

Decoding in Phrase-Based Machine Translation

(Building the translation)

Not required for the homework



Phrase-Based Decoding

- ▶ Noisy channel model: $P(\mathbf{e}|\mathbf{f}) \propto P(\mathbf{f}|\mathbf{e}) P(\mathbf{e})$ (ignore $P(\mathbf{f})$ term)
Translation model (TM) Language model (LM)
- ▶ Inputs needed
 - ▶ Language model that scores $P(e_i|e_1, \dots, e_{i-1}) \approx P(e_i|e_{i-n-1}, \dots, e_{i-1})$
 - ▶ Phrase table: set of phrase pairs $(\mathbf{e}, \mathbf{f})$ with probabilities $P(\mathbf{f}|\mathbf{e})$
- ▶ What we want to find: $\mathbf{e}$ produced by a series of phrase-by-phrase translations from an input $\mathbf{f}$



Phrase Lattice

Maria	no	dio	una	bofetada	a	la	bruja	verde
<u>Mary</u>	<u>not</u>	<u>give</u>	<u>a</u>	<u>slap</u>	<u>to</u>	<u>the</u>	<u>witch</u>	<u>green</u>
	<u>did not</u>		<u>a</u>	<u>slap</u>	<u>by</u>		<u>green</u>	<u>witch</u>
	<u>no</u>		<u>slap</u>		<u>to the</u>			
	<u>did not give</u>				<u>to</u>			
					<u>the</u>			
			<u>slap</u>			<u>the</u>	<u>witch</u>	

- ▶ Given an input sentence, look at our phrase table to find all possible translations of all possible spans
- ▶ Monotonic translation: need to translate each word in order, explore paths in the lattice that don't skip any words
- ▶ Looks like Viterbi, but the scoring is more complicated



Monotonic Translation

Maria	no	dio	una	bofetada	a	la	bruja	verde
<u>Mary</u>	<u>not</u>	<u>give</u>	<u>a</u>	<u>slap</u>	<u>to</u>	<u>the</u>	<u>witch</u>	<u>green</u>
	<u>did not</u>		<u>a slap</u>		<u>by</u>		<u>green witch</u>	
	<u>no</u>		<u>slap</u>		<u>to the</u>			
	<u>did not give</u>				<u>to</u>			
					<u>the</u>			
			<u>slap</u>			<u>the witch</u>		

- ▶ If we translate with beam search, what state do we need to keep in the beam?

- ▶ Score

- ▶ Where are we in the sentence

- ▶ What words have we produced so far (actually only need to remember the last 2 words when using a 3-gram LM)

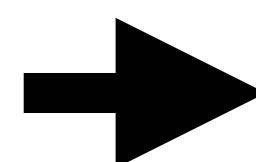
$$\arg \max_{\mathbf{e}} \left[\prod_{\langle \bar{e}, \bar{f} \rangle} P(\bar{f} | \bar{e}) \cdot \prod_{i=1}^{|\mathbf{e}|} P(e_i | e_{i-1}, e_{i-2}) \right]$$



Monotonic Translation

Maria	no	dio	una	bofetada	a	la	bruja	verde
Mary	not	give	a	slap	to	the	witch	green
	did not		a	slap	by		green	witch
	no		slap		to the			
	did not give				to			
					the			
			slap			the	witch	

Mary
idx = 1
-1.1



...did not
idx = 2
-0.1

Mary not
idx = 2
-1.2

Mary no
idx = 2
-2.9

- ▶ Beam state: where we're at, what the current translation so far is, and score of that translation
- ▶ Advancing state consists of trying each possible translation that could get us to this timestep



Monotonic Translation

Maria	no	dio	una	bofetada	a	la	bruja	verde
Mary	not	give	a	slap	to	the	witch	green
	did not		a	slap	by		green	witch
	no		slap		to the			
	did not give				to			
					the			
			slap			the	witch	

