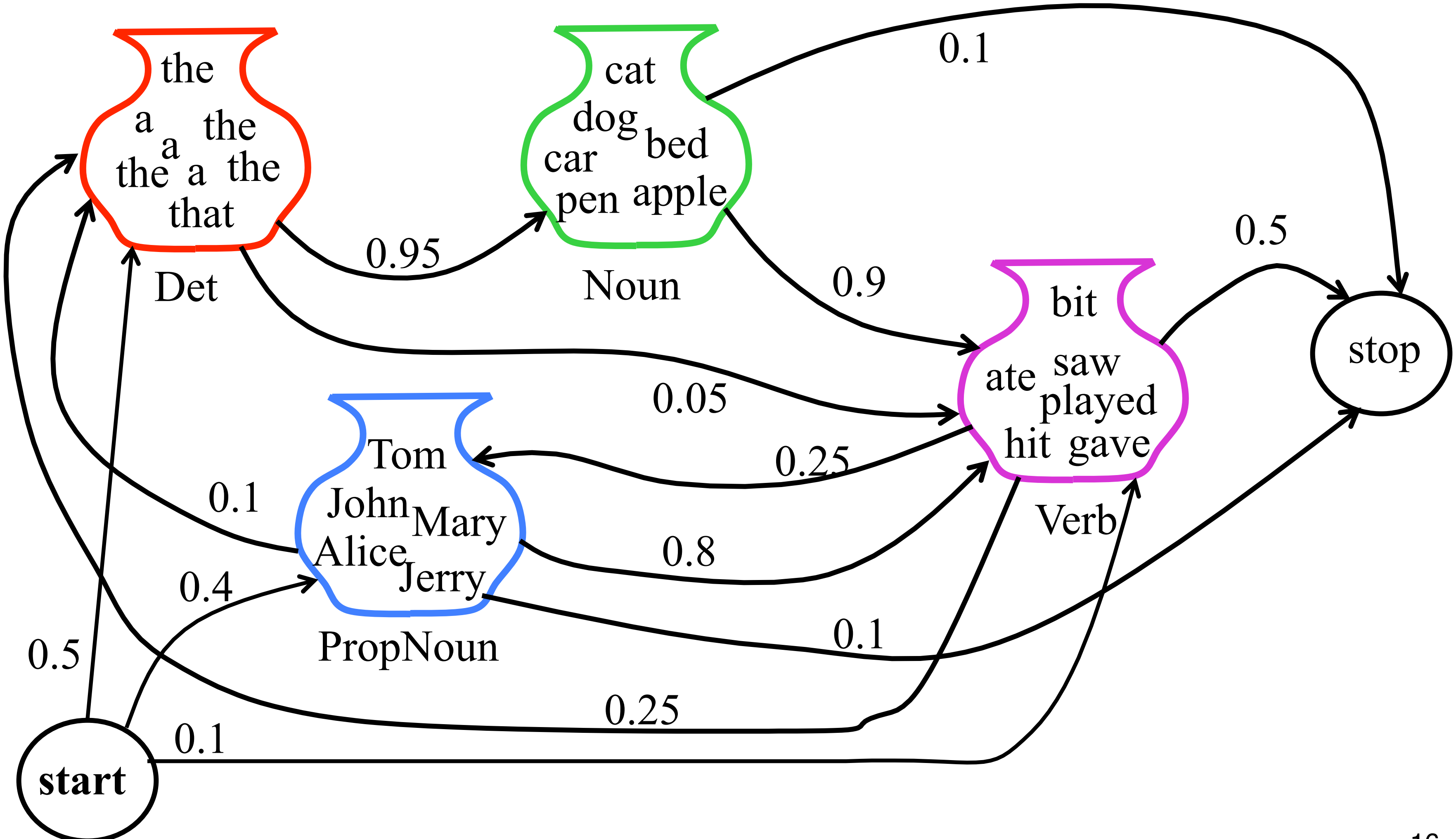


P(PropNoun Verb Det Noun) = 0.4*0.8*0.25*0.95*0.1=0.0076

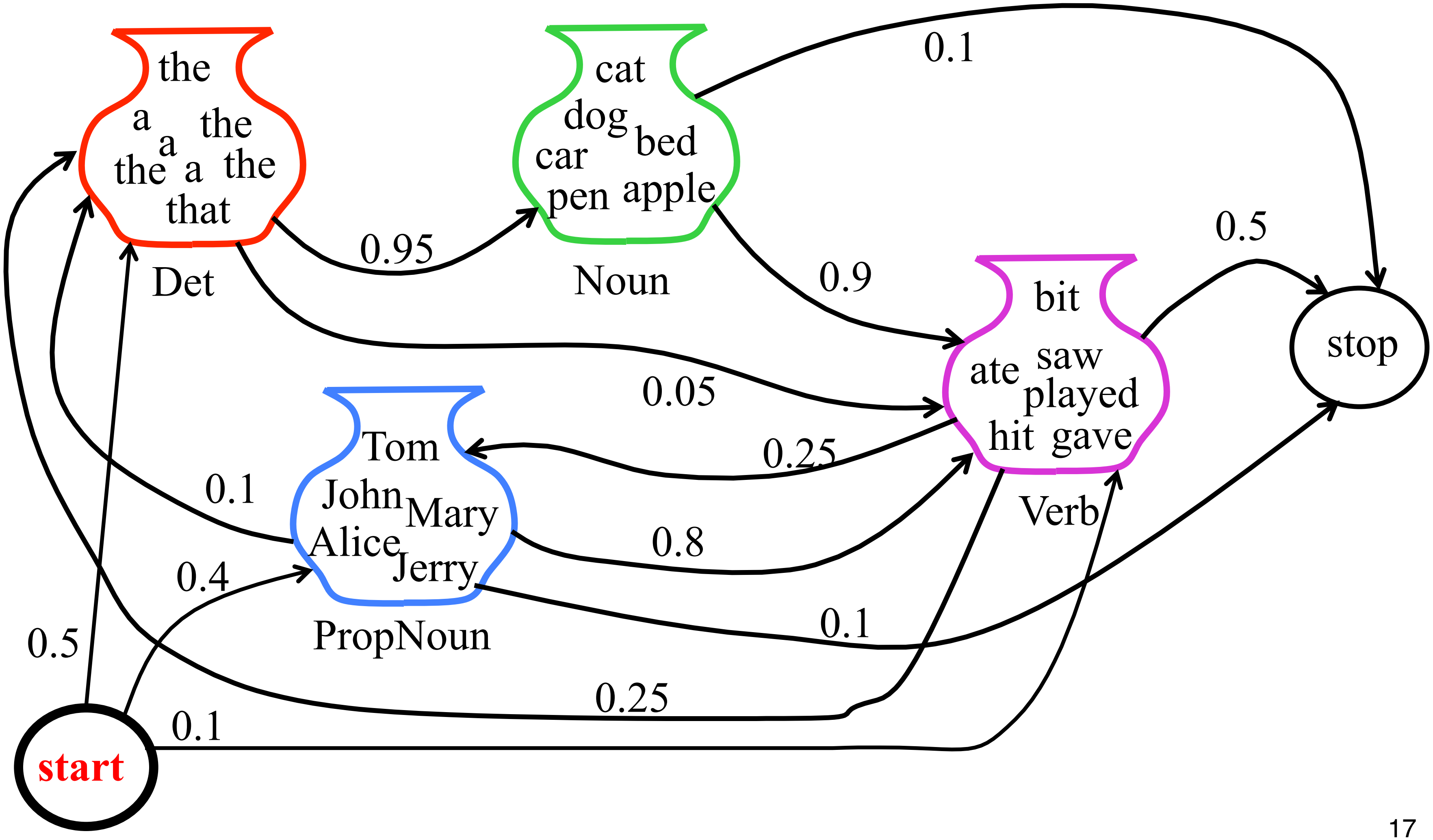
Hidden Markov Model

- Probabilistic generative model for sequences.
- Assume an underlying set of ***hidden*** (unobserved, latent) states in which the model can be (e.g. parts of speech).
- Assume probabilistic transitions between states over time (e.g. transition from POS to another POS as sequence is generated).
- Assume a ***probabilistic*** generation of tokens from states (e.g. words generated for each POS).

Sample HMM for POS



Sample HMM Generation



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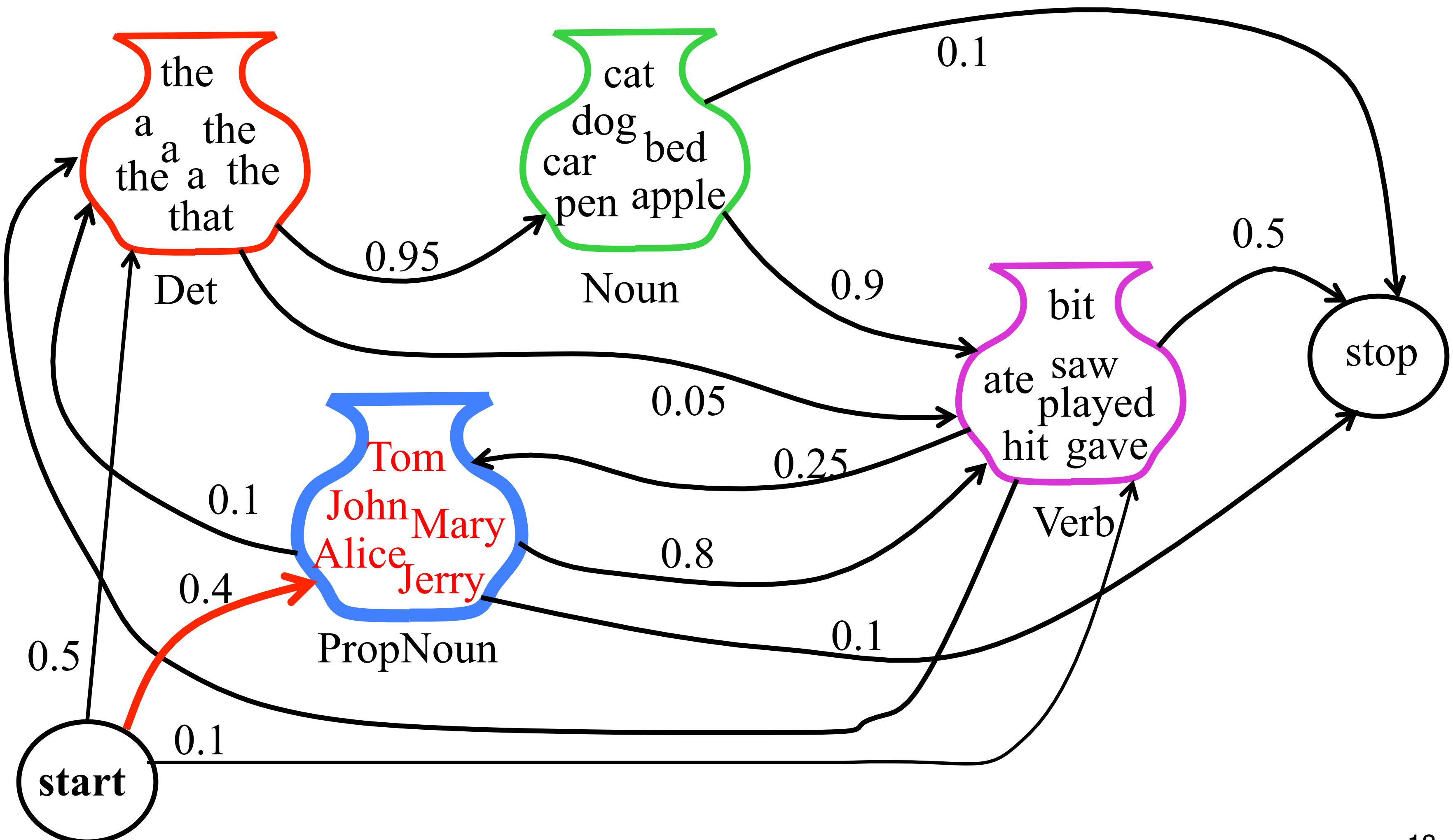

