

# CS 378 Lecture 11 : Viterbi

## Announcements

- Midterm in 2 weeks
- Survey
- More lexs
- More code discussion
- Final proj
- A3 due in 9 days

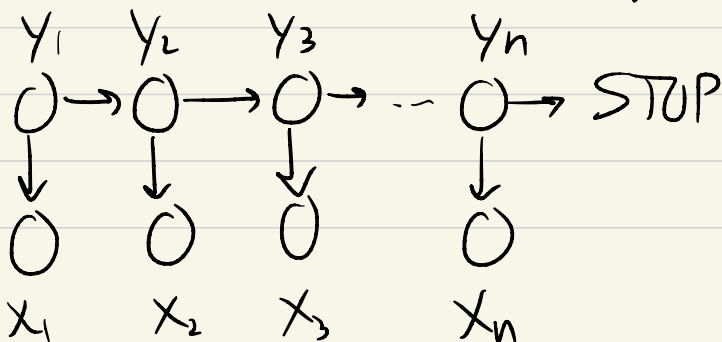
## Recap HMMs

Tags  $y_i \in \tilde{\mathcal{T}}$  words  $x_i \in \mathcal{V}$

$$P(\bar{y}, \bar{x}) = P(y_1) P(x_1 | y_1) P(y_2 | y_1)$$

$$P(x_2 | y_2) P(y_3 | y_2) P(x_3 | y_3)$$

$$\dots P(\text{STOP} | y_n)$$



Parameters: Initial  $P(y_1)$   $|\mathcal{T}|$   
Transitions  $P(y_i | y_{i-1})$   $|\mathcal{T}-1| \times |\mathcal{T}|$   
Emissions  $P(x_i | y_i)$   $|\mathcal{V}| \times |\mathcal{T}|$

Training: count + normalize

Inference: Viterbi

$$\operatorname{argmax}_{\bar{y}} P(\bar{y} | \bar{x})$$

$$= \operatorname{argmax}_{\bar{y}} P(\bar{y}, \bar{x})$$

$$= \operatorname{argmax}_{\bar{y}} \log P(\bar{y}, \bar{x})$$

Ex Log probabilities (approx.)

$$S = \begin{matrix} N \\ V \end{matrix} \begin{bmatrix} -1 \\ -1 \end{bmatrix}$$

$$T = \begin{matrix} N & V & \text{STOP} \\ -2 & -1^* & -1 \\ -1 & -1 & -2 \end{matrix}$$

$$E = \begin{matrix} N & \text{they} & \text{fish} & \text{can} \\ -1 & -1 & -3 \\ -3 & -1 & -1 \end{matrix}$$

they can fish: what is the most likely tag sequence?

8 choices

NNN (STOP)

NNV

NVN

⋮

Can compute scores explicitly:

$$\begin{matrix} -1 & -1^* & -1 & -2 \\ N & V & V & -1 \\ -1 & \text{they} & \text{can} & \text{fish} \end{matrix} \quad \text{score: } -8$$

NNN: ~~score~~  $-7$   
best

# Viterbi Dynamic Program

Define  $v_i(\tilde{y})$   $i$  is an index in  
the sent  $\{1, 2, 3\}$   
 $n \times |\mathcal{T}|$  matrix  $\tilde{y} \in \mathcal{T}$

$v_i(\tilde{y}) = \log$  prob of the best  
tag sequence ending in  $\tilde{y}$   
at step  $i$

✓ they can fish

N	$-1-1$ $= -2$		
V	$-1-3$ $= -4$		

at the  
end:  
which is  
higher?

Initial: emissions initial

$$v_1(\tilde{y}) = \log P(x_1 | \tilde{y}) + \log P(\tilde{y})$$

Recurrent: compute  $v_i$  using  $v_{i-1}$

$$v_i(\tilde{y}) = \log P(x_i | \tilde{y})$$

$$+ \max_{\tilde{y}_{\text{prev}}} \left[ \log P(\tilde{y} | \tilde{y}_{\text{prev}}) + v_{i-1}(\tilde{y}_{\text{prev}}) \right]$$

Viterbi: for  $i=1 \dots n$

for  $\tilde{y} \in \mathcal{T}$

compute  $v_i(\tilde{y})$

$$v_{n+1}(\text{STOP}) = \max_{\tilde{y}_{\text{prev}}} \log P(\text{STOP} | \tilde{y}_{\text{prev}}) + v_n(\tilde{y}_{\text{prev}})$$