...did not
idx = 2

-0.1

Mary not
idx = 2

-1.2

Mary no
idx = 2

-2.9

score = $\log [P(\text{Mary}) P(\text{not} \mid \text{Mary}) P(\text{Maria} \mid \text{Mary}) P(\text{no} \mid \text{not})]$

LM

TM

In reality: score = $\alpha \log P(\text{LM}) + \beta \log P(\text{TM})$

...and TM is broken down into several features



Monotonic Translation

Maria	no	dio	una	bofetada	a	la	bruja	verde
<u>Mary</u>	<u>not</u>	<u>give</u>	<u>a</u>	<u>slap</u>	<u>to</u>	<u>the</u>	<u>witch</u>	<u>green</u>
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	<u>no</u>		<u>slap</u>		<u>to the</u>			
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					<u>the</u>			
			<u>slap</u>			<u>the</u>	<u>witch</u>	

- ▶ Two ways to get here: *Maria + no dio* or *Maria no + dio*
- ▶ Beam is filled with options from multiple *segmentations* of input



Monotonic Translation

Maria	no	dio	una	bofetada	a	la	bruja	verde
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	<u>no</u>		<u>slap</u>		<u>to the</u>			
	<u>did not give</u>				<u>to</u>			
			<u>slap</u>		<u>the</u>			
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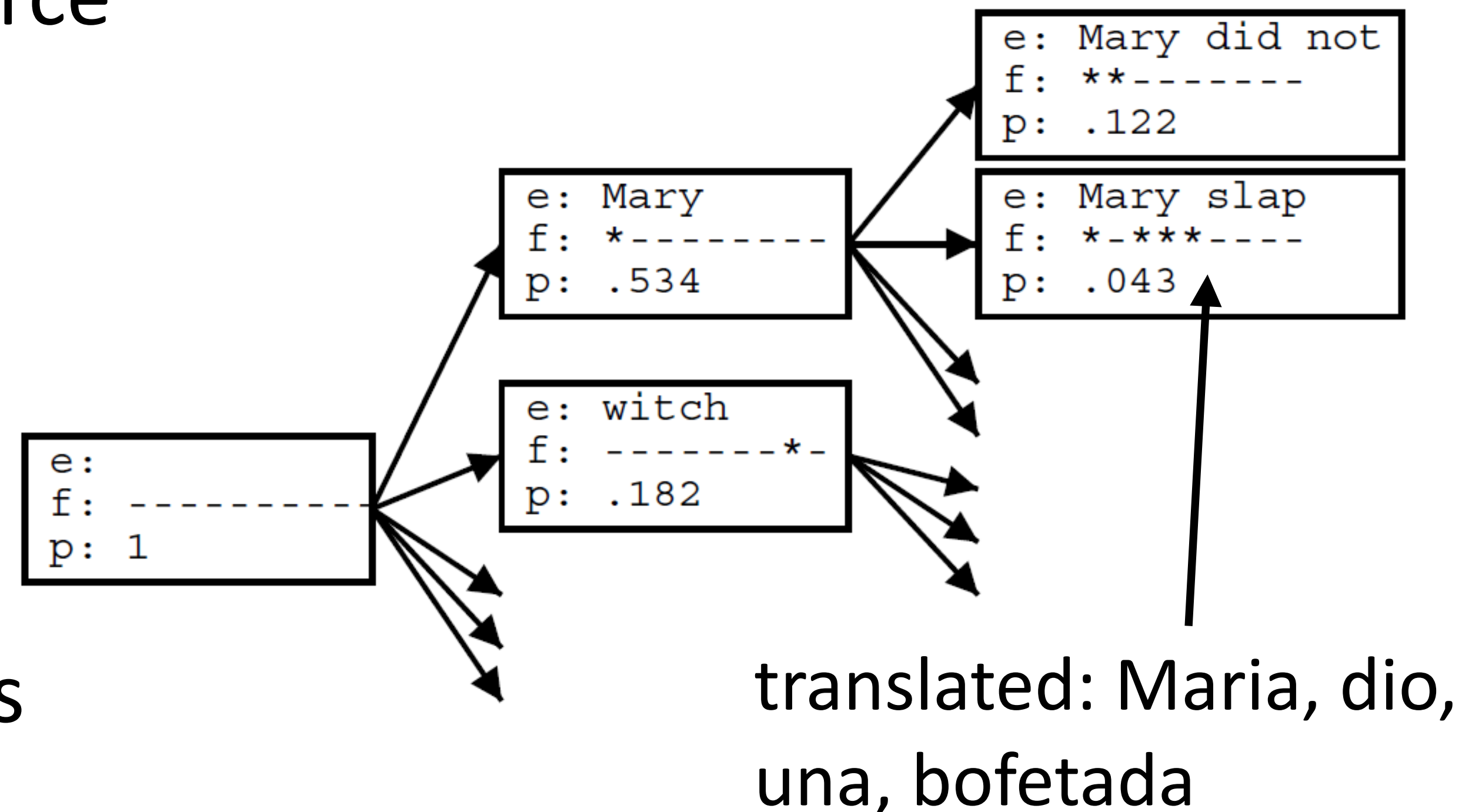
- ▶ With beam size $k = \text{infinity}$, how many possible entries in the beam here?