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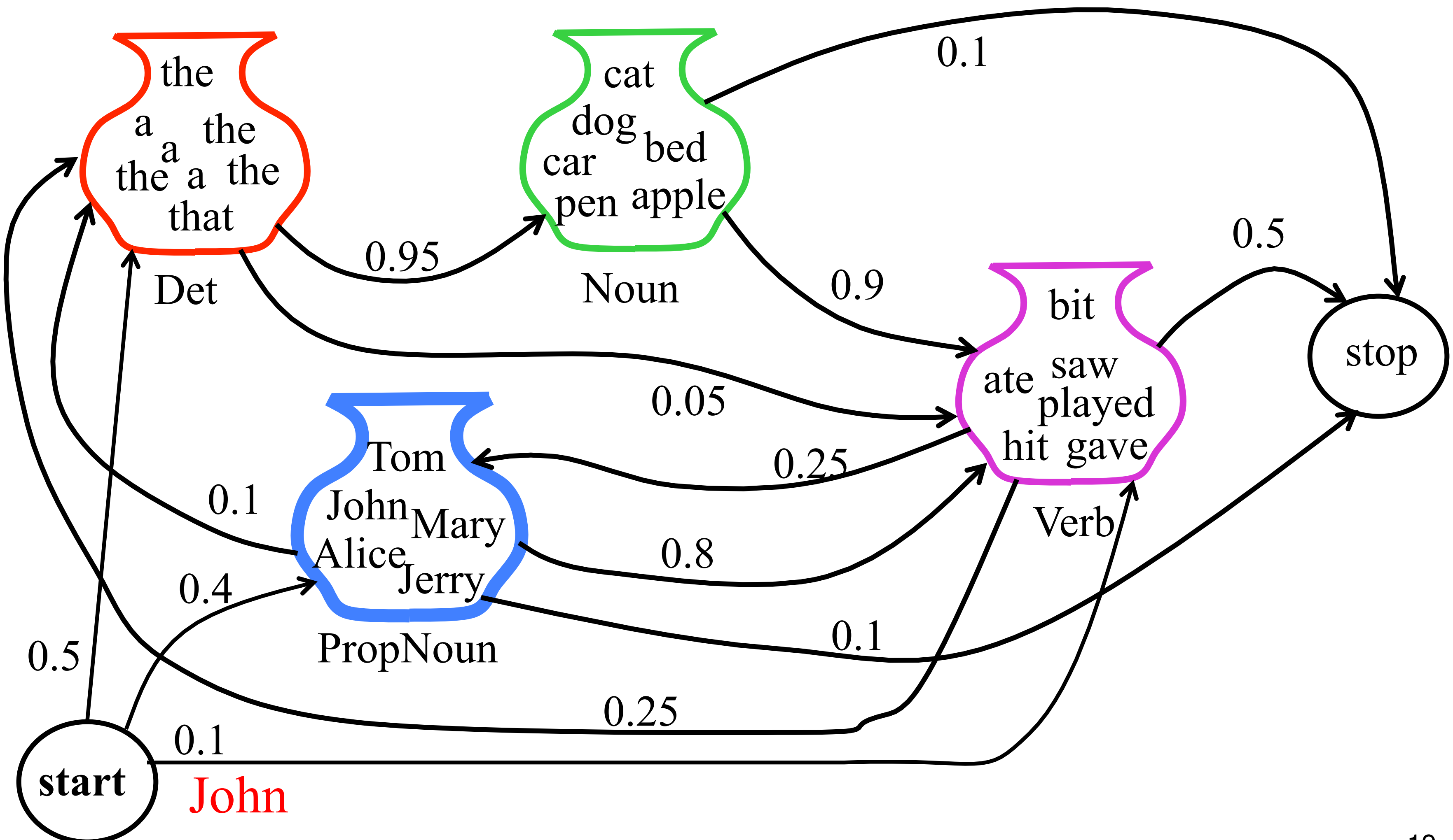

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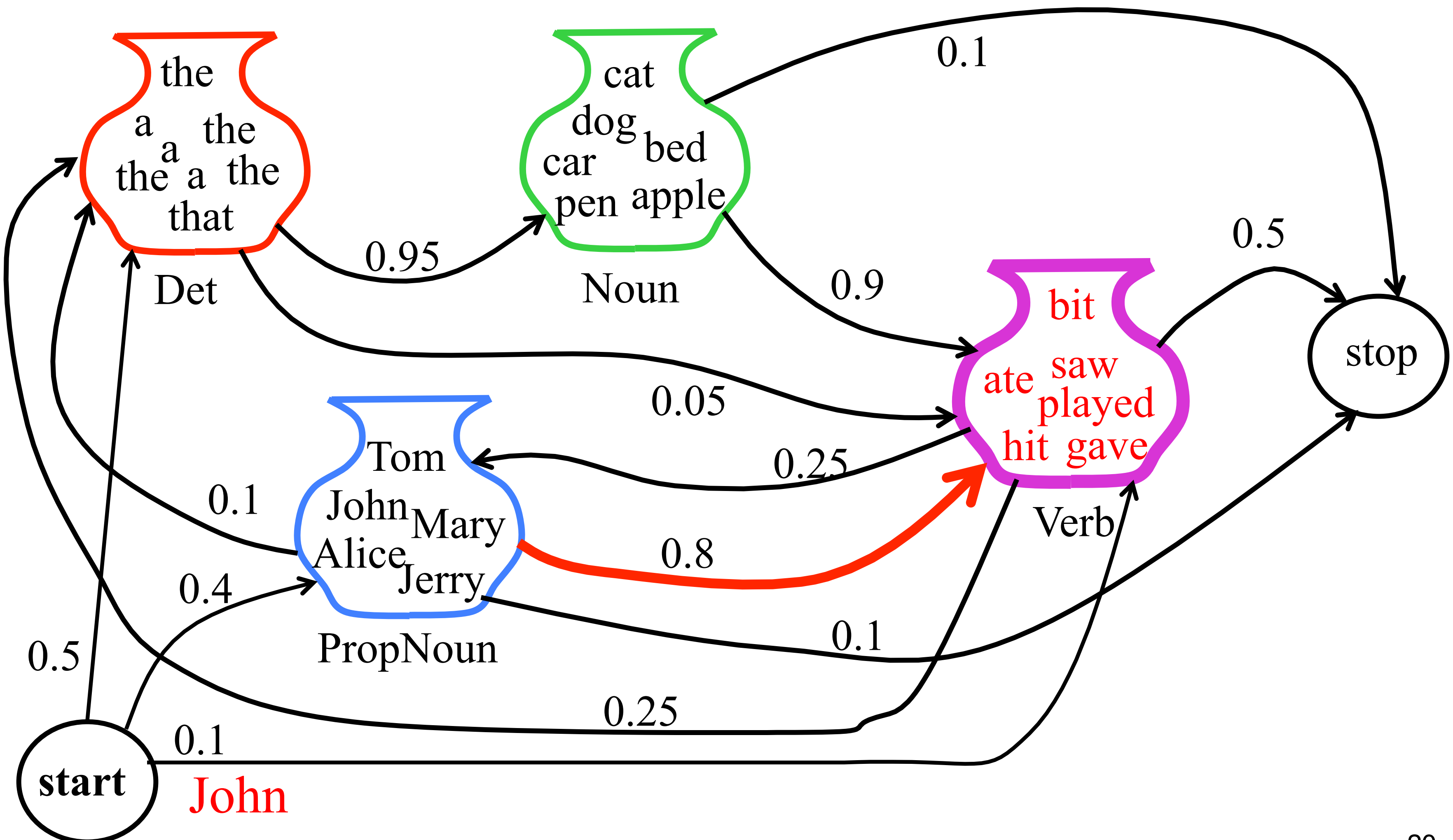