Track "backpointers" to get sequence

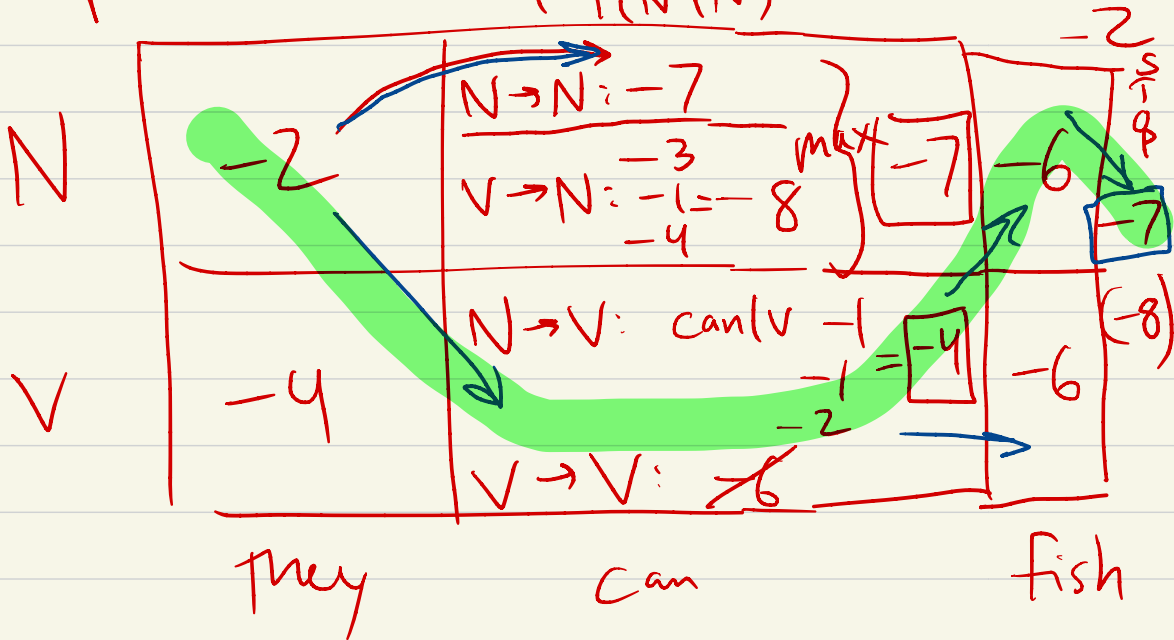
$$S = \begin{matrix} N \\ V \end{matrix} \begin{bmatrix} -1 \\ -1 \end{bmatrix}$$

$$T = \begin{matrix} N & V & \text{STOP} \\ N & -2 & -1 \\ V & -1 & -2 \end{matrix}$$

they fish can

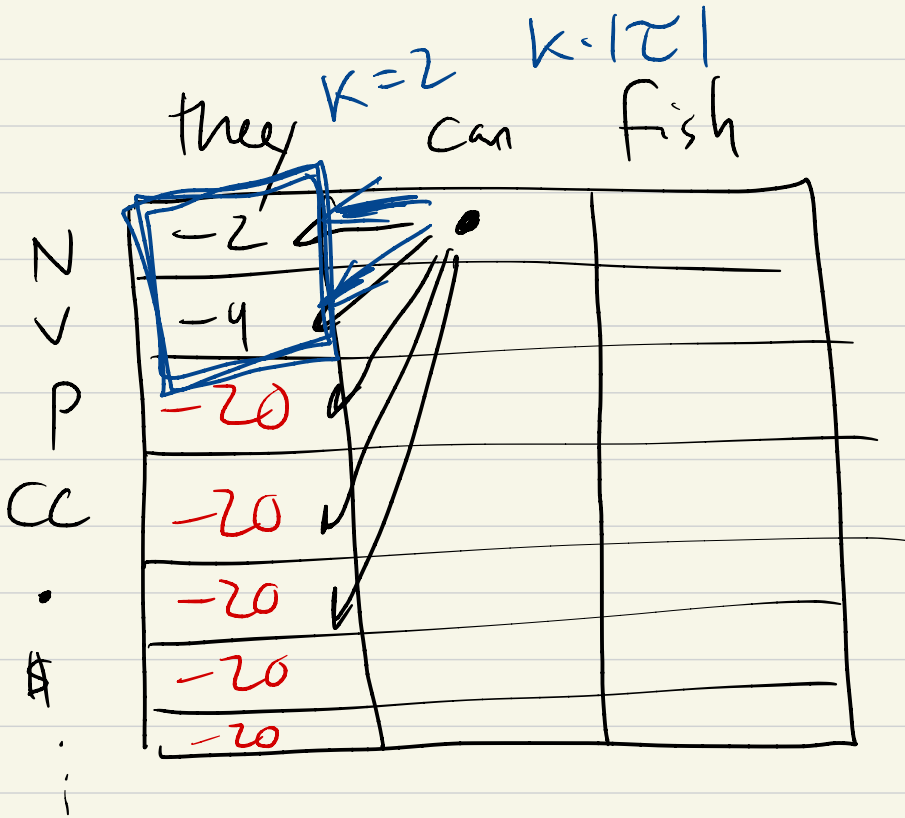
$$E = \begin{matrix} N \\ V \end{matrix} \begin{bmatrix} -1 & -1 & -3 \\ -3 & -1 & -1 \end{bmatrix}$$

$V_2(N)$  part 1:  $N \rightarrow N$ : emission  $P(\text{can}(N)) = -3$   
 $+ P(N|N) = -2 + V(N)$



# Beam Search $|\Sigma|, n$

Viterbi runtime:  $O(n|\Sigma|^2)$



Beam search: keep top  $k$  scores  
in each column

priority queue

$N = -2$   
 $V = -4$   
 $J = -19$

$CC = -20$

$\bullet = -20$

kicked out

(overhead from priority queue)

$$O(n |\tau|^2) \rightarrow O(n |\tau| k \log |\tau|)$$

data structure

"2D" beaming



press



transitions