Non-Monotonic Translation

Maria	no	dio	una	bofetada	a	la	bruja	verde
Mary	not	give	a	slap	to	the	witch	green
	did not		a slap		by		green witch	
	no		slap		to the			
	did not give				to			
					the			
			slap			the witch		

- ▶ More flexible model: can visit source sentence “out of order”
- ▶ State needs to describe which words have been translated and which haven’t
- ▶ Big enough phrases already capture lots of reorderings, so this isn’t as important as you think



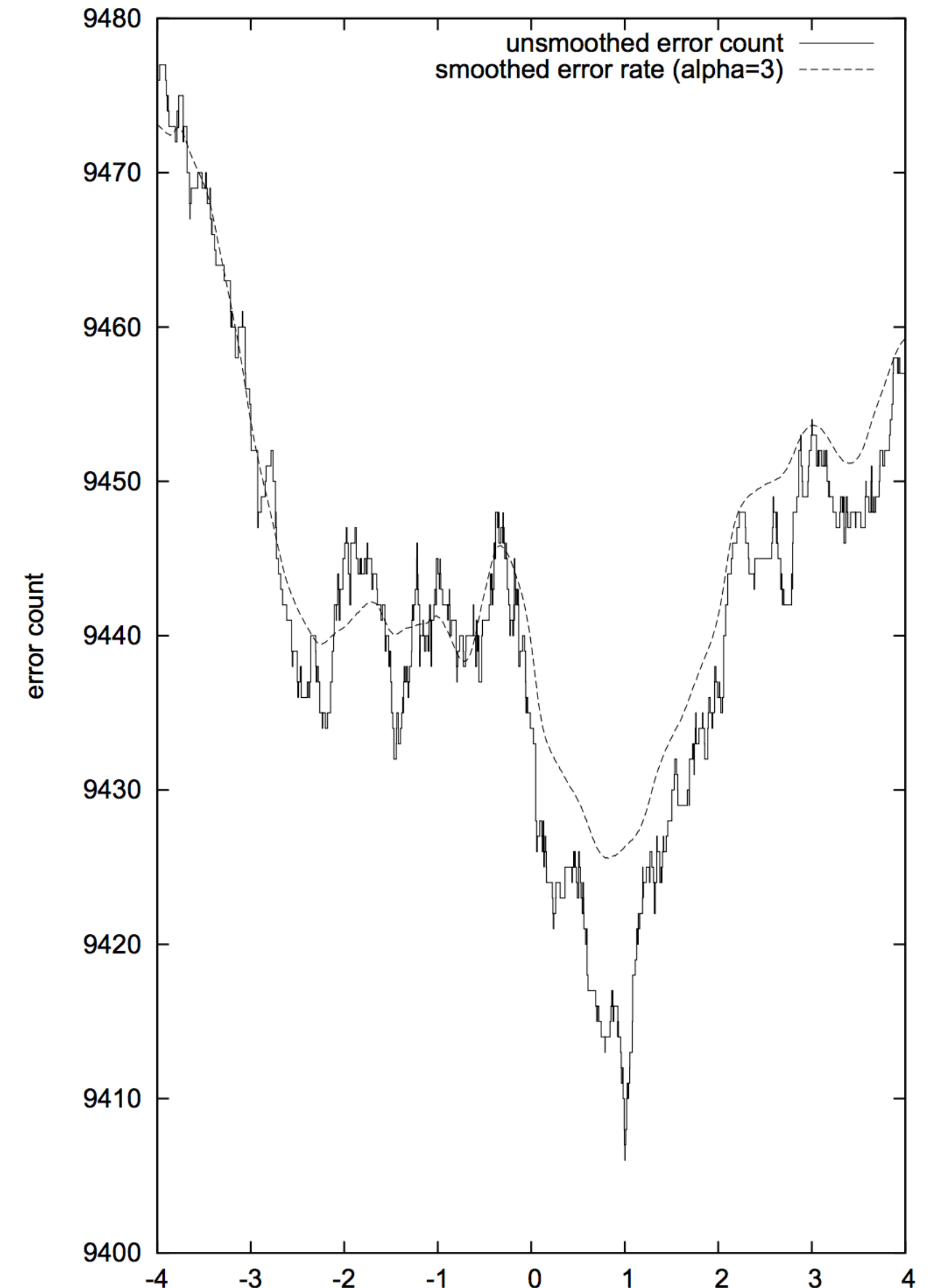


Training Decoders

$$\text{score} = \alpha \log P(\mathbf{t}) + \beta \log P(\mathbf{s} | \mathbf{t})$$

...and $P(\mathbf{s} | \mathbf{t})$ is in fact more complex

- ▶ Usually 5-20 feature weights to set, want to optimize for BLEU score which is not differentiable
- ▶ MERT (Och 2003): decode to get 1000-best translations for each sentence in a small training set (<1000 sentences), do line search on parameters to directly optimize for BLEU





Moses

- ▶ Toolkit for machine translation due to Philipp Koehn + Hieu Hoang
 - ▶ Pharaoh (Koehn, 2004) is the decoder from Koehn's thesis
- ▶ Moses implements word alignment, language models, and this decoder, plus **a ton** more stuff
 - ▶ Highly optimized and heavily engineered, could more or less build SOTA translation systems with this from 2007-2013



Moses

SOURCE	Cela constituerait une solution transitoire qui permettrait de conduire à terme à une charte à valeur contraignante.
HUMAN	That would be an interim solution which would make it possible to work towards a binding charter in the long term .
1x DATA	[this] [constituerait] [assistance] [transitoire] [who] [permettrait] [licences] [to] [terme] [to] [a] [charter] [to] [value] [contraignante] [.]
10x DATA	[it] [would] [a solution] [transitional] [which] [would] [of] [lead] [to] [term] [to a] [charter] [to] [value] [binding] [.]
100x DATA	[this] [would be] [a transitional solution] [which would] [lead to] [a charter] [legally binding] [.]
1000x DATA	[that would be] [a transitional solution] [which would] [eventually lead to] [a binding charter] [.]