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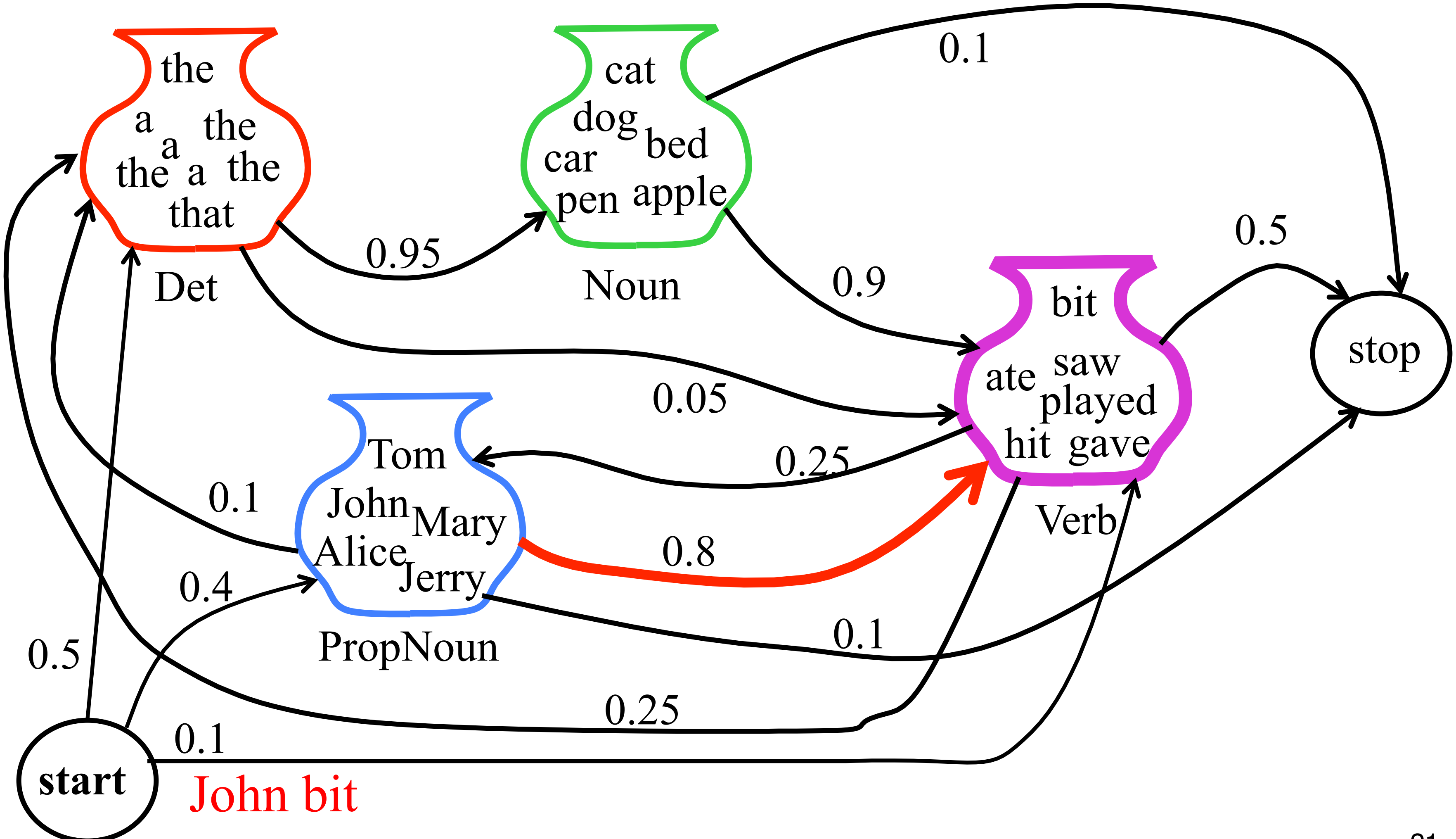
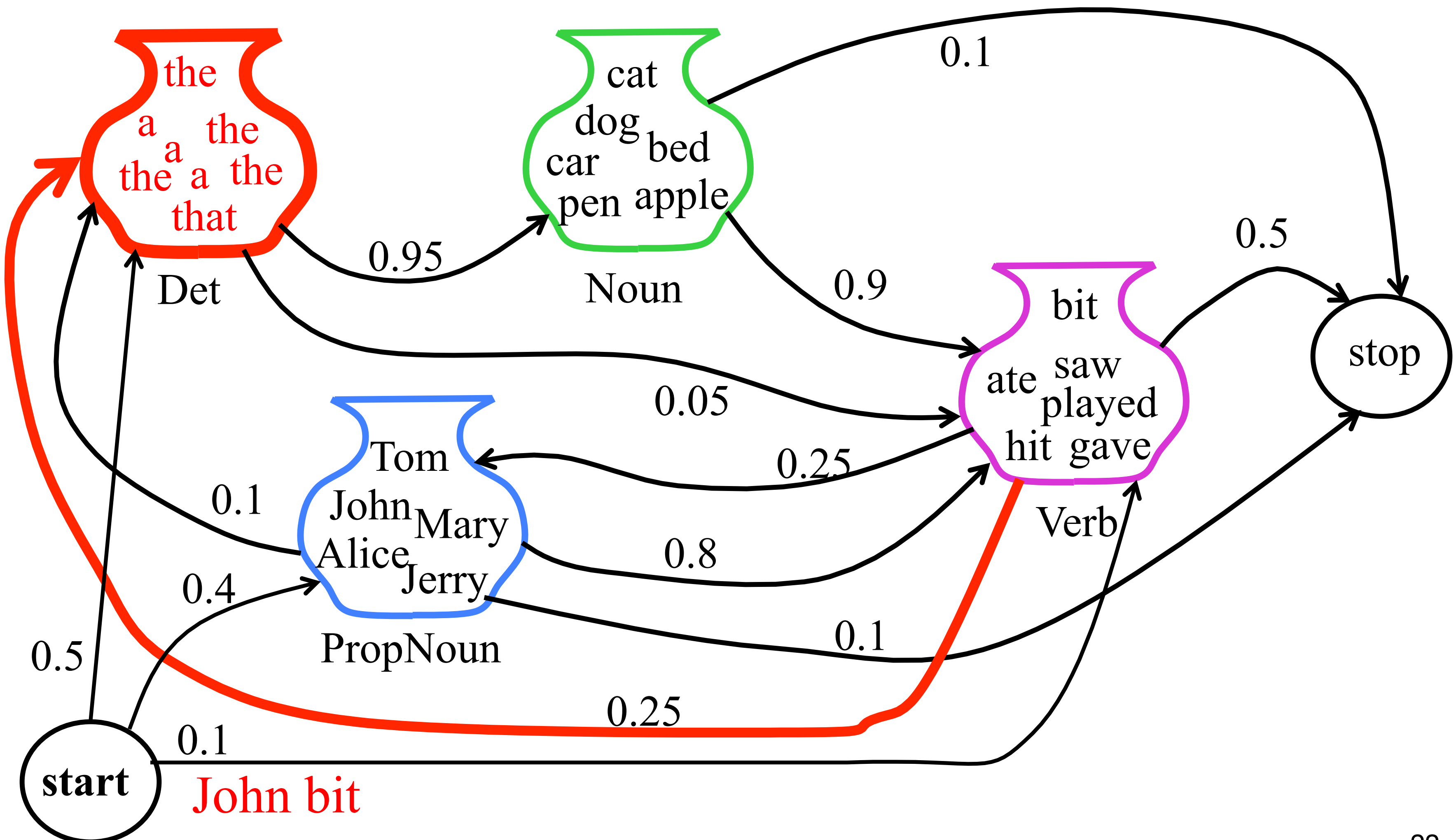


John bit

Sample HMM Generation



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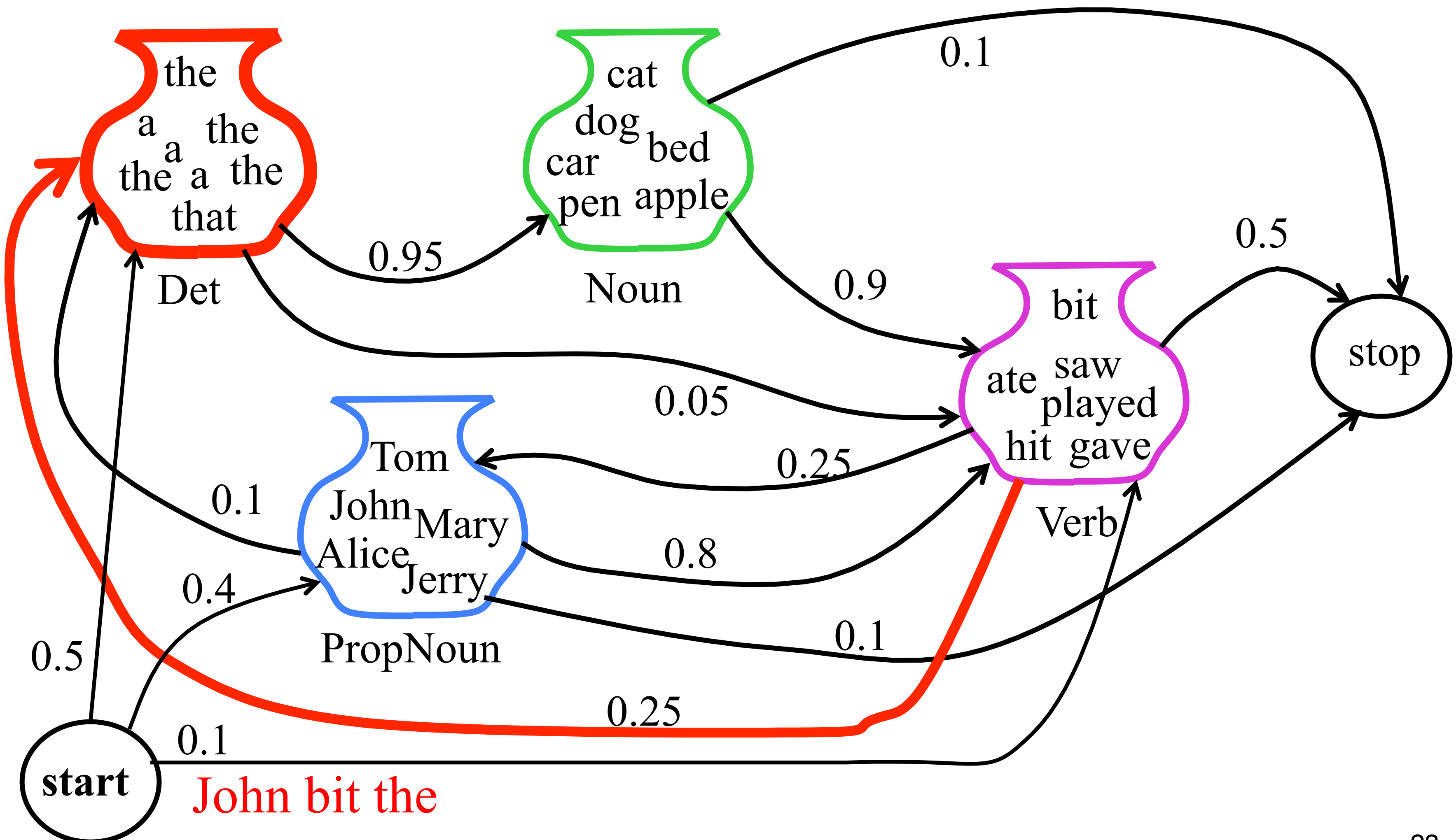