slide credit:
Dan Klein

Evaluating MT



Evaluating MT

- ▶ Fluency: does it sound good in the target language?
- ▶ Fidelity/adequacy: does it capture the meaning of the original?
- ▶ Automatic evaluation tries to approximate this...
- ▶ BLEU score: geometric mean of 1-, 2-, 3-, and 4-gram *precision* vs. a reference, multiplied by brevity penalty (penalizes short translations)
 - ▶ 1-gram precision: do you predict words that are in the reference?
 - ▶ 4-gram precision: to get this right, you need those words to be in the right order!
- ▶ Better metrics: human-in-the-loop variants

Syntactic MT



Syntactic MT

- ▶ Rather than use phrases, use a *synchronous context-free grammar*

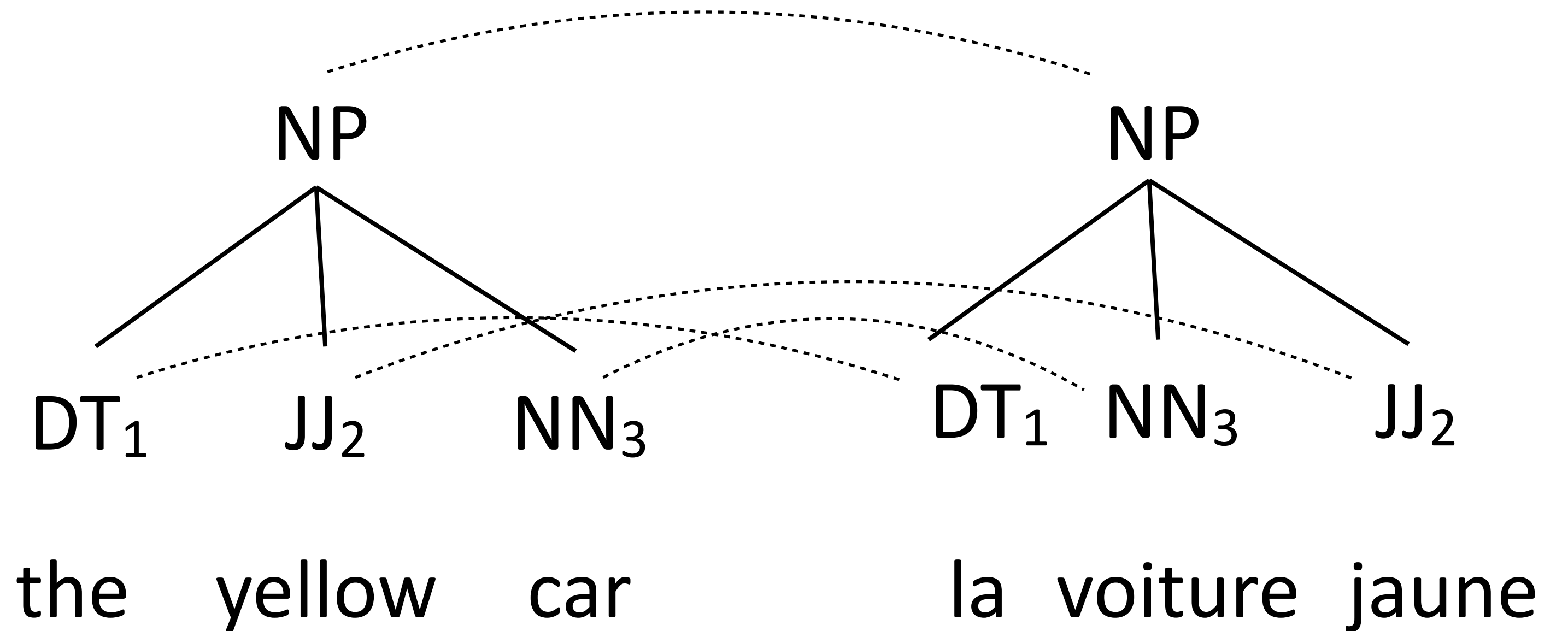
$NP \rightarrow [DT_1 JJ_2 NN_3; DT_1 NN_3 JJ_2]$

$DT \rightarrow [\text{the}, \text{la}]$

$DT \rightarrow [\text{the}, \text{le}]$

$NN \rightarrow [\text{car}, \text{voiture}]$

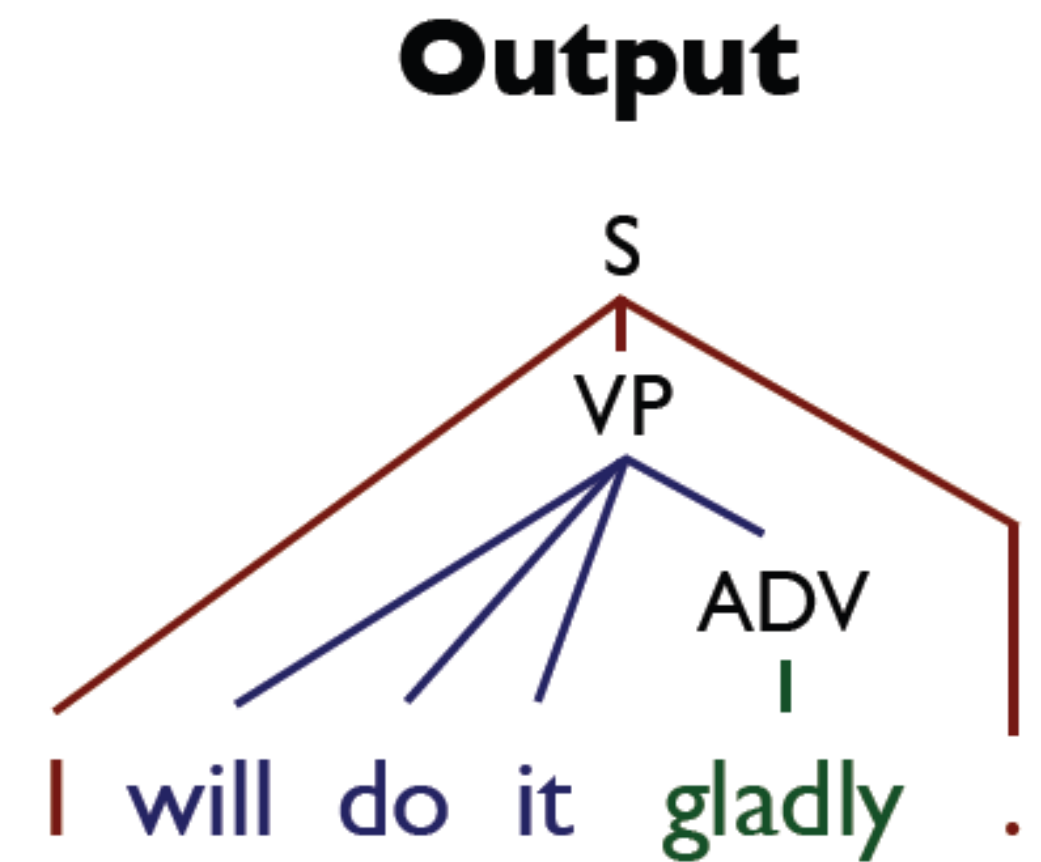
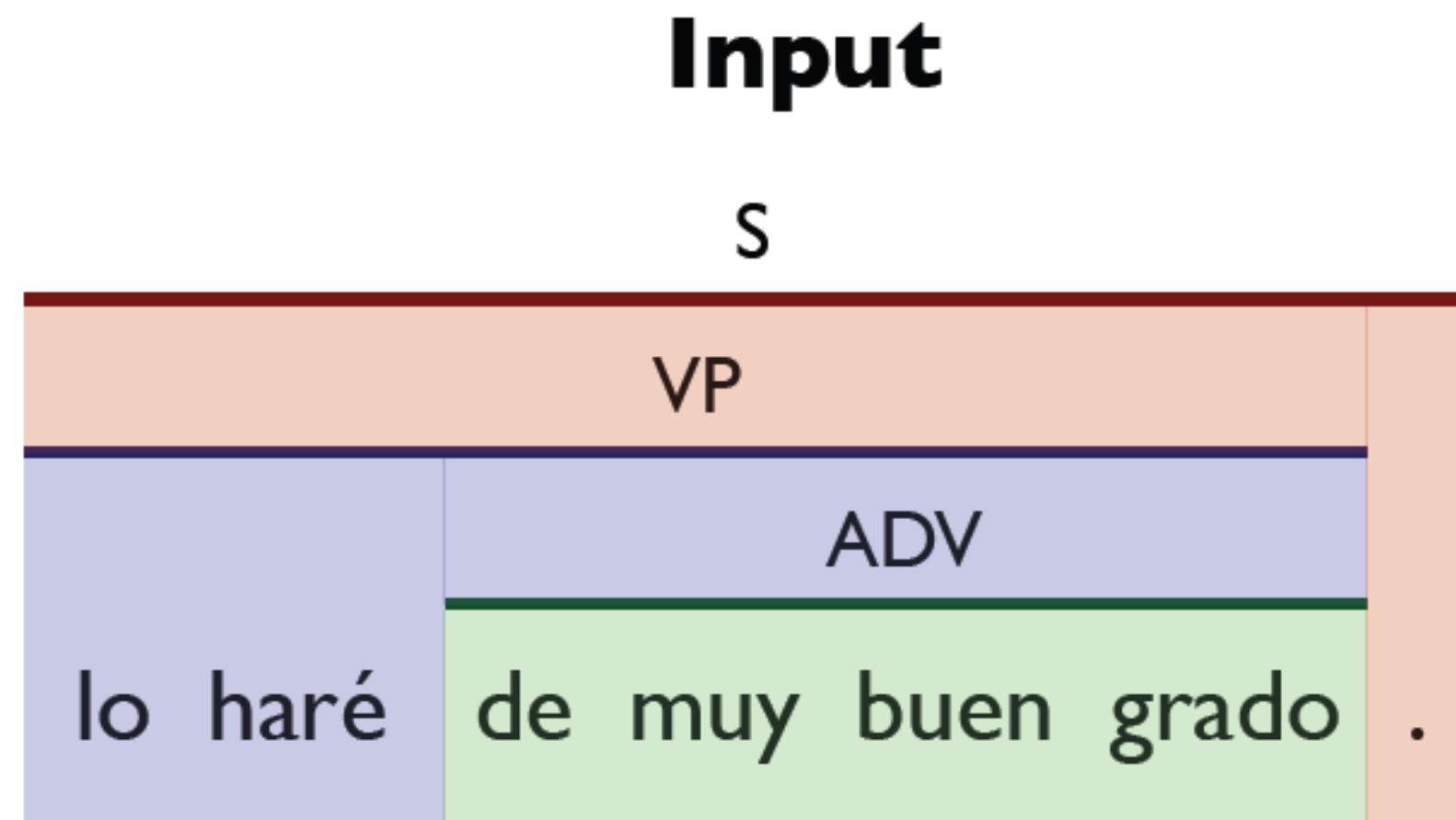
$JJ \rightarrow [\text{yellow}, \text{jaune}]$



- ▶ Translation = parse the input with “half” of the grammar, read off the other half
- ▶ Assumes parallel tree structures, but there can be reordering



Syntactic MT



- ▶ Use lexicalized rules, look like “syntactic phrases”
- ▶ Leads to HUGE grammars, parsing is slow

Grammar

$S \rightarrow \langle VP . ; I VP . \rangle$ **OR** $S \rightarrow \langle VP . ; you VP . \rangle$

$VP \rightarrow \langle lo haré ADV ; will do it ADV \rangle$

$s \rightarrow \langle lo haré ADV . ; I will do it ADV . \rangle$

$ADV \rightarrow \langle de muy buen grado ; gladly \rangle$