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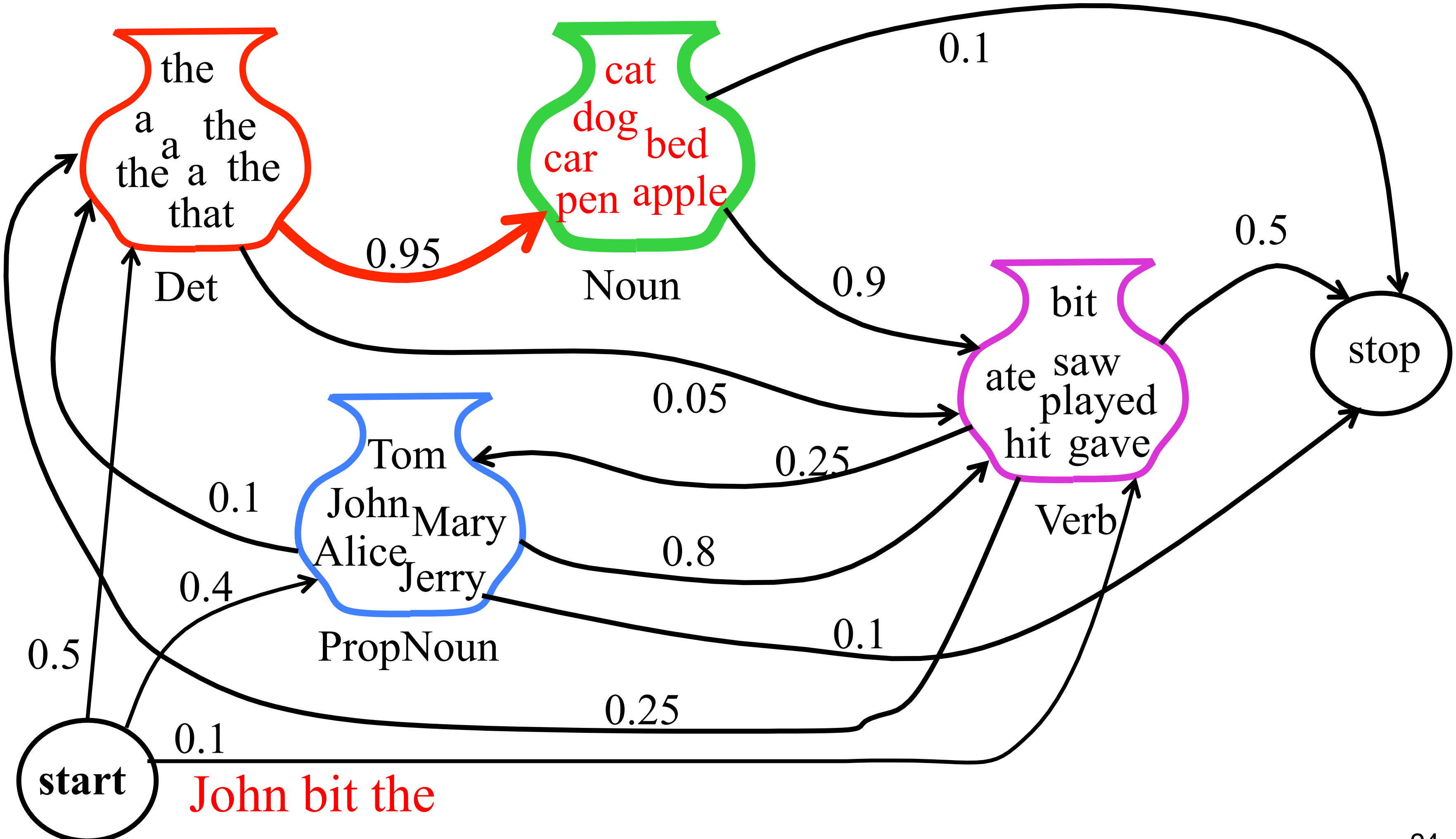

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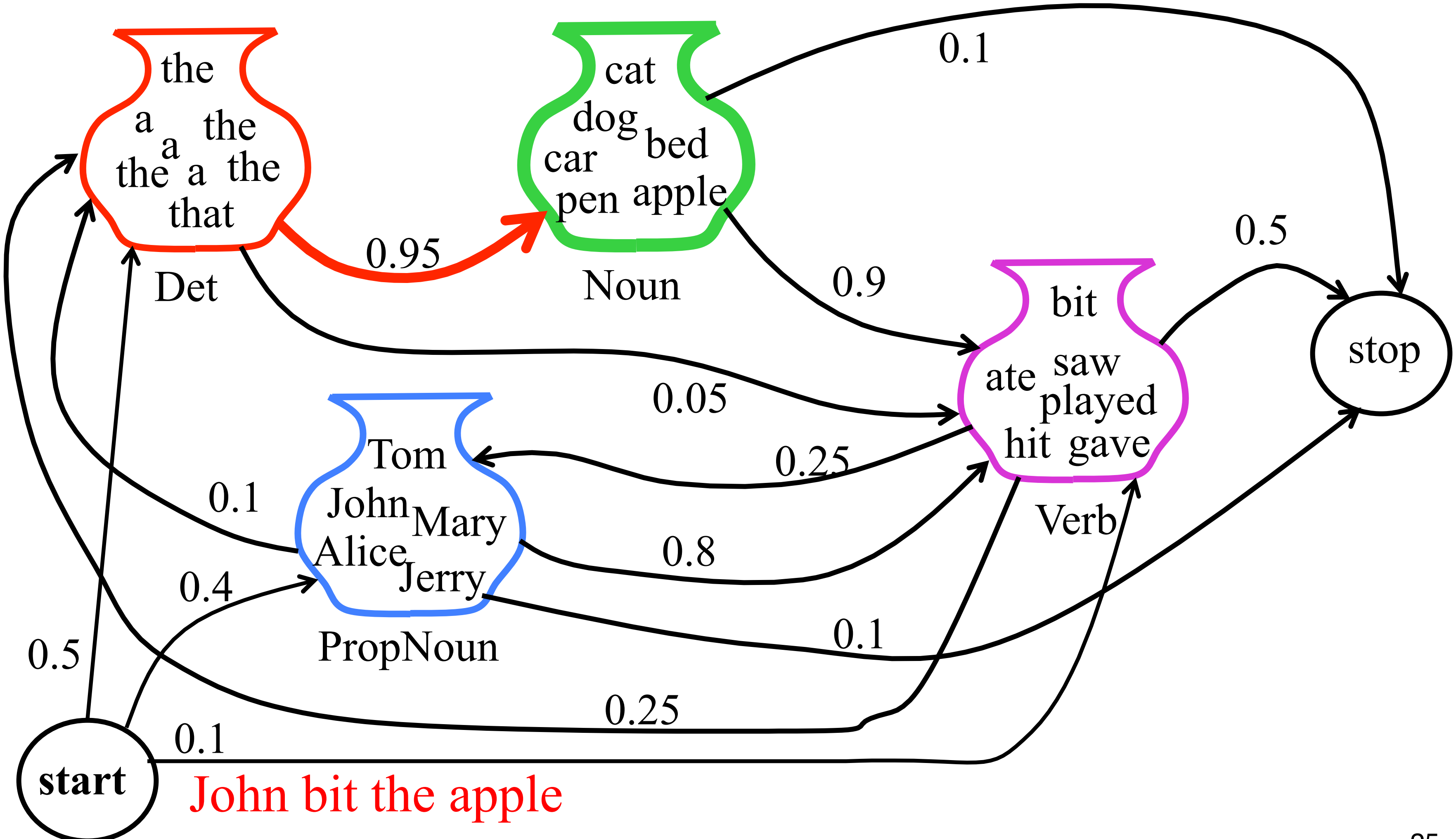

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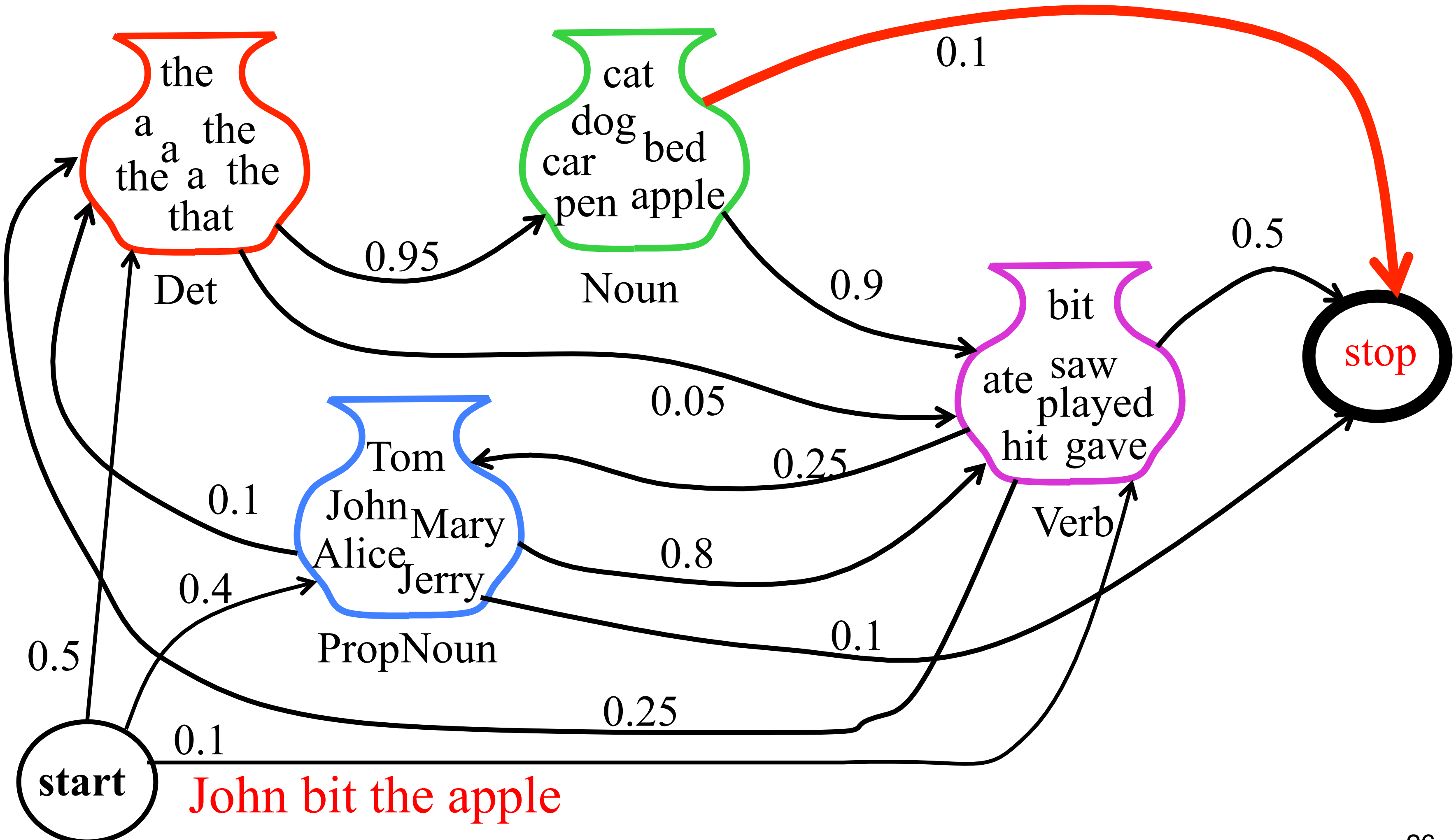


John bit the apple

Formal Definition of an HMM

- A set of $N+2$ states $S=\{s_0, s_1, s_2, \ldots s_N, s_F\}$
  - Distinguished start state: s_0
  - Distinguished final state: s_F
- A set of M possible observations $V=\{v_1, v_2 \ldots v_M\}$
- A state transition probability distribution $A=\{a_{ij}\}$

$$a_{ij} = P(q_{t+1} = s_j \mid q_t = s_i) \qquad 1 \le i, j \le N \text{ and } i = 0, j = F$$

$$\sum_{j=1}^{N} a_{ij} + a_{iF} = 1 \quad 0 \le i \le N$$

- Observation probability distribution for each state j $B=\{b_j(k)\}$

$$b_j(k) = P(v_k \text{ at } t \mid q_t = s_j) \quad 1 \le j \le N \quad 1 \le \mathrm{k} \le \mathrm{M}$$

- Total parameter set $\lambda=\{A,B\}$

HMM Generation Procedure

- To generate a sequence of T observations: $O = o_1\ o_2\ \ldots\ o_T$

Set initial state $q_1{=}s_0$
For t = 1 to T
    Transit to another state $q_{t+1}{=}s_j$ based on transition distribution a_{ij} for state q_t
    Pick an observation $o_t{=}v_k$ based on being in state q_t using distribution $b_{qt}(k)$

Three Useful HMM Tasks

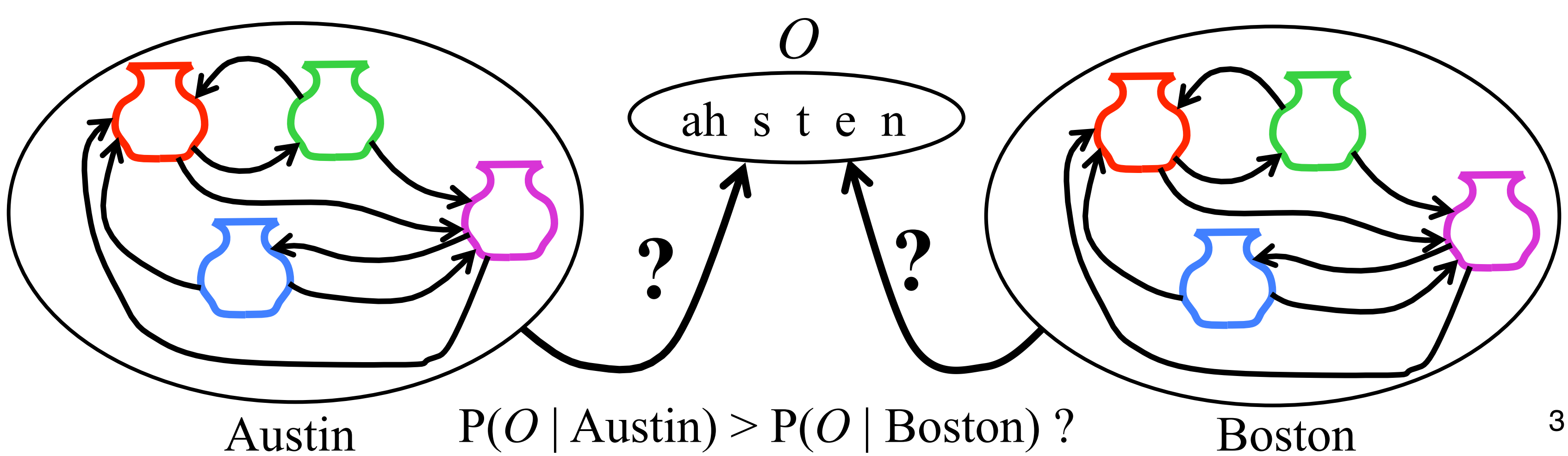
- Observation Likelihood: To classify and order sequences.
- Most likely state sequence (Decoding): To tag each token in a sequence with a label.
- Maximum likelihood training (Learning): To train models to fit empirical training data.

HMM: Observation Likelihood

- Given a sequence of observations, *O,* and a model with a set of parameters, λ, what is the probability that this observation was generated by this model: $P(O|\lambda)$?
- Allows HMM to be used as a language model: A formal probabilistic model of a language that assigns a probability to each string saying how likely that string was to have been generated by the language.
- Useful for two tasks:
  - Sequence Classification
  - Most Likely Sequence

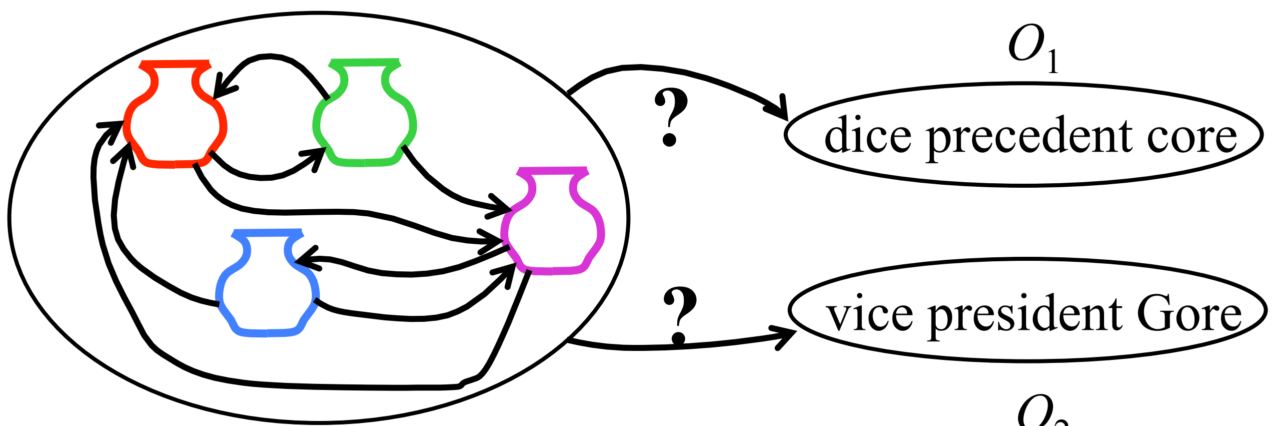
Sequence Classification

- Assume an HMM is available for each category (i.e. language).
- What is the most likely category for a given observation sequence, i.e. which category's HMM is most likely to have generated it?
- Used in speech recognition to find most likely word model to have generate a given sound or phoneme sequence.



Most Likely Sequence

- Of two or more possible sequences, which one was most likely generated by a given model?
- Used to score alternative word sequence interpretations in speech recognition.



P(O_2 | OrdEnglish) > P(O_1 | OrdEnglish) ?

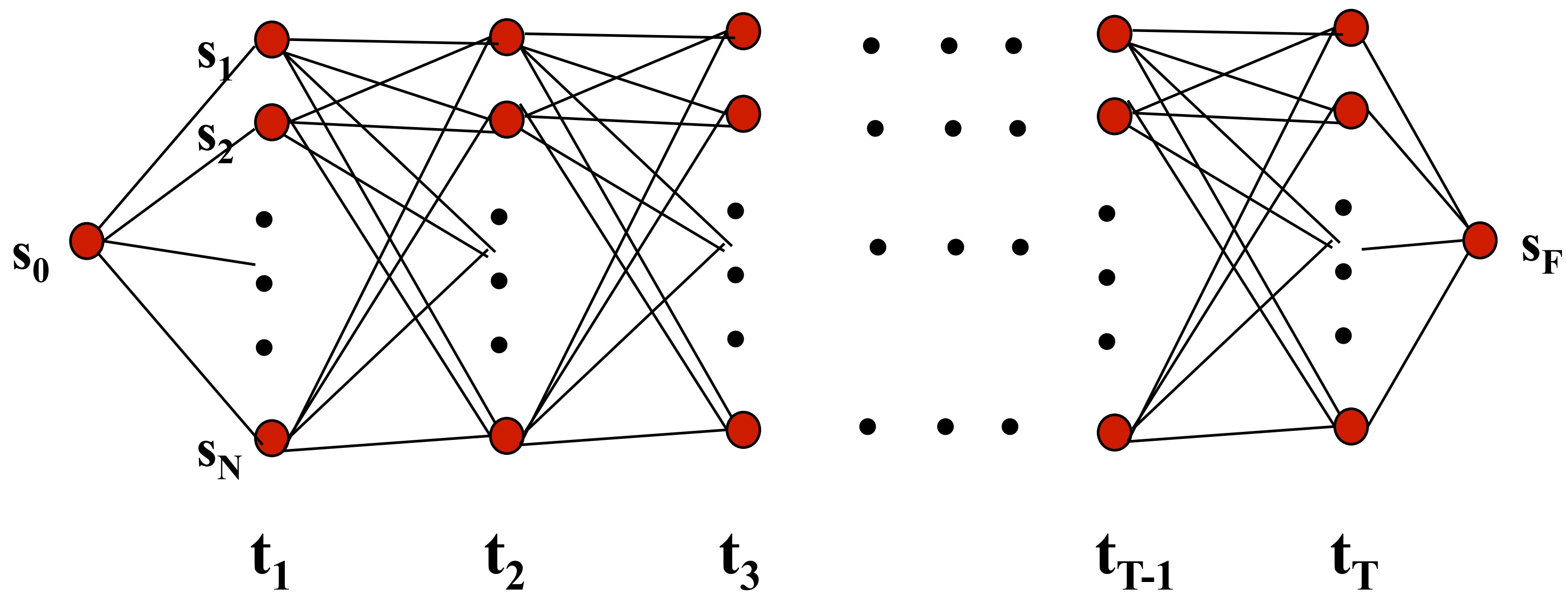
HMM: Observation Likelihood Naïve Solution

- Consider all possible state sequences, Q, of length T that the model could have traversed in generating the given observation sequence.
- Compute the probability of a given state sequence from A, and multiply it by the probabilities of generating each of given observations in each of the corresponding states in this sequence to get $P(O,Q|\lambda) = P(O|Q,\lambda)\,P(Q|\lambda)$.
- Sum this over all possible state sequences to get $P(O|\lambda)$.
- Computationally complex: $O(TN^T)$.

HMM: Observation Likelihood Efficient Solution

- Due to the Markov assumption, the probability of being in any state at any given time t only relies on the probability of being in each of the possible states at time $t-1$.
- Forward Algorithm: Uses dynamic programming to exploit this fact to efficiently compute observation likelihood in $O(TN^2)$ time.
  - Compute a ***forward trellis*** that compactly and implicitly encodes information about all possible state paths.

Forward Trellis



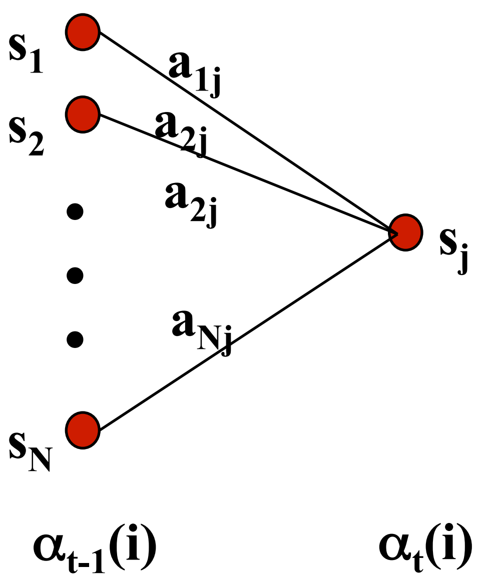
- Continue forward in time until reaching final time point and sum probability of ending in final state.

Forward Probabilities

- Let $\alpha_t(j)$ be the probability of being in state j after seeing the first t observations (by summing over all initial paths leading to j).

$$\alpha_t(j) = P(o_1, o_2, \ldots o_t,\ q_t = s_j \mid \lambda)$$

Forward Step



- Consider all possible ways of getting to s_j at time t by coming from all possible states s_i and determine probability of each.
- Sum these to get the total probability of being in state s_j at time t while accounting for the first $t-1$ observations.
- Then multiply by the probability of actually observing o_t in s_j.

Computing the Forward Probabilities

- Initialization

$$\alpha_1(j) = a_{0j} b_j(o_1) \quad 1 \le j \le N$$

- Recursion

$$\alpha_t(j) = \left[\sum_{i=1}^{N} \alpha_{t-1}(i) a_{ij} \right] b_j(o_t) \quad 1 \le j \le N, \;\; 1 < t \le T$$

- Termination

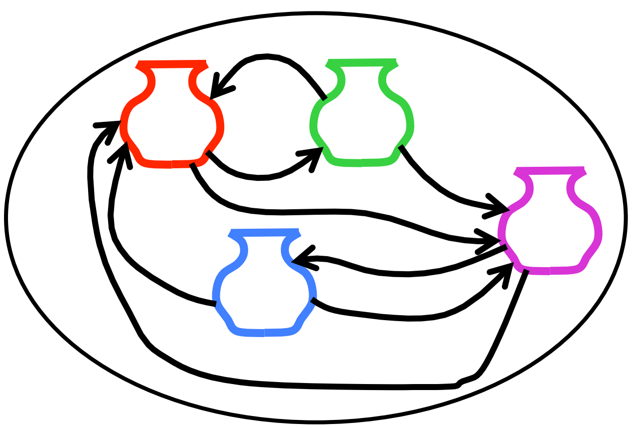
$$P(O \mid \lambda) = \alpha_{T+1}(s_F) = \sum_{i=1}^{N} \alpha_T(i) a_{iF}$$

Forward Computational Complexity

- Requires only O(TN^2) time to compute the probability of an observed sequence given a model.
- Exploits the fact that all state sequences must merge into one of the N possible states at any point in time and the Markov assumption that only the last state effects the next one.

Most Likely State Sequence (Decoding)

- Given an observation sequence, O, and a model, λ, what is the most likely state sequence, $Q = q_1, q_2, \ldots q_T$, that generated this sequence from this model?
- Used for sequence labeling, assuming each state corresponds to a tag, it determines the globally best assignment of tags to all tokens in a sequence using a principled approach grounded in probability theory.



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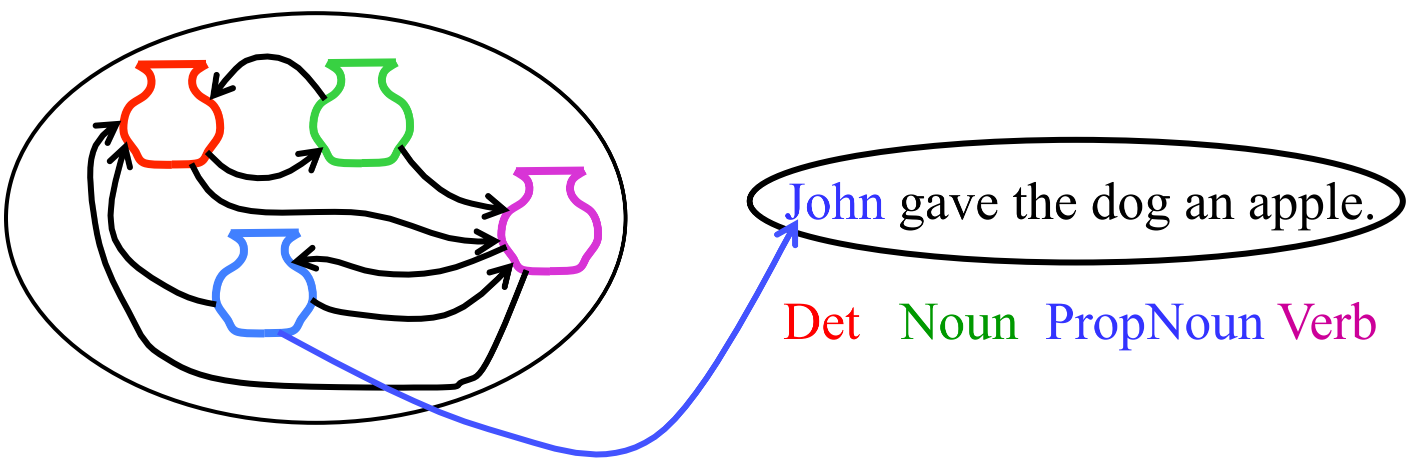

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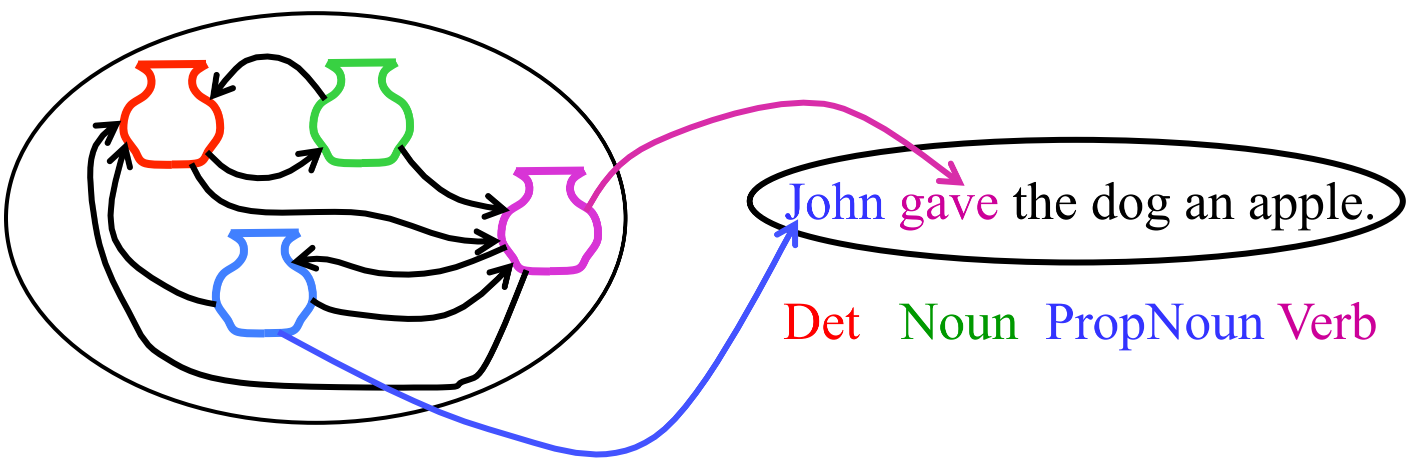

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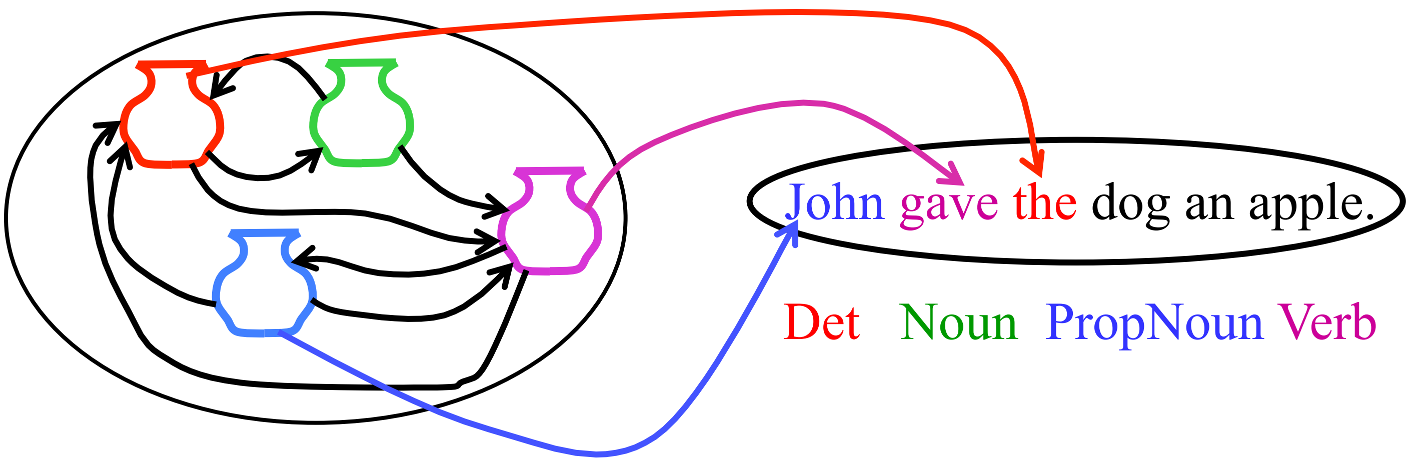

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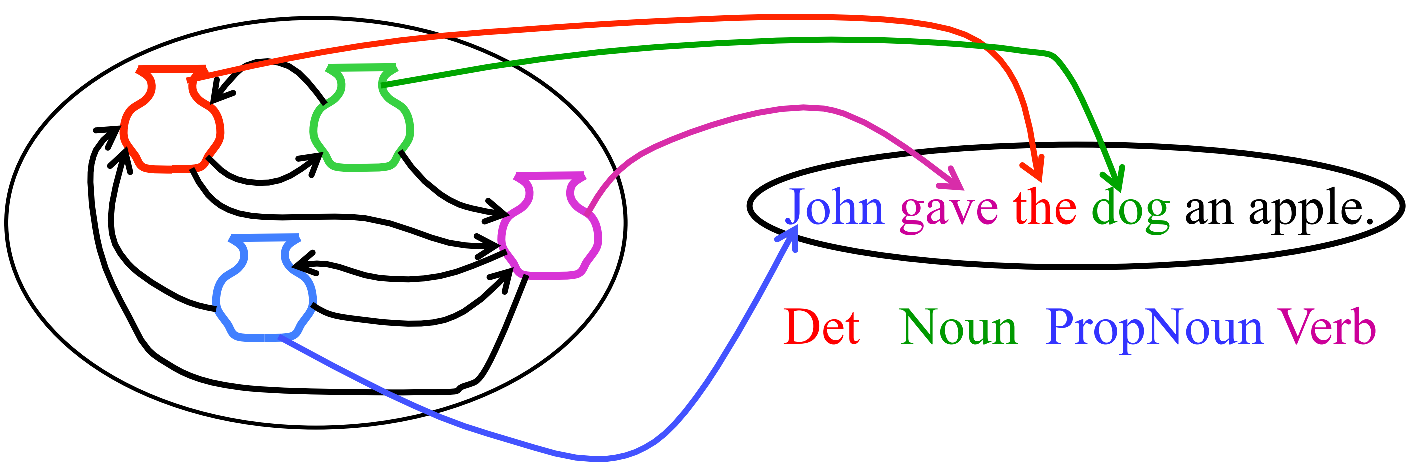

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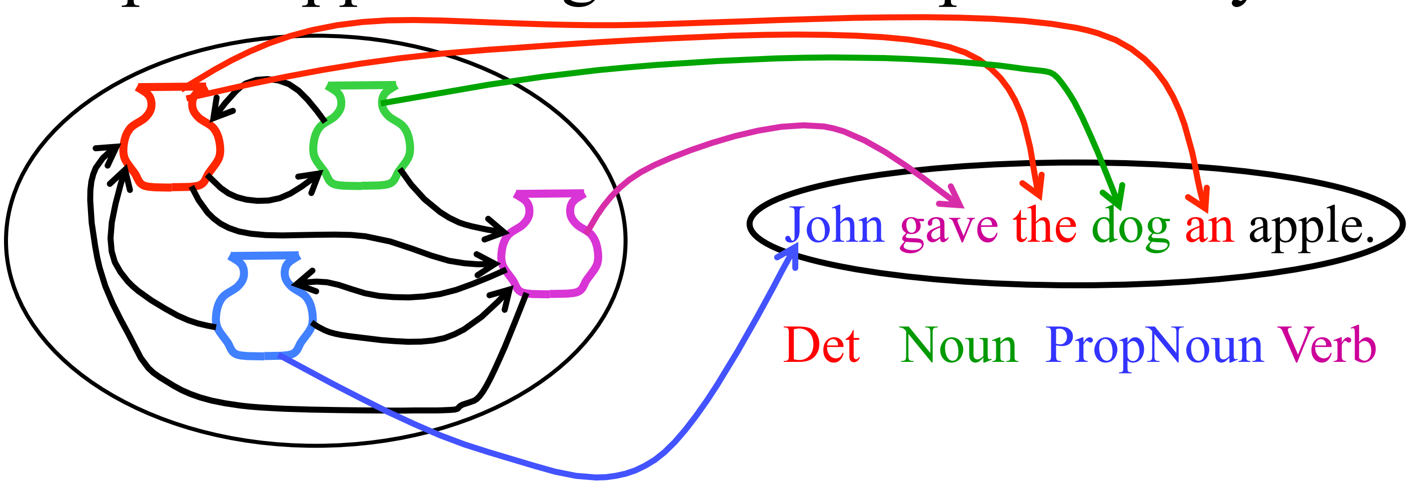

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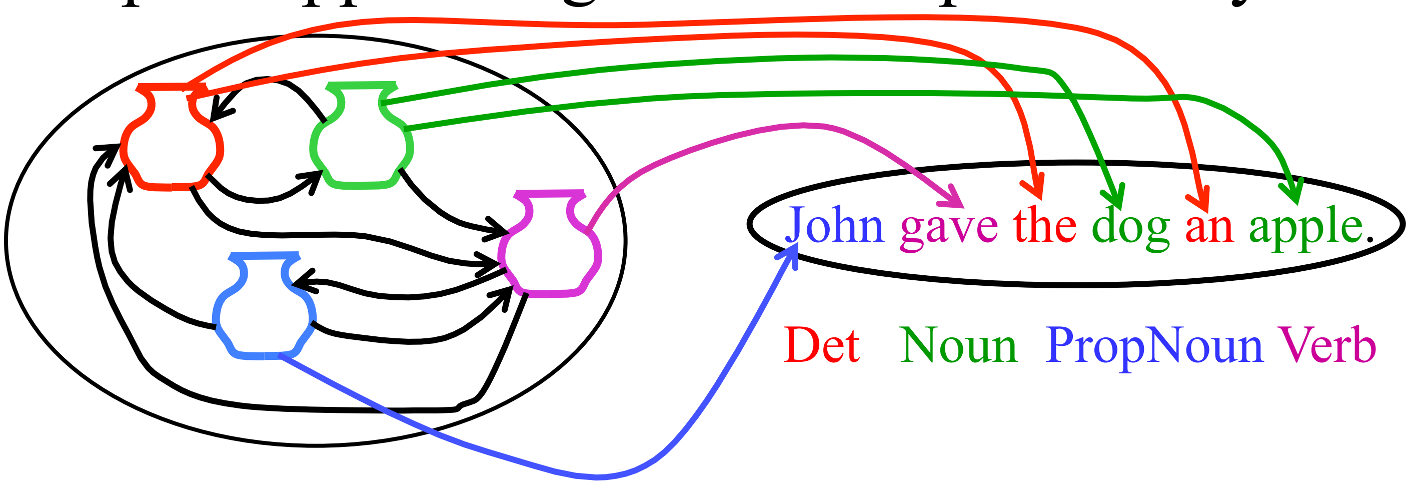


HMM: Most Likely State Sequence Efficient Solution

- Obviously, could use naïve algorithm based on examining every possible state sequence of length T.
- Dynamic Programming can also be used to exploit the Markov assumption and efficiently determine the most likely state sequence for a given observation and model.
- Standard procedure is called the Viterbi algorithm (Viterbi, 1967) and also has $O(N^2T)$ time complexity.

Viterbi Scores

- Recursively compute the probability of the most likely subsequence of states that accounts for the first t observations and ends in state s_j.

$$v_t(j) = \max_{q_0, q_1, \ldots, q_{t-1}} P(q_0, q_1, \ldots, q_{t-1},\ o_1, \ldots, o_t,\ q_t = s_j \mid \lambda)$$

- Also record "backpointers" that subsequently allow backtracing the most probable state sequence.
  - $bt_t(j)$ stores the state at time t-1 that maximizes the probability that system was in state s_j at time t (given the observed sequence).

Computing the Viterbi Scores

- Initialization

$$v_1(j) = a_{0j} b_j(o_1) \quad 1 \le j \le N$$

- Recursion

$$v_t(j) = \max_{i=1}^{N} v_{t-1}(i) a_{ij} b_j(o_t) \quad 1 \le j \le N, \;\; 1 < t \le T$$

- Termination

$$P^* = v_{T+1}(s_F) = \max_{i=1}^{N} v_T(i) a_{iF}$$

Analogous to Forward algorithm except take *max* instead of sum

Computing the Viterbi Backpointers

- Initialization

$$bt_1(j) = s_0 \quad 1 \leq j \leq N$$

- Recursion

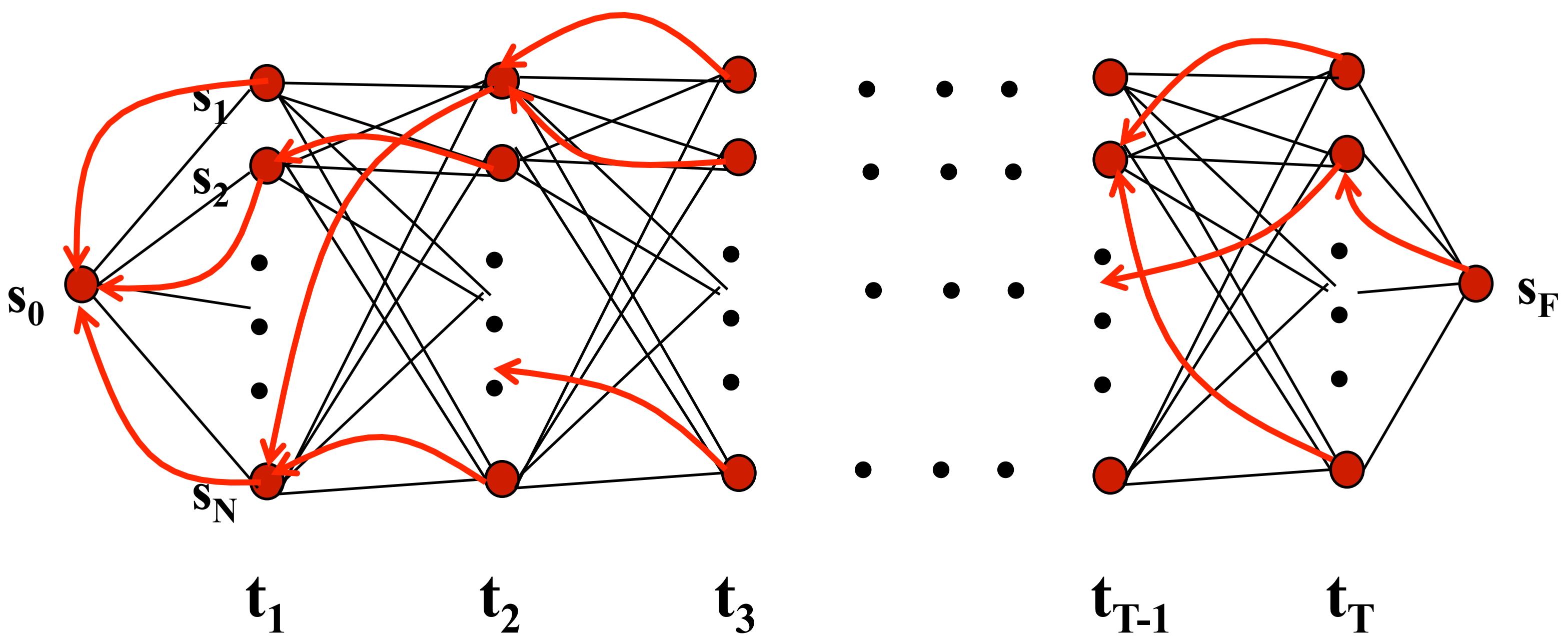
$$bt_t(j) = \operatorname*{argmax}_{i=1}^{N} v_{t-1}(i) a_{ij} b_j(o_t) \quad 1 \leq j \leq N, \;\; 1 \leq t \leq T$$

- Termination

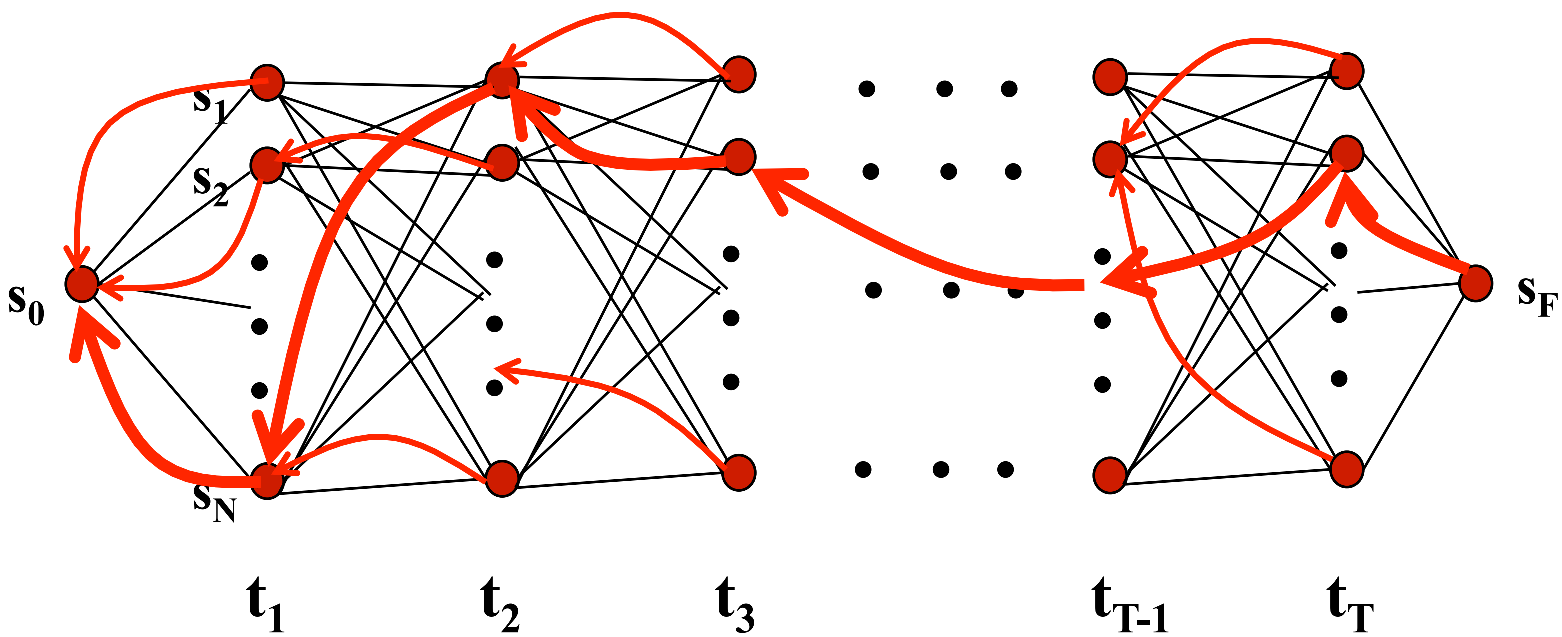
$$q_T{*} = bt_{T+1}(s_F) = \operatorname*{argmax}_{i=1}^{N} v_T(i) a_{iF}$$

Final state in the most probable state sequence. Follow backpointers to initial state to construct full sequence.

Viterbi Backpointers



Viterbi Backtrace



Most likely Sequence: $s_0\ s_N\ s_1\ s_2 \ldots s_2\ s_F$

HMM Learning

- **Supervised Learning**: All training sequences are completely labeled (tagged).
- **Unsupervised Learning**: All training sequences are unlabelled (but generally know the number of tags, i.e. states).
- **Semisupervised Learning**: Some training sequences are labeled, most are unlabeled.

Supervised HMM Training

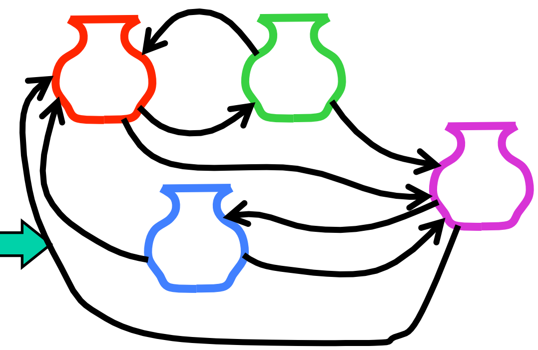
- If training sequences are labeled (tagged) with the underlying state sequences that generated them, then the parameters, $\lambda=\{A,B\}$ can all be estimated directly.

Training Sequences

John ate the apple
A dog bit Mary
Mary hit the dog
John gave Mary the cat.
.
.
.

Det Noun PropNoun Verb

Supervised HMM Training



Supervised Parameter Estimation

- Estimate state transition probabilities based on tag bigram and unigram statistics in the labeled data.

$$a_{ij} = \frac{C(q_t = s_i, \mathrm{q}_{\mathrm{t+1}} = s_j)}{C(q_t = s_i)}$$

- Estimate the observation probabilities based on tag/ word co-occurrence statistics in the labeled data.

$$b_j(k) = \frac{C(q_i = s_j, o_i = v_k)}{C(q_i = s_j)}$$

- Use appropriate smoothing if training data is sparse.

Learning and Using HMM Taggers

- Use a corpus of labeled sequence data to easily construct an HMM using supervised training.
- Given a novel unlabeled test sequence to tag, use the Viterbi algorithm to predict the most likely (globally optimal) tag sequence.

Evaluating Taggers

- Train on ***training set*** of labeled sequences.
- Possibly tune parameters based on performance on a ***development set***.
- Measure accuracy on a disjoint ***test set***.
- Generally measure ***tagging accuracy***, i.e. the percentage of tokens tagged correctly.
- Accuracy of most modern POS taggers, including HMMs is 96−97% (for Penn tagset trained on about 800K words) .
  – Generally matching human agreement level.